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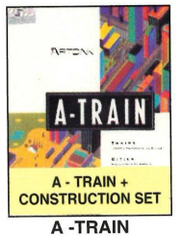
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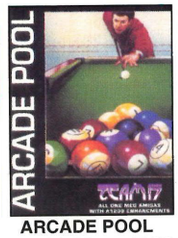
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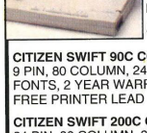
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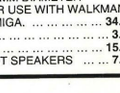
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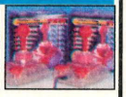




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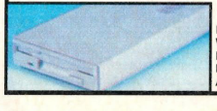
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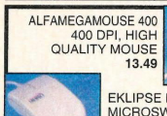
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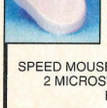


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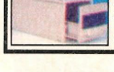
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News p10

Get all the latest gossip from us and the rest of the Amiga-playing world. There's some very important news from Vulcan about the follow up to Valhalla, plus the usual mish-mash from around the industry.



Subscribe p100

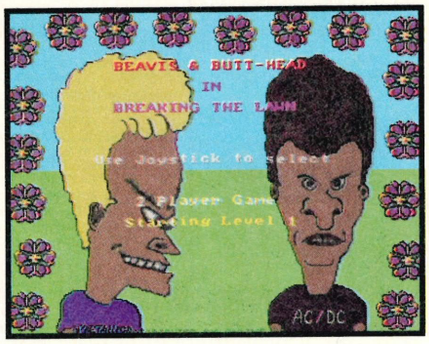
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Super Leagues p106

Has there ever been a more informative, fact-packed six pages than our adorable Leagues in any magazine? Probably, but we can't think of one at the moment.

Public Domain p72

As nobody else could be bothered this month, "Lucky" Chicken got to do all the PD. As it happened it was a pretty good month. Turn the pages to see what cheap stuff is worth having.



Reader Reviews p66

If you believe in having your fifteen minutes of fame, then here is as good a place as any to get it.

Talk Back p103

The last thing Paul managed to bring himself to do before jetting off to Kos was Talkback. And you nearly got away with it!

Swap Shop p112

Another two pages of reader wants, swaps and sells brought to you from a new exotic location each month. If you scan the classifieds regularly you may get a bargain.

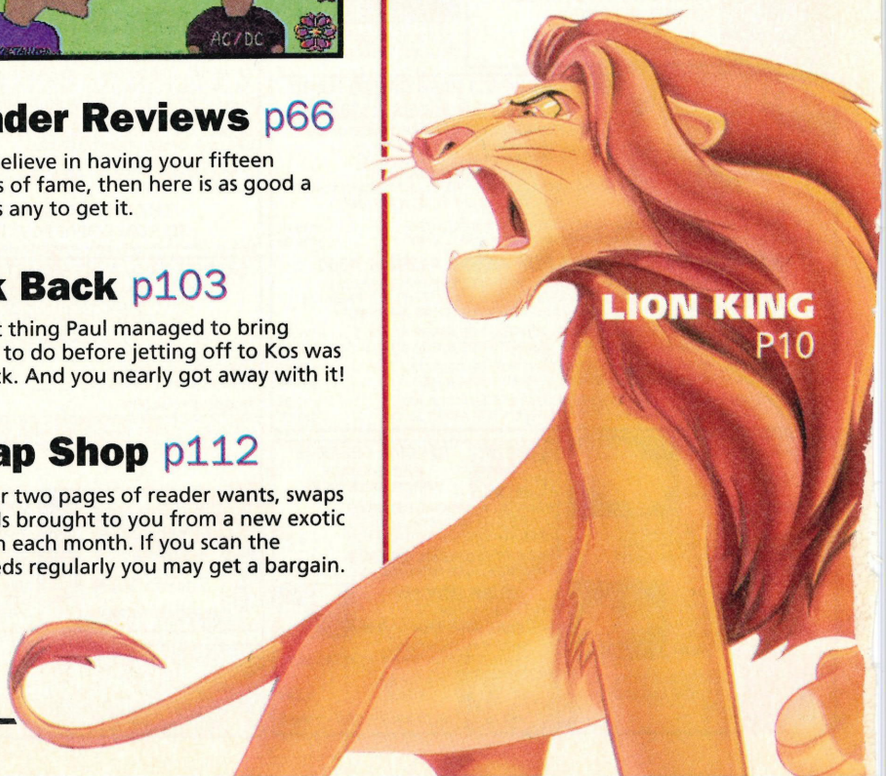
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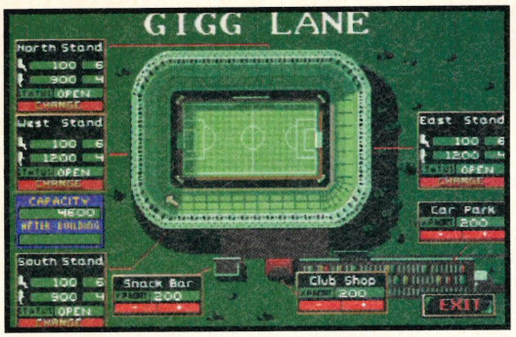
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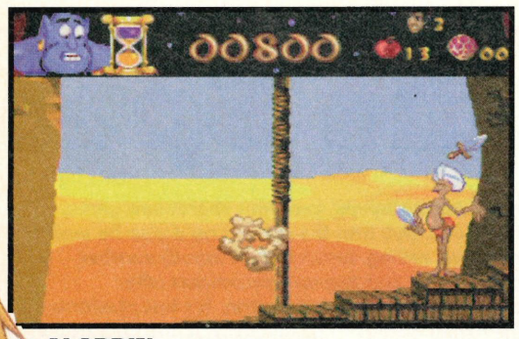
CLUB FOOTBALL: THE MANAGER
Eagerly awaited footy management simulation



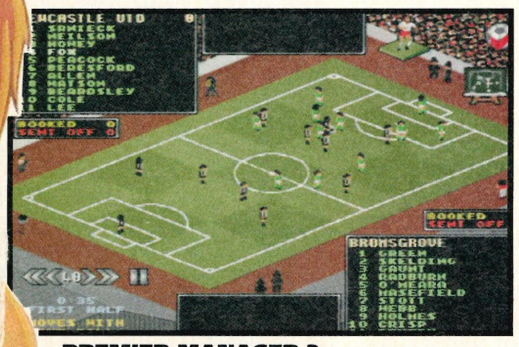
RISE OF THE ROBOTS
Can it really be the best beat'em-up for the Amiga?



SKELETON KREW
Core Design are back with this boney blaster

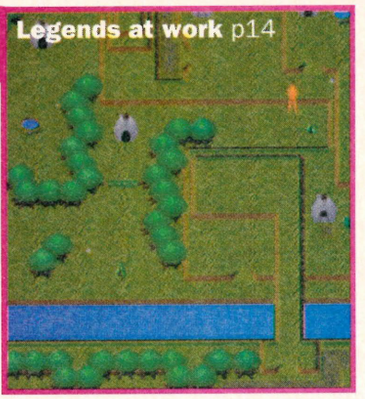


ALADDIN
First look at Virgin's platform masterpiece



PREMIER MANAGER 3
The best just keeps on getting better

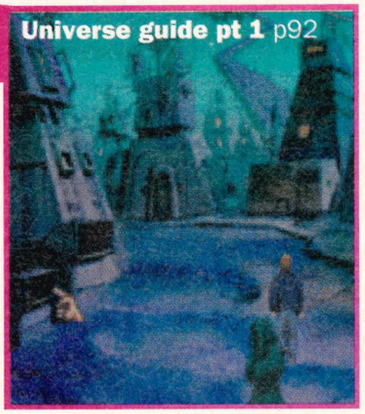
Features



Caught in the Net p14
Read the first part of our exclusive look into the world of computer communications. If the Internet intrigues you or BBSs baffle you then there's no better place to start than here. Read on!

Legend: Work in Progress p75
We have a chat with the guys behind the new Zelda-like Legend from Krisalis and attempt to find out what's been happening since the project was initiated all those months ago.

Game Guides



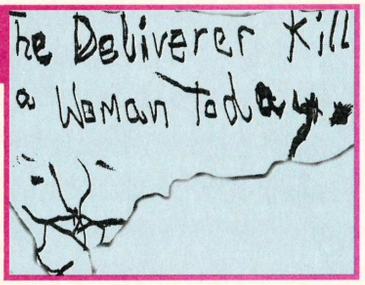
Universe p92
Read the first part of a very handy guide indeed

Robinson's Requiem p90
If your machine's fast enough, you may need help!

Ishar 3 p94
The most difficult RPG ever gets the treatment

Son of Boggit p98
The Bogster returns from his filthy cess-pit

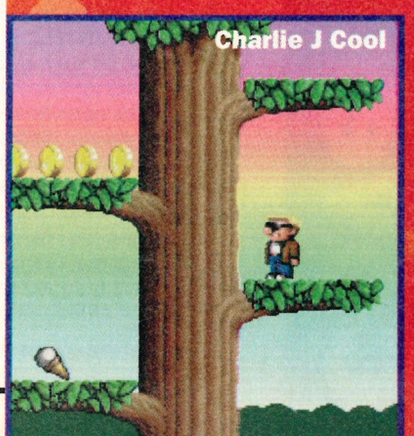
Ryan's Diary



It's very scary again p53
Part Two of the diary is to go go here. Part Two of the diary is to go go here. Just kidding! This month sees the conclusion of Ryan's diary. Read all about the warped hero of Empire's Dreamweb. Find out just how mad he actually goes with this exclusive story.

Coverdisks p6

Tactical Manager Italia
Get to grips with the glamorous world of Italian football thanks to our exclusive demo from Black Legend. It's so big it takes up two whole disks, but we've managed to get it on to one so you can play it to your heart's content. Are you good enough to beat the best in Serie A?



Dreamweb
Last month's front cover is this month's cover demo! Scoring 92%, Dreamweb was one of the highest scoring Amiga games this year. For sheer originality then look no further. Read the disk pages for a full rundown on what to do.

Ace the Space Case
Exclusively programmed for your favourite magazine, this is the first in a double helping of coverdisk platform mayhem this month. It's a cracker.

Charlie J Cool
Elsewhere in this magazine you'll be able to read a full review of this charming little platform game from Rasputin. Now you get the chance to have a go yourself and make your own mind up about it. NOTE: The disks are slightly different this month so please make sure you read the loading instructions carefully before doing anything.

Good things come in small packages they say. Well, that's a load of tosh. When was the last time you got a really good thing in a small package? Did your Amiga come in one? No. Did say, your hi-fi or television come in a small package? No they did not. Anything decent comes in a damn big package, and that, readers, is an extremely convoluted and contrived way of saying that this month's superb disks have come presented to you in a rather strange manner. We've got an exclusive version of Black Legend's Tactical Manager Italia on disk one, which is absolutely huuuuuge! So huge in fact that you'll need two disks to play it! Don't worry, all is explained later on, as indeed is the relevant information for the rest of our reamtastic demos, the sinister Dreamweb, and happy platform romps Ace the Space Case and Charlie J. Cool. All that and the chance to get five branded disks absolutely free – can you honestly say you don't want to marry us? All we ask is that you have a quick look at the instructions on these pages before you ram the disks in your machine. It's a very simple process, and if you like it, it will enable us to bring you loads more games for your money in the future. Enjoy, chums...

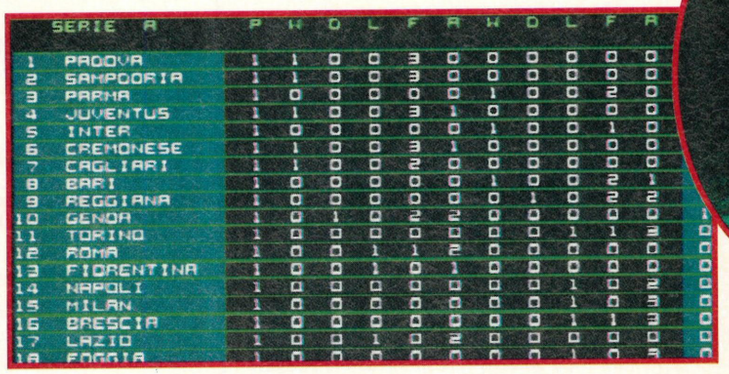
Cover Disks

Tactical Mana

We've added a twist to all the demos this month in order to get as much stuff on the disks as possible. What you'll have to do is have some blank formatted disks at the ready to decompact everything on to, or, in the case of Tactical Manager Italia, which is quite possibly the biggest and most packed demo we've ever had, two disks. Luckily we're giving you the chance to get your hands on five, so that's okay.

Insert disk one into your drive first of all. Once all the information has been stashed into your computer's memory, you'll be invited to press a key to continue. It may be a good idea to follow this advice. That done, you'll be asked to replace the coverdisk with the first of your formatted ones, and to press [return]. By this time you will no doubt be whistling a few bars of The Sun Has Got Its Hat On because of the mirthful anticipation you are feeling, but within seconds, you'll be forced to stop this and replace your disk with the second formatted one, again pressing [return]. Soon you will have a beautiful two disk demo on your hands, and here's what you do.

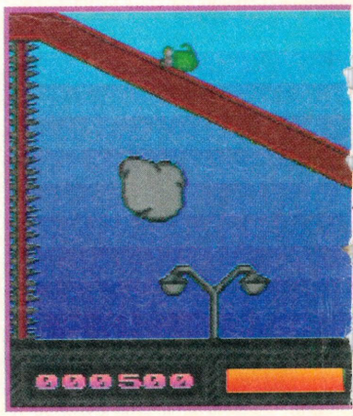
At the outset you'll have to choose a team from the Italian Serie B, the idea being that you have to prove yourself in order to progress into Serie A. Every single option from the completed game is available for you to use – tactics, editors, transfers, substitutions – well, everything, you get the message. You have 11 weeks of the Serie B season (which includes the odd cup game and so on) to prove your worth as a top flight manager, which basically means you need some fairly convincing results right from the off. If at the end of this period



	SERIE A	P	W	D	L	F	A	W	D	L	F	A	
1	PADOVA	1	1	0	0	3	0	0	0	0	0	0	
2	SAMPDORIA	1	1	0	0	3	0	0	0	0	0	0	
3	PARMA	1	0	0	0	0	0	1	0	0	2	0	
4	JUVENTUS	1	1	0	0	3	1	0	0	0	0	0	
5	INTER	1	0	0	0	0	0	1	0	0	1	0	
6	CREMONESE	1	1	0	0	3	1	0	0	0	0	0	
7	CAGLIARI	1	1	0	0	2	0	0	0	0	0	0	
8	BARI	1	0	0	0	0	0	1	0	0	2	1	
9	REGGIANA	1	0	0	0	0	0	0	1	0	2	2	
10	GENOA	1	0	1	0	2	2	0	0	0	0	0	1
11	TORINO	1	0	0	0	0	0	0	0	1	1	2	0
12	ROMA	1	0	0	1	1	2	0	0	0	0	0	0
13	FIORENTINA	1	0	0	1	0	1	0	0	0	0	0	0
14	NAPOLI	1	0	0	0	0	0	0	0	1	0	2	0
15	MILAN	1	0	0	0	0	0	0	0	1	0	2	0
16	BRESCIA	1	0	0	0	0	0	0	0	0	1	1	2
17	LAZIO	1	0	0	1	0	2	0	0	0	0	0	0
18	FOGGIA	1	0	0	0	0	0	0	0	1	0	2	

Ace the Spac

In order to play this demo of Scott Haynes' excellent shareware game, it might be an idea to insert disk two into the drive. You'd also be well advised to press [3] to get things rolling. Insert (when asked) another blank formatted disk into the drive, and Ace will decompact after another very brief spell of [return] pressing. After that, it's hot platform action all the way with the rather oddly named Basil Bagoo.



Basil has been dumping toxic waste, and Ace (the aforementioned Space Case presumably), in this demo at least, has come to the rescue, generally being quite heroic through three levels as he attempts to clean up the vile mess.

The options screen allows you to select from several difficulty levels, and an exceptionally nice touch is the ability to horizontally flip the levels, providing a slightly fresh challenge for anyone who completes it. Quite why this is included is beyond me, but it is, and it's good.

Ace is armed with up to nine rockets and an unlimited supply of bombs as he

ger Italia



your success rate isn't too great, you'll be invited to have another stab. If however, your team are playing superb football under your guidance and the points are racking up, then at any point during those 11 weeks, some Serie A teams will become available to manage.



The chances are these won't include the likes of AC Milan or Sampdoria, as it would take longer than a few weeks to become worthy of these giants, but most others will crop up provided you do okay. Again, everything from the proper version is here, including the new Euro Cup groupings in which you can participate should you be skilful enough to manage the appropriate team.

The Serie A season lasts for nine weeks, giving you just enough time to get to know your squad and groom them to your style of play.

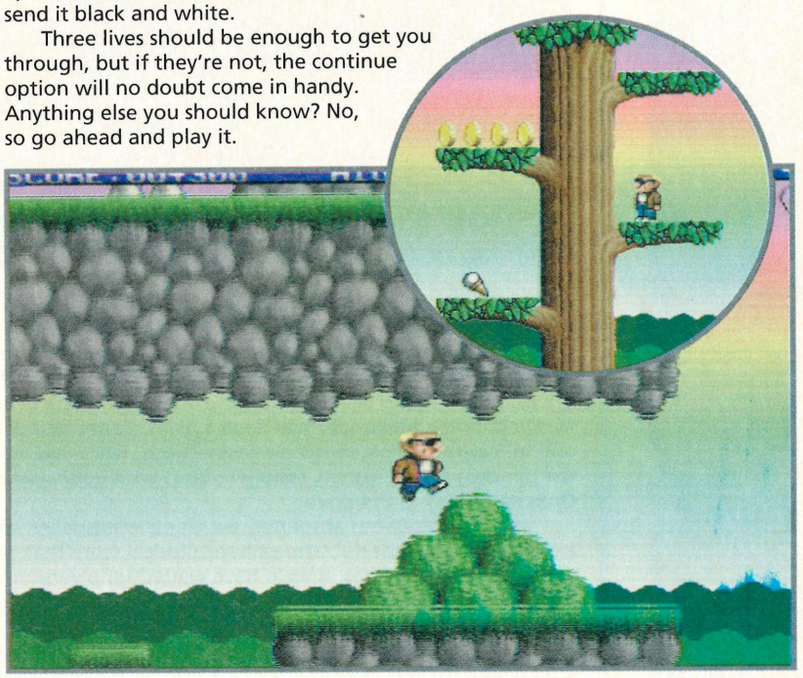
A save option is included, as indeed is the option to print your tables, commentaries etc. at any time. The demo alone should take you an age to master, so without further ado, let's check out what's next in our special December disk fest.

Charlie J Cool

Place disk two into your drive and select the demo by pressing [2]. The on-screen prompt will tell you to insert your formatted disk into the drive and depack it by pressing [return]. After about a minute, the demo will be ready to play on your now Charlified disk.

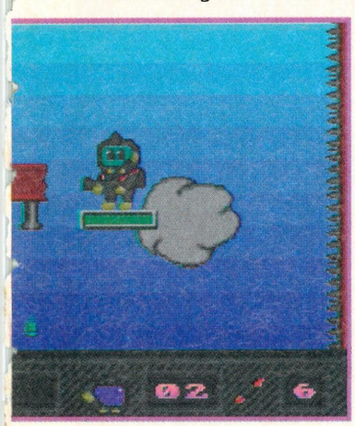
You control Charlie in a mutated version of the first level of the game. By selecting the options you can decide whether Up or Fire makes him jump, and whether or not, by keeping the Fire button pressed, Charlie jumps in a frenzied fashion or simply stops after one leap. The intention of course is to reach the end of the level, but to do that you have to find the golden key. You will need to avoid the bugs and obstacles, or better still, jump on them to gain extra points. The coins give you extra points too, and along the way you'll come across "power-downs" of sorts, which tip the screen upside down for a time or even send it black and white.

Three lives should be enough to get you through, but if they're not, the continue option will no doubt come in handy. Anything else you should know? No, so go ahead and play it.

