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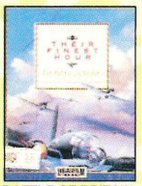
PLUS
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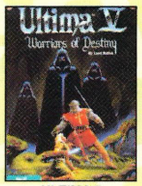
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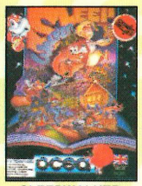
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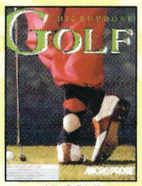
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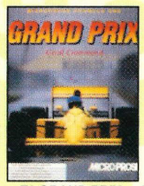
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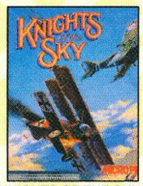
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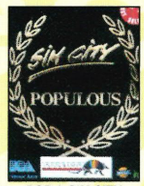
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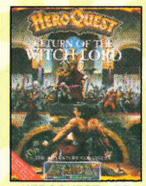
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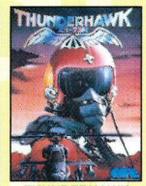
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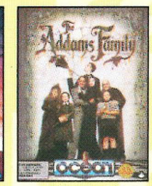
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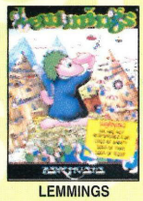
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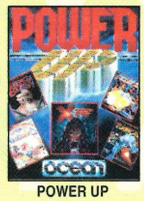
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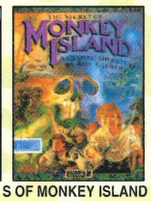
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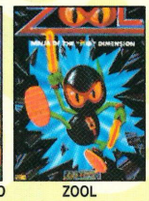
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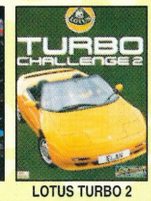
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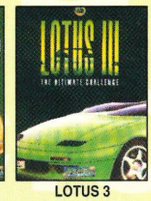
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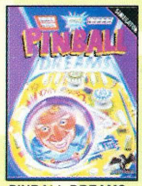
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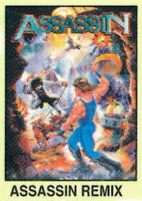
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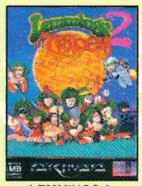
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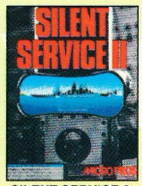
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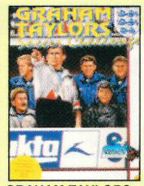
HOOK
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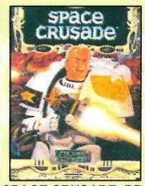
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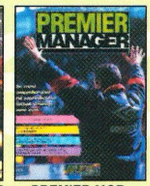
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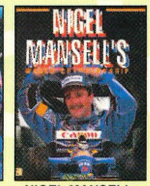
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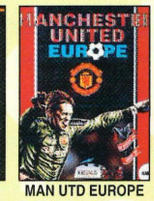
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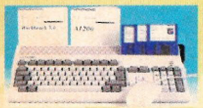
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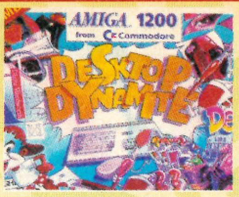
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This morning Cheggers is in Skegness with the roadshow and Maggie and Noel are joined in the studio by David Cassidy.

Win!

Tons of goodies - pages 44 & 89

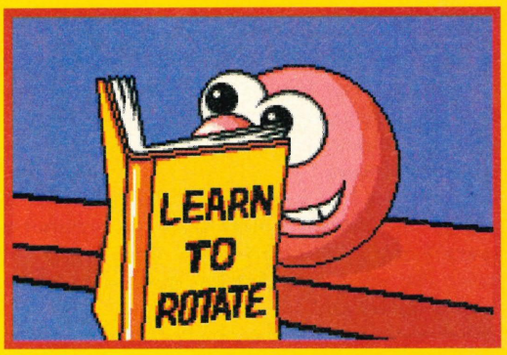
If we give away any more of these CD32's we'll have to open a shop. Yes, the latest in Amiga hi-tech gadgetry could be yours (if you can answer the tricky question of course). If you're a bit of an art buff there's a comp for you too. We've got some original Magic Boy artwork for you Van Gogh types to drool over, so enter now or it'll only end up at the Tate (they're always pestering us).



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COVERDISKS 151

Our cover disks really do get better and better (modesty is not our forte). For our once a year festive Christmas issue we've pulled out all the stops to bring you not 1, not even 2, but 3 top quality square blue thingys. And what about the quality? Well, the spherical Bob has another Bad Day, Jack the Ripper cuts and slashes his way around Victorian London, and yet more Goochy.



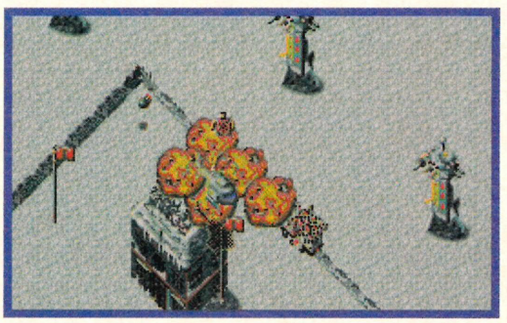
FEATURES



The tearfully departing John continues his gander at Mirage's futuristic beat'em-up, Rise of the Robots, while Paul takes a look behind the scenes at computer games chartsters, Gallup. Rachel meanwhile has been hounding all the top software houses in an attempt to discover what 1994 has in store for you, the humble reader, and us, the humble us.

PLAYER'S GUIDES 16

Similar to Buyer's Guide this one, except it's for erm.. player's instead. There's an amazingly comprehensive guide to Theatre of Death, that looked at one point as though it was going to take up most of the mag. We drew the line at the prospect of calling this issue Theatre of Death Action however, but it's an invaluable piece nontheless. The Patrician is here an' all.

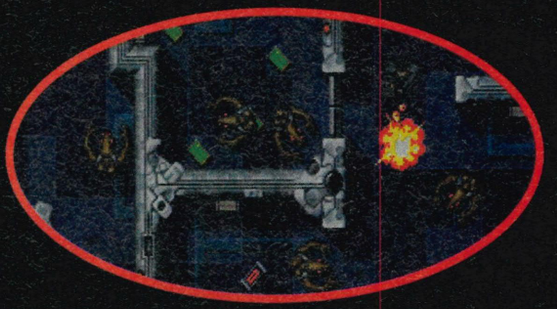


CHARTS 96

Why do they never play the computer game charts on the radio each Sunday evening? We'd love to hear the sound of groovy code being transmitted over the airwaves. It's got to be better than that dance stuff anyway. (Oops, we've just alienated half the readership, and Steve as well.)

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CHARTS
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REVIEWS



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Aliens that breed a bit more than before.

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The sequel to all the other ones (unsurprisingly).

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NEWS

The First Word

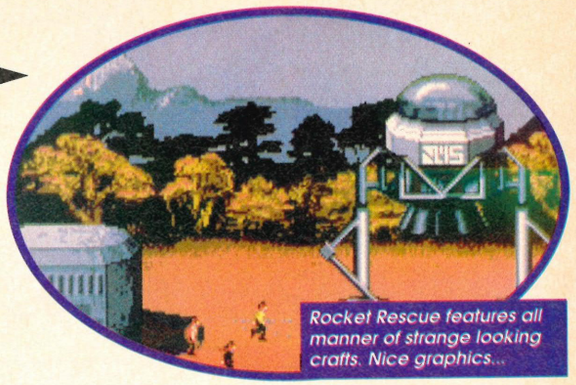
We're bursting with festive cheer this month. Snow is falling onto crisp leaves outside as the carol singers harmonise while young children roast chestnuts in the street. But it isn't all frivolity, and we're struggling to hold back a tear...

John Archer's gone you see. Packed his bags, boxed up his CD32 and beggared off down to London with his whips, handcuffs and Bumper Book of Whopping Lies to take up a position in – wait for it – the House of Commons. But never mind – he'll soon be forgotten once the new kids settle in.

But who cares about staff when there's an issue like this one to be read? It's a three disk bonanza with reviews of two of the greatest games of our time in Beneath a Steel Sky and Frontier. So without further ado let me wish you all a very merry Christmas from all of us here at Amiga Action, before disappearing back into the broom closet with a mince pie and flask.

Paul

Out with the old



Rocket Rescue features all manner of strange looking crafts. Nice graphics...

Colchester-based new boys Hot Shot Entertainment are set to make a splash in the Amiga market with their forthcoming release, Rocket Rescue. Not only does it look great and promises excellent gameplay, it should prove the cynics wrong, such as Steve who doesn't believe an original concept is possible anymore.

Hot Shot's Jonathan Beales has overseen development of the game, which, he says, derives something from the old ST and Amiga classic Oids. "Just about every game genre has been done to death," he said. "A great many games have good graphics, but too many lack the gameplay to make them a constant draw. The idea with Rocket Rescue is to provide something which combines originality, playability and addiction."

Throughout the 100 changing levels, the player has to negotiate his rocket ship through forcefields, thunderstorms and more, before ridding his landing targets of all the evil lurking predators. Those still not convinced can check out the excellent coverdisk demo of Rocket Rescue next month.

Kicking off the new season

It's kick-off time again for Domark as they hit the shelves with their latest release of Championship Manager. The football management game, tipped for tops this year, not only encapsulates the Championship '93 spirit but has been brought right up to the minute.

Public relation manager, Anna Macario enthuses that the game is "...so realistic, you can smell the ralgex" and goes on to warn players "beware, don't play this game at weekend, because the next thing you'll know it'll be Monday morning!!"



Screenshots of management games eh. Dontcha love 'em?

With Glen Hoddle as player manager of Chelsea and Roy Keane at Man United, the matches promise to be interesting, and the constantly updated league scores and tables should provide even the biggest anorak with everything he needs.

Topping off this excellent revamp of the original Premiership is the debut of the Squad number system. In fact all Championship manager '94 lacks is the smell of burgers.

Bargin bundles

Three years into the publishing market, with a lot of late night brainstorming, hair loss and black coffee, Core design are launching their own budget label, Corkers. Promising to be as catchy as its name, cult titles like Chuck Rock, Corporation, War Zone and Torvak the Warrior are set to hit the streets before the new year. And before the dust has settled subsequent titles at a rate of two or three per quarter will pursue the set track.

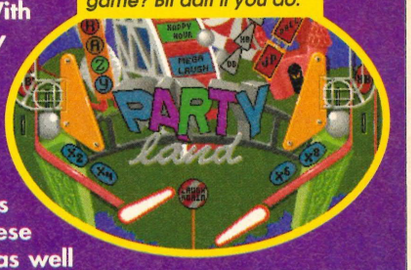
"In the past, we have steered clear of prematurely releasing titles on to budget," comments Sales Director Sharon Gordon,"but we now feel that the time is right for us to do this and we believe we have sufficient products in our range to maintain a label of our own."

Prices will range depending upon the title, game genre and format. Contact Core on 0332 297797 if these games sound up your street.

Keep the ball rolling

Heh! Just when you thought you'd cracked the pinball table, 21st century have released yet another gem. With Christmas rapidly approaching they thought, let's mix dreams and fantasies together....! The best of both worlds are presented in one box with all of the original eight tables of wacky arcade pinball action.

Bit of a bargain if you don't own a pinball game? Bit daft if you do.



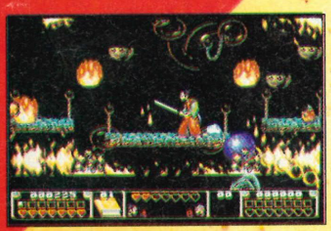
"Best Christmas present out," claims Paul Topping from 21st. "Packaging these two games together has cost us a bomb as well as five disks but it's saving money for the buyer, working out cheaper buying the games as a bundle rather than separately."

The legendary stunning graphics as well as the fairground-style tunes keep the games bouncing and the "rinky dinky manuals" (as Paul calls them) enure the user is well informed. Special edition Pinball is yours for just £34.99.

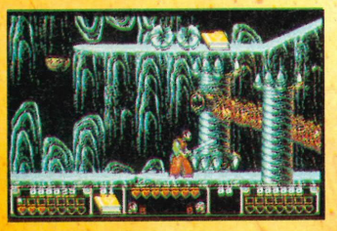
A SEQUEL TO END ALL SEQUELS...



OUT NOVEMBER



FOR THE AMIGA



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All of his demonic forces have been summoned to his aid, all of his tricks and traps have been set, all of his power is directed against you. Only the wisest and the most honourable of warriors can defeat him.

SECOND SAMURAI

...the story of the second samurai is yet to be written

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TECHNOS

NEWS

Pssst... here's a cunning plan

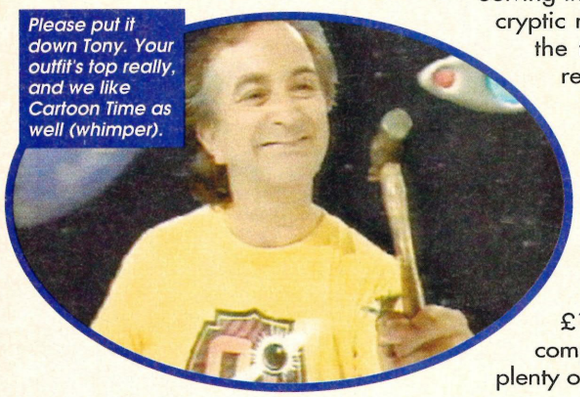
A bit of a departure from our usual news pieces here, as it has absolutely nothing to do with Amigas whatsoever. In fact to be completely truthful it's got bog-all to do with any sort of computer. Here at Amiga Action though, we like to give our readers a bit of variety (it's the spice of life y'know), so here's a bit of info about a "revolutionary video title" that's just hot off the presses.



Questmaster apparently has no qualms about wearing those ridiculous shorts. He's being paid a wad we s'pose.

K-tel, those purveyors of excellent party compilation albums featuring such greats as Black Lace and Russ Abbott, are about to "capture the imagination of viewers of all ages" with the release of their "Qi-The Quest" video.

Hailed (by K-tel unsurprisingly) as "...more than just another video", Qi is a video-based puzzle combined with a treasure hunt in an exotic location. Tony "Baldrick" Robinson plays the Questmaster, and he appears from time to time in the video decked out in a ridiculous yellow T-shirt and Bermuda shorts. Basically he is there to guide you through the quest and to give a bit of light relief from the visual and aural clues which assail your senses.



Please put it down Tony. Your outfit's top really, and we like Cartoon Time as well (whimper).

Solving these puzzles gives the viewer access to a cryptic map of an exotic island paradise where the treasure is hidden. The first person to reach this level of the quest will then be flown to the island in question with three friends or members of their family. They will then have to search for the hidden £20,000 treasure, helped only by the information given on the Questmaster's map.

Qi-The Quest is in your shops from 18 October 1993 and retails at £10.99. The closing date for the actual competition is 28 February 1994, so there is plenty of time to complete the quest, if you can.

Video competition

Generous guys and gals that we are, we have a brand spanking new copy of the vid "Qi-The Quest" to give away. The first reader who can tell us the name of the actor who played the part of "Blackadder" in the popular TV series wins the prize.

Send your answers to:
Rowan Atkinson Competition,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield
SK10 4NP.

Flashback giveaway

Anybody who hasn't bought Flashback yet may be interested to know that there are a couple of hundred one level demos available to the first two hundred people who contact US Gold by mail. Mark your envelope Flashback Offer and address it to:
Public Relations Department,
US Gold Limited,
Units 2 & 3 Holford Way,
Holford, Birmingham, B6 7AX.





Deep below the ocean waves a message is beamed out from FISH headquarters:- "James Pond - Report for duty - Red Alert!"

F: "Ah Pond, rendez-vous with Finnius Frog at Coral Castle and blast off for the moon. Dastardly Dr Maybe has been seen up there."

F: "Be warned Pond. this could be your most dangerous mission yet, so our boffins have come up with some nifty gadgets to help you out."

Where is Coral Castle and will James Pond ever master the jet boots?

Find out next issue...

HE'S BACK!....

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Be merciless, be wise, beware.



PC Screen shot



AMIGA Scre

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Personal Computer World magazine

only the very best

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n shot



PC Screen shot

Intergalactic trading has its rewards and its downfalls. Trade with the international stock markets and play one against the other to get the best deal. Watch your back at all times. Adding to your bank balance could well be adding to your criminal record!

The Feds may or may not like what you do. Tough! They will have to catch you first.

In a galaxy full of challenges, –

this Frontier has no limits.

VID

BEN

ENTS

TIER

I T E

I

GAMETEK

1993 - FRONTIER - ELITE II

"The ultimate in space adventure, Frontier is the single most important step forward for games this decade."

CU Amiga – 97%

mature with time

AMIGA, ATARI ST

by Konami. Distributed by Gametek

NEWS

Putting the boot in proper

After the – let's face it – surprise success of the excellent but complex Patrician, Ascon are hoping to continue their good run with a footy management game, provisionally titled Boot, which will be released through their good mates Daze early in 1994.

Daze Managing Director Richard Hennerley is certain it can be a Premier Manager beater. "The game features all of the English leagues and players, as up to date as can be, but the real difference is in the graphics, he said. "The artists have storyboarded everything in pencil on flipcharts, before each frame is scanned and individually colourised. All of the graphics seem like watercolours, the movement of the games is far more fluid – in fact it's more like watching television than a computer game."

Sounds good to us. Hopefully, a preview should soon confirm it. By the way, news just in reveals that Ishar 3 is on the way, and should be at preview stage soon.

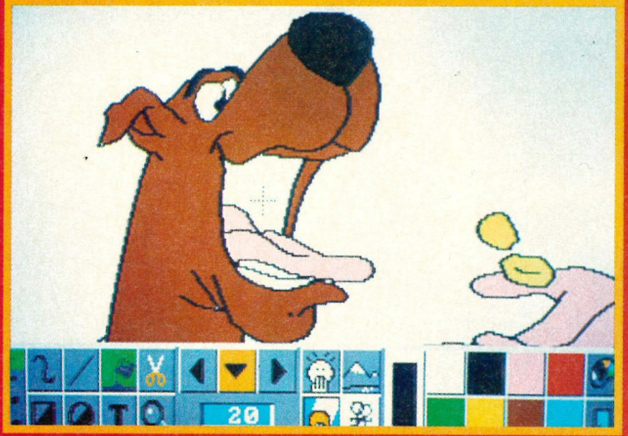
Make your own entertainment

Empire are busy bees, y'know. They've any number of games currently in development, but not content with just this, the new year will see the launch of their Hannah Barbera Animation Workshop, "an animation package that is fun and simple to use."

The package comes complete with loads of clip-art samples and animations from cartoons such as The Flintstones, Scooby Doo, The Jetsons and more, and boasts easy to use controls – "far simpler than the Disney Animation Studio", claim Empire – to allow even the most inexperienced to cobble together animations.

A video input capability and other professional features should ensure that HBAW is one of the best products of its kind on the market. Sounds so good we might just have to review it ourselves.

Everyone likes to think they can do Scooby Doo impressions, but it's quite a tall order to do it on paper. Hence the absence...



Engaged forever

Impressions' Rules of Engagement 2, reviewed by our good selves in April, and then (harumph) looked at again a month later because of some last minute changes, is finally in the shops.

Graphics and sound effects have undergone extensive reworking, and the overall playability of the game has been looked at and changed, allowing for the inclusion of a campaign builder to keep the missions fresh.



The long awaited Rules of Engagement is here at last. Impressions have rung the changes and it promises to be one great stonker of a game. Which is what we always said.

Jurassic Snoopers

Alternative Software seem to have been taking forever with their platform duo Suburban Commando and Allo Allo. They will definitely be out around Christmas time we can confirm, as indeed will their latest caper, the grandly titled Sherlock Ness and the Dinosaur Detective Agency. A "platform game with nifty puzzles" which the player needs to solve and conquer in an attempt to become world famous.

Throughout the four levels, Sherlock uses his – what? – camera to stun various baddies en route to uncovering the perp (that's private dick jargon, that is) to a number of heinous crimes. Incidentally, Rasputin Software's Jetstrike has been taken on board by Alternative, and is due for release on November 25. Review (and disk?) next month...

They still love us

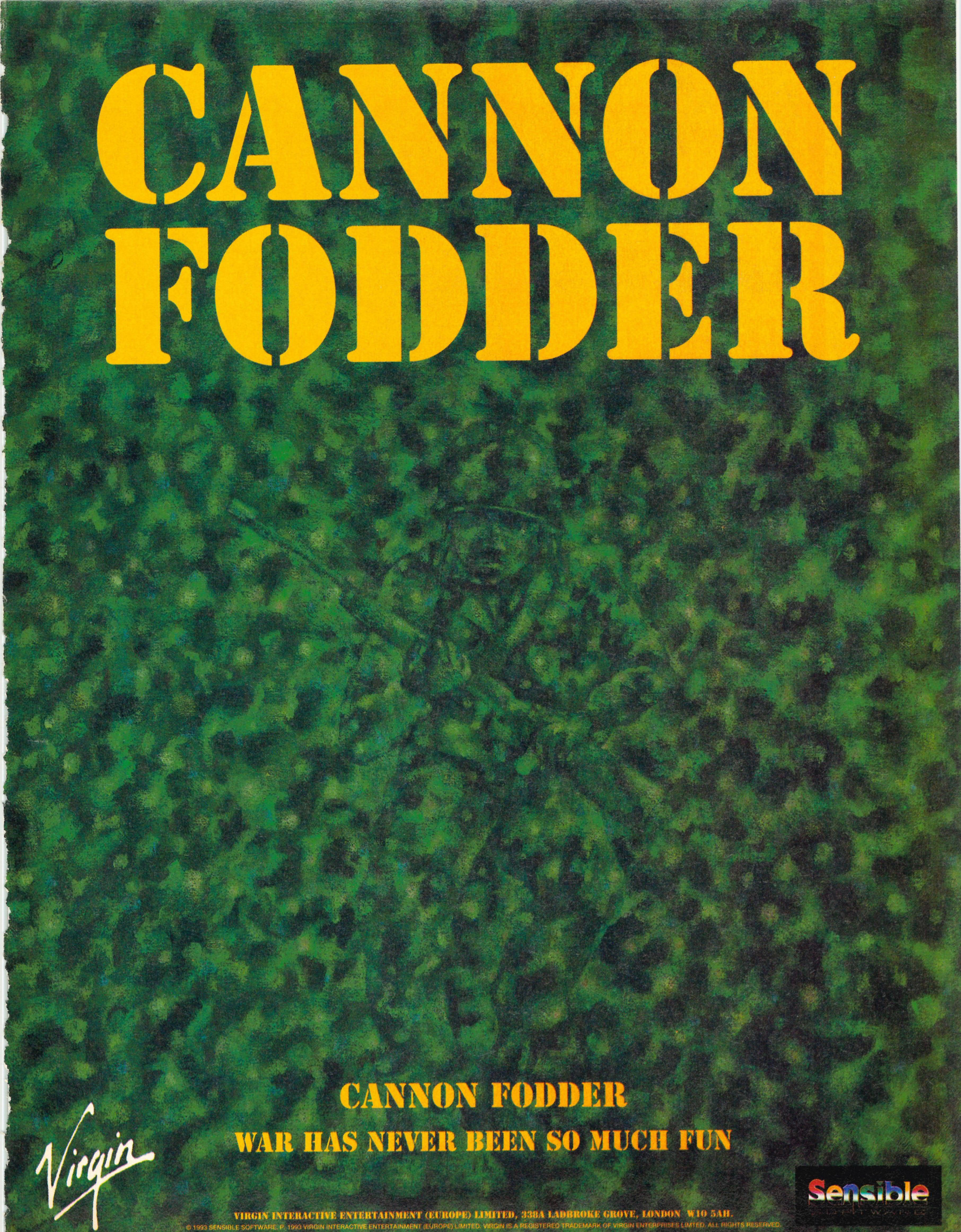
MicroProse have been spending a lot of time recently on PC products such as NFL Coaches Club Football, Starlord and Star Trek: The Next Generation. They haven't abandoned the trusty Amiga though – in fact, far from it, and have a large amount of top stuff lined up for release in the new year.

Starlord itself will be appearing around April, courtesy of the talented Mike Singleton. Following that will be the provisionally titled UFO, a space strategy game involving complex battles aplenty, that to be honest, is looking for all the world like a bigger, better follow-up to Laser Squad.

Fields of Glory is a "classy, Napoleonic battle game", promises MicroProse's Jason Dutton, that is played out on a table top scenario with minutely crafted and detailed figures. As for the forthcoming Impossible Mission, the self same fella describes it as "an incredibly stylish platform caper featuring three of the most versatile pixel heroes ever. Set over six levels, it combines a futuristic feel with frenetic action and stunning visuals, which with a hardcore thumping techno beat..."

CD32 news from the 'Prose is that Pirates Gold, a with-nobs-on version of the now budget smash hit,will be rearing its head too. Blimey, eh?

CANNON FODDER



CANNON FODDER

WAR HAS NEVER BEEN SO MUCH FUN

Virgin

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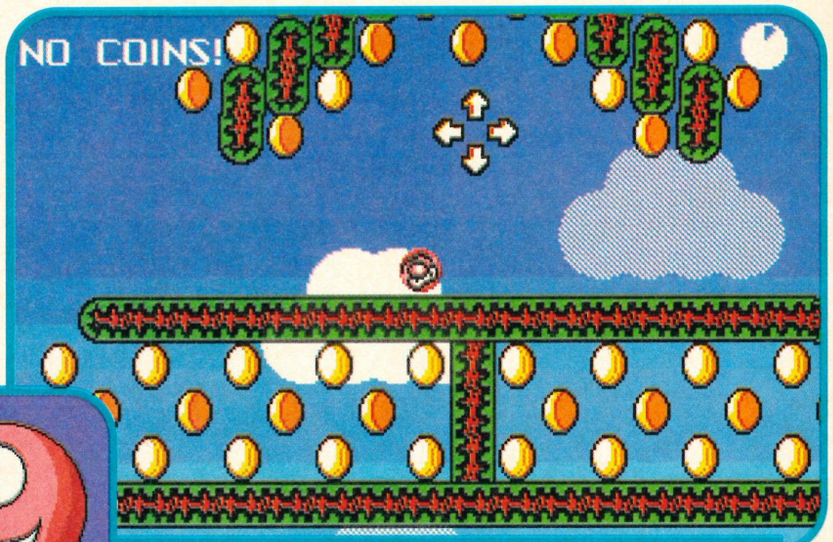
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COVERDISK

BOB'S BAD DAY

PUBLISHER: Psygnosis PRICE: 25.99 TEL: 051 709 5755

BOB'S BAD DAY

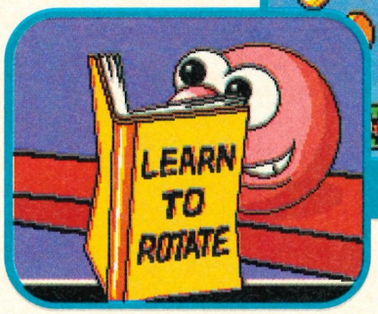


▲ Roll around like one of those marble things, and you'll be able to collect the golden coins. Money, wealth, greed, avarice etc...

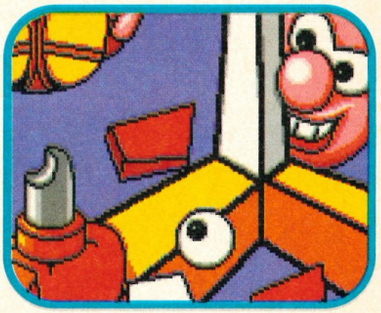
First up in this month's cover disk extravaganza is a five level demo of The Dome's excellent Bob's Bad Day.

To load, insert the disk into DF0 and switch on your Amiga: the game will automatically boot.

When loaded, a representation of our hero will appear at the bottom of the screen. Keep pressing the fire button on your joystick and you will eventually be presented with a menu consisting of two options: Play and Password. Highlight the Play option using your joystick, press fire and Bob is shown reading a book entitled "How to rotate". Press fire once more and a map of the first level will appear. Study this map for a few seconds to get your bearings, press your fire button for the final time and you're into the game.



For the uninitiated, Bob is the round blob-like thing with the funny face which is surrounded on all sides by green walls. By moving the joystick, you will be able to rotate the maze, which allows our Bob to roll through convenient gaps in the walls, and collect the golden coins which have been liberally scattered everywhere. Bob can also jump in the air and this can be achieved by judicious stabs at the fire button.

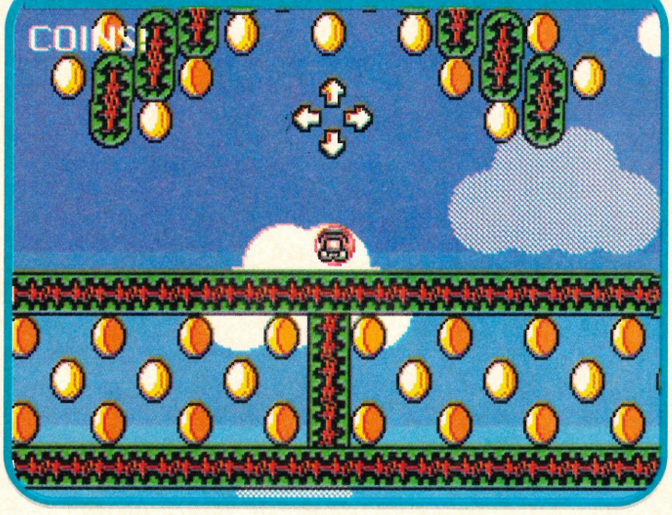


Once all the coins have been collected, the exit will appear in the shape of a swirly hypnotic circle. Simply roll over this, and after a brief congratulatory pause you will find yourself presented with a map of level two, and you're on your way again.

The levels get progressively more difficult (as you might expect), and the later stages feature enemies to avoid as well as icons which have curious effects on Bob if he comes into contact with them.

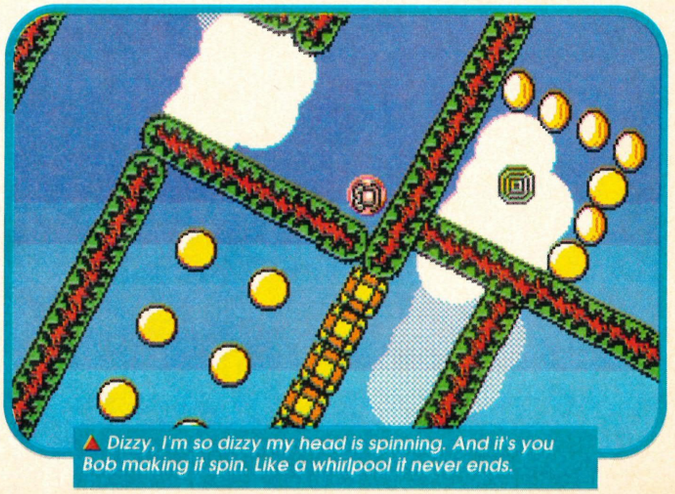
There is even a continue option built in, for all you impatient types, so get rolling and never stop.

▼ Bob seems to think that by standing on his head the world will appear a better place. Well tough luck Bob. (I've had a bad day).



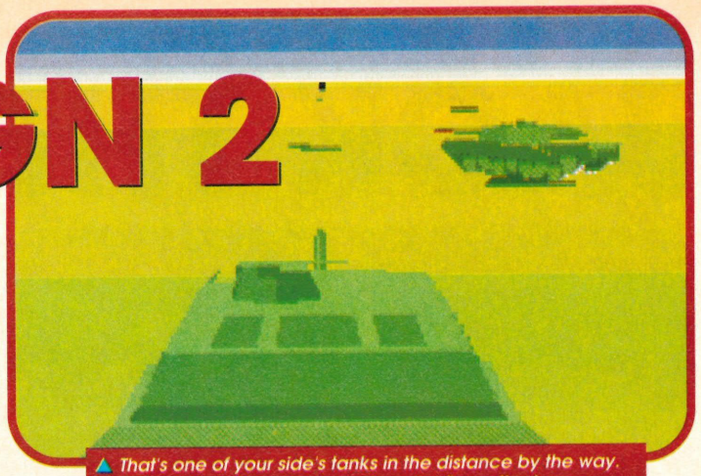
DUFF DISKS

This bit is meant to be a witty little paragraph followed by the address of the company who'll sort out any dodgy disks for you. Unfortunately we've left our comedy hats at home this month, so just remember not to send your disks to us. Please send them to our duff disks monitors at Prosoft, 5 River Gardens Business Centre, Spur Rd., Middx TW14 OSN.



▲ Dizzy, I'm so dizzy my head is spinning. And it's you Bob making it spin. Like a whirlpool it never ends.

CAMPAIGN 2

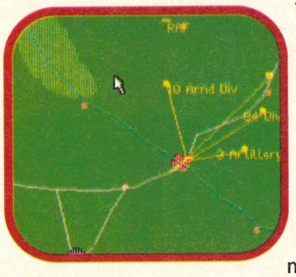


▲ That's one of your side's tanks in the distance by the way. We'll be having none of those "friendly" fire antics here.

Disk 2 brings the unsuspecting reader face to face with two entirely different game genres. You can't get much more diverse than a war strategy simulation and a cute platformer now can you?

Insert the disk in DF0 as before and reset the Amiga. Wait for a menu screen and then select Campaign 2 by pressing the F1 key as instructed. A few loading seconds later you should find that a sort of funny looking yellow map takes up most of your view, while some military-style icons dominate the right hand side of the screen.

As you can no doubt appreciate, with a game of this type it would take many a page of your beloved Amiga Action to fully explain the whys, hows and wherefores of what is going on. Unfortunately, what with us being pushed for space this month, and the price of a rainforest the size of Wales these days, it isn't possible for us to give you a fully comprehensive guide to the demo.



Don't panic though, for a plan is at hand. Move your mouse around the screen and click on any of the military icons with your right mouse button. Keep the button depressed, and a brief description of the icon's purpose will be displayed on the screen. Selecting an icon with the left mouse button will cause a specific command to be carried out, and you may find yourself in sub-menus of even more icons. Descriptions of the purpose of these icons can be accessed in the same way as those of the main menu.

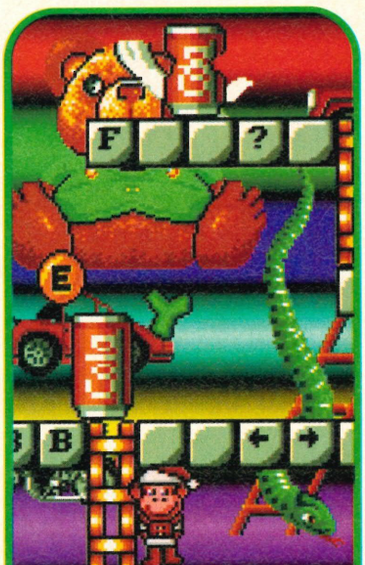
Basically the scenario is that of the Gulf War. You are in command of the American army, and find yourself in the desert engaged in combat against the Iraqis. Obviously, the idea is to mobilise your forces and blow Saddam's nasty minions back to where they came from.

If you're struggling with the icons and need a bit of guidance, then try the following short sequence which should at least see you up and running.

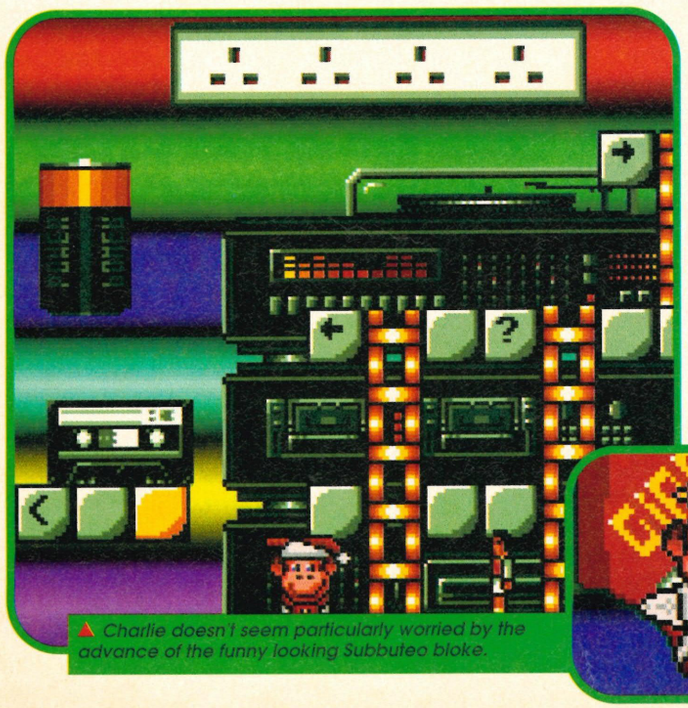
Select the icon with the trees and greenery on it from the main map screen menu. If you right click on this icon, a message should appear saying "Views from unit". Click on the left mouse and a tank's eye view of the landscape should appear. Move the mouse around the view until you find an enemy vehicle in the distance (a friendly vehicle will do for now though, remember that you're playing the part of the Americans) and left click on it. A red square should then appear outlining the intended target, and then by left clicking again will launch a missile in it's general direction.

The rest is down to you, but don't lose heart if it all seems a bit tricky at first. There is a lot to be learned from simply exploring the icon options, so try experimenting a bit. You never know you might even find out something which we haven't sussed yet.

CHARLIE THE XMAS CHIMP



▲ Does this look like an advert for Children in Need or what? That bear with the bandage is a dead giveaway.



▲ Charlie doesn't seem particularly worried by the advance of the funny looking Subbuteo bloke.

Here's a demo bringing you the very best of PD platform action. Load up as usual and press the F2 key at the menu stage to select Charlie Chimp. Charlie himself will then appear decked out in a rather fetching Santa Claus outfit, and invite you to make a choice from another menu.

At this stage, pressing F1 will bring up the instructions, and if you're still none the wiser then shame on you. Pressing the fire button will get you into the game, and then the general idea is to run around a lot painting the blocks as you step on them, and beating up the baddies with your tennis racquet or whatever. Well that's it basically, it couldn't be simpler, as long as the F1 key works on your Amiga. And if it doesn't it's hardly our fault is it now? (Oh, there'll be letters – Paul).

CAMPAIGN 2
PUBLISHER: Empire PRICE: £34.99 TEL: 081 343 7337

CHARLIE THE XMAS CHIMP
PUBLISHER: Brian Bell PRICE: £5.00 TEL: 0232 626694

COVERDISK

JACK THE RIPPER
PUBLISHER: Mirage PRICE: STBA TEL: 0260 299909

GOOCHY CLASSIC MATCH
PUBLISHER: Audiogenic PRICE: £17.99 TEL: 081 861 1166

JACK THE RIPPER



▲ This map of London helps you get around the place. I never realised there were so few buildings in Victorian times.



▲ PC John Neil is only too willing to help you with your enquiries. He'll probably find time to whinge about low pay as well if you let him.

Calling all amateur detectives. Jack the Ripper is on the loose in Whitechapel, and he needs taking down a peg or two. Mirage have provided us with an excellent tutorial demonstration of their impending Victorian sleutherama.

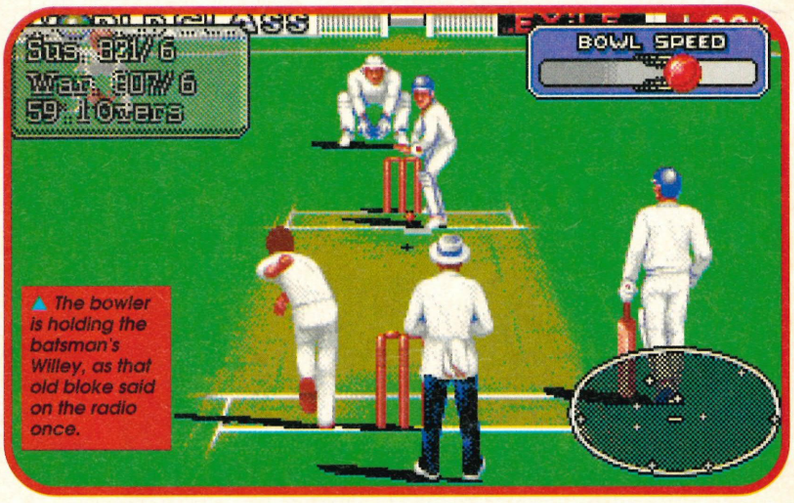
Load up the disk from DF0 and wait for the title screen to appear. A menu gives you the option of choosing either a Tutorial mode or quitting the game. The more sensible amongst you will select the tutorial by clicking on this option with your left mouse button, and then the dingy streets of London become your own.

You are guided through the demo by a very informative series of messages which tell you how the game itself operates, and which menu options to choose at appropriate moments.

There's little point in waffling on here about what you're supposed to do, because everything is explained in adequate detail on the screen, and if we told you too much it would probably spoil your enjoyment more than just a little. You wouldn't want us to give the whole game away now would you readers?

You would? Well really, there's no pleasing some people these days. We spend a great deal of time and money organising these cover disks for you, and the kind programmers at the software houses are only too keen to provide adequate instructions within the demos themselves. By the way, if you haven't already guessed, this last paragraph has arisen as a result of Sue telling me to write some more stuff to fill out this text box.

GOOCHY CLASSIC MATCH



▲ The bowler is holding the batsman's Willey, as that old bloke said on the radio once.

Here's a chance to relive a classic encounter between two of the "best" county sides in the country, thanks to those absolutely wonderful guys at Audiogenic.

First of all insert the original demo disk of Goochy which we gave away with Issue 50 in DF0 and reset your Amiga. Wait for the game menu to appear and then select the Restore Saved Game option. A new screen should appear with West Indies V England highlighted at the top. Remove the original cover disk from DF0 and replace it with this month's cover disk.

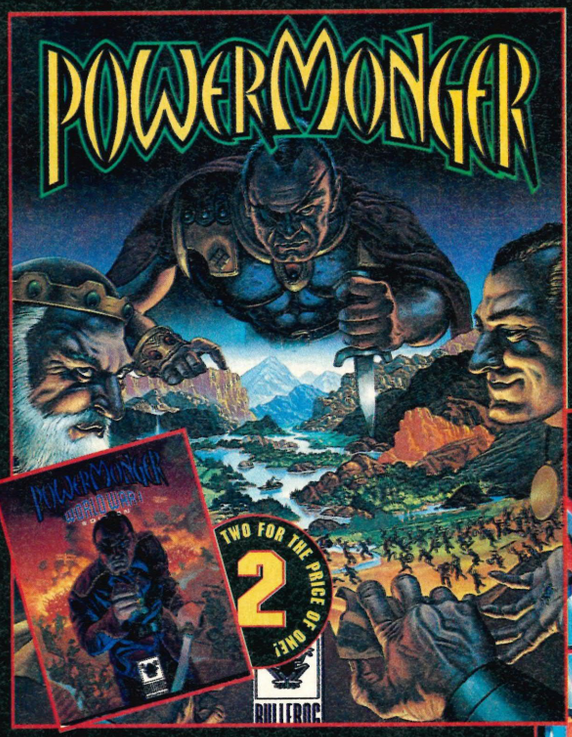


Then choose the DISK option at the bottom of the screen and wait for the new game to load.

You should find that the West Indies V England text has been replaced by Warwickshire V Sussex. Select this match and you will be returned to the main options menu. Choose the settings of your choice here, and then select either the one or two player game. You will then be asked to insert the game disk. Replace this month's disk with the original disk again, and wait. The game should now be loaded, and you should find yourself in the last over of the match.

Woahh that was complicated, but well worth it I'm sure you'll agree. Audiogenic have asked us to point out that although this demo only lets you participate in one over of the contest, the full version allows you to partake in England's favourite summer pastime from the toss at the beginning of the match right through until stumps are drawn at the end.

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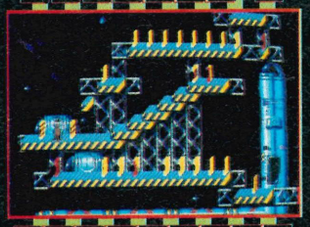
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POWERMONGER



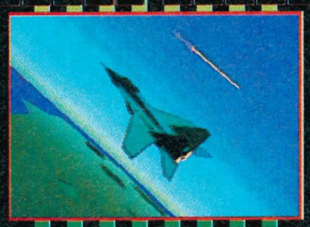
ROBOCOP 3



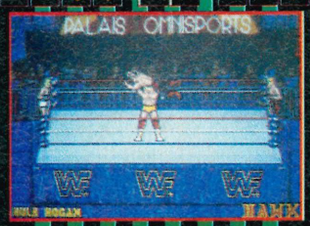
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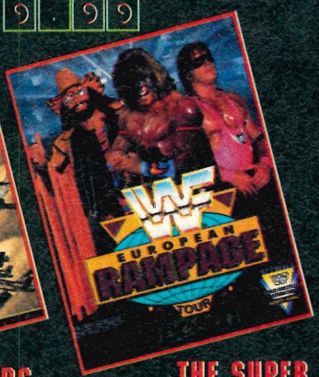
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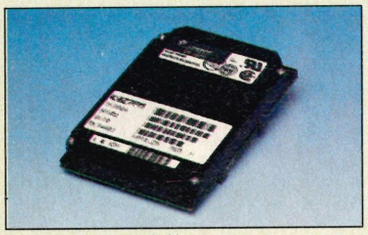
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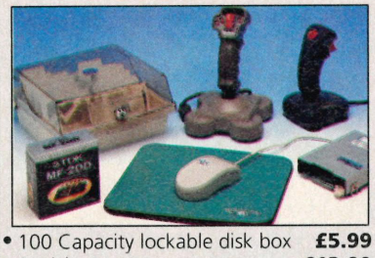
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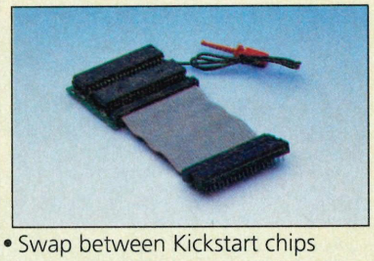


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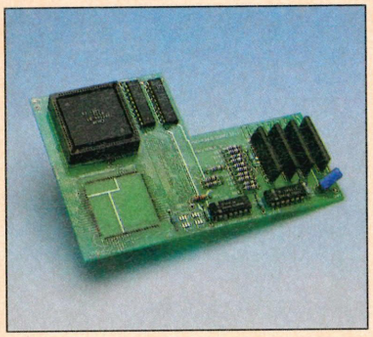
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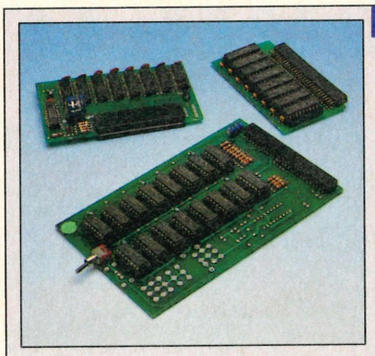
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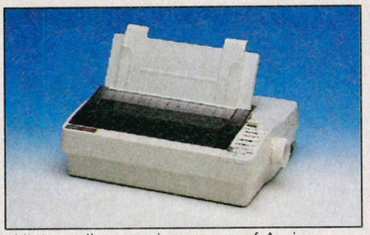
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(9 pin. 80 column,144 cps draft, 30 NLQ 4KDB Buffer)

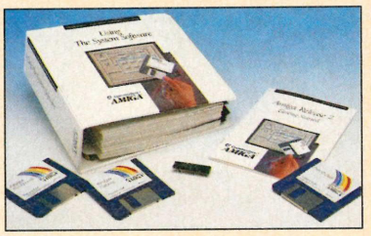
•Swift 90 Colour **£168**
(9 pin. 80 column, 216 cps draft, 54 LQ 45db quiet mode

•Swift 200 **£186**
(24pin.80 column, 216 cps draft, 43dB quiet mode

•Swift 240 Colour **£259**
(24pin.80 column, 240 cps draft, 43dB quiet mode

•Swift Pro Jet **£299**
(80 column, 50 nozzle print, 360 cps draft, 120 LQ, HP emulation 8KB buffer, 3 fonts, vertual lazer quality

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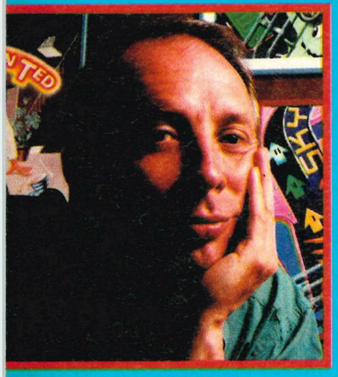
through the keyhole

THE NEXT STEP

As 1994 rapidly approaches, Amiga Action thought it was time to reflect and predict... and who better to ask than the software companies themselves? Peeling away their public relations masks is always tricky. So we waited for the festive spirit to infiltrate before we set the questions rolling.

BY: RACHEL ASHWORTH

■ NAME: ANDREW HEWSON.
■ COMPANY: 21ST CENTURY.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? In this category I have to choose Pinball Fantasies for the Amiga CD32. It is the best we have done to date because it incorporates everything that we and Digital Illusions learnt in Pinball Dreams and Pinball Fantasies and then adds on the new graphics and CD tracks. I know how hard the programmers etc at DI and the production people here worked on the various jobs and I am delighted with what we have achieved.
■ WHAT IS YOUR PERSONAL FAVOURITE? I like the ignition table in Pinball Dreams. Why? I don't know why? I just do. I think it is because it is simple to look at and so you think you can play it easily which in a way you can. Perhaps that's it. I'm a simple-minded person and I can't cope with anything too difficult.

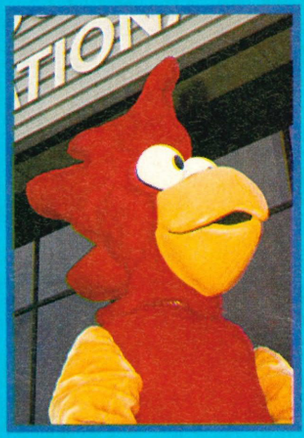
Can I choose a second favourite – because if I can I would say the Nightmare table in Dreams. Not for the gameplay but for the music. Yes, the music. I just lurrve the music. I have been known to run up the game at home and leave it playing all day, wafting around the house at mega volume.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Ho, hum. This is a difficult one because you see I'm in charge here and so I'm not responsible for anything am I? I mean, I just get to moan and nag and shout and complain.

Oh alright, if you want me to choose one then I would say Oscar. I was captivated by the graphics when I saw it for the first time, and the gameplay looked good (to be honest I haven't played it enough to be sure). I can remember thinking I wish we'd done that. What more can I say?
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? I haven't really got any. Perhaps I'm too boring to know. I was impressed with StarFox on the SNES. It looks horrible (but what can you expect from an 8 bit processor masquerading as 16 bit?), but as usual Nintendo have got their playability spot on. They are really very good at playability and we could learn a lot from their devotion to it above all else.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? Well, we're going to do Pinball. And then after that we are going to do Pinball. And when we have done that we are going to do Pinball for a change. Yes folks, you've guessed it. We're having fun doing Pinball – so we're going to do some more.

We've barely started to discover all the different ways to develop Pinball ideas on the computers. There is more, brighter graphics of course and better sound and music but that is only the beginning. What about even bigger brighter tables? What about tables that scroll sideways as well as up and down? What about...

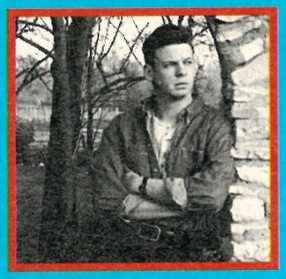
Oh yes, well we are going to do one or two other things as well. But I'm not going to tell you about them so there. Nah, nah, na-na nah! Well everyone is entitled to their secrets aren't they? ■

■ NAME: KARL FITZHUGH.
■ COMPANY: MINDSCAPE INTERNATIONAL.



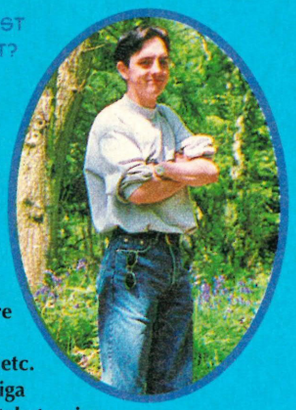
■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Alfred Chicken running as a parliamentary candidate in the Christchurch by-election. It's not easy getting a 7ft red and yellow chicken involved in one of the most important democratic events of the year, you do know that?
■ WHAT IS YOUR PERSONAL FAVOURITE? Alfred chicken (again!). It's got all the elements a great game should have, ie. playability, loads to see and do, secret rooms, great characters; yet it's completely wacky and off the wall – great fun. But between now and Christmas we've got some brilliant stuff coming out, so I may change my mind....
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? It would probably have to be Frontier (Elite 2) from Gametek. Although we wouldn't want the massive development time this product has, it certainly looks like it's something really special. If it's as ground breaking as the original Elite was in 1983/84 then we're all in for a rather special treat.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? I thought Desert Strike was great, and also the Chaos Engine. I also like some of the more involved, atmospheric games but don't generally have time to play them.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? Definitely to be one of the top five European publishers in the marketplace. ■

■ NAME: RICHARD EDDY.
■ COMPANY: CODEMASTERS.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Taking the sheer playability of Micro Machines from the Sega format and giving Amiga players the chance to play what is, undoubtedly, the finest two player head-to-head racing game that has ever been created.
■ WHAT IS YOUR PERSONAL FAVOURITE? It has to be Micro Machines – I've been hooked on the game ever since its first incarnation on the NES (two years ago) and never stopped loving it. The Amiga version's one of the best conversions. Excellent!
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Pang – so stupid yet such a playable game.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? Haven't been absolutely hooked by any this year (apart from Micro Machines, really) but EA's Jungle Strike has passed a few hours away.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? The success of Micro Machines (the game that evicted Starwing from the top of the charts) has proved the market wants 100% playable games and not movie license hash-ups. You'll be seeing a lot of that style of original action games from us – a lot of rock hard two player games. Look out for games with the frightening titles such as Psycho Pinball, Tennis All-Stars, Aarnie – He's In Your Telly, and World League Soccer (just some of the yummy delights coming your way, Amiga funsters). ■

■ NAME: STEPHEN HEY.
■ COMPANY: OCEAN.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Ocean's best Amiga achievement must be the fact that by providing superior games for both the Amiga and the A1200, it established the machines as the superb games platforms that they are with games like Batman, Sleepwalker etc. My own personal Amiga achievement is definitely turning the machine on, not by saying; "Oooh, you sexy Commodore", but by plugging the damn thing in.
■ WHAT IS YOU PERSONAL FAVOURITE? Once I'd learned to make my Amiga work I quickly discovered that my favourite game was "Please insert disk". When I finally learned to insert disks, Sleepwalker became my "bags of fun fave" from Ocean (however it has since been pipped at the post by Jurassic (Tons of T-Rex's) Park.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Soccer Kid because it takes a refreshingly different approach to the world of platform games – oh yes – it's dead cool as well.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? Ticky-it, Snakes and Ladders, Tiddlywinks – err – Lemmings and Jurassic Park (yes I know it's an Ocean game but it's just so cool and scary).
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? In 1994 Ocean will be going for a spot of lunch – a sandwich from "Marks and Sparks" and perhaps a glance at the sale in Debenhams. Seriously 1994 will be a landmark year for Ocean. With a continuing emphasis on quality, the breathtaking TFX and galactically fantastic Inferno will usher in a year of superb releases and a few surprises from Ocean on all the Amiga platforms including the CD32. ■

■ NAME: MICHAEL HEYWOOD.
■ COMPANY: MILLENNIUM INTERACTIVE.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? James Pond 2 – It was incredibly successful on the Amiga and from this the platform was converted to eleven others and has sold over one million.
■ WHAT IS YOUR PERSONAL FAVOURITE? James Pond 3 Operation Starfish and Out First Quarter. It's awesomely huge, has more variety than any other platform game I've seen and stars Pond, my personal favourite.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Streetfighter II – it sold millions and millions.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? Populous, Diggers, Sim City and on a more instantaneous basis, Troll Islands (SNES next year), It's brilliantly mindless.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? Onwards and upwards. We have some great offerings for next year, new characters and some interesting CD developments. ■

■ NAME: KEITH "I WANT A GO TOO" SMITH.
■ COMPANY: MILLENNIUM INTERACTIVE.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Undoubtedly James Pond 2 for two reasons; quality and quantity. Although Diggers has been very interesting.
■ WHAT IS YOUR PERSONAL AMIGA FAVOURITE? Brutal Sports Football. It's been a hoot promoting this. It has everything that a great game should have and I really enjoyed playing it. Never before have I been able to use the word snot in a press release.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Bill's Tomato game. So simple, great graphics and hours of addictive entertainment. Must have been fun to work on.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? Diggers (it has been incredibly absorbing) and Brutal Sports Football from – snot! (there've said it again) Millennium. Plus Flashback and Cannon Fodder. Any others merely pale into insignificance. This is confidential isn't it? (Oh hell yes – Ed)
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? They had better stay in Cambridge because I've just moved there. No, but seriously folks, I know that Millennium will always be successful as long as we continue to have the resources to produce games of the outstanding quality that we are known for - snot! ■

■ NAME: DOUG JOHNS AND JON NOREDGE.
■ COMPANY: VIRGIN.

