NEW LOOK! NEW IDEAS!

AMIGA ACTION

#041 FEBRUARY 1993
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Cripes! Where's my bloomin' free disk? See that newsagent fella now...

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ELEVATION

IN LOVE WITH AN ELEVATOR!

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



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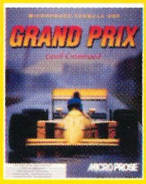
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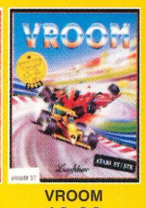
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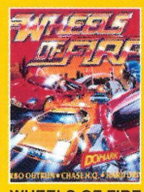
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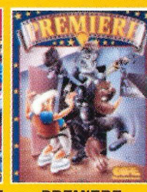
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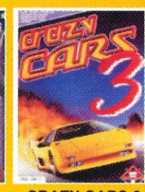

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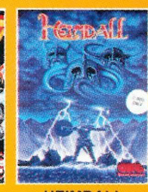

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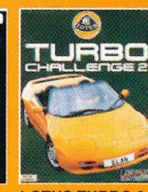

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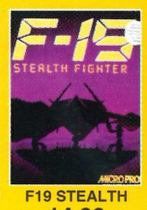

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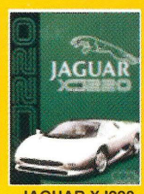

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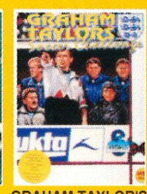

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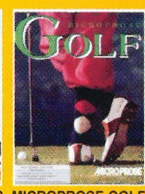

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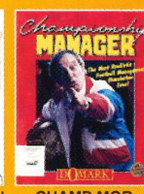

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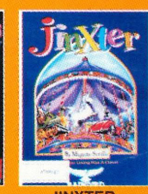

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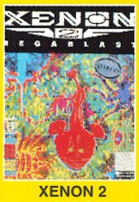

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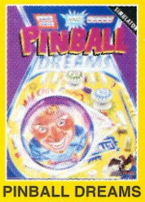

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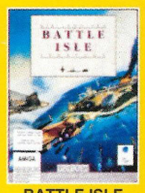

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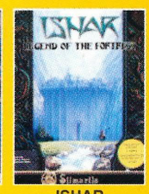

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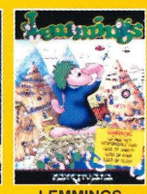

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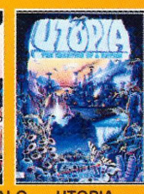

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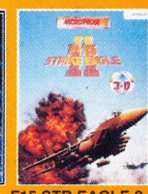

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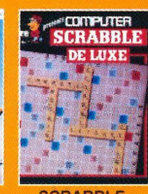

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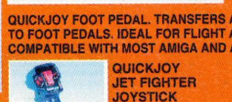


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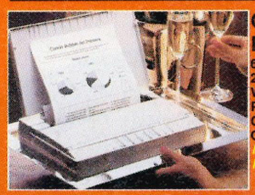


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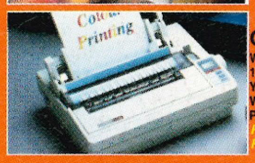
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Tel (0625) 878888 Fax (0625) 876669

Editor: Alan Bunker

Deputy Editor: Nick Merritt

Art Editor: Fiona Howarth

Assistant Art Editor: Roger Bell

Staff Writers: Steve McNally, Huw Melliar-Smith

Contributors: Steve White, Andy Mitchell, Alex Jeffries

SFII Conman: Brad Burton

IKick Off 2 Loser: Jason Dutton

Illustrations, Maps and Scans: Jaime Leeming

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

SeniorAdvertising Manager: Nadia Lawlor

Senior Advertising Sales: Ian Kenyon

Ad Production: Leila Caston

Circulation Manager: David Wren

Systems Manager: David Stewart

Commercial Director: David Hirst

Printed by: B.P.C.C. Carlisle

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6 News

And the main news is of course our funky new look! But other things have been happening – including rodent nudity...



64 Public Domain

It's been a pretty good couple of months for PD, so Huw has decided to look the latest stuff over. Thanks, Huw.



76 Subscription

Would you believe it? There are people who still prefer queuing in the rain to getting Amiga Action delivered at home! Why?!

92 Budget Games

Christmas is always an expensive time of year, so now that you're all broke, turn to page 92 for the cheapo games!

95 Talkback

This month, our readers discuss the crisis in Sarajevo and America's foreign policy objectives in Somalia. *(Eh? – Ed.)*



101 Boggit's Domain

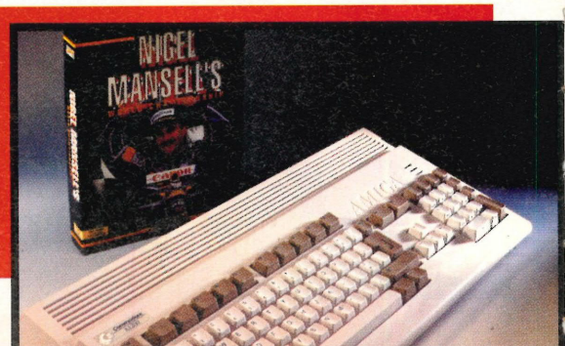
Boggit returns after a Christmas of festive merry-making, gluttony and absolutely no visitors whatsoever. Ahhhh...

106 Buyer's Guide

At last, it has happened! What do you get when you cross a Buyer's Guide and a Super League? Turn to page 106 to see...

12 Competition

Are you Man or Woman enough to win £2000? Also, win an A1200, joysticks, free games and a Mystery prize!



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H.R. Giger did the graphics for this. Creepy.

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Leeds United 32
Watch Leeds get relegated in this footy sim.

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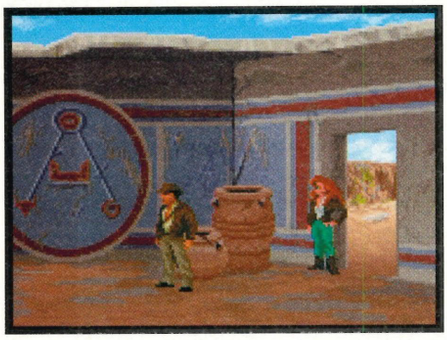
Strategy Masters 46
You guessed it. Another compilation!

Trolls 38
Join the Trolls in this *Zool*-type platformer.

Voyage Beyond 42
Space based hack 'n' slash RPG.

WWF II 29
Watch overpaid clowns make lots of dosh.

PLAYER'S GUIDES



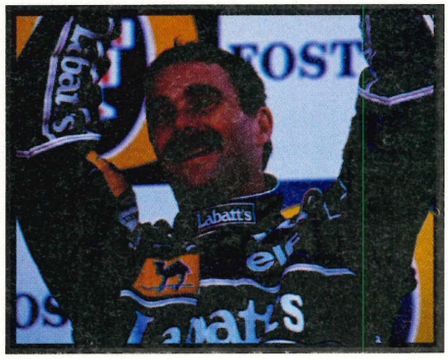
It's been a pretty good few months for adventurers out there, what with the release of *The Curse of Enchantia* and *Indiana Jones and the Fate of Atlantis* amongst others, so we've very kindly decided to map out and give you the complete solutions to both *The Curse of Enchantia* and, yes, you guessed it, *Indiana Jones and the Fate of Atlantis*! Sometimes we think we're just too nice to our readers! Anyway, turn to page 78 and enjoy!

BLUE PRINT

After a bit of scraping around, we've managed to get hold of some rather excellent games previews for you to peruse this month. Take a look at *Super-Hero*, the game where waring underpants over your trousers is a necessity and not a dubious sexual practise; *Dune II* where you must attempt to take over Arrakis and incidentally kill everyone in sight; *Ambermoon*, the sequel to the excellent and underrated *Amberstar*, and *Krusty's Super Fun House*, where Bart Simpson appears.



COVERDISKS



It's a rather special set of disks this month. By playing just two of the demos, you could win an Amiga A1200 or, even better, a massive wad of £2000! And to add the final, sparkling touches, you can play the maddening *Elevation* from 17 Bit Software and the enhanced version of *Zool* if you fortunate to be given an A1200 for Christmas. Come 'ere, coz there's even more! At last, the *Alien Breed* fixer makes its appearance. We got it on at last but if you prefer, type in the code PPEAB.

CHARTS

Well, you wanted it and finally the Amiga Action team brings you it! In conjunction with ELSPA and Penguin, purveyors of rather fine chocolatey biscuits, we bring you the latest Gallup computer games software charts. If you turn to page 17, you'll discover the Full-Price charts, and page 94, the Budget charts. So what is Number One? Have the charts got worse over the years? What exactly DID happen to Pan's People anyway? *(Eh? – Ed.)* All this and more can be revealed in your new-look Amiga Action!

A note to our readers:

We get telephoned a lot at our offices, mainly to do with coverdisks and people asking for solutions to games. We'd just like to point out that we cannot deal with coverdisk enquiries here, but that all enquiries should be dealt with by our suppliers, whose address is given on the coverdisk pages. We'd also like to point out that we can't give out game tips – you'll have to buy the mag for that! Sorry folks! If you need to contact us, please write!

NEWS

The First Word

Welcome to the new issue of Amiga Action. You may well have noticed a few changes in this issue, particularly the new Low Down box. We've been doing a lot of research and surveys over the last few months to find out exactly what it is our readers want from Amiga Action, and we're pleased to unveil this issue in response to that.

Over the next couple of months, we'll be continuing to improve your magazine, so look out for some new ideas starting in the next issue.

And finally, please write to tell us what you think of the new look. We reckon you'll like it, but let us know! Just keep inundating us with your thoughts and suggestions and keep an eye out for the results!

Regards,
Alan Bunker – Editor.



Noddy's Playtime is an educational game package for 3-7 year olds.

Contacts

Acclaim: 071-436-3633
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The Jumping Bean Company: 0602-792838
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Land of Nod

Noddy has made a Politically-Correct return to the scene recently. With no more racially dubious comments, and no more unusual sleeping arrangements around at Big Ears' house, Noddy has been dragged into the Nineties and released on computer.

Noddy's Playtime is an educational computer game, or 'graded creativity and entertainment package' as it says in Newspeak on the box, for 3-7 year olds.

The package includes eight educational programs, set to tax different age groups, and a junior art program. As there aren't enough of these sorts of packages around at the moment, the future looks good for Enid Blyton's creation. *Noddy* is available now from The Jumping Bean Company.



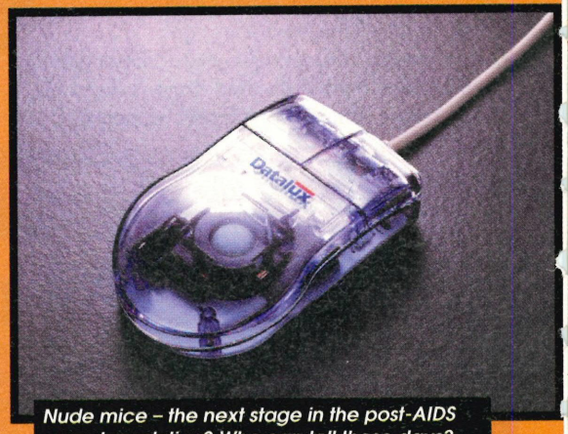
Noddy makes a politically sensitive return to the scene in Noddy's Playtime.

Mouse in porn shock

The humble desktop mouse has been causing a stir recently with reported sightings of the new Datalux Mouse being seen with no clothes on. In case this causes your mind to boggle alarmingly, Amiga Action can reassure you that in fact this means their new mouse has a sexy, transparent case.

However, there's more to the thing than that. The mouse is Amiga/ST compatible, has a 100-200 DRI resolution and is so smooth and accurate that the Serbian army has expressed absolutely no interest in the product whatsoever.

Retailing at £22.99, it is available now. Contact SpectraVideo for more information.



Nude mice – the next stage in the post-AIDS sexual revolution? Who can tell these days?



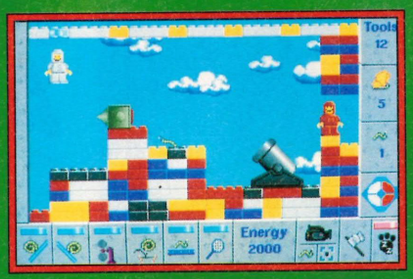
Flippers in the pool

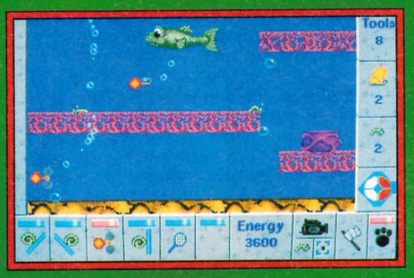
Pinball fans will undoubtedly be wanting to get their flippers on this little number from Brent Leisure. *Cueball Wizard* is a pinball machine based around pool, of all things. Apart from the usual pinball features, you'll also find a cue ball on the table which you can use at certain points to score plenty of jackpots.

There's also a unique tournament feature which you can use to convert specials like extra balls and replays into point values. Expect to see this in the arcades any time about now.

And in case you're wondering why Amiga Action is plugging a pinball machine, you may like to know that we'll be doing regular arcade features within the next couple of issues, so watch out for that.

Creepers™







It's the annual trek to the butterfly bowls for the Creepers. But with over 70 levels of factories, caverns and forests to cross, and with the worst sense of direction in the entire animal kingdom, getting them all there is gonna take some doing!

Featuring:
Over 70 puzzling levels
16 funky soundtracks
256 colours (PC)
Difficulty grading from easy to brutal

Creepers crawls into games stores everywhere - soon

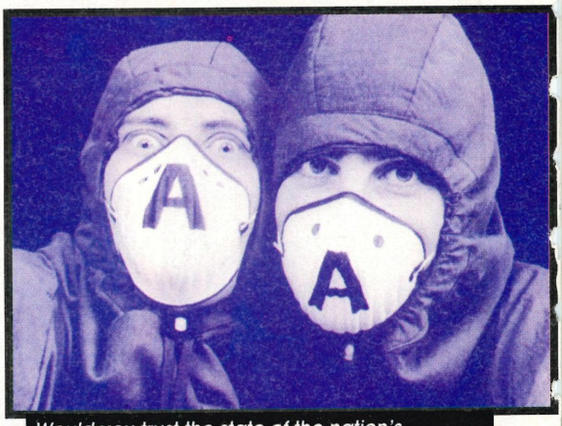
The mean green creeping machine

Coming soon on your Amiga & PC

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NEWS



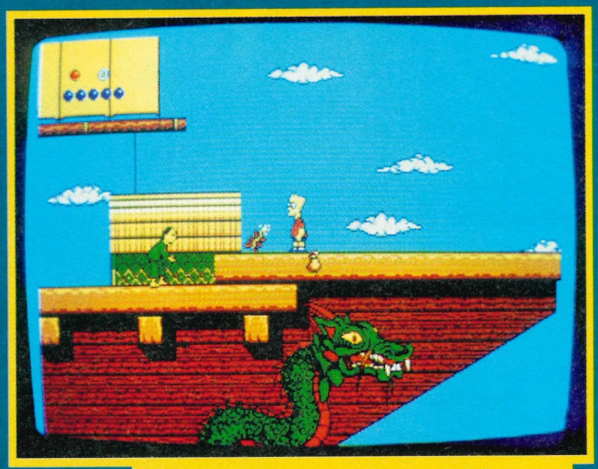
Would you trust the state of the nation's software industry on these geezers?

Armpit snobs

Bart is back in *Bart vs. the World*! Unfortunately, it's true. Acclaim has decided to inflict the iniquitous cartoon creature upon the world again in this sequel to countless other *Simpsons* sequels.

This time, Bart is on a treasure hunt which takes him around the world. However, various unfriendly people are also after the dosh, and Bart too! Could it be envious TV network chiefs perhaps? Only you can find out and guide Bart to a guest appearance on the Itchy and Scratchy Show...

Bart vs. the World will be available in February from Acclaim.



Bart gets up to more and more slightly surreal antics every game. What next?

B-rave move

Altern-8, the rave band, has decided to invade the computer arena in retaliation for the mess computer games music is making of the state of the charts.

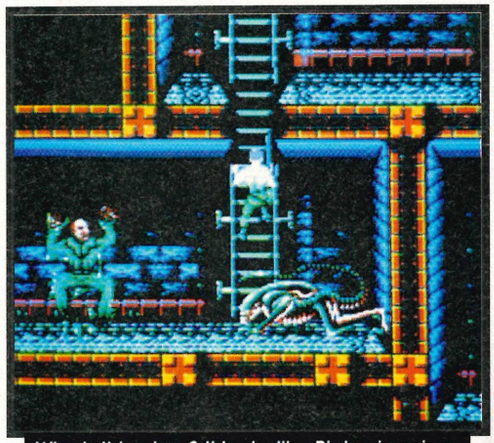
Those in the know reckon that the game they're working on will feature scenes from some of their top rated videos.

Next month, we'll be able to bring you absolutely everything you'll want to know on this intriguing matter! Wait with baited breath...

Ripley's Believe it or Not

You'd better believe it, because *Alien 3* has finally been released on the Amiga, after its best-selling stint on the consoles.

You play the part of Ripley who for some strange reason has chosen to take part in yet more gut-spilling mayhem. Based on the film, the game features the prison setting with the aim being the destruction of the Alien menace. Due for release in February from Acclaim.



Who is this wimp? It looks like Ripley is going to have to save his day, yet again.

The sequel to the great Zool is released this August. Follow the making of the game in Amiga Action over the next few months.



Zool goes hyper-Sonic

Amiga Action can exclusively reveal that *Zool 2* will be released to the world this coming August, on the Amiga. Although there's no information on the content of the game at this stage, Amiga Action, in conjunction with Gremlin Graphics, will be exclusively bringing you monthly reports on the game's progress, starting in the next issue.

In another exclusive (how many?!) AA will be bringing you a coverdisk demo of *Zool 2* nearer the time. Watch out for it because we guarantee it'll be hot!



GET READY 4 THE INVASION

COMIC RELIEF HAVE AT LAST GRASPED THE FACT THAT ALL THE PEOPLE WORTH COMMUNICATING WITH THESE DAYS BUY COMPUTER GAMES - AND IT'S A REVELATION WHICH THEY HOPE IS GOING TO MAKE THEM A BLOOMING FORTUNE TO PLOUGH INTO BRILLIANT PROJECTS IN AFRICA AND THE UK.





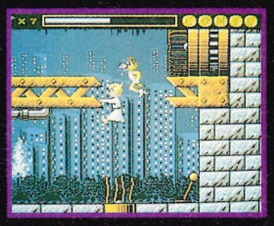


PLAY THE GAME FOR...

COMIC RELIEF

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

BUY SLEEPWALKER - A DECISION YOU WILL NEVER REGRET - THE GAME IS VOICED BY LENNY HENRY, AND WORKED ON BY SOME OF BRITAIN'S FINEST COMIC MINDS (and a couple of gits who happened to be round that evening). FOR EVERY GAME BOUGHT £4.32 GOES TO COMIC RELIEF TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993. ORGANISE YOUR OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HARRANGUE YOUR FRIENDS.



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mini Office

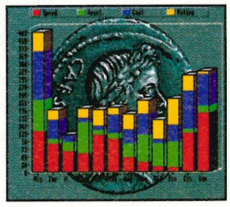
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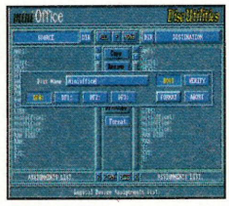
Wordprocessor



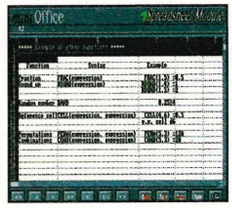
Graphics



Database



Disk Utilities



Spreadsheet

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Offer Ends: 30th April 1993

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Mini Office works on all Amigas with 1 megabyte RAM, can read Amiga IFF files and for US users, fully supports the NTSC standard.

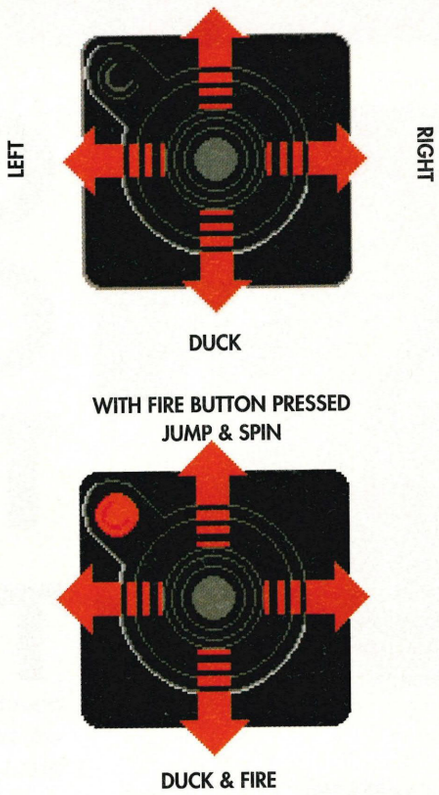
Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP, Tel: 0625 859333

ZOOL

We have got something a little bit special on the coverdisk for you this month. The first ever A1200 cover disk demo on any magazine! Those of you who are lucky enough to already own a 1200 now have the chance to play the enhanced version of everyone's favourite game, *Zool*. You will be able to marvel at the vastly improved graphics and sound in this all-new version of one of the best platform games of all time. Remember though, this demo will only work an an Amiga 1200!



For someone who has never seen Zool, you take control of a Ninja from the Nth dimension. Strange choice for a hero. Especially when this particular oriental tough guy is an athletic ant. Why not pour boiling water over him or use your foot, we say!

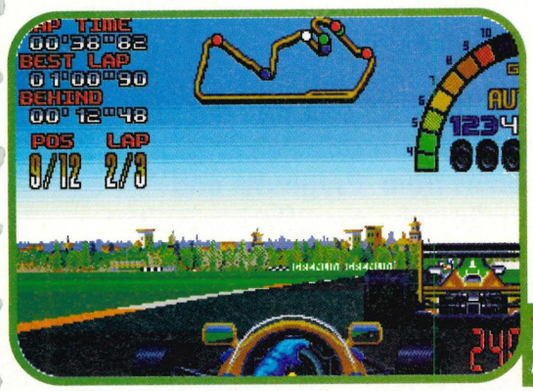


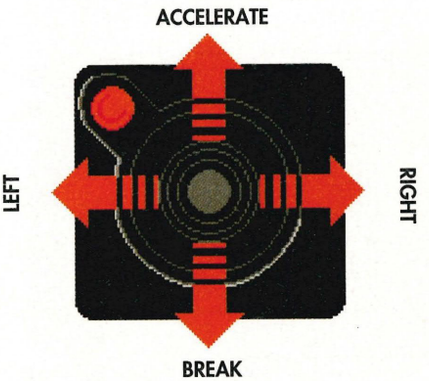
What's it all about?

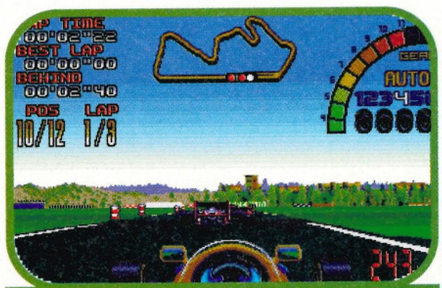
Virtually everyone must know about *Zool* by know. Well, the 1200 version plays in exactly the same way as the versions of the past, it just looks and sounds far better. Underneath it all it is basically an extremely playable platform game featuring, of all characters, a Ninja from the Nth dimension. We remember the days of heroic fish... ahh, how things change.

NIGEL MANSELL'S WORLD CHAMPIONSHIP

This demo of Gremlin's latest racing extravaganza is in conjuction with another great Amiga Action competition. Full details can be found elsewhere in the magazine, but basically after each three lap race on the circuit provided, you will be given your overall race time, as well as a special code. The player with the fastest time out of all entrants will win a very special prize.







Take a deep breath. A mistake now could send you spinning off the track and possibly even to your death. Be careful.

You are right up behind him now. It is going to take a steady hand to get past. Hit him and you will have no chance of winning our competition!

What's it all about?

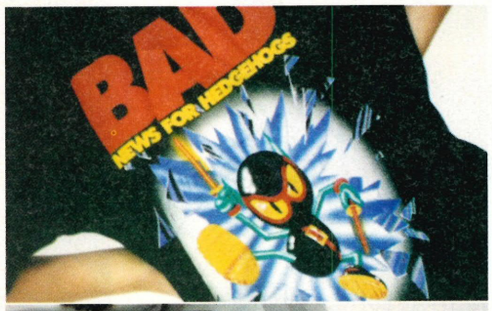
This demo is three laps of one of the Grand Prix courses in the game. All you have to do is race around the course as many times as you like in a bid to get the fastest time. Once you are reasonably proficient, and have put up your fastest possible time, it may be worth your while entering our fantastic competition. You never know, you may just win an incredible A1200 plus a signed copy of the game that'll be worth loads in the future!

COVERDISK

ZOOL A1200 PRICE: $25.99

NIGEL MANSELL PRICE: $29.99

competition







GRAB A GRAND OR TWO

PART TWO

Those of you fortunate enough to have bought last month's superb issue of Amiga Action will know all about our unique coverdisk compo. Yes, we put on offer a massive £2000 cash prize that had everyone fighting for a copy from newsagents across the country.

To have a chance of winning the whole £2000, answer this month's questions and send in last month's form with all four answers. Otherwise, you can answer just this month's questions to grasp the opportunity of winning the lesser but still fabulous prize of £100!

To win £2000 cash or £100 cash

From the Robin Hood coverdisk demo:

3) What creature is 'hanging around' when you first enter the lower dungeon?

From the Elevator coverdisk demo:

4) How many elevators are there on level 4?

How to enter

- To win the £2000 top prize, complete the coupon you should have kept from last month's issue by answering all four questions and send it to us at our usual address.
- To win one of the ten runner-up prizes of £100, complete the coupon on this page and send it to us. You can only win the £100 if you enter last month's compo or this one, not both!
- The winners and runners-up will also receive a selection of gifts and goodies from Psygnosis and Gremlin, who are offering posters, mugs, limited edition T-shirts, stickers, badges and lots more.

GRAB A GRAND OR TWO COMPO

The answers to the questions are:

3 _____

4 _____

Name: .....

Address: .....

.....

.....

Postcode: .....**Age:**.....

Send your entries by the 19th February to "Grab a Couple of Grand", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Rules of the competition

Readers entering just this month's part of the competition are only eligible for the £100 prizes. The closing date is 19th February. The Editor's decision is final and no horse-trading will be entered into! For full details, see last month's Amiga Action.

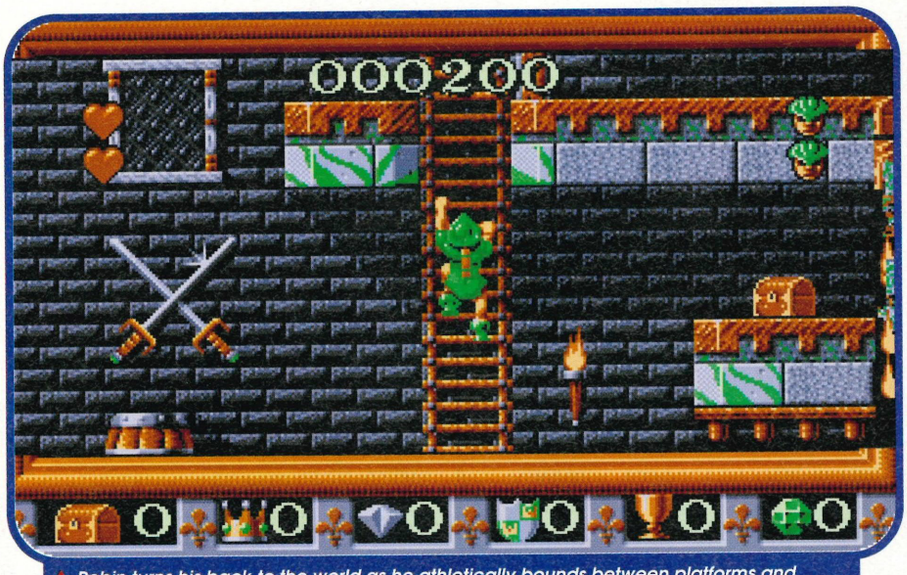
Win Win

ROBIN HOOD

When he's not riding through a glen, Robin Hood likes nothing better than to pay a visit to AA. Before he could trot back to his CodeMasters headquarters, we robbed him to give to you (We never said you were poor!). Yes, it's one treacherous level featuring the sexy man in a rather attractive pair of tights. Down boy!



▼ *Grab hold of the keys to progress deeper into the demo.*



▲ *Robin turns his back to the world as he athletically bounds between platforms and clambers up and down the many ladders. Is that ol' Kevin underneath the greenery?*

What's it all about?

In this demo of CodeMasters' *Gods*-like platform adventure, you must boldly stride forth and cadge as much dosh as possible!

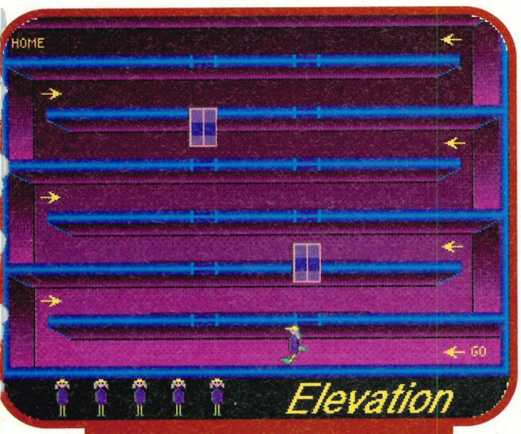
Shoot foes with your armour-piercing arrows (they had strong arrows in those days, you know) and explore every corridor thoroughly. By collecting all the heart icons, you are able to replenish your vital energy reserves.

Look out for keys as these open doors that are otherwise impassable. Your arrows might be able to break through chainmail and platinum armour but, by golly, rotten wooden doors are in a tougher league of their own!

You may have to retrace your steps occasionally so don't lose your hair if you feel you've reached a dead end on your quest to find the end of the level.

And where's Little John when you need him? Typical.

ELEVATION



Peg it and hope in this Derek Jameson simulator. Marvellous!

What's all this then? It seems Derek Jameson is under attack by killer elevators and if he's to reach the top of wherever he is, it's a matter of negotiating the stairs. This is probably the most entertaining and rib-tickling PD game in existence. Everybody at AA is hooked which illustrates what a sad bunch we really are! Give it a go, you'll love it. It's from 17 Bit Software who we recommend you get all your PD stuff from.

What's it all about?

Leg it up the stairs to the top of each level. Attempting to stomp you into your grave, though, are lifts aplenty.

As you progress through the various stages, the elevators become trickier to pass, especially when you consider your 'problem'. Apart from the one your doctor is looking into, you are also a little hyperactive. Yep, once you get those legs into gear, you're unable to stop until you reach the side. Thankfully, you can turn around if necessary.

We don't know how many levels there are so why not drop us a line if you find out. That's if you can put up with the painful farmyard noises for that long. And that cow ought to be put down by the sound of it.

DUFF DISKS

Problems with a coverdisk? Don't write to us, write to *Duff Disks (Amiga Action), ProSoft, 5 River Gardens Business Centre, Spur Road, Middlesex TW14 OSN.* If you send the disk to the Amiga Action office, your letter will go unanswered! Sorry!

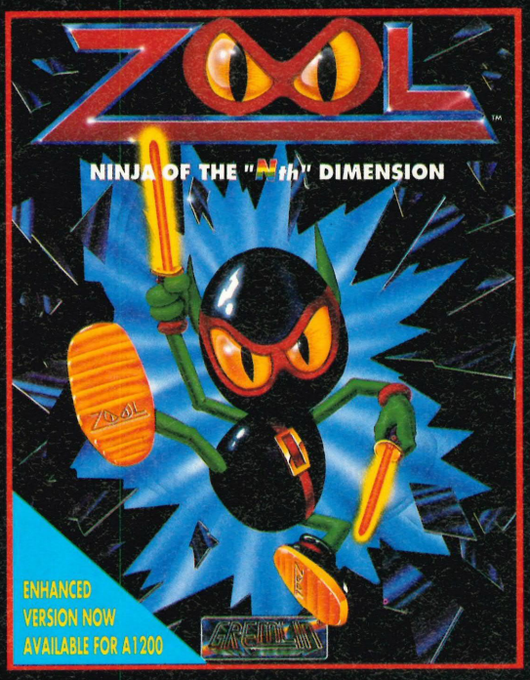
OOPS!

Last month, we told you there was an *Alien Breed '92* bug fixer on the disk for those who bought early copies of the game. Well, you fell for the trick! However, you can find it on this month's disk. Just click on ABFIX and follow the on-screen instructions. And apparently, you're buying it in the millions. Fabulous, isn't it!

GREMLIN®

Stretching beyond im

From the Nth Dimension...



Screenshots from A1200 version.





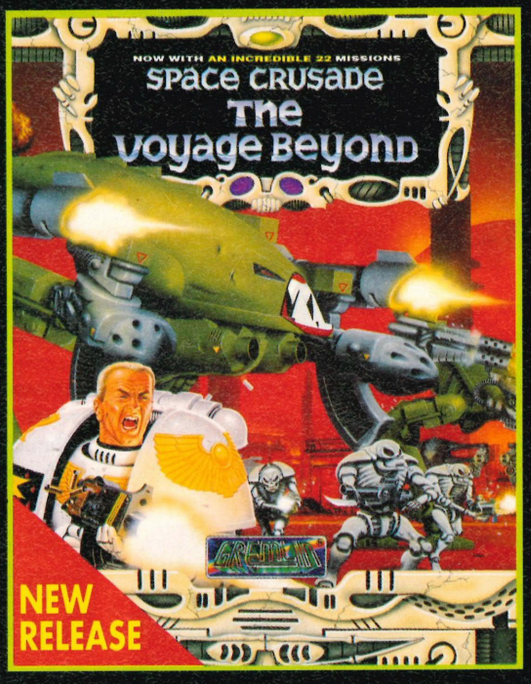
HE'S AN INTERSTELLAR COSMOS DWELLER, QUICKER THAN A FLASH AND SHARPER THAN THE 7th SAMURAI.

Once every year, the games world is rocked by a game so stunning, so fast, so colourful, so big, so demanding, so mega, so awesome, so varied, so incredible, and so full of fabulous features and unexpected treats, that everybody just looks at it and says "THAT'S IT!" This year is no exception, and this year, ZOOL, THE NINJA FROM THE "Nth" DIMENSION, is definitely "IT!"

"With Zool, the Amiga has proved it can do console type games as good as the consoles."

- 92% Dominik Diamond on BBC RADIO 1.

Into the space beyond...







ATTEMPT TO GUIDE YOUR SPACE MARINES THROUGH 22 OF THE MOST HAZARDOUS AND GRUELLING MISSIONS EVER!

The monsters that await all those who would take up the challenge are the most fearsome and powerful ever discovered in the known universe. Watch out for the entrail sucking Vilous Parasites and deadly Space Ogres!
Success will bring honour, failure is the end of all hope!

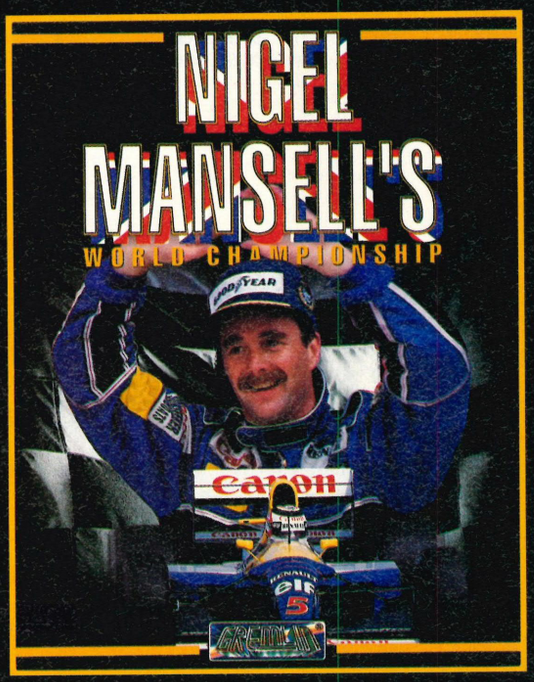
IMPORTANT NOTE - VOYAGE BEYOND - expansion pack. Owners of the original SPACE CRUSADE need only buy the VOYAGE BEYOND expansion pack to play the new missions.

"Space age adventure has never been so good. An excellent addition to any Space Crusade fans collection."

Brad Burton - AMIGA ACTION

the limits agination...

Taking Pole position...







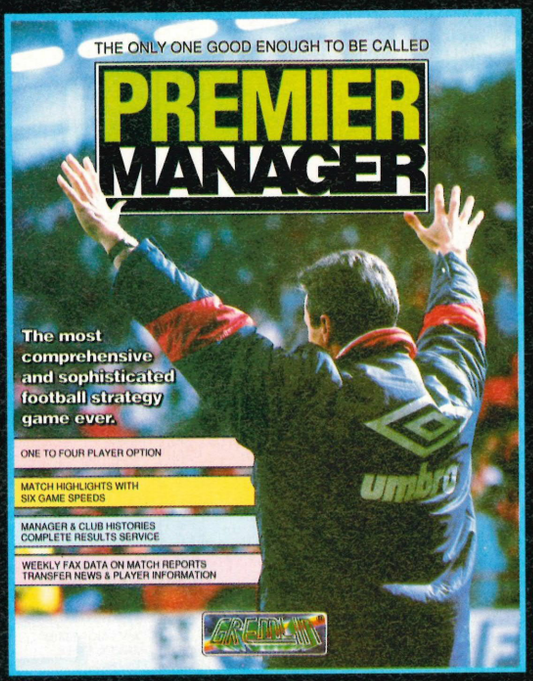
BECOME A GRAND PRIX LEGEND IN A RACE FOR THE TITLE OF WORLD CHAMPION.

The most exciting racing driver in the world has teamed up with the greatest racing game producers to bring you the definitive Grand Prix experience. Race the full 1992 season in the superb Canon Williams Renault F1 car.
Real time coaching from Nigel Mansell himself.
Experiment with the cars set up to achieve maximum performance for each of the 16 race circuits.

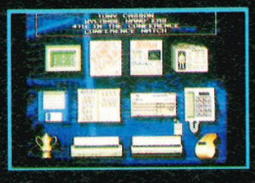
THE REALISM OF THE RACE TRACK...
THE POWER AND THE GLORY!

"For sheer pants-gripping action it does the business. Nigel Mansell's World Championship is an excellent game, when you need a speed fix, this is the game you'll turn to."
- GAMESMASTER MAGAZINE.

Kicking the competition into touch...







FAME OR OBLIVION? IT'S DOWN TO YOU!

The key to success lies with both player and financial management. You should ensure those vital ground improvements are made in order to pull in both crowds and sponsors. In addition match success will lead to higher gates and improved team morale.
Depending on the success or failure of your management skills, your team will either find itself leaping up the Divisions on route to the top or languishing with the part timers!

"Premier Manager convincingly boots other football management games into touch" -
AMIGA ACTION

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

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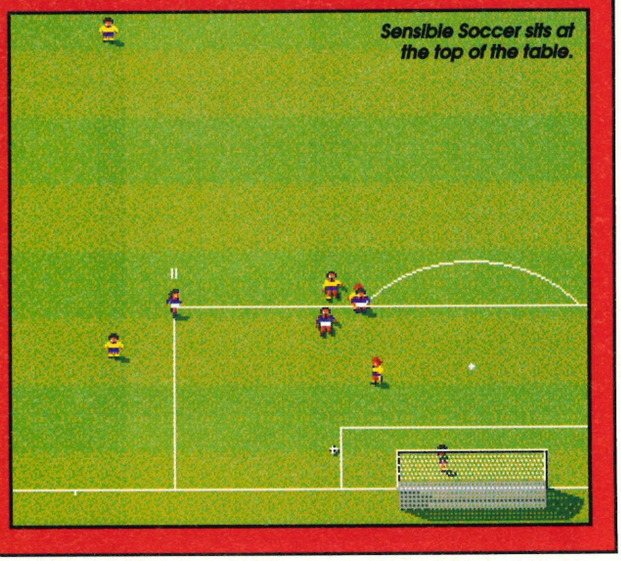
★ = RE-ENTRY ✪ = NEW ENTRY



Sensible Soccer **finds itself at the top of the Premier League this month having climbed one place on last month's position.** ***AV-8B Harrier Assault*** **soars into the charts at number 4, so it's looking good for you would be fighter pilots out there. However, keep an eye out for Virgin's** ***Reach For The Skies.*** **Rated 93% in Amiga Action it's certainly destined for high places.**

A few old favourites creeping back in with MicroProse's ***Formula 1 Grand Prix*** **and Psygnosis'** ***Lemmings/Oh No More Lemmings*** **scraping their way onto the back of the grid. Lots of driving sims in the Top 20 with Gremlin's** ***Lotus III*** **and** ***Nigel Mansell*** **games also making the cut.**

The big games to watch for in next issues charts are led by Cyberdream's fantasmagorical ***Dark Seed*** **which is out now. Also likely to be in the running are Coktel Vision's** ***Gobliins 2,*** **Psygnosis'** ***Bill's Tomato Game*** **and, of course, U.S. Gold's blockbusting** ***Streetfighter II.***



Sensible Soccer sits at the top of the table.

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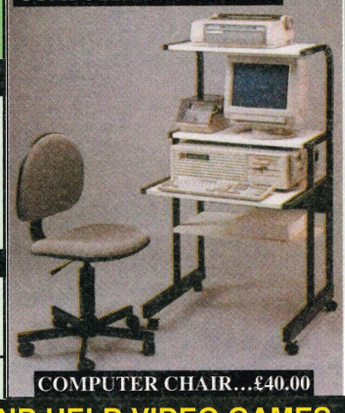
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ACTION REVIEWS

Welcome once again to the best games reviews in the known or unknown universe! (Well, we're optimistic.)

INSIDE...



DARK SEED

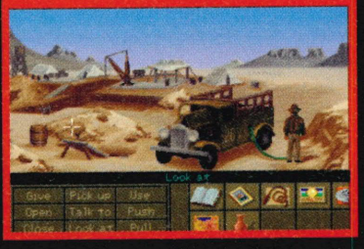
Join H.R. Giger's gruesome ghouls on a trip around a haunted house. And they call this a game...

p20

INDIANA JONES AND THE FATE OF ATLANTIS

Indy's back (again), this time on a journey to discover Atlantis. Join him and get that sinking feeling...

p34





DRAGONS LAIR III

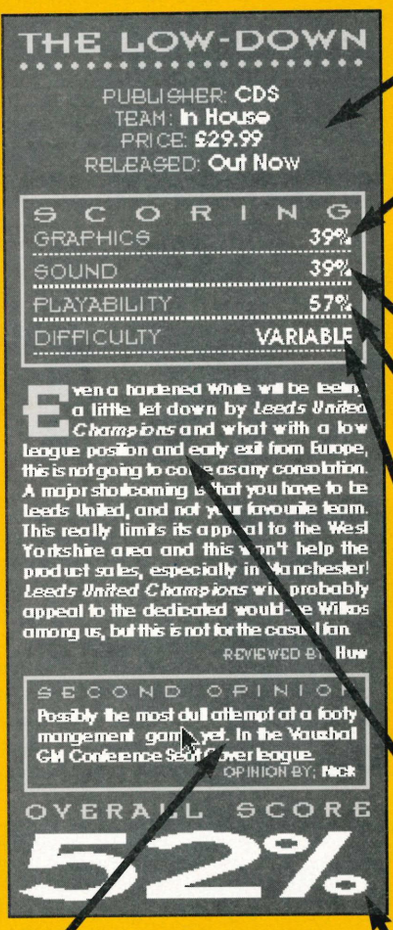
The eagerly-awaited sequel to the last eagerly-awaited sequel. Can't wait for Dragon's Lair IV...

p54

ALSO UNDER THE MICROSCOPE

Dalek Attack, Joe and Mac, WWF II, Harrier, Leeds United, Trolls, Voyage Beyond, Euro Soccer, Strategy Masters, Raving Mad, Fantastic Worlds and Mega Mix.

HOW WE RATE THE GAMES...



Release details
You will find out who is releasing the game, when, and for what price.

SCORING
Graphics
Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

Sound
Scored in a similar way to Graphics

Playability
Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

Difficulty
This is based on how easy or hard the difficulty level is of the game under scrutiny. For example, Project-X would be classed as something like "Rock solid", Zool as "Quite easy" and so forth.

Comment
Find out our overall impression of the game here, and whether it's worth buying or not.

Second Opinion
On some reviews, another member of the Amiga Action team will give a brief idea of what he thinks.

Overall Score
Our overall impression of the game, incorporating all the factors above. Anything over 80% is worth a look.

CONTACTS

Telephone numbers:

US Gold: 021-625-3388
Psygnosis: 051-709-5755
UBI Soft: 081-343-9055
Ocean: 061-832-6633

Alternative Software: 0977-797777
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ACTION REVIEW

DARK SEED

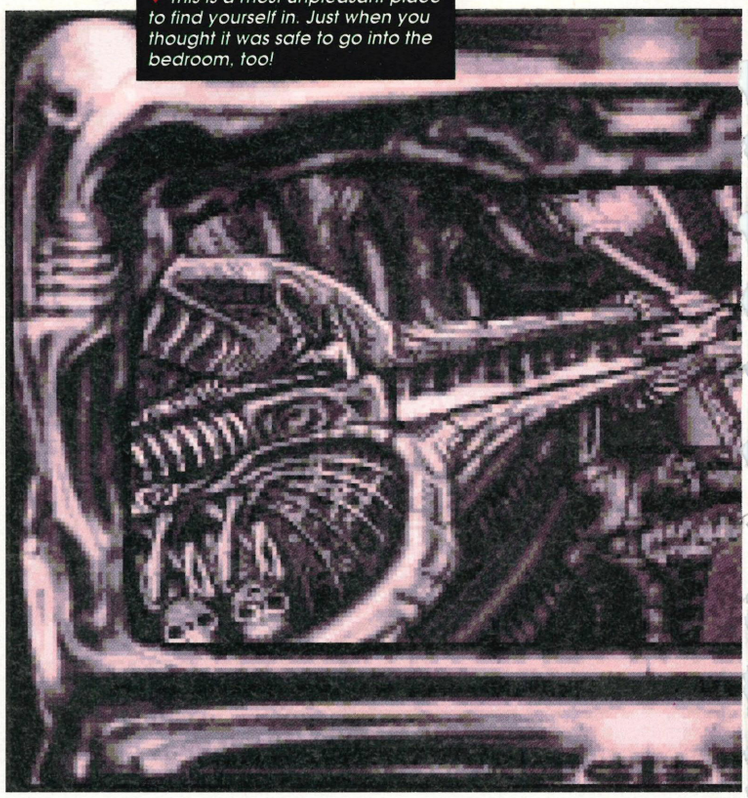
ADVENTURE

Take a journey to the Dark World. Start your struggle, against the Dark Seed....



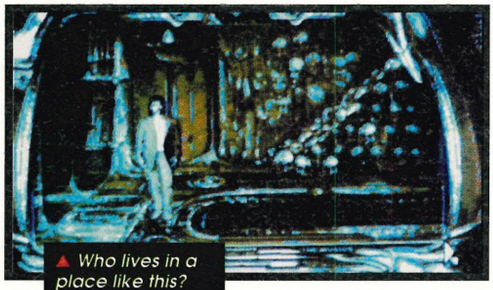
◀ Full of Gothic splendour this may be, but it's a place that has an emptier feeling than most. Even Windsor Castle is a safer bet to move in to than this place.

AMIGA ACTION ACCOLADE



▼ This is a most unpleasant place to find yourself in. Just when you thought it was safe to go into the bedroom, too!

DARK SEED

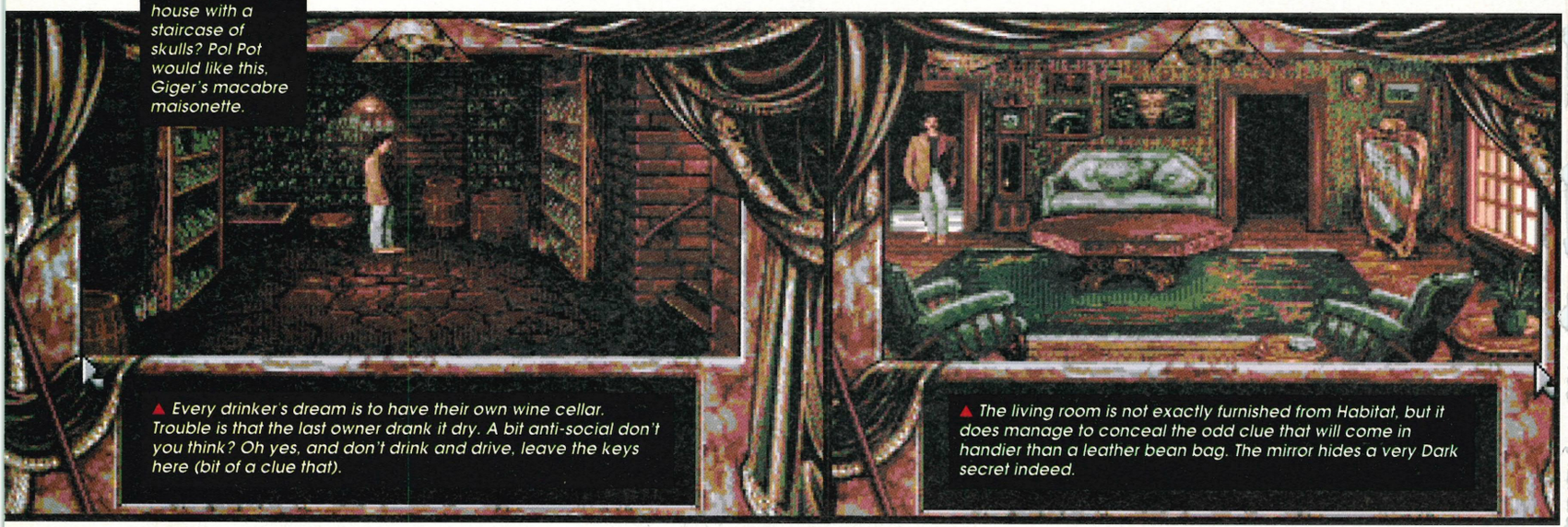


▲ Who lives in a place like this? Ever seen a house with a staircase of skulls? Pol Pot would like this. Giger's macabre maisonette.

Adventure games are now, it must be said, two a penny. Some of them are worth just that. The technology has come such a long way that adventure games should be so much more than a bit of text accompanied by a few pictures. Step forward *Dark Seed*. Cyberdreams has come up with an adventure that is original and pushes back the boundaries of the genre further than ever before.

