A FUTURE BOOK

SCREEN PLAY



AMIGA FORMAT

Your comprehensive collection of unmissable tips and informative mini-reviews of Amiga games

WRITTEN BY
MAFF EVANS

OVER 100 GAMES!

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This book would have been done a hell of a lot quicker if it
wasn't for the constant interruptions of one James Leach.

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All tips are assumed correct, but any problems cannot be dealt with either by correspondence or telephone enquiries. Sorry!

INTRODUCTION

Welcome to the Amiga Format Screen Play book. What you are reading is the most comprehensive collection of Amiga game reviews, hints, tips cheats and maps ever compiled into one publication. But what use is such a compendious tome? Well, working on the Game Busters section of Amiga format, I often receive letters and phone calls with such pleas as 'Can you tell me how to get infinite credits on Elite' or 'You know the game Operation Stealth...'

Obviously these kind of enquiries can't be fully answered over the phone and sending out stacks of letters to everyone who's stuck on a game is, quite frankly, impossible. So it seemed like a sensible idea to put together the answers to all these problems in one place. After weeks of researching, writing, screen-grabbing and design, the result is Screen Play.

So if you want to have a look at a potted history of Amiga games or are just stuck on a particular game, then use Screen Play for enlightenment! Enjoy your gaming.

Maff Evans

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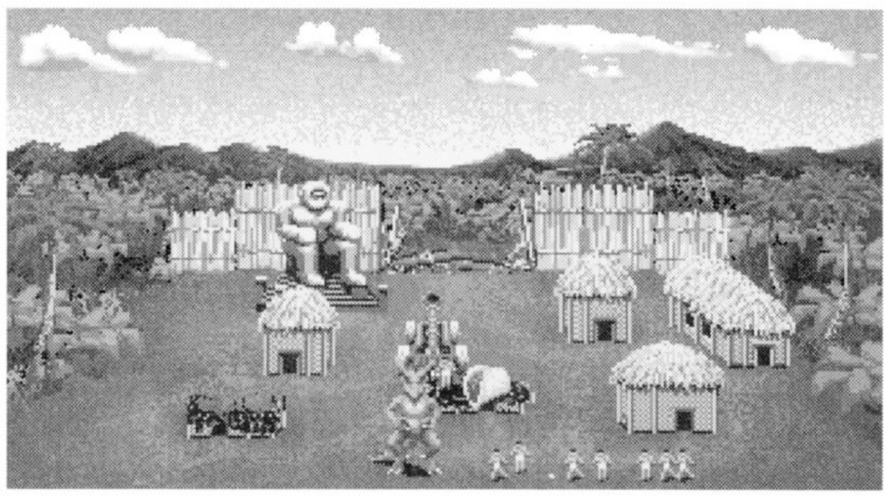
Aaargh!
APB
Arkanoid
Austerlitz

A

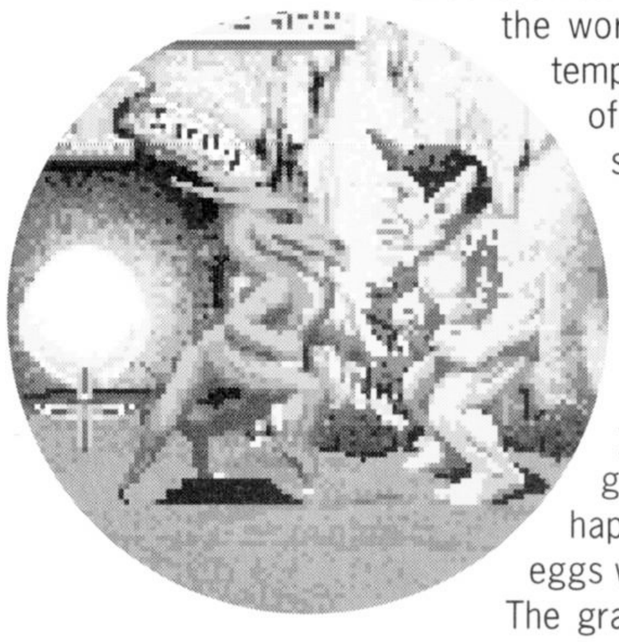




AAARGH!

Melbourne House

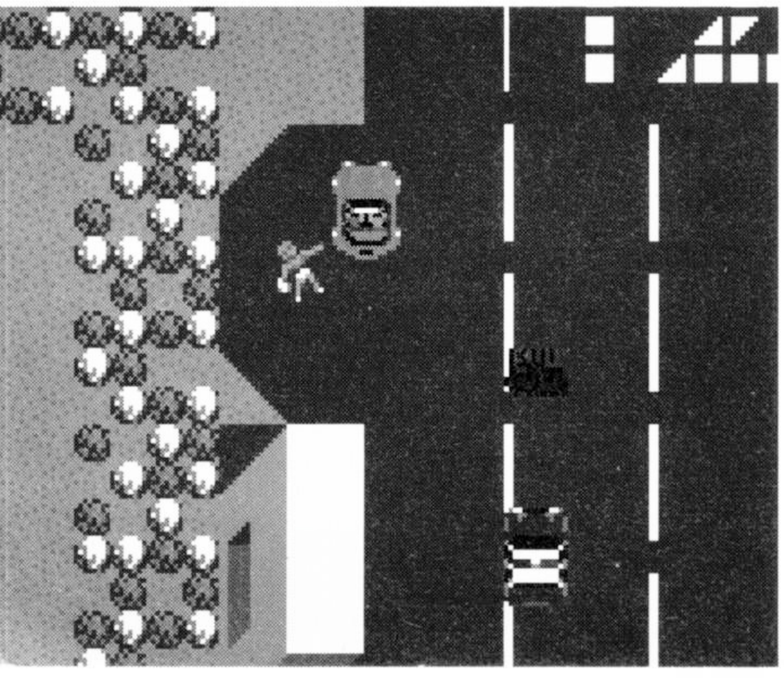
I thought it would be nice to start off with a quick look at the past. *Aaargh!* was one of the first games to show off the Amiga's graphics. The game features you as a big nasty creature – either a horned Cyclops or a fire-breathing Lizard with a vicious whipping tail – going around smashing up various buildings around around the world, from Western forts to Japanese temples. The object of your quest is a set of giant eggs, which the humans have stolen from the sacred temple. You must smash the buildings and trample the people attacking you until an egg is found, at which point you must fight the other creature to win the prize. Once you have collected all the eggs, you can enter the temple. However, the guardians of the temple are not too happy about anyone coming in after the eggs were stolen, so it's quite a battle.



The graphics and sound of *Aaargh!* are quite neat. Watching the creatures eat the little people is pretty amusing! Once the novelty of the impressive appearance has worn off, however, what you're left with is a pretty basic game. It's not that difficult to beat and once you have, there's precious little to drag you back for more.

HINTS

Just a quick one to start with. When you're fighting the creature for the egg, just keep punching non stop, and you'll never lose. Don't try any other move, or he'll get a quick poke in and knock you flying.



APB

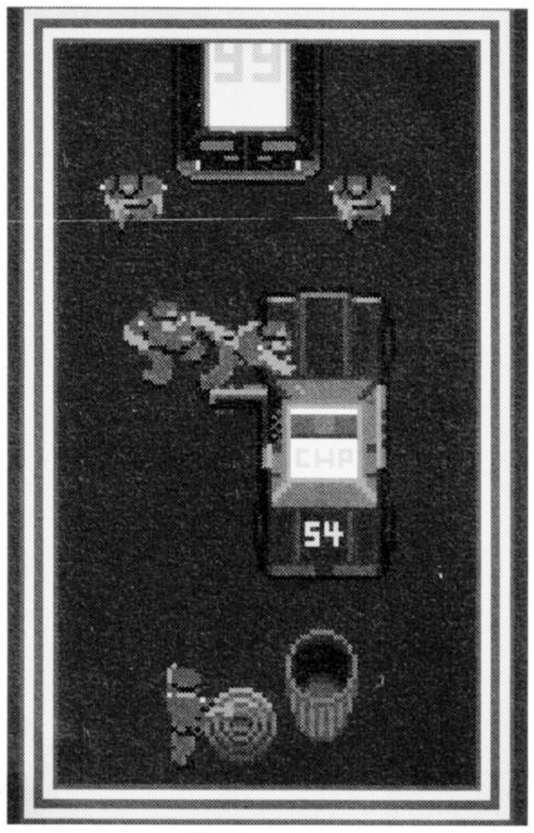
Domark/Tengen

As the Sergeant would say, 'Hnnuur, huur, hur, hnn, hurr'.

If this doesn't make any sense to you, then you've obviously never played the *APB* coin-op. You play Officer Bob, a harassed and overworked traffic cop. You must travel around the streets in your patrol car looking for felons to arrest – these include litter louts, drug peddlers and cantankerous cab drivers who are a bit too heavy on the car horn for most people. Bob must drive up and nick them with his siren wailing to meet his daily quota, while also looking for broken down drivers in distress to pick up and ferry to safety.

Occasionally, Bob is given the task of hunting down a dangerous criminal. He must locate them on the streets and drive them off the road before dragging them down to the station to beat a confession out of them – 'Oh, 'e just fell down the stairs guv'.

The graphics and sound of this conversion are very close to the original coin-op, from the neat little animations as Bob is fired (again) to the superb mumbling speech of the sarge (hnnr hrr). The control is a little tricky at first – it's all too easy to concentrate on the siren too much and sail off the road into the bushes – but it doesn't take too long to get to grips with, especially if you've played the coin-op. Even though it's a simple idea, *APB* is one of those fun games that will have you playing and chortling for a good few games.



***AMIGA FORMAT* RATING – 81%**

HINTS

Fed up of toddling around pounding the same old beat? Then try this little tip. If you press the fire button and push forward on the joystick while the music is playing, you can start playing the game on any of the 16 levels. Now get out on those streets...

ARKANOID

Discovery International/Ocean

Everyone thought that *Breakout* was dead, but Taito proved everybode wrong by coming up with the *Arkanoid* coin-op. The game's plot places you as a poor space traveller who has been trapped by the evil Doh in a strange realm comprising of a series of rooms filled with coloured bricks. You must control your capsule to hit bouncing balls at the bricks to clear them away before you can exit the level.

Occaisionally, a brick will drop a lettered capsule which effects your craft – adding side-extensions, adding laser guns or even turning it magnetic. You must break

through 31 levels before you can reach the final room and battle with the evil Doh himself and escape.

it just goes to show how you can mutate an old idea to produce something new and inventive. *Arkanoid* has well-drawn graphics and arcade-style effects, and features some very addictive gameplay. The conversion is very close to the coin-op and manages to retain the intriguing spark that makes it great fun to play. It may be getting a bit long in the tooth now, but if you've never seen it it's worth looking out for – and it'll be cheap now!

HINTS

If you've got the original version released by American company Discovery International, then try this cheat: Select the level you want to start on and press Space. Now type DSIMAGIC and start the game by pressing Space. A capsule should fall down with DS written on it. Pick it up and press one of the following buttons for a special effect:

D – Disruptor (splits ball into three)
L – Lasers
S – Slow ball
E – Expanded bat
B – Breach (sends you to the next level)
C – Catch ball
F – Confront guardian

If you've got the more usual version from Ocean, then press F3 rather than F1 to start a one player game, and F4 rather than F2 for two players. You will now be able to access another 33 levels not featured in the coin-op.

AUSTERLITZ
PSS

Have you ever wanted to step back in time and pit yourself as a General heading a historic army into battle? Well you can, thanks to PSS and their simulation based on the conquests of Napoleon.

The scene is Austria on December 2nd 1805. Napoleon's Grand Arnee have called off the planned invasion of Britain due to the threat imposed by the Third Coalition, comprising of Austria, Russia, Britain and Sweden. The French forces have managed a set of decisive victories on the Austrian battlefields and are set for another confrontation with the Austro-Russian forces. You can play either as Napoleon or Czar Alexander I, viewing the battle from a commander's-eye view above the battlefield. You must gather information from your officers and plan suitable manoeuvres to outwit the enemy, commanding your troops by a series of orders ranging from the vague to the incredibly complex.

Austerlitz continues in the same vein as PSS' previous success, *Waterloo,* with an impressive 3D view over the battlefield to portray the action. The effect of overseeing the battles from a hill is very well done – and there's even an option of watching the cannons fire, which is a nice touch. There is only one scenario to play, but it's incredibly tough to beat, even for dedicated wargamers, If you're a novice at this kind of thing, then you won't get much enjoyment out of this simulation, but if you're a spooky military head, you'll love it!

***AMIGA FORMAT* RATING – 91%**

HINTS

This superb wargame may be giving novices a few problems so take some advice from a veteran:

General Hints

1. Before you can get very far into the game you must understand the ordering system. A handwritten order is dispatched by a rider who takes it to the relevant corps commander while (hopefully) avoiding the enemy and any routing units. If received, orders are not carried out immediately – relevant commanders must be informed and their units may be several miles from the HQ. You may never know if your orders reach their destination or if they are misunderstood down the chain of command.

2. It is a good idea to ask for battle reports every 1/2 hour or so, especially from units which are heavily engaged. The corps commander will normally send a couple of messages with the rider who returns his combat reports, giving information concerning the status of his men. Even if the news seems irrelevant, you will learn more about how your troops are doing than if the corps commander only seldom sends a report.

3. Artillery is precious and should not be wasted. Royal Horse Artillery can move very fast – they can shell one target and abruptly change location to shell another. Move your artillery to high ground as soon as possible where it has a clear field of fire all around and is difficult to dislodge.

4. Do not try ordering units which are disordered or routing because they will ignore you. Routing units usually retreat away from the enemy, but can blunder into deadly artillery fire. Beware if they pass near your HQ because several important riders may be caught up in the rush and killed. Routs are worse than disorders and routing units may become disordered before they rally and can be ordered again. Keep a unit out of battle for a while when it rallies and when engaged, ensure allied units are ready to give support if necessary.

5. Surround stubborn enemy units instead of assaulting them head-on. This will ensure that no messages leave or reach the unit and it is completely isolated making it easier to destroy.

6. It is possible for 'Blitzkrieg' tactics to succeed. Your cavalry, while being supported by horse artillery, can penetrate the enemy lines. When the enemy is sufficiently weakened, he can be routed by the slower moving infantry and foot artillery units.

Hints for Napoleon

1. Davout's corps are several miles from the HQ and your riders will take time to reach him. He, with Merle, Fery and Margaron, are in danger of being cut off from the rest of the army. Order these corps as soon as possible or they will form a defence line and retreat if they can't hold ground.

2. Trielhard's divisions can form a rearguard to replace lost or routing units. At the end of the day, they can be used to charge the enemy off the field when he's weak.

3. Reinforce Lannes as he prepares to repel the attacks of Bagration, two miles to the east. He is heavily outnumbered with his 16 units facing Bagration's 24 and although an offensive line will need more men, he can defeat Bagration with minimal casualties when defending, especially on rough ground.

4. Girschkowitz, Puntowitz and Schlapanitz are usually the scenes of fierce battles so try to hold them if you can. Your troops can later regroup here. Remember, the terrain favours a defensive stance.

Hints for Alexander

1. The Austrian militia under Kollerwrath are poor quality and can be relied on to rout very easily. However, they are good cannon fodder and can be sacrificed to hold off artillery fire while you attack the enemy elsewhere.

2. Bagration is in a prime position to attack the northern French flank and if he advances fast enough (by smashing Lannes' corps) he can be a serious threat to the enemy HQ. Napoleon may even have to move the HQ further from his troops and waste valuable time reinforcing Lannes' troops.

3. You have enough forces to split the French army in half, possibly at Kobelnitz. If this is achieved, communications will be cut because all the riders trying to barge through your troops will be killed. Napoleon must now either send his riders on a long detour or try to break through your troops, both of which will be costly and time consuming. During this period the French commanders will use their own initiative and (hopefully) launch unsuccessful and uncoordinated attacks. It's doubtful the French can now recover the position.

B

Barbarian
Batman
Batman
the Movie
Battlehawks
Battle Squadron
Beach Volley
Bloodwych
Bombuzal

BARBARIAN
Psygnosis

Barbarian was one of the first games to appear from the Psygnosis stable, and set them up as the leader in the field of 16-bit graphics.

The story behind the game tells of a young warrior named Hegor, who returns home to his native village to find that an evil Necromancer has murdered his father. Hegor decides that he will avenge his father's death, and so sets off, sword in hand to kill the Necromancer.

The game takes the form of a horizontal hack 'em up. Hegor is controlled by a series of icons at the bottom of the screen, which allow the hero to walk, run, jump, kick and hack with his sword. Hegor must travel via a series of 'flick-scrolling' screens deep into the evil master's underground lair, destroying his servant creatures as he goes, until the final conflict with the demon himself.

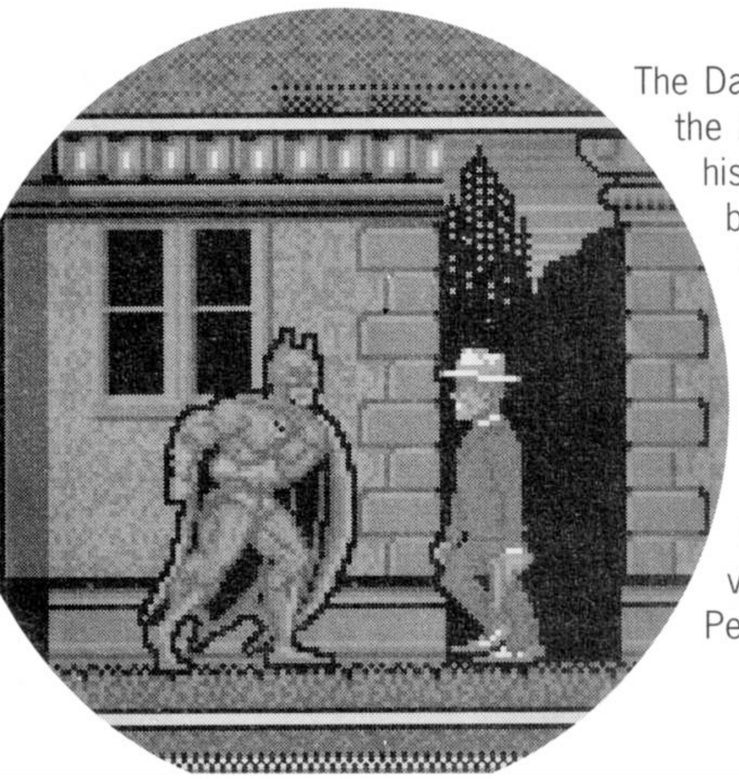
The most obvious thing about *Barbarian* is the superb graphics. Hegor is extremely well animated, with quite an array of movements to perform as he travels along. The control method is a little strange at first – especially for a game of this type, but it soon becomes easy to use. Unfortunately, the gameplay is pretty uninspired, just being a basic walk, hack, walk, hack game with some pretty pictures. Still, Psygnosis have come a long way since then, but it's interesting to take a look into their past!

HINTS

If you want to gain invincibility on this strange beat 'em up, then enter the fourth of August '59. What? Don't follow me. Well let me explain...

Load the game as normal, then press '0', then '4', then '-', then '0' again, then '8' and then '-' once more. Now press '5' then '9' and Hegor's invincible! Geddit? 04-08-59!

BATMAN – THE CAPED CRUSADER
Ocean



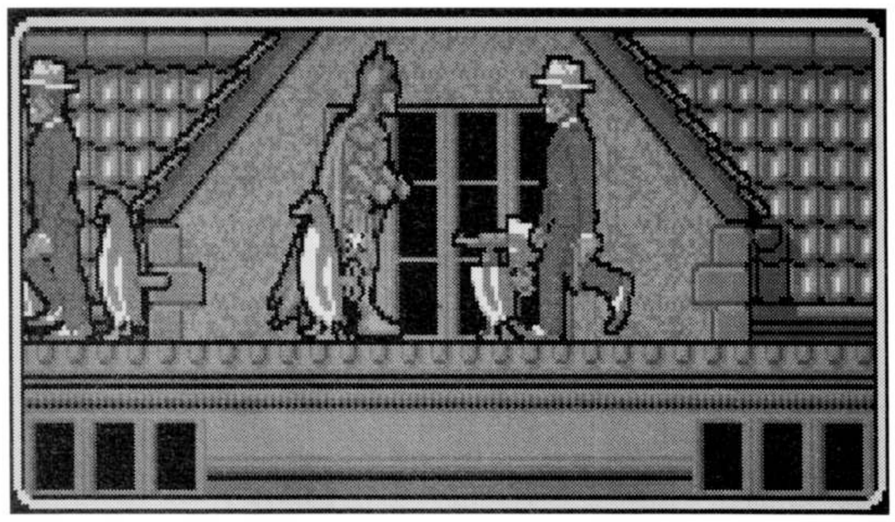
The Dark Knight made his first appearance on the Amiga not after Michael Keaton put on his rubber suit and took to the big screen, but in a more comic-orientated guise with *Batman – The Caped Crusader.*

The game is an arcade adventure which comes in two parts. Both involve the shadowy hero wandering through various locations, picking up and using various items to get through some of Gotham's darker regions in an attempt to vanquish two of his enemies – the Penguin and, of course, the evil Joker.

The superbly drawn and coloured sprites combined with the atmospheric backgrounds and a system of cartoon style 'frames' give the game a comic-book feel, which is perfect. The gameplay matches up to the attractive graphics, giving Batman fans an opportunity to get inside two of their hero's adventures. Despite the success of the movie license, Ocean's previous masterpiece should not be overlooked.

HINTS

Here is the complete solution to the Penguin adventure 'A Bird in the Hand'.



Move right, pick up the disk and carry on right to the end of the corridor. Go down through the door, continue right and collect the key and badge. Move left until you get to the spanner, pick it up, use it and then drop it. Continue left and pick up the grenade, then go right and up through the door. Go right until you reach the room captioned 'Insert the disk', at which point you should use the disk (what a surprise). Go up through the door and leave the cave.

Move right until you get to the ladder and climb it. Collect the banana to eat later to restore flagging energy.

Return to street level and go right. Show the badge to the policeman when you meet him, then continue right to collect the Batrope. If you hit the Penguin's men eight times with the Batarang they will drop a packet of crisps which you can eat to restore your energy.

Go left and collect the sweet (which, like the banana, will restore your energy). Carry on left and climb the ladder, then carry on left until you get to the torch. Pick it up and go back right to the ladder. Return to street level and go right. Collect the trainers and carry on to the warehouse ladder. Climb the ladder and go right until you get to the door. Use the key, then drop it and enter the warehouse.

Go left to the end of the corridor, then through the door. Pick up the magnet and go right and up through the door. Move right until you get to the room called 'Shadows Everywhere' and go through the door. Go left and collect the bread, then right until you reach the dead end. Use the grenade to blast the wall and go up through the door. Go right, up through the door, then carry on to the end of the corridor and through the door. Continue

right until you get to the room called 'Getting You Down' and use the Batrope. Walk left and collect the lift key, then use the trainers.

Move right and up through the door, go right and then down through the door. Go left and down through the door and use the torch. Go right, up through the door and left, collecting the dart. Now go back to the place where you landed when you dropped down on the Batrope and use the lift key on the lift. Drop the key, go through the door and along the corridor until you reach 'Shadows Everywhere' again.

Go through the door, then left and throw the dart at the dartboard. Pick up the passcard, leave the warehouse, go right and return to street level.

Go right and stop at the screen called 'Clue: Pass it on', using the passcard to enter. Go left and up through the door, collect the key and leave the room. Go right and up through the second door, then go left and through the door. Go left and up the stairs then right to the end of the corridor. Go through the door, pick up the tape, then go left and through the door. Now go right and through the door using the key. Pick up the disk and go down through the door, then head right. Go through the door and carry on right to collect the trumpet. Then go left and put the virus disk in the Penguin's computer. His plan will now have failed and you will have won!

BATTLEHAWKS 1942

Lucasfilm

'Zero at two o'clock! Get the guns up! Aargh!' Oh, I'm sorry – I'll try to calm down.

Battlehawks is based on the sea battles between the Japanese and Americans during the second World War. You can play as either of the two armies, steering your ships and piloting your 'planes in to attack the enemy positions. The game combines strategy wargaming elements with straight flight combat simulation. You must use all your cunning and nerve to strike the enemy hard – and maybe even rewrite history!

Battlehawks 1942 is one of a number of games based on the antics of World War II fighter pilots. What with Their Finest Hour based on the Battle of Britain and this, you may soon be able to join in your grandad's war anecdotes! Battlehawks stands out in its own right, though, due to the depth of gameplay and the care that has gone into making the graphics as authentic as possible. Being able to look from the opposite forces' view is an interesting idea which adds an extra dimension to an already impressive and playable wargame.

BATMAN THE MOVIE

Ocean

What's the phrase? Ah, yes – 'Don't believe the hype'. But when something is hyped up as the Batman movie, you can't really avoid it! The film was a rather enjoyable romp, and Ocean's license proved to be much the same.

You play Batman in his struggle against the Joker, from the time he is created in the Axis Chemical Factory to the final battle at the top of Gotham Cathedral. The game is a combination of two styles: a platform game for the Factory and the Cathedral, with Batman swinging and climbing from platform to platform trying to reach the Joker, and a 3D driving/flying game with you controlling the Batmobile and Batwing as you skim through the city streets.

The graphics of *Batman* are first rate. The backgrounds evoke the atmosphere created in the film to a tee, and the sprites are extremely close to their comic counterparts. The gameplay is tough, but extremely addictive, keeping you swinging, shooting, driving and flying for hours at a time. The only thing wrong is that the Prince soundtrack isn't in there!

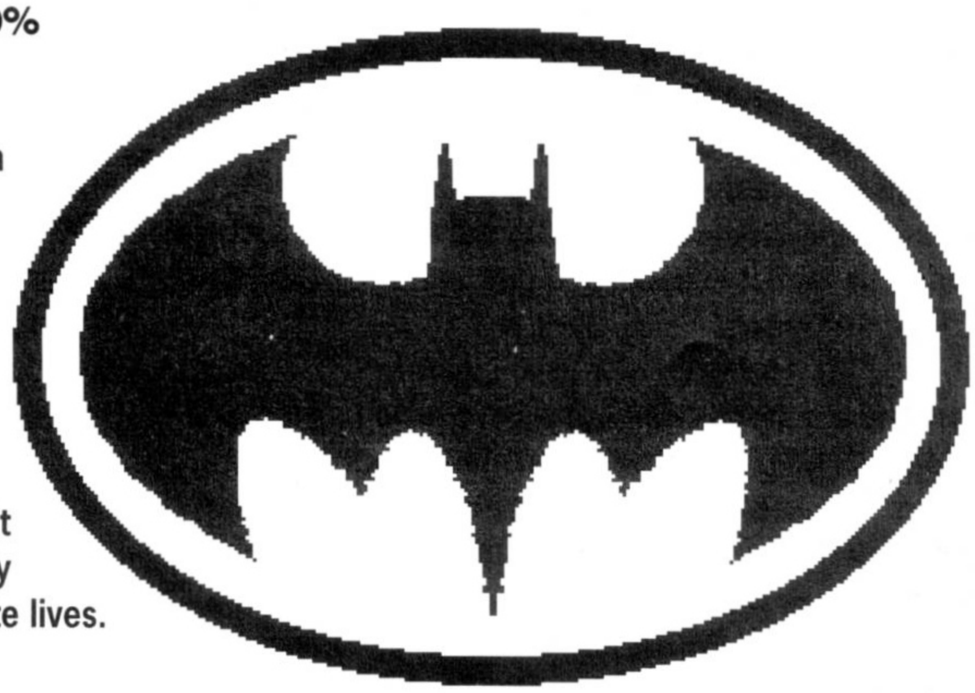
'Looks like we've got a live one!'

***AMIGA FORMAT* RATING – 90%**

HINTS

If a prize to the most received cheat is ever given in Format, then it would have to go to this one! But for those of you who've just got the game as part of a bundle, or even if you just don't know it, here it is:

When the title screen appears with the Joker and Batman facing each other, just type in JAMMMMM until the screen flips upside down. If it doesn't, just keep hitting M until it does – you may have slipped on the keys! You will now have infinite lives. Holy cheat modes! How useful!



HINTS

Flight simulators aren't the easiest things to get to grips with at the best of times, never mind while hordes of enemy planes are attacking from all sides. A player's guide is in order for such a game.

1. One useful thing to know is the promotion levels relating to the missions. Some ranks are only given to certain nationalities, but for the most part they're the same for both Japan and America. The ranks are, CADET, ENSIGN, ACTING LIEUTENANT, LIEUTENANT JUNIOR, LIEUTENANT, LIEUTENANT COMMANDER and COMMANDER.

2. Learn the characteristics of each plane before embarking on combat missions. While Japanese aircraft are generally more manoeuvrable than their American counterparts, they don't have the same sturdy level of protection. Another point to remember is that the KATE torpedo-bomber has no front-firing weapons, so think twice before using this plane.

3. A plane won't necessarily burn up or disintegrate before it crashes into the ocean. Sometimes the pilot can be shot while still flying, so that his vessel will plunge into the Pacific with little apparent damage. Keep a look out for pilots attempting to trick the enemy by faking a crash – the sneaky devils!

4. On attack missions, it is sometimes better to devastate the enemy CAP before beginning your own attack run. Other pilots in your squadron should meanwhile have carried out their own bombing runs and eliminated some of the opposition. If they have, then life should be a lot easier, since damaged ships fire little or no flack. It is better to bomb an undamaged vessel, even if it isn't a carrier, because there is a good chance that ships already on fire will sink anyway. Also, your chances of promotion are much greater if several enemy vessels have sunk or been set on fire.

5. Torpedo hits generally do more damage than dive-bombing, because they hit vessels at a more vital point below the waterline. When torpedoing a ship, try to release the missile at the last possible moment. This will cause the maximum damage and means that the ship has less chance to manoeuvre and dodge the attack. There is a good chance that a ship will sink after just one hit using this tactic, especially if you are using the LONG LANCE type torpedo.

6. Bombers are formidable opponents, since all except the Japanese KATE bomber are armed with front and rear guns. These planes are vulnerable to attacks from the side, but this tactic isn't always possible. Another way to get them is as follows.

Fly behind and slightly below the enemy plane, as their rear guns won't be able to turn far enough to shoot you. Now when you get in range you should be able to pick them off with relative ease. If any planes break away from the formation to get away from your shots, then this will leave them open to a side attack. This technique is difficult to use against torpedo-bombers, as they fly close to the surface of the ocean while attacking.

7. The more explosions occur on the decks of ships, the more chance they stand of sinking. Hanging around blasting the decks of ships increases the possibility of them sinking, so it's a good idea to inflict as much damage as possible on the ships as quickly as you can, then at least one of the ships will have sunk by the end of the mission.

A CARRIER will normally sink after taking three torpedo hits. A BATTLESHIP can be sunk using a single torpedo, particularly if it is launched from close range.

8. If an enemy plane hassles you and causes problems, dive towards the ocean and any nearby ships – even if they're the enemy. You'll have to dodge the flack, but so will any planes attempting to follow you. They'll be so intent on firing at you that they won't avoid the flack and will get it in the neck from their own side!

9. Japanese pilots occasionally attempt kamikaze attacks on allied shipping. This is usually done for a couple of reasons – either they've suffered heavy losses early in the mission or they've missed with all their warheads. Occasionally, the pilot of a badly-damaged plane will aim it at a ship and bail out just before impact. A kamikaze attack causes so much damage that a ship may sink straight away. Tricky, but the squadron leader is often well rewarded. Remember only to adopt this tactic on the 16th ATTACK mission – just before retiring.

10. Here's a way to dive much quicker than usual – useful for getting out of tricky situations. Begin your dive as normal, then switch to the rear gunner. The altimeter will now spin round much quicker than usual until you switch to front view. This also works when objects in the distance seem to take a long time to arrive.

BATTLE SQUADRON

Electronic Zoo

News of a disaster has broken through from Galax Lunar HQ. After thwarting the Barrax Empire's attempt to invade Earth, the two heroes never actually made it back home. Commanders Mayers and Bergin have been kidnapped by a sneak Barrax crew and taken to the fortress on Terrainia.

You play the commander of the Galax Battle Squadron and it is your task to head an attack force to Terrainia in an attempt to rescue the two heroes. In order to break the Barrax defences, you must fly across the planet and find your way inside to take out the underground forces. You start off with a simple laser blaster, but additional pods can be picked up to increase

your shot power. For those especially tricky situations, you have a limited number of Nova Bombs, which take out everything on screen.

Battle Squadron's strength is definitely its appearance. The graphics are superbly drawn, combining strange alien scenery with hard, militaristic buildings to capture that 'outer-space' feel. The gameplay is pretty spiff too, with some pretty hairy situation arising to keep you pounding your trigger finger for a while. *Battle Squadron* is an excellent example of how to write a shoot 'em up and worth looking up for a good blast.

***AMIGA FORMAT* RATING – 82%**

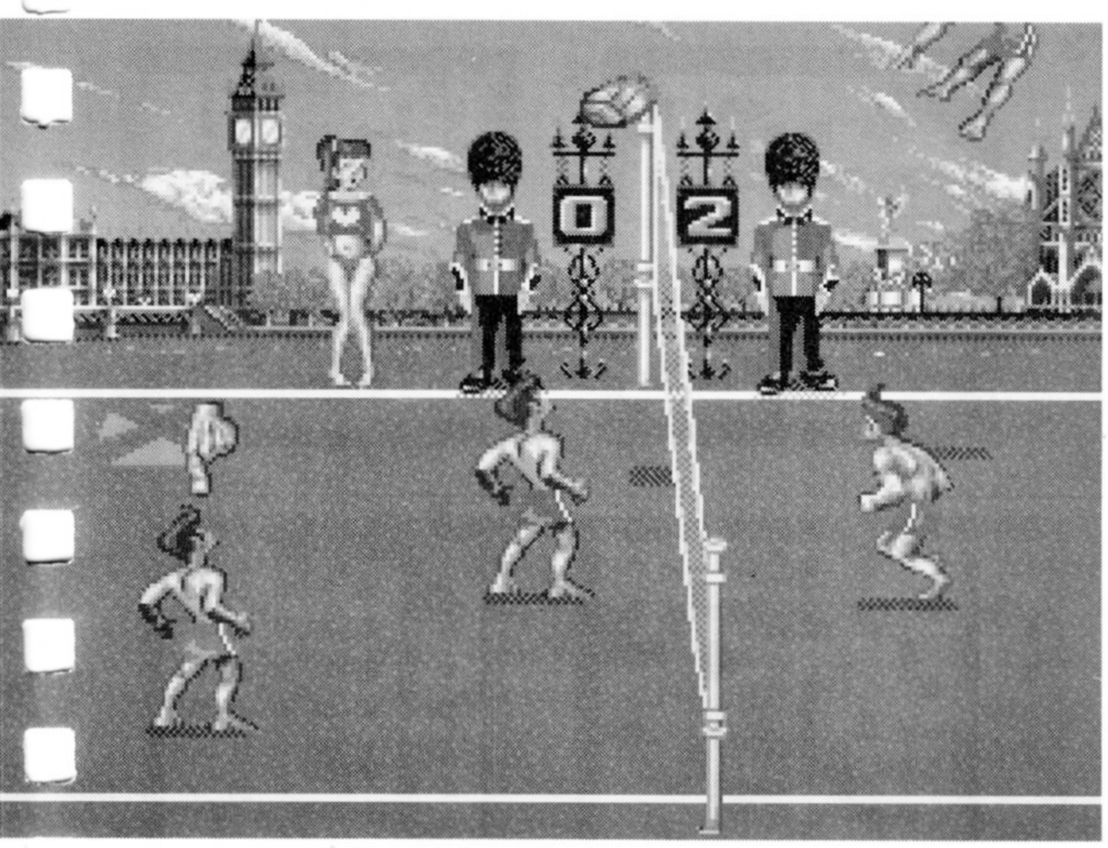
HINTS

If you've been hammering away at this for a while and can't get anywhere, I'm not too surprised – it is a little on the tough side. Never mind, if you type the word CASTOR, you become invincible and can press the function keys to get the extra weapons.

If that's not enough, then try typing ELECTRONIC to get to a cheat mode that allows you to change parts of the game.

BEACH VOLLEY

Ocean



Imagine being swept up from your normal everyday life into a world of travel, sunshine and fame. Sound good? Well that's the scene in *Beach Volley*. You are placed in control of a pair of young volleyball players, who are always being hounded by their elders for spending too much time hanging around the beach or the gym practising their sport, rather than doing 'something more useful'. As it turns out, the practice has been worth it, because you have just managed to land a contract which will take you playing your favourite sport to some of the world's top locations. In order to travel to the next tourist spot, you must defeat the home team in a 'first to six points' match.

You can bump, set, spike and slam the ball to put together some nifty plays to defeat your opponents, but unfortunately, this tactic doesn't seem to get you anywhere. The only way to win really is to see which moves befuddle the other team and play them time after time. The game is fun for a while though, especially the nice graphics which portray the action. There are also some nice intermission sequences as the team-mates travel to the next venue, including a rather unfortunate surfing accident!

Somehow, volleyball doesn't seem to translate too well onto computers, but *Beach Volley* is a valiant attempt with some nice presentation to boot.

HINTS

If you don't want to have to rigidly stick to the same old moves, but are afraid you'll lose the match, then just enter the word DADDYBRACEY. Now you can just press F1 to skip levels, so it doesn't matter if you lose!



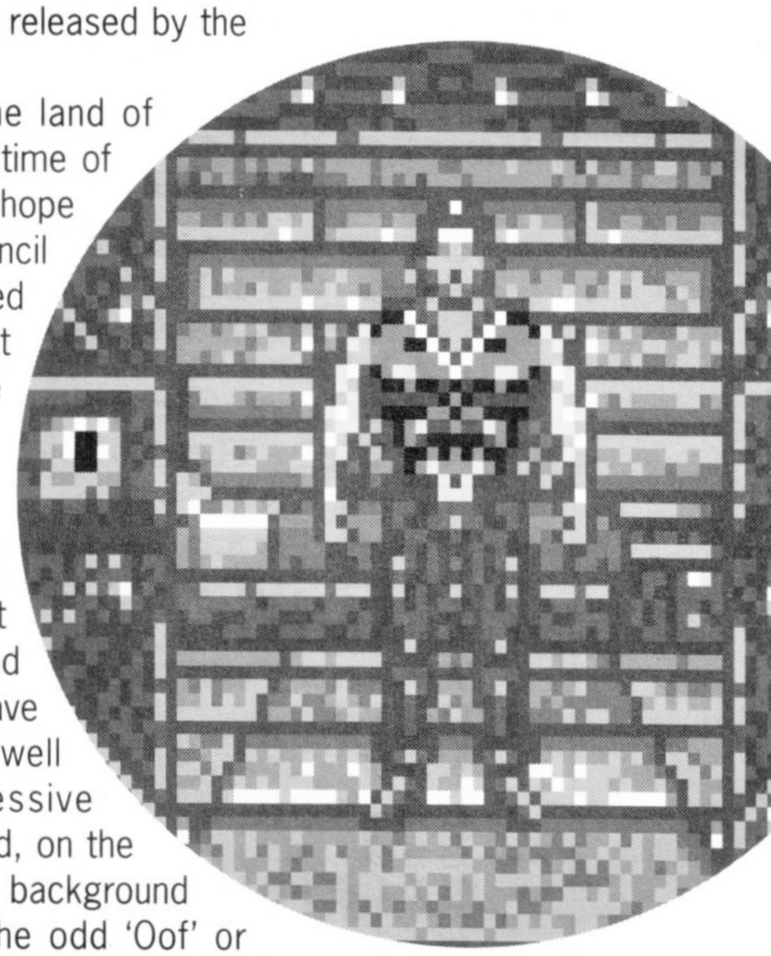
BLOODWYCH

Mirrorsoft

When *Dungeon Master* was released on the Amiga, it spawned a whole new generation of 3D adventures. Programmers were quick to pick up on the 'adventurous team hunting through a 3D dungeon' theme and soon enough, a whole host of *Dungeon Master* clones started appearing. Strangely enough, this one is released by the same company. Odd that...

The story of *Bloodwych* tells of the land of Trazere, which has been plunged into a time of Darkness by the evil Zendyck. The only hope for Trazere lies with the magic of the council of Bloodwych. The council has summoned up all its magic to bring to life the last sixteen champions, in attempt to slay the evil Zendyck once and for all.

You take control of a fighting party as they travel through a series of caverns and dungeons, slaying Zendyck's servants and finding items that will allow them to weave their magic and beat the forces of evil. The graphics have all been very nicely done, with some well drawn scenery to explore and impressive looking beasties to overcome. The sound, on the other hand, is a little lacking. There's no background music and the effects are limited to the odd 'Oof' or 'Agh!'. The gameplay is good fun though, maybe not as involved and enthralling as *Dungeon Master*, but enjoyable all the same. It takes a lot of thought to get anywhere and so should greatly appeal to role-playing fans everywhere.



***AMIGA FORMAT* RATING – 61%**

HINTS

Games like this take a lot of hard work and mapping, so here is a whole bunch of stuff to help you along.

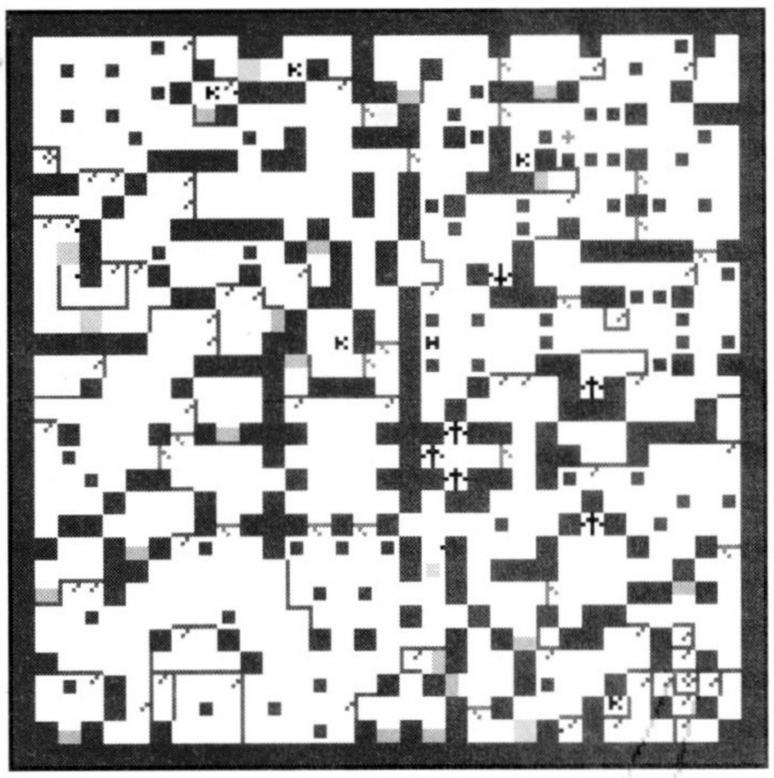
Some General Hints

If you still can't get to the last level, then you may need a few tips to start you off, so here goes...

If you're patient enough, then a good way of starting is to recruit your way through all of the *Bloodwych* characters taking their belongings, then dismissing them. You can now sell all the weapons you don't want, to end up with about 200 coinage. You will also have a plentiful supply of food and keys, so remember to have only one character carrying the keys to save on backpack space.

Usually, the best combination of characters is to have two fighters at the front and two wizards at the back. It's difficult to say which colours are the best, since they all have spells which come in useful fairly often. The yellow Vivify spell is probably the best, but red spells such as Vitalise, Fireball and Firebath tend to be the most frequently used. Note that the first time you use the Vivify spell, you will need about 70 or 80 spell points if the character casting the spell isn't yellow.

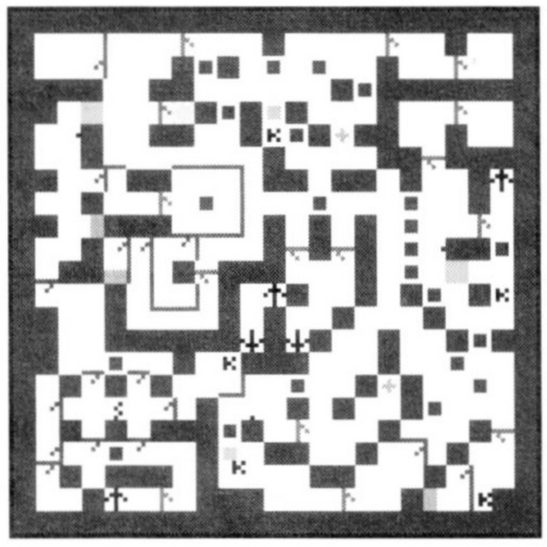
THE STARTING LEVEL

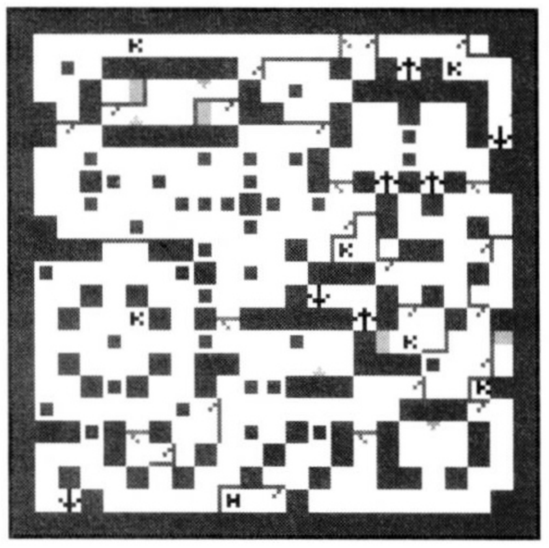


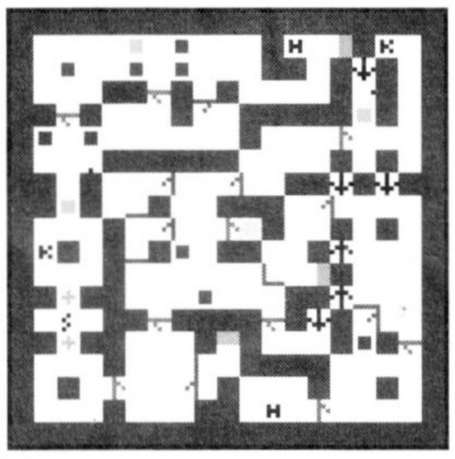
key:- (for all levels)

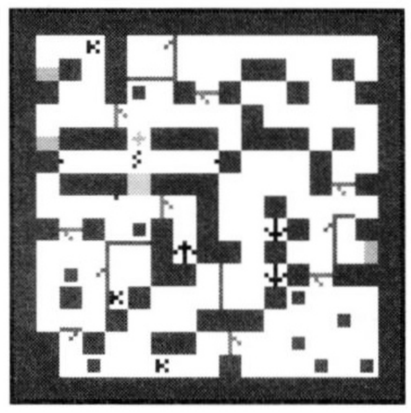
- Secret wall
- and pillar
- Non-existent wall
- Wooden door
- Metal door
- Up stairway
- Down stairway
- Pressure pad
- Spinner
- Transporter
- Hole
- Key
- Button
- Bed
- Sliding pillar
- Special Weapon
- Bluish Gem
- Tan Gem
- The Crystals
- 'Reforge Thy Bones'

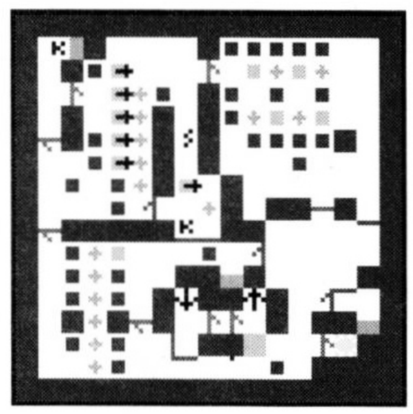
SERPENT TOWER

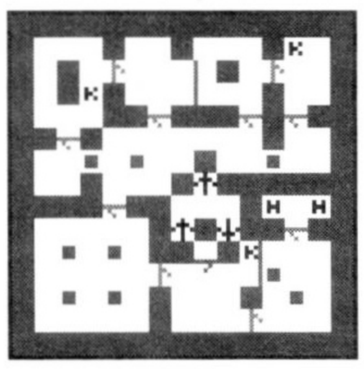


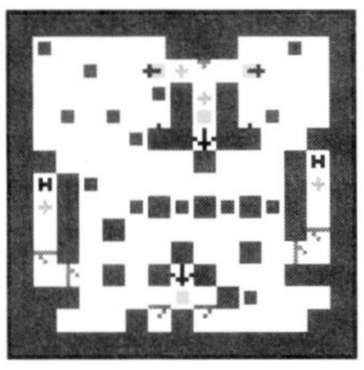




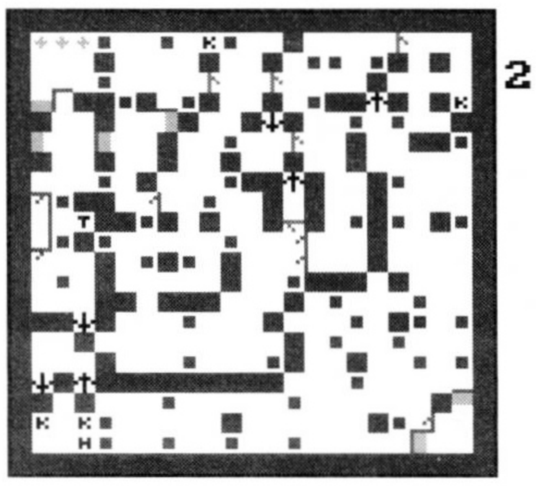


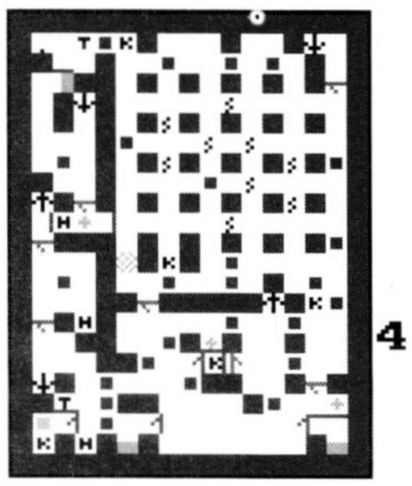


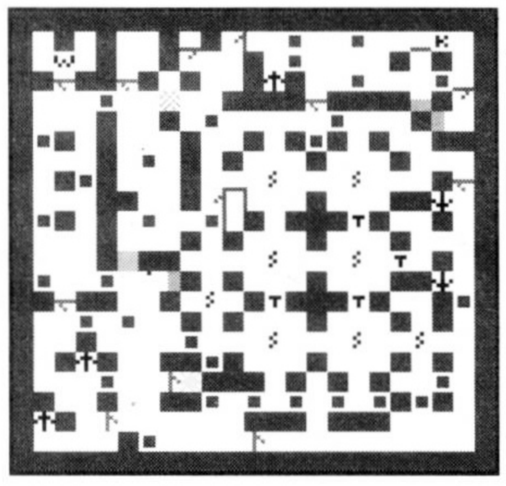


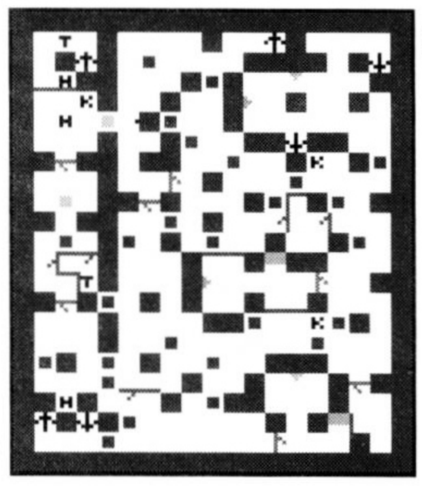


CHAOS TOWER









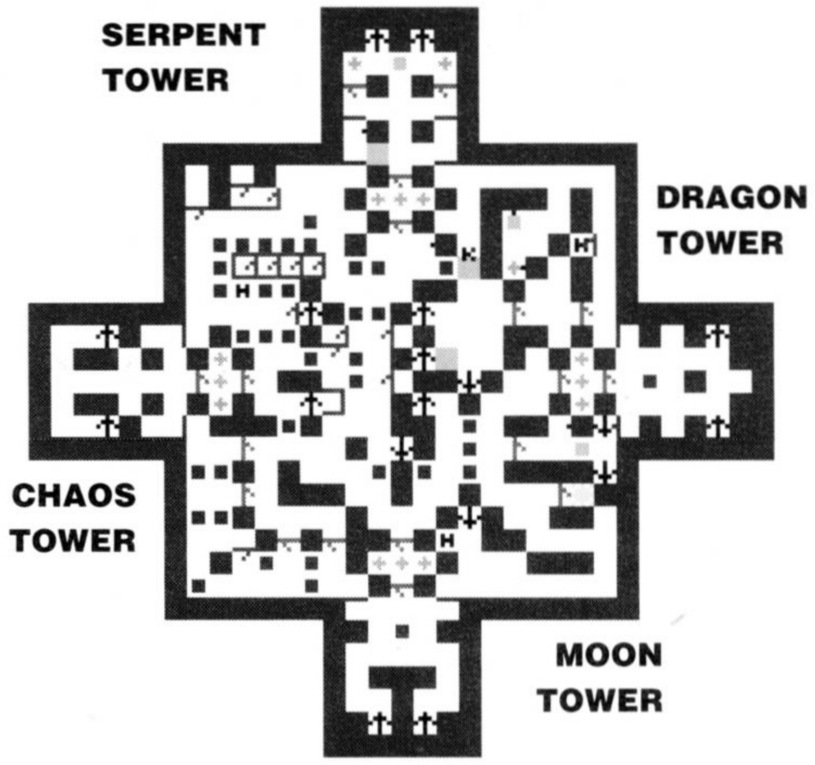
Any items you come across can be sold to any creature, so long as they're not one of the characters you robbed at the beginning of the game. You can easily maintain the maximum of 99 coin this way.

When fighting, make sure you don't get trapped using the 'hack and step back' method only to realise that you haven't saved the game for some time. It is possible to worm your way out of this situation by using the Confuse and Terror spells and talking. Keep boasting about how great you are and then threaten the creature. Every now and then it will turn and run, but sadly this is quite rare.

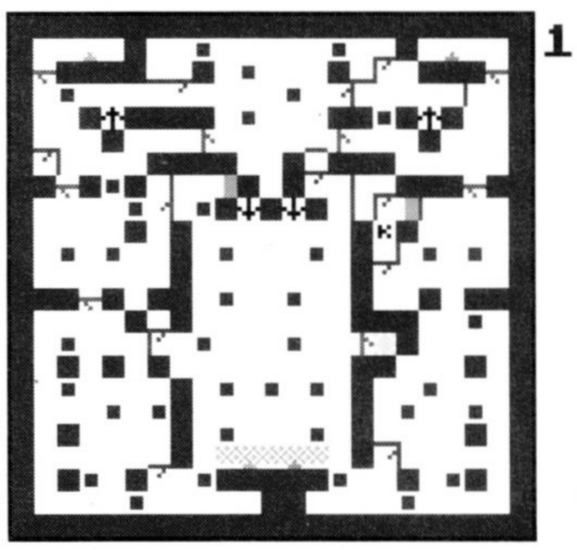
A tip which is used by quite a large number of *Bloodwych* players is the old 'hiding behind the door' technique. Stand to one side of a wooden door with a creature on the other side and keep clicking on the fight icon until the creature opens the door. Sometimes it is possible to get a hit in from both of your front characters and close the door before the creature hits you. If the creature then opens the door straight away, you won't need to click on the fight icon again.

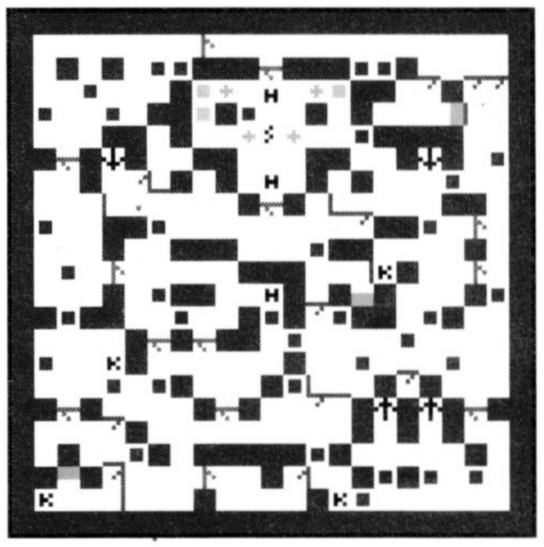
If, however, there is a delay, then you'll probably have to keep hitting it. If you're worried that one of your characters is going to die, then lock the door using Magelock, as it's quite easy to make the mistake of locking the door open if you use a key. With the door locked you can give your characters a rest, allowing them to recuperate ready for the next fight.

ONE LEVEL UP...

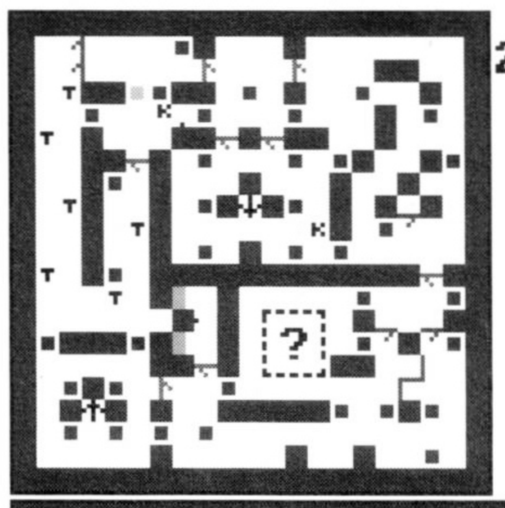


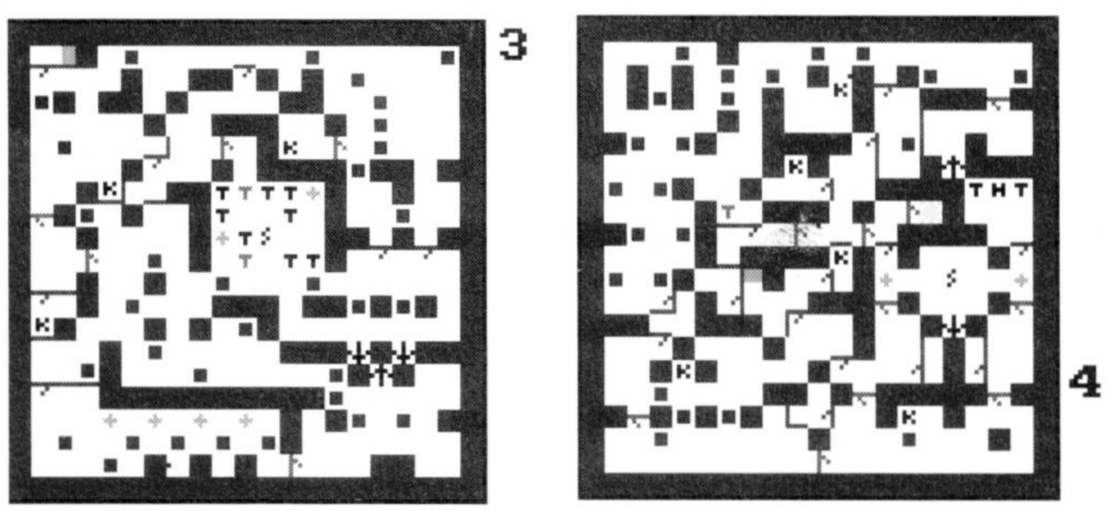
THE MOON TOWER



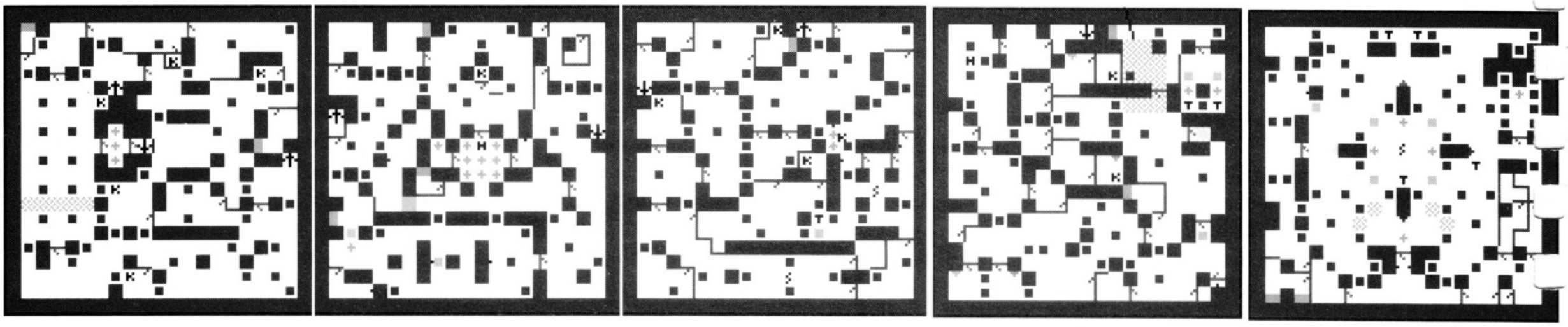


THE DRAGON TOWER





BLOODWYCH: THE FINAL LEVEL (Zendick's Lair)



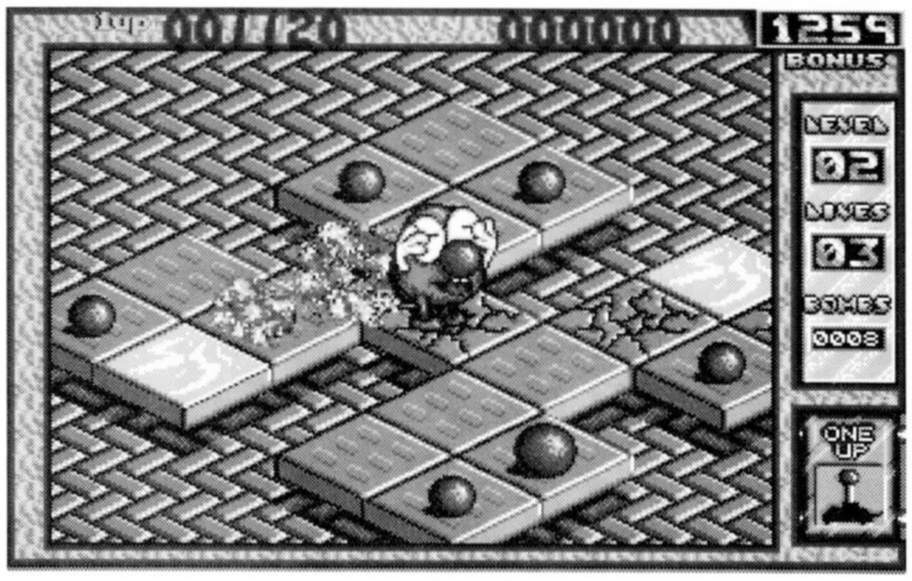
BOMBUZAL

Mirrorsoft

A couple of years ago, Tony Crowther moved on from producing straightforward shoot 'em ups and decided to go for something totally different. The result was the involving puzzle game *Bombuzal*.

The game features you controlling a strange blobby creature moving around a series of platform-filled levels, trying to get rid of bombs. The bombs come in three sizes, each of which spread over a different range when they explode. You must work out which bombs to explode to set off chain reaction which will allow you to clear a level. However, you must be careful not to blow yourself up, you destroy too many pieces of the platforms to trap yourself. In later levels, you come across additional problems in the form of teleports, moving bombs, icy floors and creatures that try and stop you from completing your task.

I have to say that *Bombuzal* is one of my all time favourite games! The graphics are big, bright and extremely colourful – which is just the ticket for this type of game – and can be viewed from overhead, or from a 3D isometric view. The puzzles start out easy enough to complete, with just a couple of bombs to blow up, but when you have to work out more specific paths and shuffling the bombs around things get pretty complicated. Even after weeks of solid playing, you'll be struggling to overcome the tricky tasks. This isn't really a problem though, since the game is so wildly addictive, you'll find yourself stuck in front of it for months, never mind weeks!



HINTS

An easy way to complete a level is to blow up all the bombs on the level first and then see which squares remain undamaged. These are the squares the player should aim to finish on.

When attempting to detonate a pulsing bomb, pick it up, as it is easier to see a bombs size when it is held.

Remember that when you are teleporting a droid you are impervious to the effects of the monsters.

When teleporting from square to square you are invulnerable to explosions.

When teleporting, the explosions occur before you teleport, so if you are teleporting onto a mine it will be destroyed before you get there – provided the square is riveted and within the blast radius.

Switches have three phases: Phase 1 is set, Phase 2 is on and phase 3 is Off. Phase 1 can never be reversed after a switch has been set.

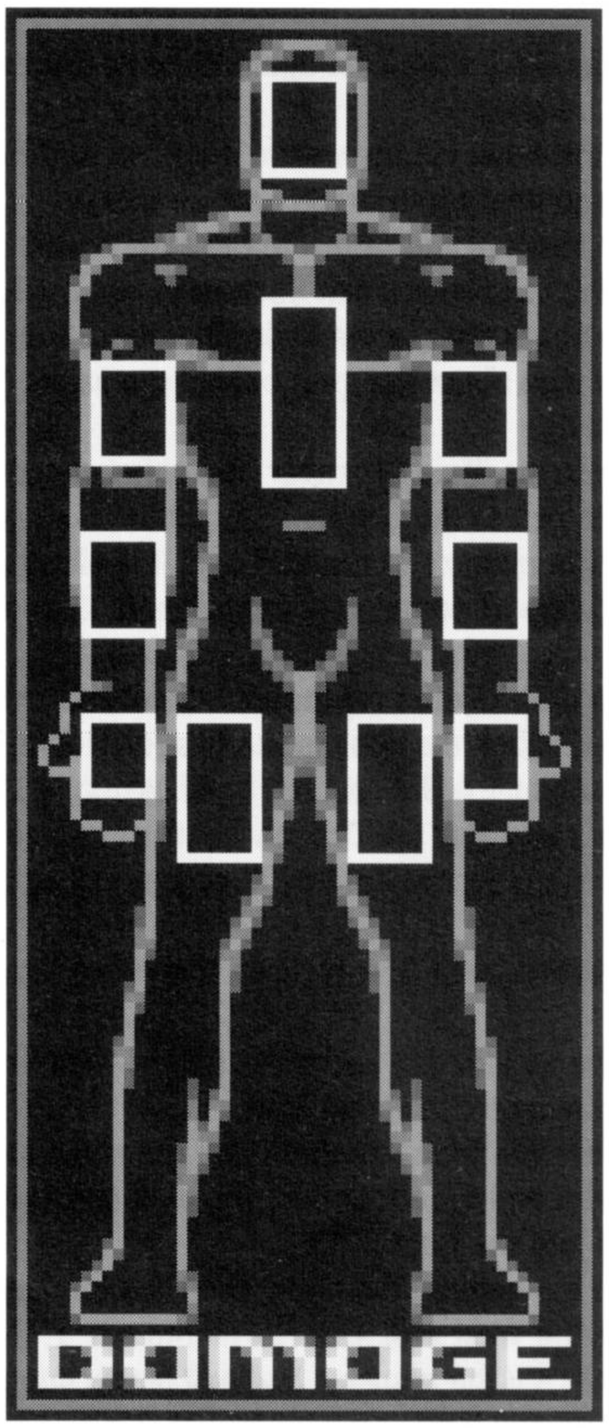
The mouse makes the game very difficult and should only be used by experienced players.

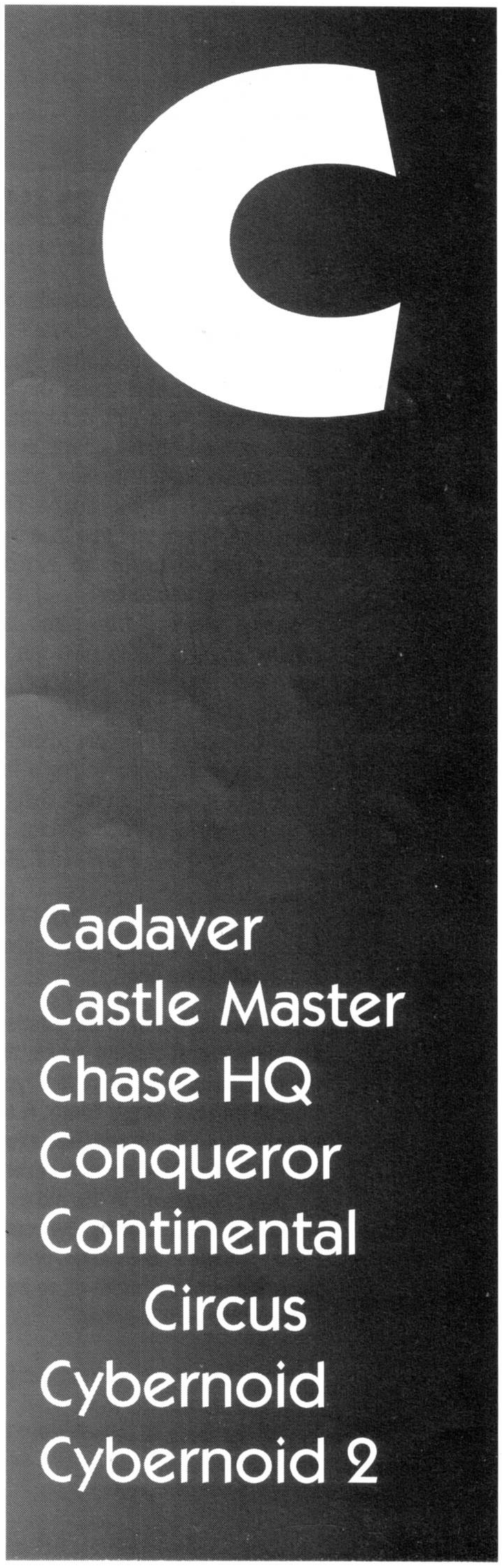
When dealing with more than one nasty, try to kill them off as quickly as possible – use the dissolving squares and switches to make squares disappear beneath them.

A blind droid cannot activate switches. When using a sighted droid you may activate switches, but when the bomb blows up the droid will die.

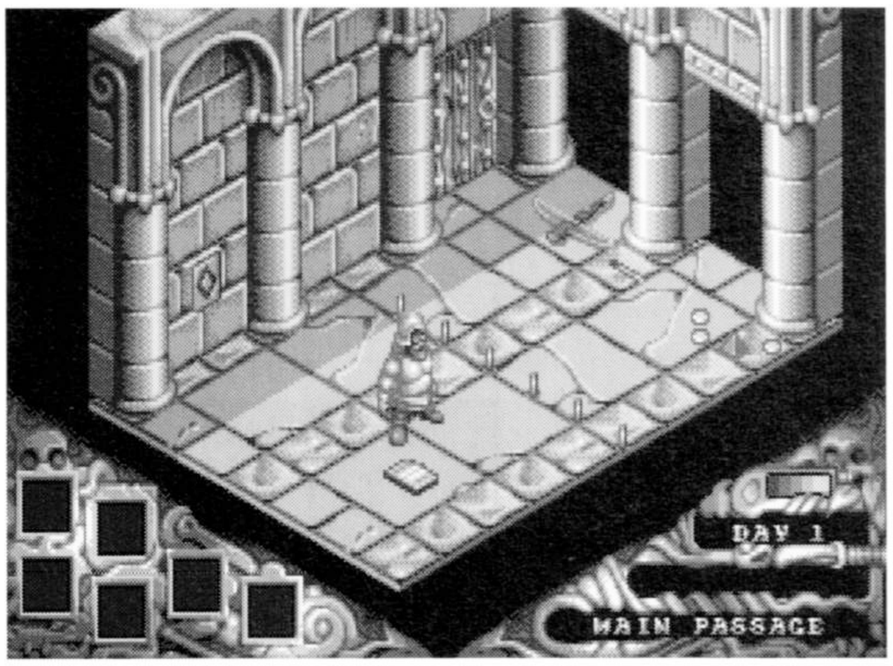
Here is a complete list of the level pass codes:

LEVEL	CODE	LEVEL	CODE	LEVEL	CODE
8	ROSS	16	RATT	24	LISA
32	DAVE	40	IRON	48	LEAD
56	WEED	64	RING	72	GIRL
80	GOLD	88	OPAL	96	SONG
104	FIRE	112	LAMP	120	TREE
128	SINK	136	BIKE	144	BIRD
152	TAPE	160	VASE	168	BILL
176	SPOT	184	PALM	192	LOCK
200	SAFE	208	WORM	216	NOSE
224	EYES	232	HAIR	240	SIGN
248	MYTH				





Cadaver
Castle Master
Chase HQ
Conqueror
Continental Circus
Cybernoid
Cybernoid 2



CADAVER

Mirrorsoft

Programmed by the computer industry's only 'pop stars', the Bitmap Brothers, *Cadaver* is a very good looking isometric adventure game. You play the part of heroic dwarf Karadoc in a quest through the dark and gloomy Castle Wulf. Your aim is to make your way through the castle and eventually kill the evil Necromancer, Dianos. In true bounty-hunter fashion, you must also hunt out any extra rewards in the shape of jewels, gold and other treasures, which you can take away with you.

As we've come to expect from the Bitmaps, *Cadaver*'s presentation is of a very high standard. The graphics are well-drawn and full of character, and the doomy sound effects give the proceedings a distinctive eerie feel. The game itself is easy enough to get into, but the puzzles and obstacles in your way will take some time to work out, keeping you stuck into the game for a good while. Whether you're a fan of the Bitmaps' earlier work or just fancy a quick dungeon quest, then *Cadaver* is definitely worth investigating.

***AMIGA FORMAT* RATING – 83%**

HINTS

Straight from the boys themselves, here is the Bitmaps' solution to level one:

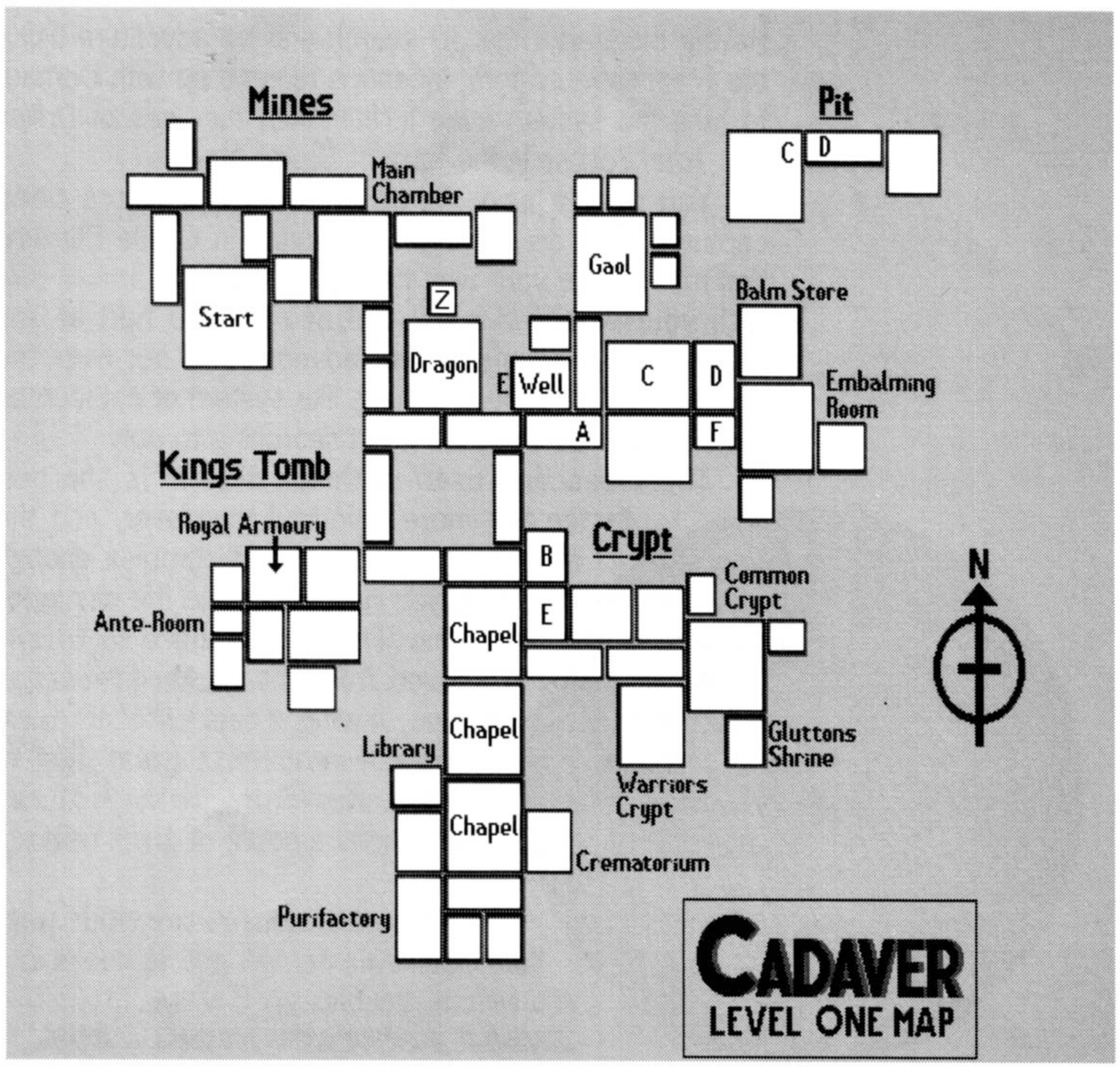


The caves lie beneath the castle and contain several distinct areas: the Mines, the Mortuary, the Gaol, the Crypts, the Chapel and the King's Tomb. A secret opening onto the marsh has allowed Karadoc to gain access unobserved.

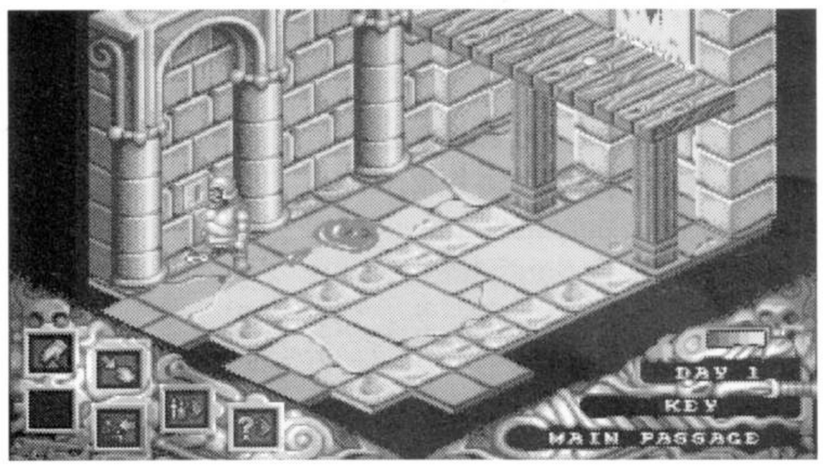
Karadoc starts in the old mine workings and is seeking the route up to the next level in the castle. Here is a description of the method, to be used in conjunction with the map.

1. In the first room, collect the pickaxe, coin and diary, then exit via the North door.
2. Pull the lever to unlock the North door and exit through it.
3. Collect the sack of stones and exit to the West.
4. Kill the creature and collect the charm before leaving to the South.
5. Collect the runic stone and kill the spider, then exit North.
6. Leave the next two rooms via the North exit.
7. Move the sacks to reveal a concealed green gem, then collect it and kill the worm before exiting to the South.
8. Exit to the East, then East again, then go South into the Main Chamber.
9. Collect the rope, kill the worm, then exit to the East and leave the next room to the East as well.
10. Collect the key and return to the start room.
11. From the start room, exit East, then pull the lever to unlock the South door in the Main Chamber. Open the chest for a clue about the gem behind the sacks (in case you missed it).
12. Return to the Main Chamber and either avoid or kill the worm to exit to the South.
13. Throw the pickaxe at the wall until it is either low enough to jump or completely demolished, then exit South.
14. Search the skeleton for the clue-book and exit East.
15. Buttons unlock the door to the Dragon Room, with the combination 1 4 3 2 (the left hand button is 1). Even though you can enter the Dragon Room at this point, you don't have the power to destroy it, so just exit to the East.
16. Now at map point A, exit North then West into the well.
17. Take the key hidden under the bones – watching out for the sea monster, and exit East.
18. Exit West into the store and open the chest to find a coin, chicken and bread. Collect them all and exit West then North into the Gaol.
19. Collect the coin on the table, then use the key in the keyhole on the West wall. Exit North into cell 1, then exit to the South. Kill the monster and exit North into cell 2. Give the man any food you have to get some clues, then Exit to the South.
20. Exit East into cell 3, then exit West.
21. Exit East into cell 4, collect the key and exit West.
22. Return to map point A and exit East.
23. Collect the green gem and press the button in the wall to raise the pit-cover in the Cadaver Store. Read the book providing clues about gems and the pit and exit North into the Cadaver Store.
24. Drop the rope down the hole and walk over the hole to fall into the pit.
25. Open the rat (eeurgh!) to reveal a key for the East door and collect the other key on the floor. Open the chest, collect the urn and leave to the East.
26. Exit East into the small room and collect the green gems (you should now have six gems in your rucksack). Now return to the main pit room.

27. Throw all six gems into the large pool and you should be teleported. If you haven't got all six of the gems, return to the connecting passage through the East door and make a stack out of stones or other useless objects. Jump up off the stack to reach the chain hanging from the ceiling.
28. If you threw all six gems, then you will have been transported to map point B (this is a bit confusing, since when you leave via door E you will be moved to point F). Either means of leaving the pit will eventually bring you to point F, so exit East into the Embalming Room.
29. Search the skeleton and collect the key. Touching the corpse will disturb a monster, so avoid it and exit North into the balm store.
30. There are several potions up on a stone ledge:
    Cure poison (unknown)
    Shot shield
    Stamina (red cross)
    Poison (acrid)
    Consume and collect any of these items you want.
The key on the floor is for the keyhole in the West wall. It reveals three spiders, but is not necessary. Return to the Embalming Room and exit East into the Purifactory.
31. Collect learn potion spell and giant jump potion (frogskin), then return to the Embalming Room.
32. The Offal Store (to the South) contains nothing of great value, so leave it be.
33. Return to the corridor with the row of buttons (West four times).
34. From the corridor exit to the South and kill the hopping brain with stones. Insert the skeleton key in the keyhole and exit South.
35. Exit West, then West again into the Mourning Room. Kill the hopping brain, collect the holy water flasks and the charm and exit South.
36. Kill the brain and collect the key it leaves. Exit to the West and DON'T collect the crown – it's a fake.
37. Exit North into the Royal Armoury and collect the bronze armour, the sword, the red striped shield and the bronze helmet (this was the king's personal armour). Exit South then West into the ante-room.
38. Press the button on the wall to be transported to the king's Secret Treasury and collect the crown, the coins and the charm. When you have them all pull the lever.
39. You will now be back in the ante-room, so exit to the South. Open the chest with the key from the brain and collect the joint of meat and the cloth.
40. Return to the Mourning Room and exit East into the passage. Exit East again, then South. You should now find yourself in the first room of the chapel, where two bugs will be walking around. These spit shots and bite if they touch you, so kill or avoid them. Put out the flames in the bowls by jumping on them, which should unlock the East door. Exit through it into 'The Way of Death'.
41. Exit East, then East again into the Common Crypt. Collect the key on the altar (which is revealed when the urn smashes) and push the four stones off the altar to reveal a cure potion. Collect the potion and push the two remaining urns off the slab to reveal a dispel trap spell and a canister of experience. Open the canister and exit East into the Shrine.
42. Collect the money and the other bags of stones, then return to the Common Crypt.
43. Exit South into the Gluttons Shrine and throw or drop the meat onto the shrine to be rewarded with a super-fast potion. Collect the potion, return to the Common Crypt and exit West into the passage.
44. Exit North into the Lesser Crypt and look under the stones to find a runic stone. Exit South and North again to enter the Priest's Crypt. Search the large urn to reveal a charm and a worm. Collect the charm, exit South then South again to get into the Warrior's Crypt.
45. Drop the gold funerary coin onto the tomb of Kazah and collect the fire-shield potion (save this for the dragon) and exit North.
46. Exit West, then South and collect the key. Exit North and North again into the Lords Crypt. Exit North and cast a dispel trap spell on the chest. Open the chest and collect the charm and the urn.
47. Return to the first room of the Chapel and exit South into the next part of the Chapel. Kill or avoid the bug, then drop the urn of Lord Carolus onto his altar and collect the spell (unknown) before exiting South into the Inner Sanctum.
48. From the Inner Sanctum exit West into the Crematorium and place the urn of Ragnar the Chief Alchemist onto the appropriate slab. Collect the flask of blood and return to the Inner Sanctum.
49. Drop the flask of blood on the high altar and collect the key and spell (read magic). Use the key in the keyhole in the West wall and exit to the West.



50. Cast dispel trap on the chest and open it to collect the runic stone. Exit North into the Library, collect the map spell and return to the Inner Sanctum.
51. Drop the unknown spell that you found earlier and cast read magic upon it. This will allow you to use it to kill the dragon. Exit South then West into the Purifactory.
52. Drop a flask of holy water into the bowl, then drink it. This will teleport you into a hidden treasure chamber. Pull the lever and collect the reward before pulling the lever again to return you to the room adjacent to the Purifactory. Repeat this for as many flasks of holy water you have (up to three).
53. Having got the massacre spell, the fire shield potion and the king's armour, you are now fully equipped to face the dragon. Return to the passage with the four buttons, and if you haven't already entered the code (1 4 3 2) do so now. Exit West then North into the Dragon Room.



54. Drink the fire-shield potion to protect you from the fireballs, hold the massacre spell and press fire to cast it. The dragon should blow up. When he does, press the button on the wall, exit to the North and pull the lever to be taken to level two.

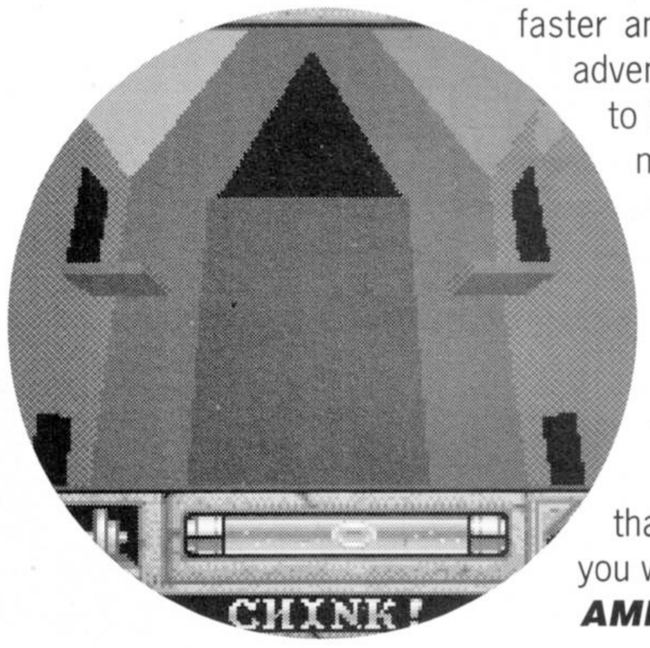
CASTLE MASTER

Domark/Incentive

Having pioneered the 3D search and kill adventure using the Freescape system, Incentive teamed up with Domark to take the system even further than the likes of *Driller* and *Total Eclipse* in the form of *Castle Master*.

You play a poor innocent who's twin has been captured by a dragon and imprisoned in Castle Eternity. You must make your way through the castle, armed only with your wits and a handful of rocks to hurl at any nasties you may meet. The adventure is set over the castle's four levels with a maze like system of catacombs underneath – so there's a lot of searching to do!

The Freescape used in *Castle Master* is sharper, faster and more colourful than ever, and the adventure is involved and complex enough to have you running around the castle for months. The atmosphere is totally removed from the earlier Freescape games, having a feel all of its own. The game requires a great deal of lateral thinking, with not an insubstantial amount of quick reflexes to boot.



If deep adventures are your bag, than *Castle Master* will get its hooks into you with no trouble.

***AMIGA FORMAT* RATING – 89%**

HINTS

The key on the chapel roof can be a swine to get hold of if you don't know how to get up there. All you have to do is stand on the drawbridge and close it. You will then be lifted up, making it a doddle to get hold of the prize.

When trying to get hold of the pentacles in the caverns, fall down one of the trap doors and kill the spirit. Collect the first pentacle then go to the other caverns collecting the pentacles and killing the spirits. This will make the going easier if you fall into a cavern, since you're saved the hassle of dealing with a spirit that catches you unawares.

To get inside the display chamber, crawl inside the granary chest and close the lid. Access is than as easy as falling off a rather wobbly chair perched precariously on top of a table.

Collecting the pentacle in the junk room isn't as obvious as it seems. When you enter the room, crouch down, walk over the first shelf and into the wall, then stand up. Now do a U-turn and walk forward to collect the item.

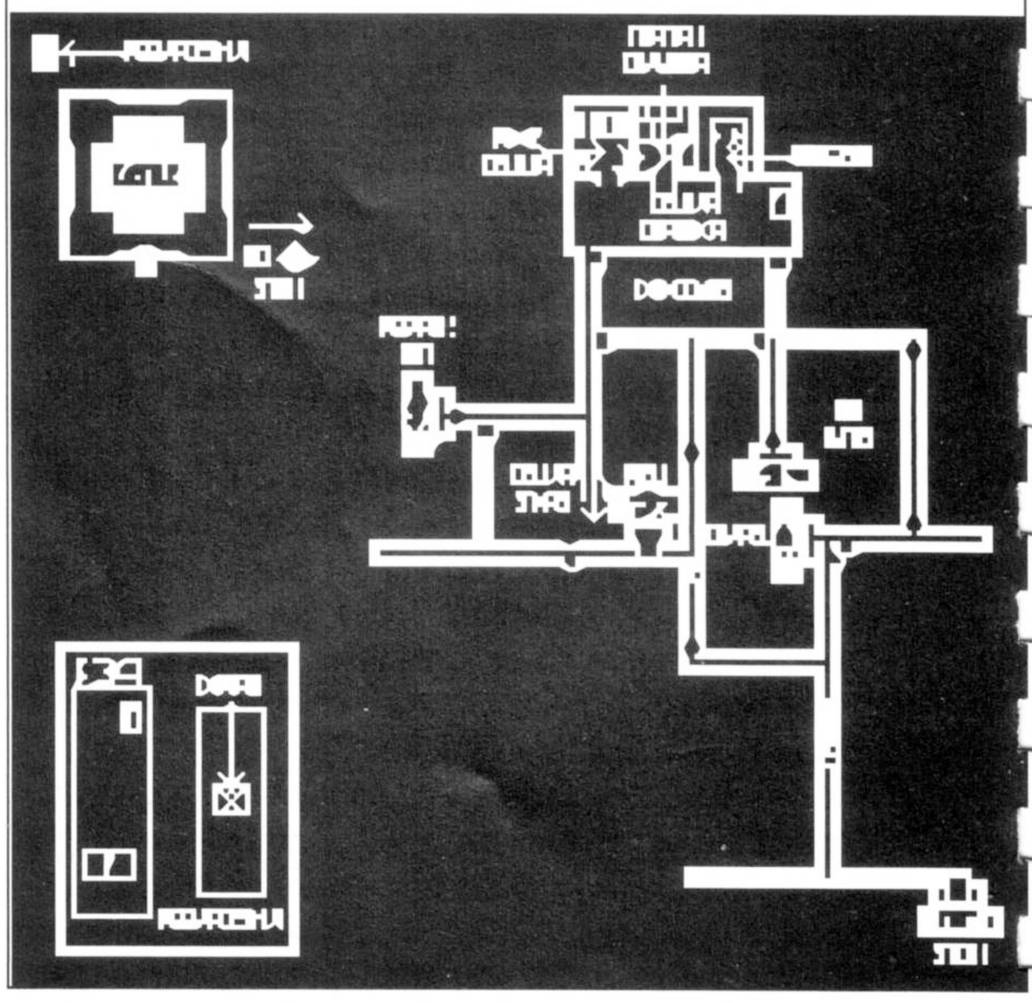
To move the big rock or open the pottery door, you need to have maximum strength. If you haven't then find some food to top up your energy and try again.

If you have the rock travel potion, you can get to the gymnasium from the Wizard's hut or from just outside.

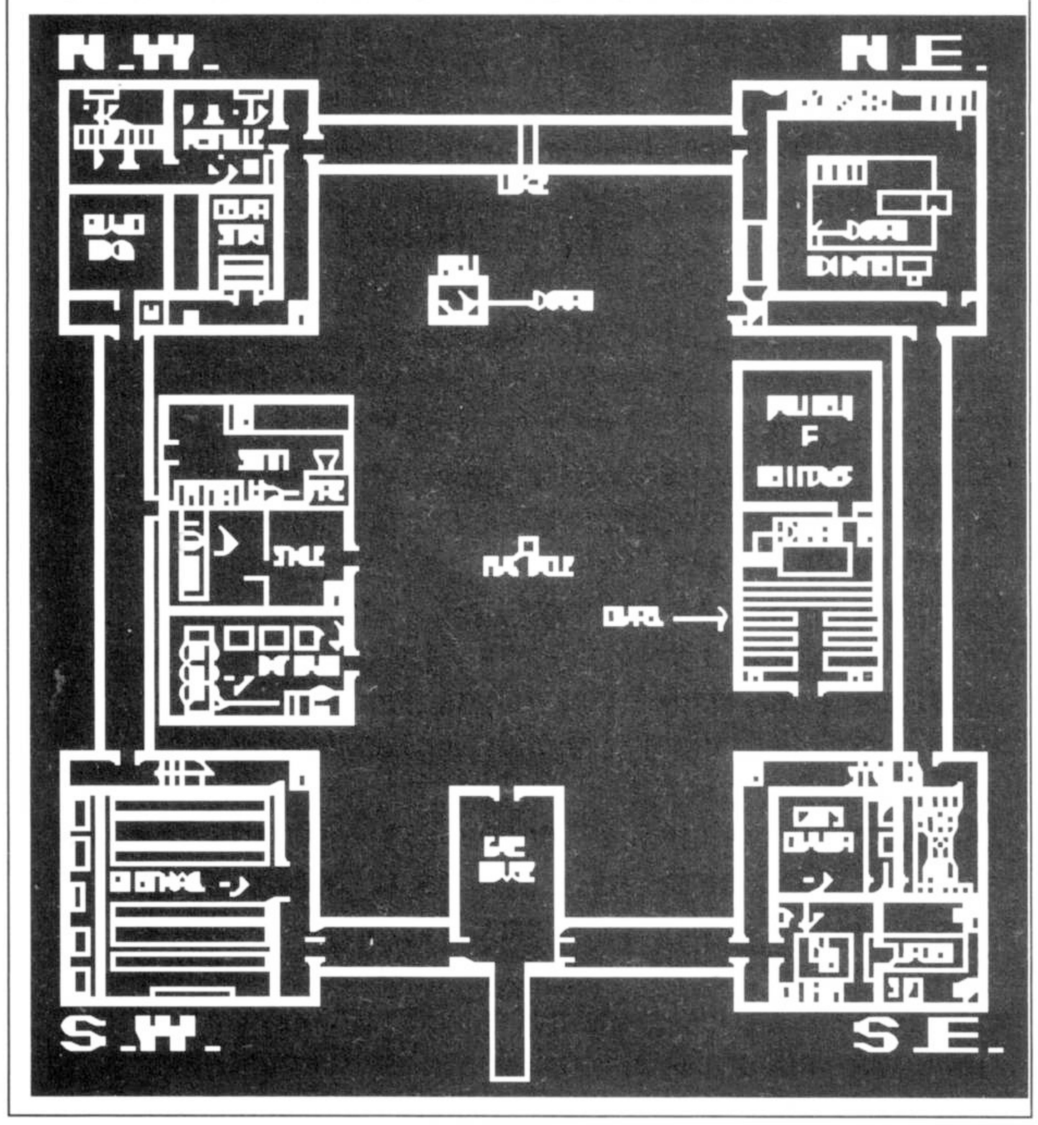
If you're having trouble finding the spirit in the dungeon, then try looking for something else rather than the obvious. Still stuck? Well try that rat-like animal at the back of the room...

Now for the big baddy himself. To kill Magister, the evil owner of the castle, wipe out all the other spirits first. Now go to his room and blast him in the forehead to destroy him once and for all.

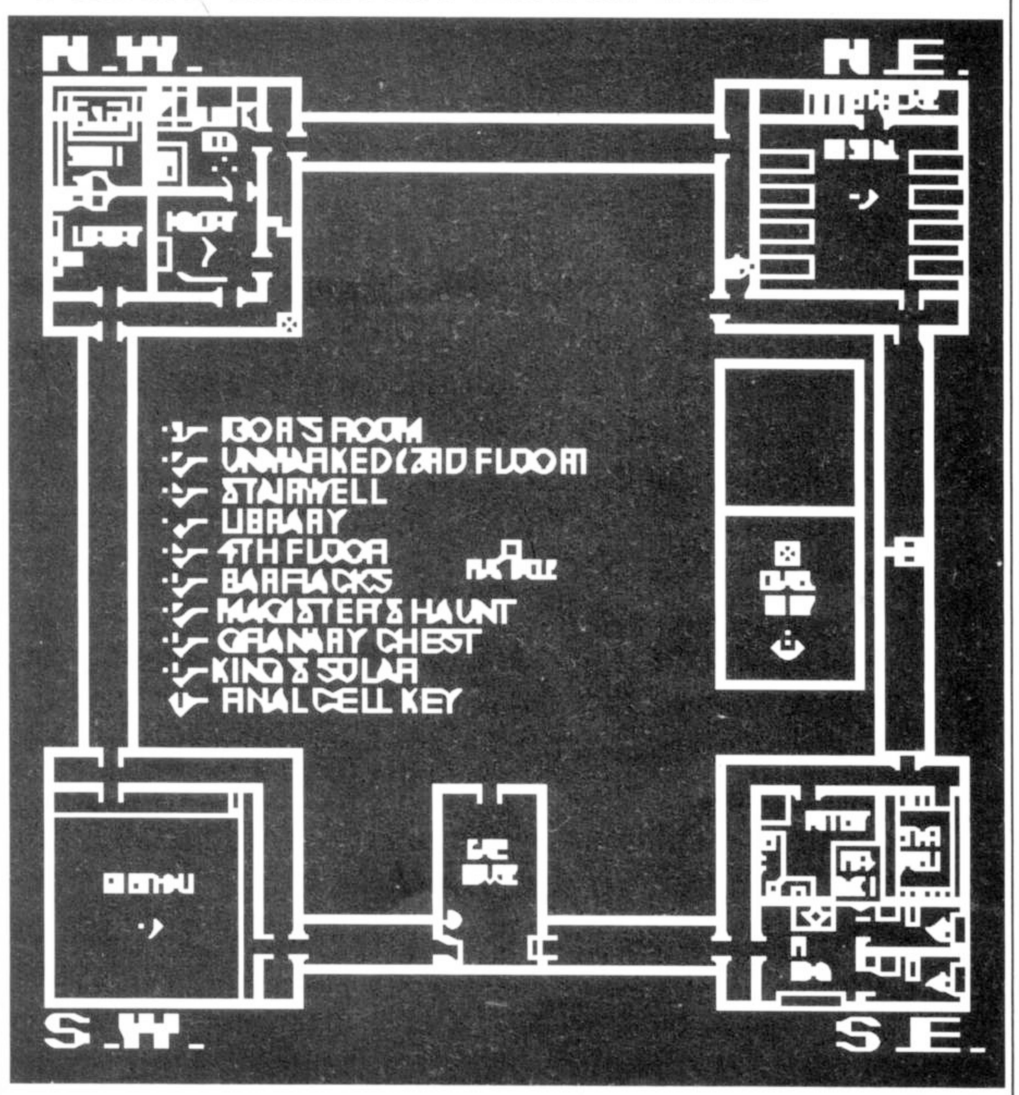
Castle Master: The Catacombs



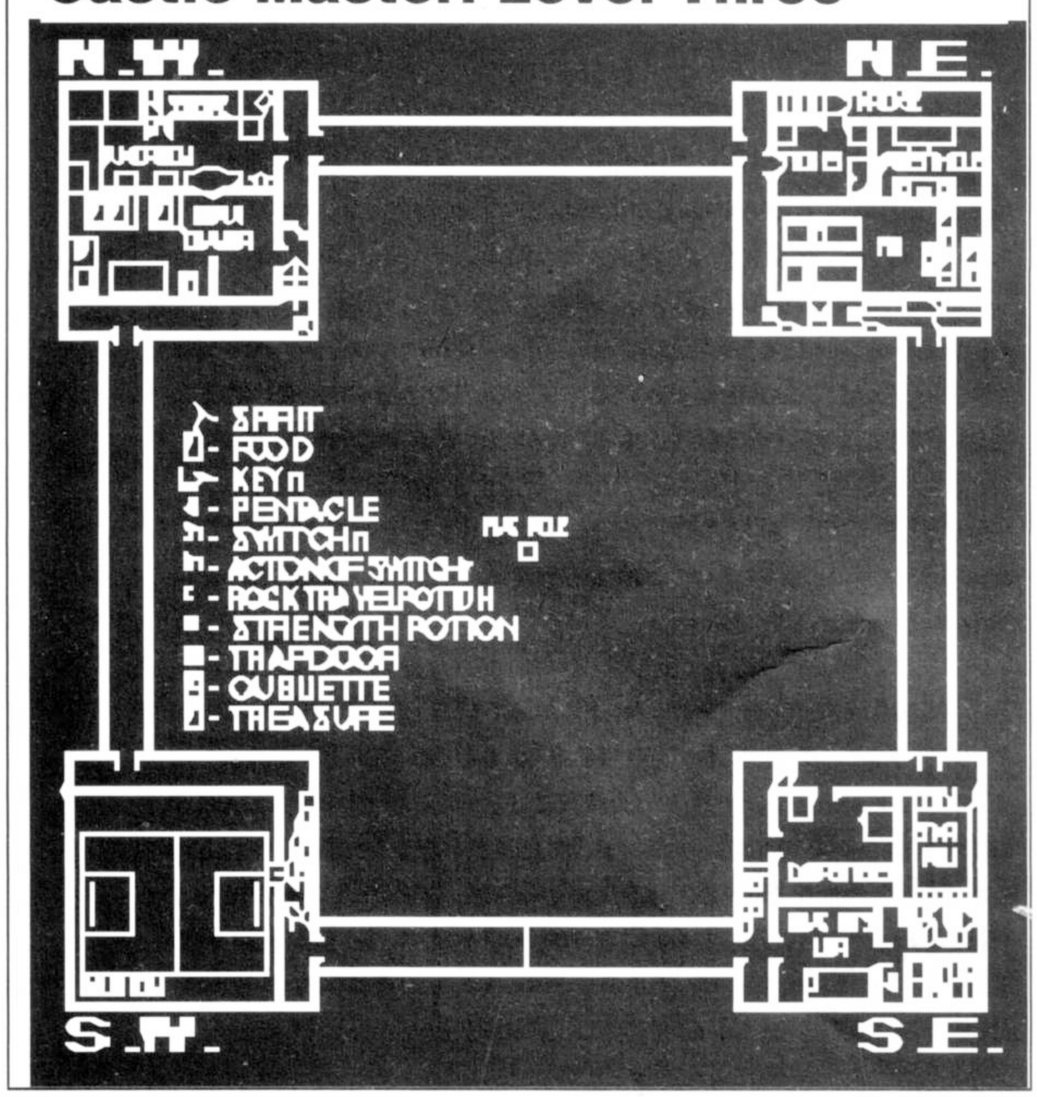
Castle Master: Level One



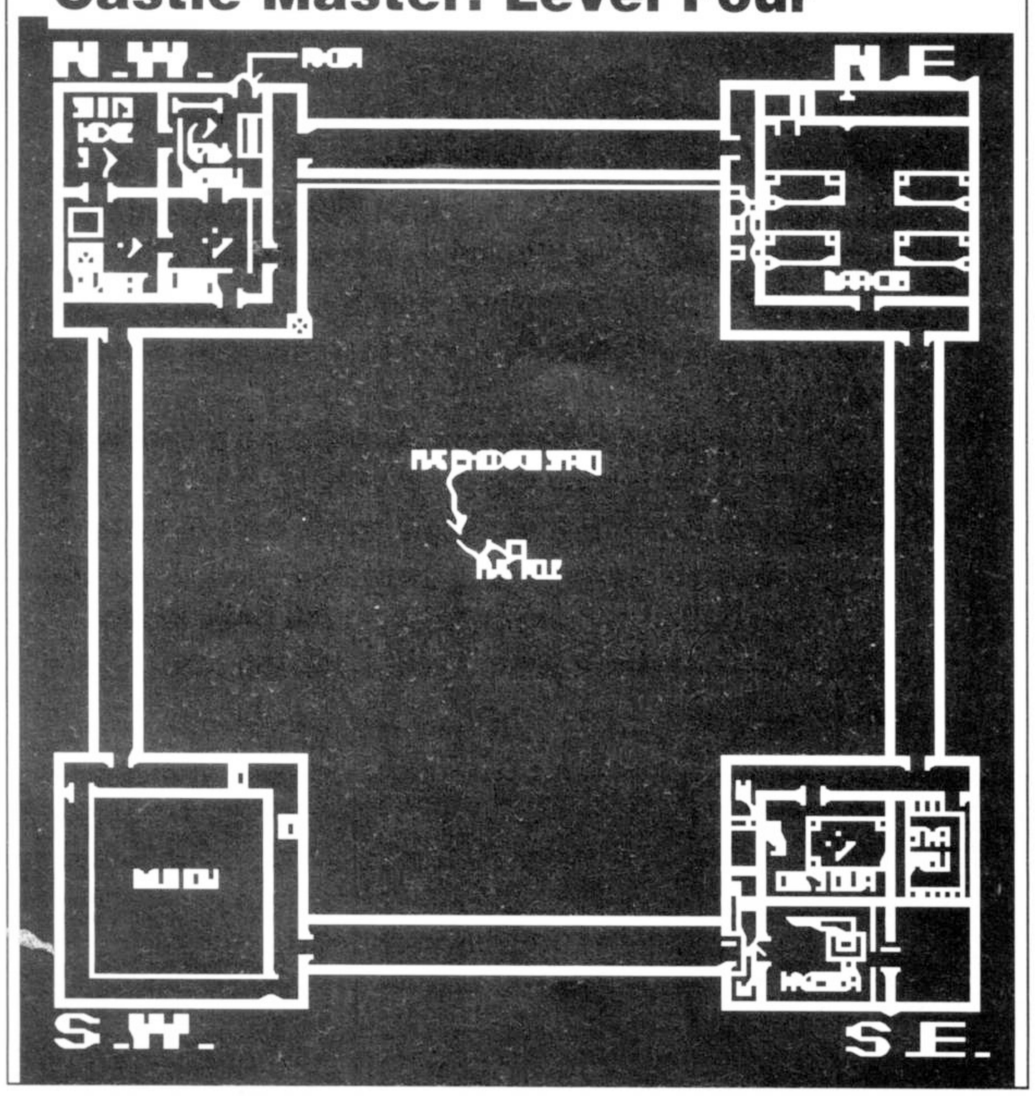
Castle Master: Level Two

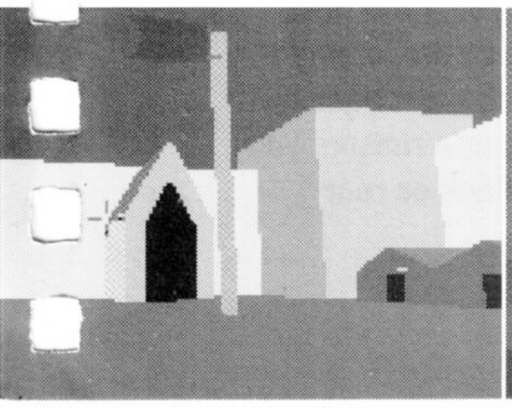


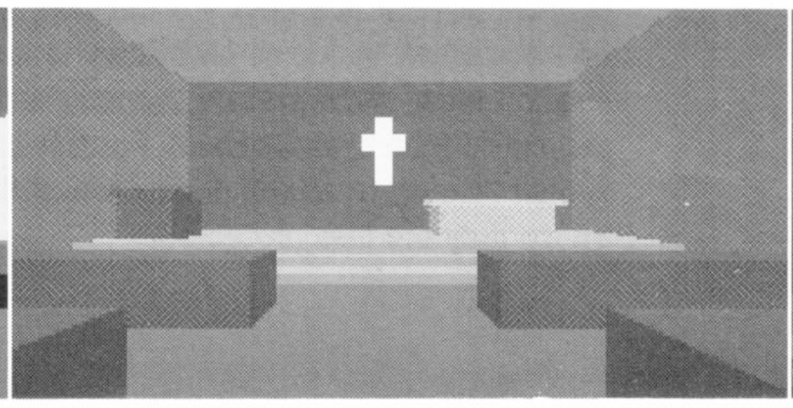
Castle Master: Level Three

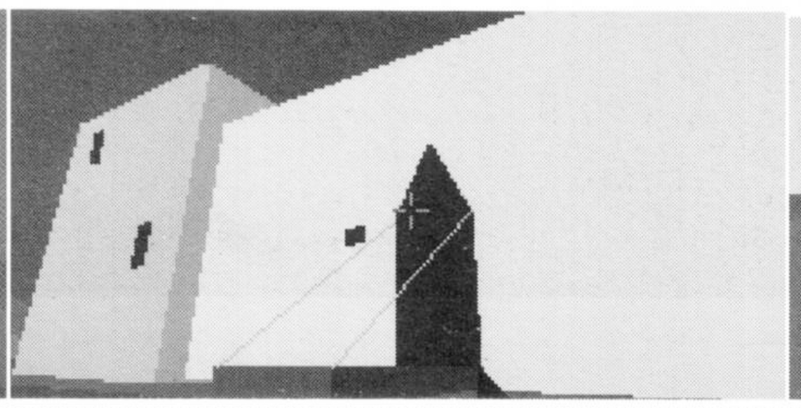


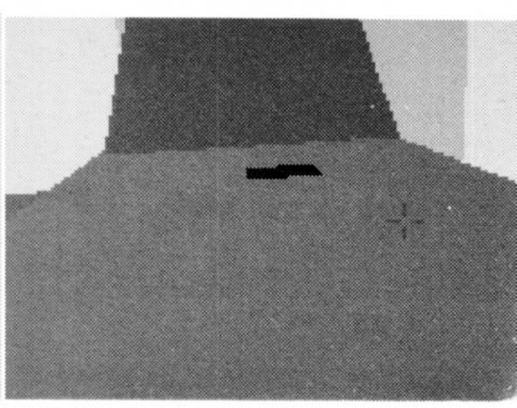
Castle Master: Level Four











CHASE HQ

Ocean

In yet another arcade licensing deal, Ocean managed to scoop up one of last years most successful arcade games.

