

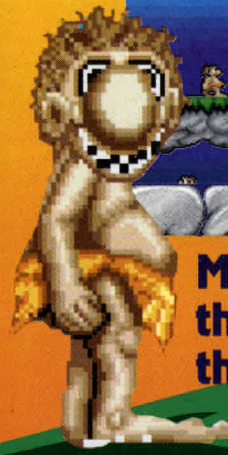
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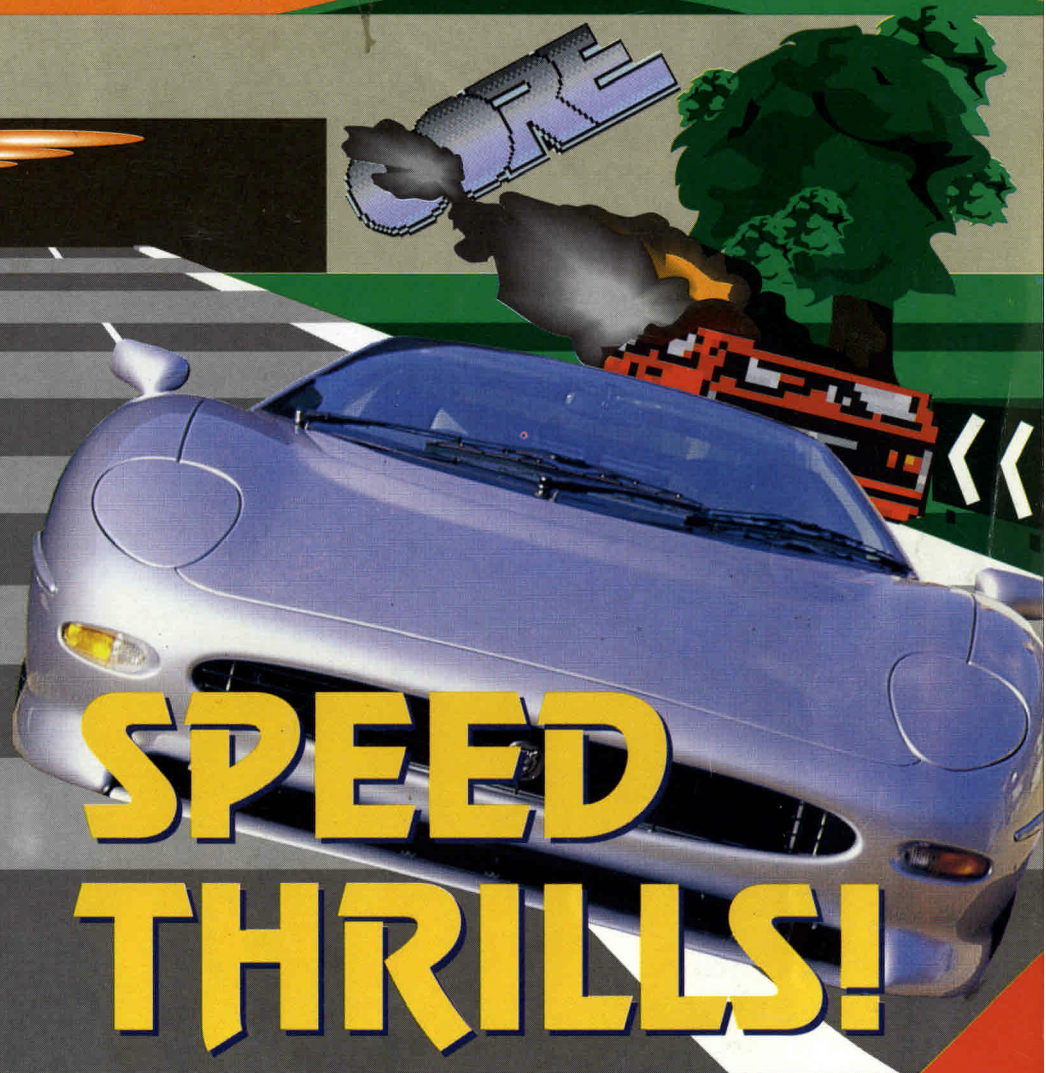


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Jaguar XJ220 -
have Core Design
knocked Lotus off
the track?

**Exclusive
review!**



Humans

**DISK
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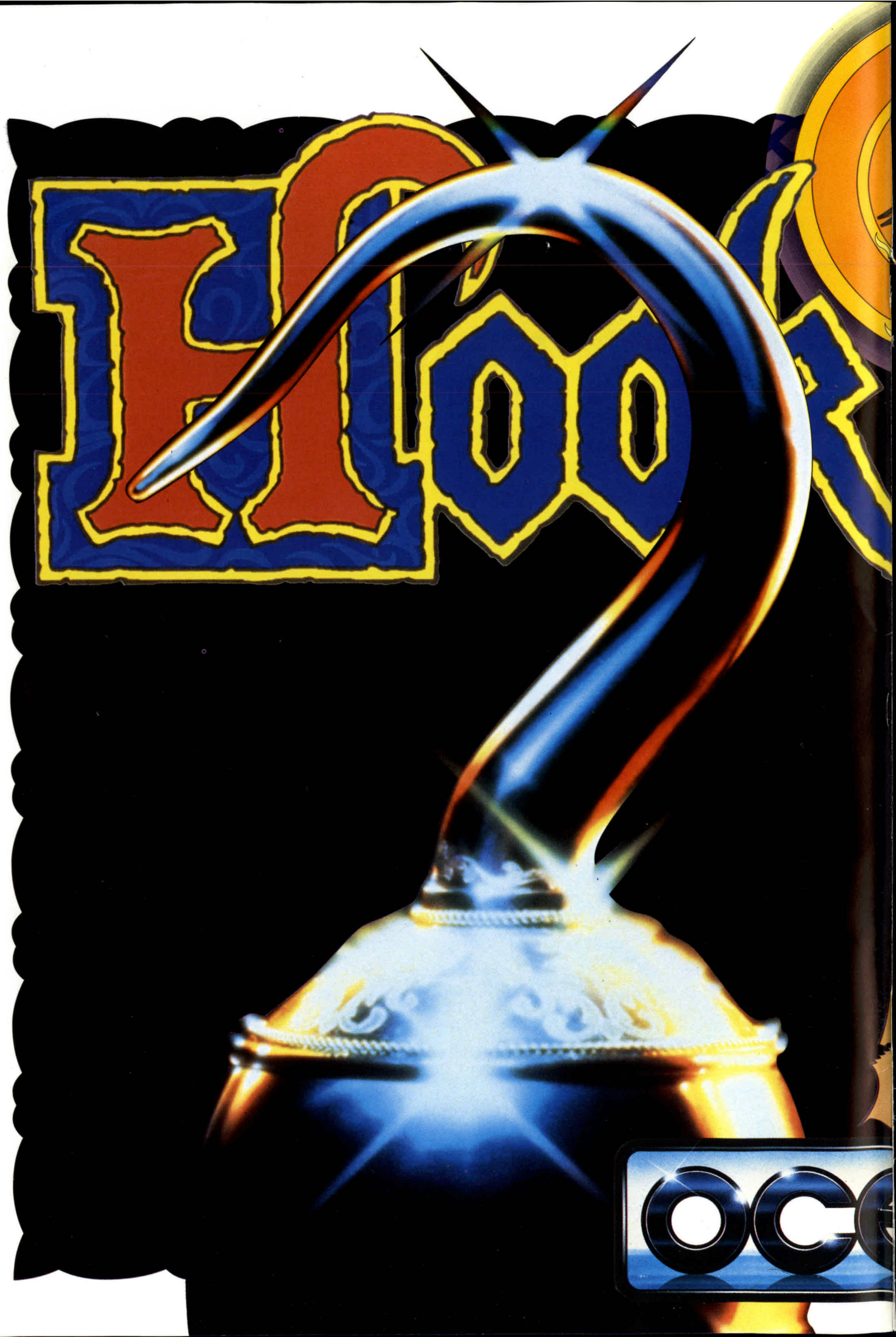
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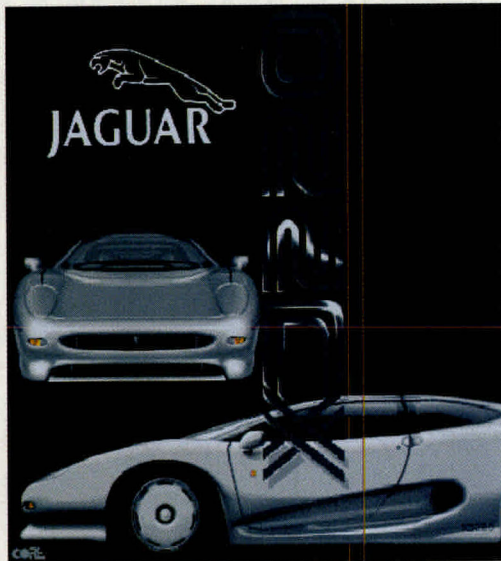
P*PETER PAN* has now grown up, and is far away from *NEVERLAND*, but his old enemy *CAPTAIN HOOK* has not forgotten and schemes his revenge. Kidnapping Peter's children, he lures our hero back to the Island of *PIRATES* and "*LOST BOYS*" for a final confrontation. With the help of *TINKERBELL* the faithful fairy, you take on the role of *PETER* in this magic adventure fraught with danger and excitement.

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Jaguar XJ220

Core Design's Jaguar XJ220 has finally arrived and what a superb game it is. You must race around some of the most hair-raising tracks in the world in attempt to beat the competition and become champion. Turn to our exclusive review full of thrills and spills!

ALL THE LATEST RELEASES REVIEWED!

30 blue print

Oh, you lucky, lucky people! Just look what we've got for you. This month's mega Blue Prints feature all the latest information on **B17** from Microprose, an aerial simulation of the US B17 bomber during World War II, **Striker** from Rage, a 3D football game with all the ingredients of Kick Off, and finally comes **Dune** from Virgin, the much awaited conversion of the cult movie.



COVER DISK

What a lot of hassle we've had to go through this month getting these mega demos, but everything turned out right in the end - just! First up we've got the superb **Dyna Blaster** that is without a doubt one of our favourite games in the AA office, and I'm sure you'll be just as hooked as we all are once you've played the demo. The five player version isn't playable, but you can see how much fun it is. On disk two, we've managed to grab hold of an exclusive playable level of **Jaguar XJ220** from our mates at Core in Derby, and on top of that Imagitec and Mirage have pulled together to bring you a playable demo of their latest masterpiece **Humans**. So chuck the disks in your drive and get stuck in!



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regulars

News.....6

In space no one can hear you scream! This month we take a look at Alien 3, Psycho Killer II and CDTV. We also take a look at a brand new compilation from Silmarils and Daze and enter the garden for a peek at Sim Ant from Ocean.

Super Leagues.....14

Will Jaguar XJ220 overtake Lotus II and how well did Humans fare against Lemmings? Only the Super leagues have the answer! See if your favourite games are really any good and discuss their placings with your friends, but make sure that they buy the mag and don't borrow yours!

Boggit's Domain....85

The stinking but lovable wretch is here once again with the latest gossip in the adventure world as well as plenty of hints and tips on how to complete those really difficult tasks that only a Boggit would know the answers to.

Pete's Betterbuys...90

Peter Lee is back and with even more budget games than ever before. He's such a skinflint it's unbelievable! Under inspection come Lotus Esprit, Prince of Persia, Team Suzuki, Anarchy and many more!

Talkback.....96

We're really good to you lot. As a reward for being such a loyal, dedicated readership there is a grand total of two pages fully dedicated to your scribbles. Check the crazy layout, too. It's as bizarre as Alan losing at Bomberman!

AMIGA ACTION

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Europress Interactive Ltd, Adlington Park, Macclesfield, Cheshire, SK10 4NP
Tel (0625) 878888 Fax (0625) 876669

Editor: Steve White

Art Editor: Paul McIntyre

Features Art Editor: Fiona Howarth

Production Editor: Alex Lee

Editorial Correspondant: Jason Spiller

Staff Writers: Jason Simmons, Peter Lee, Alan 'Chunky' Bunker

Coverdisk Editor: Doug 'The Jug' Johns

Publisher: Colin Campbell

Advertising Department:
Tel (0625) 878888 Fax (0625) 876669

Group Advertising Manager:
Nadia Lawlor

Senior Advertising Sales Executive:
Nikki Taylor

Advertising Sales Executive:
Ian Kenyon

Production Manager:
Carolyn Wood
Tel (0625) 878888

Circulation Manager: David Wren

Systems Manager: David Stewart

Commercial Director: David Hirst

Printed by: B.P.C.C. East Kilbride

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giving the game away

Amiga Action's Giving The Game Away section goes from strength to strength! This month sees the dissection four games as well as the usual bountiful Small Tips. Yes, Silmarils' latest strategic stunner, Storm Master, has been dismantled on these very pages, presenting you with absolutely everything you need to know to succeed in trying times of fantasy. Jase, after much heartache, has come up with the goods on Space Crusade. If your Space Marines whimper at the smell of an alien you need to consult Jase's masterpiece of intellectual quality. Producing an informative GTGA on any shoot'em-up is tough, but this month we've achieved the impossible and covered Project X and Apidya in one fell swoop.



reviews

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Not one but two competitions this month. First we have a Le Mans Scalextric set up for grabs courtesy of Core Design in conjunction with Jaguar XJ220 and secondly we have a home-grown competition in which you must match the kiddies with the recently preened editorial team. The winner will receive a load of scabby prizes from the offices and dustbins!



89



Win a Scalextric set!

COMING SOON

NEWS

WIRED FOR SOUND

Siren Software have just proudly announced the launch of the **Personal Sound System**.

This device is, wait for it, a headphone amplifier for the Amiga that allows you to play all of your favourite computer games with the addition of stunning stereo sound effects through a pair of headphones.

The amplifier takes its power from the Amiga and plugs into the disk drive port at the rear of the machine.

If an external drive is already attached to your machine, the new gadget simply plugs into its port.

The Personal Sound System comes complete with all the necessary leads and instructions and can be fitted to any model of the Amiga in a couple of minutes.

It is available for purchase right now and is priced at just under twenty smackers. A veritable bargain, wouldn't you agree, vicar?



006
AMIGA ACTION

IN DAZE OF OLD, WHEN KNIGHTS WERE BALD

Silmarils and Daze Marketing are about to bring you the initial release in a series of themed compilations. Entitled **Fantasy Pak** it will offer three great value games for only £19.99.

The first in the pack is **Crystals of Arborea**, a fantasy role-playing game that follows the lines of *Dungeon Master* and *Chaos Strikes Back*. You must first build your own team of adventurers and heroes and then set out to save the world. The evil Morgoth has snatched the four Crystals of Harmony that keep the forces of nature in balance.

Unless they are recovered and returned to the sacred temples the world will fall into chaos and darkness will reign.

Next comes the **Boston Bomb Club**, a fiendishly difficult puzzle game. Set in the 19th century it depicts the antics of a group of mad scientists as they attempt to create the ancestors of today's puzzle games.

You have to guide a number of bombs through a maze and douse them in water before they explode with disastrous results.

Finally it's off to the wild west to shout things like "Yee Haa" and "Ride 'em cowboy."

Colorado is a mixture of arcade, puzzle and strategy elements that combine in a fun search for a long lost goldmine. Battle Indians, ride horses and brave the

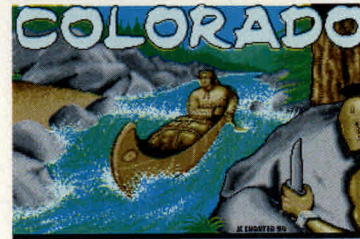


In Crystals of Arborea, you and a party of six adventurers set out to restore the Crystals of Harmony to their proper resting places and save the world from chaos.

white water rapids in this superb graphics extravaganza.

The Fantasy Pak will be on the streets for the Amiga, ST and PC as you read this and will be priced at only £19.99.

Those damn injuns have run off with all the Buffalo, yer best buddy has been scalped and, to make things worse, there's no beans left. Just goes to show how realistic Colorado is.

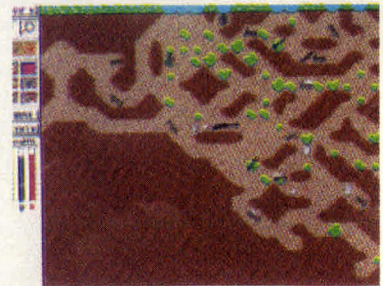


REAL ANTS WERE NEVER THIS MUCH FUN

You've crushed them, stepped on them, sprayed them and poisoned them. Now it's time to become them. Yes, we're talking ants and with Maxis' newest game, **SimAnt**, you can take control of an electronic ant colony.

In the quick game you lead your army of black ants on a quest to outbreed, outfeed and outmanoeuvre the red ants until you kill their queen and eat their young. The full game is on a much larger scale. Your ants must take over the yard patch-by-patch and then infest the house until the humans run for the insecticide. You must cope with rival colonies, a hungry spider, an obnoxious dog and his owner, a lawn mower and more.

SimAnt is also educational. Based on the prize winning book



Now you can dig around in the dirt in the comfort of your own home with Maxis' new ant simulation game.

"The Ants", it challenges the player to think like an ant, eat like an ant, breed like an ant and occasionally be eaten like an ant.

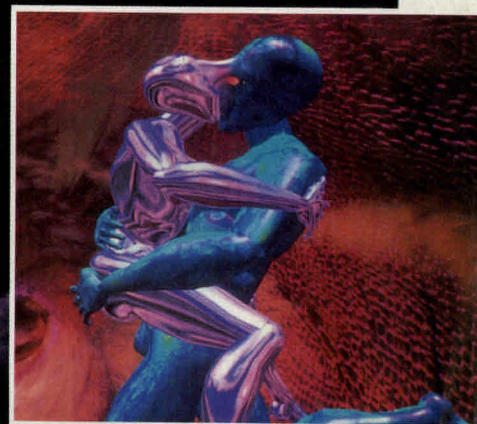
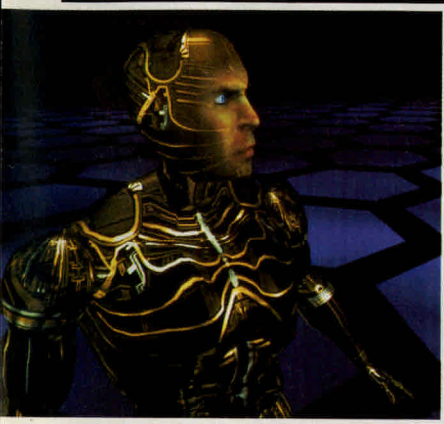
Although a release date and English price haven't been confirmed yet we do know that it is going to retail for \$59.99 in America and the box will weigh 16 ounces.

JEFF FAHEY

PIERCE BROSNAN



God Made Him Simple. Science Made Him A God.



STEPHEN KING'S THE LAWNMOWER MAN

15

ALLIED VISION LANE PRINGLE PRODUCTIONS IN ASSOCIATION WITH FUJI EIGHT CO. LTD. PRESENTS A BRETT LEONARD FILM

STARRING JEFF FAHEY AND PIERCE BROSNAN IN STEPHEN KING'S "THE LAWNMOWER MAN" JENNY WRIGHT GEOFFREY LEWIS

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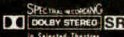
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SCREENPLAY BY BRETT LEONARD AND GIMEL EVERETT BASED ON A SHORT STORY BY STEPHEN KING PRODUCED BY GIMEL EVERETT DIRECTED BY BRETT LEONARD



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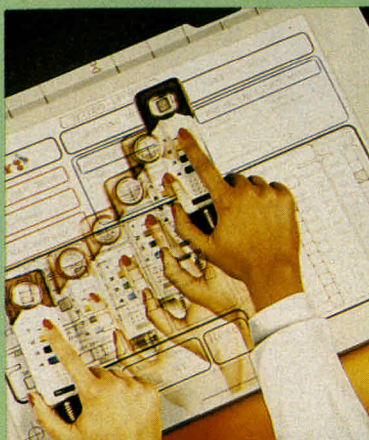
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NEWS

GETTING TECHNICAL

If you are into CAD, design or DTP applications then a digitiser can be a great help. New out is the **Cherry Digitiser IV** from Tekdata. This low cost, high precision tool can accommodate documents of up to A3 in size and has a removable transparent overlay to secure work in place. Easy to set up and use with virtually any combination of hardware and software, the digitiser provides an ideal combination of speed and precision. Data transmission can be set between 150 and 19200 baud with a maximum transfer rate of 100 co-ordinate pairs per second.

Supplied with a stylus pen, cursor, power supply and comprehensive manual the whole package is now available for £450, a bargain when compared to the competition.



The new Cherry A3 flatbed digitiser from Tekdata. Offering high resolution at the bargain price of £450, it certainly looks set to beat off its competitors



YOUR WORST NIGHTMARE

Psycho Killer II is the first in a new generation of CDTV/CD-ROM titles. Using full screen video, digital audio, animation and special effects it is an interactive multimedia CD. Using state-of-the-art techniques and a team of actors and technicians, Psycho Killer II has an unparalleled atmosphere and realism.

The murderer has returned to kill again and two psychic investigators are on his trail. Can they stop him? Will he get them? Terrible forces beyond their understanding and control are at work, terrifying the living in their own evil ways. Who is the hunted and what is the hunter?

Using actual images and film-like techniques the material is uncompromising, the title contains thirty five minutes of full screen colour video clips. As a final note OnLine Entertainment say that;

"PKII is definitely not recommended for young players."



(Above and Right) During the production of Psycho Killer II, actors were filmed performing their roles and the footage was transferred straight to CDTV



(Top) This scene of a night time city looks so peaceful. Little do you know that a man with a sharp knife is standing just behind you

(Above) It's a well known fact that most Psycho Killers have a weird demonic aura and can travel between dimensions at will, isn't it? Or is it?

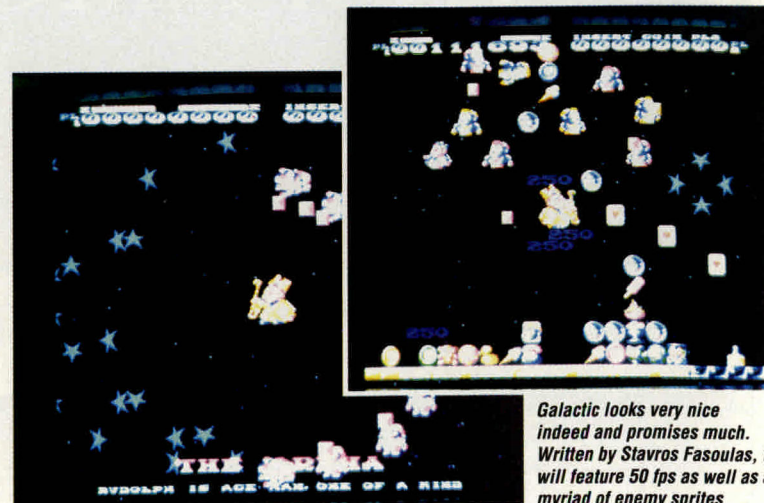
(Left) Stonehenge has long been recognised as a strange and mysterious place, but little did you know it was home to a madman

NEW KID ON THE BLOCK

A new name to us here at AA is Terramarque, a Finnish development team who have just produced their first game. **Galactic** took a year and a half to complete and was the brainchild of Stavros Fasoulas and Jussi Pietila.

Technical achievements include a six-channel sound system, a speed of 50 frames per second, an almost unlimited number of sprites (so they claim anyway), a massive playing area and over 160 colours throughout the game.

The final version will be a single load game, meaning that you won't have to wait while the next level is accessed and, although a release date hasn't been confirmed, it should be within the next few months.



Galactic looks very nice indeed and promises much. Written by Stavros Fasoulas, it will feature 50 fps as well as a myriad of enemy sprites

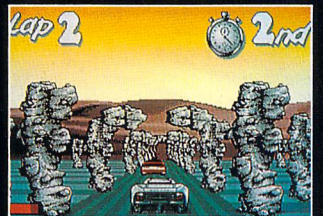
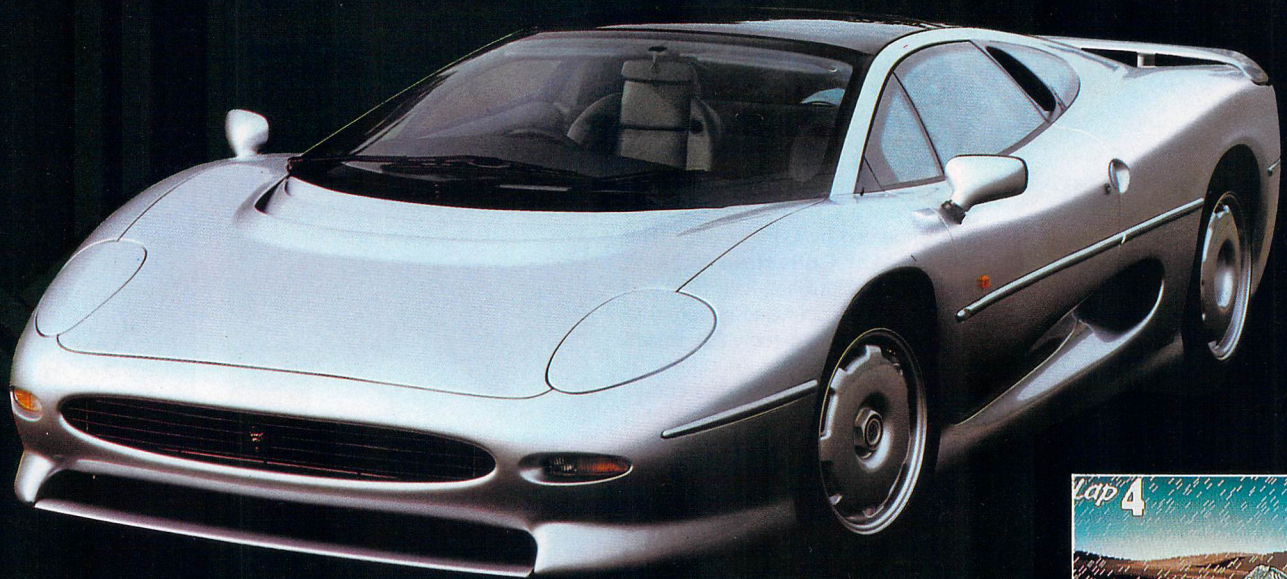


JAGUAR XJ220

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- Financial Management strategy.

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Screen shots taken from
Amiga version



NEWS

IT'S SHOWTIME!

April the 11th saw the computer games industry flock to London for the European Computer Trade Show. For three days, the Design Centre was transformed into a games players' paradise with the world's software companies showing off their latest products.

LETTER FROM AMERICA

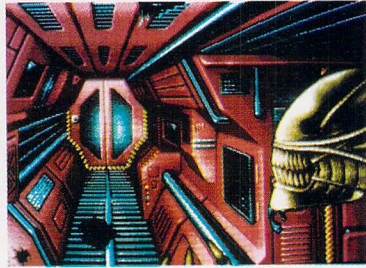
Alongside Free DC was the American hit **Wizardry - Bane of the Cosmic Forge**. Produced by Sir-tech, this has been a best-seller in both the USA and Japan but until now had failed to make its way into the UK. Awards have been heaped upon this fantasy RPG and as soon as we get a copy we'll tell you what we think.

FUTURA WORLD

Third on the US Gold release list is **D-Day** from Futura. This new 3D land, sea and air simulation allows you to change the course of history and re-live the Normandy landings of June 6th 1944.

The game has been designed to appeal to both hardened strategy gamers and rookie games players and will include a video documentary detailing the events of D-Day.

60 kilometers of coastline, 176,000 Allies and 100 strategic locations are featured and are under your control in real time.



Creeping around dark corridors pursued by slimey alien creatures capable of tearing steel like paper isn't my idea of fun, but it's only a game and you don't really get torn to shreds

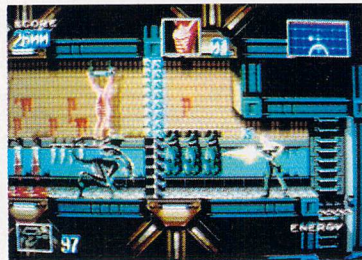
Alien 3 was the big film licence that everybody was talking about. A game based around the slime lubricated, chitin armoured and bone crunching film is sure to be a big success and the rights have already been snapped up.

Starring Sigourney Weaver as Ripley, the movie depicts the xenomorphs' third assault on humanity as they rampage around an isolated mining colony. The storyline remains a closely guarded secret, the only snippets that could be gleaned were few and far between.

All we know is that Sigourney had to have her head shaved (earning one million dollars in the process), the Alien Queen appears in the film and plenty of people bite the dust. A rumour says that Ripley doesn't survive to see the credits but that is unconfirmed.

The game itself is a platform/exploration effort not unlike the classics Turrican and Switchblade. Although a lot of details still aren't available we have managed to get hold of some pre-production shots from the Sega version. We'll bring you more information as soon as we get hold of it.

THIRD TIME LUCKY

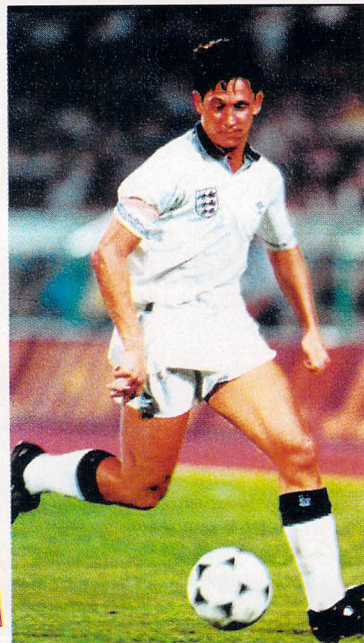


Alien 3 pits Ripley against the nightmarish xenomorphs in a game that mixes shoot-'em-up, platforms and exploring a la Switchblade 2

ON THE 'EAD

From Kixx was a compilation endorsed by Gary Lineker. **The Lineker Collection** features Super Skills, Hot-Shot, Italy 1990 and Super Stars Soccer and is bound to be a big hit with any footy fan. Priced at just under twenty smackers, it should be in shops now and comes with a free European Championship Wall Planner.

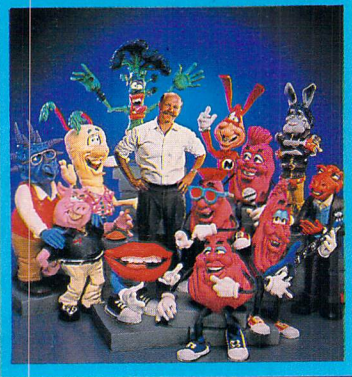
The Lineker Collection features four of the most outstanding footy games. See if you measure up to Gary's standard



SOLID GOLD

US Gold's big release for the show was **Free DC!** It has taken 45 programmer over four years to develop and boasts a long list of ream specifications. Described as a Talking Cinematic Adventure it features a cast of professional actors, original Claymation characters (The people behind the California Raisins), digitised video and backgrounds and a cinematic soundtrack.

The storyline tells us that Washington DC has been turned into a preservation for the Human race while robots rule the rest of the world. As the lead character you must rampage through over 170 locations in an attempt to save mankind.



HÄGAR



THE HORRIBLE

The world's favourite Viking is ready to storm your computer screen ...
Help Hagar eat, fight and drink his way around the globe in search of loot — oh,
and don't forget to make sure he brings back enough souvenirs for his wife,
Helga, or he won't get his supper!
Join Hagar and his friends in this action-packed platform adventure, you're
guaranteed to have fun!

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Please check availability before ordering. Screenshots shown from Amiga version.





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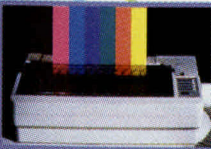
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Super

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

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

Adventure



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

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

Arcade Adventure



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

- | | | |
|----|-------------------------------|---|
| 1 | Dungeon Master | A |
| 2 | Chaos Strikes Back | A |
| 3 | Eye of the Beholder II | A |
| 4 | Captive | A |
| 5 | Legend | A |
| 6 | Black Crypt | A |
| 7 | Knightmare | A |
| 8 | Ashes of Empire | A |
| 9 | Heimdall | A |
| 10 | Space Crusade | A |
| 11 | Moonstone | A |
| 12 | Hunter | A |
| 13 | Another World | A |
| 14 | Eye of the Beholder | A |
| 15 | Robocop 3 | A |
| 16 | Corporation & Mission Disk | A |
| 17 | Cybercon III | A |
| 18 | Cadaver | A |
| 19 | Elf | A |
| 20 | Hero Quest & Data Disk | A |
| 21 | Xenomorph | A |
| 22 | Barbarian II | A |
| 23 | Rocket Ranger | A |
| 24 | It Came... & Ant Head | A |
| 25 | Mean Streets | A |
| 26 | Horror Zombies from the Crypt | A |
| 27 | Unreal | A |
| 28 | Kult | A |
| 29 | Shadow of the Beast II | A |
| 30 | Prince of Persia | A |
| 31 | Obitus | A |
| 32 | Crystals of Arborea | A |
| 33 | Voodoo Nightmare | A |
| 34 | Gold of the Aztecs | A |
| 35 | Abandoned Places | R |
| 36 | Zombi | R |
| 37 | Ninja Remix | R |
| 38 | Dizzy's Excellent Adventure | R |
| 39 | Colorado | R |
| 40 | Bloodwych & Data Disks | R |
| 41 | Escape from Colditz | R |
| 42 | Head Over Heels | R |
| 43 | The Immortal | R |
| 44 | Hare Raising Havoc | R |
| 45 | B.A.T. | R |
| 46 | Mercenary III | R |
| 47 | The Simpsons | R |
| 48 | Death Trap | R |
| 49 | Treasure Trap | R |
| 50 | Shadow of the Beast | R |

Arcade Strategy



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

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

Strategy



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

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

Platform



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

- | | | |
|----|------------------------|---|
| 1 | Gods | A |
| 2 | Parasol Stars | A |
| 3 | Rainbow Islands | A |
| 4 | Fire And Ice | A |
| 5 | Harlequin | A |
| 6 | Robocod | A |
| 7 | Leander | A |
| 8 | James Pond | A |
| 9 | Rick Dangerous 1 & 2 | A |
| 10 | Titus the Fox | A |
| 11 | Deliverance | A |
| 12 | Fuzzball | A |
| 13 | Rodland | A |
| 14 | 9-Lives | A |
| 15 | Switchblade 2 | A |
| 16 | Magic Pockets | A |
| 17 | Switchblade | A |
| 18 | Toki | A |
| 19 | Elvira The Arcade Game | A |
| 20 | Blues Brothers | A |
| 21 | Brat | A |
| 22 | Chuck Rock | A |
| 23 | P.P. Hammer | A |
| 24 | Bubble Bobble | A |
| 25 | Nebulus II | A |

Puzzle & Quiz



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

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

League

Welcome once again to the most definitive league in Amiga gaming, showing where a game really stands compared to its rivals. To continue our special League feature, just turn the page for a more in-depth analysis of our Flight Sim league.



Beat 'em-up



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

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

Shoot 'em-up



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

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

Flight Simulators



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

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

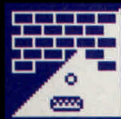
Role Playing



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

- 1 Might and Magic II A
- 2 Pools of Darkness A
- 3 Secret of the Silver Blades A
- 4 Death Knights of Krynn A
- 5 Champions of Krynn A
- 6 Bard's Tale III A
- 7 Bard's Tale II A
- 8 Ultima VI A
- 9 Star Flight II A
- 10 Star Flight A

Bat & Ball



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

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

Land & Sea Sims



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

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

Racing



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

- 1 Jaguar XJ220 A
- 2 Lotus Turbo Challenge II A
- 3 Formula One Grand Prix A
- 4 Supercars 2 A
- 5 Stunt Car Racer A
- 6 Toyota Rally A
- 7 Nitro A
- 8 Outrun Europa A
- 9 Lotus Esprit Turbo Challenge A
- 10 Team Suzuki A
- 11 Super Cars A
- 12 Indianapolis 500 A
- 13 Vroom A
- 14 Super Monaco GP A
- 15 Combo Racer R
- 16 Test Drive 2 R
- 17 Lombard RAC Rally R
- 18 Super Hang-On R
- 19 Hard Drivin' II R
- 20 Jupiter's Masterdrive R
- 21 Psyborg R
- 22 Off Road Racer R
- 23 Indy Heat R
- 24 4D Sports Driving R
- 25 RVF Honda R

Sports Simulators



Whether it be football, tennis, snooker, golf, basketball or fly fishing, this is the league for you.

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

Super League

The Amiga has fared well when it comes to flight sims, *Interceptor* from Electronic Arts being one of the best releases in the Amiga's history. It is amazing to see *Falcon* so high for so long, it was only beaten recently by *Flight Of The Intruder* which was written by the same guys. Let's look at the top five...

Flight Sim

Falcon (Mirrorsoft)

2 Falcon really set the standard for future flight sims to follow when it was released. Also written by Rowan Software, *Falcon* knocked *Interceptor* off its perch with a more realistic cockpit view, larger play area and plenty of missions covering all aspects of aerial warfare.

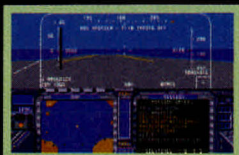
The data disks enhance the original even more not only offering the user a plethora of new and deadlier missions but improving the actual game engine as well.

The addition of the data disks and their game improvements have secured *Falcon* with second place in the league.



F-19 Stealth Fighter (Microprose)

4 When *F-19 Stealth Fighter* was released it was a success and probably the most commercially successful flight sim ever. Concentrating on the stealth mission of the aircraft, it featured the latest in programming technics. If you are into heavy combat though, *F-19* may not be the one for you.



1

Technically, *Flight of the Intruder* is very accurate, simulating both the Phantom and *Intruder* during the campaigns over Vietnam. Presentation is slick and the whole program smacks of utter professionalism.

Written by Rowan Software, *Flight Of The Intruder* contains features never before seen in a flight simulator.

Pilots are able to jump from plane to plane whether they be *Intruders* or *Phantoms* allowing the pilot to continue the mission even if his own plane is downed.

The addition of the 'mission' and 'one on one' Amiga link enhance the game's overall appeal considerably.

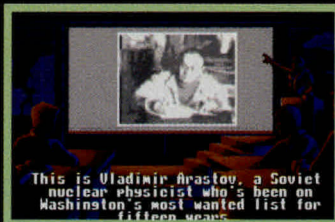
Flight Of The Intruder (Mirrorsoft)



Thunderhawk (Core Design)

3 Thunderhawk makes a welcome change from aeroplane sims, offering the player a chance to pilot a helicopter instead of an *F-16* or the like. It signals Core's entrance into the genre of flight sims. Based on the fictional *AH-73M Helicopter*,

Thunderhawk features fast graphics with realistic sound and plenty of missions. Programmed by M Avory with graphics by J Gee, Thunderhawk launched Core Design into the top five and there it has stayed to topple the successful *F-19 Stealth Fighter* from the number three position.



This is Vladimir Arastov, a Soviet nuclear physicist who's been on Washington's most wanted list for fifteen years.



Battle of Britain (US Gold/Lucasfilm)

5 There are very few sims that concentrate on the air war before the 60s. Lucasfilm tried to fill this gap with *1942* and *Battle of Britain*. It is the latter that stands out; a raw sim where the skill lies not in the aircraft but in the pilot, it requires more thought than other modern simulators.

