AMIGA ACTION

Issue 53 January 1994

Beat'em-upth. Pah! I don't [illegible] them. They're thtupid.

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- DISPOSABLE HERO
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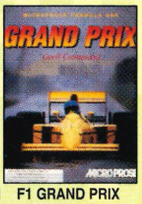


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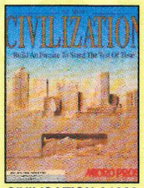
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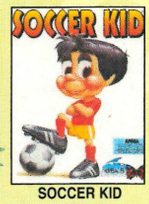
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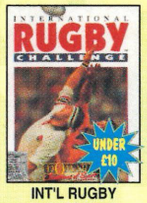
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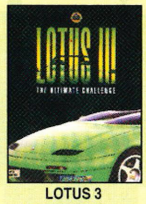
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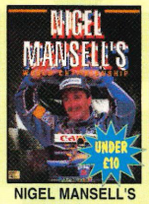
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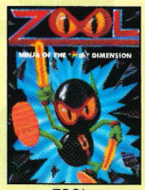
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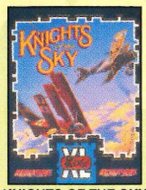
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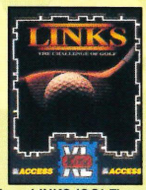
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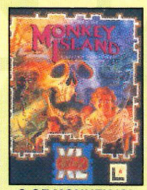
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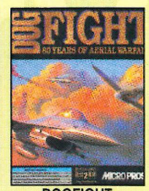
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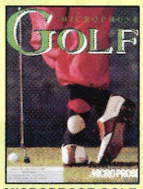
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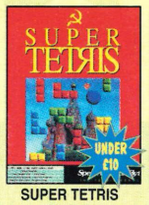
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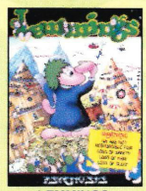
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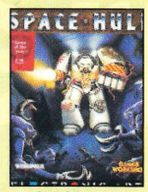
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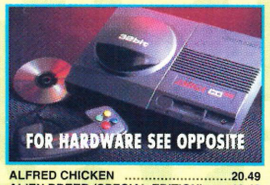
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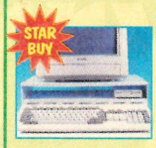
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Cover Print: Hubbards
Mag Printed By: B.P.C.C. Carlisle
Newstrade Distribution: COMAG
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97 Over The Edge
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102 Joe Bloggs offer
Not content with offering you some Joe Bloggs kit last month, we've pushed the boat out to bring you more of the same.

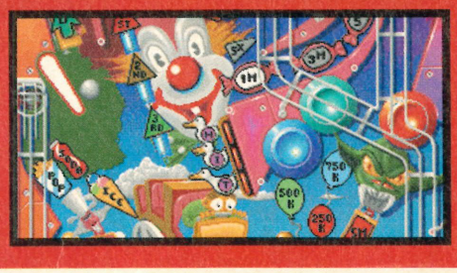
104 Super Leagues
Forget the competition, our Super Leagues leave all other mags struggling at the foot of the Vauxhall Conference.

110 Swap Shop
More popular than ever, Swap Shop provides you with the opportunity to flog your unwanted stuff at bargain prices.

Win!

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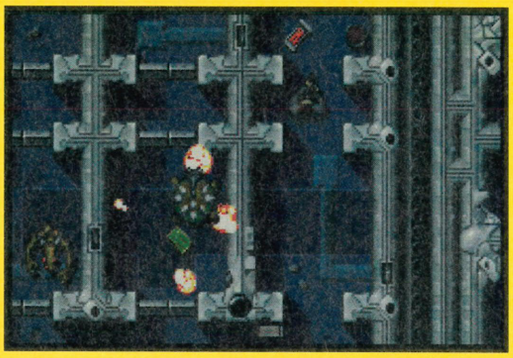
No CD32 this month for a change, but there's plenty of other stuff to be had. If pinball is your cup of tea, then have a stab at our Play the Silverball compo. You never know, you could end up winning your very own A1200 and CD32 copies of Pinball Fantasies. If on the other hand, groovy clobber is more your bag, then don't delay in entering our Bubba 'n' Stix fashion lottery.



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COVERDISKS

Just call us Amiga 'Quality' Action, because our middle name is most definitely of blow our own trumpet type proportions this month. Team 17 have come up trumps with a superb demo of the much vaunted Alien Breed II. Not only that, but there's an EXCLUSIVE demo of Gremlin's Disposable Hero shoot'em-up, coupled with a demo of Alternative's Dinosaur 'tec thing.



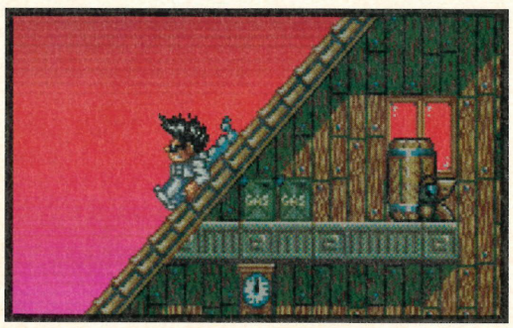
FEATURE



Paul has got himself a world exclusive, and he doesn't care who knows it. Millenium's forthcoming beat'em-up, MysterX, is introduced with an air of mystery in the first of a several part look into a game with a message. The silhoetted geezer on the left may have something to do with it, but then aagain who knows? Read on and hear The Axe wax... lyrical.

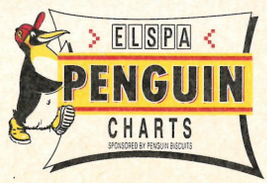
PLAYER'S GUIDES

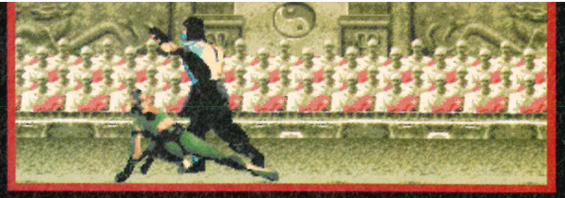
Two player's guides for you to scour in the hope that one day you might just manage to complete a game. Yo Joe!, That Elvis lookalike with the greasy barnet, is expertly dissected so that his platform capers will no longer present such a difficult challenge, and there are also some handy tips to help you get further through the excellent Overdrive of arcade racing fame.



CHARTS

Gallup are more than happy to send us the computer game charts each month so that we can inform our readership of the latest toings and froings. With Christmas just around the corner, and an impressive array of new releases around at the moment, there may well be more actvity than usual.





REVIEWS

Body Blows Galactic 19
The sequel to Body Blows, but this time set in space.

Bubba 'N' Stix 40
Puzzle your way through space with a magical twig.

Campaign 2 52
More warfaring action from Empire.

Cannon Fodder 24
War has never been so much fun. Allegedly.

Cyberpunks 58
Mohicans in space. Whatever next?

Dino Detective Agency 26
More dinosaurs, but this time they're on the case.

Doofus 44
Platform adventures with a man's best friend. Laaa.

Elfmania 19
Beat'em-up from Finland. Bizarre or what?

Genesia 38
Steve reckons that it's a bit like Populous.

Jet Strike 30
Extremely addictive arcade style flying game.

Kingmaker 35
Prince Charles might want to try his hand at this.

Liberation 28
Futuristic CD32 RPG. Alfred Chicken it 'aint.

Magic Boy 50
The story of Paul Daniel's difficult chidhood.

Microcosm 32
Fantastic Voyage sim, but where's Raquel Welch?

Mortal Kombat 19
You must have seen or heard the hype.

Overkill 56
Sophisticated Defender clone. Shoot'em-up heaven.

Sleepwalker CD32 55
Lee and Ralph in CD32 form. Top tunes aplenty.

Suburban Commando 36
That Hulk Hogan, what a great actor he is. Belm.

When Two Worlds War 49
Maybe War of the Worlds is a trademark.

Zool 2 46
The ninja from the Nth dimension is back.

BLUEPRINTS

Fatman 72
Hundreds of obvious obesity quips spring to mind.

Man. Utd. Prem. Champs. 68
We've got a licence and we're going to use it!

Cool Spot 70
Take two bottles into the– sorry, wrong ad..

NEWS


An "offensive" helicoptor, full of "disgraceful" programmers.

The First Word

Everyone loves the new year. It's a time to look ahead, to make gleeful plans for the future, to rejoice in the spirit of mankind and to look back upon those embarrassing parties where you photocopied your bottom before passing out in a taxi on the way home. However, it's still the middle of December as far as most of you are concerned, so let's concentrate on things of relevance. Like the reviews for instance, of which there are so many – some good, some bad and some just out of this world. I think you know what I mean and I'm sure your hearts will sing a hearty song when you leaf gently through this, your favourite non-vindictive Amiga mag. Damn, I've run out of things to say in the subscription letter now.

Paul

Fodder for thought

In light of recent events regarding offensive images and their potentially devastating effect on the young, it comes as something of a surprise to find that an innocent flower is being held up as an object of chagrin. That isn't strictly true, actually, as it is the way in which the flower is being portrayed that has so angered not only war veterans and MPs, but the Royal British Legion, pedlars of the flower each Remembrance Day.

Apparently, the parties felt that Sensible Software's decision to incorporate the flower into their battle spoof Cannon Fodder gave the impression that it was somehow endorsed by the British Legion, which, they were at pains to point out in a national newspaper, it certainly wasn't.

Dismay!

The fact that March based Sensible Software state that, "War has never been so much fun" also caused some dismay among the same group, who, it seems, felt that the whole game was extremely offensive, as the publicity circulated at a time when most people would be remembering the dead.

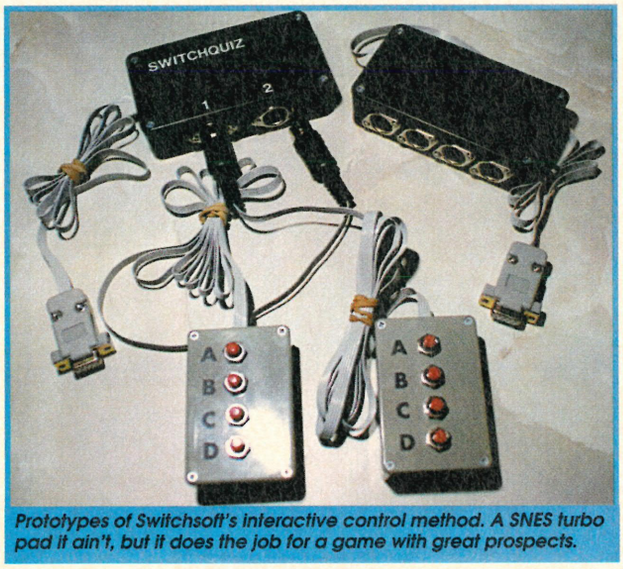
The main and overriding aim of this magazine is to give up to the minute information on all the games available for the Amiga. We don't take a moralistic standpoint on matters of national importance and we don't aspire to political greatness. If we may express a humble opinion though, it seems as though computer games are one of the latest scapegoats for all things "bad", just as music was before them. Sensible Software stated in this magazine just a few months ago that Cannon Fodder, apart from being an excellent way of spending a few hours, is a way of showing the futility of war, and we completely fail to see the harm in that. Oh well...


Please... It's just a game. Nothing more and nothing less. Now let it drop for God's sake.

Quiz night

Who's heard of Switchsoft then? Unless you happen to be a regular purchaser of robot arms and other such industrial hi-tech devices, then it isn't too likely, but the Darlington based firm are aiming to put that to rights with their first foray into the Amiga games market, in the form of the tentatively titled Switchquiz.

At the time of writing, the game is graphically very basic indeed (this may or may not change depending upon ongoing research), but Switchsoft insist – and we don't doubt it – that the beauty of their product is in the simplicity of the gameplay, and its true interactive nature. Switchquiz will contain about 1,000 questions in the first instance, taking the form of a pub quiz for up to four players, each participant in charge of a strange looking controller housing four buttons, with which to choose an answer, and timers can be set for the length of time afforded to answer questions.



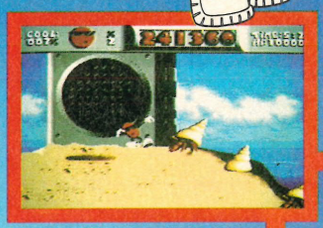
Prototypes of Switchsoft's interactive control method. A SNES turbo pad it ain't, but it does the job for a game with great prospects.

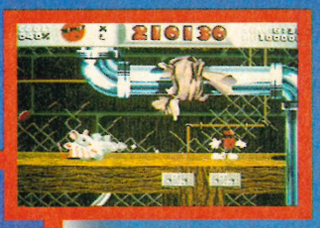
We were instantly hooked in the office, and the promise of extra data disks and educational disks make it look like a package that could last and last. Check us out next month when we should have a review.

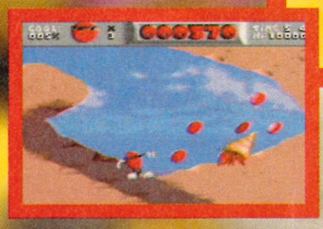
Eyesore!

Anyone who spends more than a few minutes a day at a computer terminal, whether playing games or simply working, will at some time have experienced eye fatigue from constantly staring. American owned Cabot Safety have a new range of protective specs ideally suited to those who like nothing more than to sit for hours at a stretch playing Leather Goddesses of Phobos. In lewd mode. More information is available by ringing them on 0625 878320, but in the meantime, a pair of specs is up for grabs to the first 25 people who send us a postcard or whatever asking for them.

COOL SPOT™









NO WAY! Your Cool SPOT chums are locked away! YES WAY! You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

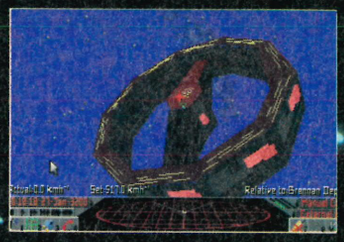
Virgin

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SCREENSHOTS MAY BE FROM A DIFFERENT VERSION

Look ahead. Look far, far ahead to the year 3200 and imagine a basic space craft as your only worthwhile possession. If you are to fulfil your burning ambition to be the best, you must defeat the best by coupling your inherited flying skills with a vast knowledge of the Universe. Outwit the pirates by beating them at their own game.

Be merciless, be wise, beware.



PC Screen shot



AMIGA Scr

DA
BRA
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KONAMI

1985 – ELITE

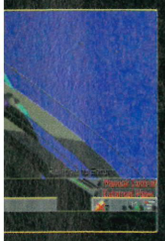
"Elite. Game? It's a way of life!"

Personal Computer World magazine

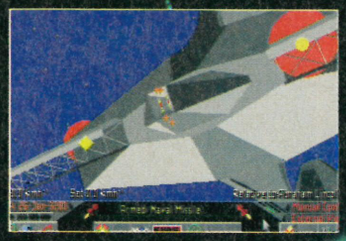
only the very best

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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

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E

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

y Konami. Distributed by Gametek

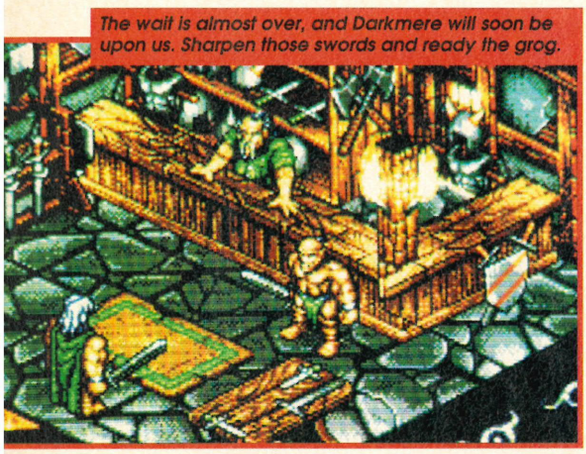
NEWS


In all honesty, the finished game won't look like this...

Loads more from Core...

Ready for another memory test? OK then, who remembers Darkmere, the moody role player Core Design were threatening to bring out about a year ago? Well it's almost here. Hectic schedules and restructuring of the game have meant the release date has slipped somewhat, but Core promise that it will be worth the wait when it finally comes out of testing.

The 3D isometric adventure (for those who can't remember) sees you as an elf prince in possession of a magical sword used by your father to slay a dragon years ago. You must lift the curse from your village by solving dozens of puzzles and fighting a not inconsiderable amount of battles along the way. Core faithfully promise that Darkmere will be with us around January.


The wait is almost over, and Darkmere will soon be upon us. Sharpen those swords and ready the grog.

Out of sequence

Meanwhile, they've been busy working on Darkstone – the, ahem, sequel to Darkmere, which it now seems will be released around the same time. The game engine is completed at this stage, the perspective being similar to that of The Chaos Engine, and the graphics and mood altogether brighter than those of Darkmere.

Fans of Curse of Enchantia will be delighted to hear that a follow up is well into development. Universe is programmed by several of the same team who worked on Enchantia plus one or two new faces, though everyone concerned wishes to stress that it is in no way a sequel to the successful textless adventure. The main similarity is that Universe follows the adventures of an everyday boy, Boris, who is dragged unwittingly into a parallel dimension.

Unlike Enchantia, Universe has a distinctly futuristic, even Cyberpunk feel to it, the aim being the eventual overthrow of the evil emperor, Neiamises. Neat and innovative twists are the arcade style sequences which crop up infrequently. Core hope that when these are combined with the dozens of painstakingly hand drawn screens and the promised gameplay, will sufficiently set it apart to compete in the new year with Beneath a Steel Sky, who they see as the main competition. Should be rather interesting indeed.

Also on the cards for the new year is Skeleton Crew, a graphical extravaganza, which at the moment we know very little about. Watch this space though. Well, not this one exactly, but...

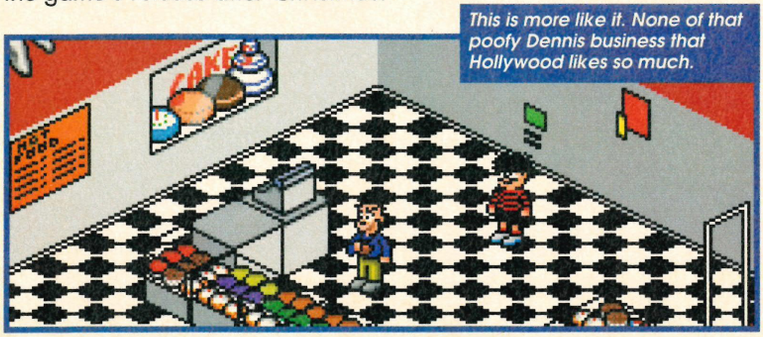


... The programmers thought the blue was a little too strong, but, well, it's better than nothing, eh?

D.I.N.G. D.O.N.G.

Who remembers that then? Dennis Is Never Good. Dennis Owns Naughty Gnasher. Well, you had to be in the fan club to appreciate it, and even then it was pretty weak. Alternative are hoping to buck the trend though, and make Dennis good for once, in terms of software at least, because Dennis and Gnasher is their next release.

Alternative are no newcomers to cartoon licences, but they are new to this particular kind of game. Dennis and Gnasher is a 3D isometric adventure which sees the curly-haired terror wreaking havoc in his native Beanotown. No doubt Alternative are hoping that a few of the 318,000 Beano readers will show a healthy interest in the game's release after Christmas.



This is more like it. None of that poofy Dennis business that Hollywood likes so much.

Pizza the action

Intelek Software, the development team behind Domark's ultra successful Championship Manager series, have temporarily distanced themselves from the Putney gamesters in order to publish their own very special edition of CM93 – Championship Manager Italia.

Since the Italian league is regionalised below Serie B, Intelek's Oliver Collier explained that they have included the full Serie A and B setup, with the option to buy players from the lower reaches of the leagues, ensuring that the running speed is quicker than that of CM93, which of course featured all the English leagues.

At the moment Championship Manager Italia is only available mail order from Intelek, but a distribution deal with Gemsoft might see it in the shops before too long.

Also on the cards is a brand new, international management game. Still in the planning stages and not likely to reach us much before next Christmas if indeed it goes ahead, and a European Superleague version of CM93.

Championship Manager Italia can be ordered by sending a cheque or postal order for £17 made payable to Intelek Software, at PO Box 1738, Bournemouth, BH4 8YN.




GUESS WHO'S COMING FOR CHRISTMAS!
PSYGNOSIS
Available on PC, Amiga and MAC.....and just £14.99

NEWS

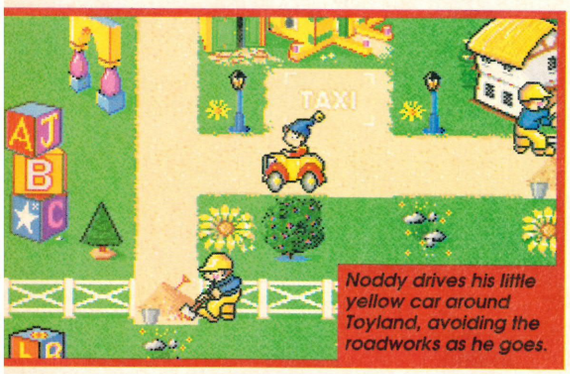
EveryNoddy wants to rule the world

Small children are notoriously difficult to please at the best of times, as any parent worth their salt will tell you. (*Erm, so you're experienced in that department then? – Paul*). And as for keeping the little blighters amused while trying to teach them something worthwhile, well that's nigh on impossible isn't it?

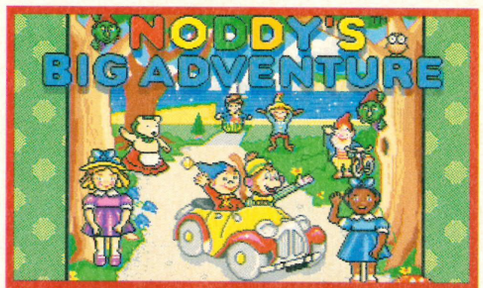
The Jumping Bean Co. don't see it this way however, and Noddy's Big Adventure is their second release in the specialist area of educational software for three to seven year olds (the first being Noddy's Playtime). This new program acts as a complementary package to Noddy's Playtime, and covers different subject areas relating to the early requirements of the National Curriculum.

Cheers, Big Ears

Included are seven specific learning programs which have been graded into three levels, thus allowing even the youngest member of the family to interact with the programs and develop their skills.



Noddy drives his little yellow car around Toyland, avoiding the roadworks as he goes.



Big Ears looks on jealously from the background. Wishing that he has passed his test no doubt.

There are also four scrolling interactive screens, a complete Junior Word Processor for developing story telling skills and a linking system which involves driving Noddy's car round Toyland thereby improving the kids' co-ordination.

Jane Hindmarch, marketing manager of Jumping Bean, tells us: "The whole package has been designed to be intuitive to use. Children will not have to follow complex on-screen instructions. The use of language on the screen has been deliberately limited to essential educational aspects within any activity."

Noddy's Big Adventure is already in your shops, priced at a reasonable £24.99, and is apparently selling very well in time for Christmas. Jane believes that such popularity is down to, "... higher brand awareness from our first title, Noddy's Playtime, and an increase in demand for 'wholesome' software being educational based."

If they make enough money from this, maybe Big Ears will be able to afford that plastic surgery he's been dreaming of!

Lily the pink

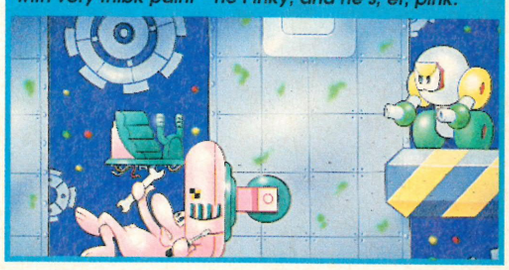
Will this dinosaur craze for all things Jurassic ever fade? Apparently not, if computer games are anything to go by. Millenium's addition to the current fad is a platformer based around the adventures of "a brave new kind of pink alien hero" called (wait for it) Pinkie.

A resident of the planet Purple, Pinkie is somewhat concerned about the imminent demise of dinosaurs throughout the galaxy. Assisted only by his newly acquired Pinkie mobile, he must travel the universe in search of the last few dinosaur eggs before they become lost. Forever!

Millenium describe their new creation as – "Just the darndest, most lovable, caring character ever to visit this planet". In fact so confident are they of Pinkie's success, that they are hailing him as, "a platform hero to rival James Pond".

Wilder claims have been made before, but we'll have to wait until the spring before Pinkie puts in an appearance in the shops.

Pinker than a pink thing that's just been painted pink with very thibk paint – he Pinky, and he's, er, pink.



Mr Floppy

Fancy a 3.5" floppy disk drive offering 800K of formatted storage capacity for under fifty quid? Yeah? Well Cumana have come up with what they claim is the bargain of the year, and they're available now if you're interested. For more information ring Cumana on 0483 503121.

Amivision Software present the NEW

FORMULA ONE CHALLENGE v4

An incredibly addictive and detailed Formula One simulation for 1 to 4 players. Watch the races as they unfold with three levels of highlights. Crashes, spins, pile ups, car failures, pitstops, weather changes, fastest & record laps. Four independent levels of difficulty. Accurate and detailed graphics of the teams, circuits etc.

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WHAT DOES IT DO?
Compute-A-Race+ is a Horse Racing Prediction Program written exclusively for the Amiga. The program can predict races, select bets, calculate return and will advise on most aspects of British Horse-Racing.

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ALIEN BREED II



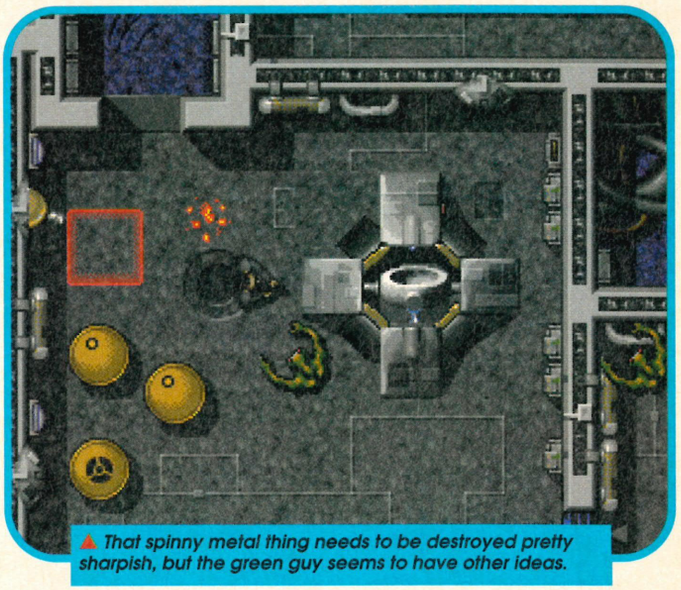
This latest addition to the excellent Alien Breed series is currently riding high in the full price charts, and we're more than happy to bring you a superb playable demo of the game itself.

As usual, insert the demo disk in DF0 and switch on your Amiga. After a short while, the Amiga Action logo will appear on screen along with a short message from Team 17. Press the fire button on your joystick as instructed, and after a few more moments loading you should be presented with the title screen bearing the words 'Demo Version'. Press the fire button once more and you will have two options available to you: Start Game and Options. Highlight your choice by using the joystick and then press the fire button.

Selecting 'Options' allows you to change the game settings – one or two player game, choice of character, etc. Selecting 'Start Game' enables you to start the game, surprisingly enough.

One brief mood setting screen later you will be faced with your mission briefing. The idea is to make your way around a space station destroying these sort of spinning metal things which are situated in some of the rooms you pass through. Press fire once more and the mission briefing will disappear and it will be replaced by a plan view of the space station deck. You're into the action at last!

You really can't go far wrong by running around firing indiscriminately at the aliens who approach you from all angles,

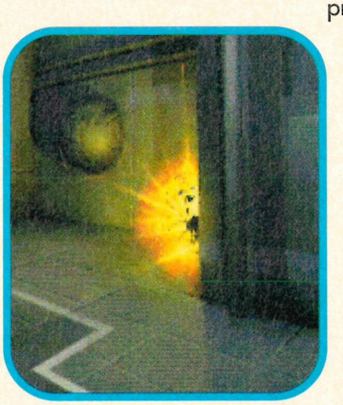


▲ That spinny metal thing needs to be destroyed pretty sharpish, but the green guy seems to have other ideas.

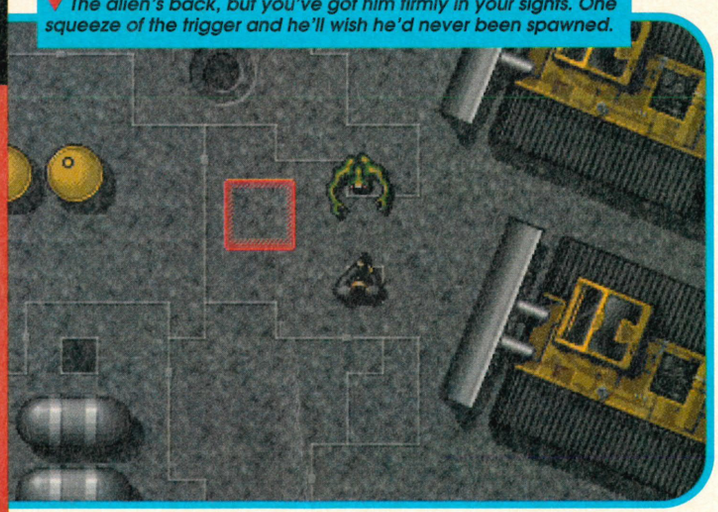
but don't forget to collect all the small rectangular icons which have been liberally scattered around the place. These represent all manner of helpful things such as keys to closed doors, extra ammo and credits with which you can power up or exchange your current weapon.

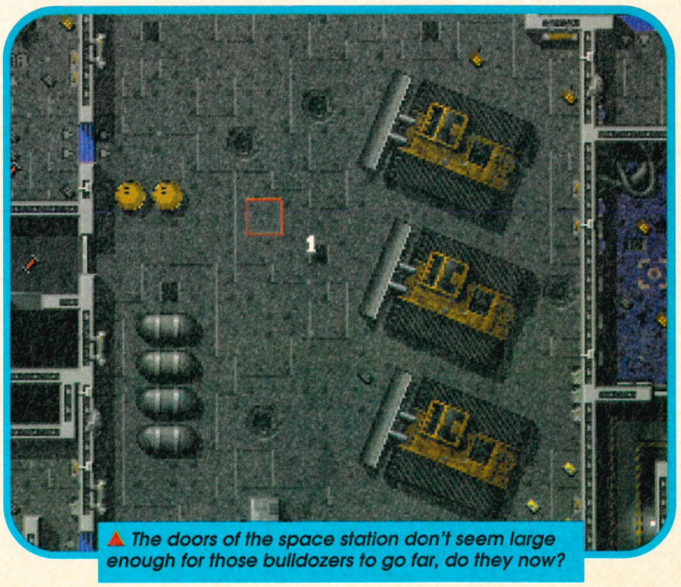
Pressing the 'M' key will provide you with a helpful map of the area and a welcome break from the frantic gameplay, while pressing the spacebar when you are in close proximity to a blue information terminal will log you onto the Infotex database. This allows you to purchase such things as weapons, keys and first aid, so make sure that you amass plenty of credits on your journey through the alien infested maze.

That's about it really, so nothing much more needs to be said apart from happy shooting out there.



▼ The alien's back, but you've got him firmly in your sights. One squeeze of the trigger and he'll wish he'd never been spawned.





▲ The doors of the space station don't seem large enough for those bulldozers to go far, do they now?

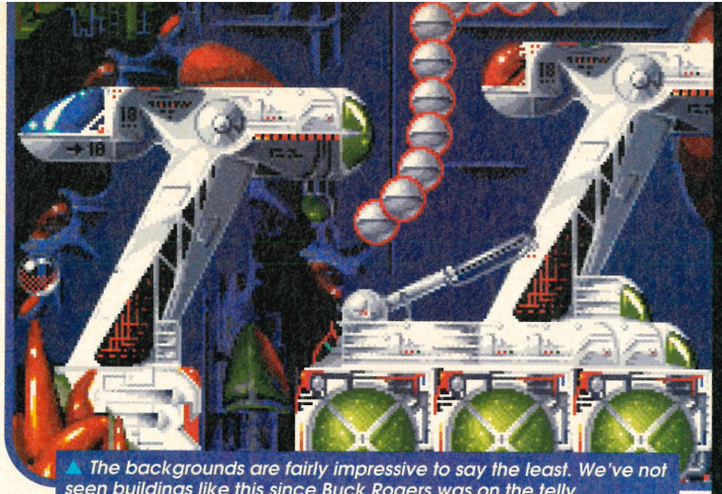
DUFF DISKS

Please please please do not send any duff disks to us. We do not program them, stick them on the disks, attach them to the front of the magazines, or knock them off shop shelves and then tread on them. Nor do we have any replacement disks at our disposal. Please send them to Prosoft, 5 River Gardens Business Centre, Spur Rd., Middx TW14 OSN.

ALIEN BREED II
PUBLISHER: Team 17 PRICE: $26.99 (A500), $29.99 (A1200) TEL: 0924 291867



▼ There's no respite for the battle weary in our Disposable Hero demo. An overdeveloped index finger is a must.



▲ The backgrounds are fairly impressive to say the least. We've not seen buildings like this since Buck Rogers was on the telly.

DISPOSABLE HERO

Next up is Disposable Hero, and not only is it a superb shoot'em-up extravaganza from Gremlin Graphics, but the demo version is exclusive to your one and only Amiga Action. We always strive to bring you the best in playable demos and when we can combine this with an exclusive, well we like to give ourselves a deserved pat on the back (self congratulating people that we are). Anyway, enough of this wallowing in our pride, let's give you some info about the game.

Insert the disk into DF0 and switch on your machine. Wait for the welcome screen to load and then type '1' [RETURN] to load Disposable Hero. A few short seconds later and a title screen should appear. Press the fire button on your joystick and more loading will commence, this time followed by an options screen.



Choose 'Options' via the joystick to set the difficulty and sound effects levels to your own particular preference. Then select 'Exit' to return to the main menu. Choose 'Start' from this menu and you will be thrust out into deepest space in a small white ship.

You don't need us to tell you what to do from here. There should be a joystick in your hand and presumably it's got a fire button, so just do what comes naturally.

DINOSAUR DETECTIVE AGENCY

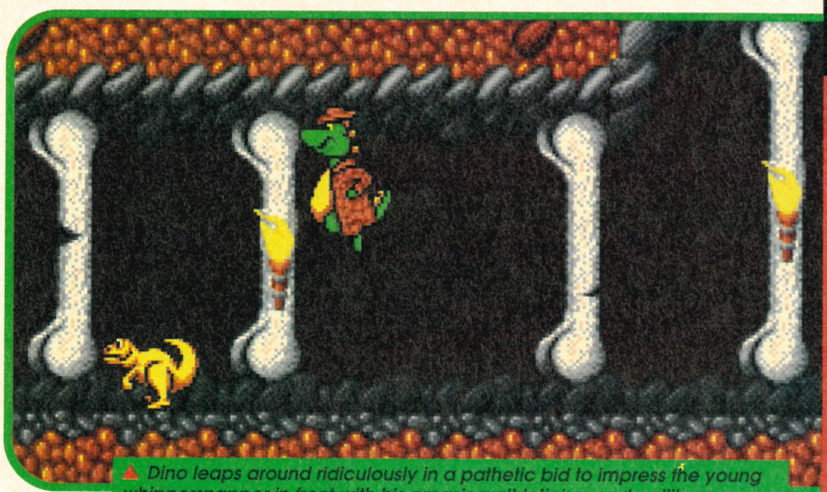
Finally this month there's a demo version of Alternative Software's cute platformer, Dinosaur Detective Agency.

Insert the disk in DF0 as before and switch on your Amiga. This time type '2' [RETURN] at the welcome screen and Dinosaur Detective Agency should load. Press fire when instructed to by the game's title screen and a short intro sequence will follow in which a dinosaur in a suit tells you that his bank has just been robbed is that (surreal or what?).



▲ Hello, I'm the extremely well dressed manager of your local bank. Hmm.

You play the part of Sherloch Ness (tee-hee) and you volunteer your sleuthing services to the bank manager in question. Armed with only a camera and a comedy reporter's hat, you set off on your merry way in the hope of photographing the suspect of the robbery (so it's cameras to the ready, snap fans).



▲ Dino leaps around ridiculously in a pathetic bid to impress the young whippersnapper in front with his amazing athleticism and agility.

If you don't manage to solve the case, it's all over and you will be treated(?) to some of Alternative's favourite Christmassy tunes. We left the music running all afternoon in the office just to get us in the festive spirit, and it even raised a mild "Ho Ho Ho!" from the usually dour and taciturn Steve.

Not a bad selection overall you'll agree, and just the sort of thing to keep you amused on those cold, dark, wintry nights.

COVERDISK

DISPOSABLE HERO
PUBLISHER: Gremlin PRICE: $25.99 TEL: 0742 753423

DINOSAUR DETECTIVE AGENCY
PUBLISHER: Alternative Software PRICE: $16.99 TEL: 0977 797777

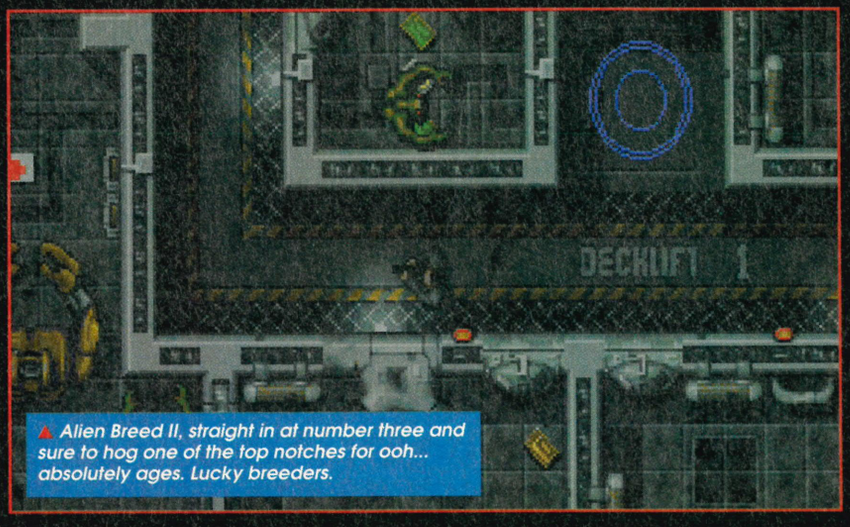
CHARTS

ELSPA PENGUIN CHARTS
SPONSORED BY PENGUIN BISCUITS

NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	✪	**FRONTIER: ELITE 2**	GAMETEK	£29.99	ARCADE STRAT	93%
2	✪	**PREMIER MANAGER 2**	GREMLIN GRAPHICS	£25.99	SPORTS SIM	87%
3	✪	**ALIEN BREED 2**	TEAM 17	£26.99	SHOOT'EM UP	91%
4	2	**CHAMPIONSHIP MANAGER 93**	DOMARK	£25.99	SPORTS SIM	78%
5	✪	**MICRO MACHINES**	CODE MASTERS	£25.99	RACING	83%
6	6	**SENSIBLE SOCCER 92/93**	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
7	7	**GOAL!**	VIRGIN	£30.99	SPORTS SIM	88%
8	13	**EUROPEAN CHAMPIONS**	OCEAN	£25.99	SPORTS SIM	88%
9	✪	**BODY BLOWS GALACTIC**	TEAM 17	£26.99	BEAT 'EM-UP	84%
10	3	**HIRED GUNS**	PSYGNOSIS	£34.99	STRATEGY	91%
11	5	**SYNDICATE**	ELECTRONIC ARTS	£34.99	ARCADE STRAT	93%
12	✪	**URIDIUM 2**	RENEGADE/MINDSCAPE	£25.99	SHOOT'EM UP	80%
13	4	**PREMIER MANAGER**	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
14	1	**SPACE HULK**	ELECTRONIC ARTS	£34.99	STRATEGY	88%
15	10	**FLASHBACK**	US GOLD	£30.99	PLATFORM	92%
16	20	**STREETFIGHTER 2**	US GOLD	£27.99	BEAT 'EM-UP	90%
17	11	**GUNSHIP 2000**	MICROPROSE	£34.99	FLIGHT SIM	92%
18	8	**DOGFIGHT**	MICROPROSE	£34.99	FLIGHT SIM	84%
19	★	**ZOOL**	GREMLIN GRAPHICS	£25.99	PLATFORM	96%
20	★	**FORMULA 1 GRAND PRIX**	MICROPROSE	£34.99	RACING	90%

★ = RE-ENTRY ✪ = NEW ENTRY

If we had been taking bets on the new number one this month, it would have been no surprise if we had amassed a large wad of money riding on Frontier. Fortunately, we don't fancy ourselves much as bookies, as said game romped home leaving the others trailing in it's impressive wake. Premier Manager 2 and Alien Breed 2 also shoot straight into the top three without so much as a by your leave, and CodeMasters' racing game, Micro Machines, gatecrashes the festivities at number five. Zool's back again, and no doubt Zool 2 will be keeping it company next month.

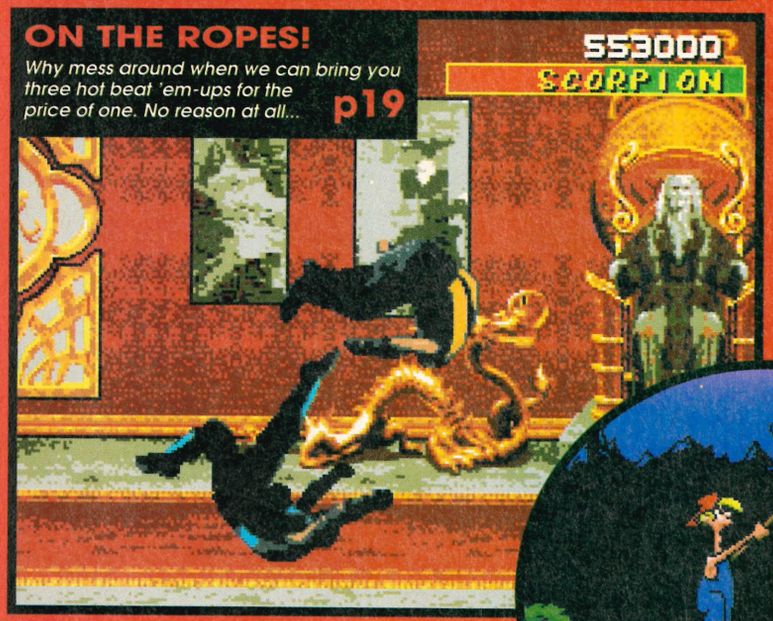


▲ Alien Breed II, straight in at number three and sure to hog one of the top notches for ooh... absolutely ages. Lucky breeders.

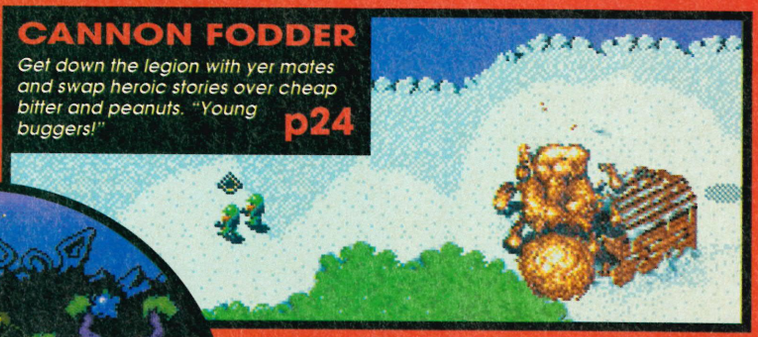
ACTION REVIEWS

INSIDE...

The new year... full of hope, full of love, soaked in Christmas whisky and brimming with games galore.



ON THE ROPES!
Why mess around when we can bring you three hot beat 'em-ups for the price of one. No reason at all... p19



CANNON FODDER
Get down the legion with yer mates and swap heroic stories over cheap bitter and peanuts. "Young buggers!" p24



BUBBA 'N' STIX
Exclusive review of Core Design's excellent comic caper puzzle rompster. Lemmings watch out! p40



LIBERATION
At last the CD32 has a friend. It comes in the shape of Mindscape and boy have they done it proud. Xmas lister. p28

PLUS

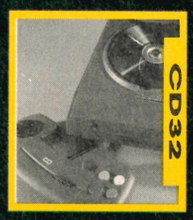
Microcosm, Zool 2, Doofus, Cyberpunks, Suburban Commando, Campaign 2, Sleepwalker CD32, Magic Boy, Kingmaker, Overkill and so many more your head'll spin.

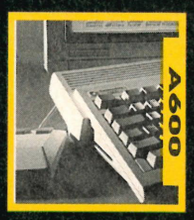
SUPER LEAGUES

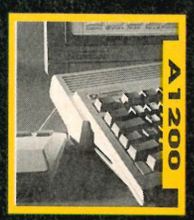
To be perfectly honest the Superleagues are well and truly reinstated now, and there seems little point in writing this box for much longer, so here's a joke. This guy walks into a bar with a newspaper in one hand and a brain in the other. "Pint of lager"– oh, it's just too small.

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 releases across the Amiga machines will be included within those concise, flowing and, er, informative prose. So it's sorted then, yeah?







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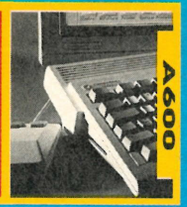
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Forget the WBC, WBA, IBF, WBO, and all the others. This is the greatest ever collection of fighters seen, and there's not a bloke with a parachute in sight. Neil (Harry Carpenter) Jackson is ringside...

On the ROPES

Welcome to sunny Macclesfield and the car-park of the world famous Europress entertainment and leisure complex.

Never before in the history of beat'em-ups has such an impressive array of pugilistic talent been assembled in one place.

A capacity crowd is here to welcome the contestants into the arena. An audience which includes some of the most stylish and influential people of the day have paid an average of £30 a head to be here, and they're certainly in for a treat.

Three seats to my left is the famous bespectacled newspaper tycoon, Paul Roundell, reputed to be one of the richest men in the world. Recent rumours about dodgy business dealings and misappropriation of pension funds have done nothing to increase his public popularity, and a hail of cat calls and rotten vegetables greeted his entrance to the spectating area.

An expectant hush descends as the house lights dim and a lone figure enters the ring. Our Master of Ceremonies for the evening takes the mike.

"Ladieeeess and gentlemen, welcome to the main event of the evening, and the bout you've all been waiting for. It's Shooowtime!

Preeesenting, in the red corner and fighting out of Japan; a game of far eastern promise, currently undefeated on all formats, and looking to add the Amiga title to its crown... Moortal Kombaaaaat!!!!

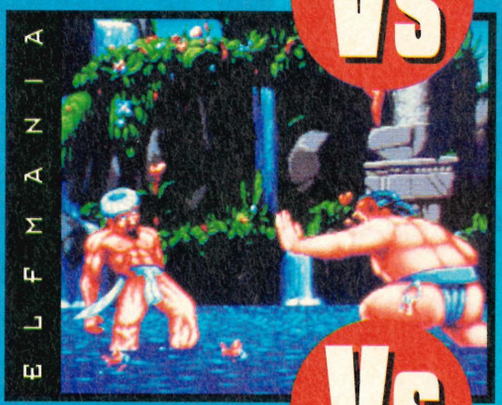
Standing in the blue corner and fighting out of Finland; a feast of scintillating Scandinavian scrapping, hoping to bring the crown to Northern Europe... Elfmaniaaaa!!!!

Aaaand finally, occupying the er... green corner, and fighting out of the famous Body Blows stable; hoping to take the title home to the farthest reaches of the galaxy... Boddyyy Blowwws Galaaactiiic!!!!"

Definitely a heavyweight contest, taking place over a number of tough and challenging rounds. Three contenders in the ring at once and only one can be the winner.



Vs

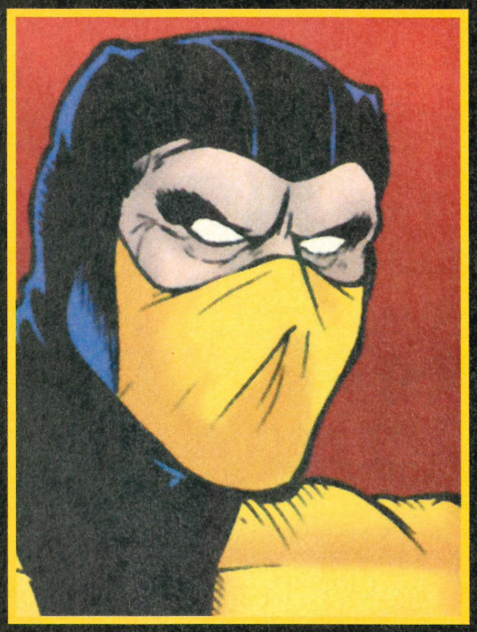


Vs





Seconds out...





ROUND 1

Presentation

Coming straight out of the red corner kicking and screaming is Mortal Kombat. Oriental pipe music washing over the ringside accompanied by superb animated sequences of each fighter in action sets the scene perfectly. There's even a plausible plot thrown in for good measure. A first round knockout looks on the cards, but no, Galactic responds with a well timed combination of its own. A thumping up-tempo beat rocks the foe back on its heels, and shouts "Body Blows!" defiantly to the cowering Elfmania in the corner.