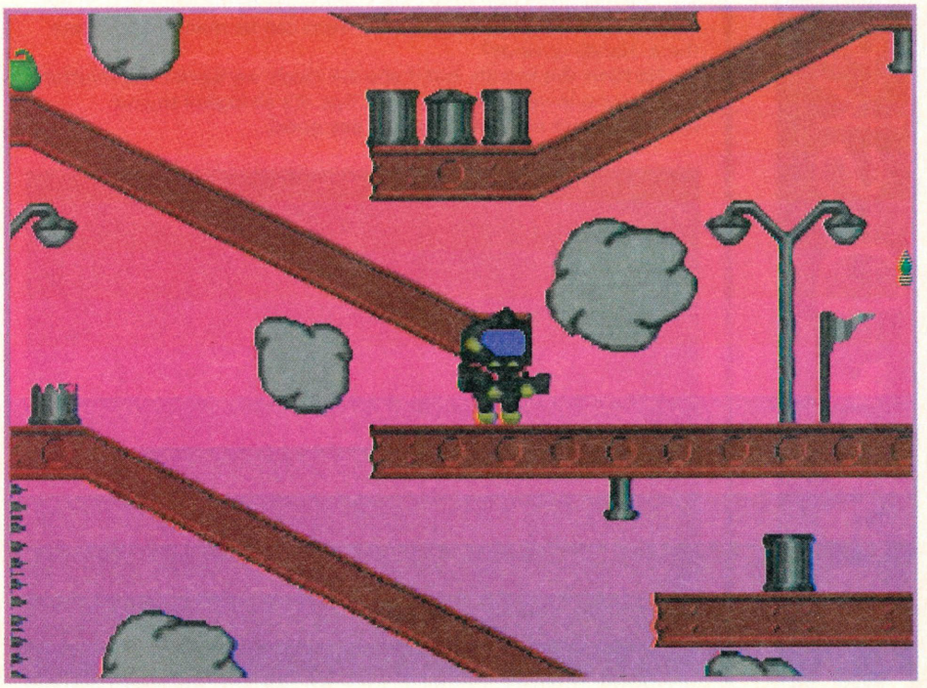


e Case

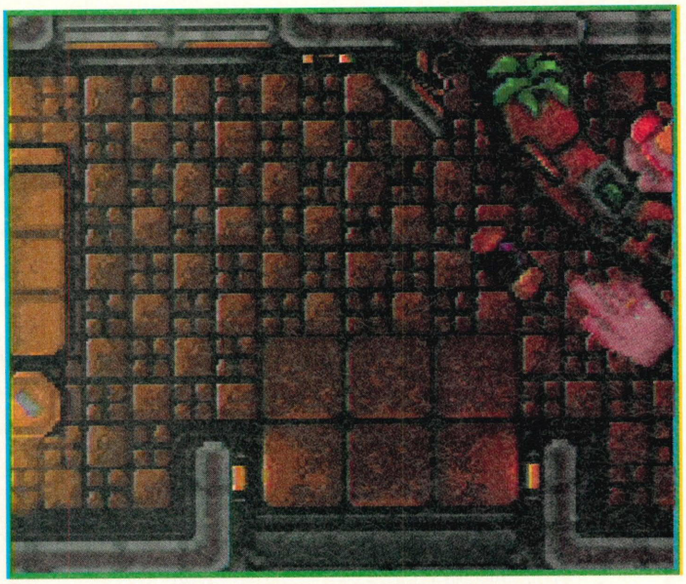
scampers up the level to his goal. Bombs are activated by pressing fire, and they'll roll and bounce if you keep the button held down, exploding only on its release. Rockets are launched by pressing fire and then holding the button down, and of course you must avoid the robotic animals and deadly spikes unless you fancy losing your lives and dying. Erm, which is basically one and the same thing.



Anything else you need to know is explained in the game, so there's no need to go into it here. And please remember, if you do find you like this demo, take note of the address and have a butcher's at the real thing.



Dreamweb



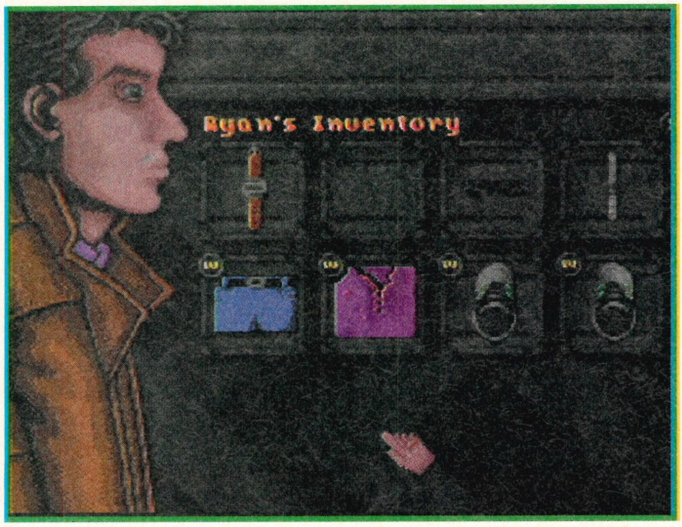
Empire's epic murder'em-up is soon to be making an appearance on the shelves of your local software outlet, but seeing as we're so thoughtful, we've provided you with the chance to give it a go and test your skills in this exclusive Amiga Action demo. The first thing to do is to put disk two into the drive and select Dreamweb for De-packing. Make sure you have a blank, formatted disk handy, and follow the simple on-screen instructions. Once you are told that the operation has finished, simply re-boot with your spanking new Dreamweb disk in the drive.

The demo itself has absolutely no sound whatsoever, so don't be expecting the wonderful, atmospheric musical score that the finished version of the game has. If we'd have waited for a version with sound we were looking at a big delay and we wouldn't have been able to get it to you so early.

It's all controlled using the mouse, with a click on an area of the screen with the left mouse button taking the character to that specific point, and a click with the right mouse button using an object if the inventory is selected.

You are carrying the correct equipment to complete most of the demo, but you might have to pick up one or two items to finish it all off. The inventory has three pages which can be flicked through by clicking on the number, and all the items can be manipulated from there. Handy or what?

No hints this month, but if you ask nicely we'll print the solution to the demo in next month's Small Tips. It's all logical so you probably won't need 'em if you're any good.



Five BBC Disks

In case you haven't noticed, we're giving away five rather tremendous BBC disks this month, and information on how to obtain them is on the back of the voucher. So, read it without delay and enjoy yet another top free gift from Amiga Action. Yes, that's what you must do.

What it's all about...

By the time you've got around to actually using the first coverdisk, you will have discovered that we've gone about things a bit differently this month. Before you can play any of the demos you will have to decompact them on to a separate disk. We make no apologies for this. It is entirely deliberate. We here at Amiga Action have made a conscious decision to get the coverdisks as crammed full of stuff as possible. You're paying nearly four pounds for our magazine so we're going to make sure you get the ULTIMATE value for money. We believe the way ahead is to crush programs to such a large degree that you have to unpack them yourselves. You've all got old disks lying around the house and it enables us to give you even more every month. You save money as a result by having the opportunity to test more games before paying for them. We've employed the best in the business to make the unpacking as painless as possible. It really is a doddle and it only takes a minute. To get you started we're even giving you five free disks this month. We'd obviously like to hear your views on the new system as quickly as possible, so write and let us know what you think about it all.

Duff Disks

Because we duplicate in excess of 40 billion disks every month it stands to reason that one or two won't work, and we're sorry if you're one of the unlucky ones. It isn't too big a deal though. Just return the faulty disk (after checking it countless times) to our disk buddies at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorks, and they'll have a working version with you in a jiffy.



DreamWeb



~~Sunday April~~

Monday April 9

The clock keeps going round.

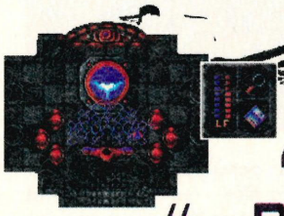
It won't ~~fuck~~ tell me the time.

Santa Claus gave a gun to me.

Let loose the puppies of War.

I died last night.







"....AWESOME...!

"....BREATH TAKING...!"

"....HEART STOPPING...!"

A game to die for!

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R RESTRICTED
UNDER 17 REQUIRES PARENT OR ADULT SUPERVISION.

18

WARNING : THIS GAME CONTAINS SCENES OF SEX AND GRAPHIC VIOLENCE NOT SUITABLE FOR YOUNG CHILDREN.

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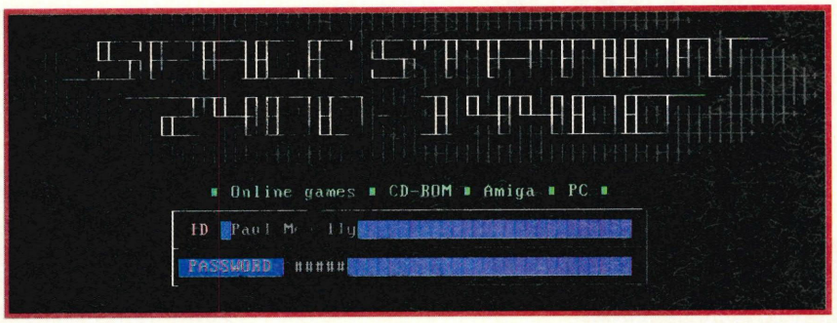
INTERNET...GLOBAL COMMUNICATIONS...FOOTBALL...

First word

Right you lot. Paul's off to exotic Kos this week so I'm the lucky one who gets to do this bit. Firstly I'd like to say hello to anybody who knows me, my mum, dad, girlfriend, old Mrs Watson down the street. Ahem, now that's out of the way I'd better tell you what's in this month's mag before I go any further and run out of space. Well, you can find our EXCLUSIVE (oooh!) reviews of Rise of the Robots and Skeleton Krew later on, but whatever you do, don't forget to send off for your freebie disks. They're there waiting for you. And may I also take this opportunity to thank everybody at The One for their humorous facsimile message. Oh, bye Simon. Thanks for making us laugh! Good stuff. See ya later....

CHICKEN

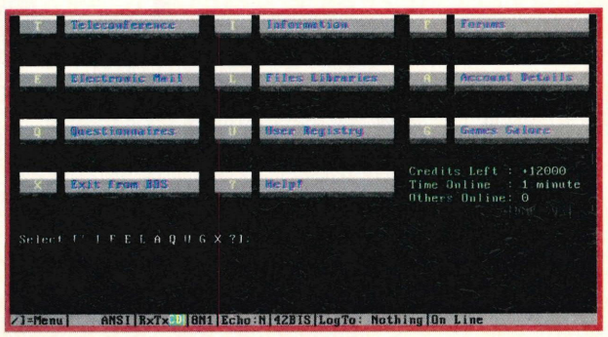
Mr Telephone Man



Modems enjoyed a period of being the most popular computer add-on about seven years ago, but since then, they've dropped away more or less completely. However, all that has changed over the past few months, and just about everybody is talking about Internet and just how wonderful it is. Most of the people who know anything about it want to get on it, but if you're not at all sure what's going on, it's all a bit of a jargon minefield.

As briefly as possible, Internet is just what it sounds like – an international network of computers that you (yes you) can access easily with a modem. If you fancy making friends with people in the USA, Russia or just about anywhere else, then bar a power cut, there's nothing stopping you. All you need is a modem and some decent comms software and you're away.

As well as the Internet, more and more Bulletin Board Systems (BBS) have a selection of Amiga software and utilities ready to be downloaded. It's all PD and utilities, but that isn't a bad thing when you consider it only costs the price of a telephone call. See next month's AA for more information on this and also how you can get hold of other users via e-mail as opposed to Snail Mail! Wow!



Staying Indoors



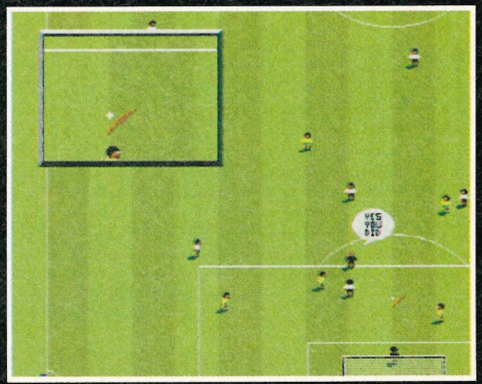
Last month we previewed the excellent Football Glory from Black Legend. As far as Sensible beaters go, this couldn't be any closer. Elsewhere in this issue you'll find a full review, but for the moment we bring you news of a new version of Football Glory that's only in the planning stages at the moment.

An indoor version of the game is on the cards – something that has only ever been attempted by the ancient MicroProse Soccer before. Richard Holmes from BL reckons that Football Glory is the only soccer game to use real-time calculation on ball bounces, which means that when a ball comes off the post, the angle of rebound is worked out to make the ricochet as accurate as possible. Thus meaning your reactions have to be that bit more faster than before

Using this system he reckons it's a logical step to introduce walls, as in indoor soccer. Nobody else has been able to do it because of the complexity of the routines, but Black Legend claim to have sussed it out!

The game, which should be out in the first quarter of 1995, will feature lots of different rules (five-a-side, six-a-side etc), as well as funny shaped pitches to add to the fun. Final specifications have yet to be decided though.

It all sounds like good, clean football fun to us and we'll bring you more news as and when we have it. In the meantime watch out for some Christmassy Football Glory fun in next month's festive issue.



...FREE DISKS! YES!...THE LION KING...COMPETITION

Floppy Bonanza

Attached to the front of this month's magazine you should have found a small voucher (this offer is unfortunately unavailable to overseas readers). If it wasn't there and you didn't notice, it's probably too late to complain to your newsagent now. If you did, then you might be wondering what's going on.

Blank disks are a recurring problem for everybody. You've got to level 10 of Sonic Chaos or whatever, and you desperately need to save your game 'cos you're going out to play footy with your mates. Now you have three choices at this stage. The first is to turn off your machine and try to get to the same spot tomorrow. Alternatively, you can be late for your mates and risk getting laughed at for playing computer games. Or finally, you can pop in one of the five, branded BBC blank disks you can get simply by returning the voucher to the address on its rear.



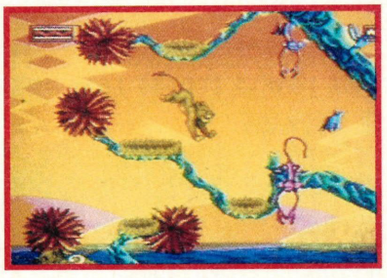
It's definitely worth it. All you pay is postage. These disks aren't poor quality, second hand jobs. They're brand new and just waiting to be despatched to you. So what are you waiting for?

COMPETITION TIME

Remember last month when we were trying to give away a load of our old games because we'd moved and were trying to tidy up? Well this month we've got a load more. We estimate there's about £400 worth of software waiting for the lucky chap/ess who sends in the best photo of them when they were a baby. The cuter, the messier, the sadder the better. Get rid of those embarrassing snaps by sending 'em in to us to laugh, er, I mean look at. We promise to print the winner.

Like a Lion in Zion

What the bloody hell was that song all about? Bob Marley, now there was a bloke that could confuse people. Anyway, the only connection between Mr. Marley's ditty and Virgin Interactive's new game, is the word "lion". Yes, fearsome king of the jungle, hunter, stalker and ermmm king-like. Yep, that just about sums up lions alright. Where were we? Oh, The Lion King, that's right.



Later on in this issue we take a look at the amazing Amiga version of Aladdin, and just before going to press we received news from Doug Johns at Virgin (he used to work for Amiga Action in the old days you know) that the team responsible for that, are about to embark upon a conversion of the Mega Drive version of The Lion King from Disney. (That's the one with all the Elton John songs in it, so presumably they're in a bit of a dilemma about the soundtrack. Amiga Lion King with music by Elton John! Doesn't quite sell it to you does it?).

Now if Aladdin is anything to go by, Virgin are going to be starting the new year with a rare old bang. So, watch this space in our Christmas Special for a full preview. Failing that, we'll fill it with something else equally as interesting... probably.

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...MORE GORY BLOOD...MOUSE NEWS...AS I RAGE



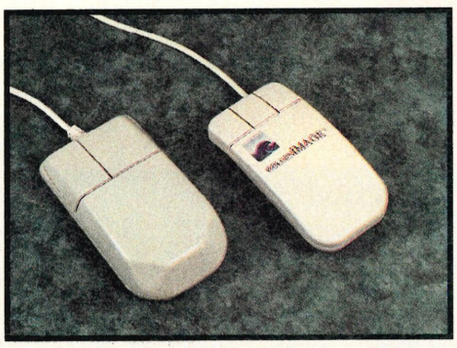
STOP PRESS – Mortal Kombat 2!

Yes kids. It's the news you've been praying for, and we received it about three seconds before going to press. Here goes! Acclaim have announced that they will be doing one of the most successful ever sequels for the Amiga and that it'll be out before the end of the year. Probe Software have been signed up to do the conversion, and bearing in mind they also converted the excellent original, there is no reason to believe that the standard here will not be maintained.

When you consider the clamour to get hold of the title on other formats, it is difficult to see another game beating it to the Christmas Number One spot, providing it hits the streets in time. This could severely dent Sensible Software's hopes of having the top three this year. All this is pure newsie speculation, but we believe MKII is guaranteed phenomenal sales whatever.

The fact that this game is coming out on our machine will give a huge boost to the Amiga . Watch out for a full review (touch wood) next month, where our Christmas Special promises to be very special indeed! Don't miss out, get all the latest information on the new characters, moves and anything else we might find on our travels.

I Saw a Mouse



Well that headline's straight out of the classic computer mag cliché books, but it's still quite relevant because this bit is all about mice. Wizard Developments have been in touch to let us know about their new range of Amiga mice, and we thought you might like to know too!

Well, they've got two models on offer. The first is the imaginatively titled Normal Mouse, which will only set you back a tenner and looks like a fine replacement for your existing worn out mouse. You can even switch it between Amiga and ST modes, which we're sure most of you will find extremely handy!

Second up is an Optical Mouse and it costs an extra tenner. We could go on for ages with amusing 'no balls' gags, but we won't, because we're all in a mature mood. What you get is a mouse with no ball that operates by shining a light on to a metal mat or something like that. Anyway, it saves cleaning it every five seconds. If you're keen on either product you'll be glad to know that Wizard offer free UK delivery, 28 days money-back guarantee and two years warranty. They can be contacted on 0322 272908.

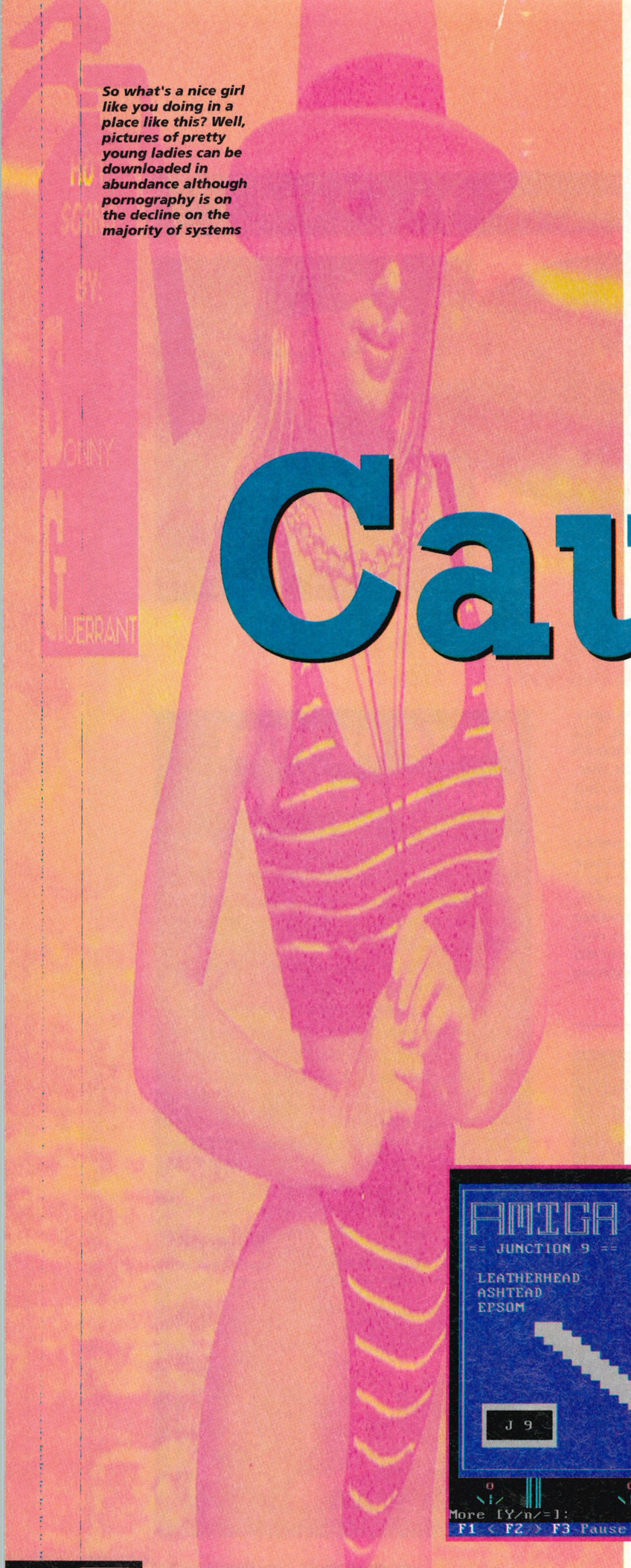
Rage against the Machine

They're a nice bunch down at Time Warner and they're also involved with some of the next generation of big arcade releases. Primal Rage just happens to be one of them.