■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Getting Kyrandia to run on Amiga. It only took nine disks. Also Jimmy White's snooker. We sold loads.
■ WHAT IS YOUR PERSONAL AMIGA FAVOURITE? Cannon Fodder – it's the dog's bollocks.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU'D BEEN RESPONSIBLE FOR? International Rugby from Domark. Ace review – universal acclaim.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? I have just one and it's, Elite 2.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? Next door. ■



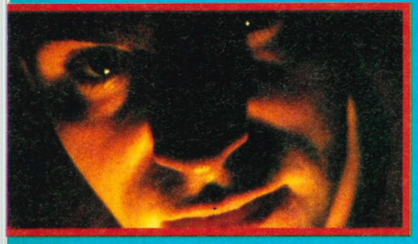
through the keyhole
THE NEXT STEP

■ **NAME:** ANNA MACARIO.
■ **COMPANY:** DOMARK.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT?
Domark's best Amiga achievement must be the legendary Championship Manager '93, which ever since its release in the summer of '93 has stayed at the top of the floppy charts, and has received tremendous critical acclaim from all areas.
■ WHAT IS YOUR PERSONAL AMIGA FAVOURITE? This is also my personal favourite from Domark, simply because of its unrivalled depth, realism and playability – once you get started you can simply lose yourself in it for many, many days.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU'D BEEN RESPONSIBLE FOR? I would like to have been responsible for Syndicate from EA and written by Bullfrog. It is truly an original concept with excellent graphics and a very good learning curve. It has great playability and many levels, making it one of the best games ever to be released on the Amiga.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? My favourite games of 1993 are John Madden's, Lemmings and Flashback.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? In 1994, Domark will be capitalising on the success of Championship Manager '93, by releasing a 1994 update disk, at the end of October, which includes all the new seasons statistics. Also we will be doing an International Championship Manager in May '94 from the same programmers and the '93 edition, which includes two main competitions, World Cup and European Championships plus all qualifying rounds. On a more general level, Domark plan to increase their commitment and investment in new formats that are currently becoming available on the market. ■

■ **NAME:** RIK YAPP.
■ **COMPANY:** ENTERTAINMENT INTERNATIONAL.



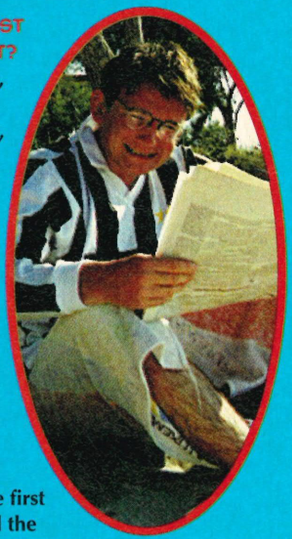
■ **WHAT IS YOUR BEST AMIGA ACHIEVEMENT?**
The company's best Amiga achievement is Cyberspace. I know this is a bit of a cheat since it is not out yet, but it so far surpasses anything else that we have done before, which makes it impossible to name anything else. No-one would believe that it was possible to create such a vivid 3D World on an Amiga with such depth and style – believe me, it wasn't easy. You can't get any closer to Virtual Reality on the Amiga... yet!
■ **WHAT IS YOUR PERSONAL AMIGA FAVOURITE?** My personal favourite Amiga game from Empire was a conversion of the Taito coin-op Volfied. This was one of the best coin-op conversions that I've ever played and it was incredibly close to the original. The programmer (Champie) actually worked sections of code directly from the arcade board into the Amiga version so that large parts of the game were identical to the coin-op. A rather vastly underrated game!
■ **WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU'D BEEN RESPONSIBLE FOR?** A tricky question. I think it would have to be Formula 1 Grand Prix, simply because no other driving game has come close to the real thing. Making a game look and feel like real life is incredibly difficult and masses of unseen work has to go on in the background to maintain the suspension of disbelief. Cyberspace will be to role-playing what F1GP was to driving.
■ **WHAT ARE YOUR FAVOURITE GAMES OF 1993?** I'm not quite sure which of these qualify as being out this year but: Civilization for being a fascinating game with no end of gameplay; Sensible Soccer for keeping pushing back the boundaries in the post Kick Off era; Lemmings II for managing to be a sequel that added more than it recycled.
■ **WHERE DO YOU SEE YOUR COMPANY GOING IN 1994?** As far as the Amiga goes 1994 will be the year of the split. We will be developing separate games for the CD32 and keyboard machines. That is not to say that there will be no cross-over, simply that we will be targeting the CD32 as a console with arcade style games, and the other Amigas as more sophisticated beasts with role-playing, simulation style games. Let's face it, the Amiga is just a PC that happens to have great graphics and sound built in. ■

■ **NAME:** MARTIN BROWN.
■ **COMPANY:** TEAM 17.

■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT?
I suppose after everything considered, it would have to be when we had the top four Gallup positions in the budget charts a couple of weeks back – that was pretty impressive and looked great on teletext. Otherwise, 33 weeks at No 1 for Alien Breed Special edition is almost as good.
■ WHAT IS YOUR PERSONAL AMIGA FAVOURITE?
I'm generally pleased with everything we've done but the Alien Breed series has been great fun.
■ WHICH AMIGA GAME FROM A DIFFERENT COMPANY DO YOU WISH YOU'D BEEN RESPONSIBLE FOR? Erm... this is a tough one... probably Elite II (Frontier) because I loved the original years back.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993?
Apart from our own stuff (including the wonderful Qwak) I've been impressed with Soccer Kid, Elite II, that new footy game by EA on the Megadrive and little else to be honest.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? Apart from the pub and a damn good holiday... I can see us getting a little bit more involved with the CD technology and spreading onto other platforms such as PC and the consoles – this has to happen because the Amiga will die if piracy continues to blight it – and that certainly is no threat or excuse. ■



■ **NAME:** MARK BLEWITT.
■ **COMPANY:** PSYGNOSIS.



■ **WHAT IS YOUR BEST AMIGA ACHIEVEMENT?**
Lemmings, Lemmings, Oh No More Lemmings, Lemmings, Lemmings 2 The Tribes and Christmas Holiday Lemmings. Whether you measure success in terms of volume sold, review scores, addictiveness, playability, number of times copied, Lemmings comes top every time. Other Amiga achievements include Brattacus, the first ever Amiga game and the Shadow of the Beast trilogy. But without a doubt the biggest achievements in 1993 were Hired Guns and CD32 Microcosm.
■ **WHAT IS YOUR PERSONAL AMIGA ACHIEVEMENT?** Working for a prolific Amiga publisher, this one's a toughie. Take the exceptional last few months with an Amiga Action Average score of 88%. My Psygnosis favourite is Nitro – I love car racing games, especially those where you can play against a couple of friends head to head.
■ **WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU'D BEEN RESPONSIBLE FOR?** Superfrog from Team 17. This is very playable, very fast, instantly addictive and well marketed.

■ **WHAT ARE YOUR FAVOURITE GAMES OF 1993?** Racing games and car racing games in particular. but where have they been this year? In the absence of another great Lotus game or F1 Grand Prix I'll go for Micro Machines as my favourite for '93.
■ **WHERE DO YOU SEE YOUR COMPANY GOING IN 1994?** CD – a relatively unpiratable platform. We will carry on expanding both home and overseas. Our 1994 Amiga schedule is shaping up well with Magician's Castle, a Disney style arcade adventure; Brian The Lion, a technically impressive platform game; the sequels to Armourgeddon; Obitus, a soccer game and, of course, Lemmings 3. ■

■ NAME: JASON DUTTON.
■ COMPANY: MICROPROSE.

■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Gunship 2000 and F117A. Achieving the same speed and technical beauty of the PC counterpart. They are easily the best two sims on the market.
■ WHAT IS YOUR PERSONAL AMIGA FAVOURITE? Formula One Grand Prix. It's still as much fun to play now as it was when it was originally released and it is still top of the racing pile.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Syndicate, combines excellent playability with disturbing violence and is incredibly addictive.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? Gunship 2000, Syndicate, Hired Guns and Goal!
■ WHERE DO YOU SEE YOUR COMPANY IN 1994? Supporting Commodore with a variety of stunning CD32 games and also concentrating on some technically stunning Amiga disk products. ■

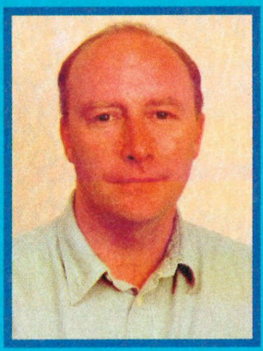


■ NAME: DEBBIE DURANT.
■ COMPANY: DIGITAL INTEGRATION.

■ **WHAT IS YOUR BEST AMIGA ACHIEVEMENT?** Our best Amiga achievement of 1993 will of course be the long awaited Tornado – due for release early November. It will offer everything a seasoned Amiga flight sim enthusiast expects – realism, outstanding graphics, lots of missions and therefore plenty of gameplay.
■ **WHAT IS YOUR PERSONAL AMIGA FAVOURITE?** It has to be Tornado. A lot of past and present Amiga releases, especially flight simulations, have been lacking in either quality graphics or depth of gameplay and Tornado fulfils all of these criteria.
■ **WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR?** There is no particular game that I wish I'd been responsible for, but if I had to make a choice it would be Dune II. Why did I choose it? Purely because I personally like it – it may not have been the most successful game of '93 but it offers everything I would look for in a game.
■ **WHAT ARE YOUR FAVOURITE GAMES OF 1993?** My favourite games of '93 are: Goblins 2 from Coktel Vision, because it's humorous, addictive and challenging, and Dune 2 from Virgin because it's atmospheric and very playable.
■ **WHERE DO YOU SEE YOUR COMPANY GOING IN 1994?** Digital Integration will be releasing more flight simulations in 1994 – plans are afoot for Tornado II and F16 II for the Amiga 1200. We will of course continue to re-release quality titles on our Action 16 budget label. ■



■ NAME: DAVID MARTIN.
■ COMPANY: GREMLIN.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Zool - Ninja of the Nth Dimension. The game was so popular and the character took off in a big way. Very, very gratifying.
■ WHAT IS YOUR PERSONAL AMIGA FAVOURITE? Zool. Great charcter. Great game, with just the right blend of challenge over accessiblity. Shows off the Amiga well.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Frontier, because I can't wait to play it. I was a big fan of Elite.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? Zool. Premier Manager. Streetfighter 2. Flashback.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? Onwards and upwards. Forwards and beyond. Better and... etc etc etc. ■

■ NAME: STEVE KELLY.
■ COMPANY: RENEGADE.

■ **WHAT IS YOUR BEST AMIGA ACHIEVEMENT?** It must be Sensible Soccer for it's pure playing enjoyment, and its success.
■ **WHAT IS YOUR PERSONAL AMIGA FAVOURITE?** The Chaos Engine. We all waited a long time for it, but when it came out, we weren't disappointed.
■ **WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR?** I think it is the up and coming Cannon Fodder from Sensible. It's just totally addictive. At a recent computer show, I couldn't get a game as so many people were queuing up to play it.
■ **WHAT ARE YOUR FAVOURITE GAMES OF 1993?** Cannon Fodder again.
■ **WHERE DO YOU SEE YOUR COMPANY GOING IN 1994?** We will continue to support the Amiga and other related machines; we have at least four products for release in the near future, and at least two games for the CD32. ■



■ NAME: BRIDGETT HIRST.
■ COMPANY: US GOLD.



■ WHAT IS YOUR BEST AMIGA ACHIEVEMENT? Today there are two which share the no 1 position: Streetfighter 2 because it is a great conversion of the arcade smash, and has sold incredibly well; and Flashback because it's such a benchmark Amiga product.
■ WHAT IS YOUR PERSONAL AMIGA FAVOURITE? Two once again. The Secret of Monkey Island, now released on Kixx XL, because it's such a classic, and Scrabble because it's so addictive – I regularly play it on my Amiga at home.
■ WHICH AMIGA GAME BY A DIFFERENT COMPANY DO YOU WISH YOU HAD BEEN RESPONSIBLE FOR? Simon the Sorcerer, because it's simply a stunning graphic adventure.
■ WHAT ARE YOUR FAVOURITE GAMES OF 1993? Day of the Tentacle (PC/CD Rom), X-Wing (PC), Flashback (PC) – all US Gold I'm afraid because I don't get time to play much else.
■ WHERE DO YOU SEE YOUR COMPANY GOING IN 1994? What a question! Where's my crystal ball gone! There are several new formats including Amiga and Atari CC and 3DO so there's certainly going to be a lot of change. Our recent signing of numerous Sierra titles on the KIXX XL range guarantees that we'll have plenty of high quality, affordable games for the dedicated Amiga user. ■

CHARTS

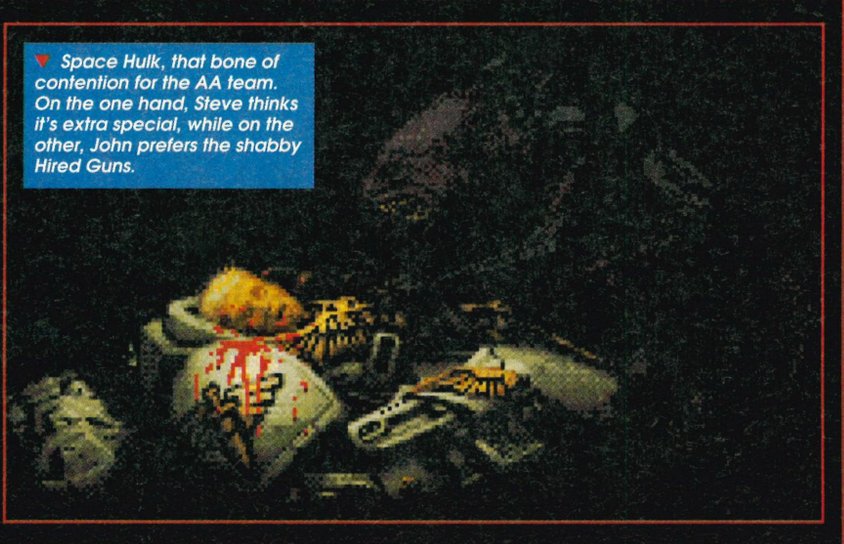
ELSPA PENGUIN CHARTS
SPONSORED BY PENGUIN BISCUITS

NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	11	**SPACE HULK**	*ELECTRONIC ARTS*	£34.99	STRATEGY	88%
2	1	**CHAMPIONSHIP MANAGER '93**	*DOMARK*	£25.99	SPORTS SIM	78%
3	✪	**HIRED GUNS**	*PSYGNOSIS*	£25.99	STRATEGY	89%
4	3	**PREMIER MANAGER**	*GREMLIN GRAPHICS*	£25.99	SPORTS SIM	90%
5	2	**SYNDICATE**	*ELECTRONIC ARTS*	£29.99	ARCADE STRAT	93%
6	5	**SENSIBLE SOCCER 92/93**	*RENEGADE/MINDSCAPE*	£25.99	SPORTS SIM	90%
7	8	**GOAL!**	*VIRGIN*	£25.99	SPORTS SIM	90%
8	4	**DOGFIGHT**	*MICROPROSE*	£34.99	FLIGHT SIM	84%
9	18	**COMBAT AIR PATROL**	*PSYGNOSIS*	£29.99	FLIGHT SIM	84%
10	9	**FLASHBACK**	*US GOLD*	£30.99	PLATFORM	91%
11	6	**GUNSHIP 2000**	*MICROPROSE*	£34.99	FLIGHT SIM	92%
12	10	**OVERDRIVE**	*TEAM 17*	£25.99	RACING	83%
13	✪	**EUROPEAN CHAMPIONS**	*OCEAN*	£25.99	SPORTS SIM	88%
14	✪	**THE PATRICIAN**	*DAZE*	£32.99	STRATEGY	80%
15	16	**DESERT STRIKE**	*ELECTRONIC ARTS*	£29.99	SHOOT'EM UP	90%
16	14	**DUNE 2**	*VIRGIN*	£30.99	STRATEGY	88%
17	15	**BODY BLOWS**	*TEAM 17*	£26.99	BEAT 'EM-UP	90%
18	7	**SOCCER KID**	*KRISALIS*	£29.99	PLATFORM	93%
19	12	**WORLD CLASS CRICKET**	*AUDIOGENIC*	£29.99	SPORTS SIM	59%
20	★	**STREETFIGHTER 2**	*US GOLD*	£27.99	BEAT 'EM-UP	90%

★ = *RE-ENTRY* ✪ = *NEW ENTRY*

A clutch of new entries provide the majority of excitement on the chart front this month. The highest of which is John's personal favourite, Hired Guns. Others include European Champions and a surprise in the form of Daze's epic, The Patrician.

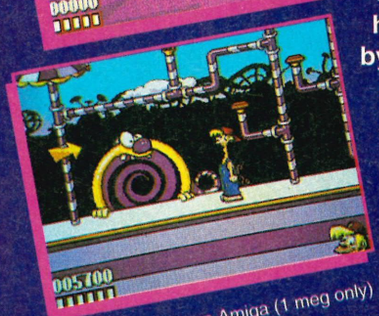
The excellent Space Hulk lumbers to the summit for now, but it will be surprising if it manages to hang on. What with major releases such as Beneath a Steel Sky, F117A and of course, the mighty Frontier all waiting in the wings we certainly won't be taking bets on what takes the prime position next month. Well no, actually, we might. A tenner it's Frontier. No, 20, let's make it 20 quid. Any takers at three to one?



▼ *Space Hulk, that bone of contention for the AA team. On the one hand, Steve thinks it's extra special, while on the other, John prefers the shabby Hired Guns.*

BUBBA 'N' STIX





Available on Amiga (1 meg only)





Screen shots taken from Amiga version

Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.

CORE DESIGN LIMITED

Core Design Limited, Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511

YOU ASKED FOR IT!

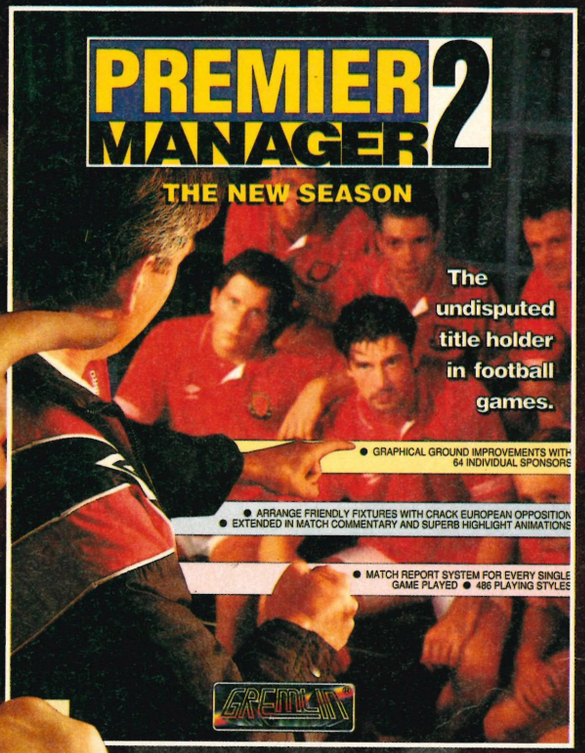
PREMIER MANAGER transformed the face of **STRATEGY** football management games with its accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features.

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"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you."
The One 90%.

YOU GOT IT.

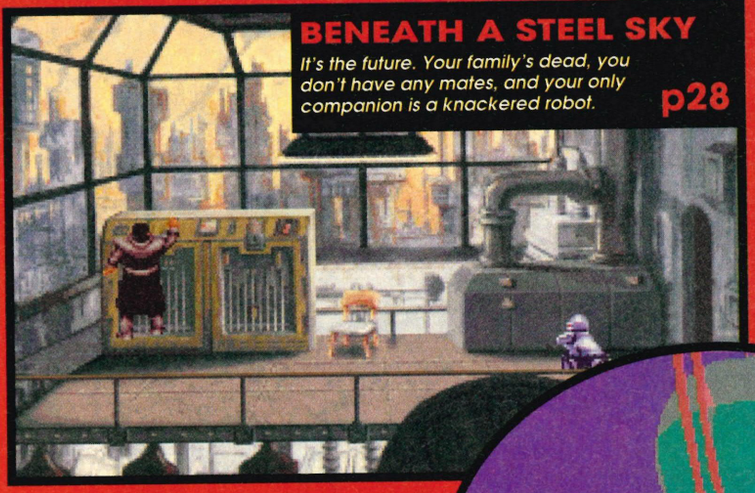
GREMLIN®

AVAILABLE ON: AMIGA/A1200 and PC 3.5"

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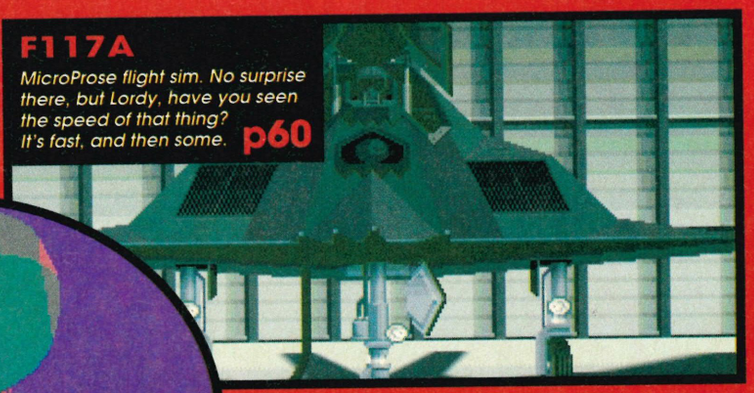
ACTION REVIEWS

INSIDE...



BENEATH A STEEL SKY
It's the future. Your family's dead, you don't have any mates, and your only companion is a knackered robot. p28

This could well be the finest collection of games ever reviewed in a single issue. But then we say that every month.



F117A
MicroProse flight sim. No surprise there, but Lordy, have you seen the speed of that thing? It's fast, and then some. p60



FRONTIER
It's only been in development six weeks, and it looks quite the poorest game we've ever seen. Honest. p50



ALIEN BREED 2
They left it until the death, but Team 17 put in their 11th hour entry for The Game Of The Year award. p34

PLUS

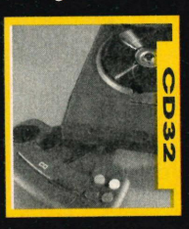
Christmas Lemmings, Wonderdog, Globdule, Wiz 'N' Liz, Stardust, Second Samurai, Prime Mover, D/Generation and at least one more!

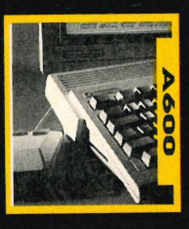
SUPER LEAGUES

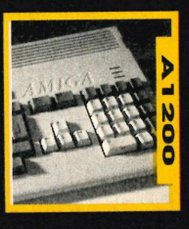
Ooh dear – just a few problems with the old UBI Soft title popping up where it isn't wanted. Thanks for your letters of ridicule, we're trying our bestest to put it to rights and shut you all up. John's gone now, so the arguments have ceased. Turn to page 104 if you care enough.

A NEW OUTLOOK!

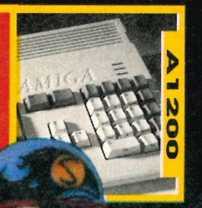
There is no one type of Amiga review anymore. What with CD32 and the A1200 on top of the basic A500/600, we can now be faced with up to three different kinds of product, or three brackets of quality, if you like. Rather than stick in a couple of tedious lines outlining the differences of games on different machines (or lack of), what we'll do, to make things easy, is show the machine we used to review the game, and box out a comment to outline any differences if, and only if, applicable. We think you know by now that an Amiga Action review contains everything you need to know about a game, and that any significant factors regarding release across the Amiga machines will be included within those concise, flowing and, er, informative prose. So it's sorted then, yeah?







ACTION REVIEW
ADVENTURE





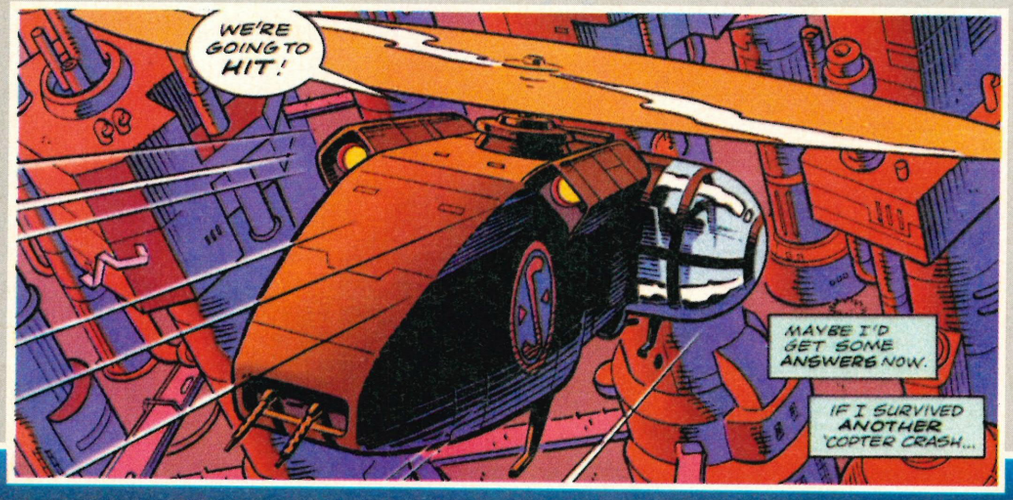
▼ Now why would anyone rig a catapult contraption over a swimming pool? Something is afoot, methinks...

Whatever would Michael J. Fox say? A future without hovercars and sex mad mothers. Who needs 'em when it looks this good?

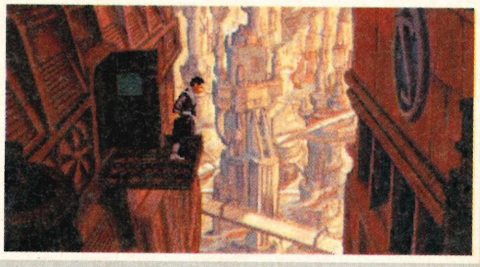
If I was to say this game was perfect I'd be lying. It isn't, and as long as technology continues to grow, and opinion stays rife, no game ever will be. I'll tell you what though, as far as adventures go, Beneath a Steel Sky comes pretty damn close.

Everyone who knows adventures knows Monkey Island, Indiana Jones, Lure of The Temptress and Kyrandia. All are excellent games in their own right, and there isn't too much you can say in criticism of any of them. That is, until you play Steel Sky.

The story behind the game is nothing particularly new. We're taken into the future, where law and order have ceased to exist, and the planet is governed by a small army of competing mega-

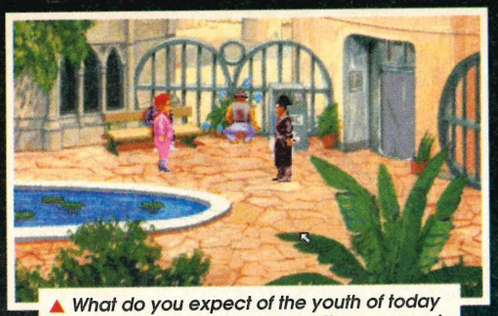


▼ No adventure is without its problems, and yep – this could certainly be construed as such.

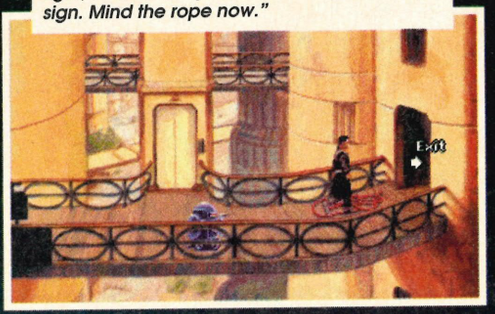




▼ Technology can't have progressed that far – we still have to put up with annoying kids playing with their archaic machines.



▲ What do you expect of the youth of today though? There's nothing worse than a parent with a lousy sense of fashion.



▼ Joey the robot knows the score. "Walk right, Bob mate – past the unlikely levitating sign. Mind the rope now."

BENEATH A STEEL SKY

corporations. And where do Revolution choose to tell us of this anarchic state of affairs – in the manual? No, or at least, not strictly speaking.

Those who read about Steel Sky in issue 49 will know that Revolution have teamed up with graphic novelist Dave Gibbons to bring a different dimension to their Lure of The Temptress follow up. Dave's most obvious contribution is – surprise surprise – the graphic novel which comes in the manual, and which explains the scenario in technicolour detail.

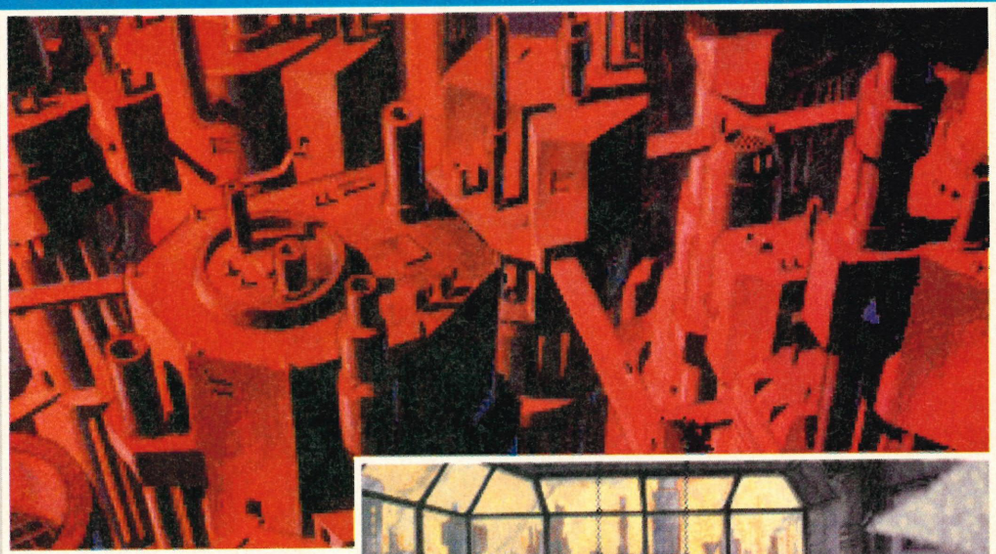
Fine and Dandy

This is no Beano or Dandy either. Page after page of detailed drawings take you through a kind of game-intro prequel, and I felt quite into the game before the disks were even out of the box. But we aren't here to review the manual – this isn't the arts page of The Sunday Express (more's the pity, because a few free cinema tickets wouldn't go amiss now and then), so let's get on with the task in hand.

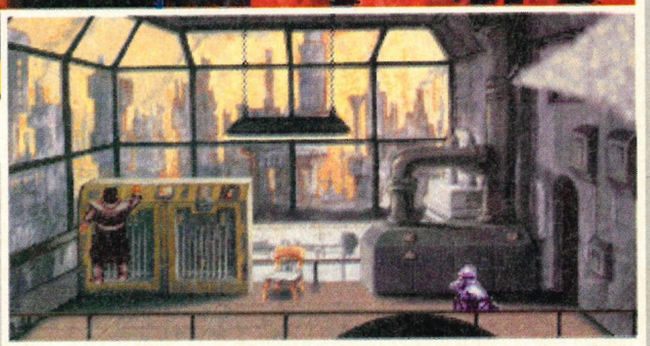
Robert Foster's got a problem. In the case of this review, he had to rely on my bumbling efforts to guide him through his quest, and that alone is problem enough, but it isn't all. Foster has lived all his life in a desolate village just outside a towering city. He doesn't have a family, his mother died in an aircrash when he was a baby, but the village council, if you will, have warned him that those from the city might one day come and take him away.

Sure enough, a fleet of choppers turns up one day, persuade Foster (not the choppers, but the people who are in them) to give himself up, and virtually bomb the village to the ground (I'm kinda summarising here, but you get the idea, yeah?).

Being a bit of a nosy beggar, Foster listens in to the airborne chit chat, and learns that for some reason that the whole city is heavily reliant upon the massive LINC computer network. Unpleasantly, the choppers crash before they reach the city, and Foster escapes unharmed and unarmed, free to breach the city's heavy security (hopefully) and find out as much as he can about life inside of the dark, towering metropolis.



▲ Barren wastlelands. Forlorn cries. Disused factories. It's Rochdale!



▲ This is a public safety message (and a game hint to boot): don't go sticking putty where it doesn't belong. It bleedin' hurts.

AMIGA ACTION ACCOLADE

So Foster's been in two helicopter crashes in his life then. Somewhat cliched that, and perhaps just a bit of a cop out, I might have thought. Might, that is, had I not been told beforehand that both crashes are interlinked, and important to the unfolding story as we get further into the game.

Fact is, very little information is provided at the outset. Even the story is incomplete, leaving the player wondering exactly what he's supposed to be doing, and indeed, what exactly he's looking for.

This is the way Revolution intended it though. They don't like coincidences, they don't like keys or cliches, and they can't be bothered with a game that gives too much away. On the few occasions when,

through the confines of playability, the programmers have been forced to use a method that has been seen before, then at least, as they put it, they "Take the piss."

Foster begins in the city's recycling plant, with just a "hip" coat and the character chip from his defunct robot Joey, differentiating him from any other humble city dweller. Of primary importance is the reincarnation of Joey, as the robot provides invaluable help throughout the game. Although there are only a small number of ways in which Foster can die (don't mistake this as a way of saying the game is easy – it isn't!), Joey's bad luck is seemingly endless, and he stands in as a death substitute for you on more than one occasion.

With the game covering six worlds as it does, a major problem was the linking together of all of the levels into a whole, especially when you consider that the whole thing comprises of nearly one hundred screens in total, more than twice the size of Lure of the Temptress, but with almost four times as many graphics.

Once Joey is mobile, the task in hand is to get as far into the city as you can and find out exactly what the crack is with this LINC computer. The interface is of the easy-to-use variety that should have become standard usage a couple of years ago but didn't, with one simple command per item instead of the annoying push-it, pull-it, give-it, drop-it, use-it options.

Every game of this kind attempts to inject some humour into the interaction, and 99 per cent fail miserably. Thankfully, Steel Sky doesn't (fail,that is) – probably due to the fact that the author has avoided the temptation to try and be hilarious in every single line of text. The humour here raises a genuine smile, and although a little risque at times ("There's nothing for it Doc, I'll have to sell my balls," anyone?) never detracts from the overall sinisterness of the story and the game.

Because the city is a futuristic place guarding bucketloads of nasty secrets, you might expect to find a locked door around every other corner, meaning the whole thing becomes nothing but a key hunt – but oh no! Those paying attention earlier on will know that Revolution hate keys, and although security cards are a necessity at certain points, a great many of the game's secrets lie in LINC world – part of the all – encompassing computer, accessed through security coded terminals at infrequent points along the merry old way.

Graphically it's excellent too. In places the sprites tend to look just a touch pixelly, but I really can't complain too much when the animation levels are this high. A nice range of styles are used too, from the dark confines of the Underworld to the lovely green and pleasant lands of Hyde Park, and the shading and detail (this is the A1200 version we're talking about, admittedly) are superb.

▼ *An excellent intro does more than most manuals to relate the story and set the targets of the game. Like it? I love it mate.*



Secrets of the subworld

Since I mentioned the Underworld, let's talk about this a bit. When Foster reaches this stage, he isn't too far from finding out all about the city, and, to his surprise, a few secrets about himself. (I know how it ends, I do, but I'm not going to tell you). The LINC computer has become entangled with a human life form, and is growing pulsing tentacles in a quite scary fashion, some of which need to be destroyed (very messy this) to allow access to further rooms.

Not only is it an excellent futuristic adventure with great graphics and pointed, concise interaction, Steel Sky is a Virtual Theatre game that incorporates Revolution's mega characters. What this means is that even though you may cross paths with someone briefly and walk on by, these bit-part sprites will continue going about their business even if you aren't there to see them. A look through a window at these people will reveal them still moving around, as will a few furtive steps following them to wherever they happen to be going.

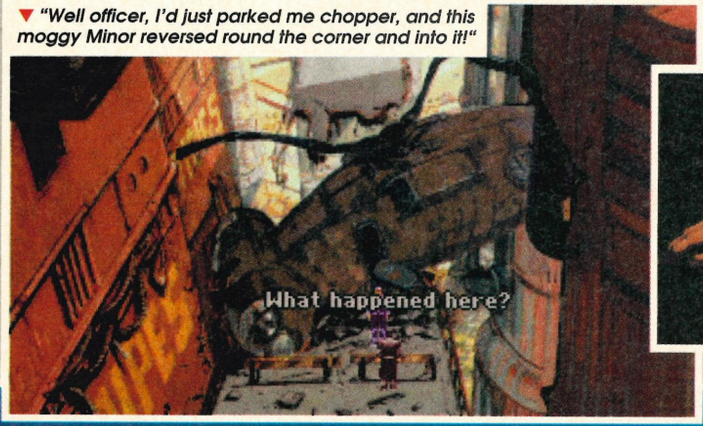
As far as the puzzle element goes, it isn't a game that novices will master quickly. Because of the keep-'em-guessing approach, one or two impatient sods who like to know the ending first might be tempted to jack it all in. But this is one of the beauties of Steel Sky – it takes a fairly conventional storyline, adds a few twists, doesn't bother telling you what they are until near the end and mixes everything up with a liberal smattering of top graphics, easy interaction and real humour. The result? Possibly the best adventure game to be seen on the Amiga.



DIFFERENCES

The colours on the A600 are obviously slightly less impressive than you see here, and disk accessing time is greater – a bit of a pain when you consider it comes on over a dozen disks. No big deal though, and we're told that a CD32 version "isn't out of the question" either. Here's hoping.

▼ *"Well officer, I'd just parked me chopper, and this moggy Minor reversed round the corner and into it!"*





THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 960 2255
TEAM: Revolution
PRICE: £29.99

SCORING

GRAPHICS	90%
SOUND	72%
PLAYABILITY	92%
DIFFICULTY	Tricky

Ooo Lordy-Lordy, I do like this game. Everything about it is sheer class, from the moody intro, the dozens of hand crafted screens and the... the... the EXCELLENCE of it all. Even the disk swapping is well organised and not too much of a drag. Everything Revolution have tried has worked. The humour, gameplay, puzzles – they all combine to make Beneath A Steel Sky what should rightly become hailed as the new king of the adventures.

REVIEWED BY: Paul

SECOND OPINION

I was so impressed with this game that I found myself doing an impersonation of The Incredible Hulk when Paul said he was reviewing it instead of me. Absolutely outstanding in every way.

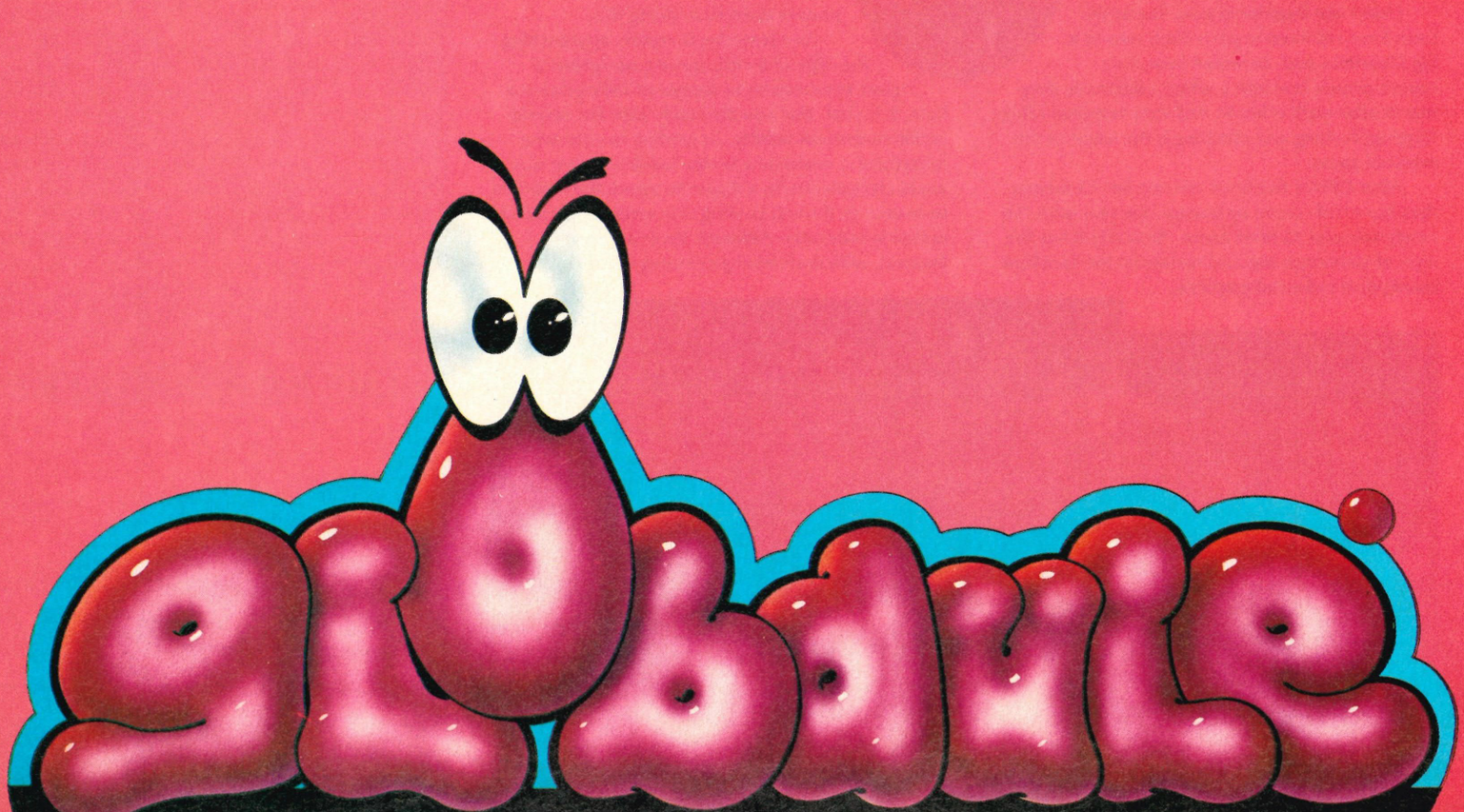
OPINION BY: Neil

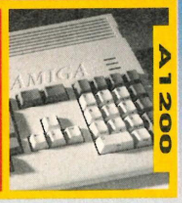
OVERALL SCORE

92%

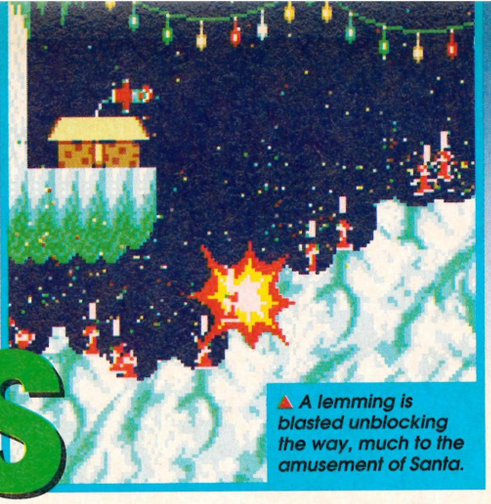
PSYGNOSIS

SPLATTING ONTO YOUR AMIGA SCREEN NOW!





CHRISTMAS LEMMINGS



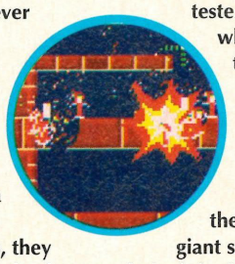
▲ A lemming is blasted unblocking the way, much to the amusement of Santa.

Heigh-ho heigh-ho – off they go again. To plough through snowmen, drifts and puddings those Lemmings have returned.

No, it's not the effect of one Christmas drink too many when you see little red blobs with big feet and rounded noses marching across your screen. This is as close as you will get to a lemming's party. As mindless and cute as ever the little beggars are not only throwing themselves off cliffs but in serious festive spirit. Exactly which spirit has brought this mood about is the question, as they trot and squeal across your screen.

Under the disguise of mini Santas the Lems have returned to party their way to a big Christmas pud. Banished from their cosmic pressie box into a white wilderness, they march after each other to find their seasonal refuge. Digging, bashing and climbing is the name of the seasonal game.

After DMA's five level offering last Christmas they have truly come up trumps this year with this newly released 32 level game. Basically it has the style of Lemmings one and maintains the excellent standard of colourful graphics already established in previous versions. These household friends dance along to the likes of Rudolph the Red Nosed Reindeer, which puts the rum sauce on the Christmas pudding as far as catching the festive frivolities goes. They even appear to be trotting in time. In fact who knows, they may well be singing in true lemming style... whatever that is.



Team spirit is very high on the agenda as they follow each other into dead ends that lead to oblivion. False refuges dot the way disguised as inviting santas, beckoning the gullibles away from their true track. As they trek through snow blizzards and burrow through snowmen, each level continues to increase in difficulty.

As all hardened Lemmings players know, for the tribe to survive you have to keep your wits about you. Easier said than done, proving to be a real skill tester. In a split second you have to weigh up which action you're going to use to release the lemmings from their particular pickle. As keen as they appear to march through mid-air, and as amusing as it is to watch, it's your responsibility to protect them from doing this.

As a lemming is rapidly approaching the edge of a cliff, coming up against a giant snowman or in danger of falling down a hole, it is vital that you are ready with the correct action to prevent fatality. According to your wise judgement it could be a bridge builder, a sure way to avoid ultimate death, a digger to attack the imposing snowmen or if a soft landing is in order the umbrella option is necessary. Although there are many features, with each level presenting even trickier puzzles than before, this festive game remains simple in nature.

Having taken six months to develop this latest edition to their adventures and selling at an extremely reasonable price Lemmings will be wiggling its way into every stocking.

▼ Out of the pressie box and off the Christmas Lemmings caper, depending on you to tackle their first obstacle... the giant snowman.



▼ Make one false move and off trot the lemmings to their mass extermination.



THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: DMA Design
PRICE: £10.99

SCORING	
GRAPHICS	85%
SOUND	90%
PLAYABILITY	84%
DIFFICULTY	Spot On

Just when you felt cured of the last batch of lemmings... you were still reeling from antics that even beat those of their ancestors... you felt safe... Christmas Lemmings popped up from under the tree. Not one but hundreds of them... everywhere, absolutely everwhere.... uncontrollable. Yet again a catchy release from the DMA team. Arguably it may well prove tedious by New Year, but guaranteed to keep Christmas interesting.

REVIEWED BY: Rachel

SECOND OPINION

Has the Lemmings spell worn off? For me I think it has. There's only so much green cuteness you can take, and I've just about had my fill. Nice price for fanatics though.

OPINION BY: Paul

OVERALL SCORE
85%

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FACTOR 5

Rainbow Arts

C1 Metropolitan Wharf, Wapping Wall, London E1 9SS © Rainbow Arts 1993 / Factor 5 1993. Published by Renegade

ACTION REVIEW

SHOOT'EM UP

A1200



ALIEN B

I'm an alien, an illegal alien. I'm an Englishman in er... space somewhere.

Here we are boys and girls, the wait is over. We've all been on tenterhooks for most of the year waiting for the sequel to Alien Breed and the improved budget effort Alien Breed Special Edition, and at last, Yes Yes Yes YEEESSSS!, it's here in the shape of the much heralded, much hyped Alien Breed 2.

So have Team 17 come up with yet another winner? This was the big question on everybody's lips here at Amiga Action (and also, I suspect, on yours too).

Well, I'm glad to inform you that the wait has been worth while. Alien Breed 2 simply blows away all the competition and will no doubt occupy the top places in the game's charts for many a new moon.

As with the previous two releases, the same scenario is maintained, but there have been a few tweaks made here and there. The on-screen action has been enlarged so that more of each level is visible on the screen at any one time, and naturally enough this makes all the character graphics smaller. This is no bad thing though, as none of the detail of the prequels is missing, and it also gives the game more of a classic Gauntlet feel. So what's it all about then? Hey patience, patience – I'm getting there...

According to the intro blurb, the Federation is at peace for the first time in many years. Indeed things are beginning to look decidedly rosy, until reports begin to filter back to civilisation that a remote space station is under attack from an alien invasion. Little insight is required to realise that before long you will be pitched into the fray.

AMIGA ACTION ACCOLADE

Things start off in the landing area outside the space station, and the idea is to safely make your way inside to where the aliens are wreaking havoc. Helicopters have been sent to patrol the area, and it's a bit tricky to avoid them while trying to pick up ammo, keys and credits which have been carelessly left lying around.

Once inside things take a turn for the worse, and this is what really makes Alien Breed 2 stand apart from the previous two efforts. In the original version and special edition, there was plenty of scope for just wandering around trying to find your bearings. After a while you would come across an alien who seemed to be out for a Sunday stroll, and a few bullets later he would bite the dust and make his way to spaceweirdo heaven.

Having taken on board a few criticisms regarding the easiness of the gameplay in the original version, Team 17 seem to have decided that this new baby of theirs is going to be a seriously mean effort indeed.

As soon as you materialise on each level, the aliens are seeking you out as though their lives depend on it (which in effect they do I suppose), and the decks of the space station are quite literally teeming with the ugly blighters. Your only real chance of survival is to collect as many credits as possible in the hope that you come

▼ The entrance to the space station is over here. Out of the frying pan into the fire.

▲ A nasty chopper causing yet more spacey havoc.

▲ Those green thingys are credits; essential for later.

▲ This is a scaled down map of what's in store.

▲ A helicopter patrols the perimeter fence, looking for nasty intruders like you.



▼ Play one of the normal blokes, or even a Jurassic Park reject if the fancy takes you.

▼ Buy one of these flame thrower jobs and you'll be more than sorted.



▼ Look out Frank he's behind you! Where's 'Arry, hur, hur, hur.





REED II

DIFFERENCES

Non AGA Amiga owners may wish to note that the standard version of Alien Breed 2 will feature reduced graphics and sound effects as well as a smaller number of aliens on the screen at any one time. The A1200 version is three quid more expensive though, so stop bleating and have a couple of extra pints with the money you'll save.

across one of the information terminals which are situated at various points on most of the levels. At these computer links, you can upgrade your firepower and buy first aid kits as well as many other useful items.

After several hours of frantically blasting away with what appeared to be a slightly oversized popgun, I began to realise that my only chance of success was to gather as many credits as possible and then splash out on a Sigourney-style flamethrower. Once this had been achieved, I was able to make my way through the levels with considerably more ease.

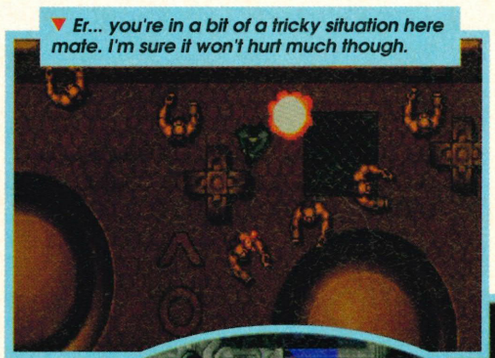
However, if I do have a criticism of the game, then I would like it to have been made a little easier. Fair enough though, if you've shelled out twenty odd quid of your hard earned dosh for this, you'll obviously want more than a few hours of entertainment. But I can't help thinking that the "too easy" criticisms have been taken a little bit too much to heart, and that Team 17 were determined not to make the same mistake this time.

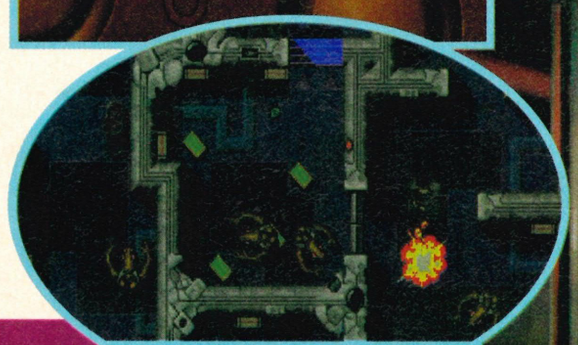
As I tossed and turned trying to sleep last night, a digitised female voice coursed through my head time and time again, "Player 1 has been eliminated". Aaaaaaaarghh! But then maybe I'm just a crotchety old git who isn't happy unless he's got something to moan about.

Anyway despite this gripe, Alien Breed 2 is totally, totally addictive. The graphics are superb, the scrolling is silky smooth, and the digitised voice sound effects are faultless.

Strap on your flamethrower and watch them burn. HA HA HA HAAA!

▼ Er... you're in a bit of a tricky situation here mate. I'm sure it won't hurt much though.





▲ Eat my flames you greasy ,smelly, ugly alien geezer-type thing.



THE LOW-DOWN

PUBLISHER: Team 17
CONTACT: 0924 201846
TEAM: In House
PRICE: £29.99

SCORING

GRAPHICS	90%
SOUND	90%
PLAYABILITY	92%
DIFFICULTY	Tricky

I'm a bit dubious about endless sequels to successful games, but the Alien Breed series just gets better and better. Breed 2 is a quantum leap up from its predecessors, and (impatient guy that I am) I now can't wait for Alien Breed 3 to make an appearance. The gameplay is a little too hard for my liking, ('cos you're cack – Paul) but it's so addictive that I have absolutely no qualms, reservations etc. about awarding this game a stonking great accolade.

REVIEWED BY: Neil

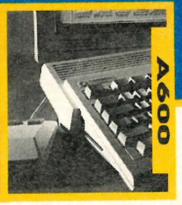
SECOND OPINION

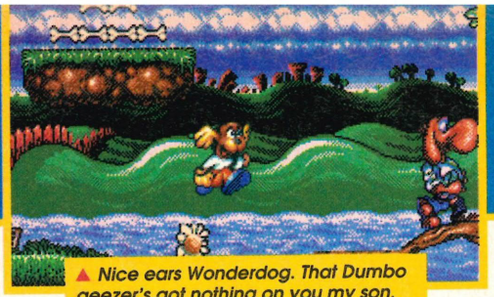
Now I've played a few smart games in my time, but the sheer level of wanton violence in AB2 makes it a smash hit in my book. It's ruddy well kiff – thats why I've retired, to play this.