That seems to have really upset the Finnish challenger, and here it comes in a fit of Scandinavian rage. Not since the Viking invasion have we been subjected to such a fearsome Nordic sight as Elfmania, and one swift demo of the fighters' moves and everything calms down as the three protagonists realise that they may have underestimated the other challengers. A little mutual respect is certainly in order.

The opening round of any long awaited contest is usually a spectacular affair, and this one is definitely no exception to the rule. All three have gained a large amount of credit in the eyes of the paying public, but Mortal Kombat has maybe just shaded this round on points.



ROUND 2

Characters

Anxious to beat the others to the punch this time, Body Blows begins the round with an impressive display of pugilistic talent. Twelve fighters are available, all with their very own looks, personalities and special moves. The characters vary from the fairly normal-looking and blandly named Danny, to a fiery Catherine Wheel impressionist called Inferno, and the ghostly Phantom.

Elfmania rises from its stool with the words of its trainer, Terry Marque, ringing in its ears,"Go on my son, give 'em what for ". EM takes to the task with gusto, parading its wares for all to see (in more than one sense). Believe it or not, some of the male characters actually fight with their wedding tackle on full and unashamed display. A sexy female elf also attempts to put off her opponents by distracting them with certain parts of her body. The referee looks certain to step in and halt the contest in the name of moral decency, but Elfmania may yet be allowed to make its nudey way into the shops.

Eager not to miss out on any of the action , Mortal Kombat makes a late appearance. Hoping to consolidate its lead, MK proudly displays the fighters at its disposal. Liu Kang, the film star-titled Johnny Cage, and Sub-Zero (I wonder what his special fighting move will be) are all anxious to impress, and up to a certain point they do.

Unfortunately, all the characters look pretty similar (apart from the boss, Goro) and lack the varied appeal of the other two contenders. Showbusiness means everything in this game, and Mortal Kombat returns to its corner at the end of the round with a bloodied nose and a bruised ego.



ROUND 3

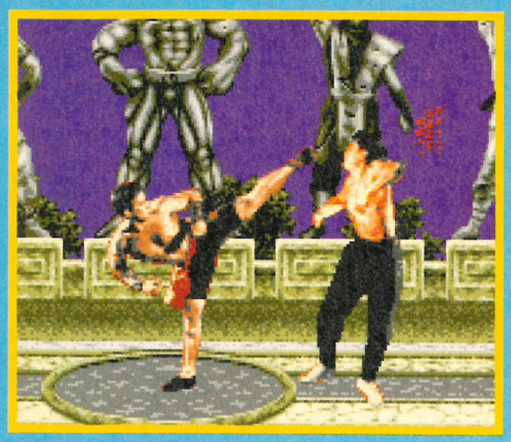
Fight locations

A swift once over from the cuts man and Mortal Kombat is ready to return, and this time with renewed vigour. The fight locations all have an oriental feel to them as they provide the backdrop for the tournament taking place. There is a tendency towards the similarity problem experienced with the fighters, as none of the backdrops are particularly inspiring, but then some of them actually play an interactive part with the fights. In The Pit, your opponent can be hurled onto a particularly nasty bed of spikes.

The Body Blows backdrops take the form of different planets in an imaginary solar system, and include a futuristic Earth setting as well as a jungle infested satellite named Gellorn-5. There's even a planet called Feminion which is populated entirely by beautiful women, thereby proving that there is a heaven after all.

Elfmania's scraps take place in an equally varied group of locations, including a waterfall, a pirate ship and even a prison where the prisoners rattle their cell bars in the background. As with Body Blows, all these sites are extremely well presented and the background detail is very impressive, but this just isn't enough to compete with a backdrop which actually plays an active part in the game.





ROUND 4

Special moves

Sensing that the fight is quickly slipping from its grasp, Body Blows immediately takes the initiative and lurches forward in the hope of getting back on level terms. Each character has his or her own special moves, firing energy bolts or chucking hidden weapons, but horror of horrors, these are all accessed in the same way. Hold down the fire button for long enough and all the characters will do their party trick. Admittedly this makes the fighting easier, but it won't be enough of a challenge for most people.

The crowd begin to boo, so Mortal Kombat begins to showboat a little. An Ali shuffle, an eye-catching windmill with one arm followed by a swift jab to the head with the other soon has the baying public cheering though. A surreptitious mention of the fact that all MK characters have different special moves which are all accessed using individual joystick movements, has them standing on their seats and applauding wildly.

Jealously, Elfmania comes forward with its special moves tucked under its ample forearms. "Look at these" roars Elfers, displaying an impressive array of special armoury. "This elf guy can move so quickly he sends his opponents into a dizzying faint. And that's not all, my Sumo character can destroy you by shaking the earth beneath your very feet!".

Mortal Kombat turns its back, not even bothering to mention that these moves are also carried out in a simplistic way reminiscent of Body Blows, and greets the end of the round with a smug grin, knowing that the lead has been consolidated.

ROUND 5

Speed

Speed being the key in this particular round, Mortal Kombat is the first on its feet and in the centre of the ring. Almost at once, Elfmania leaves its stool ready to continue with the contest. Body Blows is the last to rise, but in its defence is still feeling a bit groggy from the last round. A quick burst of the special A1200 smelling salts from the trainer and there is little to choose from between Galactic and the Great White Finnish Hope.





ROUND 6

Two player game

Mortal Kombat simply swaggers into the ring this time, but as usual, pride comes before a fall. Elfmania and Body Blows launch a blistering attack on the champion elect. MK has no response to the claim that a two player game involving a fight between the same character can be very confusing, as there is not enough colour differentiation between the two fighters.

After a brief knockdown and a mandatory eight-count from the referee, MK staggers back to its corner and slumps on the stool in front of the worried seconds. It's all to play for, and now we've got a real fight on our hands.



BEAT'EM UP SPECIAL

ROUND 7

Atmosphere





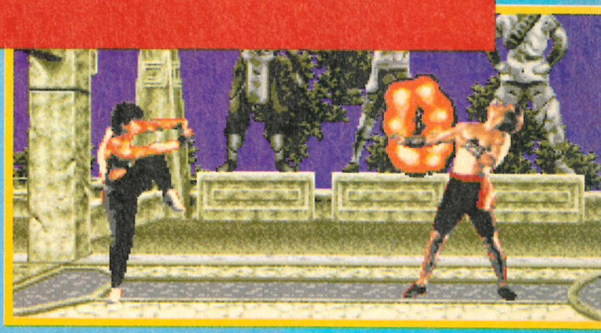
The rounds seem to be going quicker as the fight progresses, and I'm sure it won't be long before we see an end to this titanic tussle.

Elfmania slugs it out with superb animation showing incredible detail such as the fighter's muscle movement, while Body Blows parries in dogged fashion with graphics of similar excellence and digitised speech effects. Mortal Kombat is still feeling a little unsure of itself after the last disastrous round, but is determined to make amends in no uncertain fashion. The graphics in MK are by far the most realistic of the three, and although it must be said that both Elfmania and Body Blows are not striving for realism, they lack a touch of excitement and tension because of this.

The crowd begins to sense that the end is near, and the end of round bell is greeted with frenzied cheers of excitement and anticipation.

ROUND 8

Special features



Body Blows Galactic, looking a little bit ragged around the edges now, slowly shambles forward looking for a knockout punch. Its Tournament option allows either four or eight players to participate in a sort of round-robin punch up.

Elfmania ducks the desperate haymaker and replies with a subtle little jab in the form of its 'Connect 4' style gameplay. Instead of just progressing on to the next fighter after a bout has been won, you progress your way across a map of Elfmania choosing another opponent in a different part of the country, in an attempt to join together an unbroken line of victories.

This is a welcome difference from the usual format, and constitutes a clever and well timed punch that sends Body Blows onto the canvas.

Ten seconds later and there are only two contestants left in the ring. Flushed with success, Elfmania attempts to repeat the punch on Mortal Kombat, but is flattened with a spectacular right hook in the shape of MK's special 'Test of Strength' sub-level, which invites the player to try and chop through blocks of wood, rock and iron at certain points in the game. Elfmania tries to get up from the canvas, but is knocked unconsciousness by Mortal Kombat's spine danglingly gruesome death moves. This time it's all over.

score card

ROUND	MORTAL KOMBAT	ELFMANIA	BODY BLOWS GALACTIC
1. PRESENTATION	CHAMP!	CANVAS EATER	GALLANT LOSER
2. CHARACTERS	CANVAS EATER	CHAMP!	GALLANT LOSER
3. FIGHT LOCATIONS	CHAMP!	SHARED	SHARED
4. SPECIAL MOVES	CHAMP!	GALLANT LOSER	CANVAS EATER
5. SPEED	CHAMP!	SHARED	SHARED
6. TWO PLAYER GAME	CANVAS EATER	GALLANT LOSER	CHAMP!
7. ATMOSPHERE	GALLANT LOSER	JOINT CHAMP!	JOINT CHAMP!
8. SPECIAL FEATURES	CHAMP!	CANVAS EATER	GALLANT LOSER

DIFFERENCES

Well, let's have a look. Team 17 like to give a bit of variation, and have kindly provided an A1200 specific version of Body Blows Galactic. More detailed backgrounds seem to constitute the major changes, and talking about major changes – er, that's about it. The main problem reviewing these three games is that all of them are excellent, and although the A1200 provides a little bit of extra speed and lessens between screen loading times, the fact is that all are well worth buying for their standard-functioning capabilities. What a big differences box. I'm glad to see the back of that, believe me...

What can I say that hasn't already been spouted in the ludicrously over the top commentary. Amazing speed of gameplay, superb sound and graphics, and as for the interactive backgrounds to the fights, well that's just the icing on the cake as far as I'm concerned. I don't think I'm exaggerating when I say that Mortal Kombat sets the standard for all beat'em-ups in the future. If anything ever comes close I'll be amazed.

REVIEWED BY: Neil

SECOND OPINION

Mortal Kombat in the arcade was a top game. The Amiga version maintains this high level of quality for what is without doubt, the ultimate Amiga beat 'em-up.

OPINION BY: Steve

OVERALL SCORE

91%

Elfmania never seemed destined to take the ultimate prize back to its native Scandinavia, but can be well pleased with its gallant showing in this bout to end all bouts. Bags of thought and originality have obviously gone into the design of the game, but when you come up against games of the quality of Mortal Kombat, it's always going to be an uphill struggle. Not the essential beat'em-up but a damn good game nontheless.

REVIEWED BY: Neil

SECOND OPINION

The thing that appeals to me most about Elfmania is that it is that little bit different to your everyday, run-of-the-mill beat 'em-up. My own personal favourite.

OPINION BY: Rachel

OVERALL SCORE

85%

In all fights there has to be one loser and in this particular case it's got to be Body Blows Galactic. Is loser the right word though? I mean let's face it, a game that can muster a score of 84% is definitely not one to be disregarded completely, if at all for that matter. The original Body Blows was a superb game, and Galactic has done nothing but enhance the reputation of Team 17. Body Blows 3 will be just as eagerly awaited as any follow ups to the others.

REVIEWED BY: Neil

SECOND OPINION

I liked the original Body Blows, but the sequel is rather similar, it must be said. Not quite Mortal Kombat, but if you're a beat'em-up freak, this is well worth checking out.

OPINION BY: Paul

OVERALL SCORE

84%

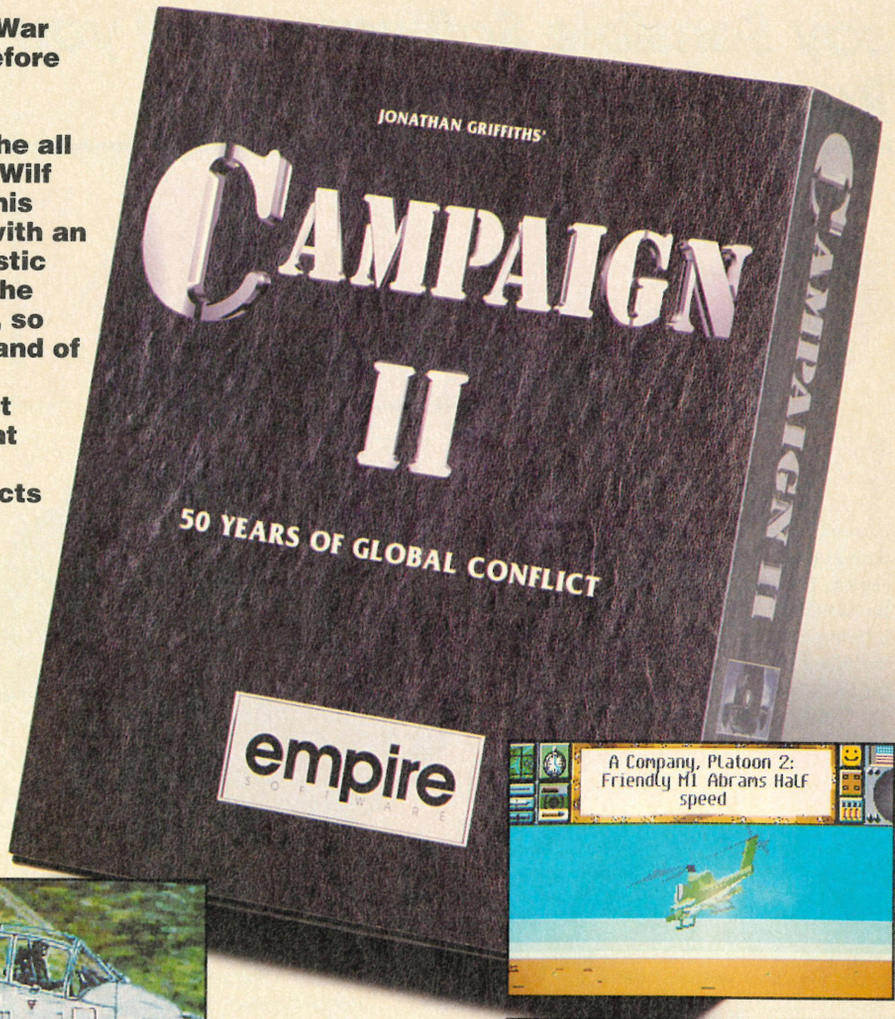
50 YEARS OF GLOBAL CONFLICT

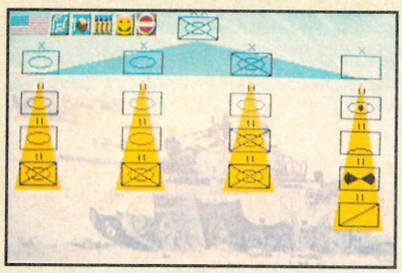
Campaign II heralds a new generation of War Simulations

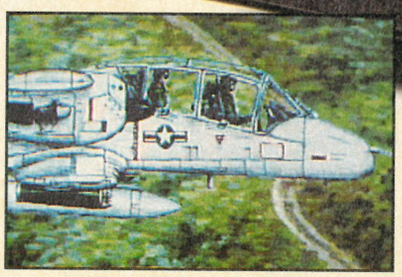
Campaign II heralds a new generation of War Simulations with more depth than ever before and fabulous real-time 3D action.

The depth to Campaign II is provided by the all new strategy. Expert Military consultant, Wilf Owen, from recent conflicts has brought his knowledge to bear on computer gaming with an end result that looks and feels more realistic than ever before. All aspects involved in the running of an army have been considered, so that now you can place yourself in command of either side, at any level in the chain of command. Over 130 templates of the most significant military forces from 56 different nations of the last 50 years have been included to gain an insight into real conflicts such as Korea, Vietnam and Operation Desert Storm.

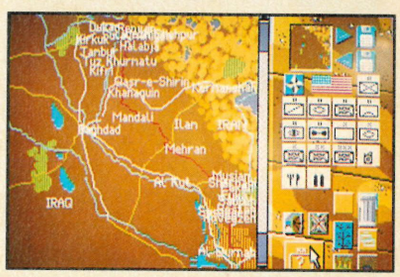
The action takes the form of fast 3D graphics if you choose to enter the battlefield in one of the 152 types of military vehicles. APCs and Mobile Artillery, utilise weapons ranging from wire-guided missiles, rockets, homing missiles, and machine-guns supported by laser rangefinders to tracer range-finders, night vision, and gun stabilizers.











- **Campaign II has emerged as the most comprehensive simulation with new improved strategy, at any level in the Chain of Command (C.o.C.), closely resembling that of a real military situation.**
- **Hands-on action as you fly helicopters in air-to-ground or air-to-air attacks.**
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- **Featuring all the modern weapons systems: guided missiles, rockets, homing missiles, laser rangefinders, gun stabilizers and night sights.**

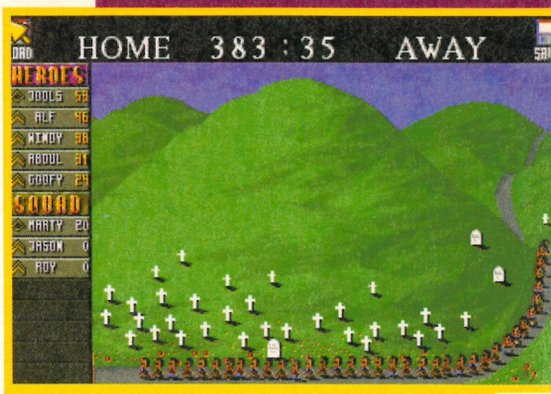
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CANNON FOD





◀ Enemy soldiers can be lurking just about anywhere. Be especially watchful of the tree line.

Bit of a controversial incident going on here I think. You can tell right from the outset when the title screen boldly informs you that this product is in absolutely no way endorsed by the Royal British Legion. This has obviously been included for a reason (see our news pages for more information), but I do seem to remember that there was some kind of protest by the famous war veterans association.

Cannon Fodder is controversial all round come to think of it. From the game's slogan, which tells you "war has never been so much fun", right through to the dubious nature of the gameplay, the subject matter is dodgy to say the least. And to be honest I don't care. I'm sure many people will be up in arms at the mere thought of the game. But don't get me wrong, I can understand why any decent parent would be concerned that something as insignificant as a game would give their offspring the wrong impression about something as gruesome as war. Nevertheless I really do feel that anything other than mild concern would be an over reaction. After all, it is just harmless fun, and to hopefully set your minds at rest, I looked at Cannon Fodder immediately after looking at that other highly controversial game, Mortal Kombat. So I can honestly say that I didn't notice myself having any abnormally violent tendencies, at least until Paul happened to return to his desk that is.

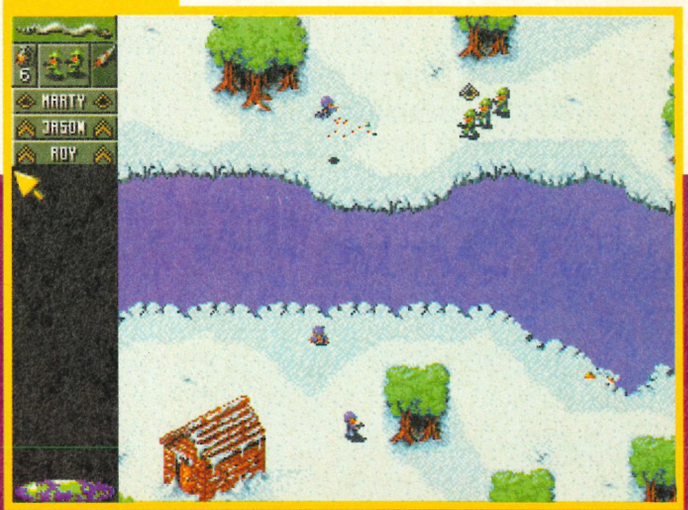
Cannon Fodder is programmed by Sensible Software who need absolutely no introduction to anyone. But just in case you don't know, they are the team behind what is arguably the most playable and enjoyable game ever seen – Sensible Soccer. At least, that was probably the best, as at this moment in time I firmly believe this release to better it in terms of, well, everything. I know it's a different type of game to Soccer, but the main appeal for a lot of people lies in the fact that it is easily accessible to everyone, whether they like football or not. Cannon Fodder has exactly that same quality. No matter what type of game you prefer you are guaranteed to love this.

You control a team of, for want of a better word, squaddies who must risk themselves in a series of increasingly dangerous missions. These fall



▲ The map screen will allow you to survey your progress in each particular mission. Very handy if you lose your bearings.

▼ A firefight has ensued. It's certainly dog eat dog in these situations.





◀ Before each mission your squad is deployed behind enemy lines, by means of this particular helicopter.

There are seven different mission types, but the major one early on is to destroy all of the enemy buildings in the vicinity. ▶



▲ The drop off point for this mission just happens to be directly behind an enemy soldier.

▲ With that first enemy despatched the troop scouts around for more.

▲ Cannon Fodder gives you the opportunity to split your squad into groups.

DER

into seven main categories: kill all of the enemy, destroy enemy buildings, destroy an enemy factory, rescue all hostages, kidnap an enemy leader, protect all civilians and get them all home.

To begin with you will not be thrown in at the deep end. Sensibly you are taken through a series of what are basically training missions to allow you to become accustomed to the way things work. You are never allowed to become complacent though, as the next mission is always guaranteed to push you just that little bit further. And when you get into the later stages there are some really stiff tasks that require some heavy duty thought from you, not to mention a sprinkling of strategic planning.

One important factor to remember is that you are not actually a member of the team in the physical sense, but control the actions of your men from a distance. You cannot actually come to any harm, so if you want to try something but aren't entirely sure that it is a good idea, who cares? Go right ahead and try it anyway. Doesn't matter if a few of your guys bite the bullet. They're expendable. Just go and sign up a few more eager recruits from Boot Hill and try your luck once again.

At your troops' disposal are many different varieties of vehicles and weapons. To begin with they are on foot, but later on transport ranges from jeeps to skidooz (jet ski type vehicles that can travel across snow and ice).

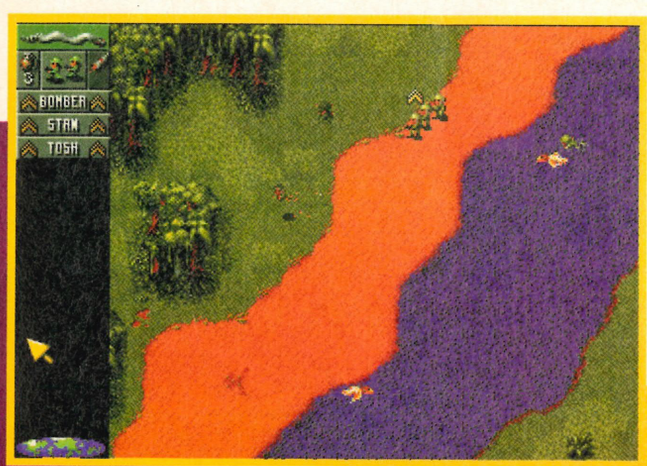
Super bazooka

Weapons include the standard issue machine gun, grenades and bazookas, but the more explosive weapons will need to be found lying around. You will also have to be alert at all times to booby traps. Absolutely any object could lead to the demise of several members of your troop, so vigilance is paramount. I have lost count of the amount of times my men have been blown to smithereens by a wired tree or even a snowman, but once you've been hit by one once you will not be hit by it again.

Above all it is the gruesomely realistic touches which stand out in Cannon Fodder. The dead soldiers floating face down in the river never fail to crack me up and there really is nothing quite like hearing the tortured screams of a mortally wounded enemy before putting him out of his misery with a single round to the head.

I don't like marking games excessively high. No game ever comes that close to perfection, and it has to be an exceptional game if it is going to get much over ninety from me. I never thought I would say it, but I think Cannon Fodder is just that game. Outstanding in every department.

AMIGA ACTION ACCOLADE



◀ Cannon Fodder is packed with realistic touches, such as this one, with the soldier floating face down.

THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 964 8242
TEAM: Sensible Software
PRICE: £29.99

SCORING	
GRAPHICS	89%
SOUND	92%
PLAYABILITY	95%
DIFFICULTY	Spot on

Only last month in my Frontier review, I stated that I had only given that game 93% because no game would ever be less than seven per cent from perfection. Sensible Software have forced me to eat those words almost immediately. Not that I mind though, when I have something as good as this to console myself with. They had the best game of '92 with Sensible Soccer, and have easily done so again with Cannon Fodder.

REVIEWED BY: Steve

SECOND OPINION

They left it late, but Sensible have come up with the game of the year. Brilliant in every way, it will appeal to everyone, and is sure to hit the number one spot and stay there forever.

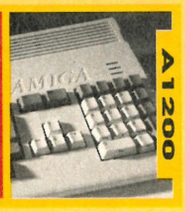
OPINION BY: Paul

OVERALL SCORE

94%

ACTION REVIEW

PUZZLE

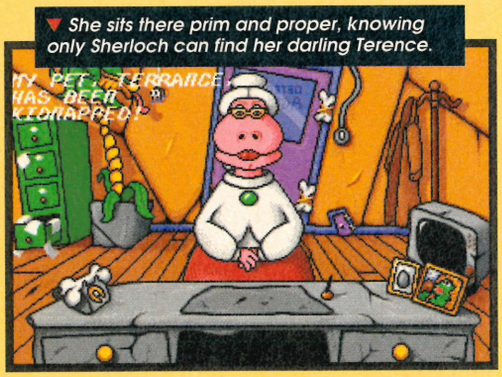




Dinosaur mania is spreading! You've escaped Jurassic Park... now escape the Dinosaur Detective Agency if you dare!

SHERLOCH NESS

AND THE DINOSAUR DETECTIVE AGENCY



▼ *She sits there prim and proper, knowing only Sherloch can find her darling Terence.*

In case you haven't already had enough of dinosaurs, Alternative Software have raised yet another hero from the dust to grab your attention and your money. Armed with his trusty camera and magnifying glass Sherloch (our hero) sets off to collect the masses of evidence leading to the capture of the dratted culprits of various nasty crimes.

From the offset of his journey he is plagued with little scoundrels in the form of Brontosaurus and Pterodactyls who are determined to knock him off his track and into the dingiest dinosaur depths. But our hero will not be overcome as he is determined to solve all the clues and catch the guilty party in the act.

This is definitely not as easy as it sounds.(And it sounds jazzy with five original and five classical tunes.) In fact it is pretty difficult. There are four cases and Sherloch Ness is commissioned to solve each one. The aim of the game is to work your way through a maze of puzzles and to grab a snap of the ever-elusive culprit.

Despite the odds Sherloch has to also collect flashbulbs to equip his camera in readiness for when he is faced with the culprit. As with any good detective story he needs evidence that he has caught the suspect, and his mighty camera is that infallible witness. It is necessary to use shots sparingly, as they are Sherloch's sole source of evidence. Having said that the camera is invaluable for blinding any pesky spiders or other such baddies, giving just enough time to nip past them.

Always a good tip to remember is to pick up any friendly dinosaur faces as these serve to renew energy and are extremely valuable assets if Sherloch is to make the final level. If he can also pick up the dotted golden coins along his tumultus track, then he reaps the reward of bonus points.



To get around Sherloch is nifty as well as quick thinking. Jumping and bouncing is all very well to escape danger and reach the higher terrains, but burrowing is called for too. By tucking himself up into a little ball he is able to dig or climb whenever the texture of the ground allows him.

The Looney Tunes style arcade adventure has colourful graphics and is as much fun as its sound track. It definitely provides a puzzle, while the sub games set in wild cowboy style, a street and a kitchen all provide interesting alternative settings.

It's not so puzzling that it is completely inaccessible though, and with a little thought and application, the later levels can be reached and savoured in all their prehistoric splendour. A good effort from Alternative.



▲ *Catch the culprit if you can and snap him up. It's the photographic evidence that counts.*

THE LOW-DOWN

PUBLISHER: Alternative Software
CONTACT: 0977 797777
TEAM: In House
PRICE: £16.99

SCORING	
GRAPHICS	82%
SOUND	84%
PLAYABILITY	87%
DIFFICULTY	Spot on

Sherloch's capers certainly provide a source of heightened activity as he leaps, bounds and burrows. As well as providing fun graphics, Alternative Software have also provided tricky puzzles which maintain the interest in finding the culprit. The game does encourage players to think on their toes to conquer the set quest. Having said all that dinosaurs are becoming old hat and every possibility of exploiting them must have been drained by now.

REVIEWED BY: Rachel

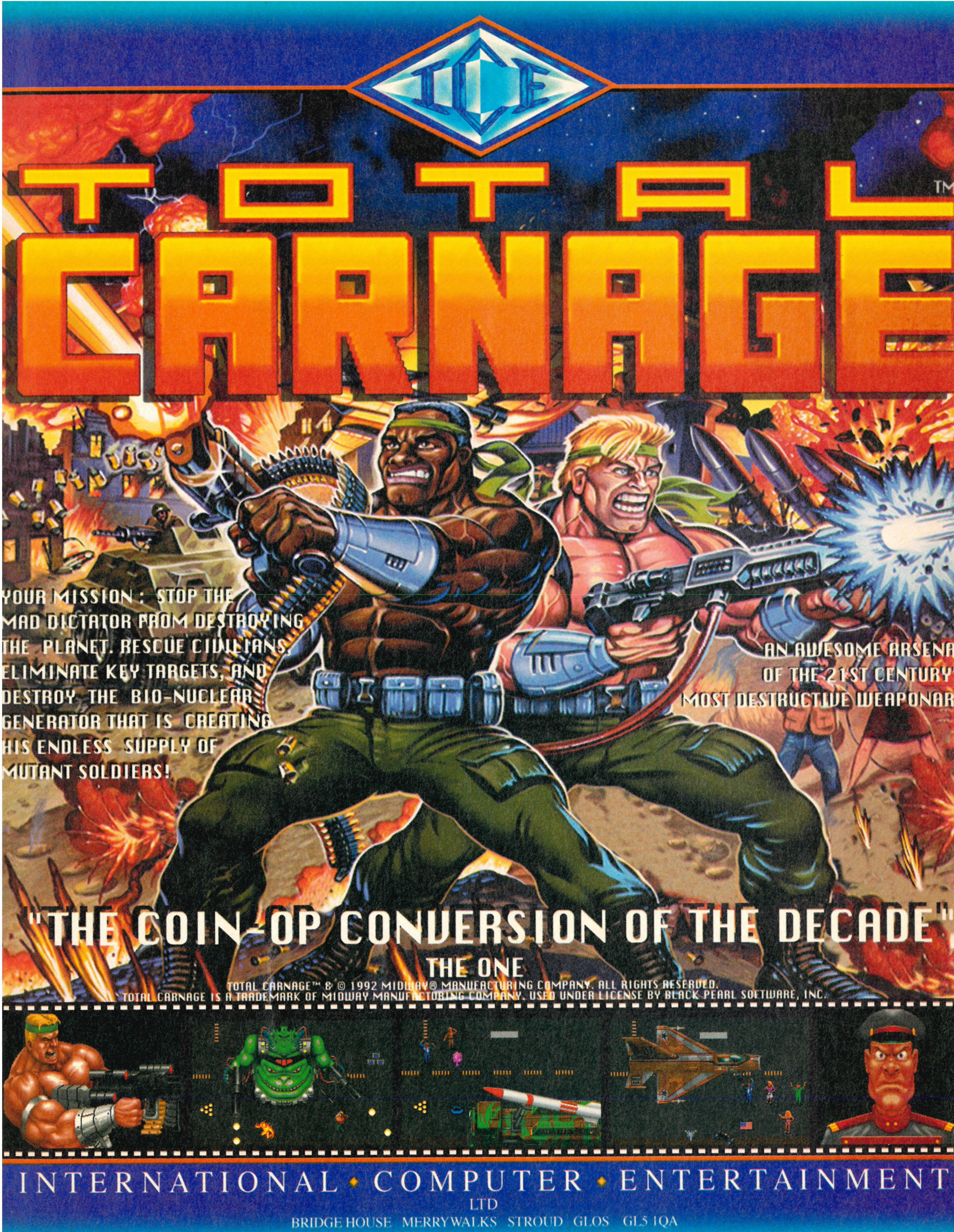
SECOND OPINION

A nice idea carried out reasonably well, Sherloch's and the DDA will probably appeal to a limited audience only, and did seem rather basic overall.

OPINION BY: Paul

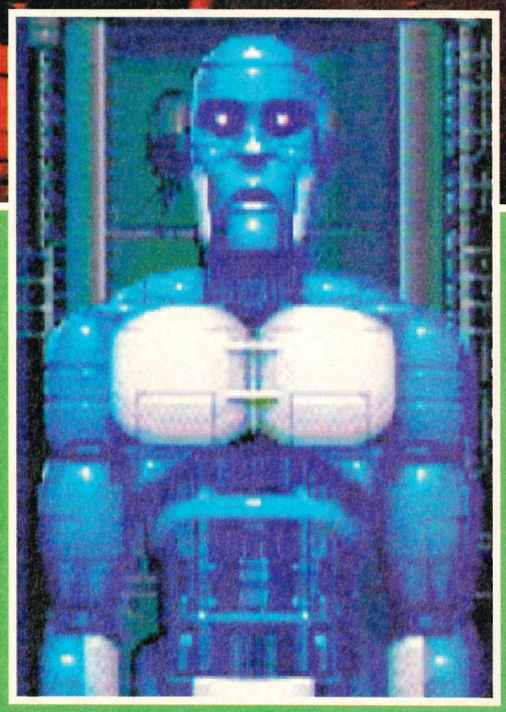
OVERALL SCORE

84%

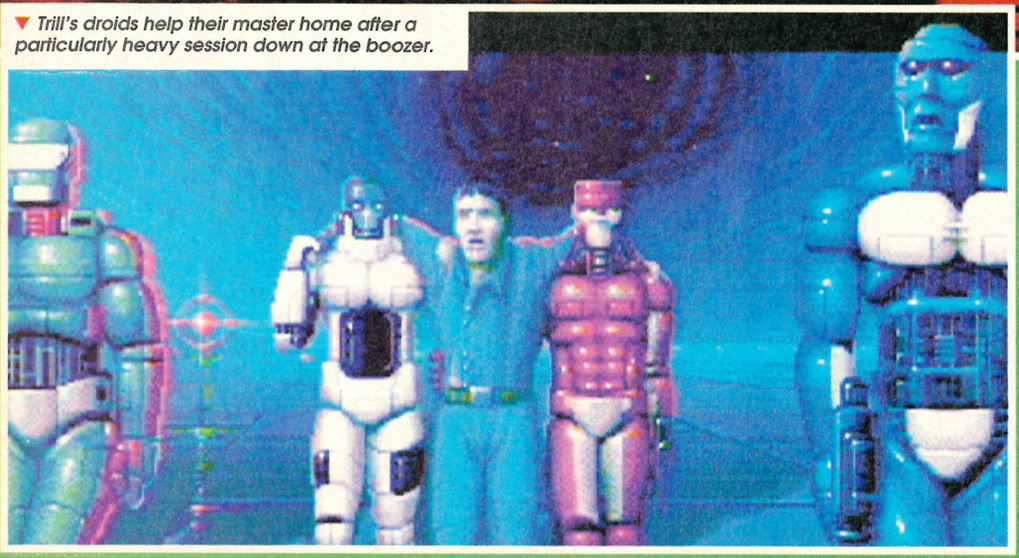

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ACTION REVIEW
ARCADE STRAT





▼ *Trill's droids help their master home after a particularly heavy session down at the boozer.*



Venture into the future with a smile on your face, a droid under each arm and a brand new CD32 in your spacious backpocket.

Now the CD32 machine has come in for a bit of stick from certain quarters recently, not least in the dodgy joypad department. So it came as a nice surprise to learn that at least one reputable software company have decided to 'go for broke' as it were and invest an enormous amount of dosh in the new technology.

Mindscape have taken a break from promoting Alfred Chicken (until the next by-election at least), and are devoting an awful lot of time and money to the production of what is easily the most ambitious and impressive CD32 project to date.

Liberation is the sequel to the highly successful Captive of misty memory, which had RPG fanatics quite literally foaming at the mouth as they eulogized about how great it was. A few short years later, enter a new hi-tech gizmo, and enter Captive 2 to transport role players to even greater heights of unashamed enthusiasm.

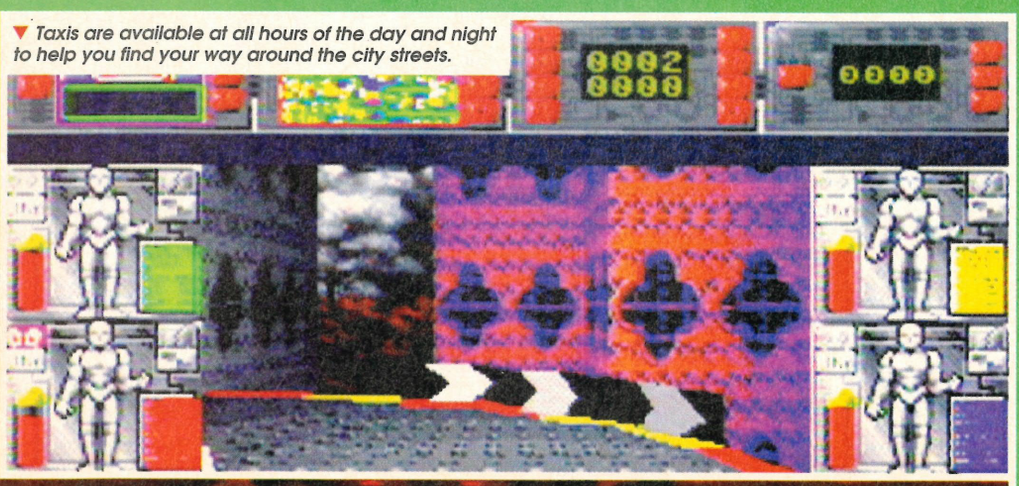
AMIGA ACTION ACCOLADE

The action takes place on Earth in the 27th Century, a planet very different from what we know today. The Earth is dying as a combined result of adverse weather conditions and commercial exploitation by a small number of large, scruple-free organisations.

One of these corporations has been given the role of law enforcement agency, and as is usually the case when profit comes before service, any problems are quickly and efficiently hushed up before being brushed under the carpet.

Recent disturbing evidence has come to light linking a new model of security droid with the murder of suspects during routine interrogations. However, having spent a fortune on developing the droids, the security people are determined that this investment should not go to waste, and have mounted a cover up operation to protect their interests. The cover up involves framing innocent civilians for the murder of the interrogated suspects, so straight from the off we are left in no doubt about who the real baddies are.

▼ *Taxis are available at all hours of the day and night to help you find your way around the city streets.*



Oversized weapon

Only one man can see through this bureaucratic sham, and it's down to you to play the part of the good guy in pursuit of truth, honour, justice and all that other really righteous stuff.

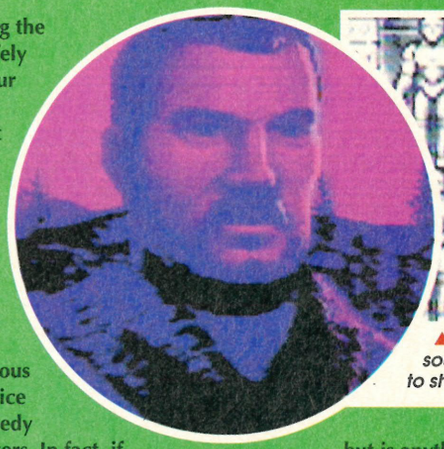
If Liberation was a Hollywood blockbuster, it would probably be another convenient excuse for Arnold Shwarzenegger to strap his ridiculously oversized weapon into his holster, and grunt his way around a futuristic landscape, shootin' and-a blasphemin' as he goes. In this computer generated world however, the hero goes by the name of Trill. Hats off to Mindscape for creating the first computer character to be named after a brand of bird seed.

Absurd monickers apart, you soon begin to realise after loading that something special is about to happen. A dazzlingly effective animated intro sequence bursts out of the screen at you, accompanied by a specially commissioned dark atmospheric orchestral piece. The CD32 really does come into it's own at this point, with the stunning graphics, superb digitised speech and moody music pushing the little box of tricks to it's limits. The whole intro sequence even bears watching more than once, which is virtually unheard of here at Amiga Action Towers.

Once you've managed to drag yourself away from the animation it's into the game itself, and the bleakness of the planet and its cities hits you

LIBERATION

immediately. Playing the part of Trill, and safely cocooned inside your extremely hi-tech hideaway, you must direct a team of four droids around each city by remote control. On their travels they will happen upon dour, dank and characterless buildings, over-zealous policemen, rude office receptionists and seedy underworld characters. In fact, if you weren't sat in front of the telly, you could almost be in the centre of Manchester. All that is needed to complete the picture is storm clouds and the disgusting whiff from the Boddington's brewery (maybe Mindscape will include a scratch n' sniff card with their next game).





▲ Killing securidroids provides an endless source of fun and amusement. They do like to shoot back though, so be warned.

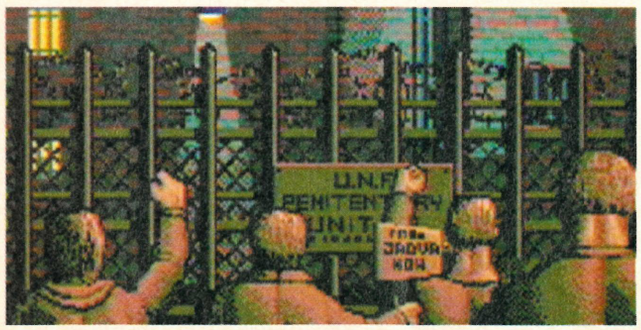
Anyway, by walking around and conversing with the city's inhabitants, the droids gradually build up enough information to provide evidence of a conspiracy within the ranks of the security forces, thereby freeing the innocents who have been framed for the interrogation murders by the police and completing the game. Sounds easy enough doesn't it, but is anything ever that simple? I don't think so.

The cities are split into nine separate zones, which in turn are divided into three different levels, making the gameplaying area absolutely enormous. The action actually takes place in real time, and all the characters you come across are subject to varying personalities.

Depending upon how a certain person is feeling, they may wish to furnish you with the details you require, or alternatively they may not. Bribery, force and politeness are all methods which can be used to extract relevant information, but your level of success depends primarily upon judging a character's mood so that you know the right way to approach them.

All in all there are over 4000 levels to complete, and thousands of puzzles thrown in for good measure too, so the depth and longevity of the game are definitely not in question. The real time gameplay adds a touch of realism too, and although Liberation is a long way from achieving it's virtual reality pretensions, it has all the ingredients to become a classic and may well become a way of life for some.

▼ cenes reminiscent of the 1980's miners' strike are used during the intro sequence to create the gloomy atmosphere of Liberation.



▼ Breathe easily couch potatos 'cos there's tellys in the future too. The programs look a bit bland though.



THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: In House
PRICE: £39.99

SCORING	
GRAPHICS	84%
SOUND	94%
PLAYABILITY	90%
DIFFICULTY	Average

Mindscape are extremely proud of Liberation, and have invested an awful lot of money in the development of this groundbreaking venture. Their undoubted commitment to the CD32 should also be applauded, and if this is the shape of things to come in this particular format, the future looks very rosy indeed for Commodore and their little baby. Even the much maligned joypad is a joy to use, and that's got to be worth something.

REVIEWED BY: Neil

SECOND OPINION

It's about time, that's all I can say. People who forked out for a CD32 have been badly let down so far, but Liberation is certainly a massive step in the right direction.

OPINION BY: Steve

OVERALL SCORE

90%

ACTION REVIEW

SHOOT'EM UP



JET STRIKE



▼ This building is going to look even more of a ruin in a second or two.

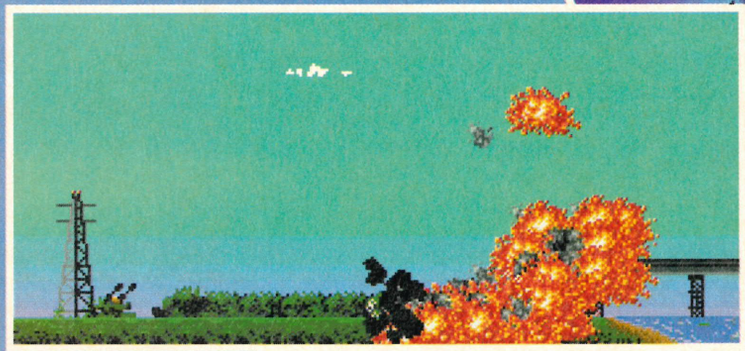


▼ The General Belgrano being a definite danger to British shipping.

Industrial action threatened at a well-known chain of petrol stations. Or perhaps not, as the case may be.

Alternative Software have cagily described this new release as a 'flight (simulation) game', and upon loading it quickly becomes clear that Jet Strike is definitely more game than simulation.

The action begins on an extremely dodgy looking representation of a runway, with a small trainer plane sitting atop the tarmac looking a bit like a mosquito with a bloodied nose. One swift joystick waggle later, and this insectile killing machine begins to crawl its way past a clutch of shoebox-style aircraft buildings before finally lurching into the sky with about as much grace as Cyril Smith performing a triple backward somersault with pike and tuck.



▲ These are the results of my attempt at 'Operation Certain Death by Horrendous Fireball'.

Bombs away

Yes, you've guessed it, the graphics are pretty abysmal to say the least. In fact when I first saw Jet Strike I was convinced that I had loaded a PD game by mistake. Undaunted by this, and attempting to smother a pompous sneer, I carried on regardless in the sure knowledge that I would be able to stick the boot in when it came to writing this review. My poison pencil was sharpened even further when I spent the next 10 minutes crashing into all manner of concrete constructions due to the frustrating nature of the controls.

I was on the verge of consigning the whole caboodle (disks and instructions) to the very darkest recesses of the ridiculously overflowing games cupboard when I managed to land my plane for the first time. Almost at once my interest was rekindled, and from that moment on there was no stopping me. A few more minutes practice, and suddenly I was Tom Cruise roaring above the waves in my mirrored shades and platform shoes (he's only about five feet tall in real life you know), and before I could say "that Kelly McGillis has got a bit fat these days hasn't she", I was completely engrossed.

Training missions complete and several practice runs behind me, I was then ready for a bit of the real thing. Combat.

I swooped, I roared, I was the Sonic Boom Boy. Anything and everything was a legitimate target for my frantic machine gun fire, and I ploughed my winged demon into the unyielding landscape on many a kamikaze occasion. Basically what I'm trying to say is that I was enjoying myself, and it takes more than a few poor graphics to dampen my enthusiasm, yes siree Jim Bob!

▼ Two nice shiny metal planes flying in formation above the oh-so-fluffy cotton wool clouds.



THE LOW-DOWN

PUBLISHER: Alternative Software
CONTACT: 0977 797777
TEAM: Rasputin Software
PRICE: £25.99

SCORING	
GRAPHICS	63%
SOUND	71%
PLAYABILITY	80%
DIFFICULTY	Average

Jet Strike is by no means a classic, and is definitely one for serious flight sim fans to shy away from, but it's good value entertainment nonetheless. Once you get the hang of the controls there'll be no stopping you, and there are quite literally loads and loads of missions to carry out. If I do have a complaint (apart from the graphics), it's that the game is a little overpriced and would probably be better suited as a first time budget release.

REVIEWED BY: Neil

SECOND OPINION

OK, it may look like something from the depths of PD, but it plays very well. Perhaps a little overpriced, but for good, clean fun, this is one of the best I've played in a long time.

OPINION BY: Steve

OVERALL SCORE

75%

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ACTION REVIEW

SHOOT'EM UP

CD32



MICROCOSM

Ever fancied shrinking and venturing into the brain? Go ahead...

In a galaxy far, far away the war between Cybertech and Axiom has been raging for longer than the enemies care to remember. Cybertech, the largest corporation, was merely an innocent enemy to their ruthless competitor who blamed them for the untimely death of their former President - an act that Argen Stark could not forgive.

When Cybertech's Chief Research Scientist suggests controlling Cybertech through the existing President by implanting a miniaturised brain-manipulation droid, Stark the President of Axiom perks up. This was the opportunity he was holding out for, the chance to manipulate every move and every corporate decision Cybertech would ever make. The chance for his revenge. And the beauty of it all is that nobody need ever know- not even Korsby, their current President.

If this sounds sinister it looks it too. The graphics are presented in a cinematic 1920's style, incorporating a particularly brilliant piece of intro footage, with the suit-clad people filmed against a background of texture maps which creates the dark, eerie prologue. To capture the unique atmosphere, 44,000 frames of rendered information take the game into the dimensions of creative media.

From the planets right down to the Way Station the action presentation envelops the player in the game. The dark action-filled intro is a credit to the designers, who are responsible for the excellent computer directed models with the super imposition of realistic people.

You are taken inside the story to the point where both companies have decided to inject a human guinea pig at roughly the same time. The difference is that Cybertech is researching for the good of mankind, and their arch rival, Axiom is interested only in self gain and profit.

The unfortunate victim undergoes an out-of-this galaxy operation. Worked upon by the doctor, the sinister op displays the dicey dealings behind the closed doors of an alien operating room. The needle has been inserted and a countering operation must be performed immediately.

Seek and destroy

As the good guy working for Cybertech you are injected into the human body in order to destroy the evil Axiom agents who are rampaging through the body of the innocent Cybertech patient. The first area to be explored is the Cephalic vein - the large vein running down the side of the forehead. From the moment the probe enters the body we are thrown into a world which increases in speed and confusion. The human body is alive in graphic detail with everything from blood flowing and veins pumping, to lungs breathing and the heart beating.

