A FUTURE BOOK

Screen Play 2

AMIGA FORMAT



A completely new collection of extensive tips and essential mini-reviews of Amiga games

WRITTEN BY MAFF EVANS

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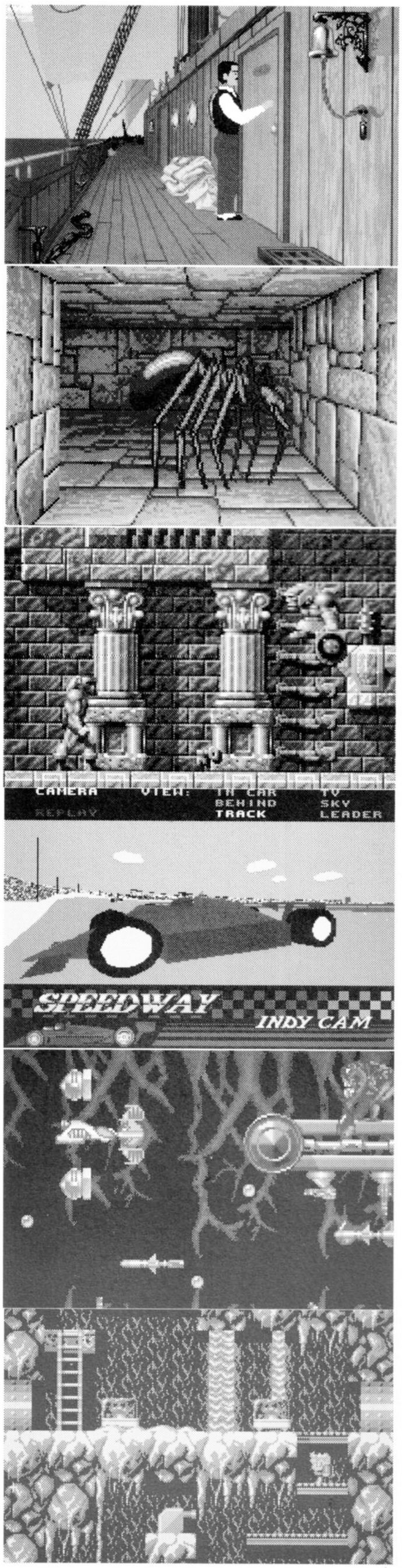
Film rights for this book are still available!

The people responsible for messing with my head during the production of this book...

NIN



FRONT 242



THE QUEST CONTINUES

Well, here we are again with the second volume of Screen Play. Some people questioned the use of such a book, saying that you can read the hints in back issues of Amiga Format and reviewing old games is a waste of time. But what about those new to the Amiga? You have to take into account the fact that they won't have seen many of the classic games and that many issues of Amiga Format are no longer available. What better way than to introduce them to the world of Amiga games than collecting as much information as possible in one place? Anyway, the great band of Amiga games players out there proved the sceptics wrong and made Screen Play a great success (my thanks go out to all of you).

A lot has happened in the games world since the last book (well it has been a year after all) so the powers that be decided that it was time for an update. Simply replacing some of the games and bring out a 'revised edition' seemed like a bad idea, since some readers may want tips on a game in the first book only to find them gone! No, I thought that it would be a better idea to put together a totally new collection of maps, solutions, hints, cheats, player's guides and mini-reviews. This means that you can still read volume one in its original form as well as having a stack of new information at your disposal.

After the trials and tribulations of the first book I swore that I'd never do it again, so God knows how I managed to get talked into doing another one! It must be sheer loyalty to you, dear reader!

I hope you get some useful information from this volume and that it helps you in the long quest to beating the top games. Good Luck!

Maff Evans

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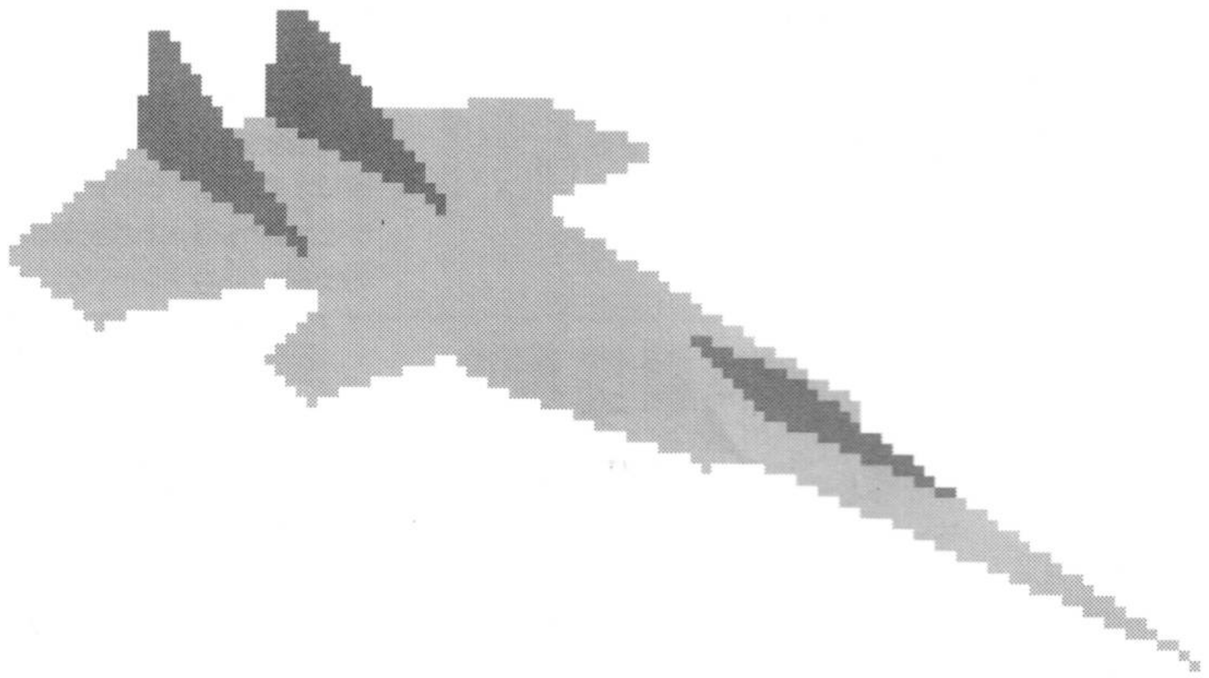
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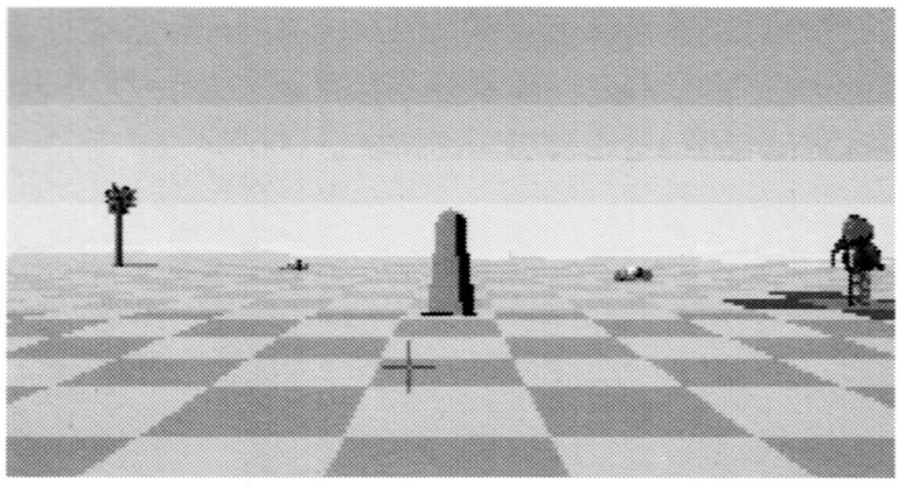
Archipelagos
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Awesome

A



ARCHIPELAGOS

Logotron



Most strategy games are based on military situations or somewhat abstract themes. *Archipelagos* doesn't really fit in either of these categories, since it doesn't contain war, but it is based on a specific situation. Get it? No, I didn't think so. Let me explain...

Long ago a race called the Ancients created a series of 10,000 islands called the Archipelagos using their incredible mind-power. They continued to use their thoughts to create another world floating in the sky above the Archipelagos. Unfortunately, visitors came down from the other world and perverted the peaceful islands into a poisoned place. They placed an obelisk on each island to mark their power and turned the Ancients into standing stones. The poisoned realm began to produce evil plants, which turned the ground blood-red, killing anything that the disease touched.

You must destroy the visitors' obelisks to get rid of their poisonous power, a task which is difficult since you don't have enough energy to defeat them! In order to gain power, you must absorb the Ancient's energy from the stones, but this can only be done if there is a direct land path between yourself and the stone you wish to absorb. When you have enough energy, you can go to the obelisk and drain its power, causing it to crumble into dust.

Archipelagos is most certainly an odd little game, featuring strange 3D graphics and a somewhat surreal plot. Despite the fact that there is only one objective throughout all the levels, the complications of poisonous plants, mutant eggs and other evil characters make it it increasingly difficult to complete your objective. The atmosphere that the game creates is very ethereal, wrapping you in a world of ancient magic and mystery. As far as puzzle games go, *Archipelagos* has to be one of the most off-beat, yet enjoyable, releases available. If you want a slice of the weird action, the game is available on the Coverdisk of *Amiga Format* issue 24. Get those back issue orders in for some surreal brain-stretching!

HINTS

If you want to see what the higher Archipelagos have to offer as a challenge, then try this tip.

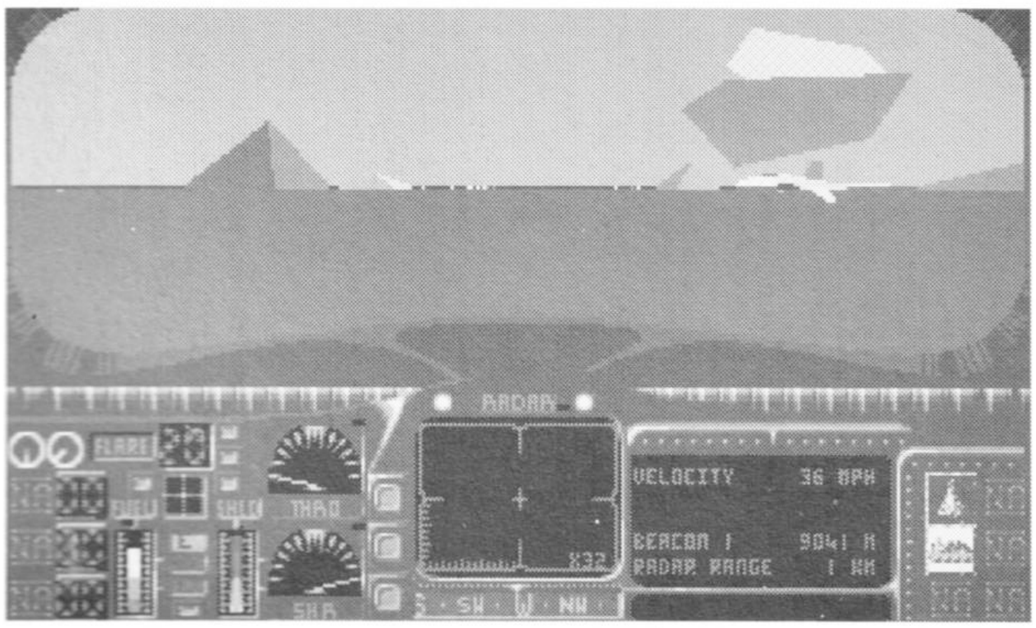
Complete the first couple of levels (you can get that far, surely) and press Return to select a new one. Enter 8421 and hit the Return key. The computer should now ask you to select a level between 1 and 9999. Now you can explore away to your heart's content.

ARMOUR-GEDDON

Psygnosis

Imagine life after a nuclear confrontation. Survivors scattered about here and there, order has broken down, and the military are still running things from their shelters. Naturally the general populace would want to get back at the armies that caused this sorry state.

You are one of the surviving military leaders and it is your task to fend off the increasingly organised rebel survivors. Day after day, their attacks use more advanced weaponry, threatening to wipe out the shelters once and for all. There is only one thing for it, you'll have to get together a neutron bomb and wipe out their headquarters for good.



In order to do this you have six types of armoured vehicle. A light and heavy tank, a Stealth Fighter, a helicopter, a hovercraft and a Stealth Bomber to actually drop the bomb. You must use these vehicles to complete six demanding missions before you can reach the final objective. These require planning and good reflexes, otherwise the rebels will blast you out of the park!

Armour-Geddon is different from many of the filled-3D fighter simulations available, in that a lot of emphasis is based on the strategy side of things. You need to make careful plans involving the right type of vehicles in order to survive. This combination of wargame planning and 3D vector combat makes the game an interesting challenge, but the initially confusing wealth of controls can make it difficult to get going. Still, if you can get your head around the technology, the six missions will keep you blasting away for quite a while.

***AMIGA FORMAT* RATING - 85%**

HINTS

The might of all the survivors of a nuclear war against a single military unit? Sounds a bit tough to me! To help you struggling fighters, here is a run down on completing the various missions.



MISSION 1

Grid reference 44, -10
Compass from Base - East

Go to the R and D section. Start developing a bomber, Night-Sights and drop tanks. You just need to put one manufacturer on the drop tank and shells. Make three Telepods, since that is all you will need. It is imperative that at least one bomber, drop tank and Telepod are made for your mission to succeed.

Go to the Intelligence screen and zoom out by one on the viewer. Go right to the second city, which is where you will find the first part of the Neutron Bomb. Find the large building with a power-line running through it and make it your waypoint. Once the waypoint is set load up a bomber with a Telepod and a drop tank, and use the waypoint beacon to fly to the target. Fire off the telepod when you reach the target, then head back to base.

Once you have landed, fuel up a Heavy Tank and load up shells and a drop tank as a payload. Teleport to the first part of the Neutron Bomb and use your VDU to track it down. Pick up the part and head back to base.

MISSION 2

Grid Reference 111, 1
Compass from Base - East

Go to the Intelligence screen and find the island to the far right of the map (look for the T on the upper coast). Lock onto the northern-most part of the T and make this your waypoint. This is where you will find the bomb part.

Go to the Equipment screen and load up a bomber with a Telepod and two drop tanks. Fly towards the waypoint until you are approximately 7000 metres away. At this point you should turn off your engines and glide in the rest of the way. Fire the Telepod into the ground and once you are sure it is safely down land the plane on the grass. Use the Telepod beacon to locate the device and use it to return to the base.

Arm the Heavy Tank with shells and two drop tanks, then teleport to pick up the bomb part. Be careful, since one wrong move could dump you in the drink (it may be an idea to use the satellite view). Once you have the bomb part head back to base.

MISSIONS 3 and 5

Grid References 127,88 and 126,22
Compass from Base - NNE and NE

Go to the intelligence screen and find the position of the waypoint from mission two. Move up until you find a green diamond-shaped piece of land and make this your waypoint. Directly north of this should be a runway among some mountains. The bomb parts are located in the centre of the diamond and the tower by the runway.

Give the bomber a payload of two drop tanks and a telepod and taxi the bomber to the telepod. Teleport yourself to the island and take off toward the waypoint. Drop your shields whenever possible to avoid guzzling fuel. On reaching the waypoint, fire off the telepod and head north towards the runway. Land the bomber on the runway and pick up the bomb part (which should be hidden behind the tower). It's pretty likely that you'll total the bomber here, but don't worry about it!

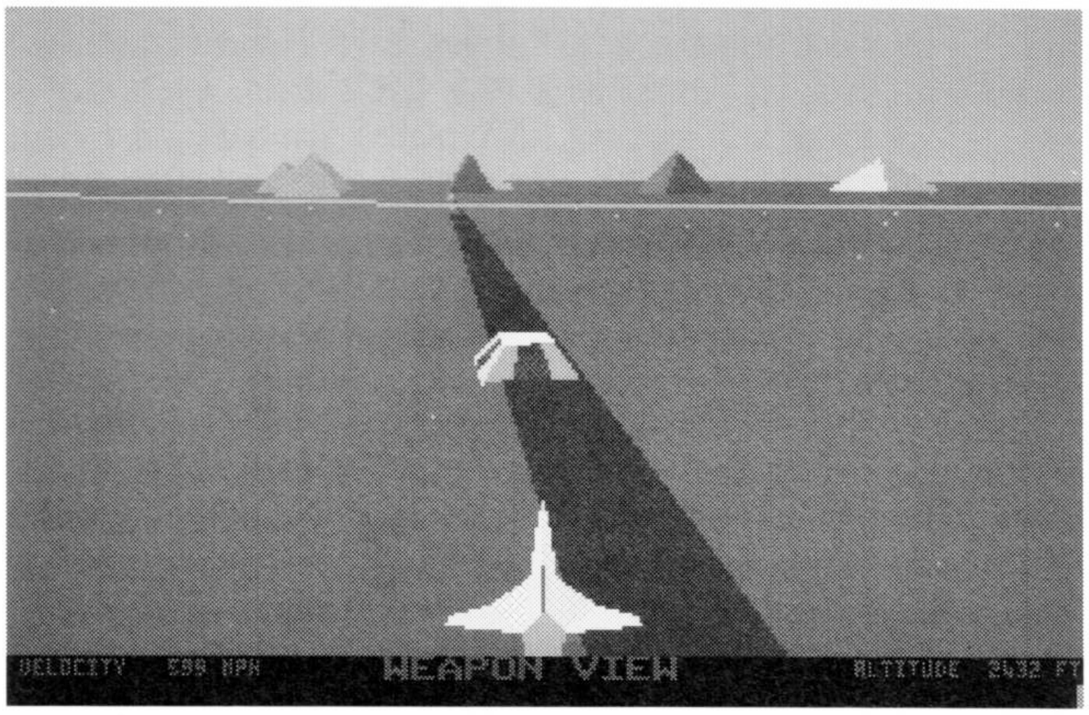
Go to the intelligence screen and make a waypoint for the tank on the radiation symbol in the centre of the diamond. Arm your heavy tank with shells and two drop tanks and teleport to the fifth bomb part. Keep your shields on maximum, since you will come under heavy attack! Find the bomb part using the waypoint beacon, pick it up and head back to base.

MISSION 4

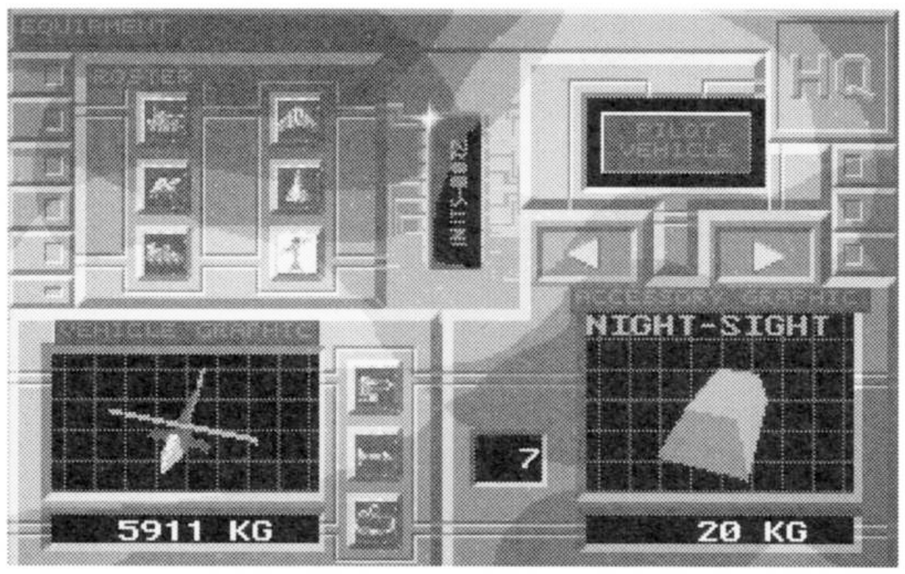
Grid Reference 15,115
Compass from Base - North

This mission be attempted last, since it is quite easy and will take less toll on your dilapidated forces.

The bomb part is located north of the base and is protected by four mountains which form a rectangle. The mountain formation is such that you can only approach by air. The target is some distance from the base, so take this into account when looking on the map.



a



Arm a bomber with three drop tanks... you'll need 'em! Take off and fly until you are within 7000 metres of the target. Turn slightly so that you approach from the left, otherwise you will be hit by a lot of flak. In order to land, you need to stay at around 200 feet and use controlled thrust. The idea is to glide in and taxi to the bomb part. Unfortunately, you'll have to sacrifice yet another bomber on this mission. Bah!

Now you have all the parts of the neutron bomb and will want to find the laser. It is situated on a green diamond to the north of where you found the parts on missions three and five. If you magnify to maximum, you should to find it. As soon as you find it, make it your waypoint and arm a bomber with two drop tanks and the neutron bomb. Take off and fly towards the laser at low altitude (less than 200 feet). Get as close as you can to the laser and drop the bomb when you are sure it will strike the target. Fly away and your mission is complete!

GENERAL TIPS

When flying, it is advisable to stay at a low altitude. Staying lower than 200 feet means that enemy radar cannot pick up your plane, whereas flying even lower causes enemy missiles to miss your plane and hit the ground when they loop back for a second strike. This is also the case when dodging enemy planes.

When the air is filled with enemy planes, use your heavy tank to take them out. Arm your tank with shells (and a night-sight when needed) and go into battle. You won't even need to move, since the planes swoop towards you, making themselves easy targets. Helicopters, on the other hand, prefer to stay above your visual range and attack. If you remain patient, the helicopter will eventually come into range, so that you can pick it off. Two shells are needed to take helicopters out, since the first will only damage them.

When running low on resources on mission five, try destroying some installations (there are plenty of targets to the west). Laser turrets provide useful supplies of Outinium, whereas other installations will provide a collection of materials.

ATOMIC ROBOKID

Activision

Cute meets menacing in shoot-em-up shock! Yes *Atomic Robokid* is a strange combination of harsh, metallic laser death and the cutesy appeal of a robotic kiddie.

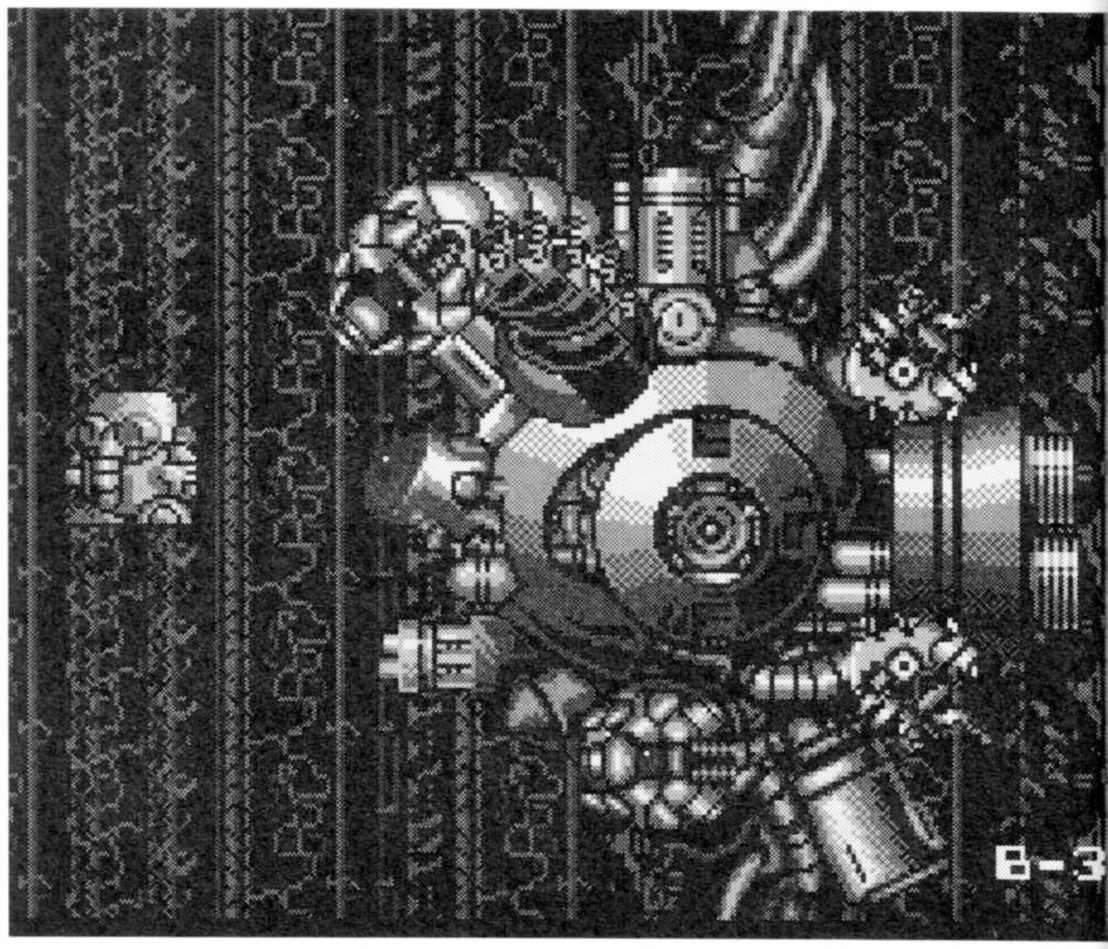
You play Robokid, who is trapped in a series of caverns filled with all manner of deadly androids, drones and aliens. You start off with a simple blaster and the ability to walk along the floor, but you can pick up gems which increase your battle attributes. These include the ability to fly, homing missiles, three-way lasers and a monstrous beast called the Balkan Laser, which fires a wall of flame in front of you, wiping out anything that it touches. You must battle through the caverns until you reach a steel door to the next stage. Before completing a level, you encounter a large battle droid, which may be armed with anything from rotating gun bases to a large, metallic, snake-like arm. What a predicament for a poor little kid - even if he is atomic!

Atomic Robokid is pretty much your standard shoot-em-up fare. The sprites and backgrounds are well drawn, combining metal with organic effects to produce some varied levels. The action, on the other hand, is fairly bog standard. You move, pick up the weapons, shoot everything, tackle the guardian and do it all over again. These days, a shoot-em-up needs to be sufficiently different to capture the attention, but *Atomic Robokid*, despite being fun, is nothing new.

***AMIGA FORMAT* RATING - 75%**

HINTS

No matter how atomic you're supposed to be, starting off a battle like this as basically a dustbin with a pistol isn't really going to get you very far. If you try typing TUESDAY 14TH on the title screen, you will be able to select from a list of options, including infinite lives.



AWESOME

Psygnosis

Space trading epics seem to have died out since the heyday of *Elite* and *Federation of Free Traders*, so it's rather a surprise to see the programmers of the highly successful *Shadow of the Beast* putting their talents into a space combat and commerce game.

You play an intergalactic pilot who travels the spaceways buying and selling goods and running interplanetary courier deliveries. You have to judge markets, navigate your way between planets and take out any nasty space creatures on the way. The main portion of the action is as an overhead, scrolling space flight, with you battling your way through asteroid fields and squads of enemy ships. When you land on a planet, the view turns into a multi-directional *Commando* variant. You must avoid the traps and alien nasties as you attempt to reach the entrance to the planet's base.

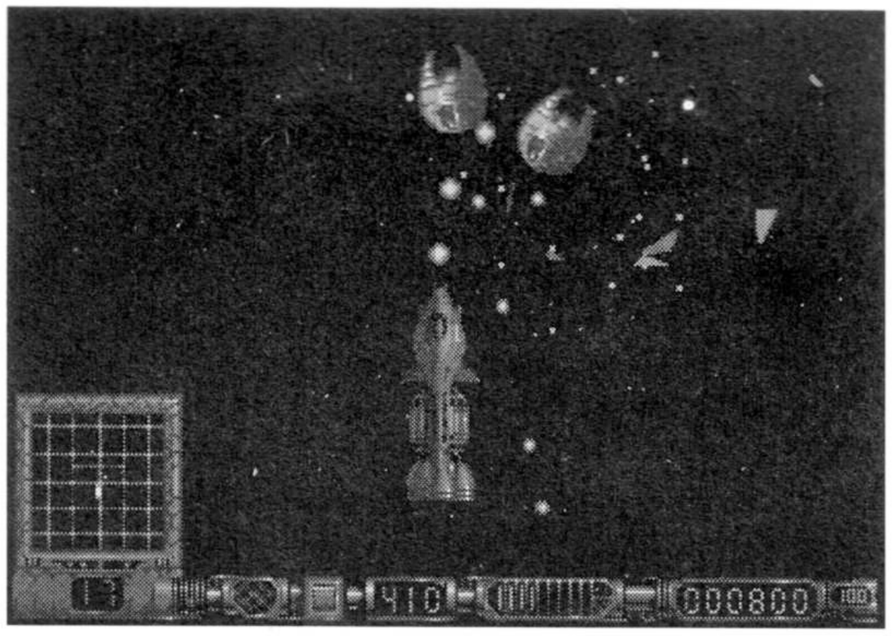
Despite some rather nifty presentation and an attempt to cram as much variation as possible in this space 'epic', *Awesome* doesn't really have the class of games such as *Elite*. The appearance is very good indeed, with some marvellous graphics and sound, but the gameplay is pretty dull and repetitive. You can only trade in a few items on each planet, so there isn't much challenge as far as money managing goes, and the shoot-em-up sections are simplistic and unexciting. If space trading is what you want, then you'd still be better off going for *Elite*... until the Amiga version of *Wing Commander* comes out that is!

HINTS

If you're having trouble surviving the battles of this slightly disappointing space-trading game, then you'd better try this little cheat.

Wait until the cargo/energy level screen appears, move the cursor to the top left-hand corner with the joystick, then press fire and + on the keypad simultaneously. The screen should flash and you will be furnished with infinite shields and lives.

If you're still bamboozled by the trading sections, then here is a way of easily getting to the end of the game. Simply go to the outer-most planet and you will find yourself presented with another animation in the same style as the intro.







B

Back to the Future II
Back to the Future III
Battle Command
Brat

BACK TO THE FUTURE II

Imageworks

After a poor showing on the eight-bit machines in the conversion of the first film in the series, Marty McFly finally appeared on the Amiga in Imageworks' interpretation of the sequel.

The *Back to the Future II* game is in a very different style to the first effort, being a multi-stage arcade game rather than a graphic adventure. You must travel around the town collecting various items to enable you to put history to rights and get back home safely. Unfortunately, the various generations of the Tannen clan make the going difficult, so you need to keep your wits about you and your skateboard control to the fore!

Although it was an improvement over the original eight-bit game, *Back to the Future II* still leaves a lot to be desired. Admittedly the general theme is pretty sketchy to begin with, but the game doesn't seem to hang together properly, ending up a strange mish-mash of styles which aren't really that satisfying.

HINTS

Some of you may have got this game bundled with your Amiga. If you actually enjoy the game, but find the going pretty tough, a little cheat may be in order.

Just pause the game and type THE ONLY NEAT THING TO DO (including spaces) and you will now have an infinite supply of Michael J Foxes. Also, pressing Shift and Z will allow you to jump to the next level.

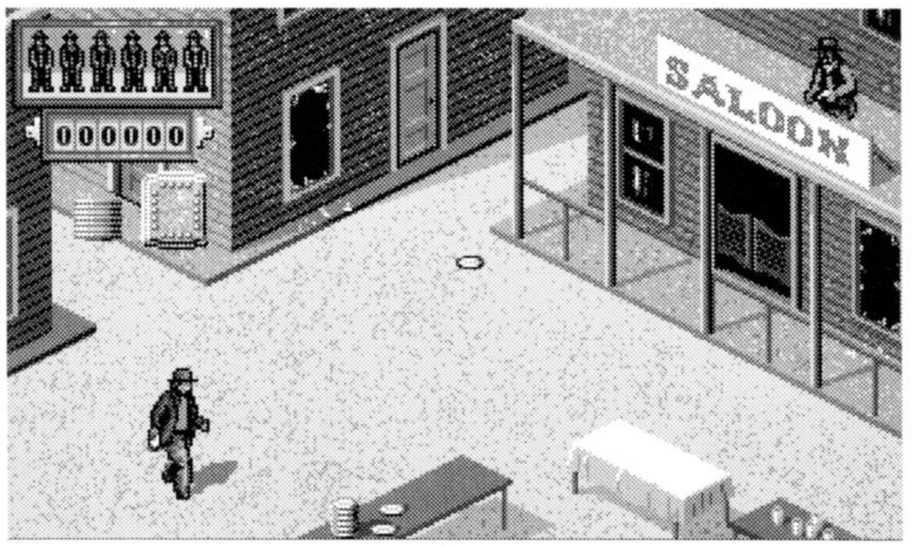
BACK TO THE FUTURE III

Imageworks

Well, what did you expect? There just had to be a conversion of the third in the series to follow the previous efforts didn't there?

The third game takes up the story where the second film left off. The Doc has gone back to the 1880s - a time that he has long wanted to visit. Unfortunately, this leaves Marty stranded in 1955! The Doc sends a letter





telling him where to find the De Lorean, but as he is digging it out, Marty finds a grave with the Doc's name on it - dated two days after the letter. What else can he do but go back and rescue him?

You control Marty and the Doc in various 1880s-style sections, including a horse-race to try and save Clara Clayton from a plunge into the ravine, a frisbee-fight using pie-tins, a shooting gallery and a daring rush across the roof of a train.

Back to the Future III manages to capture the atmosphere of the film pretty well, more so than its predecessor. Despite there being a collection of different game genres, the whole thing manages to flow seamlessly, without seeming simply slammed together. The various sections portray the film's action well and each is a good deal of fun in its own right. In all *Back to the Future III* is an impressive and playable conversion of a rather difficult subject.

***AMIGA FORMAT* RATING - 82%**

HINTS

Ooh, I don't know! No sooner is a game in the shops than people have sussed out the cheat mode for it. What happened to good, honest, old-fashioned hard work to finish a game? Well it seems that the people wanting to cheat at this one have to admit something to themselves...

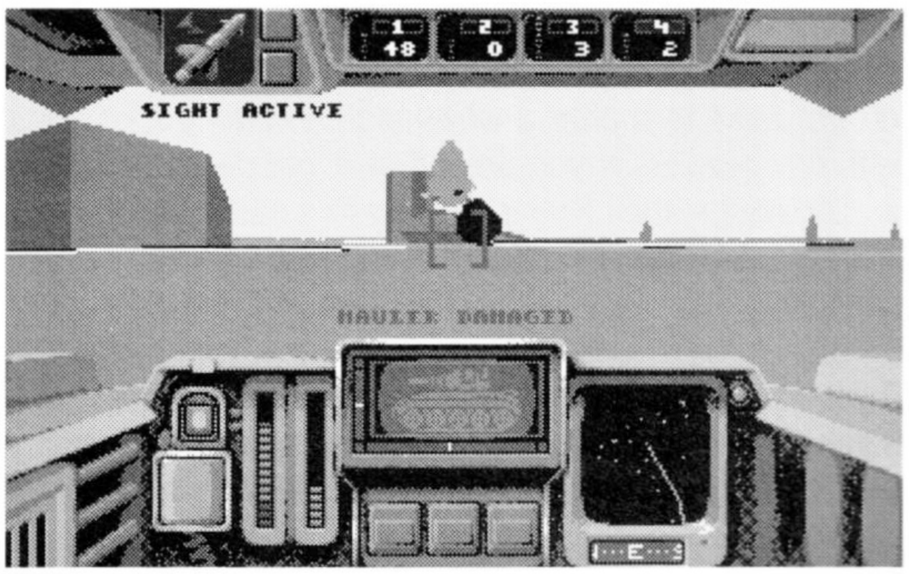
To beat each level, type in the following codes while the story board is showing:

Level One – ROTTEN CHEAT
Level Two – LOUSY CHEAT
Level Three – LOW DOWN CHEAT



BATTLE COMMAND

Ocean



There are a fair number of tank sims on the market, but *Battle Command* is somewhat different in that it features a fictitious futuristic fighting machine armed with the very best in tactical weaponry.

You are placed in control of a new style of tank called the Mauler. You must fight through fifteen preset missions in order to prove yourself one of the top battlefield technicians. These missions range from rescue missions, through simple survival tests to seek and destroy operations. Each mission features different enemies which have to be engaged and various types of terrain to battle through.

Right from the cinematic opening to the atmospheric debriefing at the end of a mission, the game just oozes the tense and dramatic feel of a futuristic battle. The in-game graphics are also very impressive, moving at a pretty swift rate to portray the tank action well. Occasionally, the missions can be frustrating, but dogged perseverance often reaps its own rewards!

If you're bored of the usual 'propeller-head' tank simulations, the *Battle Command's* hi-tech atmosphere may prove to be more your style. It's a rather fine combination of frantic shoot-em-up and tactical tank control which will keep you behind the turret for hours.

***AMIGA FORMAT* RATING - 90%**

HINTS

Here are some helpful guides to some of the missions to help you get the most out of your trusty tank.

Airfield Attack

Make sure you destroy all the buildings near the runways and any others in the vicinity. For this you need to make sure that you're stocked up on IR surface-to-air missiles.

Hideout

The only way to complete this mission is by using mortars — it's a good idea to take two sets with you.

When you reach the circle of mountains use the exterior views at maximum distance to find the exact location of the target then use the mortars, set at around 500-700 yards, to blast it.

Destruction

Try to avoid the crossroads where possible, as there are always gun emplacements based at them.
If you are short of ammo and still have lots of buildings to destroy, sit next to them and wait for the enemy to fire on your position, then move out of the way. Their shots should do the task well!

Missile Battery

This is pretty straight forward so keep your head and push on through the flak!

Satellite

To begin with, head south-west across the bridge then follow your scanner. If your rear-end starts to get badly damaged (ooer, know what I mean), driving around backwards can help to balance it out, as well as giving you the chance of blasting enemies that try to follow you.

When you reach the satellite, remember to take things easy and drive into it slowly.

Kamikaze

Forget about the roads and travel south-east until you come to where the river and mountains nearly meet instead. Now whiz through the gap to the pick-up point to escape like Ken Dodd from the tax-man.

Remember to take plenty of air-to-air weapons and self-protection systems.

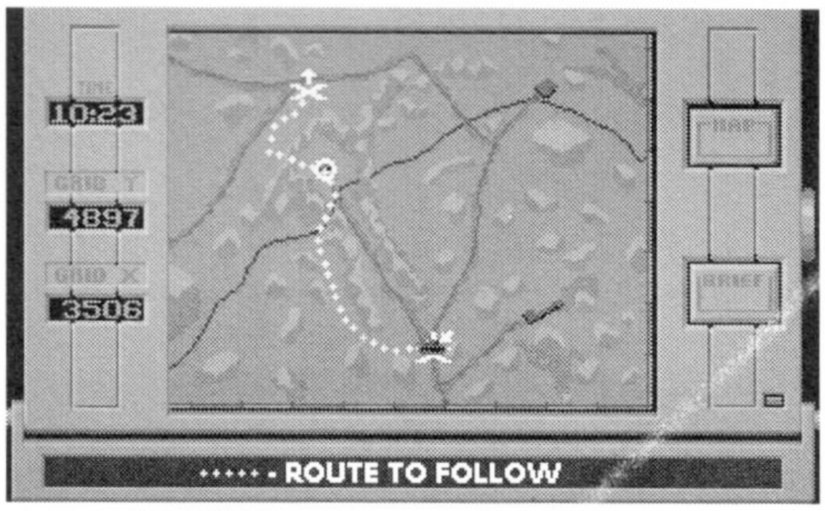
U-Bomb

One clue to this mission is to note that the fence at the entrance of the valley works by electricity – and the electricity pylons are on the other side of the river. I'll leave it to you to work out the strategy?

Try to blow up the U-bomb with Dragonflies for some spectacular results!

Hostage Rescue

Follow the route shown on the map (below) to the rescue area and blast the building on the bottom left as you go in to reveal the hostage. Drive up to him very slowly to pick him up and then seed off to the pick-up point.



GENERAL HINTS

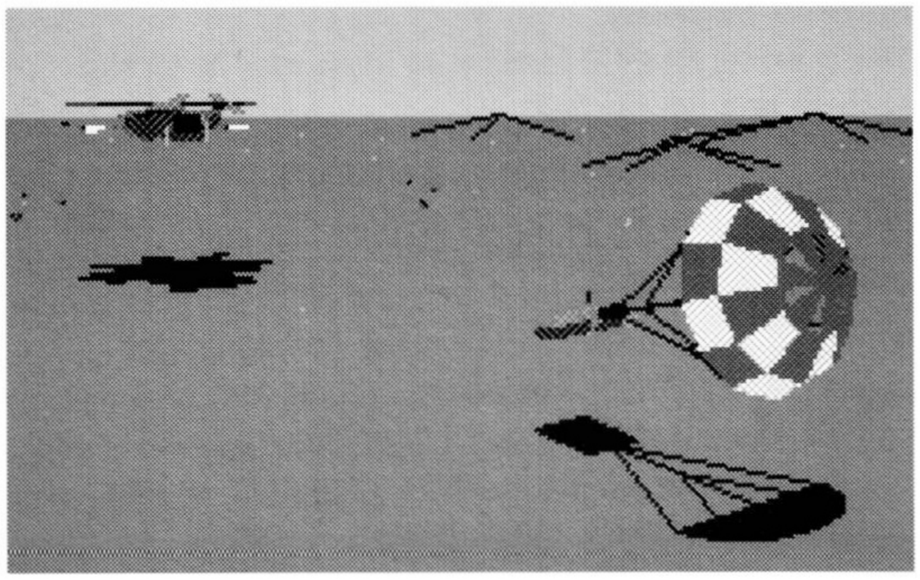
When the chopper arrives at the pick-up point try to destroy all the enemies in the area; there's nothing worse than getting blown-up as you board the chopper!

When using the pulverisor cannon set your binoculars at max magnification for greater accuracy.

Use trees and buildings for cover if you're being pursued by enemy vehicles.

Destroy enemy aircraft as soon as possible to strengthen your position and note that you can also use surface-to-air missiles to blast ground targets.

One last thing – keep moving!

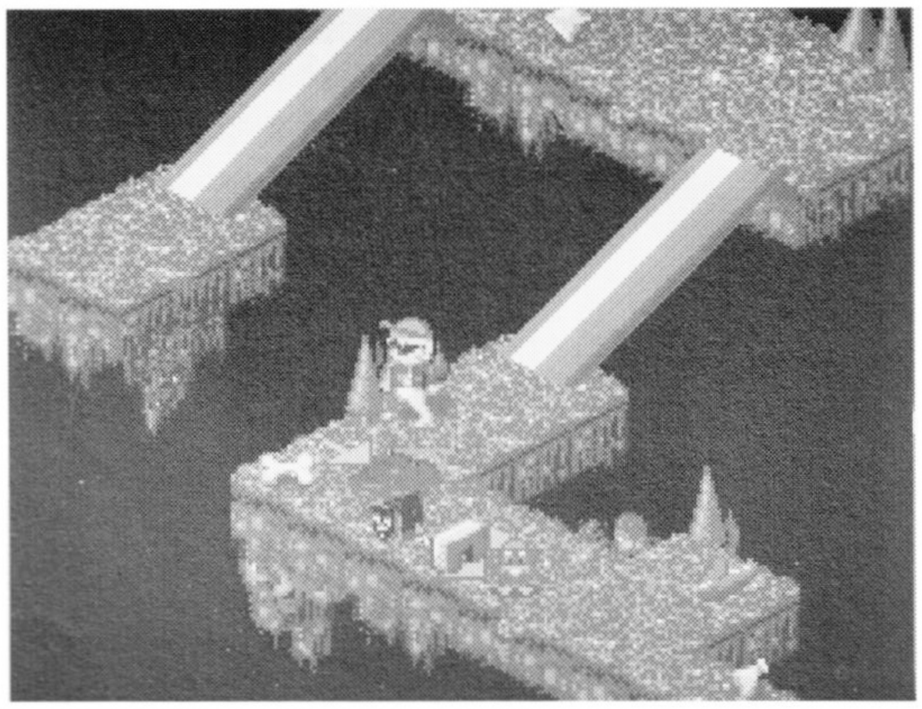


BRAT

Imageworks

After a deluge of 'cutesy' platform and puzzle games, along comes *Brat*, the first of a new breed of 'anti-cute' games. Nathan is the brat of the title, by day a cute little baby who is the apple of his mother's eye, but by night a leather jacketed, junior thug. His actions are fairly justified though, since his toys have been stolen and scattered around a strange dream world packed with dangers. Nathan must travel around the various zones collecting his belongings before returning safely to bed.

You control Nathan by way of a series of icons, which have to be dropped in his path to make him change direction or carry out an action. Make a mistake and the little fellow could wander off the edge of a platform, into the path of a vehicle or into the clutches of a nasty monster. You can't allow that to happen to the poor little mite, can you? No of course you can't!



Despite being billed as 'anti-cute' the graphics and general presentation of *Brat* is bright, colourful and...well... cute! Occasionally, the control method throws you a little, making it a sometimes frustrating chore to get Nathan to do what you want. However you do get used to it after a while and can then get to grips with the puzzles. If you like off-beat puzzle games such as *Lemmings*, then *Brat* is well worth a bash.

***AMIGA FORMAT* RATING - 87%**

HINTS

If you're playing this game, but can't get to see the higher levels, then try these codes for size. And when you find that they don't fit, enter them in the computer.

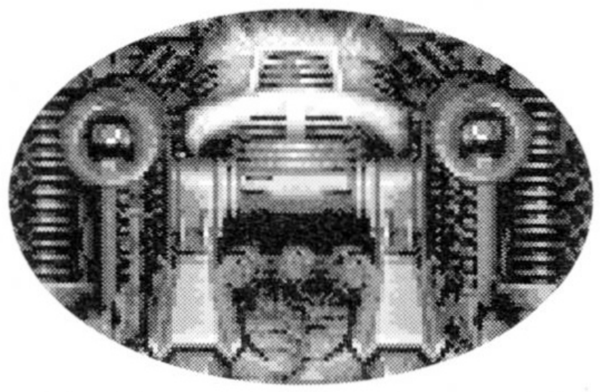
LEVEL	CODE
1	BISHIGMO
2	MIHEMOTO
3	SASUTOZO
4	SUMATZEE
5	NOKITAGO
6	ITSANONO
7	MOZIMATO
8	HOZITOMO
9	MOKITEMO
10	ZUMOHATO
11	CHANASTU
12	NAGAITSU



C

Captive
Car-Vup
Champions
of Krynn
Chip's Challenge
Chuck Rock
Cruise for a Corpse

CAPTIVE



Mindscape

When it comes to role playing games, the most influential game of all has to be *Dungeon Master*. This classic adventure set the tone for the games to come and *Captive* is no exception.

You play a prisoner who has been trapped in a cell on a remote planet in the far reaches of space. Your only communication with the outside world is by way of a computer terminal inside your briefcase. You must use this terminal to control a set of droids which are the key to your escape. You must collect supplies, spare parts and weaponry to allow your robotic team to fight through a number of maze-like structures across a whole galaxy. Along the way they will come across a variety of vicious enemies, including mutant alien plants and ED-209 style killer robots, which have to confronted and outwitted.

The style of the game is very much based in *Dungeon Master* territory, from the view of the maze-like levels to the control and manipulation of objects. This isn't a criticism, however, since the superb futuristic feel of the game manages to give it an atmosphere all of its own. The graphics are superbly drawn with immense imagination, and the incredible stereo sound effects work to their best effect with the volume set to LOUD.

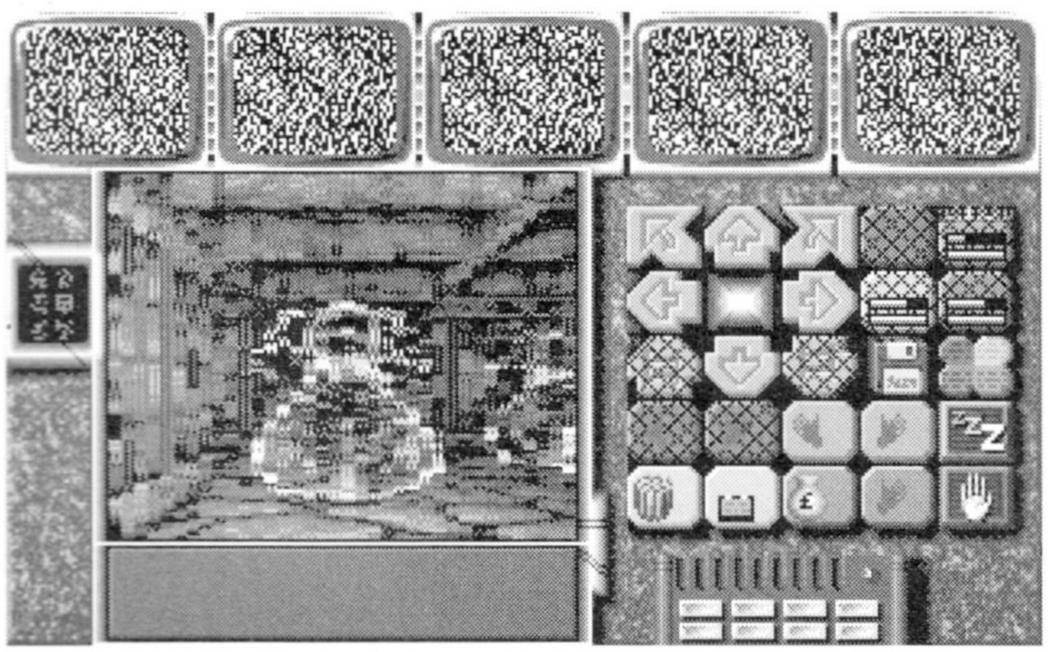
DM and science fiction fans with a taste for adventuring should not under any circumstances be without a copy of *Captive*.

***AMIGA FORMAT* RATING - 91%**

HINTS

All those players who are having trouble with this *DM* lookalike fear not! Just read on for the definitive guide to getting to grips with this excellent game.

First off you need to fly your spaceship, the Swan, into orbit around the planet Butre (co-ordinates 008W-072N). While your ship is winging its way through the cosmos, to its first destination, is a good time to assign the droid chips. Access the backpack of each droid in turn and you will see a silicon chip. Place this on the picture of the droids brain and type in a name for your droid, do this for all four. Your droids will now have their own characteristics and will have acquired the ability to punch, which is their first means of attack. Around about this time the good ship Swan will be in orbit around the planet Butre. Zoom-in on the planet and click on the little white dot. This is where your droids will land, click on the landing button and a hunting we shall go.



Once you have landed go for a little wander round to get used to the feel of the droids, but whatever you do don't enter the water because it is highly toxic and so it will damage your droids, and these babies are definitely not under guarantee.

To enter the base go up to the green door and look for the message from Ratt, this contains the correct sequence to open the door and as soon as it opens, step inside. In front of you should be some explosives and another message, pick these up and go to the back wall and use the push facility (click the right mouse button on the forward icon). The wall will move forward enabling you to move around the base properly.

COMPLETING THE FIRST BASE

1. Explore the whole base by opening every cupboard and door – don't leave a corner unsearched.

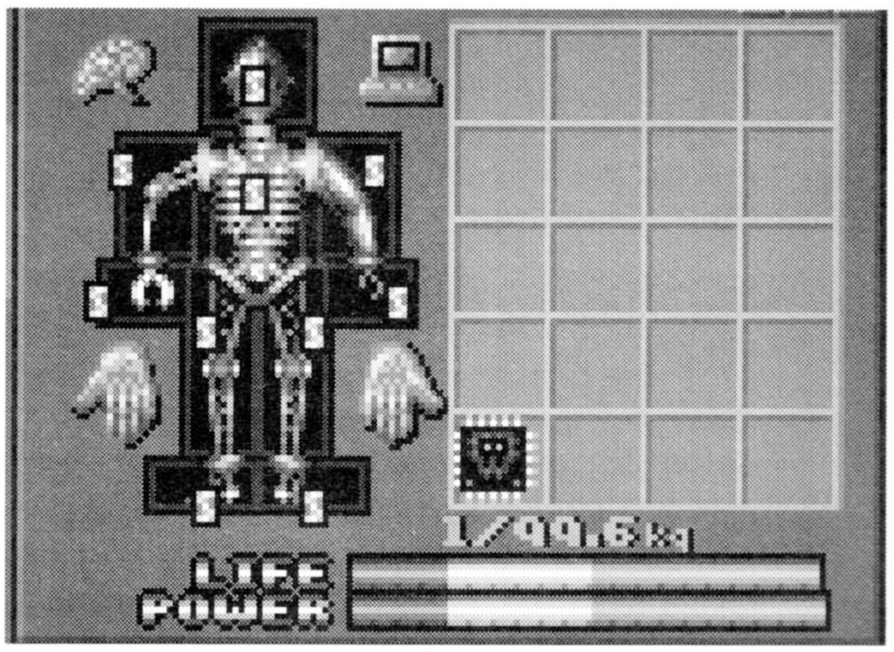
2. Pick up all the sacks of gold because after you destroy an enemy you are gonna need them. A good idea is to pick up and write all messages down so that you can sell them in the shops. Do the same for maps as most of them are pretty useless anyway.

3. Whilst romping around the depths of Captive your droids gain experience points. These can be traded in to raise your other attributes. To start with concentrate on increasing your brawling skills only. This turns you into a Mike Tyson of the droid world.

4. On the first base your going to need the use of Optics these are explained later.

5. To reveal the whereabouts of the next base you have to find the professor and kill him. You will then be given the password to enter the computer which will give you the planet probe; do not leave the base without one, otherwise you will not be able to find the next planet.

Once in possession of the planet probe you can go back and destroy the generators. To achieve this get the explosives and throw them at the top of the generators, then quickly put your running shoes on and peg it back to the green door, using the same combination as before, and then hop into your ship and take off. You can only leave when the generators have been destroyed and not before. Once back in orbit place the planet probe on the planet map to find the location of the next base.



DEVICES

During your quest you will need the help of some plug-in devices. They are divided into Optics and Dev-Scapes, here's what they do:

Optics

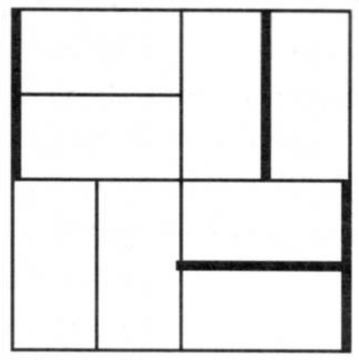
BASIC: An AG Scan which displays how much damage you are inflicting on your opponent during combat.
II: This is the route-finder. Essential for finding your way out of the base after you have destroyed the generators. It will also guide you the quickest way to the next base entrance when you land. Basically it always shows the quickest route out.
III: The Mapper gives you a map of the area you have covered. Shops are shown in red, while ladders and holes in green and doors in yellow.
IV: This is a radar, simple eh?
V: A Magna Scan guides you straight to the generators. Not much use at all really.
VI: The Body Scan. A nice, quick reference as to the condition of your droids.
VII: This is a vision corrector it allows you to see where false walls are, without it you would see a wall, with it a corridor.
SUPER: Visor. When you are exploring bases you will come across areas that are totally blacked out, the visor is infra-red and will enable you to see in the dark.

Dev-Scapes

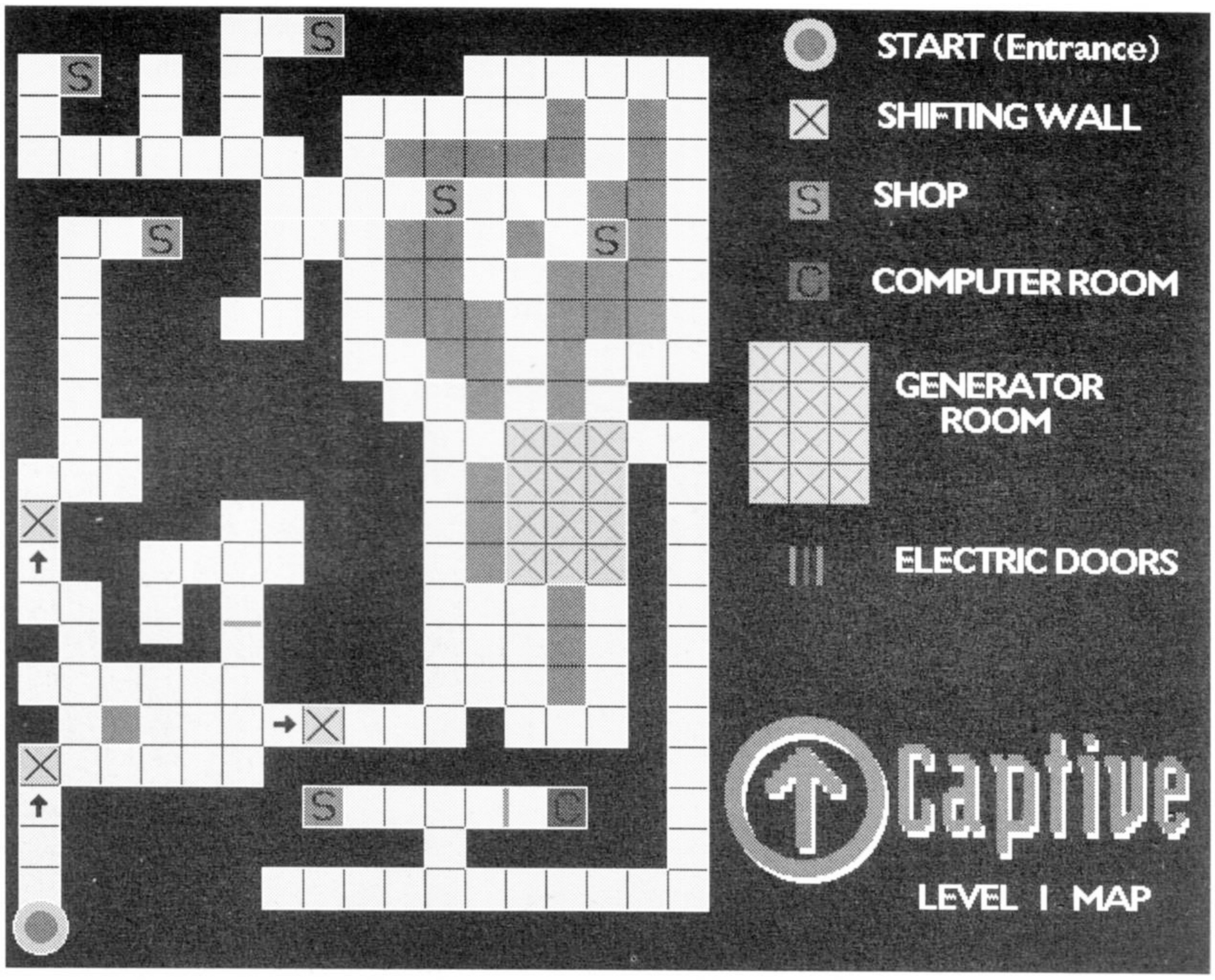
BASIC: Anti-Grav, unsurprisingly an anti-gravity device enabling you to walk on the ceiling in flooded areas as well as find it easier to shoot floating enemies.
II: Shield, cuts down the amount of damage done to you by enemies.
II: Fire Shield, cuts down the amount of damage inflicted by fireballs.
IV: Greaser, this speeds up the movement of your droids enabling you to run faster. Unfortunately it doesn't allow you to reload your weapons any faster which could have come in handy.
V: Power Sapper, this serves absolutely no purpose whatsoever and should be avoided like the plague, when activated it drains all the power from your droids chest.
VI: Fixer, this will fix any part of your droid that is not working (at 0%) and will restore it to some degree of working order. It does not, however, give a full repair.
VII: Re-Charger, recharges the droid using if the power sockets are becoming a little scarce.
SUPER: Deflector, you will only need this on the later levels of Mission One. It will deflect any enemy fire. They drain very quickly and are very expensive so treat them with care.

Some items have a very short life, such as Dev-Scape Supers, if you pick them up you will see a power rating. It is far cheaper to carry a few of these items around with you and swap them over when they are running down low, and then get them repaired at a shop instead of just replacing them.

Dice seem to be a waste of space in your backpack, but they do have a use. When facing the circular bulkhead doors throw a die and it shows a four. One of the buttons will be red, this is the first button you must press, repeat this until you have the whole combination. You only need one die so don't go around collecting all you see, this will save space in your backpacks.
There is a bug in most versions of the game that prevents you from finishing Planet Three, Mission Two (Phoopel). A clipboard is in the wrong area so you cannot get to it without opening the wall that it is supposed to open. The clipboard is the type where lines are highlighted on a grid and is number 15099. The configuration should be as shown on the right:



15099



GENERAL TIPS

Save regularly so that if you are taking a bit of a licking you can always reload, saving time, money and hassle. Don't stand and fight! Retreat into a corner and fire long-range shots minimising risk to your party. In later levels it only takes one hit to critically injure your party. Remember to increase your skills. This is very important as skills are easily gained on the first levels. Put your leader at the back, this will reduce the risk of having his head knocked off.

Are you tired of being poor? Well Mr George Barclay certainly is, and he has found a way of clocking up 18,666 credits. When you land go and pick up the message from Ratt, on Butre, then return to the Swan, and then land again.

There will be another message from Ratt, pick that up as well. Repeat this process 88 times and put all the messages in the backpacks. When these are full, carry them in the hands and one on the cursor. Enter into the base and find a shop. You can then sell the messages and get all that money. Simple when you know how.

After these planets the clipboards become few and far between and are replaced by more complex graphic combinations and numbers.

Listed below in order are the combinations for the bases found on Mission Two.

Masgot: .....TR,BL,TL,BR.
Traphet: .....TL,BL,TR,BR.
Phoopel: .....TL,TR,BL,BR.
Sodcket: .....BL,BR,TL,TR.
Zaitet: .....TL,BR,TR,BL.
Quelosod: .....TL,TR,BL,BR.
Saldet: .....BL,TL,TR,BR.
Mieusia: .....TL,BL,TR,BR.
Pasdet: .....TL,TR,BL,BR.
Leatod: .....BR,TR,TL,BL.

CLIPBOARDS

Planets	Codes	Combination
Butre:	CHAESELUME.	TR,BR,TL,BL.
Pelphi:	RUPPESICBERY.	BR,BL,TL,TR.
Meestre:	PHYDERLAPS,EXSOMIDED, scoofar, ruppekal, eginham.	TL,TR,BL,BR.
Triekos:	ELSISYDON, RATSICPOCY, pocinsbee, elders, yulthaape,viginink,chaltedon.	TR,BR,BL,TL.
Salstee:	SYTHALEBEE, MIDINSNEING, lapcepy, phydered, exsosy.	TR,BR,BL,TL,
Seavy:	YULESDEAPE, POCCEPLAPS, epeton, sylekal, rupsoham.	BR,TL,BL,TR.
Sodpia:	EXTHAFAR, SCOSINSINK,vipeape, pocginkal, yulooham, ratsics,chasbee,elsidon.	TR,BL,TL,BR.
Quoonel:	QUESOSIFAR, LAPLELEBEE,syinsink, lapdering yulenebery, midesdon, physiy, queltes, exneed.	TR,BR,TL,BL.
Phuphet:	VISICEXTON, CHAENEDEAPE,sythafar, midinsham, rupneton.	BL,TR,BR,TL.
Budod:	EINSTHASY, RUPGINENEHAM,yulcepton, chaleape, elsicbee, pocpefar, deesdon, ratinsink, visokal.	TR,BR, BL,TL.

CARRIER COMMAND

Microprose

C

There are quite a few 3D tactical battle games available these days, but the game that started it all off was Rainbird's *Carrier Command*.

You play the commander of a futuristic aircraft carrier in a battle to capture a series of islands. As well as the might of your huge vessel, you also have control of a series of other vehicles, including attack boats and strange aircraft called Mantas. You must coordinate the attack of these vehicles to overthrow the menace which threatens to take over the islands and launch an attack on the rest of the planet. Things that need to be taken into account along with the battle are things such as repairs, navigation and keeping your supplies topped up - just the kind of thing a ship's captain should have no trouble with...isn't it?

Although released a few years ago, *Carrier Command* is still one of the top 3D war simulation available. The 3D graphics are a little slow by today's standards, but the depth of strategy involved in fighting the battle is where the game comes into its own. The fact that the game is now available on budget makes it a must for combat simulation fans.

HINTS

Taking control of a fully-armoured, futuristic aircraft carrier may be a tall order for the humble games player, so here are a few hints to keep your ship in shape.

FUEL AND SUPPLY PRIORITIES

This should be set up as soon as possible, since supplies tend to run low very quickly. Carrier fuel should be a high priority, with Manta and Walrus fuel set on medium.

Supplies which should be set to high priority are Mantas, Walruses, ACCBs, long-range communication pods, all missiles and viewing drones. One point to remember is to keep moving up the supply island, otherwise you'll end up out of fuel with no way of getting any more - in other words you'll be stranded!

Try having a number of routes linking your home island to your stockpile island, as this makes it harder for your opponent to cut your supply lines.

ATTACKING OCCUPIED ISLANDS

Method 1 - Cruise Missiles

Since both the viewing drones and the missiles will be launched from the rear of the carrier, it's an idea to deploy all your drones to the rear of the ship, then turn the ship around and reverse towards the island. Before you run aground, stop the carrier and launch a viewing drone. When the command centre eventually comes into view, blast it into rubble with a few missiles. Once the centre has been completely destroyed, launch a Walrus with an ACCB to occupy the island.

Method 2 - Mantas

Arm a Manta with seven missiles. Launch it and fly at the command centre at full speed, ignoring the attacks that will undoubtedly come at you. Launch missiles rapidly towards the command centre as you fly towards it, until the centre has been destroyed. Next, set up a Walrus and use it as normal to claim the island.

Variations

1. Instead of launching one Manta, launch two fully armed Mantas and one armed with four missiles and a communications pod. These can be used to attack any island within fuel range (the range can be maximised by flying at low altitude and medium speed). Don't waste time trying to retrieve the Mantas, since they probably won't have enough fuel to return.

2. Use the Mantas to destroy ground defenses, then send in a Walrus with a virus bomb. These must be launched into the red opening on the front of the building.

GENERAL STRATEGY

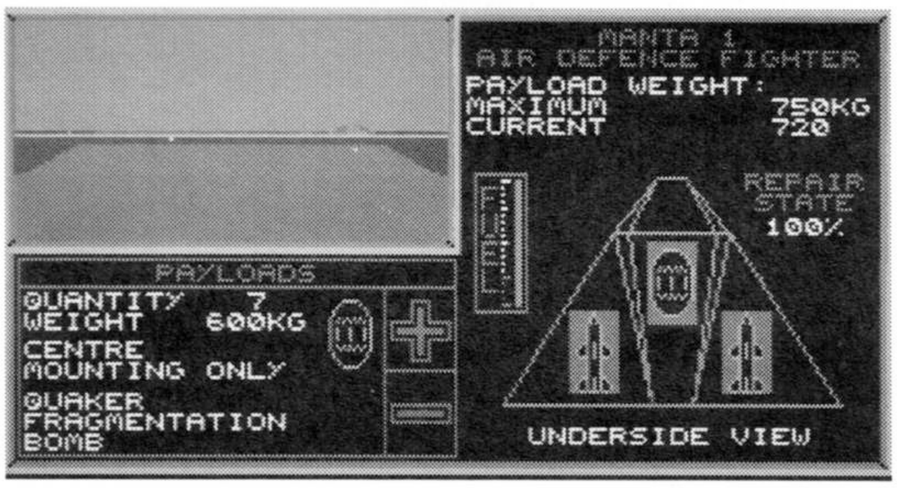
Make the first two islands you capture into factory islands, the next two into resource islands and the next four defence islands. The high number of defence islands are there to protect your home island. If the home island falls it's game over!

Keep advancing through the islands towards the enemy base island. Once this is captured, the enemy supply line is destroyed, effectively immobilising the enemy carrier.

THE CHEAT MODE

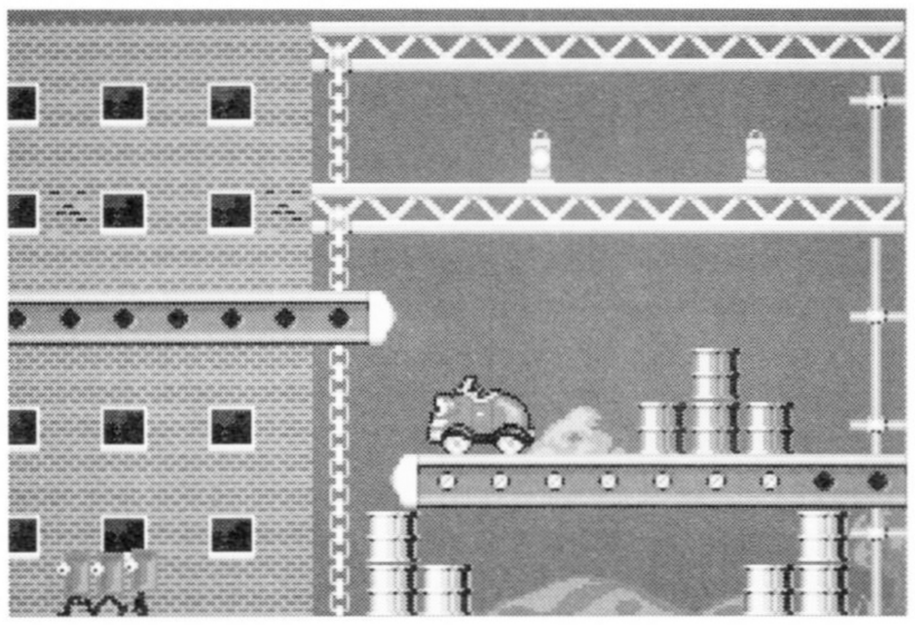
Right! The moment you've been waiting for... how to cheat! Pause the game and type THE BEST IS YET TO BE, then press + on the keypad. This renders your craft invincible, so that you can land on enemy runways to refuel without fear of damage. It also gives your Mantas the ability to hover without using fuel. If you get bored you can turn the cheat off by pressing - on the keypad,

Another thing you can try is to pause the game and enter GROW OLD ALONG WITH ME instead of the cheat code. You can now use + and - on the keypad to view the various game objects. Very entertaining.



CAR-VUP

Core Design



How many people out there like cartoons? How would you feel if someone tried to make them bad and gloomy? Pretty teed off, I bet! Well that's exactly how Arnie the car feels. The evil Captain Grim has sent squads of creatures to spread doom and despondency throughout cartoon world, and it's up to Arnie to put things back to rights.

You control the plucky little vehicle as he tries to repair all the damaged areas of cartoon world and make it the happy place it once was. There is one problem though... Arnie hasn't got any brakes! Once he starts off in a direction he can't stop.

Along the way, Arnie can pick up extra items to allow him to get rid of any of Grim's hench-things that get in the way. At the end of a section he can pick up bonus balloons for extra score or another life. Hurrah!

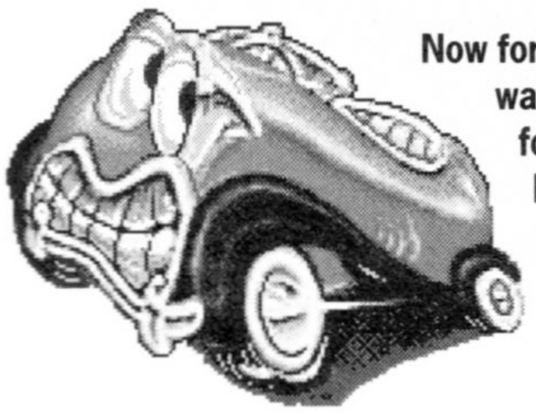
The most striking thing about *Car-Vup* are the bright cartoon graphics. The game perfectly captures the feel of Saturday morning 'toons - from the bright colours to the humourous action. The gameplay itself is pretty simple, but then again aren't the most simple ideas usually the most addictive? In the case of *Car-Vup* this is most certainly the case!

***AMIGA FORMAT* RATING - 83%**

HINTS

Taking on an evil, miserable dictator may be rather too difficult, so you'll probably need a little help. For various cheats, enter the following names on the score table.

CODE	EFFECT
PUSSYCAT	Nine lives
R.J.TOONE	Infinite lives
WHOOPSIE	Begin on level four
BUMPER	Start each level with a bumper



Now for a couple of extra tips. If you want to Arnie to stop, then press Z for brakes. In order to get the EXTRA letters, leave a single dot at the end of the level and a letter will appear.

CHAMPIONS OF KRYNN

US Gold

Strategic Simulations Inc have for quite some time been releasing complex and involved Fantasy RPGs. *Champions of Krynn* is typical of their style, featuring all manner of strange creatures and magical situations.

The plot tells of a small band of warriors fighting against the evil Draconians and their leader Myrtani. The vicious tyrant plans to ambush the Solamnic forces and kidnap their dragon eggs - turning them into Draconians to add to his legions. You control the band of plucky heroes in a battle to save the eggs and defeat Myrtani.

The action is displayed in typical RPG style, with fairly simple isometric graphics and basic sound effects to portray movement and battles. This seems to make the game appear sadly dated, especially when viewed alongside games such as *Captive* and *Eye of the Beholder*. Still, the puzzles do get fairly tough, and should keep serious adventure fans happy for a while.

HINTS

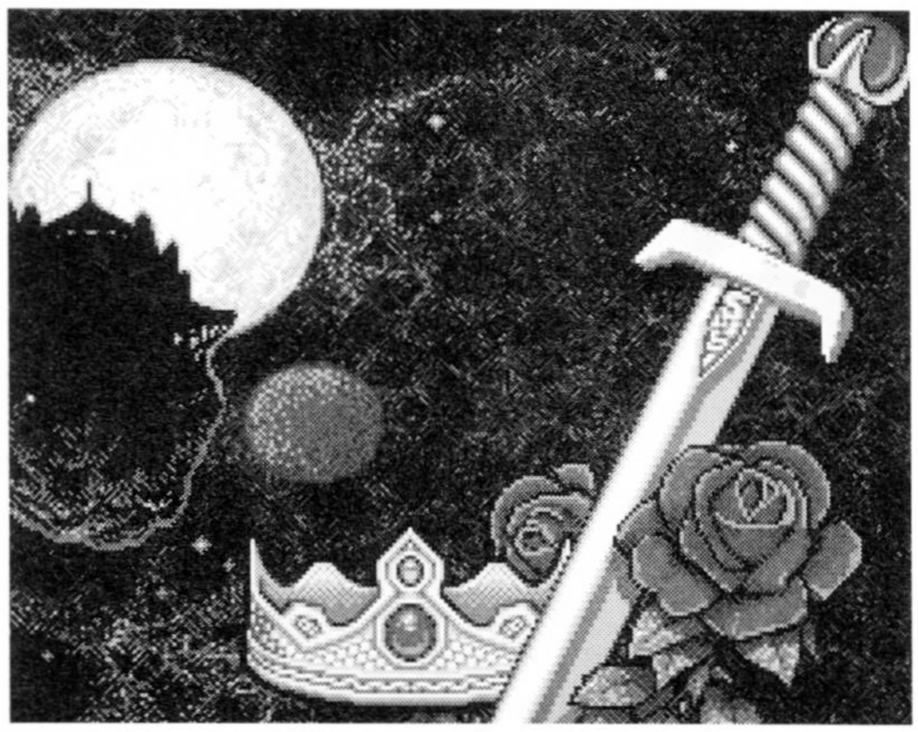
You've donned your armour, given yourself a ridiculous *nom-de-plume* and sat down in front of your Amiga ready to set forth on your quest, only to fall foul of the first creature you meet. Don't despair – here are some hints and a couple of maps to help you on your way.

CHARACTERS

To achieve any level of success you really need to operate as a knight. The best combination of characters is usually Fighter, Knight, Ranger, Cleric, Red Mage and White Mage. When you first create a character choose the best armour class, as all the other attributes can be modified on the main screen, including hit points.

THROTL TOWN

The Commandant at the outpost will request you to go to Throtl to save Camaron. Go to the town and head towards number (1) on the map, which is where Camaron is to be found. Beware of the first person you meet, since



he's a spy. When he asks to join your band, show him the respect he deserves and attack him. Once he is out of the way you can head off towards Camaron, allowing anyone else who wishes to join to tag along.

When you find Camaron, he will tell you that you need to get a key, which is found at position (2). Once you have found the map, head up the main passage until you find the 'secret' passage. Go through and head for the temple located at position (3). Take out any hostile creatures you may encounter and head towards position (4) on the map, which is where you will find the stairs to the second level.

THE OGRE'S BASE

As soon as you enter the tomb, turn right and enter the first door on the right. Here you will receive some useful information. Always try to be polite and greet any ogres you meet. The first few will attack you anyway, but don't get disheartened, as all the ogres will greet you afterwards - once they get used to you.
Explore the camp thoroughly using the map and once you've checked everywhere go to the ogres' meeting at position (1). When they ask you, tell them about the assasins. The letter you should have will corroborate your story, so they will consider you allies and join you for the big fight. Shouldn't do any harm to have such weight behind your ranks!

CARAVAN

Buy and ready the weapons you need and set off. Head towards Throtl and you will come across a caravan that is under attack from Draconians. Attack the marauders using magic whenever possible.

Once you have achieved a stunning victory, you will be asked to escort the woman back to the outpost. Agree to the task and once inside the outpost visit the hall to train your characters. Once your team has worked up enough of a sweat and is feeling fit, it is time to go and visit the Commandant.

THE TOMB

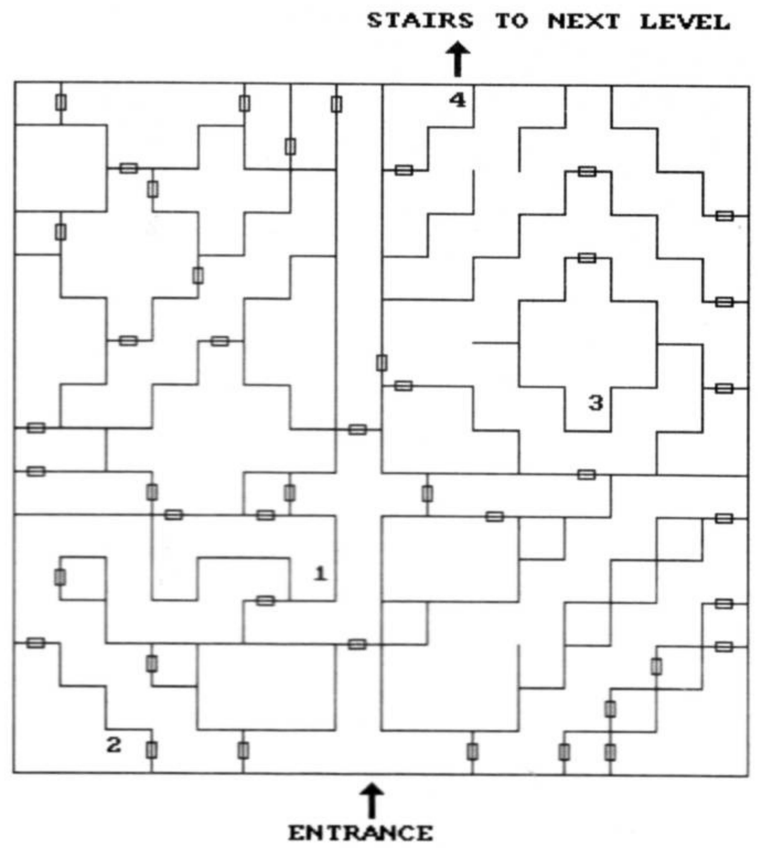
Once all the training has been done and you've seen the Commandant, leave the outpost and head North-West where you will find the tomb.

Enter the tomb and undertake the tests of honour, fear and battle. Once you have completed the final test, you can leave the tomb. Watch out though, as you will meet and have to do battle with some Draconians.

The hardest test you will be confronted by is the battle test, so don't get too disheartened if it takes some practice before you manage to complete it. Always use the Knight for the tests and act as a true Knight should, taking the honourable and noble option every time. For example, when you find the treasure room, don't try to steal anything since this would be a dead give away!

The test of fear is simple. All you have to do is walk boldly into the fire-rings to show you have bottle. Don't worry even if your hit points are down to one, as you will be healed after the test.

The Town of THROTL



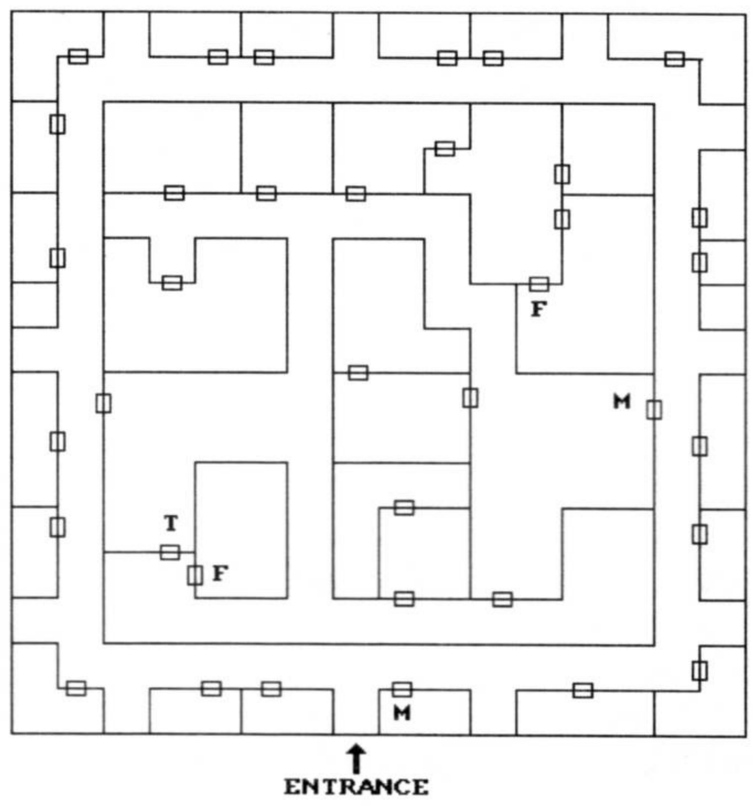
1 – Camaron's location

2 – Magical Key

3 – Temple, where main battle takes place

4 – Stairs to upper level

OGRE'S BASE



T – Treasure and experience points

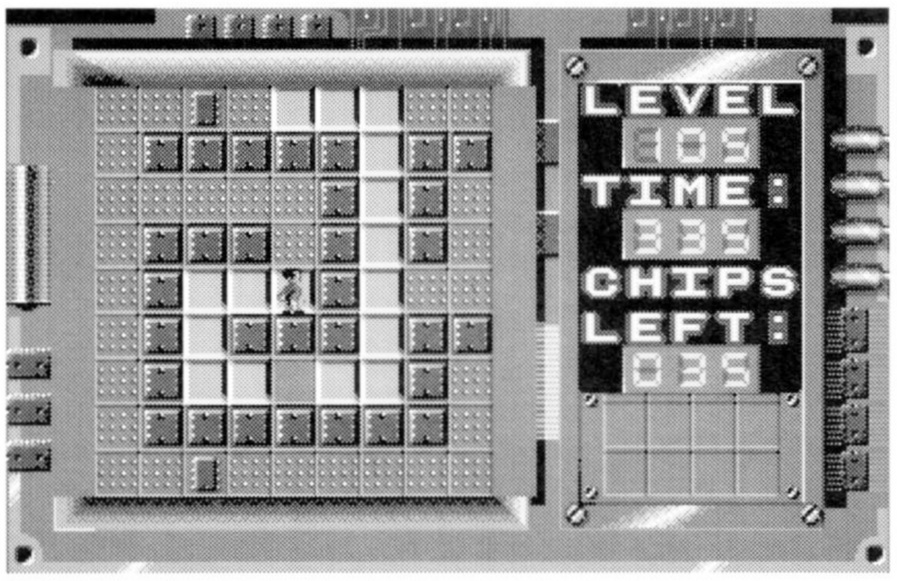
F – Encounter with hostiles

N – Ogre's meeting for Main battle

M – Places that MUST be visited

CHIP'S CHALLENGE

US Gold



Come on lads, you know the feeling - you desperately want to impress that girl you've had your eye on for the past few weeks, but can't find a way to do it (ahem, quiet at the back). This is just the position that young Chip McCallahan is in. Melinda the Mental Marvel is the girl of his dreams, but how can he make her notice him?

By lucky chance Melinda sits next to our hapless hero at lunch and asks him to join the Computer Club. Naturally Chip jumps at the chance, but there's one setback - he must take up a challenge before he is allowed to join. This involves the victim... er... volunteer entering a series of mazes to collect a set number of computer chips. The mazes contain traps such as fire walls, ice floors and water pools, which chip must overcome to reach his quota and escape through the exit. Unfortunately, there are other creatures in the maze who can kill Chip with a single touch. Ooer!

Chip's Challenge isn't really much to look at. The graphics are pretty simple to say the least. Where the game comes into its own is the sheer devilish addictiveness of the puzzles. What appears to be a simple level could have you scratching your head for hours. The game starts off easily enough to get you into the swing of things, but after level 10 things start to get tough, but you have to stay for one more go, don't you?

***AMIGA FORMAT* RATING - 79%**

HINTS

Those of you that are finding the puzzles a mite too difficult, here are a few hints. Start the game as normal and press F. The screen flips upside down and is then ready to accept the cheats. Then try entering:

SAGITTARIANS MAKE BETTER LOVERS.

As well as being true, this gives you an infinite supply of keys, shields, ice-boots and magnets.

09/12/57

This gives unlimited time.

I THINK THEREFORE I AM.

This allows you to escape without collecting the chips .

Remember to include spaces and the full-stop! Now you can press C to skip to the next level. Pressing F will return you to the game.

CHUCK ROCK

Core Design

Imagine what it must have been like living in the times of dinosaurs. The heat, the primitive life, an abundance of fresh food and your wife being kidnapped by the local caveman bully. This is exactly what has happened in the life of one *Chuck Rock* - the man who makes Homer Simpson look like a svelte athlete. Gary Gravel, the local bully, bighead and all-round smarmy little rotter has whupped the unfortunate Ophelia Rock about the head with a suitably heavy implement and done a runner (guv). There's only one thing for it - swing that gut into action!

On the way to rescue his fair lady, Chuck must battle his way through Pterodactyls, Triceratops and a pretty unfriendly amount of thorny bushes. Luckily he can use his gut and some handy rocks to beat the attacking beasties before reaching his goal.

Chuck Rock is yet another platform game which boasts colourful cartoon-like graphics to portray the action. The sprites are loaded with humour and some of the situations are just too ridiculous to believe. The gameplay itself is good fun, but soon enough the going gets infuriatingly difficult.

Still a large dash of amusement makes up for this, since the game is entertaining enough to keep you playing long enough to get over the harder sections. So put down your chips and gravy and get fighting!

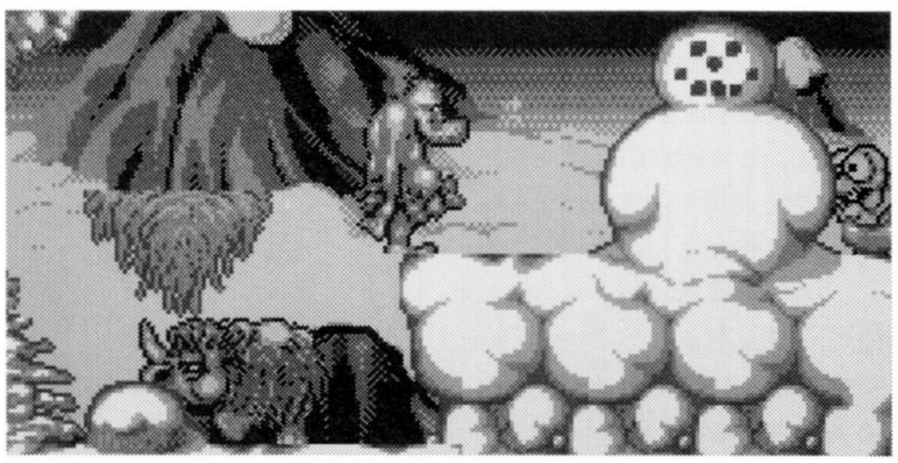
***AMIGA FORMAT* RATING - 80%**

HINTS

Come on! Get that beer belly moving! Chuck's got to rescue his fair lady! What? You're dead again? Oh, well, I suppose you are in dire need of a cheat code or two.

When the band are playing on the title section, type the following (including spaces).

ESTRANO .....Fly mode
(Left shift toggles)
MORTIMER .....Zone select
(Use function keys)
TURN FRAME .....Level select
(Use number keys)
FAST AINT THE WORD .....Infinite energy
UNCLE SAMS .....Infinite energy
LIFE IS MY DREAM .....Infinite energy
SHE LOVES CLEANING WINDOWS.....Infinite energy
ITS FAIRY BOWBELZ .....Infinite energy



CRACKDOWN

US Gold

Drugs are becoming an increasingly worrying problem in the city, with gangs of dealers running wild in the seedier areas of town. One particularly dangerous gang, headed by the nefarious Dr K, has started bringing extreme violence into their dealings. Not just you inter-gang battling here, we're talking machine guns, rockets and grenades used against the public and police.

You and a friend take control of two FBI agents, Andy Attacker and Ben Breaker, as they try to infiltrate Dr K's fortress and destroy his set-up. Scout teams have already gone into the fortress and have marked points which when blown up will bring down a particular area of the fortress. What you have to do is plant the bombs that will bring down the base. The gang members unsurprisingly want to stop you from succeeding, so you'll have to keep your wits and weapons at the ready.

US Gold have done a fine job in converting *Crackdown*. The graphics, sound and general presentation are spot on, capturing the feel of the coin-op perfectly. However the original game was only designed to keep you interested for short bursts, so playing the game at home can get pretty repetitive, especially in single player mode. If you like the coin-op then you'll no doubt enjoy playing this conversion, but if you're just on the look out for a decent shoot-em-up then *Crackdown* may be just a little too dull.

***AMIGA FORMAT* RATING - 67%**

HINTS

An FBI agent. How exciting! And how dangerous! Well with these super computer thingies you can swing the odds more in your favour.

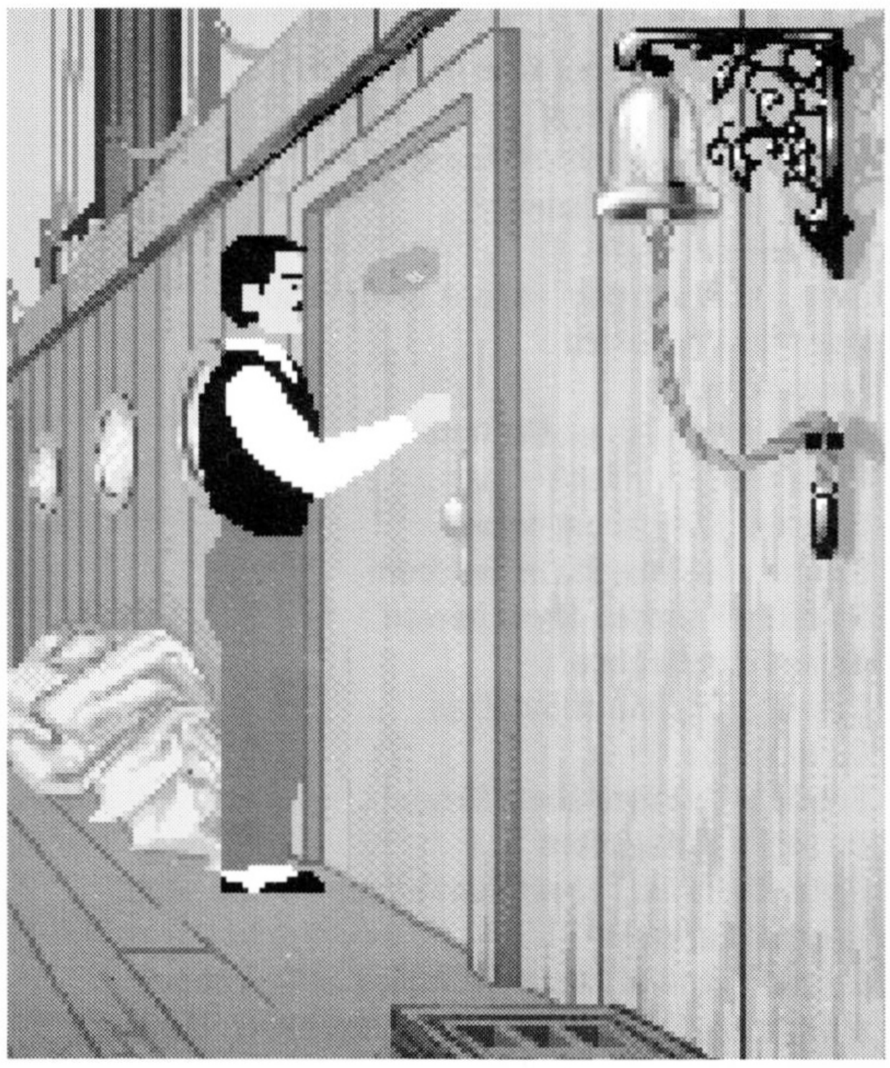
Start the game as normal and press P to pause. Now hold down the keys to spell SMURF. Don't just type the word otherwise the cheat won't work. You can now press 1 for 999 lives or 2 for 999 ammunition units.

CRUISE FOR A CORPSE

US Gold

Most role playing games are either set in the realm of dungeons, dragons and magic or in a futuristic world of computers, robots and violence. Delphine, the programmers of such hits as *Future Wars* and *Operation Stealth* have taken a rather different approach with their latest game, choosing to build an adventure around the style of a 1920s detective story.

Cruise for a Corpse places you as private detective Raoul Dusentier as he is about to go on a well-earned holiday. Unfortunately, shortly after your arrival aboard Niklos Karaboudjan's luxury yacht, a terrible discovery comes to light. The host has been murdered! As a renowned detective it's up to you to try and solve the mystery, which involves searching the boat for clues and questioning the guests in an attempt to uncover a plot full of strange twists and hopefully unmask the murderer.



The game is based around a totally new version of Delphine's Cinemetique control system, with enhanced graphic capabilities and a more fluid user interface. Most of the graphics are full 32-colour bitmapped screens, with Raoul being portrayed using polygons. This allows much more fluid animation and zooming effects, giving the game a much more polished appearance than many games of the genre. The control system works extremely well, allowing you to instantly see what you can do in any situation. This means that you can get on with thinking about the mystery in hand instead of struggling with cumbersome menus. The game is packed with atmosphere, perfectly capturing the feel of an Agatha Christie detective story, which draws you into the complex plot as you begin to uncover the mystery. *Cruise* lacks the humour of games like *Monkey Island*, but as a challenging and well presented adventure it still offers the goods. Corking graphics, involved plot and well thought-out controls. Superb.

***AMIGA FORMAT* RATING - 90%**

HINTS

Having problems solving the case? Hercule Poirot would have no trouble uncovering the murderer so why can't you. All right, all right! Don't whinge! I suppose you won't be happy until you've got a solution. Only if you promise to use it when you're really stuck though! OK, peruse the following pages for a complete detective's guide.

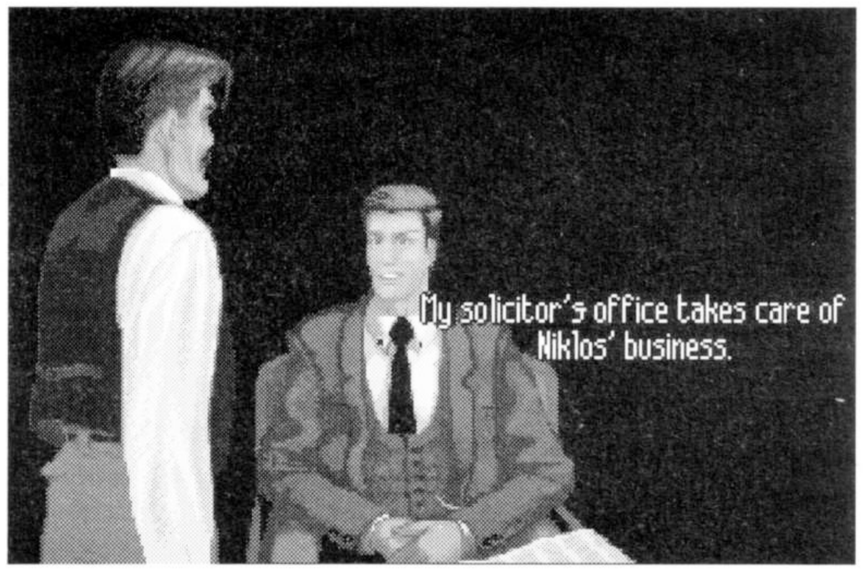
C

SOLUTION

Don't know where to start? Well follow this step by step guide and you'll eventually unmask the killer.

Take paper
Unfold paper
Read paper
Go to the bar
Show paper to barman
Read the prayer book
Take letter
Read letter
Go to the smoking room
Speak to Tom about himself
Go to the deck
Speak to Suzanne about herself
Go to Daphne's cabin
Open the door
Speak to Julio about himself
Go to Fabiani's cabin
Pull the suitcase on the left
Open suitcase
Go and see Fabiani in the dining room
Speak to Fabiani about himself
Go to the bar
Speak to Suzanne about Julio
Go to the smoking room
Take paper Go to Tom's Cabin
Speak about Suzanne
Speak about Fabiani's suitcase
Go and see Julio in his cabin
Speak to Julio about The friendship between Suzanne and Fabiani
Go to the dining room
speak about Suzanne's invitation
Go to Raoul's Cabin
Take small key
Go into Karaboudjan's office
Put Key in lock of writing desk
Examine jewelbox
Examine clasp/fastening on the bracelet
Take thank-you letter
Go into dining room
Open drawer
Examine drawer
Take invitation cards
Go to the laundry room
Examine laundry basket
Examine necklace
Examine photo
Go in front of mermaid
Speak to Dick about himself
Go to smoking room
Speak to Tom about Agnes
Go and see Fabiani in his Cabin - knock on his door
Speak to him about thank-you letter
Go and see Julio in his cabin
Speak to Julio about bell tower
Go to Suzanne's cabin
Open left wardrobe
Search cosmetic case
Take prescription
Go to the bar
Take glass
Take bottle
Go onto upper deck
Speak to Suzanne
Serve her a drink
Speak to her about prescription
Go and see Hector in his room
Speak to him about Agnes' illness and her lodging with Niklos
Go to the smoking room
Speak to Tom about the death of Agnes and her will
Go onto the deck
Look through the porthole of Rebecca's cabin
Go to Suzanne's room
Open the right-hand cupboard
Search the pile of laundry
Take the envelope
Go to Fabiani's room - knock on the door
Open the cupboard
Take the watch
Speak to Julio about the watch
Go to the upper deck
Speak to Rose about herself
Go and see Rebecca in her room
Speak to Rebecca about herself
Go and see Daphne
Speak to Daphne about Rose
Go to the bar
Speak to Suzanne about Rose
Go to the dining room
Speak to Fabiani about Rose's sadness and about Raphael Lambert
Go and speak to Hector (in Niklos' office) about everything. Speak to him about Mercedes, Daphne's mother





Speak to Julio about the death of Niklos
Speak to Fabiani about the relationship between Daphne and Rebecca
Speak to Fabiani about Rebecca's character
Speak to Hector about Mercedes
Go onto the upper deck
Search Rose's bag
Talk to her about the gun advertisement
Go to the Logans' room
Open wardrobe - search the pile of clothes
Take letter
Go onto the upper deck
Throw the lifebelt
Go to the laundry room
Examine the pot/jar
Go to Suzanne's room
Examine musical box
Insert key
Stop the ballerina
Turn key
Take letter
Go to the bar
Take Daphne's bag
Go to Daphne's room
Talk to her about Agnes' will
Go round the deck (PSSST) talk to Rebecca, Daphne,Rose and Fabiani
Go to the bar or on the deck
Speak to Suzanne about the relationship between Tom and Rebecca
Go in front of the mermaid
Speak to Dick about the relationship between Tom and Rebecca and about the plot
Go to Raoul's room
Take the envelope on the ground
Go to Hector's room but do not speak to Dick
Go to the kitchen
Take tin-opener
Operate the hatch/door
Take the crowbar
Use crowbar on plank
Take spool of film
Use crowbar on one of the cases
Take tin
Use Tin-opener
Go to the engine room
Take screwdriver
Go to the smoking room
Get out the projector
Put reel of film on projector
Use screwdriver on screw
Operate switch
Go out towards the mermaid
Go and see Suzanne
Go to Van Muller's cabin
Find technical manual - open - look at inscription (INCAL)
Take the book
Go to the study
Examine books
Put them in order so that they read INCAL
Go into the secret passage
Fight or throw the soap which you will find in the toilets on the right
Search Mafioso
Take puppet
Show the puppet to Daphne
Point out the guilty party

C

ASK THE MERMAID

If you're stuck at a certain part of the investigation then go and speak to the mermaid. She'll give you a sequence of numbers and letters to decode from the list below:

1a Karaboudjan's Study
Read the piece of paper.

1b Bar
Show paper to barman, read the paperback,read the letter.

1c Fabiani's Cabin
Search Fabiani's cabin.

1d Tom's Cabin
Speak to Tom about Fabiani's vice.

1e Dining room
Give the prayer book to Father Fabiani.

2a Upper Deck
Speak to Suzanne about herself.

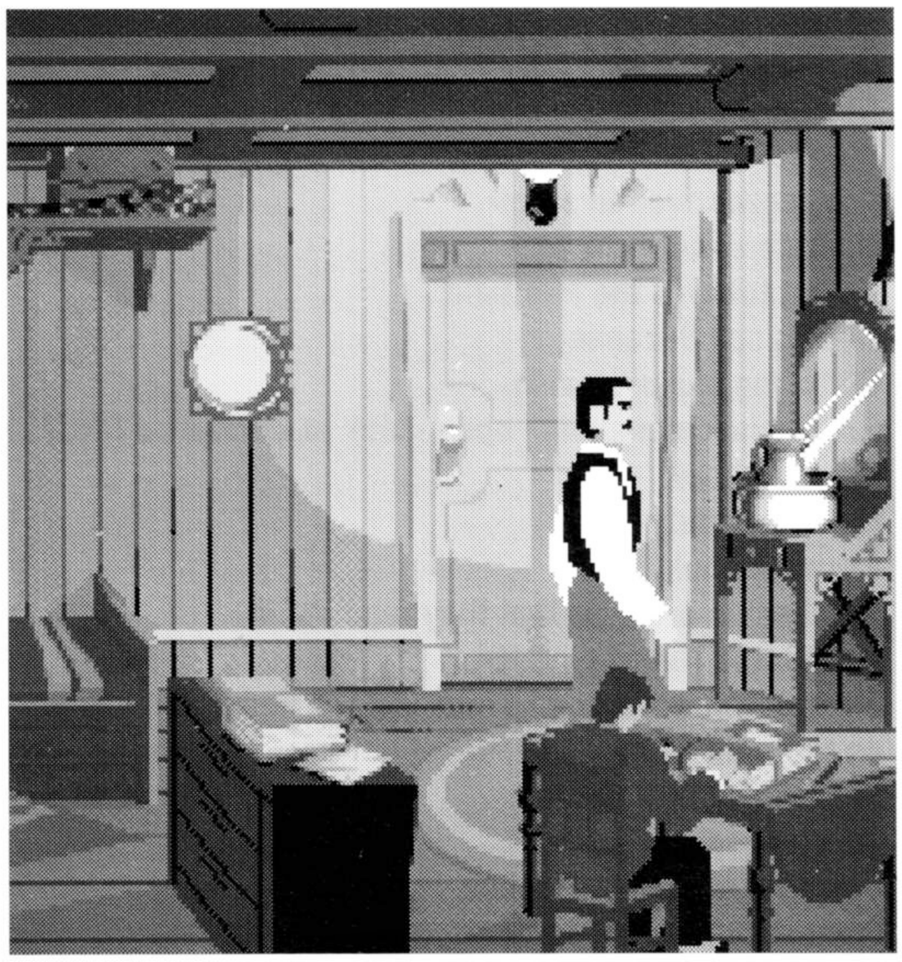
2b Julio's Cabin
Speak to Julio about the friendship between Suzanne and Fabiani.

2c Dining Room
Speak to Fabiani about Suzanne's invitation and everything else.

3a Daphne's Cabin
Speak to Julio about himself.

3b Upper Deck or Bar
Speak to Suzanne about Julio.

C



4a Smoking Room
Speak to Tom about himself.

4b Smoking Room
Take the receipt.

4d Study
Find the necklace in the writing desk.

4e Dining Room
Find the engagement invitations in the drawer.

4f Deck, outside Rebecca's Cabin
Meet Tom and Rebecca on the upper deck.

5a Study
Find a thank-you letter in the writing desk.

5b Fabiani's Cabin
Knock before entering the cabin and speak about the thank-you letter.

5c Julio's Cabin
Speak to Julio about the bell-tower.

6a Laundry
Search the laundry basket.

6b Smoking Room
Speak to Tom about Agnes.

6c Suzanne's Cabin
Take the prescription from the cosmetic case.

6d Hector's Cabin
Speak to Hector about Agnes' illness and her stay with Niklos.

7a Upper Deck - Rebecca's Cabin
Speak to Rose about herself. Go and see Rebecca in her room and talk to her about herself.

7b Daphne's Cabin
Speak to Daphne About Rose.

7c Bar
Speak to Suzanne about Rose. Go to the dining room, speak to Fabiani about Rose's grief and about Raphael Lambert.

7d Upper Deck
Search the bag.

7e Upper Deck
Speak to Rose about the gun advertisement.

7f Tom and Rose Logan's Cabin
Take the confession letter from the cupboard.

8a Rear Lobby
Talk to Dick about himself.

8b Fabiani's Cabin
Speak to Hector about Agnes' illness and her stay with Niklos. Speak to Tom in the smoking room about Agnes' illness and her will. Talk to Fabiani about the will and Agnes' son.

8c Deck (on the right) outside Rebecca's Cabin
Look through the porthole.

9a Daphne's Cabin
Take envelope from the cupboard on the right.

10a Bar
Take the whisky bottle and the glass.

10b Upper Deck
Offer Suzanne a drink and speak to her about the prescription.

11a Fabiani's Cabin
Take the Fob watch from the cupboard.

11b Outside Fabiani's Cabin
Take Julio's watch.

11c Julio's Cabin
Speak to Julio about Niklos' death. Go to the dining room and talk with Fabiani about the relationship between Daphne and Rebecca and about Rebecca's personality. Go to the study and speak to Hector about Daphne's mother and the poker game.

12a Upper Deck
Suzanne falls in the water.

12b Upper Deck
Throw life-belt to Suzanne or let the sailor do it.

12c Upper Deck
Raoul discovers the damaged deck rail.

12d Upper Deck
Suzanne speaks about her suspicions.

13a Laundry
Go to the laundry and search the tub or go to Daphne's cabin.

13b Daphne's Cabin
Close the wardrobe and open the musical box, examine it.

13c Daphne's Cabin
Take the letter from the musical box.

13d Bar
Go and see Suzanne, the Captain arrives and summons Raoul.

14a Left Deck
Take Daphne's bag.

14b Daphne's Cabin
Give Daphne her bag and speak to her about Agnes' will.

15a The Deck
Go round the deck speaking to Rebecca, Daphne, Rose and Fabian.

15b Bar - Rear Lobby
Go to the bar, speak to Suzanne about the relationship between Tom and Rebecca. Go to the rear lobby and talk to Dick about the relationship between Tom and Rebecca and their plot.

16a Raoul's Cabin
Take envelope from the floor.

16b Hector's Cabin
Speak to Hector but do not talk to Dick

21a Kitchen
Take the crowbar and use it on the plank. Take the film spool and then use the crowbar on one of the chests. Take the tin to use with the tin-opener later on and leave.

21a2 Engine Room
Take the screwdriver.

21b Smoking Room
Get the projector out and examine it. Put the spool on the projector, use the screwdriver on the switch then operate the switch.

22a Rear Lobby
Daphne brings a message from Suzanne.

22b Suzanne's Cabin
Suzanne is dead - Examine the body.

23a Captain's Cabin
Take Karaboudjan's technical manual and read it.

23b Study
Examine books then rearrange them to read "INCAL".

23c Study
The secret passage opens. Throw the soap (to be found in the toilets on the right) or go into the passage and fight the man you meet there.

23d Secret Storeroom
Take the puppet.

24a Smoking Room
Show the puppet to Daphne

25a Smoking Room
The Captain arrives. Point out the murderer.



C

Demon's Tomb
Deuteros
Dragons Breath
Dragons Lair II
Drivin' Force
Dynamite Dux

D



DEMON'S TOMB

Melbourne House

Text adventures aren't the most common type of game to be seen these days. In fact it has been quite some time since the heyday of the old GO NORTH, GET BRIGHT AMULET style of quest. *Demon's Tomb* marks a return to the 'good old days' of the text adventure, with the added features of menus and pictures to control the action.

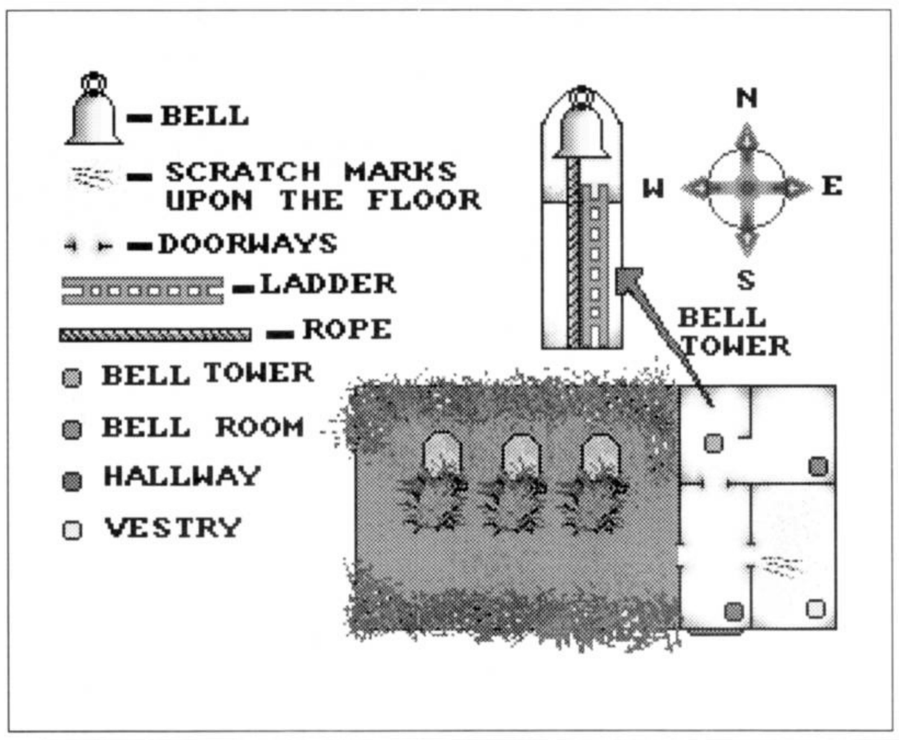
You begin the game playing the part of Professor Edward Lynton as he explores an ancient burial mound. Unfortunately, an evil demon spirit lurks in the tomb and the poor Prof is his first victim. You then continue as the Professor's 16 year old son, Richard, as he tries to uncover the mystery of his father's death.

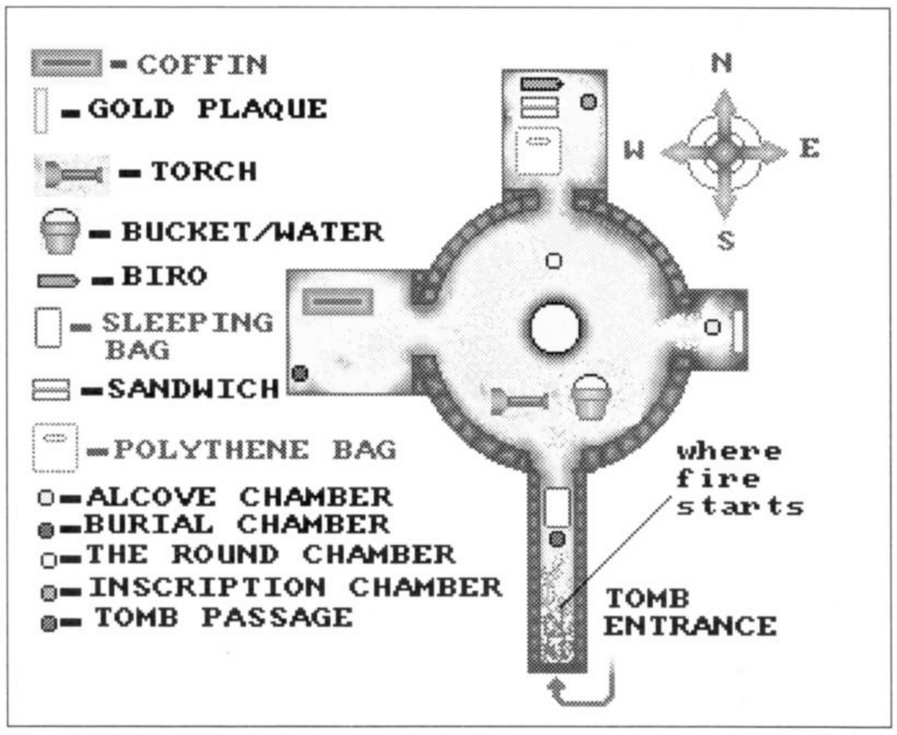
Despite the rather aged formula, *Demon's Tomb* manages to cram enough atmosphere into the proceedings to make it an enjoyable game. As well as the involved story, there are a whole host of options, including controlling the game in a number of ways and the ability to dump the story out to a printer as you play. These extras coupled with the sheer depth of gameplay make this one of the better text adventures available on the Amiga, and an impressive game even in these days of superb presentation and coin-op quality effects.

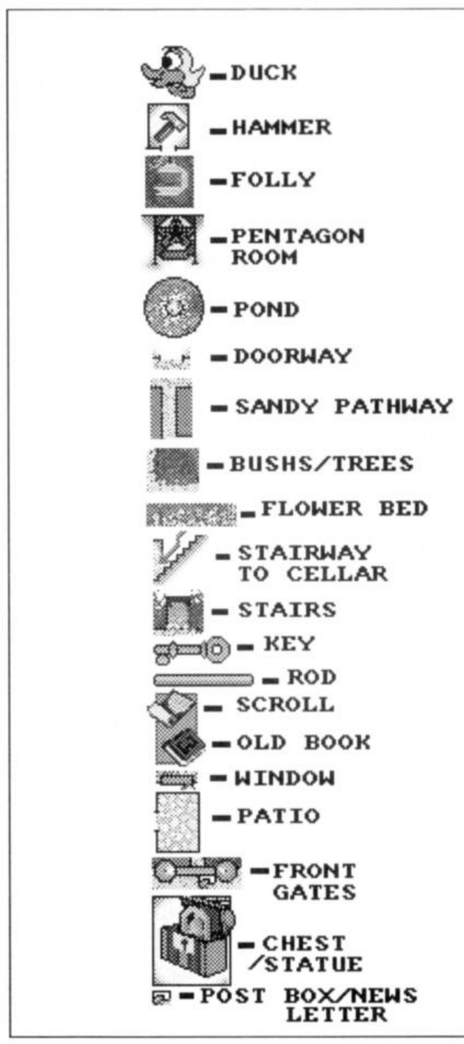
***AMIGA FORMAT* RATING - 80%**

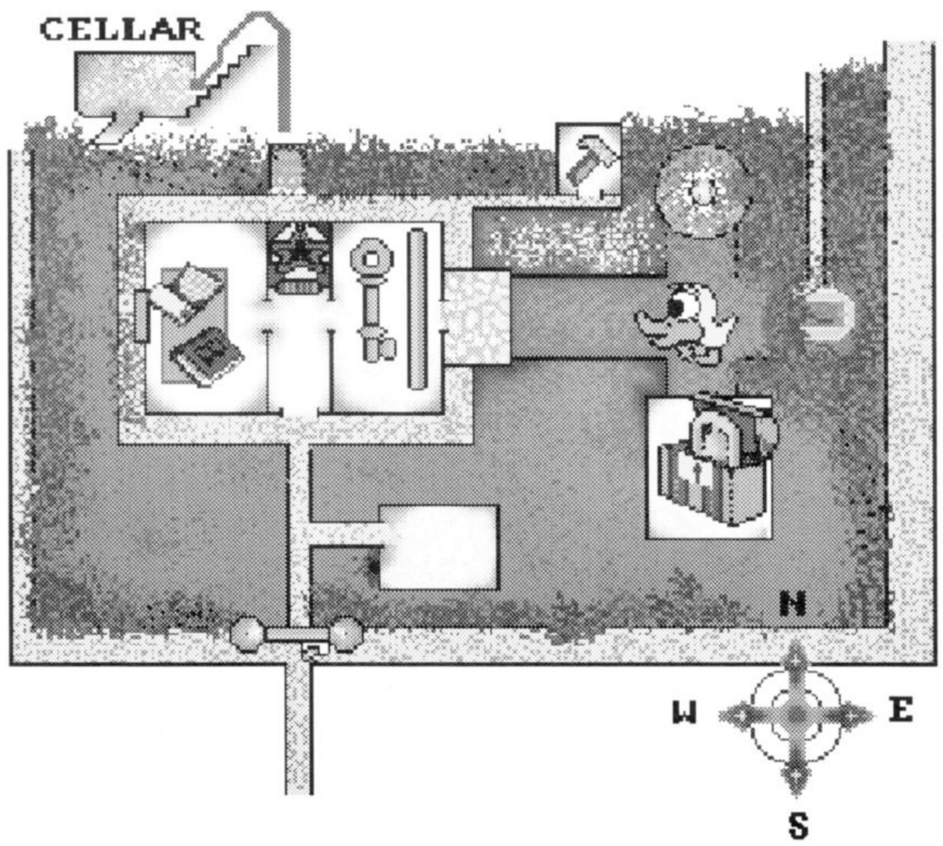
HINTS

Ploughing straight into a text adventure without planning your moves carefully can be a pretty dodgy, not to mention dangerous, affair. What would be useful is a set of maps to help you along. And what should we have but a set of maps! Use them wisely, my child...