OPINION BY: Mother Theresa

OVERALL SCORE

91%





▲ Nice ears Wonderdog. That Dumbo geezer's got nothing on you my son.

How much is that doggy in the window ? The one with the waggerly tail.How much is that doggy in the window ? etc...

WONDER DOG





▲ Our canine hero comes under attack from an umbrella propelled ape.

Platform fans wake up, this one's for you. Core Design, fresh from their er... success with Blastar, are about to launch their new release, Wonderdog, onto an unsuspecting public. Games of this ilk usually come complete with a storyline of sorts, and Wonderdog is no exception.

Apparently General Von Ruffbone – the ideas department must have literally spent seconds thinking about that one – and his army of dogtroopers are sweeping through the galaxy intent on achieving total galactic domination. As they approach the peaceful planet of K9 (surprise surprise!), a young pup is injected with a "Wonder" serum and ejected into space. His task is to develop his fighting skills on earth before returning to save his besieged home.

Wonderdog begins his long trek home in a place called Bunny Meadow, where he is free to roam amongst the leafy glades in the company of cute and cuddly rabbits. It's not all plain sailing though, as our canine friend has to cope with all manner of malicious wildlife, including hedgehogs, flying ducks, and large sentry-like bloodhounds. To cope with this our hero has at his disposal a large supply of "death stars", which can be bounced around the screen by a touch of the fire button.

Later levels include even more diverse adversaries, ranging from glove-wearing boxer dogs in Dogville to the lumbering snot-coloured Bob Todd lookalikes who inhabit Planet Weird.

There are seven worlds for you to explore altogether, comprised of differing numbers of zones, and each with their own unique character. There are even two hidden levels and more than 60 bonus rooms. The additional challenge of facing end-of-level and mid-level bosses also brightens up the proceedings, and a couple resembling Jack and Vera Duckworth even manage to put in an appearance at one point.

I wanna be your dog

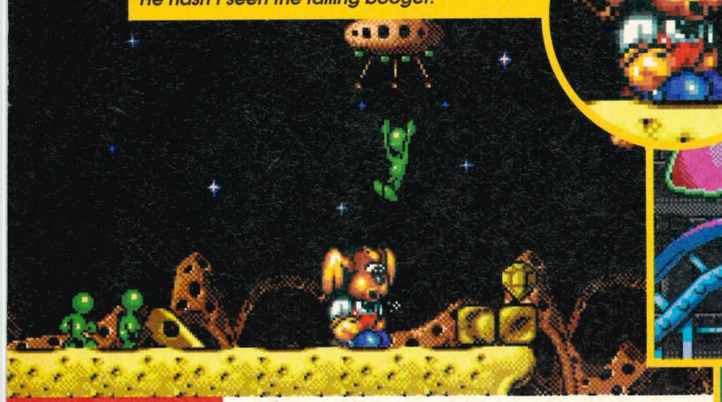
As you may have already gathered, there is enough variety in Wonderdog to hold your attention for a while, but unfortunately it can be extremely frustrating to play. The firing mechanism is very difficult to operate at first, and it takes a lot of practice to be able to bounce your stars at the enemies with any degree of competence.

There is also a problem, especially on the earlier levels with Wonderdog's enemies being partially or sometimes totally obscured by the scenery. This can be extremely annoying, especially if you lose a life when no danger appears to be at hand.

These gripes apart, WD tries very hard to be likeable, but that indefinable something that sorts out the men from the boys is conspicuous by its absence, and that's a real shame.



▼ Wonderdog takes an ill-timed breather. He hasn't seen the falling booger.



▼ It's a bit of a rollercoaster ride this saving the planet lark.



THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
TEAM: Dan Scott
PRICE: £25.99

SCORING	
GRAPHICS	75%
SOUND	73%
PLAYABILITY	68%
DIFFICULTY	Average

To be honest, there are just too many platform games around for Wonderdog to be regarded as anything more than average. It hasn't got the playability of Superfrog or the cute character appeal of Alfred Chicken, and in a market which has just about reached saturation point, it definitely does take something extra special to rise above the crowd. Dogs are not just for Christmas, they are for life, but you may not have the patience for this stray mutt.

REVIEWED BY: Neil

SECOND OPINION

When I previewed this game two months ago I was pretty scathing about it, and I've seen nothing here to change my mind. Come on, let's have some originality people.

OPINION BY: Steve

OVERALL SCORE
71%



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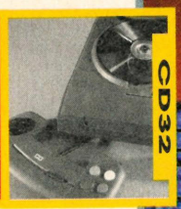
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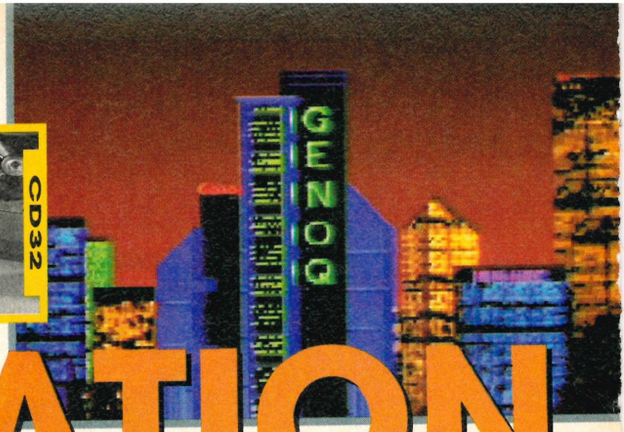
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ACTION REVIEW

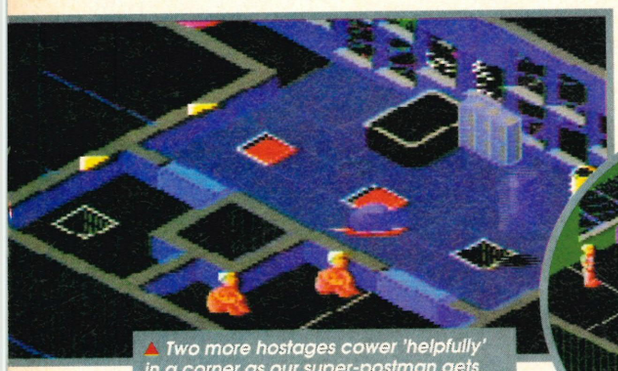
CD32 SPECIFIC



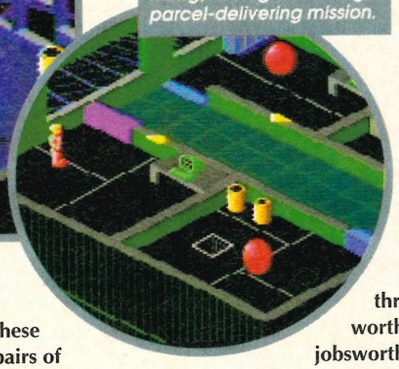


D/GENERATION

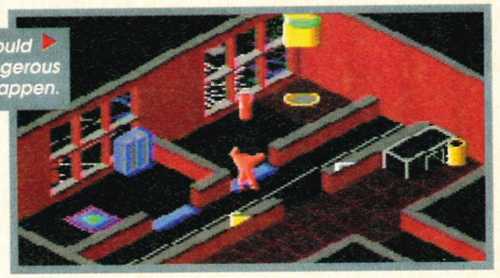
Guide a mild-mannered courier in an adventure which makes Die Hard look like Bambi.



▲ Two more hostages cower 'helpfully' in a corner as our super-postman gets flattened – literally.



▼ Computer terminals provide extra info to help you in your epic monster-killing, hostage-rescuing, parcel-delivering mission.



Just when you could get off that dangerous level, this has to happen. ▶

It's already a hard life being a postman. These poor souls must have got through more pairs of trousers than all other jobs put together. I mean, what must it be like having to remember that every garden gate or front door could shield a hideous nashing canine brute with no other purpose in life than the destruction of your favourite pair of navy-blue postie's pants? But believe me, in the future things are going to be a lot worse for our Royal Mail friends. The dogs and bored housewives will have turned into all manner of deadly bio-engineered organisms – including a particular nasty one which can cunningly disguise itself as a person or household object of its choice – and the packages you deliver could be crucial to the survival of the human race.



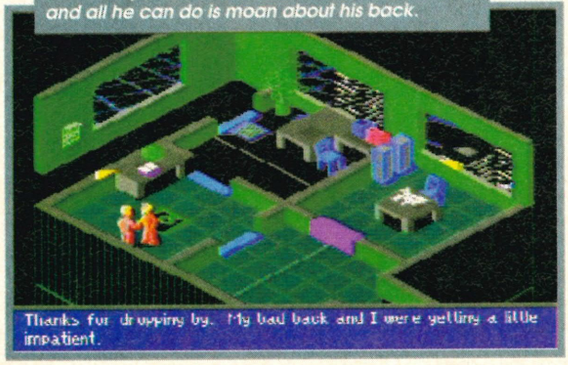
Well, this might not be true for every postman, but it certainly is for the bandy-legged hero of D/Generation. On a routine postal trip to the Genoq bio-labs in Singapore, he finds the building overrun by escaped genetic organisms who've taken the staff hostage and gained control of the security systems. Needless to say, he decides he's going to deliver his parcel to the scientist trapped on the top floor no matter how much mayhem he has to go through to get there. A worthy 'That's Life' jobsworth award if ever there was one to be given.

D/Generation was quite a favourite here at the office when it first came out on the standard Amiga last year, and it is undoubtedly a fine game. Each room (there are over 120 of them) works in two ways. Firstly, as part of the general puzzle which involves escaping each level. Secondly, as a separate puzzle by itself, requiring you to press buttons, wipe out all hostile organisms and rescue (or kill if you're in a sadistic frame of mind) staff hostages. You can pick up various helpful objects along the way, like grenades, shields and a rather snazzy rebounding laser pistol.

But how does the CD version compare to its predecessors? Well, sadly the main thing which immediately hits you is the awkwardness of the control system thanks to the CD32's useless joypad (someone please make a new one). The game plays in an odd sort of forced 3-D perspective which looks fine, but unfortunately relies heavily on the dreaded diagonal movements that I mentioned in the Oscar review in the last issue. But luckily the whole game is saved by the inclusion of an option to swap the joypad axes so that pushing left, right, up or down actually moves you in a diagonal direction. It would be difficult to underestimate the value of using this option.

Once you've discovered that the game is controllable after all, you start to notice that the CD32 game scores quite highly over its other incarnations in terms of sound and graphics. The latter are brighter and of greater definition (with some excellent animations), while most of the sound effects are much beefier, making this into a game to be played with your TV turned up high.

If there's anybody out there who missed this first time around – get it now.



▼ You've just risked life and limb to save him, and all he can do is moan about his back.

ARCADE ADV

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Robert Cook
PRICE: £25.99

- Features enhanced sound effects which genuinely improve the whole atmosphere – especially those great big explosion kind of things that appear throughout.
- You can swap the axes on your joypad, which you couldn't do on the old Amiga version. It is a shame that the joypad is so bad though.
- The graphics have been totally redrawn to make full use of the CD32's 256-colour capability. Everything is pretty impressive.
- An already-smart game made even better by its enhanced features.

REVIEWED BY: John

ORIGINAL SCORE
81%

UPDATED SCORE
86%

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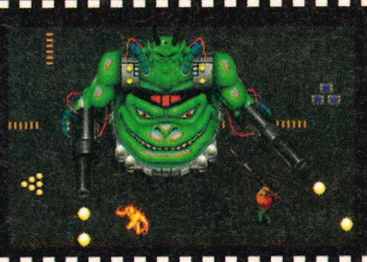
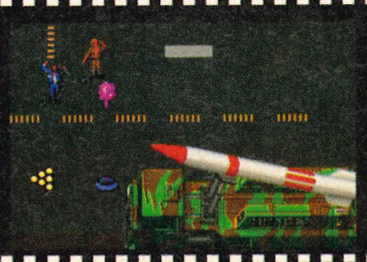
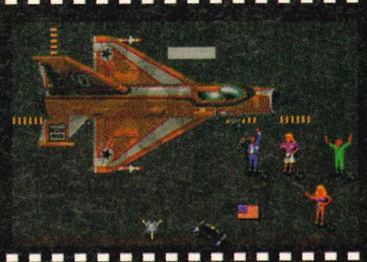
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▼ The Terminators in Space Hulk make big Arnie look a right wimp.

Hideous aliens, ruddy great spaceships, Terminators, masses of slaughter and seriously splatty death noises. Smashing.

SPACE HULK

Many years from now humans develop the warp drive and explore space. Anyone who watches Star Trek knows all about that already. But as well as being very clever little things which totally revolutionize human existence, warp drives turn out to be extremely dangerous. The problem is that warp space, the alternative universe via which it is possible to travel vast distances in an incredibly short time, is riddled with weird eddies and currents which can suck in and trap vessels for ever. If a ship is trapped then it is destined to spend the rest of its days drifting helplessly in space. The only way out of this situation is for a ship to connect old drifting ships to itself so that the extra power can enable them to escape.

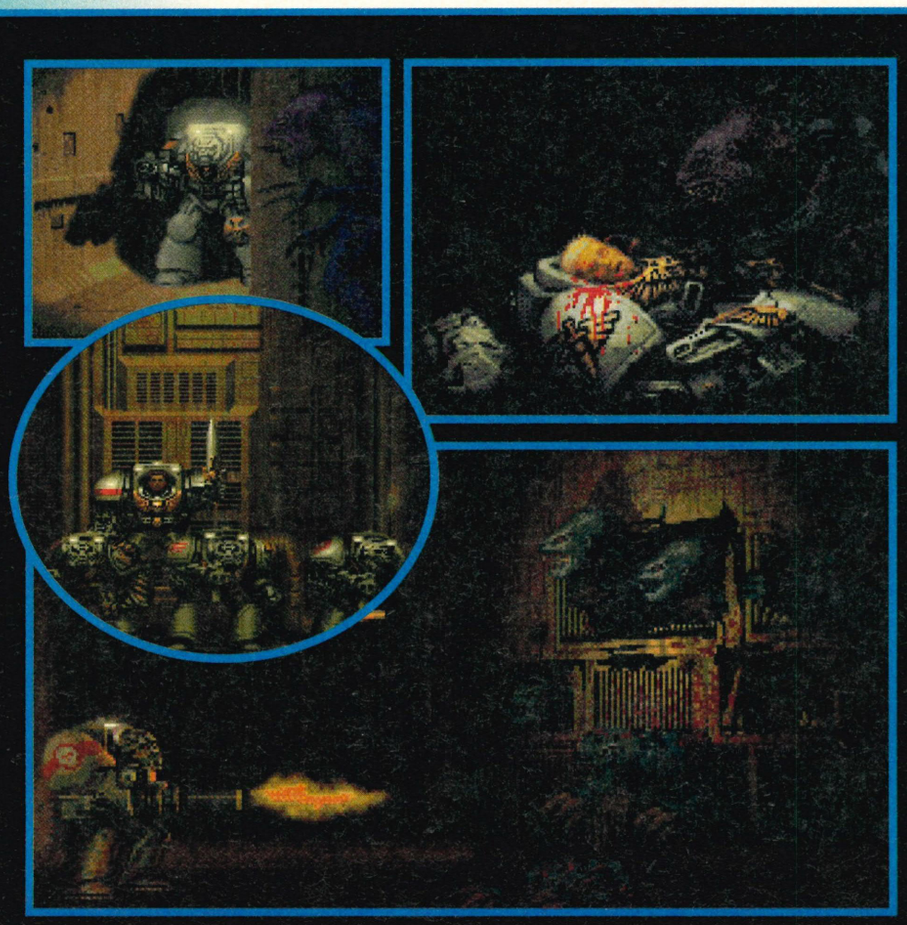
The enormous mish-mashes which result from these combined space ships are the Space Hulks, and they are rightly treated with suspicion. Harsh experience has taught us that as well as incredible riches these ships may contain alien beings of a most unpleasant disposition.

So, by the time we join the story the standard practise for dealing with newly-emerged hulks is to send in squads of Space Marines, equipped with awesome Terminator armour. This armour has proved almost impregnable to most baddies, but one spectacularly vicious race known as the Genestealers can still rip through it without too much effort. Needless to say, your role in this happy tale of everyday space folk is to deal with whole hordes of Genestealers as you try to accomplish over 50 different missions on behalf of your intergalactic bosses, the Imperium.

If you're into Games Workshop board games and stuff, this (much abbreviated) storyline is probably familiar. The uncomputerised Space Hulk, one of the Warhammer 4000 series, has already been a big hit with role-playing enthusiasts. In my opinion though, RPG games which start life in book form or as board games generally don't convert well to computers. Thankfully Space Hulk is an exception to this rule.

The game plays in two modes – freeze time and real time. Real time, as you might expect, is where the action takes place. The dreaded Genestealers run round trying to find new ways to sneak up on any Terminators you may have left unprotected. In this mode you mostly play via the main view screen, choosing which of the Terminators you want to have direct control of, while constantly studying the monitors of the others.

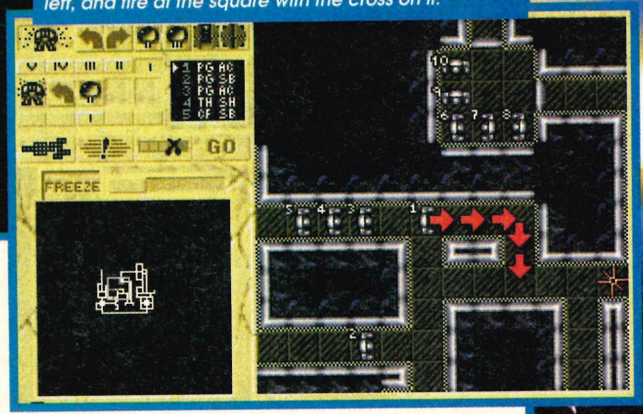
In freeze time mode time is frozen. No, it is, honestly. This gives you the chance to concoct a strategy for each hulk deck via a planning screen, which shows the position of your men and any Genestealers which might be lurking on that level. Each terminator can be 'programmed' with up to five different actions at a time taken from a menu

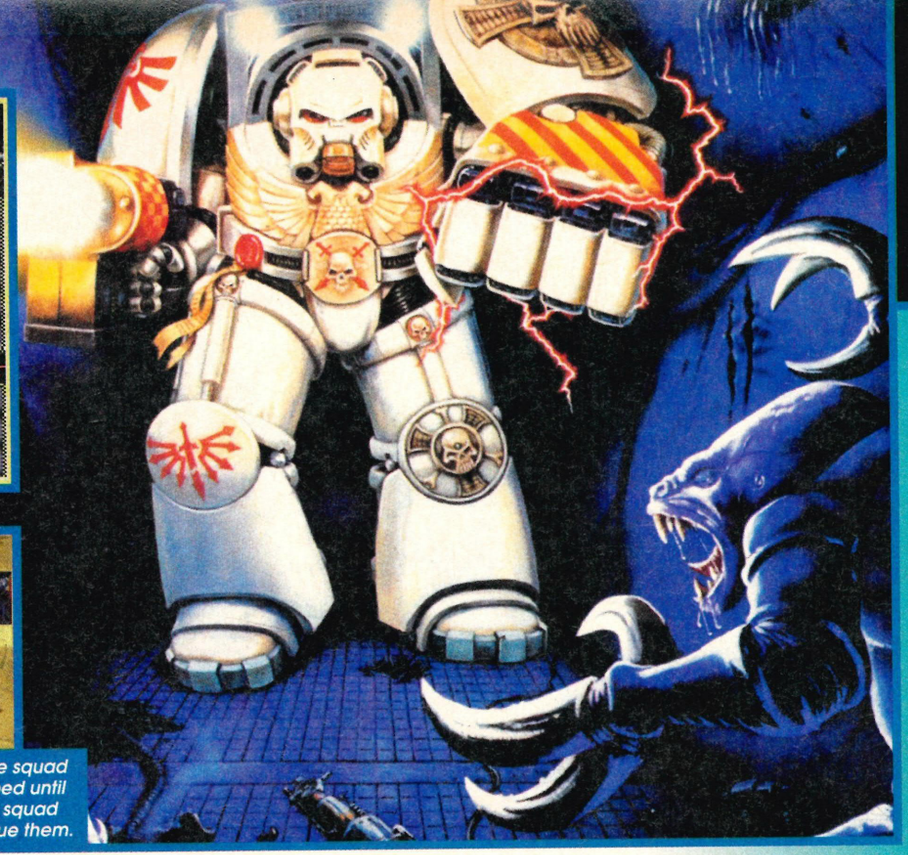




▼ A rather OTT war banner. Still, I wouldn't like to mess with anyone waving this in the air.

▼ The all-important planning screen. Here good old Terminator 1 has to walk along the path shown, turn left, and fire at the square with the cross on it.





including: walking to a specific point, turning left or right, firing a weapon, or opening and closing doors. This system is initially difficult to grasp, but after a bit of perseverance it becomes clear that it is not only totally necessary if you're going to survive for more than a few seconds, but it is also excellently designed. Its only limitations come from your own strategic powers, and you can't ask for more than that.



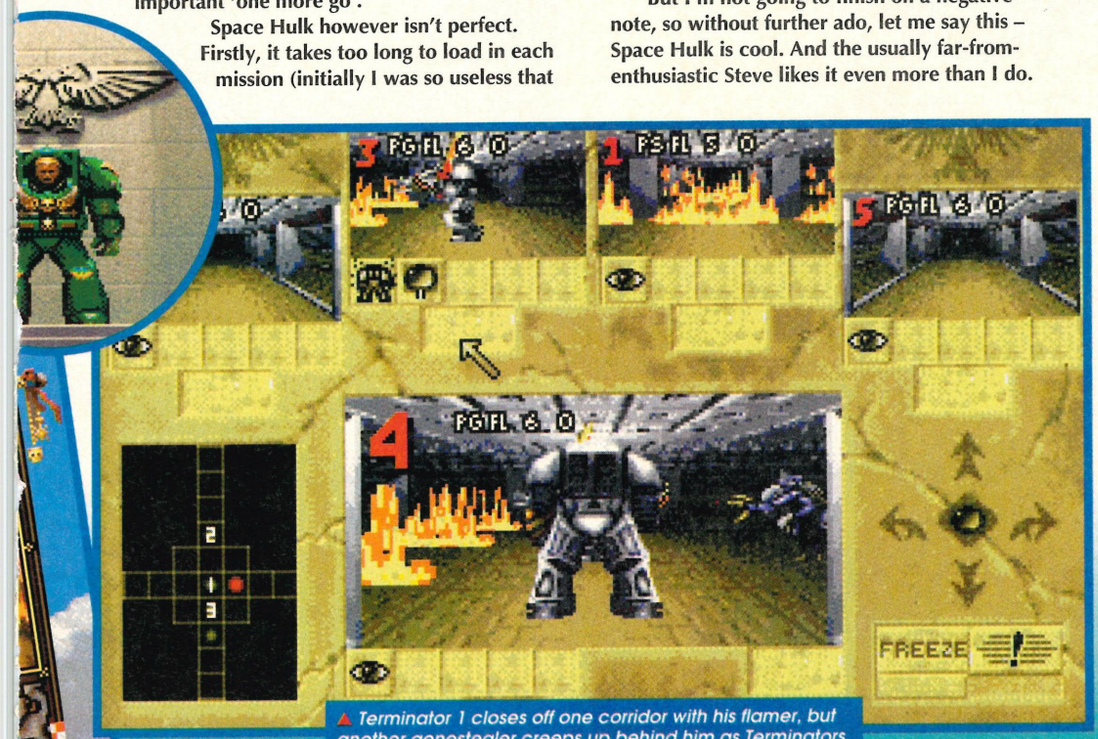
▲ This five squad are trapped until the other squad can rescue them.

Perfectly weighted

Where Space Hulk really scores though, is with its mission structure. They are broken up into four different sections: basic tutorials, advanced tutorials, Space Hulk Originals and (gulp) the Deathwing campaign. The Space Hulk Originals and the advanced tutorials can be chosen from at will, while the other two sections have to be done in sequence. So the game smartly avoids the restrictions of a totally linear progression, while still managing to include a more realistic one-step-at-a-time 'big adventure'. Each mission is perfectly weighted to keep you coming back for that all-important 'one more go'.

Space Hulk however isn't perfect. Firstly, it takes too long to load in each mission (initially I was so useless that the loading time was longer than my actual playing time.), especially as it has to fully reload a mission even when you're trying the same one again. Secondly, the graphics on the small monitor screens can be a little slow at times, causing a very unnerving delay between shooting a Genestealer and seeing it actually turn into a pile of red gunge. Thirdly, a bit more variety wouldn't have gone amiss. The missions are all absorbing and come with a good storyline attached, but maybe a few more unusual alien artifacts might have added an extra spice to the gameplay. Finally, I would have liked to have had an in-mission counter registering the number of Genestealers killed - especially when killing a certain amount of them is the basic objective of a mission.

But I'm not going to finish on a negative note, so without further ado, let me say this – Space Hulk is cool. And the usually far-from-enthusiastic Steve likes it even more than I do.



▲ Terminator 1 closes off one corridor with his flamer, but another genestealer creeps up behind him as Terminators 3 and 4 look on helplessly.

THE LOW-DOWN

PUBLISHER: Electronic Arts
CONTACT: 0753 549442
TEAM: Nick Wilson
PRICE: £34.99

SCORING	
GRAPHICS	89%
SOUND	86%
PLAYABILITY	90%
DIFFICULTY	Spot On

Space Hulk's dual system of strategy and fast (and I mean fast) action sequences are perfectly judged, and should prove just as irresistible to action fans as it will be to RPG'ers and war-gamers. The action is tense enough to be almost harrowing at times, especially on the Deathwing levels. Fine, smooth graphics and haunting sound effects are just the icing on what is already a three-layered, slightly warmed chocolate fudge cake of a game.

REVIEWED BY: John

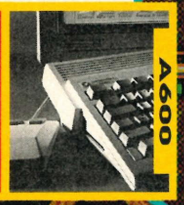
SECOND OPINION

88%? What kind of a score is that for a game as good as this? When you consider the tedious Hired Guns got 90% this is a travesty! And where's the Accolade, that's what I'd like to know.

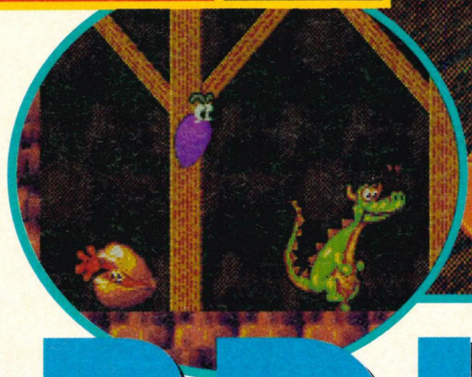
OPINION BY: Steve

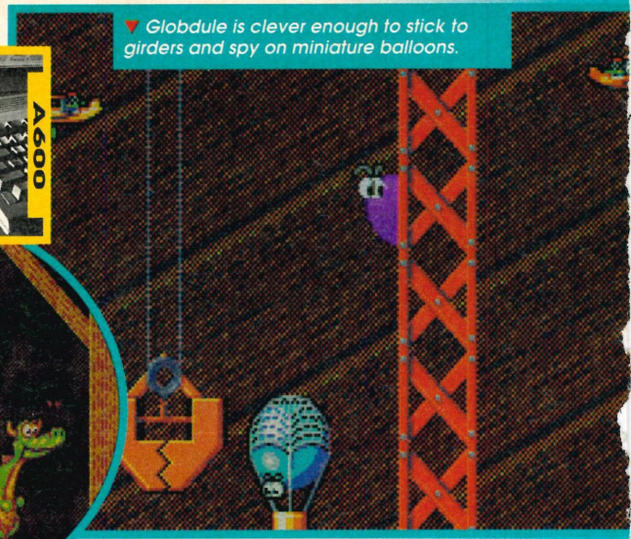
OVERALL SCORE

88%



▼ Globdule is clever enough to stick to girders and spy on miniature balloons.



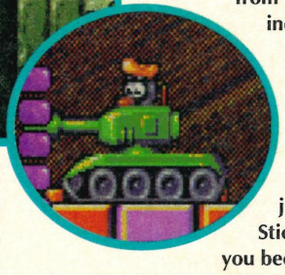


Pink blob japery aplenty as you take on the dank, dark world of Globdule.

GLOBDULE



▲ He can also scale walls much quicker than some other creatures can.



Once upon a time there was a pink blob called Globdule who lived in a damp and miserable underground cavern. His dream was to escape from his sad and humdrum existence to the colourful world outside, where he wanted nothing more than to become a toy.

One particularly gloomy day, Globdule was disturbed from his melancholy reverie by the appearance of a vision. The Great Toymaker arrived in a blinding flash of light to tell our puce pal that his wildest fantasies could become a glorious reality. All he has to do to gain his toy shop citizenship is to find his way there unscathed.

Sounds easy enough yeah? But (ho-ho here's the catch), there are 100 levels filled with various hazards and assorted nasties to negotiate first. Quel surprise!

Now before you tut and turn to Swap Shop to see what funny names some people have been christened with, just hear me out.

Yes – Globdule is a platform affair.

Yes – the whole platform scene is becoming extremely turgid.

But – here at last is a game that is daring enough to be a little different.

(Get – on with it – Ed).

(Or – you're for the chop – Ed).

Instead of the usual cute animal character cavorting around, we are presented with a small amorphous blob connected to an oversized pair of eyes. Not only can this lump of lard shuffle and leap like some sort of demented amoeba, but it can also stick itself to any part of the surrounding terrain. This enables you to cover virtually every angle of each level, and you can even hang upside down from the ceiling if you feel so inclined.

Initially you may experience some annoyance with the controls, as it can be a bit of a struggle to persuade Globbers to jump in the right direction. Stick with it though, as once you become fairly adept the game improves by about 100%.

There's all the other stuff you'd expect from a platform as well; secret rooms, trap doors, bonus lives and loads of baddies, so don't come running to me complaining of... well, anything really.



▲ But his favourite occupation is turning his back on the world and watching a funny bird fly past. Hmm.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: In House
PRICE: £29.99

SCORING	
GRAPHICS	79%
SOUND	80%
PLAYABILITY	78%
DIFFICULTY	Average

Although Globdule won't be to everybody's taste, and the gameplay is just a little bit above average, I'm tempted to give this a fairly decent mark, and I'll let you know why. Anything which attempts to be different is okay in my book, and although it's hardly mould shattering stuff, Globdule may just do enough to make other software companies sit up and take note. On the other hand, they might not, because what do I know after all.

REVIEWED BY: Neil

SECOND OPINION

Not really my cup of char I'm afraid. Globdule looks like a less impressive relative of Putty, and the gameplay of this one matches the appearance. Better efforts around.

OPINION BY: Paul

OVERALL SCORE

79%

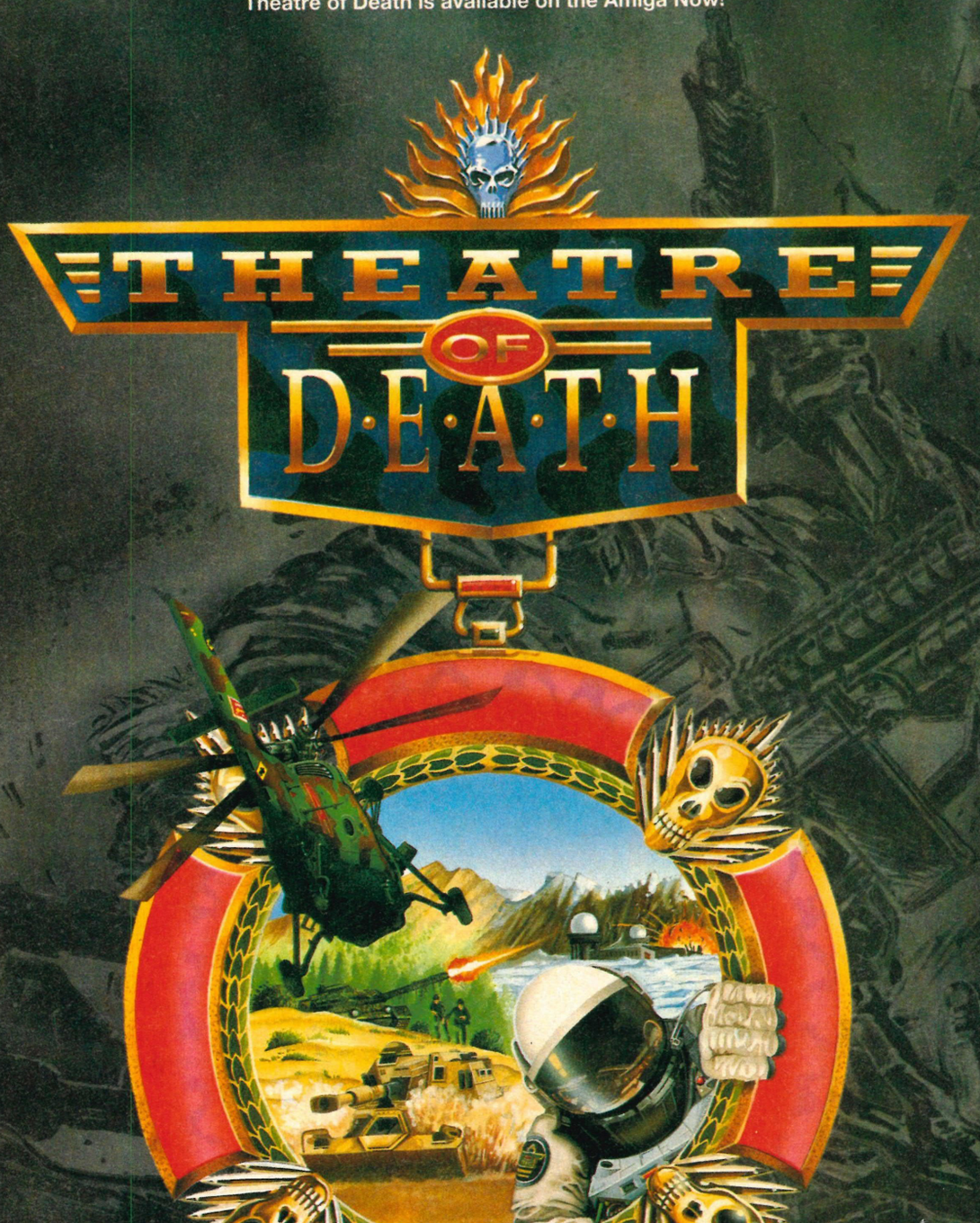
YOU'LL DIE FOR A GAME

Ladies and gentlemen, welcome to the Def Com Military Academy. You are about to operate the most advanced battle simulator ever created. After taking control of your crack division of commandos, the campaign commences in the Grassland area, progresses to the Desert and on into the Arctic Wastes where you will be thoroughly tested in all aspects of ground warfare - at the sharp end of a bullet.

Upon completing the missions, you will be transported to Moon Base Alpha for the ultimate series of challenges the academy's mainframe has to offer.

So if you are sitting comfortably and your reactions are at their sharpest, we will bring the house lights down and immerse you in the total action experience that is the 'Theatre of Death'.

Theatre of Death is available on the Amiga Now!



PSYGNOSIS

HERE'S ANOTHER ONE!



We've got 'em coming out of our ears! Quick – read this and win a CD32 (again).



What's the caper here then eh? Didn't we give away a brand new CD32 just last month? What are we – mad? No, not really – just extremely generous. Well actually, not even that generous, because it isn't really us who are giving the thing away.

Oh yeah, sure, it's in our mag, and touted on the contents page and everything, but Psygnosis are the guys with the big hearts and pockets to match, who are stumping up the 32-bit wonder for you all to have a crack at winning.

We won't go into the whys and wherefores. Suffice to say that we have a CD32 AND an exclusive gold CD copy of Microcosm in need of a good home. You know, the sort with Chinese rugs over deeply polished oak floors, widescreen television and a twice-weekly cleaner called Mrs Potts.

Anyway, what you've got to do, is, uh... let's see... Ah! Right, this is a good one. The clues below give away the identity to one member of the AA team. Study them carefully, and when you think you know who it is, pop your answer on the traditional coupon and send it in to us at the usual address. Good luck dears...

Clue1: This person is really rather stout.
Clue2: Supporter of very poor football team.
Clue3: Likes food. ("I like my food").
Clue4: Has a curious hybrid accent.
Clue5: Drives a sky blue Fiesta (badly).

*Images used from Commodore's "Creation" advertisement.

Who's That Then? Competition

I think the ex-member of the AA team is...

_____

Name: .....

Address: .....

.....

.....

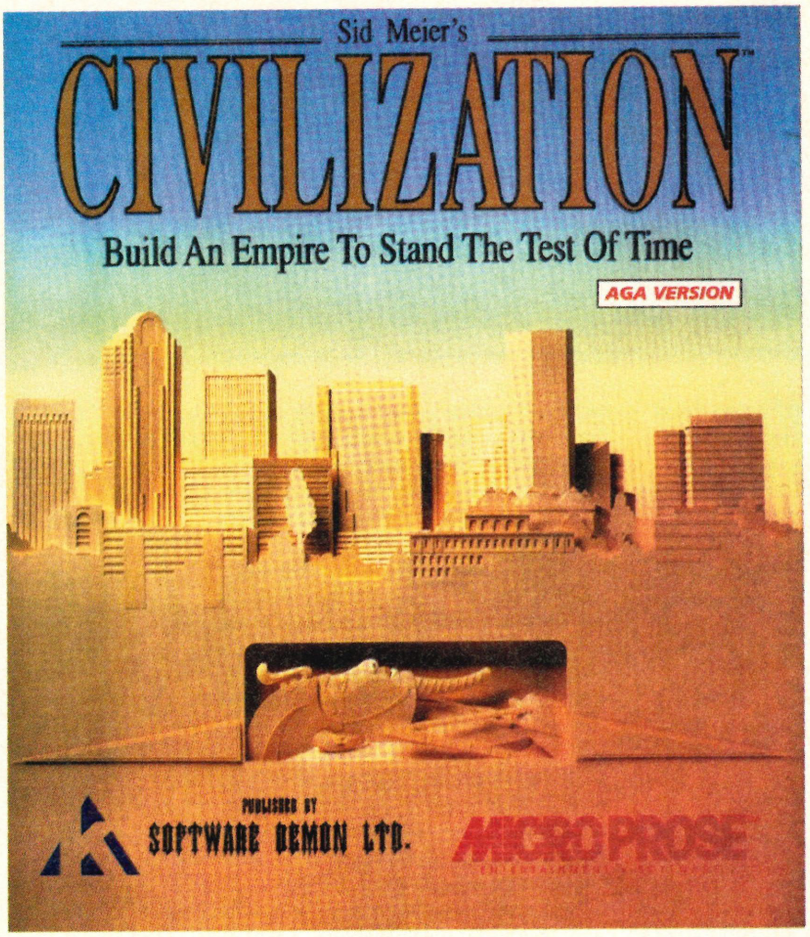
Postcode: .....**Age:**.....

Send your entries by the 22nd December to "Who's That Then 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 Win

Exactly how many awards will it take before you own a copy of Sid Meier's Civilization?



Winner!
Best Consumer Product 1991

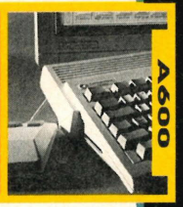
Winner!
Best Entertainment Program 1991

Winner!
Best Strategy Program 1991

Winner!
Most Original Game 1992

NEW AGA VERSION AVAILABLE NOW FROM ALL AMIGA STOCKISTS

Published by Software Demon





SECOND SAM

First there was The First Samurai and now there's the Second one. And a fine festive fist-fest it is too.

A couple of years back The First Samurai burst forth on the Amiga amidst a huge fanfare of critical acclaim – it even won a couple of awards of some description, I think, although I'm not able to tell you what these were. But suffice to say that the game's blend of furious martial arts-type fisticuffs and brain-teasing rather hard-type puzzles worked a treat, and the presentation throughout was rather immaculate.

But enough of this reminiscing business – you probably all remember the First Samurai anyway (even if it was a bit hard to get hold of for a while when the rotund newspaper-magnate boss of its publishing company took it upon himself to 'fall' off his boat at a most crucial time). What you want to know is if the game's eagerly awaited sequel is even better than its classic predecessor, I suppose, so as my wish is your command - and your pound coins pay my wages – I'll get right on with answering that very question.

The storyline to The Second Samurai follows predictably effortlessly on from that of its prequel. Having been defeated in the last game, the Demon King has retreated to his home in the mountains of Japan, there to wait for your good self to come and karate chop him to Kingdom Come. Well, he's not just waiting, obviously. In fact he reckons the home advantage might just help him pull off a surprise revenge victory against you, and therefore he's been busy conjuring up a host of foul demon spawn. These are so hideous that even Bette Midler seems tame by comparison.

Fortunately you just happen to be a finely tuned killing machine with a sword the size of Gillingham, and naturally none of these nasties hold any fear for you. So it's just a simple case of fighting your way through three massive levels representing three completely different worlds to meet the ultimate evil at the end.

The blend of beat'em up and arcade adventure works just as well here as it did in the First Samurai. Actually, it works a bit better. On the fighting side there seems to be a new attack system which lets you get in a series of rapid punches or kicks in the course of a move, while the puzzle-solving aspect plays much more intuitively.

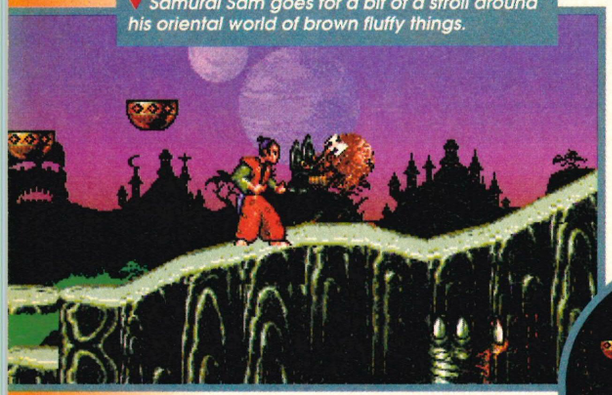
The introduction of loads more so-called boss-monsters is also a welcome improvement. They make the game far less monotonous to play, particularly as they all require completely different attack plans to defeat. Obviously a great deal of thought and imagination has gone into dreaming up these big guys, as well as some pretty startling programming. There's one enormous sort of big green walking plant thingy with lots of eyes and stuff (Shakespeare's got nothing on me) which goes through at least three metamorphoses before it finally gives up the ghost. Almost loving attention to detail like this is always a good thing to see.

As well as the boss-monsters, the game features bags of surprise bonus levels to break up the basic gameplay . Again, these generally need a different approach to complete. One of them for instance, is an Asteroid's homage, which I'm sure will find favour with all you game nostalgics out there.

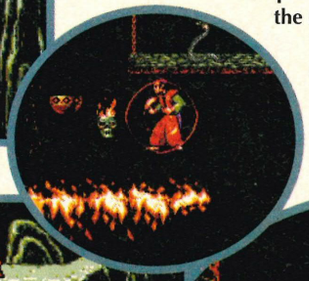
The bonus levels are certainly not just window dressing. Completing one of them adds to an Experience Point total incorporated into the

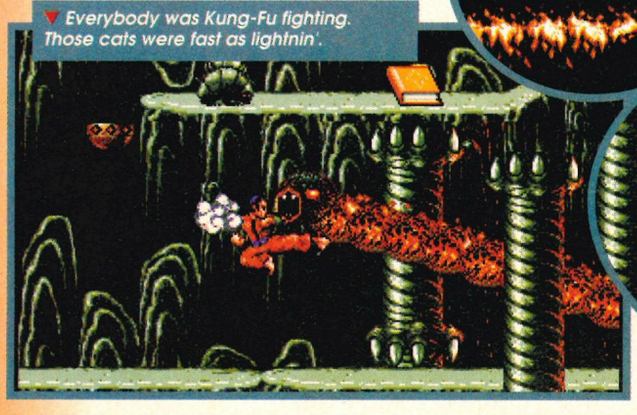


▲ By the power of Greyskull. I have the POWWEEERRRR!!!! (So there).

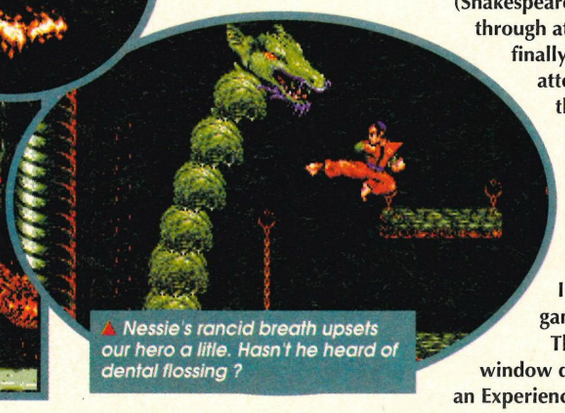


▼ Samurai Sam goes for a bit of a stroll around his oriental world of brown fluffy things.





▼ Everybody was Kung-Fu fighting. Those cats were fast as lightnin'.

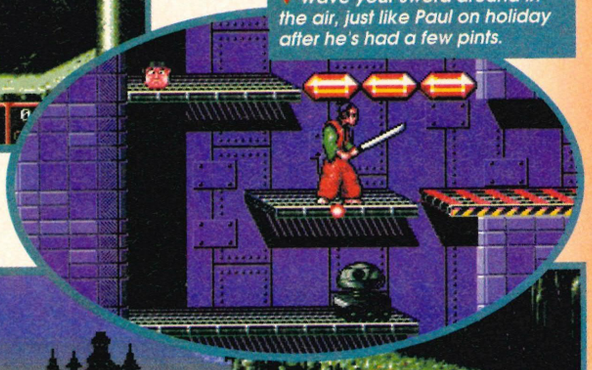


▲ Nessie's rancid breath upsets our hero a litle. Hasn't he heard of dental flossing ?





See if you can part the scary skelington from his blunderbuss.



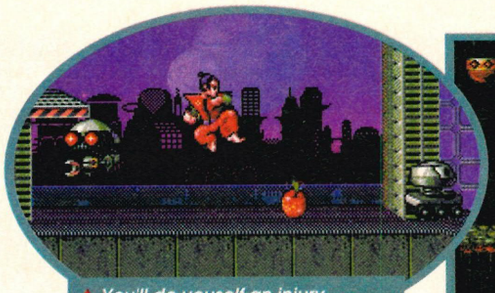
Wave your sword around in the air, just like Paul on holiday after he's had a few pints.



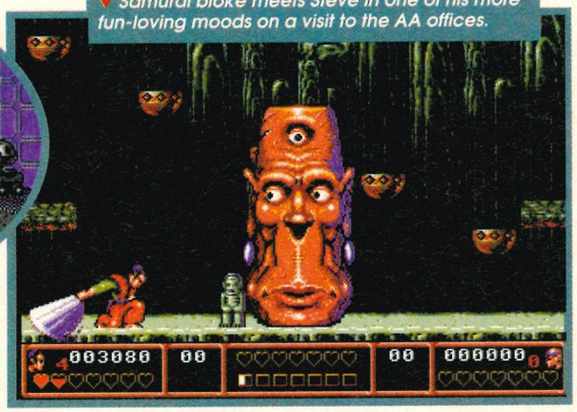


They don't have to put up with this sort of thing in the Blue Peter Garden.

IURAI



You'll do youself an injury leaping around like that.



Samurai bloke meets Steve in one of his more fun-loving moods on a visit to the AA offices.

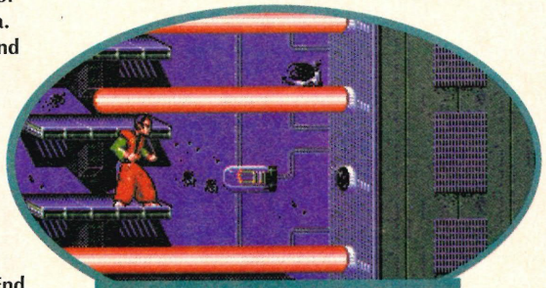
game, and the only way you'll be able to see the whole of the game's excellent movie-style End of Game sequence is to get over 90% of the total experience points available. If you only get say 50% of them, you'll be able to see just 50% of the End Game sequence. This is a particularly cunning way of making sure you come back to the game even after you've finished it once.

Two's company

Second Samurai's greatest improvement over its predecessor, has to be the simultaneous two-player option. It is of course a bit limited by the old problem of having to keep both characters on screen at once, but actually for once this doesn't detract too much – especially as you can alter the game options so that hitting each other really does hurt. In fact, you can forget about solving the game altogether if you want to, and just smack the hell out of each other in what effectively becomes a Way of The Exploding Fist played over a much bigger area.

Unfortunately though, I have to say that Second Samurai wasn't quite as much of a step up from First Samurai as I'd hoped. I sometimes found the graphics style and the animation curiously dull to look at (with the exception of the fine futuristic look to the third world). Also I found myself wishing there had been a few more developments in the way the central character moved and the sorts of weapons he could use. There are some good sound effects and a terrific End of Game sequence. Overall I still felt that Second Samurai would only have shone out as a truly astounding piece of software a few months ago. Turrican 3 (yes, I've managed to mention it yet again) immediately springs to mind as a slicker and, to be honest, more enjoyable game of this type.

Right, it looks like this will probably be the last words I write for Amiga Action before I swan off down to London to start my new job, so let me take this opportunity to thank you, our loyal and deeply trendy readers, for not writing any letters to Paul telling him you think my writing is rubbish. And, of course, I must thank the Amiga Action team for being, well, pretty ruddy smart, basically. Now just watch this paragraph get subbed out! Oh, and Merry Christmas.(Boo hoo! – Ed) (Ha Ha – Steve) (Who's John? – Neil) (What are your thoughts for 1994? – Rachel) (I didn't sub it out – Karen)



Dead-ends are no problem for our man as he er.....(poor caption).

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: Vivid Image
PRICE: £29.99

SCORING

GRAPHICS	88%
SOUND	85%
PLAYABILITY	87%
DIFFICULTY	Average

A superb blend of beat'em up and arcade adventure set over a massive playing arena. Loads of boss-monsters and hidden bonuses ensure that the game never fails to surprise or impress. I just wish I could have been blown away a little bit more than I was – Second Samurai's illustrious predecessor had got me hoping for a completely awesome sequel, so I was a bit disappointed when it turned out to be only fairly awesome.

REVIEWED BY: John

SECOND OPINION

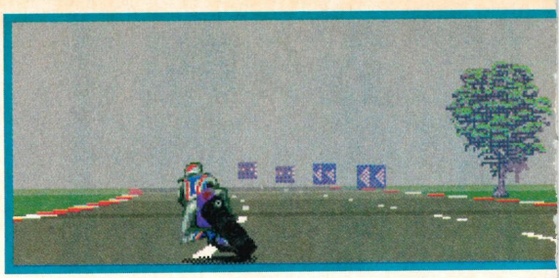
Graphically excellent and incorporating gameplay aplenty, Second Samurai takes the beat em-up one step further, and proves that there's still a lot of mileage in the old formulae.

OPINION BY: Paul

OVERALL SCORE

87%







Don your leather trousers and mount the fiercest collection of two-wheeled machinery ever assembled on the Amiga.

PRIME MOVER

I like to think of myself as a bit of a racing game aficionado, so I was more than chuffed when I got the chance to take a look at Prime Mover from Psygnosis.

Waiting for the game to load, I took a quick scan at the screen shots on the box, and was gratified to learn that here we had an arcade style motorcycle game with lots of nice circuits to practice and race on.

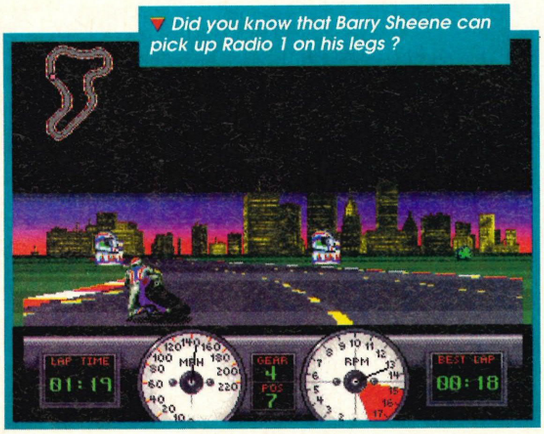
One fairly impressive intro sequence later, you are offered the choice of a number of different riders (one of them looks uncannily like Sue Lawley), and the chance to enter your name and age etc.

You are then presented with five of the meanest looking motorcycles this side of Easy Rider. Firebird, Hellcat, Hurricane, Nitemare and Rogue are superb examples of gleaming mettalica, and they all have their own individual handling characteristics. But don't be greedy, you can only ride one of them at at a time.

Having chosen your preferred machinery, it's time to make your way to the pits and mount your mighty steed. There is a chance to test the bike first, but if you're as impatient as I am, it'll be straight down to the serious racing action.

Action begins at the USA GP, and you can feel the tension mount as you approach the back of the grid. The lights turn to green and you can almost imagine Murray Walker screaming "And it's Go!" into his specially reinforced microphone.

▼ *Did you know that Barry Sheene can pick up Radio 1 on his legs ?*



Pulling a small wheelie as you leave the line, you're immediately caught up in the frantic mêlée of other riders, and some serious weaving antics are required if you're to get in the lead at the first bend. Paul is exceptionally good at this as he gets plenty of practice on the A6 each morning in his racy grey Nova (and plenty of beeps and strong language from other road users to boot).

Several laps later the chequered flag looms into view and you can give your joystick hand a rest.

Avoid the wooden spoon of the seven competing riders and you will be allowed to continue to the next circuit. If you don't then it's back to the drawing board for all you shamefaced Vespa owners out there on the roads.

Well, basically that's about the size of it. The graphics are fairly smooth, and it isn't too difficult to keep the bike on the track. There are some nice touches with the racing circuits as well – the British GP is shrouded in fog and takes place on the Isle of Women (oh the imagination of these programmers). Overall, not a bad stab at an often copied genre.

▼ *Red sky at night, shepherd's delight. Sheep drowned in the morning, global warming.*



THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: In House
PRICE: £29.99

SCORING	
GRAPHICS	80%
SOUND	77%
PLAYABILITY	78%
DIFFICULTY	Average

I know that I'm leaving myself open to criticism from the rest of the AA crew here (especially the generous Steve), but I actually consider Prime Mover to be a more than enjoyable spin around the park. There are plenty of other similar titles available and I must admit that I do prefer Road Rash. But if you like your motorbikes and are a fan of serious competitive racing, you may be tempted to line the pockets of Psygnosis with your hard earned wad.

REVIEWED BY: Neil

SECOND OPINION

It's very fast, but Prime Mover doesn't seem to have evolved from the stage it was at over six months ago. Nothing but an average (and rather easy) racing game.

OPINION BY: Paul

OVERALL SCORE
78%

LIMITED EDITION FREE T-SHIRT

"COULD WELL BECOME THE CULT HIT OF 1993"
AMIGA ACTION

LIMITED EDITION FREE T-SHIRT



"IT'S FAST FURIOUS AND FUNNY"
AMIGA ACTION

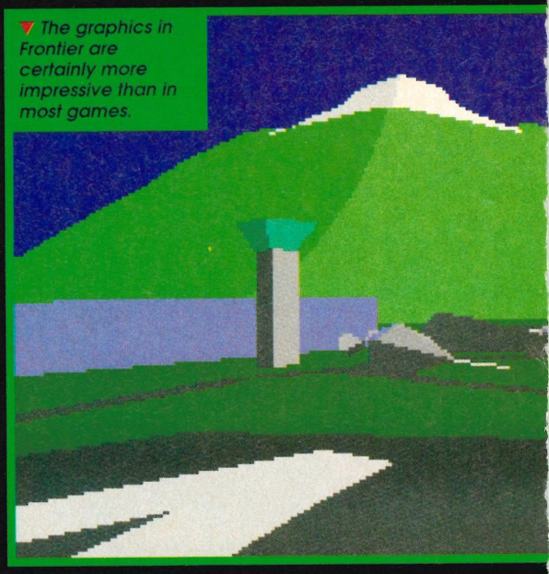
"BLOODY MARVELLOUS"
THE ONE

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It has certainly been a long time arriving, but the important thing is it's here. Can any game be worth a wait of a decade?...