The player is greeted with a whirlwind of capillary tubes. You know nothing about the world you have entered but that it is different from anything you have experienced before, as well as being by fay the most dangerous mission you have ever attempted.

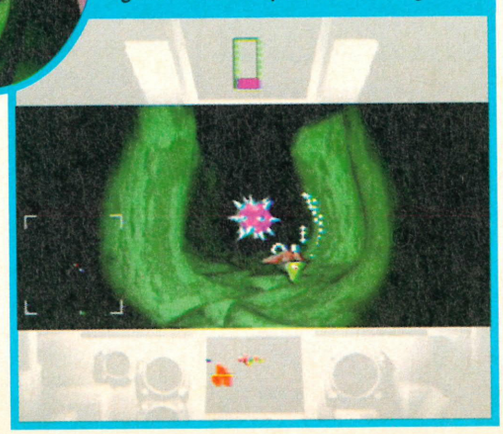
The overwhelming visuals are taking their toll mesmerising you when the first of the enemies attack. These arrive in the form of red and white blood cells. This calls for strategic planning. It is not necessarily the best idea to simply blast them with the onboard weaponry. This move would result in definite death if the balance of the different types of blood cells were to change.

To continue the road to conquering the alien bug it is vital that you navigate your way around them, trying not to get hit which results in a loss of energy. Although the shock of the intricately





▲ A vicious pod- like enemy hurtles its way through the victim's blood.



▼ It seems this fearsome man left his guacomole facepack on too long.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: Psygnosis (London)
PRICE: £29.99

SCORING	
GRAPHICS	92%
SOUND	85%
PLAYABILITY	87%
DIFFICULTY	Average

To find out the meaning of interactive media simply play Microcosm. The introduction sequence is excellent and the ideas superb and futuristic. Having praised the effort behind the ground-breaking graphics though, it must be said that the actual gameplay has suffered as a result. Flying through capillaries, shooting the enemy, and simply deciding which route to take rapidly becomes tedious though. Potential for Microcosm 2?

REVIEWED BY: Rachel

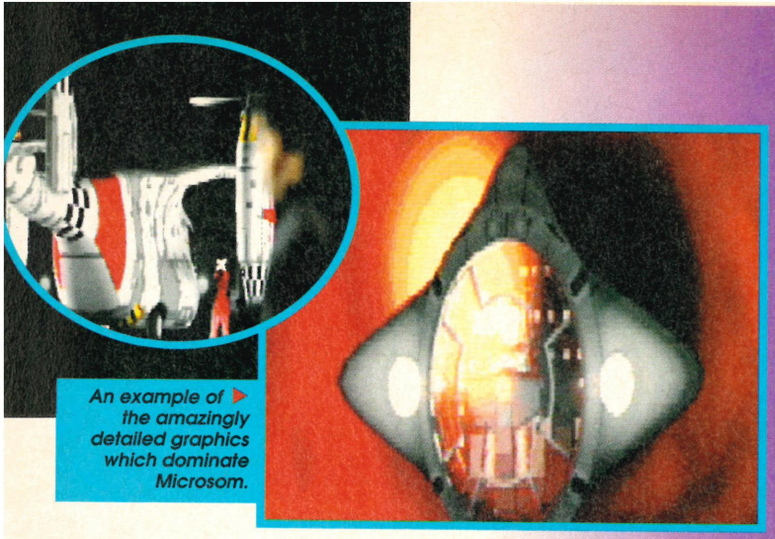
SECOND OPINION

Couldn't agree more I'm afraid. Snazzy animated intros do not maketh the game as far as I'm concerned, and once the actual game starts, things go rapidly downhill at an alarming rate of knots.

OPINION BY: Neil

OVERALL SCORE

84%



An example of the amazingly detailed graphics which dominate Microsom.

animated cells are an initial attraction, after flying round capillaries of exactly the same appearance the novelty soon wears off and the game takes on a slightly samey feel.

Pace race

There is no time for tea breaks in this game. Within a split second the next batch of enemies launch an attack. This is in the form of toxins and germs which can be easily exterminated by the single shot laser which is the only form of weaponry available at this stage in the game. When the enemy rears its ugly head enclosed in their heavily armoured pods, the time is ripe to seek out and collect more powerful weapons. These are sparsely scattered throughout the inner walls and veins of the body, and you are up against the clock as you race to chase the pods before they reach the body's vital organs in that painful, fatal style.

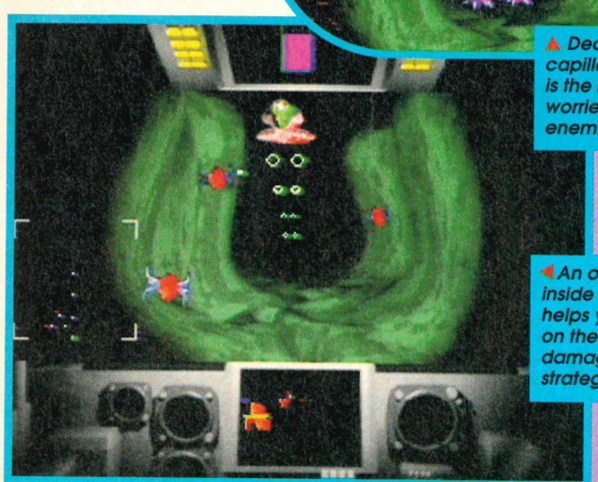
Admittedly the graphics from Microcosm are excellent but after a while the gameplay grows slightly tedious, as most major decision seems to be which direction to take at the next fork. There are five levels to the futuristic game, ranging from chases around the blood and one side of the brain, to the bone, heart and eventually across to the other side of the brain.

Microcosm unashamedy borrows a good deal of its plot from the Fantastic Journey, and many of its scenarios hail from from the Spielberg movie Inner Space (Hey, you'd never guess – Paul).

If a fast chase with an exciting scenario is your style and you follow the concept that objects such as men and probes can be shrunk to microscopic proportions and injected into a human then Microcosm is definitely up your (albeit similar) street.



▲ Deciding which capillary to take is the least of your worries- spikey enemies lurk.



◀ An overview inside the brain helps you focus on the least damaging strategic route.

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ACTION REVIEW
STRATEGY



It's back to the good old days of war, pestilence, famine and untimely noble deaths.





▲ The British Isles in all (or rather, most) of it's glory. Cornwall seems to think it's a country in it's own right.

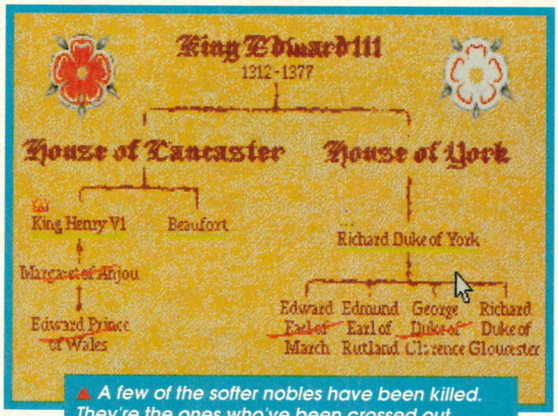
KINGMAKER

Way back in 1974, when flared trousers were the order of the day, and the embryonic Take That were still soiling their nappies (they still are aren't they - Ed), a boardgame entitled Kingmaker first saw the light of day. Almost 20 years, and hundreds of thousands of sales later, this recreation of the War of the Roses is still going strong, and now for the first time has been kindly converted into a form suitable for your lovely Amiga.

For those of you who are familiar with the boardgame version and may be a bit lacking in the mates department, Kingmaker has all the same rules and features as your favourite medieval masterpiece, and also offers the computer as a willing opponent.

The majority though will probably have no idea what it's all about, so here's a helpful insight into the world of chain mail and them funny helmets with the bit of metal at the front to protect your nose.

Residents of Lancashire (small-minded, ugly, smelly people)(watch it, friend of the animals – Paul) and Yorkshire (an extremely intelligent and good looking bunch of folk) will know at least the basics of the War of the Roses, and that it was a particularly pointless affair that they teach you about in those boring history lessons at school.

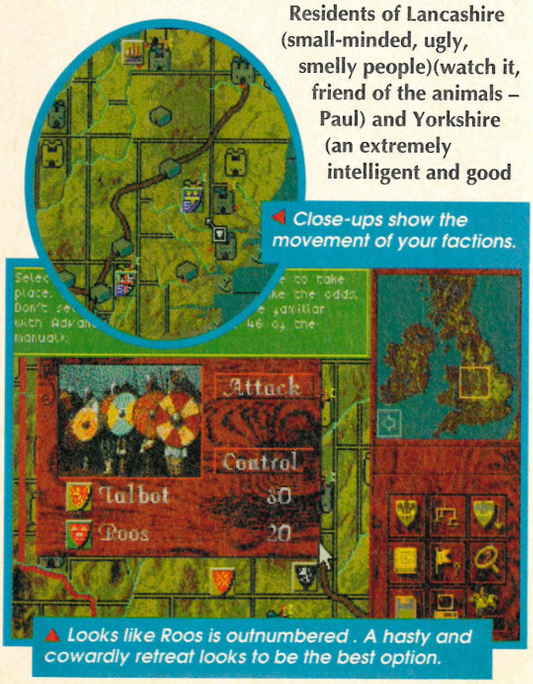


▲ A few of the softer nobles have been killed. They're the ones who've been crossed out.

Kingmaker attempts to simulate this period by including all the warring noblemen of the time, and gosh! even their heraldic shields are historically accurate, so I'm informed. Such attention to detail is apparent throughout the game, and it's obvious that a great deal of time and effort has gone into faithfully recreating the original boardgame version. In fact, the publicity material claims that the game has been in development for over 18 months – isn't that amazing!

As the title suggests, the general idea is to mobilise your forces and elevate your chosen monarch-to-be to the crown. This is achieved by guiding your troops through the British Isles, executing and pillaging as they go, until all your rivals have been eliminated. Your chosen monarch is then crowned, and you have achieved your goal of becoming Kingmaker.

The mouse controlled system makes playing the game simple enough, and US Gold are particularly pleased with the fact that there is no 'perfect' strategy which wins time and time again. Fans of the original boardgame and novice strategists alike should find that Kingmaker provides them with an ample slice of "Aha – this isn't half bad" cake.



◀ Close-ups show the movement of your factions.

▲ Looks like Roos is outnumbered . A hasty and cowardly retreat looks to be the best option.

THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3366
TEAM: In House
PRICE: £35.99

SCORING

GRAPHICS	70%
SOUND	68%
PLAYABILITY	85%
DIFFICULTY	Variable

I've been a bit disappointed with the latest crop of strategy games, so Kingmaker comes as a pleasant surprise. I suppose that buying the rights to a very successful and established boardgame was a pretty shrewd move by US Gold, as they knew that with the right development they would be onto a winner. They certainly deserve a small pat on the back. A1200 owners will find that the gameplay is a little quicker, and that's about it.

REVIEWED BY: Neil

SECOND OPINION

Sorry. A miss for me. Everything in Kingmaker is far too slow for my impatient taste, and I can't help feeling that the near 40 quid price tag is a little too high.

OPINION BY: Paul

OVERALL SCORE

81%



Film tie-ins are generally a bit iffy. This one is no exception.

SUBURBAN COMMANDO



Hulk, sorry Shep, gets dazed quite often, at least he does when I'm playing.

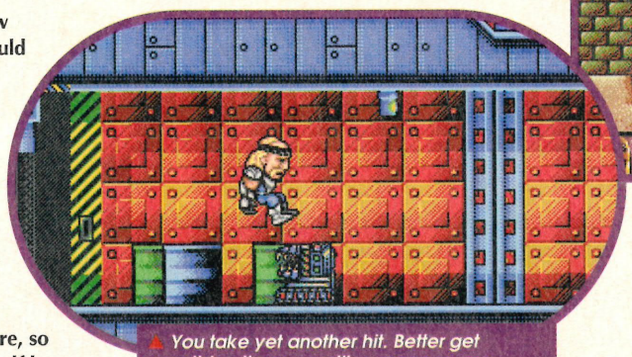
I feel the urge to write this whole review in capital letters, but realise that it would stand very little chance of making it through our militaristic subbing regime. This may sound like a strange urge to you, but seeing as the games main character is a professional wrestler it seems strangely appropriate.

It has always puzzled me why all of these so called sportsmen feel the urge to stand two feet away from a camera and shout very loud for a couple of minutes.

Anyway, that is not really relevant here, so I'll just get on with it shall I? The game itself has absolutely nothing to do with wrestling whatsoever, and as the title would suggest, is loosely tied in with the film of the same name.

I haven't seen the film, but apparently the main character, Shep Ramsey is fighting the forces of evil commanded by the dreaded General Suitor. Following an epic space battle Shep's damaged ship crash-lands in an old deserted discotheque.

Unfortunately, for Shep at least, the General discovers his location and sends a team of bounty hunters after him. Shep realises that the only way to rid the universe of the General's evil is in a fight to the finish on Earth.



You take yet another hit. Better get practising those wrestling manouevres.

Second rate

The game takes place over seven wildly varied levels which range from standard shoot 'em-up action to fast and frantic platform scenarios, none of which, I am afraid to say, are particularly exciting. The whole game is distinctly second rate if you ask me, and this is particularly disappointing, as far as Alternative are concerned, what with Sherloch Ness and the Dinosaur Detective Agency and the excellent Jet Strike.

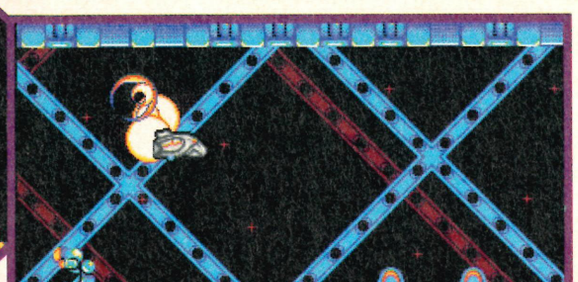
The shoot 'em-up section is very difficult at first, and seeing as this is the opening sequence I'm sure this is going to be very off putting to the player. When you finally succeed the platform sections are a real let down and you find it hard to justify the effort of getting through the first part to play this, and to be honest, I would be very surprised if anyone could be bothered playing this for more than an hour at the absolute most.



Not really fair, but with your fists of doom you are a match for any gun.



It has to be said that the shoot 'em-up section is nothing more than a poor mans Project X, and that wasn't very good either.



The opening section is far too difficult, as well as not being very good.

THE LOW-DOWN

PUBLISHER: Alternative Software
CONTACT: 0709 797777
TEAM: In House
PRICE: £24.99

SCORING	
GRAPHICS	73%
SOUND	64%
PLAYABILITY	62%
DIFFICULTY	Tricky

It is sad to see Alternative letting themselves down by releasing this in what has otherwise been a good month for them. Obviously this is pitched at the kid's market, as indeed was the film, but if this is the case, why is it so difficult to get into? I can't think of many kids who will persevere. The graphics are quite nice, with a good cartoony feel, but they really aren't enough to save the game from tumbling into the mediocrity category.

REVIEWED BY: Steve

SECOND OPINION

Definitely the poor relation of this month's Alternative trio. The main sprite doesn't pack the punch I'd expect of Hulk Hogan, and the action isn't quite as frantic as it might have been.

OPINION BY: Paul

OVERALL SCORE
58%

the cult classic collection

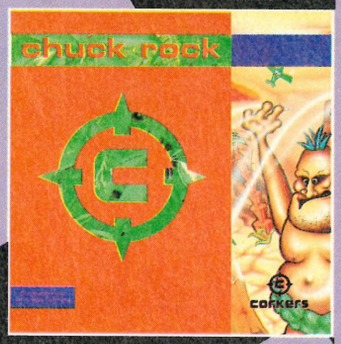


Commodore
Amiga
Atari ST

ZERO 87%

"Superior game of the hack 'n' slash genre."

Commodore
Amiga
Atari ST



CU Amiga 90%

"... superb graphics and some of the best animation that you're likely to see on the Amiga. Great fun and Core Design's best game so far."

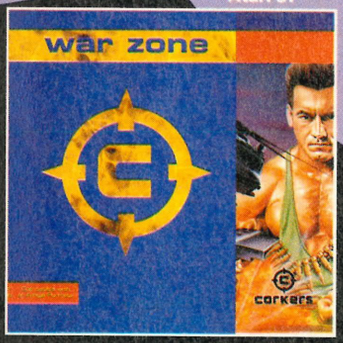
ACE 94%

"Core Design takes a graphically stunning journey into the world of Cybernetics."



Commodore
Amiga
Atari ST
IBM PC

Commodore
Amiga
Atari ST



ZERO 88%

"The scrolling, animation and colour are all of a high standard, but it's the play that wins the day. This is particularly true of the two-player version, but even for one player, the action is tough and just keeps on going... War Zone is an excellent arcadey shoot-em-up."

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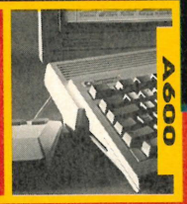
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j. World
k. Statistics
l. Destruction
m. Construction
n. Combat
o. Armies
p. Wagon
q. Canon
r. Markers
s. Boat
t. Balloon

Not a contagious disease, but the very latest Populous clone.

GENESIA

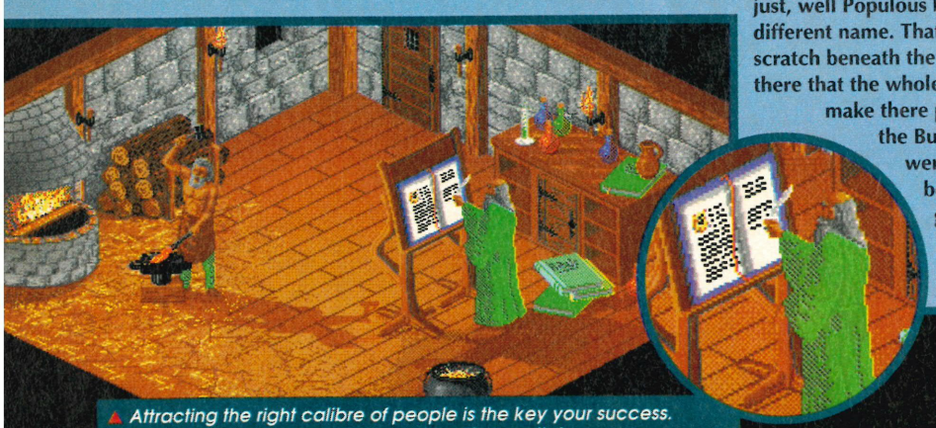
Genesia did the rounds a while back under a banner flown by the Daze Marketing group. Previews and so on were done and most of them, my own included, were very positive about the prospects for the game.

It came as somewhat of a shock then to learn that, for some unexplained reason, Daze were no longer linked with it, and it was now to be realeased by Mindscape. Just why this has come about we will maybe never know, but if it is anything other than a legal constraint I find myself struggling to see the reasoning behind such a decision.

On first viewing Genesia seems like a very thinly veiled Populous rip off, and to a certain extent this is definitely true. The playing interface for example is identical as far as I can remember, with perhaps the occassional tweak here and there. The graphics are also in a very similar vein and the whole thing is just, well Populous but under a different name. That is until you scratch beneath the surface, and it is there that the wholesale differences make there presence felt. In the Bullfrog classic you were an omnipotent being seeking to gain supremacy over your rival by manipulating your followers into defeating his followers. I realise that this is a very brief summation of what is probably one of the deepest running strategy games ever, but you must admit, that's reasonably close to the mark.

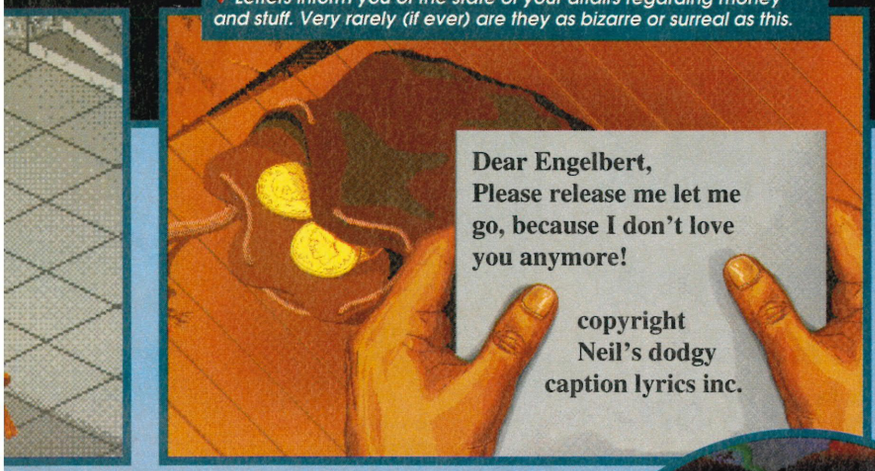
In Genesia you are not a God, in fact, far from it. You are a political leader and must successfully run the small land that you are in charge of. At this point, it is difficult to resist a jibe at the ineptitude of the current political establishment to achieve this aim in our own fair land, but that would be far too predictable so I won't bother.

At the beginning, the territory you control is far too small for your own personal ambitions, and your immediate aim is to expand your land and population to such dizzying heights that your



▲ Attracting the right calibre of people is the key your success. Skills such as writing and blacksmithery(?) are vital.

▼ Letters inform you of the state of your affairs regarding money and stuff. Very rarely (if ever) are they as bizarre or surreal as this.





▲ Ah, the pub. That place of such merriment and glee. No doubt Paul Roundell will be lurking here somewhere. As usual.

fiendish lust for power can finally be fulfilled.

Flying headlong into such taxing task, if you will pardon the pun, is not to be advised. The best way to approach the game is to devise a plausible strategy, and of course realise that your meteoric rise to fame will not happen overnight.

Before you consider expanding your land you must take into account the natural resources and climate of the area you desire. For example, two of the natural features you should look out for before moving are water supply, and the amount of available timber in the area. Obviously without an adequate supply of water your people cannot survive, and your crops cannot flourish. Without enough wood your society can't develop, and therefore people will leave the area in droves.



▲ Without wishing to sound overly harsh, your Utopia is looking a little underdeveloped don't you think?

Sickly child

This is the key piece in the jigsaw of your paradise. If you can attract the right quality of people in large enough quantities you shouldn't struggle too badly at all. Fail to do this and you'll always be struggling to find your feet in what is a very complex strategy game indeed.

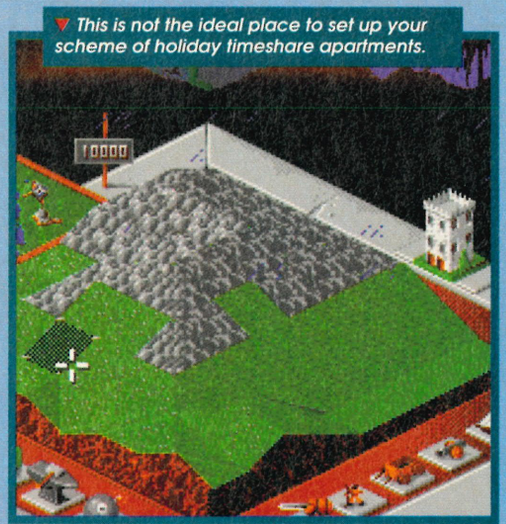
Without skilled craftsmen such as carpenters, blacksmiths and woodsmen you will be unable to build the essentials, such as houses, and without brainy types such as inventors and architects you will never manage to progress beyond the Genesian equivalent of the Stone Age.

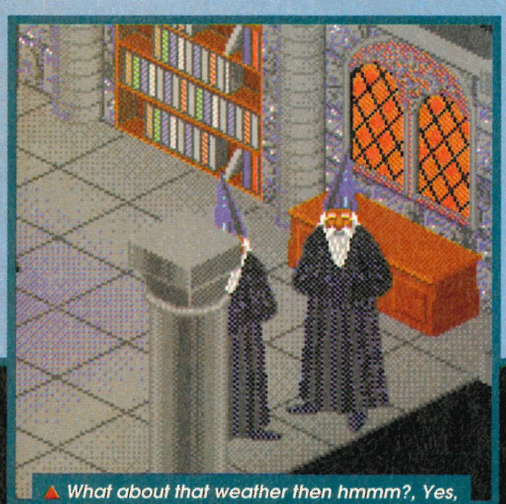
Developing a recipe for success seems very daunting at first, and all of the factors that you need to consider only initially serve too confuse the unskilled novice, but as with all games, play it for a while and all of the different aspects will begin to fall into place, albeit slowly.

Perseverance is the key, and of course, frequent references to the instruction manual, which really is the only way to make true progress. Once you have done this you can begin to make real headway, and will hopefully become engrossed.

The only way you will really be able to tell whether Genesia will be your thing or not is to ask yourself, did I really like Populous? If the answer is yes, then you can be almost guaranteed to enjoy this. If, like me, you are a little unsure, then chances are you will not really get your thirty quids worth. It's an excellent game, it's just not for everyone.

▼ This is not the ideal place to set up your scheme of holiday timeshare apartments.





▲ What about that weather then hmmm?, Yes, terrible for the time of year don't you think.

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Microids
PRICE: £29.99

SCORING	
GRAPHICS	80%
SOUND	78%
PLAYABILITY	83%
DIFFICULTY	Average

Genesia is really not my kind of thing, which is surprising really, because in general I enjoy a good strategy game. In this case though, I am prepared to concede that Genesia does have its merits, and plenty of them. I wouldn't say that it takes Populous a step further because it doesn't, but I do know that there were plenty of people who played both the original and Populous II, and who will undoubtedly be gagging for another fix by now.

REVIEWED BY: Steve

SECOND OPINION

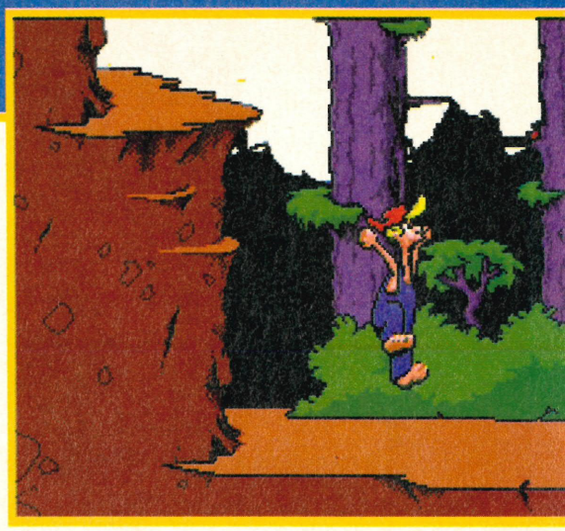
"It's Populous" I thought, on seeing this for the first time, and sure enough, it is very resemblant. An excellent strategy game in every respect. Steve's been rather tight.

OPINION BY: Paul

OVERALL SCORE

81%

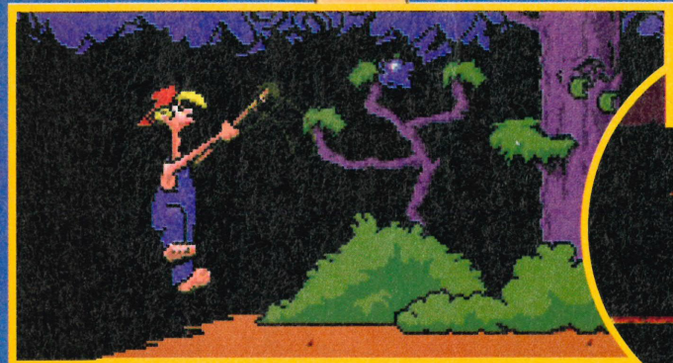




Wouldn't it be great if, just for once, we could get revenge on those truck drivers who go searching for puddles. Well now we have...

BUBBA 'N' STIX





▲ *Stick control is the key to the game. A deft swish should see off most strange-looking blue blobs who happen along.*



▼ *He's a dancer on a high wire, as Dire Straits would no doubt point out in a mono-syllibic fashion.*

What can you do with a bloke and a stick to make a humorous and playable puzzle game? I mean, a stick? You can throw it, hit things with it and damn little else to be honest, so right from the start, the omens for top computer japery aren't exactly good.

Fortunately, Core Design aren't a superstitious bunch, preferring to rely on their not inconsiderable talents, which on this occasion have provided them, and the rest of us too, with one of the most original and fun puzzlers in ages.

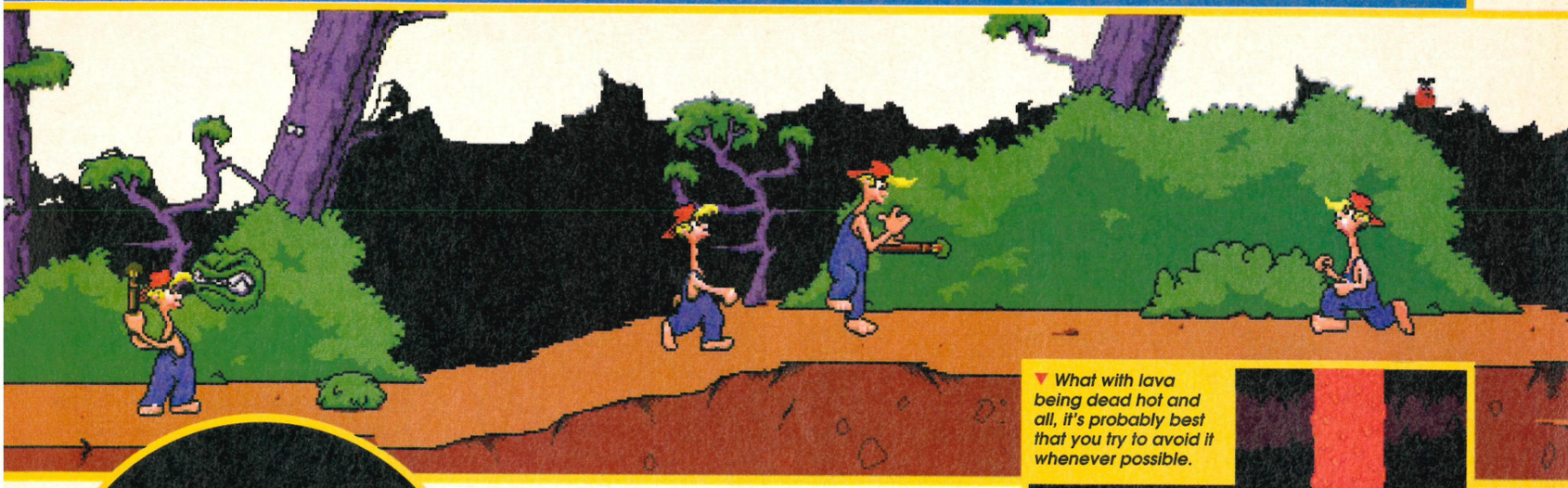
Except it isn't just a puzzle game, incorporating as it does dozens of elements that most platform games would be more than a little bit jealous of. Anyway, Bubba is a delivery man, and on his way to the zoo one day with his cargo of animals, he finds himself in a bit of a pickle. Poor bloke had negotiated his way through the Animal Liberation Front roadblock, was feeling really pleased with himself, when suddenly WHAP! – there he was stuck on an alien planet with nothing but a stick to, er, help him.

So alright then, that might be a heavily truncated version of the actual plot, (which in all fairness deserves some mention for its typically excellent Core animation), but it serves us well enough. Now to get on with the important job of finding out whether the whole thing is any good.

Big bloke

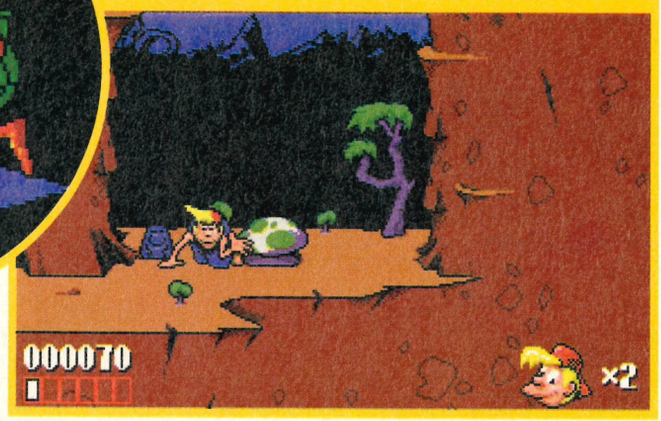
Bubba is a massive sprite along the lines of another Core character (the bloke out of Premiere who needed to collect the movie reels), and is brilliantly portrayed in more than 170 frames of animation – more than any pixellated chap would surely need for his task of running around waving a stick. But no. Bubba doesn't just wave his stick around you see – he uses it at every opportunity to get himself out of trouble and onto new levels.

In fact, having previewed the demo a few months ago, this was my only worry. Would we find that Bubba (or more pointedly, the programmers) soon ran out of ideas for what to do with his stick, relegating what looked like an innovative idea to a standard platform game? Happily not, and each of the five long (well four long and one short, to be perfectly honest) levels present new stick-related





▼ Incredible! The cheeky young Earth Trucker finds time to bid a cheery hello to the folks at home.



▼ What with lava being dead hot and all, it's probably best that you try to avoid it whenever possible.



problems to solve.

Not too much information is forthcoming, either throughout the game or in the manual, which isn't a particular problem, merely a way of stretching out the puzzles. Which, just by the way, really do not need much stretching out in the first place since they are excellent.

All of the levels are very different in the way they look, whilst not straying from the overall colourful graphical style of the game.

Once the easy forest level is out of the way, you'll find yourself on board Waldo's ship (Waldo being the "nasty" chap who relieved you of your civil liberties in the first place), with several new stick skills required if escape is to be achieved.

This is the beauty of the game. Not only does, erm, Stix play an integral part in the solving of just about every problem, but you need to use him to manipulate other objects in order to continue on your way. And not just inanimate things such as rocks and twigs. A host of reasonably friendly alien creatures inhabit the levels, any one of whom might lend a helping hand should you give him or her a poke in the correct orifice.

Facial blemish

After each level there is a bonus round, hosted on the stopwatch by Zitt and Zott, two tiny blobs who also crop up during the main game, usually in a state of combat, but who might help you out if the fancy takes them.

Despite the fact it is hailed as a puzzle game, Bubba 'N' Stix looks for all the world like a platformer, (well OK, it's both) but unlike most games of this kind it doesn't suffer from the age old programmers get-out of platforms-there-for-the-sake-of-it syndrome. There is a purpose for seemingly everything that is interactive on the screen. The programmers stressed that there is nowhere you can get completely stuck in the game and taking this with the usual pinch of salt, I must confess that it does ring true when you come to play the game.

The chances are that Bubba 'N' Stix isn't the most difficult puzzle game ever created, but don't be fooled by the fact that there are only five levels. The difficulty curve is excellent, and the bonus rounds – should you reach them – add a whole new depth to the gameplay of what is an excellent concept, very well implemented.



▲ The friendly map kindly informs you of the next leg of your journey. Wonder if we go past Mytholmroyd perchance?

THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
TEAM: In House
PRICE: £25.99

SCORING	
GRAPHICS	86%
SOUND	80%
PLAYABILITY	86%
DIFFICULTY	Spot On

Puzzle games have become better and better over the last 12 months or so, and any new effort will have to go some to beat the likes of The Lost Vikings or even One Step Beyond. Bubba 'N' Stix combines the best elements of platform and puzzle with a refreshing new approach and look that should appeal to anyone who likes to have their brains teased. The excellent graphics are the icing on a particularly inviting cake of a game. (Possibly parkin.)

REVIEWED BY: Paul

SECOND OPINION

I must admit that Bubba 'N' Stix wouldn't top my list of all time favourite games. That said though, it does have a certain appeal, which, sadly, waned after a while.

OPINION BY: Rachel

OVERALL SCORE

87%

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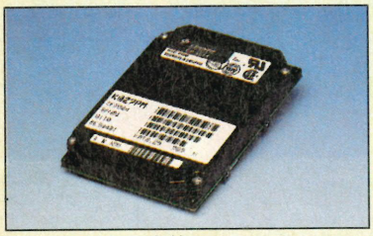
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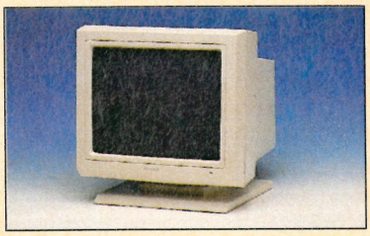
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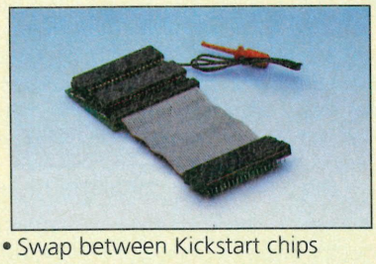


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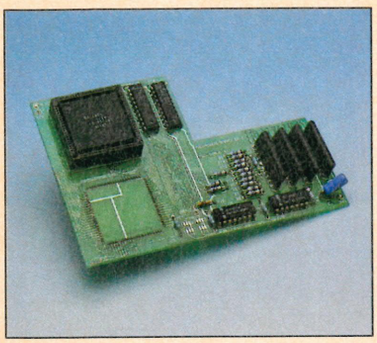
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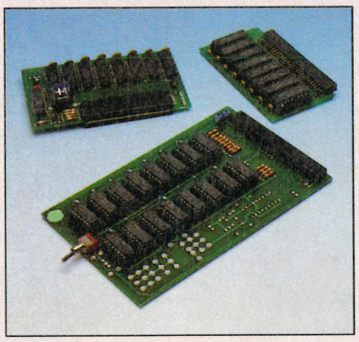


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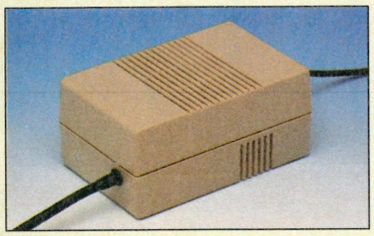
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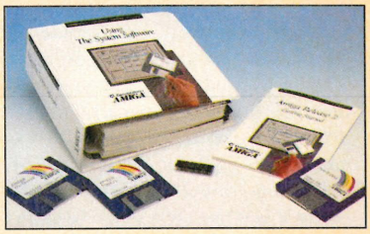
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DOOFUS





▲ Our graphically stunted hero jumps in an unlikely fashion, closely followed by his crap dog.

"I'll be your dawg." And it is – oh, it is...

Just recently the Amiga software scene has been looking good. Less poor games have been filtering through, and with the arrival of quality gear in the form of Frontier, Alien Breed 2, F117A and others, we've been virtually spoilt for choice over what to buy.

In no way do all Amiga games fully utilise the 16-bit graphics, and neither do they push its sound chip to the limit very often, but for the most part, the majority of offerings provide a decent enough blend of the above two, plus the necessary gameplay element to appeal to the intended audience.

Doofus doesn't. Not by a long chalk, and while it isn't my style to opine upon a game until nearer to the end of a review, it has to be said that this is a very, very poor effort indeed.

Throughout the 12 levels you (who might be called Doofus, but it isn't made clear) have to negotiate your way past bizarre-looking creatures, jump over ponds, avoid gaps, and generally do platformy things until you get to the end.

OK, you might think, nothing original here, but fair's fair, isn't that the case with 90 per cent of games these days? Yes it is, and Doofus actually goes one further than most in that it introduces another character in the form of your trusty mutt, whom you must protect from the game-dwelling beasties.



▲ Bubbles stop you from getting injured, but you deserve everything you get if you buy this.

Oo, you are awful

Fine – if this had worked it might have made the game a little bit more than just plain bad, but the problem here is that the whole affair is simply aaaw-ful. The graphics are colourful enough, and there's even a parallax background, but the sprites are the kind that would look shameful even in the worst PD game – boy and dog surely don't sport more than about a dozen frames of animation between them.

And what about the scrolling? Well, it scrolls – that's one thing I suppose, but isn't it just the most inexcusable kind of programming when once the last screen has disappeared you aren't allowed to travel back towards the left?

The Dog House bonus rounds are laughably easy one-screen jobs where "the dog" has a huge amount of time to gather pixelly objects. Lives are far too easy to lose because even the dog can do it for you, the enemies are badly drawn and move in such a way as to make certain moves nearly impossible – look you get my drift by now without me having to go overboard. Let's just say that Doofus isn't the kind of game you want to be adding to your collection, and leave it at that.



▼ Collect the bonuses in the time alloted. Yummy cherries – I love 'em.



▲ Choose which "weapon" you would like from the selection available. Or simply choose Exit.

THE LOW-DOWN

PUBLISHER: Prestige Software
CONTACT: 010 49 6251 65711
TEAM: In House. Probably.
PRICE: £27.99

SCORING	
GRAPHICS	45%
SOUND	50%
PLAYABILITY	25%
DIFFICULTY	Average

Had Doofus been a ten quid budget release it would have been insulting. At the asking price as shown above, I'm frankly lost for words. The only way this could have gained anywhere near a reasonable score was if it had been released about eight years ago on the Speccy. Gorgeous graphics and stunning sounds alone don't make a game, but hey, come on Prestige – give us something to be going on with, at least.

REVIEWED BY: Paul

SECOND OPINION

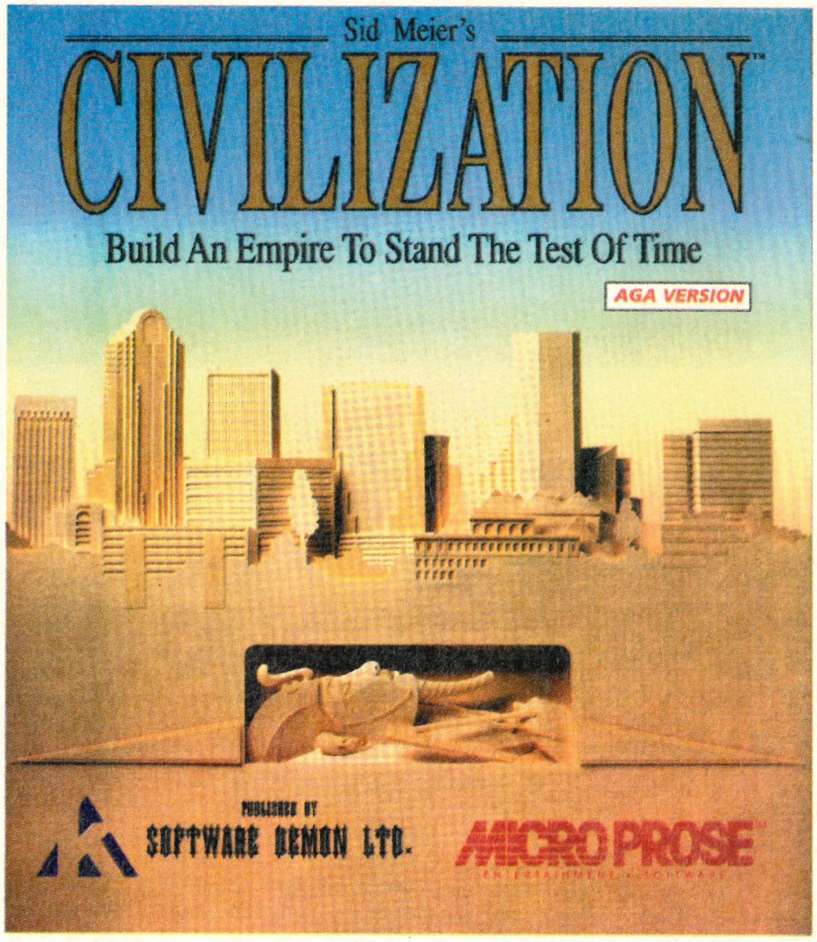
Paul can be a bit of a pompous git at times, so it came as no surprise when he screamed "How dare they release this!!!" in mid-game. I must admit though that he does have a very good point.

OPINION BY: Neil

OVERALL SCORE

30%

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

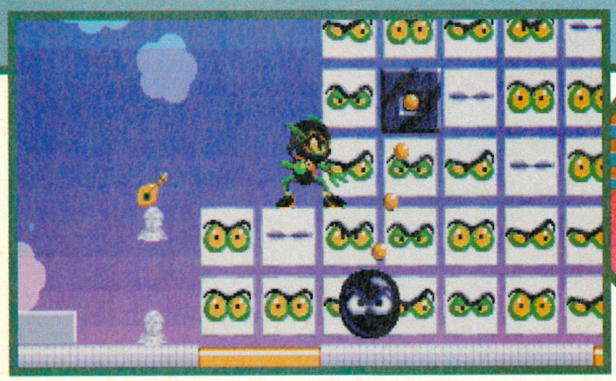
Winner!
Most Original Game 1992

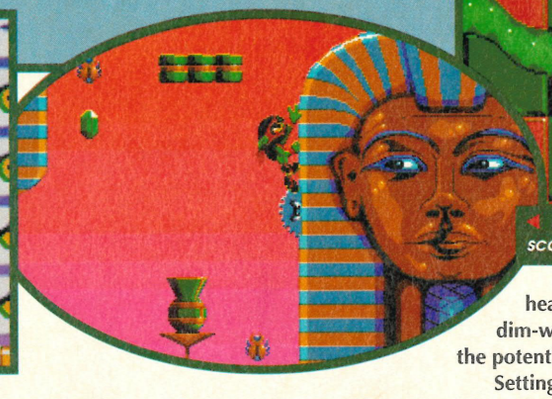
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Published by Software Demon

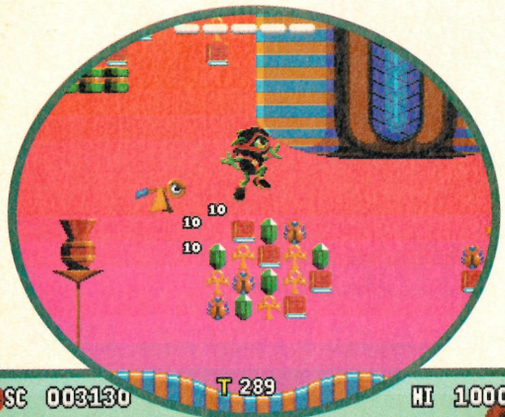


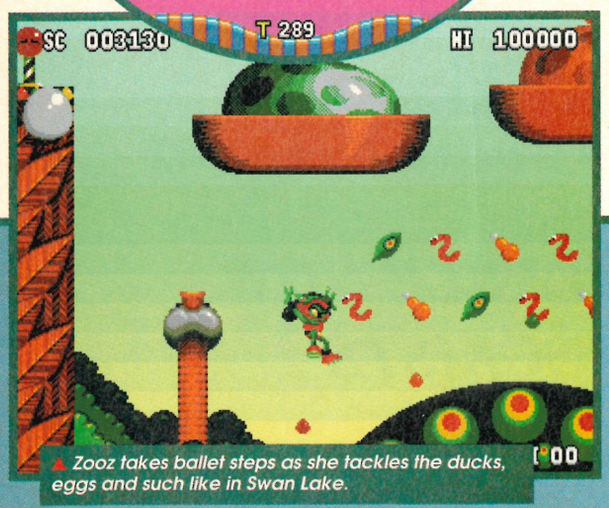
Zool has left his cosmic chaos to resume his fight for justice... with the help of his dog and girlfriend.





ZOOL 2





▲ Zooz takes ballet steps as she tackles the ducks, eggs and such like in Swan Lake.

You've seen the cute black extra-terrestrial bouncing around your screen and if you're particularly unfortunate you might even have bumped into him. But if you haven't, he may have already found his way onto your flask, bubble bath bottle or even the soles of your shoes. (What a pleasurable thought to stamp him out).

This time he's not returned alone as he's brought along his girlfriend Zooz, who is very much like Zool... short and pesky, but with a sizzlingly provocative figure (Er! - Paul). And where Zool is an exhibitionist, Zooz is a flirt.

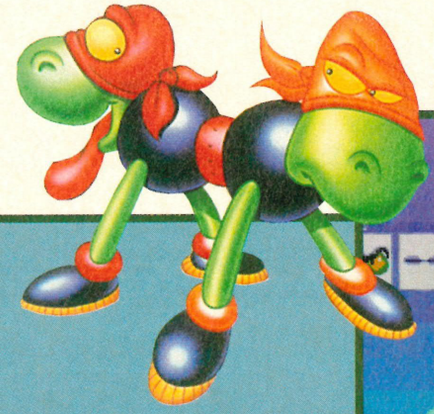
Zool has also insisted on bringing his two-headed pet dog, Zoon with him – a rather dim-witted animal. Well at least Zool 2 shows the potential for some imagination...

Setting the scene (or chaos), the 'Nth' Dimension is featured in its full form once again. And Zool has returned as Guardian of Nth's Imagination, Protector of Creative Thought and Defender of Positive Action. To remind Zool veterans and inform Zool initiates the 'Nth' Dimension is not one specific place. It leaks into every crack and corner, in a nutshell it is the embodiment of goodness and like every good and perfect phenomena it is under constant attack from Krool and his assistant, Mental Block.