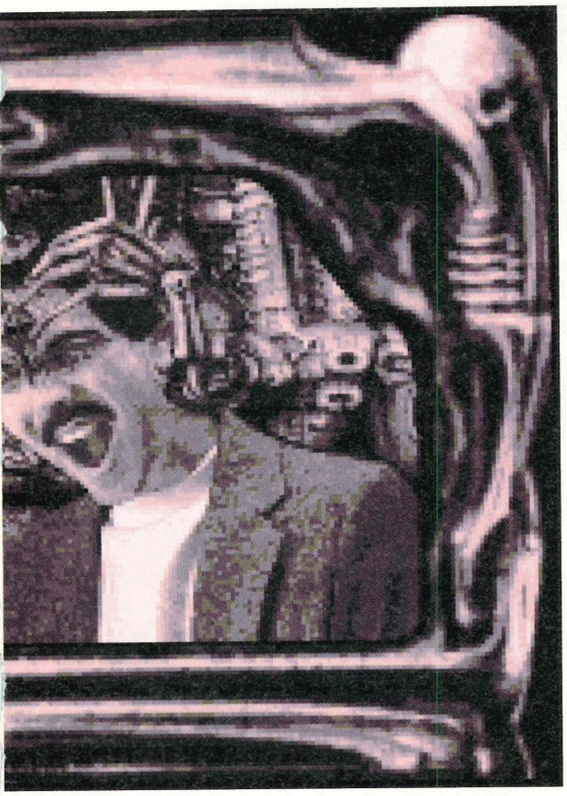
Dark Seed is based upon the work of the famous and immensely talented Swiss artist H.R. Giger. Although the name may be unfamiliar to the less arty among us, his work most certainly is as famous as they come. Giger is the man who designed the most genuinely frightening horror film beast of all time – the Alien. The beast, the sets, everything artistic in the film comes from the hand of Giger. No artist is better at this sort of work.

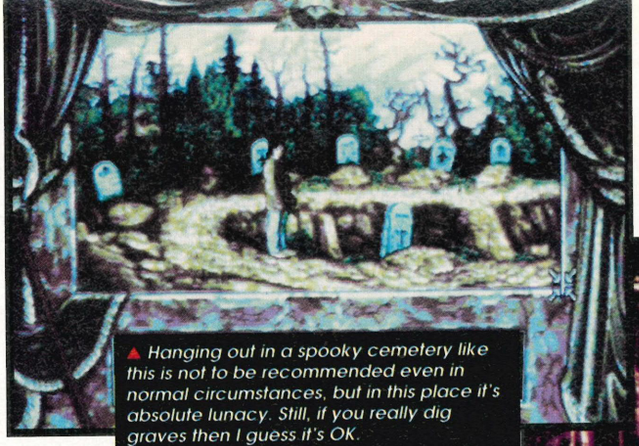
Giger is heavily involved in the *Dark Seed* game artwork and concept. Not just an endorsement, but actual involvement. The design of the screens in the Dark World is unmistakably Giger and brings the *Alien* series springing to mind in a moment of purest



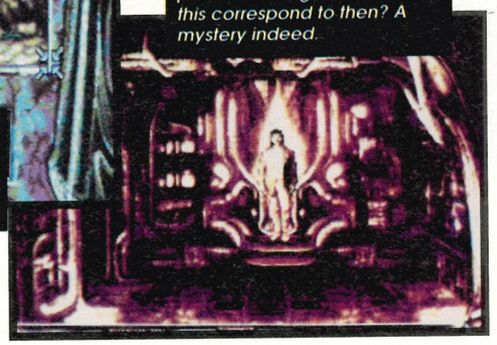
▲ Every drinker's dream is to have their own wine cellar. Trouble is that the last owner drank it dry. A bit anti-social don't you think? Oh yes, and don't drink and drive, leave the keys here (bit of a clue that).

▲ The living room is not exactly furnished from Habitat, but it does manage to conceal the odd clue that will come in handier than a leather bean bag. The mirror hides a very Dark secret indeed.





▲ Hanging out in a spooky cemetery like this is not to be recommended even in normal circumstances, but in this place it's absolute lunacy. Still, if you really dig graves then I guess it's OK.



▼ The Dark World is a nasty creepy place, a Gigerian nightmare that would make a very fine horror film. What place in the Light World does this correspond to then? A mystery indeed.



▲ The library is every novelist's sanctuary, and this one is a damn fine example. But this library hides a secret behind its leather bound volumes of knowledge...

inspiration. The game borrows much from *Alien* aside from the graphics. The plot is most *Alien*-esque in some ways, but not so much as to considered even remotely a rip off.

Creepy ideas

The central character is property tycoon and all-round real estate mogul Mike Dawson. One rich man. Despite his apparent success in selling houses, he feels the call of literature and, in the tradition of many a great horror story, buys himself a creepy house in a one-horse town where the muse will find no disturbance. Where else would be better to inspire the ultimate novel? It was perfect, perhaps too much so. A property man himself, Dawson has a nondescript apprehension about the place – the agents (and, for that matter, the current owners) were perhaps too keen to sell the place and push the deal through. Still, having viewed the house once and verified its suitability for the writing of books, Dawson signs. It was one hell of a bargain. But there was so much more he hadn't dreamed he'd bargained for.

We join the story during Dawson's first night in the newly acquired house. He got there late and just crashed out on the bed. Yet, his sleep is fitful. He has a nightmare of almost unimaginable intensity and realism. The dream cannot be shaken, a nightmare that would terrify the most intrepid of people. He dreams that he has been kidnapped by creatures from a parallel universe known as the Dark World as part of a grotesque scientific experiment. He experiences the trauma of the pain of having his head split open.... and an alien embryo inserted into his brain...

The daylight comes and Dawson wakes up, to his great relief. But what could have caused the splitting headache that he has woken up with? I think we know the answer to that. His nightmare was no dream. This is a fact that Dawson will not discover immediately. Our task is to take on the role of Dawson and, having discovered the truth, set about putting things right. This is no simple matter. The world that we know is destined to meet the Dark World if the alien that gestates within your cranium is born. If this happens certain catastrophe awaits all mankind. You have three days to prevent this. But so much needs to be done. Take each day at a time. But take no more than three.

Lateral thinking

The game relies heavily, as do all good games of this nature, on the intuition and lateral thinking of the player. *Dark Seed* is very logical in its approach (unlike some others, *Gobliiins* being the classic example), and it comes as a great relief to discover this. Too many potentially great games have been scuppered by the fact that you need a hotline to the programmer to get anywhere with them.

This is not to say that *Dark Seed* is straightforward. Far from it. Nothing that Giger has done has ever been straightforward and easy, and *Dark Seed* follows this tradition. Many things have to be done at a particular time and in a particular place. It is not blindingly obvious what these things are, but logic can be used to work it out. Some things will only work when the time is right. Patience is needed in no small amount.

The two parallel worlds (the Light and the Dark) are exactly that. Events that happen in one world will influence things that happen in the other. This adds a great twist to the story and enhances the complexity and intrigue of the whole game. Each screen needs to be visited on many different

▼ The local rag might help solve some of the mysteries that surround this place like flies round a rotting corpse. Keep a keen eye out for many such clues.



▲ Hmm, the garage is a bit untidy. They say a tidy room is the sign of a tidy mind. I leave you to infer what you want about the last owners from that one.



occasions, it's not a case of simply going in, finding something and then leaving never to return. Even the various people you meet have their alter ego in the Dark World, and many things must be brought from one world to be used in the other.

The question which is asked of all games, regardless of the genre, is that of the quality of the graphics. Graphical quality has often been skimped in this sort of game with the weedy excuse that the gameplay is more important. Well believe me, the graphics in *Dark Seed* are something to behold.

The Light World screen graphics on their own are very, very good. But nothing I have seen on any machine compares to the Dark World screens. It is these screens that have been designed and painted by Herr Giger himself and are the most original in terms of the concept that I have seen for a hell of a long time. Giger's use of colour, or the comparative lack of it, creates the macabre and sinister atmosphere in a way that no other game of this type has managed to do. Quite brilliant.

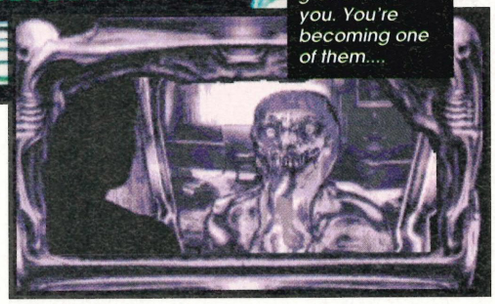
▼ The Dark World has some quite horrific scenery. Could this be the fossilised remains of some poor unfortunate? It would be quite likely here. Anyone with any sense would get out while they can. Not our Dawson though.



▼ This is not exactly the sort of place you'd want to hang around and have a few drinks in. Still, the intrepid Dawson has little choice but to scour the Dark World for the solution to his predicament. Rather you than me mate.



▼ Nightmare number two. You see yourself in the mirror, but you see only the alien that grows within you. You're becoming one of them....



The character animation also leaves nothing to be desired. The Dawson character (and many of the others) are digitised animations of real people. Dawson is "played" by the game's main programmer, of all people. The people move around with great smoothness, which is enhanced even further on the A1200 machine. This makes the game a joy to watch, never mind play.

The character sprites are not the only digitisations in the game. When the phone rings you hear real speech when you pick up the receiver. You hear real dialogue when you talk to other people. This adds a great sense of realism to the whole thing and beats the pants off the text-only interactions that you see in so many other adventure games.

Interaction with the environment in general is made easy by the use of a multi-purpose cursor, which does different things upon using the right mouse button. Your inventory is also very easily accessed, which helps things move along without hindrance. The whole game is really so slickly presented that you can't help but admire it.

This game is as good as I think we'll see this year, and I can't recommend it enough. Even if you don't like adventures, you'll love this.

THE LOW-DOWN

PUBLISHER: Cyberdreams
TEAM: L Feddersen & J Krause
PRICE: £35.95
RELEASED: Out now

SCORING	
GRAPHICS	96%
SOUND	90%
PLAYABILITY	90%
DIFFICULTY	SPOT ON

Cyberdreams have come up with an absolute masterpiece of a game that is going to be hailed as a classic within a very short time. I could really not find anything that could be faulted. The gameplay, graphics, sound and game concept mould together in a great fusion of Gothic elegance. The only remotely adverse comment I could make is that you have to change disks over a lot. Even so, access time is faster than most and it does not really spoil the action at all. If you're a bit faint-hearted, don't play this late at night...

REVIEWED BY: Huw

SECOND OPINION

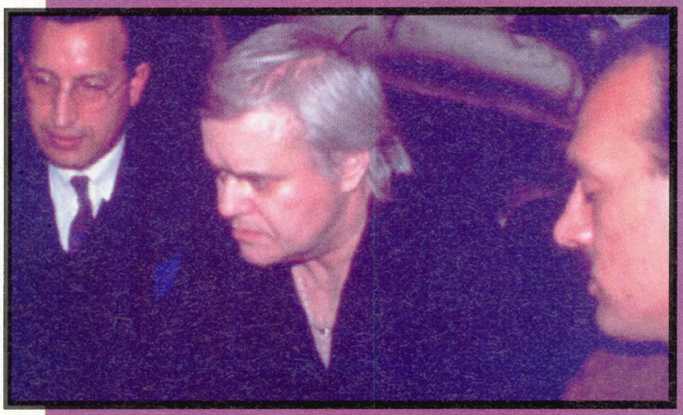
Getting H.R. Giger to do the graphics was an inspired move. It works beautifully, and you'll have to buy this to believe it!

OPINION BY: Nick

OVERALL SCORE

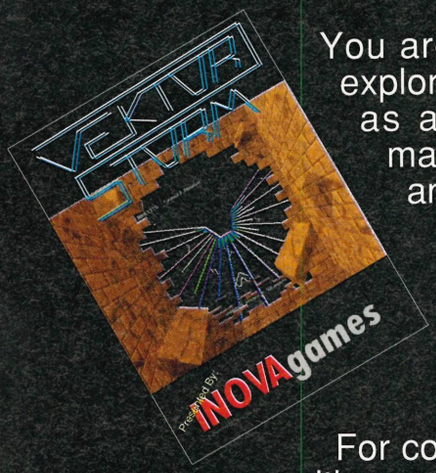
93%

H.R. Giger



Swiss born Giger is probably the foremost artist in his field at the present time. His art has, even from an early age, had a very dark and some would say sinister side to it. Having trained as a draftsman he then discovered the airbrush, the tool upon which his graphic style has been largely based ever since. Perhaps his most famous creation is the *Alien* creature that has gained universal claim and an Academy Award, but he has a large portfolio of work which encompasses erotica, disturbing scenery and grotesque creatures. He has never shied away from controversy, and his artwork for the Dead Kennedy's *Frankenchrist* album sparked a series of raids on record shops both here and in the States. At the age of 52, we can expect to see and hear a lot more from Giger. His artistic genius should not be missed.

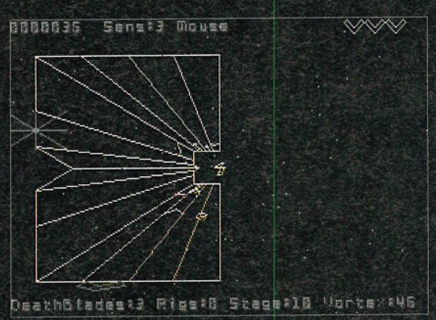
VEKTOR STORM

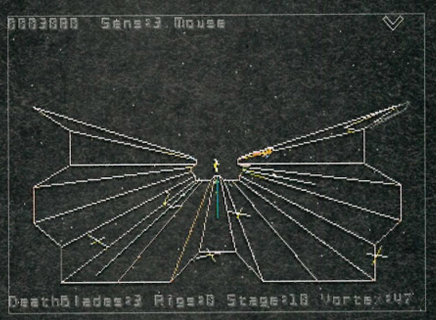


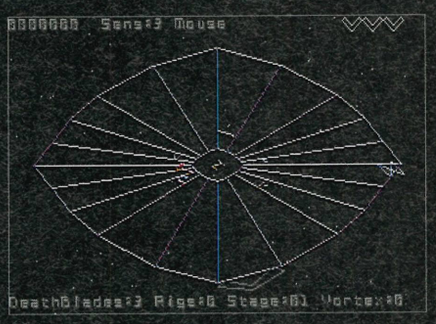
You are the Commander of a small reconnaissance fleet sent to explore an anomaly in the space-time continuum, otherwise known as a "Black Hole". By way of an unexplained equipment malfunction, your fleet exits hyperspace too close to the vortex and is drawn into the void.

When you emerge from the worm hole, you find yourself in a universe fragmented from your own since the big-bang. Everything you knew as truth is now false. Even the very laws of physics have changed.

For countless eons, a sole entity has occupied this universe alone, waiting....



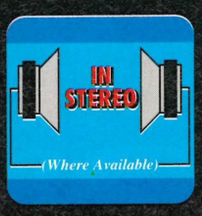




To return to your universe, you must first meet the challenge set before you by your captor: *Beat him at his own game.* Your four remaining ships must fight against an arsenal of intelligent weapons on a series of battlegrids.

The rules are simple. The stakes, ***Your very existence!***

Experience graphics, animation and stereophonic sound like you've never felt before... Pick up a copy of ***Vektor Storm*** today, and prepare yourself for the fight of your life!



Minimum System Requirements:
512K RAM With Kickstart Version 1.3 or Higher.



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Inovatronics, Inc. Suite 209B, 8499 Greenville Ave, Dallas, TX USA 75231-2499 Phone 214-340-4991 FAX 214-340-8514

ACTION REVIEW

DALEK ATTACK

SHOOT'EM-UP

DALEK ATTACK

The Daleks are out to conquer the earth once again. Take on the role of the Doctor and save the world...



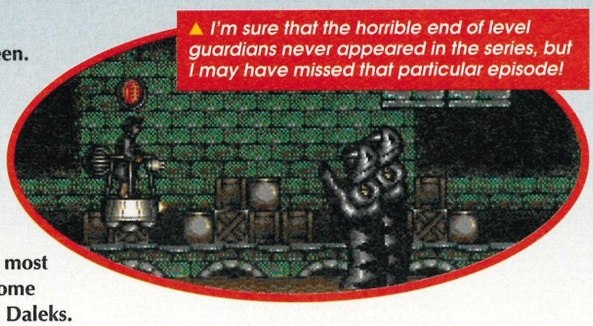


▲ *In the sewer you must rescue the hostages that have been captured by the Daleks.*

▼ *Exterminate! The good Doctor is in a bit of a sticky situation here.*



▲ *I'm sure that the horrible end of level guardians never appeared in the series, but I may have missed that particular episode!*



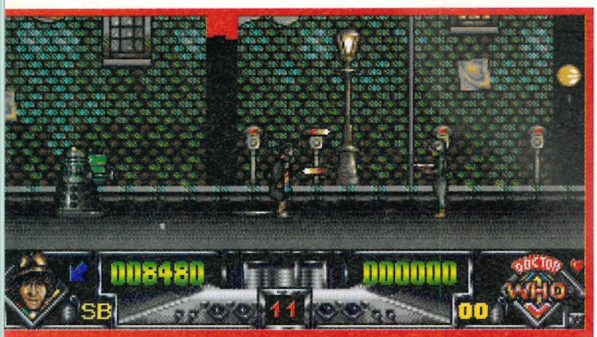
Doctor Who holds fond memories for almost everyone over the age of fifteen. The nation's children spent many a Saturday evening cowering behind the settee for the twenty-five minute duration of thrills, spills and fearsome foes, such as the Cybermen, trying to take over obscure planets, and generally annoying that top Timelord, The Doctor.

Dalek Attack is centred around what are most probably the Doctor's most famous, and in some sick, twisted way, most popular enemies, the Daleks. It is basically a horizontally scrolling shoot'em-up in which you can control one of three of the most popular Doctors, either Sylvester McCoy, Tom Baker or Patrick Troughton, running around and generally destroying Daleks.

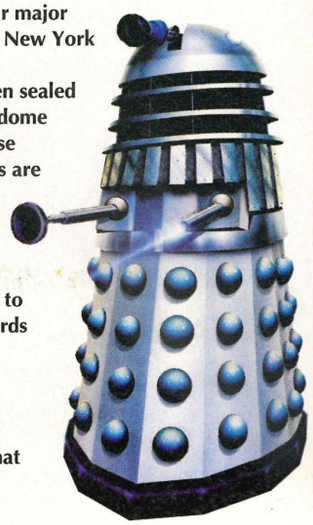
The gameplay is not really affected by this choice, so you can just choose your own favourite. Two player mode is simultaneous, with the second player becoming the Doctor's assistant.

It is the year 2254 and the Earth has once again been invaded by the Daleks. Their sick and twisted leader, Davros has instructed that they capture four major cities, London, Paris, New York and Tokyo.

Each city has been sealed off using a powerful dome forcefield. Inside these forcefields the Daleks are busy creating huge ozone destroying machines. As this could be extremely dangerous to the Earth, the Timelords have summoned the Doctor to help the humans combat this threat and save the Earth from the evil that comes from a Dalek Attack.



▲ *These foes look familiar but I can't quite remember their names.*



THE LOW-DOWN

PUBLISHER: Alternative Software
TEAM: Admiral Software
PRICE: £16.99
RELEASED: Out now

SCORING	
GRAPHICS	66%
SOUND	73%
PLAYABILITY	74%
DIFFICULTY	TOUGH

Dalek Attack is certainly a better than average game of this type. It has a strong storyline and plays reasonably well. However, I am a little disappointed that such a good game license has been wasted on a product of this type. I mean, let's face it, this game could have been produced to the same standard without the *Doctor Who* name tacked on to it. There really is tremendous scope for a game based on this series, and I personally cannot wait for a *Doctor Who* graphic adventure to come along. Please, someone?

REVIEWED BY: Steve

SECOND OPINION

I didn't enjoy this game one bit. It's just too much like a milion other shoot'em-ups around. Yawn.

OPINION BY: Nick

OVERALL SCORE

72%

Rubysoft

When service matters.. MOST!



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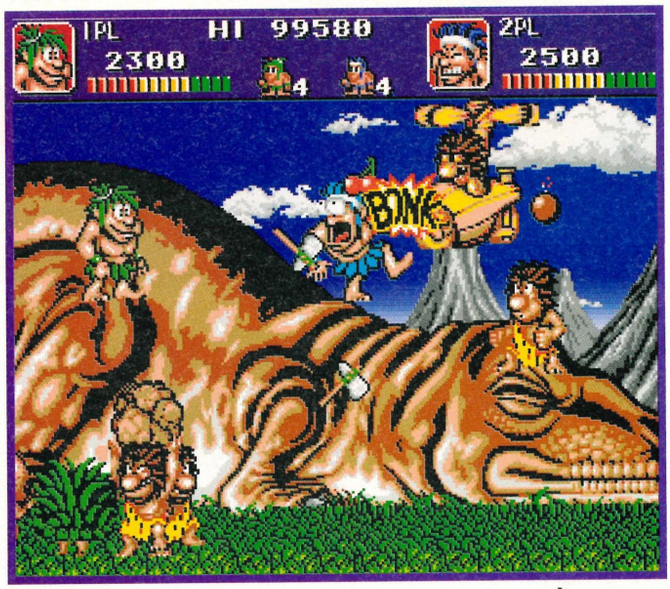
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ACTION REVIEW

J O E & M A C

PLATFORM



The Stone Age has receded into history in the eyes of all but the video games makers. Here's a reason why...

JOE & MAC

CAVEMAN NINJA



▲ *Joe finds that sharks shouldn't be taken lightly. Clever bloke...*

Well, well, imagine my surprise when I discovered that the aim of this game is to rescue the women folk that have been unchivalrously snatched from their own home village. Cock-a-doodle-doo, I was bowled over backward by the originality – or at least I would have been had there been any.

To be fair though, a game can lack in the "what a good idea" department and still be a stonking good title. *Joe & Mac* has a lot to live up to. *Chuck Rock* used his capacious stomach to devastating effect whilst *B.C. Kid* out-cuted every dude in antiquity. So what bringeth *Joe & Mac* to the Stone Age platform arena?

The biggest new thing in *Joe & Mac* is the simultaneous two-player mode. This adds to both the playability and lastability of the game immensely. Any game improves no end when you can compete either against or with a friend, sibling or even your granny! This does make for a fair amount of fun. After all, two loin-clothed ruffians throwing their choppers at all and sundry must surely be better than one!



Original sin

The other most original thing about *Joe & Mac* is... well, that's it really. Anyone who's played anything even vaguely neolithically oriented will feel as at home as a man in pipe and slippers in front of the fire with this one. Let's see, Dinosaurs – check, Attractive women to be rescued – check. Smooth and subtle character animation – ahh.

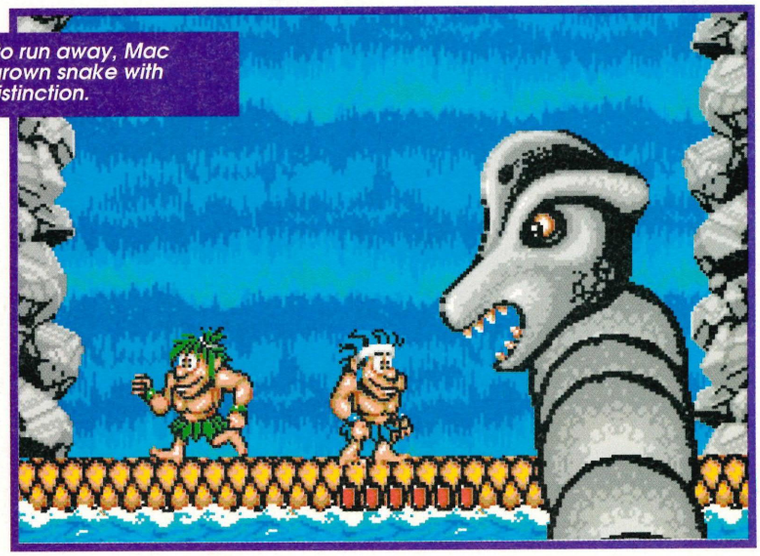
Yes, the animation of Messers Joe & Mac does leave a little to be desired. There is a soupcon of the Gerry Andersons about them and I am a little mystified by this. Why,

▼ *Copious suckings of the thumb would seem to be the best way to cross this crevasse.*





▶ *As Joe turns to run away, Mac faces the overgrown snake with courage and distinction.*



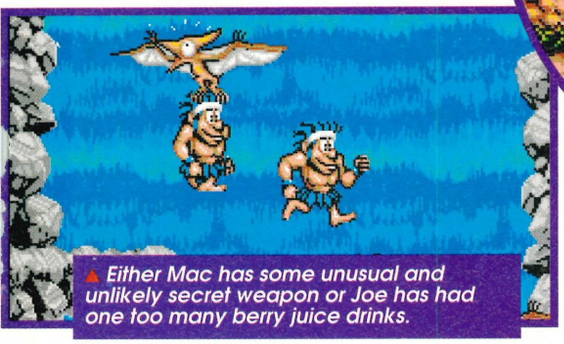


Combined strength, strategy and dedication will see our intrepid heroes past this most inconvenient of baddies.



The plant on the right is a bigger pain in the backside than having to lay one of those eggs (useful power-ups, by the way)...





Either Mac has some unusual and unlikely secret weapon or Joe has had one too many berry juice drinks.

well, the animation of the baddies and nasties is pretty good. Not spectacular, but good nonetheless. As Joe & Mac are the focus of attention, perhaps a little more effort might have gone into their creation.

Which brings us conveniently to the subject of the graphics. They're of a quite decent quality with plenty of colours with sprites highly defined, it can probably stand its ground against the competition. I would have liked to have seen more original backgrounds than volcanoes and waterfalls, but you can't have everything now can you?

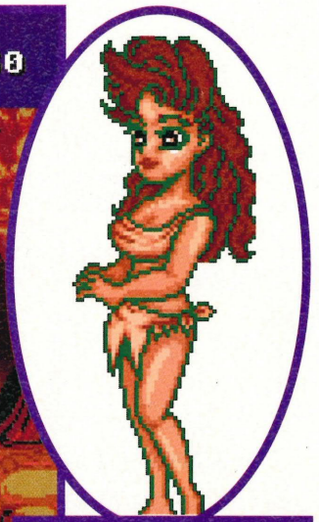
Both music and sound effects are available. Indeed I should hope so, such is the Amiga's ability in this department. The tune is, well, repetitive and not particularly creative, but the sound effects hit the mark with accuracy. The dinosaurs and level-end Bosses roar and screech to good effect and set the scene nicely.

It is the gameplay that is most disappointing. The controls are not overly responsive when jumping, which makes life a tad tedious at times. There is also the problem that it is possible to die again as soon as you return from losing a life the first time. Highly frustrating. The whole gameplay is suited much more to two player mode really, as some of the level-end Bosses (especially the first one) can be a touch tricky.

Get down two it

The end result is not actually as bad as I might have made out in the above text, and all around, what you have here is a jolly good fun game when two of you are at it simultaneously. As two player simultaneous mode games are comparatively scarce at the moment, *Joe & Mac* has something which few other games have to offer.





Yikes! When they said I'd find some bird on the other side of the chasm I didn't think they meant this!

THE LOW-DOWN

PUBLISHER: Elite
TEAM: In House
PRICE: £25.99
RELEASED: Dec 1992

SCORING	
GRAPHICS	70%
SOUND	80%
PLAYABILITY	79%
DIFFICULTY	HARD AT FIRST

Although *Joe & Mac* is no match for the competition in one player mode, it gets a whole pack of Brownie points for being two player friendly. This really is its biggest plus point as it really does improve quite dramatically when you have someone else to play it with. If only Joe & Mac themselves didn't look like under-dressed extras from Joe 90, *Joe & Mac* would be an impressive, if not overly original, start to the New Year. Certainly worth a look when you've got bored of playing *Streetfighter II* this christmas...

REVIEWED BY: Huw

SECOND OPINION

Joe & Mac is a prehistoric platformer which comes into its own in two player mode. Check it out.

OPINION BY: Nick

OVERALL SCORE

79%



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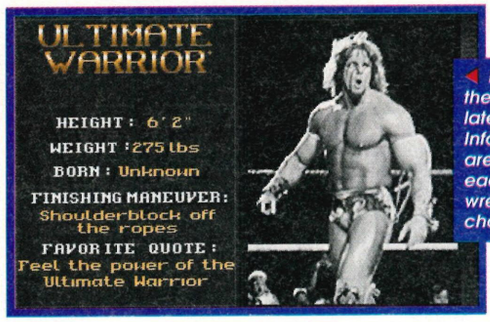
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ACTION REVIEW

WWF EUROPEAN RAMPAGE TOUR

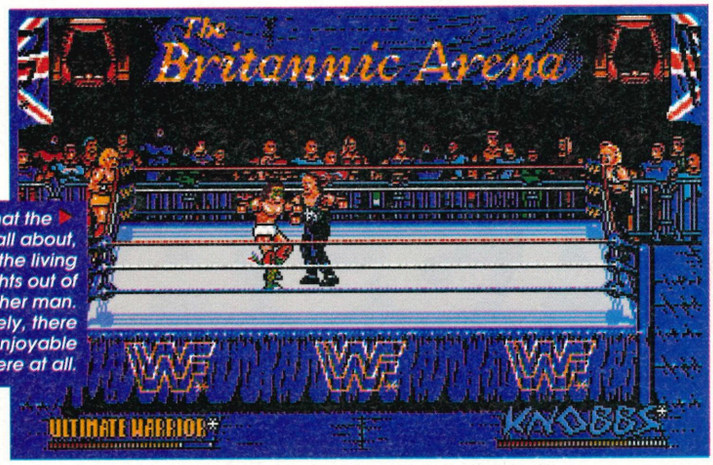
BEAT 'EM-UP



Presentation is the best point of the latest WWF game. Information screens are provided on each of the wrestlers you can choose.

The superstars of American wrestling return once more in another guaranteed No.1 hit!

WWF EUROPEAN RAMPAGE TOUR



This is what the game is all about, beating the living daylights out of another man. Unfortunately, there is nothing enjoyable here at all.



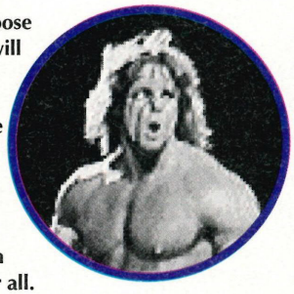
World Wrestling Federation television anchorman Sean Mooney is there as usual to introduce to you the main action.

There is actually very little point in writing this review, as I know that no matter what I or anyone else thinks of this game, thousands upon thousands of you will still go out and fork £26 on it. However, here goes...

You can guess the scenario. Certain WWF wrestlers are on tour in Europe and it is your goal, along with your tag-team partner, to win the European Rampage Tag Team Title. Many of your favourite wrestlers are included, such as the Natural Disasters and the Nasty Boys.

The first thing that strikes you about this game is how well it is presented. The build up to the main bouts is accompanied by some excellent graphics, good music and digitised speech.

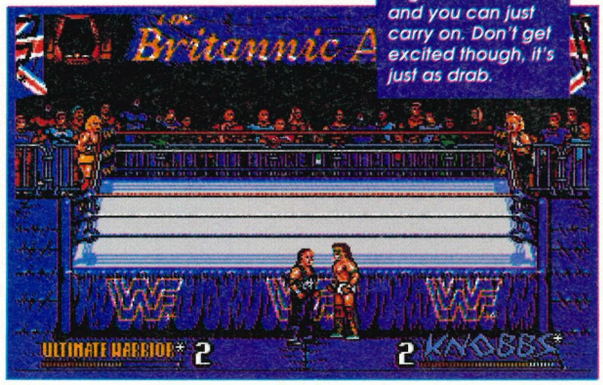
You must choose two of the four wrestlers provided to form your team. Whenever you click on of them you will be given a faithful rendition of his theme tune. For instance, choose Hulk Hogan and you will hear "I am a real American".



Sadly that is where the good part ends. Get on to the actual fights and you will begin to realise that it just may not have been money well spent after all. Actually, you will not just wonder, you will fling down your joystick, put your head in your hands and sob loudly.

The gameplay is just non-existent. OK, there are plenty of moves and it will no doubt take quite a while to learn them all and win the title, so lack of challenge is not the problem.

The game as a whole just doesn't come off and I can't see anyone but the most die-hard wrestling fan playing it for more than a couple of hours at the very most. I thought gamesplaying was supposed to be a pleasure, not like having your fingernails pulled out one by one



Fighting is not just restricted to the ring. Get outside and you can just carry on. Don't get excited though, it's just as drab.

THE LOW-DOWN

PUBLISHER: OCEAN
TEAM: Arc Developments
PRICE: £25.99
RELEASED: out now

SCORING	
GRAPHICS	64%
SOUND	78%
PLAYABILITY	48%
DIFFICULTY	MODERATE

When Ocean acquired this license, they knew that they were guaranteed to make enormous quantities of money from it – it's a shame then that more effort hasn't gone into producing the actual game. It has to be said that it is an improvement over the last attempt and is well presented, but it really doesn't play well enough to warrant spending any amount of money on it. I know it won't make a difference and you'll buy it anyway, but don't you all come crying to me afterwards!

REVIEWED BY: Steve

SECOND OPINION

Erm, OK I'll admit to enjoying it for a while! Should be more responsive and attractive to play, though.

OPINION BY: Alan

OVERALL SCORE

59%

ACTION REVIEW

AV-8B HARRIER ASSAULT

FLIGHT SIM

Does this Harrier sim lightly manoeuvre around the opposition?

AV-8B HARRIER ASSAULT

▼ The commander's office is where all the decisions are made in this simulation.



What makes the true traits of an aerial simulator fan? Perhaps it's his yearning for the smoothest and quickest polygons. Perhaps it's his obsession with flying by the seat of his pants. Or maybe it's in the knowledge that these games are the nearest he's going to get to real aerial combat. Maybe, and more likely, it's the way in which he dedicates himself to his game, how he perseveres with it and, to a certain extent, the time in which he's been loyally waiting for the product.

The signs are many and you can guarantee that this 'head in the clouds' gamesplayer will pick up on even the slightest inaccuracy or polygon collapse in the game he's playing. If it's not for real, it's not a simulator, I'm afraid!

Aerial warfare

With the aerial simulation genre blossoming beyond expectations at the moment, competition is fierce and fortunately the software is getting better and more realistic due to such pressure. However, Domark's *Harrier Assault* just misses the mark on the quality standards expected nowadays.

In *Harrier Assault*, you not only get to fly the plane and engage in the joys associated with simulated aerial combat, but you can also try a hand at controlling the entire battle scenario.

Based on a fictional war entitled Ocean Saber, you must direct and control a UN strike force who are attempting to 'evict' a larger force of the Indonesian Army from an island called Timor. You are stationed within the carrier Tarawa and must direct all your units into battle – this includes Harriers, helicopters, assault troops, landing craft and supplies.

Hairier and hairier

As commander, you must set each mission for your units and disperse the Harrier force. Missions are allocated times at which point you can leap into the cockpit of the Harrier, take off and attempt to complete the objective set by yourself. You therefore play a crucial role in your own combat set-up.

The principle game area is the commander's office. From here you can select to edit the mission waypoints, assign units to objectives, check your aircraft stores and participate in the war by flying one of your Harriers.

The Harriers are stationed on the Tarawa and you can leave the carrier by either the horizontal launch or utilising the Harrier's unique Vertical Take-off and Landing (VTOL) system. This is done by altering the angle of the jets and then applying thrust until the Harrier airframe is lifted off the deck. The jets can then be angled back to propel the plane forwards.

It's best to avoid the mission set up as much as you can because the screen constantly updates in



▲ The island of East Timor is the setting for operation Ocean Saber.

▼ Banking left, the island comes into view and this is where we're headed.





▲ Using the zoom option, you can look closer at the roads, towns and other landmarks.

THE LOW-DOWN

PUBLISHER: Domark
TEAM: Simis
PRICE: £34.99
RELEASED: Out now

SCORING	
GRAPHICS	65%
SOUND	65%
PLAYABILITY	50%
DIFFICULTY	HARD

I was eagerly awaiting the release of *Harrier Assault* but all my hopes for expecting the best aerial simulator on the Amiga have been dashed. That's not to say that *Harrier Assault* is a particularly naff flight sim or anything, it's just that it could have been better with a little more care and attention. Editing the missions, the most laborious and time consuming part of the game, is made even worse by the constant screen update which interferes with the mouse pointer. If Domark want to beat the flight simulation experts such as MicroProse, Rowan and Electronic Arts, they're going to have to do much better than this. All I can say is, *Harrier Assault* is a pity.

REVIEWED BY: Whitey

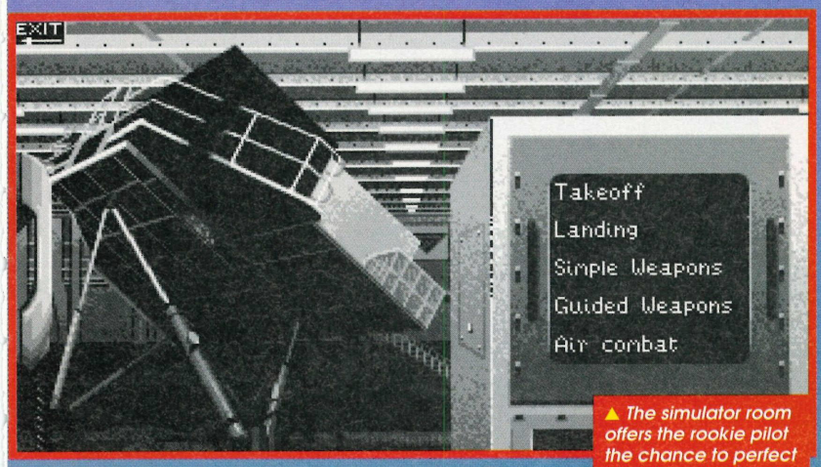
SECOND OPINION

With *Tornado* and *Gunship 2000* now hitting the shelves, Domark are going to have to do better than *Harrier Assault*.

OPINION BY: Steve

OVERALL SCORE

52%



▲ *The simulator room offers the rookie pilot the chance to perfect his flying art without damaging his career or his plane for real. Take-off, landing and simulated battles are available at the simulator.*

accordance with occurrences in the war. This can prove extremely annoying as it interferes with the mouse pointer making it difficult to click on waypoints and menus – it also has a habit of leaving portions of previously exited menus on the screen.

The simulation side of things isn't much better. The Harrier controls are extremely hard to master as they suffer from over-sensitivity. When turning, the plane frequently spins out of control. The external views are awkwardly designed and the Harrier looks more like a dolphin. Bear that in mind.



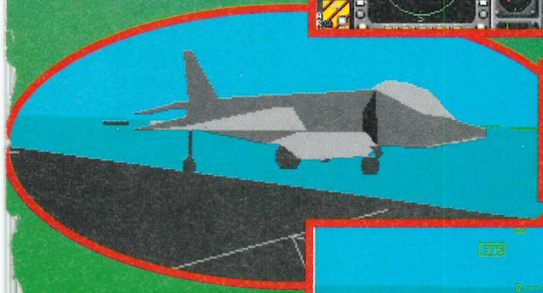
▶ *Before taking off from the carrier Tarawa you must set up the weapons load for your objective.*



◀ *Before taking off from the carrier Tarawa you must set up the weapons load for your objective. You must make sure that you select the appropriate weapons – you won't often be able to shoot down an F-16 with your cannon!*

▶ *Before taking off, it's best to check all the instruments and that you have the correct control method selected. Power up those jets and off you go without a single minute to waste.*





◀ *The Vertical Take-off and Landing (VTOL) abilities of the Harrier can be seen here. Angle the jets to produce the required direction of thrust.*

▶ *Target spotted and locked on! Here we can see a small vessel which is about to be totally smashed into driftwood. The cannon fires 1 round per second.*



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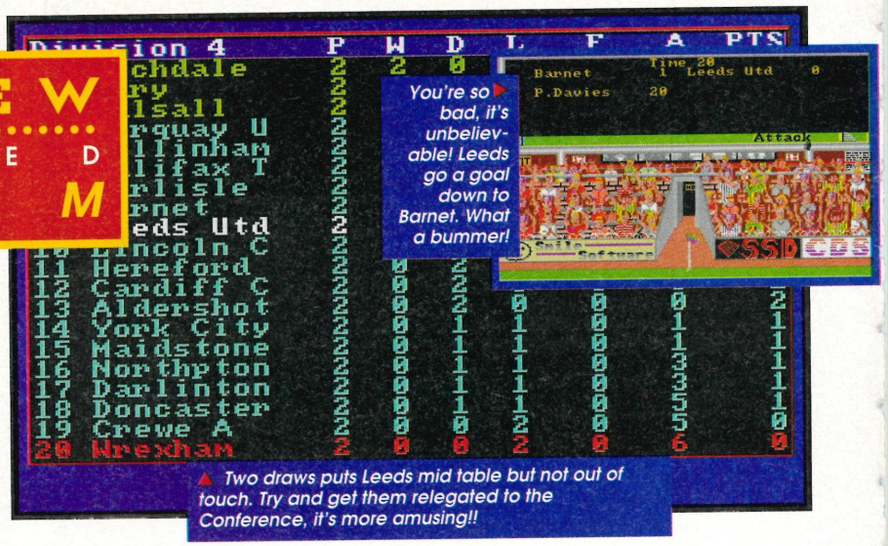
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ACTION REVIEW

LEEDS UNITED

SPORT SIM



▲ Two draws puts Leeds mid table but not out of touch. Try and get them relegated to the Conference, it's more amusing!!

Are you destined for the championship or the Conference? You're the boss, it's up to you.

LEEDS UNITED

Leeds United were probably only champions last season due to the low quality of their opponents, with their poor showing in European competition bearing this out quite convincingly. Your mission is to take Leeds from the basement of the Barclays League to the First Division title. Can it be done?

Footy management games are nothing new. So you would expect a game that comes with an endorsement from the English Champions to be something special, something new that hasn't been seen before.

Well, sorry team-mates but disappointment is looming large. The biggest disappointment in fact since Leeds became Champions. *Leeds United Champions* is about as original as the long ball forward, and about as skilful. The whole format is very standard indeed. Buy or sell players, pick your squad, negotiate wage claims, etcetera...

Some interesting options include the ability to expand ground capacity, develop a youth side and deal with the Board of Directors, so credit where it's due, but unfortunately, this does not radically improve the game in itself.

The graphics are very poor indeed. Although graphical brilliance is not an essential in this sort of game, the pics really are of CBM64 standard and just not the business at all. The actual matchplay merely consists of the score and scorers, bookings and whether Leeds are in attack, defence or midfield. I seem to remember *Tracksuit Manager* had a full running commentary.

Thoughtless

Very little thought seems to have gone into the game. The lower division sides use fictional player names rather than being true to life. It's a small point perhaps, but it is illustrative of a product which will surely rely on reputation rather than product quality to sell.

I mean, I know we're in a recession and all that, but I haven't seen anything this poor since I accidently landed in Nepal on my way to my summer hols last year. Best forgotten.

Follow the Leed-er



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- F The bank
- G Fixture list
- H League tables
- I Talent scouts
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- M Quit
- N Load / Save game
- O Tactics selection
- P Additional menus

THE LOW-DOWN

PUBLISHER: CDS
TEAM: In House
PRICE: £29.99
RELEASED: Out Now

SCORING	
GRAPHICS	39%
SOUND	39%
PLAYABILITY	57%
DIFFICULTY	VARIABLE

Even a hardened White will be feeling a little let down by *Leeds United Champions* and what with a low League position and early exit from Europe, this is not going to come as any consolation. A major shortcoming is that you have to be Leeds United, and not your favourite team. This really limits its appeal to the West Yorkshire area and this won't help the product sales, especially in Manchester! *Leeds United Champions* will probably appeal to the dedicated would-be Wilkos among us, but this is not for the casual fan.

REVIEWED BY: Huw

SECOND OPINION

Possibly the most dull attempt at a footy mangement game yet. In the Vauxhall GM Conference Seat Cover league.

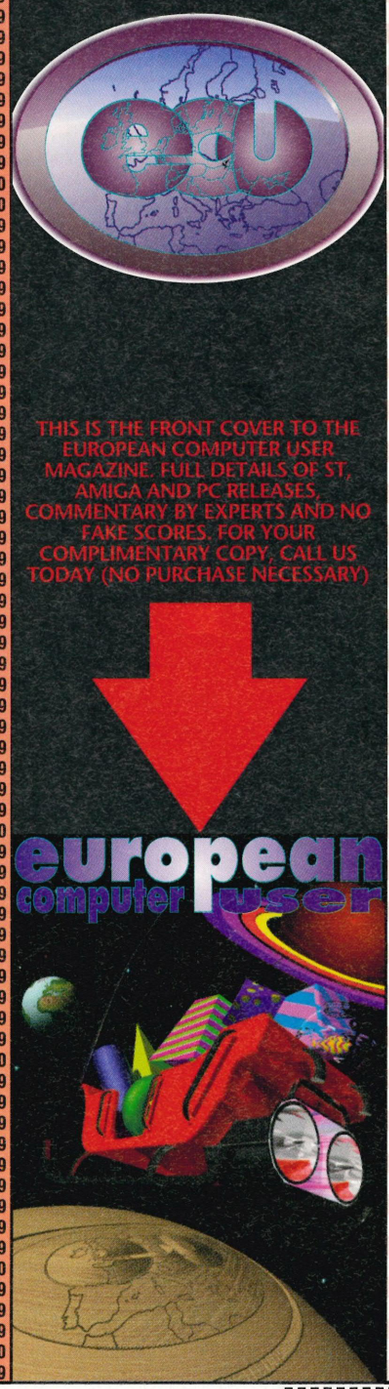
OPINION BY: Nick

OVERALL SCORE

52%

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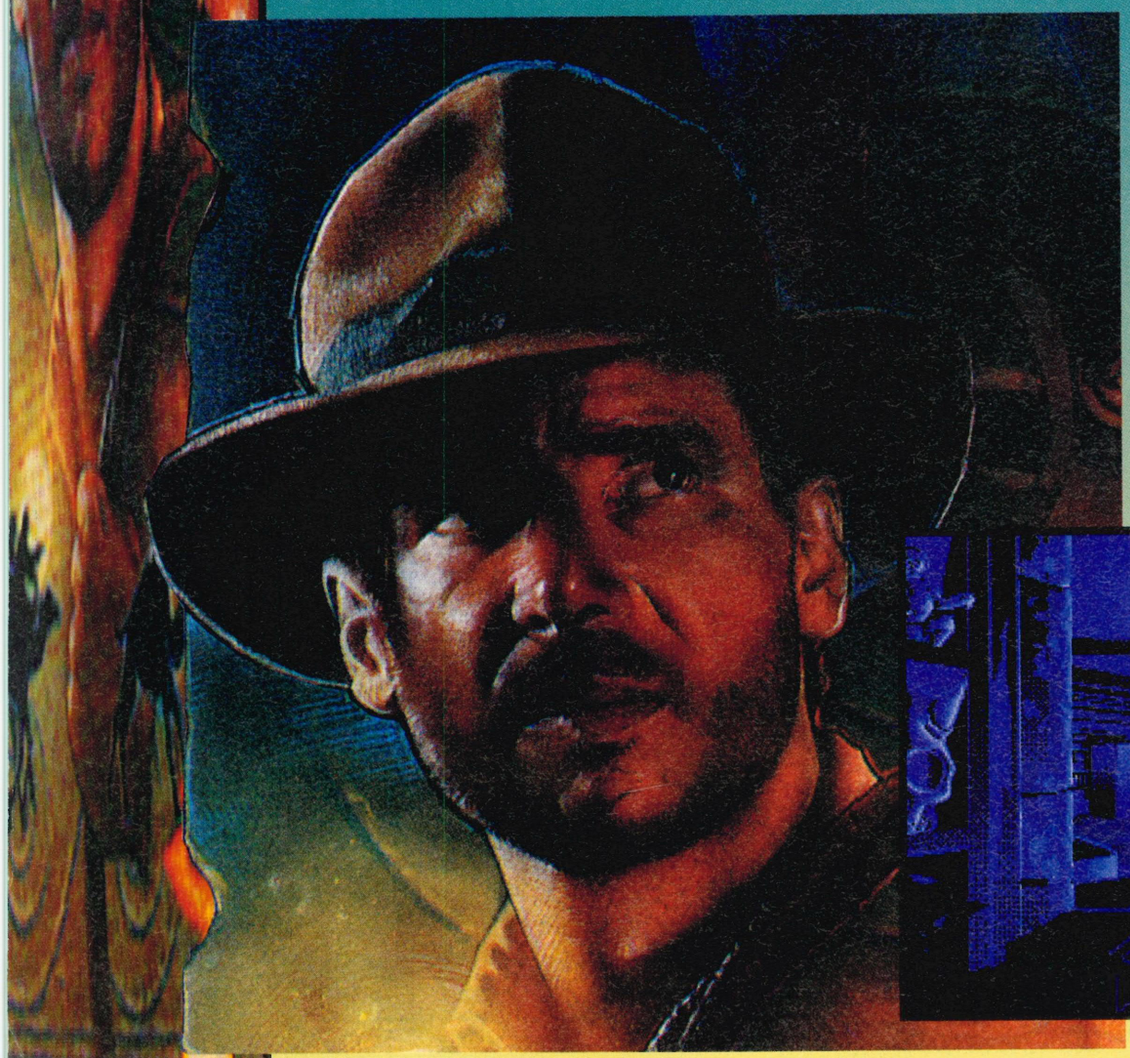
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AMIGA ACTION FEB 93

One of the most popular film characters of all time stumbles on to the Amiga once more in his latest graphic adventure.



INDIANA AND THE FATE



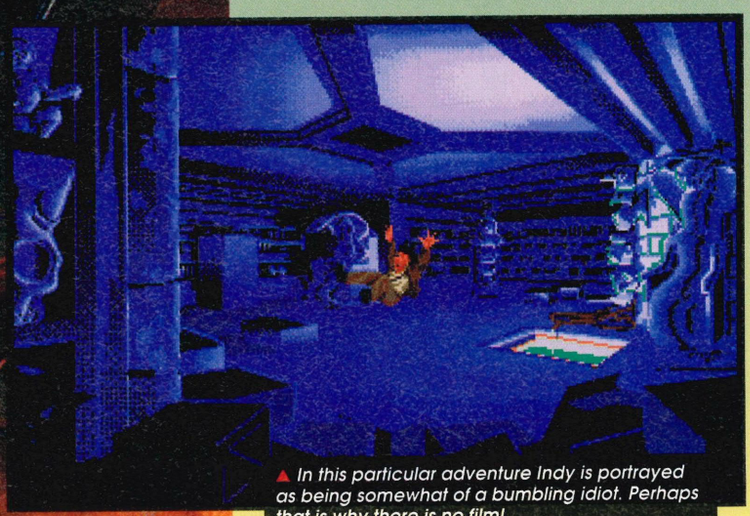
The Indiana Jones character was responsible for some of the highest grossing films ever made. Before you get excited though, the arrival of this game does not mean that a fourth film in the series is imminent.

Sadly, the plot for the *Fate of Atlantis* computer game is not based in any way or form on a movie which has already been made, and unless there is a drastic change of heart from producers in Hollywood and, of course, the films top star Harrison Ford, it is unlikely to ever be made at all.