In *Chase HQ*, you are part of a crack detective team. It is your job to hunt down and capture top criminals as they speed across the country's highways. The game begins as Nancy at Chase Headquarters sends you a message telling of a dangerous criminal at large, along with a computer picture of their car. The computer then points you towards the last place they were sighted, giving you directions as you scream along the streets. When you finally get within sight of the criminals' car, you must catch up and smash them off the road allowing you to drag them off to the station. However, there is a pretty severe time limit, since if the criminals cross the border – you've lost!

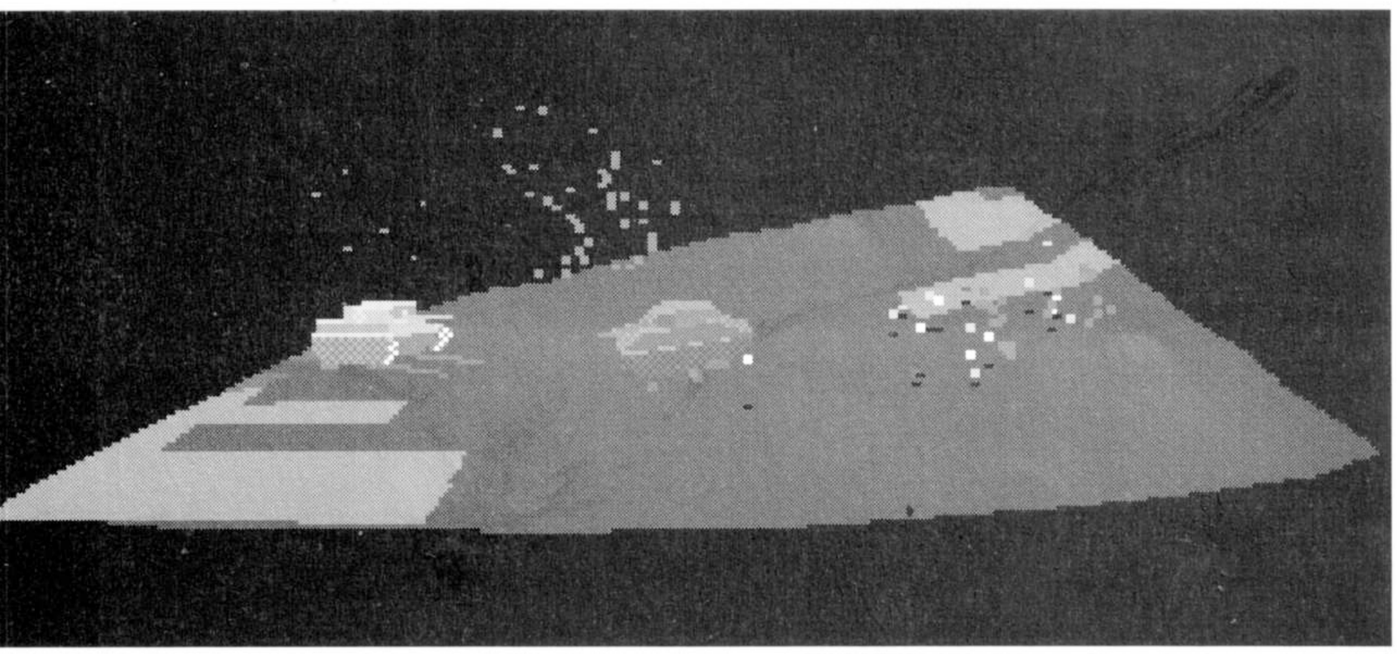
Chase HQ was a successful coin-op and the conversion isn't too bad. The plot is a nice twist on the normal driving game genre and the fact that you have to work hard to finish a level even when you reach your objective is rather nice. The only thing really lacking in the game is a bit of variety, since the levels are all pretty much the same. Still, if you're a fan of the coin-op, then this conversion is well worth a look.

***AMIGA FORMAT* RATING – 82%**

HINTS

If you don't think that the speed of your car is quite ripping enough to catch the criminals, then just press the Space Bar a few times as you start and your speed will hammer up to around 900 km/h. If this seems a little too extravagant on the old turbos, then just hit Space a few times on the Music on/off screen and you'll get some for free.

Catching up with the criminals would be a doddle if you could wham around the track without spinning off. To get better road-holding, use the Z and X keys to steer. If the criminals still keep getting away, then hold down the left mouse button and the joystick button while typing GROWLER. Now if you press T, the clock will reset, giving you extra time.



CONQUEROR

Rainbow Arts

If you mention tank simulations to anyone, the first thing that springs to mind is an incredibly complex 'spooky Mister Military-Head' battle simulation. *Conqueror* is a tank game, but a very different one from what you'd expect.

The game is based around the same 3D rolling landscape routines as used in the classic shoot 'em up Virus. You take control of a tank platoon in a battle between either the Germans and the Americans or the Germans and the Russians (no, you can't pit the Russians against the Americans, 'cause they were allies in the war, see). The game can be played as a strategy game, where you control a fleet of tanks via a map screen, as an arcade game, where you trundle your tanks around the 3D battlefield blowing the sh...er...destroying other tanks up, or as a combination of both.

The graphics used in *Conqueror* are superb. The rolling 3D works better for a tank game than it did for Virus – which is saying something. The arcade action is pretty enjoyable stuff, and when combined with the strategy element, the game has an incredible amount of depth. Get your shells loaded up and try driving a King Tiger for a while in this great military simulation, and normal wargames will never seem the same again.

***AMIGA FORMAT* RATING – 93%**

HINTS

If you are having a little trouble with Rainbow Arts' superb tank-battle simulator have a shuftie at these official hints from the developers themselves (nothing but the best for you lot, doncha know).

German tanks have a worse hill-climbing ability than both American and Russian tanks. This point determines strategies for both divisions – if you're playing as the Germans, a good tactic is to wait at the top of hills and rush down at the enemy when they approach, whereas if you take control of the allies, then it's a good idea to escape by heading up the steepest hill, so as to slow down any pursuers.

■ The program actually works out the angle of incidence of any shot, and uses the data to calculate the most effective use of armour. Therefore an oblique shot on a tank will have more armour to penetrate than a 'square on' blast. So if you are under attack, try to make sure that the enemy have to fire angled shots, but if you are attacking, then try to get a good, straight (that is 90 degrees) shot to do the most damage.

● Front armour is always the thickest, giving the best defence on all tanks, so always try to face the enemy straight on so as to present the toughest, most heavily-armoured face towards them. For this same reason, you should also try to attack enemy tanks' flank or rear where they are less protected.

● One of the most sensible tactics to use (the computer player employs this) is to form the heavy tanks into groups and leave the light tanks to reconnoitre. This means that the lighter, faster tanks can act as your 'eyes', giving advance warning of enemy manoeuvres (they can also run away quickly!) The tactic they use under the auto-driver is to run away from anything they can't shoot, reporting the sightings to your force. You can then move the heavy boys in to tackle the situation.

● When using map firing, always remember that any shells fired will take about 30 seconds to hit the ground, so try to judge where the enemy tanks will be when the missiles strike and aim your guns there. Be warned, however, that computer-controlled tanks don't look for map fire, so keep clear of the area until all the shells have landed.

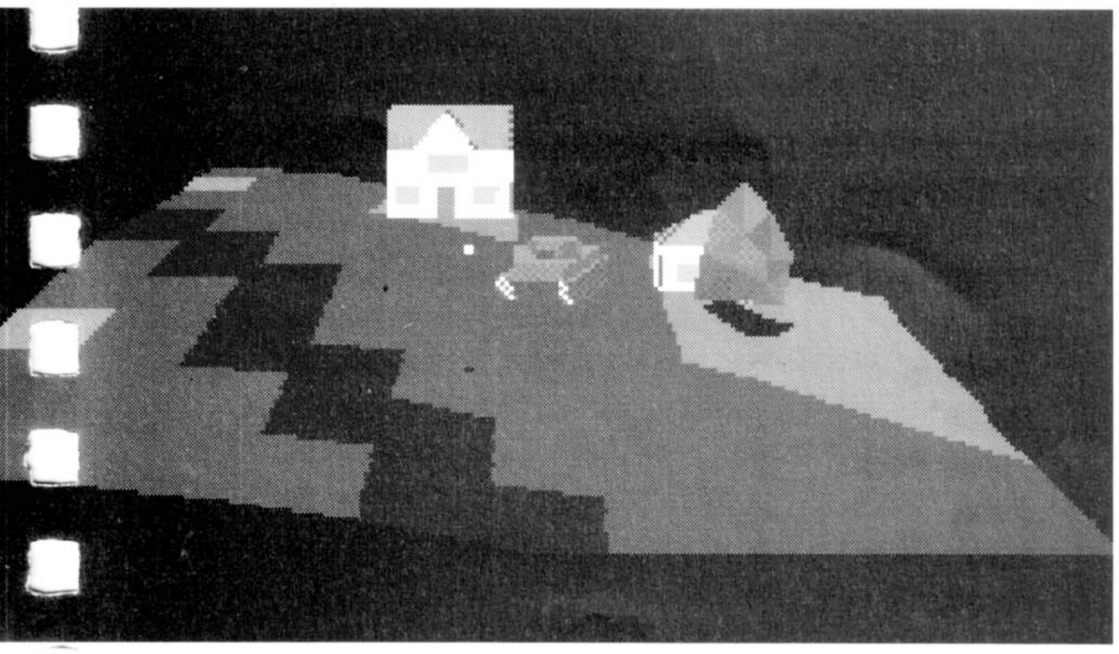
● Don't go for a whole bunch of heavy guns; instead try to build a balanced tank-force. Light tanks are useful for reconnaissance and also as an emergency reserve, whereas heavy tanks are good for straight head-to-head battles. Medium tanks combine the advantages of both light and heavy vehicles, but lack the speed and firepower of the others.

● Don't forget to use your drone tanks! Direct one to hold an enemy tank's attention while driving your tank to the rear from where you can unleash a powerful attack. Watch out when doing this, though, as the computer tank has two objectives – to both defend itself and attack any player tanks. Thus it will turn its strongest armour towards the most powerful gun and take out the lightest enemy tanks.

The Tanks

Various tanks are useful for different things, and experienced players will be able to utilise the individual strengths of each. Here are some notes on the strengths of different tanks:

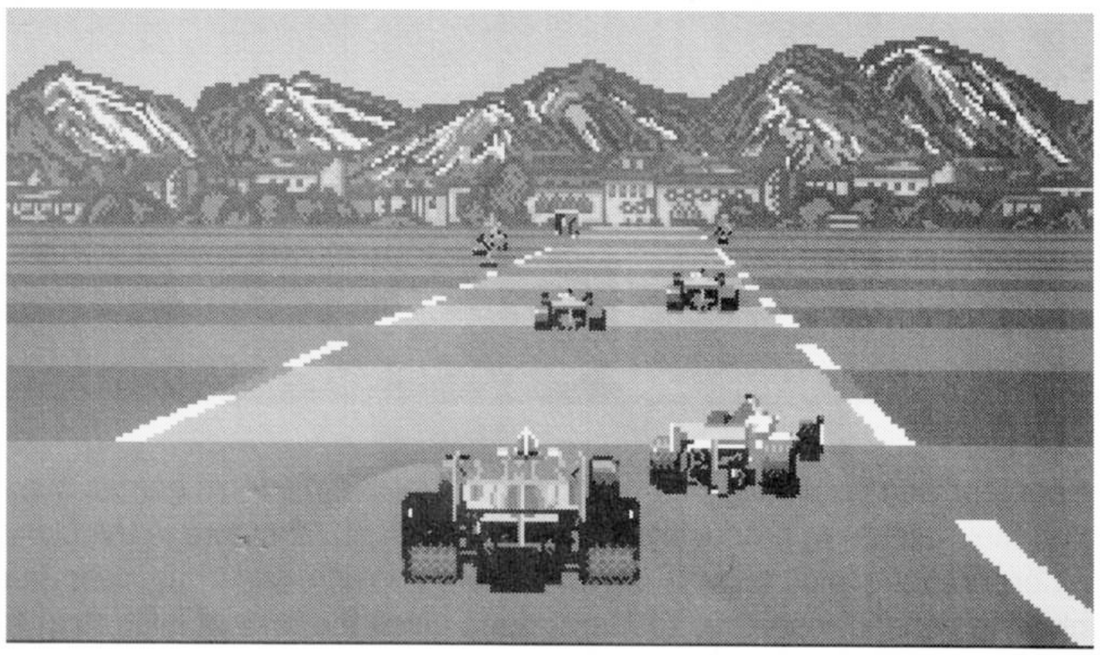
CHAFFEE – very fast and cheap.
M36 GMC – Also very fast and has a good gun, but has fairly weak armour.



SHERMAN FIREFLY – Good gun, medium speed and adequate armour.
PERSHING – Has the same gun as the M36 with medium speed, but has the advantage of good armour.

PANZER III – Very cheap, but not particularly good at any one thing.
PANTHER – Excellent front armour, a good gun and average mobility, but the side and rear armour are both weak.
TIGER 1 – Excellent all-round armour and good gun.
KING TIGER – Best armour and gun of any tank, but travels slowly.

T34/76 – Good all-round armour (as with the other Russian tanks), good gun but has average speed.
KV1S – Better armour than the T34/76, but has the same gun.
KV85 – Has a better gun than the KV1S.
JSII – Excellent armour and gun and has good mobility.



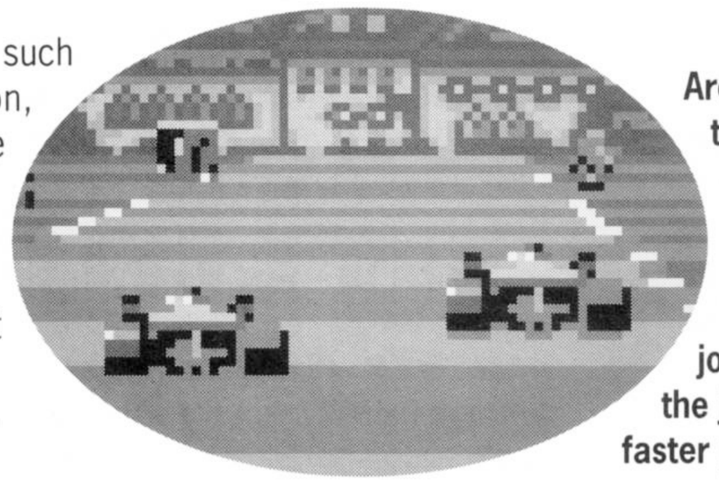
CONTINENTAL CIRCUS
Virgin-Mastertronic

The name of this game was actually supposed to be *Continental Circuit*, but a classic piece of Japlish turned it into the now famous *Continental Circus*. The arcade game originally became popular due to the strange 3D effect, achieved by flashing two pictures onto the screen and the player viewing the action through a special pair of LCD goggles.

The game itself is a *Pole Position* style racing game, with you driving a Formula One car around a series of circuits as fast as possible. If you collide with another car or any of the scenery on the sides of the track, then your car sustains damage. If left unattended, then this could cause your car to explode. Luckily you can pull into the pits for repairs, but this shaves off valuable seconds, making it tough to hit the checkpoint before the timer runs out.

The superb 3D effect that made the coin-op such a hit is not available on the Amiga version, which pretty much reduces the game to the level of 'just another arcadey race game'. However, the game shifts along at a speedy rate and the graphics are well drawn and colourful, so if you're a fan of the genre it might be worth a look.

***AMIGA FORMAT* RATING – 71%**

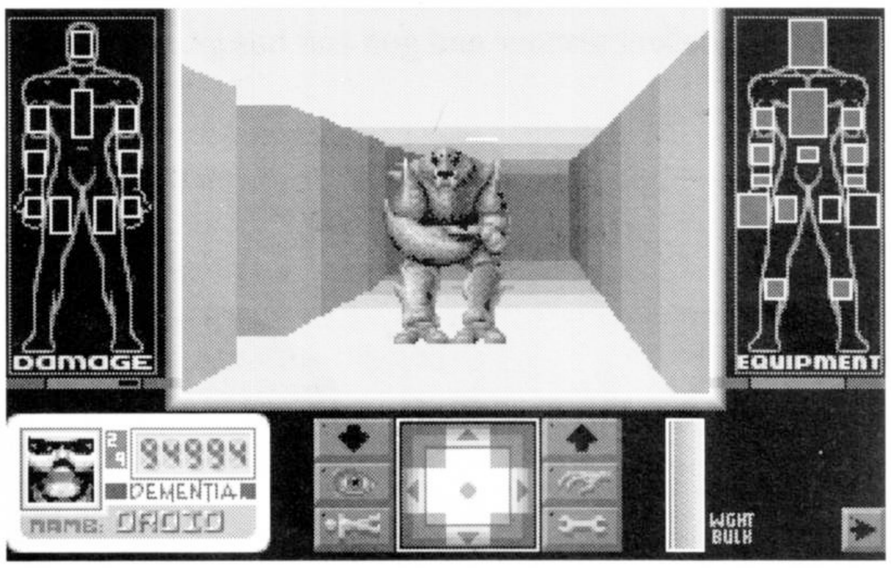


HINTS

Are you sick of seeing everyone else's tailpipes as they scream away from the start, leaving you standing on the grid? Well you need a tip to help you get a good grid start. When the FIRST red light comes on push and hold the joystick forward. When the SECOND red light comes on release the joystick. As soon as the green light comes on push the joystick forward. The faster your reaction time, the faster you will accelerate, so get practising!

CORPORATION

Core Design





Not content with producing one of the most playable platform games available on the Amiga in the form of *Rick Dangerous*, Core Design turned their talents to producing a 3D hunt and fight adventure in the *Dungeon Master* vein.

Corporation's plot tells of several strange death occurring near buildings of the Universal Cybernetics Corporation, a company involved in genetic research. You have been given the task of infiltrating the headquarters of the Corporation to steal information on the dubious research going on. The way ahead is dangerous, with not just tricky mazes to work out, but a host of robot security systems and strange genetic mutants trying to...er...well...kill you, basically.

The game features a superb 3D graphic environment to move around in on your quest, packed with a multitude of technological gadgets. These include computer terminals and holographic guards (there's a novelty). The strange sci-fi atmosphere is given extra push by the appearance of some gruesome alien-looking mutants that hunt you. If this sounds a little hair-raising, don't worry – it all adds to the superb adventurous feel of the game.

Even though *Corporation* managed to slip through the Format reviewing net, any fan of 3D adventures or science fiction stories should check it out. And if you're into both...well, what are you waiting for?

HINTS

Another scoop! Here we have some exclusive tips from Core Design themselves, so get stuck in!

CHARACTER SELECTION

In order to follow these tips, the suggested droid is Core Droid 1. This will allow you to carry all the recommended equipment without incurring the penalties of a weaker droid.

EQUIPMENT PURCHASE

Androids automatically have the back-pack computer and the vision enhancing visor. The list of items that follows takes Core Droid 1's personality attributes into account and is not necessarily the best selection for other characters.

ITEM	QUANTITY
Gun 2	1
Grenade	2
Bomb	1
Power Pack	2
Refill	4
Electronics	3
Armour 3	1

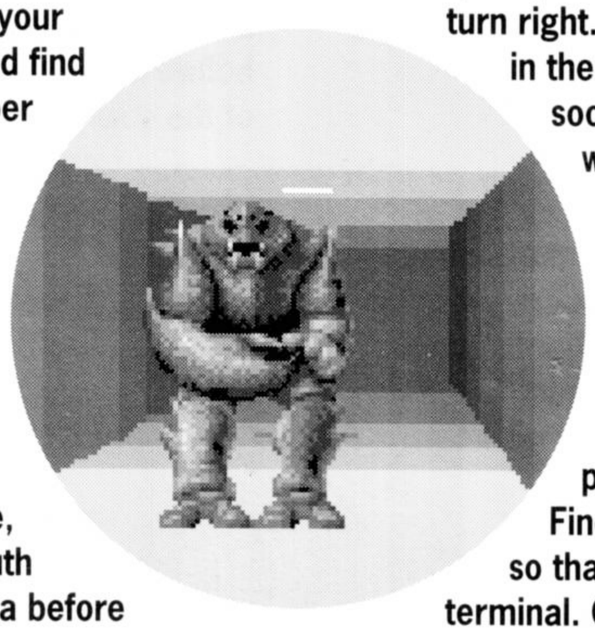
GENERAL HINTS

The bomb should only be used to escape from the prison cell (see the 'Prison' section later). Watch your energy level at all times. You may wish to use your back-pack computer to follow the maps, but remember that this drains energy all the time that it's on. Use the terminals and power packs as described in the manual to recharge. Your physical energy is replenished by drinking the fluid held in the refills, but it can't be drunk straight from the refills. The refills must be used to recharge your drink dispenser. Keep away from the walls when walking down corridors. This could cause doors to open, attracting unwanted attention. Try to approach doors as squarely as possible. If you walk up to a door at a sharp angle it's easy to become disorientated and lose track of your position. If you want to pause the game at any point, just examine your gun.

BEGINNING THE GAME

The first thing to do is rearrange your equipment so that you are familiar with the location of everything and also to make sure that location dependent items are where they need to be.

Drop whatever is on your head (!), take the visor from your chest pocket and put that on your head. Now pick up what you dropped and find a pocket big enough to hold it. Remember that a pocket can hold more than one item if it is big enough.



You begin the game in the elevator in the top left hand corner of floor five facing East. Turn on your back-pack computer and then your compass if this helps you to follow the maps – but watch the energy! Walk forward (East) and out of the elevator and once outside, turn right. You should now be facing South (check your compass). Shoot the camera before it sees you, but if you missed or were too late don't worry...yet!

Walk to the crossroads (beneath what's left of the camera) and turn right. You should see a gap in one of the walls, and if you look carefully you will see a chrome dome in the gap. Walk up to it and click on the eye icon, then you should see a picture of a drinks dispenser in the bottom right hand corner of the display. If you don't, get closer and try again. Pick the item up and turn to face East. Walk forward and you should see a large crab gesturing in a ferocious manner. Try to ignore it for now and enter the first door on the left before the crab.

Walk into the room and turn West where you should see another dome. This contains a refill for your newly-acquired drinks dispenser, so collect it and leave the room by the same door you came in. Turn left and stop moving before you reach the crab (he should be pretty close by now). If you move as far to the right as you can, crouch and turn slowly left, you should be able to see an alcove above the crab. The alcove should contain a squat metal container with three coloured lenses on the front. Shoot the box and voila! The crab disappears! The object you shot was a holographic projector. You don't need to shoot them (you can walk through the projections) but now you can recognise one.

Stand up, turn to the East and enter the next door on your left. On the floor right in front of you is another dome, containing a lock pick, so pick it up. You may have trouble finding somewhere to put it, but try – it's important. If you check your energy levels, you will see that your physical strength is looking pretty low, so use the drinks dispenser three times. This will empty the dispenser, so find one of the refills and click on the manipulate icon (the hand) to fill the dispenser. The only time that you won't be able to do this is if one or both of the items are damaged. If so, repair them and try again.

Leave the room, but beware of the sentry robots that patrol the corridors. If you encounter them, try to shoot them before they fire at you. Turn East again and use the penultimate door on your left. Don't go through the last door, since it's only a service elevator to allow robots and guards to travel to your level. The room you have just entered contains a large sentry robot that is guarding the room. If he sees you he will attack with pretty powerful missiles, so quickly shoot him. Walk to the North wall and turn right. Ready a grenade and walk to the door in the North-East corner of the room and as soon as it opens throw the grenade in. This will destroy the sentry robot inside.

Enter the room and turn right. You should be able to see a metal post with a glass dome on the top. If you can't, edge left and look around. When you find it walk up to it and you will see that it is a monitor. Manipulate it and a picture of a computer screen will appear. Find your security pass and manipulate it so that you can see it in the slot on the terminal. Click on the words SECURITY ACCESS so that the number in the top right of the display goes from zero to one. Now click on your belt buckle and manipulate the flying lead to plug it into the terminal. This will replenish your suit energy, so follow this procedure with every terminal you find.

Leave the room and go through the previous one to get back to the corridor, keeping an eye out for sentry robots. Head South along the corridor, listening out for any doors opening, as this may mean that a sentry robot has entered the corridor behind you. When you see the camera at the crossroads, shoot it, then turn right at the crossroads and use the first door on your right.

Shoot the sentry and walk across the room to the door with a grey panel on the front. Click on the eye icon so that a picture of a keypad appears at the bottom right of the display. Manipulate this to bring the keypad up. Notice that occasionally, as you click on the keys, the little green lights will flash – this tells you that one of the numbers you've hit is in the sequence. Keep hitting the

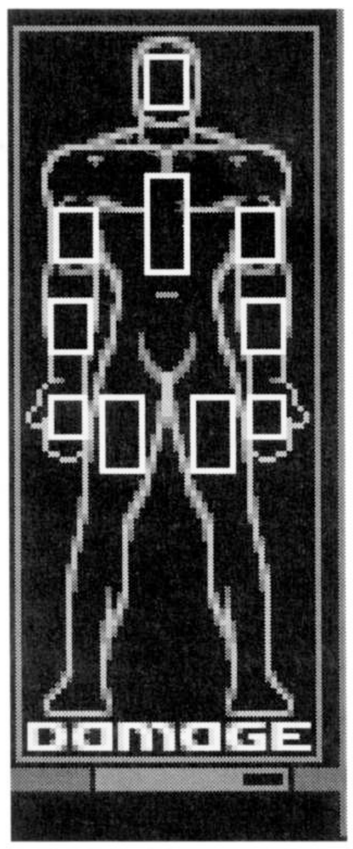
numbers until you know all four figures, then it's a matter of trial and error (rather like the Mastermind game) to find the right order. To avoid messing around, you can speed things up by using the lock-pick. Bring up the keypad, then find the lock-pick and manipulate it. The LED display will begin to operate by itself as the lock-pick tries all the combinations of the numbers (faster than you could) until it finds the right one. When it succeeds the number will be displayed for a short while, so make a note of it since all the locked doors on a level use the same combination. When the door opens you have five seconds to enter the room before the door closes and locks again – so be quick.

Inside the room there should be a sentry and a crab, so start shooting! After the gunfight there should be a few incubators left, although a lot of them will be pretty shot up! Look around until you find the Scanman Hologram Viewer and a hologram. Use this to discover the combination of the ground floor airlocks.

Head South, back to the corridor and turn left again. At the crossroads turn right and walk up to the door with the white patch (which should be on your left). This is the elevator door. Manipulate the control pad to call the elevator (you may have to wait a while before it arrives). Use your security pass to activate the elevator controls. You will now have security clearance to access levels five and four, so press the button for level four and that's the first level completed!

PRISON

Sooner or later you're bound to end up in the 'clink'. If you are overcome by exhaustion or injured to the point of blacking out, the guards will throw you in the cells while they approach their superiors to find out what to do. They will do this in such a hurry that they won't go through your possessions. The only way out of the sealed room is to blow the walls with a bomb – a bit severe, but effective! If you didn't have a bomb then the program would have fed you to Freddie!



Walk to the South-West corner of the room, manipulate the bomb and type in the number 30. Go to the opposite side of the room as quickly as possible, then turn around so that you can see the bomb explode. The bomb will destroy a few of the walls, some furniture, a couple of cameras and maybe even a couple of monsters. Now use the back-pack computer map and your compass to find the nearest elevator, but remember that the devastation you've caused means that the scene before you no longer matches the map!

When you are in the elevator, check your damage and energy levels and use whatever equipment you can to improve your condition. Be warned! The security pass will only allow you to leave the prison level and go to a level you've already seen.

GENERAL TIPS

Equipment

1. Use the pass key to cycle through all the available equipment before making a purchase.
2. Buy a bomb! As you've seen it's pretty important.
3. Don't buy a lock-pick, find one somewhere else.
4. Don't buy a drinks dispenser either.
5. Buy a back-pack computer when mapping levels.
6. Don't skimp on armour.
7. The better your weapon skills are, the cheaper the gun you require is.
8. Having a brain implant, taking a course or loading a program all improve your skills. This means that you'll be able to fight better, repair objects quicker and carry more.
9. Look carefully for damage before using an item. Using a damaged item may wound you.

Bombs

1. Use your watch when setting the timer.
2. Don't stand next to a bomb when it detonates.
3. The bomb should be saved for emergencies.

Encumbrance

Don't be tempted to carry too much, otherwise you will become encumbered. The amount a character can carry before becoming encumbered is calculated as a function of the strength and endurance ratings. The symptoms of encumbrance are slow movement and the fast usage of physical energy.

Exploration

Explore every level thoroughly, since useful equipment to help you progress through each level can be found in certain rooms.

Don't forget...

1. ...to watch your energy levels (both physical and suit energy). The back-pack computer, jet-pack and visor all use suit energy for the whole time that they are being used.
2. ...that androids need armour too!
3. ...that bionic limbs need electronic parts for repair.
4. ...to keep a formatted disk handy on which to save your game.

Psi-Eye

Manipulate this device while worn on the head to create a mind-blast. This is a form of energy which devastates everything in your immediate vicinity. Androids can use this device.

General Usage

1. Before leaving the elevator, make sure that all location specific objects in your pockets are correctly positioned.
2. Bombs can jam some doors shut.

A CORPORATION BESTIARY

Repair Spiders
These robot spiders run around the ceiling looking for damaged lights to repair. They are one of the first creatures you will encounter. If they are shot, they fall off the ceiling and often explode on hitting the floor. occasionally, they will fall off the ceiling by accident. These robots are the cause of the constant explosions you hear while on the top level of the building. If they don't explode when they hit the ground they will hunt and attack the player, so if you spot one running towards you, shoot it! When they attack, they climb the players armour and stab at the face with sharp metal instruments. If you have good armour you are probably immune to their attacks.

The Crab
One of the first discoveries that you'll make is that the Crab is an illusion. If you look, you'll see that they are always next to an alcove and in that alcove there will be a hologram projector. If you shoot the projector, the Crab will vanish. You can walk through them, but hologram's can always be obscuring something else.

The Sentry
The biggest robots in the building are Sentries, which guard corridors, junctions and important rooms. Try to shoot them before they shoot you!

The Alien
This creature is not from outer space, nor is it native to Earth (hence the name). Watch out for this mutant – you will know when one is near you by its loud and ferocious roar. These creatures move fast and are more likely to use doors than anything else you will encounter. Keep away from them!

The Guards
The human guards are paid a hefty bonus for every intruder they can apprehend. This is why they become hysterical and attack like madmen when they see the player. In order to prevent any information a guard might have about UCC falling into the wrong hands, all human employees have had a small explosive device connected to their central nervous system. If a guard is injured past a certain point, he will spontaneously combust, so shoot them!

Robots
Some feeble looking droids will be found wandering around certain levels of the building. If you keep out of their way, they will ignore you, but if you stand in their path or trigger an alarm they will attack by poking you with their little metal hands and squealing for help.

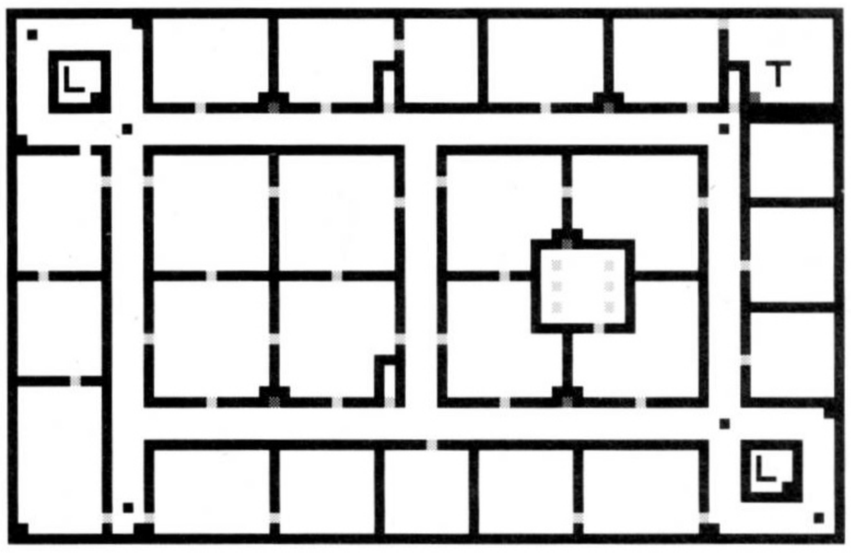
Blobs
The blob was designed as the solution to keep the office environment clean. This large unicellular creature should have quietly scoured rooms and corridors consuming dust and dirt as it went, then finding a dark corner in which to rest in between patrols. Unfortunately, when tested in UCC's offices, they joined together to form more complex organisms which try to consume anything and everything. Because of their habit of seeping through floors and ceilings, they have proved impossible to eradicate. Don't let them melt your head!

Prototype NK
The most efficient robot-guard in the building has not been officially named but was nick-named for its endearing habit of malfunctioning and slaughtering everything, anything and anyone in its vicinity. They have been designed with experimental self-healing circuitry and the upshot of this is that when they have been sufficiently injured, they will shut down for emergency repairs. Don't, whatever you do, think that they are safe when this happens. They could still recover and attack at any moment.

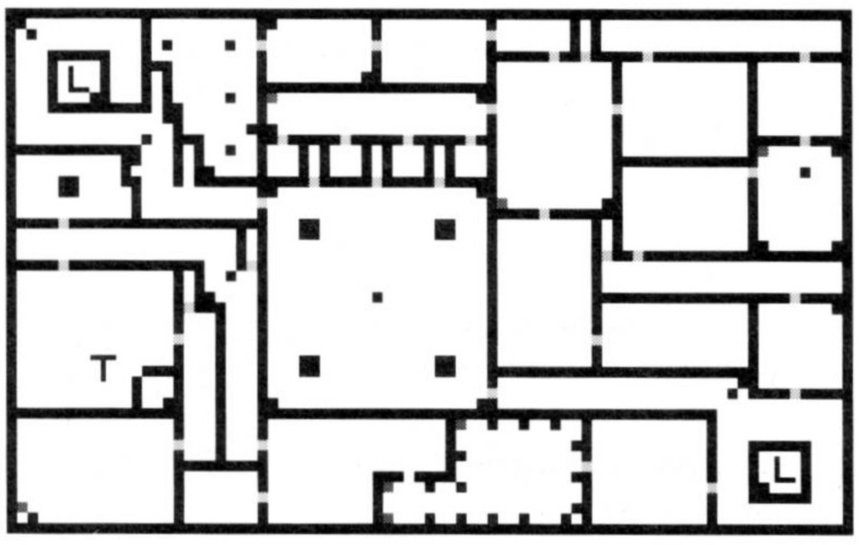
Oh, and one last general rule of thumb...
GET THEM BEFORE THEY GET YOU!

CORPORATION Maps CORPORATION Maps CORPORATION Maps

LEVEL 5



LEVEL 4

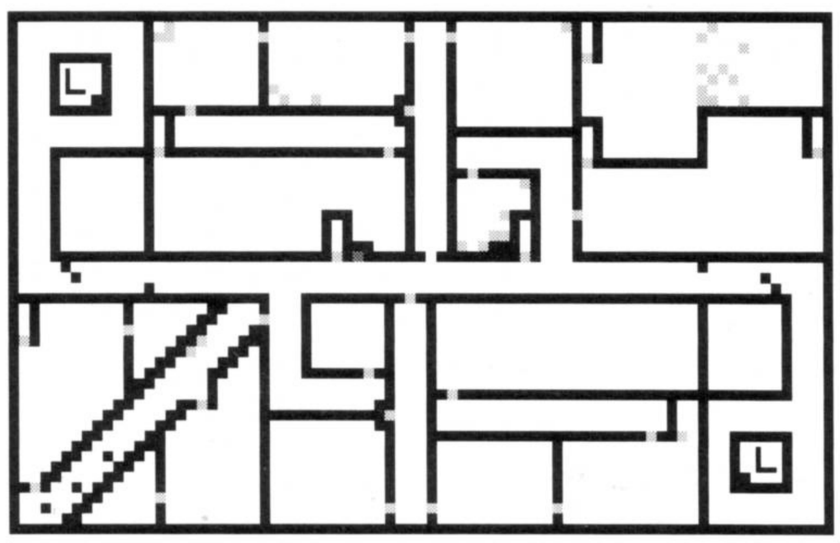


CORPORATION Maps CORPORATION Maps CORPORATION Maps

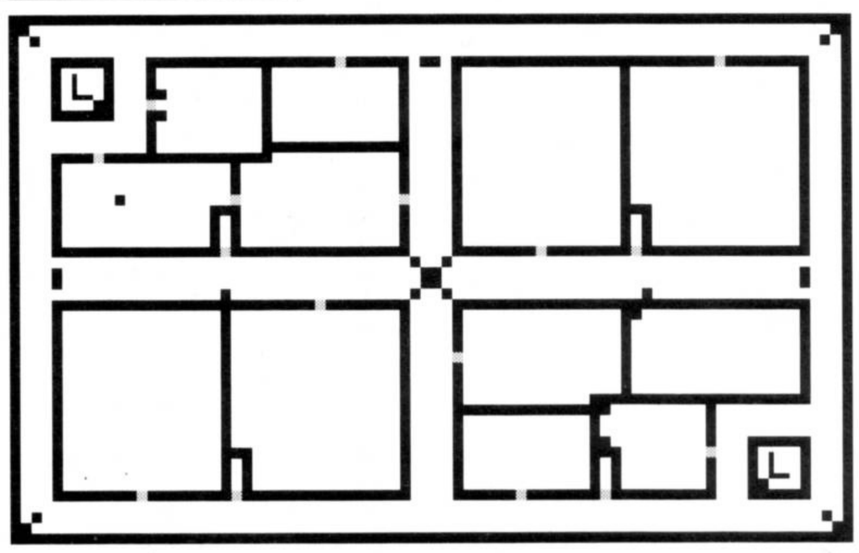
LEVEL 3



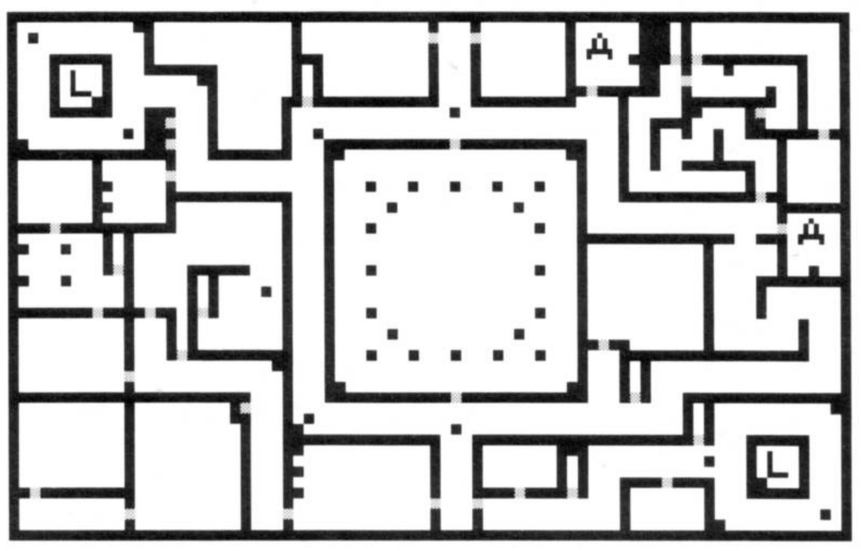
LEVEL 2



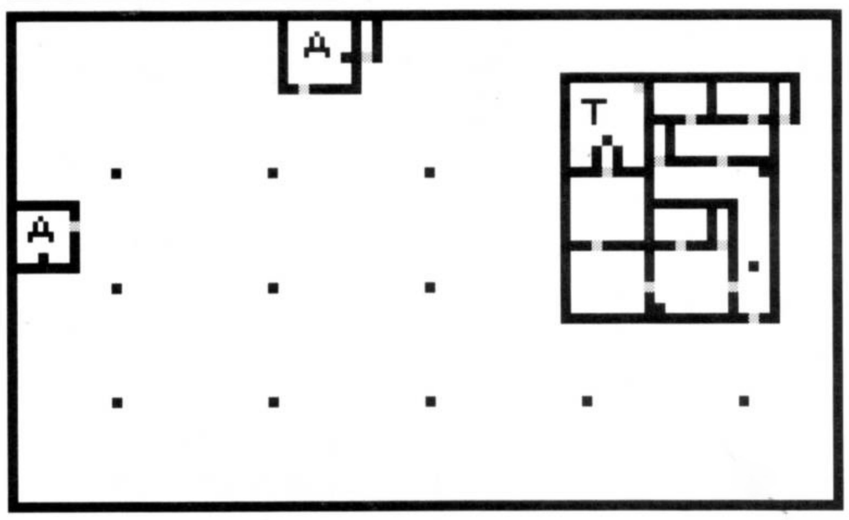
LEVEL 1



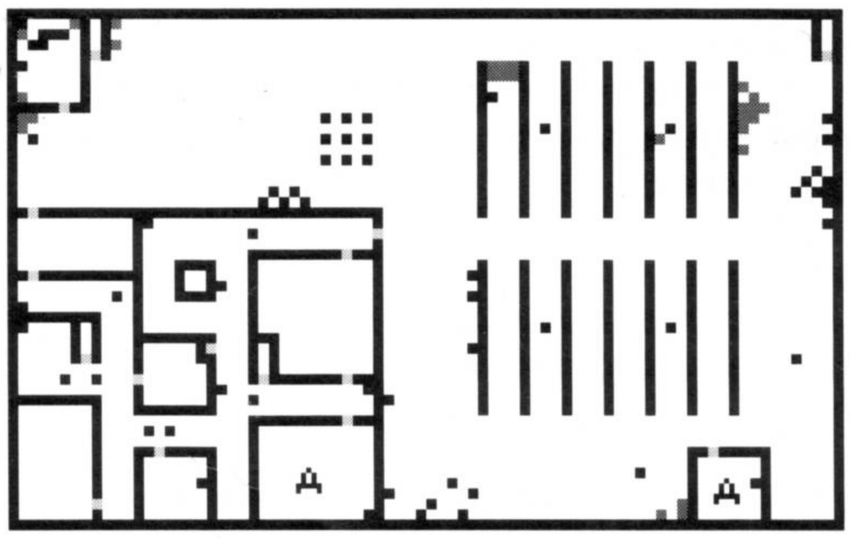
GROUND FLOOR



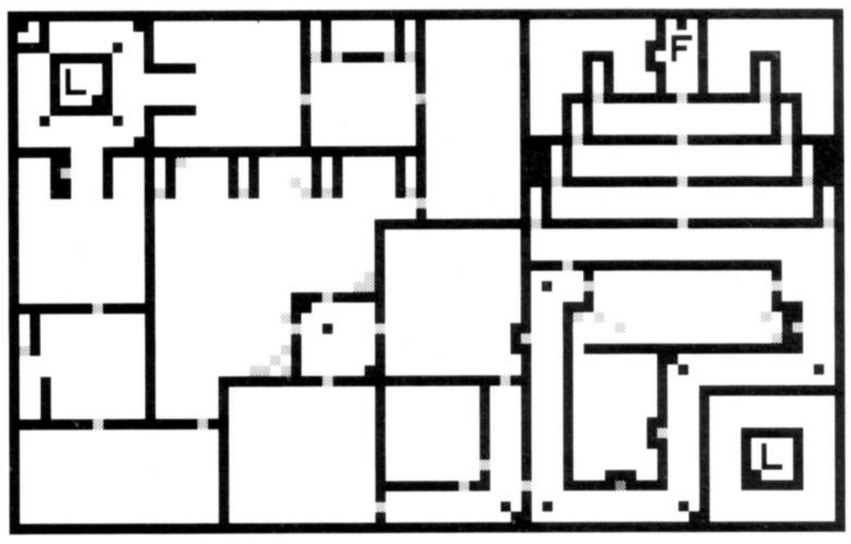
CAR PARK



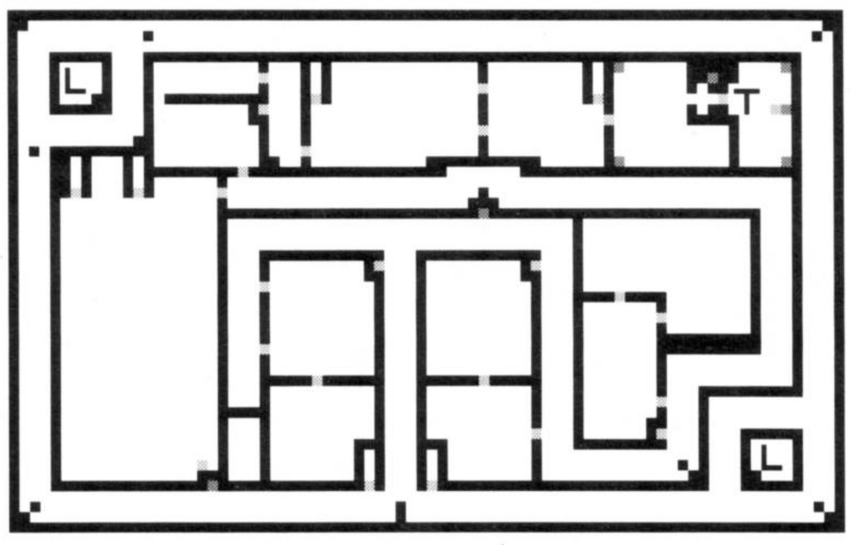
:WAREHOUSE



LOWER LEVEL 1

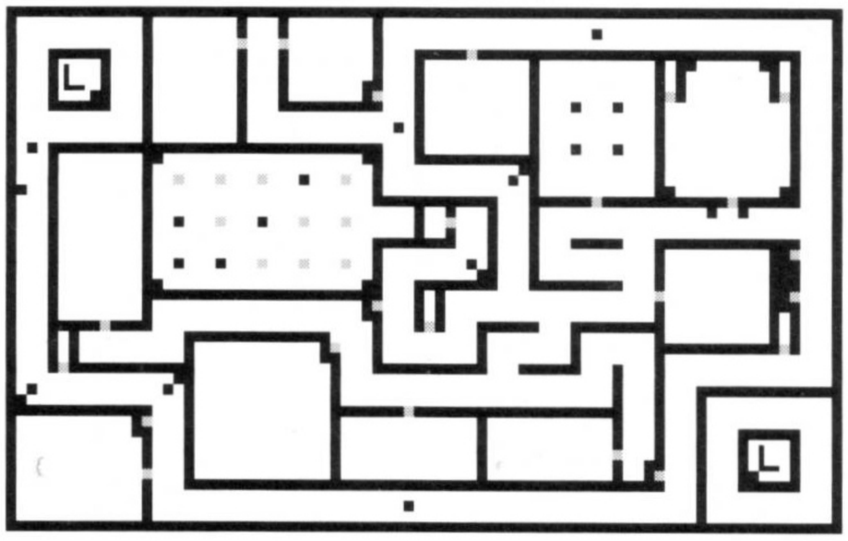


LOWER LEVEL 2

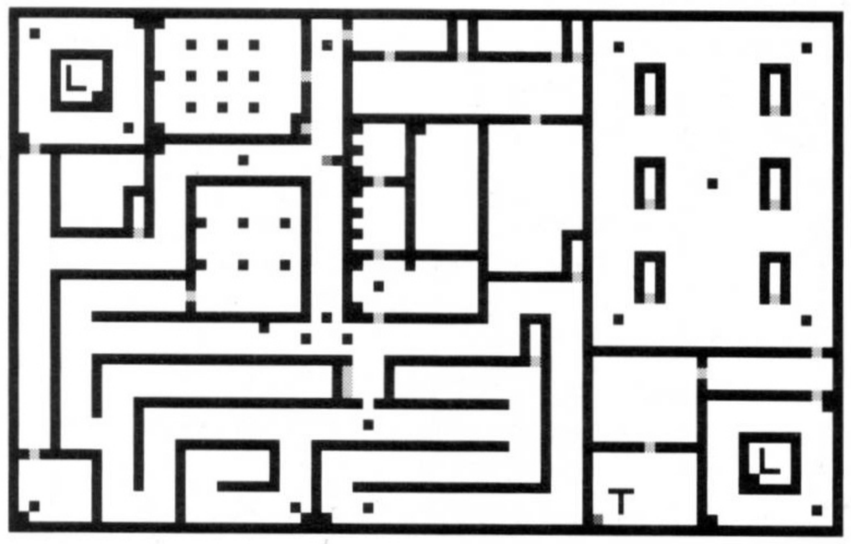


CORPORATION Maps CORPORATION Maps CORPORATION Maps

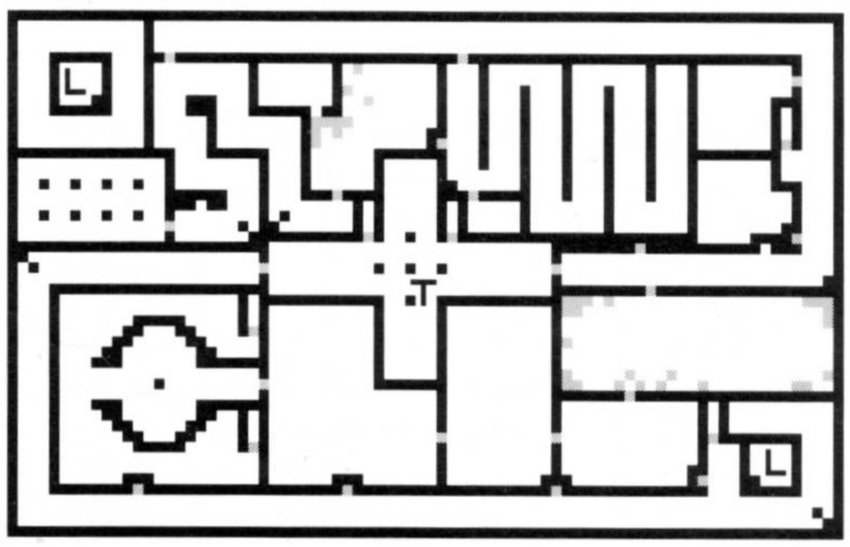
LOWER LEVEL 3



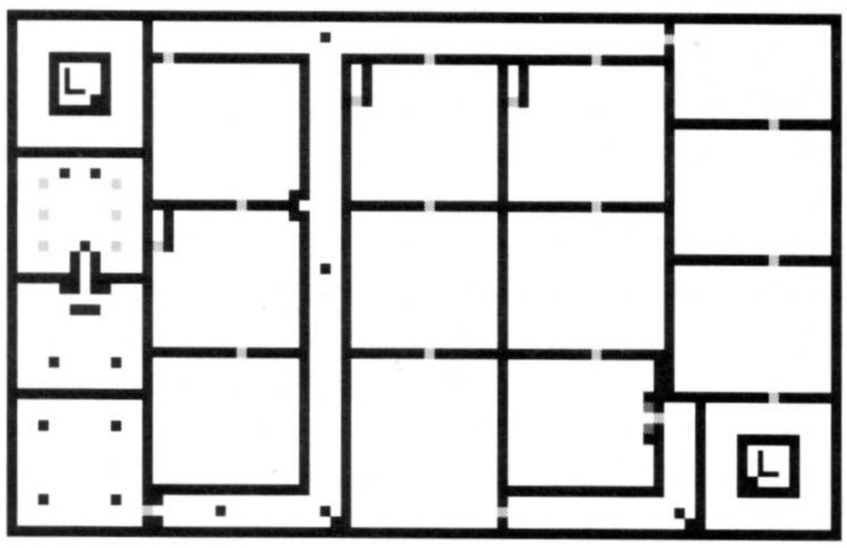
LOWER LEVEL 4



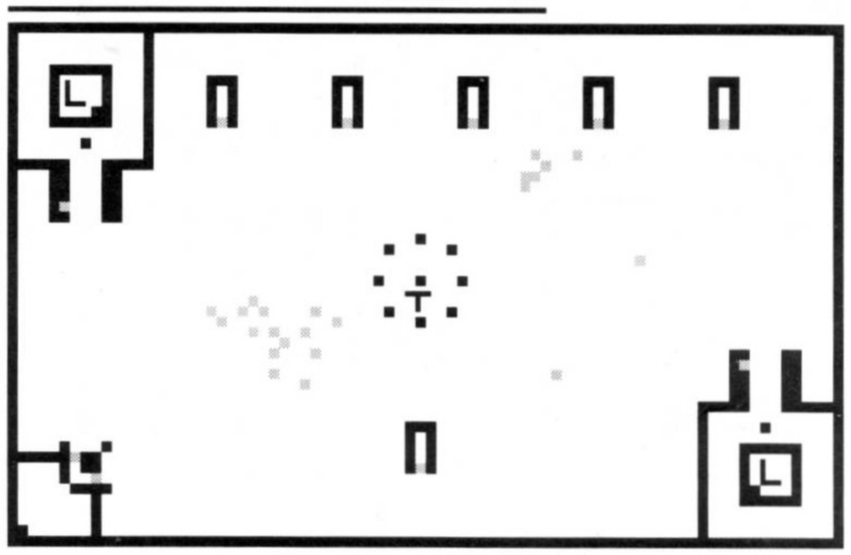
LOWER LEVEL 5



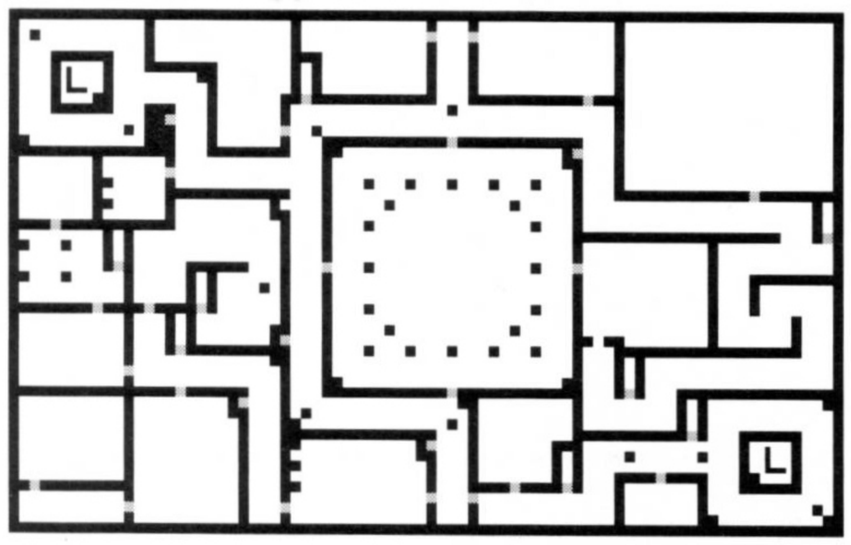
LOWER LEVEL 6



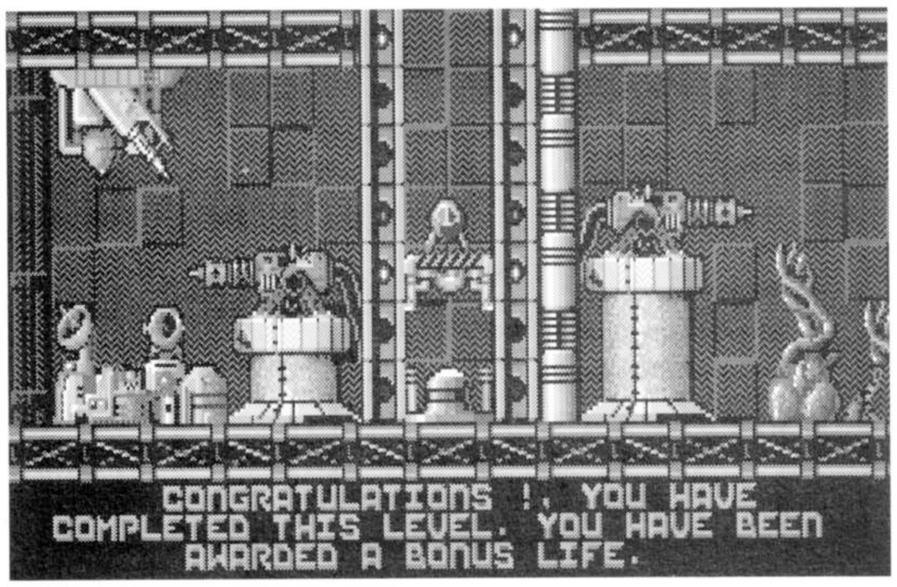
LOWER LEVEL 7



LOWER LEVEL 8



CYBERNOID
Hewson

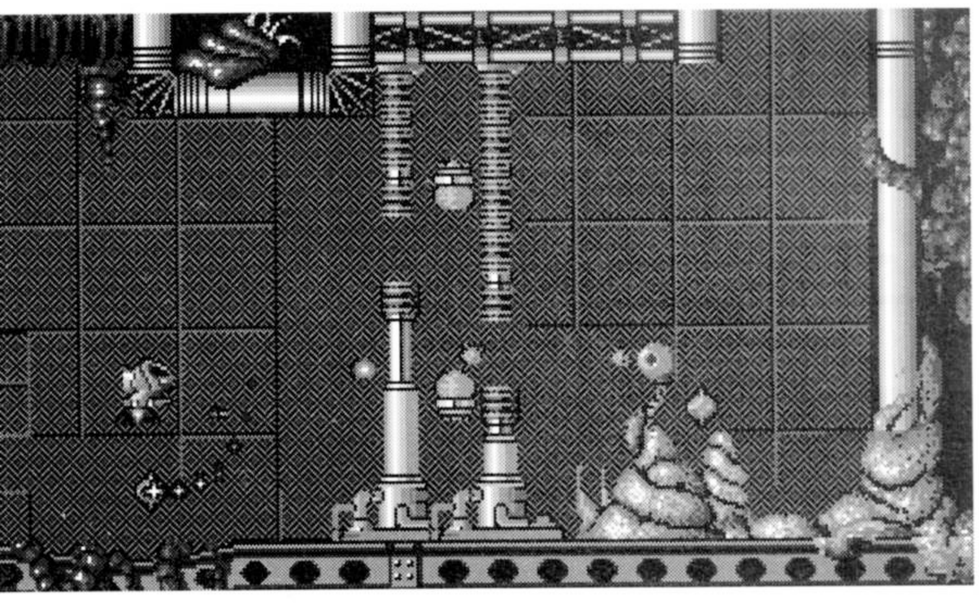


After achieving a great deal of success on the 8-bits, the Amiga version of *Cybernoid* managed to ensure Hewson a decent future on the 16-bits.

You play a futuristic scavenger hunting through an abandoned space station for treasure and loot. Unfortunately, the station turns out to be not so deserted – there are quite a number of alien ships swarming around. They don't take too kindly to you coming around and pinching their gear, so they are flinging whatever they can at you in order to stop you. As well as alien craft whizzing around, there are also some pretty devious traps in the form of gun emplacements and sliding barriers which have to be overcome.

The graphics are the first thing that strikes you about this neat little shoot 'em up. All the ships and scenery have a hard, metallic look, with a few broken and decaying elements thrown in to give the game a nice run-down look. The traps are tough to get past until you learn the correct technique and the aliens fly around at pretty dangerous speeds, so it'll be some time before you manage to complete your adventure.

Although slightly aging now, *Cybernoid* is still a decent shoot 'em up which should keep blast fans happy for a while.



HINTS

Since the going is so tough, you may want a little bit of a helping hand.

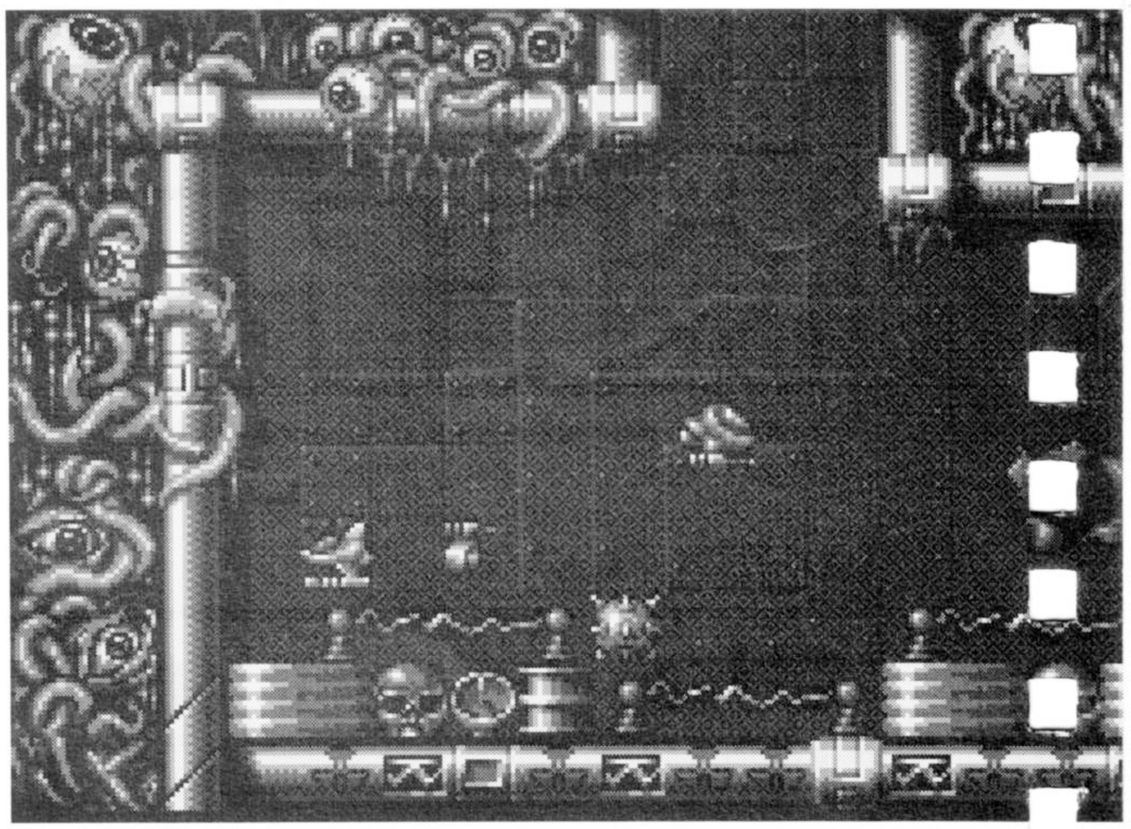
Press the Space Bar once on the title screen, then type RAISTLIN and press the Space Bar again. A message will appear accompanied by a warbling tone to inform you that the cheat mode is active. You can now start the game with infinite *Cybernoid* craft. Want more? Then just press N to skip levels.

CYBERNOID II
Hewson

In this follow up to Hewson's entry into the 16-bit shoot 'em up scene, you play the same futuristic scavenger in another hunt for treasure. This time you are in a new, better equipped ship packed with the latest in space-weaponry, including tracer bombs and smart missiles.

You are travelling around another strange complex, this time further into enemy alien territory. The graphics have a much more organic feel, with strange plants and creatures spitting venom at you along with all the kind of traps that made the original such a challenge.

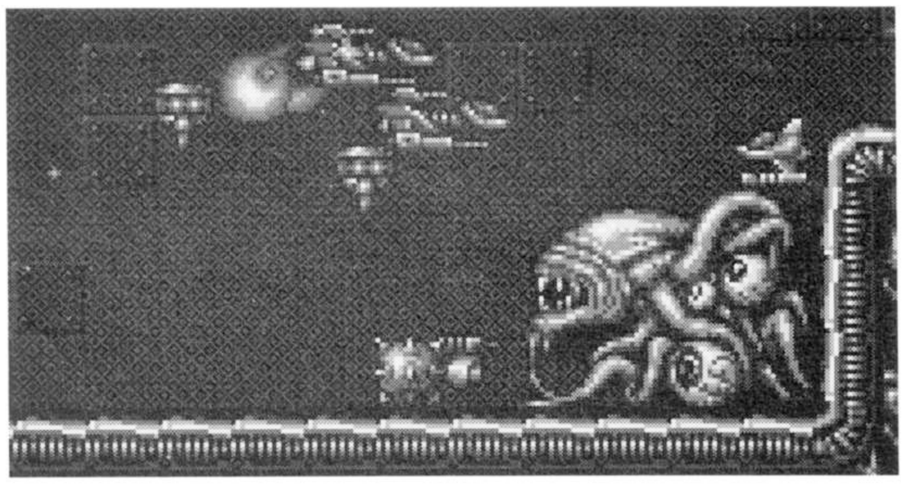
Pretty much 'more of the same' following on from *Cybernoid* really. The new weapons add a bit of interest and provoke new ways of dealing with some of the dangers ahead. If you liked the original and want to continue in a similar, if what more frantic, vein, then check out *Cybernoid II*.



HINTS

What? You want a little bit of a helping hand on this one as well? What was wrong with the last one? Oh, all right, if you insist...

Load up the game and wait for the title screen to appear. Now just type in NECRONOMICON and he presto! Infinite lives. Don't say I don't do anything for you!



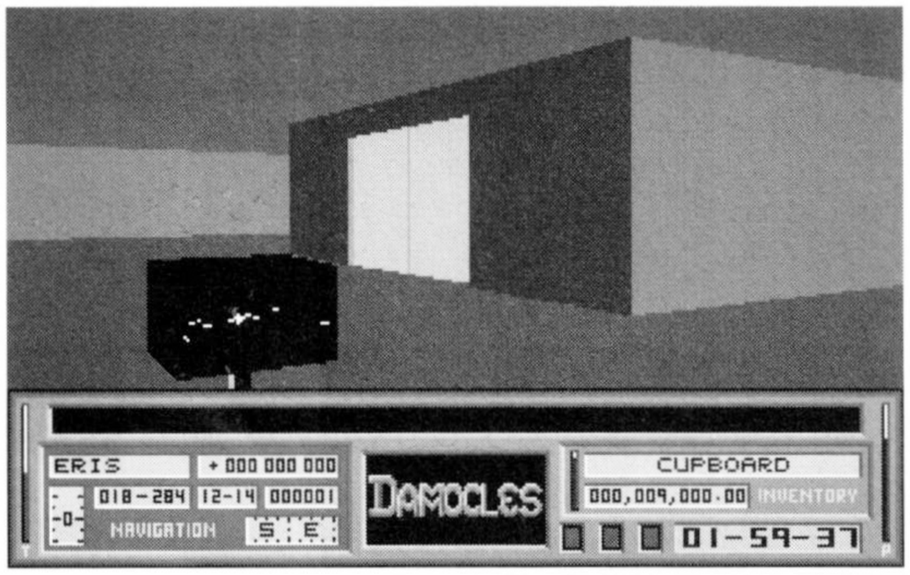
Damocles
Denaris
Double Dragon
Dragons Lair
Drakkhen
Dungeon Master

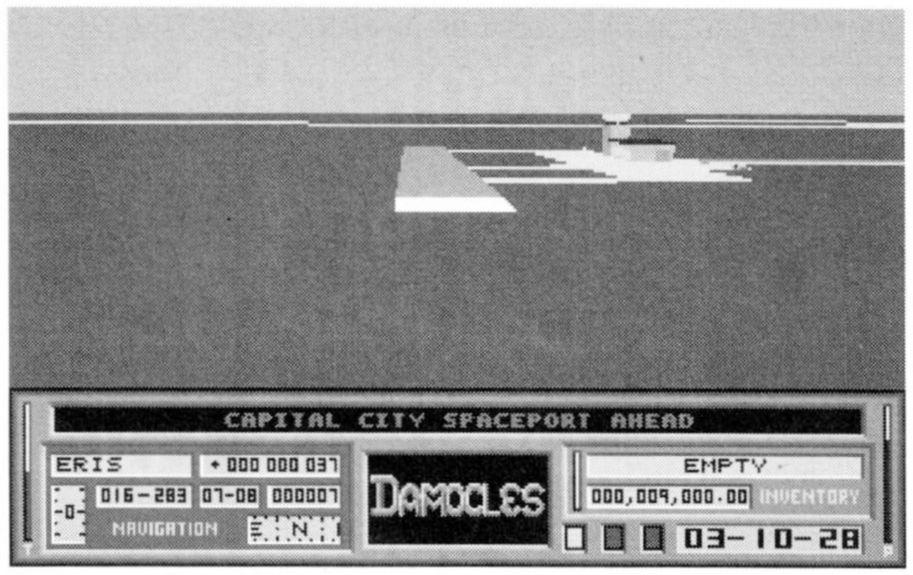
D



DAMOCLES

Novagen





After a considerable wait (somewhere in the region of two years) Paul Woakes finally came up with his epic follow up to *Mercenary*.

In *Damocles* you play the part of the same mercenary who became a hero on the planet Targ. After a well-earned holiday, he replies to a call from the State President of the planet Eris. Apparently the comet Damocles is set on a collision course with Eris, and only a suitably hard mercenary such as yourself can stop it. Well, why not? There's dosh in it!

After months of anticipation, it was duly agreed that *Damocles* had been well worth the wait. The superb 3D graphics portray a solar system packed with interesting locations and details, from huge moons to TV sets! The gameplay is tough and incredibly involved, and the going is littered with some cracking pieces of humour – sometimes at the expense of the programmer and Novagen in general. Whether or not you like 3D space adventures, *Damocles* is an experience not to be missed. As the Format Gold review said, *Damocles* is "a shining gem in a software sea." Say no more!

***AMIGA FORMAT* RATING – 92%**

HINTS

One of the strengths of Damocles is the fact that there are various ways in which the game can actually be completed. Each method will take you to various locations and introduce you to a myriad of different environments, but you still need your wits about you!

THE SOLUTIONS

No matter which method you choose to employ, you have to follow a set sequence of instructions to introduce you to the world of Eris and its...er...little problem.

Once you have landed at the spaceport, disembark from the ship and head for the port building. Go in and pick up the key to the VIP Limo and follow Benson's instructions to get the the State President's Office. Once inside the building, take the elevator up to the second floor and go through the red door at the end of the corridor. To begin with, the President will offer you 100,000-00 IGCs, but if you wait the offer will go up to 250,000-00 IGCs. Accept the mission and go back to the elevator, taking it all the way down to the basement. Here you should find the key to the Eagle 9SE. Take it and go out to your Limo. Take the road opposite the President's office to the Morby School of Flying, where the Eagle will be waiting, ready for you to take on one of the solutions.

One point: if you are going to try the Midas Solution, then keep hold of the Limo key – you'll need it later. Oh, and remember to save your position often!

THE NOVABOMB

First fly out to Snow Island and find the Eris Post Office (coordinates 007-507, 03-00). Enter the building and go through the door on the right. Here you will find a cupboard, which is actually Nova Trigger 2. Pick up the cupboard and leave the building.

Board your ship and fly back to Eris Capital City. Find the elevator (coordinates 017-281, 09-02) and go down to the basement. Pick up the Anti-Grav and go back to your ship, then fly to another elevator in section 11-08. Land next to it, leave your ship then pick it up. Yes, pick it up – this is what the Anti-Grav is for. Enter the elevator and go down to the basement, where you will find Transporter 5. Go through the Transporter to warp to Transporter 3.

Once there, take the elevator down to the ground floor, leave the building and quickly drop and board your ship before you suffocate. You should now by outside on Metis (Eris' red moon). Now fly to the Nixon Interstellar Court of Justice (coordinates 05-06). Land as close to the doors as possible, then leave your ship and go inside. Once in the building, keep walking straight forward towards the table. When you reach it, the wall behind it

should start to open, revealing a secret room. When the wall has fully opened, enter the room where you should find a washbasin. This is Nova Trigger 4. Pick it up, leave the building and board your ship.

Fly West back to sector 05-06, land and pick up your ship. Enter the elevator and take it up to the ninth floor. Use the Transporter to get to Transporter 0, then leave the room you appear in and go through the door on the left. In this room there should be a sideboard, which is Nova Trigger 1. Pick it up and go back to the Transporter.

You now need to get to Transporter 6, which should get you to Gaea at coordinates 064-439, 08-08. Enter the elevator and go down to the ground floor. Once outside, drop and board your ship, then fly to coordinates 06-06 and enter the building. Take the elevator down to the ground floor and go through the doors in front of you. Pick up the bar of gold you find there and leave the building.

Board your ship and fly to the trading post at coordinates 04-06. Here you should be able to sell your gold for 45,000-00 IGCs. Go back to your ship and fly to the Mega-Trading building (coordinates 05-06). Enter the building and follow the doors round to the trading room. Here you should find Nova Trigger 3 disguised as a Hi-Fi. Pick it up and get back to your ship.

Next fly to Ur City (the green island) and find the elevator at coordinates 264-326, 09-02. Land next to it and take it down to the basement. Pick up the Nova Bomb (the big black and white thing) and go back to your ship.

Now fly straight out towards space and stop a second or two after you leave the atmosphere. Turn around until Dalius is in the centre of your display. Now if you look carefully you should be able to see the planet Icarus to the left of Dalius, so fly straight towards it and land on it. If at this point you have less than one hour and thirty minutes left, then fly and land on Damocles before it hits Eris. If you have more time, then stay on Icarus.

Drop the Nova Bomb on the surface and fly away so that Icarus or Damocles (depending on where you landed) takes up about a third of the screen. Now call each of the triggers into the inventory window and press Enter then + to open them up and turn them on. Once the last trigger has been turned on, the Nova Bomb will explode – either destroying Icarus to send Damocles on its way or destroying the comet itself.

USING THE EXPLOSIVES

From the Morby School of Flying, fly out to Bare Island and find the building at coordinates 750-375, 06-02. Enter the building and go down to the basement. Here you should find the Timed Detonator. Pick it up and leave the building.

Board your ship and fly North to the building in sector 06-05. Enter the building and go up to the third floor. Here you should find three explosives. Pick them up and go back out to your ship, then fly to Snow Island.

Find the building at coordinates 008-508, 06-04 and enter it. Go through the door behind the bar, which is in reality an elevator and take it down to the basement. Here there should be another explosive, so pick it up and get back to your ship.

Leave Eris' atmosphere and fly to Theon (one of Eris' moons). Go to coordinates 622-064, 02-03 and enter the building there. Lordy! What a surprise! What should you find here? Some more explosives! Pick them up and go back to your ship again.

Fly back to Eris and land on Capital City at coordinates 017-281, 09-02. Enter the elevator and take it down to the basement, where you should find the Anti-Grav unit. Pick it up and go back up to your ship.

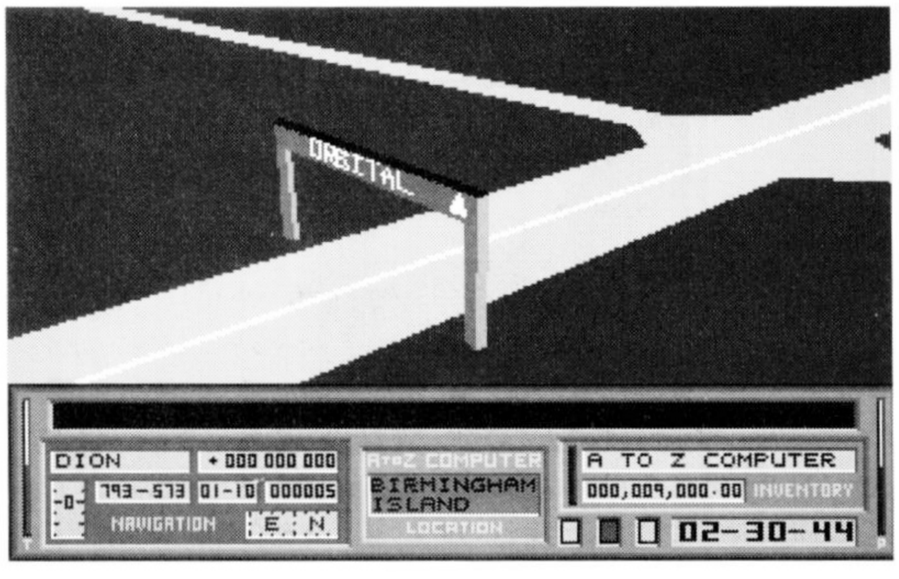
Fly to coordinates 11-08 (on the same island) and land by the elevator. Leave and pick up your ship, then enter the elevator, taking it down to the basement. Use the Transporter to warp to Transporter 6 on Gaea Chaldea Metropolis. Leave the building you are now in, drop your ship and board it.

Fly to Ur City and find the elevator at coordinates 125-687, 01-02. Take the elevator down to the basement, pick up the explosive and return to your ship.

Next fly to sector 05-02 and enter the building. Go down to the basement, where you will find (come on, you know the words) some more explosives. Pick them up, leave the building and board your ship.

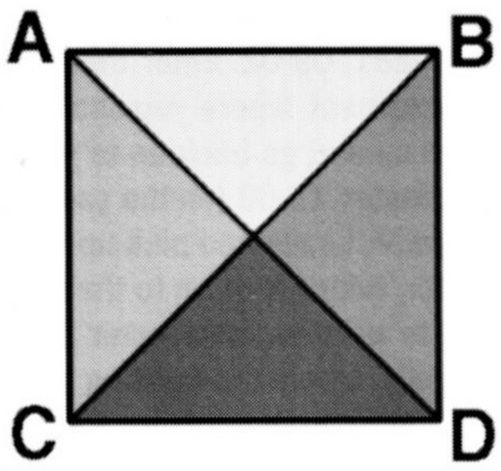
Fly out to Vulcan Island and find coordinates 151-314, 08-08. Land, drop the Anti-Grav and pick up the explosive you find on the ground in that sector. Board your ship and leave Gaea's atmosphere.

Once clear of the planet, stop and turn so that Dalius is in the centre of your display. Just to the left of Dalius is the moon Icarus. Fly towards it and land on the surface. Again, if you have less than one hour 30 minutes, fly and land on Damocles. Now you need to drop the explosives on top of each other in a stack. To do this, stand on the same spot and press the drop key twice to drop two explosives together. Now board you ship and hover above the top of the stack. Press the drop key to place another on top of the stack, move up, then drop another and so on until you have a stack of seven explosives. Just before you drop the last explosive on the pile, set the power to nine and the countdown timer to two minutes or more. Activate the explosive, drop it ad then get the hell away from there!



THE MIDAS PUZZLE

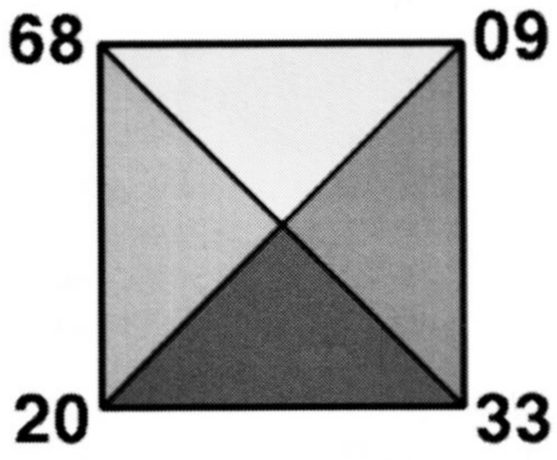
The puzzle of the Midas Pyramids is possibly one of the most complex and confusing scenarios of Damocles. There are over sixteen million pyramids on the planet Midas, each of them individually numbered with four numbers. The diagram below, the letters A, B, C, and D represent the positions of the numbers around the pyramid.



By passing two or three pyramids while travelling East, the figure represented by A will increase by one and will continue to do so for as long as you travel in that direction. Once A passes 99, B will increase by one and A will reset to 00. If A passes 99 again, then B will increase by one again, and so on. When flying West, the numbers will obviously reverse (that is when A passes 00, B will decrease by one).

The figures C and D behave the same as A and B respectively, except that the numbers increase when flying North. That is C increases by one when you reach the next pyramid to the North and D increases by one when C passes 99 – get the picture? Once you grasp the logic, then you can go on to find the Magic Crystal.

From the Morby School of Flying, board the Eagle 9SE and fly to the trading post at coordinates 04-10 and sell the key to the VIP Limo. Take off again and leave Eris' atmosphere, stopping just as you get into orbit. Turn around until you're roughly facing South-East. You should be able to see two planets in the distance on your display. Fly towards them, trying to keep them in the centre of the screen until you get quite close. Now fly towards Midas, which is the yellow planet, and using the method outlined above find the following pyramid:



Land and go inside. Here you should find the Magic Crystal. Pick it up and fly back to Eris (which is North-West from Midas). Once you reach Eris, fly to Capital City and find sector 13-15, where there should be a trading post. Enter the building, pass through the first doorway and drop the Crystal in the corridor. Follow the corridor until you come to another door and go in. In the room should be a book. Pick it up and press Enter to bring up the auxiliary panel. On reading the book you will find eight wishes on eight pages. Choose the wish that appeals to you and remember the page number. Drop the book, go back out into the corridor and pick up the Crystal. Go back into the book room, pick up the book and press Enter to find the right page. Read the wish by pressing * and it will come true. As soon as you have done this, drop the book again – this will save you having to pay for it!

THE AUTHOR'S COMPUTER

From the Morby School of Flying board your ship and fly to sector 09-02. Find the elevator in that sector and go down to the basement. Pick up the Anti-Grav unit, go back and board your ship and fly to sector 11-08.

Find the elevator and land next to it. Pick up your ship and go into the elevator, taking it down to the basement where you should find Transporter 5. Use the Transporter to warp through to Transporter 2, leave the building, then drop and board your ship.

Fly to sector 13-14, where you will come across the Author's house. Land by the house and find the Westerly facing window. Looking through the window you should be able to see a computer, a desk and a chair. Shuffle along so that you are as close to the left of the window as possible and press the take key twice. You should now have the Author's computer and the chair. If not keep shuffling and trying. Drop the chair and board it. This should allow you to sit down and use the computer.

Select the computer in the inventory window and press Enter to reveal a light grey auxiliary panel. Set the parameter to four by pressing 4 on the keypad and set the value to one using the + and – keys. Finally, press the * key to destroy Icarus and save Eris from Damocles. If you have less than one hour 30 minutes left, then select value 29 to destroy Damocles itself.

WHAT CAN THE AUTHOR'S COMPUTER DO?

PARAMETER	WHAT IT DOES
0	Can change all the colours of the outside Universe.
1	Change the colours of the control panel.
2	Change the viewing perspective.
3	Slows down or speeds up time.
4	Gives the power to destroy any body in the Dalius system – including Dalius itself.

OBJECTS IN DAMOCLES

If you fancy just having a wander around looking at and using the things, then here are the locations of various objects you can find. Some may be useful, but others most definitely aren't. Some things are found at Trading Posts, so be prepared to hand over some IGCs if you want to walk off with the goods!

ITEM	PLANET/ISLAND	PLANET COORDS	SECTOR COORDS	FLOOR
25,000,000 ECU	Eris/Capital City	018-284	15-12	B
ACME U'sal Suit	Dion/Birmingham Island	795-575	09-14	–
Air Conditioner	Eris/Capital City	017-283	09-08	1st
Amplifier	Cyclopes/IDI Centre	851-602	02-02	–
Anti-grav	Eris/Capital City	017-281	09-02	B
Antique Clock	Eris/Key Island	625-126	09-08	1st
Antique Sextant	Mentor/Mentor Wayst'n	688-316	06-05	–
Answerphone	Dion/Birmingham Island	793-573	02-11	1st
Author's Chair	Dion/Birmingham Island	796-573	14-13	–
Author's Computer	Dion/Birmingham Island	796-573	14-13	–
A-Z Computer	Eris/Capital City	018-284	12-14	1st
Bath	Dion/Birmingham Island	795-570	09-00	G
Bathroom Scales	Clotho/Clotho New Town	591-323	04-00	B
Battery	Perseus	936-450	05-02	–
Blue Beacon	Mentor/Mentor Wayst'n	687-315	02-01	–
Book	Eris/Capital City	018-284	13-15	–
Bookcase	Solon/Penn College	959-590	01-01	B
Bottle of Wine	Eris/Snow Island	008-508	06-04	G
Briefcase	Vesta	264-326	004-06	3rd
CB Rig	Mentor/Mentor Wayst'n	688-135	04-03	–
Clipboard	Eris/Snow Island	007-507	03-00	–
Comms Console	Theon/Theon Base	622-065	03-01	–
Comms Console	Acheron/Acheron Retreat	834-322	01-01	–
Cooker	Gaea/Chaldea Metropolis	063-437	04-01	1st
Cooker	Gaea/Ur City	126-687	09-03	–
Cornflakes	Clotho	590-323	02-01	G
Cupboard (Trigger 2)	Eris/Snow Island	007-507	03-00	–
Davy Jones' Locker	Perseus	936-450	05-02	–
Explosive 1	Eris/Bare Island	750-375	06-05	3rd
Explosive 2	Eris/Bare Island	750-375	06-05	3rd
Explosive 3	Eris/Bare Island	750-375	06-05	3rd
Explosive 4	Eris/Snow Island	008-508	06-04	B
Explosive 5	Dion/Dion North	809-586	00-05	–
Explosive 6	Gaea/Ur City	125-687	01-02	–
Explosive 7	Gaea/Ur City	125-687	05-02	–
Explosive 8	Gaea/Vulcan Island	151-314	08-08	–
Explosive 9	Theon/Theon Base	622-064	02-03	–
Fax Gaea/Ur City	125-687	07-01	–	
Filofax	Metis	616-511	00-06	9th
Filing Cabinet	Dion/Birmingham Island	793-211	02-11	1st
Fish Tank	Bacchus	405-637	01-02	G
Fireplace	Clotho/Clotho New Town	590-323	01-01	2nd
Fridge	Clotho/Clotho New TOwn	590-323	02-01	2nd
Geiger Counter	Eris/Bare Island	750-375	07-04	9th
Ghettoblaster	Logos	317-896	06-03	–
G'house Effect	Dion/Dion North	809-567	00-03	–

Gold	Gaea/Chaldea Metropolis	063-438	06-06	B
Gold	Solon/Penn College	969-590	01-01	B
Gold	Tolsa/Eris Bank Repository	667-663	02-01	–
Gold	Tolsa/Eris Bank Repository	667-633	02-01	–
Gold	Tolsa/Eris Bank Repository	667-633	02-01	–
Gold	Tolsa/Eris Bank Repository	667-633	02-01	–
Hammer	Dion/Dion North	809-586	01-04	–
Heat Resis'nt Suit	Eris/Capital City	018-282	14-05	–
Hi-Fi (Trigger 3)	Gaea/Chaldea Metropolis	063-438	05-06	–
King Size Spanner	Eris/Capital City	016-283	04-11	–
Kitchen Sink	Gaea/Chaldea Metropolis	063-437	04-01	G
Lottery Ticket	Clotho/Clotho New Town	590-323	01-00	2nd
Memopad	Eris/Bare Island	750-575	06-05	4th
Museum Guide	Cronus	626-463	05-05	–
Novogen Safe	Dion/Birmingham Island	793-211	02-11	1st
Nova Bomb	Gaea/Ur City	264-326	09-02	B
Photocopier	Logos	316-896	04-02	3rd
Pressure Suit	Mentor/Mentor Wayst'n	687-316	04-04	–
Reading Glasses	Lucan	024-208	00-07	–
Receipt	Gaea/Chaldea Metropolis	063-438	06-06	1st
Red Beacon Locator	Vesta/Politburo City	264-325	04-04	–
Red Herring	Icarus	152-417	02-01	–
Rubbish Bin	Dion/Birmingham Island	793-573	02-11	G
Rug	Dion/Birmingham Island	793-573	02-12	1st
Scroll	Vesta/Politburo City	264-326	04-06	–
Shopping Bag	Atropos	009-304	01-01	1st
Shower	Gaea/Ur City	125-687	01-03	G
Sideboard	Gaea/Ur City	125-687	07-01	–
Standard Lamp	Eris/Velose City	375-437	04-05	1st
Storage Boxes	Eris/Snow Island	007-507	03-00	–
Sun Glasses	Clotho/Clotho New Town	590-323	02-01	4th
Sun Shade	Eris/Capital City	018-282	12-04	–
Table Lamp	Clotho/Clotho New Town	590-323	01-01	–
Television	Eris/Velose City	375-437	04-01	9th
Thermal Undies	Eris/Bare Island	750-575	06-06	4th
Timed Detonator	Eris/Bare Island	750-375	06-02	–
Top Secret File	Eris/Bare Island	750-575	06-05	4th
Towel Rail	Dion/Birmingham Island	795-570	09-00	G
TV Control	Eris/Velose City	375-438	03-07	B
Valuable Piano	Gaea/Ur City	264-326	09-02	B
Video Player	Eris/Velose City	375-437	04-01	2nd
Wall Clock	Gaea/Chaldea Metropolis	063-437	04-01	2nd
Wall Phone	Metis	618-511	05-06	–
Wardrobe	Gaea/Chaldea Metropolis	063-437	04-01	G
Washbasin (Trigger 4)	Metis	618-511	05-06	–
Washing Machine	Dion/Birmingham Island	793-571	02-02	G
Welsh Dresser	Mentor/Mentor Wayst'n	688-316	05-04	–
Wine Keg	Eris/Snow Island	008-508	06-04	B

KEYS

One of the most useful (and important) sets of objects to be found in the Dalius system are keys. Without them certain sections of the game are closed off – including the solutions! Here is a list of the keys and there locations. Note that some of the vehicles are in totally different locations from their keys, so where this is the case, the vehicles' locations are listed also.

Doors:

KEY	PLANET/ISLAND	PLANET COORDS	CITY COORDS	FLOOR
B	Eris/Bare Island	750-375	06-05	B
C	Metis	617-510	01-03	G
D	Dion/Dion East	810-566	06-00	–
E	Dion/Birmingham Island	793-571	03-14	9th
F	Eris/Capital City	018-284	15-12	2nd

Vehicles:

KEY	PLANET/ISLAND	PLANET COORDS	CITY COORDS	FLOOR
99 Chevy	Eris/Bare Island	750-375	06-02	–
22 CV	Gaea/Chaldea Metropolis	063-439	08-08	1st
Bestcupand...	Eris/Capital City	017-284	08-14	–
Bullet	Pan/Pan Hades Lab' Camp	103-689	04-01	1st
Concord III	Mentor/Mentor Wayst'n	689-316	09-07	–
Eagle 9SE	Eris/Capital City	017-283	09-08	B
Targ Tourer	Vesta/Politburo City	264-326	04-06	1st
VIP Limo	Vesta/Politburo City	016-283	07-08	–

VEHICLE	PLANET/ISLAND	PLANET COORDS	CITY COORDS	FLOOR
99 Chevy	Gaea/Ur City	125-687	07-01	–
Bullet	Thalia/Thalia Base Camp	489-044	06-03	–
Concord III	Bacchus/Bacchus Wayst'n	405-638	02-08	–
Eagle 9SE	Eris/Capital City	017-283	09-08	1st
Targ Tourer	Dion/Birmingham Island	793-574	03-14	–
VIP Limo	Eris/Capital City	017-283	07-07	–

Transporters:

Whichever mission you choose to undertake, the time limit brings severe restrictions. Flying around space in even the fastest of ships eats away at the time, so a quicker way is needed. This is where the Transporters come in. They allow you to hop around without losing time. Brilliant!

TRANSPORTER	PLANET/ISLAND	PLANET COORDS	CITY COORDS	FLOOR
0	Gaea/Ur City	125-687	07-01	–
1	Eris/Bare Island	750-375	06-02	G
2	Dion/Birmingham Island	793-574	03-14	1st
3	Metis	616-511	00-06	9th
4	Vesta/Politburo City	264-326	04-06	B
5	Eris/Capital City	017-283	11-08	B
6	Gaea/Chaldea Metropolis	064-439	09-09	1st
7	Logos	316-896	04-02	4th
8	Bacchus/Bacchus Wayst'n	405-638	02-08	–
9	Mentor/Mentor Wayst'n	689-316	09-07	–

CAN'T FIND THE KEYS YOU NEED?

If locked doors are a hassle because you can't find the right key, then try a bit of brute force. No, no...I don't mean bash it in with your shoulder – use the explosives.

All you have to do is get an explosive, set the power to three and the timer to about 20 seconds. Now stand in front of the door, press the * key and drop the explosive. Now get away as quickly as you can – you don't need to go too far, but it's best to be safe!

PLACES TO AVOID

Some of the locations found in the game are decidedly unfriendly places and should be avoided. If you are one of these foolhardy adventurer types, however, you may want to have a look.

Prisons:

PLANET/BASE	PLANET COORDS	CITY COORDS
Metis (Time Warp)	617-511	02-06
Pan/Pan Hades Lab' Camp	102-089	00-01 to 02-02
Tolsa	667-632	02-00

OTHER DANGEROUS BUILDINGS:

PLANET/ISLAND	PLANET COORDS	CITY COORDS	FLOOR
Eris/Capital City	015-281	01-01	1st

Info: The District Exchequer takes back taxes which amount to well over 100,000,000-00 IGCs. Advice: Stay away!

Metis/Metis Moonbase	616-511	00-06	8th

Info: This also is a spot where money moves away from you in droves! This time the Palyar Commander's brother-in-law sues you. Agh!

Gaea/Chaldea Metropolis	063-439	06-08	1st

Info: This is the home of some rather dodgy Estate Agents. Don't go in with loads of cash or they'll take it all in exchange for a one-roomed house!

PLACES OF INTEREST

Once you've saved Eris from destruction you may want to do a bit of sightseeing...and some moneygrabbing! Here are some locations that may be interesting:

PLANET/ISLAND	PLANET COORDS	CITY COORDS	FLOOR
Bacchus Moonbase	405-637	01-03	–

Info: A double or quits bet with your money gained from saving Eris could make you mega-rich! Remember to save your position though – just in case!

Clotho	264-326	03-07	G

Info: Just walk in for a nice surprise.

Cyclopes	581-602	02-02	–

Info: For this one, you'll need the Lottery Ticket from Clotho New Town (see the list of objects for its location). Save the game before you go into the building and keep loading and entering until you win first prize.

JUST FOR FUN

One of the great things about Damocles is the sense of humour that has gone into it. For some evidence of this, check out some of these little gems:

Turning on the TV

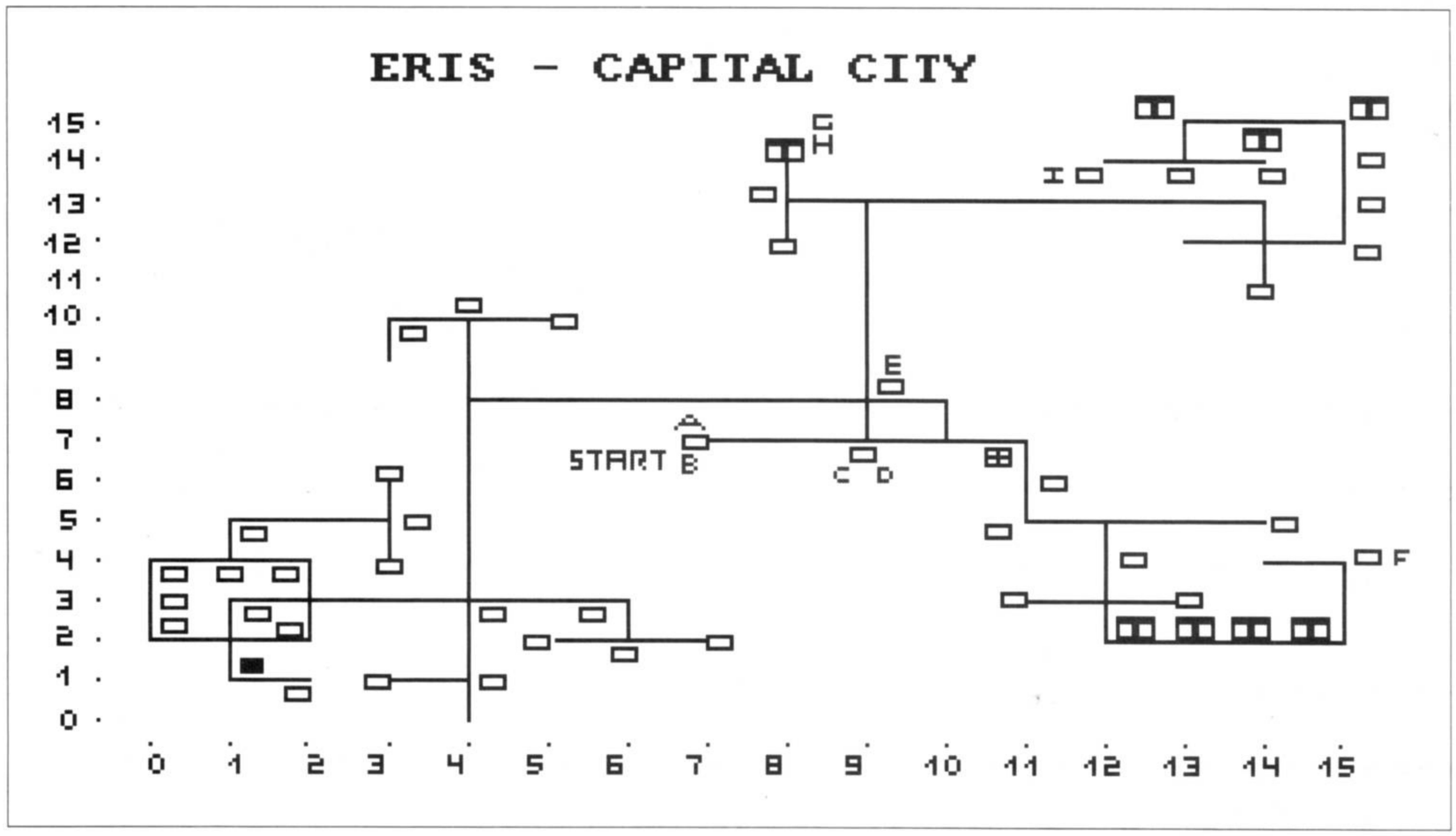
Fly to Velose City on Eris and find the Trading Post at location 03-07. In the window you should see a TV Controller, so go in and buy it. Next fly to the elevator in sector 04-01 and take it up to the 9th floor. Once you have found the TV, stand where you can see the screen, press Enter to call up the Controller's panel and press +. You should be just in time to catch the news...