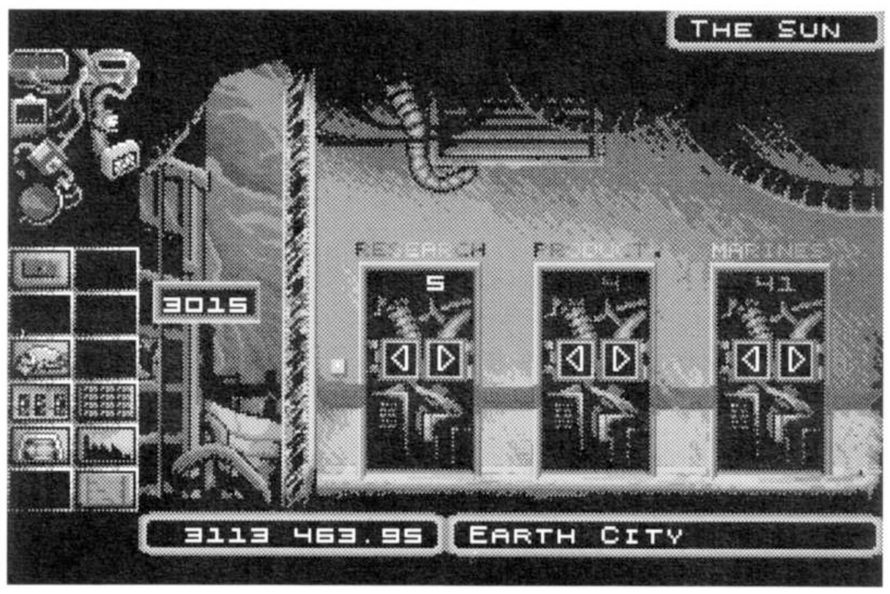






DEUTEROS

Activision



A thousand years have passed since the people of the Moonbase returned the Earth to a habitable state, and the human race has become complacent. Seventeen generations later however, a resurgence of interest in the 'mythical' exploits of the Moonbase has taken place. Did it actually exist? How did they carry out their task? Well now a group of Earth scientist may have the answer.

In order to start the quest, people have to be trained to build the necessary equipment, fly the ships and build the machinery which will enable mankind to continue its exploration of the stars. You control this vast project, building space-based Derricks, Interplanetary Operation Ships and other equipment, as well as training people to carry out the required tasks.

As the adventure continues, you discover more about the planets and their inhabitants, as well as confronting some rather tricky situations. The game unfolds like a good science fiction story, since you never know quite what will happen next... until it happens! More often than not, the situations are less than friendly, pushing you to the limit of your wits. *Deuteros* combines elements of strategy wargaming, adventure games and puzzles to produce one of the most involved science fiction role playing games ever produced. Simply getting your gear invented is a game in itself, even before you start venturing out into space! The atmosphere created by the industrial graphics and doomy sound effects puts the game well into Cyberpunk territory, evoking the feel of many a futuristic film. If normal strategy games seem a little old fashioned and tame, then try *Deuteros* for some serious technological adventuring.

***AMIGA FORMAT* RATING - 95%**

HINTS

Putting together an interplanetary expedition requires some pretty hefty preparation, which can be confusing for any non-scientific types. You've got a bevy of scientists to help, but some extra aid would be useful. Here are some hints to get your project off the ground.

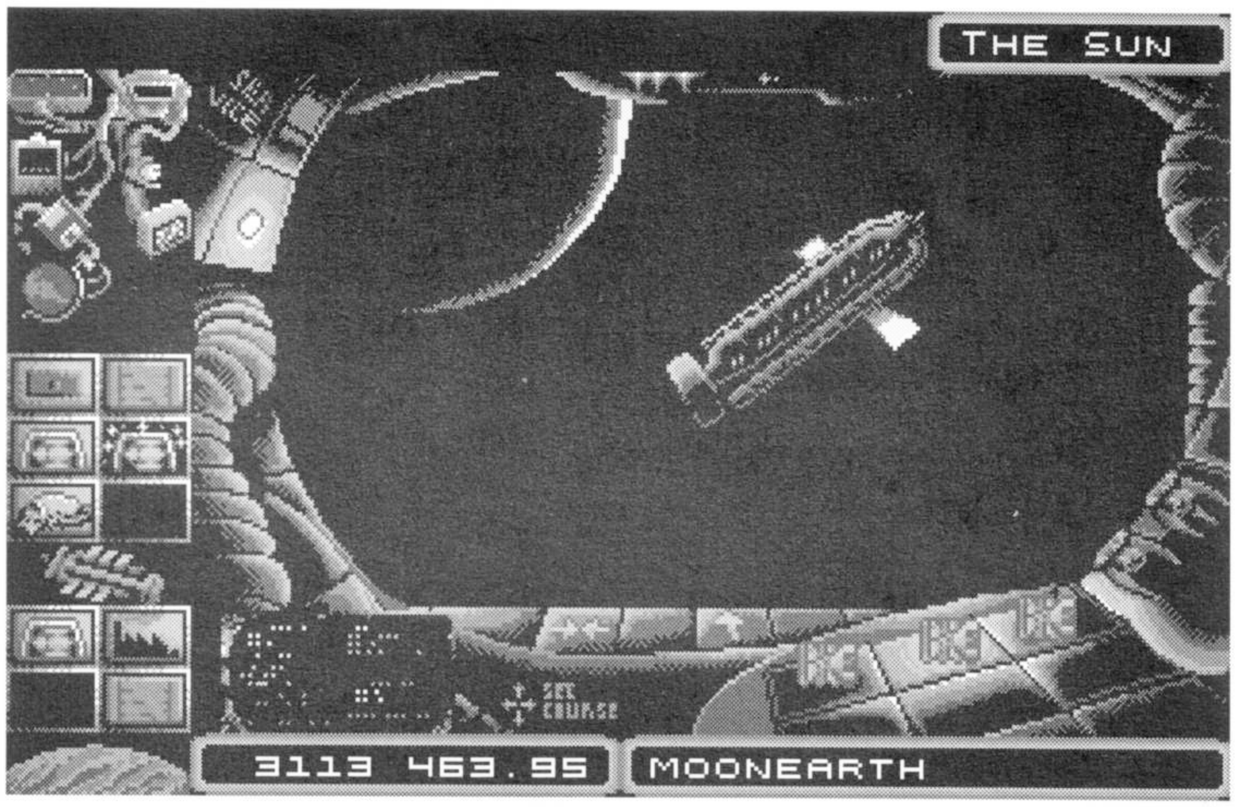
To begin with you need to cram as many people into research on Earth City as possible. Get about 100 into production and train 41 Marines. Build seven resource mining rigs and add them to the one you start off with.

Invent the shuttle, supply pod, tool pod, cryo-pod, Meh-fuel and orbital factory sections. Build your shuttle, put your Marines into it and attach a tool pod. You will need to build eight orbital factory sections and deploy them in orbit. When you deploy the first OF frame, your head of research will get in touch to tell you that they've though of an 'Interplanetary Operation Ship' (IOS) and some gadgets to fit onto it.

You will need to supply lots of minerals to the Earth orbital, so that it can build things. Also you must take your production team up into orbit in order to build the first IOS. Replace your Earth production team with a much smaller number of people. You don't need so many people on Earth, since most of the gear will be made in orbit. When you have invented all the bits which can be fitted onto the IOS, build it, take the shuttle crew off and put it onto the IOS.

Get some more crew from Earth and put them into the shuttle. Later, research will invent the 'Auto Cargo Computer' (ACC), which allows the shuttle to ship cargo without any attention from you or the crew. They will also invent a handy little number in the shape of the 'Auto Operations Computer' (AOC).

Next you will need to select a planet you wish to mine. Forget about trying to mine Uranus or its moon, Titania, since it is already being mined by people who say words like "Wujit" and "Flakra". Good planets to mine are Saturn's moon, Titan, Jupiter's moon, Callisto, Neptune and Earth's moon. Start off by building an orbital factory around Callisto. Next, go back to Earth



and put an asteroid-mining attachment and two supply pods on your IOS. It's worth building several IOSs, because you can do things much quicker that way.

Go out to the asteroids, invent the 'Resource Station' section (the R-Frame) and find out what minerals you need, but don't yet have, to build it. Go back to your IOS at the asteroids, advance time until an asteroid with a mass of over 10,000 tons of the mineral you need passes close. Click on the Mine Asteroid option and advance time again. You should see your supply pods filling with the chosen mineral.

When you have the required minerals, build two R-Frames and take them to Callisto. Build a shuttle, mount a tool pad on it and put on an R-Frame. Put a crew into the shuttle, or the R-Frame won't work! Take the R-Frame down to the surface, deploy it and return to collect the next R-Frame. Go up again and build eight Derricks. Take them to the surface and deploy them, then fit an ACC on the shuttle. You should now have started mining. Do the same on the moon to get the gold found there.

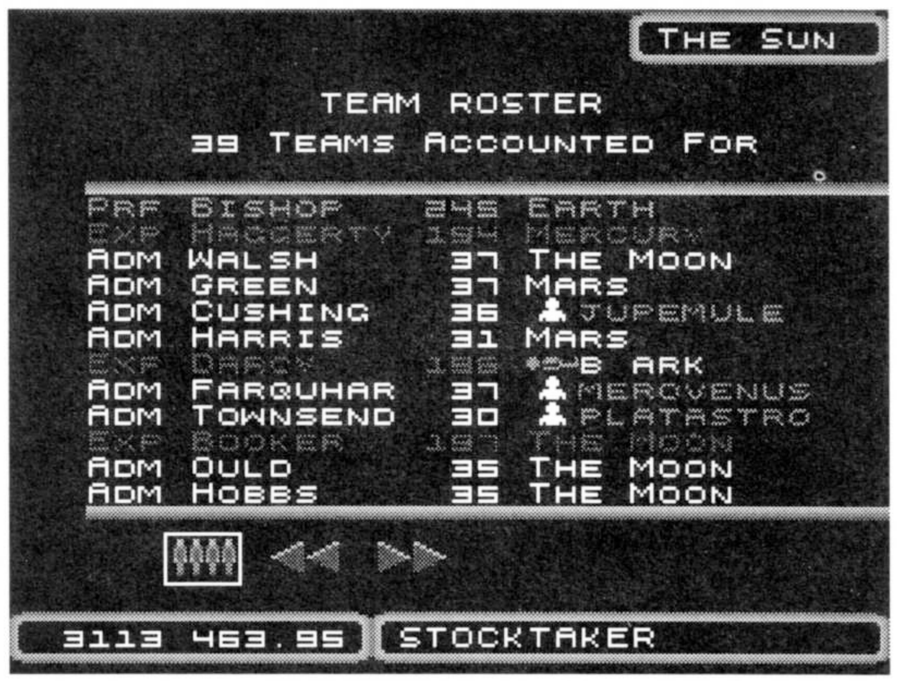
The important minerals later are iron, titanium, silver, carbon, aluminium, copper, palladium, platinum and gold.

Build the two other orbital factories, then get supply routes set up. Later on you will need about 50,000 tons of all the above-mentioned minerals except silver and gold at Earth orbital.

Build IOSs until you have about 12 of them. You must not build orbital factory number six until you have loads of the required minerals at Earth. When the sixth orbital factory is complete, the Methanoids which live on Uranus and Titania will accuse you of becoming too powerful for your own good and will declare war. Up pops research (who aren't phased by this threat) and say they've thought of a Drone Fleet Control Computer, so invent it and the drones and equip each ship with a computer to start building drones.

Get as many of your ships as possible equipped with a fleet of 200 drones. Don't worry if some of your other bases are captured during the battle, since they will be returned later. You must have all but one of your IOSs in orbit around Earth and the last remaining IOS should be





loaded with 200 drones and sent to the moon.

The moon will be attacked, but don't kill all the drones in the Methanoid fleet! If it looks as though you are going to win, flee after killing all but about 30 of their drones. Send another IOS with 200 drones to the moon, which should have been captured by the Methanoids, and kill all the enemy drones. Build a new IOS at Earth, fit a DFCC and load up crew, fuel and a handful of drones. Don't recapture the moon from the Methanoids yet, as they can help by building drones for you.

Send the new IOS to the moon and send the other one (with the 200 drones) back. Advance time and you will find the orbital drone pool at the moon is increasing where the Methanoids are building them. You can add these drones to your own fleets, in effect stealing them from the Methanoids. Do this until you have about 12 ships with 200 drones, then go to the moon, beat up the Methanoids and dock with the orbital factory. The Methanoids will probably have set the ship to self destruct. If they do, launch again quickly and advance time so that research can also invent the self destruct mechanism. This means that when you take over a Methanoid base in the future, you will know how to turn off the self destruct, thus saving the space station.

Leave about three IOSs at Earth to defend it and send the other ships off to recapture the orbital factories you built at each place. You must also capture the Methanoid bases at Uranus and Titania. When you have done that, you will get a message from research saying that the Methanoid colonies have been destroyed, but a few warships might well remain. Defeat these last warships and there will be no more Methanoids in your beloved Solar System!

Have a look at the stores at Uranus, Titania and possible some of your recaptured space stations. There may be an amazing piece of equipment installed somewhere known as the 'Mass Tranceiver' (MTX). This piece of kit can teleport anything you have in the stores to anywhere else that has a Mass Tranceiver. Research say that they don't know what makes it tick, but they can copy it. The MTX can even transport things to the next Solar System, enabling you to spread your empire even further! Now, brave explorer, the quest is in your hands...

DRAGONS BREATH

Software House

The quest for immortality - quite a formidable proposition, I trust you'll agree. Deep in the castle of Dwarf Mountain in the realm of Anrea, the secret of eternal life lies hidden. The Great Lords of Anrea have set a competition to three of the realm's inhabitants. If any of them can find the three parts of a smashed talisman, then they will be granted entrance into the castle.

This is your quest. You must enlist the help of the dragons of Anrea to achieve your goal, sending them out to find items and battle with other towns. You start with a single dragon, a small supply of cash and a batch of eggs. The eggs take a while to hatch, but you can use certain spells and items to increase the incubating temperature and speed up the hatching. The game is played on monthly cycles, with you deciding the actions to be carried out, either sending out a dragon or concentrating on your eggs. The game is won when you have collected the missing talisman pieces to present to the Great Lords. If, however, you lose all your money or dragons, you are defeated and are no longer eligible to take part in the competition.

The strange ethereal atmosphere of Dragons Breath give the game a superb feel. However, it's not just the presentation of the game which make it worth investigating. The strategy is incredibly involved, keeping you glued to the machine for hours at a time. If you get a couple of mates together you can play a three player competition, which makes the contest even tougher!

***AMIGA FORMAT* RATING - 94%**

HINTS

If you want to find the secret of everlasting life, then you're going to have to do some pretty nifty weaving of magic and controlling of dragons. Here are some hints to set you off on your quest.

MONTH ONE

Start by casting the following spell on your dragon:

2 * Rasgon, grind and heat.
2 * Churl, normal and heat.
3 * Arolig, normal and heat – one quarter condense.
2 * Mionacal, grind and condense.
7 * Haloras, cut and condense.
7 * Igele, normal and heat.
2 * Churl, normal and heat.

This spell makes your dragon virtually indestructible by rising all its characteristics up to, or very close to, full. Your dragon will therefore be unbeatable in a duel with another dragon.

Go to the map and select a town with a population of 1,000 or more (Olorn is a good one). Ignore the training missions (they're just a waste of time) and set your dragon on medium zeal. Now go for a 'conquer and keep' mission then go to the Castle Screen. Go to the incubation room and put two eggs on full heat, then go to the library and record the ongoing battles. Don't buy any goods from the trader yet!

MONTH TWO

Go to the Map Screen and go to the captured town. When the picture of the town appears click on the magic symbol and cast the following spell in the magic room:

3 * Tius, normal and heat.
4 * Churl, normal and heat.
2 * Arcus, grind and condense.
1 * Churl, normal and heat.

This spell will increase the population of the town and may even turn it into a city. Go back to the city and set the taxes high, then check in the library to see if your dragon is guarding a piece of the talisman. If he is, note the name of the town or city and end your turn.

SUBSEQUENT MONTHS

Leave your city or town and it should keep on growing, then start to produce new villages (these will be yours). Look in the library to check if any towns are fighting your town or city. If there are any attacking towns, send your dragon on a raid to wipe them out.

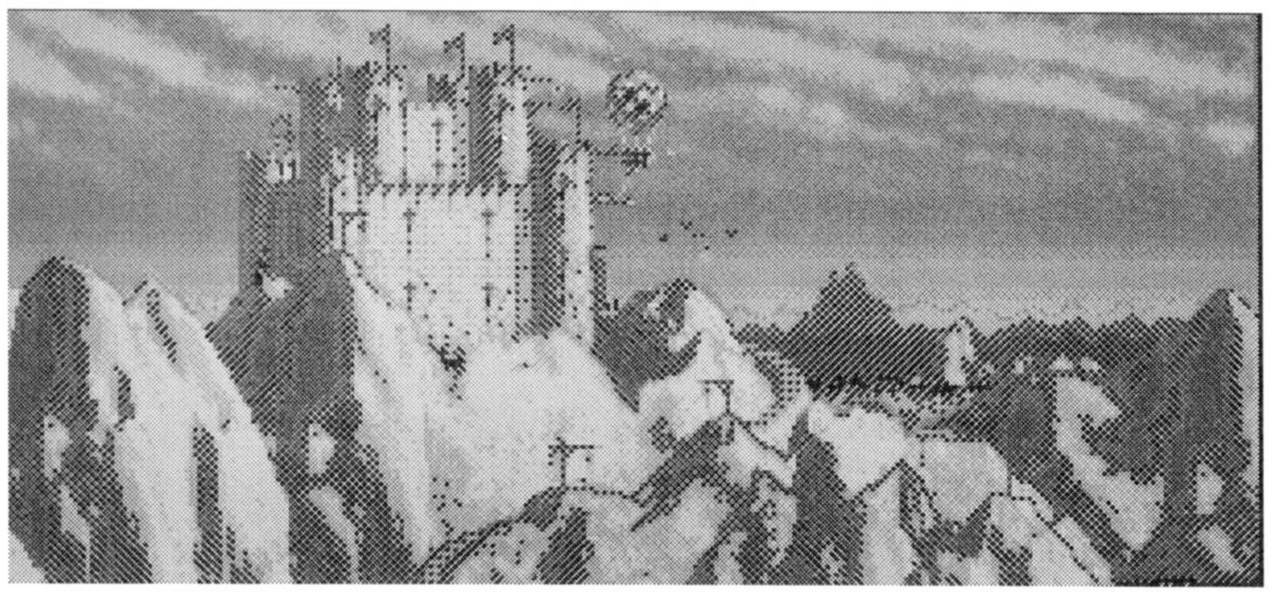
Buy ingredients from the traders if you can afford them. You should especially buy Churl, which is needed in large quantities.

Carry on conquering towns and villages and casting the 'population' spell (from Month Two, above).

When you have more than one dragon, cast the 'dragon' spell (from Month One, above) on the new ones. When you have enough dragons, constantly guard any talisman pieces you find. If you have enough, guard them with your 'super' dragons, who lose virtually no health while carrying out the task.

Attack villages, towns and cities that are under enemy control as this deprives them of taxes.

Use the 'super' dragons with low or medium zeal when on conquering missions, because if high zeal is used, they will usually just wipe out most towns.



DRAGON'S LAIR II

Readysoft

Before going on to produce hit films like 'All Dogs Go To Heaven', Don Bluth was the man responsible for a series of wacky coin-ops, including *Dragon's Lair* and *Space Ace*. These games were based around a laser disc system, featuring incredible cartoon animation and superb soundtracks. People thought that this kind of game would never appear on home computers, but they were wrong. The problem is, they're still really tedious!

The plot of *Dragon's Lair II* starts with the poor Princess Daphne being whisked away once again. Unsurprisingly, her mother in law isn't too happy about it, and chases Dirk out of the house to rescue her.

The animation style of the game is very similar to the original, making the game both aurally and visually impressive. Unfortunately, the gameplay is minimal, requiring you to twitch the joystick once or twice on each screen. The annoyance is compounded by the fact that the required timing is so precise that it's damn near impossible to judge it correctly.

And what cost does this set back the hapless game player? Forty-five quid! Do me a favour!

***AMIGA FORMAT* RATING - 65%**

HINTS

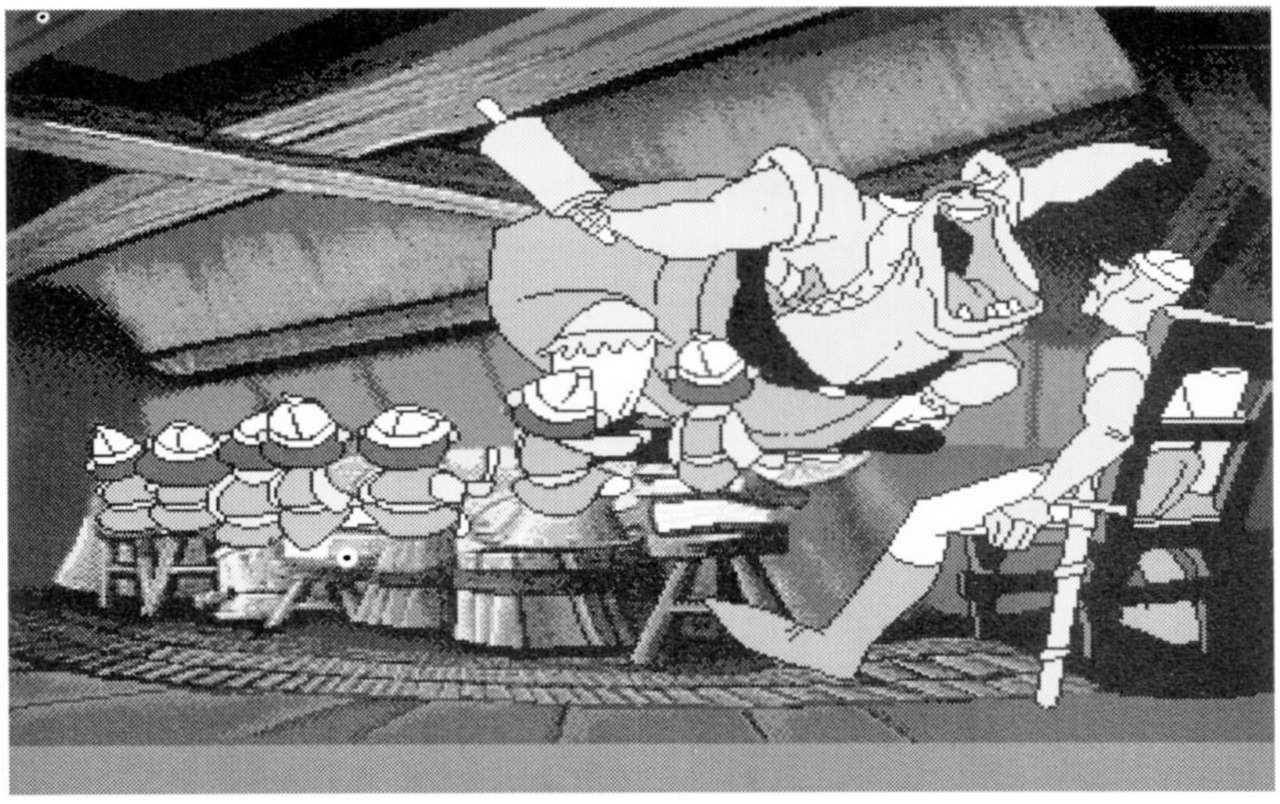
If you fell under the spell of the spiffy graphics and sound of this disappointing coin-op conversion, you'll no doubt be wanting some help, yes? Ah! I thought so.

SCREEN 1

When Dirk's mother-in-law starts to swing her rolling pin, push left.

SCREEN 2

Press down when the screen appears, then right when Dirk is on the drawbridge to escape the tentacle's clutches.



SCREEN 3

When the snake's head appears, press fire then move right.

SCREEN 4

Pull DOWN as soon as the screen appears then left to dodge the snake.

SCREEN 5

As soon as the Dirk appears move LEFT to dodge the mother-in-law then UP to jump on the snake.

SCREEN 6

Push UP to jump to the next ledge.

SCREEN 7

When the rock starts to shake from side to side, pull DOWN to make Dirk jump off the ledge, then pull DOWN again before he jumps into the hole.

SCREEN 8

When Dirk is sitting on the time-machine press FIRE, then push UP.

SCREEN 9

When the monster appears, press FIRE to make him retreat again.

SCREEN 10

When the screen appears, push UP to make Dirk climb onto the time- machine, then quickly push RIGHT to make him jump towards the skeleton.

SCREEN 11

When the serpent appears push LEFT then hit FIRE. Next push LEFT again to jump safely out of the ribcage.

SCREEN 12

Quickly pull DOWN when Dirk appears to make him land on the time-machine. When he gets there, press FIRE to hit the snake.

SCREEN 13

When Dirk lies down, press FIRE to swipe at the serpent underneath. Next, quickly push LEFT to make Dirk hold onto the machine and then LEFT again to pull himself onto it. Lastly, press FIRE to hit the last snake.

SCREEN 14

As soon as the screen appears, press FIRE straight away to destroy the serpent, then quickly push RIGHT. When Dirk places the sword on the time-machine then press FIRE to send Dirk right back to the prehistoric era.

SCREEN 15

When Dirk arrives, push UP to make him face the flying dinosaur quickly followed by FIRE. When the second dinosaur appears, then press FIRE once again.

SCREEN 16
Just before Dirk and the Pterodactyl reach Mordroc the Wizard, push UP to avoid his staff.

SCREEN 17
When the Pterodactyls reach the right-hand side of the screen, press FIRE to swipe at it and then push UP to drop down to the Pterodactyl beneath you.

SCREEN 18
When Dirk gets near the rocky ledge, push RIGHT to break free and jump onto the ledge.

SCREEN 19
When the screen appears, pull DOWN to make Dirk roll on his back, then press FIRE to hit the Pterodactyl. As soon as the next scene appears, pull DOWN, then you must immediately press FIRE. When the third scene appears, push LEFT and then quickly RIGHT to put on the wings. Push UP as Dirk starts to run to take off.

SCREEN 20
As soon as you start to see Daphne falling, pull DOWN to make Dirk swoop down and catch her.

SCREEN 21
Pull DOWN to make Dirk dive in the mud, then push RIGHT to collect the sword. Finally push UP to get back to the time-machine.

SCREEN 22
On this screen, Dirk will climb the vine without you doing anything!

SCREEN 23
When the angel appears, pull DOWN then push UP to avoid the wand and continue climbing.

SCREEN 24
When Dirk appears through the clouds, pull DOWN to avoid the wand then push LEFT.

SCREEN 25
Push UP twice to escape from the angel and the babies (!) and climb over the wall.

SCREEN 26
When Dirk appears, push LEFT then DOWN to land on the branch, then push UP then RIGHT to escape.

SCREEN 27
When Dirk confronts the snake, press FIRE to swipe at it, then hit FIRE again to make it drop Dirk. Finally, press FIRE once again to defend yourself.

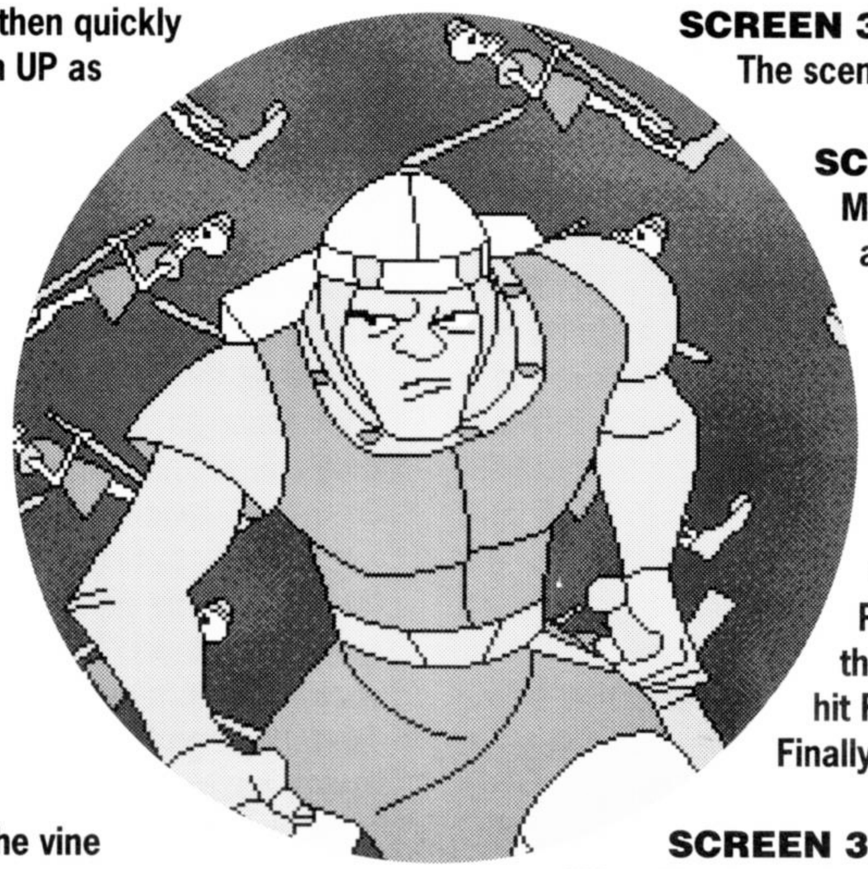
SCREEN 28
Push RIGHT when Dirk starts to swing right, then push UP.

SCREEN 29
Pull DOWN when Dirk is being carried up by the snake, then push RIGHT when he drops to the floor.

SCREEN 30
As soon as the snake starts licking, press FIRE to hit it.

SCREEN 31
Press FIRE as soon as the screen appears to activate the time-machine.

SCREEN 32
Push UP to make Dirk jump onto the rock and press FIRE to throw the sword through the Wizard's arm.



SCREEN 33
The scene continues...

SCREEN 34
Mordroc expresses his distress at getting pierced by a sword.

SCREEN 35
When the screen appears, push UP, LEFT, DOWN and finally RIGHT to escape.

SCREEN 36
Push UP to make Dirk jump on the rock, then push RIGHT and hit FIRE to retrieve the Death Ring. Finally, push LEFT to escape.

SCREEN 37
When Mordroc is just about to fire the energy bolt, push UP, quickly followed by FIRE to throw the Death Ring.

SCREEN 38
The Death Ring falls on Mordroc's finger.

SCREEN 39
As soon as the screen appears pull DOWN in order to retrieve the sword.

SCREEN 40
Pull DOWN to leap from the rock and press FIRE to destroy the gas bag.

SCREEN 41
Before the rocks start to crumble, pull DOWN to jump to the floor, then push LEFT and quickly UP to reach Daphne.

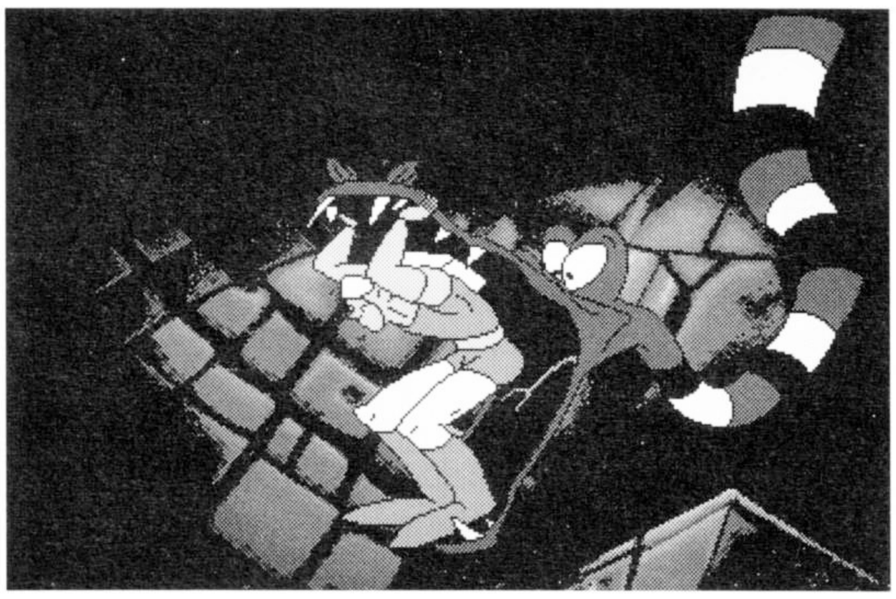
SCREEN 42
When Dirk starts to bend over, pull DOWN to avoid the flying Pterodactyl, then press FIRE. When the second Pterodactyl comes along, press FIRE again.

SCREEN 43
When the Pterodactyl appears, press FIRE to swipe at it and when it comes around again, press FIRE to hit it.

SCREEN 44
Daphne starts to awaken from her deep sleep.

SCREEN 45
When the Pterodactyl comes along, press FIRE.

SCREEN 46
The big finale. Daphne falls into Dirk's arms and they embrace passionately... that seems strangely familiar!



DRIVIN' FORCE

Digital Magic

Racing monster trucks may seem like a fun idea, but just think of the cost involved - especially if you have a prang! Well now you can enjoy the thrill of racing a number of different vehicles over tricky courses without having to worry about the finances involved.

Drivin' Force puts you in a race over a series of tracks in five vehicles: a formula racing car, a sports car, a buggy, a motorbike and a truck. You can race in a league, which sends you over increasingly difficult courses in each of the five vehicles, or in a knockout competition which randomly selects the track and vehicle. In order to get through to the next stage of the knockout you must finish in the top three, otherwise it's helmet off and time to sulk in the pits.

Pretty much sneaking in from nowhere, Digital Magic have manages to make quite a name for themselves in the world of speedy 3D. Along with their futuristic shoot-em-up *Shockwave*, *Drivin' Force* shows how good Digital Magic's grasp of 3D perspective really is, with the colourful scenery whizzing by at an incredible rate. The only thing that lets the game down is the unrealistic feel of the vehicles' control. Still, a little artistic license is always present in arcade racing games!

With 25 tracks to race over it's unlikely that you'll get bored of *Drivin' Force* too quickly and the rapid action is pretty enjoyable, so you could be racing away for weeks.

***AMIGA FORMAT* RATING - 81%**

HINTS

Left...right...left...no left! Left! LEFT! Oh dear... Steering doesn't seem to be your strong point, does it? Maybe you should try this tip. When the title screen appears, click with the pointer on the dots above the Is in the word 'Drivin'. When you start the game, you should now be unable to drive off the sides of the tracks.

DYNAMITE DUX

US Gold

How come the characters in cute arcade games are supposed to be young innocents when they go around beating everybody up? One possible answer to this question may be found in *Dynamite Dux*.

Bin and Pin, the dux in question, were merrily playing in the fields with their friend Lucy when along came the evil Achacha the Great and kidnapped her. As fluffy and cuddly as they may be, the dux can't let this matter rest. They must go off and rescue poor Lucy. Along the way they must fight eighteen types of strange creatures. From the bouncing moose-heads to fatty sumo pigs.

In order to help them waste the baddies, Bin and Pin have a whirling punch which can knock out the enemies (and each other). They can also pick up weapons such as rocket launchers and flame throwers, which do even more damage to any creatures that get in the way. At the end of each level, an evil spirit must be fought before the feathered heroes can move on to the next stage.

Although it didn't get a favourable review in *Amiga Format*, I thought that *Dynamite Dux*, was a pretty neat little game. The graphics are the spitting image of the arcade original, with brightly coloured characters bouncing across the cartoon backdrops. The action can be a bit repetitive after a few games, but it's fun while it lasts and there is enough humour to keep you hooked for a while. On the whole I think that the rating could have been bumped up by about 10%.

***AMIGA FORMAT* RATING - 64%**

HINTS

Little fluffy creatures aren't made for this kind of violence! Help them to skip past it by entering CHEAT on the title screen. You can then jump to any level by pressing F1 to F6. On the other hand, if you're a violent sort try entering NUDE to jump to the boxing section.



Elite
E-Motion
ESWAT
Empire Strikes Back
Eye of the Beholder

E

ELITE

Microprose

There's no doubt about it - this game is a definite classic. The ultimate space-trading game, the top 3D space adventure, the daddy of the epic shoot-em-up, the (all right, that's enough platitudes).

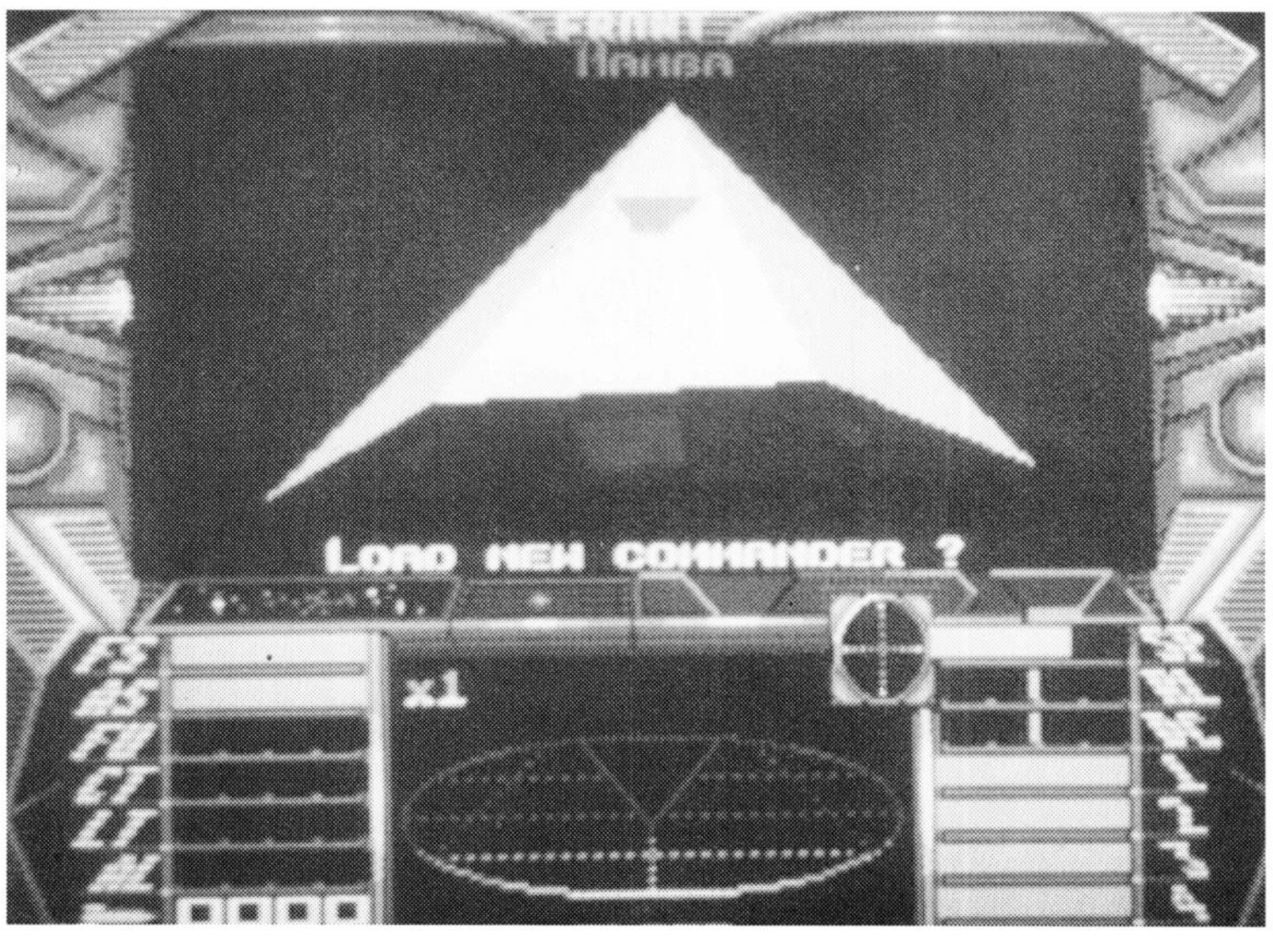
The game pits you as the commander of a Cobra Mk III space craft. You start off with the basic model, an empty cargo bay, and a smidgen of fuel. You travel around eight enormous galaxies, each containing 250 planets, buying and selling goods and battling with pirates and the evil war-like Thargoids. You can use the profit you make to buy a multitude of additional items for your ship, including extra weapons, docking computers, escape pods and even an extended cargo bay. Kill enough enemies and you will be given a series of missions to carry out for massive rewards.

Well... what can you say about *Elite*? It's a classic! The game began life as a game on the BBC Micro, but eventually made it on to other machines to become a huge success. And why not? The sheer depth and huge amount of variety to the gameplay make it an absolute must for any trading or shoot-em-up fan. Seeing as the game has been repackaged and rereleased, there's no excuse for not getting into the deep-space action. If you haven't tried it you just don't know what you're missing!

HINTS

Not only has the game been rereleased, it's undergone a few changes. One of these changes is that the cheat code is different! Never mind, here is the new code.

To get into the hack screen, enter the name SUZANNE when you are asked for the code from the book. You will then be told that this is wrong and will be asked to enter another code. Do so and get into the game. Now pressing the * key will present you with the cheat screen, on which you can change values to have a dramatic effect on the game:



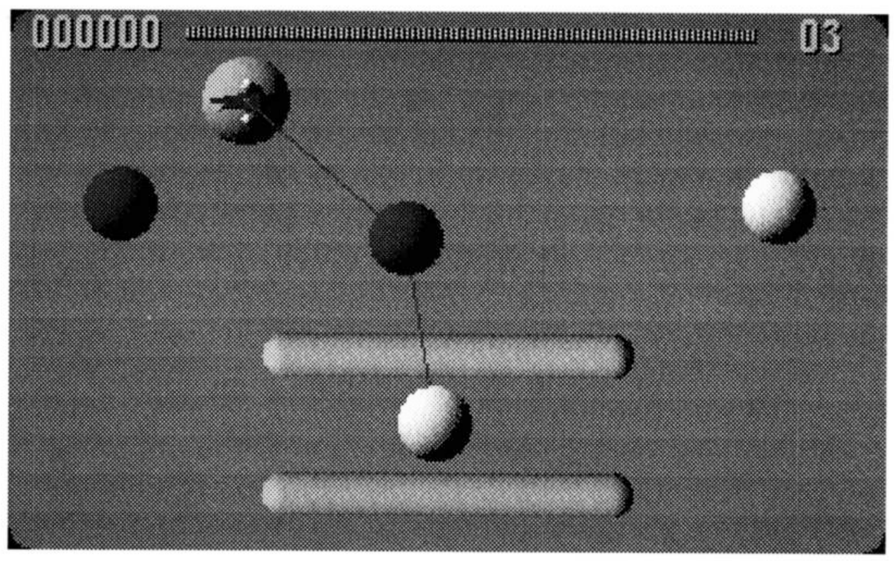
MISSIONS

Byte	Value	Action
9F	10	Find and destroy Constrictor
	20	Find Thargoid Documents
	31	Rescue Refugees
	40	Destroy Cougar
	50	Destroy Thargoid Station

OTHER EFFECTS

Byte	Value	Action
12	00-FF	Create New Galaxy
13	00-FF	Create New Galaxy
18	FF	Credits
1F	46	7 Light years Fuel
23	02	Large Cargo Bay
24	01	ECM
26	01	Pulse Laser
2C	01	Escape Pod
2F	01	Energy Bomb
32	01	Docking Computer
34	03	Galactic Hyperdrive
36	01	Mining Laser
38	01	Military Laser
3F	01	Cloaking Device
40	01	Food
47	01	Textiles
49	01	Radioactive Materials
4C	01	Slaves
50	01	Wine
54	01	Drugs
5C	01	Computers
63	01	Machinery
67	01	Alloys
69	01	Weapons
6C	01	Furs
72	01	Minerals
75	01	Gold
79	01	Platinum
88	01	Refugees
8C	01	Thargoid Documents
97	00	Clean Status
97	01-08	Change Rating

E-MOTION
US Gold



This game is a load of balls - literally. Right, now that we've got the crap innuendo out of the way...

You control a strange rotating spaceship which is used to push sets of coloured balls around the screen. The idea is to get balls of the same colour to collide, at which point they are removed from the screen. If balls of a different colour collide, they produce a smaller ball which can be collected to boost your energy supply. If left for too long they expand into a full-size ball, which must be destroyed with the rest. Leaving full-size balls for too long causes them to explode, draining away your vital energy supply. Extra problems appear from time to time, such as balls which are linked by elasticated strands and walls which block area of the screen. After completing a set number of screens, you go to a bonus level, which involves collecting energy pods while avoiding other blobs scattered around the screen. These can take on different forms, from a maze-like screen to a simple 'beat-the-clock' level.

E-Motion has to be one of the strangest arcade puzzle games to appear on the Amiga. The graphics are simple yet surreal and the action is extremely odd. The gameplay is challenging and enjoyable but the control can be frustrating at times, making delicate moves rather tricky. The game is perhaps best known for setting the style for future releases such as *Vaxine*, but despite its oddness the devilish playability make it a worthwhile puzzle game in its own right.

HINTS

Get those atoms moving! Collide the balls! Oh no, it's getting out of hand! Waaaah! If this is what your *E-Motion* sessions sound like, then this cheat might be useful.

Load up the game and wait for the attract sequence and instruction screens to be displayed. When the picture of Einstein reappears, type in MOONUNIT. When you start the game, you will now be able to use the function keys to skip levels. Here are the controls to use:

F1 - Forward one level
F2 - Back one level
F3 - Forward 10 levels
F4 - Back 10 levels

THE EMPIRE STRIKES BACK
Domark

From a pretty simple start in life with the classic coin-op *Asteroids*, vector graphics gradually went on to bigger things. *Tempest* brought us colour vector graphics in the early eighties and later a strange cockpit-style cabinet began to appear in the arcades housing the game *Star Wars*. This arcade film license was an instant success and a conversion of the sequel soon appeared.

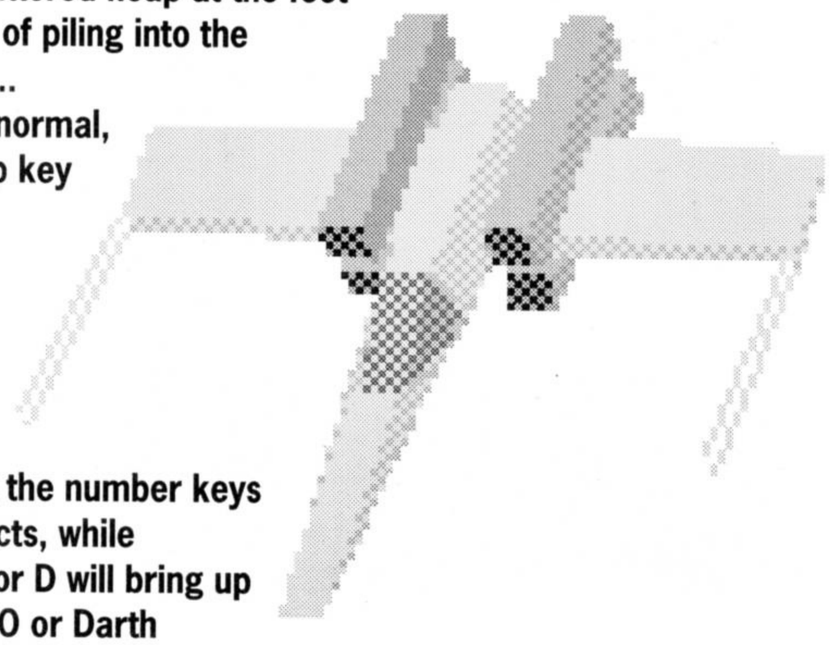
The game features four sections in two different kinds of vehicle. The first level puts you in control of a rebel Snow Speeder as you try to take out as many imperial drones as possible before they send information on your location to Darth Vader's ship. Next it's a Snow Speeder battle against the Imperial Walkers, where you must either shoot their cockpits out or use grappling hooks to trip them up. Extra points could be gained by flying through the AT-AT's legs. After this level you must fly the Millennium Falcon into space, battling with TIE Fighters before zooming through the asteroid field. Each level has a specific target to reach, which gives you a bonus letter. Collect the letters to spell JEDI and you will be granted recognition as a fully-fledged Jedi Knight.

The Empire Strikes Back pretty much marks the end of an era, being the last vector coin-op of any note. Despite the varied levels, many people found it a little more dull than its predecessor, preferring the mad shoot-em-up action of the first game. However it was still a huge success, making it worth converting to home machines. The Amiga version of *Empire* is a superb implementation of the coin-op. The speed of the graphics and atmospheric sound have been converted exactly, perfectly capturing the feel of the original. It may seem a little dated now, but it's pretty much a classic game which is a milestone in video gaming. Seeing as it's available on Domark's *Star Wars* compilation along with the first game and the somewhat disappointing conversion of *Return of the Jedi*, it's worth a look for any fans of Luke Skywalker and friends.

HINTS

Keep ending up in a clattered heap at the feet of the Walkers? Fed up of piling into the asteroids? Well try this...

Start the game as normal, then hold down the help key while typing XIFARGROTKEV (that's Vektor Grafix backwards). You should now be invincible! Oh, and a another thing, pressing the number keys will play the sound effects, while pressing the keys L, C or D will bring up a picture of Luke, C-3PO or Darth



ESWAT
US Gold

The time is the future... well... it will be, anyway. But what will the world be like? If *Eswat* is anything to go by, it will be a pretty dismal place. The streets overrun with vicious criminals, headed by three evil gang leaders.

You play a member of a futuristic police force and it's your job to go out and take down these three villains. Along the way members of the various street-gangs will attack you. And what questioning approach does the new police force adopt? Kill 'em all!

As you progress through the adventure, your performance is monitored. Reaching a certain standard allows you to be promoted to the Eswat team - complete with armoured exoskeleton and rapid-firing machine guns. What an absolute hero, eh?

US Gold have come up with a pretty good conversion of the original coin-op. The graphics are large and colourful and the action mimics its arcade counterpart pretty well. The thing is that the original is pretty rubbish! The animation is poor and the gameplay is less than satisfying. The controls are sluggish and unwieldy, but despite this finishing the game is still incredibly easy.

If this is what law enforcement in the future will be like then the world is going to be a pretty strange place!

***AMIGA FORMAT* RATING - 59%**

HINTS

A quick one which will intrigue KLF or Illuminatum fans. Pause the game and enter JUSTIFIED ANCIENTS OF MU MU. The screen will flash and you will have 99 credits.



EYE OF THE BEHOLDER
US Gold

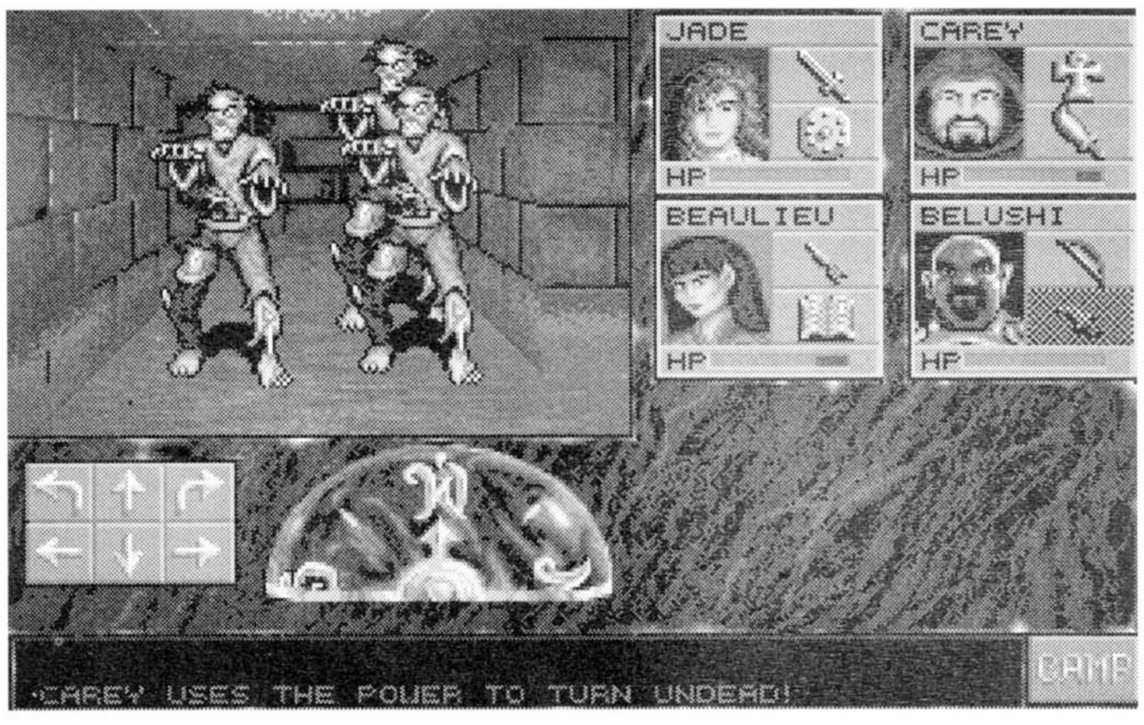
Vader.

There's no disputing the influence that *Dungeon Master* had over the adventure world and US Gold have picked up on the theme with *Eye of the Beholder*.

You have been called to the town of Waterdeep, where the sewer systems have been taken over by the Beholder and his band of strange creatures. You must get together your adventure team and go down into the sewers and try to rid Waterdeep of the Beholder's power.

The style of the game is extremely similar to *Dungeon Master*, from the control system to the view of the sewers. However the presentation of the game improves massively over FTL's classic. The graphics are better drawn, more colourful and more varied and the sound effects are used better, giving the game an extremely creepy feel. But how about atmosphere and depth of gameplay? Well putting it mildly, it's got tons! The puzzles are wrapped in mystery, requiring you to get into the feel of the game before the solution becomes clear. Completing the quest will take a few late nights, but this isn't a problem, since the game is a joy to play. In fact *Eye of the Beholder* knocks *DM* off its throne to become just about the best RPG available on the Amiga.

***AMIGA FORMAT* RATING - 92%**



HINTS

This adventuring lark can be difficult for novice game players, especially with a game as involved as EOTB, so here are some hints and maps to get you going.

CREATING YOUR PARTY

There are only four basic character classes for you to choose from and these are: Warriors, Clerics, Mages and Thieves. In order to complete your quest successfully, you will need at least one of each character type to join you in your party.

Warriors (Fighters, Rangers and Paladins) are highly skilled with weapons and will be extremely useful at the front of your party, where they will be able to handle most of the melee fighting.

Thieves are only average fighters, but they come into their own in certain locations, since they are the only character class with the ability to pick locks. Mages and Clerics should stay at the back of the party, so that they can cast spells without fear of being wounded in battle. Mage spells are mostly offensive, with Clerics casting

spells of mainly a defensive nature. Clerics are particularly useful, since they are the only class (except for Paladins) with the ability to 'turn' undead monsters. Demi-Humans are initially more powerful than humans, since they can become multi-class characters.

When selecting characters beware of the Class Restrictions, because a Dwarven Cleric, can only proceed to Level 10. Once the maximum level for a character has been reached, they may not increase any further in rank. For example, a Halfling Fighter isn't as good as a Dwarven Fighter, since the Halfling can only proceed to Level Nine. Bear these restrictions in mind when sorting out your team's attributes.

Half-Elves seem to be a good choice, because they are semi-resistant to certain spells and poisons. They also have the greatest number of available classes and have no level-restrictions. However, DON'T select Elves as Player Characters! They do have certain advantages over other classes, but they can't be raised from the dead by any means!

MEMORISING AND CASTING SPELLS

As you can see in the manual, Clerics and Mages cast rather different types of spells. You have to know what spells are initially useful and how to proceed with the various kinds of magic.

First level Mages will find DETECT MAGIC and MAGIC MISSILE spells useful to begin with. DETECT MAGIC reveals any magical items the team may be carrying, while MAGIC MISSILE is (as you may have gathered) a low-level offensive spell. As a Mage increases in level, he will gain much more effective attacking spells such as MELF'S ACID ARROW, LIGHTNING BOLT and CLOUDKILL.

Clerics should select CURE LIGHT WOUNDS and BLESS spells to benefit the party in combat. Clerics' ranks increase so they will gain more powerful spells like CREATE FOOD AND WATER, NEUTRALISE POISON, FLAME STRIKE and RAISE DEAD.

Both types of magic users need to memorise or pray for spells in order to commit them to memory. Once you have selected the spells you want to memorise, rest your group for a while and the spells will be remembered ready for casting. If there are any creatures nearby, you won't be able to rest, so move away from any nasties so that you can't even hear them.

Spells may be found on scrolls which are throughout the sewer systems and may be for either Clerics or Mages. Spells for Mages can be used directly from the scroll or transferred to their spell book using the SCRIBE command from the CAMP menu. Whichever you select, the scroll will vanish from the Mage's hands when used. Note that you can only Scribe spells into the book that the Mage doesn't yet have!

Clerics, unlike Mages, don't have spell books. Therefore Clerics can only use spells directly from the scrolls, so they can only be used once.

FEEDING TIME

You must always make sure that your characters are well fed! You will notice that there are both small and large food packages, offering according amounts of nourishment. There are also some potions which, once drunk, can drive away hunger. The best way to nourish your party is to get a Mage to cast a CREATE FOOD AND WATER spell when they can. This will restore all the team members' Food bars to maximum.

LET BATTLE COMMENCE

Most of the other characters you will come across will be hostile, so it's vital to adopt a good combat technique. Position any Fighter-type characters you employ in positions one and two and any Clerics or Mages in positions three and four. This way your Fighters will be able to battle on the front line while being backed up by spells cast from the back of the formation.

Unlike Dungeon Master, this adventure game doesn't allow you to injure monsters by closing doors on them. Instead you have to hold your ground and fight it out with an enemy. Alternatively you can swipe at your opponent, step back and swipe again and so on until he is slain.

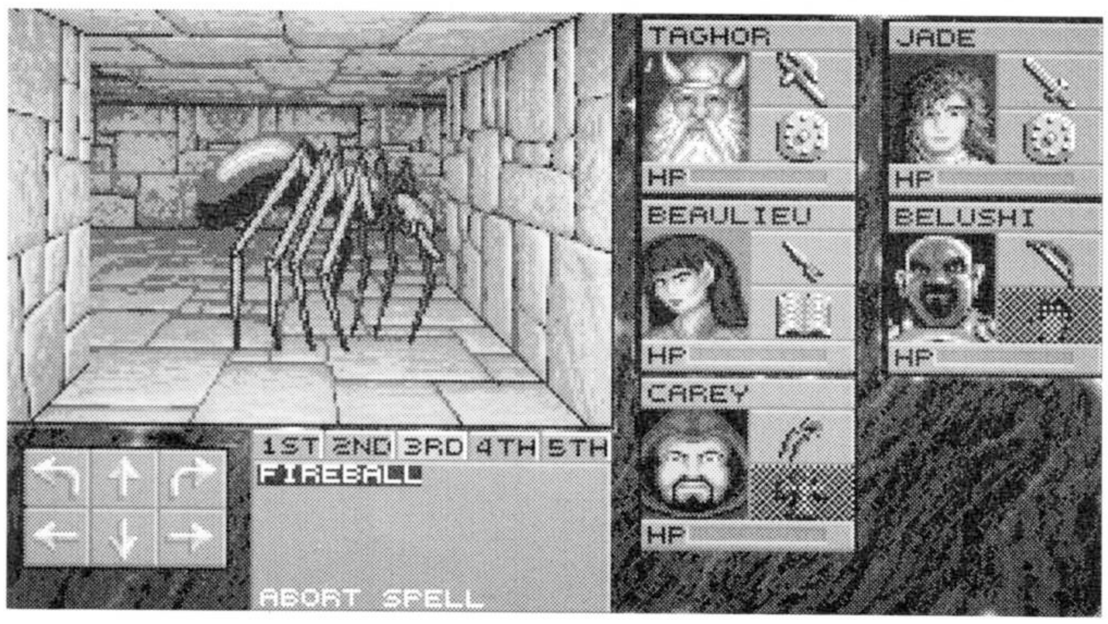
Don't be afraid to execute a 'tactical retreat' – well run away if that's what you want to call it! It is sometimes easier to close yourself off in a room to cast healing spells than it is to try and heal a player while fighting.

Undead creatures are usually pretty easy to beat, providing you have a Cleric handy! Use the Cleric to turn the creature, then follow it as it runs away, striking it in the back with your weapons and spells until it drops.

Giant Spiders and Mantis Warriors are another kettle of fish completely. These creatures are VERY dangerous! Spiders are poisonous, and poison is fatal unless you cast a NEUTRALISE POISON spell or find a Potion of CURE POISON. SLOW POISON spells will postpone a character's death, but the next time you rest your party, the poisoned character will die in their sleep.

Mantis Warriors will paralyse a character if they manage a successful strike. Paralysed characters can't attack or cast spells and will be useless during combat. Get a Cleric to cast a REMOVE PARALYSIS spell on them.

With both these creatures, your best method of combat is to cast offensive spells from a distance. If you have to take part in close combat with them, use the swipe and retreat method as detailed previously. Make sure that you don't back into a dead-end though,



SCARY MONSTERS

Here is a guide to the creatures found throughout the sewers of Waterdeep, along with combat and power details:

Monster	PCs Combat Against	Special	Level
Small Lizards (Red)	All weapons and magic	None	1
Zombies	All weapons and magic	None	2
Skeletons	All weapons and magic	None	2
Green Boggit	All weapons and magic	None	3
Dogmen	All weapons and magic	None	3
Spiders	All weapons and magic	Poison	4
Dwarves	All weapons and magic	None	4
Cleric Dwarf	All weapons and magic	Resurrection	5
Bird Men	All weapons and magic	Magic	6
Hell Dogs (Blue)	All weapons and magic	Two attacks	7
Samurai Skeletons	All weapons and magic	None	7
Hell Dogs (Brown)	All weapons and magic	Fire Breath	8
Spider Men	All weapons and magic	None	8
Rock Monsters	All weapons and magic	Eats Armour	9
Locust Men	All weapons and magic	Pharasie	10
Stone Monsters	All weapons and magic	None	11
Humanoids	All weapons and magic	Magic	11
Golems	All weapons and magic	None	12
Beholder	All Weapons	Magic	Final

because this is likely to be certain death!

ADVENTURING

It's a good idea to make sure that you select characters from different races for your party, since you will find massages (Shouldn't that be messages? – Ed) on some sections of walls in the sewers. Some of these will be in Common (so anyone can read it), but others may be in Dwarfish, Elvish or another language. Unless you have someone who can understand the language, you will be unable to decipher the writing, which is often important when solving puzzles.

When you find some writing and a character utters, "What a strange marking to place here," insert a dagger into the crack in the wall and this will open a secret door.

You will find two skeletons on the earlier levels, both of which you must take. Later in the game you will be able to resurrect the dead adventurers, which will then join your party as non-player characters. As they say – six heads are better than four... don't they?

Agree to help the Dwarves on level four and allow Dohrun the Dwarven Fighter to join your party. You may now visit the Dwarven Cleric, who will heal wounded party members and resurrect any that have been slain.

Whenever you find new items, use a DETECT MAGIC spell to see if they have any magical properties. This won't actually reveal what they do (you can only find that out by experimenting), but it will give you some indication of what magical items you possess.

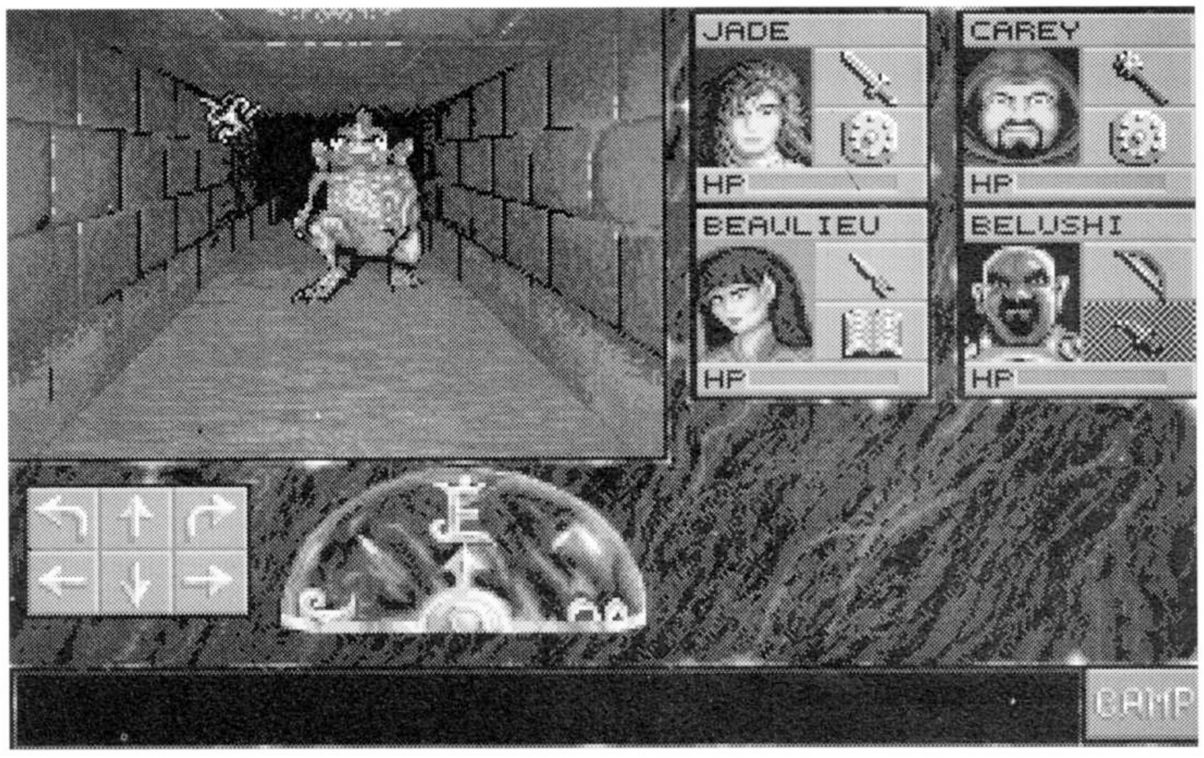
In order to use the teleports, you need to have special items. You can spot these by the way that they glow blue when you pick them up.

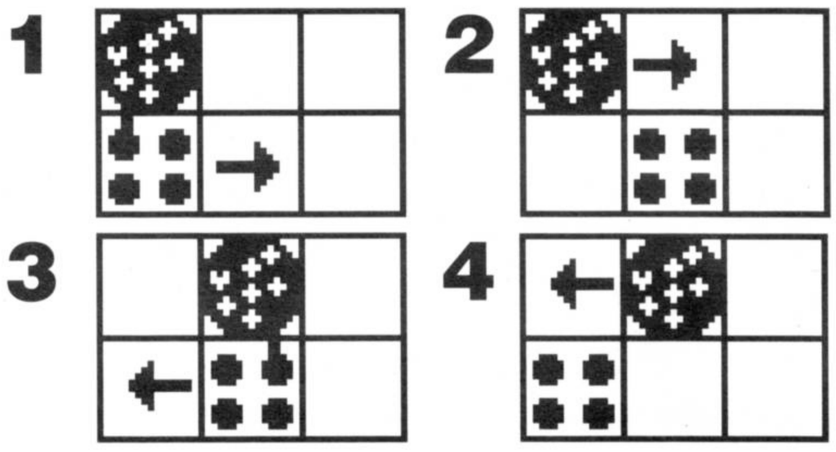
Never fight the Rust Monsters hand-to-hand. Instead use missile weapons and long-range attacking spells such as MAGIC MISSILE and MELF'S ACID ARROW. Rust Monsters don't injure characters when they strike, instead they dissolve a metallic object the character is carrying – usually armour or weaponry!

To solve the sphere puzzle on level 12, you must place the Orbs of Power on the altars. Once you have done this you can enter the next room.

As you'd expect, dealing with the Beholder is pretty tough. Here's a method for beating him:

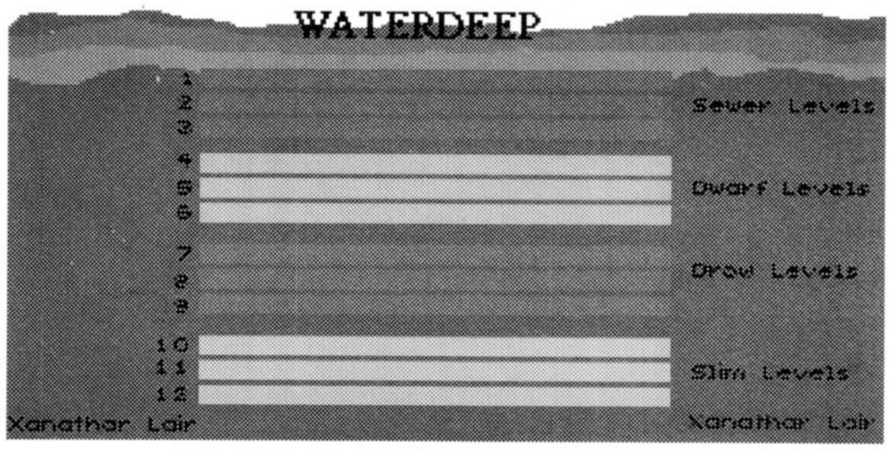
One warrior attacks, then you move, attack again

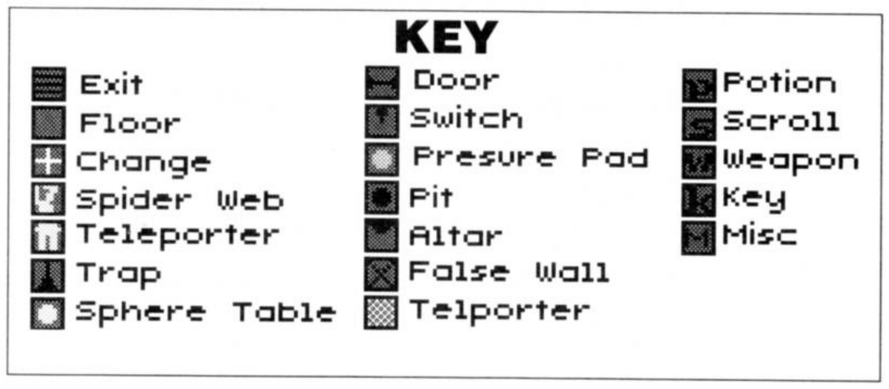




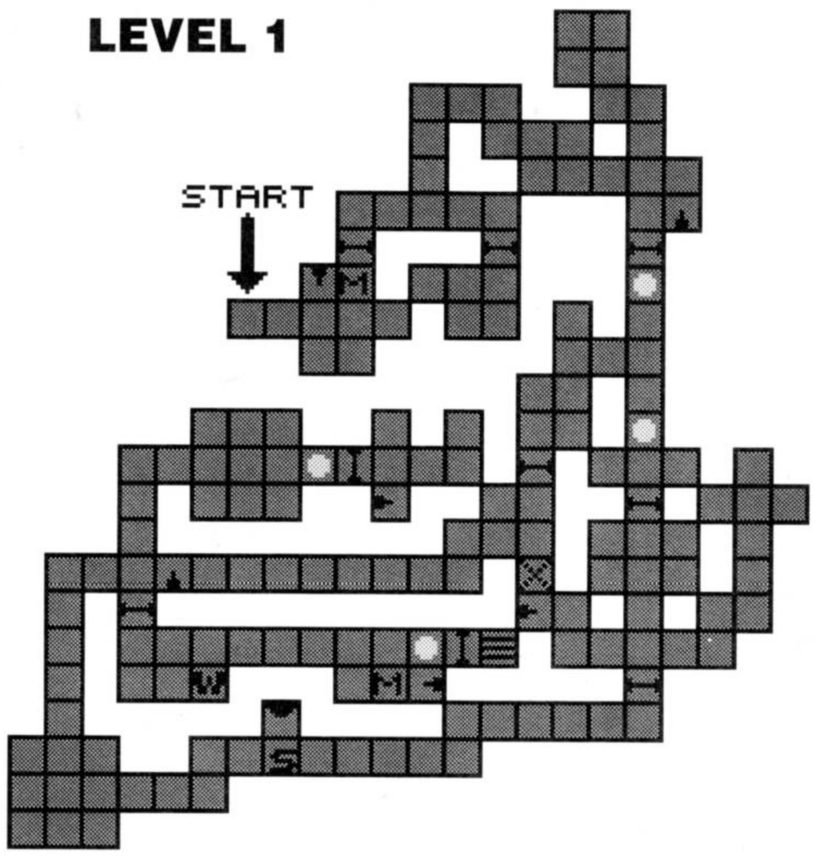
and move back. Repeat this until

THE MAPS



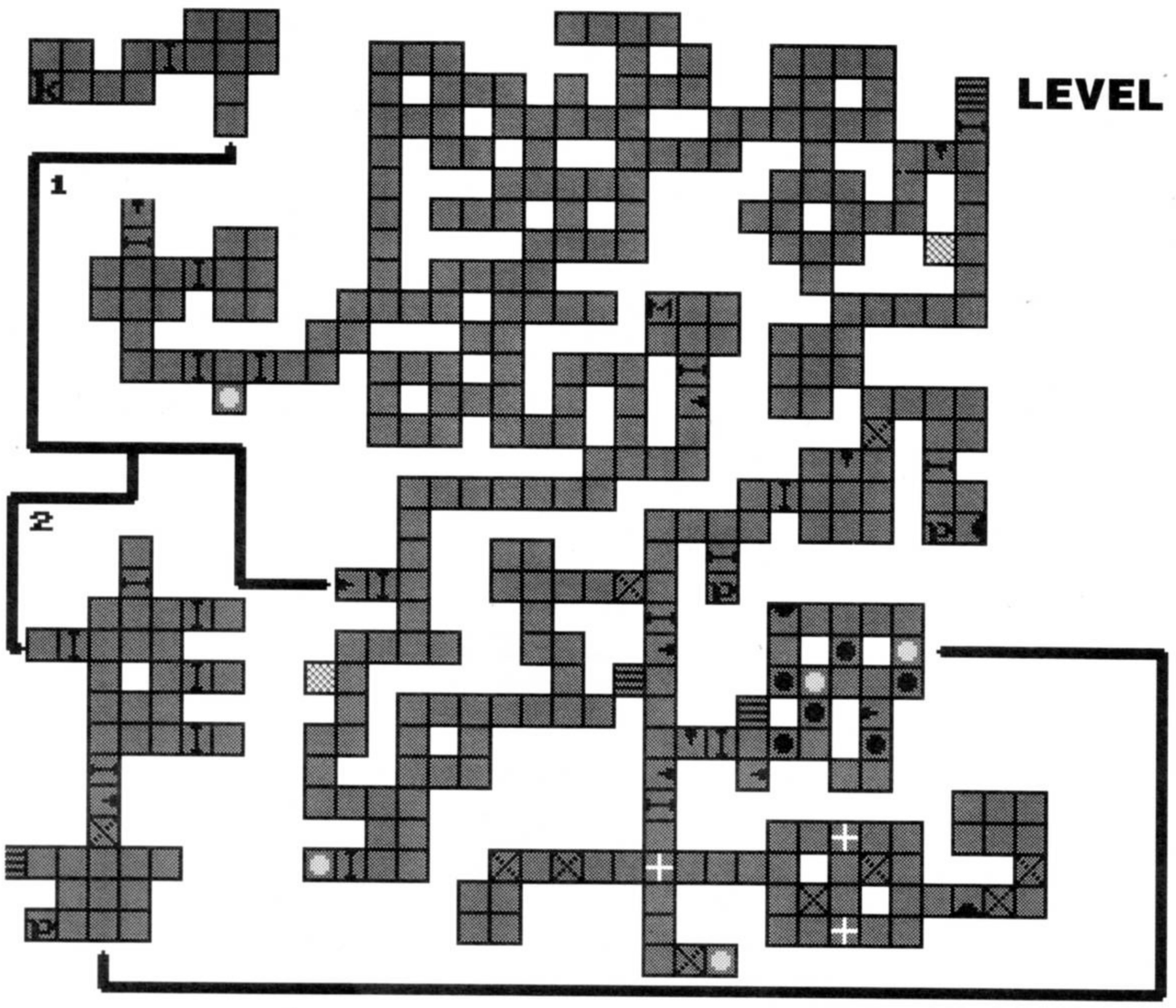


LEVEL 1

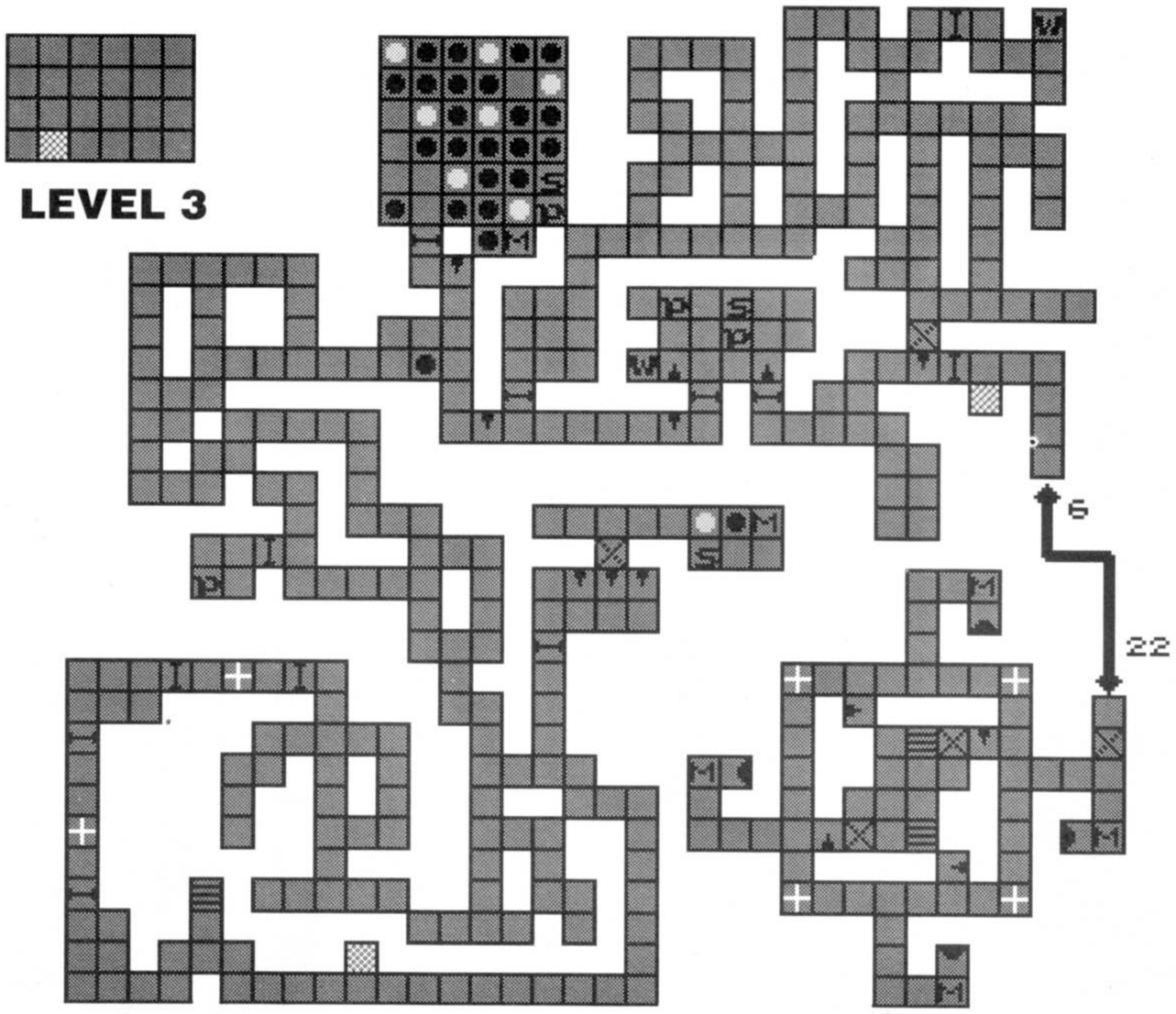


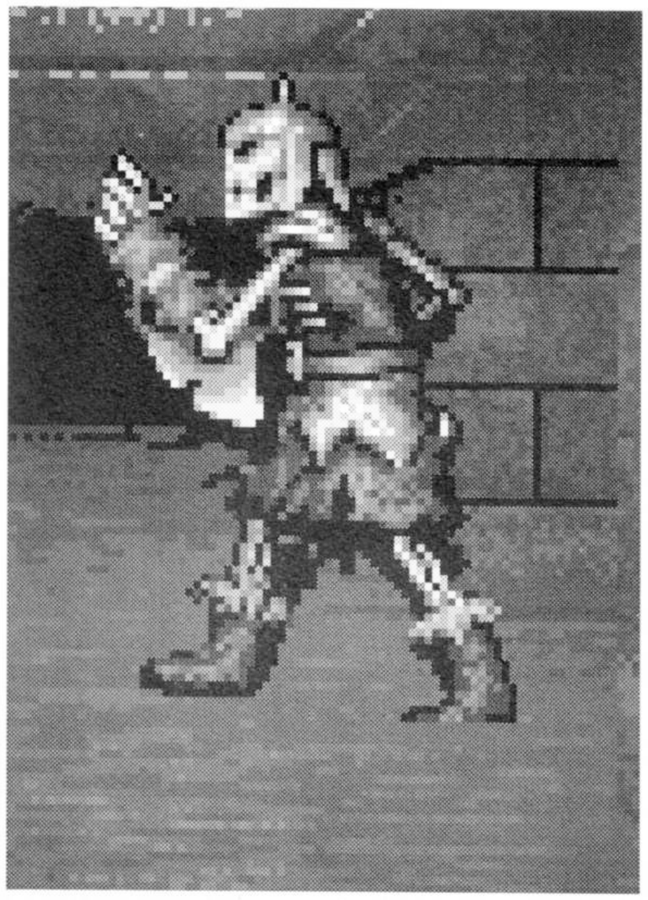
the evil fellow is dead.

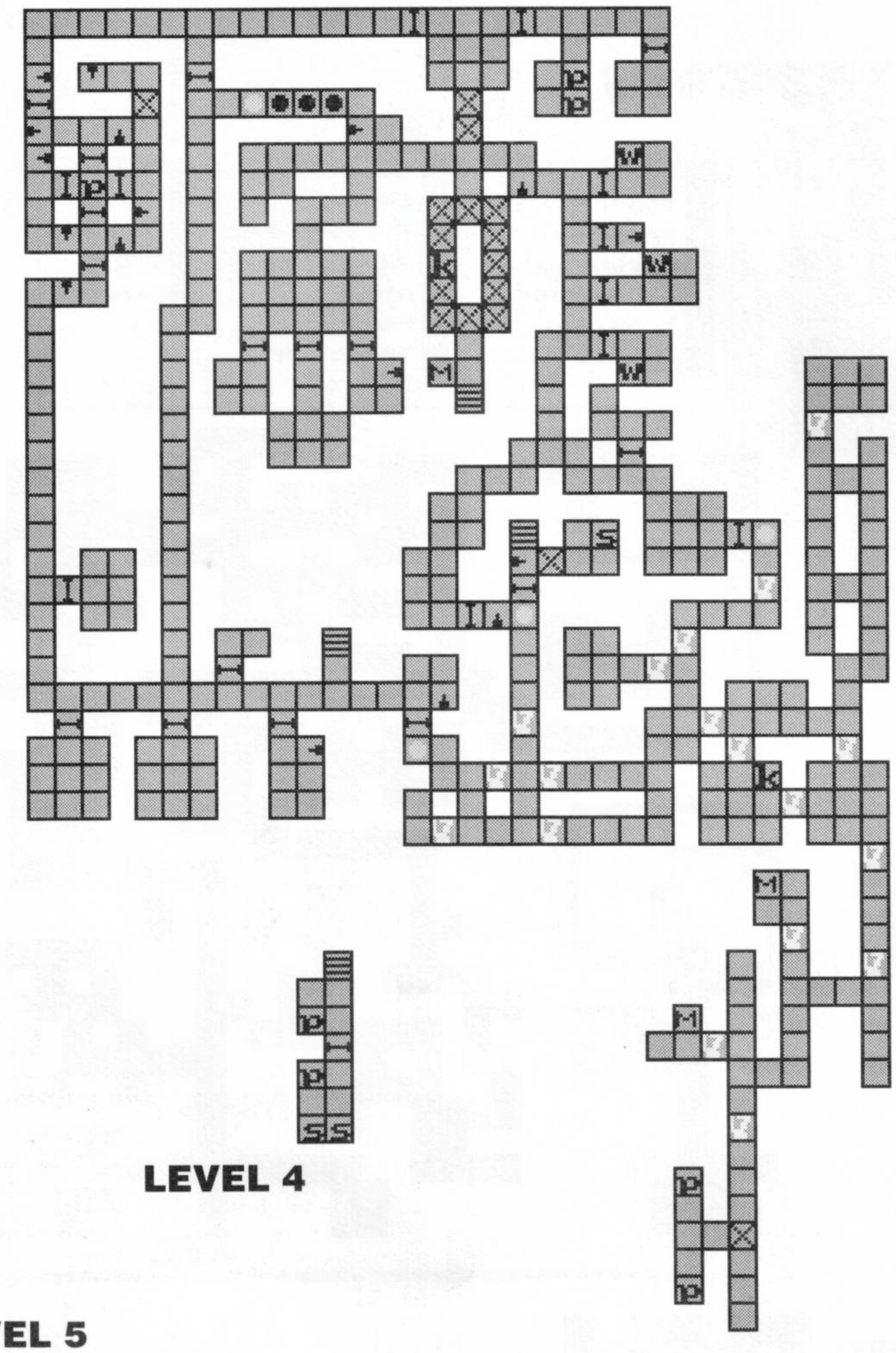
LEVEL 2

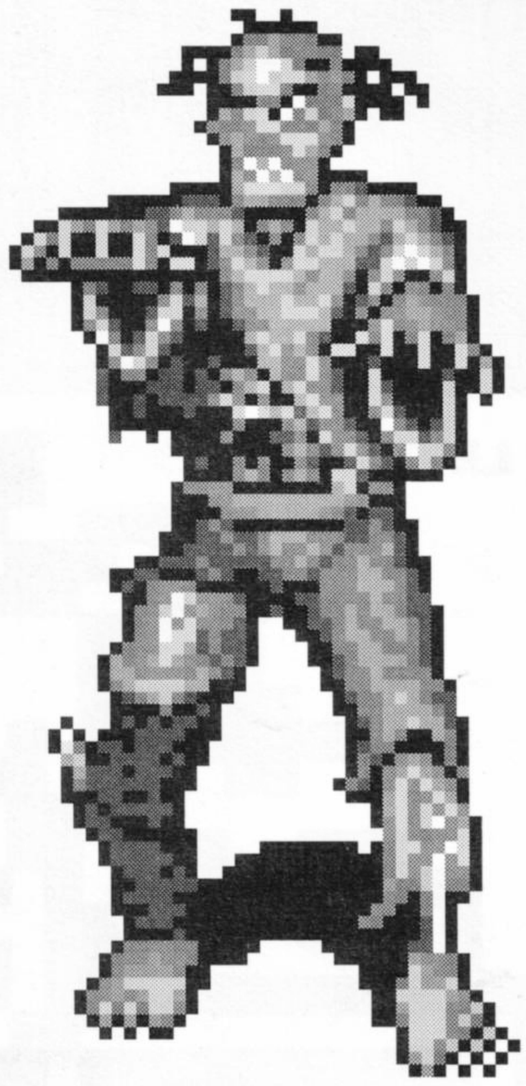


LEVEL 3



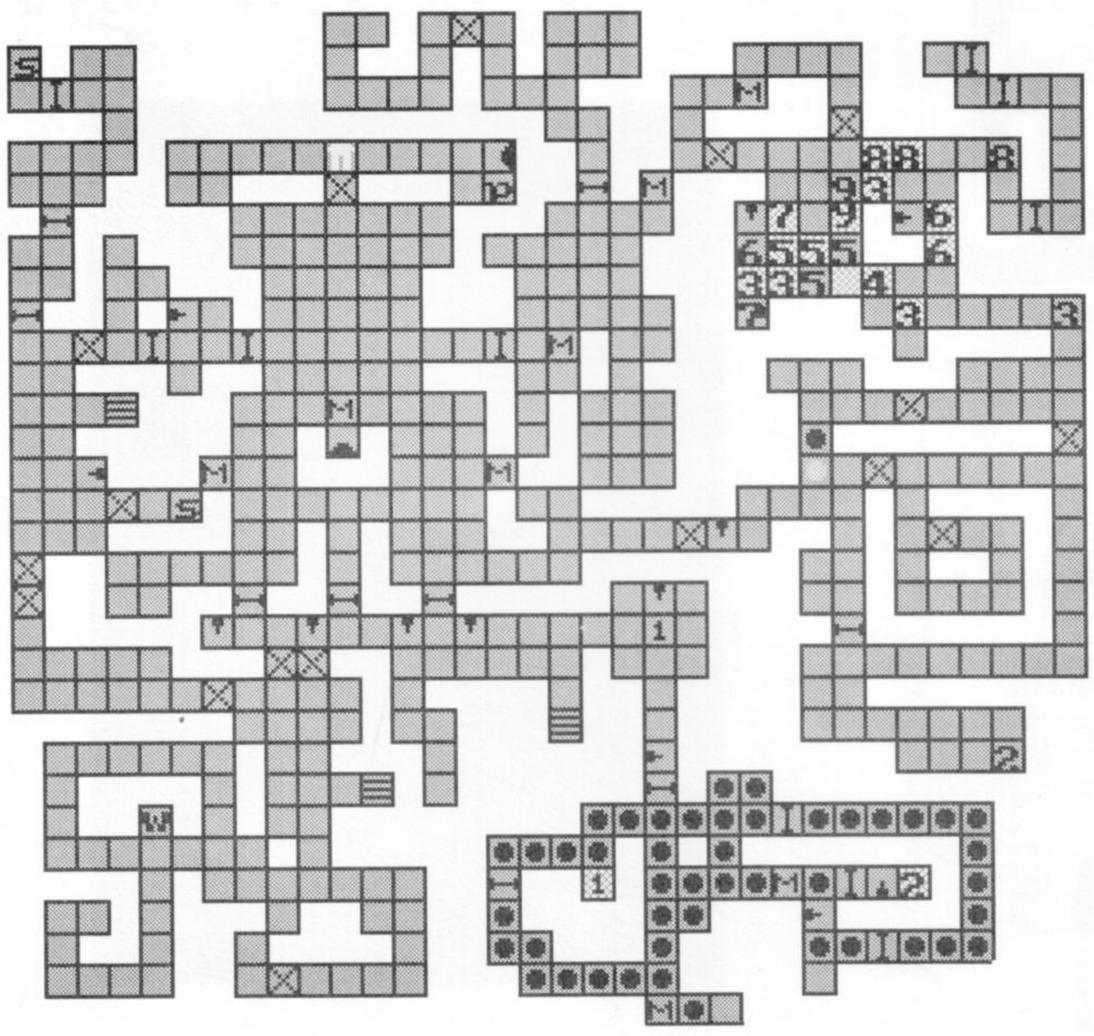




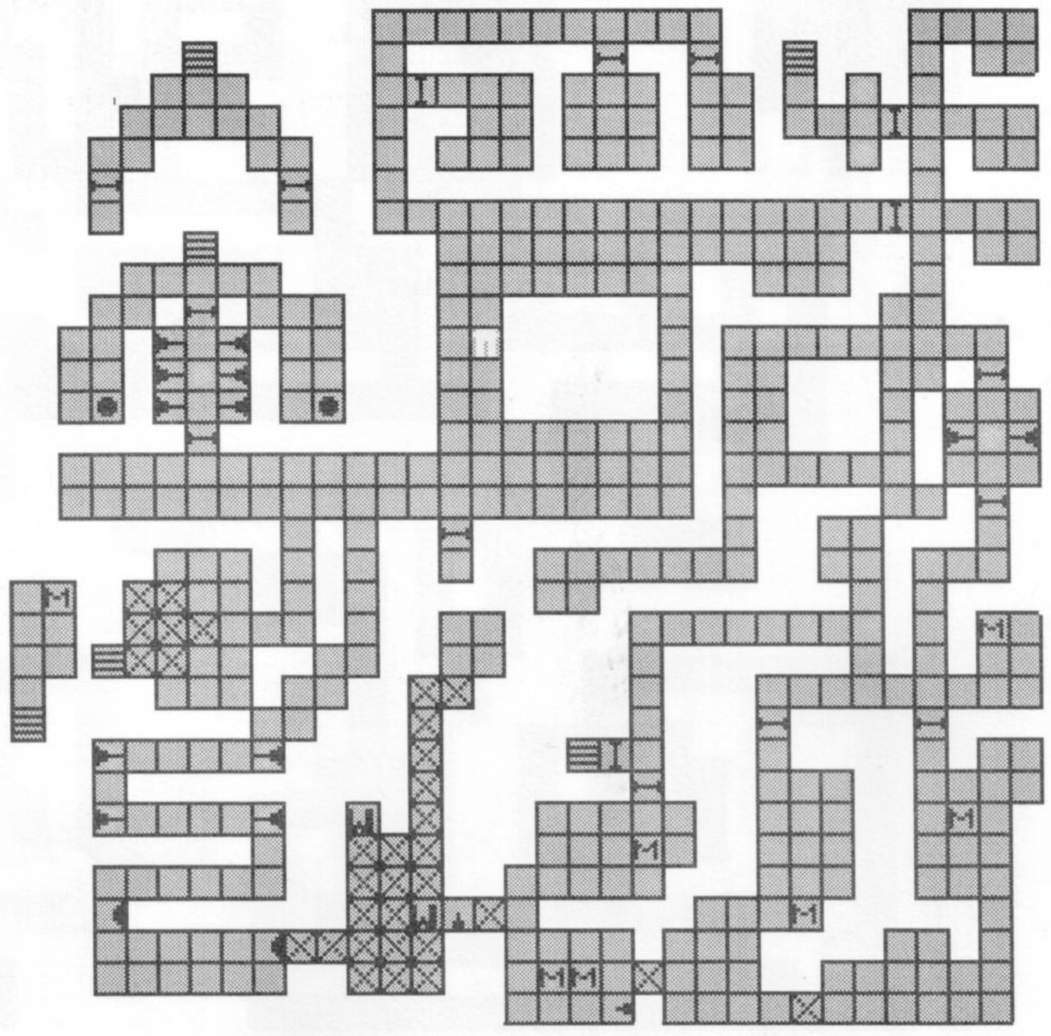


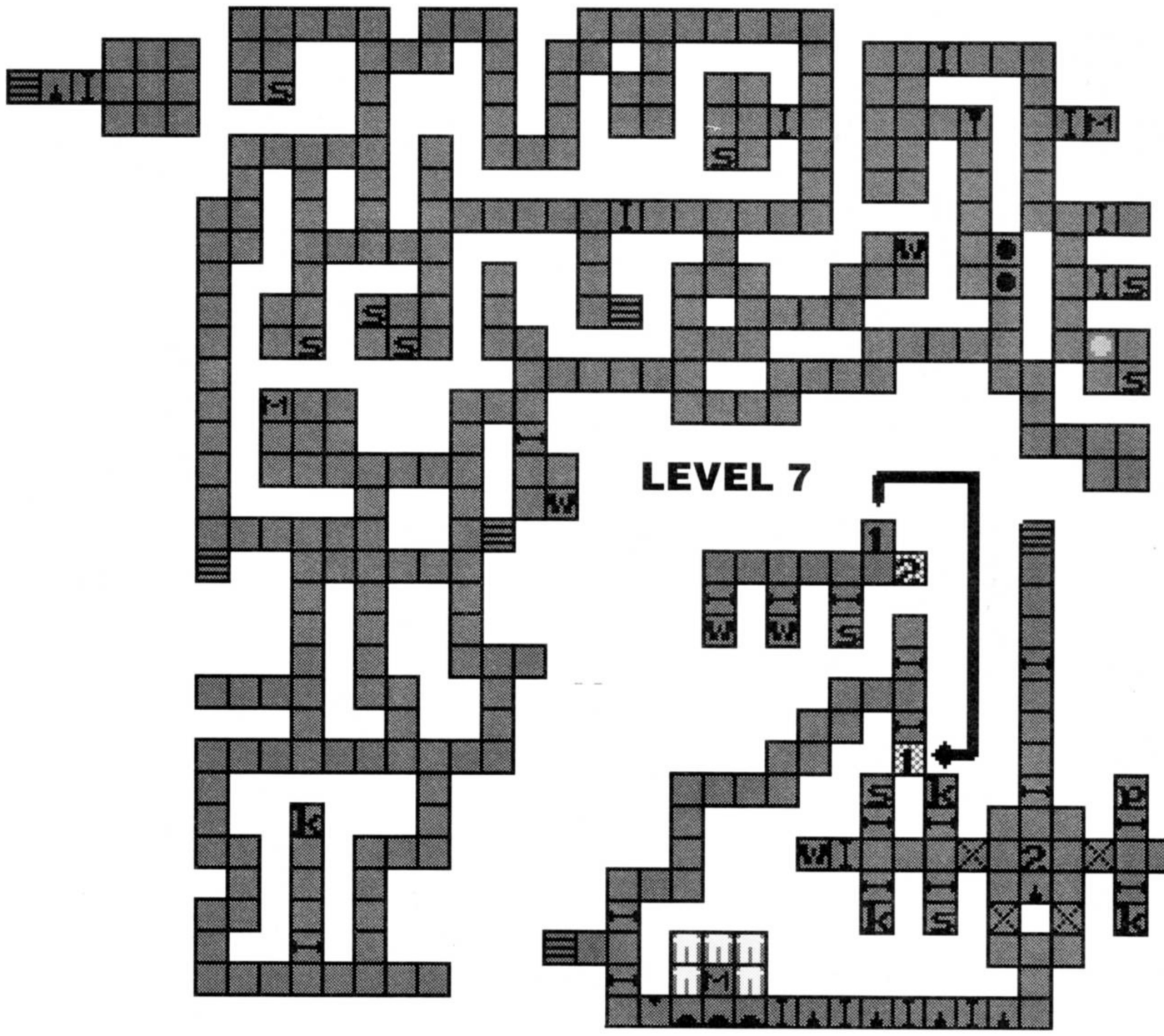
LEVEL 4

LEVEL 5

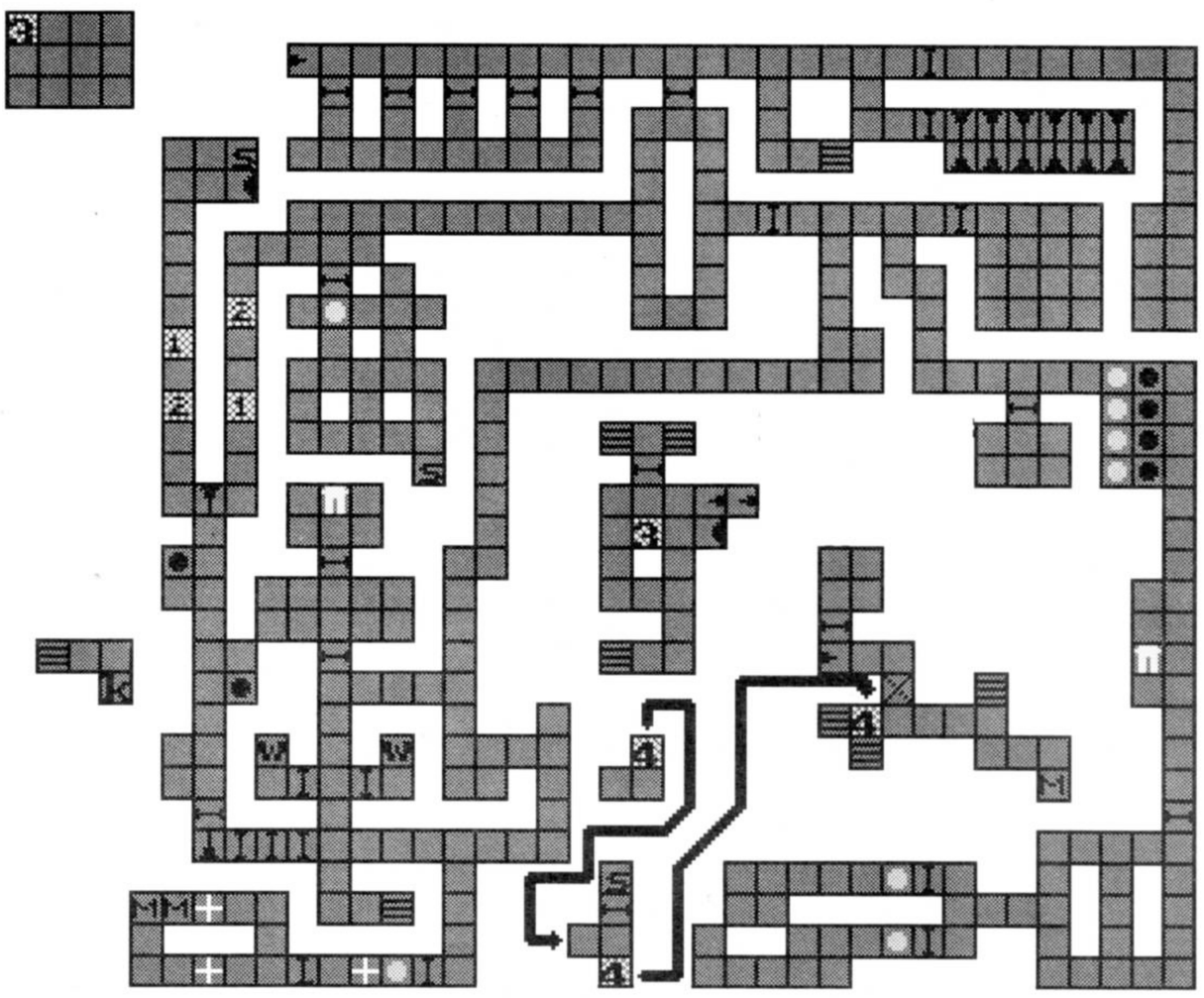


LEVEL 6

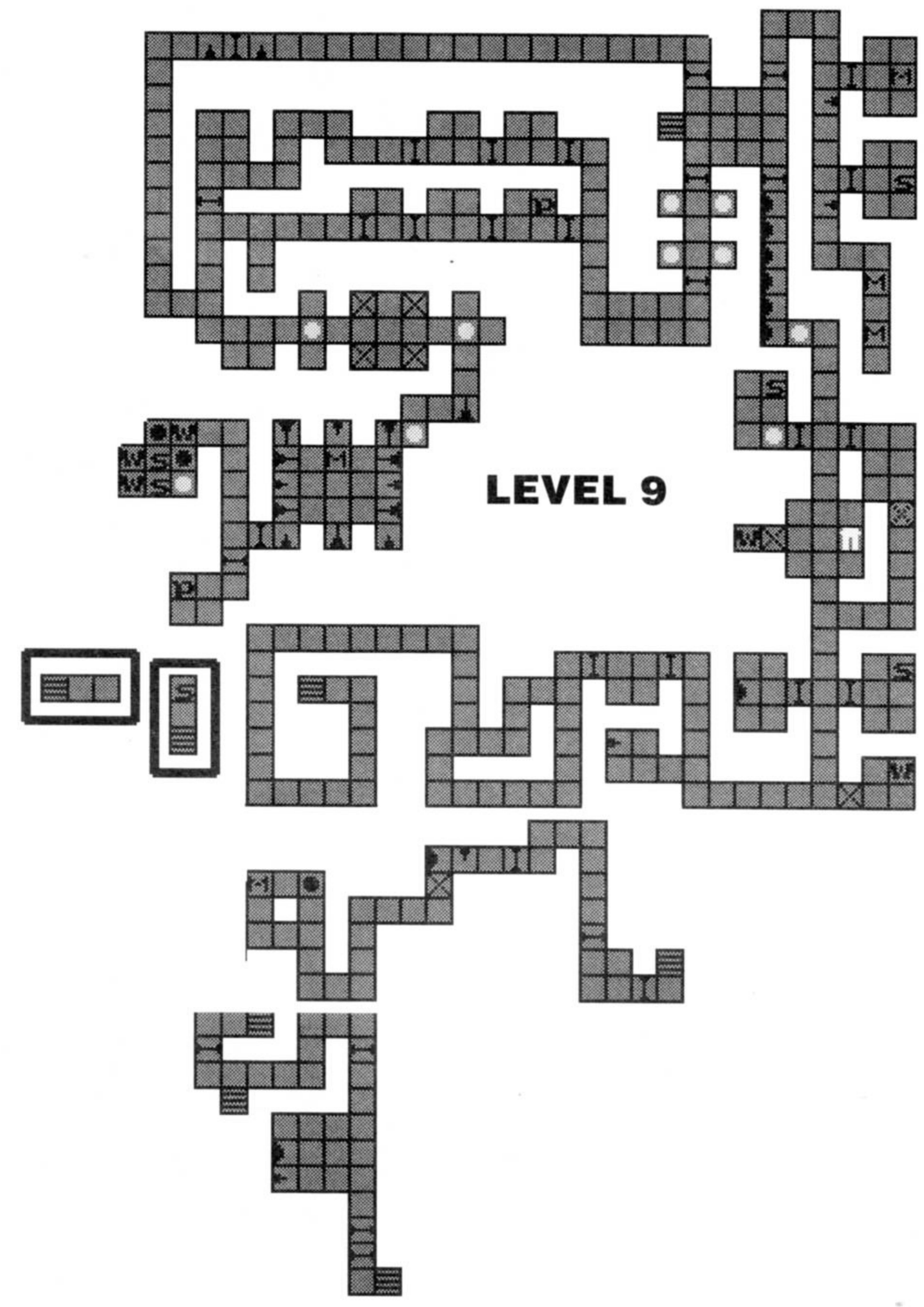




LEVEL 7

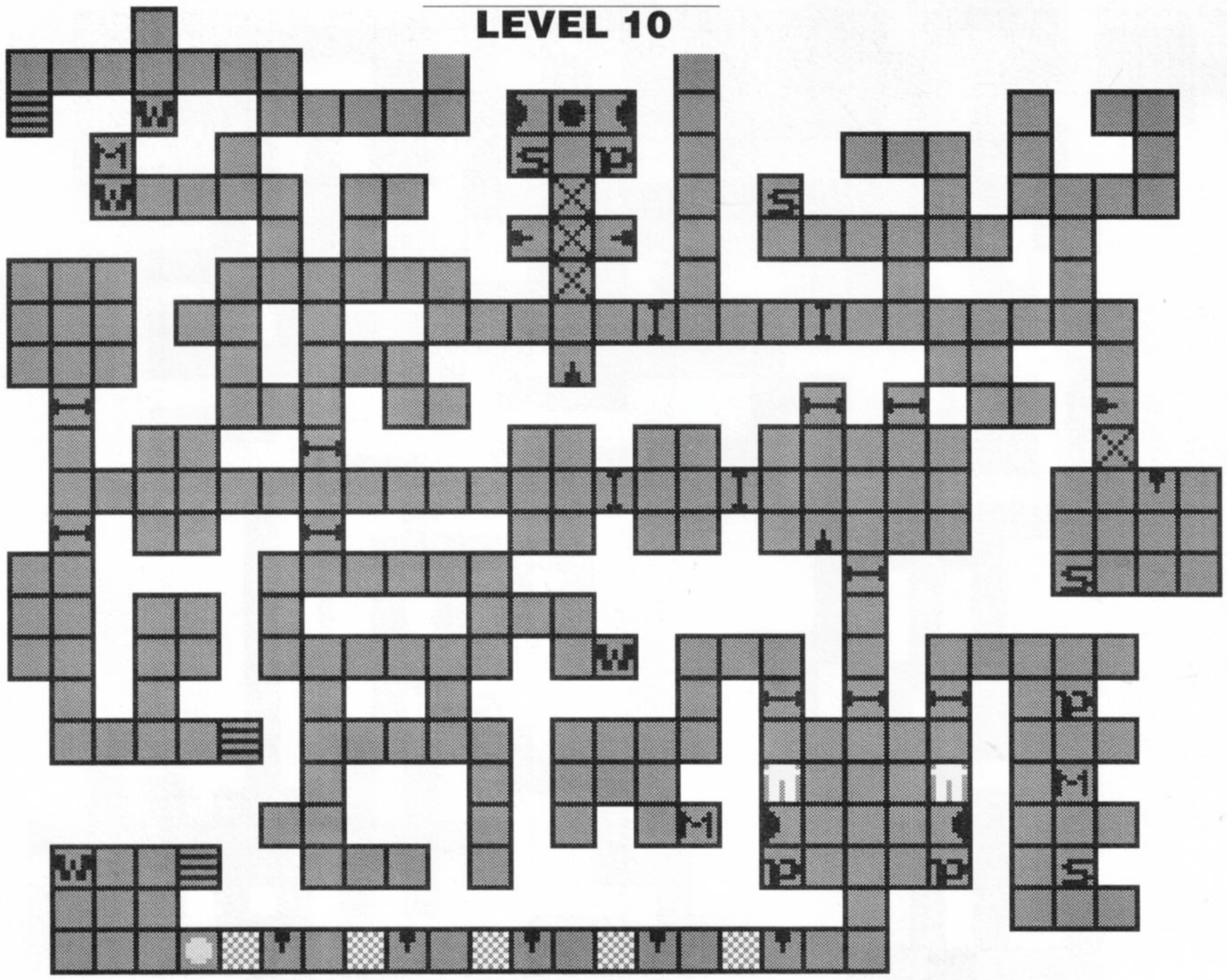


LEVEL 8

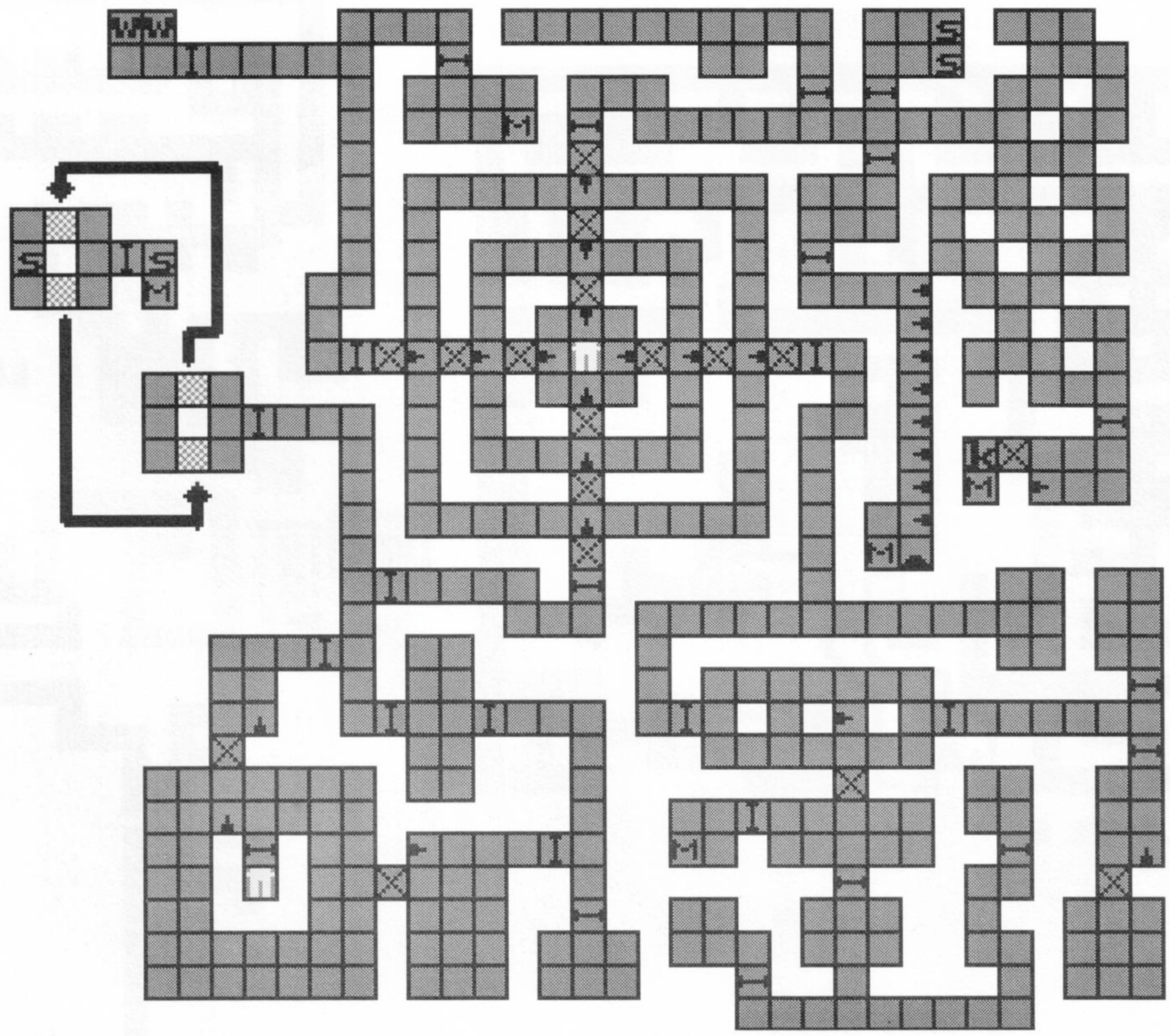


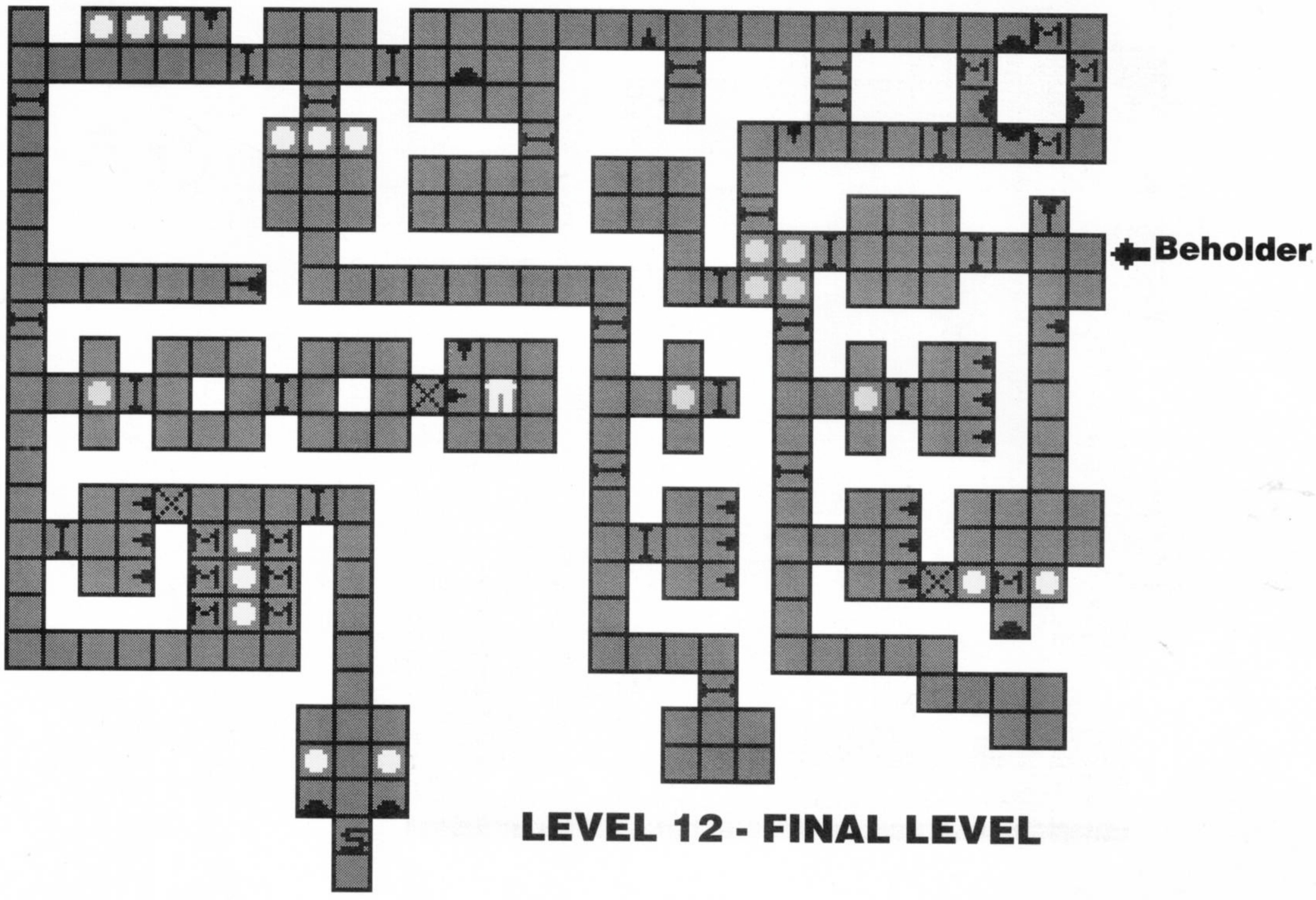
LEVEL 9

LEVEL 10



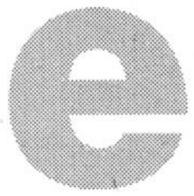
LEVEL 11



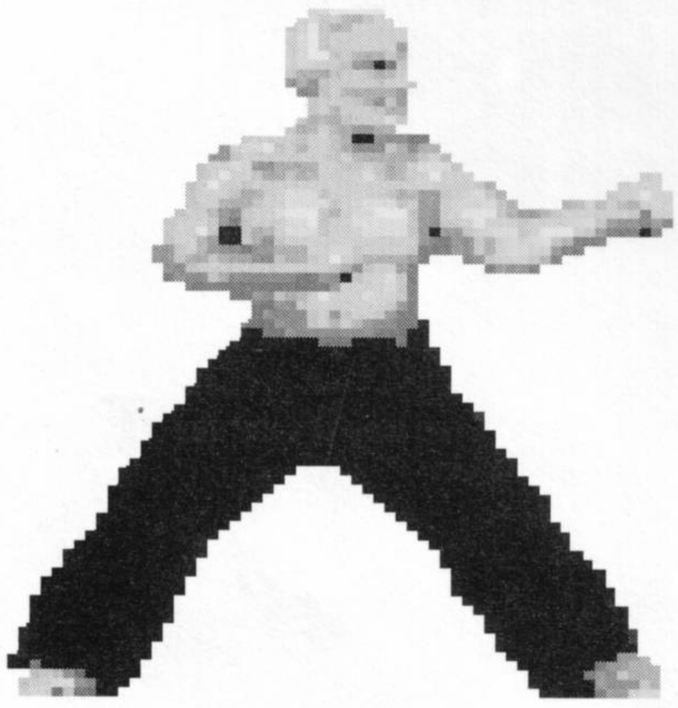


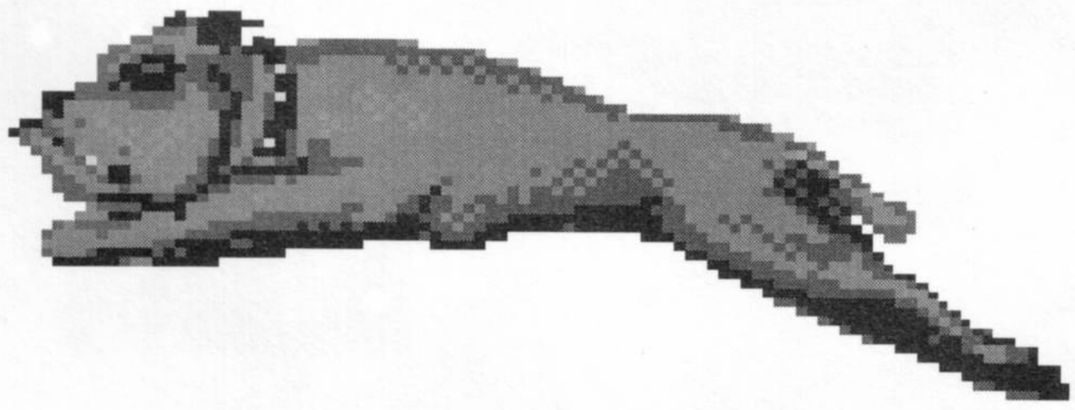
LEVEL 12 - FINAL LEVEL





Fantasy World Dizzy
Full Contact





FANTASY WORLD DIZZY

Codemasters

Just when you thought the little eggy hero had finished his adventuring, he makes yet another return in *Fantasy World Dizzy*. This time he has entered a realm of castles, magic potions and dragons. Well... a fantasy world really!