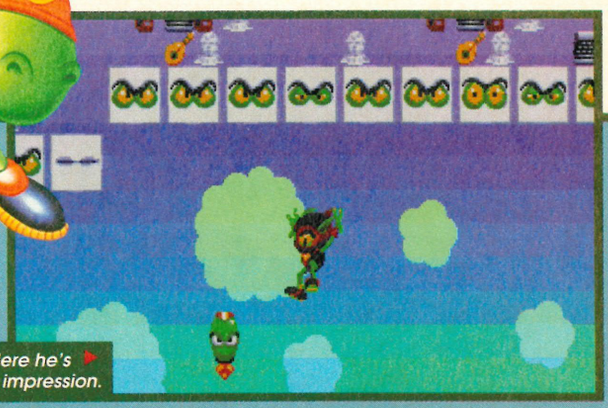
Both are the enemies of Zool and the 'Nth' Dimension. They reek havoc as they seek to destroy the power and creativity of Imagination wherever it exists. But this time it's worse than ever.

The ranks of goodness are cracking, crying out for help. Zool hears the cry and dynamically rushes to the rescue, hotly pursued by Zooz who, I think is seeking adventure of a different kind.

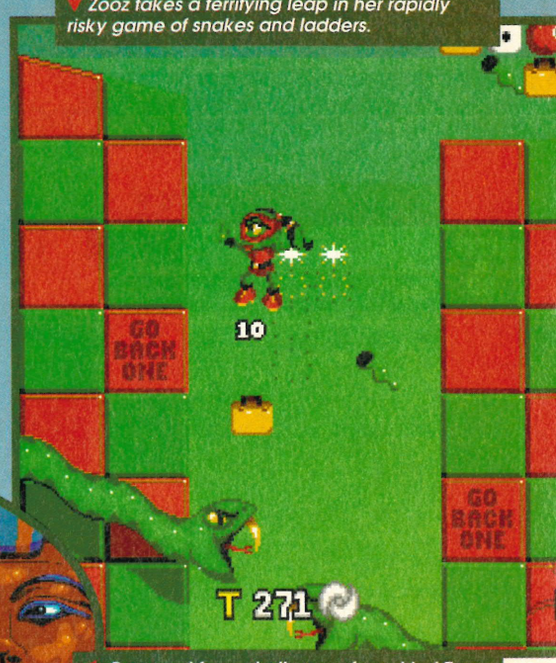
The time is ripe to start your next mission. Mental Block is anticipating your arrival with a vengeance. Your goal is to collect 99% of the tokens found on each level before you can leave it. Don't be conned into thinking that Mental Block is out of the picture though. You'll be faced with a number of tests which include false walls to break down, objects to jump on that will give you extra spring in your step and light tubes to whizz through.



Zool has many talents. Here he's showing off his Superman impression. ▶



▼ Zooz takes a terrifying leap in her rapidly risky game of snakes and ladders.



◀ Prepared for a challenge of any kind Zooz scales the watchful Sphinx.



▲ World in action? No Zool is taking a piece of the action as he hits the music.



▲ As Zool zooms through the levels he's set to conquer challenge after challenge.

Just to add more confusion as you battle on with your mission, Mental Block likes to make some objects invisible. However he is not 100% perfect at it. On the other hand, in your favour are the occasional flashes of inspiration that come your way.

Before you embark on your adventure you must choose who you are (Zool or Zooz), whatever level you require and whether you want music or not. There's always the danger when companies bring out a sequel to a smash hit (and there is no denying that's what Zool was) that it will essentially be the same game again with different locations. And I must admit that I had doubts about whether Gremlin could actually produce a game of the same quality while remaining original.

Movin' on up

Zool's favourite old moves have been retained with the kicks, slides, punches and scaling of walls. In fact Zool has gained few extra advantages apart from his admittedly impressive backflip and crawling actions. Zooz on the other hand is swift, spins, and is able to break through weakened floor coverings, each action being original to this particular game. All this is quite fun to watch and initially a novelty, but you soon realise that Zool 2 boasts no fundamental innovations.

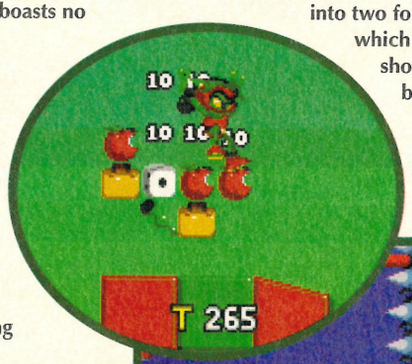
If music is the name of the game then you may well be pleasantly surprised by the different tunes that accompany each world. Whereas Zool 1 was based around the wonderful world of sweets, tools and the like, Zool 2's six levels follow a varied pattern. Zooming through Swan Lake, zapping ducks as well as smashing eggs, forking some double dealings at Snaking Pass and interacting in some shocking sagas at Bulberry Hill are not all that hurtle your way. All this along with Mount Ice's frozen food horrors, the Curse of the Pharaoh at Tooting Common, as well as Mental Block's own Crazy House necessitates keeping tight hold of your senses and setting the controls for maximum weirdness.

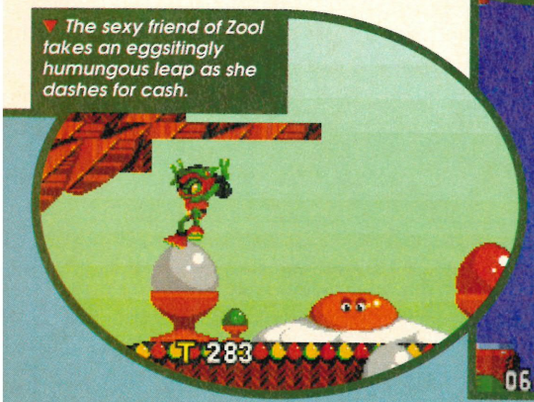
Following his mother's advice, Zool recognises the importance of staying in good health, so he zaps the bonus hearts that rise after a number of enemies have been despatched.

Life is never easy for Zool and Zooz and if they are going to overcome the forces of non-imagination they will need all the help they can get. But all is not lost when they are desperate. Caches of smart weapons have been hidden throughout the occupied worlds by Nth Dimension's agents. These are just the answer when ninjaring is simply not enough.

To find such necessities you have to break through the strong boxes marked with a Chuppa Chup symbol. This rule differs for the Zoon bonus which requires you to break through Zoon with your ninja head butt. Charming!! Inside such aids as a bomb, Twozool (which basically splits your Ninja into two for double the action), a shield which creates an invincible Zool for a short period of time or the Time bonus which adds valuable seconds to your total, can be achieved – to name but a few.

Zool 2 has retained its colourful and wacky appearance but I have been rather disappointed at its similarity to the original. Simply providing different backgrounds is not sufficient to maintain the original fans. Admittedly it is trickier to achieve your goal but unless you are a hooked Zool zapper this version doesn't provide enough originality to maintain a player's interest.





▼ The sexy friend of Zool takes an eggsitingly humungous leap as she dashes for cash.



▲ These sticks look remarkably edible, and prove easier to scale than the slime on previous levels.

THE LOW-DOWN

PUBLISHER: Gremlin
CONTACT: 0742 753423
TEAM: Warp Factory
PRICE: £25.99

SCORING	
GRAPHICS	83%
SOUND	79%
PLAYABILITY	80%
DIFFICULTY	Tricky

He's cute, he's rotund, he's nippy... but he's also annoying. If you're an original Zool fan then I'm sure that the introduction of Zooz and Zoon will be a welcome feature to you. Zool 2 certainly contains more variety, levels and gameplay than Zool 1. Having said that there is only so much that a cosmic character who pelts along a multi-coloured platform can offer... and I personally think that Zool is beginning to stretch his potential.

REVIEWED BY: Rachel

SECOND OPINION

Zool 2 is just more of the same, and will doubtless top the charts for quite some time. Personally I'm getting more than a little tired of the same old thing.

OPINION BY: Steve

OVERALL SCORE

79%

Eagle Software



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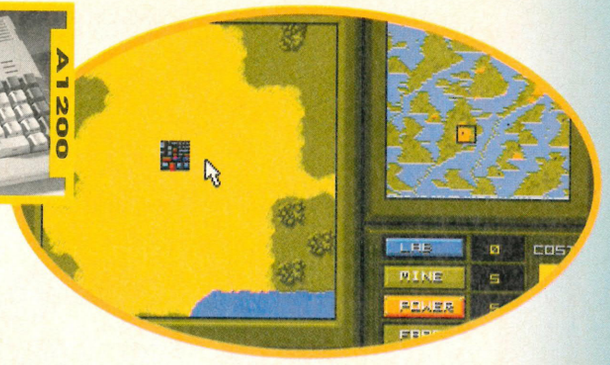
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WHEN TWO WORLDS WAR



▲ After calibrating your workstation it's time to set up mission. The choice of war is yours.

Duck the crossfire, belt the bullets, peel the spuds and turn your Amiga into a futuristic war-station.

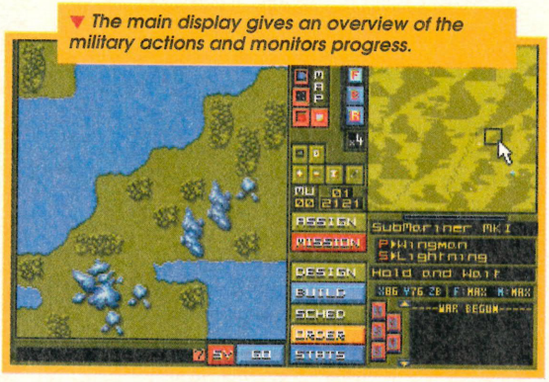
Ever fancied ruling the world? Who hasn't you cry as another hum drum day sets in. Forget your day and follow this. The year is 2121, the rivalry between two planets has peaked, war has broken out... and you are in command. Sounds good... put that platform game away and read on.

You are sitting in charge of a workstation. Not any old workstation but an advanced war workstation. You are solely responsible for the welfare of your enemies, and do you care? No. Why should you? This is the chance you've been waiting for to blow the socks off them. You know that it will take a great deal of intricate strategy planning and an enormous amount of patience but it's been worth the wait.

Your state-of-the-art workstation which has advanced software tools enables you to design new craft, research the latest technology, build new installations and set up highly sophisticated missions. W2WW has been aimed to streamline the process of waging war – not so that it would be simpler, but so that it will be fairer. The battle allows both sides to fight to the peak of their abilities.

Before the fighting starts you have to calibrate your workstations. Big word but basically it means feeding in as much information as possible. You can choose everything, from what type of planet you want, to how much sea is to flow into the land. Once you have decided how tricky a battle you are going to tackle, choose the number of Military Units you want to take you to hopeful victory and off you go.

▼ The main display gives an overview of the military actions and monitors progress.



It is definitely one of those games where you have to imagine the blood, guts and action, but perhaps that is why they have called it strategy. More thinking than action.

With time always ticking by (although it is possible to stop the clock once in a while) the battle is based around a main screen of over forty buttons and displays. Facilities ranging from building power stations to clarifying the battle's schedule, all contribute to an intense and challenging fight.

Preparation finished and it's time to watch the interplanetary conflict. Combat takes place not only on the two planets but also in Space. Exploration is critical to success as you try to discover the land shape of the enemy planet and seek out their key installations in an effort to curb their great war machine. Extensive statistics of pilot's success are kept so that they can be duly rewarded. Remember though, not every soldier lives to find out if they have been rewarded, and that boils down to how efficient your management of the situation is. Even if you do win the battle you may find yourself master of a gutted husk of a planet.

This is not a game to fill a few minutes but a few hours. If you have the time and patience to sit through the major battle preparation, then this could prove a rewarding challenge.



▲ The Military Unit Design Panel can create new designs as well as modifying existing ones.

THE LOW-DOWN

PUBLISHER: Impressions
CONTACT: 071 351 2133
TEAM: Edward Grabowski
PRICE: £34.99

SCORING	
GRAPHICS	84%
SOUND	85%
PLAYABILITY	86%
DIFFICULTY	Very hard

It takes a long time to get into, a great deal of patience and a lot of coffee. But if you're not easily put off by hefty manuals and complicated player's guides then the battle materializes to test your logic, strategy planning and reactions. Designing your own missions and fighting craft certainly personalises the battle, and the accompanying soundtrack places you right in that heroic spirit! If you enjoy chess you'll enjoy Two Worlds.

REVIEWED BY: Rachel

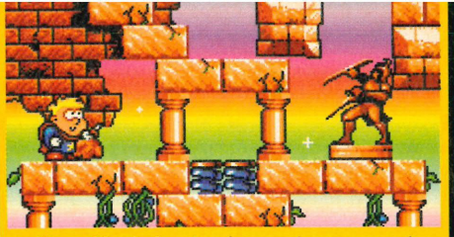
SECOND OPINION

Way too complex for a humble second opinioner to get far into, but I must say W2WW does seem rather pedestrian at the beginning. If you like big manuals, it's heaven.

OPINION BY: Paul

OVERALL SCORE
85%





▲ Once Magic Boy has bagged an enemy, he must banish him to the basement.

MAGIC BOY

Empire attempt to emulate the success of olden day classics.

Cute games such as Magic Boy usually have one other quality alongside the appealing graphics and that is horribly addictive gameplay, usually of the platform variety. There is something about this type of character that compels programmers to force their products along very similar lines.

The legendary games that spring to mind when you think of Magic Boy are the likes of Rainbow Islands, Rodland and The New Zealand story. All of these have a very similar style, so if you have encountered any of those I have named, and liked them, you will be more than at home with this.

Little Hewlett, who I assume is the Magic Boy refered to in the name, is an apprentice wizard. Not only that, he is top of his class at the Sorcery school and has passed all his magic exams at a surprisingly young age. Being a diligent chap, one evening he is staying behind to finish off some work. During a break he has a rummage through the spell cupboard but unfortunately trips over a trap door and into the basement where the grand wizard's assortment of magic creatures are kept and they all escape into the grounds surrounding the Sorcery School.

As Hewlett you must scour the landscape and return all of the creatures to the basement. This will involve you searching through many different terrains, apprehending all the creatures and returning to the school via the back door before anyone notices what you have done.

You only have until the morning though, as that is when the Grand Wizard is due to return. The different worlds that you need to conquer are Sand Land, Wet World, Plastic Place and Future Zone, each of which becomes progressively more difficult as you proceed. Each world must be visited twice, and on both visits the set of levels will be different. This adds up to a grand total of sixty four different sections, not to mention a very longstanding challenge.



You'll like this...

Each time you begin a world, four of the levels will be accessible to you, and can then be completed in any order you choose. As you complete one section another will be opened up to you. Until eventually you have finished all eight levels of that particular world.

To complete a level you must successfully stun all of the creatures, collect them in your bag and banish them to the basement. You have to do this quickly though, as each creature will only remain stunned for a few seconds before recovering its composure and starting off after you again.

Most of the levels are upwardly scrolling affairs, and much of the time the best tactic is to work your way from the bottom to the top, collecting the creatures as you go. However, on occasions, especially on the later levels, it will become necessary to plan your route much more carefully. This becomes the case because certain platforms disappear making it impossible to reach certain areas later on.

A particularly good feature of Magic Boy is that if it becomes the case where you realise that you have got it wrong, you can restart the level without losing a life. This is especially handy in the later stages, because success in many levels relies a great deal on trial and error methods, and without this

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: Blue Turtle
PRICE: £25.99

SCORING	
GRAPHICS	83%
SOUND	76%
PLAYABILITY	80%
DIFFICULTY	Average

Magic Boy is a step back in time to the days when playability really did matter. Machines weren't capable of producing the stunning graphics that we accept as the norm today, so if it wasn't a good game it simply didn't sell, and therefore there was really no point in releasing it at all. Magic Boy may not win any golden prizes for invention or originality, but it certainly comes top of the class in the fun category.

REVIEWED BY: Steve

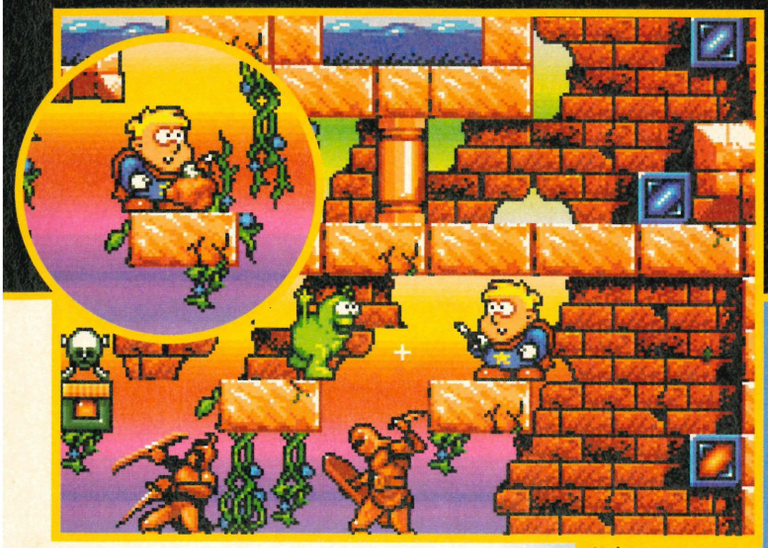
SECOND OPINION

It takes more than just a fat kid in a cape to get my game juices flowing, and Magic Boy just reminds me of hundreds of other similar games which are available at the moment.

OPINION BY: Neil

OVERALL SCORE

80%



▲ *As you can see none of the enemies are particularly fearsome.*

feature it would be wholly impossible to finish the game in anything under a lifetime.

As well as disappearing platforms there are many other features that will hinder your progress. Ice platforms cause you to slide around uncontrollably; sticky blocks slow you down when you walk on them and prevent you from jumping; conveyer belts which carry Hewlett along in the direction they are travelling and pistons which, when you touch activate automatically sending you spiralling into the air.

But, not a lot!

If you don't find completing the 64 main levels enough of a challenge, you can console yourself in the knowledge that there are also thirty hidden secret levels along the way, and discovering all of these is enough to make even the most hardened platformer struggle.

The only real fault I can find with Magic Boy is that it is essentially nothing more than a rehashed version of a legendary idea. Games like Rodland have done all this before but who cares about that anyway? This is an idea that will still provide games which people find playable no matter how many of them are produced. So as long as the player finds the game appealing and enjoyable what else really matters?

This is an unbelievably simple concept, but it works, and in my opinion works well. I'm sure that whoever plays Magic Boy will not need to complain that they haven't received excellent value for money.

▼ *Magic Boy may well be top of his class, but in the fashion stakes, he's a non-starter.*



▼ *As yet another creature lumbers towards him, Magic Boy takes a nasty tumble.*



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"Frighteningly realistic: Pacific Islands is like juggling with smouldering dynamite. Lose your cool once, and you're dead."
Amiga Format

"Pacific Islands is immensely rewarding. It's likely to keep wargamers and mere amateurs hooked to their final battle."
PC Review

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• **Silent Service II**

"An engrossing tactical experience. If only all sequels were this good."
PC Review

"The spirit of Silent Service remains unchanged, it is still hit and run, kill or be killed...superb."
Amiga Format

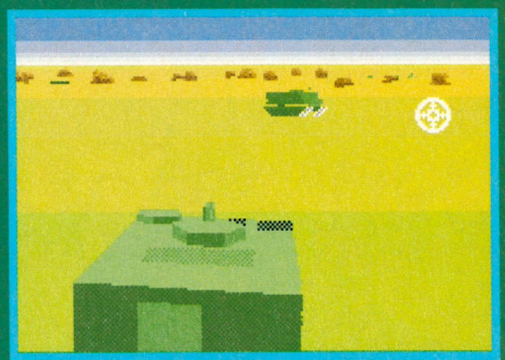
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MICROPROSE empire

Empire Software, The Spires, 677 High Road, North Finchley, London N12 0DA.







▲ Who do you think you are kidding Mr. Hitler, if you think we're on the run. We are the boys who will ...

It's strategy, it's 3-D simulation, it's downright realistic warfare. Campaign 2 is here in all its colourful glory.

CAMPAIGN 2

Readers with just a smidgen of magazine loyalty may remember Issue 40 of Amiga Action gracing their local newsagent's shelves about a year or so ago. Streetfighter II was big news at the time, and not unsurprisingly dominated the front cover, while tucked away inside was a three page review of a warfare simulation from Empire entitled Campaign.

Even Steve was impressed by the game (awarding it an impressive 89%), so it was with more than a little interest that we greeted the arrival of Campaign II as it squeezed through our alarmingly narrow letterbox and plopped onto our meticulously clean doormat.

The first thing I noticed was that the game packaging seemed anxious to impress us with the fact that great advances had been made on the original version.

We are told: "Campaign was big".

Well okay, I'll certainly agree with that.

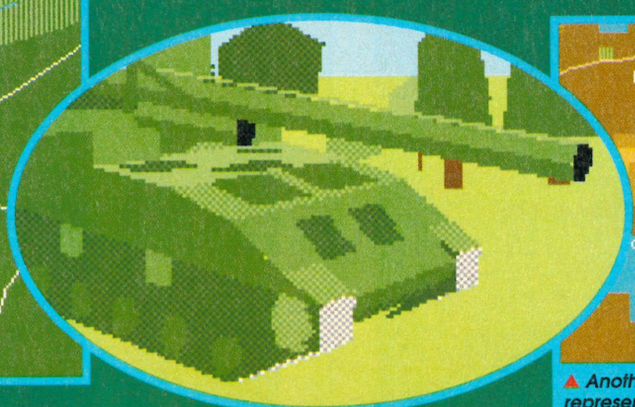
"Campaign was good". Yes alright, it's not exactly the most imaginative description in the world, but it cuts through the nonsense and gets straight to the point.

And finally: "Campaign II is bigger, better and quite simply the military simulation of the year!".

Now wohhh there Leslie, that's a bit of a monstrous claim I thought. I hope this isn't more of the wild exaggeration that most software houses seem all too prone to stoop to these days. Thankfully though we seem to have an exception here with which we can batter and bludgeon the proverbial rule over the head.

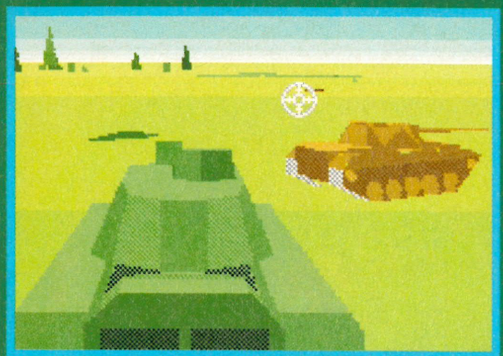
▼ Maps like these enable you to plan your warfaring strategies with some degree of success.



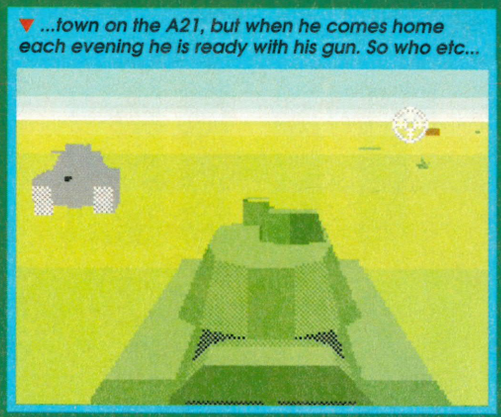




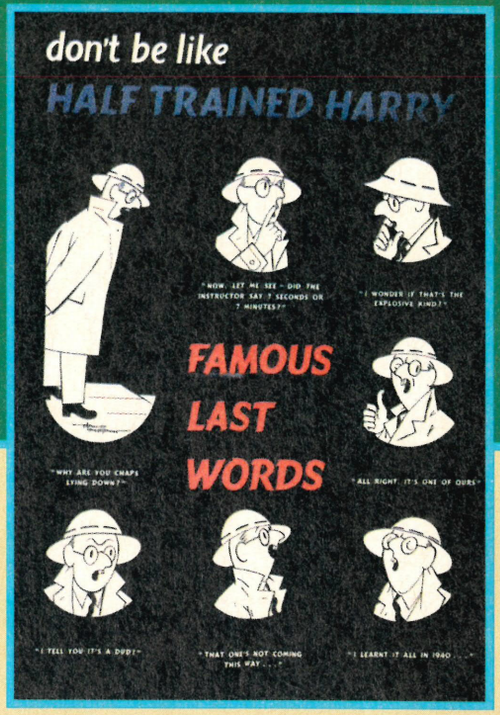
▲ Another Campaign map, but this time it represents the troubled Middle East.



▲ ...stop your little game, we are the boys who will make you think again. Mr. Brown goes off to...

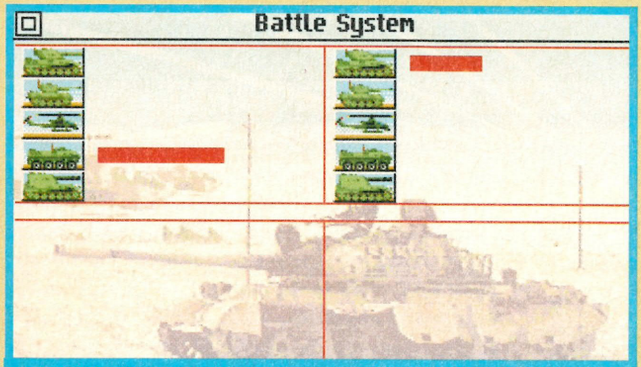


▼ ...town on the A21, but when he comes home each evening he is ready with his gun. So who etc...



As with all strategy games, there's a positively enormous manual to wade through first before you can even contemplate making a decent fist of the game itself, but fortunately there's also a quick start-up guide to get you up and running. It may all seem very confusing at first, but perseverance is the name of the game.

The action depicts a military campaign of your own choosing, consisting of several wars and a number of different battles, depending upon your experience and the complexity of the particular scenario. Direct your forces around the main campaign map and before long you will come across an enemy battalion who are simply spoiling for a fight. Once the gauntlet has been ceremoniously thrown down, there is the possibility to decide whether the computer determines the outcome of the battle, or alternatively, taking part in a bit of 3-D warfaring action.



▲ In this battle, your regiment of amphibious style vehicles is up against a phalanx of enormous tanks. Seems hardly fair to me.

Smells like victory

Choose the latter option and the battlefield will open up before you. You might even think that you're actually there with the smell of cordite in your nostrils and the sound of riotous explosions in your shell-likes. Well no, not exactly. The 3-D section wouldn't stand up as an arcade-style tank blitz on its own, but nevertheless the graphics and sound are pretty impressive for a game of this type.

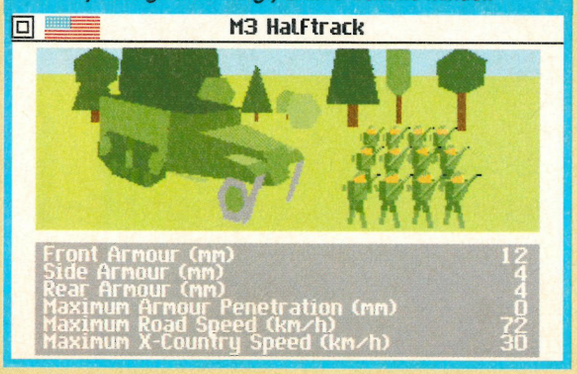
There are 14 training campaigns provided, ranging from a simple open field full of enemy tanks to complex scenarios with more realistic geographical features. These campaigns are an essential training ground in which you are given the opportunity to fine tune your battle skills and strategic awareness before committing yourself to one of the Real War Maps.

The six major conflicts in which you can take part range from the Six Day War fought between Israel and the Arab countries in 1967, to the struggle to liberate Kuwait from the Iraqis by allied forces in the not so distant past. The complexity of these scenarios makes them extremely compelling to play, and there's certainly enough depth to keep even the most avid strategy specialist engrossed for a good while. Even if that's not enough for you, one of the better features of the Campaign series is the option of editing the existing maps, thereby allowing you to design your own campaign scenarios. This makes the gameplay possibilities more or less endless, and is as good a reason as any for treating these sims with more than just a little reverence.

As far as actually playing the game is concerned, the screen icons can seem a bit confusing to the uninitiated, but those clever bods at Empire have included a nifty description of each graphic's purpose which can easily be accessed by clicking on the object with the right hand mouse button. Once this information has been assimilated it should be full steam ahead and off into battle with nothing to stop you.

My only real criticism concerns the similarity between Campaign II and it's predecessor. Empire obviously feel confident enough to release the new version as a full price game rather than in a cheaper Mission Disk form, and this may be seen as quite a substantial gamble on their part. Only time will tell in the end though I suppose, but if there's any justice in the world, Campaign II should prove just as big a success as its older brother.

▼ The Cheshire Regiment's formation dance troupe mince their way through a dazzlingly artistic wartime minuet.



THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: Jonathan Griffiths
PRICE: £TBA

SCORING	
GRAPHICS	78%
SOUND	77%
PLAYABILITY	88%
DIFFICULTY	Tricky

This is just about the best war sim around in my book. No doubt owners of the original Campaign will have been waiting impatiently for the release of this follow up and are queuing up even now outside their local games stockists with poppies in their lapels and 'amusing' life in the trenches anecdotes on the tips of their tongues. Less enthusiastic strategists, with no experience whatsoever of real combat, may also be suitably impressed.

REVIEWED BY: Neil

SECOND OPINION

I was disappointed by the data disk, and believed that Jonathan Griffith had used up all his ideas and was struggling. Obviously not! An acquired taste, this is excellent.

OPINION BY: Paul

OVERALL SCORE

90%

PLAY THE SILVER BALL

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In last month's – if you will – retrospective, we asked 21st Century what the PInball Wizards' plans were for the future. We said to them, we said "21st Century mate, where do you see your company going in the forthcoming year ? Pal."

"Pinball" replied they. "Pinball pinball pinball. Pinball pinball pinball pinball pinball. And some other stuff." We were quite interested in the other stuff to be honest, if only because it would make a nice change, but then Rachel got chatting to them at a recent show, they stumped up a whopping amount of gear, and we were hooked once more. Lunchtimes became a blur of bright colours, raucous tunes and merry laughter, as we gathered around the CD32, intent upon "hitting some ducks first" on the Partyland table. Lunchtimes became partial afternoons, partial afternoons became 11 o'clock to four, and it wasn't until Don suggested we seek alternative means of employment that we thought we really ought to give the things away to our loveeeellly readers.

Which is precisely what we are doing, under duress, and this is what we've got: 10 CD32 copies of Pinball Fantasies, 10 copies of Pinball Dreams/Fantasies Special Edition and, that's right, 10 copies of A1200 Pinball Fantasies. Now if anyone moans after this that we don't support all machines, we'll send 21st Century's Andrew Hewson round with his dodgy collection of press release photographs. And you don't want that, really.

So what's the catch then? Well you've got to do a tie-breaker. Just one simple answer, in no more than 20 words, to the question posed below. That done, pop the jolly old coupon in the post, ensuring to specify which of the three prizes you want. The best 30 (as judged by Steve, therefore quality is not too important) will win the pinny game of their choice, and the rest will go in the bin. We usually ask that you keep your answers clean, but standards are dropping here, so say what the hell you like.

Question:
If you were transported to the 21st Century, which 1990's item would you take with you, and why?

Silver Ball Competition

I would take with me _____

Because _____

_____

_____

CD32 Pinball ☐ *Dreams/Fantasies* ☐ *A1200 Pinball* ☐

Name: .....

Address: .....

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

Send your entries by the 28th January to "Silver Ball", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

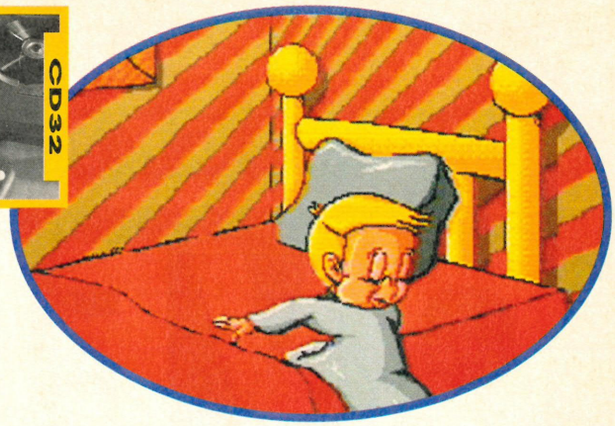
☐ **PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES**

Win Win

ACTION REVIEW

CD32 SPECIFIC





How dare anyone suggest that this is going to be exactly the same as the disk version!

SLEEPWALKER



Lee can be pushed by Ralph into all sorts of strange situations. The sadistic amongst you could kick him off this wire for instance.



It's surprising that a swift kick up the backside doesn't wake old Lee up.

Sleepwalker was originally tied in with the Comic Relief project. Whether any part of the proceeds from the CD32 will go to the cause is certainly not made clear on the packaging, and I hope that no one will be duped into thinking that they are contributing when they are not.

Still, there is very little to complain about, because Sleepwalker is such a rollicking good game. The original score of 85% was I feel too low in retrospect, and seeing as Nick has now flown the coop so to speak, I can put things right with no fear of retribution.

The plot is suitably off the wall for a game featuring the vocal talents of that affable Brummie Lenny Henry. In the guise of Ralph, the ever faithful, you must successfully guide your master Lee, who is prone to sleepwalking, around six hazardous levels. As he is well away, Lee is oblivious to all of the dangers around him, and therefore, without your help he would undoubtedly meet a swift, not to mention unpleasant demise.

Your task is accomplished by pushing, kicking and blocking Lee at various points in the levels when he would otherwise plunge to his doom. Well, not actually doom, but each time something untoward happens to him he will become even closer to awakening, and we all know that old adage about what will happen if you disturb a sleepwalker.

Although this is a CD32 product, owners of the new machine should not expect graphical and sonical miracles. This really could be the game that the term shovelware was invented for. The tunes have been considerably improved but that is about it. Even an improved intro sequence, usually one of the only additions to an upgrade has been missed out in this case, but to be honest I don't care.

This is such a good game that it doesn't matter one bit that it is only the same as its computer counterpart, because that was also such a good game. A word of warning though, it is unbelievably difficult. It took the combined skills of myself and Roger a couple of days to progress as far as level four, and it was as that point that we cried in unison, "enough is enough."

Of course you will have more time to spend on it than us, and without the time constraints enforced by deadlines and so on, I'm sure this will keep many people hanging on to the very end.



If there was ever one thing guaranteed to rouse you, it's 40 000 volts up the nightshirt.

PLATFORM

PUBLISHER: Ocean
CONTACT: 061 832 3366
TEAM: CTA Developments
PRICE: £29.99

- Nothing much has really changed. The music has been improved, but not a lot else has been touched.
- The password system has been replaced by a savegame, lodged in the CD32's built in memory.
- The difficulty has remained at the high level of the original. Evil is the best way to describe it I think.
- I don't care what anyone says, Sleepwalker is a top game, and I for one hope Ocean do a follow up Comic Relief tie in very soon.

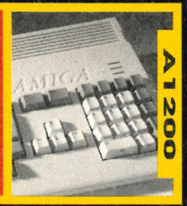
REVIEWED BY: Steve

ORIGINAL SCORE
85%

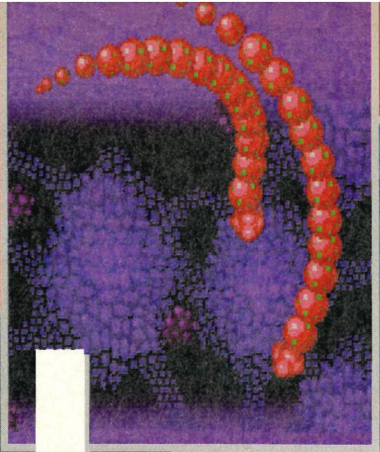
UPDATED SCORE
87%

ACTION REVIEW

A1200 SPECIFIC

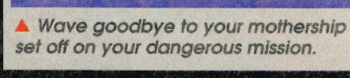


OVERKILL



▲ Tape worms from space can be found in the later levels of Overkill.





▲ Wave goodbye to your mothership set off on your dangerous mission.

Have you had enough of the overkill? Not of this you ain't mate!.

Remember your innocent youth? Parka coats, Adam and the Ants lapel badges and cola Spangles, you know the sort of thing I mean? Well, amongst these sad remnants of the late Seventies/early Eighties, linger memories of perhaps the most original and let's face it, the coolest coin-op game of all time – Defender.

Years ahead of its time, Defender spawned a whole host of pale imitations which never quite lived up to the original (as is usually the case - Me? Cynical? Naahh!). However, as the years have rolled by the whole face of video game technology has changed so dramatically that games involving flying earth ships blasting away at mutant aliens have become a thing of the past, or so I thought...

As soon as Overkill from Mindscape landed on my desk, I became immediately suspicious. One look at the screen shots on the back of the box confirmed that here was a Defender clone, a veritable blast from the past. I loaded the disks expecting nothing more than an hour or so of pure nostalgia, but I was pleasantly surprised.

It soon became clear that Overkill is a lot more advanced than Defender, and initial comparisons between the two games may be more than a little unjustified. Okay, so the gameplay is more or less identical, but Mindscape have taken the original idea and enhanced it considerably.

Each stage of the game takes the form of a different planet to be conquered and the longer you last, the deeper you move into the galaxy. It is your mission to fight your way to the very centre of the Galaxy thereby defeating your enemies, the dreaded armies of Proxima.

At the beginning of each level you are launched by your mothership to the surface of an alien planet inhabited by strange mutant aliens. The general idea is to blast away as furiously as possible at anything that moves, while avoiding collisions and slow moving missiles launched by the enemy.



▼ Watch out for the missiles on level three. They'll bring tears to your eyes.

"Nothing original there!" I hear you cry, but I must admit that as far as simple shoot'em-ups go, this is one of the best. There is something intensely satisfying about simply flying around with all guns blazing, and seeing the greenies disintegrate into several blood soaked pieces as your missiles strike home. Simple bloodlust can make a game extremely enjoyable I'm sure you'll agree.

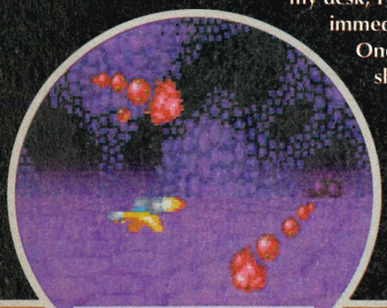
Crystal balls

A sub-plot which features throughout the game involves a number of Trilithium crystals which are scattered at various points along each planet's surface. The aliens launch drones to try and capture these crystals which allow the nasties to mutate into even more hideous and dangerous forms. Your only defence against this is provided by an army of troops who scurry along the planets' surface armed with bombs. These fearless blokes deposit their explosives at the nearest crystal before fleeing to safety. A swift

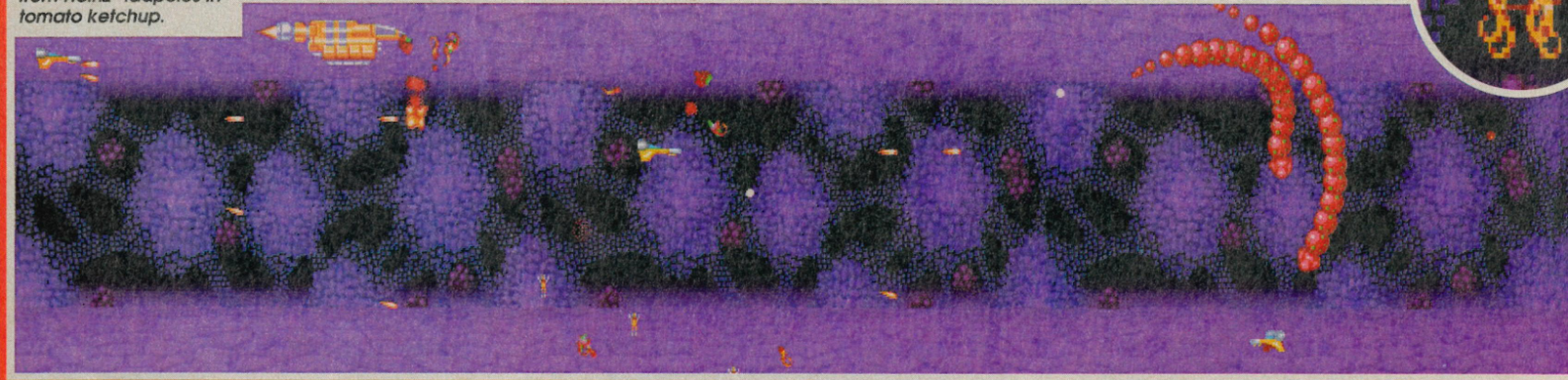


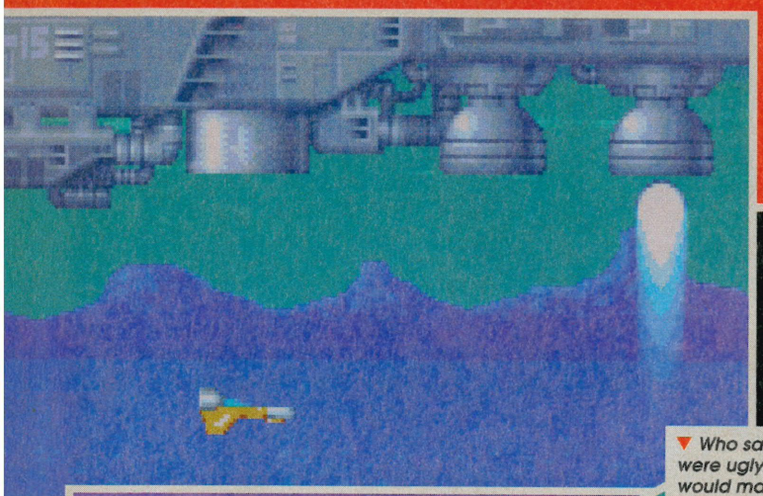


▲ More strange creatures from space. This time it's bandy-legged jellyfish.



▲ What are these? New from Heinz- tadpoles in tomato ketchup.





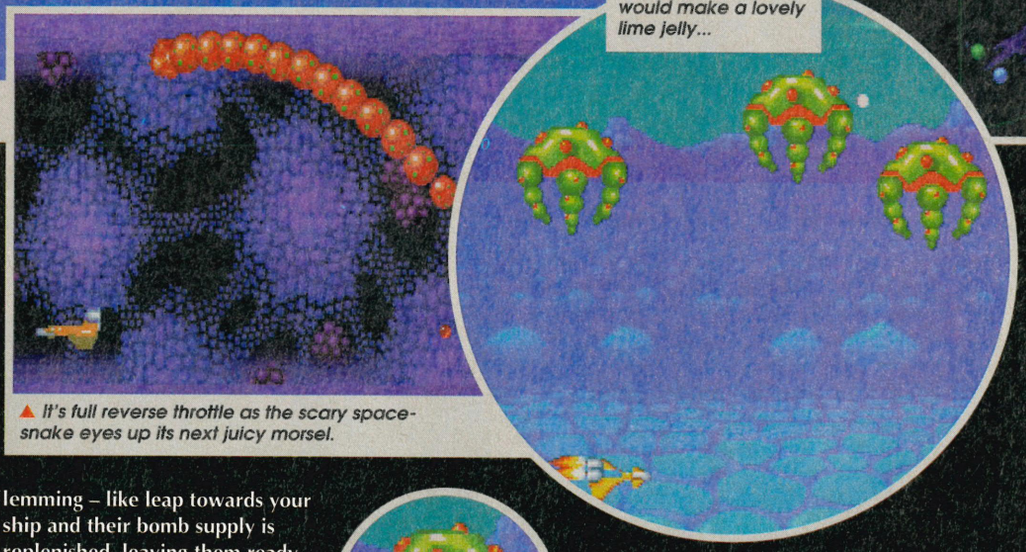
▼ All the planets need clearing of nasties before universal domination draws near.





▲ "Please don't leave us behind. We promise not to sing "Ten Green Bottles" anymore."

you



▼ Who said aliens were ugly? These would make a lovely lime jelly...

▲ It's full reverse throttle as the scary space-snake eyes up its next juicy morsel.

lemming – like leap towards your ship and their bomb supply is replenished, leaving them ready to continue their crystal destroying antics.

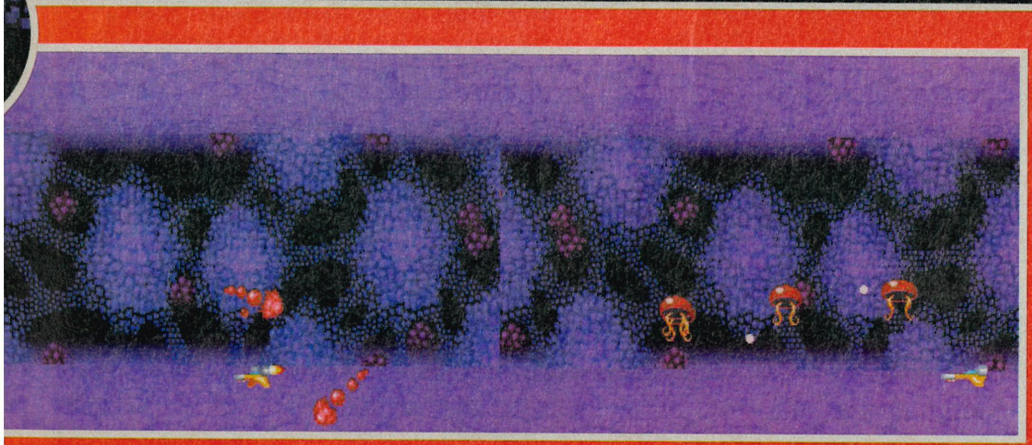
Although this purports to be an integral part of the gameplay, I must admit that destroying the crystals is a bit of a non-event. A high level of concentration and skill is required at all times simply to stay alive, never mind worrying about anything else; and let's face it, blowing the aliens away is much more interesting.

However, having said this I don't see it as a weakness. There is so much going on at every level that after a while you simply begin to ignore the jumping warriors.

I can only assume that Mindscape felt it necessary to differentiate Overkill from other similar products, and the crystals plot was the best idea they came up with. The sad thing is that a lot of time and money was probably wasted on programming which wasn't needed.

This moan aside, there is very little wrong with the game. The parallax scrolling and backgrounds are excellent, the difficulty level is spot-on, and after a few minutes you'll find yourself disturbingly addicted. The feeling when you lose a life is one of annoyance with yourself rather than with the game, and that is always a good sign.

Fans of the late lamented Defender and shoot'em-up addicts in general will love this, and I have no hesitation in giving the highest recommendation to this version of a tried and trusted classic.



THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Digisoft
PRICE: £19.99

SCORING	
GRAPHICS	85%
SOUND	80%
PLAYABILITY	91%
DIFFICULTY	Spot On

Don't expect anything original from Overkill because it's all been seen before, but I challenge you not to be addicted within about twenty seconds. Owners of A1200's can no longer whinge that the software companies have deserted them in favour of the more popular machines. As far as Defender clones go this is just about the best there is on the market, and fast and furious joystick frenzy freaks will not be disappointed.

REVIEWED BY: Neil

SECOND OPINION

Alright, so it's a good Defender type game, but to be honest there are plenty of good clones available on PD, and they cost a fair bit less than twenty quid.

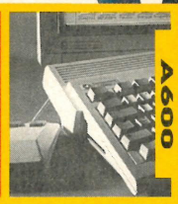
OPINION BY: Steve

OVERALL SCORE

86%

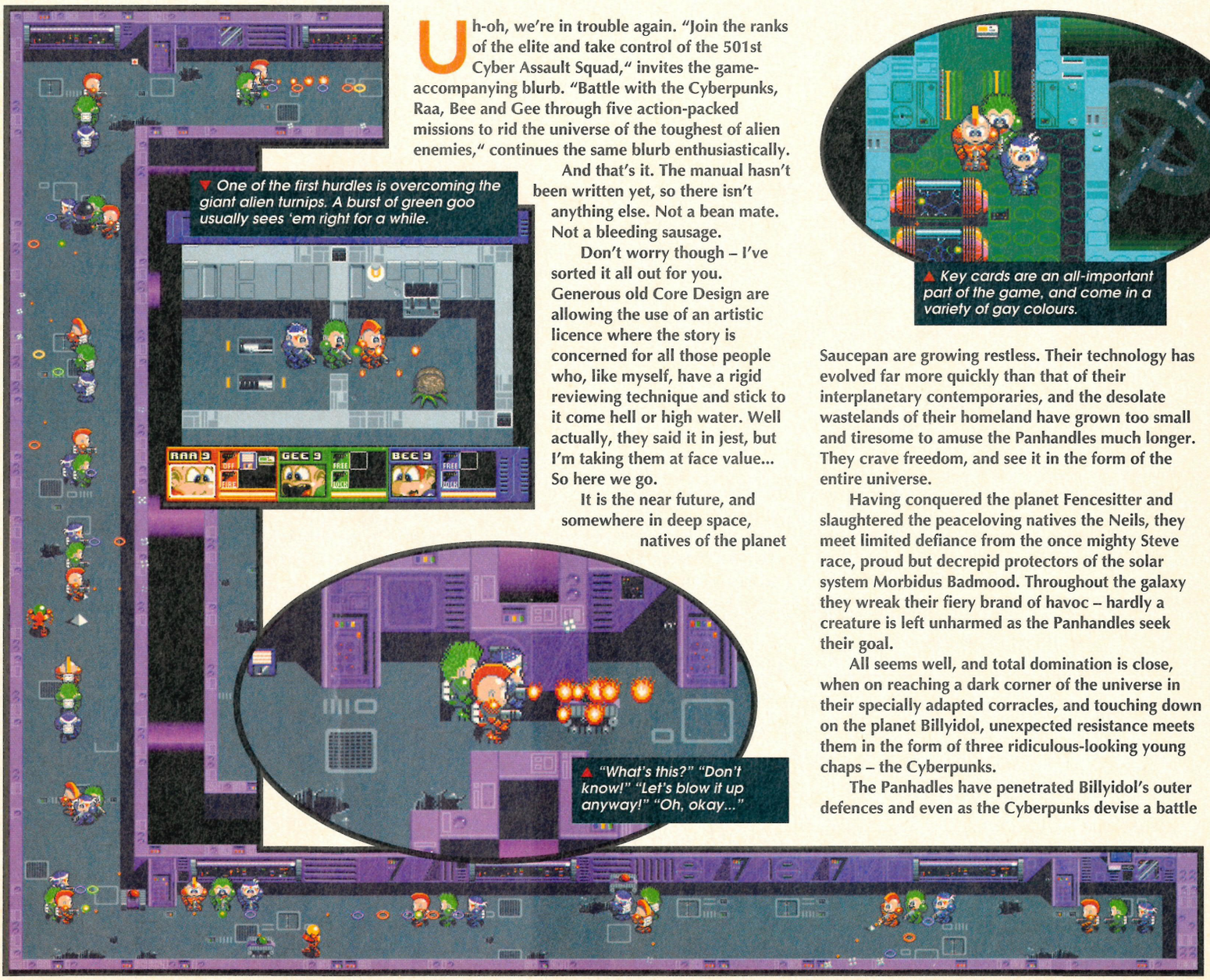
ACTION REVIEW

SHOOT'EM UP



Space gone mad – and not a decent barber in sight. Let's take it out on some aliens...