In continent

This time around we see Indy searching for the long lost continent of Atlantis in an adventure that spans the globe, taking you from Algiers to Iceland, Monte Carlo to New York. You must confront any problems that arise, and solve them in Indy's inimitable style.

In a similar vein to *The Last Crusade*, you will



▲ In this particular adventure Indy is portrayed as being somewhat of a bumbling idiot. Perhaps that is why there is no film!



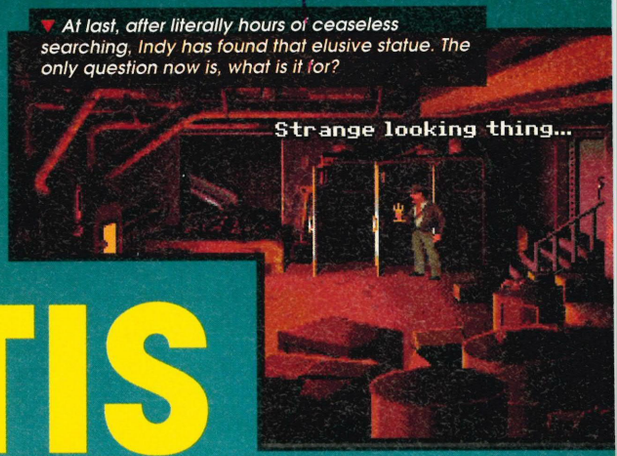
As in all of Indy's adventures, he is always on the lookout for artifacts of archaeological interest.



Another mishap for our main man, this time he has been scared by what he thought was a harmless wax cat figurine.

JONES OF ATLANTIS

THE GRAPHIC ADVENTURE



At last, after literally hours of ceaseless searching, Indy has found that elusive statue. The only question now is, what is it for?

not be expected to face the task alone although, if you would prefer, you can even do it that way! Whereas in the last adventure Indy had his aged parent along to help, this time it is his old college friend and archaeological colleague, the supposedly psychic Sophia Hapgood.

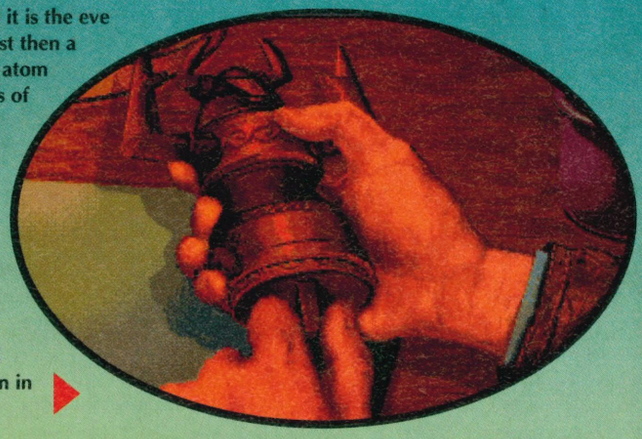
Psychic-path

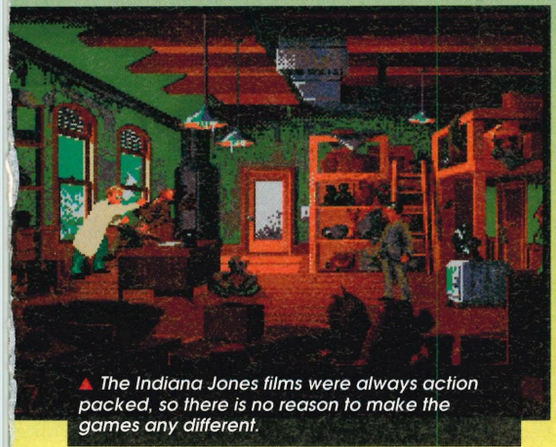
Sophia has been attempting to uncover the mystery that surrounds Atlantis for many years now with the aid of her spiritual friend, Nur-ab-Sal. She is now working as a stage performer, appearing around the country in various theatres. This is where Indy first encounters her – however you must overcome the problem of getting Sophia to leave the stage before the end of her stirring performance.

Once you have managed to achieve this, your adventure begins. The year is 1939 and it is the eve of World War II. If you fail in your quest then a powerful weapon more deadly than an atom bomb may just fall into the hands of Nazi agents. Only you will be able to stop them before they unleash the deadly power which sank Atlantis.

AMIGA ACTION ACCOLADE

As you would expect with any Lucasfilm adventure today, the game is played via a point and click interface, and features absolutely no typing whatsoever. This particular interface is a little bit special though. It is the most advanced yet seen in any graphic adventure.





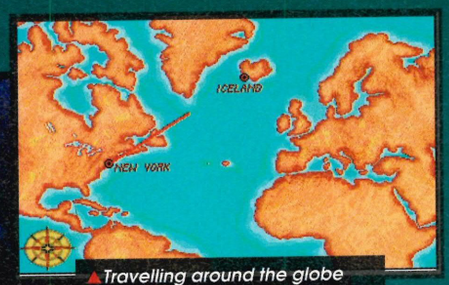
The Indiana Jones films were always action packed, so there is no reason to make the games any different.

You will have to do some pretty fast talking if you are to get out of this one. Remember, the bouncer is a fan of Madame Sophia.





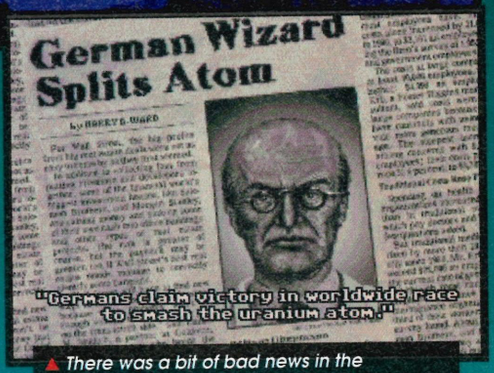
You have managed to bring Sophia's show to a grinding halt. Watch out though, she's got a wicked temper and is gunning for you!



▲ Travelling around the globe could not be easier. Simply click on your destination on the map, and you will fly off to that location immediately.



▶ During your travels you will bump into many weird people. One such person is Dr. Bjorn Heimdall in exotic Iceland.



▲ There was a bit of bad news in the newspaper this morning. The Germans have managed to split the Uranium atom.

▲ Your travels will take you to many places which you could only visit in either dreams or computer games. More expensive though.

You may think that this will make it complicated and ultimately, tedious to use. Nothing could be further from the truth. This game is so easy to get to grips with it is untrue. So much so that anyone who has ever played a graphic adventure before will find that the only reason they have to look at the manual is to get through the copy protection.

Engaged

It is amazing then, that with such an uncomplicated style of gameplay, an acceptable degree of challenge can be maintained, but once again Lucasfilm have surpassed even their usual high standards of excellence. The gameplay is both challenging and engaging, being set at a level of difficulty which will have you kicking yourself when you finally realise the solution to a puzzle which has perplexed you for days. In contrast, some of the problems are too easy.

The sound is something which other software houses should sit down and listen to before going off and trying to create something which comes even close. Why? Because once again Lucasarts' exclusive iMUSE music system has been incorporated into the game. The quality this provides sets a new precedent for music and sound effects in games of this type.

When it comes to atmosphere building, nothing comes even close to the iMUSE system. It evaluates the action on screen and alters the pitch and tempo of the music to match which is really clever. This builds up the tension and suspense when it comes to the more exciting moments.

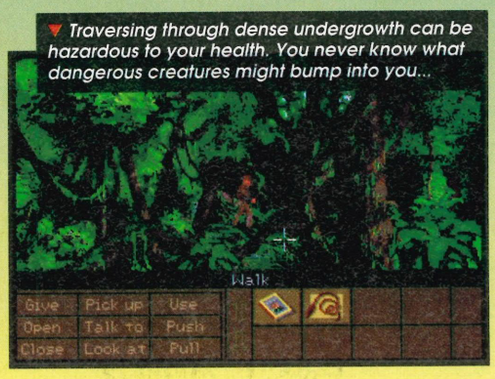
Complaints time now. Well, it had to come didn't it? The game plays fine on an Amiga 1200, in fact, almost as fast as the PC version I have played. You can even live with the swapping between the 11 disks, just about. However, when you come to play the game on a 500 it really falls down. This has obviously been written with the more high powered end of the Amiga market in mind, as the game can becomes tiresomely slow on the lesser machines. Certainly you may want to invest in a hard drive.

Don't let this put you off the game though as it is exceptionally enjoyable on any machine. Without a doubt, it is the best reason yet seen for upgrading to an A1200.



▲ This old man could prove to be useful. He knows the whereabouts of the Lost Dialogue of Plato, but you will have to give him something...

▼ Traversing through dense undergrowth can be hazardous to your health. You never know what dangerous creatures might bump into you...



THE LOW-DOWN

PUBLISHER: U.S.Gold
TEAM: Hal Barwood
PRICE: £37.99
RELEASED: Out now

SCORING	
GRAPHICS	92%
SOUND	89%
PLAYABILITY	87%
DIFFICULTY	A TAD EASY

I am completely and totally stunned because I would never have believed it possible to produce a game this good on the Amiga. Five years ago a game of this quality would have been unthinkable, it makes you wonder what is in store for us over the next few years. Until that time though, this will more than satisfy and continues to show the superiority of the Lucas lads when it comes to adventure titles. Exceptional in absolutely every department, make sure any left over Christmas money is well spent on this darling.

REVIEWED BY: Steve

SECOND OPINION

This is the sort of product that console owners never get the chance to play. Are they fools or what? You'll love it.

OPINION BY: Alan

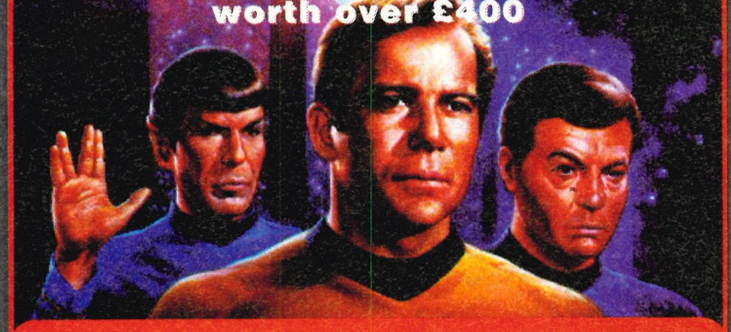
OVERALL SCORE

91%

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ACTION REVIEW

TROLLS

PLATFORM

TROLLS



First there was Pond, then there was Zool. Now meet the Trolls, a mixture of both...

Ladies and gentlemen, the Trolls have come to town. Not the nasty trolls that troubled the Billy-Goats Gruff, or the grotesque creations of Scandinavian mythology, but cute little plastic dollies with funny coloured hair. Little girls will know and love the Trolls from long back, but the Amiga game is surely looking for a larger market than this. So, what have Flair come up with?

You are the lucky (did I say lucky?) Troll who has been specially selected to go on a most crucial mission. Not just any old mission like collecting cash or sweeties, but one which has implications for the very survival of the Trolls as a species. The town's whole supply of baby Trolls has mysteriously disappeared as if (if not actually) by magic.

Naturally this leaves all the Mummy Trolls in a more than slight state of upset, and upon your shoulders rests the responsibility to reunite these infantile Troll-lets with their families. Top marks in the Throw-up-at-the-yukky-plot department.

Well, my initial impression was "blinkin' flip, a bit like *Zool* or what?". And it is. Of course the Trolls don't resemble *Zool* in the slightest, but everything else about the game has the trademark of everybody's favourite Nth Dimensional Ninja stamped on it with a large stamping thing. The sound effects are really similar, you could close your eyes and not know the difference, and the whole gameplay and colours are as close as they come.



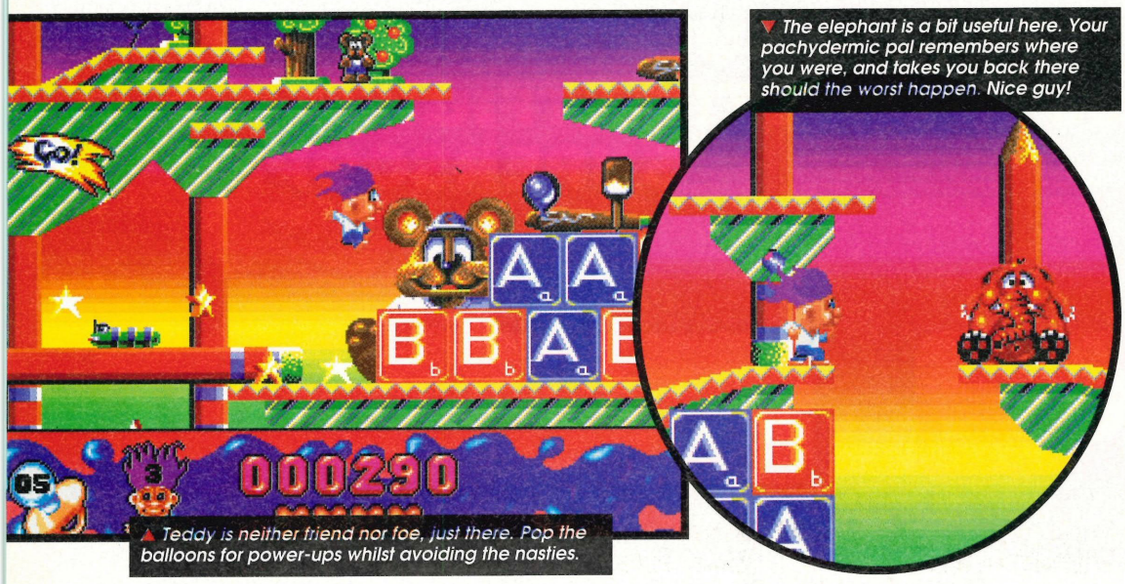
A Troll in one

Is this a damning criticism then? Well the answer would really have to be no. *Trolls* may well be a bit of a *Zool* crib, but it is a very good one and probably just as good as the original. The Trolls suffer from no apparent arthritis and move around with agility and finesse. There's good all-round sprite animation on show, and well drawn backgrounds in lots of bright cheery colours. Just the thing to brighten a rainy day, probably.

Trolls has all the usual power-ups and bonuses that a good platformer should, with the nice touch that the Troll's hair changes colour depending upon what power-up is currently in use. Of course this means you have to read the instructions first to know what you are doing, which I hate doing (being a lazy type). The copy-protection also requires the instruction book.

Copy-protection is a good thing of course, but I wish the software houses would find a more convenient way of doing it than counting words etc. A minor point, but one worth making.

Trolls also has plenty of levels, some of which find our coloured-haired friend in an underwater situation. The comparisons with *James Pond* here tend to flow like beer in a monk's annual beer-drinking competition, but again *Trolls* stands up well



▲ Teddy is neither friend nor foe, just there. Pop the balloons for power-ups whilst avoiding the nasties.

▼ The elephant is a bit useful here. Your pachydermic pal remembers where you were, and takes you back there should the worst happen. Nice guy!

THE LOW-DOWN

PUBLISHER: Flair
TEAM: In House
PRICE: £25.99
RELEASED: Out Now

SCORING	
GRAPHICS	86%
SOUND	87%
PLAYABILITY	79%
DIFFICULTY	SPOT ON

There will come a time when all and sundry are well tired of all the attempts to emulate *Zool* and the like. Fortunately, *Trolls* exploits the concept perfectly and should find many fans even amongst the most cynical *Zool*ite. If *Trolls* is aimed at the same market as the little plastic creations with funny hair, it really doesn't show. Anyone from 5 to 105 who is still half alive will love this one to tiny bits. The sound effects are absolutely brill, popping balloons that pop with rubber-splitting delight and babies that cry with that eye dampening wah!. Trouble is we've really seen it all before. *Trolls* may be a really good *Zool* type game, but in the end that is all it really is.

REVIEWED BY: Huw

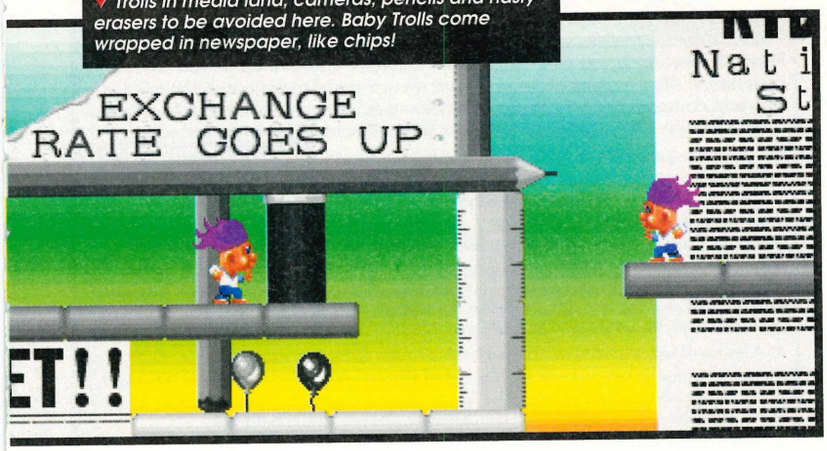
SECOND OPINION

Sorry. I hate platform games like this. *Zool* made no impression on me, so *Trolls* sinks like a bucket of concrete.

OPINION BY: Nick

OVERALL SCORE

86%



▼ Trolls in media land, cameras, pencils and nasty erasers to be avoided here. Baby Trolls come wrapped in newspaper, like chips!

to such comparisons. It's every bit as playable and just as fun.

I would have to say that *Trolls* is an enormously entertaining platform romp on the lines of *Zool* and *James Pond*. Expect plenty of slick, well presented action with excellent sound effects and colourful graphics. One for all except silly people who are too macho to ask for Trolls at the counter. Shame on you boys, go on, have a go!





▶ A yellow submarine, but no sign of John, Paul, George or Ringo. Weird background for underwater, but Trolls are a funny lot you know.



◀ The Pig-Stop is the only way out of the level, so get your babies and get on the bacon search. Whoever said pigs would never fly?



▲ Don't get caught by the crab's pincers 'coz it hurts! Trolls are no Einsteins so the obvious is best stated.

EQUIPPED?

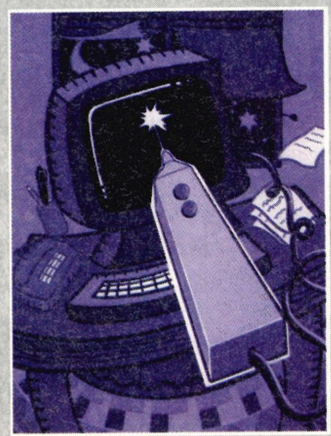
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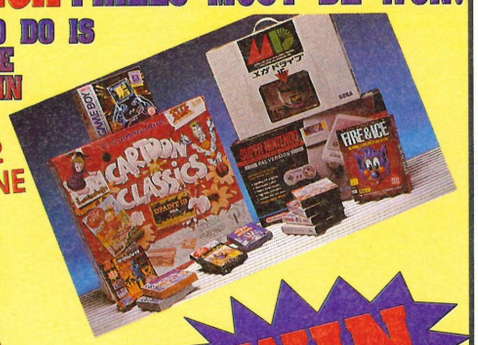
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Match highlights minute by minute, make substitutions or team changes at any time. Live injuries, yellow/red cards and named goalscorers. **Match Report** with possession, number of shots etc.

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A lively and real-time transfer market, with an approach facility, negotiate wages and contracts, includes **Foreign Transactions**. Plus loans, free transfers and trainees. Unique and simple training system to improve player skills. 512K version excludes some features listed in this advertisement.

High quality printer facilities to list all the vital information. Masses of historical statistics on past games, players and manager. Realistic **Gate Capacities** and **Ground Improvements**.

Quick game data load and save. All screens updated quickly and displayed in a pleasant format, which is easy to use and comfortable to read. Fully mouse operated. Printed instruction booklet with plenty of diagrams. An Editor is available (as an extra) to add flexibility to the new or saved games.

An options screen allows some of the above to be switched off if so desired. Others not mentioned above include **Show All Goalscorers** (when possible) and **Show Transfer News**.

NEW ENHANCED 92/93 VERSION



Bold text highlights new features. **Scottish** version also available.

There are many, many other little things that make this game the most addictive and accurate interpretation of a Football Managers season. It would be impossible to list all the features in this advert but we assure you that this is the best. We have thousands of satisfied customers from our previous edition of this game, many are still playing it 2 years after purchase. See the order form below for details on how to order this incredible game. Available for all Atari ST's and Amiga's. PC WINDOWS version coming soon. November 1992.

WRESTLING MASTERS

An amazing graphical strategic simulator that's fun and easy to play for all the family. 0, 1 or 2 players on keyboard, mouse or joystick. Pick your moves from the selection available and watch your animated warrior battle it out. Watch the energy bar indicators and plan your next move. Edit Wrestlers plus many other features.

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competition



STICK AROUND FOR JOY

Well, well, listen up all you manic gameplay addicts, Amiga Action has a compo for you that will make life just so much easier!

We have not one but six whole Quickshot joysticks to give away as separate prizes and they're so hot that you could call them, well... hot!

All sorts of sticks these, from the good old stick to a full-blown aircraft control yoke – the absolute biz for the flight sim addict. And seeing as Quickshot have more joysticks in their offices than you could shake a proverbial stick at, they've decided to give them to our beloved readers, and anyone else that enters our maybe to be repeated competition.

So, having regained your composure following such an unprecedented offer from the best Amiga mag in the world, put your thinking caps on and enter our competition. Many shall feel called, but only six can be chosen, so to quote Winston Churchill (ish) "Get your entry in the post now missus".

Here's how to win a fine Quickshot joystick:

1) Tell us which 'Stick' got some joy when he won Wimbledon?

2) Suggest an amusing and not too disgusting way that you can get more joy out of your stick!

STICK AROUND FOR JOY!

1 _____

2 _____

Name: .....

Address: .....

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Send your entries by the 19th February to "Stick Around For Joy", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

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Win



The epic Space Crusade just got bigger with this advent of an exciting new mission disk. Can you handle it?

VOYAGE BEYOND

SPACE CRUSADE EXPANSION DISK



▼ *You will plan all your strategies for finishing missions in this mode. Don't rush into anything, it will probably be the wrong decision!*



▲ *In an atmosphere this tense, it is only natural that your men will get jumpy. Shooting each other to death is not a good tactic though!*

If you have ever played *Space Crusade* then you will know exactly what to expect from this additional mission disk. Basically it is just more of the same, so if you liked the original then the chances are that you are going to like this one. If you hated it, well, see you later!

I was a big fan of the original, so this new add-on gave me a good excuse to dig out the old disks and play it again. For those who have never seen the game before, I'll go through the story for you.

Spaced out

You must enlist in the Space Marines and enter some of the fiercest conflicts mankind has ever faced. Many abandoned spaceships have been infested by evil creatures from deep within the Realms of Chaos. It is your job, as a Space Marine, to boldly board these dangerous vessels, and rid them of the vicious beings wreaking havoc within.

As the game is by the same writers of the original *Space Quest*, and the legendary *Hero Quest*, it is played in exactly the same way as the two previous releases. An overhead view of the ship allows you to calculate a path through the twisting labyrinth to reach your objective with the least amount of contact with the enemy. The view changes to an isometric 3D display when it comes to fighting. Victory can be gained by either using your impressive array of weaponry to blow away the enemy, or if necessary, in close combat using chain swords, power fists and bolt pistols, whatever they may be.

The addition of these mission disks has provided a welcome revival for what was once a classic game.



▲ *This is the action view. Whenever you come up against an alien, or want to have a closer look at something, switch to this view.*

THE LOW-DOWN

PUBLISHER: Gremlin
TEAM: Michael Hart
PRICE: £25.99 stand alone
£10.99 add-on
RELEASED: Out now

SCORING	
GRAPHICS	74%
SOUND	71%
PLAYABILITY	76%
DIFFICULTY	MEDIUM

This is an great addition to any *Space Crusade* fan's collection, and if you're fortunate enough to have the original version then it'll only cost you £10.99. However, if you haven't, it's going to cost you a whopping £25.99 for the game plus the mission disk. You have to ask yourself if a game which is nearly two years old is worth this. Mind you, space age adventuring has never been so good, this year anyway – mind you, I suppose it's early days yet. But as a start of year warm up, it's not too bad.

REVIEWED BY: Steve

SECOND OPINION

A great value update to a classic game. All round quality should make this one to buy if space adventuring is your bag.

OPINION BY: Huw

OVERALL SCORE

72%

FREE! ZOOL



SOFTWARE PACK
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STRIKER - "Footballer of the Year - and no mistake ..." - 94% - *CU Amiga* - June '92
PINBALL DREAMS - "It's quite simply superb" - 94% - *AUI* - Sept '92
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Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts.

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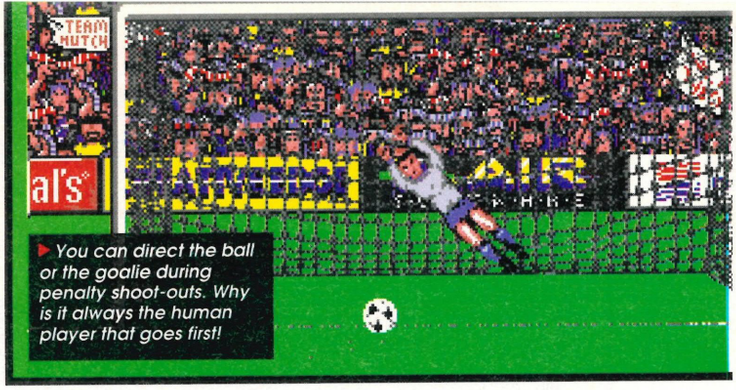
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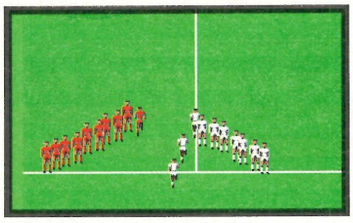
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You can direct the ball or the goalie during penalty shoot-outs. Why is it always the human player that goes first!

Dodgy TV commentators, newspapers, crowds and there's even a spot of football in there, too!

EURO SOCCER



Flair readily acknowledge that *Kick Off 2* and *Sensible Soccer* reign supreme when it comes to arcade style football games. What they are therefore hoping to achieve with *Euro Soccer* is a firm hold on third position, which they believe is open for offers.

Their version gets back to the basics, omitting such techniques as swerve and chips, even down to ignoring vicious tackles by always allowing play to carry on except for throw-ins and corners.

You can play in one or two player mode, either in a single match or as part of a European tournament. All the best club teams are present for you to play as or play against, from Scotland to Spain, France to Italy and more.

What a pitch

Pitch conditions can be set before a match but you can only have the choice of a wet or dry pitch which actually makes very little difference – the ball still stops dead and bounces on the spot once it's travelled a certain distance! Length of playing time (from two to eight minutes per half) can also be defined along with a limited selection of three formations: 4-4-2, 4-3-3 and 4-2-4.

As for the match, it's played via a horizontally, somewhat jerky scrolling pitch at a slow pace in comparison with *KO2* and *Sensi*. Tapping the firebutton passes the ball along the ground to the nearest man in the direction your player is facing, while keeping the button down lofts the ball what must be all of two feet. A bit pointless lifting it off the ground, really.


The referee blows the whistle and gets the match under way.

The goalkeepers are not only computer controlled but they're also lacking in talent. I've never seen the mighty Southall let in so many goals in a two minute match. You want to know how many? Seven against Airdrie. Hmm.

The beauty of *Euro Soccer* is its simplicity and hence playability is relatively good. OK, so collision detection is a little out at times, especially with goals that creep inside the post yet the computer decides to give a goal kick instead. It feels as though the goalmouth should be narrowed a centimetre or so on either side.

In the end, though, you have to ask yourself a question. Do you want another football game when *KO2* and *Sensi* already offer everything you could possibly want from this area of games-playing? My guess is you won't. Even so, this is a worthy contender for third place, but who needs it?



When you foul , you can get away with it even when it's right under the referee's nose!

THE LOW-DOWN

PUBLISHER: Flair
TEAM: Creative Edge
PRICE: £25.99
RELEASED: Jan 1993

SCORING	
GRAPHICS	70%
SOUND	68%
PLAYABILITY	80%
DIFFICULTY	EASY

If you really want to get down to the basics of football and don't want the 'hassle' of having to spend time on learning how to play, *Euro Soccer* is for you. As a complete arcade football package, it falls embarrassingly short. The graphics and sound effects are reasonable enough but the whole game is instantly eclipsed by the mighty *Kick Off 2* and *Sensible Soccer*. A lack of options and a shortage of variety leaves you searching for more things such an increased number of pitch conditions, formations and in-game action possibilities (free kicks, penalties, the ability to get the ball other than by slide tackling, and so on). In the end, you are left feeling more than a little unfulfilled.

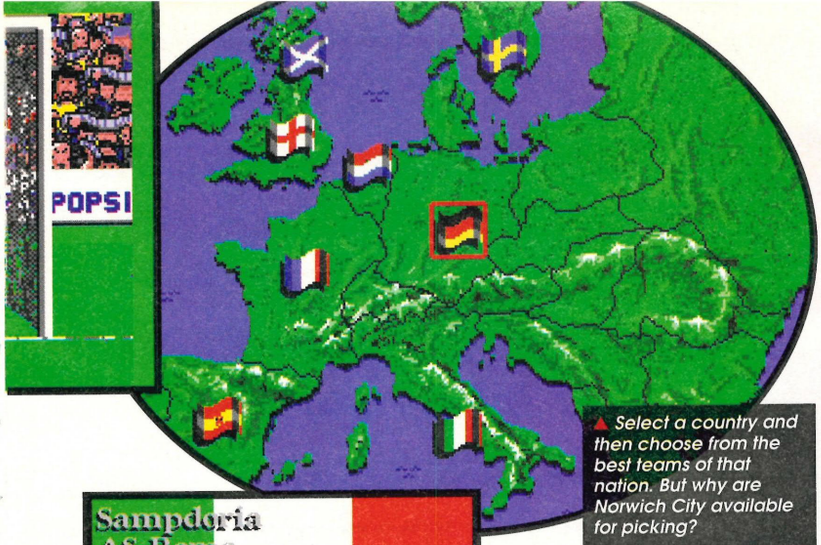
REVIEWED BY: Alan

SECOND OPINION

Don't bother me with this inferior stuff. Go away and leave me to play *KO2*! This is out of its league in today's market.

OPINION BY: Steve

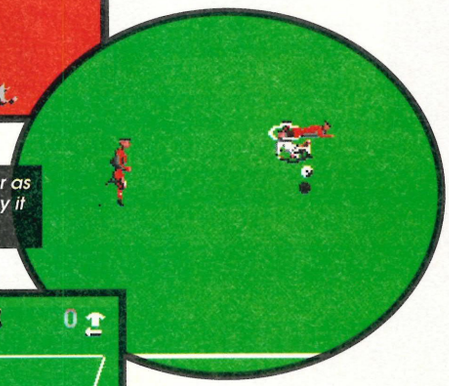
OVERALL SCORE
76%



Select a country and then choose from the best teams of that nation. But why are Norwich City available for picking?



The Italian teams listing includes Lazio, the squad of donkeys that Gazza belongs to. Suitable for him, really.



A superb tackle on your player as he dashed along the wing. Lucky it wasn't Vinny Jones really.



The ball is fired past your aimlessly wandering goalkeeper! Kinda reminds you of old Brucie!



Well the striker seems happy enough about it. Either that or he's using a new underarm deodorant.



It's a disappointing loss for the mighty Liverpool. Maybe next time.

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2) What was Arnold Schwarzenegger's last film release?
A - Conan The Barbarian B - Commando C - Terminator 2

3) Who played Arnold Schwarzenegger's twin brother in the film Twins?
A - Gazza B - Rolf Harris C - Danny DeVito

4) In the film Total Recall what planet did Arnold Schwarzenegger liberate?
A - The Moon B - The Sun C - Mars

5) In the film Terminator what roll did Arnold Schwarzenegger play?
A - Policeman B - Traffic Warden C - Terminator

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ACTION REVIEW COMPILATION

Some say compilations are for the brain dead. Maybe, but a fair few grey cells are needed for this little batch of goodies.

STRA MA



▲ *These people don't believe in you, so give them a lesson they won't forget. A quick hint, they don't swim too well...*



▲ *An altogether better class of plebs this lot. They worship you like a man giving out free beer. Don't disappoint them will you?*

Compilations are a neat way of getting good games pretty cheaply. The big problem is, of course, that some of the games in the box just might not be your cup of tea. UBI Soft have addressed this problem by boxing together some titles that are very much of the same ilk. If you think strategy games are boring and not fast or noisy enough for you then I suggest you start a war rapidly or turn the page now!

POPULOUS

This is your big chance to play God without becoming somebody's boss! You are a deity with most supreme powers over those who worship you. Your aim is rid the world of non-believers by having your flock conquer them and force them to convert.

At your disposal is an array of abilities such as that of creating and removing mountains, the creation of volcanoes and even the ability to send a flood that would have even Noah searching in panic for his swimming cap and water wings!

To order to conquer the followers of less worthy deities, your flock must multiply. This is down to the way you prepare the ground for them, without wishing to give too much away.

The graphics and animation are good and although the sound is minimal, this does not detract from this superb game one jot. This game will keep you occupied for much longer than forty days and forty nights.

CHESS PLAYER 2150

This game is all about, yes you guessed it, playing chess. And a jolly good chess game it is too. While not quite in the same league as *Battle Chess, Chess Player 2150* still offers various different 3-D board scenarios as well as the standard overhead symbolic view that all regular chess players know, love, and salivate over regularly.

Many different levels of competence are catered for, and the game includes an ingenious algorithm that learns how to deal with your particular style of play. Lastability is assured as long as you continue to fancy a game of chess.

On the down side, no attempt to explain the rules or to provide any kind of tutorial is provided, so for non-chess players buying *Strategy Masters*, this game is a bit of a white elephant. Still pretty good anyway.

BATTLE MASTER

A last minute entry, *Battle Master* is a sort of scrolling overhead shoot'em-up where you and your ever-present band of merry men take on the forces of evil head on.



▲ *Not quite your standard board this. Definitely one for the farmers, or anyone that likes playing with farm animals....*

I must say that this game is a little out of place here as strategy is not the primary skill required. That accolade goes to patience, *Battle Master* exceeds in neither the graphics or sound department, and the fact that the keypad is essential is going to peeve A600 users no end. Or it would if this game was really good, but sadly it isn't. Definitely the poor relation of the collection.

HUNTER

Nothing to do with the poor TV show of the same name, you take the role of an elite soldier who must complete mission to avoid death or, worse still, dishonour. This involves navigation around using any means at your disposal.

Having received your orders you are sent out into the great wide world with little more that a pistol and your soldier's training, to do anything

▼ *The layout for the chess pro. Not a Mate in sight, so this game must be a train-spotter!*





On the road to nowhere here. Don't let the enemy pierce you with their arrows 'coz it hurts, but not as much as playing the game.



You have to face up to these nasty creatures or face being not very good at all. They don't look as fierce in real life though, shame.

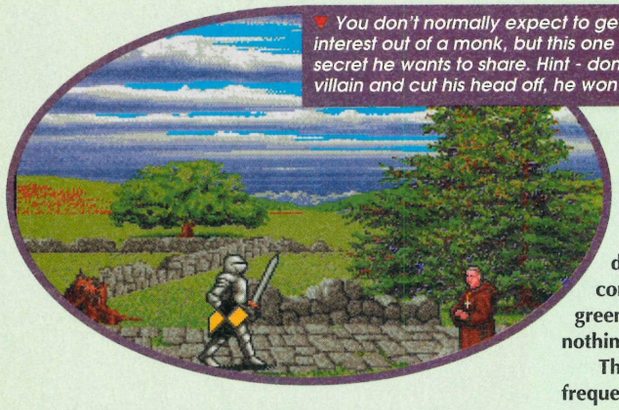
A fine array of armaments at your disposal, use them wisely, or just shoot everything that moves. That jeep beats the hell out of my Nova!





I won't sink to the level of making crude jokes about blowing up choppers, so just take in the view. Mine's the boat on the left.

TEGY STERS



You don't normally expect to get much of interest out of a monk, but this one has a secret he wants to share. Hint - don't be a villain and cut his head off, he won't like it.

You must make your way to Camelot, on the way recruiting your band of brave knights who will support you in your quest.

Once installed as King, many other quests unfold with foes to overcome even more fearsome that the Knights of Ni!

The computer does the navigation for you, so all you have to do is make the decisions, but there are plenty to make. The constant tramping round England's mountains green will improve your knowledge of geography if nothing else.

The graphics are good, the sound is OK and the frequent disk-swapping tedious. Still, it comes recommended to those who look back wistfully to days of old when knights were bold and rude jokes not invented!

from destroying fuel dumps to returning with the decapitated head of an enemy General. A quick scan around should provide you with a few more essential items, but even more can be bought or even picked up further on.

The graphics are 3-D vector graphics and scroll quite reasonably along. Driving the jeeps over the hills is really fun enough in itself! The sound is fairly utilitarian, but adequate and extra touches like seagulls flying overhead make this game a winner.



Sir Constantine reaches Lincoln only to find not very much at all. Get out quick before life gets too dull. To Camelot, where they eat ham and jam and spam a lot!

SPIRIT OF EXCALIBUR

Arthur is dead, and you are his successor. Not a popular choice, the Round Table remains empty and it is up to you to prove yourself worthy of the honour.

THE LOW-DOWN

PUBLISHER: UBI Soft
TEAM: In House
PRICE: £32.99
RELEASED: Out now

SCORING	
POPULOUS	90%
CHESS PLAYER 2150	79%
BATTLE MANIA	71%
HUNTER	89%
SPIRIT OF EXCALIBUR	82%

Strategy Masters is a fine collection for those who like their games to stimulate the grey matter upstairs. The overall quality is very good indeed, with no one game letting the side down too much. When compilation packages are of this quality they become a very good buy indeed and should provide stiff competition for the new releases that come with a similar price tag. Strategists will love this to bits, dullards will hate it to pieces. If you have yet to play any strategically-oriented games and would like to, yet baulk at the cost of a new and untested game, then *Strategy Masters* is just the ticket. Some of the best in the bizz at a price that won't break the bank. I'd get it put on your shopping list now.

REVIEWED BY: HUW

OVERALL SCORE
89%

ACTION REVIEW

COMPILATION

A diamond of a compilation or just fool's (US) Gold?

RAVING MAD



▼ Don't be fooled by these cute sharks in Rodland. Kill 'em with deadly throwing manoeuvres and don't take any nonsense.



▼ Cheer up you miserable teds, RoboCod is here to save the day. And who cares about the snake that's lurking around your feet?

Christmas has to be the time for software houses to look at their back catalogue and see what stays and what goes. Quite often the intense debate leads to the release of a compilation of old classics which provides products with a final swan-song. Will *Raving Mad* be music to the ears or as welcome as a 1 O'clock alarm call on a peaceful Sunday?

ROBOCOD

Like *Sonic* to Sega, *Mario* to Nintendo and lunch in the pub to a Friday, so is *James Pond* to the Amiga. The *Sonic* comparison is one most frequently made and with very good reason.

The action is fast moving and makes for a highly entertaining platform romp which admirably lives up to the original Pond who has now gone down in Amiga legend. Yes, his escapades will doubtless be told to many generations to come.

Our fishy agent has to rid Santa's toy factory of a batch of explosive toy penguins that are primed to explode on Christmas Day, causing mayhem all round. Many somewhat strange rooms are to be explored at great personal risk to life and fin.

RoboCod is frankly superb in the sound, graphics and gameplay departments. A proverbial lake of fun which is as easy as fish fingers to enjoy.

RODLAND

Another platformer this, but not in the *Pond* tradition by any means. Our heroines Tam and Rit have suffered the loss of their Mom (aww!), who has been the unfortunate victim of a kidnapping at the hands of the evil Maboot. Sworn to bring her home where she belongs, the twosome set off to retrieve her from Maboot's Tower.

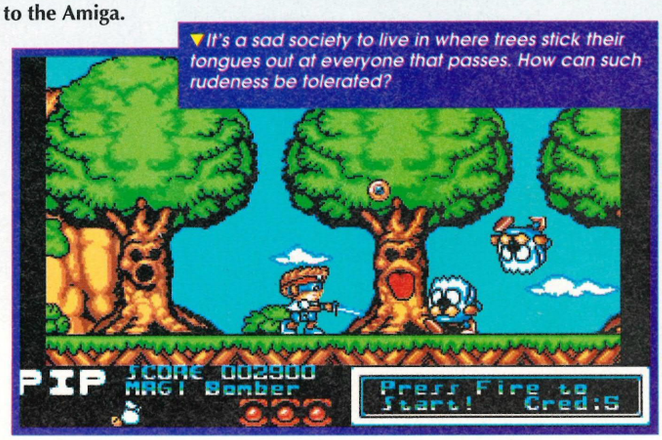
The stars of the show have the aid of a pair of magical Rainbow shoes and the impressive ability to throw any potential foe over their heads time and again until they give up. An interesting change from any kind of ballistic weaponry for sure. Enemies are present in numbers with foes such as wasps, sharks and even mutant potatoes!

The graphics are nothing special though, and although the gameplay is original, the action is a tad too slow for my liking. It's also a little samey across all the levels. Even so, *Rodland* is good fun and well worth a peek.

MEGA TWINS

And yet another platform adventure! The plot involves the Twins (sole surviving heirs to the King's throne) being sent on a quest to avenge the massacre of their people by a rabble of anti-social monsters. The future peace is in the hands of the Twins – can they live up to the immense responsibility?

The game itself is not too bad, but so many other more original platform games exist that this particular caper ends up looking a little dated. The graphics are pretty good and the sound perfectly adequate, but the gameplay is really nothing special. In summary a good game, but to be sure, but nothing special. The twins aren't as mega as they thought they were!



▼ It's a sad society to live in where trees stick their tongues out at everyone that passes. How can such rudeness be tolerated?

THE LOW-DOWN

PUBLISHER: Psygnosis
TEAM: Varied
PRICE: £29.99
RELEASED: Out now

SCORING	
ROBOCOD	90%
RODLAND	75%
MEGA TWINS	72%

Such is the avalanche of compilations arriving in the shops at the moment that to cut it in the market, the overall quality must certainly be very high. Although *Raving Mad* is a quite acceptable collection of old but firm favourites, there is the slight suspicion that it will be relying heavily on *RoboCod* with his fun and fishy charisma while the other two games merely appearing in a supporting role. Even so, *Raving Mad* does provide the value for money that compilations are supposed to, enhanced by the kind addition of a free Kixx game into the bargain. Certainly this is a compilation that will be a must buy for all platform addicts, but surely they won't have missed *Pond* et al the first time round? Ultimately above average but not quite at the top. Now if Psygnosis' *Mega Mix* contained *RoboCod*, that would have been the collection of the year, don't you think?

REVIEWED BY: Huw

OVERALL SCORE

84%

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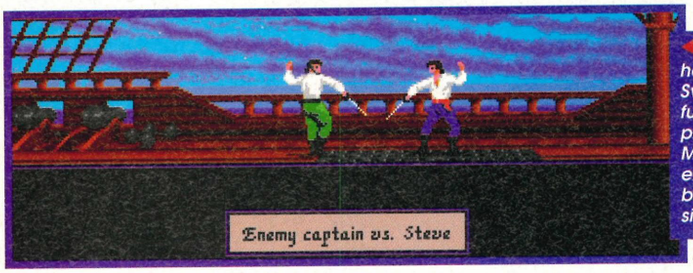
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AA

COMPILATION



Heave ho me hearties! Swashbuckling fun aplenty is provided by MicroProse's excellent buccaneering simulator.

Compilations can come and go without creating a great deal of attention. It looks like UBI Soft are about to change all that with this new release.

FANTASTIC W

What is going on? Two good compilations both in the same month, and both from the same company! What with *Strategy Masters* and now *Fantastic Worlds*, bargain hunters will be in their element.

For my money *Fantastic Worlds* just has the edge over *Strategy Masters*, but that is just because it contains some of my favourite games of all time!



Realms *sees you as a king, and you must take complete control of your destiny as you make an attempt to dominate the world.*

REALMS

Realms was originally released by Virgin and came in the middle of a crop of excellent 'God' simulations. For this reason it was, to a certain extent overlooked by many which was a real shame.

This title provides a different approach to this particular area of the games market. Instead of taking the role of a God or Mayor as in *Sim City*, you become a warlord-type king, striving for dominance over the other neighbouring provinces.

This is a game which, once you become involved in it, will absorb countless hours of your time.



PIRATES

Originally released by MicroProse, this game provided a welcome diversion from their normal brand of flight simulations. This is another underrated game, packed full of swashbuckling, trading, fighting, pillaging and looting.

Taking control of a promising, young, ambitious marauder of the high seas, you must guide his career from beginning to end, conquering towns and cities, recruiting men for your ship, and of course, telling tall tales of your exploits.

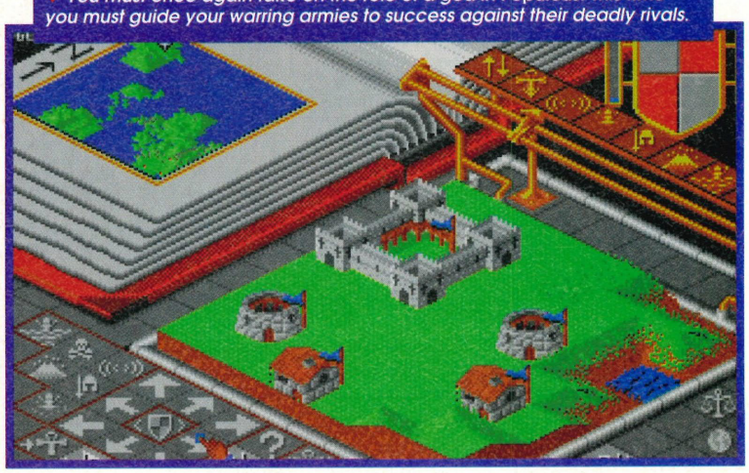
POPULOUS

I could never really see what all the fuss was about when it came to *Populous*, but as I'm a member of a very small minority I'm willing to accept that there may just be something in it which I am missing.

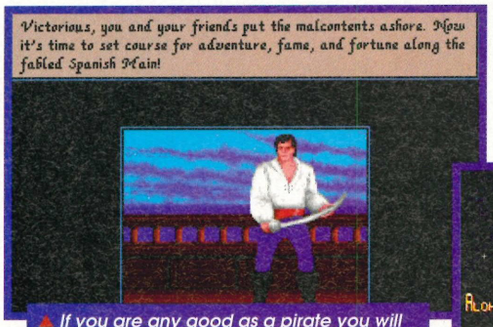
Anyway, basically you are an omnipotent being and must guide your people to victory over the opposing forces. You must provide them with land which is fit to build on, and do everything in your power to hinder the opposition.



Realms *bears many cosmetic similarities to* Populous, *however the gameplay is vastly different.*



You must once again take on the role of a god in Populous. *This time you must guide your warring armies to success against their deadly rivals.*



If you are any good as a pirate you will be victorious in many battles. If you 're lily-livered you end up skewered by a cutlass.

Mega lo Mania *is one of my all time favourite games, with an exceptional blend of addictive gameplay, with a strategy element.*



In Mega lo Mania *you play a god-like figure warring with four other god-like figures tyring to dominate a planet.*



WORLDS

MEGA LO MANIA

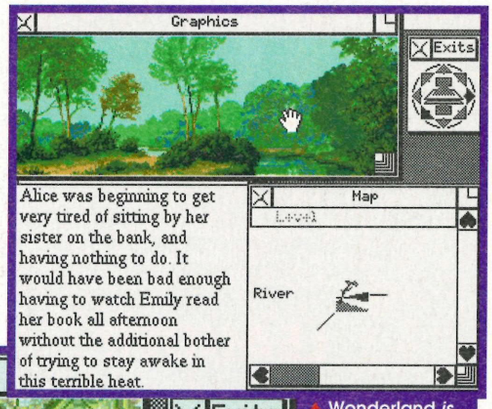
This title really is a true classic. Programmed by Sensible Software this game is a wonderfully inspired piece of coding which must be one of the most addictive strategy games ever released.

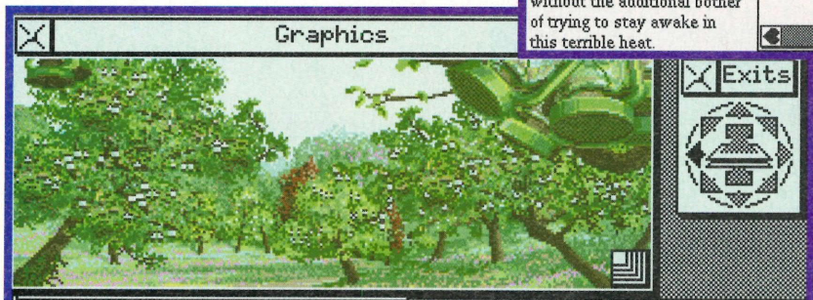
The player must take control of one of four would-be gods , each seeking to gain supremacy over a planet. Each god controls a race of people which slowly advances in technology and fight each other for control of islands. Possibly the best game on the compilation.

WONDERLAND

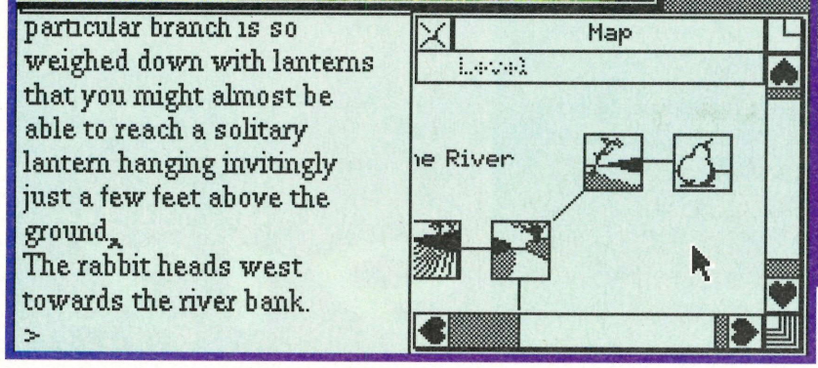
No one mourned the death of the text adventure more than me. It could be said that *Wonderland* was the very last truly great text adventure ever written.

Made by Magnetic Scrolls this is an excellent game based around Lewis Carrol's classic story *Alice in Wonderland.* It is a great shame that people gave up on the text adventure because great advances were made with this release. An innovative window system made this game a joy to play and also gave the player the opportunity to play the game with or without text input. I guarantee this will have you glued to your Amiga for weeks.





Wonderland *is, in my book, the last great text adventure ever written. It's based on* Alice in Wonderland *so you should know the story.*



In Wonderland *you will be confronted by puzzles, jokes and challenges guaranteed to keep you glued to your monitor. Remember to buy white spirit!*

THE LOW-DOWN

PUBLISHER: UBI Soft
TEAM: Various
PRICE: £35.99
RELEASED: Out now

SCORING	
REALMS	79%
PIRATES	82%
POPULOUS	90%
MEGA LO MANIA	91%
WONDERLAND	81%

This has to be one of the finest compilations I have ever seen. It is obvious that UBI Soft have put a great deal of thought into what they decided they wanted to go into it. Usually with compilations, you'll find they have one good game and a few dodgy ones. This has been proved not to be the case twice this month with two great compilations. Every title on *Fantastic Worlds* is a strong one, and it would be nice to think that this is a trend which will be followed by other software houses. If you like a little thought to go into your games and are one of those people who enjoy finding a set of games you want to spend all night playing, you would do well to grab this and check it out.