Dizzy is in a bit of a predicament. His lady love, Daisy, has been kidnapped and taken off to a dark and dingy castle. Dizzy must make his way through this strange land and rescue the poor maiden in distress to return his life to peaceful bliss. Well, relatively peaceful, since Daisy wants Dizzy to collect enough gold coins to keep her in the manner to which she is accustomed. Sheesh! Some people are never satisfied!

As with the other games in the series, *Fantasy World Dizzy* is pretty much the archetypal budget platform game. The graphics are cute and colourful enough, but the action is fairly standard, not really pushing the genre to any extent. Still, it is pretty cheap and at this asking price you could do a lot worse.

HINTS

Being an egg in a dangerous land isn't easy. Just look what happened to Humpty Dumpty! Hopefully the same fate won't befall poor Dizzy. These hints should help...

The Solution

From the start, give the apple to the troll and get the water and bread. Use the water on the fire and then go left. Get the boulder and go right. Use the bread on the rat, go up and drop the boulder before climbing upstairs.

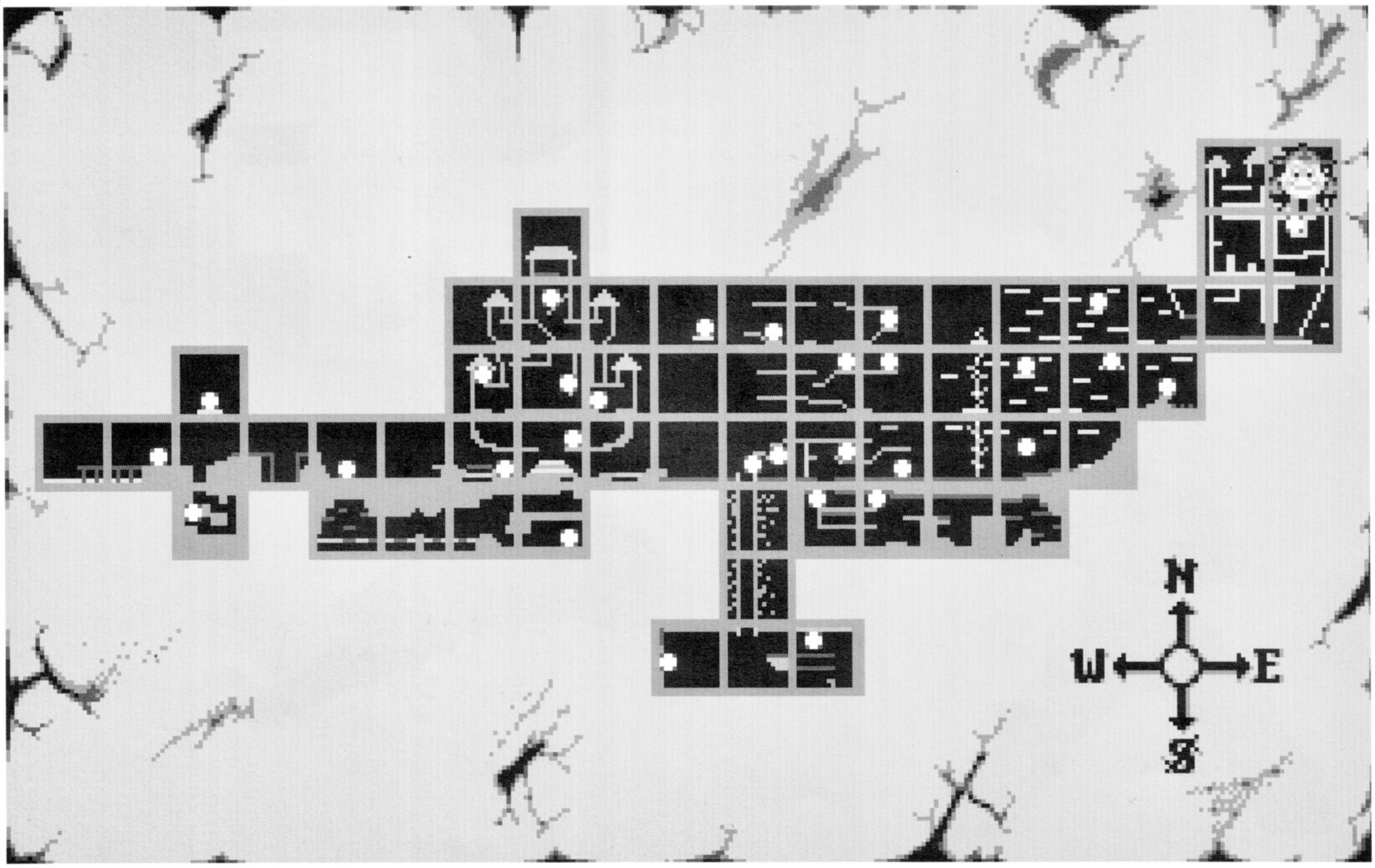
Go to the left and hit the switch. Go up then right and see Denzil to get the rope off him. Go left, down, right, then right again and use the rope on the gator. Get the boulder, go left and drop it.

Go up, left, up, right, up and left, then up and right, up and right again and finally right. Get the key, go left then go up. Get the bone, go down four times and drop the key. Get the boulder and go left twice before dropping it again. Drop down into the layer, quickly get the boulder and drop the bone before leaping out.

Get the boulder and go left twice. Drop the two boulders in the water and go to the right four times. Get the boulder, go left four times (to end up back at the water) and drop the boulder into the water. Go left three times and see Dozy to get the potion off him.

Go right three times and get the key. Go right a further six times and drop the potion by the dragon. Go left twice, get the key, go right three times and get the bag. You don't need to worry about picking things up now, since you can carry four items.

Go right five times, get the key and go left four times. Use the three keys in the lift hut. Go right twice, up and left, up, up and left again, then left twice. Go up



in the lift, then right, up and up the next lift. Go right and get the door knocker, then go left and see Grand-Dizzy. Get the crowbar off him, then go left to get the pickaxe.

Go right, down the lift, down, left and down the next lift. Go right four times and get the cow. Go up and left, then left twice. Use the crowbar on the well, then go left. Put the cow on the box and wait, then give the cow to the shopkeeper and take the bean. Now go right twice and get the key and life.

Go left, down the well and right three times. Put the bean in the manure (eeeurgh, how horrible) and go left six times. Go up the stairs, left, up, right, up and left, then up and left again. Use the door knocker on the door, then go left and get the bucket.

Go right, down, left, down, then right nine times. Drop the bucket in the water, then pick it up again. Go left twice, drop the bucket on the manure and go up the beanstalk. Stop at the first cloud, go up and right, up and right again, up, up and right twice more, right and finally up and right once again. Walk right off the cloud, then go up and right twice.

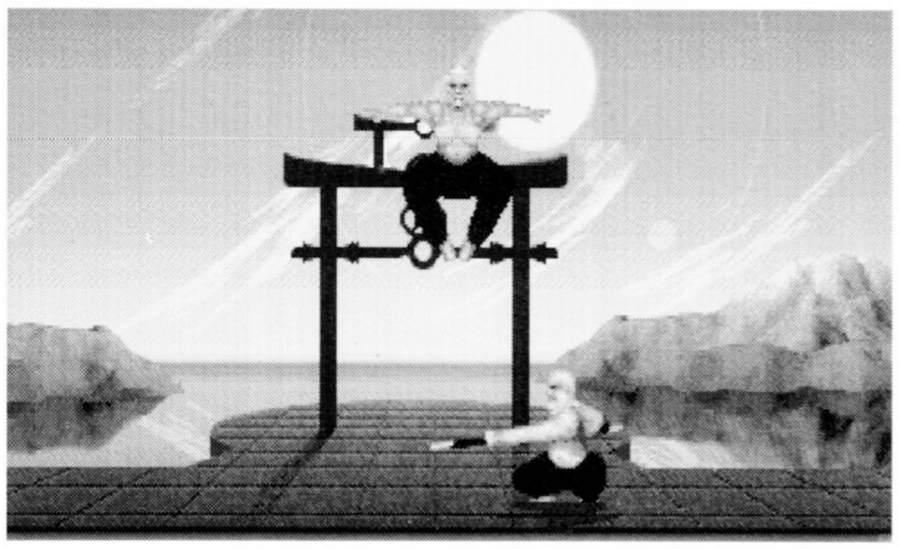
Get the egg (watch the lava) and work your way back to the beanstalk. Go left twice, use the last key, then go down and down on the lift. Drop the egg in the nest, then go right and use the pickaxe on the pile of boulders. Go left and get the mat, then go right, left, up the lift, up and right twice. Go back up through the clouds to the castle, then go right and drop the mat by the spikes.

Go right, up, left, up, right, then down. Hit the switch to rescue Daisy and go up in the lift to get the mat. Hit space to activate it and escape.

Now you need to collect the 30 gold coins to keep Daisy happy. Use the map to find them and take them to Daisy in her tree house to finish the adventure.

FULL CONTACT

Team 17



Revenge is always an integral part of all martial arts films, and *Full Contact* continues the tradition. Your best friend was drawn into the city's underworld and the nefarious doings of the Triad by a vicious gang, who eventually turned on him and sort of killed him a bit. You must avenge your friend and keep his good name alive by belting hell out of the hoodlums that took his life.

Right from the outset, you can tell that *Full Contact* was put together by demo writers. The fade effects and the animated T'ai-Chi silhouette are a dead give away! To be fair though, the presentation is superb, with the superb HAM graphics whizzing about at a fair old speed. The gameplay is fast and frantic, requiring you to get your moves timed just right to beat your opponent. There are only seven opponents to combat however, so hardened fight fans may find the challenge wearing off before long, but mere mortal gameplayers will find *Full Contact* a tough combat game with some incredible-looking graphics to portray the action.

***AMIGA FORMAT* RATING - 86%**

HINTS

The key to winning in martial arts combat is to know your enemy. These tips will tell you the techniques to use to defeat the Triad gang members...

Tong Lo

The best move to use on Tong Lo is the roundhouse kick. Jump over his back and use the roundhouse to get a good attack. If he does a flying kick, just duck down out of the way and jump over for another kick. Repeat this process until you knock him out.

Carriugan

Keep pummelling him with continuous roundhouse kicks. He won't be able to get close enough to attack you, but your kicks will land home.

Thomas the Dog

Wait in the corner until Thomas comes towards you. When he lunges, jumps straight in the air and do leg kicks into his stomach as soon as you land. He should then run away into the corner. Run after him and attack him with leg kicks again. If he attacks you, jump up and start attacking him with leg kicks again. Continue this method until he drops.

Carter

The only attacking move that Carter uses is the roundhouse kick. To avoid it, just keep ducking out of the way. As soon as he has executed a kick, whap him with a roundhouse and quickly duck down to get under his attacks once again. Carry on with this method and he should soon drop.

Castille

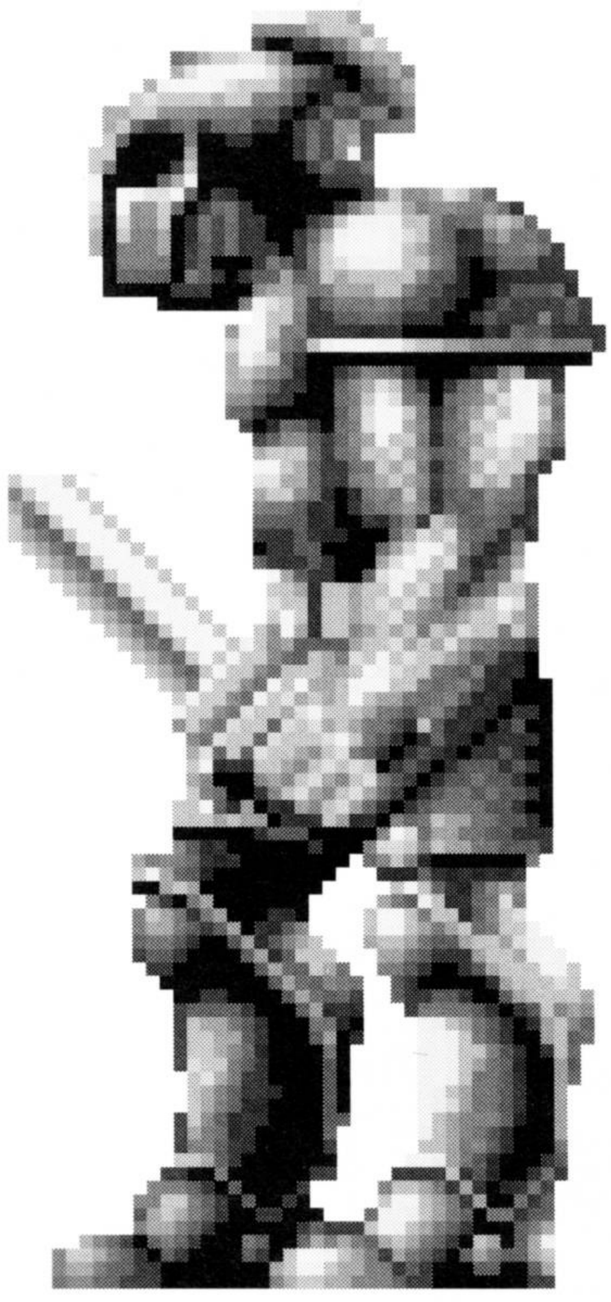
The thing to watch from this fellow is his sword. If he starts to get hits on you then just run away! The best technique to use against him is to stand still and use continuous roundhouse kicks. He will try to jump you, but will get caught by your blows. If he manages to hit you, jump over him and kick in the other corner.

Lewis

This guy is the leader of the Triad, so beating him is rather tough! If you use the same technique as for Tong Lo, you should be able to defeat him, but watch out for the knives that he throws at you!

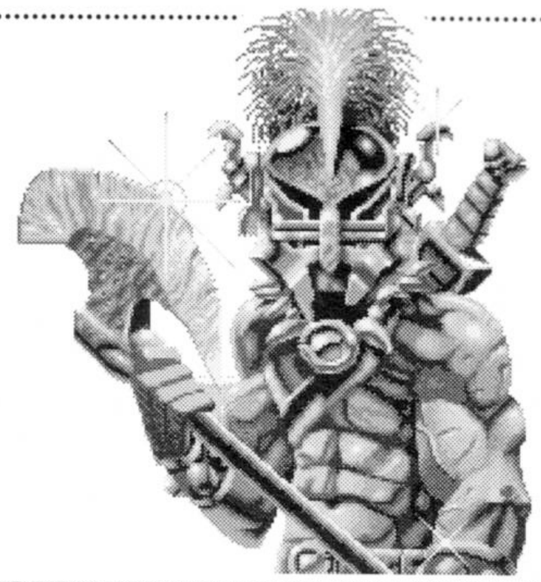
G

Gods
Ghostbusters II
Ghosts 'N' Goblins
Gremlins 2



GODS

Renegade

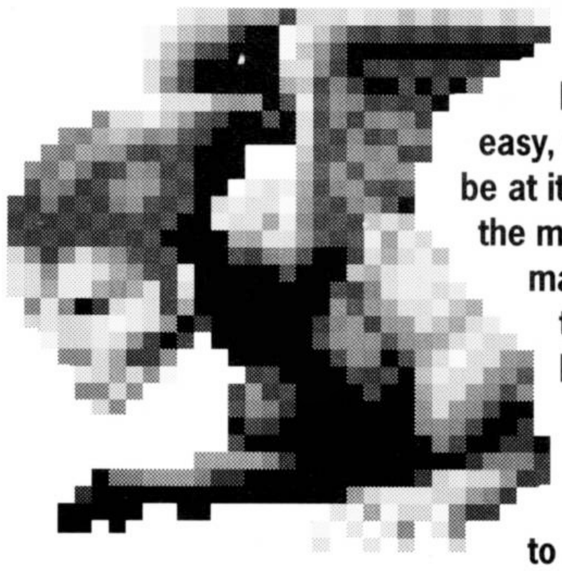


The Greeks like their legends on a pretty grand scale. What with the Gods giving people ridiculous tasks to complete, sending people mad and causing all manner of fire and brimstone, what is a poor warrior to do?

Gods is based on the story of Hercules and his great tasks, with a little artistic license employed to produce a challenging arcade adventure. You play Hercules in a struggle to escape from the power of the Gods and eventually become an immortal. In order to do this, he must fight his way through four zones - the temple, the streets, the labyrinth and the underworld. Along the way he must collect keys, potions, weapons and other items to defeat the beasts in the zones and solve the puzzles which will (hopefully) reveal a path through to the next zone. You control Hercules on his journey through the zones, battling beasties and solving the riddles in a series of platform-filled levels. At the end of each section you must take on the might of a huge creature, such as a giant or a dragon. If you win through the four zones you will eventually break free of the Gods will and earn the status of an immortal.

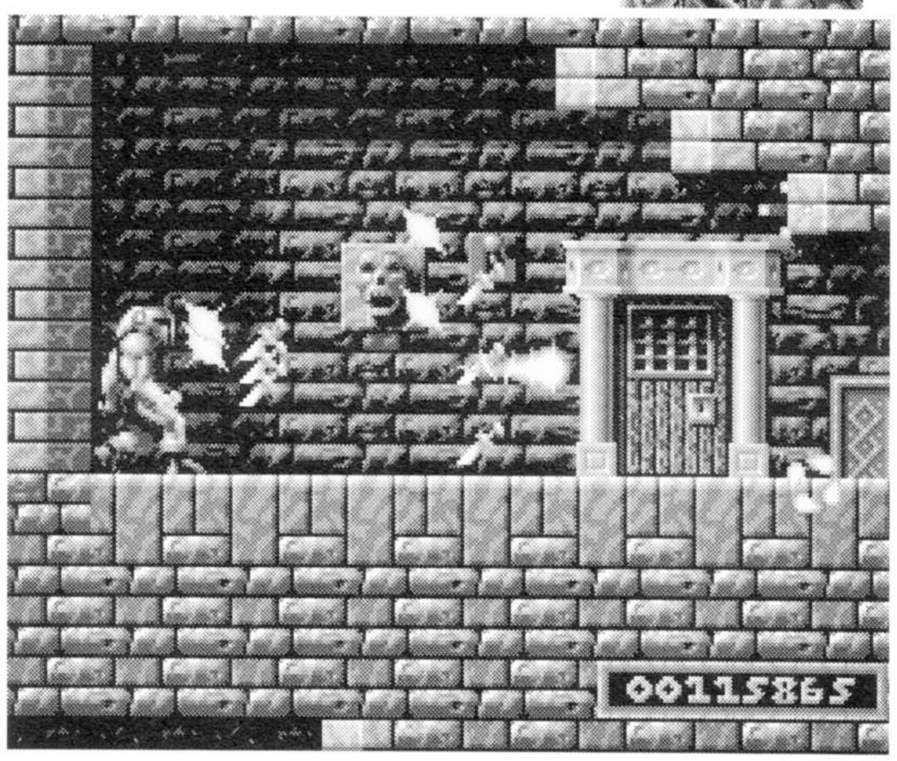
Gods features the classic Bitmap Brothers style, with some incredible backgrounds and sprites to portray the action. The sound is rather strange though, contrasting suitably tough, metallic battle sounds with an up-do-date dance soundtrack courtesy of Nation 12. The care which has been taken over the appearance is reflected in the gameplay, with some seriously tough challenges to keep you busy for a while. It's not just a matter of hacking and slashing your way through the levels either, you'll need to have your wits about you to solve the puzzles before you can gain access to the exit to the next world. Anyone who has seen a Bitmap Brothers game in the past will know what to expect from *Gods* and luckily enough they've come up trumps once again.

***AMIGA FORMAT* RATING - 90%**



HINTS

If becoming a God was easy, then everyone would be at it wouldn't they? Only the most deserving can manage the task. Still, that's no reason not to help anyone who wants to try, is it? Have a shuftie at these tips and use their wisdom to help you through.



GENERAL HINTS

***Gods* is split into four levels each containing three 'worlds'. There is more than one way to complete each world and no world needs to be completely finished in order to finish the game. There are many hidden puzzles which don't need to be solved, but can provide you with some useful rewards.**

The difficulty level should gradually increase from level one through to level four, so if you come across a particularly difficult section it may be an indication that it doesn't have to be completed in order to finish the game. Such sections are usually 'bonus' puzzles, which will reward you with treasure.

Some worlds have short cuts, which enable the level to be finished quickly, but you will most certainly lose out on treasure and other bonuses by taking them. It is up to you to experiment find out which method suits your style of play to the best advantage.

Monsters

All monsters have attributes which define their strengths, weaknesses and behaviour. For example, a monster's 'hit-point' rating defines how many times you need to strike it before it dies. This rating can range from as low as 10 points to as high as 250... or maybe more!

As you progress through the game you will notice that the monsters become more intelligent. This means that they will be more successful in carrying out their objectives, which can be to kill you, avoid you or steal your treasure. It's not normally a good idea to kill thieves, since they can be helpful in reaching tricky locations to solve otherwise impossible puzzles.

WEAPONS

As for monsters, weapons have attributes which define their behaviour and effectiveness. The weapon's hit-point rating determines how powerful it is. For example, a monster with 20 hit points would need to be shot five times with a four hit-point weapon (such as a knife), or four times with a five hit-point weapon (such as a fireball). Obviously, the higher a weapon's hit-point rating, the better you will be able to dispatch monsters!

A weapon can either stop when it hits a monster or travel through it. Weapons that pass through monsters are clearly more effective, since they stand a chance of doing even more damage to any monsters standing behind the first. Weapons which go through monsters cause more damage to each monster. This attribute should be taken into account when choosing which weapons to use. For example, when firing at three monsters in a line, a throwing star (two hit points) will be much more effective than a mace (three hit points), since the throwing star will do at least two hit points to each alien whereas the mace will do at most three hit points in total.

The third characteristic which should be taken into account when selecting your weapons is whether or not it will collide with walls when it is thrown. Weapons that penetrate walls are generally more effective. Generally the value of a weapon reflects its usefulness.

Type	Cost	HP	Stop on walls	Stop on aliens
Knife	02500	1	yes	yes
Throwing star	05000	2	yes	no
Mace	07500	3	yes	yes
Axe	10000	4	no	no
Fireball	12500	5	yes	yes
Hunter	15000	5	no	yes
Magic axe	15000	3	yes	yes
Spear	17500	6	no	no
Time bomb	20000	20	no	no
Lightning bolt	30000	25	no	no

In level 4 the power of the axe increase to 12 HP and it's value to 17500.

POTIONS

Correct use of potions can be helpful in completing many sections of the game. Since you can usually only carry three items in the inventory at one time, it is not always wise to buy too many potions in the shop. You might run out of room for carrying other objects that might be necessary for solving the puzzles.

If you are familiar with the section of the game after the shop, try to plan which potions will be most useful and where you would be most likely to use them. Then you can decide how many potions it is safe to to buy.

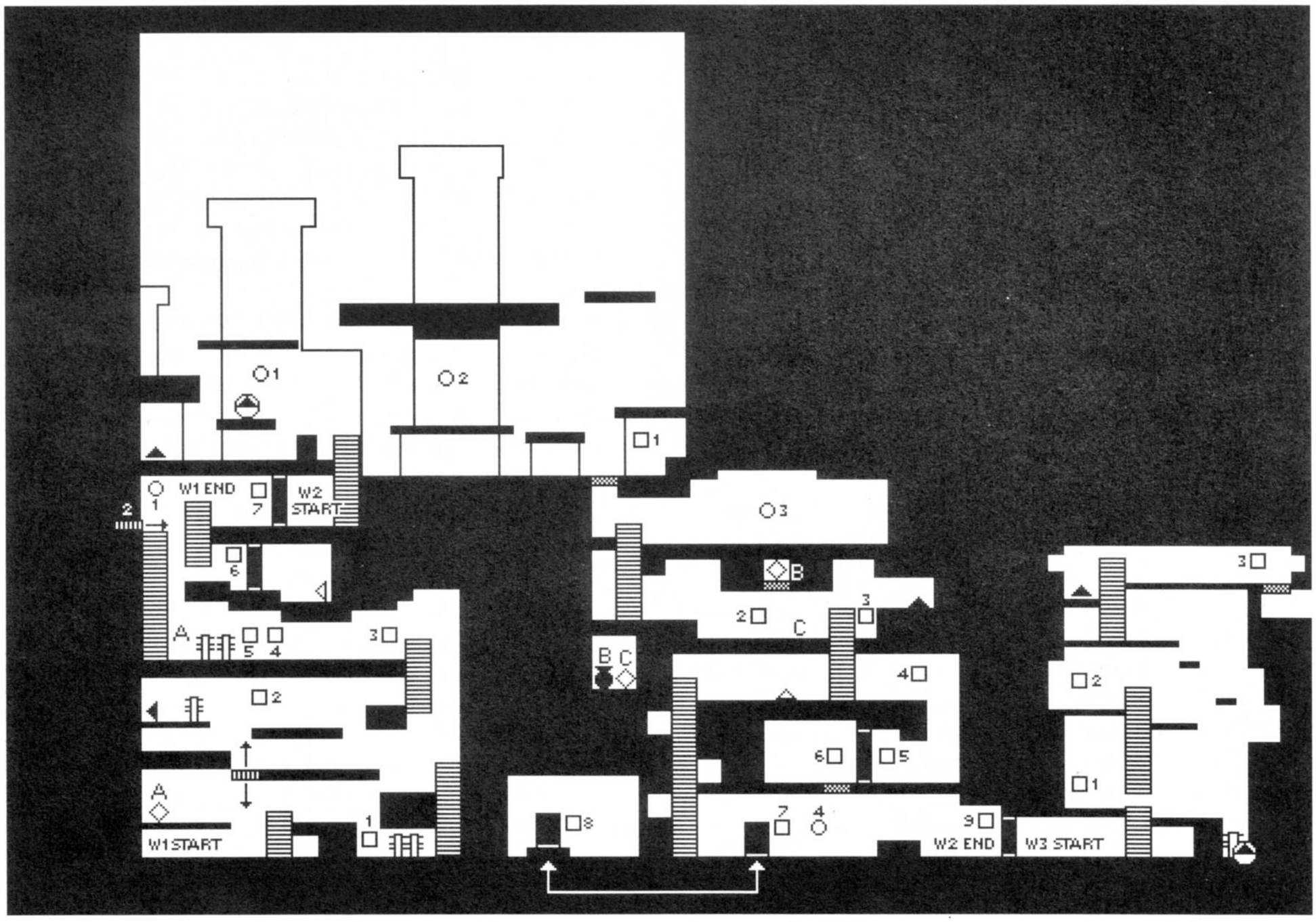
Power potions are used to increase a weapon's effectiveness. Buying or picking up a power potion increases the damage done by all of your weapons.

A weapon that is powered up once will have one extra hit point and fire in two directions, a weapon powered up twice will have two extra hit points and fire in three directions, and so on (smaller power potions power up weapons once, large power potions power up weapons twice). The same effect can be obtained by picking up or buying multiples of the same weapon.

Considering that power potions effect all the weapons, they are obviously a far more economical way of increasing weapon hit points than buying multiples of the same weapon.

Type	Description	Value
Chicken	restores energy	00650
Apple	restores energy	01000
Weapon arc	standard	01000
Weapon arc	intense	01000
Bread	restores energy	01300
Small health	restores energy	04000
Magic potion	Freezes aliens	04000
Shield	invulnerability	05000
Magic wings	affects familiar	05000
Power potion	Increases weapon power	06000
Large health	restores energy	08000
Starburst		10000
Power claws	affects familiar	10000
Power potion	increases weapon power	12000
Shield	reduces damage	20000
Extra life		20000
Familiar		30000

In level 2, 3 and 4 the power-ups increase in value to 17500 for a small and 32000 for a large.



The Levels

Due to the nature of the game, the guides for completing the levels aren't totally complete - it would be far too complicated to define the various ways to complete each world. What we have here is the quickest and simplest method for completing the worlds along with a couple of secret rooms and how to find them.

Playing *Gods* isn't simply a matter of bashing through each level and moving on to the next. The game continually rewards the player who tries to experiment, so keep trying to find out new methods and techniques to earn your prizes and win through.

LEVEL 1

World 1

This section is basically designed to allow the player to get used to the controls and begin to find out how to solve simple puzzles.

In order to complete the world, you will need the key to the Treasure Room. The world key (which will open the exit) is in the Treasure Room.

Hidden Puzzles

SHORTCUT.

Reset levers 1 and 2 to move block 1 and reveal a water crystal and a teleport which transports you to point A.

SPECIAL BONUS.

The second puzzle is progressive, in that finding one hidden puzzle the player will then be able to find the next. There are four parts to the puzzle...

1. Blow up the trap with lever 4, then pull lever 3 to reveal an iron treasure chest.
2. Reset lever 4 and pull lever 5 to get a fire crystal.
3. Pull lever 7 within two minutes from game start to make platform two move.
4. Press hidden switch 1 to get a fire crystal.

Finding these four puzzles will mean that you can find the final part of the puzzle in world 2.

World 2

Get the trap door key on the left of the screen to open the trap door on the right.

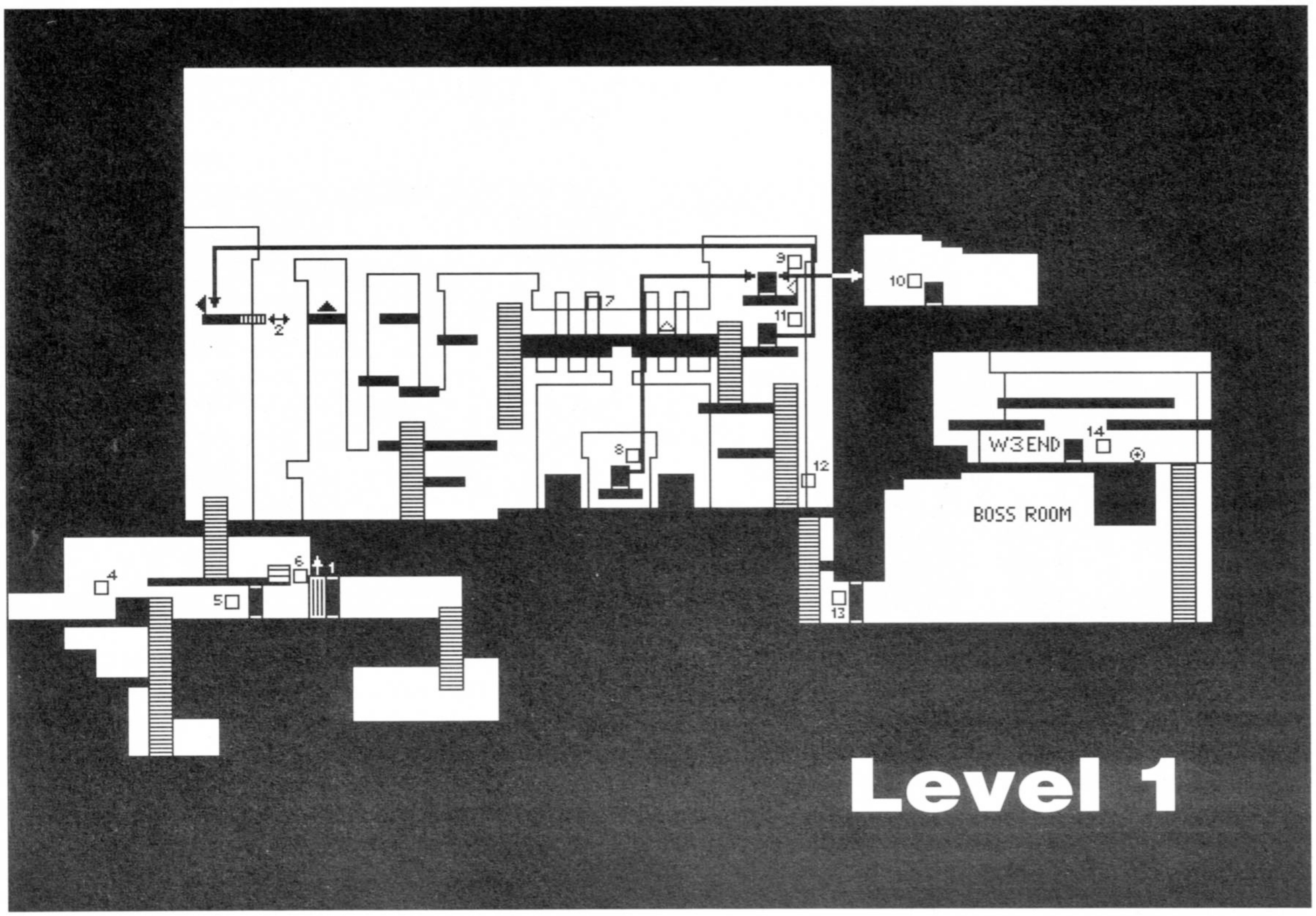
Make sure that you go over the top platforms if you want to be safe. The bottom route is more difficult, but will give you more bonus crystals.

Collect the vase and take it to the stores at the bottom of the map, making sure that you collect the room key on the way. Get the world key from the stores to open the exit on the right.

Hidden Puzzles

HOW TO GET TO THE TREASURE ROOM.

1. Kill the monsters on the ledge to the right of lever 3 to receive a trap door key. This will allow you to close the trap door above lever 9 by pulling lever 4. You will then be able to jump down and open the treasure room door.



2. Push all four hidden switches to open the four trap doors which form the base of the treasure room. All the treasure will then fall onto the floor beneath the room.

The Shop
Buy shuriken and a normal arc.

World 3
Pull switch 2 to close the trap doors and blow up the spike in the pit. Get the giant jump and jump up the trap doors. Alternatively you can wait for a couple of minutes until a teleport crystal appears. This will move you up, but you will not get the special bonus.

Get the trap door key on the top left platform to open the trap door to the right and go up the ladder which leads to the towers. Go up the ladders to the bridge and jump across the platforms to the left in order to pick up the trap door key. Go left to collect the teleport key.

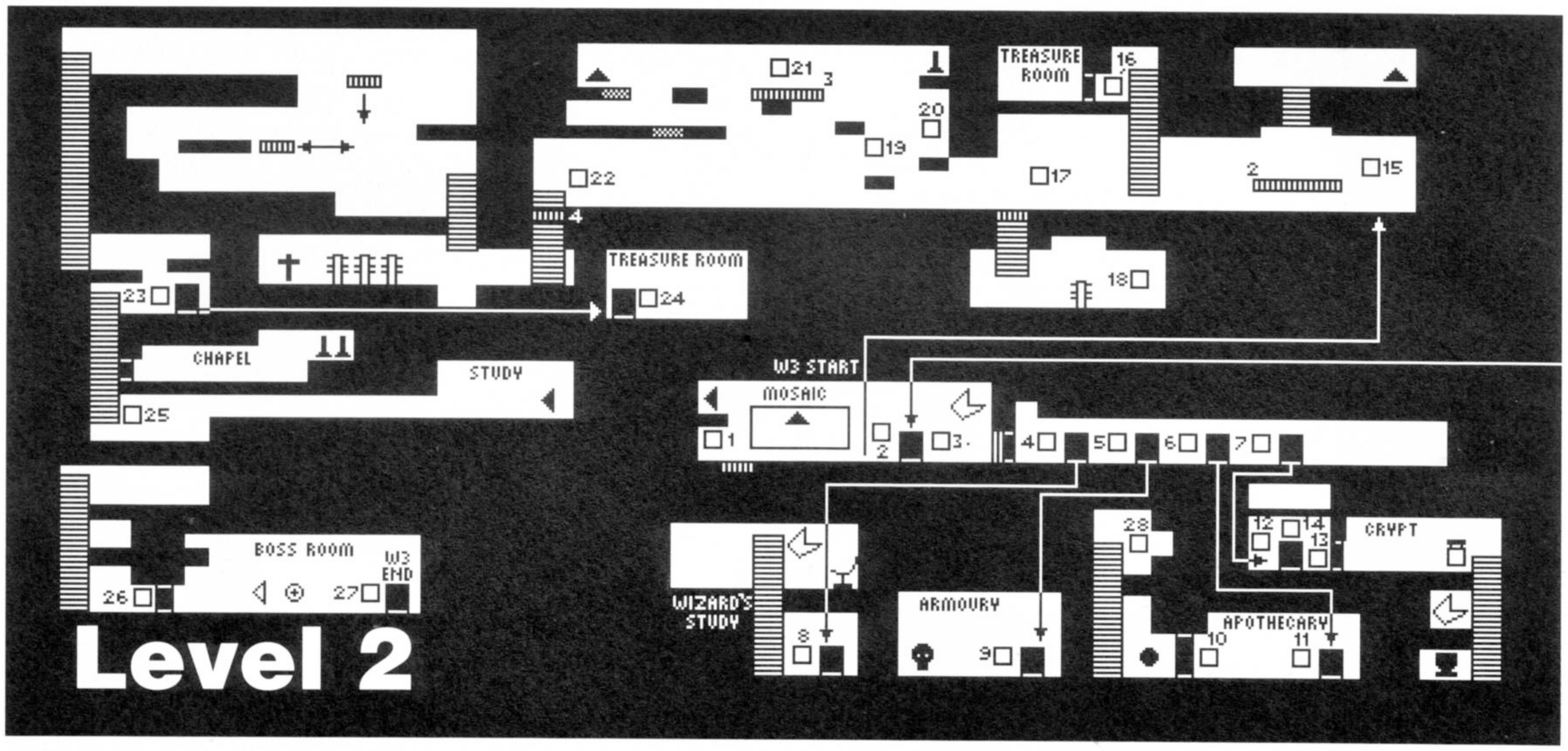
Open the door by pulling lever 11. This will teleport you to the platform on the far left of the map. Collect the door key and go right. Pull lever 7 and drop down through the trap door. Pull lever 8 to teleport to the top door on the right. Pull lever 9 to enter the treasure room and collect the lightning bolt.

Pulling lever 10 will open the door and take you back to where you were. Collect the world key and go down the ladder. When you reach the bottom platform you will receive a trap door key. Pull lever 12 and go down to defeat the centurion protecting the temple. Go up the ladder which leads to the temple and enter the door to complete the level.

Hidden Puzzles
TO ENTER THE TREASURE ROOM.
Kill the wave of monsters which appear to the left of lever 3. They will give you a trap key. Reset lever 3, then pull lever 4 to get a shield. This will protect you when you drop through the trap door to the treasure room.
TO MOVE BLOCK 1.
You have to get to this point in less than 140 seconds from the start of the world, with more than two lives and over 80,000 points.
SPECIAL BONUS.
Kill the centurion without collecting the lightning bolt to receive a gold treasure chest.

The Boss Guy
The centurion is the easiest of the bosses to defeat. Watch him as he throws out fireballs and note where they bounce the highest. This is the place where you should stand to attack him. Move backwards and forwards in time with the centurion, keeping the same relative position in order to avoid being hit.

The Shop
In the shop you should buy the magic axe and spend the rest of your money on power potions.



LEVEL 2

World1

The world key is located in the gem room, which is situated on a platform some distance above ground level. Unfortunately, the key is much to high to reach by normal methods.

The block that the key rests on can be lowered by bringing three gems to the room, but they must be brought in the right order. Bring ice first, then fire and finally water. When lowered, collect the key and exit through the door by lever 4.

Hidden Puzzles

TO GET TO THE TREASURE ROOM.

When you first start level 2, walk to the right and press hidden switch 1, which will open a trap door below. Walk left and kill the centurions. If you have more than one life they will reveal a gold treasure chest key. Collecting this key also triggers traps throughout the world.

Climb down into the chamber below the one in which you started and walk right until a thief appears. Leave the thief to jump up and steal the shield potion sitting behind the traps an the above platform, then use the gold key to lure him back down. You can now kill him to get the shield. Climb up past the traps, then pull lever 1 to reveal a treasure key and a thief to collect it for you. Make sure your shield has run out before you pull the lever, otherwise the thief will die, preventing you from collecting the key. You can now enter the treasure room through the door to the right of lever 5.

TO ENTER THE BONUS ROOM.

Experiment with lever 3 and make sure you have enough energy before entering.

World 2

Here is the most direct route through the pits.

Climb down the ladder to the platform where the narrow arc rests. It's usually better to ignore the narrow arc token if you already have the normal arc. Walk to the right hand edge of the platform and jump onto the ladder to the right. Jump onto the platform by lever 1 and pull it to blow up the trap below.

Climb down the ladder and land on the platform below. Go down the ladder to the right and get off at the first opening to your left. This is pit 1. You can now blow up the traps by pulling lever 2 and get the room key.

Return to the ladder and climb back up to the top, exiting to your right. Keep walking along this platform to the right and drop off the edge. You are now in pit 2. Walk right and up the ladder, then walk right and jump over the gap. Go right and down the next ladder, then collect the teleport key.

Go to lever 6 and pull it. This will close the first trap door in pit 3. Drop down and pull levers 7, 8 and 9 to close each new trap door in turn. This will allow you to progress to the bottom of pit 3. Open the two side doors to your right and go through the door facing you between levers 11 and 12. This teleports you to the top of pit 4.

Enter the door to the right of lever 15 and collect the world key from the ship room. To exit the world, climb down to the bottom of pit 3 and open the left hand door. The exit is along the corridor to your left.

Hidden Puzzles

TO GET TO THE TREASURE ROOM.

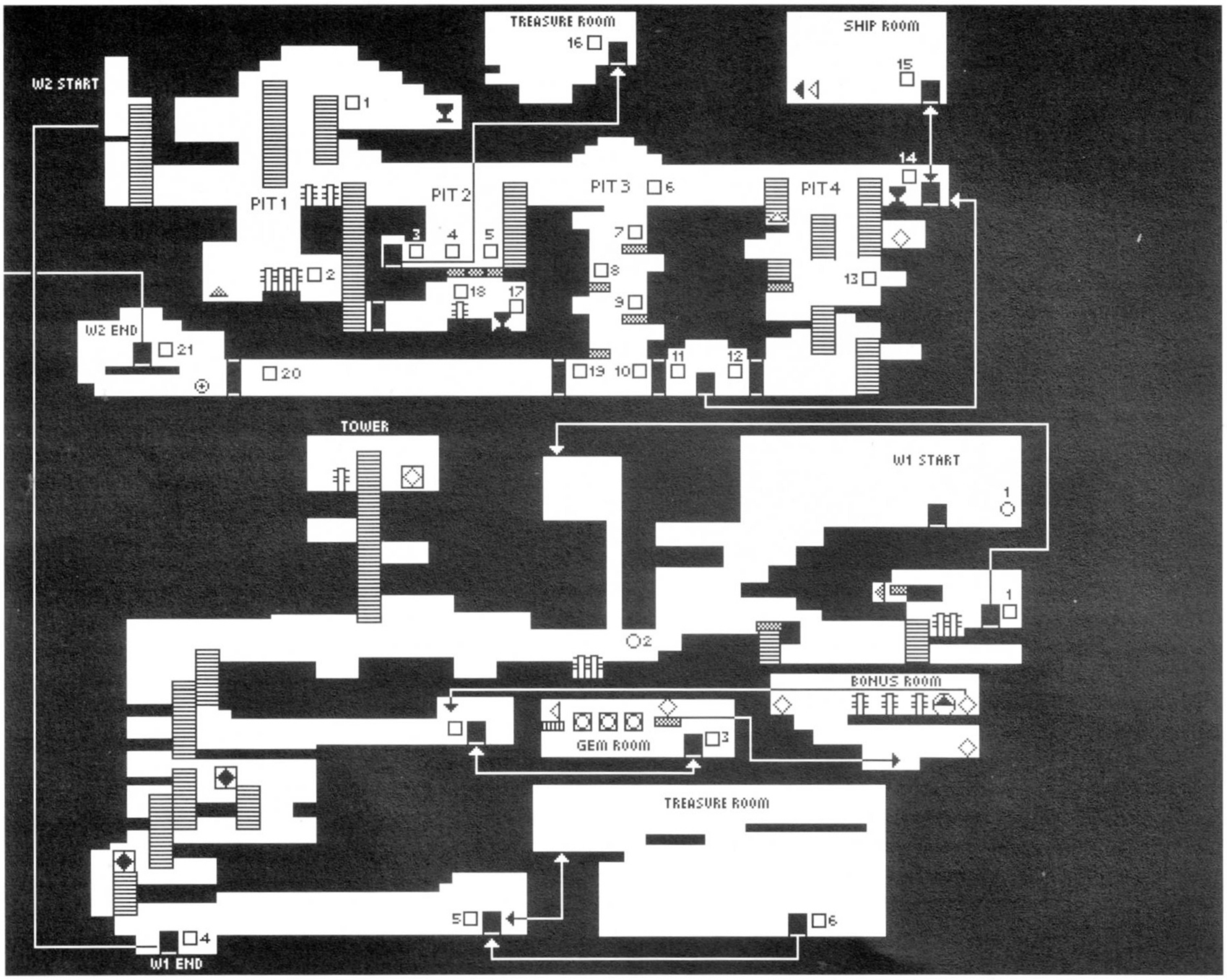
There are three chalices lying around the pits. Collect all three and take them to the ship room to receive a treasure room key. The treasure room is entered through the door to the left of lever 3.

The Shop

Buy spears and power potions.

World 3

World 3 is split into two sections - the mosaic puzzle and the candle puzzle.



The Mosaic Puzzle

You start off in the mosaic room. You must find four pieces of mosaic and bring them here.

Pick up the first piece from the right hand side of the room and walk left to replace it. Pull lever 1, kill the two centurions revealed and collect the trap key. Reset lever one to reveal a moving block. Jump onto the block and pick up the door key.

Pull lever 2 to reveal the hidden door, then pull lever 3 to move block 1. Reset lever 2 to open the door and go through. Along the corridor are four rooms. These are the crypt, the apothecary, the wizard's study and the armoury. In these rooms are several objects - the globe, the skull and the jar of herbs. To find the missing three pieces of mosaic, take the skull to the crypt, take the globe to the wizard's study and take the jar of herbs to the apothecary. The quickest route is armoury, crypt, apothecary, then wizard's study.

Return all three pieces of mosaic to the mosaic room and a teleport stone will appear. Use the stone to transport yourself back to the second part of world 3.

The candle puzzle

Walk left killing all the monsters until a trap key is revealed. Return to lever 15, pull it and moving block 2 will rise from the floor. Jump onto the block and go up the ladder. Climb the ladder and kill the wall monster to reveal a spear token. Pick up the trap key and go back down the ladder.

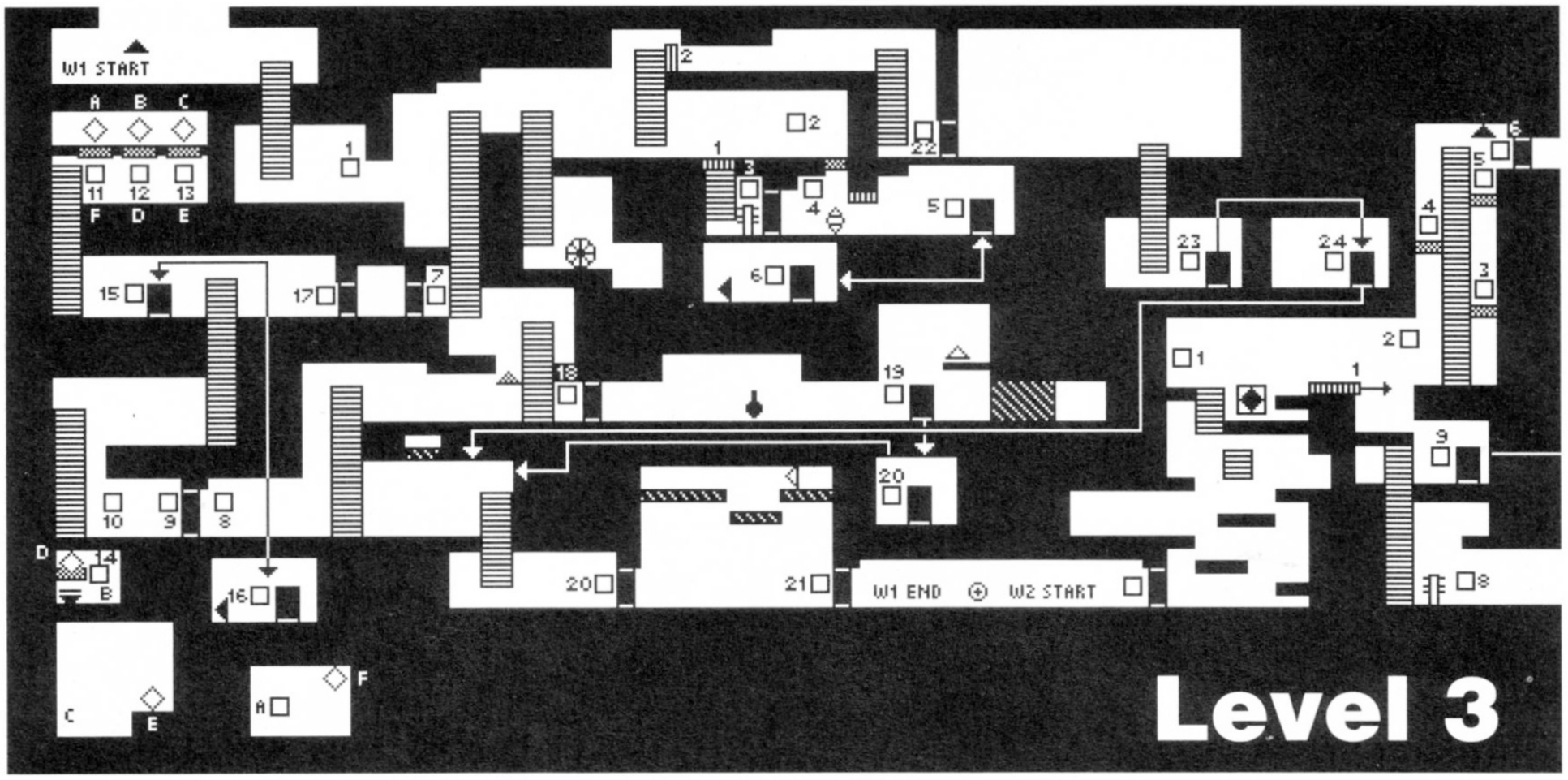
Walk left to lever 17 and pull it. Climb down the ladder, walk right and jump over the trap. Pull lever 18 to close the trap door under lever 19. Climb back up and jump onto the trap door under lever 19. Use levers 19 and 20 to close trap doors and make your way up. Collect the trap key on the left.

Jump onto moving block 3 and ride it towards the right. Jump up onto the ledge and retrieve the candle. Go to lever 22 and pull it to move block 4, then climb down the opening revealed. Make your way to the study. The candle will reveal the door key here. Go to lever 26 and pull it to gain entrance to the dragon's lair.

Hidden Puzzles

TO GET THE GOLD CROSS.

Reset levers 19, 20 and 21. This will destroy the traps which prevent you from reaching the gold cross. The cross is extremely useful if taken to the right place... try and find out where!



The Dragon
Alternately duck and shoot to kill the dragon. Don't force him too far to the right, otherwise the treasure which is revealed when he dies will drop off the bottom of the screen and be lost.

The Shop
During the first world of level 3 you will almost certainly have to pick up a mace. This will unfortunately cancel your spears, so sell the spears now by buying one throwing star. Spend your money on fireballs and save the rest to spend in the next shop.

LEVEL 3

World 1
In this world you will have to find the mace, power-up and weapon arc to get the world key from the treasure room.

Go right and down the ladder. Go up the next ladder and down into the pit to the right. Kill the monster to get the time bomb. Go up and right, then pull lever 2 to move block 1. Go down and pull lever 3 to open the trap door above. Throw the bomb down twice to kill the bee hive, then drop down and pull lever 4.

Go right and pull lever 5 to get the maces and the door key. Go to lever 8 pulling lever 7 on the way, through the door and up to the three trap doors. Pull lever 12 and you will be teleported to get the gold bowl. Go to lever 15, collect the teleport key and pull the lever.

Go through the door and collect the power-up and treasure key. Go to lever 20 and pull it to open the door and reveal the wide arc. Stay near the door so that your weapons will break the blocks in the ceiling and drop the zap, energy and gold key.

Hidden Puzzles
TO FIND THE SHORTCUT.
There is a shortcut to jump the world which can be reached in two ways.

Go down to just beyond lever 1, then return to the start and collect the trap key. Go to below block 2. The trap key will make it move. Go up and walk along to the right. Pull lever 23 and collect the maces, treasure key and wide arc. Now you can go to the final room, where you will receive a power-up.

The second method of moving block 2 is related to doing things the hard way. You must not pull lever 1 and reach block 2 in a short time.
TO FIND HIDDEN TREASURE.
Look to the ceiling of the final room.

The Shop
Buy power-up.

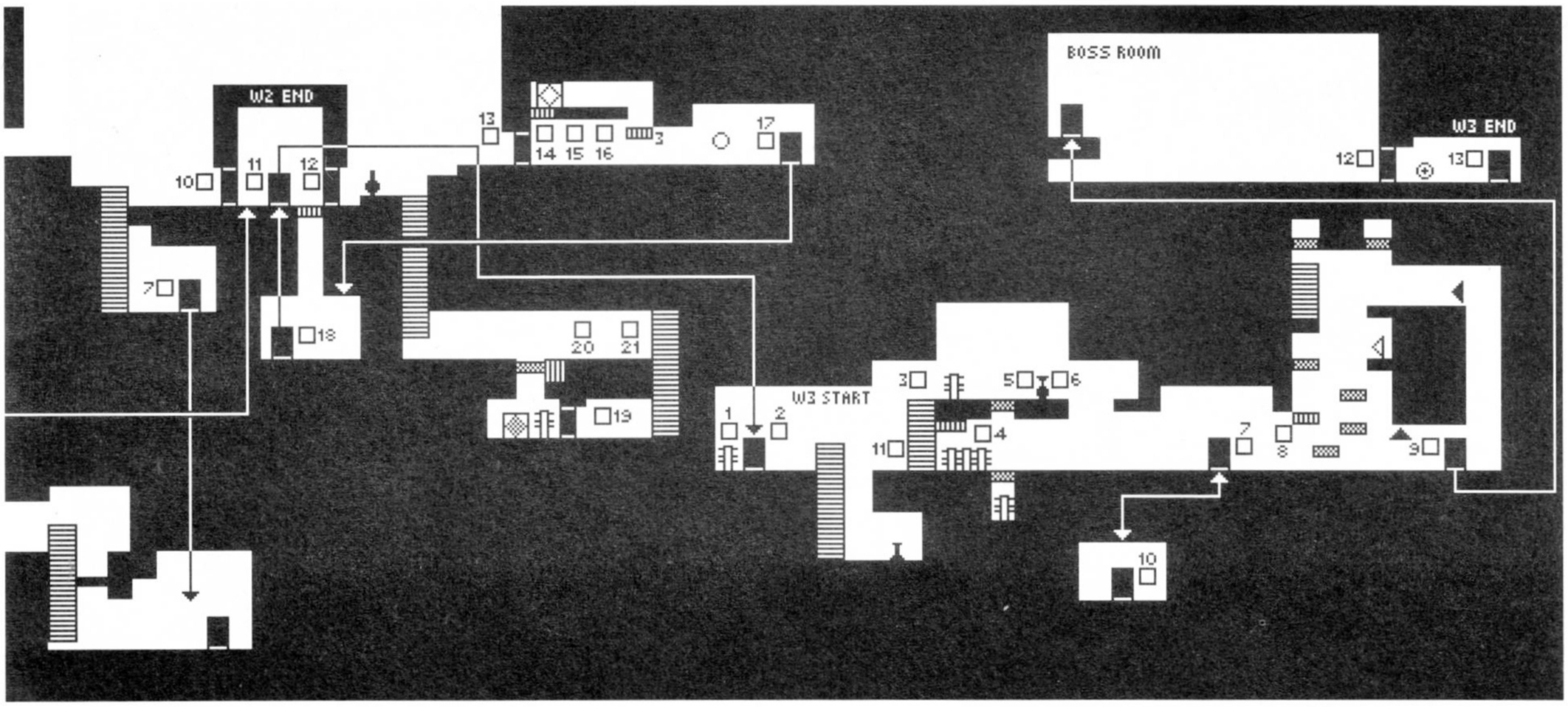
World 2
You have to collect the fire, ice and water gems to illuminate the lights in the central room.

The fire gem will be stolen by the thief at the top of the second ladder.

Go to lever 7 and enter the door. Pull lever 8 to open the trap doors above. Kill the thief and take the gem, then exit through the door by lever 9. Go back to the light room and up to lever 13. Enter the room and pull lever 14 to open the door. Pull lever 16 and walk left to collect the shield. Pull lever 15 to move block 3, this will allow you to go to the treasure room.

Reset lever 14 to open the trap door on the left and collect the ice gem. Go left and down the first ladder, then pull lever 20 to move up block 4. Pull lever 21 to open the trap door. Go down the ladder on the right, pull lever 19 and reset it to blow up the trap. Collect the water gem and return to the light room to exit.

Hidden Puzzles
TO FIND THE MASSIVE TREASURE CHEST.
There is a hidden switch by lever 17. Press this and find the other two in world 3 for a massive bonus.



TO STOP THE THIEF.
The thief which steals the fire gem can be stopped with a freeze potion purchased from the shop or he can be zapped by pulling lever 1.

World 3

The first part of the puzzle is to find and collect two vessels and take them to the final door. Do not pull any levers unless you are told.

Go right and down the first ladder, then collect the flask and go up to lever 11. Go up the ladder and across to collect the ceramic pot. Go down and along and pull lever 8 to get the trap key. Pull lever 9 and jump up to collect the world key. Go down and reset lever 8 to exit.

Hidden Puzzles

TO FIND HIDDEN POTIONS.
Pull levers 1 and 2 to see what happens when you pull levers 5 and 6, then try resetting them. Be careful of spikes appearing beneath you!
TO GET AN EXTRA LIFE.
Pull lever 1, go right quickly and pull lever 4.

The Boss Guy

The minotaur is pretty straight forward, being rather similar to the centurion on level 1. The added complication is that the minotaur can jump on your head if you're not careful!

When he does jump, run underneath and behind him to the right, then repeat the process when he jumps back. To time the jump, watch for the minotaur stepping backwards. Just after he does this, he will step forward, shoot and jump, so keep watching his feet.

The Shop

The best things to buy here are hunters, maces, fireballs and power potions.

LEVEL 4

World 1

Make your way to the top of the room and destroy the block that the door key is resting on. Collect the key and pull lever 2, then go through the door. Drop down through the gap above the trap. Don't worry, a moving block will appear and save you from falling on the spike.

Go through the door on the right, jump across onto the ladder and climb down. Destroy the blocks to your left and pull lever 4. Use the zap to kill the monsters and climb back up the ladder to get the room key. Go down to lever 5 and pull it to enter the trap room. Quickly jump up to your left and pull lever 6. This stops the moving block from knocking the world key into the traps. If it does, you'll have to use the trap key to get the bomb to destroy them. Exit the room and make your way up to the world end by lever 11.

Hidden Puzzles

TO FIND A GOLD TREASURE CHEST.
Use the trap key from the trap room to move block 2 and go down into the pit. There is a gold treasure chest here. You will also find another trap key to move block 3.

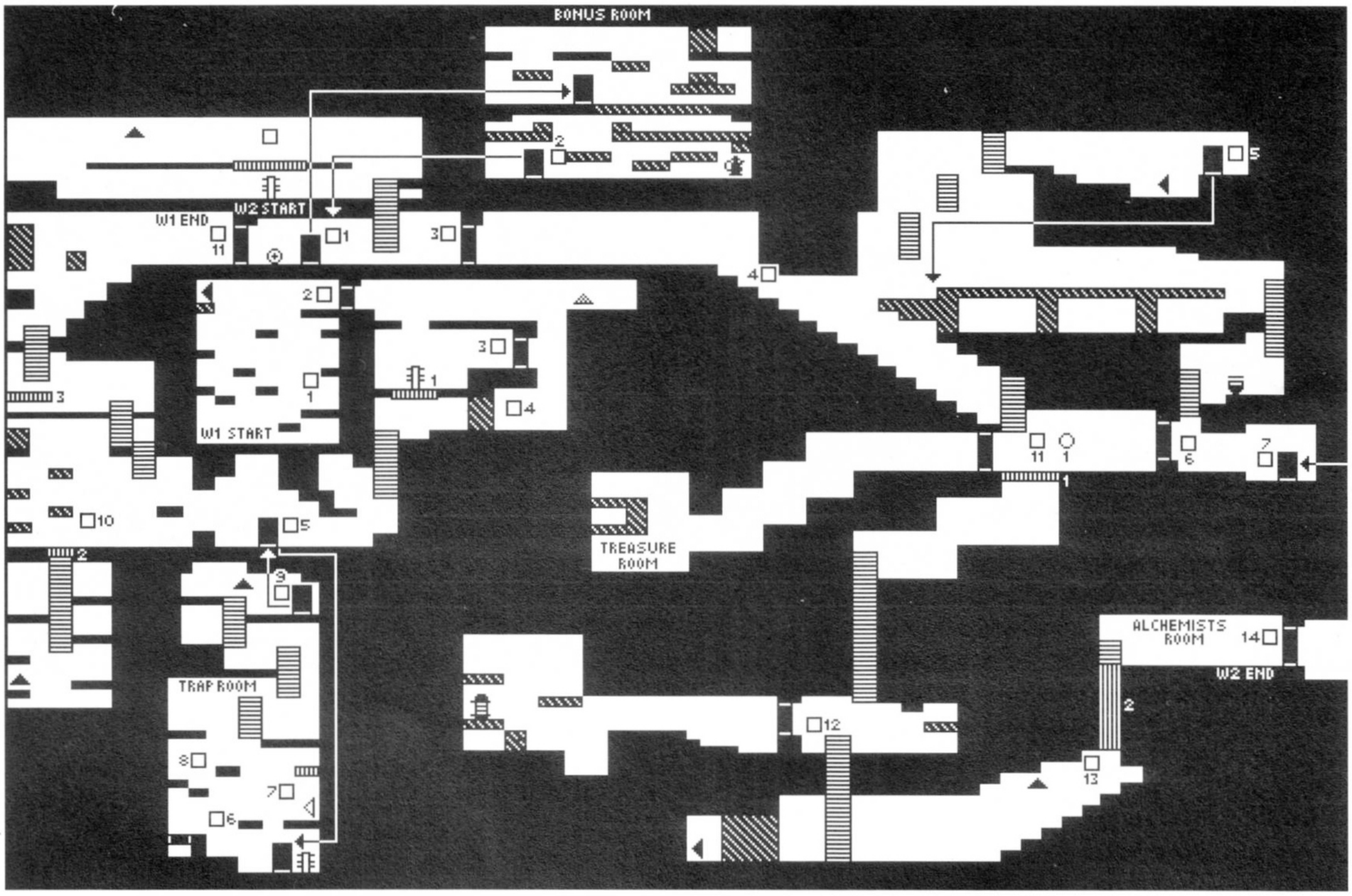
The Shop

Buy maces, fireballs, hunters and power potions.

World 2

In world 2 you must collect three alchemical implements and return them to the alchemist's room.

Go right, down the stairs and jump onto the breakable blocks. Walk to the right, taking care not to release the trapped monsters. Go down the ladder, collect the gold bowl and enter the room by lever 7. Go to lever 9 to blow up the trap, collecting the alien attract potion on the way. Pull lever 8 to trigger the thief, who will be carrying the pestle and mortar, then go to lever 10 and drop the potion. This will attract the thief, so kill



MAP KEY

GENERAL

- Trapdoor Key
- Room Key
- Teleport Key
- Door Key
- Treasure Key
- World Key
- Lever
- Hidden Switch
- Trap
- Giant Jump Potion
- Shop Keeper
- Moving Block
- Breakable Block
- Trapdoor
- Teleport Stone
- Alien Attract Potion

LEVEL 1

- Vase

LEVEL 2

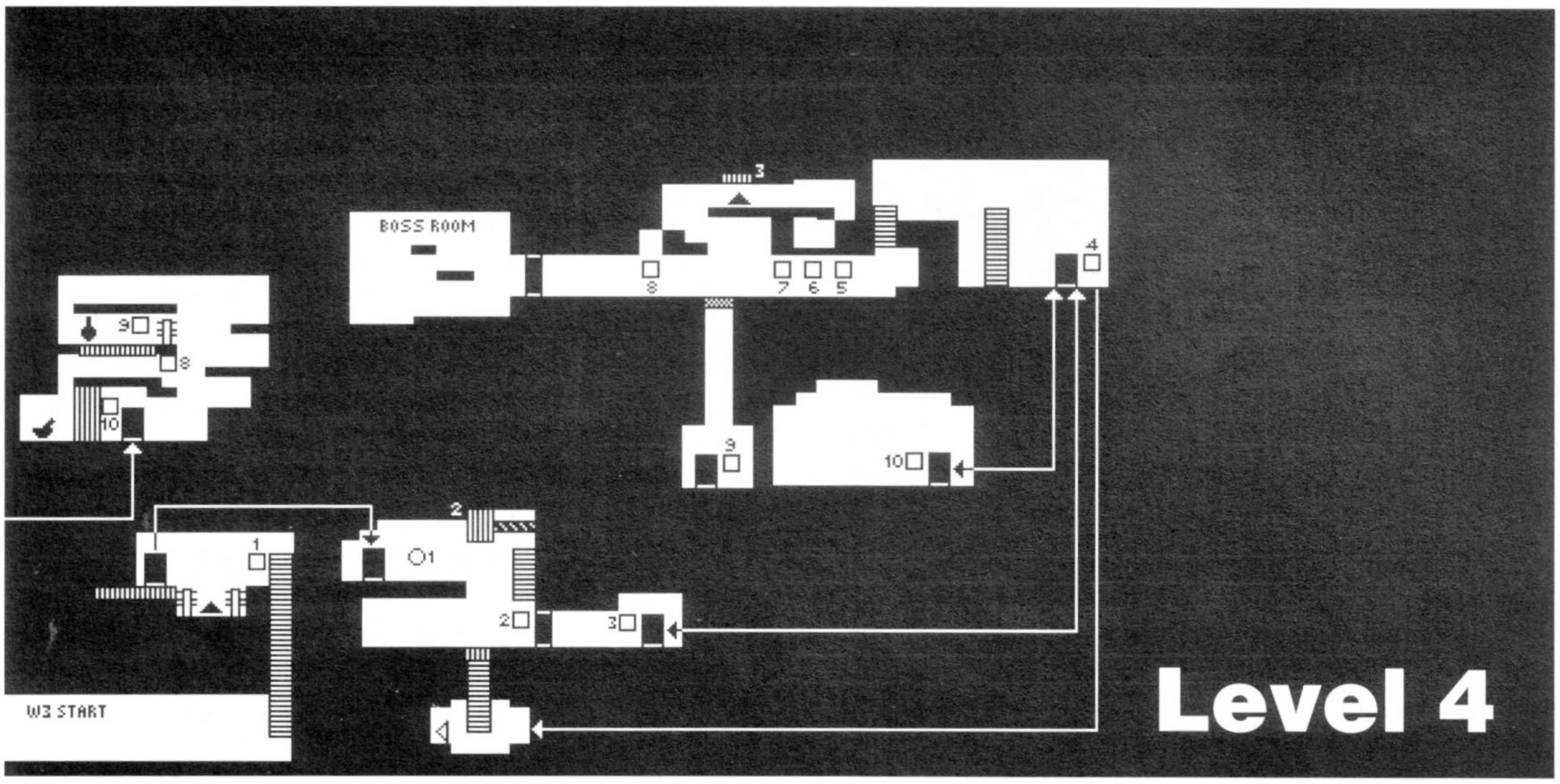
- Ice Gem
- Water Gem
- Fire Gem
- Light
- Chalice
- Mosaic
- Globe
- Herbs
- Globe Stand
- Skull
- Urn
- Cross
- Candle

LEVEL 3

- Bomb
- Hive
- Gold Bowl
- Flask
- Ceramic Pot
- Ice Gem
- Water Gem
- Fire Gem

LEVEL 4

- Lamp
- Pestle and Mortar
- Gold Bowl
- Oil Lamp



him and take the mortar.

Pull lever 6, then go left and pull lever 11. Drop down, go to the bottom of the map and collect the door key from the breakable blocks. Go back to lever 12, pull it and enter the room to collect the lamp. Pull lever 13 to reveal a trap key which will move block 2. Enter the alchemist's room, collect the world key and exit through the door on the right.

Hidden Puzzles

TO ENTER THE BONUS SECTION.

Collect the room key from the section above the first door, then pull lever 1. You will now be able to enter a special bonus section.

TO FIND A FREE FAMILIAR.

Collect the oil lamp from the bonus section and pull lever 4 to gain a familiar.

World 3

In this section you simply need to find and collect the world key, then escape.

Go left and kill the dog which appears at the bottom of the first ladder. This will reveal a spear. You will need to be carrying this when you pull lever 1 to move block 1. Reset lever 1 and go through the door to the left. Go right, down the ladder, then pull lever 2, followed by lever 3, then go back through the door. Go to lever 7 and pull it, then return to lever 4 and go back through the door. Collect the world key and go up the ladder. This will take you to the left of lever 2. Make your way to lever 8 and pull it to enter the final guardian's room.

Hidden Puzzles

TO GET THE TREASURE KEY.

When you get to lever 1 don't kill the thief, since he will then bring you the treasure room key. You will find the treasure room by dropping down the trap door by lever 7 and going through the door at the bottom of the pit.

TO GET THE AXES.

Pull lever 7 to open the trap door, then pull lever 6 to move block 3. This will knock the trap key into the pit below. Reset lever 7 to close the trap door, then pull lever 5 to open the trap door by the thief. Wait for the thief to collect the mace and come down to you, then kill him and collect the mace.

Pull lever 7 to open the trap door and collect the trap key. You can now move block 2 and use the mace to break the blocks which will allow the axes to be dropped. This will make it far easier to kill the final guardian.

EXTRA LIVES

Extra lives are plentiful in GODS. They can be found in treasure rooms but are also awarded for clever play and for scoring points. Extra lives can also be given to help a player that is doing badly.

Extra lives are awarded at the following milestones: 50,000, 160,000, 300,000 and then every 200,000. Fire crystals are also awarded for scoring points, these are given at the following scores: 50,000, 160,000, 300,000, 500,000 and then every 200,000 points. These bonuses only apply when playing from the start of the game (level 1). If you use a password to start from another level then bonuses will be missed equivalent to the number of levels skipped.

In order to get the optimum score, it helps to know what you're collecting. Here is a list of treasure values:

Treasure	value	Treasure	value
Pile of coins	00002	Diamond	00500
Crystal	00075	Gold mask	00800
Jewel	00150	Water crystal	01000
Small bag of gold	00200	Fire crystal	01500
Large bag of gold	00400	Iron chest	01000
Gold plate	00400	Steel chest	02000
Necklace	00500	Gold chest	03000

GHOSTBUSTERS II

Activision



The problem with defeating a major spirit is that all the ghosts tend to disappear for a while. The Ghostbusters have been finding business a little thin recently with, so they've had to do other jobs such as children's' parties. However a strange gloop has started to appear which is fuelled by peoples bad thoughts and the Ghostbusters are the only ones who can solve the mystery.

The game is split into three parts. The first has you controlling a 'Buster as he descends down a shaft collecting three scoop parts which will allow him to retrieve a sample of the slime below. There are ghosts in the tunnel which scare you as you go, with some trying to even saw through the cable, so you must destroy them with your proton stream or PK bombs.

The next section sees the Statue of Liberty under the GB's control as it walks down the street zapping ghosts. If you manage to complete this section, it's off to the museum to try and rescue baby Oscar and defeat Vigol, the evil spirit responsible for the strange happenings.

The translation of *Ghostbusters II* to a video game works pretty well, with the various sections portraying the film sequences quite nicely. The graphics and sound effects are good, with some nice intermission screens and samples to capture the feel of the film. As a game in its own right it's by no means a classic, but there is enough variety and playability to keep you busy zapping the ghosts and rescuing the city for a while.

***AMIGA FORMAT* RATING - 79%**

HINTS

This is a bit of a tricky one, so patience is needed to get it to work. Power up your Amiga and place the second disk in the drive. When the Workbench prompt reappears, insert the first disk. You should now be able to skip levels by pressing Return.

GHOSTS 'N' GOBLINS

Elite

Although the sequel game, *Ghouls 'N' Ghosts*, was the more popular, *Ghosts 'N' Goblins* managed to earn itself a pretty respectable cult following in its day. The sequel made it onto the Amiga first, but Elite have picked up on the success of US Gold's conversion and released their own version of the original classic.

You play the brave knight Sir Arthur as he travels through a ghostly realm to try and rescue his girlfriend from the clutches of an evil demon. In order to reach the demon himself, Arthur must battle through a graveyard, a haunted forest, a ghost town, caves of ice and fire and finally the demon's castle. In order to battle the ghouls, zombies and other meanies, Arthur is armed with an infinite supply of sawn-off throwing lances. On the way he can pick up extra weapons such as torches, knives and swords, as well as bonus pieces of treasure originally stolen by the monsters. If the little knight gets hit by a creature he loses his armour, forcing him to run around in his underwear. Another hit reduces him to a heap of bones, left lying around on the floor to mark his bravery.

Despite *Ghouls 'N Ghosts* getting most of the attention, the original game is a very enjoyable romp. The graphics, sound effects and general presentation are pretty much identical to the coin-op, from the scene in which the demon snatches his girlfriend to the view of the map before the action starts, everything is in there. It even contains the spirit that pops out of the gravestones and turns you into a frog - a feature the 8-bit versions lacked. If you enjoyed this game in the arcades, then this conversion is a must. If, on the other hand, you've never played it, then give it a blast. Despite its age it's still a fresh and playable platform game.

***AMIGA FORMAT* RATING - 80%**

HINTS

If you keep falling foul of the weird creatures, then try holding Shift and pressing 1 on the title screen. If this doesn't work then try typing ! instead. When Arthur next loses his armour he should then be invincible.



GREMLINS 2
Elite

With cutesy puzzle and platform games appearing in increasing numbers, it's natural that software houses should look for more and more cutesy characters to license and turn into games - and what could be more cute than Gizmo the Mogwai?

A few years ago, a *Gremlins* game appeared based on the first film. The basic form of the game was a graphic adventure, with you trying to thwart the mischievous little critters. *Gremlins 2* takes on a different theme, being a platform based arcade adventure.

Gizmo has been kidnapped by an evil scientist, who wants to carry out experiments on the poor little chap. Unfortunately, he manages to go and get himself all wet and we know what happens when he touches water. That's right - he reproduces. This problem is compounded by the fact that the new Mogwai have turned into Gremlins! Oh no!

You play Billy in his quest to stop the Gremlins before they take over the city. In order to this you must find the pieces of Gizmo's magic box. This will enable you to trap the little devils and return things to normal.

The graphics and sound of *Gremlins 2* are excellent, featuring incredibly cute animation and some hilarious sampled effects. The problem with the game is that it's incredibly tough. The Gremlins move erratically, making it difficult to judge your moves successfully, and the control needs to be wrestled into submission before anything is really achieved. This is a shame, since without these hassles, Gremlins 2 could have been an entertaining and challenging arcade adventure. As it stands, however, it simply ends up being pretty infuriating.

AMIGA FORMAT RATING - ??%

HINTS

Since getting the better of those little green ba... I mean creatures... can be a rather difficult undertaking, here is something to help out all you frustrated, monster-ridden vermin-exterminators.

Start a game and do as well as you can before dying. Well enough to get onto the score table at any rate. Now, instead of letting your ego take over and putting your name up in lights, enter your name as SINATRA. The game will now be so impressed that it is being played by such a superstar that it will grant you with infinite lives!



g

Hammerfist
Hero Quest
Horror Zombies





HAMMERFIST
Vivid Image

Anyone remember the film THX 1138? Well there was one character that was a somewhat solid hologram. This theme is central to *Hammerfist*.

Two humans, Hammerfist and Metalisis, have been turned into a combined holographic being by the company Centro Holografix. Unsurprisingly, they're not too happy about their situation, so they decide to steam into the Centro building and trash the place, hopefully returning to their human forms.

You control the two characters in their shared body as they travel through Centro bashing everything they find. In order to move from room to room, they need to destroy enough equipment to cause the security system to shut down. Their task is made more difficult by the armoured guards that patrol the building. Hammerfist can use laser bolts fired from his robotic arm to take them out, while Metalisis disarms her opponents using a deadly Thai-Boxing kick. When they finally reach the centre of the complex, they must destroy the master computer to release their bodies and return to normal.

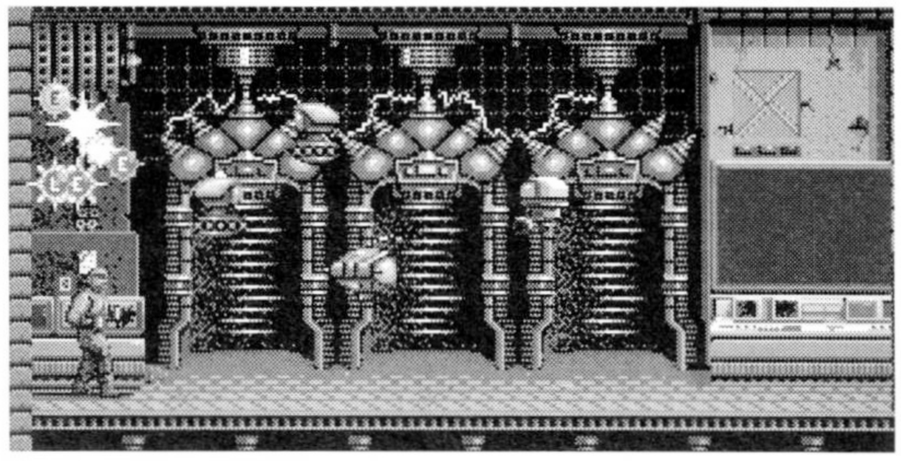
Hammerfist is one of those disturbingly satisfying games where you can trash just about everything. The colourful graphics give the game a suitably violent appearance, and this is backed up by the powerful sound effects. The gameplay is tough, but not enough to make the game frustrating, keeping you thrashing away at the Centro guards for hours on end. If you want to vent your anger on something without causing actual harm, then *Hammerfist* is just the thing to work off that aggression.

***AMIGA FORMAT* RATING - 89%**

HINTS

Right... into this room... belt these monitors and... what's going on? Let me through! Damn! Got it wrong.

If this is a familiar scene to you when you're playing *Hammerfist* then this tip is for you! Just play the game enough to get onto the score table, then die. Enter your name as TAEHC OT TNAW I, then start a new game. Now all you have to do to skip levels is press F7.



HERO QUEST
Gremlin

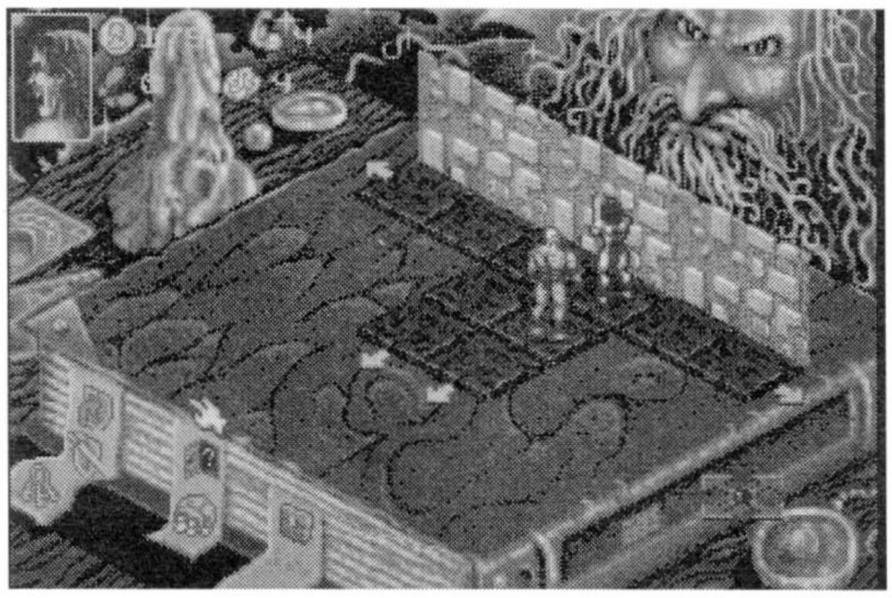
If you've ever fancied getting into the world of fantasy role playing board games, but don't want to delve through hundreds of pages of confusing instructions before playing, then *Hero Quest* may be just the thing for you. The game is basically a stripped down version of such games as *Warhammer*, removing the unnecessary complexities of normal role playing quests and replacing them with straight forward adventure action.

The characteristics of the players are pretty simple - weak characters can take four hits before dying while strong players can take eight, spells instantly kill monsters and you can only fight or cast spells when you find the necessary items. Although this makes the game seem pretty dull, it actually goes to make a decent enough adventure which even novices can get stuck into. The visuals have been nicely done, with some solid characters and suitably atmospheric scenery to back the action. Couple this with the challenging puzzles and the ease of operation and you've got the ideal starting point for those wishing to get into role playing. Novice Dungeon Masters sign here!

***AMIGA FORMAT* RATING - 85%**

HINTS

What? You can't get anywhere in this role-playing game? But it's an easy one! Oh you're completely new to the genre and can't hack it, eh? Well, I suppose you'll be wanting some hints on the quests then...



WEAPONRY

Barbarian:
The best weapon for him is the battle axe, you should save the game when selecting this. A shield and a helmet will boost his defence to four. Any extra money should be spent on a toolkit.

Wizard:
The only weapon of any use to him is the staff. Again any extra money should be used to buy a toolkit.

Elf:
In this case, as for the Barbarian, the battle axe is the best weapon. A helmet and shield are also worth buying.

Dwarf:
A shield and a helmet are beneficial to this character...Oh, and a battleaxe too, of course!

h

GENERAL HINTS

- Always make sure to check chests for traps before checking for treasure.
- When the Wizard has the staff and toolkit, make him look for traps and secret doors as he will not be able to buy anything he can use.
- It is a good idea to use the crossbow as much as possible, as this way you can avoid close combat which can be dangerous.
- If you have a vial of Holy water, use it on the undead instead of close combat - there is no limit to how many it can kill in one go.

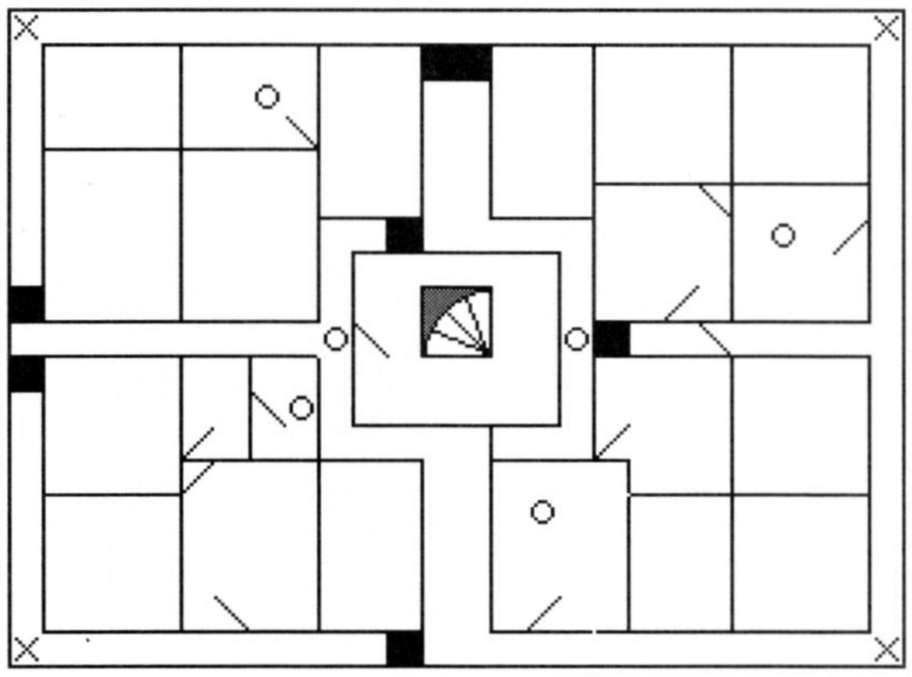
You can find the magical/Quest treasure using this guide:

Spirit Blade	Quest 13
Borin's Armour	Quest 7
Wand of Recall	Quest 8
Talisman of Lore	Quest 5

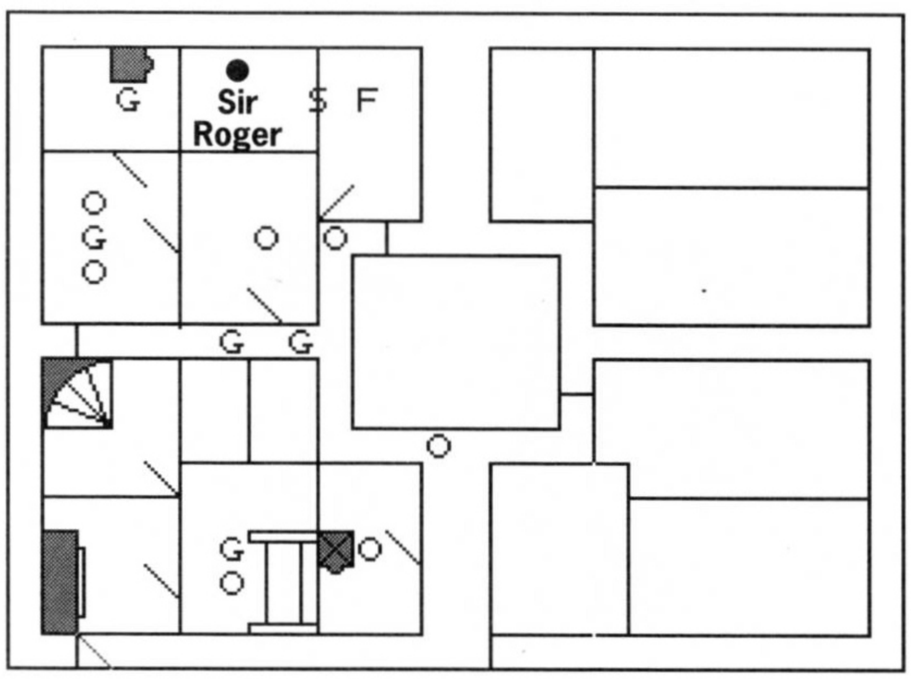
THE MAPS

- Starting Point
- Door
- Secret Door
- Orc
- Goblin
- Fimir
- Gargoyle
- Chaos Warrior
- Skeleton
- Zombie
- Mummy
- Pit Trap
- Fallen Rock
- Exit
- Table
- Cupboard
- Trapped Chest
- Chest
- Weapon Rack
- Throne
- Alchemist's Bench
- Rack
- Tomb
- Fire Mage
- Witch Lord
- Falling Block

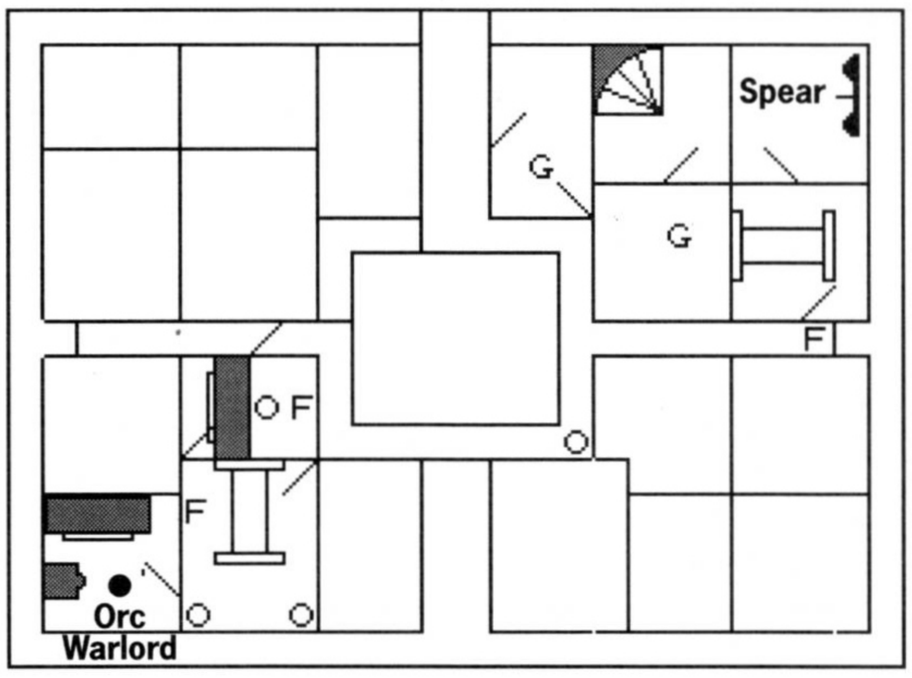
QUEST 1 - THE MAZE



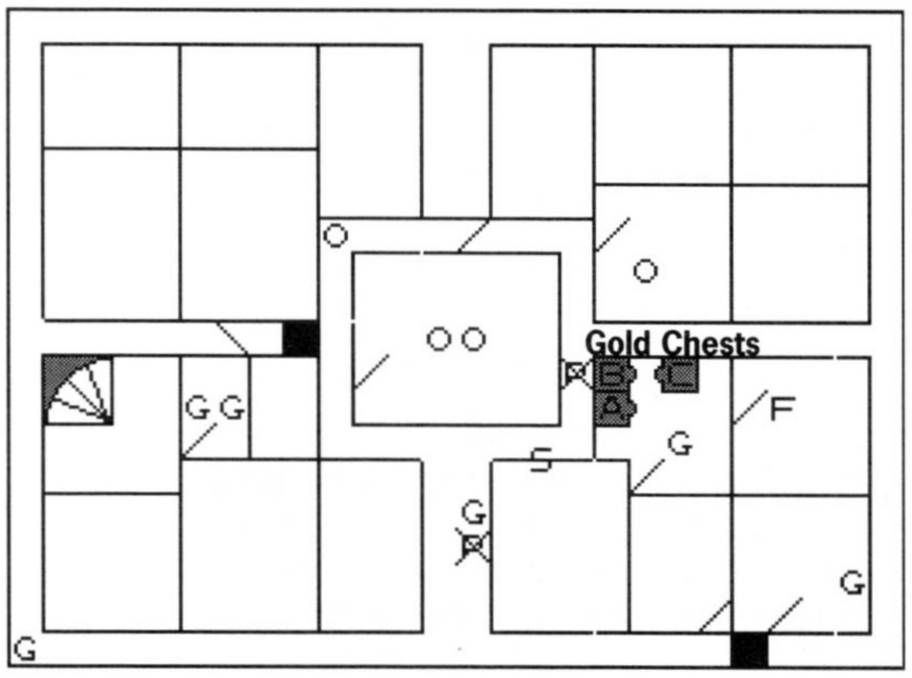
QUEST 2 - THE QUEST FOR SIR ROGER



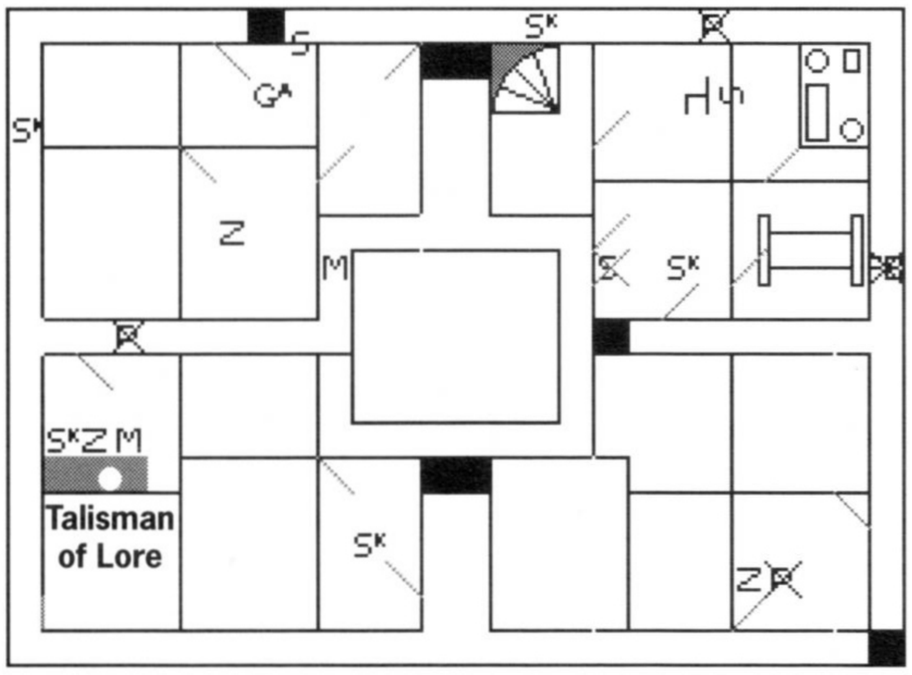
QUEST 3 - LAIR OF THE ORC WARLORD



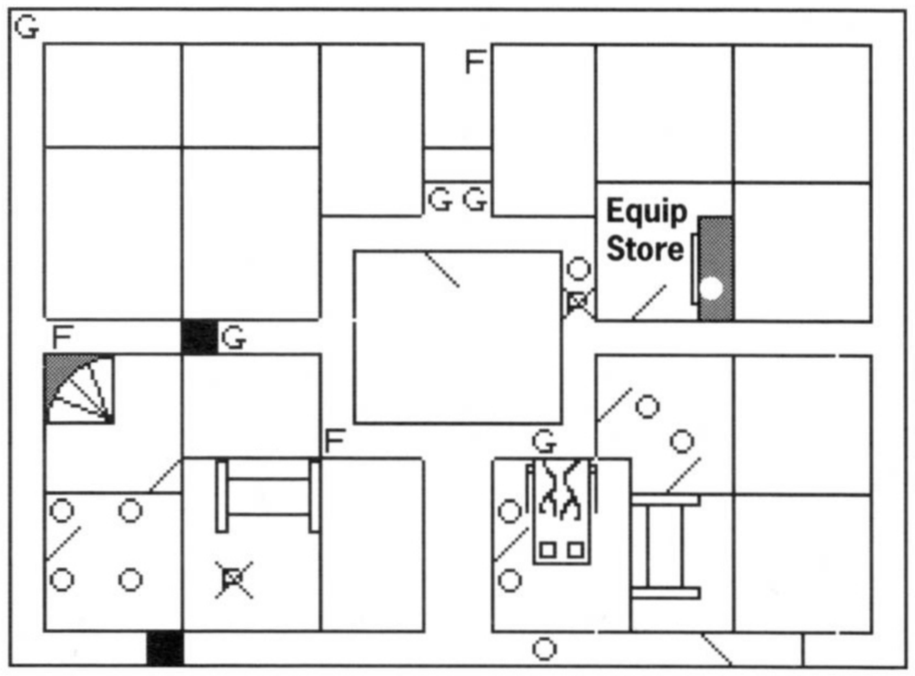
QUEST 4 - PRINCE MAGNUS' GOLD



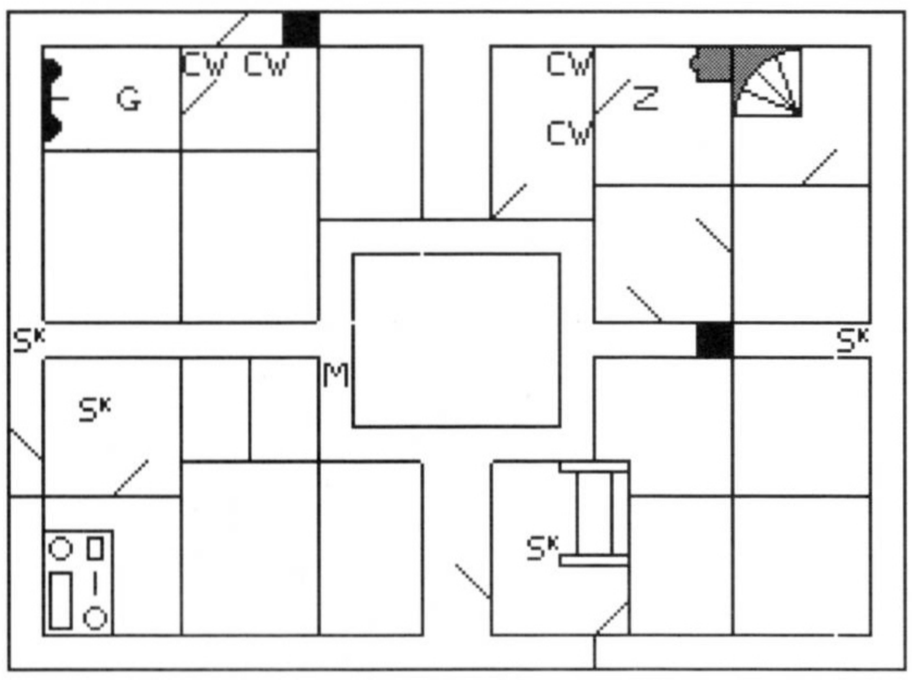
QUEST 5 - THE MAZE OF MELAR



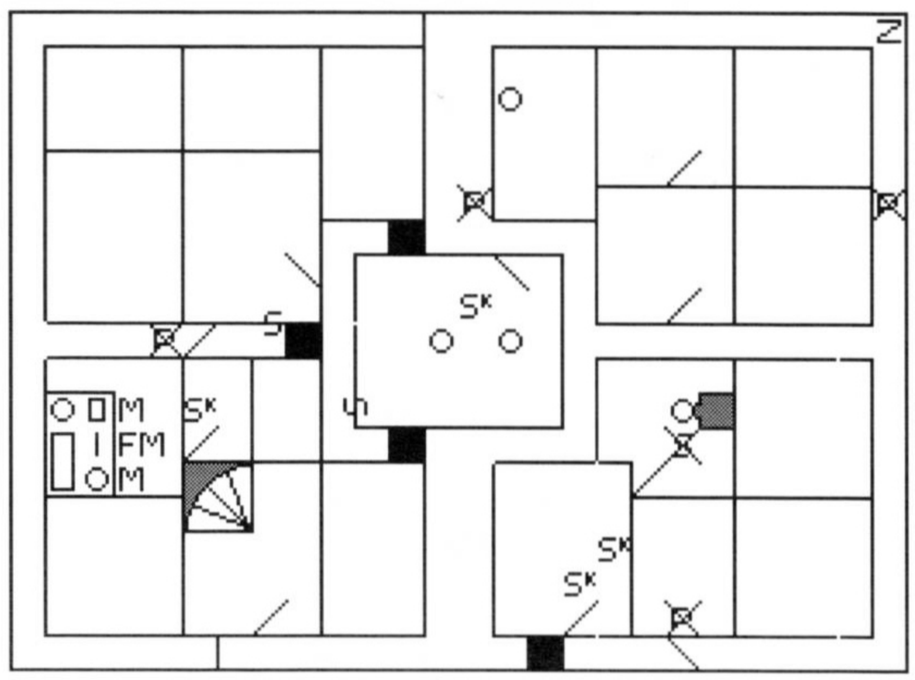
QUEST 6 - LEGACY OF THE ORC WARLORD

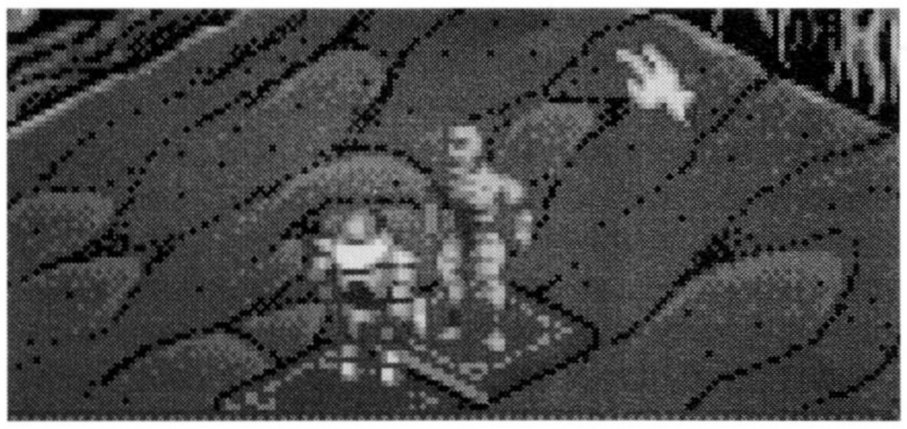


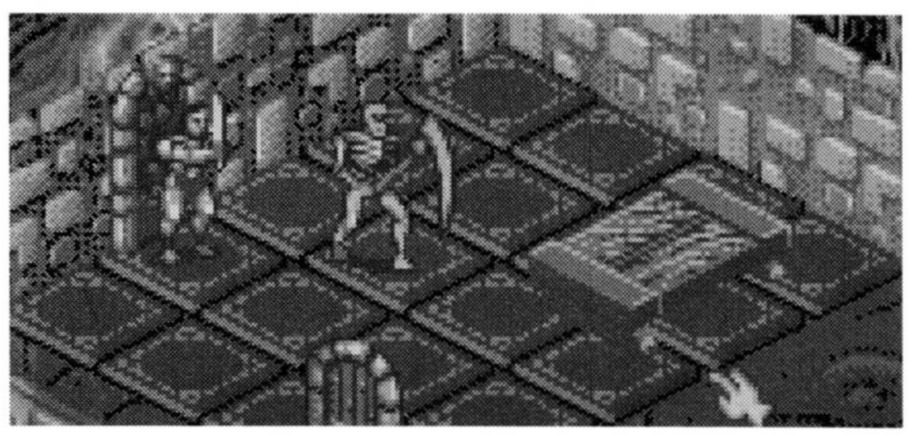
QUEST 7 - THE STONE HUNTER



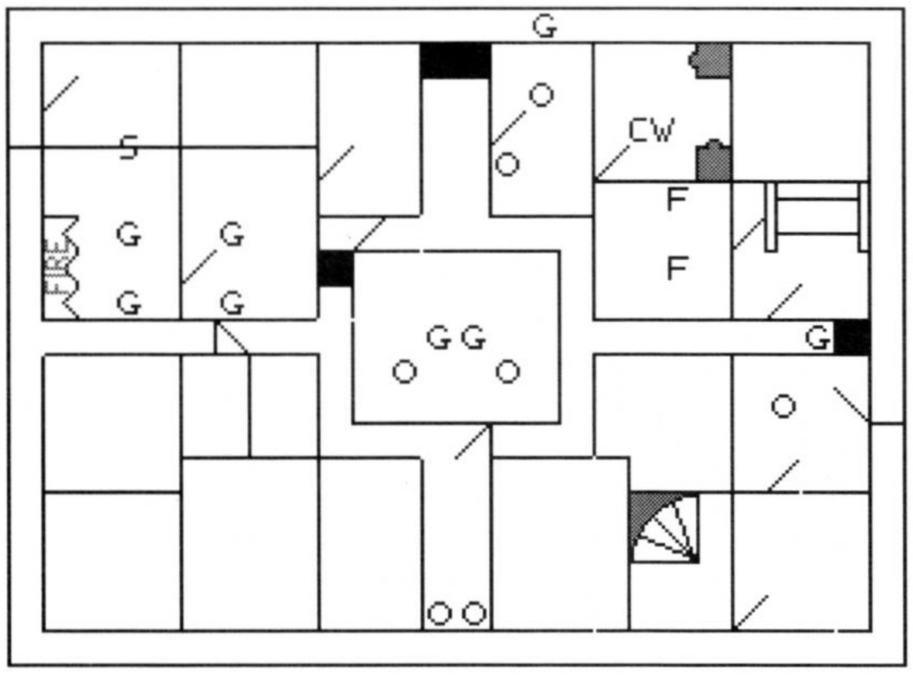
QUEST 8 - THE FIRE MAGE



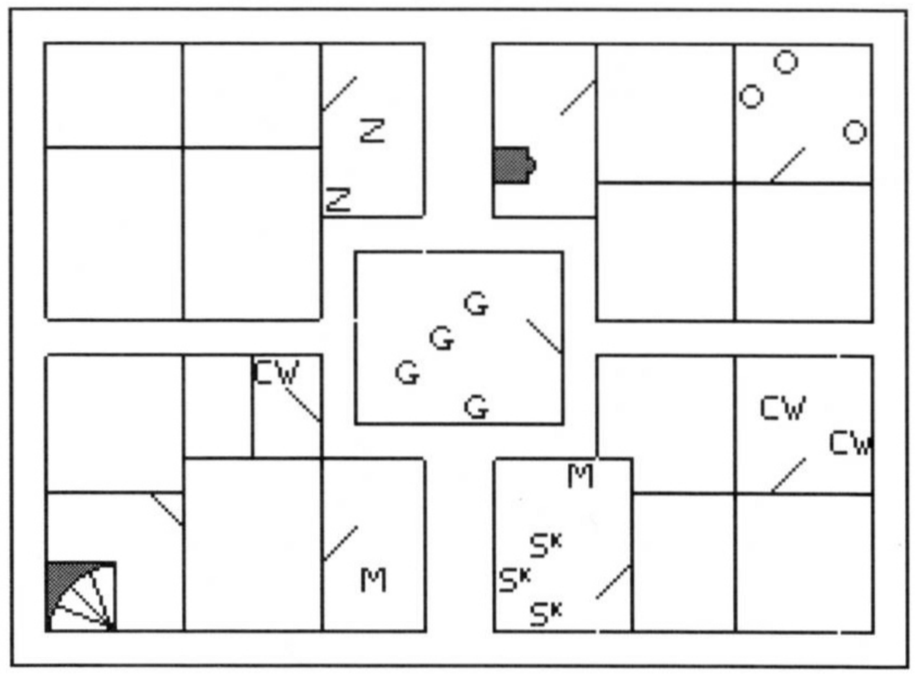




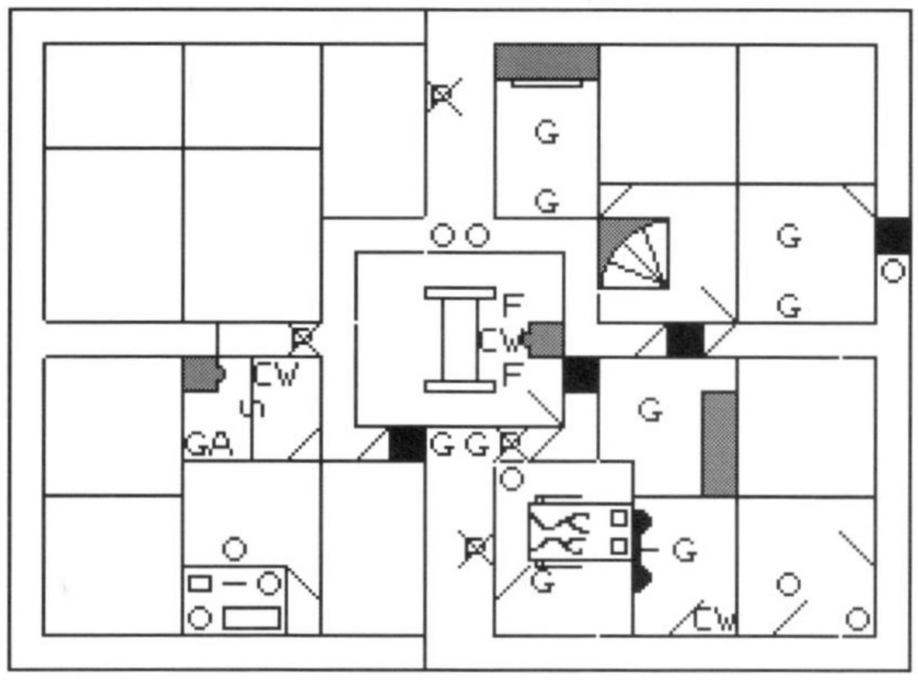
QUEST 9 - RACE AGAINST TIME



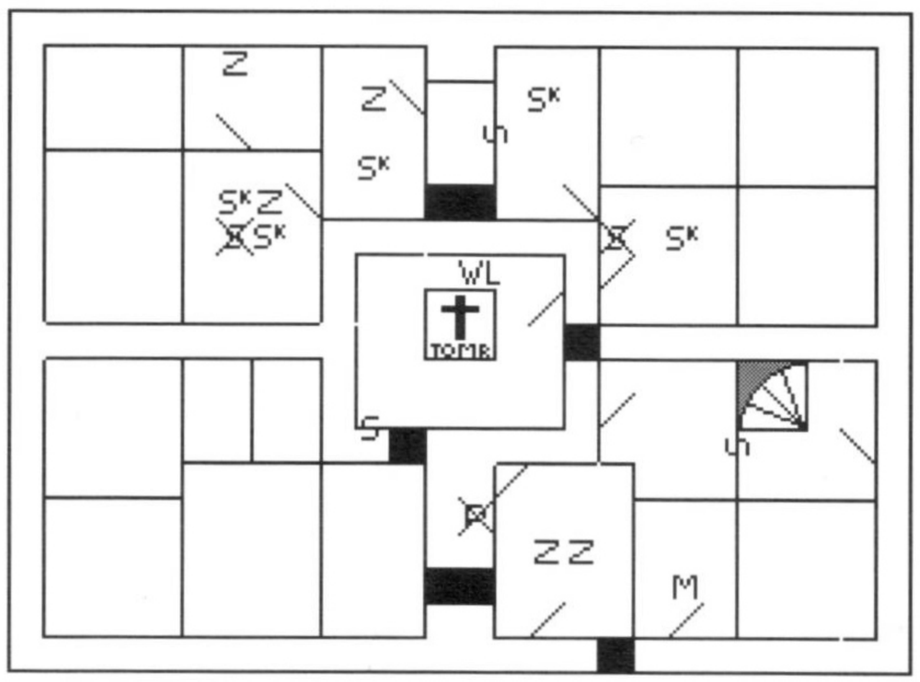
QUEST 10 - CASTLE OF MYSTERY



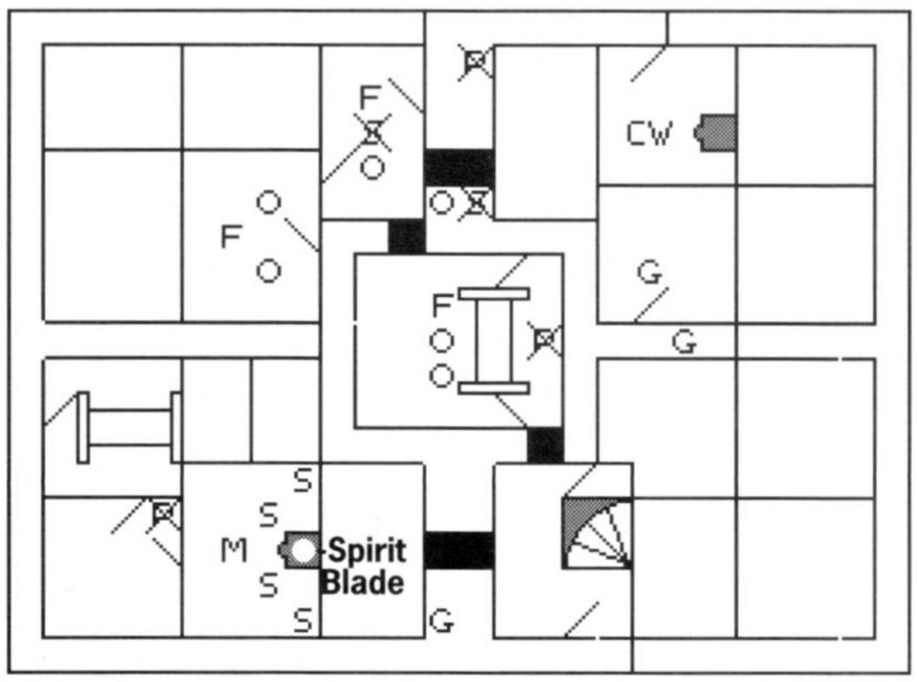
QUEST 11 - BASTION OF CHAOS



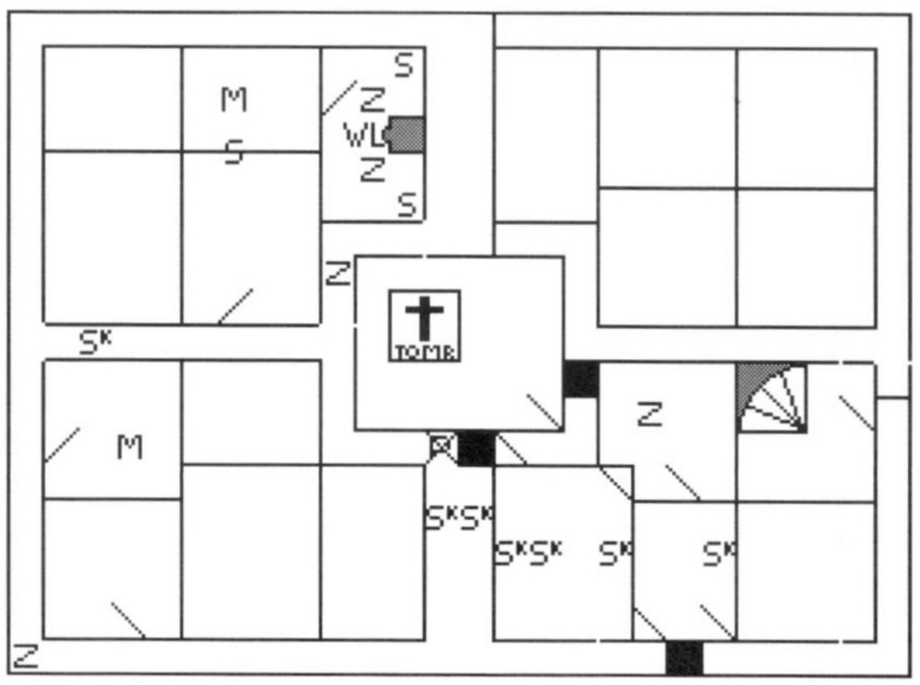
QUEST 12 - BARAK TOR



QUEST 13 - QUEST FOR THE SPIRIT BLADE



QUEST 14 - RETURN TO BARAK TOR



HORROR ZOMBIES

Millennium

Having ghosts, ghoulies and spooks wandering around the old family home can be a bit tricky, don't you think? This is the trouble that Count Valdemar is having. The spirit world has seen fit to take over his home, since their earthly remains have somehow managed to get lost.

You take the part of the unfortunate Count on a frantic search around the castle trying to find skulls, so that they can be given a decent burial. This should allow the spirits to finally rest in peace - not to mention enabling you to get a good night's sleep!

The graphical humour of *Horror Zombies* is superb. Each of the larger nasties is based on a dodgy B-movie monster, including Zombies, Vampires and Frankenstein-like creatures. Unfortunately the care that has been taken over the game's appearance hasn't been carried over to the gameplay. The puzzles soon end up being repetitive and a little boring. Having said this, the superb humour makes it worth having a bash for a short while.

***AMIGA FORMAT* RATING - 71%**

HINTS

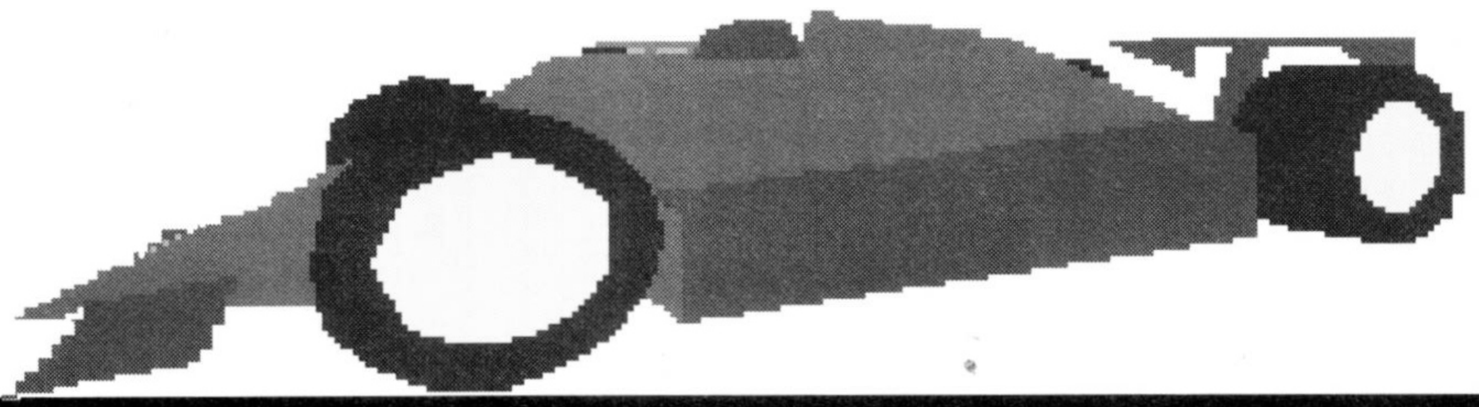
Are some of those earlier nasties just too spooky? Well have a bash at these level codes then.