▼ The graphics in Frontier are certainly more impressive than in most games.

FRONTIER



It's hard to go into reviewing a game such as this with an open mind, which as far as I'm concerned is the most essential factor in giving a game a fair review. It is all too easy to decide beforehand the way your opinion is going to go. This generally falls into one of two schools of thought, especially if the product has been hyped to the limits that Frontier has been.

On the one hand you can choose to go along the path of, "Well everyone else thinks it's good so I had better not rock the boat by throwing my hat into the ring", or alternatively you can say, "Right, I'm going to be really controversial here and give it a low seventies score", even before you have seen the actual game.

The reason I'm saying all of this is because in this case especially, this was a trap I made a conscious effort not to fall into, and I think I managed it quite well.

Elite was something I watched from afar. I couldn't quite get my head around the game itself, as far as playing was concerned, perhaps because of my tender years at the time, but I saw the effect it had on others, and accepted the fact that what Messrs Bell and Braben had created was something not far short of a piece of sheer genius.

For this reason I eagerly anticipated the arrival of Frontier. It was far too late for me to attempt to become involved in the original, which I feel I would now be able to get to grips with more easily, so the sequel offered me the opportunity to get to grips with a piece of the action.

Let me now detail my initial impression of the game, and to be honest, I wouldn't be surprised if it is identical to that of 99 per cent of the people who play the thing.

The first thing that leapt up at me when I was leafing through the hefty documentation was how similar to the original everything seemed to be. Elite with knobs on was a phrase that came instantly to mind, albeit fairly large knobs.

Short sighted

Still, I was not to be deterred. I wasn't going to let a manual put me off the game I had been waiting for so long, so I inserted the disk and waited. After a few seconds the animated intro sequence began. It's a bit on the jerky side isn't it, I thought to myself. I know, I'll have a look at it on a 1200, so off I went and I put the disk in and waited. Again after a few seconds

Communication



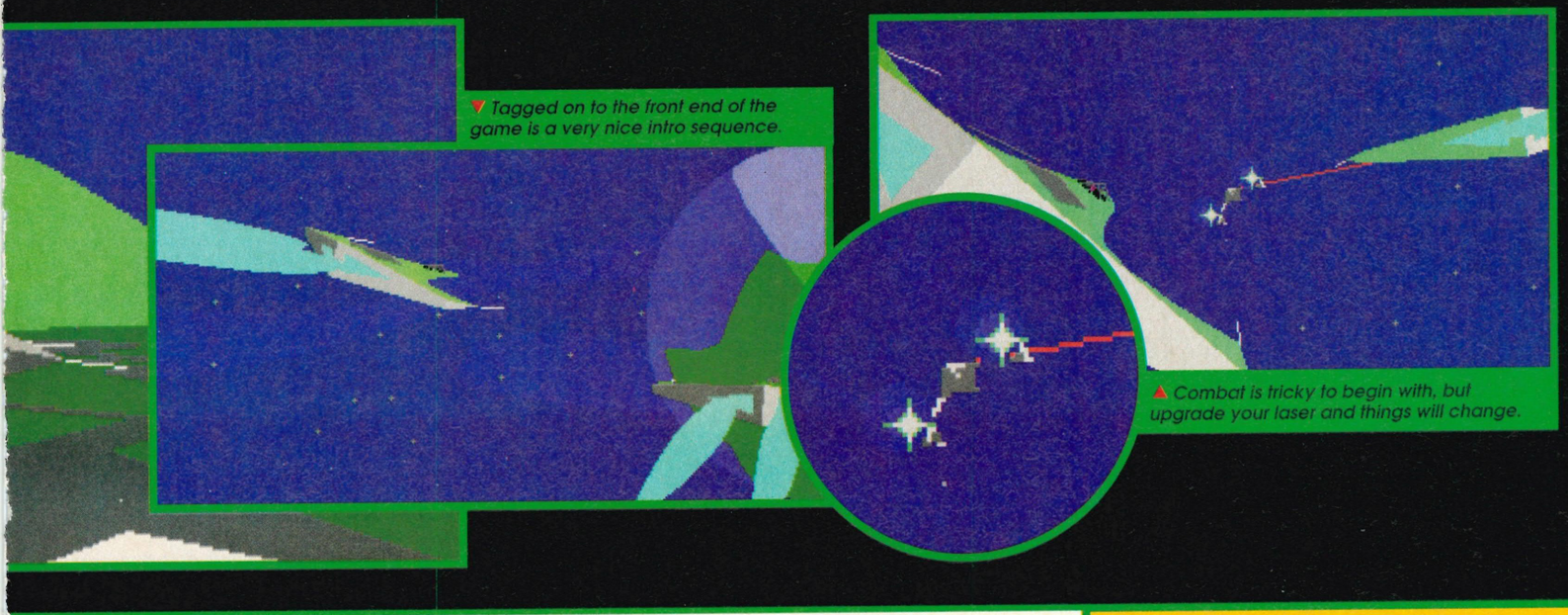
1. Before you take off from any landing pad or space station, you must request launch clearance or receive a hefty fine.

2. The shipyard is the place to go if you receive any damage in battle, or earn enough to upgrade your vessel.

3. The bulletin board is the best place to earn some real money fast, by taking on one of the various missions therein.

4. Budding Arthur Daleys will be in their element here. Buying and selling is the name of the game, and if you're good at it, you could make a fortune.

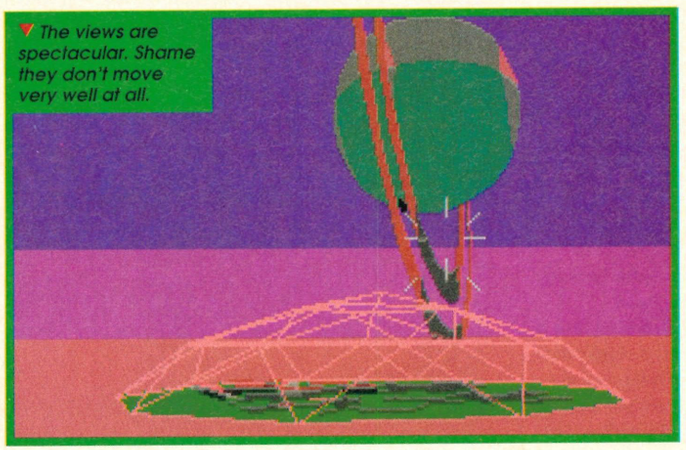
5. When you first start out, your ready cash will be a bit on the low side. Once you have established a trading route though, those credits will soon start to flood in at a great rate of knots, so don't worry yourself.



▼ Tagged on to the front end of the game is a very nice intro sequence.

▲ Combat is tricky to begin with, but upgrade your laser and things will change.

ELITE II



▼ The views are spectacular. Shame they don't move very well at all.

the intro began. It's a bit on the jerky side isn't it, I found myself thinking in an uncannily similar way to a moment earlier.

At this point I have to admit that my heart sank a little. If the game plays as slowly as this then there are a lot of people who are going to be very disappointed. I went back to the trusty 600 and began to have a crack at the thing itself.

After requesting launch clearance I took off and started to fly around a bit. Things started to look really bad at this point. I banked my ship to the left and to my absolute horror watched the city that was represented on the screen lurch around horribly. The screen seemed to be updating about once a second at the most, causing the game, it has to be said to look pretty pathetic. Then, by some incredible stroke of good fortune, perhaps divine intervention maybe, for some wholly inexplicable reason I hit the escape key twice, and there it was in all it's glory. The settings screen. This may not sound much in itself, but when I tell you that it contains options to turn down the level of graphical detail, remove clouds etc, you should begin to understand its significance.

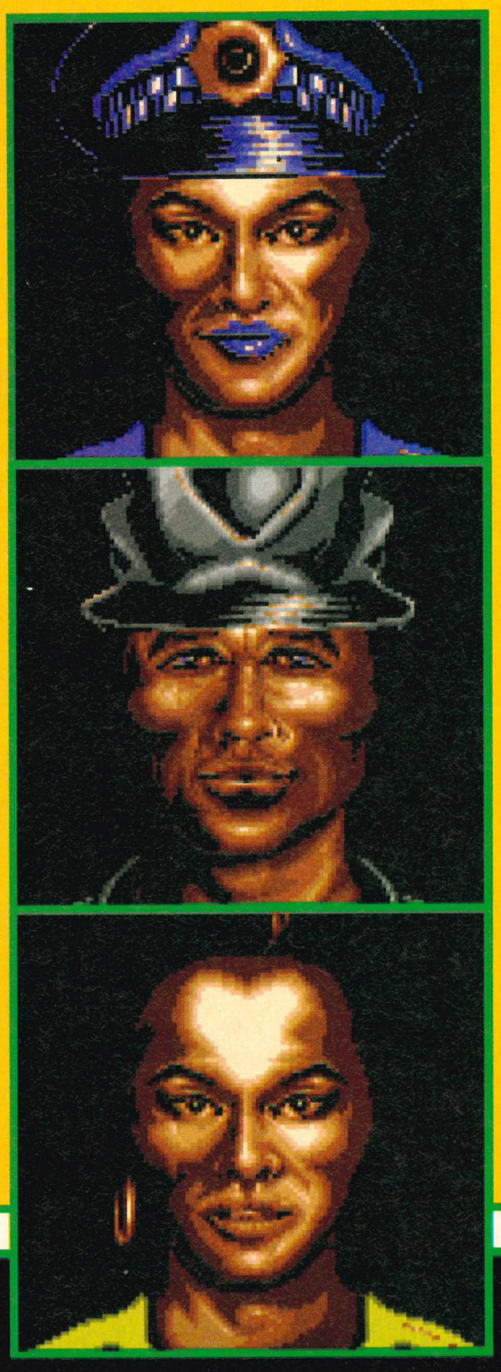
This single screen saved Frontier from being a flop in my eyes. If you take my advice the first thing you will do is turn everything that you can off and set the detail level to its minimum. You may lose some of the aesthetic appeal, but once you are involved in the game it really doesn't matter.

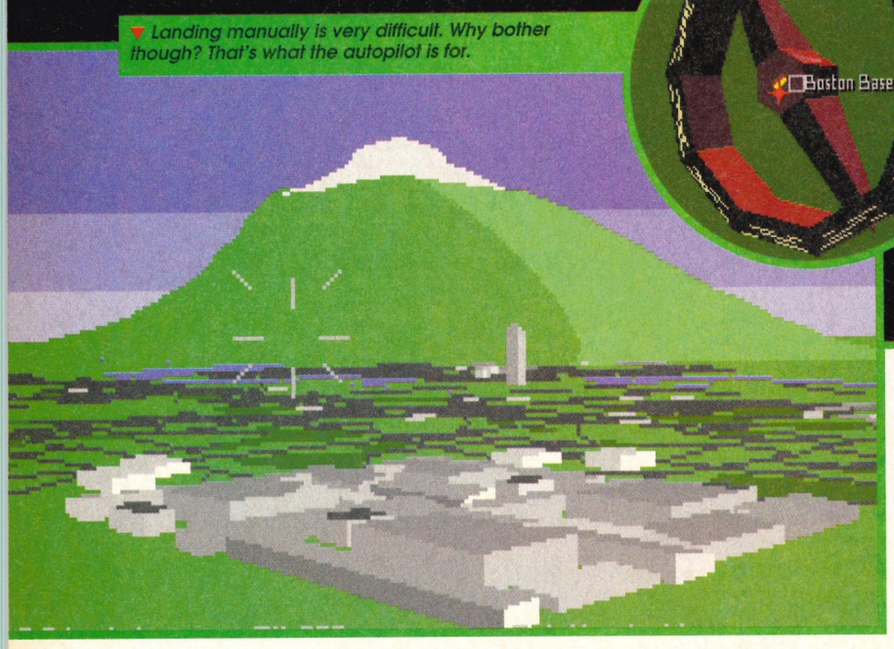
When you have done this everything runs at a more than acceptable rate, and remember this is on a 600, 1200 owners should be much happier with the rate they get.

AMIGA ACTION ACCOLADE

On to the story. Well, there isn't one. Not really. Basically you are a space trader and can choose to play the game anyway you like. You are not limited in anyway, other than the way of life you choose must take place within the confines of a spaceship, so my aspirations of being a painter and decorator went out of the window right away, although I do feel it is an option that should certainly be included in a lot more future products.

You may become an everyday trader, a bounty hunter, a mercenary, or even a criminal





▼ Landing manually is very difficult. Why bother though? That's what the autopilot is for.

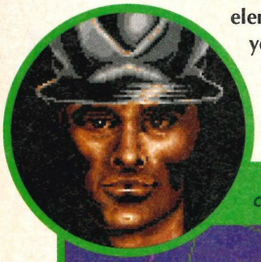
▼ Without giving any real hints, this is a place you should visit regularly when you first begin to play.



running black market goods to other such swarthy types as yourself. It really is up to you. At first I would suggest you keep your nose clean and set up a nice little trading route, on which you can make a fair few credits without running into too many pirates. After that, the universe is your oyster so to speak, and you are guaranteed to have a ball.

Combat is very difficult at first, mainly due to your puny laser which has about as much power as one of Paul's girly punches. This combined with your lack of shields makes you easy prey for any budding Blackbeards who may be lingering around.

For this reason, upgrading those two elements of your ship should top your list of priorities.



You can improve or repair just about every aspect of your ship, or if you're especially flash, buy a whole new one. The only drawback is that they all cost a lot, so getting those trading links set up is a must.

Frontier is amazing. It really isn't like me to go that far about a game, but in this case it's true. I am not ashamed to admit that my entirely negative first impression was completely and utterly wrong. There is so much to it that I doubt I will ever see everything the game has to offer, I certainly haven't yet, and I get the feeling I have only just scratched the surface.

Jam packed

It seems that everything you can think of doing has been thought of and somehow crammed onto that one tiny disk. How it has been done I cannot begin to imagine, and I don't really care either. It has been done and I'm not boring enough to ask the questions. (Where's John when you need him?)

This is the most complete game I have ever played and has held my interest longer than any of the others that spring immediately to mind.

Whether I am still playing it in a month, or even a weeks time remains to be seen, but at the moment I cannot find a serious fault. If you were to be picky you could say that the manuals aren't really up to scratch in terms of informing you about how to perform certain actions, but to be fair, to detail every action would have taken something close to the size of an encyclopedia. You could also say that the speed the game moves is too slow, but speed really isn't that important, and as I said earlier there is that handy options screen if you don't mind sacrificing a little graphical detail. When you consider that there are around 100,000,000,000 different planets and moons accurately programmed in I'm surprised it even moves at all.

When I was playing Frontier, I had a vision. A vision of thousands of people playing all at the same time in different countries in one giant, linked up version of Frontier, controlled by a massive mainframe utilising the phonelines. Sort of like Air Warrior, but much much better. This would be the ultimate in computer entertainment for me. The possibilities are literally endless. I sincerely hope that Mr. Braben has a similar idea, because if anyone could pull it off, I'm quite sure that he is the one to put your money on.

▼ The Galxy map provides access to worlds that are quite literally beyond your wildest dreams.



THIRD OPINION

What can you say about a game like this? Sorry – did I say game? – a stunning experience is a better way of putting it. Many people believe that software prices are high. £29.99 for this? An utter bargain.

OPINION BY: Paul

THE LOW-DOWN

PUBLISHER: Gametek
CONTACT: 0753 553 445
TEAM: David Braben
PRICE: £29.99

SCORING	
GRAPHICS	88%
SOUND	90%
PLAYABILITY	94%
DIFFICULTY	Spot On

I'm not going to go overboard on the mark. 93% is quite sufficient and I will be amazed if I ever consider any game to be less than 7% short of perfection. Frontier though, is probably the best game I have ever played. I say probably because you can never really tell until a couple of months have passed. I doubt if I will still be playing then, but at the moment I am and that is all I can say. This offers everything you could want in a game of this type.

REVIEWED BY: Steve

SECOND OPINION

In my rather sad youth I used to play Elite on my BBC Micro rather than do my homework of an evening. With the arrival of Frontier, I'm sure school expulsions will rocket and educational standards drop.

OPINION BY: Neil

OVERALL SCORE

93%

A STATE OF MAGICAL SPEEEEEEEEED

WIN a Mega Drive and a copy of Wiz 'n' Liz. Plus five runners-up prizes of games. Just answer this question: Which planet do Wiz 'n' Liz live on? a) Venus b) Pum c) Glum Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Wiz 'n' Liz leave the rest standing, Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.

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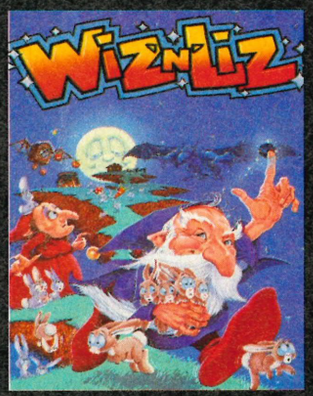
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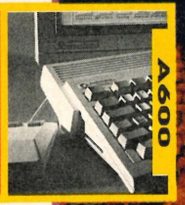


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FROM THE UNITED STATES OF PSYGNOSIS



▲ Up the slope we go to collect the rabbits and use the letters to make a word.

WIZ 'N' LIZ

Collect fruit and mix magic spells. If you like. It's up to you really.

Oh dear. Come on man, get a grip. It's only a review, you can do it. Deep breath and away you go.

Right. Once upon a time, in a land far, far away, there lived a lot of fruits. Pieces, sorry – pieces of fruit. Yes, that's it, there lived a lot of pieces of fruit. In this far away land, a long time ago. And these fruits were happy – they had everything that, uh, fruit could ever want. One day, the skies went dark and– no, no, no, that isn't right is it? Oh Lordy, let's try this one again.

Ahem.

Don't you just love rabbits? They're ever so cute to look at, and make excellent pets for children and adults alike. Harmless creatures that they are, rabbits have made numerous appearances in computer games over the years, usually as the object of hatred for someone really nasty.

Anyway, in this case, the rabbits are in a spot of bother yet again. You see the thing is, they... well... they don't, erm... Oh I'm sorry! I'm trying, really I am, but there isn't too much in the way of story, and what with it being a bit of a tradition and all, I just thought I'd cobble something together. Let's forget it and just get on with the review...

For whatever reason, lots of rabbits (or wabbits, as game text irritatingly insists on calling them) have been spirited away to several different locations, and for whatever reason, two magicians – or a sorcerer and sorceress to give them their correct titles – have got to bring them back. To Earth, I suspect, but that isn't made particularly clear either.

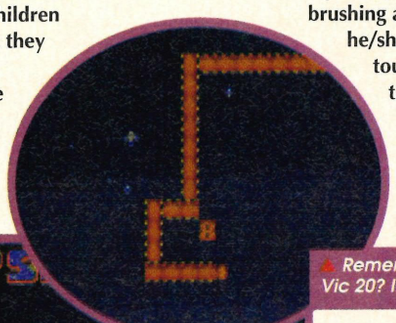
These r– sorry – wabbits now bound around the sunny meadows of places such as Lunarland, Snowland, Templeland, Grassland and a whole host of others, but the situation needs altering (again, I know what not why), and our magical friends Wiz and Liz are charged with the task of doing just that.

Wabbit Alphabet

Now bear with me through this, because like I say, nothing is made particularly clear, but Wiz (or Liz, or both if you choose the two player option) needs to run along a looped scrolling landscape, brushing against "wabbits" as he/she/they go. Once touched, the "wabbits" turn into letters for seemingly no reason at all, and once the word at the bottom of the screen (oh yes – there's a word at the bottom of the screen, by the way) has been filled with the corresponding letters, a certain number of extra rabbits must be "brushed against" in order to get the chance to collect some fruit.

But why collect fruit? Well, two pieces of fruit mixed together makes a spell. There are loads of pieces of fruit and loads of spells: everything from extra stars (traded in for hints at The Hint Shop) to double points and extra time.

Time? Didn't I mention the levels were timed? Well they are, and to be honest, despite the fact that



▲ Remember Snakebyte on the Vic 20? It's again. Top bonus.



▲ But surely the resultant smoke would mean that the sheets ended up dirtier than ever, no?

▲ Do one out of the door, mix the spells, and – ah, come back and do it again.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: M. Chudley & M. Waterworth
PRICE: £29.99

SCORING	
GRAPHICS	75%
SOUND	78%
PLAYABILITY	72%
DIFFICULTY	Easy

In a strange sort of way this reminds me of Ocean's Cool World – rushing to beat the clock and collecting things for level after similar level, and very little else. Except of course Wiz 'N' Liz does have something else – the dozens of sub levels which break up the inevitable monotony and make the game not bad. Unfortunately, they don't do enough to make it good either. So where does this leave it? Average! Average! It simply screams average.

REVIEWED BY: Paul

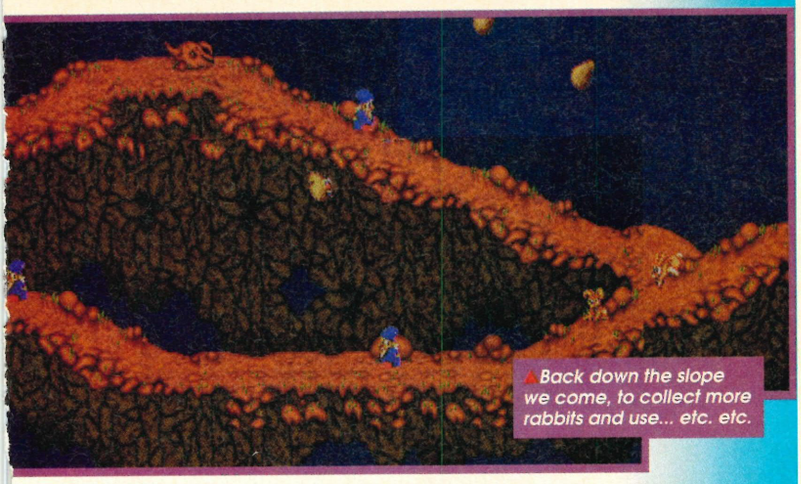
SECOND OPINION

I don't know what's wrong with him. Wiz 'n' Liz isn't half bad in my opinion. Then again, I always thought he didn't know what he was on about half the time. (You're not taking it seriously – Ed).

OPINION BY: Neil

OVERALL SCORE

69%



▲ Back down the slope we come, to collect more rabbits and use... etc. etc.

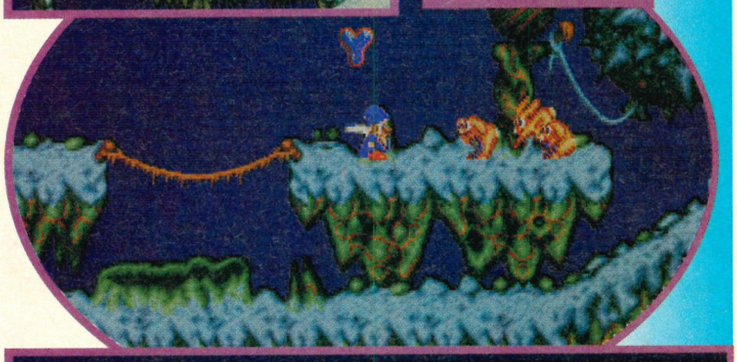
there are as many hidden levels as proper out-of-the-closet ones, the tight time limits in the later stages are the only thing that makes the game worth playing.

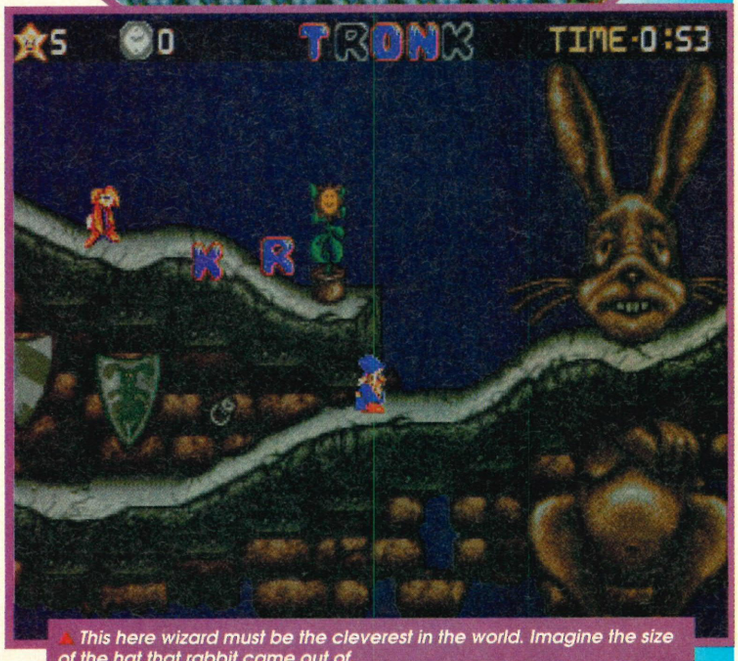
"Brushing" against "wabbits", collecting fruit and mixing spells is all very well and dandy – and the split screen two player option isn't too bad either – but the game is far too easy for far too long to make it more than nominally appealing.



◀ Wiz was happy to run all day just rounding up the rabbits and making spells.

▼ But the rabbits began to wish they were in a slightly less tedious game...





▲ This here wizard must be the cleverest in the world. Imagine the size of the hat that rabbit came out of.

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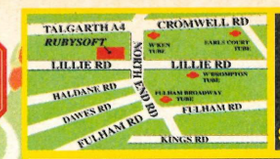
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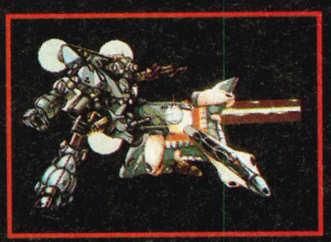
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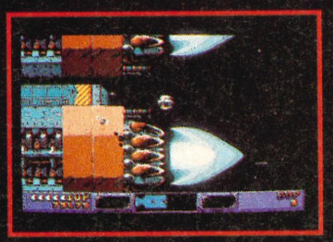
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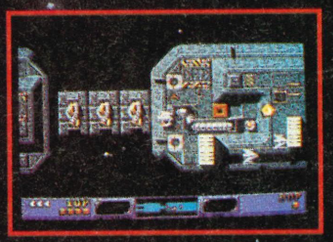
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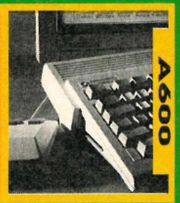
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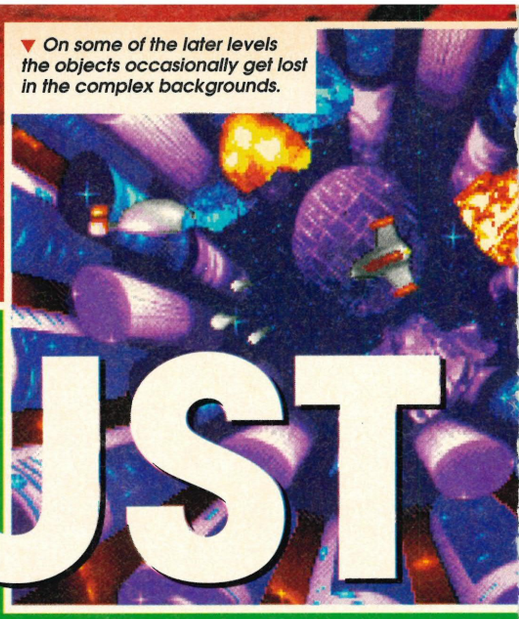
GRAFTGOLD Creative Software

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STARDUST



▼ On some of the later levels the objects occasionally get lost in the complex backgrounds.

The Fins thought it was fine, and Daze are in a whirl. Asteroids returns with a new set of clothes, but do graphics maketh the game?

Hang on, what's this Daze business then? I distinctly remember some Finnish bloke called Mika from Bloodhouse bringing this in for a preview a few months ago giving off a quite apparent air of we're going to publish this ourselves mate and no mistake.

Well apparently recent developments have occurred, and thanks to a series of faxes and phonecalls between the London headquarters of Daze Marketing and some building deep within the cold, icy wastelands of Scandinavia, it has come to pass that the product is now in the hands of the software house equivalent of a Womble (making good use of the things that they find).

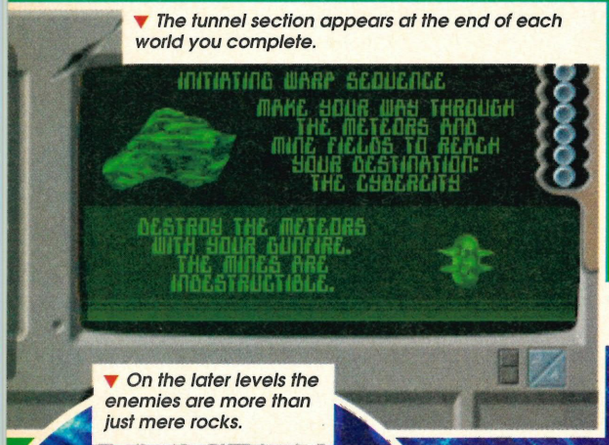
Put it away!

Well, I don't suppose it really matters in the end who puts the game in to its little box. Anyway we'd better get on now to find out whether this is as good as Paul made out when he enthused about it, somewhat embarrassingly I think, "Get ready to splash out some cash and be amazed when this baby rears its head."

I have to admit I was more than a little sceptical about where Stardust's appeal lay, although I admittedly hadn't even touched a joystick when the disks were anywhere near a machine. Jumped up Asteroids if you ask me, nothing more, nothing less, and I never quite got my head around the original.

Still, never let it be said that I don't go into things with an open mind. I don't, but never let it be said anyway. However, I was prepared to give Stardust a far crack of the whip, and to start with I was pleasantly surprised.

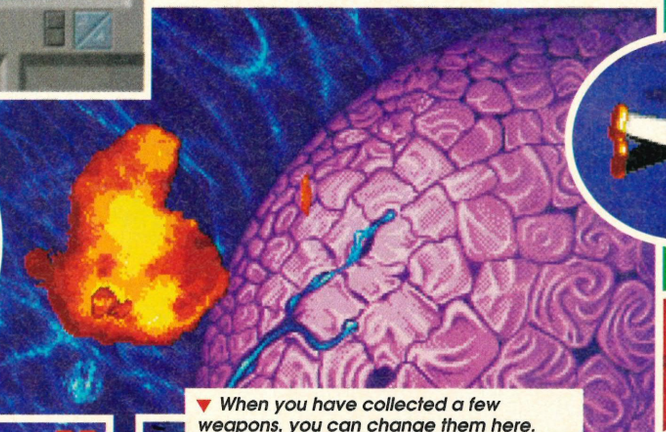
One thing that does concern me is that I can't find a story behind the game. As far as I can tell there isn't one. This is



▼ The tunnel section appears at the end of each world you complete.



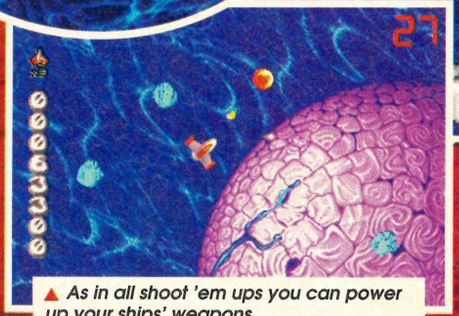
▼ On the later levels the enemies are more than just mere rocks.



▼ There can be no denying that the graphics are spectacular, but the game doesn't match up.







▲ As in all shoot 'em ups you can power up your ships' weapons.

▼ When you have collected a few weapons, you can change them here.



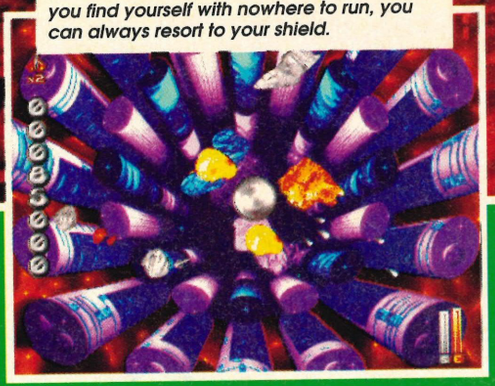


▲ The tunnel stages are certainly aesthetically pleasing if nothing else.

▲ You really do need more powerful weapons when you get to this late stage.



▼ Just too late with that shield. You need to sharpen up your reflexes to succeed.



▼ You are not completely defenceless. If you find yourself with nowhere to run, you can always resort to your shield.



▼ Some rocks take more hits than others to destroy, with gold being the hardest.

nothing for you to concern yourselves with, as to be honest it isn't a major problem, but it is for me. There is nothing like a good storyline to bump up the old word count. I could always invent one, but that really would be a futile exercise. That's never stopped me in the past though, so here goes.



On second thoughts, better not I suppose. What I can tell you though is that you will be faced with 620 000 tons of cosmic meteors hurtling towards you and programmed to smash all human life, namely you, out of existence. You must fire up your intergalactic star ship and launch yourself into the most exciting cosmic shoot-em up ever to hit your TV screen. (or so they say!)

At this point I feel it would be appropriate to detail my first encounter with the game. Loads up fine. OK, firebutton fires, fair enough. Left and right moves left and right. I can cope with that. After a couple of practise spins I've split a few of the larger rocks into smaller pieces, hence making the screen far more cluttered. Nothing too tricky so far. Time to get a little adventurous now. Time for a bit of a thrust I think.

OK, I've got up a fair head of steam and all guns are blazing. Big rock. Don't panic just gently apply the brake and everything will be OK. Hang on, no brake. Crash. Explode. Nice one.

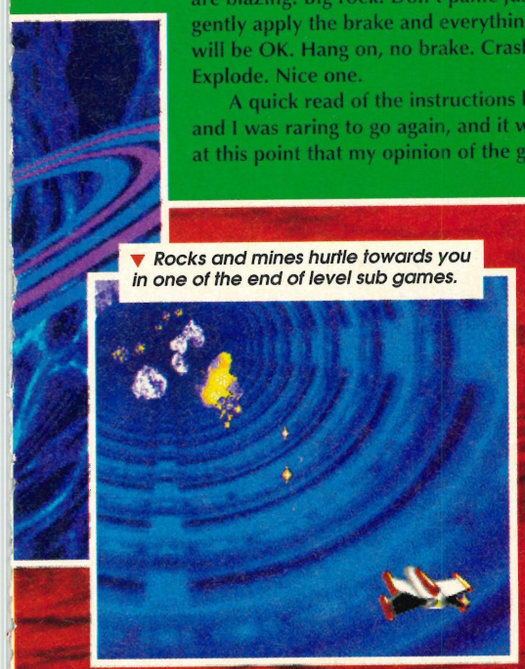
A quick read of the instructions later and I was raring to go again, and it was at this point that my opinion of the game changed. To my horror I actually found myself enjoying Stardust's frantic action far more than I would have ever thought possible. Although the control method is a little ungainly at first everything soon becomes second nature, and you soon get the hang of sliding away from trouble using your thrust capacity.

For a good half an hour I was completely engrossed. I progressed quite some distance and was thoroughly enjoying myself when suddenly, out of nowhere I was struck by a rogue thought that had sneaked in among the happy, positive ones. It's a bit samey isn't it, it whispered to me. Could do with a little more variety, don't you think? And to my astonishment I found myself agreeing with the little beggar. Hmm, you could be right I replied, to worried looks from others near me in the office.

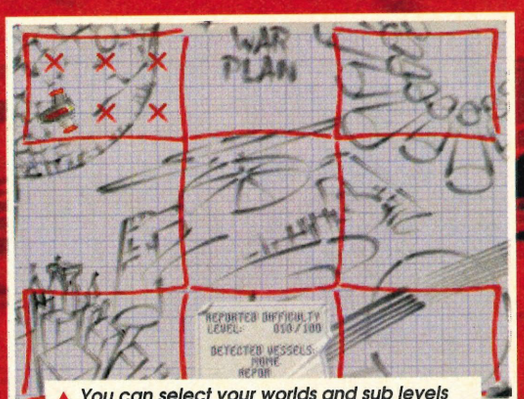
Old nag

Once that nagging doubt was planted it all became clear to me. Stardust, while fun for a while is just lacking a little something to push it into the realms of greatness, and while it certainly isn't bad, or even mediocre, I can't really say that it is one of my favourites either.

An attempt has been made to provide a little variety through the addition of the tunnel level and the other sub game, while the soundtrack is a good thumping acid affair with plenty of digitised speech, which isn't in Finnish I'm pleased to say. However, all of this isn't enough to save the game from falling fairly and squarely into the alright category, which is one that seems to be growing at an alarming rate in my opinion.



▼ Rocks and mines hurtle towards you in one of the end of level sub games.



▲ You can select your worlds and sub levels through this screen.

THE LOW-DOWN

PUBLISHER: Daze Marketing
CONTACT: 071 328 2762
TEAM: Bloodhouse
PRICE: £16.99

SCORING

GRAPHICS	89%
SOUND	83%
PLAYABILITY	80%
DIFFICULTY	Average

It's a shame that I can't bring myself to be more positive about this game. Don't get me wrong, I am sure a lot of people will glean plenty of enjoyment from it, but it just doesn't do anything for me. It did for a while, but that first impression wore off rather too quickly for me to recommend it to anyone. I'm not saying don't buy it, what I am saying is think very carefully before you do. It may be cut price, but it certainly is not an essential purchase.

REVIEWED BY: Steve

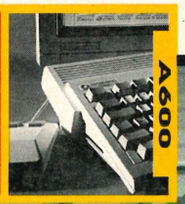
SECOND OPINION

Stunning ray-traced graphics and speedy tunnel levels, but the core of the game just isn't varied enough to elevate Stardust to the classic status I thought it was bound to achieve.

OPINION BY: Paul

OVERALL SCORE

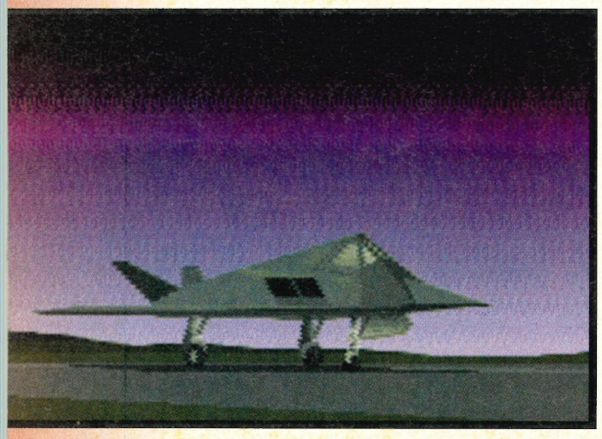
78%



▼ Arming your plane for any mission is probably the most important task you need to carry out. Do it properly.

F-117A STEALTH FIGHTER

Not since the days of F19 Stealth fighter has flying been such fun. And funny looking too...



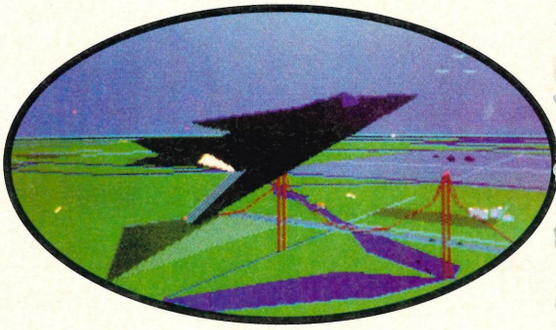
A long time ago, sometime in the murky depths that represent my memory, I remember playing, on an ST of all machines, a flight sim called F19 Stealth Fighter. Many criticized this for being too simplistic, too much like a shoot 'em-up opposed to a real simulation. I disagreed, and played F19 to death.

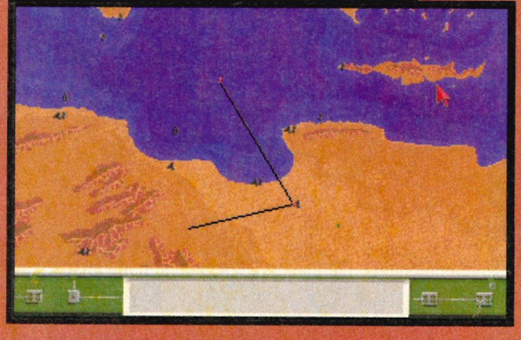
I played this probably more than any other game I have encountered to date. To my delight MicroProse announced that a sequel was to emerge, based around the F117A Nighthawk, an aircraft which made a cameo appearance in the original, but only as a supporting player to the F19.

My raptures were culled somewhat by the announcement that the sequel would more than likely be a PC only product, making it at the time, accessible to about four people in this country.

This all took place about three years ago. The PC event took place and was a storming success, much to my frustration. If it had been a failure at least I wasn't missing out. Then rumours began that due to the phenomenal success of the PC version, an Amiga conversion was in the offing. The rumours then became fact, and I found myself reviewing the Amiga version of F117A Stealth Fighter, and not being disappointed I might add.

My previous knowledge of the earlier game left me in good stead, and I was able to jump into the cockpit almost straight away without feeling

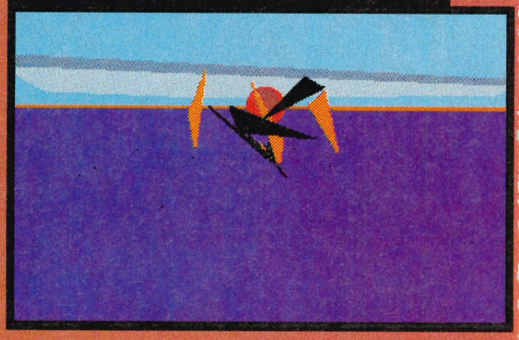




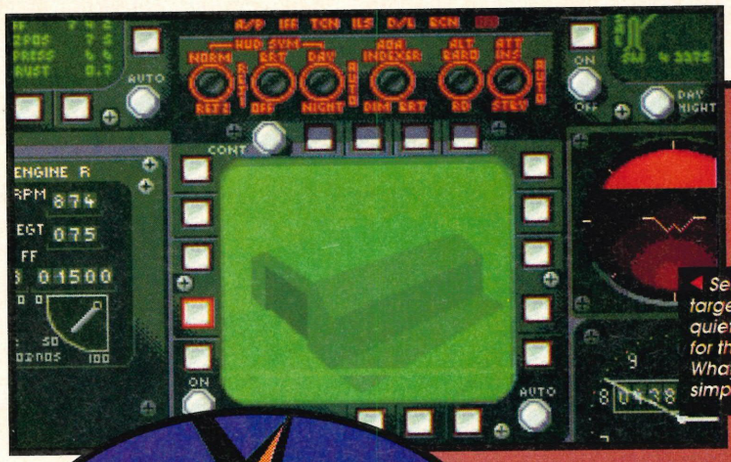
▼ The map shows you your flight path for the task that awaits.



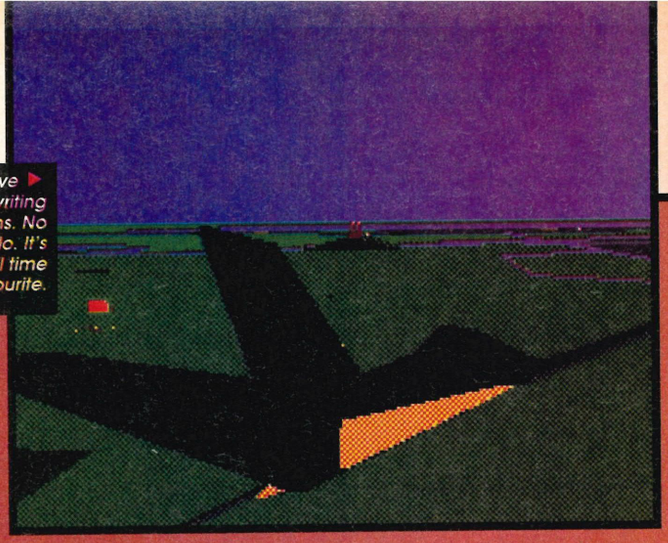
▼ As you steeply bank your plane the enemy closes in for the kill.



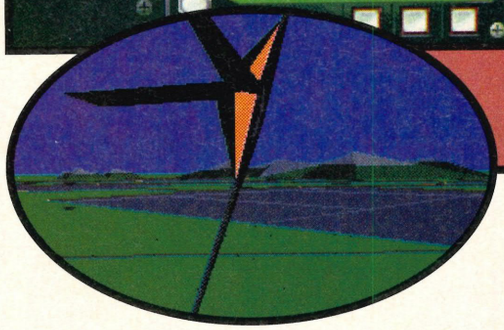
▼ Nice explosion! The realism factor is certainly at maximum in F117A.



I love writing captions. No really, I do. It's my all time favourite.



Select your target, and quietly move in for the kill. What could be simpler.



You can survey your mission goals as you await clearance.





completely overwhelmed by the vast array of controls available. Don't let this put you off if you don't have any prior experience though, it will just take you a little longer to find your feet.

The main differences I noticed are that the enemy appear to be much smarter, the plane seems to be a little more responsive and almost all of the missions take place at night. There are also a lot more missions and completing them will take a great deal of time.

One of the main selling points when this game was released on the PC was the inclusion of a scenario in which it was possible to bomb Baghdad. It has to be said that this was far more relevant at the time, but it should still prove to be a valuable asset to the game.

Along with Operation Desert Storm, the other arenas you can put your battle skills to the test are Central Europe, 1986, the customary cold war campaign, and the Middle East in 1989 in which you face both Soviet and Western technology flying missions against Syria, Iraq and other terrorist support states.

As well as these factual based scenarios, MicroProse have also managed to pack in three futuristic battles, namely Vietnam 1994, Cuba 1995 and Korea 1997.

If all of these predictions come to fruition we are certainly in for a busy time over the next few years, and as I have now reached call-upable age, I find myself urging the governments of the world to proceed with caution more fervently than ever.

Wrong game, mate

Once you have selected your arena it's on to the mission briefing. This presents a detailed description of your operational orders with specific information about the primary and secondary targets, along with your flight plan, estimated fuel required and a summary of the Rules of Engagement.

Next it's on to the arming screen on which you choose your weaponry, then up, up and away to take on the enemy. It is once you are in the air that the game really takes off (I can't believe I've sunk that low!). There is a terrific amount of tension created by flying low to avoid the radar of the enemy, while at the same time trying to dodge the surface to air missiles. Once you reach your primary target you must take it out as fast as possible, then run away very quickly. This is essential because as the name would suggest, the stealth capacity is the aircrafts' main asset.

Flight simulations seem to have been a little thin on the ground of late, so it's nice to see MicroProse making a concerned effort. Although this game is a couple of years old on other formats, as far as the Amiga is concerned this is very close to being the best there is. Hopefully, MicroProse will continue to produce software of this quality on the Amiga, long after many of the other houses have abandoned it far too prematurely.

HTER



Pugsy returns from another successful mission but is overlooked for promotion again.

THE LOW-DOWN

PUBLISHER: MicroProse
CONTACT: 0666 504326
TEAM: M.P.S. Labs
PRICE: £34.99

SCORING

GRAPHICS	86%
SOUND	86%
PLAYABILITY	91%
DIFFICULTY	Variable

I liked the original, and I like this one even more. I was dubious at first but after just a few minutes play I was engrossed. My experience with F19 helped, but even new players should be able to easily pick up the basics. The whole product reeks of professionalism. Although it is easier to pick up than most of todays simulations there has been no sacrifice in realism, leading to me making the claim that it is easily one of the best games of this type on the Amiga.

REVIEWED BY: Steve

SECOND OPINION

Yep, F117A keeps up 'that' MicroProse standard that we all know and love. Gameplay, graphics and explosive action – it's got the lot. Mass respekt MPS.

OPINION BY: Brad

OVERALL SCORE

89%

READER

The best way to get your reviews published is to keep them short and sharp. Try to find a game that we haven't featured yet and your chances will improve even more. Oh yeah, and stick to our format – none of this improvisation!

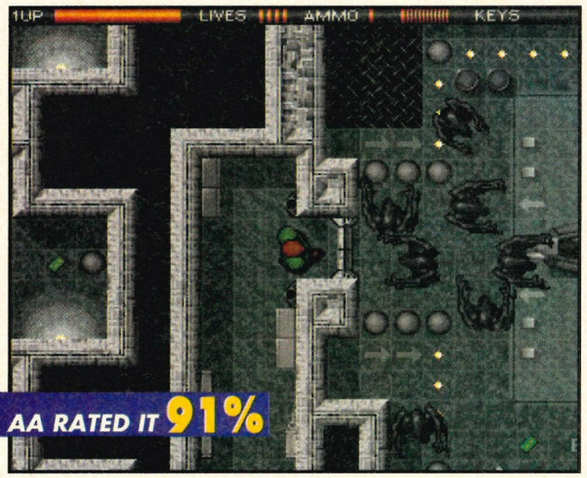
ALIEN BREED '92
Team 17

Reader Reviewer: Anthony Marple, Chester.

Everyone sucks up to Team 17, but with games like this you begin to see why. The whole thing is brilliant from start to finish, from the gameplay to the detailed aliens. I can't think of anything I'd rather play – I'm blown away!

Graphics: 90%
Sound: 90%
Overall: 92%

Summary: Second best only to Desert Strike.



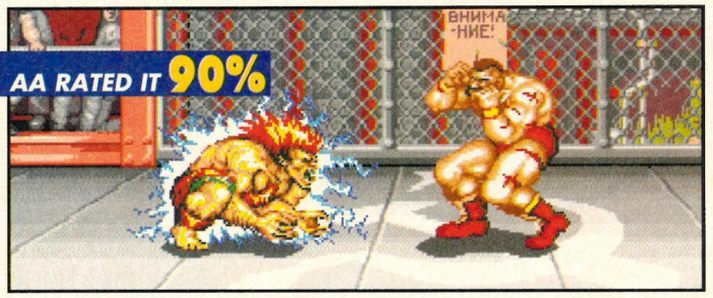
STREETFIGHTER II
US Gold

Reader Reviewer: Barry Sims, Oxfordshire.

C'mon US Gold – you can do better than this. It's the worst arcade conversion since SF1. OK, you have to give it credit for the graphics, but nothing else. The sound is rubbish and the gameplay too. Face it US Gold, you cannot make a good beat'em-up.

Graphics: 89%
Sound: 75%
Overall: 72%

Summary: Avoid it like the plague.



GOAL!
Virgin

Reader Reviewer: John Williams, Stockport.

Believe the hype. Goal is the best footy game around. Lots of options, fast and fluid gameplay – what more could you want? Once the controls are mastered you can put together some moves that would make even AC Milan jealous, and most important of all, you can adjust the skill to suit yourself.

Graphics: 80%
Sound: 85%
Overall: 90%

Summary: No comment from silly old John.

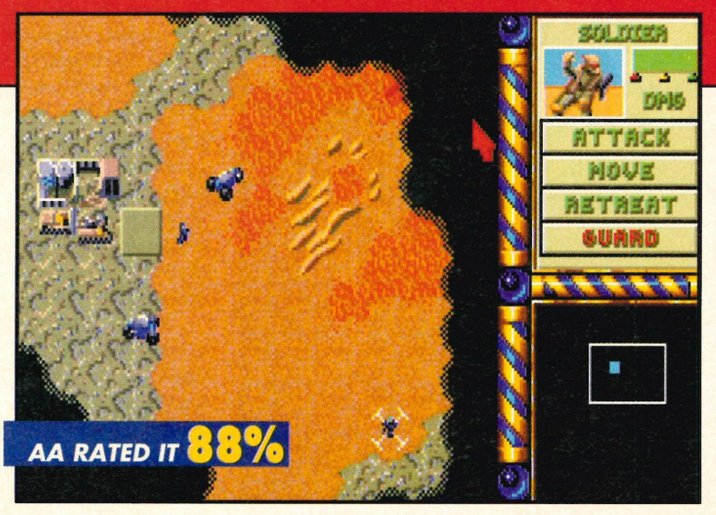
DUNE II
Virgin

Reader Reviewer: Martin Lowery, Rotherham.

Not the graphical feast the first Dune provided, but boy, is it deep! If thought, strategy, sleepless nights and days and days of fun are what you're looking for, then look no further than this brain teasing wonder.
Amiga Action say 88%. What a joke!

Graphics: 88%
Sound: 92%
Overall: 95%

Summary: Simply the best in its class.



REVIEWS

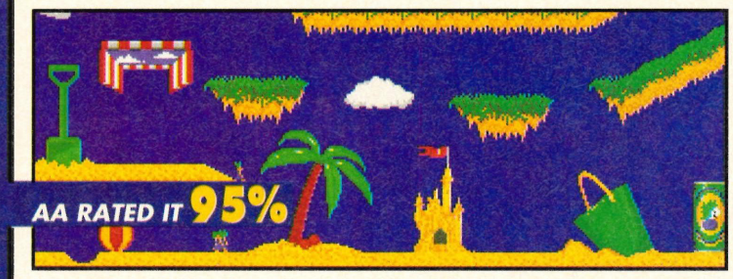
LEMMINGS 2
Psygnosis

Reader Reviewer: Leanne Morrison, Looe.

The best game ever was Lemmings, but this just shows that you can't work a miracle twice. All those new skills are fine for a while, but they make the game more complicated to play. The music and graphics are excellent, but the gameplay just isn't the same.

Graphics: 85%
Sound: 86%
Overall: 80%

Summary: Nice try, but the first one is the best.



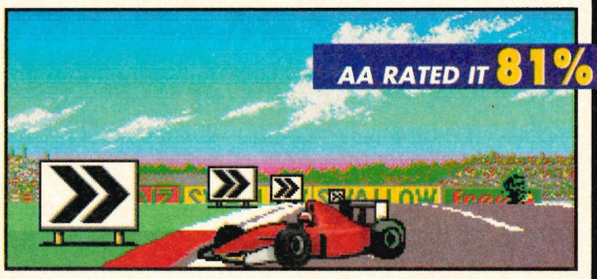
F17 CHALLENGE
Team 17

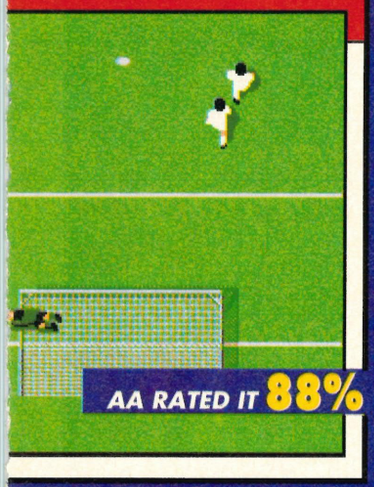
Reader Reviewer: Simon Osgood, Berwick.

Do you want to hit the road and buckle your seatbelts? Well look for something else then – F17 definitely isn't the one for you. The sound is quite good, but the races are just boring. Pit stops are a good idea, but overall this just isn't up to scratch.

Graphics: 80%
Sound: 85%
Overall: 75%

Summary: Nothing Special, nothing new.





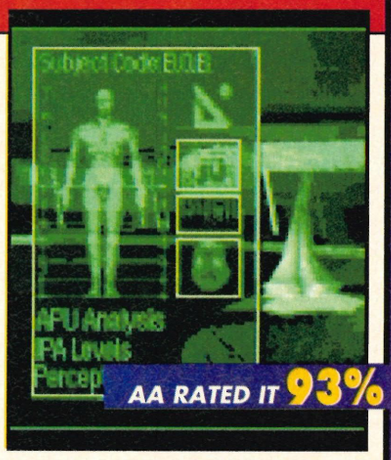
SYNDICATE
Electronic Arts

Reader Reviewer: John McGurk, no address.