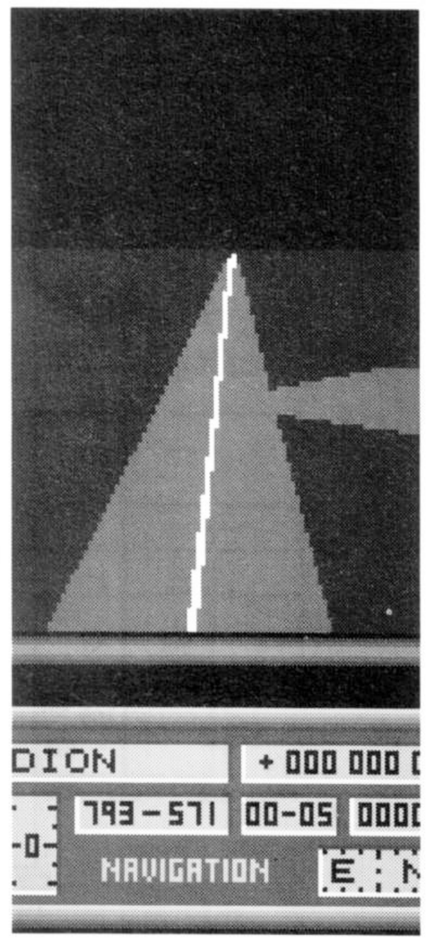
THE Ghetto Blaster

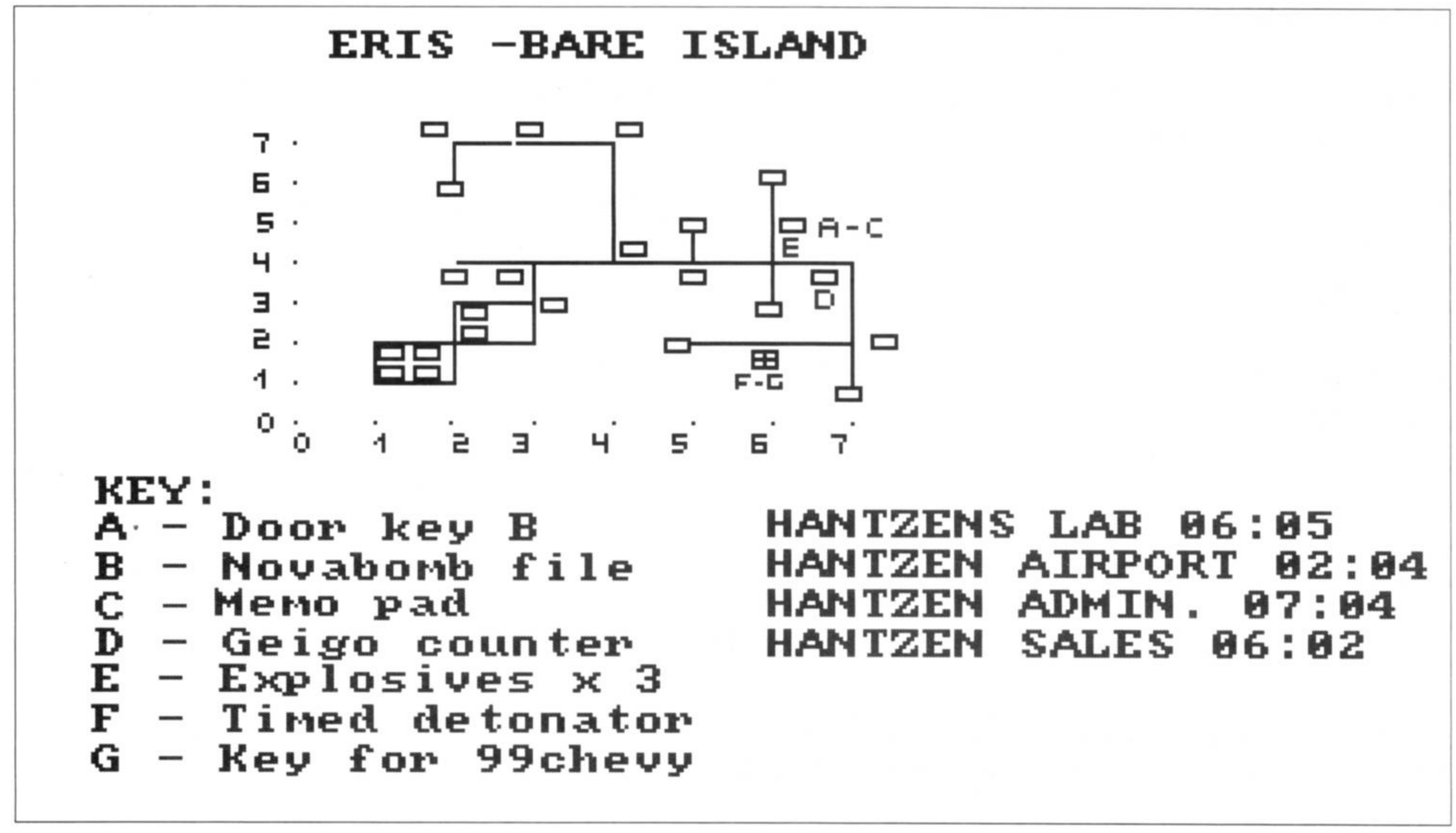
If you want to rave on while playing the game, pop along to Charlene's Disco in sector 06-03 on Logos and get the Ghetto Blaster. Activate it by pressing Enter then + and get on down. Well...maybe not.

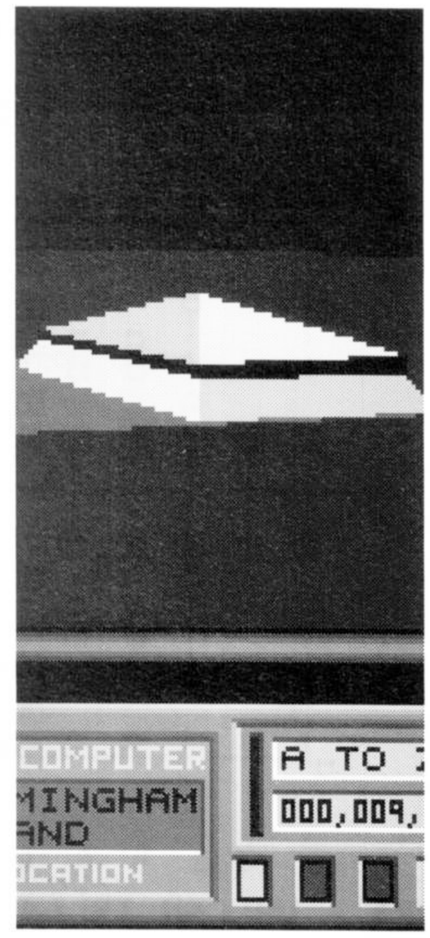
Novagen's Safe

To get into the safe, get an explosive and set the timed detonator to about 20 seconds. Press * to to set the detonator and drop the explosive on top of the safe. Now get as far away as possible and wait for the explosion. When it has gone off, go back, pick up the safe and press Enter to reveal a panel.









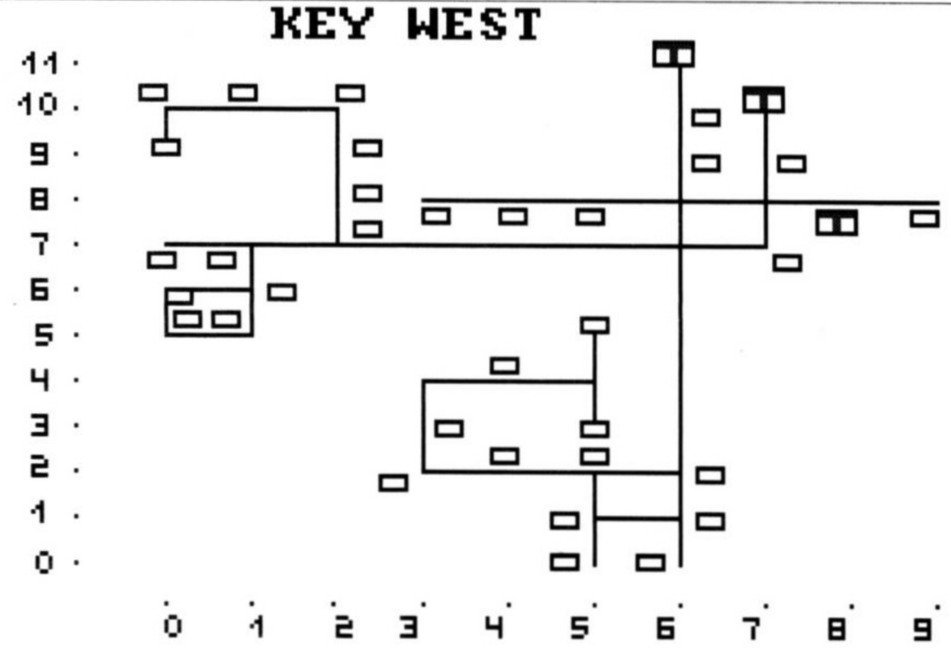
ERIS - VELOS CITY



A - VIDEO PLAYER
B - TELEVISION
C - TV CONTROL

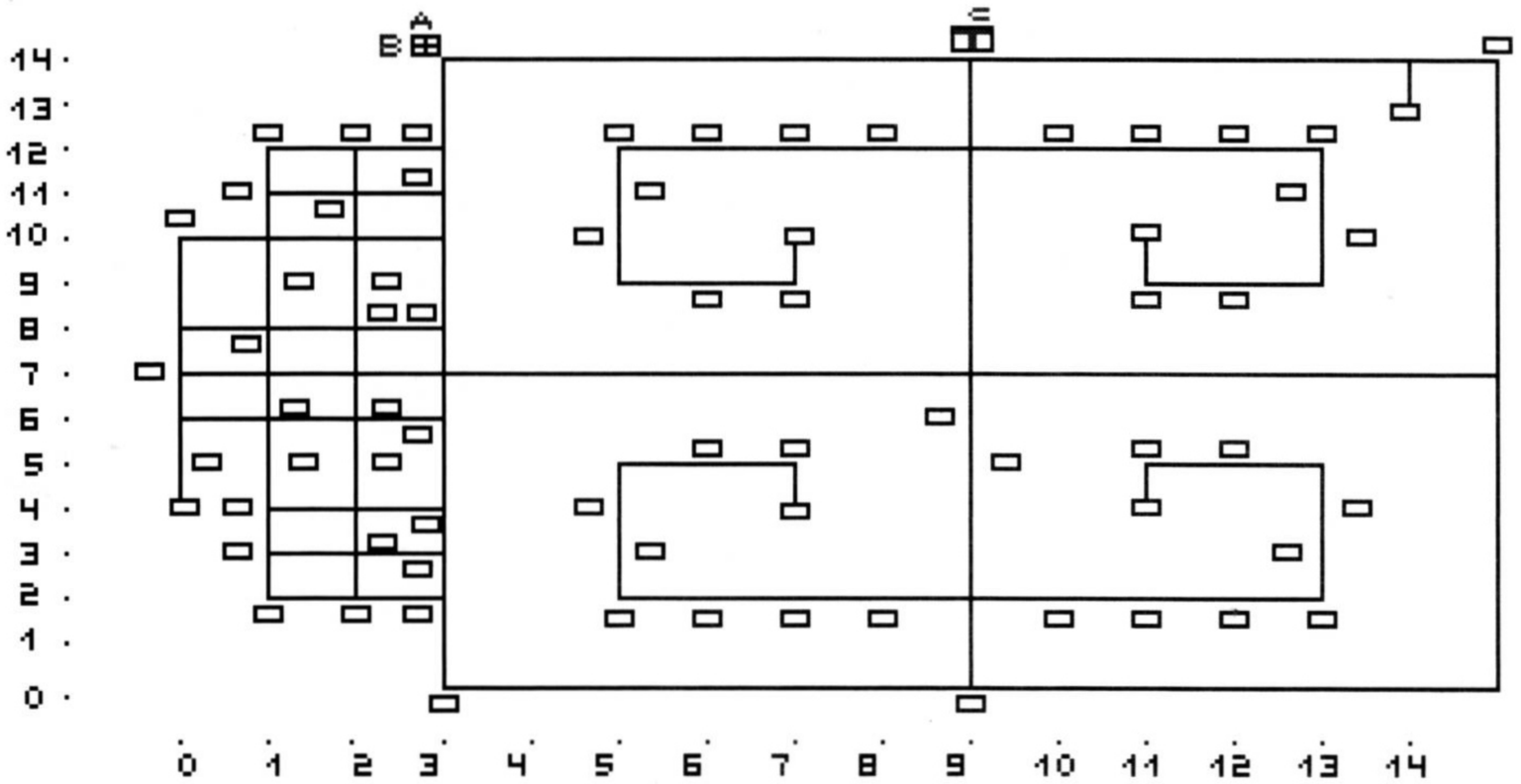
ERIS TV STUDIOS 04:01
EKMPUS 04:05

KEY WEST



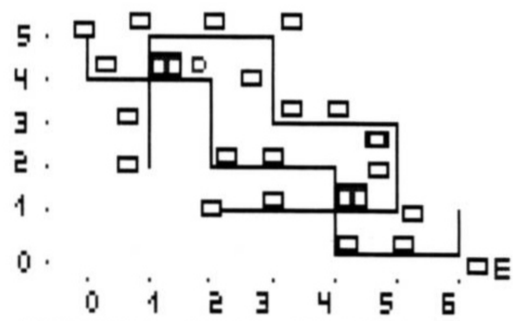
NEWTON RESEARCH LTD. 07:07

DION - BIRMINGHAM ISLAND



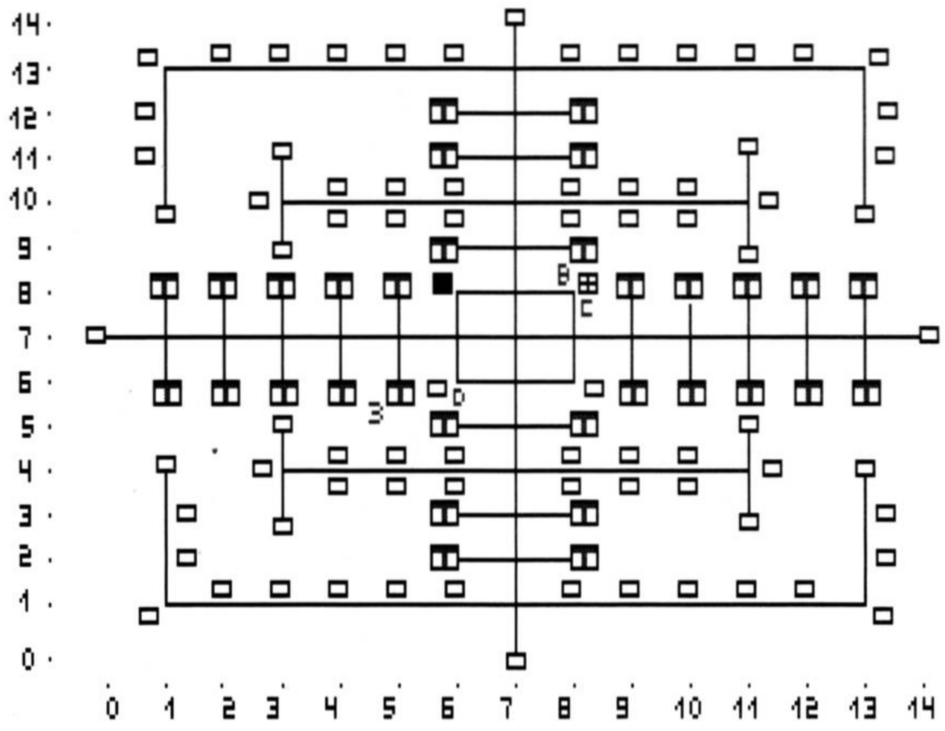
LAWSON BANK 00:07
ERIS TEMP HQ 00:10
VERDANT PARTY HQ 03:14
AUTHORS HOUSE 14:13 (A)
GAEA BANK 1:11
NOVAGEN OFFICE 2:11 (D)
A - Door key E
B - Vehicle
C - Acme universal suit
D - Hammer (Dion North)
E - Door key D (Dion East)

DION NORTH/EAST



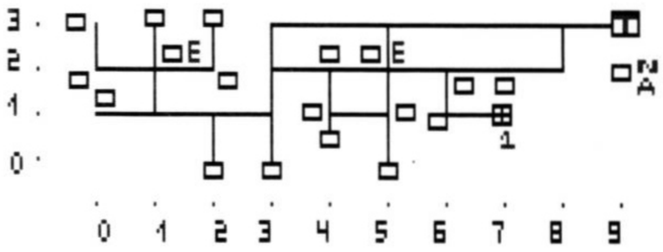
ANNIES BAR 06:00

GAEA - CHALDEA



GAEA - VULCAN ISLAND:Explosives at co-ords 8:8

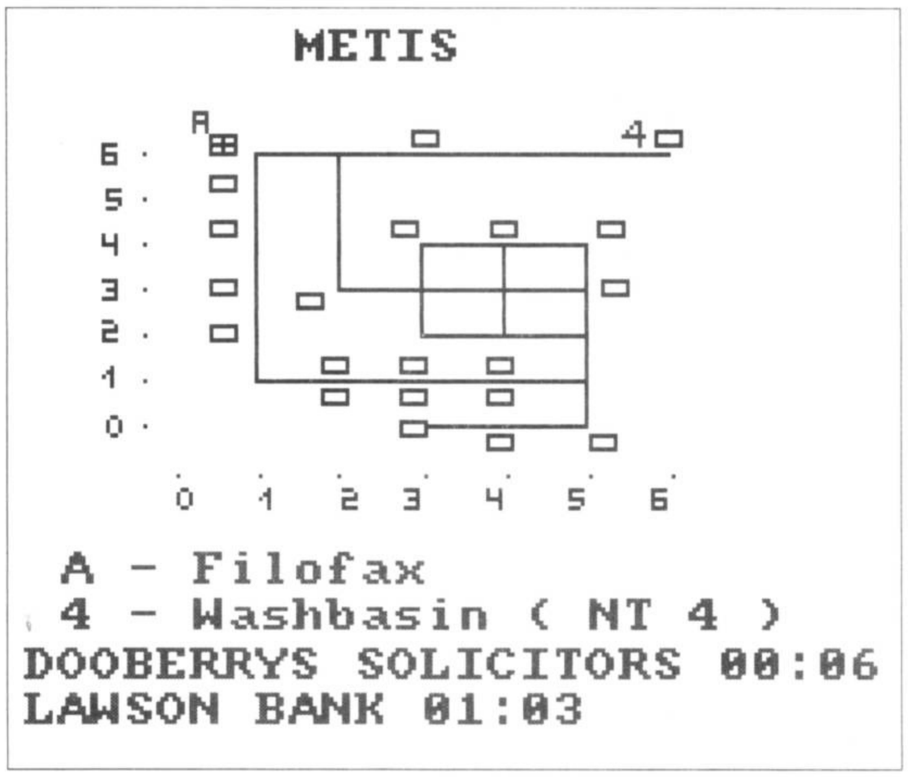
GAEA - UR CITY

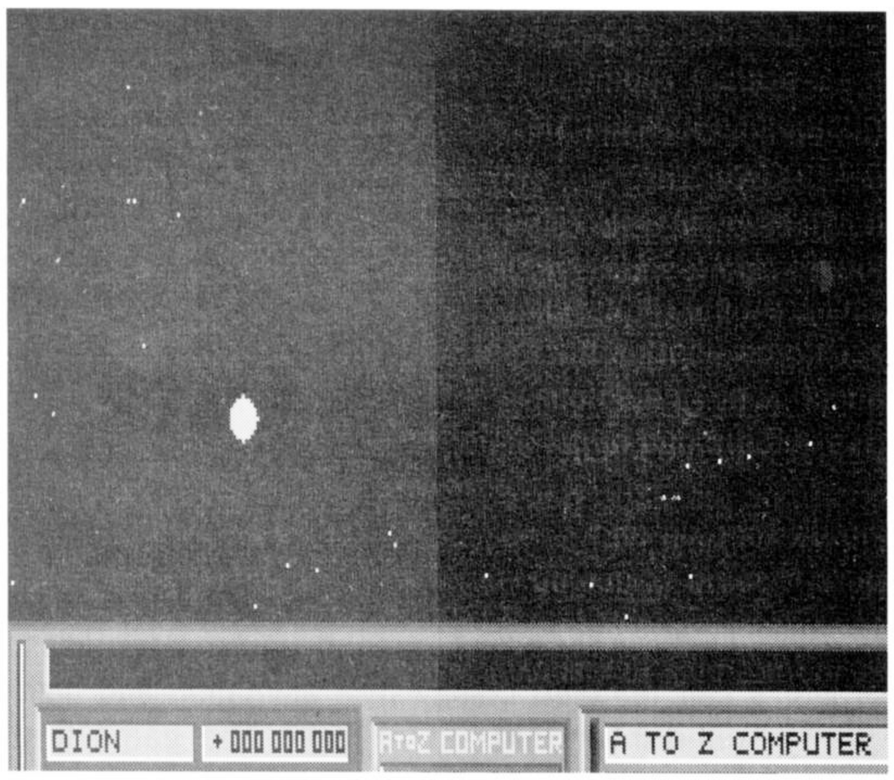


KEY:

N - Novabomb
1 - Sideboard (NT 1)
3 - Hi-fi (NT 2) NEED CASH!
A - Piano
B - Key for CV22
C - Vehicle, CV22
D - Gold

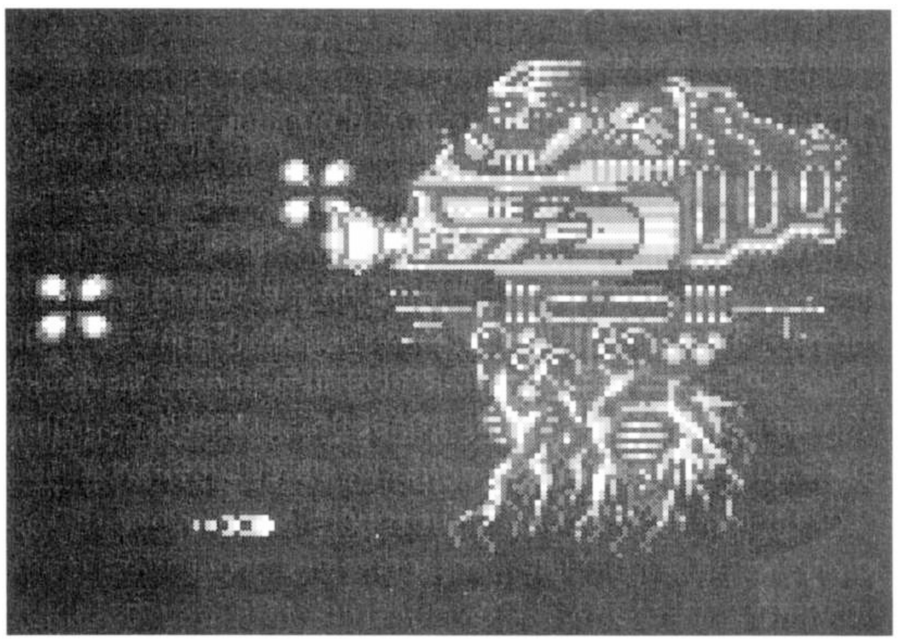
MDS





d

DENARIS
Rainbow Arts



This game caused a lot of trouble when it appeared in its original form under the name *Katakis*, due to its similarity to another shoot 'em up. However, the German programmers took it away and reprogrammed it, turning it into a wholly different game.

Denaris is a horizontally scrolling shoot 'em up. You start off in a basic ship with front-mounted lasers, but extra weapons can be fitted on to increase your fire power. This include the 'spang' guns, which bounce shots off the scenery, missiles, beam guns and a front pod which can be attached to the ship to offer extra protection, or sent out in front to give the aliens a good old blast before you get there. There are a multitude of different aliens trying to shoot you up, but these are nothing compared to the deadly guardians at the end of each level!

This great shoot 'em up was released just before the birth of Amiga Format, but managed to earn itself the praise,'Horizontally scrolling shoot 'em ups don't come much better than this' when Format put together a list of the ten best games available. The graphics and sound are very slick, which is just what a shoot 'em up needs...oh, and frantic action. Fortunately it's got that as well!

HINTS

If you want to enter the 'training mode' of this great German blast, just press Z after Game Select, plug the mouse in joystick port 2 and press the right hand mouse button while the game loads.

DOUBLE DRAGON
Melbourne House

When the *Double Dragon* coin-op was released, there had already been a lot of progressive beat 'em ups in the arcades.however, *Double Dragon* offered the extra advantage of being able to be played by two people at once, teaming up to take on the foe.

You and a friend play two brothers named Billy and Jimmy Lee, both looking to gain the attention of a certain pretty maiden named Marian. Unfortunately, the head of the evil Black Warriors has taken a fancy to her himself and has kidnapped her.

You play one of the brothers, who must set off to the gang's hide-out and rescue her. Along the way you will come across various members of the Black Warriors, who will try and stop you from reaching their HQ. You must use your fists, feet and elbows – as well as whips, knives, baseball bats and any other weapons you can find – to fight your way through the enemies to reach the boss and rescue Marian.

The Amiga version of *Double Dragon* has managed to capture the graphics of the coin-op perfectly. Unfortunately, this is about as far as it goes. The feel of the game isn't at all as frantic as its arcade counterpart, and lacks the feel of power and urgency that made the game such fun. The continuous credit system means that it is incredibly easy to complete, and once you have it's doubtful whether you'll want to return for more.

HINTS

If you've got this conversion and are having trouble bashing the baddies (can't imagine it myself) then enter RU CALLING MY PINT A POOF? followed by Return on the title screen. You can now do away with your opponents by simply pressing Delete.

DRAGON'S LAIR

Readysoft

Don Bluth's ground breaking laser-disc coin-op made a hell of an impact when it first hit the arcades. Used as an example of the possibilties opened up by laser-discs, *Dragon's Lair* featured Disney-style animation and high-quality sound in an interactive form. The game first appeared on 16-bit home machines in the form of a package for the Atari St comprising of a laser-disc and a piece of controlling software. Since then, however, people have been pushing computer graphics to the limit, and we now have a pretty good rendition of the coin-op on a standard Amiga.

The game features you as Dirk the Daring attempting to rescue the lovely Princess Daphne from the depths of Singhe the dragon's castle. The graphics are certainly very good, reflecting the feel of the arcade game beautifully. Unfortunately, the gameplay is pretty simple, only requiring you to move the joystick a couple of times on each screen. This is hardly the kind of interaction with a computer game that most people want, they want more involvement, more puzzles, more excitement! Even if you do enjoy the game, the challenge isn't that hard to overcome, and once completed it's unlikely that it will draw you back for what amounts to more of exactly the same.

HINTS

I bet a lot of people bought this to "demonstrate the power of their machine" then failed to get very far at all. Here is a way to get the game to play right through as a demo, allowing you to show off the whole game in all its glory. Just as the credits finish, press and hold [ESC], right and left cursor keys, [N] and [7]. The screen will then flash signifying the demo has been activated. Now press the fire button and off it goes like a Disney cartoon for you to enjoy.

Complete Solution

How to defeat Singe and bring Dirk out in triumph. Try to perform each action just as Dirk has finished the last one. Remember that many scenes are played twice, the second scene simply being the mirror image of the first.

Disk 1

The Drawbridge

When the tentacles approach, swing the sword. As they dodge away, push up to climb through the hole.

Room

After the 'Drink Me' sign flashes, the door will flash. Immediately push right to go through.

Disk 2

Dirk enters either a Cave or a Room with a monster in.

Cave

If entering from the right, go left, right then left as soon as the steps flash. If entering from the left, go the opposite way.

Room

If the door is on the inner right-hand side, as soon as the tentacle drops down press fire, then push up, right, down, left and up. If the door is on the inner left press fire, then push up, left, down, right and up.

Disk 3

The quest continues with either whirlpools and rapids or a room containing a cauldron.

Whirlpools and Rapids

Simply move left and right away from the whirlpools. The rapids, on the other hand, need more precise timing. If the first whirlpool encountered was on the left, Dirk will arrive at the rapids on the left and vice versa. Push left and up to go on to the next screen, then up again. Do the opposite if entering on the right. This manoeuvre must be repeated four times to get through.

Cauldron Room

Watch Dirk walk over to the bottles on the table. As he picks one up, a monster appears, grabs him and the screen changes. As soon as it has changed, press fire to lop the dragon's head off.

Disk 4

The Knight

If the knight is holding his sword in his right hand, move right, left, up, left, right left and left. If the sword is in his left hand, on the other hand, then move left, right, up, right, left, right and left. When a close-up of the knight appears, press the fire button. Timing is essential on this section: attempt to make the next movement just before Dirk lands on the floor.

The Balls

This bit is fairly simple. Just press down when the small ball passes Dirk and repeat this for all six balls.

Disk 5

The Room

Keep pushing up until Dirk has left the room. This scene occurs twice.

The Dragon's Lair

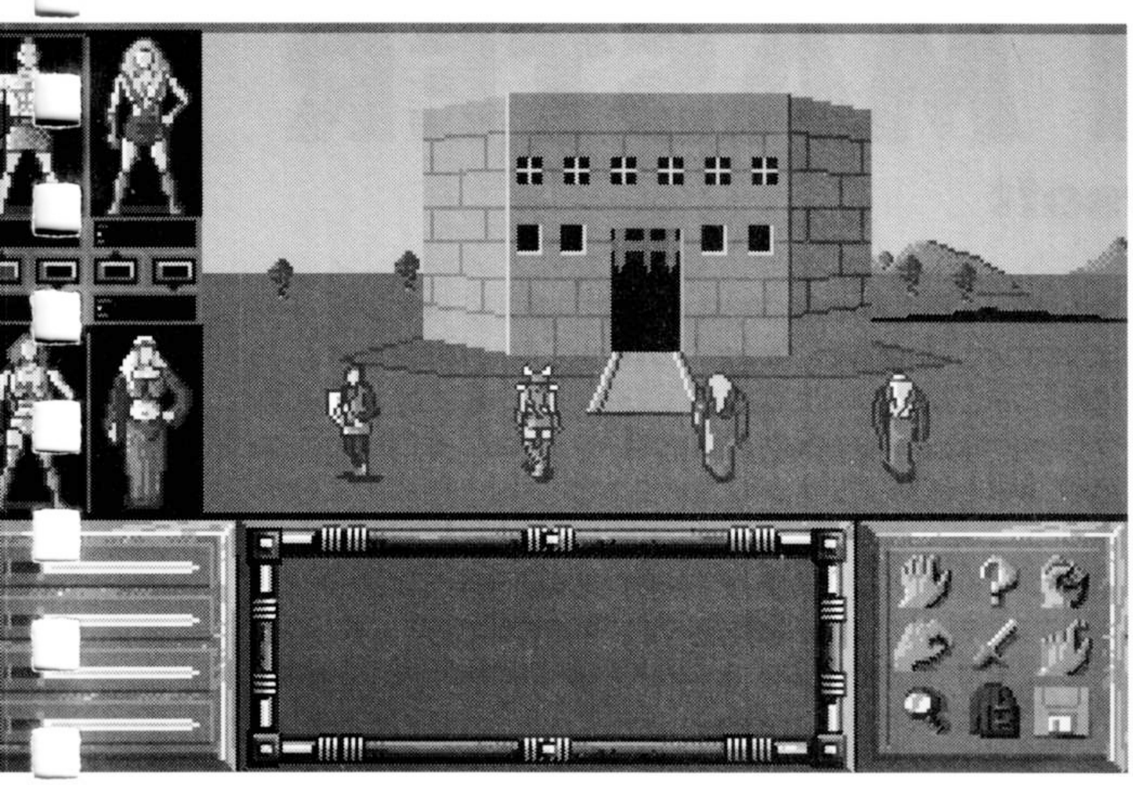
A pile of moving objects appears. If they are on the right,

go right, then left and down. If they appear on the left, then move left, right and down. On the next screen press down to catch the falling objects. Finally, keep pressing fire when the Princess says "Use the magic sword".

Disk 6
The Final Battle
Move down to avoid the clutches of the Dragon. Then move either left or right, as necessary, towards the Dragon's head. When Dirk has taken the magic sword, press down to avoid the Dragon's attack. Do this three times and, as the scene changes, press the fire button to throw the sword at the Dragon and kill him.

DRAKKHEN

Infogrames



Basing its roots very strongly in *Dungeon Master* territory, *Drakkhen* is a graphic role-playing/adventure game placing you in control of a fighting party that must travel to a strange island and slay the dragons that have awakened before they kill all mankind.

The game starts with you setting up the attributes of your four team members before moving on to the proper 3D adventure. You control your team either by pressing return to call them in and using the cursor keys to move around the island quickly, or by pointing at various locations with a mouse to send a particular player forward – which is useful for picking up objects and entering combat.

The care that has been taken over *Drakkhen*'s graphics and sound is obvious, with the programmers paying close attention to detail. When you find new armour, your on-screen sprite even changes to show him wearing it! The gameplay is tough, but then an adventure should be. You can cheat by saving the game before doing anything risky, but it will still take some time before you complete the quest. If you want a good-looking adventure that will keep you playing for a while, then *Drakkhen* may well be worth a look.

***AMIGA FORMAT* RATING – 73%**

HINTS
Here are some tips from the programmers themselves.

● When you find yourself outside, it is still possible to escape from a monster. It is very easy but you must be quick. The method is as follows: when the monster appears, press the [RETURN key], you will automatically do a half turn, then take advantage of this and run away... beware, if you stay in the same place the monster will return.

● To help guide you in the exterior world (outside dungeons), note that the sun rises in the east and, of course, sets in the west. Following a disaster, the moon can be found in the south. The moon will not move. Another way of guidance is observing the shape of the mountains. For this method it is best if you draw a small plan to help guide you when you move.

● Beware! Certain monsters are poisonous, for example, certain spiders, snakes and maybe even the scorpions. If you have been stung by their poison you will not die by the sting, but your life points will decrease rapidly until you are dead. After each fight you must check the fitness of your character. If you see the word 'poisoned', drink the flask (if you have it). If not, you must look for it immediately. You can also escape this stinging situation by using the healing powers of the group.

● When you are with Hordtkhen, the dragon prince of the first dungeon you encounter, go immediately to the sister Hordtkha who can be found immediately due south. With a little luck you will find the temple. It is the magic place where you can recuperate life points.

● Again with our friend Hordtkhen, to de-activate the field of magnetic forces, all you need to do is press the button which can be found under the triangle with the point on top. Then you can take the path to the left – be careful not to be too aggressive and you will find information. The door which you will see to the left of you is the door for the kitchens and the cellars. Take a torch from the kitchen, if you have the intention of going down to the cellars however, be careful. The door is locked with a key that be found somewhere in the dungeon. And be extra careful because a snake lurks in the kitchen and the cellars and it's poisonous.

● When you are with Hordtkhen, you can enter the armoury (the right hand door at the entrance), but only at night because the guards are sleeping. Once inside you can help yourself to the arms that are there (swords and shields).

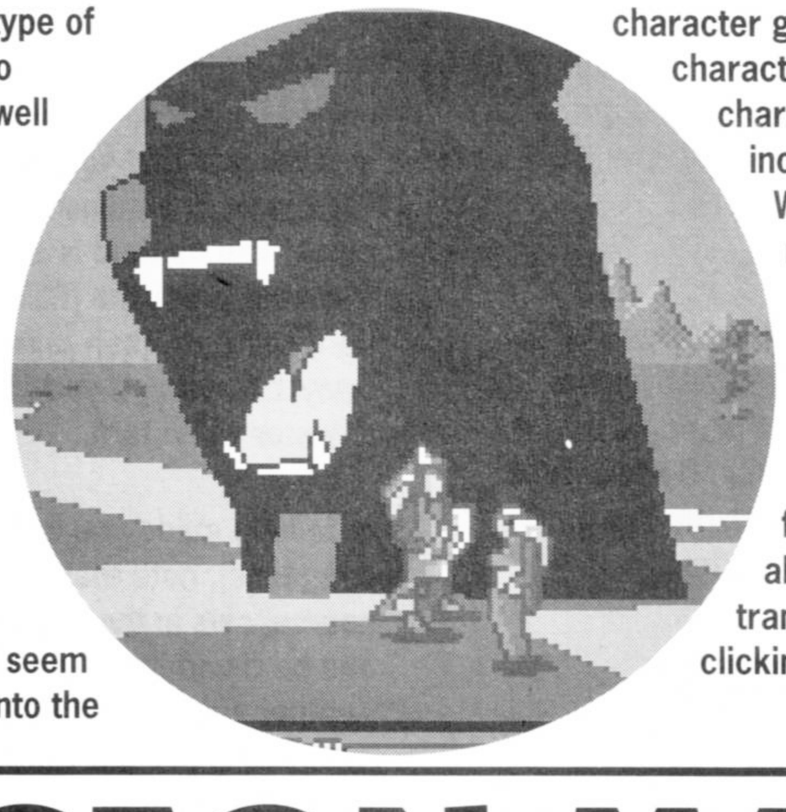
● If your magician has enough experience points you are going to benefit from quickly made spells. You can for example use magic to quickly explore an unfamiliar dungeon. It is dangerous and unnecessary to send all

d

your troops to explore. For this type of situation the invisible spell is also useful. Using all this you will be well prepared for the dangers.

● Do not attack everyone you meet. You will follow many paths and meet many strangers who are a vital source of information. Saving a situation can only be carried out if your characters have come to a stop.

Try this tip if your characters all seem to be Mr Puniverse fodder. Get into the character generation section and enter the character name as 31415927. All the character values will be slightly increased.



When you are next asked for your name, enter SUPERVISOR. Now play the game and press [Ctrl] when you are standing around outside. A menu will appear giving a list of locations to go to on the left, then a list of numbers followed by three columns of abbreviations. Clicking on a location transports you directly there and clicking on a monster makes it appear.

DUNGEON MASTER

Mirrorsoft

It must only be the very new users of the Amiga that haven't heard of *Dungeon Master*. The game puts you in control of a four-strong team of adventurers, each with various skills, searching a series of maze-like dungeons in an attempt to find fame and wealth. The going is tough, with some devious traps and adversaries to get past, but you have a variety of weapons and spells to fend them off – if you use them wisely!

Mirrorsoft's incredible dungeon exploration and battle fantasy game is still most peoples' favourite example of the genre, but to be honest it's not hard to see why. The adventure is pretty huge, covering fourteen complex levels and the graphics and sound are superb, perfectly evoking the dark, doomy atmosphere you'd expect if you ever went adventuring in some monster infested cellar. Add to the wonderful appearance an absolutely brilliant control system, a fistful of magic spells and some of the most gruesome and imaginative monsters you can think of and you've just about summed up the wonderful world of *Dungeon Master*.

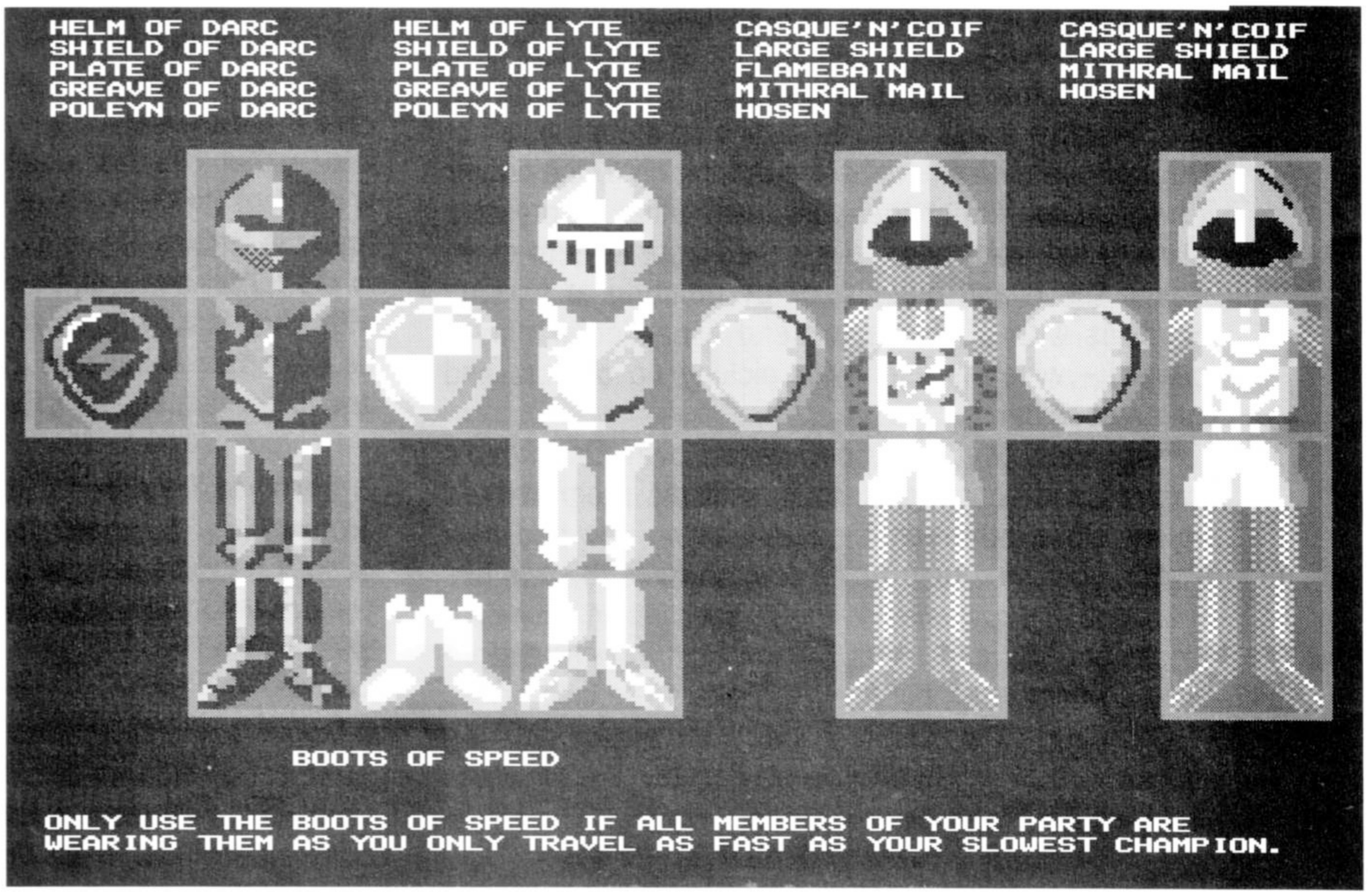
HINTS

Have we got some tips or what? Here are a host of never seen before hints and maps to help you on your quests.

ARMOUR

You know how it is, you get all excited about your adventure only to discover you haven't a thing to wear! Here is some advice on kitting yourself out:

Nearing the end of the quest, your Champions should be wearing the gear shown on the right. Don't bother with the Flamebain if you have already killed the Dragon. The Champions wearing the plate armour should be carrying their respective shields (Darc or Lyte) and the other two should have the large shields.



WEAPONS

One of the most important things to get to grips with in your quest through the dangerous catacombs is the use of weapons. If you're having particular trouble getting used to them, then this guide to the tools of destruction may be just the thing to help you get past those...er...'difficult' personages you may meet on the way.



WAND – contains Heal and Calm spells and 15 Spellshields – +1 MANA

TEOWAND – contains Calm spell, 15 Spellshields OR 15 Fireshields – +6 MANA

YEW STAFF – contains 10 Dispel (DES EW) OR 10 Light spells – +4 MANA

STAFF OF CLAWS – +4 MANA

MACE OF ORDER – +10 STRENGTH

STAFF OF MANAR – contains 15 Dispel OR 15 Fireshields – +10 MANA

SNAKE STAFF – contains Heal and Calm spells – +8 MANA

DELTA – +1 MANA

THE INQUISITOR – +2 MANA

VORPAL BLADE – +4 MANA

FURY – 8 Fireballs

STORMRING – 4 Lightning Bolts

BOLTBLADE – 15 Lightning Bolts

EYE OF TIME – 5 Freeze Time spells

STAFF – +2 MANA

FLAMMIT – 8 Fireballs

FIRESTAFF – +1 to all skill levels

FIRESTAFF and POWERGEM – contains Invoke (a mixture of all spells) and Fuse (which can be used as DES EW) – +2 to all skill levels

JEWELLERY

These gems are nice and shiny, but are they of any use? Maybe, and food certainly is! Read this guide to find out:

CROWN OF NERRA – +10 WISDOM

MOONSTONE – +3 MANA

PENDANT FERAL – +1 Wizard level

JEWEL SYMAL – +15 ANTI-MAGIC

ILLUMULET – Provides limited amount of light



KEYS

A guide to what key is where and what it's for:

SKELETON KEY – needed on levels 8-12 to gain access to the main stairway

RA KEY – Level 7 – 3 needed to enter level 7 and 1 to get the Firestaff

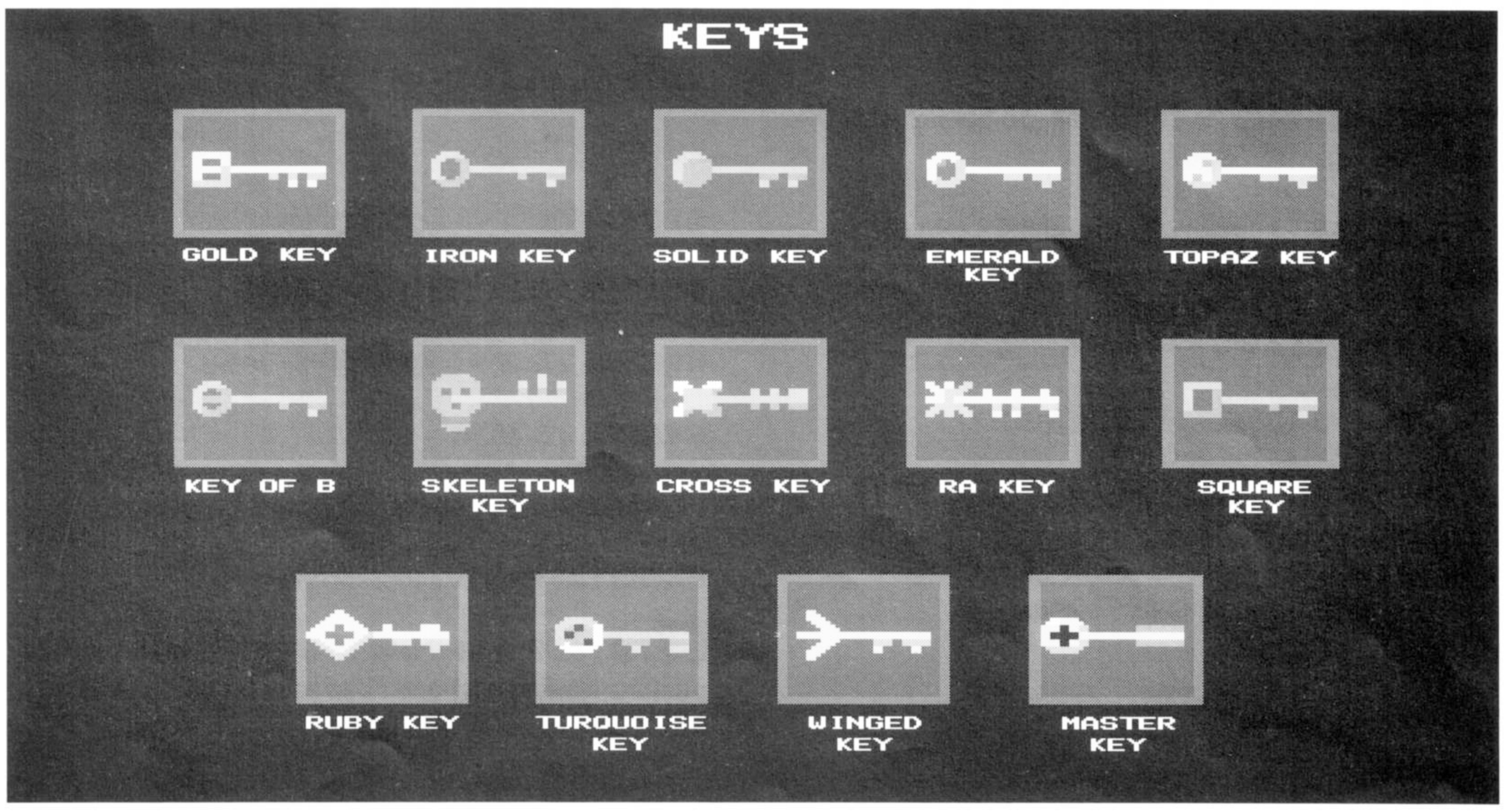
SQUARE KEY – Level 14 – opens the door to the room containing the Powergem

RUBY KEY – Level 7 – opens the door at the north end of the level

TURQUOISE KEY – Level 7 – opens one of the 4 small store rooms

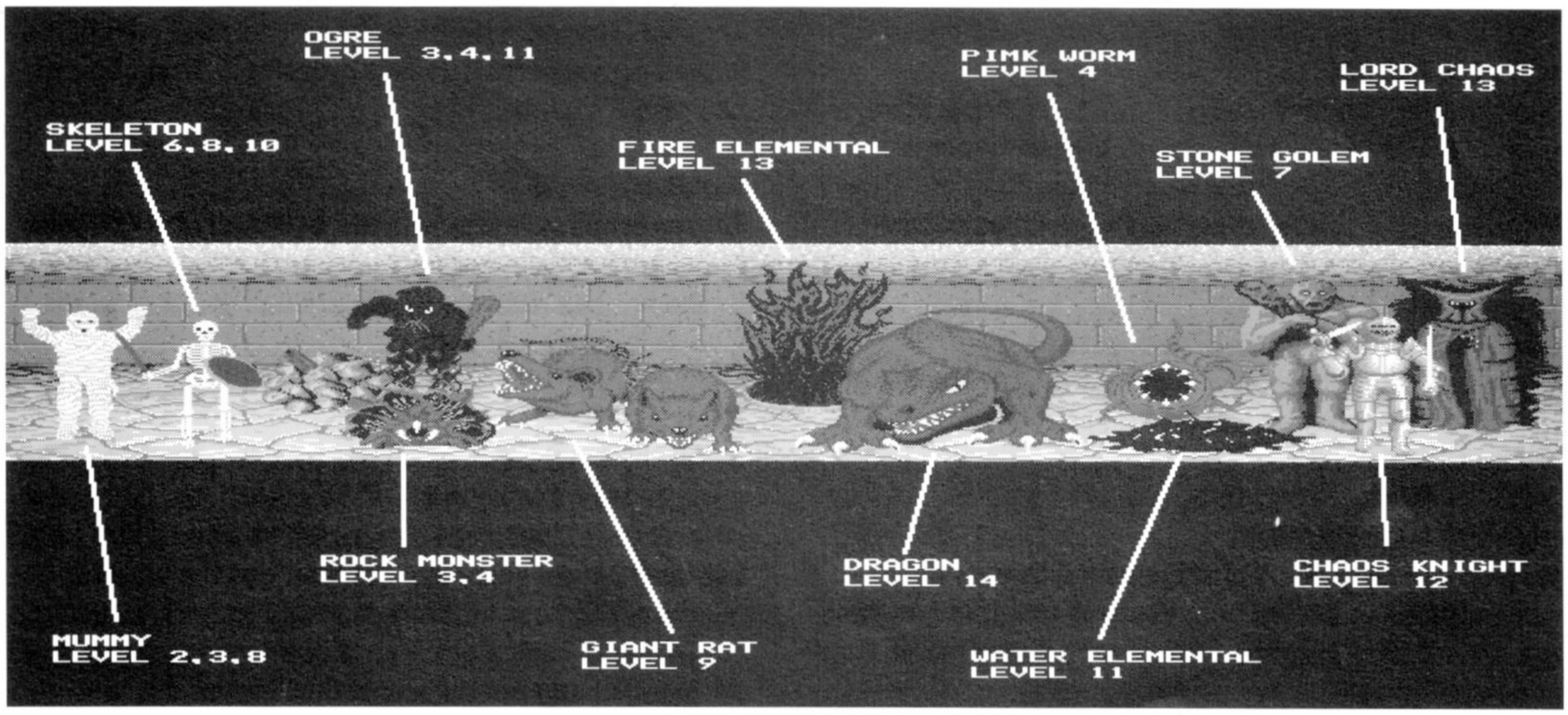
WINGED KEY – Level 14 – opens the secret passage at the end of the main stairway

MASTER KEY – Level 7 – Insert into either keyhole at the chamber containing the Firestaff



THE CREATURES

Agh! This game would be easy if it wasn't for those nasty monsters! So how do you deal with them? Read on:



MUMMIES
Not too bad to deal with, just be wary with low level characters. Combat with weapons and magic.

SCREAMERS
Practice your Ninja skills on these creatures as they are quite harmless. The flesh of the screamer is edible.

OGRE
Same as with the Mummies but be even more wary as they can kill quite quickly with those wooden clubs.

ROCK MONSTER (Poisonous)
Covered in debris found around the dungeon, Rock Monsters can soak up quite a lot of damage. A few fireballs soon take care of them especially if you let them attack you and get a quick fireball to the soft undersides. Prepare some anti-venom potions beforehand.

PURPLE WORMS (Poisonous)
Weapons and magic are used against these vicious monsters. The best way to deal with them is to attack, then side step and turn to face them, continuing in a square motion and constantly moving. Be careful of being trapped between two lots of worms as they are generated behind you as you progress through the level. The meat is very tasty (though not very nutritious).

GHOSTS
Magic (DEŚ EW) and the Vorpal Blade are the only defences against ghosts. Closed doors won't protect you against them as they are non-material.

GIANT WASPS (Poisonous)
Very fast and very nasty. A poison cloud (OH VEN) soon puts paid to their antics. Count the Wasps and use the next power symbol up (4 wasps – use the fifth power symbol to start the spell).

SLIME CREATURE (Poisonous)
Not all that fast and not too dangerous either. A combination of weaponry and fire balls soon settles their hash.

FLYING SNAKE (Poisonous)
Nearly (but not quite) as bad as a Giant Wasp. Prepare some anti-ven potions and loads of VI potions. The one that is released from the small room is particularly powerful... and it also has you trapped!

SKELETON
Armed with Falchions and Wooden Shields, a group of Skeletons will sometimes give you a good run for your money. Straight combat usually deals with them.

BEHOLDER
The Beholder mainly uses magic to attack you. It can cast a ZO spell so it's no use hiding behind doors. Their favourite weapon is a lightning bolt so just return the complement with an OH KATH RA spell or two (or five).

PIXIE
These little fellows are more of a nuisance than a danger. They steal items from the champion's "ready" hand. A quick blow to the skull or a low level fire ball takes care of them.

GIANT RATS
It is best to deal with these vermin with high level fire balls as they can make short work of your lower level champions. When killed they leave behind nutritious drumsticks.

MINI DINOSAUR
A rare inhabitant of the dungeon, the Mini Dinosaur can take its fair share of punishment. They are cumbersome creatures and are quite easy to deal with.

LITTLE MAGE
The Mage as an annoying habit of disappearing when attacked. They are quite skilled in magic but not very hardy chaps and don't take much to kill. They are always in possession of useful items which are dropped when they die.

GIANT SCORPIONS (Poisonous)
These can take a heck of a beating and give one out as well! Fire balls, combat and an escape route are the order of the day here.

WATER ELEMENTAL
Very slow moving, the Water Elemental is at its most vulnerable when it rises from the floor to attack. As they are non-material, use the same weapons and magic used to combat ghosts.

ETHEREAL TRIFFID
The Triffid can fade from existence as well as being a solid creature. Use DES EW and the Vorpal Blade in the ghostly form, combat and fire balls when they are solid.

GIANT SPIDER
A few high level fire balls and a bit of combat is usually all that is needed to sort these creatures out. The Morning Star is reputedly the best weapon to use against them.

CHAOS KNIGHT
Carrying a couple of swords and covered from head to foot with plate armour, the Chaos Knight makes a formidable foe. Find yourself a door to hide behind because you are going to need plenty of sleep to rebuild your health, stamina and mana. Plenty of fireballs and lots of combat will eventually defeat them. Don't bother with the armour or swords as they are cursed.

FIRE ELEMENTAL
The Fire Elemental is non-material and can be dealt with in the usual manner. The only problem is most of them can relight themselves!

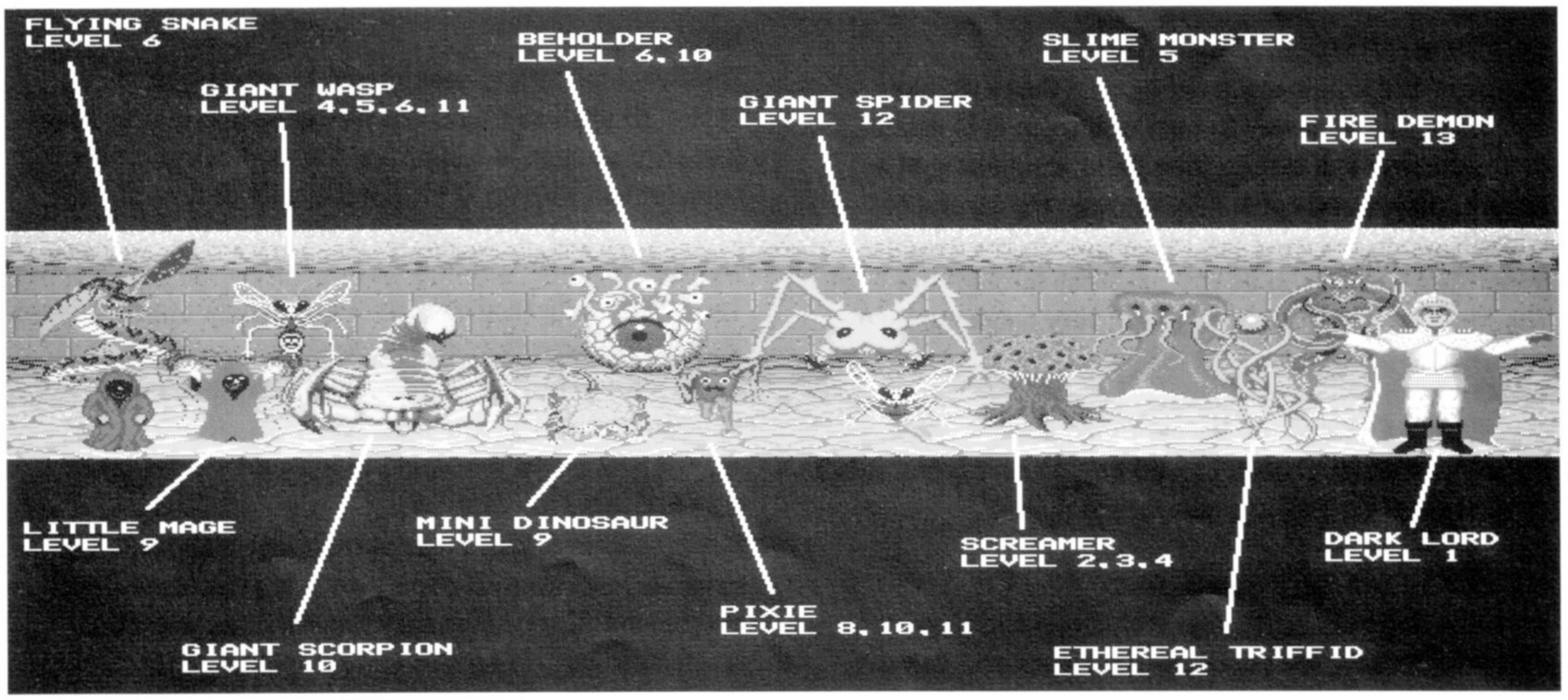
FIRE DEMON
These creatures attack with fire balls and also use their whip-like tendrils for close quarters fighting. He who lives by the fire ball shall die by the fire ball (in other words, give as good as you get)!

DRAGON
By far the toughest beast in the dungeon, the Dragon is going to take a while to kill. Take a good rest and make sure all your champions can recite the most powerful fire ball spell before going into combat. Use the pillars in the middle of the floor for protection and as soon as you run out of mana, have a quick go with weapons (always good for morale!) and run back upstairs. Repeat this procedure until the Dragon is defeated, then feast on ready roast Dragon steaks!

STONE GOLEM
Very tough but very slow, the Golem can absorb a lot of fire balls and combat before defeat. Luckily, there are only a few in the dungeon.

DARK LORD
This gentleman is waiting at the entrance of the dungeon (on level one) to take possession of the Firestaff.

LORD CHAOS
The only way to defeat Chaos is to trap him in a fluxcage and fuse him. This can only be carried out with the Firestaff and Powergem combined. Go to the small room in the corner, shut the doors and sooner or later he will come to you.



GENERAL TIPS FOR CREATURES

Any living (i.e. not non-material) creature can be persuaded to move with a good dose of poison cloud. If you are trapped in a dead end, just cast a few poison clouds out at your foe until the creature moves out of the way.

Stand in front of a door and wait for the creature to move under it. When it does, press the button and the door will repeatedly hit it on the head. Stay where you are until the creature is dead or moves back, allowing the door to shut.

MAGIC

No guide to Dungeon Master would be complete without one thing - the biggy! That all important thing...magic! Here's how to understand and create the speels to allow you to get the most from it:

YA
stamina potion
VI
healing potion
FUL
magic torch
ZO
opens some doors
YA IR
magic shield
YA BRO
shield potion
VI BRO
anti-venom
OH VEN
poison cloud

FUL IR
fireball
DES VEN
poison ball
DES EW
kill spirits
ZO VEN
poison potion
YA BRO ROS
magic footprints
YA BRO DAIN
wisdom potion
YA BRO NETA
vitality potion
OH EW RA
magical vision

OH KATH RA
lightning bolt
OH EW SAR
invisibility
OH IR RA
light
OH BRO ROS
dexterity potion
DES IR SAR
darkness
FUL BRO KEW
strength potion
FUL BRO NETA
fire shield
ZO BRO RA
mana potion

ZO KATH RA
plasma to release Powergem

Keep practising magic at every available opportunity.

For users without any MANA, find an item which will start you off with a few points.

Always keep a spell in reserve and when your MANA bar reaches full capacity, cast the spell and immediately recite another spell but don't cast it.

You don't have to find a spell scroll to actually know a spell, so high level spells are available to novices.

Even if a spell is unsuccessful, the experience gained still counts towards your next skill level.

Rather than cast a meaningless spell, recant the incorrect symbol(s) and recite the correct one(s). Meaningless spells don't count towards experience.

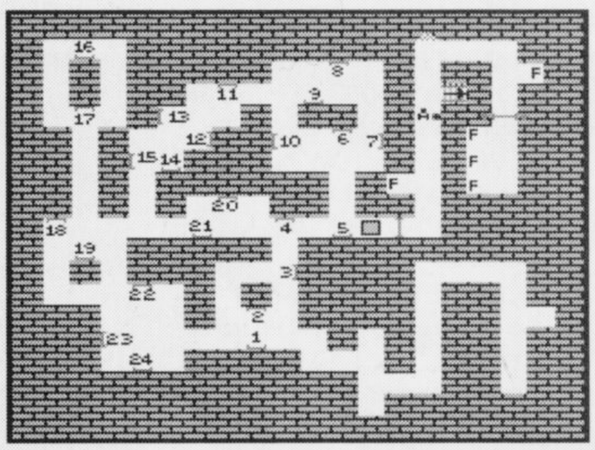
THE DUNGEONS

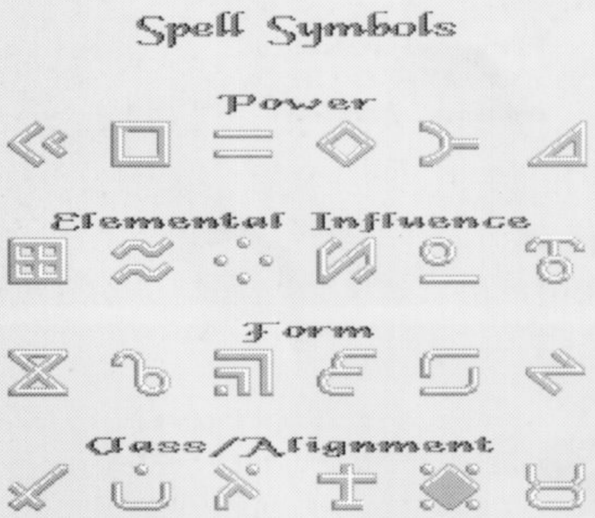
LEVEL 1

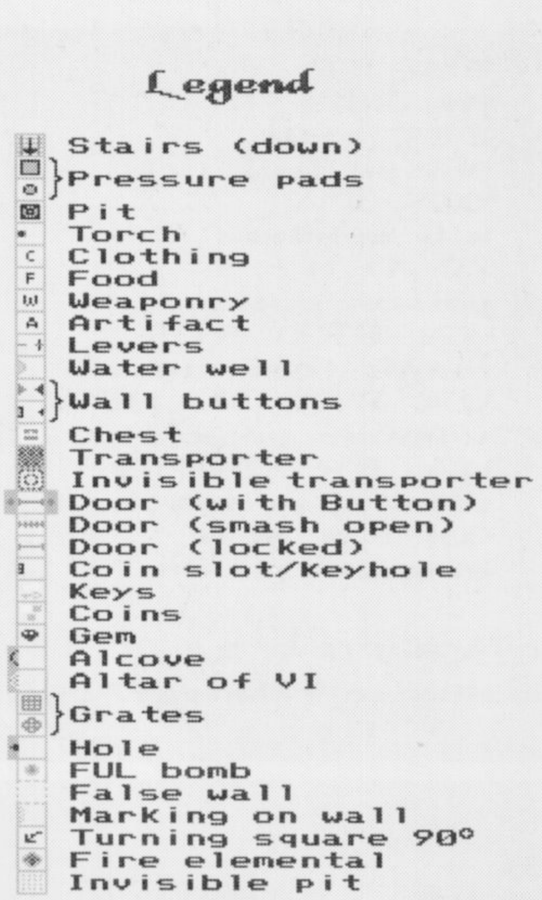
Select one or more champions from the hall. If you resurrect a champion, he or she will retain their skills and physical attributes exactly as they are. If you reincarnate a champion, the skills are lost but physical attributes increase.

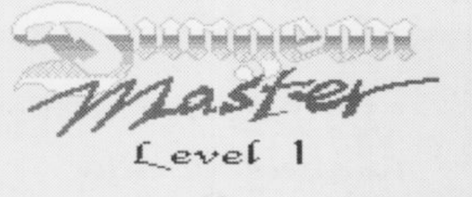
Champions without MANA can not perform magic (but this can be remedied as explained later).

This level is magically lit so get practising those FUL spells for the lower levels!







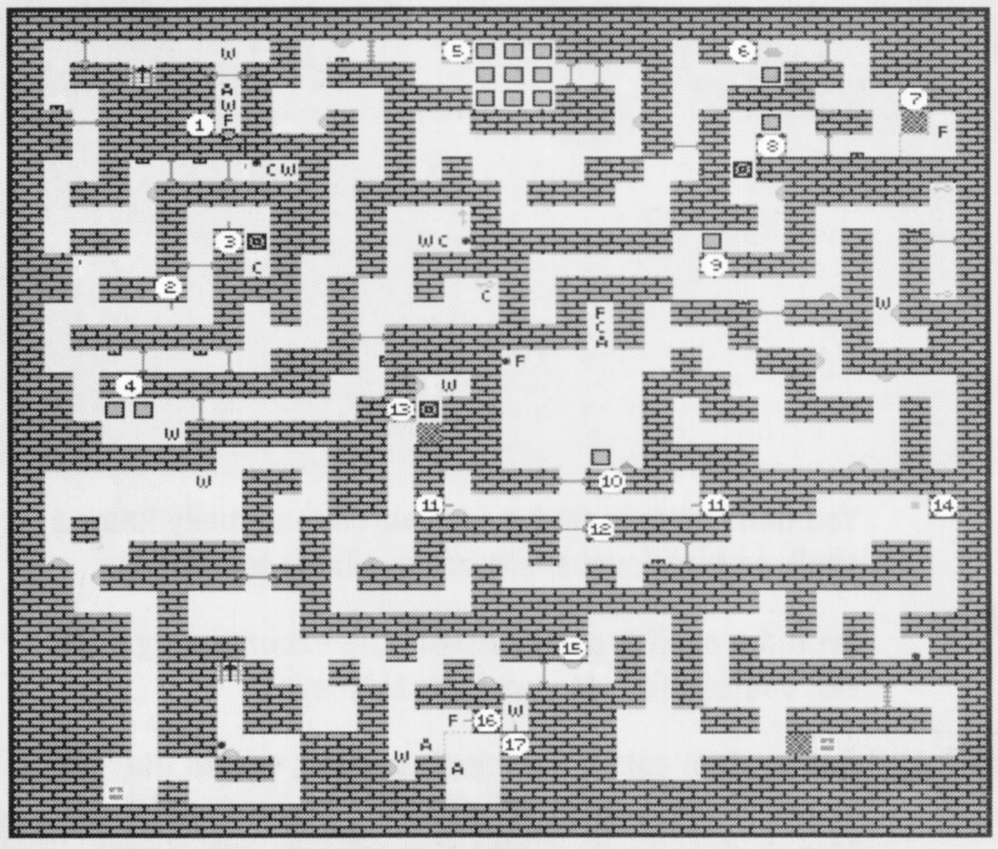


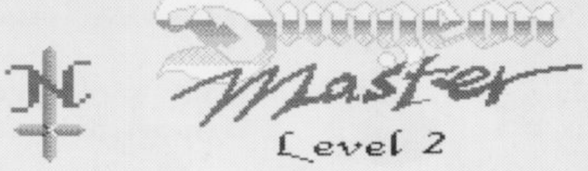
The Champions

No	NAME	SKILL	H	S	M
1	IAIDO	F P	48	65	11
2	ZED	FNPW	60	60	10
3	ELIJA	F P	60	58	22
4	SYRA	PW	53	72	15
5	HALK	F	90	75	0
6	WU TSE	NP	45	47	20
7	DAROOU	F W	100	65	6
8	AZIZI	FN	61	77	7
9	LEIF	F P	75	70	7
10	TIGGY	N W	25	45	35
11	STAMM	F	75	80	0
12	WUUF	NP	40	50	30
13	MOPHUS	P	55	55	19
14	LEYLA	N	48	60	3
15	SONYA	F	65	70	2
16	GOTHMOG	W	60	55	18
17	HISSSSA	FN	80	61	5
18	NABI	PW	55	65	13
19	ALEX	N W	50	57	13
20	GANDO	N W	39	23	26
21	LINFLAS	F W	65	50	12
22	BORIS	N W	35	65	28
23	HAWK	F P	70	85	10
24	CHANI	F W	47	67	18

LEVEL 2

Nothing special about this level, except that one of the locked doors (the one near number 5) can actually be chopped down, saving you a gold key for the next level.





1 Press button to reveal weapon.
2 Pull lever to open door.
3 Pull lever to close pit.
4 Step on first pad and step round second pad.
5 Step on first pad then fwd, rt, fwd, lft, bck, fwd, fwd, bck, fwd.
6 Put boulder on pad.
7 Enter transporter to get key.
8 Leave item on pad to close pit.
9 Leave item on pad to read message.
10 Press button & step round pad.
11 Pull both levers to open door at 12
13 Enter transporter & leave weapon on floor.
14 Copper coin to use in fountain at 15
16 Pull lever to open door at 17
17 Pull lever to open wall at 16

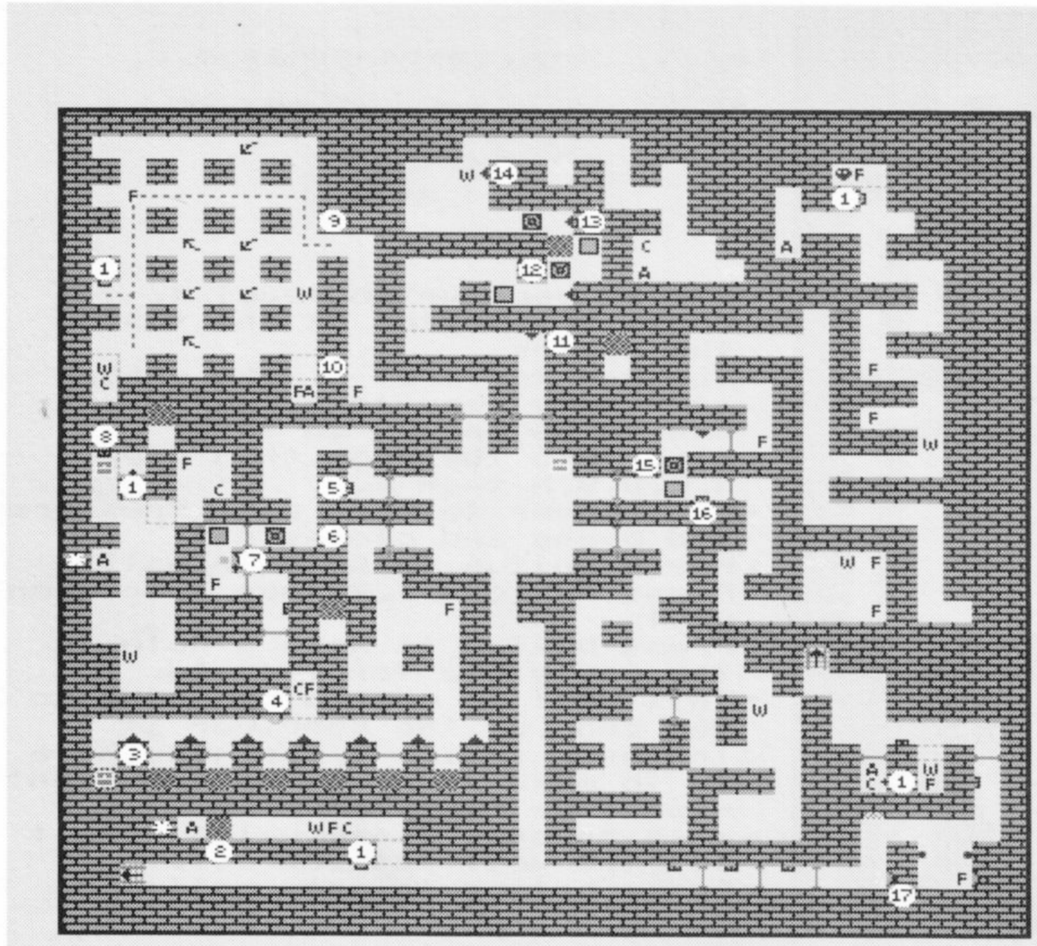
NOTE:

You should have one spare gold key to use on next level.

No water for next 2 levels.

LEVEL 3

This level is where you will find the Wand. Give it to a champion who does not possess any MANA and it will give them 1 MANA point. Now keep practising a low level spell until they obtain a Wizard or Priest level. You will also find the compass on this level. You can save some time by using the gold key from the previous level.



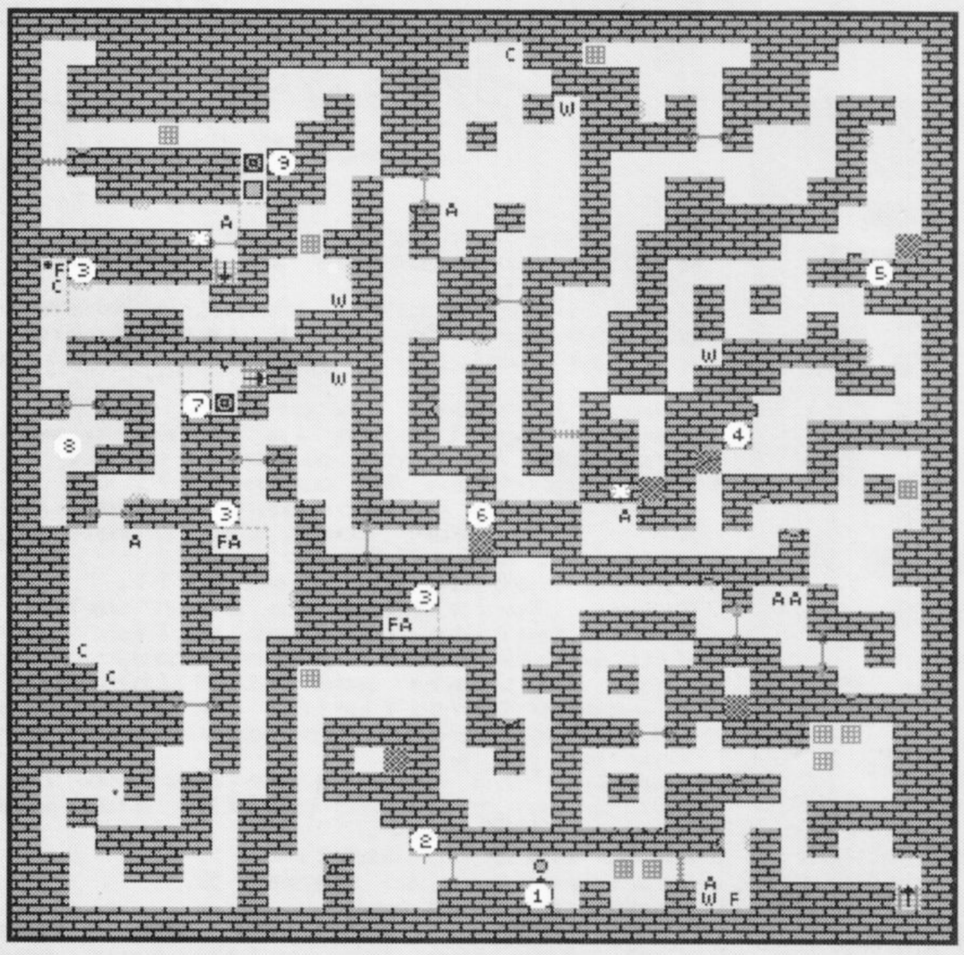
Items of interest:
Wand (+1 mana)
Compass

Dungeon Master
Level 3

1 Push button to open wall.
2 Step quickly through transporter to get compass.
3 Press blue buttons to transport chest to end of corridor.
4 Hold mirror from chest against 'eye'.
5 Insert gold coins from chest in main room.
6 Cast ZO to open door then throw item onto pad to close pit.
7 Remove coin from alcove and put another item in it's place.Use coin to open next door.
8 Insert coin from chest to open wall.
9 Follow dotted line.
10 Walk through wall.
11 Press button then step 4 left, 1 forward quickly.
12 Press button,turn and throw item into transporter to close pit.
13 Press button then step 2 back.
14 This button turns everything off for the way back.
15 Leave item on pad to close pit. Press blue button to open door then go back and throw item onto pad to close pit again.
16 Insert gem here.
17 RA key (for use on level 7).

LEVEL 4

The dreaded Pink Worm level! The Teowand can be found here. It increases MANA like the Wand on level 3. This level also contains the Screamer Generating Room. Later on in your quest, you can come back here for more food.



Items of interest:
Teowand (+6 mana)
Horn of Fear

Dungeon Master
Level 4

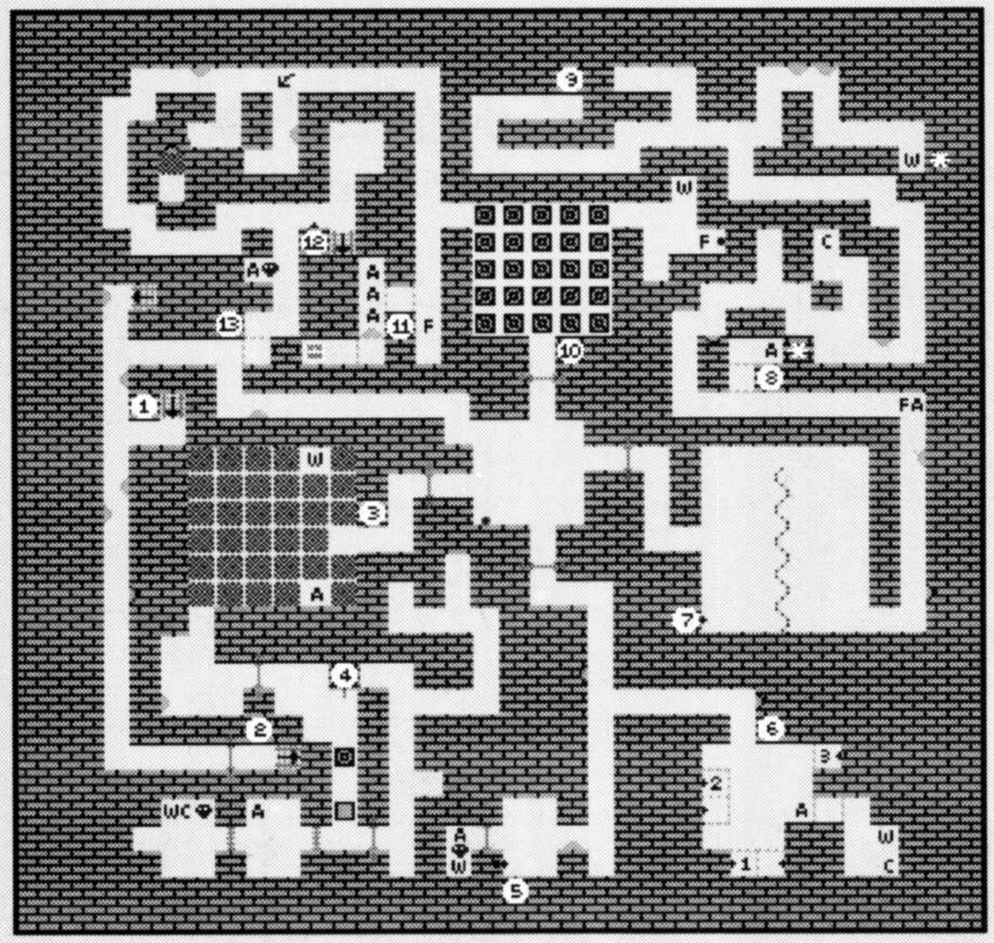
1 Standing on the floor button shuts the door.Press wall button and step 4 right quickly.
2 Pull lever to open door.
3 Walk through wall.
4 Insert gold coin to activate the transporter.As this seems to do nothing,save your money.
5 Insert gold key to activate the transporter.This takes you to 6
7 This area is only accessible from level 5.
8 The Screecher Generating Room.
9 Kill the mummy to release pressure on the pad.This opens the wall and the door to level 5 but it also creates a horde of Pink Worms.

NOTE:

The markings (faces) on the walls are worm generators.If you step into a square adjacent to one of these faces, 1 more pair of worms will be added to the horde that is released when you kill the mummy.

LEVEL 5

The only hard thing about this level is The Room of Pits. The best way of getting past them is to go up the right hand side and then try the left.



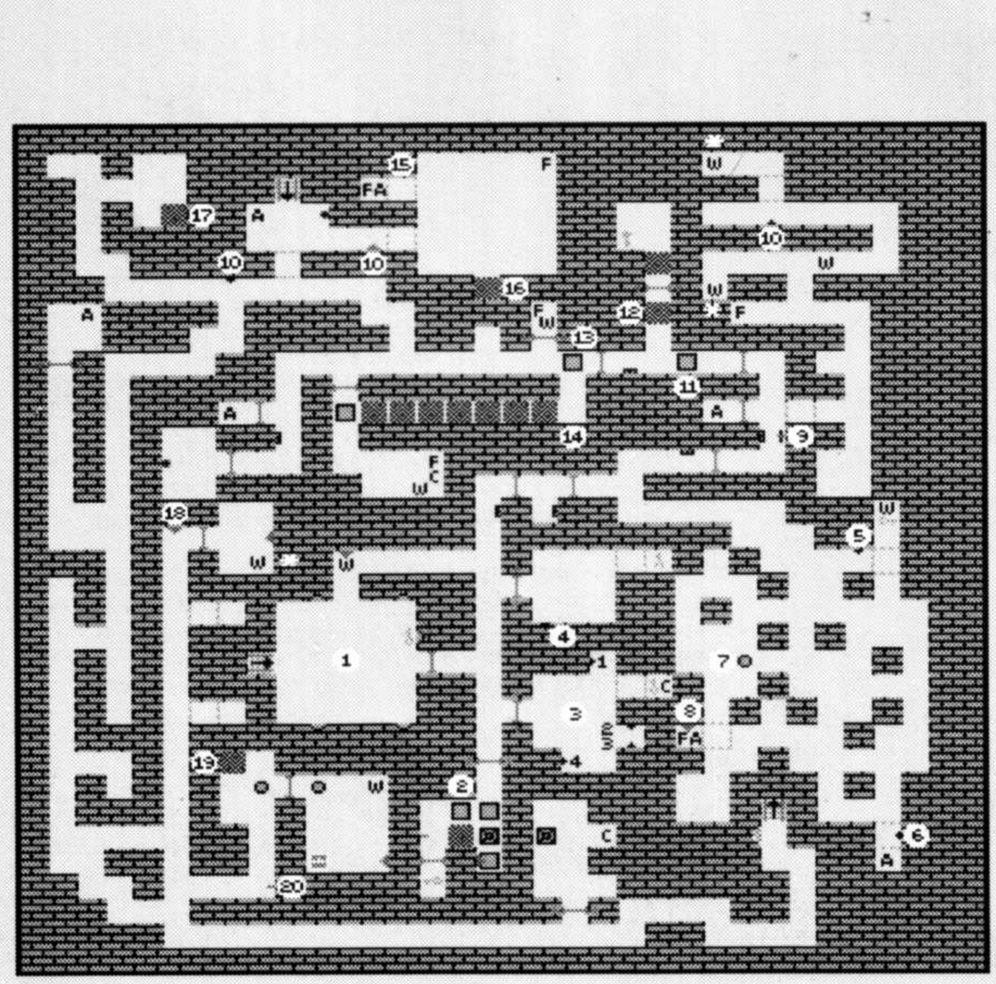
Dungeon Master
Level 5

1 Stairs back up to level 4. Press the button at the top of the stairs.
2 The way to level 6. The stairs at 12 only lead to a room which has to be opened on level 6.
3 Step into the room, then step N,E,S,W,N then E.
4 Pull lever to open pit. Pressure pad opens and closes pit.
5 Press button in hole in wall.
6 Press buttons 1,2 then 3 to open wall.
7 Press button to make a hole in the invisible force field.
8 This wall is opened by going to the end of the corridor at 9
10 The only advice I can give here is to make your way up the right hand side then the left.
11 Walk through these walls (don't let the well put you off.)
12 Press button to open wall at 13

Items of interest:
Staff of Claws (+4 mana)
Illumulet

LEVEL 6

The only level which uses a chain ring to open a wall. Sneaky! Do not kill all the skeletons in the large room as you will need some to stand on the floor button to open the secret wall.



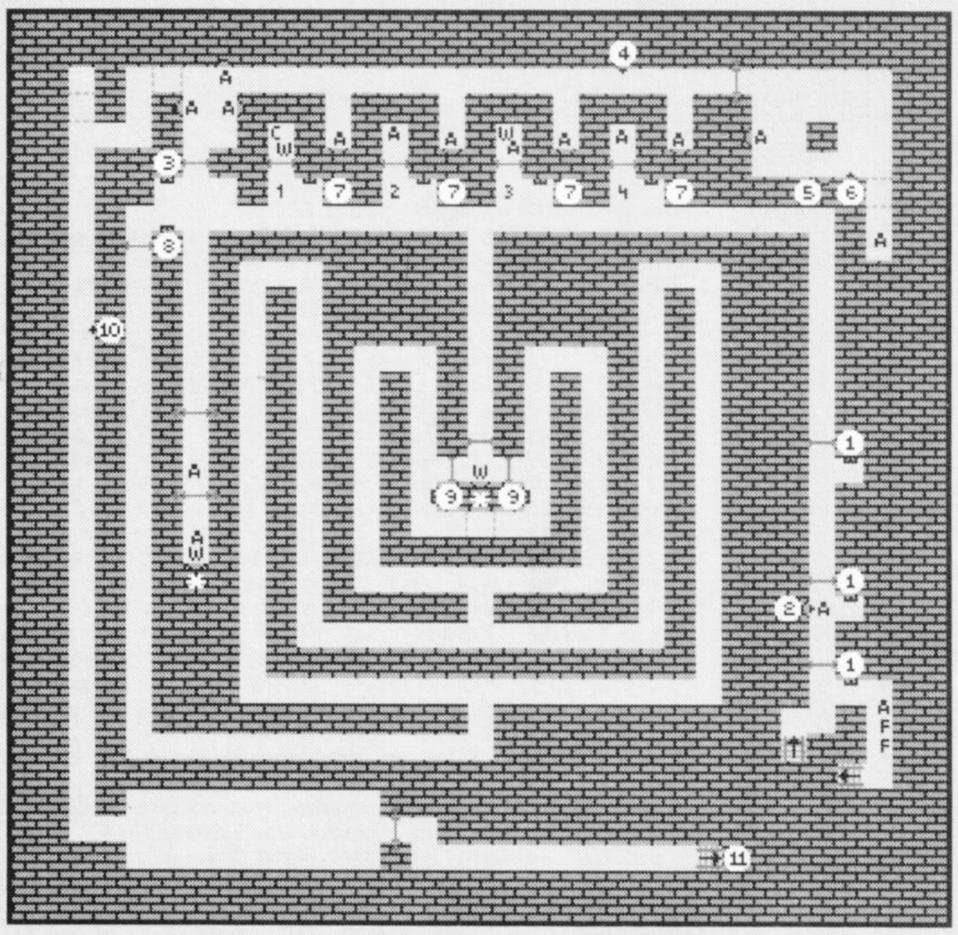
Dungeon Master
Level 6

1 Place gem, bow, gold coin and mirror in alcoves to open door and get key.
2 Pull lever, PLACE item in transporter, get key, walk into transporter and press button to close pit.
3 Press buttons in order.
4 Insert gold coin in hole in wall.
5 Press button to open wall at 6
6 Press button to open wall at 5
7 This floor button opens the wall at 8. 'Freeze' some skeletons on it with magic box.
8 Press button to open wall.
9 Press chain ring to open wall.
10 Press button to open wall.
11 Pad shuts door behind you.
12 Cast ZO spell and step through transporters. Timing is essential.
13 This pad opens the door shut by the first pad.
14 Throw item down corridor so it lands on the pad at the end and opens the door.
15 Walk through wall.
16 Transporter to level 5.
17 Short cut to 19
18 This button opens and shuts door and also the two walls down the corridor. The button in the room just operates the door.
20 Pull lever to open door, step 4 left and 2 forward quickly.

Items of interest:
Vorpal Blade (+4 mana)
Yew Staff (+4 mana)

LEVEL 7

Don't bother trying to kill the Golems which are released from their alcoves when the Firestaff is lifted. Use a Magical Box to freeze them before getting the Firestaff then run away.



Dungeon Master
Level 7

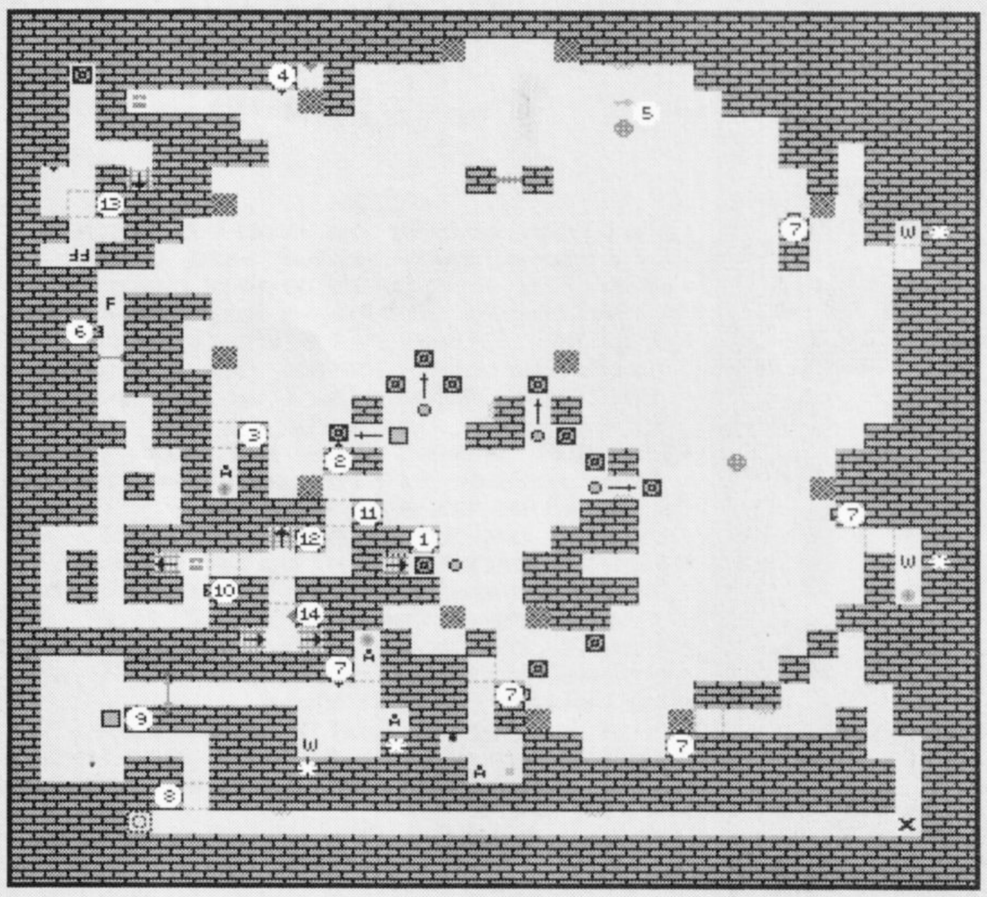
1 Insert RA key to open door.
2 Push Button to open alcove.
3 Insert Ruby Key.
4 Press button to open wall at end of corridor.
5 Turquoise key under ashes.
6 Press button to open wall.
7 Insert Turquoise key to open door.Rooms contain:-
1.Flamebain (+12 antifire)
Boltblade
2.Crown of Nerra (+10 Wisdom)
Magical Box
3.Dragonspit
Boots of Speed
4.Sceptre of Lyf (+5 mana)
Gem of Ages
Illumulet
8 Insert RA key.
9 Insert Master Key.Lifting the Firestaff opens both doors and releases the golems.
10 Press button to open wall at end of corridor.Go back for Winged Key.
11 Stairs to level 8 and 13.

Items of interest:
The Inquisitor (+2 mana)
Firestaff (+1 all skills)

LEVEL 8

The first thing to do on this level is to turn off the transporter near the fireball generator. This will let you explore the rest of the level in (relative) safety.

The skeleton keys start appearing on this level.



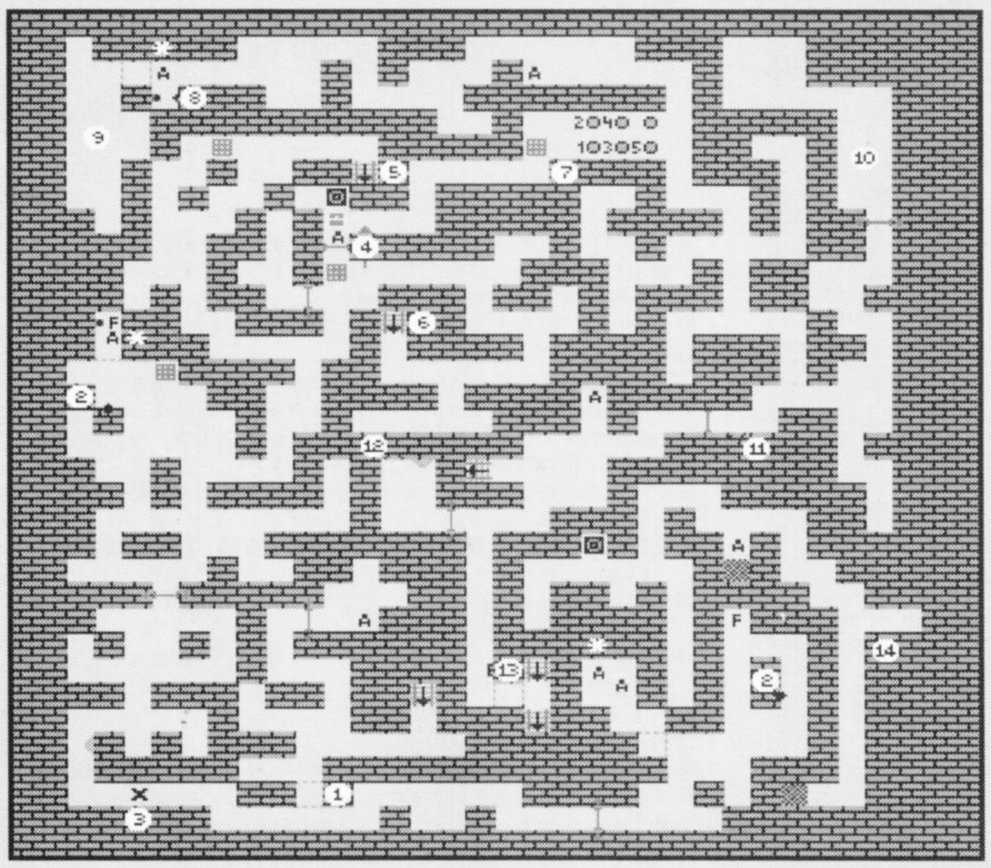
Dungeon Master
Level 8

1 Floor button operates pit.Leave it open for a quick getaway.
2 Close pit,press button to open wall at 3
4 Press button to open wall,press green button to turn off first transporter.
5 Key for door at 6
7 Press button to open wall.
8 To open this wall,stand at x and step forward 26 times.Turn round and wait.Step into invisibe tran sporter for a quick return.
9 This pad seems to do nothing.
10 Insert skeleton key from chest by fireball generator to open wall at 11
12 Main stairway to all lower level levels.
13 This area only accessible from level 9.
14 This area only accessible from level 7.

Items of interest:
Mace of Order (+5 Strength)
Staff of Manar (+10 mana)
Jewel Symal (+15 antimagic)
Delta (+1 mana)

LEVEL 9

This is a better level for resting or increasing your skills. The Giant Rat Generating Room (you have to leave level 9 to make them generate) will provide food and the room where the RA key is will provide a safe haven and water.



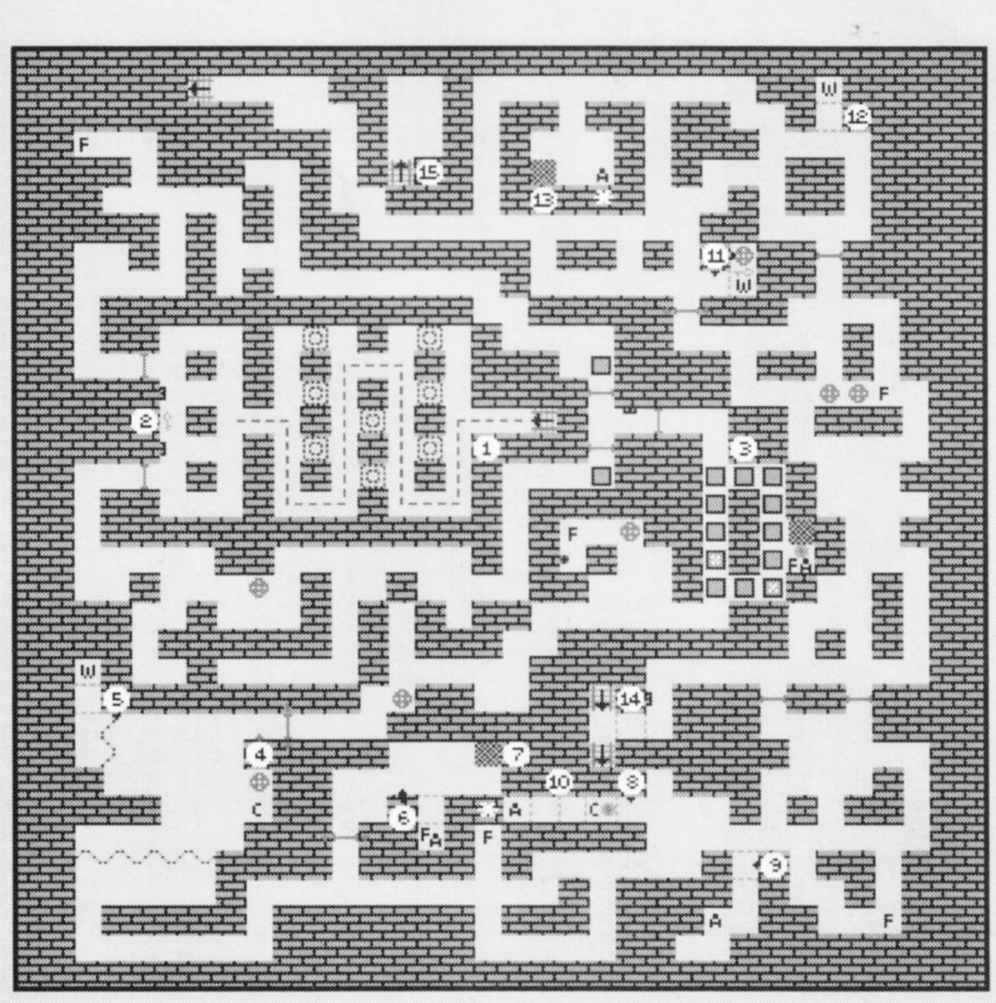
Items of interest:
Pendant Feral (+1 Wizard level)
Corbamite
Storm Ring

Dungeon Master
Level 9

1 Walk through wall.
2 Press button in hole in wall to open room.
3 The square at x turns you 180°, so turn round 180°.
4 Don't pull the lever or you will have to collect the chest from level 10 using the stairs at 5 Go up the stairs at 6, climb or drop down the pit, get the gem from the chest and put it on the floor to open the door. As the green button opens the door, keep the gem.
7 Place item on button 1 then step left. Stand on 1, place item on 2. Place item on 3, step to 2. Go to 3, place item on 4. Place item on 5, step to 4. Alternatively, make lots of potions and shields and have a hard time getting across.
8 Press button to open wall.
9 Kill the Mage to get skeleton key.
10 The Giant Rat generating room. (You have to leave level 9 to make them regenerate.)
11 Place Corbamite in alcove to open wall.
12 RA key (for use on level 7).
13 Insert skeleton key to gain access to main stairway.
14 This area only accessible from level 8.

LEVEL 10

Don't forget to take the magnifier for use on the next level.



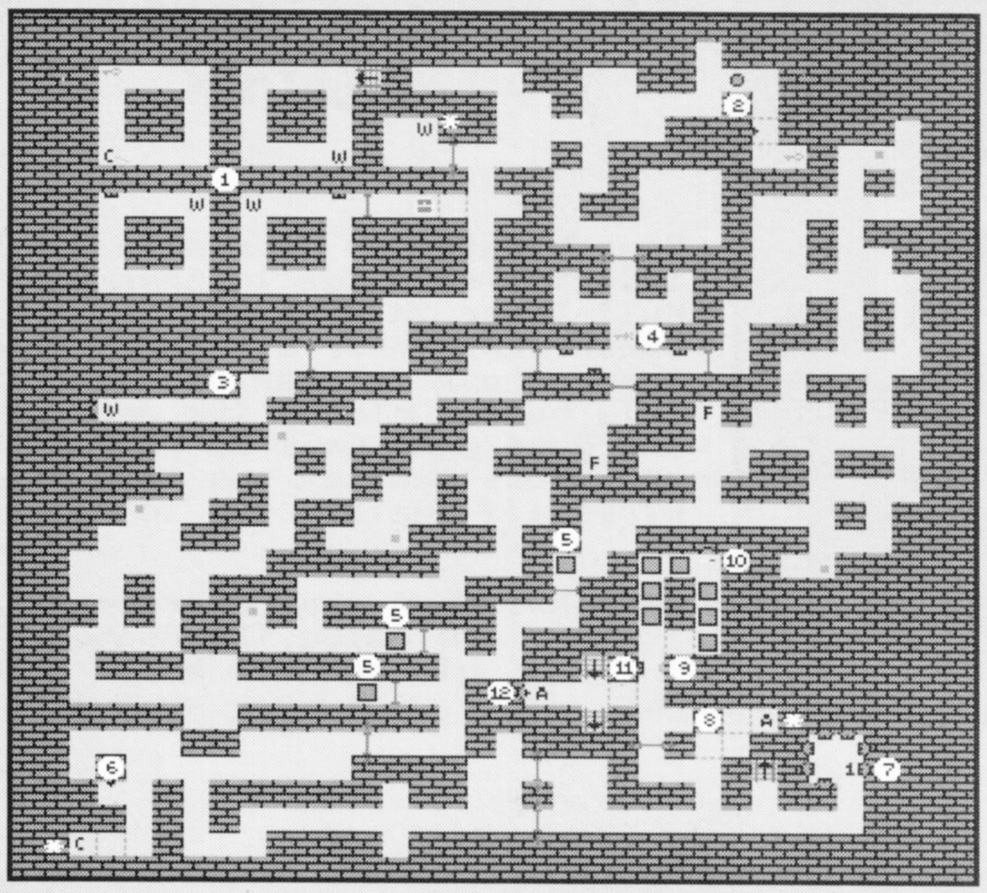
Items of interest:
Boots of Speed
Moonstone (+3 mana)
Magnifier

Dungeon Master
Level 10

1 Follow route to avoid transporters, they take you back to 1
2 Use Key of B to open door, kill creatures to gain another one.
3 ZOOOM! Step left on the marked pads to get items or progress through dungeon. The transporter takes you back to 1
4 Do NOT press the button. It stops the force fields and releases the creatures.
5 Press button to open wall.
6 Press button in hole in wall.
7 This transporter is activated from the other end at 13
8 Press button to open wall at 9
9 Press button to open wall at 8
10 Walk through walls.
11 Press first button to open wall. Kill creature to get skeleton key. Press other button to open wall at 12
13 Press button to activate the transporter.
14 Insert skeleton key to gain access to main stairway.
15 This area only accessible from level 9.