LEVEL	CODE
2	WOLFMAN
3	HAMMER
4	LUGOSI
5	NOSFERATU
6	GARLIC

If these still aren't good enough to help you break through the levels, then you'll just have to be dishonest and try using this cheat:

Get onto the first level and hold down 'M' and '.' to be blessed with infinite lives. This should put you on a more even footing with those undead little beasties! If you want to skip levels, then type CHEATMODE during play and press F10 to jump to the next stage.

h



The Immortal
Indiana Jones and
the Last Crusade
Indianapolis 500
Ivanhoe

THE IMMORTAL

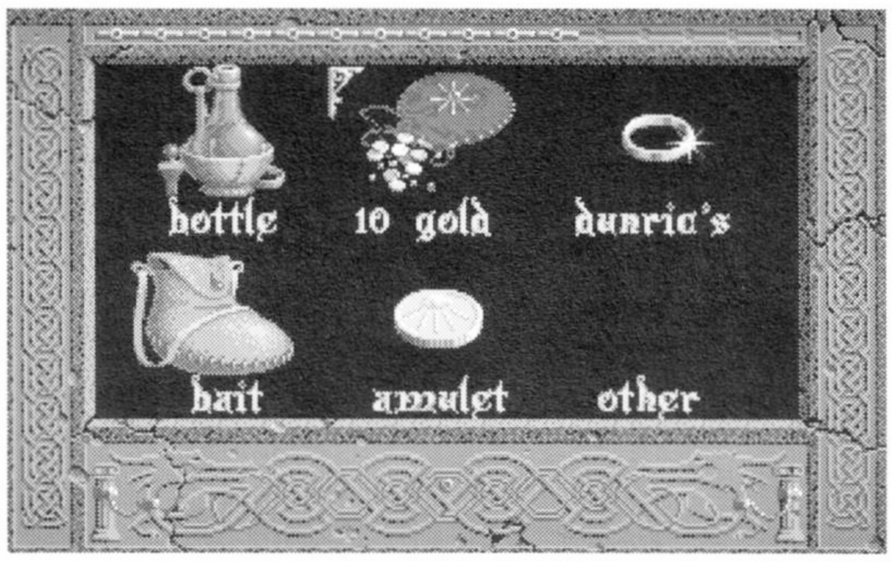
Electronic Arts

Things have been getting grim recently. The simple, innocent days when you were the apprentice of the magician Mordamir have gone. The Master has been kidnapped and imprisoned in the castle of Erinoch. It seems that there is no hope. Then, in the still of the night, your sleep is disturbed by a dream...

The dream has been conjured up by Mordamir, asking you to come to Erinoch and rescue him. This is where your quest begins. *The Immortal* is an isometric graphic adventure, with you playing a magician as he walks through the castle trying to find Mordamir. On the way you will come across all manner of obstacles, including booby traps, demons and even deadly giant worms. In order to make your way safely through the catacombs, you will need to battle with enemies, cast magic spells and trade with characters for magical items. Finally, you must enter the dingy caverns to take on the evil dragon and free your master.

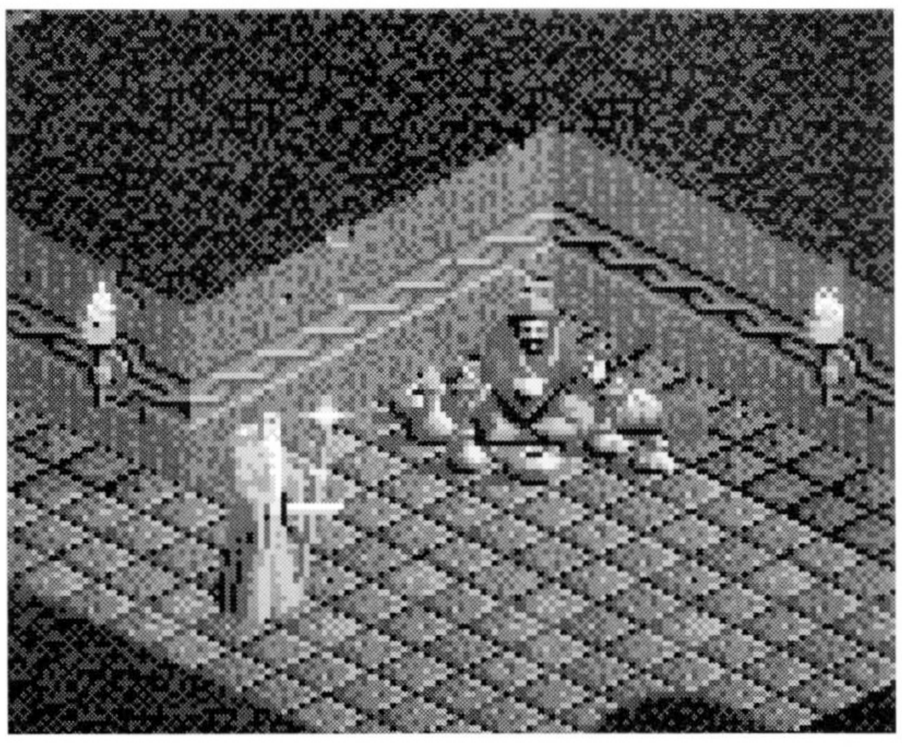
One of the most noticeable things about *The Immortal* is that it's a pretty slick-looking adventure game. The scenery of the game gets pretty repetitive after a while, with most of the rooms looking the same, but this is made up for by the superbly animated sprites. The gameplay is pretty tough too and the puzzles will take some working out before the game is completed. However, the game is pretty much aimed at the hardened adventurer, so part-time explorers may find the going a little tedious. One niggling point for those into this kind of game is that you need one meg to run it. Bah!

***AMIGA FORMAT* RATING - 78%**



HINTS

If those quests are proving too much for those one-meg ownin', troll slayin', adventurin' *(I think that's quite enough "in's" for now)* players out there, then here are a few hints to help you out.



CODES TO HIGHER LEVELS

If you can't quite manage to complete the puzzles, then try these codes to allow you to scout the later levels...

2.....befe810006f70
or cddff10006f70
3.....cc5ee21000e10
4.....465fa31001eb0
5.....b57f943000eb0
6.....1bbeb53010a41
7.....8ddfb62010ac1
8.....e011f730178c1

GENERAL HINTS

Here are a few pointers to help you deal with some of the more tricky puzzles found in the game..

LEVEL 4

Walk around the ring on the floor clockwise three times in order to open the floor.

LEVEL 7

When the Norlac dives underwater, you have to hurry back and throw yourself into the whirlpool rather than trying to climb the ladder.

LEVEL 8

To defeat the dragon and save Mordamir use six BLINK spells, then use the fire protection just before he breathes fire, not when he takes a quick breath. When he pauses hold up the amulet and Mordamir will spin in. Use the STATUE spell three times to stop being killed by lightning. Just as he starts the next spell put up a SONIC spell. Use STATUE twice more and when he animates the bones hit the statue just before they reach you. He will now say that you have no more defenses, so wait until he holds up the amulet then cast the MAGNETIC spell. There you have it – a completed adventure.

INDIANA JONES AND THE LAST CRUSADE

US Gold

These days Lucasfilm have to be one of *the* top names as far as graphic adventures are concerned. They pretty much broke the mould of adventures by releasing *Zak McKracken*, and have manages to follow this up by releasing recent hits such as *Secret of Monkey Island*, *Loom* and of course the *Indiana Jones* series.

The Last Crusade follows the plot of the last Indy film, with the hero teaming up with his dad to thwart the Nazis' plan to capture the Holy Grail. The adventure is portrayed on an animated graphics screen, with the characters moving around various locations and taking part in a series of situations. The game is controlled from a menu at the bottom of the screen, with you selecting an option and clicking on an object to manipulate it.

As you'd expect from Lucasfilm, the quality of the presentation is superb, with some marvellous caricature graphics moving through a bright and colourful gamescape which transports the feeling of the film directly onto your computer. The puzzles range from the devious to somewhat more silly problems, all of which can be solved with a bit of brain power instead of struggling with an awkward parser system thanks to Lucasfilm's excellent control interface.

If you're a fan of either entertaining adventures or the great explorer himself (Indy, that is) then you'll find *The Last Crusade* with its sense of humour, involved plot and fluid control a challenging and worthwhile pastime.

HINTS

A trendy hat, a bull whip and a fanfare introduction may not be enough to help you through a treacherous adventure, so it might be worth checking out these hints to help get you through the quest.

THE UNIVERSITY

To begin with, go into the University and talk to Marcus Brody. It's worth having a go in the boxing ring because Indy will have to do a fair amount of fighting in Castle Brunwald. Go into the classroom on the right, where there are a lot of students demanding to see you. Talk to the students and you will end up in your office.

Go to the desk and remove the letters, junk mail and papers until there is only a package left. Open the package to reveal the Grail Diary, then leave through the right-hand window. After going with the men in the car, go to Henry's House.

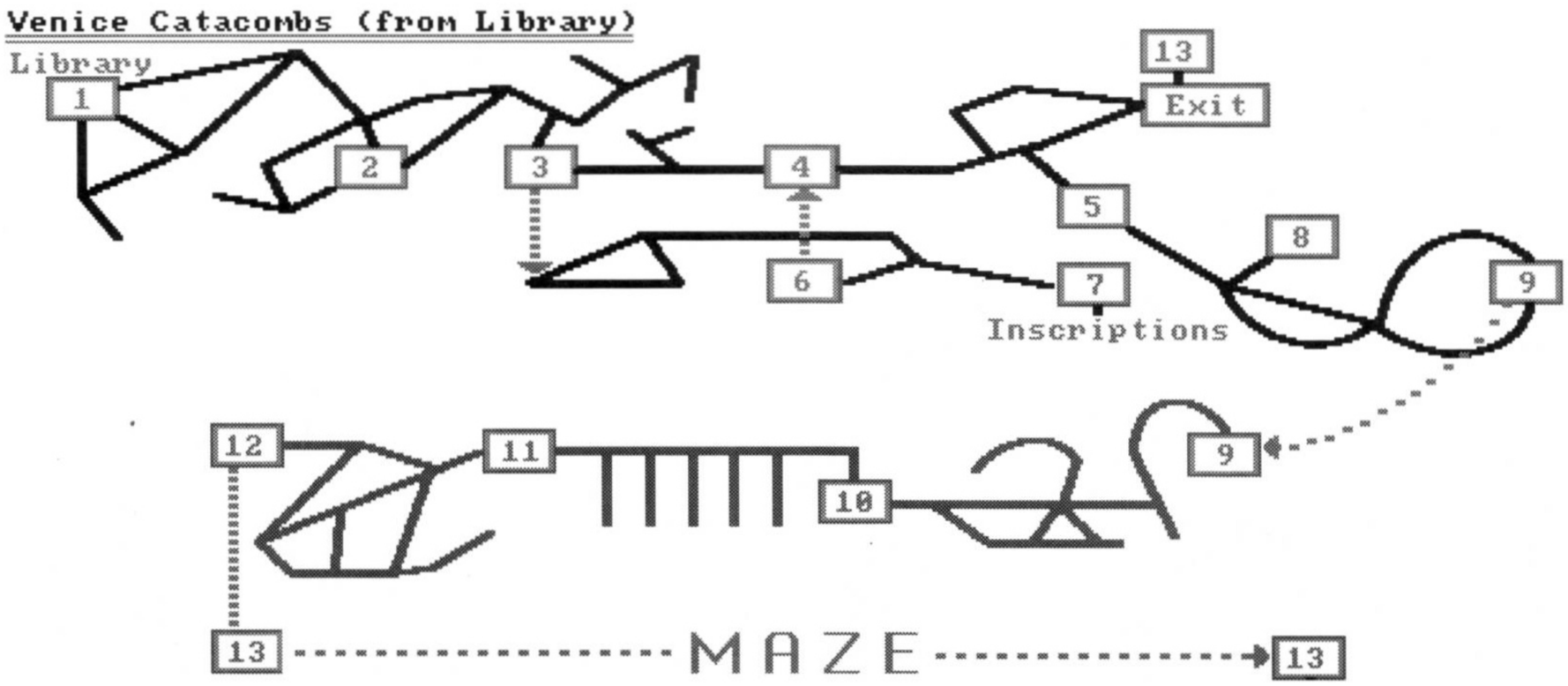
AT HENRY'S HOUSE

Remove the plant on the left and the table cloth to reveal a locked chest. Go into the bedroom and get the crooked picture from the wall to use later on in Castle Brunwald.

Pull the bookcase until it falls on the floor and use the look option until you find a piece of sticky tape stuck to the back. Pick the tape up, then climb out of the window and go back to your office. Use the sticky tape with the jar of solvent until you find a small key. Go back to Henry's House and use the key to open the chest, where you will find an old book. Once you've the book it's time to travel to Venice.

IN VENICE

Go out of the library and up to the Piazza. Go up to the blonde couple on the left, look at the wine bottle and pick it up. If you look at the bottle first, the man won't mind you taking it. Go back to the fountain and fill the bottle with water. Then its back to the library to look for three books. This is where to get them:



Book 1 – "How to Fly a Biplane"
From the library entrance, go down to the lower left stacks. The book is on the second shelf up at the left-hand end of the stack.

Book 2 – "Mein Kampf"
Go to the left and carry on to the lower left stacks. "Mein Kampf" is the only book in the stack which is leaning.

Book 3 – "Secrets of the Roman Catacombs"
Go left once more and down to the lower stacks. The book you want is among those in the right-most section. Look at the right-hand end of the second shelf up.

Now go to the right until you reach a room with a cordon barrier in front of the stained-glass window and pick up the red cordon and the metal post. Now you need to get into the catacombs, so this is how it's done:

Open the Grail Diary and make a note of what the window looks like (it might be worth making a sketch so that you can recognise it). Also note down the inscriptions on the pillars to each side of the window. Open the Diary again to read the words written under the window. Left and right refer to which of the two inscriptions is relevant and first, second or third refers to which number slab you need. Use the metal post to break open the correct slab and you will be able to enter the catacombs. Refer to the map on the previous page and each room that is labelled as you come to it.

IN THE CATACOMBS

From the entrance go to room number two and pick up the skeleton's arm to get a hook. Now go to room three and use the wine bottle with the torch to loosen the mud. Pull the torch and a trap-door will open, making you fall through the floor. Go to room seven and cross the bridge to enter the next room. Read the inscriptions and note down any useful information. Go back to room seven and stand to the left of the bridge, use the hook with the wooden plug, then use Indy's whip with the wooden plug. This will drain the water from room five above.

Next, go to room six and climb the stairs to get back to the first level. Go to room five (which now has the drained lake) and go through the tunnel to room eight. Use the red cordon with the machine and turn it on once by using the wheel. Leave the room and go to room nine, where the wooden door and the statues are. Look at the Grail Diary to get the correct statue sequence and push them in the correct order to open the door.

Go to room 10, where there should be a bridge (if you used the machine in room eight correctly). Cross the ravine and go through room 11 and into room 12. Here you need to play the skulls like a piano in a set sequence, so look at the Grail Diary to find the correct sequence. When you play the right tune, a door will open leading to a passage. Go through the passage to get to a maze. The maze is really trial and error, but you want to be heading to the right as much as possible until you reach the room at the right-most end of the maze.

You should now be in room 13. Open the casket and look at it, noting down all the important information. When you've got all you need, leave by opening the rusty lock, then open the manhole to get back to the Piazza. Marcus and the blonde girl will be waiting and will take you to Castle Brunwald.

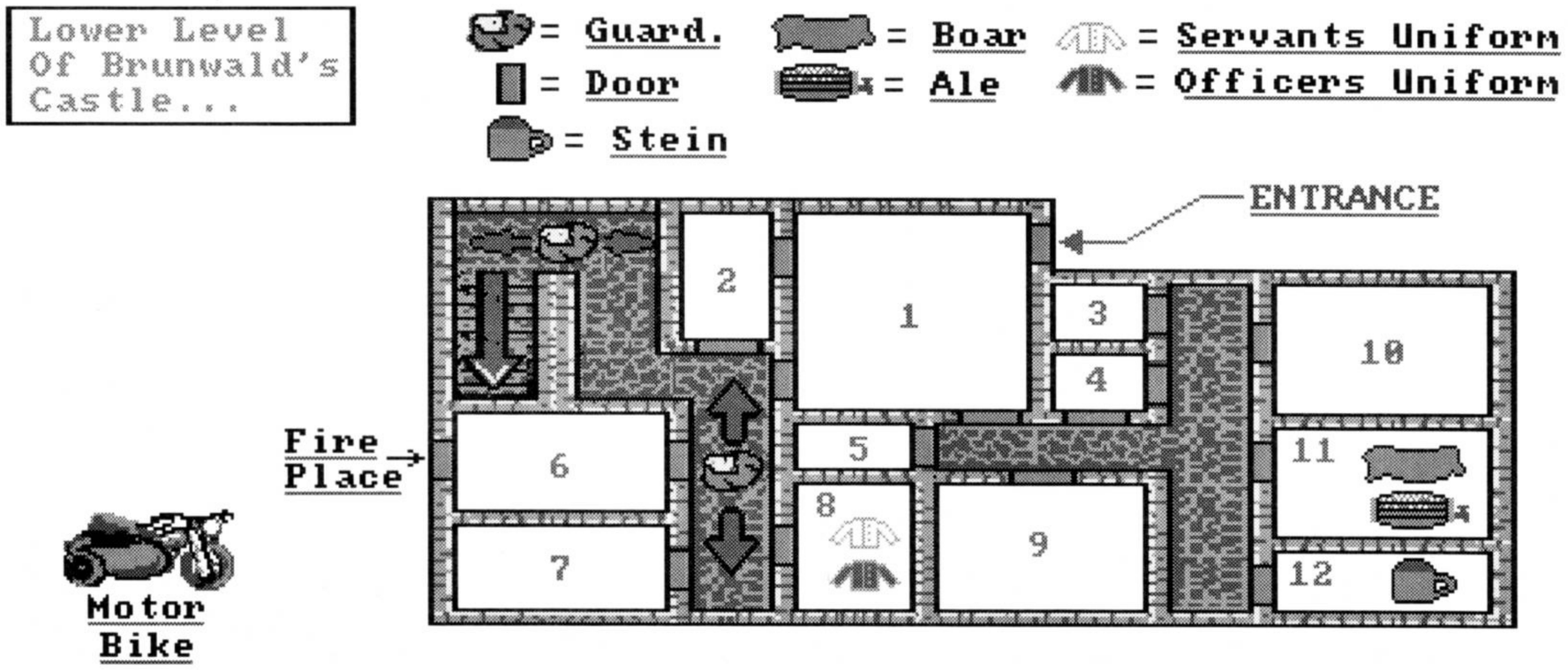
CASTLE BRUNWALD

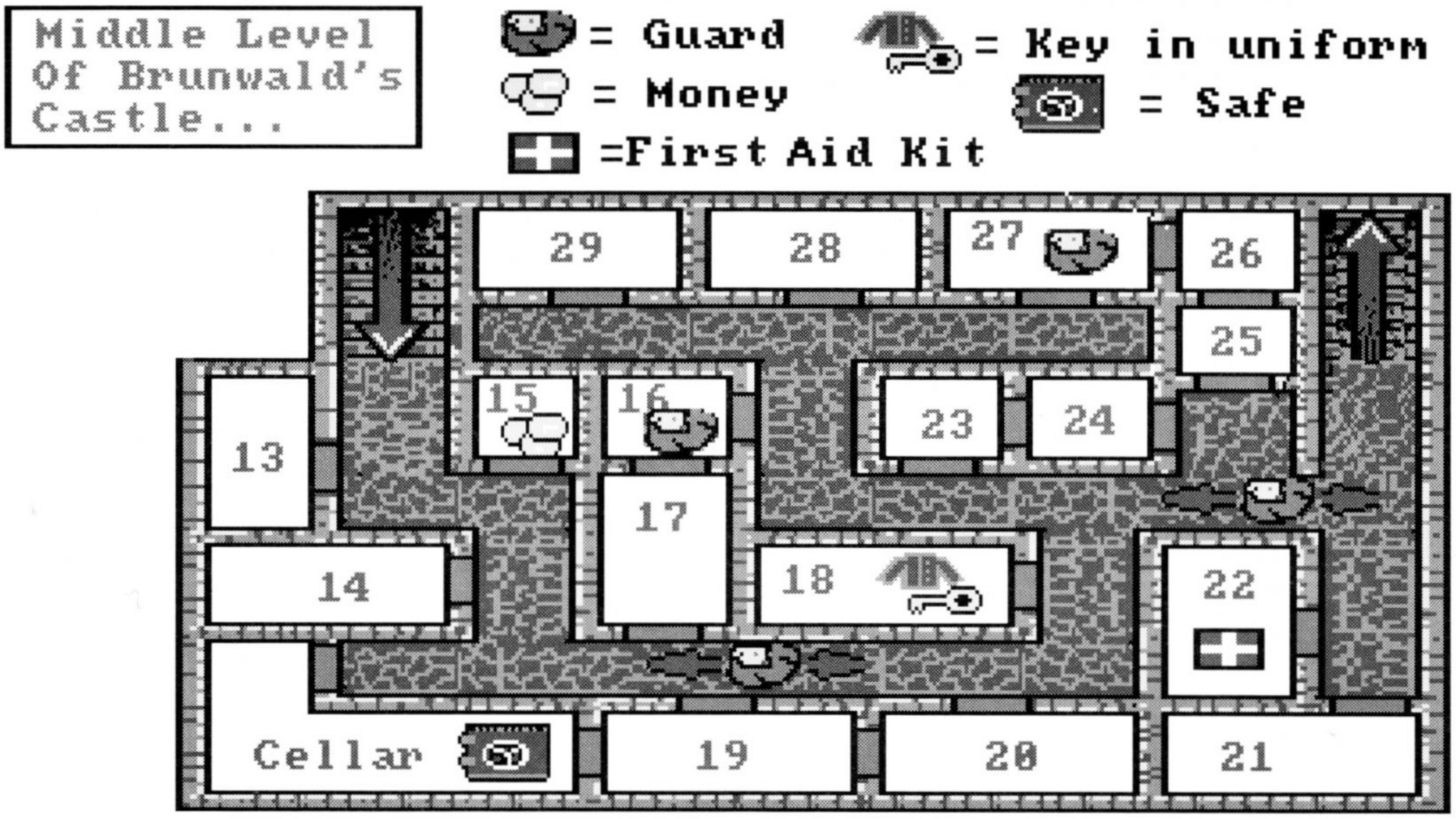
Go in via the grating and into the castle. Tell the butler that you are Lord Robert McFalfa and that you are there to inspect the tapestries. Ask the butler whether the castle has tapestries and then punch him.

Go right, onto the next screen, and go down into the storage room (room 8). Get the servant's uniform and go back out of the room. Tell the guard outside the room that you are there to talk with the prisoner and that you are Dietrich's successor. Say that he is looking for information, then go north.

Tell the German at the steps you are selling jackets and that you have already obtained authorisation. Sell him the jacket for 15 marks, then go up the steps and find the room with a chest. Open the chest and pick up the 50 marks found inside. Put on the servant's uniform and after conversing with the first guard on the second floor, give him the painting.

Go east and into the room with a smaller chest (room 18). Look in the chest, pick up the uniform and look at it. Carry on along the hall until you meet another Nazi





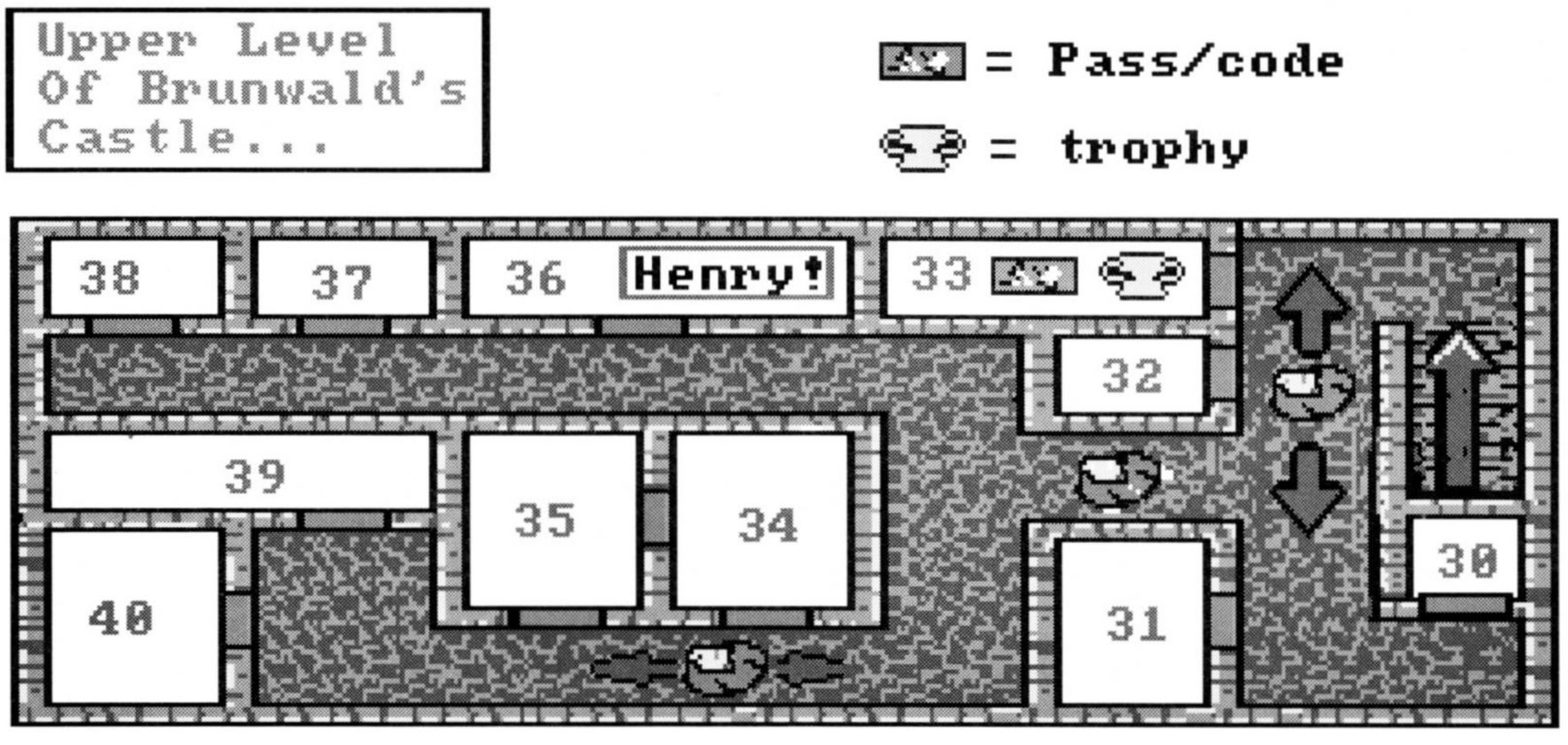
guard, who you must fight. If you're hurt there is a medical kit to the south which you can use.

Put your normal clothes back on before you go down to the first floor, where you should make your way back to the front hall. Find the room with the drunken soldier (room 12) and accept the stein from him, then go to the kitchen (room 11) which is nearby. Fill the stein from the keg and walk to the roasting boar. Tip the ale onto the hot coals and take the boar once the vapour clears. Refill the stein and go back to the storage room.

Use the key found in the uniform from the chest to open the clothes lock. Pick up the grey uniform and go up to the third floor. Put on the grey uniform and insult the guard until he lets you through. Go into Vogel's room (room 33) and give the roast boar to the ravenous dog. Open the drawer and get the pass and the trophy. Go to the kitchen and fill the trophy with what's left in the keg. Go down to the second floor and find the alarm room (room 29). Go inside and give the "Mein Kampf" book to the guard. Walk over to the security system and use the stein on the grating, then leave the room. Go to the art room and push the painting-by-numbers Mona Lisa. Open the safe and look closely at the picture – you'll need to remember it later on.

Go back to the third floor, give Riff the Nazi the trophy, then punch him. Find the room with the blue couch and take the key hanging on the candle holder. Next, you'll need to find the room with wires on top of it. Go to the cabinet and take the 75 marks in there. If you can't find the money, look in the adjacent rooms. When you leave the room, Vogel will capture you, so give him the Grail Diary. It's a good idea to save the game here!

Push or pull the chair you are on until you are under the axe. Get the positioning right or it's curtains! Push the suit of armour and if you're in the right place the axe should free you. If you're not, then reload your position.



Get up from the chair and push the left statue on the fireplace. Walk through the fireplace and get on the motorcycle and sidecar.

When in Berlin, give Hitler your unsigned pass and get a ticket for the Zeppelin. Get Henry to chat to the man at the airport while Indy steals his ticket. Board the biplane and read the instruction book to find out how to fly it. When you get shot down and land on the farm, use the civilian car to get away (the Nazi one hasn't any fuel) and give the border guards your Hitler-signed pass. It mAy be an idea to save the game here.

THE GRAIL TRIALS

Once you reach the Grail Temple, go inside.

First Challenge
Look in the Grail Diary (the one supplied with the game) and find the picture with an X on it. Click on the same place on the screen.

Second Challenge
Look at the top of the screen and walk on the correct letters to spell out God.

Third Challenge
Click on the required point across the chasm.

The Knight and the Grail
Use the clues found earlier on to detect the real Grail, pick it up and fill with Holy Water and use it to save Henry before returning it to the Knight. You will now have won the quest!

INDIANAPOLIS 500

Electronic Arts

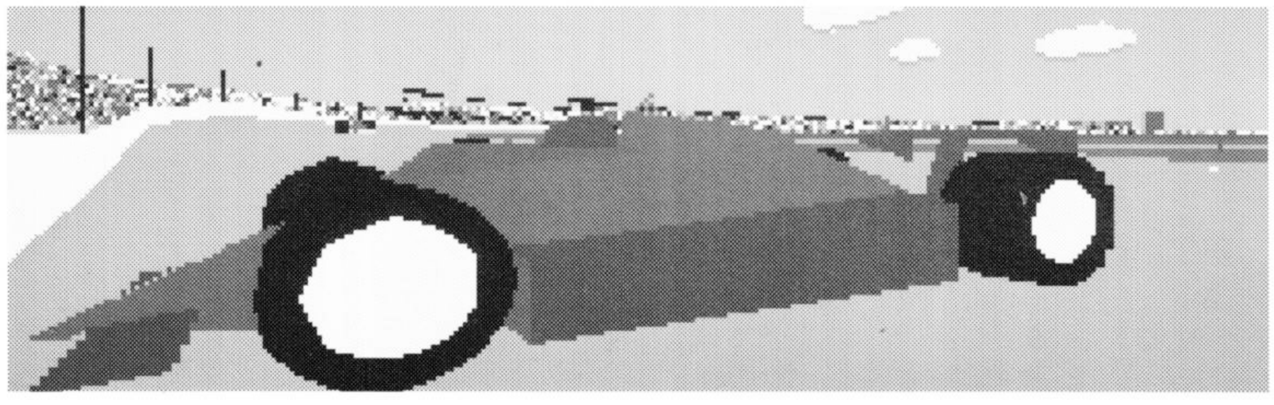
The usual style for racing games on a computer is of the old 'view from behind', *Pole Position* type. Electronic Arts have taken a somewhat different perspective (literally) with *Indianapolis 500*. The game is more of a simulation than an arcade-type driving game, with you in control of a choice of cars racing around the world-famous Indianapolis circuit.

To start, you select the type of car you want to drive and customise its specifications to your own requirements (tuning the engine, changing the tyres and altering the spoilers are just a few of the options). Once your car has been set up, it's time for a race. You can take part in a number of challenges, from a ten-lap smash-up to a full-blown 200 lap race.

The sheer depth of *Indy 500* is incredible. The graphics are superbly detailed, from the pit-crew figures to the packed out grandstands. The detail can be reduced if you wish, making the game faster... in fact making it incredibly fast! The 3D graphics whiz at an astonishing rate, making the driving action almost breathtaking. Another nice touch is the ability to change the camera view after a crash, so that you can watch yourself plough into the barriers from six different angles!

Comparing *Indy 500* to other Amiga racing games seems completely unjustified, since no other driving simulation has the level of presentation, control and playability offered by Electronic Arts' superb game. So if you want a good-looking high-speed challenge, then this is definitely the one to go for.

***AMIGA FORMAT* RATING - 92%**



HINTS

Tired of finishing at the back of the pack? Got your foot to the floor and still being passed like a 2CV at Le Mans? Then you need help setting up your car so that it can go faster than 240mph and do a qualifying lap at an average of over 235mph.

The following set-up information is for the Penske Chevrolet, but the other two cars are very similar, except for needing a much lower gear ratio on the Lola Buick.

FUEL



For qualifying you will need 10 gallons because, when set up right, the car burns fuel very fast and five gallons will run out on the back straight of the fourth lap. For the race you'll obviously need a full tank (10 and 30 lap races are for wimps).

WINGS



For qualifying put the rear wing on its top notch and the front one a notch lower to minimise drag. This does make the car harder to steer and demands a good line into the bends, but it maximises speed on the straights. In a full race take both wings down by 3-5 notches and keep the front wing one notch below the rear, that should give you enough control, even with a full tank of gas.

RUBBER



Soft tyres on the left and mediums on the right are the order of the day for qualifying, but in a race you may want to switch to a harder compound on both. If you put mediums on the left and hards on the right you won't have to bother with many tyre changes in a long race.

STAGGER



No messing here, just whack it up to maximum stagger, +1.00, for both qualifying and the race.

PRESSURES



Despite the instructions, my experience is that pressures between 24-28 are the best for both qualifying and the race, but it's hard to identify much difference as the most important effect is on the amount of wear in the long term. Over 28 gets you more speed but it's very hard to steer and below 24 starts losing speed on the straights and the turns.

SHOCKS



The instructions are spot on here: "set the shocks as stiff as you can control." Personally I have all four of them two notches off the bottom. However, the advice to set the rear shocks softer to lose less speed in the turns is dodgy because if you do have to steer hard in a turn you can get a sudden drop-off in speed.

CAMBERS



The initial set-up is fine and keeps all four tyres even on the track. We've been unable to find any improvements, but feel free to experiment if you're not happy with it.

GEARS



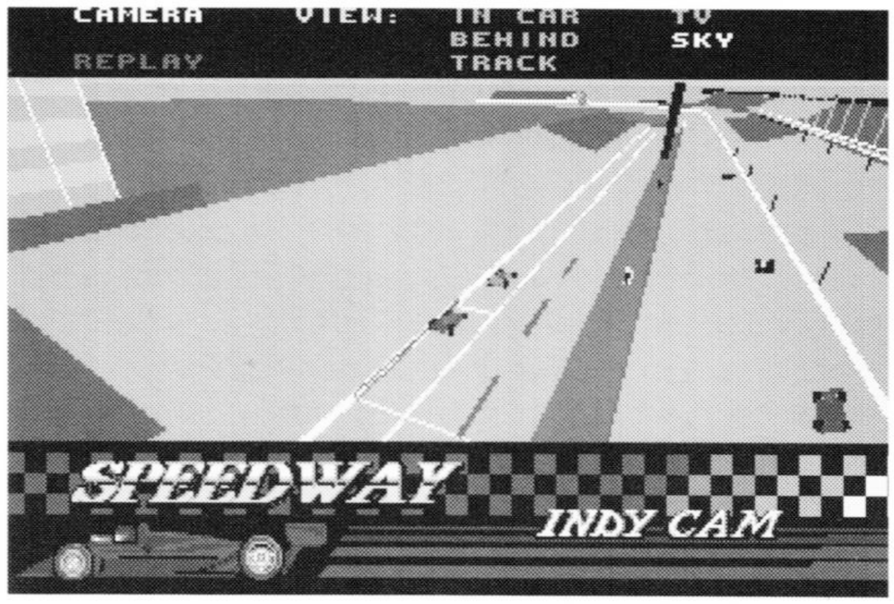
Set the gear ratio to around 10.00 but on the Lola Buick make sure it's about two points lower or the engine blows.

ANTI-ROLL BARS

Put the front anti-roll bar to maximum stiffness and the rear one a couple of notches stiffer, but not to maximum.

TURBOCHARGER

Set to nine - nothing else will do. It burns up the gas like the space shuttle, but you do want to win, don't you? Possibly worth turning down when you get a decent lead in the race so that you can save fuel.



YELLOW FLAGS

When driving under yellow put the cruise control on and get the car over to the left of the track, then leave it to its own devices! At 90mph it will make its own way round the track and you just have to watch out for the crashed cars. Obviously this is very dangerous if you're in the middle of the pack and not out front.

MISCELLANEOUS TIPS

- Use the mouse for control if you can, it's the easiest way to get a driving rhythm going.

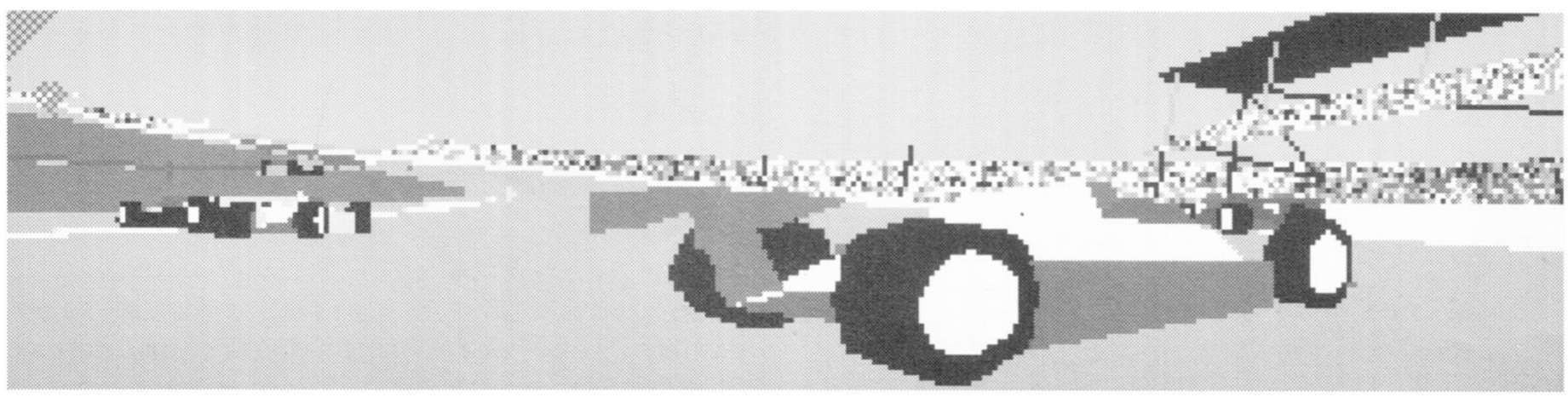
- Set the scenery detail to low so that the screen update is as fast as possible and there is little graphic detail to distract and confuse the eye as possible.

- Keep the mouse sensitivity at medium because high tends to lead to oversteer.

- Be very careful on the first few turns after a pit stop or after a yellow flag, because your tyres will be cold and you'll find yourself sliding out into the wall and wondering where your grip went. The increased fuel tank load after a pit stop also accentuates the difficulty of steering, so after taking pit stops watch out for cars approaching at high speeds from behind.

TARGETS

The following speeds should be possible with the set-up outlined here, so now all you have to do is stay in front and avoid crashing for 200 laps.
One qualifying lap over 235mph.
A qualifying average over 233mph.
Hit 244mph on the main straight while qualifying.



IVANHOE

Ocean



If there's one particular time in history that could be named for sparking off a number of legends it would have to be the era of Richard the Lionheart and the dastardly King John. What with various tales of daring by the likes of Robin Hood, the Three Musketeers and the character featured in this game, *Ivanhoe*.

The game is based on a particular Ivanhoe adventure, as he storms through the countryside on a trip to Austria. This is where good King Richard has been imprisoned by his enemies and it is up to you to break him out. The game is basically a horizontally-scrolling beat-em-up, with you controlling Ivanhoe as he bashes all who block his path. To begin with you are armed only with a shield and a sword, but you can pick up extra weapons, such as the strange three-way item. This gives you two additional men to control - with each of the three fighting in different direction.

When *Ivanhoe* was first released, there was a lot of fuss made over the graphics, which were worked on by the animators of the 'Asterix' film. True, the definition and use of colour are impressive, but the animation isn't actually that hot! The gameplay itself leaves a lot to be desired. Actually progressing through the game takes a lot of patience, since the going is incredibly tough. Even hardened beat-em-up fans will soon become bored, so it's doubtful that casual fighters will be kept playing for more than a few (rather short) games.

***AMIGA FORMAT* RATING - 52%**

HINTS

Forsooth sirrah! Methinks that there are a mite too many dangers to fight through on this medieval romp! Verily, never more shall ye be at the mercy of the fearful foe! Just push on thine keyboard the key that shall pause the game and scribe the word ZOBINETTE followed by the Return key. Now thy can just press the key inscribed with an N to magically transport thyself to the next level. A mighty feat indeed! Now is the winter of our discontent made glorious summer by this handy tip...

James Pond
Underwater Agent

J



K

Kid Gloves
Killing Cloud
Killing Game Show



JAMES POND UNDERWATER AGENT

Millennium

It's nice to occasionally see a spoof game appear on the scene and *James Pond - Underwater Agent* is an excellent example of a mickey take. The action places you as the suave, sophisticated and scaly super-spy on a series of 12 sub-aquatic missions. These include rescuing your fishy friends from the clutches of the evil, megalomaniac scientist, Dr Maybe, plugging industrial waste leaks and battling dangerous smugglers.

All the action is portrayed as a colourful, cartoon-style platform romp, with James flitting about the place blowing bubbles to trap enemies. The visuals are very well done, combining the humour of a James Bond spoof with superbly drawn console-like graphics to produce an incredibly impressive looking platform game. The gameplay is easy to get into, but missions are tough enough to keep you playing for quite some time.

It's a shame that aren't more games that display as much humour and attention to detail as *James Pond*, since this little arcade adventure is great fun. The marvellous jokey touches and enjoyable action make the game one of the best platform romps to appear for some time. Right...time to make an escape in seaweed-powered spy-sub!

***AMIGA FORMAT* RATING - 81%**



HINTS

The treachery of the underwater world can be quite hazardous to the health of a little fish — even a special-agent fish! For those of you having trouble coping with the dangers of this sub-aquatic adventure, here are some extensive tips and maps of the first seven levels, direct from the programmers, to help you on the way to becoming a super-underwater agent.

SPECIAL SCORES

At various points through the game there are special items, some of which are hidden, but they can dramatically bump up your score.

SUPER BONUS ITEMS

These are pieces of treasure which give hefty bonuses:

THE GOLDEN COIN — 5,000 points.
THE GOLDEN TROPHY — 10,000 points
THE GOLDEN CHEST — 20,000 points

HIDDEN BONUS POINT BLOCKS

Some missions contain invisible blocks hovering above the surface of the water. James can reveal them by head-butting them. This will reveal a red brick and a bonus item which will pop up and fall to the bottom of the sea. The brick can then be used as a normal platform.

HIDDEN BONUS LIFE BLOCKS

These will act much the same as Hidden Score Blocks, with the exception that they reveal a heart. This gives you an extra life when they are collected.

HIDDEN SUPER MEGA BONUSES

These are totally invisible and usually well hidden. If James picks one up then he receives 500,000 points.

HIDDEN COMPLETED MISSION WARPS

Once you have completed a mission, invisible secret warps become activated. Moving onto one of these secret warps will cause James to be transported to an advanced mission. However, these missions can't be completed unless James has certain special gadgetry. To get to see the mermaids, James must find the warp to Mission 11. This can be found by jumping up and down on the block to the far left of the mission at the same level as the sea. But look out for the Mad Scientists!

EXTRA LIVES

Extra Lives are gained every 100,000 points until you reach 500,000. From this point they are awarded every half-a-million until 30,500,000.

SECRET ROOMS

There are sometimes holes in the seabed, which when entered give access to secret rooms. There are three different types of room to watch for:

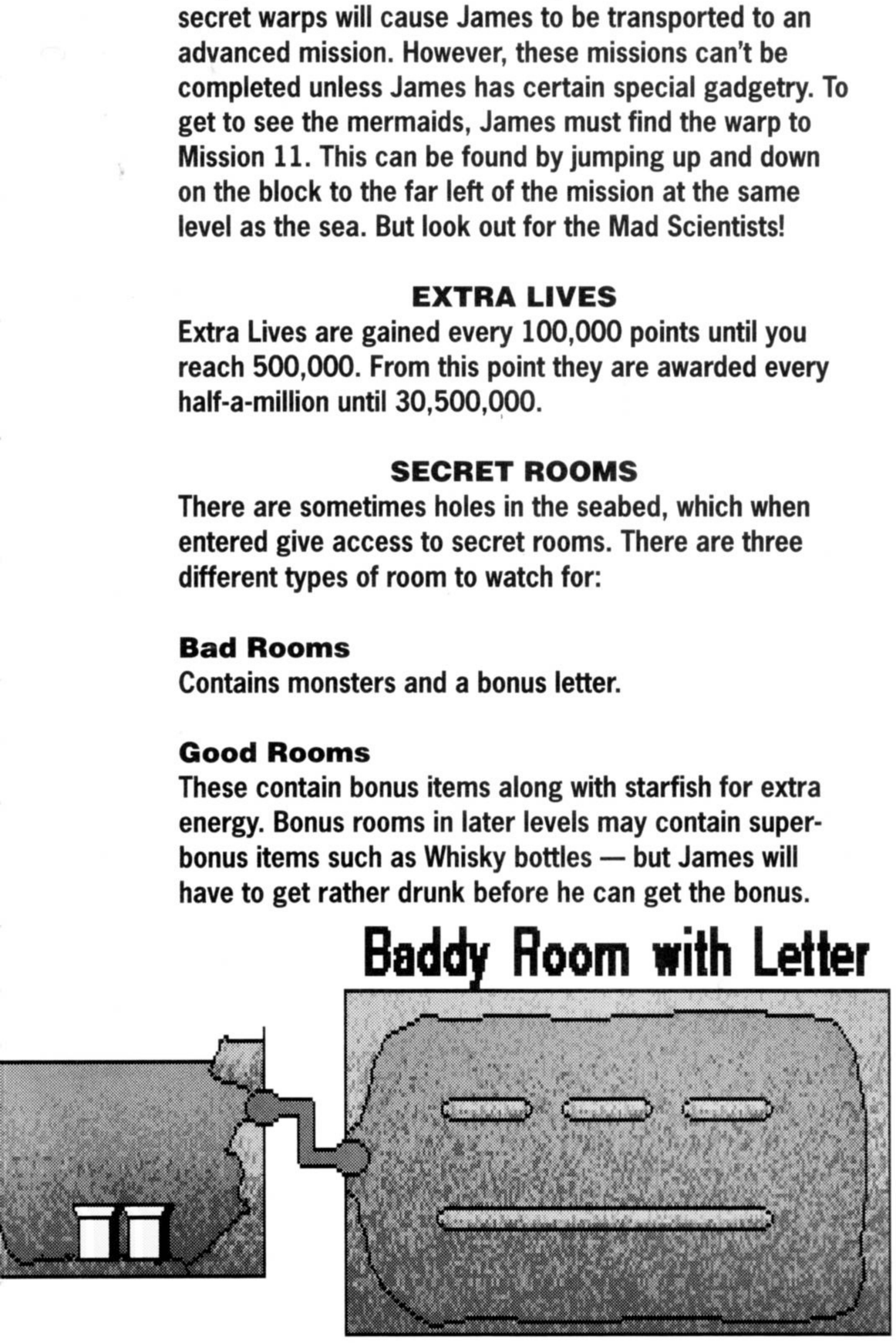
Bad Rooms
Contains monsters and a bonus letter.

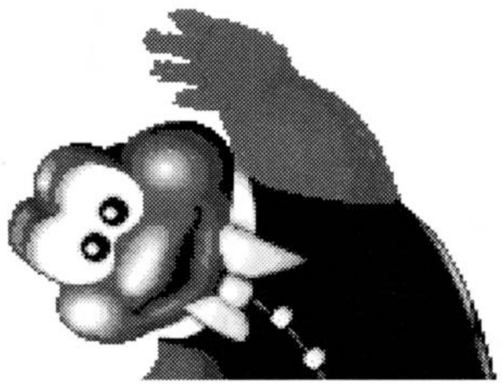
Good Rooms
These contain bonus items along with starfish for extra energy. Bonus rooms in later levels may contain super-bonus items such as Whisky bottles — but James will have to get rather drunk before he can get the bonus.

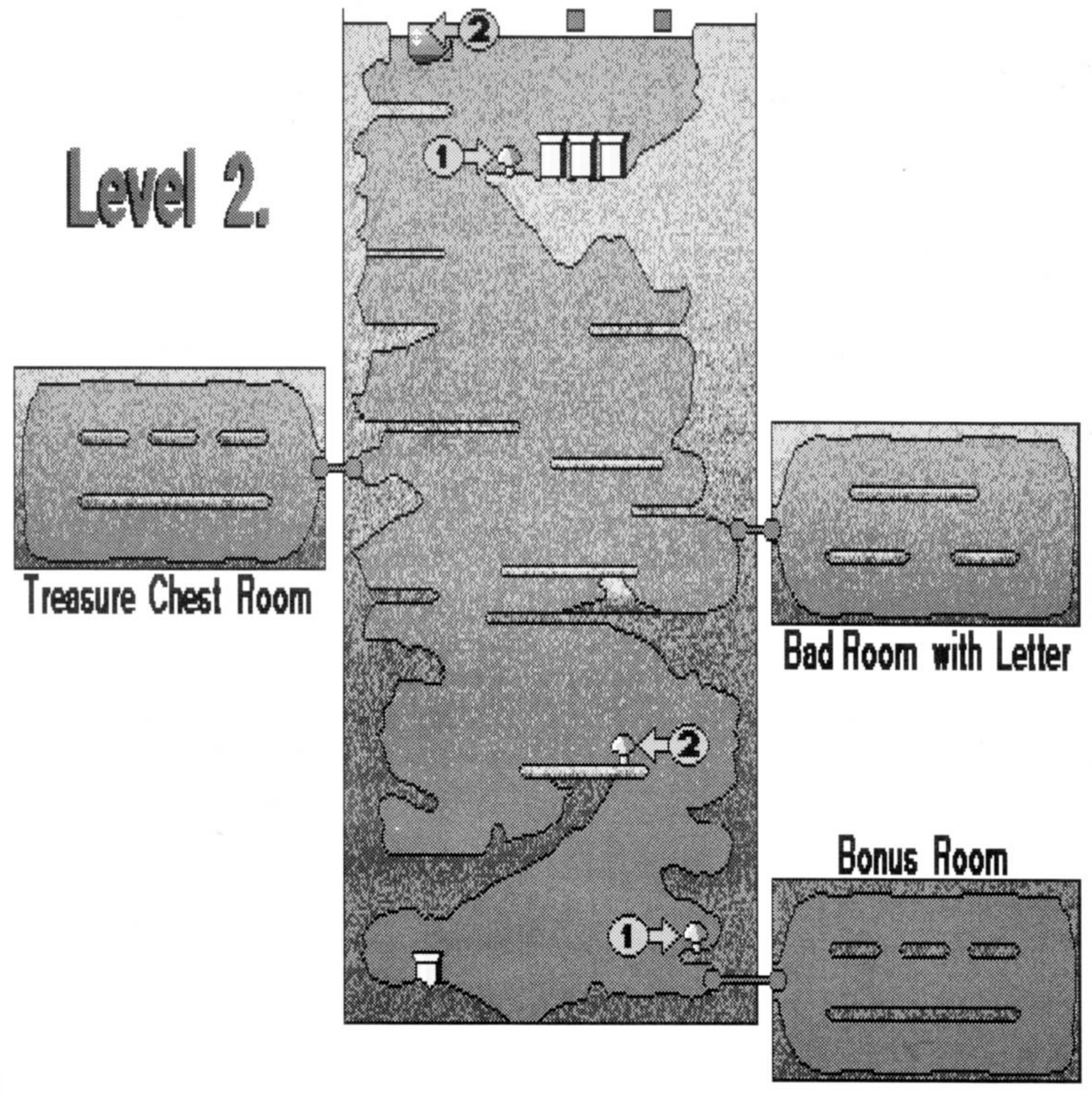
Neutral Rooms
These contain treasure chests which can contain both good and bad items, so be careful!

COLLECTING LETTERS

All of the bad rooms have a letter at their centre. James receives 50 points for collecting each one of them, but if he manages to collect them all to spell JAMES POND and returns home to find the letters glowing, then he receives a colossal 10,000,000 points. This can be done up to three times for a massive 30,000,000!







MUSHROOM PORTALS

The mushrooms found around the levels are actually teleports. These transport you to another place in the section. All James has to do to use a portal is to swim on top of it, except of course for those that are out of the water. To use these, he must push up while hopping on one. There are two types of mushroom portal — those which transport James to another mushroom and those which transport to the location where a mission object was successfully dropped.

WALLS

There are special sections of walls with different effects.

Switched Walls

Most switched walls have a twin. When one wall is switched off, another one will appear elsewhere.

Alternating Walls

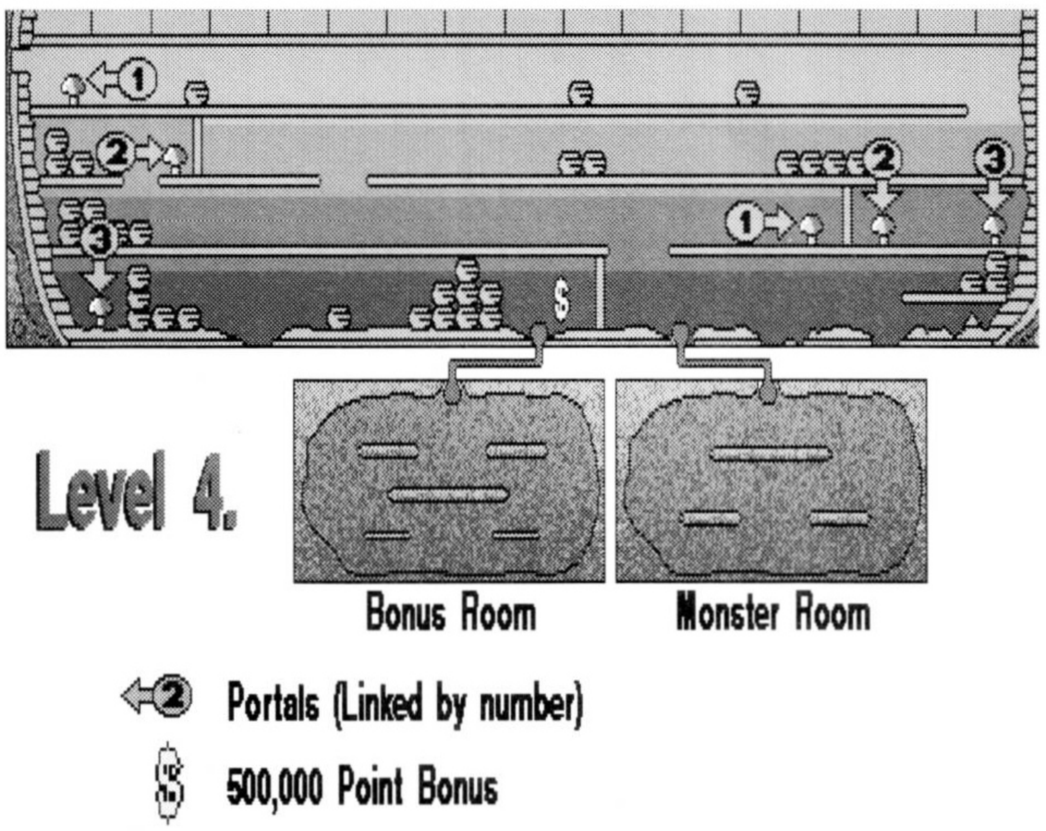
These are similar to switched walls, except that they toggle at regular-timed intervals.

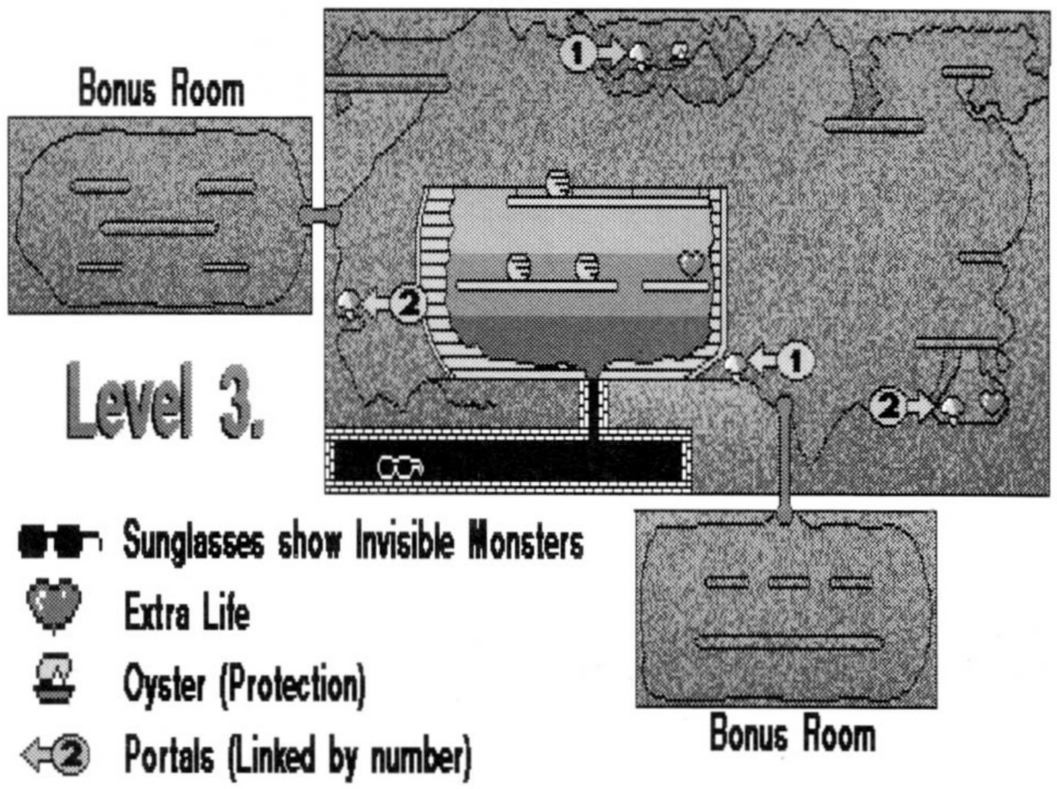
Disappearing Walls

These are only found above water and vanish when James jumps on them. Watch out for anything nasty under platforms – this usually signifies a trap!

Appearing Walls

These walls too are only found above water and appear when they are walked upon.





UNDERWATER CREATURES

Not all the creatures are deadly, some may be helpful. Here is a guide to some of the most common creatures.

Oysters

When touched, oysters will follow James around the section killing up to eight enemies.

Extra Energy Grubs

These bounce up and down. More energy will be gained if a grub is caught as it bounces upwards.

Pelicans

These can be found on missions two and five, on the pelican crossing! If James stays rather too close to the surface, they will swoop down and try to grab him.

Jellyfish

These are found on missions four, six and ten. They can only be seen with the special X-ray sunglasses.

Puffa Fish

These appear while you are on mission five and they try to run off with the toxic waste to stop James from dropping them on land.

Squid

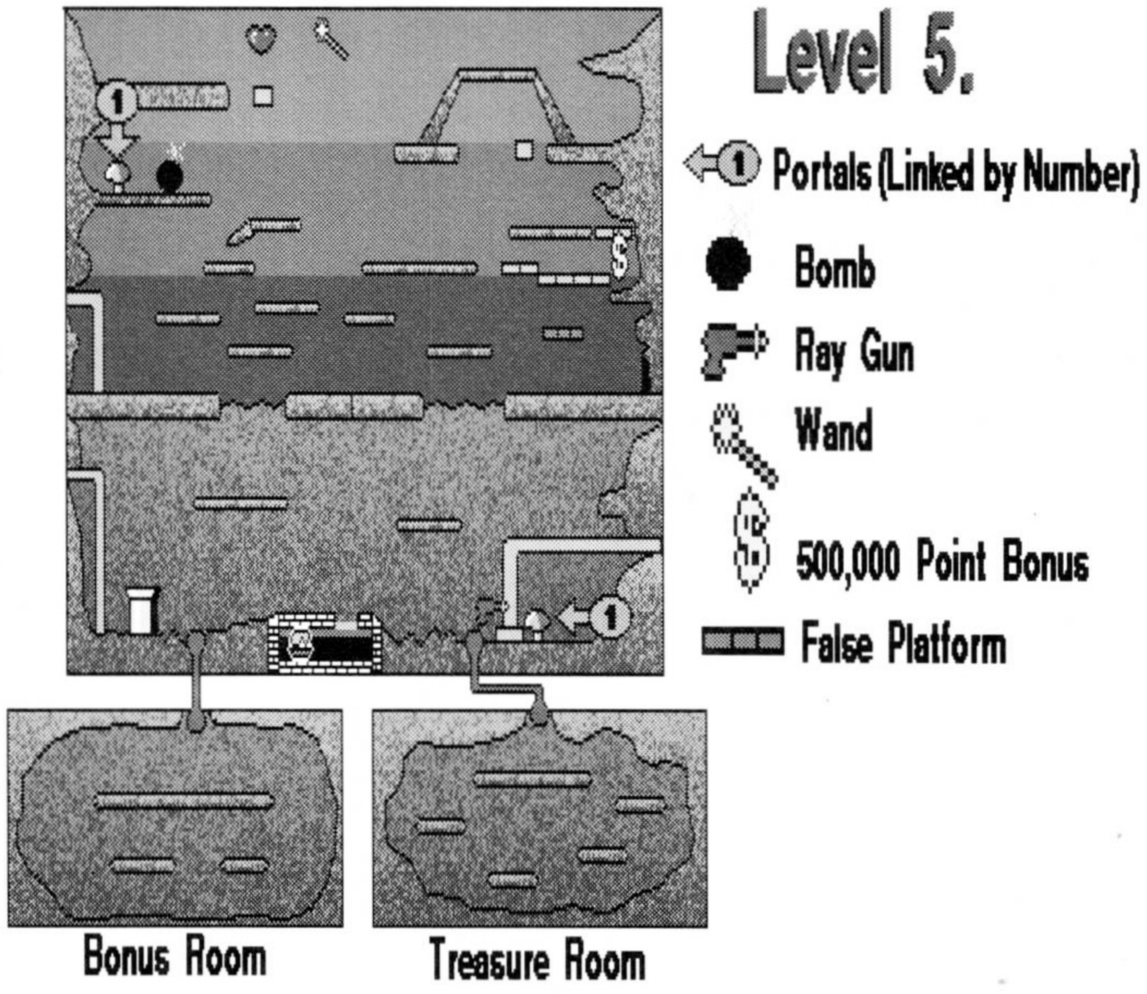
These appear in missions three and eleven. If James comes into contact with them, everything will black out for a few seconds.

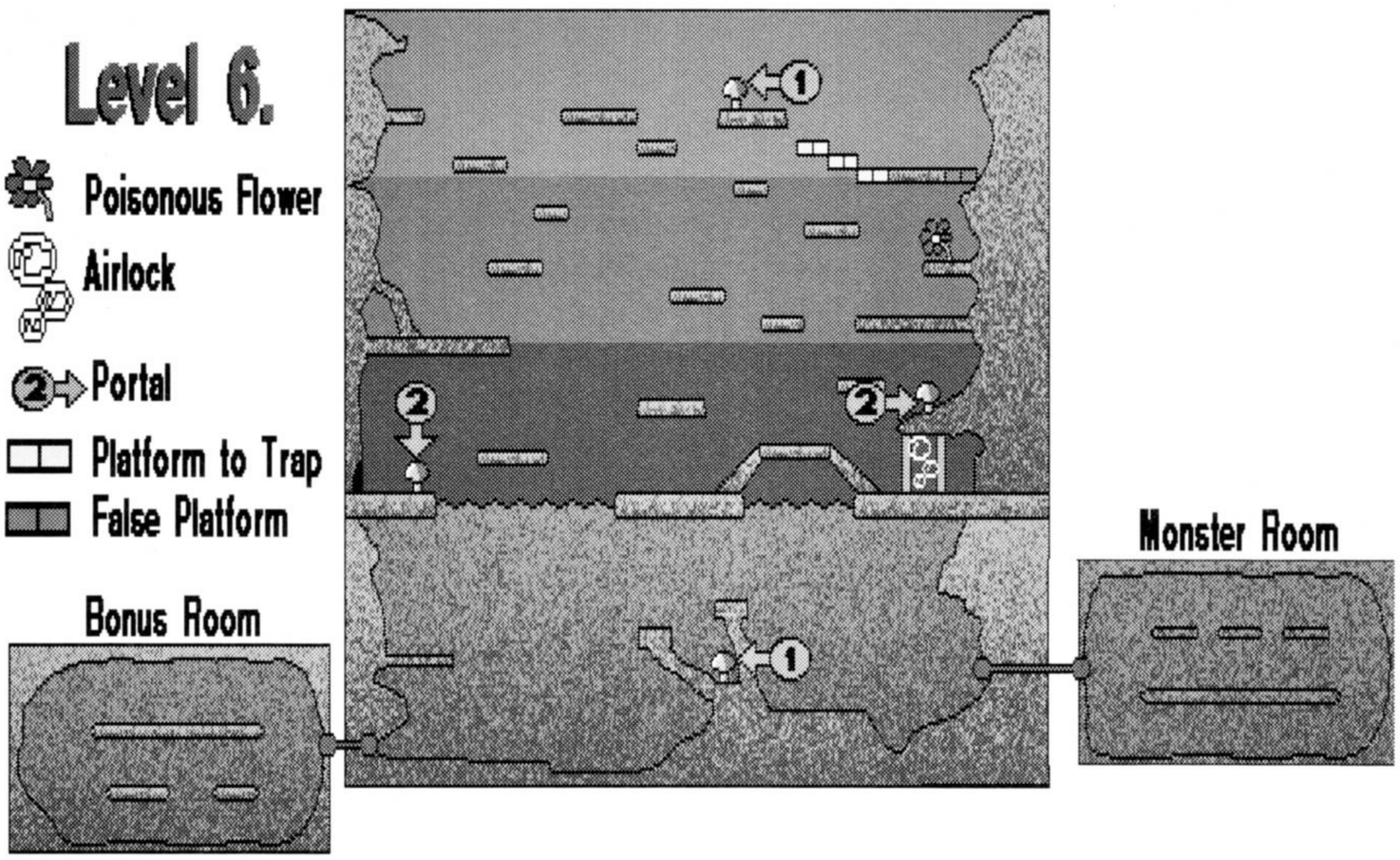
Mad Scientists

These nasty chaps teleport out of thin air to wherever you were a few seconds ago. Keep on the move to avoid them as much as possible. Luckily, they only appear on missions eleven and twelve.

Exploding Rubber Ducks

There are four of these in mission six. Despite looking pretty innocent, they pack a nasty surprise. If James touches them they explode and kill him!





SPECIAL HARDWARE

Helmet
Allows you to breathe above water for longer periods .

Shades
These allow you to see the usually invisible jellyfish.

Top Hat
Reduces the damage you take from enemies.

Ray Gun
Firstly, when underwater it saves you having to bubble-up enemies and pop them because they pop instantly when hit. Secondly, it allows you to kill land-based animals.

Extra Dynamite
This can be obtained from James' home pipe. It is only for use in mission three, where he can get extra bonus by planting it at the bottom of the oil platform's legs.

PASSWORDS

For those impatient people who want to cheat, try this:

Type in JUNKYARD and hit Return while playing the game. You can now use the following keys:

RETURN — Toggles the cheat on and off. This gives you a protective floating fairy.

D — Gets rid of the locks on the next mission pipes.

Press the following keys to access higher levels.

Z – Level 3
X – Level 4
C – Level 5
V – Level 6
B – Level 7
N – Level 8
M – Level 9

KID GLOVES

Millennium



If you get fed up of boring relatives wibbling on for hours about the adventures they've had, then spare a thought for poor Kid. One Sunday, as his great uncle Indiana Stallone was burbling on, he decided to sneak away and have a look around the attic. There he found a pair of rather spiffy boxing gloves. As he was trying them on, there was a brilliant flash of light and he found himself standing in the middle of a dangerous-looking jungle.

This is where you come in. You must guide Kid through various time zones, including the prehistoric jungle, ancient Egypt, industrial London and psychedelic 60s California. In order to get safely back home, Kid must reach the end of the zone and go through a warp.

Kid Gloves is obviously an attempt to create a cute, colourful, console-like platform game, but instead of looking cute the graphics seem to be just small. The use of colour could be better, since some levels are so gaudy that you can't really tell what's going on. The gameplay is rather fun and challenging at first, but in the style of many older platform games, you simply have to learn a pattern for getting through screens. This means that once you know the patterns you'll complete the game in no time at all. The lack of variety makes *Kid Gloves* seem unfortunately aged, a fact that suggests even platform fans will soon get bored.

AMIGA FORMAT RATING - 61%

HINTS

Travelling through time can be a bit tricky when you're only a little feller! Never mind, here's a little bit of help.

First, start up the game and press F1 to pause. Now type RHIANNON and the game will start. All you have to do now is press F9 to become invincible. Makes the going a lot easier, don't you think? If you want some extra goodies, then press F1 and type the cheat again, then press F8 to be blessed with nine keys, nine magic spells and $10,000 cash.

Still not enough? Then try pausing, typing the cheat then pressing F6 – you will magically appear in the shop.

What! You want even more? Pause and put the cheat in (again!) and press F7 and you'll skip to the next level.

KILLING CLOUD

Imageworks

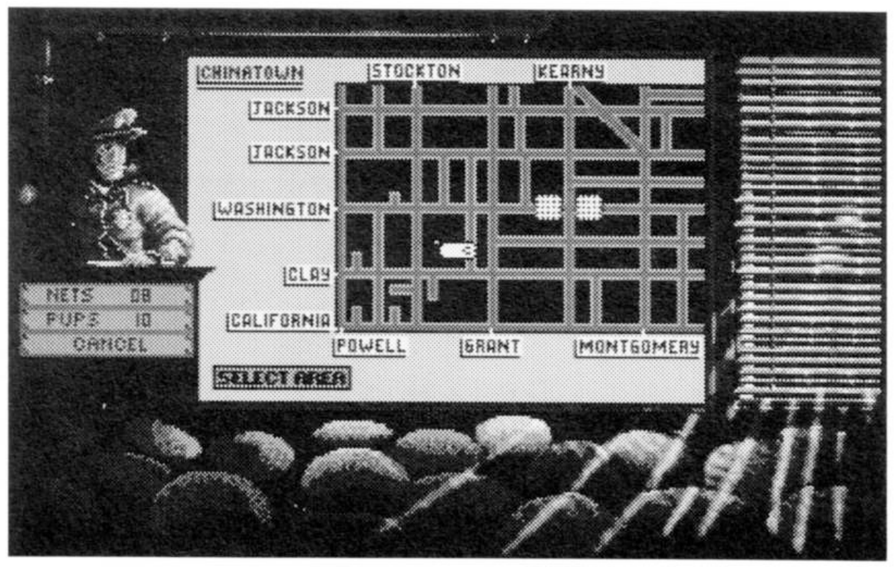
Ecological worries are pretty much to the fore these days and rightly so. If cities don't stop their output of pollution into the atmosphere then we could end up as bad as the San Francisco portrayed in *Killing Cloud*. One day, this sea-front city was swamped in a morning fog which combined with the smog to produce a dense, poisonous cloud which has just sat over the streets since. All the citizens moved up into the top storeys of the skyscrapers, leaving the lower levels to the violent street gangs, the most warped of which must be the crew known as the Black Angels.

You play a member of the San Francisco Police Department in a major investigation to stop the Angels once and for all. You must investigate scenes and pick up suspects in your Hoverbike, taking them in for questioning at the nearest cop-shop. This is more complex than it sounds, since to find the suspect you need to plant drones called PUPs to home in on, chase and catch the criminal by firing a net at him, then call the PUP to transport him back to the station. This is made more complex by members of the Black Angels flying around in stolen Hoverbikes, trying to blast you out of the sky. You must also take out these chaps using cannons and machine guns before tackling the actual suspect.

Killing Cloud is a strange combination of *Starglider 2* and *Blade Runner*, featuring smooth, solid 3D graphics and an oppressive futuristic plot. The flying action is great fun, with the speedy graphics giving a good impression of flying around a smog-coated city. The missions in themselves are challenging and playable, but there the game falls down is the annoying questioning sequences. This involves both asking the right questions and reducing the prison sentence by the right amount. The problem is that you have to give the correct number of years off in one go, so that if you are just one year too low, you've lost a huge chunk of your bargaining material.

Despite this, the atmosphere of Killing Cloud make it quite easy to get into the feel of the adventure, while the enjoyable combat sequences are good fun to play. If you're patient enough with the game's quirks, you'll find *Killing Cloud* a challenging futuristic shoot-em-up.

***AMIGA FORMAT* RATING - 80%**



HINTS	Mission	Code
So you're a whiz at flying your Hoverbike and using your tactics and weaponry to bring the Black Angel gang members down to the ground, eh? What about the questioning? Aha! Not so hot there. This plea-bargaining keeps getting the better of you doesn't it? Such a waste of flying! Well never mind, here are some codes to allow you to start the game on one of the higher missions. The codes were taken from various game sessions, so don't be surprised if the number of PUPs and nets doesn't seem to run in any order.	2	A4WFG7EF
	3	23X8GCEZ
	4	OO36G6EF
	5	3A23G1EZ
	6	XXX6G6EJ
	7	4333GWER
	8	W3Q1GWC
	9	63QTEDEX
	10	CA2FG7E2

KILLING GAME SHOW

Psygnosis

TV in the future is very different from what we're used to. No more family shows like *Wheel of Fortune* any more. Even Jeremy Beadle has gone! Game shows have become increasingly violent, ending up with the most gruesome spectacle yet seen - *The Killing Game Show*.

In order to solve the problems of audiences' thirst for blood and the rising crime rate, the TV company has begun to turn offenders into MUGs - armoured, weapon-toting cyborgs eligible to 'star' in the horrific spectacle that is The Killing Game Show.

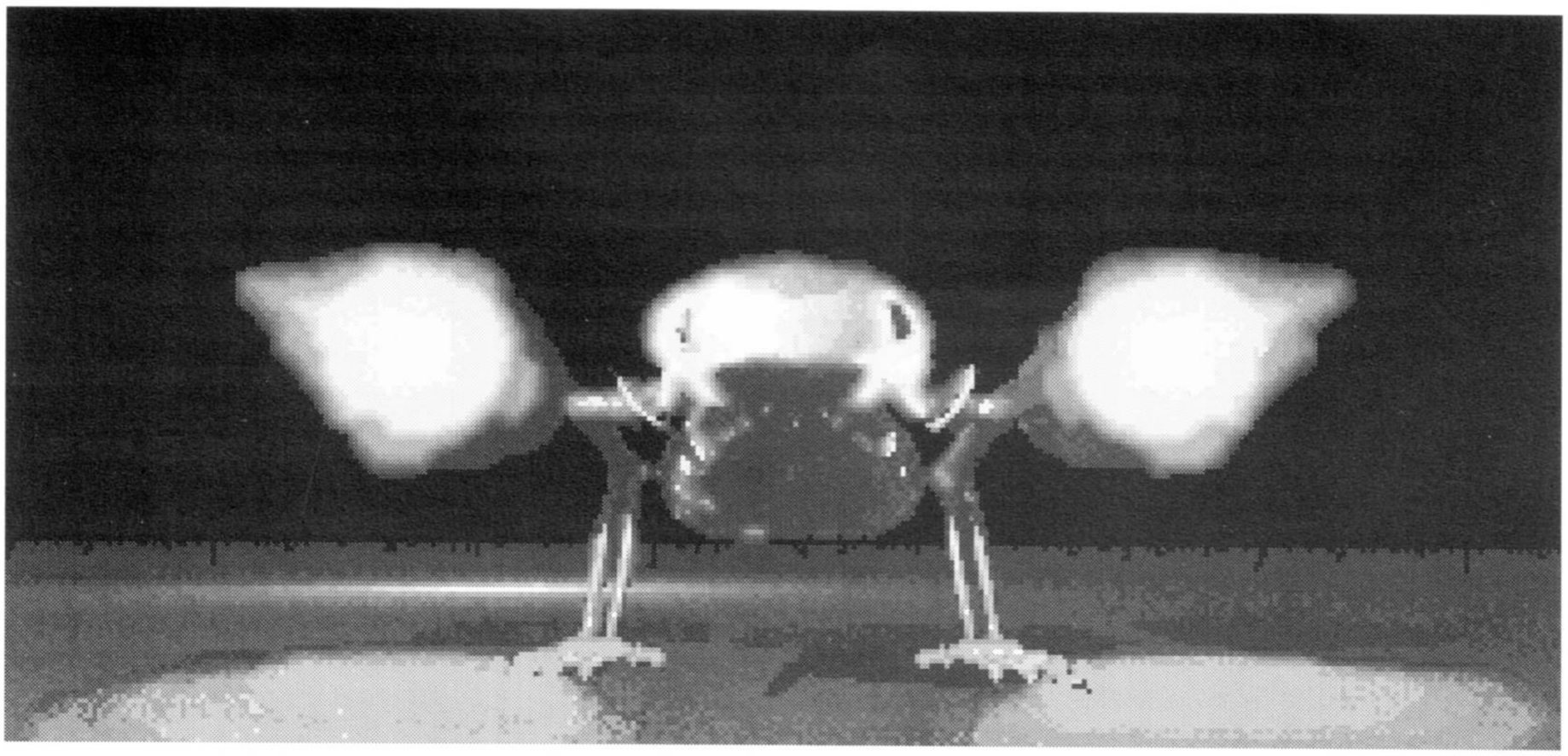
The idea of the game is to fight through a series of levels to the exit, finding keys to open doors and blasting robotic opponents as you go. The game is hurried along by the fact that the arena is slowly filling up with DOLL (Deadly to Organic Life Liquid). One touch of this goop is fatal! If you get killed, another player can watch your progress on video and take up from where you started going wrong. And to think that you thought telly today was bloodthirsty. Dear me!

Killing Game Show is a pretty strange concoction, containing some rather diverse elements. Included somewhere in the mix are puzzles and platforms, all with strong shoot-em-up overtones. The presentation is incredible, starting with a typically impressive Psygnosis intro and continuing with some incredibly atmospheric effects. The video repeat of the game is just one of the nice touches that make the game a masterpiece. The exploration and puzzle solving make it more than your average good-looking shoot-em-up and *KGS* is very good looking, with some of the best shoot-em-up graphics yet seen on the Amiga. If you thought you'd seen impressive platform shoot-em-ups before, then have a look at this and its time to move the goal-posts!

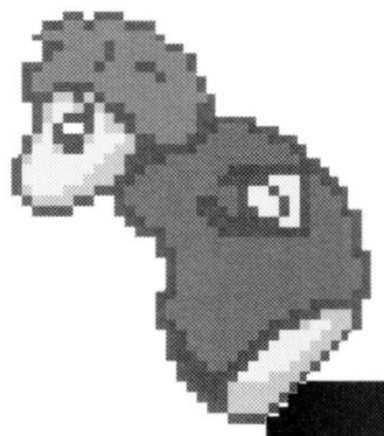
***AMIGA FORMAT* RATING - 92%**

HINTS

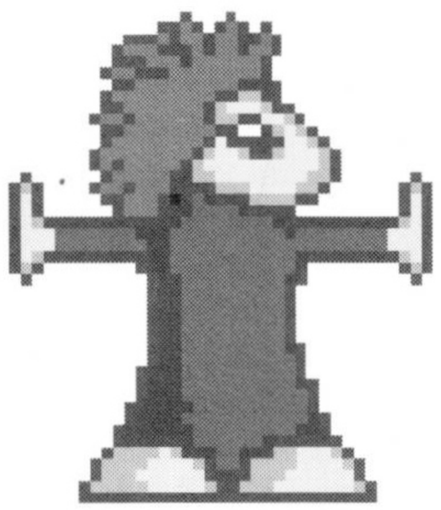
One of the main difficulties with this game is actually finding your way around. Walking down the wrong platform can be treacherous - especially with the DOLL licking your ankles! The solution is simple. Before you start a level, press Help and a map of the stage should appear. There you go, now you can plot your route with ease giving you absolutely no excuse for getting lost on the way to the exit!



k







Leisure Suit Larry
Lemmings
Line of Fire
Llamatron
Logical
Loom
Lotus Esprit

LEISURE SUIT LARRY
Sierra

Sierra created quite a name for themselves with the *Leisure Suit Larry* series. Some people found them amusing while others were quite appaled by the gratuitous sexual content of the games.

The first game in the series sees Larry looking around trying to find love and the high-life in penthouse land. The dreams of sipping Champagne in the Jacuzzi, partying all night long with celebrities and finding a beautiful girl on which to lavish affection. A large proportion of the female populous may find this a horrible thought, but there you go!

Leisure Suit Larry is a pretty typical example of the Sierra style. Commands are entered via a text window while the graphics portray the consequences of actions that you give. The puzzles involved in the game are fairly complex, but many of the problems you encounter either require some obscure sequences of commands or a lewd instruction to get you any further. This may be funny in a schoolboy kind of way, but it hardly goes to make a challenging adventure. If you like tacky innuendo then you'll probably enjoy *Leisure Suit Larry*, but those who want a little more class and depth to their adventuring would be better advised to look elsewhere.

HINTS

If you want to get on with the rumpo, but can't figure out the puzzles, then simply follow this solution to find love.

Start by opening the door to the bar and walk in. Sit down on the empty stool, and type 'whiskey'. Stand up and walk to the door on the top left of the screen. Give the whiskey to the bum on the floor, get the rose, and open the door on the right. Enter the door, sit on the toilet, stand up again and read the walls until you find the password. Look in the sink and get the ring before going back out into the street. Type 'cab', and when it arrives get in. Type 'shop' and when you arrive don't forget to pay the driver and type 'go' or 'exit' to get out of the cab. Look at the phone and note the number. Type 'use phone', dial the number noted and answer the questions. Enter the shop, walk to the wall at the back and get some wine. At the counter ask for a rubber and answer the questions. Get a magazine from the shelf nearest the shop door, pay the man at the counter and walk outside. Type 'answer phone' in the appropriate position. Look first in your wallet, then at the Sierra-On-Line business card. Use the phone again with that number and when you are finished give the wine to another bum who will turn up asking for money - DO NOT get in a taxi while carrying wine. Call for a cab and when inside type 'bar'.

Pay the cab driver, enter Lefty's again and this time knock on the door on the right. Tell the man the password from the toilet wall, then enter the room through the door. In the room stand in front of the T.V. and type 'use control', then type 'change channel' several times until the fat pimp at the stairs moves towards the T.V. to watch the porno movie. Climb the stairs to the hooker's room, and stand at the side of the nearest bed. Type 'undress' then 'use rubber', followed by 'sex'. When you have finished type 'remove rubber', then walk over to the table on the right and get the candy. Walk over to the window and open it. Climb out of the windows onto the fire escape, then walk to the far left end of the balcony until you fall into the trash can. Get the hammer, climb out of the can and walk off the screen to the left. When you are in front of Lefty's, call a cab to go to the casino.

On arrival walk to the casino entrance and go in. Come back out, wait a few seconds and if a man in a barrel appears buy an apple from him - otherwise repeat the process until he does appear. Once you have an apple enter the casino again and walk straight through to the top of the screen. In the next room there is a door at the top right and an ashtray. Stand by the ashtray and type 'get card'. Enter the door and walk around the cabaret trying to sit on every seat until the computer allows you to sit down in one - this is usually in the bottom right of the room and has a whoopee cushion on it! There could be can-can dancers on stage, or a comic - don't bother listening to his jokes, they're awful! Stand up and leave through the same door by which you entered. Go back into the gambling area and either sit at the card table or use a slot machine - you can win more at the card table! If you can't play Black Jack (Pontoon) then wait for a while and the computer will explain the game. Since this is a good point to save the game anyway, any budding megalomaniacs can try saving the game when you win a hand and reloading when you lose! Always bet the highest amount and when you break the bank go out to the street and call a cab to the disco.

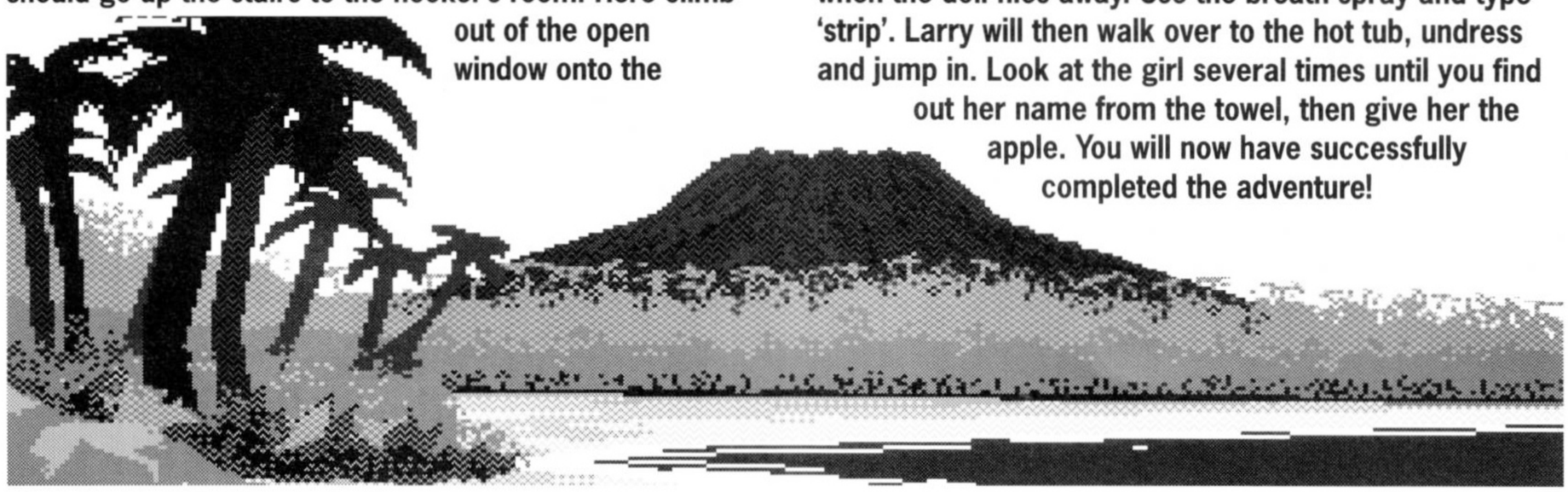
Show the card you picked up at the casino to the bouncer at the club,then walk up the stairs. Inside the disco there should be a girl sitting on her own, swinging her legs. Use your breath spray, sit in the seat opposite the girl, and type 'look girl' several times until you get another point. Talk to her over and over and eventually she will come up with an answer that doesn't change. Then type 'give rose' followed by 'give candy' and when she thanks you, type 'dance'. Walk over to the stage that Fawn (the girl) is on and type 'dance'. When you have finished your Michael Jackson impression go back to your seat and look at Fawn again. Type 'will you marry me' and give her the ring - she will accept and ask you for some money. Give it to her, walk out onto the street, then call a cab and go to the casino.

Go through the gambling process again until you break the bank, leave the casino and walk to the exit on the right of the screen. This takes you to the Quickie Wed wedding parlour. Go inside where Fawn is waiting at the altar. Pay the Priest and he will perform the ceremony. Follow Fawn's instructions which are to go to the honeymoon suite. To get there leave the wedding parlour, go next door to the casino and through the room which contained an ashtray. Get into the lift and type 'push four'. You will arrive at a door with a heart on it, walk

over to this and 'knock' on the door. Once inside the room you will see, amongst other things, Fawn (lying on a bed) and a radio. Talk to Fawn, try to get your end away - she will refuse and tell you to get some wine. You should then walk over to the radio and type 'listen radio'. You will hear an advert for a booze delivery service. Write down the number and take the lift to floor one (ground). There is a phone there but it doesn't work so go out onto the street, call a cab and go to the shop again. (Remember the rule about not taking wine into a cab). Use the phone here and dial the number from the radio advert. Ask for the wine to go to the 'honeymoon suite'. Take a cab back to the casino and go back up to the honeymoon suite. Knock on the door and inside there will be an open bottle of wine. Pour the wine and have sex with Fawn. She will then tie you to the bed and nick off with all but $10 of your money but DON'T PANIC - you're not dead (yet). Cut the rope with the knife from the bum at the shop, get the rope from the bed and go down in the lift and into the gambling area. Repeat the gambling process once more but up to $120 should be enough. Take yet another cab to the bar again, enter the bar and go to the password door. Once through this you should go up the stairs to the hooker's room. Here climb out of the open window onto the balcony and this time walk to the right-hand end. Use 'tie rope to waist' and 'tie rope to rail' to attach the rope to yourself and the rail, then type 'get pills' to reach out on the rope to the window. Type 'use hammer on window' to smash it, then 'get pills'. Type 'climb back' to return to the fire escape and 'untie rope'. Walk off into the trash again, get out and walk to the front of the bar.

Take one last cab ride to the casino and go up to the very top floor of the building (floor eight). There should be a security guard at a counter in the bottom right hand corner of the screen. Walk over, look at her (and chat her up if you like), then give her the pills. Once she runs off, press the button on the counter and the doors to the penthouse will open, so go up to the penthouse.

In the penthouse there is a glass wall to the left and a door to another room at the top. Go into the top door and you will see another door and a bed. Go around to the door and open it. Once inside type 'get doll', type 'inflate doll' (can you guess what's coming up?), then type f**k doll (fill in the gaps yourself - this is a family book) twice. Type 'deflate doll', but Larry won't do it, so walk back out of the door and the doll will puncture. Larry will chase it out into the open area, but will be left standing when the doll flies away. Use the breath spray and type 'strip'. Larry will then walk over to the hot tub, undress and jump in. Look at the girl several times until you find out her name from the towel, then give her the apple. You will now have successfully completed the adventure!



LED STORM

Kixx

A vertically-scrolling race game? What a blast from the past! *LED Storm* is such a game, believe it or not. The game puts you in control of a futuristic jet car racing over a vertically-scrolling course either solo or against another human driver. The courses are packed with jumps and obstacles, which have to be taken at high speed, since there is a time limit to the race. Along the way you must pick up extra fuel packs to keep your supply topped up and avoid walls, trucks and plants which total your car when hit. Another nasty feature is the presence of packs of robotic gremlins which latch onto your back bumper and have to be shaken loose.

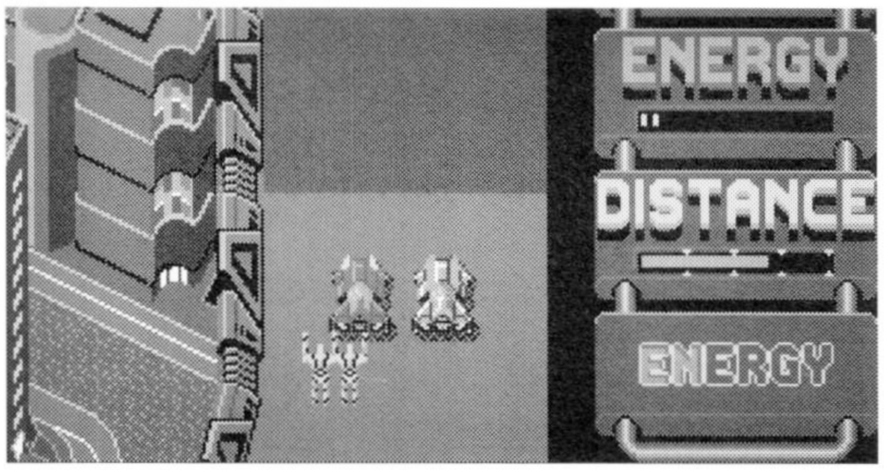
Despite being a pretty high-profile game when originally released, *LED Storm* seems incredibly dated these days. The action is fast and frantic, sure, but the levels are just too repetitive to make it interesting. It does have a pretty good guitar soundtrack though...

***AMIGA FORMAT* RATING - 46%**

HINTS

Anyone remember the cheat for Strider? If you do, then you'll already have the cheat for this budget re-release. What's that? You don't remember the cheat? I suppose I'll have to tell you what it is.

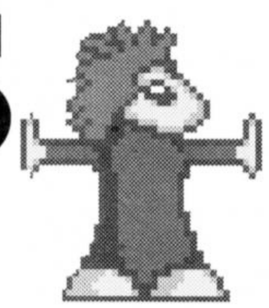
Start the game as normal and pause it by pressing F10 once the intro sequence is over. Now press and hold down Help, Left Shift and 1 on the keyboard. Press F9 to continue the game and you will be able to use F1 to F5 to skip levels. Pressing the number keys 1 to 5 to jump to various stages within a level.





LEMMINGS

Psygnosis



There have been quite a few cute puzzle games in the past, but this one certainly takes the biscuit! *Lemmings* has to be the cutest, most challenging puzzle game ever to appear on the Amiga.

The game consists of over a hundred levels, each featuring a different piece of hazard-filled scenery. At the start of the level, a trapdoor opens and drops out a supply of Lemmings, which then begin wandering off of their own accord. What you have to do is assign attributes to the Lemmings so that they can safely reach the exit. You can make Lemmings build, dig, climb and float to get past obstacles, but the snag is that you've only got a limited supply of attributes. This means that you have to play your strategy carefully before you start, otherwise you'll be left watching helplessly as the Lemmings drop off the nearest cliff!

The sprites portraying the action are absolutely tiny, but the animation is superb. Each type of Lemming has its own personality, from the Miner with his pick-axe to the builder with his red back-pack. The sound is entertaining too, with some strange music and hilarious effects to back up the action (just listen to a Lemming cry "Oh, No!" just as he explodes).

The appeal of *Lemmings* isn't simply a matter of presentation though. The puzzles are extremely challenging, keeping you thinking for quite a while (some levels will have you scratching your head for days). Drop in the fact that there are over 100 levels to beat and you can play a head-to-head competition with a friend and you soon see why *Lemmings* is seen as just about the best puzzle game you can buy.

AMIGA FORMAT RATING - 92%

HINTS



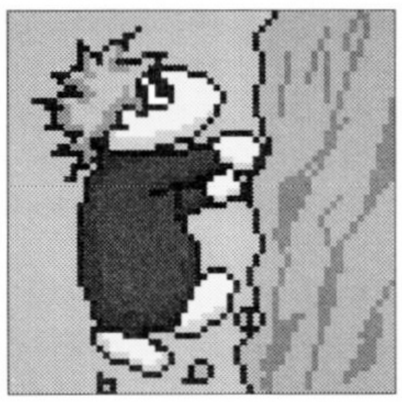
Saving hordes of little creatures is a pretty hefty task, so for all you struggling conservationists here is a useful guide containing all you could possibly need to know to rescue the *Lemmings*.

LEVEL CODES

Right then, let's get these out of the way first. It is the bit you really want after all, isn't it?

Fun Level	Tricky Level	Taxing Level	Mayhem Level
01 – No code	01 – HCGOLONPDX	01 – MFMCGKLNFO	01 – NJMNLFELHX
02 – IJJLDNCCCN	02 – CMOLMGLQDJ	02 – GMCOKLMOFY	02 – HMFJFINMHQ
03 – NJLDLCADCY	03 – CCJJLDMBEX	03 – MCANMMFPFO	03 – MFHFAJLNHX
04 – HLLHCIOECU	04 – IKHLDMCCEN	04 – CINOMGMQFK	04 – FHFIJLMOHQ
05 – LDLCAJNFCK	05 – OHNLIBADEP	05 – GEKKNMJBGJ	05 – HFANLMFPHN
06 – DLCIJNLGCT	06 – IDLMCIOEEU	06 – KJILDLGCGU	06 – FINLMFHQHW
07 – LCANLLDHCO	07 – LDMCCJNFEP	07 – NHNLJGCDGY	07 – FAJHLDIBIW
08 – CINNLDLICJ	08 – EMCIJMLGEW	08 – ILDLGMOEGN	08 – IJHLDIFCIP
09 – CEKHMDLJCO	09 – MCEOLLDHEW	09 – LDLGCJOFGV	09 – NHLDIFADIN
10 – MJHMDLCKCW	10 – CMNLLEMIEP	10 – ENGIJNLGGO	10 – HLDIFINEIV
11 – NHMLHCALCT	11 – CEKKOLIJEK	11 – LGANOLDHGJ	11 – LDIFAJLFIO
12 – JOLHCMOMCV	12 – IKHMEMCKEX	12 – GKNOLDLIGU	12 – DIFIJLLGIX
13 – MDLCAJLNCR	13 – OJOLICCLEN	13 – GAJIMMHJGX	13 – MGCNNLEHIO
14 – ELCIJNMOCN	14 – HMDMCIOMEM	14 – OKHMDNGKGT	14 – FINLLDIIIN
15 – LCENLMDPCL	15 – MDMCGJMNEL	15 – OIMELGALGK	15 – FAJHMDIJIP
16 – CINLMDLQCQ	16 – LMBIJOOOEJ	16 – HMDLGKOMGT	16 – IJHMEMGKIO
17 – CAJHLFLBDT	17 – KCCOMMLPEU	17 – MELGCKLNGN	17 – NHMDIFALIV
18 – KJHNGLBCDQ	18 – CKNLMDMQEV	18 – DLGIJOMOGV	18 – HMDIFINMIO
19 – NJNNHCCDDT	19 – CCKHNNKBFR	19 – LGENMMDPGU	19 – MDIFAJLNIX
20 – HLFLCKOEDV	20 – IJJLGMCCFS	20 – GKNNOLHQGS	20 – DIFIJLMOIQ
21 – LFLCAJMFDM	21 – OHLFMCADFN	21 – GGKHNNHBHY	21 – IFANLMDPIN
22 – NHCKKONGDQ	22 – ILFMCKOEFJ	22 – KJJLFNGCHK	22 – FINLMDIQIW
23 – LCCNMLFHDU	23 – LFMCEJMFFT	23 – NJLGNGADHW	23 – FAJHLFIBJJ
24 – CINLLGLIDL	24 – GICKKOLGFK	24 – KNOHGOOEHL	24 – IJHLFIFCJS
25 – CCKHMGHJDM	25 – MCGNMLFHFL	25 – LFNGCJNFHJ	25 – NHLFIFADJP
26 – IJHOOHCKDM	26 – BKOMNFIIFO	26 – GNGIJLLGHP	26 – HLFIFINEJY
27 – NKMFLCALDV	27 – CAJJMGMJFS	27 – HFANLLFHHU	27 – LFIFAJLFJR
28 – HOOHCIOMDT	28 – KKKOOICKFV	28 – FINLLFHIHN	28 – FIFIJLLGJK
29 – OOHCGJLNDR	29 – OHMFMCALFW	29 – FAJHMFHJHP	29 – OGCNOLFHJT
30 – GLCMJMMODT	30 – HMGMCMOMFU	30 – KKHMGLGKHR	30 – FINLLFIIJQ

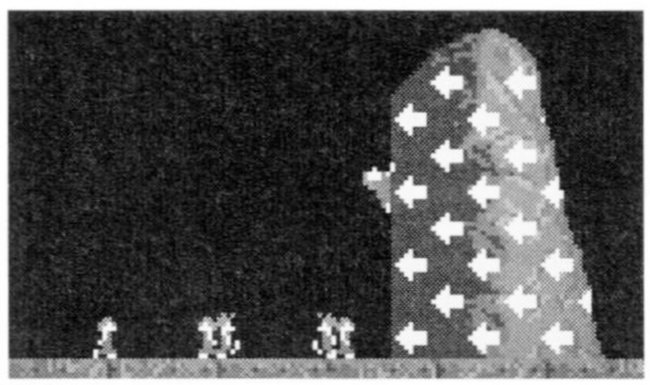
CLIMBERS



These little fellows will happily shin their way up any vertical surface, but they will drop down if they reach an overhang. They are especially useful if you want to get a single Lemming over an obstacle to pave the way to the exit and let the others through.
IF YOU HAVE NONE: The only alternative is to build bridges to reach the top of an obstacle. This means that the others will all follow, unless you block them lower down and stop them before they reach the top.
THINGS TO WATCH: Climbers will scale any obstacle they come to, so make sure they don't waltz off the end of a long drop! You can turn them into Athletes by making them Floaters. They will still climb, but they can fall without hurting themselves.

EXAMPLE LEVEL: OJHLDMCCES

One-way obstacles, shown by big arrows, are a prime example of a position that requires a Climber or two. Send a couple of them over, turn the first into a blocker so that the second one turns around, then get him to Bash through the one-way obstacle in the right direction. All the other Lemmings will then be able to meander through the tunnel quite happily. Remember to get the Blocker out of the way though!



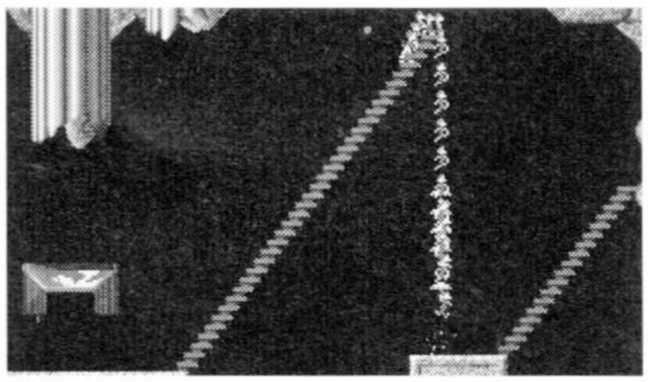
FLOATERS



Lemmings are usually pretty sturdy creatures, but if they fall too far they tend to get squished. The only way a Lemming can survive a long drop is by being made into a Floater. He will then produce an umbrella parachute and drift safely down to the floor.
IF YOU HAVE NONE: To ensure that a stream of Lemmings don't splat on the ground, you'll have to build a platform of bridges beneath them. This will reduce the drop height and allow them to land safely..
THINGS TO WATCH: Even if a Lemming is a Floater or an Athlete, if he falls into water or lava or drops off the bottom of the screen he will be killed. Make sure Athletes don't wander off after surviving a long fall only to be caught in a more devious trap.

EXAMPLE LEVEL: OCGNLLGHFN

This level is rather tragic, since most of the Lemmings will die – sob! Oh well, can't be helped. What you have to do is make one of the early Lemmings into a Floater and then get him to Bash and Build his way to the exit. Next you have to do some pretty frantic button clicking to make a bunch at the end into Floaters. These will then follow the path the first Lemming just built and walk safely to the exit.



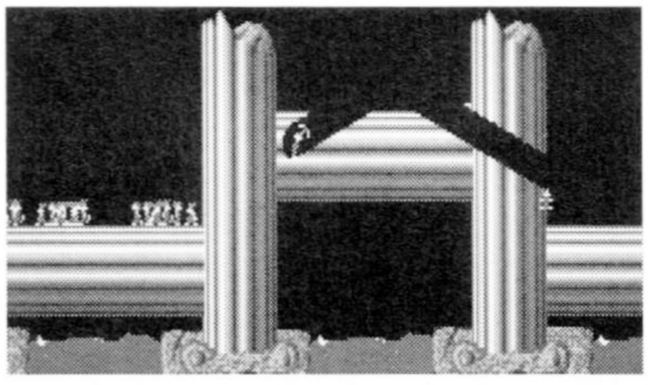
MINERS



As well as Bashers and Diggers, there are also Miners to dig through pieces of scenery. These chaps are basically a combination of the other two burrowing Lemmings and are best used when you want to dig a ramp-like tunnel at an angle through an obstacle.
IF YOU HAVE NONE: Since Miners are a combination of Bashers and Diggers, one alternative is to use them both to build a series of steps. Another method (which requires careful timing) is to use Bombers to blast a path through.
THINGS TO WATCH: Sometimes it's hard to judge exactly where a Miner will emerge. Make sure that you remember his starting point, so if you make a mistake and he ends up in the wrong place, you'll know where he should begin on the second attempt.

EXAMPLE LEVEL HMGMCMOMFU

This level features a strange series of platforms and columns in a shape similar to a crankshaft. What you have to do is send Climbers over and make them Miners to tunnel through all the columns.The rest can then walk up and down the ramps to reach the exit and escape. One thing to watch out for is to make sure the ramps head in the right direction, otherwise you'll find yourself dropping out of the bottom of the structure!

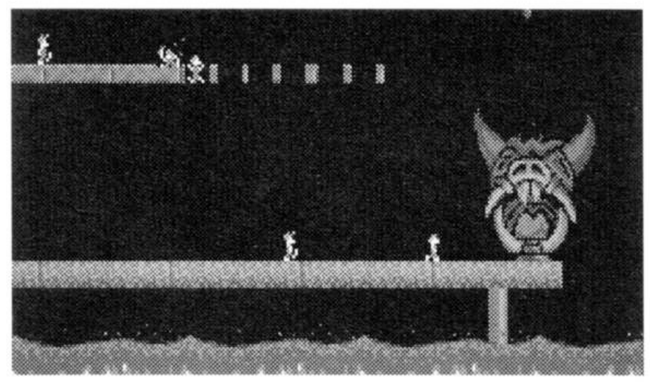


DIGGERS



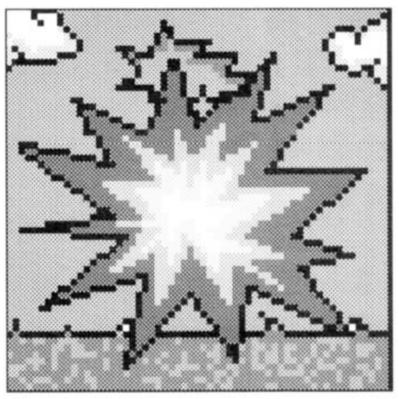
Like a hyperactive puppy, Diggers stop and dig straight down, forming a vertical shaft down which the other lemmings fall. This is useful if you want to break through a platform or piece of scenery and lead the Lemmings to another section of the level directly below.
IF YOU HAVE NONE: This is pretty tricky, taking some pretty nifty timing. You will have to use a combination of Bashers, Miners and Bridge Builders to zig-zag downwards and form a near-vertical tunnel.
THINGS TO WATCH: Since Diggers burrow straight down, you'll need to watch out that the rest of the Lemmings don't fall down the shaft only to splat on the floor below! Combining Diggers and Bridge Builders also makes an alternative to using Blockers.

EXAMPLE LEVEL CMOLMFNQDK



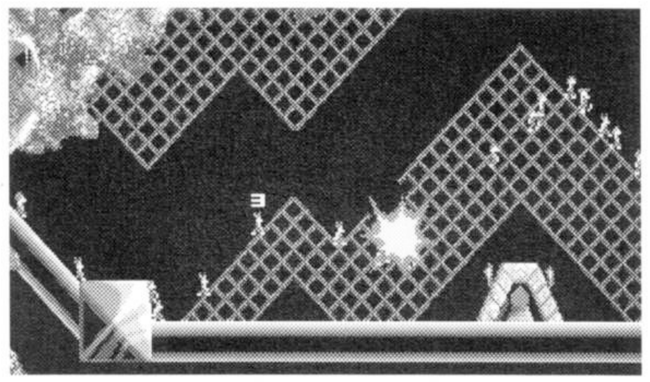
If the Lemmings fall off the right hand end of the top platform, the fall is just the thickness of the platform too high for them to survive, so you have to reduce the height slightly. Starting at the right-hand end, make each Lemming a Digger so that they can all drop safely through to the platform below. They will then continue to walk along to the right, going safely out of the exit.

BOMBERS



Even though it sounds a mite sadistic, there are times where you will need to blow up the odd Lemming. Using a Bomber is the usual way of destroying a Blocker, but they can also be dead useful for blasting through barriers when there are no Bashers or Diggers.
IF YOU HAVE NONE: If you need to get past a Blocker before the end of a level, you may have to Build bridges over him to set the blocked Lemmings free. Alternatively, getting a Miner to hit him with a pick-ace works. Watch out though - the Miner keeps digging!
THINGS TO WATCH: When you make a Lemming a Bomber there is a five-second delay before he explodes. Take this into account when you are working out his bombing position. If possible it may be an idea to make him a Blocker before blowing him up.

EXAMPLE LEVEL: DICIKNMOEM



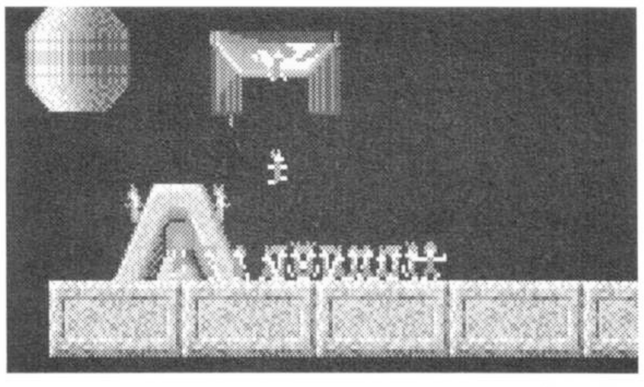
Some careful timing is needed for this. There is a web-like lattice covering the exit, which the Lemmings will climb over. What you have to do is set the Bombers' countdowns at the right time for a series of Lemmings to break through the lattice, allowing the others to drop through and reach the exit. The starting point will shift slightly as you break through, so take this into account when setting the Bombers.

BLOCKERS



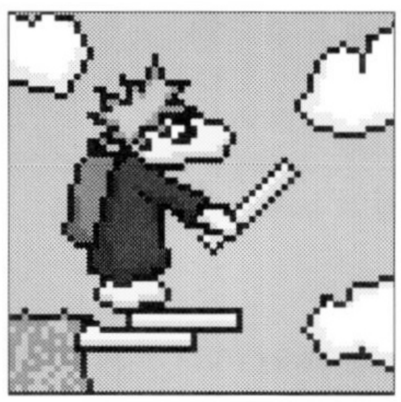
This is one of the most frequently used and important jobs you can give a Lemming. Blockers stop streams of Lemmings in their tracks, preventing them from falling off ledges and allowing you to send out a single 'scout' Lemming to set up a path to the exit.
IF YOU HAVE NONE: This is where things start to get tricky. Not having Blockers takes some pretty quick thinking and nifty manoeuvring. See 'The single most useful piece of advice...' for really handy tips!
THINGS TO WATCH: Once a Blocker has been placed the usual way to get rid of him is to blow him up, but there are more devious methods. If you get a Miner to hit him with a pick-axe or dig the ground away from under him, he will just walk away.

EXAMPLE LEVEL: CINNLDLICJ



This level is a lot simpler than it seems. You don't actually have to worry about following the Lemmings and doing anything tricky down the right hand end of the level. All you have to do is turn the first Lemming to emerge from the trapdoor into a Blocker. The rest will walk along, hit him and simply turn around. All you have to do now is watch as they all walk towards the exit and escape. Dead easy!

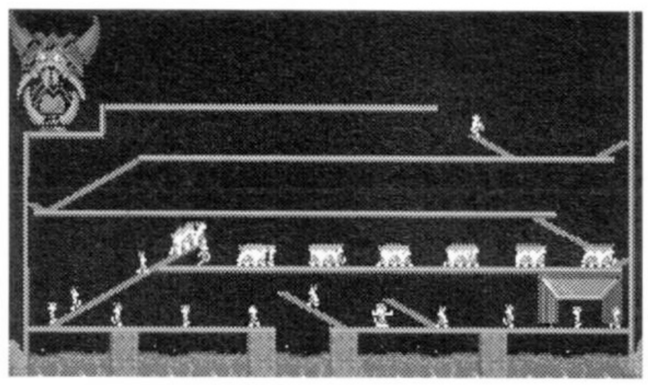
BRIDGE BUILDERS



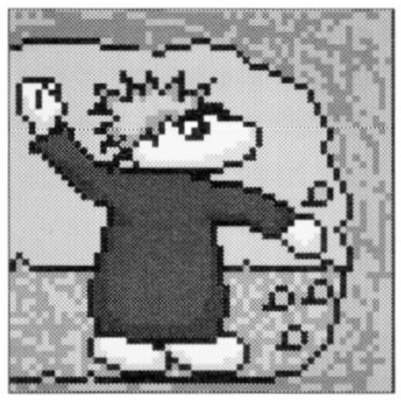
Builders, as you will discover, are extremely useful fellows. Their primary use is to bridge across great big gaps in the ground or build ramps up to higher platforms, but they can also be used sneakily to turn Lemmings around, delay them, or make rescue platforms.
IF YOU HAVE NONE: Not having any Bridge Builders will cause some severe problems! You may be able to rescue the situation by bashing through or tunnelling past obstacles instead of building over them to reach the exit.
THINGS TO WATCH: A Builder only builds a certain amount, so if you need a big bridge listen out for the clanking noise that sounds as he places the last three tiles. He will shrug his shoulders and walk on, so quickly make him a builder again and he'll carry on.

EXAMPLE LEVEL: LICKKNNGEP

Use a Blocker at the beginning of this level to allow a single Lemming to continue on his own. Now get him to build bridges over all the gaps in the platforms before releasing the others. Unfortunately, you can't use Bombers on this level, so what you'll have to do is build over the Blocker to let the others out. The positioning is rather tricky, but once you get past the Blocker the others will walk up the ramps to the exit.



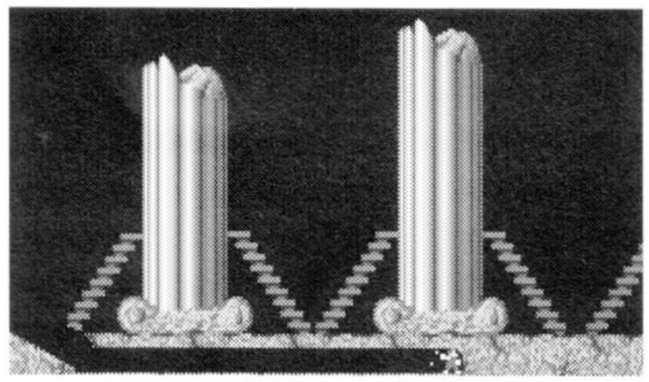
BASHERS



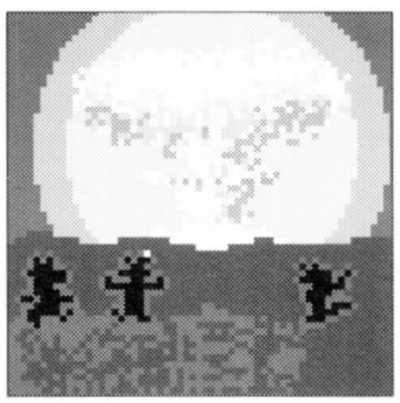
These are the hard men of the troop! If you make a Lemming a Basher close to any non-metallic obstacle, he will smash a horizontal tunnel through until he reaches the other side. Once he breaks through he will turn back into a normal walking Lemming.
IF YOU HAVE NONE: You may be able to use a miner to dig diagonal tunnels through a barrier. However, if this proves to be impractical you might need to build bridges to get over the obstacle instead.
THINGS TO WATCH: To get a Lemming to become a Basher, you need to click on him just as he reaches the obstacle, otherwise he will bash once at thin air and think that he is through the blockage, so he'll walk on, reach the obstacle and turn around.

EXAMPLE LEVEL: MGMCEKMNFO

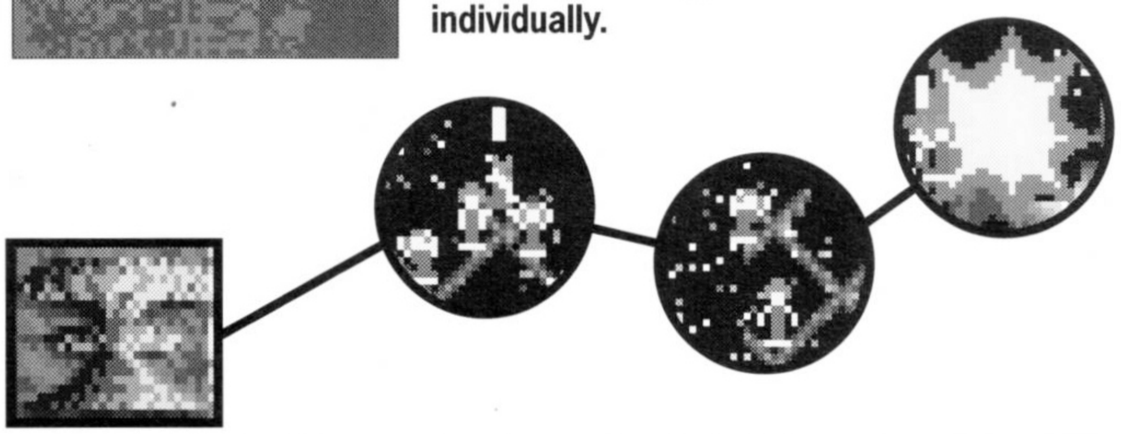
Let one Lemming out of the exit and turn the second into a blocker just as he hits the floor past the blocks. Get the first Lemming to burrow under the columns and bash a tunnel to the far end of the platform. Get him to build a bridge as soon as he emerges from underground, otherwise he'll fall down the chasm. Continue bridging once more, then free the other Lemmings. Continue building bridges to the exit and that's it!

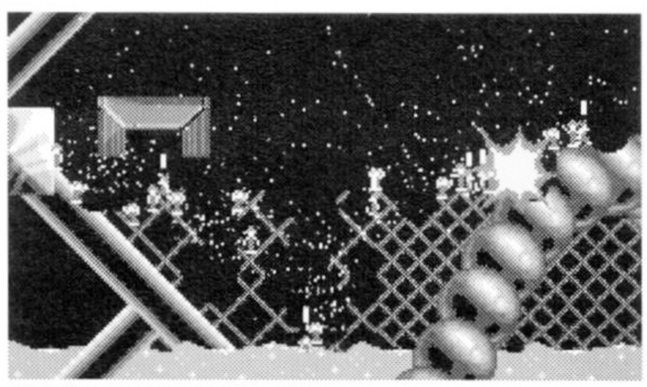


LEMMING ARMAGEDDON MEGADEATH



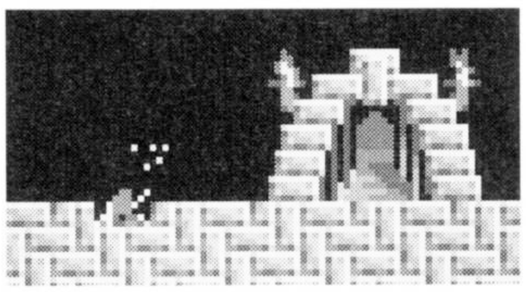
What? A nuclear holocaust in a cutesy puzzle game? Yes, I'm afraid so. However, the Lemming Armageddon is only usually used as a last resort when the level has gone wrong beyond all repair. It turns all the Lemmings into Bombers, causing their little bodies to explode in a spectacular – yet sadly poignant – pyrotechnic extravaganza. Lemming Armageddon does have an alternative use, though. If there is a level where you have placed a lot of Blockers, but have no Bombers to get rid of them after the others have reached the exit, just nuke the lot of 'em. This will have the same effect as bombing them individually.