REVIEWED BY: Steve

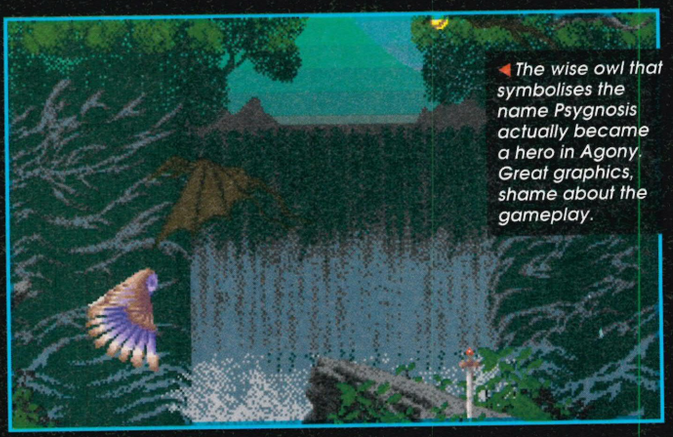
OVERALL SCORE

87%

ACTION REVIEW

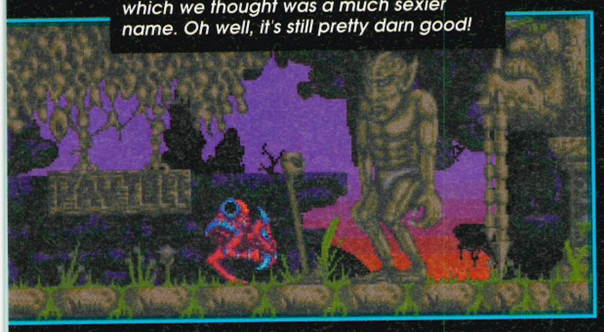
COMPILATION

When Psygnosis collate their best titles, the result is 'Mega'!



◀ The wise owl that symbolises the name Psygnosis actually became a hero in Agony. Great graphics, shame about the gameplay.

MEGA MIX



▼ Ork was originally entitled Infiltrator which we thought was a much sexier name. Oh well, it's still pretty darn good!

Psygnosis are a software house who can apparently do no wrong. Accolade upon accolade has been poured upon them, and the *Mega Mix* box set is an ideal way to get a piece of the action without having to spend vast sums of cash. The question is, do the contents of the box live up to expectations? Let's see.

ORK

As one of two excellent platformers in the box, *Ork* is as much on the lines of fantasy adventure as it is on anything else.

You take the role of Ku–Kabul, a trainee captain in the Heyerdahl space corps. You are on a training mission that will test your abilities to the limit, beyond anything that the Krypton Factor could throw at you, beyond even trying to find a BR train that runs on time.

You have only one life to start with, others can be collected along the way as can various powers ups and all the usual items you expect in a class platformer.

The graphics are superbly presented, although a little gloomy colour–wise, with excellent scrolling in all directions. The gameplay is to the same high standard as the graphics, and coupled with the original approach to the platform format, *Ork* emerges as a real class act.



AGONY

Agony is a game that takes the tried and tested shoot'em-up format and twists it into a more unusual scenario and context.

Playing the role of Alestes, who himself has metamorphosised into the form of a barn owl, you must battle your way to the place that keeps the secret of Cosmic Power. Six levels stand in your way, each with its own collection of nasty and unusual baddies which must be destroyed before you can continue on your way.

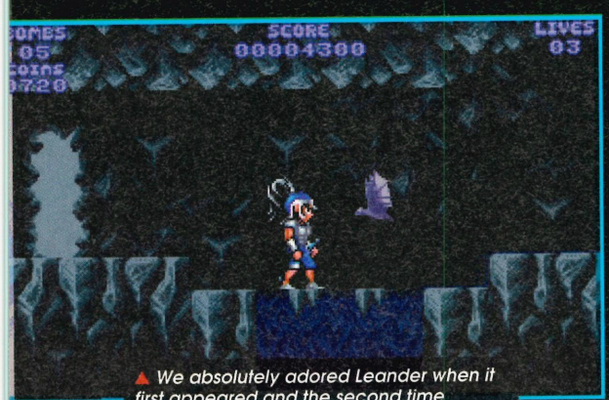
Graphically, *Agony* is no less than stunning. The background scrolls with a creamy smoothness, the foreground is painted with exquisite detail and the owl (that's you) is animated to a level Disney himself would be proud of.

The gameplay is good, if a little too easy. I am also dubious whether 6 levels is going to be enough to satisfy the real pros among us, but this detracts little from what is really a fantastic game.

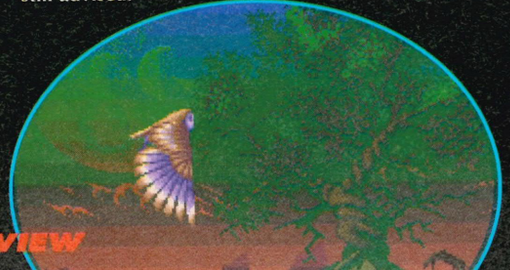
LEANDER

The other platformer in the set, *Leander* is slightly more conventional in its approach. As Captain of the Guard, it is your quest to fight for the life of the lovely Princess Lucanna. In your way stand three potentially lethal world chock full of mutants, enemy soldiers and with no end of traps to evade and puzzles to solve.

The gameplay reminds me a little of *Strider*, but is different enough to avoid any real comparison. The graphics are very good, and the screen scrolls nicely in all directions with no unsightly gaps. The character is easy to control and uses his big sword to vanquish all kinds of inconveniences that he meets along the way. He is well armoured, but caution is still advised.



▲ We absolutely adored Leander when it first appeared and the second time around is no exception.





AMIGA ACTION ACCOLADE

THE LOW-DOWN

PUBLISHER: Psygnosis
TEAM: Varied
PRICE: £29.99
RELEASED: Out now

SCORING	
ORK	80%
AGONY	68%
LEANDER	92%

Mega Mix is a real top-notch compilation that will satisfy the arcade addict no end. To see such a good collection with only a small weak link in the form of *Agony* is good news for those who find the cost of brand new games too high. At £29.99, each game works out at about a tenner, which is not bad going when you consider the quality of the package. My only comment is that many compilations are offering more games for the same price, and this might make them more attractive to those who don't have the money to buy games too often. However, in terms of sheer quality, this collection is going to be damned hard to beat. *Leander* is, of course, the game that sits at the top of the trio and is worth the asking price on its own. A big slap on the back to Psygnosis for this worthy addition to the world of compilations.

REVIEWED BY: Huw

OVERALL SCORE

91%

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ACTION REVIEW

DRAGON'S LAIR III

ARCADE ADVENTURE

One of the greatest heroes of all time arrives for a third instalment of manic Mordread mayhem.



▲ Boo! Hiss! Yes that's right, this is indeed that nasty old, smelly witch, Mordread. If you see her, remember to shout, "She's behind you!".

DRAGON'S LA

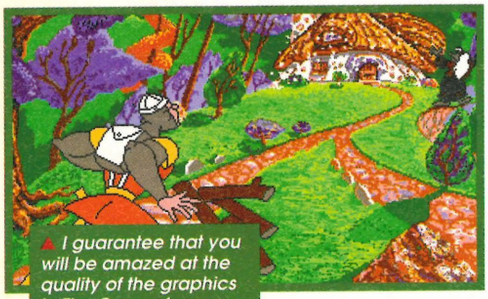
THE CURSE OF MORD

If you were challenged by someone to come up with a suitable name for a hero, what would you choose? Whatever you come up with I am sure that it almost definitely would not have been Dirk. You are never likely to come across a less heroic name no matter how hard you look.

However when Don Bluth created this particular character he had different ideas. He took the plunge and named his main character Dirk the Daring. It is hard to believe that momentous decision was taken 10 years ago.

I remember quite clearly wandering into a local arcade as a child and being struck dumb (He hasn't spoken much sense since! – Ed.) by the wondrous graphics and sound being produced by the first laserdisc machine I had ever seen. The event that was the *Dragon's Lair* arcade machine caused a huge stir which is as yet unmatched in the computer games industry.

There is a slight drawback to these games though. They aren't exactly world beaters in the good old gameplay department. Simply pushing the joystick in one direction every couple of minutes in the hope that it is the right time and right direction for Dirk to escape death once more, is not my recipe for gameplaying success.



▲ I guarantee that you will be amazed at the quality of the graphics in The Curse of Mordread. Have you ever seen anything this good in an Amiga game before?

Anyway, on to the story. In this instalment you must rescue your family from the evil clutches of Mordroc's bitter and twisted sister, the vile witch Mordread, who is out to avenge her brother's destruction which came about by your hands in the last instalment.

The big question is, can you prevent Daphne and your children being trapped forever in the vortex of eternity by the vicious and disgusting Mordread? You will be tested to your absolute limit as the wicked witch throws everything she has got at the valiant Dirk in an attempt to get him off her back.

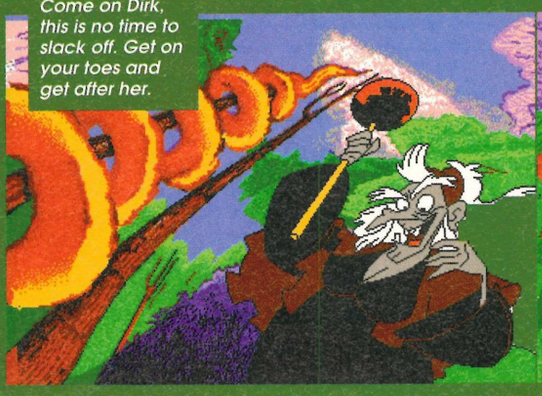
Shoot, I've been shot!

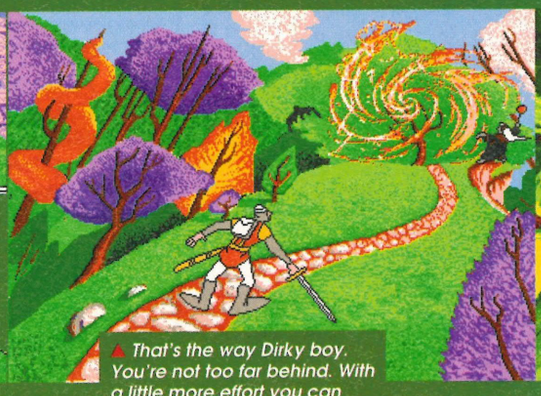
The game can be summed up very easily; you do not actually control the main character, you simply control his reflexes. This may sound a little strange but the concept is really quite simple. For instance, should Dirk need to get out of the way of a shot fired at him you will need to press the control in the right direction, and the right time, to get him to jump back out of harm's way.

The graphics really are staggeringly good as you

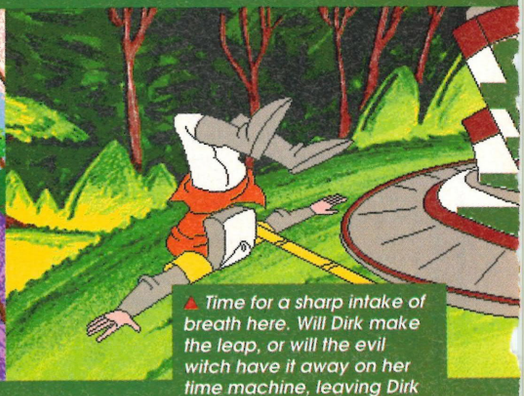
Dirk-y deeds for all to see!

▼ Quick, she's getting away! Come on Dirk, this is no time to slack off. Get on your toes and get after her.





▲ That's the way Dirky boy. You're not too far behind. With a little more effort you can make it easily. Keep it up.



▲ Time for a sharp intake of breath here. Will Dirk make the leap, or will the evil witch have it away on her time machine, leaving Dirk to plunge to certain death?



▼ Dirk is in real trouble now. A bat has decided that his head will be a good appetiser for its dinner. Yeuck!



▲ This was certainly not a good idea. Plunging head first into the ground cannot possibly be good for you.

IR III
DREAD

can tell from the screenshots. What you can't tell is that they move unbelievably smoothly as well. I know it has been said before, but it is actually like watching a cartoon.

The sound is also of an exceptionally high quality with plenty of great music, digitised sound effects and speech which all does a great deal to add atmosphere and excitement to the game.

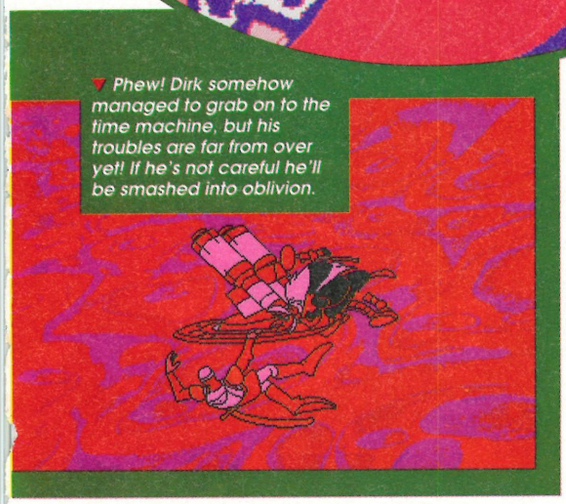
I know many people will crucify this once again for its obvious shortfalls in the gameplay area, but I'm going to go out on a limb and say that this is the best possible way to play a game of this type.

OK, we all know gameplay is vitally important to the majority of computer games, but in this case I would consider it to be an exception. The jaw-dropping graphics and sound more than make up for any deficiencies in other areas, and despite what others say the game does not play all that badly. There may not be too much to do, but I found that working out what was necessary was quite an engaging procedure.

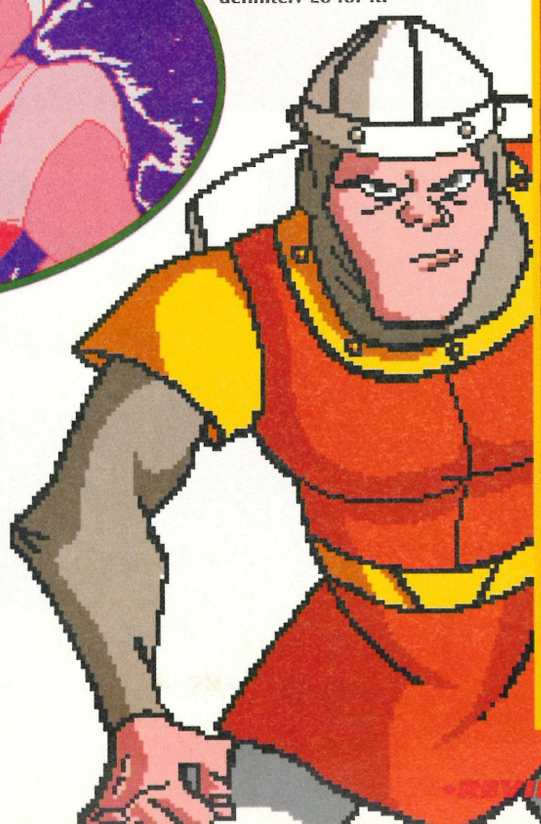
Hopefully, *Dragon's Lair III* will enjoy a more than fair amount of success. You will have to make up your own minds as to whether it is worth the expense. This is certainly a luxury item and if money is no object, then I would most definitely go for it.



▼ Dirk will often come to a sticky end during your play of Dragon's Lair III. Don't worry though, he will always bounce back!



▼ Phew! Dirk somehow managed to grab on to the time machine, but his troubles are far from over yet! If he's not careful he'll be smashed into oblivion.



THE LOW-DOWN

PUBLISHER: Readysoft
TEAM: Don Bluth Multimedia
PRICE: £29.99
RELEASED: Out Now

SCORING	
GRAPHICS	97%
SOUND	84%
PLAYABILITY	61%
DIFFICULTY	Hard

Scoring *Dragon's Lair III* is certainly not the easiest task I have ever had. I know that the game is just not up to scratch when it comes to actually playing the thing, but there is something about the quality of the graphics and sound which keeps on forcing me to carry on playing just to see the next screen. There's also a great sense of achievement when you complete a section after fiddling away with it for absolutley ages. Not an essential purchase by any means, but I don't think the *Dragon's Lair* series is as bad as people make out.

REVIEWED BY: Steve

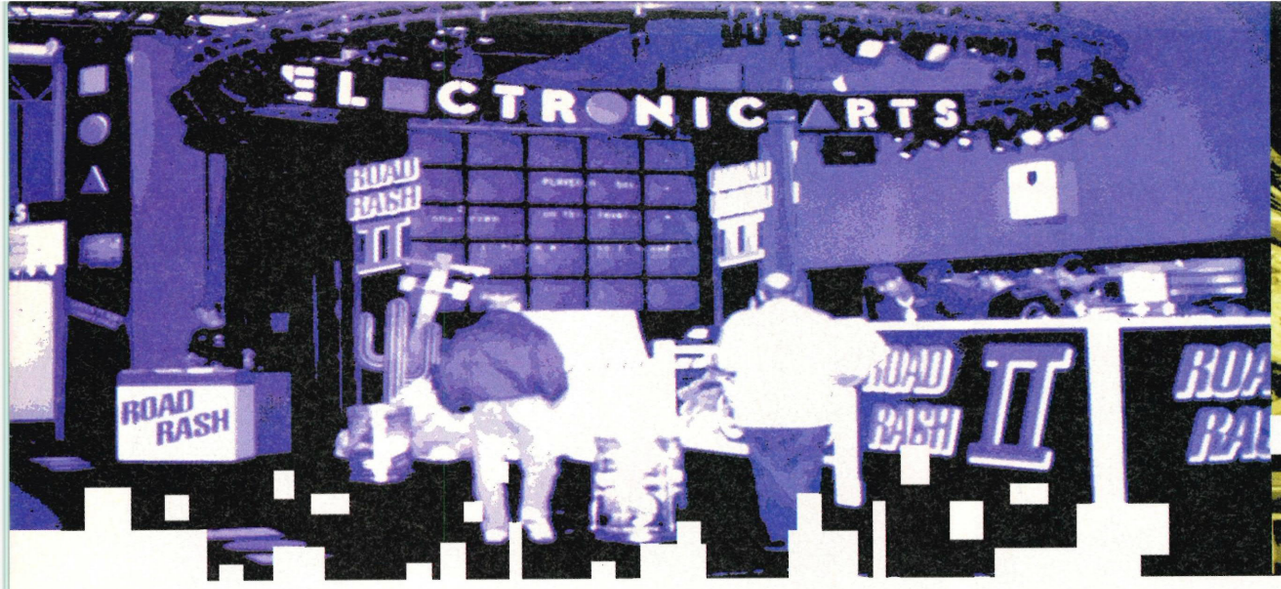
SECOND OPINION

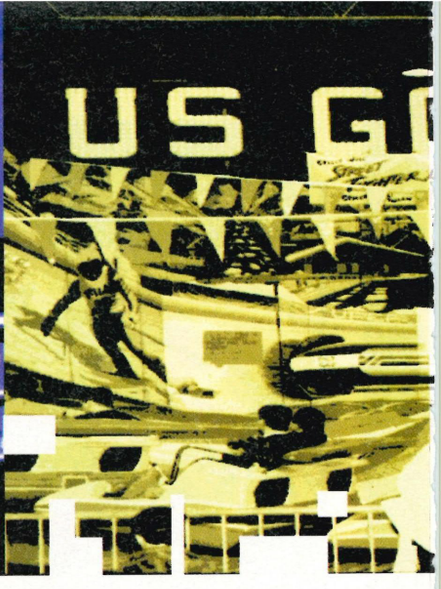
The concept of the game is superb, but is let down by being hard to get started with. Great all-round fun nonetheless.

OPINION BY: Huw

OVERALL SCORE

74%

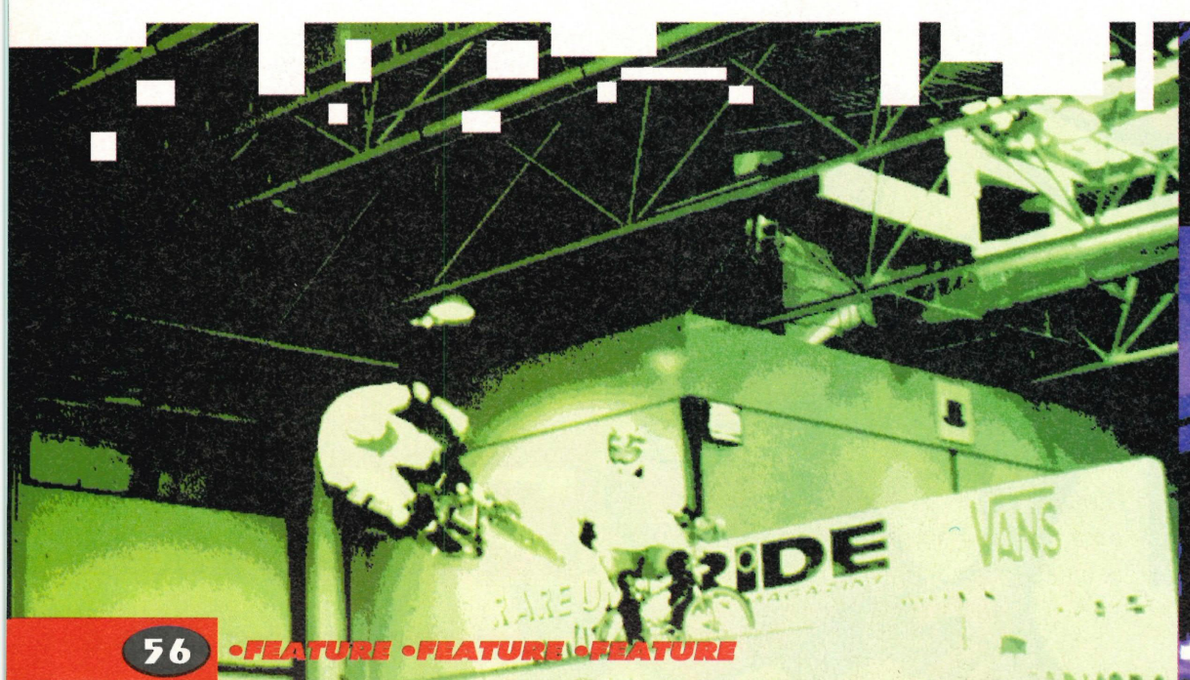


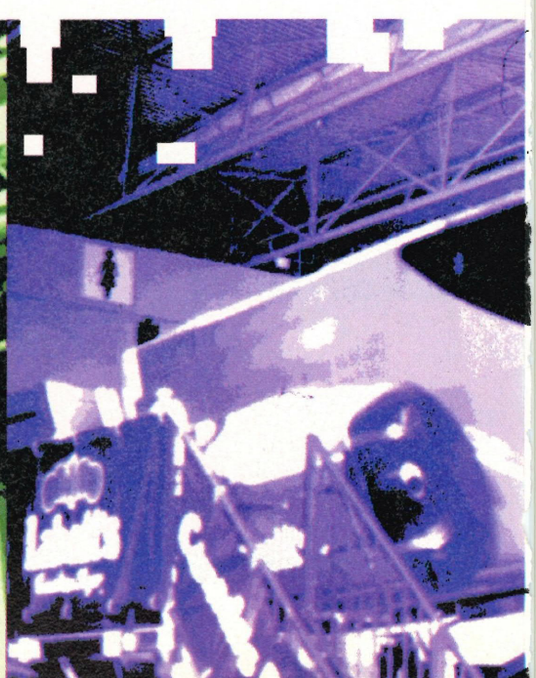


GAMESI

LIV

Once we unravelled Spaghetti Junction and dodged a couple of bricks, we arrived at Birmingham's famous NEC...









MASTER VE

As the yawning entrance beckoned myself and camera-happy Nick inside, I ventured forth not really knowing what to expect. Since this was the first GamesMaster Live event ever hosted, I didn't know whether I should look forward to crowds of hysterical gamesplayers or just the usual hustle and sweaty bustle of a typical consumer show.

The place was actually larger but a lot sparser than I expected. It was even possible to walk around without suffering from digs in the ribs or crumpled toes from the marauding masses.

Of course, many of the large publishing companies were present, boasting their array of Christmas products. Ocean and US Gold were traditionally over the top, offering the punters fairground rides which in themselves made the £6 entry fee worthwhile.

But where did the GamesMaster theme come into all this glitz and glamour? And isn't there supposed to be a sparkling young Scotsman prancing around somewhere?

Well, there was a stageshow which laid down three different challenges to the eager audience. This







included *Streetfighter II*, the excellent *Dynablaster* and *Sonic 2*. All very well but this was the only aspect of the show that incorporated GamesMaster (oh yes, the inimitable Dominik Diamond was his usual jovial and overzealous self).

In retrospect, I just wish there could have been more that clearly defined the difference between the seen-it-all-before consumer show and this TV series spin-off presentation.

And was there anything wildly exciting for Amiga owners to croon about? Yes, there was! Commodore had a sizeable stand, allowing you to dabble on the Amiga range, including the popular A1200.

The enhanced version of *Zool* attracted a lot of attention. Mark Saunders from London summarised the general feeling and response: "It's all a bit too cluttered with the added backgrounds but it does show off the capabilities of the A1200 at this early stage in its life. I think the A1200 is going to beat all the consoles at being the best games machine around, including the Super Nintendo." I was certainly glad to hear that the A1200 had managed to grab hold of the hearts of many people – the future's looking more than rosey.

> "I think the A1200 is going to beat all the consoles at being the best games machine around, including the Super Nintendo."
> Mark Saunders, London

Then who should I bump into but ex-Amiga Action reviewer and now GamesMaster researcher, Doug Johns. I dragged him backstage and beat the truth from him about GamesMaster Live.

"Compared to the Future Show, it's roughly the same. There's about the same amount of stands but we've obviously got a lot more space and we haven't got people being turned away at the doors. If this is a success, then it's going to be bigger than the Future Show because the GamesMaster title's in there."

> "We'll do another show around June half-term holidays so all the kids can get to it."
> Doug Johns, Gamesmaster Researcher

And what's the difference between the live show and a TV show?

"Well, the set's quite close to the crowd and it's a lot different. On TV, there's a lot of stopping and starting, different camera angles and so on. It's raw, live stuff here whereas you see it all welded together in one nice bit when it's on TV."

"When you see the kids running down the stairs on television, we have to film that about four times (twice from above, twice from the side) so people begin to lose enthusiasm but here it's live and exciting all the time."

And what's planned for the stage show?

"We do the challenges four times per day, each day. You don't win a golden joystick but you get something probably of more value to them which is a game of their choice; any game, any price, any format."

> "It's a very interesting show. Dominik Diamond's not as good as he is on television – he's not as sharp and seems very nervous."
> Carl Robinson, Nottingham

So if you didn't turn up, you missed out! That'll teach you.

"We sold about 30,000 tickets in advance and the ratio on that is three to one. In other words, for every ticket sold in advance, you can expect another two to turn up on the door which gives us a potential total of 90,000 visitors."

With the Future Show only having recently passed, some companies found preparations for GamesMaster Live were out of their financial reach. So what has the support from all the software publishers been like?

"They've been pretty good although a few have pulled out but I think that's more their loss, really."

Domark and Psygnosis are two major companies which failed to make an appearance. Let's hope they make their debut next year. Doug continued: "We'll do another show around June half-term holidays so all the kids can get to it. It'll probably be over four days and be at the Birmingham NEC once again. Maybe Future and us will get together instead of having two competitive shows."

Since I spoke to Doug at the time of the show, GamesMaster announced that 74,281 passed through the turnstiles which is actually more than Future achieved. This will surely mean the TV audience rating will benefit greatly and push it nearer to the Bad Influence! figures.



But how did you rate the show? After all, it was staged for your enjoyment. Jonathan Hurd (13) from Stafford had this to say: "The show's good but there's a lot of people so it takes a long time to get on all of the rides."

"The set's well done and is like it is on the television programme but again there's too many people and you're not likely to get a chance to go on a challenge."

> "The show's alright, but it's a bit loud!"
> Edwina, Bath

Nottingham's Carl Robinson (23) added: "It's a very interesting show. Dominik Diamond's not as good as he is on television – he's not as sharp and seems very nervous. Everything's impressed me, though, particularly the Virtual Reality machines."

The female element of gamers was heavily present, too. I pounced on Edwina (21) from Bath who gave me her opinion on how well boys, girls and computers mix: "I don't really know but I think games are ace!" Yeah, well, thanks for that insight, Edwina!

As for the show, she remarked over the booming background music: "The show's alright but a bit loud – I must be hung over or something. And there's all these little boys going around that I just want to hit on the head."

Her opinion on Dominik Diamond's live act was even more bemusing: "He's a complete w**ker." And his TV role: "He's a complete w**ker." She just gets better, eh?

The overall impression I got from speaking to you all was that GamesMaster Live was an excellent and thoroughly enjoyable show (apart from the queues) while the Diamond showed signs of a crack.

As for the industry itself, GamesMaster Live has been hailed as the consumer show of the year with favourable responses from US Gold, Virgin, Gremlin and many more major software publishers.

US Gold's Danielle Woodyatt commented after the event: "It was wonderful. We thought it was well put together and everyone enjoyed themselves."

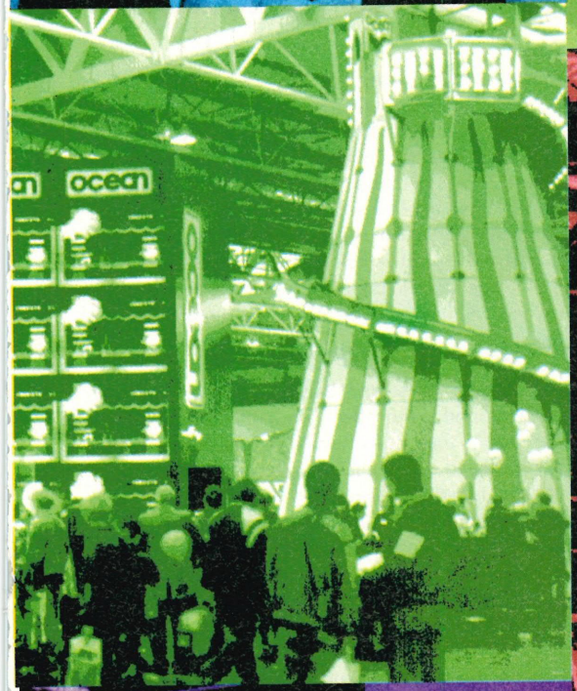
Nick Clarkson, Marketing Manager for Gremlin, summarisd: "It was a fantastic show and will no doubt be the major show of 1993 when it comes round again. I was shattered by the end of the three days but it was certainly worth every ounce of time and effort. I'm already eagerly anticipating next year's extravaganza with great enthusiasm and Gremlin will probably do something really special for the punters. It will be good fun in every sense."

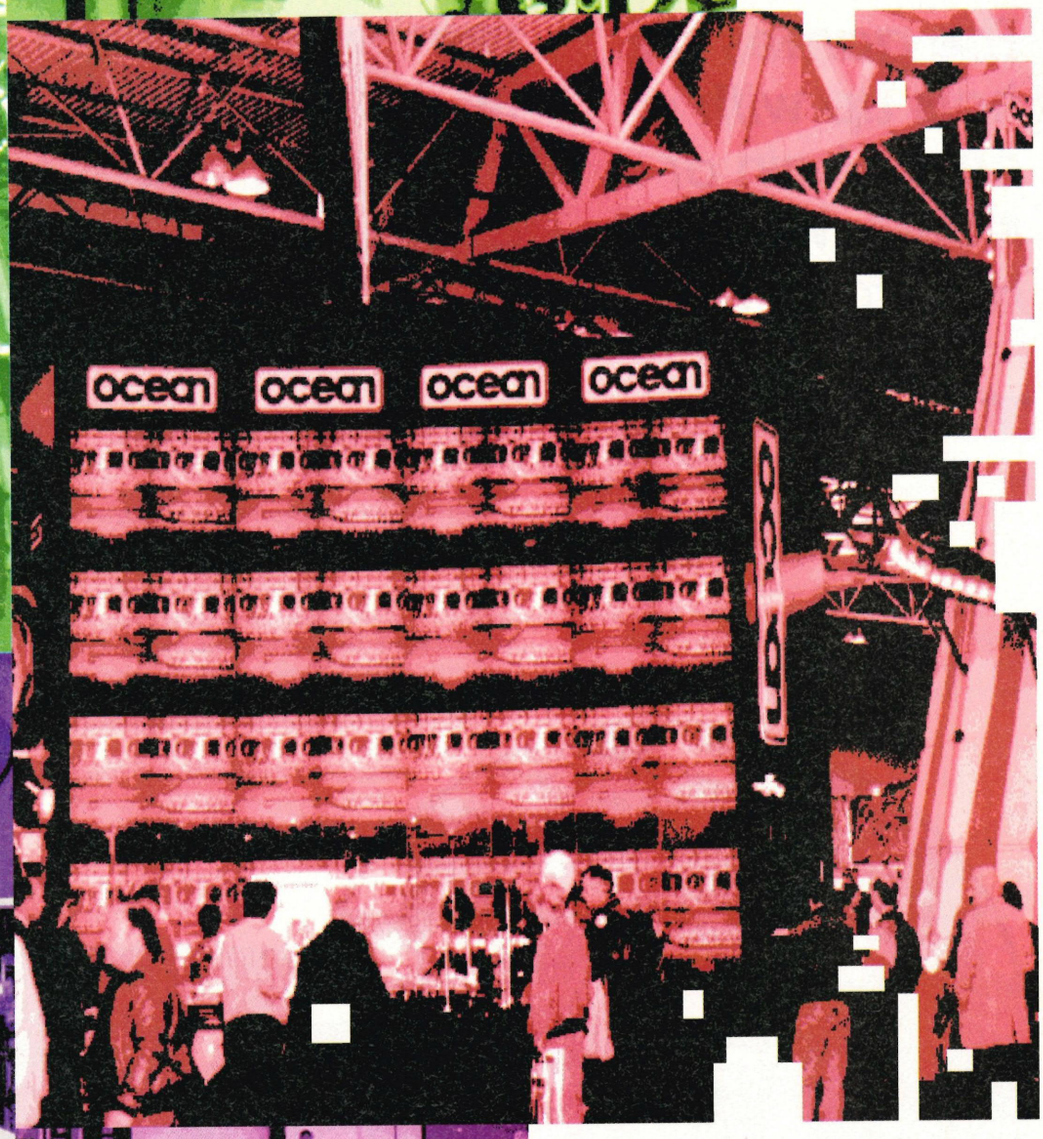
I feel GamesMaster Live has had enough impact to ensure Birmingham an annual influx of gamesplayers from all four corners of Britain. If you couldn't turn up this time around, start making plans now for June and give yourself something special to look forward to.

GAMESMASTER LIVE















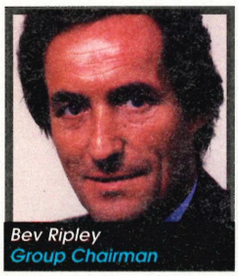
"I'm already eagerly anticipating next year's extravaganza with great enthusiasm"
Nick Clarkson, Gremlin

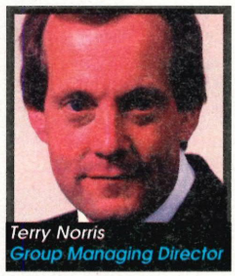
Future ZONE
THE LATEST IN COMPUTER & VIDEO GAMES

FUTURE ZONE

THE FUTURE IN STORE?

The games biz hots up with a new chain of stores. We sent Huw for a look.


Bev Ripley
Group Chairman


Terry Norris
Group Managing Director

The last month has seen the launch of a brand new chain of stores dedicated solely to the computer and video games market. Future Zone look set to become the high street computer games store with premises planned in every major town with a population in excess of 200,000. Over 132 are planned within the next few years.

The store's interior is exceptional, borrowing from both the concept of a record store in the way that the products are set out, and from Gamesmaster in that the area of the store where you can try before you buy has flashing red lights and dry ice! This makes for a good feel about the place which you don't find in many other shops.

The Future Zone stores are the brain-child of Bev Ripley, Terry Norris, Tony Pickup and Graeme Murdoch who between them have a wealth of retailing experience which includes video rental and, believe it or not, DIY!

Their concept differs from that of any current store that sells Amiga software in that Future Zone are concentrating almost solely on software (although they also have a good stock of hardware, CDTV included). This means that a more wider range of games is likely to be found here than anywhere else. Good news indeed for those fed up with having to buy from mail order.

Future Zone see the future of video games as lying firmly in the arms of CD based entertainment systems. This will no doubt mean that the Amiga CDTV is worth at least a sniff at the moment. Whether or not there will be convergence towards compatibility is an open question at the moment.

When asked whether Future Zone had to compete against the likes of Dixons and Toys R Us, Marketing Director Tony Pickup said that he sees Future Zone in a different category of store. Future Zone do not, after all, sell toys or cameras. It is thus likely that stores with only a small line of computer games will cease to stock them. But with Future Zone expanding so rapidly it is unlikely that Amiga owners will have very far to travel to get their games.

Record-breakers

It is suggested these days that "pop culture" has lost much ground to the video games market, and this is born out by the fact that whilst sales of games have sky-rocketted over the last few years, the record industry is taking the recession badly. It is not just the younger kids that this extends to, the market for games for those over 18 is remarkably large, particularly for machines such as the Amiga which has applications for things other than games.

On the question of whether *Mario* and *Sonic* will make an appearance on the Amiga, it was explained that neither Sega nor Nintendo want the characters to become bigger than the hardware they were originally designed for. This may disappoint many Amiga owners, but *Mario* and *Sonic* are such powerful brand icons that any cross platform releases seem very unlikely.

Future Zone are likely to become the big boys in the computer games retail market. I think they will improve things for the better and would advise anyone to go in and have a look.



▲ The High Wycombe branch is a prime example of what you can soon expect to see popping up in your local high street.



▼ From the outside, a Future Zone store is colourful and cheery, giving you a good idea of what lies within.

COMPO WINNERS

Yet more people get their name highlighted in AA! And the first thing you'll do is start ranting and raving to the rest of your family, yelling: "I've won! I'm a star! Look everybody, here's my name in the magazine." Yes, we know what you're like you crazy lot! Oh well, here's another 22 readers inscripted on these holy pages. Sunset Boulevard has nothing on us!

A RIGHT ROYAL BUG-GER!

First, the winners of Krisalis' *Sabre Team* compo (Iss 38). Taking home the Scanner is Ryan Farmer from Hornsea who said he would listen in on Sooty because "...when he's on television, I can't hear a bloody word he's saying."

Runners-up who win copies of the game are Matthew Bidwell from Surrey who said: "Graham Taylor, to see if he really is putting Coco the Clown as centre forward in the next England game."

Other winners are A Norcutt, Wembley; Matthew Smith, East Sussex; Richard Poole, Bolton; Christopher Williams, Caernarfon; Mark McDermott, Clwyd; Graeme Frame, Stirlingshire; Nathan Luker, Northwich; Richard Watts, Plymouth; John Gripton, Tamworth.

DROOL OVER ZOOL

The winner of a year's supply of Chupa Chups (365) from Issue 38 is Stephen Goodall from Rugeley who really captured the spirit of the photo with: "No thanks mate, I can take *Sonic* on my own."

Runners-up who receive a copy of *Zool* are Ian Barrows, Co Antrim; Robert Orr, Manchester; Richard Poole, Bolton; Scott Wilshaw, Stoke-on-Trent; G Wall, Wallsend; G Donaldson, Sunderland; Ashley Cashin, Nottingham; A Taylor, Worksop. Gareth Worthington from Plymouth has the final say with the simply put: "Caught by the Zoolies!"

We'd just like to wish our congratulations to all our winners. Next month, we announce the winners of the *Lethal Weapon* video recorder from Issue 39.

ALIVE AND KICKING!



TROLLS

CONSOLE ACTION ON YOUR HOME COMPUTER

NOW

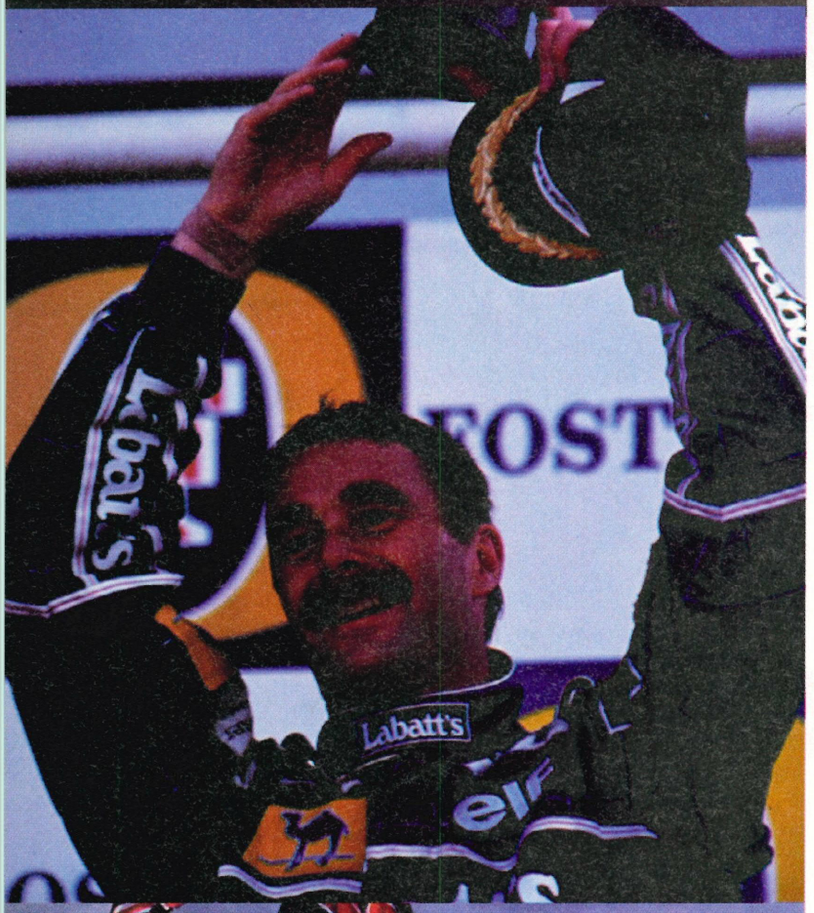
PC . AMIGA . C 64

FLAIR SOFTWARE

EVERYTHING WE DO IS PLAYED BY YOU!

compo







FASTE T

We like to bring the stars into your home whenever we can so please greet Mansell with an open disk drive. *Nigel Mansell's World Championship* is Gremlin's latest blockbuster, breaking new ground and lap records at each and every corner. Now, our coverdisk demo is no ordinary exhilarating experience! Yes, those crazy guys at Gremlin who can often be seen tearing around in imaginary cars and making dubious engine noises are offering a rather special pressie for you to win.

By tearing up the tarmac in our playable Mansell demo, you should be able to achieve a stunning lap time! At the end of the gruelling three lap race, you will be given a fastest lap time and a unique code which represents your particularly excellent achievement.

When you're satisfied that your world-beating lap is the best, take note of the exact time along with the code. Jot them both down and send them to the competition address.

We'll then check the details to make sure no-one is cheating! The top three drivers will be asked to attend a special VIP race meeting at Gremlin's offices with our very own Alan. Ooh, that'll be nice!

The trio of tearaway Mansell's will play the final challenge on Commodore's A1200 under the watchful eye of us! Then the overall champion will not receive a crown, he or she will not even receive a trophy. In fact, the winner will be taking home a sparkling, brand new Amiga A1200. Each of the three finalists will also get an autographed copy of the game, Mansell T-shirts and anything else Gremlin can uncover from their cram-packed headquarters.

Are you faster than the rest? Are you quicker than a KwikFit fitter? Are you bold enough to go like no man has gone before? Try our Mansell coverdisk demo and enter this unique competition to prove to the world that you are indeed Number One.

Win Win Win Win

etition

ST MAN IN HE WORLD



NIGEL MANSELL COMPO!

My fastest lap time is exactly: _____

My fastest lap time code is: _____

Name: .....

Address: .....

.....

.....

Postcode: .....**Age:** .....

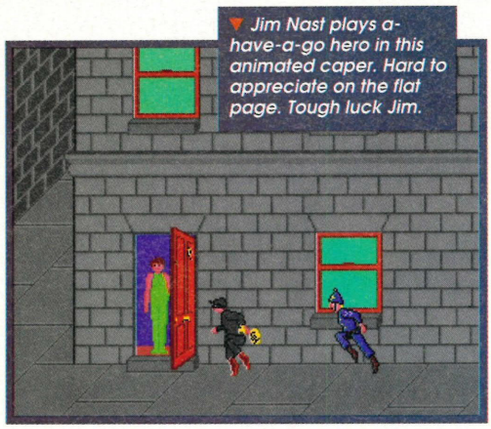
Please send your compo entries to "Fastest Man Compo", Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. They must reach us by 19th February, 1993.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win W

PD in profile

When he's not doing his hair, Huw likes nothing better than to dabble in the Public Domain area...



▼ Jim Nast plays a-have-a-go hero in this animated caper. Hard to appreciate on the flat page. Tough luck Jim.

Public Domain software has long been a cheap way of obtaining software. Quality is highly variable, as any seasoned PD user will testify, but often at less than the price of a pint of cheap lager, so many see it as a chance well worth taking. Our "proper" PD stuff this month comes from 17 Bit, with Deja Vu supplying the License stuff (of which there is more later).

The great Jim Nast (who?) is the subject of one of 17 Bit's animation disks. Yes... interesting in some ways I suppose but then so what? There's only limited enjoyment to be had because once you've seen it, that's it. However, the animations really brighten up what might otherwise be a dull day. Disk no. 2291.

Also from 17 Bit was a disk full of HAM images (no, nothing to do with pigs and bacon), Hold And Modify to the uninitiated. Some of them are quite beautiful: cars, motorbikes and planes. It was hard at times to believe that they were on my Amiga as opposed to my Mac! Top stuff, but as our resident cynic Steve put it, "You might as well just look at a picture". Don't be sending out those negative waves Steve, the Amiga pictures are beautiful to look at and really show off the machine. Disk no. 2295.

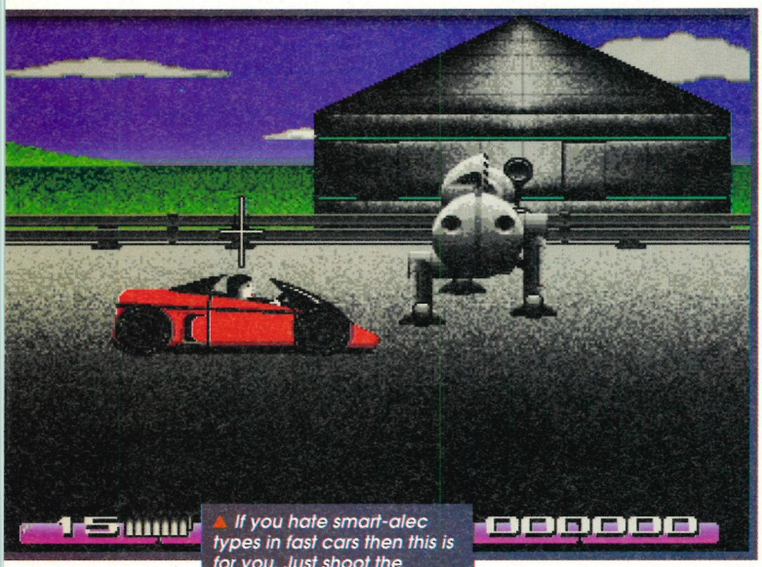
Flashback

From 17 Bit then to Deja Vu. Deja Vu's stuff is not PD, and nor is it Shareware (the "try before you buy" system). It is what is known as Licenseware and in concept is not really very different from the games you buy in the shops. The software is licensed to Deja Vu by the authors and it is illegal to copy or distribute them.

Licenseware finds itself in the PD pages by virtue of the fact that it is still very cheap, on a par with PD in fact. The quality is generally better than PD and the pundits are predicting an end to PD (some houses are experiencing a drying up of supply already) and the blossoming of the Licenseware concept. Watch this space.

Sour Grapes is a game that is not dissimilar to *Q-Bert* in style. You have to hop around a set of squares and collect the grapes while avoiding the baddies, who are only disposed of by making them drink the wine that comes from the grapes! Quite good fun with some neat graphics, too. Highly playable, *Sour Grapes* is well worth the few pennies it costs to buy. You'll find it on disk no. L/74.

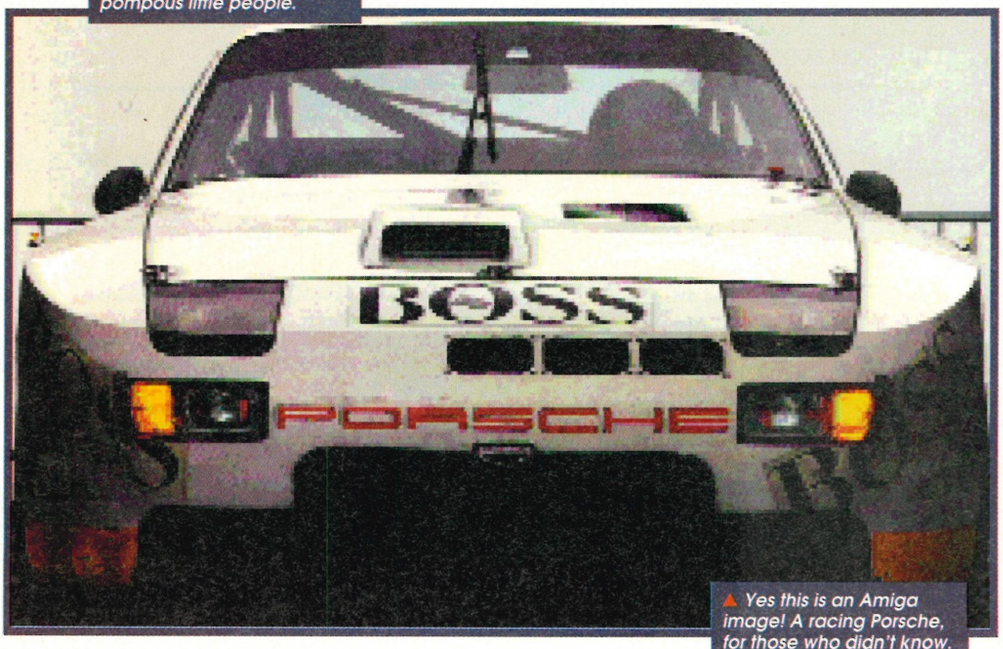
Formula One Challenge is an absolute must for anyone who fancies themselves as a budding Frank Williams. Pick your engines, tyres and drivers and take your chances in the casino that is the FIA World



▲ If you hate smart-alec types in fast cars then this is for you. Just shoot the pompous little people.