This is the sort of game everyone will enjoy. You control a group of cyborg candidates dressed oddly in brown trenchcoats. You can research an endless list of weaponry, plus you make up your own syndicate as well as taking over the world.

Graphics: 91%
Sound: 92%
Overall: 97%

Summary: The best game released on the Amiga



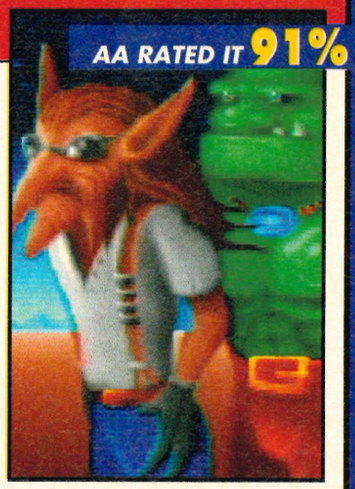
DIGGERS
Millennium

Reader Reviewer: K.A. Bradley, Cookham.

What can you say? The scrolling is superb and the sound is what you would expect from a CD machine. To look at, it doesn't seem much harder than Lemmings, but it's frustrating when you've collected nearly enough cash to win and the computer stops the game and declares itself the winner.

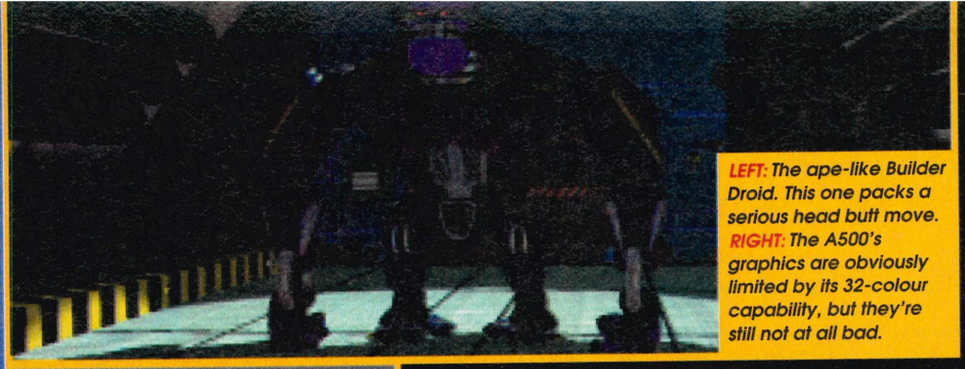
Graphics: 94%
Sound: 96%
Overall: 95%

Summary: No comment from the forgetful K.A.



Right, that's another lot. Sixty words or less please, in neat and tidy writing, to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. Cheers – we'll be sacking John soon, at this rate...

work in progress





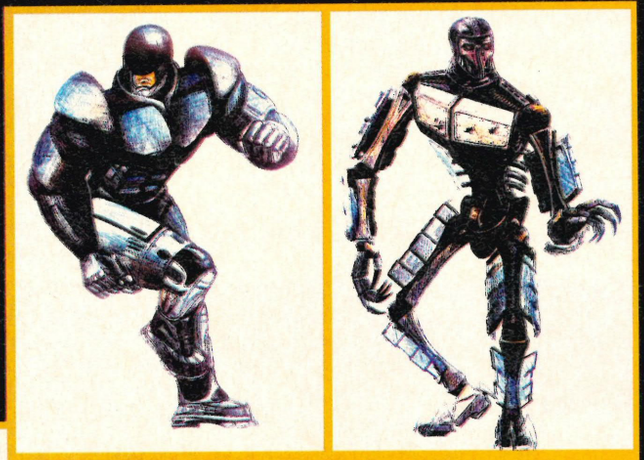
LEFT: The ape-like Builder Droid. This one packs a serious head butt move.
RIGHT: The A500's graphics are obviously limited by its 32-colour capability, but they're still not at all bad.



RISE OF

Last month we saw how those clever boffins at Mirage were using the very latest rendering technology to produce some of the finest graphics yet seen on the Amiga. Now it's time to find out if they can manage to put a decent game behind the gorgeous facade.

BY: JOHN ARCHER



ABOVE: The one on the left is you. The other one isn't.
BELOW: The Instinct Design team: Andy, Gary, Sean, Sean and Kwan.



Right, let's kick off with a recap of what's being going on so far. First we saw how ex-Bitmap Brother Sean Griffiths' original idea for a futuristic beat'em-up turned into a massively ambitious project. Then we started to look at some of the state-of-the-art technology that the programmers were using to realise their ambitions in full. We just about covered the remarkable 3D Visual Contouring technique used to create the robots, room interiors, and stunning cinematic link sequences and then... erm, well I guess that was about it, actually.

So without further ado, let's return to that small semi-detached just off Congleton High Street and see how the Instinct Design team set about making the gameplay live up to the presentation.

Undoubtedly one of the biggest challenges facing them was the animation of the robots, both in the actual fights and during the link sequences. Having put together such stunning-looking and phenomenally complex robots, complete with shading and metallic reflections, getting them to move realistically must have seemed an almost impossible task.

But in fact the same technological advances which made it possible to create such realistic robots in the first place also played an enormous part in the animation process. The animation potential of the 3D Visual Contouring (3D VC) technique is almost limitless, as Sean explained. "The way it works is that the computer keeps the bits of the robot separate so that although it looks like a single figure it is actually an amalgamation of different body parts

BELOW: *The Crusher Droid models the very latest in 3D graphic design.*



BELOW: *And there was me thinking that Break Dancing was dead.*





ABOVE: *The blue chap holds his head lest it be kicked off by a yellow size 50 boot.*

THE ROBOTS part 2

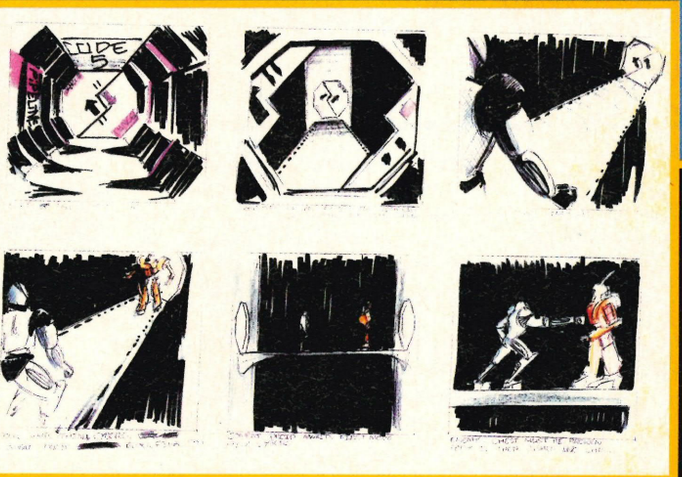
– you have an arm connected to a wrist, a wrist connected to a hand, and so on. Each of these can move individually, but by introducing a hierarchy system the software can be told that if one section of the body moves, certain other parts should follow. So if you move the robot's hand, then the arm can be made to follow automatically without you having to give the computer a separate instruction."

Amazingly, the power of the software is such that all the shading and reflection changes you'd expect to see on a real, moving robot can be shown on the computer robot too. This fools you into thinking the robot really is inside a 3-dimensional space, rather than looking like a flat cut-out lying on top of a pretty background as in other games.

As you're no doubt fed up with hearing me say, the results of this process are pretty spectacular. Each individual robot is introduced in a completely different sequence and every one has its own atmosphere and style.

Similar techniques can also be used to animate the actual fight scenes by just adding a few extra routines such as collision-detection overlays or damage parameters.

All this talk of hi-tec, on-the-cutting-edge technology might sound a long way from your reliable but no longer state of the art Amigas. But Sean said that apart from having to lose a lot of colours for the standard Amiga version (the A1200 version will make full use of the machines greater colour capacity), the Amiga was perfectly capable of handling the graphics. "Once the 3D VC software has done all the hard work calculating the routines for rendering and animating all the robots and scenes," he said, "you really don't need all that much memory to reproduce the finished articles."



ABOVE: *Each cinematic sequence is planned on paper first. Here you step out onto a narrow bridge and run straight into the lethal Combat Droid.*

This means there's still plenty of memory left for fitting in Rise of the Robots other main innovative feature, the artificial intelligence (AI) system (wow, was that the worst paragraph link you've ever read, or what?). "We've tried to make it impossible to beat any opponents by just using one move, which has been the case in most beat'em-ups so far," said Sean. "The robots can learn your attack and defence patterns and respond accordingly, so you'll have to keep varying your techniques to win." Each fight takes place over five bouts, as opposed to the usual three. The robots therefore have longer to learn your techniques and you're forced to use almost all of the 16 moves at your disposal.

The AI system works by giving each robot four attributes: motivation, strength, speed, and intelligence. These are used with two 'intelligence' tables, one for attack moves and one for defensive moves. The values assigned to the four attributes affect where each robot chooses its next move in the intelligence tables. For instance, a robot with high motivation will look for a move from the attack table (and will generally hit you harder), a robot with a high strength value will survive longer and hit you harder. A robot with a high speed value will execute its next move quicker and a robot of high intelligence will be able to store, assess and react to a more comprehensive record of the moves you've made against it.

But the real feeling of intelligence comes from the fact that these factors vary constantly during fights. For instance, most factors are affected by the motivation value, which in turn is usually affected by the level of success a robot is having at a particular time. Therefore the robot's behaviour pattern is seen to be constantly changing. For example, a robot which manages to land a few good punches might fly into a Lennox Lewis-like attack frenzy as it senses victory.

"We are concentrating on making the artificial intelligence visible in the game," said Sean. "At first the AI routines just looked like random moves, which just wasn't basically any good. The robots must be obviously thinking about what they're doing otherwise there wouldn't be much point in trying to do the AI at all."

Rise of the Robots looks like being one of those desperately rare products which really manages to push back the barriers of what the Amiga can do. Some of the graphics are quite simply the best I've seen – it's a shame none of the screenshots can show the quality of the animation. The soundtrack will be by Richard Joseph, the chap responsible for that kicking Chaos Engine music, so that will almost certainly be pretty smart too. There's still a fair amount of tweaking to be done to the actual fighting sections, but the animation and AI's aspects are already nearly in place and there seems no reason to suspect that Instinct Design will be any less eager to perfect the gameplay than they were to perfect the presentation.

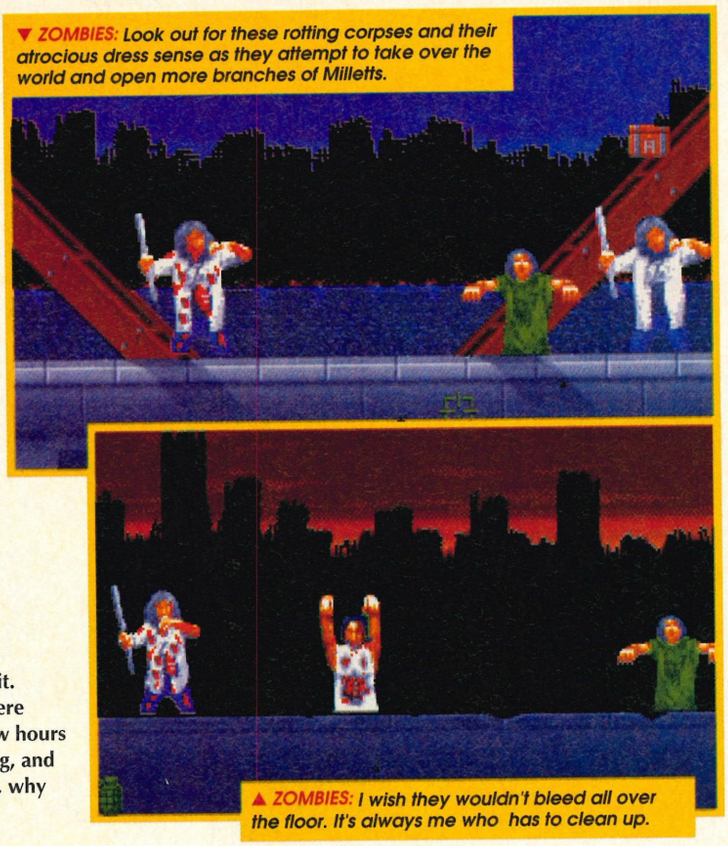
Rise of the Robots will hit the A500 next January – A1200 and CD32 owners will have to wait until sometime between March or April.

RIGHT: *Let's hope the Builder Droid is more of a Frank Bruno than a Lennox Lewis.*
BELOW: *An early sketch of your ultimate foe – the highly intelligent, liquid metal Supervisor.*



PD in profile

Neil's a Yorkshireman, and as such is reluctant to part with his thin wad. Here are a few games that he isn't too tight to buy...



▼ ZOMBIES: Look out for these rotting corpses and their atrocious dress sense as they attempt to take over the world and open more branches of Milletts.

▲ ZOMBIES: I wish they wouldn't bleed all over the floor. It's always me who has to clean up.

■ ZOMBIES. PD-Soft Disk:ASS 118.

Cross Michael Jackson's "Thriller" video with a funfair duck shoot, and you have the makings of a better than average PD game. Okay, so it may not sound much to write home about from that description, but believe me it doesn`t half relieve some tension.

The plot is simple enough. Corpses rising from the grave are attempting to take over the world, and yes you've guessed it, it's up to you to put them firmly back in their place (the graveyard seems as good a place as any).

Simply blast away at the Michael Foot lookalikes as they are pinned in your crossairs while keeping an eye out for falling boxes of ammunition to boost your armoury.

Well that's about it really, but don't let this put you off. Although it's a simple enough concept, Zombies is immensely satisfying fun. However if you pretend that the zombies are people you can't stand then it's even better .

■ TRAX. PD-Soft Disk:ASS 120.

Other offerings this month include Trax, a strange and hybrid form of Tetris. The blocks are still the same shape, and you are able to rotate them in the normal way, but that is where the similarities end. Instead of allowing the blocks to placed in a line at the bottom of the screen, you can place them anywhere you like on the playing grid, provided that you don't exceed the time limit.

All you puzzle fans out there should be able to eke out a few hours of enjoyment from this offering, and if you're a bit of a Tetris freak, why not give this variation a try?

■ FIREBLASTER. PD-Soft Disk:ASS 120.

Here's a shoot'em-up set in space which really should disappear into a black hole. Bog-standard graphics and jerky screen movements abound in this sordid little game. The less said the better.

■ YOUPI. PD-Soft Disk:ASS 117.

The 'Youpi' in question is a crimson red worm type thing trapped in a maze filled with dodgy looking green pills. The aim is to guide your Youpi through the maze, gobbling the 'aspirins' as you go. These strange tablets have the steroid-like effect of making the Youpi grow in size, which causes problems later.

There are no ghosts or other baddies to avoid as with Pacman, but you must beware of running into your own tail as this ends the game. Obviously the further you get to completing a maze, the more pills you will have swallowed, and the more chance there is of an unscheduled meeting with your very large rear end (as it were).

Not a bad effort overall, but control via the mouse buttons is dead tricky for someone who doesn't have any co-ordination like me, and this annoyed me a bit (well quite a lot actually).

■ SPACE INVASION. PD-Soft Disk:ASS 128.

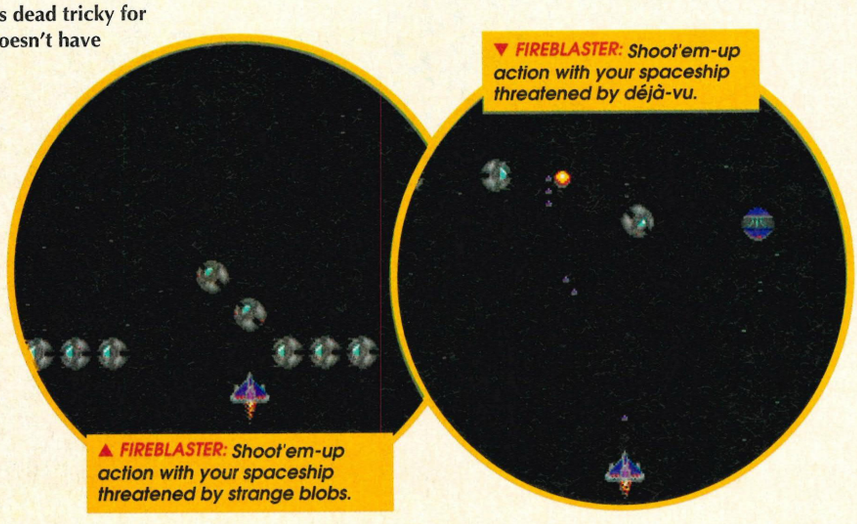
It's back to the halcyon days of coin-op arcade machines with this blatant copy of Space Invaders. All the graphics are faithfully reproduced from the original, and there's even one of those little yellow spaceships which flies across the top of the screen every now and again.

Even better than this are the sound effects which mirror exactly those of Namco's original. Close your eyes for a second and you can almost imagine yourself back in the arcades on Blackpool's golden mile putting those 10p's in the machine.

The only problem with the game itself is the lack of barriers between yourself and the aliens, making you a bit of a target. The programmer's notes tell us that such an inclusion would have slowed the play down radically, so we can only tut and let him off.

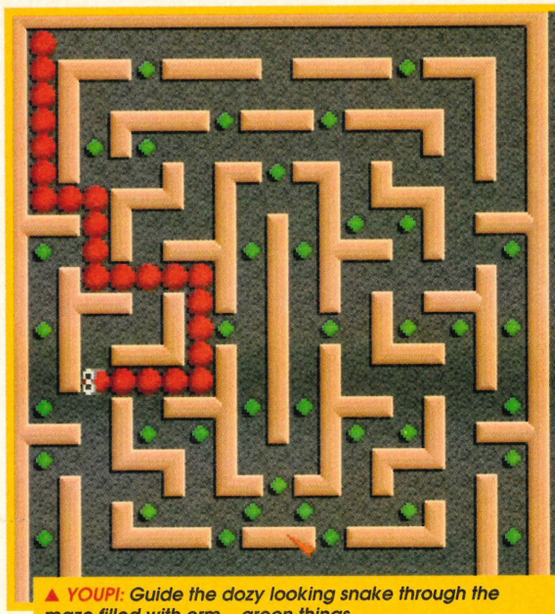


▼ TRAX: Grid locked excitement abound in this strange world of Tetris-like pleasure and gay abandon.



▲ FIREBLASTER: Shoot'em-up action with your spaceship threatened by strange blobs.

▼ FIREBLASTER: Shoot'em-up action with your spaceship threatened by déjà-vu.

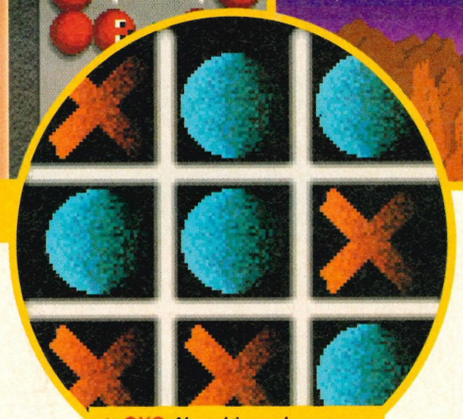


▲ YOUPI: Guide the dozy looking snake through the maze filled with erm,.. green things.





▲ SPACE INVASION: Can you change this five pound note for 10p's please ? Ah, the memories.



▲ OXO: Noughts and crosses fun aplenty with this 'nail-biting' version of the classic.

As far as I'm concerned, Space Invasion is the best of this month's PD crop, but then I was always a mug for a bit of nostalgia.

■ OXO. PD-Soft Disk:ASS 127

As you've probably guessed already, this is a no-frills version of noughts and crosses.The game itself is bland enough, but it's also impossible to beat. I played this game for a full 10 minutes, and every game (there must have been at least 25 of them) ended in a draw.

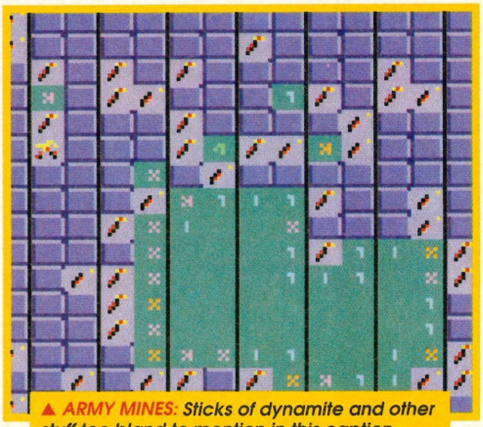
Whoever programmed this really does want shooting; perhaps they could make a cameo appearance in Zombies.

■ ARMY MINES 1.4. PD-Soft Disk:ASS 118.

More strategy, but this time there's a bit of a memory test thrown in for good measure. Basically you're presented with a blank grid on the screen. Clicking the mouse on any one of the squares will produce one of two results.

Either a number will appear in that square and you will be able to repeat the process (exciting enough for you so far), or there will be a brief explosion indicating that you have chosen a square under which a stick of dynamite is hidden. The contents of all the other squares will be revealed for a short time allowing you to memorise the position of the other sticks of dynamite, then it's proceed as before until you have cleared the whole grid.

Yes, I know there's not much to it, but I quite liked this. And when I'm not playing it you'll be able to find me on Platform 3 at Crewe Station armed with my notebook and pen.



▲ ARMY MINES: Sticks of dynamite and other stuff too bland to mention in this caption.

▼ CHARLIE CHIMP 2: Charlie meets survivors from Mike's Mini Men.



▼ CHARLIE CHIMP 2: He's not exactly an angel M'Lud. Well then, case dismissed!



■ CHARLIE CHIMP 2. Brian Bell

Charlie Chimp 2 is a simple platform affair based around the adventures of, not surprisingly, an ape-like creature called Charlie. Your hero paints his way around the strange world he inhabits, armed only with a tennis racquet.

Dancing cans of coke and shimmying subbuteo figures must be mastered before progression to the later levels can be achieved, and there are even end of level baddies to contend with.

I've only played a 3 level demo of Charlie, but there are an impressive 30 levels in the full version. As far as the usual run of the mill PD games go, this is well above the average. Not only have you got an immensely enjoyable game, but it's also at a fraction of the price of similar offerings from major software houses.

CONTACTS

PD-Soft: 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD England

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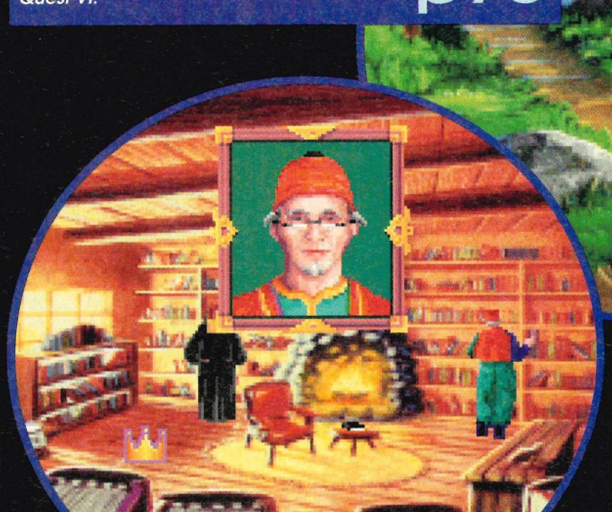
We like our Blueprint section here at Amiga Action, and we're always keen to bring you the most up-to-date stuff. If you're interested in Page Three Lovelies, the sexiest rabbit on the planet, and er... King's Quest, read on to find out more.

Kings Quest VI

Those amongst you who know all about Kings Quest's I to V will no doubt be completely taken aback to discover that the next in the series is called King's Quest VI.

p70

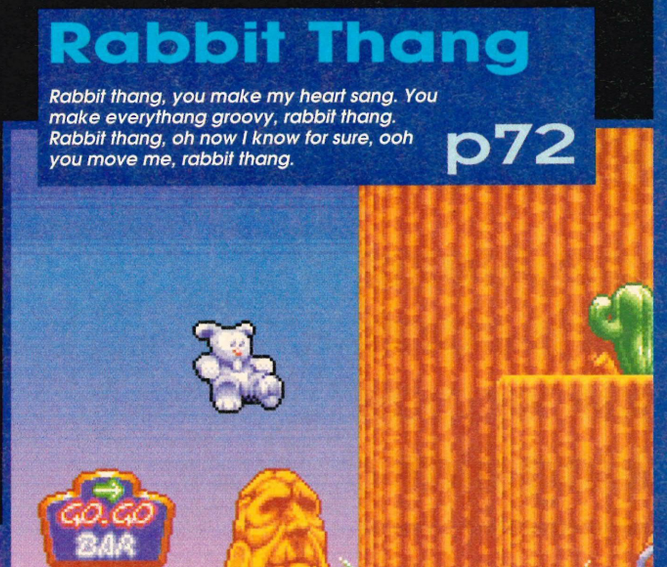




Rabbit Thang

Rabbit thang, you make my heart sang. You make everythang groovy, rabbit thang. Rabbit thang, oh now I know for sure, ooh you move me, rabbit thang.

p72



Snapperazzi

We all know that the royal family read Amiga Action, so here's a special preview for them. By the way squidgy, don't ring me again.

p74

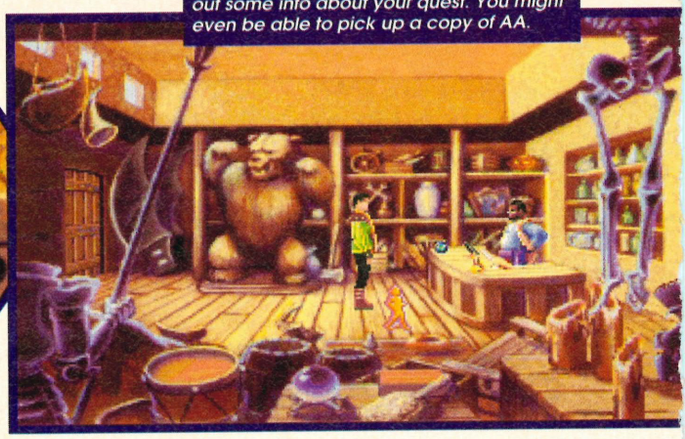


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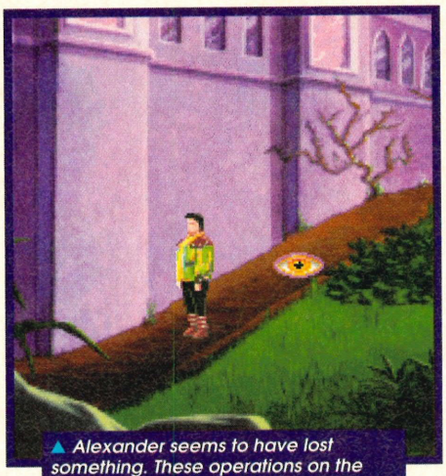
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▲ These none-too-friendly guards bar your way to the castle and your beloved Cassima. Looks like it's cold shower time.



▼ Enter ye olde shoppe if you want to find out some info about your quest. You might even be able to pick up a copy of AA.



▲ Alexander seems to have lost something. These operations on the NHS are a bit of a nightmare.

What did the holidaymaker say to her husband just after she had a phone call from Boots (the chemist) saying that there would be a delay in processing her holiday snaps ?

"Some day my prints will come."

No, but seriously, I'm not saying my wife's fat, but etc...

And before I launch myself into a routine of extremely poor mother-in-law jokes, I can only defend myself by saying that this is an exceptionally weak and contrived link into the rest of this piece.

Kings Quest VI ("hilariously" subtitled Heir Today Gone Tomorrow), is a graphical adventure reminiscent of it's five predecessors in this ever-popular series.

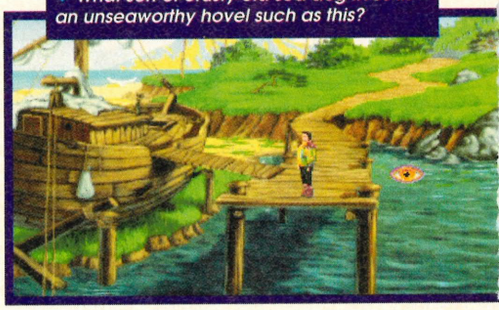
The story begins with our hero, Prince Alexander, shipwrecked on a deserted beach somewhere in The Land of The Green Isles. As luck would have it, this exact part of the globe happens to be where the love of his life, Princess Cassima, is currently in residence.

Upon regaining consciousness, Alex sets off to explore the island, but is horrified to discover that his luscious babe is being held captive in the island's castle by the Grand Visier. Apparently, the old Vis-master has told Cassima that her prince snuffed it as a result of the freak yachting accident which left him washed up on the aforementioned beach.

Even worse is to come though - The Visier cackles insanely and says that he plans to wed Cassima against her will (Gasp, the cad!). Alexander who has now managed to enter the castle is unceremoniously chucked out and told not to come back if he values his pixels.

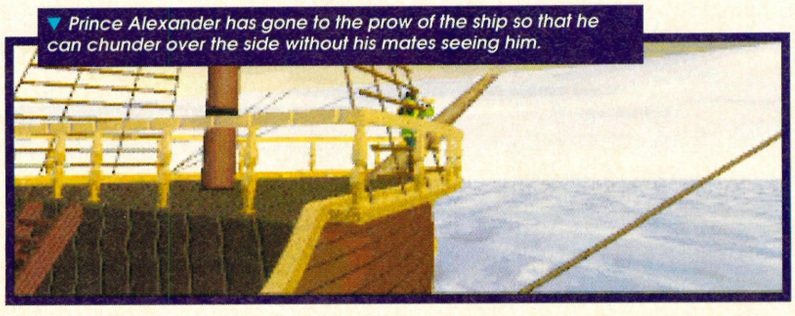
Then it's down to you to guide Alexander around the islands and solve puzzles as you go. You will eventually discover a way to sneak Alex back into the castle and into the arms of his waiting loved one.

Prince Alexander returns in Sierra's continuing saga of a bloke wandering around and looking like a tourist.

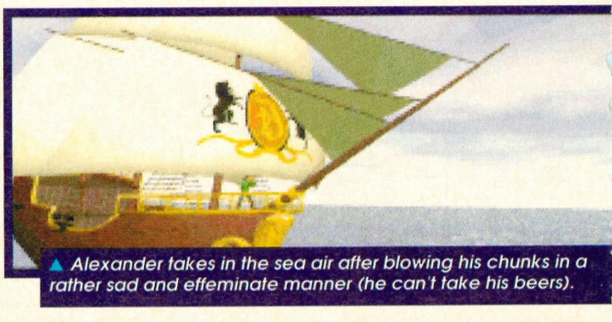


▼ What sort of crusty old sea dog lives in an unseaworthy hovel such as this?

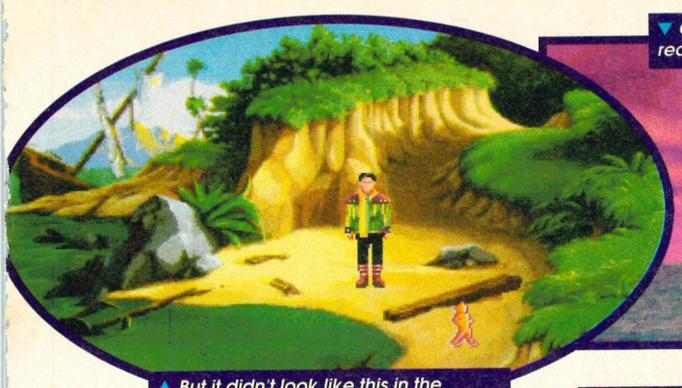
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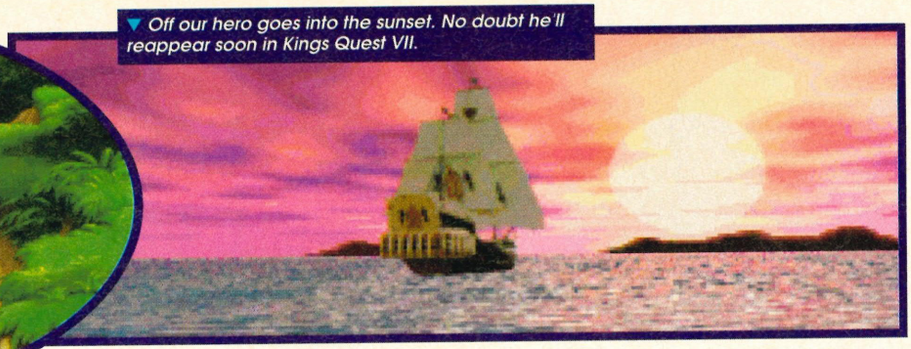
▼ Prince Alexander has gone to the prow of the ship so that he can chunder over the side without his mates seeing him.



▲ Alexander takes in the sea air after blowing his chunks in a rather sad and effeminate manner (he can't take his beers).



▲ But it didn't look like this in the brochure. The travel agent didn't mention anything about a sunken ship in the harbour either.



▼ Off our hero goes into the sunset. No doubt he'll reappear soon in Kings Quest VII.



Tired of exploring? Then you can go for a stroll along one of the many leafy avenues. ▶

UEST VI

"...Revolution promise a faithful copy of the PC version"

If there are any PC owners out there, you may well be wondering why it's taken so long for Kings Quest VI to make an appearance on the Amiga. Well to be honest, we're lucky that an Amiga version is being produced at all.

Apparently, American-based Sierra (who produce the Kings Quest series), had no plans to produce an Amiga version of the game. The relative commercial failure of Commodore's beautiful little box of tricks in the States meant that Sierra did not feel that an Amiga conversion was financially worth their while.

Seeing their opportunity, Revolution Software approached Sierra (UK) and offered their expert services. Thankfully, if you own an Amiga and like your Kings Quest, Sierra complied, and you won't have to shell out for a PC to continue the adventure.

Revolution promise that their conversion will be a faithful copy of the PC version, and from what I could see, their word is not to be taken lightly. I actually saw both versions running side by side on two separate monitors, and although the more garish colour palette of the Amiga is a bit of a giveaway, there really is very little difference between the two.

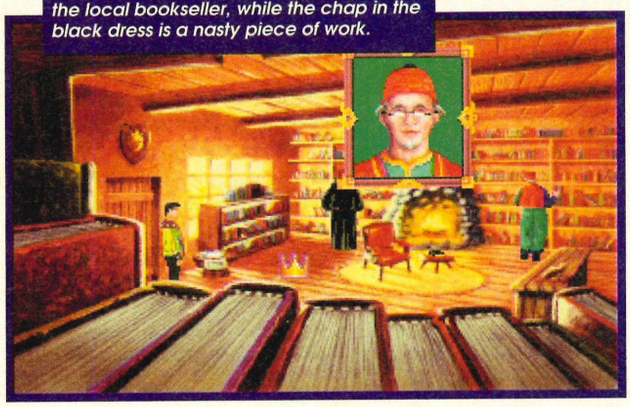
There are almost sixty screens of reproduction to contend with, and one of the islands even contains a special catacombs section. In fact, the only area of the game where Revolution seem to have skimped is in the special death sequences. For instance, if by some chance you forget to bring your inflatable armbands, and Alexander is swept out to sea, the Amiga version will simply inform you of the fact rather than graphically showing the scene.

The main reason for this is to avoid the hassle of constant disk-swapping; but let's face it, a graphic death sequence is only an interesting and sometimes even amusing spectacle the first time you play any game. After that it usually becomes a repetitive and annoying feature, so personally I don't see this as a problem.

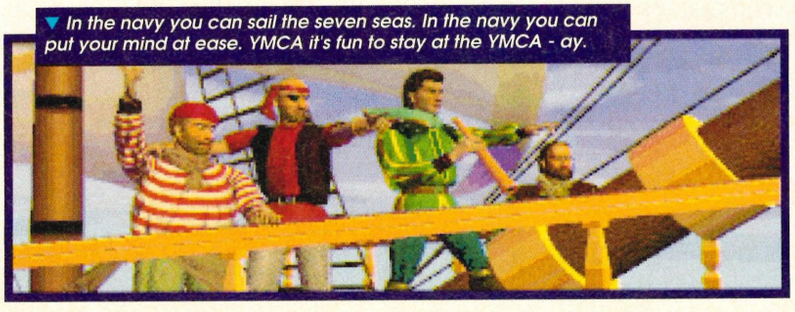
Those of you who have experienced the Kings Quest series before may be familiar with the special hint books produced by Sierra. These separately available tomes represent a shrewd but cynical marketing ploy by the manufacturers. Not content with having you fork out for the game, and then seeing you turn into an incoherent quivering mass as you attempt to work out the complex puzzles, they expect you to deposit another seven quid in their vast vaults for the privilege of receiving a few hints to finish the game.

Anyway, for those of you with more money than sense, the Amiga version is entirely compatible with the hints book, so no worries there.

The version of Kings Quest VI which I saw was more or less the finished product, and I was assured that it would be finished by Christmas. So, expect the first ever non-Sierra produced Kings Quest adventure to be in your shops sometime in the new year.



▼ The bloke in the Tommy Cooper hat is the local bookseller, while the chap in the black dress is a nasty piece of work.

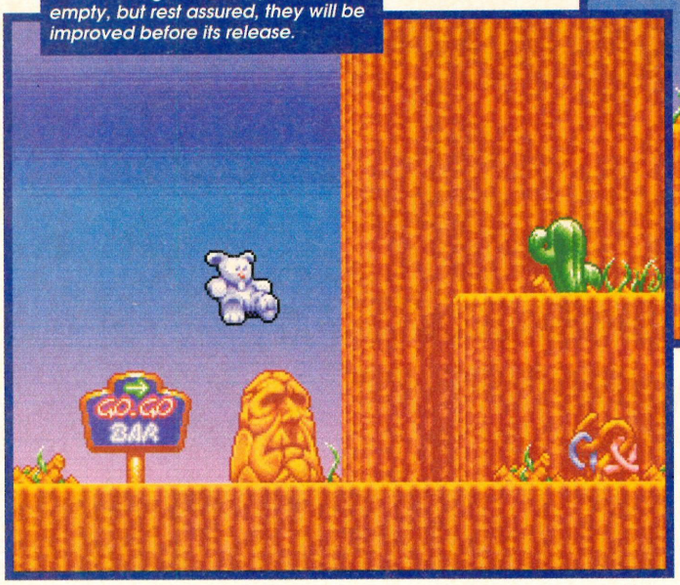


▼ In the navy you can sail the seven seas. In the navy you can put your mind at ease. YMCA it's fun to stay at the YMCA - ay.

PROJECT:	Kings Quest VI		
HOUSE:	Sierra	RELEASE:	Jan '94
TEAM:	Revolution	PRICE:	£TBA

COMMENTS: Fans of Kings Quest will no doubt feel compelled to increase their collection with this new addition to the series, and if you thought the PC version of this was something to behold, you won't be saddened with this conversion, which maintains all of the charm and appeal of the earlier titles. However, those adventurers amongst you who are looking for something new and exciting may be just a little disappointed. I spent the good part of an afternoon looking at this game after I had spent the morning looking at Revolution's other impending release, Beneath a Steel Sky, and to be honest, Kings Quest seemed pale by comparison.

INSPECTED BY: Neil



▼ The backgrounds may look a bit empty, but rest assured, they will be improved before its release.



◀ The finished game is split into five suitably different stages. All these are from stage two.



▲ Marauding ant eaters are among the enemies you will have to face.

RABBIT THANG

Let's take a look at the game that has no name.

Whatever you do, don't go hassling your shopkeeper for something called Rabbit Thang, because he simply won't have the first idea what you are on about for two reasons. One, the game will not be out until next year, and two, it almost certainly won't be called Rabbit Thang.

We always strive to bring you the earliest possible news on any new releases and occasionally this means that we have seen a product even before the name has been decided upon. When this happens we have two choices. Either hold the page up until a title appears or go with it now and struggle through without knowing the actual result so to speak.

So, Rabbit Thang it is for the time being then, and as you could probably have guessed with the main character being a rabbit, it's yet another platformer. I would like to say that even at this early stage it is packed with new and innovative features, but I can't because it isn't. They may well be added at a later stage, but at the moment they just aren't there. It is just your everyday, run of the mill cute platform game.

> "Whatever Rabbit Thang is called should be a winner."

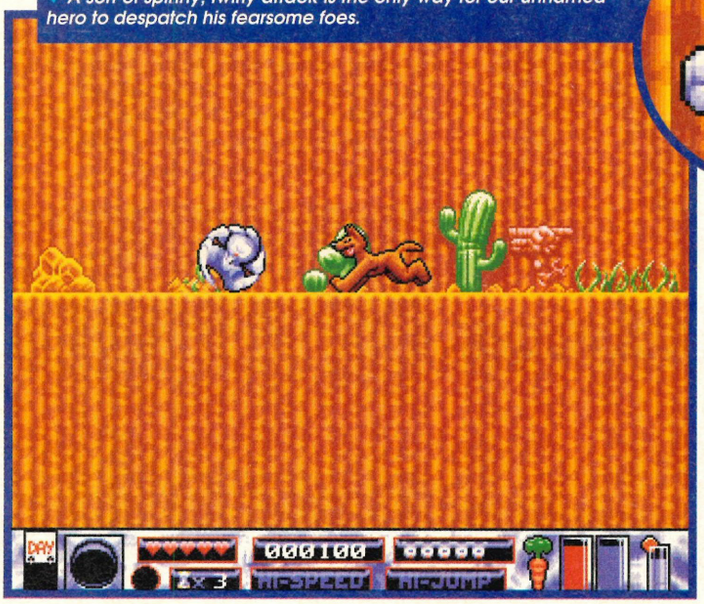
Why then do I find myself liking it considerably? Perhaps it is the easy to use control system, or maybe it is the highly appealing nature of the game's main character. Whatever it is there is something that endears this to me.

You are the fastest rabbit in the village and have been sent out to locate the Carrot Geyser which is situated somewhere in the North Pole. This is necessary because food reserves in your rabbit village are running low, and your friend's lack of energy means they are easy prey for predators who are taking the opportunity to raid your homeland.

You must get to the Geyser and bring back all the carrots for the rabbits to enable them to replenish their energy and repel the attackers.

At this stage the game plays at just the right speed. I only hope that the programmers resist the temptation to increase the tempo for those attempts to emulate Sonic that annoy me so much. Leave it as it is now, add a few more levels and touch up the background graphics and whatever Rabbit Thang is named should be a winner.





▼ A sort of spinny, twirly attack is the only way for our unnamed hero to despatch his fearsome foes.

PROJECT:	Rabbit Thang		
HOUSE:	Titus	RELEASE:	Early '94
TEAM:	In House	PRICE:	£TBA

COMMENTS: It certainly is a shame that Rabbit Thang isn't to be released before Christmas as it would have been far more successful had it been aided by the rush. However, Titus don't seem to be overly worried by any lull in software buying that may occur post-Christmas, and probably feel that their product has a better chance of standing out when there are less big name titles around. As it stands, Rabbit Thang is nothing out of the ordinary in terms of new features and ideas, but it does look as though it could prove that you can rehash other people's ideas and be successful, but only as long as you make sure you do it properly.

INSPECTED BY: Steve

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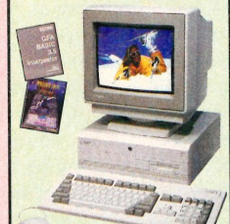
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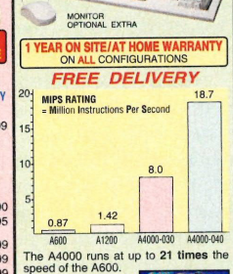
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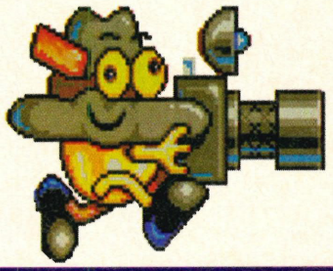
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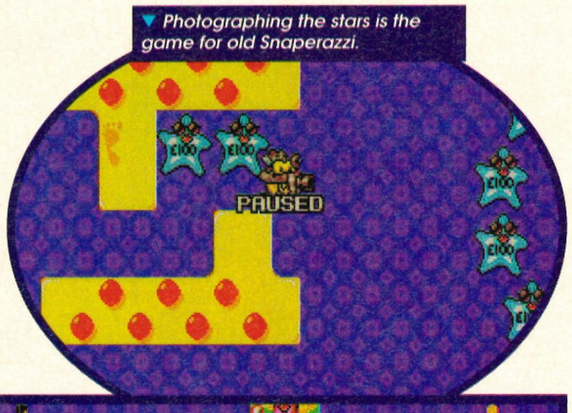
SNAPPERAZZI



At least the publishers of The Sun newspaper haven't made a computer game.



▲ What would you say Snazzi was? Answers on a postcard to Rog's home address.



▼ Photographing the stars is the game for old Snaperazzi.

It seems like everyone is trying to get in on this computer lark these days. The Sun, famous for its inexplicably popular 'newspaper', has moved into the field of computer simulations. Judging by the evidence thus far, this is the most realistic simulation of a bad game I have seen in a long while.

You play a character called Snapperazzi, hence the name, although through the course of the instruction he is referred to also as Snazzi and Snap. He is a, well, I don't actually know what he is, but he is a yellow thing with a hat and a camera and he must take pictures of various things, such as, sadly enough, Page Three Girls, Rock Stars and Royals. By doing this he earns money, and that is the whole idea of the game. Get through as many of the levels as possible in the set time limit and earn as much as possible.

The level structure is not particularly exciting either. Each level is a planet and each is divided into three parts, starting at the ground level where you must take photos of three major celebrities. After this you move on to the underground where you have to search for parts of a spaceship, and finally Space, where you need to snap three more major stars. After you have photographed the last three you need to find a Domino's Pizza Shop or Fizzy Chewits Shop to end the level and move on to the next.

There are also sixteen different sub games which are entered when you have photographed the second and fourth major celebrities. This may sound impressive, but it doesn't take long to realise that they are nothing more than simple memory and reaction tests. This isn't a really bad thing though, and, credit where it's due, it is at least an attempt to break up the monotony of the main gameplay.



▲ On the first level Snaperazzi must take pictures of so called page three lovelies.

I really do hope I don't end up reviewing this when it comes out, as it would mean that I would have to play it again, and believe me, that's a fate I wouldn't wish on anyone. You never know, whoever eventually reviews it may quite like it, but if they do I will be very, very surprised.

"You may as well write off Snaperazzi."



▼ Some of the Snaperazzi action takes place underwater.

PROJECT:	Snaperazzi		
HOUSE:	The Sun	RELEASE:	XMAS
TEAM:	In House	PRICE:	£19.95

COMMENTS: Even though this is our Christmas special issue, there is little of the festive spirit to be found on this page. The goodwill to all men thing has its limits and this looks to have overstepped them quite considerably. OK, so this may only be a blueprint, but this product needs some serious work if it is to come anywhere near up to scratch by the time it is eventually released. If that effort isn't put in you may as well write off Snapperazzi as a no go area.
My advice to The Sun is that if this is the best they can do they would be better off sticking to making newspapers.
But then again...

INSPECTED BY: Steve



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+D162 ...Stealthy Manoeuvres (1 meg) ... Excellent demo
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+D177 ...Star Trek Animations ... Agatron no.17 More like above. Good
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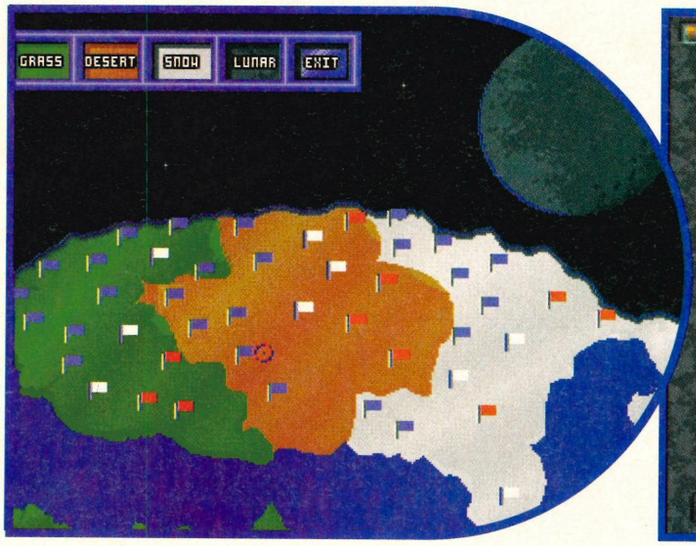
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THEATRE OF DEATH

Utter carnage is best enjoyed when inflicted on the enemy, we reckon, so we thought we'd knock up this veritable plethora of tips to help you war-wimps out there share this wild and wonderful experience. (John's mad – Ed).





Lack of space makes it impossible to include a general playing tips section along with the detailed mission breakdowns, but most things you need to know crop up in one or other of the breakdowns. So basically we've made sure you have to read the whole section from start to finish. After all it did take us ages to write. Oh, and we haven't included tips for the five levels on the moon, because we didn't think we should have to do everything for you (the fact that we haven't had time to finish them ourselves has got nothing to do with it).

THE GRASSLAND LEVELS

Mission 1: Slaughterhouse

Not exactly hard, this one. The enemy are unarmed and seem to positively enjoy running right in front of your big powerful guns. I won't insult you by saying any more.

Mission 2: Grenade Test

Easy to complete, of course, but it's worth noticing that grenades can be thrown over obstacles like sandbags and trees – missiles just bang into them. Worth remembering for later (honest).

Mission 3: Tank Test

Forget trying to shoot the enemy – just run them over in your tanks. The enemy soldiers make a lot more mess that way. Nice squelchy noise too. I hope these tips are proving hugely helpful, so far.

Mission 4: Chopper Squad



Right, a bit of tricky manoeuvring at last. First, get a couple of choppers from the landing point nearby and run your squad to the sandbagged bunker and ammo dumps in the NE. This should provide cover and extra ammo for your besieged team. Then send out a chopper to dispose of as many enemies as possible. When this chopper is destroyed send out the next one. With a bit of luck there shouldn't be many enemies left by the time they reach the rest of your team, who should be able to get rid of the remainder quite easily. Be extremly careful not to blow the sandbags up with missiles and remember not ot blow yourself up either.

Mission 5: Air Support

Your first chance to use an airstrike. As soon as the level starts, call in a strike at 60-50, then jump in the chopper just south of your start point and set out alone to dispatch the rest of the foe.

Mission 6: Hot and Bothered

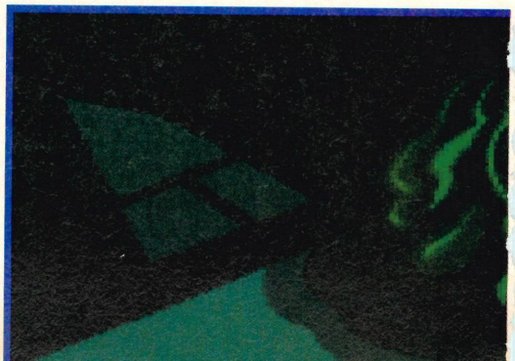
Supposedly an introduction to the considerable joys of flame-throwing, but due to the flame-thrower's limited range it is actually much easier to just run the enemy down in your APC's. There's also a chopper just South of where you start if you fancy a bit of shooting action as well.

Mission 7: Operation Cobra

Chinook time. Your base has been taken over and you need to get it back. Use your single guy to pick up a chopper from 34-52, quickly call in your Chinook to 40-20 or thereabouts and set off to engage the enemy soldiers who are running towards the SE corner of the map. A bit of sharp-shooting from this chap should make life easy for your reinforcements.

Mission 8: Flush 'em out

Enemies at 70-70 need waxing. Quite a tough one this. Run both soldiers to somewhere near



the combat point, then send just one of them in to set fire to the eastern section of the trees surrounding the enemy position (this gives you more room for manoeuvre if things don't go too well and you need to chicken out). Then shelter behind one of the remaining trees waiting for one or two of the enemy to run reasonably close to you so you can charge out and incinerate them with the flame-thrower before they can cry "Lumme, it looks like my goose is well and truly cooked!" Yes, all soldiers like to pun badly before they die, you know. Anyway, if your soldier gets hit a couple of times, run him up to 63-20, where he should find a fine range of crates positively crammed with health and ammo boosters to restore an ailing hero. Then just return to the fray. And of course, if your first soldier pops his clogs, you've still got the other one waiting in the wings to finish off the fun.

Mission 9: Operation Yellow Chickens

Dead easy. Just kill a few bad-guys with your APC and they'll be soiling their trousers, waving their white flags and running to your prisons in no time. As soon as this happens, you just, erm, basically stand there.

Mission 10: Operation Wildgoose

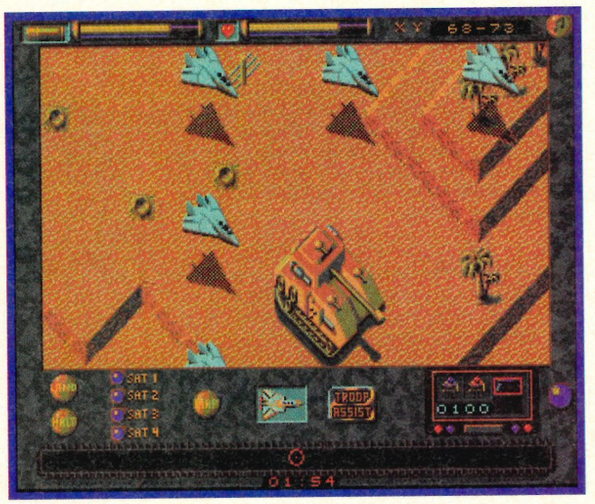
Large HQ at 90-60 needs cleaning up. You'll need all your weapons here. First run some men over to the ammo dumps on the right hand side of the map, and stock up on missiles. These can then be used to wipe out enemy helicopters in the SW and more importantly, destroy incoming enemy chinooks before they can drop of their cargo of soldiers (each chinook needs to be hit by 8-10 missiles). The chinooks are called in when the enemy gets down to under 10 soldiers. So you'll need to attack the base with grenades and guns blazing first, and then scroll the screen frantically round to spot the incoming chinook as soon as you hear the sinister laugh which tells you it's on its way.

Mission 11: Operation Freedom Pt 1

Easy. Rescue your trapped squads by grenading the prison in the bottom right of the map, keeping a close eye on the grenade towers nearby. Once your squad are released (move them away from the grenade towers pronto), they should make fairly light work of the opposition.

Mission 12: Operation Freedom Pt II

Your stupid men have been captured again, there's a load of enemy choppers on the way and you've got a spy in your midst. The spy is actually the guy you control when you start the mission, so quickly switch to another soldier and waste the traitor. Then find the prison at 78-81 and destroy it to rescue your team. Kill any marauding enemies and retire one squad to the North edge of the map. Equip the other squad with missiles from 55-81 and send them out one at a time to wipe out the plundering helicopters. Try and separate the men you leave behind so they aren't all killed at once if they suffer a surprise attack whilst you are away.



Mission 13: Operation Certain Death

Unaccountably easy. Just attack opposition with tanks or helicopters to make them surrender. Drop your helpers in at 10-10 because it's particularly scenic just there. Air strikes are available if you want them, but you probably won't.

Mission 14: The Ambush

One of my favourites, this one. First, lay a trail of mines across the wide paths between two shallow hills just SE of where you start. The convoy will then hit these, which prompts the enemy to call in an airstrike and a chinook with reinforcements. Split your team up to avoid the airstrike and leave loads of mines where the chinooks arrive at 24-27 and 32-07. The real fun starts with the enemy soldiers that manage to land – they run after you, but instead of attacking when they get near one of your soldiers they just stand their like total spanners. Then you just run away and they follow you, so the trick is to try and make them run right over some of the mines you've left behind. Smart laugh, and no mistake.

Mission 15: Total Anarchy

Very difficult – avoid. The enemy has loads of chinooks which they generally deploy men from where your leaders are standing. Just try and spot them early and get an APC there to run the soldiers over as they drop to the ground. If you let any chinooks drop their load (if you'll pardon the expression) then you can kiss your troops goodbye.