CYBERPUNKS



Uh-oh, we're in trouble again. "Join the ranks of the elite and take control of the 501st Cyber Assault Squad," invites the game-accompanying blurb. "Battle with the Cyberpunks, Raa, Bee and Gee through five action-packed missions to rid the universe of the toughest of alien enemies," continues the same blurb enthusiastically.

And that's it. The manual hasn't been written yet, so there isn't anything else. Not a bean mate. Not a bleeding sausage.

Don't worry though – I've sorted it all out for you. Generous old Core Design are allowing the use of an artistic licence where the story is concerned for all those people who, like myself, have a rigid reviewing technique and stick to it come hell or high water. Well actually, they said it in jest, but I'm taking them at face value... So here we go.

It is the near future, and somewhere in deep space, natives of the planet Saucepan are growing restless. Their technology has evolved far more quickly than that of their interplanetary contemporaries, and the desolate wastelands of their homeland have grown too small and tiresome to amuse the Panhandles much longer. They crave freedom, and see it in the form of the entire universe.

▼ One of the first hurdles is overcoming the giant alien turnips. A burst of green goo usually sees 'em right for a while.

▲ Key cards are an all-important part of the game, and come in a variety of gay colours.

Having conquered the planet Fencesitter and slaughtered the peaceloving natives the Neils, they meet limited defiance from the once mighty Steve race, proud but decrepid protectors of the solar system Morbidus Badmood. Throughout the galaxy they wreak their fiery brand of havoc – hardly a creature is left unharmed as the Panhandles seek their goal.

All seems well, and total domination is close, when on reaching a dark corner of the universe in their specially adapted corracles, and touching down on the planet Billyidol, unexpected resistance meets them in the form of three ridiculous-looking young chaps – the Cyberpunks.

The Panhadles have penetrated Billyidol's outer defences and even as the Cyberpunks devise a battle

▲ "What's this?" "Don't know!" "Let's blow it up anyway!" "Oh, okay..."



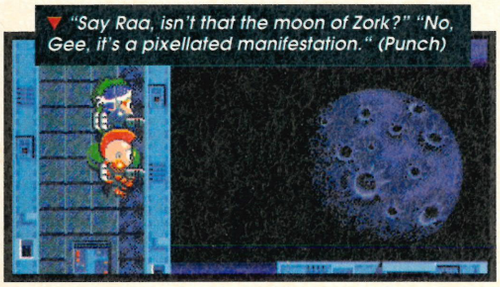
▼ Cards can also be used to create a number of useful items which kill the baddies and stuff.



▲ Fully tooled up: the 'punks put down a sentry gun and rely on their hoover lookalike droid for support.

KS





▼ "Say Raa, isn't that the moon of Zork?" "No, Gee, it's a pixellated manifestation." (Punch)

plan, are spreading the seed of their evil everywhere. The mission: stop them, and save the universe. !.

It's Alien Breed for kids, innit? Or so I thought, as the game loaded and I found myself looking down on three large sprites armed with a variety of alien-frightening weaponry. Well, one reasonably sized gun each actually, all of them capable of firing a range of projectiles should you be talented enough to find the power-ups.

Kiddies korner

Alas, once the initial déjà vu has faded, it becomes apparent that Cyberpunks certainly isn't Alien Breed, and after a few minutes play the phrase "doesn't even come close" springs to mind. This won't bother Core, since they claim their target market for this game is the lower age group of Amiga users – the, dare I say it, children.

It does make you wonder when a software company says that. Have they genuinely set out to appeal to a younger group of games players, or have they spent time and money on developing what they hope will be a world beater, only to see the finished product and think "Oh no – it's too easy! Hang on, let's hedge our bets and say it's one for the kids." Well, it's only fair to take them at face value again, so let's go with the flow.

Raa, Bee and Gee need to kill the aliens – that much we know. Due to the circumstances though, not all of the aliens can be easily reached, what with obstacles such as forcefields and good old doors barring the way for them.

Each of the three 'punks can carry four items – items such as extra weapons, colour-coded cards, medical packs, holocubes – oh, loads of stuff.

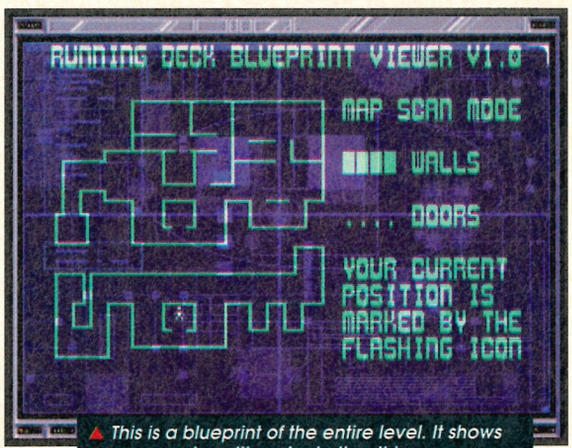
Alien Breed it isn't, but Cyberpunks does have a certain charm of its own, largely due to the boldness of the sprites and backgrounds alike. The music and sound effects are loud and more than adequate, and there is a distinct puzzly element running throughout the game, albeit a particularly easy one.

The three young chaps wander around together at all times. When one of them is simply bending over backwards with the weight of his backpack, another one can be selected to take over, until nothing more can be gathered. Ammunition is a personal thing, each "warrior" powering up individually, and although the three will always follow each other, a multidirectional fire option can be chosen.

Thing is though, there seems almost no point in having three Cyberpunks instead of one. Okay, so the firepower is increased, but that is nothing that couldn't have been programmed into one sprite, and whereas in AB2 and the Chaos Engine excellent two player options are included, there's nary a whiff of that here. Besides, a major drawback to the game's difficulty, and therefore lastability, is the fact that there are nowhere near enough enemies to make it a tough challenge, and most of the ones present are somewhat lacking in the intelligence department. But maybe we're back to the kiddies appeal again...

Variability is evident, with five main levels – some inside and some out in the strange and hostile environment, each containing three or four sub worlds, all of which are made from different textures and feature different aliens.

I went through a number of transitions during my time with Cyberpunks. Initially, it looked superb, and on first playing it my opinion remained the same. After half an hour or so, chants of "easy" sprang to mind (anything to do with the cheat mode by any chance? – Steve), followed by disappointment at the apparent lack of activity through the levels. Then, just as my disappointment was threatening to turn into a reasonably scathing review, another level was reached, new graphics appeared, and I was happy again.



▲ This is a blueprint of the entire level. It shows your current position. And other things.

THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
TEAM: Mutation Software
PRICE: £25.99

SCORING	
GRAPHICS	85%
SOUND	88%
PLAYABILITY	80%
DIFFICULTY	Easy

Cyberpunks is brought to us by the team behind Doodlebug, and it has to be said they've come on a way since then. The whole thing is excellently put together, and the occasionally seen backgrounds (or bottom grounds, since we're looking down on the game) add a touch of class that, by me at least, is always appreciated. No leader in the cutting edge of originality, it is nevertheless a few hours of really good fun. Too easy though.

REVIEWED BY: Paul

SECOND OPINION

I hate to agree with him, but Paul seems to have got things right in this instance (darn my socks you minnion scrot - Paul). This isn't a game you'll ever come back to, but it's OK while it lasts.

OPINION BY: Steve

OVERALL SCORE

78%

READER

PRIZES GALORE! PRIZES GALORE! Yes, in yet another ridiculously generous outburst, we're going to GIVE AWAY a software prize to the first reader reviewer out of the proverbial hat each month. Oh, we're lovely – really we are.

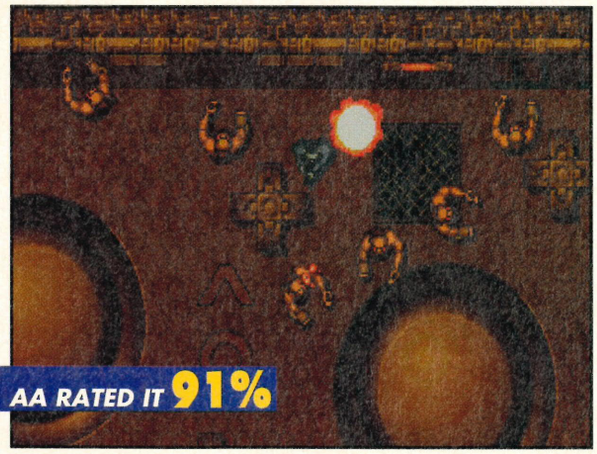
ALIEN BREEDII
Team 17

Reader Reviewer: Duncan Nicholas, Holbrook, Suffolk.

Brilliant! Moody, atmospheric, guns blazing, aliens screaming. It's action packed alien wasting frolics ahoy as we set foot into the sequel of one of the biggest games of 1991.

Graphics: 95%
Sound: 94%
Overall: 97%

Summary: You will not find a better overhead shooter anywhere..



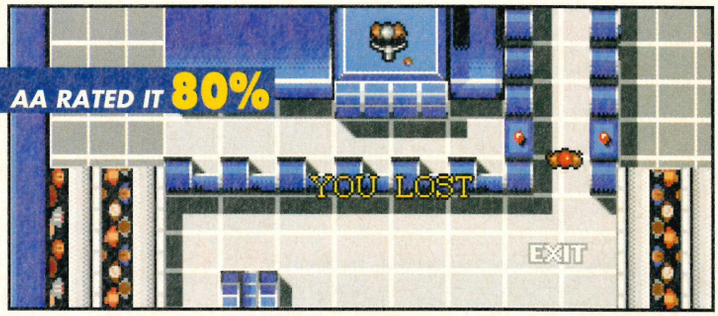
AMERICAN GLADIATORS
Gametek

Reader Reviewer: John Gadsby, Nottingham.

A good looking game with fair graphics and sound. Get some mates round and have a real good doss beating up those Gladiators. (So, you're a man a few words then John, yeah? – Paul)

Graphics: 79%
Sound: 74%
Overall: 89%

Summary: A great idea, an excellent game.



ZOOL CD32
Gremlin

Reader Reviewer: Mark Newsome, Farnborough.

The main game is similar to the AGA version, but with stunning anims, 11 excellent CD soundtracks and a whole new level to explore. Controlling Zool is easier with the joypad than using a joystick ever was, as jump now has a separate button.

Graphics: 90%
Sound: 97%
Overall: 98%

Summary: Incredibly fast and addictive. Buy a CD32 and Zool now!



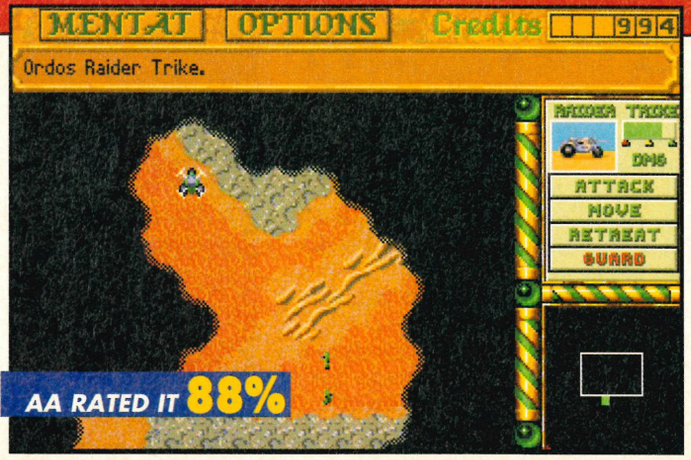
DUNE II
Virgin

Reader Reviewer: Lior Alon, Haifa, Israel.

Let's hype a bit – this must be the best strategy title in a long time. Tons of weapons, loads of missions, great presentation and a moody feel to boot! Typical Westwood excellence, although suffering from classic disk loading/swapping problems.

Graphics: 88%
Sound: 91%
Overall: 94%

Summary: An unbelievable must.



READER REVIEWS

MONKEY ISLAND
KIXX XL

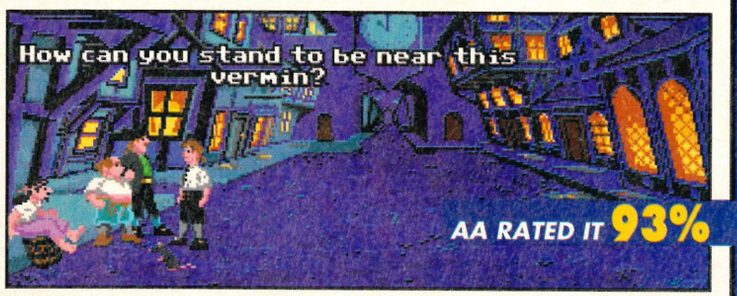
WINNER!

Reader Reviewer: Carl Whitehead, Stone, Staffs.

Those who missed out first time like me should run to the shop now. Graphics, sound – everything is almost perfect. The puzzles aren't too difficult early on, but later you'll be biting your nails. First class.

Graphics: 90%
Sound: 88%
Overall: 91%

Summary: In Brad's words, "Mass respekt" (God help us – Paul)



1927-1933
Simulmondo

Reader Reviewer: Adam Preecey, Cork.

Well it has to be said that this is different! The speed of the cars isn't exactly hyper, but it makes a change from the usual old rubbish. A good attempt to do something different with a racing game.

Graphics: 85%
Sound: 83%
Overall: 85%

Summary: A pleasant surprise.





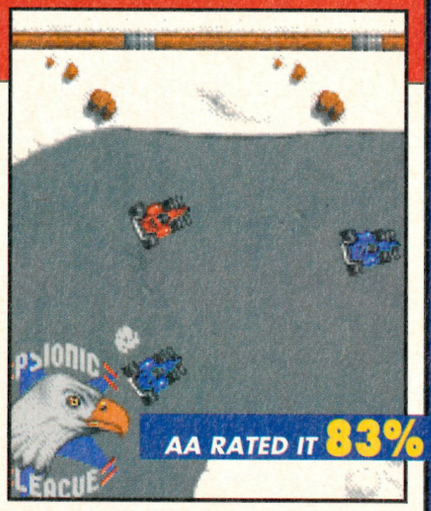
OVERDRIVE
Team 17

Reader Reviewer: Jennifer Jackson (snort), Paisley.

Loads of tracks, loads of cars, loads of options and a whole barrowful of gameplay make Overdrive simply the best racing game ever. Fast and smooth, it is second to none.

Graphics: 92%
Sound: 94%
Overall: 94%

Summary: You'll have to go some to beat it!



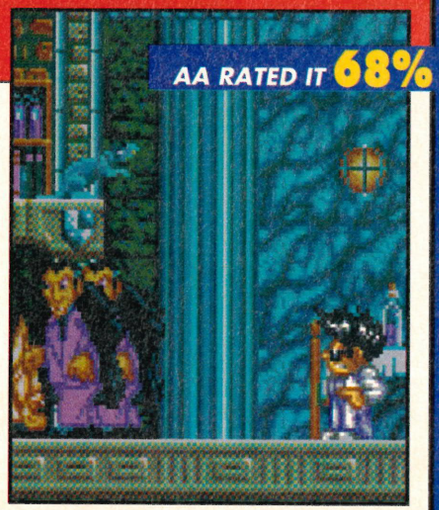
YO! JOE!
Kompart

Reader Reviewer: Kumar Alin, Mauritius.

What do you mean Amiga Action? Yo! Joe! is a really good game. It's massive levels make it too difficult to finish, but at least we get our money's worth. Nice two-player option too.

Graphics: 78%
Sound: 85%
Overall: 85%

Summary: An interesting game.



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. Carl wins Bob's Bad Day, by the way. See ya.

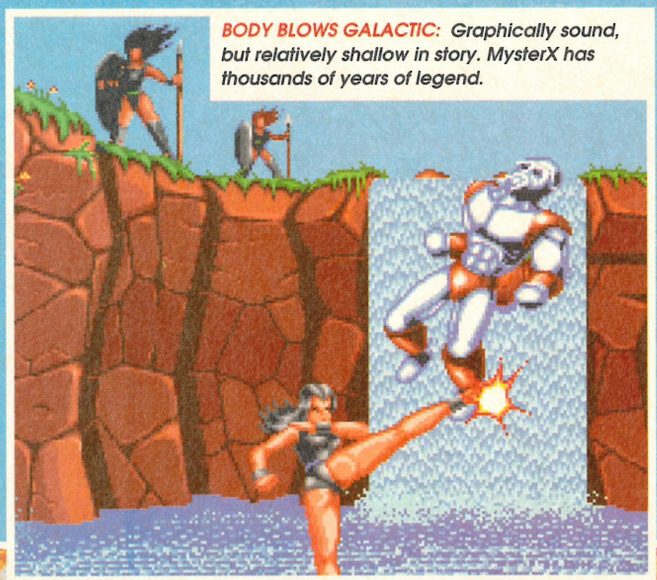
THE MAKING OF

work in progress

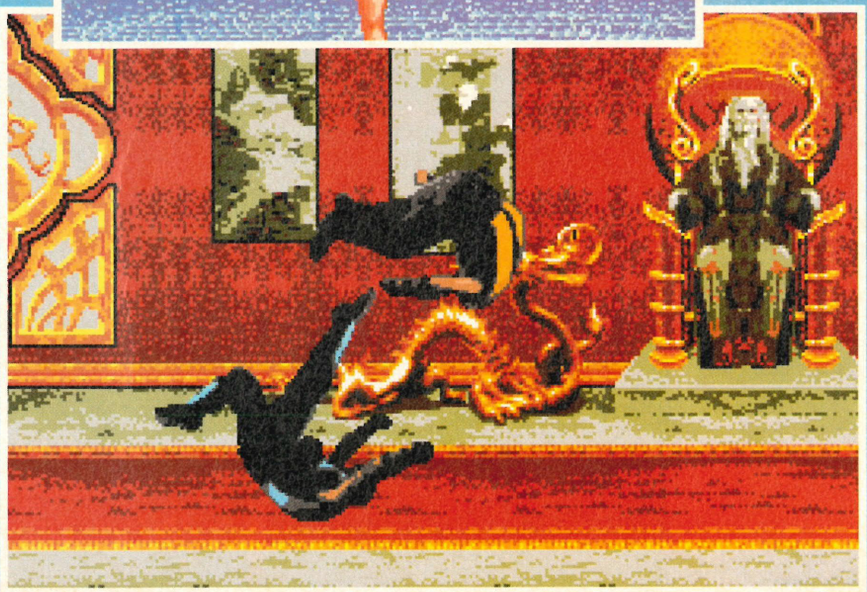
Part 1

The beat'em-up has been with us for as long as computer games have existed. One of the finest forms of two player fun, they could justifiably be perceived as being somewhat shallow. Millennium are out to buck the trend with what seems like a very strange venture indeed.

BY: PAUL ROUNDELL



BODY BLOWS GALACTIC: Graphically sound, but relatively shallow in story. MysterX has thousands of years of legend.



MORTAL KOMBAT: Arguably the finest Amiga beat'em-up, packed with special moves and gore. MysterX shuns special moves in favour of realistic movememt.

There are any number of ways in which one can go about developing a computer game. The traditional way is for an individual or group of people to dream up an idea which they believe would be well translated into computer code, which, when finally manifested into graphical form would appeal to a predetermined audience.

This is known as an original idea, and whilst perhaps not too rare a beast in the early '80s when the BBC, Spectrum and their pretenders were sowing the seed for a new leisure time explosion, the Original Idea – in terms of computer games as indeed with most things – is now an endangered species. Not too surprising if we consider the sheer volume of software packages to have graced the shelves of the ever-growing number of computer shops over the years, but an alternative is always around the corner.

Branding has always been important, never more evident than in the inumerable advertising campaigns running from the underground to television to – ridiculously – space. Game branding too has become increasingly significant in the last few years, with licenses as far removed as Robocop and Thomas the Tank Engine enjoying successful sales.

The Steven Seagal game currently in development on several formats perhaps heralds the start of a new era, with real people, and not just their cinematic vehicles becoming the focus of licencing attention. Millennium too have decided that this is the way to go, at least in this instance, and the idea might not seem too preposterous if it wasn't for one very important factor. The character around which their game revolves is unknown...

Unknown, at least, to those outside the world of martial arts, because Neil Axe (that's right – Axe) is one of the world's leading

MysterX

STREETFIGHTER II: *Will be hard pressed to compete with the alleged awesome speed of MysterX.*



"We have always been cautious about releasing a true beat'em-up because they have always followed a set formula of Player A on the left attacking Player B on the right, and both players pressing buttons as furiously as they can. Millennium has a reputation for producing innovative games, and in our book innovation does not begin and end with special moves. MysterX is a living, breathing phenomenon, which certainly helps, but our whole approach to the game will give the player the ultimate in graphics, speed, gameplay and realistic moves. The game will encompass Japanese legend and actual combat skills, backed up by some of the most breathtaking graphics."

Millennium's Keith Smioth on why they decided to invest.

exponents in, it seems, just about any oriental discipline you could name, and a dozen or so you probably couldn't. This month we take time out to introduce you to the man.

The story of the boy from Bucks who was taught karate by his seafaring father at the age of five has taken a long and meandering route to where it stands today – a 28 year old man on the brink of pixellated immortality. MysterX is hailed as being more than just another beat'em-up, but it takes an understanding of the man to understand the game.

Born in the year of the snake, Neil Axe ("Yes it is my real name – an old Anglo Saxon one which originates from the weaponsmiths of the south of England") spent seven years learning Karate based self defence, before using the next two years to hone his technique in two other forms of Karate – Wado Ryu and Shotokan. After brief experiences with boxing, Akido and Judo, family changes meant a move to New Zealand for the then 14 year old, where a five year gap in his martial arts training was filled mainly with bouncing work in nightclubs.

On his return to this country, years more study resulted in the impressive list of achievements you see elsewhere on this page, but, time permitting, what of his interests outside of martial arts?

"Justice," is the firm reply, as Neil goes on to explain his very real belief in the concept of ying and yang, good versus evil and basic human rights.

"I believe very strongly that there should be some form of justice for those who suffer evil," he says. As for rights, three square meals a day, healthcare and the right to live in peace are his criteria for anything close to a decent world.

If this all seems very deep for an apparent computer game advisor, get ready to climb into your diving bell, the story behind the game gets much, much deeper.

Oriental legend has it that there are five guardians of the earth; Quazar, Stone, Storm, Aqua and Fire. All were banished from this plane 9000 years ago by man, who felt he no longer needed their advice. Since then, comparative chaos has descended onto earth, and without the guardians it seems set to continue. The guardians need to find themselves a human host through which to project themselves into this world once more, but the host is a rare beast, since he must possess a number of skills. The skills he needs are those of the fabled Manimal Warriors; Bull, Dragon, Crane, Leopard, Mantis, Monkey, Phoenix, Snake and Tiger, and it will take years to select the host, as a stiff test is required for the chosen one.

In 1988 Neil Axe led a team of four men across the United States, sparring in various towns, and cycling around 4000 miles from New York to San Diego. That was the test. The guardians had appeared to Neil in dreams before the trip, but it wasn't until he finished his quest – a fund raising event for Great Ormond Street Hospital that he realised it. Those who are a little unsure as to whether fact and fiction are becoming mingled here, let me make it clear. Neil states very clearly that the five guardians wish to make their voices heard through him. and that the guy who walked into the Millennium office with "a business plan for the rest of his life" is the same person whom the guardians have, for their own reasons, chosen as their host. The same guy who feels his purpose is to speak the wisdom of a timeless entity, the first step of which is to be conveyed through the ultra modern medium of computer games.

Videos, and the possibility of up to three Hollywood films will follow for Neil, and if you're interested, or simply think we're mad, be here for part two next month, when we ask just who MysterX is, and take an early look at the game, delving deep to find out more about the mysterious "piece of kit" Millennium are said to possess.

"Firstly there is no evidence that computer games affect the behaviour of players to the extent that they want to copy the actions of the heroes. Secondly, MysterX is a hero in the truest sense, in that he combats evil using skills acquired from centuries of tuition. We are very mindful of the shortsighted bigots who want to blame games for 99% of crimes committed. Today's computer games are yesterdays Cowboys and Indians. We cannot legislate for the lack of parental control that is the underlying cause of this controversy. Our message is 'go out and enjoy our games, we will continue to produce the best games that we can.'"

Millennium's Keith Smith on the controversy of violence in games.

Neil Axe - Training Record

1970-79	7 years Karate based self defence
	2 years Wado Ryu Karate
	3 months Shotokan Karate
	6 months boxing
	3 months Akido
	3 months Judo
	3 months Thai boxing
1985-90	2 years Lau Gar Kung Fu
	3 months Wing Chun/ Feng Shou
	3 months Wing Chun Kung Fu
	2 months bodyguard course
	1 1/2 years Atemi Jutsu Karate
	6 months Shoot Boxing
	2 years Fon Moor Kuin
	4 1/2 years Kickboxing
	3 months Lion dance course
	3 months Ju Jitsu
	2 months Lau Gar Kung Fu
	3 months Boxing
	1 month Judo
	1 month American Gotu Karate
	1 month Okinawa Te/Lima Lama

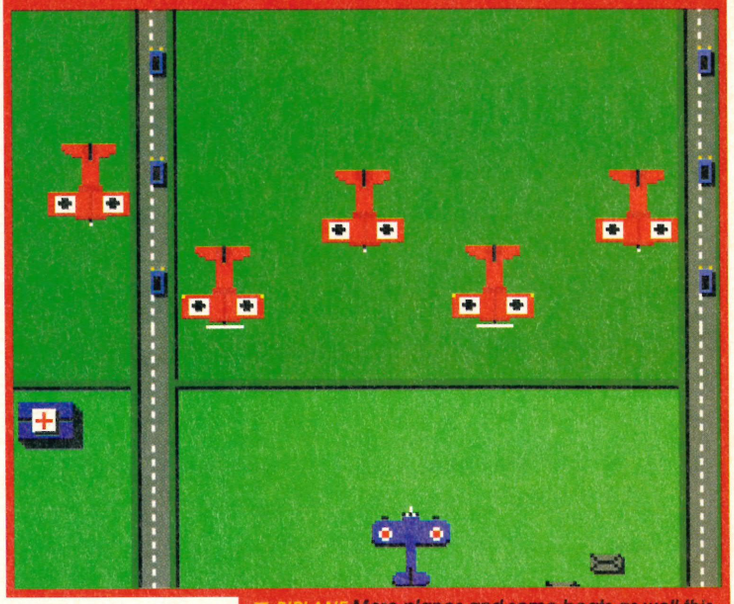
ACHIEVEMENTS TO DATE

1988	Team Leader of sparring/cycle squad – USA
	First full time academy sponsored by local government
1989	Team Leader of tournament squad to Las Vegas
1989	Hosted Image Open, attended by Hollywood celebrities
1990	Selected for World Wako Championships. Unable to attend
1990	Image Open five pages of coverage in Black Belt Magazine – USA
1991	Juniors selected onto AKFA National Squad
1991	First academy to run adverts on Central Television
1991	MysterX character on front cover of Combat Plus in six issues
1991	Provider of demonstration team to WAKO World Championships, London, and NEC World Extravaganza
1992	Hyde Park display for 100 worldwide top businessmen.
1993	Signed to Millennium as Advisor for MysterX computer game.
1993	Appeared on ITV Little Picture Show viewers panel
1993	Team Leader of AKFA's national tour of USA

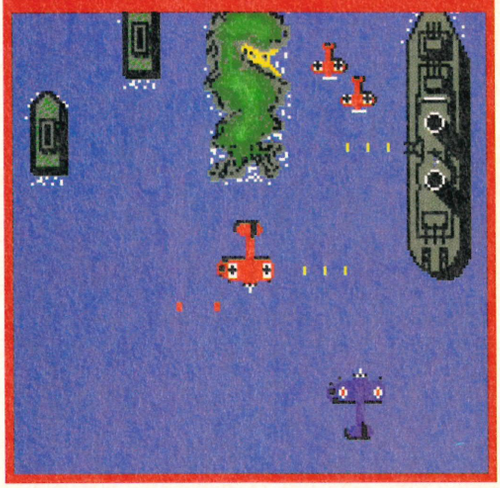
PD in profile

If you own a pair of magic trousers (like Neil), and have recently found a fiver in the pocket, why not invest in a PD game?

▼ BIPLANE The odds look a bit stacked against old Biggles here. Let's hope he can rely on his stiff upper lip to see him through this tough situation.



▼ BIPLANE More planes and some boats as well this time. Good lord, whatever next?



Yet again I've been lumbered with the task of ploughing through the numerous PD offerings we've received, so that you, the grateful reader, can check out the very best and latest chirpy cheap games currently available.

■ Cabaret Asteroids: Haven Computing Disk No. GA001

Call me naive if you want, but I was expecting a chorus line of space boulders, armed with straw boaters and canes, to high-step their way onto the screen before performing some bizarre song and dance routine. There's not even a glimpse of Liza Minnelli to be seen anywhere. Basically what you have is a standard version of the old arcade favourite, Asteroids. As with the Space Invaders clone which was reviewed in last month's mag, a fairly decent stab has been made at recreating the graphics and atmosphere of the original, and as far as it goes it's not a bad blast from the past.

■ Biplane: R.M. Curtis and D.J. Davies-Llewellyn

More arcade hits here, and an attempt to simulate the old World War II shoot'em-up, 1942. Your propeller-driven plane appears at the bottom of the screen, and the battle-scarred landscape scrolls down towards you, bringing squadrons of machine gun rattling Red Barons with it. Not too much thinking is required, just fly around and shoot a lot and you can't go far wrong. The graphics are a bit ropy and the gameplay is a little slow, but then this is PD after all so you can't really complain too much. Unless you're particularly sad.

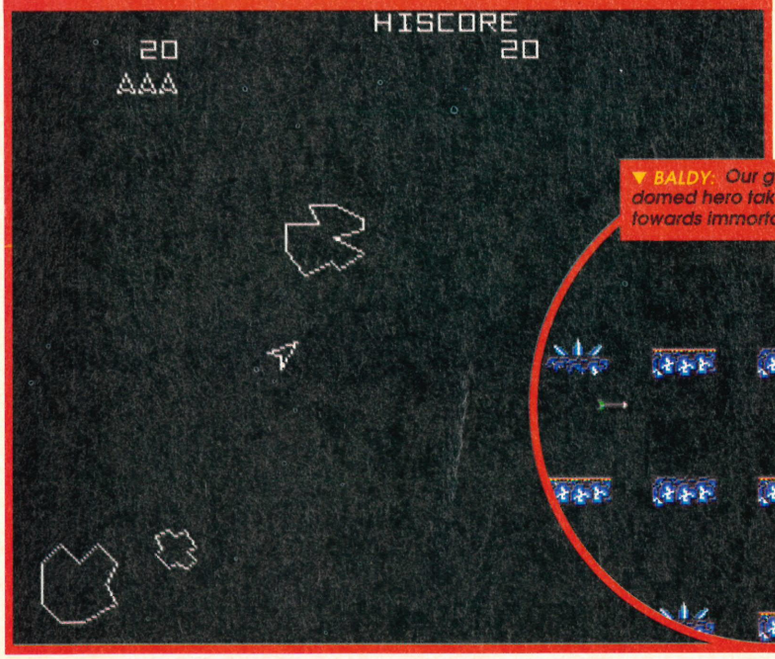
■ Space Powers: Pyramid Soft

Our friends in Spain have come up with a space battles sort of thing where the general idea is to end up as the last surviving space ship. The action takes place around the orbit of an exceedingly small planet in some unknown solar system, and if I didn't know better, I'd say that some of the space vessels were rejects from Blake's Seven and the BBC Special Effects department. You fly around the screen in Asteroid type fashion, collecting bonuses and firing at the other ships as you go. Only the best (or luckiest) will survive, and the four player option allows you to have a go at bashing your mates as well.

■ Baldy: Haven computing Disk No. GA151

This is a sort of platform affair where you have to guide the less than hirsute hero around the screen in search of lost disks. Joystick movements allow Yul to

▼ CABARET ASTEROIDS: Unfortunately this game isn't very helpful in the colourful screenshots department, so you'll have to make do with this monochrome marvel.

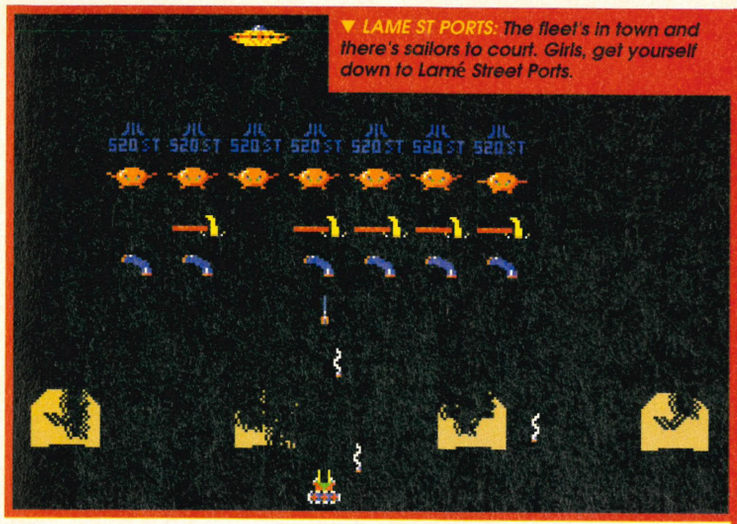


▼ BALDY: Our gleaming domed hero takes another step towards immortality.





▲ SPACE POWERS: Always remember that it's Mirror, Signal, Avoid enormous planet.



▼ LAME ST PORTS: The fleet's in town and there's sailors to court. Girls, get yourself down to Lamé Street Ports.

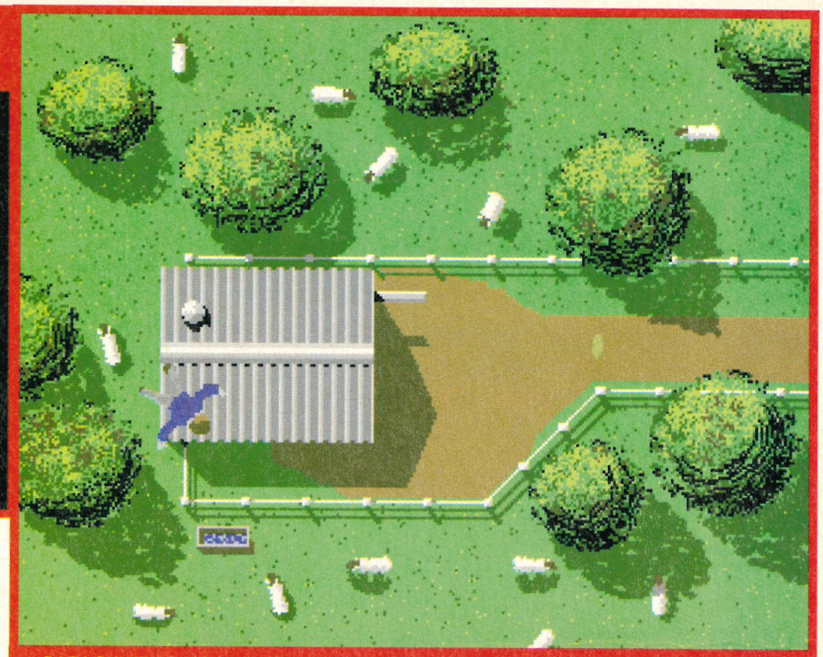
leap with gleaming pace from platform to platform; duck to avoid flying arrows as they whizz through the place where he once had a parting and teleport to different parts of the screen if things just get too much for him. It's quite good fun to play, and pretty addictive, but I can't quite connect with the idea of having a bald bloke as the central character. Maybe the programmer is trying to promote slaphead awareness or something.

■ Lame ST Ports: Haven Computing Disk No. GA043

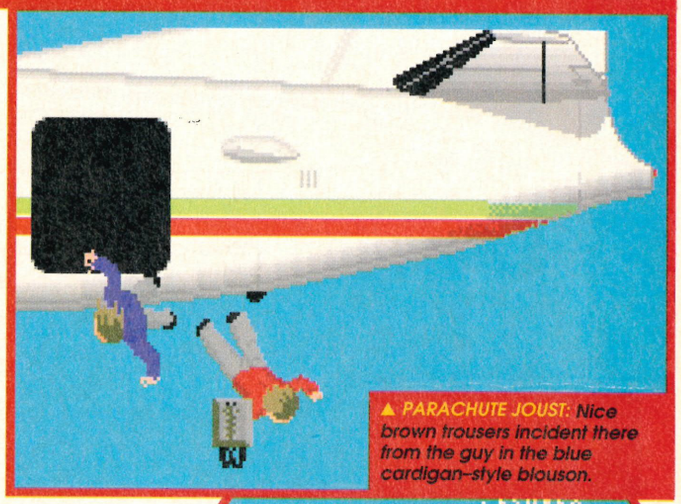
Great hilarity came to the fore in the office here when Steve saw me playing this and asked me what it was called. Being a bit unsure about the title, I replied "Lamé Street Ports or something". Two hours later when his guffaws had been reduced to insane sniggers, and his tears of laughter had dried from flowing rivers to trickling streams, he informed me that the game was actually called Lame (as in 'poor') ST (as in 'Atari ST') Ports (as in 'conversions'). Feeling a bit stupid and mightily ashamed, I continued playing while Steve went round telling absolutely everybody of my foolishness. I have just about recovered enough of my credibility to be able to tell you that ahem... LSTP is a space invaders clone with comedy graphics. Say no more.

■ Parachute Joust: Haven Computing Disk No. GA141

Out of this month's selection of PD action, Parachute Joust definitely has the best graphics of the lot, and is also based on the best game idea. Do you remember that James Bond film where Roger Moore and that guy with the steel teeth fall out of an aeroplane with only one parachute between them? Instead of doing the decent thing and sharing the silk canopy, there's a bit of a scrap and Metal Molars plummets to the ground while Rog floats gracefully down to earth, Martini in hand. Well that's what this game's all about. Fight against the computer or a friend as you plummet towards almost certain death, but make sure that the parachute is safely in your grasp as the ground gets nearer and nearer. It gets a bit tiresome after a while, but the final sound and animation sequence is particularly good, and there's definitely a certain curiosity value.



▲ PARACHUTE JOUST: I take it that I've lost this particular game then, and will soon be having a rather painful 'head through a corrugated shed near some sheep' experience.



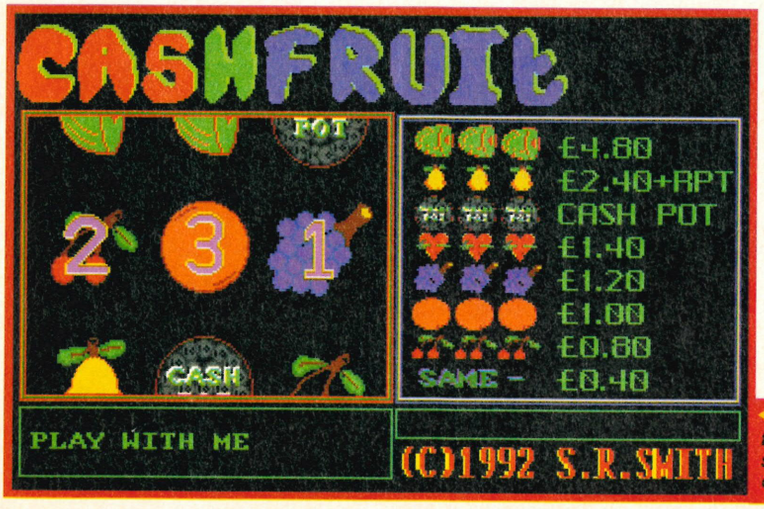
▲ PARACHUTE JOUST: Nice brown trousers incident there from the guy in the blue cardigan-style blouson.



▲ PARACHUTE JOUST: Don't look so worried man, at least you've got a parachute to arrest your fall.

■ Cashfruit: Haven Computing Disk No. GA157

Finally, pathetically addicted fruit machine gamblers take note. Here's a chance to save some of your hard earned money. You don't have to enter a seedy arcade to indulge in your sad hobby, nor do you have to endure the embarrassment of being turfed out of a pub for being too young. Simply tap a key or two on your Amiga, and all the 'thrills' of gambling can be yours in the safety of your own bedroom. obviously you can't win any money, but you can't lose any either. If you like to gamble, I'll tell you how to lose. You win some, you lose some, it's all the same to me.



◀ CASHFRUIT: Ignoring the fruit machine's lewd suggestion is the best option I think you'll find.

CONTACTS

Haven Computing, 15b Meeching Road, Newhaven, East Sussex, BN9 9RL.

Pyramid Soft, PO Box 2103, C.P. 29080, Malaga, Spain.

R.M. Curtis and D.J. Davies-Llewellyn, Tel: 0831 672746



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U134 ....Ami Cash ....Best accounts package around
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U237 ....Stock Analyst ....Analyses the share market
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U241 ....Winemaker ....Database for wine enthusiasts
U243 ....D-Solve ....Crossword – complete with two crosswords

DEMOS

D015 ....Agatron Star Wars (1 meg/2 disks) (N) ....Captivating graphics
D058 ....Enterprise leaving dock ....Famous animation
D075 ....Girls of sport ....Pretty shots of talented girls
D148 ....The Run (1 meg) (N) ....T. Richter's car-chase animation. Good
D162 ....Stealthy Manoeuvres (1 meg) ....Excellent demo
D166 ....Star Trek Animations ....Anims. of USS Enterprise
D177 ....Star Trek Animations ....Agatron no.17 More like above. Good
D225 ....Reincarnation of Sgt. Pepper (2 disks, 1 meg) ....Beatles classic
D261 ....Red Dwarf (2 disks) (N) ....The White Hole
D271 ....Odyssey (5 disks) (N) ....Excellent space adventure animation
D278 ....Desert Storm ....Information on Gulf War
D280 ....Jesus on 'E's' (2 disks) ....Excellent rave music
D281 ....Dolphin Dreams ....Slide show of these lovely creatures
D282 ....How to skin a cat ....Amusing demo

MUSIC

M006 ....Batdance remix (N) ....Really good disk. Catchy stuff
M062 ....Random Access ....Art of Noise and more. Startling acid track
M084 ....The Wall ....Pink Floyd classic
M090 ....Led Zeppelin ....Stairway to Heaven etc.
M093 ....MC Hammer ....You Can't Touch This
M102 ....No Limit (2 disks) ....Catchy tunes

GAMES

G005 ....All New Star Trek (2 drives) ....USS Enterprise classic. Best one
G008 ....Balloonacy ....Drop bombs on city from ballon
G010 ....Breakout ....Classic bat & ball game
G011 ....Blizzard ....Horizontal shoot-'em-up. High quality
G014 ....Adventure Solutions (2 disks) ..Loads of hints of commercial games
G015 ....Crossfire (1 meg) ....Excellent game written in AMOS
G019 ....Dungeon Delver (2 disks) ....Difficult adventure quest
G021 ....Demolition Mission (1 meg) ....Similar to Balloonacy, good fun
G023 ....Electronic Train Set (1 meg) ....Construct own train set
G025 ....Entrophy ....Shoot-em-up
G043 ....Learn and Play 1 (N) ....Good for the kids. Blackboard maths. etc.
G044 ....Learn & Play 2 (N) ....More fun for the kids
G053 ....Mayhem ....Brilliant shoot-'em-up
G065 ....Pixie Kingdom (2 disks) ....Tricky adventure game. Good
G071 ....Return to Earth (1 meg) ....Space adventure
G084 ....Wet Beaver Tennis (N) ....Simple, but good fun bat & ball game
G086 ....Wraithed One ....Good general knowledge quiz
G102 ....Simulation 1 (1 meg) (N) ..Recommended. 5 games including Metro
G109 ....Wheel of Fortune (N) ....TV Quiz, computerized
G124 ....Napoleonic Warfare ....High-quality simulation
G143 ....Card Shop ....Well presented card games
G148 ....Galactic Food Fight (N) ....Blow up those burgers
G149 ....Raphaels Revenge ....Difficult platform adventure
G152 ....Leaping Larry ....Jump onto elevators
G153 ....Growth (N) ....Destroy an expanding brain
G155 ....Mission X ....Quality shoot-'em-up
G157 ....Quadrix ....Difficult puzzle game
G162 ....Storyland 2 (N) ....Create a childrens adventure
G165 ....Super Skoda Challenge ....Car racing game
G170 ....Amos Criket ....'Owzat!
G171 ....Top Secret (N) ....Quality platform game
G175 ....Whizz Wall ....NEW Wizard shooting game
G176 ....White Knight ....NEW Excellent shoot'em up game
G180 ....Tank Attack (N) ....World War 2 Simulation
G204 ....Super League Manager ....Manage your own Soccer team
G207 ....Flagcatcher ....Find the flags. Very addictive
G208 ....Grand Prix Simulator ....Excellent
G209 ....Games Galore Ten (N) ....14 excellent games
G214 ....Parachute Joust ....Try & catch a parachute
G215 ....Battlements ....Hunchback game
G217 ....Act of War ....Excellent strategy game
G218 ....Roulette ....Casino Classic
G219 ....Space Rescue ....Guide Spaceship through Terrain
G220 ....Sub Attack (N) ....Also landmine bomber
G221 ....Revenge of the mutant camel ....Shooting game
G222 ....Neighbours adventure ....(2 discs) Bring Paul Robinson to court
G223 ....Wizard Wars ....Graphics Adventure
G224 ....Stratigic Games (N) ....3 excellent games
G225 ....Addams Family Quiz ....Quiz on cult TV programme
G226 ....Dual ....2 player shooting game
G227 ....Assassins 24 (N) ....4 games including 3D Maze
G230 ....Assassins 27 (N) ....Addictive card games
G231 ....Assassins 28 (N)These include Dr.Mario, Invaders 2 & Mad Bomber 2
G240 ....Assassins 37 (N) ....Ghost Ship, Claktris etc
G241 ....Assassins 38 (N) ....1 on 1 baldy & transplant
G243 ....Tetren ....Excellent Tetris clone
G244 ....Legend Of Lothian ....Version 1.02. Adventure
G245 ....Iron Clads (2 disks) ....Graphic adventure
G247 ....Quiz Master ....Quiz which includes Editor
G248 ....Assassins 40 (N) ....10 Puzzle Games
G249 ....Assassins 41 (N) ....includes 3 Games
G250 ....Atlantis ....Excellent Adventure Games
G252 ....Bombjacky ....Rescue the dying planet
G254 ....Airport (N) ....Patrol your own airport
G255 ....Amos Games ....5 Games including Glassback
G256 ....Slamball ....Management game of US football.Type Sport
G257 ....Relayer ....Shareware game. Brand New!
G300 ....Blob ....Shoot 'em up
G301 ....Sector 1 ....Excellent game
G302 ....Micro Market ....Stock exchange game
G303 ....Strike Ball ....Amos written baseball type game
G304 ....Skidmarks ....Racing driving game
G306 ....The Funhouse ....3 games including Enigma
G307 ....18th Hole (2 disks) ....Excellent golfing game
G308 ....Gush ....Very similar to pipeline
G310 ....Zalycon (2 disks) ....Space shoot'em up
G324 ....Physco Santa ....Waggle your joystick with this festive disk
G325 ....Mister Men Olympics (2 disks) Excellent game for disk as reviewed in Amiga Computing

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D286 ....No point of sale ....Stunning French demo
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D290 ....Raving Mad Me ....High quality music demo
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G322 ....Giger Tetris ....Tetris clone
G323 ....U Chess ....Brilliant chess game
D301 ....Retina ....Excellent Vector film demo
D300 ....Technotrack II ....More rave music
D294 ....AGA Swimsuits (5 disks) IFF 256 colour pictures use with DPaint etc

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Man United Premier Champs

OK we know that's not the full title but have you ever tried to fit Manchester United Premier League Champions into such a small space? Think you can do better do you?

p68



Cool Spot

The hippest er, thing to hit the screens in a long time. Virgin's latest hero Cool Spot struts his funky thang on your very own Amiga.

p70





Fatman

You may be surprised to learn that this game has nothing whatsoever to do with the dearly departed John Archer. On the other hand, you may not care either way.