LEVEL 11

You can only go through two of the X-key doors and I strongly recommend missing out the Giant Wasps!



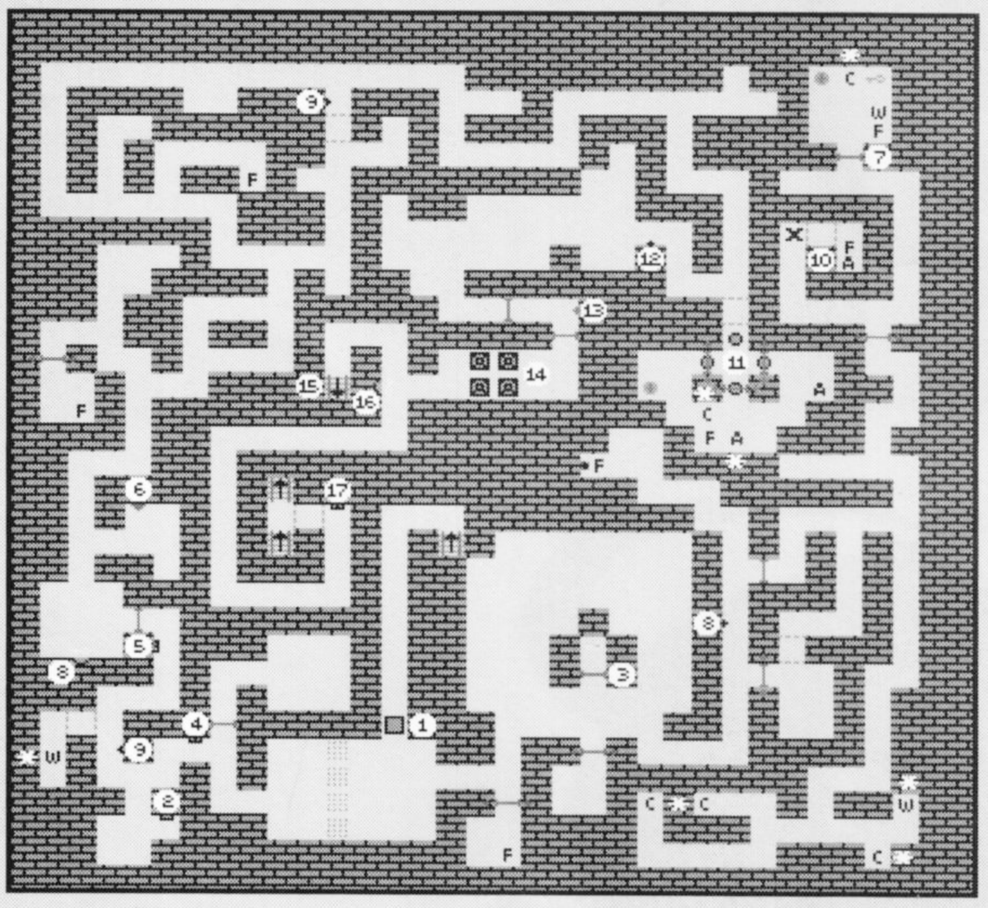
Items of interest:
Armour of Lite
Boots of Speed
Fury

Dungeon Master
Level 11

1 Walk backwards in an anti-clock wise direction. Open door with key and get second key from chest. Carry on round (backwards & anti-clockwise) until you get to the other keyhole. This opens the wall behind the chest.
2 Walk to the end of dead end and walk back over the (invisible) floor button. Press button to open other wall for skeleton key.
3 Picking the sword up releases lots of poison gas and darts. Stay still until each cloud clears away and walk very slowly back down to the exit.
4 Cross key for door 1,2 or 3.
1. Blue Ogres.
2. Water Elementals.
3. Giant Wasps.
5 Step on pad to open door (and generate more creatures.)
6 Press button to open wall.
7 Insert copper coins to open the alcoves. Starting from 1, they contain:-
Magical Box, Food, Cross key, copper coins, Magical Box and FUL bomb, FUL bomb, VEN potion.
8 Walk through walls.
9 Hold magnifier to 'eye'.
10 Ruby key (for use on level 7).
11 Insert skeleton key to gain access to main stairway.
12 Press button to open alcove. Read scroll for a profound message.

LEVEL 12

There are a couple of squares on this level that creatures will not go beyond when they are following you. Very handy if you are being chased by a couple of Chaos Knights and a few Giant Spiders!



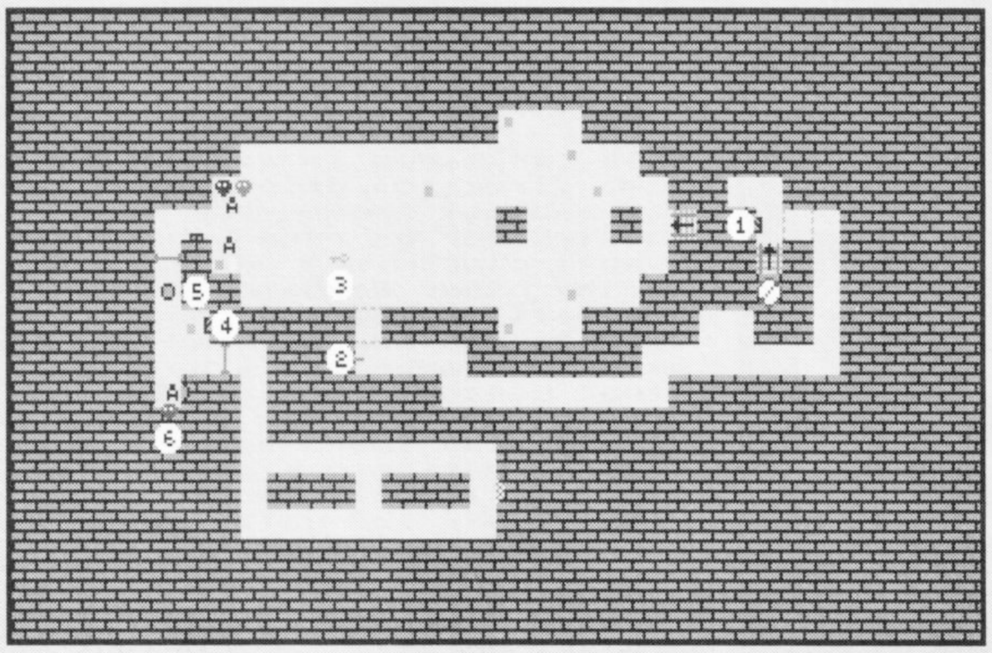
Items of interest:
Armour of Darc
Helm of Lite
Snake Staff (+8 mana)
Boots of Speed

Dungeon Master
Level 12

1 Walk over the pad into the room. Then step on the pad again to close the invisible pits.
2 Press button to open the door at 3. Get Key to open the door at 4
4 Kill the Chaos Knight in this room to get the Key for door at 5
6 Press green button to open door at 7
8 RA Key (for use on level 7.)
9 Press button to open wall.
10 Walk to x then back down the corridor to open the wall.
11 The Giant Spider generating room. Stand at 11 and kill all the spiders. Stepping on any button generates 3 spiders, so step into the room shutting the doors as you go and have plenty of potions poison and fireballs ready. When you have finished, run like hell and press the button at 12. This blocks of that part of the dungeon.
13 Press button to open door (and close the other one behind you.)
14 Climb (drop) down revolving pit. Take the first left and left up the stairs to 15
16 Master Key (for use on level 7.)
17 Insert skeleton key to gain access to main stairway.

LEVEL 13

If things really do get too rough, just drop down a pit (make sure you've killed the dragon) and take a rest before going back for more.



Dungeon Master

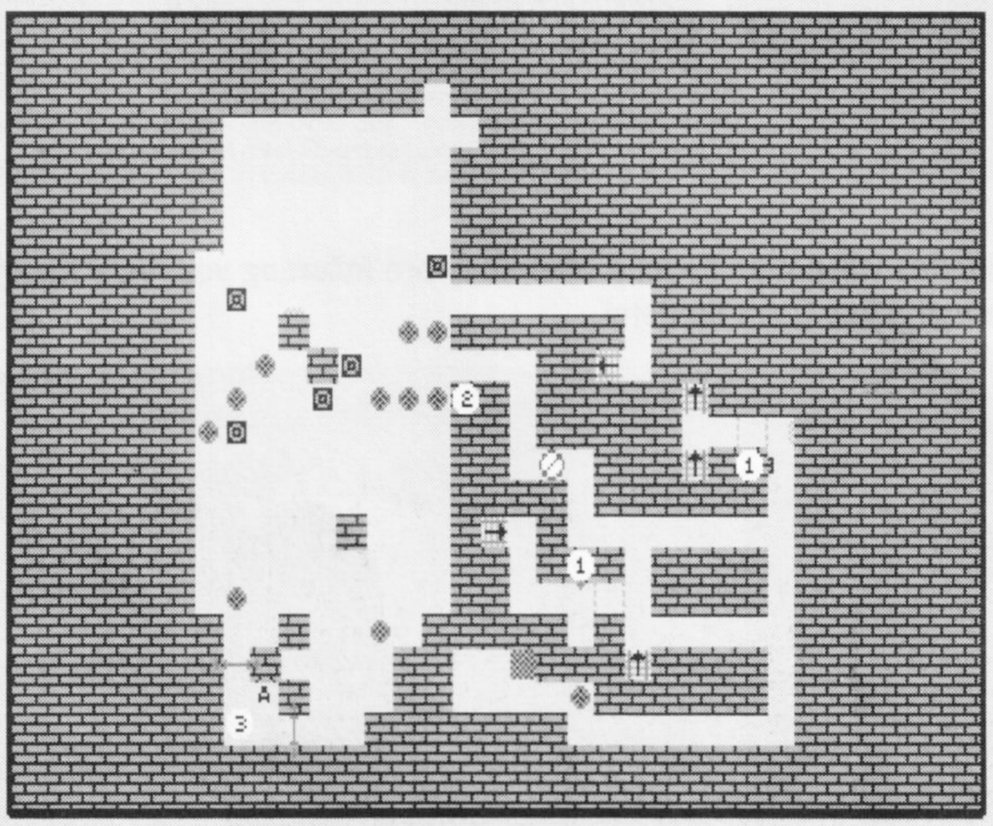
Level 14

1 Secret entrance from main stairs. Insert Winged Key to open wall.
2 Pull lever to open wall.
3 Square key under a pile of ashes.
4 Insert coin to open door.
5 This button closes the door at 4
6 The Powergem. Cast ZO KATH RA and press against gem then press Firestaff against gem to release it.

WARNING: When the Powergem is released, the dungeon is blocked off at ∅

LEVEL 14

The Dragon... AAAAAGGHH!!

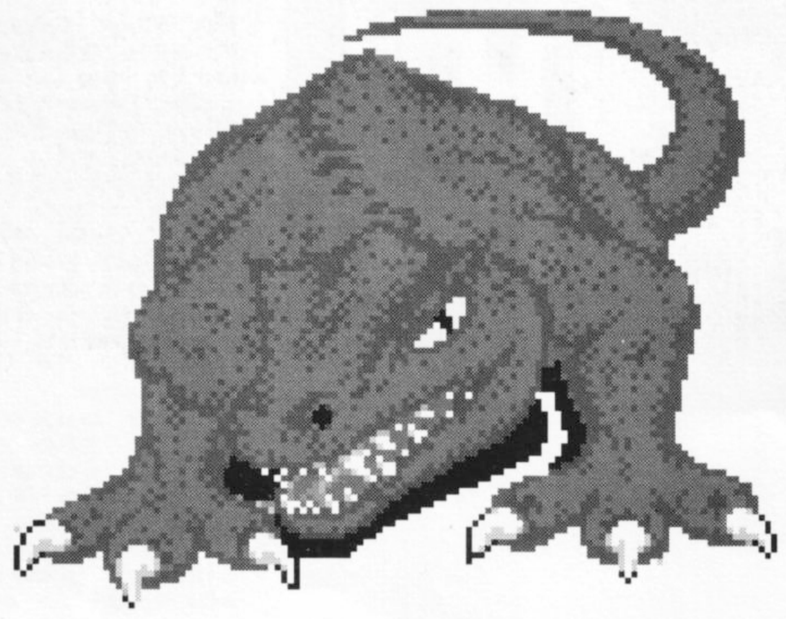


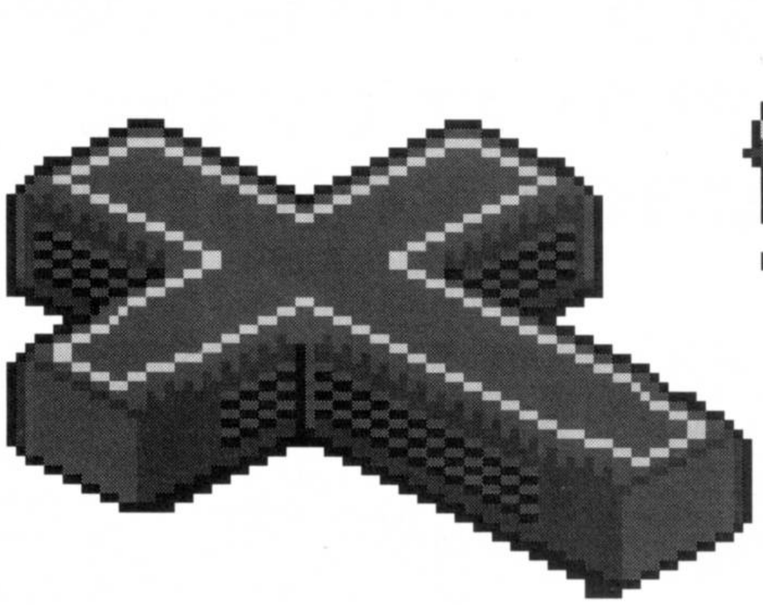
Dungeon Master

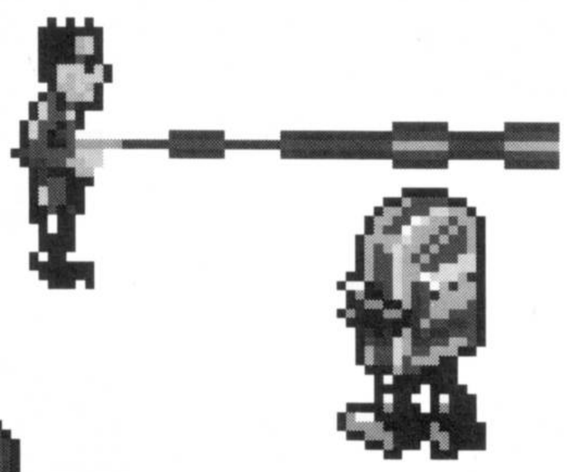
Level 13

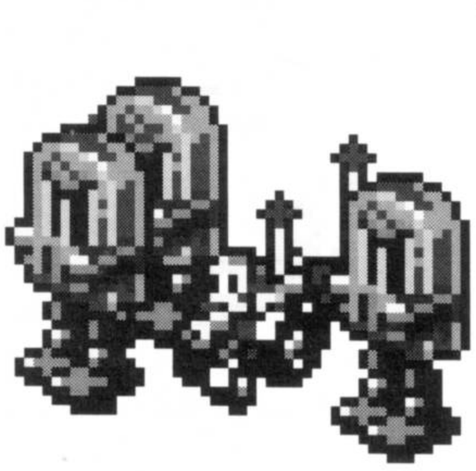
1 Secret entrance from level 7. Press button to open wall.
2 Use the Firestaff to fuse this fire elemental as it is the only one to stay out when you put it out.
3 Stay in here and shut the doors. Chaos will eventually visit you and it is much easier to fuse him in a fluxcage in an enclosed space.

by Bryan Stevens









Elite
Escape From the Planet
of the Robot Monsters
Eye Of Horus

ELITE
Firebird

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 shoot 'em up, the (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 onto other machines to become a huge success. And why not? The sheer depth and huge amount variety to the gameplay make it an absolute must for any trading or shoot 'em up fan. If you haven't got it, find it and get it as soon as you can!

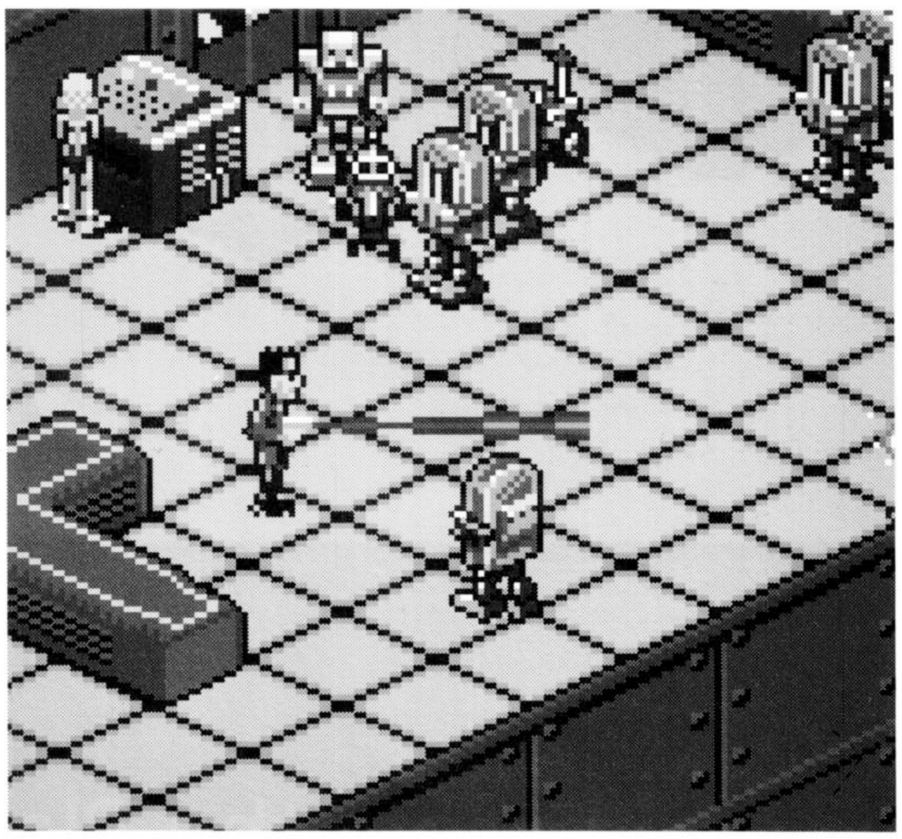
HINTS

If you're an impatient so-and-so who can't be bothered working through and earning your prizes then try this cheat. When you first load up the game and are asked for the password, enter SARA, and when you are told that you were wrong, enter the correct code. Start the game and press * to bring up the hacking screen. Now you can alter the following codes to change the game to your own needs:

BYTE	VALUE	EFFECT
18	FF	Gives you
19	FF	a whole load
1A	FF	of money to
1B	FF	play around with
1F	46	Fills your fuel tank
21	04	Full complement of missiles
22	01	Large cargo bay
2B	01	Fuel scoop
2D	01	Escape pod
2F	01	Energy bomb
30	01	Energy unit
31	02	Naval energy unit
32	01	Docking computer
34	01	Galactic hyperdrive
3A	01	Retro rocket
3C	01	ECM jammer (activated by L)
3E	01	Cloaking device (activated by Y)
89	01	Unhappy refugees
8D	01	Secret documents
97	00-08	Change rating
9F	10	Mission 1
9F	20	Mission 2
9F	31	Mission 3
9F	40	Mission 4
9F	50	Mission 5

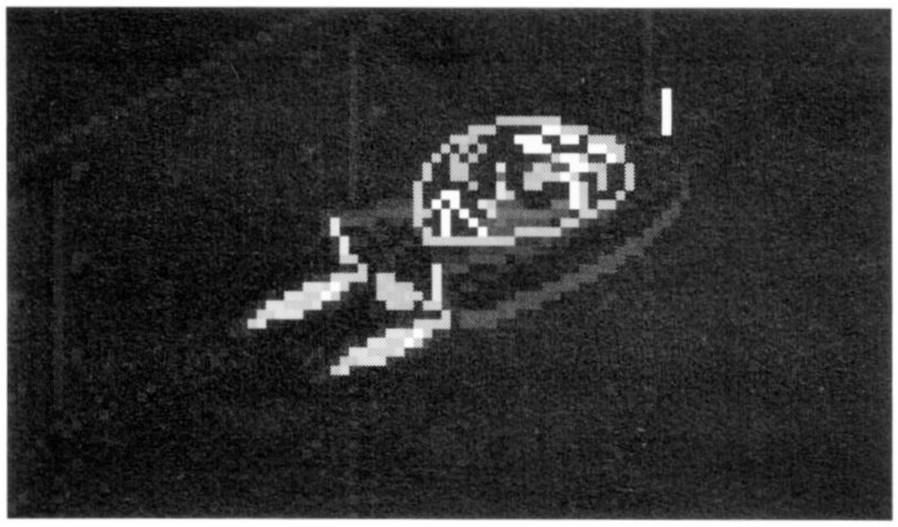
Cargo can also be obtained this way, but since all it gives you is more stuff you may or may not be able to trade (and you already have loads of money) it's pretty pointless listing the codes.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
Domark/Tengen



Planet X was a nice, quiet research station until the Reptillons arrived. These evil aliens have captured professor Sarah Bellum and all the planets inhabitants and are forcing them to build an army of robots, with which the Reptillons plan to take over the Earth.

You, Jake, and your companion, Duke, have been given the task of rescuing the slaves and sending the Reptillons packing. To do this you have to run around collecting the slaves and beaming them back to the shuttle. The Reptillon robots trundle around the floors shooting at you in an attempt to thwart your rescue mission. To get to other levels, you need to switch on the escalators which link the floors. If you can get to the exit on the top floor of each factory, you can teleport to the next stage, ready for a cybersled ride into the maze or even a battle with a giant Reptillon. Ooh!



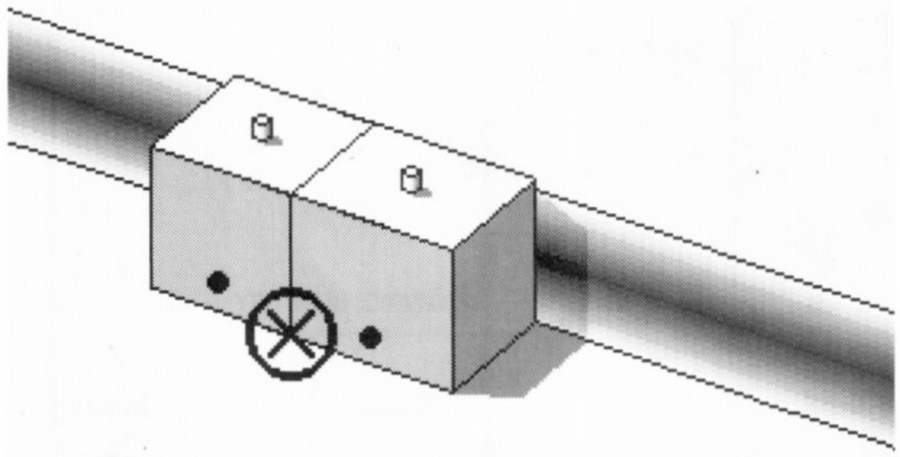
The feel of *Robot Monsters* is sort of a cross between a 1940's film serial and a colourful comic strip. The colours are bright and cheerful, and the intro sequences are filled with extremely kitsch THRILL! HORROR! SCREAM! type film trailer humour. The gameplay is great fun too, capturing the feel of the Atari coin-op to a tee. If you like your shoot 'em ups to have a little humour, then *Escape from the Planet of the Robot Monsters* is about as tongue in cheek as they come!

***AMIGA FORMAT* RATING – 82%**

HINTS

If the giant Reptillon is causing a bit of a problem, then try this little tip.

Choose a one-player game (the cheat won't work for two players) and play as normal until you get to the Reptillon. Run past the robot and go to the doors, then stand at the position marked X in the diagram:
Once you are here, press the bomb key and waggle the joystick left and right. Keep dropping bombs and pushing against the door in this fashion and you'll eventually squeeze through the thin gap. This works for all the Reptillon stages.

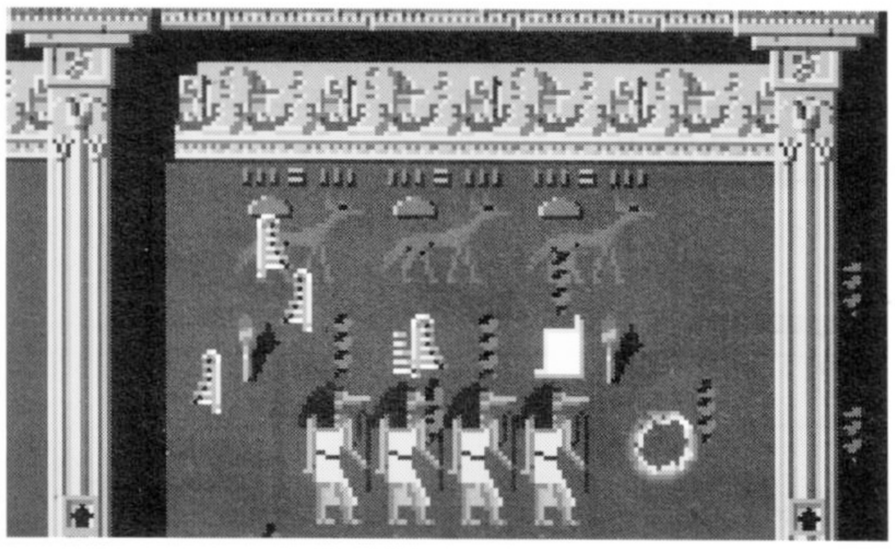


R-Reptillon
X-Player

EYE OF HORUS

Logotron

For many people, the world of the ancient Egyptians, their rituals and the language of Hieroglyphics is highly intriguing. If you want to enter a strange sort of fantasy based on this theme, then Logotron have the answer.



Eye of Horus has you as the son of an Egyptian god, who has been trapped in a pyramid. To escape from the pyramid you must retrieve the seven missing pieces of your fathers body, put them back together and face Set, the evil god that split them in the first place.

The game is in the form of a horizontally scrolling platform game, with the various passages of the pyramid being linked by a series of lifts. You can either walk around picking things up in human form, or fly around as a hawk shooting the strange creatures that inhabit the pyramid.

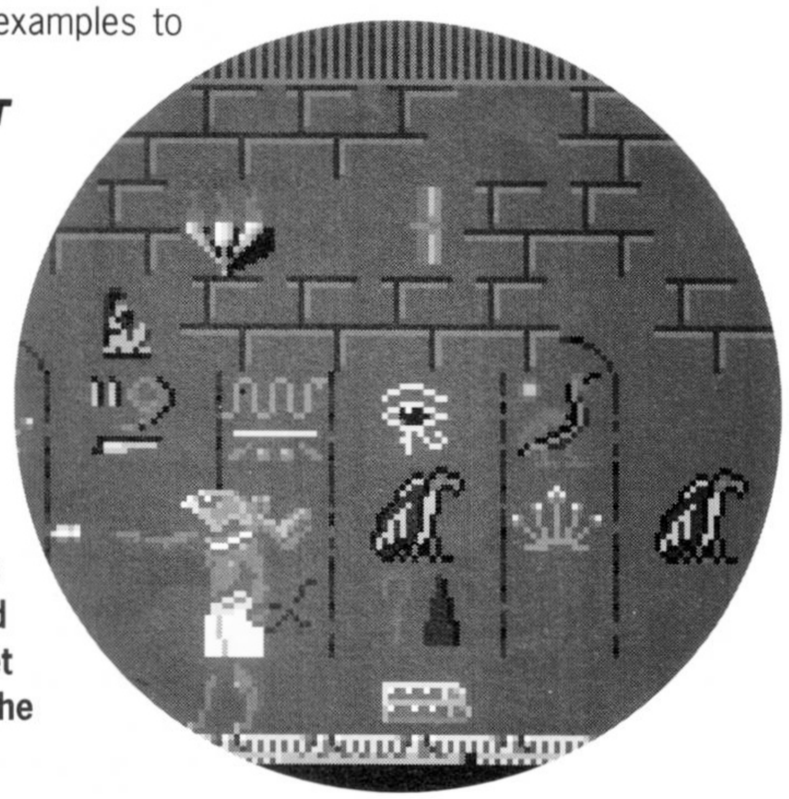
The graphics in *Eye of Horus* are pretty impressive, capturing the feel of the ancient Egyptians, with some nicely drawn Hieroglyphics in the background. The gameplay is fun for a while and the quest is difficult to complete, but there doesn't appear to be much in the way of exciting things going on to make playing really worthwhile.

If you're into Egyptian mythology, then you may find the game interesting, but for those of you looking for an exciting and challenging arcade adventure, there are much better examples to be found.

***AMIGA FORMAT* RATING – 61%**

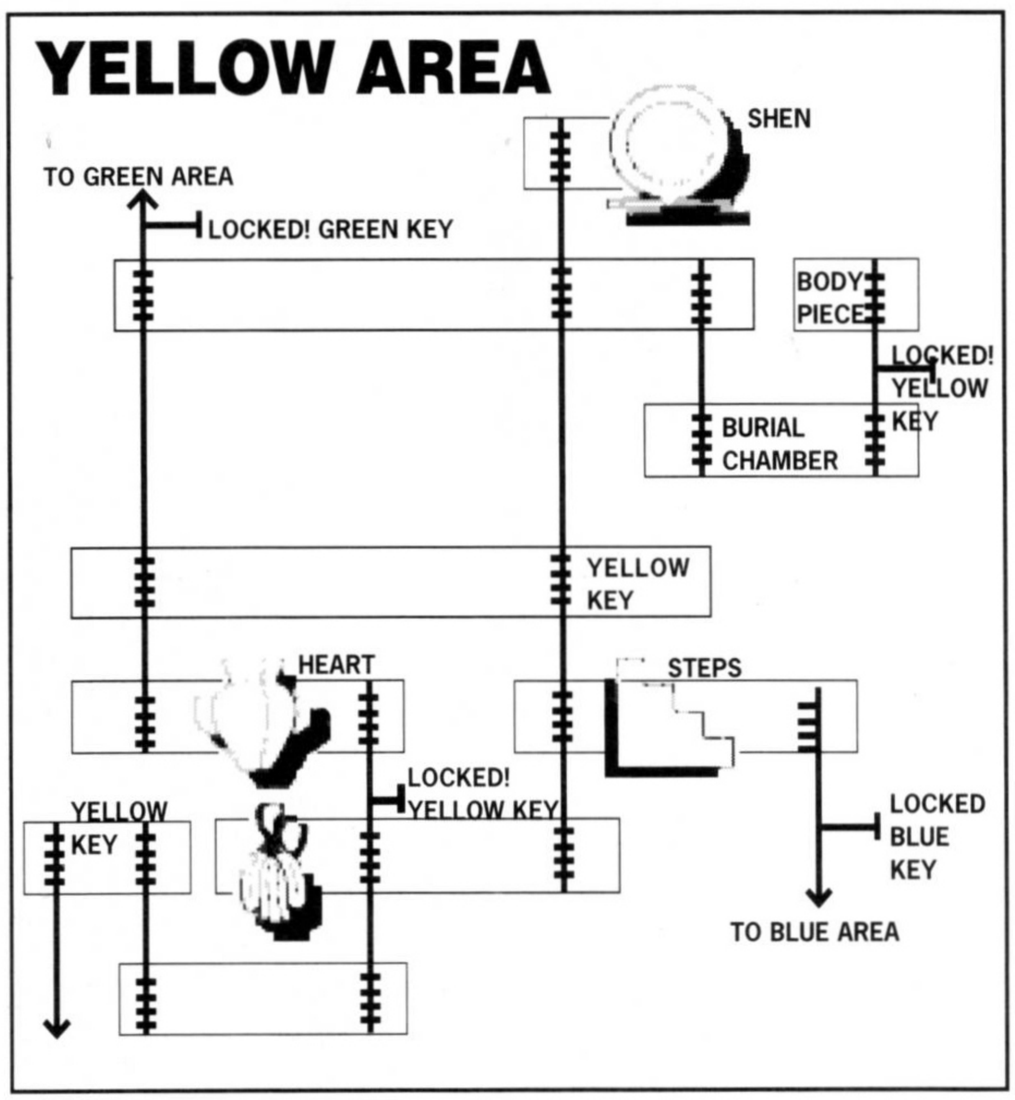
HINTS

If you get to the credits screen and type in SPAM, the game will start with infinite lives and the ability to use locked lifts without the colour-coded keys. If you want to meet Set, then he is through the blue locked lift.

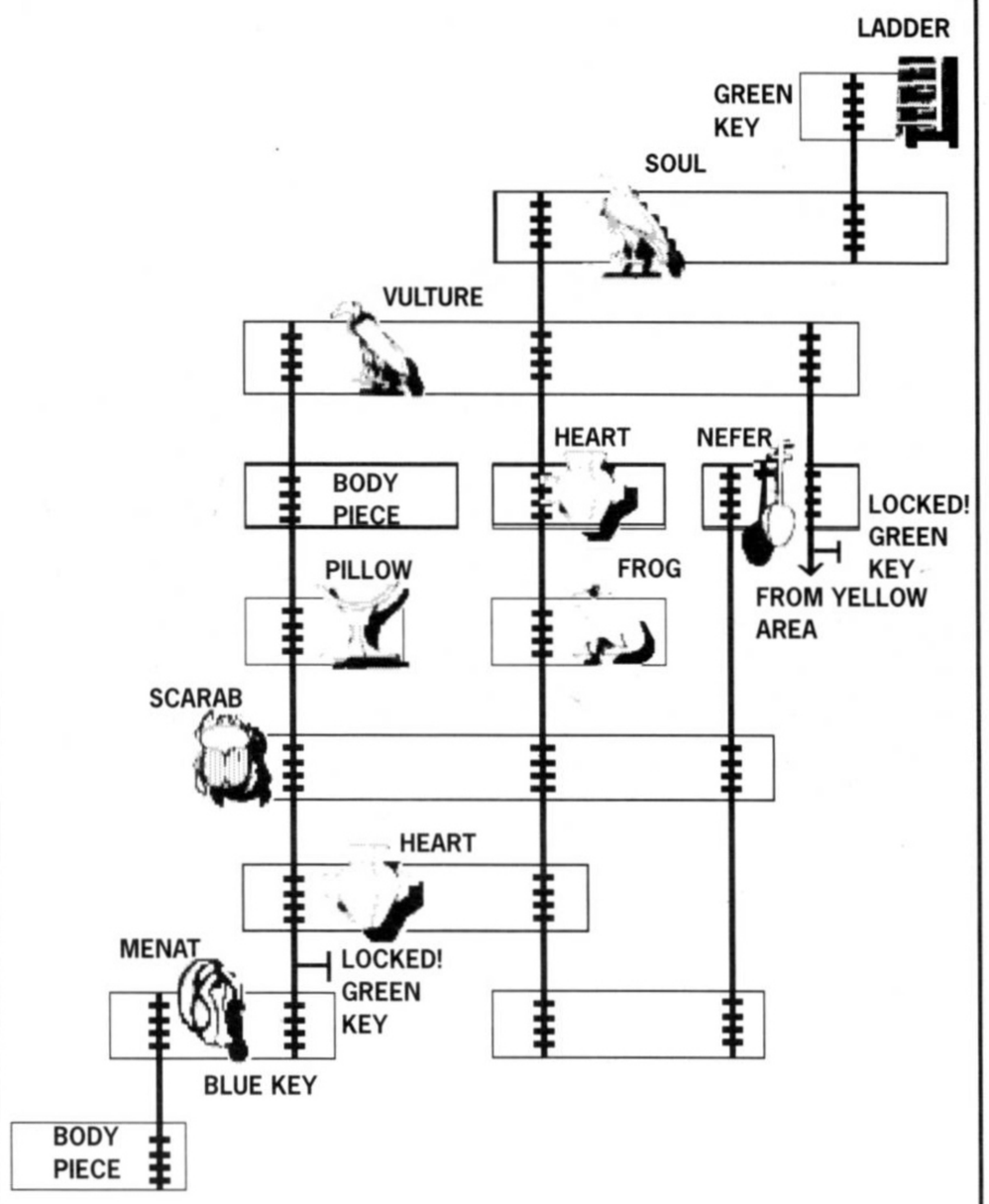


EYE OF HORUS MAPS

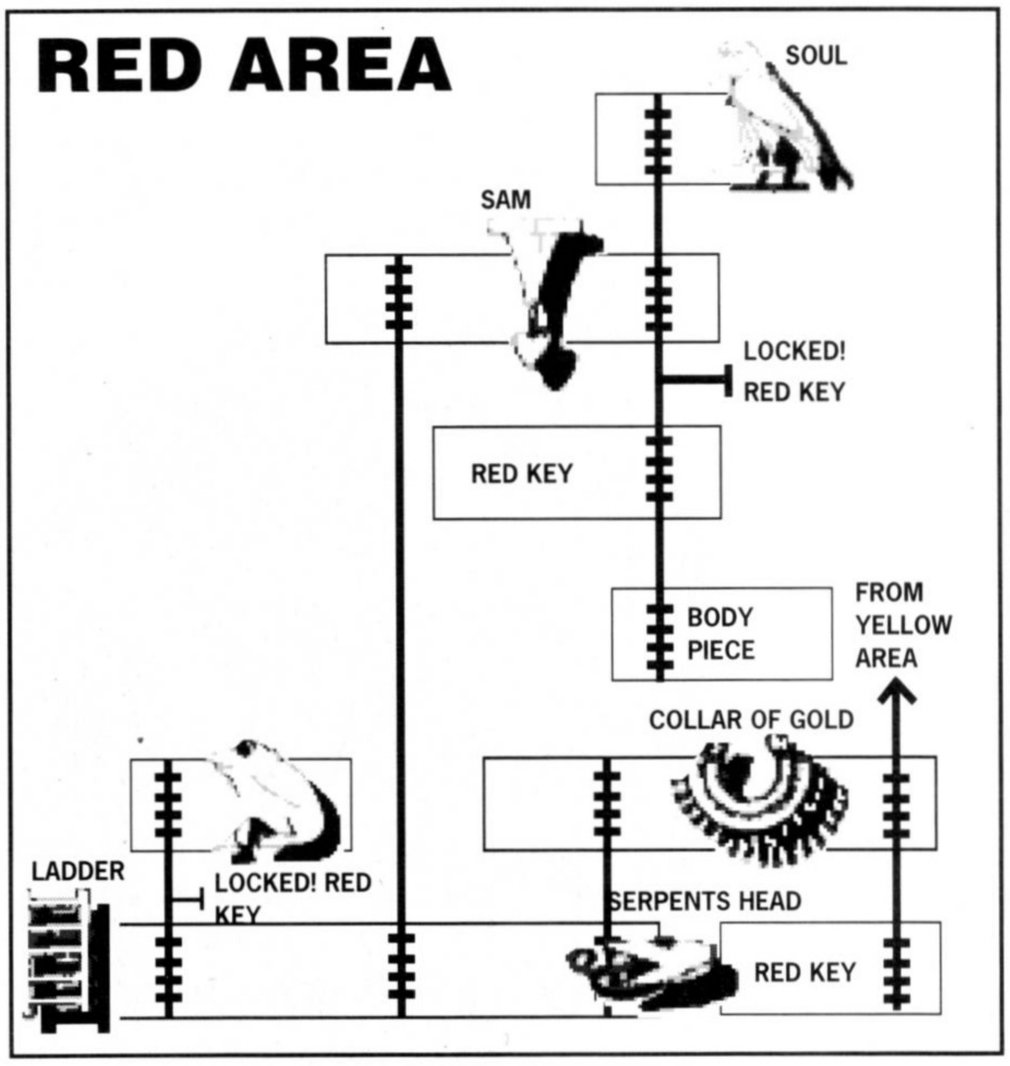
YELLOW AREA



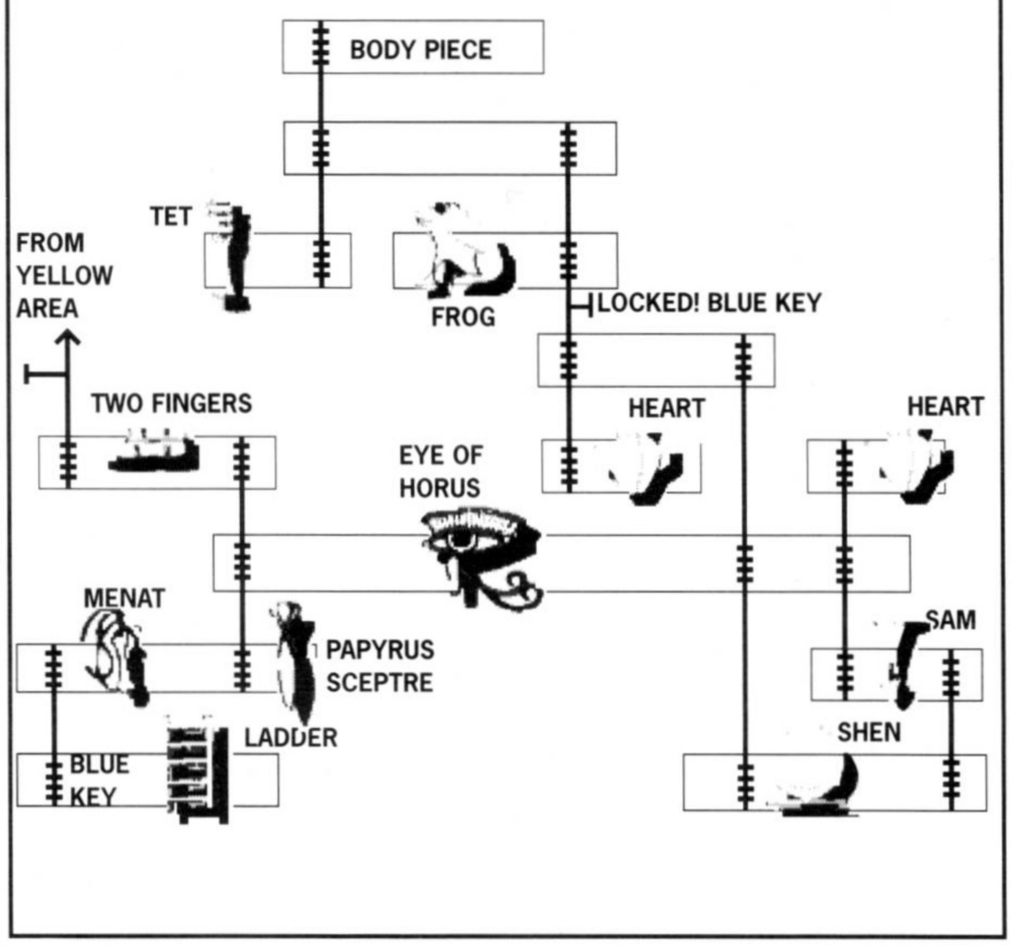
GREEN AREA

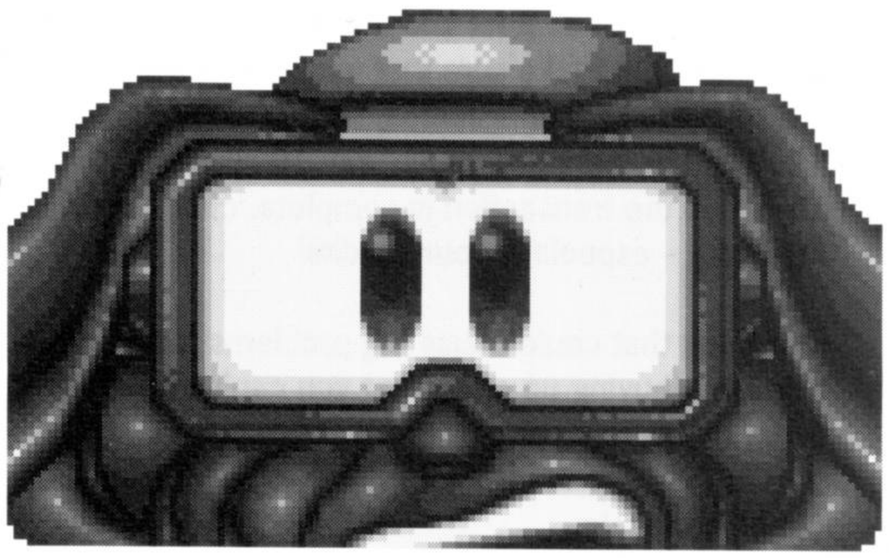


RED AREA



BLUE AREA





FOFT
Fighter Bomber
Flood
Fusion
Future Wars
F-29 Retaliator

FEDERATION OF FREE TRADERS

Gremlin

After years of unopposed reign as the best trading game ever, *Elite* came under threat from Gremlin as they promised the release of an '*Elite*-beating space trading game'. When *FOFT* finally appeared, there was much consternation when people realised that it wasn't as good as everyone had hoped. The 3D graphics were promising, combining *Elite*-style space scenes with a very *Virus*-esque planet sequence.

Unfortunately, the game itself didn't play incredibly well. The content was sound enough, but it didn't quite have what it takes to beat the daddy of them all – *Elite*.

***AMIGA FORMAT* RATING – 69%**

HINTS

A couple of hints for this one, the first being a cheat for extra credits. Just follow these instructions:

1. Load the game and press F8, then Net to get access to the Network. Enter HELP and press Return, followed by your trading name. Then press Y and make a note of the code sequence.
2. Exit the Net by pressing Q, then enter QUIT followed by Return and hit Backspace to exit the station. Now locate a friendly ship and lock-on.
3. Press F8, then Net followed by your code, then T. If it's a friendly ship, you'll establish a transmission.
4. Ask the trader if he's selling (be persistent!)
5. When he offers you something, offer him one credit, then LOGOFF.
6. Hit T again and ask if he has anything to trade. Once again, keep persisting until he does, but don't barter.
7. When he has offered, hit any letter key until he asks you if you want his goods or not.
8. Now hit Y and the transaction will be completed.
9. Check your credits by hitting I and Space to see what goods you have in the hold. If there are any problems, reestablish contact and go back to step 5.
10. Repeat step 5.
11. When you make your bid, make it high (5,000 credits).
12. The trader will inform you that you don't have enough credits and exit.
13. Reestablish contact and ask if he wants to buy anything – but make sure that you DO have something!
14. He'll ask for confirmation, so just hit Y.
15. When he asks how much, say 10 credits.
16. When the transaction is complete, check your inventory – especially your credits!

One thing that could cause big problems for would-be traders is buying up stock that you can't shift. Here is a list of things to steer clear of:

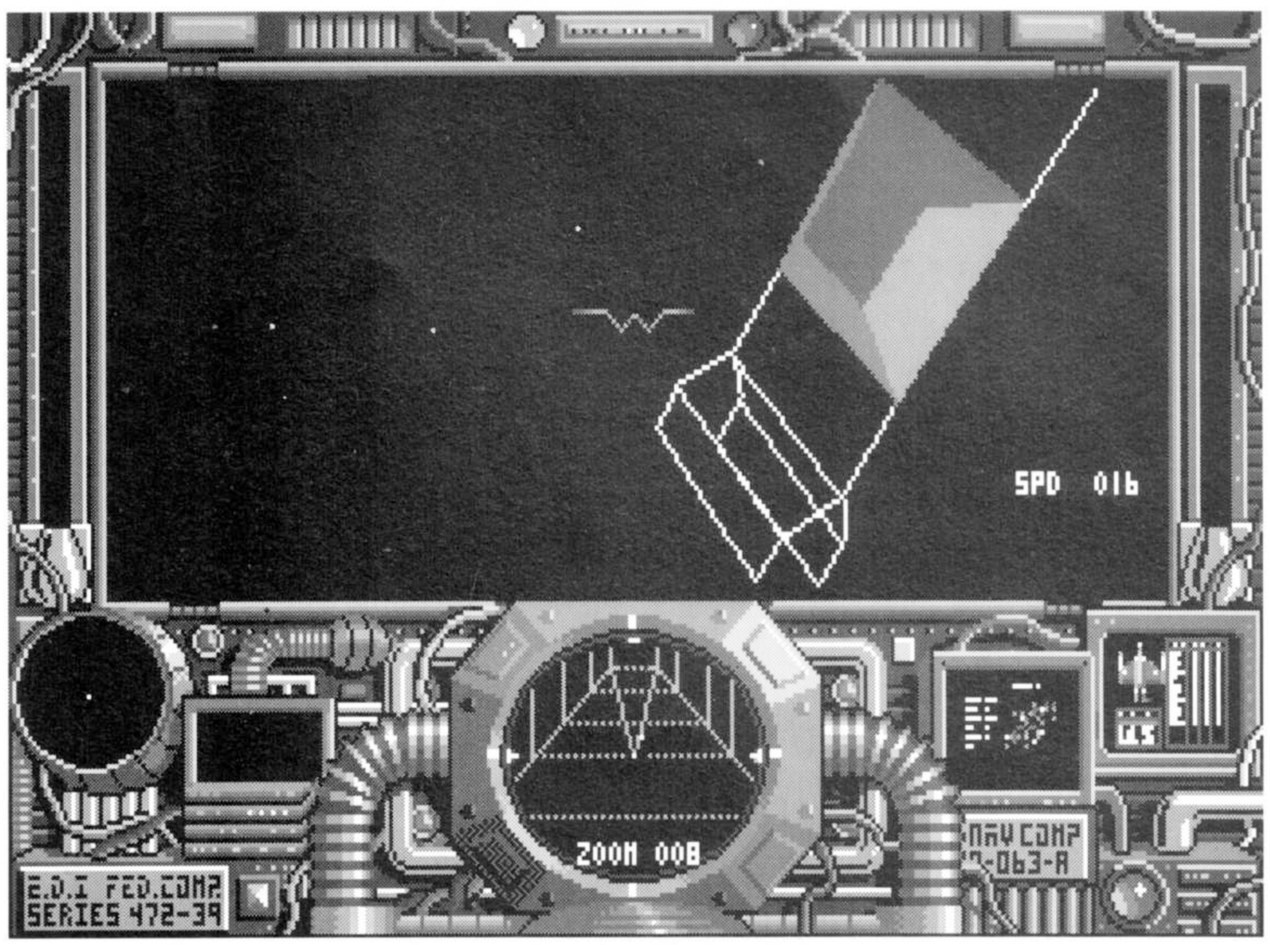
Simple Manuals
Arcturan In-Flight Space Jackets
Class-4 Missiles
Watches (you can't even shift them on the street corner)
Starport Blasters
Sirius Cybernetics GPP Robots
Exotic Space Lingerie (ooer)
Sub-Etha Chronographs

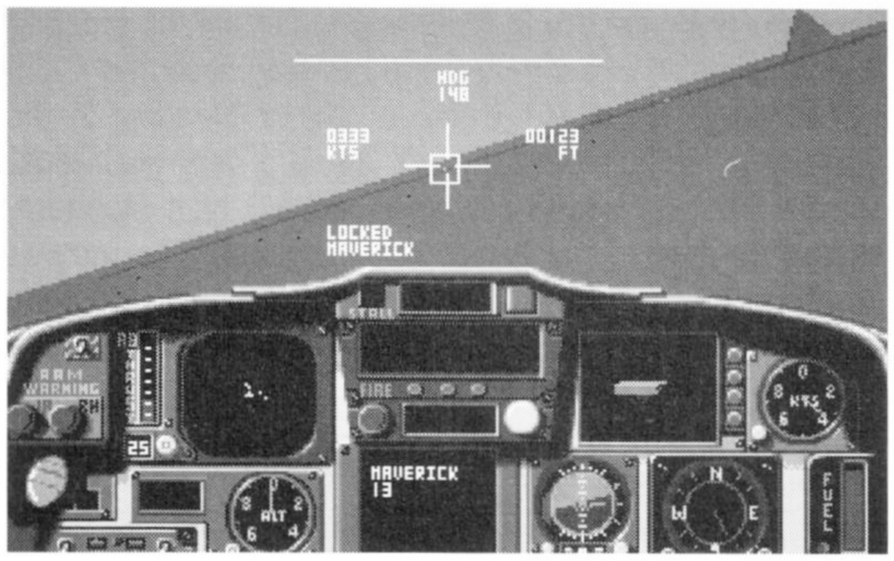
As always, the things that won't shift are balanced out by things that fly out like snot off a hot buttered shovel. These include:

Old Janx Spirit
Fallian Marsh Gas Canisters
Sub-Etha Sens-o-matics (a very useful tool for Galactic Hitch-Hikers)
Sens-o-tape copies of Playbeing (phwoar)
Arcturan Mega-Gin
The Book (and we all know which book, but don't panic!)
Algolian Cigars (very hard to come by)
Qualactin Hypermint Extract (yum)
Algolian Claret (very hard to come by)
Bath Towels (a really hoopy frood always knows where his towel is)

For some pretty nifty trading, whack into communications mode by pressing F1, then get a ship to pass the sights, press F8 and enter the net as usual. Now press T followed by Return.

Now instead of chatting to the alien as usual, just keep hitting return until he replies. When he does, he might have something to sell or otherwise will ask you if you have anything to trade. If he just ignores you and logs off, just get into the net again and repeat the process until he loosens up. This provides you with an easy way to trade on the Black Market, as you don't have to work out anything to type in.





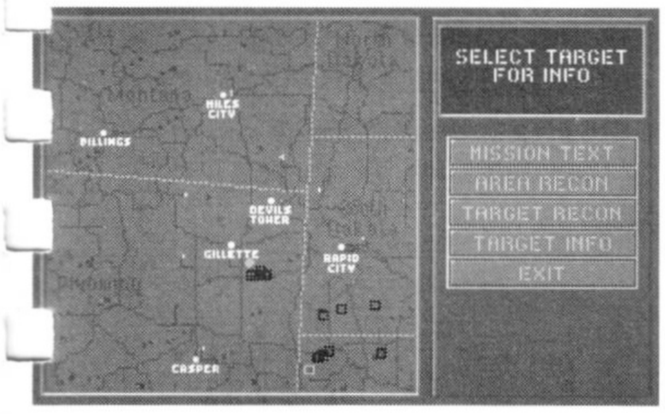
If you're having trouble refuelling, then follow this simple advice: Press U (for Waypoint) to get the fuel-plane's position, then choose Sidewinders as a weapon and press S to lock on (the plane has to be within radar range). Switch to cannons, otherwise the plane will avoid the lock-on. You will now be able to refuel easily.

Landing isn't that difficult as long as you take your time and follow these instructions. Line up in front of the runway, making sure your horizon is level and steady, drop the gears, put the airbrakes and wheelbrakes on and press G for slow speed. Make sure you don't land on the front gear and switch off the engine as soon as you have touched down.

FIGHTER BOMBER

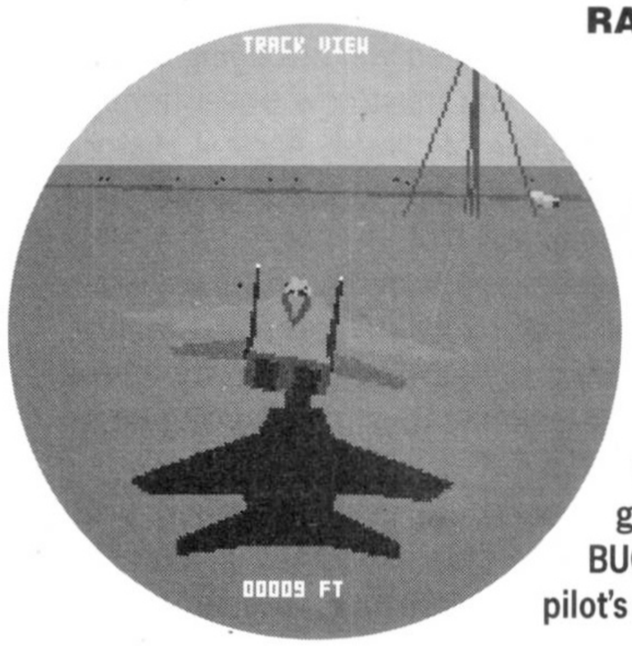
Activision

Vektor Grafix, the programmers of the *Star Wars* and *Empire Strikes Back* conversions, are the team behind this flight simulation. The game is based on the Strategic Air Command Bombing Competition that is held in the American mid-West every year. You can choose to fly as a member of the Russian, German, Swedish, British or American teams, flying the designated plane of that country. You must then fly a set of pre-defined missions to be judged on whether you're good enough to win the prize. If you get bored of the built-in missions you can design your own and save them to disk to play later.



Fighter Bomber may not be the most flash looking or fastest of 3D flight-sims, but there are some nice touches which polish things up nicely. The ability to fly a number of different planes over different missions make this quite a varied simulation, and any fans of the genre will find completing the missions rather rewarding. It may not be the most state of the art simulation available, but there is a lot of depth to the gameplay and the presentation is pretty good, making it well worth the while of any budding fighter pilot.

***AMIGA FORMAT* RATING – 87%**

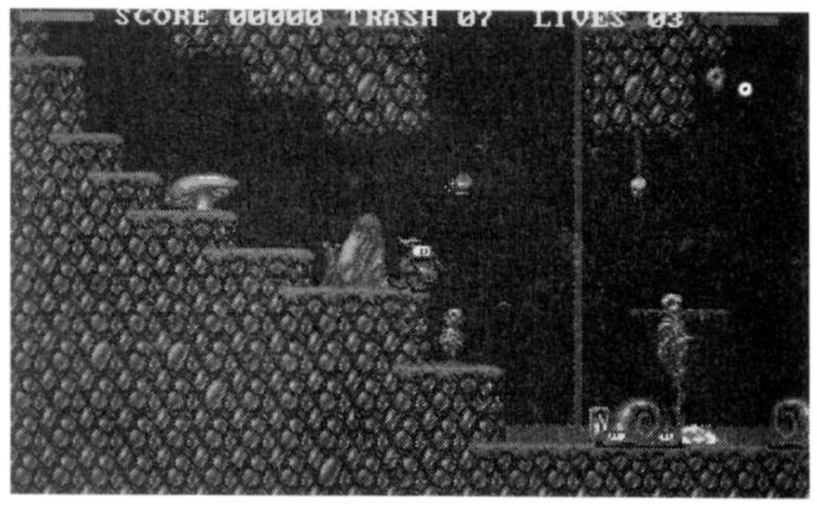


HINTS

All that 'coming up through the ranks' dross is for crawly boot-lickers. To gain access to any of the missions at the beginning of the game, simply type in BUCKAROO as the pilot's name.

FLOOD

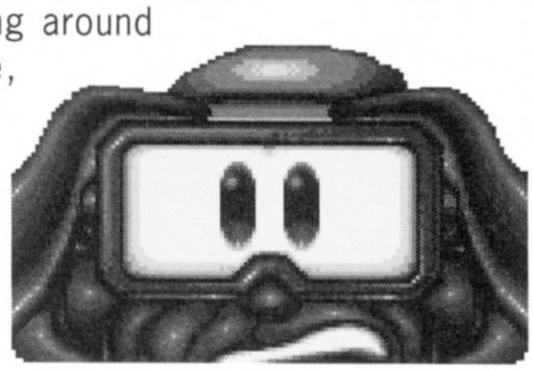
Electronic Arts



This is yet another in the long line of 'cutesy' platform games. This time you play a small green creature called Quiffy.

Quiffy lives in a strange underground world, which for generations has feared the taps of wrath. Quiffy thought that disaster was on the way when rumblings could be heard from the taps, so he hid himself away. When he emerged, he found that every other member of his race had been killed by strange creatures that were now wandering around the caverns. To top it all, the taps of wrath had switched themselves on, and were flooding the caverns. Quiffy decided that he wants out.

You control Quiffy on his quest through the caverns as he attempt to reach the outside world. In order to exit a cavern, you must pick up the litter that the messy invading creatures throw around, then make your way to the exit. The going is tricky though, since the marauding creatures will kill you if they catch you. Fortunately, there are weapons left lying around that you can use, including a flame thrower and grenades, making you RAMQUIFFY!



The humour that has gone into *Flood* is obvious, and the care taken over the graphics and sound is well up to Bullfrogs high standards. The gameplay is very jolly, if a little frustrating at times – especially if you drown at the same point time after time, but the going is enough fun to keep you playing for quite a while. Check it out and have a laugh!

***AMIGA FORMAT* RATING – 84%**

HINTS

If you're having trouble getting to the later levels, then you're missing out on a great end sequence. To see for yourself, here are the codes to get you to the later levels:

LEVEL	PASSWORD	LEVEL	PASSWORD
1	FROG	23	LIME
2	YEAR	24	QUID
3	QUIF	25	WING
4	LONG	26	FLEE
5	WORD	27	GIGA
6	FRED	28	HEAD
7	WINE	29	LOOP
8	GRIP	30	SING
9	TRAP	31	JOUX
11	FRAK	32	PINK
12	VINE	33	GOGO
13	JUMP	34	LETS
14	NILL	35	QUAD
15	FOUR	36	BRIL
16	GRIT	37	EGGS
17	ZING	38	HENS
18	JING	39	NAIL
19	LIDO	40	SOAP
20	POOL	41	FOAM
21	HATE	42	MEEK
22	REED		

FUSION
Electronic Arts

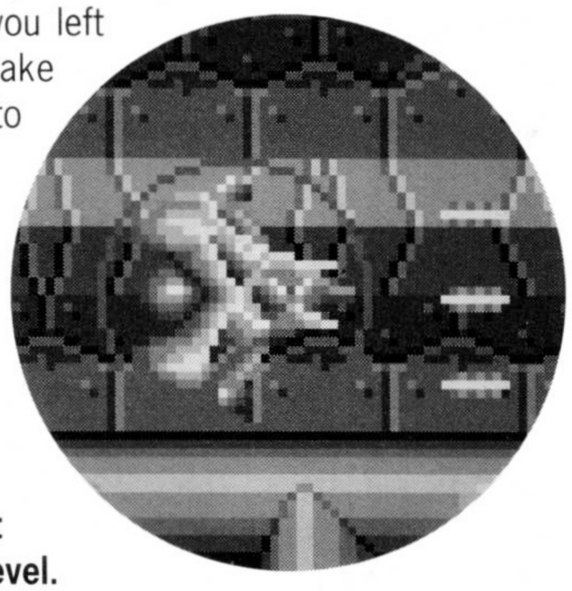
This game seems to have been overlooked by quite a few people, which is a shame, since it's quite an enjoyable little blast.

You play a space traveller, who is flying around the cosmos when a strange, garbled message is transmitted to your ship. It tells of an invasion of a colony by an army of marauding alien forces. Being a generally brave and chivalrous fellow, you zoom off to the rescue.



The game starts as you arrive in the first zone of the colony, now well established as an alien base. After you leave your ship, you notice a load of alien craft closing in. Now the action starts as you move around the maze-like scenery in your ship and crawler vehicle, trying to hit various switches to open further sections. If you can make it through all the alien zones, blasting the attackers and gun emplacements as you go, then you can leave the planet and watch it explode – putting an end to the aliens' plans for good.

Being programmed by Bullfrog (made famous by creating *Populous*) you'd expect *Fusion* to be well presented – and indeed it is. Some of the use of colour blending in the scenery is incredible, giving the game a very alien look. The sprites and sound are of an equally high standard, setting the feel of the game extremely well. The puzzles are tough to complete, and having swarms of alien fighters shooting at you doesn't help any! The save function means that you can go to the point where you left off, but it will still take some solid playing to complete.



HINTS

If this game is driving you up the wall, then try this little cheat:

Start the game and fly to the top left hand corner of the level. Disembark from the ship and drive the crawler into the corner. Now type in STONKER and go back to your ship. You can now press D to cycle through the weapons and press C to cycle through the levels. When you cycle the levels, make sure you go up to the top left hand corner before hitting the key, so that you don't appear in an illegal position.

On the second level, repeat the process of getting the crawler into the top left corner and typing STONKER. Now you can press I to allow the ship to fly through walls and pressing F while hovering over switches allows you to pick them up without landing.

FUTURE WARS – THE TIME TRAVELLERS
Palace

Imagine the scene: it's the 43rd Century and the Earth is under attack from aliens. However they can't get past the Earth's SDI shields, so they've sent agents back in time to sabotage the units before they are even built. You discover the plot by accident when you are trying to play a prank on your boss, and you must now travel through various time-zones, including Medieval, Ancient History and the distant future in an attempt to use your wits and learning to undo the aliens' evil plot.

The game is presented in a form called Cinematique (a system also used in US Gold's Operation Stealth), which involves you having to search deep into the game to uncover clues, since even the most unassuming items can have a purpose.

The graphics and sound are used extremely well, giving the game a definite cinematic feel. In fact the deeper you get into the adventure, the more the

atmosphere takes you over to produce a totally believable world. If other graphic adventure games are beginning to seem a little stale, then try Future Wars for size – you could be seeing a lot more of the type soon!

***AMIGA FORMAT* RATING – 84%**

HINTS

Delphine's strange game system means that you're going to have to look deeper and think harder to get anywhere in the adventure. If you're brains about to burst with the strain, then refer to this solution when you're stuck to save you some trouble.

Take the bucket then examine the buttons. Operate red button and operate the window. Go North through the window and go to the wastepaper basket. Take the plastic bag and go to the top right hand corner of the carpet. Operate the carpet and take the key.

Go to the washroom, open the cupboard door and take the insecticide. Go to the toilet door and operate it. Take the red flag and go to the sink. Use the bucket on the sink, then go to the North door and use the bucket on it. Go to the East door and operate it. Go East when the door opens and use the key on the cupboard door second from the left on the bottom. Examine typewriter – 40315 - and go to the desk. Operate the drawer and take the paper. Examine the map and use the flag on the hole in the centre of the map. Now SAVE your game!

Exit to the East and examine the keypad. Operate the keypad and punch in each number (40315) before the ceiling descends. Go North, then East and examine the photocopier. Use the paper on the opening and operate the green button then the red button. Take the documents and move quickly to the pool of light to teleport.

Walking only on the green, go to the mosquitoes – but don't get too close. Use the insecticide on the mosquitoes, then go West and look for a glint of light. Examine the glint and take the pendant. Go West and go to the foot of the tree on the left. Examine the base of the tree and take the rope. Use the rope on the right hand branch of the tree and wait for the man to come to swim – then pinch his tunic and slacks! Exit to the West, approach the guard and use the pendant on him. Go North and exit West behind the castle. Go to the base of the large tree and operate it. Examine the ground, take the coin and exit to the East. Go to the thatched building, operate the door and enter. Use the coin on the innkeeper and listen to the gossip. Leave the pub, go to the guard and use the pendant on him, then exit West into the castle. After the talk with Torin, exit to the East and take the lance from the sleeping guard. Go North again and exit West behind the castle. Go to the tree and use the lance on habit. Return to the lake and use the plastic bag on it before quickly going West. Go South, centre the bridge and use the bag on the wolf. Go to the door and operate it.

Always follow the monks clockwise around the room. Go to the West door and operate it. Enter and go to the monk. Now go to the hall. Go to the East door and operate it. Enter and talk to the monk before returning to the hall. Go back to the West room and take the cup, then go to the North room. Use the cup on the barrel to the right of the ladder on the second tier. Return to the East room and examine the Father Superior when he is asleep. Take the device and use it on the cupboard to the right. Take the card and return to the wine cellar. Use the device on the barrel at the top of the ladder, then exit North. Examine the base of the glass case to find a canister, then use the card on the console.

In the ruins, examine the pile of rubble at the bottom right to find a blowtorch. Exit to the middle East (the direction, not the desert country) and go East to the bottom of the screen. Go West to the white rubble and examine it. Take the fuses and operate the rubble in the centre to reveal a manhole cover. Operate it and go down and East until you find a tap on the wall. Use the blowtorch on the tap, then go South and West, continuing until you see a creature attacking a woman and a child. Use the blowtorch on the creature and exit up.

Go to the doors and use the lance on the camera, then enter. Examine the coin return on the newspaper machine, take the coin and use it on the money slot. Examine the coin return again and use the coin on the money slot. Take the paper and enter the train. When you get off the train, go South down the stairs. Use the fuses on the fuses at the base of the stairs on the left. Go up to stand behind the inspector and when the hostess makes up, exit through the arrows up the elevator.

In the cell, use the key on the airduct, use the gas on the airduct and then quickly use the newspaper on the airduct. Now exit to the East (don't panic, all is well).

In the cave, go to the girl, take the gun and follow the girl. Now SAVE the game.

The next sequence is an arcade game in which you have to kill all the Crughons. Concentrate on the red squares first and shoot the leader on the platform when he enters for the second time.

Examine the girl three times to get the invisibility pill and the pendant. Use the pendant on the girl and examine the Crughon body. Take the card and go up the ramp to enter the ship. Use the card on the card reader, go to the case and operate it. Take the garment and use it on the camera, then go to the case to lie down. SAVE the game again.

Operate the case and when you land at the base go to the left or right of the door. Use the pill on the hero when the door starts to open, then quickly exit and hide behind the boxes at the front of the screen. Operate the box on the left and climb in. The six minute counter starts when you exit North through the door. Go right and descend the second ladder down. Go right and descend the second ladder down again. Now go right and descend the first ladder down. Go left and descend the first ladder down, then go right and descend the first ladder down. Go right and descend the first ladder down, then go left and descend the first ladder down. Go left and descend the first ladder down, then go left past the

symbol an descend the first ladder down. Go left and descend the first ladder, then go right and descend the first ladder. Go right and descend the first ladder again, then go right and up the first ladder. Go right and up the first ladder, then go right and up the first ladder. Go right and up the first ladder, then right and up the first ladder again (still with me? Good). Go right and down the first ladder, then right and down the first ladder again. Go right and down the first ladder, then go left and down the first ladder. Go left and down the first ladder again, then go left and down the next ladder. Go right and down the first ladder, then go left and keep going until you get to the next ladder, then go down. Go right to the conputer room and enter.

Use the card on the console to the left (you should now have about two minutes 30 seconds left). Quickly exit room and go left and up the first ladder (here we go again). Go right and up the first ladder, then left and up the first ladder. Go right up the first ladder, then right and up the first ladder again. Go right up the next ladder, then left and up the first ladder. Go left and up first ladder, then go left and down the next ladder. Go left and down the first ladder, then go left and down the first ladder again. Go left and down the first ladder, then left down the first ladder once more. Go left up the first ladder and left up the first ladder. Go left and up the first ladder, then right up the first ladder. Go right past the symbol, then up the next ladder. Go right and up first ladder, then go left to the exit. Now you can enjoy the happy ending – unless you happen to be a dinosaur!

F-29 RETALIATOR

Ocean

At a time when Stealth Fighters were all the rage, *F-29* unsurprisingly won itself a warm reception – a Format Gold no less! And why not? As Andy Smith said in the review, it's "excellent stuff." The game boasts superb 3D graphics, extensive military hardware to play around with and action packed gameplay.

You choose whether to fly the Lockheed F-22 (the one on the box) or the as yet experimental Grumman F-29 (hence the name). To begin with it's a good idea to start on the Arizona Desert missions, where you can get to grips with the controls, but once you think you're hard enough, there are three other war theatres containing a whole host of dangerous missions for you to fly.

Some complained of bugs in the system of the game, but to be honest I've not come across them and I've thoroughly enjoyed playing it. Those of you who got hold of your Amigas in the Flight of Fantasy pack already have this excellent combat simulator, but if you have never played it I recommend you nip off down the software shop and do so forthwith.

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

HINTS

As with most combat/flight simulators, *F-29 Retaliator* takes time to get to grips with. To help those of you who've just got this with their Amiga package, or even those who are just having difficulty getting anywhere, here are some helpful tips.

If you can lock onto targets and blow the enemy away with no trouble, only to find that you run out of missiles or just plain can't land, then here are a couple of dodges:

Load up and start the game, entering your name as THE DIDY MEN (with spaces) when you enrol. Click on the Colonel icon and press Return. Select the battle area and select Mission Control. Accept a mission (without selecting one) then go back and select one as normal. Now start the game and play as normal. When you've completed the task and it's time to land all you have to do is press Enter on the keypad and you'll land automatically.

Now for those of you having trouble with the limited amount of weapons on most missions. Just enter your name on the enrolment screen as Ciaran and load up your pilot's log. The name should now read OCEAN OK. Now you can fly on any mission you want with infinite weapons and cannons.

Now that's the cheaty bits out of the way, here are some hints on flying:

THE TAKE OFF

This isn't too difficult to manage once you get the knack – as long as you remember a few simple rules:

1. Always kick off your brakes before starting. Travelling with the revs in excess of 70 rpm will seriously damage your landing gear.

2. Push the thrust up to about 90% before taking off, and try to leave the ground at around 200-220 knots.

3. Always pull the gear up before you hit 320 knots, otherwise they will buckle.

4. If you decide to use your flaps then take care when travelling at high speeds. The flaps will start to warp (and possibly fall off) as you reach 360 knots.

FIGHTING AT SEA

If you just sit back and decide not to participate in sea battles, then the battle between enemy and allied ships will continue without you. On the other hand it is a good

idea to get involved, as you stand a good chance of securing a victory for your side.

To take out enemy ships, just fly across the bows of the ships and drop an MRASM. Sooner or later you will have inflicted enough damage so that the craft sinks into the sea.

BATTLING TANKS

As is the case with sea battles, tank warfare will continue whether you are involved or not, but again it's a good idea to try and swing a victory yourself.

Speed is of the essence in this scenario, since the allied tanks will be slaughtered if you're not nippy enough. The trick with tanks is to fly low and fire CSWs at their formations. The 20 warheads in each bomb should clear them up quickly enough!

ENEMY AIRCRAFT

There are two types of plane that you will have to deal with: the Mig-29 Fulcrum and the Sukhoi Su-27 Flanker. Both planes look pretty similar, but the Flanker can withstand substantially more hits than the Mig.

Migs are usually assigned to waypoints or patrol areas and are equipped with four air-to-air missiles as well as cannons. They also have chaff and flares which they tend to use if you chuck sidewinders at them. Favourite Mig tactics are to either fly in huge patrol groups (with each plane carrying double payloads!), or use the 'Out of the Sun' technique. This involves the enemy flying into a position above you and then diving down onto you. The little...er...enemies.

BOMBING UNNECESSARY TARGETS

Bombing such emplacements as hospitals, churches, allied emplacements and other civilian targets doesn't prompt a favourable response from the powers that be. You will most certainly lose points and the computer may even crash your plane!

DEFENCE

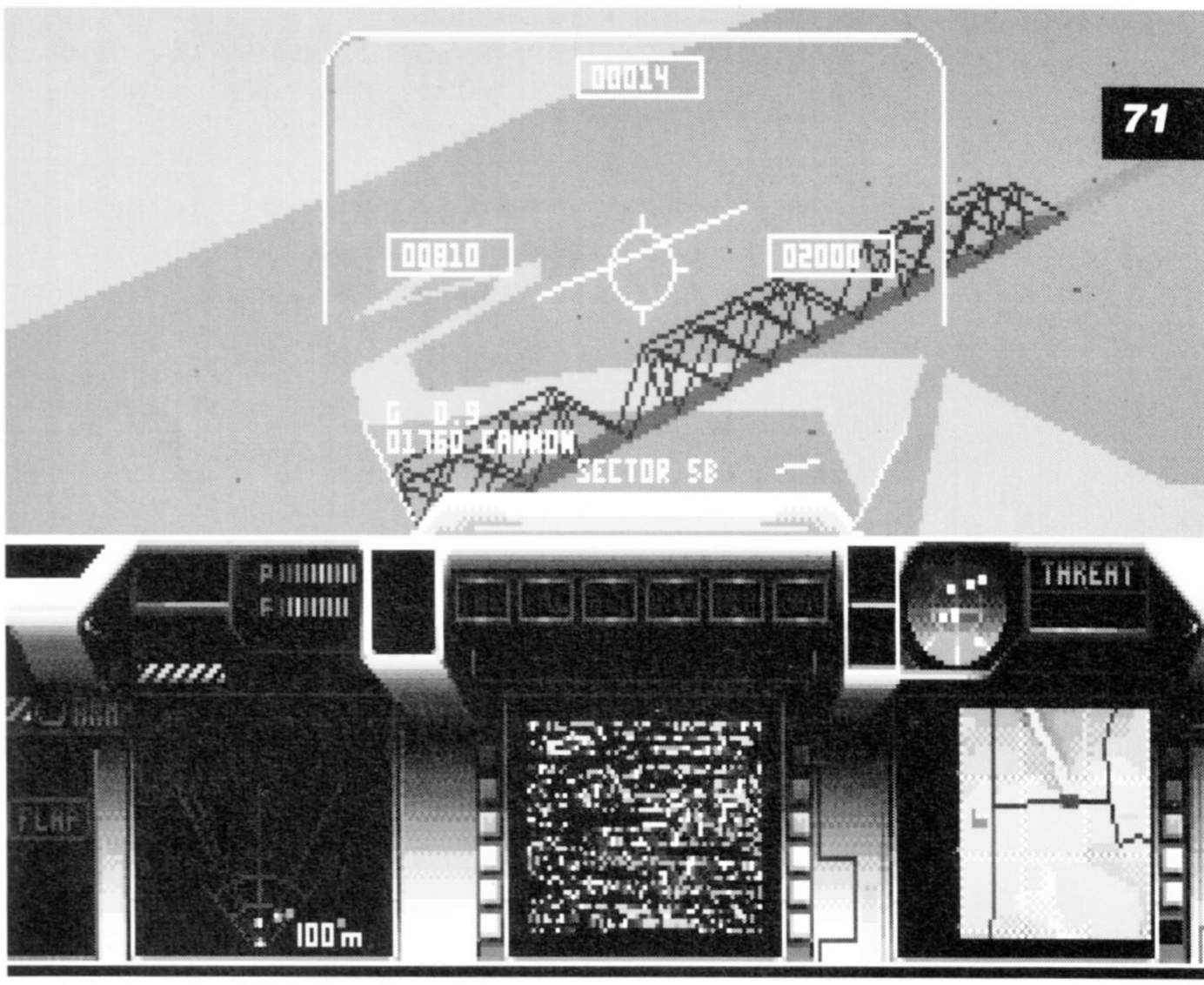
No matter how much of a whiz you think you are, you're bound to find a SAM latching on to your tailpipe at some point. Trying to outrun it? Well forget it. It just won't happen! Instead, there are two other ways you can use to save yourself.

1. Slam yourself down low and weave around hills, buildings and bridges. Your chances are still slim, but if your nippy enough you may just get the missile to crash into another obstacle.
2. The most effective way is to scream into a dive, then turn quickly to the left or right – remembering to fling out loads of chaff as you do so!

LANDING

This, of course, is very important. If you don't land then you don't complete the mission!

First get yourself roughly in line with the airstrip while it is still out of range (using the map and direction indicator) and line yourself up with the middle of the runway when you are about 20 or 30 miles away. Pull your speed down to about 300 mph and descend to around 500 feet. As you approach, pull the speed down to 200 mph and drop to 250 feet. Descend slowly, keeping more or less flat whilst gradually decreasing speed to about 100, then put down the gears. As soon as you touch down, drop the nose, slam the thrust to zero and put on the brakes. This will now safely end the mission.

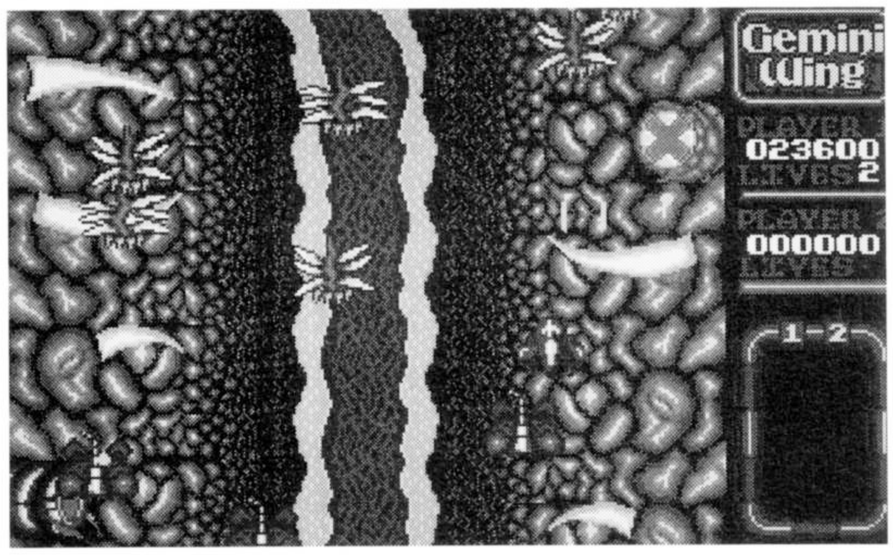






Gemini Wing
Ghouls 'N' Ghosts
Gold Runner

G



GEMINI WING

Virgin-Mastertronic

We've all seen those newspapers – 'Alien lover is the father of my baby' or 'Outer-space invaders stole my cat'. The people of Earth don't really take them seriously, but the rest of the Universe are a bit fed up of all this libelous rubbish – that's why they're going to attack.

However, they didn't count on you being a crack *Gemini Wing* pilot, did they? It's up to you to defend the Earth from these attackers by flying through various pieces of scenery and blasting their invading troops. The odds are stacked against you, but the aliens are messy so-and-sos, leaving their weapons around where they are shot. You can pick up these additional weapons to use against their inventors, helping you out of tricky situations.



The graphics and sound are both of a pretty high standard, being pretty close to their arcade counterpart. The gameplay, on the other hand is pretty run-of-the-mill. All that *Gemini Wing* is really is a vertically scrolling shoot 'em up with the usual weapon pick-ups. The simultaneous two player action makes things fun for a while, but the novelty soon wears of leaving another average blast.

***AMIGA FORMAT* RATING – 68%**

HINTS

If you're bored of looking at the early levels, but can't get any further, then try these codes:

Level 2 – MR WIMPEY
Level 3 – CLASSICS
LEVEL 4 – WHIZ KID
Level 5 – GUNSHOT
Level 6 – DOODGUYZ
Level 7 – D GIBSON

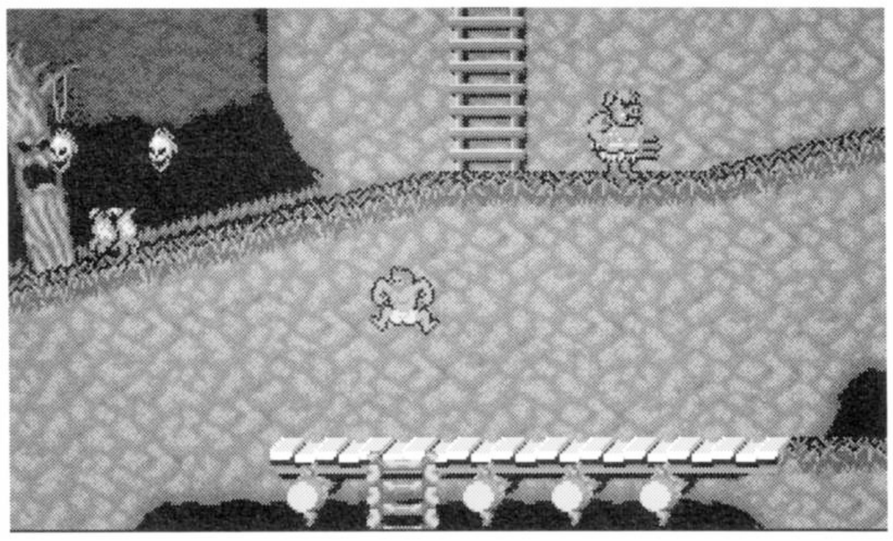
Another little tip: just as you're about to be killed for the fourth time, press the left mouse button to bring up player two, then keep pressing the fire button until you die. You will now reappear at the bottom of the screen.

GHOULS 'N' GHOSTS

US Gold

The success of the original Capcom ghostie game, *Ghosts 'n' Goblins*, made it inevitable that there would be a follow up game. *Ghouls 'n' Ghosts* tells of the further adventures of Arthur the gallant Knight, who's sweetheart, the beautiful Princess Hus, has been recaptured by the evil demon. You play Arthur as he travels through yet more dangerous world, fighting off fiery demons, vultures and even...DEATH! Along the way are some chests which Arthur can shoot to open. Occasionally they contain special items, such as treasure, an extra weapon or armour, but other times a magician will pop out and turn poor Arthur into a bow-tie wearing duck.

If this sounds a little strange, don't worry! The whole



game is a little on the weird side – but it's a lot of fun. The graphics and sound are superb, being almost identical to the arcade version, from the strange scenery to the curious creatures wandering around. The gameplay is pretty similar to the original, with Arthur running along in his armour, throwing sawn-off lances at his enemies. However this time he can throw them in different directions and also use a variety of different weapons, so enough improvements have been made to make it worth having a look at *Ghouls 'n' Ghosts* – even if you've already got *Ghosts 'n' Goblins*.

***AMIGA FORMAT* RATING – 91%**



HINTS

To get the cheat mode up and running, type in KARENBROADHURST. A 'cheat on' message will appear to tell you that it's active and when you start the game, the collision detection will have been removed.

GOLDRUNNER

Microdeal

One of the first scrolling shoot 'em ups to appear on the Amiga, *Goldrunner* relies on simple destruction to win through.

You must pilot your craft across a series of two-way vertically scrolling levels, blowing away as many of the ground installations as you possibly can before zooming up to the exit tunnel. The task is hindered by swarms of alien fighters that fly onto the screen in formation and close in on your ship, filling the screen with hails of bullets as they go. One touch on a bullet or alien is deadly, and pulls your energy level down accordingly.

Goldrunner is one of the original Amiga 'mindless shoot 'em ups. The action is pretty repetitive and unrewarding, but there is some nice scenery – and if you get bored of that you can get hold of some scenery disks to spice it up. Even though, the game is pretty banal and doesn't really stand up against todays blasters.

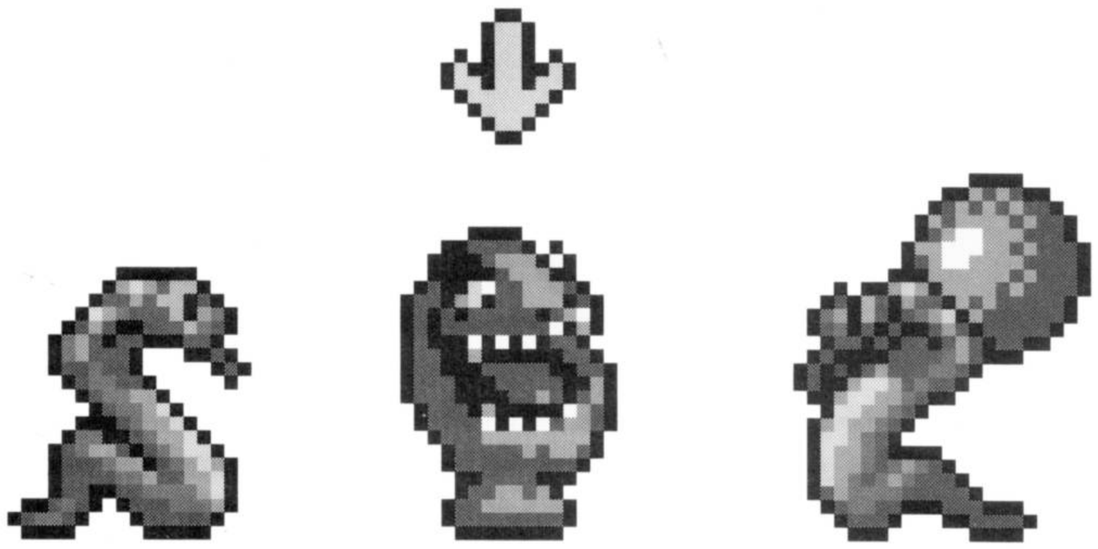
One interesting thing – the game that was originally set to become *Goldrunner 3* was pulled back and expanded, using 3D routines culled from *F-29 Retaliator*. The game has been bought up by Ocean and is about to be released under the name *Epic*. Should be one to watch for.

g

HINTS

If you're having trouble getting anywhere on this aging game, then try one of these for size:

Hold down F5 for a few seconds for an indestructible ship, press I to move onto the bonus screen and press U to leave it again. By continually pressing I and U it is possible to skip all the levels.

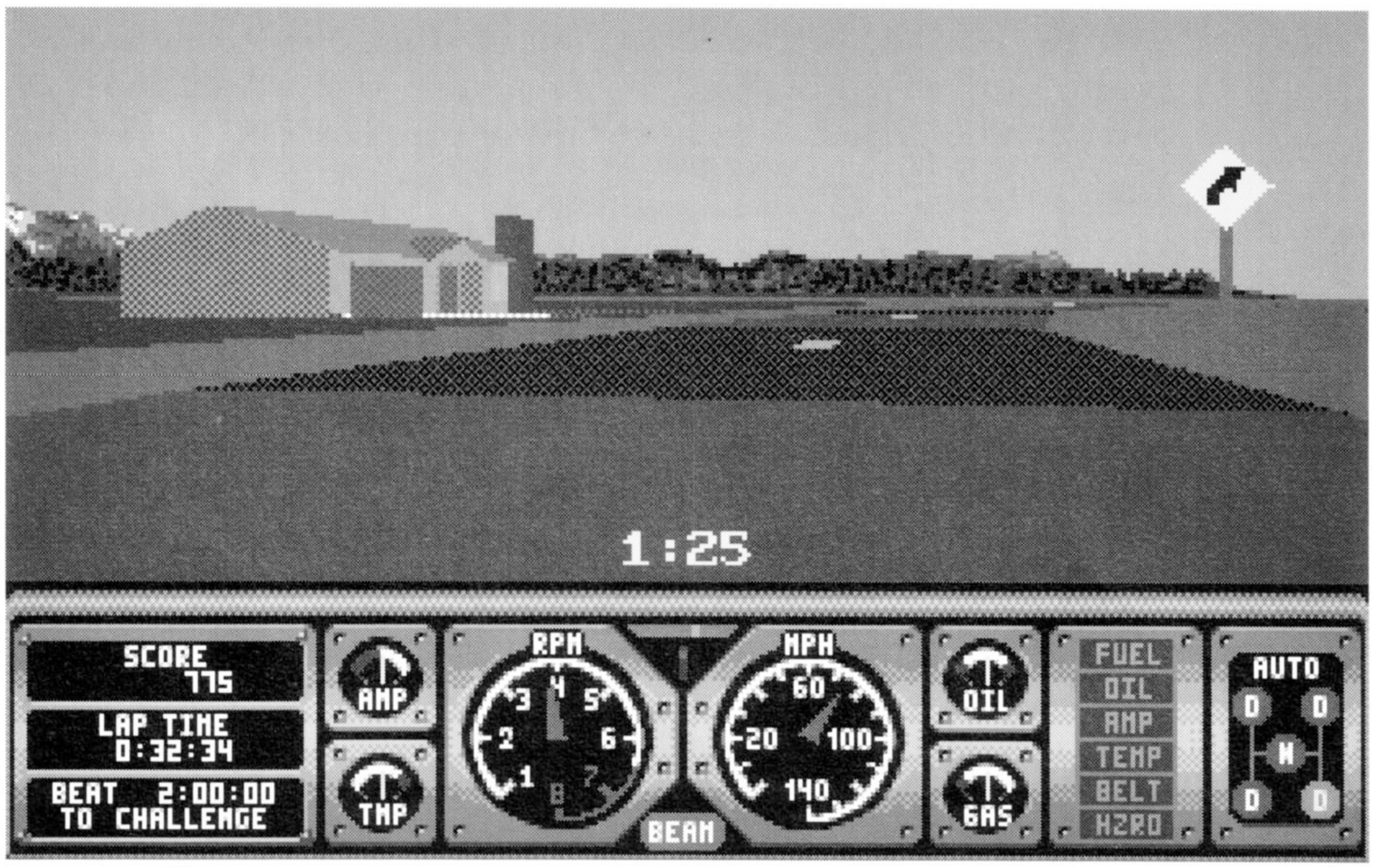


Hard Driving
Hawkeye
Helter Skelter
Heor's Quest

H

HARD DRIVIN'

Domark



If you've been to the arcades at all recently, then you're bound to have heard of *Hard Drivin'*. The game is a driving simulation that has you racing around a filled 3D track comprising of two sections – a speed track and a stunt track. The speed track simply requires you to hammer along the road to the checkpoint in as quick a time as possible, whereas the stunt track has a few dangerous obstacles to overcome, such as the open bridge, the big, banked curve or the dreaded loop.

You are not the only one on the road though, so as well as speeding around trying to get a record time, you need to watch out for other vehicles, including trucks, other speed-merchants and the annoying Sunday drivers. If you manage to obtain a record time on one of the tracks, you are placed in a head to head race around the stunt track with the Phantom Photon – sounds tricky!

The early demos of *Hard Drivin'* really promised something special. However when the game finally appeared, it turned out to be much simplified and incredibly slow. Another annoying thing was the presence of a whole host of annoying bugs, which made finishing the course a real chore. if you're lucky enough to own an accelerator card, then *Hard Drivin'* will start to get near to the speed of the coin-op, but on plain vanilla Amigas it's like driving through treacle.

***AMIGA FORMAT* RATING – 50%**

HINTS

This race game has quite a few strange "features". This one allows you to qualify for the head-to-head race against the Phantom Photon with ease.

At the start, turn the car around 180 degrees. The display should show the WRONG DIRECTION message. Head off under the bridge until you get to a split in the road. Take the right hand branch and keep going until you reach a checkpoint. Go through and turn the car through 180 degrees until you're heading the other way. Go back through the checkpoint in the right direction and you should hear a ping. Keep going to the finish and once under the bridge let the clock run down to zero. You should now get a message saying you've qualified for the race.

Another quirk is that if you select manual gear control and start the game as normal, you can get to top speed, shift into neutral (N) and carry on around the track at full pelt. There are a few extra details though. For one you don't get any score, but you can't skid!

HAWKEYE

Thalamus

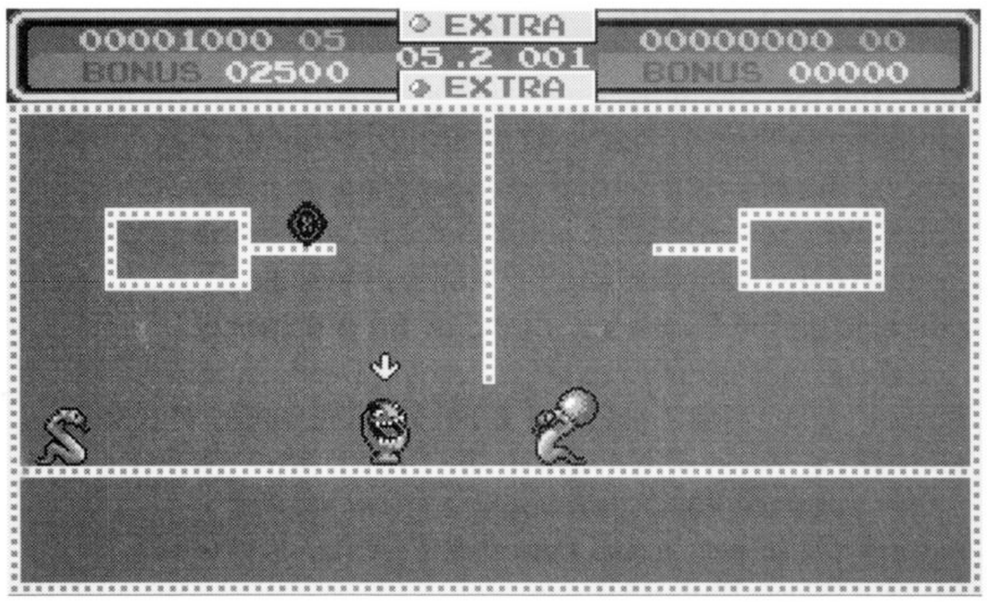
The surface of your once beautiful planet has been ravaged by alien invaders. They have constructed huge processing plants to turn the atmosphere into a replica of their own atmosphere, forcing the humans underground. At last, however, there is an answer. You take control of an SLF (Synthetic Life Form), a genetically created creature capable of surviving the harsh elements, in an attempt to reach the control centre of the plant network and destroy them, making the air breathable once more.

Hawkeye is a horizontally-scrolling platform shoot 'em up, with you running around shooting the alien creatures as you find the four pieces of electronics which will allow you to gain access to the next zone. You have four weapons available to you – a pistol, rifle, laser gun and bazooka, each of which must be used at some point to blow away the creatures that lie in your path.

the 8-bit versions of *Hawkeye* were great fun, with great graphics and futuristic music to back the frantic action. Unfortunately, the Amiga version hasn't really anything added to bring it into line with other 16-bit blasts, which makes the Amiga *Hawkeye* a mite disappointing. Not much use has been made of the extra power, leaving the game pretty much as it was on the

HINTS

If you're having problems surviving this disappointing shoot 'em up, then press Del while playing and you'll find that when you lose all your lives, you'll jump to the next level instead of dying.



HELTER SKELTER

Audiogenic

This game was originally released at the time of the Christmas rush a couple of years ago, and so was unfortunately swamped by the big licenses.

The game pits you as a little rubber ball (I know it's weird but bear with me). You must bounce around a series of platforms trying to hit various creatures to destroy them. This would be easy enough if it wasn't for two things – the extremely tight time limit, and the fact that you have to hit the monster highlighted with an arrow to kill it. If you hit any other monster, it splits into two, giving you more to clear up. You can pick up extra items to help you on the way, such as extra time, a monster freezer and an icon to let you straight onto the next level.

If you were lucky enough to catch this the first time round, then you already know how frustratingly addictive this game is. If you missed out, don't panic! Audiogenic have just released a revamped version, with improved graphics and sound. This is a game which most definitely deserves more attention than it gained from its first release, so go and check it out!

***AMIGA FORMAT* RATING – 87%**

HINTS

If you got this the first time round and are still being sent around the bend, then you probably need some help (maybe even of the psychiatric type)! Here are the codes for the original version:

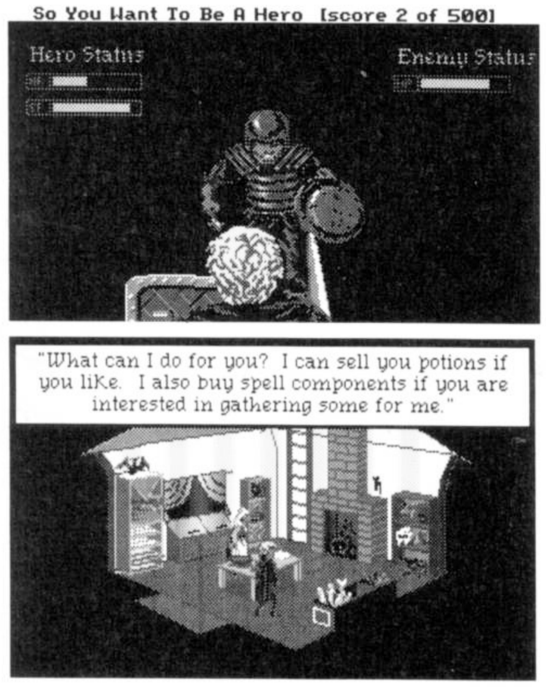
Level 11 – SPIN
Level 21 – FLIP
Level 31 – BALL
Level 41 – GOAL
Level 51 – LEFT
Level 61 – TWIN
Level 71 – PLAY

HERO'S QUEST

Sierra On-line/Activision

In another of Sierra's graphic adventure games, you play a hero trying to save the town of Spielburg. You must travel around finding out the threat to the town and try to put a stop to it.

The game begins with you setting up your 'hero' by spreading a series of points across a set profile. Once that's done you can get stuck into the adventure. The game is a combination of moving your hero around a series of scenes with the mouse, and sets of typed in commands – so you can walk around until you find an interesting character and start a conversation with them. Not everyone that you meet will be friendly though, so be prepared for a fight every now and then!



As ever, Sierra have put a lot of work into producing some very nice scenery for you to explore, but it's not just the graphical quality of the scenes that's impressive, it's the number. It will take some considerable time to explore the whole valley and complete the quest, but the depth to the puzzles makes it great fun to play. If you've already got a large collection of Role Playing games, then *Hero's Quest* is well worth adding to it.

***AMIGA FORMAT* RATING – 92%**

HINTS

Good game! Good game! Didn't they do well! No, not really. There are plenty of people struggling with Hero's Quest who are most certainly not doing well. What do we need? A nice map and some hints to help them out.

The Map

Rectangular areas on the map represent individual screens, with the number at the bottom right indicating which of the five game disks will be needed for the screen. This could be useful for planning a journey with the minimum amount of disk-swapping, or help you if you are lost in the woods with your health failing fast. Screens not shown on the map are within the town or within the castle.

Hints

Save your game frequently. Don't just overwrite an existing save, either: give each save a different name to keep your options open. (Incidentally, this piece of advice is also true of any game with a save option.)

In the early part of the game it pays to practice to improve any of your abilities such as climbing (climb rocks, trees, walls... anything to get your points higher. Practice throwing rocks at anything, but if you have bought some daggers from the shop use the target south of the town for practice so that you can get them back!

To improve your fighting skills, Goblins can always be found in their camp and are not too difficult to kill. Each time you enter their camp you will be attacked by

one more Goblin than on the previous visit. Goblin-killing can also be quite profitable, because searching a body usually results in finding some silver.

Staying alive is helped considerably if you can afford to buy Healing Potions and Vigor Potions from the Healer. You can buy them from Zara in the town, but they are more expensive.

Money Making

Fairly easy ways of getting money early in the adventure include collecting Magic Mushrooms from the Fairy Ring and collecting flowers from Erana's Peace to sell to the Healer. She will buy three lots of each of these, so PICK three times to save on journeys.

You can earn five silvers for cleaning out the stables in the Castle... but be careful not to start to late in the afternoon. If it is sunset before you get back into town you could be in trouble.