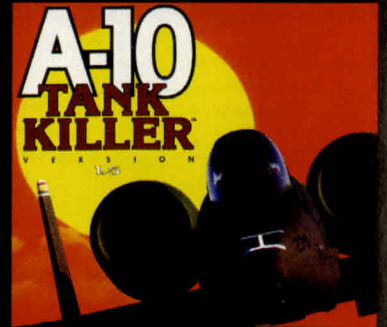


1	Flight of the Intruder	A
2	Falcon & Mission disks 1+2	A
3	Thunderhawk	A
4	F-19 Stealth Fighter	A
5	Their Finest Hour + Data disk	A
6	Fighter Bomber	A
7	Battlehawks 1942	A
8	F-19 Combat Pilot	A
9	A320 Airbus	A
10	Birds of Prey	A
11	Gunship	A
12	Pro Flight	R
13	Interceptor	R
14	Flight Simulator 2	R
15	Knights Of The Sky	R
16	MiG-29M Super Fulcrum	R
17	F-29 Retaliator	R
18	F-15 Strike Eagle II	R
19	A-10 Tank Killer	R
20	MiG-29 Fulcrum	R
21	Tower Fra	R
22	Wings	R
23	Skychase	R
24	F-15 Strike Eagle	R
25	ATF II	R
26	Chuck Yeager	R
27	Red Baron	R
28	Strike Force Harrier	R
29	Blue Max	R
30	Blue Angels	R
31	Snowstrike	R
32	Skyfox 1+2	R

BIGGER AND BETTER!

Just as the magazine was about to go to print *A-10 Tank Killer Version 1.5* infiltrated the office. We thought we'd give you a little bit of a sneaky peek before the review in the next issue.

A-10 Tank Killer is written by Dynamix under Sierra, the original

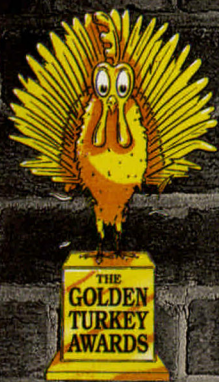


being somewhat of a toady. Now it has been enhanced with more realistic sound and graphics, as well as faster update and the addition of seven new Persian Gulf missions.

There are options to turn down the detail of which there are eight levels. This is essential as this game suffers quite badly from jerky 3D. It is best controlled via the mouse as this gives a more subtle response.

Although our first response was not good it does grow on you. We'll have a full review of *A-10 Tank Killer 1.5* in the next issue of *Amiga Action*.

VOTED THE WORST MOVIE OF ALL TIME...



Screen shots from PC version



WHERE THE STRANGEST THINGS HAPPEN!!

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Use four kinds of elements - Fire, Water, Lightning and Star - to overcome wave upon wave of nasties bent on ending your quest to rid the universe of the evil mastermind Chaostikahn! Whether you play alone or with a friend, stay alert!... Your only hope of reaching the final showdown is to unlock the secret of **PARASOL STARS™!**



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Good timing is essential at the beginning of the game. Here one of the monsters was stupid enough to walk straight into the path of an exploding bomb.

Most of you out there who don't watch what is happening on the consoles the name Bomberman doesn't really count for much - well, you don't know what you've been missing!

Dynablaster is the Amiga version of Bomberman, the smash hit game from the PC Engine. The idea of the game is really basic; just blow up the monsters and get to the next level. The demo will let you have a bash at this addictive little game, as well as view the battle mode in which up to five participants can battle it out in the full version.



DISK PLAY

Use the joystick by pushing up or down to select either the main game demo or the battle demo - unfortunately the battle mode is a self running demo.

In the main game mode, you control Bomberman as he tries to wipe out the nasties in each of the levels. Pushing left, right, up or down on the joystick will send him in the respective direction and pressing the fire button will drop a bomb with the fuse burning away.

Some of the blocks destroyed by the bomb's blast leave a bonus which will do a number of things. For example, the timer mechanism lets you set off your bombs by hitting the space bar, so it's easier for you to time the explosions.



Oh dear! That wasn't a very clever move. By dropping those bombs there you have trapped yourself. Don't worry, it'll all be over soon.

COVER DISK

DYNABLASTER

UBI SOFT

PROGRAMMER: In House

TRACK RECORD: Ubi Soft's last couple of releases, to be quite frank, have been real stunners. Celtic Legends and Battle Isle came over the Channel to a wonderful reception, gripping the country by the hair with strategy games that excelled in all areas.

GAME TYPE: Puzzle/Quiz

PRICE: £30.99 RELEASED: Out Now

LOADING INSTRUCTIONS

Gosh! another easy loader. Just grab hold of your disk, insert it into the drive of your Amiga and sit back. It won't be long before you're running around blowing anything and everything to pieces. However, due to this demo being so ahead of its time it is not in sync with some TV sets, which means the vertical hold will need to be adjusted slightly on your TV set. Don't worry it's a piece of pie. Enjoy blasting!



Cor! The game is really frantic in the five player mode, but unfortunately you can only watch. The finished game is worth getting for this alone.

31 UbiSoft

IT IS ALWAYS ADVISABLE TO WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS BEFORE AND AFTER PLAYING DEMO DISKS. ALL AA DISKS ARE VIRUS CHECKED.

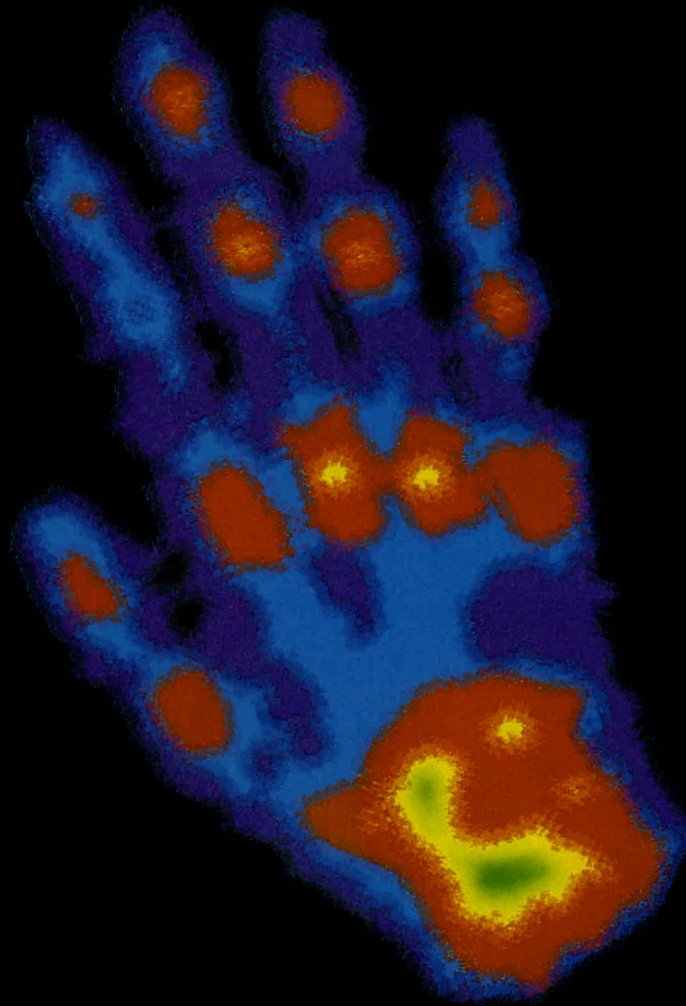
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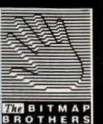


v o l u m e 1



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COVER

DISK

HUMANS

MIRAGE

PROGRAMMER: Dave Lincoln

TRACK RECORD: The guys at Imagitec have been responsible for some splendid games. Viking Child was one of their little beauties, as well as the superb Suspicious Cargo from Gremlin Graphics. They've got quite a lot planned for the future as well (exciting, eh?).

GAME TYPE: Puzzle

PRICE: £25.99 **RELEASED:** May 1992

LOADING INSTRUCTIONS

Yet again we've tried to pick a loading command that is as logical as possible so you can't get too confused. So when you get round to feeling like a bash on Humans simply insert your demo disk and when the cursor appears, type in the command **HUMANS** and press return. Now the demo will start to load and eventually run automatically so get your joystick ready for some prehistoric action.

graphix
32

Although fire can have a lot of uses, the humans haven't quite realised how dangerous it can be yet. Oh well! Practice makes perfect. However, fire is not the only problem you're going to come across. The wheel can cause you grief until you get used to it.



It's not easy being a Neanderthal. The prehistoric age is pretty basic and all too often you end up as the main course for a dinosaur. But mankind is doing its best, and before long we should see the introduction of the wheel and the mastering of fire. Your problem now is the other humans that you have to live with in not exactly the most peaceful environment.

When people first saw Humans it was instantly classed as a cross between Lemmings and Mega-Lo-Mania. However, once played you will soon discover that this is quite wrong! Although you do have a lot of humans to work with, and sometimes save, each one is controlled independently and when you're not using them they don't wander around.

Programmed by Imagitec, Humans is one of Mirage's first games, and if this is anything to go by we should have a lot to look forward to over the next year.



After the bridge gave way it looked like there was going to be no way to reach the next platform. Fortunately, the rope should solve this problem.

DISK PLAY

In the demo, you control humans from your tribe. You can access each one independently by selecting them with the function keys (F1, F2, etc.). Once you have chosen the human you wish to use first, grab your joystick and send him off in the necessary direction.

The joystick controls are easy; up, down, left and right send the little bloke in the same direction. Fire comes into use when you are using an item. With a click you can lower a rope, or throw a spear – all you need to do is find one.

If you do happen to run into one, a slight tap on the space bar will make the human that you are using pick up the object so you can interact with it.

However, objects aren't the only things you can use – you can use your fellow tribesmen as well. At some points you might find a ledge that has no ladder to enable you to reach it. Don't worry – you can form a human ladder by rallying all your men to the ledge and climbing on top of each other. Unfortunately, you can't make the ladder too high or it might collapse.

Stacked one upon the other, the humans form a ladder enabling one of their tribe to reach the next platform and the end of this particular level. Don't think that this will work every time you need to get somewhere as the poor chap at the bottom can only hold so many people at one time.



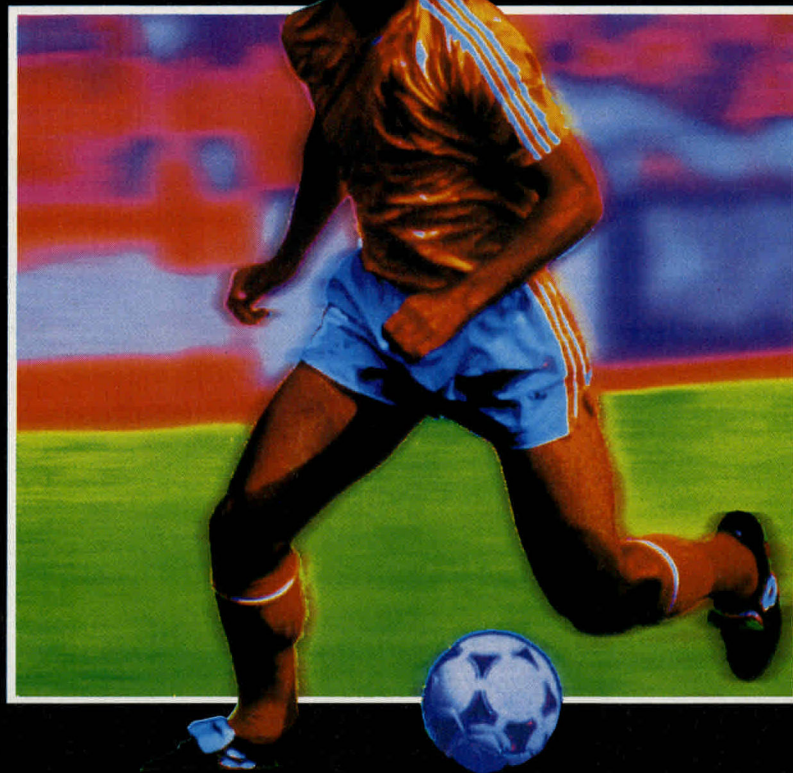
Oh dear! I'd give that dinosaur a rather wide berth, or you could end up as a scrumptious little snack. But don't let this bully give all dinosaurs a bad name, as there are smaller ones that will help you to overcome some of the levels.



At last some clever chappy has invented the wheel. Now you can rest your weary feet and zoom around on this new found transport.

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

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- ★ NAMED SCORERS



Sensible





You're off and working your way past the other cars while you can. But it's very hard when they're bunched together like this



Sixth place! That's not too bad, but the race isn't over yet and the computer plays rough

Core blimey (quip)! What a stunning demo this is. If you thought that Lotus II had taken arcade racing game as far as they could possibly go then think again because Jaguar from Core is here. Now you can take to the roads in the new Jaguar XJ220 and race your way around the world at over 200 mph.

In this mega demo you get to try a level taken from the USA courses. But the main problem that you will have is that the race commences during the night. With minimal vision you will have to keep your wits about you, or you will end up careering through the barriers positioned around one of the many corners.



Those corners really creep up on you in the dark, so you had better be alert or you'll end up ploughing into the barriers

PROBLEMS, PROBLEMS

If you are having trouble with either of your coverdisks, place the offending article in a sturdy envelope and send it to:

Amiga Action Duff Disks, TIB Plc, TIB House, 11 Edward St, Bradford, West Yorks BD4 7BH.

DISK PLAY

Speeding around the race tracks of the world at well over 200 mph is somewhat of a mean feat.

You'll have to negotiate a grand total of six laps in the demo and along the way you will be forced, together with the computer controlled opponents, into making a pit stop.

Fortunately, the controls are really user friendly, so you're going to have to take responsibility for any mistakes made.

Just remember, a bad craftsman always blames his tools.

Left and right on the joystick will send your car screeching in the logical direction, and back will bring your car skidding to a halt – well almost!

But most importantly is the fire button which will make the Jag accelerate, so get it pressed down hard and prepare to burn rubber.

COVER DISK

JAGUAR XJ220

CORE DESIGN

PROGRAMMER: Mac Avory and Jason Gee (graphics).

TRACK RECORD: Both of the guys worked on Thunderhawk for Core, the rather brilliant military helicopter simulation. Apart from that, they've been lending a hand with some of the other Core releases.

GAME TYPE: Racing Sim

PRICE: £25.99 **RELEASED:** May 1992

LOADING INSTRUCTIONS

The loading instructions for Jag are pretty logical. Just insert your disk and click the left mouse button to get rid of the options screen. Then wait for a few seconds for the cursor to appear. Now type the command XJ220 and press the return key. The game will now load and run automatically, so all you have to do is get your joystick plugged in and prepare for some super fast racing action.



Well, we didn't quite get onto the rostrum in the top three positions this time around, but with a little more track practice we should make it there in the end. In the finished product you can then use the prize money to upgrade your car making things a lot easier.

It's straight into the pits after a gruelling few laps. A quick top up of the old fuel and then it's off again into the moonlight and the fray of the action. But don't worry because the other cars will have to top up their fuel tanks as well.



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



JAGUAR SPECIAL

Probably one of the most successful genres in the Amiga games industry is that of racing games. You only need to take a browse through the racing league to see how many there are and the high quality that exists within. While many companies were jostling for the top position, Core Design were creating their own masterpiece based on the Jaguar XJ220 which has become the title of the game. Could Jaguar XJ220 be the final word in racing games?

RACING



Jaguar, one of the most respected car manufacturers in the world recently announced their Jaguar XJ220.

As with past trends there are only a limited amount – 350 to be exact. Now, if you fancy being the owner of one of these extensions you're gonna' have to save a few pennies. Well, not a few actually but in fact £400,000 pounds worth. Recovered yet?

Most of the cars will probably end up in the USA as they've got a lot

more dosh than us, so if you see one driving around count yourself lucky.

Now, as you all know from last month's Project Inspection, it is the lovely Core Design that have managed to seal the rights to the license and have, accordingly, come up with one hell of a game.

This racing league new entry, of which similarities can be made with Lotus II, has been programmed by Mac Avery (Mr Juicy 3D Bits) and Jason Gee (The Superior Sprite) who

were responsible for the amazing Thunderhawk which made such an impact in the simulations genre.

It features a mix of both sprite-based graphics and 3D routines which are extremely smooth and very fast indeed. There are more than 80 different graphic objects as well as varied weather conditions and split-screen two player option.

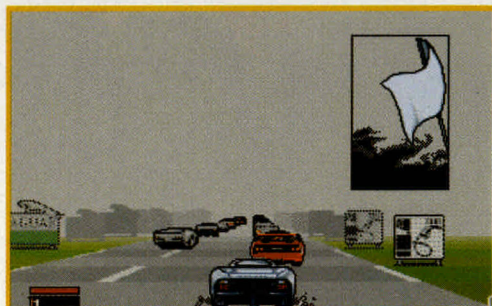
But what about the game itself I hear you cry? 'Get back!' All good things go to those who wait.



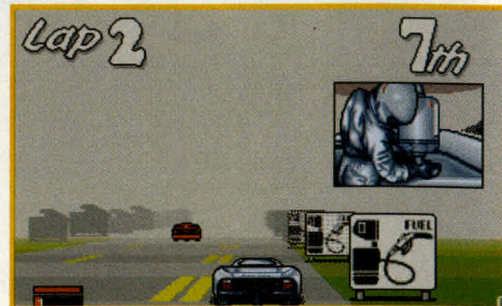
Jaguar XJ220



You can select natural sound effects or choose from several different race track tunes from the CD player or radio pick-ups



The race starts with the lowering of the flag. The pause time before the flag goes down is random so beware false starts



Pull into the pits if you think you're going to run out of fuel, but be careful of other cars that may already be in the pit lane



All environments have been catered for in Jaguar XJ220. Here is the barren desert course where the wind can also affect the performance of the car



Jason Gee is responsible for the gorgeous graphics throughout the game. The images are created in Deluxe Paint and transferred onto a PC by Mac Avory

On loading up Jaguar XJ220 you will be able to select from a set of different icons.

These allow you to toggle the amount of players, the control system, the track upon which you wish to race or the option to go out and define your very own track using the amazing editor interface.

You must race your Jag over several different courses around the world. Unfortunately, it costs money to travel so you'll need to win a few races nearer to home.

Once you've made enough money you can then travel to Australia, Brazil, America or wherever you choose to race. Minor options include mouse control and the sensitivity

which has three settings. The race starts with the starting flag and the message, 'Start your engine'.

The timer on the flag is random so you'll need to keep an eye open for when the flag is dropped. As soon as it is lowered, hit the accelerator and off you go into the breach. Each track features plenty of hair-raising turns, high climbs and steep falls as well as many different roadside objects.

The weather can vary from beautiful sunshine to pouring rain, falling snow, strong crosswinds and

dense fog. All will effect your car's performance and road handling one way or another.

Therefore, at the beginning of your career as a top notch race driver, you should only attempt courses that can be easily mastered, if only until you have enough collateral behind you.

Another good reason to attempt the easier tracks first is the fact that bashing into other cars and straying off the road and into side objects can damage your XJ220.

Repairing it isn't cheap and you're going to need all the money you can

muster to travel to the far reaches of the globe.

The other cars, including the Porsche 959, Ferrari F40, Bugatti and other XJ220s are all intelligent and will try their utmost to ram you and stop you overtaking.

Each car has its own individual attributes. For example, the Porsche 959 has excellent acceleration but will need to brake considerably when taking corners unlike the Ferrari F40 which, although slower, has a greater turning speed.

Therefore you will need to incorporate a modicum of strategy within your races. On each course you will need to complete three laps,



"I don't think we're going to see anything better in the Amiga car racing genre"



And They're Away

- 1** Clicking here will indicate whether you are playing a single game or a two player split-screen race
- 2** From here you can save your created tracks onto a data disk
- 3** This icon will take you to the editing area where you can create your own tracks
- 4** This will allow you to format a disk to save down your edited tracks
- 5** Not surprisingly you click on the exit icon to start a race
- 6** These are the other players icon options in 2 player mode
- 7** This indicates how many people are playing Jaguar XJ220
- 8** You can choose to play with either a joystick or the mouse
- 9** This icon will allow you to select either manual or automatic gears. Automatic gears are recommended for beginners
- 10** You can choose either the fire button or up on the joystick to accelerate. The fire button is most comfortable to use
- 11** There are three sensitivities to choose from and these can be toggled from here



The waterfalls are extremely effective and add a comfortable Sunday drive feel to the game



During Autumn, leaves fall onto the road and can seriously affect the steering of your vehicle



The snow effect works much the same way as the falling leaves but does make the roads treacherously slippery



The game scenery also includes plenty of rock faces and cliff edges which will help to test your driving abilities to the utmost



The night effect has to be the best of all. You'll occasionally see a shooting star but keep your eyes on the road as it's easy to be distracted from the action



refuelling if necessary. To refuel, you must pull into the pit lane at which point a picture will be displayed of yourself filling up your Jag.

The fuel gauge will rise accordingly. Obviously, positions can be lost by refuelling but it is better for you to finish second or third in the race than not at all.

At the end of the race you will be presented with the final standings and the overall positions in the league. From here you must then go and repair any damage that your car has

sustained. As mentioned before, repairs cost a lot of money and you'll need to reserve some of your cash for later races. The editing of tracks is handled by the most comprehensive and flexible editor that has ever been seen. Tracks are loaded up and can then be edited by clipping sections on and then either turning them, raising them or lowering them as well as adding side objects, bridges, tunnels, waterfalls and a myriad of other general graphics.

You can even add a balloon with a scrolling message of your choice. The



After the race you are presented with the winners rostrum and the present race positions as well as the overall standings. Porsche have taken it this time around so we'll break the driver's legs later

"The track editor is easy to use and has to be seen to be believed"

track is shown in two forms; the actual visual display and the 3D display. The weather conditions can't be changed but the side objects and so forth will change to suit the environment (side objects will hauntingly disappear into the distance on the fog levels).

Once your track has been created you can then move around it as if racing before finally saving it to RAM or a data disk. The editor is definitely the strongest part of Jaguar XJ220 as it allows you to increase the longevity of the product considerably as well as allowing that personal touch.



ACTION INFO

JAGUAR XJ220
CORE DESIGN £25.99
TEAM: Mac Avory & Jason Gee



Core have excelled themselves with Jaguar XJ220 and I don't think we are going to see anything better in the race genre on the Amiga, although we have yet to see Lotus III. The speed and sound of XJ220 are absolutely superb as are the ultra fast graphics. The inclusion of strategy is an excellent idea and works extremely well without being overpowering. The editor has to be seen to be believed. It is so easy to use yet so complex that it is worth £25.99 as a stand alone package. As a complete package it is one that should not be missed. Consider it an integral part of your software collection! **STEVE**

LEAGUE RATING

POLE POSITION!

1	JAGUAR XJ220
2	LOTUS II

R A C I N G

Get It Fixed!

- 1 [Wheel icon] £400
- 2 [BUY button]
- 3 [BANK \$50000]

EXIT

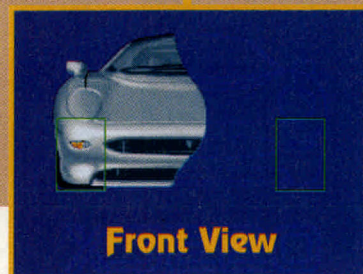
1 From here you can select the different parts necessary to repair your injured Jag. As each piece is shown its position is highlighted on the different car views

2 These icons allow you to scroll through the different parts with the option of purchasing them if necessary

3 This indicates how much money you have accumulated. You need to repair your car in order to make money and therefore travel around the world. It is wise to buy only those parts that you really need



Side View



Front View



Rear View



Aerial View



Fulfill Your Greatest Fantasies



You must first of all choose a track from the track interface. Each country has three tracks and each one has its own particular hazards, weather conditions and environment scene

Introducing Core's Jaguar XJ220 track editor really is amazing! Find out in glorious technicoloured detail on this page...

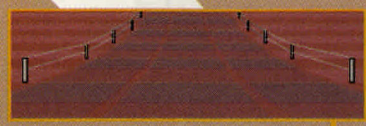


Here is the balloon in all its glory with any message you wish it to carry

Designer Interface



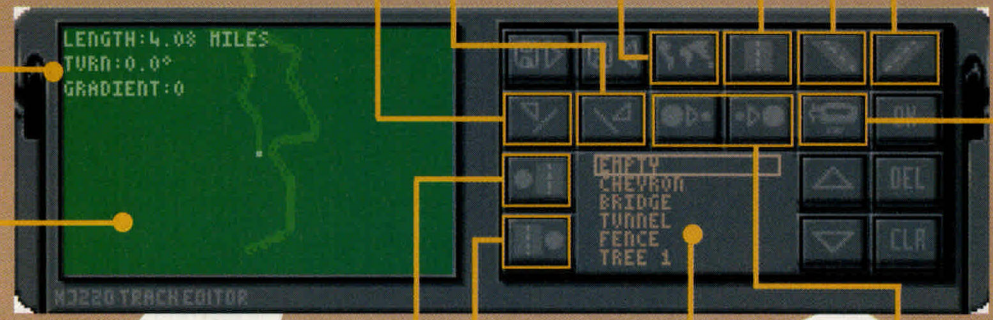
This simply places a new piece of track down



This will take you back to the course selection screen where you can choose another track



While you are editing your tracks all the relevant information such as length, turn and gradient are updated in the 3D map window



This is the 3D map window. From here you can see your present track on an overhead view. You can use the mouse to scroll around the map

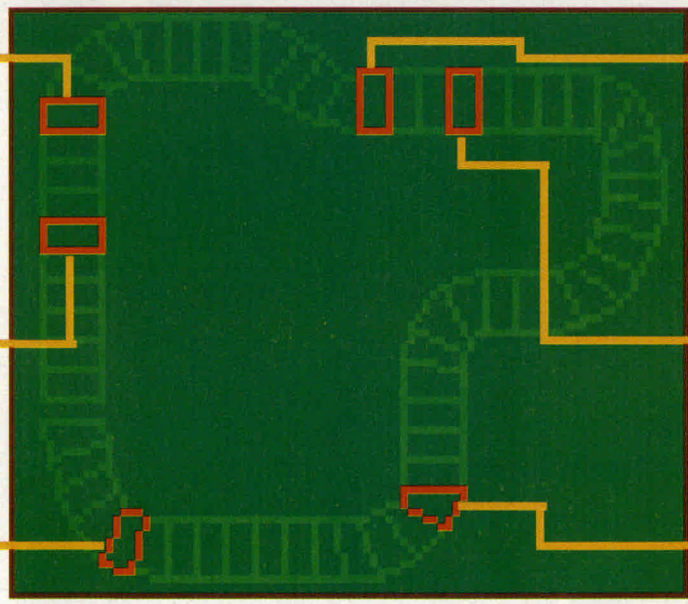
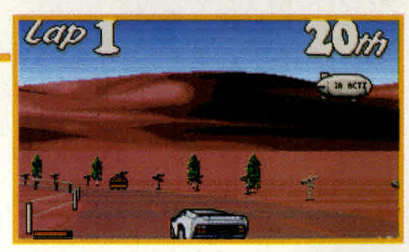
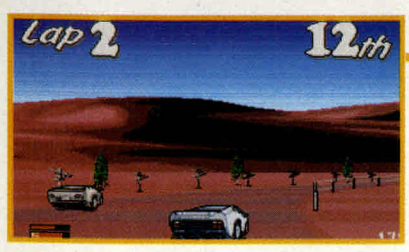
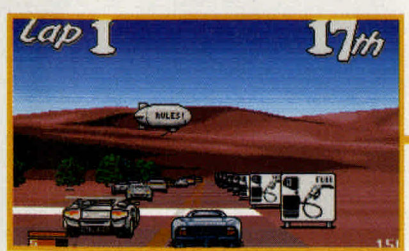
You can add a balloon with a scrolling message of your choice. The balloon then sits in the background of the race, scrolling appropriately

This will place down the selected object on the right of the track

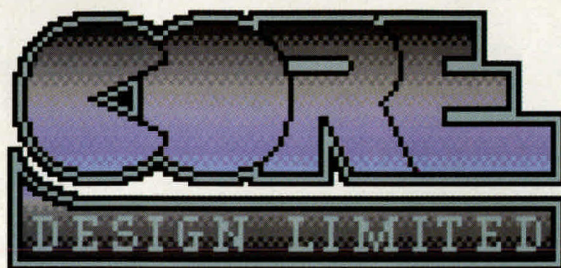
This is the object selection panel. You can choose waterfalls, bridges, tunnels, trees, sign posts and plenty more from here

These are the zoom-in icons. They allow you to zoom in on the 3D representation of the track showing finer detail

This will place down the selected object on the left of the track



Editor's Choice



Blime

With such a classic game we thought it imperative that we take a look behind the scenes to find out what makes a company such as Core tick. Diving into Richard Barclay's Lotus Elan we headed off to the offices, stopping off at the "El See" (Little Chef). Admiring our lollies we continued on our journey...



Core Design is situated in Derby and very near the LC. The offices are housed within a mansion in which you get lost just trying to find the loo. Richard compares them to fighting your way through Rick Dangerous.

Richard took up his administrative position behind his desk and before receiving the usual spiel we were told to 'Get back!' The spiel then began;

"Founded in 1988 by Jeremy Smith and Kevin Norburn, Core Design set out with one clear objective in mind - to produce superior quality

software for publication by mainstream European publishers."

A wealth of eight years experience in publishing and distribution, Smith availed himself to this knowledge and within a few short months Core Design were reputed for producing high quality code and graphics across both eight and 16 bit formats within specified deadlines."

Under publication by Firebird, Rick Dangerous was Core's first development number 1 in the Gallup chart during the first week of release."

The popularity of Rick Dangerous with both the press and consumers alike triggered the concept of a sequel and in 1990 Rick Dangerous II became the proud recipient of the prestigious Golden Joystick award for 8-bit 'Game of the Year'."

Firebird's John Tweedy says of Core Design, "Over a period of two years, the combined achievement of Rick Dangerous I and II have proven

beyond doubt that the calibre of code from Core is commercially highly successful."

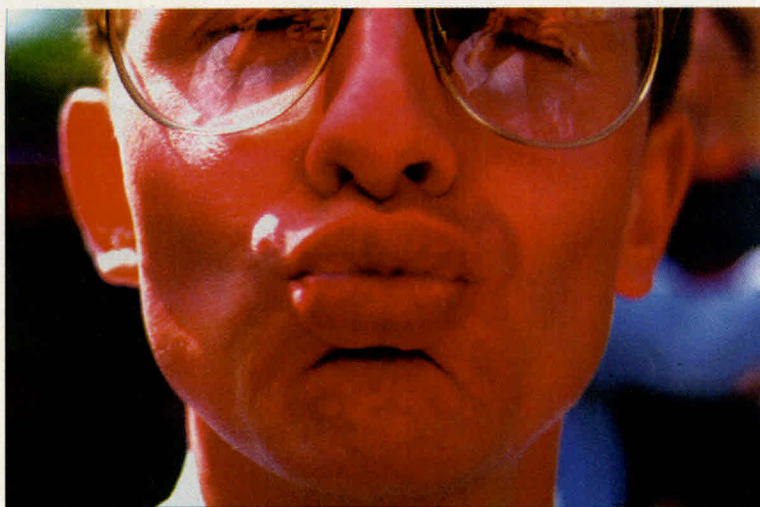
Suitably impressed by the result of their first project, Firebird further commissioned Core Design to develop Action Fighter, a conversion of a Sega arcade game.

Core Design's next project was for Activision - a contract for a multi-format conversion of the successful Sega title, Dynamite Dux. These first three projects from Core quickly established the firm as a major force in software development fully capable of producing superior quality products in both highly innovative and original forms.

A logical progression of their phenomenal success in the development market was for them to publish their own product. For the summer of 1990 they have been doing just that. Tweedy added;

"August 1990 saw the release of Corporation, a 3D arcade-strategy

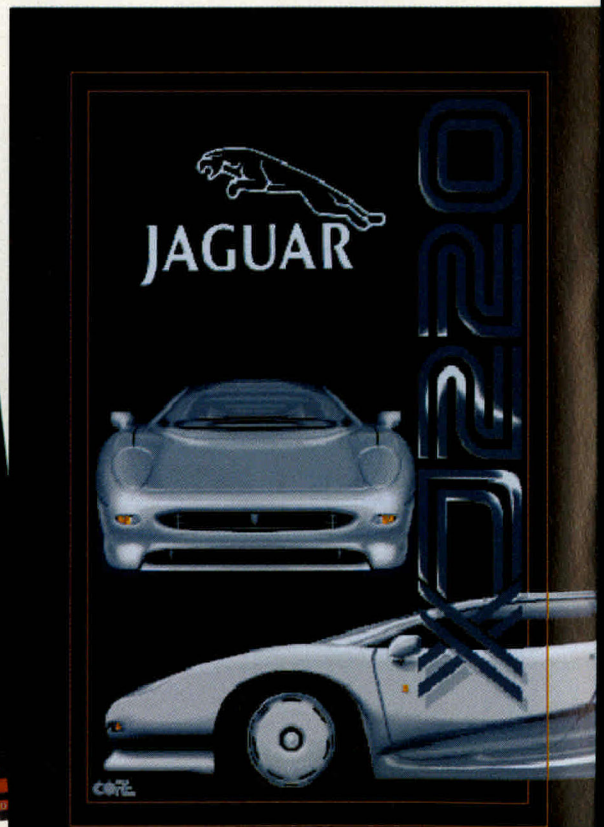
"Core Design set out with one objective - to produce superior quality software for mainstream European publishers"



(Above) This is the new Richard Barclay car window sucker with thickened lips for that extra sticking power! Now's the time to discard that rancid Garfield and buy yourself one of these limited edition leeches. Contact Core Design



Corporation was the very first game released under Core's own name. It was an instant success and also attracted the American market due to its sophisticated gameplay and depth of character interaction





y Guvnor!

game that shot straight to number one in the Gallup chart and remained there for five weeks. In the same year Core Design won the industry award for 'Developer of the Year'."

Corporation's graphical and technical superiority also attracted the interest of a number of North American publishers who all negotiated for publishing rights in that lucrative territory.

Eleven months after the release of the original formats, Corporation was the product to launch Core Design into the PC market.

A little over one year after Core Design's debut into the publishing arena, Corporation sales are at 40,000 and growing. Torvak the Warrior, released in October, was actually followed by Car-Vup.

Chuck Rock was Core's next project. Based on a cute caveman and his kidnapped girlfriend, the game did exceptionally well and five months after its initial release it is still benefitting from its

Top 30 Gallup chart presence. The success of Chuck Rock was followed up in May with War Zone and then Frenetic in June; two shoot 'em-ups with the distinct Core Design feel.

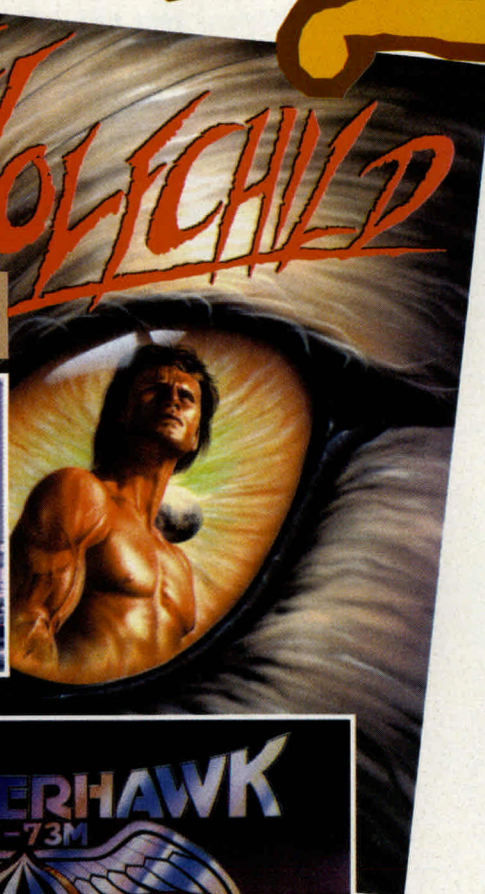
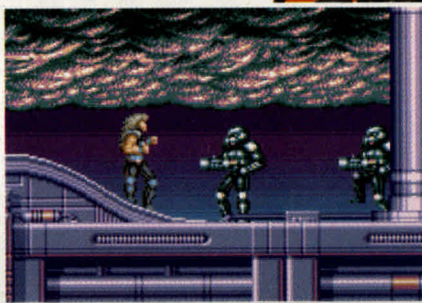
Thunderhawk brings us up to date in Core's history. A first for Core in as much as Thunderhawk is a helicopter flight simulation with a 'heavy on the action' appeal but definitely not a newcomer to the success pattern, Core has been the happy recipient of during its first year of publishing.

"A wealth of eight years experience producing high quality code and graphics"

Thunderhawk achieved the envied number one Gallup position within the first week of the release of the Amiga version and

is still there. Along with Jaguar XJ220, Core have plenty of forthcoming releases that are looking extremely good at this particular moment in time, but those are top secret so you'll have to wait and see.

Wolfchild came after Frenetic and Warzone, a platform beat'em-up featuring excellent graphics and amazing sound and was to be yet another hit



Core most ambitious title appeared in the form of a helicopter sim called Thunderhawk. The game was a smash hit and proved that Core were capable of market leading products

Meet the Team

Mac Avery and Jason Gee are the two main men behind Jaguar XJ220. Both of them worked together on the much acclaimed Thunderhawk, Core's first entry into the simulation genre. Mac is presently working on some pretty amazing 3D routines that, at present, look pretty unbeatable. Richard Barclay occasionally has to whip and beat the boys in order to keep them hard at it, that is when he can find them in the Rick Dangerous - like offices aptly called Tradewinds House!



With European Cup fever about to sweep across the country like Mark Wright on skates, you can expect a vast array of football games to emerge. Some are certain to strike the back of the net, while others will sadly get stretched off to be labelled limp and useless.

SPORT SIM



One of the most promising soccer sims currently in development is Striker. Programmed by Rage, you may not actually realise the team's pedigree; Rage is the new name for game gurus, Special FX.

FX cast off from Ocean's guidance just before Christmas '91. Possessing a keen desire to make a firm impact with their first few offerings, Striker is the impending result of much hard thought and talented programming.

Played on a vertically scrolling pitch at a slightly elevated angle, somewhat similar to Microprose's ageing International Soccer Challenge or, more recently, Audiogenic's World Class Rugby, Striker is attempting to detract from being condemned of jumping on the Kick Off bandwagon.

In terms of gameplay, computer footie fanatics will recognise the many manoeuvres

Strik

Going for Goal

and tricks of the trade.

For instance, swerving the ball is made possible by adding aftertouch once the ball is kicked. This is when you move the stick in the appropriate direction once the ball is travelling away from your player in control. Power is determined by the length of time you keep the fire button depressed.

Striker works on the 'nearest man to the ball' principle. A coloured circle at a player's feet signifies the character you can influence.

"The impending result of much hard thought and talented programming"

At the moment, Rage are undecided whether or not to make the goalkeepers computer or manually controlled.

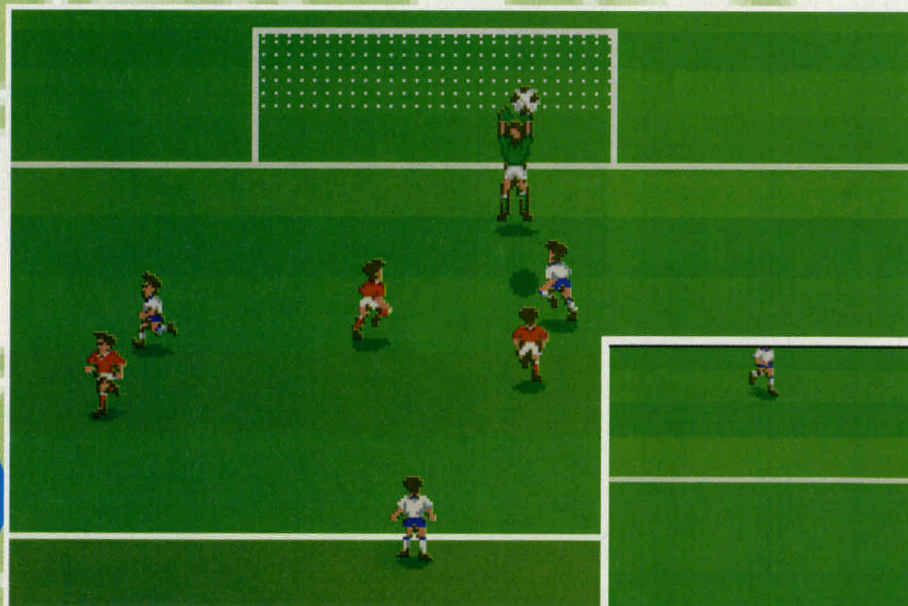
You can expect to see various pitch conditions which affect the handling of the ball. Plans for muddy, soggy and dry pitches are under way but I have yet to see them implemented, therefore I can't tell you how successful they will prove to be.