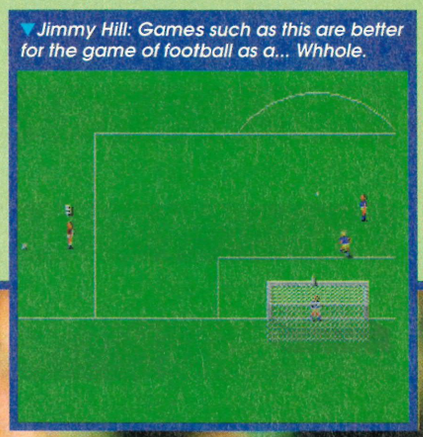
p72



Contacts

Krisalis: 0709 372290
Virgin: 0819602255
Kompart: 0727 868 005

MANCHESTER PREMIER LEAGUE



▼ Jimmy Hill: Games such as this are better for the game of football as a... Whhole.

Glory glory Man United, as the Reds go marching on on on. (Nice record lads).



© SKY SPORTS

▼ Ron Atkinson: Krysalis have programmed Premier League Champions with this Tactigrid for fun.

Hurrah! Hurrah! Oh yes yes yes yes yes! It's been a long while in the making, but finally, it's here - the latest Man Utd 'em-up from Krisalis, and oh my woooord it's looking mighty fine!

I like Man Utd. See those mighty reds - that's my favourite team that is. Oo-aa Cantona-ah, ooh Giggsy Giggsy, Ryan Ryan Ryan Ryan Giggs! Let's do something different. Blueprints get a bit stale sometimes, don't you think? They need spicing up from time to time and I've got just the thing. We're going to start giving a percentage at the preview stage - yes, that's what we'll do, starting right here with this one.

Let's see then: graphics - oh, 98 per cent for those, and what about the sound? There's no sound in the preview version but it'll be dead smart, so let's say 93. No, 95 - 95 per cent for the sound. So that means that the overall score has to be in the region - PUNCH! (Paul falls over with blooded nose)

Right, this is Neil here, and the speelings a bite dodjy 'cos I've just broken my hand on Paul's face and now I can't type propeferly. The reason for my pugilistic outburst stems from the fact that I'm a Burnley fan (snigger - sulking Ed, and everybody else in the office), and I couldn't give a flying toss about Sadchester United and all their pathetic little 'supporters' who wear the shirts but never bother to go to any of the games (Hear Hear!! - Steve).

Whoa there Bub! I'm the Ed and what I say goes around here. Now damn well sit down and give this the best write up you ever - KICK! (Paul limps off, squealing in a high voice).

Enough of this bickering, anyone would think we were the F.A. and the Football League the way we're going on. (Neil returns, complete with sore foot but determined not to let partisan loyalties get in the way of his sure-

UNITED CHAMPIONS



▲ Brian Clough: Now listen here young man, wibble Hic! It's as good as an Edward Sheringham volley, wupteyhey, hunfafa!

to-be-average preview).

Okay, okay, you want to hear about the game, so here we go.

What Krisalis have attempted to produce is a cross between a football tactical sim (kind of management for beginners) and a full-blown arcade style footy game. All 92 (or is it 93 or 94 now) league clubs are included in all their glory, along with the denizens of the Vauxhall Conference and 50 other non-league sides. Choose your favourite team and you can play a whole season of chasing a pig's bladder around a field with nice white lines on it.

> "Tactigrid is not a gimmick, it's bloody brilliant!"

Before each game commences, you have the opportunity to pick your best side for the upcoming match, and alter the tactical formation if you feel the need. MUPC is different from other similar games in this respect, as the unique Tactigrid allows you not only to change your playing system from say, an aggressive 4-2-4 to a more Arsenalesque 7-2-1. There is even the option to change the role of individual players within each formation. For instance, if you think that there is an enormous amount of space available down one of the flanks, and the full back looks a bit dodgy, you can alter your winger's position on the Tactigrid so that he hugs the touchline a bit more. In the words of arcade code programmer Pete Harrap, "Tactigrid is not a gimmick, it's bloody brilliant!".

Once you're happy with your side, you can then take to the field wearing one of the natty and totally up-to-date kits available to your team. Play commences in either one or two player mode, depending upon your initial choice at the beginning of the game, and the rest is up to you.

The match graphics are very similar to Sensible Soccer, but a little smaller so that more of the pitch is on the screen at any one time. Graphics programmer Neil Adamson was particularly adamant that more of the pitch should be made visible to the gameplayer: "It's the same reason why most football fans would rather go and watch a real match where you can see the whole thing, the build ups, the runs off the ball, as opposed to watching on T.V. where you only see part of the story".

Pete Harrap is especially pleased with the look of the match sequence, and claims that "The players look more human and play more realistically" (than in Sensi Soccer).

And that's about as far as it goes at the present. It would be unfair to comment on the gameplay of the match sequence because the game isn't yet finished, but as soon as we have a finished copy we'll be sure to let you know.

The 'management' section is more or less complete though, and it would be fair to say that this part of the game does look very impressive. Statistics coder Simeon Pashley says: "As much effort has gone into making the statistical content as realistic as possible whether you elect to be Manchester United or Doncaster Rovers."

Yes indeed, the wealth of data available is very comprehensive, and you should find all your team's favourite players there complete with accurate hair colour and skin tone. The only feature the programmers couldn't manage was a bald head, so fans of Ray Wilkins and Kevin 'Rooster' Russell will just have to use their imagination.

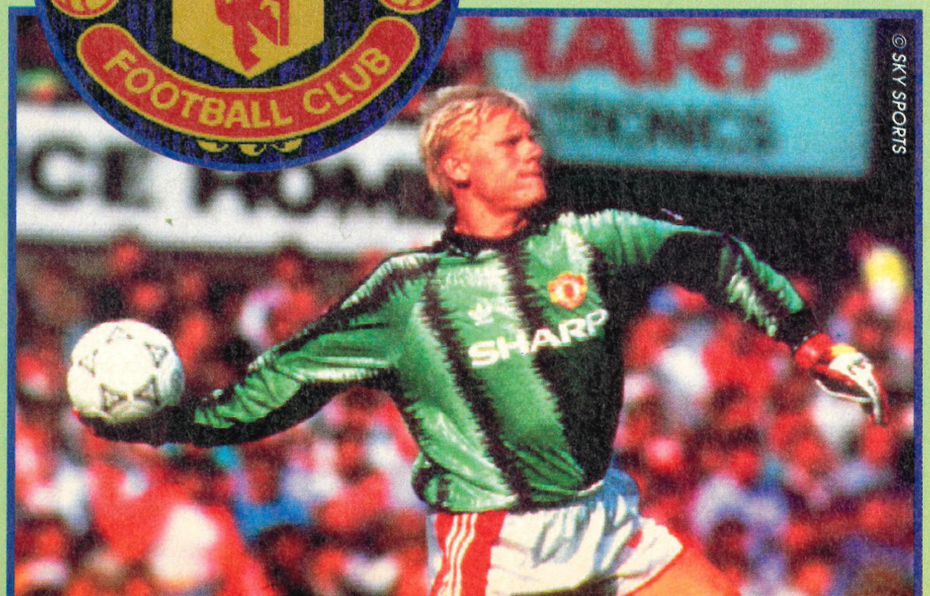
I really like what I've seen so far, and I can't wait to see what the finished product plays like. Let's hope I'm not disappointed.

▼ Kenny Dalglish: Aye, I'll gie ya fieve million for it. Jack willna mind, he's laeded.





▲ Graham Taylor: That blonde haired man should not have been on the pitch! Bleat etc.



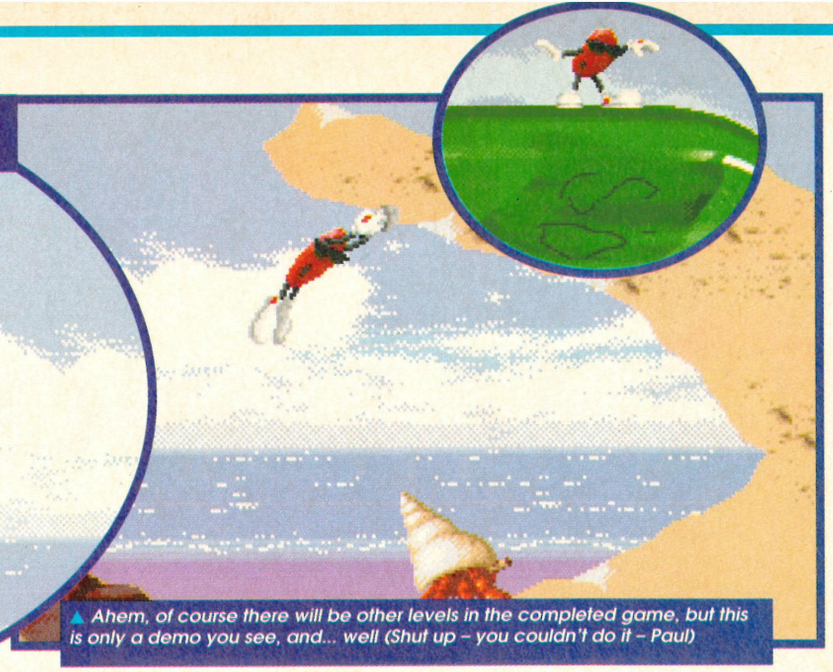
PROJECT:	Manchester United		
HOUSE:	Krysalis	RELEASE:	Jan '94
TEAM:	In House	PRICE:	£TBA

COMMENTS: Nice to see that efforts are being made to improve the footy simulation genre, and the appearance of the new Tactigrid certainly seems to be a further step in this direction. I don't think it will be too long before other programmers are copying this approach in the search for the ultimate realistic football game. Us football fans are a partisan lot I know, but the title didn't put me off once I realised that the game was not exclusively the realm of Manchester United supporters. I can't speak for others though, and I hope MUPLC doesn't suffer as a result of using this particular license. I assume Man City supporters won't be splashing out.

INSPECTED BY: Neil (& Paul)



▼ The end is nigh when Spot goes into the clouds. Check out the excellent animation on those dives as he heads back down to earth.



▲ Ahem, of course there will be other levels in the completed game, but this is only a demo you see, and... well (Shut up – you couldn't do it – Paul)

COOL SPOT

The hippest zit on the consoles is set to take a bow on the Amiga at last...

Console kids have all the fun as far as platform games go. Not content with the excellence of the two main characters Sonic and Mario, there are new characters springing up willy-nilly all over the place, and what are we stuck with? Suburban Commando and Doofus that's what. Quite frankly I think that's ridiculous and more than a touch unfair. I'm not standing for it any more!

Actually, that little tantrum was completely unnecessary as, thanks to Virgin, one of the latest MegaDrive and SNES superstars, namely Cool Spot, is about to make a debut appearance on the Amiga, and looks set to considerably change things on the platform front.

"Everything seems right about this game."

At the moment the game is a good way from completion but Virgin are fully confident that they can meet there December deadline, and if all of the levels are of the standard of the two we have seen in the demo, you can expect this to fill many a christmas stocking come December the 25th.

I have to profess to being more than a little impressed with Cool Spot's looks, as indeed I was with Virgin's other big release Mortal Kombat. Their programmers are certainly showing that graphics of the standard other machine owners are used to are possible on the Amiga and are putting many other software houses to shame.

This would be immaterial if the gameplay wasn't up to scratch, but it would seem that once again this aspect will have been more than adequately catered for.

Admittedly I haven't seen the final working version, but I have seen two levels that I believe to be complete and it would be very surprising if the other as yet unseen levels fail to come up to their very high standard. If this is the case Cool Spot will be a definite contender for the top position in our Platform Super League, which, believe me, is a highly sought after position.

Everything seems right about this game. The main character is highly appealing, the graphics are well drawn and animated and the gameplay would appear to be more than challenging. I am certainly looking forward to the finished version as it is very rare that a platform game stirs an interest in me these days, I'm afraid.

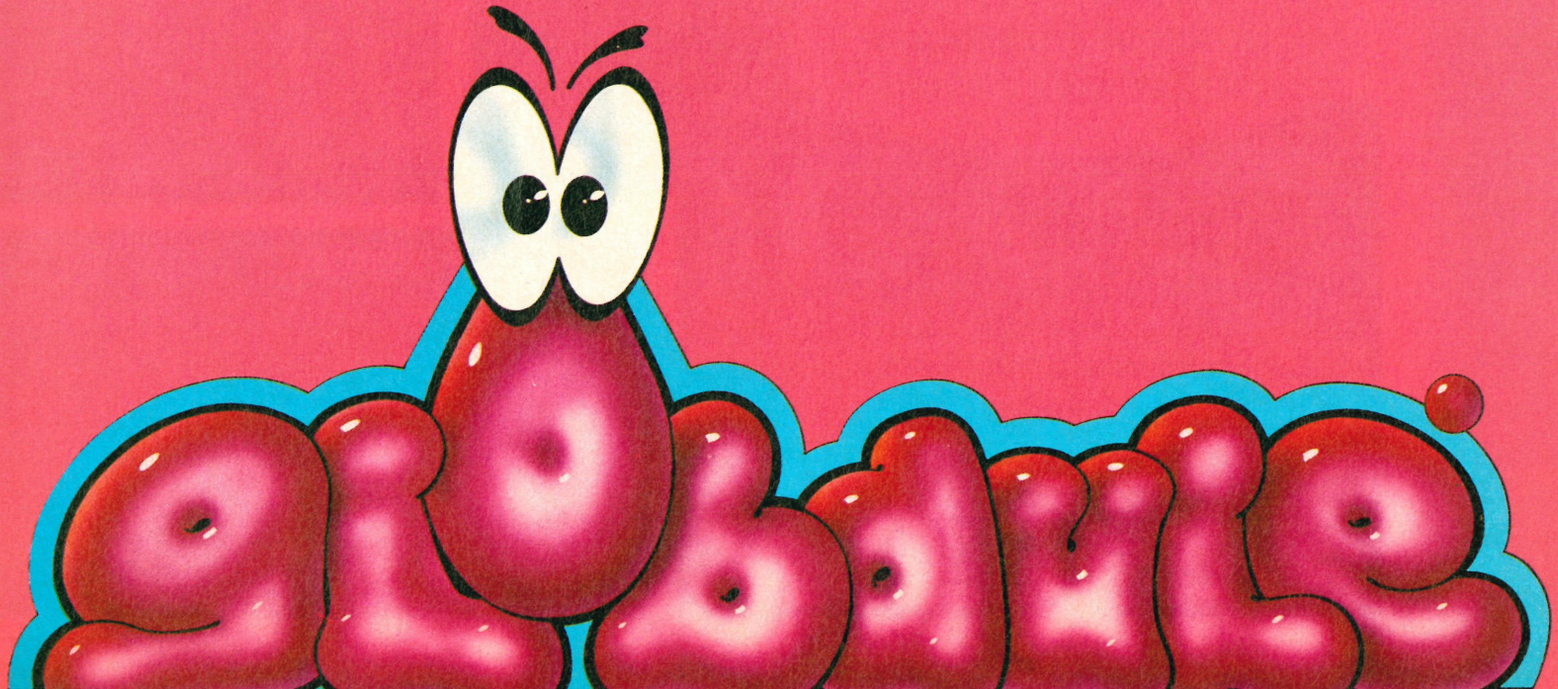


▼ Scantily dressed crabs are no problem for a restart-hitting piece of acne. Bit nippy, innit?

PROJECT:	Cool Spot		
HOUSE:	Virgin	RELEASE:	Dec '93
TEAM:	In House	PRICE:	£TBA
COMMENTS:	Cool Spot looks like proving that the consoles domination of quality platformers is a situation that has arisen simply because programmers cannot be bothered putting in the time and effort required to achieve this quality on the Amiga. (So no more games for us then – Paul). If Virgin can do it, and they look odds on to do so with this, it shatters the excuses and will hopefully spur some of the larger houses into getting their acts together and giving Amiga owners the software they deserve. Even if this doesn't happen at least you will be able to enjoy the offerings that Virgin supply, and in particular this one if it turns out to be as good as I think it will.		
INSPECTED BY:	Steve		

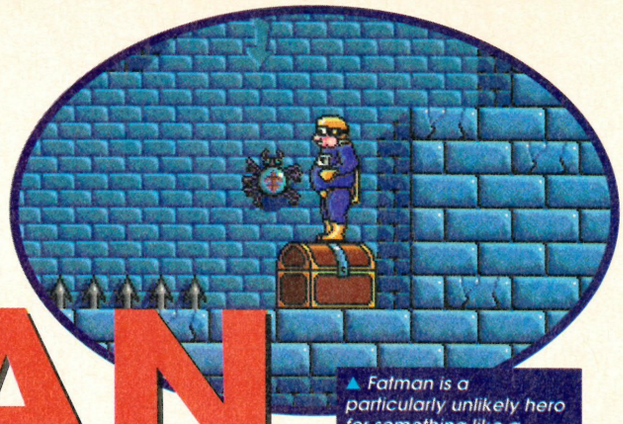
PSYGNOSIS

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FATMAN



▲ Fatman is a particularly unlikely hero for something like a computer game.

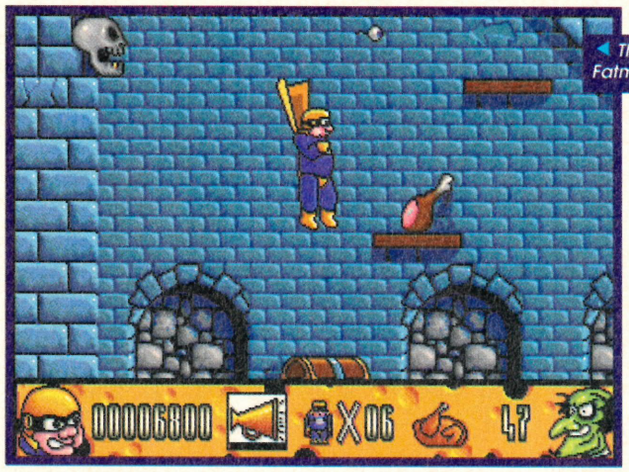
Obesity. Not pleasant is it? Unfortunately it is just one of the increasing side effects of the so called leisure age which we're in at the moment. Along with heart disease and the loss of social skills, it is one of the major drawbacks of being a, to coin a phrase, couch potato.

Ted Thinsin is a mad scientist. And he, in his madness, has invented a new formula that will, he hopes, eliminate all of the fat people on Earth. Not all of the overweight people are prepared to just sit down and take it though. One man, one exceptionally large man, will do his utmost to prevent this tragedy happening, and that man is Fatman.

There is one slight drawback though. Thinsin – remember him? – had foreseen the danger that Fatman posed and has kidnapped his lovely wife Blobetta.

As Fatman you must burp your way through 15 of supposedly the largest levels ever seen, set in seven separate worlds all literally jam packed with those lovely calories you adore so much. On the way you must make good use of your world famous belly butt to make short work of your enemies which include ghastly ghouls in the Egyptian tombs and pirates who are trying to steal your precious food. You will also have to deal with huge octopuses, monsters and dragons before your quest is complete.

If you can make it, a final confrontation with Thinsin himself awaits in perhaps one of the worst possible places – the Pizza Factory. If you can manage to throw your weight around to a sufficient extent here victory will be yours, and the lardbellies of the world will be safe once more.



▲ The driving force behind all of Fatman's life. A nice bit of meat.

As you might have guessed by this stage Fatman is a platform game. With a story like that what else could it have been? I don't think flight sim fits the mould, or indeed RPG for that matter, but platform sits there quite snugly.

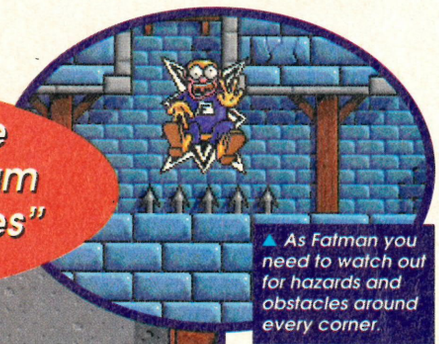
The whole game has an exceptionally cartoony feel, especially the graphics, and not just the main sprite either. The backgrounds could also have been lifted straight out of Bananaman or whatever it is that kids seem to be watching on the television these days.

Apart from that it is difficult to tell at this stage how this will differ from the thousands of other platformers that seem to be released every week. As always with this type of game it really does need something extra special to even keep its head above water, without that it will sink without a trace.

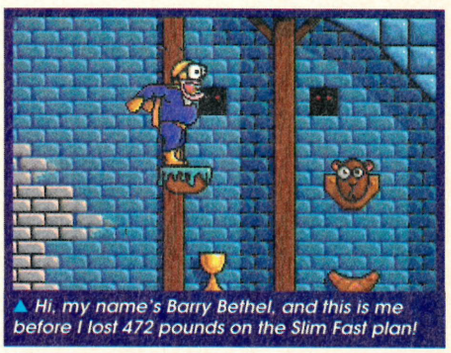
"...seven separate worlds all literally jam packed with calories"



▼ Belching at your enemies is one way to dispatch them. Or you could knock them away.



▲ As Fatman you need to watch out for hazards and obstacles around every corner.



▲ Hi, my name's Barry Bethel, and this is me before I lost 472 pounds on the Slim Fast plan!

PROJECT:	Fatman		
HOUSE:	Kompart	RELEASE:	Christmas
TEAM:	Black Legend	PRICE:	£25.99

COMMENTS: Armed with an exceptionally large cheeseburger and a expanded stomach region, Fatman sets on a quest which is rather different from most, to say the least. Whether the actual game will change significantly is entirely another matter. Black Legend are a development team who I haven't heard much about. As they are pretty new it would be nice to see them throwing some fresh ideas into the already vastly overcrowded ring. Let's hope so, because to be honest, the same old stuff endlessly churned out over and over again is becoming more and more difficult to stomach each time. (What he's saying is that this looks OK – Paul).

INSPECTED BY: Steve

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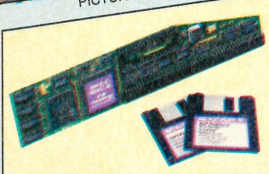
PICTURE SHOWS GVP HD8+, THE A530 FEATURES SIMILAR DESIGNER STYLING

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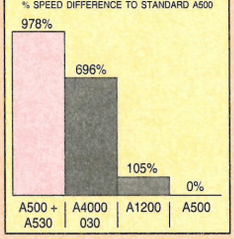
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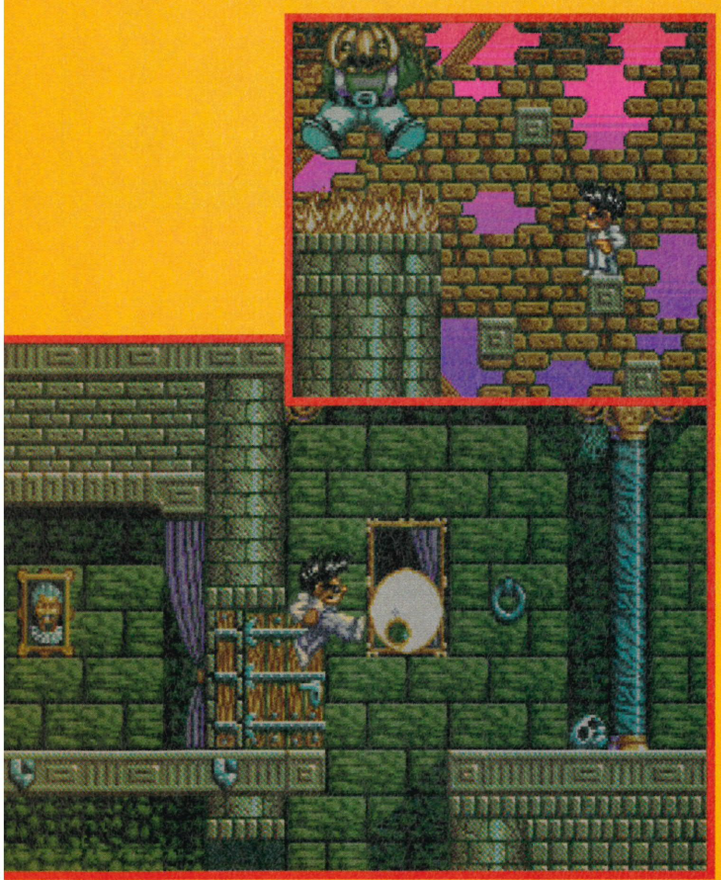
GIVING THE GA

YO! JOE!

The hard hearted Paul didn't like young Joe (!) too much, but many of you, it seems, did. Lest ye be coming a bit unstuck in its labyrinthine levels, here's what to do to "beat the ghosts." Thanks (and games) to Paul S Luby.

Weird Effect!!

Here's something very strange that I also discovered. Connect two joysticks and select a two player game. When the game begins kill off Joe so that only Nat remains. Now unplug the joystick from the mouse port and replace the mouse. If you move the mouse around a bit, everything will slow down (until you move the mouse again) including the music. It's not very useful but it's quite funny, and it's like watching an episode of "The Six Million Dollar Man" as Nat does slow-motion jumps just like the bionic man himself, seriously weird!!!



Weapons

- *Punch:* A bit feeble really.
- *Kick:* Good for killing thugs on columns.
- *Shurikans (throwing stars):* Good for reaching a baddie on another ledge that is level with you but separated by a gap.
- *Iron bar:* Excellent weapon because you can also use this as you're jumping. Unfortunately, you can't crawl through tunnels while you're holding it and you can't climb ledges, but it does allow you to jump a little bit higher (useful for getting out of holes on level 3).
- *Nunchuckas:* Not as powerful as the iron bar, but it is faster and you can climb ledges while you're holding it. The bad news is that you can't use it while you're jumping.
- *Petrol bombs:* Great for killing enemies below or above you, or enemies that crawl around your feet, such as the rats. Best used on big baddies.

Baddies – Level One

- *Thugs:* Don't try to kill them with punches or kicks (unless they are on small ledges) as they will jump over you. If you are level with them use the iron bar, shurikan or nunchuckas. If you are below or above them use a fire bomb, you can also use the iron bar if you are below them.
- *Bats:* Use anything except fire bombs and punching (unless they're flying low). The iron bar is best.
- *Rats:* If they are above you, use a fire bomb or the iron bar. If you are are level with them you can only use a fire bomb as this is the only weapon that can touch the floor. Otherwise jump over them. If they jump at you, punch them.
- *Vampires:* Use nunchuckas or iron bar. Don't punch them as this takes too long.
- *Skeletons:* When they are rolling around as skulls punch them and they will die with only one hit. Don't use the nunchuckas as they will roll straight under them (draining a lot of energy).
- *Barrels:* Punch them, jump over them, firebomb them or walk along between them. Don't use the nunchuckas as they're no use against them (unless they are bouncing or even falling).

Baddies – Level Two

- *Mummies:* If you're unarmed, kick them. If armed then the best weapons to use are the nunchuckas and the iron bar.
- *Guns:* If you're sliding, kick them. If you're stood on a ledge (or jumping up a slope) use the nunchuckas or the iron bar.
- *Blobs:* See Guns.
- *Snakes:* Use anything except petrol bombs (too precious to waste).
- *One-Eyed Jumping Stones:* Use the nunchuckas because they kill them the quickest.
- *Exploding Suns:* When you get close to them they flash for a few seconds and then explode (horizontally and vertically) in four directions (Dynablaster style). Simply run away from them when they flash.

Baddies – Level Three

- *Firing Faces:* Try to kill these before you deal with anything else, because their bombs/bullets drain a lot of energy. Use the iron bar
- *Indians:* Jump over their weapons and kill them with the nunchuckas or iron bar.
- *Mobile Bomber:* This throws bombs at you very rapidly.
- *Blade:* Avoid.

Baddies – Level Four

- *Ninjas:* If you're unarmed use kicks. Otherwise use nunchuckas, don't use shurikans because they jump over them.
- *Red Blades:* Avoid (quickly!)
- *Sumos:* Use anything, nunchuckas are certainly the best.
- *Wall Ninjas:* Try to avoid these or use the nunchuckas on them.
- *Green Chests:* These are actually baddies in disguise, use the iron bar or nunchuckas.

Baddies – Level Five

- *Punks With Chain:* Get in close and quickly use the iron bar.
- *Gunman:* Jump over his bullets and use the iron bar (one hit!).
- *Knifeman:* Duck under his knives and use the iron bar.
- *Mines:* As with the suns on level two they explode when you walk near them so just jump over them.

Baddies – Level Six

- *Missile Men:* These fire homing missiles from above you, so you can only kill them with the iron bar.
- *Knifeman:* See Level Five.
- *Punk With Ghettoblaster/Iron Bar:* Use iron bar.
- *Flying Cyborgs:* This is a flying robot with Professor X's face, use iron bar.
- *Rolling Cyborg:* This is similar to the flying version but rolls around on one wheel, use the iron bar.
- *Mobile Bombers:* See level Three.
- *One-eyed Stones:* See Level Two.

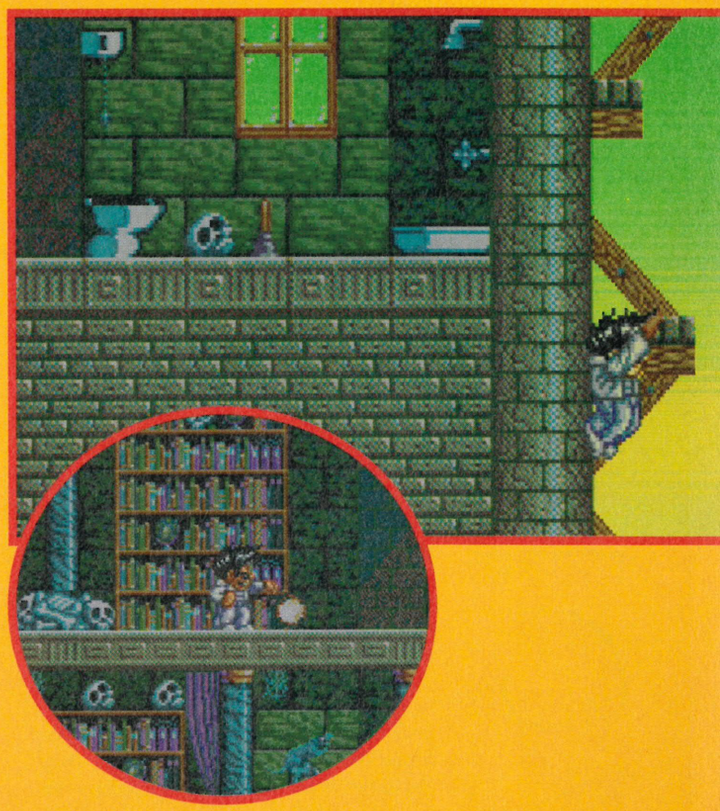
ME AWAY - - - →

General Tips

● Collect as many weapons as possible (especially the petrol bombs), you'll need them.

● The petrol bombs are hard to see on the level two so keep an eye out for them. Try not to waste them.

● Slides - To travel up hold the joystick diagonally up. When you're sliding down, push the joystick diagonally up in the opposite direction to slow your descent (ie. if you're sliding down right, push the joystick up left), which will help you avoid shooting baddies.

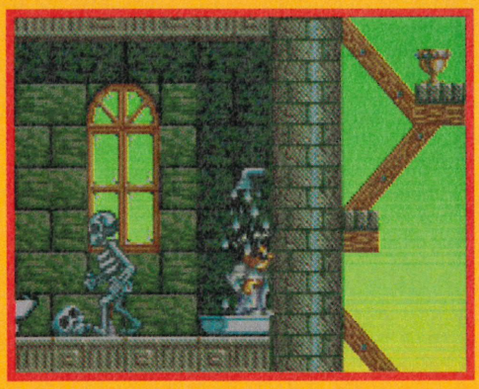


Level One

Level one has three big baddies, by using this route you will only meet two of them and can avoid the vicious blade-wielding zombie.

Right through the doors, kick painting, drop down and kick the two ledges on the right to reveal some goodies. Then go down the stairs (avoiding barrels), collect some nunchuckas at bottom and hit the blocks on the right to reveal some more goodies. Go back up the stairs, hit thugs with nunchuckas, walk right, kill the bat and collect the petrol bomb. Continue walking right (jumping over the spikes), kill the skeletons, collect the petrol bomb and walk through the door. Hit the stairs, jump onto them and kill the painting. Continue up the stairs, walk right (killing the skeleton) and jump into the shower to recharge energy.

Walk left, jump onto the ledge, up the stairs, kick the paintingand continue until you reach another skeleton. Kill it and continue up the stairs killing both the thug and painting with the nunchuckas. Drop down making sure to avoid the rat and hit the treasure chest to reveal lots of energy. Jump back up onto the ledge, walk up a few steps, turn around and jump onto the first right ledge. Continue right (killing skeletons and vampires), drop into the water, keep going right, go down the ledges (keep to the LEFT) and at the bottom you will find a tunnel containing lots and lots of lovely goodies.



Jump/climb back up the ledges (avoid spikes on right), drop back into the water and jump onto the first ledge on the right. When face to face with the first thug, throw a petrol bomb at him. Then jump onto the next ledge and repeat the same with the other thug. Switch to the nunchuckas, now jump up onto the ledge on the left, walk left up the stairs, kill the bat, go over the bridge, kill the thug and bat and continue left until you see a small column. Walk towards it (hitting the barrels as they fall with the nunchuckas), when the rat walks to the left of the screen, jump over the column and quickly throw a shurikan at it, kick the first ledge and continue up.

Jump over the thugs's knife, kill him and the bat, and continue left (avoiding the spikes). Kill the skeletons and the thug, drop down and walk right to discover another chest. Go left, kill the painting, collect goodies from ledge, continue left, climb up ledges killing thugs (don't worry about energy loss), and continue right where you'll find another chest (energy). Continue going up, collect energy (if required), jump up onto right ledge and continue right (killing the skeleton, the painting and the thug as you do). Jump up onto the next ledge and use a shurikan on the thug, collect the energy and drop down onto the next ledge where you will find a chest.

Down, right, up, collect shurikan, up, kill thug, jump right onto the top platform and crawl along until you reach the end. Climb up the ledges (killing thugs with nunchuckas) until you arrive at the top (collect energy if required), walk left, kill vampire, jump over the first column and hit chest. Jump across gap, kill bat, go over the bridge, jump left onto the next platform, kill thugs, use petrol bomb on third thug and climb onto ledge. Jump onto the right ledge and jump into the shower to recharge your energy.

Continue down left (avoiding the rat and spikes) and kill the thug with the nunchuckas, up, walk left and a big baddie will appear. As you enter the room pieces of the platform will collapse (be careful not to fall), when they have collapsed jump onto the second highest piece (so that you are almost level with him) and throw a petrol bomb at him as he jumps up (if you time your throw correctly you'll only need one, otherwise you'll need to use two). He will die without even hitting you once.

Jump up onto right ledge, walk right, up left, collect gas cans and chainsaw. Now jump up the platforms onto the roof (collecting gas cans and destroying the barrel dispenser as you do), switch to the nunchuckas, walk right (DO NOT walk left) and slide down the roof. Continue right (avoiding spikes) and jump up onto the right ledge and collect the iron bar. Carry on walking right (avoiding more spikes and killing baddies with iron bar), jump right over the column and you will see the Count.

The best weapons to use are the iron bar, the chainsaw and the petrol bomb. The best tactic is to quickly run to the far right of the screen. He will then warp to that position, now jump onto the nearest ledge (to the left) and (very quickly, before he moves again) throw a petrol bomb at him. If you stand perfectly still, so will he, but he will also get fried by the bomb. If you don't have any petrol bombs your best chance is to just charge at him with the chainsaw. When you've defeated him, walk right and you have completed level one.

Level Two

Walk right (over the spikes), kill snake, up stairs, up right (kicking/punching the blobs), walk right and slide down the slope (avoid the spikes and killing the guns by kicking them). When you get to the bottom, collect the energy and walk left. Kill mummy, slide down the next slope (killing the blobs), kill mummies, up left (avoiding the guns), up left, collect nunchuckas, kill sun before it explodes (or avoid it).

Slide down right, kill snake, up, up left (avoiding guns), up right, wait for sun to explode. Here you will face the first big baddie, use a combination of kicks and nunchuckas to kill him. When he dies a hole will open above, climb up, walk through the hole, and slide down left. Collect energy,

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slide down right, avoid sun, collect petrol bomb, down, kill snake, walk up the stairs (killing the one-eyed stones, and collect the energy they leave behind). Down the ledges, collect the petrol bomb and kill the snake.

Continue down stairs (jumping over one-eyed stones and collecting goodies), avoid sun, down, collect petrol bomb, kill stone and snakes. Collect energy, left (over spikes), kill stone, left, hit chest, you will now meet the second big baddie.

Quickly (and carefully) make you way across to the left of the screen and climb onto the ledges, from there you can throw the petrol bombs to drain a lot of the baddie's energy. Finish him off with kicks and the shurikans (on the top ledge above you). Walk right (crouching down), killing mummies, collecting energy and goodies. Up ledges (avoid sun and collect shurikan), kill snakes with kicks and nunchuckas, continue up until you arrive at the iron bar, collect both that and the shurikan. Now proceed right up the stairs (collecting goodies), down, down next stairs, kill snakes, down, kill snake, walk right and you will meet level two's Meanotaurus. Some sections of the floor collapse (every second stone), so jump across these sections (left and right) hitting the baddie with the iron bar (jumping over him when he charges you, and remember the spikes). When he stands still (snorting) hit him like crazy (but get ready to jump). When you've killed him walk right to the exit.

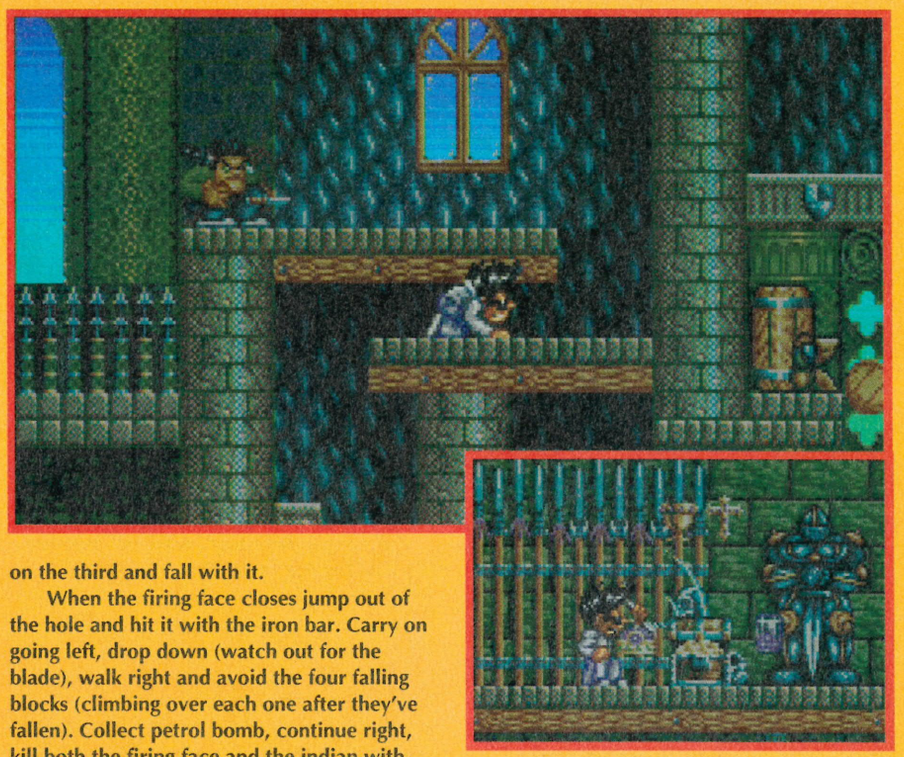
Level Three

This level is ENORMOUS, if you use this route you will avoid meeting TWO of the big baddies, which of course only leaves one.

Walk left up the stairs, when you reach the top avoid the firing face by crawling underneath it and collect the nunchuckas. Avoid the second face and jump over the first face block, collect the energy, avoid the next face, continue left, jump onto the second block and fall with it. Kill the indian, jump onto the third block (avoiding the spikes above), you will notice that the next block is above you, walk slowly left, the block will shake and then fall, climb over it, step onto the next block and fall with it.



Kill the next indian and jump onto the next block, avoid the block above (as before) and climb over it, stand on the next block and continue left. Collect the iron bar and the energy. Now hit the statue marked "hit" until it explodes, walk back right and you will discover that a new hole has appeared, drop down this (collecting the goodies), kill the mobile bomber, walk left (jumping over columns (watch out for the falling block)). Continue left, jump over the first block, kill indian, left, jump over second block, stand on the third and fall with it.



When the firing face closes jump out of the hole and hit it with the iron bar. Carry on going left, drop down (watch out for the blade), walk right and avoid the four falling blocks (climbing over each one after they've fallen). Collect petrol bomb, continue right, kill both the firing face and the indian with the iron bar and collect the chainsaw. Switch to the iron bar, jump onto the first step (watch out for the spikes) and kill the firing face on the wall, now jump from column to column to over to the right.

Kill the next firing face and collect the energy, kill the next face and the indian. Continue right (jumping over the spikes), avoid the falling blocks, continue right, kill indian, walk down the stairs (killing the face and the mobile bomber), right, collect shurikans, left and stand on the hinge of the firing face. He will then open allowing you to hit him, continue left and hit the face above.

Walk down stairs, hit the chest and jump up onto the left ledge. Kill the indian, continue left jumping over all the blocks (killing the baddies with the iron bar) until you reach a gap, jump over this and jump across the columns until you are standing on the fifth one, drop down to the left and you will land on a yellow rock. Walk off this to the right and continue travelling in a down-right direction (killing the baddies on the way of course), don't worry about falling as you can't fall of the screen.

Continue in this direction until you get to what looks like a mine shaft. Drop down this and collect the petrol bomb, kill the indian and walk off the end of the ledge. Now onto the one below, jump off this platform to the left and you should land on three small columns, jump off this ledge onto the ledges on the right, then jump up onto the ones on the left and jump across to the where the skeleton is. Jump over the first column and kill the indian, now jump over the second column and drop down left, kill indian, walk left and drop off the end. Kill next indian, jump left onto the next ledge below, kill indian and jump left onto ledge above, kill face, switch to the nunchuckas and jump left onto the facing ledge.

Kill indian and continue climbing up the ledges travelling towards the left. Eventually you should reach another firing face in a tunnel, kill it and mobile gun. Walk left along the tunnel (killing baddies) and drop down (avoiding blade). Walk right (killing bombers and faces) and drop down, walk left (killing more bombers and faces).

Drop down and continue down (avoiding blades) until you reach the bottom. Walk right, up (killing faces) and slide down. Walk left, kill the face, collect the first petrol bomb (collect the second only if you're very fast). Right, kill indian and bomber, up, left, up (avoid blade), kill indian, right, down, right, kill bomber, jump up and hit the bottom face on the statue (use iron bar). To remove the block on the right, jump over the column, down, walk right along the tunnel and you'll now meet Marcos Cane.

This guy is easy to beat, every time you try to hit him he jumps over you, so switch to the iron bar. Now if you stand on one spot, but keep turning around (ie face left, then right, then left, etc.) and rapidly tap the fire button he'll keep jumping into the path of your iron bar and die easily. Walk right and you're at the exit.

Level Four

Walk right (jumping over blocks, kicking bats, and collecting petrol bombs) until you reach the entrance of the temple. Kill ninja, jump over the gap and collect the energy. Walk left and drop down, right, down, left, jump over the gap and kill the bats. Down the stairs, kill ninja and continue left through the water. Up the stairs and over the gap, collect shurikan, drop down, swim through the water (avoiding the fish).

Jump up onto the ledge on the left, walk left and drop into the water. Continue left until you get to the third ledge, drop down

from this to the left, swim under the column, jump up onto the next ledge and collect the nunchuckas. Return to the third ledge, jump up onto the ledge on the left, up the two steps and jump onto the ledge on the right. Collect the shurikan, walk up the steps (avoiding the red blade that fires from the wall), once the blade has passed jump up vertically and this will activate the next blade (which you can then easily avoid). Jump up onto the next ledge and collect the energy and the shurikan.



Jump up onto the next ledge, walk up stairs, as you collect the goodies quickly walk down a few steps and a blade will narrowly miss you. Continue up in this fashion until you reach the top, walk right and kill the ninja with the nunchuckas. As you walk right blades will drop down from above and shoot up from below, continue right avoiding these and the spikes (killing the ninjas).

When you reach the other side jump up the ledges (collecting goodies) and proceed to the left. Kill ninjas, walk over the steps to the left, collect shurikan and goodies, kill ninjas, jump up the ledges (avoiding the blades as before) and avoid or kill the ninjas in the walls. Jump through the top opening on the right, continue right (collecting the goodies on the shelves above and killing bats), walk right up the stairs, climb ledges until you reach the top.

Climb up and continue left killing sumos that come out of the doors. When you have passed all the doors climb up the ledges and walk right killing the next lot of sumos. Climb up the ledges and proceed left killing more sumos (avoiding/killing the wall ninjas and the bats), climb up the ledges and walk right, walk to the giant bell and hit it until it explodes. An opening will now appear on the right, walk through this and you will meet one of the big baddies.

The shurikans do a lot of damage but he can jump over them so kill him with the nunchuckas. Walk right (killing ninjas) and walk up the stairs (collecting shurikan) killing the ninjas until you reach some small ledges. Climb up these onto the roof and walk left (killing the ninjas and collecting the goodies, watch out for the green chests). When you reach the edge of the roof turn around and walk back to the small ledges.

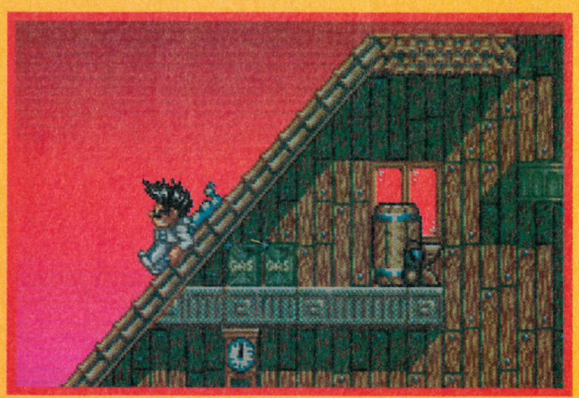
Drop down, kill ninja, left, collect shurikan, kill ninja, down (collecting energy and killing wall ninja). Right, up, right, kill ninja, down, kill ninja, left (collecting goodies), kill ninjas, down, right, kill ninjas, down, left, hit chest, energy, down (collecting energy and kill ninja), right, kill ninjas, down, jump from column to column avoiding spikes (collecting goodies and energy), avoiding spikes (collect goodies and energy), avoid/kill bats and ninjas. Down, walk right and you'll meet Sheebop. Run to the far right and face left, everytime she swoops down at you hit her (rapidly) with the nunchuckas, when she's dead, walk right and hit the exit twice to open it.

Level Five

This is short and sweet. Simply walk from one end of the train to the other, killing the baddies (see hints & tips), jumping over the mines and collecting the goodies. There are no big baddies at all on this level, easy eh?

Level Six

Walk right (collecting shurikans, iron bar and petrol bomb), kill missile man with iron bar (avoiding missiles). Continue right, kill punks and collect ghettoblaster. Kill knifeman, kill missile man, collect bombs, kill punk, jump mines and enter building. Walk right, up the stairs and then up the second stairs, kill flying cyborg, avoid mine, kill rolling cyborg and gunman, walk left. Collect shurikan, jump over containers and continue left past the targets. Kill gunman, continue left, kill cyborgs, avoid mine, kill one-eyed stone, jump up onto ledge on right, right, crawl along tunnel above, avoid mine, collect bomb and goodies. Continue right, kill bomber and cyborg, avoid mine, continue right (collecting gas and shurikan), jump up onto ledge on left, walk left, avoid mines, jump onto containers and then onto the ledge on the left. Collect bomb, carry on going right, drop back down onto the containers.



Jump onto ledge on right, right, hit chest, over containers (collect shurikan), jump onto ledge on left, continue left, kill bomber and stone. Jump up onto left ledge, continue left and drop down, avoid mine and kill bomber. down, right, down, left down stairs, kill cyborg and avoid mine. Collect gas and avoid next mine, collect shurikan, jump onto ledge on right, kill bomber and jump onto the ledge on left. Avoid mine, left, jump onto ledge on right and then onto the containers. Jump onto the ledge on the left, kill gunman, left down the containers (avoiding the mines), continue left (killing cyborg and bomber), jump onto the containers and onto the ledge on the left. Left, kill stones, down walk left and you will meet the first big baddie.



The best tactic is to stand on the barrel and hit it with the iron bar (constantly of course), when the arms at either side shoot out towards you (the baddie pause before they do), jump straight up, landing back on the barrel. When you've killed it, jump up the containers that appear and kill the gunman. Jump onto the ledge on the right, walk right (killing baddies and collecting goodies), right up stairs, kill stone and collect energy. Jump onto the ledge on the left, walk up steps, kill punk, collect ghettoblaster, jump over containers and continue left (killing baddies and collecting goodies), jump up onto the ledge on the left and kill the punk and knifeman.