Sleep Safe

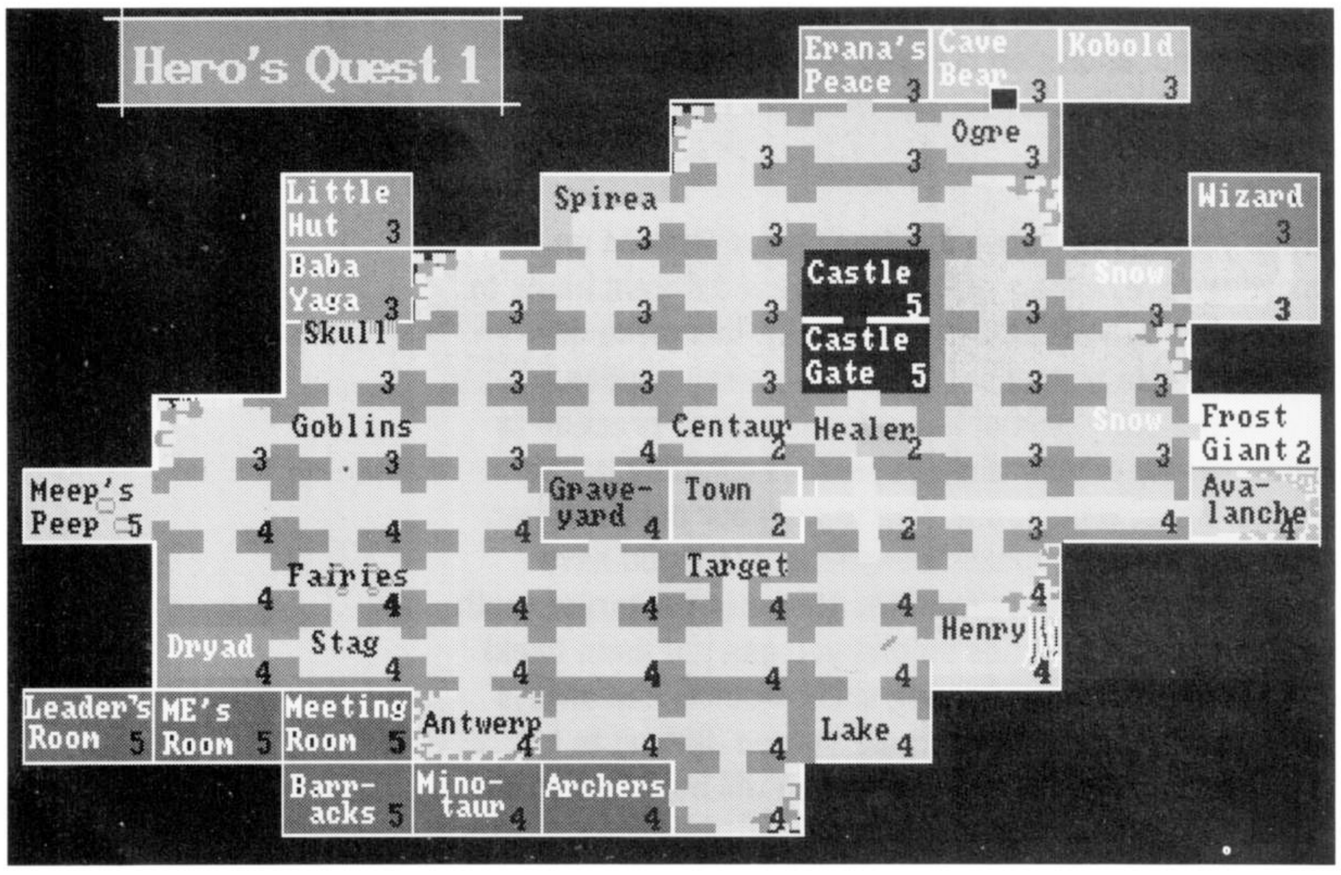
In town there's no problem if you can afford to pay the Inn-keeper for a bed, but outside town there are only three safe places to get your essential kip. Erana's Peace is safe and you also get all your Health, Vigor, Magic points etc renewed, By the Dryad's tree is safe, if you can get to it. Finally the hermit 'Enry will put you up for a price of 1 Food, though unless you can climb you won't be able to get up to his cave.

Thief's Guild

Contrary to what Bruno by the town gate may tell you, find the Thief's Guild by going up to the Goon in the Tavern and saying "Schweinhund". In the Guild you can 'fence' any property you have stolen after picking the locks to the Sheriff's and the Old Lady's houses.

Help with Quests

If you can climb, or if you have Magic with the Fetch spell, you can find the Gold Ring lost by the Healer in the nest in the tree outside her house.



When you have built up your abilities and can defeat the Ogre, enter the cave of the Bear. He will let you pass if you give him food. You can then enter the cave of the Kobold. He is very difficult to kill, but if you throw about 80 rocks at him you will succeed. Remember, before you enter the Bear's cave PICK UP ROCKS. Repeat this until you can carry no more.

You will almost certainly run out of rocks during your fight, but just come out again and get some more before returning to THROW ROCK AT KOBOLD. When he dies, pick up the key that he had been wearing, then SEARCH THE CAVE. You will find a chest that contains money. Return to the Bear and use the Kobold's key on a manacle on the Bear's leg. Stand by for a surprise!

Another quest which requires great fighting ability before attempting starts with a visit to the Dryad. After getting a Spirea seed for the Dryad, you are given a list of ingredients to obtain and take to the Healer. She will then make a Dispel Potion for you.

You must then go to the valley where the Archers are. Run to the logs and jump over. You then fight a series of Brigands with no chance to pause and restore your health by drinking any potions, so you must be fit before entering the valley. When you defeat the Brigands you come to a gate guarded by a Minotaur. Kill him, search him and kick the gate open.

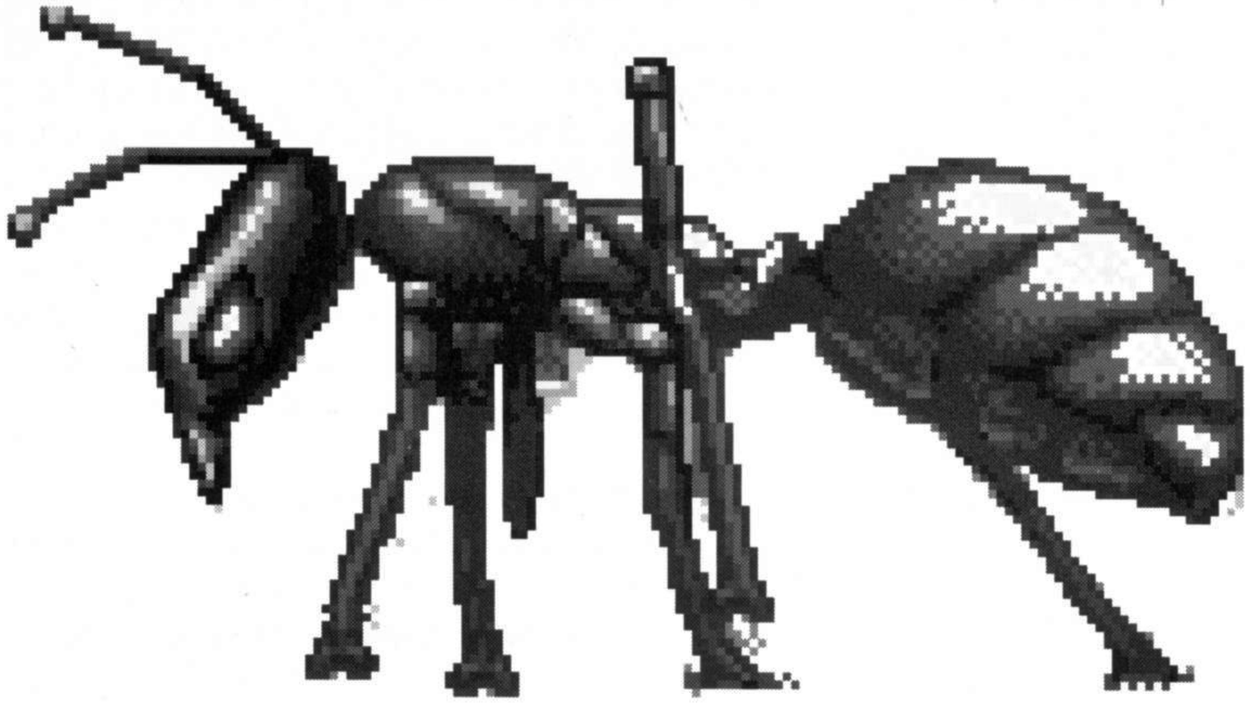
You now enter the barracks. Go left round the blockades, then go across the right-hand plank over the chasm. Step over the trip-wire between the barriers at the back of the room. This takes you to the Brigands' meeting room.

LOCK THE DOOR and go to the top right and GET CHAIR. As soon as the chair is in place, MOVE CANDELABRA. Three Brigands will now be behind the table, so move in front of the table opposite the right-hand chair. Wait... the Brigands will now retrace their steps... and when the first of them comes to the left-hand end of the table type CLIMB ON TABLE USE ROPE. After the action, don't hang about!

Open the door at the back of the room and go out. This will take you to a very strange room (ME's room) which you will eventually have to leave via the left-hand door on the end wall... I'll leave you to work out how to do this. It's a lot of fun, but I suggest you save on entering and during this room. The next room is the Brigand Leader's room. THROW DISPEL POTION on the Leader and stand by for another surprise!

Another quest can be completed from this point if you have already opened the gate to Baba Yaga's hut. Take the healing potions from the Leader's desk and also the Mirror. Go to the hut and when Baba Yaga enters, HOLD UP MIRROR. Exit Baba Yaga!

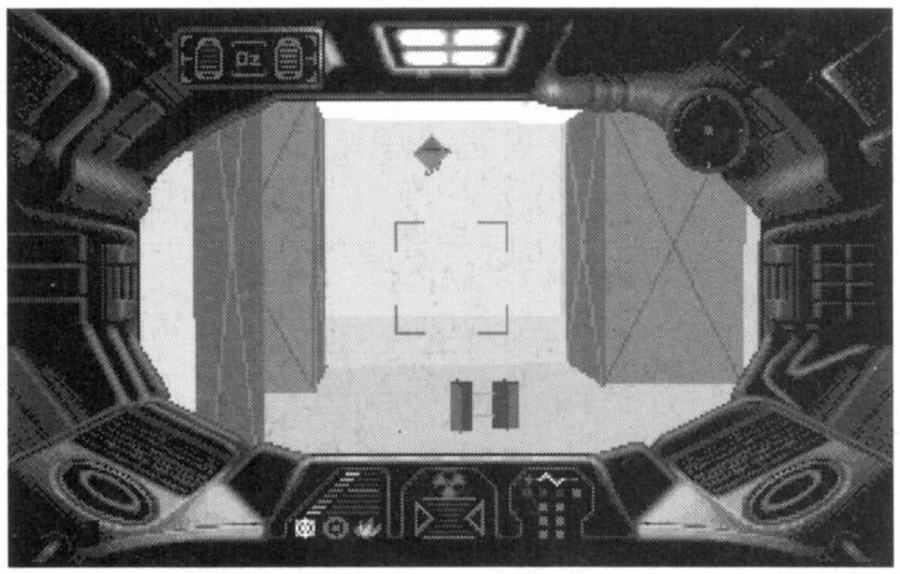
The gate to Baba Yaga's hut is opened by the Skull in return for the Glowing Gem - I hope you haven't sold it - which in turn you get from the Frost Giant for a price of about 70 apples, which you get from the shop.

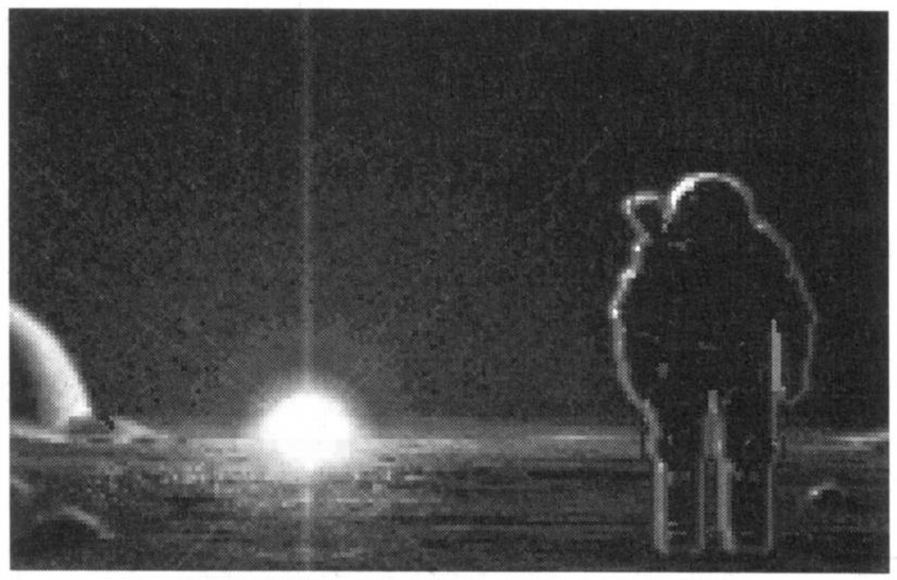


Infestation
Interceptor
Interphase
It Came From The Desert

INFESTATION

Psygnosis





One of the flood of games based around the theme of 'Alien', *Infestation* placed you in the role of Kal Solar, an interplanetary trouble shooter attempting to find out what disaster has befallen research station Alpha II on the moon of Xelos.

Recent garbled messages have told of a violent alien life-form laying eggs all over the base. The game begins as you are dropped onto the surface of Xelos near the station in your mega-equipped power-suit. You must travel around the base destroying the eggs with cyanide cartridges before they can hatch and make their way to other colonised worlds.

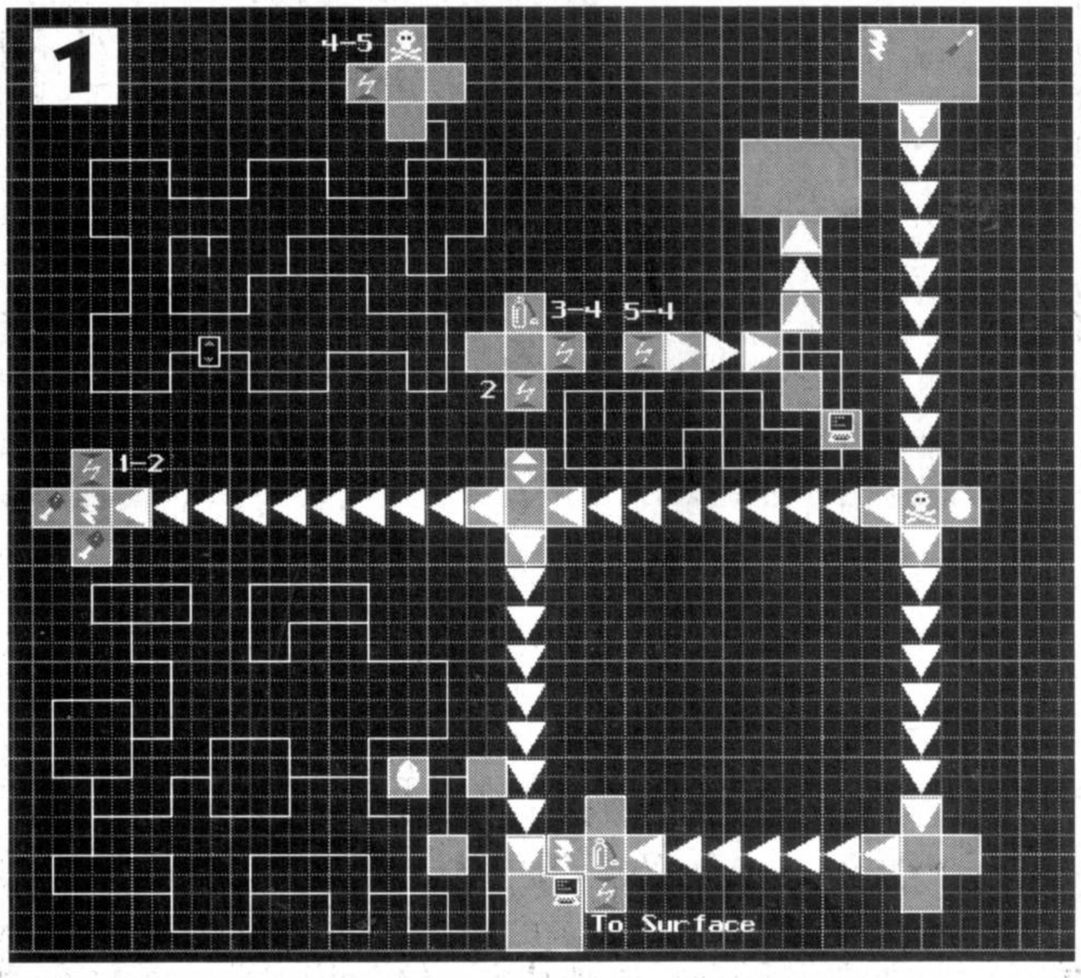
The game draws much of it's atmosphere from the classic movie, right down to the strange, tentacled creatures hatching from the eggs. The dark feel of the smooth, fast, 3D graphics is backed up with some superb effects, including the harsh metallic breathing sound of your suit's life-support system. The station is huge and complex so it will take you some time before you manage to find your way around the whole thing and complete your quest. But the superb science fiction feel and addictiveness of play makes it well worth sticking out.

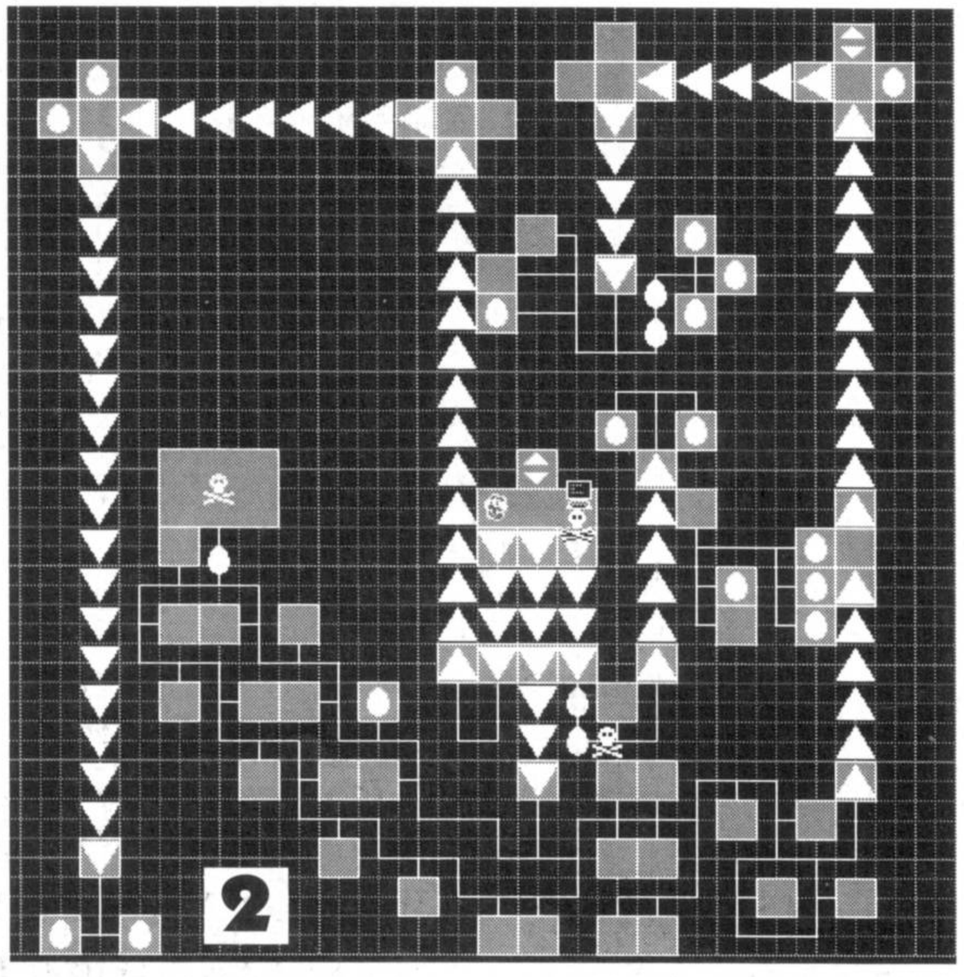
Infestation takes the 'Alien' theme and produces a game that surpasses the plagiaristic criticisms levelled at other games of the type. Great stuff.

***AMIGA FORMAT* RATING – 89%**

HINTS

It's all very well having a game with super 3D graphics and great atmosphere if you can't even get into the complex to start the adventure! Don't snigger at the back, there's quite a few people around who had that trouble. Here's how to get started...





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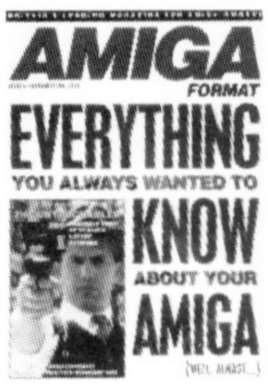

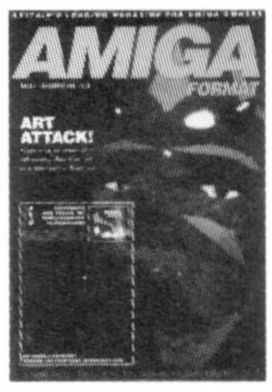





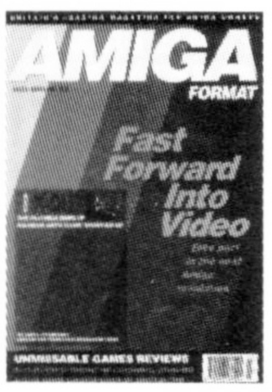



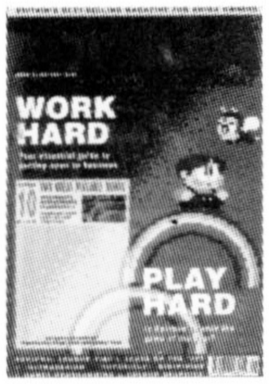

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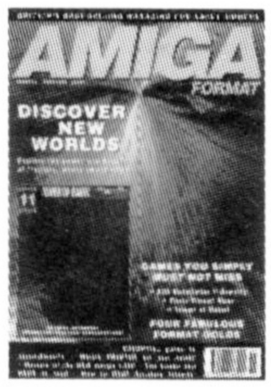

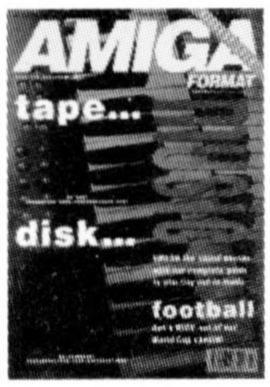







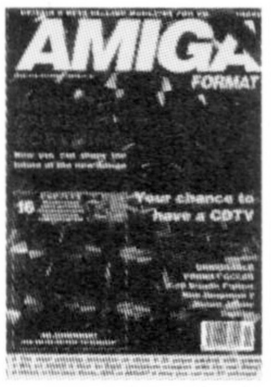





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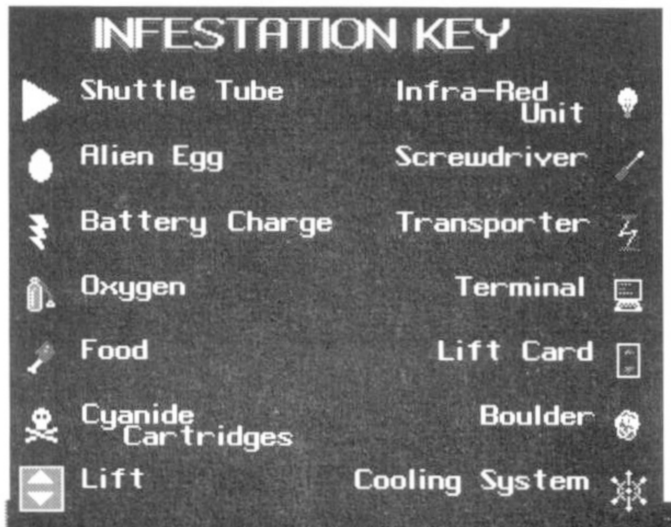
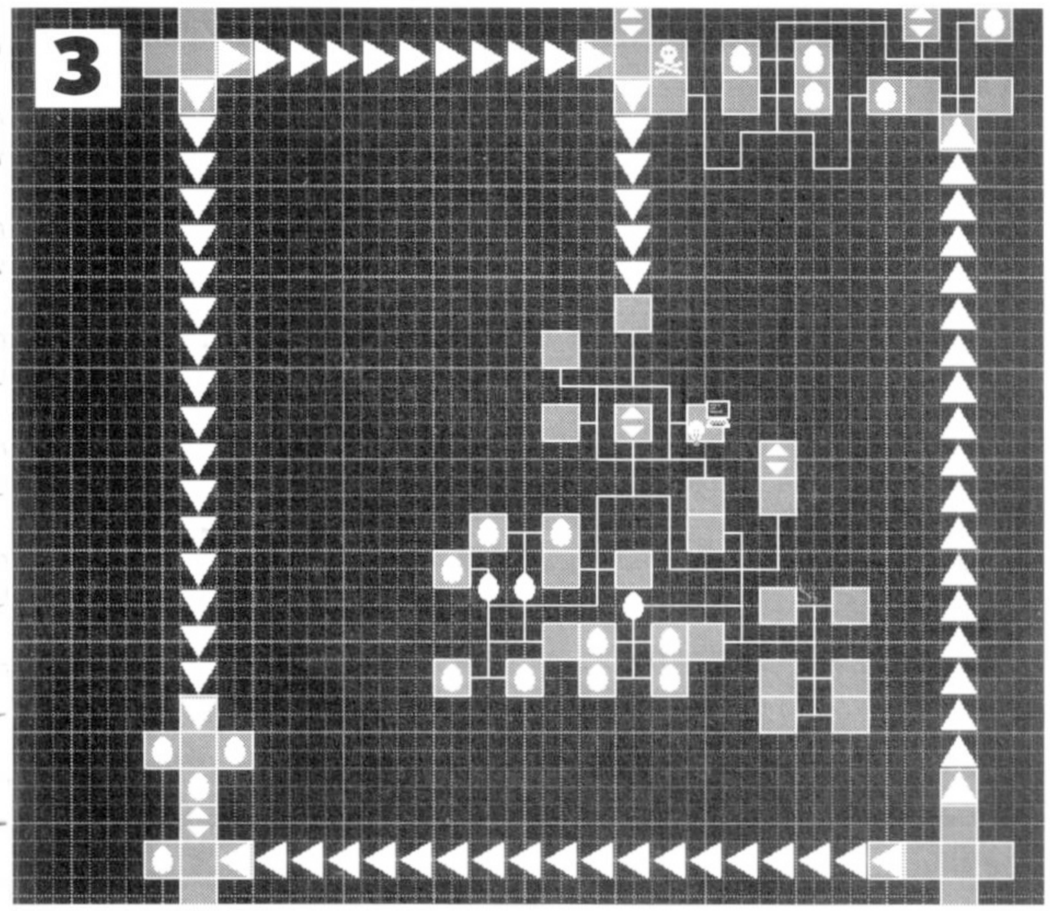
To gain access to the complex, simply find the terminal on the surface (the coordinates are about 90,30) with your MMU and get yourself in front of the screen. When you are asked for the access code, type in KAL SOLAR and a message should appear on the screen telling you that the transporter has been activated. Zoom back to coordinates 50,50 (next to one of the radar towers) and enter the transporter in the direction of the arrows. The display will dissolve and you will reappear inside the complex, ready to start tackling those eggs.

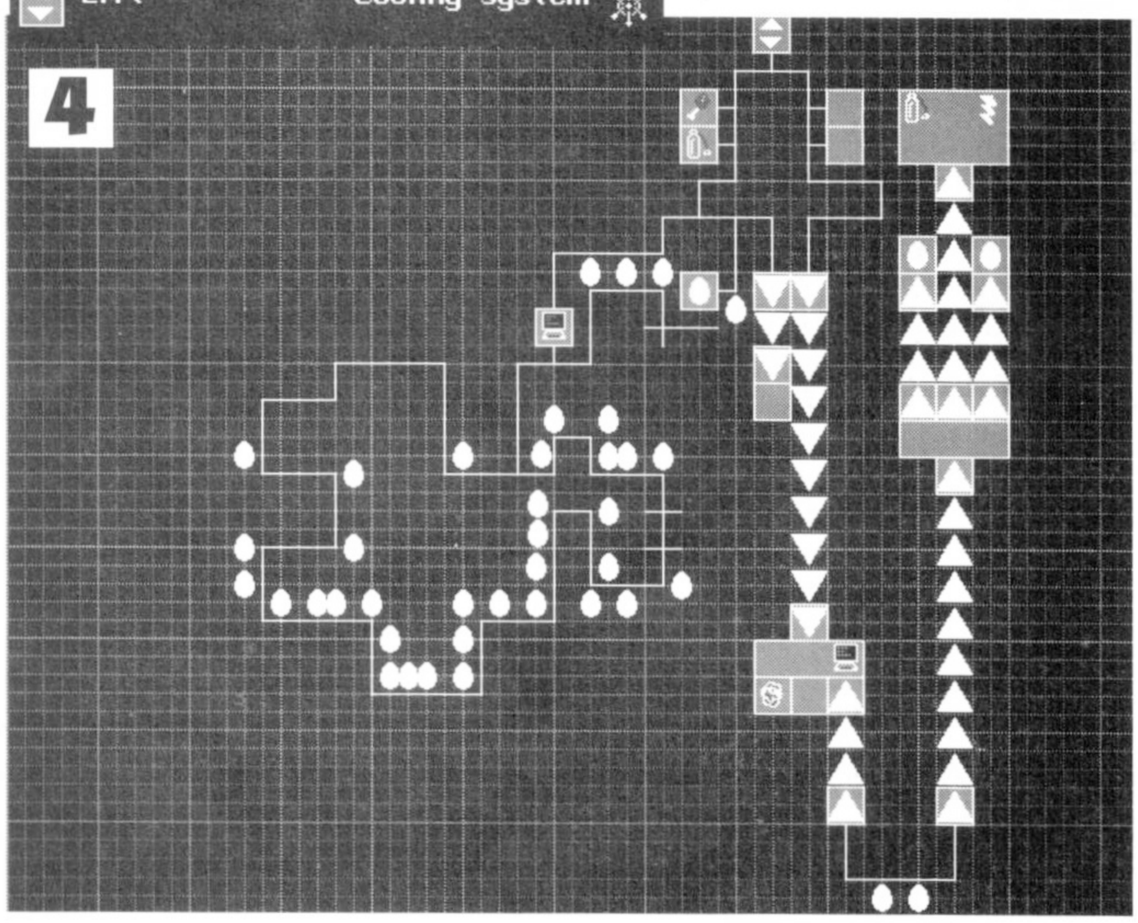
GENERAL TIPS

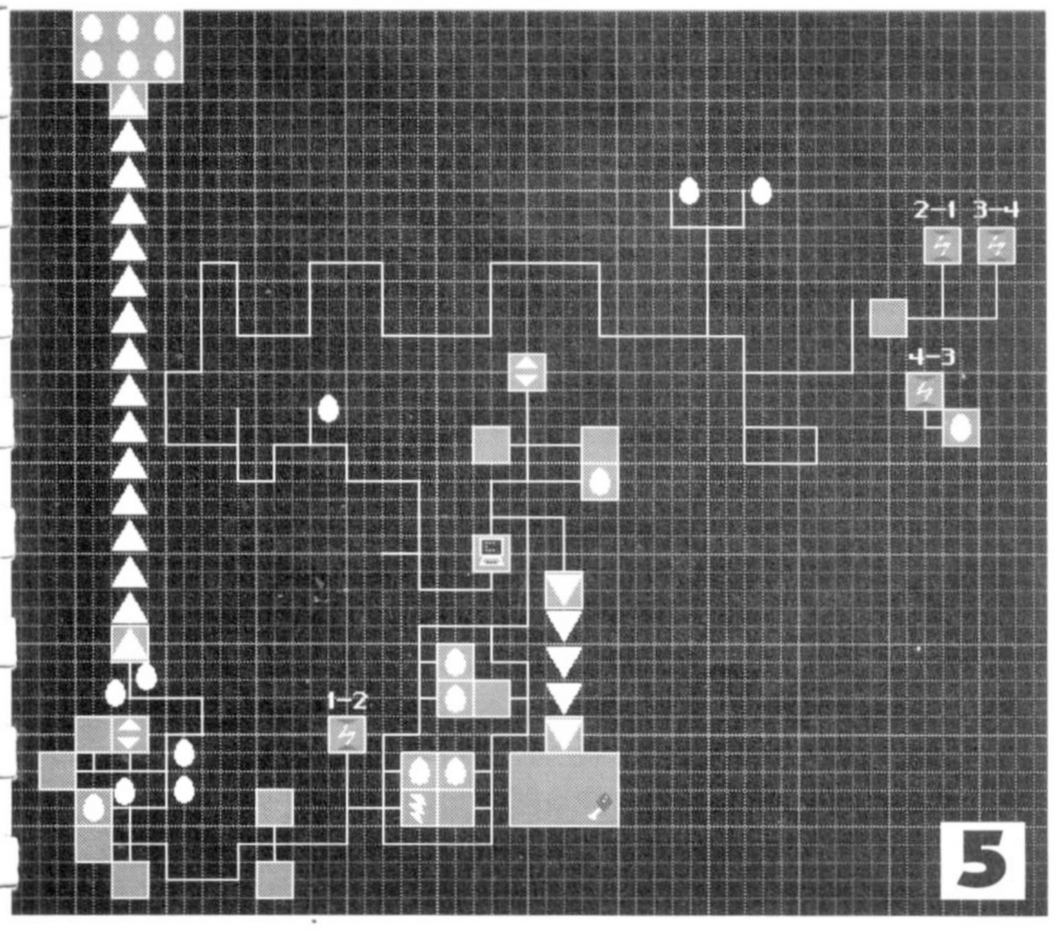
Your suit uses Oxygen and battery charge at a rapid rate, so keep your helmet up and the power off as much as possible. However, always check the radiation level and air pressure of a room with your helmet down before chancing the elements and make a note of dangerous areas for future reference.

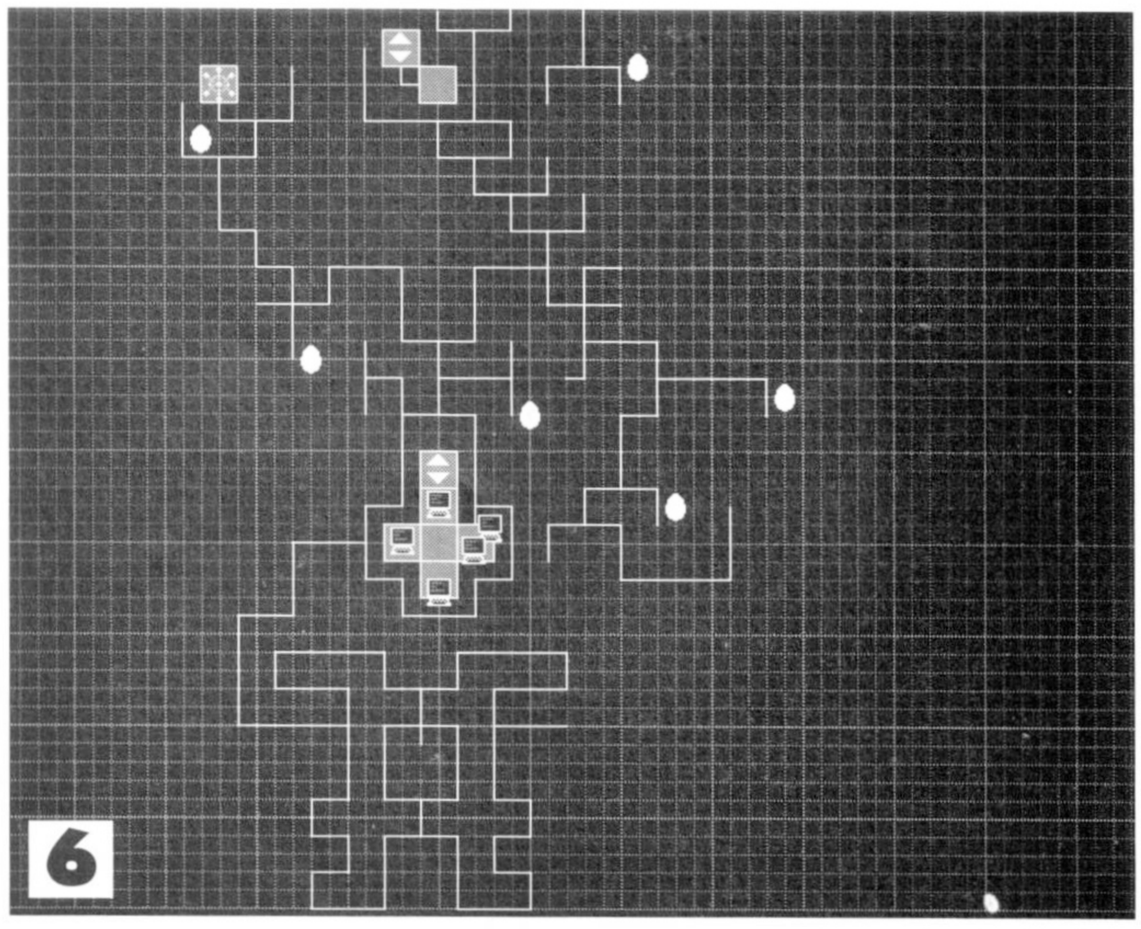
Most of your travels will be via the ventilation ducts, which are all covered by gratings. To get into the ducts you need a screwdriver, which is in the hanger at the top left of the first level of the complex. Go and collect it and go to the network at the top of the map (using the transporters). Find the lift card and get back to the lift in the middle of the map, taking it down to level six. Make your way to the cooling system and switch it on so that it prevents the reactor from overheating too quickly. Now go for those eggs!



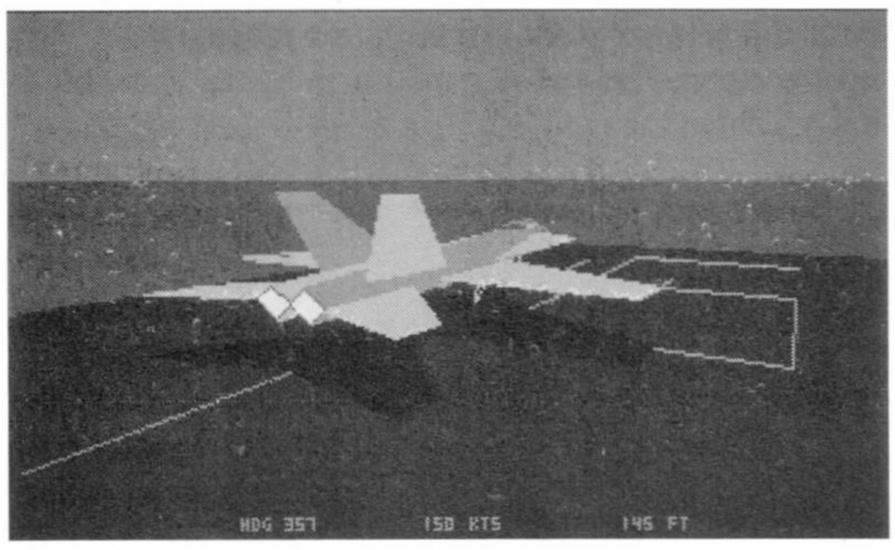






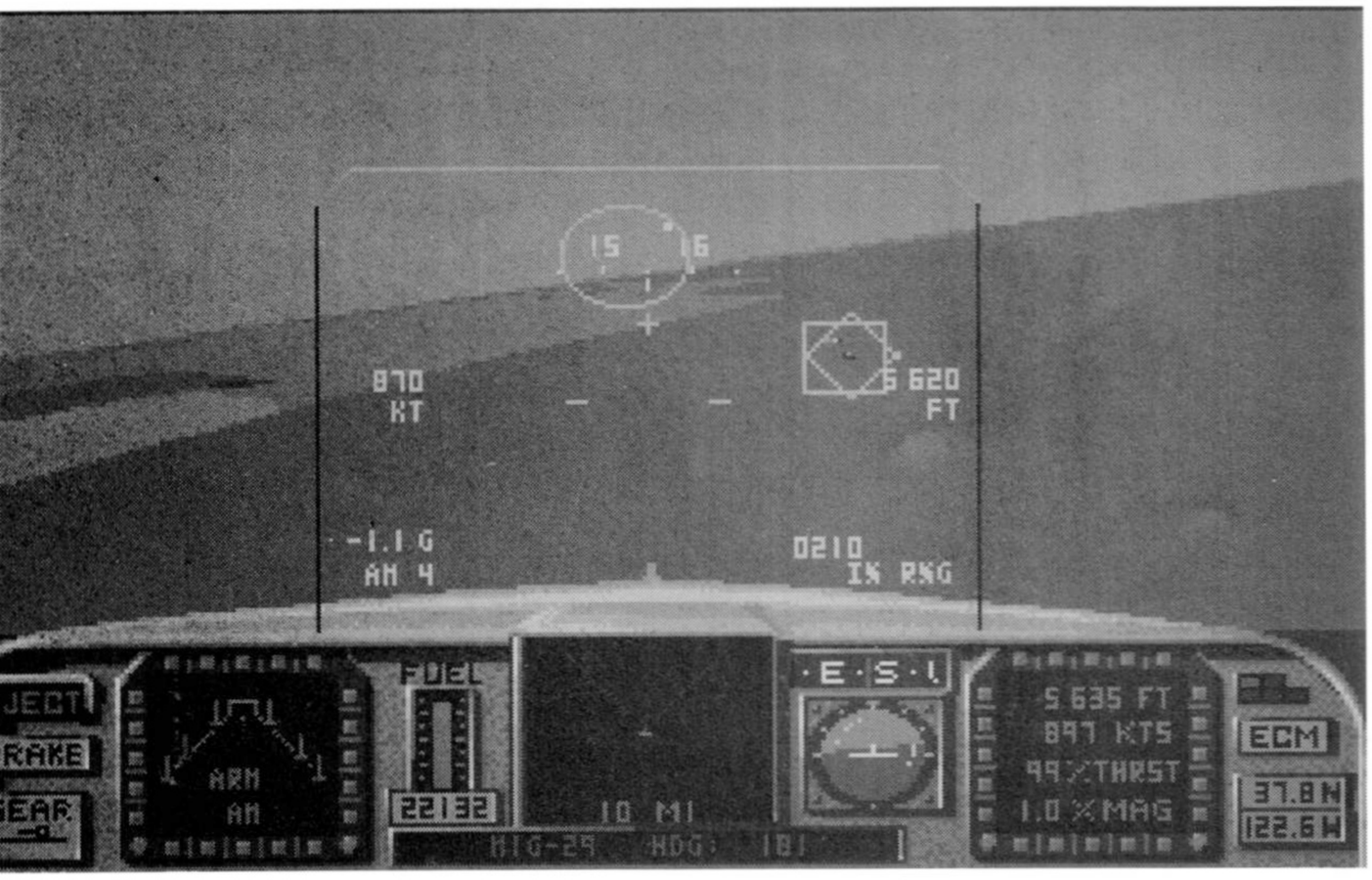


INTERCEPTOR
Electronic Arts



If you've got the *Batman* Pack, then you've probably played this game quite a bit already. One of the earlier flight simulators to appear on the Amiga, *Interceptor* allows you to fly in either an F-18A Interceptor or an F-16 Tomcat. The game is based on and around the Western-American coast, with you flying either from the land-based airstrip or the aircraft carrier out in the San Francisco bay. You can fly around dog-fighting with other aircraft, or just flying around looking at the scenery, depending on how good you feel your flying abilities are, but whichever you choose, there's one thing you're bound to try at some point – flying under the Golden-Gate bridge!

Interceptor may be one of the older flight-sims available, but it most certainly paved the way for games such as *F-29 Retaliator* and *Fighter Bomber*. The 3D is pretty effective, if a little flat, and the feel of the aircraft is extremely precise. It'll take some practice before you become proficient enough to take on the missions, but it's a lot of fun learning how to handle your chosen craft. A classic title that flight-sim freaks everywhere should own.

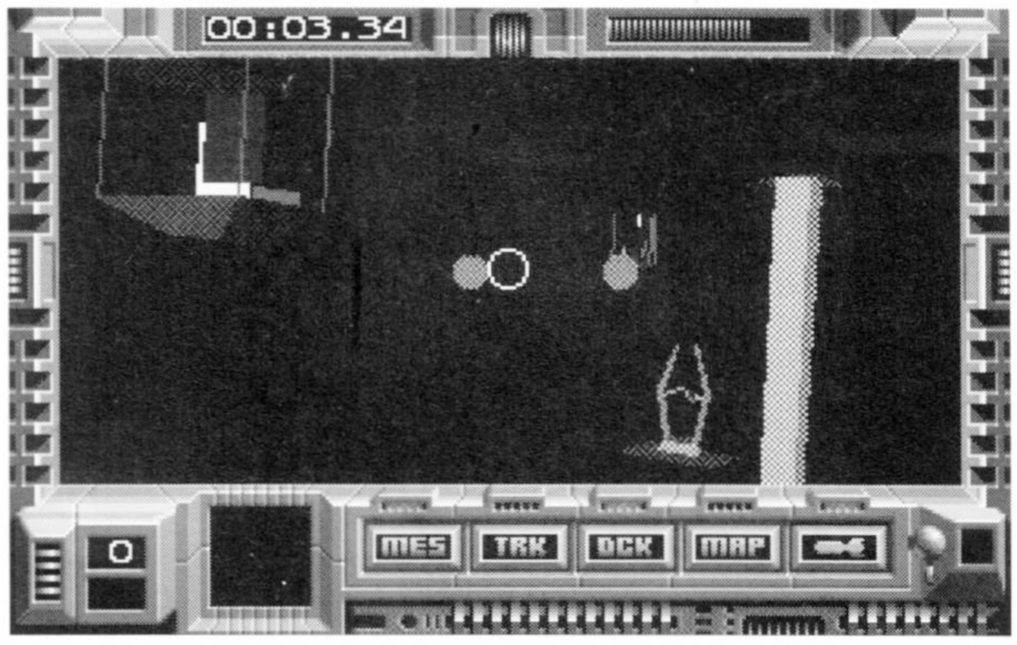


HINTS

If you want extra missions, then type 2 to get into Free Flight, then – before you choose which aircraft to fly – press 6, 7, 8 or 9. The plane will appear way off the map, giving you the task of using your instruments and sense of direction to work out what to do.

INTERPHASE
Mirrorsoft

Imagine the future – robots and androids have been developed to carry out most menial tasks, leaving humans with more leisure time. So what do people do to enjoy themselves? They buy dreams. The dream industry is big business, with all the corruption and moneygrabbing that goes along with it. You play a dream maker named Chadd, who has been subject to a strange brainwashing technique that has turned his latest dream into a potential weapon. You realise what is going on just in time to be fired.



In *Interphase*, you must jack into the dream company's computer to help your girlfriend get to the top floor of their office building and steal the dream disk before it falls into the hands of the military. The game features superb solid, 3D graphics to portray the inside of the computer as you go on your perilous journey. The sci-fi feel of the graphics gives the game just the right atmosphere and the proceedings are packed with puzzles that'll take some working out.

Interphase takes the 3D shoot 'em up in a strange direction which works beautifully. Get into the dreamscape and try it for yourself.

***AMIGA FORMAT* RATING – 88%**

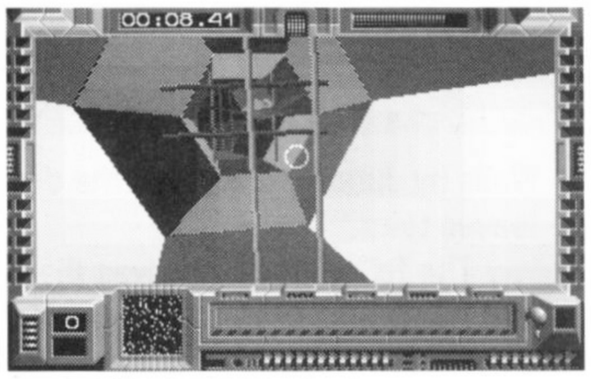
HINTS

Being one of those fab and wonderful 3D games, *Interphase* is bound to have lots of fab and wonderful objects to look at, right? Well here is a way to look at them without having to fly around all over the place. Just start the game and type in 'Fenny' (remember to use Shift for the F). A message should appear telling you that the code has been accepted, in which case use the left mouse button to cycle through the objects.

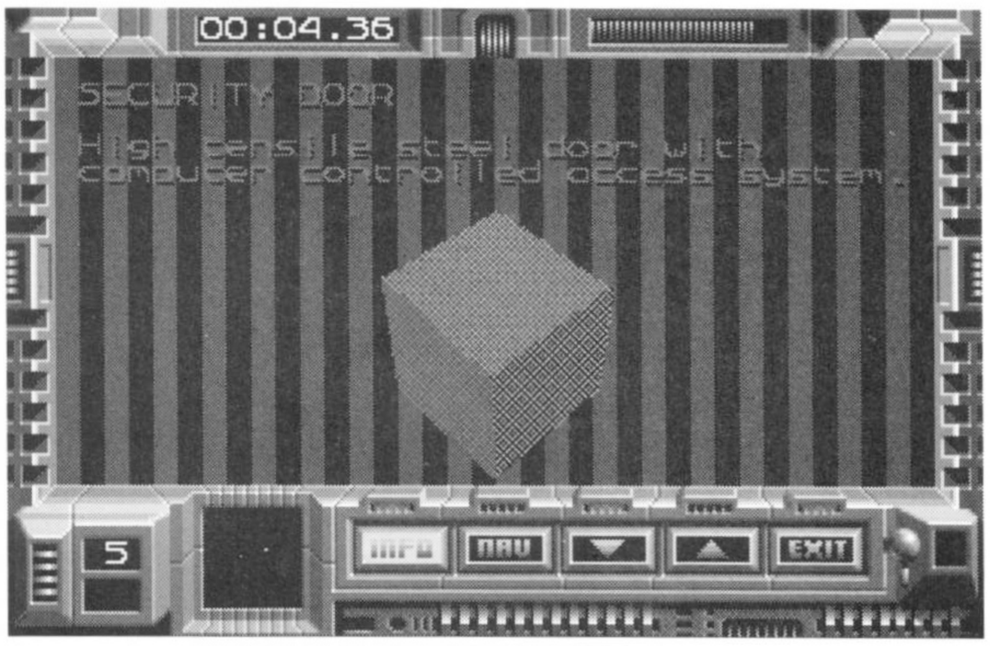
Who's bound to know the most about a game? That's right the programmers. So here we have the official programmers' hints to this excellent 3D game.



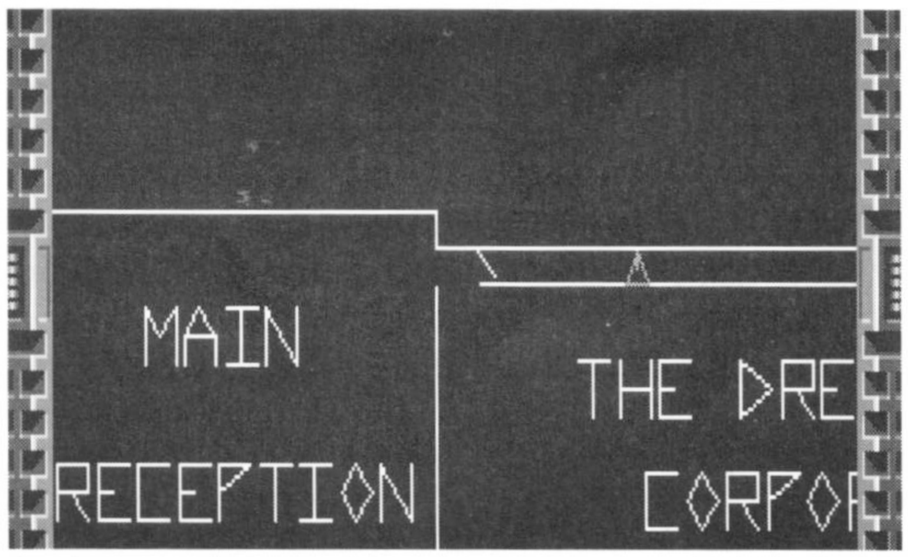
1. Always clear the level you are working on of fighters and alien generators before tackling the puzzles.
2. When attempting to take out specific objects, use a locked missile. Firing the cannons around wildly will do more harm than good.
3. When placing tractored objects into their wireframes, check the alignment from two sides to get the proper 3D positioning.
4. If you spot a red arch, remember its level number for future reference.
5. Always attempt to get all your energy back before finishing a level and entering a tunnel.
6. Save the game when entering a tunnel and again at the end if you navigate the tunnel successfully.



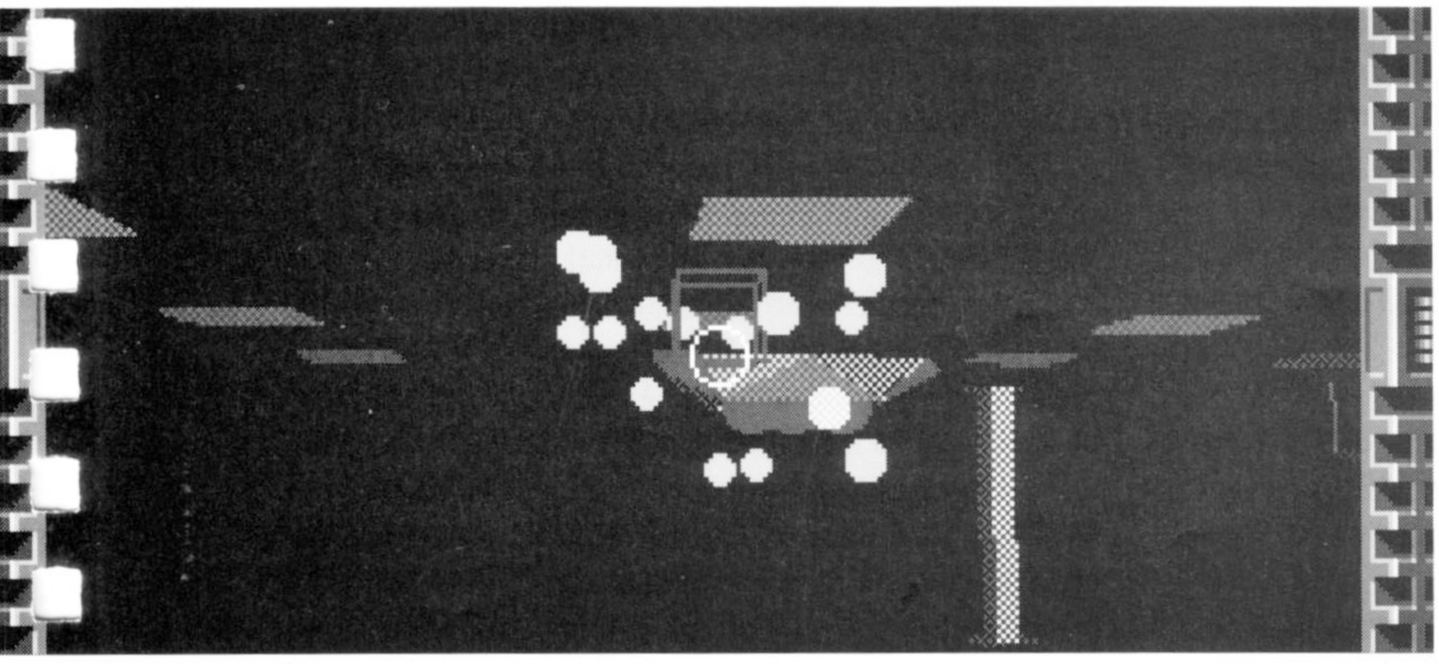
7. On the blueprint, you may have to deliberately set off robots in order to clear them from an area the girl will cross later on.
8. When attempting to destroy fighters which home in on you, either fly fast and shoot them using REAR VIEW, or fly backwards very fast.
9. Take a good look at the overall blueprint before starting, since some puzzles are chained to each other.
10. When playing a level for the first time, make a note of which items trigger which robots and build up a picture of how the level is constructed. There are no random elements in the robot control aspect of the program.
11. If you have to cross an electrified floor, use a nearby robot to deactivate it first.
12. Use the TURNTABLES to redirect problem robots to other areas of the building which will benefit you.
13. Don't be afraid to get the girl to back-track: this is essential for some puzzles.
14. Some cameras and pressure pads are red herrings. Learn the ones that are relevant to the route you need.
15. Set up areas of the blueprint before you need to. This will save time flying from one component to another when time becomes short.
16. Many levels are simpler than they appear. Try the obvious first.
17. Beware of loose robots doubling back if you wait too long.
18. Map out the level if it appears complicated and mark the relationships between objects.



19. When you are experienced, don't waste too much time reading KAF-E's messages: these are generally standard for each item.
20. On the top floor, neutralise all risks (robots in the building and fighters in the 3D world) before examining various vaults.

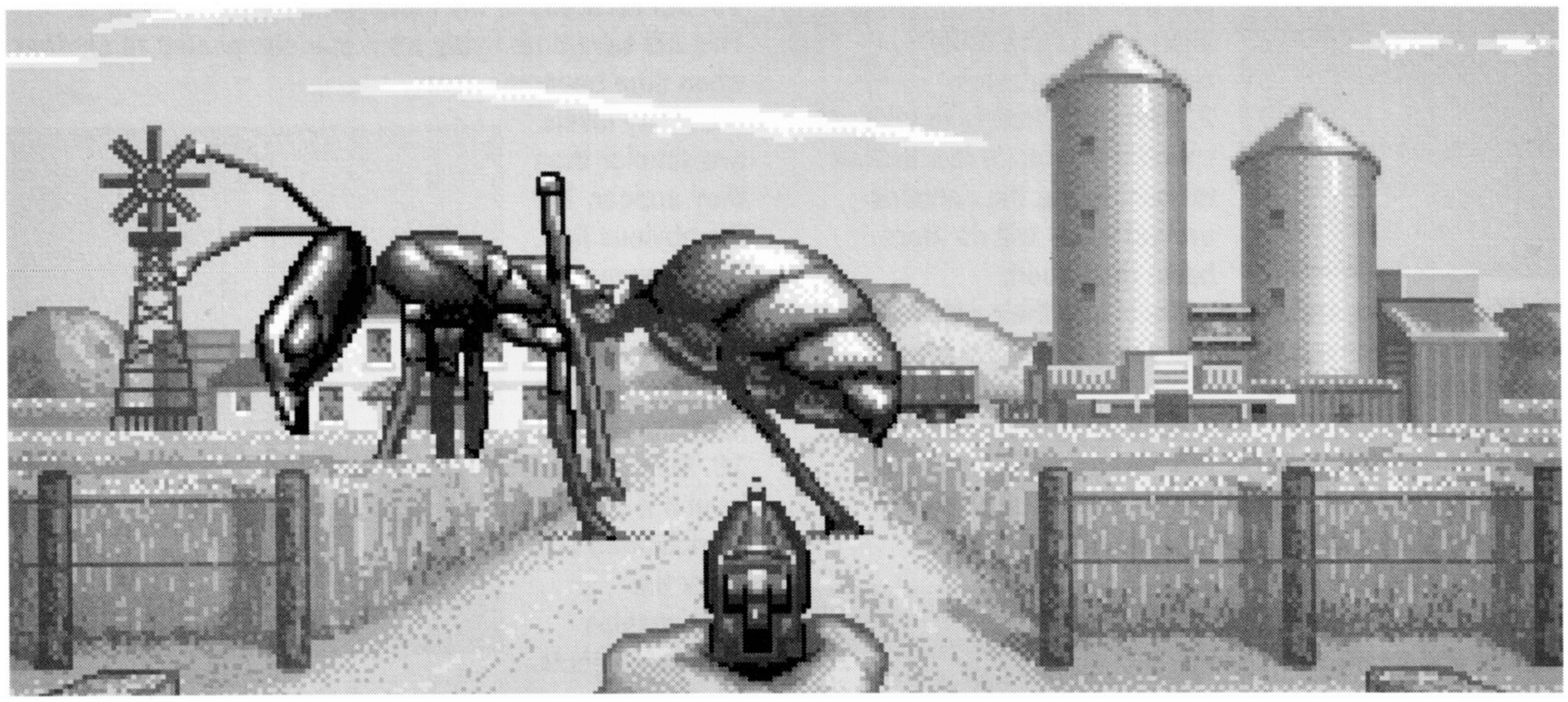


21. Some of the fighters on later levels are very intelligent: learn their strategies and develop methods to counteract them. For example, the blue flying ray knows which component you are interested in be checking its NAVCOM status. Either destroy it (carefully) with a missile, or when you have found the component you need, NAVCOM onto something else to distract it.
22. The 'bird fighter' always circles ahead of you and can outrun your missiles. If it proves to be a problem, LOCK and FIRE a missile at it, then 'catch' it with a tractor beam, allowing the missile to catch it up and destroy it.



IT CAME FROM THE DESERT

Cinemaware



Paying tribute the brilliant 50's B-movie genre and films like 'Them!', 'Tarantula' and 'Black Scorpion', *It Came from the Desert* places you in the role of an American geologist working in the small town of Lizard's Breath. When a meteorite falls to Earth on the town outskirts, it causes a colony of ants to grow to monstrous proportions. It's up to you to gather enough clues to find the whereabouts of the nest to go and kill the queen ant. Unfortunately, you can't convince the mayor to call the National Guard, so you must gather enough evidence to convince him that you aren't off your rocker.

The game combines various themes to portray the action, from a graphic adventure to a 3D shoot 'em up – there's even a *Gauntlet* style game in there as you try and escape from the hospital. All the sections contain the usual wonderfully done Cinemaware graphics and sound, and both are of that high a standard that playing the game is like watching an 50s science fiction film. The arcade sections are pretty simple, but when combined with the adventure stages, the game is as close as Cinemaware have got to producing their ultimate interactive movie. Great fun!

If you do manage to complete the adventure, you can get the follow up scenario to add on the the program in the form of *Antheads*, where the insects have become mutants which try and take over by more devious means. Oooh!

***AMIGA FORMAT* RATING – 80%**

HINTS

If you're overrun with insects then either get to the louse doctor or call Rentokill. On the other hand if they're only giant ants then have a shuftie at these playing tips.

All the evidence must be collected and analysed by Dr. Wells by June 9, otherwise the doctor either dies or leaves town.

The following table gives the dates, main sources and relative tips to use for specific evidence:

DATE	LOCATION	PART(S) FOUND	TIP
June 2	Jackie's Car	Body, Fluid	1
June 3	Home Base	Body	2
June 4	Cook's Stud Farm	Cast	
	Police Station	Tape	
June 5	Ore Plant	Tape	3
	Quarry	Fluid	
	Neptune Hall	Fluid	
June 7	Ore Plant	Cast	
Any 1st	Ant Encounter	Body	4
Any 2nd	Ant Encounter	Fluid	4

The Four Tips

1 – Jackie's Car isn't found unless you are in your house on the morning of June 2. Let Jackie into your house and select 'Take Jackie to Car.' Once you are at the car you will find the fluid, but to find the body part you must select 'Investigate Scene Further.'

2 – This body part is delivered to your house by a neighbour. To get it you must be at home on the morning of June 3 and answer the door.

3 – You are given the tape the second time you go to M-2 on June 5. The first time you are stopped by an ant.

4 – To collect either of these pieces you must kill the first ant and then go on to destroy enough ants to scare off the rest.

General Tips

To collect the body part and the Fluid on the first day, first go to JD's farm, then go to the South-West Cone. If you do this without answering the door first, you can take the evidence to Dr. Wells for analysis.

By June 6 the ants will go into hiding and all ant activity stops until the main ant attack on June 9.

Mines three, four and five, the pump-stations, the North Cone and the North-West Cone are all dead-ends and nothing ever happens there. Ignore the strange lights you hear about – they're red herrings.

The nest is below M-1, but it is impossible to enter before the main ant attack.

To beat Ice at playing chicken drive on the left-hand side of the road and steer to the right at the last minute – but DON'T press fire. Ice should steer around you. It may take a few attempts until you get this right, as it is quite difficult.

Winning a knife-fight is one of the easiest sections. All you have to do is repeatedly stab and swipe by pressing fire and up followed by fire and right. Get it right and your opponent rarely hits you.

Try to avoid fire-fighting wherever possible, as it's the hardest of the sub-games – so don't pick up the red rock at the start!

If you stay in hospital you may miss a vital piece of evidence, so here are a couple of methods of escape:

1 – Grab a wheelchair as soon as you can and take it down the lift. Barge past any nurses or orderlies and rush past the guards.

2 – Sneak your way from room to room towards the elevator or stairs. Once downstairs carry on sneaking until you get to the bottom right hand room. Walk up to the guards and get their attention before going back to the right hand room. The guards should go past, leaving you to sneak out of the room and rune through the doors.

Towards the end of the game the mines and South-West cone may be destroyed. If this happens you can only get into the nest by plane. Fly to M-1 gassing any ants on the way. When you reach the mine fly a little to the left and turn around to land on the dirt track. Now you are ready for the nemesis!

If you've got the *Antheads* extension, then here are some extra tips for you:

Day 1

Gather as much information from Biff and Dusty on the first day, but if you've got the information from previous games then don't worry, as it doesn't change.

Get into your car and go to the KBUG radio station. Dusty will tell you of the last ant attack and will give you a Geiger counter and a gun.

Hang around for a while until the afternoon, then go round to the Platt University lab, where you will meet the boy Billy and his rather odd dad. When they start talking to you, ignore the gibberish that his dad speaks but listen carefully to what Billy has to say.

If you want further information then try asking the fortune tellers and expect to get home for around eight o'clock.

Day 2

Go out to the KBUG radio station again, where Dusty will tell you about a threat from the G-men. Go back to the lab, where Billy once again provides some useful information.

At about one o'clock go to Neptune Hall, where you'll find that Billy Bob has managed to sprout a rather fetching set of antennae. Pull out your piece (that means your gun – this is a family show after all) and blast his antennae off. When he comes around he will give you an important number, so make a note of it.

Day 3

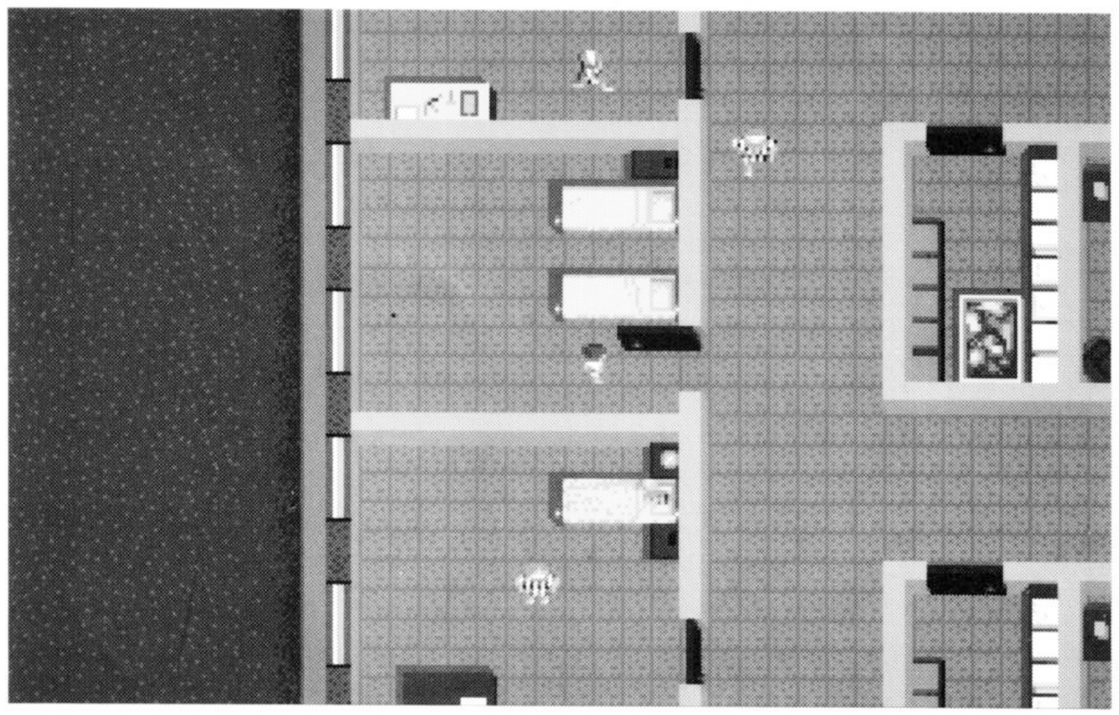
You should wake up at 9 o'clock when Jackie comes round and knocks on the door. Unfortunately, your early-morning visitor is an Anthead, so get the old gun working and write down the number again.

Go to the Ore Plant and befriend the manager by selecting choice A at the appropriate time. Take the train to section M-3 and do the business against the ants, then get back to the lab for some more useful info from Billy.

Go to the Police Station and get the old 'he must have must have tripped on his shoelace, your honour' treatment so you get knocked unconscious. When you wake up, the nurse will give you the position of the vault. Go to the vault and get the records containing the conversation process, then make a run for it.

Day 4

Drop by at Elma's and when he becomes an Anthead blast his stalks to get the last number. Now you have all three numbers, try and get into the hospital any way you can (preferably without injury). Get the lift to the basement and find the morgue in the top right-hand corner – you can spot it by the four black slabs and the safe. Enter the numbers in the order you received them and you should be able to get the secret documents which will cause the realisation of the Antheads' existence, so now you can take them on face-to-face.



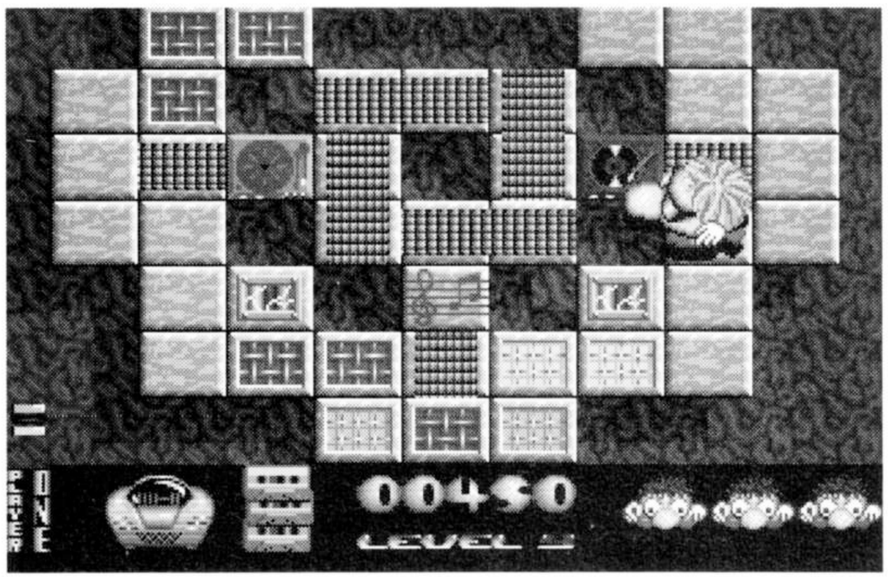
Jumping Jack Son



Kickoff
Kickoff II
Klax
Kult

JUMPING JACK SON

Infogrames



Everyone likes a bit of good old 'get up and bop' music don't they? Well apparently this isn't the case. The dusty old conductors have banished rock and pop music, leaving classical music to reign supreme.

There is only one person who can save music – *Jumping Jack Son*. This descendant of Jumping Jack Flash (who made it a gas for the Rolling Stones) must find the original recording of Elvis' first record and steal it from the evil conductors. In order to reach the disc, Jack must negotiate a series of platform mazes, picking up and playing any other rock records he can find on the way. To get the records to play, they must be placed on a record player of their own colour. Easy, eh? Not when you take into account that there are a whole host of classical instruments being sent out by the conductors to try and stop you. Ooh dear!

The graphical appearance of *Jumping Jack Son* is very jolly indeed, with bright colours in abundance and Jack himself with his floppy, multi-coloured hair. Since the game is based on music, the tunes are pretty impressive too. The bluesy rock records that Jack sets playing are all finger-popping stuff and the discordant sounds of the classical instruments is rather fun.

The style of the game is similar to the brilliant *Bombuzal*, in that the graphics are superb and the gameplay is incredibly addictive. Just right for when you fancy a quick bit of fun.

***AMIGA FORMAT* RATING – 81%**

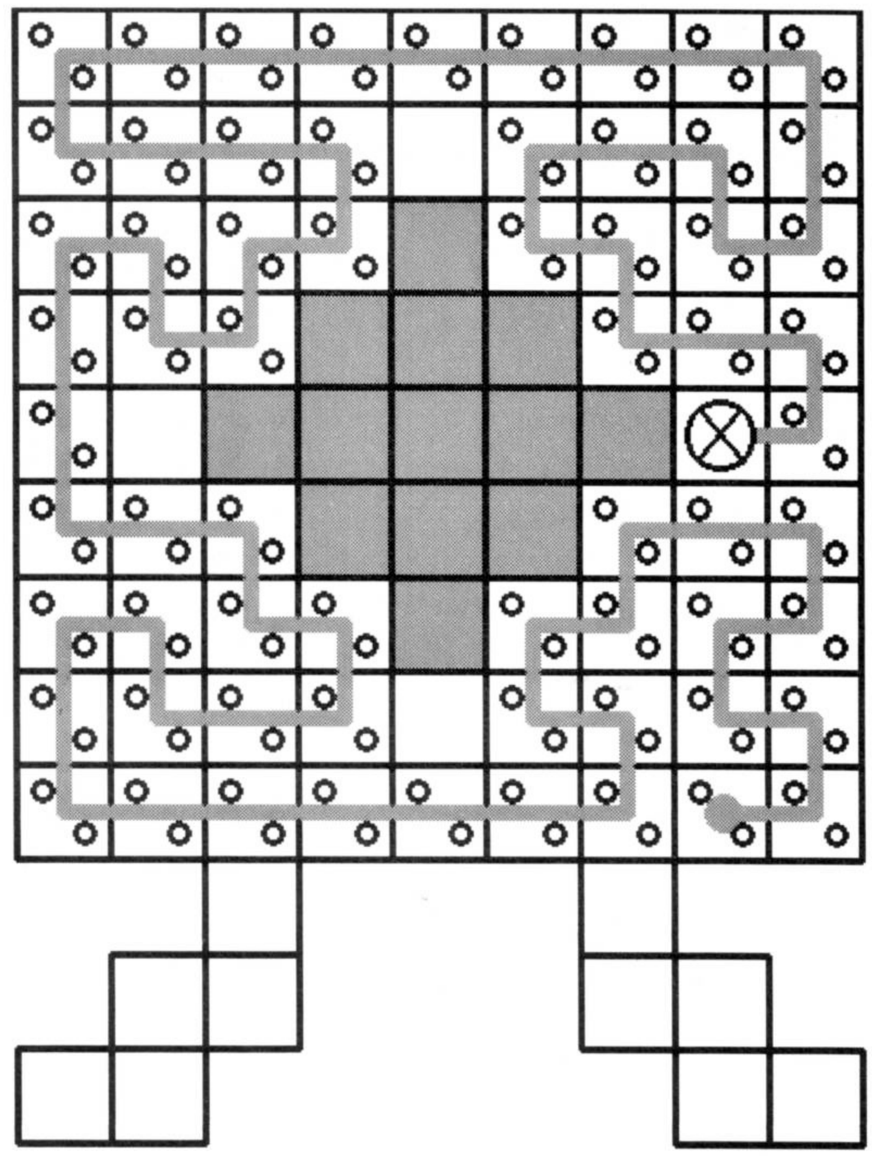
HINTS

Can't get to grips with those challenge levels to find the codes? Well allow us...

To start with, here are the codes:

Level 5 – ROCKNROLL
Level 9 – NOISES
Level 13 – ELVIS

For an extra bit of help, here is a recommended route through the first challenge stage, to give you the general idea:



KICK OFF

Anco

Talk about rags to riches. There can't be much more of a Cinderella story in the software industry than the incredible turn around of success for Anco, and it's all down to one game – *Kick Off*.

Just as we were beginning to think that all footy sims were to be the same old sideways scrolling International Soccer clones, along comes this absolutely brilliant knock-about. The game is a fully blown football game, with either one or two players controlling a full eleven-a-side match, from a quick ten minute game to a full ninety minute slog.

The thing that puts *Kick Off* in front is the sheer speed of action. The game shifts along at an incredible pace, with the ball flying up and down the pitch like a rocket (albeit a round one!). You can trap the ball and turn on it, but it takes practice to be able to move the ball around properly. However once you do, there's nothing quite like a quick two-player match to relax.

'Get up the field you...SHOOT! SHOOT! ARGH! Missed...

Well...maybe not relaxing, but fun!

***AMIGA FORMAT* RATING – 91%**

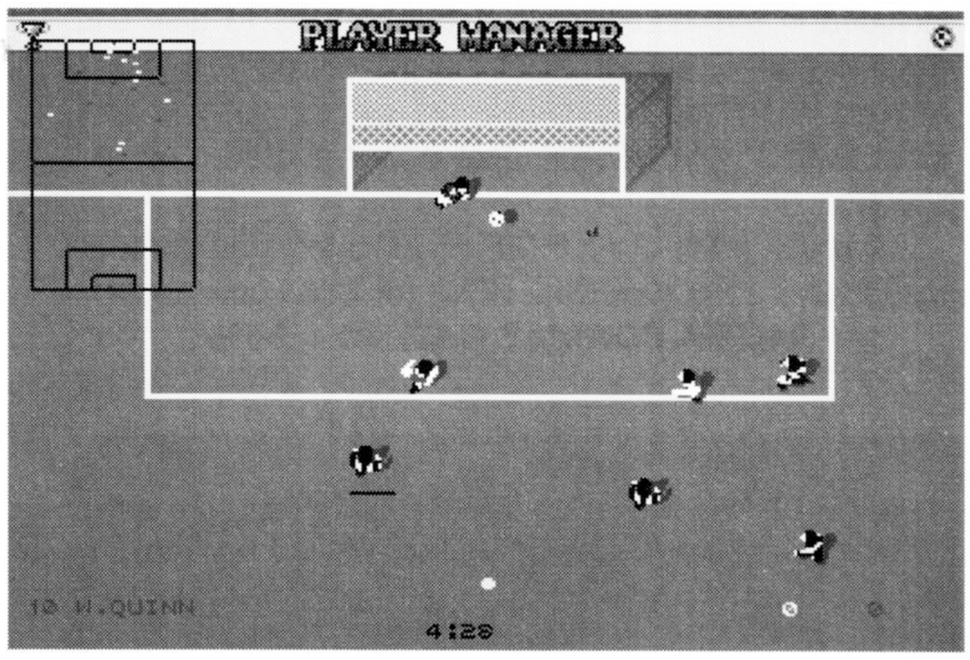
HINTS

No matter what everyone says, it's not the taking part that counts where *Kick Off* is concerned – it's winning, so here are some tips to set you up for Footballer of the Year award!

THE KICK OFF

An excellent chance to score within the first few seconds of a restart. Trap the ball, charge straight up the pitch and shoot as you approach the penalty spot – there is a good chance it will go in. The computer teams are wise to this tactic, but they tend to foul you on the way instead of tackling, so the run can continue from the free kick – you may even get a penalty!

If someone uses this tactic against you, the best thing to do is intercept the attacker – don't just chase him. Wait for control to switch to a defender in his path and then move up the pitch towards him to make the tackle. However, because everything happens so fast, it is frequently a matter of resorting to hacking the attacker mercilessly to the ground – brutally effective.



CORNERS

Another good scoring chance. There are two main methods for putting the ball in the net. Either pull the ball back into the middle of the penalty area where a waiting player can blast it home, or float it across the goal mouth for an incoming forward to nudge it in – there is a possibility that the ball will even curve in and score directly this way.

Never hit the ball low to the near post because the keeper will always collect it. Also beware of lofting the ball deep into the area because in this position it is much harder to control.

Defending against corners is difficult. You quickly have to spot what sort of kick is being taken and then get someone to the ball to clear it. The most dangerous kick is the in-swinger across the goal, because you are likely to put it in your own net! With these you just have to hope everyone misses and it goes past.

PENALTIES

A 90% success rate can be achieved by following the these instructions. Wait until the arrow is approaching the middle point and give a sharp tap on the fire button. Anything more than the shortest of taps will send the ball sailing over the crossbar. If you leave the shot until the arrow has reached or goes past the middle, the ball will almost certainly go wide.

THROW-INS

Don't hack the ball straight upfield from a throw in, because it invariably goes out again. What you have to do is angle the ball infield before kicking it. Alternatively, you can dribble the ball, but this is more hazardous because there are always opposition players at close range to throw-ins that may tackle you.

PASSING AND SHOOTING

There are two main methods for kicking the ball – the kick-on-the-run and the trap-and-kick. The KOTR is quicker and goes further, but it is very hard to get it to go anywhere other than the direction you've been running – although 45, 90 and even 180 degree changes of direction are possible with a quick change of joystick angle just as the ball is kicked. This is also the method for changing direction when dribbling.

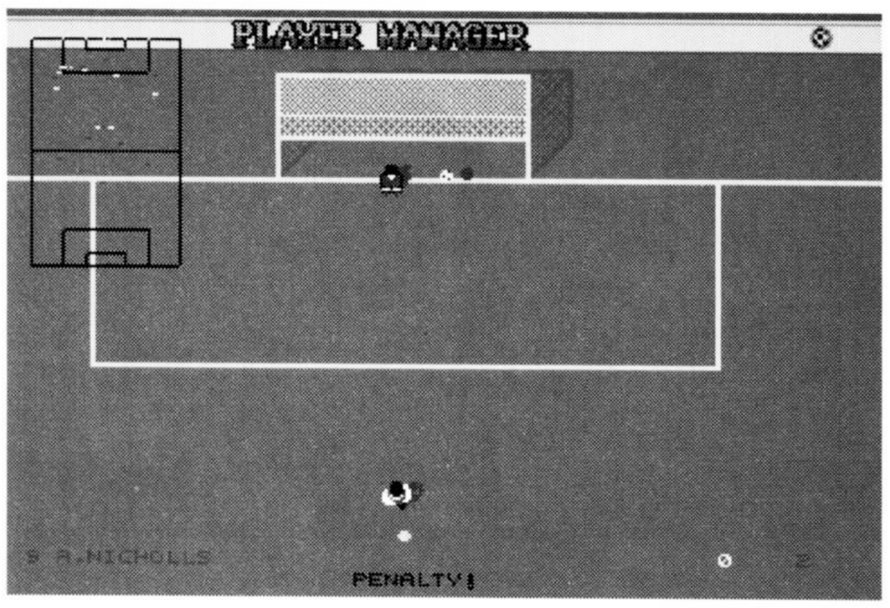
To perform the trap-and-kick method, the fire button has to be pressed down just before the player runs into the ball, then held. He can then swivel round freely and kick the ball in any direction by releasing the button. Theoretically, it will be passed to another player, but you still have to aim. This is particularly handy if you are running in the wrong direction and when used well can result in very accurate and satisfyingly safe passing manoeuvres.

DRIBBLING

Because the ball is not 'stuck' to the end of your boot as in most other footy games, dribbling is an art that has to be learnt. Running in a straight line is easy, but changing direction isn't. 45 degree changes are possible by hitting the diagonal at the right moment, but anything else requires a quick sidestep or detour around the ball, so that it can be approached from another angle. It sounds difficult, but with practice you get used to the timing of the actual contacts with the ball while dribbling, so that changes of direction can be made quickly and easily.

TACKLING

The easiest method of dispossessing someone on the ball is just to run into them. However, if you're approaching from behind and they are getting ever nearer the goal, have no hesitation in hacking them down – as long as it is outside the penalty area. Professional fouls are best used when the ref is easy-going – or better still blind!



REFEREES
Pay attention early on to how the ref reacts to fouls. If he is whistle-happy then try to dribble with the ball a lot. Hopefully, several of the opposition will get sent off or give away penalties. If he does not give yellow cards straight away, then feel free to hack the opposition down whenever necessary.

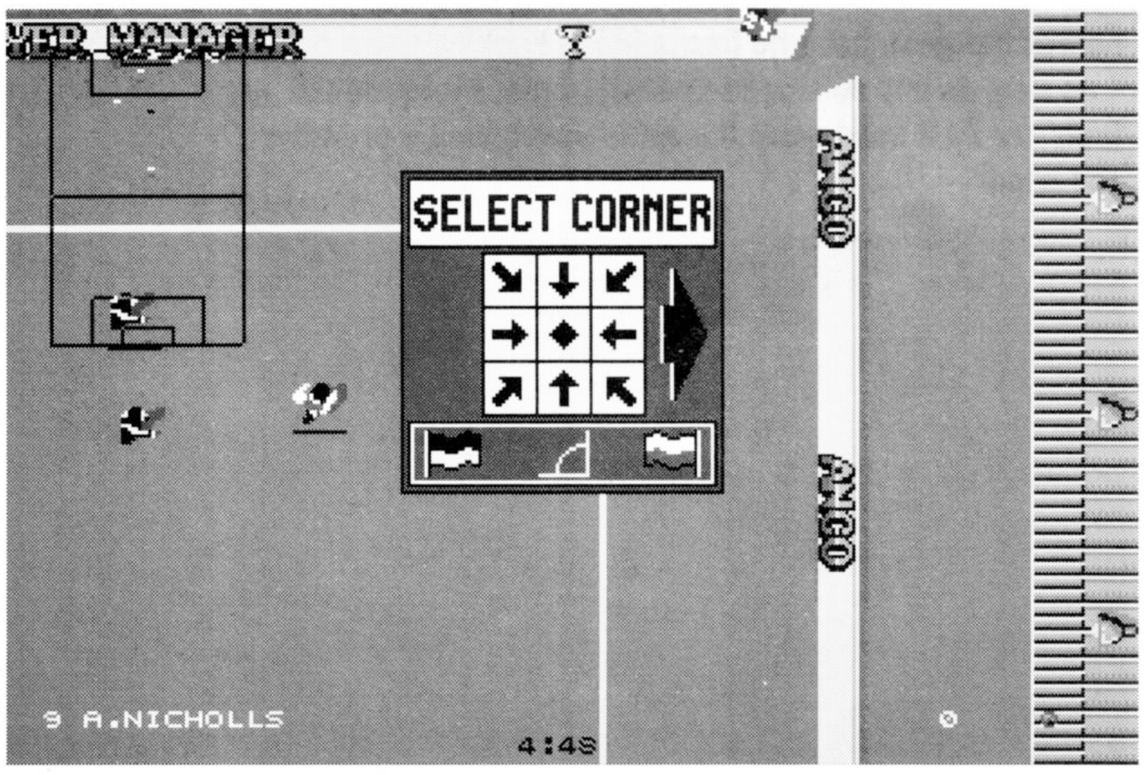
GOAL KICKS
It's crucial to learn how to win the ball from goal kicks and again there are two main methods. Either time the run to collide with the ball just as it bounces, allowing you to dribble away immediately, or hit the fire button with the joystick centred to leap into the air and head the ball on. The second tactic can gain valuable ground quickly. If these prove too difficult then try to trap the ball when it comes down by holding down the fire button.

HUMAN OPPONENTS
They are very susceptible to the charge straight up the pitch, so always go for it. Try to trap the ball in the penalty area and wait for your panicking opponent to hack you down, giving a penalty. It works a treat – and will really annoy them, to boot!

COMPUTER OPPONENTS
Possession is the key: give them too many chances and they will always score. Go for 4-4-2 or 5-3-2 formations so that you have plenty of defensive and midfield control. 4-3-3 is pretty useless and 4-2-4 is only for the brave who reckon they can out-play the computer – a tall order.

The ultimate challenge is the USSR team because they are so fast. The trick to remember with them is not to futilely chase the ball-carrier with your (generally slower) players, but to wait for control to switch to a player in his path, then clear from the tackle.

One final tip for when playing against a human opponent. Whenever you score a goal, shout 'YEAH!' really loudly and repeatedly punch the air. This doesn't half rattle your opponent!



KICK OFF 2
Anco

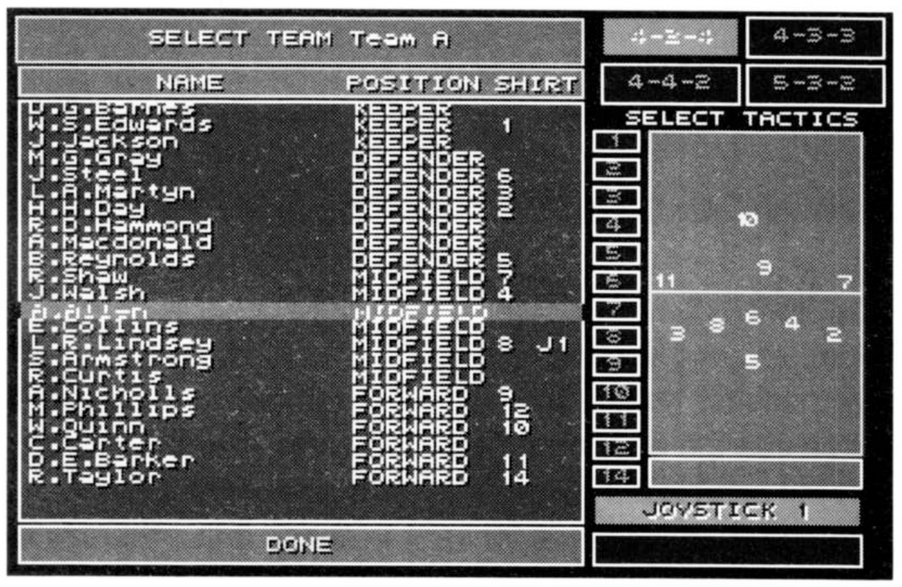
Following on from the phenomenal success of the original, programmer Dino Dini reckoned that *Kick Off* could be improved. So what did he do? Why, he went off and rustled up a little bit of code called *Kick Off 2*.

The game boasts a whole load of extras, including the options of playing a league with up to 24 teams (all of which can be computer or human controlled), having up to four human players taking part in a match (two against two) and even a cup competition.

The additions stretch much further than just league and cup frills, though. You can load teams created in the management version of *Kick Off*, *Player Manager* (also included in this book), save action replays to disk and elect to control one or all of the players on your team. Aaaand...there are controllable set pieces, such as free kicks (with a wall), variable shot power and even curved shots.

If you're a fan of *Kick Off*, or just interested in footy, then have a go of *Kick Off 2* NOW! You'll be converted!

***AMIGA FORMAT* RATING – 94%**



HINTS

Kick Off 2 requires some more complex preparations and tactics than its predecessor, so here are a few pointers.

BEFORE THE MATCH

Action Replay:
Make sure you have a formatted disk ready! Select STORE and fill in the match details. For example, the first one for Tom playing Jerry would be something like 'TvJ1' – that way you can easily find the goal you're after.

Pitches:
Normal – is the standard *Kick Off* pitch, with good bounce and control.
Wet – is similar to normal, but with less bounce and roll.
Soggy – has hardly any bounce or roll. After a high kick, the ball will stop dead, so look out for goal mouth scrambles!

Plastic – is extremely bouncy, causing the ball to leave the pitch quite often.

Team Selection:
When shuffling the players and formations around, make sure that you have enough of the right players to fill the positions, otherwise you could be left wide open with no hope of winning.

If you're playing in position, keep the game speed a bit slower, otherwise the game will speed on by without you seeing much action.

THE MATCH

General Tactics:
As with *Kick Off*, there are various styles of play. The first is dribbling. This isn't highly recommended, since the computer players are sharp and will soon tackle you. Your best bet is to trap the ball and pass it to a clear player who is more likely to have a clean run.

If you want to get a particularly long clearance, then run to the ball, pull back on the joystick and at the same time hit the fire button. With a little practice this is useful for belting the ball a long way clear after those mad goal mouth scrambles!

If you are using aftertouch, remember to use it when shooting. Make a note of where the goalie is and try to bend the shot away from him by moving the joystick left or right just after you kick. This more often than not bamboozles them completely. Try to get into a position where you can carry this out effectively. A good way is to run wide and cross the ball into the centre. The goalie will tend to run towards you, allowing you to bang the ball past him.

The Goalkeeper:
Although the goalie appears to be automatic, you do have a certain amount of control over him. When he has hold of the ball, always hit the fire button before he throws it to give the ball a hefty belt up the pitch. This is the best way to ensure you of a good start to your attack.

Throw-Ins:
If you do nothing, the ball will be thrown out to the nearest player, but if you are in your own half, give the ball a hefty throw up the pitch. If you are close to being level with the opponent's penalty area, then give it a good long throw into the centre and try to bully it away from the keeper to get a run up for a shot.

Penalties:
Don't just rely on getting the timing as it travels towards the centre as in *Kick Off* – the timing is much tighter. Wait until the arrow is at the outermost point of travel, then just as you SEE it move inwards (don't anticipate it, or you'll go wide) quickly give the fire button a short tap.

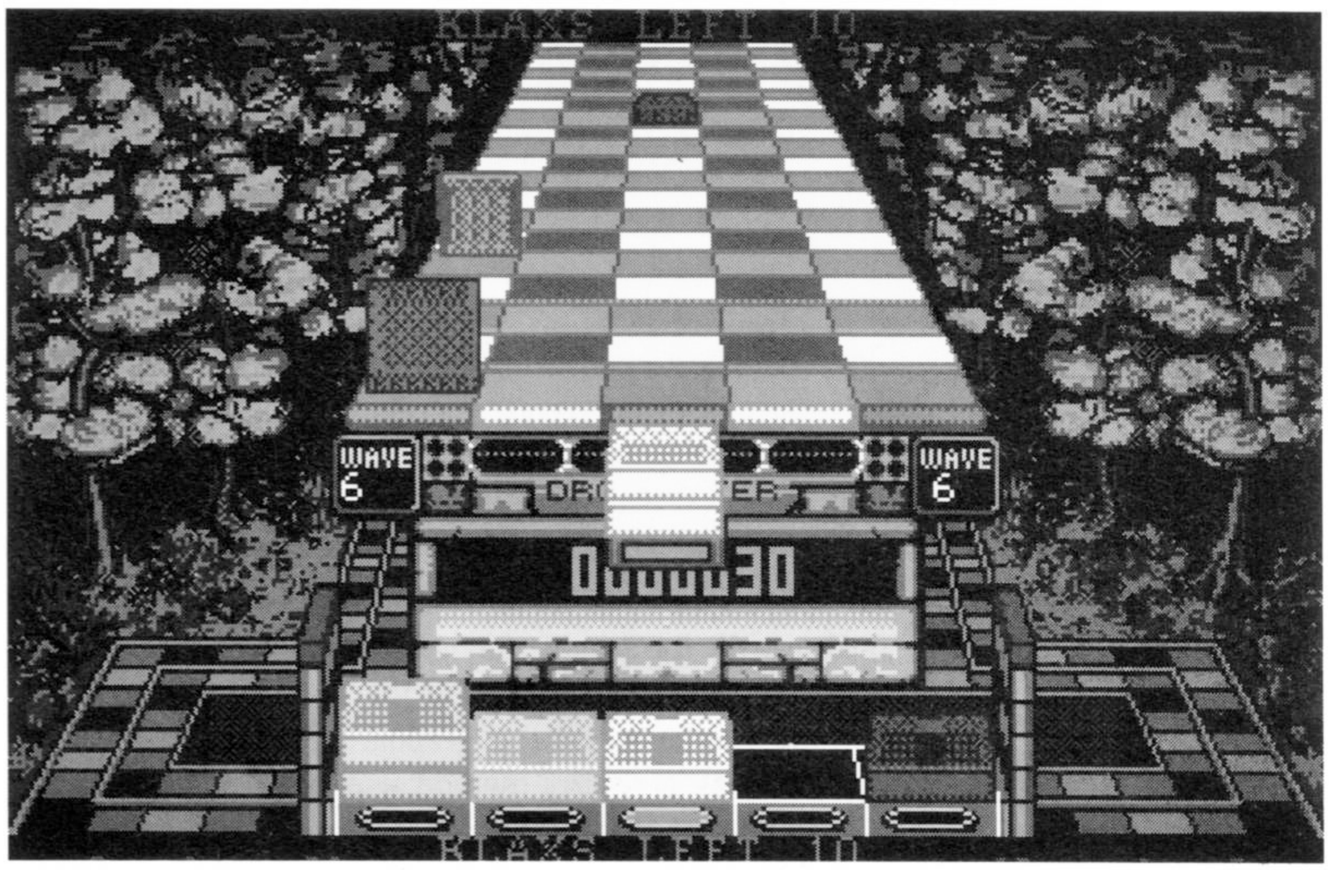
If you are defending against a penalty, move the joystick and hold it to the side that the arrow is on (in other words, follow it from side to side) then press the fire button as the attacker takes the kick. This should allow you to dive in the right direction most of the time.

Setpiece Free Kicks:
These take a lot of practice to get right, but there is one method which you can use as a basis for more complex moves. Push and hold the joystick in the opposite direction from the goal (that is push left if you are to the right of the goal and vice versa) and tap the fire button. As soon as you press the fire button, move the joystick in the opposite direction. The ball should bend in towards the goal, If not, then just keep practising!

Corners:
The same directional tactics as *Kick Off* work, but remember that the time you hold the fire button down controls the strength of the kick.

General Tips:
Use a balanced approach to get comfortable in the game.
Use a blitz if you're losing with only a few minutes left.
Use a lockout if you want to stay safe for the last few minutes.

KLAX
Domark/Tengen



Klax is another one of those puzzle games with no real plot at all. Converted from the Atari coin-op, *Klax* is a game where you have to catch tiles and arrange them into patterns. The tiles roll up along a conveyor belt and you must catch them on a paddle and drop them into five bins at the bottom of the screen. You score points by forming Klaxes (rows of three or more tiles either horizontally, vertically or diagonally). Various waves

require you to complete a certain task, such as complete 10 diagonals, score 25,000 points or survive for 40 tiles. If you manage to complete a task, you can go on to the next, harder round. If, however, you let too many tiles fall off the conveyor belt, your game will end.

Klax is one of those games that you can play for hours on end. It has a similar, hypnotic quality the the brilliant *Tetris*, but with a enough new twists to set it off as a good game in its own right. The graphics are bright and colourful and the sound consists of some nice 'click-clack' noises and jangly effects which suit the game nicely.

If you liked *Tetris* (and who doesn't?) you will get a lot of enjoyment out of this neat puzzle game.

***AMIGA FORMAT* RATING – 88%**



HINTS

If you hold down the space bar while playing and hit 4 on the keyboard, you will be transported to wave 100 – the last wave. However, it's a pretty tough one so get practising!

KULT

Infogrames



This atmospheric adventure from our French cousins won favour with its simply designed and well thought out control system, which allowed the budding adventurer to get stuck right in. Being a graphic adventure, the idea to use icons as a control method was quite an original one – and one that works well too!

The game pits you as Raven, a trainee Aspirant who must fight the evil Protozorqs in order to rescue your girlfriend, Sci-Fi (who thought up all these names?). The first section of the game is taken up by five tasks, which must be completed before the second section (the adventure proper) can be accessed. The graphics and sound are great, presenting an almost comic-book adventure appearance to back up the superb gameplay. One for adventure buffs and fantasy freaks alike!

***AMIGA FORMAT* RATING – 92%**

HINTS

To get to the real adventure, you must complete a set of tasks, so let's get those out of the way first.

1. DE PROFUNDIS

You'll need the rope for this ordeal.

Enter the room and wait for a hook to lower from the ceiling. Latch your rope onto it and hang until the monster reappears. Click on the monster, drop onto it and wait until it carries you to the other side of the room where you can collect your skull.

2. THE TWINS

You will need the goblet for this ordeal.

Go through the door to the left of the serpents into a room called 'The Source' and inspect the statue in the fountain. Press the eye of the statue and water will poor from the statue. Use the water to fill your goblet and return to the room with the serpents. Pour the water into the left serpent's mouth. Take the die that floats to the surface and throw it (it usually comes up as a two). Remember the number and drop it into the second serpent's mouth. The other door should now open, so go through it.

Lift the number of hands that was shown on the die and press the head. If you have done this correctly, the small partition will open and reveal a symbol. Go back into The Source and examine the six cubes beneath the fountain. Lift the lid of the one with the correct symbol and you will receive your skull.

3. THE WALL

You will need the dagger for this ordeal.

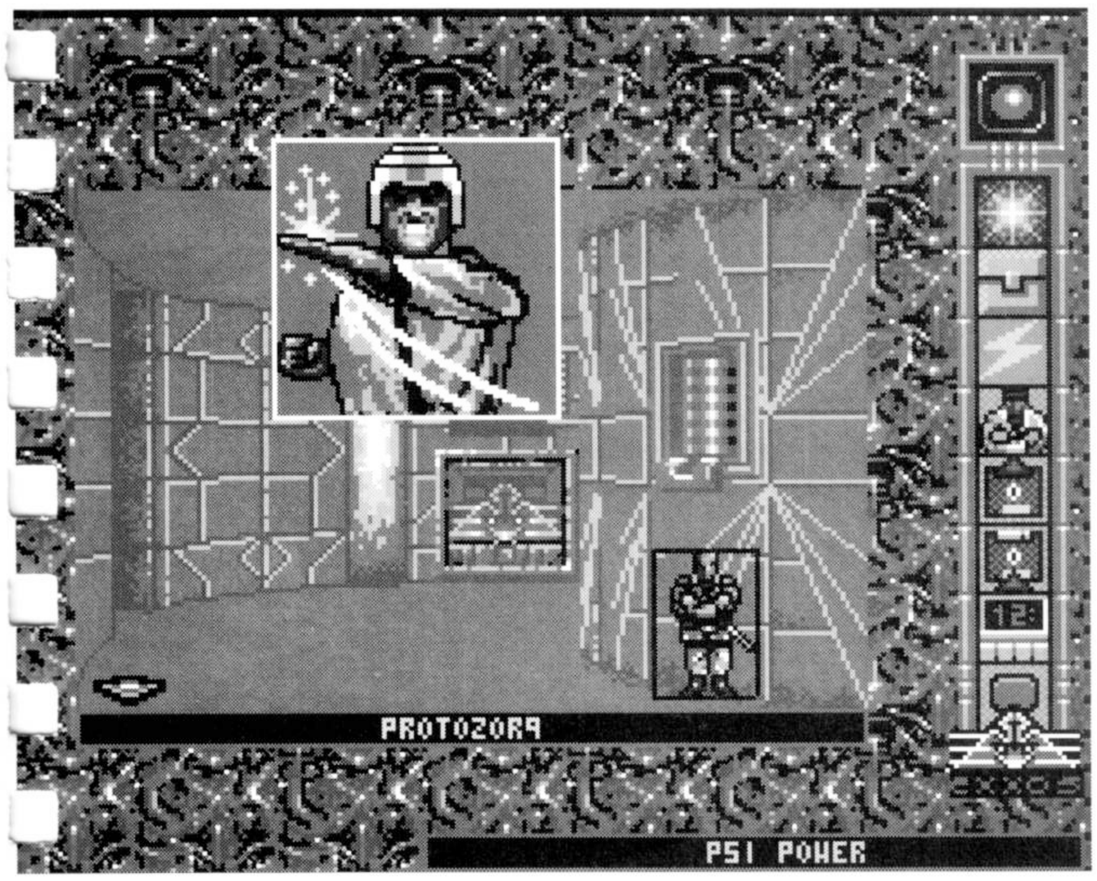
Enter the room and press the third mark on the floor, then the first and lastly the second. The sliding doors should now be together, but if they're not, then just try a different combination.

Once the doors are together, go through the left one. Stand on the step and put the dagger in the slot on the knight. The wall will flip over to reveal a passage on the right. Go down it and put your hand in the hole to find the skull.

4. IN THE SCORPION'S PRESENCE

You need the fly for this ordeal.

Firstly, you need to pray to the large black statue, then go through the door in front and crawl up to the mistress to give her the fly. Refuse her offers of kisses and so on, and feed the fly to the blue spider. Take the red spider and put it in the mouth of the large statue to open a door. Go past the man who appears and take the skull.



5. THE NOOSE

You don't need anything in particular for this ordeal.

Enter the room, using solar eyes if it's dark. Grab hold and climb the left rope onto the platform and pull the lever to kill the Poormouth. Examine the hollow in the platform to get the skull and pull the lever again. Take the left hand rope before exiting the room and there you are! All tasks finished.

Right, now that those little jobs are out of the way, on with the adventure...

Go to the noose and use Solar Eyes. Jump on the left hand rope, push the lever, then push the eye under the lever and go through the trap door. Go forward, then forward again and when you are told "Don't move", click on 'accept'. When asked "Why are you in this mountain of madness" click on 'tell truth'. Use 'zone scan', lift the stone slab and take the flask. Go through the left passage, forward and through the trap door. Go through the door to the passage, then through the passage to Saura's Repose.