THE DESERT LEVELS

Access code: 772B8AF140F21

Mission 1: Operation Mantrap

Quick and easy. Stop the transporter carrying the official to the base at 10-90 by planting loads of mines on the transporter's route along the bottom of the map, near the row of red flags. No trouble. Well, as long as you remember your chaps drop mines just NW of where they are standing and don't walk straight into one you've just dropped.



Mission 2: Operation Ironside

Send an airstrike immediately to 50-20 to wipe out a considerable quantity of the enemy, switch to missiles and take out remaining tanks using a single man at a time. Another easy one.

Mission 3: Investigation

When you first meet the enemy helicopters they're all nice and friendly, but needless to say they're just trying to win your confidence. Use the 'friendly' time to rearm your troops with missiles from 54-74 so you can be ready to retaliate as soon as the foes open fire. They can call in a troop assist, so as usual you should try and blow up the chinook before it drops its soldiers. It lands somewhere around 40-40. Well, it did when I played it, anyway.

Mission 4: Warzone

Plenty of airstrikes and Chinooks at your disposal – make use of them. Call in an early Airstrike on the bridge at 60-30 for good results and save chinook calls until your existing troops are on the edge of extinction. Also get in as many tanks and helicopters as you can. They are littered all over the place and improve the average soldiers life expectancy no end, as well as his killing power (both these vehicles have a far greater firing range than your standard gun-wielding soldier, so you can eradicate enemies from a safe distance). Your soldiers seem perfectly capable of finishing this one without too much help from you, as long as you get the odds in their favour at the start.

Mission 5: Operation Blitzkrieg

The village is at 30-80, just to the left of your start point. But after one minute and ten seconds (precisely!) your first leader unaccountably gets blown to high heaven, so make sure you've moved your other chaps a reasonable distance away from him before. Use the remainder of this squad to run to 22-51 to pick up a couple of helicopters and leave them hovering there while you send your second squad into the village to take out as many of the twenty enemies who suddenly appear there. As soon as your second squad leader is killed one of your helicopters starts moving towards the village, so find and take control of it as quickly as possible. Then just hover and make full use of the helicopters long range firing capabilities to pick off the enemy as they run towards you.

Mission 6: Heli Hath No Fury

You need missiles to take out the enemy chopper squad, so quickly rearm from the dump at 51-13. Spread your men out a bit to minimize the effects of enemy missile strikes, and use the helicopters at 59-61 and 78-46. Really easy that one.

Mission 7: Operation Destroy

First, take control of your leader so that the amphibian transporter comes across to you and you can get your team over the river. Send your helicopter towards the prison at 73-25 and



THEATRE OF DEATH

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take out as many guards as you can. Then re-arm some soldiers with grenades and missiles from the ammo dump at 78-13. Send them in one at a time to blow up the prison (this must be done within 5 minutes) and start taking out the rest of the baddies. Leave the rest in defensive mode at the bunker round the prison, just sending them out one at a time if they are needed. There's a whole horde of tanks at 04-72 if you want them.

Mission 8: Operation Judas

Shoot at the soldier who shoots at you, but don't kill him. Then engage the enemy and – well, that's all you have to do somehow. "I don't know how it works, it just does."

Mission 9: The Defector

By some means you have to kill the defector on this level, but he's wearing a bullet proof vest and can't be shot. In fact, I'm afraid that not even my own great self has been able to suss this one. It probably has something to do with hand-to-hand combat or the ammo dump with the electric fence round it at 31-56, but my only advice is to make this one of the two missions you don't bother with in this section.

Mission 10: Operation Crater Maker

Easy-peasy. Do away with all incoming chinooks with a missile burst before they can drop their soldiers. Then collect more missiles from any of the dumps lying around and blast the ornate building behind the electric fence in the NE corner of the map.

Mission 11: No Chance

Take out the enemy scout A.S.A.P., then make for the helicopters on the right hand side of the map. Use these to take out the chinooks – in fact, if you destroy the first one before it drops its troops you win the level without having to face any more.

Mission 12: Operation F.O.T.

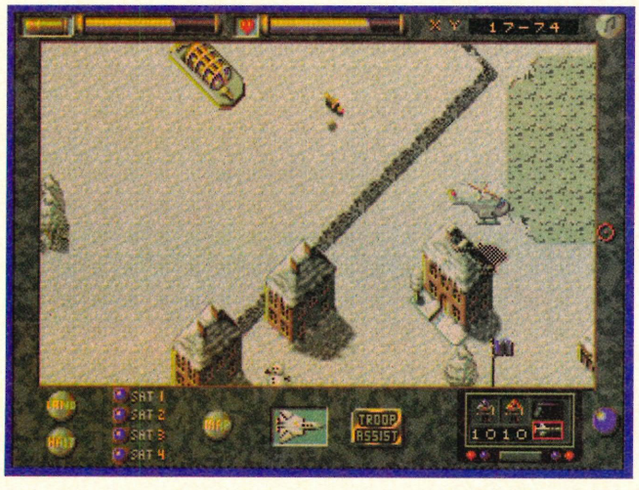
Obliterate any enemies that are around (there are quite a few) and check out the big tank doobridge at 80-80 – perhaps having a go with the jetpack found in the mini-compound nearby on the way – and try and destroy it. Albeit you don't win, this will end the mission.

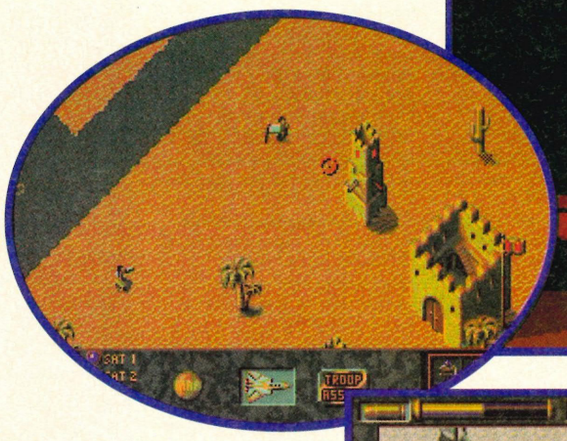
Mission 13: Operation F.O.T. Pt2

A total cinch. Just drop all your available airstrikes in the 70-80, 69-77 area and hey presto, you've finished.

Mission 14: Operation F.O.T. Pt3

Take out all enemy forces with the help of choppers to be found just North of your start point – send in one at a time and kill soldiers from a distance. You've got two troop assistants to use just when things start to look desperate. There's also a stash of useful crates at 56-18. The enemy chinooks generally drop







off more troops in the bottom right corner of the map, so try and keep forces there in readiness.

Mission 15: Operation F.O.T. Final Chapter

First, move your squad down from their starting point to give yourself longer to react to the incoming enemy chinook, which tries to drop troops right on the head of your squad leader. There's some extra ammo at 20-66 where you can pick up grenades to blow up the pyramid concealing the scientist you need to kidnap at 64-60. The scientist tells you the F.O.T.'s can be destroyed with acid from an enemy hut. Find this over on the west side, and use a flame thrower with it on the F.O.T. at 80-80. Then before you know it, you'll be freezing your buns off in the ice missions.

THE ARCTIC LEVELS

Access code: 6031769A73172

Mission 1: Operation Polaris

Another piddlingly easy one. Kill the bad guys (there is a tank fleet at 5-75 and a helicopter pad at 00-12 to help you) and prepare for an enemy chinook at 46-21 (-ish). Wipe it out and take in the orders about the nuclear device you've got to neutralise. Go to the prison at 72-27, blow it up and then blow up the submarine hidden underneath. Game over.

Mission 2: Swapping Sides

Needless to say, the supposed deserters to your side are all pulling your pilsner and open fire on you as soon as they reach your start point. Just get in a chopper and do your worst.

Mission 3: It's a Secret

Frankly a right tough one. Use your 2 airstrikes well – if you don't kill enough with these to get the enemy chinook called in, you will almost certainly find yourself up a certain creek without a certain water-propelling device. Run from the start point to the ammo dump at 78-09, merrily dropping mines as you go. Restock on mines and barricade yourself into the NE corner of the screen. Rememeber to have a couple of half-circles of mines emanating from the bunker round the ammo dump and going up to the edge of the map. Then stand in the corner with your gun at the ready to pick off any reds who do sneak through the minefield. Keep a particularly close eye on the sneaky devils who come up the very right hand side of the map – drop a few mines there if you can.

Mission 4: If it Bleeds, You Can Kill It

Kill the measly enemies and check out the strange craft at 30-30. It turns out it's a UFO, which must be destroyed by a massive missile and grenade bombardment. Keep off the iced water or The Thing will get you.

Mission 5: War Zone

A ruddy great battle, as the name suggests. Quite easy though, as long as you save each of your chinooks until the last possible moment. This way you should always be on top, which frequently leads to the enemy surrendering as soon as a single shot whizzes past their ear. Use your airstrikes as well, preferably wherever the opposition bring in a chinook and keep healing yourself with the crates that can be found at 29-27 and 00-60.

Mission 6: The Great Escape

Another one of my faves, giving you the chance to jump on a motorbike and relive Steve McQueen's finest moment. You have to kill all the baddies to escape and you can only do this by running over them. Only attack in an open space so you don't get stuck against trees, and don't chase after soldiers – only go for ones running straight towards you. Once they're all dead, head for the fence in the bottom right corner of the map, take a run up at one of the ramps next to the fence and watch yourself leap to freedom.

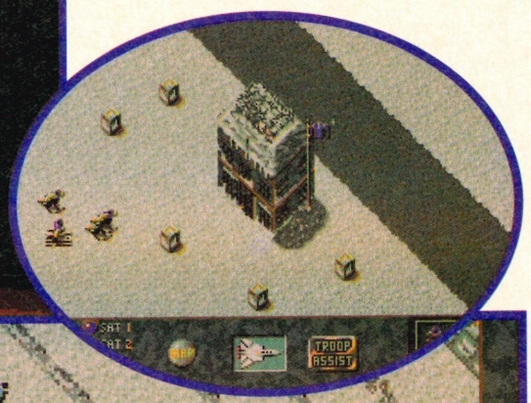
Mission 7: It's Free-zing

Once again the enemy spring a surprise on you, when the troops you are supposedly rescuing by blowing up the prison at 64-13 turn out to be much more hostile than expected. Use one guy to blow up the prison, and keep him pumping missiles into the red crowd which

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THEATRE OF DEATH







emerges even though this means certain death for him. The enemy also call in a chinook which heads for your other men – move them south (but no further than the river, unless you like seeing your people eaten by sharks) to give them chance to react with missiles. There's a helicopter and some ammo at 22-09 if you want them.

Mission 8: No Morale Values

Very hard. Call in a Chinook immediately to boost morale and an airstrike, and make full use of the crates and ammo at 78-59 and 10-16, and the tanks at 04-03. The game is over if you let more than three deserters reach a prison, so try and collect your yellow-bellies in your APC (or kill them) to stop them surrendering. Putting said APC next to the prison is therefore not a bad idea.

Mission 9: Trojan Horse

When you take a look at the strange object in the SW with a single soldier, it naturally explodes, killing the poor chap standing nearby and disgorges a veritable army of red scum. The key to this level, as with many others, is to destroy incoming chinooks. On this level they come in around the 41-30 area, so just scroll the screen round to find them. There are jetpacks at 43-38, ammo dumps at 65-23 and 01-34, and a chopper at 59-48.

Mission 10: Operation Wolf

Takes a long time, this one, but is still pretty easy to complete. They have absolutely loads of chinook reinforcements – well, at least three anyway – which they usually drop somewhere in the vicinity of your squad 1 leader. So move him to the south end of the map and as soon as an enemy chinook appears at the top of the map, move your leader away from where he was standing. The chinook will continue travelling towards the place where he was when it first appeared on the map. So, if you have made a note of the leader's co-ordinates before you moved him you can call in an airstrike to that point just as the chinook is about to drop its soldiers off. And blow me if you don't end up killing most of them. Splendid. Oh, you've also got a couple of chinooks ourselves.

Mission 11: Trouble and Strafe

Wipe out the enemy with the help of the helicopters you can pick up at 31-51 and 62-42, and take out all incoming enemy chinooks as they arrive at 0-0 (so you've got to be quick) near your second squad. But just killing the enemy is not enough – you've got to blow up all the helicopters and stuff as well. Call airstrikes at 31-56 and 78-72 to speed this along. There are some ammo dumps at 54-12 when you need them.

Mission 12: Driving Them Mad

You've just got a load of APC's here, and so your only option is to run your foe down. Drive one van straight to 26-37 and take out as many as you can as they run towards you. Then an enemy chinook should be called, depositing its soldiers somewhere around 01-15, always at a point where one of your APC's is standing. Just suss out from the direction of the Chinook's travel which APC it is heading for, move another APC as near to the targeted one as possible (taking care not to crash into it) and take control of the targeted one. Just move backwards and forwards under the chinook as the soldiers drop out of it. If you miss any, the other APC might take them out, that is if you're lucky. Also remember the golden running over people rule – don't chase after soldiers because they will constantly fire at you and you can't pick up extra health to replenish yourselves.

Mission 13: Silence is Golden

The scientist you need to rescue is in the very bottom left of the map in an igloo. Send down choppers one at a time to obliterate the enemy guards. When they call for reinforcements, switch back to the rest of your team at the start point and take out the chinooks with the rest of your helicopters. Then blow up the igloo at your leisure.

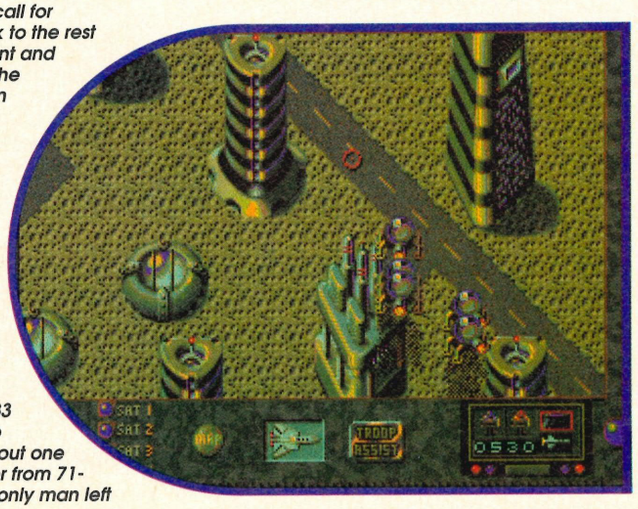
Mission 14: Vice Versa

After you've bumped off a couple of your rogue generals the enemy call in reinforcements big time – and these little devils are a bit tricky to get rid of. The best policy is to deposit most of your squad in defensive mode behind the buildings at 33-83 and make use of the ammo dump there too. Then send out one soldier to pick up a chopper from 71-81 or 25-17. When he is the only man left alive, call in your reinforcements and leave them to it as you fly the helicopter around, taking out as many enemy as you can from as safe a distance as you can.

Mission 15: Operation Genocide

A massive and rather smart battle. Success here depends on taking an early advantage. Just call in everything you've got whenever you feel the urge and make full use of any long-range weapons you can find. This mission takes a long time and is very hard to begin with, but it isn't too bad if you're prepared to use just about every trick you've learnt up to this point. The code to get you on to the moon is 56401FA77C5C3.

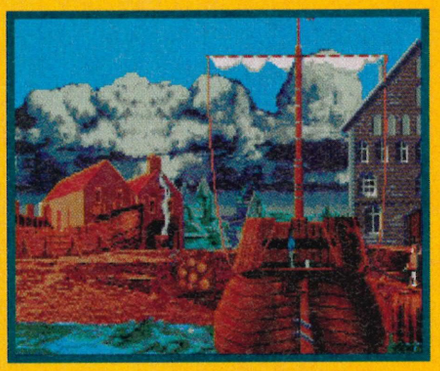
Well, that's it. And at least it didn't take us a ridiculous amount of time to put together!



GIVING THE GA

THE PATRICIAN

The key to your success in Daze's Patrician is in realising that although money is very important, it is certainly no substitute for real power. These hints and tips will hopefully enable you to acquire both.





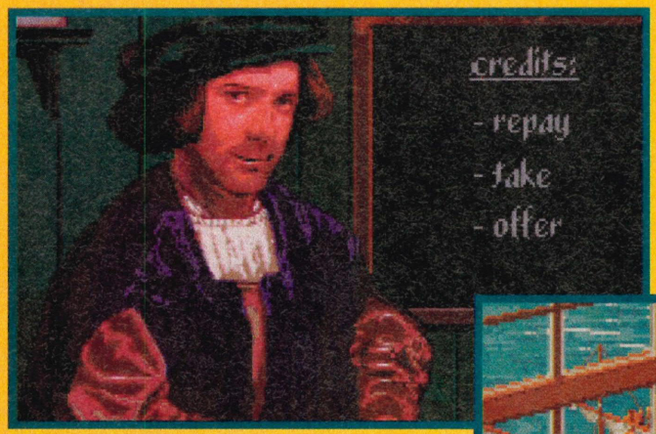
Begin the game by setting up a base in Luebeck, and having borrowed the appropriate goods, wine or salt from Luebeck and wood and wool from Malmoe, start trading. At the beginning of the game you should concentrate on shifting the cheap goods such as salt and corn. Low prices mean low risk and high quantities.

Look out for the arrival of the spice fleet. If it has already docked in Brugge when you begin the game, then you can sail straight there and buy as much pepper as you like. You should then be able to sell the stock for twice the amount you originally paid for it.

There are other commodities that will provide you with an equally fast profit, but you must buy them in the correct locations. For example, buy firs in Nowgorod and sell them in London. Buy wine in Brugge, oil in Bergen and hemp in Danzig. Also, buy salt in Luebeck and sell it in Stockholm.

There is more to trading than making a fast Thaler. You also need to impress the townsfolk with your activities. If you only deal in essential goods such as meat and fish you won't get yourself noticed or even remembered. A little flair may be called for, and some trading in luxury goods.

Once you have enough money, a wise way to spend it is on more ships. The cheapest and fastest shipyard to use is in Nowgorod. All you need to do is load up with Hemp, since the other materials you need should be available in the town.







Working with pirates

This is a particularly risky business, but if you are willing to run the risk you could end up with an entire fleet of ships for next to nothing. Hand over a fully armed ship and crew – as far from your home as possible, and the pirate will sell you every ship he captures for a tiny fee. On the other hand, he may disappear and never be seen again.

As an alternative, set up a guard ship in front of the town you know the pirates are heading

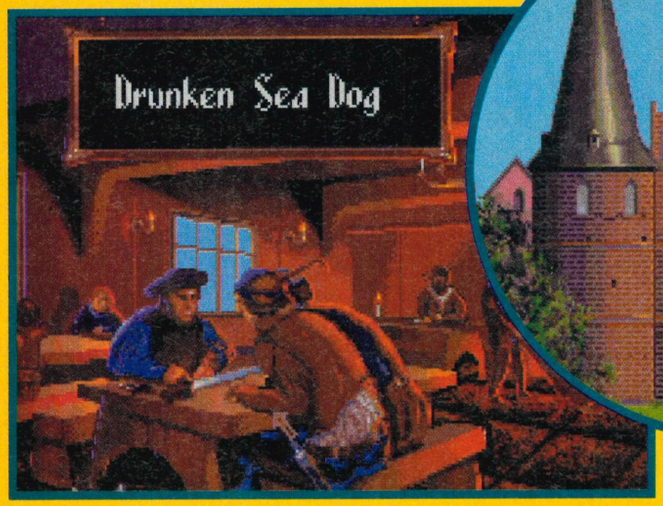


ME AWAY - - →

THE PATRICIAN









for and attack them as they enter the port. If you win you will not only get the ship, but also the gratitude and admiration of the townsfolk, which is undoubtedly an invaluable commodity.

You should always ensure that you have enough money in the office and that you pay your debts on time. You must keep your ships in good condition, as deterioration in your fleet will reduce its capacity. If you have a ship that is a complete wreck you may as well just sell it. Selling at auctions is an excellent way to make money. You can bump the price up by bidding against yourself, but you will have to be quick on the keyboard and careful, because by bidding too high you may end up paying for a ship you already own.

Make friends

The easiest way to win popularity is to throw a party. If you're having problems with the catering side of things, then here are some invaluable tips. Build yourself a warehouse and stash 30 burden of the following in it: meat, fish, ale, wine and corn. The best days for throwing a feast are between the 24th and 31st of December. (The same catering arrangements apply for weddings).

When it comes to getting married, the best bride you will be offered is the grieving widow of a bargeman. As a dowry you will receive two large ships.

To become Alderman you need to be Mayor of your hometown, and have an excellent reputation in several other towns. Join as many guilds as you can and trade between as many towns as possible. Also, be generous with your wealth. If you want to see results you should initially spend around one million Thaler on the town, about one and a half million the second time around and about three million on the next.

Use your warehouse. Buy cheap products like cereals and take on employees. They will make valuable processed products like beer out of it.

There are many unpredictable elements in the game. Disaster or good fortune may strike at any time. However, one thing is certain, the further into the game you get, the more dangerous the transport of goods becomes. Equip one of your ships to lead a convoy, and not only will you reduce any risk, but also gain popularity.

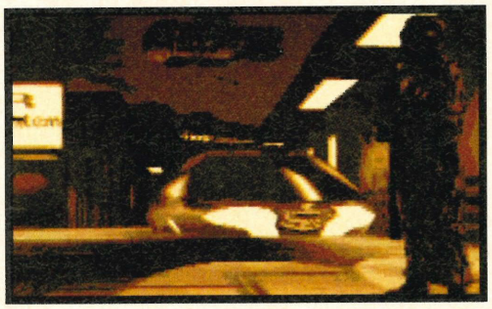




SMALL TIPS--->

Poor old Small Tips had the flu last month, but he's rested and back to full health now, bless his little heart.

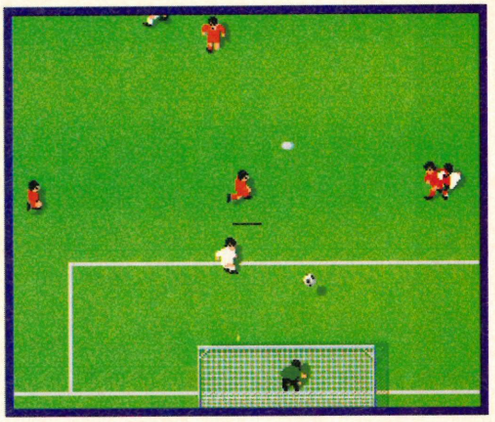
SYNDICATE



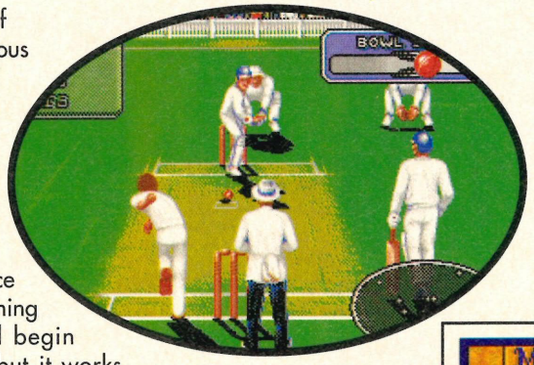
Jasper Druif of Nijmegen, Holland has some codes that, when put in place of your company name, might just see you right.
NUK THEM – Start in any country.
OWN THEM – All countries are yours.
MARKS TEAM – Best team, loads of Cyborgs, and everything has been researched.
WATCH THE CLOCK – Time goes quick – very useful for research.
ROB A BANK – You have $10,000,000.

GOAL!

Now you can play the Greame Souness way at all times with no fear of retribution. If one of your players is sent off, press the Amiga key to bring up the substitute screen. Click on a substitute and then on the player just sent off. Exit, and notice that a sub comes on to replace the dirty cropper, but no-one comes off. Top, or what?



GRAHAM GOOCH'S WORLD CLASS CRICKET



When batting, to get a lot of runs (apart from the obvious "belt the ball around the ground" solution), press P when the fielder picks up the ball to pause the game. The fielder will be frozen, but your batsmen won't. Waggle the old joystick and the batters will run. Easy enough.
But that's not all. Pressing the space bar twice when your bowler is running up will cancel the run and he'll begin again. Not particularly useful – but it works.
Cheers, Lee Seville from, er, Weeping Cross. (Chuckle.)

DUNE II

Essex boy P. Rance has a smart way of making money. When you get to the stage where you have no cash left and there is no spice to be collected, send your harvester to the enemy camp. It will be destroyed, another one will replace it and you'll receive seven credits. Handily enough, you can repeat this as many times as you like – since the harvester supply is seemingly endless – and use the oodles of credits to build new units.



DESERT STRIKE

The return of another old friend, and an easy way of getting infinite ammo. Type in HARDCASE on the password screen and Bob's your uncle.
Thanks to wee Geordie David Hand for that, and several other tips, for which he wins this month's game.

ONE STEP BEYOND

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AA52

DALEK ATTACK

Publisher: Alternative Software
Price: £9.99

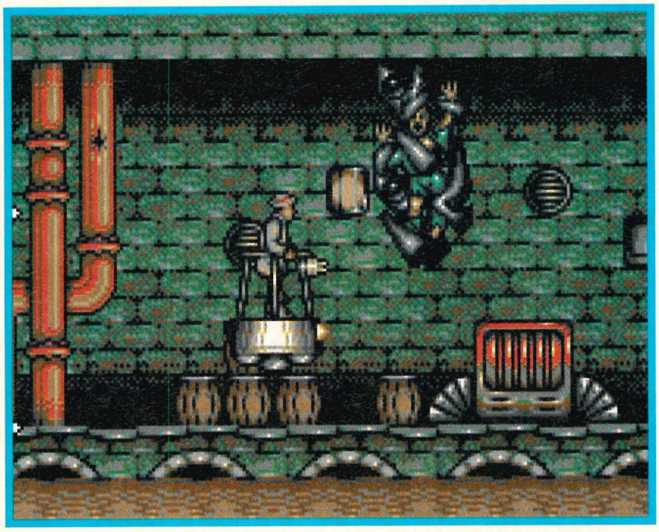
"Tum-te-tum, tum-te-tum, tum-te-tum, Woooo-oooooh!" wails the theme music as the Milky Way spins before your eyes. Yes it's the return of The Doctor, summoned from Time Lords heaven to fight once again against his arch-enemies, the Daleks.

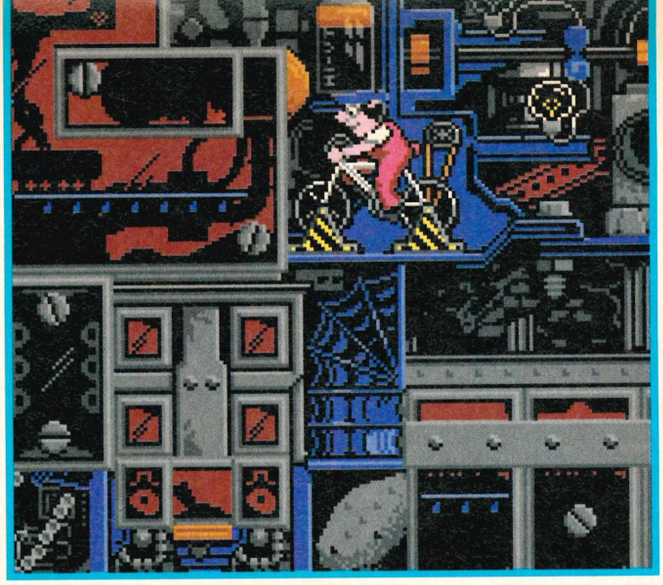
London, Paris and Tokyo are in the grip of Davros and his mates with the sink plungers attached to their foreheads. It is up to you to guide the Doctor through all four cities, defeating Daleks, mutants and ape-like beings on your travels. Your ultimate goal is the destruction of the Dalek pods which are threatening the ozone layer and which allow you to Tardis your way to the next city under siege.

Dalek Attack is a cross between a platform game and a shoot'em-up, and unfortunately it doesn't really succeed on either level. Tom Baker would be spinning in his grave (if he was dead).

REVIEWED BY: **Neil**

SCORE 70%





NIGHT SHIFT

Publisher: Kixx XL
Price: £12.99

The job situation being what it is at the moment, operating a machine in a toy factory for piece-rate wages may seem infinitely more attractive than usual.

As you arrive for your first day at work, your whip-cracking boss directs you to The Beast, a huge and complex piece of engineering which churns out Star Wars and Indiana Jones figures. It is your duty to leap around the platforms of the machine, keeping it in good working order and so fulfilling your production quota for each shift. As the game progresses, the quotas get harder to achieve, until eventually your failure to meet a target results in you getting the sack.

Although the game is basically a platform affair, there is enough originality to hold your interest for a while. Unfortunately, I had all sorts of trouble controlling the action with the joystick, and this detracts from what could otherwise have been an excellent game.

REVIEWED BY: **John**

SCORE 68%

KNIGHTS OF THE SKY

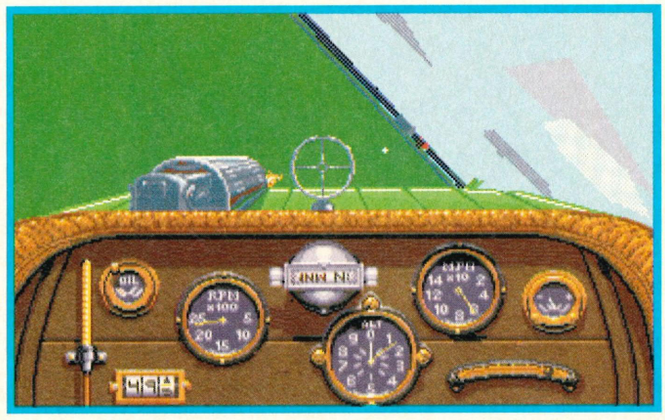
Publisher: Kixx XL
Price: £16.99

Knights of the Sky harks back to those halcyon World War One days of dogfights, pilots called Ginger, and average lifespans of about one week.

This budget release from the kings of flight sims, MicroProse, allows you to roam the skies above Northern France engaging the cream of the German Luftwaffe in deadly combat.

Four gameplay scenarios give you the chance to develop your flying skills before engaging the enemy, and there is an impressive array of machinery in which to take off. You can even choose which enemy pilot you would like to spar with. Watch out Red Baron, I'm on your tail!

Flight sim aficionados will be well pleased with this offering, as the extent of the gameplay is enormous. However, novices may be put off by the asking price.



REVIEWED BY: **Neil**

SCORE 81%

GRAHAM TAYLOR'S SOCCER CHALLENGE

Publisher: Buzz
Price: £9.99



Oh dear, oh dear, oh dear! Whoever was responsible for deciding that it would be a good idea to request Graham Taylor's endorsement of this football sim must be kicking themselves (a bit like the England Team really).

Okay, so it's not up to the standard of Premier Manager or Championship Manager, but Graham Taylor is a pretty impressive sim nonetheless.



Starting out as a lowly 3rd division manager, the idea is to further your managerial career by attracting interest from larger clubs, who may be impressed by your results. The ultimate goal is to become England's manager.

Major features include a full league and cup programme, transfers, scouting reports, animated match sequence and ultimately the European Championships in Sweden.

There is even the opportunity to make comments at press conferences – (it's much easier than Graham himself makes it look).

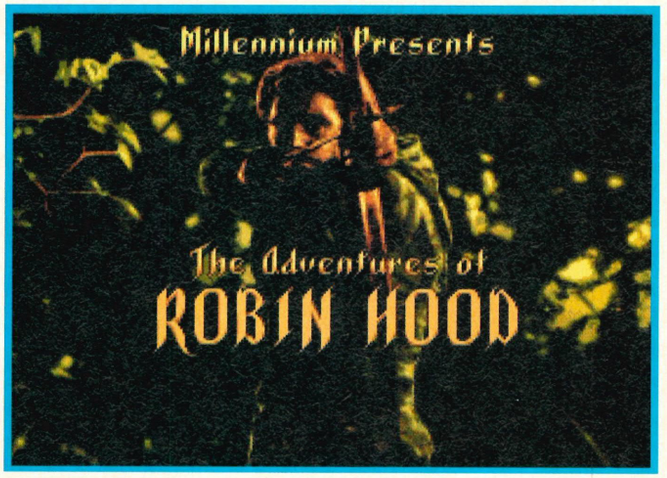
Whatever the actual merits of this game are, you can't help but be put off by the title. This is certainly a bit of a shame because it isn't at all half bad.

REVIEWED BY: **Neil**

SCORE 78%

THE ADVENTURES OF ROBIN HOOD

Publisher: Kixx XL
Price: £12.99



Sherwood Forest acts as the setting for an enjoyable romp based around the adventures of the well known and generous hero from English mythology. Robin has been thrown out of the castle by the wicked Sheriff of Nottingham, and deserted by his friends. You can't blame them really, wouldn't you be worried about a bloke who went round clad in green tights.

Anyway, the general idea is for Robin – the green god of the forest – to win back the loyalty of his so-called mates and then re-capture the castle in the name of truth and justice.

You control Robin by means of an icon menu which allows you to explore the Nottinghamshire landscape and interact with the locals who can be found wandering around various peasant outposts. There is even a mournful red dragon to contend with



Sometimes the meandering Robin ignores your instructions and does his own thing, but this only acts as a hint as to what you really should be doing (a good thing really, as the instruction manual gives little away).

Bullfrog`s classic, Populous, springs to mind as the isometric 3D display scrolls this way and that, and there is a definite similarity between the two. However, Robin Hood is strong enough to stand out as a product in its own right, and is well worth a look in this budget form.

REVIEWED BY: **John**

SCORE 80%

BUDGET CHARTS

ELSPA PENGUIN CHARTS

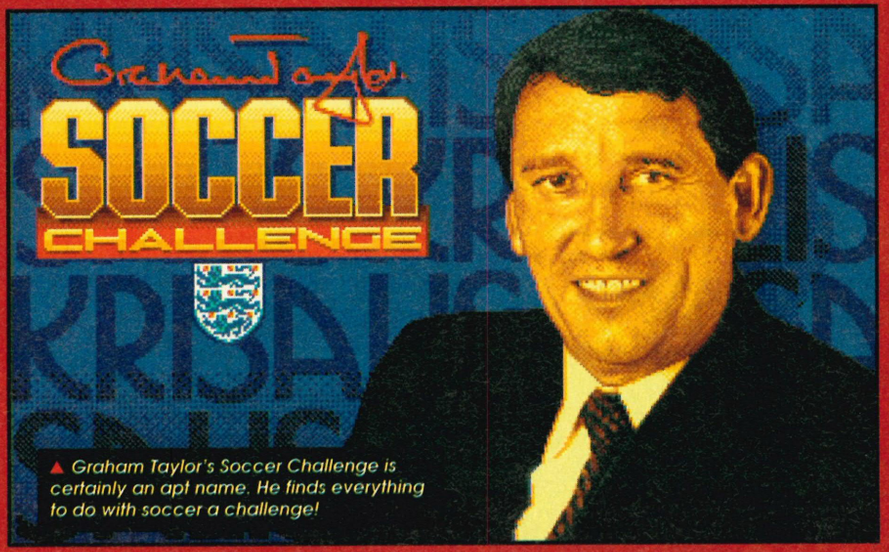
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2	✪	**GRAHAM TAYLOR'S SOCCERCHALL'**	BUZZ	£9.99	SPORTS SIM
3	2	**ALIEN BREED: SPECIAL EDITION 92**	TEAM 17	£10.99	SHOOT 'EM-UP
4	✪	**LINKS - THE CHALLENGE OF GOLF**	KIXX XL	£16.99	SPORTS SIM
5	3	**F17 CHALLENGE**	TEAM 17	£12.99	RACING
6	4	**FIRST DIVISION MANAGER**	CODE MASTERS	£7.99	SPORTS SIM
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★ = RE-ENTRY ✪ = NEW ENTRY

Over the last couple of months there has been a worrying tendency to refer to this chart as Budgies.

Well, it's Steve on the case here again, and let me assure you there will be none of that business this month. On the Budget Chart things are fairly static. The Team 17 top three has been well and truly split up by the arrival of Graham Taylor's Soccer Challenge at number two and Links – The Challenge of Golf at number four.

Things will look different again next month when I cannot guarantee there will be no budgies. (Tell you what Steve mate, you just leave a big space and I'll fill it in for you. No, really, I don't mind. Loser – Paul).



▲ Graham Taylor's Soccer Challenge is certainly an apt name. He finds everything to do with soccer a challenge!

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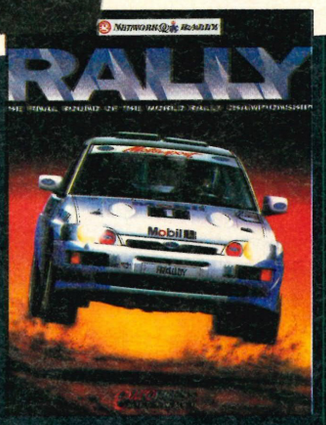


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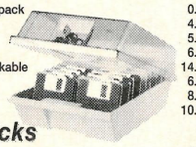
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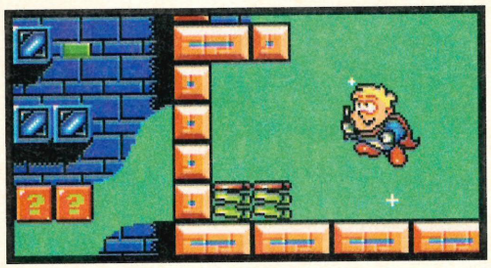
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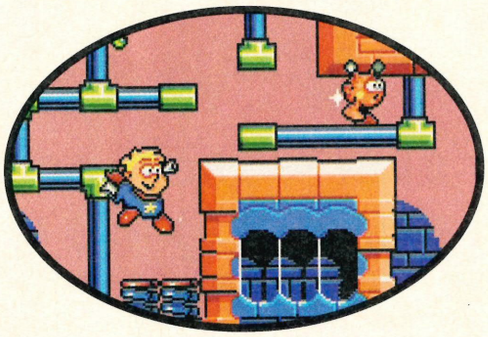
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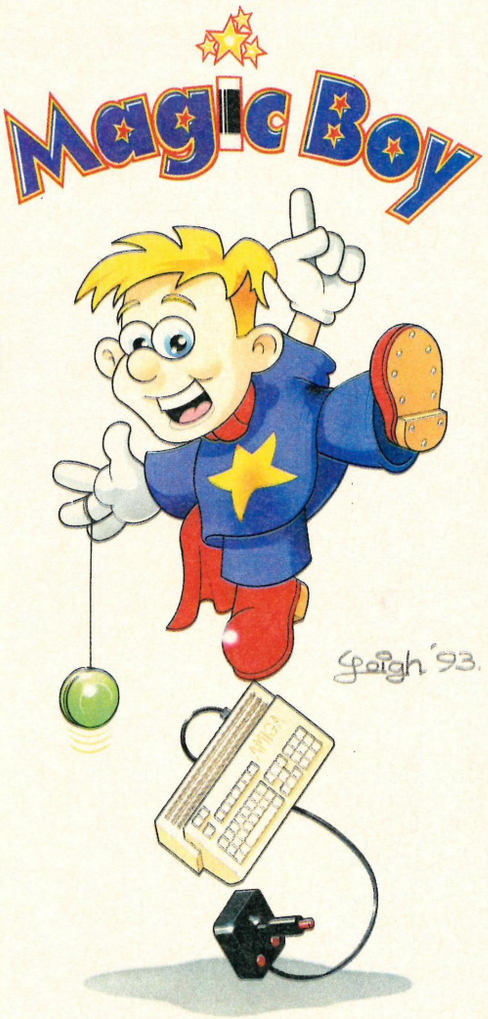
competition

WOH-WOH-WOH IT'S MAGIC...

The novel way to decorate your room. Possibly...







The now sadly departed John previewed Magic Boy in issue 50 and was more than impressed. Well now that his back is turned we can safely say that he really didn't know what he was talking about and everything he ever said should be treated with disdain.

No seriously, Magic Boy is pretty special as far as platfom games go, so much so that we decided it was worthy of one of our sought after competition pages, and Empire, the game's publishers have come up with some top prizes for our readers to battle for.

First prize is some exclusive Magic Boy drawings, done specifically for this competition. The lucky winner will quite justifiably be able to go around to their mates and boast that they have something that money cannot buy. Unless of course they don't value their prize very highly and are prepared to swap it for a couple of marbles and a bit of string.

Ten extremely lucky runners up will receive a copy of Magic Boy, a copy of Cool Croc Twins (which is bundled in with the little chap as a kind of limited edition thing) and a Croc Twins t-shirt. Now what more could you ask for?



Win Win

Questions

1/ Paul Daniels is:
a/ Small
b/ Annoying
c/ Short of hair
d/ All of the above

2/ The Great Suprendo (as was) is married to
a/ Stu Francis
b/ Victoria Wood
c/ Martyn Lewis
d/ Jim Bergerac's girlfriend

Magic Competition

Question 1: _____

Question 2: _____

Name: .....

Address: .....

.....

.....

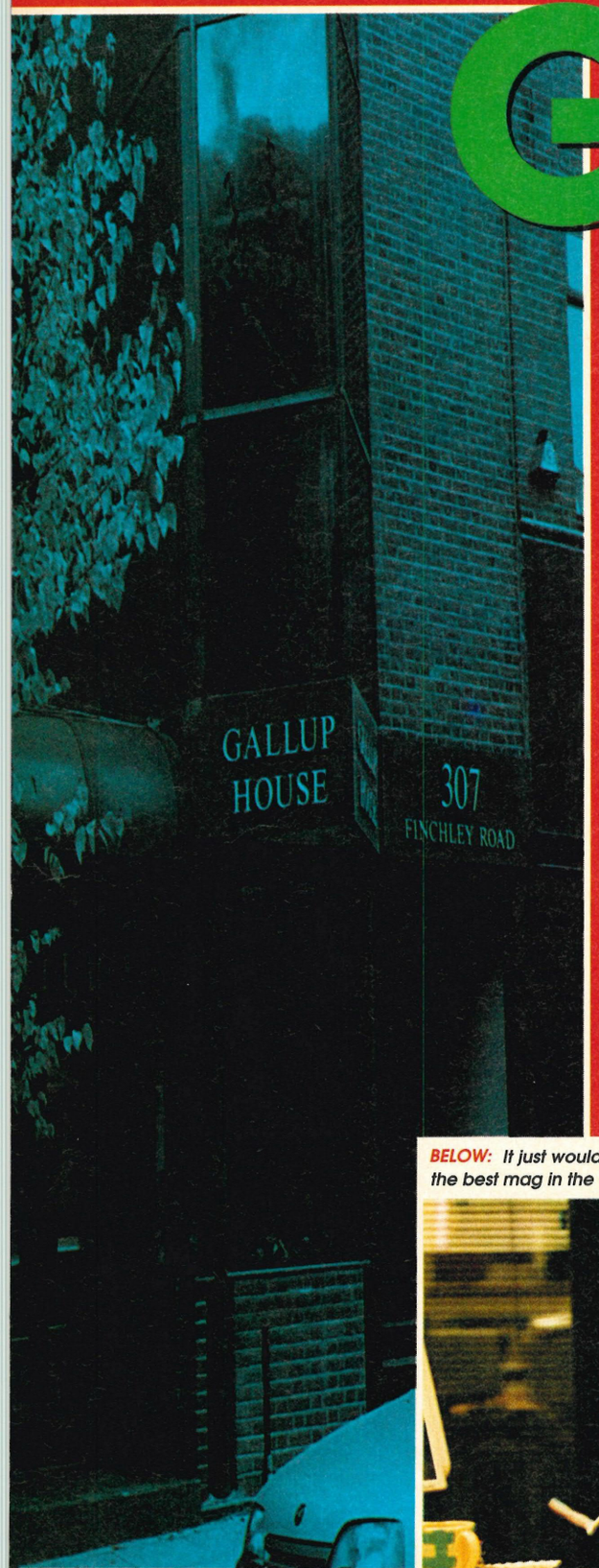
Postcode: .....**Age:**.....

Send your entries by the 22nd December to "Magic 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**

behind the scenes

GALLUP



Ever wondered just what goes into compiling the charts? Amiga Action drag Gallup from the pub in an attempt to find out...

BY: PAUL ROUNDELL

Everyone knows the name Gallup. They're the people who supply Mark Goodier with the hot information he delivers in such fluent, stylish and rib-tickling fashion every Sunday evening. They are also responsible for providing Peter Snow with all the ammunition he needs when, come election time, he convinces BBC bosses that even more complex and sophisticated equipment is required in order to do his job. Oh, and they do the software charts too.

But how do they do it? I mean, we know they have their minions standing on the street corners and in shopping arcades, asking just about everything from your eating habits to the colour of your granny's hairnet, but what does really happen back at HQ?

"HQ" is a modern brick structure just off London's Finchley Road, home to around 70 full time employees and headed by Chart Director John Pinder. The music charts are the place that most people immediately associate with Gallup: up to the date sales information on every record that is released from all over the country – but just how big a job is their compilation?

"The chart information comes from a sample of around 1500 music shops from all over the country," enlightened John, and explained that not all of the member shops are used every week, Gallup rotating them on a more or less random basis.

Why the rotation then? Well, everyone who listens to the charts or has any basic knowledge of the music industry must have heard the rumours about rigging, whereby – alledgedly – those in the employ of the big publishers visit selected record shops, and with a cry of "Here are some free t-shirts and loads of point-of-sale material mate", run a few dozen copies of their pet record through the all-important bar code machine in an attempt to boost its chart position.

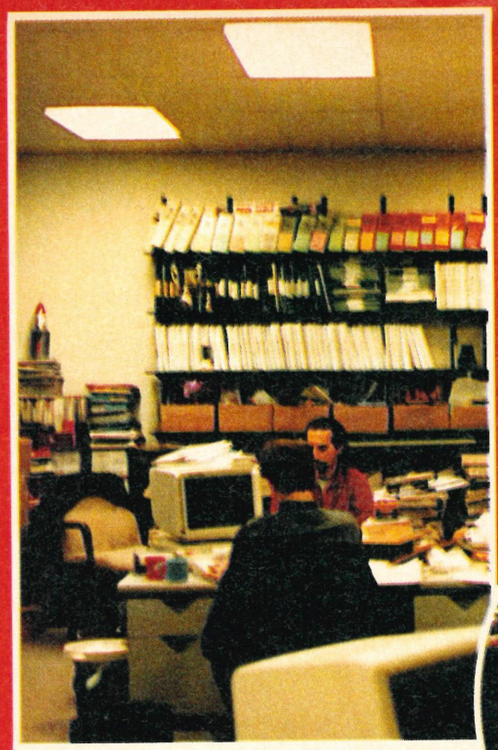
Whether it happens or not, John wasn't prepared to commit, but insisted that even if such attempts were made, they would meet with little success. Up until a couple of years ago, most of the shops partaking in the music chart compilation were equipped by Gallup with barcoders. Every time a sale was made, the sales assistant would run the record code over the machine, collating information throughout the day, ready for Gallup to tap into his machine every night. While John admits that this did leave open the door for some abuse of the system, he was quick to point out that other measures are taken to ensure that the figures are spot on.

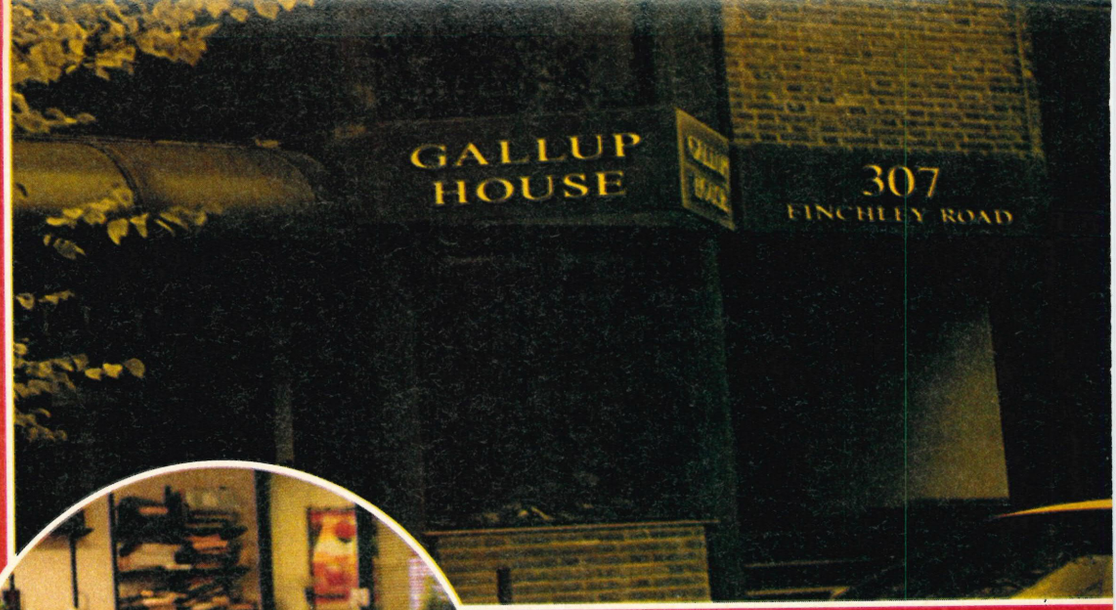
"Many outlets now use a computerised system which we can access at any time. We can also spot sales patterns, because the equipment allows us to check when each sale of a record were made, so if, for instance, one particular record sells a few dozen copies in one shop in the space of a few minutes, we need to find out why."

Gallup UK come under the larger umbrella of the international corporation, and since their right to

BELOW: *It just wouldn't be a proper feature without a gratuitous photo. "It's the best mag in the world, bar none!" beams Dorian. Probably.*









ABOVE: *Unbeknown to the humble reader, Dorian takes time out and loads up Frontier. Again.*
RIGHT: *Information comes in every minute of the day from all over the country.*

the Gallup name can be revoked by the votes of the other members, John and his team are very aware that everything they do must pass a certain amount of close scrutiny.

Dorian Bloch is the Software Researcher. He's the guy who sends us a fax with all the latest movements in sales which we dutifully type in for you. Unlike the Music Researchers, who need to compile the chart by Sunday evening in time for Radio 1 F... M..., and therefore might be in the office all hours over the weekend, Dorian's chart deadline is Tuesday. The software charts have been around in some form for several years, but it is only recently, with the video game explosion, that they have become more than just an afterthought.

Dorian joined the team two years ago from university, and although he draws his information from fewer sources than the music bods, the database is growing all the time. WH Smith, Woolworths and John Menzies account for approximately 70% of the sample, with Our Price accounting for most of the rest. The beginning of the week is invariably the most hectic, as Dorian has to get on the phone to all the retailers and software houses.

Most retailers record information on the modern EPOS system, allowing Dorian to access their sales figures at the touch of a few buttons on his customised PC. Everything in the software charts revolves around bar codes (that's the funny looking thing that Dorian's wielding somewhere on these pages). The Gallup office was awash with Amiga games on my visit ("We take them to the charity shop when we've finished with them," insists Amiga-owner Dorian): once a piece of software is released, the publishing company send a boxed version to Gallup, where the box barcode is scanned and recorded. Now when the sales information comes in it can then be simply entered using a code.

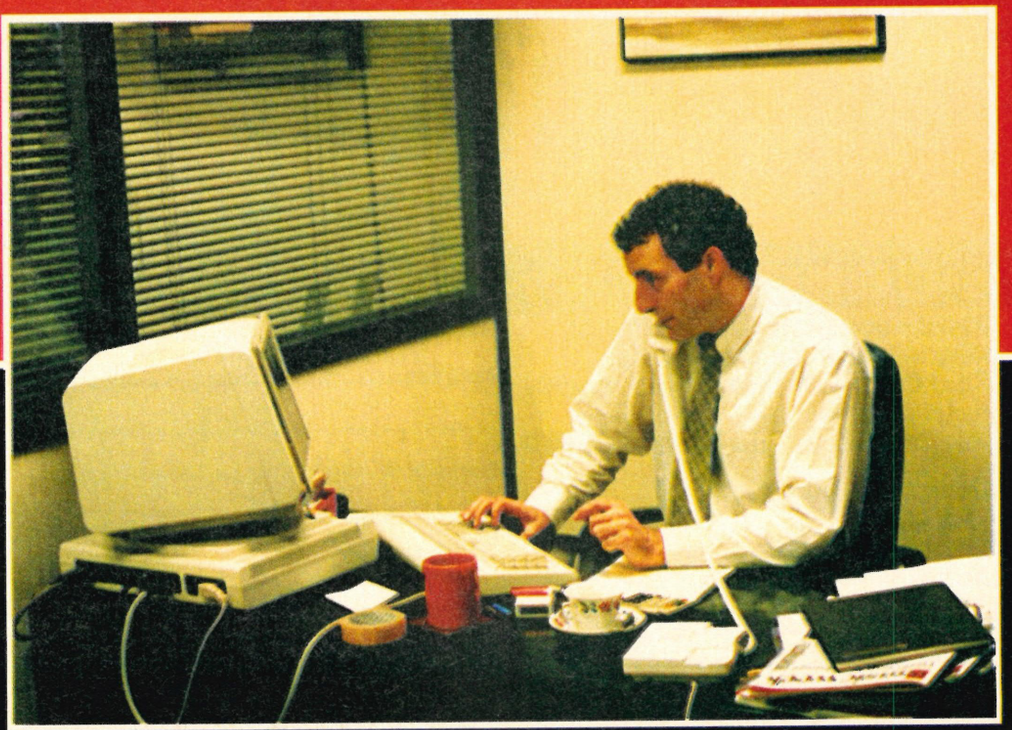
"At the moment our sample consists of 842 outlets, and like the music charts, is in our opinion by far the most accurate," claims Dorian, who, despite his workload at the beginning of the week, does like his Friday afternoon (and early evening if I'd let him!) pool session in the local boozer, it has to be said.

"From January the sample is going to grow, with the inclusion of, amongst others, Argos, Blockbuster Video, Woolworths and Tandy." The figure will swell to over 2,000 retailers, and could be bolstered to well over 3,000 by later in the year if certain others give the nod.

"The question on everyone's lips at the ECTS was 'what about Europe?'", said Dorian. "We'll be introducing a new chart in the new year, giving far more detailed information, and for the first time, actual sales figures." A Gallup trek across Europe is planned, to liase with foreign software companies and retailers, which, if successful, could see an all-new European chart by the summer of 1994.

RIGHT: *Chart Director John Pinder is responsible for both the software and music charts.*
BELOW: *More sales information than you can shake a stick at. Dorian compiles the Amiga chart.*





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AA Review
April '93



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"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."

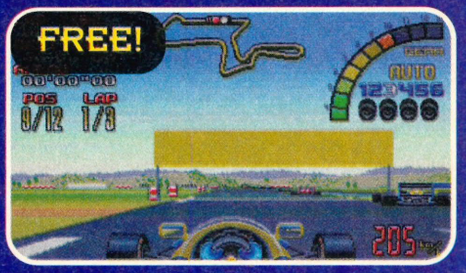
AA Review
November '92



NIGEL MANSELL -

"The action is good enough to make you want to get out your balaclava and put a saucepan on your head. Fast, smooth, playable."

AA Preview
November '92



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A STATE OF EMERGENCY

Puggsy may not be pretty, but when it comes to genius he's way above the rest. Unfortunately he's stranded on an alien planet and his spaceship's been stolen.