Entering tournaments against countries from all the world's continents, each with their own accurately depicted kit, your fight to the top is an enduring one.

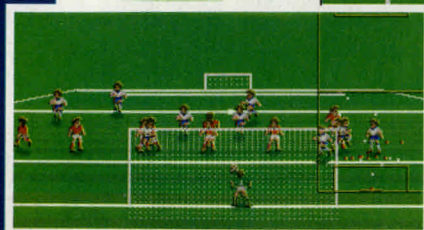
Specify your formations before matches to counteract the playing style of your opponents, and make substitutions at key moments. If you feel it necessary, you can design your own formations rather than utilising the various default arrangements.

Unusually, free kicks and goal kicks are trajectory based. When taking the kick, a dotted white line appears which you can move by means of the joystick.

The line represents the direction of your



Legs are flying, arms are flailing, but somehow your goalie manages to jump and collect the ball.



A penalty is given! Everybody gathers outside the box while the penalty taker strides forward.

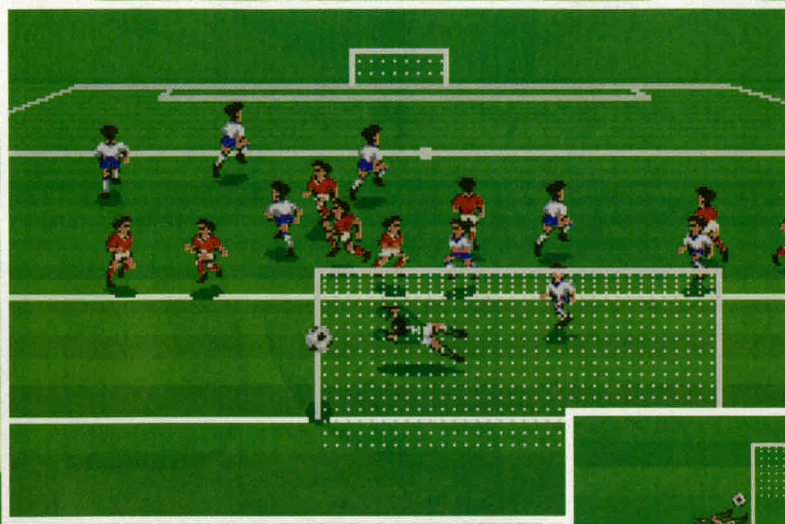


Above: The match is under way but where are the crowd? They've not been drawn into the game yet!

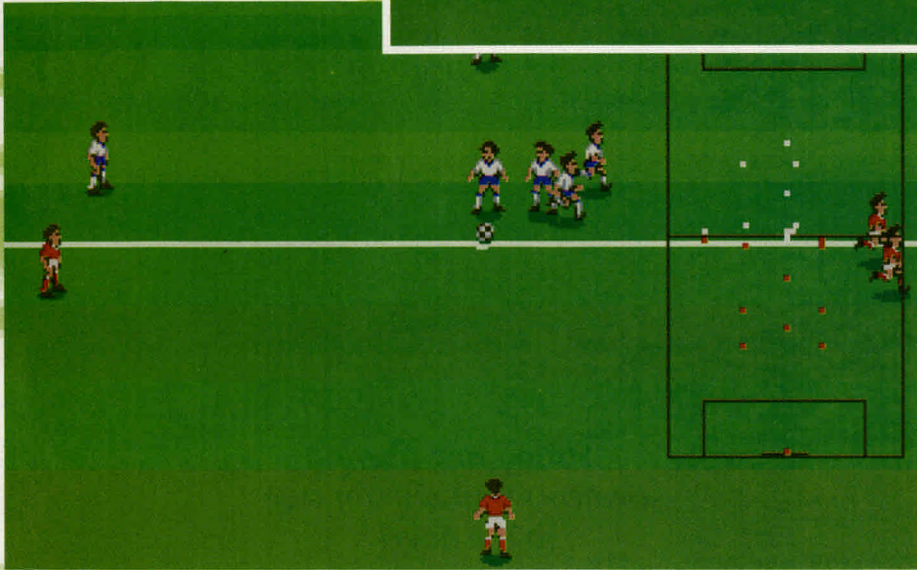


Left: When a team is awarded a direct free kick, the opposing squad instantly build a wall which must be penetrated.

er



As a target dot quickly shifts from side to side, try to press fire when it's over in the corner of the goal.



Looking fresh with a spring step in their legs, the players stream onto the pitch, ready for confrontation.

kick, but not only this, the height can be altered to your liking, too. Of course, the more height that you apply to the ball, the less distance it will go.

To assist you in taking such kicks, the pitch can be scrolled in any direction by using the cursor keys. This will help you to pinpoint players that may be just off the screen.

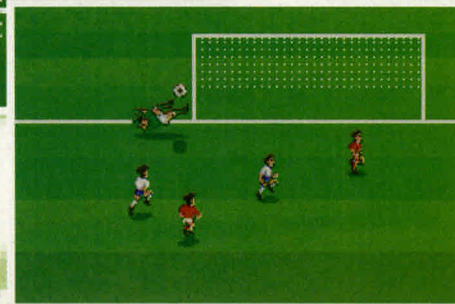
Other features to be incorporated into Striker include diving headers, overhead kicks, extra time, penalty shoot-outs, yellow and red cards, action replays with slow

motion, match time display, variable artificial intelligence and optional pitch radar.

With a little more time to go in the game's development, Rage are considering the possibility of giving individual players certain skills and strengths. This will go towards creating a more prominent strategy element when selecting your team.

Again, if this feature is included, it may be done so as an option in order to give you some flexibility regarding how you wish to approach and play Striker.

"Striker is attempting to detract from being condemned of jumping on the Kick Off bandwagon"



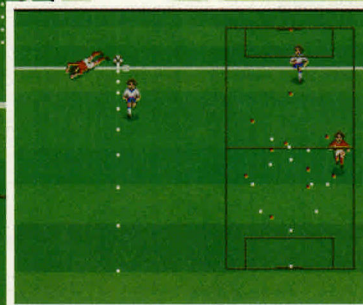
A diving shot among the congested area could result in a serious injury. Ouch, who did that?



Action replay captures all the momentous occasions. You can even admire it in slow motion.

1 ALBANIA	17 CZECHOSLOVAKIA	33 KENYA	49 N. OF IRELAND
2 ALGERIA	18 DENMARK	34 LIBERIA	50 ROMANIA
3 ANGOLA	19 ECUADOR	35 LUXEMBOURG	51 SAUDI ARABIA
4 ARGENTINA	20 EGYPT	36 MALTA	52 SCOTLAND
5 AUSTRIA	21 EL SALVADOR	37 MALTA	53 S. AFRICA
6 BELGIUM	22 ENGLAND	38 MEXICO	54 SPAIN
7 BOLIVIA	23 FINLAND	39 MOROCCO	55 SWEDEN
8 BRAZIL	24 FRANCE	40 NIGERIA	56 SWITZERLAND
9 BULGARIA	25 GERMANY	41 N. IRELAND	57 TRINIDAD AND TOBAGO
10 CAMEROON	26 GREECE	42 N. AFRICA	58 TURKEY
11 CANADA	27 GUATEMALA	43 HONGKONG	59 U.S.A.
12 CHILE	28 HOLLAND	44 PARAGUAY	60 U.S.A.
13 C.I.S.	29 HUNGARY	45 PERU	61 URUGUAY
14 COLOMBIA	30 ICELAND	46 POLAND	62 VENEZUELA
15 COSTA RICA	31 ITALY	47 PORTUGAL	63 WALES
16 CYPRUS	32 JAPAN	48 QATAR	64 YUGOSLAVIA

With 64 teams to choose from, I'm going to choose the mighty Germans with their dazzling white kits.



Above: A dramatic dive that makes the goalie look somewhat silly, considering the ball went well wide.

Left: Double clicking on the fire button causes your man to launch into a sliding tackle.

PROJECT: Striker

HOUSE: Rage

RELEASE: June 92

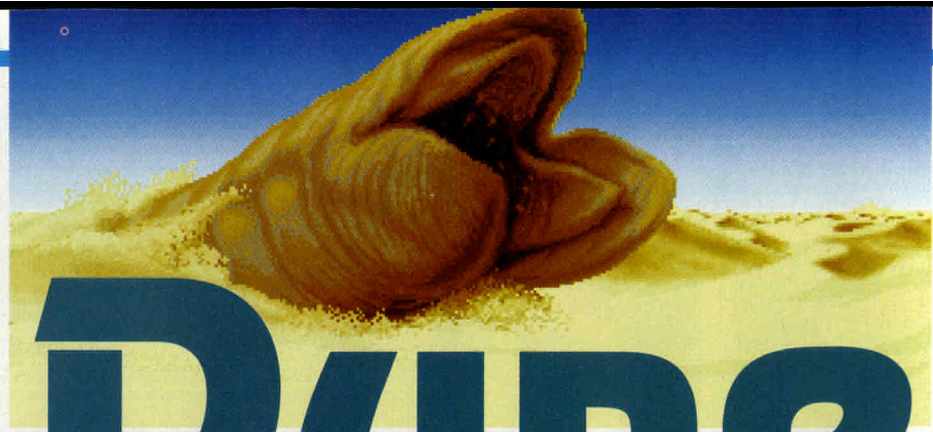
TEAM: George Christopherson, Andy Rikon & Karen Davis

PRICE: £25.99

COMMENTS: The competition between the software publishers is already intensifying as a tidal wave of football games is about to flood the market. Striker will be among the bunch and first impressions are favourable. The animation and scrolling are superlatively smooth, while the speed is sufficient to turn the calmest of football matches into a fast paced flurry of action. Some experimentation with the controls is required before you can fully appreciate all your player's moves, so there is a pleasant learning curve to negotiate. Striker may not be a Kick Off beater but neither is anything else at this moment in time. However, second place is certainly up for grabs and Striker could well be the one to fill it.

INSPECTED BY: Alan

It has certainly taken a long time for the computer version of Dune to appear but credit where credit's due, the game is looking extremely attractive indeed. Programmed by Cryo for Virgin, Dune – The Computer Game features characters from within the movie and superbly animated sequences. Jason Spiller delves a little further...



Dune

The Spice Of Life

ADVENTURE



A novel heralded as "a science-fiction classic" then became an expensive movie that was a "spectacular flop". Now we can finally get to grips with Frank Herbert's Dune – truly a "spice opera".

The novel, Dune, was universally acclaimed as a sci-fi classic. As noteworthy as Philip. K. Dick's, 'Do Robots Dream of Electric Sheep?', Dune won Herbert the coveted Nebula and Hugo literature awards. But the movie, a lavish and expensive production, was originally panned by the critics and was an unmitigated failure at the box office – although the sci-fi fraternity heralded it as a cult classic, alongside 2001 A Space Odyssey, Silent Running and Blade Runner.

Now comes Dune, the game! Developed by French design team Cryo, Dune the novel and movie has been transformed into an adventure/strategy. The game features strong role-playing elements which remain true to the novel and combine elements of the book with the strong characterisation of the movie. Arrakis, third planet of

Canopus, known as Dune for its inhospitable and barren environment, where certain species have somehow managed to survive in a 350 degree climate desert land.

This is a perilous land with such hazards as tidal dust basins, where the air is thick with dust that can destroy man and machinery.

But there is life in this hostile land; gigantic burrowing creatures survive in this furnace, such as the fiercely territorial Shai Hulud sandworms that grow to hundreds of metres in length, lurking underground and rising like living submarines.

Dune is home to other intelligent life other than your own kind, in the form of a fierce tribal race known as the Fremen, distinguishable only by their liquid blue eyes. The Fremen protect the most precious resource, water, to the extreme of enforcing the wearing of special suits which

The characters' faces have been beautifully recreated in the style of the film and are animated where necessary



The landscapes have been beautifully recreated with a great depth of atmosphere. Most are animated with special effects such as sunrises and sandstorms



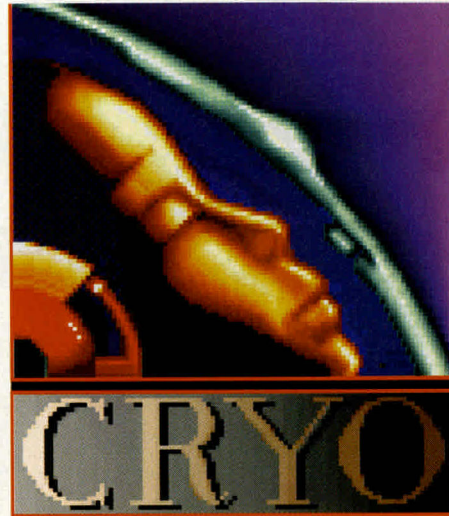
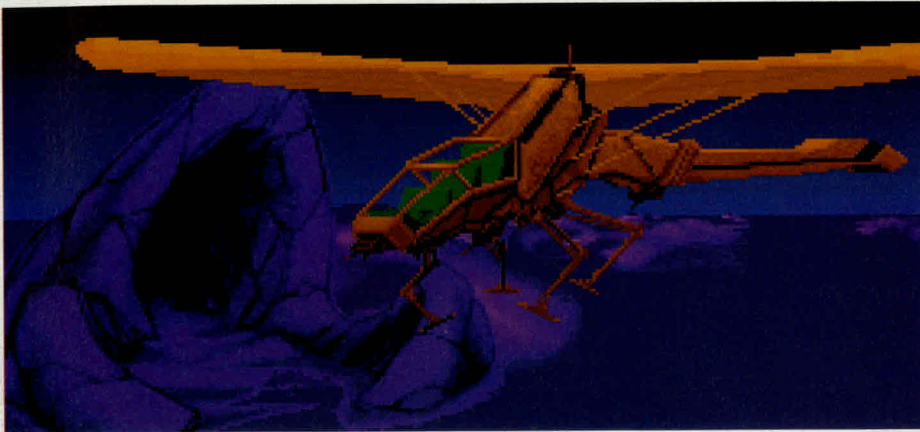
62°





(Left) While the characters are talking, some of the backgrounds animate such as the water shimmer that appears in this particular scene

(Below) The hover fly is actually animated. It moves onto the screen, spreads its wings and then lifts itself into the air with a mighty push from its insectoid legs



Cryo, the developing team behind Dune have managed to convert a film which more well known software houses would probably have avoided. But how good is it?

In contrast there is mining and exploration as you travel across the planet in search of its valuable resources.

Graphically, the game is exceptional. Cryo's ability to produce stunning characterisation, breath-taking architecture and landscapes was essential in the making of Dune. In political confrontation, you face the stern faces of your father and other peers.

Then in the process of mining you are placed in the whipping winds desert where the colossal sand worms emerge like careless whales that can engulf you and an entire mining team in a second. This is followed by the spectacular flights across terrain sweeping across the desert at speed – this is indeed a game of many experiences! Dune will be available on the Amiga in late May.

collect bodily moisture. You are lead by the dream of a man, ecologist Pardot Kynes an ecologist who could see a better quality of life for people by changing the environment.

Kynes' vision was a planet of lush vegetation. But Dune's most sought after resource was a natural substance linked to the existence of the worms.

This substance, a spice, has life-prolonging properties and pleasant side effects. But most importantly it can be used for the navigation (unfolding) of space.

Central to the plot is the conflict between two families, the Atreides and the Harkonnen, and their control of this spice. Your father is

the head of one of the feuding families, who has recently gained the rights to mine for the spice, which had previously been the sole right of your bitter rivals.

Your father gives you the task of mining for the spice and, in pursuit of the objective, your tasks combine political negotiation, mining and trading. The plot is rich and sometimes bewildering, advancing beyond direct interaction between individual characters due to constant change, becoming a way of life that requires deep thought and diplomacy.

"Cryo produce stunning characterisation, breath-taking architecture and rich landscapes"

The characters are very square-jawed and serious-looking, especially officials. The shots shown are taken from the PC but we have seen Amiga screenshots and they are almost identical



What a disgusting blob! This character has definitely been eating too many crisps and is starting to look like a person we know. Look to the back of the magazine for more information

PROJECT: Dune

HOUSE: Virgin

RELEASE: May 92

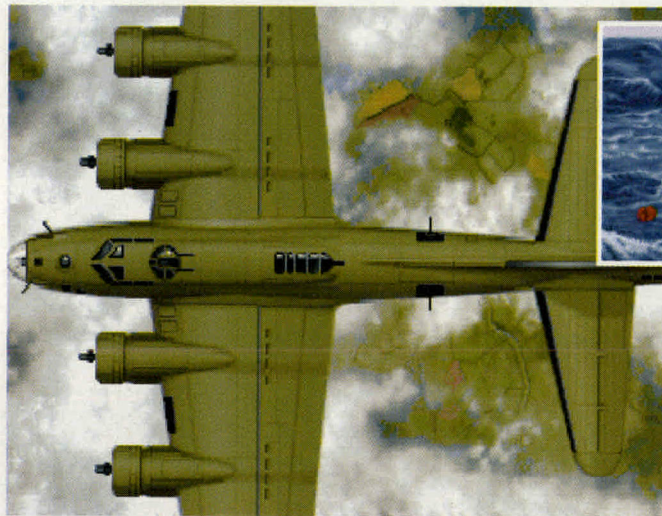
TEAM: Cryo

PRICE: £25.99

COMMENTS: It is rare that we see a decent film conversion, especially on such a complicated plot. Dune grows as you progress, and like the novel there is a complex web of intrigue, a constant feeling of threat and a heartfelt need to progress against bewildering odds. Many companies would have avoided this conversion like the plague but Cryo have taken the bull by the horns and have come up with a game that is both appealing, interesting to play and above all – true to the original plot of the movie. But it is the stunning graphical and sonic presentation which has awakened a whole new interest in Dune. Perhaps the extensive interactivity of this game can finally explain Herbert's original intentions.

INSPECTED BY: Spiller

62°

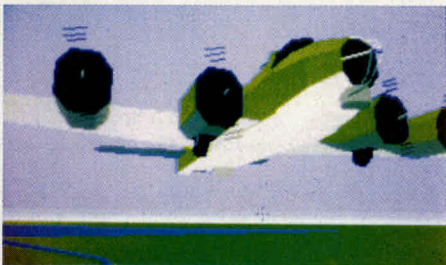


(Above) There are numerous ways in which a mission can end. But hopefully, you'll return the aircraft to England in one piece and above sea level

(Left) Using an overhead view of the entire aircraft, it's possible to assess any damage and assign your crewmen to the various posts



You will rarely fly alone. Other B17s fly around you to form a defensive box. You must ensure that your aircraft doesn't detract from the mission plan



Once the crew have boarded the B17 Flying Fortress, the view will flick to the 3D simulation world where the player can take full control of the aircraft



A detailed view of the nose section, complete with artwork, is displayed. From here, the player can enter mission briefing, select his crew or view details of the plane's past history



A successful mission depends on the competence of the crew that you select back at base. Each crewman can be examined and his flying history displayed

FLIGHT SIM



Classic aircraft are hot property these days, and I'm not just talking about the real world, where wealthy enthusiasts purchase decrepit props and devote years of attention restoring them to their past beauty. Several software companies, including Microprose, have recently simulated classic aircraft, and the response from the punters is very encouraging indeed.

You may remember that several years ago, US Gold simulated the daring raids of the Dambusters using a humble Commodore 64. The prospect of flying such a mission was very exciting, yet the actual execution was a little disappointing (probably due to the lack of processor power, more than anything else).

It did, however, go a little further than your

The B17 Flying Fortress is one of the world's most famous and majestic bombing aircraft. During the Second World War, it flew many a daring mission, in which hundreds of brave airmen lost their lives.

Re-creating and simulating such events is Microprose's forte. So, if you enjoyed Memphis Belle, and you're a true flight simulation fanatic, read on...

standard flight simulator. The player wasn't solely responsible for piloting the aircraft. Instead, he had to switch from duty to duty, navigating the plane, dropping the bouncing bombs and keeping enemy snipers at bay from the protruding gun turrets.

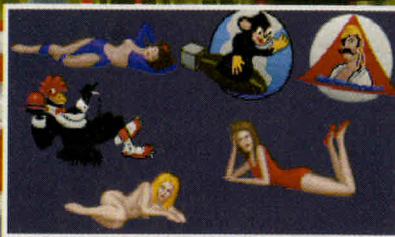
B17 Flying Fortress is similar but, as expected, Microprose and Vector Graphix have taken the theme quite a few steps further. As the overall commander of the bomber you must manage the crew of ten independently.

Of course, every crew member has a high degree of self intelligence, so you could give them a number of orders and sit back while they perform.

Waiting for several computer controlled airmen to carry out such tasks could be a little boring, and what

"Promises to be the most innovative and impressive bomber simulation ever"

The briefing officer takes you through the mission by displaying a series of pull down maps. Players can also call up a detailed intelligence report on the target area



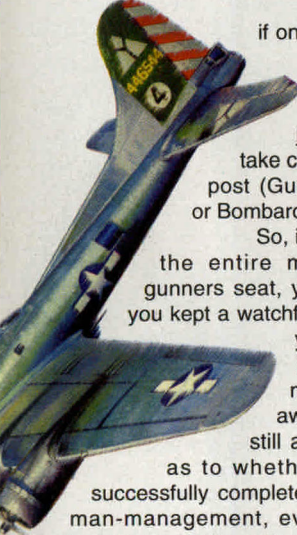
Nose artwork was a familiar sight in the Second World War. As a commanding officer, you can choose which piece of artwork is most applicable to your crew of ten



The instrument panel will be simulated in every possible detail. The display spans three screens and the player will be able to flick animated switches

B-17

Flying Fortress




if one of them got killed or injured? So, Microprose have given you the ability to jump into any role and take control of that particular post (Gunner, Navigator, Pilot or Bombardier).

So, if you wanted to spend the entire mission in the rear gunners seat, you could, so long as you kept a watchful eye over the rest of your crew and ensured that each member was fully aware of his orders. I'm still a bit unsure, however, as to whether you'll be able to successfully complete a mission by simple man-management, even though the crew members quite often act on their own intelligence, so you'll probably end up trying to do the lot yourself, just as you did in US Gold's *The Dambusters*.

B17 Flying Fortress will ultimately simulate the daylight bombing raids on occupied Europe by the American crews based in Eastern England during World War II. You, the player, must command your aircraft through a total of 25 extremely hazardous combat missions.

Most of these missions are flown in group formation, so that you will have to ensure that your own personal mission plan ties in with that of the others.

Before taking to the skies though, you must make a few ground decisions. Firstly, you must choose your bomber. Six detailed



bombers are shown, and you can even choose your own nose artwork! Once you've chosen your bomber, a detailed display of the aircraft is shown and a few more options provided. You can either select your crew, choose to fly a few training missions, attend a mission briefing or view your current bomber's history.

"The 3D flying sequences look very special with many on-screen objects"

If you choose the crew selection option, a full complement of possible recruits are displayed in a 'football team' type pose. By selecting a crewman you can examine his past achievements and call him up if his credentials fit the bill.

When you enter the mission briefing

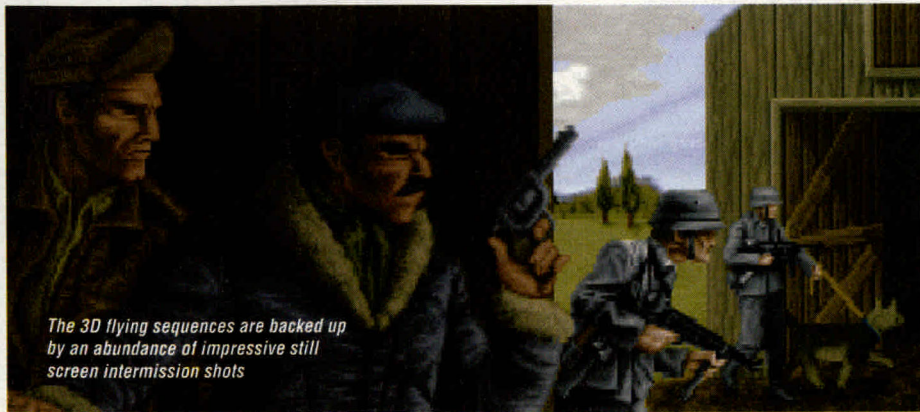
section, you'll be taken through the in and outs of the up and coming mission and shown detailed maps displaying routes, areas of enemy defences and fighter cover. The actual 3D flying sequences promise to be very special.

So far, we've only seen full PC sequences, and short Amiga demos, yet both versions are quite incredible.

The Amiga version is slower, of course, but the number of on-screen objects is impressive, to say the least.

To add a little more realism, the whole game runs in real time. So, rather than the enemy planes just appearing from nowhere, they actually taxi out of the hangers, take off and follow accurate mission structures. You can, if you wish, monitor such actions using one of the many 'camera' facilities.

Because it runs in real time, the outcome of some missions may depend on past sorties. For instance, if you take out an enemy power station, it will remain out of action for the next mission, or until the Germans repair it.



The 3D flying sequences are backed up by an abundance of impressive still screen intermission shots

PROJECT: B-17 Flying Fortress

HOUSE: Microprose

RELEASE: Summer 92

TEAM: Vector Graphix

PRICE: TBA

COMMENTS: *OK, so we've only played the PC version and seen a brief demo of the Amiga offering, but already, our expectations are enormous. B17 promises to be one of the most involved and technically stunning flight simulators available, so long as Vector Graphix successfully retain the slick screen update. However, the man-management system and the ability to take control of any post, are surely the games biggest plus points. Each post is effectively a separate game in its own right, but you only need to get really involved with each section of the game if you want to. Look out for B17 Flying Fortress in the summer of '92, it promises to be the most innovative and impressive bomber simulation ever.*

INSPECTED BY: Pete

035
AMIGA
ACTION

The Story So Far...



Deep within the fortress of an evil demon has gathered together his followers once again



Many times has he attempted to rule over the realms wreaking havoc everywhere



The first attempt bought him close to victory and he was certain that he had won



But thanks to an intrepid band of adventurers, he was quashed and sent back his dimension



The next time he tried to trick the same adventurers into doing his evil work for him, but once again he failed



Even the infamous Dread Lord fell before them. But now he has returned, and this time he will fight to the death



Although your characters are really hard, you'll be meeting some monsters that will give you more than a run for your money



If you're not fighting, you'll be spending most of your time wandering around dungeons and the like. But it won't be long before you are fighting yet again



An evil demon had formed a huge army of horrific creatures and was attempting to take over the Realms, but thanks to your skill and a lot of luck you managed to overcome the powerful being and send him back to his own dimension.

But this was not to be the end of your troubles. It wasn't long before he devised a way of making contact with your plane again, and once more it was down to you and your party of heroes to save the day.

Now, after many years, the peace is once again disturbed and an all too familiar presence is spreading throughout the realms, and the question upon everyone's lips is: "Can you save them this time?"

Cor blimey! If SSI release many more games in the AD&D line I'm going to have to pop down to B&Q and buy myself a new shelf to hold them all.

Crumbs! I don't know whether this particular lady is a good or bad person, but looking like that (wearing pan lids and a disco headband) I don't really care!



Pools of Darkness

With the release of Pools of Darkness (POD) the tally has now reached a total of seven, with POD being the fourth release in its particular series.

So just about everyone who likes RPGs has probably sampled at least one of the mega SSI series. You'll already know that the game follows the rules

from TSR's official Advanced Dungeons and Dragons (Second Edition) role playing game to the dot.

As mentioned above, POD is the fourth game in this series and is not really for any newcomers as the monsters and puzzles that you meet along the way can be deadly, even for the more experienced RPGers.

The Boys Are Back

Once again you have the option to start a fresh with a party of new adventurers created in true Advanced Dungeond & Dragons fashion, or if you've beaten Secret of the Silver Blades you can port your faithful old characters who you've grown to love over the previous games complete with the mega weapons that you might have collected as well.

This makes the beginning of the game easier, but who's complaining?

OVERALL
87%

A C T I O N I N F O

GRAPHICS



POOLS OF DARKNESS

US GOLD £32.99

TEAM: SSI

SOUND



LEAGUE RATING

1 MIGHT & MAGIC 2

2 POOLS OF DARKNESS

3 SECRET OF SILVER BLADES

ROLE PLAYING

After seeing Gateway to the Savage Frontier a couple of issues back I was quite apprehensive about this one. But I'm very pleased indeed to say that my thoughts were unjustified as PoolsOf Darkness is a first class role playing game. Following on from the other games in the series, Pools Of Darkness grabs your attention straight away with an absolutely brilliant intro sequence and then continues to impress with an equally good game. Just what you need to occupy those boring rainy Sunday evenings while Highway's on the television.

DOUG



With high level characters the combat is extremely fierce. Some of the mage spells cause huge amounts of damage making them the most powerful characters in your party

5 GAME PACK



KWIK SNAX

"An ideal game for those who want to have fun"

Amiga Action

PRINCE OF THE YOLKFOLK

"Looks like the best Dizzy adventure yet"

Games-X

BUBBLE DIZZY

"A pure arcade game... Top fun"

Amiga Power

PANIC DIZZY

"A manic test of arcade reflexes"

David Darling

SPELLBOUND DIZZY

"The biggest Dizzy adventure yet"

Games-X

"Five top games smashing onto your screens bringing 100% fun and guaranteed playability! Drive yourself dizzy with three of Dizzy's action-packed arcade games and two brand-new arcade-adventures - the best two Dizzy games ever! All this fun, all this action, all this for £24.99!

Five times the fun of any other games pack!" Richard Darling.

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AMIGA ATARI ST £24.99

Populous

STRATEGY

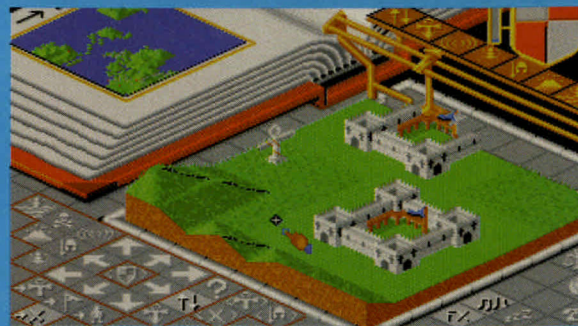


Power crazy people fell head over heels in love with this Electronic Arts offering when it first appeared – taking on the role of God can put a glint in anyone's eyes. By using your influence upon a race of people, you must conquer the land, trampling on those that dare to oppose your quest for world domination. If you have enough power, you can directly affect your enemies by, for example, creating an earthquake in the appropriate regions.

Surprisingly, Populous takes only a short time to learn the fundamentals, courtesy of a concise tutorial mode, therefore allowing you to enjoy the game without being buried by complex instructions. With excellent 3D graphics and more than reasonable sound effects, this is another commendable addition to the Award Winners collection.



"Oi, God! Stop making those hills, I wanna build a house." Of course, you could also flatten their homes but what would that achieve? It would probably make a power crazy gamesplayer grin with glee



Quicker than Electronic Arts' Castles, you built this in seconds. If you level out more land, your people will use the terrain and expand much further



A small community is beginning to build up. Consisting of castles and houses, you can start to consider converting people to warriors in preparation for invasions

Award Wi

OPTIONS				
PITCH	NORMAL	HET	ROUGH	FLAT
DURATION	2 X 3	2 X 5	2 X 10	2 X 3
WIND	OFF	LIGHT	MEDIUM	STRONG
ENTER TIME	NO		YES	
AFTER TOUCH	NO		YES	
LEAGUE SKILL	INTERNATIONAL	DIV. 1	DIV. 2	
GAME SPEED	NORMAL	50%	25%	
SKILL LEVEL	TEAM A		TEAM B	
SELECT TACTICS	TEAM A		TEAM B	
REFEREE	RANDOM		R.J. FERNANDEZ	
	DONE			

Choose pitch conditions and strength of the wind. Also select tactics and game speed, among many other possibilities that go to make Kick Off 2 the finest football game in existence



A long ball to your striker sees him cut through the defence and send a curling ball around the goalkeeper. One goal up but there's plenty of time to go, leading to extra time if required



Lunging at the ball, you manage to tackle the advancing opponent. As he crumples to the ground, you regain your feet and clear the ball upfield. What a hard nut you are!

Kick Off 2



SPORT SIM

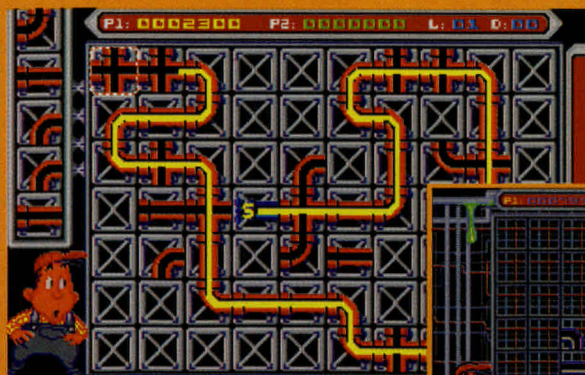
As the creme de la creme of Amiga games, Kick Off 2 is even more entertaining than watching Sunderland at their best.

The true speed and the technical side of football is captured in this marvellous piece of coding, originally released by Anco in 1990.

Plenty of time and intense practice is needed in order to utilise all the in-game features (of which there are many) to an optimum, such as swerving and passing the ball with the utmost accuracy.

You can compete in single matches against the computer or another human opponent. Alternatively, you may enter knockout competitions or simply play a few league fixtures.

A simple concept that has been programmed to surpass others of its ilk representing arcade action of the very highest quality, all at the movement of a joystick, the deservedly acclaimed Kick Off 2 alone almost totally justifies the asking price for this particular games compilation.



It takes time to create a work of art, like this. As the yellow fluid creeps forward, you begin to run out of space but, fortunately, you have manufactured a sufficiently long pipeline



Above: On the bonus stage, sections of pipe shift across the top of the screen. Press fire to drop them one after the other, in the hope that you can create a suitable channel

Left: You're on a good run and have been utilising the crossroads well. You've also gained enough distance to reach the next level, so any extra length will result in bonus points

Pipemania

PUZZLE AND QUIZ



An ageing puzzle game whose original buyers will have fond memories of. Simple but addictive in both one or two player mode, you must lay down a pipeline in order for a yellow liquid to flow along freely.

Sections of pipe come in various shapes, from straight pieces to curves and crossroads. The order in which they are given to you is determined, at random, by the computer. After an initial period of positioning pipe without worry, the liquid then begins to seep from the indicated starting spot.

The idea now is to keep things moving until the necessary distance; displayed in the top corner of the screen, has been covered. Fail to cover the distance and it's back to the designing board.

Obstacles on the playing grid become present on the later levels and fast reactions are vital on the bonus stages.

This is good fun and is certain to put the odd laugh or two in your life, thus ranking as a solid third title in the group.

AWARD WINNERS

EMPIRE £29.99

An exceptional compilation containing two outstanding titles (Kick Off 2 and Populous), an enjoyable puzzle game, playing well after being rejuvenated from the Eighties (Pipemania), and a graphical masterpiece (Space Ace) although the latter is the weakest of the bunch due to restricted gameplay. Empire's Award Winners presents you with a quality, varied collection; this takes Award Winners into a commendable category normally ignored by other such packages. Linger too long, and Award Winners will be sold out before you can buy a copy. So get some money, and get a life with this compilation of top class games. **ALAN**

nners

Space Ace

ARCADE ADVENTURE



A Don Bluth creation, abiding by his policy of truly stunning graphical effects and animation combined with crystal clear, charismatic sound. However, the gameplay element is severely missing.

Space Ace involves you controlling a central figure whom you must guide through a large number of colour crazy, single screen levels. Unfortunately, this leads to you just pushing your joystick and pressing the fire button at the correct time in order to progress. Consequently, once you've recovered from the initial effects of seeing the fabulous graphics, your mind begins to wander elsewhere as the monotony sets in.

If you've never played a Don Bluth title before, then this is certainly worth a few efforts but don't expect any long term appeal. A good back-up product for any compilation.



In attempting to leap over a large crater, your foothold slips and you go tumbling to the bottom. Inevitable death awaits as the mechanical crusher above searches you out



The enemy's laser blasts about your ears. Ducking and dodging for your life, you begin to realise how Kate Adie usually feels. Just get the combination of joystick movements right to move on



PLATFORM



With firm foundations in Rubicon and Pinball Dreams, 21st Century are trying to take one massive step further by challenging the superiority of Gods as a platform adventure game. This confrontation comes in the form of Deliverance.

The similarities between Gods and Deliverance are blatantly obvious. For a start, gameplay is almost identical and the graphics are of a comparable nature.

Perhaps the significant difference is that the sound effects for

Deliverance pack a greater punch.

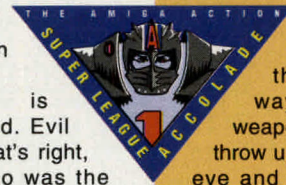
Spread over four large levels of varying topography, your mission is to valiantly rescue the fairies who have been enslaved by Evil Queen Bahd and Satan.

Your curiosity is probably now aroused. Evil Queen Bahd? Yes, that's right, the demonic lady who was the object of your plans in Stormlord.

Unfortunately for you, she managed to flee with her intact at the end of Stormlord, so this is the sequel where you must finish what

you originally set out to do.

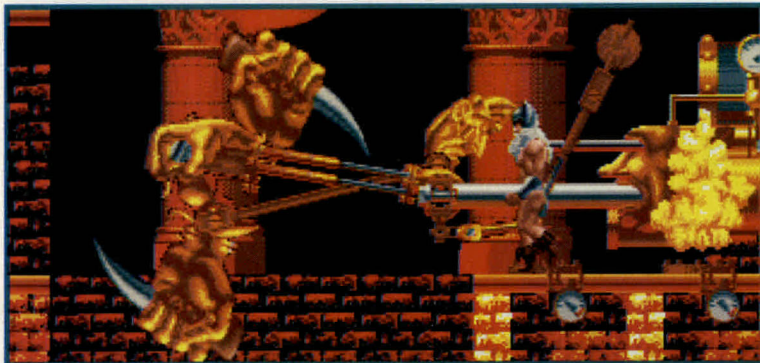
Your character, Stormlord, has a long journey ahead of him. Thankfully, you are skilled in the art of the double-headed axe. By using the joystick in a certain way, you can wield your weapon about your head and throw unlimited exploding axes at eye and ground level. All these manoeuvres are frequently used due to the large array of enemies. This means that from floor crawling, wall climbing arachnids plus warped and



Deliverance Stormlord II



(Left) He's big, green and very, very, mean; it's Deliverance's equivalent of the jolly green giant. His breath will reduce you to charcoal only fit for a barbeque unless you can find his weak spot.



(Below) This contraption sits at the end of Hell, gushing out fire and prodding you with sharp poles. It's large, infuriating and complex enough to send you into an uncoordinated attacking frenzy!



A crunching blow to the creature's stomach sends it hurtling back and over the ledge. Your next worry is the small fireball the foe unleashed before falling to its doom.



Explosive results come from slashing the bats with your axe. This is in order to reach the ornate chest that contains a key to a locked door.

In demonstrating how to quickly climb ladders, you're about to show how quickly you can also descend because when that fist hits you, expect to feel the effects.

Locked in combat with a fireball throwing alien-like creature, you must hack and thrash your way out of trouble.

painfully contorted monsters, and many more of almost indescribable shapes and strengths. Your eyes have never had it so bad.

Stoutly guarding the end of each level is a creature more ferocious than all the others previously encountered. While pounding it with your axes may relieve some of your tension, you'll be there all day unless you find its weak spot.

Three lives are barely sufficient to take you all the way through to the end, so your energy level must be constantly replenished. This is indicated by a small portrait of your



The fairies fall helplessly into the burning pit. Time your leaps back and forth across the fire, trying to grab the ethereal beauties.

features at the base of the screen. As you sustain hits, your face will become more skeletal. To prevent from crumbling into a heap of bones, you must collect gold coins to revive your fading figure.