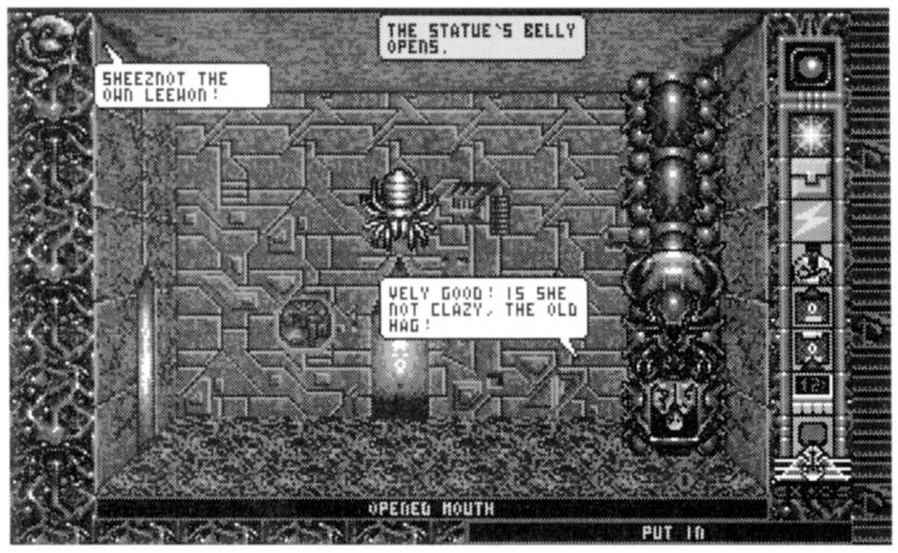
Go to In the Presence of God, then go to Placating the Flowers. When challenged by the first woman click on 'attack', then when challenged by the second woman click on 'PSI Powers', then 'Brainwarp' and finally on 'give flask to drink'. Pick up the sacrificial blade, click 'PSI Powers' then 'zone scan'. Push the lever, then go back through In the Presence of God, Saura's Repose and the passage to get to the Refectory. Click on 'PSI Powers' then 'Sticky Fingers' to get through the trap door. Go forward and forward again and you should be in the cavern with Ash and Norma Jean. Go right, forward, right, forward and through the trap door. Now click on 'PSI Powers' then 'Solar Eyes'.

Go to the Master's Orbit (there shouldn't be anyone about) and into the Master's Eye. Inspect the Master of Ordeals, search him, take the whistle and whistle with it. Look into the cave cavity, take the egg then go out, go through the passage into the ring then through the passage in the outer wall. Go left, left again, pull the bolt and pass through the bars. Use Sticky Fingers to go through the tunnel at the top of the screen, go up, then through In the Presence of God and into the Threshold of Truth.

Attack the woman and put the egg in the open mouth on the statue. Inspect the lectern and use PSI Powers to get the statuette from the top-left of the screen. Go through the passage, through In the Presence of God and into Saura's Repose. Put the statuette in the niche and the monkey into the tunnel, then go to In the Presence of God and use zone scan. Go into the passage, push the lever and when challenged by Zorq click 'PSI Powers' then 'extreme violence'.

Click on 'Psi Powers' again, then click 'brainwarp' and click on Harssk. Use PSI Shift to close the trap door, but NOT the lever! Click 'wait', then click 'possessions'. Click ' Sacrificial Blade', click 'throw' and click on Harssk.

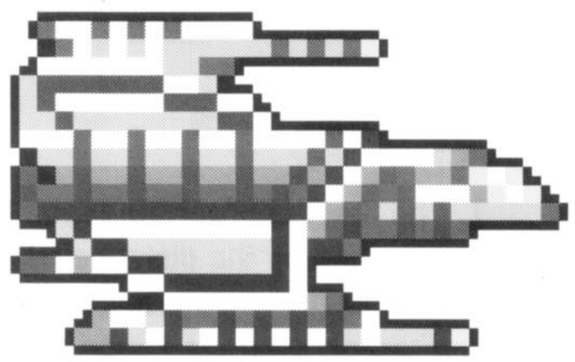
Now all you have to do is watch and read!





L

Laser Squad
Lost Patrol



M

Menace
Milenium 2.2

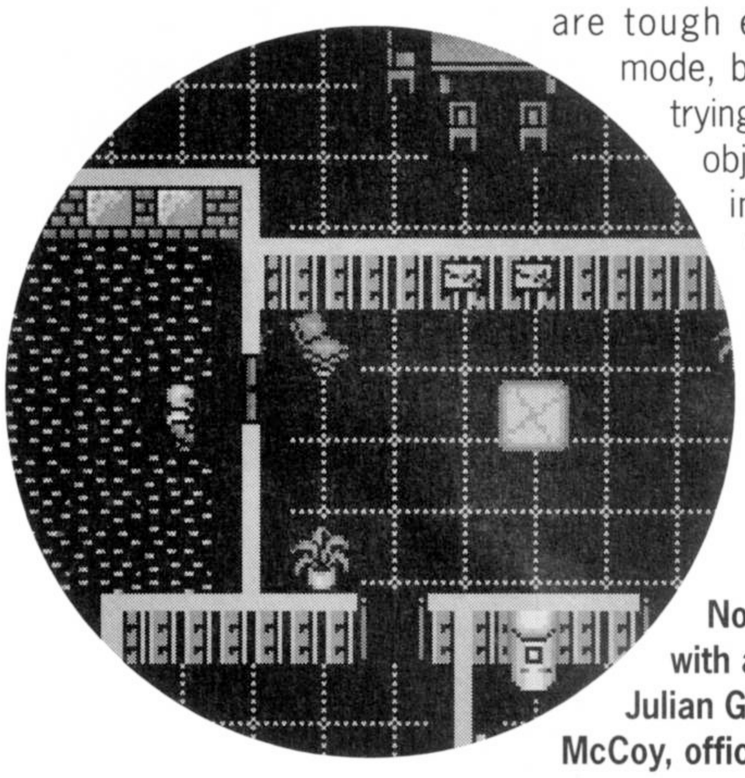
LASER SQUAD

Blade

A few years ago, a young programmer by the name of Julian Gollop made a name for himself with an 8-bit wargame called *Rebelstar*. Eventually, the sequel game made its way onto the Amiga, earning itself rave reviews.

The game puts you in control of a team of crack futuristic commandos, either playing against the computer or another human. You take it in turns to carry out moves, in an attempt to accrue the most victory points, either by destroying a particular number of objects or enemies, or reaching a certain point on the map.

Viewed from a strange, pseudo-3D perspective, *Laser Squad* features some surprisingly good graphics for a game of this type. But the crux of the matter is the gameplay – and *Laser Squad* has bags of it! The ordeals are tough enough in single player mode, but with a human opponent trying to stop you reaching your objective... well you can just imagine! What? You can't? Well play Laser Squad for yourself then, and have yourself a real wargaming treat.



***AMIGA FORMAT* RATING – 93%**

HINTS

Not content with coming up with a stonker of a wargame, Julian Gollop bunged us some real McCoy, official tips! Read on...

GENERAL TIPS

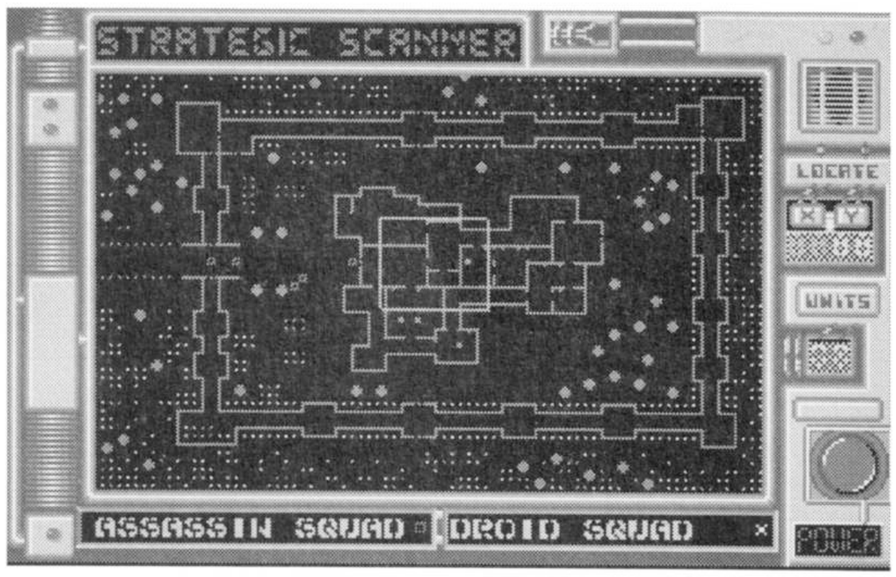
1. The most appropriate type of fire is usually determined by the distance from the target. Auto fire is usually best at close range or when firing at more than one target, whereas Aimed fire is best at long distances. Snap shots can be used at medium distances or when you want to preserve ammunition at close range.

2. Always leave some, if not most, of your units with enough action points for Opportunity fire, unless you are absolutely sure that there is no enemy nearby.

3. Armour is often a luxury on the higher levels. It's better to spend your credits on decent weapons.

4. Give grenades to units with high strength values, as it determines how far they can be thrown.

5. Give accurate weapons such as Sniper Rifles and Marsec Auto-guns to units with high weapon skills, as they can naturally make best use of them.



6. You can scavenge weapons and ammunition from dead bodies. This is especially useful on higher levels when you can't afford good weapons or you're running short of ammunition.

7. Buy ammunition for weapons which are likely to run out before the end of the game, such as some automatic weapons.

8. Weapons with explosive ammunition (rocket launchers and auto-cannons) should not be used in enclosed areas or you may blow yourself up!

9. If you see an enemy, but are unlikely to be able to kill him that turn, it may be best to move into cover, otherwise you will alert other enemy units to your presence.

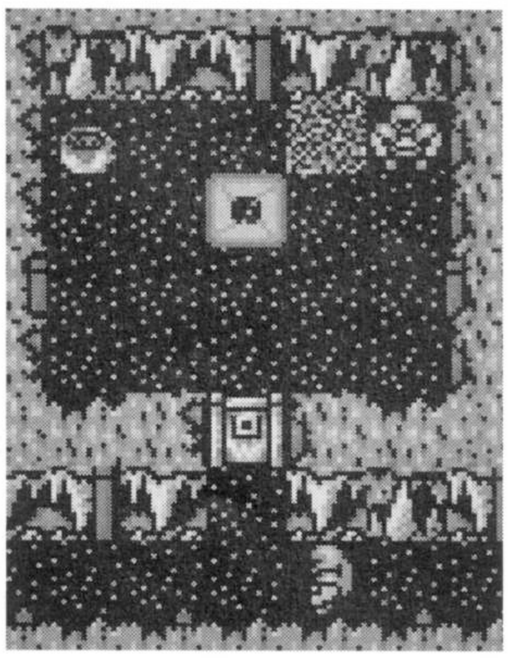
10. Grenades can be used to kill enemy units you suspect may be hiding around a corner without triggering their Opportunity fire.

11. Be careful when firing near oxygen tanks or gas cylinders as they can explode. If you're not near any cylinders, but enemy units are, then you can fire at the cylinders (as they are a bigger target) to take them out.

12. Don't carry too much equipment, as this will inevitably slow you down considerably.

THE SCENARIOS

The Assassins:
Rocket launchers are very good on this scenario. You can destroy large parts of the house, thereby revealing enemy positions. Concentrate on finding and killing Sterner Regnix.



Moonbase Assault:
Grenades are very useful for destroying the large clusters of analysers and data banks in the central area. You can also win by killing all the enemy units.

Rescue from the Mines:
You need explosives to blow open the cell doors and remember to carry extra weapons so that the escaping prisoners can use them. It's best to concentrate all your men in one area rather than splitting your forces. One of the enemy

splitting your forces. One of the enemy units carries a video key, which can be used to reveal all the enemies' positions. Sniper Rifles are very useful in the long corridors because of their extreme degree of accuracy.

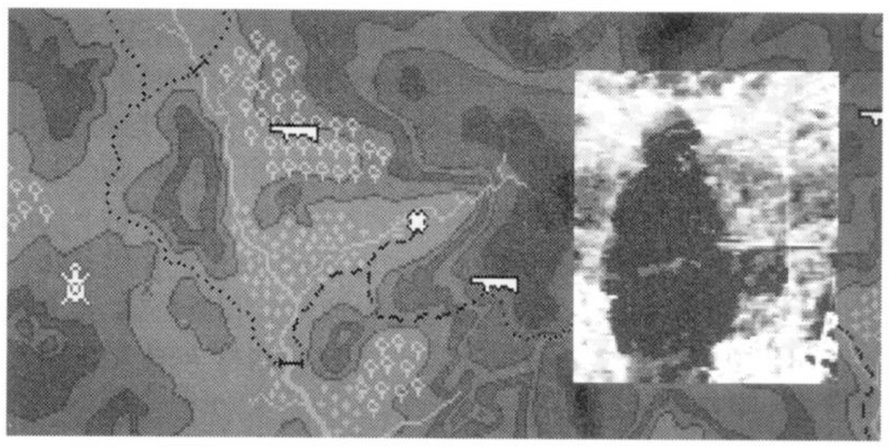
Cyber Hoardes:
Battle droids can only be destroyed by firing AP75 grenades at their backs where the armour is weakest, or using an auto-cannon. The AP75 grenades provide the best option for destroying them. In the open casket is a key to unlock all the other caskets, which contain weapons and ammunition.

Move cautiously, because you don't always have to attack: you can wait and ambush the droids. Don't expect to be able to stop the droids destroying the first two cores, so don't waste men trying to protect them.

Paradise Valley:
Venomous Splurges will reappear a few turns after being killed, so don't hang around. It's best to go through underground passages. There are several entrances up and down between the levels. There are two on the left hand side, both surrounded by a clump of bushes. You must destroy the bushes and walk onto the space, then you will be transported to the underground level. It is possible to get extra weapons from the storage chests.

LOST PATROL

Ocean



The scene is Vietnam in 1966. You crew was flying towards base after a patrol mission when a Vietcong missile brought the helicopter down 57 miles from Du-Hoc – the closest friendly village in the area.

You play the leader of the patrol in a trek across damp plains, through dense jungle and across dangerous enemy territory towards Du-Hoc. Supplies are short and your men's morale is low, so you must strategically move your men while keeping them healthy and content, which isn't too easy in VC occupied territory! Occasionally, you will come across various points of interest, such as minefields, enemy trenches or villages housing an enemy sniper. The scene then switches to an arcade subgame, where you must either lead your men through the obstacle safely, or assign gunners to take out the enemy soldiers.

One of the most impressive things about *Lost Patrol* is the superb presentation. The graphics both of the game and the intermediate sequences sum up the feeling of dark, jungle warfare to a tee. Unfortunately, once you've seen all the graphic sequences and played the arcade sub-sections a few times, the game may seem a little boring. On the other hand, if you're a keen strategist who will stick to a quest until it is complete, then you will find *Lost Patrol* holds quite a challenge, and could keep you playing for hours.

***AMIGA FORMAT* RATING – 79%**

HINTS

Charlie's in the light! Get those Claymores up! Incoming! Aaargh! Sorry. I seem to be getting a bit carried away today. Ahem.

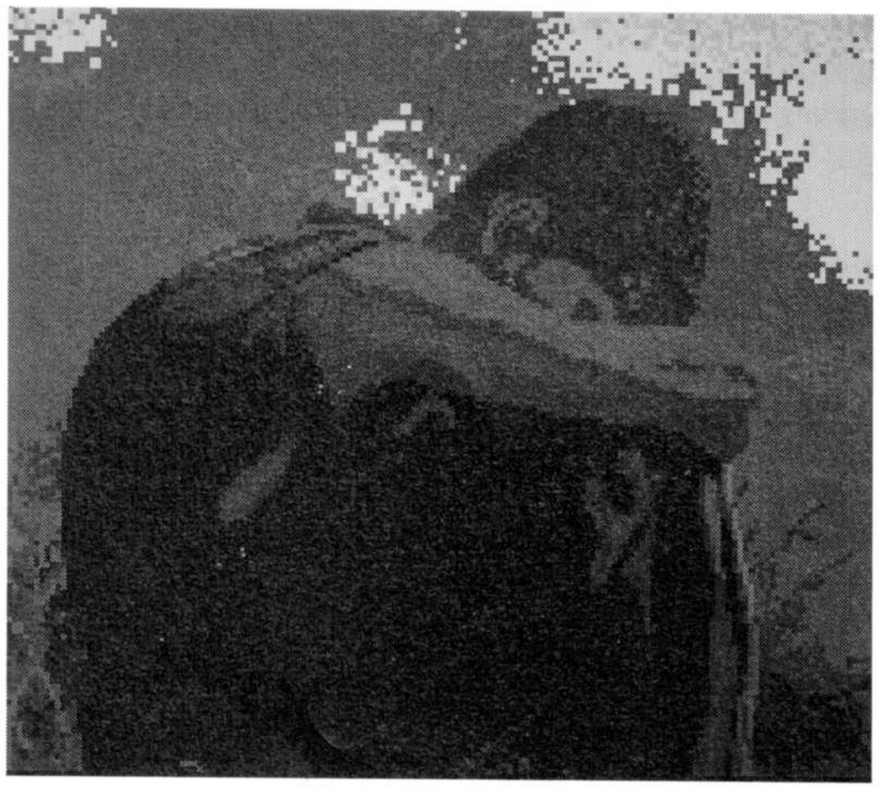


Keeping up your men's strength and morale is vital. Giving your men 50 minutes' rest at night, or during the day when it's too dark to carry on, will slam your energy and morale levels to maximum. Even if you don't have much food, you don't need to worry, as your men will not eat it.

On reaching the first village (the first white cross on the map), search the area to find a hole in the ground where the villagers appear to be hiding. You then have two options: ENTER TUNNEL or USE GRENADES. Gomez is useful at this point, but if he is dead, go for the USE GRENADES option.

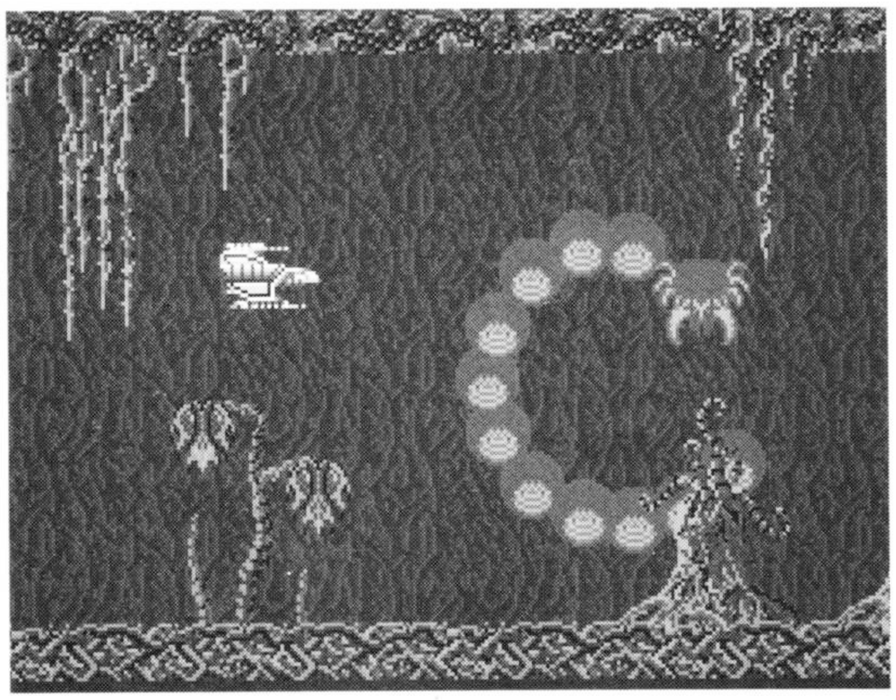
Start off questioning the villagers normally by asking them "Where VC?" Once you have an answer, start the hard questioning by saying "Get food". Don't spend too much time with questioning, or a village boy will get hold of a gun and shoot one of your men.

Got to go... the pick-up chopper's arrived.



MENACE

Psyclapse

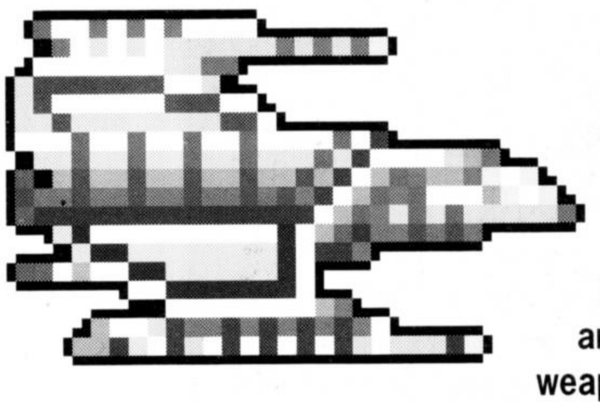


Regular readers of Amiga Format will no doubt be familiar with this title: written by Format contributor Dave Jones, *Menace* was one of the first games to be released on Psygnosis' new arcade label.

The game puts you in control of a single fighter craft in an attack on an alien world. The world is split into sections, spreading from the organic underwater realm of the Sea of Karnagh to cities of crumbling temples and majestic towers. All the levels have one thing in common – they're packed with all manner of nasty alien life, including snakes, jellyfish, flying saucers and deadly mutating plant-life.

You start off with a simple pea-shooter weapon, but you can add extra items to your ship to increase its power. These include outriders, speed-up units, lasers and powerful cannons, as well as a very useful temporary force field.

At the time of its release, *Menace* was a 'state of the art' shoot 'em up, but since then there have been quite a few noteworthy blasts with more impressive presentation and gameplay. However, the game is still quite a bit of fun, and if you haven't seen it before it could be worth adding to your software collection – especially if you like shoot 'em ups!



HINTS

The cheat mode for this is a bit of a satirical comment from the programmer, Dave Jones. All you do is type in XR3ITURBONUTTER BASTARD (without spaces) and you can now replenish your weapons by hitting the Help key, zoom to the end of level Guardian by hitting Return or even select levels by pressing the number keys (1 to 6).

MILLENNIUM 2.2

Electric Dreams

Everyone must dream of being a great and heroic leader out in the depths of space, building and watching over a new colony. Ah... the feeling of power and the satisfaction of building something strong... What? You don't feel like that? Well, you obviously haven't played *Millennium 2.2*.

The game puts you in control of a struggling colony in outer space. You must use all your resources to expand the colony, building systems to use, excavating new areas and protecting the colonists. The sheer depth of the game means that the going will be tough and involved, keeping you playing for a good long while. But why not? The graphics and sound give the whole thing a dark and cold 'space' feel, urging you to struggle against the elements to win through against all odds, and the superbly detailed gameplay will have you hooked for quite a while.

Even is space colonisation isn't your bag, then try *Millennium 2.2* as simply a well designed strategy game... THEN you'll dream of being a great and heroic leader out in the depths...blah, blah...YAWN...ZZZZZ. Sorry, shall I stop now?

HINTS

The first thing to do is activate the Mk I Solagen which is already in stock in the Energy module. Once this is up and running, it's simply a question of initiating the Resource complex to get enough material to build a Mk II. Once the Mk II has been researched, you'll find that there isn't enough energy to build the thing! So turn off the Resource complex, build the Mk II and then turn it back on again. After that, it's just a matter of researching and building increasingly powerful Solagens right up to the Mk X. Oh, and don't worry about the failed Mk III, just use the Mk II, which should still be in stock, and repeat the process.

When work is well under way in constructing Solagens, you'll find that you will start to come under attack. Instead of going straight to the defence dome, go to Energy and shut off you most powerful Solagen and replace it with a Mk I. Now go and deal with the attack. Once the enemy have been repelled, you'll find that the Solagen has been destroyed, so go back to Energy and power up your most powerful one again. As long as you have a supply of Mk Is to switch to, this will not only save time, but will ensure you of a strong power source to carry out the larger production items.

Once the base is operating properly, you have a number of options, but extra minerals will be needed before many of the items can be built. To get these quickly and simply, research and build a small fleet of Grazers. These can continually ferry small amounts of much-needed ores from the asteroid field.

The central part of the game focuses on the growth and expansion of the moon and its colonies. This is a

matter of finding which moons or planets provide the best sources of raw materials, setting up colonies and shuttling to and from them. The colonies provide minerals and ores, while the Moonbase sends replacement Solagens, Fighters and Orbital Lasers.

The latter equipment is employed in the continual fending off of Martian attacks. Orbital Lasers are very effective, but can only be used once, so it's obviously best to keep a reasonable store in each colony and back at the Moonbase. Later in the game you'll need a full complement of lasers on the moon – so keep building!

To find more information about the Solar System, continually build and launch probes. However, don't bother sending probes to the inner planets, Mars and its moons, Jupiter and its moons or the asteroid belt, since they either get destroyed or yield no important information at all.

The key to completing the game is Triton, so probe, research and colonise it as soon as possible. The reasons for this will become clear later on.

When reports of Martian flu start coming in, research and produce the required vaccine. Don't just ferry it to the infected base though, instead produce enough all the colonies and the Moonbase, since the strain is virulent and soon spreads through all the inhabited worlds.

At some point you will be informed of the crashed Martian Fleet Carrier and the details will be beamed back to the Moonbase. Research this immediately – it's important that one be built. However, you'll find that it takes rather a lot of materials!

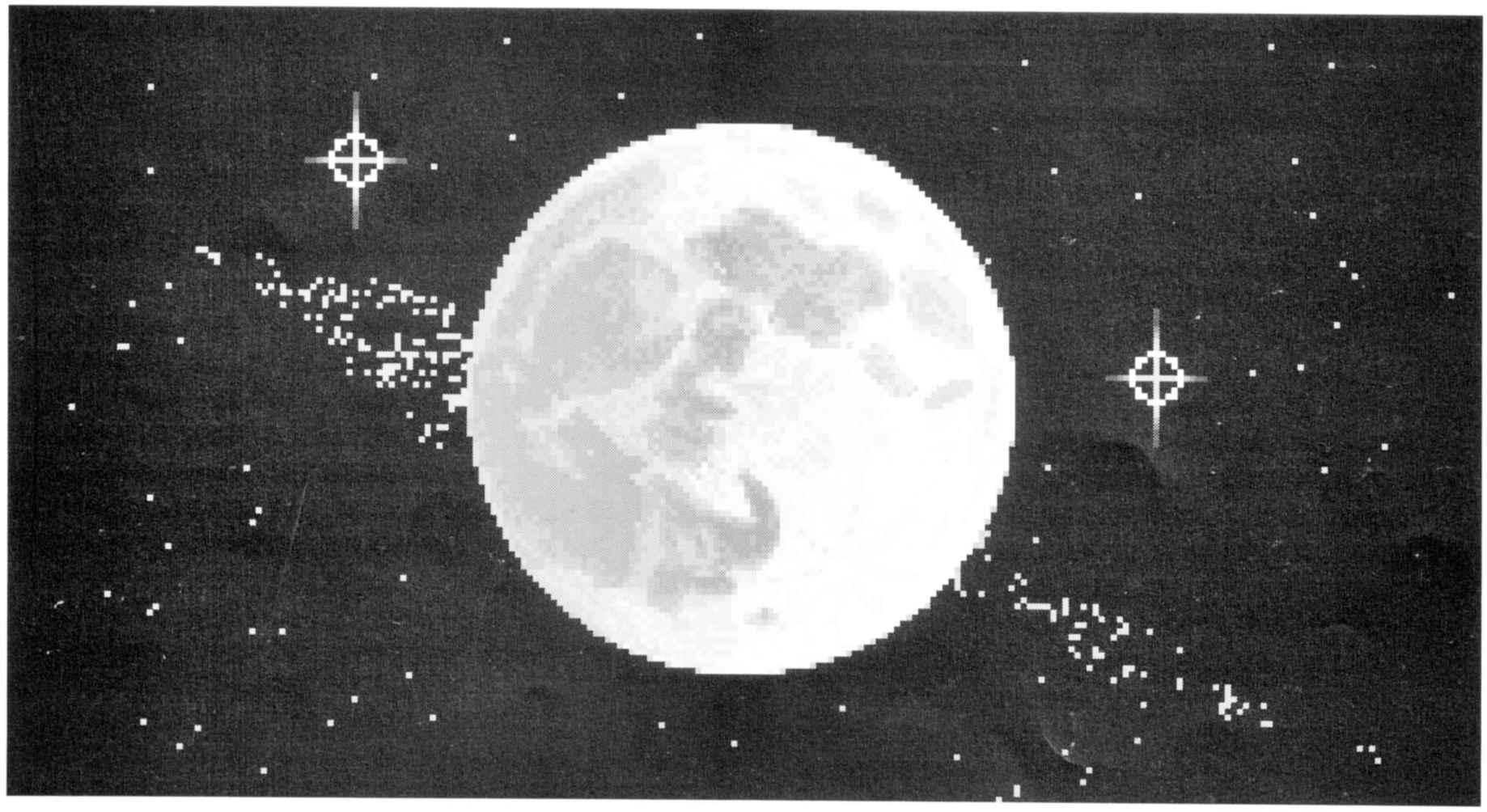
Once the Fleet Carrier has been built, fill it with Fighters and head for Mars. While in orbit, the carrier will be attacked by a fleet of Martians, at which point all the Fighters should be launched (this is the lower right icon on the right). A ferocious, if slightly tedious, battle ensues but the Martians should eventually surrender.

After this, Mars can be colonised in the usual way. The colonists then find plans of a Martian terraforming machine capable of making the Earth's air breathable. Again, this should be researched and built as soon as possible. However, you'll find that the stock of chromium is pretty much nil. This is where Triton comes in. You should have enough chromium collected there ready to start shuttling back to the moon.

Once the Terraformer has been built, you'll find that even the Fleet Carrier isn't large enough to carry it to Earth. Don't despair – the researchers redesign the ship so that the Terraformer just fits inside. The newly customised Juggernaut can now take the Terraformer to Earth, although it cannot take off again.

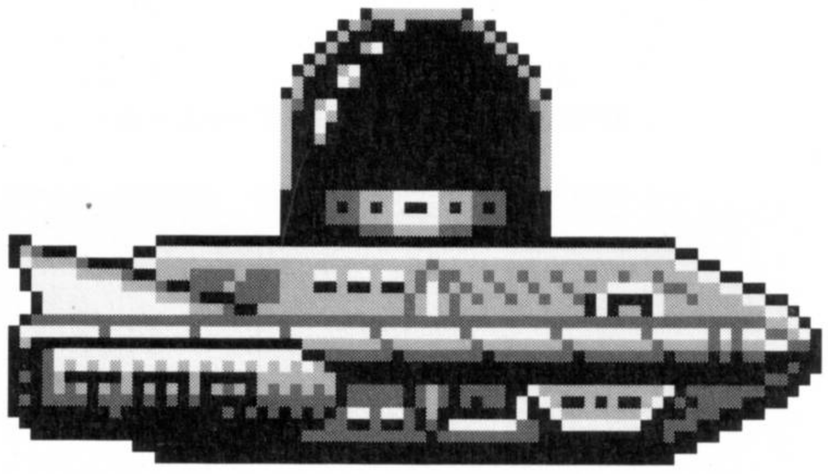
While the Earth is being terraformed, previous reports of a huge Martian fleet prove to be true – when the Moonbase is attacked by over 200 fighters! At this point, the stockpile of Orbital Lasers – up to 16 – should be used up, prior to launching your fighters. Even after all this, there stands a good chance of the attack not being repelled completely, causing the Moonbase to get severely duffed up! In this case, you'll find that the Moonbase's population has been reduced to zero, but don't panic. Just send a couple of Carracks to the moon and dismantle them. The population increases by 80 for every Carrack destroyed.

Having survived the Martian's final assault, it should now be just a question of time before good old Mother Earth is colonisable. In the meantime, all your colonies start declaring independence. This is no problem as long as you have a good stock of materials. When a report comes in stating that Earth is once more in a habitable state, build the necessary SIOS, send it to Earth and then just sit back, relax and get ready to 'enjoy' the end of game sequence.



Nebulus
Neuromancer
New Zealand Story
Ninja Warriors

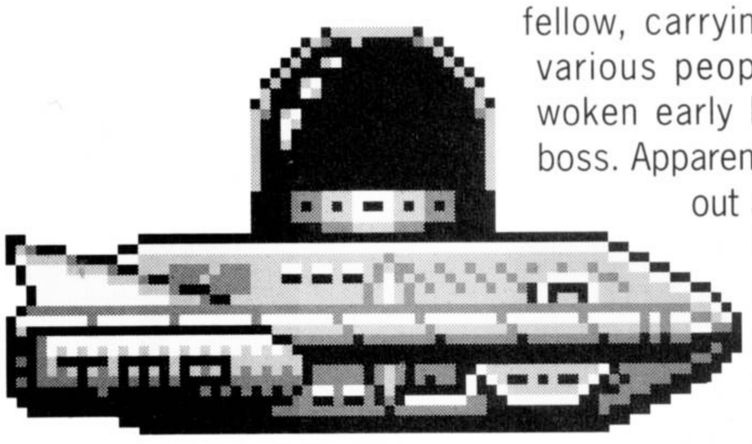
N



NEBULUS

Hewson

Another slightly aging game, this game scores very highly in the 'cute' factor. You play a strange little creature called Pogo, who lives on a planet where water covers most of the surface. You are a hardworking fellow, carrying out demolition jobs for various people. One morning you are woken early by an irate call from your boss. Apparently, someone has been busy out at sea building unauthorised towers. This has made quite a few people unhappy, so you must go and demolish them.



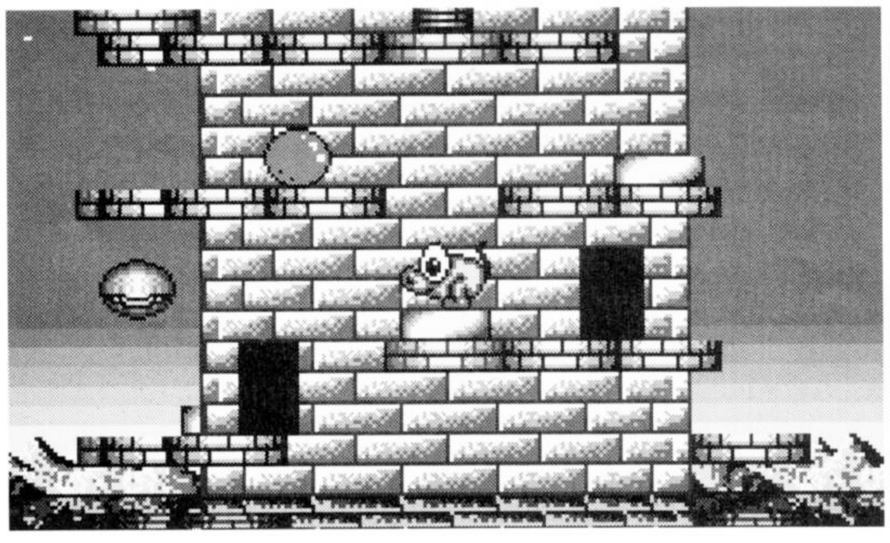
You set off in your submarine to the first tower and step onto one of the platforms. Soon enough it becomes apparent that someone is taking care to ensure that no-one messes with his towers – there are dangerous-looking droids wandering around intent on knocking you into the water. You must find your way up the tower past the robots in order to sink the towers from the top, thus removing them from view.

If you manage to complete a tower, you board your submarine again to travel to the next one. On the way you must catch as many fish as possible to increase the time limit on the next tower.

Nebulus is one of those devilishly simple games that will have you hooked for hours. The wonderfully cute sprites wander around the towers, which have a very realistic circling motion, and the sound comprises of some great bouncing and bubbling effects. The gameplay is simple, but addictive, and will keep you coming back for the odd game time and time again. It may be an old game, but it's still a lot of fun.

HINTS

John M Phillips is friendly towards his programs and they're friendly back. If you want the program to be nice to you and give you infinite lives, then in your most pleasant manner type in the message HELLOIAMJMP on the title screen. Because the game thinks that you're John being nice, it will give you infinite Pogos and the ability to select any level by pressing F1 to F8.



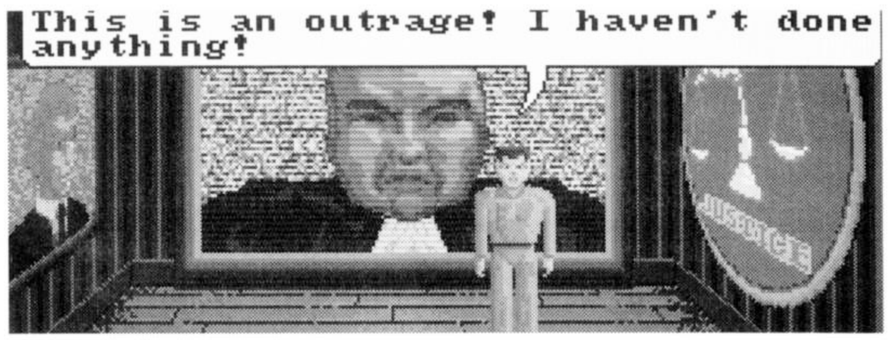


NEUROMANCER

Electronic Arts

Everyone out there must have heard of Cyberpunk. No? Well Cyberpunk is to do with a vision of the future far removed from the pristine plastic and chrome world of 70's science fiction. Instead, the use of technology fits into a future where pollution, war and decay have turned the environment into a cold, mechanical ruin.

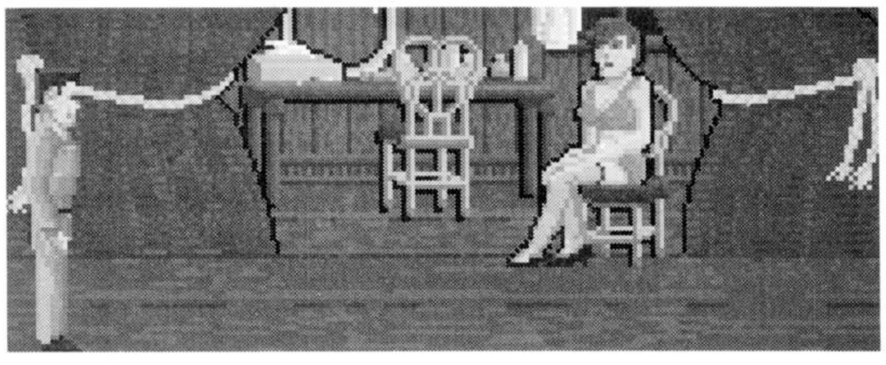
One of the prime exponents of Cyberpunk is William Gibson, and it is on his book that the game *Neuromancer* is based. You play a Cyberspace Cowboy in the futuristic Chiba City. You wake up in a dodgy cafe with no money and no deck to get into Cyberspace. You must travel around the city, getting gear in any way you can to pull yourself back up to Cyberspace level. There are all sorts of problems to overcome – over-zealous police drones, dodgy dealers and even religious freaks. Once you've



kitted yourself out you are ready to enter Cyberspace – a realm that makes even Chiba City seem safe!

The atmosphere of the book is very dark and foreboding, very much in the same vein as 'Blade Runner'. This is where the *Neuromancer* game falls down slightly – everything looks too bright and colourful to really be Cyberpunk. Where are the grebo leathers? Where is the smog and industrial smoke? Not here! This quibble aside, *Neuromancer* is rather an enjoyable adventure. There are a few clues hidden in the game to help you along, but it still requires a good deal of lateral thinking and even a bit of a devious streak to get anywhere of note. All you Cowboys...get your deck and plug into *Neuromancer* for a neat futuristic adventure.

***AMIGA FORMAT* RATING – 81%**



HINTS

To start with, here are some useful links to get into:

NAME	LINK CODE	PASSWORD	No. OF LEVELS (1st/2nd/3rd LEVEL)
Cheap Hotel	CHEAPO	GUEST/COCKROACH	2
Regular Fellows	REGFELLOW	VISITOR	2
Consumer Review	CONSUMEREV	REVIEW	3
Asano Computing	ASANOCOMP	CUSTOMER / VENDORS	3
World Chess Federation	WORLDCHESS	NOVICE / MEMBER	3
Taxes	IRS	TAXINFO / AUDIT	3
Psychologist	PSYCHO	NEW MO / BABYLON	3
Panther Moderns	CHAOS	MAINLINE	2
Hitachi Biolabs	HITACHIBIO	GENESPLICE / BIOTECH	2



Fuji Electrics	FUJI	ROMCARDS / UCHIKATSU	2
Software Enforcement	SOFTEN	PERMAFROST	2
Hosaka Corporation	HOSAKACORP	BIOSOFT / FUNGEKI	3
Bank of Zurich	BOZOBANK	No password (use sequencer)	1
Bank Gemeinschaft	BANKGEMEIN	EINTRITT / VERBOTEN	2
Chiba Tactical Police		KEISATSU WARRANTS / SUPERTAC	2
Gentleman Loser	LOSER	WILSON / LOSER	3
Eastern Seaboard	EASTSEABOD	LONGISLAND	2
Citizens' Free Matrix	FREEMATRIX	CFM	2
Musabor Industries	MUSABORIND	SUBARU	2
Tozoku	YAKUZA	YAK	2
NASA	VOYAGER	APOLLO	2
Central Justice	JUSTICE	No password (use sequencer)	2

Note: Higher versions of 'Comlink' are required for some of the Link Codes to work.

Cyberspace is where the real action takes place, so here are some bases to look for:

POSITION	NAME	STRENGTH

Cheap Hotel (0):

12 112	Cheap Hotel	72
160 80	Chess <LOGIC>	84
224 112	Panther Modern	132
208 32	Regfellows	36
96 32	Psycho <PHILOSOPHY>	96
16 112	Asano Comp	72
32 64	Consumer Review	72

Gentleman Loser (1):

480 80	Tozok	150
384 32	East Seaboard	150
320 32	Copenhagen Un	149
448 32	NASA <LOGIC>	150
416 64	Gentleman Loser	150
352 64	SEA	149
272 64	IRS	149
288 112	Tactical Police	149
352 112	Freematrix <SO>	150
416 112	Central Justice	150

HitachiBio, Fuji, Hosaka, MusaborInd (2):

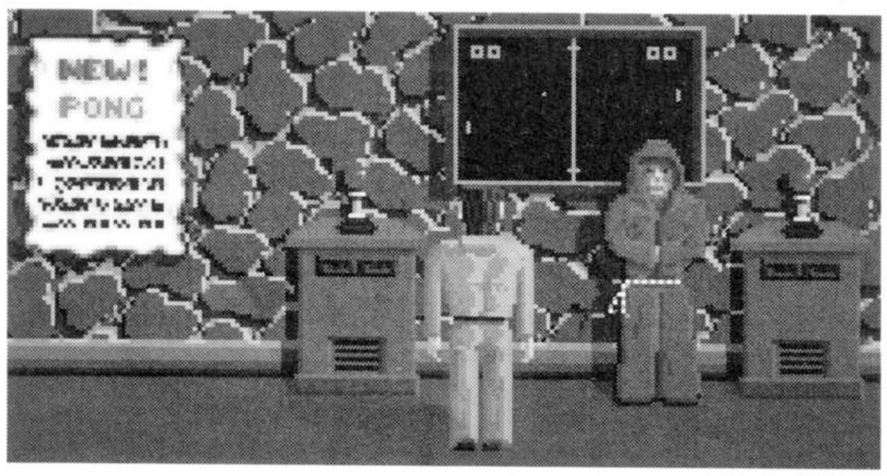
32 192	Hitachi Bi	260
144 160	HosakaCorp	260
208 208	MusaborIn	260
112 240	Fuji Electric	260

Bank of Berne (3):

336 160	Bank of Berne	400
288 208	Free Sex Union	400
464 160	Screaming Fist	400
432 240	Turing Registry	400
336 240	DARPO	400

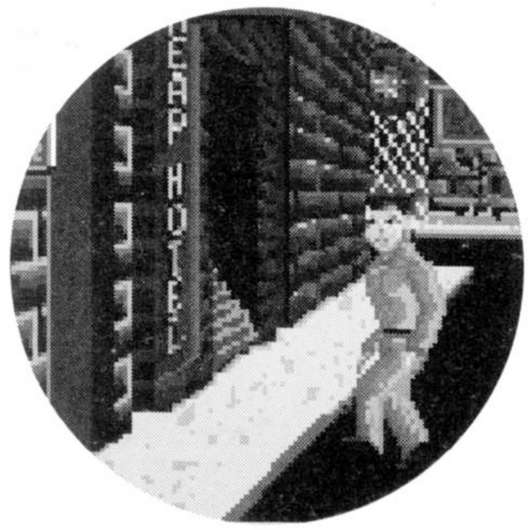
– (4):

160 320	Gridpoint	800
48 480	Sense/Net	800



Bank Gemeinschaft (5):

304 320	Bank Gemein	1000
336 368	Bank of Zurich	1000
384 288	Bell Europa	1000
448 320	INSA	1000



416 368	Nihilist	1000

– (6):

112 416	KGB	1100
112 480	Maas Biolabs	1100

Villa Straylight:

384 416	Tessier-Ashpool	2000
320 464	Phantom	2000
432 464	Allard Tech	2000

GENERAL HINTS

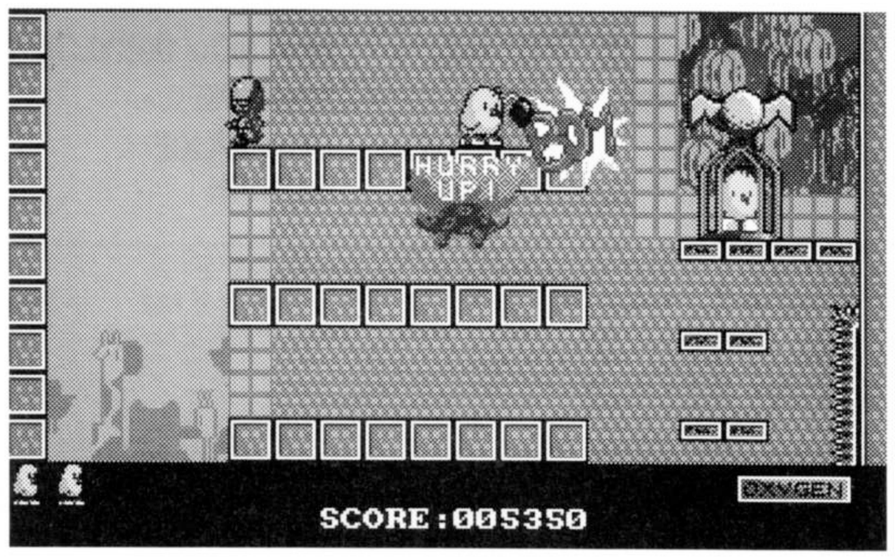
The security pass code to Bank Gemeinschaft is – BG1066
The account number for Bank Gemeinschaft is – 646328356481
The account number for the Bank of Zurich is – 712345450134
Your BAMA ID number should be – 056306118
Loony Zone's BAMA ID number is – 1404726431
Fargo Fergus' BAMA ID number is – 666999666
Larry Moe's BAMA ID number is – 062788138

The good Icebreakers are Decoder, Blowtorch and Hammer, but there are better ones such as Doorstop and Drill. however, if you can afford it and you really want to go for the heavy stuff, then go for Concrete, Depthcharge or Logicbomb.
Don't sell any of your body parts, otherwise you won't last long in Cyberspace.
Use 'Coptalk' to get information out of the policemen.
Take the Joystick from Metro Holografix to the House of Pong.
Transfer 30000 credits from Bank Gemeinschaft to BozoBank from the above accounts.
Keep an account in the Bank of Zurich so that when you're fined they can't deduct the money.
Enrol your name as a Hosaka employee to gain access to the High-Tech Zone and get wages.
Use a virus program first when ICE breaking, since it reduces the ICE strength quicker.
Use an interface corrupter such as 'Jammies' or 'Slow' to slow down the response time of the ICE.
Get a security pass for Sense/Net from Lupus Yonderboy behind Microsofts and use it to get the ROM Construct 'Dixie Flatline' using the number 0467839.
Get the 'Easyrider' software from the Screaming Fist base which allows you to move between the bases without coming out of Cyberspace.
To gain entry to the Maas Biolabs, go to the Maas Biolab base, turn off the alarm and unlock the door. Also, get the gasmask from Julius Deane by asking for 'Hardware'. You can now get the 'Cybereyes' deck.
To kill all AIs, use the various CHIPs, such as LOGIC or PHENOMENOLOGY.
Use 'Hemlock' software to kill the Greystoke AI.
Use 'Kuang Eleven' software to kill the NEUROMANCER AI.



NEW ZEALAND STORY

Ocean

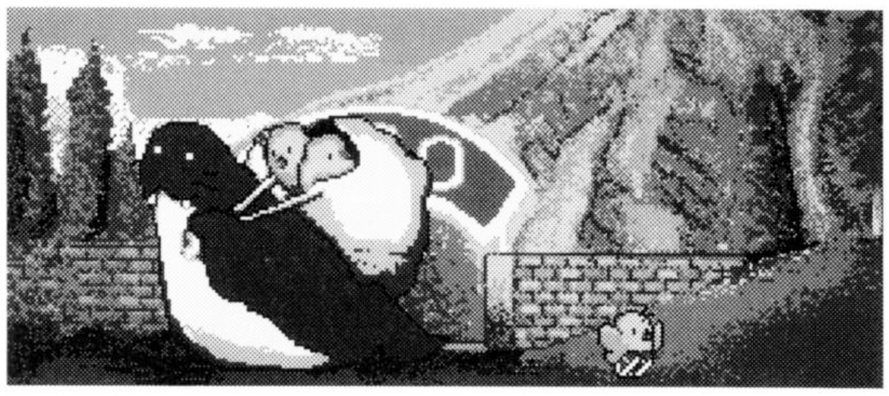


We're all suckers for a bit of cutesy arcade action every now and then, aren't we? Well, arcade action doesn't come more cutesy than in *New Zealand Story*. You play a little, fluffy, yellow kiwi (complete with little blue and white trainers), whose chums have been kidnapped by a big evil walrus. The poor little chaps have been locked in cages and scattered through a series of platform filled rooms. You must take your little kiwi bow and fight through the rooms, which are filled with the walrus' henchmen to try and rescue your friends.

New Zealand Story's sound and graphics are cute almost to extreme. Who can help going 'Aaah' when the little hero wanders in with his sportshoes, ready to do battle. As well as looking and sounding great, *New Zealand Story* is incredibly playable – not to mention devilishly addictive. It's one of those games where you say, 'Oh, I'll just see what's after this next bit...' before your next ten goes!

Some of you may have been lucky enough to get this bundled with your Amiga, but if you don't own a copy, get down to your local computer shop today!

***AMIGA FORMAT* RATING – 94%**



HINTS

THE CHEAT MODES

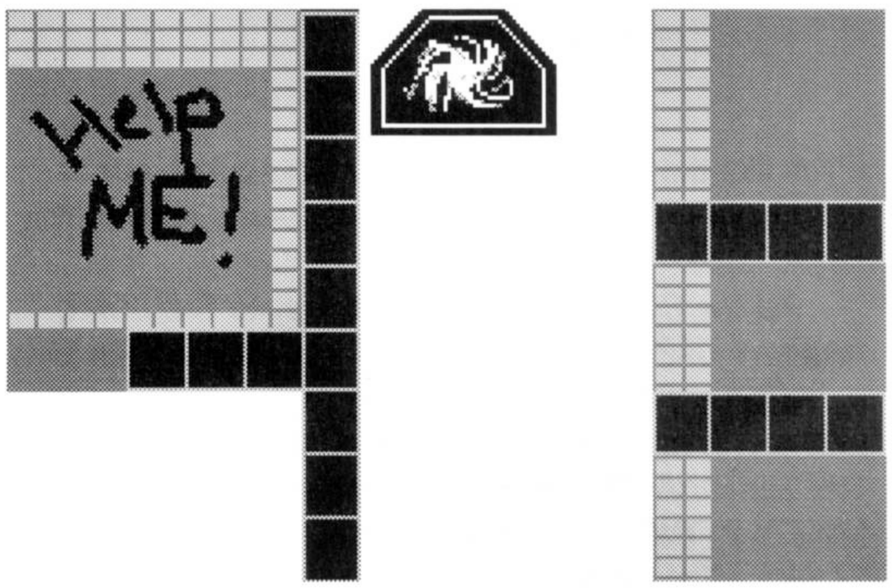
The cheat mode for this game is pretty darn rude. In fact it's too rude to print, so you'll have to get a grown up to fill in the gaps and type it in for you. Just enter the phrase MOTHERF**KENKIWIB*****D and the cheat mode will be active. Don't type the asterisks - you have to put the rude words in.

If your version is the the one in a plastic case rather than a cardboard box (in other words, the one in the Batman Pack), then your cheat mode is different. What you have to do is press Del, then M and enter FLUFFYKIWIS to get infinite lives. A '+9' should appear at the bottom of the screen accompanied by the sound of the book to let you know that the cheat mode is active. Isn't that better without all that swearing? I should bloody well hope so!

WARPS

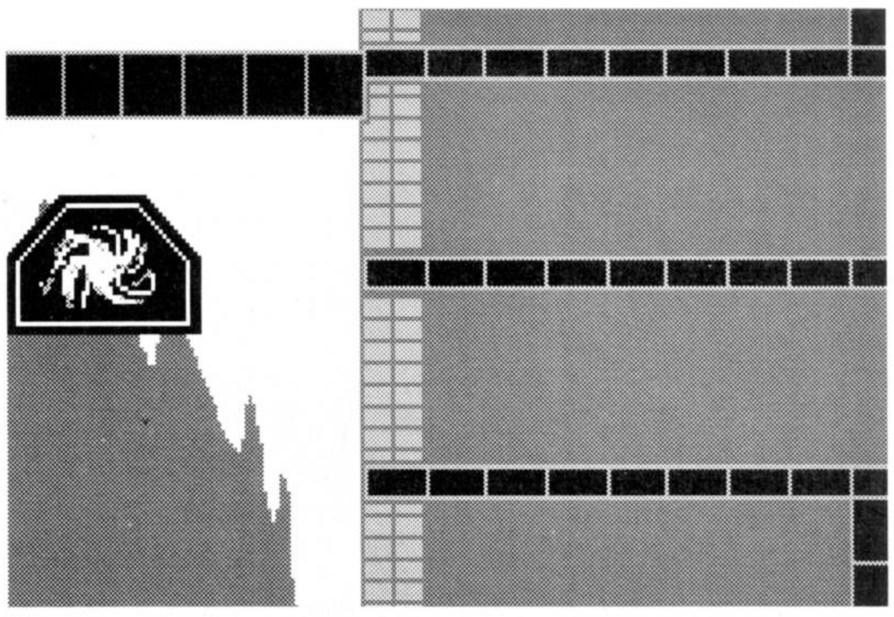
The warps are pretty difficult to find, so here are a few tips to find some of the earlier ones:

LEVEL 1-1



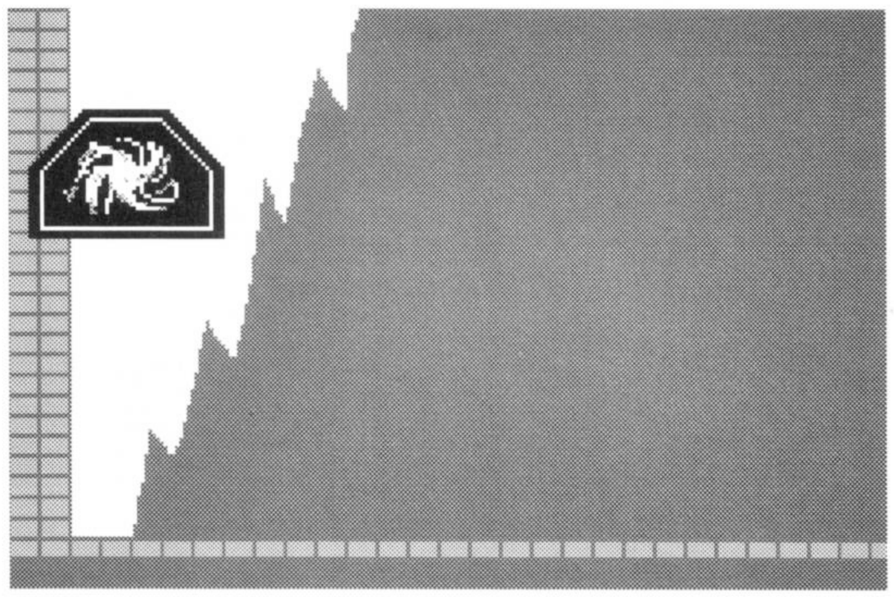
This is to the right of the start and warps to near the end of level 1-4.

LEVEL 1-2



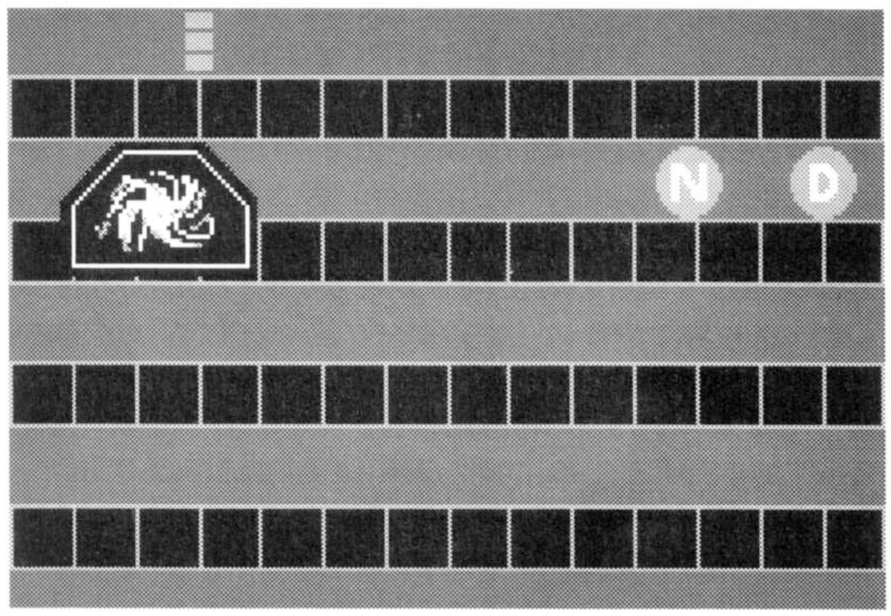
This is found just above the start and leads you to the end of the same level.

LEVEL 1-3



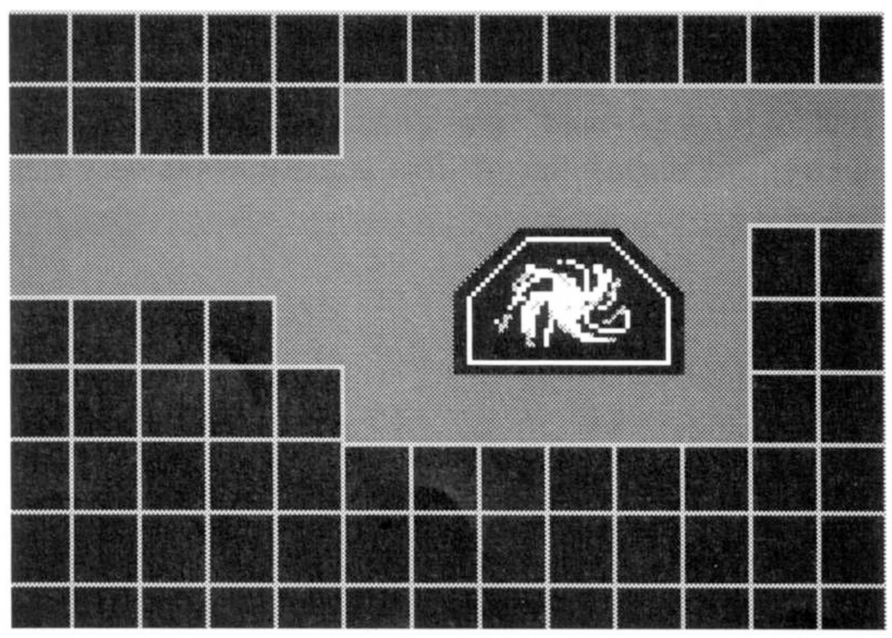
Go up from the start, over the big wall and to the right to get here. It leads to near the end of level 2-1. You need to be riding a balloon to reach this warp.

LEVEL 1-4



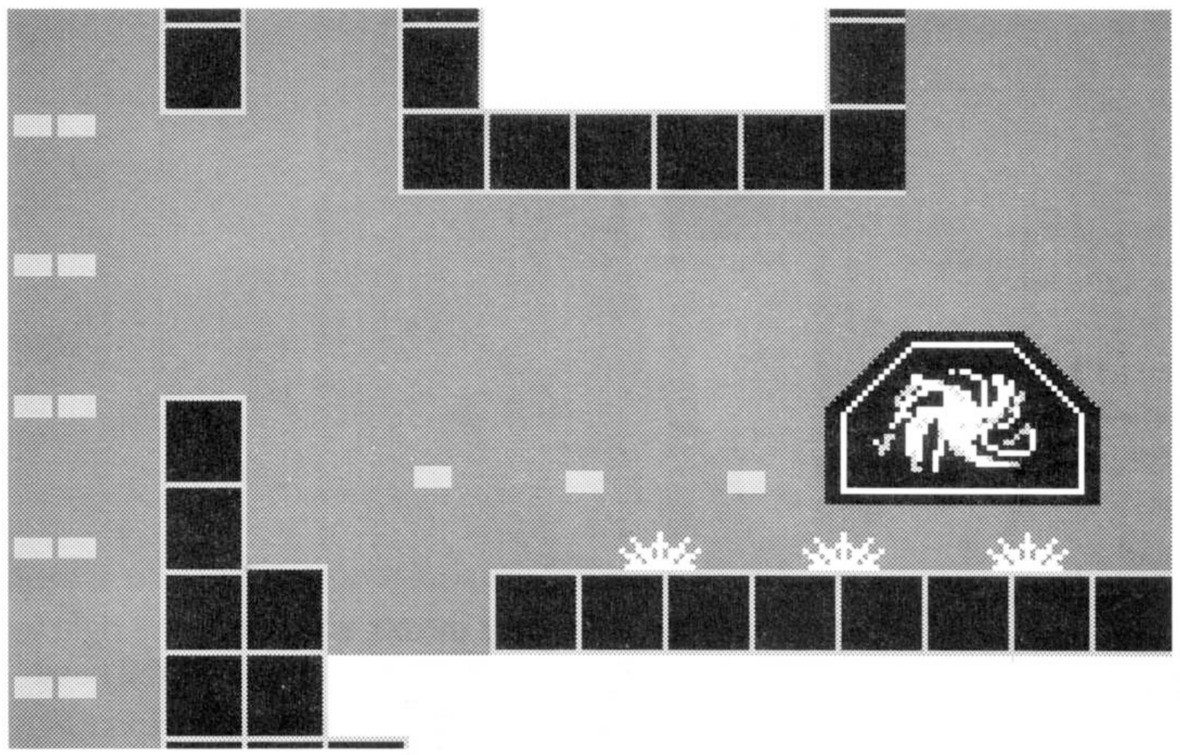
Go up from the start to here. The warp sends you to the beginning of level 2-4.

LEVEL 2-1



This can only be reached if you go from the start of the level, so you can't get to here if you warp to level 2-1. After dropping down the big shaft, ride right on a balloon to avoid the kiwi-cage and climb the ladder. The warp leads to the beginning of level 3-4.

LEVEL 2-4



This is to the right of the Rock Octopus, but you can get there without meeting the monster. The warp carries you to the beginning of level 3-1.

NINJA WARRIORS

Virgin-Mastertronic

A few years ago, Taito developed a strange new system of displaying games. The system uses three screens to produce a wide 45 degree playing area. The first game to use this system was the shoot em up, *Darius*, but this was soon followed up by a rather different style of game – *Ninja Warriors*.

The warriors in question are state of the art robot assassins, who have been built to eliminate a nefarious fellow by the name of Bangler. Bangler not only runs the police and military, but also the underworld gangs in the area. The two assassins must overcome any military forces that Bangler sends out as well as some strange creatures from the underworld. Fortunately, you have two weapons to help you – a pair of knives, to slash the enemy, and a limited supply of throwing stars. It's up to these two mechanical heroes to bring down the evil leader and bring the forces to the side of the good.

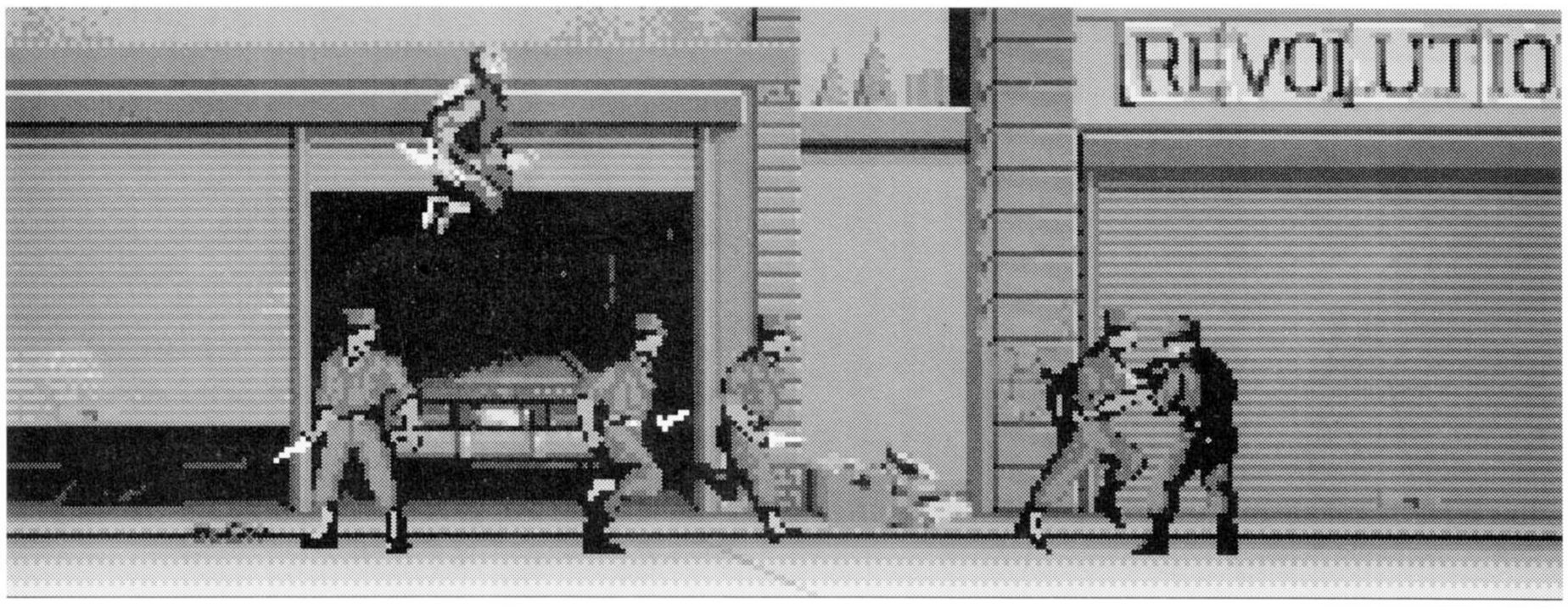
In order to get the 'wide screen' feeling on the Amiga, *Ninja Warriors'* screen has been shrunk down to a third of the normal height. This actually works very well, making the sprites and backgrounds look more like the original. The frantic gameplay is extremely violent, and will have you romping along swinging your robotic knives time after time. One of the most accurate arcade conversions available.

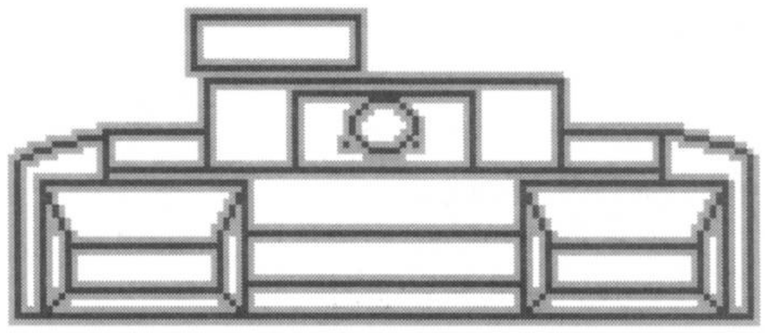
***AMIGA FORMAT* RATING – 88%**

HINTS

If you like the idea of being a hard ninja robot, but don't quite have the knack of clearing the levels, then try this cheat:

Put the CAPS LOCK on, type the code CHEDDAR, then turn CAPS LOCK off. You will now have infinite lives.
If you fancy a bit of a larf, then try replacing the code with one of these for some weird effects:
THE TERMINATOR – Body parts explode when you die.
MONTY PYTHON – The enemies walk on backwards.
SKIPPY – The enemies bounce.
A SMALL STEP FOR MAN – Moon gravity. Jumping baddies right off the screen.
STEVE AUSTIN – Pressing S during play toggles slow motion on and off.
KYLIE – For Aussie TV mode!





Omega
Operation Stealth

Pipemania
Platoon
Player Manager
Powerdrome

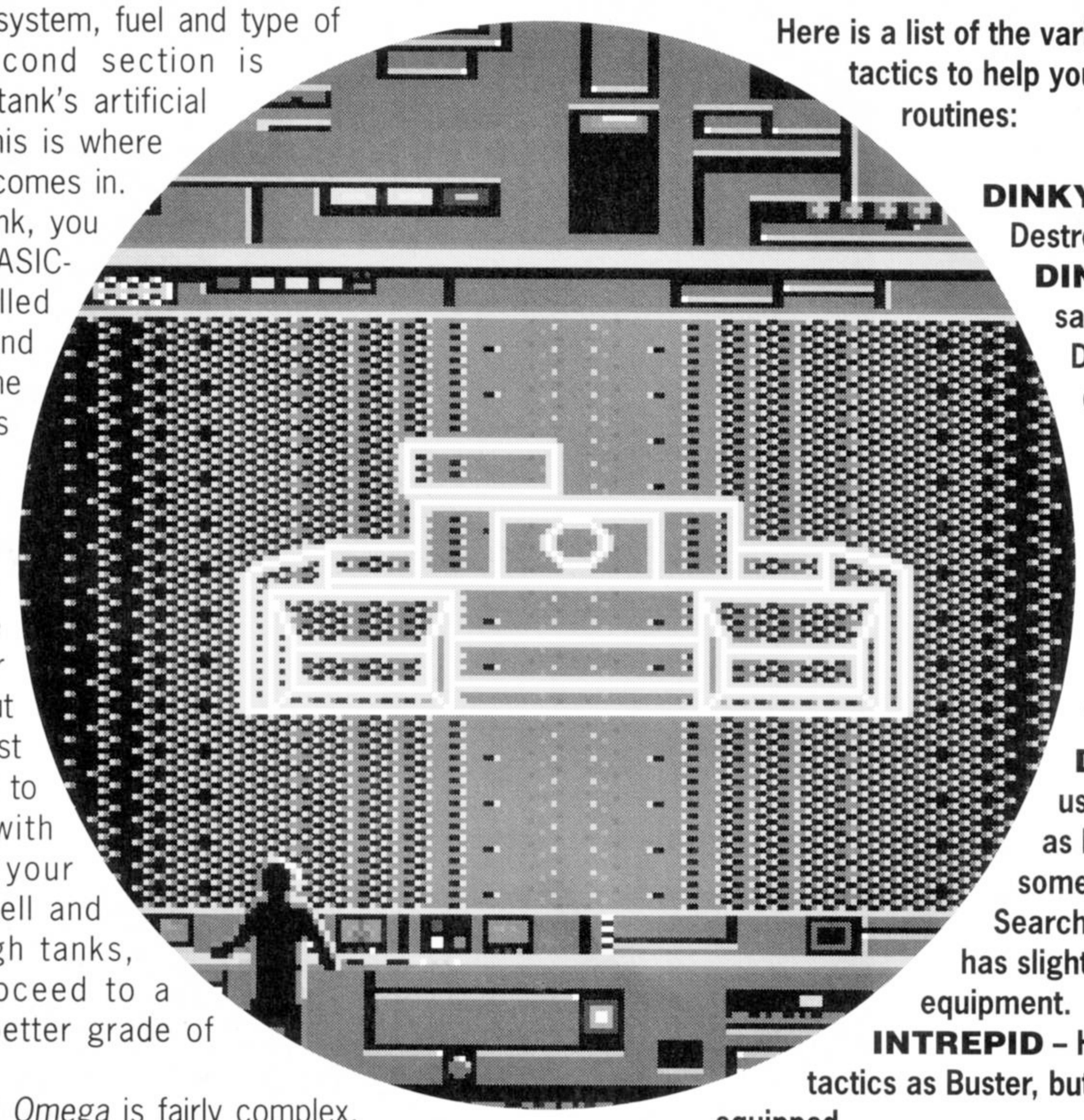


OMEGA

Mindscape

A bit of a one for the techno-boffins, this one. You are placed as an employee of the Organisation of Strategic Intelligence, and it's your job to design and test Cybertanks.

The design breaks down into two sections. The first is the mechanical side, with you building the tank itself – the chassis, drive system, fuel and type of weapon. The second section is programming the tank's artificial intelligence, and this is where the real challenge comes in. To program the tank, you need to learn a BASIC-style language called Cybertank Command Language (CCL). The program designs how a tank moves, how to 'look' for objects and what to do when it sees them. When you've written your program you can put your tank onto a test battlefield in a head to head contest with another tank. If your program works well and you defeat enough tanks, then you can proceed to a higher level and better grade of tank.



The concept of *Omega* is fairly complex, and it takes some hefty though to get your head around the controlling of the tanks. Once you start learning, however, you can get a great deal of satisfaction from watching your successful programs send your tank into battle and blow the enemy away. If you like simple arcade-type games, then this is going to be rather daunting, but if you like games that stretch the old grey matter a tad, then *Omega* will provide you with quite a challenge.

***AMIGA FORMAT* RATING – 87%**

HINTS

The trick with this game is to learn how to program your tank's AI to best effect, but learning as you go along can be quite costly. After all tanks are not cheap! If you keep falling foul of Dinky no matter how hard you try, then try this AI for size:

```
START
    DO SEARCH
    DO DESTROY
    BRANCH TO START
    INCLUDE SEARCH
    INCLUDE DESTROY
    JAM SCANNER SIGNAL
    RESUME
```

Don't worry if you haven't got a scanner – you only really need it when you get to Intrepid.

Here is a list of the various tanks and their tactics to help you plan your AI routines:

DINKY – Uses Seek and Destroy tactics.

DINKY2 – Uses the same tactics as Dinky, but is better equipped.

BUSTER – Employs Seek and Destroy tactics and has a laser weapon. To get the best of Buster you need to use a Turbo-Laser.

DUCKY – Basically uses the same tactics as Buster, but sometimes uses Edge Search as well. Ducky also has slightly better equipment.

INTREPID – Has the same AI tactics as Buster, but is a lot better equipped.

EIDOLON – Uses a Scanner Lock and a Gauss Gun, so make sure you take him on with a Plasma Gun.

PANDA – Uses seek and destroy tactics in collaboration with a Gauss Gun. When it sustains damage it switches to Corner Search, so be ready to dodge out and blast it.

MIRAGE – The same tactics as Panda but with better equipment.

OGRE – Employs Search and Killtank with a full range of equipment. It's a monster!

GENERAL HINTS

You may need to do a few evaluations before you are successful, so don't be too disheartened if you fail.

Remember to authorise your tank if you change the chassis.

Once you've reached the end of the game and smashed all the competition, just for a bit of fun change the Viper's chassis to High-Standard and put your tank in a melee battle. Now sit back and watch!

OPERATION STEALTH

US Gold



I'd never make a super-spy. I just haven't got the legs for it. But now, thanks to those Delphine chappies, anyone can have a crack at the suave, sophisticated lifestyle with *Operation Stealth*. You play John Glames – international agent – and your mission is to recover a Stealth Fighter that has been stolen. The game employs a similar system as Delphine's earlier adventure, *Future Wars*, using a system of pull down menus to manipulate objects and people (ooer).

The graphics perfectly evoke that James Bond type atmosphere, complete with the clever gadgets and cosmopolitan surroundings, and the humour that has gone into the game makes it a joy to play. If your budget doesn't quite stretch to a continental holiday and an Aston Martin, then *Operation Stealth* could satisfy your needs at a much cheaper price!

***AMIGA FORMAT* RATING – 90%**

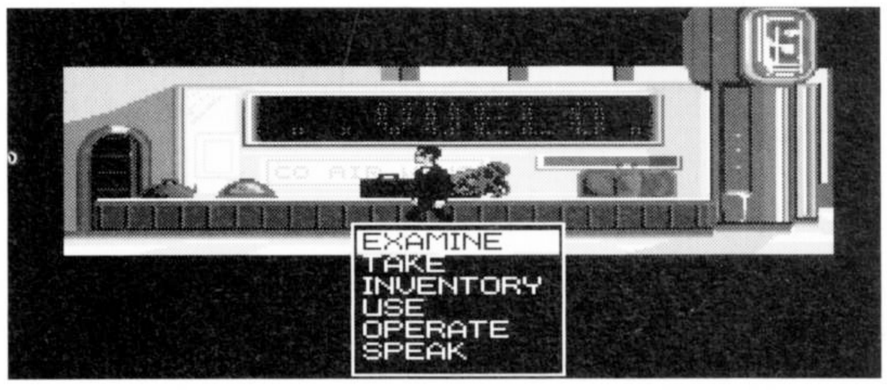
HINTS

If you're having trouble with your spying antics, then try this solution for size.

AT THE AIRPORT

Go to the newspaper machine and EXAMINE the coin-slot. TAKE the money and USE the coin on the slot. EXAMINE the newspaper and make a note of the country mentioned.

Enter the toilets and go into the empty cubicle. OPERATE the case, TAKE the pen, EXAMINE the passport and TAKE notes. OPERATE the calculator and OPERATE the button until the required country is shown. USE the blank passport on the opening, OPERATE the button and OPERATE the case to close it. Leave the cubicle and exit from the toilet.



USE the foreign passport (not the American one), SPEAK to the hostess and EXAMINE the telegram. Go left and USE the airline ticket on the guard.

Go left into the baggage room and EXAMINE the baggage until the case for Mr. Martinez is found. TAKE and OPERATE the bag and TAKE out the razor and the pen.

Go right into the toilet, OPERATE the razor and USE the cable on the wall plug. Listen to the message and leave the toilet. USE the foreign passport on the official, then go left and wait on the pavement for a taxi.

IN THE TOWN

OPERATE the American passport and take the notes, then OPERATE the passport to close it again. Exit left into the bank and USE the notes twice on the bank clerk. Now go to the florist and USE the coins on the florist to get the red carnation. TAKE the carnation and use it on John, then go to the park and walk around the bench until your contact appears. As soon as you have the card and key exit to the right and go back to the bank.

USE the card on the bank clerk, go down the stairs and USE the key on the bottom right hand safe. TAKE the box and the envelope, at which point you should be captured and taken to the cave.

IN THE CAVE



To escape from the cave, OPERATE the stones on the ground and USE the ropes on the metal object. OPERATE the ground to find the pick-axe, then OPERATE the pick-axe four times where the fresh air is coming from (to the left). This should make a hole big enough for you to walk through. This leads to the swimming section.

As long as you stay relatively close to the rocks (without getting snagged) you should get through all right. You should now appear back at the florist's.

Go to the beach in front of the hotel and USE the coins on the man to buy a bracelet. Go into the hotel and walk up to the third floor (DON'T use the lift), going into the room on the far right of the corridor. In this room you will be taken prisoner (again! Doesn't appear to be doing too well, does he?), and taken out on a boat.

When you are on the boat, OPERATE the bracelet and wait until you are flung into the sea. Once you hit the bottom, OPERATE the bracelet and wait for the girl to reach the sea bed. When she does, OPERATE her (honest!) and swim to the top to be rescued.

Following a brief animation sequence, there is the maze section. Try to be patient when finding your way through, and save your game position as often as possible.

After leaving the maze, OPERATE the doors and go into the office. OPERATE the arm of the statue, which should reveal a safe. USE the box on the safe and OPERATE it to turn it on. The little red light indicates the the number order for the code box. For example, if the box shows a seven and the red light is on the far right,



then seven is the fourth number. OPERATE the button to enter the numbers, OPERATE the box and TAKE it. The safe will open to reveal some documents. TAKE them and you will be caught a third time (here we go again).

Next are a couple of action sequences, which take practice to overcome – so stick at it!

Next, you should end up in a friendly sub, where you will be given some new gadgets. Following this is another swimming sequence. Avoid the sharks and swim to the sea bed, where you should EXAMINE a piece of seaweed to find something hidden underneath. EXAMINE the patch again to get some elastic, then swim as far right as possible. OPERATE the tree there, then OPERATE the button and swim through the hole into the base. OPERATE the porthole, at which point (lo and behold) you will be...taken prisoner again!

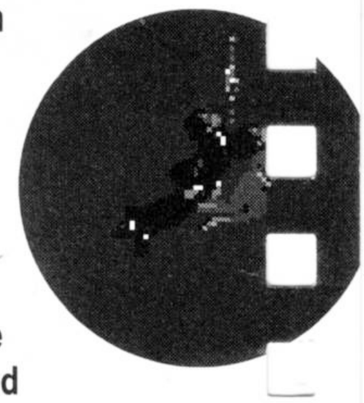
You will be placed in a cage suspended over a tank of piranhas. USE the pen on the lock and USE the watch on both sides of the wall. Quickly shimmy over to the right and OPERATE the grille. This reveals an air conditioning system similar with four mazes similar to the one in the palace, so be patient and save often!

Once out of the ducts you will be in a bathroom. OPERATE the guard, TAKE his boots and his laces, then USE the laces on the guard. TAKE the napkin and USE it on the guard. TAKE the clothes and TAKE the glass from the sink.

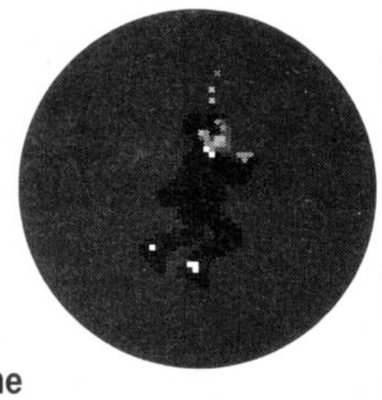
Leave the room and go left to the exit at the bottom. Enter the room in the middle and OPERATE and EXAMINE the drawers until you find some blank stamps and laces, which you should TAKE. USE the laces on John, leave the room and go right, entering the room.

EXAMINE the clothes and TAKE the instructions. USE the glass on the fountain, OPERATE the garbage dump, TAKE the boat and leave the room.

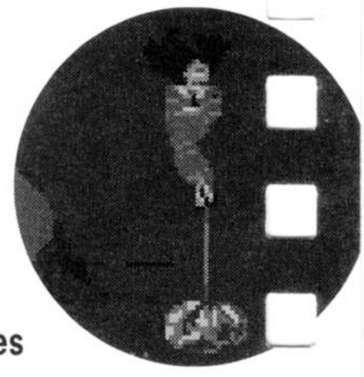
Exit at the top of the screen, where you will be asked for a glass of water, which – of course – you have. Go back up and walk left through the room, going up to the first room where the Officer is waiting. USE the full glass on the officer and stand at the corner of the desk. TAKE the stamp pointing to the left as you do so (this is vital). Go back to the room with the bed and the fountain and TAKE the ink-pad by the print-out. USE the stamp on the pad and USE the pad on the instructions.



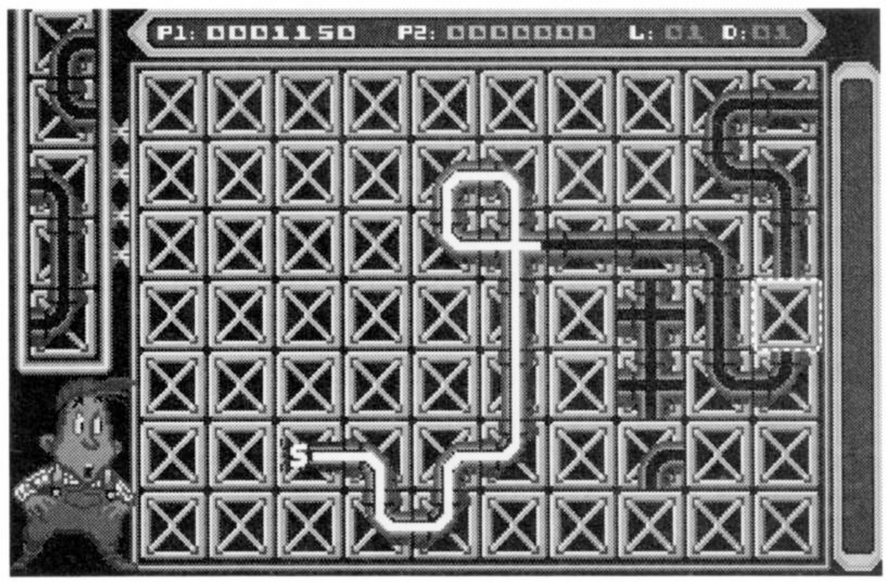
Exit the room and go to the room with the security door. OPERATE the cigarette case and OPERATE the top cigarette on the list. USE the paper on the glass to reveal a fingerprint. USE the fingerprint on the panel, pass through the door and go down the passage. USE the authorised mission on the mailbox and go into the passage. USE the electric cable on the plug socket and OPERATE the razor. USE the razor on the bin, EXAMINE the bin, then USE the razor on it again. Now go through the door to meet the mad doctor.



When the island surfaces, wait for the voice from the razor to appear and USE the bottom cigarette on the computer. As soon as the computer blows up, OPERATE Otto. Once he's been done over, USE the CD on the CD player and quickly go out of the door. You should now be hanging on to a helicopter, so very quickly USE the elastic on the bomb. When you are falling, OPERATE the boat and you should fall into it. Dr. Why tries to bomb you, but the elastic causes the bomb to fly back and destroy him, leaving our gallant hero to escape to safety and get the girl in true 007 style.







PIPE MANIA

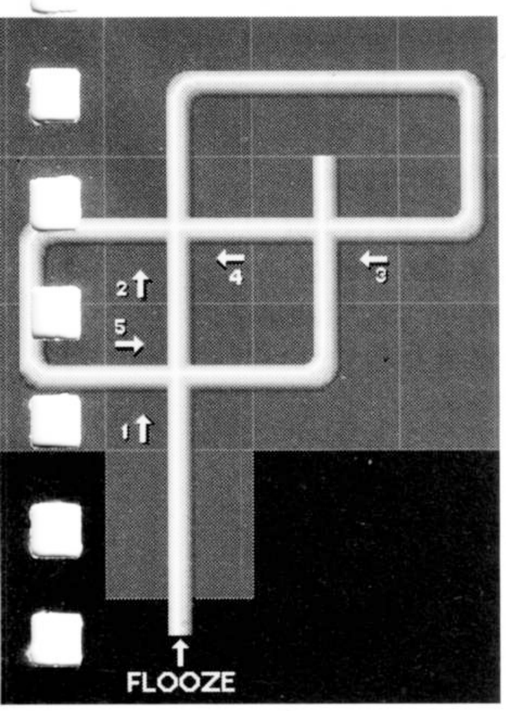
Empire

Just recently, there seem to have been a lot of games that go for the 'simple but addictive' ploy. *Pipe Mania* is just such a game. The idea is simple – you have a stack of pipe sections that drop down a dispenser and you have to lay them on a grid to form a continuous pipeline. Easy, huh? Well not really, there are quite a few things that hamper your progress. To start with, you only have a certain amount of time before the 'flooze' starts flowing through the pipe. If the flooze gets to a point where it stops flowing before it has travelled the required distance, then it's game over. If you've managed to lie a long enough pipeline, however, you can go on to the next level.

Extra bonuses can be gained by sending the flooze through cross pieces over its own path, or by sending it into special reservoirs. Later in the game, you are faced with extra hazards, such as obstacles that can't have pipes laid on them and even one-way pieces. Aagh!

Pipe Mania is based on quite an old idea, but that's one of its major strengths. The gameplay is simple, but compulsive enough to keep you coming back for more. The graphics are bright and portray the action well enough, but it's the addictiveness that makes *Pipe Mania* a game that will turn people everywhere into insomniacs as they play into the wee small hours.

***AMIGA FORMAT* RATING – 81%**



HINTS

If all that flooze makes you keep nipping off to the toilet when the clock's running out then try these codes to allow you to see the later levels:

GRIP, TICK, DOCK, OOZE, BLOB, BALL, WILD

For a 4000 point bonus, you need to get the flooze to cross itself five times. The diagram shows a good example of how to do this. But remember not to get too cocky, and wait until the end of the pipe before you try it out!

PLATOON

Ocean

One of the most popular films based on Vietnam is *Platoon*. Ocean managed another scoop when they released the licensed game.

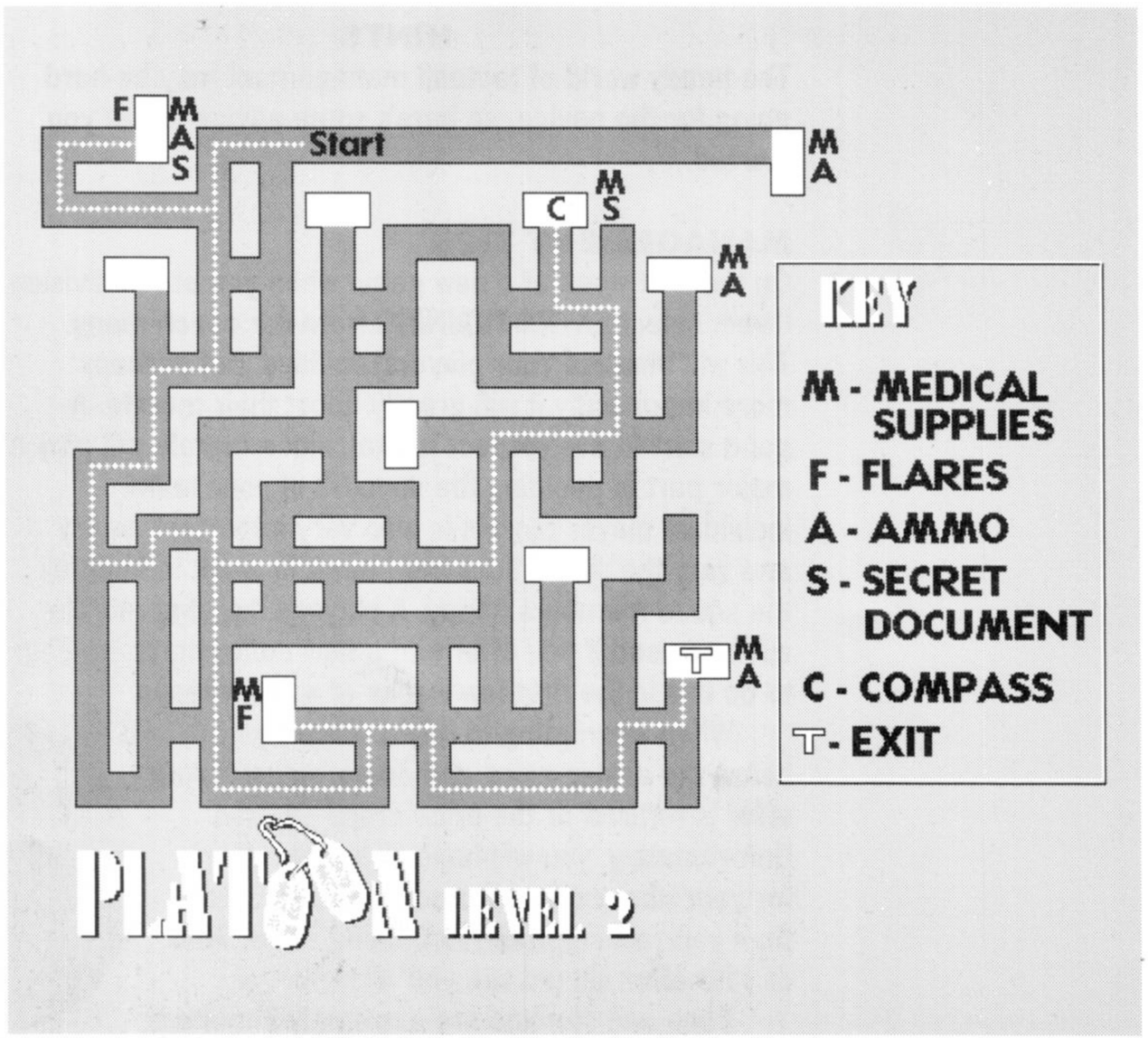
Instead of just following the plot of the film, the *Platoon* game portrays a variety of jungle-warfare scenarios based over five levels. These include night ambush, tunnel searching and jungle battle. The gameplay is a combination of arcade adventure, shoot 'em up and strategy all mixed in with a strong dose of wargaming.

The game itself was playable enough, with enough to do to keep players sticking at it for a while. There wasn't a lot to convey the feel of the superb film though, which is a shame – since the tense jungle atmosphere of the movie would have made the game much more impressive. The graphics and sound are fair enough, but the colours are a bit to gaudy to evoke that claustrophobic battle feel.

If you liked the movie, or just like games with a militaristic bent, the you could do worse that giving *Platoon* a crack.

HINTS

It's very easy to get lost in the tunnel network if you don't know where you're going, so here's a map to help you out. Also, a little cheat (aren't we kind). Type in HAMBURGER on the title screen and you can press F1 to F4 to skip to various points of interest within the game.

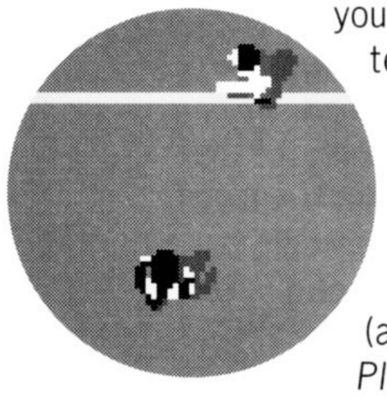


PLAYER MANAGER

Anco

After cornering the arcade footy game market with *Kick Off*, Anco released a game to doe the same for management games. In *Player Manager*, you are exactly that – a manager of an up and coming football team, with the ability of taking to the field yourself.

The ultimate aim of the game is to take your team from division three to the dizzy heights of division one. In order to do this, you must buy and sell players, organise training, decide on play tactics and even control the running patterns of the game. When you've done all your organising you can sit back and watch your team sail to victory or crash in defeat – depending on how good your tactics are!



If you want a slice of the match action for yourself, you can pick yourself to play in the team in a set position, or you can take control of the whole team (although this results in a slight loss of form).

Player Manager is superbly designed and presented, making the tactical side of the game fairly easy to get to grips with. The game isn't all just swish screen displays though – there are more complex tactical plays and management problems than any other game of the type, and since the matchplay scenes are straight from *Kick Off*, you know what to expect.

What a scoop for Anco – having both the arcade and management sides of footy stitched up with some of the most playable games around!

***AMIGA FORMAT* RATING – 93%**

HINTS

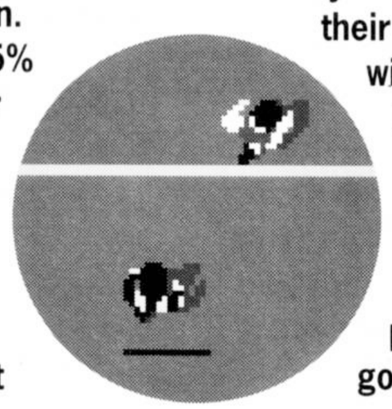
The heady world of football management may be hard going for the novice, so here's some advice to get you started.

MANAGEMENT TIPS

On the first week of a new game when you are in division three, select EXTRA TRAINING from the coach menu. This will improve your players' abilities, but perhaps more importantly it will greatly boost their morale. A good start in this respect is vital, since morale will play a major part in deciding the success of your team. Individual player morale is also very important, so try and vary the side a little from week to week to keep all the squad members happy. A player's flagging morale will be raised if you offer him a new contract, so it's best to do this in the first few weeks of a new season.

When attempting to buy a player, go 10-15% below the asking price and compromise if your offer is refused or the price drops slightly. Unfortunately, you will have to accept offers for your players that are considerably lower than your asking price. Accepting about 70% of your offer should see you all right.

Pace and stamina are extremely important in a player. Older players may have impressive skills, but are let down by their fitness. This makes them useful as substitutes to be brought on for short bursts of brilliance!



TACTICS

The tactical game is probably where you have most influence over the team. If you use the built in tactics of 4-2-4, 4-3-3 and 4-4-2 you'll be all right, but you will need to modify them slightly. In each of the tactics, push two players into extreme attacking positions and leave them there all game, and leave one good tackler right at the back for the whole game. This will stop you from being caught on the break, while allowing you to shift the ball quickly up into a scoring position. Avoid the tactic of 5-3-2, because it is too defensive and will shut out your chances of scoring.

Use the following tactics for home games:
Play either 4-2-4 of 4-3-3 from the kick off.
If you are winning at half time, then switch to a 4-4-2 formation.
If you are losing at half time, choose the alternative option from the one you started with (4-3-3 if you played 4-2-4 and vice versa).

Use the following tactics for away games:
Play either 4-3-3 or 4-4-2 from the start.
If you are winning at half time, the push on with a 4-4-2 formation.
If you are losing then switch to a 4-2-4 formation.

If the team is on a bad run, then try changing tactics. If you don't fancy this, then select TAKE A BREAK from the coach menu. Do not do this too often though, as it will tend to lose its effect.

THE CUP

The cup is very important, especially to lower division teams. If you can reach the later stages of the competition, you will start raking in massive amounts of gate money.

Even if you are a poor player, it's a good idea to bring yourself on with about one minute left. That way, if penalties are required, you can take them yourself and control the goalie at the other end.

If you win the cup, take a look at the transfer market before the first game of the following season. There should be many expensive 18 year old players with pretty low abilities, but don't worry – they'll improve in the near future. Their value may even double in two or three years. If you release older players at the end of their contract and buy in younger ones, your team will improve in the next few seasons without you having to spend any more money.

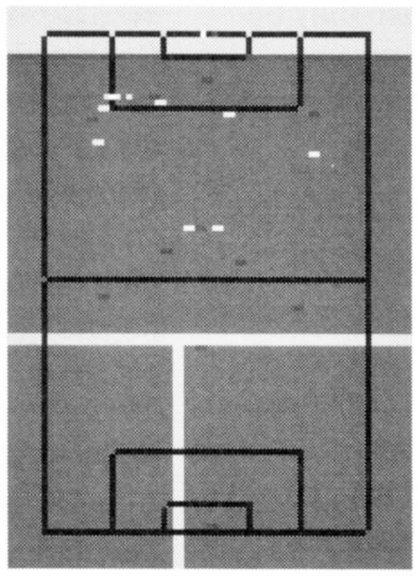
PLAYING THE MATCH

Actually playing in the match is much more difficult than managing, although with practice it is possible to score as many as 40 goals in a season!

If you are a player in the lower divisions and have good pace and stamina, then you'll find it pretty easy to dribble the ball a fairly long way. If you run at players you will usually get past them, but look out for the sneaky players who will wham you and steal the ball!

When taking a penalty, follow the same advice as in Kick Off – that is give the fire button a quick tap as the arrow moves towards the centre.

When trying to save a penalty, push either up left or up right, depending on the direction of the arrow, and repeatedly press the fire button. If you push the fire button for slightly longer than usual, you will ensure that the goalie dives for the whole length of the goal.



If you are using tactics where one or two men are permanently upfield, then simply boot towards them as soon as you get the ball. If they are good players, then they stand a very good chance of turning on the ball to score.

On a corner, position yourself in the middle of the goal and on the edge of the six yard box, then select the in-swinging corner. As the ball floats in, push down on the joystick and hit fire. With a little practice on the timing you should be able to score every time.

Oh, one last tip – remember to save the game often!

POWERDROME

Electronic Arts

One of the earlier 3D space-racing games to appear on the Amiga, *Powerdrome* added a great deal to the genre. The game features a frantic racing experience spanning seven planets, each with its own track and atmosphere (which drastically alters the feel).

You must hare around the trench-like tracks as quickly as possible, trying to avoid the walls, bridges and other opponents and navigate some narrow pathways and tunnels – which isn't as easy as it sounds, believe me. Care has to be taken over maintaining your ship as well, making sure that it's fit for the race.To begin with you can use the 'centring' mechanism, which attempts to bring the ship to the centre of the track, to get the feel of the game before plunging in feet first to smash against the barriers!

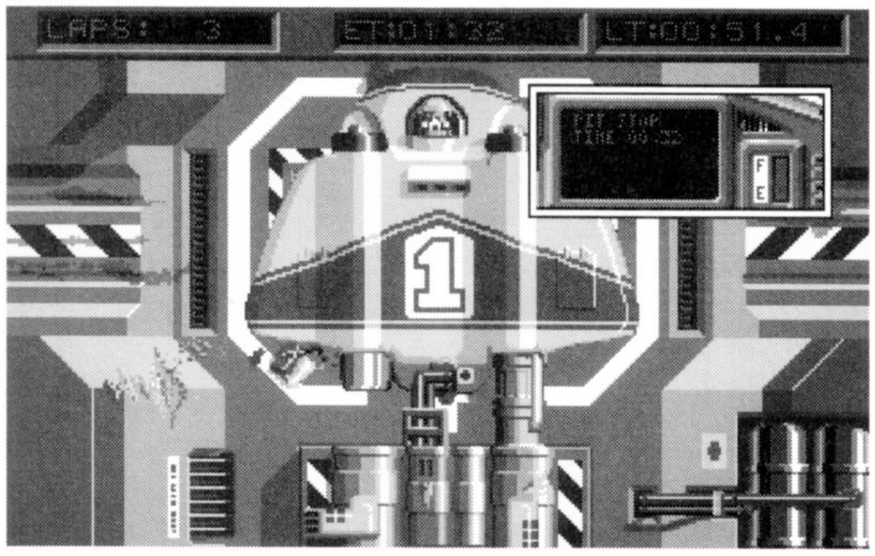
The super-fast 3D, atmospheric sound effects and excellent presentation pitched *Powerdrome* head and shoulders above other race games and as Bob Wade said in his review, 'It will remain a classic for years to come'. Can't be bad!

***AMIGA FORMAT* RATING – 92%**



HINTS

Since the action is frantic, it's quite easy to get flustered and make serious mistakes, so here are a few hints to steer you in the right direction.



TUNING UP THE SHIP

After a while, you will come to learn your own requirements for the trim of the ship. But to start you off, here are a few recommendations.

Fuel Selection: There are three types of fuel-

1. Nitra-mono Premium: Use this on the easier tracks, not on the more difficult, bendy tracks, and be prepared for frequent fuel-stops.

2. Mono Standard: This is the mid-range fuel, and doesn't offer many advantages at all.

3. Economy Special: This is the best fuel to use on the more difficult tracks. At full thrust (without afterburners) it provides the perfect speed at which to go through tunnels. Other fuels are less economical in these conditions and can cause crashes due to excessive speed.

Filters: Always watch the conditions and make quite certain that you fit the correct filters for protection.

Tuning Setups: If you have found a formula that works for you, then stick with it. If, on the other hand, you can't work out your ideal settings then these may be useful: use the largest aerofoil, the largest brake and move the roll/pitch bias 2-4 clicks left of centre.

Centring Field: The recommended setting for this is around three. If you press A to recentre, then remember to turn the recentring field back on.

QUALIFICATION

As soon as you achieve the fastest time, quit the qualifying session and get into a race. If you don't get the fastest time, don't worry about it too much, as you can soon get to the front of the pack.

STARTING A RACE

Set the centring field as soon as the start screen appears. At the start of the race, get ready by having one hand poised over E on the keyboard and the other over the accelerating button. As soon as the lights change, press E quickly followed by the accelerator. Don't use the afterburners for two seconds or you'll definitely stall the ship's engine.

RACING

One general piece of advice: don't panic! If you whizz off at ridiculous speeds and panic whilst trying to overtake, it's very likely that you'll over-use the afterburners and lose an engine.

Try to keep a constant speed throughout the race. If your terminal informs you that you are 200 seconds behind, just stay calm and don't rush things. You'll soon catch up.

PITSTOPS

To enter the pit, switch off the centring field until the very last second and remember to turn it on when you go down the pit lane.