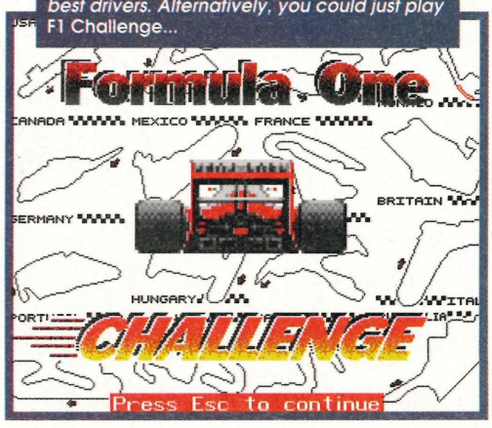


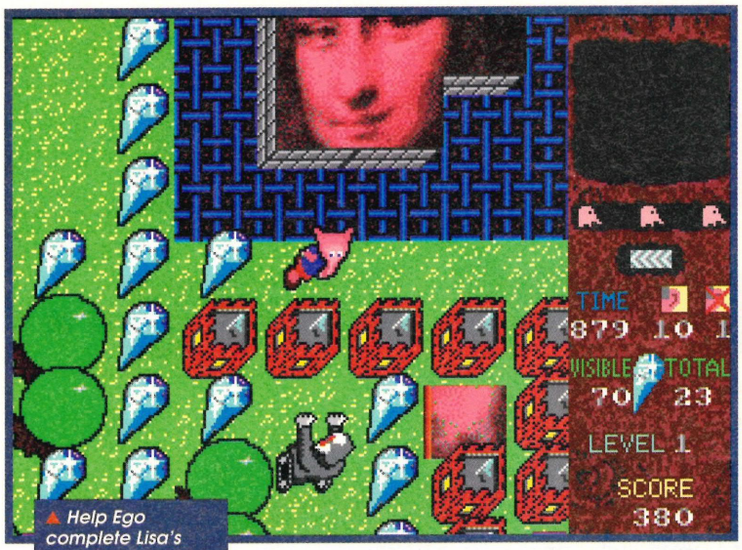
▲ Create that seedy beer-belly filled pub atmosphere with Dirty Cash, some dodgy beer and a packet of stale fags. Boy, I really want to play it now!



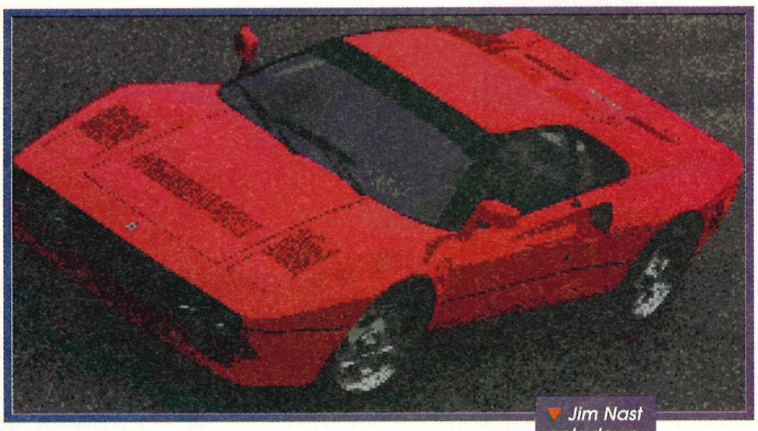
▲ Yes this is an Amiga image! A racing Porsche, for those who didn't know.

▼ If you fancy yourself as Frank Williams then hire a dubious Frenchman and fire all your best drivers. Alternatively, you could just play F1 Challenge...

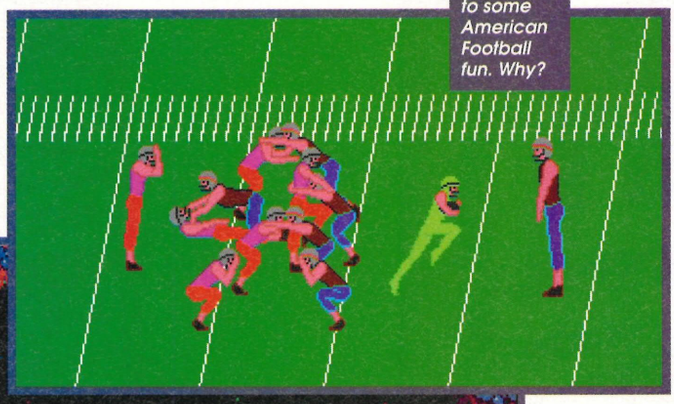




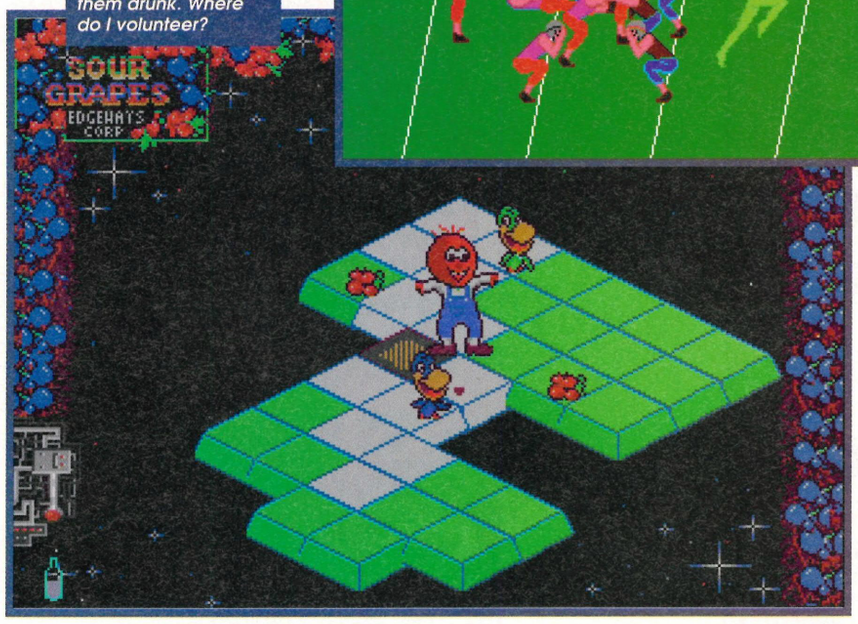
▲ Help Ego complete Lisa's face before she starts Moanin'! Poor joke but a good game. All that ice-cream's bad for you, you know!



▼ Jim Nast gets down to some American Football fun. Why?



▼ If I could only get my hands on those grapes. You get rid of the enemy by getting them drunk. Where do I volunteer?



Championship. This is very much in the same vein as footy management programs, but is more original and bound to appeal to race fans everywhere. It's a shame that you don't control the cars whilst in the race, but hey, what do you expect for the price? A must buy for PD fiends! Check it on on DIsk no. L/44.

Metal Life is really just another shoot'em-up to be honest, and not the most inspiring one either. I just shot everything that crossed the screen. These tended to be either sportscars, choppers or weird walking things like something out of *Star Wars*. The aim of the game (as I later discovered) is to destroy the enemies of the Excel Industries plant, who pose a major threat to civilisation. Not overly enthralling, I'm afraid. I'd rather play *Cybernetix* (reviewed Amiga Action PD Special page, October 1992). Anyway, take a look at disk no. L/109.

Big Ego

Ego is a much more interesting proposition. The idea of the game is to complete a jigsaw picture of various faces. "Nothing new" I hear you cry, but the game is comparable with something like *Boulder Dash* as many objects and nasties stand in your way.

The little guy under your control is most interesting, and the puzzle bits are nicely digitised. The background music is rather *Lemmings*-esque, and the whole thing is rather pleasing all round. I've seen games that go for £30 that aren't as good as this. Disk no. L/107.



Jewels is the perhaps inevitable *Tetris* variant, except the idea this time is to match columns of coloured jewels into rows or columns of three. Hardly original, but this is a good version and if *Tetris* is the absolute love of your life then this should appeal to you if no-one else. Disk number L/117.

If you spend your life on the fruit machines, I have two pieces of advice: a) Get a life and b) get a copy of *Dirty Cash*. It's just as good as the real thing and a lot cheaper too! Find it on disk no. L/47.

And that rounds off our stroll around the Public Domain for this month. Our gratitude to 17 Bit and Deja Vu for the products, and if you want to know how to reach them, the telephone numbers are printed opposite. Party on!!



▲ Jewels, the most original game since, well, the last Tetris clone, really. No great surprises here.

You can contact 17 Bit on: 0924 366982. You can also reach Deja Vu on: 0942 495261.

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Christmas has vanished and the cold winds of winter have crept in and locked their icy fingers around the throat of springtime. What better way to fend off the chills and ills than to curl up in bed with the sexiest thing around – the Amiga Action BluePrint section!

SUPER-HERO

Climb into your underpants and jump out of a window in this game. No, you won't be arrested coz you're a Superhero!

p68



AMBERMOON

The sequel to Amberstar is put through its paces. Can it match the quality of the excellent original?

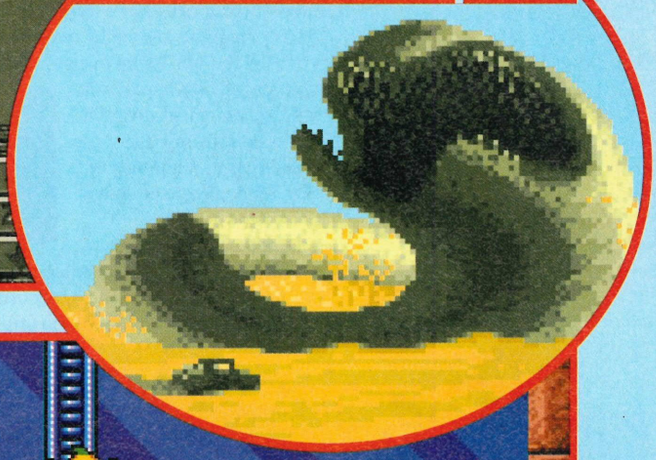
p72



DUNE II

Strange things are afoot on the desert planet of Arrakis. Yes, the sequel to Dune is previewed at last!

p70





KRUSTY'S SUPER FUN HOUSE

Bart is back (again). This time, Krusty has rat trouble, and rather than drown them in the bath, he's decided to call Bart in.

p74



▼ You're in the midst of creating a mellow yellow superhero. Once done, you are able to save him for future use.



▲ And here we see our first hero practising the subtle jump up and nut 'em on the head combat manoeuvre.

SUPER-H

Are you Man or Mouse, Batman or Robin, Judge Dredd or Judge Pickles?

There's something strange in the neighbourhood, so who ya gonna call? You're local superhero, of course! But what do you do if Superman isn't living next door to you? What happens if International Rescue are too busy sampling the delights of a Kit Kat to come and offer assistance? Psygnosis have the answer.

With their forthcoming release, you can create all manner and description of superheroes. But they have better things to do than save your beloved hamster from a stray cat. That's right, it's farewell Harry Hamster and hello awesome Apex.

The world's being overrun by Apex who is not a particularly pleasant fellow. You must create a superhero from your resources in a laboratory, deciding whether to have a cape or overcoat, pointed ears or a mask, red trunks or kinky blue ankle boots. There's plenty more options which, according to Psygnosis, allow you to design one of a possible 79,228,164,440,000,000,000 characters! You can even have female superheroes such as Catwoman lookalikes.

> "A high quality caper around an atmospheric city"

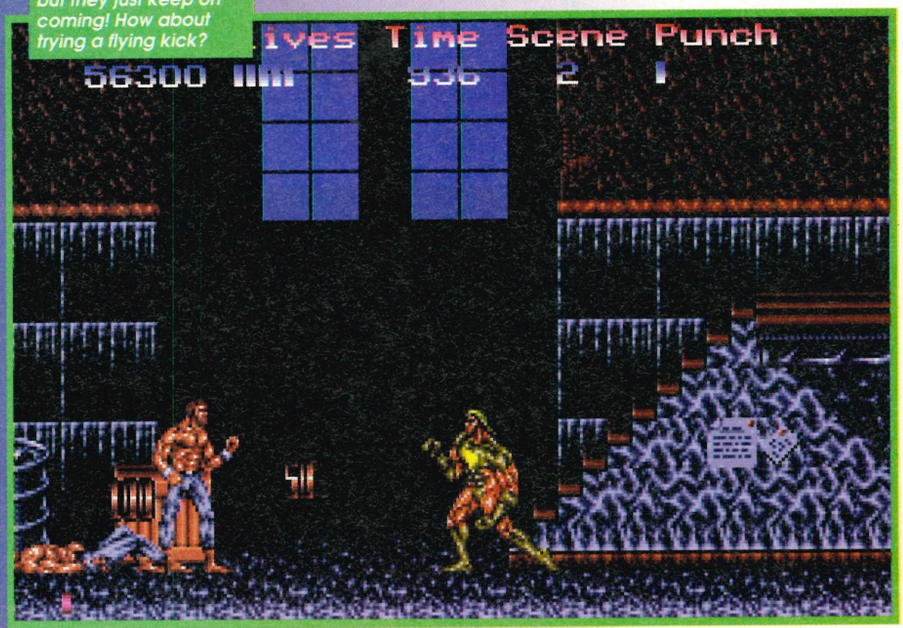
Super-Hero is a platform beat'em-up affair being programmed by Kage who are Antony Ball and David Bland. I managed to spin a web over them for a few minutes, giving me a chance to see what their spider senses had to say about it all.

"We wanted to make a game where you could recreate existing superheroes and not only those of big comic houses like Marvel and DC but some of the smaller publishers such as Innovation and Dark Horse."

And do they admit to bringing to life their own fantasies by writing a game about skintight lycra costumes and women heroes with particularly attractive parts?

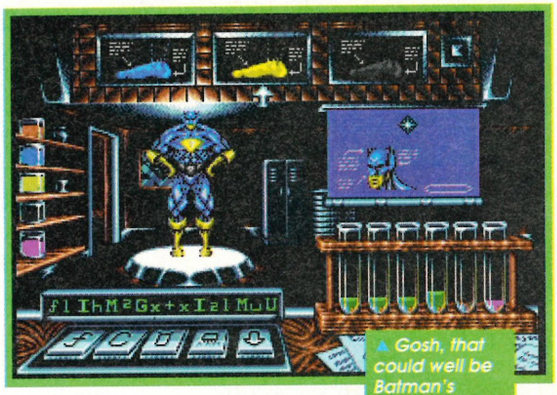
"Most definitely!"

▼ You've punched one bad guy to the ground but they just keep on coming! How about trying a flying kick?





▲ You'd better wrap up in this cold weather. And then select which special powers you want your man to have.



▲ Gosh, that could well be Batman's brother. He's got the look but where's the supersonic, powered-up Batmobile?



▲ Sticking your foot in his mouth not only shuts him up but is also quite a pleasurable toe-sucking experience.

ERO

Now that's honesty for you. But are they both Marvel comic fans? Can they be seen leaping about the kitchen, singing songs about burning their bums in a frying pan?

Therapeutic

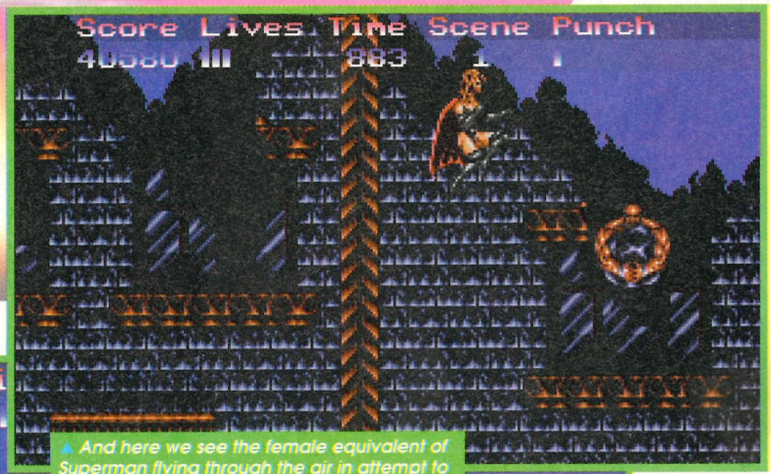
"We used to but we are taking therapy." Hum. Enough of this perverse line of questioning, then! Tell us a little more about the game, lads.

"You can be virtually any superhero: wrestlers, detectives, punks, and so on. Music is by Full FX in a John Carpenter-style. There are nine tunes, each with separate parts. There are also 30 different sound samples making in total some 60 effects."

The pair continue to talk about Konami's soon to appear official *Batman* licence: "Konami's game only allows you to be one superhero. In our game, you can create almost anyone you like."

I've seen both games and can see a real battle brewing; both feature excellent animation and are similar in gameplay. A combination of joystick movements sends your hero into action with head-butts, kicks and punches, all being prominent in *Super-Hero.* Special powers and weapons also add interesting touches to Psygnosis' 1600 screens action-packed adventure.

Would both Antony and David like to star in the next *Batman* film, even if Michelle Pfeiffer wasn't available? David reveals while putting on his green tights: "I'd be the Riddler." (Yes, that's all he revealed!) Meanwhile, Antony denies he has any interest in tights but would certainly like to be in the film. But then, wouldn't we all?



▲ And here we see the female equivalent of Superman flying through the air in attempt to impress al the lads.



▲ Is your wonder woman throwing a punch or preparing to take to the skies in true Superman style? What a puzzler!

Devil dances

And apparently they only dance with the devil in the pale moonlight on Tuesdays because at other times, they are interrupted with head-scratching questions from a strange member of the AA crew. Wonder who that could be?

PROJECT:	Super-Hero		
HOUSE:	Psygnosis	RELEASE:	Feb' 93
TEAM:	Kage	PRICE:	£29.99

COMMENTS: My first impression is of a high quality caper about an atmospherically detailed city backdrop. Sound effects are crunching enough to make you wince while the animation is very commendable but not yet up to the standard of Konami's *Batman.* The superhero character editor isand crazy enough for a few chuckles! When *Super-Hero* comes to town, you'd be advised to book an early appointment.

INSPECTED BY: Alan



▲ The Bene Gesserit are women trained to possess secret, almost magic-like powers. They may have their own plans for Arrakis...



▲ Let the battle commence! I'm just hoping there isn't going to be too much of a mess to clear up...



A manufacturing facility goes up in smoke. Not a useful thing to happen. ▶

DUNE II

Yet another Dune sequel rolls out of the spice mines. But this time, it's a game...



▼ Who do you wish to be? The Atreides badge looks funky!

If you've ever read the many books, and avoided watching the film, you'll have a pretty good idea about what the whole *Dune* thing is all about. The story is just too vast to say much about it here, so I'll suffice by saying that it revolves around the control of a barren planet, Arrakis, which produces the extremely valuable spice Melange.

In *Dune II*, three Houses are battling to get their hands on this spice: The Ordos, who are more rotten than Maxwell's corpse; the Atreides, the good guys; and the Harkonnens, a bunch more cunning than the R-White's advertising agency. The first thing you'll notice in the game is that none of the main characters are the familiar ones. Whether this is because all the proper ones died of old age by the end of *Dune* book 19, or some other reason, it doesn't really make much of difference.

> "Destined to kick sand in the faces of all other sims"

The second thing you'll notice is the big difference in gameplay. Whereas the original was a kind of strategy/adventure, this sequel is more in the *Sim City/Populous* mould. Your mission is to build power stations, barracks, factories and defensive installations, all with the aim of extracting plenty of spice and defending your mines.

Since the aim of the game is to gain overall control of Arrakis, you'll need to go on raiding expeditions to remind the opposition that you're up to no good. So be prepared to spend some of that spice money on the building and maintenance of Missile Launchers, Raider Trikes and Siege Tanks.

However, this being the world of *Dune*, things are never as simple as they seem. The dreaded Sand Worms are never far away from the source of vibrations and you'll need to be hyper-careful

▼ One of the Atreides clan. Their army is considered to be one of the best.



▼ Mine that spice before someone else gets to it!





▼ Aha! Someone's launching a strike! Now do I run for it or stay around for a fight?





▲ Choose the facility you wish to buy. It'll cost you money though!

90°

when vrooming over the desert in your armoured cars, unless you happen to think that a quick trip through a Worm's intestines has some strategic value.

Also, don't think you can plonk your mining and defence installations anywhere. Your spice mines will need to placed in spice fields, and the lie of the land will influence how you'll be able to go on raiding expeditions. For instance, dunes are tricky to cross, mountains can only be traversed by infantry units, and rock is pretty well the only stuff you can build anything on safely.

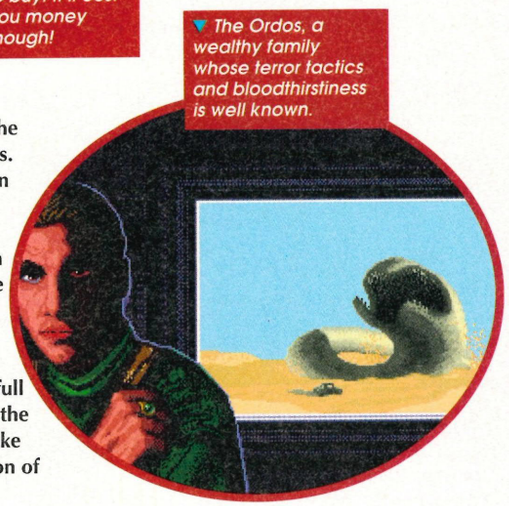
What time is it?

Dune II is also played in real time, meaning that you'd better not nip off for a cup of tea without pausing the game. The enemies won't be hanging around and every minute you waste is time the opposition can spend strengthening its positions. Nevertheless you'll be pleased to know that if things start to get a little hectic, you can slow the game down.

When you've got a decent spice mining facility up and running, you'll find that much of your time will be spend in getting equipped for raids or preparing to defend against a raid. The range of weaponry at your control is enormous, but be prepared – as in normal wars, it may not always act as you'd expect... And one final tip: The Imperial Sardukar (the Emperor's elite troops) are the sort of guys the SAS wouldn't want to cross. Rumoured to have been trained on a prison planet, one Sardukar versus one riot is the usual kind of ratio these guys have been taught to deal with. Apparently, they're on Arrakis and may be tied up with one of the enemies. So don't forget the Arrakis natives, the Fremen. They may come in rather useful...

Graphically, *Dune II* is first-class. It's full of nice litte touches (like vehicle tracks in the sand which fade with time) which don't take long to program but add to the presentation of the game enormously.

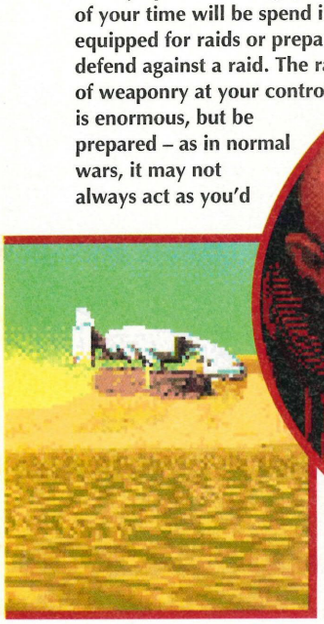
And with the depth to the whole *Dune* saga, you can be pretty sure that this game has a fair distance to run on the computer format. Watch this space...



▼ The Ordos, a wealthy family whose terror tactics and bloodthirstiness is well known.



▲ Loading your transporters for possible action may be a good idea.





▲ This looks suspiciously like a Hark-onnen, the ancient enemy of the Atreides.

PROJECT:	Dune II
HOUSE:	Virgin
RELEASE:	March/April' 93
TEAM:	Westwood
PRICE:	£TBA

COMMENTS: *Dune II* is a stunner. It is exactly the sort of title I would happily stay up all night to play. Graphically, this is great, but where it really scores for me is in the playability department. I'm a great fan of the *Dune* saga, and although you may miss your favourite characters from the books, you'll soon find yourself sucked into the *Dune* atmosphere all over again. This little number is destined to kick sand in the faces of all other sims.

INSPECTED BY: Nick

AMBE

Amberstar stole all the light. Will the sequel shine or be totally eclipsed?

Amberstar received widespread acclaim when it was first released. Many a spouse became an *Amberstar* widow(er), and many meals and even episodes of Coronation Street were foregone in pursuit of the elusive Amberstar. So, the release of *Ambermoon* will doubtless be met with resignation by spouses, cooks and TV soap producers alike.

Although there were many that said *Amberstar* would not likely be bettered, those fine upstanding people at Thalion have endeavoured to make *Ambermoon* even better than its predecessor. Much time and effort appears to have gone into this.

Lost and found

A great new feature of the new program is the revamp of the Dungeon system. The days of having to move around using a blocky map are gone, and in their place you get a system whereby you can freely move through the multiplicity of dismal dungeons and scintillating cities. The secret of how this works is contained within Michael Bittner's "Real-time texture mapping Dungeon System", which allows smooth movement through the 3-D maps. The smoothness of the game can, we are told, be enhanced further if you have an accelerator-board in your Amiga. Good news for A1200 owners.

> "A great new feature is the revamp of the Dungeon system"

Not all aspects of *Amberstar* have undergone such radical change in *Ambermoon*, although the game's authors believe that the Character Status screen has been slightly improved on the graphics side. Whether this is true is really a matter of opinion I suppose, but I'm inclined to agree with them. The inventory screen has also had a face-lift, but more in terms of its usability than its basic appearance. The icons have gone and have been replaced by a system whereby the required item can be moved from the person or backpack by merely clicking on it and then clicking on where you want to use or put it. Much simpler I'm sure you'll agree.



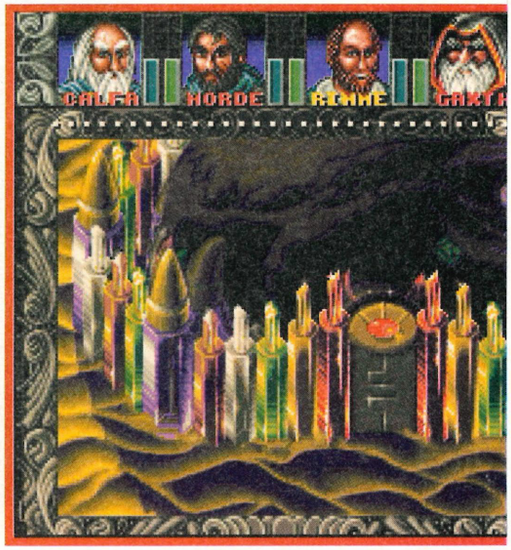
▲ What's behind this door is anybody's guess. You may as well know that you'll have to open it and find out sooner or later. Spooky, isn't it!



You're inventory allows you to easily manipulate your objects into position on yourself. ▶

▼ You're inside a house now so the idea is to search it thoroughly. Make sure you miss absolutely nothing.

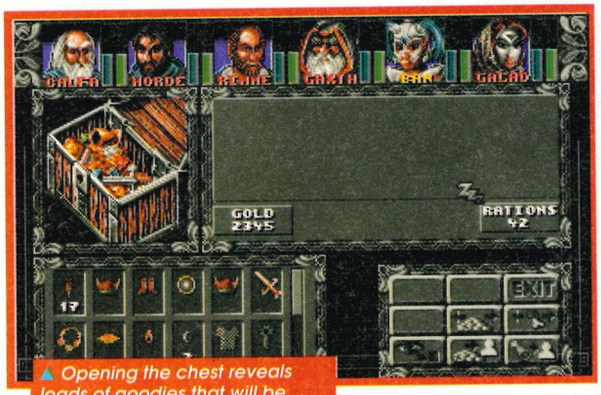




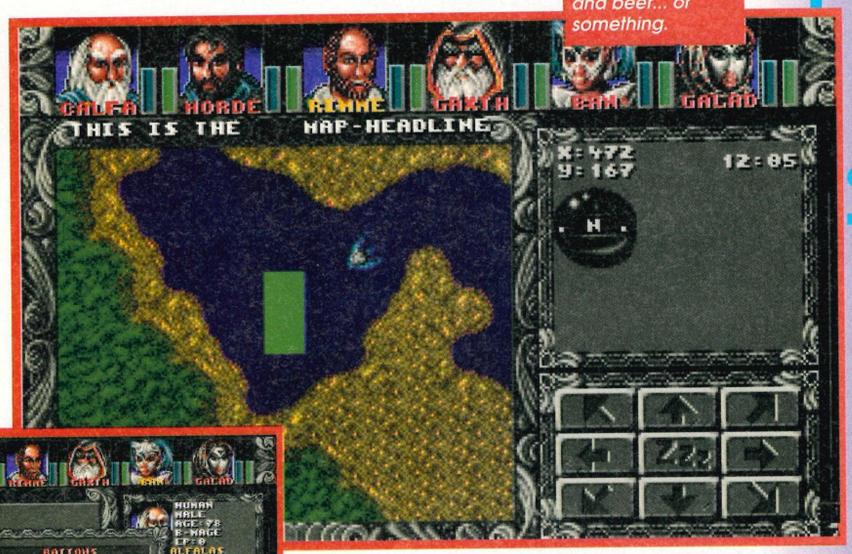
Out with your jemmy

Fans of the original game will doubtless be thrilled to learn that the chests you can find are still choc full of goodies – food, gold, precious stones and the like (but look out for booby traps!). Not all can be opened so easily, and it can become a quest within a quest to try and get the damn things open! Taking a thief as part of your band of merry men might be a handy yet quite simple solution to this problem. An additional improvement is that chests can also now be used to deposit anything that becomes too heavy. No more

RMOON



▲ Opening the chest reveals loads of goodies that will be helpful in your quest.



▼ Looking through your compass you can now see which direction you're heading in. Guide your party about the area in search of women and beer... or something.

need you throw valuables away merely because they weigh a little too much. Just make a quick note of where you left things and you're sorted.

The *Ambermoon* world map is increased in size to an 800 X 800 grid, which makes for even bigger adventures. Not only that but there is also a choice of more than just one world in *Ambermoon*. Thalion are not saying much more than that, but it does sound rather promising. Better still, the graphics have now been scaled down to a decent perspective, which really makes much more sense! The scenery in some places I must say is pretty good really, not that Amberstar was ever lacking in this department to start with.

Some of the interior designs of the houses on Lyramion have been changed. Neither for better or worse really, but what the heck, a change is as good as a rest isn't it? It always helps when a sequel doesn't look too much like its predecessor.

All in all, this looks as though it's going to be a most satisfying follow-up to what was (and indeed still is) a classic role playing game.



▲ The basic layout is still pretty similar to the first Amberstar game although it now looks graphically better.

Fans of *Amberstar* will probably be straining at the leash to go out and buy the new *Ambermoon*. It apparently took about 5 person-years to complete, so you can expect the same painstaking attention to detail that was evident in *Amberstar*. Keep an eye out.



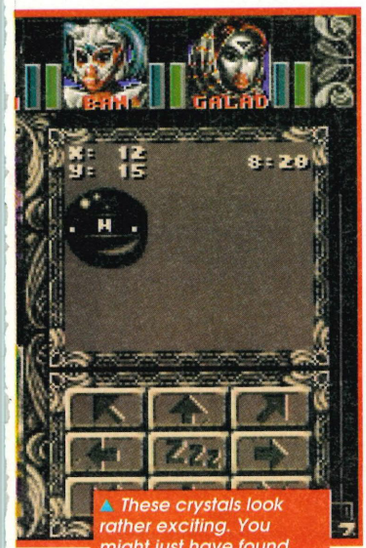
▲ A dank, smelly dungeon awaits your party. Dare you enter?

▼ The brand new outside map graphics have been greatly enlarged and scaled correctly.



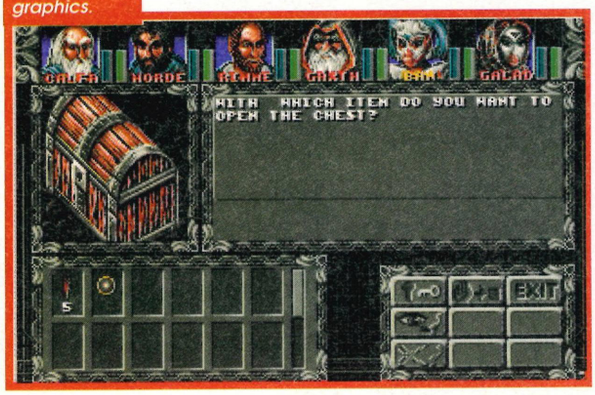


▲ The overhead perspective has been given a much higher level of detail.



▲ These crystals look rather exciting. You might just have found something you were looking for!

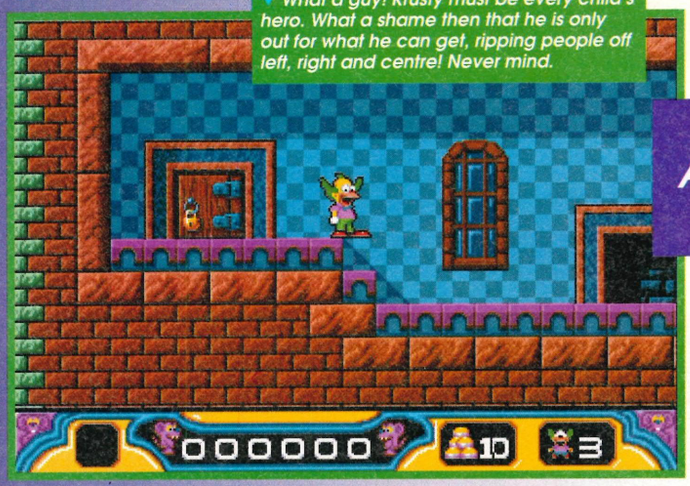
▼ Those blokes at Thalion have been busy refining the graphics.



PROJECT:	Ambermoon		
HOUSE:	Thalion	RELEASE:	Spring '93
TEAM:	J Horneman & M Bittner	PRICE:	£TBA

COMMENTS: Thalion look to have come up trumps again with *Ambermoon*. This will be a boon to all RPG addicts yet will not exclude those of us who are traditionally not so keen on this sort of thing. *Amberstar* was really a tough act to beat, and whether or not *Ambermoon* succeeds in doing this remains to be seen, but the signs are very good indeed. It just goes to show that Germans have more to their credit than a top rated footy team.

INSPECTED BY: Huw



▼ What a guy! Krusty must be every child's hero. What a shame then that he is only out for what he can get, ripping people off left, right and centre! Never mind.

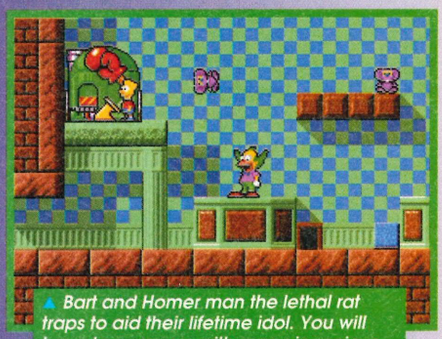
"This hits the Amiga with a bang!"



▲ You must do your best to collect objects that are littered around the fun house. Only when you successfully do this can you visit Itchy and Scratchy.

KRUSTY'S SUPER FUN HOUSE

Will you be able to save Krusty's Fun House from an invasion of rats?



▲ Bart and Homer man the lethal rat traps to aid their lifetime idol. You will have to come up with many ingenious ways of luring them into the traps.

When Matt Groening created *The Simpsons*, he could have had no idea of the worldwide success and critical acclaim his little yellow cartoon characters would draw in. It was inevitable then, that computer games based around the characters would soon follow.

Whereas the obvious choice would be everyone's favourite under-achiever Bart, Acclaim have gone for something a little bit different and based their effort around Bart and Lisa's super hero, Krusty the Clown.

For those uneducated in *Simpsons* lore, Krusty hosts his own children's television programme featuring those classic cartoon characters, the excessively violent Itchy and Scratchy. Every afternoon, all of Springfield's kids rush home (unless of course, they're in detention!) to watch the famous programme.

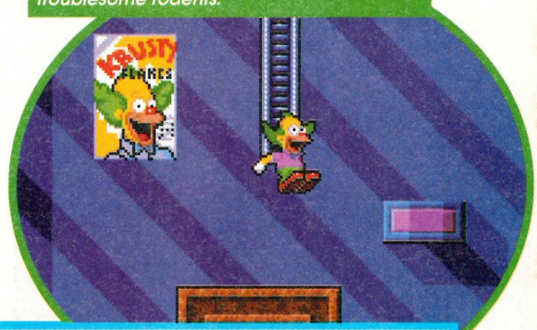
Now though, disaster has struck. Krusty's Fun House has been infested by troublesome rats. Could this be the end for Krustyland? Not if Bart has anything to do with it! If it was up to him he would just tell the rats to "Eat my shorts!". Unfortunately though it is not quite that simple.

Thick as a plank

This job is bigger than just one 11 year old. It is going to take Bart, Krusty and Homer every ounce of their combined intelligence to rid the Fun House of those pesky rats, and let's face it, that doesn't add up to much!

This is where you come in. You must guide Krusty around the house, and lead the rats, Pied Piper-style, towards the cunning and lethal traps laid out and manned by the ever-vigilant father and son duo. It's not going to be easy though. Being a Funhouse, nothing is quite what it seems and it will take a great deal of skill and thought to succeed.

▼ Krusty really is an athletic chap, making giant leaps across gaping chasms, all in an effort to rid his humble abode of those troublesome rodents.





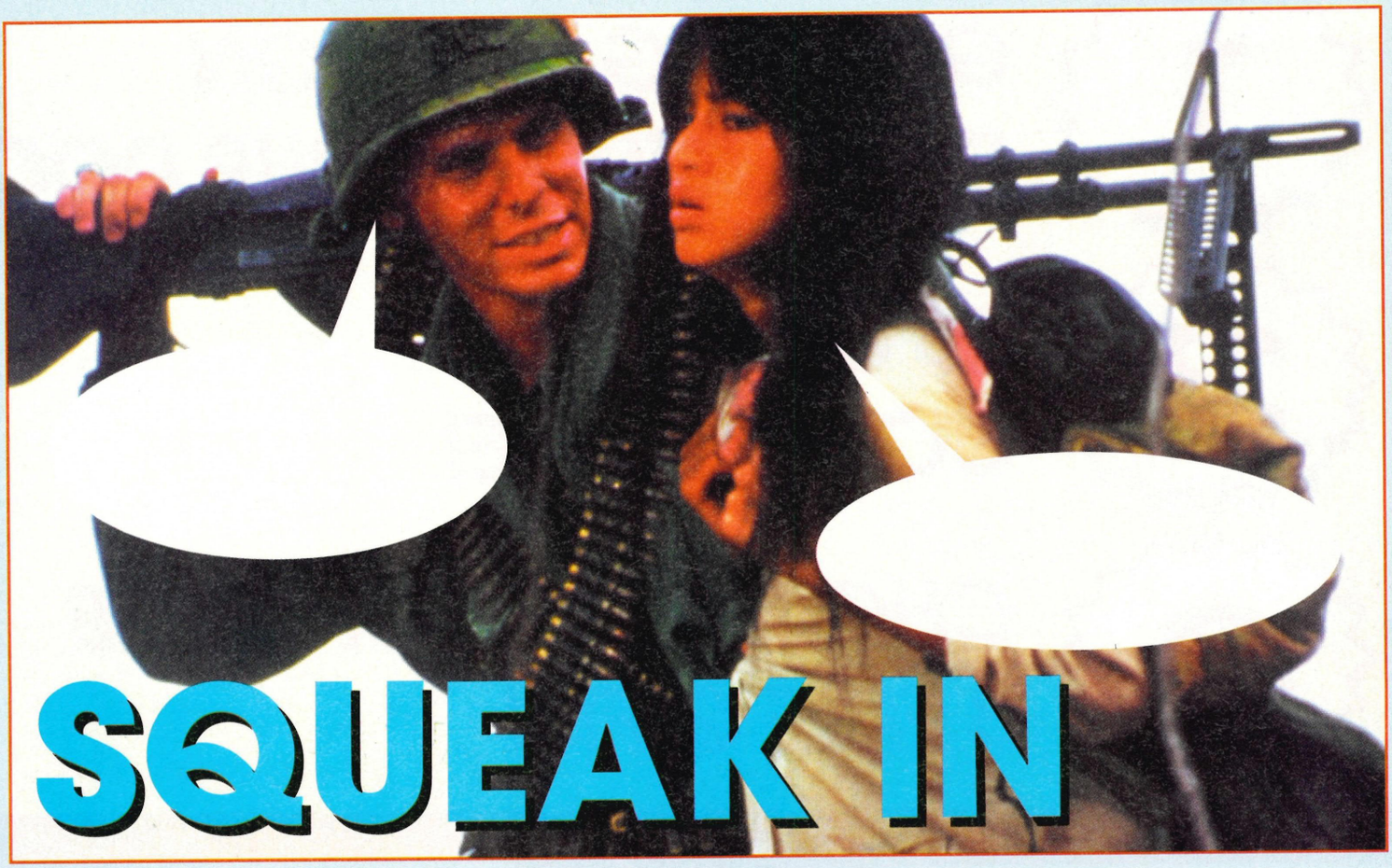
▲ No one could ever accuse Krusty of being self-conscious. Plastered all around his house are posters of himself advertising various Krusty-related products.

PROJECT:	Krusty's Fun House		
HOUSE:	Acclaim	RELEASE:	February '93
TEAM:	In House	PRICE:	£29.99

COMMENTS: Already a smash hit on the consoles, *Krusty's Super Fun House* hits the Amiga with a bang! One of the best puzzle games ever appears to have made a completely flawless conversion to the Amiga. *Simpsons*-based games in the past just simply haven't been of an acceptable quality to devotees of the programme but I am confident that this release will change that fact forever. Let's hope the final version matches this quality.

INSPECTED BY: Steve

competition



SQUEAK IN THE BUBBLE

Okay, we admit it. We've totally run out of ideas for our fabled Next Month page, so we've decided to come to you lot for help. Just fill in the blanks in the usual manner, mentioning Amiga Action in some way, preferably in a way which makes Alan Bunker look ridiculous, and you can win the game of your choice! Photocopies will be accepted, so send the piccy and the coupon to Amiga Action, Squeak in the Bubble Compo, Europa House, Adlington Park, Macclesfield SK10 4NP. Any entries that arrive later than 19th February will be used as things to throw at Steve McNally.

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Age:.....

My choice of game if I win is:

Send your entries by the 19th February to "Squeak In The Bubble Compo", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

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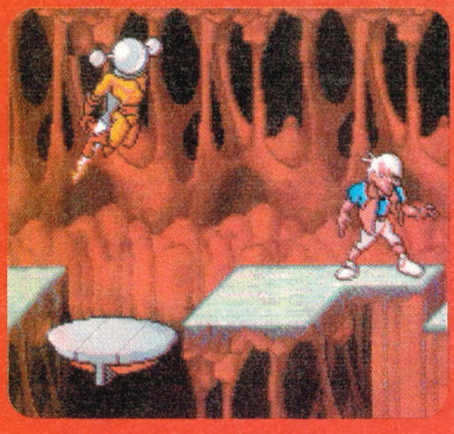
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AA Review September 92





"The action is good enough to make you want to get out your tatty old balaclava and put a saucepan on your head. Fast, smooth, playable."
AA Preview November '92

"Contains all the playability and realism of the original but has been improved even more. You'll be playing it for years to come and that's a fact"
AA Review November 92

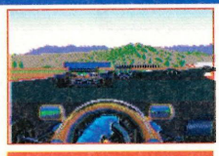
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PREMIERE 8241 ☐

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CURSE OF ENCHANTIA

Following hot on the heels of last month's massive Kyrandia solution comes the ultimate player's guide for that other superb graphic adventure, The Curse of Enchantia, supplied by Keith Grabban of Bath.



KEY

ANY WORD DISPLAYED IN CAPITALS SIGNIFIES OPERATIONS PERFORMED ON THE CONTROL ICONS.

Dungeon

SHOUT HELP, PICK UP key, UNLOCK chains with key, go to wall on far right and PICK UP coin, go to wall on right and PUSH/PULL wall to reveal a hole, PICK UP paper clip, go to door and UNLOCK lock with paper clip.

Hallway

PICK UP fishbowl, go to door, LOOK at lock on door in front (not necessary but interesting!), go left, PICK UP all the jewels on the way, avoiding the hammers and troll creature if possible until you come to the exit door on the left. Go through the door.

Under water

WEAR fishbowl, go to railings, PUSH/PULL FISH, look behind big rope and PICK UP coin. Go left, LOOK at hole on floor, PICK UP pipe from the hole, go left, SAY HI to Mr. Fish, GIVE pipe to Mr. Fish who will then give you some oxygen. Go left and the fish will drop shell. PICK UP shell, wait for turtle to swim above, GIVE the shell to the turtle who will give you a lift over the electric eels.

Go left, look in reeds, and PICK UP electric prod. Go left, wait for the shark and FIGHT with prod. Keep on doing this, going left all the time until you come to the giant clam. Wait until the clam is closed then JUMP over the clam. Go left to plug, INSERT prod into plug and you will be transported to the cave.



Cave

Go to wall on the far right, come forward, LOOK, and PICK UP seaweed. Go to front wall, LOOK, PUSH/PULL button and an entrance will miraculously appear. Go through the entrance.

Cave Maze

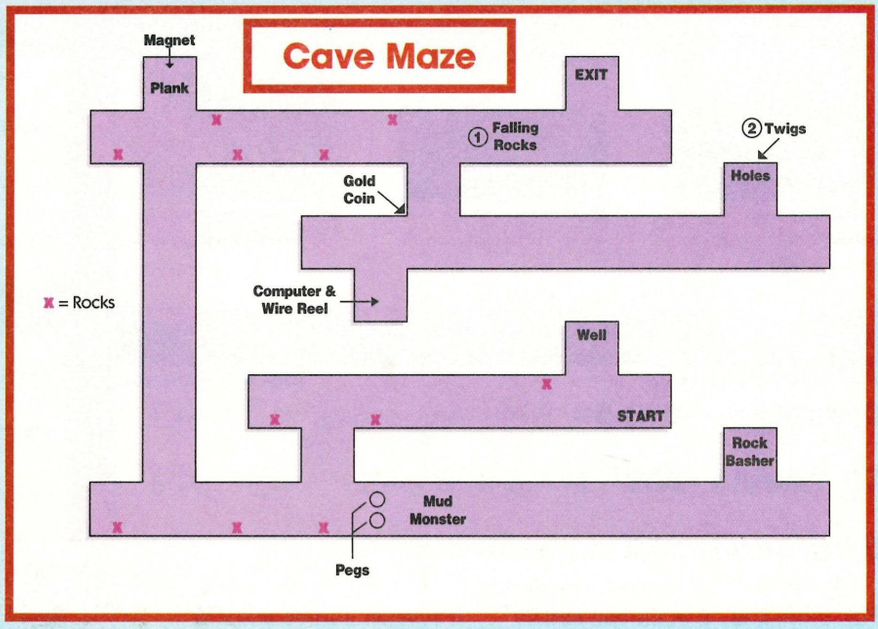
Go left. PICK UP all the rocks you can find lying around in the places indicated on the map. Follow map to get to the rock basher/meditator, and give Basher all the rocks you have. Go back, PICK UP more rocks and return to Basher.

Give these rocks to Basher and you will notice that the picture on the wall shows one less rock each time you do this. Now go to the cave where the plank is. PICK UP plank and USE plank with rock.

Go out, PICK UP more rocks, PICK UP gold coin from the place indicated on the map, PICK UP remaining rocks, and return to Basher. Basher will now give you a stick with string on it.

Got to the cave with four holes in the wall, LOOK at all four holes and a little creature will emerge. Go to the hole on the far right and LOOK again, this time you will see some twigs. PICK UP twigs, USE twigs with seaweed found in the earlier cave, go to the cave where the computer is located and PICK UP the computer.

In the same cave LOOK in the hole on the wall and you will see a wire reel. Go back to the cave with the plank, stand behind the plank and THROW the computer.



CURSE OF ENCHANTIA





You will now be on the ledge above the plank. PICK UP the magnet, JUMP to stone, and go back to the cave where you found the computer. USE stick/string that you got from Basher with the magnet. Go to the hole in the wall and THROW magnet into the hole. You now have a reel of wire.

Go back to the mud monster, and notice the two tent pegs in the ground.

USE wire with pegs, and PICK UP mud left behind by the MUD monster. Use mud with mask. Go to the well and throw gold coin. PICK UP the money that appears, PICK UP girl that appears. PICK UP the baseball cap and go to the falling rocks. Wear the cap, go right to the exit and JUMP into the bucket. Wear the mask and up you go.

Countryside

After the animated sequence look behind the big rock in the centre and PICK UP jewel. Go left onto the footpath until the pirate appears. PICK UP the knife, FIGHT with knife, and PICK UP cash left behind by pirate, then follow the path to the village.

Village

Buying and eating food from Frank's place seems to do very little, and entering the Cafe does nothing also. Go forward into the village square, turn left.

Keep going left until you see the sign for Sally the See-All. Before entering, notice the window in the distance with the girl doing her exercises. Go in, GIVE the money to Seal for a clue of where to go to next. Go to the square and then straight ahead. Walk into Mage's, GIVE money to Wizard and you will be transported to the cliffs.

Cliffs

In this sequence it is advisable to have a blank disk ready to save your last position, because if you make a mistake you are transported back to the beginning of the cliff trail. Go to the right, PICK UP rubber gloves, stop before the big rock, PUSH/PULL rock, JUMP rock, walk to the right until rock falls on you and you are taken back to the start. Follow the same path until you see some buttons on the wall.

PUSH/PULL buttons 1,2 and 4. A path will appear, walk right, PICK UP rope, walk right before you come to some falling rocks.

Wait for rocks to stop falling and walk right to the first cave/recess; wait there until the next lot of falling rocks has subsided. Walk right again and shelter in the next cave. PICK UP chewing gum, wait until rock fall has subsided again. Walk right as far as you can go, WEAR chewing gum, and you will pick up a rock on your head! THROW rock and the big rock will fall down forming a pathway. Walk right, THROW rope, JUMP rope, walk right, LOOK at writing on wall.

Unfortunately to proceed, you have to let the big rock fall on you after walking to the right, and then start from the beginning of the trail, but it should be easy to get back to this point.....