Pressing F1 drops one of a limited number of bleeping opals. You have a total of seven at your disposal but they can be collected again, from their resting positions, if so desired. The purpose of these is to act as markers, so you know where you've been or, alternatively, you can drop them to signal the opening to a passageway so far unexplored.

So long as you keep a cool head on your broad shoulders, your use of the opals will probably be minimal. Still, it's good to have them to fall back on should you find yourself helplessly roaming the long passages and tunnels.

Your escapades take place through Satan's palace, the Pits of Hell, an enchanted forest and heaven. Although obviously inspired by Gods, innovation is particularly prominent on the level where you take to the skies on the back of a fantasy beast, in what is an intriguing shoot'em-up

scenario. This has presented the programmers with vast scope to incorporate fresh, exciting graphics and gameplay for each level.

It should be emphasised that Deliverance is more of a hack 'n' slash than Gods.

Where Gods demanded a touch more thought and problem solving, Deliverance has a stronger attack and destroy theme. This is the most significant element that actually separates the two, and will determine which you prefer.

OVERALL
88%



Eerie shadows run along the walls. Unable to hit them, of course, your fear rises as you can't locate their source - that is until they emerge from behind the wall and attack you.



In the pits of hell, a thingummy with noticeably sharp teeth rears up from the lava. As it launches powerful fireballs in your direction, you embed an axe in its ugly head.

ACTION INFO

DELIVERANCE
21ST CENTURY £25.99
TEAM: Peter Verswyvelen,
Kim Goosens & Bent Nielsen

GRAPHICS

86%

SOUND

81%

From the moment you start playing, the tingling sensation surging through your body tells you that Deliverance is something very special. Astonishing graphical effects are enhanced further by explosive and fiery sounds, producing a game that will truly set your senses alight. The only significant problem is the longevity factor as four levels is not enough to keep you going for long, and this is where Deliverance falls down. However, there's more action than Gods and it's very satisfying to play. Unquestionably excellent and fantastic fun! Can 21st Century ever improve on this?
ALAN

LEAGUE RATING

10 TITUS THE FOX

11 DELIVERANCE

12 FUZZBALL

P L A T F O R M

Not all large chests possess items of use. This particular one was home to a spindly spider whose poison will reduce your energy level. Slice it in half before it reaches you.

Sturdy, wooden doors prevent access to certain areas - not even your axe can break them down. The necessary key must be found to open them. Fortunately, keys tend not to be too far away.

Ooh, look at that speed blur! The animation of all Deliverance's characters and features is excellent.

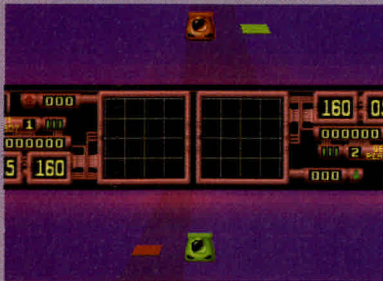
This is your typical, gruesome foe. Bad, eh? To make things worse, he can clamber about the platforms with ease and speed.

**Stormlord
Delivers
The Gods!**

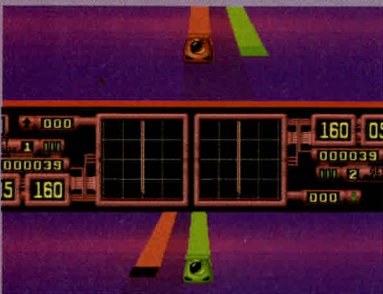


As your valiant efforts come to an end, your crumpled body provides sustenance for the Devil, himself. Your soul is taken into a life of unending torture.

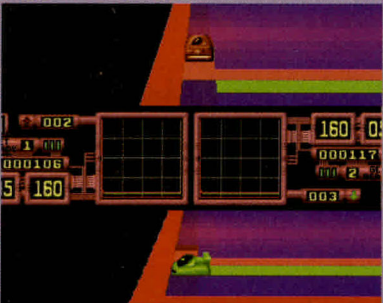
Tron Be Or Not Tron Be?



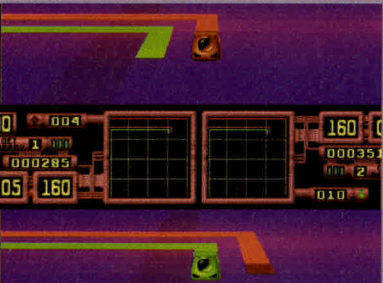
The two craft begin the round in the middle of the grid, side by side...



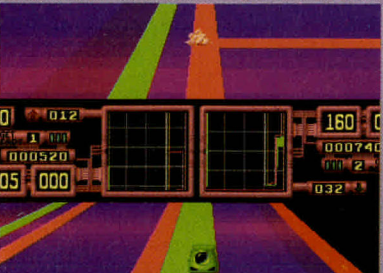
The computer opponent traces your every step, and very rarely attempts to trap you...



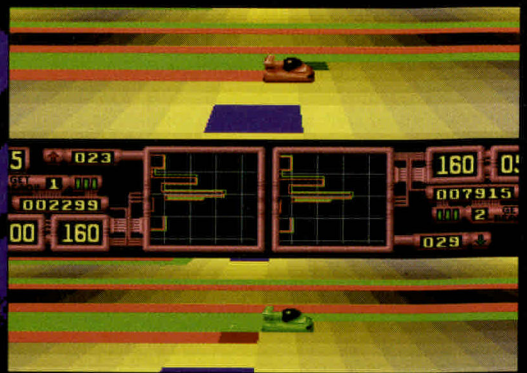
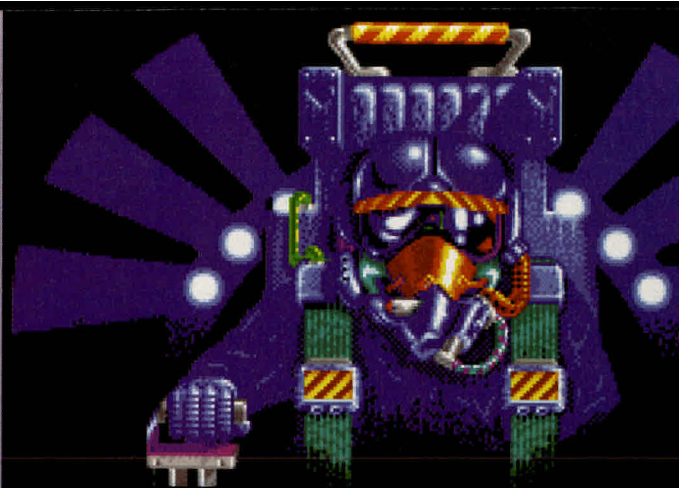
So, you guide him to the bottom of the screen and break off at the very last second...



Eventually, he regains his customary position and moves in for the kill...



In a split second, the game is over. The computer held its own, while you simply ran out of space



By pressing the fire button, you can speed up and bypass the coloured tiles. Unfortunately, you're only allocated three speed-ups, so use them wisely

Rebel Racer

SPORT SIM

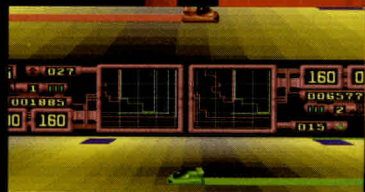


We usually associate dull Tron clones with the public domain market, yet Starbyte have taken this incredibly basic (and potentially, very addictive) theme and bravely attempted to create a game fit for the nineties. Of course, it's relatively difficult to cock up such a simple idea, but if you drown the basic elements in a strange, colour cycled three dimensional backdrop and reduce the actual play area to a minimum it's not so tricky.

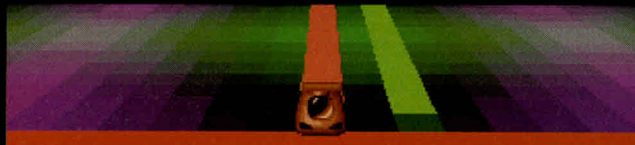
For the sake of those who haven't played Tron, I'll briefly detail the basic elements. Two craft occupy a single grid position in the arena, and when either of these craft move from that position, the tile is coloured, rendering it out of bounds to either player. If any player makes contact with a coloured square, the other player takes the round.

So, you're effectively trying to cut off your opponent by reducing the number of available tiles. Therefore, it's best to surround your opponent in as little space as possible, severely reducing his manoeuvrability. The above description may sound a little confusing, but to really appreciate how simple it is, you've got to sit down and play it for five minutes.

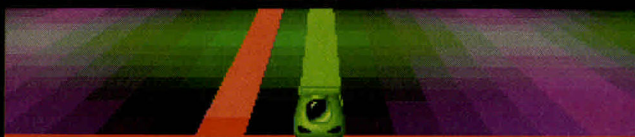
In the good old days, all of this used to happen on a single, two dimensional screen, so you didn't



The three levels of computer difficulty failed to make the game any harder. As an offensive opponent, the computer is useless. But it can bide time for hours on end



Two human opponents head for the bottom of the arena, waiting patiently for the right moment to break. As it happens, both craft seem to have left it far too late



have to take your eyes off the screen for a single second. Starbyte's effort uses four screens in all, two for each player! The 3D section only displays a fraction of the arena, so a second, two dimensional monitor is supplied. This, in itself, is a major drawback, as it's impossible to take your eyes off the screen for a split second, due to the frantic nature of the gameplay.

The biggest problems however, lie with the computer player. For a start, he's not offensively intelligent, so he rarely attempts to trap you, even when you play in professional mode. Therefore, it's up to you to trap him. But once you've got him in a corner, he precisely covers every single square available to him which takes an age.

As you can imagine, it's impossible for a human player to act with such accuracy at ridiculous speeds, so the computer player invariably wins.

OVERALL
50%

ACTION INFO

REBEL RACER
STARBYTE
TEAM: Akos Kummert ETBA

GRAPHICS

66%

SOUND

55%

It's obviously very easy to ruin a simple and addictive game by over complicating matters, and that's exactly what Starbyte have done. OK, so it's technically impressive, and it looks exciting, but the simplistic gameplay doesn't lend itself to such an over-polished production. The computer opponent is the final nail in the coffin, but as I detailed such faults in the review, I won't bother mentioning them again. So, if you're still gaggin' for a decent version of Tron, check out the public domain market. I'm quite sure you'll find a more enjoyable and much cheaper version than this feeble offering. **PETE**

LEAGUE RATING

41 BILLIARDS II

42 REBEL RACER

43 1 PLAY 3D SOCCER

S P O R T S S I M

The Electronic Ant Colony

SIMANT™



Dave: Sim City was like a drug - you got hooked on it. If you've played it, I'm sure you'll go along with me. Sim Earth, I have to admit, I

never really went for - the screenshots on the back of the packaging put me off. Complex or what? - and I'm a bit thick, when it comes right down to it. So Sim Ant had me worried - could I pull it off? Here's exactly what happened.

STEP ONE: I loaded Sim Ant up and clicked on things to see what they did. It was six o'clock in the evening.

STEP TWO: I discovered what they did. It was six-twenty. I became completely obsessed. I was an ant. I made my first little barrier out of rocks. I quashed an incoming tide of army ants by leading a spider towards them. I discovered why it was useful to keep pebbles inside my nest.

STEP FOUR: I won my first game - it was six o'clock in the morning. I finally went to bed at seven and slept until lunchtime. (And then I watched Home And Away. So nothing unusual there, Ed.)

And I've been hooked ever since, even though I've already finished the game several times. It says in the manual (which is excellent, if a little corny) that "Sim Ant isn't a game, it's a software 'toy' - a backyard filled with ant colonies." And it's right, of course. Whereas Sim City never really ended, Sim Ant ends quite often, but always in a different way.

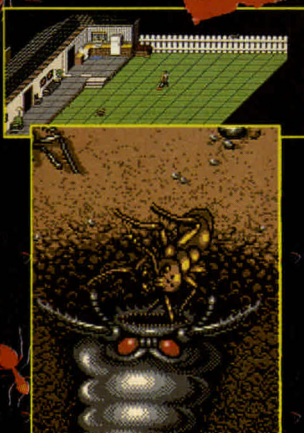
There's even an Experimental mode, where you can build ant arenas and mazes - place as many ants of either colour

wherever you want and then test them, or just kill them. Whatever. It's a Sim Ant construction editor, basically.

What more can I say? I've killed real ants in every way imaginable: flaming petrol, boiling water, magnifying glasses, gunpowder and loads more besides, but Sim Ant has proved to be the most fun of all. And even Buddhists can enjoy Sim Ant, because nothing really dies. Brilliant stuff - legendary almost. (Alright, alright, no need to go over the top, Ed.)



GRAPHICS 92 ADDICTIVENESS 94 OVERALL 93
SOUND 88 EXECUTION 92



Ants. You've shared your food your home and your planet with them. you've stepped on them sprayed them cursed them and bombed them. Now you can be them.

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Samurai



The Way of the Warrior

STRATEGY



Do you ever get the feeling of *deja vu*? Whenever I play one of these Impressions strategy games, I feel I've seen it somewhere before. Maybe I have, for the majority of these games seem to me to be dull affairs with drab graphics, gameplay and so-so sound.

Samurai, unfortunately, is no exception. To be frank, I'm tired of Impressions' lack of imagination in this area. This time around, you're dumped into 16th Century Japan where you must invade towns and vanquish enemy forces.

Now I know some people go for the all the salient features.

Utilising the mouse and keyboard enables you to execute a number of instructions and commands such as movement of armies and displaying troop attributes, from attacking strength to firing ability. Obviously, only archers and gunmen have a level representing the latter.

Buy armies, assigning troops to mobile or fortified groups. Next, wander about a map, slashing a few foes. When combat begins, the computer forces you to watch a close-up of the lush, green battlefield (more tedious than trimming lawn edge if you ask me). You then watch sword-wielding Samurai hack each other to death during some pretty poorly animated sequences.

Niggling Ninja

As your experience grows, you may choose to enter into fights in different formations or adopt another means with which to approach the massed enemy ranks.

Whatever you do, all but the most die-hard strategy fiends can be assured of absolute boredom after, at most, an hour's worth of play.

Morale sustains an important part. If you begin to play heavy losses, your troops lose the will to fight and won't hesitate in turning around and high-tailing it out of there.

After a while, you'll be wanting to



All troop movements can be seen via the main map display. From here, you can also buy specific types of allies and organise mobile armies. When two opposing armies meet, the battlefield scene is accessed and the bloody scrap begins

do the same. As usual, historical facts and stories are included in the manual. Yup, there's tons of facts and figures, but not all that much fun to be had.

At the end of the day you have to ask yourself: does my history assignment justify me buying Samurai? Mmmmm, I didn't think so...



Facts and figures displaying vital information regarding army numbers that are at base and on the move

Chop 'em into Suey With Fried Rice



Your armies fall into formation, preparing to advance along the battlefield. They've got a long walk...



At last, the two opposing armies get within sighting distance. Looks like it's going to be a rough day



Fighting gets underway. Horsemen gallop through the crowd, beheading any who get in their path

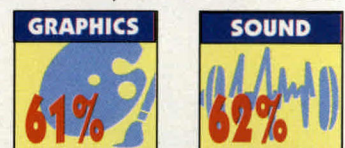


A quick glance at the battle stats tells you things aren't quite going your way. Time to retreat!

ACTION INFO

SAMURAI IMPRESSIONS

E GRABOWSKI, E CASEY & C DENMAN £29.99



Samurai claims many advancements over past Impressions strategy releases. The engine has been improved, avoiding the cutesy look, a complaint of past Impressions games. The graphics are clearer and the sonics reasonably impressive, adding atmosphere. However, this does not change the fact that the gameplay leaves something to be desired. The game boasts many new features but all of these have been done before by other publishers to a much greater degree of success. Some strategy fans may enjoy Samurai but we found it severely lacking in the playability stakes. ALAN

LEAGUE RATING

80 RORKE'S DRIFT

81 SAMURAI

82 BLITZKRIEG

STRATEGY

THE CONSOLES AND ARCADES SMASH HIT NOW ON YOUR COMPUTERS!

"As far as playability is concerned, this is a dream come true. In one player mode, it's a massive and addictive task, but in head to head (with up to five players), this is truly awesome! This is just one of those essential purchases and I guarantee that absolutely everybody will love this! Get it!" CVG

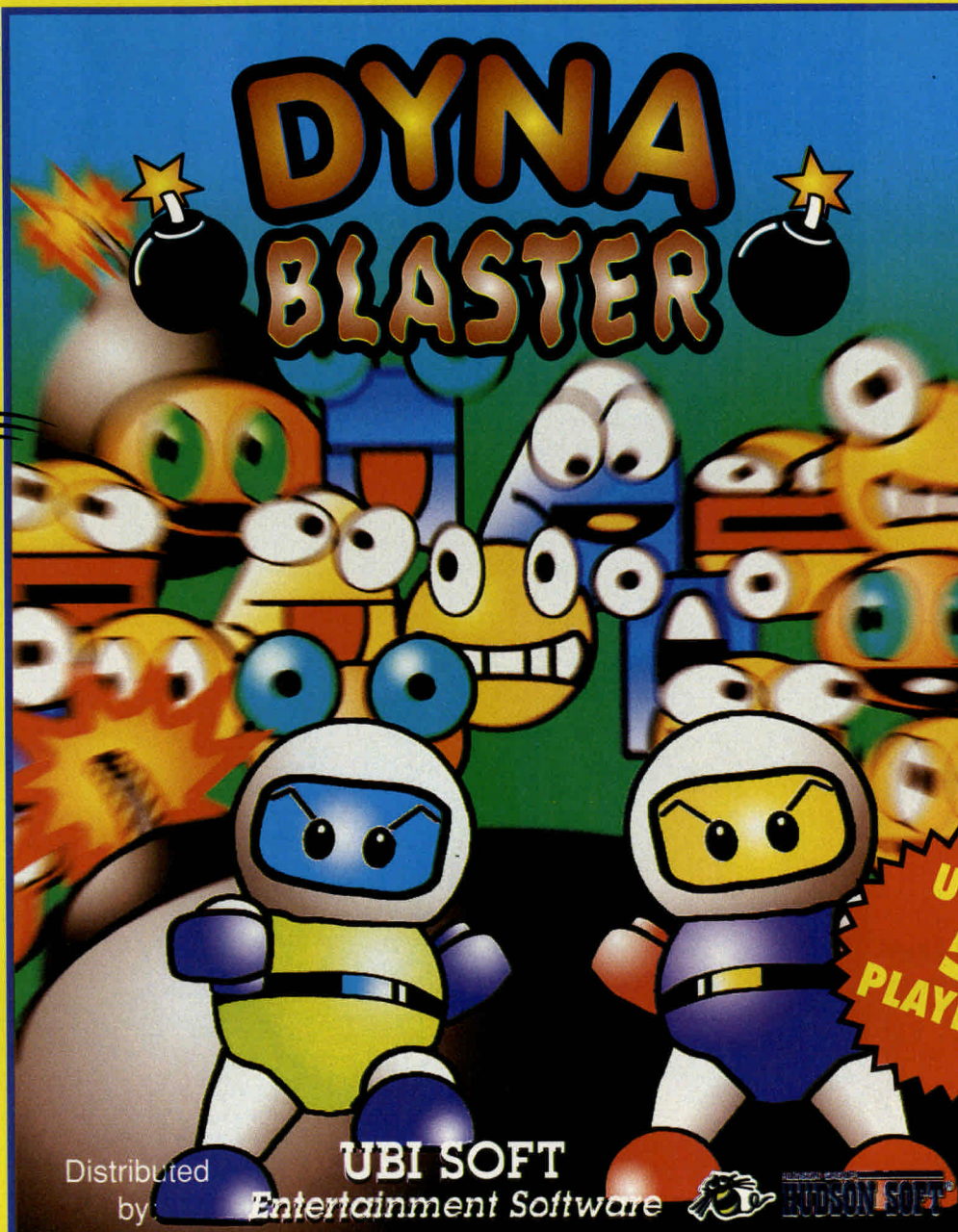


94%

CU AMIGA:
"A great game"



AMIGA
ATARI ST
IBM and
compatibles
C64 (only 3
players)



**C&VG
HIT**

93%



90%



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Collect the icons to get more bombs and larger or programmed explosions.

Screen shots on Amiga

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Camberley, Surrey GU17 7RX Tel. (252) 860 299



Don't smash the icons or you'll be in big trouble!



In the 5 player-mode your opponents are both your allies and your enemies... depends on the situation!

Super Ski 2



SPORT SIM



Winter's long since been and gone with hardly a flake of snow seen. In order to compensate for this surprisingly mild period, the French are invading our shores with some wintry fun of their own making. Do they arrive to a cold reception or are they going to melt our hearts? I intend to find out.

Despite a few translation problems on the packaging, you soon realise that it's the time of the Winter Olympics. With a sordid bunch of opponents to compete against for the medals, you're more concerned about keeping your face intact should you actually steal a medal from under

their noses. There are a number of events to participate in of which I'll explain each in turn.

Six of the Best

The giant slalom takes a behind the skier perspective. As the screen scrolls, in a similar style to motor racing games, you push the joystick up or down to gain or lose momentum while guiding your character is simply achieved by shifting your stick left and right. Against the clock, with penalties for missing flags, you must be fast yet still ski accurately.

Almost identical to the aforementioned, but with a stricter and tighter skiing line to keep, is the specialist slalom. No snowy sportsday is complete without a downhill section. Controls are the same as in the slalom races and, again, the clock must be kept ticking for as short a time as possible.

Hotdogging brings the world of aerobic stunts on skis to life. As you weave around the mounds, you must manoeuvre the joystick to execute aerial twists and turns. Earning points for style and speed, it's essential to have flair without excessively posing.

The ski jump has you slicing through the air, fighting to maintain your balance by moving the joystick left and right. At the same time, your skis must be kept level by means of up and down movements.

Ice Cool

What must be the most exhilarating of winter sports, the bobsleigh, is included in Superski 2. Whipping around banked corners at high speeds and battling to steer with just the slightest feeling of control will make the most testing demands on your abilities.

Pulling back to hit the brakes is sure to save you from hurtling over the edges and into oblivion.

Undoubtedly, the practice option should be utilised in order to give you the slightest chance of achieving a medal, be it the gold, silver or bronze.



Put your skis to the snow and launch yourself down the mountainside. With style like that, you could be the next Franz Klammer



Take in the wonderful scenery as you fly by. And yes, with style like that, you could be the next fallen Eagle



Your face in the corner says it all. As you rise too high up the banks, the expression changes to one of sheer panic



Against the computer, you must accumulate points for jumping prowess and style without falling on your face



A wiggle of the hips sees you squeeze between the flags in the technical slalom race. Bet you can't do that again



The giant slalom is quicker than the technical one. The distance between you and the finish line is indicated by the red bar at the top

ACTION INFO

SUPER SKI 2

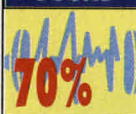
MICROIDS £25.99

TEAM: C. Trevoan, J. Vignot, O. Caradot

GRAPHICS



SOUND



What can I say? It's all been done before so you know what to expect. Superski 2 is professionally programmed, slick, smooth, and animated to a high degree of quality. Boppy tunes with a smattering of raunchiness instil the Montreux touch into you, thankfully resisting the temptation to try a few Alpine melodies and yodelling. As a good arcade simulation of winter sports, it will certainly sit adequately among your collection. A two player option would have been gratefully accepted but unfortunately has been missed by Microids. Superski 2 is a no frills product that will entertain but not excite. ALAN

LEAGUE RATING

29 GRAND MONSTER SLAM

30 SUPER SKI 2

31 ZANY GOLF

SPORTS SIM



Somehow, you didn't win a medal. All you can do is admire the view from a spectator's position

EVENT : BOBSLEIGH			
	Time	Style	Points
GEOFFGE	1:20:10	549	815
MARTIN	1:25:16	521	815
JIM	1:25:26	465	815
GREG	1:43:14	462	815
CHUTES	1:25:14	572	815
FRANK	1:43:14	462	815
GELADALL	1:12:10	594	815

The judges display the times and scores of all your opponents. Now you know what you have to aim for

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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

PAL or NTSC MODES SELECTABLE

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

IMPROVED RAM EXPANSION SUPPORT

Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.

SET MAP

allows you to Load/Save/Edit a Keypad.

PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens

to suit your taste. Very simple to use.

DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT

including compressed/small character command.

DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

FILE REQUESTOR

if you enter a command without a filename, then a file requestor is displayed.

DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS

including Mem Watch Points and Trace.

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Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

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- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync, pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

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Storm Master



Storm Master has been hailed as a fantastic achievement throughout the computer world. We thought you'd like to know the best way to approach the game. Thanks to Silmarils, we present all you need to know about Storm Master but were too addicted to ask.

The Ecclesiastes

It is preferable to guess the winds before setting up industries. The Cheat Code to see all the winds on the map is CONTROL + ALTERNATE + CLICK MOUSE ON THE ICON OF THE WINDS ON THE ECCLESIASTES MAP.

Re-fertilisation of the lands can be very prudent, so by placing the Ecclesiastes next to a profitable land cultivation and re-fertilising it every four months, for example, will provide ample food.



The mass allows you to obtain winds. To organise a mass, the Ecclesiastes must be placed on a temple. So that a mass is carried out, the description of the baarma (page 20 of the manual) must be followed, carefully. It's better to start by selecting the new characters, then de-selecting the old ones, rather than the other way round.

Duration of different operations (where one month = 60 days):
Temple construction: 90 days

Guess the winds: 30 days
Fertilisation: 15 days
Send the winds: 15 days
Mass: 15 days
Moving: One day/step

The Miller

After going to the Ecclesiastes to mark out the windy areas and non-windy areas, you can set out the different industries. Start by installing a land cultivation where there is no wind. Then the mills, one in each geographical region (mountain, plain, forest), where the winds are strongest. Apiculture is set out in the calm areas; keeping of animals is practised best in the mountains. The Saliz honey will allow the production of the mills to be directed towards improved performance, and therefore more expensive products (balloons, engines, Noowe armaments).

The Broomf meat increases the quantities produced by the mills. Surpluses of honey and meat will make up the monthly food requirement if there were to be insufficient corn. The most profitable industries must be budgeted - it is ridiculous to budget an impoverished cultivation to the level of a certain budget beyond which it is no longer efficient.



Maximisation of industry budgets:

Cultivation: 10 kaa
Apiculture: 24 kaa
Keeping animals: 30 kaa
Mill: 40 kaa

Duration of different operations:

Setting up a mill: 60 days
Setting up animal keeping: 30 days
Setting up apiculture: 30 days
Setting up cultivation: 30 days

In the event of enemy bombardments, they

Advice According

will prefer to destroy industries situated on the East side. Therefore, put the least important apiculture industry over there.

The Constable

At the beginning, you can sell and buy goods. The greater the quantity to sell, the higher the price of winds.



Cranool fixes the taxes. The receipts from them depend on the well-being of the towns, based on the surpluses of food and the amounts put into recreation and scientific schools. A chance value is also added. Before validating a tax, you can click several times on the same town to obtain the maximum receipts. Too many taxes can provoke anarchy and the loss of a town.

You must be suspicious when the receipts generated are low. At the beginning (scenario 0), you can tax each town once, the economic contracts are renewed every month. They're always financially profitable.

Duration of different operations:

Taxation (validated): Seven days
Econ. contract (validated): Seven days
Stock exchange operation: One day

The Clown

Recreation has a double interest. It increases the well-being of the towns, i.e.



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

small tips

It's always very hard to write an introduction, simply because there's very little you can say about a handful of small tips. We could tell you to be very careful when typing them in, and we could also say that we despise the irritating types who ring the Amiga Action offices when they can't get a cheat to work. And while we're on the subject of telephone calls, don't bother ringing us if you can't progress past a certain stage of a game. Contact the software house who published it, I'm sure they'd love to help you!

Formula One Grand Prix

A cheat for this brilliant driving simulation seems a little irrelevant considering there are so many built in driving aids. But here it is anyway, just in case. On your last lap, slip into the pits, apply your brakes and press the escape key to quite the race. Accelerate the time and you should, if you were close enough to the leading pack, win the race.



Knightmare

We haven't tried the following

To The Ministries

the tax receipts. When a town has been pillaged to a certain level but is not destroyed, the recreation budget allows the level of this town to be raised again. Duration of the operation is five days long.

The Leonardo

Like recreation, the scientific schools influence the tax receipts.

To succeed in a vessel test, this craft must possess at least one pilot and have a non-nil speed.

The speed is nil when the alleviation capacity is less than the total loaded weight.



Each piece, as illustrated in the table below, has a certain influence on the vessel's weight, its alleviation, its speed and its resistance.

	Weight tonnes	Alleviation tonnes	Speed knots	Resistance
IKAAR	3	0	0	1
SKRUUZ	10	0	0	5
OGLEE	30	0	0	10
NOOWE	150	0	0	50
propeller	10	0	7	0
pale	20	0	10	0
pale	20	0	10	0
engine	100	0	30	0
jib	1	30	2	0
sail	1	10	3	0
wing	1	50	1	0
balloon	1	100	0	0
proW	1	0	0	0
shield	50	0	0	5

Furthermore, each member of the crew adds one tonne to the total loaded weight.

You should have a crew lighter than the empty vessel (e.g. one IKAAR cannot exceed three people). Also, have a crew who are at least "MEDIUM" on the checklist (cohesion).

The maximisation of the crews for each of the vessels is:

IKAAR: One pilot, two fusillers

SKRUUZ: One commandant, one cook, one pilot, two fusillers, two catapulters, three soldiers

OGLEE: One commandant, one cook, two pilots, one catapulter, 15 soldiers

NOOWE: Three commandants, five cooks, five pilots, 80 soldiers

NOTE - You need, roughly, one cook for 20 soldiers

The more soldiers you have, the greater the pillage of adversary towns will be, but the cost of a campaign will be more. And remember, the maximum speed of a vessel is 127 knots.

Firepower depends on the weapons which one craft has, along with the fusillers and catapulters allocated to these weapons.

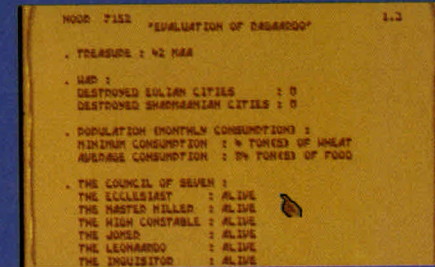
Duration of different operations:

Scientific schools: 5 days
Vessel test: 5 days

The Inquisitor

An assassination of an enemy character allows his ministry to be immobilised for a period of one year.

The duration of the operation and the



utility of the assassinations:

The Inquisitor (15 days): avoids the assassinations of his own ministers

The Leonardo (20 days): avoids the bombardments

The Ecclesiastes (30 days): avoids the destructive tornados

The Commander (40 days): avoids the pillages

Duration of other operations:

Spying at garret: Seven days

Spying on enemy map: Seven days

Political contract (validated): Seven days

The Commander

By placing the aerodromes on the East side, you limit the movements of your army in their various campaigns.

This having been said, be careful because in the event of enemy bombardment, it will choose, in preference, targets on this side.

The Koolpers limit the damage in terms of enemy attacks (such as bombardments and pillages).

Duration of different operations:

Setting up an aerodrome: 60 days

Setting up aerokoolper: 20 days

Enrolment: Five days

Allocation of vessels: Five days

War Tactic

You can, for example if the budget allows it, conduct bombardment operations on the



enemy aerodromes with Ikaars or Skruuzes.

Then, afterwards, advance with a massive load of soldiers (Oglee, Skruuz) to pillage all the towns ruthlessly.

And that, my fine feathered friends, brings this particularly informative Giving The Game Away feature to a fitting end.

There's a lot of information for you to take in here, so hopefully, you'll be able to take it all in!

Storm Master

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

cheat, so we're not to sure if it works or not. The cheat involves the woodland section on the first level. Use the spade to help you find five apples. Take these apples and throw them at the quest shield that hangs on the wall, and make each character consume two rabbit pies from the inventory screen.

Continue with your quest and you should find that your hit points never decrease.



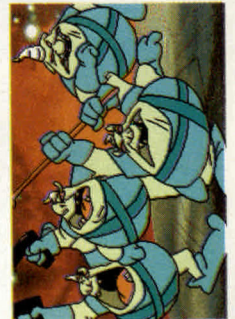
Cabal

A nifty little cheat for this ageing Ocean conversion. If you pause the game you'll discover that it's still possible to direct the cross-hair. Now you can position the cross-hair over the motionless baddies, unpauses the game, and let 'em have it!



Space Ace II

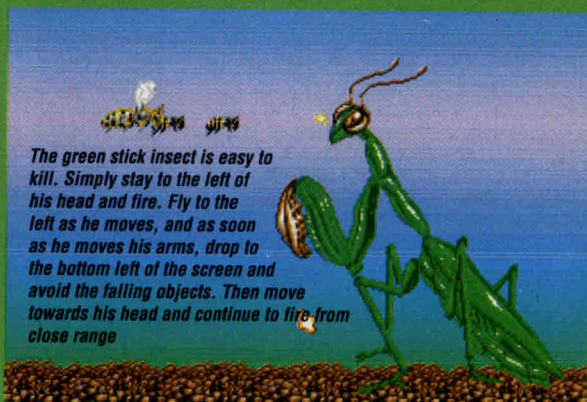
To sail through this without even touching a joystick, simply type in the word HURRYDEXTERO and press the return key. Remember, there are no spaces and the oval type character at the end of the word is a zero.



Apidya



It's unusual for us to receive two outstanding shoot'em-ups in one month, but that's what happened in May. Project X and Apidya took the AA offices by storm, and we're still playing them now! To celebrate this, we've compiled the definite guide to both games. We exclusively reveal the best weapon set-ups, the nastiest horrible insectoid adversaries and anything else we thought may be of interest.



The green stick insect is easy to kill. Simply stay to the left of his head and fire. Fly to the left as he moves, and as soon as he moves his arms, drop to the bottom left of the screen and avoid the falling objects. Then move towards his head and continue to fire from close range



It is possible to kill the large fish when it first appears by shooting it in the eye continuously, but only if you possess the large swirling front gun. Otherwise, take out the protruding guns and move into any available space between the fins. It's quite obvious where the gaps will appear, so just monitor the fish's movements and concentrate on avoiding the bullets



The shield isn't as effective as it should be. It sometimes fails at crucial moments. As a general rule, only depend on it to defend you from the small round projectiles. It doesn't protect you from large fireballs and the like, and it doesn't allow you to fly into the ground or any other scenery



Killing the dead rat is an awesome task. Basically, you'll need the shield, otherwise the incoming barrage of projectiles will prove overwhelming. Also on this level, beware of the green poisonous fumes. Collide with these and the screen will flip, making the rest of the level extremely tough



The wasp is capable of firing two bombs, one above, one below. It is possible to power them up several times to create a more formidable explosion. Unfortunately, once you power up one of the bombs for the second time, you'll lose the use of the other until you power it up again



This is arguably the finest weapon of all, on a par with the green plasma. It may not look particularly powerful, but the biggest advantage of this weapon is the protective quality it provides



The most powerful weapon. You can power it up four times, but this requires many credits. If you can power it up four times, you should be fairly safe when you lose a life. If you do lose a life, every single weapon you possess will lose one power-up



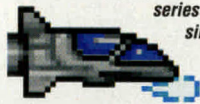
This weapon may look powerful, and it is, so long as you power it up four times. However, it's not a lot more powerful than the spread weapon, and it's nowhere near as protective



The fly-along wasps possess two different flying formations. If you're using the spread weapon, they'll simply occupy the previous position of the main sprite. If you possess the powerful front gun, they'll protect the main sprite to the left and right, the latter option being the most defensive



1 Power up your front gun by collecting one token and jabbing the space bar (or waggling). This produces a lot more power-up tokens at the start of the game, as it's very difficult to take out a series of adversaries with a single shot weapon



2

Continue to collect power-up tokens until you reach the plasma option. Select the plasma, collect another token and power up your speed capabilities



3

It should now be possible to power up the plasma fully, without losing any ship manoeuvrability. As a general rule, only select a new weapon if you've got the capacity to speed up afterwards. A single speed up will abolish any awkward ship responsiveness



The key to success lies in your weapon selections. These selections begin from the options page, as far as Project X is concerned, because you can choose between three different ships, each of which have pluses and minuses. We've concluded that the default ship (Hyperion - Cruiser Class) is the best, as it can handle the three best weapons at once and stay highly manoeuvrable. To create what we consider to be the best attacking and protective weapons system, study this page.

4

To increase your all-round protection, select the side shot. You should be able to power up the side shot twice, so the overall effect isn't very powerful but, nevertheless, very protective

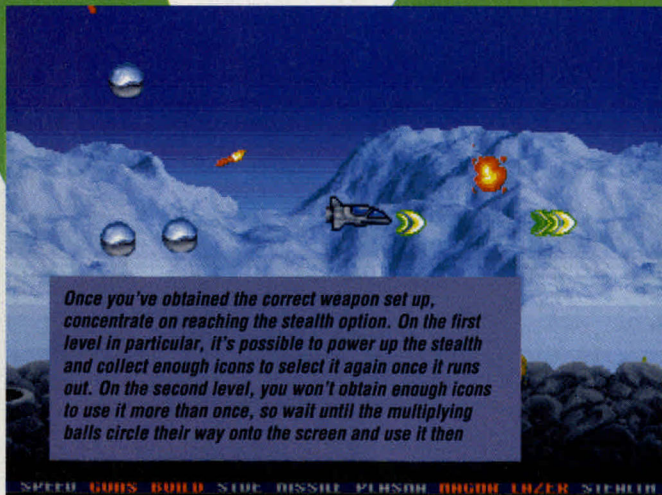


5

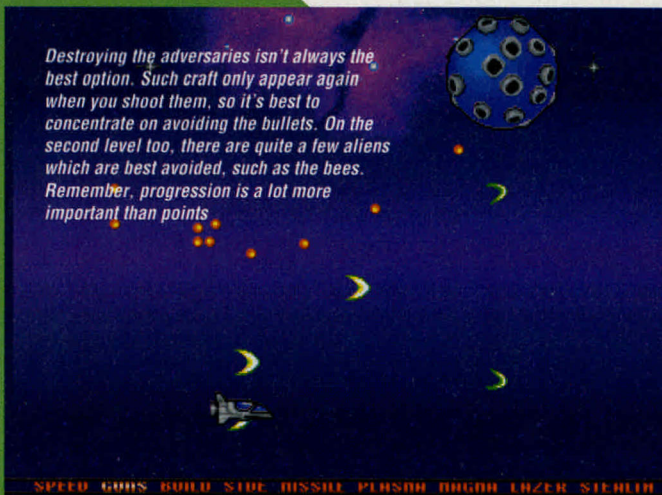
Finally, go for the homing missiles once, power up your speed and select the missiles once again. This, we feel, is the best weapon set up. You may have other ideas. The combined forces of plasma, side shot and homing missiles is very defensive, and can also cope with the majority of aliens, particularly on the first three levels



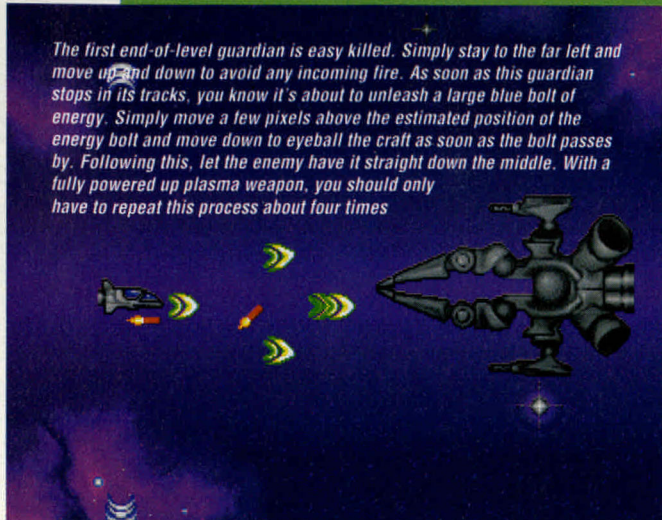
Project X



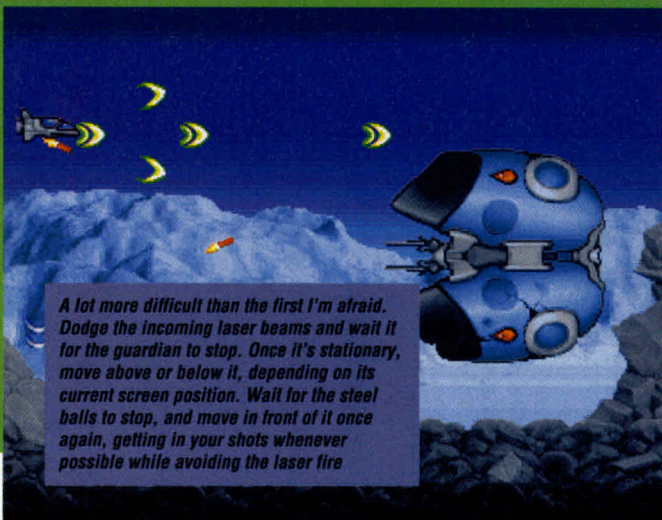
Once you've obtained the correct weapon set up, concentrate on reaching the stealth option. On the first level in particular, it's possible to power up the stealth and collect enough icons to select it again once it runs out. On the second level, you won't obtain enough icons to use it more than once, so wait until the multiplying balls circle their way onto the screen and use it then



Destroying the adversaries isn't always the best option. Such craft only appear again when you shoot them, so it's best to concentrate on avoiding the bullets. On the second level too, there are quite a few aliens which are best avoided, such as the bees. Remember, progression is a lot more important than points



The first end-of-level guardian is easy killed. Simply stay to the far left and move up and down to avoid any incoming fire. As soon as this guardian stops in its tracks, you know it's about to unleash a large blue bolt of energy. Simply move a few pixels above the estimated position of the energy bolt and move down to eyeball the craft as soon as the bolt passes by. Following this, let the enemy have it straight down the middle. With a fully powered up plasma weapon, you should only have to repeat this process about four times



A lot more difficult than the first I'm afraid. Dodge the incoming laser beams and wait for the guardian to stop. Once it's stationary, move above or below it, depending on its current screen position. Wait for the steel balls to stop, and move in front of it once again, getting in your shots whenever possible while avoiding the laser fire

Space Crusade



You are now an officer in the mighty Legiones Astartes, the super-human warriors of the Imperium, and have been awarded the highest honour any warrior could hope for, your own squad of Space Marines to command and the chance to serve the Emperor until death. Such a privilege cannot be forsaken or taken lightly, to do so would be a tragedy, so this training has been compiled to aid new officers.