Collect shurikans, jump up the scaffolding onto the third ledge on the left. Kill punk, walk right, drop down, right, jump up right onto ledge, kill gunman, drop down, collect energy, right, kill punk, jump back up onto previous ledge. Jump up onto the right ledge, jump across onto the next ledge on the right, collect bomb, kill missile man, drop down right, over the container. Collect bomb, jump up onto the right ledge, kill gunman, jump onto ledge below on right, collect chainsaw, kill punk, jump up right onto ledge, kill knifeman, jump up on to the right ledge.

Jump up onto ledge on left, kill punk, jump left onto ledge, jump slightly left onto ledge, jump up left, jump left onto ledge. Avoid mine, jump up left onto ledge, collect goodies, jump down left onto ledge, then up left onto ledge. Hit chest, jump left up two ledges, kill punk, jump up right, kill bomber, jump up left two ledges, then up right. Kill punk, jump down right twice, avoid mine, jump right across ledges until you reach a strange metal object, jump onto this, then jump up right and you will finally meet Professor X himself.

Avoid his metal legs, the mines he drops, and the homing missiles he fires. Only hit Professor X, not the legs, use the chainsaw, the iron bar and the shurikans (the bombs are no use) and with alot of luck you should beat him. When you've defeated him walk right, where your's (and Nat's) girlfriends are waiting, and that's it you've now completed the game!!

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GIVING THE GA

OVERDRIVE

When the racing's going bad and you're lucky you're alive, don't despair, get through those gears, and into Overdrive! We're not saying you'll become Mansell overnight, but follow these steps and results will perk up...

Unless you happen to be some kind of racing god, Overdrive is going to be mighty difficult to compete in on anything other than the Rookie setting to begin with.

The only difference between the difficulty settings is the fact that Rookie allows you three disqualifications, Novice two and Advanced just one.

Novice and Advanced are an excellent way to complete the game reasonably quickly once you have mastered the art of racing and control, but you really do need to master it first because there is little room for error.

Control

Of the two methods of control – the standard rotate-and-thrust and directional. R 'n' T is the easiest to get to grips with, if only because this is the way in which most games are controlled anyway. Response of the joystick is very quick, so it is important not to over steer, or over compensate for errors.

Centring the car (making it go in a straight line) is tricky to get the hang of, and tapping lightly on the joystick is the only way to avoid hitting the edges of the track.

Racing

Always take up the option to qualify. The starting position on the grid isn't too important, but it is essential to have a good idea of the layout of the track before taking part in the race.

Qualifying is a four lap event, and it's useful to make a note of how much fuel you have remaining on completion of the final lap. Less than half a tank means you are likely to run out on the actual eight lap race and will need to secure some extra.

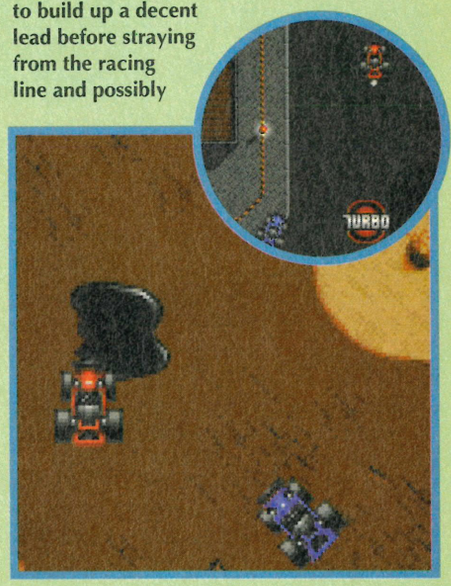
It doesn't really matter where you are at the beginning of the race, as the positions aren't sufficiently spread apart to make a big difference, though obviously first position isn't to be sniffed at. Having used the qualifying session to find out where the turbo pads are, aim for these to boost your speed.

Don't put their importance above all else though, especially on the first couple of laps of a race, when both opponents are likely to be close to you, and a position on the inside of a bend is a big advantage.

There is no need to try to guess when the next corner is coming up. The arrows in the floor give you all the time you need to make your move, although the outside of a bend is the best place to be (unless of course the blue cars are close at hand, but hey – no-one said this was easy!).

Pickups and hazards

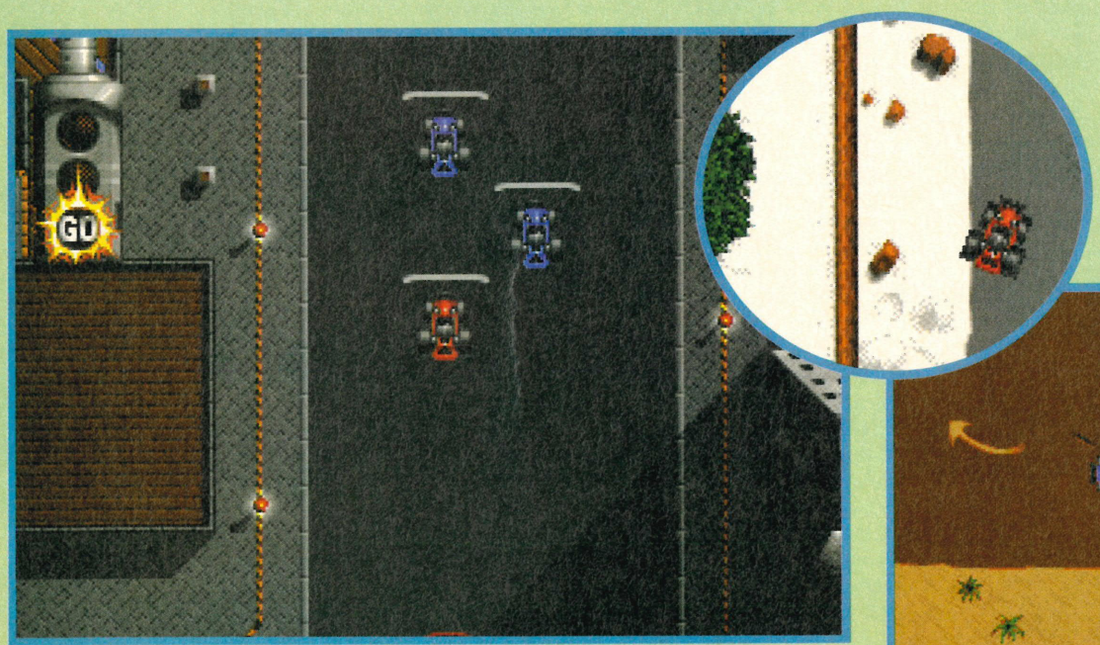
If you are winning races, then money will take care of itself (and if you aren't, then disqualification will ensue anyway), leaving fuel as the single most important pickup. No vehicle ever runs out of fuel more than one or two laps from the finish, however it is best to build up a decent lead before straying from the racing line and possibly wasting a little bit of time.

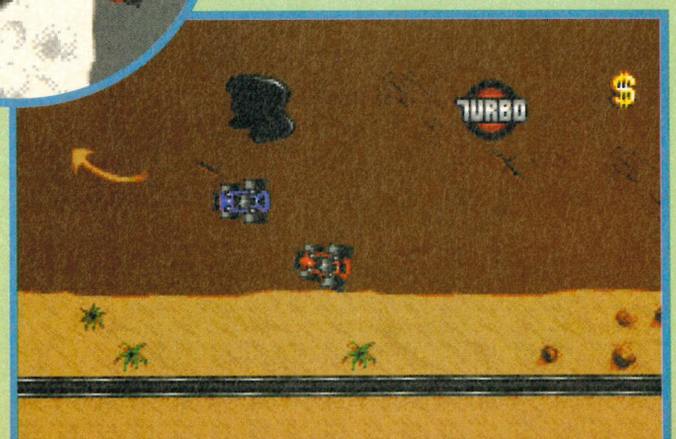


The steering wheel and spanner are both useful, as they improve your control and lengthen your turbo boosts respectively, but neither are worth risking valuable time – and possible collisions – for unless they are in your path.

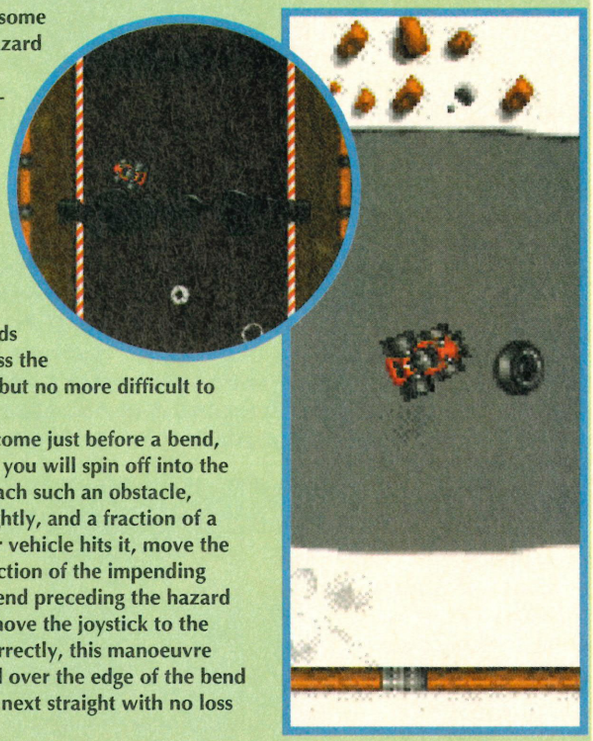
Tight cornering, turbos, and picking up whatever fuel is needed should ensure that little else is required to win a race. Unless of course you encounter a hazard.

Oilslicks and ice patches are the on-road obstacles that need negotiating, and can be treated in a couple of ways, depending on





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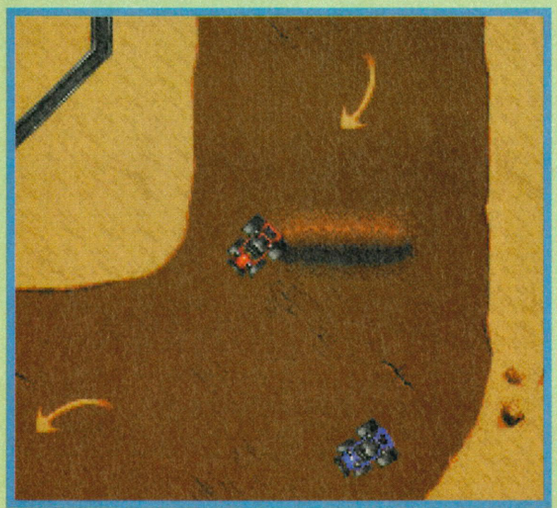


where they fall. In some cases, a slippery hazard will appear as a patch on the road – usually at a bend for major inconvenience – and after one or two laps, can be anticipated and therefore avoided with only minimal loss of time. Hazards which stretch across the road are different, but no more difficult to contend with.

These usually come just before a bend, the idea being that you will spin off into the side. As you approach such an obstacle, decrease speed slightly, and a fraction of a second before your vehicle hits it, move the joystick in the direction of the impending bend. (i.e., if the bend preceding the hazard is a right hander, move the joystick to the right). If judged correctly, this manoeuvre should see you skid over the edge of the bend and face down the next straight with no loss of control.

General Tips

All the competing drivers have different levels of skill and competence, but every race can be won by following the same routines. When a good percentage of the race is complete, more and more races will need straight out victory to continue, instead of merely second place. The options screen gives you the chance to put these off for a couple of races and choose a simpler race, but there is no point since you take on the mystery driver on the special tracks. Every race needs to be completed.



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- ❒242 (needs Fast Ram)
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SMALL TIPS--->

With another bumper crop of tipettes and cheatlets, it's the return of the forgotten hint emporium.

THEATRE OF DEATH

Mark McGlynn from Coventry has found a semi-useful cheat for getting onto mission two of Theatre of Death on the November coverdisk. On the first mission, press F10 twice, and Bob should be your uncle. If he isn't, then press all F keys in order and F10 twice. One of these should magically transport you to mission two, though why you'd want to ruin the fun, God knows.



SIM CITY

I've just discovered a cheat on Sim City (says someone whose name we couldn't decipher). If you're struggling with your money then set the tax rate at the beginning of the year to 0%. Then just before the yearly budget (in December), put it up to 20%, and you get a big amount of money. It also encourages people to flock to your city in droves throughout the year. Blimey, run off and try it.

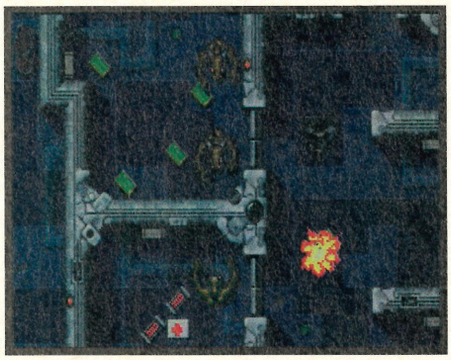
LIONHEART

Bit of an oldie this one, and in a quite shameful fashion, Rachel has lost the name of the person who sent it to us, but here goes anyway. On starting the game, push down on the joystick and pause the game, press control and help simultaneously and the screen should judder. You have infinite lives, but that's not all! By pushing control you turn Valdyn into the mouse pointer, so you can move him anywhere in the level by moving the mouse. Both mouse buttons pressed simultaneously will drop you down where Valdyn is positioned.



ALIEN BREED II

2.353828	10.193831
3.108383	11.090921
4.370101	12.309383
5.982822	13.101221
6.847464	14.103992
7.737373	15.998112
8.928112	16.125332
9.267364	17.091233



PREMIER MANAGER

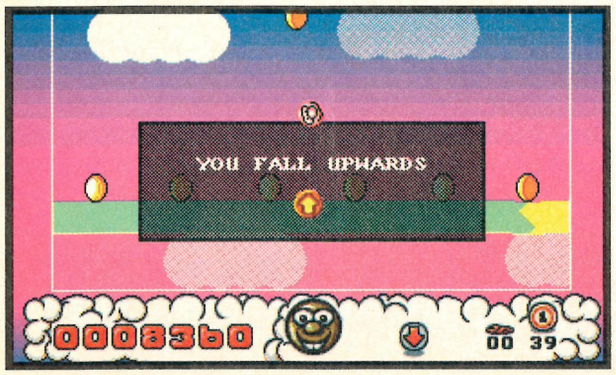
Here's another boost for those graduates of the Graham Taylor School . Go to the telephone screen and ring 781560. Much to your delight you will find that all of your players will have the maximum points for handling, tackling, passing and shooting. And stamina. Cheers for that one, Patrick Gatt.

BOB'S BAD DAY

We're short of space, so you'll have to make do with these codes for now, right?

WINNER!

Jason Lyons from Earby wins a prize for this effort.



1.ZAABCZOD	17.VBFEEXPF	69.ICKONXQO	85.EDPRQWQR
2.ZBFBCYPD	18.VCKEEXPF	70.IDPONWPO	86.EEASQVPR
3.ZBFBCYOD	19.VCKEFXOG	71.IDPPNWOO	87.EEASQVOR
4.ZXKBCXND	20.VDPEFWNG	72.IEAPNVNO	88.EFFSQUNR
5.YBFBCYQD	21.UCKFFXQG	73.HCKPOXQP	89.DDPSQWQR
6.YCKCCXPD	22.UDPFFWPG	74.HDPPOWPP	90.DEASQVPR
7.YCKCDXOE	23.UDPFFWOG	75.HDPPOWOP	91.DEATRVOS
8.YCPCDWNE	24.VEAFFYNG	76.HEAQOVNP	92.DFFTRUNS
9.XBFCDYQE	25.TCKFGXQH	77.GNDQOWQP	93.CEATRVQS
10.XCKCKXPE	26.TOPGGWPH	78.GEAQOUPP	94.CFFTRUPS
11.XCKDDXOE	27.TOPGGWOH	79.GEAQPVNQ	95.CFFTRUOS
12.XDPDDWNE	28.TEAGGVNH	80.GFFQPUNQ	96.CGKURTNS
13.WCKDEXQF	29.SDPGGWQH	81.FCKRPXQQ	97.BCKUSXQT
14.WDPDEWPF	30.SEAGGUPH	82.FDPRPWPQ	98.BDPUSWPT
15.WDPDEWOF	31.SEAHHVOI	83.FDPRPWOQ	99.BDPUSWOT
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Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

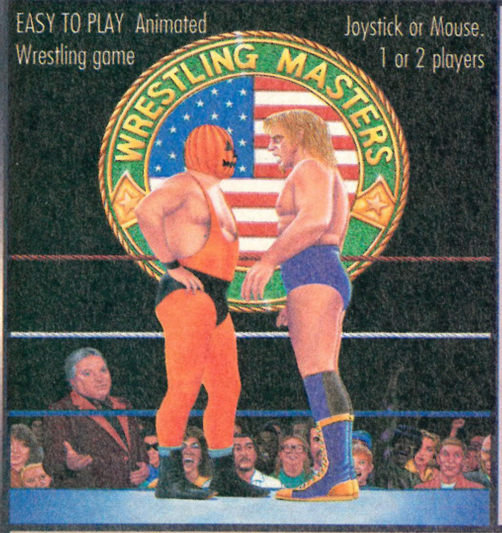
Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.



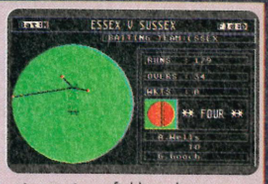


CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.



- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

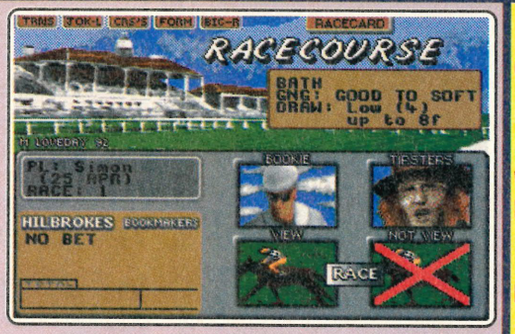
This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

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Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.



FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

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PARASOL STARS

Publisher: Hit Squad
Price: £9.99

In effect this is the sequel to the sequel, and is sub-titled Rainbow Islands 2. There's not much more to say that wasn't said above, except that Parasol Stars is a further revamped version of Bubble Bobble.

This time Bob and Bub are armed with umbrellas instead of a rainbow to fend off the nasties, and there's a greater variety to the levels. The graphics are a little more sophisticated than those of it's two predecessors and the music is a touch more annoying, but the more difficult gameplay just about justifies the extra two quid price tag.

When compared to present day platform extravaganzas, both Parasol Stars and Rainbow Islands look very dated indeed, but they were both classics of their day. Seeing them again on these budget pages is like meeting an old friend who has grown a little older but who "hasn`t changed a bit."

REVIEWED BY: **Neil**

SCORE 86%





F-29 RETALIATOR

Publisher: Hit Squad
Price: £12.99

Flight sim enthusiasts will no doubt be glad to hear that The Hit Squad have decided to release F-29 Retaliator in budget form. Choose your battle scenario and mode of transport, then it's up into the air and your off on a mission.

The speed of the game is very impressive, and the graphics are some of the best around in this particular genre. In fact, you'll be so impressed that you may just prefer flying around rather than completing the missions. And what a choice of missions there are, with about a 100 in total spread over four different battle scenarios.

You can participate in the Pacific Basin, zoom at ridiculous speeds over mainland Europe, or even scoot around the Arizona desert avoiding them big sandy monument things.

In fact to enjoy the wonders of the sky just put on your helmet, get into that flying suit, strap yourself in the cockpit and you'll believe a man can fly.

REVIEWED BY: **Neil**

SCORE 89%

RAINBOW ISLANDS

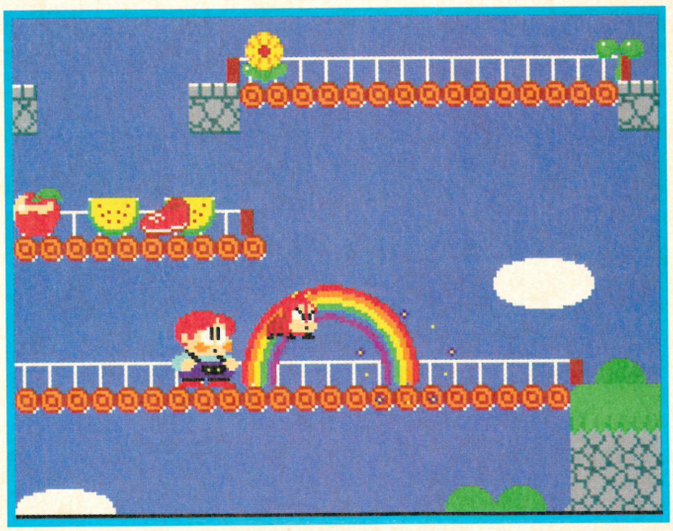
Publisher: Hit Squad
Price: £7.99

Rainbow Islands is a cutesy platformer, following the further adventures of Bob and Bub (or whatever they're called) from that Bubble Bobble thing. Basically it's a run of the mill affair with the usual collection of worlds comprising of different levels, and if you don't know the score by now then shame on you.

You progress through the levels by chucking these amazingly small but perfecty formed rainbows at everything that moves, and collecting pieces of fruit on the way.

The graphics are a bit below par and the bloke on the box looks disturbingly like Frank Sidebottom, but if you like your games cheap and simple then you can't go far wrong.

My only real gripe with Rainbow Islands is that I was expecting a beat`em-up featuring the cast of a top children`s entertainment prog. I`d pay a sizeable fee to see George stomping on Geoffrey.

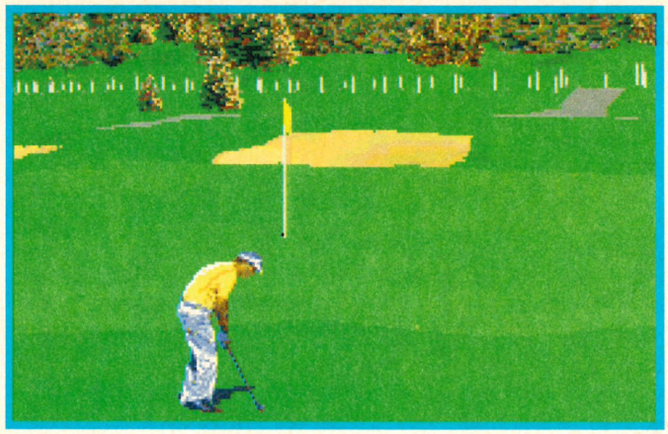


REVIEWED BY: **Neil**

SCORE 84%

LINKS

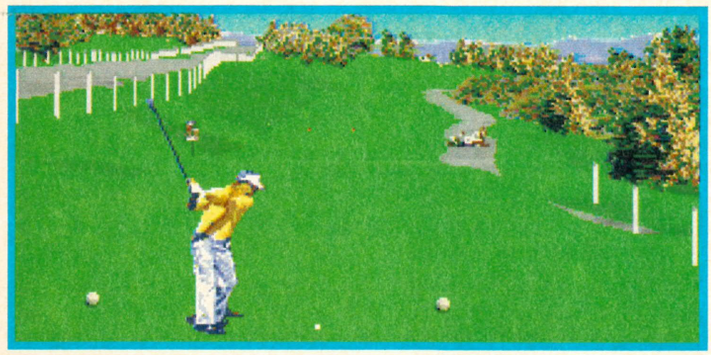
Publisher: KIXX XL
Price: £16.99



It takes something pretty special these days to raise even half an eyebrow as far as golf sims are concerned, so you may be unenthusiastic at first about the claim on Link's packaging that it's a,"Golf simulation so realistic, you'll think you're there!".

Okay, such a claim is obviously a wild exaggeration, but you can't fail to be impressed by the excellent course backgrounds and options available (you can even alter your stance at the address of the ball). The animation is very smooth on the eye, and the swing of the clubs isn't impossible to control either. At this moment some of you may be checking your bank accounts to see if you have the necessary funds to cover such a purchase, but hold on there just one minute before you rush out to the shops.

I feel that I must warn you now about the one and only serious problem with this game, and for some of you it will make the prospect of a round with Links virtually impossible to bear.



Every time you take a shot, your trusty old Amiga will take an average of about 25 seconds to redraw the view for your next pot at the flag. After a while this becomes very frustrating indeed, and as you can probably imagine, it takes about two hours to complete a full round. I suppose it does represent a realistic golf simulation if you take the last two points into account though. After all, the few occasions that have seen me venture onto a real golf course have ended approximately a couple of hours later in tears of frustration.

I still like Links despite this fault, and just think what the mark below could have been if it wasn't so slow to play.

Just a final point to say that to play Links, you'll need either a hard disk or two floppy drives.

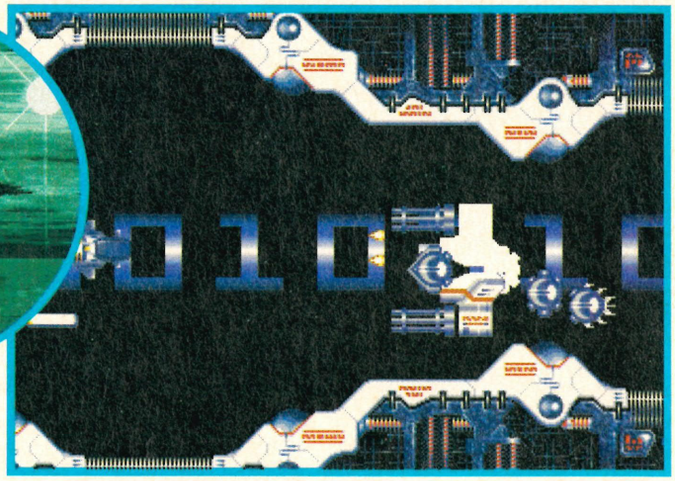
REVIEWED BY: **Neil**

SCORE 77%

CARDIAXX

Publisher: Team 17
Price: £9.99





Almost two years ago to the day, Electronic Zoo released a four level shoot'em-up which was heralded as the fastest Amiga game of all time. How many times has this been heard, and how many pinches of salt have been taken since then I wonder? But still, Cardiaxx ranks amongst the top shoot-em'ups in terms of speed.

The game itself showed little in the way of imagination, as all you were required to do was fly through space tunnels blasting everyone and everything that moved, but it was genuinely regarded as a respectable game of the day.

Now Team 17 have bought the publishing rights, and Cardiaxx is being released once more, but this time in budget format. You may think that this is well overdue, what with the game being almost two years old, but a few changes have been made to the original in order to spice it up a bit for today's market.



The number of levels has been increased from four to the more respectable amount of eight, and there are also Deep Space Bonus Rounds as well as the usual bonuses, power-ups and end of level guardians.

A major problem with the gameplay is the fact that the current score is shown in enormous digits, slap bang in the centre of the screen. This would be enormously infuriating at the best of times, but in a game as fast as this, you can't help but feel that it has been put there to deliberately put you off.

REVIEWED BY: **Neil**

SCORE 78%

BUDGET GAMES

CHUCK ROCK

Publisher: Corkers
Price: £9.99

The budget market is expanding at a great rate these days. I can remember a time when we had to scrape together enough titles to just about fill two pages. Well now look at what we've got for you, three pages crammed to bursting with the latest releases.

Core Design are the latest house to dip their toe in the water with the advent of their new label, Corkers. Core have an excellent back catalogue so we can look forward to some really good value for money releases.

The first of these is Chuck Rock. This received massive acclaim when it first appeared, with reviewers nationwide praising the product. Personally, I wasn't too keen and have to say I thought the sequel to be far superior.

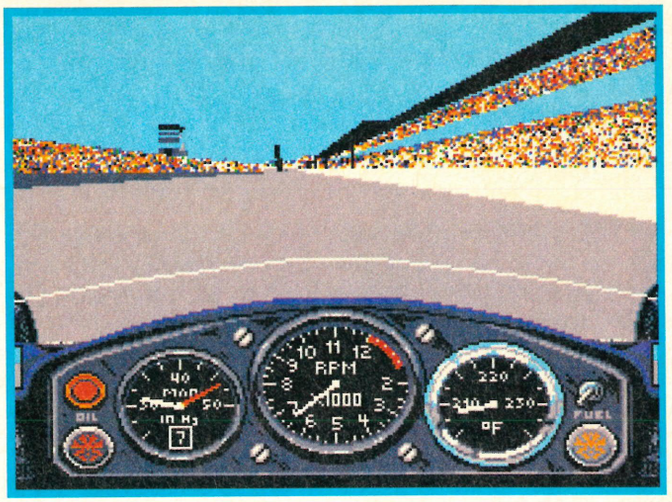
The original though, was just a run of the mill platformer with a better than average storyline. Having played it again, my opinion hasn't really changed, although I was surprised that it hadn't dated a little more than it has.

You can't really complain for a tenner though. I should imagine most people will not struggle to get their moneys worth out of this.

REVIEWED BY:
Steve

SCORE 79%





INDIANAPOLIS 500

Publisher: Hit Squad
Price: £12.99

Six months ago would probably have been a better time to unleash this on an unsuspecting, budget buying public. Mansell's defection to the Indycar championship was all over the papers, and it was impossible to turn to the sports section without reading something on which, let's face it, was of very little interest before.

Now the euphoria has died down and the game has reappeared. I always really like this, but now I come to play it again, I can't quite understand why. It moves fairly fast, but where is the appeal in racing endlessly around an oval track? The addition of a few twistier circuits wouldn't have gone amiss, and would almost certainly have saved the product from falling into the realms of not worth bothering with. Well, that certainly shattered my illusions.

REVIEWED BY:
Steve

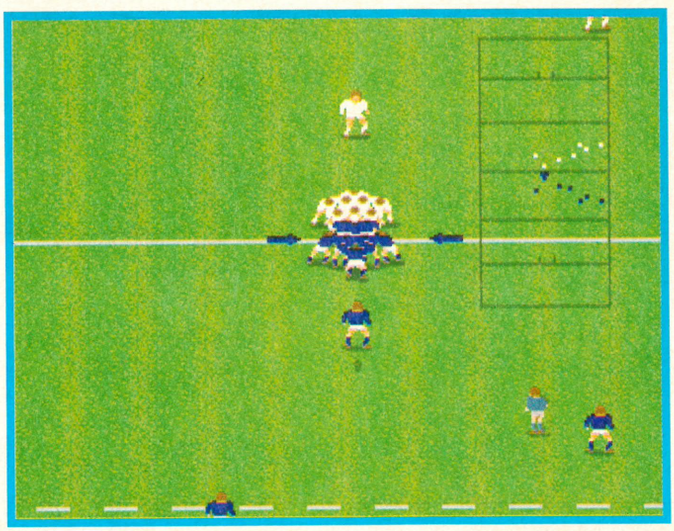
SCORE 73%

WORLD CLASS RUGBY

Publisher: Audiogenic
Price: £12.99

At the risk of exposing a bland side to my character I must confess to being a keen rugby fan. Not that Union rubbish you understand. I can't be doing with a load of old, overweight men huffing and puffing their way up and down a field for eighty minutes after a ball that someone has just booted off the pitch for the fiftieth time in succession. League is a different matter though, and yes, I do like it.

There has only been one game to do justice to the sport, and that just happens to be this one. Although it is a Union simulation, this manages to be fast, playable and addictive, while the graphics are not up to much, and are very similar to those used in Kick Off 2, but they really are unimportant.



REVIEWED BY:
Steve

SCORE 90%

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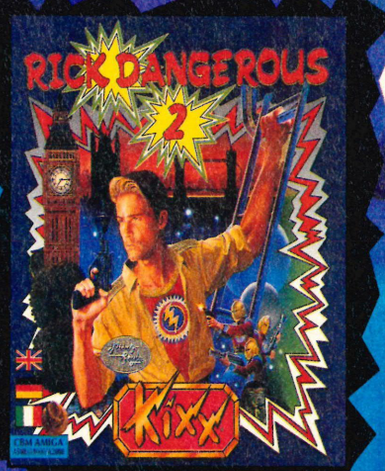


SWIV

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XENON 2™	✱✱	✱✱	✱✱	£9.99	£9.99	£9.99
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RICK DANGEROUS 2

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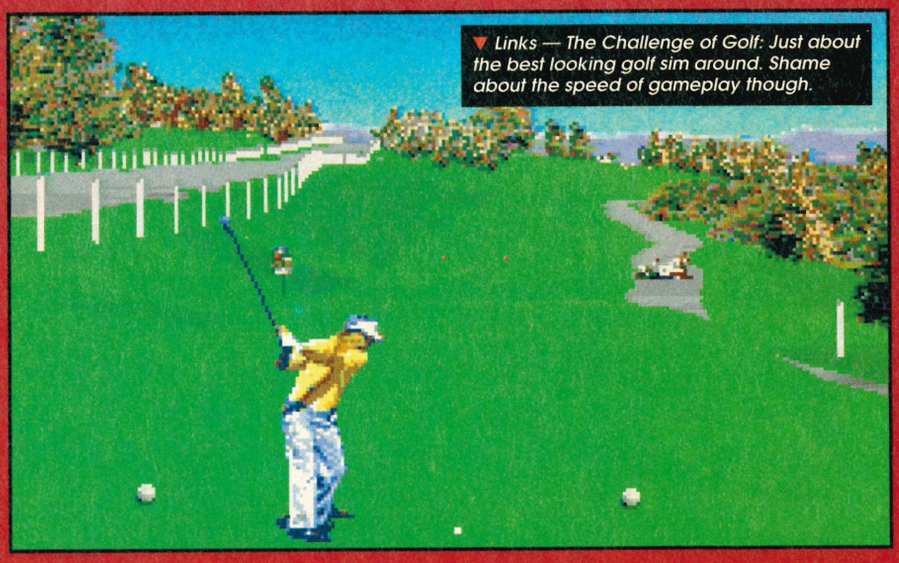
BUDGET CHARTS

ELSPA PENGUIN CHARTS

NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	✪	CHAMP MANAGER 94 DATA DISK	DOMARK	£9.99	SPORTS SIM
2	3	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT 'EM-UP
3	✪	MONKEY ISLAND	KIXX XL	£16.99	SHOOT 'EM-UP
4	1	PROJECT X	TEAM 17	£12.99	SHOOT 'EM-UP
5	2	GRAHAM TAYLOR'S SOCCER CHALL'	BUZZ	£9.99	SPORTS SIM
6	4	LINKS — THE CHALLENGE OF GOLF	KIXX XL	£16.99	SPORTS SIM
7	6	FIRST DIVISION MANAGER	CODE MASTERS	£7.99	SPORTS SIM
8	7	TRIVIAL PURSUIT	HIT SQUAD	£7.99	QUIZ
9	✪	STRIKER	GBH	£9.99	SPORTS SIM
10	11	DIZZY: PRINCE OF THE YOLKFOLK	CODE MASTERS	£7.99	PLATFORM
11	8	KNIGHTS OF THE SKY	KIXX	£16.99	FLIGHT SIM
12	9	QWAK	TEAM 17	£12.99	PLATFORM
13	✪	INDIANAPOLIS 500	HIT SQUAD	£12.99	RACING
14	13	POPULOUS & PROMISED LANDS	HIT SQUAD	£12.99	STRATEGY
15	5	F17 CHALLENGE	TEAM 17	£12.99	RACING
16	19	THE ADDAMS FAMILY	HIT SQUAD	£9.99	PLATFORM
17	10	PIRATES!	KIXX	£12.99	STRATEGY
18	16	JAMES POND	GBH	£7.99	PLATFORM
19	✪	HOOK	HIT SQUAD	£9.99	ADVENTURE
20	✪	TERMINATOR 2	HIT SQUAD	£7.99	SHOOT'EM UP

★ = RE-ENTRY ✪ = NEW ENTRY

As with the full price charts, there's a new number one this month. No doubt mums and dads, aunts and uncles and the like have been splashing out on Christmas prezzies for their little loved ones. The new Championship Manager data disk from Domark has scooped the majority of this dosh, but Kixx's Monkey Island isn't far behind. Striker is straight in the top ten, and still on the subject of football, Graham Taylor has fallen from number two to number five in only a month. After that disgrace in San Marino it's not really much of a surprise though is it?

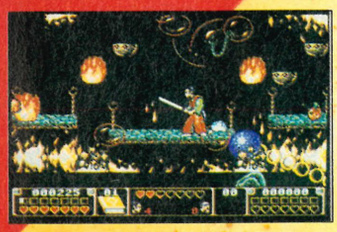


▼ Links — The Challenge of Golf: Just about the best looking golf sim around. Shame about the speed of gameplay though.

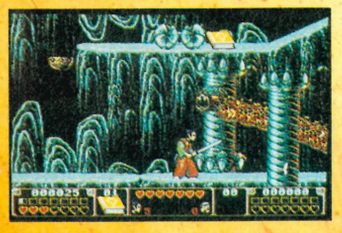
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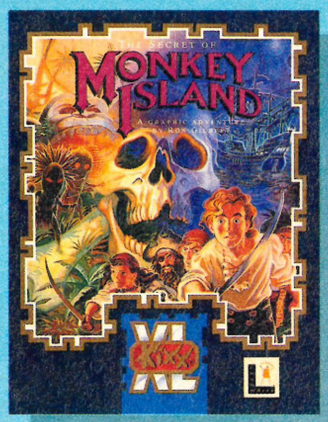
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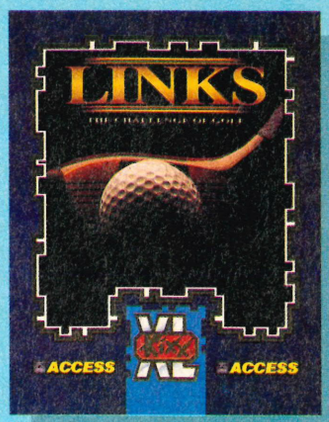
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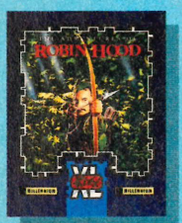
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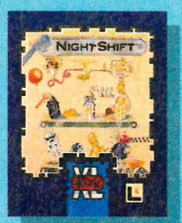
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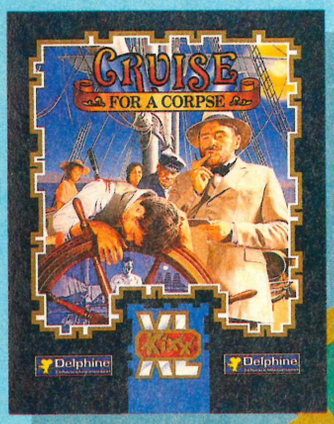
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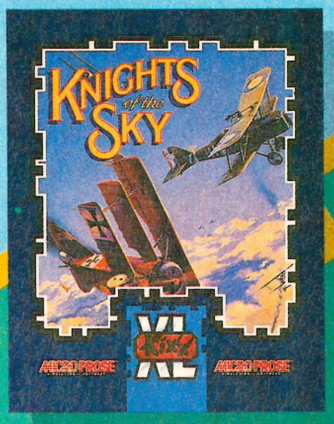
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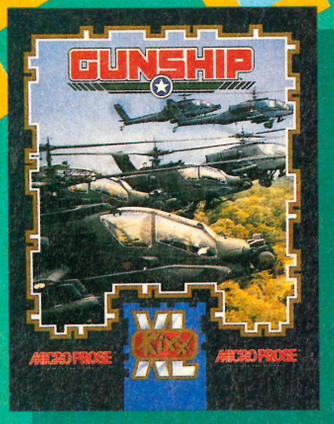
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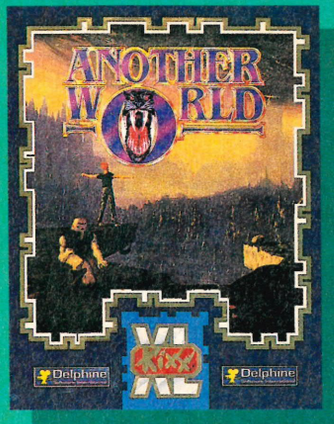
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Reviews *– Ancient Art / War in the Skies, Beavers, Champ Manager '93, Goal!, International Rugby, Morph, Nippon Safes Inc., War in the Gulf, Woody's World, Worlds of Legend.*
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Coverdisk Demos *– Stardust, Tensai, Universal Warrior, Grav Attack, Jump 'n' Roll*
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GTGA *– Civilization, Reach fo the Skies, Gunship 2000, Dune II*

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Cover *– Soccer Kid*
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Features *– CD Console, Making of Amiga Action, Beneath A Steel Sky*
Reviews *– A320 Airbus USA,*





American Gladiators, Blob, Deep Core, Hired Guns, Napoleonics, The Patrician, Sim Life A1200, Soccer Kid, Super Sport Challenge
GTGAs *– Syndicate, War in the Gulf, Transarctica*

ISSUE 50 NOVEMBER 1993
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Cover *– Jurassic Park*
Coverdisk Demos *– Theatre of Death, Graham Gooch's Second Innings*
Features *– Cannon Fodder, Amiga Action's 50th issue*
Reviews *– Blade of Destiny, Blastar, Brutal Sports Football, Burning Rubber, Caesar DeLuxe, Diggers, Disposable Hero, Dogfight, European Champions, F17 Challenge, Gearworks, Graham Gooch's Second Innings, Jurassic Park, Morph A1200, Premier Manager 2*
GTGAs *– Graham Gooch's World Class Cricket, Beavers, Goal!*

ISSUE 51 DECEMBER 1993
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Features *– Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold*
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GTGAs *– Hired Guns*

ISSUE 52 CHRISTMAS 1993
CODE 8493
Cover *– Beneath A Steel Sky*
Coverdisk Demos *– Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.*
Features *–Rise of The robots pt2, Behind the scenes at Gallup, The Next Step (retrospective).*
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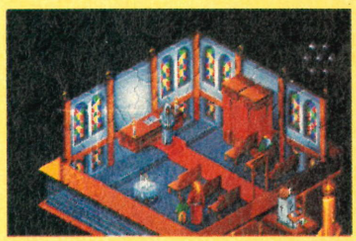
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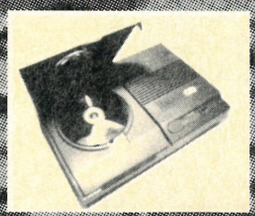
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HEARD IT THROUGH THE GRAPEVINE



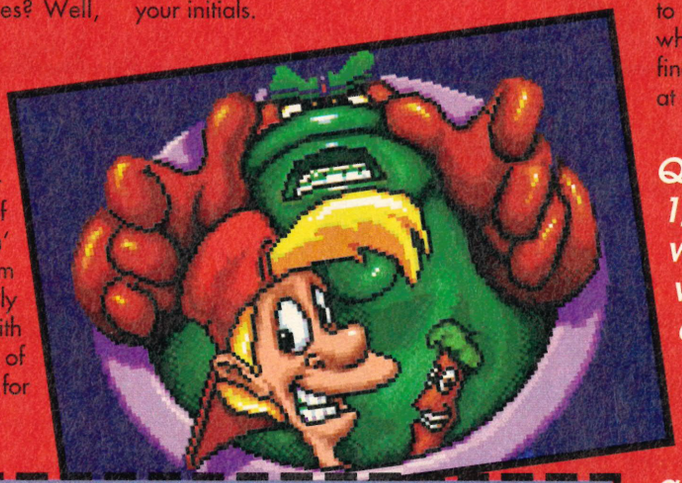
Win some rather stylish kit and put away those flares and tanktops for ever!

Ever fancied dropping your keks in the middle of a spin cycle at your local launderette in front of a bunch of giggling girlies and disapproving old grannies? Well, now's your chance.

Those philanthropic geezers at Core Design have finally lost patience with the fashion comatose people of the world and have decided to do something about it once and for all. Not only have they clad the hero of their latest platform puzzler, Bubba 'n' Stix, in a pair of wicked denim dungarees, but they've also generously stumped up the cash to provide us with some of the grooviest clobber this side of Over the Edge, and it's all just waiting for you to win.

First prize consists of a pair of classic Levi 501's (notorious crotch rivet not included), an extremely stylish Baseball Jacket to keep those cold winter days and nights at bay, and a cool T-shirt to cover up your inadequate chest.

Not only that, but there's some runners-up booty to be had as well. Five more lucky winners will each receive a pair of 501's of their very own. Just promise us that you won't wear them with your brown sandals and one of those belts that has a personalised buckle in the shape of your initials.



Simply answer the following ridiculously easy questions, pop your answer coupon in an envelope and send it to us. What could be easier? You never know, when the winners are announced, you could find yourself causing a bit of a Y-front stir down at your local Spudulike.

Questions.

1) In Bubba 'n' Stix, Bubba wouldn't be seen dead without a trusty pair of dungarees. Which Playschool presenter had a similar strange fetish?

a) Big Ted.
b) Hambul.
c) Floella Benjamin.
d) The arched window.

2) Which 'famous personality' whipped his strides off in the first ever Levi's ad and then chucked them in the washer?

a) David Hasselhoff.
b) Russell Grant.
c) Boss Hog out of the Dukes of Hazard (YEEEHAWWW!).
d) Nick Kamen.

Heard it through the grapevine

Question 1: _____

Question 2: _____

Jacket size: **Jeans size:**

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Send your entries by the 28th Jan to "Heard it through the grapevine", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

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Win Win

TALKBACK

Keep your SAEs to yourselves please – we've fair got the time to personally reply to everyone.

DON'T FRET

Dear Nick (sort it out – Paul)
I am worried about the future of the A600. Adverts for the A500 have disappeared from all mags I have read, and the A500+ ads have also gone, or seem to have been pushed into the corners of pages, making them virtually unnoticeable.

How long will it be until the same happens to the A600 in your estimation? Would I be better selling it and buying the CD32 now, or wait until it gets off the ground? I really don't want to purchase the A1200 as it looks rubbish, and yes, I do know that the CD32 is just like an A1200 with a CD drive but no keyboard. Please help me, as I don't want to be left with a computer which software companies have forgotten about.

Paul Marshall, Sheffield.

It's true that A500s are making less frequent appearances on the ad pages, due largely to the fact that Commodore have ceased production, and the remaining models were sold at more than competitive prices. It will be a good long while before the same fate befalls the A600; thousands are still on sale, and if Commodore are to be believed, are selling quicker than what's it through a goose .

The CD32 and A1200 are the way forward though, and I'd advise anyone who can afford it to upgrade as soon as possible – the machines won't "get off the ground" if you wait and wait.

FAST LANE

Please could you tell me the publishers of Ferrari Formula One and give me their phone number. I have enclosed a SAE.

Mark Westwood, Birmingham.

Electronic Arts, 0753 549442, and thanks for the SAE, but like we say, keep them to yourselves. Cheers.

SHOT DOWN, SUCKA

I am writing with a complaint about what the obviously terribly undereducated Steve saw fit to write in his Alien3 review. The first paragraph was about his opinions on the quite superb film Alien3.

He makes several references to the fact that the alien has changed from an "imperturbable killing machine into some sort of rabid dog type thing". Surely anyone with half a brain cell can see this was not just a change, but a vast improvement to an incredibly fast, rather than an immobile, killing machine. The film also included some of the greatest camera work I have ever seen. Very few people, obviously including Steve, actually understand how much more complex and intelligent the alien has become.

One of the final scenes is where we are all led to believe that the alien has died under a vat of boiling metal, and amidst the feelings of relief you get from the cast, played excellently by Brain Glover and other such brilliant English actors, the alien suddenly jumps up and suspends itself on a pillar still covered in now solid metal. Boom! (cringe – Paul) The metal explodes off it like a dynamite explosion – one of the most surprising yet scary moments of the film.

So, for Steve to call it "one of the worst films ever", is as I hope I have proved, a gross miscarriage of justice. If I had wanted a film review I would have read Empire or Premier. If Steve ever thinks about a job change, please diswade him from trying to broaden his skills to writing film reviews.

I feel that when reviewers write their articles, they should confine their opinions to that which we value them for – computer games.

Thomas E. R. Neill, Harpenden, Herts.

The "undereducated" Steve had nothing more to do with the Alien3 review than adding the second opinion at the end. John did the hard work, and since he has a first class degree in Film and Literature, and until recently contributed to a county magazine as film reviewer, I can't think of anyone more qualified to opinionate upon a film. Made a bit of a fool of yourself there Thomas, I feel...

I'M VERY STRONG

I have been reading the December edition of AA, and could not help laughing when reading the write-up about The Bodyguard. The person who the page was about says "I weigh 175 pounds yet I can

STAR LETTER

Bring 'em back

I couldn't agree more with Katherine Gillespie's letter (issue 51). I bought Indiana Jones and the Last Crusade on budget last Christmas and I'm still in Germany. I just can't get past the border guard. I've had so many conversations with him that I'm almost becoming sympathetic to the Nazi cause. I've also had the time to find a nice little apartment which is just across the road from an old peoples home that would be ideal for dad. Hanz (the border guard) and his wife Helga have asked us round for tea, which is very broad minded of him considering the number of times I've punched him in the face.

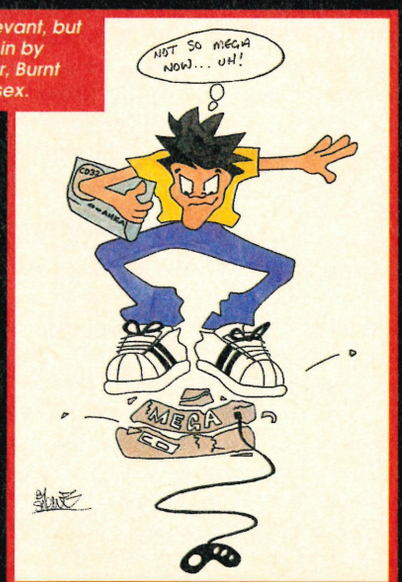
It would save a lot of embarrassment if I could just get into Switzerland, otherwise I'm in a Catch 22 situation. I will need to live forever to work out a way around Hanz, but I won't live forever unless I reach the Holy Grail. Quite frankly I'm beginning to wonder about my sanity. Maybe I could join the German army and then in the process shoot myself and put an end to it all.