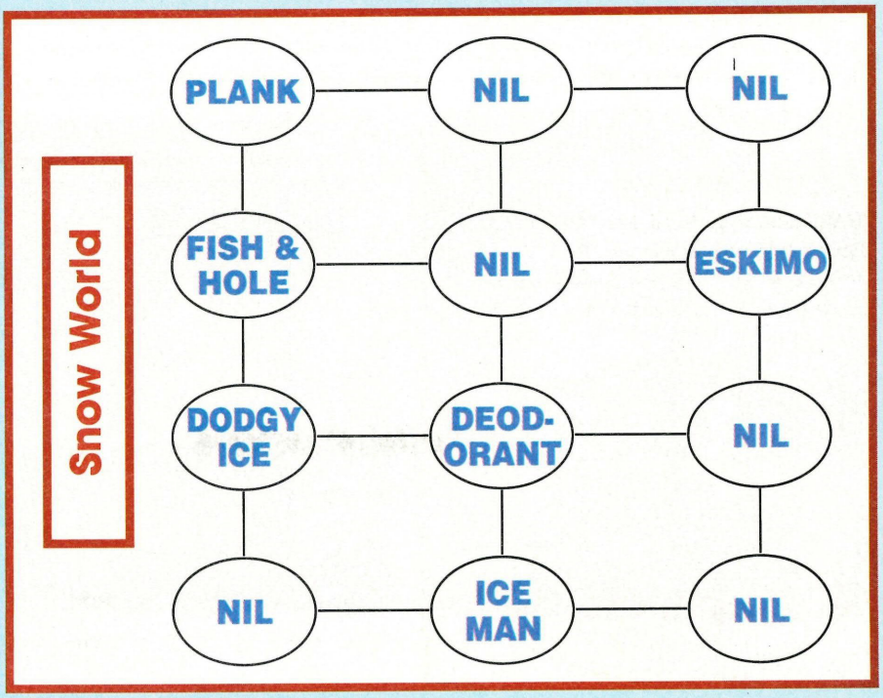
Ok, you're back, so now make your way to the end of the trail, SAY OPEN SESAME and an opening will appear. Walk to the opening, SAY HI to the bird and you will be transported back to the village.

Village

Go to Sally See-All, GIVE money to seal for a clue as to where you need to go next. Go to the square, turn right, keep going right until you see Ben's costume shop. Go in, GIVE money to Ben, PICK UP costume, and go into the back room. WEAR costume and a door will appear. Go through the door to the snow world.

Snow World

PICK UP the plank, go down to the next screen, THROW plank, PICK UP the fish, go down to next screen, go right, PICK UP the deodorant, WEAR the deodorant, go right, go up to next screen, GIVE fish to the eskimo.



CURSE OF ENCHANTIA

PICK UP rod, go to screeen with block of ice, FIGHT with rod, PICK UP stone.

Wander around all the screens until you come to the Iceman screen. PICK UP snowballs, FIGHT with snowballs. Go back to the very first screen and you will see a sleeping sea lion. Walk over the sea lion to the other side and SHOUT HELP. After emerging from the cave, go to the boat, JUMP into boat, and when you are back on shore, THROW stone, and the friendly Dragon will give you a lift to the Ice Palace.

The Ice Palace

Look at the Icicles to the right of the door. Notice the penguins walking by. PUSH/PULL the icicles in the same order as the penguins, i.e. shortest to longest and the door will open for you.

Once inside, PICK UP the broom, PICK UP the dice, THROW the dice, and go through the portal. Once in the corridor, look for an open portal, go inside inside and PICK UP the megaphone. Go out and back to the start, PICK UP dice, THROW dice, go back into corridor, find the next open portal and go in. Go to the icicle hanging down, FIGHT with broom, PICK UP icicle, go out and back to the dice room. Keep doing this, picking up the Jack, the prism, the magnifying glass and the gun from the various portals.

To PICK UP the gun you need to FIGHT with the broom as you did the icicle.

Having got all of these objects, INSERT gun into snakes head pulley on the left. This will allow the other side to come down. Walk over to the right, PICK UP bottle of grease, and PICK UP glass.

Go to end of corridor and you should see a whistle, PICK UP whistle, USE whistle with megaphone, FIGHT with megaphone, JUMP to hole, go to the hole in the floor on the far right, USE magnifying glass with hole, go to the hole on the far left and USE icicle with hole, go to the remaining hole and USE glass with hole. The Laser Beam will then short circuit itself and stop working. Go to the vent in the side of the wall. INSERT jack into vent.

Fight with Witch

Wait until the witch turns yellow, JUMP up, walk right, wait until witch turns yellow, JUMP up, keep doing this, avoiding the Queen's attacks until you are able to walk up the steps to the throne.

Ice Maze

Walk towards the portal, and a large hand will grab you. WEAR the bottle of grease (as you do). Keep going through portals until you come across some matches lying around on the floor.

PICK UP matches. Carry on through the portals until finally you arrive in a room with a large green monster.

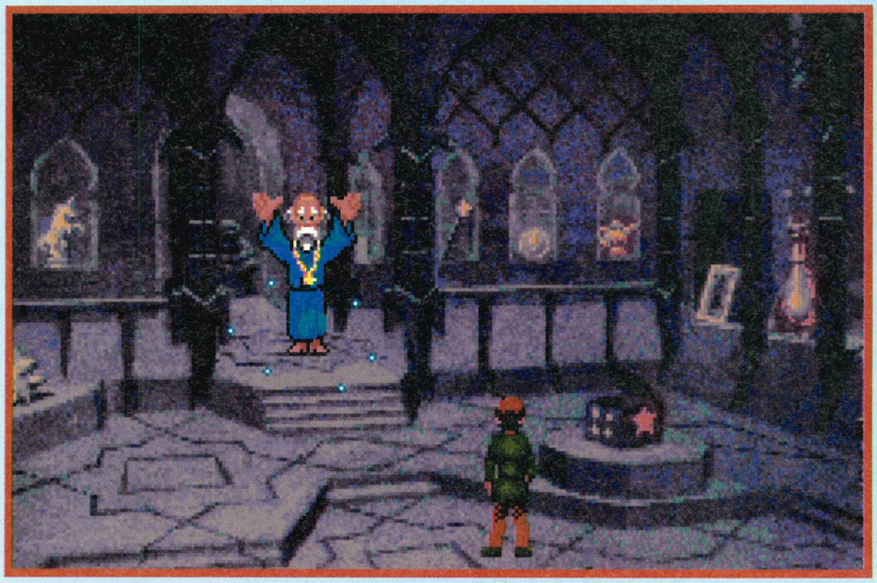
Hide behind the pillar in the centre of the room until the monster falls asleep. When this happens walk to the monster and USE match with foot.

If the monster wakes up, hide until he falls asleep again. Walk to monster and FIGHT with box of matches. PICK UP the fire extinguisher, and you are transported back to the village.

Village

Go to the square, go to see Sally the See-all, GIVE money to Seal for a clue as to where you have to go next.

Go back to the square, go forwards, go to Mage's and see the wizard. GIVE money to wizard who will turn you into a pig! Go back to village square, go left past Sally See-All and the guard will allow you to pass.





The Scrap Yard

Ignore the Slug Band, go left to the pile of hair, PICK UP hair, go further left past the postbox, enduring the volcano fall out, and PICK UP the silver tray. Go back to Slug Band, and down into the screen below. Go right, past the Hippy, and INSERT hair into the sneezy monster. Go right and PICK UP the pen, and the PICK UP the stamp from the pile of pens.

Go further right to pile of socks and PICK UP sock. Go right, into the next screen. PICK UP blank cassette from pile of tapes, go right, past the robot to the pile of coins. USE sock with coin to make a cosh. Go over to the robot and FIGHT with cosh.

Enter boat and notice the two planks to the left. PICK UP plank and walk with plank to just left of the centre of the screen. PUSH/PULL plank and it should fall from left to right(some trial and error may be needed here.) Go out of boat to robot and then re-enter the boat.

PICK UP the other and you should now be able to walk across the water in the centre of the screen to the other side. PUSH/PULL plank, go out. Go down to next screen to pile of remote control units, and PICK UP remote controller. Go back to the box screen and PICK UP letter on the floor. USE the stamp with the letter.

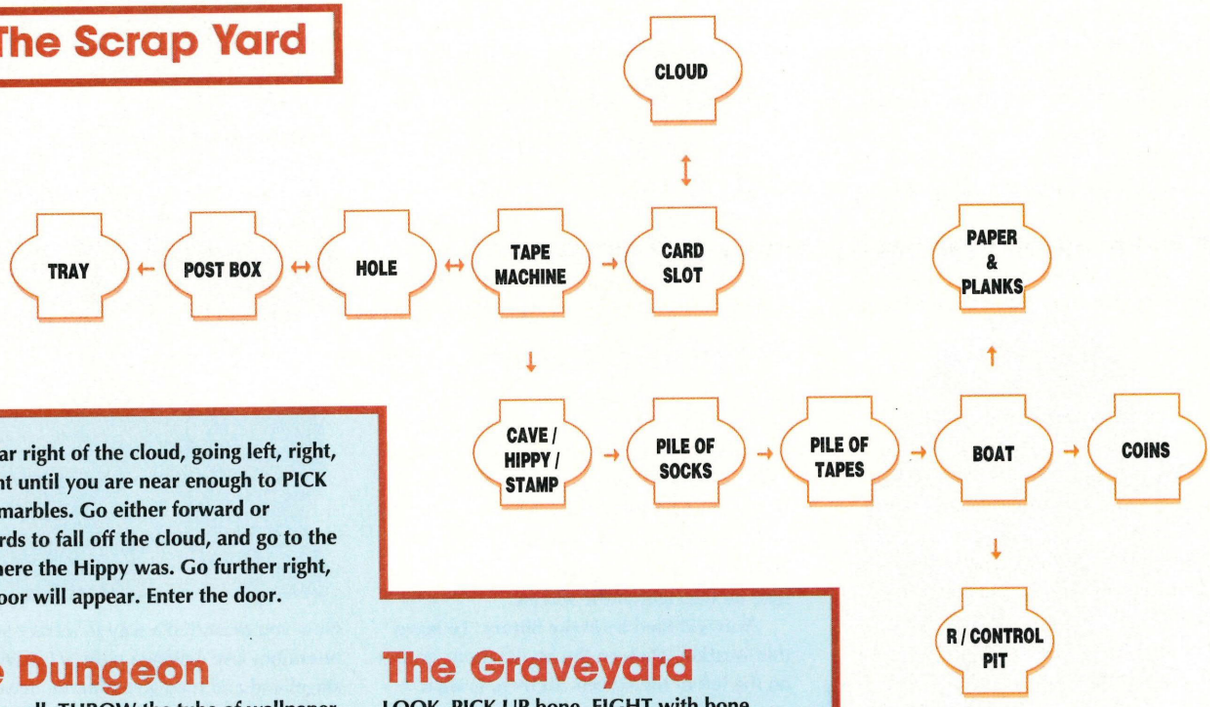
Go right to slug band, look out for tape recording machine. INSERT blank cassette into machine, PUSH/PULL remote controller, go back and see Hippy. Give Hippy recorded cassette and enter cave.

When in the cave, SHOUT HELP and PICK UP wallpaper paste. Go back to the post box screen and PICK UP letter, go to the post box and INSERT letter into post box. Go back to the cave where the Hippy was and PICK UP credit card.

Go back to the slug band screen, go to the right and INSERT credit card into the slot. You will now find yourself on top of a cloud! Nobody said this game had to make sense!

To get the Bag of Marbles, you have to click on the far left of the cloud, then click

The Scrap Yard



on the far right of the cloud, going left, right, left, right until you are near enough to PICK UP the marbles. Go either forward or backwards to fall off the cloud, and go to the cave where the Hippy was. Go further right, and a door will appear. Enter the door.

The Dungeon

Look on wall, THROW the tube of wallpaper paste, PUSH/PULL the paper, look on the wall and PUSH/PULL the button. The gate will now open. Go to the edge of the electric floor, and THROW marbles, THROW silver tray, PICK UP fan, UNLOCK door with paper clip, go out of door into countryside, and follow the path to the village.

Village

Go straight to the village square, turn left and go to see Sally the See-All. Give money to Seal for clue, then go back to the square, straight on to the mage's. GIVE money to the wizard and you will be transported to the graveyard.

The Graveyard

LOOK, PICK UP bone, FIGHT with bone. After climbing out of the grave to the right, a vampire will appear. Quickly move to the left of the screen and he will fall into your grave. PICK UP shovel, go right, the vampire appears again, go behind him and FIGHT with the shovel.

Go to the right and the vampire will appear again. Go behind him and fight with the shovel, go to the right and stand in front of the next vampire that appears by the gravestone. PUSH/PULL the gravestone to scare him off.

Go right and PICK UP the cymbals on the floor, go right and behind the tree and PICK UP the cross. Go right and PICK UP the coin. Go to the gates at the far right and PICK UP the vacuum cleaner. Now go back to the grave you first appeared from and you should see some bread and garlic; PICK UP bread/garlic and go right.

When you meet the vampire, EAT the garlic, go right and the vampire appears again. This time, FIGHT with cross, go to gates at the far right again and the vampire will appear behind a gravestone. Come up behind him and FIGHT with the cymbals. After this the poor old vampire has had enough and will open the gates for you! Go through the gates and follow the pathway. Ignore the fire breathing monsters and PUSH/PULL the next gates you encounter. Follow the path and you're into the palace.



Final Showdown

Once inside the hallway of the palace go into the room on the left. Look closely underneath the window and PICK UP the ring. Go back into the hallway. Go right, into the library. Walk between the first and second set of book shelves and PUSH/PULL the book you find. A secret passage appears. Walk to the secret passage.

When the witch materialises the ghost, FIGHT with the vacuum cleaner. When the witch materialises the flames, PUSH/PULL the fire extinguisher, and finally when the Ice Winds appear, FIGHT with the fan. The witch is now out cold. All that remains to be done is USE the ring with the witch.

You have now completed the *Curse of Enchantia*! Congratulations!

GIVING THE GA

INDIANA JONES

Have you bought a graphic adventure and got stuck after only ten minutes play, only to find that you have to wait months for any of the magazines to help? Well this month we've got something a bit special...





Opening Sequence

At this stage there is nothing for you to do in the first room. Simply click on the peculiar statue on the left side of the screen to be unceremoniously dumped into the next location. Again there is not really anything to do here, other than find the way out. To leave, click on the rope next to the gaping hole on the right of the screen.

You will then be in the library. To leave this location, click on the books about statues on the left of the screen. So then, is what your looking for in this room? Well, no actually but you are getting close. To get to the next location click on each of the cat figurines on the table

This is it. The boiler room is where you will find the object that you seek. Click on each locker until you see the statue and then click on the statue to pick it up.

New York

You must make sure that you pick up the newspaper before you head to the back of the theatre. Open the door and you will be pushed back by the doorman. There are a couple of ways to get by him, but by far the easiest is just to talk your way past.

If you use the following dialogue path, he will give you absolutely no trouble : 1/2/1/3/3.



Now you must find a way to attract Sophia's attention. Use dialogue path 3/1/1 with the stagehand and then give him the newspaper from outside. When he has gone, push the left and right levers and then the button.

Iceland

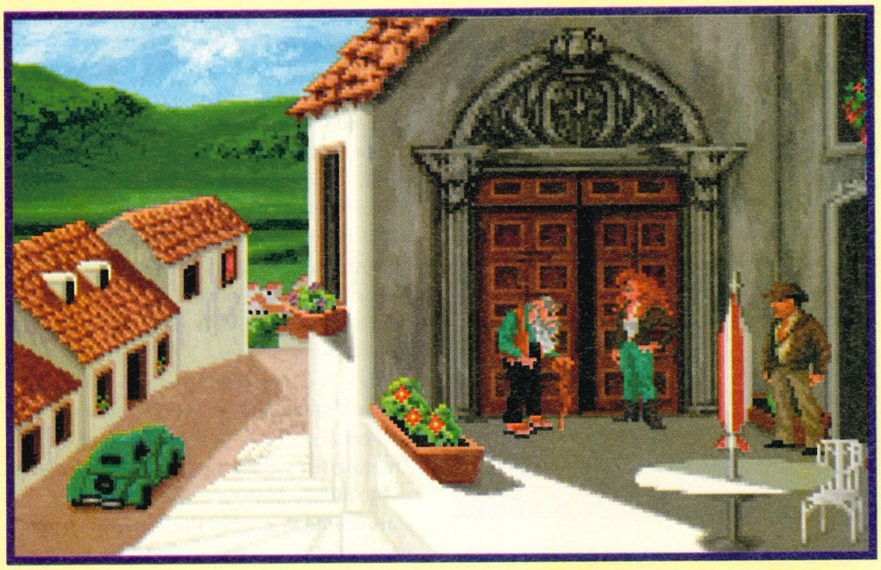
You will have to visit this place twice. On your first visit, all he can do is point you in the right direction. To achieve this effect use dialogue path 3/3/1. On your second visit you must get the exposed eel head. To get it you need to use the orichalcum bead in the exposed eel head.

Tikal

If you watch the films you will know Indy hates snakes. To get past it, you must force the jungle rodent into its range. Use your whip with the rodent when it is standing in front of the path furthest to the back, near the middle of the screen.

Once the snake is out of the way, you must use the tree to cross the chasm. You are





now at the temple but Sternhart won't let you in until you answer his question about the title. So admit to him you don't know the title, talk to the parrot and say "Title?" and then ask Sternhart about exploring the temple.

Once inside the temple, you will notice that one of the spiral designs is different from the others. Ask Sophia to keep Sternhart occupied, head for the exit and go to the souvenir stand. Pick up the lamp, go back into the temple, open the lamp and use it with the spiral design. You must then use the spiral design with the animal head, then pull the nose. Sternhart will steal something and leave – don't worry about stopping him, because you can't!

Azores

If you knock on the door as Indiana Jones, you will have very little success, so try again as Sophia. The old man wants to make a trade but unfortunately you haven't got anything suitable. So get back to Iceland and take the eel figurine that Heimdall was working on.

Barnett College

The Lost Dialogue of Plato is in one of three possible locations which vary with each game. It is either in the room with the totem pole, the room at the top of the coal chute, or the library.

You may need to get back to the top floor. To do so, you must get the mayonnaise from the ice box in Indy's office, then use the mayonnaise with the totem pole and pull the totem pole to the trapdoor.

Up there is the key to the dusty old chest. To get it, open the urn and pick up the ashes. If you have to climb the coal chute, you must use the gum from the school desk in the library, with the coal chute.

If the Dialogue is in the totem pole room, you must push the big crate to one side and then use the dusty key with the dusty old chest. Pretty logical. I think.

It may of course be in the room with the cat figurines. Climb the coal chute, find the odd looking cat figurine, open the furnace in the cellar and then use the wax cat with the furnace. Messy.

If it is not in either of those two, then it must be in this last location. Use the dirty rag from the cellar with the arrowhead, which can be found in the totem pole room, to make a very crude screwdriver. Use the wrapped arrowhead to undo each of the screws on the back of the tipped-over bookcase. Or alternatively knock the book down with a lump of coal from below.

The Team Path

The solution that follows is for the Team path. When you get the option to choose which method of play you want, ensure that you choose to work with Sophia, and not alone.

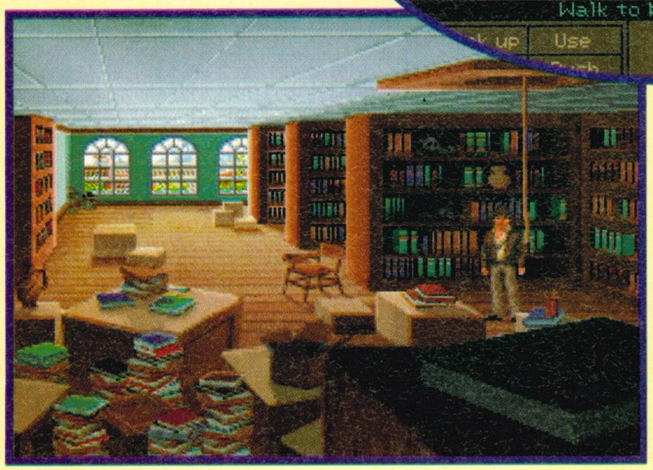
Monte Carlo

You must find Alain Trottier. Asking around will enable you find out what Monsieur Trottier looks like, but the easiest way is to just look for the man with grey hair, wearing a brown suit with a flower in the lapel. He will be reluctant to go with you at first. Use dialogue path 1/2/1/3 and note the question that he asks. The correct answer is in Plato's Lost Dialogue. After you have answered the question correctly, take dialogue path 2/1 to convince Trottier to follow you.

Once upstairs it is time for Sophia to do her stuff. Trottier will be sceptical about Madame Sophia's psychic powers and will ask her three questions. I hope you were paying attention during Indy's initial conversation with Trottier because the answers to his first three questions were revealed here.

When he asks you how many fingers he is holding up, I am afraid

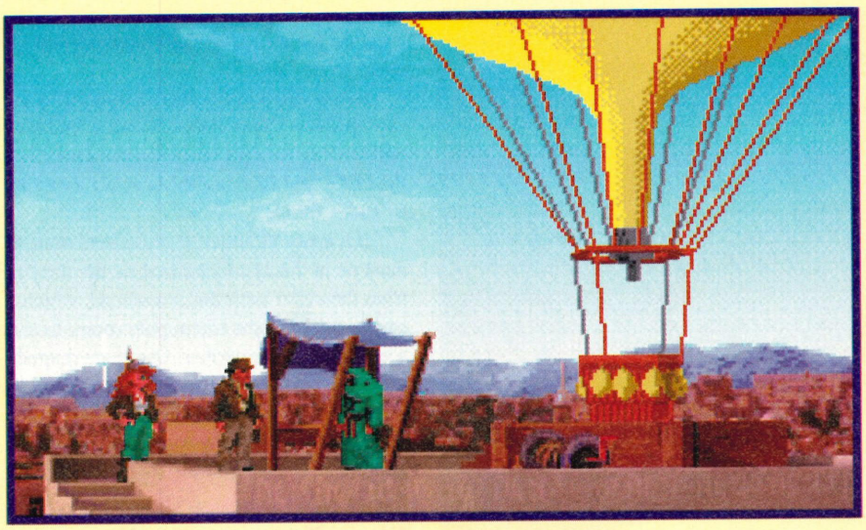






FATE OF ATLANTIS

INDIANA JONES



you will have to rely on guesswork. Save the game and keep guessing!

Algiers

Find Omar the shopkeeper, show him the stone disk and pick up the mask from his shop. Next you need a balloon ticket. The beggar has a special offer on that day, so give him some food and he will give you a ticket for a balloon ride. You will have to get the squab on a stick from the grocer though.

To get the grocer to give you the squab on a stick, you will have to trade him something that he wants. Omar will trade you something for the mask that you took earlier. You must be persistent though as the grocer will reject many items. Fortunately you can keep trading with Omar and taking each object to the grocer to see if that particular item is what he is looking for.

Once you have got the squab on a stick, give it to the beggar who in return will give you the balloon ticket. Before you can go for a ride though you must first assist the knife thrower in his act.

Indy will not do it so it must be Sophia. She seems reluctant but she can be pushed into it – literally. Talk to Sophia and use dialogue path 3/1. When she walks over to the knife thrower, push her. In gratitude for her assistance, the knife thrower will give you one of his knives. Go to the balloon on the roof, give the vendor your ticket, and when you are up in the air cut the rope tethering the balloon with the knife.

The Desert

You must first of all find the dig site. Utilising Omar's map you should fly in the general direction, landing at the various nomad camps and asking for directions. Apart from directions, the ways in which the nomads describe the distance from the "X" help tell you how far away it is. For example, "considerably to the east" means two screens east, "to the east" means one screen east, and slightly to the east means on this screen.

As soon as you find the dig site, Sophia will fall down a hole. You must rescue her so climb down the ladder. Although it is pitch black you must feel around to pick up certain objects that you will need. Pick up the long tubular thing (a hose) and a little further to the right, a clay object which turns out to be a jar.

Leave the dig site and go back to the truck. Open the gas tank, use the hose with the tank, then use the clay jar with the end of the hose. Go back down the ladder and open the metal cap on the generator. Use the gas filler pipe with the gas-filled jar. Use the on/off switch ("little metal thing") to turn on the generator.

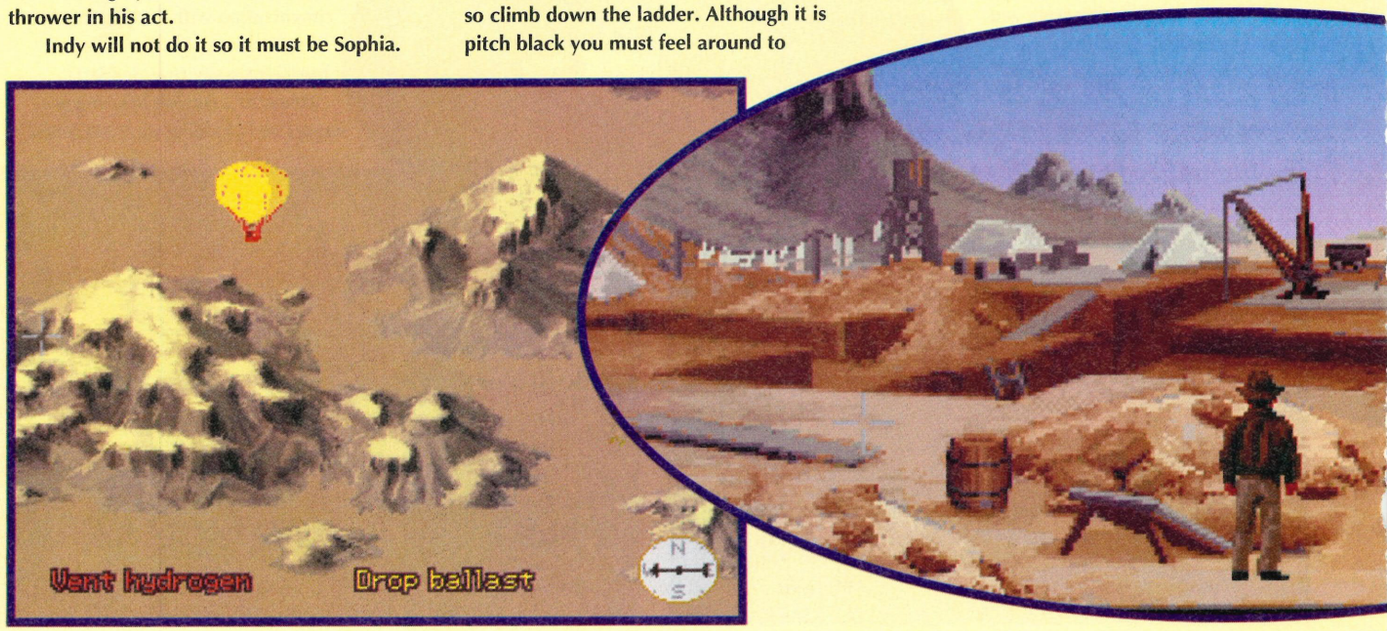
Ok, you have lights, but you still have to rescue Sophia. Pick up the ship rib and use it to clear away more of the crumbling wall. The wooden rod on the table fits in the hole of the middle of the mural. Next use the sunstone on the rod in the hole. When you look at the disk you'll be able to adjust it to the proper setting.

So, what is the correct setting? You'll find that the answer is in the Lost Dialogue. Turn the sunstone until the correct symbol is opposite the tall horns (at the top), then click on the peg.

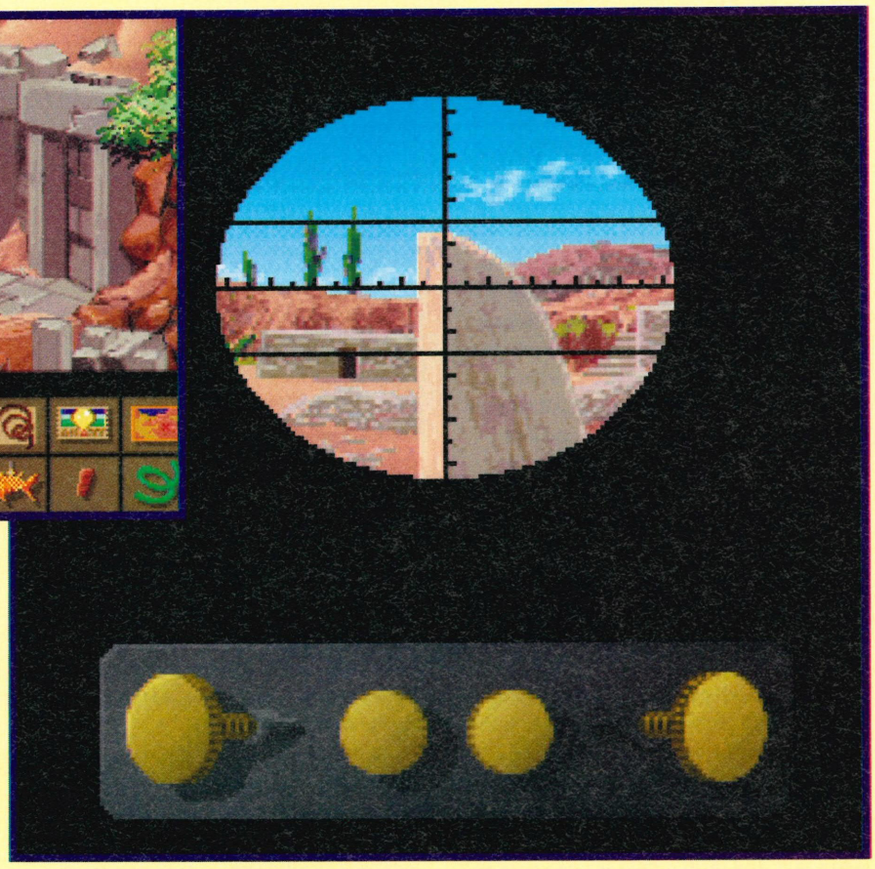
To get the truck in working order, you still need a spark plug and a distributor cap. The spark plug is found in the generator, and Sophia will have found the distributor before you rescue her.

Crete

You have found the pedestal and set the sunstone but unfortunately nothing has happened. If you had read the Lost Dialogue properly, you would have known that you need both a sunstone and a moonstone if you are to gain entrance to the Greater Colony. The best tactic now is to wander around until you find a room with what looks like a mural on the wall, and then carry on reading.





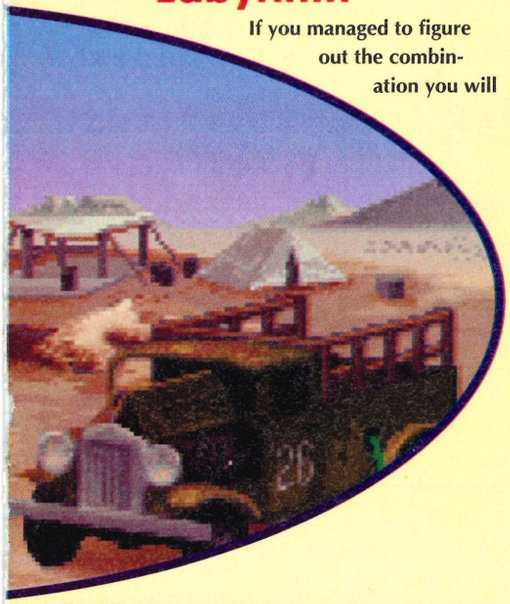


The mural is actually a diagram of the centre of the town. There are several large piles of stones in centre of town. Two of them conceal statues, so push them to reveal their contents. The bull's head and tail on the mural correspond to the bull's head statue and bull's tail in the middle of town.

Use the surveyor's instrument, found on the ridge overlooking the dig, on each of the statues, each time aligning the cross hairs with one of the large horns. When you have sighted correctly a dotted line will extend past the horn. Where the two lines meet is where you will find the moonstone.

The pages marked by the third paper clip in the Lost Dialogue will provide you with the correct setting for the sunstone/moonstone combination. Set the sunstone to the same setting you used in Algeria, align the appropriate moonstone symbol with the referenced sunstone symbol, then click on the spindle. (It's starting to sound like an Open University lecture!)

Labyrinth



If you managed to figure out the combination you will be able to enter the labyrinth. Once inside, pick up two of the busts. Walk through the gateway, then use the whip with the statue head in the next room.

Familiarise yourself with the labyrinth. As you wander around, you will come across useful objects that you will need later on.

Use the map provided to find the location of the gold box. If you have found Sternhart's staff then you must use it with the chock to free the counterweight. Go to the room downstairs and poke the staff into the statue's mouth.

Next, go to the room with the Minotaur statue. You will find that the floor in this room is bouncy. That is because it is an elevator. Make both Indy and Sophia stand on it. Ok, now you've found the worldstone, I suppose you want to know how to get back up. Well, you must take a closer look at the waterfall, then use the chain behind the waterfall to climb back to the upper level. Easy, eh?

You will come across a gate with no shelf but there is a pulley on the other side. You must boost Sophia through the hole next to the gate to get through. If you couldn't get Sophia to come back up with you then use the whip with the statue head from the Minotaur, and then walk to the head.

You may also have problems persuading Sophia to climb through the hole. You must convince her that there is no other way. Do this using dialogue path 2/2/1/4/2. Now that the door is open, you will find yourself walking around in circles. You must use the amber fish on a string which is actually an orichalcum detector, to point the way.

If you find that the orichalcum detector will only point at Indy, that will be because Indy has some of that metal. Put it in the lead lined gold box and then close it. Now the detector will only point at Sophia's necklace. You will have to persuade her to conceal her necklace in the gold box. This can be achieved by using dialogue path 3/3/1/1/1.

The three stone combination in the map room will only open one door depending on which path you are playing. Unfortunately Sophia will get kidnapped by Kerner. Don't worry about this for the time being as Kerner has the upper hand, just cooperate with him. As he has a gun you had better give him the locking stones.

Time to start worrying about yourself now. You had better get out of there. Look at the wall on the right hand side of the cave and you use the ship rib with the rock wall.

Submarine

You will need to distract the crew first and foremost. In the conning tower there is an intercom. You must talk to the intercom and order the crew to the bow. Next you must fix the depth control lever which has broken off. A long straight stick should be a suitable replacement. On the lowest level just under the head, you will find a plunger. Use this with the broken lever.

INDIANA JONES

There is a Nazi guarding Sophia but you can still talk to her through the bulkhead at her back. You can get her to distract the guard using dialogue path 3/2. Now go back around and sneak up on the guard. You will still need to give Sophia a cue though, but any line will work except the one about "fine leather jackets".

You need to recover the locking stones stolen from you earlier. They are locked in the strong box in the room in which Kerner and Ubermann are talking. A major problem is how to open the strong box. You'll notice that the walls are very thin. You will be able to dissolve one of them if you could find something corrosive.

Fortunately there is a pool of battery acid on the lowest level just below the galley, and there is a porcelain mug on a shelf in the galley which can be used to carry the lethal substance. Use the porcelain mug with the battery acid and then use the acid filled mug with the strong box.

Next you need to unlock the submarine's wheel but unfortunately you cannot find the key. However, I can tell you where it is. It is located in the strongbox where you have just been. Now that you have got complete control of the sub, you should just cruise along back and forth on the sea bed until you spot an opening. Use the controls to manoeuvre the sub into the opening.



Atlantis

At last you have found Atlantis but sadly you cannot see it! Yes, everything has gone dark once again. You can still feel objects though, same as before. Head a little further to the right and you'll find some rubble. Use the ladder on the rubble to get to the stone things which are up there.

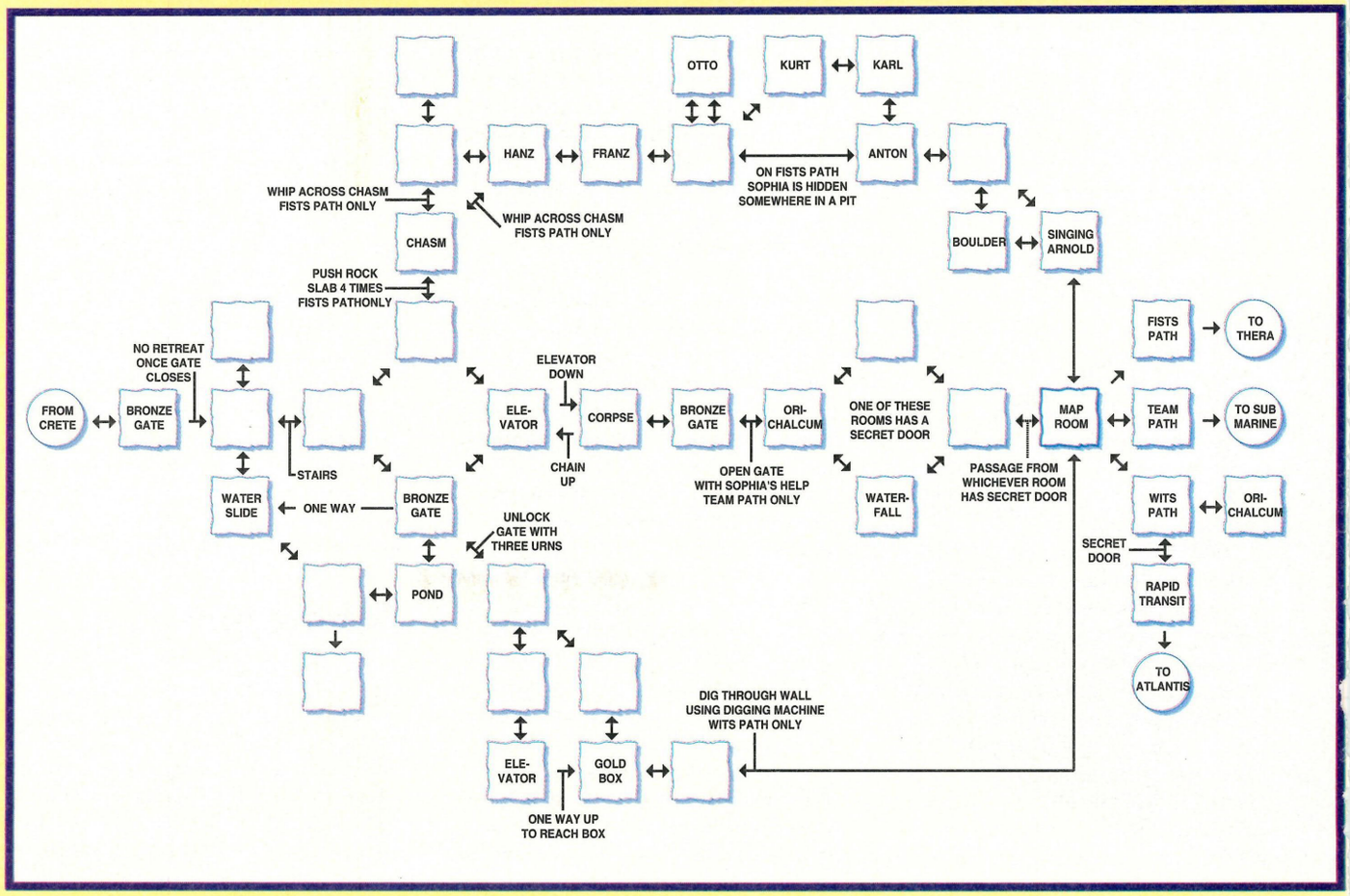
There is a stone box up there, open it and you will find a metal rod. Use the bead of orichalcum with the metal rod.
As it says in the Lost Dialogue "the final entrance yielded only to contrary minds." This means that you must set the three locking stones to the standard combination and then turn each stone through 180 degrees before clicking on the spindle.

Now put another orichalcum bead into the statue's mouth.

Outer Ring

Many of the rooms don't appear to have visible entrances. Many of them have grates set in the walls, grates that lead to rooms that couldn't otherwise have been entered.

At some point you willwander across a hole with a cup on the other side. You will need to get across the hole and this is achieved by using the ladder on the hole (as you'd probably expect).



FATE OF ATLANTIS

Find the sentry statue and pop an orichalcum bead into its mouth. When you get to the lava room you will have to find some way of diverting the lava flow. Use the cup on the pedestal, then use the statue head on the plaque.

When you get to the crab room you will have to try and catch a crab. Use the gum in the rib cage, then put the baited cage into the pool. If you don't have any bait for the cage then you could always beat up one of the guards and steal his lunch.

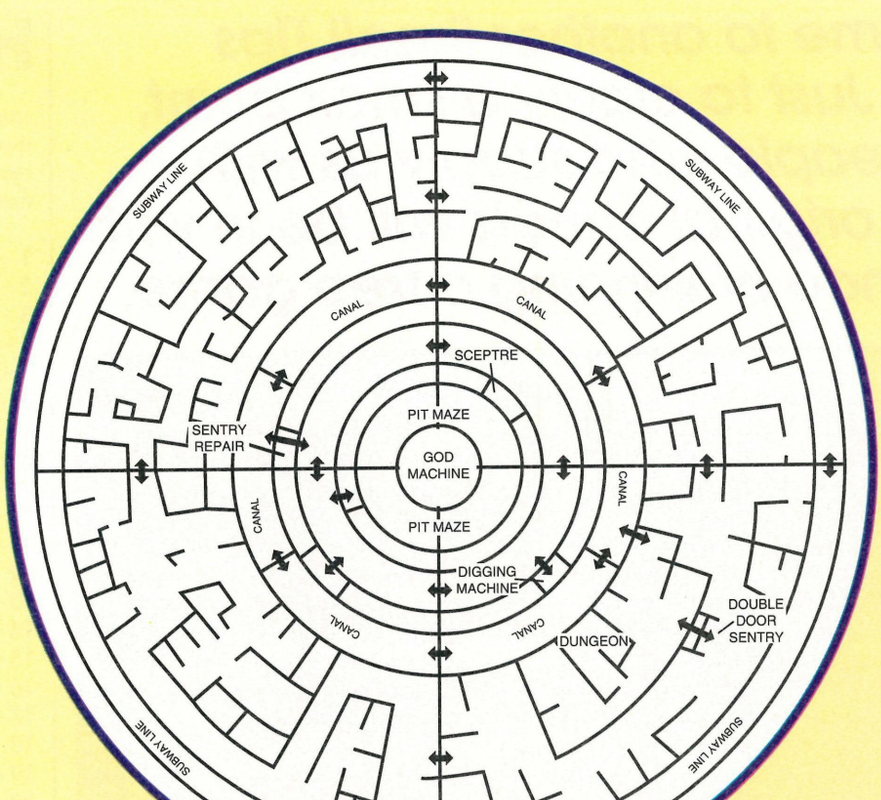
Next you must get to the machine room and put the machine back into working order. Use the bronzed spoked wheel on the peg above the statue. Use the cup of lava with the funnel and look in the dish under the statue's mouth.

In the sentry room you will have to open the large double doors in the sentry room. First you have to get rid of the water. Use an orichalcum bead in the eel sculpture and all you have to do is open the doors. Take a closer look at the fish statue and use another bead of orichalcum in the fish statue.

You may find that you need more orichalcum, but fortunately the machine room contains an orichalcum factory! Now to get Sophia out of the cage. Give the hinge pin from the inner ring to Sophia. Lift the door and tell Sophia to brace the door with the hinge pin.

In the canal area you will come across an octopus. You will need to distract the beast by giving it the crab that you trapped earlier. In order to get the crab-like raft to work, you must use, yes you guessed it, orichalcum. When you come across the gates you must unlock them.

In the first chamber the sunstone will unlock both gates. The canal is circular – as you go further from the starting chamber, the spindles get smaller, so use the smaller locking stones.



Middle Ring

To open the door to the middle ring, you will first have to repair the sentry statue. Use the ladder on the sentry statue, then open the chest plate and hey presto! you will be able to repair the robot.

To actually repair it you will need the bronze gear, the bronze spoked wheel, the robot part from the sentry robot in the dungeon and the crescent shaped gear. There is a diagram on the cupboard where you found the crescent shaped gear detailing where each part should be placed.

Put the bronze spoked wheel on the centre peg. Put the robot part on top of it. Put the crescent shaped gear across the two right hand pegs. To move the arm forward put the bronze gear on the upper left peg. To move the arm back, put the bronze gear on the lower left peg. Now, put in another orichalcum bead.

You may notice that Sophia's behaviour is getting a little strange. This is because of the necklace that she is wearing. You'll have to trick her into giving it away though. Here's how. Look at Sophia. Next, use a bead of orichalcum in the medallion's mouth. When she holds up the necklace, use the opened gold box with the necklace.

To get the hulking machine to work you must once again pop in an orichalcum bead. When the machine is up and running, you will have to figure out how to steer it. You will need to replace the missing levers in the slots on the left. Use the hinge pin from the door you pulled down and the sceptre from the room with the lava pit.

Check the diagram on the wall in the corridor. It shows you how to get the machine moving. The diagram on the floor next to the hulking machine shows you how to stop it.

Inner Ring

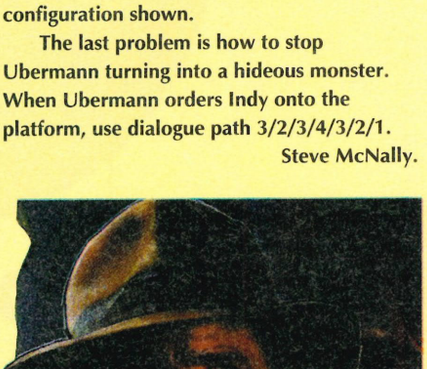
Once you are in the inner ring the doorways can be very confusing. The connections between the doors can be mapped but thoughtfully one has been provided for you. Only one of the doors gives access to the steps in the foreground which is where you are trying to get to.

The disappearing lava always behaves in the same way. When Indy steps on a chunk of lava, the piece immediately in front of him will disappear. If you choose which ones you step on carefully, you will always be able to find a way across.

Once you are across, you will discover that the locking stones don't appear to work. However if you study your Lost Dialogue again you will find the answer. There is a giant representation of the locking stones on one of the walls in the lava maze and you must set the locking stones to match the configuration shown.

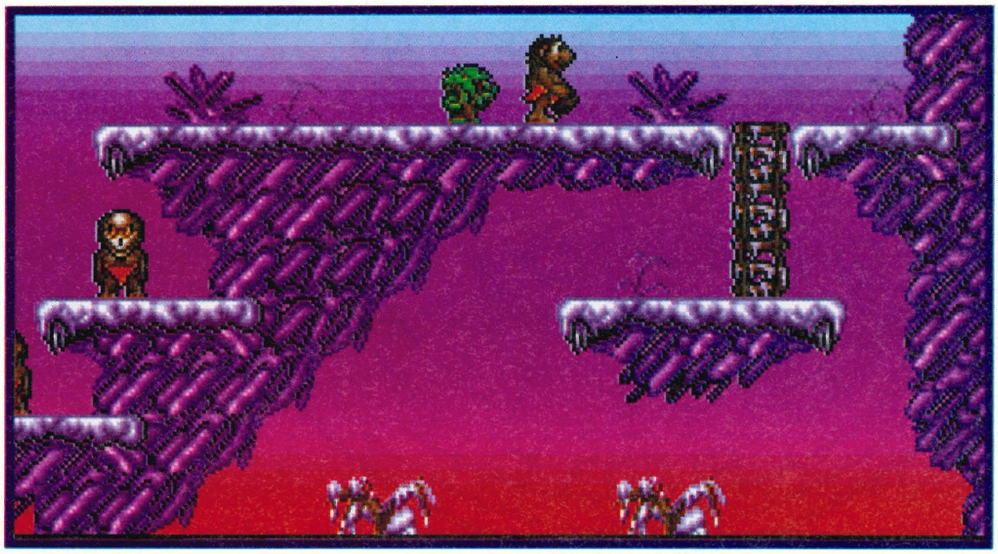
The last problem is how to stop Ubermann turning into a hideous monster. When Ubermann orders Indy onto the platform, use dialogue path 3/2/3/4/3/2/1.

Steve McNally.



SMALL TIPS --->

Welcome to another Small Tips page. Just to clarify a small point, only people who supply us with good, original cheats will be in with a chance of winning a free game.



ALIEN BREED SPECIAL EDITION

This will come as a blessed relief to many frustrated *Alien Breed* fanatics and is supplied by P.J. Hooper of Peterborough.

As well as the level codes, we are also going to provide you with a handy little cheat to get some extra credits. First the level codes:

XXDFA – Level 2
RTHAA – Level 4
LAEEA – Level 6
UYTTA – Level 8
PPEAB – Level 10

Now for the cheat. Play to level 3 and turn right from the lift. Don't close any fire doors and head for the INTEX console. You should have about 60000 credits, so buy what you need and go around the map (which is square).

Return to the INTEX console and you will have a staggering 3500000 credits despite the fact that there are only around 100000 on the level in total.

For those people who had problems with our *Alien Breed* bug fixer last month, type in level code PPEAB which will take you past the bugged-out section.



ZOOL

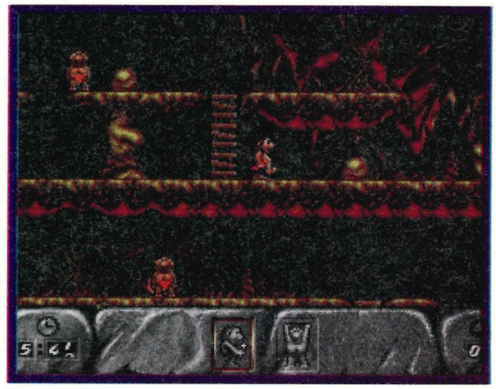
Despite last month's pleas for no more GOLDFISH cheats they keep flooding in. A slightly different one here though. On level 2.2 when you come to the very first keyboard jump on the 1st, 3rd,5th and 7th keys. A musical note should appear, shoot it and you will gain an extra life.

HUMANS

James Quirk from Kent has slaved tirelessly away at *Humans* all in an effort to provide other readers with the entire set of level codes. Yes, that's right, all 80 of them. Here goes:

1 – Darwin
2 – Andy Pandy
3 – Get A Life
4 – Carlos
5 – Howie
6 – Mooble
7 – CSL
8 – The Humble One
9 – Pixie
10 – Milestone
11 – War War War
12 – J McKinnon
13 – Unlucky
14 – Blue Monkey
15 – Red Dwarf
16 – Bad Taste
17 – The Kitchen
18 – CJ
19 – Sort It Out
20 – Smart
21 – Villa3Boro2
22 – Early Morning
23 – Boro4Leeds1
24 – Easy Life
25 – Jims Ties
26 – Parkview
27 – Niceneasy
28 – Green Card
29 – Cookie
30 – Malcy Malc
31 – Raving Burk
32 – You Got It
33 – Sgnimmel
34 – Ministry
35 – Mad Freddy
36 – Bizarre
37 – Free Scotland
38 – Apple Juice
39 – Payday
40 – Bananna Moon
41 - Bonus
42 - Bouncing
43 – No Money
44 – A S F
45 – Vision
46 – Sisters
47 – Fast Fashion
48 – Cargo
49 – Rab C Nesbitt
50 – Rangers
51 – Rainbow
52 – Doody
53 – Mighty Baz
54 – Tired
55 – Consolidated
56 – Stay Happy
57 – America
58 – Another Day
59 – Isolation
60 – Promised Land
61 – Daemonsgate
62 – Big Rab
63 – Miami Vice
64 – Margaret M
65 – A34732473
66 – Help Me
67 – The Exiles
68 – Eightlands
69 – Wine and Dine
70 – Nin
71 – Technophobe
72 – Getting There
73 – Time Is
74 – Running Out
75 – Lords Of Chaos
76 – Now Its Done
77 – Im Out Of Here
78 – Heres To A
79 – Better Life
80 – Bye Bye Bye

James wins a copy of *The Chaos Engine* when it is released.



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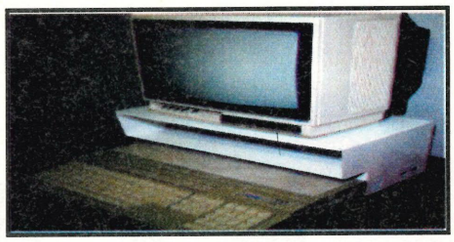
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BUBBLE DIZZY

Publisher: CodeMasters
Price: £7.99

CodeMasters' evergreen favourite fatso Dizzy makes a welcome return to the Amiga budget games scene. This time our rotund hero finds himself underwater and wanting to get to the surface.