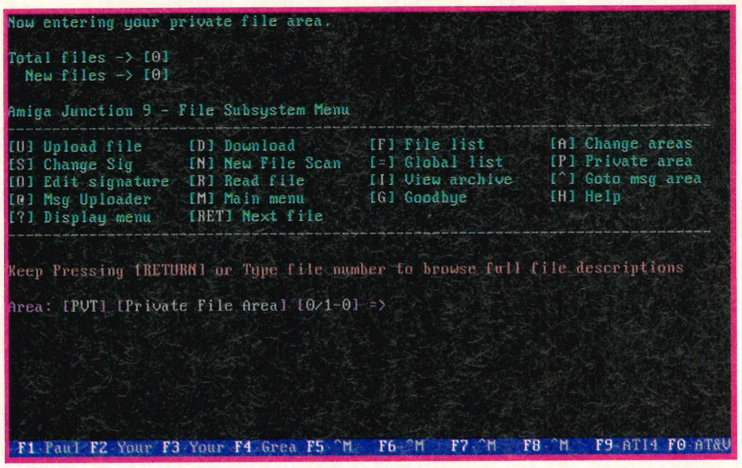
Now in case you didn't know, Time Warner Interactive used to be known as Atari Games, but that's just a bit of trivia to keep fact-fans going. Primal Rage is a beat'em-up that uses a, wait for it, "proprietary new stop-motion animation technique that provides incredibly lifelike character action."

The game has already been billed in some corners as next years' Mortal Kombat, and the good news is that it will be appearing on the Amiga late next year. It may seem like a long time to wait, but a little patience never goes amiss.





So what's a nice girl like you doing in a place like this? Well, pictures of pretty young ladies can be downloaded in abundance although pornography is on the decline on the majority of systems

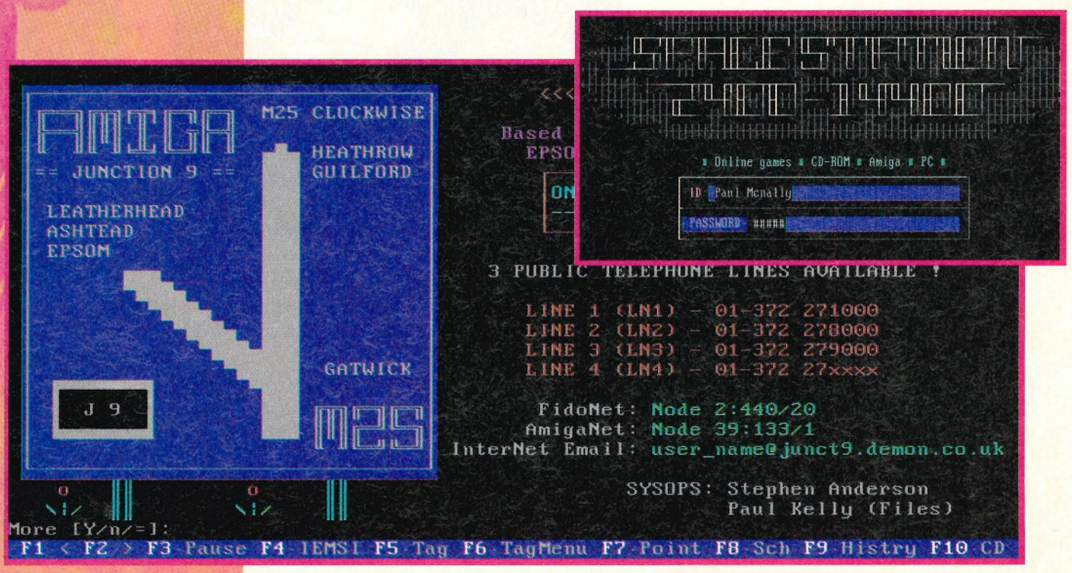


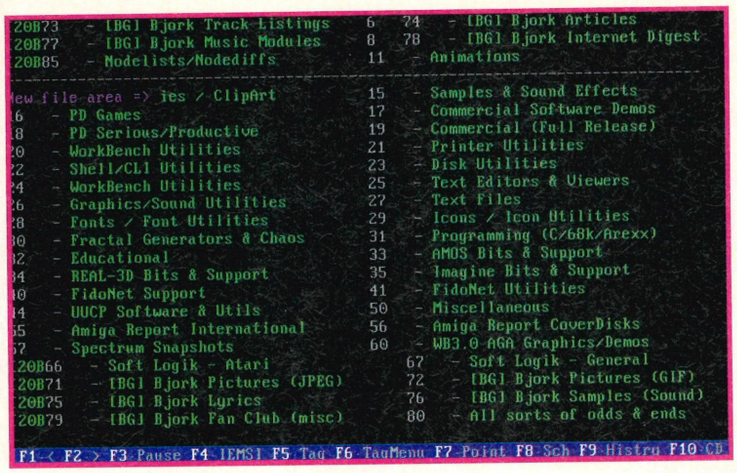
Caught i

part 1

Oi! Don't you dare turn the page at the sight of something even slightly technical looking! Just you sit exactly where you are and carry on reading. There's a big chance it could change your life.... and your phone bill!

BY PAUL McNALLY





Left: **And this is what it's all about. After you've logged onto a BBS you'll generally be treated to page after page of text-based menus. Some of the more advanced systems use a style of graphics similar to the Teletext system you can receive on your TV, but for the most part, coloured writing is the best you'll get. Not that that's a problem!**

n the Net

Modems. You know they're a little box that you connect to your computer and into the telephone. Then what? Good question, because potentially the world is your oyster. In this first instalment of a two part Amiga Action special, we'll be telling you a little bit about your own personal gateway to the world. If you've already heard the words Internet and BBSs bandied around, you're halfway there already. If you haven't, then the next few minutes could be quite surprising. Anyway, read on...

'It's the happening area of the industry at the moment. Everybody is getting in on the act as the modem strikes back as the add-on of the nineties...'

Chicken's story

About nine years ago I got my first modem. It was nothing special, in fact it was positively archaic by today's standards, but it was a modem. I was in a position that many of you are in now. You know what one is, you know roughly what they do, but you've no idea as to what use you could actually put one to.

I had an Amstrad at the time and this modem was linked into that. I managed to bribe my parents to get me an account on British Telecom's Micronet service (this was a huge system, similar to Teletext, except you could connect your computer to it via the phone line and talk (well type) to other people.) It was sort of like CB with keyboards instead of voices. This might seem a bit sad, but it's all too easy to get hooked. After a while I started reviewing games for an online Amstrad section, and that is one of the reasons I'm here today.

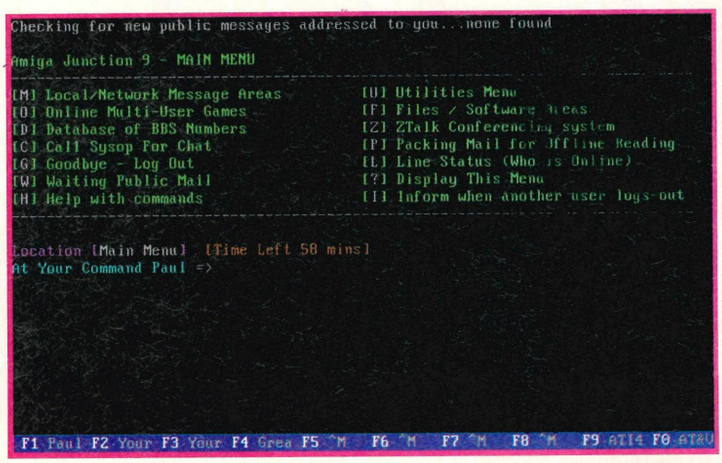
For reasons too numerous to mention, a lot of Micronet subscribers walked out on the service in 1987. It seemed that the hundreds of thousands of regular users would now be relegated to the smaller Bulletin Board Systems (BBSs) where only one caller was allowed on line at a time. The social aspect was now defunct and people didn't want to know.

Users dropped out of the scene in droves, me included. However, suddenly it's trendy to be in communications again. BBSs are springing up at a rapid rate, and with all the publicity, more and more people are discovering a handy thing called the Internet.

The Internet has been growing for years, but is something a lot of people have never known about. For one reason or another, magazine after magazine and author after author have begun to inform people about this worldwide network of computers that can be accessed via a local system. Virtually everyone who hears a little about it cannot fail to be impressed by its CV. This is the point where I am willing to accept that some of you won't have the faintest clue of what I'm talking about. So, it's time for a little lesson in basic modeming!

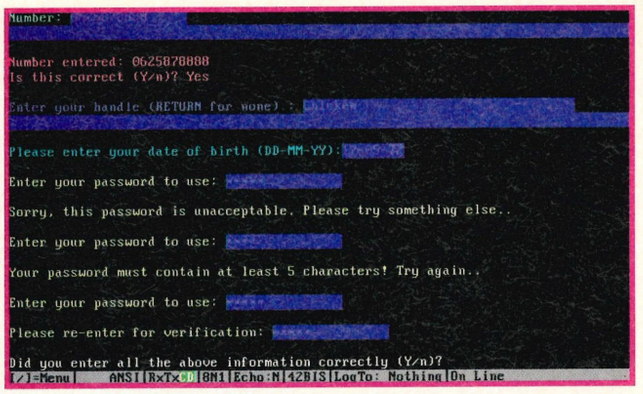
What's what?

A modem is a device that allows your computer to communicate with others, regardless of make or size. The modem is the leveller. It interprets between the two machines and explains to each of them what's going on (and probably does a better job of it than I'm doing here to be honest!) Now because these machines are connected by signals sent down a telephone line, it is possible



The whole system tends to be operated through a series of easy to use menus. Select what you want, press the corresponding key and a new menu appears, and so on

Caught in the Net



Right: **Logging on to a system for the first time can be a bit of a pain. It is vital to keep your password safe, as access will be denied if you lose it, potentially causing a lot of grief**

to link machines anywhere in the world and exchange data of whatever sort.

A good example of this is the Football Glory review in this month's magazine. It was beginning to look a bit touch and go as to whether we'd get the game in to review this issue. We couldn't rely on Royal Mail, so we got in touch with Richard and Chris down at Black Legend in London. We connected our two modems, and 20 minutes later we were playing the finished version of the game near Manchester. Impressive eh?

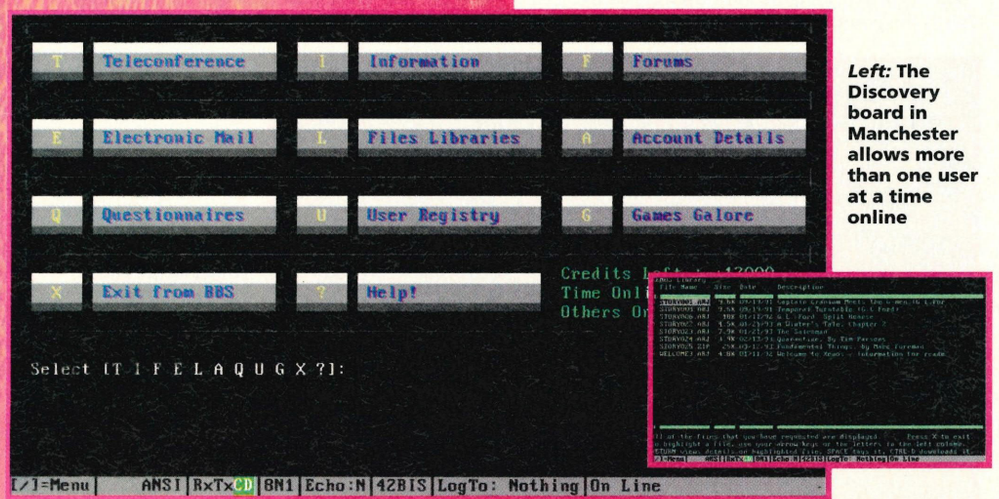
This is just a simple example of how a modem saved our skin. Fortunately, the chances of you needing 800k of data in half an hour if you are to keep your job (just kidding boss) are pretty slim. So what can be done with a modem in everyday practice?

My other car's a Porsche

Before we go into too much detail, it's important that I tell you a little bit about the technical side of things. All modems have what's known as a Baud rate. Put simply, this is the rate at which the device can translate information between the two systems. The higher the Baud rate, the faster it can operate.

For example, my first modem was a 1200 Baud. This meant that it could send and receive 1200 bytes per second. The one I have now is a 28,800 baud modem, which would have been unheard of at that time. Obviously it pays to have as fast a modem as possible, because if the transfer is quicker, you aren't using the telephone for as long. And with the extortionate prices we get charged (although they are coming down all the time) this is obviously vitally important.

'Modems are pretty scary items to the beginner. A lot of thought should go into whether you really want all the hassle of it all'



Left: **The Discovery board in Manchester allows more than one user at a time online**

What do I connect to?

Believe it or not, there are thousands of BBSs throughout the UK, and millions around the world. These systems are generally free of charge to use (excluding the price of the phone call of course). You'll come across file libraries of stuff just waiting for you to take (file transfer from a host machine to yours is called Downloading). Usually you'll have to "Upload" something every now and then, as nobody likes a freeloader. Obviously none of this stuff is commercial, but you can find handy utilities and game demos as well as recipes for quiche and so on.

Pirates are frowned upon by sensible SysOps (system operators – the people who run the BBSs) as they can get into a lot of trouble and have their gear confiscated if they are caught. Pornography is all under the counter on most systems too, so if you're a parent, the worry of this is not as large as it once was. The penalties for carrying material of an obscene nature are also heavy.

While it is fair to say that the majority of BBSs cater mainly for the PC, an awful lot have an Amiga section. Some boards are Amiga specific and we'll be giving you more details about these in part two next month.

Standard practice...

They might be free, but all boards require you to register with them. This is because of red tape such as the Data Protection Act. Registering generally means supplying the owner with your name, password, address and telephone number, as well as other boring details about yourself. This is no cause for worry, because the DPA protects your information and is on your side.

Another reason for passwords is so that other users can leave what is known as e-mail. This may be private correspondence, and if you didn't have a codeword then anybody could read it couldn't they? We'll be going into all this in far more detail next month, so don't worry about it just yet.

Next month...

Ooops! We appear to be out of space. Next month we'll be telling you everything you need to know about electronic communication, including what you need to do to get on line, how to find the specialist BBS systems for the Amiga, and more information about the Internet in general. If you have any comments, address them to Paul McNally and send them to the address at the front of the mag. Next month we'll be giving you a full e-mail address too! Cheers.

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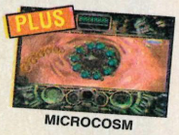
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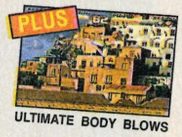

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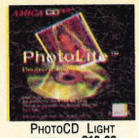

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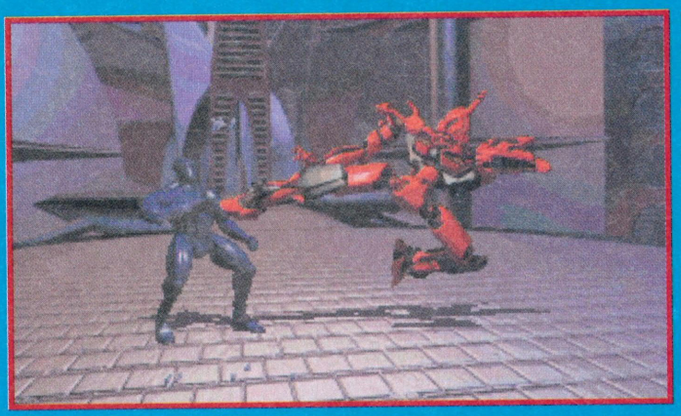
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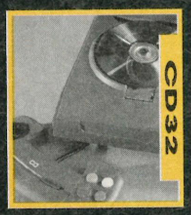
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Action reviews

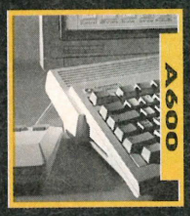
It's like a visit to Exclusive City this month. Turn the page to check out some of the best games of the year



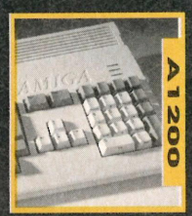
Rise of the Robots p48
Another exclusive. This time it's one of the most eagerly awaited titles ever!



Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).



We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?



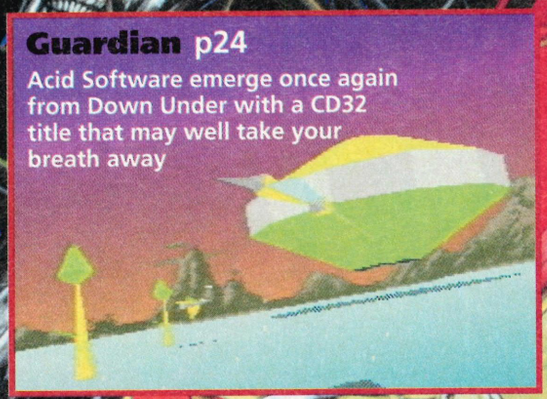
No, thought not.

Football Glory p29
Have Black Legend's Croteam really come up with the goods to finally beat Sensible Soccer? Footy fans are well and truly spoiled for choice now



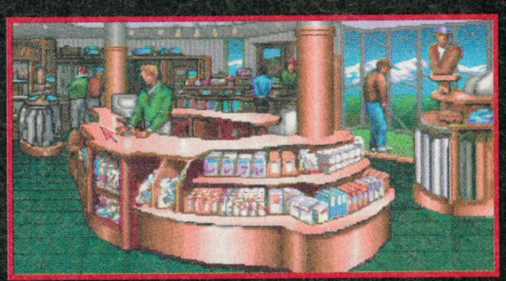
Skeleton Krew p20
Exclusive review of Core Design's latest blasting game!