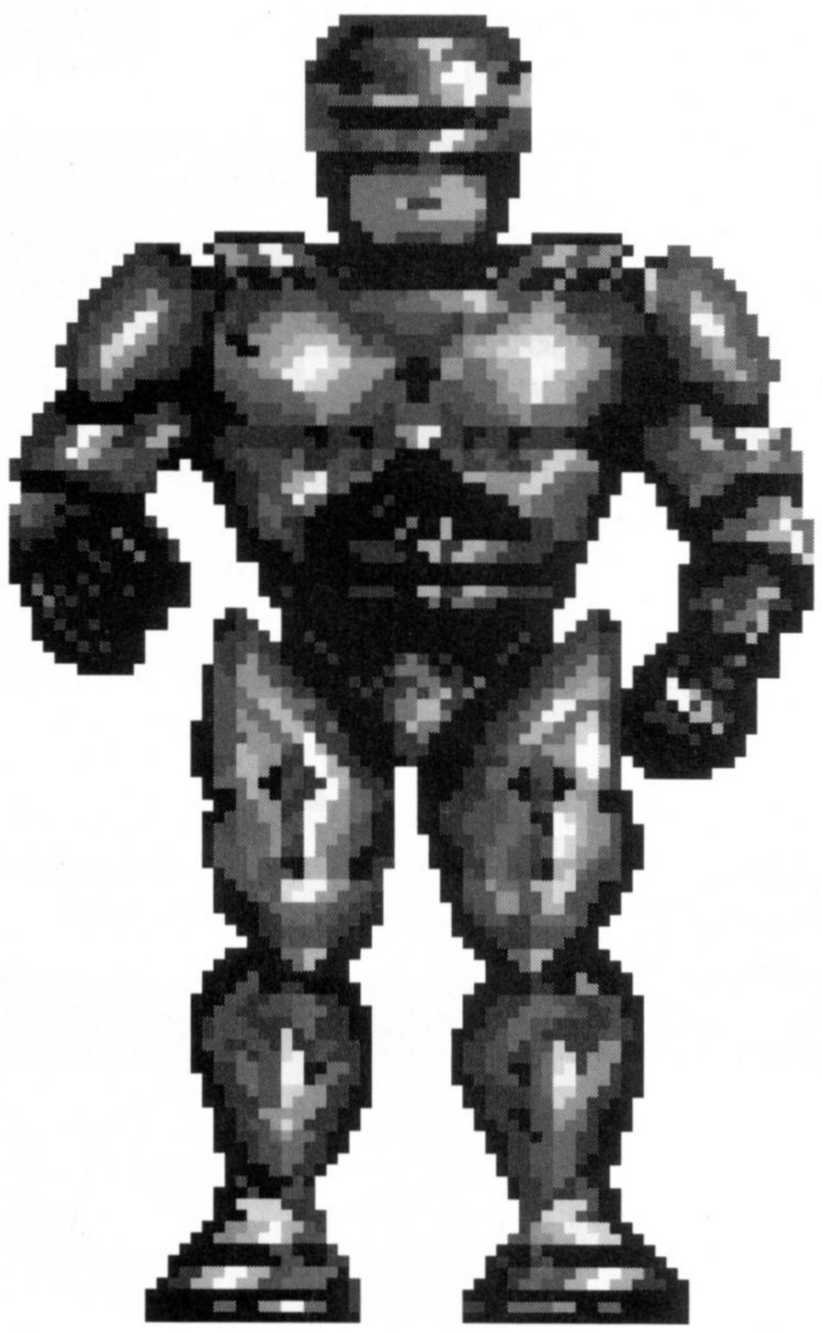
Make as few pitstops as you possibly can. If an engine goes, then obviously go in and replace it straight away, but if a wing or nose section gets damaged wait until you go in to stock up your fuel supplies. Only go in to replace these sections if control gets a bit on the difficult side, otherwise hang on.

While in the pits, press the NEXT task while a part is being replaced, otherwise it may be replaced twice.



Rainbow
Islands
Rick Dangerous
Robocop
Rock 'N' Roll
Rotor
R-Type

R



RAINBOW ISLANDS

Ocean

After months of wrangling over who was actually going to release the game, Graftgold's conversion of Taito's superb coin-op sequel to *Bubble Bobble* was finally released on the Ocean label.

The game places you as either Bub or Bob, who have found a nice, quiet haven on the *Rainbow Islands*. Unfortunately, the Boss of Shadow (who temporarily turned them into little dinosaurs in *Bubble Bobble*) has found their hide-out. With the help of his servants he has rounded up the inhabitants of the islands and imprisoned them – and it's up to you to get them out.

The islands are littered with the Boss' minions who do they're best to duff you up. An added problem is the fact that the islands are also being flooded, so you have to hurry! But what have you got to protect yourself? Well, you have the magic ability to fire rainbows, which when they hit a baddy cause them to snuff it. If you trap a baddy under a rainbow than collapse it, they turn into a coloured diamond. Collect all the colours and you get a nice bonus.

At the end of each island is a large guardian, which takes a few hits before he dies and allows you onto the next island.



Big things were expected of this game due to the success of *Bubble Bobble*. When it finally arrived it was duly agreed that it was even better than its predecessor. The graphics are more colourful, the levels are bigger and there is even more depth to the gameplay. All it takes is one quick go and you're hooked. Just try tearing yourself away from this within five games...I DARE you!

***AMIGA FORMAT* RATING – 95%**

HINTS

There is no way of telling you how to beat the game really easily, but here are some tips to help you in the right direction.



GETTING THE DIAMONDS

You can blast baddies until you're blue-indigo-violet in the face, but the key to the game is collecting diamonds. Seems a bit obvious? Well, the real trick is collecting them in the right order – red first and violet last – because this reveals a secret room at the end of each island. So what are the best methods for doing that?

There are two basic ways of turning creatures into diamonds: killing them by crumbling a rainbow near them or destroying them with magic stars. However, you also have to make the diamond land on the correct part of the screen, which is split into seven imaginary strips – the red falling in the left-most one and so on until violet in the right-most one. The baddies spin in the same direction as they were moving when they were killed and if they fall to far out of view off the bottom of the screen they disappear altogether.

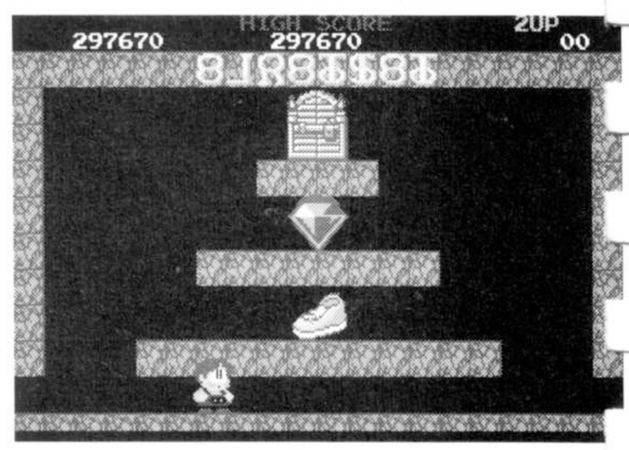
It's important to remember that bad guys don't have to be underneath a rainbow when it's broken, just near enough to it. This is very valuable, because you can shoot rainbows underneath things without alerting them to your presence or risking getting shot. With things that can't fly or shoot on the first couple of levels, it's easy to trap them under a rainbow and stomp on them with ease.

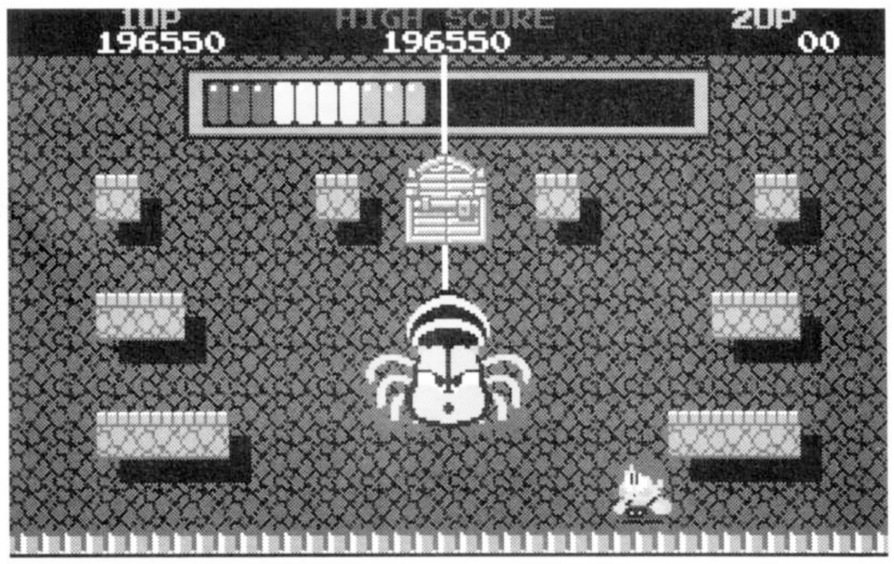
THE SEVEN BOSSES AND SECRET ROOMS

By revealing the secret room, you can avoid having to kill the boss on each island. You can try to jump straight into the door or kill off the boss and then go in, thereby getting more bonus points – but don't get killed or the door disappears.

Insect Island

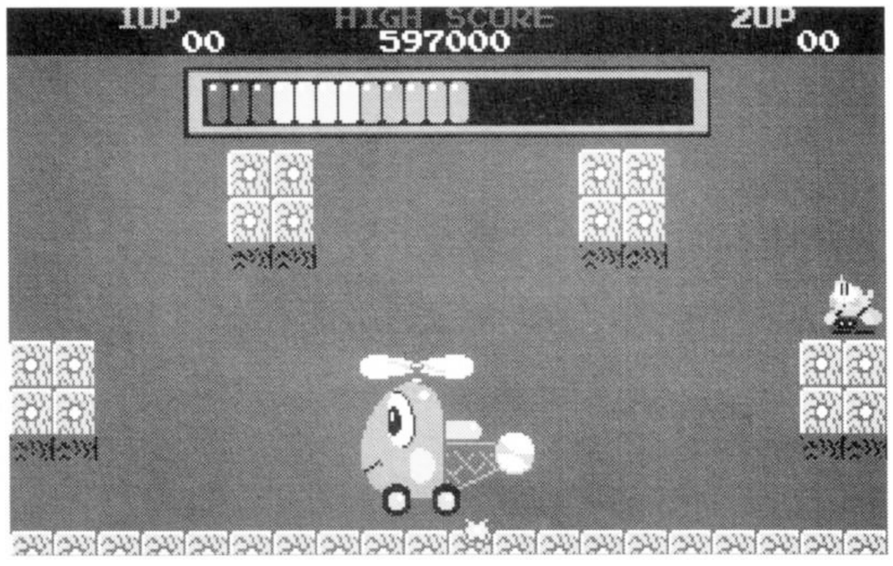
You should not have too much trouble killing the spider without losing a life and in the secret room you will find speed-up boots – which, like all the other powers in the rooms, you will have even after losing a life or credit.



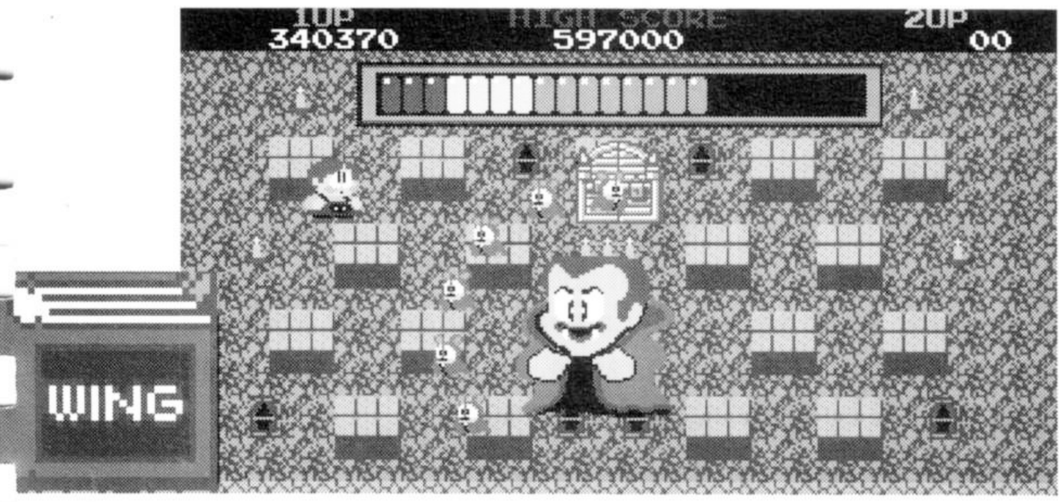


Combat Island

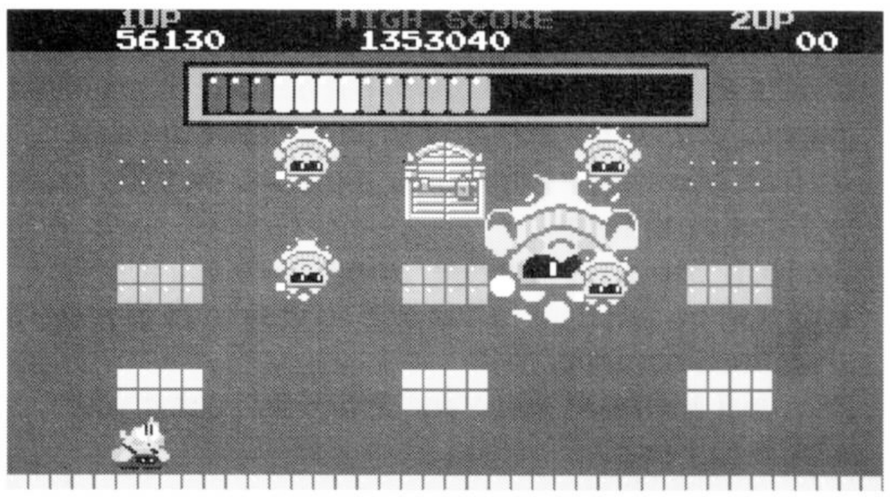
Once again it's worth going for the kill on the helicopter as well as going through the door, behind which you will find permanent double rainbows.



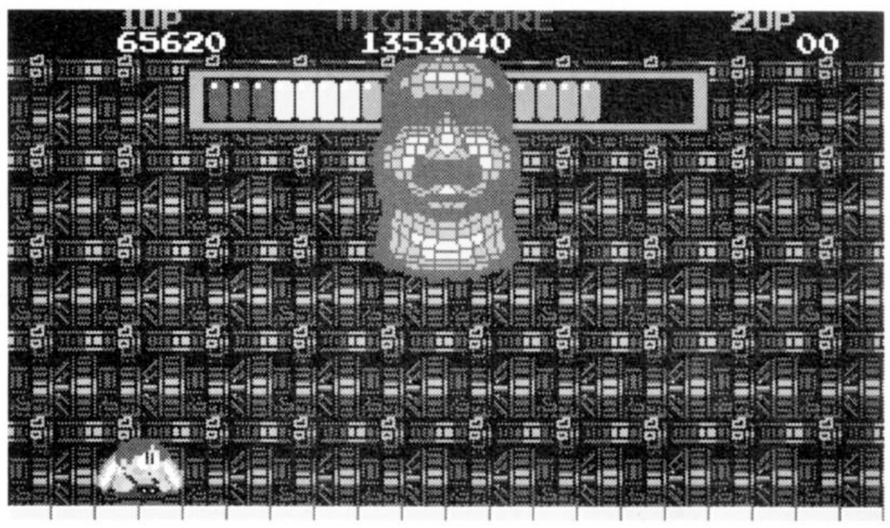
Monster Island
Dracula is one of the toughest bosses and worth avoiding if you think you might die, particularly because the bonus room is permanent fast rainbows. Just leap straight up the middle of the screen and get in the door before Drac even appears.



Toy Island
The jack-in-the-box who whirls around the screen is also worth giving a miss. Once again you can just leap into the door before he appears and get the wings that await. These are important because the next island has a lot of areas with few platforms, where flying up is very useful.



Doh Island
Our old friend Doh is a doddle if you have the wings – just float next to him and pile the rainbows in. You can do it before he even gets a shot off! It's another important room to get into because it gives you a continue option for the last two islands – without it you would not be able to use remaining credits. There is also a warp to level seven option, but that deprives you of an important bonus on level six.



Robot Island
Another tough boss because of the lack of platforms, but if you learn his pattern it isn't too bad. Trouble is, after getting this far, do you really want to take the risk? No, me either. Behind the door is a very useful fairy, who makes surviving the last island and getting the diamonds a lot easier.

Dragon Island
When you're this close why bother with the dragon? Just get into that door for a massive score bonus and the congratulatory screens.

THE CRUCIAL CODES
At the top of each secret room you will find a row of eight symbols. They correspond to letters which, when typed into the intro screen that features the colour-cycling rainbow colours, will give you a special bonus for the game. The codes you get from each of the seven rooms are as follows:

Island 1 – BLRBJSBJ – Fast Feet
Island 2 – RJSBJSBR – Double Rainbows
Island 3 – SSSLLRRS – Fast Rainbows
Island 4 – BJBJBJRS – Hint A
Island 5 – LJLSLBLS – Hint B
Island 6 – SJBLRJSR – Does very little
ISLAND 7 – LBSJRLJL – Continue on all rounds

Hints A and B also pop up during play, but only tell you about collecting diamonds. When you have typed the code in on the rainbow title screen, click up a credit and an icon should appear in the bottom left of the start screen – for example a red bottle for double rainbows or a yellow bottle for fast rainbows. That is then operable for the rest of the game, but you will have to reenter a code once all the credits have been used up.

RICK DANGEROUS
Microprose



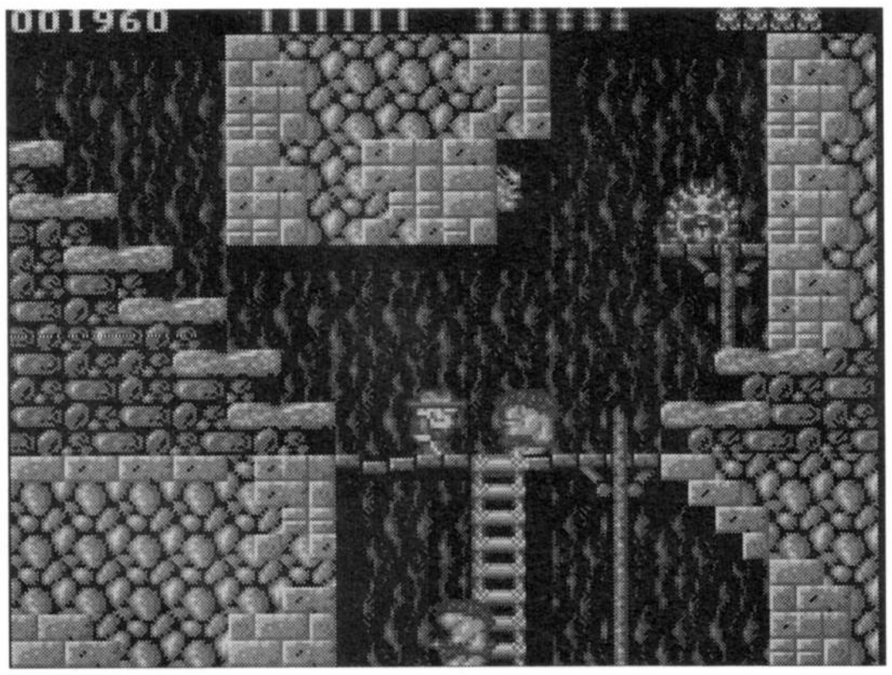
The man with the hat is.,.er...well in this case small! Yes, the little platform hero has made a comeback thanks to *Rick Dangerous*!

The game pits you as Rick, in an Indiana Jones style adventure through jungles and ancient temples. You must find your way through five dangerous (sic) levels, fending off attacks from tribesmen and evil priests, while watching out for all manner of traps that are hidden throughout the landscape. To help you you have your

trusty six-shooter, a hefty stick and a supply of dynamite, but be careful – the ammo runs out fairly quickly.

Rick Dangerous heralds a return to the days of the good old cutesy platform game. But instead of relying on learning the timing of screens, you have to use your brain to get past the torturous traps that have been set for you. This well thought out gameplay backed with the superbly drawn and animated graphics make *Rick Dangerous* one of the most amusing and enjoyable platform games to have appeared in years. Many people complained that the game was too difficult, so that the later levels were still a mystery, but Microprose have just released a new version that allows you to play the first four levels in any order you want. So what are you waiting for? Have a go!

***AMIGA FORMAT* RATING – 89%**



HINTS

If you've already got the original *Rick D* and want to skip levels, then just enter your name as POOKY on the high score table. This will give you a neat level select screen, which will allow you to skip any level you've already finished.

Still having problems? Well here are some extra tips for you.

Use the gun and dynamite wisely. Very often the guards can be left alone or dodged so Rick can get passed without having to resort to violence. When a guard does need killing, try poking him with the stick to freeze him first, then drop a stick of dynamite. This is a good way to save those valuable bullets.

ENEMIES

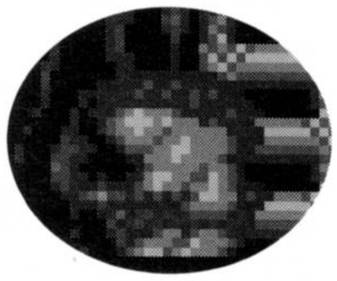
There are several types of enemy, ranging from guard dogs to barrels, but the most common are the guards. These come in four types:

Intelligent: These bright sparks follow you but when they find you are out of reach, they will look for another way of getting to you.

Annoying: These wander around in random patterns and can be a real pain to get past.

Predictable: As the name suggests, these wander around in set patterns (usually back and forth) so they're not much of a problem.

Dead thick: These just come straight for you and can therefore be easily coaxed into walking into spikes, spear traps or anything else that's likely to kill them. So none too bright really.



TRAPS

Watch out for spear traps. They look like little faces on the first level and snakes on level two. However not all the spear traps work and the ones that do only work when you are at a certain range. All the spear traps can be avoided by crawling under the spears.

LADDERS AND HAND-HOLDS

Ladders are all right for getting around, but if you see a hand-hold, use that instead. On level one, the hand-holds look like random marks on the wall, while on level two they are the tiles with two long and two short vertical lines.

MOVING BLOCKS

There are four types of these:

Dynamite blocks: these are moved by placing a stick of dynamite next to them, but beware! Some shoot towards you, so be prepared to jump out of the way.

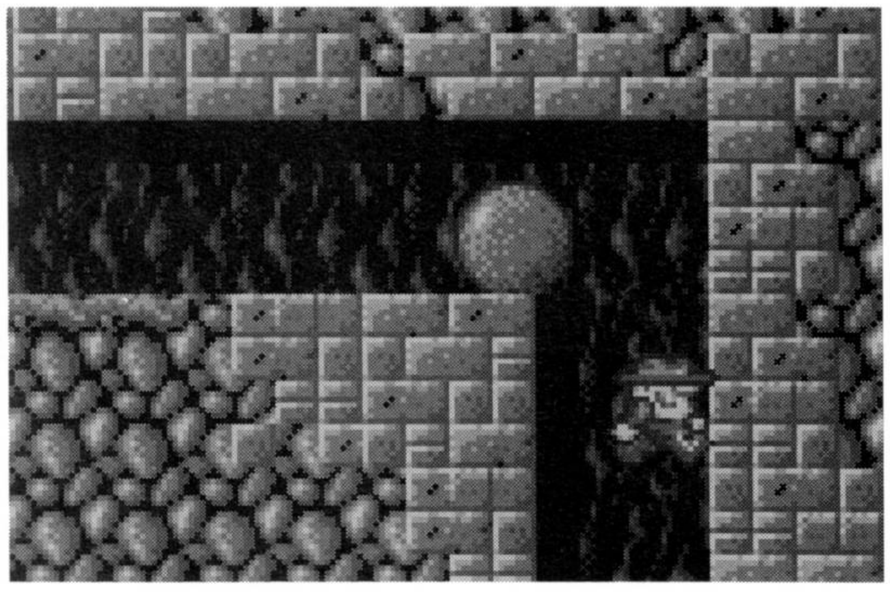
Bullet blocks: as the name suggests, they are moved by shooting at them.

Switch blocks: surprise, surprise – these are activated by switches. When shifted they tend to move to predefined positions.

Dented blocks: these are shifted by poking your stick in the dent.

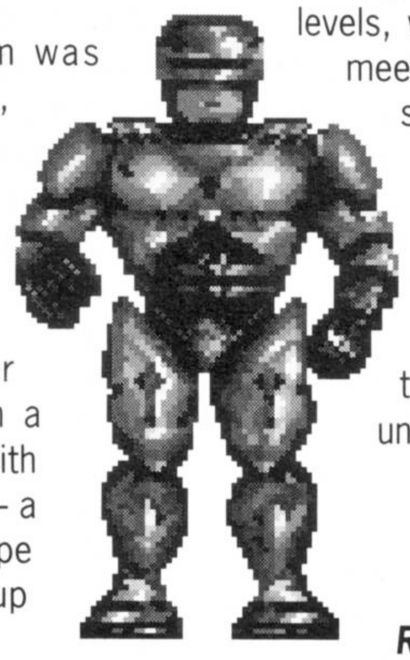
OTHER THINGS

Some floor spikes have grey shadows which mean that there is some way of turning them off. Also, the long spikes are often switches. When you land on a bouncing floor, pushing up will make you bounce higher. Beware of the bats on level one, the mummies, the Ark of the Covenant and the Gem on level two and the guard dogs and barrels on level three.



ROBOCOP
Ocean

Ocean's licensed product from the film was developed at the same time as the coin-op, which is a strange way to go about it, really. What eventually emerged was a game that was similar in style to Data East's arcade machine, with a few additional elements from the film thrown in.



You all know the story: Omni Consumer Products is running the police force in a futuristic Detroit which is almost overrun with criminals. OCP have plans to release ED-209 – a law-keeping robot. Unfortunately, the prototype malfunctions, calling the need for a backup system. This system is *Robocop*.

Alex Murphy, after being transferred to patrol downtown Detroit is brutally murdered by a gang. OCP bring him back from the dead by using him as the basis of Robocop. Unfortunately for them, they don't quite manage to erase his mind and release him onto the streets with the memory of his killers pushing him to hunt them down.

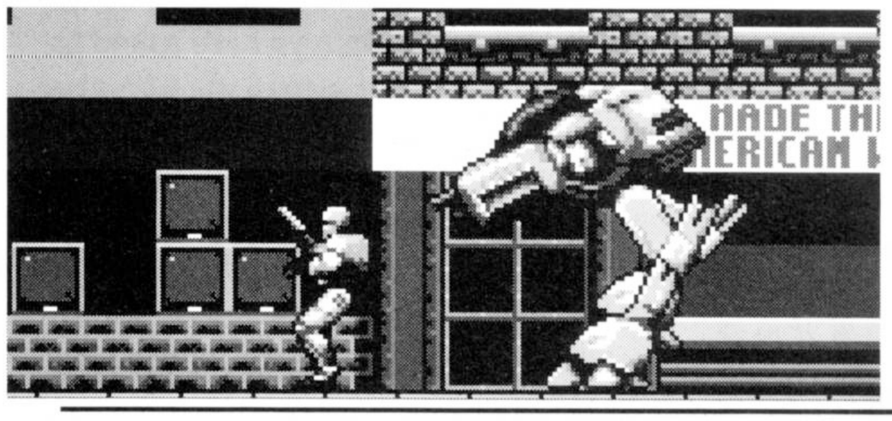
The game takes place over a series of scrolling levels, with Robocop blowing away any criminals he meets before tackling the boss at the end of each stage.

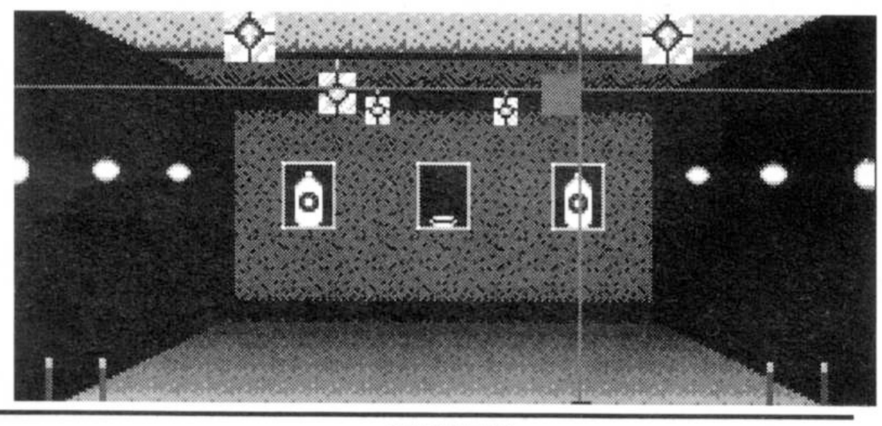
The sprites capture a certain amount of the feel of the film, but the gameplay is pretty much a boring shoot 'em up. The in between sections do add a little bit of interest, but it's still not that rewarding to play. Once you've completed the game it's unlikely that you'll return too often.

***AMIGA FORMAT* RATING – 73%**

HINTS

***Robocop* may have been tough in the film, but he seems a little more fragile in the game! Never mind, if you want to turn Robo invincible, then simply start a game, pause it and type BEST KEPT SECRET (including spaces). Restart the game and Robocop will be as hard as in the movie.**





ROCK 'N' ROLL
Rainbow Arts

Rock 'n' Roll is based on a fairly old theme, the old 'rolling the marble around the scenery' ploy. The game puts you in control of a ball, rolling around a series of levels suspended high in the air. You must find your way around, getting past obstacles like locked doors, magnetic floors, ice platforms and collapsing floors in an attempt to find the exit and escape. You can pick up extra items to help you on your way, such as armour to break through barriers, pick-axes to mend damaged floors and keys to open the doors.

The quest starts out easily enough, with few obstacles to get in your way, but things soon start to get difficult, and you'll find yourself falling through to the ground below time after time before you get it right!

It's true that *Rock 'n' Roll* is based on an old theme, but the graphics are polished, the sound effects atmospheric and the gameplay challenging enough to make it one worth checking out. The going is tough, but not annoying, and will have you plugging away for ages until you get the knack. It just goes to show that some old themes are still workable if you try hard enough!

***AMIGA FORMAT* RATING – 86%**

HINTS

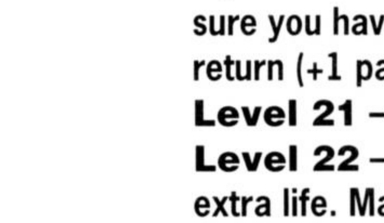
This great marble game may be giving you so problems, so over to our man with the hints.

Level 1 – Easy Living. Warp to 33 by using the third repair kit you come to on the hole next to it.
Level 2 – Up and Down. Warp to 20 by going clockwise around the outside level of eggs about halfway through the level.
Level 3 – Silent Moving. Warp to 24 by filling in the middle row of a 3x3 hole near the start with the nearby repair kits.
Level 4 – Time is Money. Warp to 11 by using the single repair kit opposite the middle of three arrows, then keep rolling right across the hole then smash all the eggs.
Level 5 – Words R Easy. Crush all eggs for extra ball – use repair kits to get to those in the shape of GO IN and the second pipe takes you to the other two.
Level 6 – Geometric. Warp to 8 by using one repair kit on each space where the railing is missing in an area of many ventilators.
Level 7 – Secret Area. The secret area can only be discovered from level 27.
Level 8 – Varied Offer. First level with a continue shop.
Level 9 – Crossroads. Throw all four switches in top

half to remove ventilators and magnets. Crushing all the eggs puts your energy back to maximum, but this is hardly worth bothering with as you get a full energy charge at the start of each level.

Level 10 – Try the Tree (time limit 9.00 mins). Tight time limit. A total of six red keys are needed and at least 2700 coins before going to the bottom of the tree (+ one blue key).

Level 11 – Beam Me Up. Crush all eggs for 15,000 points. Five smashable walls need breaking and one armoured ball can do this.



Level 12 – Bombastic. Crush all eggs for a 500 coin bonus.

Level 13 – Tricky Track (time limit 8.00 mins). Take icy U-turns by bouncing off walls.

Level 14 – Way Out. Warp to level 18. There are four potential routes to the transporter to the exit. The right hand one is the one to go for but take care not to waste your keys.

Level 15 – Fragile Action. Second level with a continue shop. To get through the green lock in the repair kit area, the fragile floor must be completely cleared to reveal a green key.

Level 16 – Air Fortress. Trickiest level yet in the shape of an aeroplane plus the word FLY.

Level 17 – Open and Close.

Level 18 – Running Man (time limit 3.30 mins). Going all the way round the outside is easiest but nets no points.

Level 19 – Helping Hand.

Level 20 – Your Choice. The quickest way to the exit is to continue right from the furthest repair kit and follow the obvious route – make sure you have plenty of repair kits as you can't return (+1 parachute).

Level 21 – Push and Fall.

Level 22 – Riddle Rooms. Crush all the eggs for an extra life. Make certain to get all available repair kits.

Level 23 – Disk Access.

Level 24 – Skating Rink (time limit 7.00 mins). Make certain you buy the spikes.

Level 25 – Arrow Action. At the arrow junctions, the directions required are: up, up, right, up, left, up, left, and finally up for the transporter. Crush all the eggs for full energy.

Level 26 – Don't Panic.

Level 27 – Radiation. Warp back to level 7 by moving all the balls on the platform out from the centre. You now have a bomb to visit the secret area when you warp to 7.



On visiting the secret area the balls must be moved two spaces to left and right to warp to 30. Don't use green key to go through pipe.

Level 28 – Think Twice.

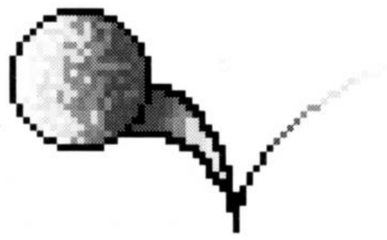
Level 29 – Free Fall.

Level 30 – Roller Coaster.

Level 31 – Crazy Dreams. Crush all eggs for full energy.

Level 32 – Castle of Doom.

Level 33 – Bonus Level. All exit holes go to level 2.



General Tips

Buy repair kits and parachutes whenever possible. Before buying armoured balls check for smashable walls in the vicinity. Speed-ups help in areas with ventilators and magnets, and for going against the flow of arrows. Collecting and using eyes will help you get round levels with time limits.

There are bound to be quite a few whinging people out there who still aren't satisfied. "We want to go straight to any level," they say. Well now you can. Simply enter RAINBOW ARTS when you are asked to input your name and the screen will turn grey showing that the cheat has been activated. To play the required level, enter the level number followed by XX, then four digits that when added give the level number again followed by XX and finally the level number reversed. If your head is spinning, don't worry. Here's are some examples...

To play Level 12, enter: 12 XX 3333 XX 21

12 is the level, 3+3+3+3 = 12 and 21 is 12 reversed.

To play level 5, enter 05 XX 1112 XX 50

05 is the level number, 1+1+1+2 = 5 and 50 is 05 reversed.

If you just want to hear the tunes, type COUNTRY and a menu will appear. Use the left and right buttons to select the tune you want to bop along to.

A secret level: get into the game and find the 'special hole' on Easy Living (Level One). It's just after the spade, in front of the dead-end beneath four left-pointing arrows. Found it? Good. Now simply fall down the hole and... nothing happens. Not until you press the left mouse button anyway, at which point you will find yourself on Level 33. Yes, 33 – one after the last level!



ROTOR
Arcana

In *Rotor*, you play a trainee in the school for Roto-raiders. You have to infiltrate four enemy fortresses and destroy any installations you come across, but before you can do that, you must qualify in a series of aptitude tests. The tests give you a chance to practice flying your craft around and using your lasers and tractor beams and once you've proved your proficiency, you are given a code to access the missions.

The missions involve you flying around a series of enclosed levels, taking out the enemy and collecting containers. Inside the containers you will find ammunition and fuel which you must beam back to your bosses. You can also collect energy crystals to improve your ship's armour and weapons. Collecting enough items earns you Prestige Points, and once you have enough you can progress to the next level.

The graphics in *Rotor* are very nicely done, with good use of colour and animation. The whole appearance is akin to such games as *Thrust* and *Oids*, but even though it's not too original the game is extremely playable and highly addictive – and isn't that what counts in the long run? Of course it is!

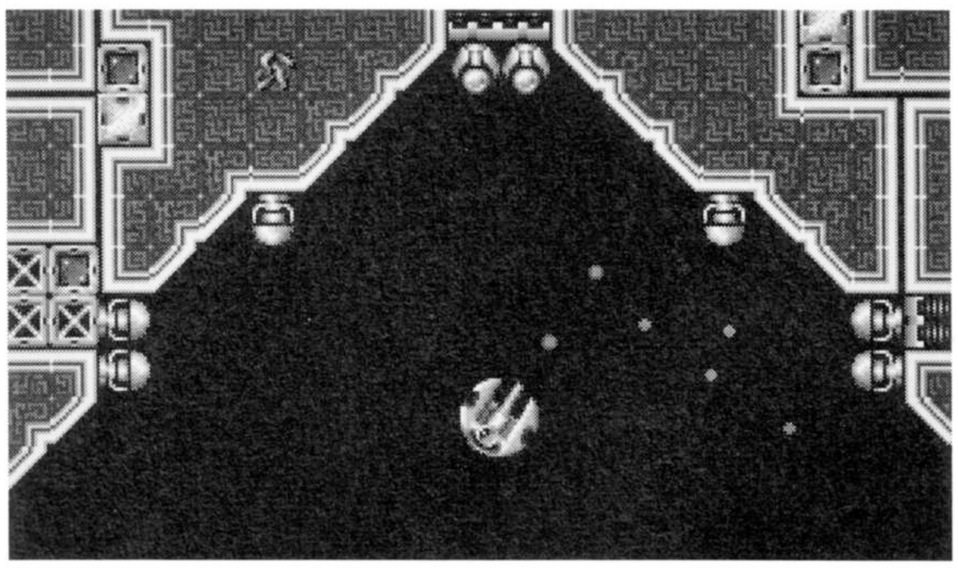
***AMIGA FORMAT* RATING – 84%**

HINTS

If you're fed up of being chucked out of the academy for flying your ship into walls and want to see the higher levels, then here are a few codes to get into the missions:

1 – GAG
2 – LIP
3 – SLY
4 – MEN
5 – AWE
6 – TNT

If you want to gain access to the Battle Simulator then use the code PIT.



R-TYPE
Electric Dreams

There can't be many computer game players out there haven't heard of this classic shoot 'em up. Many games have taken the ideas put forward by Irem's coin-op, but Electric Dreams managed to snap up the conversion rights.

The game is based in a far off reach of space, where the Bodian Empire are amassing a huge army of genetically created creatures and cyborgs with which to attack Earth. You are armed with the very latest model nine R-Type fighter – a strange beast, capable of grabbing alien weaponry and using a special crystal to adapt and mount the weapons on the front or rear of the ship. This creates a huge armoury, loaded with ring lasers, bounce guns, flames, bombs and missiles.

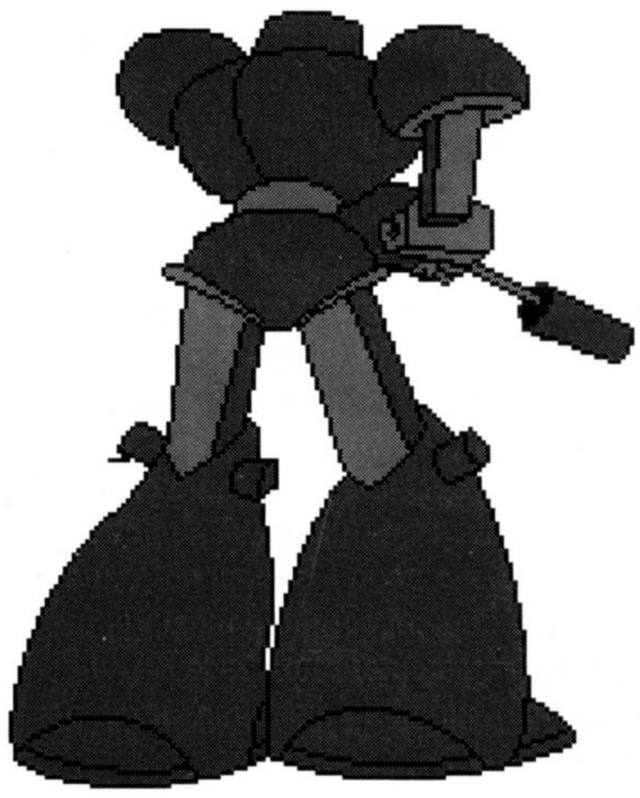
No doubt you've seen the Giger influenced creature that is used to promote this classic shoot 'em up, well the graphics throughout the game match up to this well-drawn beasty. The huge ship on level three has to be seen to be believed! The gameplay is very close to the coin-op, in that it's frantic, furious and a hell of a lot of fun. Despite its age, *R-Type* manages to hold itself up against many of the recent shoot 'em up, which makes it well worth looking out for.

HINTS

Go that way...NO! THAT WAY! Oh dear, you appear to be dead. Looks like you need a bit of a cheat code, really.

Play the game and get a high score (well, try) and enter your name as SUMITA on the high score table. Now you can get into the game to find yourself with infinite lives.

Shadow of the Beast
Shadow of the Beast II
Silkworm
Sim City
Space Ace
Starglider
Starglider 2
Strider
Stunt Car Racer
Super Cars
Swith Blade







S

SHADOW OF THE BEAST

Psygnosis

Shadow of the Beast firmly set Psygnosis as leaders in the field of computer game graphics with its colourful sprites and smooth, parallax scrolling. The game pits you as a man kidnapped as a child, who has been turned into a strange beast-like warrior, who has remembered his past. You must fight through several torturous locations, battling all manner of deadly creatures in an attempt to reach the Beast Lord himself and regain your human form.

To begin with, nobody who plays *Shadow of the Beast* can help but be impressed by the gorgeous graphics and surreal, atmospheric music – and why not? They are superb. Unfortunately, the delights promised by the presentation are not fully realised by the gameplay. All that *Beast* is, is run and jump platform game, albeit a very pretty one. The nice appearance did manage to keep you playing, just to see if they got better, but ultimately the going was too tough and repetitive to be rewarding. As Andy Smith said in the Amiga Format review, 'The actual game style is very old and uninspired'.

***AMIGA FORMAT* RATING – 78%**

HINTS

The going in *Beast* is pretty damn tough and the cheat mode from the early versions was taken out by the programmers, so a pretty much step by step guide is in order. Read on...

FROM THE MEADOW TO THE KEY

From the start, go left watching out for the rocks, bats and floor-spikes. When you reach the tree, walk in.

Go right and jump the fireball that comes from behind. Go down the ladder then left, punching out the yellow wasp. Go down the next ladder then left, crouch-punching the green insects. Go down the next ladder then left and down the ladder.

Go left across the bridge, dodging the tree roots that descend from above. Go down the ladder then right, punching out the purple ogres as you go. Go down the next ladder and down the ladder on the right.

Go down the bamboo ladder, then left and down the next bamboo ladder. When you're halfway down the ladder go left, watching out for the deadly drips and punching the ogres. Don't panic if you're losing energy as there is a refresh coming up. Keep heading left and jump the gap to the key. Don't fall or they'll be trouble!

TO THE BIG MONSTER

Pick up the key and go right, falling into the gap (it's safe now). Go right and pick up the energy refresh. Carry on to the right watching out for snakes then go up the bamboo ladder. Go up the next bamboo ladder then up the wooden ladder and head left.

Go down the next ladder and carry on left (watching out for the ogres) until you get to the fire-breathing monster. Duck the fire and keep punching the ball until it disintegrates. Once done, head right and go into the teleport.

When you reappear, go up the wooden ladder then right. The disk will access and the big monster will appear. Watch that it doesn't touch you and keep blasting it until it explodes.

TO SOME EXTRA ENERGY

Go right over the bridge, watching out for the green ogres and ceiling spikes, and go up the first ladder you come to. Go left and take out the green ogres to get to a switch in the wall. Punch the switch to turn off a force field further on.

Go back to the right and up the ladder. Go left, dodging the eyeballs and punching the red bats, and pick up the key. Go back to the right (past the eyes and bats again) and pass the ladder to get to the oil drum. Punch the drum and pick up the bottle for four energy points.

Go back to the right, down the ladder, right, down the next ladder, right and up the next ladder – but watch for the snail! Go all the way down the ladder on the right then head left. Stop just after the hanging rock then crouch. Getting past the blue demons and dragon heads is a real test of timing, since they can't be destroyed.

Once past these monsters, carry on left until you get to the bouncing Psygnosis signs. Punch out the first two bats, then run through straight under the signs. Go down the next ladder, being careful not to hit the slug. Jump over him to the right and drop off the end of the ledge. Go right and watch your timing with the skulls and wasps – they're pretty nasty blighters! Carry on to the right and pick up the energy refresh.

TO THE EXIT THROUGH THE WELL

Go down the ladder to your left then head right, jumping over the 'Slinky' creature. Go down the next ladder and left past the statue. Watch out for the flames that shoot along the floor and the giant, bomb-dropping wasps.

Go down the next ladder and left. Hit the spider off the roof and go down the next ladder, go left, up the next ladder, left and down. Go left and punch the ghost, then go up the ladder and right. The switch you hit before should have switched off the power field, allowing you to pick up the Power Punch – so do so!

Go left and all the way down the ladder, watching for the ghost halfway down. Go right, watching for the ghost again, and watch your timing to get past the jet engines. Go right past the ladder, punching out the ghosts and serpents. Dodge the spikes and rapidly crouch punch the fire breathing monster until it explodes. Now go through the door and climb the ladder out of the well, so that you are back onto the meadow again.

TO THE CASTLE

Head right, kicking the pillars to reveal extra power points. After the load, watch out for the dragons that swoop in from above dropping bombs. When you reach the outer wall of the castle, go past the door and jump to get the torch – without it you won't be able to see a thing inside. Now go back to the left and go through the door.

TO THE THREE-HEADED DRAGON

Once inside go left, up, right and watch out for the spaceship dropping bombs from above. Pick up the extra energy, go down, right up as far as possible then left. Go down then left and collect the extra strength, watching out for the guys coming up through the trapdoors in the floor.

Go up, right to collect the extra energy until you get to the spanner. Pick up the spanner and head back to the left as far as possible. Next go down, right, down and right again and fall off the edge. Go left across the bridge, then go down and right, watching for the giant monkeys. Go down then keep going left until you find a chest. Hit it and take the gun.

Now go as far right as possible until you reach a force field. Use the spanner to get through the field, then go up, left, down, left, up, right and down (gasp! What a trek). Go left as far as possible then down and right. Now blast the three-headed dragon until he explodes.

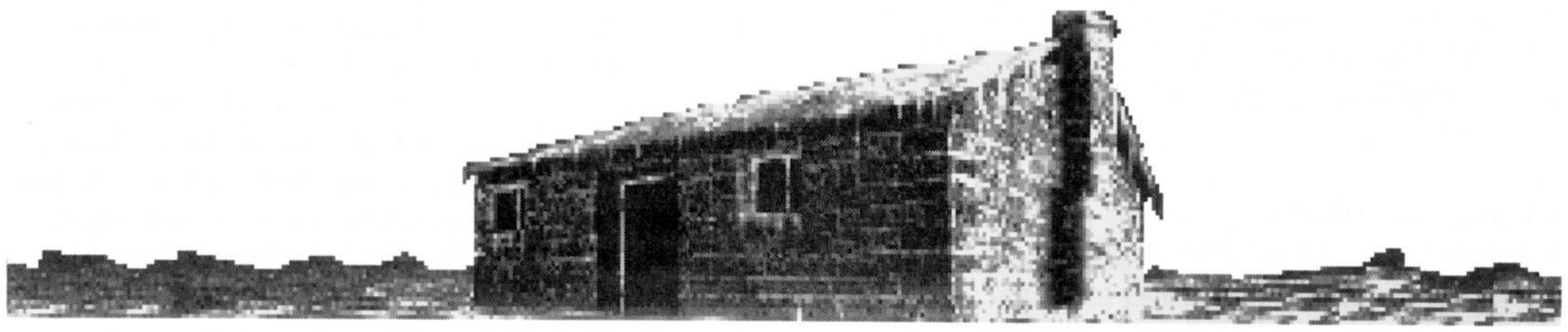
TO THE DRAGON

To get through the door, you must have a key (you should have picked one up earlier) and you will now have a mask on. The game is now pretty much a shoot 'em up, so keep hammering right hitting the pillars to get the extra energy until you reach the giant monster. Aim to hit the pincers below and above the tongue to blow him up.

If you have the second key, go through the door to leave the castle. Head right, hitting the pillars for the energy and blast the dragon at the end until he dies. Now all you have to do is sit back and be congratulated for a sterling battle (with a little help, of course).

SHADOW OF THE BEAST II

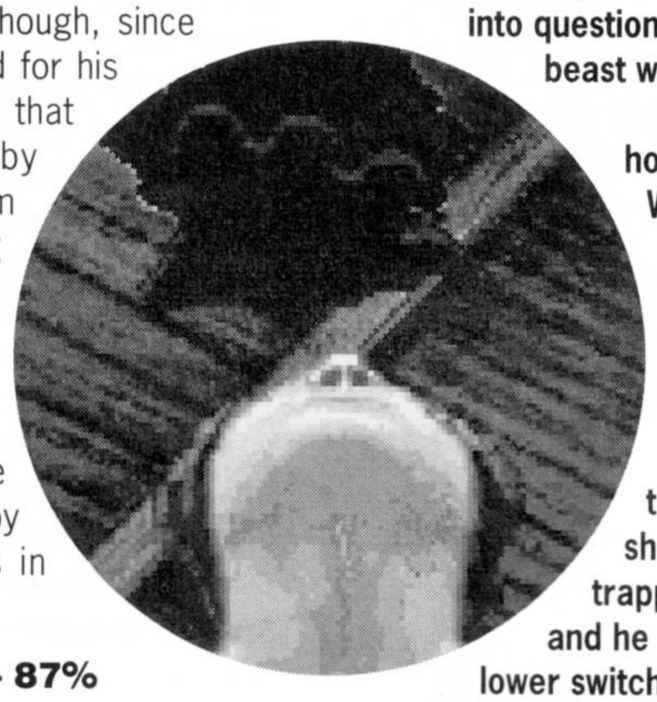
Psygnosis



After being disappointed with the original game, *Shadow of the Beast II* turned out to be a much more challenging and playable game. The superb sound and graphics were still there, but this time the action and puzzles taxed the mind a little more than its predecessor.

The plot continues where the original left off. You have escaped to your family, having regained your human form. The Beast Lord is not happy though, since he must now find a replacement child for his lost Warrior Messenger. Who should that child be? None other than your baby sister! You must fight through the realm of Kara-Moon, solving puzzles, talking to strange creatures and battling all manner of enemies in an attempt to rescue your sister.

The game is bigger and... well...let's say it... better than the original and should be checked out by fans of *Beast I* and fantasy freaks in general.



***AMIGA FORMAT* RATING – 87%**

HINTS

After the frustration people encountered at not being able to get the cheat mode to work on the original, *Beast II* actually has a working cheat mode!

Walk to the right towards the forest and wait to be antagonised by the pygmy. Once hassled, press A to get into question mode and type TEN PINTS. Now the beast warrior is hard as nails!

Well now you're a real hard warrior, how about trying to get anywhere. What, lost already? Oh, I suppose I'll have to lead you through...

From the start head left, watching out for the hands throwing the crystal balls from the trees. Cross the bridge, carefully judging the timing to avoid the leaping fish, and shoot the demon to save the man trapped in the field. Ask him about TRAPS and he will tell you about either a higher or lower switch.

Go left and down (watch for the bats). Land on the left ledge and duck to avoid the flying demon. Chase him to the right and kill him before he can cut the rope. Let the man pushing the block get close to the edge, then kill him. Go left avoiding the falling blocks and kill the demon on the hill to the left. Go back to the right and the demon will have dropped a key. Head back to the left and drop off the edge, but watch out for the flying demon.

Go up the rope, head right and use the key to open the door. Now go right watching for another falling block. When you eventually come to the switches, hit whichever one the man you freed told you about.

Go up the lift, go right (avoiding the bats) past the chain leading down, through two open doors to the next chain. Go up the chain into the alcove and collect the bonuses. Go back down the chain and continue right to collect the key. Go left and down the chain, taking care not to wake the sleeping guard. Use the key to let the beast free from the cage and hit the lower switch on the right. Now head back to the lift and take it down.

The switch that you hit should have caused a bridge to appear. Go left across it and use the three levers on the right to operate the claw. Pick up the rock with the claw and drop it on the spike in the floor on the right. Push the remaining, smaller rock onto the see-saw over to the right and climb the rope, jumping off to land on the other side of the see-saw. Run to the other lift and you will go up.

Go right to kill Ishran, then free the prisoner, who will tell you the password. Go to the gateway to Barllom's domain and whisper the password. Go right to collect a bonus then up the rope to collect a parchment from Barloom. Leave and head left past the rope. Look out for the giants with maces and collect the bonus.

Enter the hut and go right to collect the ale, then leave the hut and return to the game's starting point. Head right, watching for the pygmies (remember the cheat mode here, kids) and head diagonally up to the left on the stepping-stones. Watch out for the jelly-firing monster on the bridge and collect the bonus. Kill the monster to get the axe and head diagonal up to the right for another bonus. Go back down the way you came and head left until you find a covered hole. Jump on the cover (taking care not to land on the platform above) and you should drop through.

Go left, dodging the crystals that pop up from the water and collecting all the bonuses on the way. Chase the goblin to the left until you reach the drawbridge. Switch to axe and jump to shoot at the bloke winding up the bridge, but remember the time limit on the axes and keep piling them at the bloke. Switch back to the mace to kill the other goblin and smash through the door.

Go left and up, then hit the switch to turn off the spikes. Go left and crouch to hit the switch on the right. Go right, down, left and down, then kill the the goblins. Go right, collect the key, then go left and under the cage. Oops! Captured...never mind.

To escape from prison, offer the ale to the goblin and use the mace to break the cage door. Go up to the top and go left. Kill the goblins to collect the ring, then go down and kill the sleeping guard to collect the key. Go back and release the remaining prisoner in the cell above yours. Go back down to recollect your mace then go up and to the right. Use the remaining key to open the door then go right looking out for the spikes. Leave the caves and return to the surface.

Go right, down, then right and kill the giant head. Go right, up the rope and right, looking out for the bats. Go down the rope then right across the bridge. Get the giant lizard-man to follow you left back across the bridge so that he falls through. Go right (jumping over the hole the lizard-man has just made) and carry on heading right until you reach the old man. Offer the old man the ring and the parchment and collect the weapon he makes – this is the one to use from now on.

Go left and drop through the hole in the bridge. Head right watching out for the bats, then go down and collect the bonus. Go right onto the rope, then right again onto the ledge to collect the horn. Go back left and down the rope, then quickly jump out of the acid and head right. When you reach the snail, ask him about KARAMOON and answer yes to both his questions.

Head off back to the surface and once there go right, looking out for the twin giants hurling axes. Go right, over the cliff edge, then right killing the giant toads. But look out for the giant serpent in its nest! Now walk to the sea edge and use the horn to call the sea-beast. Climb onto its back, then right and enter the tower. Go right, down the stairs then up the adjacent stairs to collect the bonus. Go down, then right and it's time for the big battle!

If you can defeat Zelek the Beast Mage, then you've completed the adventure. If you can't then...er...you're dead, I suppose.



SILKWORM
Virgin-Mastertronic

The arcade version of *Silkworm* won a lot of fans due to the impressive appearance and the incredibly frantic action, so there was a lot of excitement when the Random Access chaps announced a conversion.

The game features an attack team, comprising of a futuristic helicopter and jeep with a rear-mounted cannon, attacking the enemy through various sections of their territory. The scenes range from seacoast emplacements to underground complexes, all of which contain hundreds of enemy vehicles – including tanks, missile launchers and the awesome Goosecopter, which builds itself in front of your very eyes!

The conversion of *Silkworm* is incredibly close to the arcade game, from the graphical appearance to the fast and furious two-player action. Teaming up with a friend to penetrate the enemy forces is most satisfying, but even playing on your own just as the helicopter is great fun.

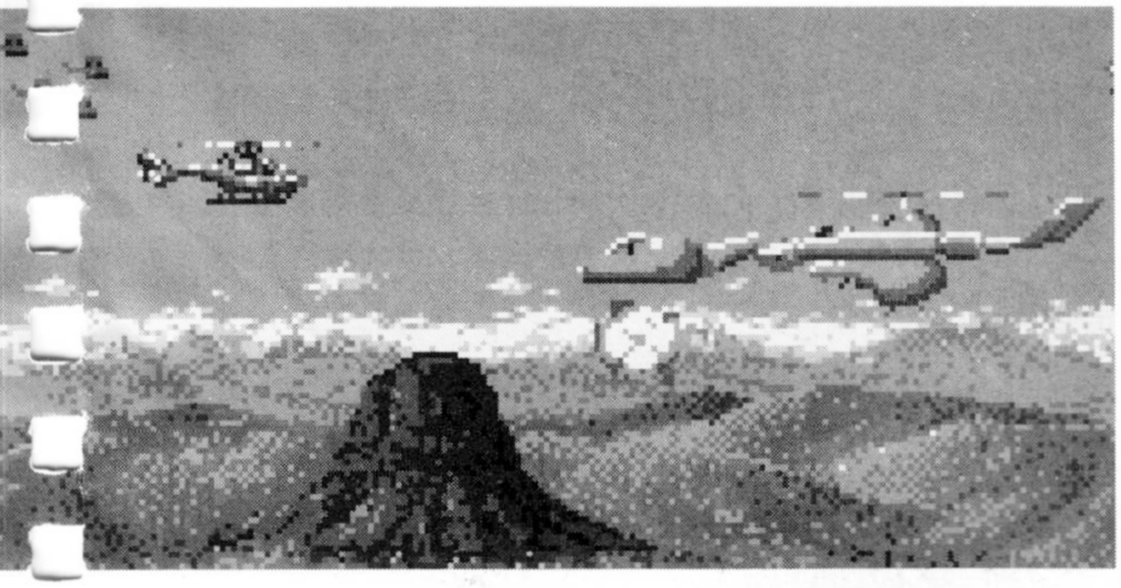
It's not often that this much care is put into a coin-op conversion, which is unfortunate, since the amount of work that has gone into *Silkworm* has managed to make it one of the slickest conversions on the market.

HINTS

This is a bit of a weird one, since there are two versions of Silkworm available. Fortunately, the only difference between them is that they have different cheat modes and even more fortunately, I know them both!

To begin with, just try holding down the Help key while pressing the fire button to start the game. On version one of the game this will activate the cheat mode, giving you infinite lives and the ability to select any level by pressing the keys 1 to 0 and the minus key.

If you have the second version, the above cheat will give you the message 'Congratulations, you have found the cheat mode...unfortunately it has been ZZAPPED!' If this happens, don't worry, just go to the control selection page and type SCRAP 28 and you can start the game with the cheat active.



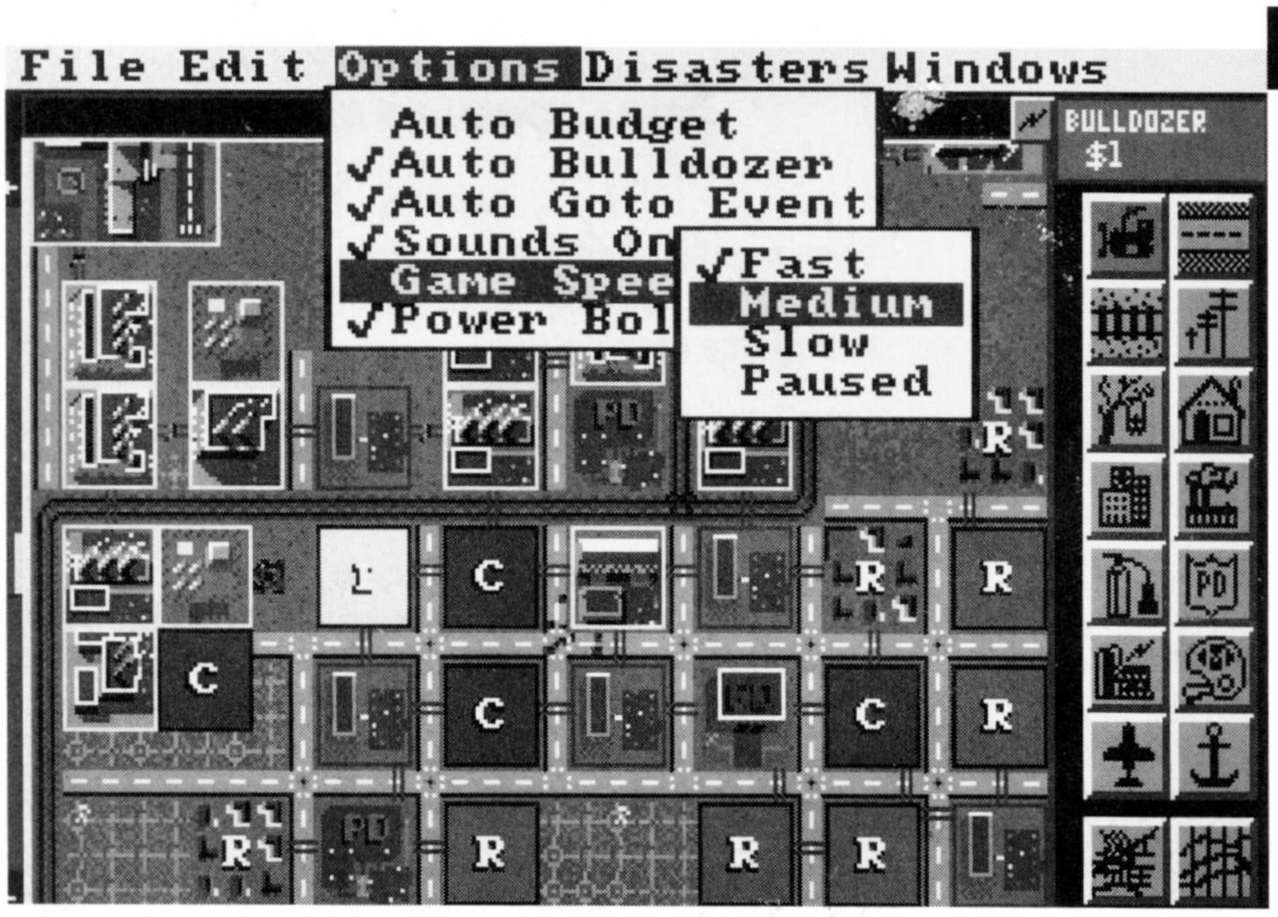
SIM CITY
Infogrames

Just when you thought every possible scenario for a strategy game had been covered, along comes *Sim City*. The game puts you in control of the welfare of an entire city, whether you choose to run an already established metropolis or elect to build your own from scratch.

There are a lot of considerations that have to be taken to ensure the success of your city. The first is to balance three types of zone, these are residential, commercial and industrial. Once you have a network up and running, things start to get a little more complicated – you have to build roads, railways and leisure facilities, take crime, traffic and pollution levels into consideration and last, but not least, collect taxes!

This may all sound a little boring, but when you sit down and start building up and running your own city it quickly becomes incredibly enthralling. Just keeping tabs on everything that's going on is no mean feat! If things do get a little slow, you can call up a disaster to spice things up! The choice includes floods, fires, earthquakes and even an attack by a Godzilla-like monster. Everyone should have a try at *Sim City* – it could just be different enough to grab you.

***AMIGA FORMAT* RATING – 92%**



HINTS

If you want to really get into the world of city hall while playing this game, then try a bit of embezzling! Just hold down Shift and type the word FUND if the kitty's looking a bit bare and the pot will go up by $10,000 each time. After you try this a few times, however, it brings on an Earthquake, so it may be an idea to stock up your funds before building anything.

SPACE ACE
Readysoft

If you remember back to the days when Don Bluth's classic *Dragon's Lair* first appeared in the arcades, you'll remember being amazed that this thing could be a game. Well now that years later computer technology has advanced far enough, we can now play these kind of animated adventures in our own home.

Space Ace is another Bluth game, this time set on an alien world. The story is pretty much the same. Girl gets kidnapped, boy rescues girl and snogging at the end. The girl in question is Kimberly, girlfriend of rugged space hero, Dexter the Space Ace. Kimberly has been kidnapped by Borf, who plans to take over the Earth by zapping the people with his infanto-ray, turning them into babies. Unfortunately, Dexter and Kimberly received a small dose of the ray themselves, causing them to flick between being adults and children.

You play Dexter in this animated adventure, as you try and reach Kimberly. The idea of the game is to work out which way and at which point you have to move the joystick to get Dexter out of trouble and on to the next scene. In fact, this makes the going pretty boring, seeing as you only have to twitch the joystick a couple of times to finish a screen. The graphics and sound may be stunning, but it's a bit an expensive to buy a four disk animation, and that's all that *Space Ace* really is.

***AMIGA FORMAT* RATING 62%**

HINTS

If you couldn't resist the temptation and bought *Space Ace*, but still can't play it, then allow us to lead you through the game:

Screen 1 – Outside Borf's Ship:
Whassup? Can't do it? I suggest you read the manual.

Screen 2 – Stamping Robot:
Just as you enter the screen the robot's right leg smashes down, so pull right to avoid it. Push the joystick left when the leg lifts up and left again when Dexter touches the floor with his hands. Now wait until the left leg lifts up and push left to jump past.

Screen 3 – The Rock Tower:
When the drones fire at you, pull back on the stick and push up when you stand on the rock.

Screen 4 – Approaching the Ship:
Push up before the shuttle disappears over the horizon.

Screen 5 – The Trash Monster:
Press fire when the monster rears up above you.

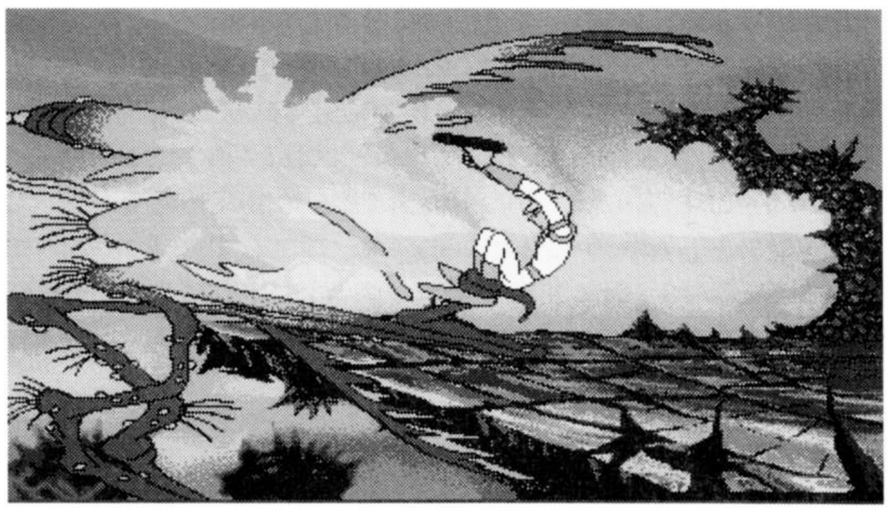
Screen 6 – The Crusher Arm:
When the arm comes up after crashing into the water, push right. Push up as soon as you land.

Screen 7 – The Moving Platform:
Push right when the platform comes up for the second time. Once you are on the platform, quickly push right to jump off.

Screen 8 – Purple Monster 1:
Pull back to come to a halt in front of the monster, then push right to escape.

Screen 9 – Purple Monster 2:
Again, pull back to stop, then left to escape.

Screen 10 – Purple Monster 3:
As soon as the monsters tentacles grab Dexters feet, press fire.



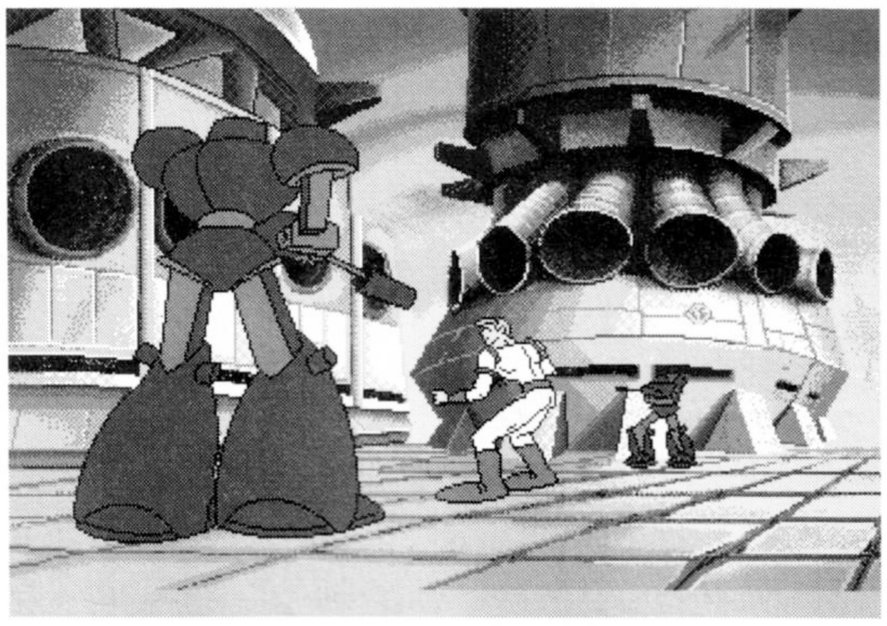
Screen 11 – The Walkway:
As soon as Dexter drops onto the walkway, push up on the joystick.

Screen 12 – The Dog Chase 1:
Push up as soon as the dogs come on the screen.

Screen 13 – The Dog Chase 2:
Push right as soon as you reach the crossroads.

Screen 14 – The Dog Chase 3:
Push up when Dexter turns around and sees the dogs.

Screen 15 – The Guard Robots:
As Dexter appears between the two robots, push right.



Screen 16 – The Blast Tube 1:
Push left as Dexter reaches the tube.

Screen 17 – The Blast Tube 2:
Again, push left as Dexter reaches the end of the screen.

Screen 19 – The Entry Tube:
Push up as Dexter reaches the ladder.

Screen 20 – The Fight 1:
As soon as Dexter and Borf appear press fire.

Screen 21 – The Fight 2:
Press fire as soon as you appear to block Borf's blow.

Screen 22 – The Fight 3:
Press fire when Dexter picks up his staff, then push right to roll out of the way.

Screen 23 – The Fight 4:
Press fire as soon as you appear then pull down.

Screen 24 – The Fight 5:
Just as Borf is about to hit Dexter with his staff, press fire.

Screen 25 – The Fight 6:
Push forward as Borf swings his staff to jump over it, then pull down to duck the next blow.

Screen 26 – The Fight 7 (long fight this):
Push right as soon as Dexter appears then up to run behind Borf's back.

Screen 27 – The Fight 8 (it's almost as long as the one in 'They Live'):
When the screen changes to Dexter reaching for the rope, push left.

Screen 28 – The Lava Platform (but not quite):
Leave the stick alone and let Dexter drop onto the platform.

Screen 29 – Kimberly's Rescue:
Just as the lava is nearly touching Dexter's feet, push right.

Screen 30 – The Approach 1:
As soon as the screen appears, push right.

Screen 31 – The Approach 2:
As Dexter nears the turning, push left.

Screen 32 – The approach 3:
As soon as Dexter appears, push right.

Screen 33 – The Last Stand:
When Borf fires the ray, push left to shove the mirror forward. When you see the laser in the mirror, push right.

Borf will now get a blast of the infanto ray up the nethers and Dexter will have won. Hoorah!



S

STARGLIDER

Rainbird

One of the earlier games to be released for the Amiga, *Starglider* brought vector graphics in the style of *Star Wars* to home computers.

The game places you in control of a fighter skimming across the surface of a vector graphic displayed planet destroying enemy ships that fly around. You have two weapons at your disposal with which you can attack the enemy – a laser cannon, which is aimed and fired with a floating crosshair, and missiles, which need to be locked on to a target before it can be fired.

If you want to restock your missiles and power, you can dock in one of the bunker stations scattered around the surface, but if you're feeling brave you can go for the tricky method of flying along power lines.

Starglider wowed shoot 'em up fans when it was originally released a few years ago due to it's fast vector graphics, frantic gameplay and superb sampled intro music. Since then however, games have become a lot more complicated and advanced, making *Starglider* seem a little stale by comparison, but it's still good for a quick blast to give you that nostalgic feeling.

HINTS

To make yourself invincible in this historic game, launch your ship, press F A to fix your crosshair, slow down to zero velocity and press Backspace to pause the game. Now type in JS ARG S, pause the game again and retype JS ARG S. You will know that the cheat has been activated, because all the instruments will go to the central position. You can now fly around as daringly as you want without fear of death!

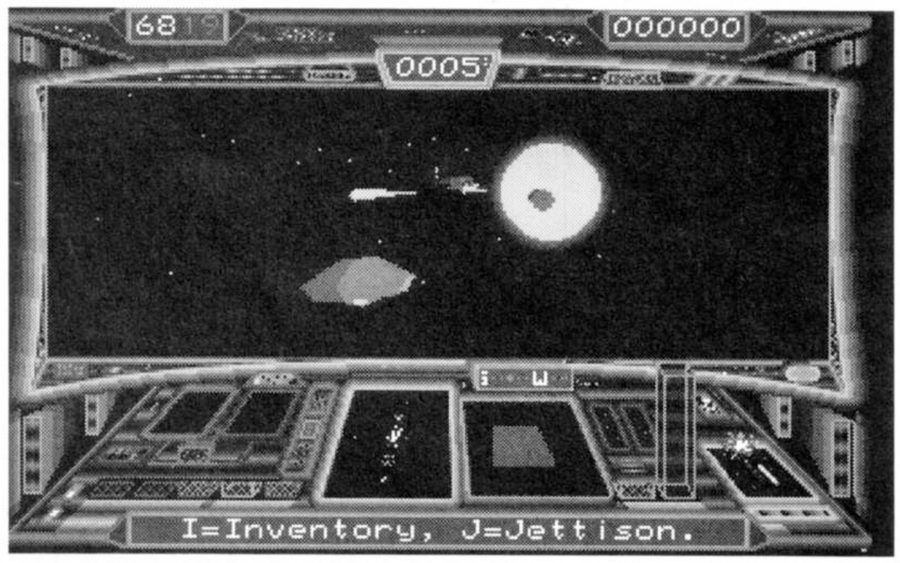
If you want to be really lazy, press M to stop the aliens from moving (just press M again if you want to restart them). Missiles can also be topped up by pressing P and if you press Z you will gain access to the object editor.

STARGLIDER 2

Rainbird

A couple of years after their success with the original, *Starglider* programmer Jez San decided that it was about time a bigger, better version was put together, and lo and behold – along comes *Starglider 2*.

The evil Egron Empire is attempting to regain its hold on the planet of Novenia by way of infiltration from a secret space station. You must pilot the newly re-vamped Icarus spaceship around the Solice system, finding the necessary items to build the Neutron Bomb – the only weapon capable of destroying the Egron station. You now have a whole host of weapons available to you, including Gas-Plasma lasers, missiles, bouncing bombs and the strange energy cubes, which cause folds in time, destroying anything they hit.



Starglider 2 boasts so many improvements over the original – such as a strong adventure element, filled 3D graphics and a much vaster playing area – that it hardly deserves being counted as part of the same game. The sequel is filled with so many impressive points that it will take you weeks to find them all, and it's great fun just exploring, never mind trying to complete the adventure. If you like 3D space shoot 'em ups, the you should check out *Starglider 2* – it's a classic.

HINTS

Start up the game and press F to get fixed sights. Now slow down to a stop and press Backspace to pause the game. Type in WERE ON A MISSION FROM GOD (including spaces) and hit 1 on the keyboard. You will know that the cheat is active, because the shield and energy levels will drop to a fixed amount. Now you can press K to get any weapon – including the Neutron Bomb – and pressing K at a later stage will top them up.

STRIDER

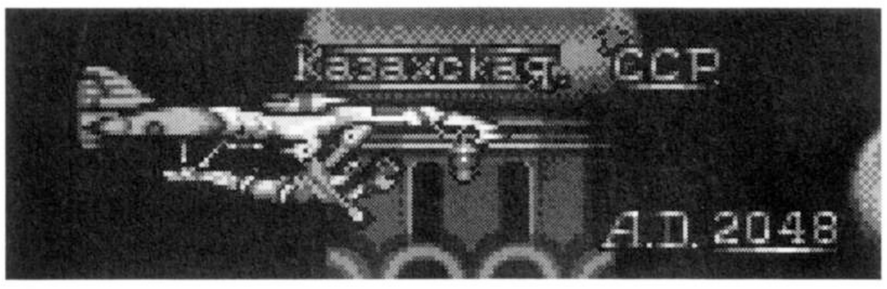
US Gold

According to the review, 'Capcom did the biz with the original and US Gold have done the biz with the conversion' of this superb coin-op. *Strider* heralded a new age for the coin-op fan, in that conversions were no longer held in contempt as pale imitations of the originals, but seen as a chance to play a thrilling and accurate rendition of your favourite arcade romp.

In the game you play the sword-wielding hero, Strider Hiryu, in an attempt to battle through cityscapes, caves, jungles and underground complexes to defeat the Evil Lord who is ruling the Eastern globe with an iron hand.

The athletic hero is a graphical beauty (ooer), jumping, somersaulting and slashing his way through swathes of hard-looking enemy sprites to reach the next atmospheric location. In short, the graphics are superb, actually earning the accolade 'arcade quality'. The gameplay too matches up to the coin-op, with a superbly fluid control and lots of fighting to be done. Save your ten pees that you'd spend on the coin-op and buy yourself a copy of *Strider* – it'll save the embarrassment of people seeing you die on level one if nothing else!

***AMIGA FORMAT* RATING – 91%**



HINTS

To make the going easier, here is a little cheat to allow you to skip sections of the game:

Pause the game by pressing F9 and while the game is paused hold down the Help key, left Shift and 1. Unpause the game and you can now jump to any level by pressing the number of the level you want (1-5). You can also jump to various positions in the levels by pressing F1 to F5.

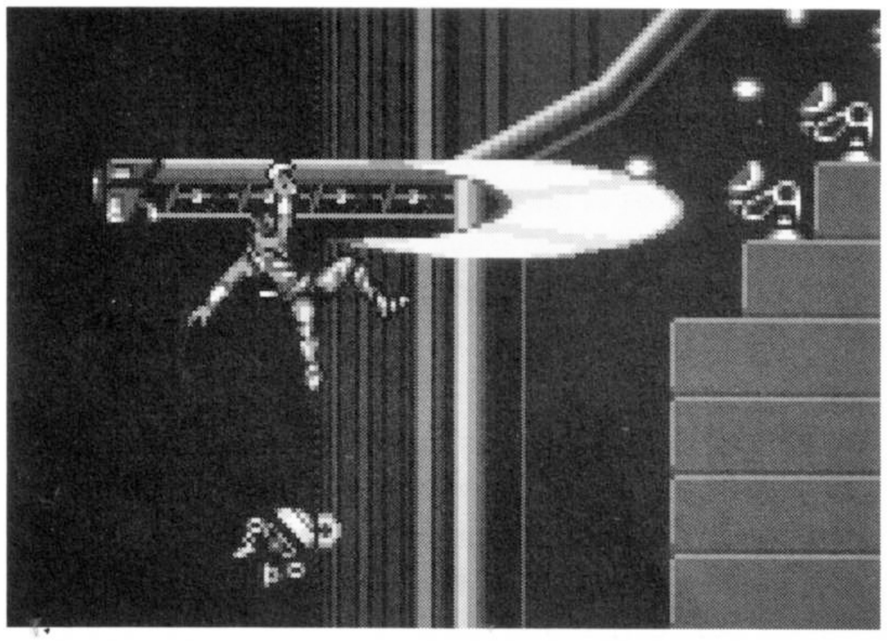
Right, now that you can get anywhere you want, what do you do when you're there? Here, let me tell you...

LEVEL ONE

Once you've flown in and dropped off your futuristic hang-glider, jump and destroy the flying object above you, then walk along and destroy the guard. Walk along a bit further and destroy the next flying object: it should leave behind a pod which falls to the ground. Smash the pod and pick up the icon to get a robot drone.

Walk along and destroy the other guard, then walk further and crouch to destroy the next guard. Keep going, jumping the gap in the floor, and climb up the slope. Destroy the two guards, get to the flat area and jump up to grab hold of the platform above you. Wait until the orbiting drone gets near the guard and blast him. Move along until you are just out of range of the laser turrets, wait for the drone to get close then fire at them. Repeat this for all the turrets on the hill.

Crawl to the top and destroy the guard then stop just out of range of the turrets on the other side. Use the drone to blast the turrets and jump onto the platform

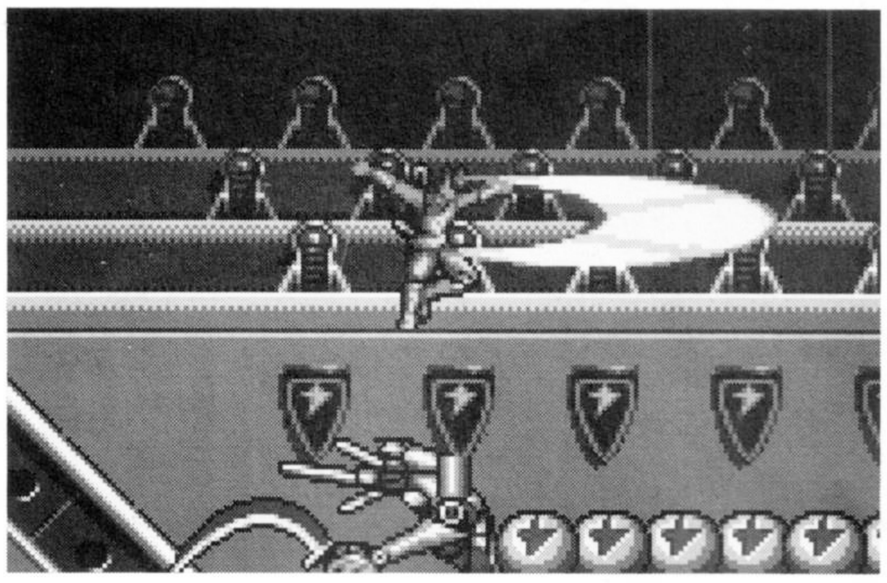


opposite to avoid the spikes. Drop off the other side and keep walking until you drop over the ledge. Keep walking and wait under the platform – ignore the man on the platform until you are underneath.

When the man attacks, crouch down and keep hammering the fire button until he dies. Stay under the platform until the roof has collapsed in flames, then jump up onto it. Keep jumping up onto the platforms above you until you reach the top one.

Take out the two guards and the turrets, then go up and destroy the guard above you. Carry on and destroy the guard before jumping left onto the platform to collect the long sword. Jump back to the right and continue over the hill and down the other side. Drop off the end and quickly move to the largest hole in the ground and crouch beside it. Once the baddy starts to come up through the hole, keep smashing it with your sword until it explodes. Now drop down the smaller hole and keep pressing left on the joystick as you fall, then get ready to destroy the flying nasty.

Destroy the guard once you land, then go and collect the energy pod. Continue right until you're under the green platform. Now make sure you use all your long sword strokes up before continuing until the screen stops scrolling. When the sickle-monster has formed and comes close to you, jump over it and walk up the side of the wall. Jump onto the platform on the left, collect the long sword, jump back onto the wall and move back underneath the platform. When the sickle-monster comes back round again, keep pressing the fire button and you should score enough hits to destroy it.

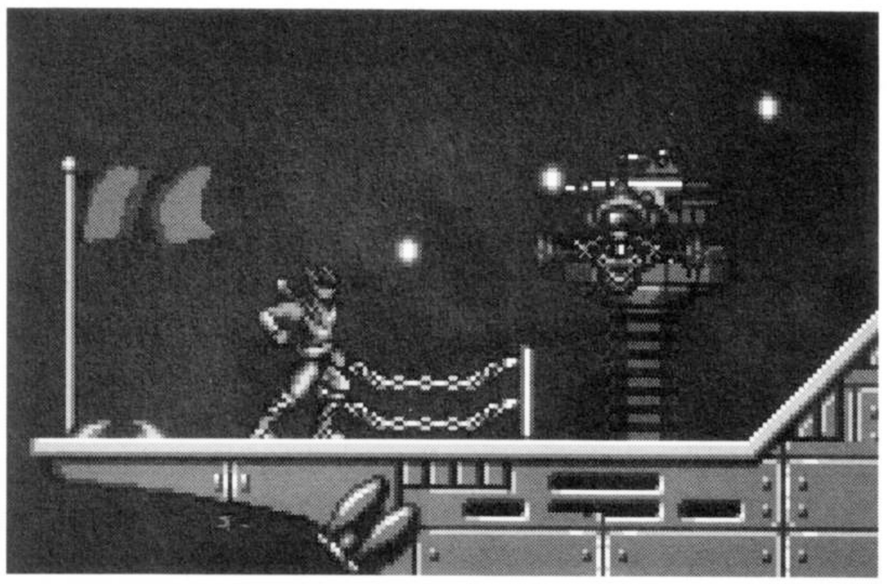


LEVEL TWO

Keep walking until you get to the platform with the pod, destroying the dogs as you go by crouching and timing the sword attacks. Hit the pod to collect the long sword, then jump off the platform and keep going right. Just as you pass the greenery, a huge robotic gorilla will appear. Move back out of its range, crouch and press fire whenever it comes towards you. Continue until it explodes.

Continue right, then crawl up the wall and jump over to the left hand side. Destroy the crawler that creeps down on the right, then jump back right. Now destroy the crawler on the left and jump left. Keep climbing, ignoring the crawler on the right and kill the guard before jumping onto the rotating platforms.

Go round with the 'roundabout' and jump off to get onto the stationary platform at the top. Walk right, crouch when the flying guard comes on and kill him. Walk down the side of the hill, watching out for the mines until you get to the gap. Get as close to edge as you can then jump right. Walk right as far as you can, destroying the dogs, and jump diagonally up to the platform. Repeat



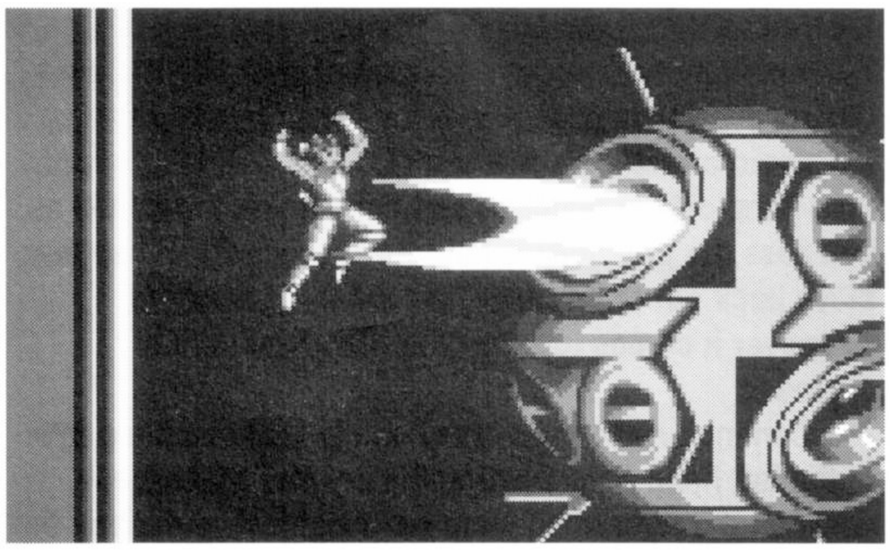
this for the next platform, destroy the droid and jump to the platform above. Destroy the next droid, jump onto the platform facing you and again onto the next platform. Walk to the flat bit and jump to the platform above, watching out for the falling bombs.

Jump to the next platform above you and go to the far right. Jump up again and you should be behind a guard. Destroy him and walk to the left, destroying the ballet dancers. Keep going left and take out the turrets, then walk right along the platform to end the level.

LEVEL THREE

Walk down the side of the hill and when you get near the bottom, jump to the right to avoid the killer fish. Go up and over the hill, then down a bit and jump to the platform opposite. Walk along, dodging the Amazon woman's boomerangs, then destroy her.

Climb up the side of the cliff and destroy the woman above you. Walk left, jump onto the platform above and carry on walking. Destroy the women and jump to the next platform above to kill the other woman. Jump up to the next platform and kill the woman, then do the same again before walking along and killing the woman facing



you. Jump across the gap and destroy the next four women as you go along.

Walk down the side of the cliff and jump to the platform facing you. Destroy the woman at the top, walk left killing the next two women, then go right and destroy the killer fish. When you've done that, destroy the dinosaurs, walk along and kill the woman, then walk a bit further until there are two platforms above you. Jump onto the first platform and wait near the diagonal part until a huge dinosaur leaps out at you. Move back when it fires lasers and move forward when it retreats. When it jumps at you, keep hitting the fire button to destroy it. Once it's dead you can go on to level four.

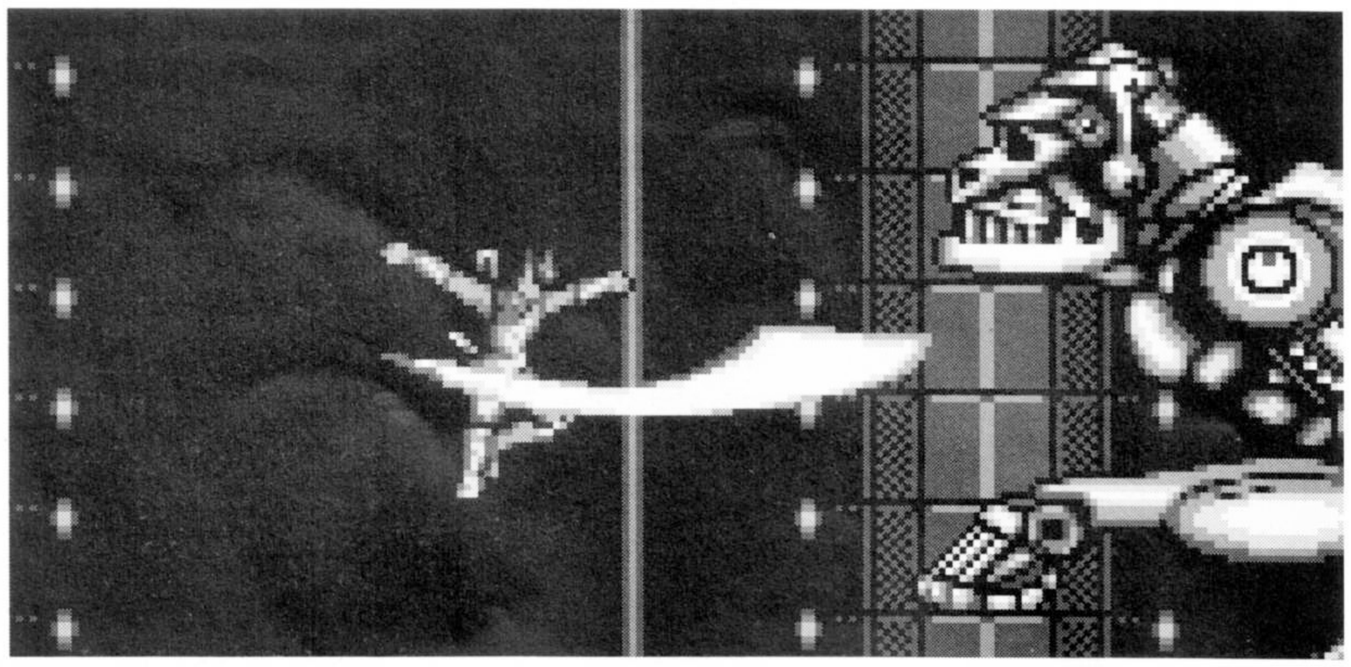
LEVEL FOUR

Destroy the flying object, then the next three laser turrets and finally another flying object. Collect the drone and walk along. Destroy the flying object and the laser turret, then destroy the next two turrets and walk along. Destroy the small flying object with your sword and then use the sliding technique to destroy the rest of them.

Kill the flying thing, but don't bother to collect the drone. Instead just drop through the hole in the ground. When you land, destroy the guard, collect the long sword and walk left, jumping onto one of the platforms as it passes. Almost immediately jump right, then jump the gap to kill the guard. Walk along until you see another gap, sidle up close to the edge and jump right to land just on the edge of the gap.

Collect the energy pod and climb up the side of the wall. Destroy the next three guards with your sword and climb to the top to destroy the two robot droids. Walk right, climb the wall and destroy the robot droid at the top with your sword.

Walk along and drop down the side of the wall, then walk a bit further. Destroy the small flying thing using the sliding technique, then destroy the guard and the small flying robot. Destroy another guard, walk along and collect the energy pod.



Drop through the gap in the floor and when you land you will start to orbit the huge round object. When you get close to it, wham it with your sword to destroy it.

Drop down the hole and walk along until you get to a man with a hook in his hand. Don't get too close to him or he'll hit you, but just stay close enough to clip him with your sword and swing at him until he dies.

LEVEL FIVE

Walk right, collect the long sword and swing round to kill the guard behind you. Jump onto the platform on your right, go to the bottom of it, then jump across onto the wall. Destroy the guard at the top with your sword, then destroy the flying object above you and the guard on the other side of the gap in the floor. Jump over the gap, then walk along and destroy the flying object. Next kill the two guards and the next flying thing.

Walk up the side of the hill and destroy the guard at the top. Climb the wall, but don't bother killing the guard – just climb up when he turns left. Do the same for the next guard as well. Destroy the guard at the top and walk on. Collect the long sword when it appears and use it to destroy the small flying object on the other side of the gap. Now jump the gap and climb up the wall, destroying the flying objects as you move up.

Drop off the edge and use the sword to open the capsule on the other side of the gap. Jump over and collect it, then drop down the gap. Use the same method to destroy the huge round object as you used on level four. If you drop on the left hand side of the gap, jump to the right then drop off the side and you should land on a platform.

Collect the long sword and walk along, then drop off the side of the wall and crouch near the hole. When the object rises out of the ground, use your sword to destroy it. Jump over the gap, kill the guard and collect the energy pod. Destroy the next guard and collect the energy pod again, then walk along jumping the two gaps in the floor. Walk along and just as you pass a thin blue line in the background, a huge gorilla will jump out at you. Stay behind the blue line and keep swiping at the gorilla until it dies, then it's good old congratulation time!

STUNT CAR RACER

Microprose

Just when we were beginning to think that all the new race games were clones or adaptations of *Out Run*, along came Microprose with the extremely hairy *Stunt Car Racer*.

You are placed in control of a turbo-charged stunt car in a race competition spread over eight death-defying tracks. But this isn't your usual race game when you just have to concentrate on steering round the curves and overtaking the occasional other car, oh no. The races are all played head-to-head with a single opponent (and they're pretty tough) and the tracks are packed with all manner of adrenaline-pumping dips, banks, ramps and jumps. Care has to be taken to ensure that your car doesn't sail over the edge and crunch in a heap of twisted metal on the ground below, otherwise it's a swift drop in the ratings for you!

The 3D graphics employed in *Stunt Car Racer* are excellent. Giving a superb feeling of speed – and sometimes fear when it doesn't look like you're going to get across that gap after all! The game is enjoyable enough as a single player event, but link two machines with a datalink cable and it's a whole different ball game. Trying to trash a human opponent is much more fun. If it's sheer excitement you want from a racing game, then *Stunt Car Racer* is without doubt the one to go for.

***AMIGA FORMAT* RATING – 93%**

HINTS

Learning just how to take the various sections of the tracks is pretty tough, so here are a few tips to help you along.

Little Ramp

Take the first corner at full belt and tackle the ramp at 150 mph.

Humpback

Accelerate around to the hump, so that you reach 200 mph by the time you are half way up. At this speed you should have a fair jump and landing. On the other ramps, either keep below 130 mph or above 180 mph. Anything between these speeds will result in hefty damage. The rest of the track should be taken at about 170 mph.

Big Ramp

Take the first two small ramps at 170 mph, then get up to 210 mph for the main ramp. The rest of the course should be a doddle.

Stepping Stones

Head down the starting straight at 110 mph and take the second gap at 100 mph. When you get to the steps, push up to 140 mph and nudge the speed up if it falls below 110 mph.

High Jump

Get up to 210 mph from the start to clear the jump and keep under 200 mph for the small jump. You can tackle the slanted road in two ways – either keep at the top and keep the speed up, or give the car a nudge to the right every now and then. If you slip off, push fire and push forward and right instantly.

Roller Coaster

Keep under 110 mph on the first hill and you should take the bumps fairly easily. Remember – don't push too hard!

Ski Jump

Keep below 100 mph up the first hill and on the second keep to around 140 mph, slowing down after the jump. For the big jump, get up to 220 mph, but if you can't manage it just crawl around and you'll live.

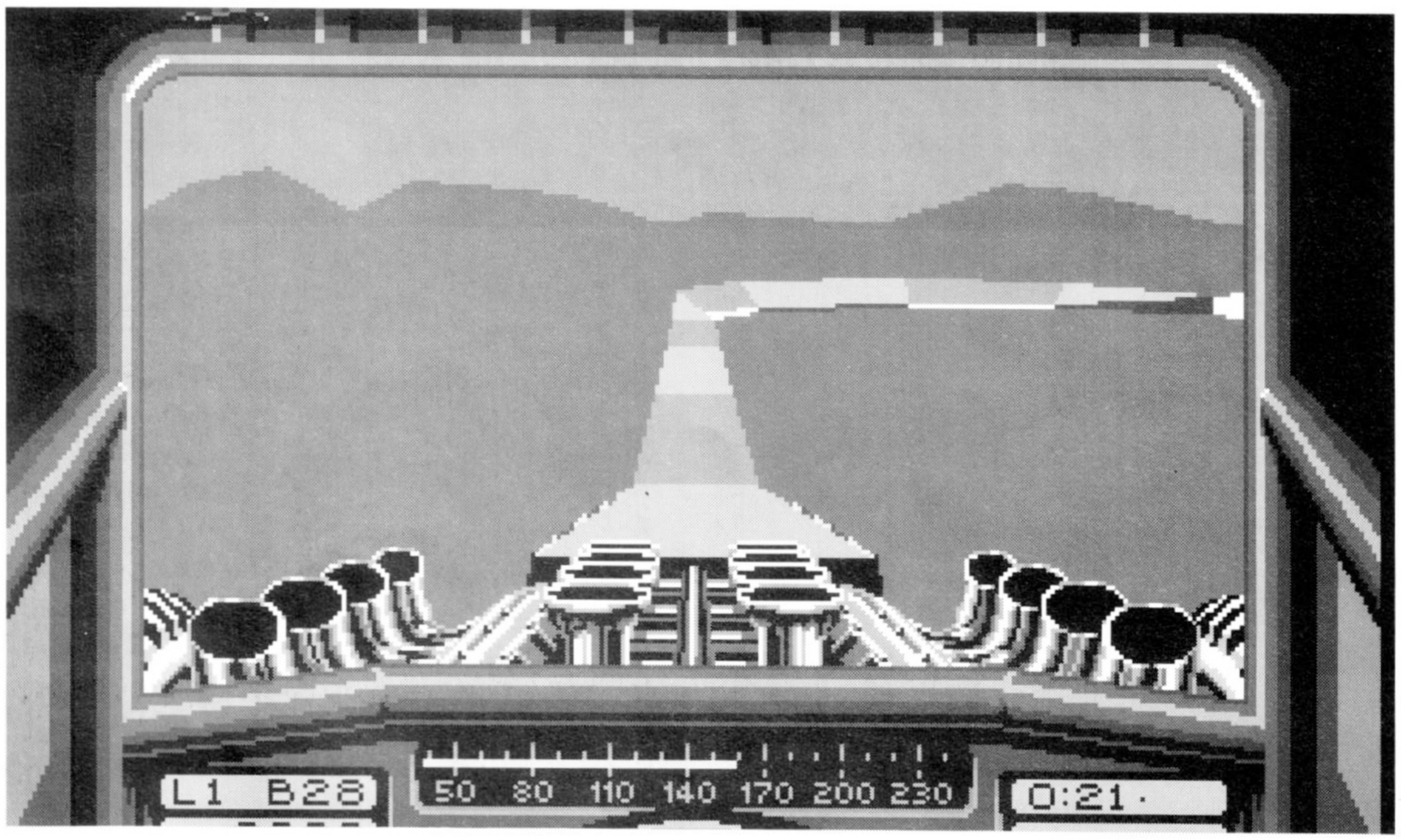
Drawbridge

At the drawbridge, put the pedal to the floor when the bridge has gone down about halfway. Tackle all the hills for the next ramp at 140 mph, then on the bumpy section head down the middle of the track at 170 mph. Lastly, get up to top speed for the downhill jump.

General Hints

If you get stuck in a hole, drive slowly to the wall and accelerate with boost. You should hit the track or drive off the edge minimising the damage.

At the beginning of a race, accelerate and pull left to block off the other driver – you may even manage to run him off the track!



SUPERCARS
Gremlin

Going back to a simple racing theme without all your nitro-inject-limited-turbo-megaboost and super-detailed 3D graphics is Gremlin's *Supercars*.

The game is a single person, overhead-view race game, with you racing around a series of twisting tracks trying to make your way past the opposition and finish in front. For every race you finish within the top three, you are awarded prize money, which can either be spent in the garage on power-ups and extras for your car, or saved towards the cost of a spanking new motor. You start off with the least powerful vehicle – the Retron Parsec, but you can move on to more advanced machines such as the Taraco Neoroder, that is if you can get past the snotty salesman!

The graphics are pretty neat, with some nice details like shadows, and the sound consists of some nice bumping and skidding noises. The gameplay is fun, with a smooth control system which is easy to handle, and the added buying sections give the game a little extra to bump it along. It may not exactly be state of the art, but *Supercars* is a fun little race game.

***AMIGA FORMAT* RATING – 86%**

HINTS

If you want to start with gobs of cash, then enter your name as RICH at the start of the game for 500,000 scrummy spondoolicks to spend.

If you still can't get onto the higher levels, then try entering your name as ODIE for level two and BIGC for level three. Now get racing!

SWITCHBLADE
Gremlin

Switchblade's plot tells of the Cyberworld of Thraxx – a strange future world, where the rulers – the Bladeknights – get their power from the ancient and mystic Fireblade. However disaster has befallen Thraxx in the form of the evil Havok. He has smashed the Fireblade into 16 pieces and scattered them throughout Thraxx.

You play Hiro – the last surviving Bladeknight – and you must enter the underground caverns of Thraxx to try and recover the missing pieces of blade. You are armed with a cyber-arm, which has a powerful punch with which you can break stones blocking your way and take out Havok's guards.