Being not the best shape for swimming he finds this far too much hassle and instead relies on the bubbles of air that rise up from the sea bed to float him up top-side.

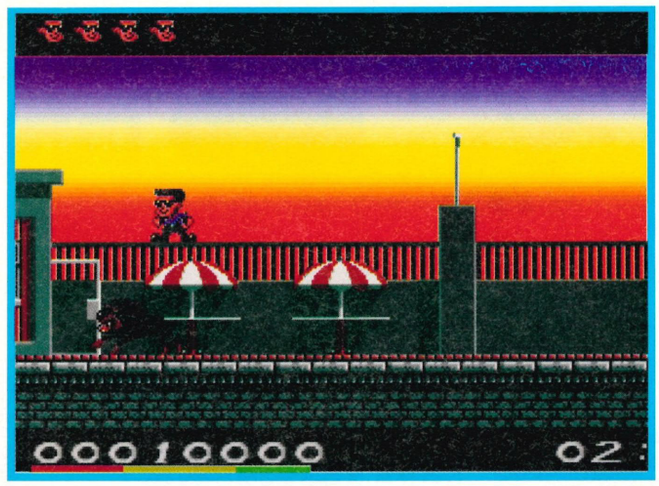
This would be relatively simple but for Dizzy's great love of pearls (it is for this reason that he finds himself in this submarine situation), and these are just too much of a temptation. He gets into all sorts of trouble with octopi, electric eels and jellyfish in trying to get them and is in grave danger of running out of air! Can you deal with these and other problems to save the day?

This is a great fun game that should amuse you for a fair while. Cheap at half the price!

REVIEWED BY:
HUW

SCORE 81%





HUDSON HAWK

Publisher: The Hit Squad
Price: £7.99

Bruce Willis, that cheeky yet allegedly sexy chappy of the silver screen, was the original Hudson Hawk. The film of the same name flopped like a fat guy off of a spring board, but this did not deter the licensing people behind the screens from trying to milk the old cash cow.

The aim of *Hudson Hawk* the computer game is to steal the mirrored crystal. Although the man Hud had vowed never to return to crime on his release from prison, he is implausibly blackmailed into pulling off another job. He then decides to get his own back with the classic double-cross manoeuvre, with hectic consequences.

The graphics are not too atrocious, and the sound is alright as well. Unfortunately, the gameplay could certainly be improved as it is far from obvious what needs to be done. If you loved the film, you'll love this. If you didn't, well at £7.99 it's probably worth the risk anyway.

REVIEWED BY:
STEVE

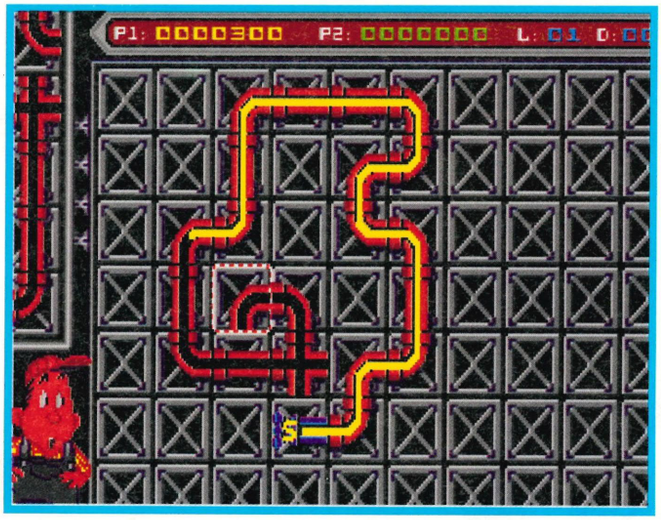
SCORE 75%

PIPE MANIA

Publisher: Touch Down
Price: £7.99

Pipe Mania is one of the classic puzzle games for the Amiga. Using the best of your skill and tactics you must ensure that the slime that is imminently cascading through the pipes does not engulf all and sundry. Your best (indeed only) tactic is to ensure that the slimy stuff goes through enough pipes to prevent utter mayhem and madness breaking out all over the city. You are the city's only hope – so don't fail us!!

The game is based around the idea of connecting pipes together so that a sufficient length of piping is made within the allocated time. Sounds easy eh? Well easy it isn't and this is one of the best things about *Pipe Mania* is that its appeal is very long lasting indeed. The graphics are only average, but that's as much as they need to be. Selection of pipe sections might be a bit easier, but that's only nit-picking. A bazzing good game all round.



REVIEWED BY:
HUW

SCORE 80%

PIT-FIGHTER

Publisher: The Hit Squad
Price: £7.99

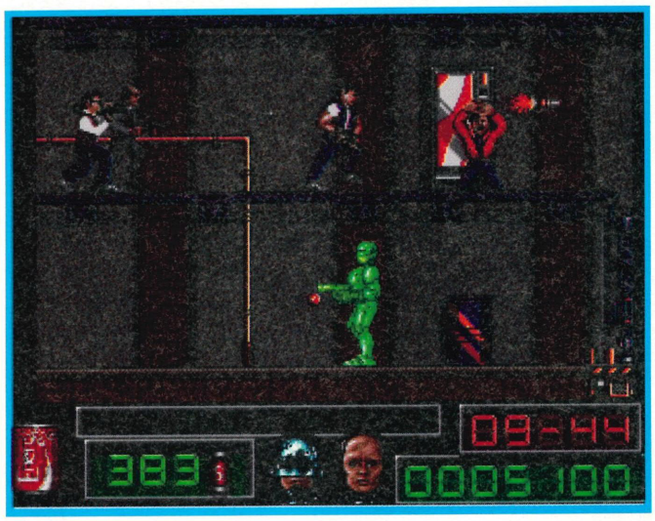


With *Streetfighter II* set to be a runaway success, the time to release a budget beat'em-up is surely right. The Hit Squad have jumped straight onto the wagon with the budget release of *Pit-Fighter*. Worth a look or as useful as a chocolate fireplace? Well, I have to say that *Pit-Fighter* is not going to challenge *Streetfighter II* one jot. Unfortunately, not even on the cheap is this game worthy of more than a second's consideration, such is the paucity of game quality.

The basic idea is to kick the proverbial out of everyone else, and doing this is quite unbelievably easy. Not that this is due to precise control or anything like that. Far from it. The controls are all very arbitrary indeed and the characters poorly defined. The movement is about as smooth as a very unsmooth thing and not just a class below *Streetfighter II* but several schools as well. Save your money people and wait for the real thing.

REVIEWED BY: **ALAN**

SCORE 60%



ROBOCOP 2

Publisher: The Hit Squad
Price: £7.99

RoboCop and *RoboCop 2* were really quite storming films, and storming films tend to produce tedious and weak license games for every computer and console under the sun. Not so with *RoboCop 2*. A quite excellent scrolling platform shoot'em-up this one, make no mistake. Just shoot the hell out of anything that moves, and anything else for that matter.

Your real mission is to restore your humanity with the retrieval of vital memories. This is a million miles from easy and will keep interest flowing for many a long hour. By no means the easiest shoot'em-up ever, and thank God for that. Many a good game is spoilt by being made as easy as weeing against a wall. The sound and graphics are top notch, and the action smooth and fast moving. This is a must-buy budget game, you have 20 seconds to comply....

REVIEWED BY: **HUW**

SCORE 89%

SMASH TV

Publisher: The Hit Squad
Price: £7.99

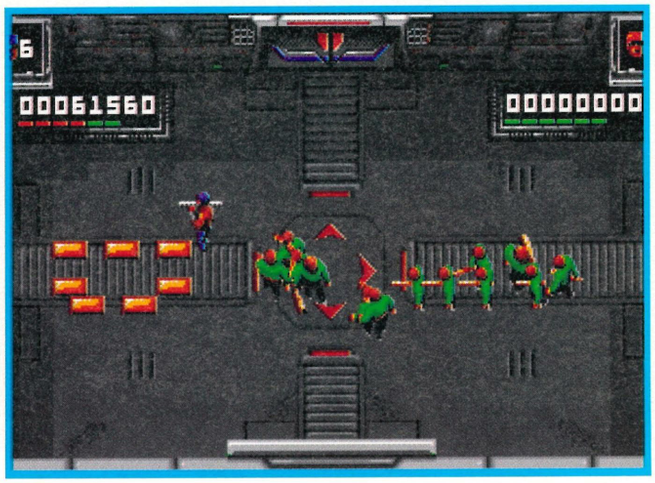
Smash TV used to be the best arcade game in my local. Many a ten-pence found its way into that machine and now I get to play it for free. Fab or what?

The fabbiest thing about this game is the unusual and slightly wacky concept behind it all. You are a contestant on the most vicious gameshow imaginable – it's kill or be killed my friend, and all for a toaster and a cuddly toy as prizes. Well, there are a few goodies to be won, but you have to zap any number of baddies first. Out they come, club in hand, hell bent on giving you six of the best trousers down. Kill 'em all and claim your prize before coming back next week to play the next level.

The only game to make *Gladiators* look like a vicars tea dance, *Smash TV* is damn playable and good both graphically and sonically. And for only £7.99 it's a real bargain. Get it today, or it's, "Oh look what you could have won..."

REVIEWED BY: **STEVE**

SCORE 85%

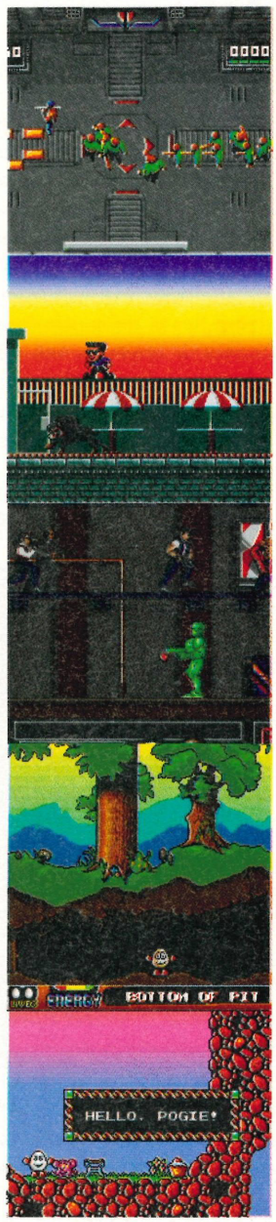


BUDGET CHARTS

ELSPA PENGUIN CHARTS
SPONSORED BY PENGUIN BISCUITS

NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE
1	1	ALIEN BREED '92	TEAM 17	£10.99
2	2	JAMES POND	GBH	£7.99
3	3	INDIANA JONES: GRAPHIC ADVENTURE	KIXX XL	£14.99
4	5	TRIVIAL PURSUIT	THE HIT SQUAD	£7.99
5	4	STREET FIGHTER	KIXX	£9.99
6	8	DIZZY: PRINCE OF THE YOLKFOLK	CODEMASTERS	£7.99
7	12	F-16 COMBAT PILOT	ACTION 16	£9.99
8	7	SPELLBOUND DIZZY	CODEMASTERS	£7.99
9	19	FUTURE WARS	KIXX XL	£12.99
10	17	PRINCE OF PERSIA	THE HIT SQUAD	£7.99
11	9	BATTLEHAWKS 1942	KIXX XL	£14.99
12	6	LOTUS TURBO CHALLENGE	GBH	£9.99
13	16	FUN SCHOOL 2 OVER 8'S	THE HIT SQUAD	£7.99
14	15	PANZA KICK BOXING	KIXX	£9.99
15	13	SHOOT 'EM UP CONSTRUCTION SET	GBH	£9.99
16	18	TEST DRIVE 2	THE HIT SQUAD	£7.99
17	★	SANTA'S XMAS CAPER	ZEPPELIN	£7.99
18	10	MIDWINTER	KIXX XL	£12.99
19	★	FIRST DIVISION MANAGER	CODEMASTERS	£7.99
20	★	MAGIC LAND DIZZY	CODEMASTERS	£7.99

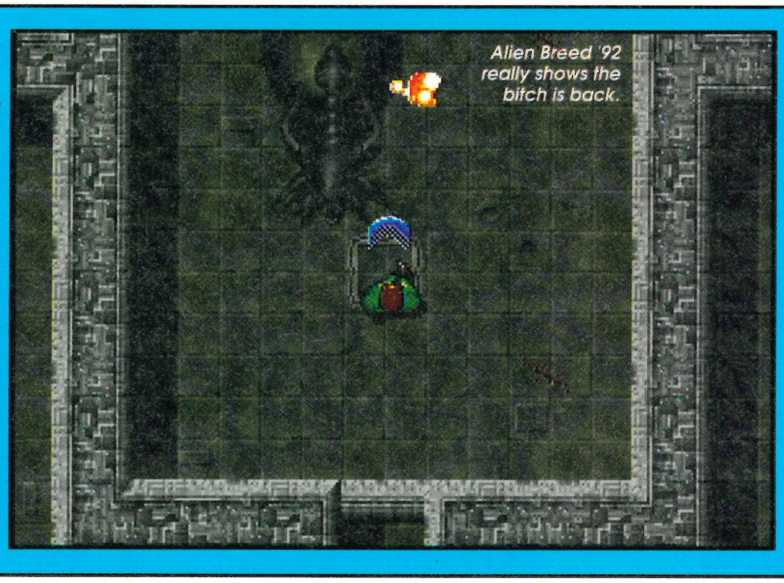
★ = RE-ENTRY ✪ = NEW ENTRY



The budget charts are a bit static at the moment, perhaps due to the general high quality of the product. Team 17's most excellent *Alien Breed '92* is still at the top and will be difficult to topple. GBH's *James Pond* is still up there, but look out for *Robocod* in the near future. Christmas sees the return of Zeppelin's *Santa's Xmas Caper*, which might end up being the Amiga's answer to Slade's Merry Christmas Everybody!

CodeMasters' Dizzy finds himself in all sorts of adventures around the charts, and with the release of *Bubble Dizzy* he could find himself the undisputed hero of the budget charts.

Plenty of new budget stuff on the horizon, led by the impressive shoot'em-up from The Hit Squad *RoboCop 2*. This might be the one to knock *Alien Breed '92* off the top in '93. Other ones to watch include *Hudson Hawk*, *Pit-Fighter*, *Smash TV* and the evergreen puzzler *Pipe Mania*!



Alien Breed '92 really shows the bitch is back.

TALKBACK

Yes! It has happened! Finally, a letters page which does not contain a Stuart N. Hardy missive! Read on to find out why...

Moron

I would like to mention the moron James Redburn. Why did that prat have to take his frustrations out on Stuart N. Hardy? I like reading what Stuart has to say. I also think his PD idea is very good and should be taken seriously instead of stupid letters from a goon called James Redburn. I hope you print another of Stuart's letters this month just to add to this goon's moanings.

Derek Rivers, Newcastle.

We wish utterly to disassociate ourselves entirely from the 'moron James Redburn' and would willingly mortgage our houses if that is what it took to buy Stuart N. Hardy into these pages each month. (You're fired – Ed.) As a rule, we don't print letters slagging other correspondents off, but as this one was such a vitriolic affair, we just had to. In fact, Stuart did write to us this issue, but since my house has just burned down and I'm in a rotten mood, I've decided not to print it. So there.

A Good Servicing

I'm planning to set up a PBM (Play By Mail) service using *The Manager*, for the cost of approximately £1 a week. The service will allow you to play friendlies, be in a league, and sell and loan players.

For more information, please write to: Allen Slingsbury, 56 Holdsworth Road, Halifax, W. Yorks HX2 9S3.

Allen Slingsbury, Halifax.

Keep sending in these PBM requests! If we like the idea, we'll print the letter.

Format Fool

As a devoted fan of Amiga Format, I went down for my monthly visit to the newsagents to purchase my favourite Amiga magazine. To my horror, when I got there the stupid newsagent had run out of, or rather, had not bothered to stock Amiga Format due to the fact that I was the only person who had bought a copy of Amiga Format in Selsey in the last four months (apart from an old man who needed a big magazine to kill flies with).

I was really upset so I decided to have a look through one of the Playboy mags on the top shelf. When I took the magazine down, there it was staring at me, Amiga Action ONLY £3.50! At that price I couldn't resist, so I grabbed Amiga Action before the old man could.

When I got home I got straight into bed and started to read my magazine. I was getting very excited so I thought it would be best if I put my dad's copy of Playboy down. So I decided to read my copy of Amiga Action instead. Instead of easing my excitement, it triggered off a terrible chain reaction and the next thing I knew, I was sitting at the table waiting for the washing machine to stop so I could hang my sheets out to dry.

I would like to say I thought the free booklet was an excellent idea. I was getting really narked off with all those GameBoy owners who were walking around school with all those rubbish little booklets on how to complete Pacman, ha ha!

Me, No Address.

Who is this fruitcake? Answers on a straitjacket to the usual address.

STAR LETTER

Mr Angry Writes

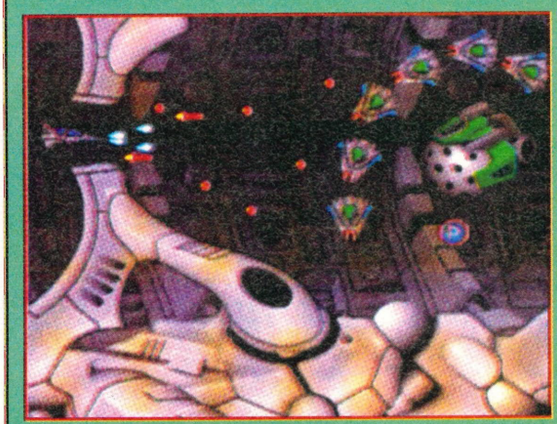
I have been a reader of ST or Amiga Action since October 1988 and a subscriber for the past three years. Over this time, and particularly in recent months, I have watched the standard of your magazine deteriorate. Now, unfortunately, you are inferior to other Amiga magazines. I am seriously considering not renewing my subscription unless Amiga Action drastically improves.

The reviews themselves need to be overhauled. There should be a far bigger analysis box, stating the good and bad things about the game. There should be more text in the review itself.

I think all the percentage criteria for a game should be brought back. This includes the old ones like lastability, playability etc.

The league tables should be brought back NOW! The were a unique and worthwhile part of the magazine, since they enabled you to compare all games released.

The magazine feels empty. You need to have more features and articles. The funny (ha ha) idea of tricking your competitors with the *Project-X* cheat was stupid and pathetic. They did not think they were plagiarising Amiga Action personally – but simply printing a cheat for their readers to use.



Finally, I think you should reward long-term subscribers for their continuing loyalty and support. You could perhaps offer them another game from your present subscription list. However, I doubt that after reading this letter you will feel like rewarding me, but I hope you will find the criticisms constructive and useful.

Richard Austin, Stamford Brook.

Richard, we'll be sending the boys around any day from now... Actually, we took the above letter very seriously indeed and have replied to Richard personally. However, he raises some important points which must be addressed.

We accept much of what he has said (in his actual longer letter), and the redesign you will have noticed in this issue is a result of much research we have being doing over the last several months. Richard's letter, and others like it, have forced the issue with more urgency than perhaps we would otherwise have felt.

On the point of the Project-X cheat however, we beg to differ. Although other Amiga mags may print cheats culled from their competitors, we do not. Our cheats are supplied by the software houses and by our readers and we simply don't subscribe to that form of laziness as an excuse. We ran that Project-X thing to show the other mags up and implicitly criticise them, and we make no apologies for that.

However, we hope you like the new look Amiga Action. We've looked very closely at what our readers want, and we think we've got it right. Please write with any comments you might have on this and other changes we'll be implementing over the next couple of months.

TALKBACK

Gremlin In The Works

I'd just like to start by saying how Amiga Action is streets ahead of other Amiga mags (all two of them). Can you answer a few simple questions for me?

Why do people buy magazines which cater for more than one computer, eg Amiga / PC / ST / Speccy, when they can buy magazines which specialise in one format? Surely, in a recession, people haven't got two or three computers?

Has Amiga Action got some kind of deal with Gremlin? *Lotus 3* gets an Accolade even though it's almost exactly the same as *Lotus 2*, but when *Doodlebug* is reviewed, it's slagged off because it's the same as other games like it. Then in the next issue, *Premier Manager* gets an Accolade even though it's no better than US Gold's *The Manager* (and it just happens that included in the game are Amiga Action advertising boards!) What's going on, eh?

Remraf, Ipswich.

Firstly, I have no idea why people buy multi-format mags, although I had better not question it too closely as our company also publishes Bad Influence! magazine. Perhaps they do it for the same reason as people who buy Melody Maker – they may be interested in 'their' machine, but still like to have an eye upon what else is going in on the rest of the scene.

As far as Amiga Action having some kind of a deal with Gremlin Graphics, well, the straight answer to that is No! We gave Lotus 3 a pretty thorough going over in the review, and if you can remember Nigel Mansell's World Championship Challenge, it was Gremlin's biggest release of the year and we only gave it 87%!

Finally, this thing about Premier Manager having Amiga Action's name on the advertising boards. Well, we plead guilty to that... but then so must The One and Amiga Power, who both had their names there too!

Spineless Wimps

After buying an Amiga, I decided to venture into a newsagents and buy a computer magazine. I finally decided on Amiga Action and I've never looked back. Being a girl, my friends think I must be weird for buying computer games. But don't worry, I soon informed them of the sheer brilliance of the Amiga computer.

I do have one minor / niggling query / complaint. In the past couple of issues you have taken the print off the spine of the cover. Why? It made filing them easier and the quirky comment was good. Did you just run out of inspirational ideas for what to say, or what?

K. Deasey, Cheshire.

Well, you know how it is. Basically, the philosopher we've paying a large sum of money to decided to die, after muttering something about the afterlife and him being fed up about merely thinking about it all the time. After picking up the bits and cleaning the chainsaw, we ran out of time to get the spine together. Oh, all right. We forgot the darned thing. It won't happen again.

Disk Flops

Why the hell aren't there any decent coverdisks on your mag? I mean, I buy your mag every month to read the rave reviews and see what's new, but when it comes to the coverdisks, there's toss-all. I go to school and my friends are bragging about their demos like *Streetfighter II* and *BC Kid*, and what have I got? *Nick Faldo's Golf* and *Alien Breed*.

Robert Cook, Ipswich.

We're sorry if you don't like our disks, but a rolling demo of Streetfighter II is nothing to brag about! Imagine the fun your friends must have had as they watched Chun Li kick the hell out of E Honda, without being able to join in!

Alien Breed is a classic, and Team 17's remix gives the whole thing a new lease of life! And I'm sorry if you didn't like NIck Faldo but thousands of golf fans out there would beg to differ with you!

Duff Disks

I write to see if by contacting Talkback I can resolve a problem my son has had for the last five or so months.

The saga started with the June issue. My son, a past subscriber, was considering the request of *Dynablaster* as a birthday present, and after seeing your demo disk, was delighted. Unfortunately, neither that disk nor subsequent replacements would work.

As instructed, he contacted TIB Plc who promised the earth but delivered nothing.

You can imagine the frustration of a schoolboy who gets promised the earth but again gets let down. I trust you will respond to him and bring the matter to some conclusion.

Chris Rulton, Suffolk.

We are always upset to hear of a reader who has problems like this, and we have contacted Mr Rulton directly. We do not use our previous disk duplicators now, and will be sending a copy of the full game of Dynablaster to Mr Rulton's son as soon as we can.

Just while we're on the subject of duff disks, we'd like to remind our readers that if they have problems with their disks, you must send the disk to the address given on the coverdisk pages. We just don't have the time in the Amiga Action office to deal with duff disk problems, so please don't send them to us! Unfortunately, we won't be able to deal with any more duff disks which are sent to our office.

More Sex

I love your mag almost as much as Playboy *(What is this? Are all our readers sexual maniacs? – Ed.)*, which gives you an example of my adoration. Your witty and sometimes smutty one liners are legendary and your presentation and content in reviews is superb.

However, I must say that I felt a cold touch of despair when I heard of the impending demise of the A500. What sort of time limit are we talking about? Will there be a chance to exchange your old model for a new one?

Toby P.D. Howell, Egham.

PS. If anyone takes the proverbial Michael out of my middle names, I'll send my dad around. Scary, eh?

Far be it for me to anything about someone who lives in a place called 'Egham', so I'll just say that you should be sending someone around to your dad's, in retaliation for lumbering you with those initials.

Commodore haven't yet said anything about the future of the A500. But we've been around this industry for long enough to know that when a new machine is launched, no matter what might be said, support for older models soon vanishes.

And one other piece of news... Commodore is going ahead with a console machine. More on that another day...

STAR LETTER

Alien Shows No Breeding

I am writing to ask what happened to the *Alien Breed* Bug Fixer which was supposed to be on last month's coverdisk. I followed your instructions, but the thing just would not load. Could you please help me and tell me what I am doing wrong?

R Garratt, Forest Hill.

If I was to tell you that the office dog had eaten the Alien Breed Bug Fixer master-disk, would you believe me? Hmmm... If you do the following, the bug will be fixed and you can continue in your Alien-wasting way:

When you come across a computer terminal, type in the level code PPEAB.

You can also phone Team 17 on 0924-368151 and they'll supply you with a new version.

Send your letters to:

Nick Merritt, Talkback, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

competition

MYSTERY IN ACTION ?

Dismiss the theory of UFOs for a moment, forget the disappearance of Shergar and drift away from the intrigue of Maxwell's drowning (oh, you already had) for Amiga Action has the mother of all mysteries.

It has nothing to do with Nick and what he has concealed beneath his Eastwood-like overcoat but, instead, the mystery is what exactly is this competition all about!

Well, it's from Psygnosis and ties-in neatly with their forthcoming flight sim that stretches your gamesplaying enjoyability up to the skies and far beyond.

Combat Air Patrol will make other flight sims shudder with its authenticity, speed and excitement. You can now experience the power of piloting the latest in fighter planes by winning yourself a copy of this fabulous flyer.

But where does the mystery and intrigue come into all this? Well, the winner will be treated to the best day of their life. However, the main prize is top secret and classified. Not even MI5 knows about it! All we are allowed to say is you must enter this competition or you'll go through the rest of your life wondering what might have been when we announce the overall winner of this compo, and what they won.

We promise that Psynosis and ourselves have a really spectacular prize for this incredible *Combat Air Patrol* compo. Are you crazy enough to go for it? Are you brave enough to accept the challenge?

All you have to do is answer the following questions and then complete the tie-breaker. The first person to make our ribs ache will win the secret prize and a copy of *Combat Air Patrol*. 10 copies of the game are also available for the runners-up.

Questions

1. Tell us, what do the initials EFA stand for?
   a) European Fighter Aircraft.
   b) European Flying Aircraft.
   c) Everyone's Favourite Airline.

2. Which of the following is used by the RAF?
   a) Mirage.
   b) Tornado.
   c) HMS Invincible.

MYSTERY IN ACTION COMPO!

1)..... 2).....

If you could drop a bomb on someone, who would it be, and why? .....

.....

Name: .....

Address: .....

.....

.....

Postcode: .....Age:.....

Send your entries by the 19th February to "MIA Compo", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win W

SWAP

I will swap Paperboy 2 for either TV Sports, Baseball, Striker or Myth. Contact James Sheldrick 0621–868502.

Swap Lotus I and Lotus II for Archer Maclean's Pool. Robocop 3, RBI 2 Baseball and PGA Tour Golf for Alien Breed or Pinball Fantasies. Simply get in touch with Darren Bull at 2 Buller Road, St. Thomas, Exeter, Devon, EX4 1BZ.

I have Match Of The Day and Rampart. I would like John Madden's and Sensible Soccer in exchange. Phone me, Kenny Palmer, on 081-695-6319.

I have Epic and Sabre Team and want to swap them for Monkey Island 2 and any football management game. Call David Wood at 081-506-1034.

Lotus II and Special Forces, both boxed, for sale for £12 each or £25 for both. Will swap. Get in touch with Mark Wright 061-980-8980.

I would like to swap/sell Dick Tracy by Titus for any game or £13. Phone Daniel McGinnes 0532-507382.

Dozens of games for sale. Also many utilities. Very cheap. Write for details to Brian Goodwin, 6 Peter Street, Whitehaven, Cumbria, CA28 7QB.

Sell or swap: Leander, Heimdall, Lure Of The Temptress, D/Generation, Elf, Wolfchild, First Samurai, P P Hammer, Hero Quest and others. Telephone Richard Ilsley on 0635-298144.

Has anyone got Paradroid 90. If you are bored of it and would like to sell it then I'm interested. Get in touch with Stuart Pike on 0793-72586.

Swap Nebulus 2 for Panza Kick Boxing / Super Off Road or £15. Also swap TV Sports Football for Sabre Team or £20. Contact James Brown on 0934-852087.

I have Striker and would like to sell it for £10-£15 or swap it. If interested ring Nigel Lusher 081-979-8105 after 4pm.

Swap Heimdall and Jaguar XJ220 for Monkey Island 2. Phone Christopher McGloin after 4pm on 021-360-8063.

Amiga A500 for sale: 1 meg, external drive, sampler, 2 phono leads and Thunderhawk. £300 including TV modulator. Call Miles Campbell after 6pm on 081-634-6616.

I have Kick Off 2, Gazza 2, Emlyn Hughes, MicroProse Soccer, Lemmings, Captain Planet and Bart Simpson for sale or swap. Contact Jason Laing 0532-717047.

For sale: John Madden's Football, Italy 1990, Emlyn Hughes Soccer – all boxed with manuals. Prices negotiable. Telephone Paul Dalton 0602-372140.

Great titles for sale, 75% of all games available including Zool, Megalomania, Sensible Soccer and F16P. All £13.99. Phone David Jenkins on 049-161-2772.

Swap any two from Slightly Magic, Lure Of The Temptress, Neighbours and Final Fight for Knights Of The Sky. Call Steven Wood at 0532-735093.

I have Silent Service II and Lemmings and will swap them for Liverpool, Tetris or Domark's Championship Manager. Get in touch with Brian Cameron 041-777-7841.

Utopia, Megalomania, Sim City, First Samurai, Knightmare, Parasol Stars. Thunderhawk and many others to swap for Championship Manager, Jaguar, Civilisation, Harlequin or Myth. Will also sell (price negotiable). Phone Michael Bog on 0255-427289.

Swap Castles, Armada, Sim Ant, Suspicious Cargo or Lord Of The Rings for Dreadnoughts, Perfect General or Conflict In Korea. Write to G. Garlick, 17 Brosscroft, Hadfield, Hyde, Cheshire, SK14 7HF.

Nintendo NES with two control pads, light gun and seven games for sale. £95 o.n.o. If interested ring James K. Buchanan on 0582-763076.

I have Superfighter compilation (Final Fight, Wrestle Mania and Pitfighter), will exchange for Sensible Soccer 1.1 or another compilation (e.g. Big Box or Fantastic Worlds). Call Fergal Doherty on 0908-230019.

Will swap Corporation, Back To The Future 2, Epic, European Super League, F-19, Falcon's Mission, Kenny Dalglish, Rocket Ranger, Lombard, Ultima VI. Any reasonable offers. Phone Sam Thurman 061-793-6173.

Paul Sims is after a copy of Captain Planet and will pay up to £3. Call him on 657-2293.

Musician needs sample disks to borrow for a few days. Send disks with return address to Mike Goggin, 5 Purlyn Acre, Marlborough, Wilts. SN8 1OR or tel 0672-511859.

Deuteros desperately wanted. Will pay up to £15. Must have manual. Contact Ian Bell, 3 Scarisbrook Place, Norris Green, Liverpool L11 7DJ.

Cheats for over 600 games spanning 100+ pages. Only £4 from Alex Barley, 80 George Street, Maulden, Beds. MK45 2DD.

Atari ST 520 for sale. Bargain at £100. Games also available £5-£25. Ask for Tom when phoning 0737-249201.

Amiga A500 (1 meg) including loads of games, Workbench and Deluxe Paint III, stereo sound leads, four player adapter and two joysticks. VGC £270 Phone Alex on Creaton 571.

Swap Viz and Bart Simpson for Heimdall. Swap Captain Planet and Hotshot for anything Dizzy. Call D. Buksh on 0282-697728.

Swap Teminator 2 for Gobliiins or Monkey Island. Give Dave Arthur a call on 0793-486345.

Amiga A500 1.3 version with memory upgrade plus Action Replay I and III cartridge. £300+ worth of games, all manuals included plus other extras £350 o.n.o. Phone Jonathan Jayne on 0903-721708.

I will gladly swap Harlequin with box and manual for Monkey Island 2, Pinball Dreams or Pinball Fantasies. Call Matthew Andrews at 061-485-6484.

Swap Starflight 2, Silent Service 2, Grand Prix Circuit, Lotus Challenge, Mean Streets, Supremecy and others. For Larry series or good adventure/strategy types ring Andy Nash on 0932-850005.

Loads of Spectrum games for sale. Light Phaser plus joystick. Games like Ghostbusters 2 and loads of cover cassettes plus 144 page cheat book. Enquiries to John McGurk on 0475-31760.

Swap Toki, Elf and Puzznic. All three for either Pacific Islands (Team Yankee 2) or Thunderhawk. Phone 0732-462179 after 6pm asking for Peter Francis.

Utopia, Steel Empire, Robin Hood, PGA Tour, Realms, Nitro, Cisco Heat and Railway Tycoon

Europress Interactive cannot be held legally responsible for any transactions made between Amiga Action's readers.

SHOP

are a few I will exchange for Alien Breed and Populous II. Just pick up the phone and speak to Peter on 0733-236072.

For sale:- Amiga A500, 1 Mb memory, Action Replay 3. 40 original games including Sensible Soccer, Monkey Island, Jimmy White, Lotus II. Two Joysticks, Naksha mouse. Very good condition £325 o.n.o. Phone 0443-772195 asking for Steffan.

Amiga is a newsletter for every Amiga owner. Just send info. about yourself along with an S.A.E. to receive issue 1 for free. Put pen to paper and write to Ozgur Bigun, Flat 9, 19 Hans Place, London SW1X 0EP.

Swap Operation Thunderbolt, Batman The Movie and two fruit machine simulators. All four for either D/Generation or Corporation. All Amiga Plus compatible. Telephone 0732-462179 after 6pm asking for Peter.

A500, 1 Meg, Philips monitor, 2 joysticks, mouse, dust covers etc. £500 of software all boxed. All for only £400 o.n.o. Will separate. Phone Steven on 0501-33844.

Amiga A500 inc approx 14 original games, manuals and mouse. All VCG £300 o.n.o. Contact Matthew Campbell on 0226-757152.

Swap Legend Of Kyrandia for Curse Of Enchanta. Sell Larry 1/2/3/5, Police Quest 2, Operation Stealth, Manic Mansion, Zak McKracken – all mint condition. Phone G. Horton on 061-449-0793.

I have Knightmare to swap for Monkey Island 2 or Might And Magic III. Call Elizabeth on 081-318-3309.

PD disks, free-75p. Also recent release games, secondhand, cheap or to swap. Send 50p + SAE for catalogue disk to Lisa Tyree, 5 Westbourne Road, Marsh Huddersfield, HD1 4LQ.

Gamer-Link! The pen-pal club for gamers, run by gamers! Free swap service! Club Fanzine! Send SAE for details to S. White, 28 Churchfield, Ware, Herts. SG12 0EP.

I will swap Sensible Soccer v1.1 for Speedball 2 or Jaguar XJ220. Contact Tom Daniel on 0604-859282.

Swap Hook and Kick Off 2 or Populous II for Lemmings. Contact Zak Locke, 1 Hawthorn Cottage, Stoke Canon, Exeter, Devon, EX 5 4AY.

Amiga 500 for sale with 1mb RAM and six games. £250. Call Steven Gleeson 081-299-3062.

Amiga owner wishes to sell Sega Megadrive with joypad, Sega joystick and 15 top quality games. Worth £800, sell for £300. Write to Hugh Williams, 46 Llanfawr Rd, Holyhead, Gwynedd, North Wales, LL65 2PL.

Swap / sell Xybots, Winners, Wheels of Fire, F29 Retaliator, Robocop, California Games, Pipemania, Licence to Kill, Nightbreed. Would like Prehistorik, Road Rash, Titus the Fox or others. Telephone Stephen Barnett on 0752-665021 / 766492.

Swap: Lotus III, Lemmings, Flight Simulator 2, Alien Breed '92, Lotus II, Lotus. Wanted: Road Rash, Crazy Cars 3 and Indy Heat. Contact Gary Everest 0732-357030 between 6-8pm on weekdays.

Loads of games to swap: Lotus III, Jaguar XJ220, Grand Prix, Addams Family, Premiere, Pinball Dreams for Fire & Ice, Troddlers, Arsenal, Road Rash. Most games considered. Simon Carter at 2 Ludford Drive, Heath Farm, Shrewsbury, Shropshire, SY1 3DP or call 0743-360103.

Urgently wanted: the original UMS. Name your own price. That's from D Wilson, 15 Chester Way, Boston, Lincolnshire, PE21 7PR or telephone 0205-363096.

I have Lost Patrol, Team Yankee, 9-Lives, Professor Mariarti and Crossbow. Swap for Cool World and Joe & Mac. Gavin Duddle, 34 Victoria Road, Walton-le-dale, Preston, PR5 4AB.

I've got Ghouls 'n' Ghosts, Back To The Future II, Robocop 2, Dragon Breed, Populous, Beast II, Puzznic and more. Swap for any up-to-date good game but no flight sims! Please call Stephen Wakefield 0384-394151.

Want to swap: Heimdall, Jaguar XJ220, Harlequin. Would like: Monkey Island 2, KGB. Contact G Johnston 031-657-1448.

Swap Wrestlemania, Match Of The Day, The Manager, Championship Manager, Robin Hood, The Games Espana '92, Graham Taylor's Soccer Challenge. Phone Kenny 081-695-6319.

If you would like to appear in Amiga Action's Swap Shop, simply write to: Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP or you can fax your message to 0625-876669 marking it for the attention of Amiga Action.

Write below what you would like to swap, sell or need help with. Also, please tick whether you want us to print your address or telephone number (or both).

Name

Address

Telephone

☐ Telephone ☐ Address



BRITAIN'S BIGGEST AND BEST SUPER NINTENDO MAGAZINE

Boggit's Domain

The Boggit crawls back on to the scene after a Christmas spent consuming far too much elderberry wine...

With a plastic carrier-bag stuffed with pies in one hand, and a nasty club in the other, the Boggit has been snooping around the software houses in search of the game which is going to be 'Top of the Computer Pops' this Christmas.

Virgin Software – Pure, White and Very Deadly

Have you ever had the funny feeling that someone is watching you?

I never gave the idea a second thought until I saw the opening sequence of the new adventure game from Virgin Software called *Kyrandia*. The game begins in the Great Wood, with Christmas being the one day of the year when the weather magically changes from eternal sunshine to a winter wonderland. The trees are decked with fairy lights for the festive season and everywhere hearts are filled with happiness and goodwill to all men. Did we say everywhere!

Rats and double rats! It may only snow once a year, but when it does it's blooming murder around here. I spent all morning searching for my snowshoes, then I had to clear the path, and then I had to make a long trip to the village to get something for Archimedes' Christmas dinner. Why that silly owl can't eat Plum Pudding like everyone else at Christmas I don't know. I've found the spell for lovely Plum Pudding, but no one seems to have created a spell that conjures up liver-sausage sandwiches.

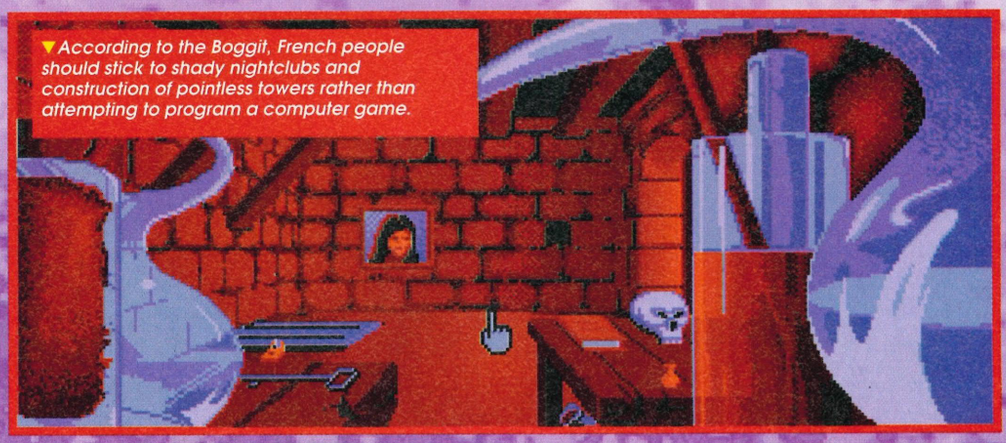
I didn't receive a single present - again! How anyone can believe in this Santa Claus person, I do not know. An old man who lives far away in some magical land, and who spends his time, (and his own money!) nipping around the world giving away presents to human beings... It's the unlikeliest story I ever heard. Bah! Humbug!

Ween – The Prophecy.

To make matters worse, a parcel did arrive yesterday from the front office of Amiga Action. 'Hooray', I shouted, 'A Christmas present at last'. But it wasn't a present, it was just a review copy of a game for me to look at. The game was called *Ween* – and it was French. Grrr...

Now I am prepared to believe that there is such a thing as a good French game. Err... Well... Let's put that another way. I'm sure there must be a good French game somewhere. Yes, I distinctly remember meeting a dwarf once who said he had heard of a good French game. He hadn't actually seen it himself, but he swore he had heard of it. Mind you, this dwarf was dead drunk on spiced elderberry wine at the time of this conversation, so even his recollection was just a bit more than hazy.

Needless to say I decided to give this game my full, frank and unbiased attention for a couple of minutes. The storyline concerns your attempt to overcome the evil bad guy and restore peace to the kingdom etc. To help



▼*According to the Boggit, French people should stick to shady nightclubs and construction of pointless towers rather than attempting to program a computer game.*

Kwik Kwip

Q. What do you have when you have a Frenchman up to his neck in cement?

A. Not enough cement!

you in your quest you have two (funny?) characters who are supposedly carrying your equipment. They are out of sight during normal play, but they occasionally bob into view and say the silliest of things. Nothing of what they said seemed to have any bearing on anything, so we won't detain ourselves talking about them any further.

Another helper is a Vampire Bat, who eats fruit! (I think perhaps someone should translate the word vampire for the game writers.) If you can find some fruit, (presumably a blood orange) you can call upon your winged friend to do such useful tricks as light a fire for you. This might not sound like much to me and you , but I suppose it's a hell of a trick for a Vampire Bat.

You also have a spirit guide who can be summoned to give you a hint when things get tough. To give this character his due, I thought he was great. He would make a excellent Boggit for he is an unhelpful sonofabitch most of the time.

You have a magical item which can change itself into a number of strange objects from time to time, and this helps overcome many of the problems along the way. The artwork is reasonable and some of the animation is actually very good.

Two years ago this game would have been considered modern and quite interesting. Today it's old hat and strange. I know I promised that I would look at it fairly, but life is short, and if it ain't got it, why waste time searching for it? If your Aunt buys you this game for Christmas, then you'll probably enjoy wrestling with it, but I wouldn't go looking for it.

Legend of Faerghail.

Each moth I receive numerous letters concerning the *Legend of Faerghail*, so I have written out a few tips which should help a good many of you.

Firstly, here's a cheat which will make you rich. When you leave the village you will be given an gold amulet which is worth mega gold pieces. Sell this pretty bauble then dismiss all of your party. Reboot the game, reinstall your team then leave the village again to receive another amulet. Make sure you keep one amulet, for you can give it to the distinguished priestess in the wilderness who will reward you with a Healer Staff. Also in the wilderness is a stone statue holding a sword. Practically anyone in your group should be strong enough to pull this sword from the statue's hand.

In the Dwarven Mine you will meet a dwarf who will ask you a question. The answer is SPINGO. To enter the room guarded by the beam of light you must get a dwarf to make you a mirror shield which will reflect the deadly beam.

To enter the Land of Cyldane through the Dwarven Mines you must use dynamite to blast open the door marked, 'Emergency Exit'. Getting into the Elven Palace requires you to answer a question from the guard. The questions are random so save your game at this point and just re-load and try again if you get it wrong. Here are a few of those questions and the answers.

Who is Findal's youngest uncle? SCAGNAR.
Who is Findal's father? FINDAIL.
Who is Findal's great uncle? TEORLIN.
Who is Findal's great parent? ALGANOR.

Other riddles include:- What lies between myself and my opposite? AND.
A father's child, A mothers child, but son of none? DAUGHTER.
I talk without soul, I hear without ears, I talk without mouth? ECHO.

When things get tough and you are feeling depressed because you can't solve that difficult game you spent all your money on, what you should do is turn to someone who knows all the answers. Someone who will give you all the benefits of his years of experience in the world of adventures. Mind you, he'll make you pay for it.

BOGGIT'S MAILBAG

Indy the Last Crusade.

This letter is for the attention of the All-Knowing Boggit. Star of Stage and Monitor Screen, Demigod, King and generally a nice bloke. Oh and also the owl, Archimedes, the... um.. ..above average.

In Indiana Jones and the Last Crusade (recently re-released) I cannot determine which is the correct floor slab in the library that I must open. I have discovered that the Grail Diary's message changes every time, as does the setup of the rooms. But does the <for example>, 'First on the Right', refer to the first room, or the first pillar, or the first number on the pillar? Help!

In my inventory I have the old book, the small key, the painting, the diary, the cordon and the metal post. Have I missed anything? Many thanks, and a pox on all blue hedgehogs. May the so-called Mutant Turtles find their way into a Parisian restaurant and poison all the customers, and may a certain Italian plumber-type develop a nasty, disintegrating ballcock.

Derek Rigate, Huddersfield.

You'll never know how close you came to being beaten up for that letter. I asked Archimedes to look up the word Demigod in the dictionary and he said that it meant:- A bulging, narrow-necked bottle. I was halfway out the door, heading for Huddersfield with a club in my hand, when he realised that he had looked up 'Demijohn'. Well I'm pleased that you have bought this game for it is a cracker, so I'll do you the favour that you don't deserve and help you.

Firstly you must have the documentation which comes with the game. If you don't have it, then you might as well stop reading now. Consult the diary and it will show you the stained glass window you are looking for.

Once you find the room with this window you must then find the correct number. For example, if the book says, 'second on the right', then you should examine the pillar on the right and look for the second number. Walk to the number on the floor and bash it with the steel pole.

Suspicious Cargo

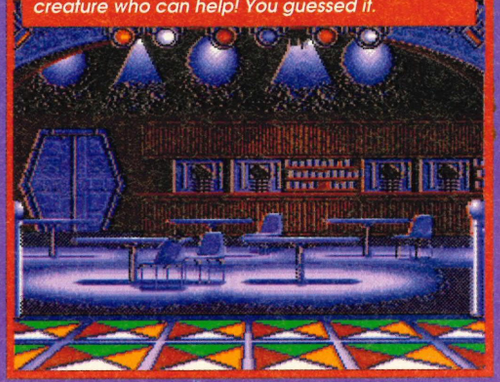
I am writing out of sheer frustration with a game called Suspicious Cargo from Gremlin. The situation is that I am trying to escape from a police frigate which is chasing me because I didn't subject my ship to a Custom Check on the moon Titan. I cannot outrun the frigate because when I try to enter hyperspace the drive control system explodes. Even after I run a bypass I can't activate hyperspace because the controls are beyond repair.

A. Craig Liverpool.

I fear you and me are both in a little trouble with this game. To be honest with you, I never got anywhere with it as some swine kept shooting me down before I could even make it to the airport.

I have only included your letter, and left myself open to ridicule, so that some clever dick can write in with the solution to the problem. If you can hear me Dick, get writing and make it sharp, will you!

▼*One of Gremlin's underrated games has a reader puzzled. There's only one person... thing... creature who can help! You guessed it.*



STAR LETTER

There are some adventures which grab your imagination from the moment you first see them. Others have a hidden addiction which can only be found after a few hours play. In either case you can be sure that if it's got it, then the Boggit will find it. Each month our crusty hero searches through the latest releases, (even the French ones!) to find a game worthy of his prestigious award - the Boggit's Bouquet.

Indiana Jones and The Fate of Atlantis.

Boggit's rule states:- 'You must never buy a game which is tied to a movie licence'. Luckily I am above rules, (even my own) so I took a quick peek at *Indiana Jones and The Fate of Atlantis*, and I'm glad that I did. In my old age I'm becoming more and more irritated, (bet you didn't think that was possible!) with adventures that hurt my head. Try and imagine what it must be like to have a headache when your brain is three times more powerful than everyone else's. Now you know what I suffer. But here is the really good news - I think this game is a true gem.

I did like the first *Indiana Jones* adventure, (*The Last Crusade*) and I think this one is even better. It's got lots of disks and that means problems when moving from screen to screen, but once loaded, things generally speed up. There are a few occasions when there is so much going on that you wish Indy was on speed, but after all there is no real need to rush about.

This game has the same high standards as the *Monkey Island* games, but the solutions to the puzzles are more logical. There's lots to do and see and it's all done very professionally. I would recommend this game to anyone as I don't think there has been a better adventure game released this year this year.



When Boggit cracks the whip, it means dash out to your nearest computer store and grab hold of a copy of Indian Jones's latest and wildest caper.

Leisure Suit Larry III

Boggit dude, I think Boggit's Domain is way cool, so keep on printing until the year 9999. Anyway down to business. Could you tell me how to get Patti past that damn pig in the jungle of Leisure Suit Larry III?

Also my brother his brains out on the wall, because he can't get the first map piece in Monkey Island II. He's followed the map piece all the way to the big tree where the bird is sitting on the pile of maps. So please help us.

Ryan Speirs, Armadale, Australia.

Now some ignorant people might wonder why you have to write to Britain for help when you have your own superhero back home. They think that all you need do is open the back door of your house, run down the dusty wooden steps into the bush and whistle. Before you can say 'Wingeing Poms', that furry genius - Skippy the bloody kangaroo - will be there to answer all your questions. I know why you don't do it - because he's a drunk! It's true, all Australians are drunks. I've been there and I've seen them. In Australia even the animals are drunks. Have you seen those cuddly Koala bears? They're drunks too. They spend all day eating eucalyptus leaves and then they fall over. Didn't you know that eucalyptus leaves are full of alcohol? What a country! And as for that damn Opera House. Did you know that they forgot to include any toilets in the design? The builders must have assumed that everyone would just do it out the window like they do at home. Right, now that I've sorted out the Australian subscribers, I'll answer the question.

Once Patti gets across the chasm on the rope she will find some coconuts. Remove bra. Put coconuts in bra. She can now throw the bra when the pig gets close. (What a way to go). When you tried to leave the Governor's Mansion in *Monkey Island II*, the dog knew you had the map because it was able to smell it. If you steal the dog and take it to the tree it will be able to find the correct piece for you.

Kwik Kwip

Did you hear about the Atari owner who spent all day searching the town for a baseball cap with a peak at the back? Oh, you did!