Guardian p24
Acid Software emerge once again from Down Under with a CD32 title that may well take your breath away

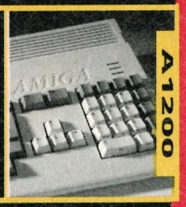


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Fields of Glory p46
Embryo p32
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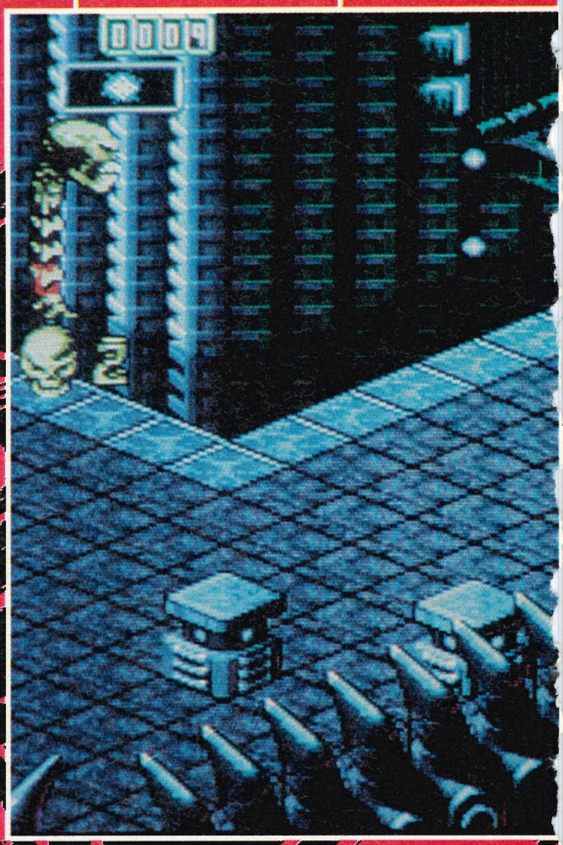
ACTION REVIEW
SHOOT'EM-UP





Some pretty impressive enemies are to be found lurking within the confines of Skeleton Krew, including some of the best end-of-level guardians I have ever seen. There's even two of the things on the final level for good measure

Joint has the amazing ability to walk in one direction while at the same time spinning around and firing at anything that moves. The control method is very difficult to get the hang of at first but soon gets a lot easier



Have Core Design re-invented the shoot'em-up? An unusually excited Steve McNally seems to think so

Skeleton K



You can choose to play as any one of three very different characters

I've been on this magazine long enough now for any regular reader to realise that, in general, shoot'em-ups do little or nothing for me. For some reason I find it very difficult to get excited about them. Perhaps it is their mindless nature that puts me off. Level after level of wanton destruction with little or no point to the game provides no incentive to progress any further (sounds a bit like Speed I suppose).

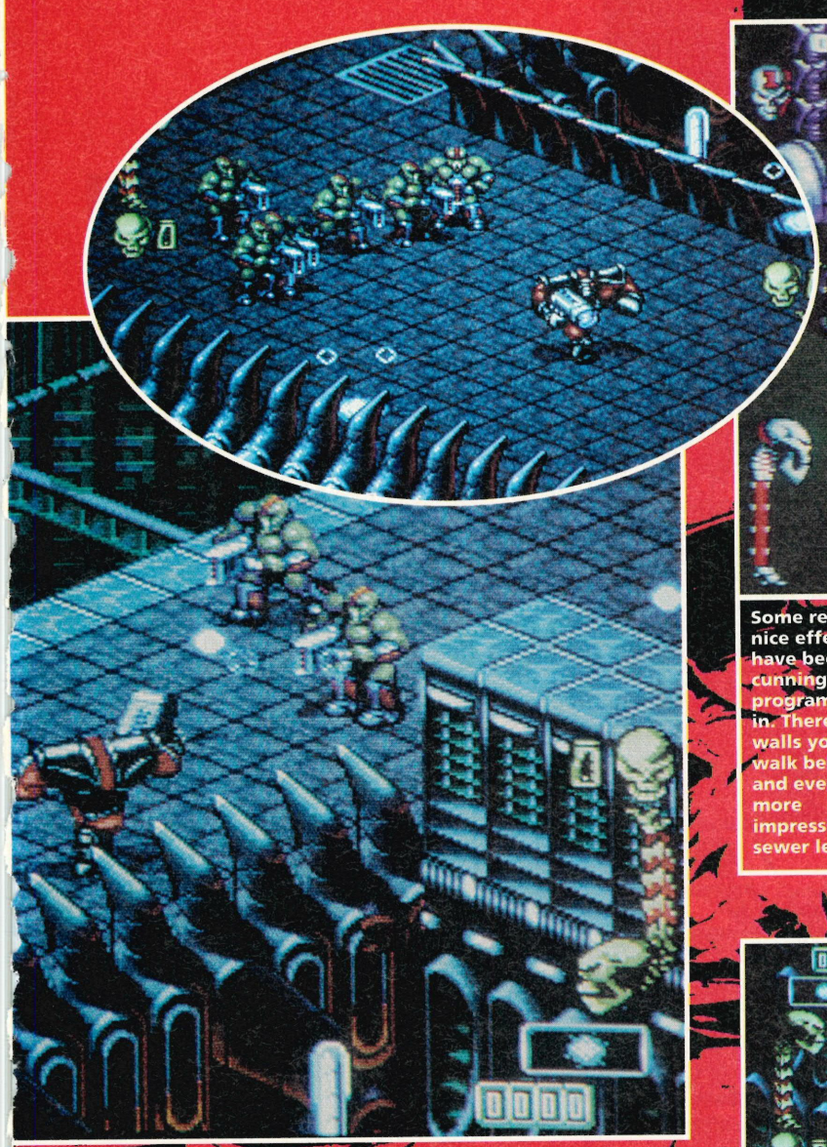
If ever a software house was going to come up with a game of this type that would interest me, it would have to be Core. Their last three efforts in this area (excluding the ever so slightly dodgy Cyberpunks) have all been fine examples of the genre. Blastar, Banshee and now Skeleton Krew have all pushed back the boundaries of the shoot'em-up.

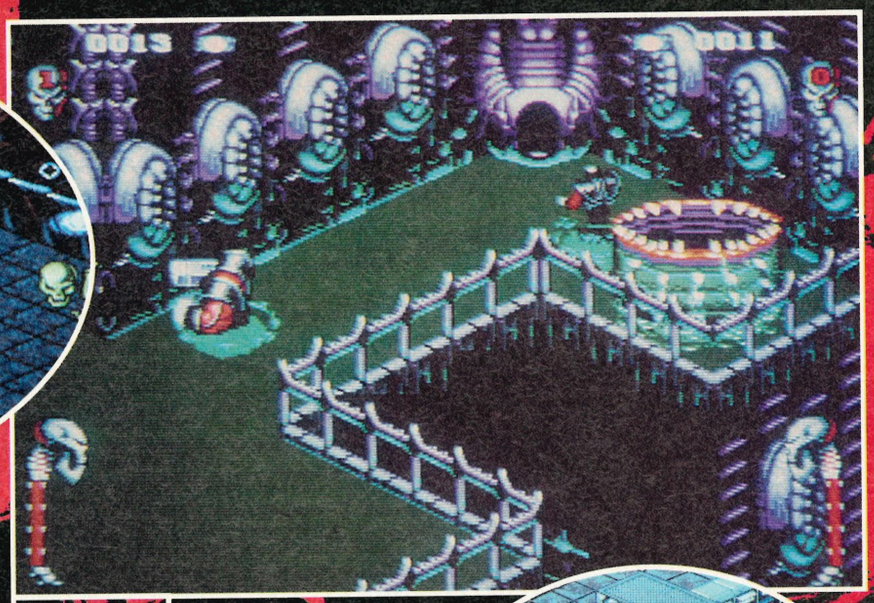
It was difficult to see anyone bettering Banshee this year, but that is exactly what is going to happen if Core manage to get this out before the new year (a feat they are confident they will achieve).

Skeleton Krew exploits the Cyberpunk craze to good effect with a cast of characters which they hope will interest the readers of comics such as Judge Dredd and 2000 AD (or are they the same thing?).

As Core's marketing machine shifts into gear on this one, they hope to turn Joint – the heavy hitter, Rib – the blastin' babe and Spine – the Krew Kapitano (their words, not mine) into the next big thing with a merchandising blitz that could turn into the computer game equivalent of The Flintstones.

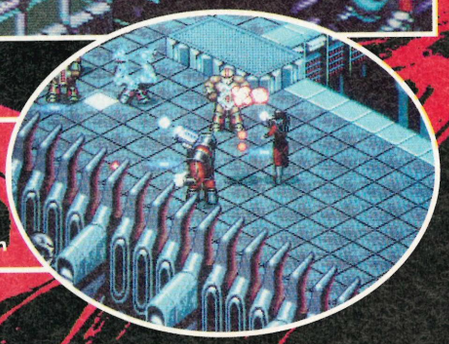
However, all that is irrelevant really, and what is important is the eye of the storm itself, the game, and it doesn't disappoint in any way.

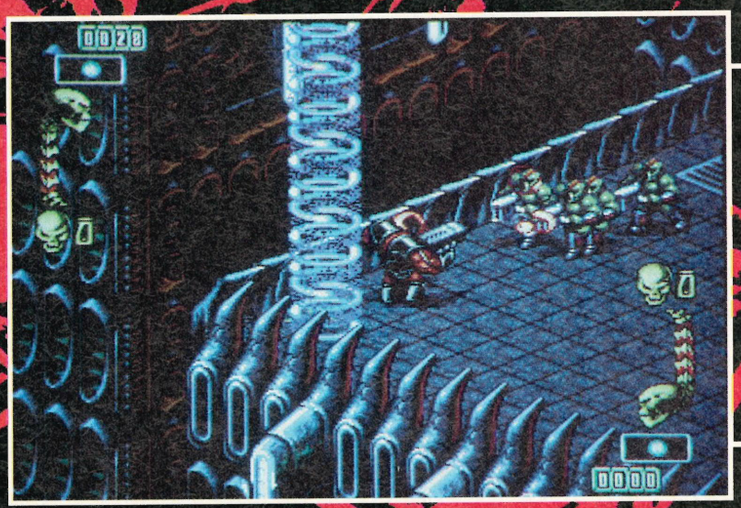




Some really nice effects have been cunningly programmed in. There are walls you can walk behind, and even more impressive, a sewer level

The graphics have been completely overhauled from the far less colourful MegaDrive version





That swirly white thing may look nice, but it's dumping the aliens all over the place. Unfortunately, you can't destroy it either, so deploying your weapons its general direction is a bit of a waste of time

Krew

The control system is extremely difficult to get to grips with, at least it is with the preferred two-button joystick/pad method. Basically, the characters are capable of rotating the top halves of their bodies by a full 360 degrees, effectively enabling them to fire any way they want, without having to change their direction of movement.

Boney M

This is achieved by making use of the right button to rotate to the right, the left button to rotate to the left, and both buttons simultaneously to fire in the last direction the top half of your body was facing. It sounds complicated, and to be honest it is. Bloody tricky is the phrase that leaps immediately to my mind.

I'd like to say that it soon becomes easier, but to be honest, it doesn't. It starts off extremely hard and even after some considerable time playing, is still hard.

Perseverance does pay off in the end, although I must admit to spending much of my time spinning around uncontrollably, arms aloft, in a not too dissimilar fashion to the legendary Paul Roundell on an embarrassing Saturday night out in Xanadu's, Rochdale (not a pretty sight I can tell you).

The other control method, the one-buttoned joystick, is simpler, but a lot of the complexity is lost as a result. Basically, whenever you press the fire button you will fire in the last direction you were facing. Far more conventional, but far more boring and mindless.

Skeleton Krew took a lot longer than Core imagined to develop. I always find it reassuring when a software house holds back a product, because although it may be frustrating to see a game's release date constantly slip further and further back, you at least know that the publishers in question are determined to get it right and not release a sub-standard product. A lot of the delay was due to Core's commitment to getting the characters and scenario just right, and and to be honest, the attention to detail in every department is downright astonishing.

Each character has their own signature weapon, for example, Joint has the Krash 'n' Burn Blaster – a standard bazooka which can be powered up to the nasty sounding Ravage II Wrender. This can blow up the entire body with a single, explosive round, punch holes in inanimate objects and cause any vehicle to explode. Nice.

There are many other delightful sounding weapons such as the Slice 'n' Dice Trunkator, the Tri-blast Trasher and the Missile Maniak.

My particular favourite has to be the F-Flenzer. I don't know what the name means, but this certainly could be termed a weapon of mass destruction. Whirling blades (fired as deadly

Skeleton Krew (cont)

shuriken) will tear the flesh from any unsuspecting enemy.

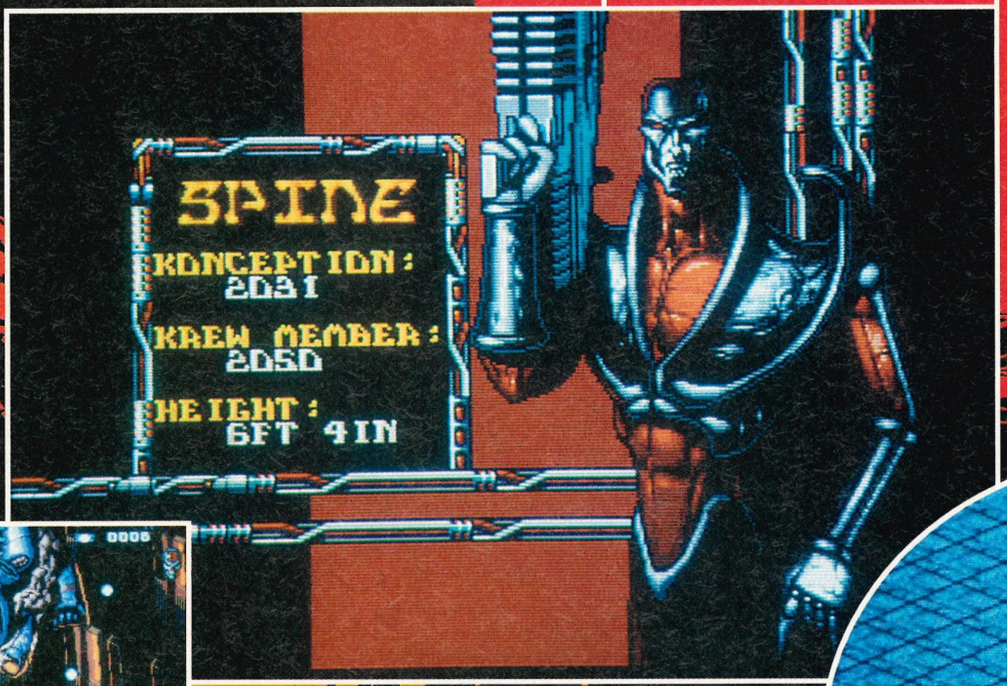
You may be wondering why all of these weapons are necessary. In fact, I know you will, because I've just realised that I've completely forgotten to mention anything of the storyline. Instead of going back and rewriting the start of the review, I thought I'd cunningly slip it in without you noticing. Clever eh?

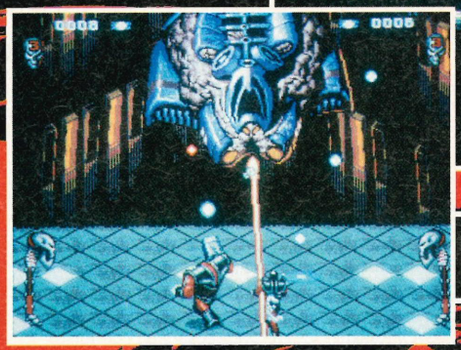
Well, there's this bloke see, and he intends to take over the solar system by building a whopping great weapon known only as the Psyko Machine. He's called Moribund Kadaver by the way, in case you're interested.

The game takes place over six massive levels as the Skeleton Krew and Kadaver's Dead Inc. race against time to collect the components required to build the deadly weapon. The levels are based throughout the solar system, on Earth, Venus, Mars and Kadaver's own artificially created planet, Psyogenesis, the headquarters of the dreaded Dead Inc.

Each planet also has an end-of-level boss. Now you would be forgiven for thinking that this means there are six end-of-level guardians, but oh no. Being Core, they had to try and go one better. That means seven end-of-level bosses, two of which come on the last level. And they are huge. I'm not kidding. When you see one of these boys coming at you, you back off. At least if you're me you do. But then perhaps that's why I don't last that long.

Each character has a highly detailed, carefully thought out background, and this all helps to create the right atmosphere for the game. Shame I don't like cyberpunk stuff really





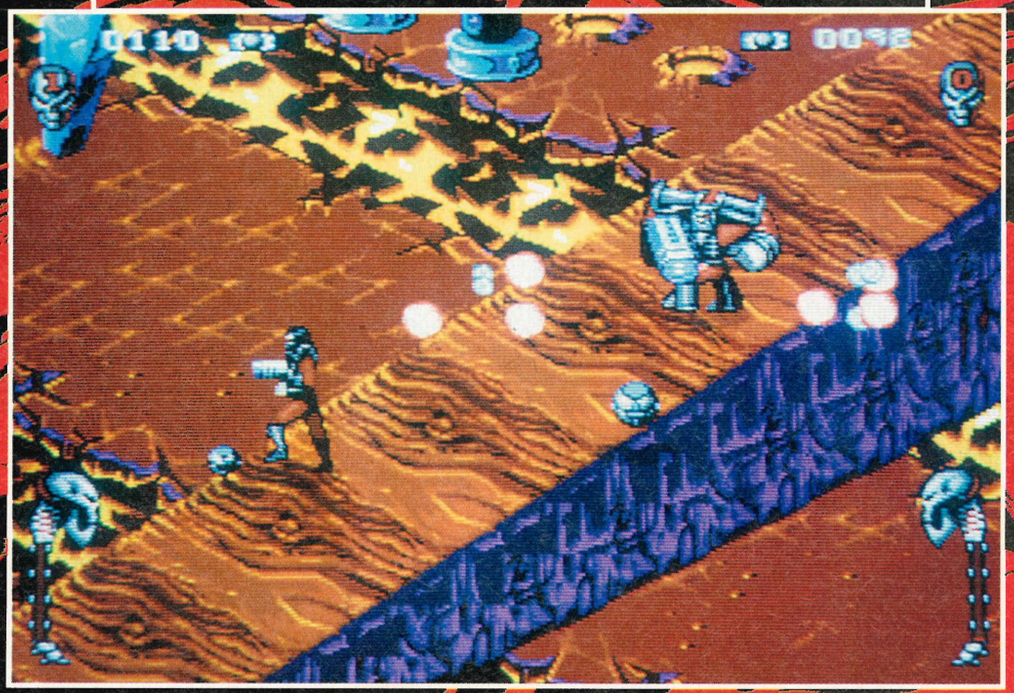
It has to be said, the end-of-level guardians are absolutely enormous

Anyway, as the Krew progress through the levels, you'll begin to notice that there's something a little amiss here. Now this is supposed to be a shoot'em-up isn't it? Well what's it doing having little puzzley bits in it then? Eh?

Action fans needn't panic, it's nothing that's going to tax your addled brains too much. It certainly couldn't be called a puzzle game, but it is a feature nonetheless and there can be no denying it. Admittedly, the toughest it gets is turning off a forcefield by shooting at something, but it does serve as a mild distraction, and is one of the reasons I like Skeleton Krew so much.

I'm not into the whole Cyberpunk thing at all to be honest. I don't like Manga and haven't read a comic since I was fourteen, but it is impossible not to see its appeal, and very difficult not to get drawn in by the stuff. I felt a strange affiliation with the Krew and their cause by the time I was finished, and it's something I would definitely see through to the end if I had the time or the skill (and I have neither).

The quest will take you from one end of the universe to the other as you travel from Mars to Pluto. The levels remain essentially the same throughout, but after all, it is a shoot 'em-up. What else can you expect?



Goombay Dance Band

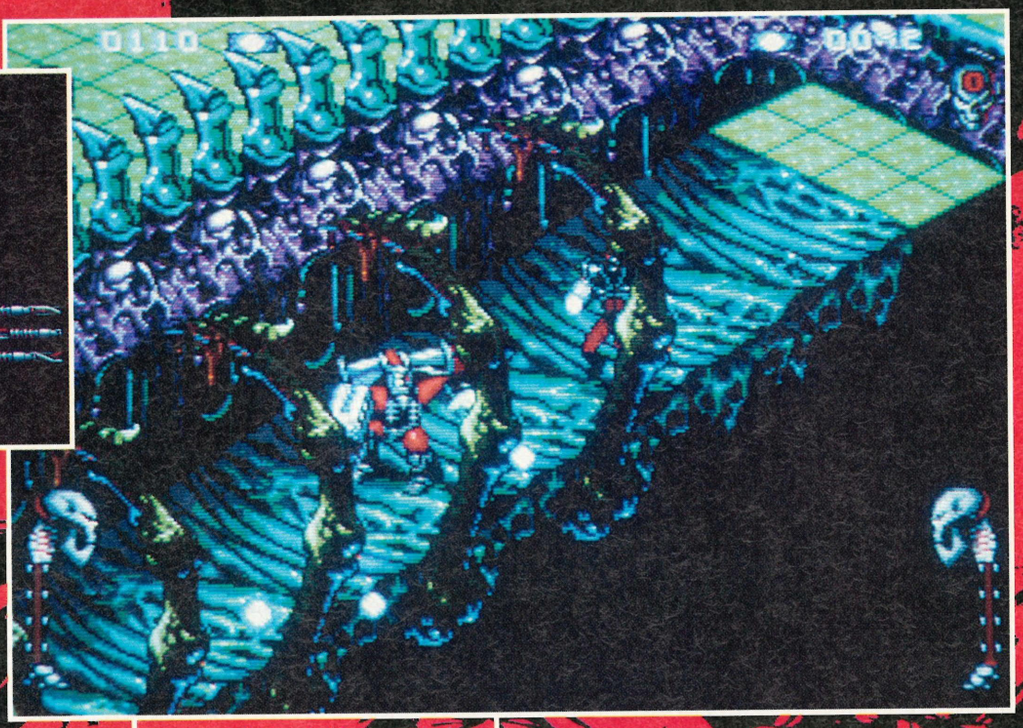
To my knowledge, no-one has ever done a 3D isometric shoot'em-up before – I think mainly because they thought it couldn't be done. Core have slaved away over the game for a good while now, and the finished product shows that it has certainly been worth the effort. There are some real jaw dropping effects, a lot of which are very subtle, and the animation is superb.