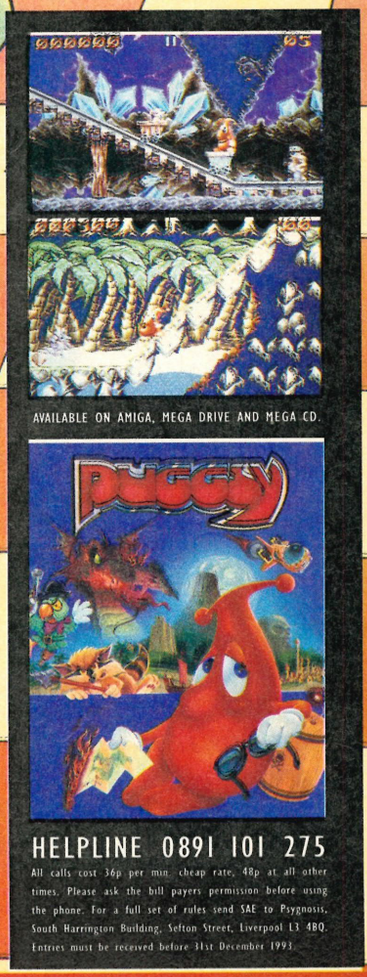
Using a unique system of Total Object Interaction (TOI), you have to guide Puggsy through some of the best puzzles and most frantic arcade action ever seen in his quest to find his spaceship. Incorporating revolutionary graphic techniques, fantastic gameplay and a complete Junior section for the younger player, Puggsy will steal your heart and tax your brain.

P.S. Leonardo da Vinci is still trying to get his latest project off the ground, so he will be unable to take part.

If Puggsy's just too smart for you, call the helpline.

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a) The Crying Boy b) Mona Lisa
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Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Puggsy is the smartest swinger in town, Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ. UK.

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All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

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TALKBACK

Yet another feast of reader's raunchy requests, querying questions and utter rubbish.

SLAMMIN' CHOONS

Dear Paul,
Can you send me information on where I can purchase a disk or disks with music program/music demos: music like MC Hammer, Betty Boo, Snap, etc., and have you any information on the CDTV add-on for the A500?

Simon Steptoe, Downley, Bucks.

All kinds of music (on tapes, vinyl and CD, admittedly) can be gleaned at reasonable prices from record stockists such as HMV, Our Price, or if you live near me, Reidy's World Of Music.

The CDTV add-on can be found (elsewhere in this very mag, I believe) on sale at around £150. It enables you to play CDTV software and audio CDs, although some older A500s may need modification before fitting. To be honest though Simon, the CD32 is a far better proposition if you can afford it. (See, we do like the CC3 2!)

HARD CHEESE MATE

I wondered if prizes are automatically given for the Star Letter, as although I was awarded this top accolade in the June issue, I haven't received anything. If prizes are given as requested by the chosen readers, I would be delighted to receive a copy of the naval wargame Dreadnoughts.

Stuart N Hardy, Sheffield.

I've heard about you. You used to write in about once a month before I arrived, and I've seen your letters in other mags too. You had an ad in Swap Shop a few months ago, and judging by the list of software, you seem to have more than enough games to keep you going. Actually, no, we didn't used to send games willy nilly, but I'm the new broom around these parts, and a shiny box will land on the doorstep of anyone who sends a star letter or comes up with a good enough blag from now on.

I PAY FOR IT

I think that I should get a free game because:
a/ I have AA issues 1-50 (and I paid for all of them).
b/ I have entered many of your competitions and not won anything.
c/ I have, sadly, out of the thousands of competitions I have entered, only won one (when I was six).
d/ I know where you live.

Jonathan Aspinall, Queens Park, London

Nice try. No.

THE GOOD OLD DAYS

I would like to say how much I enjoyed your coverdisk demo of "The Winning Post". I sent off for the full game, and it was every bit as good as the demo promised it would be. I hope in the future we will at least see more quality shareware on offer.
I used to have an Atari, but since I changed to the Amiga one thing has puzzled me – the total lack of games listings to type in. I'm sure I wasn't alone in getting great pleasure from doing this, and perhaps you could explain just why no-one does this. Is it simply the lack of financial return, or is there another reason?
Just before I close may I say how much we enjoy your magazine. We have tried most on the market but find that all round, yours has everything that we look for. Well done, and keep it up.

Mrs. P.J. Norris, Darvel, Ayrshire.

Thanks for the compliment. A few years ago, the quality of games –

STAR LETTER

Slapped wrists

I could not believe your irresponsible answer to Mr. N. Woodford (AA50) regarding buying a CD32. If every prospective buyer took your advice and waited for other people to buy first, Commodore would be lucky to sell ten machines.
While I totally agree that there is a distinct lack of software, the situation will remain the same if no machines are sold. It's the chicken and egg situation.
I gambled when I bought my first A500 on day one, and was rewarded with years of entertainment. Maybe it's time to gamble again. I firmly believe and hope that Commodore have got it right this time, as their very future depends on the success of the CD32. My advice is that the machine can only be a success if people buy it, so don't delay.
G. Sampson, London E15

Your sentiments aren't too far removed from those of one David Pleasance, from whom we recently received a faxed letter pertaining to that very same piece. "There's absolutely no software" said Nick, and indeed, at the time of his writing, there wasn't. There are dozens of games either in development or mid-port though (some of which have now filtered through to the shops) and yes – most of these look superb, and are sure to buoy the machine, but that wasn't his point. As for the warning about not buying the machine until others did – well, the letters' pages were Nick's jurisdiction and that was his point of view. Personally, I would whole-heartedly recommend purchasing the CD32, as everything I've seen on it looks great, and it isn't really that big a gamble when you consider the amount of software soon to be released. ***Let us know your views on any Commodore-related stuff, and you might win a game too.***



We really, really, really think it's good. We do!

graphically and otherwise – were far, far, inferior to those of today, and a few hours spent typing in listings was rewarded with, for those days, a pretty reasonable enough game.

Similar games today would be woefully below standard, and yes – the software companies would have little to gain by doing this, but why bother when they can provide the standard of demos you see today? Incidentally, if you're that desperate to type something in, the Swap Shop needs doing every month...

GIMME MORE

Dear Always There Nick (Yeah right – Ed).
Many issues back, there were coverdisks, and then, there were COVERDISKS. What I'm saying is that in the good old days disks had more of an appeal to the gamer in the form of whole games, and not tasteless demos which have a story of the game.
I understand the reason why softy companies don't want the gamer tied to the screen with old games throughout the coming winter. But if you gave us limited levels of a certain game, say, spread over four to six issues, to cover the whole game, readers will be induced (new and old) into loyalty, increasing them, and softy companies can't complain, as three of four levels of a game won't hold one that long in the regarded month. Everyone happy now?

Kiran Harry, Gaborone, Botswana.

Frankly Kiran, no. I do get the gist of your letter – just – but for the software companies to give away whole games, even over an extended period of time, would be tantamount to commercial suicide. Are you suggesting that it wouldn't matter, because after playing one or two levels, readers would go out and buy the game? If so, what would be the point of us putting extra, unwanted, already used, redundant levels of the same game on future disks, if everyone interested had already bought it?

COPY CATS

I have been a subscriber to Amiga Action for about three years now, although I do buy Amiga Power fairly regularly too. In there they have a Recommended section, where the best games of the last few months get a kind of mini-review, and stay until something better comes along, so that everyone knows which games are the best. Your mag is excellent, but I wonder if you thought of doing something along these lines?

Stephen Hartley, Feniscowles, Lancs.

Yes, we do something along these lines. They're called reviews, whereby we talk about games and give each one a score. A high score means that a game is good, while a low one means it's bad. If you want to know our thoughts on older games, simply leaf through an old copy of the mag.

And anyway, how come you subscribe to us then, eh? Oh well, have a game with our compliments, for, er... no reason at all, it would seem.

A BIT NAIVE

I have sent this letter to ask if you can copy me a computer game for my Amiga 600, because I don't have many games. If it is possible could yoy copy [deleted] for me, because I haven't got enough to buy the full game.
The only games I have are Vroom, Pinball Dreams and Grand Prix, and all are demos except Grand Prix. I have put a formatted disk in the envelope.

Name and address supplied.

I thought this was a wind-up at first, but judging by your grammar and handwriting, and the innocent way in which you ask, I must assume you are young and certainly very, very naive.

The Federation Against Software Theft (FAST) are an organisation who look for people like you, and prosecute them, because copying games is the same as stealing them. Software companies spend tens of thousands of pounds developing games, and every time someone copies one, it takes away the twenty-odd pounds they may otherwise have received for selling it over the counter.

Computer games aren't cheap, and the temptation to copy them for free is great, but my advice is save up your money if you want one. Your address is in the bin Robert – a far safer place than FAST HQ.

Please Note

From next month, the Star Letter will be sponsored by the kindly Team 17 folk. So if you think you've got a good point, or whatever, include the name of the T17 game you'd like, and who knows... Prizes for top blags and funny letters will still be sent out.

SADLY DELUDED

I have been trying to find the cheat that turns Street Fighter II into Champion Edition. Don't say that there isn't one, because in issue 40 you have a picture of Bolrag fighting M. Bison, and you say 'The screens you see here have been accessed using special codes hidden in the game.' So please tell me them. Please.

Owen Howes, Newton Abbott.

Time to own up, I feel. The screen you saw in issue 40 was accessed using Steve McNally's Photoshop technique on the Macintosh. The code doesn't exist, and you're a mug. Ha!

HIDEOUSLY BLAND

I am writing to tell you that you got a couple of things wrong in your Jurassic Park booklet. Firstly, you said that Brachosaurus is sometimes known as Brontosaurus – well it isn't, Apatosaurus is sometimes known as Brontosaurus.
Secondly, you said that Velociraptor is six feet tall. I don't think so. I looked it up in a dinosaur book (a few books actually) and they say that Velociraptor is only one metre tall. I have seen Jurassic Park and saw that Mr Spielberg went and scared everyone to death with six foot monsters attacking everyone.

Johnnie Walker, age 12

P.S. The person who gave you this information must be a chicken. Please reply.
Johnnie, Johnnie, Johnnie... Don't take it all so seriously mate. You're twelve years old – don't you have any mates to go playing football with? And what about girls? You know what they are don't you? Go and talk to a few – even John thinks you're a right spod.

ELEPHANTINE

Is it possible that if I purchased a lovely, powerful, sensuous A1200 that I would be able to purchase a CD Rom and play the new CD32 games on my new A1200? Or is this new CD32 thing a bit of a white elephant in that it is only compatible with itself?

Scott Fraser, March, Cambs.

Unfortunately Scott, and despite what Nick said last month, you won't be able to play CD32 games on your A1200. A CDTV drive is available for the A500, but at the moment no CD32 add-ons are in the pipeline.

This doesn't make the CD32 a white elephant though, and as I've said elsewhere on these pages, the amount and quality of software coming through for the machine makes it a more than worthy purchase in its own right.

Send your old slippers to:

**Paul Roundell,
Talkback,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.**

You can also reach us on fax no: 0625 876669

Don't go away. It's that time again



over the edge

OTE EDITOR: Brad Burton
DESIGN MAN: Jim Eagers



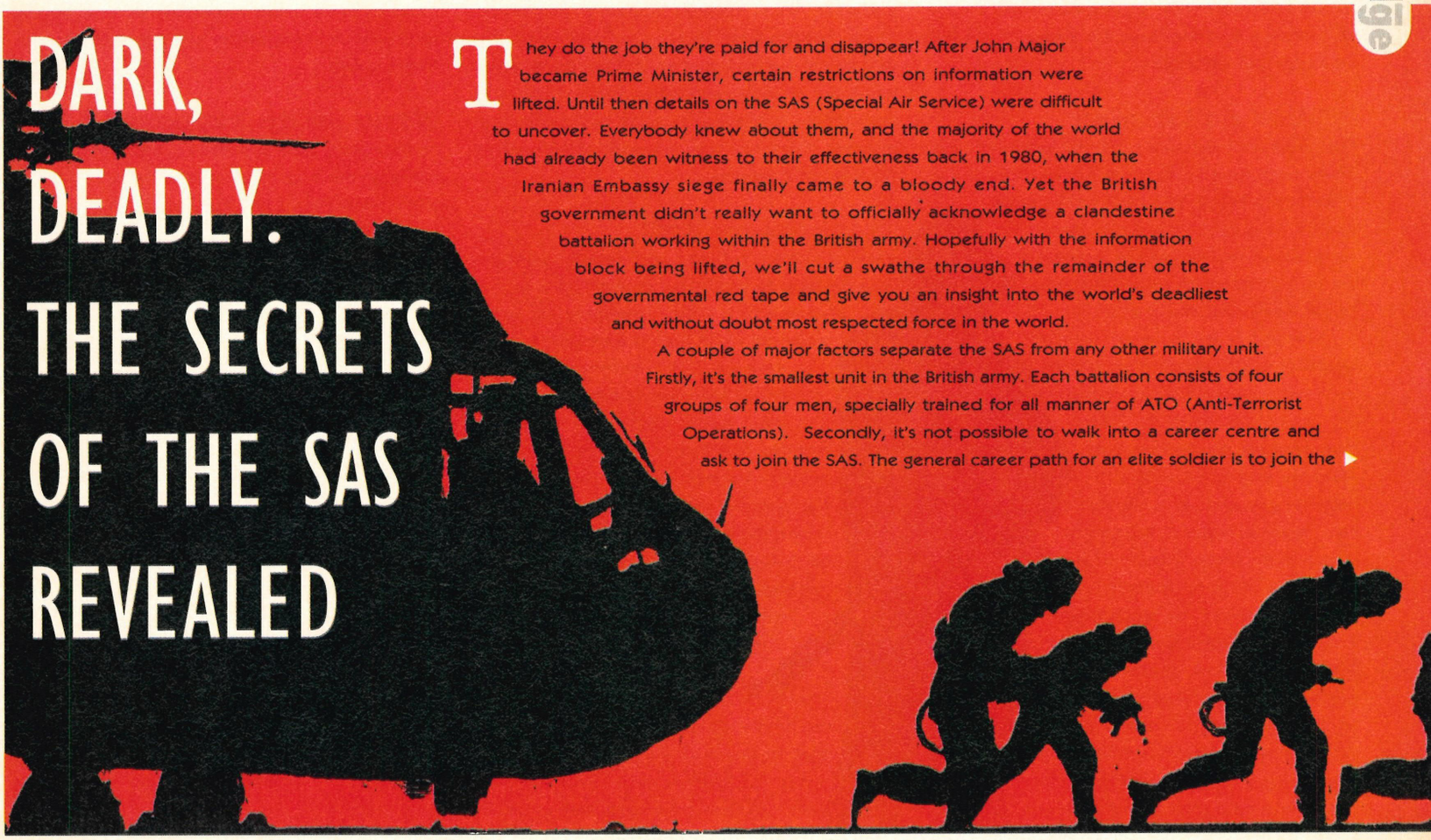
Check it, what a massive response, even I'm overwhelmed by the amount of mail received in the Over The Edge postbag. It's still early days, but what would you like to see in future issues? Get your ideas on paper and let's get on with it. This month I've done my research delving through hundreds of files and various books in order to get the lowdown on the SAS.

In this issue... + Stay in touch with a top of the range message pager + + Win - Wicked City - Arislan, blood and chicks Manga stylee + + Watch in awe as Jean Claude gives Dolph Lundgren a good kicking + Go well over the edge with our Bungee feature & compo + + Don't be a mug, get a personal attack alarm on us + Alien War take the opportunity for a journey into an unknown galaxy...

DARK, DEADLY. THE SECRETS OF THE SAS REVEALED

They do the job they're paid for and disappear! After John Major became Prime Minister, certain restrictions on information were lifted. Until then details on the SAS (Special Air Service) were difficult to uncover. Everybody knew about them, and the majority of the world had already been witness to their effectiveness back in 1980, when the Iranian Embassy siege finally came to a bloody end. Yet the British government didn't really want to officially acknowledge a clandestine battalion working within the British army. Hopefully with the information block being lifted, we'll cut a swathe through the remainder of the governmental red tape and give you an insight into the world's deadliest and without doubt most respected force in the world.

A couple of major factors separate the SAS from any other military unit. Firstly, it's the smallest unit in the British army. Each battalion consists of four groups of four men, specially trained for all manner of ATO (Anti-Terrorist Operations). Secondly, it's not possible to walk into a career centre and ask to join the SAS. The general career path for an elite soldier is to join the ▶



"ONE HOSTAGE WILL BE KILLED EVERY 45 MINUTES UNLESS THE BRITISH AGREE TO OUR DEMANDS" Terrorist leader

▶ Para's regiment, then if you're good enough and show potential they'll approach you and start the training process.

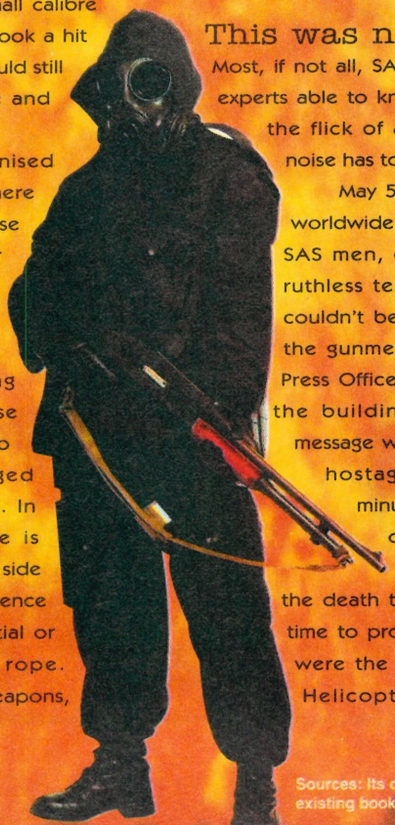
Each fully trained SAS man is estimated to cost British taxpayers in excess of £1 million. So, as you can appreciate, every time they go into a firefight they've got to be properly protected. Underneath that fire resistant suit you'll find more than just a human killing machine. The head is protected by a helmet made from a tough resin called Kevlar, the same type of material that F1 racing car fuel tanks are shaped from. This protects the vital area from debris, shrapnel and even small arms fire.

The face is covered by an army issue SF10 respirator, filtering out tear gas, poisons and any other potentially harmful toxins and making the surrounding air totally breathable. Its charcoal filter can be active for up to 24 hours. The eye holes are considerably more advanced than those on your bog standard mask, being covered with flash-resistant lenses. This both enhances the threatening impression generated by the outfit's appearance and protects the wearer from the effects of flash grenades.

Million dollar man

The chest is covered by a GPV/25 armoured vest, again made from Kevlar so that it can absorb low velocity projectiles and even small calibre bullets! So even if an SAS man took a hit or two, with luck and skill he would still be in a position to return fire and hopefully take out the enemy.

The SAS is the only recognised regiment in the British army where each individual soldier can choose his preferred weapon. Their favourites are the German built Heckler and Koch MP5 sub-machine gun and, as a sidearm, the high powered Browning pistol. Both these weapons use the same calibre bullets, so ammunition can be exchanged between the two if need be. In addition a razor sharp knife is placed in a black sheath on the side of a leg. This can be used to silence enemies when stealth is essential or for cutting through abseil rope. Together with a plethora of weapons, each team member carries a number of stun grenades. These contain a lump of magnesium which, when ignited, causes a sun-bright flash that lasts barely a second and an almighty bang, which blows out windows and lights. The grenade stuns and blinds, yet doesn't cause any permanent damage, giving our man a couple of seconds to neutralise the aggressor.



FORCES TRIV

- 22nd Batallion, is the only regular SAS unit.
- Captain David Sterling created L-detachment, the forerunner for the SAS.
- Founded during the 2nd World War, L-detachment was to work deep behind enemy lines within North Africa.
- A year after the almighty conflict ended the unit was disbanded.
- Five years on L-detachment was regrouped and renamed, and trained to specialise in all manner of covert operations.
- 22nd Battalion's base camp is rumoured to be situated at Herefordshire, and is strictly off limits to non-military personel.
- There are currently over 300 active SAS men, trained in various fields.

This was no drill

Most, if not all, SAS men are trained martial arts experts able to knock out or even kill a man at the flick of a wrist. Invaluable for when noise has to be kept to a minimum.

May 5th, 1980. Millions watched on worldwide television as a group of armed SAS men, descended upon a band of ruthless terrorists whose demands just couldn't be met. Tired of stalling tactics, the gunmen shot the Iranian Embassy's Press Officer, leaving his lifeless body on the building's doorstep. With that a message was sent by the terrorists, "One hostage will be killed every 45 minutes unless the British agree to our demands". With over 20 hostages within the building the death toll would be too high. It was time to prove to the world that the SAS were the ultimate anti-terrorist group. Helicopters circled above creating noise, while the pinhole cameras inserted through the walls revealed some but not all of the locations of the hostages. They'd practised their assault hundreds of times, but never with live ammo. A simultaneous attack was the key. They came from the front, the roof and the rear. No amount of training could have prepared the terrorists for what was to happen. They were taken by surprise and overpowered. With all but one of the 20 hostages killed by the Arabians. It was a fine example of the skill and professionalism from the world's elite. But the work of the SAS is not all Embassy sieges. Part of the success of the Falklands war was due to the British being able to establish air superiority. This was not the result of any fantastic radar system, but mainly because a group of SAS, camped within sight of the Port Stanley airbase, were radioing back to command HQ every time a plane took off. Owning the skies is a massive deciding factor in the outcome of the fray. Needless to say, the brave men who lived in the icy cold for weeks would have been subjected to strenuous interrogation had they been caught. They weren't.

What really happened?

An interesting story appeared in the national press just after the Iraqi invasion of Kuwait. Just as the tanks were rolling into the capital, a passenger plane scheduled to depart for the city was delayed. It's alleged that a group of eight military looking guys carrying hand luggage were rushed onto it seconds before the scheduled take off.

Normally in times of turmoil, a plane wouldn't travel. Not this one. As it landed in Kuwait it was surrounded by armed soldiers who took all the Britons off, using them as hostages and bargaining tools. After a few days the hostages were released and sent on a plane. But the eight didn't join the rest of the passengers for the return journey. Were they captured? Or did they escape?

General Schwarzkopf said: "We put the SAS deep into enemy territory... they let us know what was going on out there. They were our eyes." – proof that SAS operations were indeed an important factor in the battle. The information they would have gained was probably used by the allied pilots to locate and destroy the Iraqi war machine. Without the expertise of these troops, perhaps the bloodshed and pain would have continued.

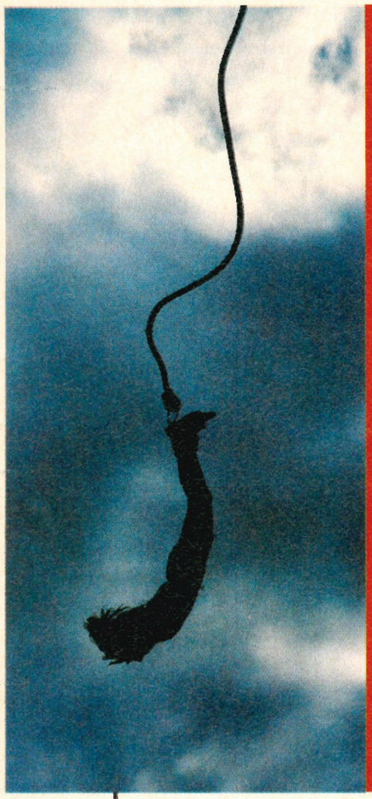
Sources: Its on a need to know basis! Only joking, various existing books, and news paper reports were used.



Relieve tension. With one of these 'novelty inflatables'. Both are made using only the best materials. Go see your mouthy market trader now! Don't pay more than £1.50 a piece.

WIN A BIG BAG OF SWEETS

If you enjoy lengthy dental visits, you'll just love this. Those masters of code, Codemasters have decided that kids no longer like posters and would prefer a load of confectionary treats. They've given me several hundred sweets to give away to some lucky reader. But only if I mention their brand new game Cosmic Spacehead. So here I go "Cosmic Spacehead." Can I have some sweets now? See coupon on next page!



You're crazy if you do it...

Way back in 1979, four thrill seekers attached giant elasticated ropes to their feet, tying the other end to the Clifton suspension bridge. And then they, erm, jumped right over the edge.

Without the rubbery cord death would have been unavoidable, but the strong length prevented them from slamming into the icy water. This was the beginning of Bungee as we know it.

SAFE BUZZ

The news spread the world over and in no time the globe was gripped with Bungee fever. Over 14 years have passed since that unathorised leap, only now is it legally possible to experience the buzz that gripped the nation. For the last four years THE UK BUNGEE CLUB (0625-859757) has been bringing the fantastic elastic into the safety of the mainstream. They travel up and down the country daring adrenalin fiends to launch themselves off a 150ft crane. Reckon you've got the nerve? Or will you get half way up and start crying like a baby? Well I've got one of these jumps to give away – fill in the coupon and you never know your luck.

You're mad if you don't!

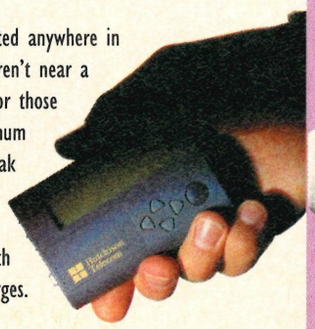


Get with the program. Don't get left behind

Attak alarms - Street Sekuri (0426-934015)
Pagers, phones - Hutchison Telecom (0992-501234)

The ultimate in mobile communications, the portable phone. The latest product war in this field is which company can produce the smallest/thinnest phone. Hutchison receive second prize for their attempt.

Pagers allow you to be contacted anywhere in the country, even if you aren't near a phone. They are invaluable for those moments when "that girl" your mum doesn't like really needs to speak to you but doesn't want to phone up for fear of abuse! £99.99 and about £25 a month connection charges.





A fashion accessory? Imported directly from the States, this personal attack alarm is your bog standard, 107Db attack alarm, with grenade pin type alert mechanism. Shatter and water proof. Built to last. £18.



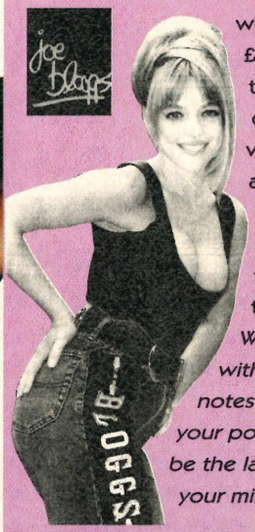
It's taking off in London and moving up north right about now. They say real men wear black, so add to your collection of dark clobber by getting hold of one of these Urban alarms. £16.

MAN ON THE STREET

It's the most expensive pair in the world. They fit Page 3 stunner Suzi Mizzi perfectly. Gulp. Read on.



Companies come, and companies go. Based in Manchester, Joe Bloggs the self marketing streetware label have pulled off a highly expensive publicity stunt. They got themselves into the Guinness book of records for what, on first glance, is just an ordinary pair of stonewashed jeans! But these 28 inchers differ somewhat from your normal jeans. due to the fact that the Bloggs logo has been created using an impressive array of high quality diamonds. The unique pair were on show to the cameras of the press for just one day, before heading back into the safety of a bank vault. How much would a pair of these exclusive jeans cost? Twenty, thirty grand? Nope you're well out, for a pair like Suzi's, your looking at a whopping £200,000. I bet the matching denim jacket would cost around about the same. You're likely to go broke at those prices! *Washing them with a wad of notes or change in your pocket would be the last thing on your mind!*



If you've a story, feature or idea that we should cover, why not call 0625-878888 Ext 314

Flix

Street Fighter 2 - World Warriors. Filming has already started, but details of the actual plot are sketchy. The script has all the main characters written into it, with Ryu and Guile playing rather bigger parts than some of the less popular dudes. I mean how many people actually like Zangief?



Steven Spielberg is reputed to have earned in excess of £1 million for every minute of **Jurassic Park**, and it is now officially the most successful film in the history of Hollywood. **Lethal Weapon** star *Mel Gibson*, has made a bizarre decision in turning down $10 million to be the next James Bond. If he had accepted the offer he would have been the first non-British 007. Coo. **Aliens 4** is definitely on. Don't ask me how I know, 'cos I can't tell you, but trust me, the news will start flooding in right after Christmas. It seems like an absolute lifetime since we first got wind (ooer) of **Robocop 3**. Now over two years on, it's still no closer to the big screen. Some of the intial rumours have been confirmed. It's got a PG (Parental Guidance) certifcate and *Peter Weller*, old square jaw himself, is no longer the cop in the robo, having been replaced by an unknown jaw! Release date? Your guess is as good as mine, don't hold your breath!



The UK's greatest comic export **Judge Dredd** is set to enter into Hollywood. It was initially suggested that the last action hero himself, *Arnold Schwarzenegger*, would play the lawman of the 22nd century, but *Sylvester Stallone* has been cast and contracted for the part. It's to be directed by the now respekted Danny Cannon, whose debut can be seen in the newest G'sta movie on the block, **The Young Americans**. Had I asked Sly for a quote, he would probably have had something like this to say, 'You're the disease and I'm the cure'. Erm yeah, anyway filming is due to start early '94.



Frock Shock

Good old 'Shazza' doesn't leave much to the imagination in the tense thriller Basic Instinct. To sum the film up in three small words: Love, sex, and ice picks (whoops, that's four). A modern day thriller which twists and turns at every available avenue. It's just been re-released. On video now costing £24.99. But you'll not only get to see sexy Sharon in her full glory, but a copy of Fatal Attraction and The Making of Basic Instinct which are also thrown in, revealing a bit more than just how the gory special effects were done. *Get it now!*

CERTIFICATE: 18



ALIEN WARNING



Listen up Marines, I've got 20 Alien War tickets to give away. You've read the feature, now it's time to experience the horror. Don't forget where it is kids. When in London get to Leicester Square and ask for the Trocadero, *That's that really smart arcade*. It's in here. Somebody help. Arrgh.....

VIDEO UPDATE



Universal Soldier (15) Van Damme and Lundgren kick ass in this all action packed adventure. £12.99



Wicked City (18) Top rate Manga action, sexy chix and loadsa blood. £12.99 Arislan 2 (PG), more of that medival fun, Jap' style £10.99

We've ten of each to give away!



AVAILABLE RIGHT NOW

LAST WORDZ

Brenda (left), Brad's mum, believes Over The Edge really is quite interesting and she enjoys reading it ever so much. Yet his sister Janet (right), finds it un-interesting and boring. Needless to say she needs a social life. What do you think of this section? What would you like to see? Later. **BRAD**



ANSWER THESE SIMPLE QUESTIONS AND WHO KNOWS, YOU *MIGHT* WIN 10 GRAND!

Even if you don't you could win any of the other prizes.

1) How smart is Over The Edge? On a scale of 1-10 (1 Disrespekt) (10 Respekt)

2) What would you like to see in future months?

3) If it takes one workman two hours to dig a hole, how long would it take two Irish Navvies to dig the same hole, bearing in mind they've both got a flask of piping hot tea?

Answers and comments on a scrap of paper, and put them in an envelope along with this coupon!

NAME.....

ADDRESS.....

.....**POST CODE**.....

SEX (writing yes please just isn't funny)..... **AGE**.....**FAVE WORD**.....

SEND TO: OTE. BIG BRAD you know, that one off Gamesmaster (Thurs) & Games World (Tues) fame EUROPRESS INTERACTIVE. EUROPA HOUSE, ADLINGTON PARK, MACCLESFIELD SK10 4NP. Shubba!



IT'S JURASSIC!

You have five minutes to beat T-Rex and win

£500 INSTANTLY!

0839 404091

WIN A SEGA MEGADRIVE + MEGA CD!

0839 404080 INSTANT WIN!



SUPER NINTENDO+

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INSTANT WIN!

GAME GEAR+

JURASSIC PARK

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INSTANT WIN!

THE NEW AMIGA CD!

0839 404090

INSTANT WIN!

WIN!



WIN!

AMIGA A1200+

JURASSIC PARK

0839 404094

INSTANT WIN!

£150 WORTH OF COMPUTER GAMES!

0839 404096

INSTANT WIN!

RALEIGH ACTIVATOR 2



Or any mountain bike up to £200

0839 404099

INSTANT WIN!

WIN!

FOOTBALL STRIP 0839 404087

In your team's colours!

PLAY THE BIG GAME!

Use your soccer skills to win £500 instantly!

0839 404082

WIN!

£150 WORTH OF SPORTS GEAR

0839 404088

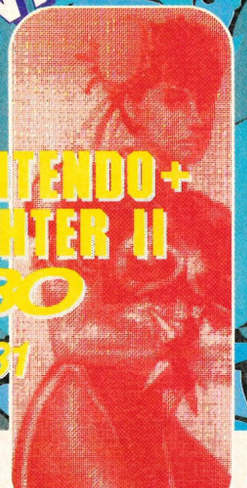
WRESTLING VIDEOS

£60 worth of Action! 0839 404083

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SUPER NINTENDO+ STREETFIGHTER II TURBO

0839 404081



JOYSTICK!

The latest multi-button controller!

Any joystick up to £70!

0839 404095

INSTANT WIN!

PLAY THE ALL STARS ADVENTURE!

SUPER MARIO!

INSTANT WIN!

0839 404085



Fight your way across the USA!
Beat the villain to win a
SUPER NINTENDO+
SUPER MARIO ALL STARS CARTRIDGE!

Calls cost 36p per min (cheap) 48p per min (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 30.11.93 and again on 28.02.94. All competitions involve multiple choice questions. Raleigh Activator 2/ Nintendo/Sega/Amiga/Streetfighter II & Jurassic Park are all registered trademarks of their respective companies. We are not related to or endorsed by them. For rules and winners please send SAE to: Info Media Services Ltd, PO Box 28 Northampton NN1 5DS.

Europress/Xmas93

the legendary JOE BLOGGS STY

READER OFFER

Street fashion is at an all time high. Wear the wrong clothes and you'll get laughed at. Wear the right clothes and you'll be the centre of attention. But keeping up with fashion is an expensive task. Joe Bloggs, perhaps the UK's leading streetware label, together with the leading publisher of computer mags - Europress (that's us that is) have been in meeting rooms up and down the country securing the hottest deal this year!

Forget those ridiculously expensive prices you pay in the shops. Cos, we've all the latest street fashions at a cut down price, and in turn were passing on the savings to our loyal readers. (thats you that is). Have a browse, see if anything takes your fancy, if it does, simply whap in the number on the coupon. Oh, and the size and not forgetting the colour.

Write out a cheque, bang it in an envelope. Wait 28 days and become the envy of all your friends. It's as easy as that. Boy or girl, Joe Bloggs is for you!



The Ultimate

BLOGGS FAX
New innovations from Bloggs include the One Size Jean. A design that can fit anyone ranging from a 22" to a 40" inch waist.

13 10 9 6

FASHION INDEX



Yes! You too can look as cool as these guys! Be the envy of all your mates with all this top Joe Bloggs clobber.

KINKY CLOBBER

(1) 'B' jeans - 103876
As you can see here, these jeans have got that, dare I say it 'Shabba' style to them. Wear them the conventional way, over your trainers or get on the hip hop tip, by tucking them into your boots. Well sorted! Oh, yea there's a nice big 'B' emblem on the back pocket.
£29.99
Col: Stone washed
Sizes: 28-36

(2) Neck tie natural top
Going back to basics, made with natural fibres, this loose fitting top makes excellent clubware, and it'd certainly look the part on 'da street'.
£15.99
Col: Natural, stone, navy, black
Sizes: 1 size

(3) Joe Bloggs 'Ultimate Player' cap
This top of the range cap, is of 'that' State' style, and can be worn in numerous ways. On the front, is a trendy Bloggs - Ultimate player logo this in itself makes the cap a fashion item, that no self respecting person can ill afford to avoid. Spinning it around, and wearing the peak backwards shows a Game Over' badge, a must for any games-master.
all the features of a US Cap, at a more than reasnoble price.
£5.99
Col: black, burgandy, navy, bottle!
1 size

(4) Striped top - 106442
If you like your clothes loose-fitting, stripy and with buttons all the way down then this is for you. As a special bonus for cuff fans, two cuffs are included! Can be worn tucked in or out, the decision is entirely yours!
£19.99
Col: blue, black, green
Sizes: 1 size

(5) Wooly hat
Cripes, Winter's just around the corner. Hey, when it comes to sno' ball
fights, theres one thing having a pair of gloves, eh but what about that all important head of yours! I bet you forgot all about that, well don't worry too much, because this hat complete with bloggs logo will look after your brain as well as keeping your body heat in. Go on mum's treat 'em. They deserve it.
£5.99
Col: black, navy, burgandy, bottle
Sizes: 1 size

(6) Bloggs logo jeans
These are the type of jeans, made for the 'straighter' amongst you. If you don't want to advertise the fact that your jeans are from "Bloggs' yet want a top quality pair of strides. These are right up your street. Boasting a very conservative Bloggs badge.
£20.99
Col: black, s/w black, ecru, s/w, navy,
Sizes: 28-36

(7) Bloggs backpack
If you're after a pack for your back then a Backpack is the item you require. Fashionable yet practical this Bloggs bag will soon take pride of place whenever carrying stuff is the order of the day. A natty little Over-the-Shoulder number can be yours by simply sending off for this.
£19.99
Col: black, blue
Sizes: 28-36

(8) Round neck Bloggs 'natural' top
Crew neck, long sleeved made. For any wanna be naturalist. Its also got some groovy text on the front, A1.
£20.99
Col: natural, stone, navy
Sizes: 1 size

9) Bloggs flag type jeans
long leg jeans, leather badge, and a rather fetching flag type Bloggs logo on the back right pocket. Good fashion jeans, that'll no doubt have a massive lifespan.
£29.99
Col: Stone washed, pure black.
Sizes: 28-36

(10) Denim shirt
Casual, smart? Tucked in, left out? Buttoned up, un-buttoned. The amount of ways you can wear this top quality denim shirt with its stylish cotton back are untrue. As is the price!
£16.99
Col: denim/baltic
Sizes: S/M/L

(11) Jogging bottoms
Regardless of where you are, you'll fit in with these lightweight joggers. Although I wouldn't reccomend them at weddings. The tie string around the waist can be used to adjust the tightness. So if you like 'em baggy get a bigger size.
£7.99
Col: black, navy, charcoal, grey, dark green.
Sizes: 1,2,3.

Streetwear

BLOGGS FAX

The Legendary Joe Bloggs label was started in 1986 by Shami Ahmed. Shami is still the Managing Directer of the company.

STREET WISE GEAR

(12) Bloggs 'B' Top (red B)
I'm afraid to say, that somebody has nicked our consignment. Still there's plenty of other nice tops. Ah well, such is life. OUT OF STOCk

(13) Bloggs natural with strip
Yea, we like this one. Another one of those smart tops you can wear pretty much anywhere. Winter thru to Summer, this'll always be en vouge.
£19.99
Col: natural, taupe, navy
Sizes: 1 size

BLOGGS FAX

Bloggs pioneered the come-back of flaired clothing a few of years ago and were an instrumental factor in the Madchester period.

JOE BLOGGS READER OFFER

NO	DESCRIPTION	SIZE	COLOUR	PRICE
				:
				:
				:
				:
				:
				:
				:
Please include an extra £2.00 for postage & packaging				:
Allow 28 days for delivery.			TOTAL	:

Complete the form below and return it together with your cheque to Joe Bloggs reader offer, Europress Interactive, Europa House, Adlington Park, SK10 4NP. Make cheques payable to Europress Interactive Ltd.

Cheque No: ❑❑❑❑❑❑

Name _____

Address _____

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SUPERL

Once again we find ourselves in an Aladdin's Cave full of classic games and excellent ways to spend our time. But we drag ourselves away long enough to bring you this.

ARCADE ADVENTURE

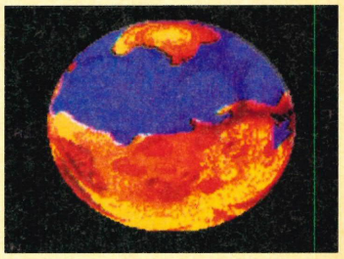
1 **FIRST SAMURAI**
Mirrorsoft
2 **ROBOCOP 3**
Ocean
3 **D/GENERATION**
Mindscape
4 **HUNTER**
Activision
5 **ANOTHER WORLD**
US Gold
6 **JURASSIC PARK**
Ocean
7 **HEIMDALL**
Core Design
8 **THE IMMORTAL**
Electronic Arts
9 **GOLD OF THE AZTECS**
US Gold
10 **CADAVER**
Renegade
11 **MOONSTONE**
Mindscape
12 **CORPORATION** + *Mission Disk*
Core Design
13 **SPACE CRUSADE**
Gremlin
14 **HERO QUEST** + *Data Disk*
Gremlin
15 **ASHES OF EMPIRE**
Mirage
16 **CYBERCON III**
US Gold
17 **SWORD OF HONOUR**
DMI
18 **LORDS OF TIME**
Ubisoft
19 **XENOMORPH**
Ubisoft
20 **BARBARIAN II**
Palace
21 **SHADOW OF THE BEAST III**
Psygnosis
22 **ROCKET RANGER**
Cinemaware
23 **CAME FROM THE DESERT** +*Ant Head*
Cinemaware
24 **HORROR ZOMBIES/THE CRYPT**
Millennium
25 **UNREAL**
Ubisoft
26 **KULT**
Ubisoft
27 **OBITUS**
Psygnosis
28 **CRYSTALS OF ARBOREA**
Silmarils
29 **VOODOO NIGHTMARE**
Activision
30 **LAST NINJA 3**
System 3
31 **ABANDONED PLACES**
Electronic Zoo
32 **ZOMBI**
Ubisoft
33 **NINJA REMIX**
System 3
34 **COLORADO**
Ubisoft
35 **BLOODWYCH** +*Data Disks*
Mirrorsoft
36 **COLDITZ**
Digital Magic
37 **HEAD OVER HEELS**
Ocean
38 **INDY/FATE OF ATLANTIS**
Lucasfilm
39 **HARE RAISING HAVOC**
Infogrames
40 **B.A.T.**
Ubi Soft
41 **MERCENARY III**
Novagen
42 **SHADOW OF THE BEAST II**
Psygnosis
43 **DIZZY'S EXCELLENT ADV**
CodeMasters
44 **THE SIMPSONS**
Ocean
45 **DEATH TRAP**
Anco
46 **DRAGON'S LAIR III**
Readysoft



47 **TREASURE TRAP**
CodeMasters
48 **SHADOW OF THE BEAST**
Psygnosis
49 **INFESTATION**
Ubisoft
50 **RESOLUTION 101**
Millennium/UBI
51 **NEUROMANCER**
Ubisoft
52 **RAN XEROX**
Ubi Soft
53 **BATMAN - CAPED CRUSADER**
Ocean
54 **WEIRD DREAMS**
Ubisoft
55 **SPACE ACE II**
Readysoft
56 **SIR FRED**
Ubisoft
57 **HEROES OF THE LANCE**
US Gold
58 **STORMLORD**
Ubisoft
59 **THUNDERBIRDS**
Teque/UBI
60 **GHOSTBUSTERS 2**
Activision
61 **BOROBODUR**
Thalamus
62 **BRIDES OF DRACULA**
Gonzo Games
63 **NIGHTBREED (INTERACTIVE)**
Ocean
64 **GUY SPY**
Readysoft
65 **THE RETURN OF MEDUSA**
Ubisoft
66 **OMNICRON CONSPIRACY**
Ubisoft
67 **BLADE WARRIOR**
Ubisoft
68 **CHAOS IN ANDROMEDA**
Arc
69 **BADLANDS PETE**
Arc
70 **UNIVERSAL MONSTERS**
Ocean
71 **SPACE ACE**
Readysoft
72 **DRAGONS LAIR 2**
Readysoft
73 **SINGE'S CASTLE**
Readysoft
74 **DRAGON'S LAIR**
Readysoft
75 **BARBARIAN**
Palace
76 **OBLITERATOR**
Ubisoft
77 **CRIME DOES NOT PAY**
Empire
78 **KRISTAL**
Ubisoft
79 **GALDREGON'S DOMAIN**
Ubisoft
80 **EYE OF HORUS**
Millenium
81 **PYRAMAX**
Ubisoft
82 **THEME PARK MYSTERY**
Mirrorsoft
83 **BARBARIAN II**
Psygnosis
84 **PAC LAND**
Ubisoft
85 **THREE STOOGES**
Cinemaware
86 **HEART OF THE DRAGON**
Dynamix
87 **MICKEY MOUSE**
US Gold
88 **BEASTLORD**
Grandslam
89 **AQUANAUT**
Fission Chips
90 **STARBLADE**
Silmarils

ADVENTURE

1 **MONKEY ISLAND 2**
Lucasfilm
2 **INDY/FATE OF ATLANTIS**
Lucasfilm
3 **LEGEND OF KYRANDIA**
Virgin
4 **LURE OF THE TEMPTRESS**
Virgin
5 **SECRET OF MONKEY ISLAND**
Lucasfilm
6 **CURSE OF ENCHANTIA**
Core Design
7 **RISE OF THE DRAGON**
Dynamix
8 **DARK SEED**
Cyberdreams
9 **MADDOG WILLIAMS**
Game Crafters
10 **INDY/LAST CRUSADE**
Lucasfilm
11 **MEAN STREETS**
US Gold
12 **OPERATION STEALTH**
US Gold
13 **LEISURE SUIT LARRY 5**
Sierra
14 **CRUISE FOR A CORPSE**
Ubi Soft
15 **WAXWORKS**
Accolade
16 **JACK THE RIPPER**
Mirage
17 **ELVIRA/MISTRESS OF DARK**
Accolade
18 **ELVIRA II/JAWS OF CERBERUS**
Accolade
19 **KGB**
Virgin
20 **KING'S QUEST SERIES**
Sierra
21 **HEART OF CHINA**
Dynamix
22 **MANIAC MANSION**
Eldersoft
23 **NIPPON SAFES INC**
DMI
24 **LOOM**
US Gold
25 **WILLY BEAMISH**
Sierra
26 **HITCHHIKERS GUIDE**
Infocom
27 **CODENAME: ICEMAN**
Sierra
28 **POLICE QUEST SERIES**
Sierra
29 **FUTURE WARS**
US Gold
30 **LEATHER GODDESSES**
Infocom
31 **LEISURE SUIT LARRY 1, 2 & 3**
Sierra
32 **SPACE QUEST IV**
Sierra
33 **SPACE QUEST 1, 2 & 3**
Sierra



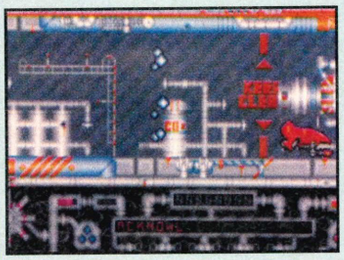
34 **DUNE**
Virgin
35 **TRIAL BY FIRE**
Sierra
36 **ZAK MCKRAKEN**
Lucasfilm
37 **ZORK TRILOGY**
Infocom
38 **SUSPICIOUS CARGO**
Gremlin
39 **WONDERLAND**
Virgin
40 **DEMONIAK**
Silmarils
41 **PLAN 9 FROM OUTER SPACE**
Gremlin
42 **MAUPITI ISLAND**
Lankhor
43 **PLANETFALL**
Infocom
44 **GUILD OF THIEVES**
Rainbird
45 **STATIONFALL**
Infocom

LEAGUES

46 **B.A.T. II**
Ubi Soft
47 **CONQUESTS OF CAMELOT**
Sierra
48 **LURKING HORROR**
Ubisoft
49 **ULTIMA SERIES**
Origin Mindscape
50 **MANHUNTER SERIES**
Sierra
51 **HOOK**
Ocean
52 **B.A.T.**
Ubi Soft
53 **DEJA-VU 1+2**
Mirrorsoft
54 **SHOGUN**
Infocom
55 **SPELLBREAKER**
Infocom
56 **WISHBRINGER**
Infocom
57 **CHRONOQUEST SERIES**
Psygnosis
58 **ENCHANTER**
Infocom
59 **SORCEROR**
Infocom
60 **BEYOND ZORK**
Infocom
61 **ZORK ZERO**
Infocom
62 **SUSPECT**
Infocom
63 **BUREAUCRACY**
Rainbow Arts
64 **DEADLINE**
Infocom
65 **TIME**
Rainbird
66 **INFIDEL**
Infocom
67 **CORRUPTION**
Rainbird
68 **FISH**
Rainbird
69 **JINXTER**
Rainbird
70 **THE PAWN**
Rainbird
71 **SUSPENDED**
Infocom
72 **TIMES OF LORE**
Origin
73 **COLONEL'S BEQUEST**
Sierra
74 **WEEN**
Loriciel
75 **GOLDRUSH!**
Sierra
76 **FASCINATION**
Digital Integration
77 **STARCROSS**
Ubisoft
78 **HOLLYWOOD HI-JINX**
Infocom
79 **TRINITY**
Ubisoft
80 **A MIND FOREVER VOYAGING**
Infocom
81 **BLACK CAULDRON**
Infocom
82 **NIGHT ORC**
Rainbird
83 **SEA STALKER**
Infocom
84 **CUT-THROATS**
Ubisoft
85 **KEEF THE THIEF**
Electronic Arts
86 **LANCELOT**
Ubisoft
87 **WITNESS**
Infocom
88 **THE FAMOUS FIVE**
Electronic Zoo
89 **QUEST FOR THE TIME BIRD**
CDS
90 **ISLAND OF LOST HOPE**
Ubisoft

SHOOT'EM-UP

1 **CHAOS ENGINE**
Renegade
2 **PROJECT-X**
Team 17
3 **BLASTAR**
Core
4 **ALIEN BREED '92**
Team 17
5 **BLOOD MONEY**
Psygnosis
6 **DESERT STRIKE**
Electronic Arts
7 **ALIEN BREED**
Team 17
8 **TURRICAN 3**
Renegade
9 **WALKER**
Psygnosis
10 **SILKWORM**
Virgin
11 **SWIV**
The Sales Curve
12 **TURRICAN 2**
Rainbow Arts
13 **OVERKILL**
Mindscape
14 **URIDIUM 2**
Renegade
15 **TURRICAN**
Rainbow Arts
16 **STARDUST**
Daze
17 **SIMULCRA**
MicroStyle
18 **XENON II - MEGABLAST**
Renegade
19 **THE KILLING GAME SHOW**
Psygnosis
20 **X-OUT**
Rainbow Arts
21 **DISPOSABLE HERO**
Gremlin
22 **Z-OUT**
Rainbow Arts
23 **APIDYA**
Blue Byte
24 **R-TYPE II**
Activision
25 **MIDNIGHT RESISTANCE**
Ocean
26 **FIREFORCE**
ICE
27 **ALCATRAZ**
Infogrames
28 **PANG**
Ocean
29 **VENUS**
Gremlin
30 **EPIC**
Ocean
31 **R-TYPE**
Activision
32 **BATTLE SQUADRON**
Ubisoft
33 **AMNIOS**
Psygnosis
34 **WOLFCHILD**
Core Design
35 **SPACE GUN**
Ocean
36 **LETHAL XCESS**
Grandslam
37 **RUBICON**
21st Century
38 **WING COMMANDER**
Mindscape
39 **ANARCHY**
Ubisoft
40 **OPERATION THUNDERBOLT**
Ocean
41 **MEAN ARENAS**
Ice
42 **WINGS OF DEATH**
Thalion



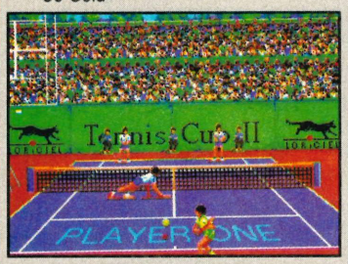
43 **WARZONE**
Core Design
44 **ESCAPE FROM THE ROBOT**
Ubisoft
45 **MONSTERS**
Ubisoft
46 **STELLAR 7**
Ubisoft
47 **ORK**
Ubisoft
48 **VIDEO KID**
Gremlin
49 **PEGASUS**
Gremlin
50 **HOSTILE BREED**
Palace
51 **BONANZA BROS**
US Gold
52 **FIREHAWK**
Codemasters
53 **FANTASTIC VOYAGE**
Ubisoft
54 **STRIDER II**
US Gold
55 **ATOMIC ROBO-KID**
Activision
56 **THE EXECUTIONER**
Audiogenic
57 **ARMALYTE**
Thalamus
58 **OPERATION WOLF**
Ocean
59 **SHADOW DANCER**
US Gold
60 **SUPER SPACE INVADERS**
Domark
61 **LINE OF FIRE**
US Gold
62 **XENON**
Renegade
63 **MONTY PYTHON**
Virgin
64 **TERMINATOR 2**
Ubisoft
65 **SUPER SKWEEK**
Loriciel
66 **BATTLESTORM**
Ubisoft
67 **ROBOCOP 2**
Ocean
68 **AGONY**
Psygnosis
69 **STARUSH**
Ubisoft
70 **MERCS**
US Gold
71 **BAAL**
Ubisoft
72 **CAVITAS**
Ubisoft
73 **ALIEN STORM**
US Gold
74 **WARLOCK THE AVENGER**
Millennium
75 **CARDIAXX**
Electronic Zoo
76 **WESTPHASER**
Loriciel
77 **FIRE AND FORGET**
Titus
78 **STARRAY**
Logotron
79 **PREDATOR II**
Mirrorsoft
80 **GHOST BATTLE**
Thalion
81 **FRENETIC**
Audiogenic
82 **THE SPY WHO LOVED ME**
Domark
83 **TOTAL RECALL**
Ocean
84 **UNDER PRESSURE**
Electronic Zoo
85 **BACK TO THE FUTURE 3**
Mirrorsoft
86 **MENACE**
Ubisoft
87 **SAINT DRAGON**
Domark
88 **DALEK ATTACK**
Alternative
89 **THUNDERJAWS**
Domark
90 **ZONE WARRIOR**
Electronic Arts
91 **U.N. SQUADRON**
US Gold
92 **VAXINE**
Activision
93 **DAN DARE II**
Virgin
94 **GAUNTLET 3**
US Gold
95 **STARGLIDER**
Rainbird
96 **DRAGONSTRIKE**
Ubisoft
97 **DEFENDER II**
Arc
98 **ESWAT**
Ubisoft
99 **ROBOCOP**
Ocean
100 **MYSTICAL**
Infrogrames

SPORTS SIMULATION

1 **SENSIBLE SOCCER V1.1**
Renegade
2 **GOAL**
Virgin
3 **SPEEDBALL 2**
Renegade
4 **PRO TENNIS TOUR 2**
Ubi Soft
5 **BRUTAL SPORTS FOOTBALL**
Millennium
6 **JOHN MADDEN**
Electronic Arts
7 **PGA TOUR GOLF** + Data Disk
Electronic Arts
8 **PREMIER MANAGER 2**
Gremlin
9 **GRAHAM GOOCH CRICKET**
Audiogenic

SUPER LEAGUES

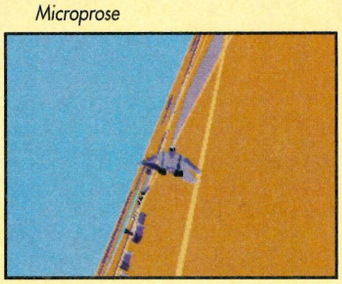
10 **PREMIER MANAGER**
Gremlin
11 **MICROPROSE GOLF**
MicroProse
12 **WORLD CLASS RUGBY**
Audiogenic
13 **SENSIBLE SOCCER**
Renegade
14 **BULLY'S SPORTING DARTS**
Admiral
15 **AMERICAN GLADIATORS**
Gametek
16 **EUROPEAN CHAMPIONS**
Ocean
17 **PLAYER MANAGER**
Anco
18 **SPEEDBALL**
Renegade
19 **JIMMY WHITE'S SNOOKER**
Virgin
20 **ARCHER MACLEAN'S POOL**
Virgin
21 **WORLD CLASS LEADERBOARD**
US Gold
22 **LINKS**
US Gold
23 **THE MANAGER**
US Gold
24 **GAMES: SUMMER EDITION**
US Gold