Monkey Island

I am writing because I'm having a spot of trouble on Monkey Island. The Swordmaster has agreed to come with me and help rescue the Governor, and Meathooks has agreed to come too. Stan, the ship salesman says, "Meet me and your three crew at the dock." I only have two people in my crew, so I need one more. It must be "Otis", the man in jail, but I don't know how to get him out.

Christopher Jankowski, Oldham.

Did I ever tell you about the three years I served before the mast? I lived on ship's biscuits and rotgut rum for most of the time. The biscuits were full of worms, but we didn't complain. At least that way we had some meat ration. I mention this period in my life because I recall we used the rum to clean the brass fittings on the ship. That rum could eat through solid metal if you weren't careful. Oh yes... those were the days.

Oops! There I go day-dreaming again. What did you say your problem was?

Maddog Williams

Almost two months ago I purchased Gamecrafters' excellent adventure, Maddog Williams, but I am well and truly frustrated with it. I have not yet managed to get off the first chapter and I hope you can help me. I have the socks, rope, sword, monster repellent and mug, but I can't for the life of me kill the evil druids in the cave or free the princess.

Secondly I have got to the door at the bottom of the well, but I can't open the door. Any offers?

Hollin Jones, Oldham.

This is a very sexist game isn't it? Just for a change I think we should kill the princess and run off with the druid. Just because someone likes kidnapping princesses and sacrificing them, it doesn't make them bad people you know. Sometimes I wonder...

However if you insist in acting like Rambo on beans, try this solution. Enter the cave, then immediately turn North and then East into the passage behind statue. Make your way into the statue's head. Stand clear of the fire and say 'STOP'. The ceremony will stop, allowing you to make your way back into the cave and untie the maiden. Take the amulet and get the rope from the side of the altar.

To open the door at the bottom of the well you need the amulet, and as we have just seen, you haven't got that yet.

I must confess that these pearls of wisdom come to you through the kindness of Janice Charnley of Warrington, who is but a simple maiden. I suppose I've now got to raid my precious store of software and send her something – Rats!

Chaos Strikes Back.

I am yet another adventurer who is trapped in Chaos Strikes Back. I am in the Dragon's Den, (is this near the end?) and written on the wall is the message, 'Prove you are a Wizard'. There is a blue eye-shaped object next to this message. What am I supposed to do? Is there a hint book for this game?

Andrew Robinson, Northumberland.

You are nowhere near the end of the game yet. Now aren't you pleased? I suggest you stop trying to rush through the levels as quickly as you can and just try and enjoy the experience. Remember that this is the last game of the series and when it's done that's it. You can prove you are a wizard by holding up the one object which can be created by a wizard's spell. Zokathra!

Real adventurers don't buy hint books – they write to the Boggit!

A Scottish Complaint.

The street in Glasgow (which you refer to in December's Issue) is called SAUCHIHALL ST. and not SMELLY SOCK St. We don't want to know about your socks and other odour problems. We are not all tartan twits, some of us can spell unlike you, you brain-dead, oversized dwarf! Before you slag the Scottish, get yourself a decent name.

Angry Jock, Glasgow.

Och, awa and bile yir heid. Yir nithin but a wee timerous beastie wee a face thit only a mither cid love. Ah hiv a guid mind tae cum tae yir hoose, lift yir kilt and skelp yir erse! I've often thought that a Scotsman's face looks a bit like a coconut. But you can get milk out of a coconut.

I think it's unkind the way humans write and insult me. What did I ever do to them?



▲*Operation Stealth isn't the latest American invasion of a country minding its own business, it is in fact a very good adventure game.*

Operation Stealth.

I live in New Zealand and I am having big problems with Operation Stealth. I have got the uniform, escaped from the piranha cage and got through the door using the officer's finger prints. I am now stuck because I cannot get past the door with the three beams of light across it. Please tell me how to do it.

Joshua Orton, Christchurch.

There are 20 million sheep in New Zealand. The trouble is 10 million of them think they are people. At least that's what an Australian told me.

In the Guardroom where you got the water there are a set of mission orders on the bed which you should take. Later, in the Officer's room, there is a rubber stamp which you can also grab. Take both of these items to the Guard Room where there is an ink pad and you can then use the stamp to complete the Mission Orders. The door with the laser beams has a small slot in it where you can pass your orders through for inspection. If you have done your work correctly, and you resist the temptation to say 'Baa' he'll switch the lasers off.

Curse of Enchantia.

I recently bought Core's excellent game, Curse of Enchantia. I am wandering around in some caves with no way out. In my inventory is:- a coin, paperclip, seaweed, computer monitor, and some kind of a rock-on-a-rope. Please help me as this game is driving me mad. Also how do you use the well to make a wish? I have found a room with lots of holes in the walls which, when I examine them, strange creatures pop out. So how do I propel myself off the see-saw?

Sean Houlihan.



Well Hot Lips, it's like this. You are supposed to stand on one side of the see-saw and throw the monitor at the other end. This action will propel you up onto the nearby ledge where you can pick up the magnet. Seems pretty fair and logical doesn't it? (Ehem...) You say you have a coin and you would like to know how to make a wish at the Wishing Well. I can't imagine what the answer to that tough question would be. (Blooming hell). From the Wishing Well you will be able to get a safety helmet which will allow you to walk past the falling rocks without driving your face into your boots.

Tieing a piece of string to the magnet will let you fish into one of the holes in the wall for another useful item.

My last piece of advice concerns those large comical mud monsters. You will at some point need a piece of mud and you can get that in the same way that the man in Sainsbury's cuts off a piece of cheese from a large lump with a piece of wire.

One final piece of advice (and I only mention this because I think the puzzle is very hard). You can only get out of the caves if you are very ugly. Having heard from your friends what you look like, you should have no difficulty, but others may consider making a mask if they like.

Lure of the Temptress

I have managed to free myself from the dungeon in Lure of the Temptress and am now in the village of Turnvale. I have acquired a flask, a knife, some broken glass and a tinderbox. Unfortunately I cannot get into the castle or the Town Hall. I also cannot find the dragon. Can you help me?

Lisa Earl, Penrith.

Of course I can help you. The question is, will I? I don't know if I should talk to you because you are not very talkative are you? Instead of writing to me you should be walking around the town talking to everyone you meet and offering them things from your goody bag.

If you were to offer the Blacksmith something which I know you have, he would tell you who else you should talk to. That person has something very useful which he would then give to you. You see that's how it is in this game. You give a little and you get a lot. What you need is grub, or should I say, who you need is Grub.

I'll also explain to all of those readers who wrote concerning Taidgh's apparatus, that they must get and read Taidgh's diary from the lady in the nearby Inn before they will make any progress.

Zak McKracken

Zak McKracken is driving me crazy. (I've heard that you're doing alright by yourself – Boggit.) I cannot find some fire, or fire source,

to light up the firepit in the cave at Seattle so I can read the strange wall markings.

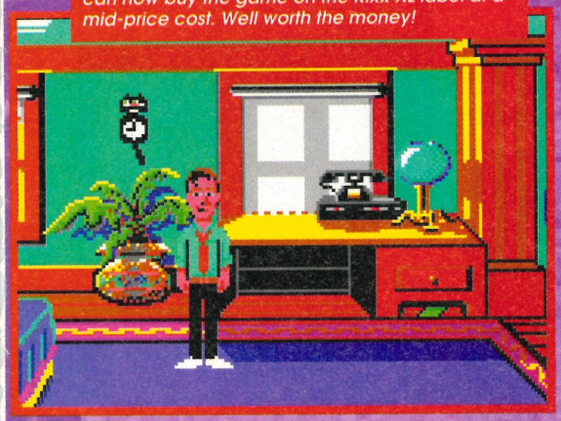
Patrick Gatt, Malta.

Aha! A letter from Malta. Do you know how to make a Maltese Cross? Kick his dog! Oh, you've heard it before. You've got a very silly address haven't you? I see that your house is called Tal-Grazzja and it's in Agnes Schembri Street. You really should move from there it's just too silly a place to live in. I wouldn't been seen dead, living at a silly address.

The object you seek is a cigarette lighter which is hidden under a seat onboard the aircraft. You also need the piece of wood from outside the squirrel's cave. Using the wood you can reach an old bird's nest on the roof of the cage and this will give you the makings of a fire.

Now get out of that house!

▼One of the Boggit's valued readers is stuck on the particularly excellent Zak McKracken. You can now buy the game on the Kixx XL label at a mid-price cost. Well worth the money!



Police Quest II.

I have completed Police Quest II from Sierra, but have been unable to reach the maximum 300 points. I have managed to score 274. (Rubbish! – Boggit.) Please can you give me some tips on how to get more points, especially at the point where you have to use the plastic bag from the field kit.

G. Gill, Cornwall.

Yes, there are quite a few cunning little tricks hidden away in this game which few masters, (and even fewer humans) have managed to find. I of course have found them all. Stop sniggering at the back. Have you for instance found the knife at the bottom of Clearwater River? Did you manage to call up a S.W.A.T. team at the motel? Not too smart are you? Did you dust the glove box in the car at the mall to get a fingerprint?

The knife in the river is found, left of the first screen, in the third row of weeds.

Dust the rear-view mirror in the car at the airport.

Dry the revolver using the hand dryer in the airport toilet.

Kiss Marie twice when you meet her.

Kwik Kwip

Q. What happened to the Atari owner who cleaned out his ears?

A. His head caved in!

Call the waiter.

Pay for the food. For some reason cops get extra points for actually paying for their meal. I wonder why?

Book in your blood samples as you find them to get more points.

Book in your leads for points.

Bard's Tale III.

Hopefully you can get me out of a mess. I bought Bard's Tale III a couple of months ago and I was happily going through it when all of a sudden I came to an abrupt halt.

I am in Arboria (1st World) and have killed Tsolatha Garnath's with the spear from Valerian's Tower. I took Garnath's head to the king and this gave me entrance to the Sacred Grove. Here things go wrong and I can get no further. I found a small room with a door and a flickering flame, but I don't know what to do with it. (How about making some toast? – Boggit.) Please help as I am desperate to get on with the game.

Lee Turner, Leigh-on-Sea.

As well as separating Garnath from his head, you also need to rip out his heart. (Does playing Role playing games encourage aggressive behaviour in young males – Discuss.) You also need some Water of Life from the Valarian Tower before you go any further. Use the APAR spell (-5N, 4E) then travel south one move to Valeran (6N, 4E). Use the heart and then use the water with the canteen. The next object of your desire is the Bow and Arrows of Life, so move as follows:- 1N, 1S, 1E, 1S, 2W, 1S, 4E, 1S, 2E. The objects are in the southeast corner (9N, 9E). Finally use the APAR spell to get out

Knightmare.

I am completely lost in Knightmare from Mindscape. I am in the Quest for the Sword, level 2 and I have just hacked a jester to death to get the gold coin. (Bet that stopped him laughing! – Boggit.) So how do I get to level 3? I have tried everything, but I'm getting nowhere fast. Is it something to do with the well?
P.S. Please send me a free Amiga A1200.

Cactus Jack, Kent.

I'll send you a free kick in the teeth if that helps. The well is not well, it's sick. If you have been everywhere and done everything as you say, you will have found the Healstone Wand. Go and heal the well then step inside for a ride to Level 3.

I don't know if you are getting tired reading these scribblings from brainless dolts, but I'm certainly getting tired answering them. I think I'll tidy up a little (a very little), then stuff Archimedes out the owl-flap. A little sip of wine (not so little), then I'm off to bed.

Remember to avoid writing to:

Boggit's Domain,
The Old Blackthorn Tree,
29, Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR.

▼ When Nick Ross says "Don't have nightmares, sleep tight," he doesn't mean don't have Mindscape's Knightmare because it's completely dreamy and will satisfy your innermost fantasies.



ACTION

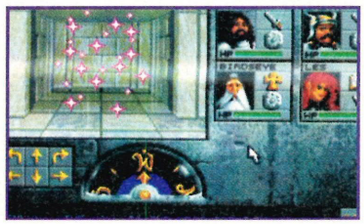
Now we've combined the best of the Buyer's Guide with the Super Leagues to bring you the most informative run-down of the year's games in rank order!

ARCADE ADVENTURE

1

EYE OF THE BEHOLDER II
US Gold £32.99

It's the sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. It's an absolute essential so flippin' well run to your software store and buy it now. Definitely numero uno.



2

BEAST III
Psygnosis £25.99

The absolutely superb final instalment in the Beast series. But don't shout 'you utter Beast' too loudly at the screen or the neighbours will wonder what you're up to...

3

LEGEND
Mindscape £30.99

Dungeons and Dragons games tend to be just too complex for the beginner, yet rather too easy for the expert. Happily, this is not the case with Legend. It's suave, fresh, cool. We like it.

4

BLACK CRYPT
Electronic Arts £25.99

Has Dungeon Master met its match? You decide in this classic game.



5

ASHES OF EMPIRE
Mirage £29.99

Civil wars have never been quite so much fun!

6

D/GENERATION
Mindscape £25.99

Initially the graphics may not appeal, due to the fact that they're isometric. We assure you that after just a couple of games you'll be completely hooked.

7

STORM MASTER
Silmarils £29.99

Very weird, very different strategy game.Excellent.

8

LORDS OF TIME
Hollyware £25.99

Quit your job - there's no way you'll want to go outside again.

9

KNIGHTMARE
Mindscape £30.99

Not much to do with the TV program of the same name but this game will put down most others of the Dungeon Master genre.

10

SWORD OF HONOUR
Global £25.99

There are two ways to become a Ninja. One is to travel to Japan and spend 14 years tied to a wooden pole while everyone breaks paving stones over your head, the other is to buy this game. Put your feet up and enjoy the excellent graphics and atmosphere.



11

HARE RAISING HAVOC
Disney Software £34.99

Roger Rabbit, what a guy, what a game. Good cartoon style puzzle/adventure. Plenty of custard pies and fiery bottoms japes with this one.

12

INDIANA JONES AND THE FATE OF ATLANTIS
US Gold £25.99

Indiana Jones cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series. And you'd better not be afraid of snakes!

13

MERCENARY III
Novagen Software £29.99

More of the same in this 3D exploration game. A bit boring.

14

THE RETURN OF MEDUSA
Starbyte £19.99

Futuristic Dungeon Master clone. We've seen it all before and to a much better standard. You're advised to stay well away.

15

GUY SPY
Readysoft £29.99

Some ace graphics don't really save this overpriced spy scenario.



16

THE NEVERENDING STORY II
Linel £25.99

Pass the sick bucket please. We're feeling quite ill... Yes that's right, it's even more distressing than watching the films.

ADVENTURE

1

MONKEY ISLAND 2
US Gold £37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.

2

LURE OF THE TEMPTRESS
Virgin £29.99

Ooh, gorgeous graphics, gorgeous sound, and you will not believe this – it also has great gameplay! If you haven't got the money, tough! It didn't quite manage to defeat Monkey Island 2, though.

GUIDE

3

THE LEGEND OF KYRANDIA
Virgin £25.99
A great adventure but on nine disks? Aren't things are getting a bit out of hand...



4

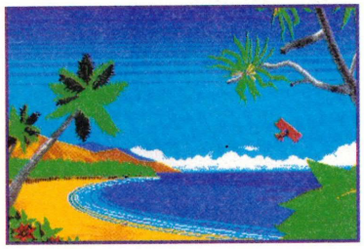
HEART OF CHINA
Dynamix £34.99
Join Jake Masters on a rescue mission to save beautiful Kate Lomax on this adventure game.

5

CURSE OF ENCHANTIA
Core Design £34.99
One of the Amiga's finest adventure games. Nice one.

6

FLAMES OF FREEDOM
MicroProse £34.99
Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.



7

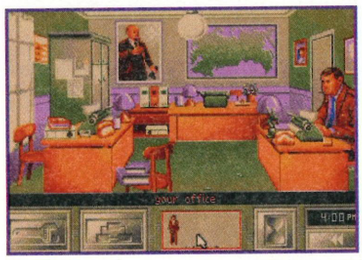
THE LOST TREASURES OF INFOCOM
Activision £29.99
Fantastic collection of some of the best text-based adventures around. Worth buying for the Hitchhiker's Guide alone. Wonder what Boggit makes of this collection.

8

DUNE
Virgin £29.99
Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance.

9

KGB
Virgin £30.99
Does KGB stand for Kiss Good Bye? Well, whatever it means, you won't want to let this go in a hurry.



10

WEEN - THE PROPHECY
Coktel Vision £25.99
Very weird, very different game. Nonetheless, an excellent release. Well worth the money.



11

BAT II
Ubi Soft £34.99
If you're into difficult adventures, the BAT men at Ubi Soft may have something for you. Climb into your adventuring trousers and check out an excellent product.

12

WILLY BEAMISH
Dynamix £34.99
Cartoon-style point 'n' click game, excellent once you get into it but beware, without a hardrive you're wasting your time.

13

LEISURE SUIT LARRY 5
Sierra £34.99
The man in the dodgy suit is back, and he's still after one thing – dirty fun. Adults only.

14

HOOK
Ocean £25.99
The film was a flop, the game isn't as good as the film. 'Nuff said.

15

FASCINATION
Digital Integration £29.99
Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

SHOOT'EM UP

1

PROJECT-X
Team 17 £25.99
Truly explosive blast with superior graphics, sound and gameplay. It's so hard, you'll probably never finish it. But then, we're so hard, we did! Well, nearly.



2

ALIEN BREED '92
Team 17 £10.99
Budget version of the ace blaster, much improved. Wipes the floor with other alien annhilators.

3

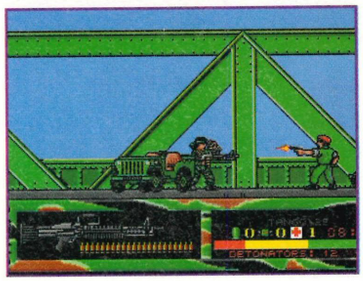
ALCATRAZ
Infogrames £25.99
Alcatraz has been converted into a hiding place for a top drug baron. Armed police must go in.

4

EPIC
Ocean £29.99
It certainly is. Buy it.

5

FIREFORCE
ICE £25.99
If, in a few years time, your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.



6

AMNIOS
Psygnosis £24.99
Multi-directional shoot'em-up with spectacular effects to offer you.

7

SPACE GUN
Ocean £25.99
Aliens meets Operation Wolf.

8

FANTASTIC VOYAGE
Centaur Software £25.99
Novel approach to the shoot'em-up genre, flying around the inside of a body in a mini-sub destroying anti-bodies. Body good game.

9

RUBICON
21st Century £25.99
Superb graphics, decent sound, sadly lacking in gameplay. This was 21st Century's early release before launching the might pinball games upon us. Stick to what you're best at, lads!

10

HOSTILE BREED
Palace £25.99
Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.

11

VIDEOKID
Gremlin £25.99
Cuddly kid action with this platformy shooty number. A bit of an in-between game really and one of Gremlin's weakest.



12

STEVE McQUEEN - WESTPHASER
Loriciel £25.99
Basically what you've got here is an enjoyable cowboys and injuns Operation Wolf rip-off. But the scene where you shoot the dancer in the bar is quite revealing even if a little sad.

13

WRECKERS
Audiogenic £24.99
An intriguing storyline enhanced by atmospheric graphics is ruined by over-simplistic gameplay. A good try but didn't quite cut it.

14

ALIEN STORM
US Gold £25.99
It doesn't and never really could have lived up to the superlative action and excitement of the arcade original. One of those games that was never going to make a decent conversion.

15

CYBERBLAST
Innerprise Software £25.99
Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

16

AQUAVENTURA
Psygnosis £25.99
A sea of disappointment awaits in this ocean-based shoot'em-up. Play Aquaventura and get that sinking feeling. Four years out of date and just too sluggish, it soon crashes into a watery grave.

17

THE OATH
Soundware £25.99
Why is it called The Oath? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?

18

G-LOC
US Gold £25.99
The F14 flight simulator without the simulator. A fighter plane shoot'em-up, nothing more, nothing less.



19

COOL WORLD
Ocean £25.99
Duller than being stuck in an igloo with a really dull person. Avoid like an attack of the trots.



SPORTS SIMULATION

1

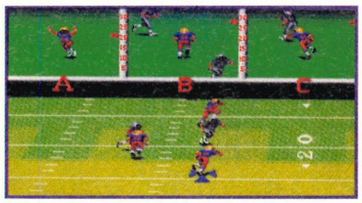
PGA TOUR GOLF
Electronic Arts £25.99
One of the best golf sims available, but if you don't like golf, forget it.

2

SENSIBLE SOCCER
Renegade £25.99
Fast-paced soccer game. If you hate the Kick Off series but enjoy football, this game is for you.

3

JOHN MADDEN'S ARMERICAN FOOTBALL
Electronic Arts £39.99
American football games have been pretty dire but EA have changed all that! Buy it – it's absolutely faultless.



4

ARCHER MACLEAN'S POOL
Virgin £25.99
Ever been down the pub and groaned when someone fluffed a double into the middle pocket? Now you can do it at home and avoid buying the next round.

5

PREMIER MANAGER
Gremlin £25.99
This slide tackles other management sims off the pitch and avoids the red card by a wide margin. Excellent.

6

THE MANAGER
US Gold £25.99
A football manager-type game.

7

LINKS
Access £29.99
Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want?



8

REBEL RACER
Starbyte £25.99
Tron light cycles rip-off on an original 3D tip. (What does that mean? Ed.) We like it – not a lot of other people will.

9

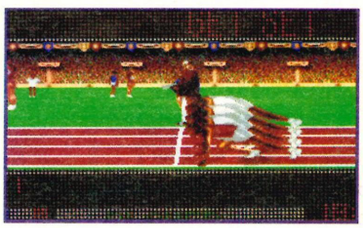
INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
Average sports game for average sports gamers. Lots of unusual features to keep you busy.

10

TV SPORTS BASEBALL
Mindscape £29.99
Okay ball slugger.

11

CARL LEWIS CHALLENGE
Psygnosis £25.99
Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!



12

MEGA SPORTS
US Gold £25.99
Lots to do here in this big sports collection. You won't ever need to venture outside again.

13

LIVERPOOL
Grandslam £25.99
Good football sim, with all the usual features.

14

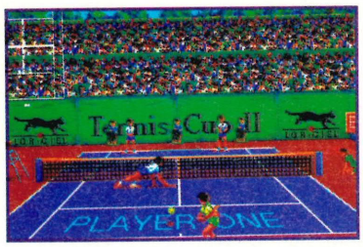
WINTER SUPER SPORTS
Flair £25.99
Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

15

TENNIS CUP

Loriciel £25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.

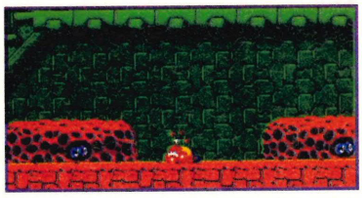


16

THE AQUATIC GAMES

Millennium £25.99

Indeed, this game is a tad fishy. Not really up to the standard we've come to expect from James Pond, it seems like a bit of a space filler (Shouldn't that be 'plaice fillet'? – Hilarious Ed.)



17

STRIKER

Rage £25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout.

18

CHAMPIONSHIP MANAGER

Domark £29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there. Very in-depth and rewarding if you have the time and the inclination.

19

GRAHAM TAYLOR'S SOCCER CHALLENGE

Krisalis £25.99

The Challenge is to guess how GT got the England Manager's job.

20

EUROPEAN FOOTBALL CHAMP

Domark £25.99

It's memorable because this is the game where not only can you tackle the players, but kicking and punching them is far more effective.

21

CALIFORNIA GAMES II

US Gold £25.99

I wish we could all be Californian. Certainly this game doesn't make us want to walk around in ridiculous clothes and start riots in Los Angeles.

22

WAYNE GRETZKY ICE HOCKEY

Bethesda £25.99

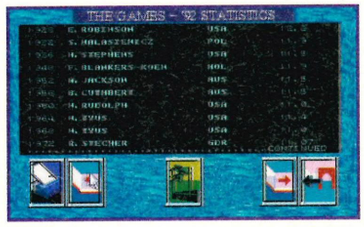
Basically Ice Hockey with a violent streak. Good unclean fun.

23

ESPANIA '92

Ocean £29.99

If you couldn't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea but a naff game.



24

JOHN BARNES EUROPEAN FOOTBALL

Krisalis £25.99

Run of the mill football game endorsed by one of the country's greatest players. And it's a lot cheaper than buying a Sky dish next year...

25

SUPER SKI 2

Microids £24.99

Several average wintry type sporting events in this middle of the road game. Get out your woolly scarf and smother it.

26

ROBIN SMITH'S INTERNATIONAL CRICKET

Challenge £25.99

Only so-so, even if you like cricket.

27

EUROPEAN CHAMPIONS

Idea £25.99

The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

28

FACE OFFICE HOCKEY

Krisalis £25.99

Oiling your body for combat should be more fun than this. I think. Somehow, this manages to make Ice Hockey look more like Curling. Dismal.

29

WILD WHEELS

Ocean £24.99

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. Most gruesome and one that Ocean should forget.

30

SUPER SOCCER

Starbyte £25.99

You must be kidding. What a joke. At £26, we're not laughing.

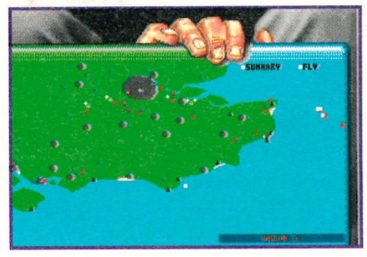
FLIGHT SIMULATION

1

REACH FOR THE SKIES

Virgin £29.99

The best flight sim available on the Amiga. What more can we say?



2

GUNSHIP 2000

MicroProse £34.99

Ace helicopter sim which blows holes in all the opposition.

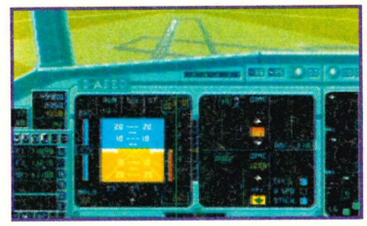


3

A320 AIRBUS

Thalion £35.99

Never in my days have we played a passenger plane simulator as good as this. Forget bombing missions, this is more technical.



4

SHUTTLE

Virgin £44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

5

A10 TANK KILLER V1.5

Dynamix £34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

6

AIR SUPPORT

Psygnosis £25.99

Who'd have thought a wire frame flight sim could be so good?

7

FIGHTER DUEL PRO

Jaeger Software $59.95

Import-only flight sim. Not bad but nothing special.

ACTION GUIDE

8
RED BARON
Dynamix £34.99
Fancy a fight? Crash and burn with this WW1 fighter sim. The game certainly did.

RACING

1
FORMULA 1 GRAND PRIX
MicroProse £34.99
You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.

2
NO SECOND PRIZE
Thalion £25.99
Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.

3
LOTUS III
THE ULTIMATE CHALLENGE
Gremlin £25.99
The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



4
CRAZY CARS 3
Titus £25.99
An improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

5
NIGEL MANSELL'S WORLD CHAM-PIONSHIP
Gremlin £29.99
The man Nigel lifted the trophy but this game fails to pip Lotus on the top place on the podium.

6
VROOM
Lankhor £25.99
Formula 1 racing without the technical side. Fast routines and nice gameplay make this an excellent buy. The best thing is Alain Prost doesn't appear.

7
JAGUAR
Core Design £25.99
Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.

8
INDY HEAT
Storm £25.99
A speedy birdseye-view racing game complete with multi-player options, and fancy cars.

9
ROAD RASH
Electronic Arts £25.99
A highly strange name for a game. Adrenaline junkies are in for some road racing fun.

10
RED ZONE
Psygnosis £25.99
The Red Zone – that area where you fall off your motorbike and the other riders fail to see you.

11
4D SPORTS DRIVING
Mindscape £25.99
Ever fancied wrecking a car on a dirt track? If you have don't buy this. Slow, jerky and very crap!

12
RACE DRIVIN'
Domark £24.99
This game was unofficially sponsored by Lada (Joke). Scrap it and never think of it again.

13
BIG RUN
The Sales Curve £25.99
It should have been re-titled Big Rip-off. Do not buy if you want to save your sanity.

BEAT'EM-UP

1
STREETFIGHTER II
US Gold £25.99
Slick game which kicks the heads in of all other beat'em-ups around.

2
MYTH
System 3 £25.99
Freaky number with all the ingredients of an excellent game. Mix 'em all together, put in the oven for 30 mins and hey presto!



3
DOUBLE DRAGON 3
Storm £25.99
The saddest episode of the twins fight for justice to date. It's a pity really. Stuff it – We don't care.

STRATEGY

1
CIVILISATION
MicroProse £34.99
Quite a superb addition to the god business, from the game gods themselves.



2
CAESAR
Impressions £29.99
Not startlingly original in any sense but an excellent city sim set way back in the days of the ancient and infamous Roman Empire. Seize (ar) it quick (groan). Not one of the best around.

3
UTOPIA
Gremlin £29.99
Detailed and hugely engrossing space-operatic strategy affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers. Definitely for those who like strategy with shooty frilly bits.



4
CAMPAIGN
Empire £34.99
Huge strat number livened by the odd arcade sequence. Engrossing.

5
PERFECT GENERAL
Ubi Soft £30.99
Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. Look out for data disks which are now available.

6
DREADNOUGHTS
Turcan Research £29.99
3D naval warfare game based on battles from the beginning of the century. No radar or guided missiles here!

7
SIM EARTH
Ocean £39.99
The manual for this took at least half a rainforest to make, so bear that in mind when you have to juggle the world's natural resources in this follow-up to Sim Ant.

8
RAGNAROK
Mirage £25.99
Do the Loki Koki in this chess-type game based on the Viking legends. Meatheads can enjoy the gore while pretending to be intellectual. Give it a go.

9

SABRE TEAM

Krisalis £25.99

Throw away those sad copies of 'Macho Moron' magazine and get down to the next best thing. Be a SAS man and bring messages of peace and harmony the world.

10

ROME AD92

Millennium £29.99

Rome if you want to... Okay, a bad joke, but the game's good and fun.



11

VENGEANCE OF EXCALIBUR

Virgin £29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

12

FIGHTER COMMAND

Impressions £29.99

Fancy a day bombing civilians in the Middle East? You can raid Tripoli, Col. Gadaffi's tent and all the other strategic targets, and go on interception missions – the lot. Underrated Strategy.

13

VIKINGS

Krisalis £24.99

Strap on that horned helmet and go conquer the world! An okay strat game – at least you don't have to wear the ridiculous clothes.

13

FLOOR 13

Virgin £24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to number 10.

14

AIR BUCKS

Impressions £25.99

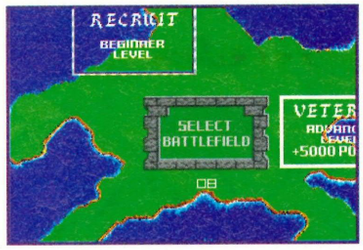
Control an airline in this second class entertainment. Pretty good for an Impressions game.

15

RAMPART

Domark £25.99

£26 seems like a lot of money to spend for just a mere 5 minutes of standard entertainment. That is unless you live in King's Cross or something...



16

CHESS CHAMPION 2175

Oxford Softworks £19.99

Nice version of chess, plenty of options.

17

DISCOVERY IN THE STEPS OF COLUMBUS

Impressions £24.99

Oh, life on the ocean waves. Should've been better.

18

WARRIORS OF RELEYNE

Impressions £25.99

Standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

19

SIMANT

Ocean £34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

20

NO GREATER GLORY

SSI £25.99

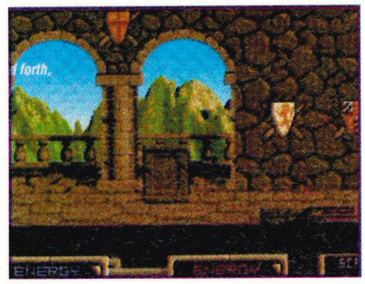
Definitely one for American Civil War experts. Trouble is, most of them were killed 130 years ago.

21

CRIME CITY

IF £29.99

Nefarious dealings and shady underworld going ons in this game. Plenty of James Bond thrills as well as a good healthy portion of death and destruction.



22

MAGIC WORLDS

Daze Marketing £25.99

RPG warriors/ heroes/tough nuts, this is a collection for you! Reasonably entertaining stuff from newly found Daze.

23

SAMURAI - THE WAY OF THE WARRIOR

Impressions £24.99

Wooden armor and razor-sharp katanas meet horsemen with bows in this bland wargame.

24

CONFLICT KOREA

SSI £29.99

Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything worth fighting over.

25

TRADERS

Linel £25.99

Being an interplantery trader can be a barrel of laughs. Not this time though. We think we'll stay at home and play with our toy cars.

26

MEDIEVAL WARRIORS

Merit Software £24.99

Medieval bow and swordsmen fight for land, castles and the like in this unimpressive game. We'd fight too if we were trapped in this turkey. Someone save us!

ARCADE STRATEGY

1

RULES OF ENGAGEMENT

Mindcraft £25.99

Great presentation, but the time delays on the Amiga make you want to bite bits out of a sofa. Far too slow and stressful for sofa lovers really.

2

GALACTIC EMPIRE

Tomahawk £25.99

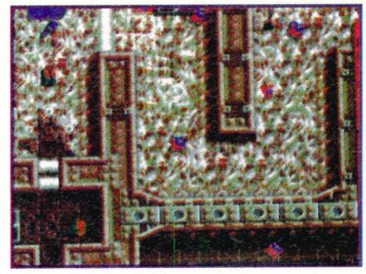
A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

3

CYTRON

Psygnosis £25.99

The sort of game you'll soon be running errands for your mum to avoid playing. Best enjoyed when you've nothing else to do.



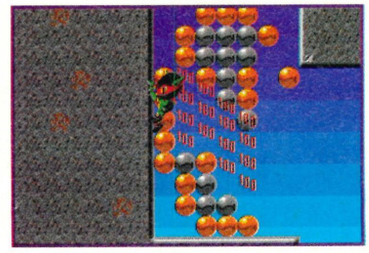
PLATFORM

1

ZOOL

Gremlin £25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



ACTION GUIDE

2

ASSASSIN
Team 17 £25.99
Assassin exterminates all the competition in this beat'em-up platformer. Kick some ass in this fantastic game!

3

THE ADDAMS FAMILY
Ocean £25.99
They're crazy and they're kooky. Yep, we're sure they are – over a thousand screens of platform fun, a must for all platform fans.

4

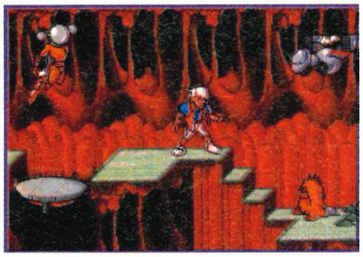
PARASOL STARS
Ocean £25.99
Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! *(Eh? – Ed.)*

5

FIRE & ICE
Renegade £25.99
Sigh, not another platform game... This one is different. Graphically excellent with great sound.

6

PREMIERE
Core Design £25.99
You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?



7

SILLY PUTTY
System 3 £25.99
We all remember Silly Putty. You know, the squidgy stuff you could bounce, break and attempt to feed to the neighbour's dog. Well, it's back in this graphically excellent, although slightly sluggish game. Oh, and it's actually called Putty now without the Silly.

8

HARLEQUIN
Gremlin £25.99
Freaky diamond catsuits in this wickedly tricky platform game.



9

JIM POWER
Loriciel £25.99
Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

10

DELIVERANCE - STORM LORD 2
21st Century £25.99
Once again nice graphics and nice sound put this platform game up at the top with the big boys.

11

RISKY WOODS
Elect Arts/Dynamics £19.99
Slickly done. Nice one.

12

McDONALD'S LAND
Virgin £25.99
A worrying new trend is stalking the world of computers. You thought product placement was bad enough in films - it hits the big time in this stomach churning release. Avoid like burger gherkin.



13

ELF
Ocean £24.99
A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean.

14

BC KID
Ubi Soft £25.99
Graphically, so cute it makes you want to vomit over your mum's carpet. Well worth buying a mop and a packet of Stain Devils for.

15

LETHAL WEAPON
Ocean £25.99
The male bonding duo, Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis in this film tie-in. OK but sadly lacking in variety.

16

DOJO DAN
Europress Software £25.95
Middleweight platform affair which lacks the clout to put a dent in the opposition. A pity.

17

UGH!
Play Byte £25.99
Actually, the game isn't as bad as it sounds, although it's a little short in the lastability department. For prehistoric cabbies only.



18

TEARAWAY THOMAS
Soundware £25.99
More frustrating than being glued to the ceiling and locked in a room.

19

DOODLE BUG
Core Design £25.99
Core slip up with this release. Sub Sonic in every sense.

20

CAPTAIN DYNAMO
CodeMasters £7.99
Well worth breaking into £10 for. CodeMasters do it again.

21

HOI
Software Business £25.99
Don't expect much from these green screen heroes.

22

COOL CROC TWINS
Arcade Masters £25.99
Why do I get wary when lovable green creatures with attitude start to appear? Call it Turtleitis.

23

TOP BANANA
Hex £25.99
With a title like that, how can it possibly fail? Quite drastically, as it turned out.

24

CRAZY SEASONS
Idea £25.99
We'd rather have our teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.

PUZZLE & QUIZ

1

BILL'S TOMATO GAME
Psygnosis £25.99
Fruity number (groan) ripe (aargh) for the plucking (mfrmble).

2

TRODDLERS
The Sales Curve £25.99
Throw yourself off a cliff in style with style this puzzle game.

3

PUSH OVER
Ocean £25.99
Interactive domino toppling, yep this game takes the P out of most other puzzle games.

4

GOBLIINS 2
Coktel Vision £29.99
Sequel to Gobliiins. Excellent.

5

WIZKID
Ocean £25.99
Great graphics and silly fun abound in this vegetable based game. Yes, we did say vegetable.

6

GOBLIIINS
Dream Factory £25.99
A tricky little number with a few irritating features. And that's just the elf who lives at the bottom of our gardens. (You feeling all right? – Concerned Ed.)

7

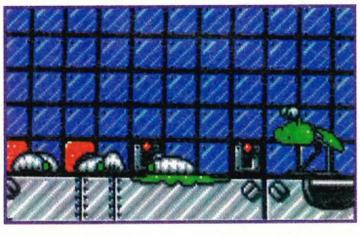
BUGBOMBER
Kingsoft £24.99
Strangly addictive puzzle bomb'em-up. Check it out.

8

CASTLE OF DOCTOR BRAIN
Sierra **£34.99**
Complicated, taxing, impressive. Puzzle fans will definitely be in their element.

9

STEG
Code Masters £7.99
Slippery fun with a cute slug.



10

SUPER TETRIS
MicroProse £29.99
Nice blockbusting work from MicroProse in this worthwhile update to the Tetris phenomenon. There's an explosive element, too.

11

TINY SKWEEKS
Loriciel £26.99
You may puzzle. Like why is this game lacking in originality? Ah well. It'll put a smile on your face for a while.

12

LOCOMOTION
Kingsoft £25.99
A train game with all the interest of a British Rail timetable.

13

CATCH 'EM
Prestige £25.99
Dodgy game with puzzle elements thrown in for good measure.

14

TILT
Soundware £20.99
An original computer version of an unoriginal game. Different.

ROLE PLAYING

1

AMBERSTAR
Thalion £29.99
It's been a pretty lean time for decent RPGs this last few months, but Amberstar bursts on to the scene to put the rest to the sword. Not much cop graphically-speaking but some excellent gameplay makes this one worth catching hold of.

2

MIGHT AND MAGIC 3
US Gold £40.99
Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.

3

BANE OF THE COSMIC FORGE
US Gold £37.99
Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing.

4

PALADIN II
Impressions £29.99
Graphically crude but excellent strategy number. Impressions come back to impress us after a shaky few months. Even better than the first, as well.

5

POOLS OF DARKNESS
US Gold £30.99
Once again an official Dungeons & Dragons product hits the bullseye. Or should that be the dragon's eye? Don your cloak and find out.

6

SHADOWORLDS
Krisalis £25.99
Some frustrating moments but a generally good all-rounder.



7

STARFLIGHT 2
Electronic Arts £25.99
There's little in the way of graphical excitement but plenty in RPGish teasers. Fans of the original will not be disappointed.

8

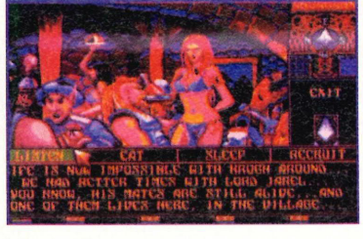
DUNGEON MASTER/ CHAOS STRIKES BACK
Psygnosis £25.99
A decent couple of titles that still stand up well today. Brings out the devil in you...

9

EXODUS
DMI £25.99
An unoriginal plot is turned into a neat space combat strategy sim. Worth a look.

10

ISHAR
Silmarils £29.99
Initially frustrating but stick with it to reap plenty of rewards.



11

MEGATRAVELLER 2
Empire £29.99
If RPGs are your thing, then you'll probably enjoy this. However, we found it rather too graphically crude and frustrating.

12

SHADOWLANDS
Domark £29.99
Overrated product where RPG stood for Rancid Putrid Game. Suspect – best avoided.

13

TREASURES OF THE SAVAGE FRONTIER
US Gold £32.99
We'd rather bang rusty nails into walls with our heads than play this Dungeons and Dragons rip-off again. Keep away from it.

BAT & BALL

1

PINBALL FANTASIES
21st Century £27.99
It's about time we had another entry in this Bat and Ball section, and what a great release to put here too! The awesome sequel to the original. There isn't a cliche good enough to describe it. Super-funkycalifragisexi.

2

PINBALL DREAMS
21st Century £25.99
If you're the kind of drooling simpleton that runs to the new pinball machines down the arcade just because you fancy playing with little balls, this one is for people like yourself...

3

BUNNY BRICKS
Daze £25.99
There are two ways to lose interest. One is to deposit a large sum of money in the Cayman Islands branch of Maxwell Plc, the other is to play this horrific creation for any time period over 2.5 seconds. Well, you can count us out. Now where's my Arkanoid?

NEXT MONTH...

Our word is our Bond! And to prove it, look out for all this in next month's all-new, awesome Amiga Action...



UNDER REVIEW WILL BE COMBAT AIR PATROL, SLEEPWALKER, WAXWORKS, SUPERFROG AND LEMMINGS 2!

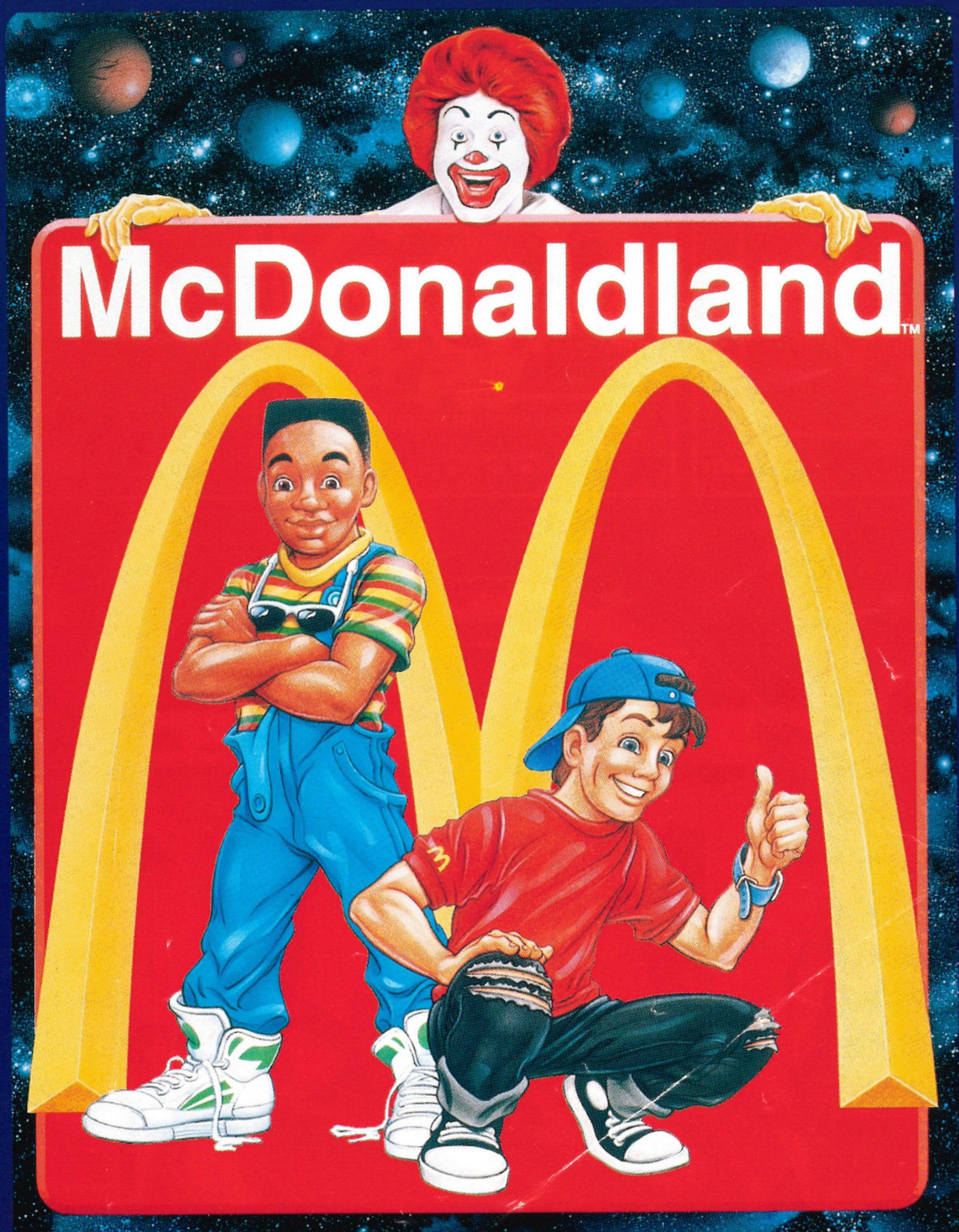
FEATURED WILL BE TOP RAVE BAND AND AMIGA NUTTERS ALTERN-8 WHO ARE WORKING ON A GAME BASED ON THEIR MUSICAL EXPLOITS.

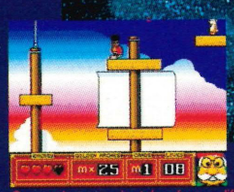
AND DON'T FORGET TO LOOK OUT FOR THE FIRST PART IN OUR EXCLUSIVE DIARY OF A GAME, ON THE POTENTIALLY FABULOUS ZOOL 2!

REMEMBER TO BUY THE EXCEPTIONALLY GOOD-LOOKING AMIGA ACTION, ON SALE ON THE 18TH FEBRUARY! YOU'D HAVE TO BE UGLY NOT TO!

AMIGA ACTION

1 Cool game, 2 Cool kids











Screenshots may be taken from a different version.

BOGUS! Ronald McDonald™s Magic Bag has been taken by the Hamburglar™!
EXCELLENT! Mick™ and Mack™, the M.C. Kids™, are in full effect and here to save the day!
There's a world of difference to enjoy in **McDonaldland™.** It's a magical place with over 30 awesome levels full of crazy creatures and secret surprises to discover. **McDonaldland™** features a radical two-player co-operative mode. And if playing upside down doesn't keep you on your toes, the Moon's groovy gravity surely will!

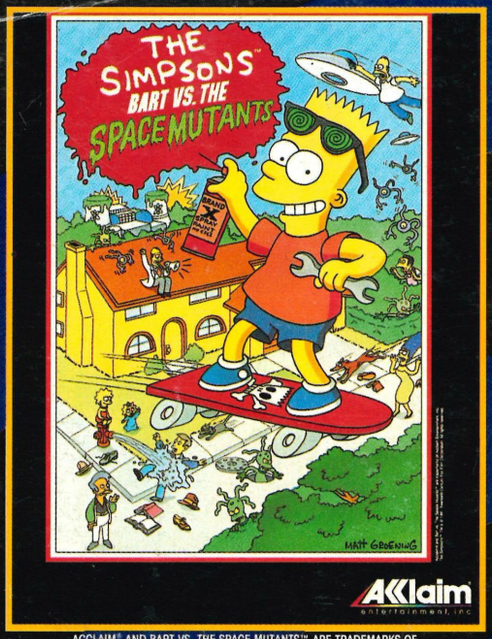
AVAILABLE ON AMIGA, ATARI ST, C64, IBM PC AND COMPATIBLES

Virgin Games Presents McDONALDLAND™

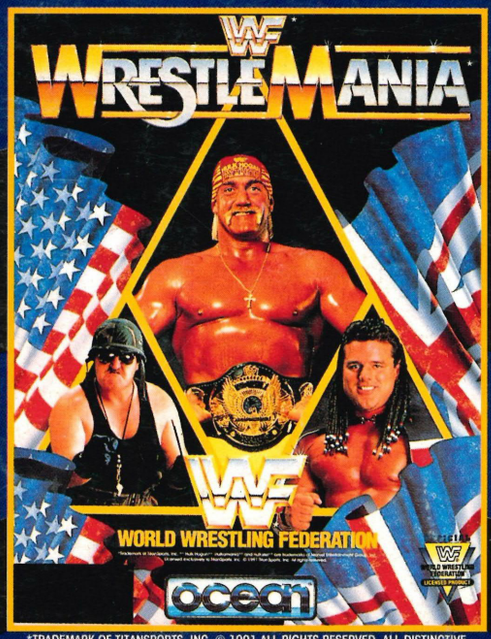
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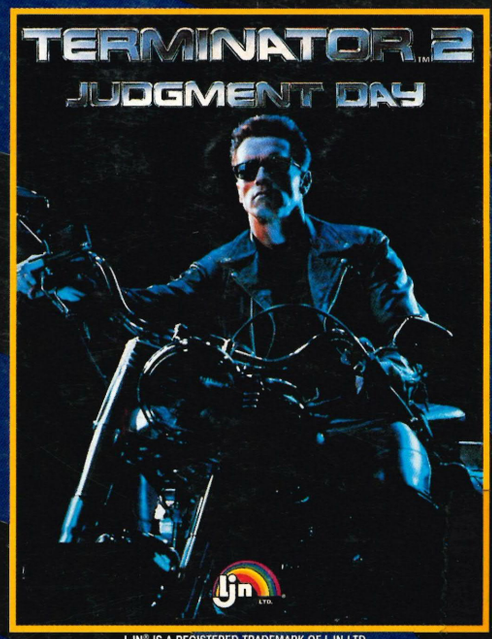
THE BEST COMPILATION OF ALL TIME



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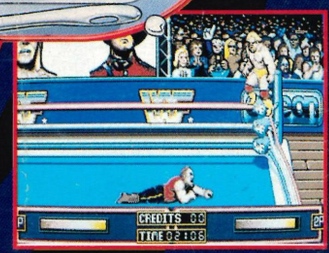
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THE DREAM TEAM





THE THREE BEST SELLERS OF 1991-1992 ALL REACHING NUMBER ONE THROUGHOUT THE YEAR

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