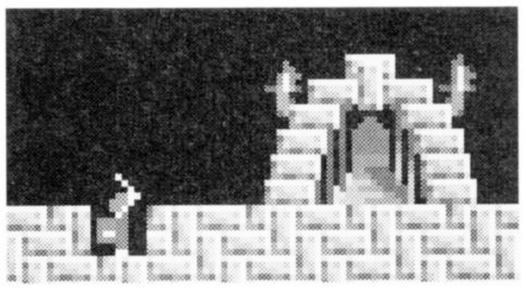


THE SINGLE MOST USEFUL PIECE OF ADVICE FOR LEMMINGS EVER...

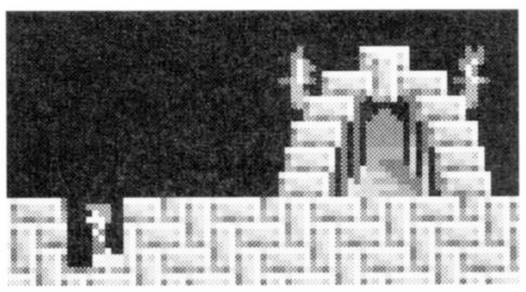
Using Blockers is taken for granted for most of the game, but problems begin to arise later on due to the fact that you are not given any! This makes holding back the flood of Lemmings and turning around to set up paths more difficult than usual. However there are a couple of methods you can employ to overcome this problem. Building a bridge into an obstacle is one way, but what about on a flat surface?



1 To begin with, you need to get one Lemming forward, away from the rest of the pack (usually by making him climb a wall). Once he is away you need to make him into a Digger. He will then start to burrow straight down, making a small hollow in the flat piece of ground he is walking on at the time.

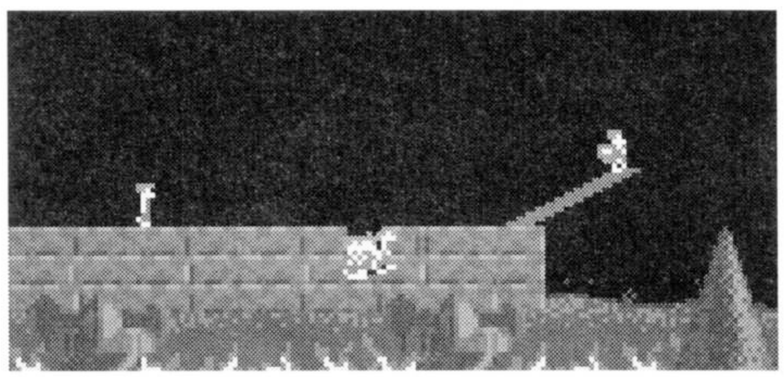


2 Next, stop him from digging by turning him into a Bridge Builder. He will then build into the side of the dip. When he hits the wall he will stop building, turn around and face in the opposite direction, ready to walk the other way.

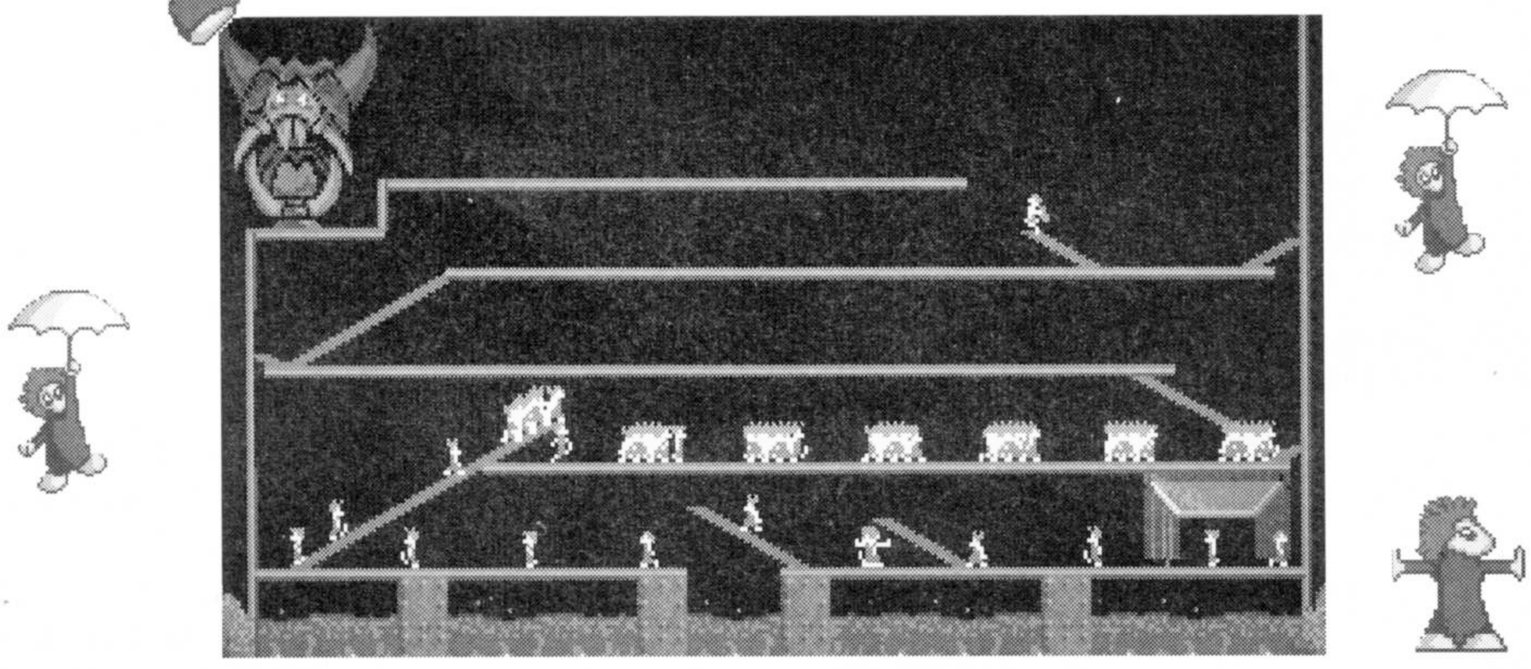


3 Finally, the Lemming will walk off in the other direction. If the hollow is too deep for him to walk out of, then make him into a Climber to scale the wall, but keep an eye on him when he escapes, otherwise he may have a nasty fall.

The same method can be used for holding back Lemmings. Carry out the process detailed above, but make the pit deeper than normal. All you need to do now is build a bridge out of the hole when you want to release the trapped Lemmings.



OH NO!



LINE OF FIRE
US Gold

By now, the sight of machine-guns mounted on the front of coin-op cabinets is a pretty familiar sight, what with *Operation Wolf*, *Mechanised Attack* et al taking over the arcades. *Line of Fire* continues this tradition, placing you as a mercenary soldier blasting through waves of enemy soldiers and vehicles with your Uzi. The action is pretty much the same too, featuring enemies coming towards you in 3D, weapons, ammo-clips and health kits drifting along to boost your supplies and lots and lots of bullets!

What is different about this particular blast is the fact that the scenery scrolls and rotates around you as you progress across the landscape, creating a cinematic 'panning' effect. This makes the graphics look pretty polished, even though the sprites are a little dodgy at times. The gameplay is a little repetitive, being a little too much in the same vein as previous games in the series. Having said that, completing the quest is pretty darned tough, particularly in two player mode (where you have to fight each other to get to the extras), and the sweeping graphics are impressive to say the least.

If you enjoyed the coin-op, then you should find this conversion to your liking. There's enough flying lead to keep fans of the original playing for hours.

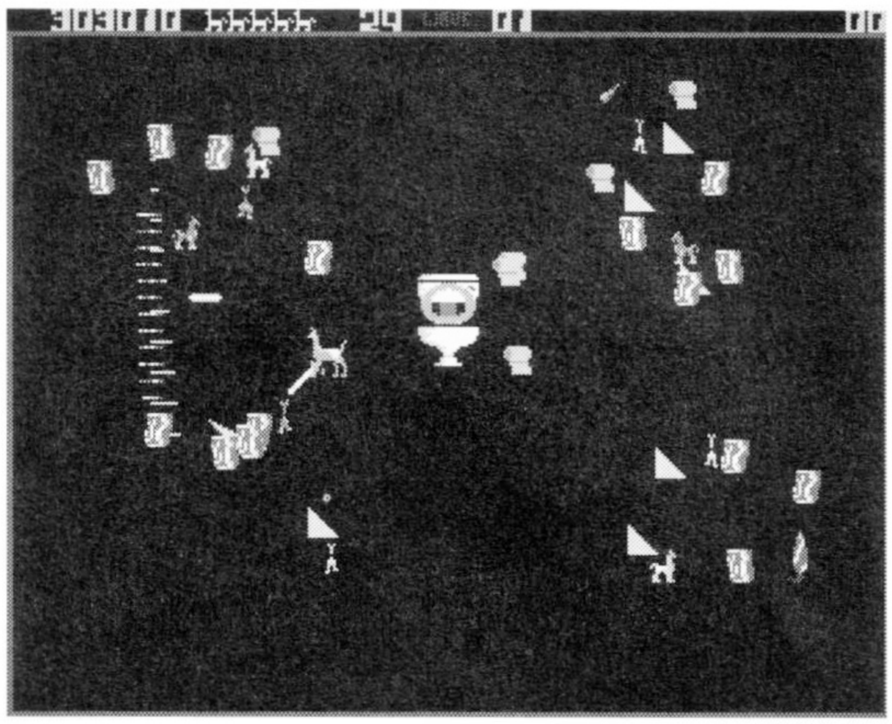
***AMIGA FORMAT* RATING - 80%**

HINTS

Mercenaries get paid a lot of money for going into a war zone. When you see just how hard this game is you can understand why! If you're having trouble battling the enemy then try this. When the joystick select screen appears, just type in: OPERATION FERRIT. You should then be able to carry on with infinite lives.



LLAMATRON
Llamasoft



Jeff Minter has always professed his love for early eighties arcade games, especially Williams coin-ops such as the classic *Defender*. Jeff has taken one his favourite machines - *Robotron* - and added his own humourous touches to create the incredibly strange *Llamatron*.

You control a super-hero llama armed with deadly laser spit (eeurgh). What you have to do is zoom around a series of screens blasting all the mutant beasties and rescuing the poor animals. On the way you can pick up extra weapons such as bounce shots, a three-way laser and more powerful bullets. As you progress through the levels, the action gets harder, with more devious aliens and strange enemies such as 16-ton weights, laser barriers and even a toilet. Well I did say it was strange...

Llamatron isn't much to shout about technically. The graphics are simple, but the bright, cycling colours perfectly capture the feel of early Williams games. The sound effects are pretty hot though, with heaps of strange electronic effects and samples to give the game an incredibly frantic feel. The gameplay may be based on an old game, but it's very easy to get into and wildly addictive once you start playing. A simple blast can turn into a session lasting a few hours! Games this playable usually cost an arm and a leg, but this product costs next to nothing. The disk is actually shareware, so you can copy and distribute the program freely, as long as anyone who plays the game sends a small contribution to the programmer. And what is the princely sum asked for by Jeff Minter? A fiver! Get your money in now!

***AMIGA FORMAT* RATING - 89%**

HINTS

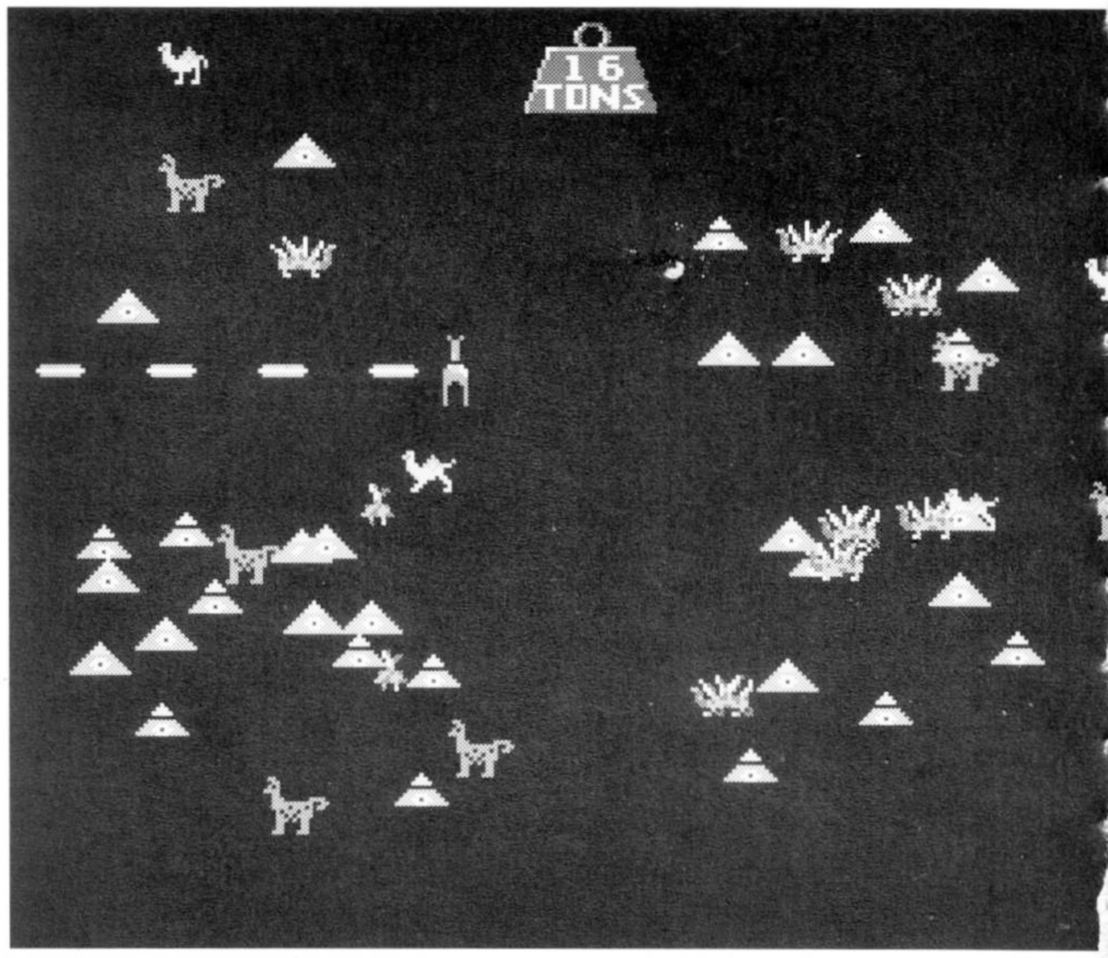
Just a few bits of advice from the *Amiga Format* team, since we've all played this game pretty extensively!

● On levels with umbrellas, stay away from the top and left edges of the screen if you can, since you won't be able to see the rain appear. Try to shoot diagonally towards the top right, so that you can shoot the drops.

● Levels with laser barriers can be tricky. If you shoot them they don't die, they just recoil slightly. Use this to herd the various lasers together. You can then move more freely around the screen, blasting them occasionally to keep them at bay.

● When tackling larger enemies, such as the Mandelbrot aliens, pick up a creature to get hot bullets. This will enable you to finish off the enemy much more quickly.

● One of the most useful tips concerns the three-way weapon. When you are close to finishing a level, leave one or two enemies on screen. When you've collected all the creatures, the next thing you shoot will drop a three-way weapon. If you then kill all the enemies and collect the token to finish the level (the game will wait for you to pick it up before going to the next stage) the first alien you kill on the following level will also drop a three-way. This means that you get double score all the way through the stage - this includes giving you 100,000 points for picking up a warp token.





LOGICAL

Rainbow Arts

Logical is one of those straight-up, no frills puzzle games. There's no real plot to speak of, just a series of mind-taxing problems to get your brain ticking.

The game involves circuits containing tracks and rotating wheels. What you have to do is roll a series of coloured balls around the circuits and fill the wheels with balls of the same colour. Later in the game added problems such as one-way tracks, locked gates and tunnels which change the colour of the balls appear to make the going more difficult.

Although *Logical* sounds fairly simple, actually completing the puzzles is a lot more difficult than it seems. Trying to keep track of all the balls and wheels is a real mental juggling act, especially on some of the higher levels. The graphics and sound are rather simplistic, but subtle shading makes the game look pretty good, while the sound effects add just enough without overpowering the simple feel of the game.

Logical isn't the most thrilling puzzle game ever released, but it contains enough challenge to keep you plugging away for quite some time.

***AMIGA FORMAT* RATING - 80%**

HINTS

What's that? You can't get through the levels? Oh, alright then, here are some codes to let you try the later puzzles.

1	WELCOME	26	SECRET CHAMBER	51	LOGISTIC	76	STUNT BALL
2	THE OTHER SIDE	27	FALCONS FLIGHT	52	TURNING COLOURS	77	MIRRORLAND
3	QUADRI QUADRA	28	BLUE ANGEL	53	PARAMOUNT	78	ACE QUEST
4	STONE ROAD	29	FAR THUNDER	54	THE LADDER	79	BOA BOA BOA
5	NICE COLOURS	30	A SIMPLE ONE	55	BACK IN RED	80	DA DA DA
6	MORE COLOURS	31	BLUE VELVET	56	TREASURE ROOM	81	HAUNTED HOUSE
7	REAL FUN	32	PARADISE	57	DONT WANT THAT	82	THE SECRETS
8	PINK AND PINK	33	CLASSIC ART	58	THE FREE FALL	83	SMILING JOKE
9	GREEN PATH	34	VENI VIDI VICI	59	CORRADO BEACH	84	CHILDREN GO
10	BAD DIRECTION	35	WE LIKE IT	60	MORE POPCORN	85	IT IS ATLANTIS
11	DONT PANIC	36	FOREVER HERE	61	WILD AT HEART	86	ON THE ROAD
12	COLOURMANIA	37	WONDERLAND	62	THE DARK AGE	87	BLUE IS FIRST
13	REFRESHMENT	38	THE SNARE	63	DIMLIGHTS	88	WOLFS MOON
14	FULL MOON	39	CURE IT	64	THE FIFTIES	89	WILD CHINA
15	RUNNING BALLS	40	SUN IS SHINING	65	PICTURE OF HER	90	ITS LOGICAL
16	GREEN RIVER	41	A RAINBOW	66	GORDIAN KNOT	91	SHE COMPARES
17	TWO ISLANDS	42	ARROW ROAD	67	HIGH SPEED	92	BIG MOUNTAINS
18	MORE ISLANDS	43	TURNING WHEELS	68	ALEXANDRIA	93	TOMORROW
19	TIMES CHANGE	44	ACCELERATION	69	RUNNING TEARS	94	TELEPORTER JAM
20	OTHER THINGS	45	THE PRESIDENT	70	HER RAINBOW	95	LEVER SUNLIGHT
21	BE HONEST	46	HE IS MISSING	71	WALK IN CREAM	96	NEW EXODUS
22	BLUE N VIOLET	47	PICKNICK TIME	72	TOUCH HER	97	THE PEACEPIPE
23	THREE PATHS	48	WHO IS CALLING	73	SHADOWLAND	98	FINAL SURPRISE
24	DANGEROUS	49	ANCIENT ART	74	JACK IN BAG	99	WHITE MIAMI
25	THE WANDERER	50	SHE IS GONE	75	VITAMIN C	100	THE FINAL CUT (Designer Kit)

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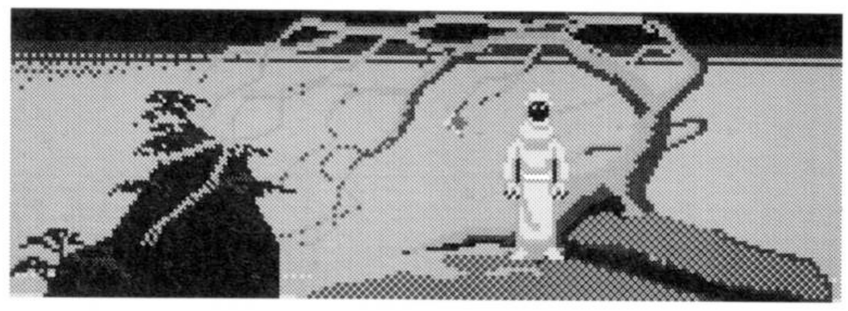
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LOOM

US Gold



Somewhere far away, there is a land of magic and music. In this strange realm, the various tradesmen have split into close-knit factions, with each group refining their arts to perfection. The most powerful of the factions is the Guild of Weavers. By using their giant, magic loom, they can make patterns which change the fabric of life itself. However there is one person who is envious of the power of the loom - The Lord of Chaos.

After attacking and threatening the guild, Chaos finally forced all but one of the weavers to flee. Bobbin Threadbare is the only one left, but being a mere apprentice he doesn't have the ability to banish the evil Lord... yet.

You play Bobbin in this strange adventure as he tries to bring peace to the realm and restore the Guild of Weavers to normal. In order to manipulate objects, you must use the weavers' song magic. This involves holding a magic 'distaff' while singing sequences of notes. More powerful spells require you to sing higher notes, but you must learn the songs and be trained to sing the high notes before you can cast the spells.

Loom is yet another Lucasfilm graphic adventure featuring a strange control system, but one which works very well. Virtually every action is carried out by casting musical spells, but instead of being a limiting feature, this allows the adventure to grow and evolve as you learn more and more spells. The graphics capture the feel of a strange, mystical land very well, and with some very very odd characters and situations the atmosphere that the game evokes is very much in the realm of magic and mystery. Despite having heaps of atmosphere and being extremely enjoyable, *Loom* has one disadvantage - it's rather easy to complete. After only a couple of days' play, you will more than likely be looking at the congratulations screen! Despite this, the game is great fun to play and makes a nice change from the usual ever-so-serious adventure games available.

***AMIGA FORMAT* RATING - 85%**

HINTS

If magic, singing and weaving are beyond you, then try this for size - a complete solution to the adventure.

Listen to the messenger Nymph, then walk along the path. Go to the village and walk into the tent on the left. Walk down the corridor past the tapestries and listen to the elders. When they have flown away, pick up the distaff. Double click on the egg and note down the draft. You should also note that it is an opening egg. Cast the draft on the egg and talk to Mother Hetchel. When she flies away, double click on the loom and note down the draft, which is an emptying draft. Double click on the cauldron and note down the draft, which is the turning green draft. Cast it on the white cloth to turn it green, then go out of the tent.

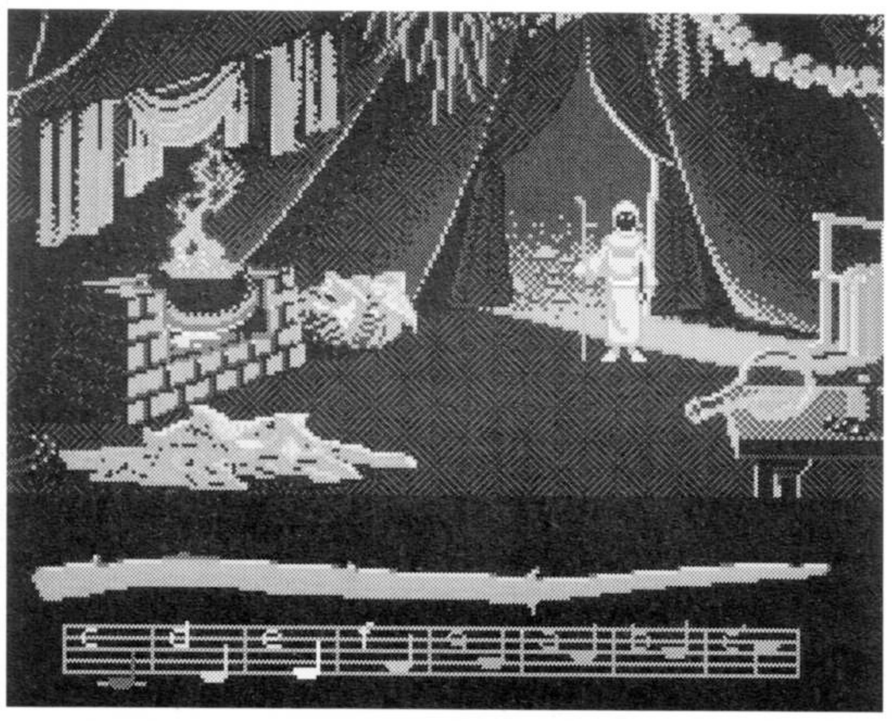
Walk out of the village and enter the woods. Walk left into the thorns until a rabbit runs out. Double click on the grave to read it, then go to the trees. Double click on each of the four holes and write down the draft, then go back to the village.

Enter the first tent on the right, click on the darkness and cast the owls' draft to make the room light up. Double click on the spinning wheel and note down the draft. Use it on the straw, which will then turn to gold and give Bobbin a new note. Go back to where you started, click on the sky and cast the open draft at it. When Bobbin gets back onto the cliff, walk back along the path and go down to the jetty.

Click on the clam that is on the rock and cast the open draft at it. Walk off the end of the jetty and climb onto the tree. When you get to the water-spout, double click on it and write down the draft. Cast the draft at it in reverse to untwist the spout and go to the new island.

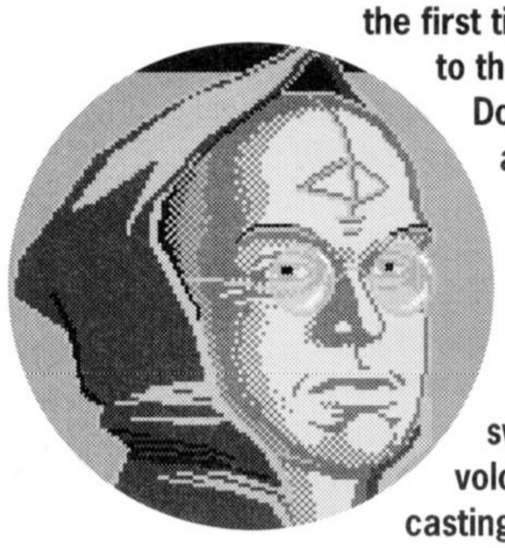
When you get onto the beach, go towards the pink flowers and enter the woods. Take the left turning and copy down the farmer's draft. Walk towards the cliff, where the Emerald City is. Walk off the cliff path and go right. Double click on the window which has movement in it and cast the farmer's spell backwards. Walk through the door ahead of you and double click on one of the men to listen to the conversation. When they have walked away, walk into the crystal and double click on the bell you find in there. When the bell has rung, you will be transported upstairs.

If you remembered to cast the spell in the window, you should now be invisible to the workers. Double click on the scythe and note down the draft. Next, double click on the bell to be transported back downstairs.



Double click on the sphere and write down the spell that scares the farmers. Double click on the sphere again and you will find that the swan casts the same spell as the loom did. Double click on the bell, walk to the other side of the room and double click on the bell. Walk down the stairs, up the slope and go around the crystal to ring the bell. Now you can talk to Master Goodmold. When he has gone, walk to the chalice, click on it and cast the emptying spell backwards on it. Double click on the chalice, then talk to Master Goodmold again. Go back to the crystal and ring the bell. Walk down the stairs and go out of the doorway.

Walk back around the cliff and go to where you met the farmers. Cast the scare draft that you got from the sphere and walk along the path when the farmers have run away. Click on the sheep and write down the draft the first time they jump. Walk across the meadow to the huts and walk into the largest one.



Double click on the lamb, then wait. Have a conversation with Fleece and double click on the lamb once more. Copy her song of healing and then go back outside into the meadow.

Cast a spell on the sheep to turn them green, at which point a dragon will swoop down and carry you off to the volcano. Change the gold to straw by casting the straw to gold draft backwards. Cast the sheep's draft backwards to send the dragon to sleep. He will then start to snore and set the straw alight. After the fire, go into the caves and cast the spell from the owls into the darkness.

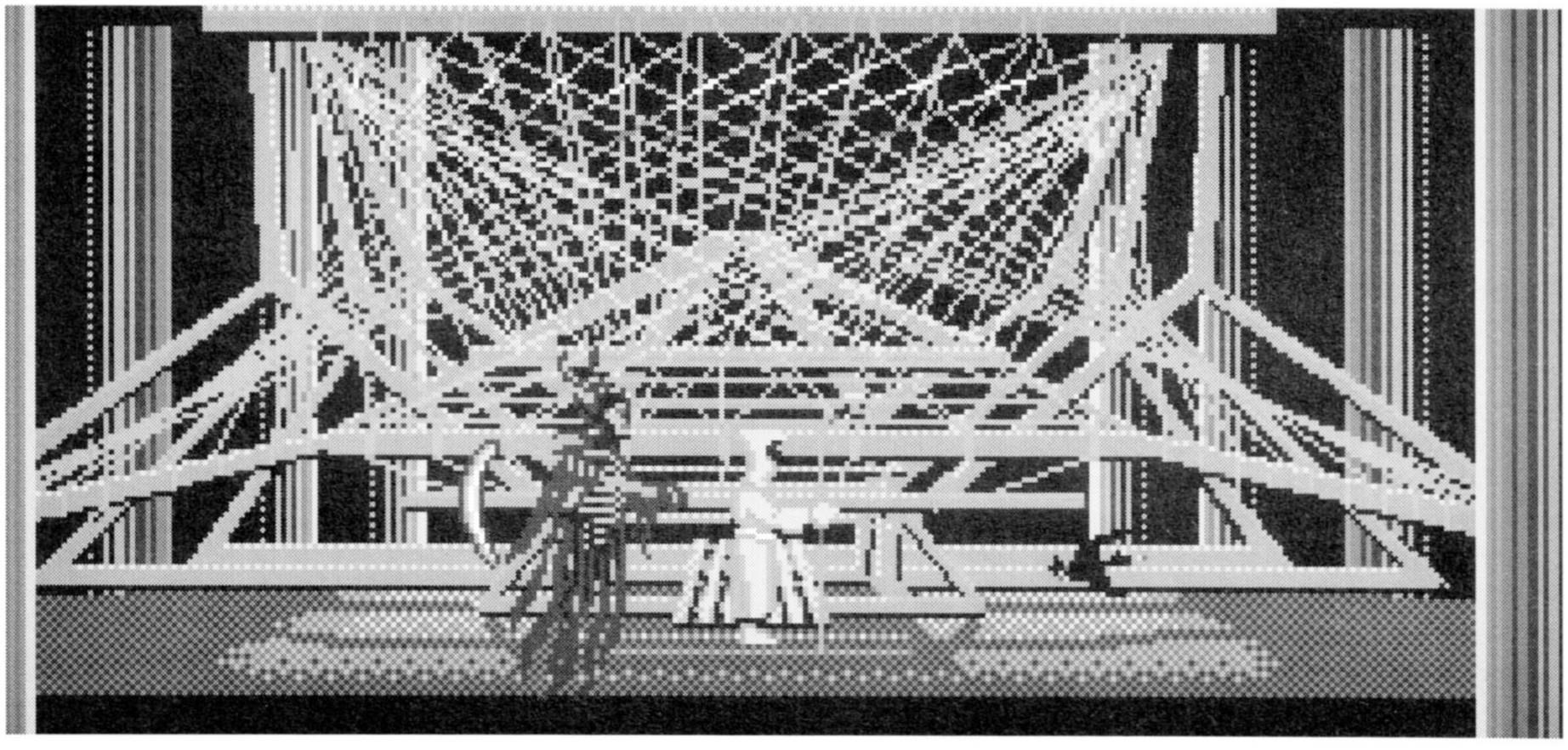
Walk straight down the path, enter the cave and follow the path to the stairs in the floor. Walk down the stairs and follow the path upwards. Walk left, entering the cave at the end, then follow the path to the left until you fall down to the pool. Double click on the pool and write down the draft. Cast an emptying draft on the pool and double click on the sphere three times. Cast an emptying spell backwards on the hole to refill it. Walk around the rock and exit the screen.

Walk up the path and out through the blue cave. Cast the twist draft backwards on the steps (as you did for the whirlpool) and walk down them. Click on the boy, then cast a wake-up draft. He will wake up so that you can talk to him and find out that he is Rusty. When he goes back to sleep cast the draft you got from the pool on him and you will look like him.

Walk down to the Guild of Blacksmiths and enter through the gate. Walk up the path and around the corner past the working man to the right. Walk down the path, then go to the right and talk to the man. When you are locked in the room, double click on the straw. When you get the distaff back turn the straw to gold. You can then open the door and walk out. Go down the stairs and double click on the men talking. When the lady holds up the sword cast the scythe draft backwards on the sword. When you are put in the cage use an open draft on the door. After Mandible has left, click on the sphere. When Cob has gone go out of the door and go left.

When Mandible is dead pick up the distaff. You will then fall into the hole. When in space, close the big hole you came through, then go left until you reach the next hole. Go into the hole, then click on Rusty's skeleton and use the song of healing to resuscitate him. Go out through the hole and close it.

Enter the next hole and talk to Master Goodmold before exiting through the hole and closing it. Enter the next hole and use the song of healing on the shepherds. Exit through the hole and close it. Go up to the pond in space and talk to the nearest swan. Float off the left of the screen, go to the hole with the great loom and listen to Mother Hetchel. Write down the Lord of Chaos' drafts and reverse them on Mother Hetchel. When she gets killed and the feather falls to the ground, use the draft that Lord Chaos used on Mother Hetchel on the loom. Now cast the spell that you got from the great loom on yourself and you will have completed the game.



LOTUS ESPRIT TURBO CHALLENGE

Gremlin

I reckon that everyone would love to have a bash at driving a big, shiny, red Lotus around a circuit. Just think of it - the feeling of power as you take that hairpin at silly speeds. Thanks to Gremlin you can now take that dream a step further with *Lotus Esprit Turbo Challenge*.

The game pits you in a head-to-head race against the computer or another driver around a circuit packed with hills, bumps and bends. The screen is split into two horizontal windows, one for each players view, and the idea is to complete a set number of laps before your opponent. Things that need to be taken into account are the drone cars that cruise around the circuit, your dwindling fuel supply (which can be topped up during the race) and the dastardly tricks of the other driver!

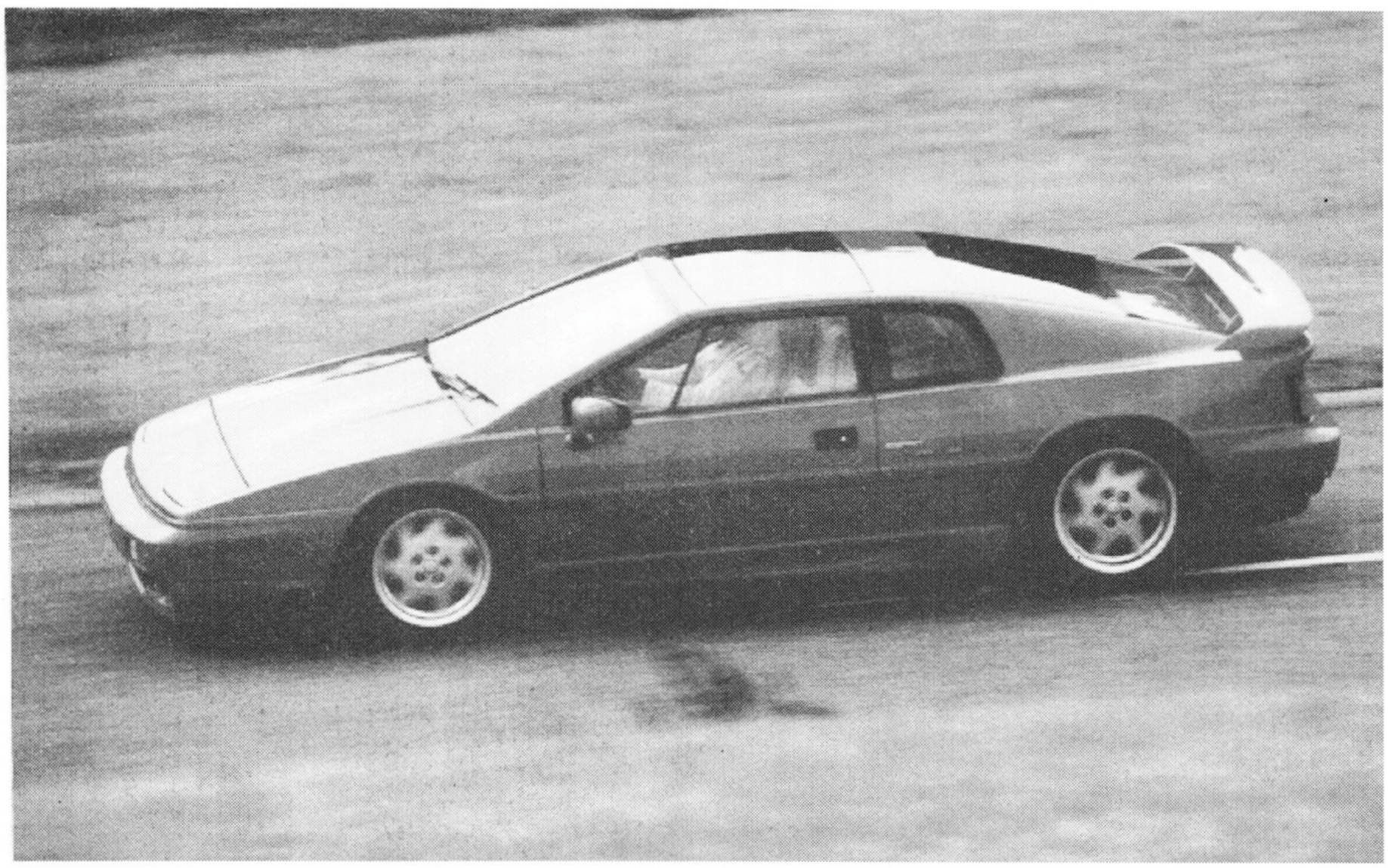
Just as the Pole Position type race game was beginning to get boring, along comes a game with polished graphics, speedy gameplay and exciting action to revitalise the genre. The graphics are bold and colourful, with the large cars moving swiftly around the track. The sheer speed and fluidity of control make it a joy to play, especially in a two-player competition, and even when you do master a circuit there are three difficulty levels spread over fifteen tracks. This means that you are bound to get a decent amount of racing in before the game starts to get dull. If speeds your thing, then take this shiny red thing out for a spin.

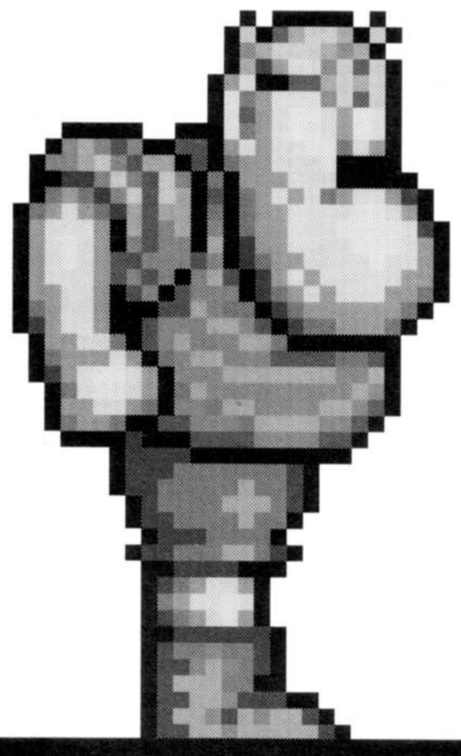
***AMIGA FORMAT* RATING - 89%**

HINTS

If you're having trouble qualifying, then simply select a two player game, enter player one's name as: IN A BIG COUNTRY, and player two's name as: FIELDS OF FIRE. Now you can qualify even if you don't finish in the top 10.

If that's not enough, then enter MONSTER as player one and SEVENTEEN for player two. You should be able to get into a bonus game!





Maniac Mansion
Manic Miner
Mean Streets
Midnight Resistance
Monty Python

M

MANIAC MANSION

Lucasfilm

Have you ever wanted to get into one of the stories of a cheap science fiction or horror B-movie? Well you can with *Maniac Mansion*!

The plot places you in control of a group of friends trapped in a spooky house near to the site of a meteor landing. What starts off as an innocent outing soon involves suspense, intrigue and a whole host of odd characters. The strange inhabitants of the house have secreted the mysterious meteor in a secret lab and are trying their best to keep you from finding the satellite and calling the meteor police. What you have to do to get the better of these spooky folks is find the meteor and contact the police, who should then come and save the day. Hurrah for our side!

You can swap between the characters under your control to get them to cooperate in solving the adventure. This involves sending them off to do various tasks and set up situations which will allow other characters to find clues and help you escape.

Maniac Mansion was the first game to be designed around Lucasfilm's superb adventure system. This system puts all the commands and objects you can use within easy access, so that you don't get turfed off the adventure simply because you don't know the correct command to type in. This has spawned a whole series of adventures, but in order to appreciate it fully you need to get a dose of this hilarious horror flick. It's not just good fun, it's a piece of history!

HINTS

Ooer! Spooky goings on in a large ghostly house! How can a mere mortal games player hope to beat the ghoulies and solve the quest? Easy! Just follow this solution. Should be a doddle.

To help Dave, choose Syd and Bernard. Move all three characters to the front door and pick up the doormat. This will reveal a key, so pick it up and use it to unlock the front door. Move the characters inside, then send Bernard to the library on the far right. Inside the library open the loose panel which is found below the plant and get the cassette tape.

Switch to Dave and go to the kitchen where he will be caught by Edna and taken to the dungeon, where he can help anyone else to escape (note that you really need a key to escape, but if you don't have it, follow the Escape Tip listed at the end of the solution). Switch to Syd and go to the storage room on the far right of the kitchen. Pick up the fruit drink and the glass jar, then switch to Bernard and move him to the kitchen. Pick up the flashlight, open the fridge and get the Pepsi®. You should now switch control to Syd, then go to the kitchen and give the glass jar to Bernard.

Send both Syd and Bernard to the painting room, which is up the stairs to the left. Make Bernard get the paint remover, then as Syd get the wax fruit. Open the security door, go up the next set of stairs and stand



outside the dark room. When the Green Tentacle appears give him the wax fruit and the fruit drink. This should allow you to get past him.

Switch to Bernard and go to the radio room. Get the dime from the floor, then go left and climb up the ladder to the green tentacle. Get the record and the yellow key which is on the wall behind the speaker on the right. Now go to the piano room and put the tape into the recorder. Put the record on the Victrola, then turn on the tape recorder followed by the Victrola. Wait until the glass on the piano shatters, then turn the recorder off and get the tape. Now go to the sitting room.

Open the cabinet and put the tape into the tape player. Turn on the player and soon the chandelier will break. Turn the player back off and get the key. This is the one which unlocks the dungeon door.

Syd should now be sent to the weight-lifting room and use the Hunk-o-Matic. Now go outside the front door and pick up the left bush. A grate will now be revealed, so open this, enter it and walk to the water valve.

Bernard should now go to Edna's room and get taken to the dungeon. Unlock the door with the rusty key and get the silver key from the fuse box. Now send him to the storage room and unlock the door with the silver key. Walk to the ladder and fill the jar with water. You are advised to save the game at this point, since the going could get tricky from here.

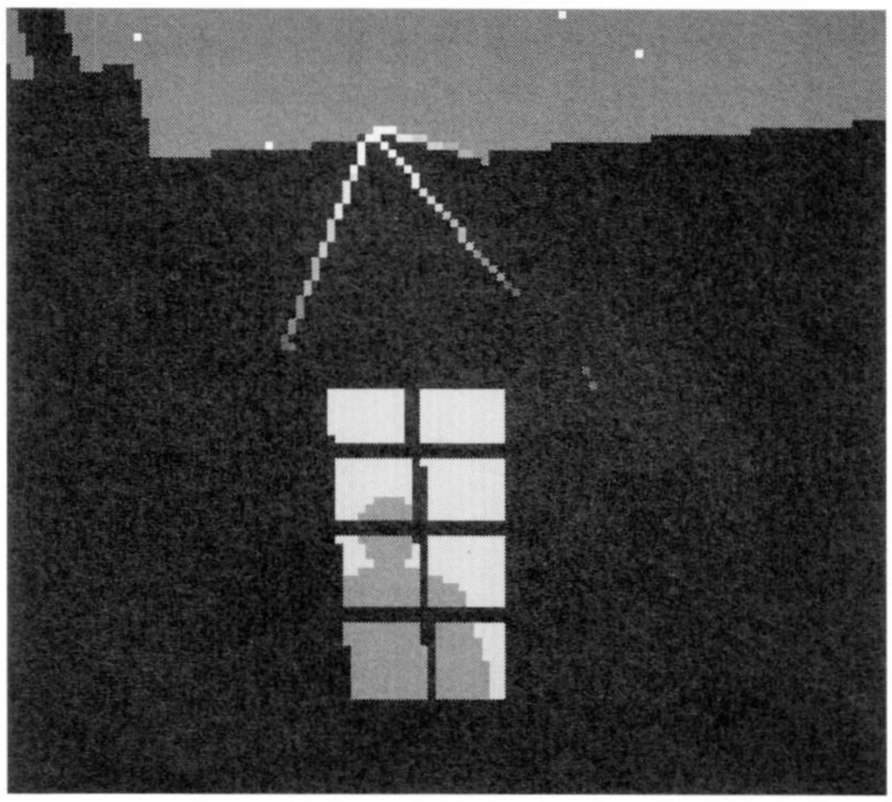
Get Syd to turn on the water valve and make Bernard go down the ladder to get the glowing key and the radio. Go back up the ladder and make Syd turn the valve back off, then get Syd and Bernard to go to the garage which is behind the gate by the swimming pool.

Make Syd open the garage door and make Bernard unlock the trunk with the yellow key so that you can get the tools. Send Bernard to the plant room and use the paint remover on the paint stain. Open the door and enter the room, then turn on the light (which you can find by using the What Is command). Open the radio and use the batteries in the flashlight. Walk to the wires and send Syd to Edna's room to get taken to the dungeon (again).

Use the Escape Tip listed below to get out of the dungeon. Syd should now be at the fuse box, so make him open it. Save the game here, then turn off the circuit breakers (you don't want to get fried, do you?). Make Bernard turn on the flashlight and fix the wires with the tools. Get Syd to turn the circuit breakers back on, then send Syd and Bernard to the hall outside Edna's room. Make Bernard open the door and enter the room. When Edna takes him to the dungeon, make Syd quickly enter the room and climb up the ladder to the right. Open the painting to find the wall safe.

Make Bernard unlock the dungeon door so that both he and Dave can escape. Send Bernard to the plant room. Here he should use the Pepsi® on the man-eating plant and climb up it. Now he can use the dime in the slot and press the right button.

Send Dave and Bernard to outside Ed's room and get Bernard to give Dave the rusty key and the glowing key. Get Dave to enter Ed's room and he will be taken to the



dungeon (yawn). Bernard can now enter Ed's room and open the piggy bank. Take a dime and go to the telescope room. Use the dime in the slot and press the right button. You can now use the telescope to read the combination of the wall safe. Syd can now use the combination to open the wall safe, allowing him to get the envelope. Open the envelope and get the quarter. Go back down the ladder and guess what! He will get taken down to the dungeon. What a plot twist!

Get Dave to unlock the top and bottom locks of the left hand door with the glowing key. Now unlock the right door with the rusty key. Syd can now go to the arcade machine and play the *Meteor Mess* game with the quarter. Write down the high score. Syd and Bernard should now go to Ed's room.

Make Syd enter the room and get taken to the dungeon (a well visited tourist site), while Bernard enters the room and gets the hamster and purple card. If Ed returns, give him the hamster and he will be your friend.

Go to the radio room and get Dave to open the far left inner door with the high score code. Bernard should now use the radio tube inside the radio and read the poster. Using the number from the poster you can call the meteor police with the radio.

Go to Edna's room to get taken to that ever so nice dungeon and wait for the police. Bernard should now get the badge on the floor and go to the secret lab. Give the badge to the purple tentacle and enter the Zom-b-Matic room. Walk right and use the purple card in the key slot to enter the meteor room. Turn off the switch and you will have completed the adventure.

THE ESCAPE TIP

If you don't have the rusty key, follow this method to escape from the dungeon.

To begin with you need to have two people in the dungeon, the first of which should be placed directly in front of the exit. The other trapped character should now push the loose brick under the left window. Switch quickly back to the other character and get him to walk safely out of the door to freedom.

MANIC MINER

Software Projects

Way back when home computers were still quite 'the latest thing' there was a platform game available for the ZX Spectrum called *Manic Miner*. This game featured a poor, hard working fellow by the name of Miner Willy. One day he found a mineshaft in his own back garden and decided to explore the caverns. Unfortunately, after making his way down to the central cavern he got hopelessly lost. As the night drew in, strange machines began to whir into life and weird demons began appearing from the rock. He had to make a run for it.

You control Miner Willy on his quest to find the exit to the caverns once more. On the way you must find a way past the abhorrent creatures and collect enough items to open the exit of the cavern. Well why not? You might as well make a profit out of this!

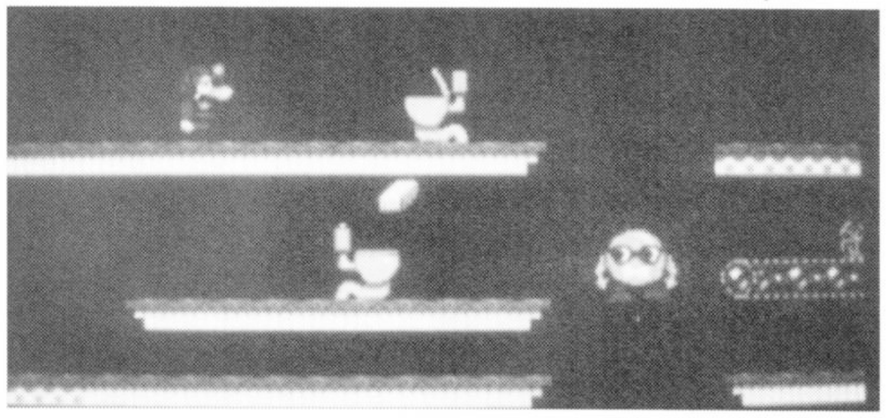
Software Projects Amiga release of this classic game comes in two versions. There is a simulation of the old Speccy version, along with an updated Amiga game, featuring full colour graphics and a scrolling playfield. The Spectrum version looks incredibly jaded these days - the only enjoyment being nostalgia rather than challenging gameplay. The Amiga version on the other hand is terrible! The scrolling means that it is near impossible to judge the timing on some screens and the other levels are so slow and boring that the game is extremely tedious. By the way, the Kong Beast level is impossible, due to an horrendous bug! Avoid!

***AMIGA FORMAT* RATING - 25%**

HINTS

If you thought that it was worth getting hold of a copy of this disappointing game for nostalgia's sake, then here is a cheat that you may find rather useful.

Hit space to pause the game, and hit the * (asterisk) key on the keypad. Press space to start the game again and you should have nine lives. You can do this at any point in the game to stock up your chances. However, even with this cheat I bet you can't get past the 'Miner Willy Meets the Kong Beast' screen (which we're sure is bugged). Just goes to show really, doesn't it?



MEAN STREETS

US Gold

I always thought that there should have been a computer game of the film *Blade Runner*. CRL brought out a game loosely based on the film, but it was simply a weak chase and shoot affair with no depth or imagination. However, US Gold have managed to get a fair bit closer with their combination of cyberpunk techno and the feel of a Mike Hammer investigation in the form of *Mean Streets*.

Set in 2033, you play San Francisco detective Tex Murphy on an investigation to find the murderer of Professor Carl Linsky. You must travel around the city in your hovercar, collecting clues, fighting off thugs and interviewing suspects in order to solve the case. The game is a strange combination of graphic adventure, role playing game, flight sim and beat-em-up as you delve into the mystery. The graphics are suitably futuristic, with all manner of high-tech gadgetry to be found, but the storyline and suitably dingy music manage to perfectly evoke the feel of a 50s detective thriller. The game unfolds as you progress, drawing you deeper into the plot, until you just *have* to find out whodunnit. The only real problem with the game is that there is far too much disk swapping to be healthy. Still, if you can live with this quibble, you'll find Mean Streets a diverse and extremely captivating detective adventure.

***AMIGA FORMAT* RATING - 88%**

HINTS

All you Cyberpunk agents who are having trouble with this adventure, take heed and follow these tips to a successful solution...

The objective in this adventure is to stop project OVERLORD. In order to do this you must collect eight pass cards from the scientists to which they were issued.



Here is a list of where the scientists live:

SCIENTISTS' HOMES	NAV CODES
Carl Linsky	4660/4663/4675
Cal Davis	3720
Sam Jones	0021
John Klaus	7012
Larry Hammond	4935
Ron Morgan	1998/6470/1710
Greg Cale	4753/8911/1700
Bosworth Clark	9932

Here are the locations of the cards:

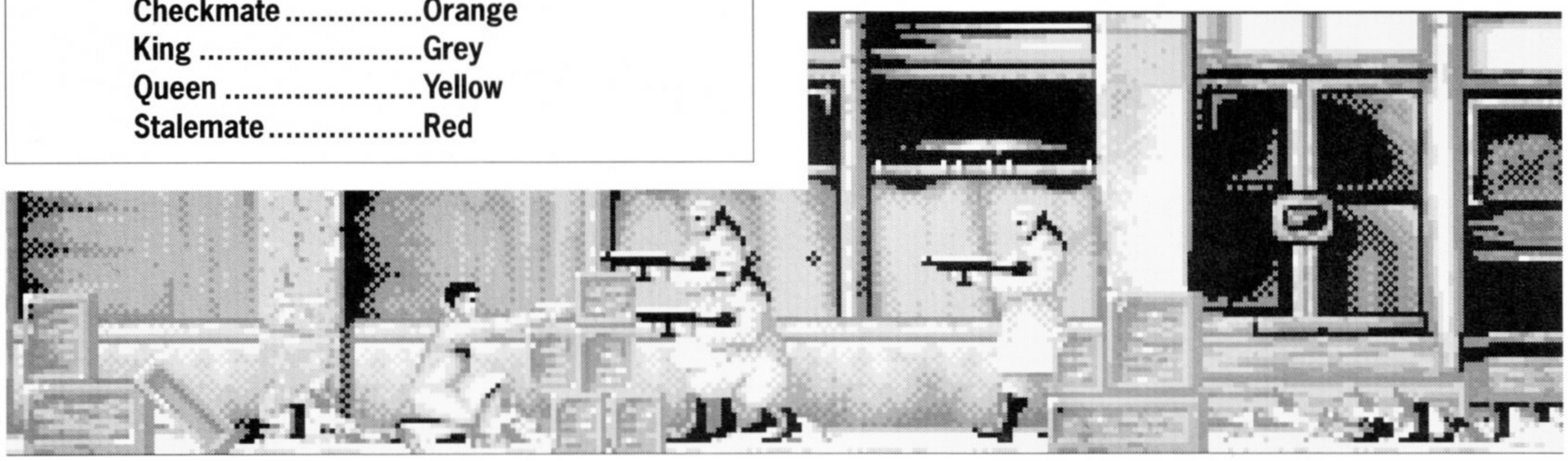
CARD	NAV CODE	HIDING PLACE
Blue	4675	Inside Band-Aid can.
Orange	3720	In a box inside the cage.
Grey	5037	In the safe.
Red	6470	Piranha's Pool.
Green	7012	Ask Johnny for it.
Black	5194	In a locker.
Purple	8911	On the shelf near the vine.
Yellow	0021	Sammy will give it to you.

You also need to know the passwords to the particular-coloured cards:

PASSWORD	COLOUR
Bishop	Blue
Rook	Black
Knight	Purple
Pawn	Green
Checkmate	Orange
King	Grey
Queen	Yellow
Stalemate	Red

Here are some interesting locations that may be worth checking out:

LOCATION	NAV CODE
Bug Surf Hotel	6162
Law and Order HQ	5037
The University	4663



These people may have some useful information for you:

NAME	NAV CODE	DESCRIPTION
Bazil Mallory	2713	Attorney of Law and Order.
Tom Griffith	4590	Schimming's right-hand man.
Steve Clements	4680	The cop who is investigating Carl's death.
Jonny Fletcher	5170	PI who works for Linsky.
Ron Meat	4525	The weirdo who knows Larry Hammond.
Peter Dull	4674	Works at insurance company.
Bash Dagot	4657	Witnessed Linsky's death.
J St Gideon	3891	The man who is behind Project Overload.
Arnold Dveed	4610	Works for MTC Gideon's other project.
Frank Schimming	4650	Gideon's boss.
Jim Slade	4927	Killer who works for Knott.
Sandra Lawson	4599	Carl's girlfriend.
Sylvia Linsky	4421	Carl's daughter.
Wanda Peck	4621	Useful source of information.
Robert Knott	0132	Chief of Law and Order.
Smiley Monroe	3615	The cop who is investigating Cal Davis' death.
Aaron Sternwood	0439	Friend of Davis.
Delores Lightbody	4920	Carl's fiance.
Della Lang	2111	Loves Ron Morgan.
Lola Lovetoy	4603/4605	Worked for Gideon.

m

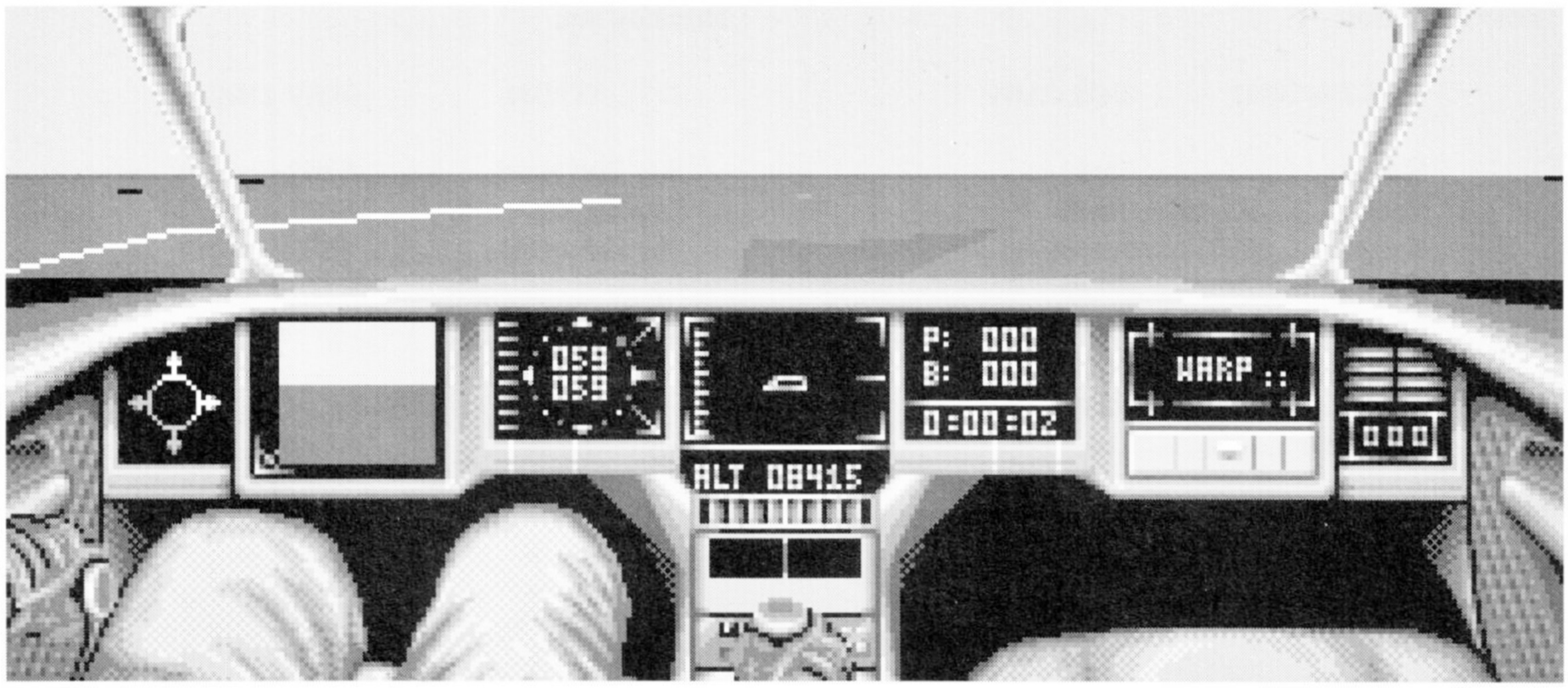
GENERAL HINTS

- Keep a close track of who's who.
- Don't threaten people if possible. It's better to bribe them.
- J St Gideon is the brain and Griffith is the brawn.
- Big Jim Slade will be shot, so be quick questioning him.
- Robert Knott will be shot if you ask about Gideon.
- The ape poses no problem with the pole from 8911.
- Play the video tape from 4670 in the VCR at 4605.
- Vanessa and Lee Chin are really only useful for getting codes, but you've got them already, so ignore these two.
- To get to a place press N to call up the NAV computer and N again to enter a co-ordinate. Now press A for autopilot and you will be taken straight there.

COMPLETING THE ADVENTURE

When you have collected all eight of the cards go to the main computer at the Gideon Complex (NAV code 4550). You will be captured when you arrive, but don't worry. When you are in a room with a furnace, get the mask from the panel and activate the furnace by remote control. A robot will enter the room to turn the furnace off, at which point you should run out of the door before it closes. You should now be in the main computer room.

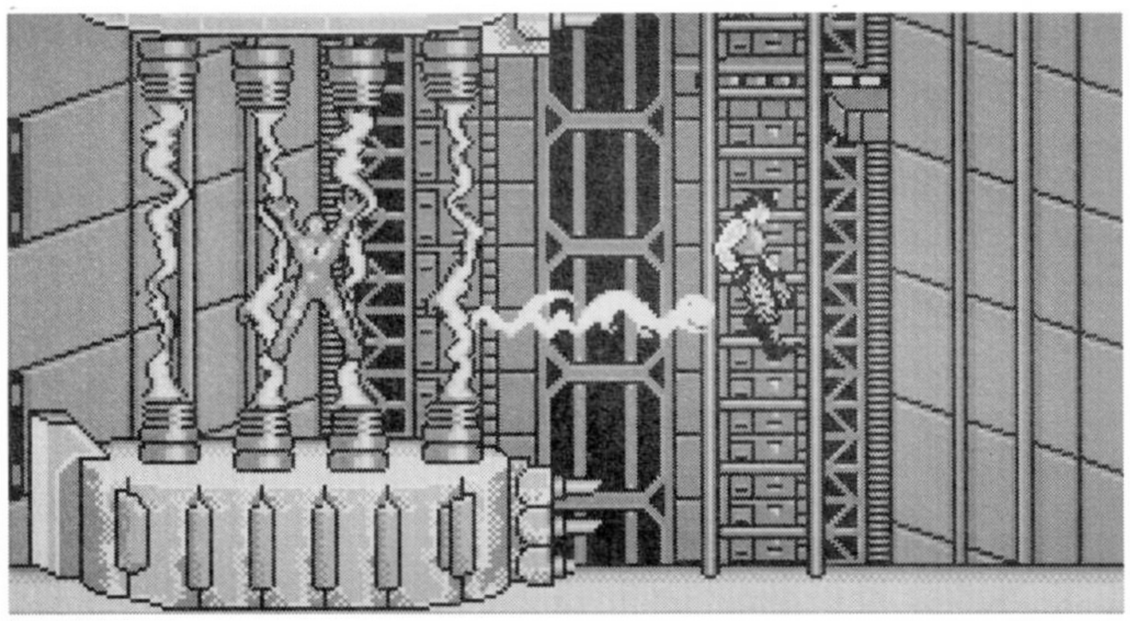
The simple task (he says sarcastically) you now have to do is enter all the cards and passwords into the computer in just one minute. Once they have all been entered you can then relax. The world has been saved!



MIDNIGHT RESISTANCE

Ocean

A desperado rebel fighting force has decided to make a daring move against society to gain its demands. The rebels have kidnapped a family and trapped them in a bullet-proof glass prison deep within the heart of a well-protected fortress. Naturally, the government can't be seen to be giving in to these terrorists, so a covert military attack is called for.



You and a friend control the two-strong attack force as they storm the rebel base. As well as being attacked by ground troops, you will have to deal with more mechanical adversaries, such as spinning blades, gun emplacements and some pretty hefty tanks. Luckily, the end of each level allows you to enter a weapons screen. Here you can kit yourself out with some more mighty firepower to take on the larger enemy units.

Midnight Resistance has been pretty well converted from the original coin-op, with some well defined graphics and rapid action. The thing is that the coin-op was fairly weak in the first place. The colours are extremely dark, forcing you to turn the brightness control to maximum, and the sound is weedy to say the least. The gameplay is nothing new, being a dead ringer for countless scrolling shoot-and-beat-em-ups that have already been around for some time. It's not a bad example of the genre, but as a style it's starting to wear a little thin.

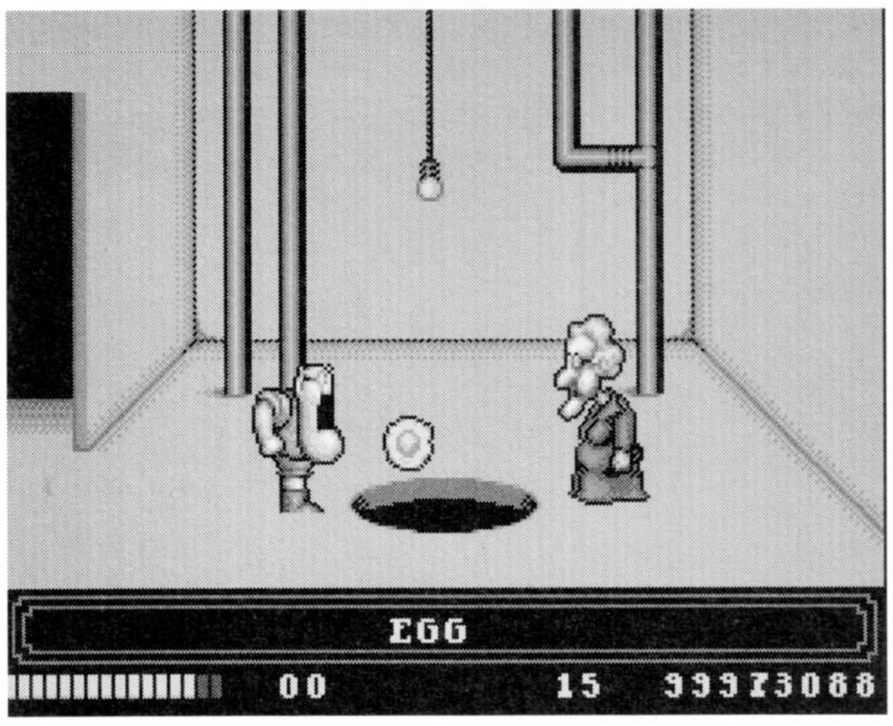
***AMIGA FORMAT* RATING - 69%**

HINTS

If you're not a suitable 'hard man' and can't whup the enemy good, then try typing in: ITS EASY WHEN YOU KNOW HOW (including spaces). This should give you infinite everything, which ought to make defeating King Crimson a much easier task.

MONTY PYTHON

Virgin



"And now...a review about a Monty Python *game. Called...the* Monty Python *review. Down there....Down there..."*

This pretty much sets the scene for the *Monty Python* game. Explain the game? Oh...it's impossible.

No it isn't.

Yes it is.

No it isn't.

Yes it...

PING! Time's up. Oh alright then...

You control the man for the nineties, Gumby, as he goes on a quest to find the four missing pieces of his brain, which has had enough of being belted with bricks and decided to make a life of its own. In order to find the brain, you have to eat brain food, which everyone knows means Spam (Spam, Spam, Spam, Spam, Spamity-Spam...SHUT UP! Bloody Vikings). Collect enough Spam from the platform filled levels and you retrieve a piece of brain. After each stage you can go on to have an argument. The longer you manage to contradict the minister, the more bonus you get.

As you'd probably expect, *Monty Python* is an extremely silly game. From the graphics and sound right down to the manual, the whole feel of the Python humour has been captured. As a game it's a pretty enjoyable platform affair, featuring some extremely strange and stupid characters and scenery, including Spiny Norman, Eric the Half a Bee and the deadly Lupins to name but a few. For those of you who like your action surreal and somewhat stupid, this is for you!

***AMIGA FORMAT* RATING - 88%**

m

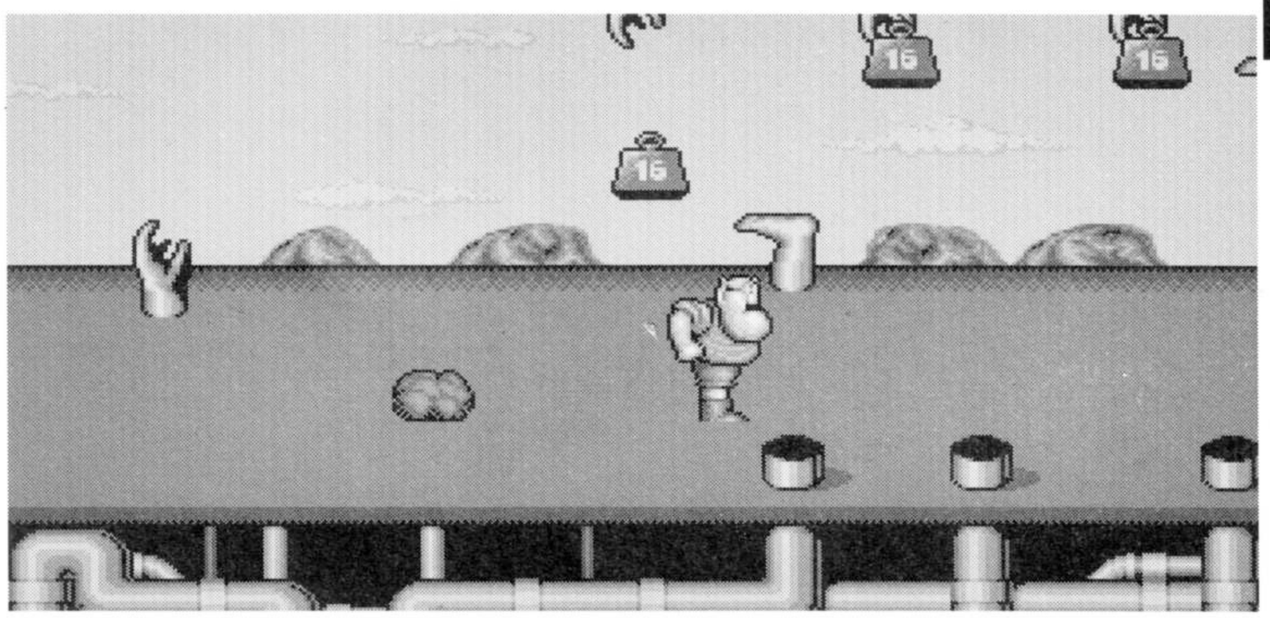
HINTS

Never mind about that, miss. Miss? I'm sorry I have a cold. Anyway, on with the hints. All you have to do is take a bunch of flowers, get onto the low score table and enter your name as SEMPRINI. You will now have a new set of options on the intro page to select from.

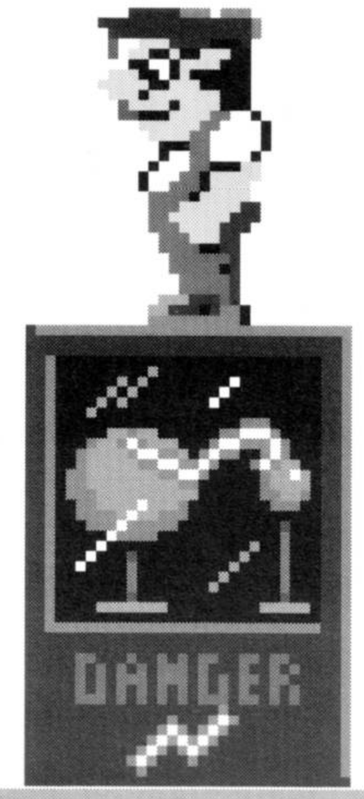
Now then... Does that little tree that follows you around annoy you? Well, never mind – it's just Mr Johnson trying not to be seen. If you really want to get rid of him, though, just go to the right until the screen starts to scroll, then run towards the left of the screen. Then the tree will be dead. It will cease to be. It will be an ex-tree. It will snuff it. That's enough! It isn't a parrot.

Ah, the Norwegian Blue, lovely bird, beautiful plumage. That may be the case but it ain't a parrot.

Well, I've got a talkin' slug...



Narc
Nightshift
Nitro



Ooops Up!
Operation Thunderbolt

NARC
Ocean

"Don't do drugs kids! It's bad!" This is basically the message behind *Narc*, which features you as a heavily-armed cop who must go out and blow away reams of drug-dealers. So murder and mayhem are alright then...

Mr Big is the most notorious drug baron in the city. His reign of terror is bringing the city to its knees, so something must be done! You must taken on the forces of Mr Big's gang as you attempt to infiltrate their headquarters. As you take out the gang members, they will drop packages containing either narcotics or money. You have to pick them up to be used as evidence when you manage to take down the gang once and for all.

Anti-drug beat-em-ups seem to be appearing in abundance these days. The message is fair enough, but wrapping it up in a swathe of violence seems a little hypocritical. Still, it makes for some frantic arcade action none the less and *Narc* is an example of some of the most frenetic, horizontally-scrolling mayhem available. The graphics are alright, with plenty of sprites shifting about the screen, and the sound is pretty raucous, but the gameplay itself is a little repetitive. All it involves is rampaging down a street, then rampaging through a building and so on. In an arcade this may be good fun, but after a couple of hours playing in your own home this may get a little boring. *Narc* is a decent enough conversion, but the coin-op wasn't that hot to begin with.

***AMIGA FORMAT* RATING - 63%**

HINTS

Heavily suited up and ready to go, you take to the streets, only for the drug gangs to blast you full of lead. Never mind, try this cheat instead.

When the game starts, go right until the first dustbin appears. Kneel down in front of it and keep shooting. When it turns blue the cheat mode will have been activated and you will have infinite lives.

NIGHTSHIFT
US Gold

Every kid's dream must be to work in a toy factory, but have you ever thought how difficult it must actually be to make them? Well now you can find out...

Fred and Fiona Fixit have been given a job on the night shift at the Industrial Might and Logic toy factory. In order to keep the models of Darth Vader, Stormtroopers, Yoda and even Zak McKracken churning out, they need to operate and maintain a strange-looking machine, affectionately known as the Beast. Their tasks include plugging in all the cables, pedalling the generator and stoking the boiler to keep the raw materials flowing.

Their task is made more difficult by two characters called Cliff and Jodee Lemming. These two rascals nip out from behind the scenes and try to sabotage the Beast. The two workers must chase them off with items such as hoovers or giant Venus Fly Traps before they can set about putting the machine to rights.

Nightshift is yet another in a long line of cutesy platform/puzzle games. The graphics are bright and colourful, with the huge, Heath Robinson-style Beast whirring and grinding away throughout the level. The animation carries off the amusing appearance extremely well, making the game extremely entertaining to watch as well as to play. All the puzzles are played against the clock, which means that panic begins to set in when things start going wrong!

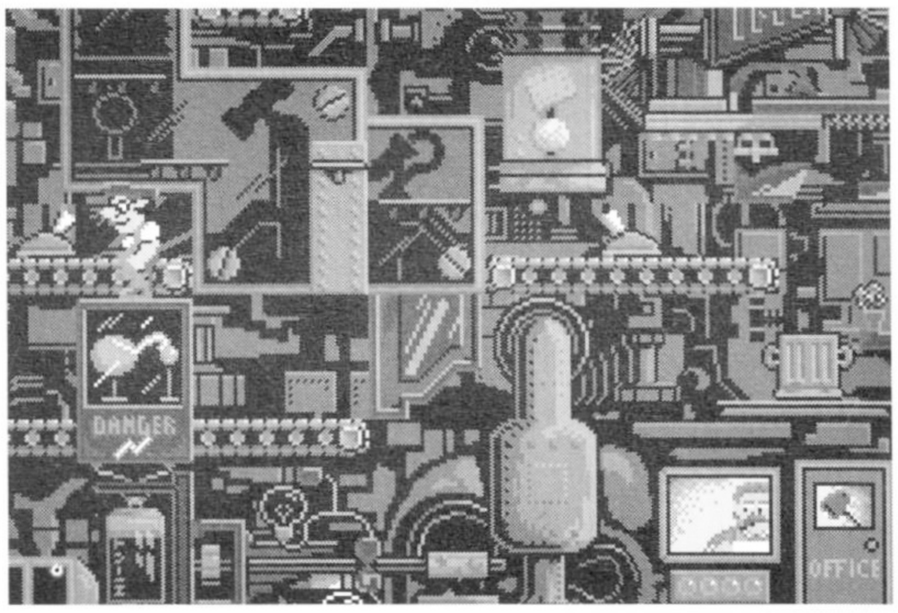
Nightshift is a good, fun game which is just a little too off-beat to hit the top. Still, it surely deserves to be one of those games termed as a cult classic.

***AMIGA FORMAT* RATING - 81%**

HINTS

Working in a toy factory isn't just a load of playing about - it takes serious graft. If you're not up to completing a load of shifts then these codes will probably help to get you through your schedule a bit quicker.

LEVEL	CODE
2	Cherry, Banana, Banana, Lemon
3	Banana, Cherry, Pineapple, Plum
4	Pineapple, Lemon, Pineapple, Pineapple
5	Pineapple, Pineapple, Lemon, Cherry
6	Cherry, Plum, Plum, Pineapple
7	Cherry, Pineapple, Lemon, Banana
8	Pineapple, Banana, Pineapple, Cherry
9	Pineapple, Lemon, Lemon, Cherry
10	Lemon, Banana, Plum, Plum



NINJA SPIRIT

Activision

If there's one theme which is central to more beat-em-ups than any other it has to be the mighty Ninja, but this game has something which is important to any oriental sword-wielding warrior - the *Ninja Spirit*.

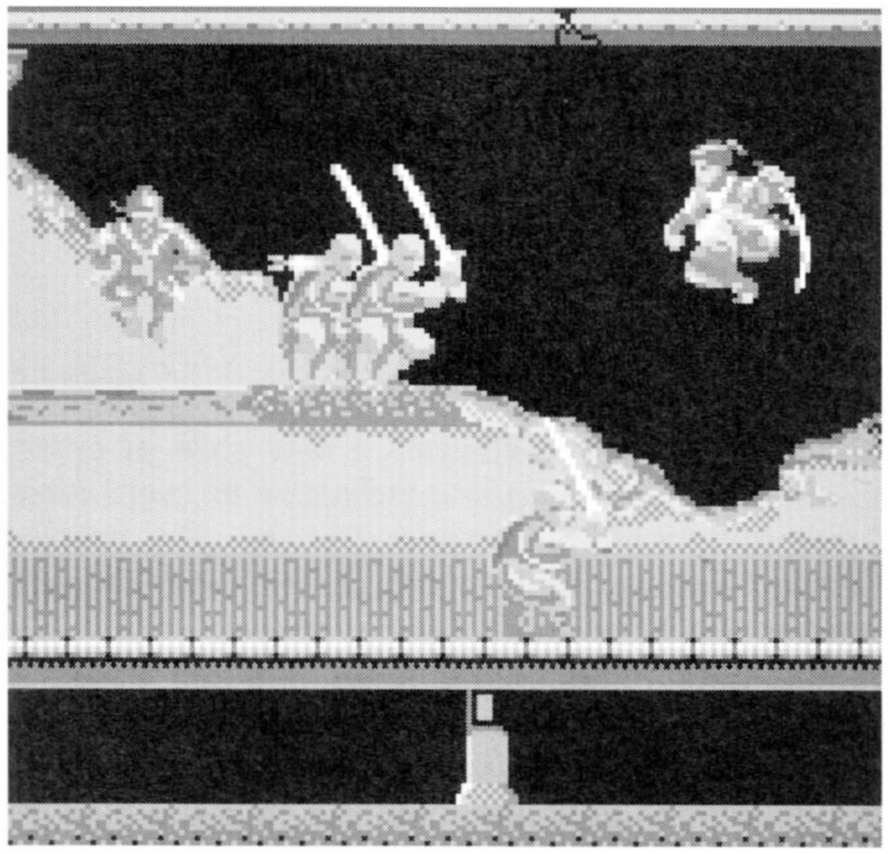
You control a fighter who has summoned the spirit of the ancient Ninja leaders to avenge the deaths of his friends. In order to revive their souls you need to battle through seven stages packed with warriors who don't want you to bring back the dead. On the way you must collect a set of Spirit Balls. These give you extra weapons as well as giving you the power to bring a friend back from the spirit world to help you fight.

Ninja Spirit was a fun arcade game, giving you an enjoyable ten minutes' thrash for your 20p. The conversion has all the bright, colourful graphics and whizzy sound of the coin-op, but what amounted to a good, fun battle in the arcades doesn't hold much interest for long periods of time. The action is violent enough, but the whole thing is fairly repetitive, ending up being dull after quite a short while. This style of beat-em-up may work off aggression, but there's only so much you can work off before becoming bored!

***AMIGA FORMAT* RATING - 63%**

HINTS

If the realms of the spirit world aren't enough to help you defeat your enemies, then some old fashioned cheating may do better. Start the game as normal and hit F9 to pause. Press Caps Lock, then hold down the Ctrl and Shift keys. If all goes well, the game should restart with your Ninja warrior invincible.



NITRO

Psygnosis

When Atari released the *Super Sprint* coin-op it spawned a whole host of overhead race games, including such titles as Sega's *Hot Rod*. The official Amiga conversion of Sega's game appeared in the spring of 1990, but turned out to be pretty disappointing. Six months later, Psygnosis' released their own interpretation of the race theme in the shape of *Nitro*.

The idea of the game is to race around a multi-directionally scrolling circuit and reach the finish point ahead of the other three racers. The courses range from city streets, through fields and woodland to desert scenes, each with a different type of terrain to tackle. In order to get across the ground as quickly as possible, you must pick the right type of car for the job. Formula Racing cars are fast over roads and Sports cars are good all-rounders, while Buggies eat rough terrain for breakfast. Each of the cars handles in a different way and give varying degrees of fuel economy. You have to take this into account between races, where you can refuel and repair your car. After all, getting stuck half way around a track with no gas could be frustrating!

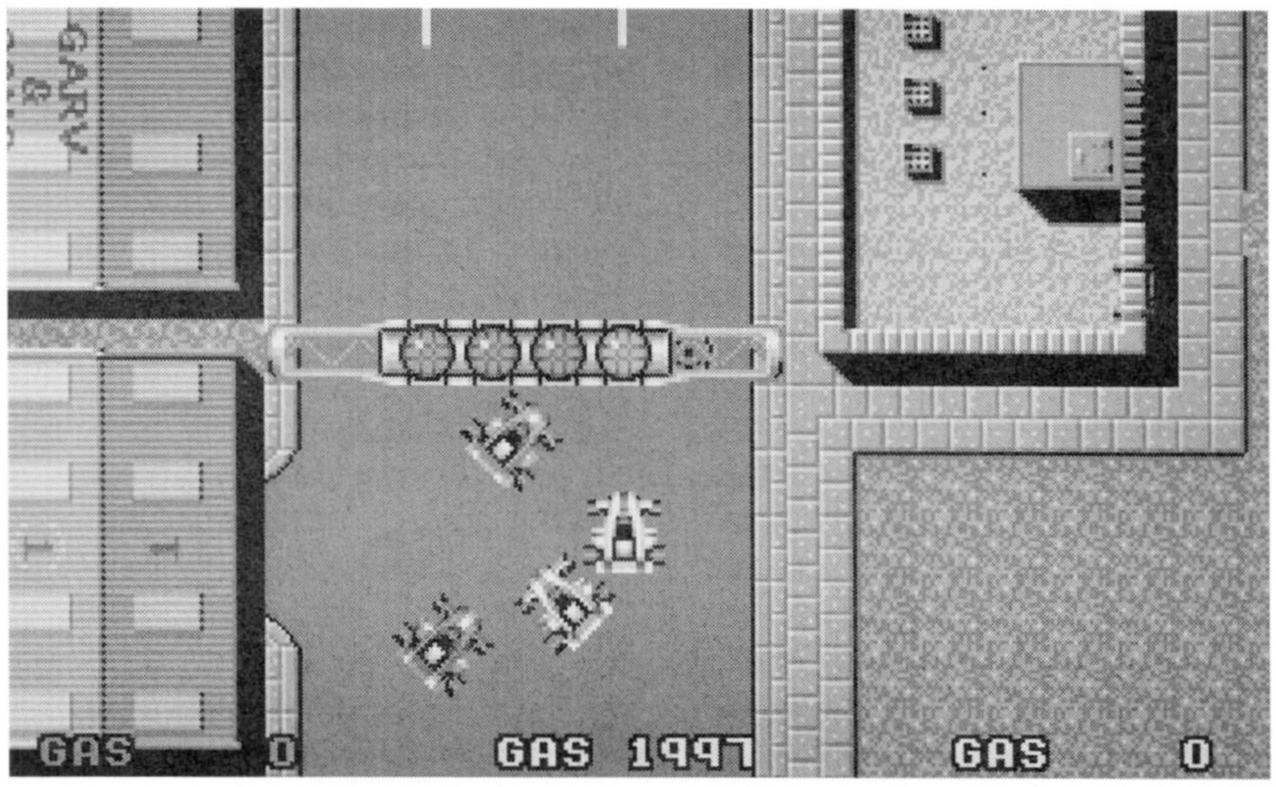
The game can be played by a single player, racing against three drone cars, or up to three human drivers can compete at the same time. This makes for some wild challenges - and you'll find out who your friends are!

Nitro is pretty much the game that *Hot Rod* should have been. The graphics are bold and well drawn, with some racy sound effects to back them up. Occasionally the game slows up as tracks are loaded and the single player game could become a little dull after a while, but the action is fast and frantic, especially when more than one human driver takes part, providing enough competitive racing to keep you playing for quite a while.

***AMIGA FORMAT* RATING - 84%**

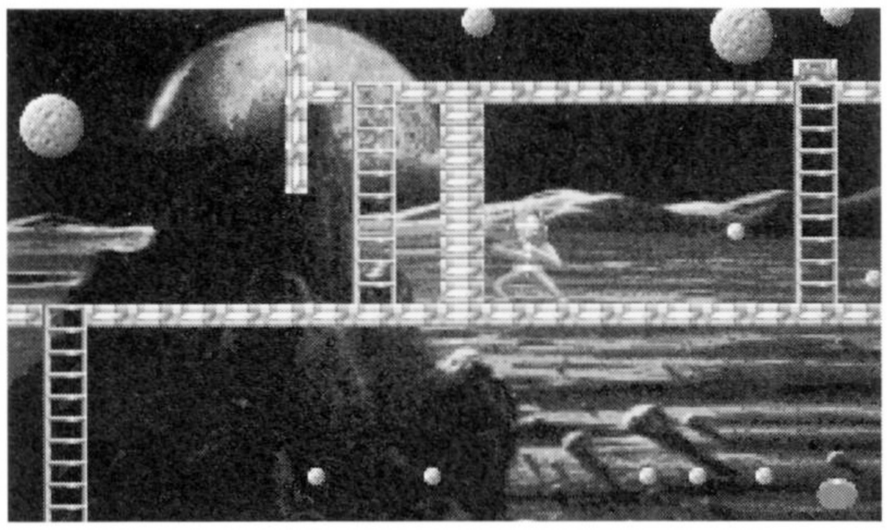
HINTS

If fuel economy and money-management aren't your strong points then simply enter your name as MAJ and you will by given 5000 units of fuel and 50 credits.



OOOPS UP!

Demonware



Isn't it funny how as soon as a new style of game appears, a similar one is released hot on its heels? After Ocean releasing their conversion of the cute, bubble-bursting coin-op *Pang*, along comes Demonware's interpretation in the shape of *Ooops Up!*

The game is set in deep space, with you playing a spaceman trapped in a distant galaxy. You must collect spaceship parts and fuel in order to return safely home. This is achieved by warping between various planets in the system and using a futuristic harpoon to destroy all the meteorites and aliens that bounce about the screen.

This is pretty tricky, since as soon as you hit a bouncing piece of junk, it splits into two smaller section which have to be taken out. Occasionally the nasties drop an extra pick-up, which when collected gives you a new weapon, such as laser cannons or double harpoons. Once you have collected the spaceship token and killed all the baddies on a screen, you are warped to the next planet in the system, where the battle starts again.

As you may have guessed from the name, the game's soundtrack is based around a reworking of Snap's dance hit 'Ooops Up'. This beaty track boosts the gameplay on quite nicely, fitting the rapid action to a tee. The graphics are pretty good too, with the backgrounds consisting of various, ethereal outer-space scenes such as strange lakes and crater-marked planet surfaces. Unfortunately, once the appeal of the presentation has worn off, the gameplay is less than satisfying. It is fun on the first few levels, but when the levels begin to get harder, the dodgy control and sluggish movement make it nigh impossible to complete the stages. This lets down what could have been an interesting reworking of the *Pang* theme, instead it's just average.

AMIGA FORMAT RATING - 76%

HINTS

Since completing some of the later levels may be just a bit too tough, here is a list of codes to allow you to jump to whatever stage you want. One thing though, be careful when entering codes with 'O' or zero in them, since they may look the same. Check that you've got it right and try the alternative if it doesn't work!

1 – Po01	26 – FE5C	51 – FoR0	76 – RT27
2 – DK51	27 – CXE5	52 – 2FF7	77 – TUP8
3 – 30F7	28 – 32H4	53 – R4KG	78 – KoP9
4 – FL59	29 – PD30	54 – 39GH	79 – BIWI
5 – Q058	30 – 10F4	55 – PW04	80 – EB01
6 – FA20	31 – D947	56 – oEP5	81 – SA3A
7 – 5F6J	32 – FD4G	57 – R4G6	82 – S4A9
8 – CKD4	33 – DK48	58 – MF03	83 – LA8D
9 – NF05	34 – 206G	59 – oW75	84 – MUE0
10 – D04G	35 – DK39	60 – MC90	85 – ER7E
11 – 40V8	36 – DGLo	61 – 0oT8	86 – NEPT
12 – FDL0	37 – D049	62 – TI27	87 – W8GA
13 – V03D	38 – 6P05	63 – W3RE	88 – PI31
14 – 49F8	39 – Fo49	64 – 9o5W	89 – 2I10
15 – WAQD	40 – 4G7H	65 – TRP2	90 – A234
16 – X038	41 – XPE5	66 – 6GI3	91 – X3Q1
17 – UU09	42 – UP9F	67 – REW8	92 – NEC1
18 – 40FJ	43 – AQIQ	68 – IPoU	93 – GUF7
19 – X03C	44 – S046	69 – HGF6	94 – A3K9
20 – DK49	45 – VE96	70 – FUK0	95 – C5J0
21 – G8LD	46 – X94B	71 – 30RT	96 – JH90
22 – P49X	47 – E114	72 – JUEE	97 – JUBI
23 – A0A5	48 – D824	73 – MIRo	98 – V069
24 – 39VS	49 – 84D5	74 – GULU	99 – T800
25 – XPE4	50 – S04L	75 – JUG8	100 – 4799

OPERATION THUNDERBOLT

Ocean

Super-hard heroes don't get much of a rest, do they? After rescuing the hostages from inside a military installation in *Operation Wolf*, mercenary Roy Adams is off on another do-or-die mission, this time with colleague and good friend Hardy Jones.

A group of Arab terrorists have hijacked a DC-10 filled with passengers and flown it to a heavily-guarded military base. Roy and Hardy must fight their way through a series of levels armed with machine guns and rocket launchers. The stages range from 3D sections, involving the heroes running down a street or speeding down a river, or horizontally scrolling sections packed with enemy troops and vehicles. As they blast through the levels, Roy and Hardy must pick up items from crates such as flak jackets, laser sights, health kits and extra ammunition. To win through, they must beat the terrorist defenses, reach the airstrip and storm the DC-10 to rescue the captured passengers.

The graphics have been well converted from the coin-op, with large sprites zooming across the well-drawn backdrops, and the raucous military sound effects and sampled speech add to the atmosphere nicely. The scrolling is a little jerky at times, but when you're stuck into the frantic action you hardly notice this little foible. The original *Operation Wolf* was crazy enough, but the more varied levels and tougher gameplay make the conversion of the sequel an even more satisfying blast which will keep you hooked for some time.

***AMIGA FORMAT* RATING - 88%**

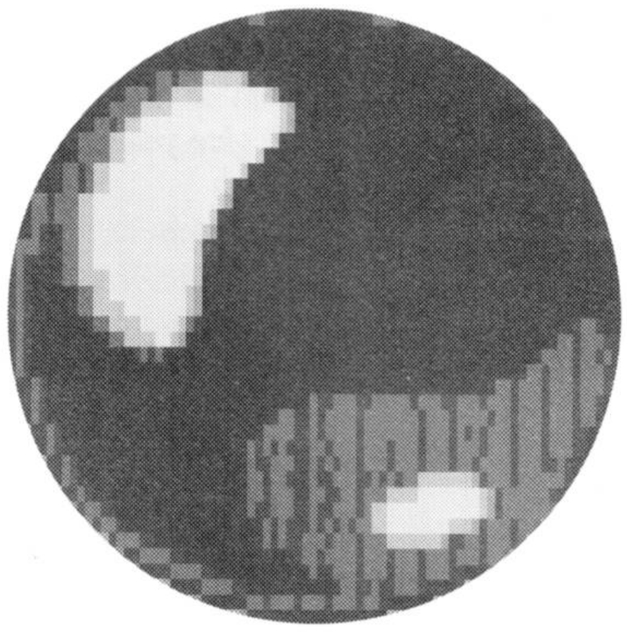
HINTS

High-power weapons such as Uzi sub-machine guns and grenades might not be enough for the humble games player to defeat deadly terrorists. Sounds like a cheat may be in order here...

Play enough to get a high score, then enter your name as WIGAN NINJA. You will now be able to skip levels by pressing F7. If you still get pumped full of lead death, try entering your name as EDOM TAEHC instead. This will give you infinite energy. Super hard or what?

P

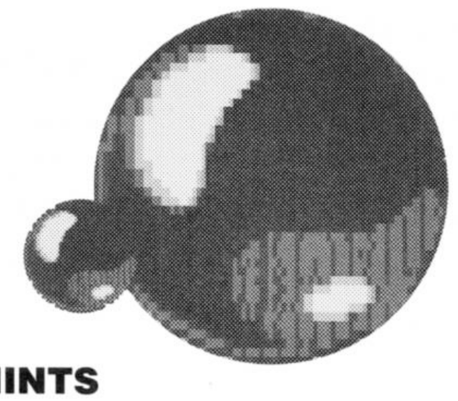




Pang
Populous
The Power
PP Hammer
Predator 2
Prince of Persia

PANG

Ocean



The Earth is under attack! Nobody realised the danger until it was too late and the alien invaders were all around us. How did this come about? Well the extra-terrestrials were disguised as balloons!

You and a friend volunteer to take part in a clean-up campaign to get rid of the bouncing beasties once and for all. In order to do this, you must travel around the world's top tourist spots with your high-tech harpoon and burst the enemy invaders. Every time you hit a bubble, it pops to form two smaller balls, which in turn break into two even smaller ones which can finally be destroyed. As well as the bouncing balloons, there are alien creatures disguised as birds and snails, which attack you and jam your weapons. There is a creature on your side though, in the shape of a crab, which bursts any bubbles that it touches. Some bubbles drop a token when hit, which can be picked up to freeze the enemies, give you more time or improve your weapons. Once all the waves of invaders in a location have been blasted, you can get into your aeroplane and zoom off to the next tourist spot.

Pang has been incredibly well converted from the original coin-op. From the colourful graphics to the twee soundtrack, everything is absolutely spot on. It makes a nice change to see what is basically a shoot-em-up using some bright and cheerful presentation rather than the usual dour, serious, miserable science-fiction efforts which end up looking tacky. The jolly appearance make the game fun to get into, while the sheer addictiveness of the game will keep you firing your harpoon at the deadly bubbles until the cows come home.

***AMIGA FORMAT* RATING - 87%**



HINTS

Although it's basically a matter of splitting the bouncing balls, collecting the pick-ups and avoiding the odd creature as you wing your way around the world racking up the points, *Pang* has a surprise or two on some of its screens. Here are a few guides to some of the more... um... 'interesting' levels, complete with tips to help you battle through them...

Stage 2-5

If you shoot away all the platform sections on this level, a brown and white circular object will drop. Collect it and you will gain an extra life.

Stage 3-9

Three balls in an enclosure at top left can only be reached if you shoot away the platform section beneath them. This can't be done if you have the vulcan missile. If you are unlucky enough to get a vulcan missile, hope that you get a bomb to split them so they can fall down.

Stage 4-12

Again, shoot all the platform sections to get an extra life. Work from the left and the large ball on the right will remain trapped until you feel like dealing with it.

Stage 5-13

The best strategy is to go straight to the top right, just past the end of the top platform, and blast all the balls as they bounce off the end. One or two will escape, but you can go back to the left hand end of the platform to mop them up. Shooting all the platform sections on this level will give you a shield.

Stage 5-15

Get up the ladder straight away and you can treat this one like a normal level. The first power up is always a vulcan missile. This is OK if you can finish the whole level before any of the small balls manage to make their way under the platform, but if you get stuck down there with them you will most certainly need a wire at least. A power wire would be best, though.

Funnily enough, shooting all the platforms on this level gives you a power wire – Yipee!

Stage 7-19

In frozen Leningrad the ground is covered with ice, making changes of direction a haphazard affair. Work from the centre of the screen to the left or right destroying everything as you go, then backtrack and repeat this pattern until the level is clear.

Stage 7-20
This stage has two levels and it is best to clear up the lower one before taking on the upper. Go immediately to whichever side you prefer, and as the large ball bounces back from the wall go under it, split it and all the smaller ones, then collect the power ups. Using these it should be a simple matter to finish the stage.

Stage 8-22
Splitting all three balls at once will lead to disaster f'sure. So take them one at a time. The other two will stay out of your way, and soon you will be given a power wire and a twin wire to clean up with.

Stage 9-26
Shoot away all the platform sections on this level and you will be given a power wire.

Stage 9-27
At the start of this level you are in a hollow: run left and fire and a power-up will drop on you. Shoot some more and another will drop just to your left. Go up the ladder and run off the left end of the platform to pick up the power up. Now you are out of the middle, stay out.

Stage 10-28
Again, a trapped ball cannot be released if you have the vulcan missile. Shoot the third platform from the left as soon as possible. This will allow the bonus pick-ups to drop all the way to the ground.

Stage 10-29
Very difficult to complete without a power-up, and power-ups are not easy to collect. So shoot the large ball when it is directly above the gap in the platform and the power-ups will fall directly onto you.

Stage 11-31
The floor is uneven, making it impossible to collect some of the power-ups, so don't count on them. There are also some very bizarre bounces, so watch out for them!

Stage 11-32
Yet another level where there is a trapped ball which you can't free with the vulcan missile. Shooting the platforms on the right is the only way to collect the bonus pick-up. Shoot them all to release a freeze token.

Stage 11-33
Guess what? If you have the vulcan missile you can't finish this level - quelle surprise! Go left, up the ladder, go right, go up the ladder, go right off the end of the platform, and voila – you are in a position to do some damage to the two balls at the top right. Now go up the long ladder at the right, go left and up the next ladder, go left and up the short ladder, run off the left-hand side of this ladder and you can get the last ball to finish.

Stage 12-35
When there is just one ball left, go up the ladder at the left and walk over the last ball. As you fall off the right-hand side, go left and you will land on the platform below it. From here you can finish the level.

Stage 13-37
As soon as the level starts go right and get the three small balls that fall down to make life a lot simpler.

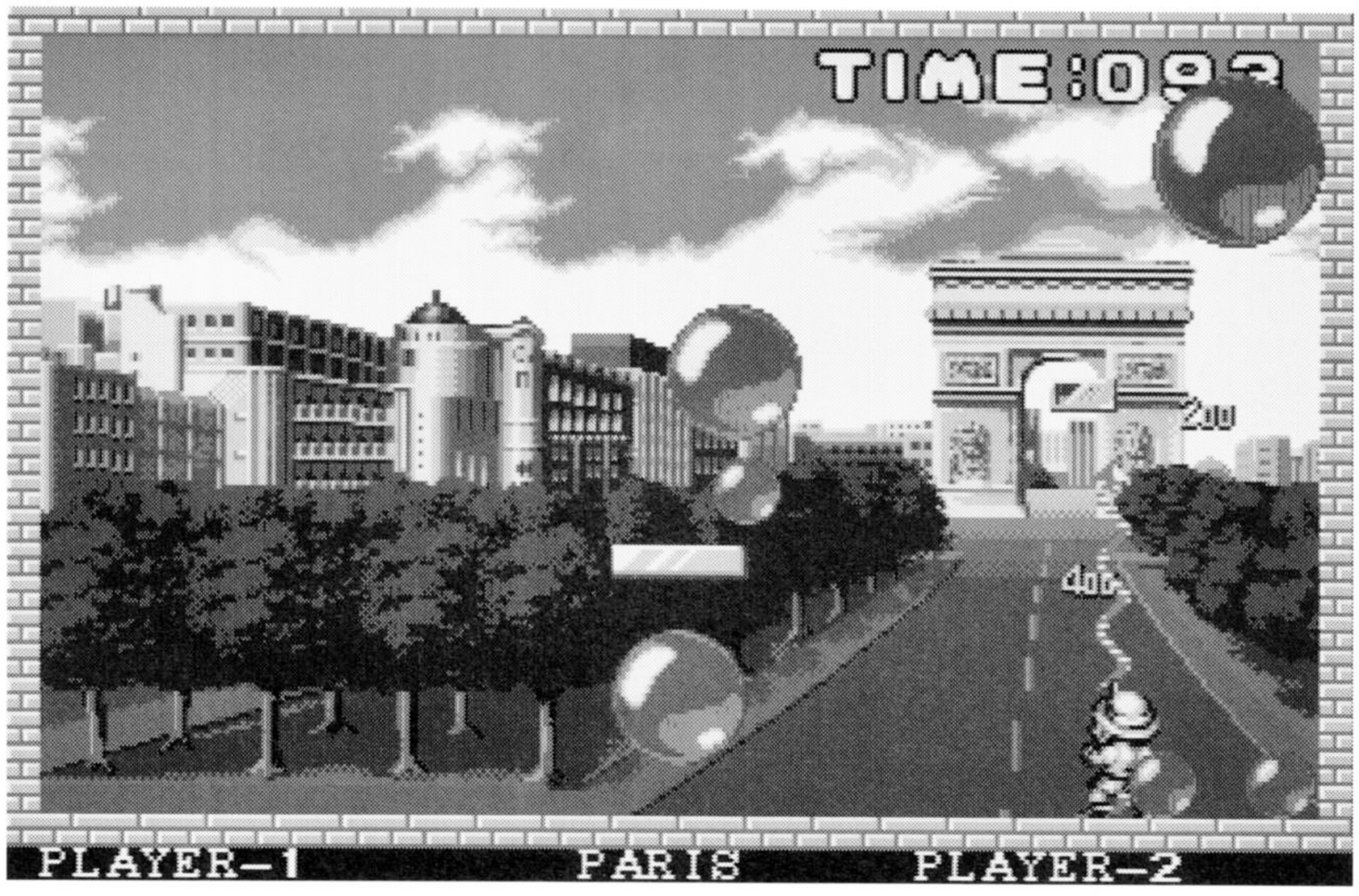
Stage 14-41
This deceptive level has the nasty habit of placing two balls one behind the other, so as you hit one the other just keeps coming.

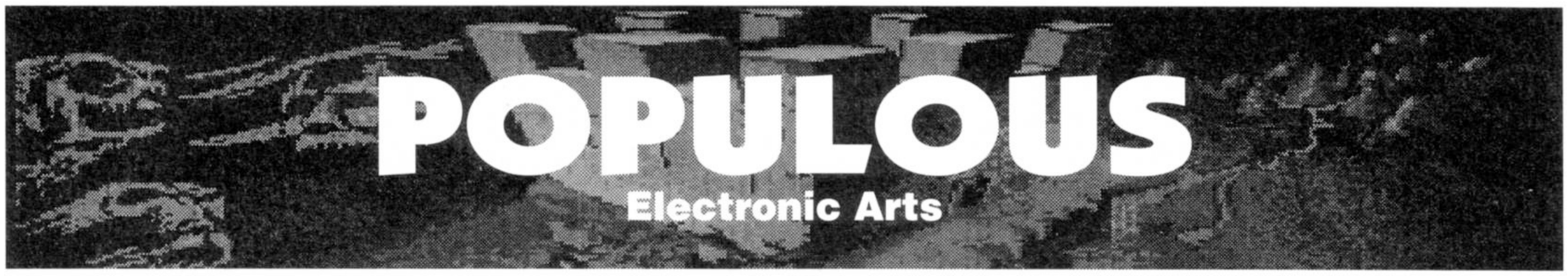
Stage 14-42
A tough one, but shooting both platforms gives a freeze.

Stage 15-43
Half of this level is icy, so beware. Shoot all the platform sections and you get a freeze.

Stage 15-45
Shooting all the platforms gives a vulcan missile. Wow!

These should help you on your way to Easter Island, where you can enjoy a jeep ride into the Pacific sunset.

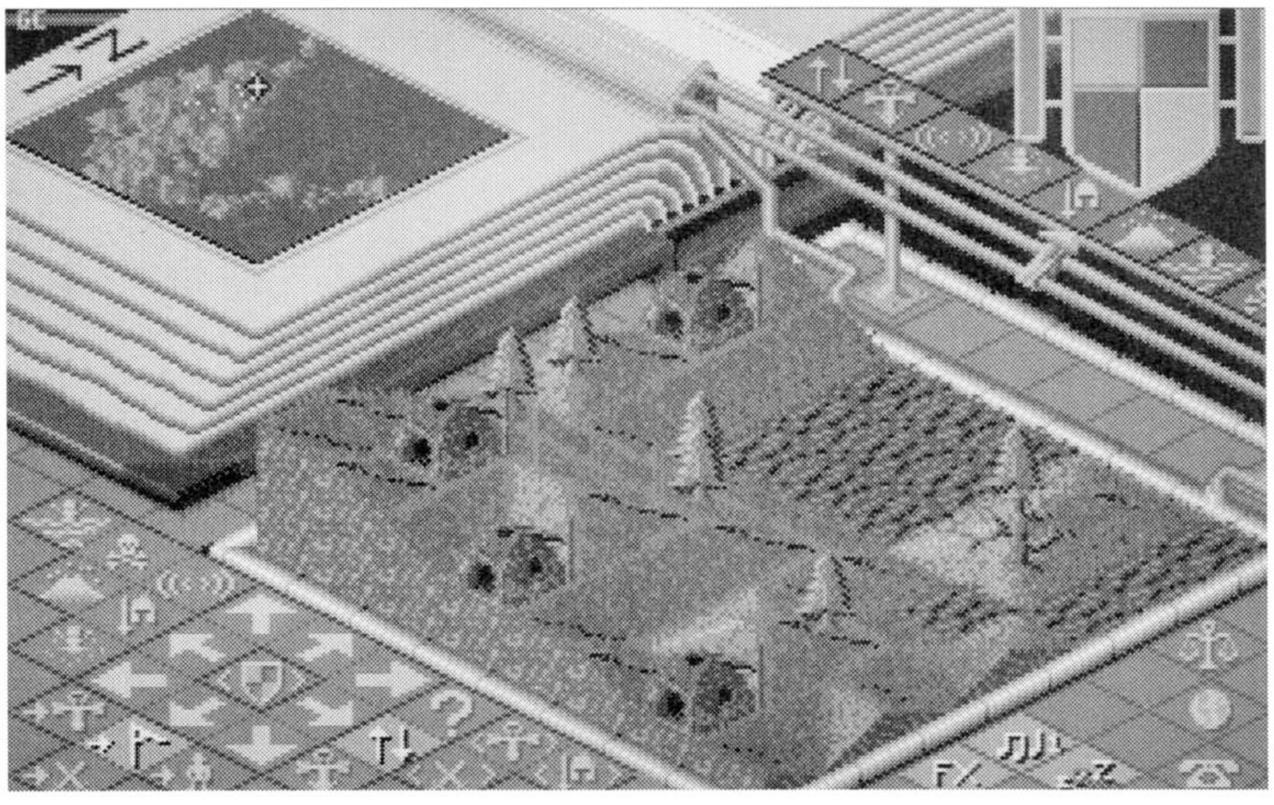




Games that are recognised as real classics more often than not come from nowhere and take everyone by surprise. One such game is *Populous*.

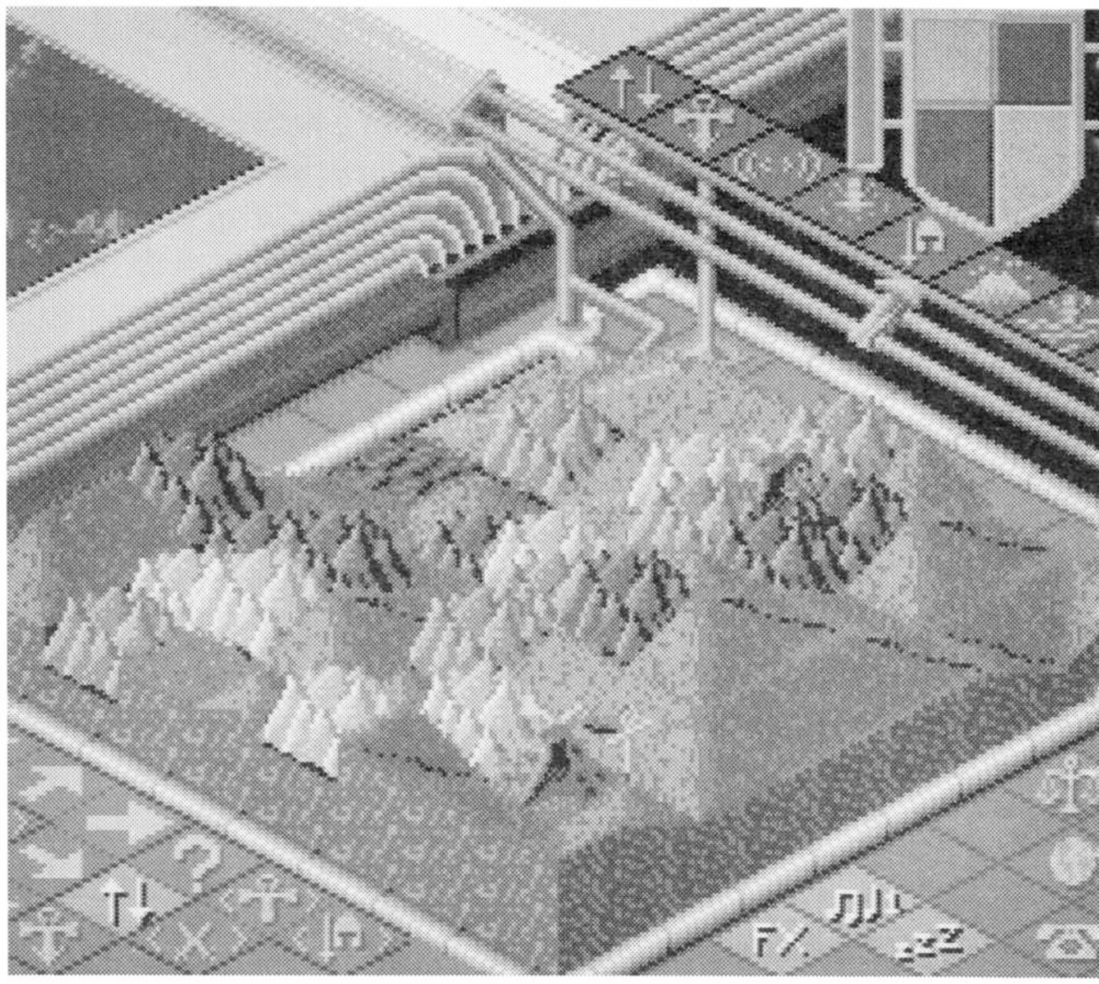
If you don't know about the game (what have you been up to for the past three years?) it's basically a deity simulator. A series of 'worlds' are open to you, populated by two factions. These groups start off pretty small, with just one or two people. You have to raise and lower the land to allow the populace to build settlements, which start off as simple huts and evolve into more complex structures including houses and castles. Unfortunately, due to the nature of mankind, the beings are extremely warlike and the two factions battle over territorial claim to the worlds. You must designate a leader for your group and control their battle tactics. You can also use your godlike influence to cause a series of natural disasters such as floods, earthquakes and volcanoes, but you can only do this if you have enough deity power. You win the contest if you manage to destroy all the members of the enemy faction and take over their settlements, but watch out! The other deity may try to use your own tactics against you!

At the time of its release, *Populous* was like no other computer game ever seen. The idea of playing God may be a bit dubious, but the actions you carry out are pretty basic - hardly in the realms of the great religions! The game is very strange, with some weird, ethereal music to back up the superbly atmospheric graphics. The gameplay, although pretty slow to begin with, is completely captivating. You can easily spend three hours in front of your machine and think you've been there for ten minutes. *Populous* makes a nice break from the mainstream hack-blast-collect computer game scene, proving that a good game can be put together without spaceships, guns or license deals.



HINTS

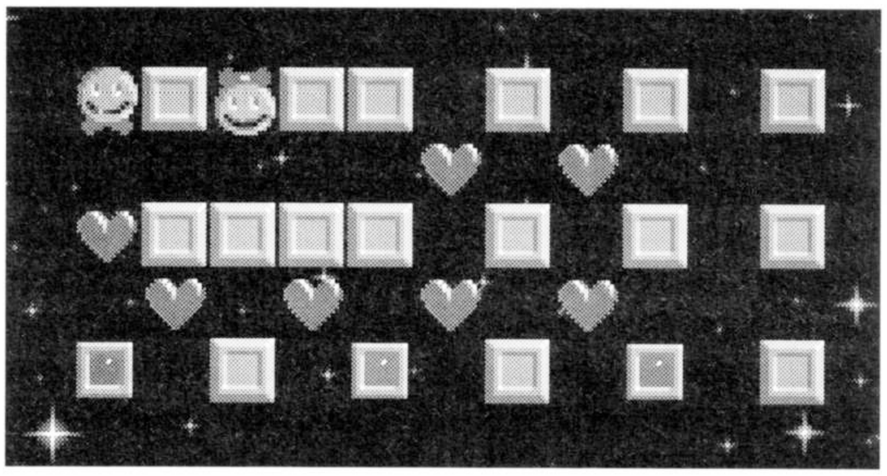
Do any of you would-be deities feel that the first levels are beneath you? Yes, I know they would be beneath you if you were God above... that's why you'd be above... but never mind about that now! On with the tips! Right, I've got some codes for the later levels if that would help. Maybe you should bash a few of them in to get to some higher worlds. Now... I know that they're around here somewhere... Where did I put them? Oh yes! The bottom of the page! Quite obvious really.



WORLD	CODE
050	HOBOZJOB
075	NIMLOPILL
100	CALGOLD
125	FUTDIMAR
150	BINQUEME
175	ALPAPAL
200	EOAMPMET
225	HURTOGODAR
250	VERYOXT
275	BUGINOND
300	BILQUAZOUT
350	SUZDIEHOLE
400	BADMEILL
450	JOSYMAR
500	SHADWILDON
999	KILLUSPAL

THE POWER

Demonware



After releasing a game based on Snap's hit *Ooops Up!* Demonware quickly followed it up with yet another Snap title, this time based on their first hit, *The Power* .

The game pits you as a blobby hero called Max who will do anything to reach his girlfriend Mini. Max must collect hearts before reaching her, which isn't that easy for him, since he can't stop walking in a direction until he hits something! You have to set up a series of blocks to allow Max to collect all the hearts and finally reach Mini.

The gameplay itself is a pretty mind-boggling puzzle affair, with the mazes being a lot more devious than they first appear! Completing all the game's levels will prove quite a task, but even if you do manage to crack them all you can create your own puzzles with the screen editor.

The Power contains all the ingredients of a classic puzzle game - cute, colourful graphics, an impressive soundtrack and heaps of options. Couple this with the addictive gameplay and you've got a playable and fun game which will hook you for weeks.

***AMIGA FORMAT* RATING - 84%**

HINTS

If a good tune and the power of *lurve* aren't enough to get you through, then try these codes to the first 50 levels.

LEVEL	CODE	LEVEL	CODE
1	No Code	26	JINGLE
2	LEVEL2	27	JOGGER
3	VISUAL	28	INSIDE
4	COWBOY	29	5P25PS
5	URGENT	30	KNIGHT
6	OOPSUP	31	HINOON
7	TOPTEN	32	NOBODY
8	D14DH7	33	GOODIE
9	ASDFGH	34	OQZAYB
10	SOLONG	35	ELTRIC
11	SURFIN	36	187293
12	RACKET	37	QROVVY
13	BULLIT	38	DOUBLE
14	QRAZZY	39	ROLLER
15	36F6FR	40	CLOSET
16	UNLINK	41	SLOWLY
17	PIXXEL	42	BISNEZ
18	EUROPE	43	124816
19	NEWTON	44	TARGET
20	FREEZE	45	ANZING
21	LAUNCH	46	VOHDOH
22	M7MS49	47	Z97531
23	GALVAN	48	WOODIS
24	KLOWWM	49	Y2X3W5
25	INDIGO	50	XUQZOX



When treasure hunting becomes a corporate business, it's the poor workers who have to do the dangerous collecting while the business managers grab the loot. Still, it's a job and *PP Hammer* needs a job.

Hard-working PP must find his way through a series of strange caverns, digging with his pneumatic drill to uncover treasure and find a path to the exit. On the way he will have to lug his gear up and down ladders, find keys, use magic potions, avoid teleports and battle with some nasty creatures wandering around the crypts. If he can collect enough treasure and still make it to the exit, then he can zoom off to the next job and start collecting more loot. Oh well, not long until pay day...