08/04-02:53:59. Preparing For Battle

The missions you will face are full of peril and danger. To attempt them with just one squad would be folly. Always deploy three well equipped squads, one each from the chapters the Blood Angels, Imperial Fists and Ultramarines. This allows you to deploy the maximum amount of force when attacking the enemy and provides you with a more flexible offence.

09/04-09:58:08. Blood Angels

The Blood Angels are best equipped as a specialist close assault squad.



The officer should be given a Power Glove and Power Sword while the troops are provided with Bolters and one Assault Cannon or Missile Launcher. Close Assault or Move It special orders enhance their

combat potential and for some additional equipment: Bolt Pistols, Bionic Arm, Force Field and Assault Blades should be selected for maximum close assault effectiveness.



09/04-10:09:59. Imperial Fists

Unlike the Blood Angels, this squad works best as a heavy weapons unit.

Give the officer a Heavy Bolter and the troops all of the heavy fire power and one bolter.

The special order Fire allows then to unleash a devastating blast at a critical moment and the Combi-Weapons.

Suspensors and 2 targeter options makes then even deadlier.



09/04-10:18:02. Ultramarines

This chapter is the most traditional of all the Legiones Astartes. They should be equipped in a similar manner to the Blood Angels with only a few differences.

Bolters and Power Gloves should be given as the standard equipment with a Bio-Scanner, Medi-Kit, Jokaero Digital Weapon and Bolt Pistols finishing off the package.

By Sections orders add flexibility to the squad. Use the Ultramarines to explore the corridors and rooms, the Bio-Scanner will allow you to identify the enemy before you encounter it. Remember that the officer has the largest scanning area of all the troops so keep him at the front of the squad to reveal the maximum possible area.



09/04-10:31:19. Weaponry and Hardware



POWER AXE AND BOLT PISTOL: This mix of assault and fire power potential gives the officer average abilities in all areas.



POWER SWORD AND POWER GLOVE: The incredible close assault power of this option is a threat to even the mighty Dreadnought



HEAVY BOLTER: The firepower from this weapon is incredible, especially with the Combi-Weapon option



BOLTERS: When combined with Assault Blades and Bolt Pistols, a few close combat troops become extremely effective



ASSAULT CANNON: Best deployed against scattered groups of Orks and Gretchin. Keep in open areas



MISSILE LAUNCHER: The burst effect of the shell is very deadly but you must give the operator a clear line of sight



PLASMA GUN: This is very effective for clearing corridors but in other situations or crowded rooms it is virtually useless

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small tips

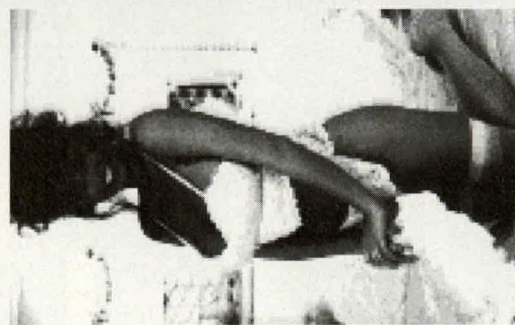
WWF

Wrestlemania

If you're still playing this instantly forgettable wrestling game try out the following cheat. During a typically tough bout, pause the game and type in HULKHOGANWEARSTIGHTYEL LOWKNICKERS (it's all one word - with no spaces) and unpause the game. The fight will finish almost immediately with you being the victor.

Sunday Sport Strip Poker

To make the girls drop their bags, simply type in DANCEOFTHESEVENVEILS. If that fails to excite, pop down to your newsagent and, if you're over 18, buy Fiesta. It's about £23 cheaper and the quality of the pictures is infinitely higher.



Moonstone

Take a trip to Stonehenge, keep hold of any valuable items and position the pointer at either the word GOLD, STRENGTH, or CONSTITUTION or ENDURANCE and tap the fire button. The druids should continue with the ceremony and



09/04-11:00:41. Tactical Problems

Docking Claw: Your squads deploy from the mothership-controlled docking claws, storming heftily onto the enemy craft before any resistance can be organised

Rubble: It may provide you with some valuable cover from enemy bombardment, but it makes irritating bottle necks in the corridors and it restricts the firing arcs of your heavy weapons.

Android: Often, you will have to complete two missions with each assault. In this case you will have to locate a single android and then go on to obliterate its memory banks.

Heavy weapons: Unless equipped with suspensors, marines carrying heavy weapons will move slower than the rest of your squad, so don't leave them behind.



Doors: If you discover the master control system for the doors you can use the hydraulic pistons to crush the aliens



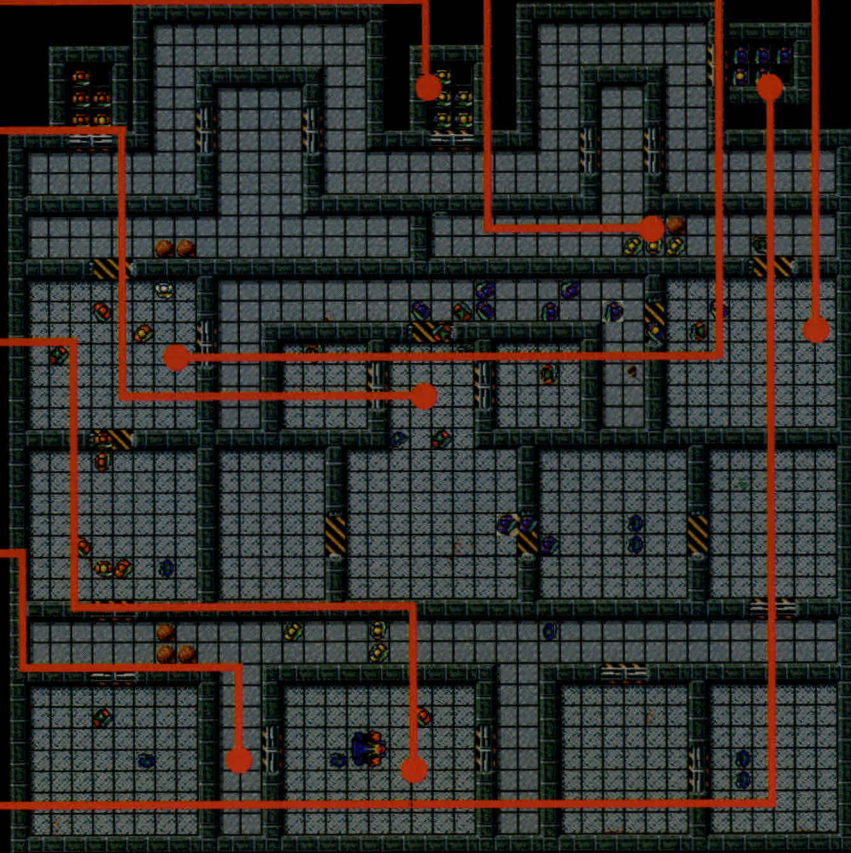
Dreadnought: Destroying the Dreadnought is your primary mission in life and you should endeavour to complete it



Fire power: Don't waste your missile launcher rounds shooting Orks, use them to destroy Dreadnoughts and Chaos Marines



Extraction: Once you have completed at least the primary mission, you should return to the docking claw and safety



Space Crusade

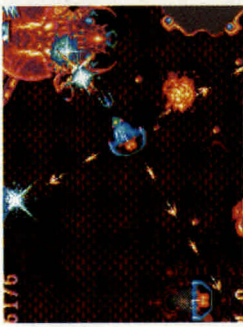
small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

you'll get an extra life without losing any items whatsoever.

Amnios

Many thanks to all of you who sent us these codes, but as ever, there can only be one game winner. Congratulations to G Palmer of Sutton, who should soon be receiving a free copy of Oh No! More Lemmings. Here are the level codes:

- 01: N/A
- 02: FRDSNSMNGR
- 03: PLFRMNLQSN
- 04: LSNBRGNSLQ
- 05: LKMCTKSCDF
- 06: STBNLMRCHL
- 07: RCHLMCLTHS
- 08: THBSTSTFTT
- 09: THTHJRSNN
- 10: MLFNDBTFL
- 11: BTMNDHRCH



Pitfighter

To skip levels, simply type in the word LOBSTERS while a fight is in progress and press either 1, 2 or 3 for the respective levels. Apparently, it's also possible to go directly to the championship level by pressing the 'C' key.

A great round of applause to all our contributors and me of course, for compiling such a great small tips section. And many thanks to Carter, for the gig at Preston Guildhall. Oh, and remember, this tips section was written on April the 3rd, so it's possible that some of the tips are a complete joke.

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John Barnes European Football is effectively the next game in the Manchester United series. In fact, if you've already glanced at the screen shots, you could be forgiven for thinking that we've made a mistake and that we're reviewing last year's incredibly successful Manchester United Europe for the second time.

Changing the licence name is all well and good, but churning out something so obviously similar is, perhaps, just a little bit naughty. So, I'll tell you now, if you've got Manchester United Europe, think twice before you purchase John Barnes European Football.

Krisalis have simply increased the speed of the game, by reducing the visible region of the pitch, and added a number of new features. Firstly though, if you're familiar with either of the Man United games, you may be disappointed to learn that the back-up management facilities have been dropped altogether.

Sack the Manager

You can, of course, participate in a full mock-up European Championship competition (or a one-off single player game against the computer, or another human player), but the ability to study player statistics and pick your team is no longer available. This

John Barnes European Football



doesn't mean to say that the usual presentation standards have been reduced in anyway. Selecting a game, or tinkering with the match options is a dream come true, thanks to the well designed menu system.

All of the eight qualifying teams, and their respective players, are featured and John Barnes is, of course, in the England line-up.

But, apart from a few digitised pictures and a mug shot on the front of the box, he plays no bigger a part in the proceedings than any other player involved.

As mentioned before, the actual

arcade sequence is very similar to that of Man United Europe, so we can quite easily come to the conclusion that it's a moderately playable footy sim.

The new features aren't immediately recognisable, but the subtle cosmetic changes, such as the improved pitch side scenery and the varying ethnic groups on the pitch itself, are apparent.

The reduced screen size is instantly noticeable and so is the speed of the game which has increased dramatically.

Diving headers, varying weather conditions and highly complex set piece structures have all been included, but the annoying aspects of Man United Europe are still present.

For starters, it's too hard to dribble with the ball, as the tackling ability of the players is too high and



As the players enter the stadium, their names and numbers are displayed in the status panel at the bottom of the screen. The substitutes watch in vain from the dugouts

precise. Secondly, the goalkeepers are just too blinkin' good. They totally dominate the penalty area, and make it near impossible to score any bread and butter goals from a few yards out.

OVERALL
68%

Anders Limpar Done Good!



1 The Swedish goalkeeper throws the ball to the silver-haired Glen Hysen, who evades the incoming Gary Lineker...



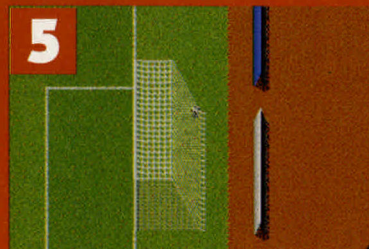
2 Looking up for some support from his team mates he spots Dennis Nilsson, unmarked in the centre of midfield...



3 The long ball couldn't have been better measured with a slide rule, and Nilsson simply pumps it forward...



4 To Arsenal 'star' Anders Limpar, who slides past club team-mate Lee Dixon and unleashes a right-footed rocket...



5 Which steams underneath the outstretched body of Chris Woods and nestles itself in the bottom corner of the net!

Using colour coded lines, you can determine the whereabouts of all your attacking players in set piece situations and score some spectacular 'Barnesy' style free kicks



A C T I O N I N F O

GRAPHICS

80%

JOHN BARNES EUROPEAN FOOTBALL

KRISALIS £25.99

TEAM: Pete Harrop, Nigel Little & Neil Adamson

SOUND

79%

To complement my criticisms in the review, I must mention the lack of computer player intelligence. For an international soccer star to miss an open net from several yards out is ridiculous, yet these guys perform such stunts with persistent regularity. These faults, coupled with the ones mentioned in the review, spoil what is otherwise a playable and slickly presented footy sim. I'm certainly not going to recommend it to present Man Utd Europe owners, but it's worth a look if you're desperate for a 'normal style' arcade kick about.

PETE

LEAGUE RATING

31 ZANY GOLF

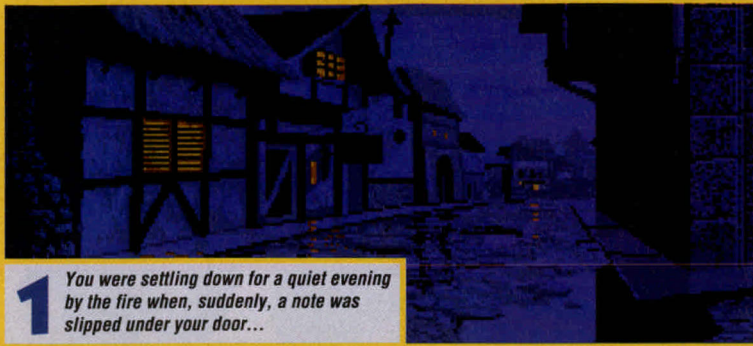
32 JOHN BARNES FOOTBALL

33 WORLD GAMES

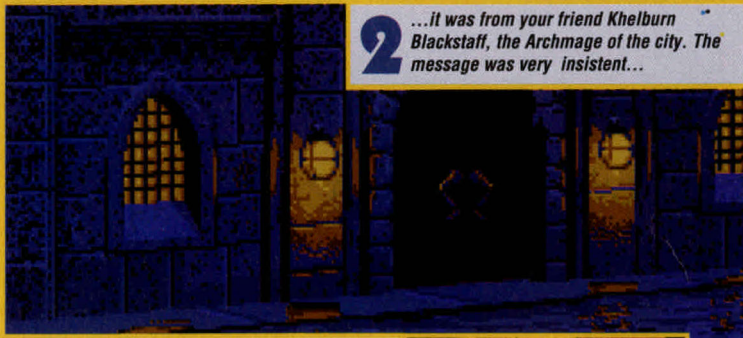
S P O R T S S I M

055
AMIGA
ACTION

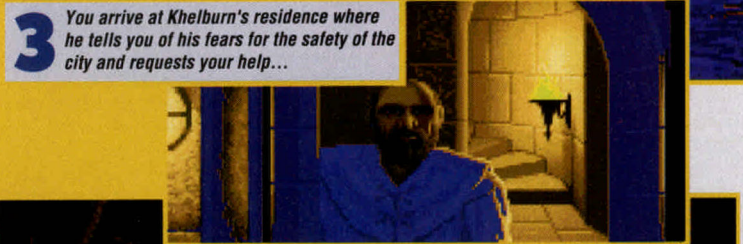
The story so far...



1 You were settling down for a quiet evening by the fire when, suddenly, a note was slipped under your door...



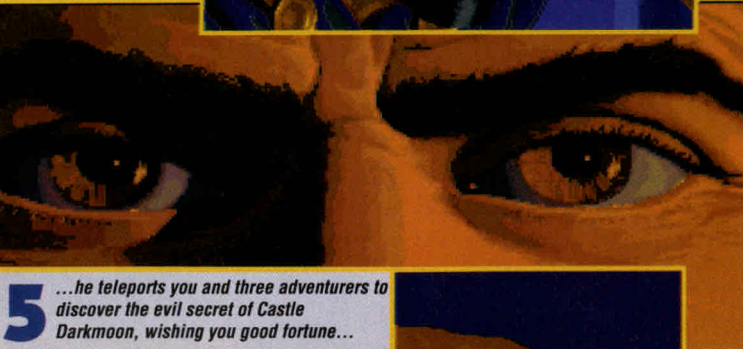
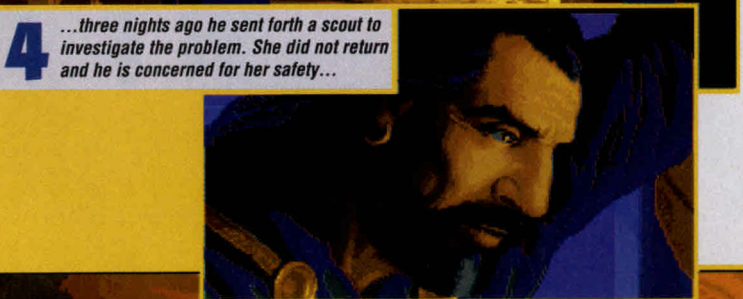
2 ...it was from your friend Khelburn Blackstaff, the Archmage of the city. The message was very insistent...



3 You arrive at Khelburn's residence where he tells you of his fears for the safety of the city and requests your help...



4 ...three nights ago he sent forth a scout to investigate the problem. She did not return and he is concerned for her safety...



5 ...he teleports you and three adventurers to discover the evil secret of Castle Darkmoon, wishing you good fortune...



(Above) The lack of an original Eye of the Beholder party isn't so much of a problem. Simply enter the character generation screen and fiddle the statistics

(Below) Your adventure begins in the forest outside Castle Darkmoon. Beware of the marauding dogs and concentrate on finding the temple entrance



Eye of

Darkmoon Dissected



- 1: Character name
- 2: Character portrait
- 3: Character hit points
- 4: Primary hand. Hold weapons, spell books, etc
- 5: Secondary hand. Cannot be used for weapons
- 6: Compass
- 7: Message window.
- 8: Movement buttons. Can also be accessed via the keyboard.



Another party member can be placed here if desired.



The inventory screen displays all of the character's items, worn and carried. You can also perform object related actions from here



Character info screen displays a character's class, alignment, race, gender, ability scores, armour class, ex-points, and current level

Monster Menagerie



the Beholder

The Legend of Darkmoon

ARCADE ADVENTURE



For someone who doesn't claim to be an ardent or, for that matter, competent role player, I seem to be reviewing an awful lot of 'em lately. Not that I'm complaining though, cos I do enjoy playing them. Black Crypt, for instance, has held my attention for yonks, and I've very nearly completed it, which can't be bad for someone as under-experienced as myself, can it?

I enjoyed Black Crypt, simply because it was so accessible to

players who couldn't be bothered with poxy AD and D rules, like me. Such rules and statistics are all well and good, but if you're a beginner, and you don't possess any experienced characters, they're a downright pain in the arse.

If, for instance, you haven't played Eye of the Beholder, you won't have an experienced party of four (there's an option to transfer exparties from EOB), so your first few encounters, or possibly the first couple of levels if you're really bad,

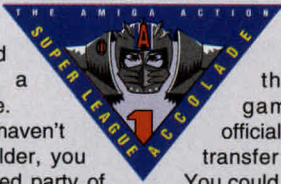
may be difficult to get to grips with.

The character stats can be tinkered with, of course, so if you possess a party of characters from a straightforward 'across the table' role playing game, or from any other official computer RPG, you can transfer the statistics manually. You could even fiddle the stats, like I did, to give yourself the same advantage as an experienced player.

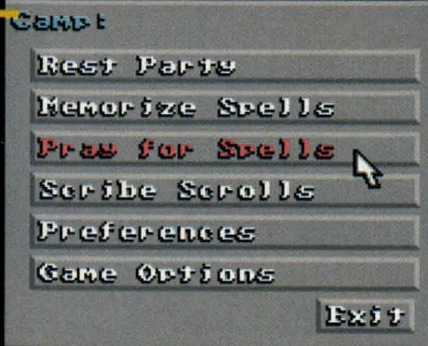
The actual character creation screen is (I think) identical to the first

Beholder game. The optional fifth and sixth characters, whose presence you may have noticed in some of the screen shots, join your party during the game, so their statistics and portrait cannot be defined.

Actually, there are quite a few changes. Okay, so it looks almost identical, apart from the expected cosmetic improvements, and you won't encounter too many foreign control techniques, if any. Even the original problems have been retained, so it still takes an age to load,



Right click on the character's spell book to activate the spell menu. Once you've cast a spell, the window remains on the screen so it's possible to cast several spells in succession



Click on the camp icons to reveal various game options. From here you can sleep, generate spells, load and save your game position



Will you take this old woman's advice and follow her to the temple of Darkmoon, or should you strike her down with your trusty mace?



The shackles and the head crusher tell many a story. Adjacent cells are rife with hanging corpses and rotting bones. Would you sleep in this room?

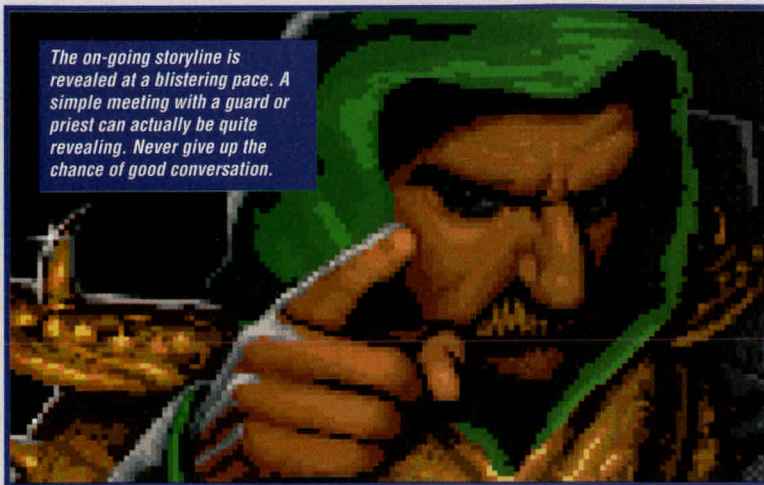


Two pleasant priests greet you at the entrance of the temple. Everything seems cushy, until that is, you try to enter their private quarters



Emlyn, your right hand front man, feels a draft to the west. Upon further inspection, you discover a disappearing wall. Hidden behind the wall is a teleporter

The on-going storyline is revealed at a blistering pace. A simple meeting with a guard or priest can actually be quite revealing. Never give up the chance of good conversation.



As expected, there's a wide variety of offensive spells. Using a combination of the space bar and mouse, you can attack creatures with standard weapons and magic, simultaneously.



there's still plenty of disk access during the game, and any single drive owners had better buy a second disk drive to avoid the infuriating number of disk swaps.

Respecting the Amiga's operating system is fine, if you own a hard disk (at a rough guess, I'd say that 80 percent of Amiga owners don't), but for floppy disk users, it's just too slow.

Possibly the biggest advancement however, is the inclusion of an on-going storyline. At various parts during the game, the display reverts to an adventure style screen which updates the storyline. A similar technique is used when you encounter certain characters, so there's a little character interaction, but nothing too heavy. At the end of a typical encounter, you're usually forced to make a decision, such as should you fight the character or allow him/her to join your party.

Kill Grandma!

An example of this can be found in the opening stages when you meet an old woman. You must decide whether to kill her, or follow her to the temple. If you do the latter, she leads you to the temple and tells the guards of your presence, so it's best to hack her to death, thief her belongings and find the temple yourself.

Some characters who join your party can be a big hindrance, such as the young captive on level one, who waits until you rest, and then runs off with some of your belongings. Others can be of assistance, but you never

really know until they've been with you for quite some while.

Apart from these varied intermissions, the game remains very similar to its prequel. A few improvements to the control interface have been made, but it's generally identical to the first and still a tad slow. The spell book, for instance, doesn't disappear when you cast a spell, so you can cast a number of spells in quick succession without having to open the spellbook every time.

Darkmoon itself is extremely

varied, unlike Eye of the Beholder which remained cosmetically similar throughout. It consists of outside scenes, spider-ridden catacombs, beautiful stone clad temples and towers, so the will to progress is always very strong. We've also been informed by US Gold, that there's a wicked twist towards the end of the game, so what better incentive do you need to play it through to the end?

OVERALL
93%



Dran Draggore is the ultimate bad guy and, therefore, he's fully responsible for the evil goings on at Temple Darkmoon

A Class Above the Rest



CLERICS: These are warrior priests who carry their faith in their weapon-arms as well as their hearts



FIGHTERS: Expert warriors, capable of handling many weapons and armour types and make excellent leaders



MAGES: Tend to be poor fighters, preferring to rely on their intellect and magic. Should be placed at the back of the pack



PALADINS: Elite warriors who battle for truth and justice. Good weapon handlers, they will not join a party with evil characters



RANGERS: Trained hunters, trackers and woodsmen. They can use any type of weapon or armour



THIEVES: These guys are hard to classify but as they gain levels, they become more proficient at picking locks

WARWICK -10 OF 90
BRYAN -10 OF 105
FIZBAN 48 OF 48
CALANDRA
SYRIA -10 OF 63
TANGLOR

YOU CAN'T GO THAT WAY.
WARWICK IS PARALYZED!
THE PARTY HAS BEEN HIT BY A DEATH SPELL!

A C T I O N I N F O

GRAPHICS
89%

EYE OF THE BEHOLDER II
US GOLD £35.99
TEAM: SSI (1 Meg only)

SOUND
75%

LEAGUE RATING

2 CHAOS STRIKES BACK
3 EYE OF THE BEHOLDER II
4 CAPTIVE

ARC A D E A D V E N T U R E

It's hard to decide whether Eye of the Beholder II is an improvement upon Dungeon Master, Captive and Black Crypt, as each of the games have a number of plusses and minuses. Purists will prefer DM and EOB 1, while the not so fussy will sway towards Black Crypt and Captive. If one game comes close to the best in role playing and arcade adventure, it's EOB 2. Technical faults aside, EOB 2 is a great improvement over its predecessor, and you'll certainly appreciate the sequel more if you've played the original. It comes very close to usurping DM. **PETE**

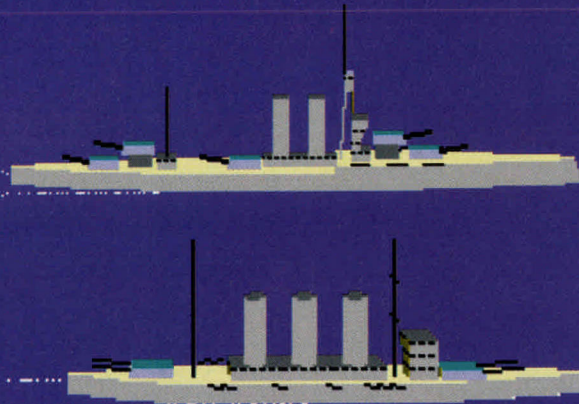
Dr Peter Turcan's Battlescape series of games have received much acclaim and are probably the most concise and interesting war games out on the market at the moment. The 3D approach is far more atmospheric than any other games of this type



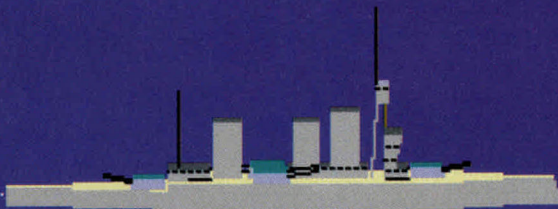
Dre

The Battle for the Seas

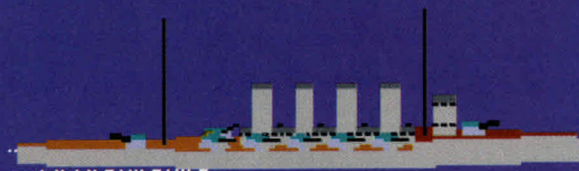
A battleship had only one main active role, to overcome and destroy the enemy ships with its immense artillery. They were heavily protected with armour plating and had mounted 11 to 16 inch guns in large turrets. They could withstand an immense pounding



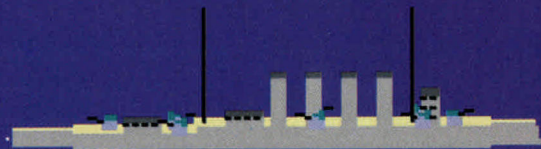
The strength of a battlecruiser lay in its high speed and hitting power. In order to get the speed their armour plating was severely reduced, making them very easy to destroy



These were kept on as third-rate battleships; they were slow and often served as cannon fodder. In distant theatres, they were used as small battleships in making up trade protection fleets

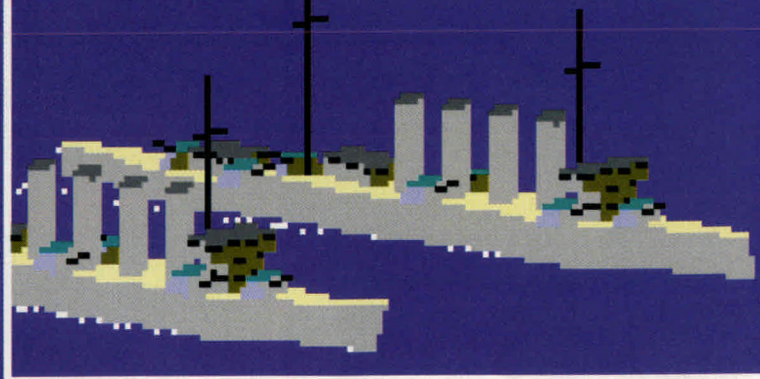
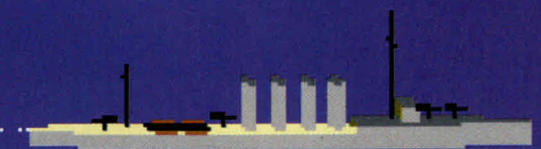


The role of the light cruisers was as the eyes of the fleet. They would normally sail ahead of the fleet as scouts; a dangerous role as it could mean being too close to the enemy fleet for comfort



These ships were, as the name implies, only merchant ships, but were armed in order to be used in conflicts at wartime. They were very easily destroyed but did have speed on their side

Destroyers were a great success in WW1. Their relative smallness and quickness made them hard to hit and with their torpedoes and four inch guns they packed a punch



STRATEGY

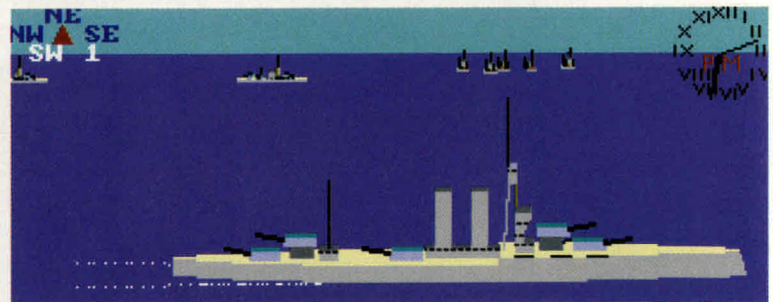
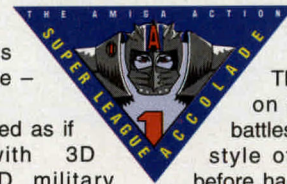


There are many war games on the Amiga, but none have made such an impression as those written by Dr Peter Turcan, responsible for such hits as Borodino, Armada and Gettysburg under the Arc label. Now he has set up on his own under the company name of Turcan Research System Ltd and has produced his best war game to date - Dreadnoughts.

The action is viewed as if actually there with 3D landscapes and 3D military hardware. This Battlescaping offers the player a boardgame-style scenario. No other war game has managed to simulate battles with this

much depth and visual representation. Dreadnoughts is the latest and, without doubt, the best of all the Battlescapes games Dr Peter Turcan has written.

Dreadnoughts simulates the navy battles that took place between the British and the Germans during the period of 1914 to 1916 of The Great War. Although little is known of these conflicts they played a major role in deciding the outcome of the war. The emphasis obviously is on the Dreadnought class battleships, which changed the style of navy tactics - never before had a warship like this ever been seen before and its addition to the navies was critical at this time when domination of the sea was drastically important.

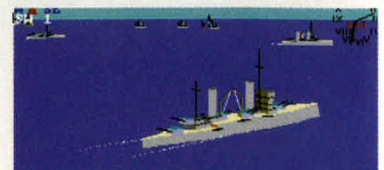


Here we see the Iron Duke at The Battle of Jutland. Although the battle could have been said to have been a marginal victory for the German fleet, its combined effect was to change the sway of the war at sea in favour of the British



It looks like the Spitfire heading East and the Shark heading East. The range is 11800 yards.

The telescope is extremely useful for spotting ships that would otherwise seem unrecognisable maybe due to position. The telescope is used mainly to find the position of ships and then order them accordingly



Order (Bridge): Attack the Royal Oak

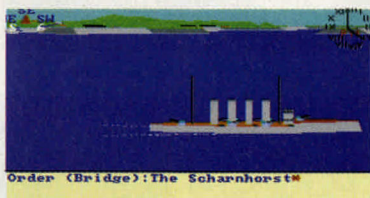
The Friedrich Der Grosse was one of the Dreadnoughts within the German High Seas Fleet. The Dreadnought was the most feared of all ships as it carried extensive arms, was heavily protected and had a fairly good top speed

Dreadnoughts

"The due use and control of the sea is but one link in the chain of exchange by which wealth accumulates; but it is the central link" - Alfred Mayan, in 'The Influence of Sea Power'.

Dreadnoughts includes several different scenarios, two of which are hypothetical to give the player some beforehand experience on tactics and ships before attempting the real battles. The 'real' battles are The Battle of Coronel, The Canopus at Coronel, The Battle of The Falklands, The Battle of Dogger Bank and the Battle of Jutland.

All the necessary maps needed to conduct the battles are given free with the game and prove essential if the player wishes to plot his progress and devise his tactics. They are



Order (Bridge): The Scharnhorst
The Battle of Coronel was the most disastrous for the British during WW1. Admiral Cradock couldn't wait for one of his ships to turn up, so he took on the Germans outnumbered against the sun. This is the Scharnhorst outside Coelem

lamented so that they can be drawn on with a felt pen.

"Now the shells came thick and fast with a horrible droning hum" - a survivor of the German ship Blucher.

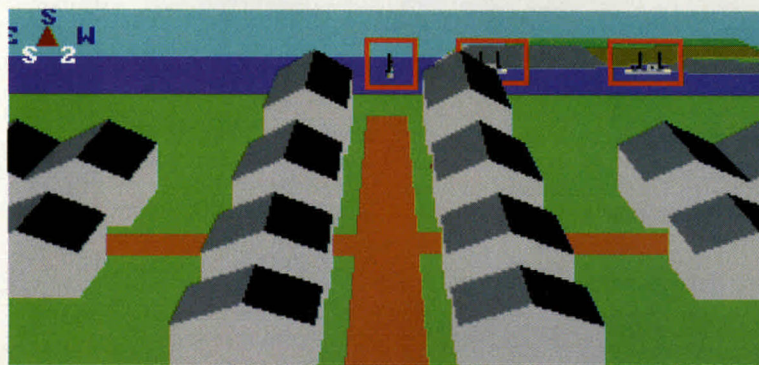
Commands are formed by complex sentences which are typed in the sentence interface. Although they take a little while to learn, the results are worth the time spent.

The Admiralty

Once the orders are given, they are followed through and the view is updated. When battles occur, the ships are seen firing and the shells are seen either falling into the sea or hitting ships. The explosions and the guns firing (1 meg users only) also add to the atmosphere. There are several options including player vs player, computer vs player and computer vs computer - a neat way of viewing how battles evolve, how strategies are implemented and why.

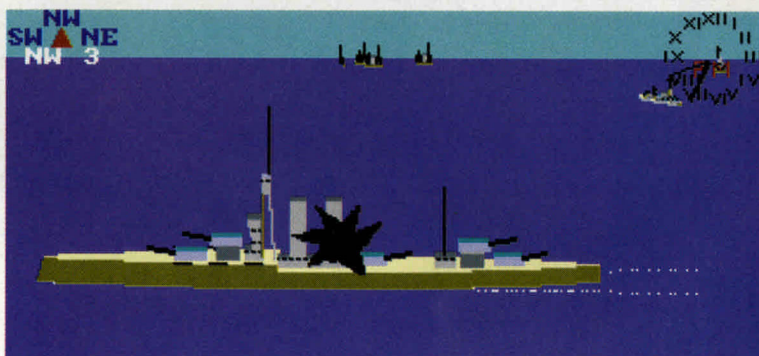
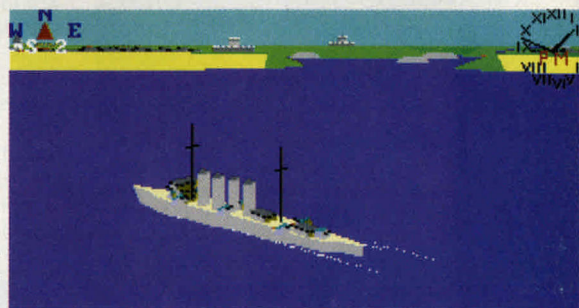
"There was a terrible explosion between her mainmast and her funnel, after which she lay... a black hull lighted only by a glow." - An observer's comment while watching the sinking of the British flagship 'Good Hope'.