The characters strut around as if they own the screen (and who am I to argue), and the way they go up and down stairs on to different levels is enough to impress me.

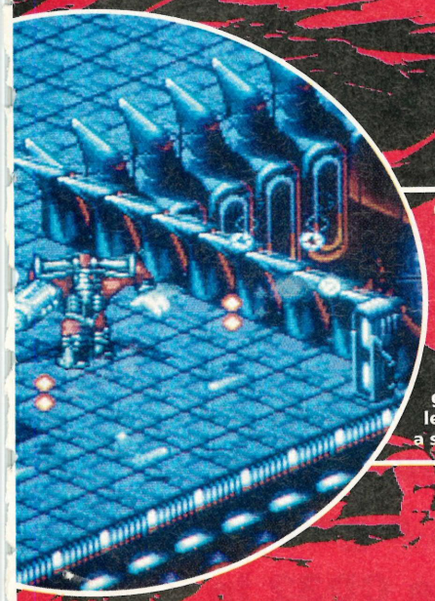
You also have the ability to walk behind walls and hole yourself up in an alcove for added protection. There are a ton of other nice touches that struck me while I was playing, but annoyingly escape my feeble brain at this very moment. Never mind.



Ok, I give in. I can't do it. I've got an enormous caption box in front of me and what have I got to work with. The options screen. Well that's just great

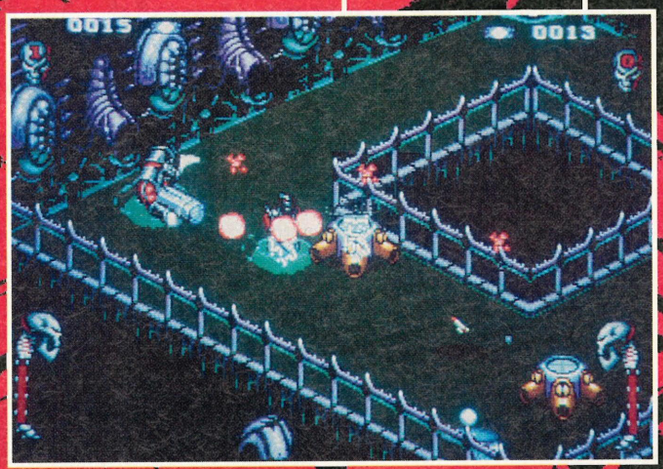


The level design is highly varied throughout the game and helps to keep the player interested. This naturally provides a good incentive to keep plugging on



One of the things that impressed me most is that each of the levels is multi layered, allowing the player to climb stairs, jump down uninjured from a great height and leap tall buildings in a single bound

The simultaneous two player option is undoubtedly the most fun. You and your partner must co-operate and work well as a team if you are to succeed



Skeleton Krew is a real shock to the system and has gone a long way to opening my eyes to the merits of a good shoot'em-up. Thinking about it, they are not as commonplace as they were a year ago anyway. Then it seemed like every other game was a shoot'em-up. No matter how good or bad the product was, it was rush released in much the same way as platform games are today.

It looks at last as though the genre has matured sufficiently, and producers have begun to realise that there is far more to be said for spending time on a game and getting it just right than sticking it in a box half finished and selling about ten copies.

Core are on to a winner with this one. If a game can convert me to an arena that I previously wasn't keen on then it must be good. I'm not easily swayed on anything, and for a single product to manage it is unheard of. Skeleton Krew has managed to do this, and in future, when any shoot 'em-up comes in, I'll be first in the queue to review it. That's something I never thought I would hear myself say. **A**



All-out action is the order of the day in Skeleton Krew

THE LOW-DOWN

PUBLISHER Core Design
CONTACT 0332 297797
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	90%
SOUND	87%
PLAYABILITY	93%
DIFFICULTY	Tricky

This is superb. It almost pains me to say it about a game of this type, but it's true. As shoot'em-ups go, I can't think of any I would rather be playing, and I'm sure that I won't be the only one to hold that opinion. The game is highly polished, looks great, plays well, is exciting, and while highly challenging, is not too difficult to put people off. Core have another great game and money making opportunity on their hands, and if they manage to get it out for Christmas, which I'm sure they will, a high festive chart position is virtually guaranteed.

REVIEWED BY STEVE

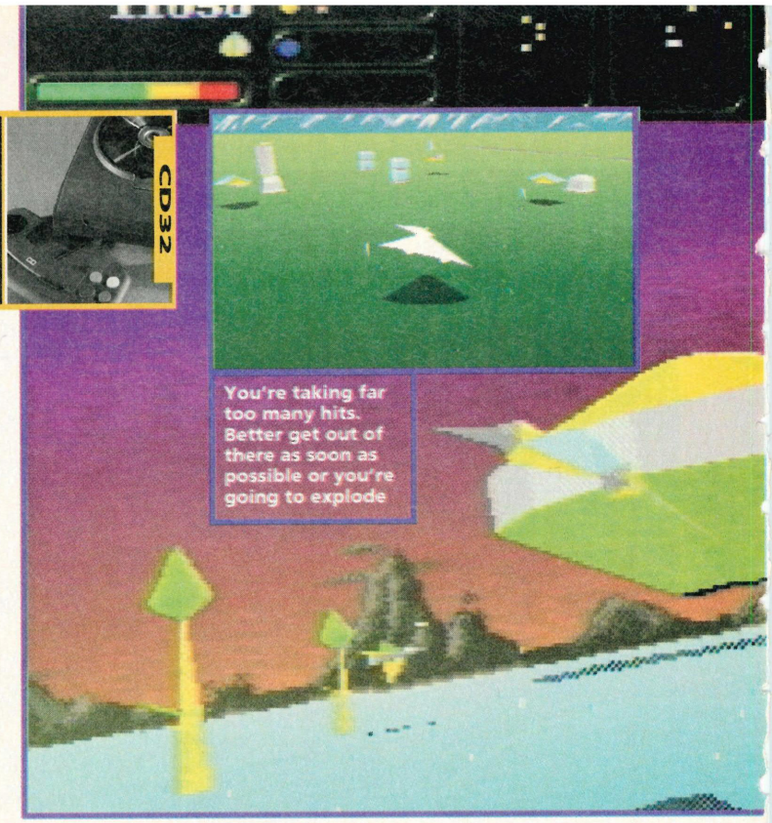
SECOND OPINION

This always happens doesn't it? A game like the one over the page arrives and blows us all away, and within days something else goes even further. This is an absolute stonker of a shoot'em-up and A1200 owners should prepare their incontinence knickers right this minute.

OPINION BY PAUL

OVERALL SCORE

91%





It is possible to have complete control over the view in Guardian, although to be honest I found that the original preset view was by far the best one available. Stick to that one if you ask me

Guardi

Oh my God, it's finally happened. We thought it never would, but a game specifically written with the CD32 in mind is here. And it's stunning

If you've been looking for a reason to buy a super, wondrous CD32, you no longer have an excuse, I'm afraid. Oh, apart from the fact that you probably can't find any shop that's selling the things at the moment, thanks to the long running saga concerning the future of Commodore.

Well, hopefully, when that's sorted, all your excuses are out the window. Actually, if anyone at the future Commodore or Amiga Ltd or whatever the name turns out to be, has any sense, they will be making serious efforts to get this game bundled with the machine, thereby enhancing its appeal considerably.

I've heard it said that Guardian can do for the CD32 what Sonic the Hedgehog did for the MegaDrive. And, having played the finished version for quite some time now, I find it difficult to disagree. Programmed by relative newcomers, Acid Software, the game is an unashamed, no nonsense blaster in the all-action mould.

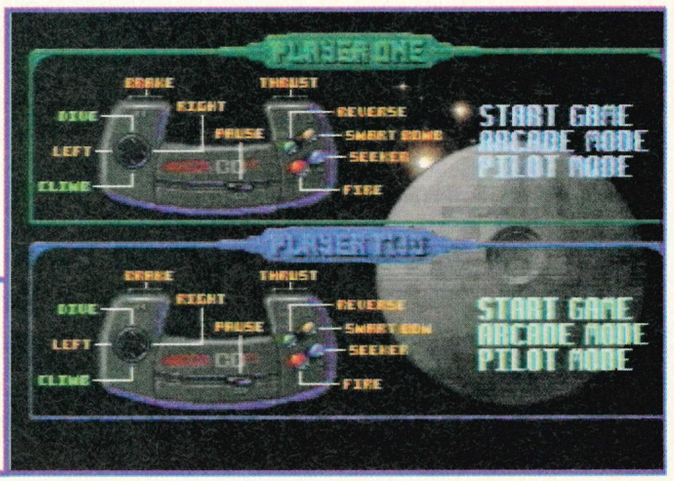
The game is set in a rapidly shrinking universe, sometime in the future. Why the universe is shrinking isn't clear, all you are told is that it is only a few light years in diameter, sort of a reverse big bang if you will. Millions of life forms are now battling it out for possession of the few remaining resources, conveniently giving themselves an excuse not to worry about the impending disaster that lies around the corner.

You have been selected as a Guardian (hence the title I suppose), one of an elite troop of pilots charged with protecting what is left of the human species. Your mission is to repel the relentless attacks of alien life forms on a series of populated planets. The responsibility that lies on your shoulders is a heavy one, as you are secure in the knowledge that should you fail, the human race will face certain destruction.

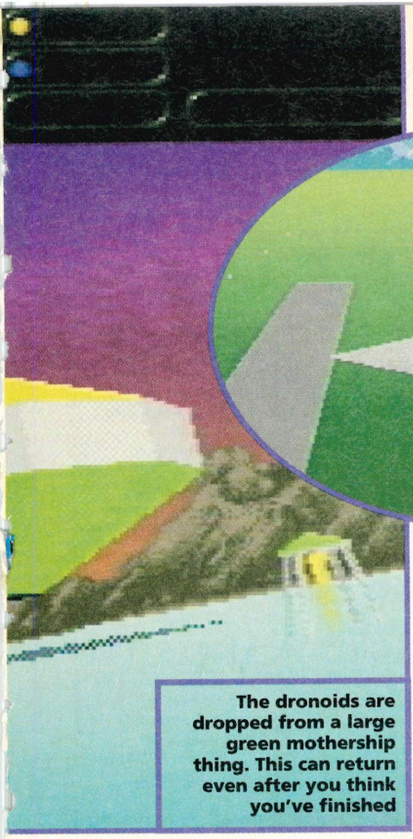
I would like to tell you something about the



Er, ahem... Neil had taken over from me playing the game at this stage. Cough, splutter, etc..



The comprehensive options screen even allows you to configure the control pad to your liking



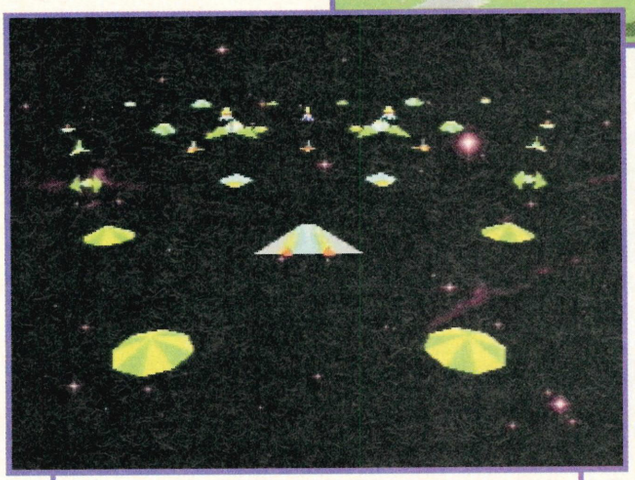
The dronoids are dropped from a large green mothership thing. This can return even after you think you've finished



I haven't worked out whether destroying this is any use or not

Ah, success at last. Don't be fooled though, Guardian is far harder than it looks





The intro sequence is possibly the least exciting part of what is otherwise a thrill a minute game. I don't suppose it matters that much though

an

rewards you receive should you succeed in your goal, but when you play Guardian, you will realise just how difficult it actually is. Hence I haven't got on to the third level (there are ten altogether, apparently), let alone finished the thing.

If you've ever played Super Nintendo Starwing/Starfox, then you will have a good idea of what to expect gameplay wise. However, Guardian is far less linear than its counterpart, allowing you the freedom to roam around the combat arena at will. The similarity comes in the graphics and the all-action gameplay style so successfully utilised by the geezers at Nintendo.

Acid have 'borrowed' certain elements from Starwing, reworked them, improved things generally and come up with, what is in effect, an all round better game.

There are ten planets to conquer, and you move on to the next when you have cleared three zones of Dronoids (alien craft that float around with the sole intention of destroying your buildings and installations).

You have an array of weaponry at your disposal, including lasers, smart bombs and tracking missiles. You also have a shield as a last line of defence.

The lasers have unlimited fire, but the smart bombs and tracking missiles are strictly limited, and you should try and use them sparingly. But I must admit, it is far too tempting to use them to get you through the earlier levels which you find yourself playing time and time again.



The ship explodes as the incompetent Neil takes the controls once again. Of course, if I was playing, this would never have happened

Simplicity

It's funny you know, normally I can't bring myself to go over the same ground time and time again, but with Guardian it doesn't seem to be a problem. Perhaps the key lies in it's simplicity, and the fact that the levels don't change that much anyway. I suppose it doesn't really matter which level you're playing, it's all pretty much the same high speed, no let-up action. **A**

THE LOW-DOWN

PUBLISHER Guildhall Leisure
CONTACT 0302 890000
HD INSTALLABLE N/A
PRICE £29.99

GRAPHICS	85%
SOUND	91%
PLAYABILITY	89%
DIFFICULTY	Tricky

If you own a CD32 then you really shouldn't hesitate in dashing out to buy this the instant it's released. Acid have done the impossible and followed up Skidmarks with a game that actually is even more impressive than their last excellent effort. If you don't own a CD32, I wouldn't go as far as to say you should buy one purely on the strength of one game. But, if this is the standard that can be reached, and programmers are going to start putting the effort in to produce it, then the machine's future should be very rosy indeed. A big round of applause for Acid. Wahey.

REVIEWED BY STEVE

SECOND OPINION

Acid have shown us once again that they are a force to be reckoned with. Guardian is an excellent and difficult shoot'em-up, arriving at just the right time to give the CD32 a much needed boost. I can't wait for the New Zealanders' next effort.

OPINION BY PAUL

OVERALL SCORE

89%

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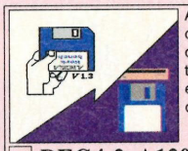
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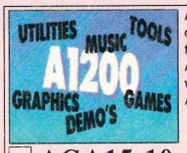
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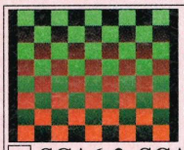
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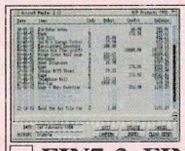
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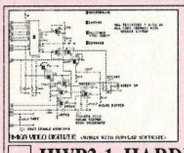
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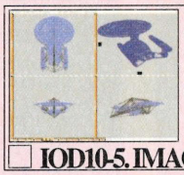
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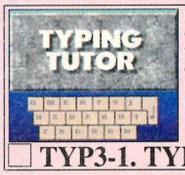


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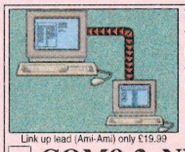
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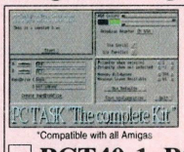
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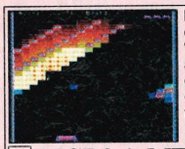
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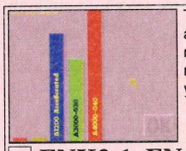
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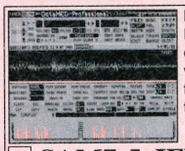


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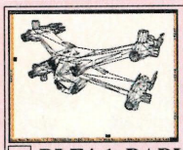
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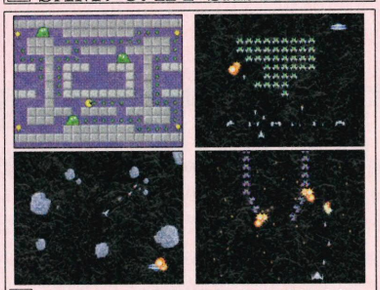


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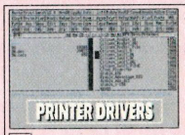


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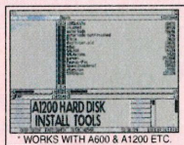
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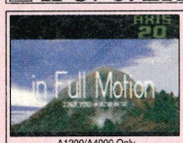
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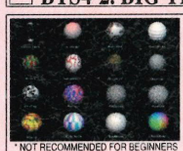
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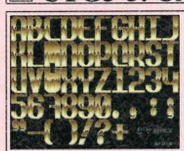
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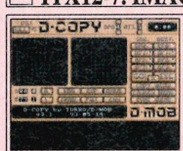


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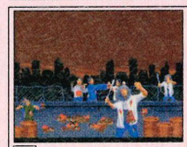
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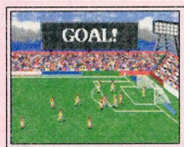


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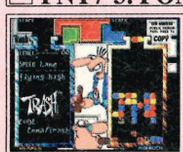
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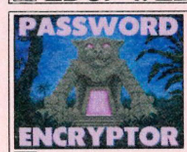


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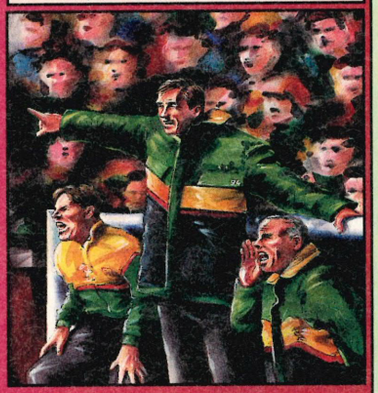
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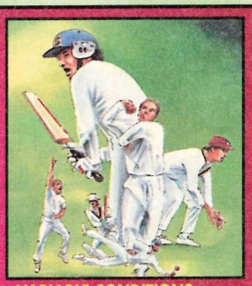
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A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature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



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- 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.

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

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.

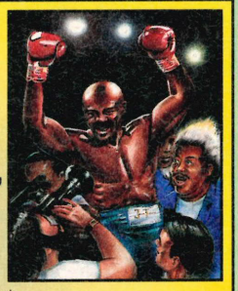
STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

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

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

BOXING MASTERS

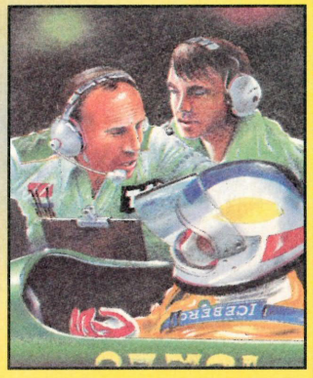
A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities. ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-



- The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.
- You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.

Formula 1 Challenge VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.



- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits
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- Load/save games, statistics saved, latest FISA rules.
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Football Glory

The year is drawing to a close, but those software people just won't let up in their quest for the definitive football game



England's vital statistics aren't as good as they should be at half time. The mighty Brazil are well on top

There's only one way to look at this in order to give it a fair and unbiased review, and that's to see it in complete and utter isolation. Every single football game to get a release in recent years has been compared in some way – big or small – to That Which We Know So Well, and understandably so. Certain games equal That Which We Know So Well in one particular way, while others aspire to its greatness by borrowing one or two ideas.

By and large, each game is compared to That Which We Know So Well simply because That Which WKSW is the number one in its field.

Only a blind mongoose wearing a steel balaclava back to front can have failed to notice that Football Glory indeed "borrows one or two ideas" from this certain unmentionable effort, but let's just forget about that for a moment and concentrate on the game itself.



Surprise surprise as the Croatian team are all included! Hang on, that looks like the programmer's name

The Croatian arm of Black Legend have gone for the tried, tested and proven method of the overhead perspective, and the fundamentals of the game take a widely familiar path.

You can choose to play as a Premiership or Division One team, and enact a full length season. Or, if you prefer,you can customise the length of the season and the teams in it to suit yourself. A number of international teams are also kindly provided for your usage (hmm, the famous Croatian side seem to have snuck in there too...), and on top of that, there are various pre-set and customisable cups you can enter, including the European Cup Champions League and the World Cup qualifiers.

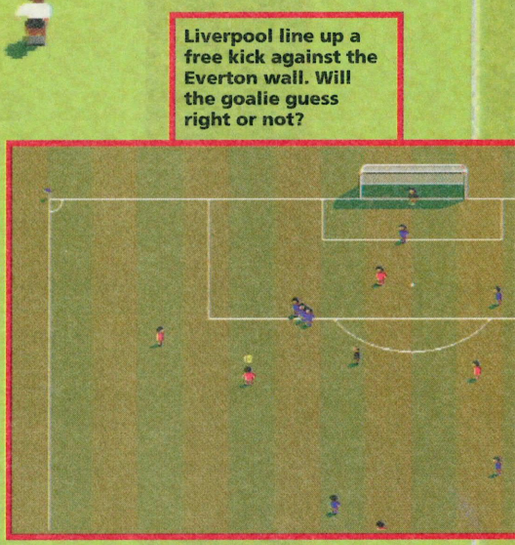
Because Black Legend are responsible for Tactical Manager, they have access to the hundreds of apparently accurate player statistics that are included in that game. These have been used to define each player's abilities here, providing us with teams which perform according to the collective talents of the individual players.

To be fair to the lad

Now as far as gameplay goes, there is only so much you can do with a football game without taking it into the realms of the ridiculous. I'm sure power-ups, exploding nets and cartoon bombers invading the pitch would add to the challenge, but then it wouldn't exactly be football would it?

Oh, I attempted to make a point there, but seem to have failed miserably. Perhaps I'd better move on swiftly before the Irrelevance Police cart me off [They'd have to get in there first before the Boring Police – All].

A look at this will show you just how detailed the players in the game actually are



Liverpool line up a free kick against the Everton wall. Will the goalie guess right or not?

Football Glory

Okay, well here's what happens in the game. A sort of "it happened to me", if you will.

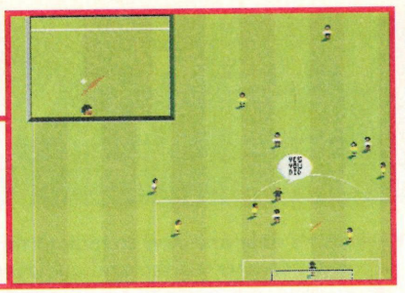
Twenty two individually skilled players run on to one of a variety of pitches and line up. They're small but well detailed, and a tap of the joystick sees them take up their positions on the field. It all looks and feels very familiar. So far.

Another tap of the button and I've kicked off – the match is on. Running upfield now, defender advancing, and I need to dribble round. A deft waggle of the stick should do it, but I've got to be careful. Here goes – careful now... done it! – I'm round. That was easy, the ball stuck beautifully to my player's foot. Hmm, perhaps that isn't so good after all – don't want it to be too easy. Let's try again with this defender. Damnit, he got the ball. So it isn't that easy after all – requires a bit of skill. That's very good indeed.

Early doors

Uh-oh, under attack... lunge tackle... miss... try again – foul! Hang on, my man's saying something. There's a speech bubble over his head and he's protesting his innocence. The ref (yes, he's there) is having none of it.

While the trainer runs on to the pitch and sprays the opposing player's mis-shapen leg, he scribbles madly in his book and produces a red card. I'm off! Oh well, at least I have the pleasure of seeing the writhing defender stretchered off unceremoniously by two apparently uncaring, white-coated paramedics.



There's little point arguing with the ref mate!

Five men in the wall for the ensuing free kick, ready for the chip. Whhsssshh! "Magnificent goal!" Er, it's in the net. I'm a goal down to what was the hardest shot I've ever seen in a computer game, and the opposition are going wild as a sampled commentator opines. Blimey, it looks impressive in the slow motion zoom window too.

Right, let's have a quick reply – psychological boost and all that, you know. Oh come on, what's going on? There's a dog on the pitch for God's sake. It's gone. Okay, here we go.

Round this defender, round that one, advancing on goal, pass to the centre forward, shoot! Oh dear, that was hardly a stinger – looks like I'll have to build up properly and concentrate on shooting from inside the area. Hmm, I suspect I might be enjoying this.

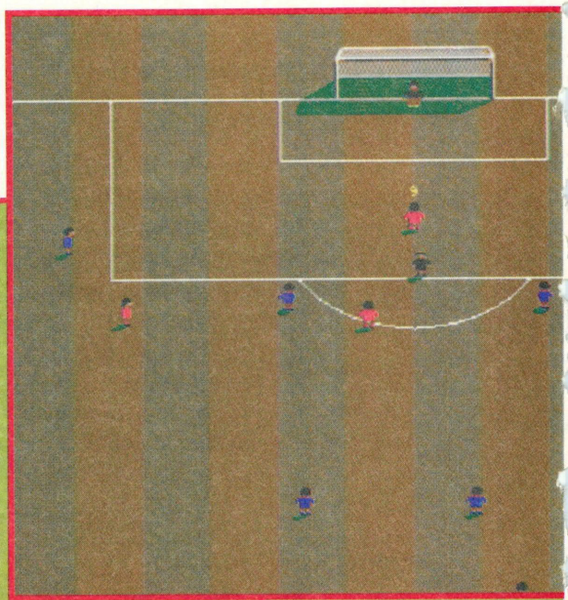
Goal kick. Not too good, it's heading straight for my man. A flick of the stick here should send it back. Whoa! Did he just try an overhead kick there or am I dreaming? No, he definitely tried it. Lummox, imagine if he'd connected...

Must get the ball. Need a few strong challenges I think. There we go – now spread it wide to the winger. Go on man, run! Push the joystick, push it, push it. Aah! He's speeded up. He's running really fast now and I don't know what to do. It must have been pushing the joystick forwards twice that did it. Top speedburst though... nice touch.

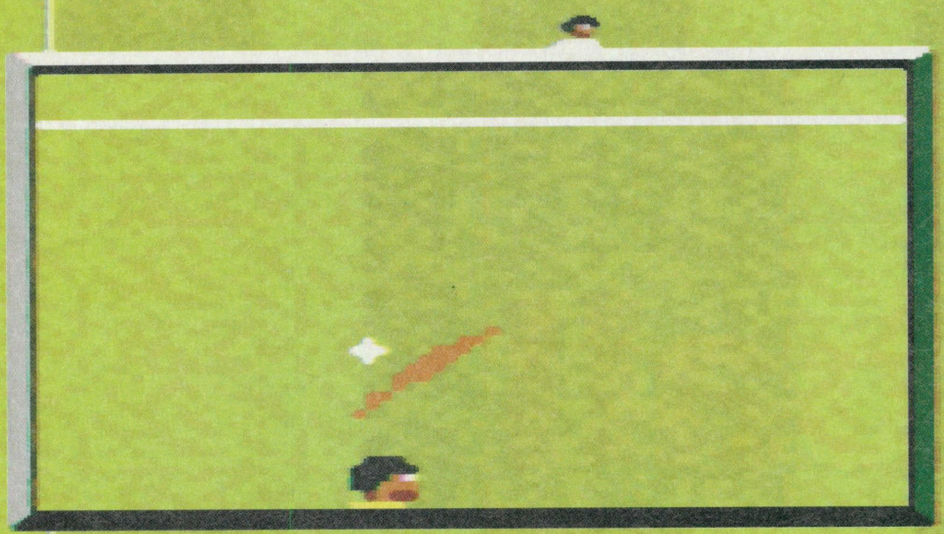
In the area now, let's try a shot... angle's tight so I'll need some aftertouch. Shoot... bend... ooh! The aftertouch comes on more quickly than I'm used to, but I like the way you can operate it at the end of the kick as well as the beginning. Not strictly realistic, but nice...

There. Hopefully now you should have some idea as to how the game plays. Alternatively you might be filling out a subscription to another mag, but what do I care, the job is almost done.

As well as the dog, streakers, pitch invaders and other similarly bizarre creatures pop up irregularly enough not to be a pest. The novelty of the various speech bubbles grows thin after a while, but they aren't obtrusive enough to frustrate. And as for the rest of it, it's great. The absolute blandsters will delight to hear that you can save whole matches, and not only that, but on watching them again (I did say absolute blandsters) can join in at any stage and alter the outcome! Anyway, I'm off. Goodbye. **A**



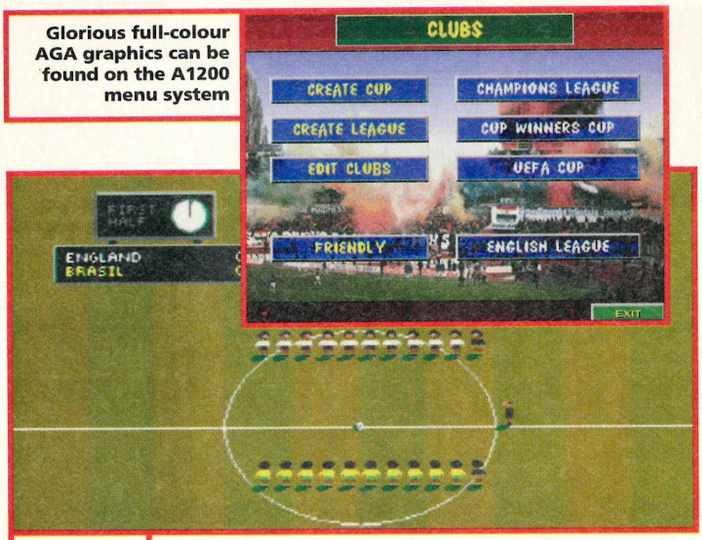
The tension rises as the first penalty of the shootout is about to be taken by Liverpool





Well, do you go for the English League, the Champions League or one of the others?

Glorious full-colour AGA graphics can be found on the A1200 menu system



The teams line up prior to the kick off. At least we're spared the national anthems

THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 0438 840004
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	83%
SOUND	88%
PLAYABILITY	93%
DIFFICULTY	Spot On

Black Legend Croatia have produced an excellent, excellent, football game. Yes, it looks like... something else, but it does play quite differently. And, if they say it's all their own work, then who am I to disagree? Besides, in some respects, it goes even further. The power bursts are great, and you can – with much practise – jump over tackles, back-heel the ball and, occasionally, pull off superb overhead kicks. Match statistics are another nice feature, and although it has to be said that That Other Certain Game is, overall, the slightly more polished of the two, this is just as enjoyable to play.

REVIEWED BY PAUL

SECOND OPINION

I like this game very much because it enables me to perform tackles on attackers, which unfortunately I am not able to do in real life. However, I can run backwards and allow the opposition to have free shots on goal.

OPINION BY DAVID MAY

DIFFERENCES

Two real differences on the A1200. The menu screens will be 256 colours and the zoom box will be able to operate whilst the normal sprites move around on screen. The CD32 version, which has yet to be put into production, should feature match commentary throughout.

OVERALL SCORE

90%



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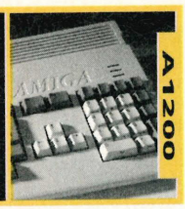
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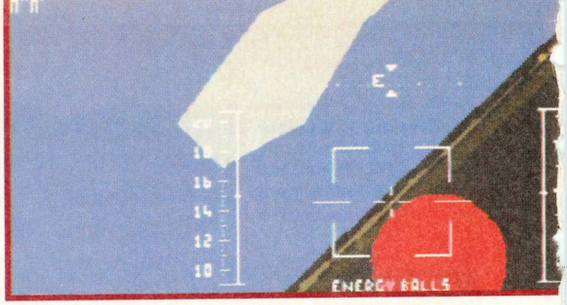
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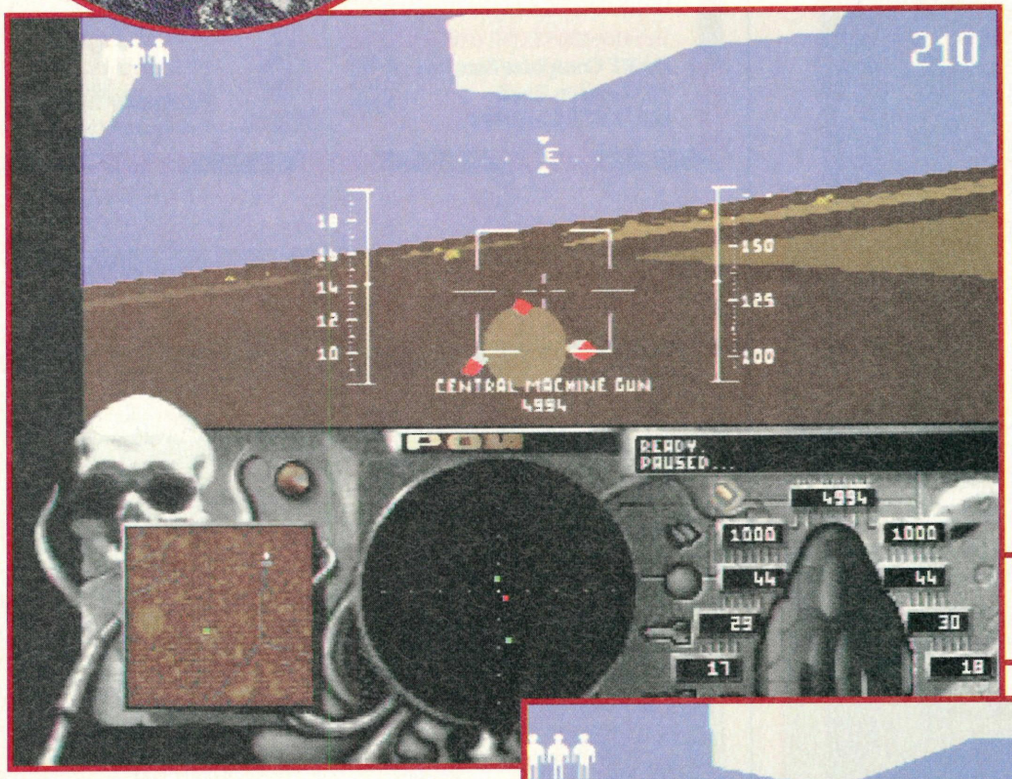




Embryo

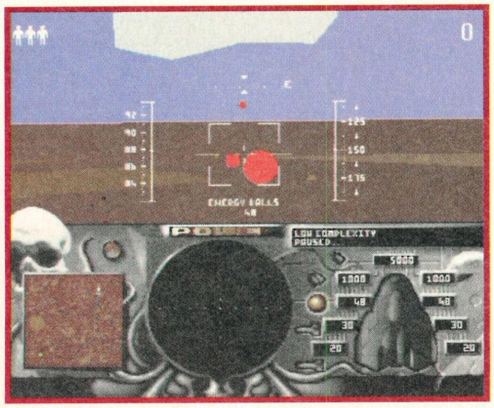


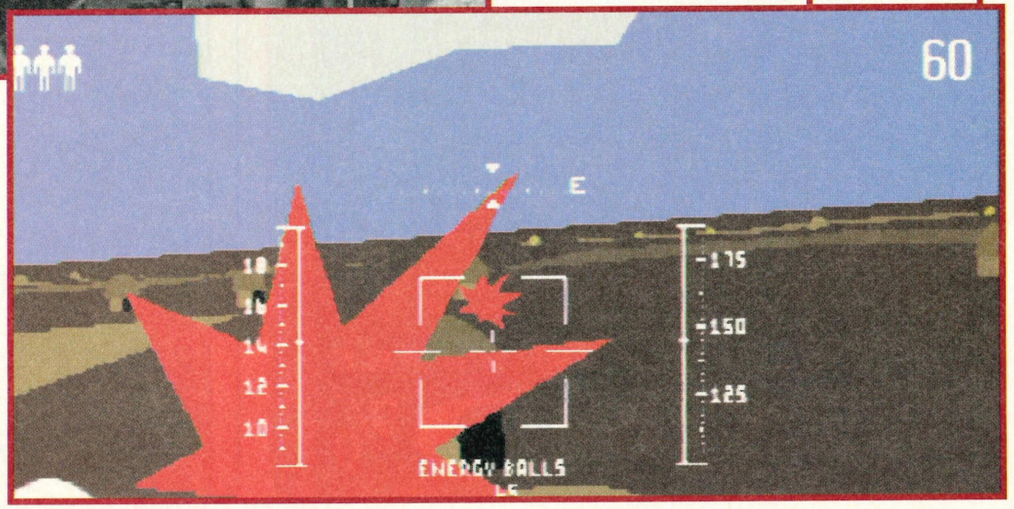
Flight sims come and flight sims go but nothing much seems to change. One of Black Legend's Croatian teams, Beyond Arts, put their offering to the test



Power-ups can be collected after killing one of the bad guys. These give you much needed weaponry

A direct hit shakes your machine and causes some severe damage



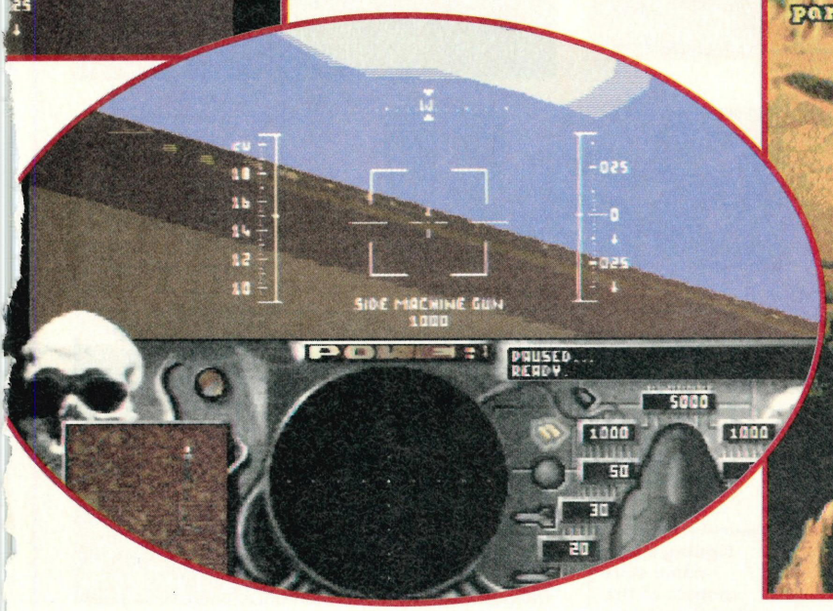


You've all heard about the Croatians in the last couple of issues of AA. Black Legend seem to have tied up every bit of programming talent in that particular part of Europe, and they're definitely about to bear the fruits of this relationship over the next few months. You can read about the excellent Football Glory elsewhere in this issue, but one game we haven't really mentioned so far is Embryo.