PP Hammer is a pretty typical platform game really, albeit a well-produced and devious platform game! The graphics are pretty good, with some cute sprites and varied, colourful backdrops, and the puzzles do tend to get pretty devious later in the game. *PP Hammer* isn't much of a ground breaker (apart from the drilling, obviously) but the appearance is bright and cheerful and the puzzles are challenging enough to keep most platform fans busy for a while.

***AMIGA FORMAT* RATING - 80%**



HINTS

All that pneumatic action may be tough for non-road workers, so here are some level codes for you. The game creates different codes depending on the name you use. In order to get these codes to work, enter your name as HAMMER.

1 .....No Code	17 .....WWSHFGGA	33 .....CRTCSSEG	49 .....FFTRITET
2 .....UDICGRAJ	18 .....SVIRHFAW	34 .....RJFCFADF	50 .....JEFHRSDS
3 .....JCBBAJWL	19 .....HUBJCEWV	35 .....CICBGWVE	51 .....FDCJERVR
4 .....UAVBCHRI	20 .....SSVJECRV	36 .....RGSBAUFE	52 .....BBSJGIFR
5 .....AWHATGBH	21 .....WRHEVBBU	37 .....CFIADTAD	53 .....FAETAHDJ
6 .....TVDWVFTG	22 .....SJEDAATT	38 .....REAWUSWC	54 .....IWBSCGVI
7 .....ITTWJDSG	23 .....HHUDJVST	39 .....CCUWWJRC	55 .....EURSUEFR
8 .....TSJVSCGF	24 .....SGRGSUGS	40 .....RBHCJICB	56 .....ATHVWDAH
9 .....ARCUFBUF	25 .....DFDGRTUB	41 .....CAEGSHUB	57 .....ESAVJCWH
10 .....TIWVGWIE	26 .....SDAGERIR	42 .....JVUGFFTA	58 .....IJUUSARG
11 .....IHISAVHD	27 .....DCJWGJGJ	43 .....BURDIEGW	59 .....EIGWEWBF
12 .....TGFSCUCD	28 .....SBCWAIUJ	44 .....JTDDCDUW	60 .....AHDWGVTF
13 .....AEVTUSJC	29 .....CWAACGII	45 .....BRAEEBIV	61 .....EFUABTSE
14 .....TDTJWRFB	30 .....RVJBTFHH	46 .....JJJJVAHU	62 .....IERBDSGD
15 .....ICFJJJEB	31 .....CUGBWECH	47 .....BIGJWWCU	
16 .....TBCRSIWA	32 .....RSWCJCJG	48 .....JGWRJUJT	

PREDATOR 2

Imageworks

Activision released their conversion of the original *Predator* film on the Amiga to mixed reaction. Some people gasped with dismay while others simply laughed. Imageworks then tried their luck with a license of the sequel - with rather more success.

The setting is Los Angeles in the year 1997, during the hottest summer on record. The Columbian and Jamaican drug gangs are fighting an all-out war in the streets, causing mayhem and bloodshed throughout the city. Detective-Lieutenant Mike Harrigan is part of the police squad trying to hunt down the drug lords and impose the law, a task which has been made more difficult by the appearance of a strange, extra-terrestrial being who is killing members of the drug gangs right under the noses of the police.



You play Mike Harrigan as he gets involved in the street violence after two motorcycle cops are caught in a deadly crossfire. As you try to battle the gangs, a strange figure attacks you from the shadows. You must fight your way through a series of *Operation Wolf* style levels, fighting the criminals and the Predator. As you progress, you get closer to the Predator's hide-out until you finally have to battle the alien himself.

Instead of continuing the theme of the original game, Imageworks have decided to create a totally different game around the plot of the film sequel. The results are actually extremely playable. The action is fast and frantic, with some good graphical representations of the film characters and very atmospheric and powerful sound effects. The gameplay is tough, requiring speedy reactions and a nifty trigger finger to complete the levels. The levels are all pretty similar, but the presentation is extremely polished and there is enough blasting and dodging to keep you pumping bullets for some time, making this one of the slickest *Op Wolf* inspired shoot-em-ups available on the Amiga.

***AMIGA FORMAT* RATING - 81%**

HINTS

A lone cop fighting two drug warring gangs and a vicious interplanetary hunter? Well the odds are certainly heavily stacked against you on this one, aren't they? What you need here is a bit of help!

Start the game as normal and pause the action. Now type in YOU'RE ONE UGLY MOTHER and restart the action. You should now be a super-cop with infinite energy. Maybe then you'll stand a better chance against the villains and the nasty, scaly-skinned alien killer!

PRINCE OF PERSIA

Domark



Swashbuckling adventures seem to be few and far between these days. Not since the *Banana Splits* featured the *Arabian Knights* cartoon on their Saturday morning show has the old Douglas Fairbanks spirit been seen on the TV. Domark have done something about this by releasing *Prince of Persia*.

The game takes place in an eastern palace, which has been taken over by the Grand Vizier Jaffar while the Sultan is away. He has locked up anyone he doesn't like and demanded the hand of the princess in marriage. You are a prisoner in the dungeons of the palace, as well as being the sweetheart of the royal princess. The news of the impending nuptials sends you into a bit of a bate, so you decide to break out and rescue the fair maiden. You must fight your way through the various levels of the palace, triggering tiles to open doors, sword-fighting with guards and ghostly skeletons and searching out magical elixirs to boost your power.

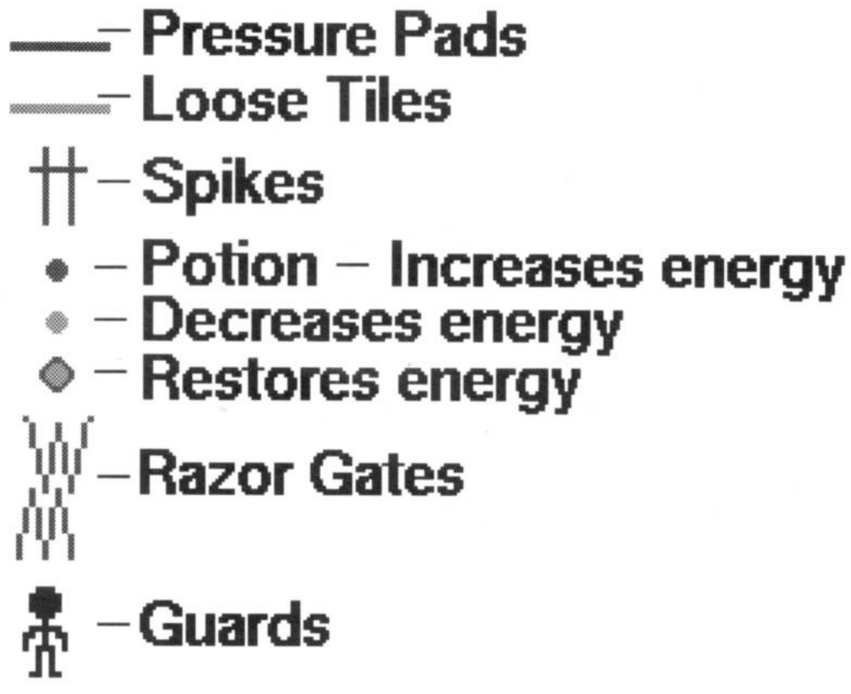


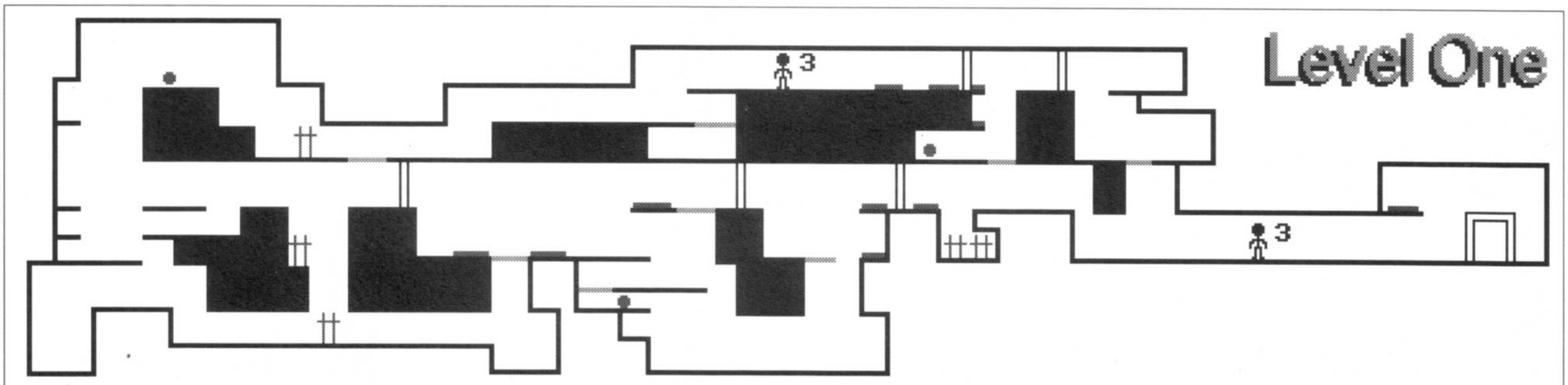
Prince of Persia features some absolutely incredible animation. The main character's moves as he runs, jumps, slides, turns and fights are some of the smoothest, slickest sprite sequences ever seen on the Amiga. The gameplay matches the graphical excellence well, combining tough sword-fighting action with challenging puzzle sections to make an absorbing platform adventure. If you want a taste of the mysterious east and Turkish Delights just don't hack it, then try *Prince of Persia* for some real *Thief of Bagdhad*-style swash-buckling action.

***AMIGA FORMAT* RATING - 88%**

HINTS

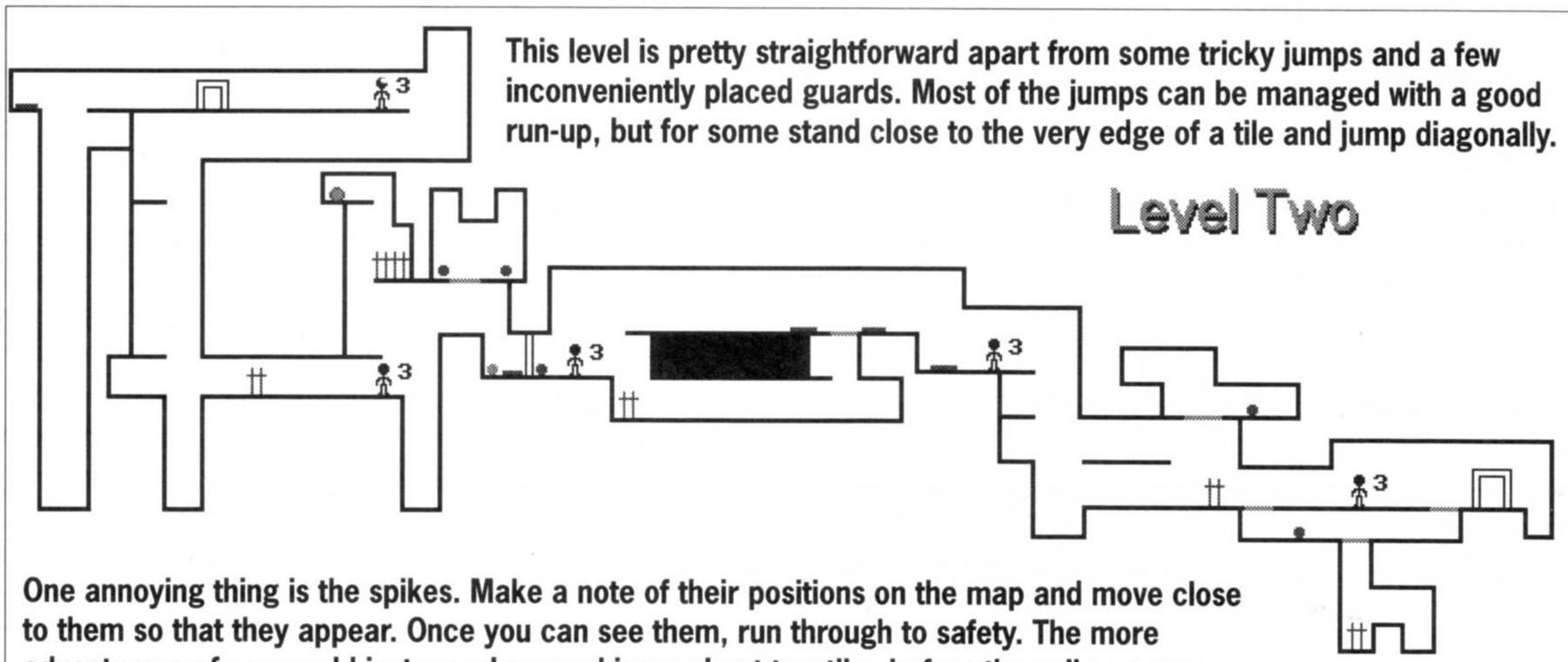
Are you one of those adventurers that is having trouble getting through the levels? Well fear not, traveller! Here are some lovely maps and tips to the earlier levels to help you get started in your quest. That should sort out your Princess-rescuing troubles.





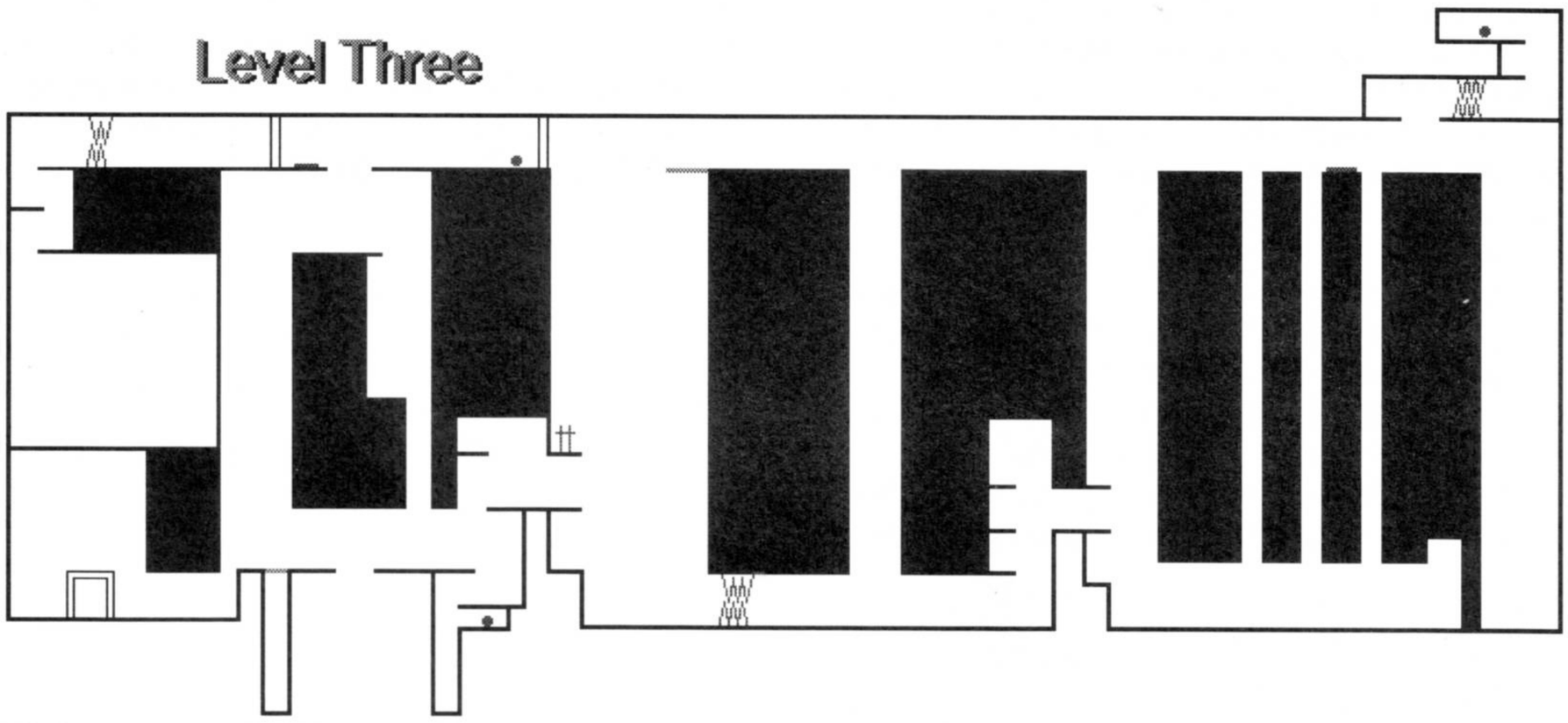
The key to completing Level One is getting the knack of jumping sussed out. The idea for most of the jumps is to get a decent run-up and push up when you are about two tiles away from the drop. This should see you safely across most of the gaps.

Another skill you need to master is sword fighting. Level One's guards don't pose too much of a problem. All you need to do is stand in front of the guard with your sword drawn and press fire just as he is about to move forward. This should keep you safe from attacks and score easy hits on your opponent. One point to remember is to look for loose tiles – they could lead to secret rooms with extra energy.



This level is pretty straightforward apart from some tricky jumps and a few inconveniently placed guards. Most of the jumps can be managed with a good run-up, but for some stand close to the very edge of a tile and jump diagonally.

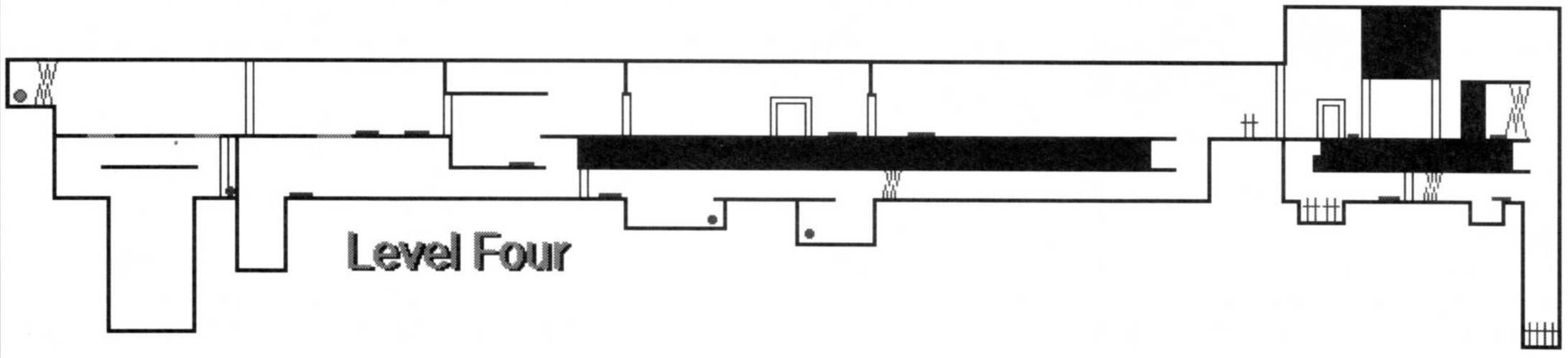
One annoying thing is the spikes. Make a note of their positions on the map and move close to them so that they appear. Once you can see them, run through to safety. The more adventurous of you could just run along and jump about two tiles before the spikes appear.



This is a tough level, with some pretty devilish obstacles such as the skeleton and the razor gates. To beat the razor gates, use small steps to get close to them and wait for them to close, at which point you should run past.

The skeleton is tricky, since he can't be killed. What you need to do is knock him over the edge, climb down after him and beat him back so that he falls through the loose tile, allowing you to get past and complete the level.

Some pretty neat jumping is required to beat this level. One particular section requires you to run and jump across numerous gaps which are spread across four screens. The only way to get across is to practice your jumping time and time again until you get it just right. Well, you know what they say – practice makes perfect!





LEVELS FIVE AND SIX

These are pretty easy. The only things that you have to look out for are a couple of rather tricky guards who will try and force you over the edge. Be careful and use your common sense and you should be able to conquer them.

LEVEL SEVEN

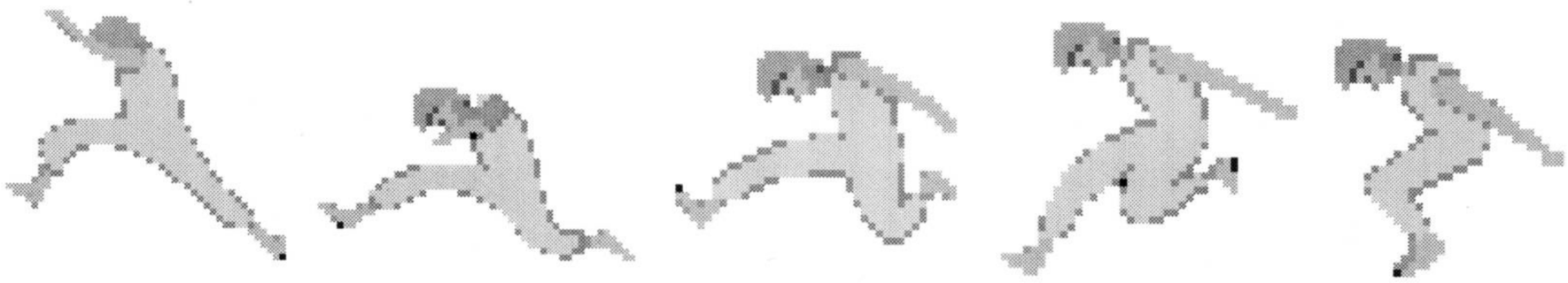
The beginning of this level is rather hectic and needs some precise timing to beat.

As you plummet back towards the dungeon section from the palace, keep hold of the fire button to grab the platform and pull yourself up onto it. Once you are up, run along the platform and jump to the one opposite.

From here on in it's quite simple until you come to a section which requires you to jump over a pressure pad. If you hit the pad a portcullis will close in front of you, blocking your route. Careful timing is required to leap the pad and avoid the spikes behind the barrier.

Next is another tricky section, which requires you to drop from platform to platform (which is more difficult than it sounds). Make your way through the razor gates until you reach the yellow potion. This slows down the action, allowing you to drop to the exit.

One final tip to finish off with - If you want to jump levels, then hold down Caps Lock and press L. This won't work on the bottle bit at the end of Level 1 though, so you'll have to slug it out for yourself.



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Rick Dangerous II
Rise of the Dragon
Robocop 2

R

RICK DANGEROUS II

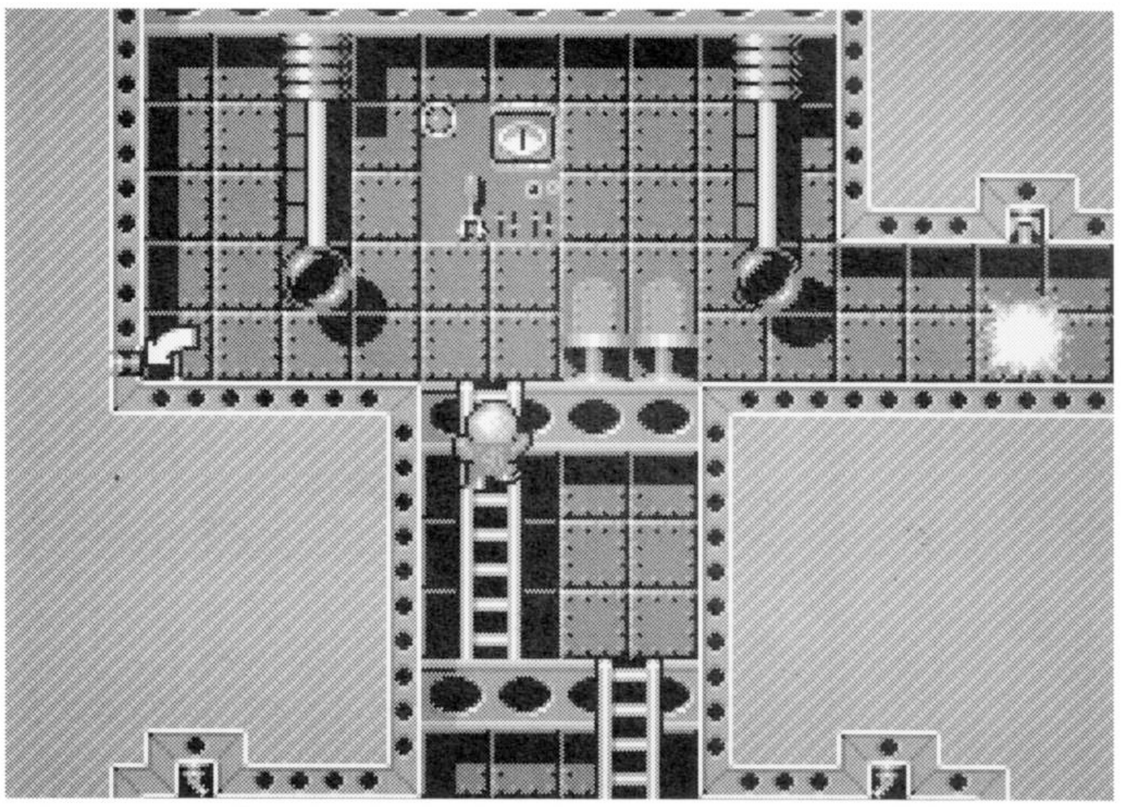
Microprose

Everybody needs a rest from work every now and then, even super-heroes. One particularly busy hero by the name of Rick Dangerous is heading home after a strenuous time of trying to defeat a blubbery, overweight tyrant. As he plods through the streets of London, coat and hat pulled close against the English summer, he hears a strange noise. He looks up and... No! It couldn't be! A fleet of flying saucers, headed by the Fat Man! Oh well, no rest for the suave and heroic...

Once again, you take control of Rick as he battles through a series of platform-filled levels in an attempt to defeat the Fat Guy. The adventure starts off in the Fat Guy's saucer in Hyde Park and moves on to other strange worlds such as Freezia, Vegetablia and the Fat Guy's mud mines. All the levels are packed with traps and monsters, which kill you on touch. To smash through the traps and bump off the baddies you are armed with a laser pistol and a set of bombs, both of which have limited ammo supplies. However you can pick up more from hidden rooms scattered throughout the levels.

The original *Rick Dangerous* game, with its cute appearance and addictive gameplay, has earned itself a place in the platform hall of fame. The sequel continues the theme, but manages to improve immensely on the standard set by its predecessor, the graphics and sound are better all round, with more humour and an even greater cute quality than ever. The gameplay is slicker too, avoiding the 'stuck on the same screen' syndrome from which the original suffered. You have more control over Rick's weaponry along with the ability to attempt the levels in any order before tackling the Fat Guy himself. Whereas many sequel games are just unoriginal continuations of the first game, *Rick Dangerous II* stands up as a game in its own right. Its witty, enjoyable and just about more addictive than is healthy!

***AMIGA FORMAT* RATING - 92%**



HINTS

Super heroes are expected to survive by their quick reactions and sharp minds, but games players may not have the heroic qualities necessary to beat the baddies. Never mind, here is all you need to know to win through the levels and confront the Fat Guy.

INTRODUCTION AND GENERAL TIPS

When using this cheat always read a few lines ahead, as in many instances several actions need to be completed on top of each other without pause.

Whenever arriving on a new screen, if in no immediate danger, always pause and observe the timing of anything that may be going on around you. This will often help you to understand what the cheat means.

When we call something a 'baddie' it implies that it can be killed. Otherwise the moving object kills you without you being able to kill it. When describing these enemies, we have sometimes invented our own terms. Use your imagination and your common sense (for example where the enemy is described as being placed), and you will see what we are referring to.

LEVEL ONE

1. Walk right without stopping to the second screen. Kill the baddie that comes down the ladder and lay a bomb next to the block at the bottom right of the screen. Collect all the goodies on the next screen, return and climb the ladder. Watch out for the spark at the top of the ladder. Climb up in between sparks and crawl left. Hit the button, crawl past the sparks and proceed right to get onto the next screen.

2. Shoot the two baddies. Climb up the ladder, hit the button at the top and get on the lift to the left. At the top crawl right to the barrels. Jump up on top of them and then up-left to shoot the baddie. Shoot him, drop back down onto the barrels, collect the shots, climb up the ladder on right and press the left button.

Go down the ladder, left and jump up to where the baddie was. Jump up a few platforms, climb the pipe and wait right next to the block at the top, facing left, for a baddie to drop down. Shoot him and lay a bomb next to the block, then slide another to the other block down the passage. Go down the passage, collect all the goodies, then return. Climb up the pipe just next to the opening of the passage and shoot the baddie walking to and fro. Collect the bonus to the right.

Jump left on top of the pipe and hit the button. Quickly get on the lift and on reaching the top crawl right. After the laser kills the baddie crawl left and go up the pipe. Shoot the baddie and jump up a level. Hit the button and just as the laser has started to go from right to left, quickly jump up two levels, then jump to the

moving disk. Hit the button and walk left with it, jumping to the platform on the left as soon as possible. Slide a bomb to blow up the baddie below and drop down, proceeding left to the next screen.

3. Drop down the tube immediately to your left and shoot the baddie down there. Hit the left switch and then the right one. Just before the lift reaches the top jump up and right. Carefully observe the timing of the spark. When it is just about to go from right to left, jump across the gap, continue walking left and as the spark is about to go from left to right jump again. Drop down and as you land immediately shoot the baddie to your right. Get down on the right and drop into the niche where the shots are. Crawl to get them and go to the edge of the drop on the end of the screen, then wait for the lift to come up. As soon as it does, hit the switch on the left and as the lift drops keep walking left until you get off. Crawl right to the end of the platform and drop off in between lasers. Slide a bomb at the right time to blow up the robot, drop down and crawl left underneath the sparks to get the bonus. Crawl back, climb a safe way down the ladder and drop down in between the sparks. Follow close behind the mad garbage can and climb down the ladder. Drop off and shoot the baddie, then lay a bomb next to the block at the left of the screen. Proceed left to the next screen.

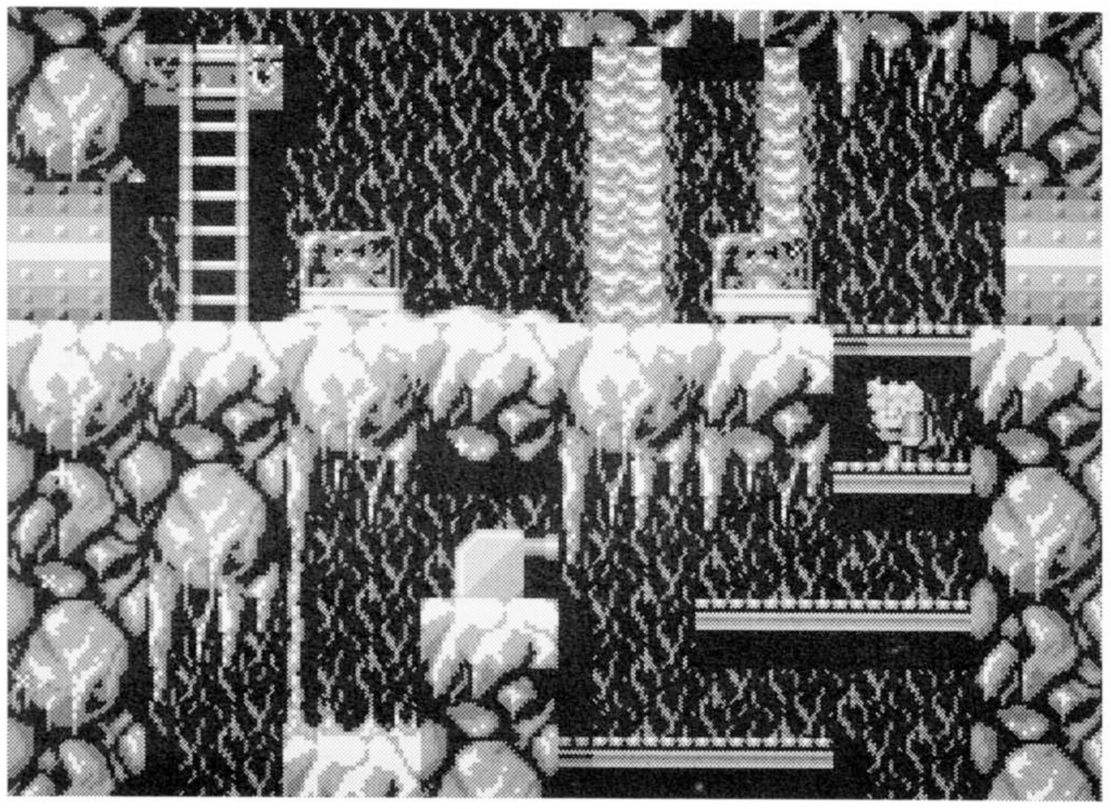
4. Jump on to the moving disc, then onto the ladder (there is a chamber with bonuses in it on the left, but it is not necessary to enter). Climb the ladder and emerge at the top just after the baddie has walked over your head to the right. Walk left, get on the lift and at the top hit the button. Crawl right to the right of the screen, hit the button and when you get near the top of the lift jump and perch just on the edge. Shoot the baddie and crawl left past the leaking pipe. Climb the ladder on the left, then climb again up the next ladder until you are next to the block. Lay a bomb and retreat down the ladder. Go up and right to the next block and lay a bomb, then jump up. After the explosion, hit the button and go back down the ladder to collect the bonus. Go up the ladder again and right. A lift will come up out of the ground. Jump off at the top and keep walking left without stopping. Climb up the pipe and shoot the baddie. Walk right until the trash can starts to move and then jump over it onto the barrels. Use the green platforms to get to the button. Press it and get onto the lift. Crawl to the ladder, climb it and get onto the lift which will rise. When he goes under you, drop off and proceed right, to the next screen.

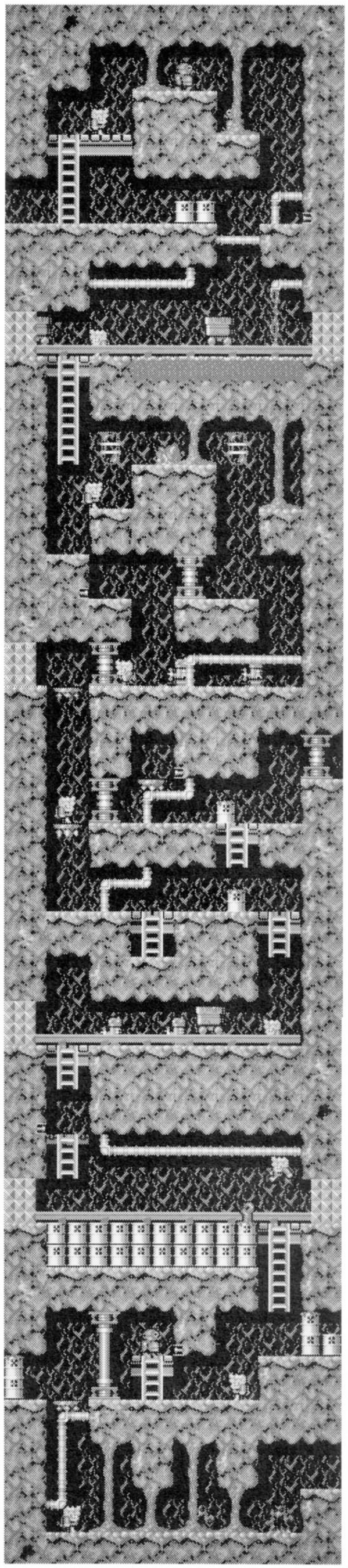
5. Shoot three baddies and jump onto the lift. When on the lift, jump and at the top crawl left to the bonus. Crawl back and go down with the lift. Climb the ladder on the right and hit the button. Go up the ladder, jump left to the next platform, then crawl left to the ladder. Climb that ladder and stop half way up the next one on the left. Wait for the baddie to drop down past you on your left, then blow up the block to the right. Crawl right, past where the block was and drop down to the shots. Jump over the baddies patrolling the bottom of the screen and return to where the block was. Get on the lift and hit the button when the lift reaches it. When the lift gets to the top, crawl right and drop to collect the bombs. Jump to the ladder between lasers and climb it. Jump onto the single barrel and just as the sparks disappear, walk past them. Climb the ladder and crawl right, to the shots. Crawl back to other side of platform and jump onto it. Crouch down and at right moment jump onto the ladder and climb it. Wait for the baddie to climb down the ladder, then shoot him. Hit the button and get onto the horizontally moving lift. Climb the ladder, hit the button on the left, then hit the one above it. From now until the end of the level shoot all baddies at the first possible moment. Go right and jump up the green platforms until you are level with the parallel ladders on left. Go left and climb the left ladders. Proceed right, to the next level.

LEVEL TWO

1. Shoot the two baddies. Tempt down the spike in between the two first platforms by edging forward till nearly underneath it and then walking back quickly. Collect the bonus, climb the ladder on the left and jump across the gap between the platforms. Blow up the baddie below by sliding a bomb, then proceed right, to get onto the next screen.

2. Drop down when the ball of spikes is at the right of its inlet. When the ball is about to return, jump up and then right. When the ball above moves right, jump up and then up again onto the ladder. When the ball of spikes is on the left, collect the bonus at the bottom right of the screen, then jump out of the niche when it is on the left again. Climb the ladder and shoot the baddie at the top. (Note you cannot stop on this type of surface. To simulate standing as still as possible, it is necessary to move back and forth very quickly.) Climb the ladder to set off the penguin, then retreat down the ladder a little way to entice the penguin down. When the penguin falls off the edge, go up. Jump right and shoot the baddie





above when he starts to walk from left to right. Hit the button and jump off onto the hoverboard. When it rises, slide a bomb off to blow up the deadly spikes.

Shoot the baddie and jump onto his platform. Jump first onto the ledge on the right and then onto the platform to the right. Crawl over to the snowball throwing machine and in between snowballs climb the ladder. Crouch down and in between the snowballs of the machine above, jump to the middle platform, then to the platform on the left.

Wait for the single snowball to pass, and jump left to the room with all the bonuses. Emerge and jump right twice, till just below the platform with the baddie on it. Allow yourself to walk against this platform, as you cannot stop on that surface. As the baddie is walking away from you, jump up and shoot him, but beware of the icicle about half way along the platform he was patrolling that needs to be tempted down. Hit the button and jump over to the platform where the snow making machine is sporadically dropping its load.

'Wait' (by walking two and fro very rapidly) as close to the dropping snow as possible and walk past after the third bit of snow has dropped. Climb the ladder and slide a bomb from the pillar to the spike, but do not progress any further for the moment. When that has blown up, walk right, and in between the two pillars. Slide another bomb to blow up the next spike. Wait for the spike to blow up, then walk right and jump onto the lift. Hit the button, go past where the spikes were and then up onto the platform above. Get out of range of the snowballs and slide a bomb to blow up the baddie below to the left.

Drop down, climb up the ladder and get the bombs. Return to just to the left of where the snowballs drop. As one passes, jump right once. As another snowball rolls by above, jump up just behind it and then to the isolated platform above and to the right. Don't jump up to the thick blue platform yet!

Just after a boxed penguin has passed above, jump up and follow it left to the ladder. Climb it and at the top jump right. Tempt down the spike that falls down half way along this platform, then jump right again. From this platform jump up and left, hit the button, go up on the lift and crawl to the right of the top platform. Fall down in between snowballs and then blow up the baddie by sliding a bomb at him.

Proceed right, to the next screen.

3. Jump onto the orange pipe above as soon as possible and get the bonus at the top right of the screen, avoiding the blocks as you go. Go back down to the horizontal section of pipe below and in between blocks slide a bomb off the end to blow up the icicle. Retreat along the pipe and In between another two blocks walk off the end of the pipe. Proceed right to the next screen.

4. Hit button on right and get on the lift. Jump over the spikes, collect the bombs and hit the button. Drop down the gap and crawl right to the edge of the platform until the snowball machine stops shooting balls. Drop down as the ball is nearly underneath and almost immediately jump up and left over the snowball that the machine shoots (a bit tricky). Without pausing continue walking left and drop down next to the machine. Slide a bomb right to blow up the spikes. Crawl right and drop off the end falling right. Slide a bomb to blow up the spikes on the left and drop down. Lay a bomb next to the boxed penguin, shoot it when it wakes up and drop off the platform. Push the button on the left and crawl underneath the cauldron. Go up the ladder on the right and crawl right to the next screen.

5. Edge off the platform and fall right to avoid the spikes beneath. Blow up the spikes with a sliding bomb, then slide a bomb from as far away as possible up against the block of ice. Retreat a small way and jump straight up the moment before the bomb explodes. Walk off the right of the platform onto the bombs, drop off to the left and shoot the button on the right. Go to the left of the platform and drop off just as the penguin has passed. Walk right to the ladder, which you should go down. Slide a bomb onto the right of the block. Edge off the platform and shoot the baddie. Climb the pipe on the left to get the bonus inside the grey pipe. Drop off the pipe and then go through the gap on the left. Shoot the baddie on the right, and jump to his platform. Jump to the platform above and hit the button, avoiding the spikes at all times. Crawl back, dropping down gap to the left onto the pipe. Go down the pipe and fall onto the platform below. Jump left over the block, crawl into the grey pipe, then jump back across and shoot the bird. Jump across the two gaps to the next screen.

6. Shoot the baddie when he comes down, jump up next to the button and shoot it. When the snow machine to the right of you finishes dropping its load, move under it and using this method wend your way to the right of the screen. Climb down the ladder when the baddie passes underneath you from right to left and shoot him. Go down again and crawl into grey pipe. Collect the shots, shoot the two penguins, then collect the bombs. Crawl back out and as the baddie above passes from left to right climb up and shoot him. Proceed right, to the next screen.

7. Hover just below the level of the snowball machine and in between snowballs go up. Fly rapidly along the roof to the right of the screen, fly up when the baddies aren't above and shoot left three times (once to shoot the button). Collect the shots on the left and go to the platform just underneath the snow ball machine on the right. In between snowballs go up to the roof and shoot the penguin. Fly up through the gap on the left, until you are against the ceiling of the room above, then go right past the penguins, down, right, then up. Immediately go left and fly up through the section of pipe in the middle of the roof. Shoot the button on the left and proceed right to the next screen.

8. Wait for the man on your side of screen to spike himself, then collect the shots. Slide a bomb along the platform above to blow up the block and retire down the ladder. Shoot the two baddies and proceed down and right to the next screen.

9. Walk right as soon as you appear on the screen and as soon as possible jump right to get to the ladder on the right of the screen. Collect the bonus above, go back drop off the ladder (in between the blocks) and go down the one below. Lay a bomb on the block and retire up the ladder. Drop down and shoot the baddie on the left of the screen. Hit the button, then blow up the block. Drop down and from the left of the platform slide a bomb right to blow up the spikes below. Drop right and go up the ladder. Crawl to the right of the platform and in between blocks drop down, falling left. Drop off the left of the platform onto the left of the two blocks. Lay a bomb and walk off the right of the right block. Get the bombs and drop down. Shoot the baddies when they come down, lay a bomb on the block and retire to the grey pipe. Drop down when the penguin is not underneath, shoot him and hit the button on the right of the screen. Immediately go to the shots. After the hoverboard has gone, drop down in between shots, then drop again, falling left. Walk right and jump right at the pillar of ice, then jump onto the pipe. Go down the pipe and in between the balls go down the gap on the right. Use nifty timing and crawling to get past the spiked balls and proceed left to the next screen.

Slide a bomb left to blow up spikes in the room below. Jump over the spikes and onto the empty cauldron. From the left of the cauldron slide a bomb left, jump to the ladder and blow up the block with a sliding bomb. Retire down the ladder and hit the switch. Drop off the ladder, crawl underneath the cauldron and drop down the gap to the right. Slide a bomb left to hit the spikes and collect the bombs. Crawl under block of spikes, edge off to the left, walk right and shoot the third penguin when he comes to life. Drop down to the right and go down a series of steps sliding bombs and shooting a button where needed. Edge off the last step and drop off the right of the platform when the block passes underneath from left to right. Jump right over the block going left and climb the ladder. Collect the shots above and the return to the ladder above the grey tunnel. When the single block passes from left to right, drop down and go down the ladder below. Blow up the man with a bomb, drop off and shoot the button to the left . Crawl underneath the ball of spikes and drop off to the left. Slide a bomb right to blow up the spikes, crawl right and drop off the end, falling right. Bomb one man and shoot the other. Proceed left to the next screen.

10. Shoot the baddies that come down, and climb the steps, watching out for the spike above the first step which needs to be tempted down. Crawl under the ball of spikes, drop off and shoot the man. Proceed left to get to the next level.

LEVEL THREE

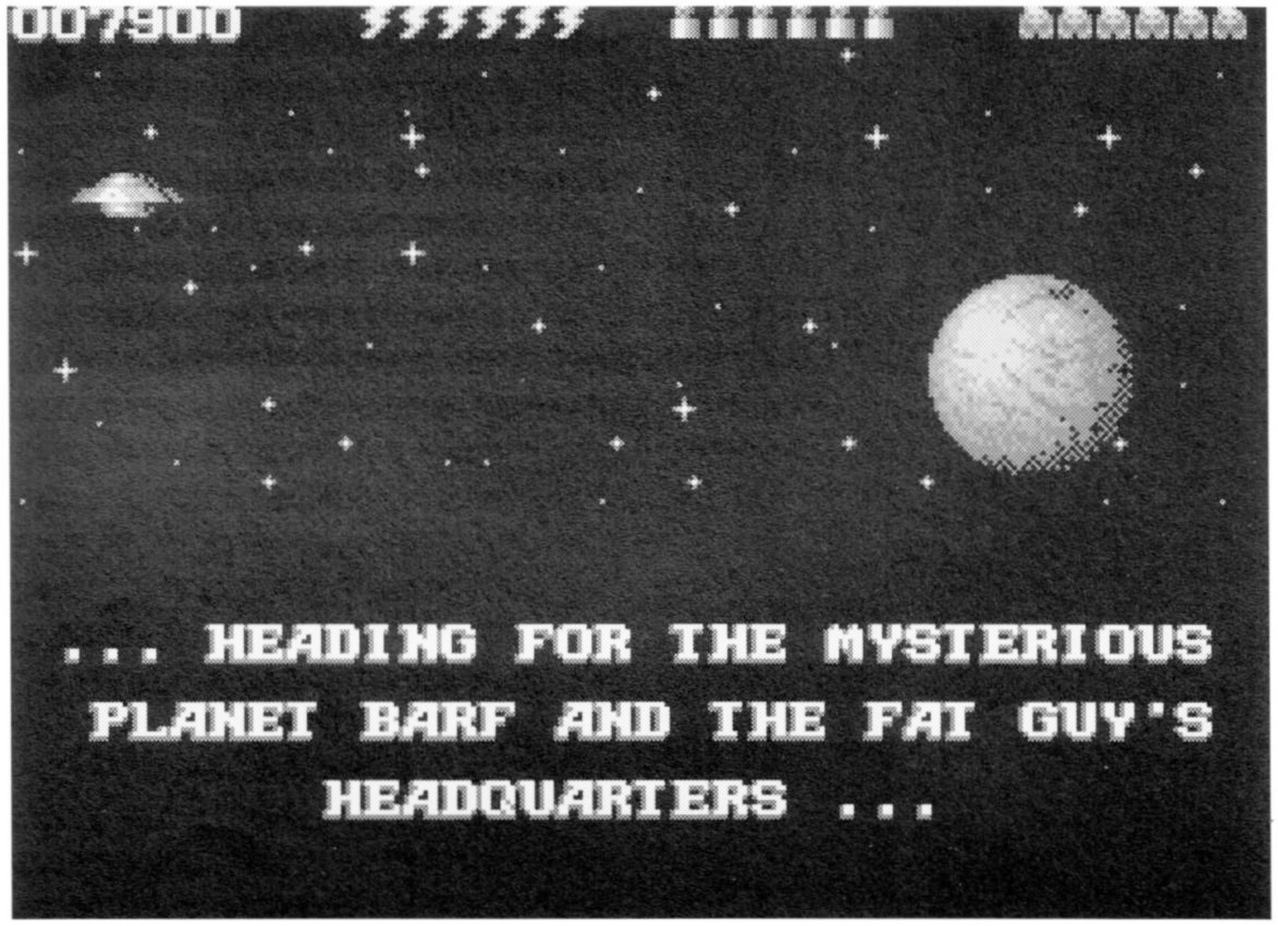
In this level the buttons referred to are little slots in the walls. These can be quite hard to spot, so watch out.

1. Wait for the baddie to come down and shoot him. Edge right to set off the big ball, then go back down ladder as fast as possible. After the ball has gone proceed right, to the next screen.

2. Slide a bomb right to blow up the spikes, drop down one step and shoot the baddie when he is on your level. Collect the bonus then jump up and proceed to the right to get to the next screen.

3. On this screen three rocks need to be tempted down just like the icicles on level two. The ones that fall down have two small pebbles attached to them - on the top left and top right. One is just before the hoverboard, one just after the wooden platform and one a bit further on. After tempting them down, proceed right to the next screen.

4. Lay a bomb next to the ball, then go back down on the left. Collect the shots when the ball is off the screen, then proceed right to next screen.





5. Edge right till spikes appear behind you. Stop where you are and wait for the ball to come down towards you. When the ball has broken through the floor, climb the steps on the right to the ladder. Climb the ladder, but at the top walk left straight away. When the spikes appear, stand as close to them as possible. When they disappear, immediately go and hit the button on the right wall. Wait there and as soon as the lift comes down, quickly jump onto it. Crouch on the lift and crawl left till you are under the left of the two ladders in the middle. Jump to the ladder in between arrows and jump to the trampoline as the balls pass. Jump left from the trampoline to the platform above. Shoot the baddie(s) on the right, then shoot the next two baddies that come down. Tempt down the branch on the right, then with the help of the appearing platform jump up and left to the platform.

From the right hand edge of the trampoline, jump up and right to the platform above and immediately walk right. Jump up to the middle platform on the right, so the balls are rolling left above your head. In between the balls jump to the platform above then immediately jump up and left to the next platform. Now there is a series of appearing platforms. To land on them, do the following: walk left onto the first, then jump up-left to the second, then up and right to the third and from this one jump to the very left of the platform on the right. Jump right and keep jumping right just as the snake shoots. Walk right, in between the jumps, till you are on the ladder. Get the shots, walk off to the left and wait for spikes to go up, then jump left. Walk off again to the very left of the platform, jump up-left to the platform when the spikes go up and then go to the ladder. Crawl to the right of the screen and tempt down the branch on the right. Hit the button, jump left and shoot the baddie. From left of his platform jump up and left over the spikes which sometimes appear. Climb the ladder and walk right. Jump twice and at the right moment jump up and right, then shoot the baddie. Tempt down the leaf which falls down when you are near the end of the platform, trying to time it to kill the baddie below. Jump up and right to the platform which the baddie is patrolling and shoot him. Hit the button and collect the bonus on the platform below. Drop left and shoot baddie if needed. Proceed right to the next screen.

6. When the venus fly-trap on the higher level is just about to move right, walk right into the gap and as the leaf passes by jump up and right, making sure to land on the small part of the ledge below and to the left of the fly-trap. Use nifty timing and jumping to get past the fly-traps. Proceed right to next screen.

7. When the baddie starts going from right to left walk right onto the platform that appears. Before it disappears, jump right onto the second platform that appears and from that jump onto the baddie's platform. Walk to the right of the platform to tempt the leaf down, then go down the pole. Go down the ladder falling left as soon as possible after the baddie reaches the right of his patrol. From the left of the platform, jump up and left to the platform on the left. Edge off the right of the platform then edge off the left of the next one. Lay a bomb next to the spikes, then jump to platform above on the right. Go back and slide a bomb right to hit the next spikes. Crawl right off the edge of the platform, falling left. Jump left off the raised platform to avoid the falling floor and hit the button on the left wall to make the floor collapse. Go onto the island platform and drop left onto the spikes below (which disappear). Edge down the right of the ladder until as Rick has his hand on the lowest rung. As the fly-trap passes from right to left below, fall off to the right and run right quickly until you are safe. Climb the ladder on the right. When the baddie is on the left, get the bonus and go back down the ladder when he is on the left again. Lay a bomb just to the left of the ladder, above the lift. Drop onto the lift, edge onto the left of it, and start to walk off at the right time so as to drop onto the spikes above the ladder. Climb down the ladder and shoot the baddie. Jump across the gap in the middle and hit the button on the right of the screen. Drop down the hole created and edge off the platform, falling right. Slide a bomb left to blow up the baddie. Drop to his platform, then down again and shoot the baddie when he climbs the pole. Climb down the pole and tempt down the ball on the right. Run away back to the pole and climb it, dropping off right as the ball passes. Proceed right to get onto the next screen.

8. Walk right and quickly go down the ladder, then collect the shots. Drop right, go down the ladder, collect the bombs and bounce back up to the ladder. Jump up and left once to get onto the green surface, then jump up and right to the platform underneath the ball. Drop right twice. Slide a bomb left to blow up the monster and at the right moment drop off, falling left and shoot the baddie. Edge right off the platform to avoid the spikes on the wall, then edge as far right as possible, but not in the fly-trap's patrol area. Follow the fly-trap right and go down ladder to get the shots. When the fly-trap passes above going right, go up the ladder and go left. Drop left off the platform to the edge of the ledge above the baddies. Try to blow up at least one baddie with bombs and then shoot the other two. Go right and tempt the falling rock near the step. Proceed right to next level.

LEVEL FOUR

1. Walk right and go up the ladder quickly to avoid rolling barrels, then jump up and shoot the baddie. Slide a bomb off to blow up the one below you. Walk off right, falling right, then hit the button. Drop onto the cart (keep walking left on top of it) and when you are forced to drop off quickly walk left and down the ladder. Drop off the ladder onto the edge of the ledge out of which the hand appears. When the hand is down, jump to the green block and plant a bomb. Go back down when the hand next disappears. Go back up and wait until the slime blob hits the walls three times, then jump down and shoot the baddie. Go to the right edge of the grey surface and when the robot passes from right to left below, slide a bomb off right. Go to the button. When baddie passes from left to right underneath the hoverboard, hit the button and fall down and right as he comes back, then turn and shoot him. Quickly cross the hoverboard and crawl through the grey block into the bonus room.

Collect the bonuses and go back. Fall down to the bottom and immediately walk right and down the first ladder. When the barrel goes from right to left above you, climb up and use a series of short jumps get to the ladder on the right of the screen, then go down it. Drop off and lay a bomb next to the cart. Retire to the right of the screen and as it approaches jump early to get on top of it. Keep walking left on top of it and as you drop down, follow it left to the ladder which you must quickly descend. Lay a bomb next to the barrels and retire up the ladder. Go and hit the button on the the platform that the baddie was patrolling. Drop down through the gap created, falling left to the floor. Wait until the near ghost starts to disappear, then quickly walk right. At the end of the screen, jump up and right to the next screen.

2. Go right , dodging the shots as you go to get to the pipe. Climb down the pipe, drop off right onto the ledge and slide a bomb right to blow up the baddie. Collect the bombs. At the right moment, fall onto the ladder from the pipe and go down it edging down to the bottom. In between the appearances of the hand, drop onto its barrel, slide a bomb right and retreat up the ladder. Go down and right again, then jump onto the nearest barrel on the right (resting on the floor). With careful timing, jump over the hand and fall down the shaft. Immediately walk left to the left of the place where the roof rises and jump onto the cart. Walk left and repeat the process, then walk left and go down the ladder. Drop off the ladder, shoot the baddie and walk right, falling right onto the grey surface below.

Wait for two seconds, then jump up over the barrel from the right. Walk off the left of the muddy platform below, falling left to land on the grey block. Collect all the bonuses and walk back to the other screen. Slide a bomb right to blow up the baddie below, and drop onto the grey surface, then drop down the shaft. Get as close to the ghost as possible and slide bomb right to blow up the slime block. Proceed up and right to the next screen, avoiding the silly ghost as you go.

3. Hover just above the level of the slimeballs (it's a bit tricky). As it passes underneath you, go down and repeat till at the bottom. Get as close to the first ghost as possible and when he has disappeared, go right until you are just past him. Repeat this for the second ghost. To remember where the ghost was, it may be useful to look at the yellow dots on the green ground beneath you. Go past the last ghost and proceed right to the next screen.

Go into the top right corner of the niche. When the barrel passes below, drop down behind it, then go right and up the right hand wall until the slime-dropper drops its load. Go up and left to the top left corner of the niche that the dropper is patrolling, shooting at one the robots on the way up. At the right moment, drop down and shoot the baddie. Proceed left, to the next screen.

4. Go to the left and then up till the second rope climber appears on the left hand rope, then go back to the old screen and return. The climber should have gone (hopefully). Float over the only climber and proceed through the shaft to the next screen.

5. Wait until the slime dropper has dropped its load, then go up to the top of the screen and follow him until he drops his second load. As he moves on go down to where the second load was, then go right as the dropper goes left. Go up to the top and then left, hovering in the corner. Wait till the baddie gets killed, then collect the bombs and shoot the button to the top left of the screen. Go back up, around the rope climber and proceed right to the next screen. Wait until the baddie gets killed and wait until the new slime dropper appears from the grey block. After it drops its first load, jump over hand's barrel in between the appearances of the hand. Wait until its last load has been dropped, then collect the shots. Wait for the new dropper. When it drops its first load, go to the place where the load was dropped and get on the lift as it comes around. At its peak jump up and then left. Jump up again to land on the blue surface.

As the trolley approaches, jump onto it and walk right against the wall until you fall off. Walk right until you can jump, then jump onto the next cart and onto the ladder. Proceed up the ladder. Follow the slime dropper left, avoiding its load. Jump up onto the right of the lift and as it reaches its peak, shoot the baddie on the left. Jump onto his platform and jump up and left to the ledge. Go up the ladder and press the button when the rotating spikes are highest. Crawl under the spikes, drop to the next platform and slide a bomb off to blow up the baddie and the block. Go right to the next screen.

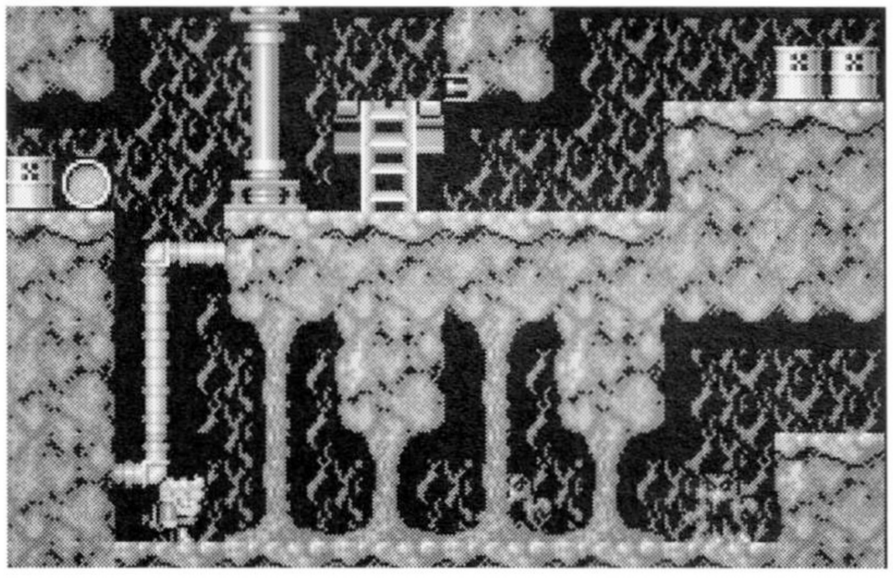
6. Walk right, up against the barrels. When the hand in the first barrel disappears, jump up and walk to the middle of the second barrel. As the hand from the fourth barrel disappears, walk quickly to the middle of the fifth barrel. Slide a bomb right to blow up the baddie. As the last hand disappears, walk across and climb the pipe. Crawl under the rotating spikes and go up the pipe, avoiding the green slime ball. (Jump over the shafts to

collect the bonus). Shoot the robot from the top of the pipe, jump over the ghost on the raised platform and slide a bomb across to blow up the baddie. Proceed right to get to the next screen.

7. Walk down the hole and jump to the next block, avoiding the hand. Repeat till you are on the right. Jump up and climb the pipe, then press the button to start the trolley and quickly jump onto it. Jump up onto the pipe, shoot both baddies and collect the bombs. Go up the pipe and observe the positioning of the loads being dropped from above the screen. Follow the little dropper to the left, avoiding both its and the one above's loads. Hit the button and jump onto the lift. On the lift keep crouched and move from side to side to avoid the big dropper. Jump onto the pipe when you can, then climb the pipe and get to the very edge. As soon as the barrel falls off the last step, jump onto the first and then the second step. Jump over the oncoming barrel on the second step. Jump onto the pipe, wait for another barrel to pass underneath, then go down and proceed left onto the next screen.

8. When the ghost is not there, drop down, jump up onto the first barrel and then walk across the barrels without stopping until you are on the cable-car. As the slimeball hits the right wall, press the button and at the top shoot the baddie. Go onto the first lift, go left, lay a bomb on the lift and get off it. Get back on the lift, and go to the right hand edge of the platform. Slide a bomb right to blow up the hoverboard and when the ghost retires, walk right, falling right. Proceed right to next screen.

9. Jump right to the left edge of the green surface above. Avoid the ghost and get the shots. Edge right till another ghost appears. Avoid him, lay a bomb on the lower stationary hoverboard and go down the shaft. Collect the bonuses and press the button to call the cable-car. Jump onto the moving lift and at the top jump left. Climb the ladder and shoot the other baddie. When the blob hits the left wall and the baddie is at left of his platform, jump up to the ledge above. Jump up again, then right and shoot the baddie. If the blob is out of sync, go to the right and come back. Jump left and climb out of harm's (the barrel's) reach. As the barrel passes above, climb up, walk right and jump up onto the four



barrels. Jump right, shoot the baddies and press the button. Jump onto the lift and keep crouched. As it reaches its peak, jump left. Get the shots and jump left, then right. Shoot the baddie. Press the button. Get on the lift and wait until it reaches the top. Hit the button on the left and as it comes back up (but still off the screen) slide bomb right to blow up green block. Press the button again and get onto the lift. Get off level with the barrel, slide a bomb towards it and drop off left, falling right. Press the button and ride the lift to the same level, then shoot the baddie and proceed right to the next level.

LEVEL FIVE

1. Shoot the baddie walking towards you and go to the end of the platform, the end of which is a distinct block. Plant a bomb at the end of the block and immediately after the explosion finishes, keep walking right on top of the block which starts to move. Jump onto the ladder, but beware of the spikes that come down from above. As the spikes withdraw move up the ladder and to the left. As the mouse reaches the end of its platform, jump up and follow it, jumping over it as it returns. Keep jumping every time the mouse comes near, press the button and get off the platform and onto the ladder by following the mouse again. Go up the ladder until the top of your head is level with the platform, then in time with the lasers, get first to the throne and then past the next laser to the ladder. Climb up the ladder and shoot the knight.

Set the laser shooter off by approaching it and retreating, then jump on to the steps in time with the laser. Use the lift tube, shoot the knight and wait next to the lift at the very left of the screen until the two baddies come up. Shoot them, drop down and hit the button. Use the lift to get to the uncovered air jets and wait above the jets for the baddie to come down. Dutifully shoot him and progress up the ladder. Jump onto the very edge of the inlet, but watch the spikes that come from its roof. Quickly jump on to the ladder, climb it and shoot the baddie. Slide a bomb up to the block and retreat down the ladder. After it passes, dodge the laser, falling right into the first inlet which treats you to some dynamite. Edge off this platform and fall right again into the next inlet. Get past the spikes with some nifty timing and proceed right to the next screen.

2. Shoot only the knight, since the rest kill themselves, climb the ladder and slide a bomb towards the man by the computer. Retire a little way down the ladder until the explosions subside, then proceed right to the next room.

3. First move right into the corner and then go up, dodging between laser shots. Collect the diamond and go right down the passage until you reach the next laser shooter. Dodge the lasers and at the end of the platform go straight down into the corner. Dodge the laser coming diagonally towards you and get into the bottom right hand corner of the screen. Move up and down about two body lengths several times, first to change the pattern of the lasers and then to turn them off completely. Go left

and then down. Dodge the blocks by travelling into the gap in the middle, then go up and over the second block. Drop right down and wait for a couple of lasers to pass over your head. Proceed left, dropping slightly into the middle inlet to allow the laser to pass over your head. Do not go right down, as some spikes will come up. Go down and right and position yourself over the extra shots. Just before the lasers below you cross over, shoot the block to the left of you, then drop down, get the shots and rise up again. Proceed left to the next screen.

4. Shoot twice to kill the baddies. Slide a bomb to the robot playing on the computer and jump just before the explosion takes place. Wait for the ball of fire to circle once, then walk left and go down the ladder to just above the height of the mouse. Wait for all the men who are going to kill themselves do so, then closely follow the mouse. Jump over the it as it comes back and go down the ladder. Wait for a while longer for another baddie to kill himself and then slide a bomb next to the robot playing on the computer. Go half way back up the ladder, where you should wait until the explosion finishes, then proceed right to the next screen.

5. Walk right as soon as you enter the screen and jump right as soon as you can. The mouse will go under you. Jump again and as the mouse above is about halfway on his journey left, hit the button and immediately jump on to the block, then onto the platform above. Keep jumping over the first mouse until it is convenient to go right and do the same for the next mouse until you can go down the ladder. Watch out for the mouse below as you drop down and go onto the next screen.

6. Shoot all the baddies, then slide a bomb to the robot playing on the computer and retire to the bottom left of the screen. Proceed right to the next screen.

7. Drop a bomb onto the moving platform, then get onto it and drop another one from the moving platform onto the baddie to the right. Go up on the lift by continuously jumping. Follow the mouse left and jump over it in the space provided. Go up on the lift to the left and climb the ladder. Edge right until you are next to the spikes then go past. Repeat the process for the other set that appear. Go up on the lift to the right then go up on the lift to the left. Walk across the air, use the jet pack with the right timing to land next to the baddie and zap him. Walk left to the next screen without stopping. Shoot all the baddies except for the one who stays next to the man on the computer. Slide a bomb next to this bloke and retreat to the bottom left. After one revolution of the ball of fire, go left and up. Proceed to right to the next screen.

8. Go past the two sets of spikes and follow the mouse, then jump up onto the platform above. Slide a bomb over to the block on the top left and wait on top of the block with the spikes underneath it. Drop onto the block below, hit the button and walk left with the block. Climb the ladder, dodge the lasers, then climb the ladder on the left. Shoot the knight, dodge the laser at the end of the platform and drop down. Proceed right into the next room and attack the fat guy and his machine with all your shots and some of your bombs. Eventually he will die and the adventure will be completed.

THE END

RISE OF THE DRAGON

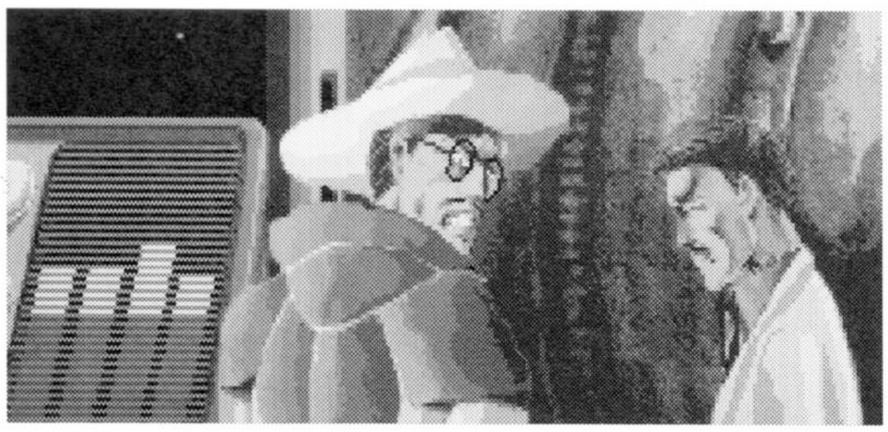
Sierra

In futuristic Los Angeles, drug addiction looks even more grim than today. People who have been taking a new designer drug have been dying. Not in the usual way of wasted drug addicts, but in a much more horrible, grotesque way. When the mayor's daughter falls foul of this poison, he decides that something must be done.

You play private detective Blade Hunter as he investigates the deaths and tries to track down the source of the drug. The action is portrayed as a series of screens all from Blade's point of view. You manipulate objects using the mouse, from operating the various pieces of technology to picking up and using items you find. To get an item to interact with another, all you have to do is drag it over the top of an object and there you go. When you talk to characters a new window appears with the character you are speaking to along with any dialogue. You must visit the right places and talk to the right people in order to advance your investigation. The future of the city's youth is in your hands!

The control method employed in the game is pretty good on the whole, improving massively on Sierra's usual system. The only bad point is the inclusion of arcade sub-games and timed adventure sections. This requires you to carry out a series of actions very quickly, rather than using your brain power. This is pretty frustrating, since what would normally be a simple puzzle proves to be somewhat annoying. Despite this, *Rise of the Dragon* is an atmospheric and highly polished adventure which bodes well for future Sierra releases.

***AMIGA FORMAT* RATING - 86%**



HINTS

The dirty streets, the smog, the dangerous hoods... can you cope with the pressure? No? Well you are in need of a solution to this futuristic adventure then.

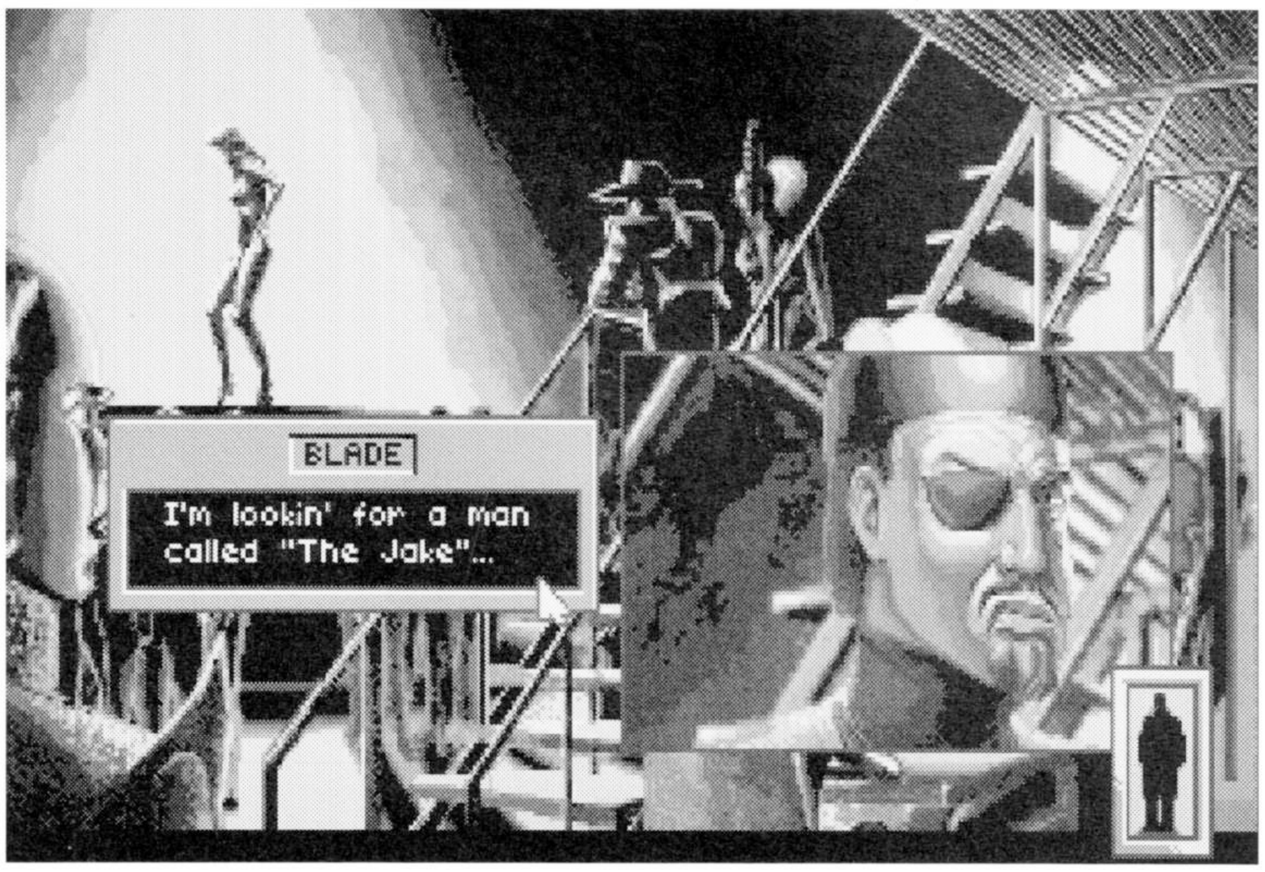
APARTMENT

Vid Phone Terminal

1. Click on the Video-Phone when spyglass icon appears.
2. Turn on the Video-Phone by clicking on the button found in the lower left part of the machine.
3. Click on the remote control handset. It will appear on the top right of the screen as an inset panel.
4. Click on the "play" button. Watch the message and look for the print out to the left of the terminal.
5. Click on the photo and holding the left button down drag it to your inventory (the yellow rectangle in the bottom right-hand corner) and let go.
6. Select "next" twice.
7. Click on "play" and watch message.
8. Click on "done".
9. Find the ammunition clip by the telephone and drag over to your inventory.
10. Click on the red button (looks like the disk drive above the keyboard).
11. Drag ID that's ejected from slot to inventory.
12. "Exit" to the bedroom.

Bedroom

13. Find clothes (in a pile on the floor) and drag them over into your inventory.
14. Drag the overcoat from rack (at the far end of the room) to the inventory.
15. Click on pillow.
16. Drag Pistol from the bed to your inventory.
17. Click with right mouse button on the inventory icon.
18. Drag clothes from inventory over to Blade figure and let go. After he's dressed, drag the overcoat over him and let go. Then click on "exit" to quit inventory.
19. "Exit" to bathroom (top left of apartment).



Toilet

20. Click on cabinet to open it.
21. Drag the first aid kit to your inventory.
22. Drag "Napent" (Spray can) to Inventory.
23. Exit to the bedroom.
24. Exit to hallway (left).

HALLWAY

25. Exit to Em-Way in the lift by pressing the lower red button by the lift door.

EM-WAY

26. Click on the map.
27. Click on City Hall.

SIDE STREET

28. Click on Woman (Blissful Harmony!) at flower stall.
29. Select answer '2'.
29. Open up inventory.
31. Drag ID Card from inventory and release it on girl.
32. Drag roses to inventory.
33. Drag ID Card back to inventory.
34. Exit left to City Hall.

CITY HALL

35. Exit into City Hall (the doorway under the arches).
36. Exit to Bureau of Records (left hand doorway).
37. When quizzed by the receptionist give the answers '2' and then '1'.
38. Exit to Bureau of Records.

BUREAU OF RECORDS

39. Click on Karyn (middle typist).
40. Select answer '2'.
41. Drag the roses out of the inventory and release them over Karyn to give them to her.
42. Choose answer '3'.
43. Drag keys to your inventory.
44. Exit to lobby.
45. Exit to Street (in front of City Hall).
46. Exit to Side Street.
47. Exit to Em-Way.

EM-WAY

48. Click on map.
49. Click on Blade's.

HALLWAY

50. Open up inventory.
51. Drag ID Card to security lock.
52. Click on security lock.
53. Drag ejected card back to your inventory.
54. Exit through door.

BEDROOM

55. Click on cupboard (above sink)
56. Open up your inventory.
57. Drag keys to cupboard lock.
58. Click on cupboard to open it.

59. Drag Fisto bar to the inventory.
60. Drag wire tester to the inventory.
61. Drag mini-bombs to your inventory one by one.
62. Exit to bedroom.
63. Exit to left hallway.
64. Exit Em-Way.
65. Click on Map.
66. Select Pleasure Dome.

PLEASURE DOME

67. Exit to Pleasure Dome.
68. Select answer '2'.
69. Open your inventory, get the gun and then drag it over to the check window.
70. Open inventory
71. Drag Fisto bar to thug on the right.
72. Drag claim ticket to inventory.
73. Exit to Pleasure Dome entrance.
74. Exit to Bar (Neon sign at back).

Jake

75. Click on the man at the far end of the bar who is wearing green.
76. Select answers '1', '2', '2' and '1'.
77. Click on inventory.
78. Drag photo of Mayor's daughter onto Jake.
79. Click on Jake to speak to him again.
80. Select answers '2', '3', '2' and '1'.
81. Exit to Dome bar.
82. Exit to dance floor.
83. Exit to main entrance.
84. Click on inventory.
85. Drag 'gun' claim ticket to check window.
86. Drag pistol to inventory.
87. Exit to street.
88. Exit to Em-way.
89. Click on map.
90. Click on Karyn's.

CHEN LU'S

91. Exit to Em-Way.
92. Click on map.
93. Click on Chen Lu's.

– TIMED SECTION –

94. Exit to Chen's.
95. Click on Vid Phone.
96. Click on red power light.
97. Click on card slot.
98. Drag Chen Lu's ID card to invent.
99. Exit to living room.
100. Exit to Em-Way.

– END TIMED SECTION –

CHEN LU'S SECOND TIME AROUND

101. Click on map.
102. Click on Chen Lu's.
103. Click on Inventory.
104. Drag Chen Lu's ID card over the security lock.



105. Click on security lock.
106. Drag Chen Lu's ID card to inventory.
107. Exit to Chen Lu's.
108. Exit to bathroom.
109. Drag drug patch (found near sink) to inventory.
110. Exit to living room.

SAFE COMBINATION

111. Click on the Vid phone.
112. Click on inventory.
113. Drag Chen Lu's ID card over card slot.
114. Remember the last four numbers of the gun permit.
115. Click on the card slot.
116. Drag Chen's card to the inventory.
117. Exit to the living room.
118. Exit to the bedroom.
119. Click on the dragon's right eye.
120. Click on the safe.
121. Enter the four numbers from the gun permit.
122. Click on the handle of the safe.
123. Drag Fisto bar to the inventory.
124. Drag parchment to inventory.
125. Exit to bedroom.
126. Exit to hallway.
127. Exit to Em-way.

MTZ TAPE

128. Click on the map.
129. Click on City Hall.
130. Exit to City Hall.
131. Exit to the lobby.
132. Exit to Bureau of Records.
133. Select answer '2'.



134. Exit to Bureau of Records.
135. Click on Karyn.
136. Select answer '1'.
137. Drag drug patch over to Karyn.
138. Select answer '1'.
139. Drag Chen's ID card over Karyn.
140. Click on the select button at least twice.
141. Exit to Bureau of Records.
142. Drag Chen's ID card to inventory.
143. Exit to main lobby.
144. Exit to Street.
145. Exit to side street.

ORIENTAL WISDOM!

146. Exit to warehouse district (right).
147. Exit to alley (behind turbine).
148. Exit left (through boarded up door).
149. Click on Oriental man.
150. Select answers '2' and '1'.
151. Drag parchment over to Oriental man.
152. Drag everything (the fortune cookie, bullet proof vest, tome and the rock of life) to the inventory.
153. Exit to alley.
154. Exit to warehouse.
155. Exit to side street.
156. Exit to Em-way.

JOHNNY QWONG'S

157. Click on the map.
158. Click on Johnny Qwong's.
159. Exit to manhole.
160. Exit to manhole.
161. Click on shoulder high pipe on left (Vid phone trunk).
162. Click on inventory.
163. Drag a mini-bomb over to the padlock.
164. Open access panel.
165. Click on inventory.
166. Drag wire tester to the right hand side of the screen.

– TIMED SECTION, DO THE FOLLOWING QUICKLY –
NOTE: ONLY PLACE CLIPS WHEN DIALS READ '0'.
167. Red clip – clip on top left (red) battery terminal at the top of the screen.
168. Blue clip – place on the gold clip at the bottom right hand side of the screen.
169. Yellow clip – Place near the bottom right corner where there are four vertical gold plates. Place the clip on the second one up from the bottom.
170. Exit to the sewer.
171. Exit to the street.
172. Exit to the Em-way.
– END TIMED SECTION –

WAREHOUSE DESTRUCTION

173. Click on map and go to City Hall.
174. Exit right from side street towards warehouse.
175. Exit to Warehouse.
176. Click on reactor sub-panel (four dials on the wall).
177. Click on inventory.
178. Drag a minibomb over second panel from the left.
179. Exit to Warehouse district.
180. Exit to side street.
181. Exit to Em-way.

BLADE'S MESSAGES

182. Click on map.
183. Click on Blade's.
184. Open up inventory.
185. Drag ID Card to security lock.
186. Click on security lock.
187. Drag ejected card back to your inventory.
188. Exit through Blade's door.
189. Click on Vid phone.
190. Click on inventory.
191. Drag ID card over slot.
192. Click on remote control.
193. Click 'Next' three times.
194. Click on 'Play', 'Next', 'Play' and then 'Done'.
195. Click on slot.
196. Drag ID card to inventory.

BODY ARMOUR

197. Exit to the bedroom.
198. Right button click on inventory.
199. Drag Blade's overcoat to the main inventory.
200. Drag body armour over Blade.
201. Drag overcoat to Blade.

BEDTIME

202. Keep clicking on the red twin arrow icon (top of inventory) to advance time until Blade goes to sleep.

MTZ TAPE PICKUP

203. Exit to Hallway.
204. Exit to Em-way.
205. Click on the map.
206. Click on City Hall.
207. Exit to City Hall, exit to City Hall again.
208. Exit to the lobby.
209. Exit to Bureau of Records.
210. Click on Karyn.
211. Select answers '2', '2' and '2'.
212. Drag MTZ tape to inventory.
213. Exit to the lobby.

MAYOR
214. Exit to the Mayor's office.
215. Select answers '1' and '1'.
216. Exit to the Mayor's.
217. Click on the Mayor.
218. Select answers '3' and '2'.
219. Drag MTZ tape over to Mayor.
220. Select answer '2'.
221. Drag the Police passcard to the inventory.
222. Exit to the lobby.

GUNS!
223. Exit to the Armoury (Police).
224. Click on the guard.
225. Drag passcard over guard.
226. Drag passcard to inventory.
227. Exit to Police Armoury.
228. Drag assault rifle to inventory.
229. Exit to checkpoint.

JAKE AGAIN!
230. Exit to street.
231. Exit to side street.
232. Exit to Em-way.
233. Click on map.
234. Click on Pleasure Dome.
235. Exit to the Pleasure Dome.
236. Select answer '2'.
237. Drag pistol to check window.
238. Drag rifle to check window.
239. Drag claim ticket to inventory.
240. Exit into Pleasure Dome.
241. Exit to bar.
242. Click on Jake.
243. Exit to dance floor.
244. Exit to main entrance.
245. Click on inventory.
246. Drag claim ticket to check window.
247. Drag pistol and rifle to inventory.
248. Exit to street.
249. Exit to Em-way.
250. Click on map.
251. Click on Blade's.

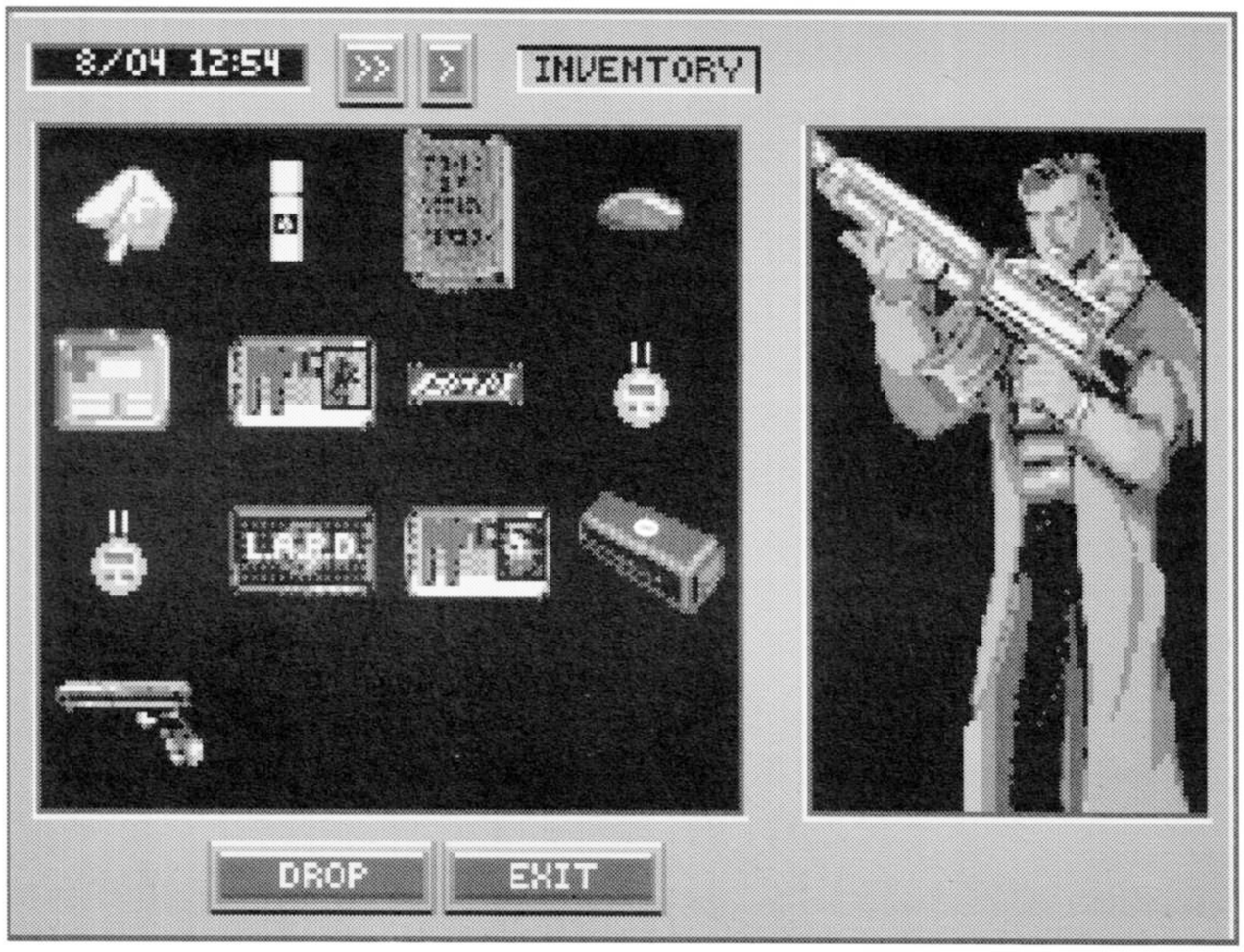
KARYN GETS KIDNAPPED
252. Click on inventory.
253. Drag ID Card to security lock.
254. Click on security lock.
255. Drag ejected card back to your inventory.
256. Exit through Blade's door.
257. Click on inventory.
258. Click on red double arrow icon
259. Keep clicking until a 'Meanwhile' appears.

KIDNAP MESSAGE
260. Click on vid phone.
261. Click on inventory.
262. Drag ID card to entry slot.
263. Click on remote control.
264. Click on 'Next', 'Play' and 'Done'.
265. Click on entry slot.
266. Drag ID card back to inventory.
267. Exit to bedroom.
268. Click on inventory.
269. Advance time (click on red double arrow icon) until Blade sleeps.
REPEAT STEPS 260 – 269.
270. Keep sleeping until the date = 8/04 time = 12.00

RESERVOIR
271. Exit to hallway.
272. Exit to Em-way.
273. Click on the map.
274. Click on the Reservoir.
275. Right button click on the inventory.
276. Drag rifle to picture of Blade.
277. Advance time (with double red arrow icon) until...

SHOOT OUT
278. *Op Wolf* style, scan the scene with the gunsight and double click to shoot. NB. Hints on fast firing can be found in the manual. Kill all the enemy guards.
279. Exit to Hovercar.
280. Click on the destination map.
281. Click on Deng Hwang's.
282. When landed, exit to the reception area (lift door on the left).
– TIMED SECTION, BE VERY QUICK! –

DENG HWANG'S
SAVE THE GAME HERE – the next bit's tricky!
283. Click on receptionist.
284. Select answers '3', '1', '3' and '3'.
285. Exit to the Security Room.
286. Click on the security panel.
287. The four switches on the right control door locks.

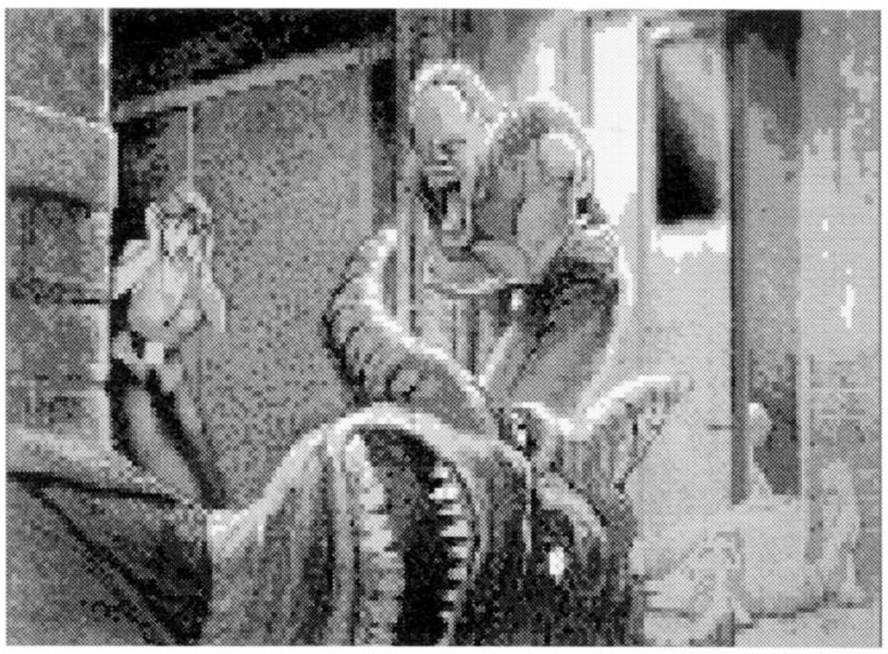


Unlock the Holding, Roof and Janitor switches. Ensure that the Break Lock is locked.
288. Click on central button above the colour switches (marked 'II').
289. You now need to type in the following colour sequence using the lower left part of the display. The correct sequence is shown by the initial letters of the colour, found on the piece of paper in the fortune cookie. The number at the start of the sequence dictates which of the three buttons above the coloured buttons needs to be pressed first.
290. When played our code was yellow, yellow, blue, purple, white, white, yellow, purple, blue, red, red, blue, yellow, white. The code varies so check your cookie.
291. If a meanwhile screen appears then you've taken to long typing in the colour codes, so reload and try again.
292. Click on the laser gate deactivation switch.
Exit to security room.
293. Exit to security room.
295. Exit through laser gate.

JANITOR
BE VERY FAST DOING THE FOLLOWING
296. Click to open Janitor's closet.
297. Click to open both electrical boxes.
298. Click on the main breaker switch.
299. Drag screwdriver to bottom box.
300. Drag wires to inventory.
301. Drag Screwdriver to inventory.
302. Exit to hallway.

SAVING KARYN
303. Exit to interrogation chamber.
304. Click on inventory.
305. Drag wires over to Karyn.
306. Click on Karyn.
307. Click on all three wire connections to disconnect.

Play arcade section until you win or get an option to skip it.



ROBOCOP 2

Ocean

After blasting the villain out of the window at the end of the first film, the great metal one is back to fight a whole new set of criminals.

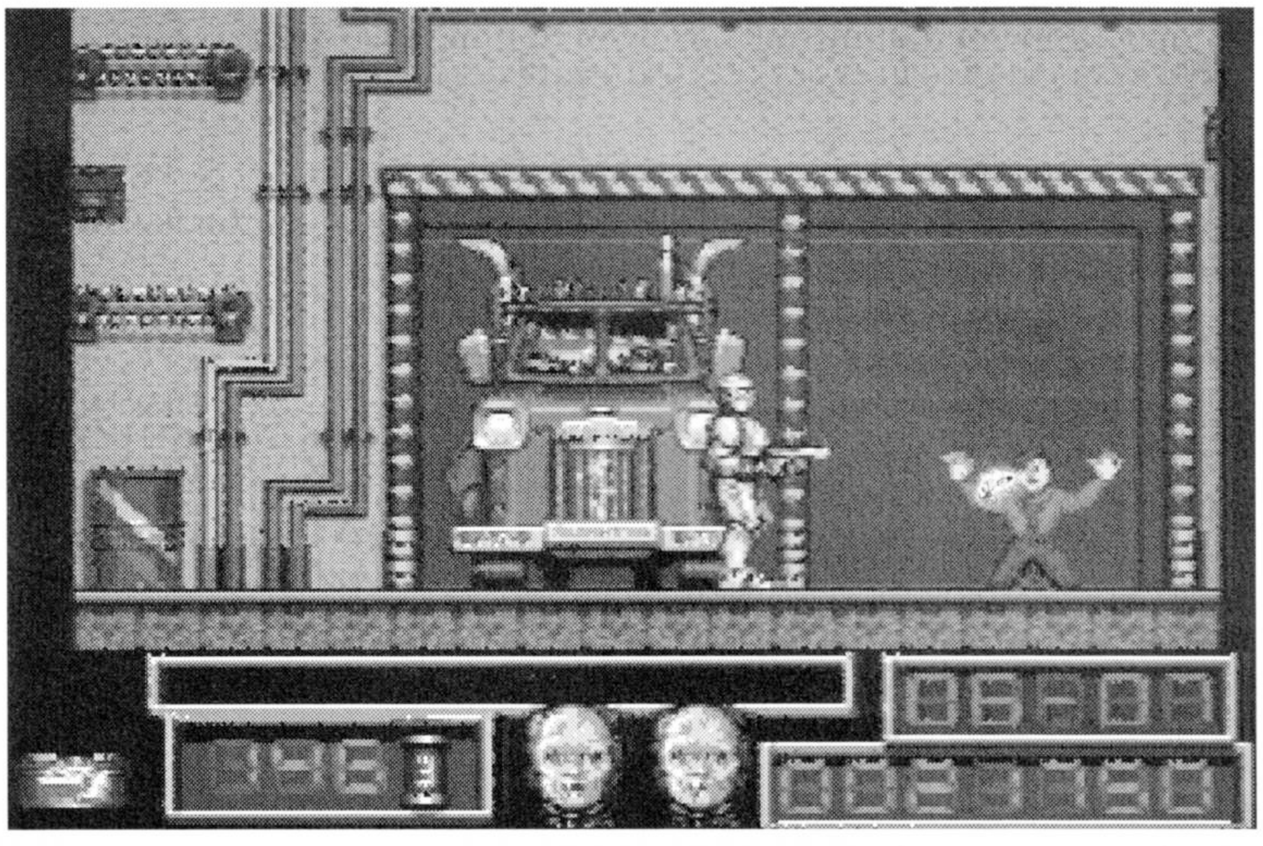
A new designer drug known as 'Nuke' has surfaced on the streets of Old Detroit. This drug, which is even more addictive than Crack, is enslaving the minds of more and more people, so that Cain and his gang (the manufacturers of the drug) can gain more and more power. Fortunately, there is one man who can stop them. Alex Murphy - alias Robocop.

The game begins as a side-view platform shoot-em-up, as Murphy attempts to storm Cain's HQ, rescuing hostages and impounding canisters of Nuke as he goes. After this stage, various sections from the film have been implemented. These include firing range tests, Robocop's loss of memory and the final battle with Cain in his new form as Robocop 2.

The game style of *Robocop 2* isn't really anything new. True there are a range of sub-games, but these are based on tried and tested themes. A scrolling beat-em-up to begin with and an *Operation Wolf* type blast are hardly the latest techniques in video gaming, but that doesn't mean that they can't be fun. The game enjoyable to play, with the arcade sections providing quite a challenge and the puzzle games providing a little brain stretching in between. The thing that lets the game down is the fact that the controls on the arcade sections need to be wrestled with before Robo will do what you want.

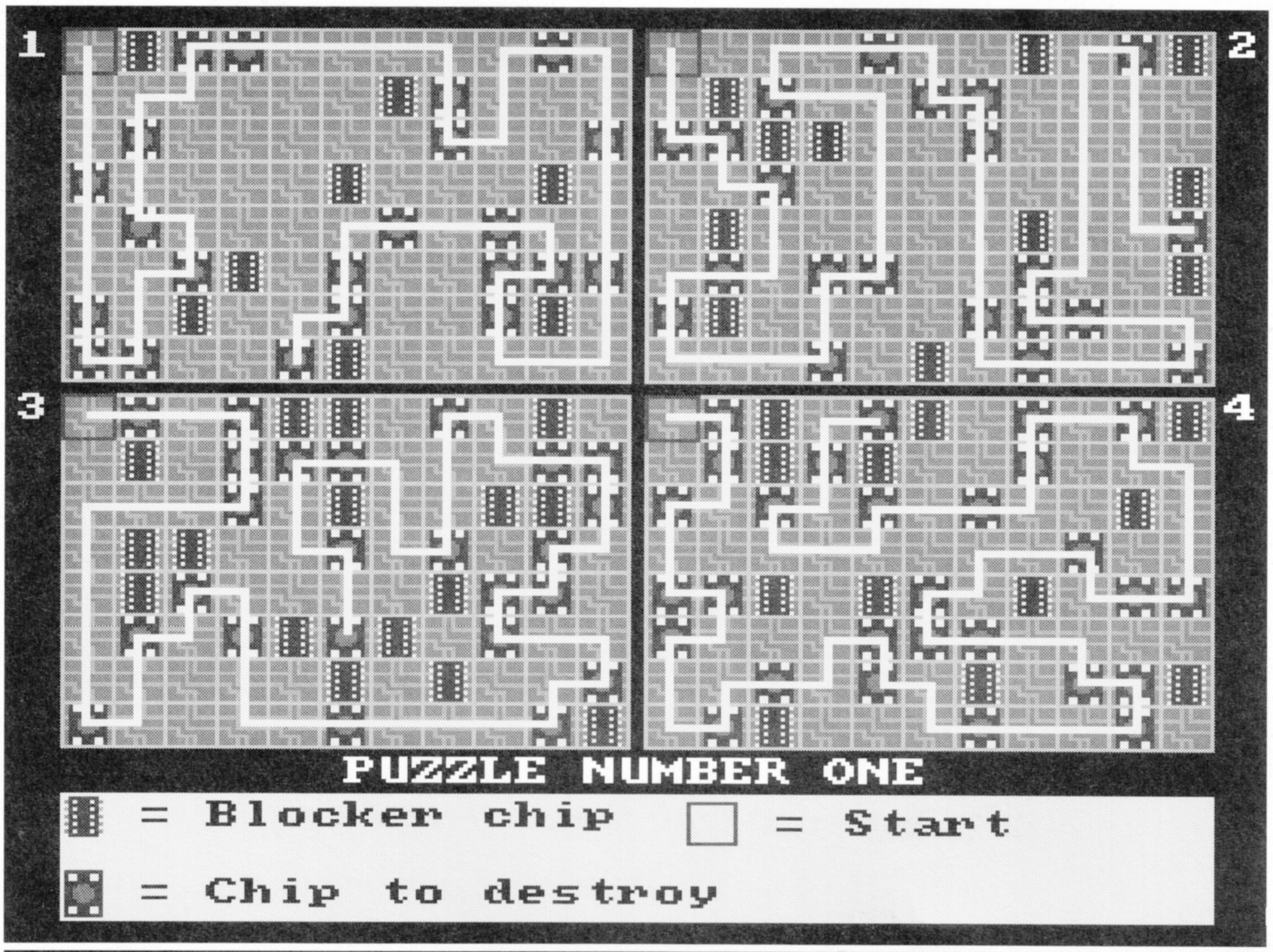
This point aside, *Robocop 2* is a fairly playable and well presented license which captures the feel of the film, with some tough action and devious brain-taxers to keep most fans of the movie playing for some time.

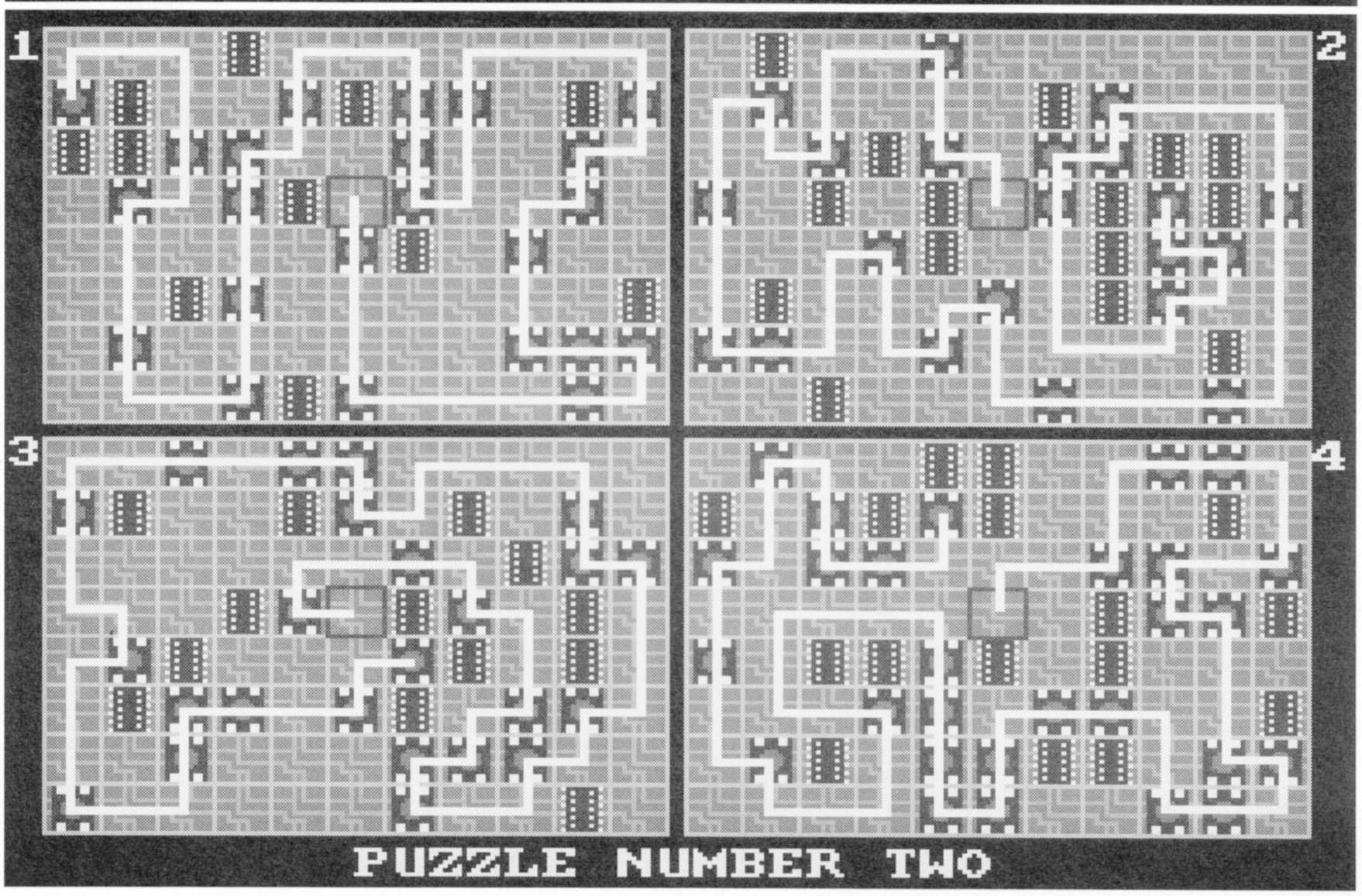
***AMIGA FORMAT* RATING - 80%**



HINTS

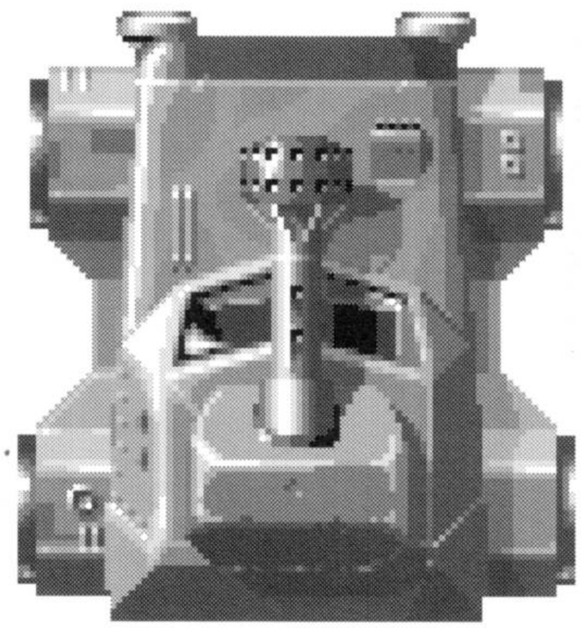
If you're having trouble beating the gangs, then simply type in SERIALINTERFACE on the title screen to access the cheat mode. now you can restore your energy by pressing F9 and skip levels with F10. THAT hard, eh? However, even with a mega-hard Robocop, the chip puzzles are difficult to beat, so here are the routes that you should follow.





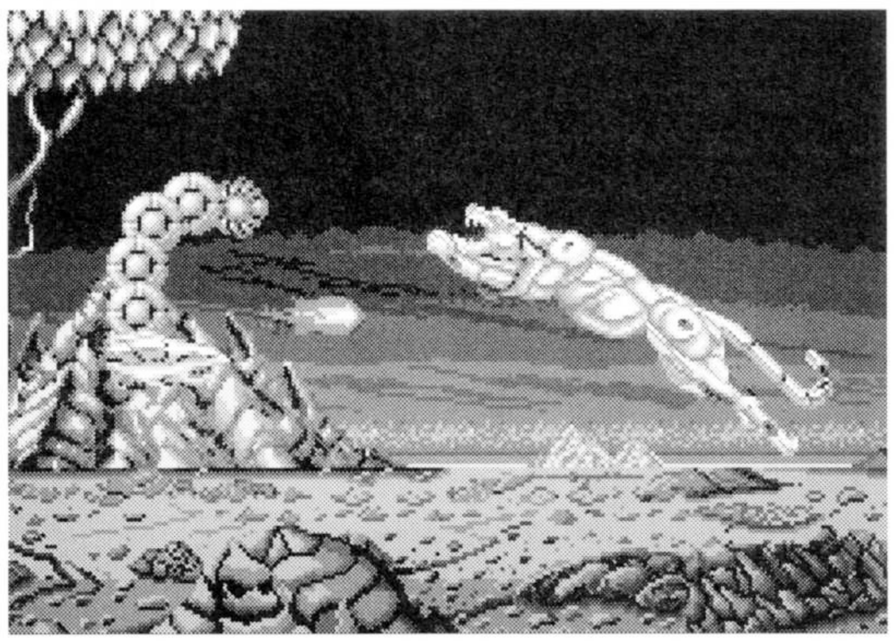


Saint Dragon
SCI - Chase HQ II
Search for the King
Secret of
Monkey Island
Shadow Warriors
The Simpsons
Skidz
Speedball 2
Spindizzy Worlds
Spherical
Spy Who Loved Me
Supercars 2
SWIV



SAINT DRAGON

Storm



It's the usual story. A race of mechanised warlords has decided to take over the Galaxy, turning any who oppose them into subservant cyborgs. The only race that could possibly defeat the machines are the dragons. Unfortunately, the dragon leader has been kidnapped, forcing the mighty race to succumb to the machines' wishes. Luckily, there is still one chance...

You play a cyborg dragon that has decided to kick against his oppressors and fight through to rescue the dragon leader. To begin with you are armed with a single laser and a metallic tail which can be whipped around to strike enemies and protect your vulnerable head from attack. As you progress you can pick up pods to add weapons to your armoury. These include fireballs, lasers, bouncing balls and a gradually increasing spread-shot, which will most certainly be needed to beat a path through the hordes of robotic attackers.

Many arcade conversions are a weak interpretation of the original, but Random Access are one team who pride themselves on incredible accuracy as far as Amiga coin-op conversions are concerned. Once again they have come up trumps with *Saint Dragon*, capturing the violent feel brilliantly. The graphics are superb, with all manner of well-drawn robot mutants flying across the colourful backdrops. The sound is good too, with some seriously harsh effects to back up the action. The going is a little tough when you first play the game, but it's still immensely enjoyable trying to defeat the enemy and a little perseverance will mean that you can soon spread laser death to the higher levels. Those who like their shoot-em-up action rapid and violent could do a lot worse than have a bash at *Saint Dragon*, which is one of the slickest arcade conversions available for the Amiga.

***AMIGA FORMAT* RATING - 82%**

HINTS

Even with the serious amount of weaponry that this steel serpent has, the going can still be a bit tough. What can you do? Simply hit the caps lock key while playing and enter DECAFFEINATED followed by Return. The top of the screen should scroll to show that you have infinite lives.

SCI-CHASE HQ II

Ocean

After chasing and ramming criminals in *Chase HQ*, the action continues in this coin-op conversion sequel. The basic form of the game is the same, with you receiving missions from Nancy at Chase HQ and zooming off to beat the criminals into submission.

The game comprises two sections. The first has you zooming down a traffic-filled road attempting to catch up with the criminals. When they are finally in sight, a handy red arrow appears above their car (if only this happened in real life). Your team must ram the car or shoot at the criminals in order to force them off the road. Additional help comes in the shape of a police helicopter, which drops a bazooka to damage the felons' car even further. If you manage to force their car off the road within the time limit, the villains are cuffed and taken in for questioning, but if you fail to catch them, the criminals cross the state line and escape.

Apart from the addition of firearms, all that differentiates *SCI* from the original *Chase HQ* is the type of cars involved. The action is pretty much the same, giving you a feeling of deja-vu more than excitement. If you do complete a level, all that happens is that you have to go and do it again to another vehicle. Pretty repetitive really. Ocean have shown us with games like *Pang* and *Rainbow Islands* that they are capable of releasing top-class arcade conversions, and *SCI* is yet another game which is very similar to its coin-op counterpart. Unfortunately, the gameplay of the arcade version isn't too gripping and this quality has been transported to the home version. A few blasts and it soon becomes boring.

***AMIGA FORMAT* RATING - 76%**

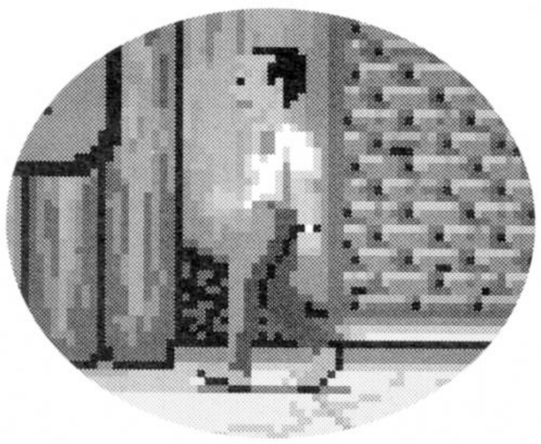
HINTS

You really need to floor the pedal in this game if you want to catch the criminals. What? You want to take it a little more easy? This needs more time. If you type IN A GARDEN IN on the title screen, you will be able to press T while driving to add time onto the clock.



SEARCH FOR THE KING

Sierra



If you've ever seen one of those *Sunday Sport* type stories proclaiming that Elvis has been seen down the local Tesco's, then you'll know what to expect from this adventure! You play Les Manley, an odd-job man for a TV company. One day, the company decides to launch a million dollar competition to find Elvis. Fed up of being downtrodden by your employers, you decide to enter the competition and try to win the dosh for yourself.

Search for the King portrays the action in typical Sierra style, with a graphic screen to show the action while you control Les via a text window. The plot of the game is pretty wacky, with some fun situations and characters popping up, but the game suffers due to the cripplingly slow user interface. Sierra pride themselves on the Amiga-specific graphics (rather than a PC port-across), but there is no compulsion to see them because playing the game is so frustrating!

Now that the appearance of the games has been sorted out, how about a decent interface, guys?

AMIGA FORMAT RATING - 68%

HINTS

A search for Elvis? Hardly sounds like the kind of quest that'll be successful, does it? Well maybe it will! Just have a look at this method one person succeeded with...

TV-HOUSE

At the start of the game you find yourself in your crummy office in the TV-house. Walk to the desk and type OPEN DRAWER. Type LOOK IN DRAWER followed by TAKE THERMOS and LUNCH BAG, then leave the room. In the hall, OPEN THERMOS and FILL THERMOS WITH WATER. CLOSE THERMOS, then go right two screens. You will now be in the office of your Boss, Mr.Bernbaum. Type ASK FOR RAISE. He will call his secretary Stella and ask her to bring in your file. While he is staring at her, TAKE KEY and leave the room. Go to the door near the drinking fountain, UNLOCK DOOR, OPEN DOOR and enter the room. LOOK IN TOOLBOX, then TAKE ID. Leave the room again, go right one screen and PUSH the elevator BUTTON. When the elevator arrives, enter it , then type LOOK AT DREAMS and TAKE DREAM. OPEN DOOR and leave the TV-house.

NEW YORK STREETS

Cross the street, OPEN DOOR and enter the Bus Terminal. LOOK AT WOMAN, then ASK BUM ABOUT THE KING. Both Bart Simpson and Larry Laffer will be passing outside the terminal. Forget the labyrinth and leave the building.

Go right two screens, KNOCK DOOR and SHOW ID. Go through the door, TALK TO BOBBI and LOOK AROUND. Type LOOK AT both PICTURES and SCARF. Do not take the scarf yet. SIT IN SOFA and ASK ABOUT THE KING. ASK ABOUT THE SCARF, then ASK FOR SODA and type SHOW ME THE SCARF. At first Bobbi won't show you the scarf, but keep asking. DRINK SODA and you will spill some on the scarf. Now type SCRAM to leave before she gets back! Once outside, go right one screen and you should find the scarf in the yard. CLIMB FENCE, walk over to the scarf and TAKE SCARF. CLIMB FENCE again, go three screens left, walk behind the fence and left.

THE CIRCUS

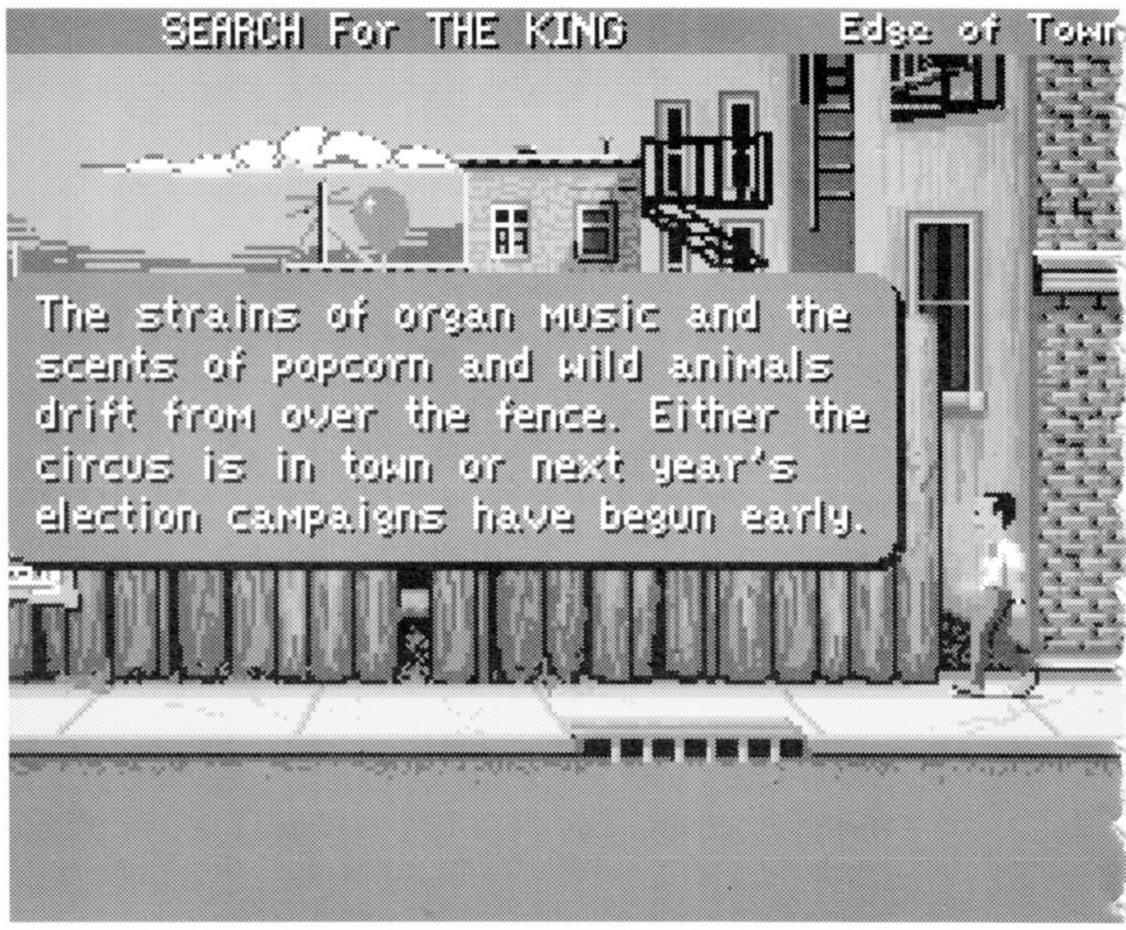
Cross the circus overview screen and exit the screen on the left side. KNOCK DOOR on the trailer. ASK FOR JOB, then walk down to the elephant area and TAKE SHOVEL. After a while STOP WORKING, walk back to trailer, KNOCK DOOR and ASK FOR TICKET, then go right.

On the overview screen, go to the wagon on the right side. Stand by stairs and LOOK. Enter wagon, LOOK AT and TALK TO MME. Type in ZARMOOSKA, and try her asking every question you can think of. TOUCH ZARMOOSKA which will make her disappear as she is only a dream. TOUCH REPTILE and TAKE CARD. LOOK AT CANDLE and TAKE WAX. Go left to the overview screen.

Stop in front of Luigi the Strongman and LOOK. GIVE WAX TO LUIGI and TAKE ROSIN. Walk to the Fat Lady and Helmut Bean - World's Smallest Man then LOOK. GIVE DREAM TO HELMUT. TAKE HELMUT and go left. Walk to Test-o-Strength and LOOK. TAKE POPCORN and enter the big tent. DROP POPCORN to get past the lions. Go right and GIVE ROSIN TO FREDERICK, then watch him miss his target. TAKE CAPE and leave the tent.