OVERALL
OF 10
90%

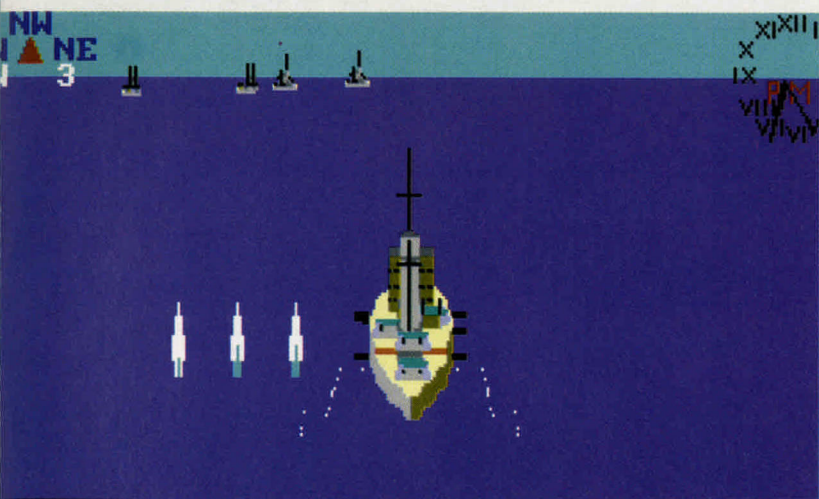


Above: The landscapes have been beautifully recreated using a special map editor that Turcan created himself. Here we see the view of Sheldrake's ships (fictional scenario) from Portsmouth. We have outlined the ships to make them clearer

Right: Ships can be ordered to patrol areas. Again, we see Sheldrake's squadron patrolling the south coast. Tapken, a fictional German Admiral is heading to the west along the coast. It is at Portland Bill that the conflict heats up



Peter Turcan has excelled himself with the battle sequences in Dreadnoughts. The guns fire with a boom and the shells land with either a splash or a boom depending on whether or not they hit. This enhances the atmosphere considerably

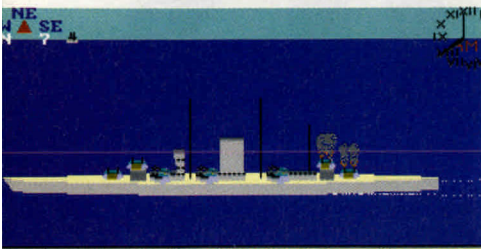


Rear-Admiral Lutzow. Enemy ship, the Chester, bearing 22000 yards North, heading Southwest at 22 knots. 2 other enemy ships are visible.

The atmosphere becomes more heated as your fleet is attacked. Fortunately, the shells splash into the water turning up great sprays which shower the decks. Realism is of utmost importance in a game such as this and Peter Turcan has left nothing to the imagination.

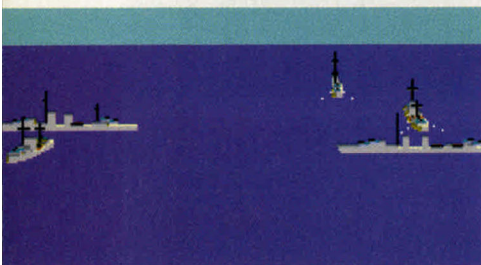
A C T I O N I N F O		
GRAPHICS 85%	DREADNOUGHTS TURCAN RESEARCH SYSTEMS LTD £34.95	SOUND 80%
LEAGUE RATING		
5 GLOBAL EFFECT		
6 DREADNOUGHTS		
7 GENGHIS KHAN		
S T R A T E G Y		
Dr Turcan has once again amazed us with his knowledge of war, recreating the sea battles between the British and the Germans during 1914 to 1916. He has managed to capture the excitement and trepidation of seafarers at that time resulting in a historically accurate sim with detailed graphics and superb sound. The intelligence of the computer opponent is astounding, emulating the tense atmosphere. The Battlescape series have to be the most advanced war games ever. Miss it and you're missing out on an important time in history. STEVE		

Bismarck



Captain Norfolk. Enemy ship, the Bismarck, bearing 3000 yards Southwest, heading West at 10 knots.

The Bismarck was very heavily armoured and could certainly pack a punch. Here we see her firing at the Norfolk in the distance. The Norfolk was the first to wound the battleship, knocking out her fire control director



To order a fleet takes great skill indeed. This particular group of British ships seem to be a little lost. Take the part of Admiral and lead your side into victory

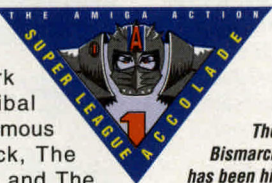
STRATEGY



To coincide with the anticipated release of Dreadnoughts, Turcan Research Systems Ltd have also released two data disks Ironclads. The first, Bismarck, simulates the naval battles that took place during 1939 to 1945 of The Second World War.

There are six scenarios on the Bismarck disk and these are The Battle of the River Plate, The Battle of Denmark Strait, attack by Tribal class destroyers, the famous sinking of the Bismarck, The Battle of the Java Sea and The Battle of North Cape.

Most of the scenarios revolve around the hunt and the eventual sinking of the Bismarck, which was sunk under Admiral Tovey's leadership after a long and very bloody chase. The Bismarck disk is inserted in place of the original Dreadnoughts disk when asked for a scenario.



The Bismarck has been hit by the Norfolk. Both the forward guns were knocked out by the Rodney and a 14 inch salvo from the King George V knocked out the repositioned fire control director

OVERALL
90%

A C T I O N I N F O

GRAPHICS
85%

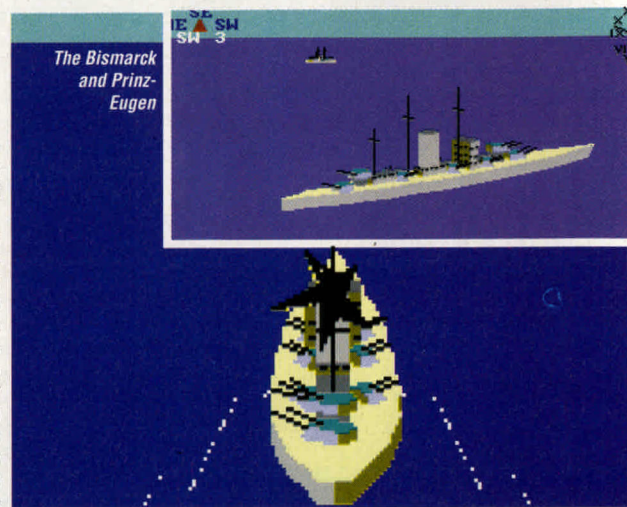
BISMARCK
TURCAN RESEARCH SYSTEMS LTD £16.95
TEAM: Dr Peter Turcan

SOUND
80%

LEAGUE RATING

- 5 GLOBAL EFFECT
- 6 DREADNOUGHTS & BISMARCK
- 7 GENGHIS KHAN

S P O R T S S I M



Ironclads

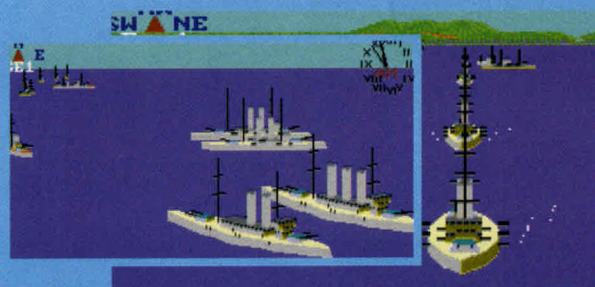


Order (Bridge):The MIKASA sailing past Saga.
The Mikasa, flagship of the Japanese fleet led by Admiral Togo, here seen sailing past Saga in Japan

STRATEGY



Ironclads is the last addition to the Dreadnoughts naval simulator and concentrates on the advancing naval force of the Japanese during the Russo-Japanese War fighting against the Russians and the Chinese. The scenarios covered in Ironclads are; The Battle of the Yellow Sea, The

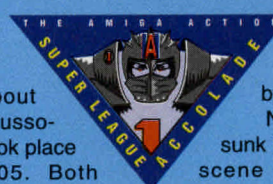


The Japanese fleet was fast and extremely powerful. However, the Admiral was killed by a shell while standing on the bridge. This caused worry and several ships were hit in the ensuing battles

Battle of Ulsan and last but not least The Battle of Tsushima.

Little is known about these battles of the Russo-Japanese War which took place during 1904 to 1905. Both contested the mainland and islands of the Far East but it was the Japanese who took the initiative attacking Port Arthur.

The largest conflict was that of



the Yellow Sea, where the Russian Admiral, Witgeft, was hit and killed by a Japanese shell.

No ships were actually sunk in the battle, but it was the scene for some extremely fierce fighting. Ironclads makes up the last of all the Dreadnought data disks.

OVERALL
90%

A C T I O N I N F O

GRAPHICS
85%

IRONCLADS
TURCAN RESEARCH SYSTEMS LTD £16.95
TEAM: Dr Peter Turcan

SOUND
80%

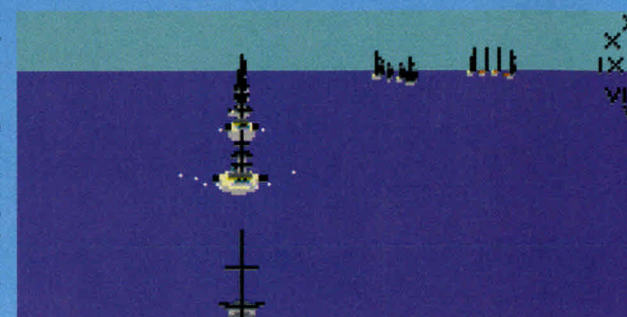
LEAGUE RATING

- 5 GLOBAL EFFECT
- 6 DREADNOUGHTS & IRONCLADS
- 7 GENGHIS KHAN

S P O R T S S I M

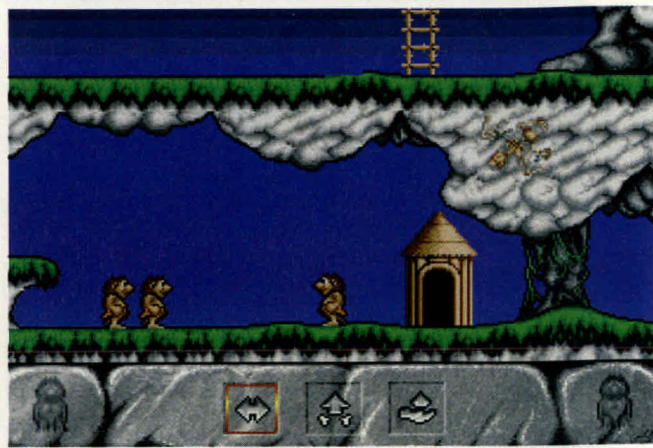
Little is known of the Russo-Japanese War, therefore Ironclads, which is the last of the Dreadnought scenario disks, proves very educational indeed - who would have thought that with so many ships on both sides, not one was lost at The Battle of the Yellow Sea? In our opinion these are the best military simulators so far on the Amiga and they don't look as if they'll be beaten. You need to be quite a fan of these types of games to enjoy them but beginners should find them very educational and with perseverance - rewarding. STEVE

Here we see the massed power of the Russian fleet. Although no ships were actually sunk at The Battle of the Yellow Sea, the fighting was fierce and several Japanese battleships took direct hits





(Left) "Are you sleeping with my wife?"
"No, please, don't let go! I didn't mean to and it was all over so quickly!"
(Right) "C'mon lads, when I said build a house, I was thinking along the lines of a three bedroom detached with a swimming pool in the back."



This one is on his way to Heaven after attempting to survive a fall off a cliff. Maybe you should use a ladder next time



Trapped by an impassable bush, the majority of the tribe have to wait for their saviour with a flame to burn the barrier



Whoah, this wheel's a handy gadget to have under control. Now you can jump the gap and explore elsewhere

PUZZLE AND QUIZ



"Ug," said Oggy.
"Og," said Uggy.
And with the pleasantries over with, Oggy and

Uggy set about starting the Human Race. This is, of course, according to Bunker's Book of Hairy Mammals From Times Long Gone. Others argue that the creation of Man began with Adam and Eve during a brief unashamed moment of passion and desire.

Who knows how we first began populating this planet? Since nobody is old enough to remember, we can only take educated guesses. So where does Humans come into this? Well, Humans is a game about evolution where you guide unshaven cavemen during their everyday life. With a small number under your control and Human life just about

getting off the ground, you now need to discover skills that will take your race into new and advanced ways of life.

In other words, you have to master fire,



learn the advantage of the wheel, and more. All this takes place over 100 levels of nerve-fraying puzzle solving.

Mainly joystick controlled with the occasional use of keyboard, you must negotiate the problems present to find the exit that leads to the next scene.

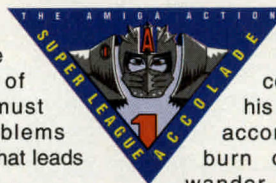
The 'F' keys switch control between the cavemen on the level, allowing you to move and manipulate each one, individually.

Each character has a basic set of moves, indicated at the bottom of the screen by a series of icons. These include the walking mode, jumping and throwing. Activities like

jumping and throwing are judged by the strength you put into it, determined by the length of time you depress the fire button.

If you instruct one particular Human to collect a burning branch, his own options increase in accordance, allowing him to burn objects. Humans that wander around with

spears have the added options to pole vault over large holes and openings, launch the weapon at foes, and so forth. It is this unique individualism and effects of evolution that clearly sets Humans apart from



Bowled Over



Unbeknown to the creaking prehistoric man, the Humans in the background have sent a boulder rolling inexorably towards him down the hillside



The enormous boulder creeps up on the wrinkled, wizened fellow. He senses that there is something behind him due to a loud rumbling noise



And this was the very first method of population control ever to be tried out in primitive society. Quite effective, really. In other words, he's dead



Obviously the evolution of the giraffe came about from a rather stupid caveman who couldn't even negotiate a ladder

Fiery Passions



Perhaps trying to spear comrade caveman isn't the correct use for the spear. Pole vaulting or dino bashing is more appropriate



Ah, what could this hot, orange coloured thing be? It could be the latest edible delicacy - let's give it a try



Yet to discover the real power and purpose of fire, one thing you do know is not to stick a burning twig into your mouth



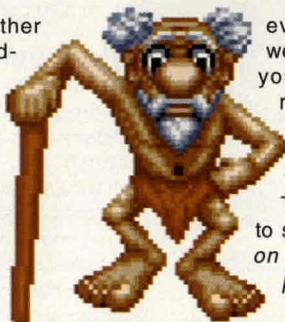
No, it's definitely not gel. Hmm, maybe the fiery hair look is going to be the in thing. Maybe you should get a patent?

mans

Lemmings and all other brain-testing, mind-blasting games.

Humans are by no means invincible. As you make mistakes, you'll gradually lose your clan to the heavens. Fortunately, you have a limited amount in reserve who instantly appear when one of your deceased floats into the clouds. Since a specific amount of people are required to complete a level before you can progress, maintaining as many beating hearts as possible is absolutely imperative.

Hostile tribes and empty-bellied dinosaurs also cause headaches as they pounce, without an ounce of fear, upon your rough and ragged men. Before each new level, you are presented with neatly animated sequences relating to your current



evolutionary stage. As a welcome break from taxing your grey matter, they represent the care and flair that Mirage have created with this magnificent teasing title.

The programmers are quick to state that the "emphasis is on playability, humour and presentation..."

You may even get a quick mention in the Daily Rock, the top selling tabloid newspaper during the dawn of Mankind. We haven't really advanced in this sense since we still read The Sun (only joking!).

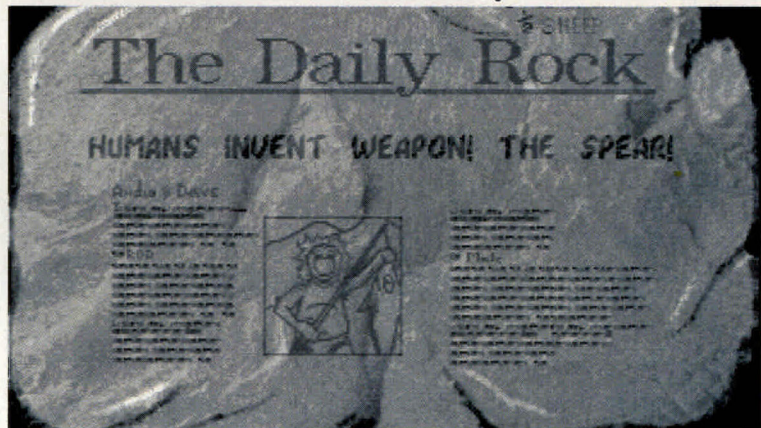
Should Mirage's dreams of deserved success come true, plans for two sequels are already in mind. Expect to see more exciting adventures in both medieval and futuristic eras.

OVERALL
92%

Ranting, dancing and non-drug induced raving at sundown, the next level approaches. The details of your tribe are given as well



"Uggum um fire. Stand on uggum head and make human ladder." Yes, this is the only way you're going to reach the flaming torch



You've made the headlines at last and are about to become famous among the only 20 existing people on the planet!

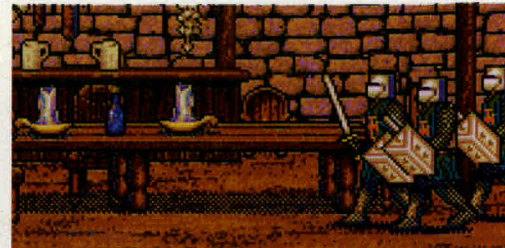
A C T I O N		I N F O	
GRAPHICS 81%	HUMANS MIRAGE £29.99 TEAM: Imagitec	SOUND 80%	LEAGUE RATING
Humans begins a new race of games where action, interaction and puzzle solving signifies an aspect of gaming that has been cradled by Mirage and matured into something of best-selling proportions. Full to the brim with charisma and captivating sonics, Humans is destined to be one of this year's most popular titles, appealing to all appreciating high quality products. A great contribution to the games world by a company to look out for in the future. And don't rule out the possibility of two excellent Humans sequels.			
1 LEMMINGS		2 HUMANS	
3 DYNA BLASTER		PUZZLE & QUIZ	
ALAN			



Meeting an unfriendly traveller, you have to resort to a little swordplay. Select your style of attack from the small menu, then sit back and watch the strokes.



If they're not being evicted from a field, they're being harassed by wandering knights. Yes, the gypsies are a good source of information, especially the fortune teller.



Inside buildings, you are free to pillage the property of all its belongings. It may not be a noble thing to do, but it's certainly a good get rich quick scheme.

Vengeance of Excalibur



(Right) "Greetings, you merchant." And in reply, he tells you of the death and destruction the evil is doing to the land. So much for the light-hearted conversation you had in mind.



artefacts, maybe the world has a chance. Mouse controlled, the point and click system enables you to activate a number of icons. Initially, your party is presented with a massive map that scrolls in all directions. As a group or individually, you can issue orders to move your men.

Upon selecting a character or reaching your destination, a close-up of the area appears in detailed graphical form. Doorways can be entered by clicking on them, and people can be spoken to by prodding them with your pointer.

When placed in an interaction situation, a window with a choice of actions is prompted onto the screen. You can talk, give, attack, bribe or make requests of people. Take and drop is also possible.

More armour than good

Wandering through mountain paths, it's inevitable that bandits and rogues will ambush you. Here, you can either wait for a message of the battle result or access a combat scene to view the fracas more closely. Each knight's attributes, including health, armour and combat points, this has influence over the outcome of a confrontation.

Magical items and potions can improve health, and also change the odds to your advantage during a battle, so long as they're used correctly. Magic may prove to be the key to your success.

Essentially, this is all there really is to the game; exploration, interaction and the occasional combat. Players of Spirit will know what to expect, others will probably not even want to know.

OVERALL
83%

Notions Of An Errant Knight

- 1** Displays the vital statistics for each member of your group.
- 2** The load and save game options.
- 3** Accesses map screen from a close-up view.
- 4** Alters speed of game to your requirements.
- 5** Provides a close-up view of the area that you specify.
- 6** The rider allows you to order your knights about the map.
- 7** The knight's helm icon functions as a locator, enabling you to trace the whereabouts of your men.

(Below) The various symbols on the map represent all sorts of parties trekking across the land. You should intercept some of them as you never know how they may be able to assist you.



STRATEGY



Following on the heels of Spirit Of Excalibur, Vengeance revives the previous disappointment with a sequel of equally low stature. Based on the Knights of 'Olde Ages', Vengeance places you in command of a small chosen force of four whose aim is to vanquish the evil that's ravaging the land.

While Merlin reverts to his spellbooks and chasing frogs about his garden, you take a more active role, journeying through the continent for the solution. Should you rediscover the stolen holy grail and other

A C T I O N I N F O

GRAPHICS 76%	VENGEANCE OF EXCALIBUR VIRGIN £29.99 TEAM: Synergistic Software	SOUND 71%
------------------------	--	---------------------

The medieval atmosphere in Virgin's Vengeance Of Excalibur is captured by the accurate graphics and medieval background music. To look at, Vengeance appeals but the gameplay falls into a pool of mediocrity, drowning from superficial action and involvement. If only it could have been developed by more adventurous programmers, then maybe it could have been hauled into a favourable light. It's also too similar to Spirit for comfort. An uninspired title from a large company who you'd think would have more pride in their products.

ALAN

LEAGUE RATING

72 FINAL CONFLICT
73 VEGEANCE OF EXCALIBUR
74 RINGS OF MEDUSA

S T R A T E G Y

GRAND PRIX WINNERS - START HERE

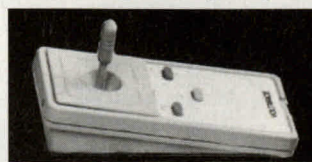


Grand Prix screenshot courtesy of Microprose

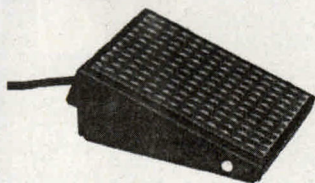
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Nigel Mansell could not have won four Grand Prix's in a row if he had one switch to turn left and another to turn right. Steering a real car is analogue so real simulators use analogue controls. Of course, driving an analogue joystick is not so easy, it takes practice, but then if you want it easy, just watch the demo sequence and don't bother to run the program. The Delta 3A analogue joystick is easily held in the hand with one thumb over the gear change button giving you

proportional steering, acceleration and braking at your fingertips. The Delta 3A analogue joystick is U.K. made with 1 years guarantee and only costs £16.95. The Delta 3A should be available from your local dealer, but if not, you can order direct from us. They say Grand Prix is probably the best game ever written for the Amiga - make it even better by running it with analogue joystick.



DELTA 3A



DIGIPEDS £19.95

DIGIPEDS - Digital Footpedal controls. Plug in up to five separate footpedals. Each steel pedal (85 x 65mm) has a slip resistant rubber back and can take over any joystick direction or the fire button function. The kit has three pedals, the control box with 5 sockets and a joystick port splitter. The functions can then be operated by either joystick or pedal.

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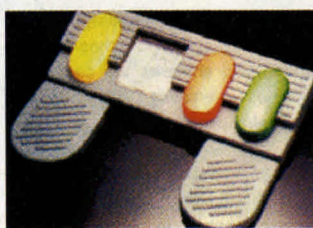
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Zoomer Analogue Yoke Joystick. Large yoke joystick with fire buttons on the tips of the handgrips. It can also be switched to digital mode for ordinary programs.

£59.95

FOOTFIRE D - A single fire button on a foot pedal as per the digital joystick fire button. It comes with a joystick port splitter so that it can be plugged in with any joystick and give you the choice of fire on the handset or fire on the footpedal. It will also add the fire function to analogue programs like Birds of Prey which have been written using the digital fire button. £9.95

FOOTFIRE A - will put the analogue joystick fire button onto the single digiped to give you a free hand for operating the keyboard on complicated flight sims. £9.95



Quickjoy Footpedal Unit. Three microswitched pedals in one unit. As pictured left, each pedal can be programmed to take over any of the five joystick functions.

Footpedal unit: £19.00

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On level two you'll have to watch out for the great little ski-jumpers. These can appear overhead and land right on top of you, making you lose one of your precious lives



There are hidden lives at certain points around the game and these can usually be found by leaping up into the air and waiting, they'll then fall down on top of you



The Arctic, as we all know, is a freezing cold place. In fact, this land is not dissimilar to the land from which our hero comes in the latest Renegade game. Apparently, his world is being threatened by an evil fire wizard who intends to melt down his homeland.

Now this wouldn't be much of a game if everyone just sat about and let it happen, so one of the creatures from this land decided to put a stop to these dastardly deeds. He must now battle his way across a number of levels to confront the wizard and kill him.

Andrew Braybrook is one of the few 'heavyweight' prog-

rammers around today with such hits as Rainbow Islands and Super Off Road Racer behind him. His and Graftgold's latest is a platform spectacular very much in the mould of Sonic the Hedgehog.

You control a cute character

Coyote as he ventures across level after level of lifts, nasties and bonus items. He is so cool that he fires ice at the various nasties that roam around the platforms. On each level you,



that is, Cool Coyote, must collect six pieces of a key, as this will open the door to the next stage at the end. To gain the segments of the key you'll have to encapsulate the nasties in ice and crack them

Fire Can

Seriously Cool, Man



Shooting the air around this particular region will reveal a total of three bonus squares which can be used to leap up upon and collect all those beautiful point-giving prizes. Mmmmm! Lovely!



To get plenty of extra points for your good self, open any treasure chest that you discover, as these can contain loads of points to both cheer you up and add to your score in a big way



A lot of the time nasties can take you by surprise, for instance, here as you were casually walking up the hill loads of little killers appear from the stump of the tree, they cannot be killed therefore you have to jump over each of them



Now here we resort to an old platform tradition - timing. The Crocs will open and close their mouths and you have to try and land on them when they are shut. If you don't then you'll be slowly digested



Killing the guard in the door's window should reveal the last segment of the key and allow you to exit to the next stage. If that puppy below manages to go through the exit as well then you'll get a good bonus too!



Snowballs are very useful as if they are moving and a nasty moves through one then they'll freeze allowing you to stomp on them with ease



Rescuing a puppy on any level is done by leading them to the exit and making them leap in before you. If you are successful then an extra life will be yours



The iceman appears at the end of level four on world one. He takes an incredible amount of hits before he eventually freezes, so it is best to save your special weapons until you meet him

dice

open. Only the select six nasties on a level will give you a piece and when they are all gathered you can go to open the door at the end.

As you'd expect there is a generous helping of slopes, lifts and falling platforms for you to leap across on your long, perilous journey. Now all this would be enough to handle so thankfully to help rid yourself of the nasties you are equipped with more than average fire power.

Sonic Bark Boy

If you hold down the fire button and pull down on your joystick, you will launch a snow flake into the air, this will explode and freeze everything moving on screen at the time. You can also fire larger balls at the nasties which will freeze everything in their path. These can also be used to make hidden platforms appear for you to negotiate. You also have the Sonic Bark which when used will hold everything on screen allowing you to shoot them with ease.

The nasties are a pretty weak bunch of creatures to begin with, but as you progress they start to

possess things such as shields and even weapons of their own. On the ice world where you begin your quest, you'll come face-to-face with skiers flying down the slopes towards you, guaranteed to make you raise a smile.

Along your way you'll have to cross many terrains spanning seven worlds each with a certain number of stages in every one. These worlds will gradually rise in temperature from the ice wastes of your home at the start through to the desert where you finally get to confront, and hopefully kill, the Fire Wizard himself.

Each of the seven worlds contains four stages and just to be original (or so it seems) Graftgold haven't included a larger than normal creature for you to kill at the end of the fourth.

To make up for this, when you reach the end of the fourth world you will be confronted with a bonus stage which allows you to gain loads of extra points and maybe even a few lives in the process.

OVERALL

91%

A C T I O N I N F O

GRAPHICS

90%

FIRE AND ICE
RENEGADE £25.99
TEAM: Graftgold

SOUND

87%

LEAGUE RATING

3 RAINBOW ISLANDS

4 FIRE AND ICE

5 HARLEQUIN

P L A T F O R M

Fire and Ice will certainly appeal to those of you who enjoyed Robocod. Graftgold have succeeded in producing the best Sonic clone yet to appear on the Amiga. Graphically it has so many brilliant touches that it is very hard to fault, it is obvious that Graftgold have learnt a few tricks from the Bitmaps over the years. The game plays extremely well, the difficulty curve is perfectly balanced and you'll find yourself advancing at a reasonable enough pace to get your money's worth out of the product. Very highly recommended indeed.
BRIAN



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- D083 ...Home & Away Down-under disk
- D091 ...It Came From The Desert Demo game
- D092 ...Iraq demo (1 meg) Topical cartoon. Bush meets Saddam! Bang!
- D094 ...Indy 500 Playable Demo
- D099 ...Jesus loves Acid Mindblowing music and graphics
- D103 ...Legend of Billy the Kid (1 Mb) Long running animation. Good
- D114 ...Mike Tyson anim Well compiled
- D129 ...Puggs in Space Brill cartoon. Puggs finds it's a different world
- D143 ...Ray-traced pics Some lovely pictures. Loads off W/B
- D146 ...Red Sector megademo (2 disks) RS! classic
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- D166 ...Star Trek Animations Anims. of USS Enterprise
- D177 ...Star Trek Animations Agatron no.17 More like above. Good
- D189 ...Viz Slideshow Fat slags & other in this slideshow
- D210 ...Kick Off 3 Good Music
- D214 ...Gulf War Slides
- D215 ...Another 5 ways to Kill a Mole It gets sadder!
- D218 ...Mr. Potato-Head Funny demo of dance failure
- D223 ...Evolution Slideshow How the world grew up
- D225 ...Reincarnation of Sgt. Pepper (2 disks, 1 meg) Beatles classic
- D226 ...Virtual World Best demo of year?!
- D237 ...Simpsons decay demo Bart at his best
- D248 ...Pulling the Trigger Good demo compilation
- D250 ...Jimmy Hendrix Slides and music
- D251 ...Debbie Harry (2 disks) Slideshow Blondie
- D253 ...WWF Wrestlers Hogan & more
- D254 ...Ray of Hope Acidic Demo

MUSIC

- M001 ...808 State remixes Four good tracks
- M006 ...Baldance remix Really good disk. Catchy stuff
- M016 ...Depeche Mode 8 Tracks of reasonable quality
- M032 ...Godbrain loves the world Great acid-house musik
- M038 ...Hugo's Excentria This has to be one of the best house disks
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- M063 ...Special Brothers The Last Intention
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- M080 ...Pet Shop Boys Manic mix
- M081 ...Miami Vice Theme music remix
- M082 ...The Power Forceful Remix
- M083 ...Technotronics Megamix
- M084 ...The Wall Pink Floyd classic
- M085 ...James Bond Remix Catchy Stuff
- M086 ...Great Balls of Fire Goodness gracious
- M087 ...Iron Maiden The Ides of March
- M088 ...500 things come back demo 4 relaxing tunes
- M090 ...Led Zeppelin Stairway to Heaven etc.
- M093 ...MC Hammer You Can't Touch This
- M094 ...Guns'n'Roses Heavy Metal Freaks

GAMES

- G001 ...Autobahn 3000 Control ball through tunnel. Hard
- G005 ...All New Star Trek (2 drives) USS Enterprise classic. Best one
- G010 ...Breakout Classic bat & ball game
- G011 ...Blizzard Horizontal shoot-'em-up. High quality
- G013 ...Bullrun War-game, based on US Civil War. Control army
- G015 ...Crossfire (1 meg) Excellent game written in AMOS
- G019 ...Dungeon Delver (2 disks) Difficult adventure quest
- G021 ...Demolition Mission (1 meg) Similar to Balloonacy. good fun
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- G044 ...Learn & Play 2 More fun for the kids
- G048 ...Lame ST Ports Kill those Ataris
- G049 ...Megaball (1 meg) Excellent game. Improved version of Breakout
- G050 ...Master of the Town Use mouse to smash windows. Very addictive
- G053 ...Mayhem Brilliant shoot-'em-up
- G055 ...Mechforce Strategy game
- G056 ...Monopoly Board game on disk
- G059 ...Nethack (Fish 460) Good adventure game, recently appraised
- G060 ...Pipeline Build an oil pipeline
- G061 ...Pick up a puzzle (1 meg/2 disks) Fit the pieces. Good for the kids
- G062 ...3D Pool Control cue with mouse, and it's all pot luck!
- G063 ...Pacman The classic game still here
- G065 ...Pixie Kingdom (2 disks) Tricky adventure game. Good
- G071 ...Return to Earth (1 meg) Space adventure
- G072 ...Star Trek : Next Generation Not as good as G005
- G077 ...Seven Tiles Excellent speedball game from Alpha
- G079 ...Treasure hunt Find the hidden treasure. Good graphics
- G081 ...Trek Trivia Test your Star Trek knowledge
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Legend



Below: Visiting a city lets you engage in trading. Weapons and magic items can be sold and bought or you can go to the temple for some spiritual guidance



ARCADE ADVENTURE



After Dungeon Master and the plethora of copycat games that appeared in its wake came Bloodwyche. Rather than following the same old mould, Tag developed the theme by adding a split screen and several other innovations.

Now the graphical adventure style of game is making a move towards a 3D isometric style and Tag have returned with their contribution, Legend, and it looks as if it is going to set the benchmark that the other games will have to aim for.

Yet again, the world is under threat from the forces of evil and chaos. Dust down your sword, get



Chewsday the 2nd of Djinuary 1200

Smathost is reinforced
Midnight and new Evil walks the land

The map of Trazere allows you to move your party over great distances. You must search the land for dungeons and cities in order to unearth clues that will lead you to the dark Lord's hiding place

out the trusty armour and don your battle harness (the leather one normally only used during Saturday night sessions).

Your quest is to explore the land of Trazere and its dungeons to gather enough information to lead you to the hiding place of the mysterious evil force. There are two main modes of play, the first being the outside world. You are presented with a



map of Trazere complete with towns, villages, hills, rivers and the like. Wandering across the land will be armies of good and evil as the great war is fought.

Your party can visit the lonely homesteads, search the barren countryside for caves and engage in lots of adventurous activities.

The real action begins when you go subterranean and head for the dark and smelly corridors of a hidden dungeon.

The Wrecking Crew



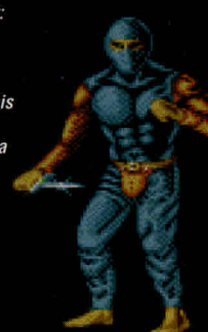
Runemaster:
Spellcaster and magical powers are his forte



Berserker:
Muscles abound on this sword swing hero



Troubadour:
When the fighting starts, he whips out his banjo and strums out a tune



Assassin:
Leave the sneaking and searching to this guy

Spell To Get Well

Using an isometric view to depict the environment, you must explore the labyrinth for monsters while gathering the information that will lead you to the Big Bad Guy. Control icons allow you to engage in combat, search, open, push, mix spells and sing a little bardish ditty while the multi-tasking facility makes even the most difficult of operations a snap.

Being a brave and bold adventurer has never been so easy.

OVERALL

91%



The fighting and action begins when you venture into the dark, slimy corridors of a dungeon. The isometric view gives the big picture on your whole party, and that means no more wondering about the monsters that may be sneaking up behind your party

A C T I O N I N F O

GRAPHICS 88%	LEGEND MINDSCAPE £34.95 TEAM: Pete James & Tag	SOUND 84%
LEAGUE RATING		
4 CAPTIVE		
5 LEGEND		
6 BLACK CRYPT		
ARCADE ADVENTURE		

Legend is the third recent major release to use an isometric view in an adventure game and while the idea isn't new it hasn't been until lately that the format has been perfected. The addition of an external world adds depth to the gameplay, you have to search for the dungeons in which to play and prepare your party beforehand. Once you're past the initial confusion the controls are easy to use, while the graphics, sound, atmosphere, background and the magic system are ace. The game runs fast, looks amazing and plays well. Adventure fans - don't miss it. JASON

Ashes of Em

ARCADE ADVENTURE



I didn't relish the chance of reviewing Ashes Of Empire one little bit. In fact, I tried on several occasions to palm it off on Jason, who couldn't give a monkey's arm about the size or complexity of any manual. And yes, the manual supplied is massive and certainly beyond the scope of this review.

Surprisingly enough though, the gameplay is relatively straightforward and the politically dominated scenario does seem slightly irrelevant once it's broken down into individual tasks.

There is, however, an overall objective to Ashes of Empire, which is loosely based on the recent political upheavals in the Soviet Union. A massive, fictitious, empire is on the verge of civil war, mainly due to ethnic tension between rival provinces within this single empire.

Any produce available for barter is detailed here. Most items are limited, but because you've recently taken on board a gold mine, the supply of gold is unlimited



You've got to try and stop the imminent upheavals by bringing peace, economic stability and ethnic harmony to the empire, by pulling together over 9000 characters!

So, how the hell do you create an enjoyable and accessible game based on such events? I didn't really

know what to expect, in fact I was fully expecting another strategy style thing like Midwinter. But no, it's an adventure game.

Not a conventional adventure, of course, but the basic skeleton is that of an adventure game.

The ultimate aim is to interact with all the characters and get them to join your side of do-gooders by using your own character strengths or any commodities you can lay your hands on. For instance, one character may require a number of commodities, such as three bars of gold, while another may be tempted by a little hanky panky between the bed sheets.

The latter option doesn't reduce your overall store of commodities, but it does take up valuable time. Character persuasion, however, is easily the most cost effective method of recruitment.

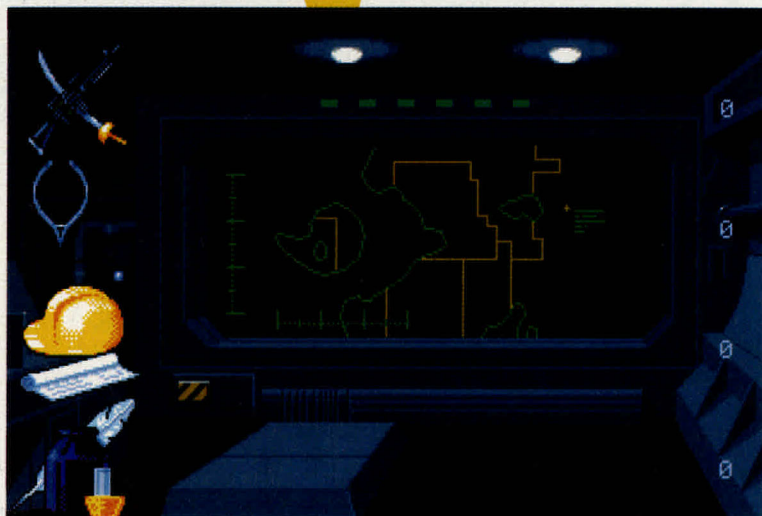
Most characters reside in specific buildings, so you can approach most by entering the building. If you successfully enlist a person, the building and any produce becomes

your property. Some characters are unique, in a sense that they possess more qualities.

Most of the time they have other people working for them, so if you successfully recruit a unique character, every person who is working beneath him will be forced to join your clan.

You may be wondering, at this stage, how these character interaction sequences fit into the main framework. As mentioned before, there is one large empire which is split into various republics. Using a similar landscaping technique to the one in Midwinter, the empire is displayed from above (you can obtain an isometric view if you like).

Once you've chosen your starting province, the selected area is highlighted and any buildings, characters or military units are displayed. As you explore new territory, additional units are placed on the map. When you finally enter the province, an information screen details the mission objectives for that particular province, and a latest news



This status screen records how many teams you've recruited and which faction they belong to. The teams appear to the right of the icons down the left hand side of the screen

A C T I O N I N F O

GRAPHICS

89%

ASHES OF EMPIRE

MIRAGE £34.99

TEAM: Mike Singleton & Digital Magic

SOUND

85%

LEAGUE RATING

- 7 NIGHTMARE
- 8 ASHES OF EMPIRE
- 9 HEIMDALL

ARCADÉ ADVENTURE

It took me some time to come to terms with Ashes of Empire, mainly due to the sheer size of the idea. After a brief look through the enormous manual, I was completely stumped and I didn't really understand what the hell was going on until I actually sat down and played the damn thing. Indeed, it's easy to 'get into' and absorbing, and you won't complete it in a hurry either. I really didn't think I'd like Ashes of Empire, but I do. It's gigantic, there are plenty of different things to involve yourself with and it's the most innovative adventure style game I've played in ages. PETE



Things haven't quite worked out have they? Some daft geek has blown a massive hole in the middle of the empire, leaving your plans in disarray

pire



Transport statistics and ammunition levels are recorded here. So far, you've only discovered four types of transport, so your choice is slightly limited

report is provided. You can get around using one of around 25 different types of transport.

At the start of the game though, you won't have discovered every type of transport, so you'll have to take whatever options are available to you. The actual transport interface is again, very similar to that of midwinter. So if you're flying a plane, for instance, it's a lot like playing a basic flight simulator.