Of course I could buy a hint book, but this cancels out the benefit of buying a budget game – anyway, I only have German currency, HELP! Please print the solution to the game as soon as possible. I feel it may already be too late.

Herr Jones, Buxton, Norfolk (on-der-Rhein)

It sounds as though it certainly is too late, er, Herr. Starting from... soon, we'll print solutions to top budget adventures whenever we get the available space. Monkey Island anyone?

Not very relevant, but this was sent in by Marek Barber, Burnt Oak, Middlesex.



Star Letter prize donated by:

TEAM 17

benchpress in excess of 300 – only the top 10 per cent of weighlifters in the world can do this". I think this person is a complete bullcrapper, as most bodybuilders and weightlifters press in the region of 415 pounds for eight to ten reps.

Also, I have recently taken up bodybuilding and I weigh 198 pounds but can press 200 after just one month of training. By the way, I have only just left school.

G.G. Raymond, Marton, Blackpool

Brad says: Look dude, If you consider I weigh around 13 stone, which equates to roughly 180lbs, I find it difficult to believe that you could lift me. In your effort to discredit me, you've been well and truly highlighted as a prize spod. Perhaps you should stick to playing games and blushing when the opposite sex tries talking to you. Oh, I've passed your address on to 'that' bodyguard (Gulp. I'm only joking.) Had you worried though.

Paul says: Well, it sounds like someone has some sort of complex, and while it's nice to chat away like this, I wouldn't mind few Amiga-related letters for the postbag.

ALL OF A PICKLE

Regarding your cover disk Graham Gooch's 2nd Innings, would you please tell me which key to use in order to increase the ball spin/speed. I can't find it?

G. Rankin, Andover, Hants

Wiggle the joystick like mad.

WE ARE TRYING

I am writing to you for help. Recently I came across The Secret of Monkey Island, and from what I have seen so far it seems to be a very good game. But you see, my problem is–

P.D. Mason, Whitley Bay

–Aargh, I promise we'll do something just as soon as we can. Honest. Next month, definitely. Er, probably.

CON ARTISTS

I bought your magazine Amiga Action issue 49 especially for the demo of F117A to use on my A500+. I was very angry to find out that it only works on the A500. I think it is disgusting that this information was not displayed clearly on the front page or disk. It is pathetic to use this type of con to get higher sales. Not only do you use this trick, but also sarcastically announce this information on page 13, ten lines down.

I found the rest of the magazine very enjoyable indeed, and might have considered to continue purchasing it, if not for this cheap publicity rip-off.

Richard Valero, Great Barr, Birmingham.

I hope you do continue to buy the mag, or I'm wasting my time writing this reply. Our apologies for the lack of information regarding the F117A demo. The simple truth is that duplication complications meant that we found out about the problem at a very late date, when the cover had already gone to the printers. The disk pages were the only place we could warn you unfortunately, and again, sorry if you found us to be sarcastic – it certainly wasn't the intention. For a change.

OF LITTLE PRACTICALITY

Everyone complains about the price of software, which is fair enough, because 30 pounds or more is a lot to pay for a game that might only come on one or two disks, after all. I think I have a way around the problem though. The software companies are never going to do an about turn and suddenly decide to start charging less for their games. I know they don't want to put them into small boxes either, in case they don't show up well in the shops, but how about this – in these times of "green" awareness, most people seem willing to recycle old things (bottles, tins, paper, etc).

How about if someone was to set up a game recycle bin (for want of a better phrase), where, after we'd played our games, and finished them, or got fed up, we could take them and deposit them. The manufacturers of the game would get their disks back (and the boxes too perhaps) and so could use them again for their next release, while we, the games-buying public, would be able to buy our next game at a considerably reduced rate.

I must admit that I'm not particularly bothered about the green aspect of it all, but it does seem to make sense, as software companies and the public alike would save money in the long run. Yours, hoping-for-a-game,

Russell Collins, no address.

Er, I'm not entirely sure that this would work, nice idea though it seems. For starters, you'd need a different bin for every company, unless you expect someone to root through a big one and pick out the disks individually. Mind you, it's putting people in work I suppose.

Also, how would it translate into savings? Are you suggesting that the software companies would cut their prices en masse, or would you attach your name and address to the game when you popped it into the recycler? Which creates another problem, a nationwide network of databases would need setting up to keep a record of all those people who'd recycled old games so that all computer shops knew to give you a discount when you next made a purchase. This would cost thousands and thousands of pounds to set up, and negate any savings made on re-usage of disks, and since the vast majority of your game price goes to pay for development costs, and not the cost of disks, would cost the software companies more than ever, and thus probably put up the cost of games in the long run.

Oh, and just say I did want to give you a game, where would I send it? Drop it in the nearest bottle bank, I suppose.

MARKED FOR LIFE

I have owned an Amiga A600HD and Star printer for about three months now after receiving it as a birthday present, but also to help me with my schoolwork. The December issue of Amiga Action was the first computer magazine I have ever bought, and it's excellent, but I do have one or two questions that I would like to ask.

Are all the games you review available in the shops, because I was looking for Alfred Chicken and Zool 2, and couldn't find either. Also, how do you know what score to give a game? They all looked good, but the marks were so different that I was confused as which to buy. Finally, what are the Superleagues for – are they all the games that were on sale in 1993? Ta very much, and keep up the good work (even if it does cost £3.95 to buy).

Marcia Golder, Enfield.

Every game we review should be in the shops on or around the date the magazine comes out. Sometimes problems arise that puts back production, and sometimes we look at a game a couple of months in advance. But not usually, unless it's a preview.

Quite simply, a good game will get a good mark, and a bad game will get a bad one. Anything scoring over 70 per cent is worth a look, and 85 per cent plus signifies an excellent product.

The Superleagues Marcia, are far too complicated to explain here. Either that or I'm very lazy. Anyway, they aren't the total of games released in 1993, for that kind of information you'll need to buy the February issue, wherein we'll have the definitive buyers guide for all those who've got a big wad of Christmas money burning a hole in their pockets.

We want girls. Sorry to be so blunt but, well, we don't get many letters from femmes, and we're lonely. Come on ladeez, the next five published letters from females win a game. Of some description.

Send your letters to:

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

You can also reach us on fax no: 0625 876669

over the edge

EDIT'A: Brad Burton
D'ZINE: "Q"



Loads of response to last month's appeal for letters. Some briliant ideas have come my way. I'm well buzzin' by your input. Top on the list are club features, and how to get a job like mine. All that kind of stuff will be comin' ya way soon. Along with a massive platter of freaky treats. That's in the future. Peace.

First hand look at... + Sega's Virtual Fighting - Played and tested + + StreetFighter 3. You can only imagine the new characters! + + Alien 3 - The Gun. Massively violent super addictive shoot'em up? + + Judge Dredd and Indiana Jones pinball tables photo exclusives. + + Super SF2 versus Fatal Fury special. The fight for the top spot rages + + Air Combat - an arcade dogfight sim, too clever for its own good?...

OTE

ARCADE'Z

INNOCENT FUN?

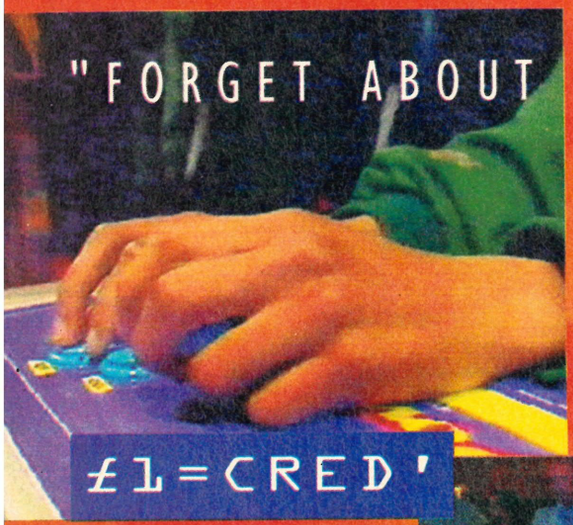
KIDDY KOCAINE?

YOU DECIDE!

So what have I been up to this month? Well, being the industry's top blagger I managed to talk my way into London's premier arcade trade show to play all the latest coin operated machines. Which is a bit ironic when you consider they were all on FREE PLAY. Ah well, such is life. Somebody has to do it! Armed with a dictaphone, a note pad (I've at least got to look as if i'm doing my job properly) and a flask of piping hot Bovril I was away. Farewell Manchester, London Euston here I come. Once there, I jumped a taxi to take me to my hotel. After booking into the super swanky joint I headed for the bar. Half a shandy top and a packet of pork scratchings later I stumbled back to my swanky (i'll say it again) room. I hit the sack. As usual my early morning alarm call was late, but what did I care. Shower time, after that I was outta there. Wad of notes in pocket, my mission was to get as many arcade exclusives as I could. Did I succeed? Of course I did. Turn it.

"FORGET ABOUT STREETFIGHTER 2, IT'S HISTORY"

Brad Burton

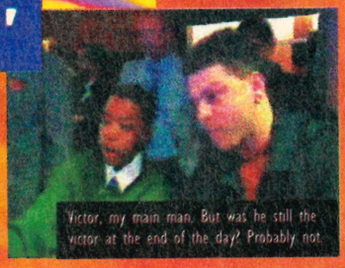


£1=CRED'

▶ This was the biggy. Man, ain't never seen a crowd so big. I knew from the 10 deep wall of suits that this just had to be Virtua Fighting the new SF2 beater from Sega. Yea, I was right. Using my charming personality and wit (yea right. Q). I managed to squeeze myself into a more conducive viewing position. A quick flash of my press pass, and I was moved ahead of the queue of eager oldies. Half expecting to receive a snide dig, I hurried past the un-orderly line and was next up for a blast on the soon to be classic machine.

Wow, a massive 40" monitor was being used to display the action! Next to grab my attention were the awesome shaded 3D polygon graphics. Playing computer games day in day out, I find it very hard to get excited, yet I was! I took a pew on the bench built in to the cabinet on which there was easily enough bum room for two people. Recognising me from Sky One's Games World, my opponent introduced himself as Victor a games tester for a well known company.

He showed me the basic moves, and what all the buttons did. Surprisingly, you've only three. Punch, kick and defence. This disturbed me at first but being a big SF2 fan, I'm bound to be a bit suspicious when the game being billed as the biggest fighting game this decade is three buttons light of the current champ. For the first ten minutes I was getting my butt kicked, left, right and centre with Vic being relentless in his attack. I suppose he thought the quick briefing he gave me was enough. After what must have been 10 defeats in a row, the balance shifted.



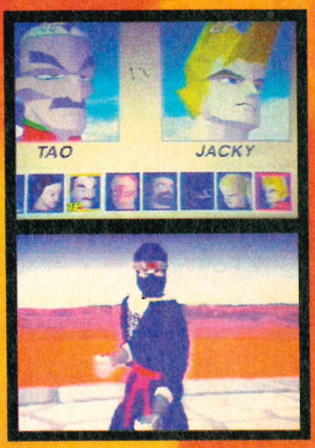
Victor, my main man. But was he still the victor at the end of the day? Probably not.

I'd had enough of this embarrassment. Like the closing minutes of a Rocky movie, I suddenly started laying waste to my competitor. As if by magic something just clicked and for the first time I felt as though I knew what I was doing, other than stabbing wildly at the buttons and hoping. A whole plethora of roundhouse kicks and combinaton punches unfolded. The dudes in the suits were now more engrossed in watching the bouts than in anyway lynching me for the heinous crime of queue jumping. Who knows perhaps VF could turn out to be a whole new spectator sport.

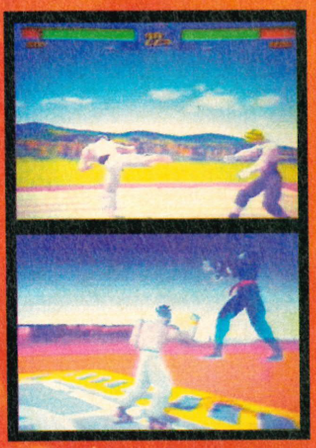
VIRTUA FIGHTING is reported to be taking in excess of 60,000 Yen (about £340) a day over in the electronic capital of the world, Tokyo. Basically this means each machine pays for itself in just over two weeks! Amazing I'm sure you'll agree.

Down to the vital statistics of the game. It features eight playable characters, six males, two females, each of which are skilled in a different type of fighting technique and it is made up of over 300 individual polygons.

There are an assorted number of fight locations, my favourite being high on the roof of a skyscraper. In one player mode you get to fight computer controlled enemies with the winner being the first to win a couple of rounds, while the two player game keeps the same rules, the loser paying to stay in (the way forward).

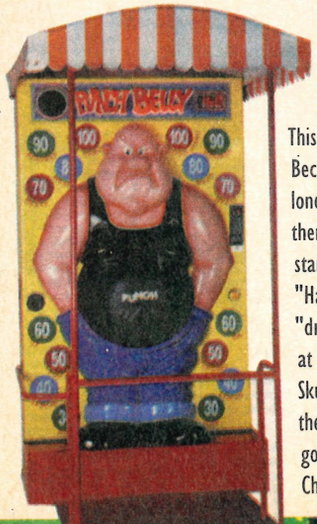


An invisible camera flies around, picking the best angle to view the action. That's what the four 16bit processors are used for. Panning out and moving around the pugilists making sure all the violence can be fully appreciated. I'm assured that only the most powerful of processors technology could handle those sort of maths. That's why VF utilises a total of 64bits to process all the polygons. I played a prototype and one of only four in the country (or so I'm told). Coo.



GAME OVER

THERE'S A FAT BLOKE!



One of the more novel machines that caught my eye was the seven foot monster that went by the name of Punch Belly. This was one of those machines where you test your punch power. Because of the environment poor ol' belly was looking everso lonely. None of the formal businessmen wanted to commit themselves. Not me, I got straight on over there and pressed the start button. I gave the moulded plastic ruffneck a swift right. "Haha, wimp", the machine scoffed. As the bottom light lit up – "drip". Hmmm, had I not have blagged my way out of PE while at school perhaps I could have avoided this embarrassment. Skulking off, I later returned to hear that the bloke who owned the machine had put it on the hardest mode. Grrr. Although, It's good to see a variation on a theme that actually is a variation. Check it now.

£1=CRED'

UP YA' STREET

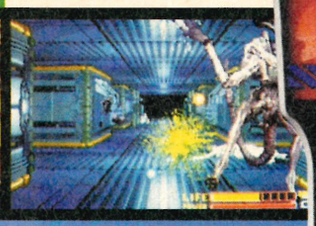
One of the strangest licences of late has to be that of the Only Fool's and Horses fruit machine. Bell Fruit, arguably the UK's premier fruit machine manufacturers have struck a rather 'dodgy deal' with the BBC in creating the first TV licence of its kind. With loads of innovative features getting their first airing, including a phone call feature which when it comes up allows you to deal with one of Del Boy's suspect business associates! This may well be up your Hooky street.

20p=CRED'



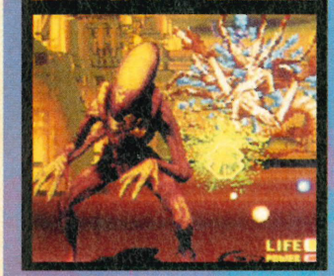
ALIEN 3 THE GUN





Sega have certainly kept their cards close to their chest with this one. In true Alien style, it's come out of nowhere and I guarantee 'cade fans are gonna freak. Sporting gameplay similar to the likes of Taito's Operation Wolf, and more recently that of T2. You're placed in the boots of the bald one in a mission that'll follow closely to the plot of the third movie. You've to make your way through six levels of alien infested tunnels and buildings, killing as many of the blood thirsty predators as possible. The screen scrolls from left to right (generally) sometimes interspersed by a series of levels where 3D scrolling methods are used as you run through the landscape picking the nasties off. Don't get too scared because help is at hand. If you've a buddy with a few quid to spare, he or she can get involved in the fire fight.

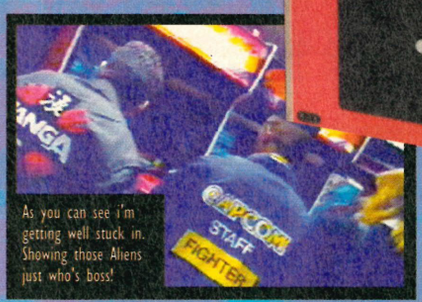




You've only got to check out the screen shots to realise the quality game you've got here. There's this really neat feature, which for some bizarre reason gave me a real big kick. If you shoot one of 'them' in the arm, it'll lose that limb, meaning a crack shot is needed for those tricky head or chest hits.

Sometimes even with half its body destroyed it'll still have a go, crawling towards you at a slothful pace. Bang, good night Vienna.

My initial fears were that enemy sprites would be too samey, however the graphic artist must have worked some serious overtime in producing a variety of new adversaries, without contravening the standard set by the ace movies. The upright unit has a pair of authentic pulse rifles built into the cabinet, but it's only when you actually pay your mo' that you get the full effect of the weapons. Each press of the trigger causes your marine-type weapon to recoil. Stunning. Being on free play I took advantage, by doing the lamest impression of Chuck Norris you've ever seen holding a gun in each hand. (the photo was over exposed, hehe).



As you can see i'm getting well stuck in. Showing those Aliens just who's boss!

£1=CRED'

* In the film Alien 3, Sigourney Weaver wore a pair of Reebok boots through the whole filming. Huh! *

Alright Ash!

OTE

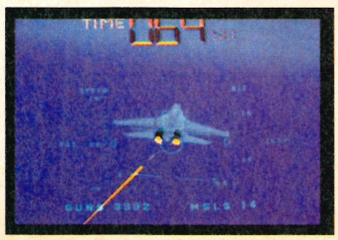


HAVE YOU GOT WHAT IT TAKES?

Billed as the most authentic arcade flight simulator available, Namco's Air Combat is a real time (don't ask me what that means) game which uses the latest in 3-D polygon imaging and explosive sound to totally immerse the player.

From the minute your coin drops into the box you get to choose the level of difficulty you want to play at, of which there are three. Cadet (easy), Captain (moderate) and for people like me, Ace (rock hard) are available. Play is pretty much like an After Burner machine with brains the general mission type being the interception of enemy planes that enter into your airspace – no points for originality here.

Still, if you've always wanted to shoot down the Ruskies then I suppose this is what you've been waiting for. If you prove to be a bit of an ace you'll get a Top Gun-esque bonus stage where you've to land your fighter on a moving aircraft carrier. Fail and be humiliated, succeed and the excitement continues... To be honest I didn't rate AC but in the arcade infested environment I was in. Only the best are gonna survive!



THE LATEST, POSSIBLY THE GREATEST?



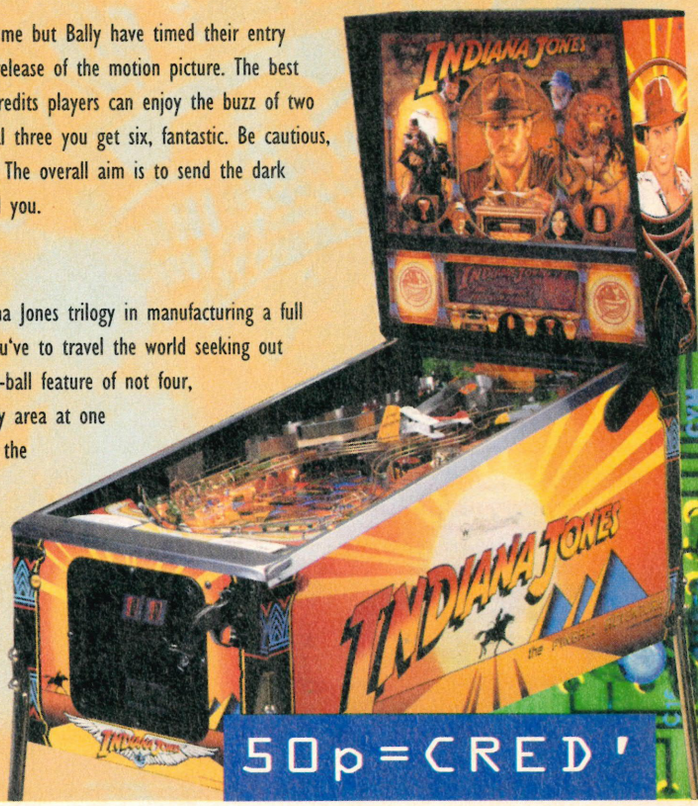
METAL CITY 1

Judge Dredd, the table. Well overdue if you ask me but Bally have timed their entry into the market just right. With the impending release of the motion picture. The best aspect has to be the Supergame (TM). For two credits players can enjoy the buzz of two balls in play at one time. So instead of the usual three you get six, fantastic. Be cautious, this does increase the cost of a game by 100%. The overall aim is to send the dark judges packing. Easier said than done let me tell you.

50p= CRED'

TABLE OF DOOM

Williams have captured the essence of the Indiana Jones trilogy in manufacturing a full size pintable. Themed loosely on the hit films you've to travel the world seeking out rare artifacts. Ball fans are gonna love the multi-ball feature of not four, not five but six of the metal spheres on the play area at one time. Gulp, nightmarish at best. Also to split up the action are three unique video modes that pop up at relevant times during your quest. Looking towards the in-built dot matrix screen at the end of the table, you'll be thrown into shoot outs against Nazi agents in the Raven bar. As you can fully appreciate Indy Jones is something a bit more than just pinball. It's an epic adventure.



50p=CRED'

OTE

STREET FIGHTER 3?

Everybody knows about Super Street Fighter 2, and we all love it. But what about the third in the series? How many rehashes can you milk the virtual violence freaks for? I've an idea on how we may be able to hurry its release on, or at the very least get a bit of momentum going for it.

All you have to do is design an SF3 character. Where would he/she be from? What would they look like, what sort of special moves would they have? The choice is yours, the only limit being your imagination. Get your stuff together and get drawing. The best get their art printed within these pages. Who knows perhaps Capcom may even offer you a job on the SF3 project. (Like I say p'raps).

Moral Kombat



Being a massive Street Fighter 2 fan, I find myself having to come to terms with a game that may well be superior to the aforementioned upright. 'Fatal Fury special' takes off where the previous Fury's left off taking the best bits out of the first couple of games, and even resurrecting some of the fave characters. If you thought the Street Fighter dudes had some seriously unearthly moves, then prepare for them to be out done.



Virtual Competitor

News just in is that Sega are on the verge of producing their own virtuality unit. With the headline "Sega game could cause eye damage" you would have expected it to appear in one of the techno-fear mongering tabloids. This story actually surfaced in the Independant on Sunday. But the paper had never clapped eyes on the new device let alone used it. Needless to say as soon as Sega's legal bods got on the case a full retraction and apology were subsequently printed (snigger, nice one Sega, that'll teach 'em).

LAST WORDZ

The man responsible for the look of the first couple of OTEs has gone. Sniff, the man Jimbo Eagers has done a flit onto our sister magazine PC Action, which incidentally, is rather good. Never fear dudes 'cos help is at hand with the wonderful "Q" aka Sue Ashton setting the pages and running the whole crayon show. Enough of that. I hope you enjoyed this section as much as I did writing it. I'd really like to tell you what I've got lined up for next month but to be honest I don't really know myself (see I don't lie to you) but rest assured guys whatever it be it's gonna be mighty funky that's for sure.
Brad Burton, Over The Edge, Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP. That's where all your letters and gifts should be heading. Respekt due.



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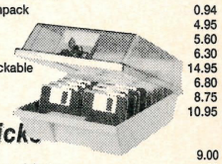
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the legendary

JOE BLOGGS STYLE

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!



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.



The Ultimate

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.

(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.

KINKY CLOBBER

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
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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.

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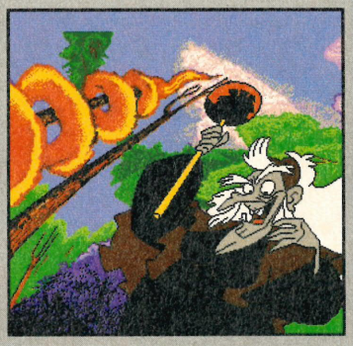
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SUPER L

Is it just us, or is the quality of software really getting better? Maybe it's just us, but then, that's our prerogative, because we're the ones who put in the work. Right?

ARCADE ADVENTURE

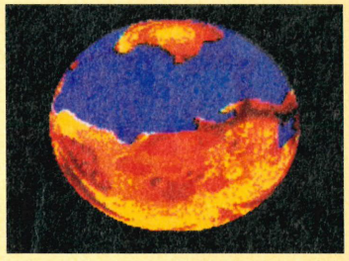
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31 **LEATHER GODDESSES**
Infocom
32 **LEISURE SUIT LARRY 1, 2 & 3**
Sierra
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Sierra



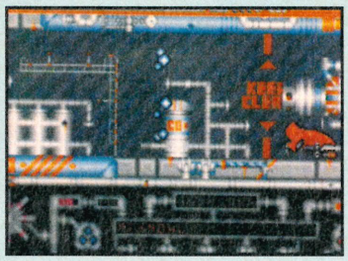
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Team 17
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Mindscape
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Ocean



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Ubisoft
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Activision
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Virgin
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US Gold
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Rainbird
98 **DRAGONSTRIKE**
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Arc
100 **ESWAT**
Ubisoft

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2 **GOAL**
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Renegade
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Audiogenic

SUPER LEAGUES

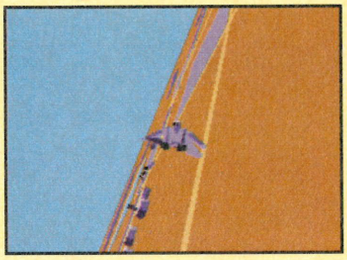
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Gremlin
11 MICROPROSE GOLF
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12 WORLD CLASS RUGBY
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13 SENSIBLE SOCCER
Renegade
14 BULLY'S SPORTING DARTS
Admiral
15 AMERICAN GLADIATORS
Gametek
16 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
Infograms
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
Infograms
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

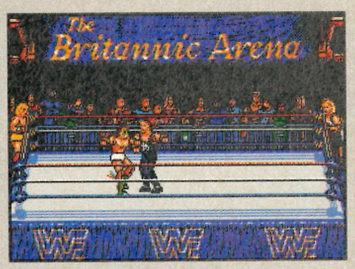
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Mandarin
27 SUPER HANG-ON
Activision
28 JUPITER'S MASTERDRIVE
Ubi Soft
29 RVF HONDA
MicroStyle
30 INDY HEAT
The Sales Curve
31 PSYBORG
Loriciel
32 4D SPORTS DRIVING
Mindscape
33 OUTRUN EUROPA
US Gold



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 PRIME MOVER
Psygnosis
41 THE CYCLES
Ubisoft
42 CHASE HQ II
Ocean
43 POWERDROME
Ubisoft
44 OVERLANDER
Elite
45 TEST DRIVE
Accolade
46 BURNING RUBBER
Ocean
47 RED ZONE
Psygnosis
48 CISCO HEAT
Mirrorsoft
49 RACE DRIVIN'
Domark
50 MOONSHINE RACERS
Millennium
51 FERRARI FORMULA 1
Virgin
52 THE ULTIMATE RIDE
Mindscape
53 HOTROD
Activision
54 GRAND PRIX MASTER
Codemasters
55 CHASE HQ
Ocean
56 HIGHWAY PATROL 2
Infogrames
57 DRIVIN' FORCE
Digital Magic
58 5TH GEAR
Hewson
59 TURBO CUP
Loriciel
60 CHAMPION DRIVER
Zeppelin

BEAT'EM-UP

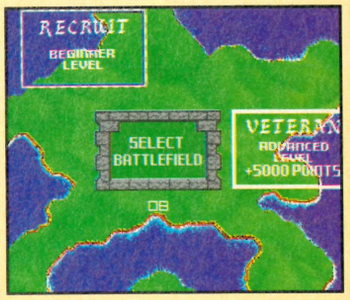
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System 3
2 BODY BLOWS
Team 17
3 PANZA KICK BOXING
Futura
4 TORVAK THE WARRIOR
Core Design
5 BUDOKAN
Electronic Arts
6 STREETFIGHTER II
US Gold
7 ORIENTAL GAMES
Ubisoft
8 AFTER THE WAR
Dynamic
9 VIGILANTE
US Gold
10 WRATH OF THE DEMON
Readysoft
11 SHADOW 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
Infogrames
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 WHEN TWO WORLDS WAR
Impressions
48 RISK
Ubisoft
49 BATTLE CHESS II
Intercom
50 BATTLEMASTER
Ubisoft
51 MOONBASE
CRL
52 BATTLE CHESS
Electronic Arts
53 LORDS OF CHAOS
DMI
54 BRIGADE COMMANDER
Ubisoft
55 HILL STREET BLUES
Krisalis
56 AIRFORCE COMMANDER
Impressions
57 KINGMAKER
US Gold
58 AIR BUCKS
Impressions
59 GOLD OF THE AMERICAS
Starbyte
60 HALLS OF MONTEZUMA
US Gold
61 ARNHEM
CCS
62 GERM CRAZY
Electronic Zoo
63 TOWER OF BABEL
Microprose
64 CHESS CHAMPION 2175
CDS
65 FLOOR 13
Virgin
66 FIGHTER COMMAND
Impressions
67 FORT APACHE
Impressions
68 LIFE AND DEATH
Mindscape
69 INTERCEPTOR
Electronic Arts
70 RED LIGHTNING
SSI
71 CONFLICT EUROPE
Mirrorsoft



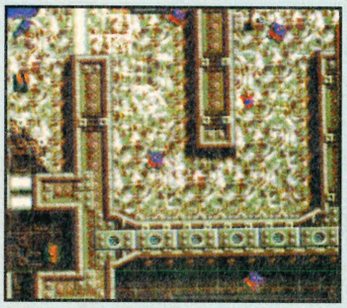
72 COHORT
Impressions
73 SEIGEMASTER
CCS

SUPER LEAGUES

74 STORM ACROSS EUROPE
SSI
75 CONFLICT: MIDDLE EAST
Ubisoft
76 NAPOLEON I
Impressions
77 AFRIKA KORPS
Impressions
78 BIG BUSINESS
Rainbow Arts
79 RAMPART
Domark
80 CASTLES
Electronic Arts
81 CRIME CITY
Impressions
82 'NAM
Domark
83 TRADERS
Ubisoft
84 NUCLEAR WAR
US Gold
85 CHARGE OF LIGHT BRIGADE
Impressions
86 CHAMPION OF THE RAJ
Mirrorsoft
87 DRAGON FORCE
Phalion
88 OVERRUN
US Gold
89 WATERLOO
Mirrorsoft
90 FIRETEAM 2200
Ubisoft
91 AUSTERLITZ
Mirrorsoft
92 NO GREATER GLORY
Ubisoft
93 UMS 1+2
MicroProse
94 ACTION STATIONS
Lazer
95 BLITZKRIEG
Mirrorsoft
96 MEDIEVAL WARRIORS
Ubisoft
97 WHITE DEATH
Ubisoft
98 FINAL CONFLICT
Mirrorsoft
99 VENGEANCE OF EXCALIBUR
Virgin
100 RINGS OF MEDUSA
Rainbow Arts

ARCADE STRATEGY

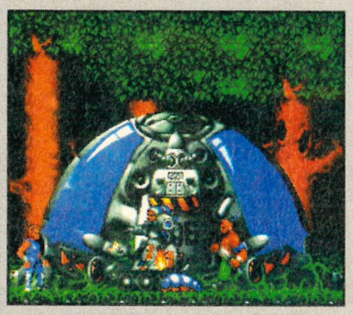
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Gametek
2 ELITE
Rainbird
3 SYNDICATE
Electronic Arts
4 SPACE HULK
Electronic Arts
5 ARMOUR-GEDDON
Psygnosis
6 DYNABLASTER
VBI
7 THE KILLING CLOUD
Mirrorsoft
8 FLAMES OF FREEDOM
MicroProse
9 HIRED GUNS
Psygnosis
10 STARGLIDER 2
Rainbird
11 THEATRE OF 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

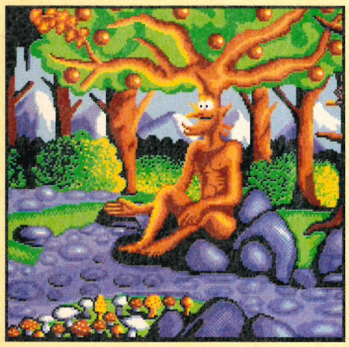


7 PREMIERE
Core Design
8 GODS
Renegade
9 RAINBOW ISLANDS
Ocean
10 PARASOL STARS
Ocean
11 FIRE & ICE
Renegade
12 ROBOCOD
Millennium
13 LEANDER
Psygnosis
14 PUTTY
System 3
15 RICK DANGEROUS 1+2
MicroProse
16 TITUS THE FOX
Titus
17 ALIEN 3
Virgin
18 OSCAR
Flair
19 QWAK
Team 17
20 SLEEPWALKER
Ocean
21 CHUCK 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 MAGIC BOY
Empire
38 SWITCHBLADE
Gremlin
39 MAGIC POCKETS
Renegade
40 TOKI
Ocean
41 ELVIRA THE ARCADE GAME
Flair
42 THE BLUES BROTHERS
Titus
43 WONDER DOG
Core Design
44 CHUCK ROCK
Core Design
45 P.P. HAMMER
DMI
46 CREATURES
Thalamus
47 DEEP CORE
Ice
48 LIONHEART
Thalion
49 MCDONALD'S LAND
Virgin
50 BC KID
Ubi Soft
51 BUBBLE BOBBLE
Firebird
52 HARLEQUIN
Gremlin
53 FLOOD
Electronic Arts
54 NEW ZEALAND STORY
Ocean
55 VIKING CHILD
Ubisoft
56 CAR-VUP
Core Design
57 RISKY WOODS
Electronic Arts
58 YO JOE!
Hudson Soft
59 JOE & MAC
Elite
60 NIGHT SHIFT
Lucasfilm
61 GLOBDULE
Psygnosis
62 NEBULUS II
Hewson
63 UGH!
Blue Byte
64 MEGA TWINS
US Gold
65 ROLLING RONNY
Virgin
66 TEARAWAY THOMAS
Soundware
67 BABY JO
Loriciel
68 LETHAL WEAPON
Ocean
69 SUBURBAN COMMANDO
Alternative
70 GHOULS'N'GHOSTS
Elite
71 PREHISTORIK
Titus
72 NICKY 2
Daze
73 WIZ 'N' LIZ
Psygnosis
74 DOJO DAN
Europress Software
75 HUDSON HAWK
Ocean
76 NAVY SEALS
Ocean
77 HOI
Kompart
78 CAPTAIN PLANET
Mindscape

79 **EDD THE DUCK**
Zeppelin
80 **SUPER CAULDRON**
Titus
81 **KID GLOVES**
Ubisoft
82 **LITTLE BEAU**
Digital Magic
83 **IMPOSSAMOLE**
Gremlin
84 **THE AMAZING SPIDERMAN**
Ubisoft
85 **BATMAN - THE MOVIE**
Ocean
86 **STRIDER**
US Gold
87 **BUILDERLAND**
Loriciel
88 **AXEL'S MAGIC HAMMER**
Gremlin
89 **MIGHTY BOMBJACK**
Elite
90 **HAGAR**
Kingsoft
91 **DOODLE BUG**
Core Design
92 **CAPTAIN DYNAMO**
CodeMasters
93 **FIRE AND BRIMSTONE**
Microprose
94 **SUPER WONDERBOY**
Activision
95 **ONSLAUGHT**
Hewson

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



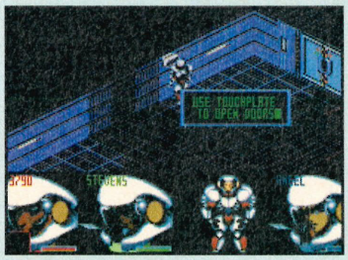
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Psygnosis
10 **KRUSTY'S FUNHOUSE**
Virgin
11 **GOBLIINS 2**
Coktel Vision
12 **KLAX**
Domark
13 **CHIPS CHALLENGE**
US Gold
14 **TETRIS**
Infogrames
15 **BRAT**
Mirrorsoft
16 **WIZKID**
Ocean

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

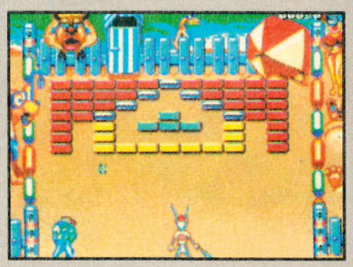


14 **SHADOWORLDS**
Krisalis
15 **WORLDS OF LEGEND**
Mindscape
16 **POOLS OF DARKNESS**
US Gold
17 **DEATH KNIGHTS OF KRYNN**
US Gold
18 **CHAMPIONS OF KRYNN**
US Gold
19 **BLADE OF DESTINY**
US Gold
20 **BARD'S TALE III**
Electronic Arts
21 **BARD'S TALE II**
Electronic Arts
22 **ABANDONED PLACES 2**
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

Will someone please bring out a few more bat and ball games. Writing this end bit gets more difficult by the month you know.

SWAP

Amiga games boxed originals, John Madden's, Epic, Archies Pool, B17, Fantastic worlds, EOB 2, lots more. Sell/swap. Russell Pratt 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. 4 for one considered. Hursh Nayar 31 Woodhead Drive Cambridge CB4 1YY.

For sale CDTV c/w stereo monitor, keyboard, mouse ,drive, remote, games still under warranty, £325. Nick Wilmore 0737 352112.

For sale: Captive £5, Superfrog £10, Knightmare £8, Cadaver £5, all in excellent condition. Jason Ackerman 0272 683063.

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. Steven Rennie 0222 861905.

Wanted the most X-rated adult games disk etc. available for the Amiga 600. Cash paid. 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. 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. 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. 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. Phone David on 051 7228911.

Wanted: Licence to Kill game. Will pay £5. Eddie Mills 0706 376141.

Will swap Alien Breed 92 and Another World for Flashback. Andy 0260 297502 after 5.30 PM.

I'm looking for world-wide penpals, any age, any sex. Kris 0922 415119.

Swap or £10 each; Loom, Lotus 2, Proflight, Jimmy White Snooker, F15 2, PGA Golf, Eye of Beholder, Zool, European Football Champ. Mr. C. Hain 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. 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. Paul Sruoga 0274 884316.

For sale, Atari Lynx, 4 games, battery recharger, all for around 50 to 70 quid. Adam Thornber 0503 72910.

Amiga contacts wanted. Send list for reply. Rene Mikkelson, Fretasvet 35, 7220 Korsor, Denmark.

Wanted: Amiga computer with colour printer, plus any other accessories that you might have. Salim Gulzar 0282 459663.

I will swap Blade Warrior and International Ice Hockey for WWF2. Both mint condition and compatible with A600.

I want penpals female or male. I am 14. 100% reply. 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. P. Ford 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. Ben Mountifield, 0705 462371.

Amiga 500 1 Meg, mouse and joystick, 6 games: Sleepwalker, F19 Stealth Fighter, Deluxe Paint 2, Workbench, £160. David Shield 081 4612191.

I NEED HELP! If you have completed Wizkid please write to me. I will truly worship you for it. Ewan Johnston, 72 Lincoln Road, East Finchley, London, N2 9DL.

Amiga contacts wanted, worldwide, 300% reply. Send lists, disks, letters. 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. Christopher Moore 0733 345095.

Amiga contacts wanted, 100% reply. Increase your collection. Anything goes. 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. 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. Martin Harrison 0905 773509.

Sell: Atari 2600 £17 ono. Also contacts wanted, 100% reply, age 11 (male or female). Also Miracle Piano Teaching System wanted. 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. Steve A.J. Gray 0322 556189.

Wanted, Exile, Sid2, Octamed2+ Amiga contacts, tons of stuff to swap, disks/lists. 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. C. Lam 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. Peter Smith 051 4211279.

What happened to the lonely hearts then? They've nearly all dried up. Frightened yer Mams"ll catch you? Well, the backlog's nearly gone now – apologies to those who waited, Rachel promises a bumper four pager next month. She loves it, really.

Wanted: a copy of Wings. Will exchange for Zool or Alien Breed 92. 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. Perry Ravenscroft 0634 406657.

Amiga contacts wanted. Please send games list. Also male or female penpals (preferably gorgeous females). Must be 16 or over. 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. Ben Crystal 0407 762764.

Megadrive for sale, mint condition, ten top games, three contollers. Worth £550+, sell for £250. Paul Marston 0484 661108.

Hospital patient. New novice A600 owner seeks male/female contacts. 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. 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. Paul Littlechild 0954 31045.

For sale: Bubble Dizzy, boxed £10. Rainbow Islands (unboxed) £7, F29 Retaliator (unboxed) £15. Matthew Scowcroft 0204 300972.

Sega Game Gear with TV Tuner, 19 games, mains supply, magnifier, carry case, worth £500 sell for £200 ono. Stephen Shenklin 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. N. Jeycock 0295 265011.

Will swap Flashback, Desert Strike, Jaguar XJ220, or others, for Body Blows. Alan Potter 0223 843572 (after 6PM).

Amiga contacts wanted. 100% reply. Send lists/disks. 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. Jonathan Bush 091 4133952.

Bargain: Sports Masters compilation, includes PGA Tour Golf, Indianapolis 500, Advantage Tennis, European Championship 1992. Daniel 0274 814130.

Reach For The Skies swap for adventure game or strategy. Other games for swap available. Keith Manning 0923 894178.

Will swap Dark Seed and Curse od Enchantia for Hook and Goblins Two. Justin Duff 0908 310481.

Contacts wanted 100% reply. Also swap my Home Accounts Two for Guy Spy or Pinball Fantasies or a Trackball. 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. Jonathan Gibson 081 8682717.

Amiga contacts wanted. Send disks,lists. Andy Garwood, 67 Sycamore Close, Skelton, York, YO3 6Y4.

Look, Amiga contacts wanted worldwide, 100% fast reply. Have lots of warez. Send lists. 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. Sam Holmes 42 Westminster

SHOP

Road, Clifton, York, YO3 6LY.

Amiga contacts wanted. 101% reply. Send lists/disks. 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. Ben Davies 021 427 7476.

Amiga contacts wanted A1200 and A500. 100% reply. Send lists/disks. Mr. M.A. Pullen, 47 Oakbank, New Addington, Croydon, Surrey, CR0 9EB.

Swap: Espania 92, Lethal Weapon, Championship Manager, Premier Manager for John Madden, Flap, Body Blows. Aldo Sousa 0534 888359 after 6PM.

Swap Striker, Monkey Island one or Zool for Desert Strike or Chaos Engine. Paul Matley 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. Lee Ranger 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. Darren Price 0244 571360.

Swap Sim City, Deluxe, Body Blows and many more for adventure games. Also Civilisation wanted. 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!). Roger Howard 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. David Millyard 0235 550136 after 6PM.

Amiga contacts wanted. Male or female. 100% reply. Ian Mellors, 2 Conway Street, Long Eaton, Nottingham< NG10 2AE.

Amiga contacts wanted. Send lists disks and letters. Phil Joyce, 20 Labernum Crescent, Kidlington, Oxford, OX5 1HB.

75 games for C64 includes Total Recall, Golden Axe, Super Off Road. £25 the lot. Thomas Smith 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, Essex. 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. David Clouston Tel: 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. D. Dowson, 13 Burchester Avenue, Barton, Oxford, OX3 9ND.

Monitor, sampler, Amos disks, all wanted for amounts as yet unknown. Please phone Steve 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. Gary Turley 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. 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 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. W. Usher, 0923 461624.

Disk full of over 100 cheats £2. Contax wanted. Kerry Skinner 11 Marcus Crescent, Blackburn Aberdeen, Scotland,AB2 0SZ.

Contacts wante.d. Prefer friendly female users. All replys will get answered in time so don't miss out. Once only offer. 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. Robbie Wallis, 0405 26481.

Swap new A1200 Nigel Mansells For Waxworks, Humans, Knightmare, Bat 2, Legend Kyrandia, Black Cauldron. Offered game must work on A1200.

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

A500+, 2 joysticks, 2 mice, 2 power packs and all other accessories still boxed for only £200. Tel. Nick 021 5517393 (between 4Pm-9PM).

I have loads of games. Please write to me. Stephen, 27 Sandy Road, Norton, Stourbridge, West Midlands, DY8 3AJ.

For sale: 30 top games, all box from £8 to £15, Apex copier £20. Tel. Mr. D. Dowson, 13 Burchester Ave., Barton, Oxford.

Wanted: Walker, Lemmings 2, Flahback, Beavers, Cannon Fodder, Larry 1 2 3. Will pay £5. Phone Marcus on 0233 770640.

Amiga 500+ for sale, with TV modulatoe, 3 joysticks, 2 mice, over 80 games, diskbox with loads of coverdisks etc., cleaning kit,mouse mat and dust cover. All in good condition. Easily worth £1000+, will accept £270 ono. Phone Ian on 091 2666312 after 12 PM.

A1200 for sale. 10 months old, plus over £800 of software, joysticks, magazines, etc. Phone Tim on 0926 52067.

Amiga contacts wanted, swap games, chat etc. Contact from male or female age 12 to 14, 100% reply. Thomas 071 2416795.

Male and female penpals wanted aged between 13 and 16, 90% reply guaranteed. Please write as soon as possible. Thankyou. Katherine Fitzsimons, 18 Henllan St., Denbigh, Clwyd, N. Wales, LL16 3PD.

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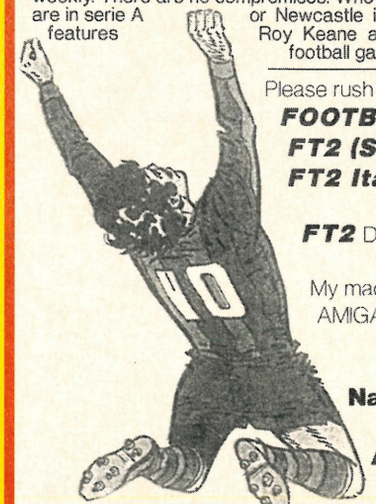
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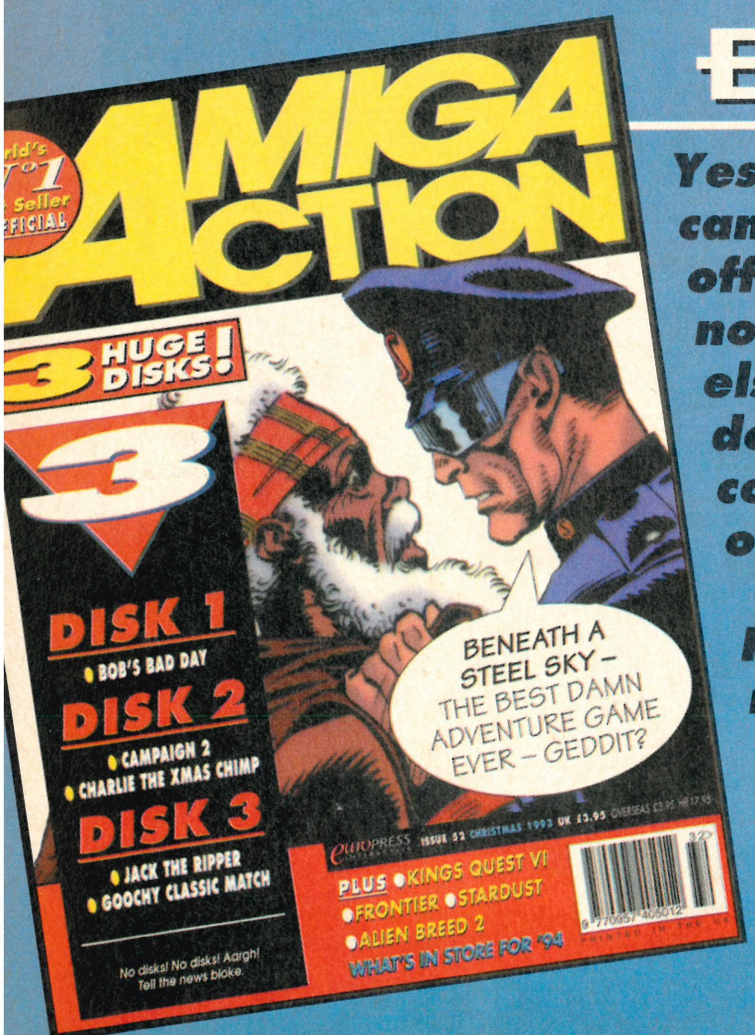
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NEXT MONTH...

Tell you what, we're all glad to get that out of the way. Not because it wasn't fun – it was, but have you seen the number of reviews we've written! About five hundred of 'em, at least! And next month will bring you another action packed look at all things Amiga. We'll be on the STARLORD trail, looking at Domark's long awaited F1, finally checking out AMBERMOON, asking whatever happened to DARKMERE and checking out Core's follow up to Curse of Enchantia. Who knows, maybe we will even have a shufty at JAMES POND 3, but whatever happens we can promise that it will be the games fest you've come to know and love.

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