25 **CHAMP MANAGER '93**
Domark
26 **NICK FALDO'S CHAMP GOLF**
Grandslam
27 **CHAMPIONSHIP MANAGER**
Domark
28 **TENNIS CUP**
Loriciel
29 **TV SPORTS FOOTBALL**
Mindscape
30 **CALIFORNIA GAMES**
US Gold
31 **PRO TENNIS TOUR**
Ubi Soft
32 **JAHANGIR KHAN SQUASH**
Krisalis
33 **GRAHAM TAYLOR'S**
Krisalis
34 **RBI 2 BASEBALL**
Mindscape
35 **KICK OFF 2**
Anco
36 **DISC**
Loriciel
37 **THE AQUATIC GAMES**
Millennium
38 **TV SPORTS BASKETBALL**
Mindscape
39 **SUPER SPORT CHALLENGE**
Daze
40 **STRIKER**
Rage
41 **TENNIS CUP 2**
Loriciel
42 **LIVERPOOL**
Grandslam
43 **WINTER SUPERSPORTS '92**
Flair
44 **J BARNES EURO FOOTBALL**
Krisalis
45 **ZANY GOLF**
Ubisoft
46 **EURO SOCCER**
Flair
47 **MAN UNITED - EUROPE**
Krislais
48 **TV SPORTS BASEBALL**
Mindscape
49 **FIENDISH FREDDY**
Tynesoft
50 **INTERNATIONAL SPORTS**
Empire
51 **MASTER BLAZER**
Rainbow Arts
52 **TIP OFF**
Anco
53 **EUROPEAN FOOTBALL CHAMP**
Krysalis
54 **WAYNE GRETZKY HOCKEY 2**
Bethesda
55 **MICROPROSE SOCCER**
MicroProse
56 **INTERNATIONAL SOCCER**
MicroProse
57 **SUPERSKI 2**
Microids
58 **THE CARL LEWIS CHALLENGE**
Psygnosis
59 **CALIFORNIA GAMES II**
US Gold
60 **MEGA SPORTS**
Ubisoft
61 **GRAND MONSTER SLAM**
Rainbow Arts
62 **WORLD GAMES**
US Gold
63 **PROJECTYLE**
Electronic Arts
64 **PURPLE SATURN DAY**
Infogrames
65 **ADVANTAGE TENNIS**
Ubisoft
66 **WWF WRESTLEMANIA**
Ocean
67 **STORMBALL**
Millennium
68 **ITALY 1990**
US Gold
69 **FACE OFF ICE HOCKEY**
Krisalis
70 **BILLIARDS II**
Infogrames
71 **REBEL RACER**
Ubisoft
72 **I PLAY 3D SOCCER**
I-Play
73 **WORLD CHAMP SOCCER**
Ubisoft
74 **STEVE DAVIS SNOOKER**
Telecom Soft
75 **FOOTBALL MANAGER 2**
Addictive
76 **JACK NICKLAUS GOLF**
Gremlin
77 **FOOTBALLER OF THE YEAR 2**
Gremlin
78 **3D TENNIS**
Ubisoft
79 **WILD WHEELS**
Ocean
80 **RUGBY/THE WORLD CUP**
Infogrames
81 **SUPER LEAGUE MANAGER**
Ubisoft
82 **EUROPEAN SUPERLEAGUE**
Ubisoft
83 **TOURNAMENT GOLF**
Ubisoft
84 **MANCHESTER UNITED**
Krisalis
85 **CIRCUS GAMES**
Ubisoft
86 **ADIDAS SOCCER**
Ocean
87 **SLIDERS**
Palace
88 **INTER. RUGBY CHALLENGE**
Domark
89 **SUPERSOCCER**
Ubisoft
90 **PASSING SHOT**
Ubisoft
91 **GRAND NATIONAL**
Ubisoft
92 **MEAN 18**
Accolade
93 **THE GAMES ESPANIA '92**
Ocean
94 **ADIDAS TENNIS**
Ocean
95 **ITALIA '90**
US Gold
96 **M.U.D.S.**
Rainbow Arts
97 **CYBERBALL**
Ubisoft
98 **FIGHTING SOCCER**
Ubisoft
99 **STREET HOCKEY**
Telecomsoft
100 **3D POOL**
Telecomsoft

FLIGHT SIMULATION

1 **REACH FOR THE SKIES**
Virgin
2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
3 **GUNSHIP 2000**
MicroProse
4 **FALCON & MISSION** *Disks 1 & 2*
Mirrorsoft
5 **F117A**
Microprose



6 **COMBAT AIR PATROL**
Psygnosis
7 **B17 FLYING FORTRESS**
MicroProse
8 **DOGFIGHT**
MicroProse
9 **THUNDERHAWK**
Core Design
10 **F-19 STEALTH FIGHTER**
MicroProse
11 **THEIR FINEST HOUR** *+ Data Disk*
Lucasfilm
12 **F-16 COMBAT PILOT**
Digital Integration
13 **A320 AIRBUS USA**
Thalion
14 **BATTLEHAWKS 1942**
Lucasfilm
15 **FIGHTER BOMBER**
Activision
16 **A320 AIRBUS**
Thalion
17 **A-10 TANK KILLER V1.5**
Sierra
18 **GUNSHIP**
MicroProse
19 **BIRDS OF PREY**
Electronic Arts
20 **SHUTTLE**
Virgin
21 **PROFLIGHT**
Hi Soft
22 **INTERCEPTOR**
Ubisoft
23 **FLIGHT SIMULATOR 2**
Sublogic
24 **KNIGHTS OF THE SKY**
MicroProse
25 **MIG-29M SUPER FULCRUM**
Domark
26 **F-29 RETALIATOR**
Ocean
27 **F-15 STRIKE EAGLE II**
MicroProse
28 **A-10 TANK KILLER**
Sierra
29 **MIG-29 FULCRUM**
Domark
30 **TOWER FRA**
Ubisoft
31 **WINGS**
Cinemaware
32 **SKYCHASE**
Microprose
33 **F-15 STRIKE EAGLE**
MicroProse
34 **ATF II**
Digital Integration
35 **FIGHTER DUEL PRO**
Jaeger Software
36 **CHUCK YEAGER**
Electronic Arts
37 **RED BARON**
Dynamix
38 **STRIKE FORCE HARRIER**
Digital Integration
39 **BLUE MAX**
Ubisoft
40 **AV-8B HARRIER ASSAULT**
Domark

RACING

1 **LOTUS ESPRIT TURBO CHALL**
Gremlin
2 **FORMULA ONE GRAND PRIX**
MicroProse
3 **SUPERCARS 2**
Gremlin
4 **LOTUS TURBO CHALLENGE II**
Gremlin
5 **OVERDRIVE**
Team 17
6 **STUNT CAR RACER**
MicroStyle
7 **NO SECOND PRIZE**
Thalion
8 **NITRO**
Psygnosis
9 **LOTUS III**
Gremlin
10 **F17 CHALLENGE**
Team 17
11 **MICRO MACHINES**
CodeMasters
12 **JAGUAR XJ220**
Core Design
13 **HARLEY DAVIDSON**
Mindscape
14 **VROOM**
Ubi Soft
15 **BILL ELLIOT'S NASCAR**
Gametek
16 **CRAZY CARS 3**
Titus
17 **INDIANAPOLIS 500**
Electronic Arts
18 **NIGEL MANSELL**
Gremlin
19 **SUPER MONACO GP**
US Gold
20 **TEST DRIVE 2**
Accolade
21 **TOYOTA RALLY**
Gremlin
22 **COMBO RACER**
Gremlin
23 **SUPER OFF ROAD RACER**
Virgin
24 **SUPER CARS**
Gremlin
25 **TEAM SUZUKI**
Gremlin

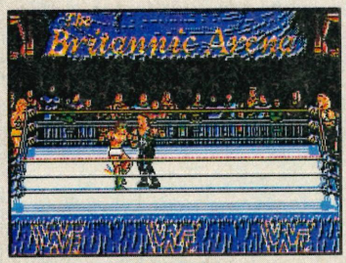
26 **LOMBARD RAC RALLY**
Mandarin
27 **SUPER HANG-ON**
Activision
28 **JUPITER'S MASTERDRIVE**
Ubi Soft
29 **RVF HONDA**
MicroStyle
30 **INDY HEAT**
The Sales Curve
31 **PSYBORG**
Loriciel
32 **4D SPORTS DRIVING**
Mindscape
33 **OUTRUN EUROPA**
US Gold



34 **HARD DRIVIN' II**
Domark
35 **ROAD RASH**
Electronic Arts
36 **GRAND PRIX CIRCUIT**
Ubisoft
37 **TURBO OUTRUN**
US Gold
38 **HARD DRIVIN'**
Domark
39 **BADLANDS**
Domark
40 **THE CYCLES**
Ubisoft
41 **CHASE HQ II**
Ocean
42 **POWERDROME**
Ubisoft
43 **OVERLANDER**
Elite
44 **TEST DRIVE**
Accolade
45 **BURNING RUBBER**
Ocean
46 **RED ZONE**
Psygnosis
47 **CISCO HEAT**
Mirrorsoft
48 **RACE DRIVIN'**
Domark
49 **MOONSHINE RACERS**
Millennium
50 **FERRARI FORMULA 1**
Virgin
51 **THE ULTIMATE RIDE**
Mindscape
52 **HOTROD**
Activision
53 **GRAND PRIX MASTER**
Codemasters
54 **CHASE HQ**
Ocean
55 **HIGHWAY PATROL 2**
Infogrames
56 **DRIVIN' FORCE**
Digital Magic
57 **5TH GEAR**
Hewson
58 **TURBO CUP**
Loriciel
59 **CHAMPION DRIVER**
Zeppelin
60 **DAYS OF THUNDER**
Mindscape

BEAT'EM-UP

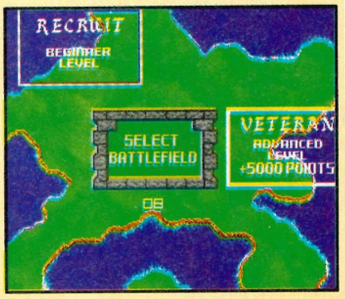
1 **IK+**
System 3
2 **BODY BLOWS**
Team 17
3 **PANZA KICK BOXING**
Futura
4 **TORVAK THE WARRIOR**
Core Design
5 **BUDOKAN**
Electronic Arts
6 **STREETFIGHTER II**
US Gold
7 **ORIENTAL GAMES**
Ubisoft
8 **AFTER THE WAR**
Dynamic
9 **VIGILANTE**
US Gold
10 **WRATH OF THE DEMON**
Readysoft
11 **SHADOW WARRIORS**
Ocean
12 **FINAL FIGHT**
US Gold
13 **NINJA WARRIORS**
Virgin
14 **GOLDEN AXE**
Virgin
15 **SWORD OF THE SODAN**
Activision
16 **CHAMBERS OF SHAOLIN**
Grandslam
17 **METAL MASTERS**
Infogrames
18 **BLACK TIGER**
US Gold
19 **DARKMAN**
Ocean
20 **SKULL AND CROSSBONES**
Domark
21 **DOUBLE DRAGON III**
Virgin
22 **WWF II**
Ocean



23 **DYNASTY WARS**
US Gold
24 **PITFIGHTER**
Domark
25 **FULL CONTACT**
Team 17
26 **TMHT**
Mirrorsoft
27 **DINOWARS**
Ubisoft
28 **NIGHTBREED (ARCADE)**
Ocean
29 **ROGUE TROOPER**
Krysalis
30 **DOUBLE DRAGON II**
Virgin
31 **LAST NINJA 2**
System 3
32 **IVANHOE**
Ocean
33 **WILD STREETS**
Titus
34 **DR DOOMS REVENGE**
Entertainment International
35 **COUGAR FORCE**
Tomahawk
36 **TURTLES 2/ARCADE GAME**
Mirrorsoft
37 **ALTERED BEAST**
Ubisoft
38 **DOUBLE DRAGON**
Virgin
39 **FINAL BLOW**
The Sales Curve
40 **BANGKOK KNIGHTS**
System 3

STRATEGY

1 **POWERMONGER** + Data Disk
Electronic Arts
2 **UTOPIA** + Data Disk
Gremlin
3 **PERFECT GENERAL**
Impressions
4 **MEGA LO MANIA**
Mirrorsoft
5 **POPULOUS II**
Electronic Arts
6 **CIVILISATION**
MicroProse
7 **DUNE II**
Virgin
8 **CAESAR**
Impressions
9 **SABRE TEAM**
Krisalis
10 **GLOBAL EFFECT**
Electronic Arts
11 **DREADNOUGHTS**
Turcan Research
12 **CASTLES 2**
Interplay
13 **GENGHIS KHAN**
Infograms
14 **SIM CITY DELUXE**
Infogrames
15 **SIMCITY** +Terrain Editor
Infogrames
16 **CAESAR DELUXE**
Impressions
17 **SUPREMACY**
Ubisoft
18 **CELTIC LEGENDS**
Ubi Soft
19 **BANDIT KINGS**
Ubisoft
20 **BATTLE ISLE** + Data Disk
Blue Byte
21 **POPULOUS** +Promised Lands
Electronic Arts
22 **RAILROAD TYCOON**
MicroProse
23 **A-TRAIN**
Maxis
24 **RAGNAROK**
Mirage
25 **CAMPAIGN** + Data Disk
Empire
26 **REALMS**
Virgin
27 **THE PATRICIAN**
Daze
28 **CENTURION**
CCS
29 **BREACH 2**
Impressions
30 **HARPOON** + Data Disk
Mirrorsoft
31 **MURDER**
US Gold
32 **LASER SQUAD**
Krisalis
33 **ROME AD92**
Millennium
34 **VIKINGS**
Thalamus
35 **BREACH**
Impressions
36 **PALADIN**
Impressions
37 **SIM EARTH**
Ocean
38 **DEUTEROS**
Activision
39 **HISTORYLINE 1914-1918**
Blue Byte
40 **SIMANT**
Ocean
41 **WARLORDS**
Ubisoft
42 **1869**
Flair
43 **GETTYSBURG**
Mirrorsoft
44 **ARMADA**
Mirrorsoft
45 **BORODINO**
Mirrorsoft
46 **MONOPOLY**
Ubisoft
47 **RISK**
Ubisoft
48 **BATTLE CHESS II**
Intercom
49 **BATTLEMASTER**
Ubisoft
50 **MOONBASE**
CRL
51 **BATTLE CHESS**
Electronic Arts
52 **LORDS OF CHAOS**
DMI
53 **BRIGADE COMMANDER**
Ubisoft
54 **HILL STREET BLUES**
Krisalis
55 **KINGMAKER**
US Gold
56 **AIR BUCKS**
Impressions
57 **GOLD OF THE AMERICAS**
Starbyte
58 **HALLS OF MONTEZUMA**
US Gold
59 **ARNHEM**
CCS
60 **GERM CRAZY**
Electronic Zoo
61 **TOWER OF BABEL**
Microprose
62 **CHESS CHAMPION 2175**
CDS
63 **FLOOR 13**
Virgin
64 **FIGHTER COMMAND**
Impressions
65 **FORT APACHE**
Impressions
66 **LIFE AND DEATH**
Mindscape
67 **INTERCEPTOR**
Electronic Arts
68 **RED LIGHTNING**
SSI
69 **CONFLICT EUROPE**
Mirrorsoft
70 **COHORT**
Impressions
71 **SEIGEMASTER**
CCS



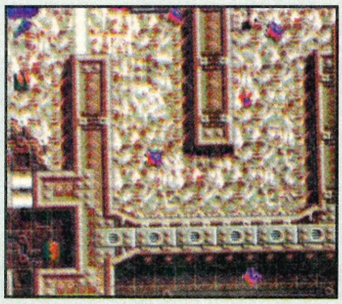
72 **STORM ACROSS EUROPE**
SSI
73 **CONFLICT: MIDDLE EAST**
Ubisoft

SUPER LEAGUES

74 **NAPOLEON I**
Impressions
75 **AFRIKA KORPS**
Impressions
76 **BIG BUSINESS**
Rainbow Arts
77 **RAMPART**
Domark
78 **CASTLES**
Electronic Arts
79 **CRIME CITY**
Impressions
80 **'NAM**
Domark
81 **TRADERS**
Ubisoft
82 **NUCLEAR WAR**
US Gold
83 **CHARGE OF LIGHT BRIGADE**
Impressions
84 **CHAMPION OF THE RAJ**
Mirrorsoft
85 **DRAGON FORCE**
Phalion
86 **OVERRUN**
US Gold
87 **WATERLOO**
Mirrorsoft
88 **FIRETEAM 2200**
Ubisoft
89 **AUSTERLITZ**
Mirrorsoft
90 **NO GREATER GLORY**
Ubisoft
91 **UMS 1+2**
MicroProse
92 **ACTION STATIONS**
Lazer
93 **BLITZKRIEG**
Mirrorsoft
94 **MEDIEVAL WARRIORS**
Ubisoft
95 **WHITE DEATH**
Ubisoft
96 **FINAL CONFLICT**
Mirrorsoft
97 **VENGEANCE OF EXCALIBUR**
Virgin
98 **RINGS OF MEDUSA**
Rainbow Arts
99 **SPIRIT OF EXCALIBUR**
Virgin
100 **COHORT II**
Impressions

ARCADE STRATEGY

1 **ELITE**
Rainbird
2 **FRONTIER - ELITE 2**
Gametek
3 **SYNDICATE**
Electronic Arts
4 **SPACE HULK**
Electronic Arts
5 **ARMOUR-GEDDON**
Psygnosis
6 **DYNABLASTER**
VBI
7 **THE KILLING CLOUD**
Mirrorsoft
8 **FLAMES OF FREEDOM**
MicroProse
9 **HIRED GUNS**
Psygnosis
10 **STARGLIDER 2**
Rainbird
11 **THEATRE OF DEATH**
Psygnosis
12 **STORM MASTER**
Silmarils
13 **SPECIAL FORCES**
MicroProse
14 **NORTH AND SOUTH**
Infogrames
15 **WAR IN THE GULF**
Empire
16 **PIRATES**
US Gold
17 **TRANSARCTICA**
Silmarils
18 **INTERPHASE**
Mirrorsoft
19 **DRAGON'S BREATH**
Palace
20 **MIDWINTER**
MicroProse
21 **IRON LORD**
Ubisoft
22 **MILLENIUM 2.2**
Activision
23 **DAMOCLES** + Mission Disk
Novagen
24 **COVERT ACTION**
MicroProse
25 **VOYAGE BEYOND**
Ubisoft
26 **LORDS OF THE RISING SUN**
Cinemaware
27 **ROBIN HOOD**
Millennium
28 **ANCIENT ART/WAR IN SKIES**
MicroProse
29 **NARCO POLICE**
Dynamix



30 **STAR CONTROL**
Ubisoft
31 **TEAM YANKEE**
Empire
32 **MOONFALL**
Hewson
33 **TIME MACHINE**
Activision
34 **MAGIC FLY**
Activision
35 **PACIFIC ISLANDS**
Empire
36 **CYTRON**
Psygnosis
37 **STRIKE FLEET**
Electronic Arts
38 **STARFLIGHT**
SSI
39 **SPACE ROGUE**
Ubisoft
40 **RULES OF ENGAGEMENT**
Impressions
41 **MAGIC GARDENS**
Electronic Zoo
42 **ECO PHANTOM**
Elec Zoo
43 **VOLFIED**
Empire
44 **AIR SUPPORT**
Psygnosis
45 **SWORDS AND GALLEONS**
Silver
46 **D-DAY**
US Gold
47 **CARTHAGE**
Psygnosis
48 **LOST PATROL**
Ocean
49 **MURDERS IN SPACE**
Infogrames
50 **FEDERATION OF FREE TRADERS**
Gremlin

PLATFORM

1 **FLASHBACK**
US Gold
2 **SOCCER KID**
Krisalis
3 **SUPERFROG**
Team 17
4 **ZOOL**
Gremlin
5 **THE ADDAMS FAMILY**
Ocean
6 **ASSASSIN**
Team 17

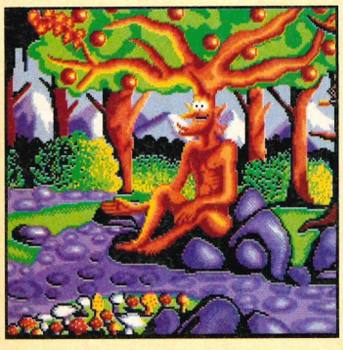


7 **PREMIERE**
Core Design
8 **GODS**
Renegade
9 **RAINBOW ISLANDS**
Ocean
10 **PARASOL STARS**
Ocean
11 **FIRE & ICE**
Renegade
12 **ROBOCOD**
Millennium
13 **LEANDER**
Psygnosis
14 **PUTTY**
System 3
15 **RICK DANGEROUS 1+2**
MicroProse
16 **TITUS THE FOX**
Titus
17 **ALIEN 3**
Virgin
18 **OSCAR**
Flair
19 **QWAK**
Team 17
20 **SLEEPWALKER**
Ocean
21 **CHUCK ROCK II**
Core Design
22 **DELIVERANCE**
21st Century
23 **FUZZBALL**
System 3
24 **RODLAND**
The Sales Curve
25 **JAMES POND**
Millennium
26 **9-LIVES**
Arc
27 **ALFRED CHICKEN**
Mindscape
28 **ELF**
Ocean
29 **MYTH**
System 3
30 **SWITCHBLADE 2**
Gremlin
31 **ARABIAN NIGHTS**
Krisalis
32 **BEAVERS**
Grandslam
33 **JIM POWER**
Loriciel
34 **WOODY'S WORLD**
Global
35 **GLOBAL GLADIATORS**
Virgin
36 **TROLLS**
Flair
37 **SWITCHBLADE**
Gremlin
38 **MAGIC POCKETS**
Renegade
39 **TOKI**
Ocean
40 **ELVIRA THE ARCADE GAME**
Flair
41 **THE BLUES BROTHERS**
Titus
42 **CHUCK ROCK**
Core Design
43 **P.P. HAMMER**
DMI
44 **CREATURES**
Thalamus
45 **DEEP CORE**
Ice
46 **LIONHEART**
Thalion
47 **MCDONALD'S LAND**
Virgin
48 **BC KID**
Ubi Soft
49 **BUBBLE BOBBLE**
Firebird
50 **HARLEQUIN**
Gremlin
51 **FLOOD**
Electronic Arts
52 **NEW ZEALAND STORY**
Ocean
53 **VIKING CHILD**
Ubisoft
54 **CAR-VUP**
Core Design
55 **RISKY WOODS**
Electronic Arts
56 **YO JOE!**
Hudson Soft
57 **JOE & MAC**
Elite
58 **NIGHT SHIFT**
Lucasfilm
59 **GLOBDULE**
Psygnosis
60 **NEBULUS II**
Hewson
61 **UGH!**
Blue Byte
62 **MEGA TWINS**
US Gold
63 **ROLLING RONNY**
Virgin
64 **TEARAWAY THOMAS**
Soundware
65 **BABY JO**
Loriciel
66 **LETHAL WEAPON**
Ocean
67 **SUBURBAN COMMANDO**
Alternative
68 **GHOULS'N'GHOSTS**
Elite
69 **PREHISTORIK**
Titus
70 **NICKY 2**
Daze
71 **DOJO DAN**
Europress Software
72 **HUDSON HAWK**
Ocean
73 **NAVY SEALS**
Ocean
74 **HOI**
Kompart
75 **CAPTAIN PLANET**
Mindscape
76 **EDD THE DUCK**
Zeppelin
77 **SUPER CAULDRON**
Titus
78 **KID GLOVES**
Ubisoft

79 **LITTLE BEAU**
Digital Magic
80 **IMPOSSAMOLE**
Gremlin
81 **THE AMAZING SPIDERMAN**
Ubisoft
82 **BATMAN - THE MOVIE**
Ocean
83 **STRIDER**
US Gold
84 **BUILDERLAND**
Loriciel
85 **AXEL'S MAGIC HAMMER**
Gremlin
86 **MIGHTY BOMBJACK**
Elite
87 **HAGAR**
Kingsoft
88 **DOODLE BUG**
Core Design
89 **CAPTAIN DYNAMO**
CodeMasters
90 **FIRE AND BRIMSTONE**
Microprose
91 **SUPER WONDERBOY**
Activision
92 **ONSLAUGHT**
Hewson
93 **CHRONICLES OF OMEGA**
Arc
94 **CRYSTAL KINGDOM DIZZY**
CodeMasters
95 **THE COOL CROC TWINS**
Empire

PUZZLE & QUIZ

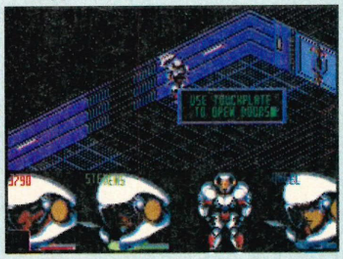
1 **LEMMINGS 2**
Psygnosis
2 **OH NO! MORE LEMMINGS**
Psygnosis
3 **LOST VIKINGS**
Interplay
4 **DIGGERS**
Millennium
5 **PIPEMANIA**
US Gold
6 **ONE STEP BEYOND**
Ocean
7 **PUSH-OVER**
Ocean
8 **HUMANS/JURASSIC LEVELS**
Mirage



9 **BILL'S TOMATO GAME**
Psygnosis
10 **KRUSTY'S FUNHOUSE**
Virgin
11 **GOBLIINS 2**
Coktel Vision
12 **KLAX**
Domark
13 **CHIPS CHALLENGE**
US Gold
14 **TETRIS**
Infogrames
15 **BRAT**
Mirrorsoft
16 **WIZKID**
Ocean
17 **BOB'S BAD DAY**
Psygnosis
18 **BLOB**
Core
19 **MORPH**
Millennium
20 **GOBLIINS**
Coktel Vision
21 **TRODDLERS**
The Sales Curve
22 **SINK OR SWIM**
Zeppelin
23 **TINY SKWEEKS**
Loriciel
24 **LOOPZ**
Audiogenic
25 **SUPER TETRIS**
MicroProse
26 **STEG**
CodeMasters
27 **BLOCKOUT**
Ubisoft
28 **LOCOMOTION**
Global
29 **WELLTRIS**
Ubisoft
30 **BUG BOMBER**
Ubisoft
31 **ISHIDO**
Palace
32 **PUZZNIC**
Ocean
33 **NEVERMIND**
Psyygnosis
34 **E-MOTION**
US Gold
35 **TRIVIAL PURSUIT**
Domark
36 **CASTLE OF DR. BRAIN**
Sierra
37 **STONE AGE**
Grandslam
38 **ATOMINO**
Psygnosis
39 **SUPAPLEX**
Digital Integration
40 **LOGICAL**
Rainbow Arts
41 **GEM'X**
Ubisoft
42 **BRAIN BLASTERS**
Psygnosis
43 **ATOMIX**
Ubisoft
44 **REVELATIONS**
Krisalis
45 **PICK'N'PILE**
Ubi Soft
46 **QUADREL**
Krisalis
47 **CATCH'EM**
DMI
48 **PLOTTING**
Ocean
49 **7 COLORS**
Infogrames
50 **KWIK SNAK**
Ubisoft
51 **SPINDIZZY WORLDS**
CodeMasters
52 **JUMPING JACKSON**
Ubisoft
53 **CLOWN'O'MANIA**
Ubisoft
54 **SCRABBLE**
Melbourne House
55 **MANIX**
Millenium
56 **MANIC MARBLE**
Ubisoft
57 **SCRABBLE**
US Gold
58 **TILT**
Ubisoft
59 **BOULDERDASH**
First Star
60 **BOSTON BOMB CLUB**
Silmarils
61 **THE POWER**
Demonware
62 **GEARWORKS**
Software Business
63 **RA**
Re-line
64 **PICTIONARY**
Domark
65 **ARCADE TRIVIA QUIZ**
Audio Genic

ROLE PLAYING

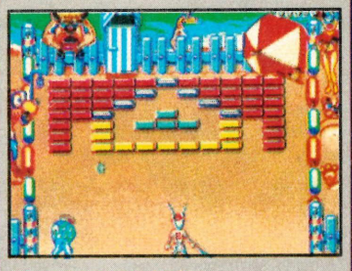
1 **DUNGEON MASTER**
Psygnosis
2 **CHAOS STRIKES BACK**
Psygnosis
3 **EYE OF THE BEHOLDER II**
US Gold
4 **LEGEND**
Mindscape
5 **KNIGHTMARE**
Mindscape
6 **AMBERSTAR**
Thalion
7 **BLACK CRYPT**
Electronic Arts
8 **MIGHT AND MAGIC III**
US Gold
9 **PALADIN II**
Impressions
10 **BANE OF THE COSMIC FORGE**
US Gold
11 **EYE OF THE BEHOLDER**
US Gold
12 **MIGHT AND MAGIC II**
US Gold
13 **PERIHELION**
Psygnosis



14 **SHADOWORLDS**
Krisalis
15 **WORLDS OF LEGEND**
Mindscape
16 **POOLS OF DARKNESS**
US Gold
17 **DEATH KNIGHTS OF KRYNN**
US Gold
18 **CHAMPIONS OF KRYNN**
US Gold
19 **BLADE OF DESTINY**
US Gold
20 **BARD'S TALE III**
Electronic Arts
21 **BARD'S TALE II**
Electronic Arts
22 **ABANDONED PLACES 2**
ICE
23 **ISHAR 2**
Daze
24 **ULTIMA VI**
Mindscape
25 **EXODUS**
Global
26 **STARFLIGHT II**
US Gold
27 **WHALE'S VOYAGE**
Flair
28 **STARFLIGHT**
US Gold
29 **SHADOWLANDS**
Domark
30 **SECRET OF THE SILVER BLADES**
Infocom
31 **HARD NOVA**
Electronic Arts
32 **SHADOW SORCERER**
US Gold
33 **ISHAR/LEGEND OF FORTRESS**
Daze
34 **LEGENDS OF VALOUR**
US Gold
35 **LORD OF THE RINGS**
Electronic Arts
36 **SPACE 1889**
Empire
37 **MEGATRAVELLER 1**
Empire
38 **BUCK ROGERS**
US Gold
39 **DRAGON WARS**
Ubisoft
40 **AZURE BONDS**
US Gold
41 **POOL OF RADIANCE**
US Gold
42 **LEGEND OF FAERGHAIL**
Rainbow Arts
43 **TREASURES/SAVAGE FRONT**
US Gold
44 **GATEWAY/SAVAGE FRONT**
US Gold
45 **DRAGON FLIGHT**
Ubisoft

BAT & BALL

1 **PINBALL FANTASIES**
21st Century
2 **PINBALL DREAMS**
21st Century
3 **ARKANOID 2/REV OF**
Ocean
4 **SHUFFLEPUCK CAFE**
Ubisoft
5 **ARKANOID**
Ocean
6 **KRYPTON EGG**
Rainbird
7 **BUNNY BRICKS**
Silmarils



8 **LORDS OF WAR**
Rainbow Arts
9 **BOTICS**
Krisalis
10 **TITAN**
Titus

So there we have it. Not all of these are still in the shops remember, so don't go hassling your comp shop bloke now...

SWAP

Amiga games boxed originals, John Madden's, Epic, Archies Pool, B17, Fantastic worlds, EOB 2, lots more. Sell/swap.Phone Russell Pratt on 0234 365967.

I have - Murder, PGA Tour Golf, Kick Off 2, Xenon II, F19 Stealth Fighter, 3D - Construction Kit. All boxed brand new complete with manuals. I would like either Outrun Europa or Road Rash. four for one considered. Contact Hursh Nayar, 31 Woodhead Drive, Cambridge, CB4 1YY.

For sale CDTV c/w stereo monitor, keyboard, mouse, drive, remote, games still under warranty, £325. Phone Nick Wilmore on 0737 352112.

For sale: Captive £5, Superfrog £10, Knightmare £8, Cadaver £5, all in excellent condition. Phone Jason Ackerman on 0272 683063.

Yo, yo, yo check it out. I've got a Megadrive complete with 20+ rated games. I'm after about £350 for it. What d'ya reckon? Manchester area. Buyer collects. Phone Jim on 061-736-3764 after 6pm

Swap Hiemdall, Mig 29, John Madden, Premiere Manager, Sensible Soccer 92/93, Monkey Island 2, KGB, Lotus 2 for golf games or RPGs, Syndicate, Desert strike, A-Train others considered. Phone Steven Rennie on 0222 861905.

Wanted the most X-rated adult games disk etc. available for the Amiga 600. Cash paid. Contact Colin Porter, 5 Cashel Walk, Newtownabbey, Co. Antrim, N. Ireland, BT37 OEX.

Swap Body Blows, Assasin, Project X, IK+, Dynablaster, Chaos Engine, Sabre Team. Wanted Elf, Ishar 1+2, Celtic Legends, Cadaver, Sensible Soccer, Speedball 2, Obitus, Z-OVT + others. Contact Keith, 19 Margaret St., Ammanford, Dyfed, SA18 2NP.

Will swap Megadrive with 3 games for SNES with 2 or more. Ring Luke on (0245) 351056 after 4 PM.

Wanted information to transfer C64 taped games to C64 disk. Roclite drive £50. Contact Dave, 35 Chestnut Street, Southport, Merseyside, PR8 6QP.

Swap my Zool, Superfrog, Premier Manager and Robocop 2, Striker, Trivial Pursuit, Lemmings, all for Graham Gooch Cricket. Please anyone. Contact Matt Walklett, 8 Arbour Close, Madeley Nr. Crewe, Cheshire, CW3 9EZ.

WANTED: Witty reviewers for forthcoming fanzine. Write to Daniel Thompson, 17 Fairholme Road, Newton Street, Faith, Norwich, Norfolk, NR10 3LL.

Wanted: Navy Seals for Amiga 600. Willing to pay up to £10. David on 051 7228911.

Wanted: Licence to Kill game. Will pay £5. Phone Eddie Mills on 0706 376141.

Will swap Alien Breed 92 and Another World for Flashback. Phone Andy on 0260 297502 after 5.30 PM.

I'm looking for world-wide penpals, any age, any sex. Phone Kris on 0922 415119.

Swap or £10 each; Loom, Lotus 2, Proflight, Jimmy White Snooker, F15 2, PGA Golf, Eye of Beholder, Zool, European Football Champ. Phone Mr. C. Hain on 0373 452936.

Amiga contacts wanted, 100% reply, send disks, lists. Also wanted your unwanted hardware for the 500+. Also looking for cheap 500+ machine. No software no frills just a cheap 2nd machine. Contact Stuart Fuller, 306 Lodge Avenue, Dagenham, Essex.

Will swap Flashback, Graham Gooch Cricket, Sensible Soccer, Graham Taylor's Soccer Challenge, Harlequin, Mega-Lo-Mania, Jaguar XJ220 1 for 1 original for original with PGA Golf + Chaos Engine, Syndicate, Championship Manager 93, Sabre Team. Phone Paul Sruoga on 0274 884316.

For sale, Atari Lynx, 4 games, battery recharger, all for around 50 to 70 quid. Phone Adam Thornber on 0503 72910.

Amiga contacts wanted. Send list for reply. Contact Rene Mikkelson, Fretasvet 35, 7220 Korsor, Denmark.

Wanted: Amiga computer with colour printer, plus any other accessories that you might have. Phone Salim Gulzar on 0282 459663.

For sale: 1200 85MB, HD, 4MB 32 Bit RAM, 10845T Monitor, Final Copy II and some games on HD, £650. Phone Oliver Dainton on 0344 27795.

I want penpals female or male. I am 14. 100% reply. Contact Joanne White, 16 Oakdene Road, Ramsgate, Kent, CT12 6DR.

Swap Beast 3, Enchanter, Hook, Pinball Dreams, Striker, Zool, Lotus 2 plus many more for good boxed games, all mine as new. Phone P. Ford on 021 378 4066.

I have Alien Breed 2, Chuck Rock 2, Beast 3 and Pushover (all mint cond.) to swap for Soccer Kid, Flashback, Arabian Nights, Lionheart, No Second Prize or Hired Guns. Must be good condition. Ring Chris on 091 5371039.

A600 games for sale or swap. Desert Strike, Flashback, P/Gener, Photon Paint II plus loads for Walker, Gauntlets, Risk, Hunter. Phone Ben Mountifield on 0705 462371.

The perfect christmas gift for any would be games player, no need to waste time building a collection. Amiga 500 (1 meg) about 300 games. external drive. a pair of decent micro-switched joysticks Give me an offer I can't refuse. 061-872-3633 (Big Paul) after 6pm. Buyer collects Manchester area.

Amiga 500 1 Meg, mouse and joystick, 6 games: Sleepwalker, F19 Stealth Fighter, Deluxe Paint 2, Workbench, £160. Phone David Shield on 081 4612191.

I NEED HELP! If you have completed Wizkid please write to me. I will truly worship you for it. Contact Ewan Johnston, 72 Lincoln Road, East Finchley, London, N2 9DL.

Amiga contacts wanted, worldwide, 300% reply. Send lists, disks, letters. Contact Peter Hudson, 1 Rosslyn Terrace, Millfield, Sunderland, Tyme and Wear.

Has anyone got a solution book to Operation Stealth? Willing to pay up to £3.50. Phone Christopher Moore 0733 345095.

Amiga contacts wanted, 100% reply. Increase your collection. Anything goes. Contact Stephen Manderson, 34/35 annadale Crescent, Belfast, BT7 3DN.

I will swap The Addams Family for Golden Axe. Peter Stewart 061 3048058.

Amiga contacts wanted worldwide. Reply guaranteed. Send list. Contact Oisin O Reilly, 126 Upper Glengeary Road, Dunlaoire, Co. Dublin, Ireland.

4MB RAM unit fits 500/500+, under warranty,won't fit my new A1200! £120 ono. Games wanted for swaps. Phone Martin Harrison on 0905 773509.

Sell: Atari 2600 £17 ono. Also contacts wanted, 100% reply, age 11 (male or female). Also Miracle Piano Teaching System wanted. Contact Philip Gunwhy, 6 Whimbrick Hey, Moreton, Wirral, Merseyside, L46 9RU.

A500, 2MB chip £180 ono, A500 512K upgrade (no clock) £15, PC880B disk drive £45, A500/+ contol centre £25 ono. Phone Steve A.J. Gray on 0322 556189.

Wanted, Exile, Sid2, Octamed2+ Amiga contacts, tons of stuff to swap, disks/lists. Contact Stephen Fernandez, 27 Thornsett Road, Anerey, London, SE20 7XB.

For sale: Amiga 500+, mouse, mouse pad, dustcover, 2 joysticks, 5 blank disks, PD utilities and games. Several full price and budget games, Workbench 2.04, modulator, leads etc included. Worth over £500, selling for £195. Price negotiable. Phone C. Lam on 0473 288038 (after 6pm).

For Sale: A600HD (20 Megs) and extra meg RAM with clock. Lots of utilities, games (boxed as new), mouse, joystick. Still boxed with all manuals, still under warranty. No unreasonable offers declined. Will not separate. No jokers please. Phone Peter Smith on 051 4211279.

Wanted: a copy of Wings. Will exchange for Zool or Alien Breed 92. Contact Scott Wilshaw, 71 Parkway, Dairyfields, Trentham, Stoke-on-Trent, Staffordshire ST4 8AR.

Amiga 500 1MB with 20 meg hard drive with 2MB RAM, 40+ games, mouse, joystick, mags, £225 ono. Phone Perry Ravenscroft on 0634 406657.

Amiga contacts wanted. Please send games list. Also male or female penpals (preferably gorgeous females). Must be 16 or over. Contact Matthew Ruddell, 4 Minster Road, Coundon, Coventry, CV1 3AF.

For sale: Amiga 500 upgraded to 1 Meg. Joystick, mouse, 20+ games, TV tuner, utilities, manuals, boxed, 250 ono. Phone Ben Crystal on 0407 762764.

Megadrive for sale, mint condition, ten top games, three contollers. Worth £550+, sell for £250. Phone Paul Marston on 0484 661108.

Hospital patient. New novice A600 owner seeks male/female contacts. Contact Nigel Davies, Forster Ward, Ashworth Hospital North, Maghull, Liverpool, L31 1HW.

Contacts wanted to swap programs. Must be fast and reliable. Guaranteed reply when letters and lists/disks sent. Will also buy/sell. Contact Paul Seel, 39 Holcombe Drive, Burnley, Lancs., BB10 4BJ.

Trojan Light Phazer and three Phazer games. Swap for Shoot'em-up Construction Kit and Flashback or any other game. Phone Paul Littlechild on 0954 31045.

For sale: Bubble Dizzy, boxed £10. Rainbow Islands (unboxed) £7, F29 Retaliator (unboxed) £15. Phone Matthew Scowcroft on 0204 300972.

Sega Game Gear with TV Tuner, 19 games, mains supply, magnifier, carry case, worth £500 sell for £200 ono. Phone Stephen Shenklin on 051 4289756.

For sale, Amiga CDTV player with keyboard, CDTV 1411 3"5" disk drive, infra red remote controller, joystick, transmitter and mouse, loads of games, £300. Will swap for A1200. Ring N. Jeycock on 0295 265011.

Will swap Flashback, Desert Strike, Jaguar XJ220, or others, for Body Blows. Phone Alan Potter on 0223 843572 (after 6PM).

Amiga contacts wanted. 100% reply. Send lists/disks. Contact Steve Jones 101 CAE Gabriel, Penycae, Wrexham, Clwyd, N. Wales, LL14 RPL.

Sell: Assasin £5, Red Zone £5, Combat Classics £12 and Stare, Blaze, Turtles and Nitro Boost all together £5. Phone Jonathan Bush on 091 4133952.

Bargain: Sports Masters compilation, includes PGA Tour Golf, Indianapolis 500, Advantage Tennis, European Championship 1992. Phone Daniel on 0274 814130.

Reach For The Skies swap for adventure game or strategy. Other games for swap available. Phone Keith Manning on 0923 894178.

Will swap Dark Seed and Curse od

We're getting a few non-computer type coupons through – people after girlfriends, boyfriends, a life, etc. etc. If you want a personal ad as opposed to selling games, mark it "Uncle Steve's Lonely Hearts" and we'll have make new section. Maybe.

SHOP

Enchantia for Hook and Goblins Two. Phone Justin Duff on 0908 310481.

Contacts wanted 100% reply. Also swap my Home Accounts Two for Guy Spy or Pinball Fantasies or a Trackball. Contact Graham Hall, Flat 5, 33 Glenfield Road, Leicester, LE3 6AT.

A500 1 Meg boxed, TV modulator, StreetF2, Rainbow Islands, Bubble Bubble, N.E Story, good joystick, Amiga excellent condition only £230, bargain. Phone Jonathan Gibson on 081 8682717.

Amiga contacts wanted. Send disks,lists. Contact Andy Garwood, 67 Sycamore Close, Skelton, York, YO3 6Y4.

Look, Amiga contacts wanted worldwide, 100% fast reply. Have lots of warez. Send lists. Contact Stian Holtet, 2090 Hurdal, Norway.

Swap: Final Fight, Pitfighter,WWF for Dune 2. James Eustace, Nightingale Cottage, Ankerdine Hill, Knightwick, Worcestershire.

Amiga contacts wanted. Send lists/disks, definite reply. Contact Sam Holmes, 42 Westminster Road, Clifton, York, YO3 6LY.

Amiga contacts wanted. 101% reply. Send lists/disks. Contact Lee Kemp, 252 Marsdale, Sutton Park, Hull, HU7 4AH.

Swap Lems2, SF2, Sensi Soccer, Zak Makracken and Alien Mind Benders. Want Espania 92, Larry2, Body Blows. Phone Ben Davies on 021 427 7476.

Amiga contacts wanted A1200 and A500. 100% reply. Send lists/disks. Contact Mr. M.A. Pullen, 47 Oakbank, New Addington, Croydon, Surrey, CR0 9EB.

For sale: many games all with relevant instructions and all £6 each! Send an SSAE for a list. Contact Kenton Sumner, 32 Orchard Gardens, Waltham Abbey, Essex, EN9 1RS

Swap: Espania 92, Lethal Weapon, Championship Manager, Premier Manager for John Madden, Flap, Body Blows. Phone Aldo Sousa on 0534 888359 after 6PM.

Swap Striker, Monkey Island one or Zool for Desert Strike or Chaos Engine. Phone Paul Matley on 061 3387044.

Desperately wanted: ANIME UK, issues 2, 3, 4, preferably in good condition, Will pay reasonable price. Ask for G. Man on 081 9527195.

Amiga 500 (1 Meg), colour monitor, loads of extras, around 40 games, joystick, mouse, all in good condition £209.99. Phone Lee Ranger on 0376 344210

SNES with Superscope 6 shooting games, Super Tennis, F-Zero, 2 controllers and a carrying case. Everything boxed with instructions. Excellent condition, worth over £300, sell for £125. Phone Darren Price on 0244 571360.

Swap Sim City, Deluxe, Body Blows and many more for adventure games. Also Civilisation wanted. Contact Lee Hughes, 5 Brierley Close, Bootle, Merseyside, L30 7QH.

Please give me some games because I'm a poor boy and everyone hits me at school. (No- scrounging git!). Phone Roger Howard on 0430 861276.

Amiga contacts wanted (esp.A600). All welcome. Write or send disks to S. Ball, 52 Elm Street, Cardiff, CF2 3QS.

A500 1MB, Philips Hi-res colour monitor, Soundblaster power amplifier, high quality bass reflex stereo speakers, Star LC10 colour printer, all manuals, leads, all boxed, mouse + pad, 2 * Python joysticks, D-Paint III, F-15II, Kindwords, Gods, Falcon, Midwinter, Populous, Dragons Lair, Dragon Ninja, Carrier Command, 15 blank disks, over 50 other great games and utilities, £600 ono. Phone David Millyard on 0235 550136 after 6PM.

Amiga contacts wanted. Male or female. 100% reply. Contact Ian Mellors, 2 Conway Street, Long Eaton, Nottingham, NG10 2AE.

Amiga contacts wanted. Send lists disks and letters. Contact Phil Joyce, 20 Labernum Crescent, Kidlington, Oxford, OX5 1HB.

75 games for C64 includes Total Recall, Golden Axe, Super Off Road. £25 the lot. Phone Thomas Smith on 0813002498

Wanted: Mega-Lo Mania for a swap with F19 Stealth. Andrew Bedford 0703 453074.

Wanted: Amiga contacts, chat, swaps,etc. Send lists /disks to Ian Prentice, 152 Lymington Avenue, Southend, S59 2AN.

Amiga contacts wanted worldwide, old or new. 101% reply. Write to K+S, 9 All-Saints Avenue, Wribbenhall, Bewdley, Worcs., DY12 1EG.

I will swap Leander for Goal. Also Amiga contacts wanted to swap games. Phone David Clouston on 710237.

Amiga contacts wanted, 100% reply. Send list or disk to Stan Whyte, 5 Gladstone Street, Market Harborough, Leic., LE16 9ET.

Giveaway Amiga games, all originals new and old, just £4.99. What an absolutely flippin bargain. You cannot beat that! Also, EOB II cluebook wanted. Send SAE to Miss D.E. Obiorah, 105 Gilmore Road, Lewisham, London, SE13 5AB.

Wanted: Red Storm Rising and War in Middle Earth for Amiga 500. Will pay £10 plus post for each game and manual COD. Phone Dave on 0977 678125.

For sale: 30 top Amiga games all box £10 to £15 each, Eg. Monkey two £15, Indiana Jones Frte of Atlantis £15. Send SAE for list to D. Dowson, 13 Burchester Avenue, Barton, Oxford, OX3 9ND.

Monitor, sampler, Amos disks, all wanted for amounts as yet unknown. Please phone Steve on 0603 35948 (cos no-one else will!).

Amiga contax needed now! 100% reply, not like others I could mention. Young or old send disks to Simon Pownall, 17 Greensome Cres., Doxey, Stafford, Staffs., ST16 iEX.

Sell: Assasin £15, Zool £10, Body Blows £15, Project X £10, Prem Manager £15. Swap for Soccer Kid, Prem Manager Two. Phone Gary Turley on 0693 66428.

Amiga, massive variety of games to swap. Write giving details to Julie Shepherd, "Casa Mia", Boxhill Road, Tadworth, Surrey, KT20 7JN. 073784 4115.

Swap: Walker, Superfrog, Zool, Goal. Wanted: Turtles 1. BC Kid, Klax. Contact P.Pimms, 42 Anfield Road, Wreckington, Gateshead, NE9 7AE.

Game Boy (3) and Amiga (hundreds) games - All original for sale. If interested please call Harry on 071 2430267 or write to 102 Inverness Terrace, Bayswater, London, W2 3LD.

Amiga 500 Action Replay MK3 wanted. Please call Jonny Durnell on 0844 237497.

Boxed games for sale/swap. Flashback £10, Superfrog £10, Special Forces £7, Space Crusade £8, plus others. Also contacts wanted. Contact W. Usher on 0923 461624.

Disk full of over 100 cheats £2. Contax wanted. Kerry Skinner, 11 Marcus Crescent, Blackburn Aberdeen, Scotland,AB2 0SZ.

Contacts wanted. Prefer friendly female users. All replys will get answered in time so don't miss out. Once only offer. Contact Graham Hall, Flat 5, 33 Glenfield Road, Leicester.

Amiga contacts wanted. My list for yours. Loads of games to swap. Phone Neil on 0278 426496.

Swap Dune II, A-Train, Sim Earth, Deuteros, Gunship 2000, Midwinter 1+2, Neighbours, Fast Break, WWF 1+2, Castle of Dr. Brain; for Ashes of Empire, Indy F.O.A., Dune, P. General, Castles, Caesar Deluxe, Battle Isle '93. Phone Robbie Wallis on 0405 26481.

For sale: A500 Plus with £200 worth of games, utilities and equipment. All for £195 ono. Send SAE for details or phone after 6 PM.

Wanted: Amiga contacts worldwide. Send lists/disks to John, 57 Wallis Road, Southall, Middlesex, UB1 3LB.

Swap my Megadrive, seven games, joypad, mags, for Amiga 500+ or 600. Or sell for £169. Phone Tim - 0548 531818.

Wanted: any good flight sims, especially Dogfight. Also wanted contacts. Will write back to all. Stephen, 140 Houghton Road, Houghton, Carlisle, Cumbria, CA3 0LD.

I have the Aquatic Games, The Adventures of Robin Hood, Mathch of The Day and Challenge Golf. Will swap any for Premier Manager 2, Soccer Kid, Sim Earth and A-Train. Phone Rob on 081 5508094.

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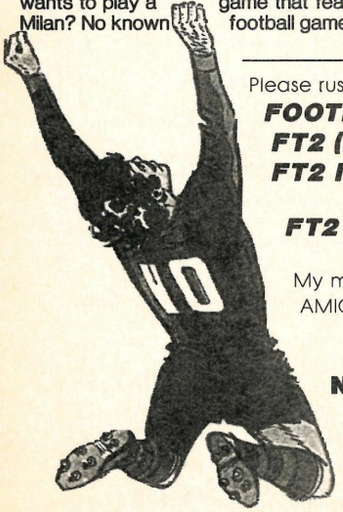
* Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
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NEXT MONTH...

So there you have it. Another year, another few hundred Amiga games reviewed. Do you ever wonder when it's all going to end? Certainly hope not - we'd all be out of a job if it did.

What's in store for next year then? God only knows - we're so busy making sure the next issue is as good as this one has been that we've hardly got time to worry! There should be some rather special coverdisks next month though, and a thorough analysis of Mortal Kombat Vs Body Blows Galactic. GTGAs are already looking good, and the reviews and such are simply flooding in. Other than that we can't really say...

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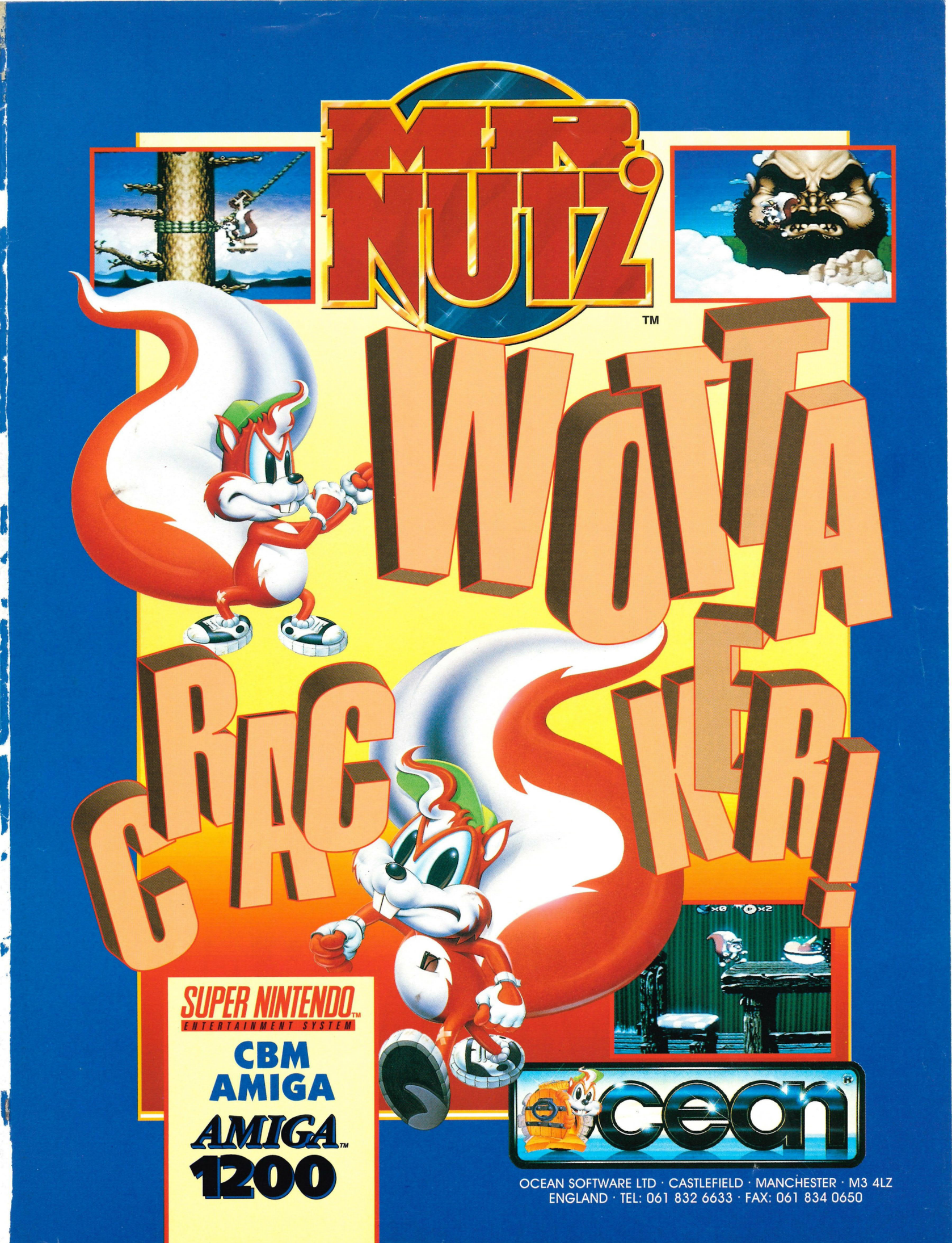
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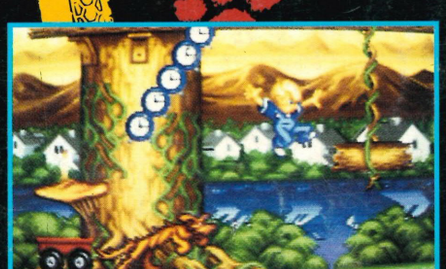

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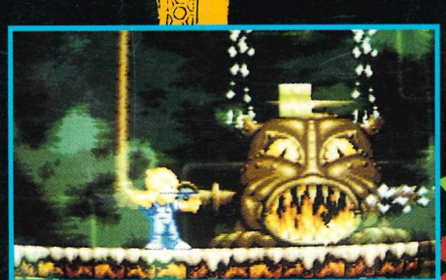
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