On route to your target you may

encounter a number of military units. The outcome of such encounters is always unpredictable and it usually depends on how well you're currently doing in that particular province. If things aren't progressing too well, they may attack, while if you've been successful in recruiting the people and the task in hand is nearing completion, they'll probably stay well away.

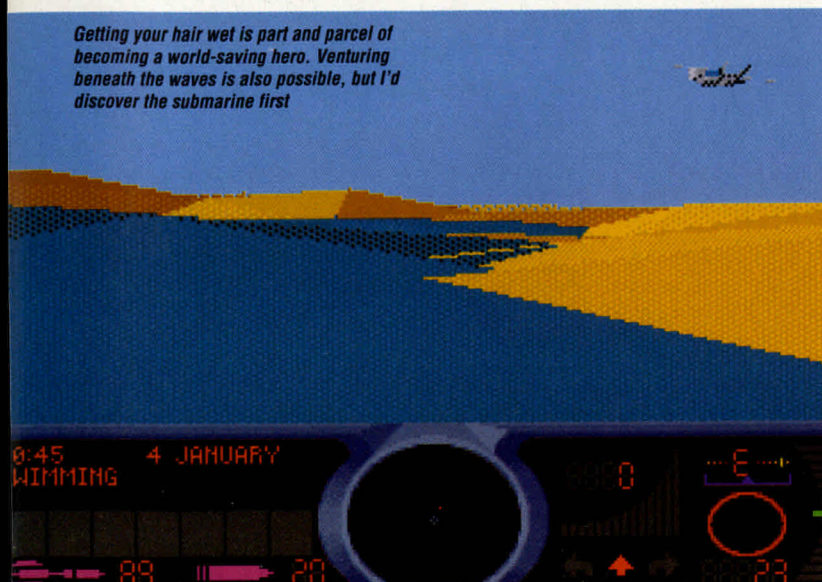


You've ditched your jet fighter in the middle of a forest and lost two hours valuable time. To add insult to injury, you'll have to walk home

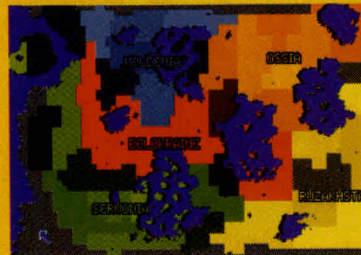


Your aircraft has crashed in a forest. After 2 hours, you regain consciousness.

Getting your hair wet is part and parcel of becoming a world-saving hero. Venturing beneath the waves is also possible, but I'd discover the submarine first



We Know Major Tom's A Junkie



An overall view of the empire. The varying colours depict the degree of ethnic tension within each province. The darker the colour, the greater the tension



Once you've chosen your starting province, the selected area is highlighted and magnified in order to display the individual area names in greater detail



A geographical map of the province is the following step of the map structure. The selected province is highlighted once again, and the first control icons have appeared



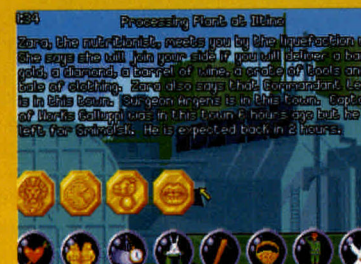
We've zoomed in a little to display the individual buildings and enemy units etc. The monitor displays general information on the selected unit



There are six levels of zoom in total, this one being the highest level. The clenched fists represent enemy units and the trees, surprisingly enough, depict areas of woodland



You've chosen your province and surveyed the various maps, so it's time to receive your mission objectives. This screen does just that and provides a latest news report



The first building you enter is a processing plant. You're immediately approached by a woman named Zara, who will only join your side if you deliver a number of goods



You could, if you wanted, leave the processing plant and visit any of the other buildings in town. Simply click on one of the icons at the bottom of the screen



You eventually meet up with a unique character. Recruiting him won't be easy, unless of course, you've already enlisted a number of his workforce



Once you've finished your first visit, it's time to move on to pastures new. Taking a jet fighter from one town to another is probably the quickest option



With a sweep of his phantom hand the Innkeeper turns to an unmarked page in his leather-bound volume. Sign the register?

Here at the Inn you may save your game as well as creating new characters. In addition you may hire non-player characters into your party. These mercenaries will want paying at the end of every day but are well worth the expense

As your party defeats various creatures so you'll accumulate experience points. When you feel your ready, take a trip to the Training Grounds to improve your various skills and abilities



Etheric blurs dash about on the other side of the deserted battle field, wielding their weapons with great skill. Train with the incorporeal knights?

What's this Monstrosity?



The world of Terra is full of different evil creatures. All have different characteristics and all are deadly. Perfect your battle skills and you may stay alive long enough to win some booty, may be even save the day

ROLE PLAYING



New World Computing's Might and Magic III is the latest instalment in what has so far turned out to be a huge and absorbing series. However, before you decide that this is the RPG that you've been waiting for, wait a while.

Might and Magic III certainly is a massive game and just in case you haven't already noticed, massive games take up massive memory space. For a start you'll need at least one megabyte of memory (more if you can get hold of it!) and if that isn't enough you'll also require at least one second drive. Those more baronial types amongst you who own a hard drive will be pleased to know that the game is installable. You'd certainly be advised to try and play the game from a hard disk because although Might and Magic III can be played from floppy, it can become

quite tedious swapping the seven game disks around.

Might and Magic III starts in the fair city of Fountainhead. Situated in the more northern regions of Terra, the City is a safe haven filled with all the stores and guilds you're ever likely to need. At the outset of the adventure you may decide to keep the six pre-rolled characters the game has given you or you may prefer to create your own wizards and warriors.

The latter option is easily

achieved by a visit to the local Inn; returning her every so often will also save your progress. Your group initially consists of six people. However, you may also call upon the aid of hirelings.

Having organised your party, you may venture into the town of Fountainhead. It soon becomes apparent that everything is not as it should be. The great fountains that normally bubble with sparking water are blocked with

odorous green slime and what's more the city has been over run by rats and foul bubblemen. Clearly the citizens are in need of help and who better to lend a hand?

Saving Fountainhead is the first quest that presents itself to you. Completing it will see the fountains returning to their former glory and it is from these that you'll be able to find out about your real purpose.

Might and Magic III has been designed to be somewhat open ended. Unlike other role playing games that nudge you in a non-subtle manner towards your next encounter, Might and Magic III lets you decide your own fate. Having saved Fountainhead, you may decide that you're ready to take on a horde of dragons, and if that's what you want to do you can quite easily make your way around the Isles of Terra in search of some fire-breathing monsters to beat up.

The game isn't one where you simply venture from dungeon to dungeon. There are some pretty neat puzzles to be solved too.

Might & Magic Isles of Terra



You do start with a 'pre-rolled' party. However, you may also create your own characters. Choose between different races and classes to form the perfect group. The manual contains all the relevant information you need to know. As a tip, always have at least one cleric and one mage

A G T I O N I N F O

GRAPHICS
85%

MIGHT & MAGIC III

US GOLD £29.99

TEAM: New World Computing

SOUND
70%

LEAGUE RATING

TOUCHDOWN!

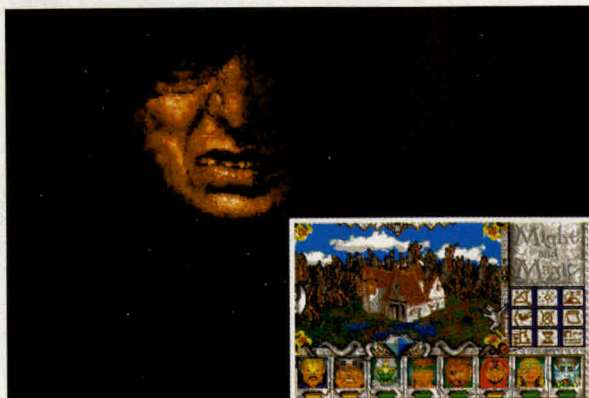
1 MIGHT & MAGIC III

2 MIGHT & MAGIC II

ROLE PLAYING

Why does Might and Magic III deserve to be top of the league? Because it's the best role playing adventure available on the Amiga. There are numerous quests within the game, so explorers of the Isles of Terra will be engrossed for endless hours. The graphics, while not matching those in games such as Black Crypt, are far superior to any previous RPG. Unfortunately the sound isn't spectacular, but this isn't important for a game of this ilk. Might and Magic III is class software that fully deserves pride of place in any serious adventurer's collection.

NICK



Skeltem is the evil mastermind behind the odd goings-on in Terra. No-one knows for sure what he's up to but you'll soon find out

Inset: Having travelled the desolate wastes of Terra, the city of Swamptown looks very inviting. Beware, though, the cities are jam-packed with monsters too!

ic III

Should you find the Arachnid cavern within the Thorn Blossum Orchard you'll discover countless eight-legged critters, but you'll also be called upon to solve a complex mathematical equation before you can access some of the more secret areas of the cave. As you complete the myriad of missions your characters will increase in their abilities before you finally reach the game's exciting climax.

But it'll be some months before anyone gets that far. In case you are still unaware of the size of this game, the hint book for SSI's Eye of the Beholder II has some 72 pages, Might and Magic III's clue book sports some 240!

OVERALL
93%



To begin with your clerics are rather limited in their art. A visit to the local temple will heal your characters of all ailments, at a cost!



A scroll of stone rumbles open to reveal the glowing eyes of the Guardian. "Do you wish to peruse our spells?"

Mages and Clerics alike may buy new, more powerful spells from these Magic Guilds. Depending on their experience they can get hold of some really powerful spells here



The distant cries of adventurers' long dead circulate around the benches of the vacant tophouse. Approach the opportunist hovering behind the counter?

During your encounters you'll collect treasures and equipment. Sell them for a profit, who knows, you may want to buy something new

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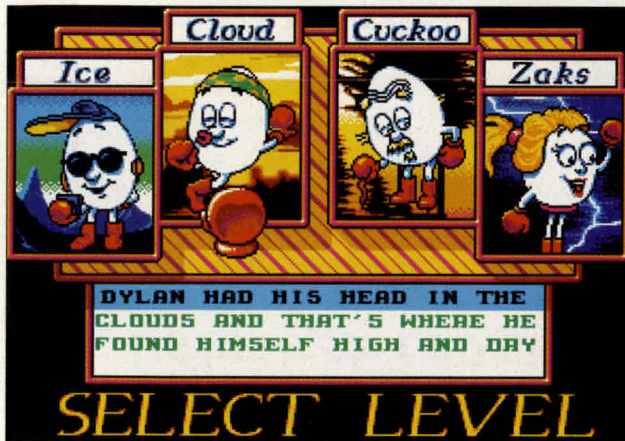
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Dizzy's Excellence



Kwik Snak features four levels of crazy, mixed up puzzle mayhem. Each section can be attempted in any order that happens to take your fancy, but all of them must be completed in order to complete the game.

ADVENTURE



Code Masters are a strange bunch. The other software houses release games that are usually priced at

around £25 or more and can be dull and uninteresting to play while the guys from Shropshire churn out consistently good products for under a tenner. You don't get a flash box or snazzy colour manual and the main character isn't the latest film star hero but who cares? Playability is why you buy the games and Code Masters stuff always has plenty of that.

The latest product from them is a little different from their usual stuff. Rather than releasing a single game at a budget price they have taken a slightly different approach and gone for a compilation available for the price of an average game. Unlike normal compilations all but one of the five games are new and have never been previously released.

All the games are based around Code Masters' characters, the Yolk Folk. With Dizzy at their head, the egg heroes rush around attempting to help people and be general all round nice guys. Dozy, Dylan, Dora,



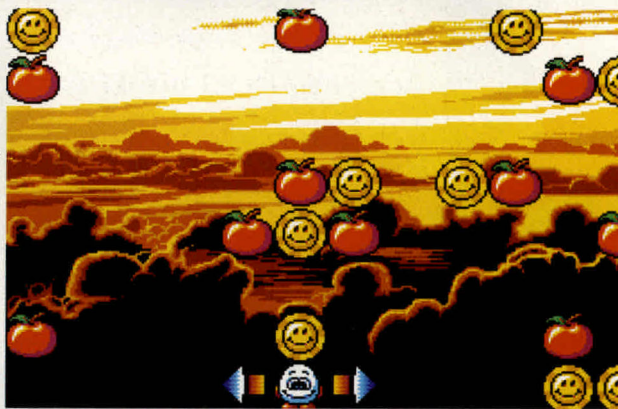
Daisy and Grand Dizzy are all waiting to provide you with hours of fun.

The first two games out of the box are similar in style and appearance. Spell-bound Dizzy and Dizzy, Prince of the YolkFolk are both arcade adventure games in which you control Dizzy and set out to save the YolkFolk from horrors and terrible fates. You view the action from the side and the gameplay requires you to collect objects hidden around the levels in order to solve puzzles.

A typical example is the sheer cliff face. This blocks all your movement until you discover a trampoline. Using this bouncy bonus you can then leap up the cliff and continue on your journey. The other offerings contained are completely different, leaning towards puzzle-like



Between each of the main levels in Kwik Snak you will find a bonus round. During this section your character will travel in a straight line until he hits something. Choosing the correct route around the maze becomes of the utmost importance.

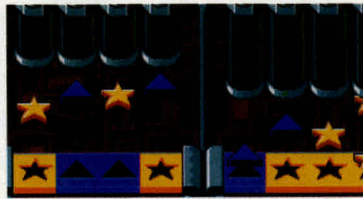


In Spellbound Dizzy the Wizard Theo's spellbook has been used to catapult all of the Yolkfolk into the underworld and only Dizzy can rescue them.

In Bubble Dizzy you must use the rising bubbles to climb to the surface of the water before your oxygen supply runs out. Each bubble will only support you for a few seconds and they all rise at different speeds. Judging where and when to jump is extremely difficult.



nt Adventures

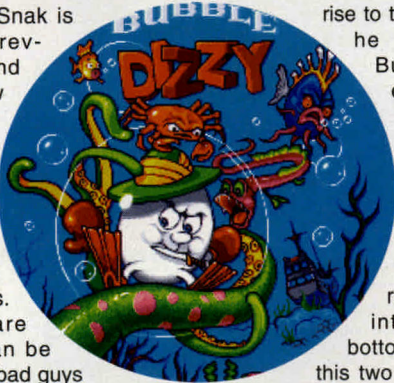


In *Panic Dizzy*, you must move the conveyor so the shapes land in the right holes. Your task becomes harder as the fall rate increases.



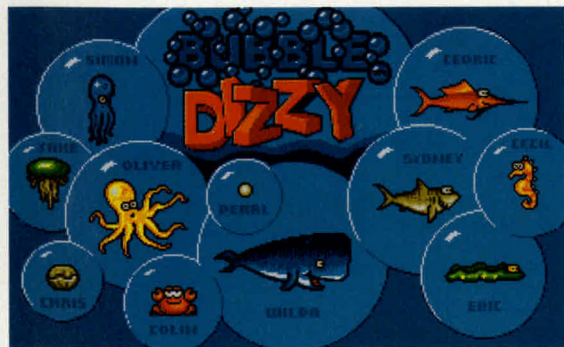
You have been trapped in a cavern with a locked door blocking your way. To escape, you must first collect the leaves and match and start a fire. Once the door has been reduced to cinders, throw the water over the flames and run to freedom!

tendencies. *Kwik Snak* is the only game previously released and was reviewed a few months back. You must weave *Dizzy* around a maze of stationary blocks while trying to avoid the henchmen that patrol the corridors. Some blocks are moveable and can be pushed to trap the bad guys or open up new passages. Your ultimate aim is to collect all the fruit on each stage and so progress to the next. *Bubble Dizzy* features some sub-aqua gameplay. Somehow, our hero has ended up at the bottom of the sea with an oxygen cylinder that is running out. Using bubbles for buoyancy, *Dizzy* must

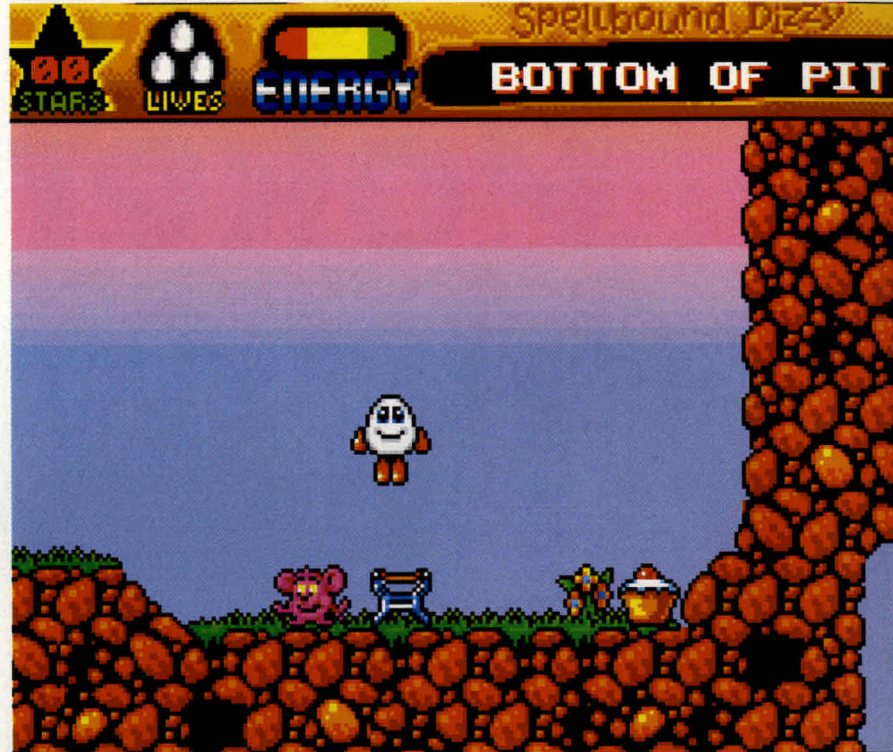


rise to the surface before he suffocates. Bursting bubbles, extra oxygen, rampaging sharks and jellyfish add to the depth of gameplay. Last but not least is *Panic Dizzy*; a race to fit shapes into holes at the bottom of the screen, this two player game will appeal to Tetris players. The quicker you move the shapes and allocate them to the correct areas, the faster your points will clock up. Whenever you make a mistake the game gets harder and the shapes drop faster.

OVERALL
83%



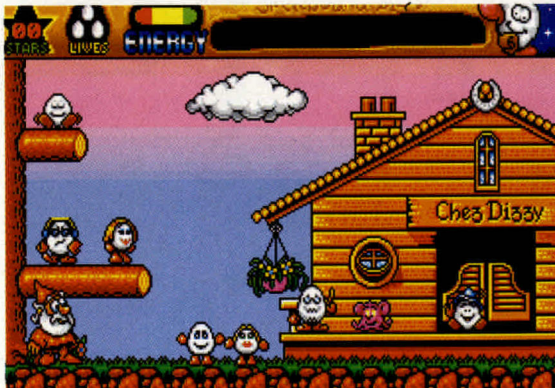
Bubble Dizzy features a whole host of aquatic monsters. Touching them will reduced your oxygen level, in effect giving you less time to complete the level. However, not everything is bad news. The whale will allow you stand on his back providing you with a well earned rest on your journey to the surface of the ocean.



In this typical *Dizzy* puzzle, your path is blocked by a cliff face. After finding the trampoline you can bounce up to the top of the mountain and continue on your way.



The main levels of *Kwik Snak* are based around a fruit filled maze. You must collect all of the citrus snacks before the henchmen turn you into scrambled egg. Some of the blocks can be pushed and shoved around, thus allowing you to make new passageways and squash the baddies.



Here we have the incredibly cute *Yolkfolk*. *Dozy*, *Dylan*, *Dora*, *Daisy*, *Grand Dizzy* and *Theo* are always getting into trouble and the only person who can help them out is *Dizzy* himself. What a guy!

ACTION INFO

DIZZY'S EXCELLENT ADVENTURE
CODE MASTERS £24.99

TEAM: Big Red Software & Friends

GRAPHICS

84%

SOUND

80%

The package has been designed to appeal to younger game players but if you look past the cutesy graphics and the children's scenarios you will find many playable games. Admittedly, none of the offerings will become classics or renowned for their outstanding features but, considering the price, the package is worth a look. *Spellbound* and *Prince of the Yolkfolk* will provide you with hours of serious entertainment while the shorter, puzzle-like games can be played when desired. *Dizzy's Excellent Adventures* is a superb product that would put many other full priced games to shame. JASON

LEAGUE RATING

37 NINJA REMIX

38 DIZZY'S EXCELLENT ADV.

39 COLORADO

ARCADE ADVENTURE

AMIGA
ACTION

Cover Girl Strip Poker

STRATEGY



Computer games players used to be spotty kids, wearing scruffy anoraks and thick glasses. Under the floorboards in their bedroom would be a mass of dubious media.

As the Eighties passed, a new breed of gamesplayer appeared. They were more socially acceptable but where did the traditional user go? Who knows, but I'm sure they'll be flocking to the nearest Menzies to buy Cover Girl Strip Poker.

The respectable among us will play this game to try and understand these under-privileged beings. You don't believe me? You can't prove I was drooling when Trine Michelsen showed her curves! And why did I disappear for five minutes? I was looking for Doug as he vanished seconds after he saw the packaging - he'd obviously gone to campaign against sexism. Anyway, onto the game. Slowly bypassing the Michelsen calendar poster, I found three disks. The digitised animation of the girls must take up a lot of memory.

In five card poker, you gamble with sets of cards in an attempt to win loads of cash. The difference with Cover Girl is that you can play against any one of eight top models plus a maximum of three human competitors, all to the sound of sleazy background tunes. Everyone starts with some cash, the object being to strip your chosen celeb of her money and strip her naked.

Pit your cards against hers, but the girl's money is pooled, so if you lose, she has more dollars with which to gamble against the other humans. It's a team effort! Once her cash is reduced to nothing, you are taken to a show where the cover girl undresses in a digitised sequence. She only strips bit by bit.

Therefore, she may remove her dress but you have to play again to take all her money three or four times with more lucky runs. If the sun is shining in your favour, you'll win often enough to see the lady displaying all her lovely assets.

OVERALL
69%

Strip It Down!

- 1** You've got a good hand - even Donna admits that!
- 2** Donna's cards are being dealt but her number's up.
- 3** Your funds are more than substantial for this round.
- 4** Take all her money to reveal interesting bits and bobs.
- 5** The current sum of money in the winning pot.

This panel is dedicated to the beauties baring nearly all and, yes, this text is here merely to annoy!



Play Your Cards Right



Both hands are dealt. Now is the moment you get down to business. Firstly, a slight change of cards is in order.



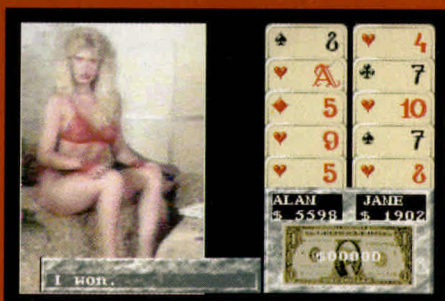
Eventually, the round ends with very little money changing hands. However, your pair of 10s is enough to win.



Once Jane's cash has completely diminished, you are whisked off to a seedy Soho cinema where she removes her Santa outfit to the delight of the onlookers.



Lady Luck was not on your side this time. Don't let her win too much money or she'll buy back her clothes.



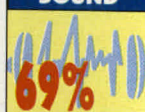
A C T I O N I N F O

GRAPHICS



COVER GIRL STRIP POKER
THE SALES CURVE £24.99
TEAM: Unreal

SOUND



There will be two reasons for buying Cover Girl Strip Poker: the first is for the genuine poker element, the second to see the obvious. As a poker game, you'll find the covergirls easy to beat which goes some way to prove the theory of dumb blondes. If you want a peepshow clear and vivid enough to boggle your eyes, then it should suffice - in saying this, £25 could be more effectively spent on a couple of videos! Cover Girl Strip Poker will probably sell by the thousands, which demonstrates what a sorry state we're all in. Now who haven't I played against yet...? **ALAN**

LEAGUE RATING

75 SPIRIT OF EXCALIBUR

76 COVER GIRL STRIP POKER

77 IMPERIUM

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DIVISION ONE 92 REV 1

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games."
- The Guardian

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SQUADS/TRANSFER MARKET In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep an eye on the changing skills of your team.

SKILLS All players have a balance of 5 skills (no "skill levels") which you must develop by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of the match, and subsequently a season of football. Suitable training can develop/enhance skills.

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REVISION ONE.

The best just got better! All updates that have been made to Division One 92 over the last 6 months. In addition the match screen has improved, opposition team info expanded, a European transfer market added and a few more minor changes. An edit program and a customisation program have also been added. The manual has been expanded and the packaging improved.

EDIT PROGRAM Edit the team and players that make up Division One. Produce your own Division One, or Scottish League, British League, European League, German/Spanish/French/Italian etc. etc. Or even make up a league of all the best teams you've ever seen.

CUSTOMISATION PROGRAM Customise the 45 man starting squad. Use your favourite players, or your local side. How about a squad with Pele, Beckenbauer, Best, Cruyff, Maradona...?



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- Pop Comp.

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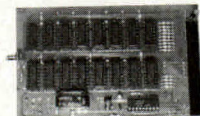
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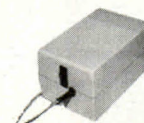
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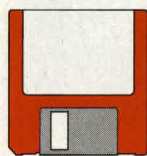
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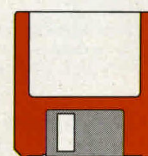
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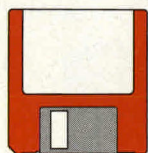
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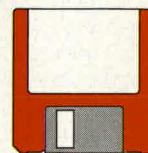
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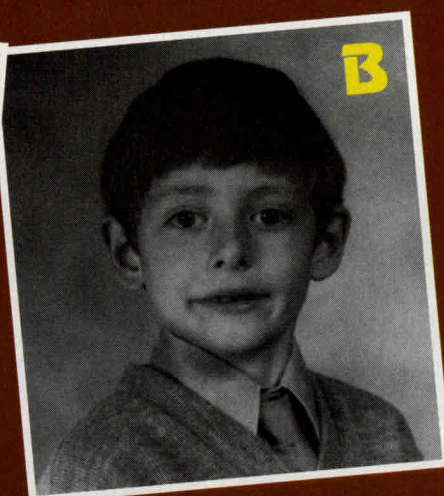
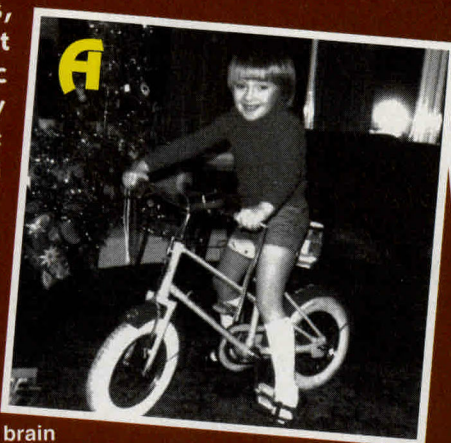
Giveaway

Swamp Thing, Dracula, The Alien, The Predator, Bug Blatter Beast of Traal, Jabberwocky, Kylie and The Kraken. All are monsters that would make the bravest man tremble at the knees, beasts of the dark that rival even the horrific monstrosities usually only seen wandering the streets of Cheadle on a dark winter night.

But there are worse things alive in this world, the Amiga Action team for a start. Ruled over by the Greater Demon Raynor and his minion, Denise the Howling Banshee, the mere sight of these creatures will turn your brain into green putty.

A long time ago, many moons into the past, Whitey, Doug, Jason and the rest of the gang were very different. The fangs, horns and scaly skin hadn't formed and although you may find it hard to believe they were a bunch of little angels. It is this transformation from sweet and innocent cherubic children into mutated monsters that forms the basis for our competition this month.

Take a deep breath, prepare yourself for a shock and then cast your eyes over the photographs on this page. Various Amiga Action personalities (but not Fiona because she was too hideous for exposure to the general public) have had their mug shots taken using a specially strengthened camera and now all you have to do is match them to the baby face that was the same person several years ago. For example, if



you think that the photo marked A on this page is Doug as a kiddie simply mark A in Doug's box on the entry form overleaf. Simple eh?

WHAT CAN I WIN?

Last month we gave away a Hard Disk and before that a Satellite TV system was up for grabs. How can you better such wonderful prizes? Well, this month's offering is a priceless once in a lifetime opportunity.

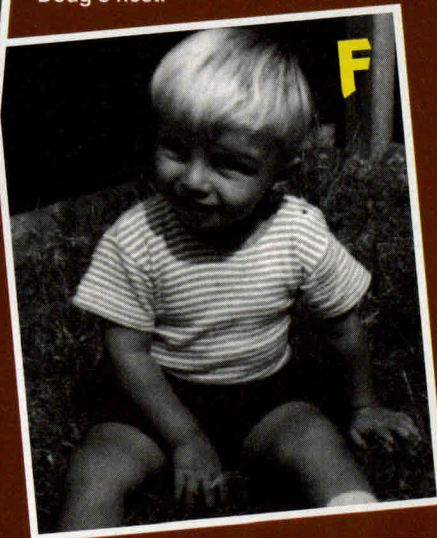
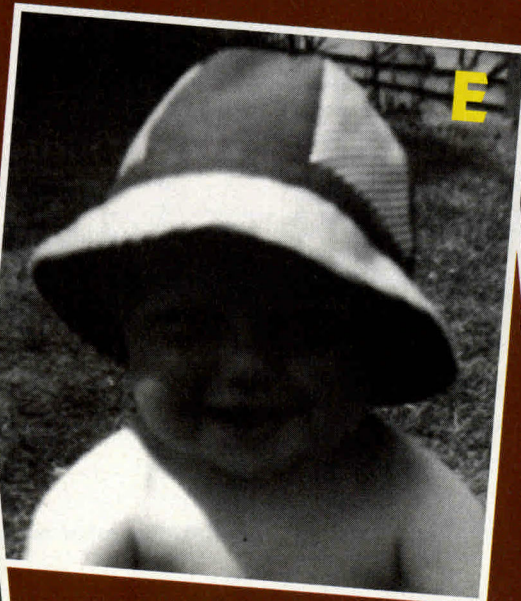
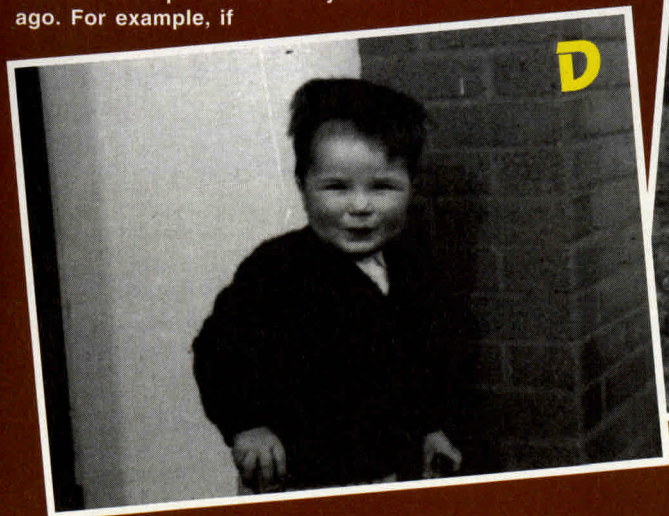
Over the years, Amiga Action has picked up several tons of freebie gear that has accumulated in the office and is threatening to bury us if we don't get rid of it soon. Rather than throwing the whole lot away (that would be environmentally unfriendly) we have decided to give everything to one lucky person. Caps, T-shirts, games, joysticks, posters, squiggly insects, plastic ants, blank disks, chairs, badges, ear wax, stickers, disk boxes, photos, magazines, pens and Little Chef lollipops. All of this and more could be yours if you enter now!

BEAUTY AND THE BEAST

Complete the form on the next page and send your entries to;

Ugly Mug Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

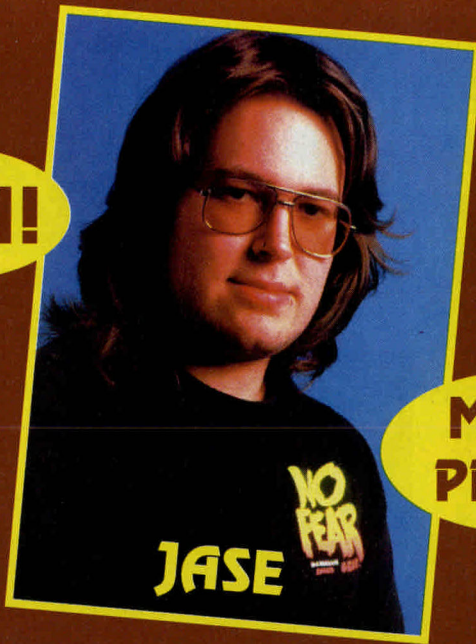
Entries that reach us later than 1st July will be used as the lining for Doug's nest.





DOUG

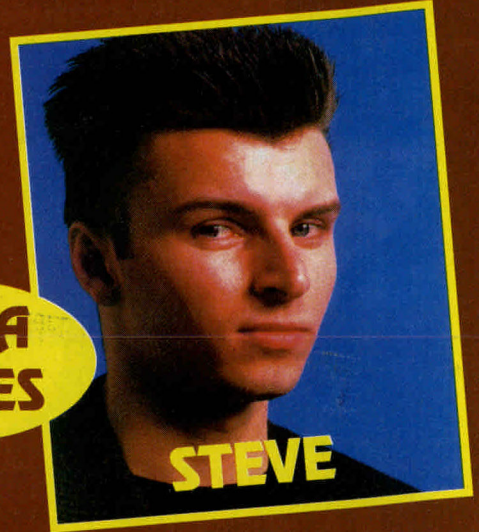
WIN!



JASE

NO FEAR

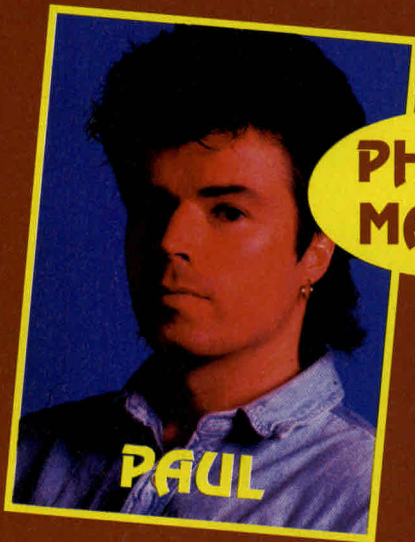
MEGA PRIZES



STEVE



A selection of shots from the Amiga Action offices. Enter the compo and you have the chance to win anything that's not nailed down in the pictures, including the staff!



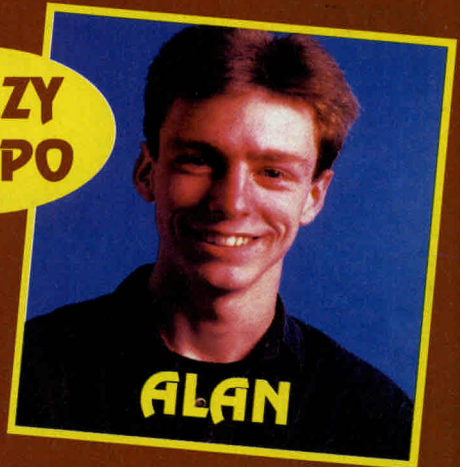
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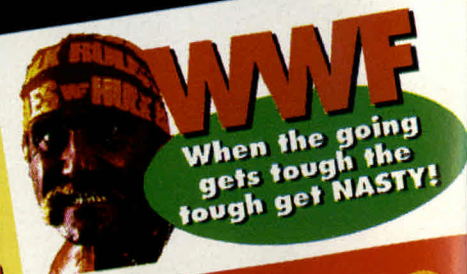
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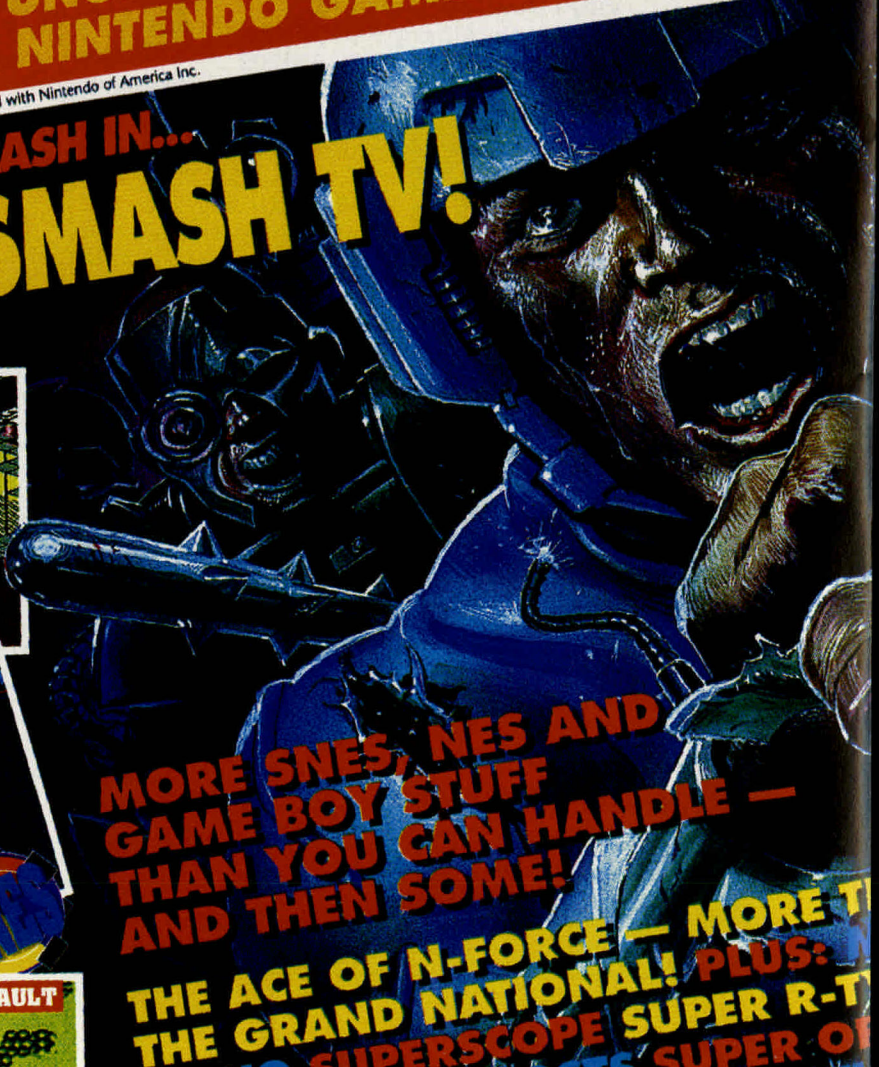
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Boggit's Domain

I've just returned to the peace and quiet of my Blackthorn Tree after spending a hectic day at the European Trade Show in London, and I've been reading some of the paper bumf which was thrust into my hands by smooth lizards in Armani suits. (I've never

seen so many pony-tails and pairs of earrings before). One of the more interesting bits of paper mentioned that the majority of Amiga owners are older and richer than you would first think. So how come nobody sends me any money?

Over a third of you work full time with computers and your biggest interest is graphics. So why are you reading my pages I'd like to know? Okay, maybe the software companies love you because you've got 'loadsa' money to spend, but at least there was someone at the show who really understands you.

Tucked into a corner of one stand was an old Dalek. He was a bit battered and rusty, but his claw still quivered and flexed each time a flashy suit came close. I've got a lot of time for Daleks, they know what humans really need.

I did see Lord British from the Ultima company, who was there showing off the wonders that are to be found in Ultima VII. I know it's heresy to say this, but the Ultima series never really caught my imagination. The bird's eye view and the little stick men all seemed too computer-generated for me, and I couldn't believe in the Ultima world. With Ultima VII, the bird's

eye view remains, but the standard of the graphics has taken such an enormous leap forward that 'reality' has appeared.