It's now time to go to Las Vegas, but there is one thing you need to do first, otherwise Helmut won't survive the trip. Go to the mailbox outside the bus terminal and PUT HELMUT IN MAILBOX. Go back to the circus and LOOK at the Test-o-Strength. Walk over and get onto the Test-o-Strength and you are on your way.





LAS VEGAS

OPEN MAILBOX and TAKE HELMUT. Walk right into the desert and cross the next screen to the right. ANSWER PHONE and watch the pretty graphics. Walk to the left, OPEN THERMOS and DRINK WATER. Go left two screens and enter the Casino Hotel.

In the lobby walk up and left to get to the poolside, then go left to find Mr Fabulous and Lyla. ASK ABOUT THE KING and you will be given a hint on how to proceed. If you want to ask more questions you should save the game at this point, since Vito is a pretty nasty character!

Go right two screens and walk down to Bernardo and CALL FABULOUS. Go back to the pool where Lyla is waiting, SIT IN CHAIR and watch your charisma take effect. TAKE SUNGLASSES, go to the lobby and continue right. Cross the next screen and walk to the elevator. Enter the elevator and PUSH BUTTON. Go right, enter the typical room and walk into the bathroom at the top of the screen. Go right until you are out of sight, LOOK AT SINK and TAKE FLOSS. Go into the room and SIT ON BED. STAND UP and leave the room.

LOOK AT DOOR, READ SIGN, TAKE SIGN, TURN SIGN, READ SIGN and finally PUT SIGN ON DOOR. Stand by the maid's cart and wait until she bends over to make the bed. TAKE SKELETON KEY, enter the elevator and PUSH BUTTON. You will then be in Mr Fabulous' suite.

Walk left and go to the hot tub on the left hand side of the screen. LOOK IN TUB, then LOOK IN DRAIN and TIE FLOSS TO HELMUT. Next, PUT HELMUT IN DRAIN and LOOK AT PICTURE. Once you've done that, take the elevator down and go to the cleaner. GIVE RECEIPT TO SUSIE, TAKE SUIT and LEAVE.



Go out of the hotel and it is now time to go to Graceland - The Kingdom, but how will you get there? Use your thumb! What you actually have to do is stand outside the hotel and HITCHHIKE.



THE KINGDOM

Walking down on the first screen gives you an overhead view. Go to the place with the telephone sign in the upper-right section of the map. Here Red's arrange a lookalike contest, so PUT ON SUIT in the phone booth over to the right. When you've changed, OPEN DOOR and enter Red's.

When you are on stage you must SING. Your performance will open the gates to The Kingdom, so walk down and enter The Kingdom. Enter the building by the 'Attractions' sign.

LOOK IN BEAR'S MOUTH and PUT HELMUT IN BEAR'S MOUTH. Helmut will then deactivate the alarm. Walk up the screen (but don't go up the stairs yet) and walk over to the table in the dining room. TAKE BANANA and walk back to the foyer, then walk right to the awards room. TAKE GUITAR and FIX GUITAR, then TAKE MICROPHONE from the shelf you your left. Now you should walk upstairs and enter the King's bedroom.

Walk over to the bureau on the right hand side and OPEN BUREAU. LOOK IN BUREAU and PUSH BUTTON. SLIDE POLE and slide down to the kitchen, then RELEASE POLE to stop spinning. Walk over to the jukebox and PLAY JUKEBOX. To your left there is a counter, so go over and OPEN COUNTER. Walk over to the stove and TAKE BREAD. MAKE SANDWICH and go back to Red's for a new performance with your new look. Get on stage, SING and enjoy the show. So what's heaven like then?

SECRET OF MONKEY ISLAND

US Gold

Ahar! Shiver me yard-arm! Splice me mizzard! Weigh the mainbrace and hoist the timbers! Piratical fun makes another appearance on the Amiga! This time the emphasis shifts away from the simulation style (as employed in Microprose's *Pirates*) and leans towards a much more involved adventure game.

You play a character by the name of Guybrush Threepwood. He longs to add some spice to his life and the perfect way to find excitement and adventure is to become a pirate. The game starts as Guybrush approaches the main town on the island of Melee, which is well known for its pirate community. After being given a number of quests to complete, Guybrush must prove himself worthy enough to set sail on a pirate ship. Unfortunately, after proving suitable, the terrible ghostly character of Captain LeChuck appears, spreading fear among the pirates and kidnapping the Governor while he's about it. Guybrush feels a rescue coming on...

Lucasfilm have produced some polished adventures in the past, including *Loom*, *Zak McKracken* and the highly successful *Indiana Jones* series. *Monkey Island* takes their adventure system to new levels of friendliness, making it easier than ever to get involved in the adventure. All you have to do is select an action from the panel, click on an object and there you go! It's as simple as that. This slick system is wrapped up in one of the most challenging, entertaining and hilarious adventures ever seen. The graphics are extremely well drawn and animated, with more personality than almost any other game character you could care to mention. Some of the characters and situations are so good that they could be a cartoon in their own right! Even if you don't normally like adventures, *Monkey Island* is one game that every Amiga owner should have a bash at.

AMIGA FORMAT RATING - 92%

HINTS

Heaving to and splicing the main brace in a piratical tale is great fun, but it can be confusing. If this superb graphic adventure is driving you mad, then this solution is for you. Use the guide along with the maps to beat the villains and triumph. Hurrah!

PART ONE – THE THREE TRIALS

Getting Your Gear for the Trials

You will start the adventure at the lookout point above the town. The lookout will tell you where you need to go to begin your quest.

To start off, WALK right along the dock to the Scumm Bar. OPEN the door and WALK in. WALK TO the red curtain and TALK TO the important looking pirates.

Tell them you want to be a pirate and get them to tell you about the three trials before you leave.

OPEN the door to the right. The cook will tell you that you're not allowed in. Wait for him to come out and walk off the screen to the left, then WALK in.

PICK UP the hunk of meat and the pot, OPEN the door on the right and go outside. WALK TO the end of the jetty to make the seagull fly away, then quickly PICK UP the fish before he returns. Go back out to the street, WALK TO the cliffside and WALK right to the path.

Go to the clearing in the middle of the island and WALK left to the circus tent.

Interrupt the Fettuccine Brothers' conversation and ask them how much they'll pay for you to do the stunt. Agree to their offer and tell them you have a helmet.

USE the pot and you will find the trick will be performed. Talk to the Brothers to indicate you are OK and then when you leave the tent WALK back to the path.

Go back to the village and WALK through the archway to the main street. TALK TO the citizen of Melee, and when he asks you about Sven, say that you know someone called Dominique. Tell him you'll take the map then leave him.

OPEN the door to the Voodoo Shop and go inside. PICK UP the chicken which is lying on the trunk and LOOK AT it before then going back out to the street.

WALK TO the archway under the clock and WALK TO the alley where the 'Psssst' is coming from. A man will appear and hassle you. Answer his questions and he will introduce himself as the sheriff before leaving.

Go back to the street, OPEN the door to the shop and WALK in. PICK UP the shovel and the sword and TALK TO the storekeeper.

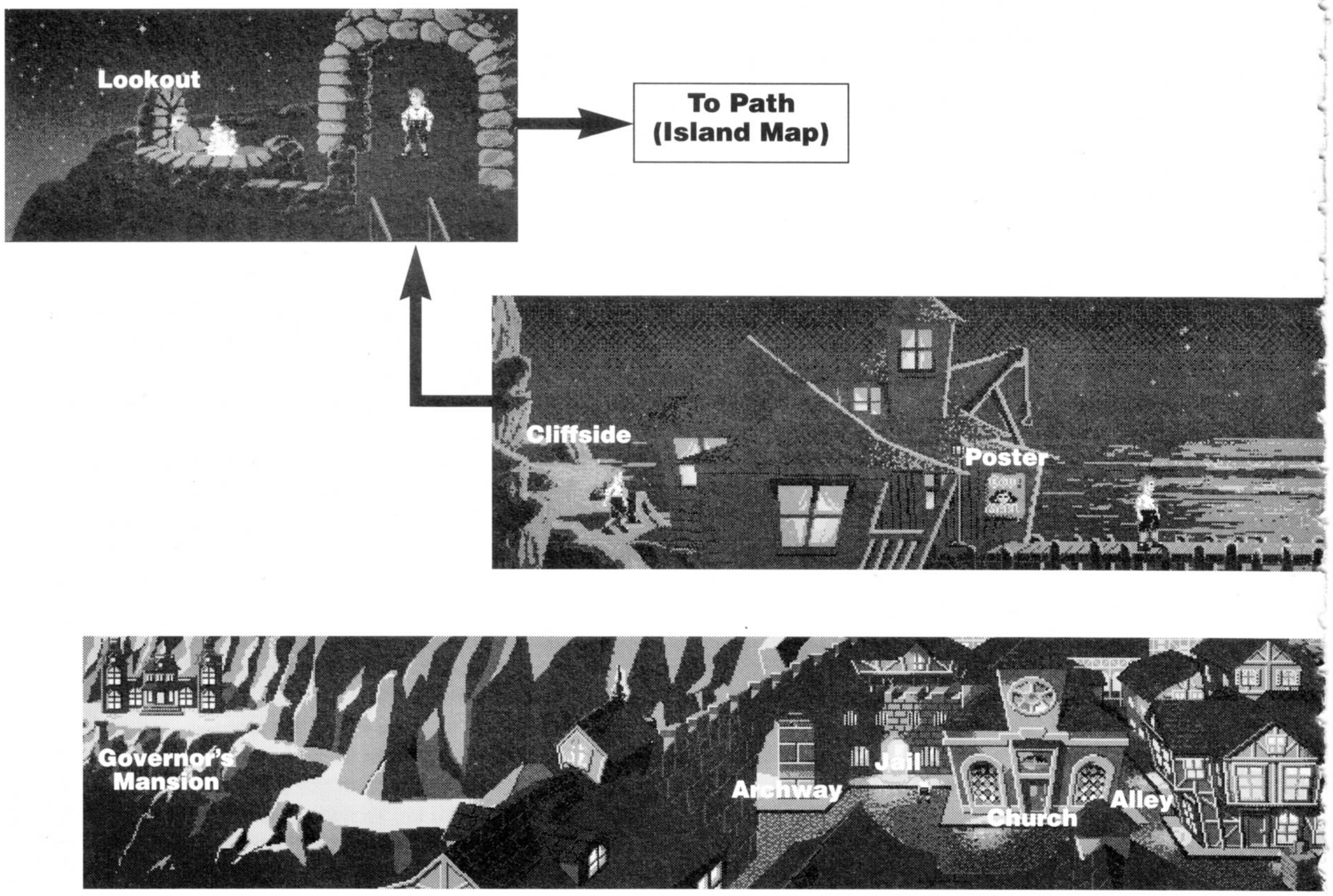
Say you want the sword and the shovel, then browse. Leave the shop and WALK past the cliffside to the path.

Completing the Trials

Go to the house at the far right of Melee Island. You will be stopped at the bridge by a troll. GIVE the fish to the troll and he will let you pass.

Continue the journey to the house and try to OPEN the door. Guybrush will knock and a man will answer.

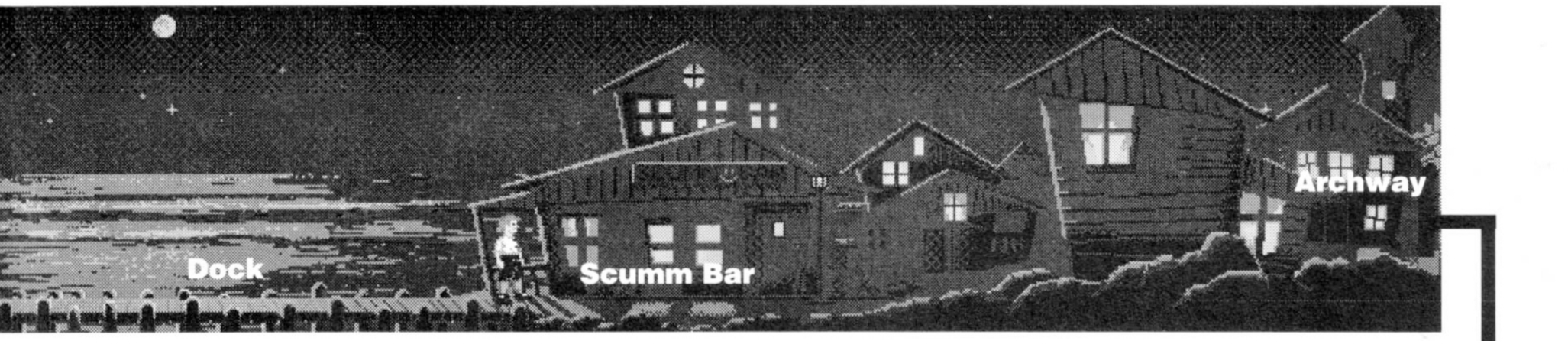




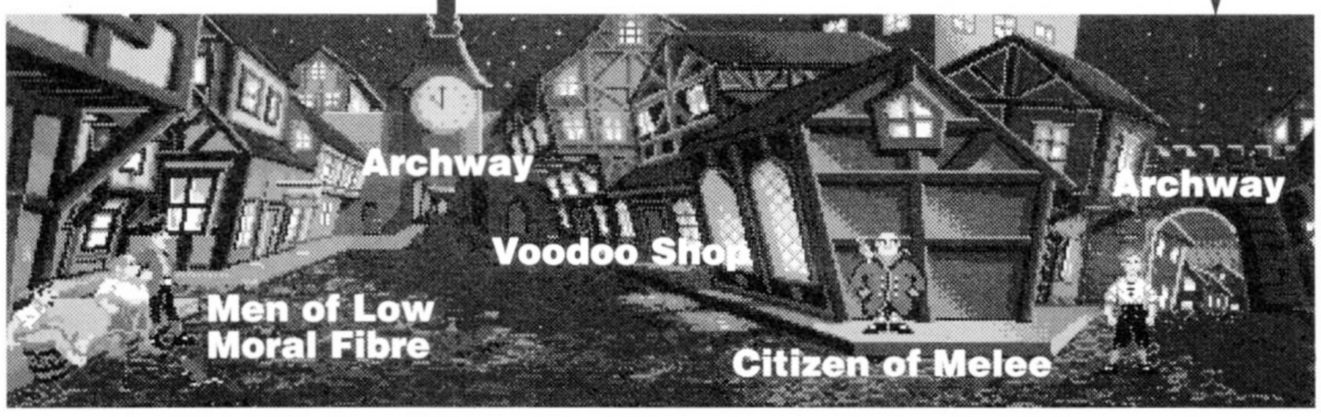
MASTERING INSULTS

INSULT	COMEBACK
I've got a long, sharp lesson for you to learn today.	And I've got a little TIP for you. Get the POINT?
My tongue is sharper than any sword.	First you'd better stop waving it like a feather duster.
My name is feared in every dirty corner of this island!	So you got that job as janitor, after all.
My wisest enemies run away at the first sight of me!	Even BEFORE they smell your breath?
Only once have I met such a coward!	He must have taught you everything you know.
If your brother's like you, better to marry a pig.	You make me think somebody already did.
No one will ever catch ME fighting as badly as you do.	You run THAT fast?
I will milk every drop of blood from your body!	How appropriate. You fight like a cow.
My last fight ended with my hands covered with blood.	I hope now you've learned to stop picking your nose.
I hope you have a boat ready for a quick escape.	Why did you want to borrow one?
My sword is famous all over the Caribbean!	Too bad no one's heard of YOU at all.
I've got the courage and skill of a master swordsman!	I'd be in real trouble if you ever used them.
Every word you say to me is stupid.	I wanted to make sure you'd feel comfortable with me.
You are a pain in the backside, sir!	Your hemorrhoids are flaring up again, eh?
There are no clever moves that can help you now.	Yes there are. You just never learned them.
Now I know what filth and stupidity really are.	I'm glad to hear you attended your family reunion.
I usually see people like you passed out on tavern floors.	Even BEFORE they smell your breath?

YE OLDE TOWN OF MELEE







Ask him to train you to be the best swordfighter on Melee Island and insist that you have what it takes. Let him have 30 pieces of eight and show him your sword when he asks. He will invite you in and start the lesson.

Once the training is finished, you will need to learn some insults. WALK TO the path and go to the junction just to the left of the fork. This is where you will have most chance of a scrap.

Keep fighting any pirates that come along to collect insults and their replies. If you have an insult but don't know the answer then use it, since the responses are the important thing!

At some point you will be told that you are good enough to fight the Sword Master. You're not! Get as many of the 20 responses to insults as you possibly can before you stop fighting.

When you're ready, go back to the town and go to the shop. Tell the storekeeper that you're looking for the swordmaster and follow him when he leaves. He will walk out of town and go into the forest. Follow him closely and you will end up at the Sword Master's house.

WALK TO the right and TALK TO the Sword Master. Tell her that you've come to kill her and the fight will start. The insults that the sword master throws at you are different to the ones you have, but you need to use the same replies. The table 'Mastering Insults' gives the correct responses to her wit.

When the Sword Master is defeated, she will give you a 100% cotton T-Shirt. LOOK AT it to see your prize. You can now use the Sword Master's insults on anyone you fight to win easily, but you don't need to get into a swordfight from now on.

WALK TO the fork to get into the forest again and LOOK AT the map for the directions to the treasure. Although they look like dance steps, they are instructions. Back means into the back of the screen, while left and right mean off the screen in that direction. On the way through the forest you will see some yellow plants. Pick them up to use later.

Once you find the treasure clearing WALK TO the right and USE the shovel on the X. LOOK AT the T-shirt to see your prize and WALK TO the left to get to the road.

Go to the village and WALK TO the town itself and WALK through the archways towards the Governor's mansion. USE the yellow petal on the hunk of meat and GIVE the now-formed meat with condiment to the deadly piranha poodles. When the poodles pass out you can OPEN the door and WALK in.

OPEN the door just to the right of the front door and WALK in. A surreal fight sequence will then unfold giving you some items. WALK back out of the front door and back to the town.

WALK into the jail and TALK TO the prisoner. Go back out to the street and go into the shop. TALK TO the storekeeper and ask him for a breath mint, then leave.

WALK back to the jail and GIVE the breath mints to the prisoner. Ask him if he has a file, then GIVE him the gopher repellent. When he has given you the cake, go back to the street, WALK back through the archway to the Governor's mansion and then go in.

OPEN the cake to find a file and WALK TO the gaping hole. The fight will continue until you eventually emerge with the fabulous idol. The sheriff will stop you asking what you're doing with it. Answer him and the Governor will appear sending him away. Chat to the Governor (well, sort of chat) and WALK TO the front door when she leaves. OPEN the door to find the sheriff. When you answer him, he will take you and throw you off the dock. Ooh! The plot thickens!

Starting the Quest

When you appear underwater, PICK UP the idol. You will then collect the sword and climb back up to the dock. The lookout then arrives to tell you that the Governor has been kidnapped. Ask him about it and he will give you a note from LeChuck telling you what's happening.

WALK right to the Scumm Bar and go in. PICK UP all the mugs and WALK TO the red curtain. PICK UP the other mugs, then TALK TO the cook. Ask him what's wrong and get him to tell you where to get a ship.

OPEN the kitchen door and go in. The next sequence has to be done pretty speedily. USE the mug on the barrel and zoom off to the jail. The grog will eat through the mugs, so at various points on the trip, USE the disintegrating mug of grog on one of the empty mugs.

When you get to the jail, USE the mug of grog on the lock to set the prisoner free. When you try to convince him to join your crew he will run away, but don't worry!

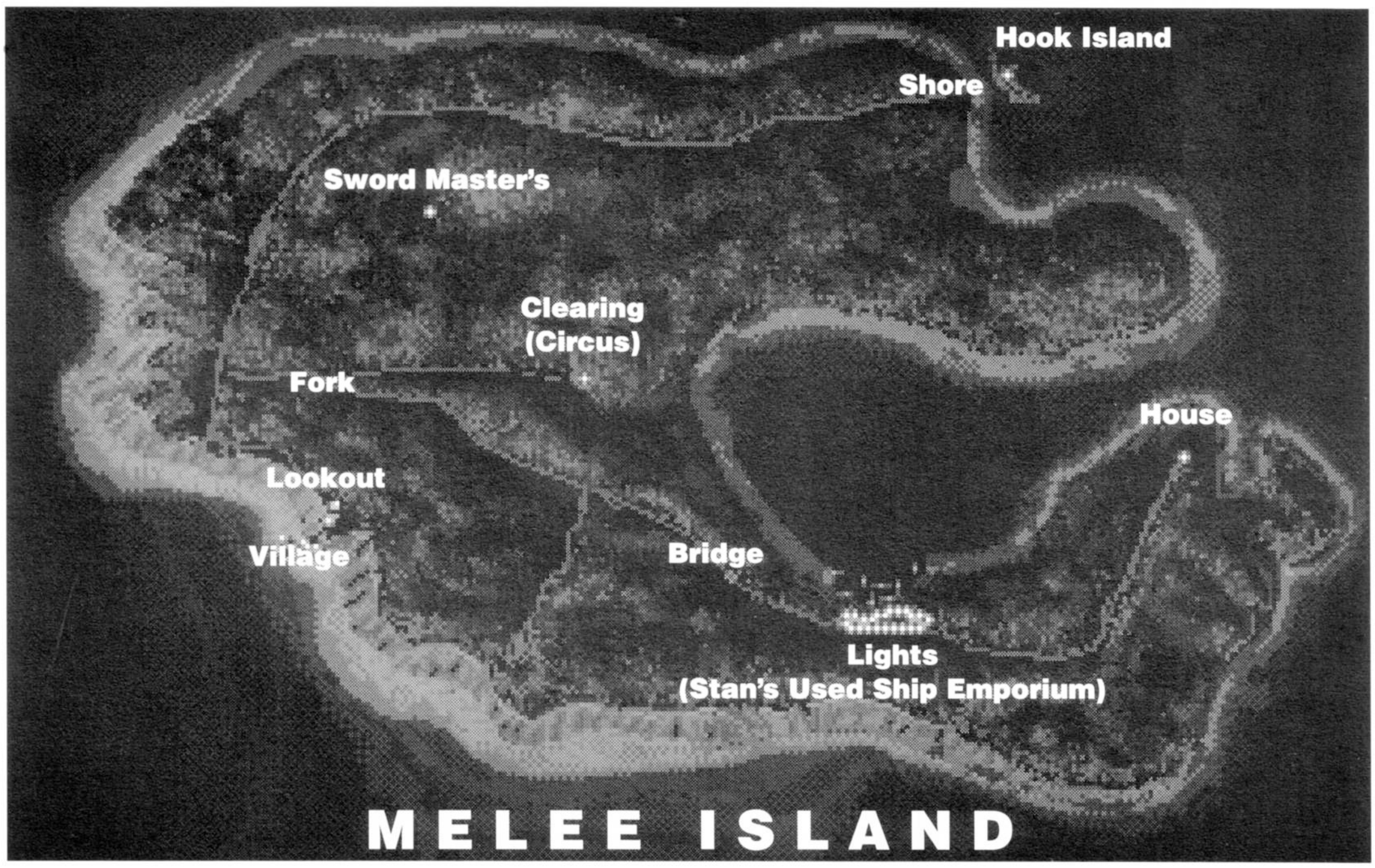
WALK back out to the street and out to the cliffside, then WALK TO the path. Go to the shore at the top of the island. When the screen with the neon sign appears, USE the rubber chicken on the cable to get across the gap. OPEN the door to the house and WALK in.

Meathook will appear telling you how he doesn't like visitors. Tell him that the Governor's been kidnapped and you should get a crew and rescue her. Meathook will give you a test to prove your worth. When Meathook has opened all the barriers and runs away, OPEN the little door and TICKLE the murderous winged devil. Meathook will then agree to be in your crew.

USE the rubber chicken on the cable to get back across the gap and WALK TO the path.

Go to the Sword Master's and TALK TO her. Get her to join your crew simply by telling her that the Governor's been kidnapped, then WALK back to the path.

Go to the lights, which are actually Stan's Used Ship Emporium. Stan will approach you and start his sales





pitch. Say that you don't have much to spend and tell him you want credit. He'll turn you down. Say you want to think about it some more and try to leave the yard. Stan will stop you and give you his business card and a magnetic compass.

Go to the village and WALK to the shop. TALK TO the storekeeper, telling him you want a credit note. Say that you are employed and he will get the note from the safe. Make a careful note of the combination! Whatever job you tell him you're doing he won't believe you and puts the note back in the safe (last chance to get that combination!). Say that you're looking for the Sword Master to send him away.

WALK TO the safe. Using PULL to move the handle anti-clockwise and PUSH to move it clockwise, enter the combination to open the safe and get the credit note. Go back outside and return to Stan's Boat Yard.

Ask to see the cheap ship again and say that you have a credit note. The negotiating will now start. Talk about the extras and say that you can live without each one until the first one appears again. At this point say that you've heard enough about the extras. Ask Stan how much he thinks the ship's worth, then say you don't want it after all. Say you guess he's right when he calls you back. Ask him what he thinks it's worth again, then make him an offer of 5000 pieces of eight. He'll ponder for a minute then sell you the ship.

Leave the yard and then go back to the village. WALK TO the dock to meet Stan with your ship. He will give you some literature to use later on in the adventure. Greet your crew when they arrive and then it's time to set off on the big adventure!

PART TWO – THE JOURNEY

Once the crew have made their position clear and you retire to the cabin, OPEN the drawer of the desk and LOOK AT the contents. LOOK AT the book to read it. PICK UP the feather pen and the ink, then WALK TO the door to get to the deck. WALK TO the rope ladder and PICK UP the Jolly Roger when you have climbed to the top.

Go down to the deck and go down the hatch. WALK TO the door to get to the galley. PICK UP the pot and OPEN the cupboard. PICK UP the cereal and open it to get a prize. LOOK AT the prize to see that it's a small key.

WALK back up the ladder and WALK TO the hatch to go down into the hold. OPEN the chest on the right and LOOK AT it to get the fine wine. PICK UP the giant piece of rope and OPEN the kegs on the left to get some gunpowder. Now go back out to the deck.

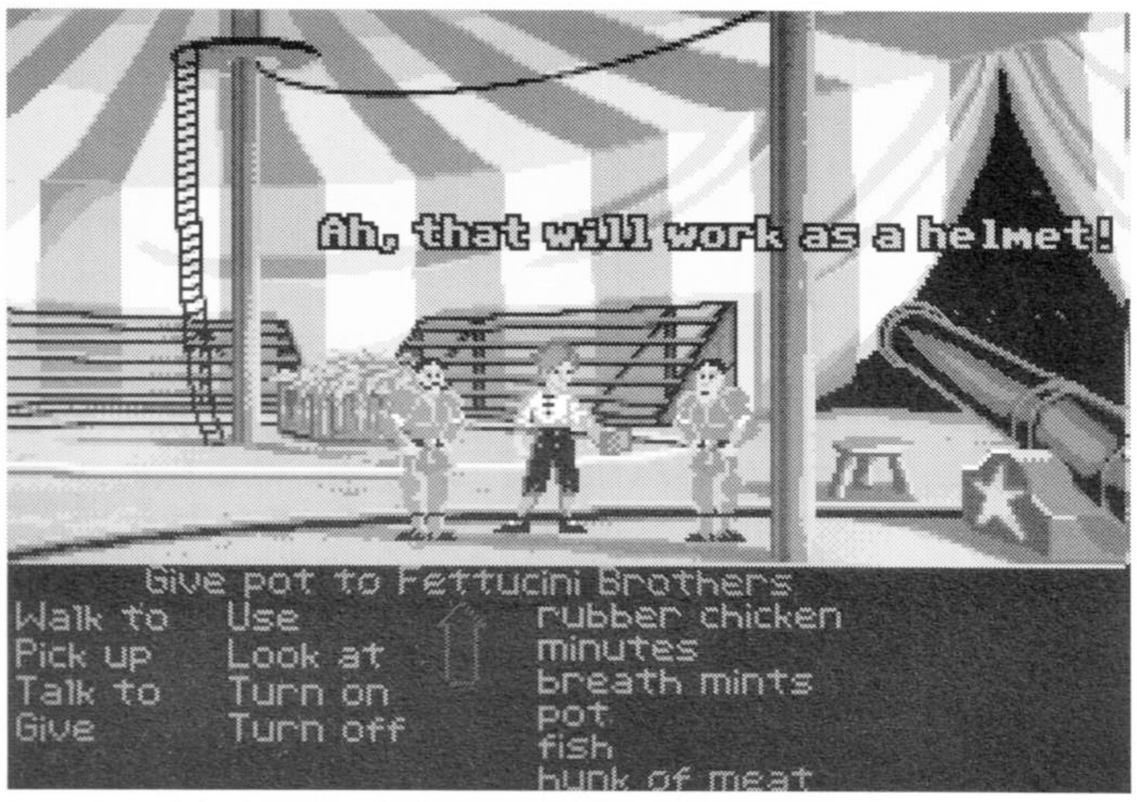
WALK back to the cabin and USE the small key on the cabinet. OPEN the chest inside to get a piece of paper and some cinnamon sticks. LOOK AT the piece of paper to read the recipe, then WALK back on deck and go to the galley again.

USE the cinnamon sticks, the Jolly Roger, the rubber chicken, the fine wine, the breath mints, the cereal, the ink and the gunpowder with the cooking pot. The pot will go bang and start to steam, which makes you pass out.

When you wake up, go to the deck to discover that you are at Monkey Island. Go back down to the hold and OPEN the kegs again to get some more gunpowder from the kegs, then return to the deck.

USE the gunpowder in the cannon nozzle and the giant piece of rope with the cannon to form a fuse.

Go back down to the galley and USE the feather pen with the red hot fire to form a flaming mass. Return to the deck, USE the flaming mass with the fuse, and USE the pot. The cannon will then fire you onto the shore of Monkey Island.



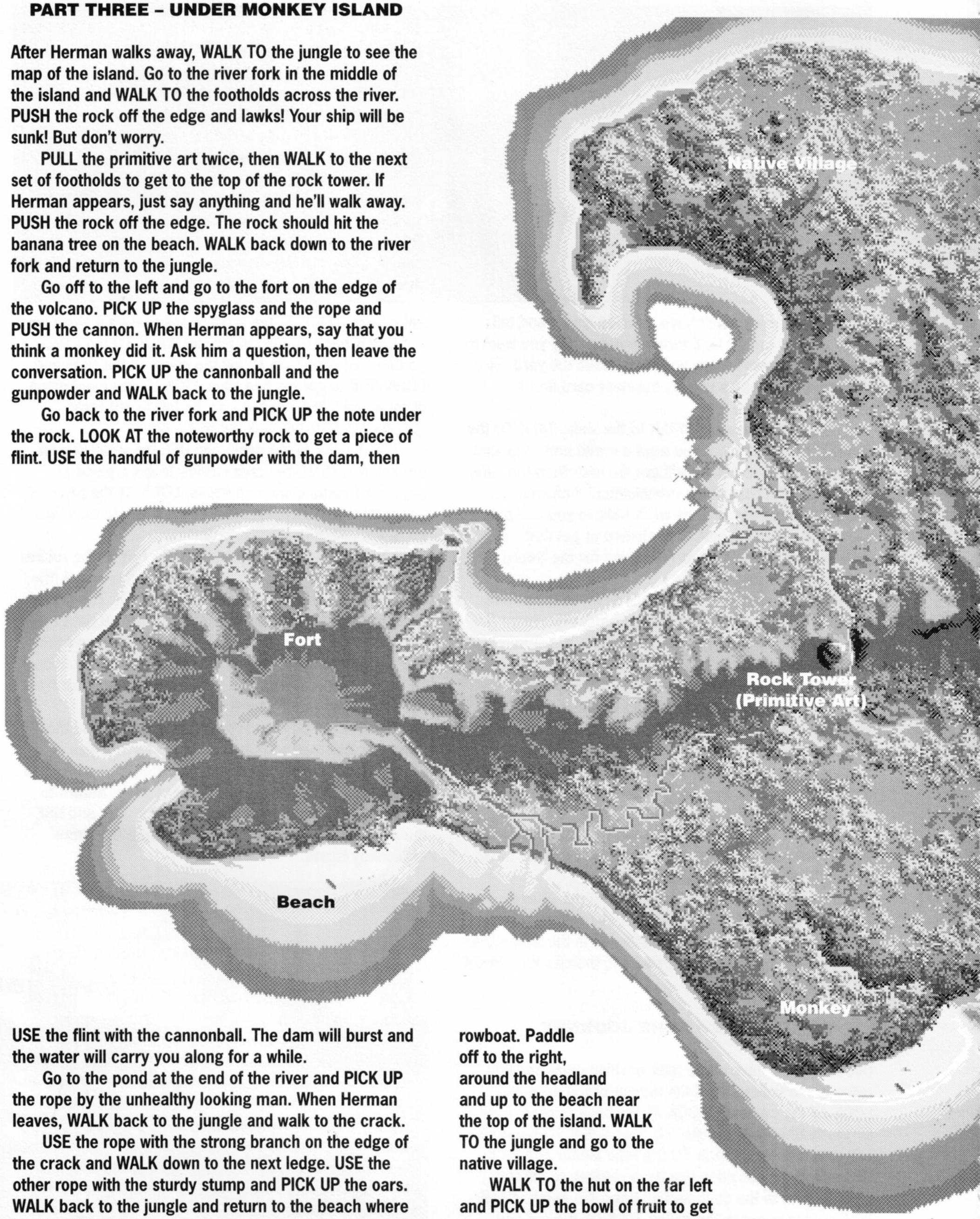
PART THREE – UNDER MONKEY ISLAND

After Herman walks away, WALK TO the jungle to see the map of the island. Go to the river fork in the middle of the island and WALK TO the footholds across the river. PUSH the rock off the edge and lawks! Your ship will be sunk! But don't worry.

PULL the primitive art twice, then WALK to the next set of footholds to get to the top of the rock tower. If Herman appears, just say anything and he'll walk away. PUSH the rock off the edge. The rock should hit the banana tree on the beach. WALK back down to the river fork and return to the jungle.

Go off to the left and go to the fort on the edge of the volcano. PICK UP the spyglass and the rope and PUSH the cannon. When Herman appears, say that you think a monkey did it. Ask him a question, then leave the conversation. PICK UP the cannonball and the gunpowder and WALK back to the jungle.

Go back to the river fork and PICK UP the note under the rock. LOOK AT the noteworthy rock to get a piece of flint. USE the handful of gunpowder with the dam, then



USE the flint with the cannonball. The dam will burst and the water will carry you along for a while.

Go to the pond at the end of the river and PICK UP the rope by the unhealthy looking man. When Herman leaves, WALK back to the jungle and walk to the crack.

USE the rope with the strong branch on the edge of the crack and WALK down to the next ledge. USE the other rope with the sturdy stump and PICK UP the oars. WALK back to the jungle and return to the beach where you first landed.

PICK UP the bananas and USE the oars with the rowboat. Paddle off to the right, around the headland and up to the beach near the top of the island. WALK TO the jungle and go to the native village.

WALK TO the hut on the far left and PICK UP the bowl of fruit to get the bananas. As you try to leave the village, the cannibals will stop you and try



to get you to give them an offering. GIVE them anything, since they won't accept it and will lock you in a hut. PICK UP the skull on the floor and OPEN the loose floorboard underneath. WALK TO the hole to escape.

Get back to the boat and paddle back to the island with the banana tree. WALK TO the jungle and go to the monkey. GIVE bananas to the monkey and LOOK AT him until he looks happy, then he'll follow you.

WALK back to the jungle and go to the clearing on the headland to the right. WALK TO the right until you reach the totem poles. PULL the nose on the left-hand totem pole and WALK TO the gate that opens. The gate closes again, but the monkey will start to swing on the nose, keeping the gate open. WALK through to the gigantic monkey head and PICK UP the wimpy little idol. Then go back to the jungle and go on back to your boat.

Paddle round to the beach at the top and go to the village again. WALK TO the hut on the left, then WALK back to the right. The cannibals will stop you again and try to get you to give them something, so GIVE them the wimpy little idol.

WALK TO the hut on the left and go in. PICK UP the banana picker and go back outside. As you head out of the village you will meet Herman. GIVE the banana picker to him and he will give you the monkey-head key.

Go back to your boat and paddle round to the beach just next to the headland. Go to the clearing and WALK TO the gigantic monkey head. USE the monkey-head key in the gigantic monkey ear to make the head open.

Go back to your boat, paddle up to the top beach and go to the village again to meet the natives who are now friendly. Tell them that there is something they can do for you and that you are looking for someone dead. They will then tell you about their magic potion. Say you are going to kick LeChuck out. The natives will stop you, so get them to tell you about the head of the navigator. GIVE the leaflet to the natives and they will give you the head and the necklace.

Go back to your boat and paddle back to the beach

near the headland. Go to the clearing, WALK TO the gigantic monkey head and go in. WALK to the right until you get to the next cave, then USE the head of the navigator. WALK through the catacombs, following the direction that the head faces towards until you reach LeChuck's ghost ship.

TALK TO the head of the navigator and ask him for the necklace. Keep pleading with him until he gives it to you then USE the necklace to make yourself invisible.

WALK TO the ghost ship and WALK TO the door over to the left. USE the magnetic compass with the key then WALK back to the deck. WALK down the hatch and WALK TO the passage on the right. PICK UP the ghost feather which is by the ghost chickens (trying to ignore the ghostly pigs) and then go back through the passage.

USE the ghost feather on the feet of the sleeping ghost crew and PICK UP the jug o'grog that he drops. Go back through the passage and USE the key on the hatch. WALK TO the hatch and USE the jug o'grog with the dish. PICK UP the cooking grease and go back up to the deck.

USE the glob of grease on the door on the right to stop it squeaking, then OPEN it and go in. PICK UP the ghost tools and go back to the deck. Go down the hatch and through the passage, USE the tools on the glowing crate to get the voodoo root. Go back to the cave and WALK off the screen to the left. After a short delay you will now appear back at the village.

Have a chat to the three-headed monkey (eh?) while the natives mix your potion, then WALK back to the jungle. You will appear in the cave next to a ghost. Ask him what happened to the ship and about the wedding, then get ready to go.

Your crew should now appear and you can go back to your ship to leave Monkey Island.

PART FOUR – GUYBRUSH KICKS BUTT

WALK off the dock and you will be assailed by a ghost. Offer him some root beer and he will get zapped. WALK TO the town and WALK up to the grim spectre. Tell him you have some magic root beer to blast him.

WALK under the archway to the church, OPEN the door and walk in. Say stop the wedding and when LeChuck threatens you say 'Take This!'. The Governor will then surprisingly appear, so try to find out what's going on. Say 'Take This!' when LeChuck threatens you again to find that you're seltzer is jammed.

LeChuck will belt you through the roof, and you will land in the Grog machine in Stan's Boat Yard. When LeChuck shakes you out of the machine, quickly pick up the bottle of root beer. As soon as you have the bottle, USE it on LeChuck to defeat him, and you can be happily reunited with the Governor.

THE END (cue sloppy end music and roll credits).

SHADOW WARRIORS

Ocean

If there's one game style that's been done to death on any format it's the old *Renegade* style beat-em-up. Ocean seem to release quite a number of these, *Shadow Warriors* being another in the already long line.

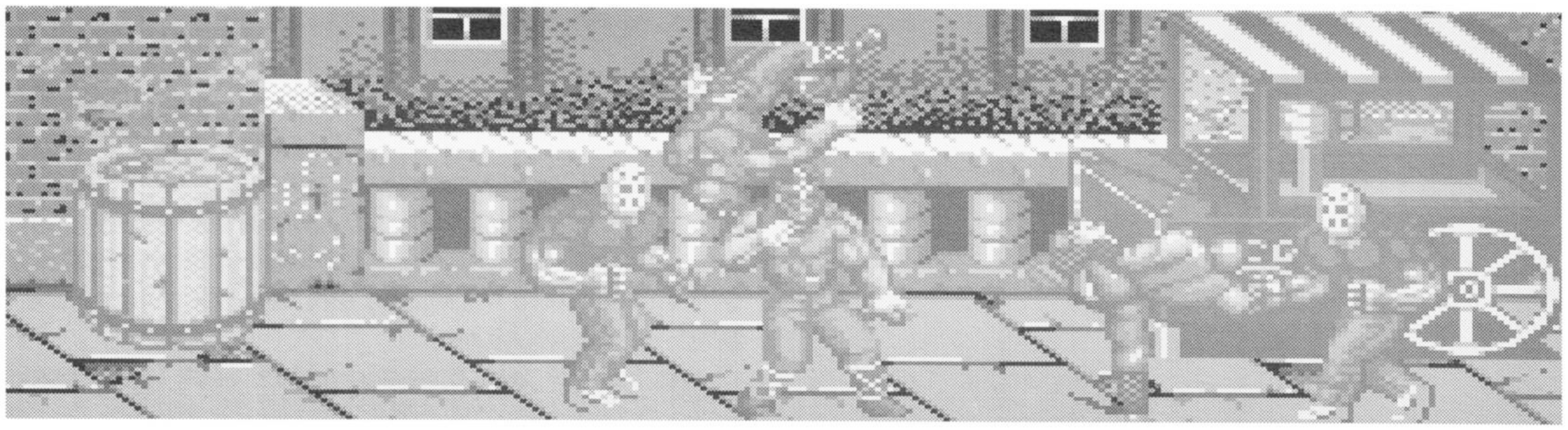
The game is a one or two player fight against hordes of rampaging street bullies, including punks, Ninjas and Jason Vorhees-style creatures. You have a large variety of moves at your disposal, including kicks, punches and throws. You can carry out the odd fancy move too, such as leaping off bins, swinging on a lamp post or whirling around a pillar to give the bad guys a quick belt with added momentum. If you stick around for too long, the bad guys start throwing even more trouble your way, descending for the kill with a massed attack. Can your athletic skills win through? Who knows?

The graphics are fairly bold, if a little poorly animated, but this is where the quality ends. The gameplay is extremely slow, boring and repetitive, even for those who love this kind of game. If you like your games to pack a punch, avoid this, since it is utterly wet and a weed (to quote the great Nigel Molesworth).

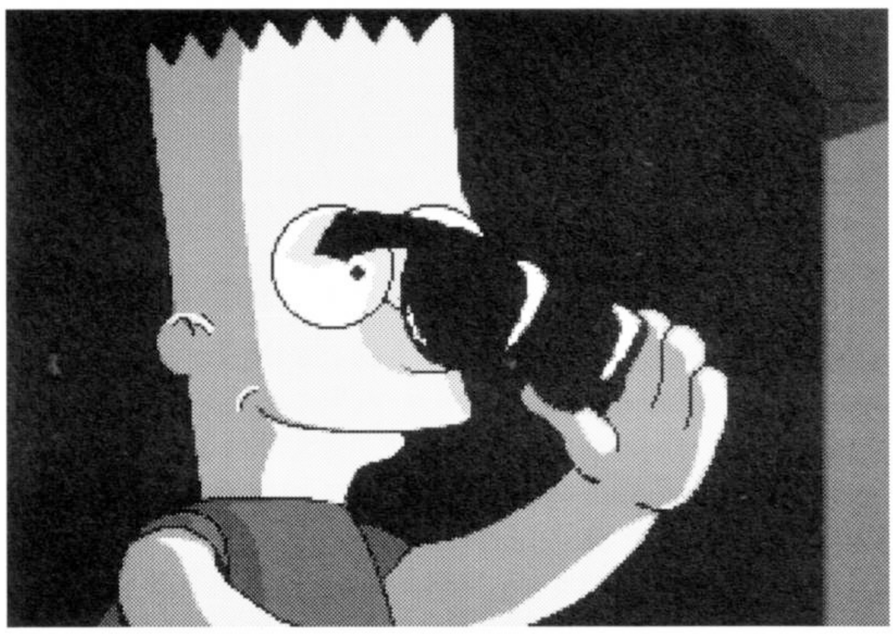
***AMIGA FORMAT* RATING - 42%**

HINTS

While the intro sequence is running hold down these keys: (, Ctrl, J, Esc, 5, F2, Right Alt, V, Enter (not Return) and Help. The border should flash to tell you that the cheat is active. Now you can press 1 and 2 to give both players extra energy, press Help to skip levels and Q to make the warriors invincible.



THE SIMPSONS
BART SIMPSON Vs THE SPACE MUTANTS
Ocean



Despite *The Simpsons*' cartoon series only being available on Sky TV, Bart and family have managed to become somewhat of a phenomenon. Bart T-shirts, badges, key rings, toys and (yet again) lunch boxes are easily found in many stores, so the computer game was bound to turn up eventually.

The story of the game is set in an animated intro sequence. Bart is sitting in his room (confined by Homer as usual) when he sees a UFO land outside the house. The bright light is too much for Bart, so he dons his cool shades to watch the action. Strangely enough, the beings that before looked human can be seen in their alien form when wearing sunglasses. Bart decides to break free and stop this alien menace!

In order to take over the world, the aliens must build a machine using various objects from around Springfield. Bart must either disguise or collect these objects himself, so that the aliens can't find them. His task is made difficult by the baby aliens blocking his path, as well as nasty characters such as the skate punk. By using his shades, Bart can spot aliens and zap them to get a letter token. If he gets enough tokens to spell the name of one of his family, they will come and help him to defeat the aliens.

Bart Vs The Space Mutants is very much a console-style game, with some bright, colourful characters and backdrops being used to portray the action. The gameplay features some pretty devious puzzles along with the normal platform action, so you have to think about things instead of storming in with spray-can blazing. *The Simpsons* isn't really one of the classic games, but it is quite an enjoyable romp which actually captures the madcap feel of the cartoon.

***AMIGA FORMAT* RATING - 82%**

HINTS

Combining perfect platform timing with deductive thinking may not be that easy for everyone, so take heed of this guide to finishing the first level.

Begin by facing Bart to the right and do a big spring jump off the bin to collect the Krusty bonus. Walk on by the cinema (get the timing right past the creatures) until you get to Moe's. Jump up onto the ledge of the first window and up to the next ledge. Do a long jump left to collect the spray can, but watch you don't touch the mutants in front of the poster!

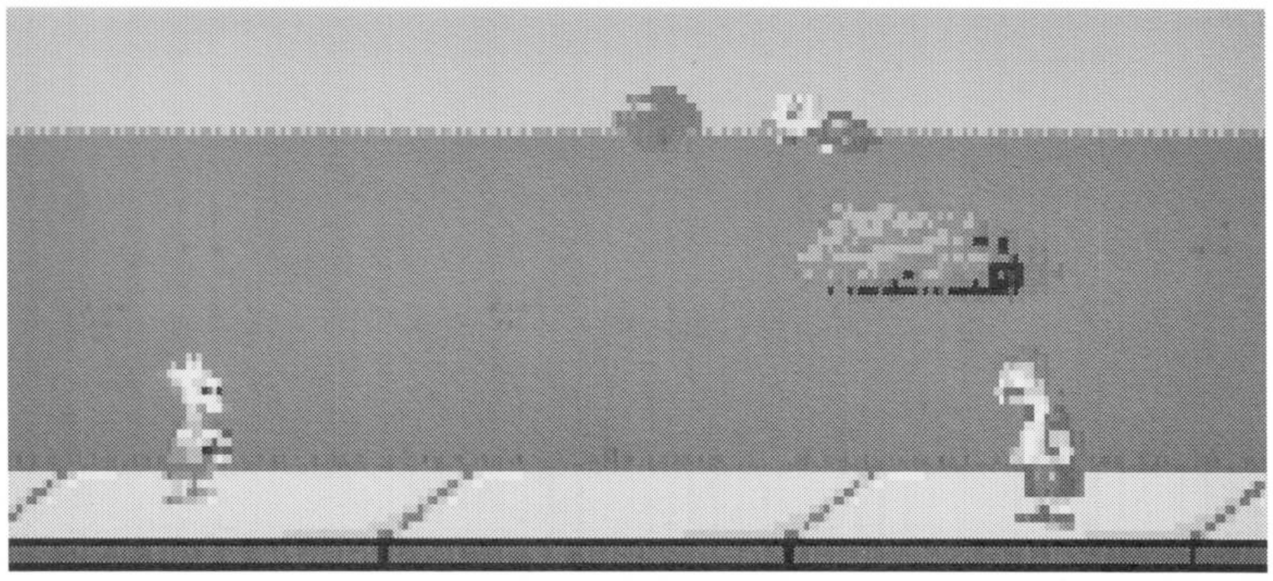
Go to the right of the poster and face left to spray it until it changes colour. Carry on to the left and spray the bin, then head right. Go past Moe's until you reach the phone booth. Jump up on the booth and right onto the washing line. Walk along the line so that the washing falls onto the purple objects below.

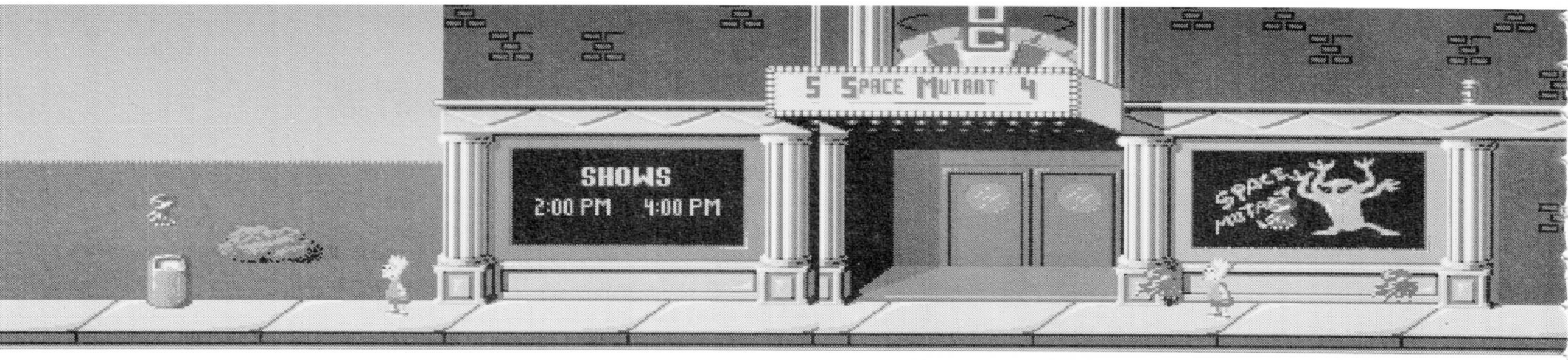
Jump across onto the windows and collect the spray can. Drop down and spray the bin, then head left and jump over the nasty under the washing line to get another Krusty bonus. Head back to the right and jump over the three nasties past the bin you just sprayed. Carry on and enter Tool World. Buy a key and a wrench, then leave the shop. Walk behind the Fire Hydrant and use the wrench so that the water washes the paint off the awning, then spray the hydrant. Jump onto the window ledge, then onto the door and jump up to spray the flowers - you have to spray them while you are jumping.

Carry on to the right and enter Mel's Novelty Hut. Buy one cherry bomb and spend all but two of your coins on rockets, then leave the shop. Jump onto the sill, then onto the door and then jump up to spray the flowers (it takes a bit of patience). Continue right, under the monster and collect the extra life.

Go right, into Toys 'N' Stuff and buy a whistle and a magnet. Jump onto the edge and onto the door before leaping up to spray the flowers. Go right, jump over the alien and collect the spray can.

Walk right until you get to the bin (if you want you can knock the ball up in the air to hit the paint can, but it's a bit tricky). Spray the bin then jump onto it to get to the top windows. Jump across to the paint pot so that it spills, then carefully make your way past the nasty. Slowly drop off the left-hand side so that you fall onto the





canopy, then jump up and spray the flowers.

Go to the right until you reach the pet shop, jump up onto the window ledge, onto the door and back across the gap to spray the pot. Position yourself in the top left corner of the window and drop your cherry bomb. If you are in the right position, the bomb should hit the bird cage and free the bird. Watch out for the dog that appears from nowhere!

Walk right and jump up on to the grass to make a purple policeman appear. Spray him blue and then quickly run away. Next up walk along to the statue and fire a rocket at the bird to make it fly away.

Jump over the barrier onto the skateboard and immediately slow down to a halt. Push up diagonally while pressing fire to get to the top of the path and then accelerate. Jump over the dogs and the blue aliens, then wham along to the end, but watch out for the Skate Punk!

Leap over the barrier to get back on foot and carry on walking right. Dodge the nasties and spray the fountain as you pass. Go under the aliens in front of the Bowling Hall and fire a rocket at the sign.

Continue to the right, spray the fountain and dodge the alien, then carry on to the retirement home. When you see a purple window, fire a rocket at it to make the purple blind lift up. Carry on to the main entrance and watch out for the nasties as you fire a rocket at the next purple window. Now check your rocket supply. If you've still got some left you're all right. If you need more on the other hand, you'll have to go back to Mel's Novelty Hut. To do this, stand in front of the retirement home and use the key. This should transport you back to the house near Moe's Tavern. Go to Mel's, get some rockets and use the key at the house to get back to the retirement home. Go to the right and fire a rocket at the next purple window. If you've done everything right, this should be your last target and you will be given a message telling you to go right to the guardian.

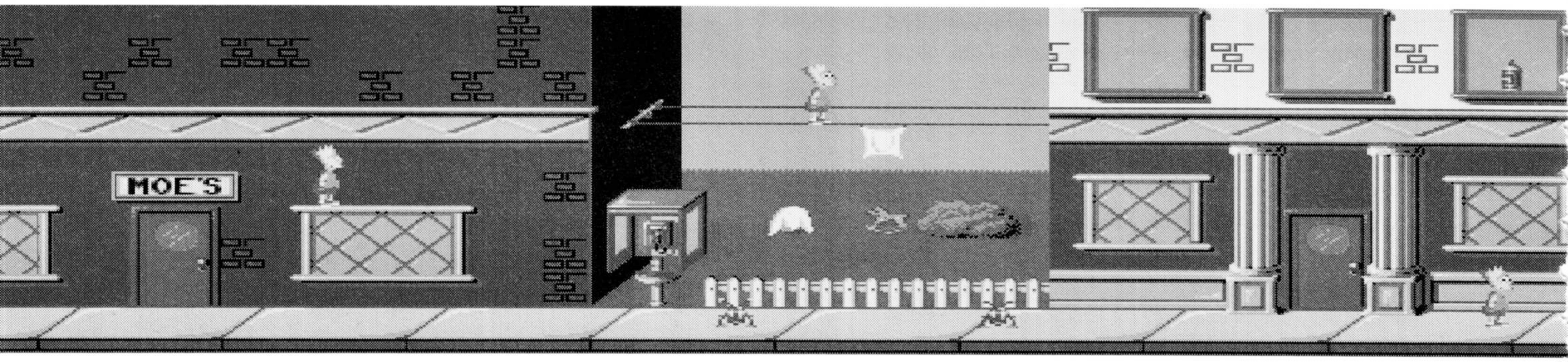
To beat the big baddy, keep firing at him and jump the bombs that he throws. With a bit of luck you will be able to duff him and reach the second level.

General Hints

There are a few hidden extras to find throughout the level, such as extra lives and more money. These are usually hidden in bins and bushes. To find them, just jump into them. However, you need to be careful, since some bushes contain bees which have a lethal sting!

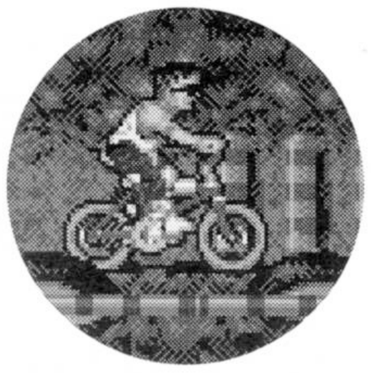
You can get extra help defeating end-of-level guardians via the disguised aliens found throughout the levels. To spot them, put on your X-ray specs. If a person seems to have a wibbly head with tentacles sprouting out of it, jump on top of them and they will drop a ball. Pick up the ball to get a letter. If you manage to spell out the name of a family member, that person will then appear at the end of the level to help you defeat the guardian. For example, if Maggie appears she throws rocks above your head which you can deflect towards the baddy along with your normal shots.

If you miss one or two of the targets, don't panic! If you notice the sign near the cinema, this should give you a clue. Watch out for the timer and go to the cinema when it reaches 400 and 200. At these times a person will come out of the doors. Just spray them to knock your target counter down.

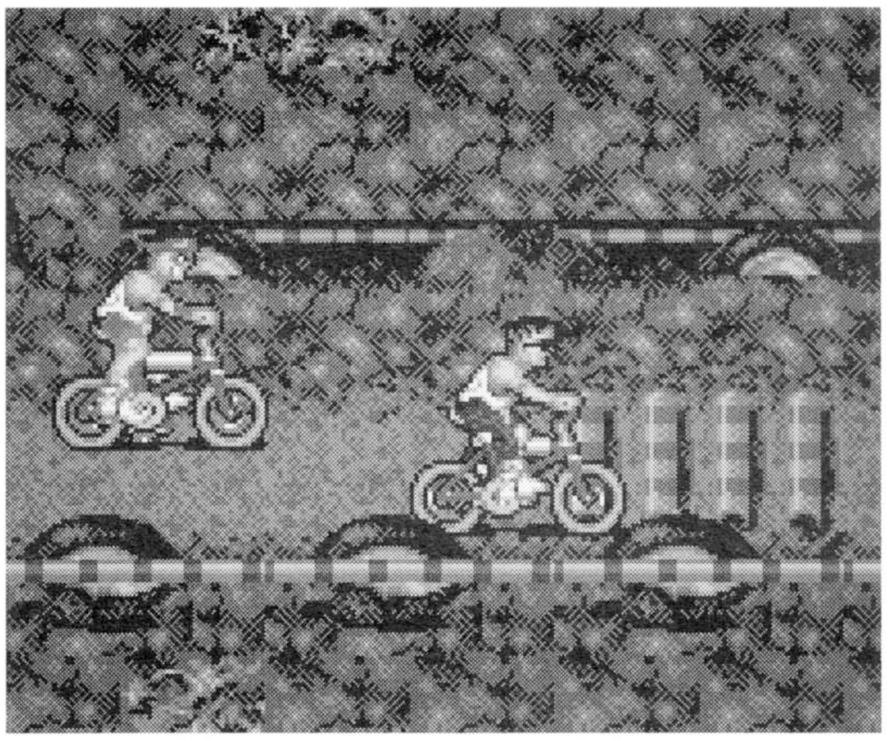




SKIDZ



Gremlin



How would you feel if everyone in your town just discarded all their litter in the middle of the street? A bit teed off, I bet. Well the town featured in *Skidz* is full of inhabitants like this, just flinging bottles, cans, boxes and paper wherever they feel like dropping them. It's about time something was done and you're the person to do it.

You must ride around the town on your skateboard or BMX bike picking up the mess that has been left. In order to make the place look presentable, you need to pick up at least 75% of the litter before moving on to the next area. You can carry ten pieces of litter at a time, at which point you must drop it in one of the waste bins scattered around the level. If you take too long, a litter demon will come on and try to knock you over, but this doesn't mean that you can zoom about the place haphazardly. You need to take care that you don't fall over or hit any of the townsfolk, otherwise you will damage yourself.

Because the townsfolk are so lazy, they also leave jobs undone and forgetfully leave important objects lying around. You can earn extra bonuses by finding the required items and delivering them to the right place.

Trolling around the town like a mad thing takes its toll on your transport though, so you'll need to repair it in the shop found between levels. In order to beef up your vehicle you have to collect money. Occasionally you can find carelessly dropped notes fluttering in the breeze, but the real money is made by performing stunts. The citizens then think you're some kind of street entertainer and give you dosh. Oh well, if they want to give it away...

Skidz is quite an unusual little game, fitting into a style all of its own. The graphics are very well done, with smooth scrolling, colourful backdrops to back up the well animated sprites. The gameplay can be frustrating at times, especially when you come a cropper for the third time in ten yards, but with a little practice it's great fun zooming about and performing stunts. Cycle and skate fans with a sense of humour should have a crack at *Skidz*, since it manages to capture the feel of street riding and turn it into a fun little game.

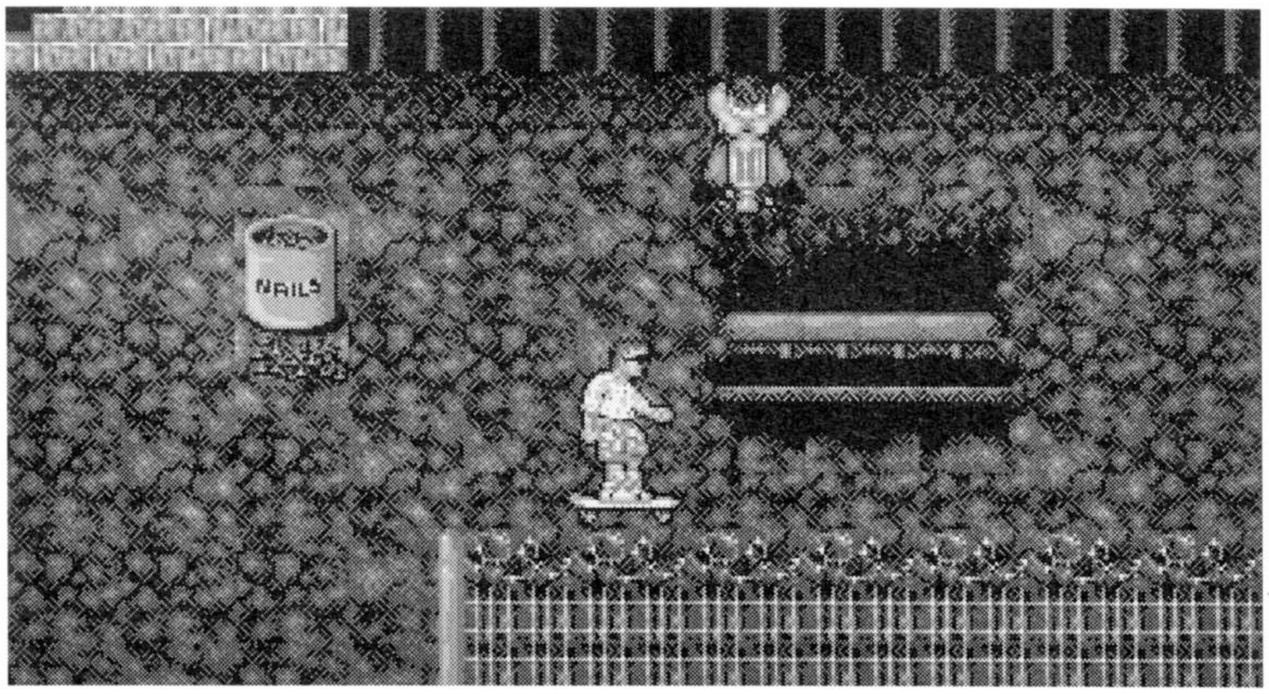
***AMIGA FORMAT* RATING - 86%**

HINTS

If you are playing this fab and groovy speed game, then you must be some kind of speed freak. What's that? You keep buckling your bike wheels? You're getting fed up of piling into a wall to reduce your board to splinters? Well then, maybe you'd better try this for size.

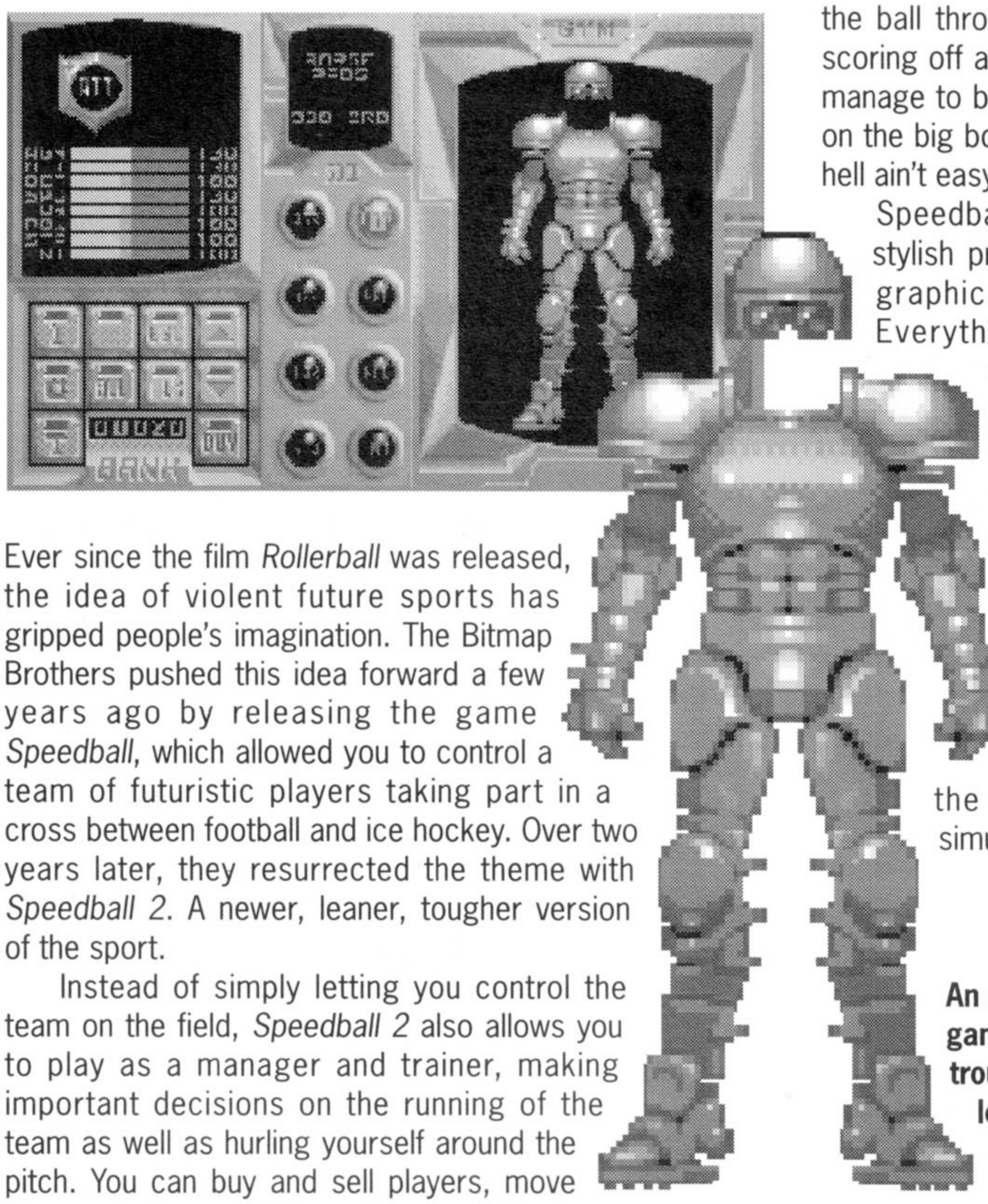
Just start the game, hold down fire and the Alt key. While doing that, press C to gain extra energy or M to skip a level. Dead easy, that! Where's me wheels...





SPEEDBALL 2

Imageworks



Ever since the film *Rollerball* was released, the idea of violent future sports has gripped people's imagination. The Bitmap Brothers pushed this idea forward a few years ago by releasing the game *Speedball*, which allowed you to control a team of futuristic players taking part in a cross between football and ice hockey. Over two years later, they resurrected the theme with *Speedball 2*. A newer, leaner, tougher version of the sport.

Instead of simply letting you control the team on the field, *Speedball 2* also allows you to play as a manager and trainer, making important decisions on the running of the team as well as hurling yourself around the pitch. You can buy and sell players, move players between field positions and train them up in the gym.

When you do get out onto the field, there are a few new points to be taken into consideration. The first is that the pitch has more than doubled in size, giving you more room to move. There are also some new scoring methods alongside scoring goals, such as hitting a row of stars along the wall, hitting an energised 'bounce dome' and (believe it or not) totalling members of the other team. Another new factor is the Multiplier. Hurling the ball through this loop causes the points gained by scoring off any of the targets to be increased. If you can manage to beat the teams of your division, you can take on the big boys in the top league - but the action sure as hell ain't easy up there!

Speedball 2 contains the usual Bitmap Brothers stylish presentation, from the hard, metallic looking graphics to the thud and clank sound effects. Everything about this sequel improves on the original. The revamped appearance is backed up with some wickedly addictive gameplay, especially with the new management sections. The matches are tough to master, but persevere and you'll soon get the hang of the strange scoring methods. The only problem is that you tend to wrench the joystick violently about in an attempt to trash the other team! Put up with the sprains and cramps and you'll find *Speedball 2* one of the hottest and most violent future-sports simulations you can buy.

***AMIGA FORMAT* RATING - 94%**



HINTS

An exciting biff, bang, pow, crunch sports game this may be, but for those of you having trouble blasting your way to the top of the league it's just downright frustrating. Put away your skinny shinpads and strap on this metallic body-armour of a set of tips.

IN THE GYM

Building the most powerful team is basically a matter of getting your priorities right. Firstly, you need to boost the whole team with Attack, Power then Speed. Next go for Defence, Stamina, Aggression and Intelligence.

When improving specific positions, make note of the following requirements:

Defenders: Need extra Throwing and Attack skills.
Midfielders: Need extra Throwing, Attack and Defence.
Attackers: Need Intelligence, Attack, Defence and Throwing.

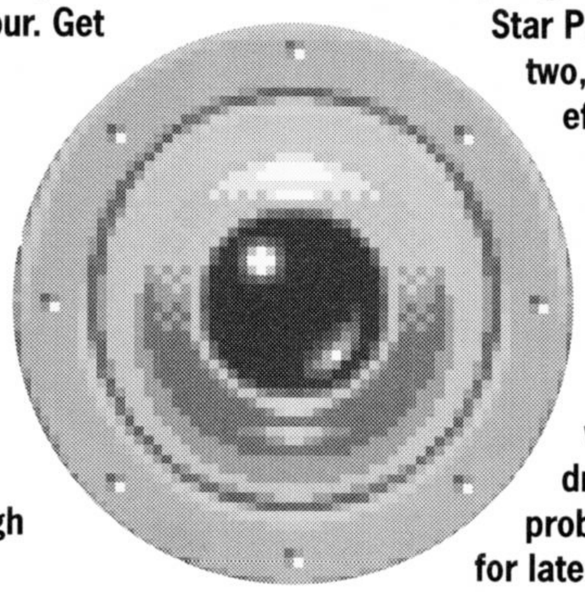
When boosting specific players, it is important to give the goalie high Intelligence, Attack, Defence and Throwing, while the centre-forward is better off with Intelligence, Speed and Stamina.

The higher teams are contain very powerful players, so in order to take them on you will need to make sure that all your players have a healthy power rating, otherwise you will just get smashed up!

PLAYING THE MATCH

In order to pull a decent lead, it's a good idea to go straight for the score multiplier. However, take care when playing against intelligent teams, as they will try to muscle in and use the multiplier themselves. The best bet is to hurl the ball through the multiplier and stand by the scoop continually punching. That way you will knock out anyone who walks close or throw the ball back if anyone tries to cancel out your multiples. If in doubt, GET THE BALL AWAY QUICKLY!

If you're confident with both your speed and aiming, go for the Electrobounce. This is particularly useful when you have the multiplier in your favour. Get the bounce and fire directly at the goal, since the ball will fly straight past the keeper. If there is a defender in the way though, try to dodge him (unless you have a multiplier, in which case the ball will tackle him anyway).



One of the best ways to a high score (particularly with higher teams) is to go for the stars. Try to complete the line whenever possible to ensure a score that can't be cancelled – it may be enough to sneak the lead!

Money is very important, so collect as much as possible at all times. Keep going for it until the supply for that match runs out, then you can increase your team stats by a significant amount.

If time is tight and a draw looks imminent, fling the ball at the bounce domes when you can, this scores points that can't be cancelled out (like stars) which could swing the balance in the dying seconds of a match.

Only move your goalie when it's vital. He will be in a good position to block until he's closest to the ball. Then rush out to meet it and throw it out as hard as you can.

THE LEAGUE

That old sports adage – It's not whether you win or lose, it's how much you win by that counts – comes into effect here, since league positions are not only counted by wins, losses and draws, but by the points scored in matches (one league point for every 10 game points scored). For this reason, don't just sit back on a comfortable lead – boost your points wherever possible.

THE CUP

The Cup competition is extremely tricky and should only be tackled by experienced players who can score a quick blitz to rack up enough points to form a cushion.

Collecting money is an absolute must, since you could meet a first division team as early as the third round and you will need to push your team stats up towards their level.

KNOCKOUT

As in the Cup, you will need to collect as much money as possible in order to keep your stats up to the teams you will play. The increase isn't so dramatic here though – the stats rise by about one level per team.

MANAGER

The approach to a managerial game is very different to normal, despite the matchplay being very similar. Allocation of money, for example, alters drastically. Concentrate on Intelligence, followed by Attack and Power, to give your team the edge.

Star Players aren't really necessary in division two, but in the first they are crucial in any effort to reach the top of the table.

Incidentally, it may not seem a good prospect to be drawn against the stronger teams at the start of a competition, it's actually better to play the powerful teams first. Don't spend money on these matches, since you won't be able to improve yourself dramatically and your team members will probably be injured anyway. Save your dosh for later, so that you can quickly build up your team and smash the weaker sides down.

GENERAL TIPS

TOKENS

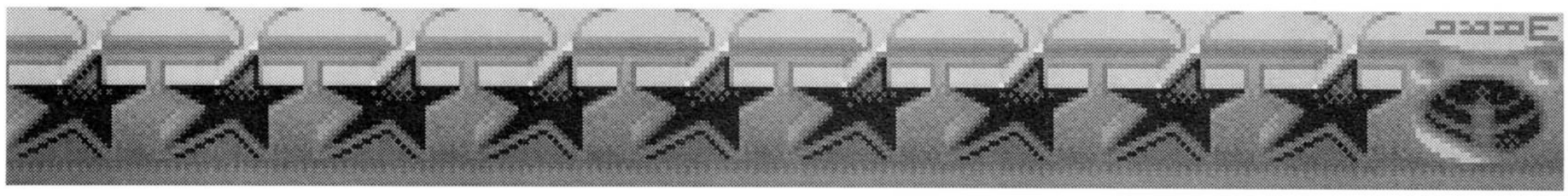
The best tokens to go for are:
Freeze: These stop the opponents moving, thus giving you an easy scoring opportunity.
Shield: So that you can charge downfield and score without getting decked by the opposition.
Transport Ball: Saves all that clever tackling!
Boost Stats: This gives your team a nice healthy (as well as cheap) rating increase.

Unless you are very sure of your abilities, don't go for the Manic token. This boosts both teams stats for about 10 seconds and usually works to the computer's advantage rather than your own.

One good (if a little sneaky) move is to wait until your opponent has electrified the ball, then use the Grab token to snatch possession!

STAR PLAYERS

When playing the matches yourself, buy a powerful centre-forward as soon as you can (making sure that he has a high-speed rating). He will now be able to shift the ball forward quickly. Next go for a decent midfielder and defender (preferably a goalie) to obtain a good, balanced team early on.

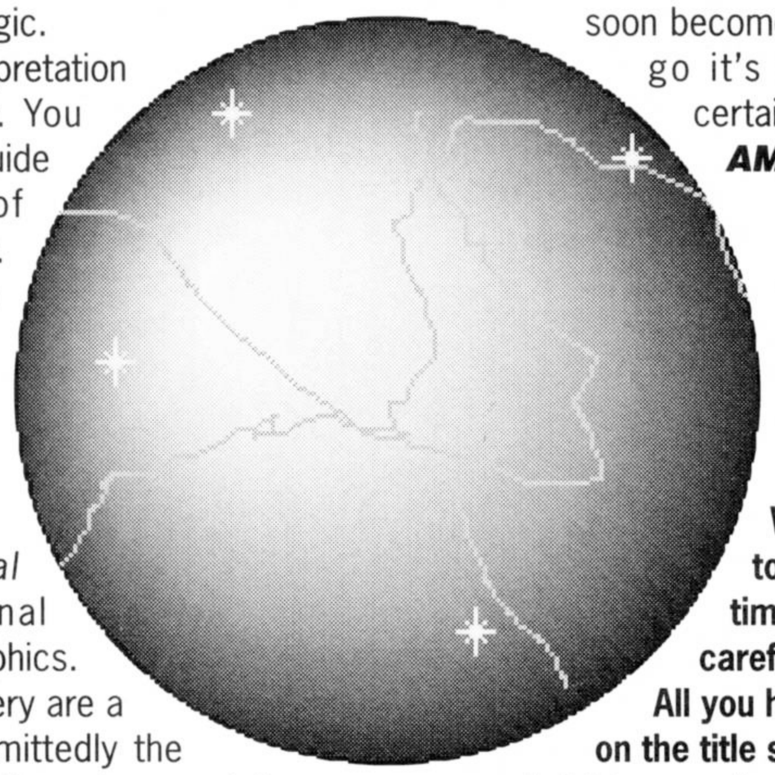


SPHERICAL

Rainbow Arts

You are about to enter a world of mystery and magic. Well, you're not really, you're just about to read about a game involving mystery and magic.

Spherical is basically an interpretation of the coin-op *Solomon's Key*. You control a little wizard who must guide a rolling ball over a series of blocks to reach a certain point. Not only do you have to watch that the ball goes the right way, you have to look out for enemies, such as ghosts, and use any magic potions you find to reach your goal.



The point where *Spherical* most resembles the original *Solomon's Key* is the style of graphics. The small sprites and stony scenery are a dead ringer for the coin-op. Admittedly the game does play differently but there is a certain, shall we say, 'influence'? The puzzles themselves are quite good fun to solve and there are over 200 screens to complete, but the game is difficult to control and soon becomes fairly tedious. As puzzle games go it's not the worst, but there are certainly a lot better!

***AMIGA FORMAT* RATING - 64%**

HINTS

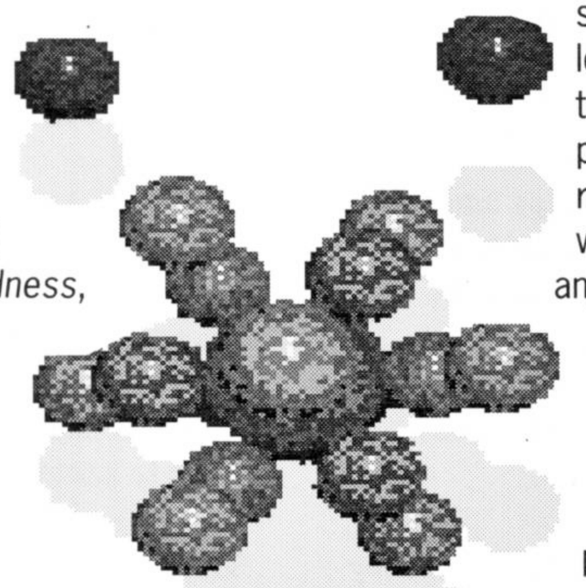
This strange little puzzle game can be a mite tricky at the best of times, not to mention frustrating when you want to get straight to a particular level. Want to stop all that hassle? Want to make your life about a squillion times easier? Then you'd better listen carefully to this tip.

All you have to do is type 'BladeRunner' on the title screen and you can use the left and right cursor keys to move forwards and backwards through the levels.

SPINDIZZY WORLDS

Activision

When *Marble Madness* appeared in the arcades, everyone marvelled over the incredible graphics, the belting sound and the sheer playability of the game. Many doubted that this kind of game would ever appear on home computers, but some time later a game was released on the 8-bit machines by the name of *Spindizzy*, which featured the style and playability of *Marble Madness*, but threw a few more puzzles in there.



A few years even later, Amiga users can now get a taste of the action with *Spindizzy Worlds*. The basic idea is the same, with you controlling a little robotic spinning top called GERALD (which stands for Geographical Environmental Reconnaissance and Land-mapping Device, just in case you were wondering) who must solve a series of puzzles to travel from place to place. However, the Amiga version sports a whole new gameplay system which improves the game beyond all recognition. Whereas the original simply featured GERALD whizzing through a hazardous flick-screen world, the sequel is based around a large number of worlds, each split into a series of multi-directional scrolling levels. In order to move from one level to the next, you have to collect jewels, press switches and negotiate stacks of ramps, hills and tricky platforms. The worlds can be attempted in just about any order, but you need to complete all the outer worlds before you can enter the central world of Spindizzy itself.

Spindizzy Worlds has to be one of the most well presented, polished and addictive platform puzzle games ever released. The graphics are superb, featuring bright landscapes and weird sprites moving rapidly and smoothly around the mazes. The devious puzzles are enough to keep you playing for hours (well it kept us glued for quite some time). If you think you know a good puzzle game when you see one, then have a butchers at this and be prepared to redefine your expectations.

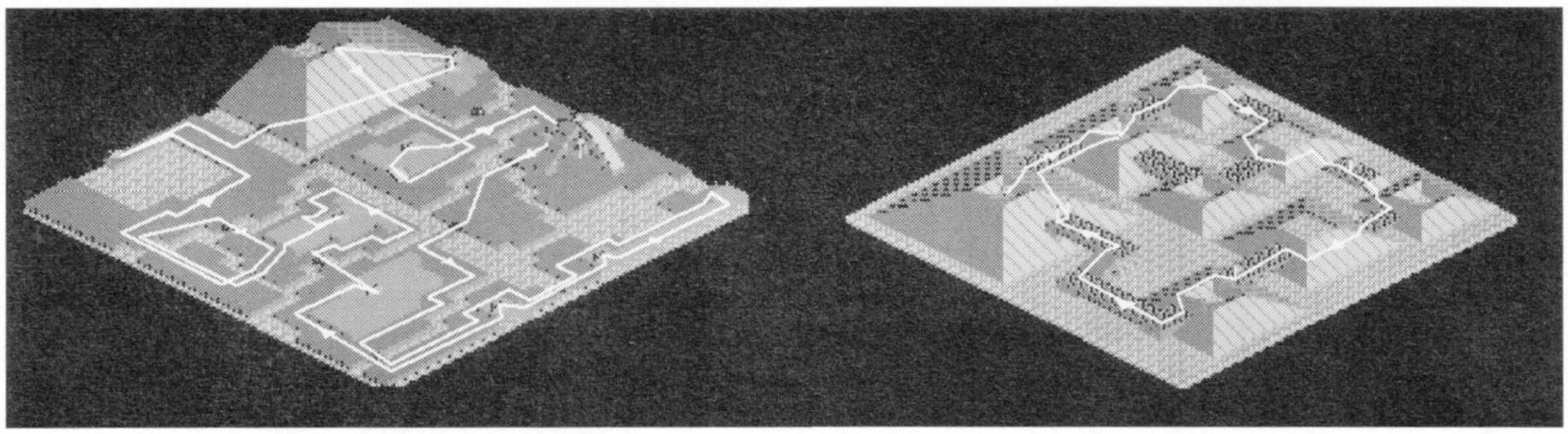
***AMIGA FORMAT* RATING - 94%**

HINTS

Playing *Spindizzy Worlds* requires dexterity, planning and a healthy amount of lateral thinking. There are quite a few ways to complete the levels, so what you've got here is a general guide on playing the Easydizzy section.

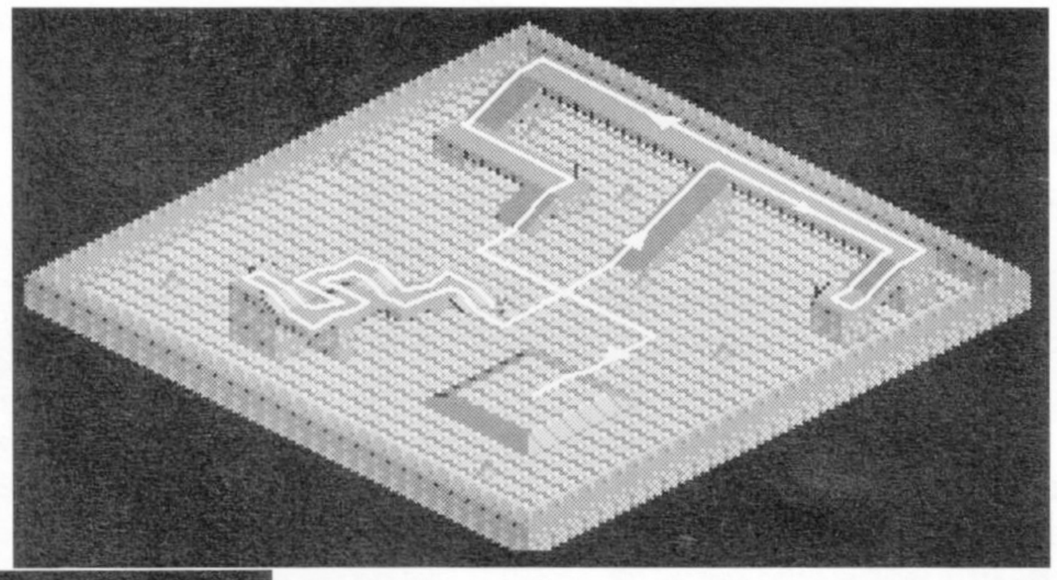
LAVALITE

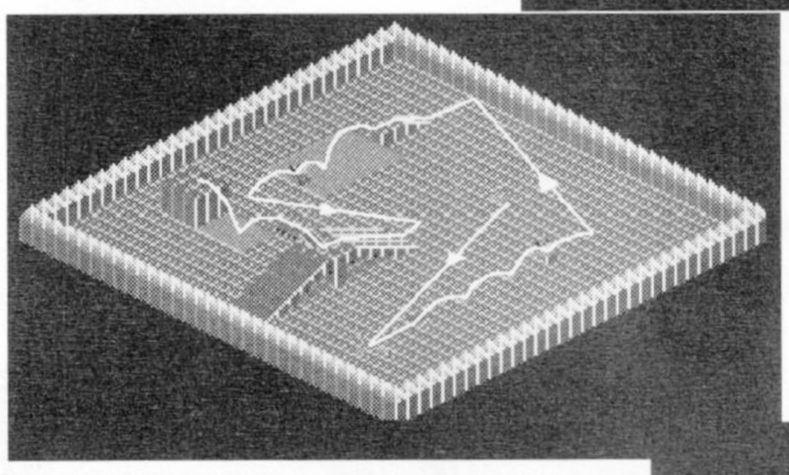
Follow the line for the best route around the first two Lavalite levels. It isn't necessary to collect all the jewels on the first level in order to complete it, but you have to get the lot on level two.



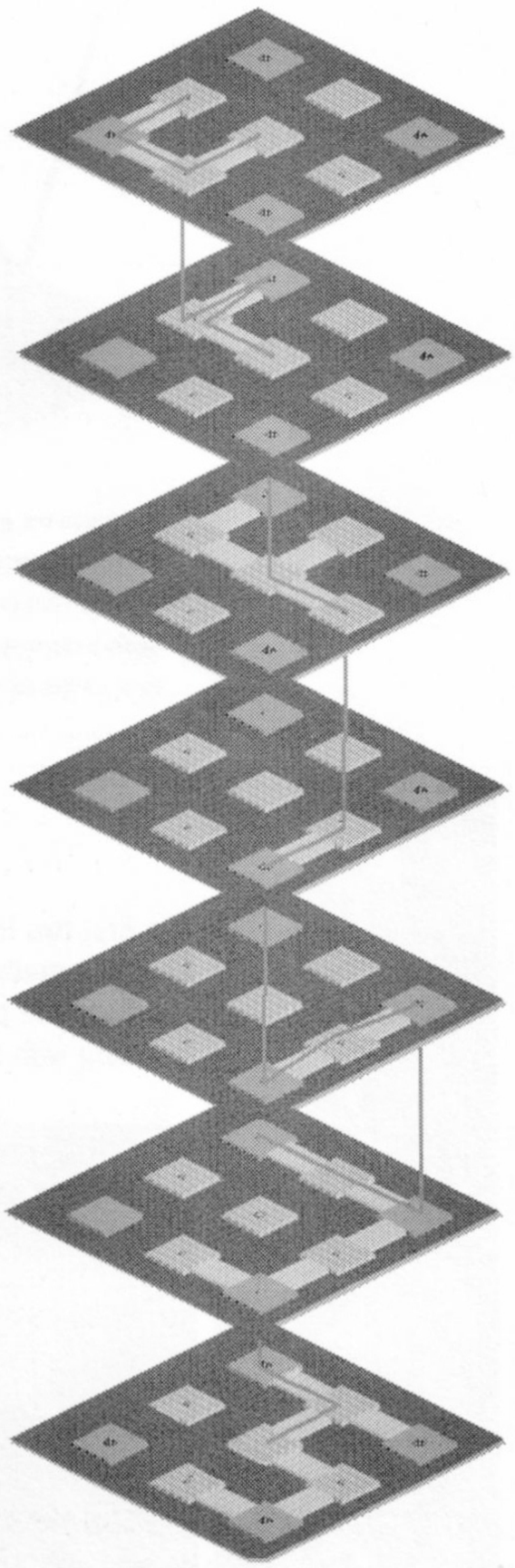
SPLIT-UP

Simply follow the route shown by the line on the map, and you will find the exit at the same point where you entered.

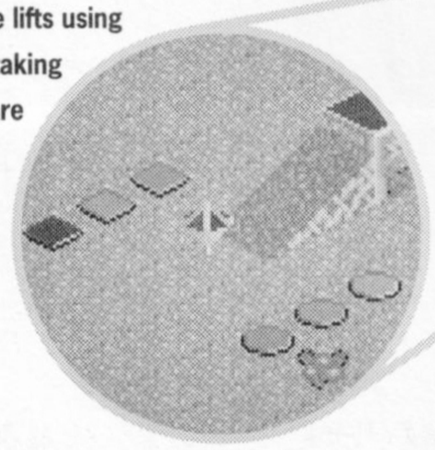


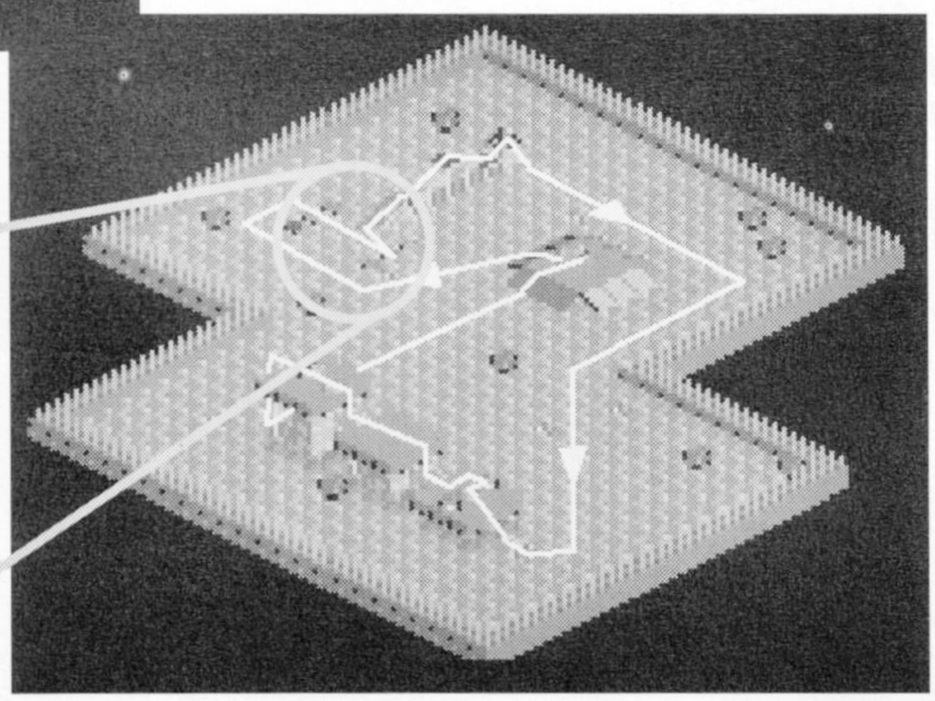


This is the first level to confront you with trampolines. The most important thing is to start your run-up in the correct position, and the jump will take care of itself. If you follow the route marked on the map at left, the first jump should be started in the middle of the square with the red arrows surrounding it, the second from right against the wall, and the third from the back of the second square of the "Diving board" all jumps run-ups should be done using the fire button for extra speed.

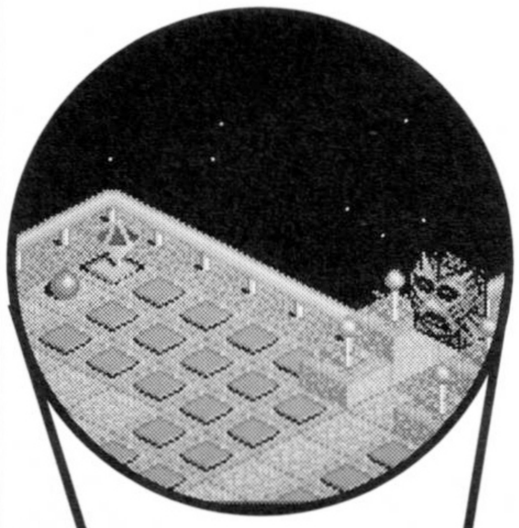


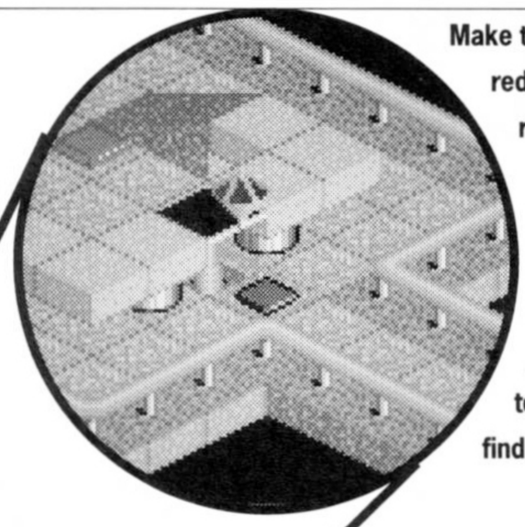
The only critical bit of this otherwise simple level is to use the green square switch, and then the green round switch, to put all the lifts in motion. Then travel across the lifts using timing to avoid taking any drops that are too large.



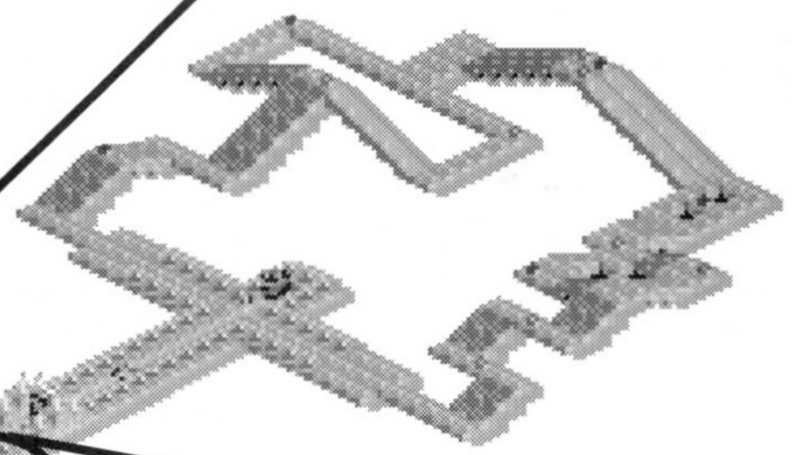


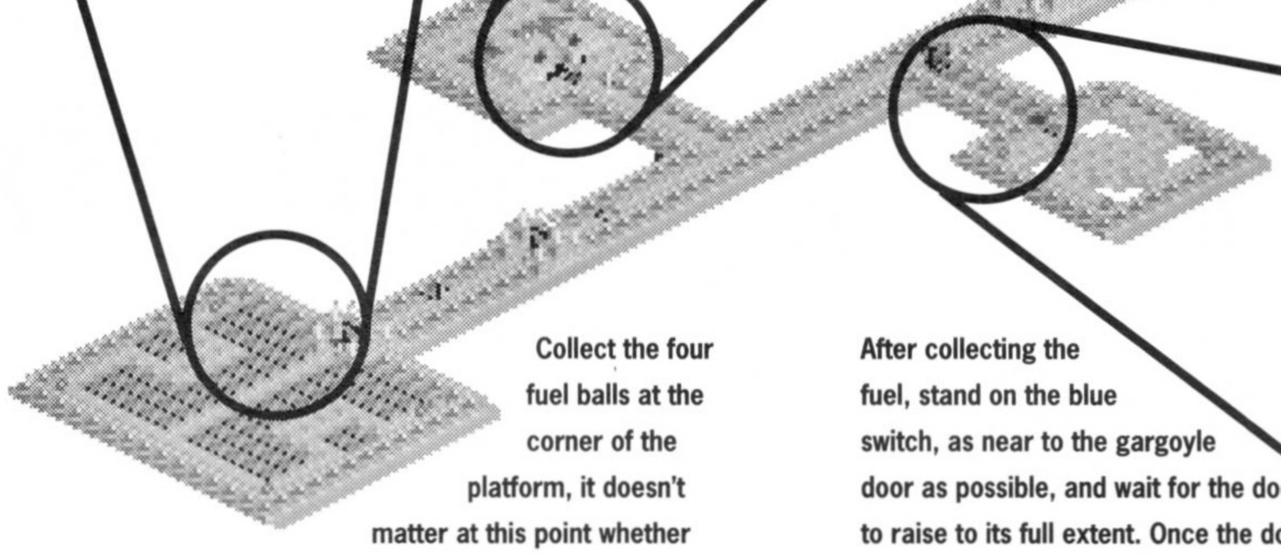
GARGOYLE

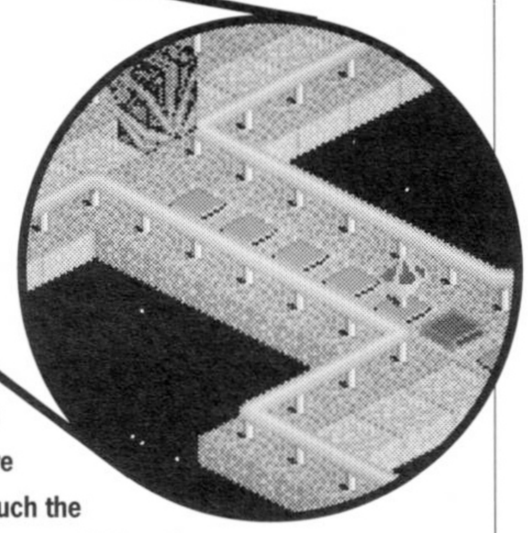




Make the black lift raise by activating the red switch, when it is level with the cross ramp stop it with the blue switch. After collecting the jewels, use the lift as a ramp to jump over the black switch. Start at the very back of the lift platform, and accelerate using the joystick button for extra speed. Go towards the exit and you should now find the next gargoyle door open for you.



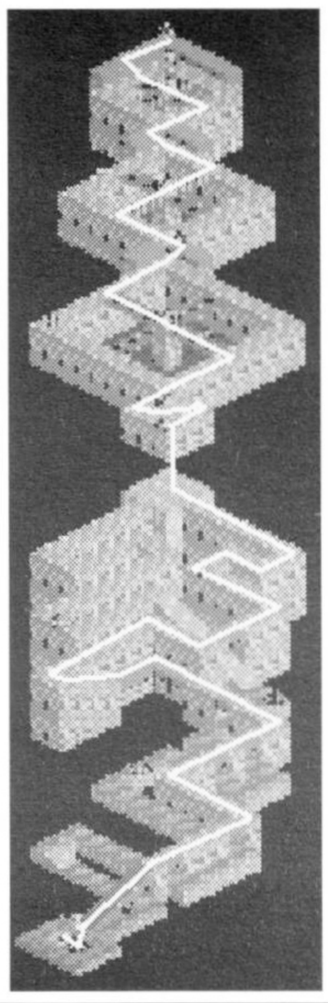




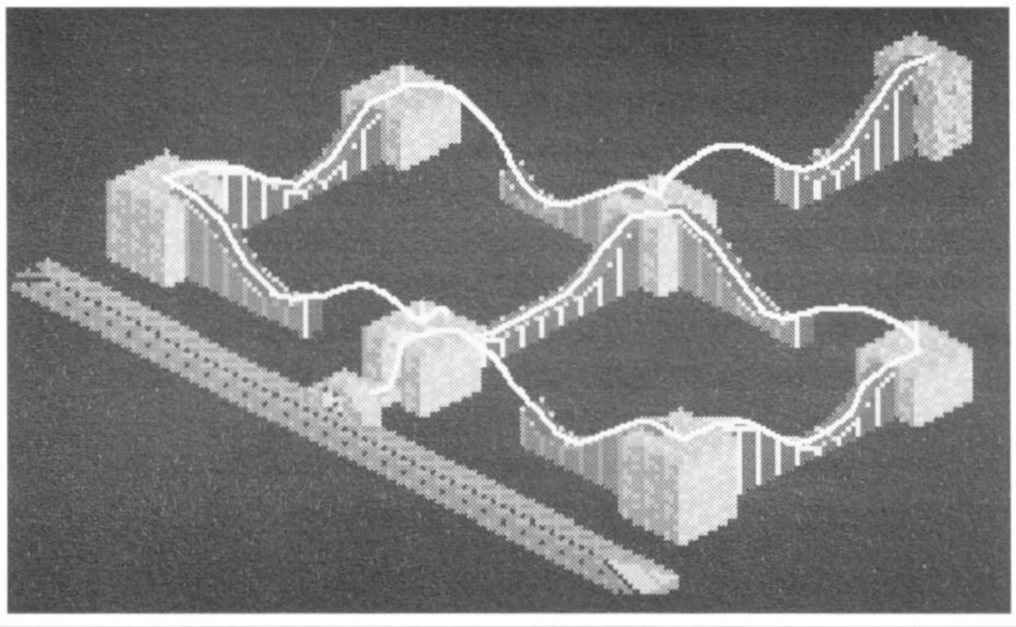
Collect the four fuel balls at the corner of the platform, it doesn't matter at this point whether you touch the green switches or not. Then activate one of the brown switches to make the gargoyle door raise. Now you must not touch the green switches or the door will fall again before you can exit this room, so follow the path through the switches and under the door.

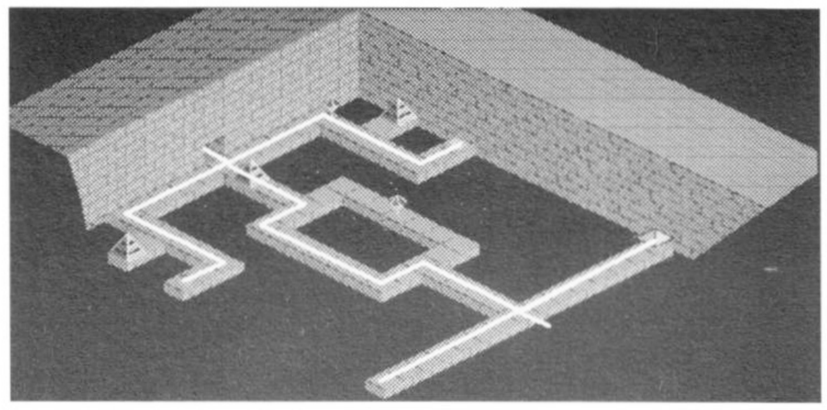
After collecting the fuel, stand on the blue switch, as near to the gargoyle door as possible, and wait for the door to raise to its full extent. Once the door is fully up accelerate towards it using the fire button for extra speed. As soon as you touch the red switches the door will begin to fall, but you will have just enough time to make it underneath. Now just collect all the fuel on the ramps to open the door to the exit.

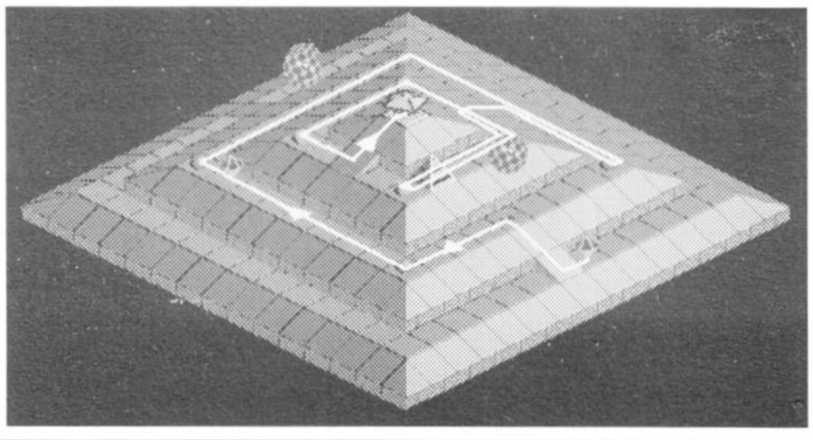
EASYDIZZY



The first two levels of Easydizzy are a race against time. Then it's just a matter of taking the correct route, collecting all the goodies, and perhaps most importantly, avoiding the aliens. Colliding with the beasties takes a lot of fuel - so be careful!







THE SPY WHO LOVED ME

Domark

Domark seem to be onto a good thing with the Bond films. *The Spy Who Loved Me* is their fifth license based on the James Bond series and the game follows the same now-familiar pattern of the previous games with a few new twists bunged in for good measure.

The first couple of levels of the game are a *Spy Hunter*-style affair, with you controlling James' heavily-equipped Lotus Esprit as it speeds along the highway then leaping into a powerful speedboat to take part in a similar chase. On the second level you must enter the back of Q's truck to repair your vehicle and gain any extra weapons before continuing your adventure. Level three is an *Operation Wolf* clone, with James blasting enemy agents as they come towards him out of the scenery. After this you must work out the correct code to reprogramme Stromberg's missiles and go on for more action, this time on Jet-Skis.

Even though this is simply 'yet another Bond game' the action found in *The Spy Who Loved Me* is pretty enjoyable. The sections aren't really ground breaking in their own right, but the combination of styles works well, giving just enough variety to keep the player interested.

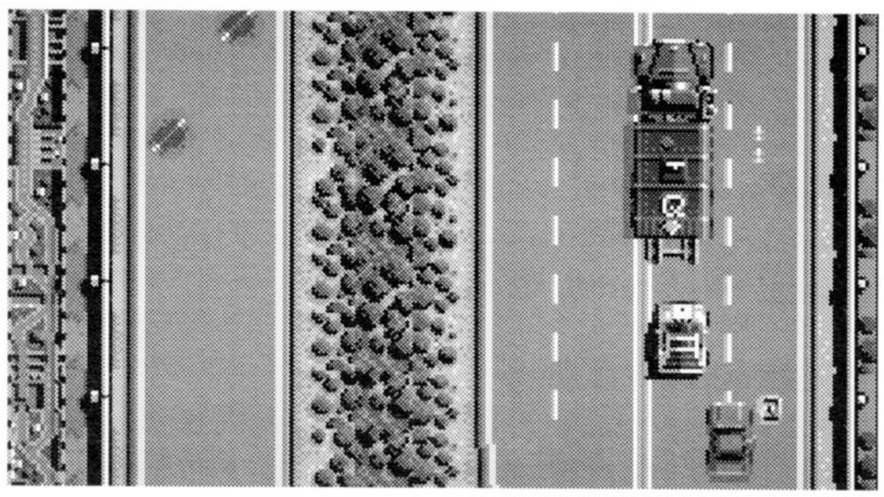
If you've seen any of the other games in the series, then you'll know what to expect - some fairly solid action without being an incredible game.

***AMIGA FORMAT* RATING - 80%**

HINTS

Saving the world may be easy for a super-spy like James Bond, but for mere mortals it's a bit trickier. If you're having trouble then follow this simple advice.

Boot up the disk and start the game then stop the car and enter MISS MONEYPENNY. You will find yourself blessed with infinite lives and an endless supply of cash. If you don't want to use the cheat for playing Level 2 however, then here is another tip. Try and buy the most expensive items in Q's armoured truck and make a note of the map on the left-hand side of the screen.



SUPERCARS 2

Gremlin

Gremlin are starting to make quite a name for themselves as far as racing games are concerned, what with Lotus, Toyota Rally and Team Suzuki for starters. Continuing the theme, they have taken their original game in the *Super Sprint* vein - *Supercars* - and tagged on a few extras to bring the game up to date.

The game is an overhead, whizz around the track faster than the other cars affair, which can be played by a single player or in a head-to-head competition. The idea of talking to people to get what you want has been continued, but instead of simply having to strike deals with car salesmen, you have to chat to the racing committee and the police (ooer).

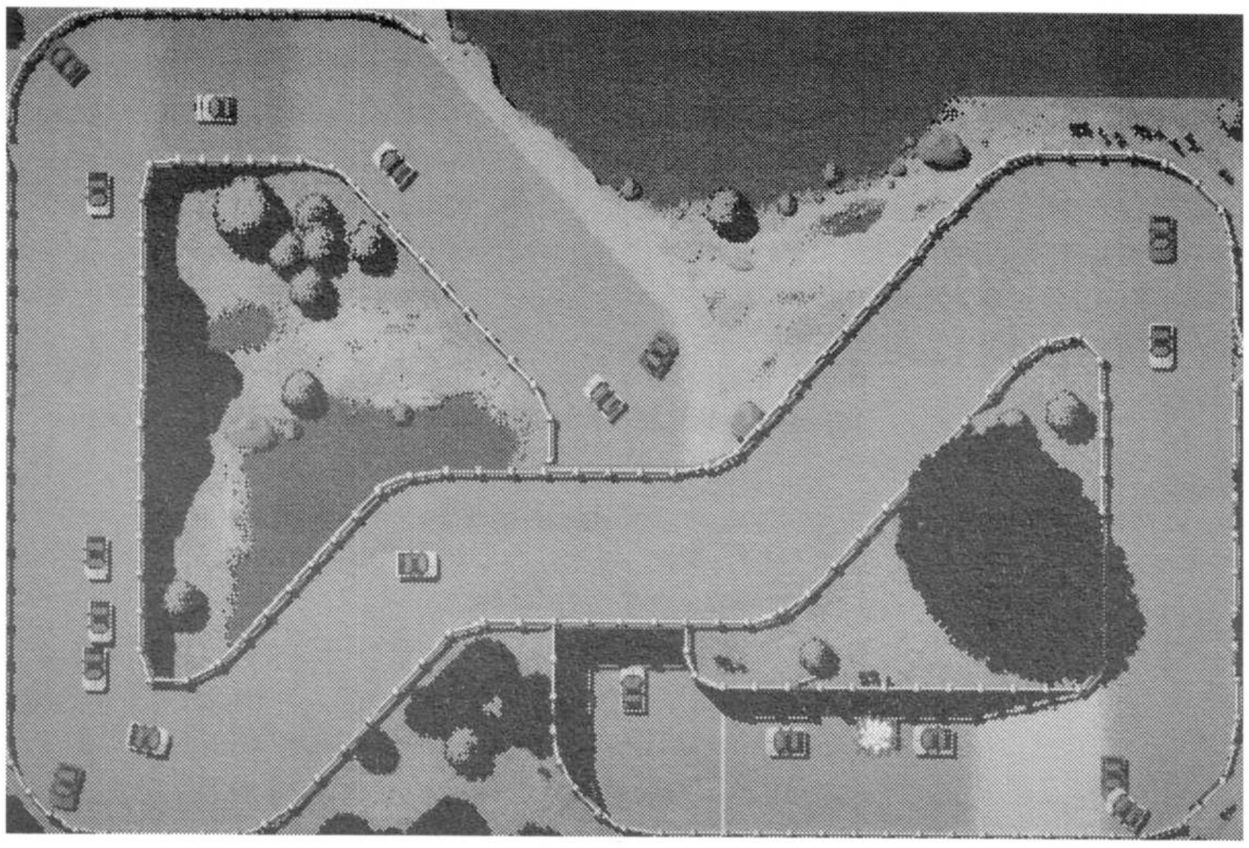
The racing itself is in a similar style to the original, except that you can now use weapons to improve your chances of crossing the line first. These have to be paid for though, so watch that bank balance!

Playing *Supercars 2* in single player mode could soon become boring, since you can only get so good before you level out. Playing against another human, however, adds a random element in that you never know what your opponent is going to do! This adds a highly playable edge to the program. The graphics and presentation ore pretty good too, making *Supercars 2* a race game worthy of any speed fan's attention.

***AMIGA FORMAT* RATING - 80%**

HINTS

High speed racing involving deadly, explosive weapons may not be the easiest thing to get to grips with, especially for novice drivers. How about some tips to help you put the pedal to the metal? Aha! I thought you'd be interested. Well flip over the page for some extremely useful hints for the would-be tarmac champ...



CHEAT CODES

What is it with Gremlin programmers and Big Country records? First we had titles of their records for the cheat modes for *Lotus Turbo Esprit*, now we continue in the same vein with *Supercars II*. Are they hardcore fans of that 80s Scottish rock band? Is it some surreal joke? Is it merely an incredible coincidence? Who knows?

Anyway, to access the cheat mode, enter player one's name as 'Wonderland' and player two's name as 'The Seer'. You can now start the game in one or two-player mode with the cheat active.

POWER UPS AND WEAPONRY

FRONT AND REAR MISSILES

These are only really useful in exceptional circumstances. These are best used to make more cash for useful weapons, in other words buy loads when they're cheap and flog them at a profit!

MINES

These are useful for keeping cars off your trail on some courses where backlogs occur.

HOMING MISSILES

These are especially useful on thin sections to clear the road and on fast courses where you can't catch the cars.

SUPER MISSILES

These are useful in tunnels where you can't see the other cars and on courses with gates, where you will suddenly meet cars coming the other way.

TURBO JUMPS

These are useful for jumping the queue at the start of races. Try only to use them when you are standing still or when jumping a train. For train jumping, they are best used at a distance of about three cars.

ARMOUR

These are essential on the higher levels to survive the collisions, but don't pay through the nose for it.

RAM

You will incur a lot of damage if you use this method for overtaking cars.

ENGINES

These give you a higher top speed. They are essential on higher levels, but watch out and pick them up cheap.

GENERAL HINTS

HANDBRAKE TURNS

These are useful on tight corners. Just take your finger off the accelerator and turn the car when you are about halfway towards your desired direction, then fire the accelerator again.

THE SHOP

The objects and power-ups all have a maximum price. On each visit, the prices are randomly set from one quarter cost to full value. Trade in prices are 75 per cent of sale prices, so with a knowledge of what's a good price you can make piles of dosh.



Price List

Item	Buy	Sell
Front Missile	100-400	75-300
Rear Missile	150-600	110-450
Homing Missiles	375-1500	280-1125
Super Missile	250-1000	185-750
Mines	200-800	150-600
Turbo Jump	125-500	90-375
Armour	750-3000	560-2250
Ram	250-1000	185-750
Engine	1250-5000	935-3750

THE GARAGE

Each repair has a maximum price and the nearer the cost is to that price the more good it will do. For example, Spark Plugs at 390 will do more good than Bodywork at 520. It often pays to just carry out repairs that will decrease your damage a fair bit but are still cheap. It's hardly ever worth repairing everything, except on later levels where damage incurred is higher.

Price List

Repair	Price	Repair	Price
Spark Plugs	400	Panels/Body	1000
Exhaust	800	Tyres	600
Gearbox	600	Stoggring	800
Brakes	400	Suspension	1000

OVERTAKING

There are two main methods. You can either pass on a straight, or knock them out at corners. To do this, just take the inside line and bash into them. They will take a while to get their bearings, but you will have already roared off.

It's important to note that if you crash into another car, you will both end up slowing down. If you can't actually get past, it's far better to wait for a better chance, rather than letting the other cars get away.

COURSE FEATURES

In order to win races, you really need to get to know the tracks and their various features inside out. Misjudging an obstacle could mean the difference between victory and embarrassment as your car ploughs head-first into a wall! In order to help you across the winning line, here is a brief rundown of the tracks and their features.

JUMPS

Take off as straight as possible to make sure you clear jumps. When jumping into a corner, a slight angle can stop you from hitting the wall on the other side.

CROSS OVERS

These don't allow you to cheat! Time going in and coming out carefully, otherwise you will be docked a lap. If you are knocked off course, you must go back even if it means letting the other cars go past.

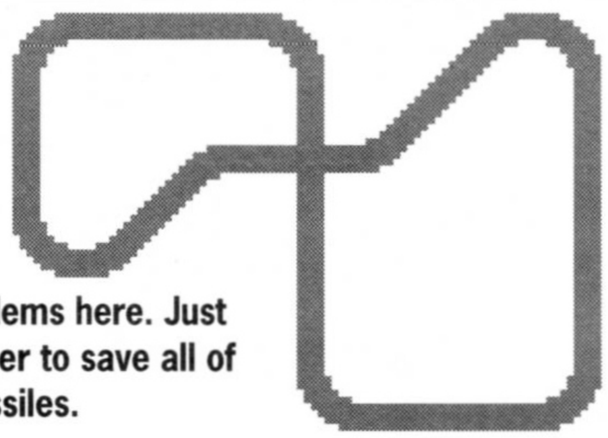
GATES

Sometimes it is worth waiting for gates to open, but as they all run at the same time interval you can usually tell whether to wait or not. Remember that you can squeeze through a closing gate.

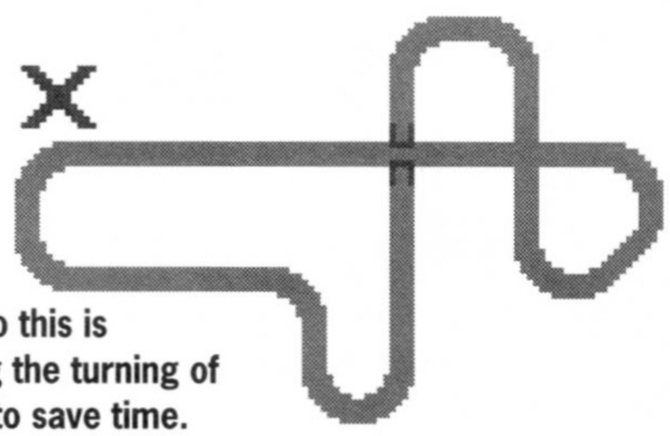
TUNNELS

If you get stuck in a tunnel, keep turning until the screen starts scrolling the right way. Super missiles are useful for protecting yourself in this situation!

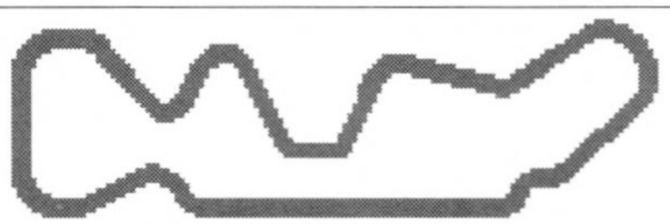
EASY LEVEL

① 

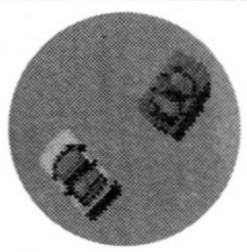
No problems here. Just remember to save all of your missiles.