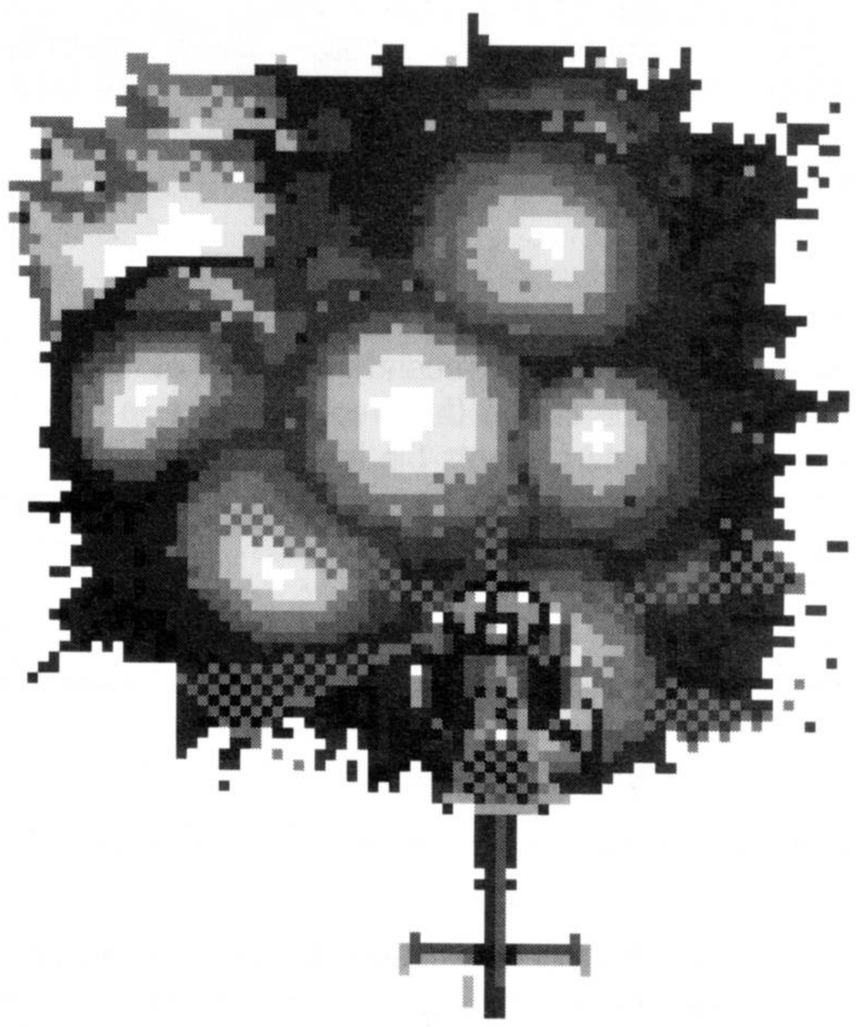
The game's graphics are a little small, but they're wonderfully drawn and coloured so the size doesn't matter (where've I heard that before?). The system of tunnels is confusing at first, since the various sections and rooms only appear on screen when you pass certain points. It isn't that strange though, and you soon get into the biffing and kicking action of the game as you battle against the forces of Havok. In all, *Switchblade*'s almost cutesy graphics and addictive gameplay make it quite an enjoyable little arcade adventure worth a piece of anyone's time.

***AMIGA FORMAT* RATING – 85%**

HINTS

The last of the Bladeknights he may be, but Hiro is still only a little feller. Let's give him a helping hand, eh?

Just enter the name POOKY on the high score table and hold down a number from one to five on the keyboard while clicking on END to exit the table. When you restart the game, the number that you pressed should take you to a different starting point within the game, giving Hiro a head start.



Three Stooges
Thundrblade

T

Untouchables

U

THE THREE STOOGES

Mirrorsoft

The Three Stooges, one of Cinemaware's earlier releases, places you in the shoes of the famous bungling trio in a series of cartoon-style arcade sections linked by an ongoing story. The story is a sad one – the local orphanage is about to be closed down by a ruthless businessman unless the Stooges can stump up enough dosh to save it from destruction.

The game features such classic scenes as the boxing match, with Curly only being able to fight when he hears violin music, a race through a hospital on some pretty silly go-carts and, of course, a slapping sequence!

As with all Cinemaware's products, The Three Stooges has some incredible graphics to portray the story, with some excellent 'Ooh!' and 'Owowowow!' samples to back the action. However, Cinemaware's style was still a little rough, concentrating more on the visuals than the gameplay – a point that they have greatly improved upon recently with games such as *It Came from the Desert* (featured elsewhere in this book). Still, the game captures the feel of the Stooges' films and so should appeal to fans, even if their enjoyment is short-lived.

HINTS

When you are on the 'Doctors Wanted' stage of the game, drive your buggies at the same speed as the male nurse pushing a patient, keeping a fraction behind them. This enables you to run up a high score without danger of collision.

During the 'slapping' game, tweaking Curly's ear usually gives the best result, as he rarely ducks out of the way.

THUNDERBLADE

US Gold

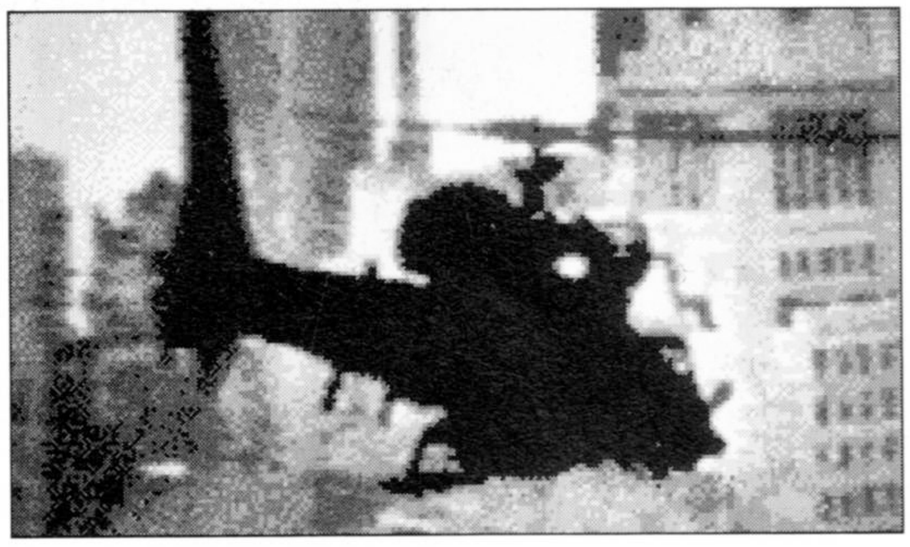
A few years ago, helicopters were the in thing for computer games, with *Gunship* simulating the AH/64 Apache on the 8-bit machines and Sega's coin-op *Thunderblade* hitting the arcades.

The game is a shoot 'em up, combining 3D and vertically scrolling element to portray the action. The game begins with you flying vertically over a cityscape which is overrun with enemy tanks and helicopters – which you have to take out with cannons and missiles. The action then switches to a first-person perspective game, with you flying through towering obstacles taking out even more vehicles. At the end of each level, a large enemy carrier (such as a battleship or carrier plane) before moving on to the next stage.

US Gold's conversion of *Thunderblade* managed to give a fairly good representation of the arcade game's graphics, but there seemed to be something lacking. The coin-op features exciting 3D battles, with the chopper zooming and swooping through the scenery, but unfortunately, the scenery on the Amiga version seems to consist of cardboard cutout buildings and cliffs. The gameplay is okay, but that certain spark that made the coin-op such a hit doesn't seem to have converted well.

HINTS

Wait until the game has loaded and the digitised scene from the film 'Blue Thunder' appears, then type the word CRASH. The screen should flash to show that the cheat mode is active. You can now skip levels by simply hitting the Help key.





THE UNTOUCHABLES

U

Ocean

If you've never seen Kevin Costner playing the heroic Elliot Ness in the new version of the *Untouchables* film, then you're really missing out – it's brilliant! Ocean's licensed game of the film follows the plot of the film, with you playing Elliot Ness in his battle against the villainous Al Capone.

The first stage has you trying to get 10 pieces of evidence while fending off attacks from Capone's men. Once you have enough evidence you can go onto the next stage, which is a battle between the Untouchables and Capone's men on the Canadian/American border, as Capone tries to bring liquor into the country. Next is an Operation Wolf style alleyway shoot out, followed by the classic railway station scene, where Ness has to destroy the baddies and guide a baby's pram to safety. All that's left to do now is free a hostage from one of Capone's henchmen, then it's off to the courtroom for Capone's trial.

The graphics on every stage have been very well designed and drawn, giving the game a very impressive look. The gameplay is good too, the separate sections piecing together very well to give an excellent representation of the film. Whether you've seen the movie or not, Ocean's conversion is highly recommended.

***AMIGA FORMAT* RATING – 87%**

HINTS

We'd all like to be heroes like Elegant Mess in the film, but even in Ocean's licensed game things can often go wrong. Some tips, my good man!

First of all let's get the obvious cheats out of the way. If you type SOUTHAMPTONGAZETTE, you can press F10 to skip levels. Pressing Help on Levels 2, 3 and 6 puts you halfway through the level.

Even with a cheat it can be quite hairy with all those guns going off, so here are rough guides to the levels.

Level 1

Duck down when things get heated, as only the book-keepers' bullets come in low enough to hit you. Only pick up violin cases when it's really necessary, as they can help you out of a tight spot, but they're in short supply.

Level 2

Go for the liquor bottles first and shoot the First Aid boxes if your energy gets a bit low. Particular villains to watch for are the bottle-throwers.

Level 3

Always come out from behind the wall and fire quickly, going for the grenades thrown from the cars first. Be especially careful of the men with machine guns.

Level 4

Try to keep to one side of the baby's pram, and don't walk into anybody. Oh, and watch for members of the public – we don't want innocent bystanders hurt, do we?

Level 5

Shoot the plant pots for more life and be quick taking out the men that run across the screen. Spend as little time loading your gun as possible, as the criminals can do a lot of damage in that time.



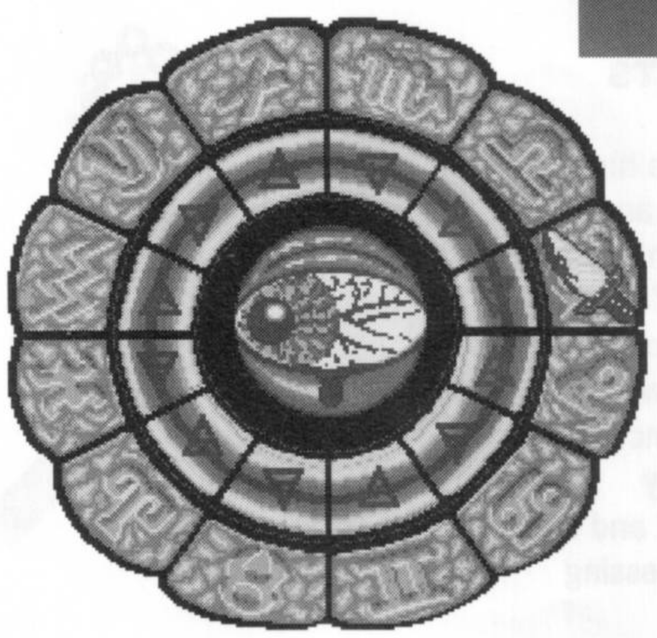


V

Venus Fly Trap
Vigilante

W

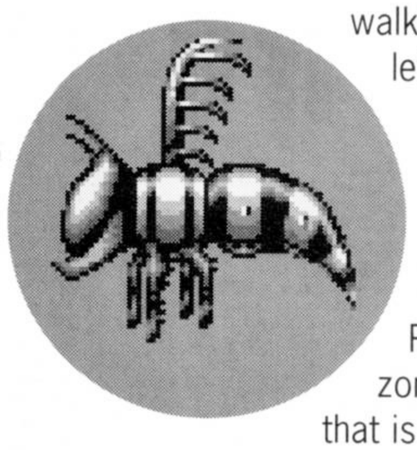
Wicked
Wizball



VENUS THE FLYTRAP

Gremlin

Green issues are everywhere at the moment, even in computer games. *Venus the Flytrap* gives us a rather dismal vision of the future, where the overuse of pesticides has resulted in the creation of a race of mutant insects of monstrous proportions, that are walking around the planet devastating what is left of nature.



The only way to stop them is to create a creature capable of fighting them on their own level. This creature is the Flytrap.

You control this insect equivalent of Robocop in a quest through the various zones, blasting the mutant animal and plantlife that is destroying the planet. You start off with the ability to jump and fore a single-shot weapon, but you can pick up extra items along the way to 'beef up' your attack power. The scenery also contains occasional power-pads that causes Venus to do strange things, such as stick to the ceiling or leap incredible heights – just right for jumping that difficult gap.

The most impressive thing about *Venus* are the superb graphics. The hard metallic hero battles some nicely drawn enemies over a series of extremely colourful backdrops. The gameplay is nothing really new, pretty much recycling old themes with an updated scenario to back it up. Still, it an enjoyable blast for a while and worth checking out if you're short of shoot 'em up fodder.

***AMIGA FORMAT* RATING – 79%**

HINTS

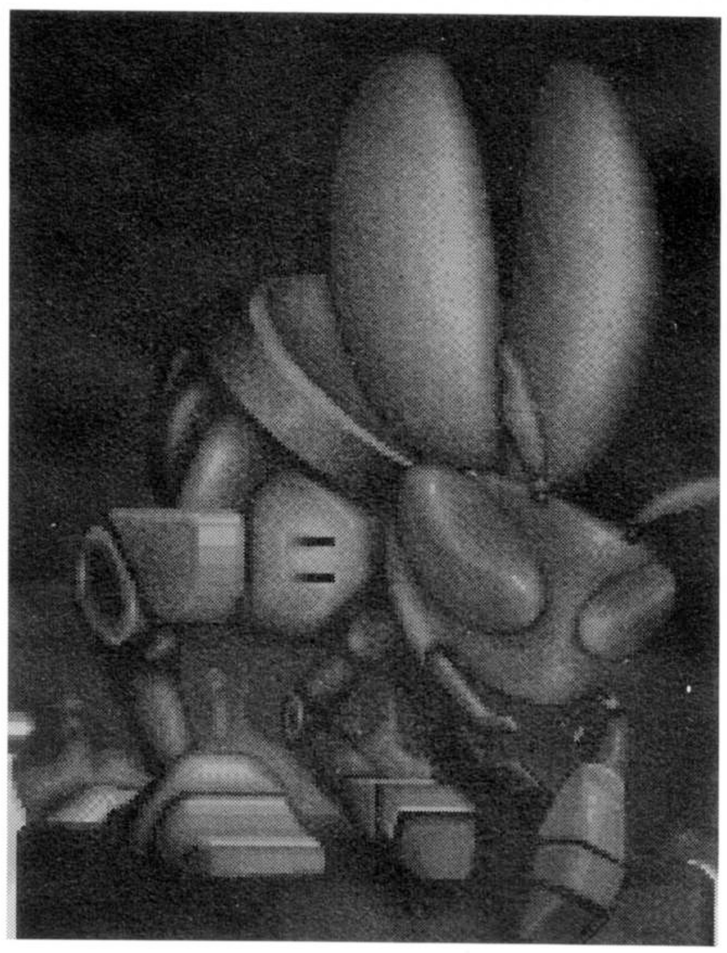
Right... let's have a blast at those insects. OOOPS! Missed the platform. Oh, well, start again... OOOPS! Hit that millipede. Oh, this is useless! Where's the passwords? Say no more! Here are the level codes for this rather surreal blast-em-up.

MANTIDS – The frozen Wastes
CICADAS – The Dead City
PSYLLIDS – Wood World
SATYRID – Death Valley
LYCAENID – The Creeping Swamp
PYRALID – Tech Swamp
NOCTUID – Translucent Plant

If you want more in the way of additional weapons, then simply bosh these in as passwords for various power-ups:

MARS,
PLUTO,
SATURN,
JUPITER,
MERCURY

Isn't that a piece of pi... er... isn't that a doddle!



VIGILANTE

US Gold

Based on the arcade game, *Vigilante* places you in the role of a young man who's girlfriend – the lovely Madonna (eh? Must be Sean Penn) – has been kidnapped by an evil gang leader. You must set out to rescue her, armed only with your fists and vicious Kung-Fu espadrilles, to try and rescue her.

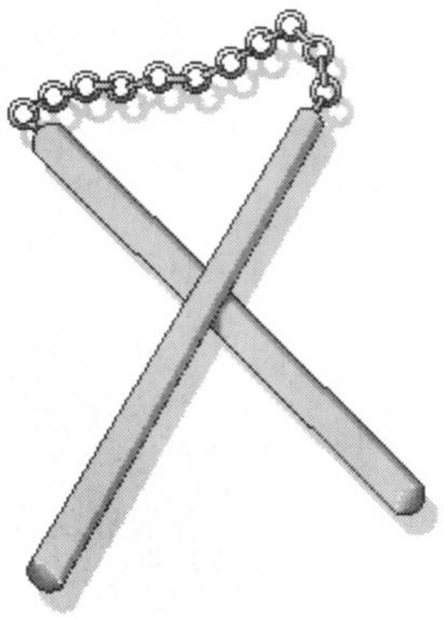
The game starts off as you chase towards the van where Madonna has been snatched, fighting the gang members off as you go. Unfortunately, you just miss the van by seconds, and so must chase across town, through the junkyard, into the back alleys and across the city bridge, looking for the hide-out where she is being kept.

You can pick up any weapons that the gang members drop, such as the deadly Nunchukas, which you can hurl around to great effect.

The arcade version of *Vigilante* was great fun, with some large, well-drawn sprites leaping around over impressive backdrops. Unfortunately, the Amiga version lacks the impressively-sized sprites and the gameplay doesn't match up to its coin-op counterpart either. The action is just too slow and stifled to make playing enjoyable. Many games have proved that it is possible to do this kind of thing on the Amiga, but this official conversion is slightly wide of the mark.

HINTS

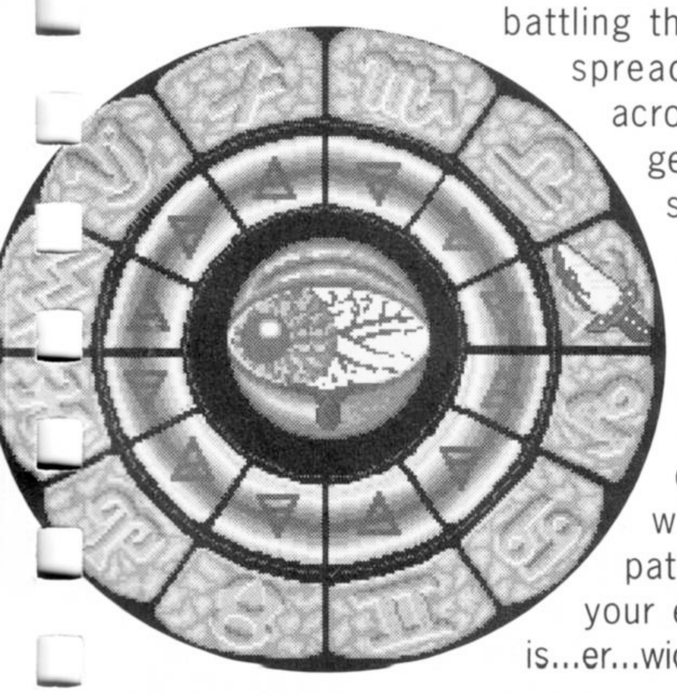
Get onto the high-score table and enter your name as GREEN CRYSTAL to enable the cheat mode. You will now be able to increase your lives by pressing F1 and skip levels by pressing F8.



WICKED
Electric Dreams

This weird little shoot 'em up won over a lot of fans, due to the fast action and strange atmosphere. Not only are the usual science fiction references in there with the player moving around star constellations, but there is a lot of religion and voodoo, as well!

The game features you as the forces of Good battling the forces of darkness by spreading spores and growths across the screen. The game gets even stranger when you start drawing energy from stars, crystals and even Tarot cards! The pace was frantic, the atmosphere intriguing and the graphics superbly colourful. If you can play for long enough without having pulsating patterns wobbling in front of your eyes all the time, *Wicked* is...er...wicked!

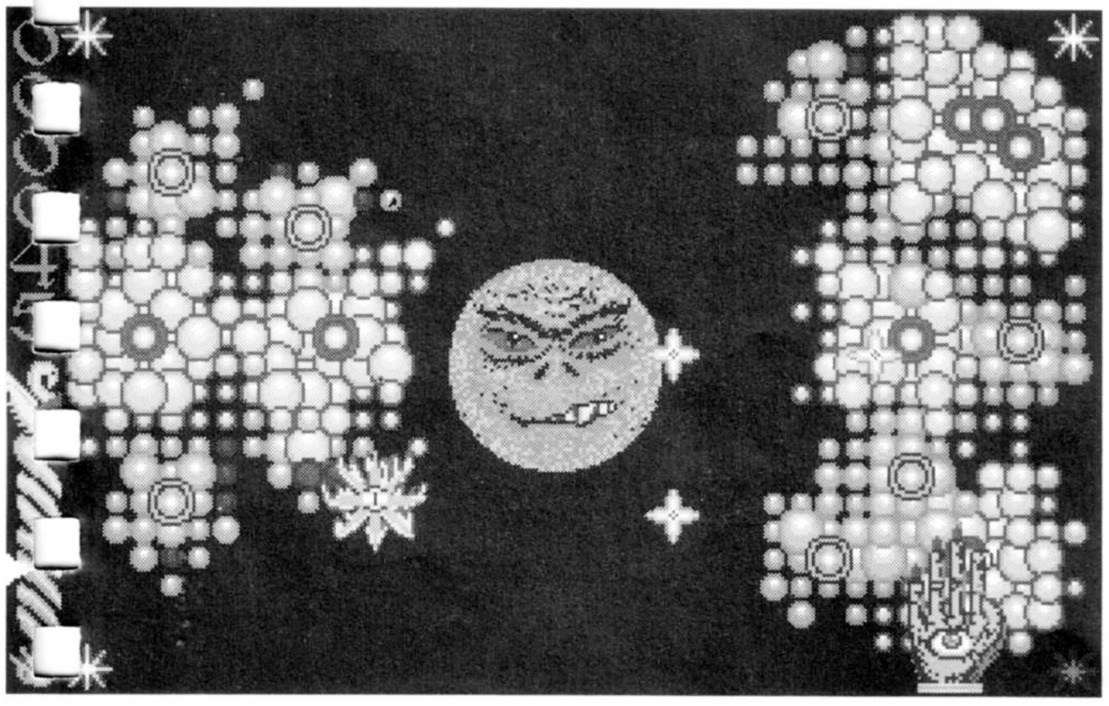


HINTS

Not just any old tips for you, fans – these are straight from Binary Vision. That's who programmed it, by the the way.

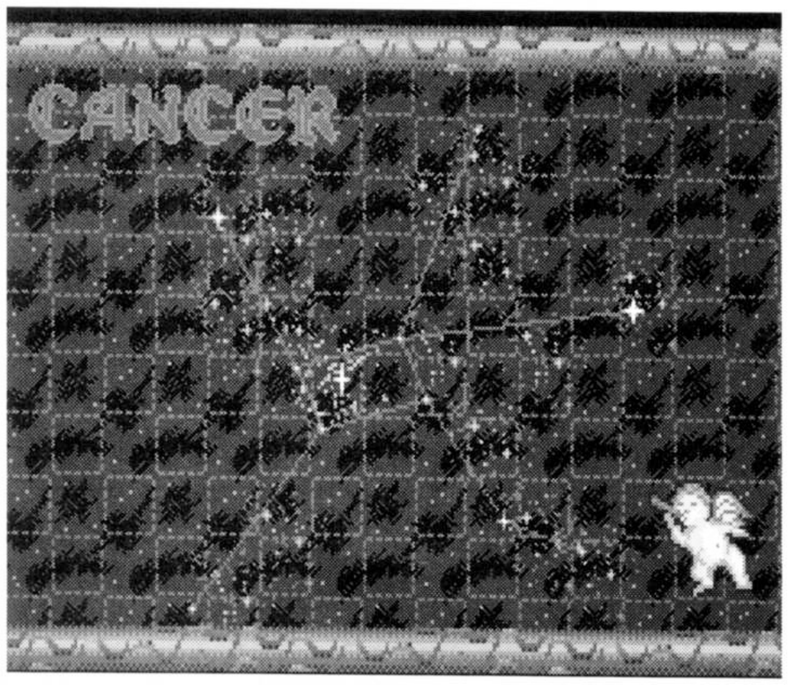
1. Quick on the Spore: always kill evil spores (the red flashing stars) as they become evil portals in the near future. Leave them and you'll fall behind the forces of Darkness. Listen out for the distinctive sound effects as they come into existence.

2. Establish a Beach-Head: select an area of the screen which is fairly easy to defend and establish your 'Beach-Head' there. This is what you'll be using as a base to expand across the screen. Just where you should set up depends on the screen, but such places as corners provide a natural advantage.



3. Keep a Springboard: As good spores can only be dropped on existing good growth to create a new portal, it's a good idea to protect a few isolated growths on a distant part of the screen from the Beach-Head. Good spores can be settled on this 'Springboard' to attack away from the Beach-Head once it has been secured. Failure to do so usually means that you have gained the upper hand, but don't have time to grow right across the screen and secure a victory.

4. Einkreisungpolitik (er...yes): an expression used by Bismark meaning 'encirclement strategy' or a 'pincer movement (so now you know). Surround the enemy with good portals and make him fight on two fronts.



5. When you start to get good, skip past the first two constellations, since you can come back to these later to have a rest from the battle and grab a few extra lives.

6. Scoring: the secret to mega-scores is completing the last few constellations (not easy), but there are a couple of bonuses throughout the game...

A – A smallish bonus for shooting and destroying special power crystals. If you can live without the power they give you, rack up a few points by blasting them.

B – If you've got all four extra life stars lit up in the corners, collect another extra life and it will be turned into a big bonus.

7. Kill off pockets of evil growth close to your good portals. Otherwise if you miss an evil spore, it might settle close to your portals and overrun them. As with good spores, evil spores can only settle on existing evil growth.

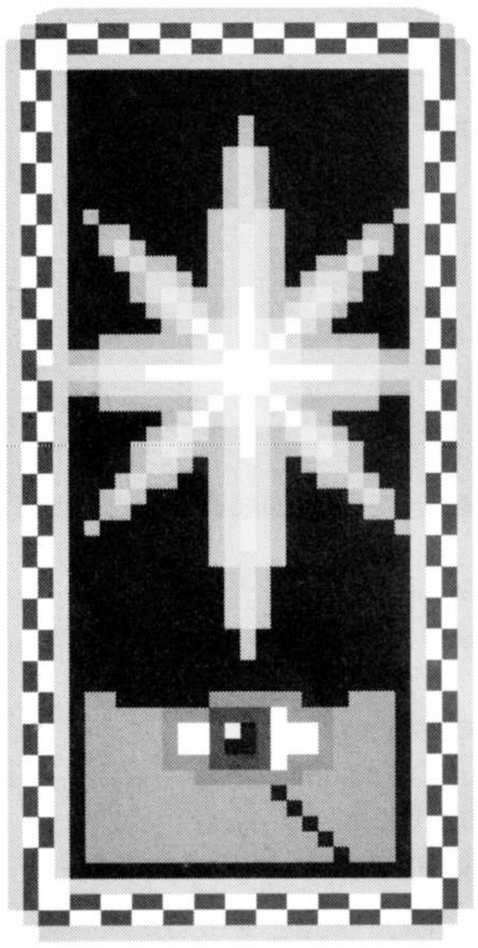
8. Careful Shooting: shoot out a pathway of growth from your good portals to his bad portals. As good growth can only cover dead evil growth, it is channelled between areas of living evil growth towards his portals. Don't shoot evil growth that doesn't pose a threat as it wastes time and diffuses your attack.

9. If you concentrate good portals in one area, huge good growths will be created. These fall quickly to evil forces if they come under attack, just as evil growths can be shot and taken over – so take care!

10. All portals produce a limited amount of growth. Once they have done this, they can continue sporing but stop growing. Look out for evil portals which have exhausted their growth capacity – they are far easier to knock out.

11. When the heartbeat begins to indicate that time is short, don't be distracted. If you concentrate, you can often finish off a daunting screen, as many of the evil portals will have used up their growth capacity. Should the timer run out and the screen fill up with evil portals, don't sit back and watch! Remember to protect yourself against the Guardian or you'll lose another life to him in the second or so before you lose the screen.

12. Don't send the guardian back to Pandemonium immediately day breaks, as he will return as night is falling. Knock him out as day is about to turn into night so you are shot of him when he is at his most dangerous.



13. It's one thing to know what the cards mean, but quite another to really understand them. Double or triple fire (with the extra fire stars) don't go away until you lose a life, but don't pick up a different power up as these will replace your extra fire stars. The exception is extra life stars, which can be collected without losing you extra firepower. Multi-fire is useful for clearing away swathes of enemy growth, but it prevents you from using the careful shooting tactic described earlier.

There are a number of tricks you can play with the cards:

A – One card inverts the position of your strength, so reduce your strength to the minimum before collecting it for a refresh. One thing though – be careful not to get too carried away and lose all your strength and die (it happens) and be sure to collect the crystal before the Maggot pushes it off the screen!

B – Beware when collecting extra-fire stars, since generosity has its limits! This is the Aladdin Syndrome.

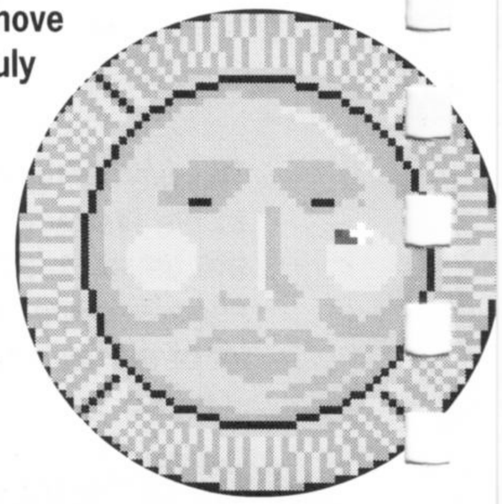
C – The Maggot and the Moon. During the day, on screens with the Giant Maggot, collect the moon icon and rush behind him. This pulls the wibbly beast towards you slowly enough for you to line up and blast him back to Pandemonium.

14. The Guardians: There are seven of these – here are some tips on some of them:

A – Firefly: It's easy to avoid the Firefly's servants, all you need is rhythm. They fly out in a cyclic pattern, three diagonally followed by one straight.

B – The Devil: The Devil's red globular servants are the meanest of all so give yourself extra space to shoot them out as they close in much faster.

C – The Maggot: At first, this seems the hardest adversary, but it soon becomes easy once you understand his ways. He always appears at the same vertical position as you and moves left and right. During daytime, wait until he reaches the right hand side of the screen and is disappearing, then move to an open space and fire to the left – he will appear and move right into your attack. The Maggot will duly appear at the same height as you and you can move back to your original position.



15. The growths and intelligence: at first, evil growths grow randomly, but as play progresses they get smarter. Their level of intelligence is indicated by their shape:

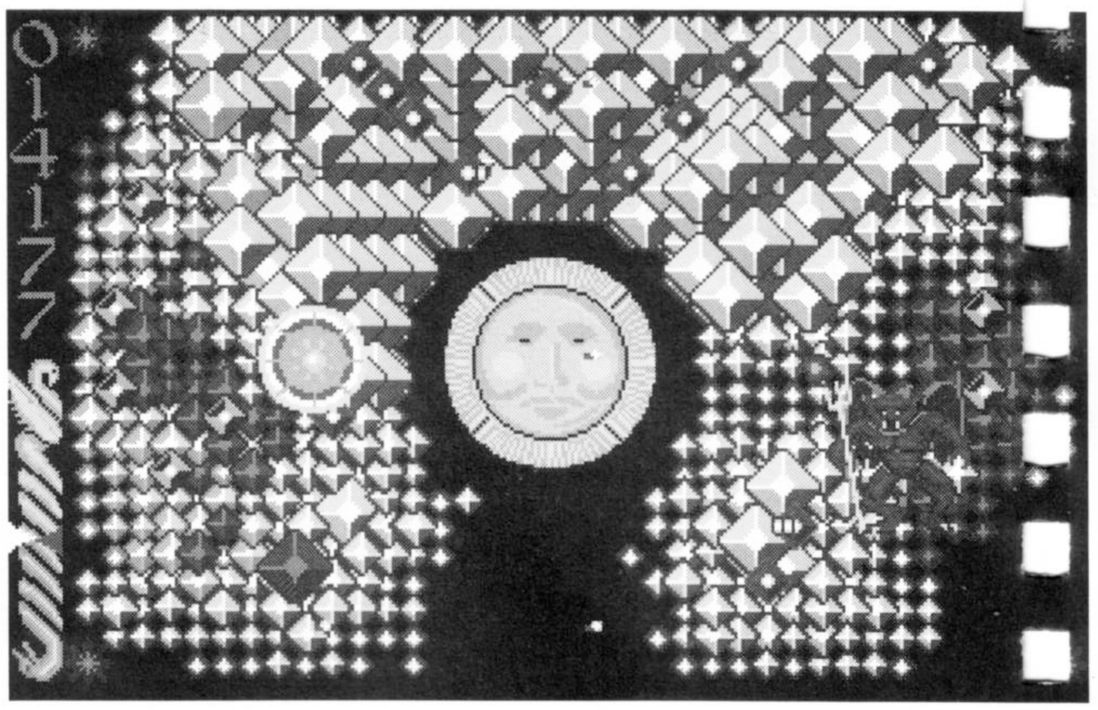
Round – stupid/random growth
Diamond – slightly intelligent
Cross – intelligent
Octagonal – highly intelligent.



On later levels it is essential to use the evil portals' own intelligence against them. If you get within a few growths of an evil portal, it will revert to a simple defensive strategy of growing towards (and trying to knock out) the nearest good portal. Plant good portals on all sides of intelligent evil portals, gradually dropping them closer. Back this up with steady attack fire against the portal and you should be able to overrun it.

Another approach is to place a decoy good portal to one side of the target portal then amass many good portals slightly further away on another side. Fire from the decoy side to protect it against being overrun while the other massed portals attack the evil portal from the rear.

16. On later screens there are hidden 'High-Power Portals'. On the left-most star of Taurus, for example, the top left good portal is growing three times faster than all the others on the screen. This makes it an obvious choice for a Beach-Head and certainly one to protect. But watch out! there are evil High-Power Portals too and the only way to spot them is to keep a careful track on what damage they're doing.



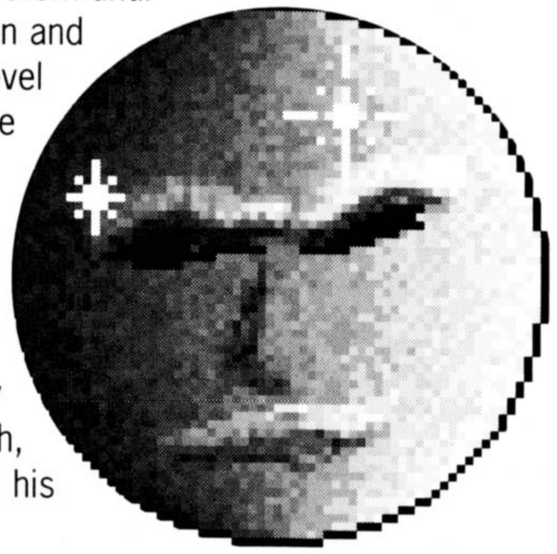
WIZBALL

Ocean

W

Originally a smash hit on the 8-bits, this Sensible Software game (although it doesn't seem at all sensible, really) was much awaited on the Amiga.

The game places you as a Wizard of Colour. who must fly around a strange world putting back all the colours that an evil demon has stolen. To do this you must fly around the levels shooting coloured bubbles to collect the paint that they drop and mixing the primary colours to get the required colour to put back in the scenery. This sounds easy – but it isn't! To begin with, the three separate colour are all found on different levels, so you must use teleports to travel between them until you have the correct balance of red, green and blue to mix the colour you need. Each level comprises of three colours that need to be replaced, which is some task – since there are strange aliens out to get you as well!



You can gain extra weapons though, by collecting the crystal balls that some aliens drop. These weapons include spray lasers, force shields, backward shots...oh, and where would any Wizard be without his cat?

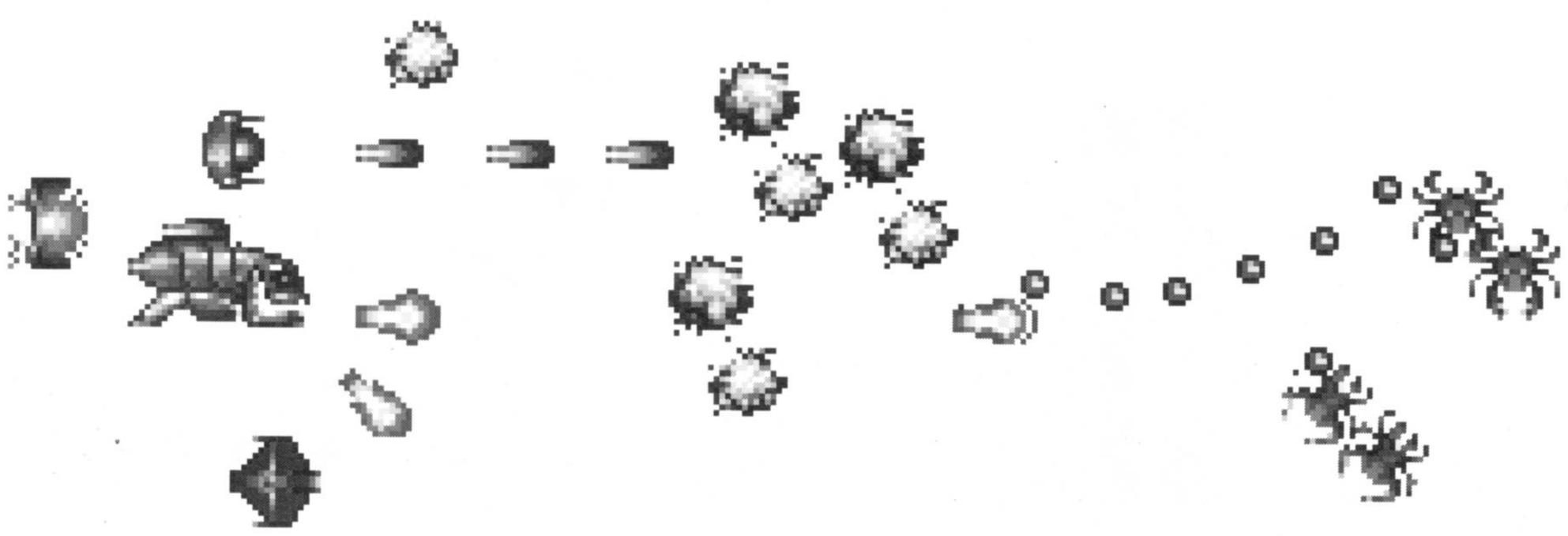
The 8-bit versions of *Wizball* were immensely playable, and seeing as the game is based around colour, the Amiga version should be wonderful, right? Wrong! The Amiga version of *Wizball* is frustrating in the extreme. The style of the game requires you to have easy control over complex movements and firing, but Wizball's control is very difficult to get to grips with, making it an annoying experience. Another thing is – where is the bonus shoot 'em up level? There are a great deal better shoot 'em ups available for the Amiga, so I should shop around if I were you before going for this. However, a sequel game is due out soon, so maybe Amiga-owning *Wizball* fans will be able to enjoy this classic after all.

HINTS



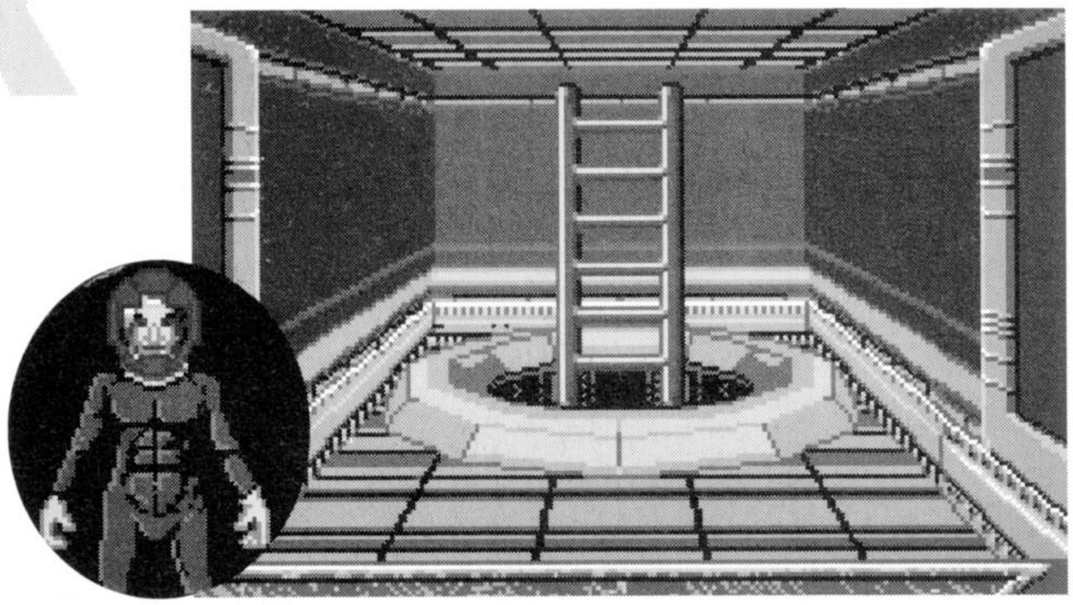
If you've got this game and find yourself struggling (not surprisingly) then try this little cheat. Pause the game using the Space Bar and type the word RAINBOW. Now restart the game and press C to fill the cauldron with the current colour, S to complete the level and T to finish the game.

Xenomorph
X-Out
Xybots



XENOMORPH

Pandora



Another in the line of 'Aliens' inspired arcade adventures, *Xenomorph* places you in the role of Captain of the supply ship the Mombassa Oak. You are scheduled to fly a mission to Atargatis in the Sirius system – a planet where a large number of vessels have disappeared without a trace.

Your run starts out smoothly enough, but when you jump into hyperspace, the Crossover drive malfunctions, ripping away most of the ship's computer systems, so you must travel around the base on Atargatis looking for supplies to mend the ship. However, you soon discover the reason for all the missing ships – the base has been overrun with aliens!

The game starts off with you in the cockpit of your ship outside the base. You must stock up with supplies and set forth into the base to find the spares you need, using any weapons you may find to destroy any alien attackers you come across. The going is tough, since there is a lot of base to explore – and those aliens are tough cookies! The emphasis is very heavy on the side of technology, with a lot of electronic hardware to be found and used. The graphics and sound are good, with some very nicely designed pieces of scenery to explore. *Xenomorph* may not be the most exciting game of the type, but it provides a deep and involving adventure that should appeal to space fans everywhere.

***AMIGA FORMAT* RATING – 83%**

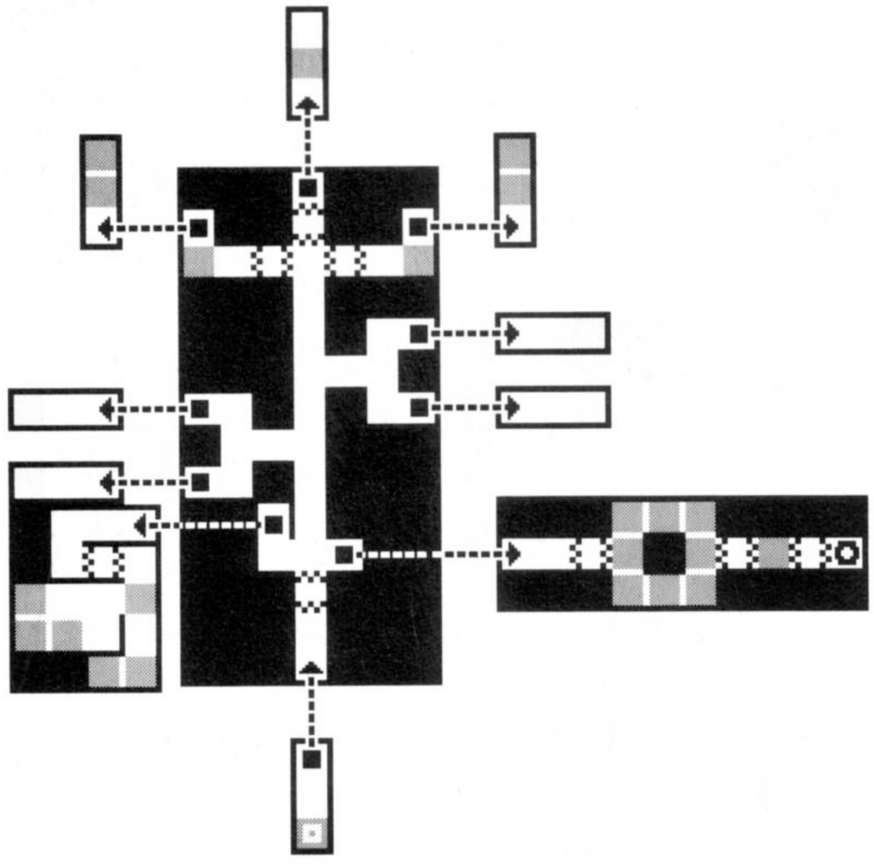
HINTS

Don't bother hoarding weapons – there are far too many to hold anyway. Just find the best and stick with them. However it is useful to have a back-up device for when you are stuck in a tight spot. The Super Magnum is the best of the handguns, but ammo is in rather short supply.

Standing your ground and blasting the tougher monsters (such as Blobs and Xenomorphs) is a waste of energy. Try to dodge them or better still find another way to your destination. Many of them seem to have pre-defined paths to follow anyway, and only break off when they see you. Don't open fire as soon as you see them, try to sneak past them whenever possible – it saves energy! You only have to actually kill one alien, and that's the Master Alien on Level 15, so running around like Rambo does no good at all.

And now for a major upset – you can complete the game without replacing the CNS chips! As long as you find and use the navigation disks and anti-matter pellets and don't touch the maintenance circuit boards at all, the computer seems to forget that the chips have blown and takes off from Atargatis successfully. What luck!

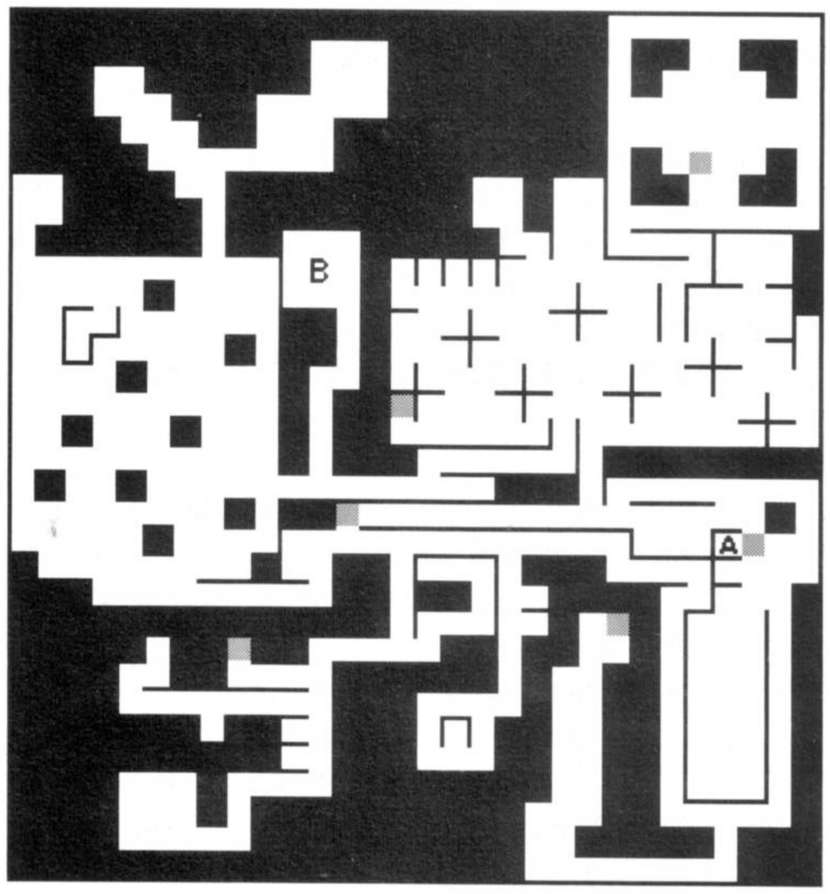
LEVELS ONE, TWO, & THREE - THE SHIP



KEY:-

0-To Level 4A
-Start
-Doors
-Cryo-Beds
-Objects/Wall Panels

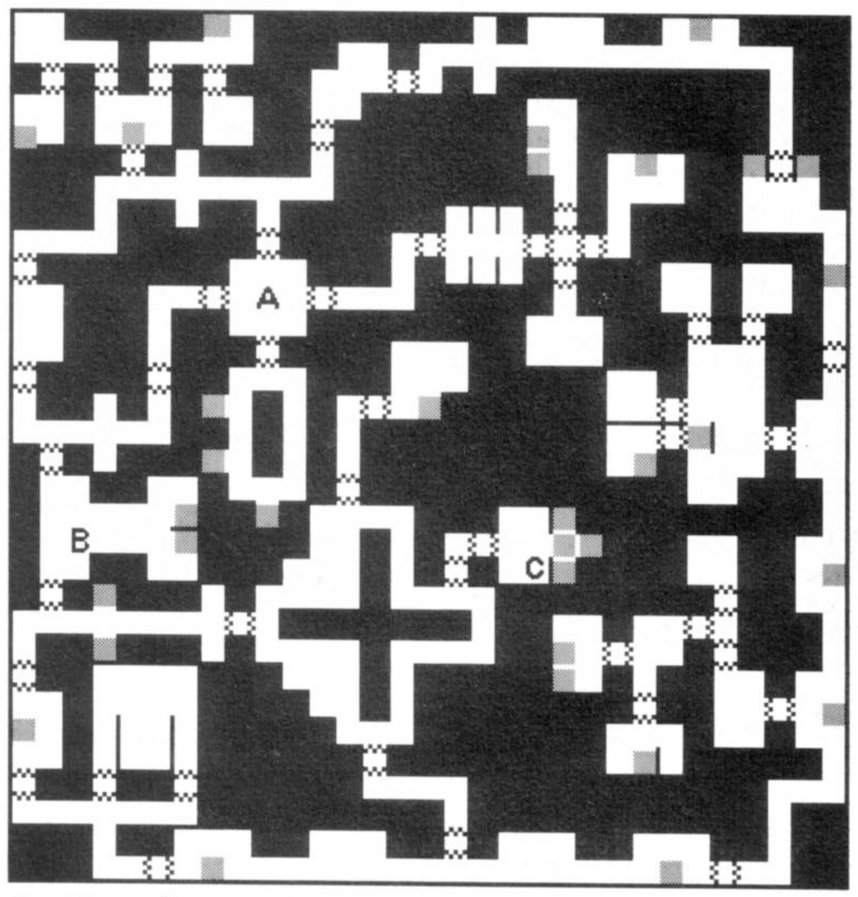
LEVEL FOUR



KEY:-

A-To Level 3D
B-To Level 5A
■-Objects

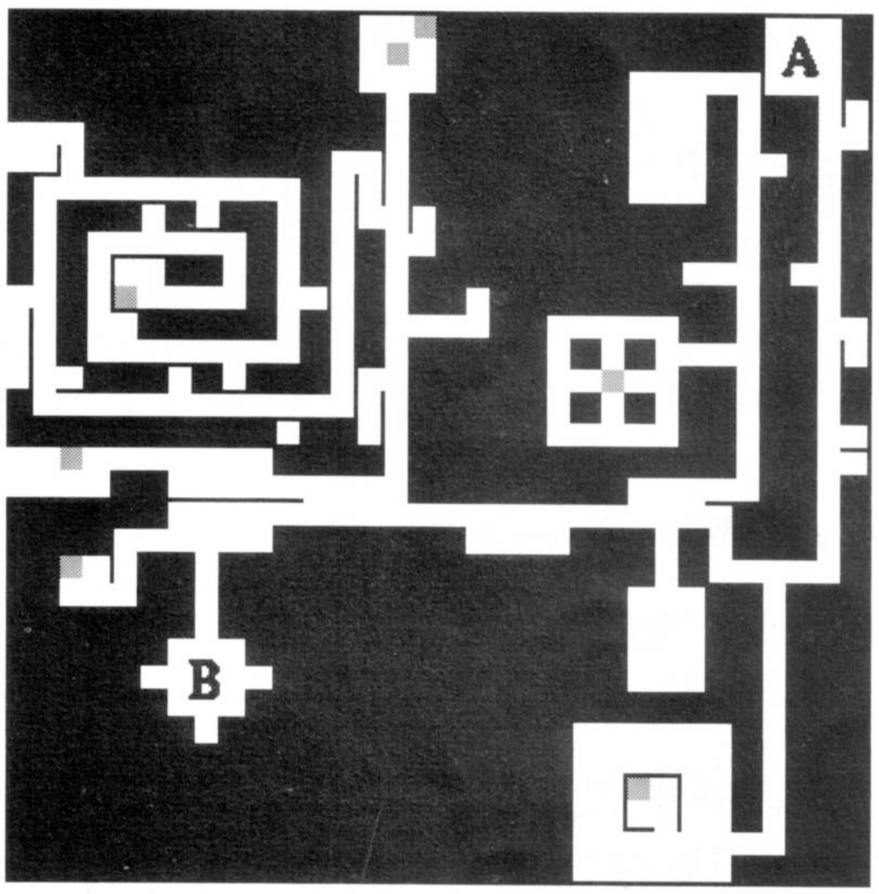
LEVEL FIVE



A-To Level 4B
B-To Level 6B
C-To Level 7B
‹›-Doors
■-Objects/
Wall Panels

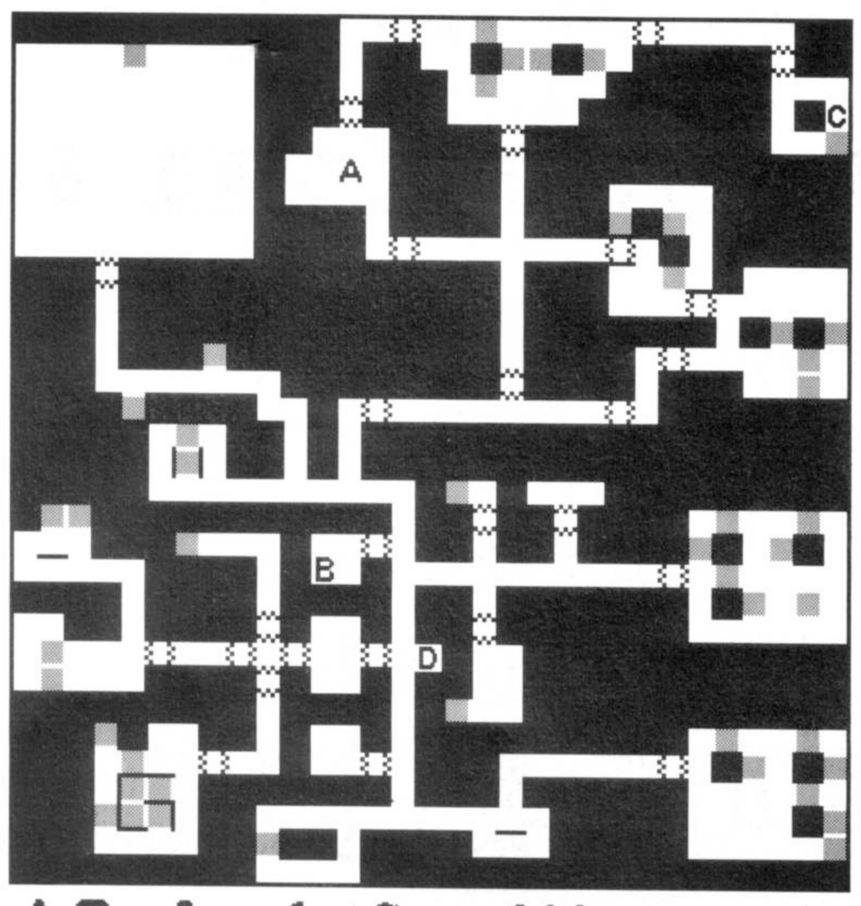
X

LEVEL SIX - THE DUCTS



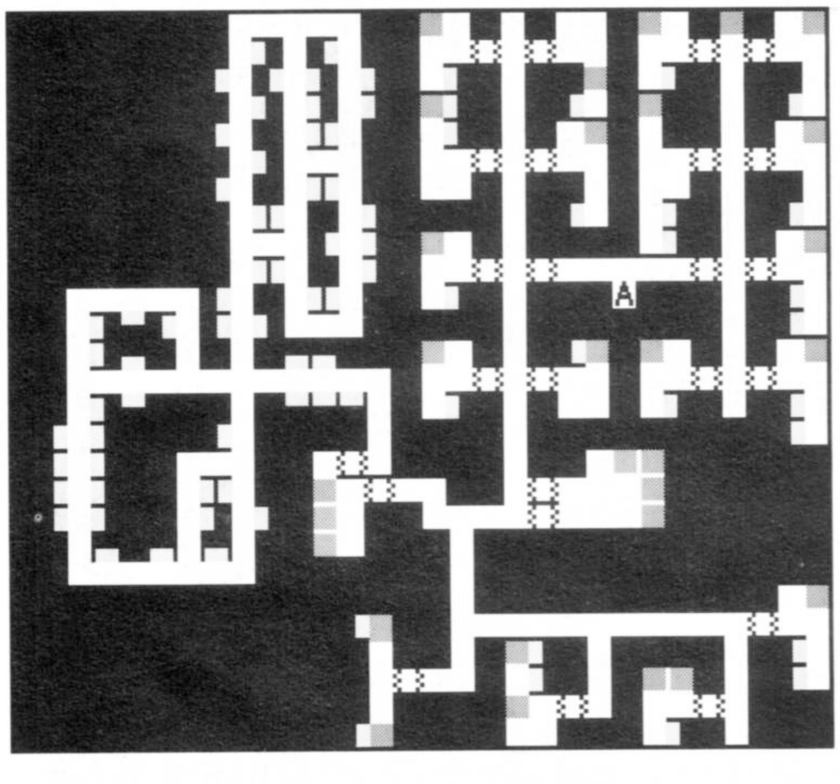
A-To Level 7A
B-To Level 5B
■-Objects/
wall Panels

LEVEL SEVEN



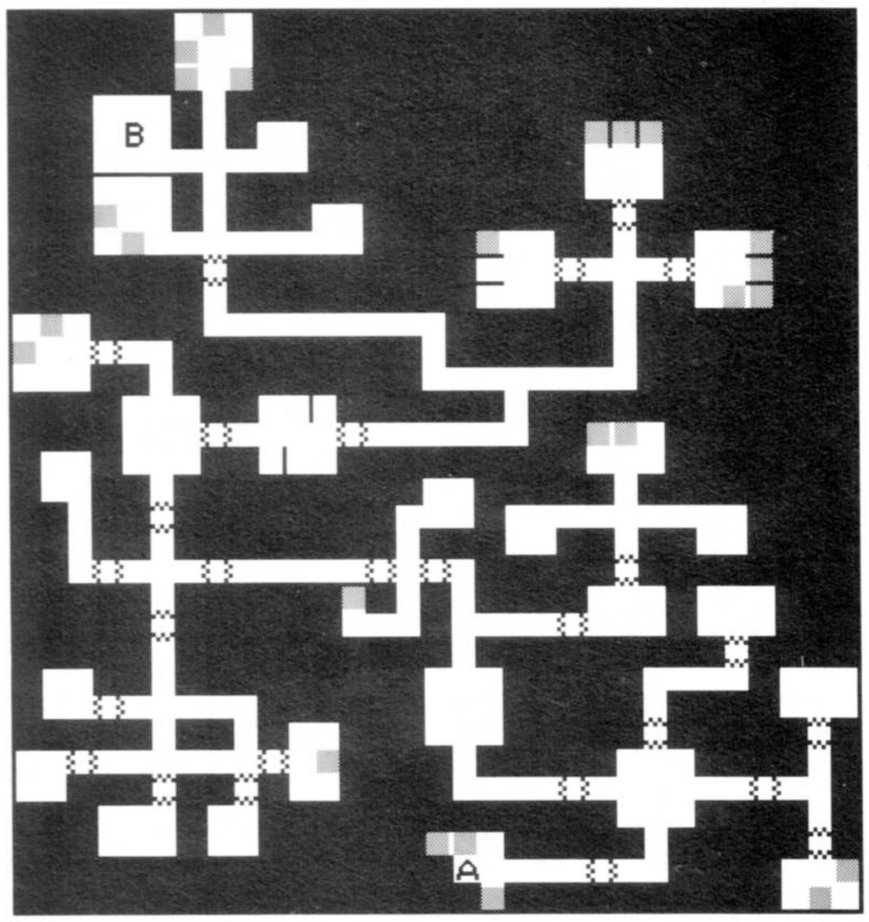
A-To Level 6C
B-To Level 5C
C-To Level 9A
D-To Level 8A
‹›-Doors
■-Objects/
Wall Panels

LEVEL EIGHT - THE INFIRMIRY



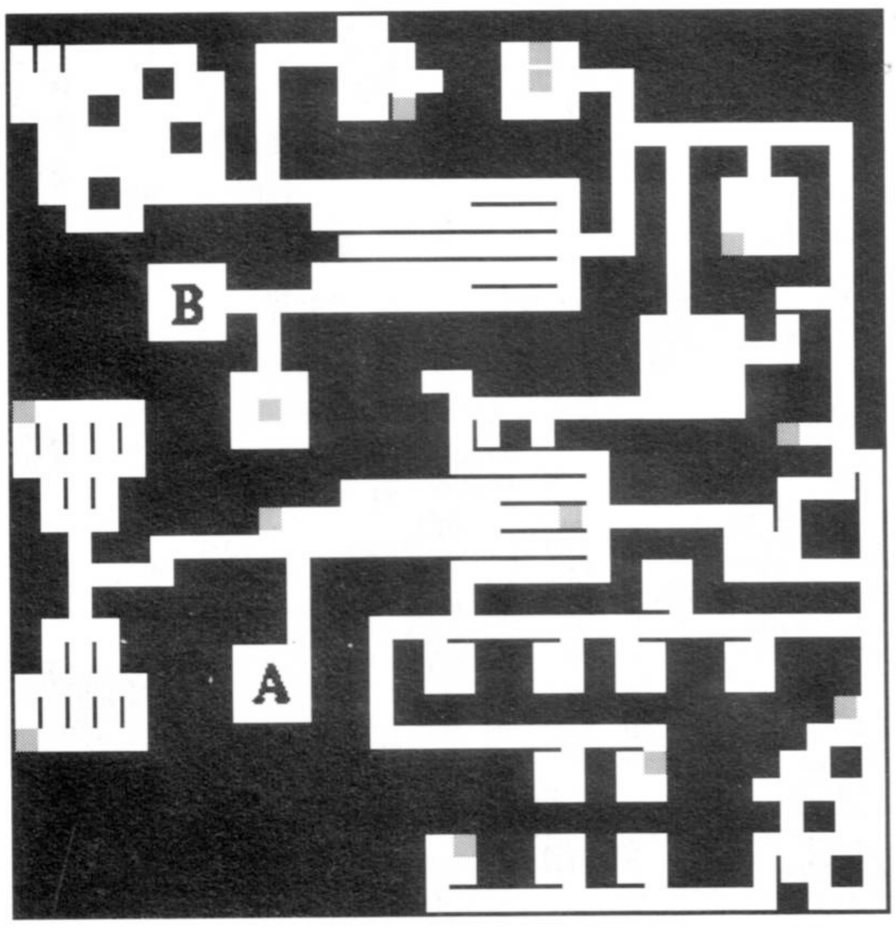
A-To Level 7D
‹›-Doors
⊏-Beds
■-Objects/
Wall Panels

LEVEL NINE - THE LABS



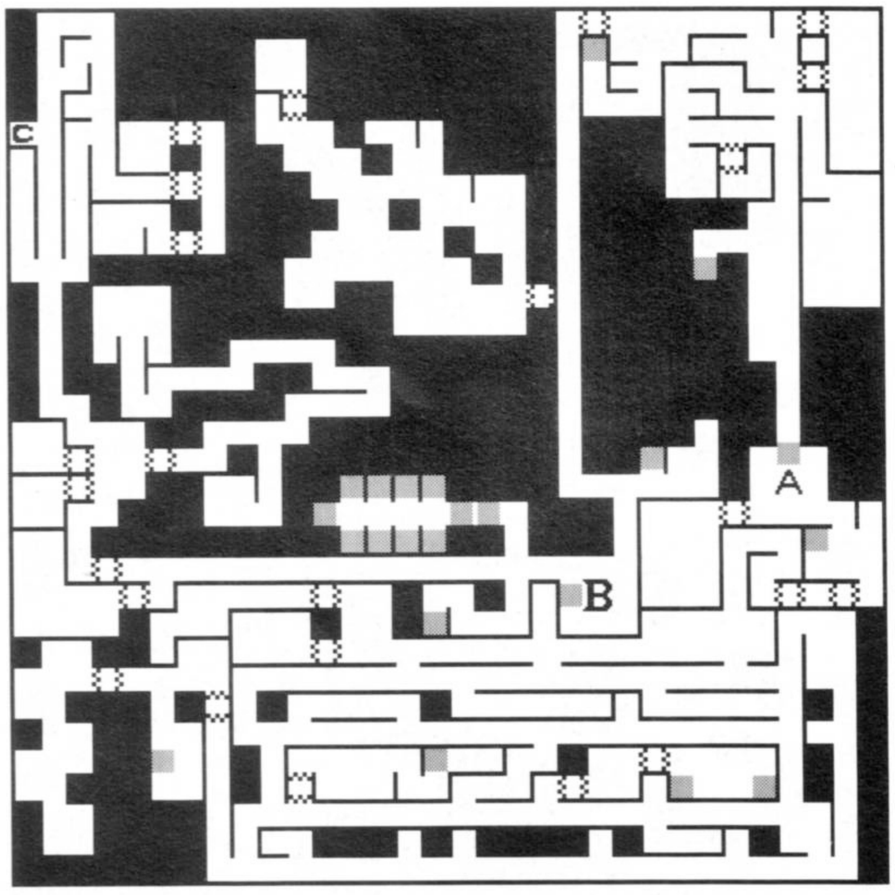
A-To Level 7C
B-To Level 10A
‹›-Doors
■-Objects/
wall Panels

LEVEL TEN



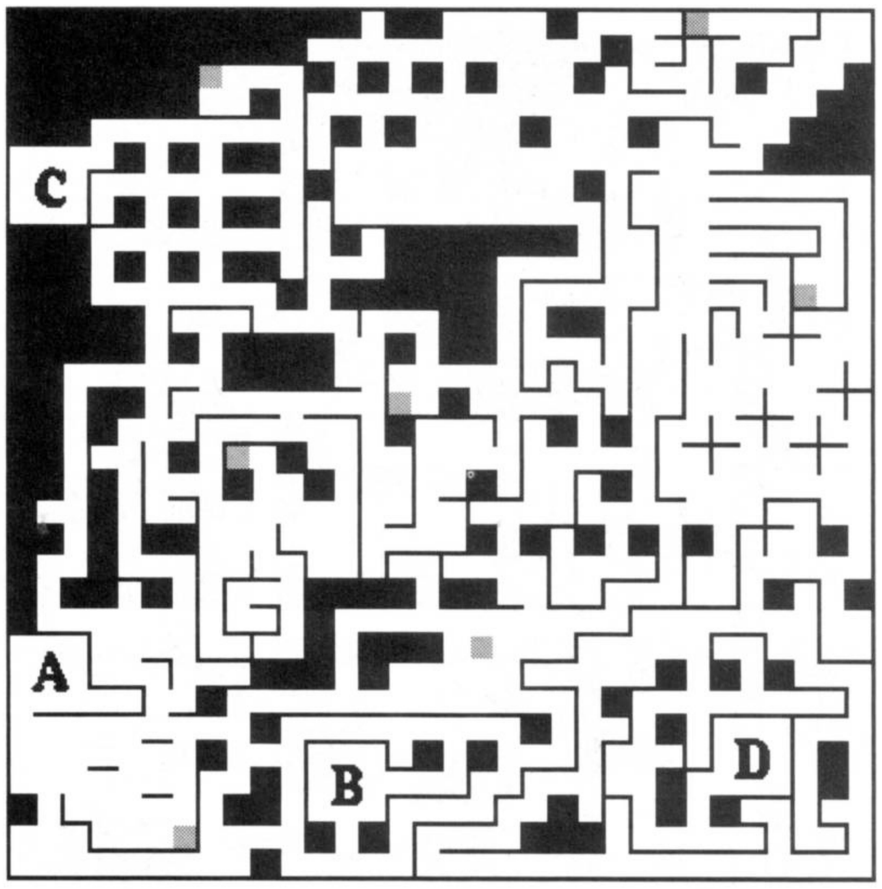
A-To Level 9B
B-To Level 11A
■-Objects/
Wall Panels

LEVEL ELEVEN - THE ARMOURY



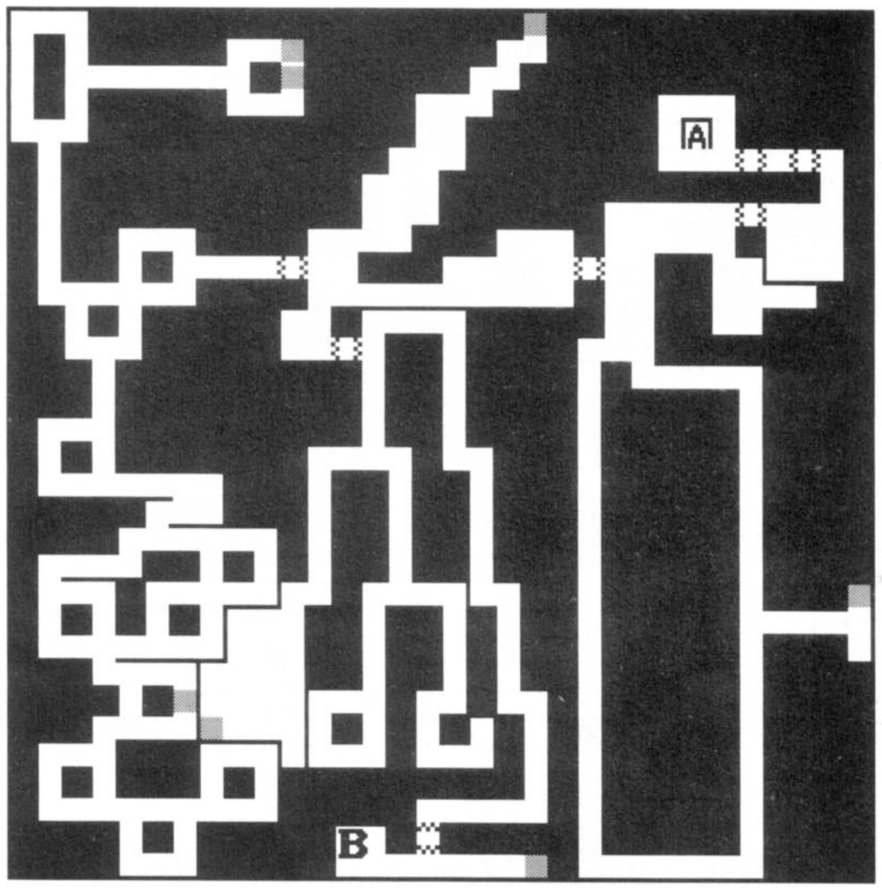
A-To Level 10B
B-To Level 12A
C-To Level 13A
‹›-Doors
■-Objects/
Wall Panels

LEVEL TWELVE - THE DUCTS



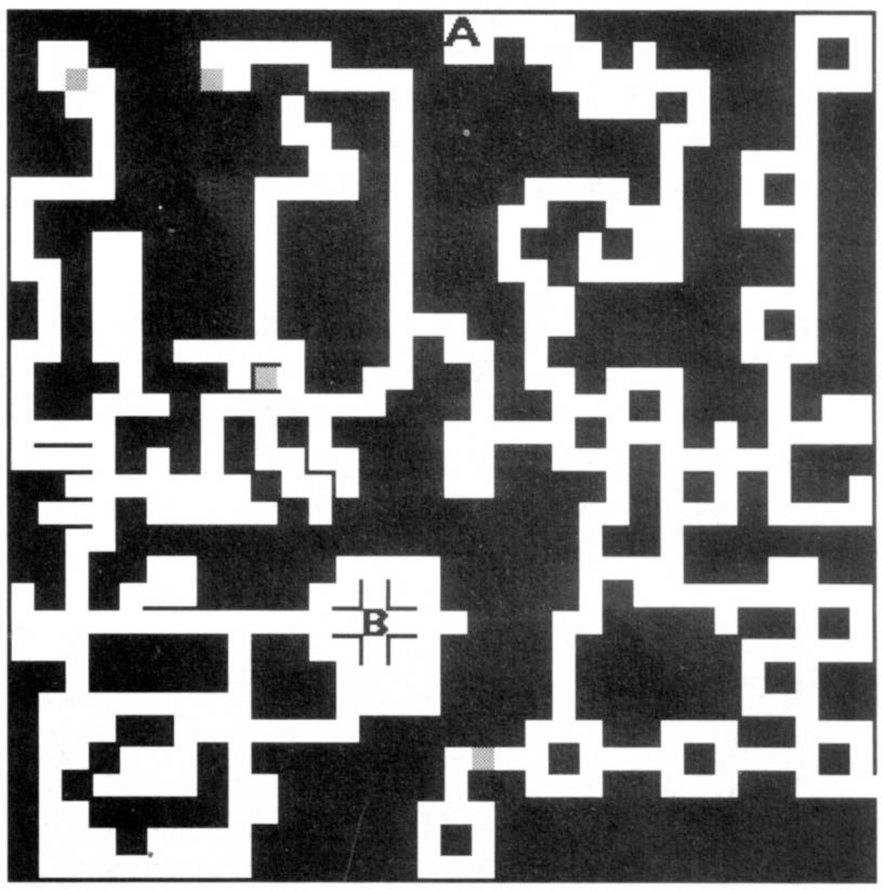
A-To Level 11B
B-To Level 16A
C-To Level 14B
D-To Level 17A
■-Objects

LEVEL THIRTEEN



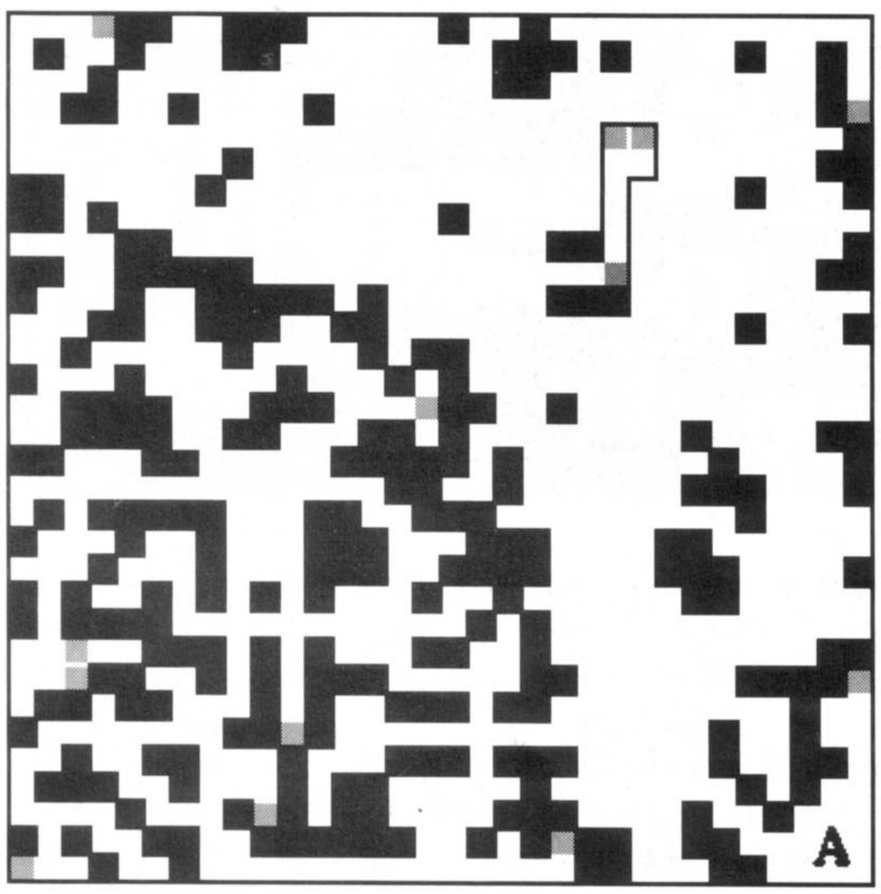
A-To Level 11C
B-To Level 14A
■-Objects
‹›-Doors

LEVEL FOURTEEN



A-To Level 13B
B-To Level 12C
■-Objects

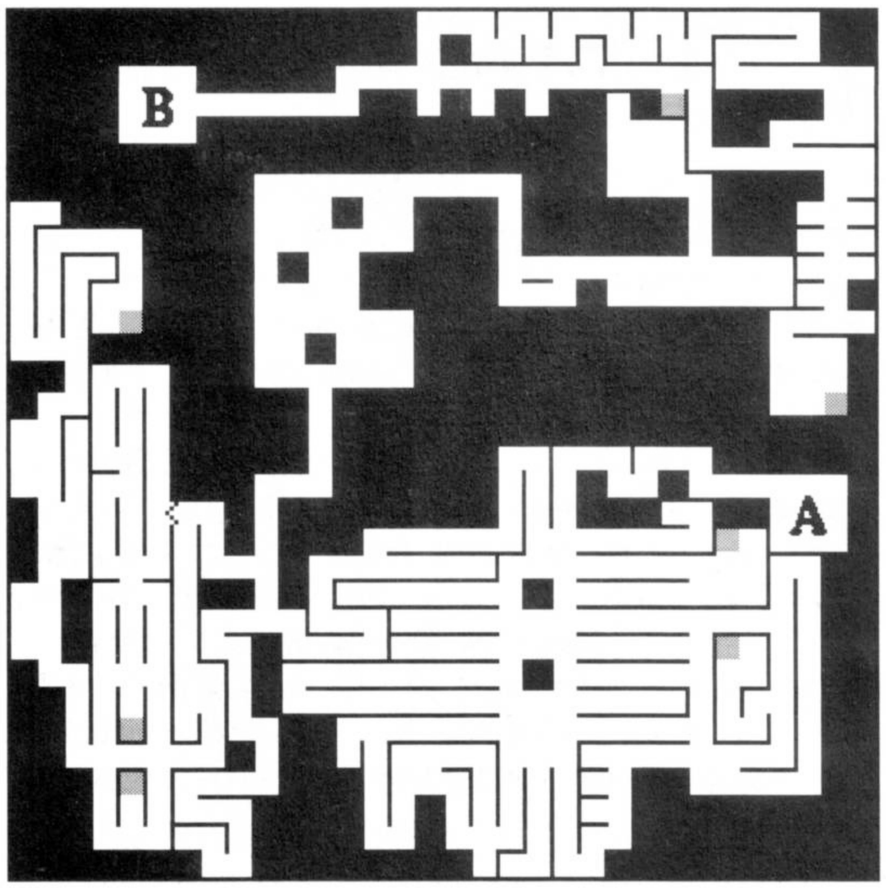
LEVEL FIFTEEN - THE CAVES



A-To Level 16B
■-Objects
■-Special!!

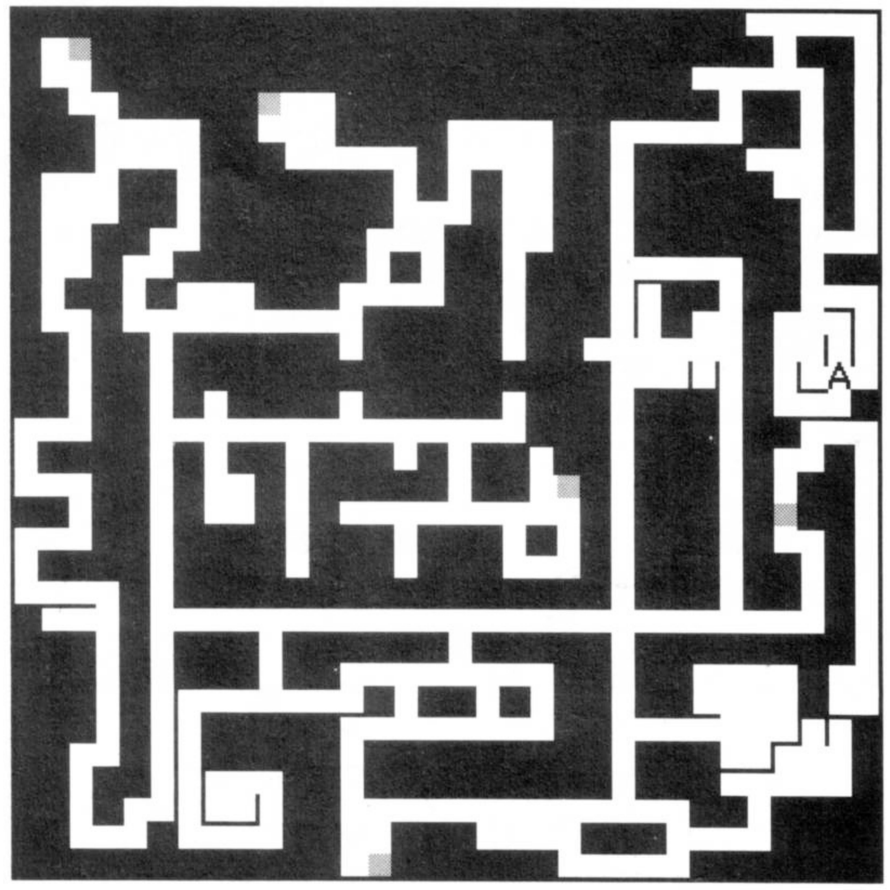
X

LEVEL SIXTEEN - THE DUCTS



A-To Level 12B
B-To Level 15A
■-Objects
‹-One-way Wall

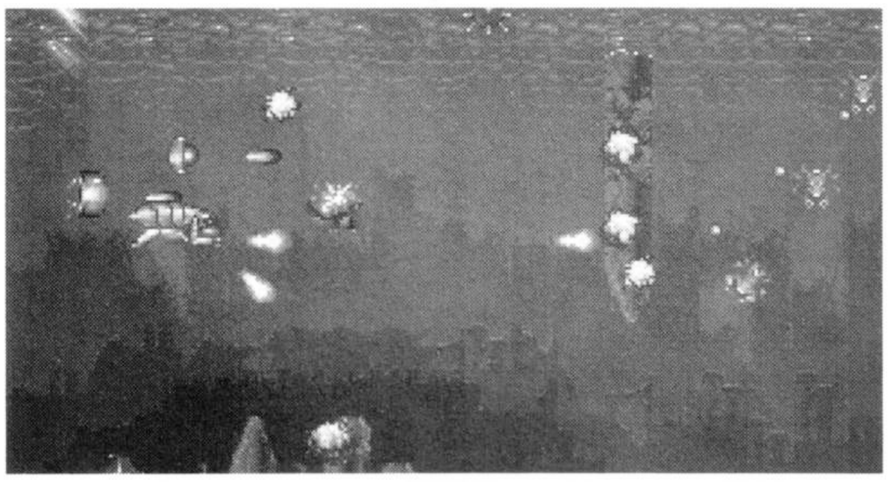
LEVEL SEVENTEEN



A-To Level 12D
■-Objects

X-OUT

Rainbow Arts



Rainbow Arts are certainly a force to be reckoned with when it comes to shoot 'em ups. With *Denaris* (featured elsewhere in this book) carrying the flag as one of the most impressive shoot 'em ups available, the release of another blaster in the form of *X-Out* raised a lot of hopes.

The game is based beneath the sea with you piloting your heavily armoured craft through oceans teeming with vicious enemy craft. To start with, you are given 12,000 credits in the shop, which you can spend on any combination of the bewildering array of weapons you wish before heading out on a trail of destruction beneath the waves.

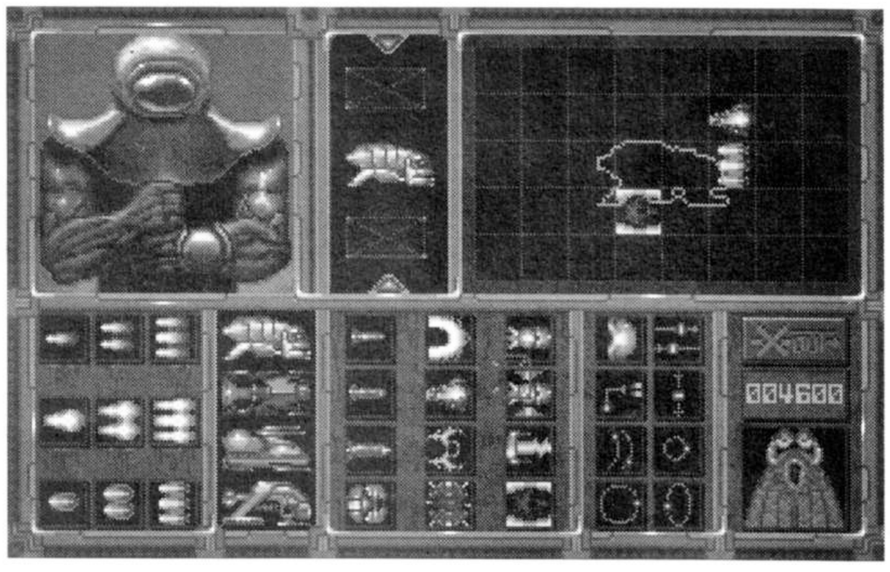
X-Out contains some of the most impressive graphics and sound effects seen on a shoot 'em up for quite some time. The animation on the ship and its weapons are excellent and some of the undersea creatures are absolutely mind-boggling! The frantic action and huge array of weapons you can use to unleash your frustration on the alien hoards make playing *X-Out* a lot of fun. It may not be very original, but there is enough destruction to keep pining blast fans happy.

***AMIGA FORMAT* RATING – 78%**

HINTS

Does your 12,000 credit allowance not go as far as you'd like? Then try this tip for much more:

Buy the most expensive ship and the cheapest satellite, then discard the satellite over the horned beastie on the right. You will now have 500,000 credits to play with. Rich! At last!



XYBOTS
Domark/Tengen

One of the first games to be released under the Domark/Tengen collaboration, *Xybots* pits you and a friend as warriors Rock Hardy and Ace Gunn in a battle through a 3D complex to destroy the Xybots. Each level consists of a maze like complex that must be cleared before you can gain access to the next level.

The best bet is to split up, since you can cover more ground and still see where you are in relation to the other player using the map. Some areas of the complex are locked, needing a key to gain access, but the enemy droids are trying to stop you – as ever!

The graphics of the Amiga version of *Xybots* are a pretty decent interpretation of the coin-op, being fast, bright and colourful. The two player action makes the game great fun to play with a friend, and the difficult gameplay will have you thrashing away for hours. The atmosphere will have you on the edge of your seat, especially as the Master Xybot appears. Once you've completed the levels, you may become tired of treading the same ground, but it's great fun while it lasts!

***AMIGA FORMAT* RATING – 77%**

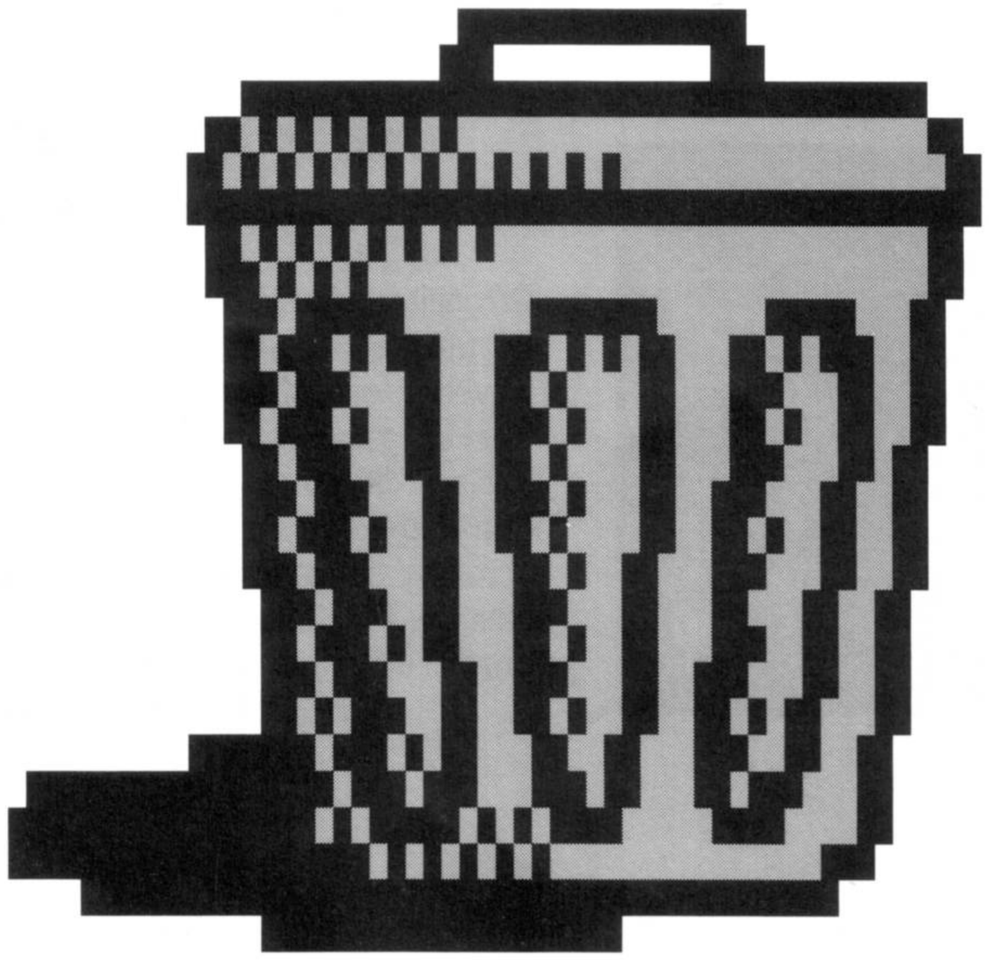
X

HINTS

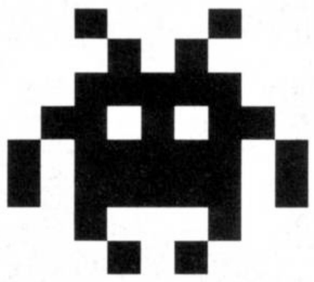
To obtain infinite energy from one Master Xybot to the next, you need to get to level eight, then stand one player as close to the exit hole as possible. Now get the second player behind the first so that he can shoot player one.

Player two should now shoot player one until his energy is down to less than 6%. On a count of 1-2-3, move player one into the exit hole and at the same time press fire for player two. The bullet should hit player one just as he goes through the hole. When the next level starts, the player that went through the hole first should have an energy reading of zero, but he can't get shot! The only drawback is that player two can no longer zap. Oh, well...

...And Bringing up the Rear



Getting stuck into a really good game can be a hell of a lot of fun, but what happens when you get home to find that the game you've just spent your dosh on is a turkey? Here are some of the games that slipped below the 30% mark in Amiga Format.



CLASSIC INVADERS
Supernova

Classic Invaders is a conversion of the arcade game *Space Invaders*, which has a place in the hearts of most game players. Unfortunately, this version isn't really that good. The collision detection is dodgy and the audiovisuals are pretty much the same as the coin-op. When you can get decent *Invaders* games on PD disks, asking for fifteen quid for this seems criminal, so *Classic Invaders* manages to get the record of lowest Format rating ever.

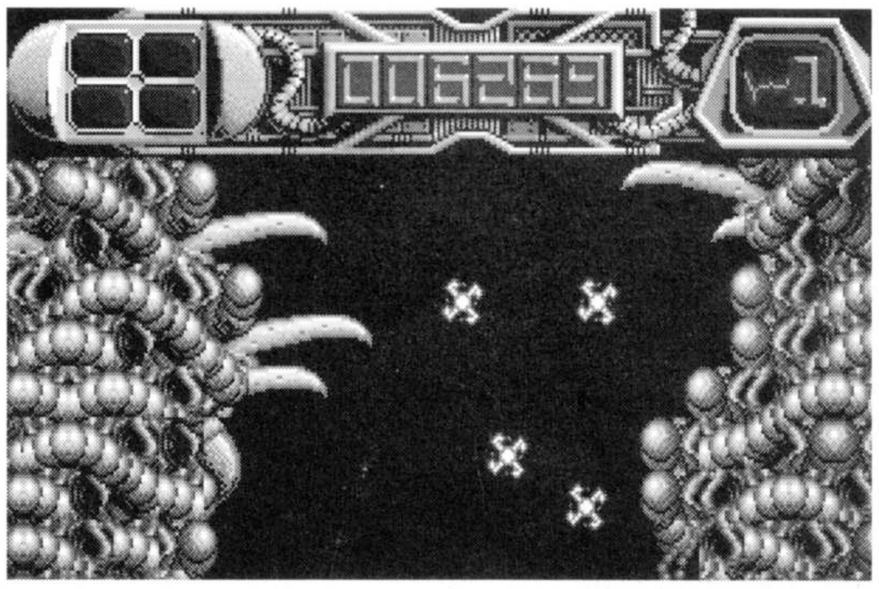


***AMIGA FORMAT* RATING – 9%**

DOMINATOR
System 3

Dominator places you as the pilot of a space fighter, who's job it is to fly into the guts of the head of an alien invasion fleet (eeurgh). You are then attacked by various alien bacteria as you fly around trying to do as much damage as possible. Unfortunately, doing damage to the inside of an alien is about as original as *Dominator* gets. The graphics and sound are mundane and the action has been seen in hundreds of games already. *Dominator* lacks any originality to make it an interesting blast.

***AMIGA FORMAT* RATING – 28%**



INTERNATIONAL CHAMPIONSHIP WRESTLING
Hewson

The few games that came out on the 8-bits proved that wrestling didn't really work on a computer, so whatever possessed Hewson to produce an Amiga wrestling game is a mystery. Once again, the idea fails to work. The graphics are okay, but the control is awkward, frustrating and, even when you do something useful, unrewarding. If you want to get into wrestling, then get a ring-side ticket, don't buy a computer simulation of it.

***AMIGA FORMAT* RATING – 24%**

ITALIA '90
Codemasters

Not missing the chance to cash in on the World Cup, Codemasters revamped an earlier soccer game to produce *Italia '90*. You can either play a straight match or put your team through training. The graphics are all right, apart from the slow speed and dodgy scroll, but the real falldown is the lack of challenging action to get stuck into. When you manage to overcome the poor control, the match is stupidly easy to win, making the game pretty boring.

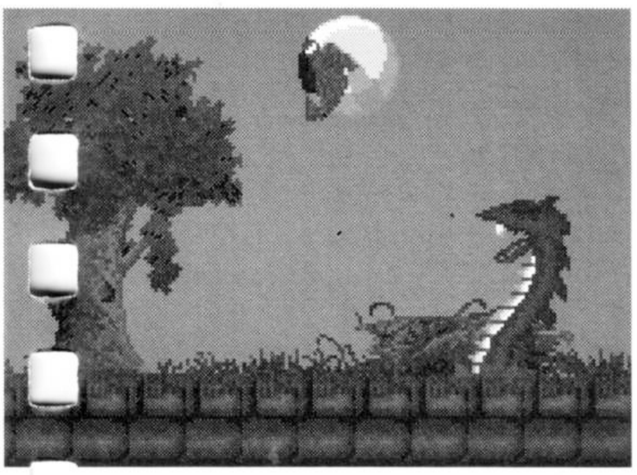
***AMIGA FORMAT* RATING – 27%**

MANIC MINER
Software Projects

Originally a classic 8-bit game, *Manic Miner* certainly took its time appearing on the Amiga. The game can be played in one of two modes – as a copy of the original Speccy game, or in the new, scrolling 16-bit format. Unfortunately, the Amiga version is impossible to complete due to some annoying glitches, and the scrolling screen makes it extremely difficult to judge timings. The Speccy version doesn't really play like the original either, so even the nostalgia value is gone.

***AMIGA FORMAT* RATING – 25%**

PLEXU
New Line Software



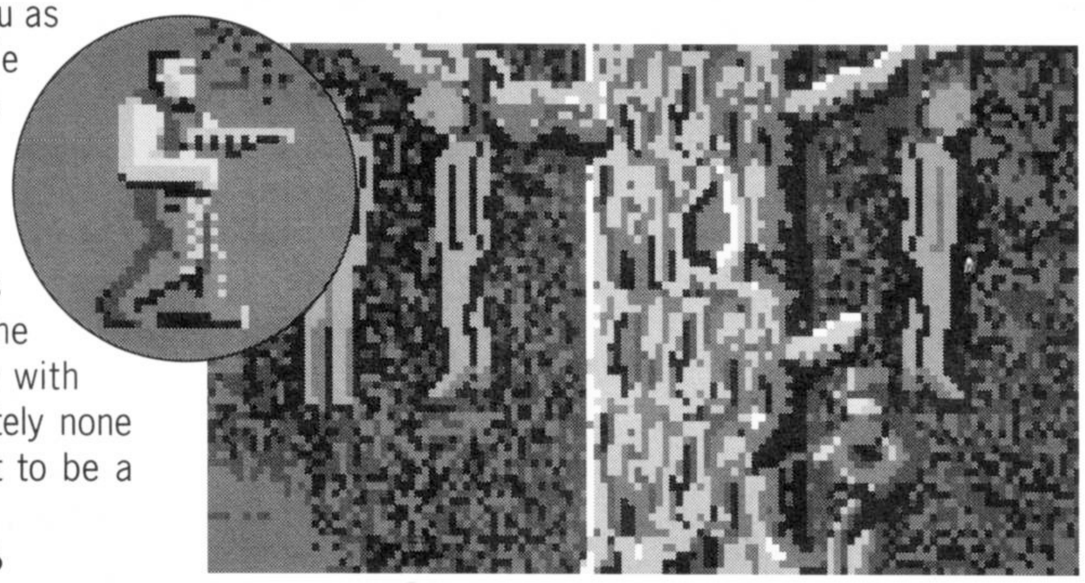
Plexu is a game from Norway, featuring a strange helmeted hero walking along shooting at monsters. Er...and...well that's about it really. The graphics are fair enough, if a little flat, but the real let down is the fact that there is virtually no gameplay. One game is enough to decide that it's not worth playing again.

AMIGA FORMAT RATING – 21%

PREDATOR
Activision

Based on the superb Arnie film, Predator pits you as Dutch Schaefer as he walks through the jungle taking out revolutionaries and animals on his way to meet the big alien. The graphics are pretty poor, with Arnie looking like he's had a pair of teddy-bear legs grafted on, and the gameplay isn't really much better. All you do is walk along shooting erratically and dodging the odd bullet, which seem to home in on you with alarming accuracy. The game captures absolutely none of the film's atmosphere, and instead turns out to be a bit of a damp squib.

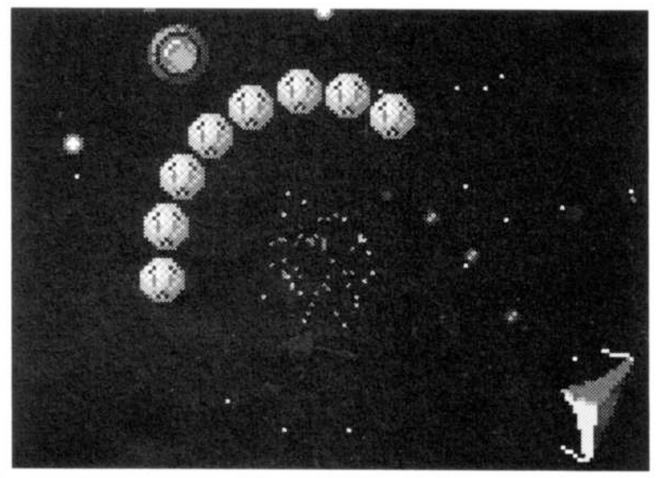
***AMIGA FORMAT* RATING – 22%**



PURSUIT TO EARTH
Exocet

Pursuit to Earth is a rip off of the ancient arcade game Gyruss. You move in a circle around the outside of the screen as alien beings swarm in from the distance. As more appear on the screen, the already duff graphics begin to slow down and jerk horribly, making the gameplay frustratingly difficult. If you manage to play half a level without giving up, you're doing well!

***AMIGA FORMAT* RATING – 19%**



PATHETIC TIPS

Occasionally, in the midst of all the letters that get sent into Game Busters, some really wild tips will crop up and cause a laugh or two, but it's surprising how many people send them in. Here are a few examples:

SHADOW OF THE BEAST

The amount of people that sent this cheat in was surprising – especially since they were giving away the fact that the copies they had were pirated! The 'hold down the left mouse button and joystick button until you are asked for disk 2' cheat was only on the pre-production copies, not the finished version. So everyone that sent the tip in must have illegal copies!

TRAINED ASSASSIN

Someone from Cardiff said that if you type KILL on the title screen of the demo version of this game, the game crashes. He says that it may do something useful on the finished version though. Er...thanks...I think!?!!??

KICK OFF

We got two letters from someone, saying that if you just hold the fire button down when trying to save penalties, the goalie will catch the ball every time. Fine...except that it doesn't work...ever!

APB

A right Mr Statethebleedingobvious, this one. This chap says that holding fire to keep the siren on makes the other cars move out of your way. Er...but that's the whole point!

...BUT THANKS ANYWAY

Game Busters has proved to be one of the most popular sections in Amiga Format, but it's really due to the amount of work that the readers put into the tips that make it what it is. So I'd like to take this opportunity to thank everyone who keeps the section going. Cheers!

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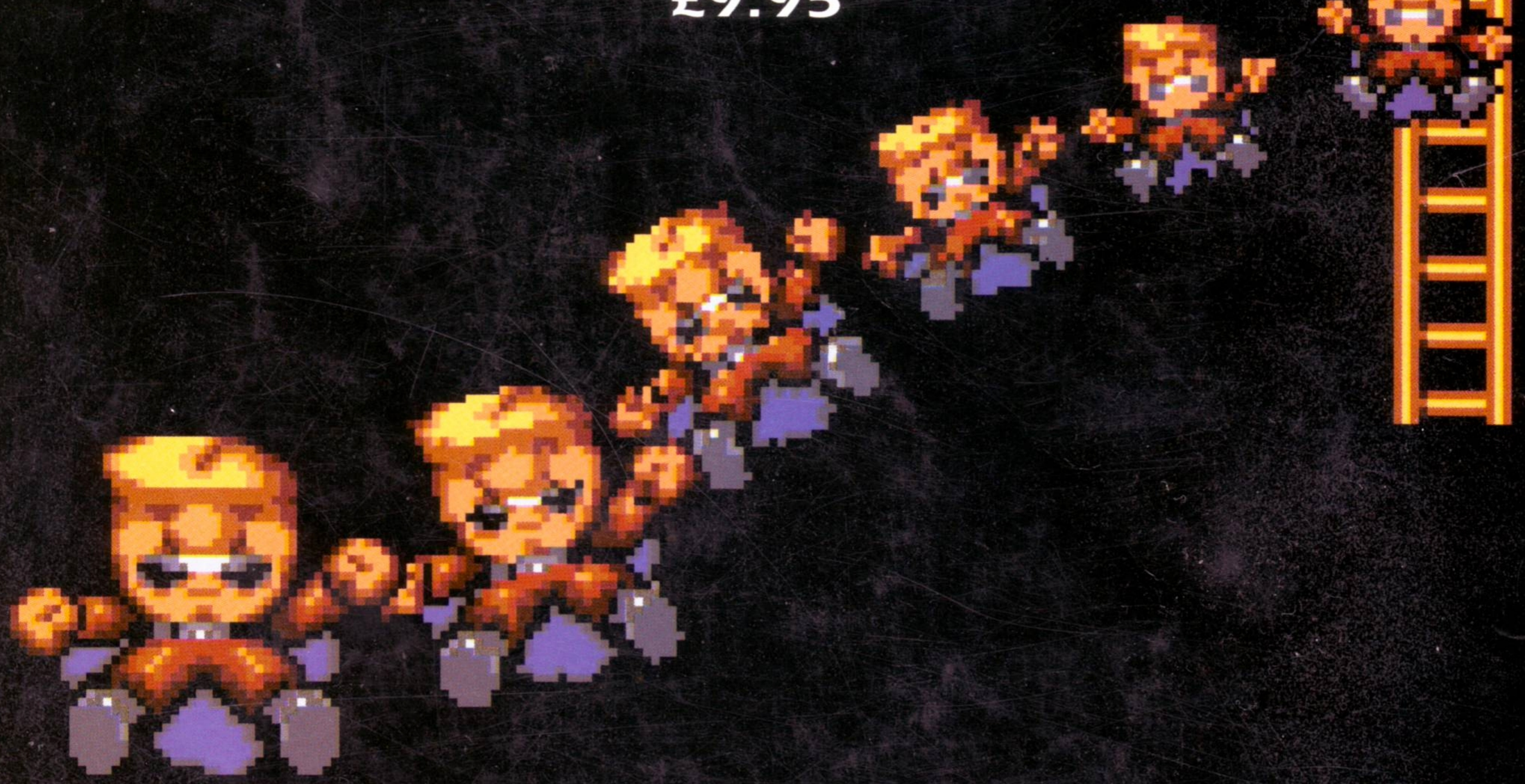

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