Mr CD ROM Rising

I didn't see anything else that was really mind-blowing at the show, only the continuing rise of the CD ROM as a likely path for the future of game distribution. Admittedly it's nearly all for IBM PCs at the moment, but there are so many Amiga owners around that it's only a matter of time before they start giving you the hard sell.

Talking of hard sells, it appears that you and I have at least one thing in common - we are both grudgingly in the process of deciding that we really will have to bite on the bullet and buy a hard disk. They are ruinously expensive, but without one we will never enjoy the new games which are coming our way. The Goblin Postie rammed Rise of the

Dragon and Elvira II through the letter box this month and they both look great.

The snag is that without a hard disk they are a pain to play. But I just know that no sooner will I buy one, than some 'suit' will tell me that I should have waited and bought a CD ROM drive. Humans, I hate them!

Wizardry Deal Signed

By pushing my nose into lots of places where it wasn't supposed to be I picked up a most interesting piece of news. At last someone at U.S. Gold has taken notice of my ravings over the game Bane of the Cosmic Forge, and has signed a deal with the company which produces the Wizardry series. At the moment you can only buy these games via specialist importers, but Bane will be available from US GOLD at the end of May. The follow up game, Crusaders of the Dark Savaant will follow shortly afterwards, along with a third game entitled Classic Wizardry. This deal is good news for RPG fans because it means the prices will be much cheaper and more available.

Kwik Kwip!

Q. What's the difference between a bucket of dead brain cells and an Atari user?

A. The bucket!



Boggit has been snooping again, and if you are a fan of the Wizardry series, then he has news to warm the cockles of your heart

Boggit's Mailbag

It's been another back-breaking month for the Goblin Postie. Tons of mail has been lugged down the woodland path and dumped at the base of the Old Blackthorn Tree, but Old Grumble-guts seems no happier to see it.

Captive Shoppers

I know you are going to laugh at me, but I'm too desperate to care any more. I am playing *Captive* from *Mindscape* and although I've managed to get a few bags of gold I can't seem to buy anything from the inscrutable Chinese shopkeeper. I've tried everything I can think of, but he won't part with a thing. How much do these goodies cost for heavens sake!

J. Roberts, Lancashire

I'm tempted to say that you must be pretty silly if you can't even work out how to buy an item from the shop, but to tell the truth I had the same problem.

My problem was that I didn't realise



The room used by our hero in *Rise of the Dragon* is just as small as the one used by the Boggit - and it's almost as cluttered

that the PREV and NEXT options scrolled through all the items on offer.

I thought each shop only had the same lousy few goods for sale. Oh well, I can't be brilliant all of the time.

Point and click on the shopkeeper and he will be replaced by a menu. Put your bag of gold in the box marked CASH. Click on the BUY ITEM selection, then use the PREV and NEXT selections to scroll through the items on sale in the shop.

Click on the item you wish to buy (e.g. BALL) and the item will appear in the shopkeeper's hand with its price beneath it. If you decide to accept the offer, click on the price and this will move the item from his hand into the ITEM box and debit your money.

You can now retrieve your gold pouch and the item you have bought.

Black Crypt's Ring of Skulls

I'm stumped on level 4 of *Black Crypt*. At coordinates (28,2) there is a Ring of Skulls. An old scroll I picked up tells me to,

"Boldly walk through the Skulls Glyph", but every time I try I just die. I've been stuck at this point for nearly two weeks and it's doing my head in.

Also there are certain magic scrolls that I can't seem to use, (e.g. The Scroll of Life). Is this because because my party hasn't attained a high enough level? I'd be grateful if you could reply soon as I think the game is great.

Shaun Conway, Wigan

This is another problem which had me fooled just like you. The mistake that we both made was trying to get all of our men through without getting any of them killed. The truth is that it can't be done. Instead we only need to get the Cleric through and use his powers to resurrect the others with the Scroll of Life.

Somewhere on this level of the Crypt there is one potion of Invincibility which can be drunk by the Cleric. Need I say more? It is the Cleric who can use the scroll. To carry out the spell he should hold the scroll in his action hand and the Death Gem in his other.

I think this is a sneaky puzzle, but as there is nothing which you have to have behind the obstacle, you can ignore it if you wish.

Unfunny Italian Humour

Alla right. So I getta this game Maddog Williams gratis when mya father, he get the subscription. la answer alla the questions ona the map. la killa the Pirate, la rescue the Bella Principessa, la getta the money from the bar, then I talka to the man ina the tree. (Maybe you!).

la find the old wella in the ruined villaggio and go ina caves. To the lefta I make sleep the bigga octopus, (in Italia we eata octopus). la killa the Troll and la find the olda stick with the power ina it. Now la go to righta and alla the time la falla offa the stone bridge! la try everything.

I thinka that the bigga sticka, he isa the problem. lfa I find a big salami instead itsa better. Everybody they knows what to do witha bigga salami. la thinka the program, he donta understand the good Engleesh like me. How isa you no say nothing abouta thisa game in your pages? Your pages they are good. They makea me laugh. You laugh at my English, or you rude about Italianos then la send my Godfather to you. And he makea you laugh! Con i migliori saluti.

Giancarlo, Positano

Hey! Why for you kicka my owl and call him Bogg-off, when hisa name is Archimedes?

What can I tell you? You buy the subscription, they give you a rotten game! Thatsa life! I look atta the game, I say, Maddog? Whatta dog! I donna know whatta say, cos I donna know the answer. Whatta you gonna do - put a horse's head in my bed? I giva a bigga prize to who sends the answer.

Life's a Dragon

Yo Bog, ma main man! I've recently bought *Rise of the Dragon*, a new Sierra adventure, and I'm totally stuck. I can't find the I.D. Card to use in my Vidi-

Phone, or to get me back into the apartment. Please help because I've looked everywhere.

M. Hyams, Uppingham

I can't think where it can be. "Where did you lose it?" Don't you love people who ask you that question?

So you want me to find the plastic card which fits into the slot in your Vidi-Phone? Now I wonder where the obvious place would be to look? I know! How about looking in the slot in your Vidi-Phone? Dork brain...

'Corpsed' on a Cruise

I'm having problems with *Cruise for a Corpse* and when I saw a letter in your section last month telling us about the clasp on the bracelet I thought my problems were over. So what's the problem? Well, call me a universal thickie, but I am now stuck at 10:30 - an amazing advance of 10 mins. I have been stuck here for a fortnight, so please preserve my sanity by giving me a few guidelines to becoming the next Hercule Poirot, or at least the next Kevin Turvey.

P.S. Try making Coffee Wine instead of Cabbage Wine. It doesn't get you farty.

S. Bates, West Bromwich

What you should have done was tell me what codes that the Mermaid statue gives when you examine her, as that's the only sure way I know how to tell you what you must do next.

However once you have examined the clasp on the jewelry you must read the note on the desk and then go to the Dining Room to find the invitation in the drawer. From there walk from the Mermaid along the Starboard side and round to the Port side to find Tom and Rebecca.

There are times in this game when you must walk around the ship instead of using the map to jump between locations. Don't ask me why the game gives you a handy option then penalises you for using it, but that's the situation. But what can you

Boggit's Bouquet

Down in the forest something stirs. A cry of 'Eureka!' shatters the silence of the peaceful glade, and the small, (but beautifully formed) figure of the Boggit bursts from the undergrowth. In one hand he is clutching a box of software, and in the other he holds a massive bunch of petunia flowers. What game has met with his grumpy approval and carried off his prize bouquet this month?

Black Crypt

There comes a point each month when I know that I should stop roaming the Great Wood, and return to the Blackthorn Tree to take up the quill. It has been especially hard this time as *Black Crypt* from Electronic Arts has had me in its grip. Only my superhuman will-power, and the thought of the editor's whip, managed to bring me back.

No doubt you have already seen reviews of this *Dungeon Master* clone and wondered if it played as good as it looks - and it certainly looks the business.

I did read one review that complained that the game was just like *Dungeon Master* and hadn't really added much to the concept. I don't

expect from people who eat snails and shoot thousands of beautiful song birds each year. Just let me catch any French hunters in the Great Wood trying to shoot the birds and they'll get a fireball where the sun don't shine!

From Poland With Love

Hello Mr. Boggit. I have been an Amiga Action reader for six months, and I think that Boggit's Domain is really great. I'm 21 years old and I've had my Amiga for three years. My favourite adventures are Heart of China, Indiana Jones and the Last Crusade and Zak McKracken.

I'm proud to send you the complete solution to Heart of China from Dynamix. My solution isn't the only way to complete this fantastic game and I think there are many ways to complete particular tasks in it. All for now and stay cool Mr. Boggit.

Kazimierz Zygadto, Poland

I thought the Poles were the Atari users of Europe. Well I'm flattered that my humble scrolls reach as far as Poland, although I would have thought you would have preferred 'Blue Jeans' and something good to eat. Just for being you, I'll send you something from my Prezzie Box. Am I not a slave to my readers?

Forging Some Cosmic Hints

Many thanks for the steer to Wizardry VI – Bane of the Cosmic Forge which is eye-wateringly good. Once diverted from Dragon Wars by your column I plunged deep into Wizardry and have only just emerged over 400 hours later. I have brought back a few hints with me not mentioned in the help guide.

Think carefully about having a Fairy in your party. They can use only the lightest armour and weapons, although they suffer few important restrictions as Mages or Ninja. In fact a Fairy Ninja is a surprisingly strong character. (Just because you're a fairy, doesn't mean that you can't be a nice person – Boggit).

However they make below average Bards and

remember reading any review that complained that this month's shootem-up game was that different to the last five years' worth of shootem-ups! Black Crypt may have stuck to the original concept but it does have new twists all its own.

Eye of the Beholder first increased the complexity of the genre by restricting the individual members of party to their own specialist powers, (e.g. Clerics healed, Fighters fought). Unfortunately, Beholder was let down by its sluggish response, and the puzzles which were sometimes too confusing to be fun.

The manual which comes with the game has complete maps to all of the levels showing the location of all objects and the hidden switches. It has to be said that the game is not easy and perhaps the writers thought that without some help the players would never complete the quest. Initially I too thought that this might be true, but on reflection I think not.

Humans are amazingly ingenious and if a game is worth playing, most enthusiasts will fight their way through. I've spent many hours this month battling with the foul beasts in this game and I think it's 'Numero Uno' in my book.

Did you See?

Did you spot in Terminator II that the sneaky kid using a computer to steal money from the Bank Cash Dispenser was using an Atari? Now that's what I call science fiction!

suffer severe handicaps in other professions. Don't kill Non Playing Characters. If they are no good to you, steal from them instead.

The only character that you can talk to and that you need to kill is the Guardian of the Rock. You must do this to get the Ruby Eyeball. You might want to kill Queequeg after he tells you the password, (Skeleton Crew) to the Captain's Den, to prevent him emptying the chest at Giants Mountain, but first make sure you have the mystery oil for the drawbridge. You get best prices for surplus items from Kuvall Kubona, and the worst prices from the Queen of the Fairies. (And there I was trying to give fairies a good press! – Boggit).

Feed the Giant Snake. The empty bag can be filled with sand. The familiar face can be found in the depths of the pyramid. Smitty can mend things. If short of money you can turn to a life of crime. The dwarves in the mines have cash which you can steal and if you feel lucky, patrol the vaults of the pyramids for the Pharaohs of Phyre – these may carry Ankhs of Phyre which can be sold for 7499 g.p. Search the Halls of the Dammed before using the raft. Fish near the Cross for a key – a wall will tell you where.

To avoid arriving in jail in a mangled state, give the silver cross to the first character in your party before you enter the Tomb of the Child.

A. King, Loughborough

I'm glad you enjoyed the experience, because I have had a some flak over giving such a rave review to this game. I find it easy to kick games which I hate, but I always feel exposed when I urge humans to part with cash for something which they may not like. When I look at the list of games which have been put forward for this year's awards I sometimes wonder why my list would be so different. Perhaps living alone for too long has left me out of touch.

Cruise for a Corpse, Heimdall, Monkey Island 2 and Another World are all up for the Software Oscars this year and there is no question that they all look great. Only a few years ago you would not have believed that you get such sophisticated games on the Amiga.

But have they got depth? I want great graphics and sound, but I don't just want to sit and look at it. Still, look on the bright side. Nothing that you lot do has ever been right with me in the past – so why do I expect things to be any different now? If it feels good, do it. At least that's what the fairies say!

An Apple a Day

On the first level of Shadowlands they arrive in a forest with apple trees. Go to the sign where it says, "Welcome to Shadowlands". Beside this is a tree with an apple under it. Pick up the apple and throw it at the tree. Keep throwing it until two chests appear. The chests contain swords and other useful stuff.

Richard Power, Dublin

Now if only someone had told me that the apple was a French Golden Delicious I would have happily smashed it against the tree for hours. As it was, I ate it. C'est la vie!

Up the Gargath Path

Yo Bogey, ma main man. I have a problem, (no jokes please). I know that Champions of Krynn is a bit on the old side, but I am stuck in Gargath. I have

rescued Caramon, and as he suggested I have entered the secret chamber and stopped the transformation. I also have the map to Gargath's Keep. The question is, where is the entrance to the keep?

S. Pirie, Istanbul

Tell the guards at the gates of Gargath that you are merchants, (use charisma). Accept the hoods and follow the advice of the rebel leader. Before you enter the Keep, use the stairs (west or east) to



The gloomy warehouse by the docks holds many grisly secrets for Sierra's Manhunter. Watch out for the man-eating aliens

climb onto the walls. Move to the room north east of the gate, west of the eastern stairs. Attack the guards and Ogres to get Plate Mail and Ogre Power Gauntlets. Follow the map in journal entry #23 to find the secret door into the Keep. Warning! It is heavily guarded by Dracs.

Manhunter Muzzler

I am dumfounded about Day 2 in Manhunter – San Francisco.

I have filled the flask with urine, (YOU DID WHAT?!?) rescued the man, got the empty gun, smoked the pipe and received the statue, but I can't get any further. Can you tell me what to do?

Z. Cahill, Essex

I think you should visit the bathroom before you go anywhere else. I thought it was only Atari users and the French that weren't house-trained. My tree-house is full of flasks which I keep my spell ingredients in, so don't come and visit me!

Have you been to the Pier and examined the dead animal? You'll be able to get a muzzle with the help of the fang. Now visit Tad Timov's apartment, (control yourself while you're there!) and when the dog attacks use the muzzle immediately. If you have already done this I suggest you visit the Wax Museum. There is a wax dummy there who looks like a Frenchman, so take the mallet and hit him on the head. Not only will this make you feel a lot better, it will open the way forward.

Send your queries, moans and squeals of pleasure to:-

Boggit's Domain
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GETTING TO THE CORE OF IT!

Look, we're fed up with giving away competition prizes such as hard disks and peripherals – it's time we had a bit of fun! As we pondered over what we could possibly offer, Core Design came to the rescue with a competition to run in conjunction with their Jaguar XJ220, exclusively reviewed in this issue of Amiga Action. Sounds good, we said – so let's get down to business...

Trigger Happy

At first we decided that we would offer a limited edition Jag XJ220 worth £400,000 to the lucky winner. Unfortunately, there was only enough of these gorgeous, hunky beasts for the editorial team so we got the next best thing – a Le Mans 24 hour Scalextric set worth £399,000. Yes, we hobbled down to the local toy shop, purchased the thing and then crawled back under the weight of this momentous prize pausing momentarily to buy a tiny tears doll for Steve who wouldn't stop whinging because he knew that one of our lucky readers was going to have a better Scalextric set than him!



Let Your Fantasies Run Wild

As Jaguar XJ220 is such a splendidiferous game you'll now doubt be the first at the local computer shop to buy one. And once you've marvelled at the superb graphics, thrilled at the

unbelievable sonics and wet your pants over the scrummy track editor you'll want to start designing some pretty hair raising tracks of your own.

What we want you to do is send your most outrageously amazing track you've created to us here at Amiga Action. We will then test your track along with the main men from Core Design to see if it makes the grade. If we find it full to the brim with thrills and spills you may find yourself the lucky owner of a brand new Scalextric set.

Runners-up can look forward to absolutely nothing as this prize is one in a million and runner-up prizes pale into insignificance against it.

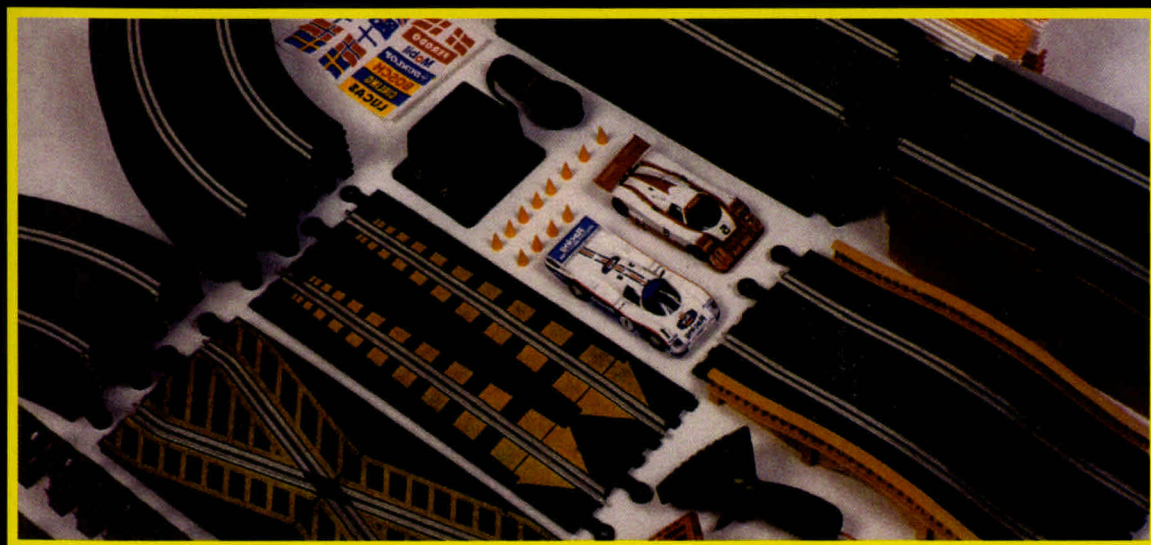
Send your tracks on a data disk along with the coupon below to the longest address in the world, i.e:

Getting To The Core Of It Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

Any entries that reach us later than the 30th June 1992 will probably be used as text disks for our over-worked word processors.



Win A Scalextric Set!



I have enclosed my death-defying track on data disk for you to test at your own peril!

Name.....

Address.....

.....

.....

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



Here we go again with our monthly round up of budget titles. As usual, quite a few of them are on the dodgy side, but there are plenty of outstanding bargains too, which put many full price titles to shame. Thanks to all the budget labels concerned, let's hope they continue to send us their latest offerings.

Budget Go

BUDGET SPECIAL

LOTUS ESPRIT TURBO CHALLENGE GBH GOLD



90
BUDGET RATING

9.99



As normal style racing games go, the original Lotus effort is one of the finest. Some prefer it to the recently released, and phenomenally successful, Lotus 2, but if you carefully compare the two, I'm sure you'll agree that Lotus 2 is the outstanding one.

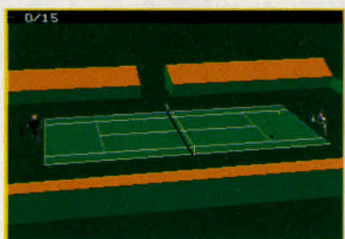
So what hasn't it got, that Lotus 2 has? Not a lot really, apart from a full screen display in single player mode, and a machine link-up option which enables four players to compete in a race simultaneously.

There are a few features, however, which were disappointingly dropped in the sequel. The pit stops, the 20 'position competing' cars and the massive, 32 course racing arena, which made it more challenging than the sequel. If you haven't got either, L1 is well worth buying. If you've only got L2, it's worth it on the strength of the alternative features alone, not to mention the speed and enormous playability.



BUDGET SPECIAL

INTERNATIONAL 3D TENNIS GBH



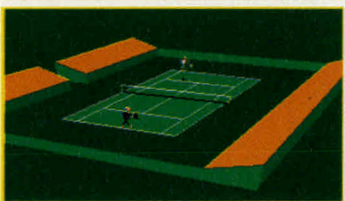
40
BUDGET RATING

7.99



Pro Tennis Tour 2 sums up everything good about Tennis simulation. The reasons for this are obvious. It's the straightforward, single screen, no vector graphics approach which make it so playable.

International 3D Tennis is different. The players and the court are displayed in strange wire frame vectors, which fail to create atmosphere or speed. You can adjust the camera angle and watch the match from anywhere, but there's only really one comfortable view. Options wise, it's impressive. You can participate in up to 72 world tournaments and you can play your matches on four court surfaces. Unfortunately, playability has been misplaced. It's not accessible, and not much fun to play once you've mastered the controls. The digitised speech is amazing, the game isn't. Save up a bit more cash and get Pro Tennis Tour 2.



BUDGET SPECIAL

VIZ 16 BLITZ TRONIC



11
BUDGET RATING

9.99



As computer rip-offs go, this must be one of the worst. Controlling the actions of Biffa Bacon, Johnny Fartpants and Buster Gonad, should have been fun. Unfortunately, it isn't.

Graphically, Viz is good. The characters are well represented, the action is, well, humorous, (although a little repetitive) and the 'not for sale to children' sign, on the side of the box, is bound to guarantee loads of extra sales.

The gameplay itself is appalling. It's very easy, and certainly not courageous, to slag off budget software, but this piece of utter dog dirt deserves everything it gets.

The tiresome racing action, which takes place across an easily revised assault course, forms the core of the gameplay, while the tedious, joystick wagging sections form the useless intermissions. If it's wit you're after, buy the comic - it's cheaper, there's more, and you won't have to subject yourself to playing this crap computer tie-in.



BUDGET SPECIAL

TEAM SUZUKI GBH



88
BUDGET RATING

7.99



Yet another Gremlin game gets the budget nod, and what a classic motorbike racing sim it is. Recreating the speed and exhilaration of motoring around 16 world famous grand prix circuits isn't easy, but Gremlin have succeeded admirably.

The action takes place from within the driver's helmet, so the track, and any surrounding scenery (trees, grandstands, tunnels and the like) is in 3D. The lower quarter of the display contains the handle bars and vital driving instruments, such as the speedo and rev counter. Initially, it's tricky to handle, due to the fluency and sensitivity of the bike. As ever, perseverance is the name of the game.

Team Suzuki was technically way ahead of its time. The 3D vector graphics are smooth, fast and you can enjoy them from various camera angles thanks to the built-in action replay facilities. TS is a fine motorbike racing sim, and is most probably the best.



Games Reviewed

BUDGET SPECIAL

HOVERSPRINT CODE MASTERS



19
BUDGET
RATING

7.99

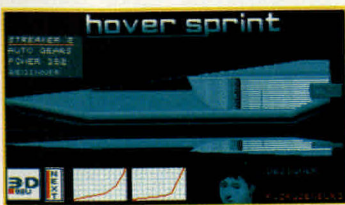


The timing of this product is bad, to say the least. This month we've already reviewed Lotus One and Team Suzuki, two excellent racing games. Hoversprint simply doesn't compare. In fact, it's been well and truly lapped, several times.

According to the manual, it's possible to race around circuits at 'incredible speeds' and 'crash through the chicanes', yet the game crawls along at a snail's pace at the very best of times.

The low perspective may be visually correct, but it makes life impossible for the player who must differentiate between the track surroundings and competing cars. The terrible colour scheme does nothing to rectify this obvious problem.

If Hoversprint was any good, I'd mention the multitude of race options, the computer link-up facility, the futuristic scenario and the various circuits, but as I'd rather cop it, I won't bother. I like Code Masters, but this is a waste of my time and your money.



BUDGET SPECIAL

PRINCE OF PERSIA RESPRAY



87
BUDGET
RATING

7.99



I'm new to this one, but it reminded me of Another World. The action, and the main character in particular, are very similar to the Delphine effort.

You play the part of a young adventurer attempting to rescue a beautiful princess. Of course, time isn't on your side, so you'll need to act quickly, while avoiding a multitude of cunning traps placed in your path.

Using the joystick, you can instruct the Prince to perform actions enabling him to overcome certain obstacles and sword fight with a number of adversaries. The Prince's animation is uncannily human. This alone is well worth the asking price!

The play area is huge and is built up of single screen, no scrolling rooms. Most rooms contain puzzles and obstacles, others contain adversaries. If you get past a certain point, a password is provided, so you never need start from the beginning. A classic budget title, well worth buying.



BUDGET SPECIAL

MICROPROSE SOCCER KIXX



52
BUDGET
RATING

7.99



I remember thinking how good this was when it was initially released on the C64 all those years back. Today it looks dated and nowhere near as good as Kick Off II.

Microprose Soccer bears a striking resemblance to the classic table top coin-op World Cup. The game plays in a similar manner too, but without the trackballs of course.

The action is viewed from above and in true Kick Off style the actual pitch is bigger than the visible play area, so the screen scrolls in each direction.

An indoor soccer mode is also supplied and you can also play in a number of different tournaments, ranging from simple, play the computer teams in order of skill, to full World Cup style knockouts.

With so many promising football games on the horizon, I'd save your pennies and give this a miss. It's not terrible, just dated and not fast or exciting. Now, where's that copy of Kick Off II?



OTHER RELEASES

1943 KIXX

15
BUDGET
RATING

7.99

An awful conversion of what is supposedly a fine coin-op. This official sequel to the equally dire 1942 is slow, generally unplayable and nowhere near as good as other horizontally scrolling shoot'em-up budget titles such as Xenon II.

EDD THE DUCK ZEPELIN

26
BUDGET
RATING

7.99

As Rainbow Islands' rip-offs go, this must be one of the worst. The limited platform action couldn't interest a half-wit, and I'd be very surprised if anyone plays it for longer than an hour or so. Therefore, ignore this and buy Rainbow Islands for exactly the same price.

BSS JANE SEYMOUR GBH

68
BUDGET
RATING

7.99

A half decent role playing affair, in which you take control of a repair team on board an intergalactic ship. I must admit to being quite engrossed in this for quite some time, but it's not a patch on the likes of Captive or Black Crypt. It's good, but not that good.

The meanest man in the village of Poynton has returned to bring you a third page of bargains that even he could not refuse. Crumbs, they must be good value because this is a man known to have moaned about paying one lire for a rancid piece of Edwardian cheese...



Budget Games Reviewed

BUDGET SPECIAL

ANARCHY SIZZLERS



92
BUDGET RATING

9.99



Fine Defender clones are a rarity on the Amiga, in fact Datastorm is the only one that immediately strikes to mind. Anarchy from Psygnosis is the only other notable offering. It takes the bare bones of Defender and adds numerous features, including a host of weapon power-ups and screen after screen of varied aliens.

The aim of any Defender clone is to police the canisters at the foot of the screen, the contents of which is irrelevant, but the safety is of utmost importance. The swarming aliens dominating the upper portion of the parallax playfield attempt to destroy the canisters, so you must quell this problem by wiping them out.

Being a Defender clone, the speed at which all this happens is relentless. Even in times of anarchy, the screen update and the playability is never beyond doubt. Defender fans, miss it at your peril.



BUDGET SPECIAL

APACHE FLIGHT ATLANTIS



34
BUDGET RATING

7.99



Looking remarkably like SWIV, but not as impressive or playable, Apache Flight is a straightforward, vertically scrolling traditional shoot'em-up.

Okay, so it looks and plays a little like SWIV, but in terms of quality it's nowhere near as impressive. The difficulty curve is awful. The biggest problem, however, lies in the control method. To take out a ground target you must hold down the fire button to release an air-to-ground missile, while a quick jab of the button releases an air-to-air missile.

It's very difficult, therefore, to survive when there are ground and air targets. Add to this the limits of air-to-ground missiles and you've got a tough game. The game could have been challenging and more enjoyable. But, as it stands, it's too irritating.



BUDGET SPECIAL

NAVY MOVES THE HIT SQUAD



40
BUDGET RATING

7.99



Navy Moves is supplied in two parts. Each of these parts is loaded separately, so you can start anywhere, as long as you've got the relevant password. The Hit Squad have kindly supplied this password (on one of those cheat cards which render many a game useless) which so many of you will have fought for when it was initially released.

To get maximum enjoyment, however, it's best to start at the beginning. The ultimate aim is to blow up a nuclear submarine, but on the way, you'll be faced by a variety of underwater nasties and perilous obstacles.

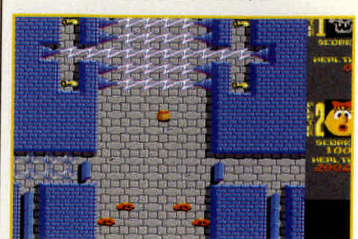
This mission is broken up into a number of sub-style quests, each of which needs a different game playing technique.

All of the game sections however, are crap and you probably won't play it long enough to witness the second levels. The gameplay and the high difficulty level should be enough to put you off.



BUDGET SPECIAL

PUFFY'S SAGA THE HIT SQUAD



55
BUDGET RATING

7.99



Puffy and Puffyn are trapped in an alien infested, maze-like world. As expected, it's up to you, and a possible second player, to guide them to the exit. That sounds like a perfect scenario for a half-decent Gauntlet rip off, and that's exactly what Puffy's Saga is.

Taking control of the two lovers, you must solve clues, take out enemies and locate the exit for each level. This task isn't made simpler by the traps and doors blocking your path. You can, of course, use various items (such as keys) scattered around each maze to make your life easier.

Some of the earlier levels are easy to complete, and the exit is usually close to home. But, as the first few levels bored me to tears, I didn't progress much further. It's not a dire Gauntlet clone, just a bit too slow and laid back for my liking.





Legend Software



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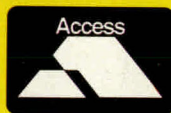
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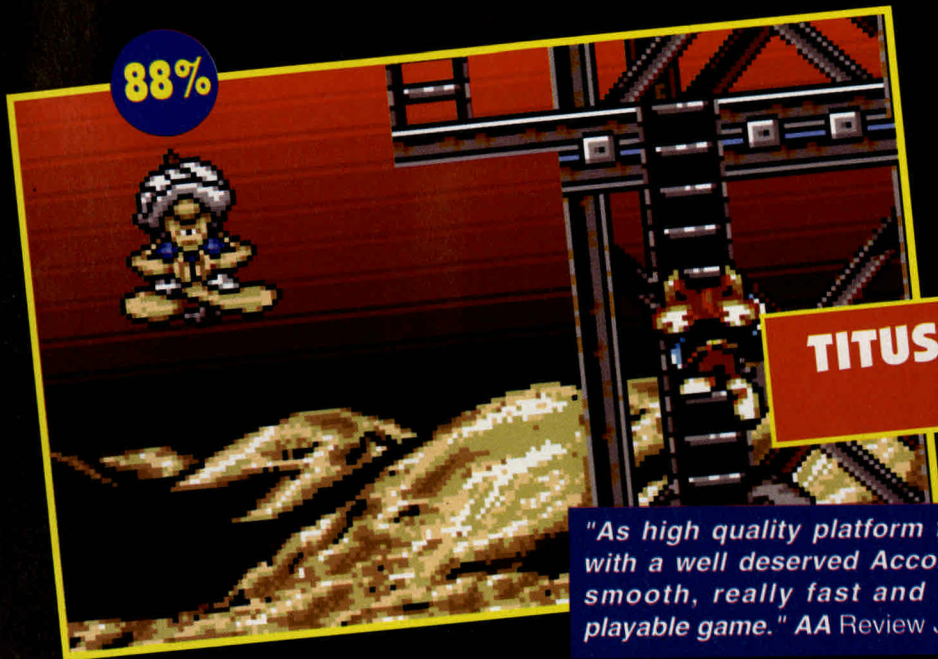
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MEG(A) MADNESS

I'd like to start my letter by saying how good your magazine is and that I get it every month. The reviews are brilliant and so are the coverdisks, yet why do you insist on putting one meg only games on your disks?

I have only got a one meg machine, and so have the majority of my friends. As you can imagine, it's very annoying to receive the magazine through the post with a completely unusable disk sellotaped to the front cover. However, the coverdisks that aren't one meg are of a very high standard, so keep up the good work.

Daniel Mckee, Balsall Common

The number of one meg only coverdisks is likely to increase dramatically in the very near future. There are several reasons for this:

- 1) More and more Amiga games are being released which require a full megabyte of memory, so we must cater for these releases.
- 2) The new range of Amiga A500s are supplied with an additional 512K of memory, and have been for quite some time now.
- 3) As 80 percent of Amiga users own machines with one meg or more, we don't really consider it to be a large scale problem, and after all, you can pick up a half meg upgrade for around £30, which is the average price of a single piece of software.
- 4) In other words, get yourself a memory upgrade now, and get with it.

I.R.A.TE

I am a huge fan of Amiga Action and I have read your last 20 issues and noted your views and percentages. I would like to give you my opinions on the following games as I tend to disagree with most of your ratings.

Secret of Monkey Island (38%). Okay, so it has great graphics, but the game is decidedly easy to beat. I completed it in four days.

Gods (18%). Average graphics, but the gameplay is so boring. Magic Pockets is crap too.

Prehistorik (88%). This game is hugely underrated. Good graphics, great gameplay and you'll come back to it even if you complete it.

Lemmings (5%). Rubbish.

Golden Axe (93%). Great beat'em-up action, much better than

First Samurai was, easily.

Blood Money (3%). If you buy this you need your head examining.

Super Off Road Racer (90%). Brilliant, with great detailed graphics.

Jimmy White's Snooker (1%). I saved the worst till last. You need to be incredibly accurate to pot one ball, it takes too long to play and the way the balls make faces at you makes it even more annoying.

Clement O'Regan, Cork

Leave it to the experts, eh Clement? What sort of a name is that, anyway? Cork; that's in Ireland, isn't it? I thought so. You've got to be the only person in the world who reckons Lemmings is no good and as for Jimmy White's Whirlwind Snooker then you've obviously never played the game. I'd stick to hurling or whatever it is you Irish do.

AWARD 'EM LESS

Generally, your magazine is excellent. However, I do have couple of small gripes. One is that the Accolade and Recommended awards are given out to freely. For example, in the strategy league, all of the 25 games shown are Accolade rated and I think that these should only be given to the elite few.

And as you proclaim in your infinite wisdom, that there is only a small difference between all the games with Accolades, it makes it very hard to decide which of the games is worth buying.

This leads me on to my second point. Occasionally you should give a quick glance-back, and state the game's good and bad points in a few sentences. I have only recently bought my Amiga, so I don't have a real idea of what the dated games are like apart from their general genre and position in the league.

Patrick Horgan, Kenilworth

We recently decided to tinker with the leagues on a monthly basis, so you'll notice over the next few months that quite a few games will lose their Accolade and Recommended status. We also highlight one league every month and write a few words on the top five games, so this clears up your second point.

MOANING MAJORITY

I've come to the conclusion that the majority of Amiga games are hopeless. My local computer store has an extensive range of demonstration software on offer, so I'm lucky enough to try most games out before I buy.

Sometimes I can play over ten games before I find one that's half decent, yet each month, several top Amiga magazines, including yourselves, mark the majority of games above 80%.

You're in the fortunate position of not having to pay for these games, so it's impossible for you to see it from the average home users point of

view. I would appreciate your comments on the sad state of the Amiga games market.

James Byrne, Brighton

You're right, the majority of Amiga games are crap. We've got a cupboard full of games, past and present, yet trying to find a game that's worth playing over the weekend is near impossible. Of course, there are quite a few exceptions, but most of these have been played to death anyway.

It's very difficult, however, to decide how good a game really is when you're working to strict deadlines. We only get a few hours to play most of the games that come in, so it's impossible to decide how successful a game may be in the lastability stakes.

Initial impressions can be deceptive, so we may change the league position of some games after we've played them for a while. Congratulations James, you've won yourself a prize.

TEETHING TROUBLES

I bought my first Amiga computer, an A500 Plus Cartoon Classics pack, two weeks ago. After enjoying the free games and Deluxe Paint software, I decided to buy some other games software.

I am now tearing my hair out in frustration. Microprose's Formula One Grand Prix refused to accept the entries from the manual - back to the shop for replacement - the same problem.

A320 Airbus looked good, so I bought it. I made a back-up copy of the start-up disk/flight log, got my training flight plan logged in, and put in the simulator disk - whirr, whirr - zilch! Back to the shop...

Conflict Europe worked fine until Friday the 13th, when it went completely berserk. The dreaded virus, perhaps? So, welcome to Amiga games.

Have I just been unlucky, or are Amiga magazine readers quietly putting up with being dumped on by a bunch of maverick software publishers and weirdo hackers who think it's funny to wreck kids' Christmas and Birthday presents.

D.J. Grant, Rutland

Maybe you have been unlucky. We've had no problems with Microprose Grand Prix, or A320 Airbus for that matter.

I'm not so sure, however, that it's possible to back up both of the A320 Airbus disks, so I'd read your manual once again. Has anybody else encountered similar problems? If so, let us know.

Send your letters to:

Peter Lee, Talkback, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Macclesfield SK10 4NP.



and finally...

A special treat for you this month. While Pete was busily compiling a Project X GTGA, Alan 'Chunky' Bunker was shooting a few aliens on his own and discovered a secret bonus level. Best to let him explain...

The Secret of Project X

Alright, I admit it, finding the bonus stage was a complete fluke and done so in a brief moment of sheer frustration when I opted for a suicide run.

To access the secret stage, you'll have to do some nifty manoeuvring. At the end of the first level, you are confronted by a guardian who opens up a pair of front forks to fire a large laser in your direction from between the newly created gap.

Once it's fired, you must squeeze between the forks at equal distance from the top and bottom prongs; yes, this is very difficult and demands pixel perfect flying precision. Continue into the enemy craft and you'll be thrown into a fast paced bonus stage.

The idea is to shoot all the aliens in this Galaxian-like blast, with 1000 points awarded for each alien destroyed. Should you skillfully manage to disintegrate them all, you'll also be gifted with three extra lives.

(Right) This is it, folks! Plenty of points and much needed extra lives are available but you'll have to be quick on the fire button

Thankfully, if you sustain a hit on this stage, you will not lose one of your lives but, instead, be simply thrown back into combat with the end-of-level guardian once again. In other words, try to master entry to the secret stage to reap the immense rewards of extra points and lives – it's certainly worth it.

(Right) The red arrow indicates the flight path you need to take in order to reach the mega bonus stage



We'll Meet Again...

Sadly, it has come to this! The three most loved figures on the Amiga Action team have decided to call it a day and move on to pastures greener, skies bluer and oranges sweeter. It is with deep sympathy and regret that I must inform you of the departure of Paul, Alex and Jason and pledge, with hand firmly on heart, that we will strive to continue to produce a monthly mag worthy of the name ACTION! Good luck lads in your excellent venture (strum of guitar!), your talents will be sourly missed.

The Life and Trials of Jason Simmons

Jason Simmons, man of the world, had worked all over the globe before joining Europress. Now with his imminent departure from the company let's use this opportunity to take a candid look at his previous experiences on the path to fame and fortune...



Rejected by Buck House due to bad press (something about axes and children), he resorted to guarding the stuffed bunny at the bottom of his garden. "I'll shoot anybody who comes near him," he would yell. His enthusiasm soon waned when his Mother once shouted back, "Well, you're quite near."



Moving on to an acting career, he auditioned for a part in The Good, The Bad And The Ugly. With the first two little roles taken, he thought he stood a good chance for The Ugly. Unfortunately, the director shook his head, saying that shaggy, flea-ridden mammals weren't what he was looking for. It was an embarrassing moment when Jason sheepishly said, "Excuse me, Mr Director, that's actually my horse," and then came the reply, "No, I was referring to you."



Opting for fame and fortune in the musical arena, Jason began practising the guitar in preparation for a Wembley Stadium open-air concert. Even today, he can be heard frantically trying to create a half-decent note but without success. Maybe someone should tell him about how electric guitars need electricity. On the other hand, let's just let him struggle.

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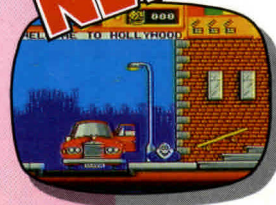
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