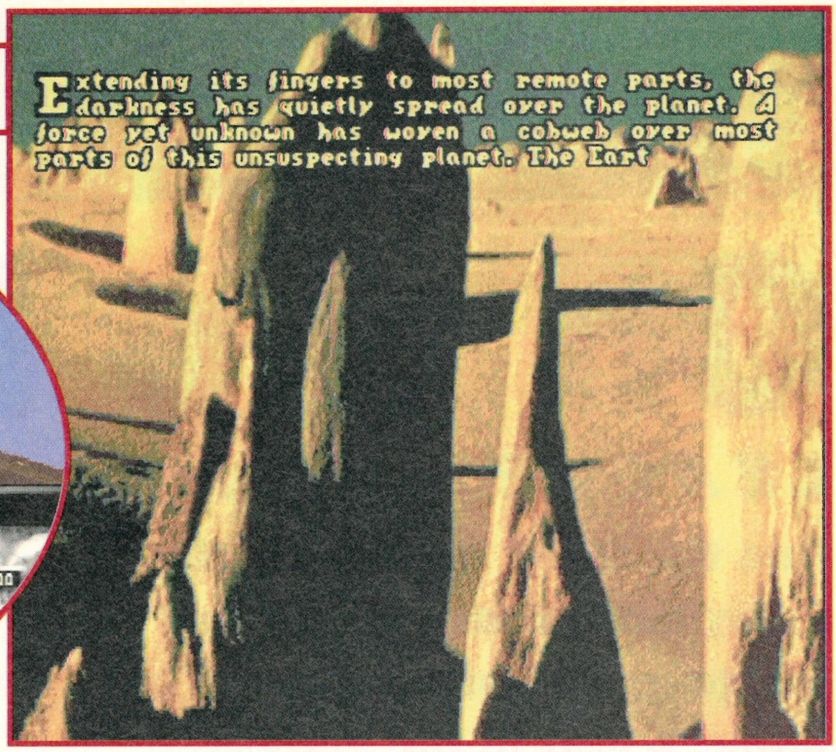
Flight simulations aren't everyone's bag, so doubtless some of you may be reaching to turn over the page at this very second. Fair enough, see ya later, but remember, you never know what you're missing.

Embryo boasts some of the fastest movement routines I've ever seen on an Amiga. To be fair, the graphics don't really have some of the high detail of other flight sims, but if you want to see just how speedy your machine really is you should





You are treated to secret information on each level



take a look at this as it might well open your eyes quite a bit. These guys certainly know what they're doing as far as getting the best out of the hardware goes.

The plot is quite original for a change. Apparently, millions of years ago, long before humans inhabited the Earth, the planet was inhabited by these alien things. These things (we'll stick to calling them that because I don't know their real names!) died off. But, before they left, they planted embryos deep in the Earth's crust so that they could one day take over again.

Now it's party time for these little beggars, and they're beginning to hatch and wreak havoc all over the world. Being the only person who can save the planet is never easy, and once again, the responsibility to protect the rest of humanity falls on your shoulders.

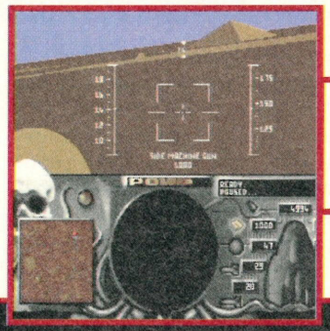
Separated at birth

So, starting in Australia (I've been there you know), you must obliterate all the alien nasties and stop them taking control. Then it's off to the next continent, then the next. You get the picture. The game is completely mouse controlled, looks a bit like Guardian and plays like a dream. Nice simple controls and beefy sound effects all add to the fun. In between levels there's atmospheric music and a nice full screen bitmapped image to look at while loading takes place. Oh, and you can install it all on your hard drive too!

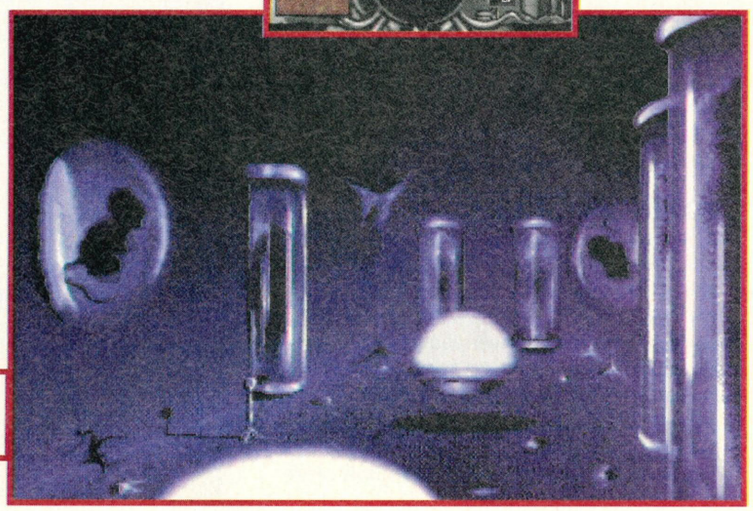
Not everyone will like Embryo, but if you like your flight simulations (be warned this gets perilously close to being a shoot'em-up at times), then here's a real toughie to get your teeth into.

You can't knock the presentation of the whole thing. Atmosphere-building seems to have been of key importance here and there's nothing wrong with that. If you can hook your machine up to a hi-fi and turn it right up, then do so, as the in-flight engines and explosions are second to none in this particular field.

There's plenty of quality software coming from abroad at the moment and that can only be good for the future of the Amiga. Give credit to Black Legend for bringing it to our attention! **A**



The HUD gives you all the in-flight information you need



The embryos lie ready to hatch out and wreak havoc on the world

THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 0438 840004
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	70%
SOUND	85%
PLAYABILITY	80%
DIFFICULTY	Very Hard

It's unlikely you'll see anything faster on the Amiga, but it gets close to being too fast at times. The first level (Australia) isn't a good indication of things to come, as it's all a bit barren and Aussie desert-like. But later on, things start to look quite nice. It's easy to control, smooth and well presented. In fact, it's everything a good flight simulation should be. Take a look in the shops for Embryo, because as action goes, there's only really Guardian that comes close (and that's CD32 only at the moment). Another fine programming effort from the guys in Croatia.

REVIEWED BY CHICKEN

SECOND OPINION

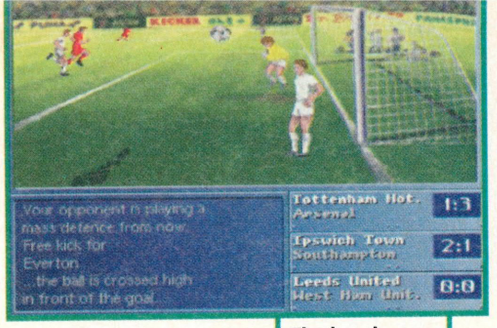
Plane games eh? You either love 'em or hate 'em, and, er, I fall somewhere in between. The attractive thing about Embryo is that it's easy to control the craft (mastery takes a while), and even early on, there's plenty of action for plebs like me.

OPINION BY PAUL

OVERALL SCORE

82%



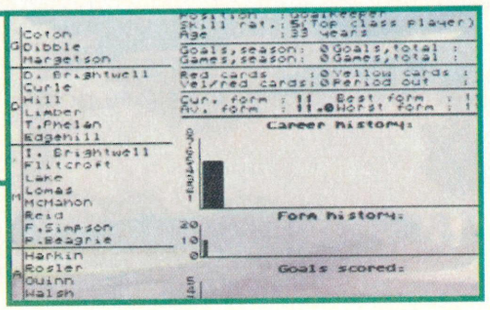


The hand-drawn screens are scanned in and used for the match sequences. Not everyone's cup of tea but...

On the Ball

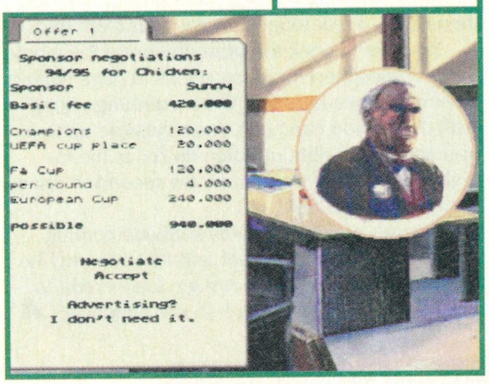
LEAGUE EDITION

And the flood continues. How many more footy games are we going to get this year? Talk about a glut in the market...



The team data is fairly accurate, and there is an editor included that allows you to fine tune any late transfers

Signing a big-name shirt sponsor at the start of the season will help to boost your coffers



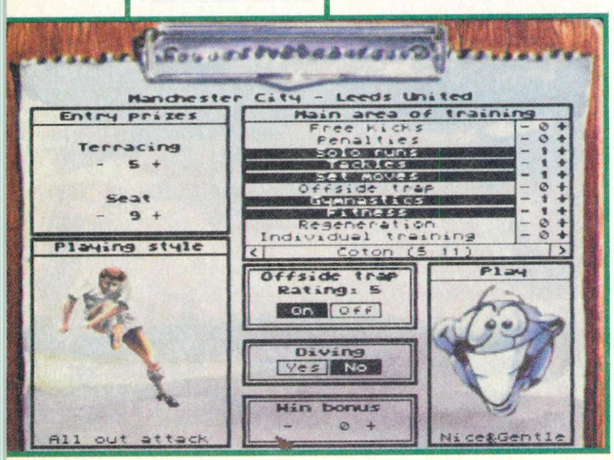
Credit to Ascon, they certainly used the World Cup to their advantage. The On the Ball – W.C. Edition was perfectly timed to coincide with the greatest tournament on earth, and now this League version arrives at prime time with the English season just getting underway.

The original release has been riding high in the charts for the last couple of months, and now there's this version which gives you the chance to manage a league side over a period of ten seasons. The World Cup game could be played and finished within a couple of hours, not so the league equivalent. There's some serious play time to be extracted from this, especially if you are one of the many that enjoyed the World Cup version.

As usual, the A1200 program should be installed on a hard drive, although it can be unpacked onto five disks. The normal version is less demanding, missing out some of the fancier stuff, but filling a more manageable three disks.

The basics of it all are the same though. Take your chosen team to the top of the Premiership and then gloat for ages!

Organising tactics is presented in a nice graphical way for a change. Full marks for this



All the teams from Division One and the Premiership are included, and to start off a season you have to select a sponsor from those offered. This will supply some cash to help strengthen the team during those vital, early stages. There's not a lot else to say really. Pick your team and win the matches (or you get sacked!). All the nice features of the World Cup Edition are present, the hand-drawn match screens haven't changed (love 'em or hate 'em) and the whole thing has obviously had lots of attention lavished upon it.

Some changes have been made, obviously. Gone are the training camp graphics where you watch your guys leg it around a field. Stuff like this has had to make way for leagues, fixtures, top scorers and the like.

Backroom dissent

The better, more unusual features that aren't to be found anywhere else, are still included. After matches, you may still be interviewed by the gutter press, eager to pick up some sordid story of backroom dissent. Whatever you say under these circumstances is bound to be horribly twisted by the time the morning papers arrive on your desk.

To sum it all up, the League edition is the natural progression for those of you who enjoyed the first one, and the challenge is certainly more long-term than before.

THE LOW-DOWN

PUBLISHER Ascon
CONTACT 071 372 7435
HD INSTALLABLE Yes
PRICE £23.99

GRAPHICS	85%
SOUND	72%
PLAYABILITY	88%
DIFFICULTY	Variable

There is something unique about the World Cup edition. Nobody had really managed a national team management game before, but Ascon did the business. The League edition is up against more direct competition, but still fares remarkably well. Graphically, it's the best of the bunch, but it isn't as in-depth with the statistics as some of the others, and this, in my mind, lets it down a little. This wasn't as apparent before, because the game objective was more short-term. Even with this niggle, I'd still recommend you have a go, because it's a good little game.

REVIEWED BY CHICKEN

SECOND OPINION

I reviewed the World Cup edition and thought that was an absolute ream-fest. Having played the league version, I can see why it was released first. Football fans just have to buy this, even if they have the previous version. In fact, especially if they do. Fantastic stuff.

OPINION BY STEVE

OVERALL SCORE

88%

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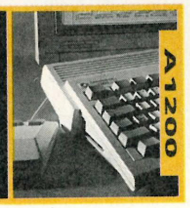
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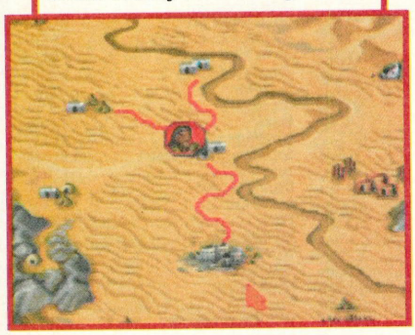
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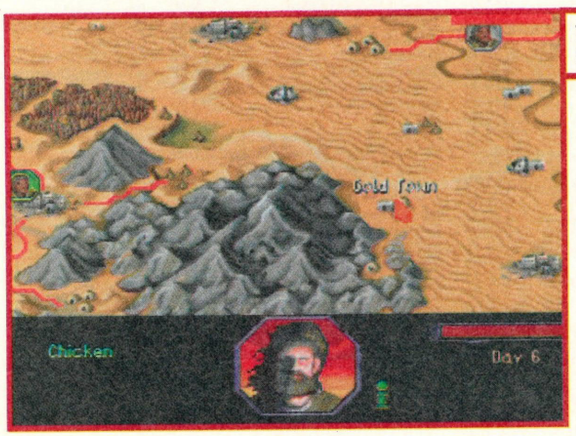
The inventory serves the obvious purpose. All goodies are collected here

You can play the game as either a male or female character, but it doesn't really affect things



Burntime

Strategy games aren't for everyone, but Max Design's latest should be enough to keep those who follow the genre happy



The map screen is where all the "action" takes place. From here, all movement is controlled

The manual, as you would probably expect, is hefty enough to put anyone off reading it. This inevitably caused me a few problems, as I didn't really have a clue as to what I was doing. Ah well, with a feeling of, "It's my own fault, I should've known better", I embarked upon a mostly uninteresting read, and soon cleared a few things up.

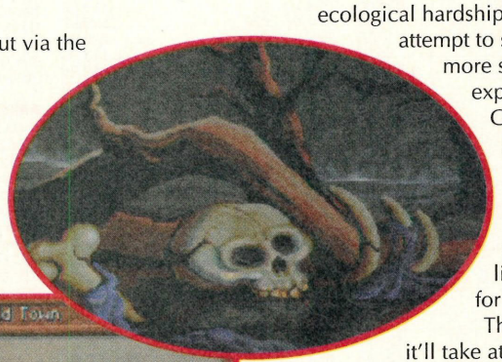
Plot-wise, you are unceremoniously dumped in a very inhospitable Mad-Max 3 style desert world. It's post apocalyptic because there's been a bit of a war you see! Now it's only natural to want to make the best out of a bad scenario, so when the opportunity arises, it's definitely worth taking over the world!

And that's what it's all about. There are 38 towns to capture if the world is to succumb to your power. Some are abandoned and can be just walked into, whilst others will need to be taught a serious lesson before they succumb to your will.

Green theme

All movement is carried out via the map screen, so it is pretty simple to get from one venue to the next. The locations can all be searched, and sometimes useful information or objects can be picked up and utilised later on. If you want to get anywhere in Burntime, you will have to spend quite a bit of time looking for stuff which others have casually discarded. Isn't that always the case with adventure/strategy/RPG games though?

There is definitely a green theme to Burntime. You will come across people who have tales of ecological hardship to tell, and there is an attempt to set you thinking about the more serious implications of the exploitation of our planet. Greenpeace have apparently been consulted about various ecological matters, and they've even managed to get themselves a nice little credit in the manual for their assistance.





Towns can be entered at will. It's conquering them that's the problem!

The programmers reckon it'll take at least a fortnight of nonstop playing to get anywhere near completing the game – and that's if you manage to do everything correctly.

In some respects, you could possibly put this in the RPG bracket, but the heavy coating of strategy just about forces it there instead. If this is your type of thing, then be interested. It's an original concept for a computer game, and the atmosphere which is generated contributes nicely to the overall effect. **A**

THE LOW-DOWN

PUBLISHER Max Design
CONTACT 0438 840004
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	79%
SOUND	70%
PLAYABILITY	77%
DIFFICULTY	Variable

Good strategy fodder for enthusiasts. As click'em-ups go, this does its job and does it well. The presentation is slick and colourful, and as an added bonus, the whole thing can be installed to your hard drive for further convenience. If nothing else, the green theme makes it a bit of a curiosity. There's no point in having a look if you've never been into this sort of game, but if you're looking for a new way to spend some of those approaching winter nights (especially if your girlfriend's disappeared off to Australia eh?), then Burntime could be for you.

REVIEWED BY CHICKEN

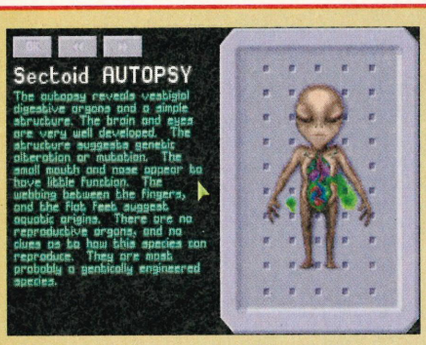
SECOND OPINION

I say to the mechanics, I say, "I scared of your shoddy pits technique for I surely get all burnt up." But they just ignore me and say, "The race we need to win – there is no time to mess about you pig." So they go ahead and pour petrol on me and I all go on fire and scream. It was bad.

OPINION BY Jos Verstappen

OVERALL SCORE

79%



UFO: Enemy Unknown promises to provide a combination of strategy and combat

Lemmings suicide shocker

Yes, those cuddly critters are at it again with another game in the making. All New World of Lemmings will feature three different Lemmings Tribes – Egyptian, Classic and Shadow (all wearing traditional costumes!) – and as well as the usual you will now have bad guys to face and trapped Lemmings to rescue.

The improvements made include larger, enhanced sprites, and the many Lemmings' skills have been reduced to a core of the more essential, making it easier to play.

Mirage rise to the occasion

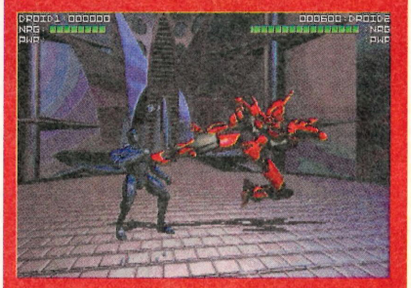
One of the stands that attracted rather a lot of attention at the ECTS was Mirage. And why? Because all the versions of their Rise of the Robots game were being shown. Together with Time Warner Interactive, they are bringing out the game on at least ten formats for all Amigas and also for the CD32 sometime in November. Mirage believe it will be "the biggest multi-format launch in games history."

Julia Coombs, Marketing Manager for Mirage said: "The public who have been fed on a diet of Mortal Kombat and Streetfighter 2 will really relish the change that "Rise" provides."

"Rise" boasts that it is the "first game with a fully rendered, morphing character" and "with film quality controllable 3D graphics." Former Queen guitarist, and rock legend Brian May will be providing music for the game with two tracks from his solo album, "The Dark" and "Resurrection" being used.

They are also venturing onto the coin-op market with Bell-Fruit Manufacturing and a coin-op version of the game will be out soon.

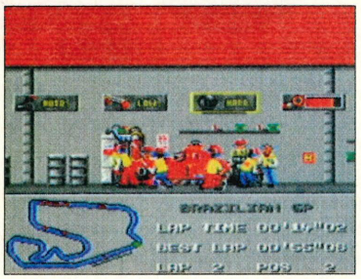
The game will be backed up with a huge pre-launch marketing campaign including TV commercials and bus shelter ads, so look out for the distinctive looking sprites at a bus stop near you!



Rise – "The biggest multi-format launch in games history"

Winning formula

Domark's successful racer F1 is to have a follow up. F1 World Championship Edition is based on the 1994 season and will feature changing weather conditions and artificial intelligence based around the actual 1993/94 driver and team performance. There will be two playing views, one from inside the cockpit and a view from behind and air turbulence which may affect the handling of the car is also included.



It's sequel mania from Domark and not only has an end-of-1994-season update disk for their football management game, Championship Manager, been brought out but a sequel is also planned.