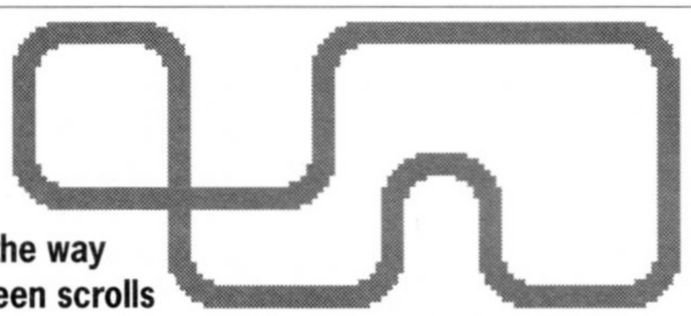
② 

The key to this is mastering the turning of corner X to save time.

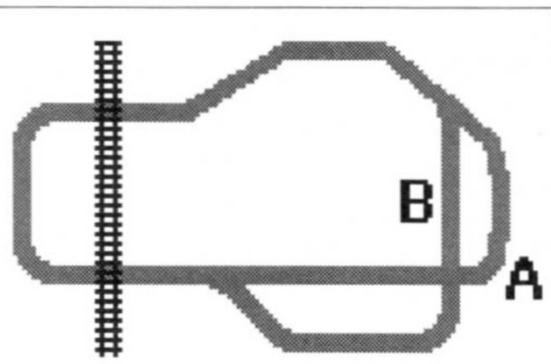
③ 

Avoid collisions and try to nudge cars out on corners to pass them. Homing missiles are useful.

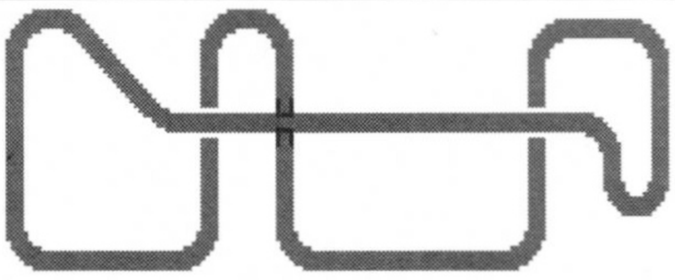


④ 

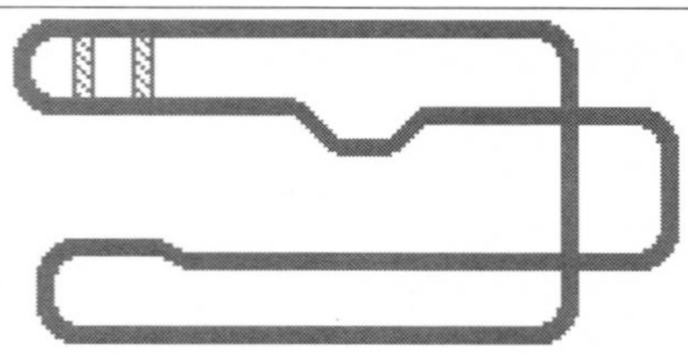
Watch the way the screen scrolls if you get stuck in one of the tunnels. Beware! Enemy cars have mines!

⑤ 

You have a choice of routes here. A is usually best unless you are forced to do otherwise by missiles.

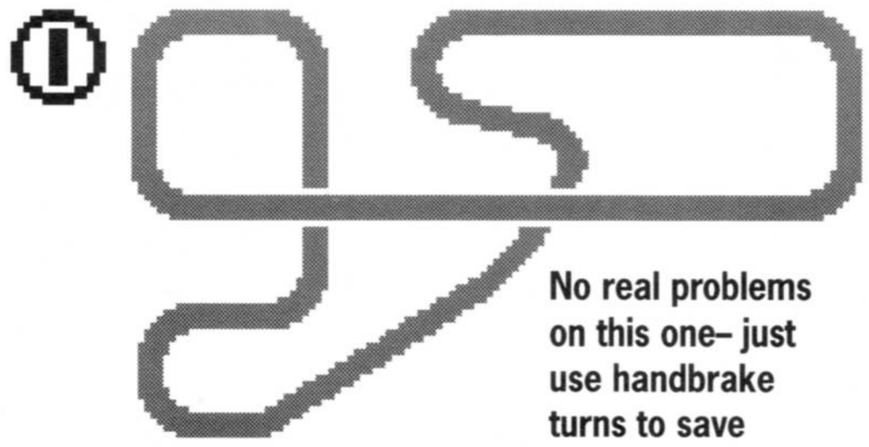
⑥ 

The real problem is the jump. Make sure you are clear of all cars and approach at full speed in the centre of the road. Turn at the right time and you should take off straight away.

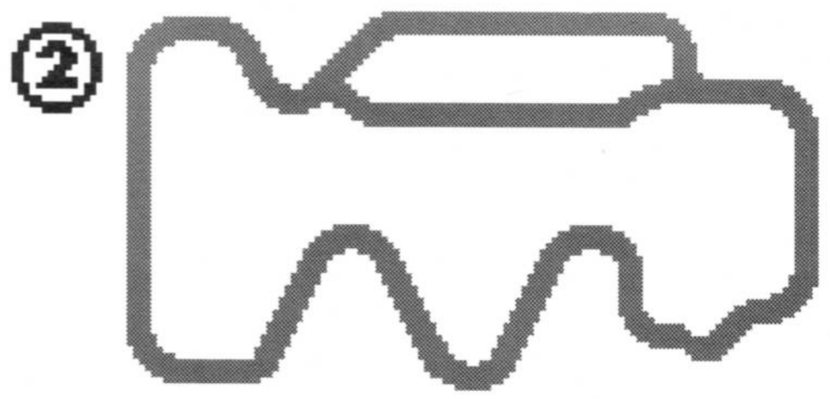
⑦ 

Again, homing missiles are useful. Go through all the short cuts but be careful not to get squashed. Spend all your remaining cash on this one.

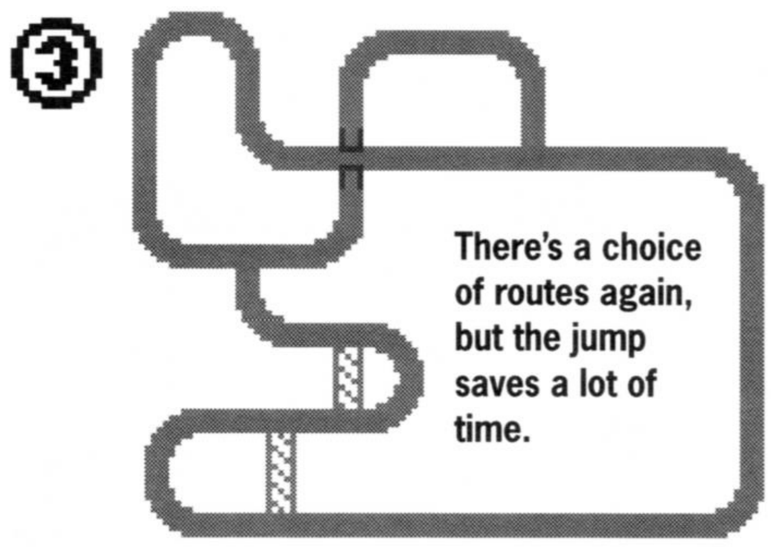
MEDIUM LEVEL



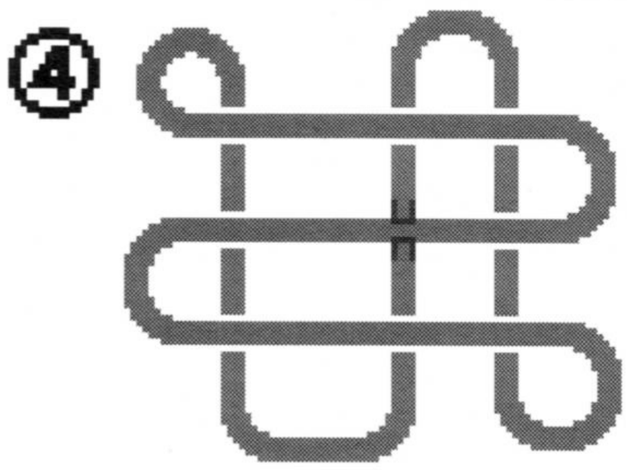
No real problems on this one– just use handbrake turns to save slowing down.



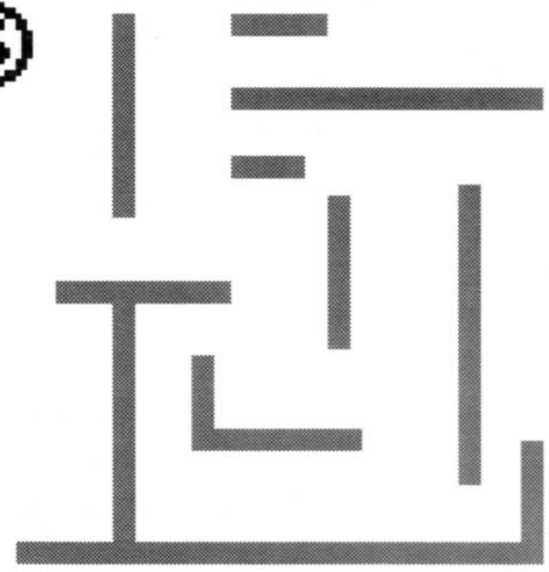
This track contains some tricky turns. Avoid collisions on the chicanes even if it means driving slower.



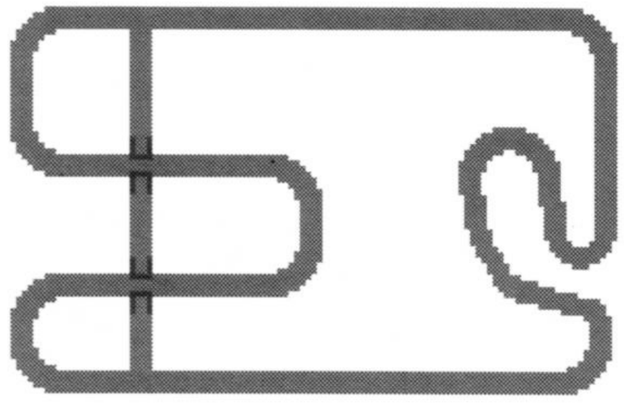
There's a choice of routes again, but the jump saves a lot of time.



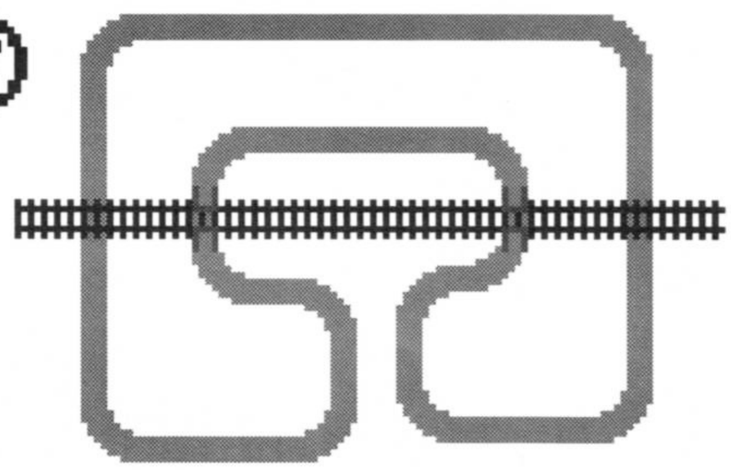
Remember where the jump is and take your time at crossovers. Homing missiles are useful.



Be careful not to get pushed off course or you will lose a lap. Otherwise race around at top speed making full use of handbrake turns.



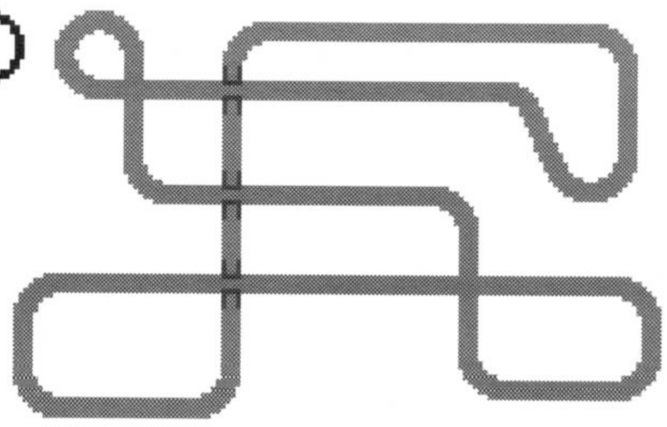
The jump route's fastest, but if you take off too quickly you will jump over the second take-off point. Let the accelerator out a micro-second before you take off.



Not much time to see the trains, since it's the last course. It's advisable to spend lots of cash on homers and turbo-jumps to jump over trains.



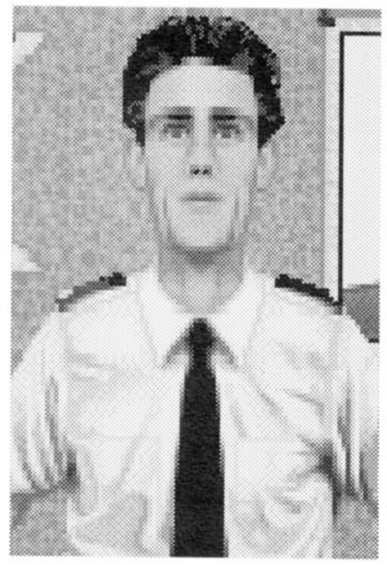
HARD LEVEL

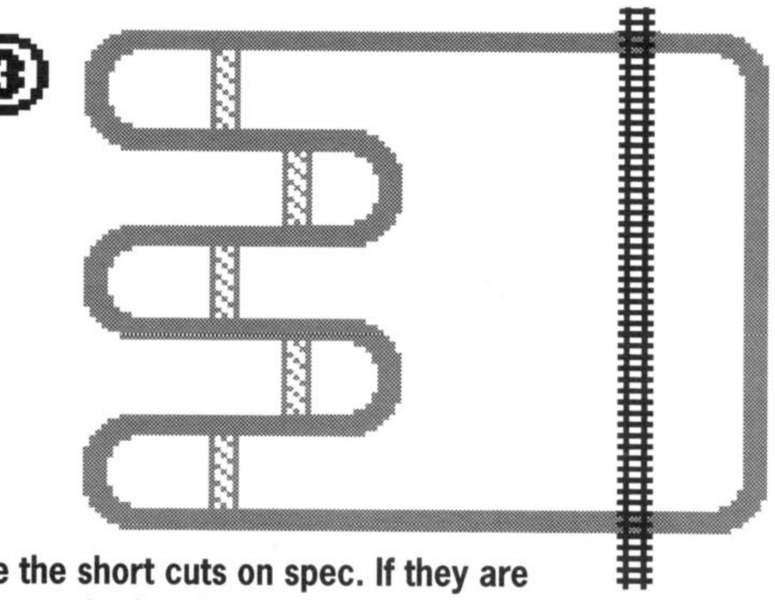


Use the front missiles on the long straight if you have to get cars out of the way.

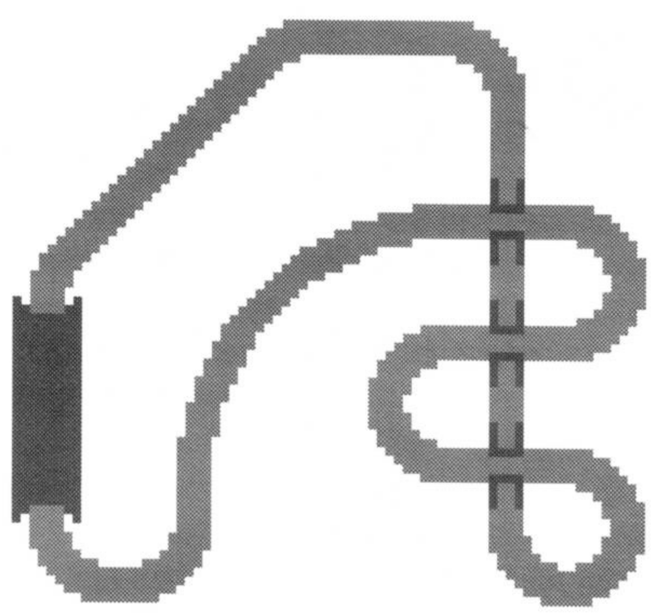


Don't crash on the jump or you'll be put back, faster than you can probably drive. Make sure that you've got a clear run.

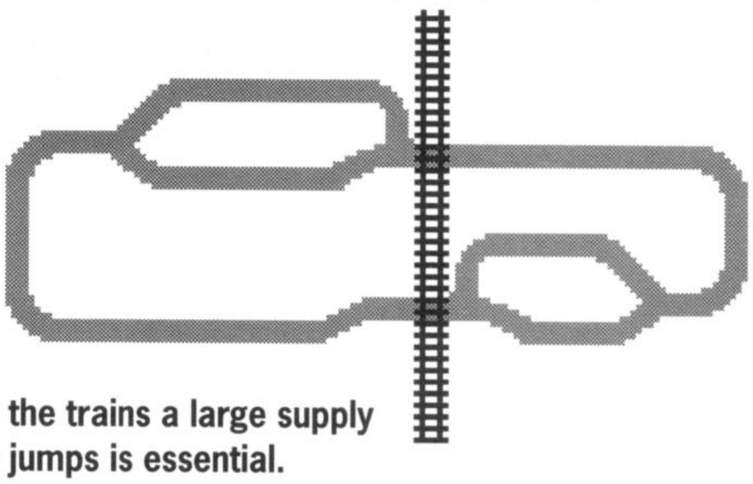




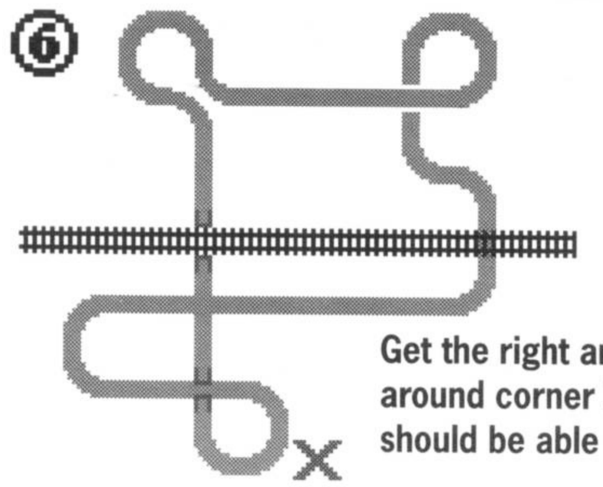
Take the short cuts on spec. If they are open, go for it, otherwise go around – don't wait.



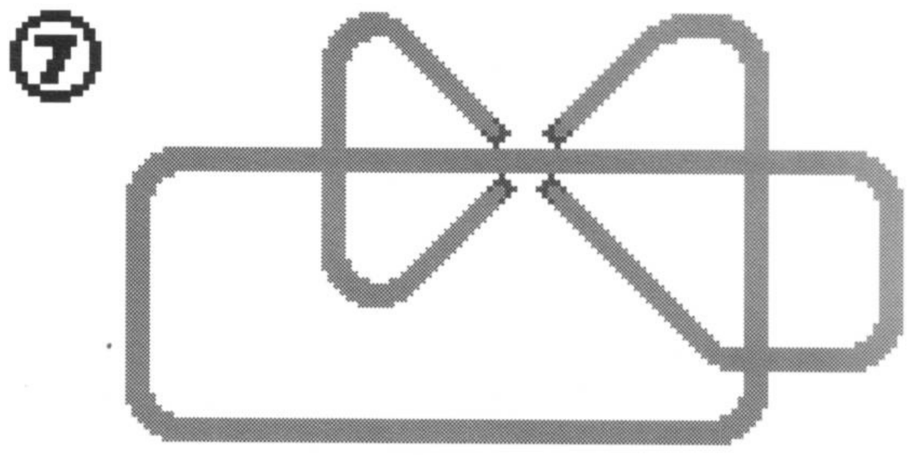
Master the art of doing the triples jump. Super missiles are useful in the long tunnel.



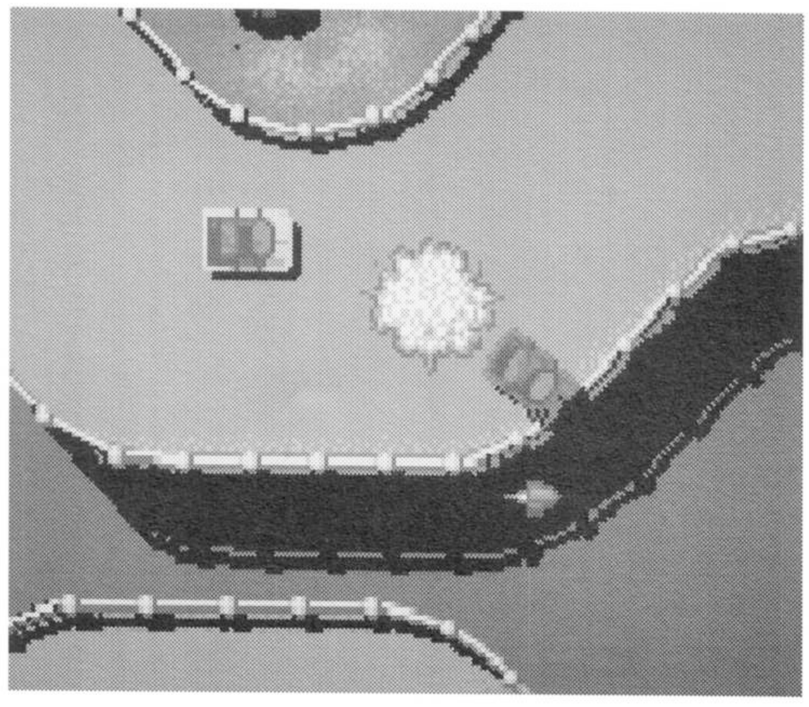
To jump the trains a large supply of turbo jumps is essential.



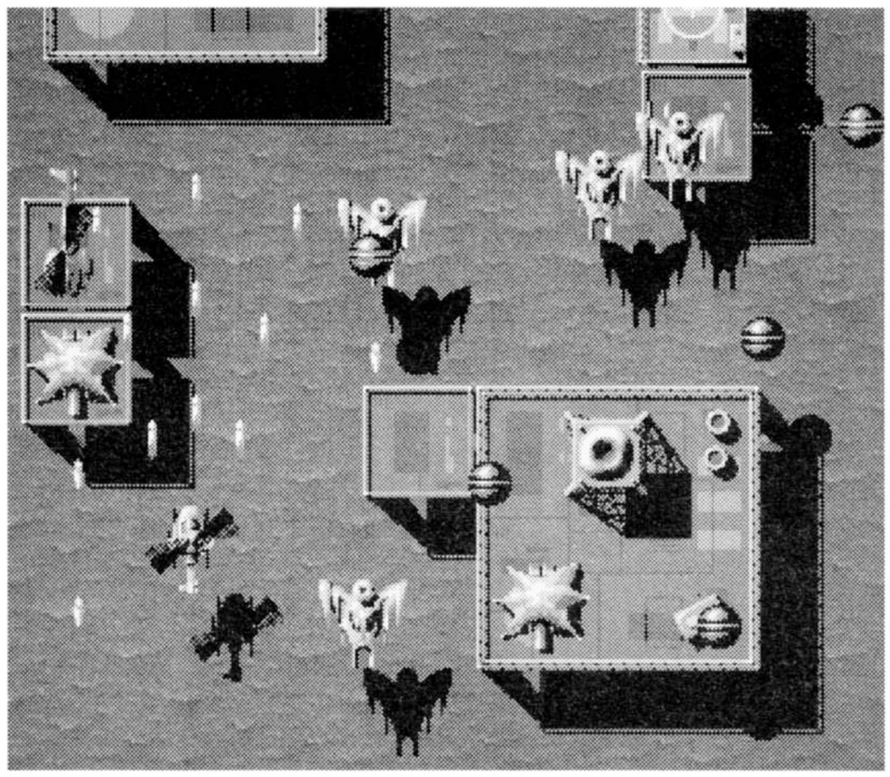
Get the right angle going around corner X and you should be able to jump OK.



Be careful how you line up on the jumps, they are very deceptive. Make sure you have plenty of homer and front missiles and fire them off as you jump to take out any other cars that may be thinking of knocking you off course.



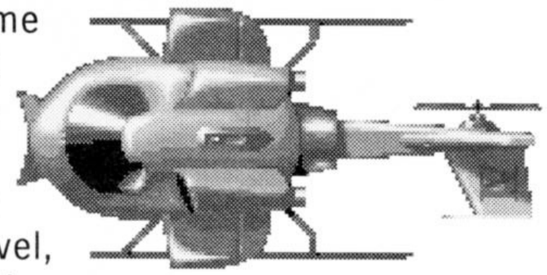
S.W.I.V.
Storm



Most shoot-em-ups only have a plot behind them to justify the game's graphics, leaving the actual gameplay to be a 'blast everything that moves' affair. *SWIV* fits into this category, with a pretty simple scenario. But don't worry, this doesn't detract from the game's appeal in any way.

Intelligence has sent reports back from the frontline saying that the army defeated by the *Silkworm* attack force has started to amass new forces. The defence network must send out the revamped helicopter and jeep attack squad to repel the invaders.

The game can be played by a single player, taking control of either the jeep or the helicopter, or by two players simultaneously, each controlling one of the vehicles. To begin with, each player is armed with a single-shot cannon, but the giant goose-copters that appear from time to time drop weapon tokens that can give you extra bullets and spread-shots.



The game is played as one long, continuous level, with new sections being loaded as you play. Your battle will take you over forests, bombed cities, techno-factories, lakes and even a cornfield (complete with crop circles). One of the strangest areas is *Xevious*-land, which features scenery and sprites from the Namco coin-op, *Xevious* (surprisingly enough). This is just one example of the impressive graphics that *SWIV* has to offer. The wealth of different backdrops and well-drawn sprites is incredible, continuously giving you something new to see.

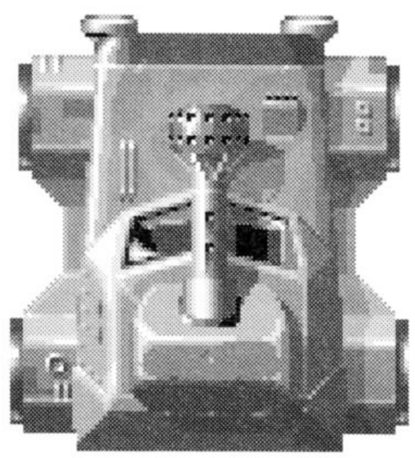
The sound is pretty impressive too, with some powerful effects emanating from the monitor in true stereo. This means that if something happens on the right hand side of the screen, the sound comes out of the right hand speaker. This gives the game even more atmosphere, making it one of the most engrossing, addictive blasts available on the Amiga.

***AMIGA FORMAT* RATING - 92%**

HINTS

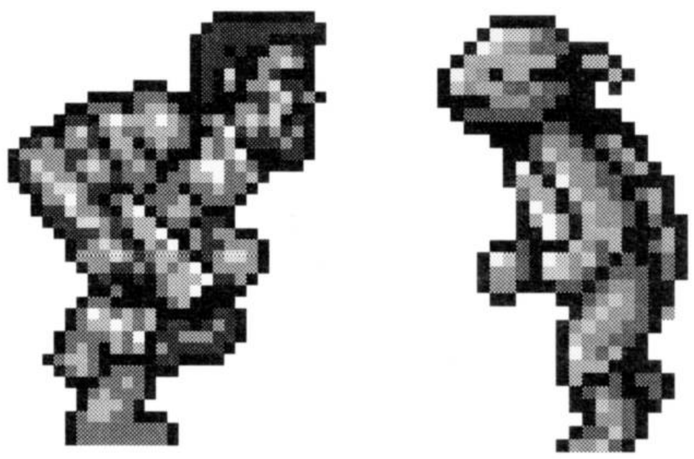
Not cut out for this hard military action, eh? Well I suppose you'll be wanting to cheat then.

Start as normal and pause the game. Then type in NCC-1701. The border should flash to signify that the cheat is active. Unpause the game and you will start again with infinite lives.



T

Teenage Mutant Hero Turtles
Time Machine
Toki
Total Recall
Treasure Island Dizzy
Turrican
Turrican II



TEENAGE MUTANT HERO TURTLES

Imageworks



With all manner of merchandising to back up the cartoons, such as stickers, toys, and even snacks, it was inevitable that a *Turtles* computer game should appear.

In case you don't know what the *Turtles* are about (where have you been?), the plot involves four mutated amphibians which have been taught the ways of the Ninja by a man named Splinter who has been turned by an evil curse into a giant rat (this gets sillier). The green warriors lives are plagued by an evil character called Shredder, who with his evil cronies Krang, Bebop and Rock Steady, take their Foot clan out on various nefarious activities.

The particular adventure found in this game centres around Shredder's kidnap of TV reporter April O'Neal. You must control the Turtles on their battle through a number of levels to rescue April. You must fight members of the Foot clan during platform stages, swim in the lake to defuse Shredder's bombs and negotiate the city's sewer network to eventually find Shredder's hideout.

The Amiga version of *Turtles* was converted from the Nintendo game. Unfortunately, the programmers haven't sufficiently improved the game to make it worthy of an Amiga title. The graphics are blocky, gaudy and poorly animated, the sound a weedy babble and the gameplay is frustratingly difficult. Even if you do persevere onto the later levels there is little to keep you interested for long. Still the subject matter alone managed to push it to the top of the charts, so what can you do?

***AMIGA FORMAT* RATING - 35%**

HINTS

Well, love 'em or hate 'em you can't make a soup out of 'em! Those Mutant Turtles are tough in a fight on the telly, but when you're trying to take control of them it in a computer game it may be a totally different kettle of fish. If you're a frustrated Turtle fan, then try this.

When the code screen appears, enter the code as 1506. It will say that you're wrong, at which point you should enter 8859 as a code. Finally, enter the real code to get the game running. Now during the game, press the Help key to gain infinite energy for all the turtles. If this all gets too much and your conscience gets the better of you, then simply press 'Help' to turn it off again.

TIME MACHINE

Activision

If you thought that the human race evolved of its own accord, then you were wrong. The reality was rather more complicated than that. What actually happened is due to a Professor, a time machine and a troop of desperate terrorists...

Professor Potts was working on his latest invention, a time machine, when the complex where he was based was attacked by terrorists, who destroyed his creation. Their destructive action caused a time corridor to be opened, throwing the Professor millions of years back in time. Luckily, he had five teleporters and a stun gun stashed in the pockets of his lab coat, so all is not lost.

In order to make his way back to the present, the Professor has to help evolution along (collecting apes to turn into men, 'aiding' the invention of the wheel and so on) so that the present that he knows can exist. Only then will he be able to get back home.

Time Machine has to be one of the strangest arcade adventures to appear for some time. The graphics are good, with some cute, well-defined sprites capturing the feel of the various eras. The solutions to the puzzles are pretty obvious, so you won't be stuck as to what you're supposed to be doing, but actually completing the challenge is pretty difficult. As you progress through the time-zones, you have to make sure the previous ones are still all right, rather like a plate-spinning act!

The small number of levels will take some completing, giving you quite a challenge, but attempting to plot the course of history is pretty good fun. History lessons will never seem the same again!

***AMIGA FORMAT* RATING - 85%**

HINTS

Anyone who has read such classic science fiction as Ray Bradbury's Sound of Thunder knows about the delicate balance of time, so players of Vivid Image's time-travelling adventure must make sure they get everything right. To make extra certain, here are some tips to help you courtesy of Vivid Image themselves.

First off, to get the cheat mode active enter your name on the score table as DIZZY. You will then have infinite lives and access to any of the zones. You can also select particular screens in a zone by pressing A or S.



SOLUTION

All the zones and screens in this solution are referred to as two numbers. For example, 1-3 refers to zone one, screen three. The game starts off by the geysers at 1-3.

Creation of Zone Two

1 To start with, you must transport the mammals (aahh!) to the cave in 1-5. Go to 1-2 and place a travel pod there. Go to 1-5, using the Pterodactyl to cross the river, and place another travel pod by the cave. Go back to 1-3 and stun a mammal with your beamer. Stand next to the stunned mammal so that it is displayed in the look window, then transport yourself and the mammal to the cave in 1-5. Repeat this process a number of times to stock up the cave (you can put up to 16 mammals there and transport them even after creating zone two).

2 Go back to 1-3 and block up the geysers and Zone Two will now be created.

Creation of Zone Three

1 The first objective is to make a fire by the cave in 1-5 to keep the apemen warm. Place a pod by the cave, remembering that fires last longer in the green area. Go to 2-2 and find wood to transport to 2-5. Go to 2-1 and stand in the middle of the screen on the solid patch.

Go back to 1-1 in the first zone and transport the flame to 2-5 to ignite the wood. If the fire goes out then just reignite it.

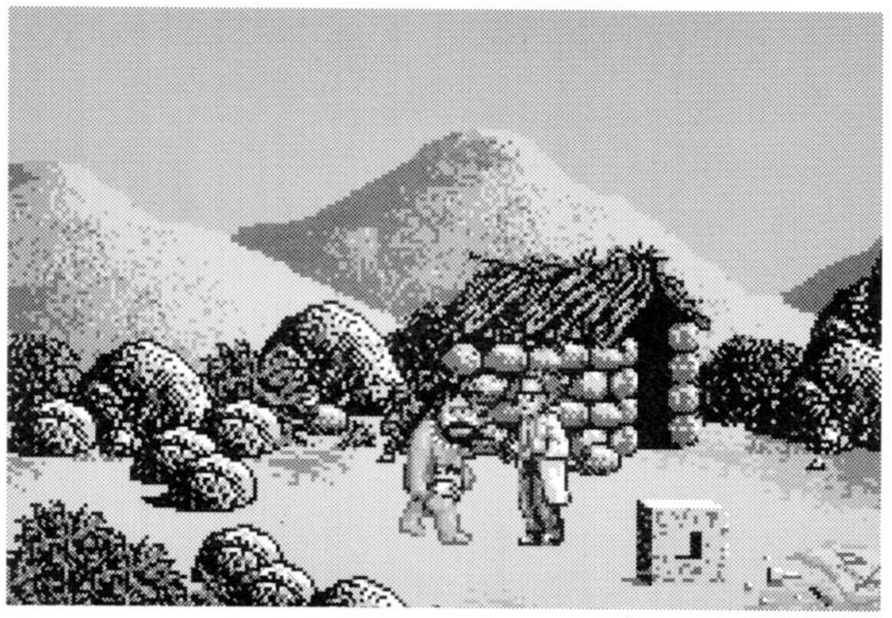
2 Now you must unblock the geysers to warm up the planet. The Yeti doesn't like warm weather and so will try to keep the geysers blocked. Distract him by feeding him fish from 3-4 and apples from 1-2. Once you succeed in unblocking the geysers you will have created Zone Three.

3 Now you need to plant seeds in 2-4. Place a pod on the river bank (in the green area by the existing plants) and transport apples from 1-2. Repeat this for both river banks.

Creation of Zone Four

The main task before you is the transportation of the round wheel from 3-2 to 3-5. If you planted the seeds in 2-4, then you should now have trees in 3-4. You need to take the wheel across the river, so you must break the branches of these trees to form a bridge.





Use the Pterodactyl in zone one and as you cross the river-change zones so that you drop onto the branches. Repeat this for the branches on both sides of the river and you can then take the wheel across.

There is, however, an even more sneaky way of taking the wheel across. Carry it to 3-3 and enter the hut. You will now reappear in a hut in 3-5. Now just walk up to the square wheel and drop the round wheel. Talk about re-inventing the wheel!

Creation of Zone Four

1 The first thing you have to do is destroy Goliath. Get a powder barrel from 4-5. To avoid the cannon ball, stand in the middle of screen 3-5 and change to zone four. Take the barrel to 4-4 and drop it as near to the right of the bridge as you possibly can. Place a pod near the barrel and wait for Goliath to get near to it. Now transport a flame from 1-1 to ignite the barrel and, in the ensuing explosion, destroy Goliath.

2 Now you have to reveal the oil source. Take another barrel from 4-5, take it to 4-1 and drop it by the moving rock – this is the oil source that you are looking for. Place a pod near the barrel and ignite it to dislodge the rock and reveal the source.

Repairing the Time Machine

1 To start with you need to recover the crystal for the time machine. Kill a few terrorists in 5-5 and wait for a bomb. Transport this bomb to 1-1 by the rock with the crystal in it and ignite it to dislodge the crystal from the rock. You won't be able to find the crystal in the swamp as it is too deep, but you can find it in 2-1 if you search.

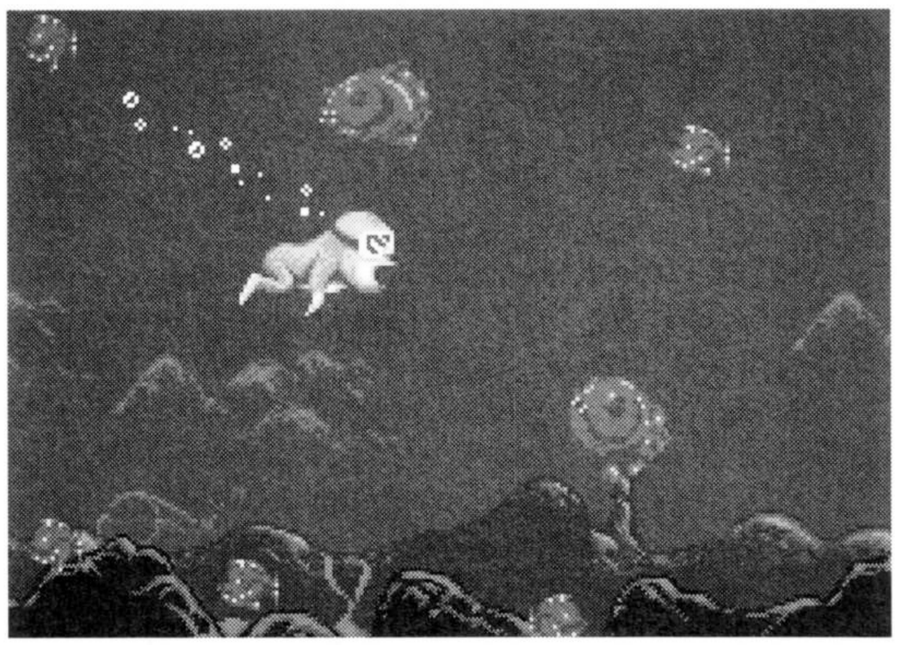
Place a pod in front of the time machine and transport the crystal to it.

2 Now you need to switch power to the time machine. There is a power switch on top of the building above the VID OIL sign in 5-1. Use a Pterodactyl to land on top of the building and beam at the switch to turn the power on and off. However, you must make sure that the crystal is in the time machine before you switch the power on.

Once the crystal is in place and the power is on, just get inside the time machine and do a pick up and you will have completed the adventure.

TOKI

Ocean



Ghosts 'N' Goblins started a small trend with its opening sequence. It began with an evil demon swoop down and kidnap the hero's girlfriend, setting the scene for the quest ahead. *Toki* continues this trend, but adds a twist...

After the evil Bashtar's apparition of a giant hand snatches the fair Miho, Toki tries to chase it through the jungle. Unfortunately, Bashtar has another trick up his sleeve - he unleashes a bolt of fiery magic at Toki, turning him into a Neanderthal ape!

You control Toki as he fights his way through six zones in an attempt to reach Bashtar's lair. These include the jungle, caves, firepits, a lake and a giant waterfall. Throughout the levels are deadly servants of Bashtar who are under strict instructions from Bashtar to stop you reaching his lair. Luckily you have some magic of your own, being able to spit deadly balls at enemies to kill them. Along the way you can also pick up extra items, such as fire-breath, bouncing spit-balls and a bounce shot. Another useful item is the football helmet, which protects you from attacks by enemy creatures.

The arcade version of *Toki* is an extremely enjoyable romp, with great graphics, nice sound and addictive gameplay. Ocean have managed to capture the graphics extremely well, with some marvellous use of colour to give the game a cute cartoon feel. Unfortunately, the gameplay hasn't survived the translation so well. The control is awkward and unwieldy, requiring great patience to master Toki's movements. There are also a few annoying bugs, such as the almost random restart points when you die and the unnerving habit the game has of crashing after about half an hour. If Ocean had put a little time into playtesting, *Toki* could have been a superb conversion, but as it stands it's just average.

***AMIGA FORMAT* RATING - 78%**

HINTS

If you can't hack being an ape and keep falling foul of Bashtar's cronies, then this cheat might help.

Start the game and type in KILLER. You will then be blessed with infinite credits and the ability to select levels by pressing F1 to F8. What more could you ask for?

TOTAL RECALL

Ocean

Ever heard the expression 'lost your mind'? Well Arnie has lost his mind - literally. His memories have been replaced by an implant, but an artificial input to simulate a holiday begins to return his original memories, including a trip to Mars. He decides to fly to Mars for himself and try to find out what exactly happened to his mind and why.

In this multi-style film license, you control Arnie on his quest to discover his real identity. The game features platform sections, a street-driving scene with Arnie in one of the strange Johnny Cabs found on Mars and a collection of puzzles as he tries to uncover the mystery.

The game starts off with a doomy soundtrack and some scene-setting graphics which evoke a dour, oppressive atmosphere. Unfortunately, the game graphics seem to have a strange cartoon-like quality, which detracts from the dark science fiction feel. Despite the game sounding a little run-of-the-mill, the game is pretty solid, with the various styles gelling together pretty well. As far as film licenses go, this doesn't break any new ground, but it's certainly not the worst ever released.

***AMIGA FORMAT* RATING - 77%**

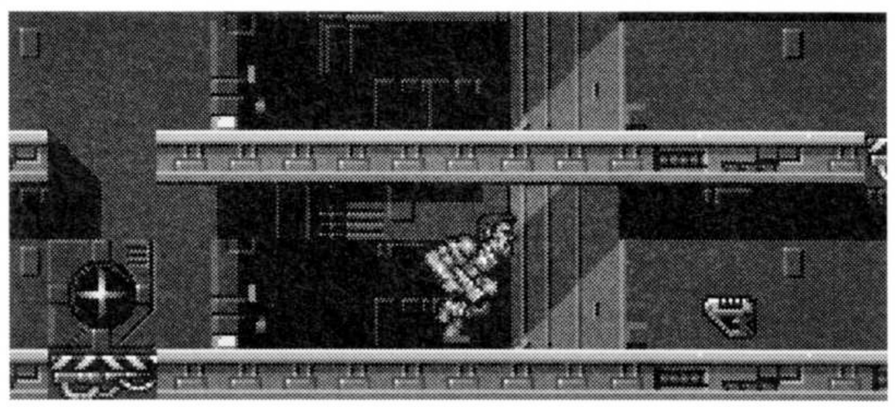
HINTS

Arnie's a pretty tough cookie, and it takes one to get the better of this game. To beat this particular tough cookie, enter LISTEN TO THE WHALES on the title screen and you can play with the cheat running!

If you're still getting hopelessly lost and can't get anywhere at all, then follow these instructions and you will beat the Total Recall first level!

First, go right, collect the gun, then run to the right and jump over the first lift. Keep running to the next lift, go up three times and walk onto the lift that is waiting when you arrive. Go up, then left and collect the gun. Now go right to the next lift and go down once.

Go onto the next lift, and go up as far as you can. Walk right, off the lift and run right to the next lift, picking up the object on the way. Go up on the lift, run right and go down on the first lift. Keep running right, jump over the first lift and go down three times on the next one you come to. Run left, go down on the lift and run left again to collect the object. Run right to the first lift and go up, then get to the next lift and go up twice. Run right and go up on the lift once, then run and jump right. Collect the heart, run right, drop down through the hole and run right to the exit.



TREASURE ISLAND DIZZY

Codemasters

After a successful first outing, the little eggy hero makes a return in a far more sunny adventure. You must send Dizzy around a strange island collecting gold coins. This isn't just a matter of leaping around the platforms picking up the loot though, you need to solve various logistical problems to get past the obstacles. This includes learning how to swim, climbing trees and cave-exploring. A pretty tough task for an egg on legs!

Treasure Island Dizzy is pretty much a continuation of the first game, with some new graphics and puzzles being the only major difference. The graphics, sound and gameplay are all the standard fare for cute platform games, being rather simplistic to say the least. At a budget price this isn't too bad though, but don't expect much state of the art gaming action for your money!

HINTS

If the little eggy hero keeps getting scrambled when you are controlling him, then some tips may be in order to help you. Here are some we prepared earlier...

As soon as the game starts, type in ICANFLY. Now stand at the edge of the beach and jump. Well, guess what? Dizzy can fly! What a surprise, eh?

If you want to get through the adventure properly, then here is a full solution for you would-be super eggs.

First of all, get the empty chest and climb up the rock. Drop the chest next to the rock, go right and push the rock. Get the snorkel, video camera and sword, then go back to the beach. Drop all the stuff you've collected except for the snorkel. Go back into the water and get the spade. Come out of the water, then go back in again in order that the spade will be dropped first.

See the dancing rock ? Put the spade on top of it, then get out of the water and get the video camera and the sword. Go back to where the dancing rock should be and walk onto one of the bubbles. This will take you up the cliff. Walk off the bubble and jump up the cliff. Go to the storekeeper, give the video camera to him. He will give you a boat which you should put at the end of the pier. Go left. put the sword on the grave and fall down the hole. Go left and get the dynamite, then jump down the place where the crab is. Get on a bubble and go back to the grave. Put the dynamite on the grass, go back to the pier and get the golden key. Go back to the gravestone and fall down the hole again.

Go right and jump over the barrels. When you see a little bit of barrel sticking out of the floor drop the golden key on it. Go down the hole and get the microwave, then get out of the tunnel using the same method as before. Give the microwave to the storekeeper and he will give you a motor which you should drop off the end of the pier. Go left, get the axe and the Holy Bible, then go down the water back to the bridge. Put the axe on the middle of the bridge and fall down. Go left and jump up the platforms until you come out of a grave. Rearrange your bits (!) then go down the bridge and get the cursed treasure. Don't drop the Holy Bible until you get back to the storekeeper, you might need it later if the curse gives you some problems!

Give the treasure to the storekeeper, then take the treasure and the fuel which he gives to you and drop it off the pier. Get the dynamite, then go back to the beach and get the infra red detonator. Go left until you reach the last scene. While standing on the first rock drop the detonator, then jump over the rocks which are blocking you from the gold. Put the dynamite there and jump back over the rocks. Press 'ENTER' while standing on the detonator. Get the gold, go back to the storekeeper and give it to him. He will give you a key which again you should drop off the end of the pier. Quickly jump onto the boat, keep walking along it, jump onto the harbour and read the message. The adventure is now complete, with just one small task remaining: find the gold coins!

TURRICAN

Rainbow Arts

The people of Earth managed to get rid of Morgul, the evil, three-headed demon that caused nightmares, many years ago, but recently people's dreams have started to get bad... really bad! There is only one explanation for this - Morgul has returned!

In this platform-based shoot-em-up, you play the only one capable of defeating Morgul - the warrior *Turrican*. You must fight your way through the five heavily-defended zones that Morgul has created to defend himself. On the way you can pick up energy packs which can be converted to extra weaponry, but your main weapon is a directable laser beam which can be swept around to take out enemies from a distance.

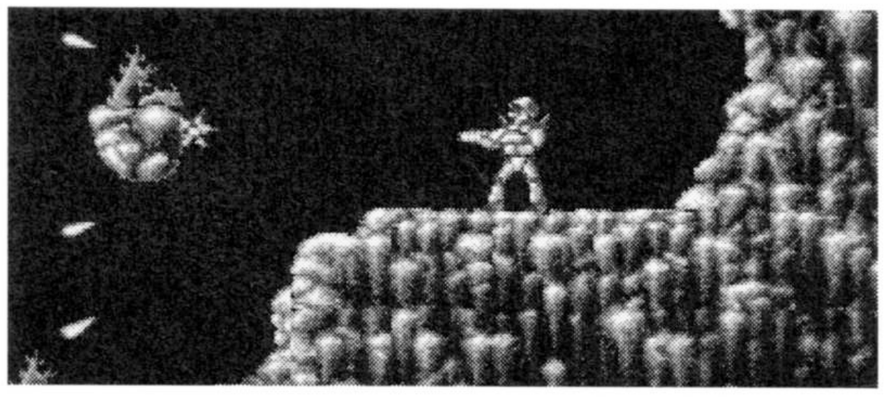
Although many people may say that there are too many shoot-em-ups available already, *Turrican* shows that the scene can still produce a good game. The game has good graphics, strong sound and very addictive gameplay to boot. Some of the game features are rather original, in fact many of the ideas seen in the game have made their way onto some recent coin-ops. Just goes to show that home computer games can be inspiring!

***AMIGA FORMAT* RATING - 88%**

HINTS

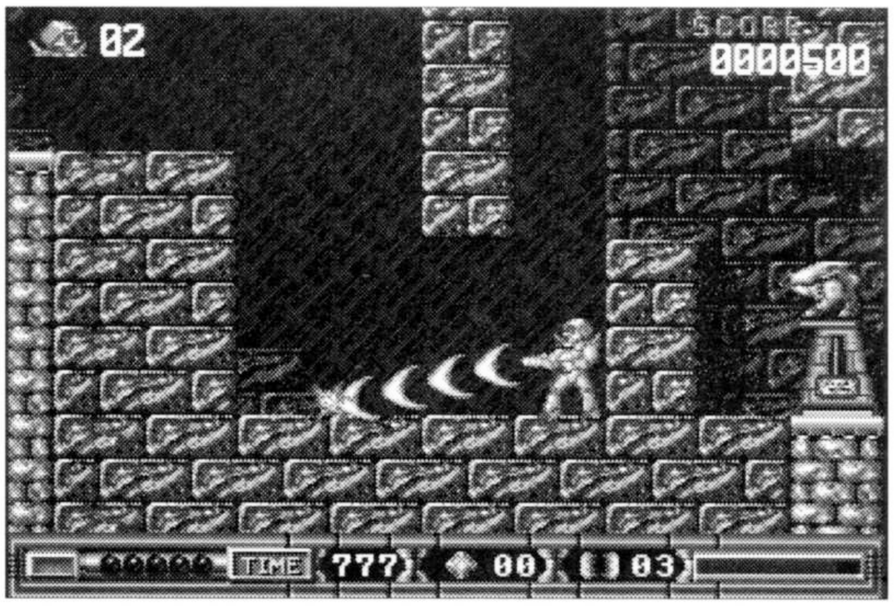
If you want more of a chance to battle against the forces of Morgul , then try this quick tip...

Play the game as normal until you get onto the score table and enter your name as BLUESMOBIL. When you start the game again you should have 99 lives.



TURRICAN II

Rainbow Arts



After saving the Earth from the evil Morgul, you'd have thought that Turrican would have deserved a rest. So can he take it easy for a while? Oh no, no way!

For many years the people of the planet Landorin have been battling against a tyrannical system known as The Machine. The rebels have been making headway in the fight against their oppressors, but the battle has recently taken a turn for the worse. In a last ditch attempt they have sent out a distress signal, which was picked up by none other than Turrican.

Once again you take control of the armoured hero as he battles through several levels of mayhem. The basic form of the game is the same, with a few alterations here and there. Instead of the lightning beam, he now sports a rippling stream of fire, he has a bounce weapon which ricochets around the caverns and he can let loose the Death Blossom - an impressive feat which sprays laser death in all directions for a few seconds. Another odd thing is the switch to an *R-Type* style game for one level!

The action in *Turrican II* is frantic and enjoyable, with some good graphics and sound to bump things along. The problem is that it's all very similar to the original! As a game in its own right it's good, making it worth a look for anyone who hasn't got *Turrican*, but the similarities make it a little less impressive than its predecessor.

***AMIGA FORMAT* RATING - 80%**

HINTS

These heroic quests get tougher don't they? Here's something to aid you robotic warriors.

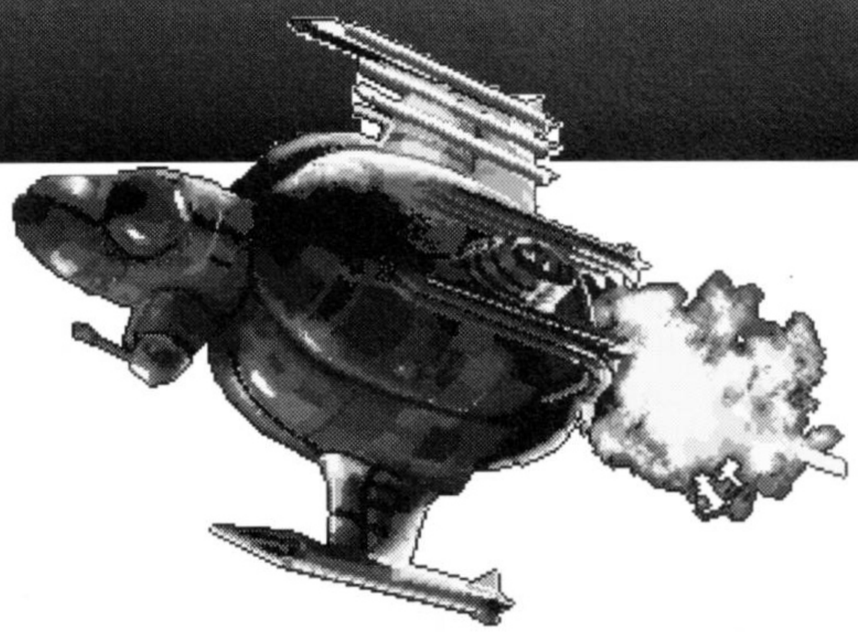
When the title screen to the game appears, press Help to get to the music menu, press 4 to stop the music, then press 2. After about ten seconds of music press the Escape key twice. You will be able to start the game with infinite lives.

Virus
Viz

V

Warhead
Wonderland

W



Z-Out

Z

VIRUS
Firebird

Programmed by the creators of the classic *Elite*, *Virus* took a very different perspective on the futuristic combat scene. Instead of a first-person, view through the cockpit game, *Virus* uses a strange 3D system with a ship flying in all directions over a scrolling patchwork landscape. As you zoom and twist over the scenery, the ground whizzes underneath you, complete with rolling hills, lakes and towns in super-smooth 3D.

The plot revolves around an attempt to stop aliens from invading the planet and poisoning the ground. These nasty critters drop seeds which spread death and disease throughout the land. What you have to do is hunt down the alien ships and blast them before they have chance to spread their toxins.

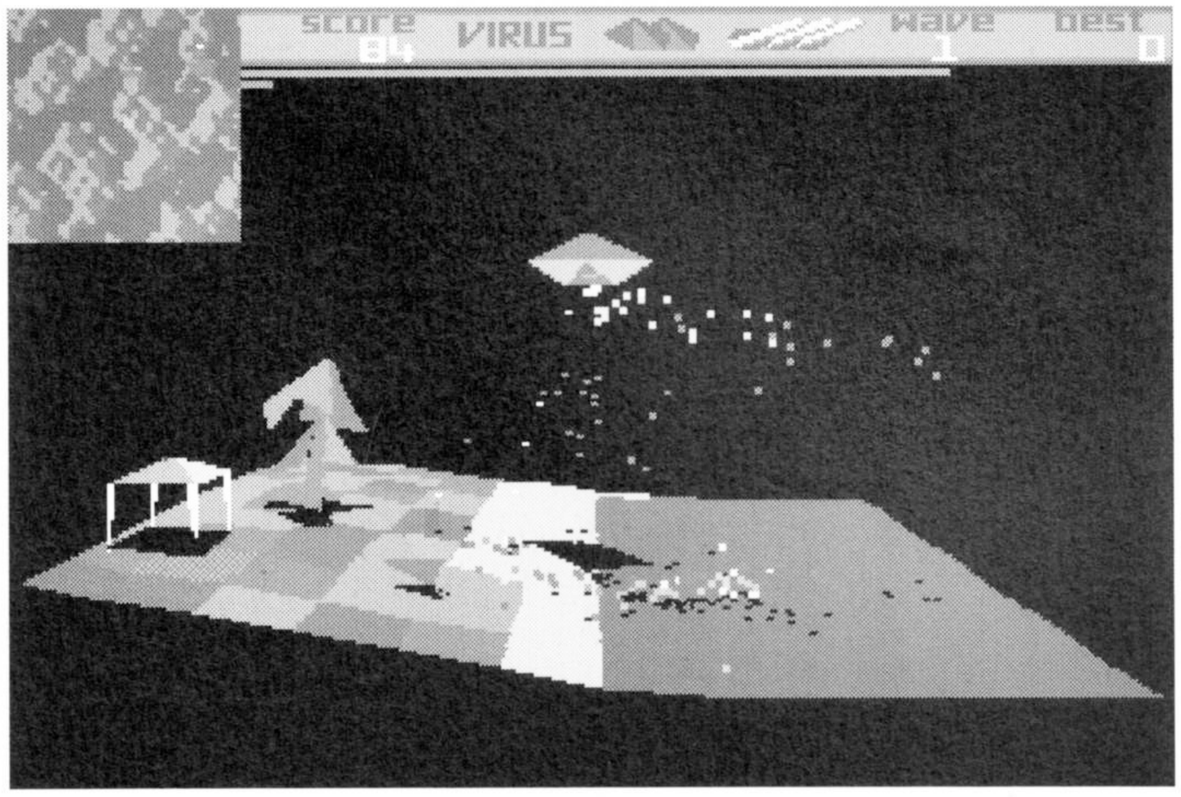
Although more famous recently for its appearance in the tank strategy game *Conqueror*, the superb multi-directional 3D system actually made its first appearance in *Virus*. Although initially strange, the perspective and control method soon allow you to perform some wild manoeuvres above the planet's surface. The shoot-em-up action is fast and frantic, requiring some sharp shooting to back up your flying prowess. Even for its age, *Virus* is a polished and playable blaster. Unfortunately it is no longer available from the software house, so you'll have to have a hunt through the bargain bins to track down a copy. Believe me, it's worth looking!

HINTS

If you can't handle all that whizzing about, then try this.

Hold down the Enter key on the keypad, then press P followed by O. You will now be able to use these keys:

R - Refuel
L - Add more lives
C - Toggle special effects
O - Start demo mode
N - Resume game



VIZ
Virgin



The story of *Viz* comic is a real rags-to-riches tale. From humble beginnings selling about 100 copies in local shops, the boys with a taste for the crude have gone on to produce a magazine which sells over a million copies of each issue. With success like this there was bound to be a computer game tie-in lurking in there...

The *Viz* game centres around a charity fun run through the streets of Fulchester, taking in such sights as the park, the main street, a building site and the seafront. You can control one of three classic *Viz* characters - Buster Gonad, Biffa Bacon or Johnny Fartpants. As well as running along, the characters can use special tokens to access their secret powers. Johnny can pump his way into the lead, Biffa goes into a wild thrashing frenzy and Buster Gonad pulls out a wheelbarrow for a quick burst of speed. In order to gain these tokens, the player must complete a certain task related to the character. Buster has to bounce as high as possible and flatten pancakes, Biffa must bash bricks away and drink as many pints as possible, while Johnny must pump as high as he can and inflate party balloons.

The link between the *Viz* game and the comic is pretty much encapsulated in the graphics. The characters bear a good resemblance to their comic counterparts and the incidental players that crop up from time to time add the right atmosphere. However, the gameplay itself is pretty mundane, simply consisting of a dull race game linked by a few repetitive sub-games. Unfortunately *Viz* is simply yet another game which fails to live up to the potential of the license.

***AMIGA FORMAT* RATING - 61%**

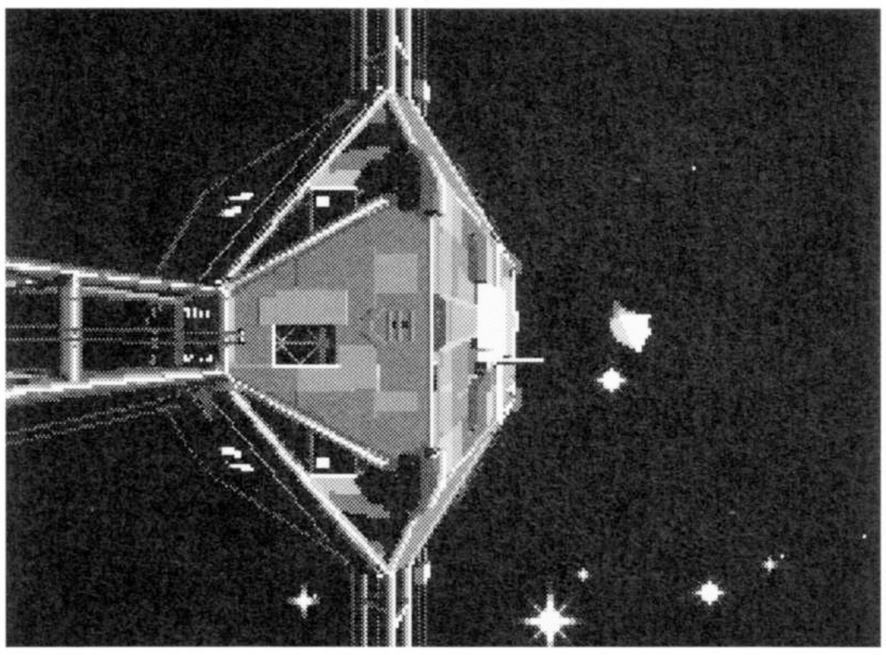
HINTS

As you'd expect, the lewd nature of this game means that it has got a rude cheat mode. Since this is a family book, you'll have to fill in the blanks yourself.

On the character selection screen, type in WHAT A LARGE SET OF BO***S. The border should flash to indicate that the cheat is active. You can now skip levels by pressing keys 1 to 5.**

WARHEAD

Activision



The time is the future. Earth has been attacked by a vicious army of insectoid creatures from Sirius. The planet was devastated by the seemingly unprovoked attack, which has left the human race struggling for survival. In order to stop such a thing happening again, the world leaders, armies and scientists have formed the Fist of Earth World Government and developed a high-tech attack spaceship - the FOE-57.

You are the pilot of this experimental combat craft. You must test the various systems and take on the enemy once the ship is completely operational. All your missions begin at Solbase, an orbiting space station based close to Earth. After reading your mission briefing, selecting the course on the navigation screen and loading up with weapons you're launched into the action.

The game is viewed as a 3D representation of space, with all information displayed via a series of Heads-Up Displays (HUDs). You must fly to the correct location, lock onto any ships found there, launch data-gathering probes and deal with what you find accordingly. Sometimes the missions are simple protection runs and scouting trips, but soon enough you are confronted with the Berzerker - an evil robotic creature that hates all organic life. This is where it starts getting tough...

Warhead's 3D perspective is decidedly odd, seeming as if the action is viewed through a fish-eye lens. This adds to the superb futuristic feel, giving the impression that video cameras are relaying the outside world to your ship. The superb effects push things along nicely, with some powerful explosions and frantic alarms. The missions aren't that complex but the going is pretty tough, so it's unlikely that you'll finish them all for a while. Playing *Warhead* is like taking on more Cyberpunk versions of the missions from *Elite*, with more intelligent enemies and better technology. The excellent atmosphere and wealth of sorties to complete make the game a must for future freaks.

***AMIGA FORMAT* RATING - 88%**

HINTS

Warhead is an impressive and atmospheric shoot-em-up, don't you think? It's pretty tough though, so here are some details and tips on the missions.

GENERAL HINTS

The best way to evade missiles is to fly away backwards in front of them, keeping about 3000m away. This way the missiles will run out of fuel before they reach you.

- **Never fire your weapons or use quad jumps unnecessarily, otherwise you will not be called back to Solbase and will be forced to repeat the mission due to 'unauthorised use of quad jumps'.**
- **When firing Proximity mines, you will notice that the first two are fired from the base of the ship and the next two from the top. To make sure that the mines have the most effect, raise the ship's nose slightly when firing the first two and dip it when firing the second two. This is not necessary for Laser Mines, since they have their own propulsion system.**
- **To defeat the Berzerker, you have to make sure all your weapons hit him. To achieve this, fly backwards in front of him loosing off your shots. Always follow the mission advice and you should finish him off eventually.**

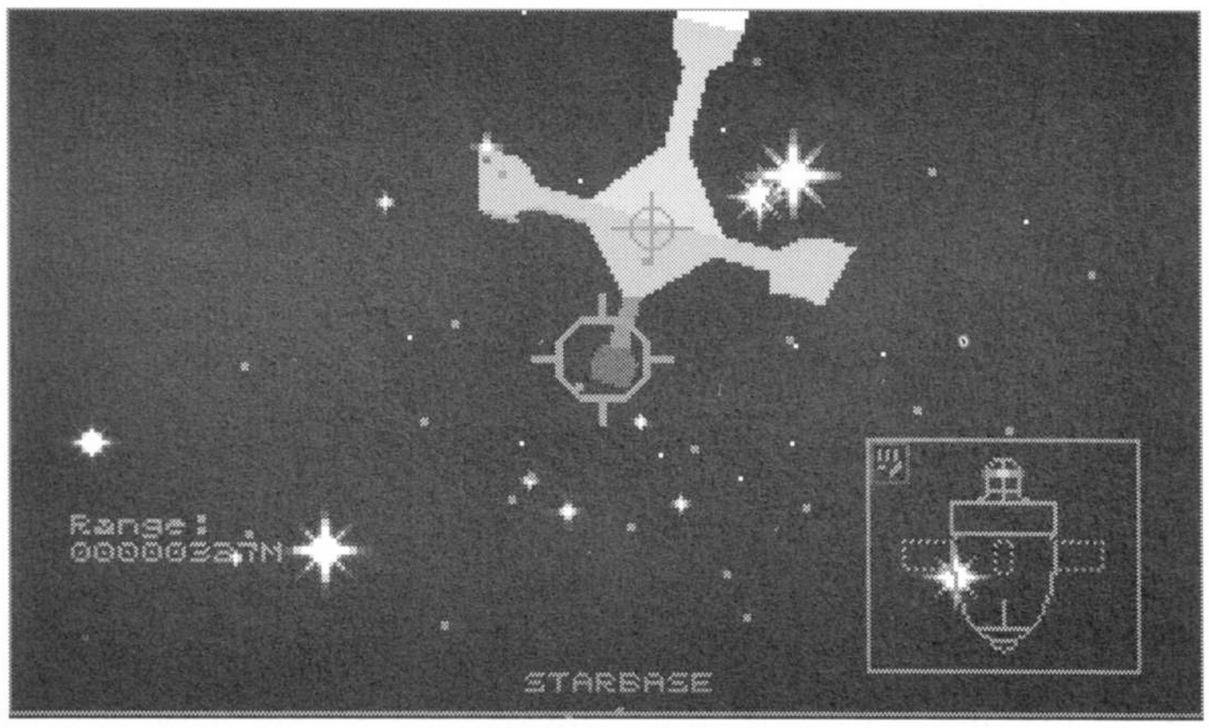
THE MISSIONS

MISSION 1

This is a test flight intended to get you used to the controls of the FOE-57. Just fly 4000m away from Solbase, turn around and use the beacons to guide yourself back in on the message prompts from the base.

MISSION 2

This tests your Quad-Drive. Jump to Earth space and fly to the tech ships. Return to Solbase when you are told.



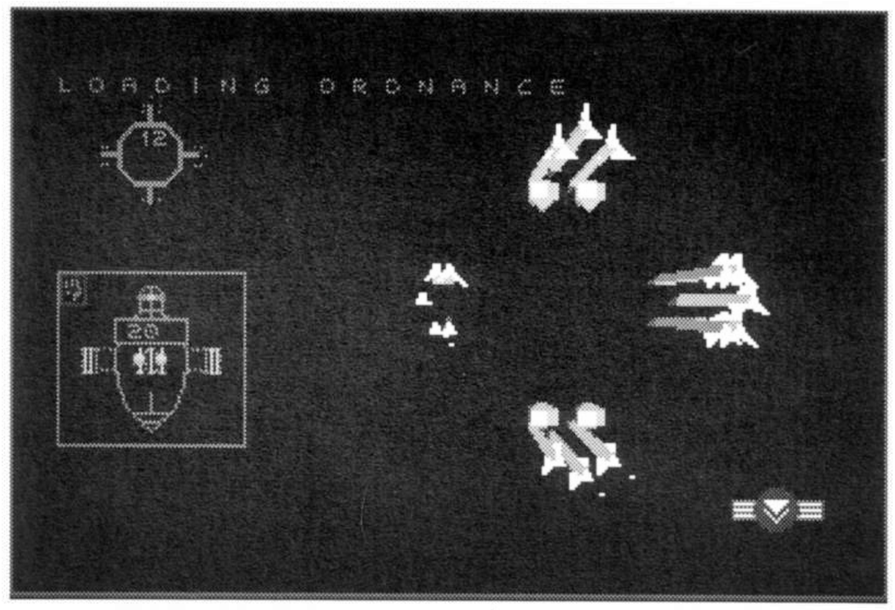
W

MISSION 3
Fly out to Venus space with your new ordnance containing Stinger Missiles, loose them off at the ordained targets and return to Solbase at the prompt.

MISSION 4
Fly out and test your MDC (Mass Driver Cannon), returning to Solbase when called.

MISSION 5
An emergency test of the PRM (Pilot Recovery Module).

MISSION 6
Fly out and patrol Mercury Space.



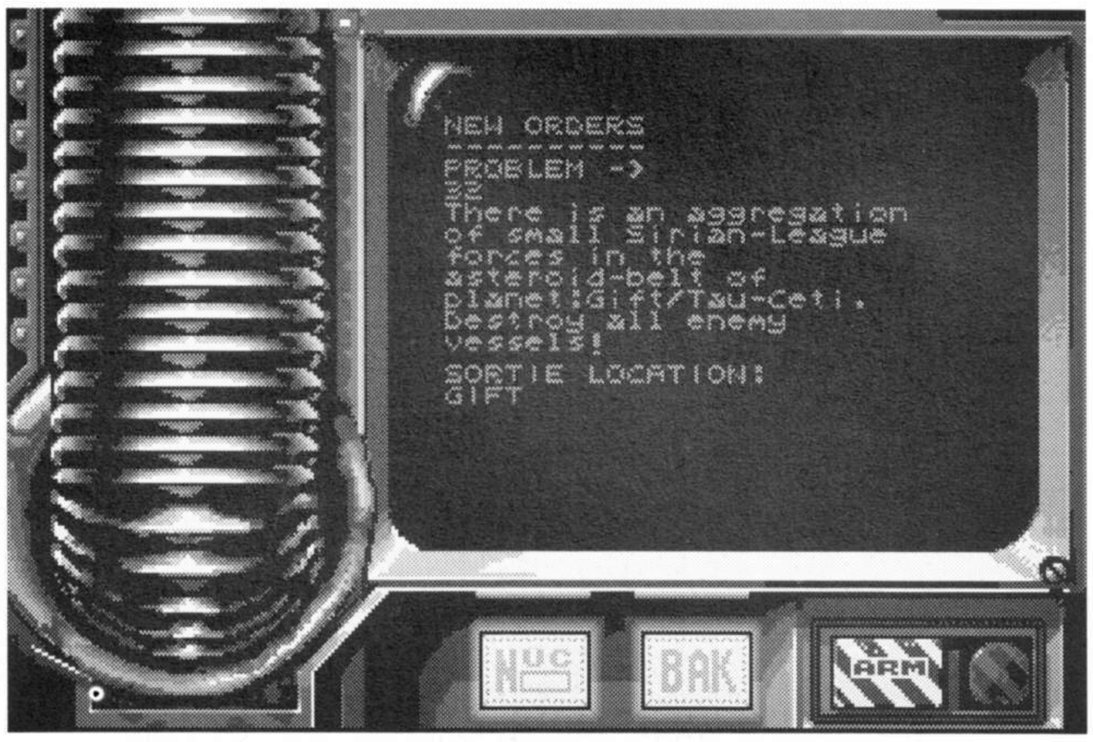
MISSION 7
Patrol disturbances in Triton Space. To complete this mission you must destroy a drone ship. Remember to send out a DGP (Data Gathering Probe) before you destroy it to get information for your data banks.

MISSION 8
Engage unknown number of enemy (well, two A-Wings to tell the truth) in Triton Space. Again, don't forget to use the DGPs to gather information.

MISSION 9
This mission involves you protecting a group of four Corsairs until their support ship arrives. You will encounter some A-Wings which must be destroyed.

MISSION 10
Unusual Radiation Levels are reported to be emanating from system CH-010, so you have to go and check. As soon as you get there you will find that it has turned into a black hole. Read the message on your computer and head back to Solbase.

MISSION 11
Follow up some information received about enemy movements in Alpha Centauri/Bainks Space. Patrol the area, read the message and return to Solbase.



MISSION 12
Go to Niven/Tau Ceti and investigate the New Fighter design. When you come across an unknown object, launch a DGP at it to get info. You will then be told that it is a C-Wing. As soon as you have the information, quad jump back to Solbase.

MISSION 13
In this mission you must go and check on a convoy of ships. When you get there, get up close to the lead ship (between 5-100m). He will then charge up his ship enough for him and his convoy to make a quad jump.

MISSION 14
A C-Wing has broken through Solbase's outer defenses and has now penetrated Mars Space. Hunt it down and destroy it before returning to Solbase.

MISSION 15
Test out the new proximity mines in Venus Space by firing them towards the dummy targets then heading back to Solbase.

MISSION 16
This is the first time you will meet the Berzerker. Throw all the weapons you can at him – making sure that they all hit home. When he threatens 'Leave this space, creature – before I eat you,' quad-jump back to Solbase. Whatever you do, make sure that you dodge his missiles.

MISSION 17
Observe the Berzerker in Tau Ceti/Protector Space. Watch him and see if you can get a drone squadron with the DGPs, then get out of there when the Berzerker speaks. When he follows you, fling the whole gamut of your ordnance at him, making sure that they all hit him. Once you are recalled, head back to Solbase.

MISSION 18
A doddle. Just a routine patrol of Kruger-60 Space.

MISSION 19
If all went well in the last two meetings with the Berzerker, he will appear in Pluto Space. Keep out of his

way and attack him with all your weapons from a distance. If you get a good strike in, he will come up with "You and you alone have annoyed/hurt me. I shall destroy you". He will then quad-jump out and disappear.

If the last two meetings didn't quite go right, then the Berzerker will appear in Earth Space and blow up planet Earth, in which case it's time to get the old save-game disk out and reload!

MISSION 20
On a routine patrol of Sigma Draconis you will meet the Berzerker once again and be called back to Solbase.

MISSION 21
You will be asked to check out emergency signals that are being received from Alpha Centauri/Wasp. The hassle is once again from the Berzerker. Once you meet him you will be called back to Solbase.

MISSION 22
You must investigate a distress call from a medical convoy and – guess what? It's the Berzerker again! When you come across him you will be recalled again.

MISSION 23
This time the Berzerker starts to get serious. Quad-jump to CH-010 so that the Berzerker follows you and wait for him to get sucked into the black hole. Wait for it to change colour and return to Solbase once you get the message for suitable congratulations.

MISSION 24
Patrol Proxima Centauri/ Goldenman where you will run into three C-Wings. Destroy them and return to base at the prompt.

MISSION 25
Check out the new ship amongst the planets of Sirius (you should find it around Sirius two or three). Use a DGP to see it is an H-Wing.

MISSION 26
Intercept the ship hovering around the Earth's moon. You will find that it is an H-Wing that can be damaged but can't actually be destroyed.

MISSION 27
You must protect a fuel freighter that is travelling to Solbase. Don't waste any time getting out to it, otherwise it will be destroyed by enemy ships (mostly C-Wings).

MISSION 28
Investigate activity in the Tau Ceti system. Start from Mote and work your way to Foot. Before you quad-jump anywhere, make sure that you are completely stationary, otherwise you will be destroyed when you arrive at Mote. When the missiles have been destroyed, quad-jump every so often towards Foot, where you will be told to return to Solbase.

MISSION 29
Investigate the vessel in the Barnard's/Ptolemy system.

MISSION 30
Follow the other FOE-57 fighters to Kruger-60 space. When the H-Wing tries a sneak attack, use all your weapons (including the MDC) to destroy it, then follow the flight leader's instructions.

MISSION 31
Destroy all vessels in the Tau Ceti/Gift system. All the egg carriers must be destroyed.

MISSION 32
Destroy all the ships in the Scorpion Nebula. Use your tactical display to filter out any interference from the Nebula. You will also (luckily) come across the Sirian cloaking device.

MISSION 33
Test the new X-Ray Laser Mines in Venus space.

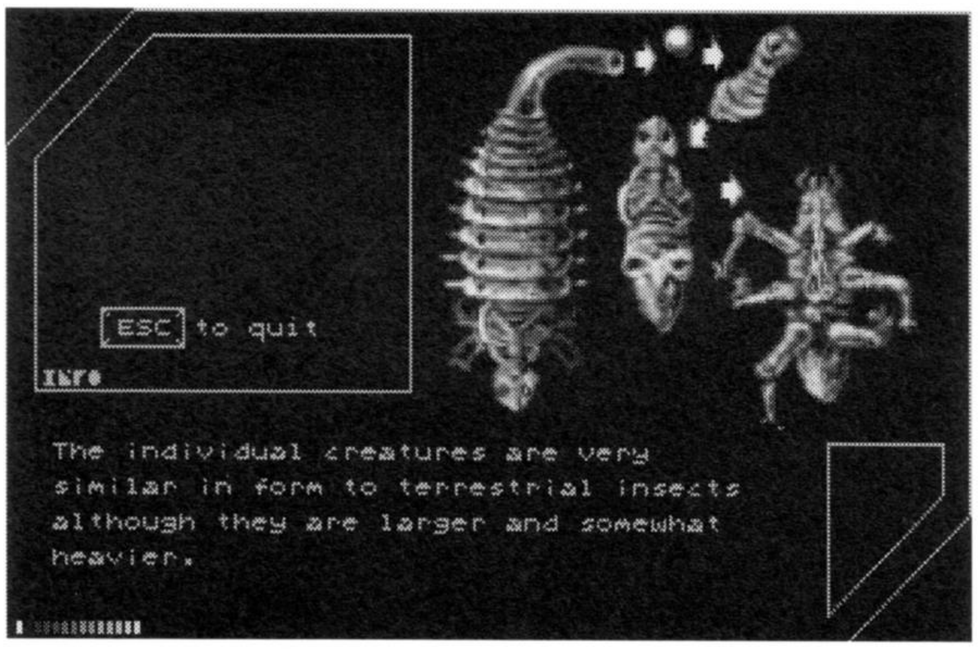
MISSION 34
Use all the weapons at your disposal to destroy the ships massing in Saturn/Titan space.

MISSION 35
The Sirian fleet has penetrated through to Solbase and is outside the base. Fly out to battle them, taking on the H-Wings first. Once all the ships have been destroyed, go back and dock with Solbase.

MISSION 36
Test the Pseudostellar Warhead missiles in Venus space, But be careful – they're very dangerous.

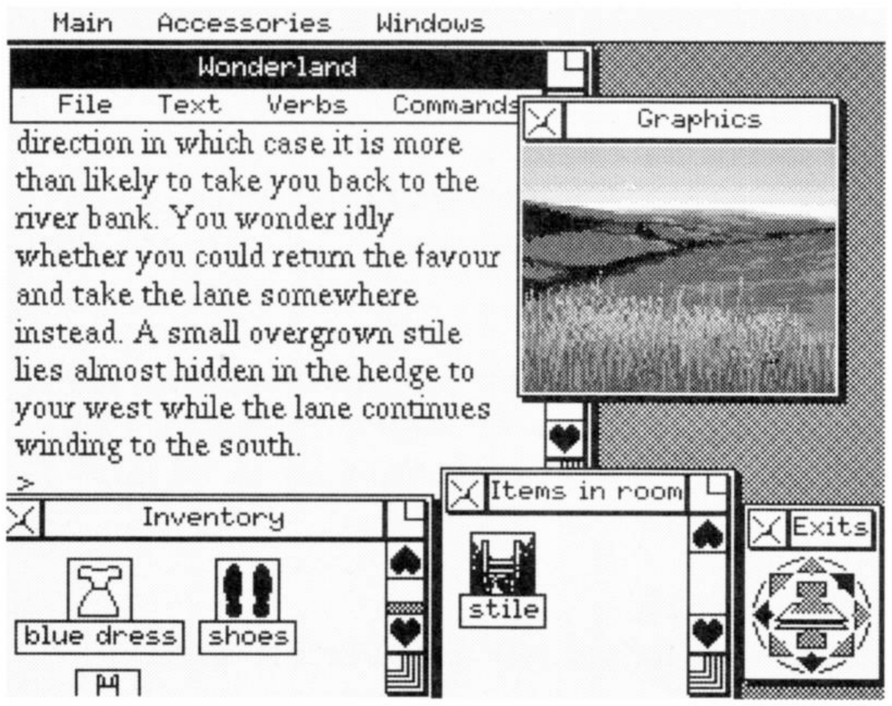
MISSION 37
Destroy the remnants of the Sirian fleet in Earth space with all the weapons you have.

MISSION 38
The final task: follow the super freighters from Pluto to Sirius Five and whatever you do, destroy the clone ship. Now you can sit back and enjoy the end sequence.



WONDERLAND

Virgin



What happened to the art of reading, eh? Gone are the days when a child could immerse itself in a fantasy book such as *Alice's Adventures in Wonderland* - now it has to be computerised or nobody takes any notice! Well now those days are set to return, with a computerised version of a classic book.

You play Alice in her journey through Wonderland, meeting strange creatures and getting involved in the most peculiar situations. The game is controlled via a completely new type of adventure interface, consisting of windows for the various sections, including text and graphics screens along with windows for your inventory, movement and character interaction.

Putting together such an innovative system as this is quite a brave step in adventure gaming. The windowing system gives the game a very different look and the graphics and text go together to create a marvellous atmosphere. The problem is that anyone who isn't playing the game on an Amiga 3000 is in for a pretty frustrating time. The windows are slow and clumsy and the loading speed is tediously slow. This is a shame, since such a revolutionary system could revitalise the text adventure scene. As it stands however, it's pretty disappointing.

AMIGA FORMAT RATING - 70%

HINTS

Is the quest getting just a bit too weird for your liking? Does the Queen of Hearts keep getting the better of you? This solution should help. The game consists of straight forward adventure action, so here's a straight forward solution.

EAST
GET PEAR
WEST
SOUTHWEST
WEST
WAIT
WAIT
WEST
SOUTH
SOUTH
GET JAR
WAIT
EAST
SOUTHEAST
GET BOTTLE
SEARCH TABLE
GET BOX
NORTHWEST
WEST
NORTHWEST
GET KEY IN C
OPEN PIANO
GET MUSIC
OPEN BOTTLE
SIT ON CHAIR
DRINK POTION
GO ON PIANO
GET KEY IN G

GO ON CHAIR
SOUTHEAST
EAST
UNLOCK DOOR WITH KEY IN C
SOUTH
GET SHOE
GET OVERALL
GET HANGER
NORTH
EAST
SOUTHEAST
WAIT
GET ALL
OPEN FAN
USE FAN
WEAR OVERALL
OPEN CURTAIN
UNLOCK TINY DOOR WITH KEY IN G
WAIT
WAIT
EAST
GET INSECT
GET STICK
EAST
NORTH
UNTIE LINE
GET PEG

GET LINE
UNLOCK DOOR WITH FRONT DOOR KEY
NORTH
NORTH
GET EGG
NORTH
EAST
PUT HANGER IN VICE
PULL HANGER
OPEN VICE
WEST
SOUTH
SOUTH
UP
OPEN CLOCK
GET CARD
PUSH MUSIC UNDER DOOR
PUT HANGER IN LOCK
PULL MUSIC
GET KEY
UNLOCK DOOR WITH BEDROOM KEY
NORTH
GET BOTTLE
OPEN DRAWERS
GET GLOVES
GET FAN

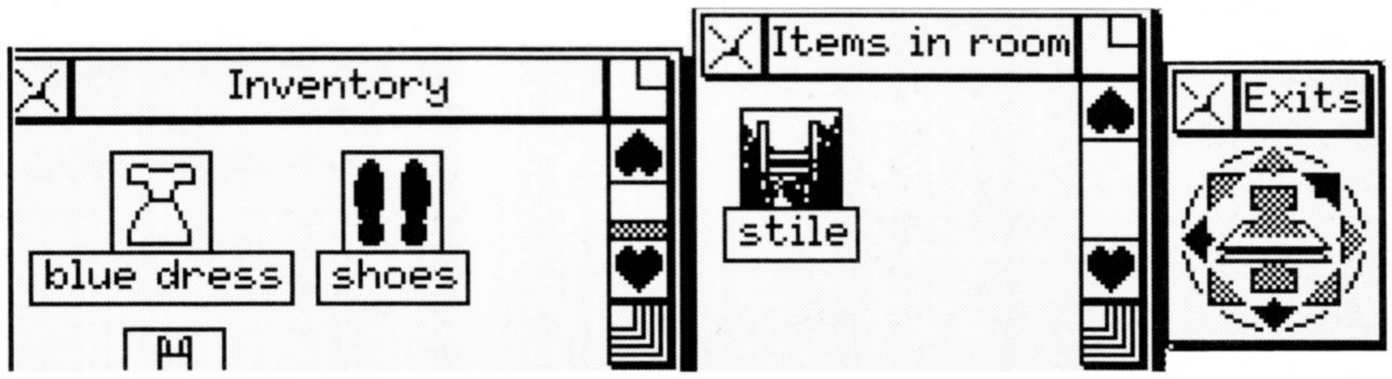
SOUTH
DOWN
SOUTH
SOUTH
WEST
NORTH
WEST
GET GLOVES
EAST
SOUTH
EAST
SOUTHEAST
SOUTHEAST
NORTHEAST
NORTHWEST
NORTHEAST
GET FORK
NORTHEAST
NORTH
EAST
WEAR PEG ON NOSE
UP
EAST
SEARCH BED
REMOVE SHOES
WEAR SLIPPERS
WEAR GARDENING GLOVES
WEST SOUTH

EAST
PULL ROPE
WEST
GET KNIFE
GET KEY
OPEN CUPBOARD AND GET JUG
AND CLOSE CUPBOARD
EAST
PULL ROPE
WEST
NORTH
DOWN
GET GAZETTES
GET CARD
GET CASE
EAST
UNLOCK CABINET WITH GLASS
KEY
GET PASS
WEST
WEST
SOUTH
SOUTHWEST
SOUTHWEST
SOUTHEAST
SOUTHWEST
NORTHWEST
NORTHWEST
WEST
NORTH
NORTH
HOLD JAR IN MIST
SOUTH
SOUTH
SOUTH
PUT CREAM IN SAUCER
PUT SUGAR IN POUCH
GET POUCH
NORTH
EAST
SOUTHEAST
SOUTHEAST
NORTHEAST
SOUTHEAST
SOUTHEAST
SOUTH
GIVE SHERBET TO CATERPILLAR
CUT RIGHT SIDE OF MUSHROOM
WITH KNIFE
NORTH
NORTHEAST
UP
WEST
TIE LINE TO LIMB
DROP LINE
EAST
DOWN
NORTHWEST
SOUTHWEST

NORTHWEST
NORTHWEST
NORTHEAST
NORTHWEST
WEST
SOUTHWEST
SOUTHWEST
SOUTHWEST
GET CARD
NORTHEAST
SOUTHEAST
UP
GET TUB
EAST
GET CHEST
SOUTH
FOLD NAPKIN
GET NAPKIN
EAST
GET SACK
WEST
SOUTH
WEST
SIT ON TABLE
ASK DORMOUSE ABOUT HARE
EAT CHUNK
GO ON TEAPOT
EAT CHUNK
ENTER TEAPOT
GET CARD
EXIT TEAPOT
WAIT
WAIT
WAIT
WAIT
WAIT
WAIT
WAIT
WAIT
WAIT
EAST
NORTH
NORTH
WEST
THROW STICK
GIVE STEAK TO DOG
GET KEY
EAST
EAST
NORTH
GO TO THE PALACE

NORTH
SHOW PASS TO GUARD
GIVE PINK GLOVES TO RABBIT
GIVE FAN TO RABBIT
GO TO PALACE KITCHEN
ASK CHEF ABOUT PAPER
GIVE BREADCRUMBS TO CHEF
GIVE LARD TO CHEF
GIVE SUGAR TO CHEF
DOWN
UNLOCK DOOR WITH ANCIENT
KEY
GO TO CENTRAL HALL
GET HOOK
GO TO TREEHOUSE
(yes you do want to continue)
WEST
DOWN
OPEN SACK
WEAR BLUE GLOVES
PUT HEDGEHOG IN SACK
CLOSE SACK
FIX HOOK TO TRAPDOOR
OPEN TRAPDOOR
DOWN
NORTH
GET BOTTLE
GET WEDGE
NORTH
UP
GIVE GREEN BOTTLE TO CHEF
GET STEAK
EAST
SOUTH
EAST
EAST
SOUTH
SOUTH
SOUTH
SOUTH
SOUTH
WEST
WEST
EAST
EAST
NORTH
NORTH
EAST

NORTHWEST
UNLOCK DOOR WITH SILVER
KEY
EAST
NORTHEAST
SOUTHEAST
SOUTHEAST
NORTHEAST
SOUTHEAST
SOUTHEAST
SOUTH
CUT RIGHT SIDE OF MUSHROOM
WITH KNIFE
GO TO QUEEN'S BEDROOM
OPEN QUEENSIDE DRAWER
GET KEY
GET CARD
GO TO OLD TREE
(yes you do want to continue)
NORTH
OPEN TINY DOOR
EAT CHUNK
ENTER TINY DOOR
SOUTH
WAIT
WAIT
WAIT
HELP GARDENER
SOUTHWEST
SOUTHEAST
WEST
DOWN
WAKE GRYPHON
NORTHEAST
NORTH
EAST
NORTHWEST
NORTHWEST
NORTHWEST
NORTHEAST
UNLOCK DOOR WITH WOODEN
KEY
NORTH
EAST
NORTH
NORTH
EAST
UNLOCK 10 LOCKER WITH 10
KEY
OPEN 10 LOCKER



GET 3 KEY
UNLOCK 3 LOCKER WITH 3 KEY
OPEN 3 LOCKER
GET CARD
GET 7 KEY
UNLOCK 7 LOCKER WITH 7 KEY
OPEN 7 LOCKER
GET BOOTS
WEST
WEST
WEST
SOUTH
TURN HANDLE CLOCKWISE
GO TO TREEHOUSE
DOWN
SOUTHWEST
SOUTH
CUT LEFT SIDE OF MUSHROOM
WITH KNIFE
NORTH
NORTHEAST
NORTHWEST
MOVE BRICK WITH KNIFE
GET CARD
SOUTHEAST
UP
WEST
DOWN
GET CARD
UP
EAST
DOWN
SOUTHWEST
NORTHWEST
NORTHWEST
NORTHWEST

FIX WINCH HANDLE TO WINCH
GET ROPE
TIE ROPE TO JUG
DROP ROPE
TURN HANDLE CLOCKWISE
TURN HANDLE ANTICLOCKWISE
GET ROPE
UNTIE ROPE
DROP ROPE
GET JUG
GO TO BACK GARDEN
SEARCH HEAP WITH FORK
GET CARD
GO TO WALLED GARDEN
GO TO PALACE KITCHEN
GIVE TREACLE TO CHEF
GIVE FLOUR TO CHEF
WAIT
CATCH KEY
EAST
UNLOCK CRYSTAL CHEST WITH
CRYSTAL KEY
OPEN CRYSTAL CHEST
GET INVITATION
GO TO BATHROOM
OPEN CABINET
GET LENS
DIP BRUSH IN REMOVER
GO TO OBSERVATORY
DROP CHEST
GET CARD
STAND ON CHEST
OPEN CASE
PUT SMALL LENS IN SMALL
END
PUT LARGE LENS IN LARGE END

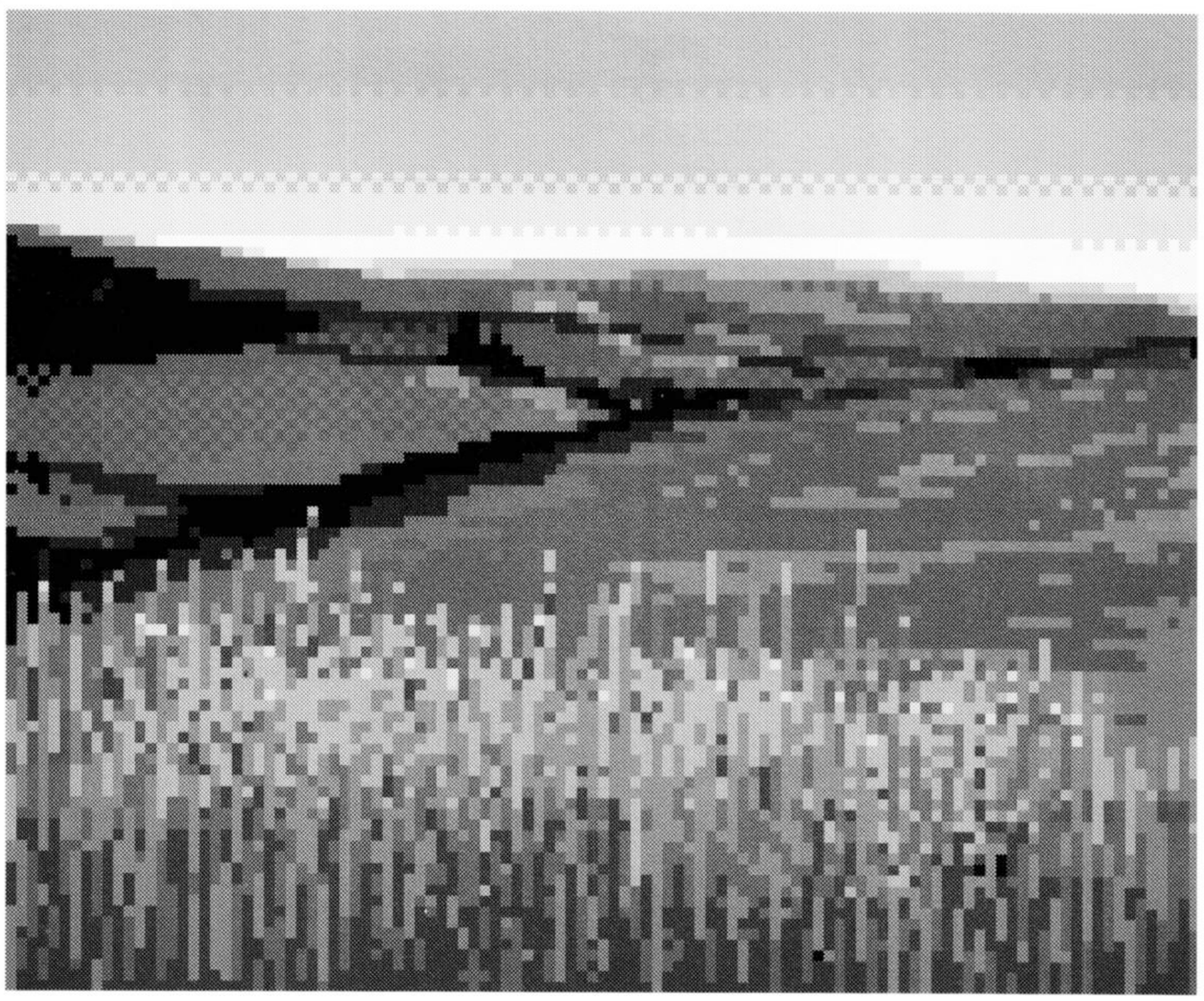
LOOK THROUGH TELESCOPE
CLOSE LEFT EYE
TURN TELESCOPE
LOOK
GO TO PALACE KITCHEN
GO TO TREEHOUSE
PUT HAND IN HOLE
GO TO RABBIT'S BEDROOM
DIP BRUSH IN WHITEWASH
PAINT EGG
GO TO ELM TREE
OPEN QUARTZ BOTTLE
DRINK POTION
PUT EGG IN MOUTH
WAIT
PUT EGG FROM MOUTH IN NEST
WAIT
WAIT
WAIT
WAIT
WAIT
WAIT
WAIT
WAIT
EAT CAKE
GET FLAMINGO
WAIT
WAIT
WAIT
GO TO PALACE GROUNDS
SOUTH
REMOVE SLIPPERS
WEAR BOOTS
SOUTH
GET CARD
SOUTH
SHOW INVITATION TO GUARD
WAIT
WAIT
WAIT
SHOW INVITATION TO GUARD
WAIT
WAIT
WAIT
SOUTHWEST
WAIT
OPEN SACK
DROP HEDGEHOG
HIT HEDGEHOG WITH FLAMINGO
SOUTHEAST
HIT HEDGEHOG WITH FLAMINGO
GET CARD
NORTH
NORTHEAST
NORTHEAST

NORTHWEST
DROP BOOTS
NORTH
EAST
NORTH
NORTH
WEST
SOUTH
STAND ON QUEEN'S THRONE
EAT CHUNK
PULL BELL PULL
SOUTH
GET KEY
GET CARD
NORTH
NORTH
EAST
SOUTH
SOUTH
EAST
GIVE SUIT TO TAILOR
EXAMNE CHEF'S OVERALL
GET KEY
WEST
NORTH
NORTH
SHUT DOOR
LOCK DOOR WITH RED KEY
WEST
WEST
NORTH
WEST
UNLOCK DOOR WITH PANTRY
KEY
NORTHWEST
GET TARTS
SOUTHEAST
WAIT
WAIT

Choose one from this list that comes before your accuser each time.

6 OF DIAMONDS
2 OF DIAMONDS
JACK OF DIAMONDS
10 OF DIAMONDS
QUEEN OF DIAMONDS
7 OF DIAMONDS
9 OF DIAMONDS
4 OF DIAMONDS
3 OF DIAMONDS
8 OF DIAMONDS
5 OF DIAMONDS
ACE OF DIAMONDS
KING OF DIAMONDS

Now it's time for tea....



Z-OUT

Rainbow Arts

Z

It has been over a year since the *X-Out* attack squad managed to defeat the enemy forces based on the Alpha Centauri moon, halting the invasion of Earth just in time. The celebrations were pretty short-lived however, because the surveillance teams in deep space have spotted a mass of military activity on the surface of the enemy's home planet.

Since the battle must be fought on the enemy's home soil, a more powerful combat system will be needed to break down their defenses. The technicians have come up with new technology for your ship, including a more powerful weapon system which can bolt on weapons dropped by enemy troops. The battle can be fought either as a one-man 'skin of the teeth' run or by a team of two fighters, combining weaponry and strength to smash the alien defenses.

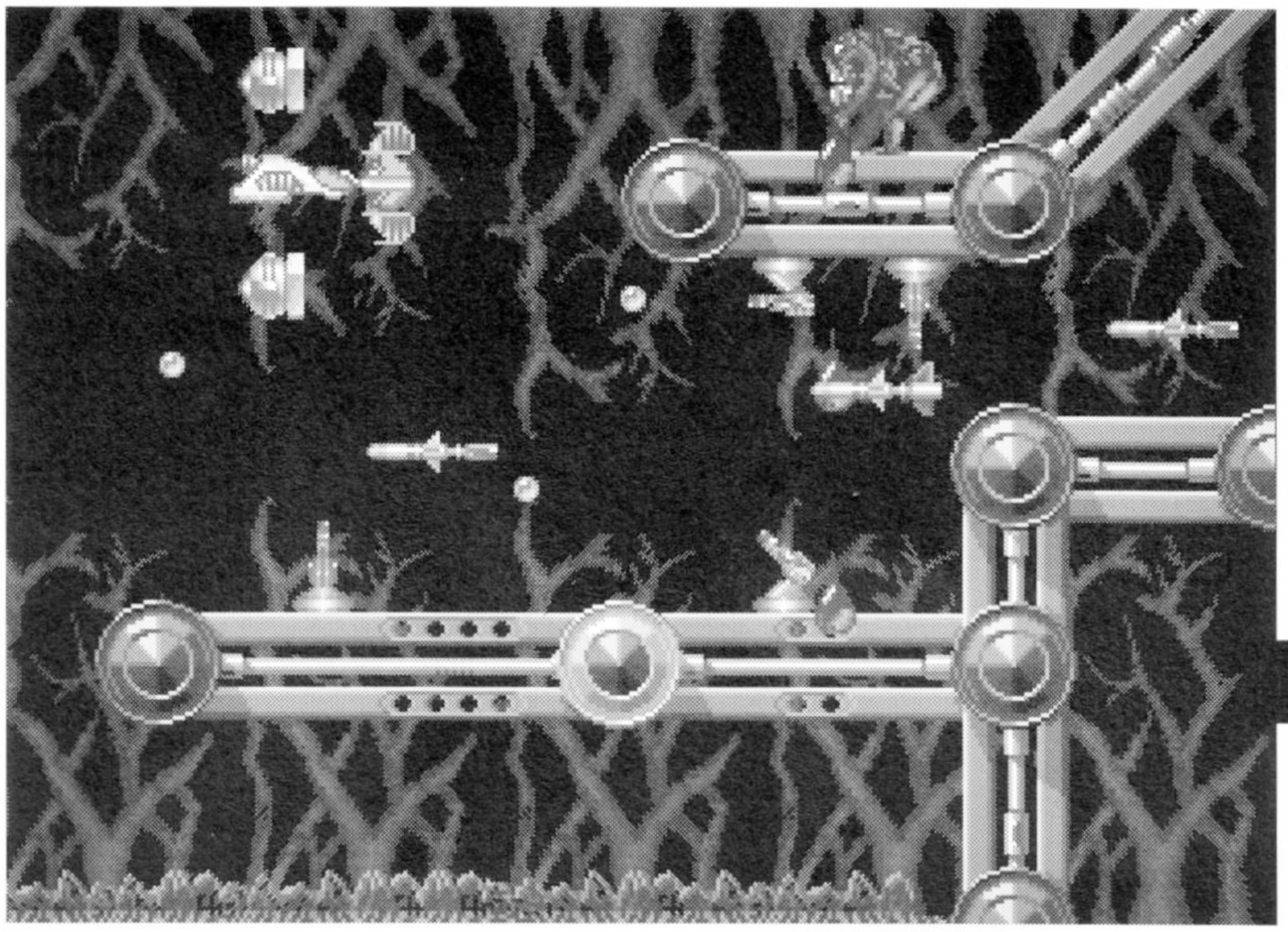
The problem with many sequel games is that they end up being far too similar to the original to be impressive, but *Z-Out* improves on the standard set by its predecessor to a huge degree. The graphics and sound are without doubt arcade quality, combining superb metallic structures and ships with very organic-looking scenery. Fortunately there is enough gameplay to back up the impressive appearance. The control is fluid and responsive, so that when you die there is no-one to blame but yourself! *Z-Out* is quite possibly the best scrolling shoot-em-up on the Amiga and, taking the competition into consideration, that's saying something.

AMIGA FORMAT RATING - 90%

HINTS

I know, I know. You think you're hard when you start but when it comes to the end of level baddy you just can't hack it. Well here is a cheat to help you through.

Start playing the game as normal and hold down the J and K keys. You will now be furnished with infinite lives. If you still can't beat that end of level baddy, then hold down the J key and press 1 to 8 to skip levels.



Z



At the Back of the Class

"YOU BOY! SEE ME AT THE END!"

Think back to when you last took an exam and the paper came back with a mark of less than 40%. There was bound to have been some snide remark scribbled on the top of the page telling you to do better. Sometimes a similar thing happens with computer games. The odd under-achiever creeps in from time to time and has to suffer the wrath of the *Amiga Format* reviewers. Here are a few of the games which fall somewhat short of the mark...

EMLYN HUGHES ARCADE QUIZ

Audiogenic



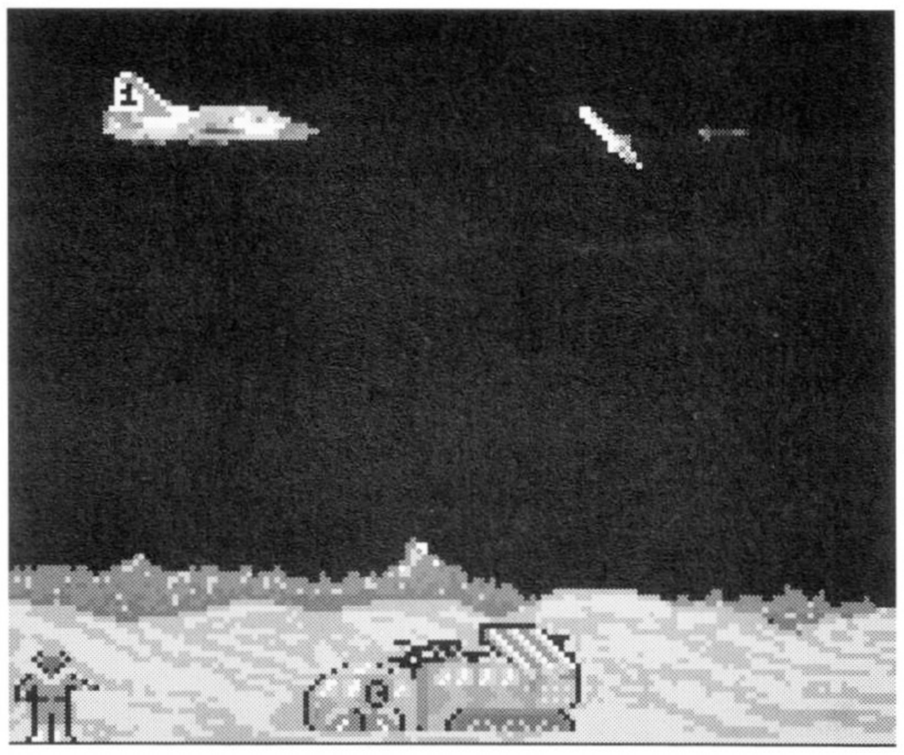
What a completely useless idea this is! *Emlyn Hughes Arcade Quiz* is a simulation of a bar trivia machine. You have to make your way along a path answering questions and picking up money on the way. Get a question wrong and you are slowed down. Let the scrolling catch up with you and you lose the game.

The game is a pretty accurate rendition of a bar trivia machine, even down to the horrendous jingly music and sound effects. The thing is that the whole point of playing bar trivia machines is to try and win the money. What is the point of playing a version on your computer that doesn't give any prizes? None at all.

***AMIGA FORMAT* RATING - 38%**

PROTECTOR

Pocket Power



If the cameramen from the TV show *Network 7* had filmed the action in *Defender* it would have looked like this. The strange scrolling, slow action and gaudy graphics make this one of the worst *Defender* clones available. It plays even worse than the broken coin-op with no joystick and half a screen down the road. You'd be well advised to keep your money away from this one, but if you definitely want a budget shoot-em-up, you're best off going for the re-released *StarRay*, one of the best *Defender* variants available on the Amiga.

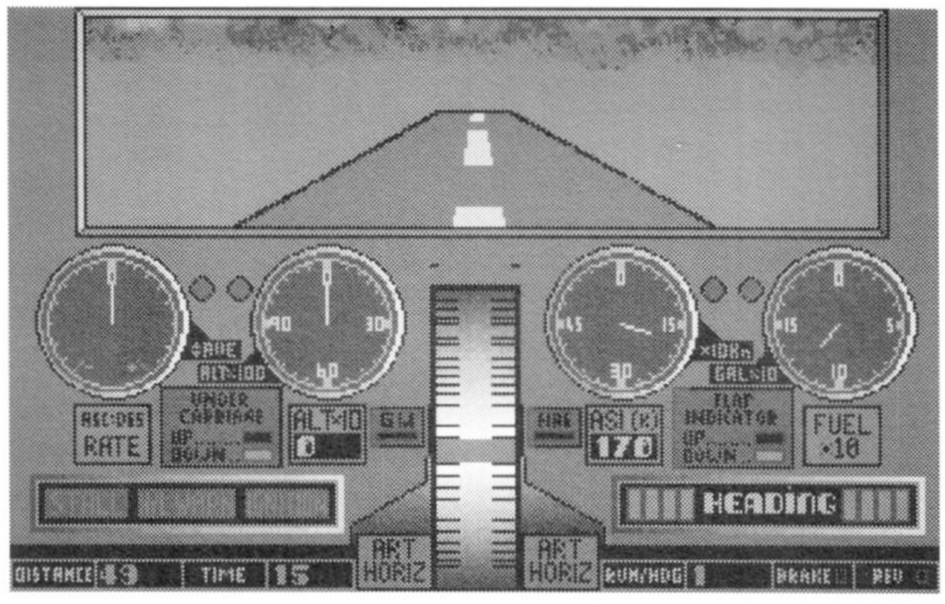
***AMIGA FORMAT* RATING - 13%**

FLIGHT PATH 737

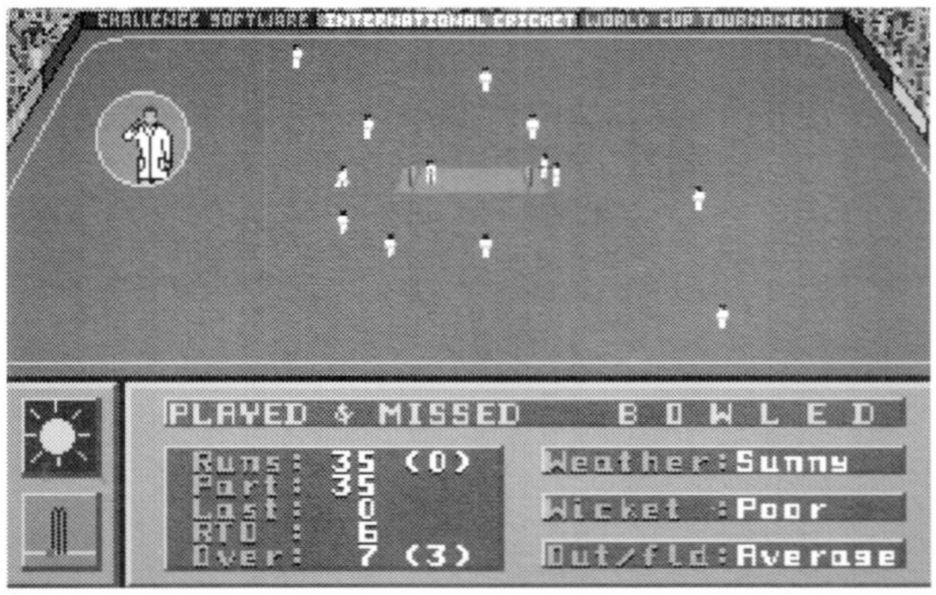
Pocket Power

In order for a flight simulation to be worthwhile, it has to either contain some exciting aerial antics or accurately represent controlling an aeroplane. Unfortunately *Flight Path 737* doesn't feature any death-defying manoeuvres and is as close to flying as sitting in the cellar with the light off. There isn't even anything to shoot at! Granted that most flight sims cost upwards of £25 and this will only set you back three quid, but you can get blank disks a lot cheaper than that after all! A flight sim which doesn't simulate flight... what a novel idea!

***AMIGA FORMAT* RATING - 10%**



ROBIN SMITH'S INTERNATIONAL CRICKET
Challenge



Imagine a cricket match played with a football by badly made Lego men. Got it? Well that just about describes *Robin Smith's International Cricket*. The poor graphical representation of the match action is made to seem even more ridiculous by the fact that you don't actually do much to affect the game. You choose your players, select a playing style, go to the match and... well... that's about it. All you do now is watch the sprites wibble around for a while. If you're not a serious cricket fan, then this game will appear very boring. If, on the other hand, you love the sport, you'll find this game only moderately dull.

***AMIGA FORMAT* RATING - 35%**

SIRIUS 7
CRL



Shoot-em-ups should have swish graphics, powerful sound effects and frantic gameplay in order to grab your interest. Unfortunately, *Sirius 7* has flat, repetitive scenery, small, indistinct sprites and weedy spot effects. But has it got the frantic gameplay? Er... no. You have so many bullets that all you have to do is twitch the joystick from side to side every 10 seconds or so. Completing the game is more a matter of patience than skillful playing. Holding your finger away from the power switch long enough to see the end sequence is harder than actually beating the enemies.

AMIGA FORMAT RATING - 24%

WILDLIFE
MD Production



A couple of years ago, a variant on the *Operation Wolf* theme appeared, with you taking pictures of animals and shooting poachers. *Wildlife* is basically the same game except with less gameplay. The levels are all very easy... as long as you know what you're supposed to be shooting at - a point which is never actually made clear. You can't look at the pictures you take either, which makes the whole exercise a little pointless. Lack of originality and gameplay is a combination that would make any game a chore and *Wildlife* has just this recipe.

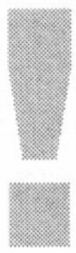
AMIGA FORMAT RATING - 31%

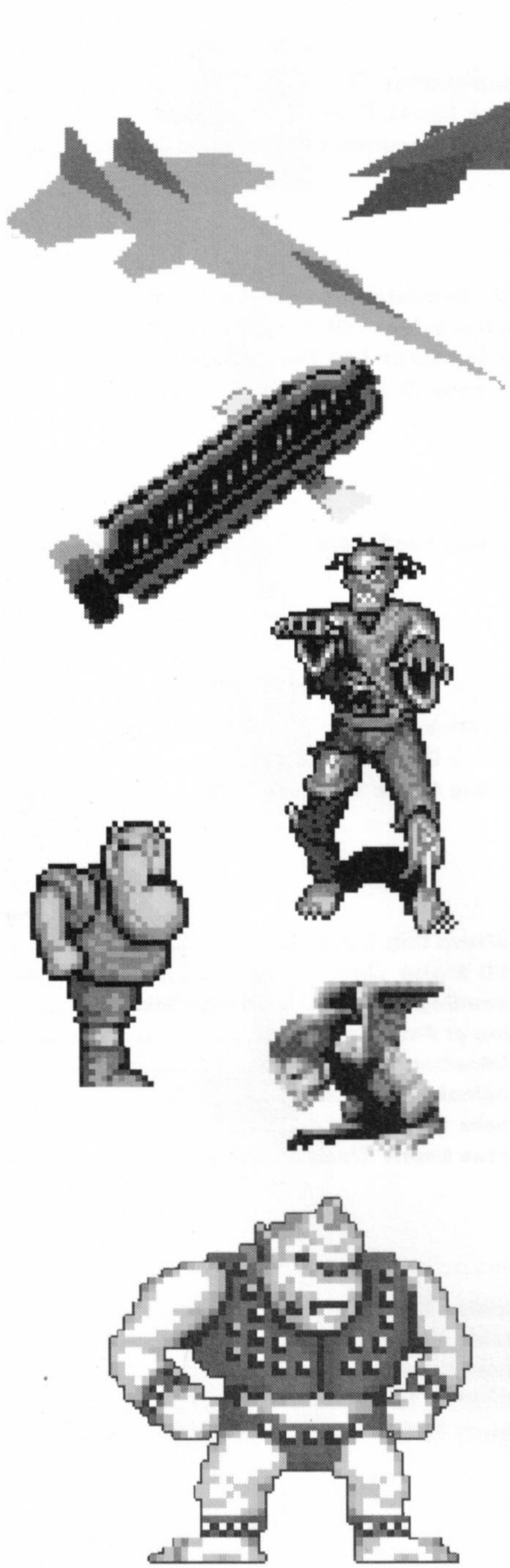
THAI BOXING
Pocket Power

In yet another budget fiasco, Pocket Power present one of the shoddiest beat-em-ups to appear on the Amiga. The graphics are extremely rough, looking worse than just about any 8-bit combat game you can think of, and the controls are ridiculous. If your fighter turns around, the controls don't swap over, so you need to reverse all the controls to get him to do what you want! Getting beaten up for real would be as much fun as playing this.

AMIGA FORMAT RATING - 16%







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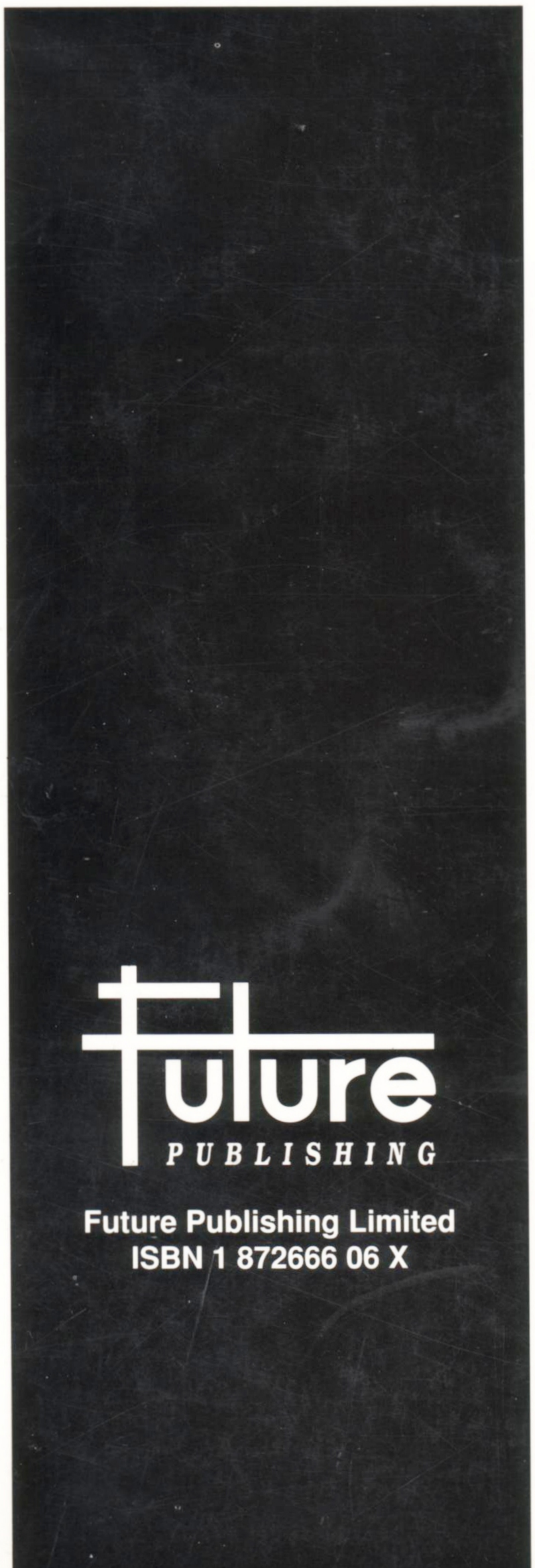
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