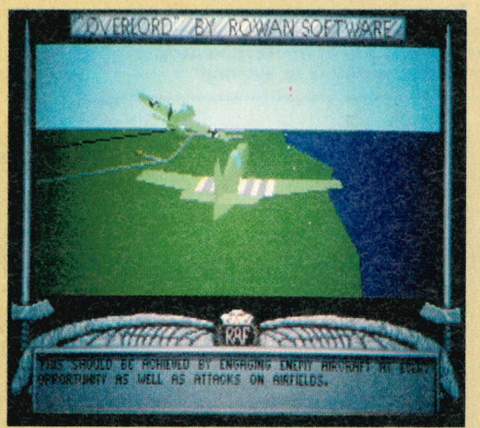
This version will have everything from stereo sound with chants from rival fans, to match sequences with full text commentary. There will also be an enhanced player exchange system and will include the Scottish League.

Virgin's magic carpet

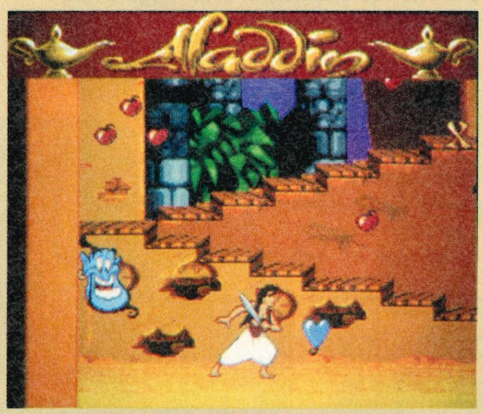
Virgin have teamed up once again with Disney to bring their Aladdin game to the Amiga. Promising all the charm of the original film it is set to be released around November.

The Disney/Virgin collaboration will also be bringing out The Lion King, Disney's new film based around a Lion Cub who is forced into the wilderness and finds refuge with Pumbaa the warthog and Timon the Meerkat.

Vice President of Disney Consumer Products, Steve McBeth commented: "Never before have game players been able to participate so fully in the emotional experience of a film. In The Lion King game, players actually enter the world of the movie, which is brought to life with unparalleled animation, non-stop action and dramatic confrontations."



Disney's gorgeous animated adventure brought to the Amiga



Flight sim fans can play the part of the D-Day fighter pilot

If flight sims are your cup of tea though you can look forward to Overlord from Virgin and Rowan Software, the creators of Reach for the Skies. The game recreates the experience of the D-Day fighter pilot and will aim to create a highly realistic simulation.

The player takes part in missions that were aimed at gaining air superiority and weakening coastal defences and they will be able to fly Spitfires, Mustangs and Typhoons.

The ground sections involve the player in work back at the base, including briefings and air raids, where he can choose to fight or hide away in the Shelter.

Tough Kompart-ition

Publishers Kompart are planning quite a few releases for the Amiga, with games from developers such as Croatian Black Legend, NEO, Max Design and Arcane. Among those from Black Legend we can expect to see Embryo, a vector shoot-'em-up, Spherical Worlds, another shoot-'em-up but using a top view instead, similar to that used in Alien Breed.

New UK publishers, Arcane, are working on Turbo Trax, an over-head racing game where you can choose to race 4x4 jeeps, dune buggys, sports cars and 4x4 trucks!





Join Seve, Nick, Woosie and er, Steve McNally as Europe's finest golfers battle it out at home and abroad

PGA Europ



Go on Bernhard my son. Crack it one. It's a long hole so you'd better put some effort in laddie

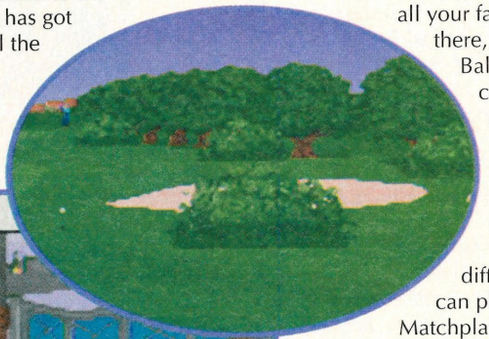
Golf is great, golf games are great and PGA European Tour from Ocean is destined to be great. The Dome, developers unfortunately remembered more for their less auspicious efforts like The Last Action Hero than successes like Bob's Bad Day, have returned to top form with this excellent conversion of EA's Mega Drive success of the same name.

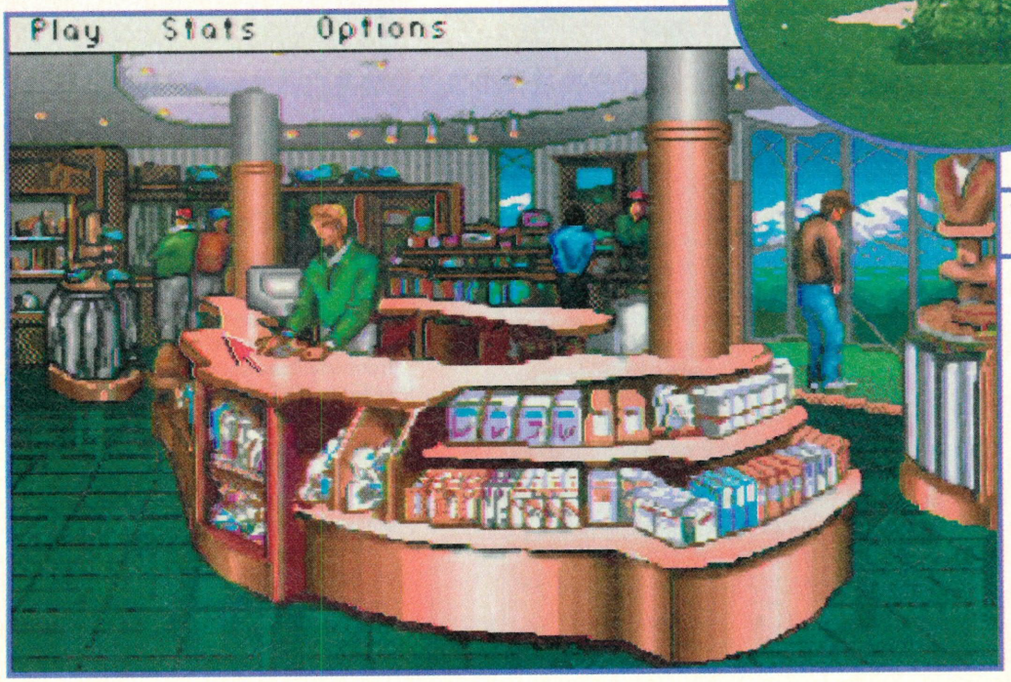
This is part of the Ocean/EA tie-in that will bring around six of their most popular recent Mega Drive extravaganzas to the Amiga, and the series has got off to a real flyer. If all the games achieve the standard of European Tour, then Jungle Strike, Skitchin' and the rest of the batch of impending releases are going to have been well worth the wait.

It is a long time now since PGA Tour reared its head on the Amiga, and ever since, thousands of people have been gagging for another instalment in what is undoubtedly the best golf series around. Versions have come and gone for the PC, Mega Drive and Macintosh, without even a glimmer of hope for us lot. Well, now the wait is over, and if you ask me, this wins hands down in all departments over its predecessor.

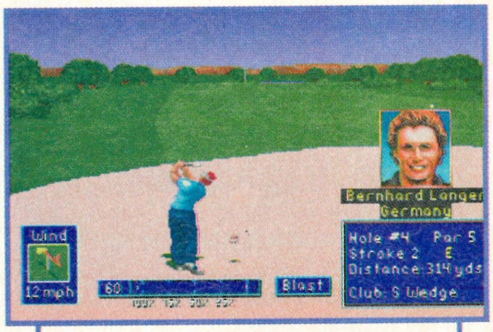
Simulating the European version of the tour, all your favourite continental golfsters are there, including the legendary Seve Ballesteros and of course, the commentator's dream, Jose-Maria Olazabal. You can either compete against the pros or a friend on five of the most demanding and popular courses around Europe.

There are a number of different types of game that you can play, including Strokeplay, Matchplay, Tournament, and my own

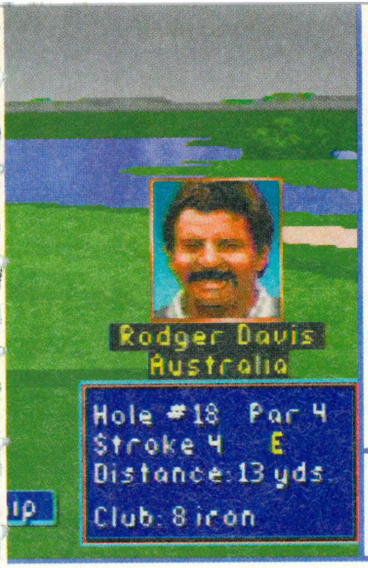




There are plenty of interesting people in here because golf is so exciting!



Fashion guru Langer has even changed his outfit since hole 3. What a hip guy!



Ooh Rodger mate, you're the best. All the other pros wish they were as famous as you



It's that fun loving German again, this time going for his par at the third

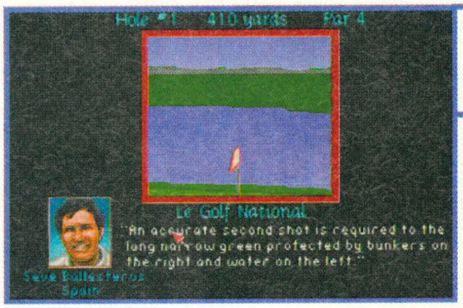


All the big names are here. Frank Nobilo is my personal favourite you know. Nice name mate

ean Tour

personal favourite, Skins, in which money is awarded to the winner of each hole played. Of course, the tournament is the one everyone will be interested in, and you'll be happy to know that it has remained faithful to the first game in this respect.

The control system has been totally overhauled for this incarnation and, on the whole, works exceptionally well. Now, instead of clicking on the little word in the bottom right of the screen to start your swing, the game has an interactive cursor, point 'n' click adventure game style.



The legendary Seve provides a helpful insight on hole 1 of some Frog golf course

Flannel trousers

This means that when you move the mouse around various areas of the screen, the cursor will automatically change into something relevant. When you want to swing, simply move the cursor anywhere in the vicinity of the golfer and you will see the arrow change into a swing indicator. This new control method also affects club selection, stance, the draw and fade option and putting distance, and is on the whole, an improvement.

The game suffers possibly in only one way, and that's difficulty. I found the first game to be a little tricky, especially the putting, but European Tour is a different story entirely. Within a couple of holes I was hitting pars regularly and birdies all too often, and after a couple of months, the challenge will probably have all but disappeared. But, seeing as we've only had it for a week or so, I can't really say for definite whether that's true or not.

At the moment I can't really find much else to fault the game. If you're a golf fan, you've probably been starved of a decent simulation of your favourite sport, and have no doubt been consoling yourself with the original EA effort of a few years ago. Thankfully, Ocean have now stopped the drought by supplying the presently flourishing Amiga games market with a conversion straight out of the top drawer.

If you're desperately seeking a golf game that's got all the features you could hope for, I can't see why you would want to look anywhere else. This is definitely the leader in its class by quite some considerable distance. **A**

THE LOW-DOWN

PUBLISHER Ocean
CONTACT 061 832 6633
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	87%
SOUND	80%
PLAYABILITY	91%
DIFFICULTY	Easy

I don't really know what it is about golf games that appeals to me so much. Perhaps it's their relaxed nature or the ease of gameplay. Whatever it is, the Amiga version of PGA European Tour has got it in bucketfuls. Featuring crisper, more colourful and all-round better graphics than the Mega Drive version, Ocean have come up with a new clear leader in the field. If you only buy one golf game this year, and let's be honest the chances are you probably will, then this should definitely be it. On the other hand, if you hate golf, and golf games, then it probably isn't a good idea to buy this.

REVIEWED BY STEVE

SECOND OPINION

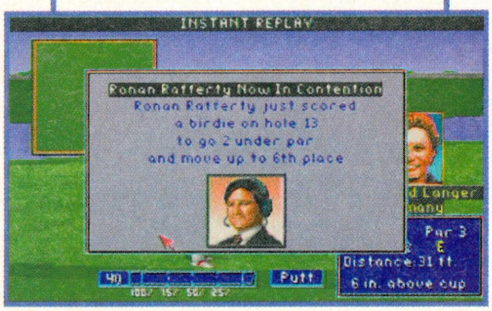
Oh, ha ha. My name, it is so funny to you English with your, how you say... lavatory bowl senses of humours. You make me sick. You think you are so great and amusing with your Bobby Davro and your Les Dennis but you are sadly mistaken. Pah! I spit on you, English pigs.

OPINION BY FANNY SUNNESON

OVERALL SCORE

87%

We are informed that the comically named Ronan is now in contention





After five holes, Constantino Rocca and Bernhard are deadlocked

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Bubble Gun

The doors of the natives' huts remain firmly shut as the croc creature approaches. It's not very scary though, is it?

I don't know about you, but I'm scared of crocodiles. They're all big and stuff

Hmm. It's nineteen years into the future, and crocodiles rule the earth. In their new found position at the top of the food chain, they can enjoy all the luxuries that for millennia they were denied. Can't think off-hand what these particular luxuries might be, but no doubt crocodiles, like the rest of us, secretly aspire to a higher standard of living. Of course they do. Unfortunately the crocs are scared witless of bubble gum. But then they would be wouldn't they? Hmm.

In these futuristic times of crocodile-ruling bubble gum hysteria, bubble guns are the revered weapon, spitting out gobbets of the filthy stuff and forcing the lizard-like creatures out of action. Or so it says here...

Something of a crocster yourself, you have become trapped in a multi-level mazelet of sorts, and need to use your skill, cunning and bubble gun to avoid obstacles, find keys and dispose of nasty creatures in order to find a way out.



Oh wow! This is obviously some sort of chess-type scenario thang

Throughout each of the four small levels are a number of chests, each one featuring a different coloured lock. To open the chests, all three pieces of the correctly coloured key need to be located. All but one bear goodies in the shape of points, extra time and that kind of thing, with one chest itself being the "key" to the level, opening the door to the next stage.

This bubble gun though. I can't for the life of me work out any point to it whatsoever. We're told that the new superbreed of crocs are susceptible to the deadly gum it fires, but this is completely irrelevant, since it is the crocodile who fires the thing at a number of very much uncroc-like beasts. And even when you do shoot them, that platform staple of a swift head jump is needed to finish them off, a jump which surely would have sufficed without the hassle of the gun.

Early on, the game looks drab. The character is okay – not great – and the animation is nice, but I've never been a fan of the kind of limited jumps that this game allows you to perform. This feature is at its worst when your ammo runs out (which it will, often – you only get a couple of gum pellets) and you're forced to lose energy points by hitting an enemy because he's too big to jump over. Later on, the levels become brighter and more complex, but the principles remain the same. You'd be hard pressed not to become fed up before you got half way through. **A**



What on earth is going on here? Is the croc escaping from the circus?



This dungeon is where all the "action" starts. Fire your trusty Bubble gun and the leprechaun geezers will be no more

THE LOW-DOWN

PUBLISHER Daze
CONTACT 071 372 7435
HD INSTALLABLE No
PRICE £24.99

GRAPHICS	74%
SOUND	39%
PLAYABILITY	58%
DIFFICULTY	Tricky

The point with this game, the reason it's called Bubble Gun, is because such a piece of apparatus is the focal point throughout. But it isn't. The bubble gun is an irrelevant addition that plays no significant part, and doesn't need to be here. The gun aside, the rest of the game is at best, alright. An attraction of the platform game is constantly wondering what lies ahead, how it will differ from the levels you have already completed, and the answer here is not too much. Bubble Gun is outshone in every department by Charlie J. Cool, a game that itself, is far from inspiring.

REVIEWED BY PAUL

SECOND OPINION

It's hardly Ruff 'n' Tumble is it? Bubble Gun is the gaming equivalent of one of those films which come out straight on to video without ever seeing the inside of a cinema. I didn't like it, wouldn't play it and cringe at the thought of spending money on it.

OPINION BY CHICKEN

OVERALL SCORE

50%

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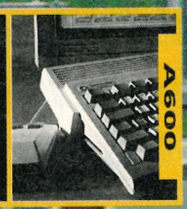
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It's the second most popular spectator sport in the UK, and Audiogenic seem intent on cashing in on the 13-a-side code

Your desk is the hub of operations. Clicking on different areas gives you new options

Selecting the team is what coaches get criticised the most for. Will you end up the same?

Rugby League Coach

It's a good while since we first saw this, and we even had it on a coverdisk a month or two back. If you played that demo you may be surprised to read that the game has not changed at all since then.

It's entirely possible that you're reading this in some cosy, southern hamlet and have never actually stood on an open terrace on a Sunday afternoon to watch a game [steady – Ed!]. I have. Every week I slog it round to some dodgy northern town and pay my six quid with relish. So, I quite fancied having a dabble at the management side of things myself.

Now, a couple of seasons ago, the Rugby League was redesigned from three divisions into two. This doesn't seem to have been noticed by the programmers, so three leagues is what you'll get. This isn't really a major problem, but imagine having a footy management game with six divisions. It simply wouldn't happen would it?

On top of this, the player names are all fictitious, although to be fair, this is stated clearly on the box. The manual looks cheap and nasty too. It's small things like this that collectively add together to let Rugby League Coach down. The game looks a couple of years out of date, and the interface system is identical to Audiogenic's Superleague Manager, which is about 230 years old.



One of your players lies injured on the floor, but your trainer tries to get him up again

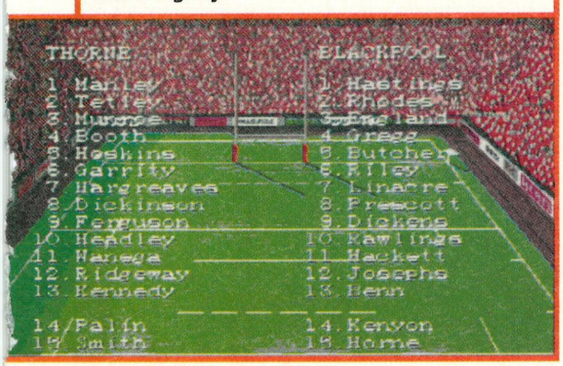
Watch the clock

Matches are played out using the "watch the clock and wait to be told of the score" system, like Championship Manager. Now there's absolutely nothing wrong with that, but when I won my first match 1-0, I began to wonder how realistic the whole thing was. Where were the 34-30 thrillers? 1-0? 1-0? Hmmm.

Anyway, I carried on blundering my way through the dubious team selection system, getting increasingly annoyed by having to answer letters from the mindless sheep that chose to follow my club, and persistently losing games I should have won. Anyone who knows anything about Rugby League will probably think this all sounds fairly realistic, but trust me, it isn't.

There's not much else you can say. There aren't any other RL management games that I'm aware of, so if you're dedicated enough, this will be for you. However, if you're looking for entertainment, it's probably worth even the most diehard League fanatic biting the bullet and getting a football management game instead. Sorry Audiogenic, I really wanted to like this more.

And here it is, the match line-up in all its third division glory!



THE LOW-DOWN

PUBLISHER Audiogenic
CONTACT 081 861 1166
HD INSTALLABLE No
PRICE £24.99

GRAPHICS	40%
SOUND	40%
PLAYABILITY	55%
DIFFICULTY	Tricky

Rugby League Coach really didn't keep me at it for too long. Despite being a regular attendee at "the real thing", and hoping that this would be half decent, it didn't manage to captivate me in the slightest. The presentation is pretty second rate by comparison to some other similar games, and the information is well out of date. A new interface would have been nice too, rather than that awful Superleague Manager outstretched arm thing which doesn't do anything for the game at all. Come on, Wembley Rugby League was a good effort. This, in my opinion of course, isn't.

REVIEWED BY CHICKEN

SECOND OPINION

It's not very good this is it? Audiogenic have done themselves no favours whatsoever here, especially when you consider the quality of their two latest releases. Both Wembley International Soccer and Bubble & Squeak are leaders in their field, this is just a sorry product.

OPINION BY STEVE

OVERALL SCORE

54%

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AMIGA ACTION DECEMBER ISSUE 1994

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Watch the Birdie

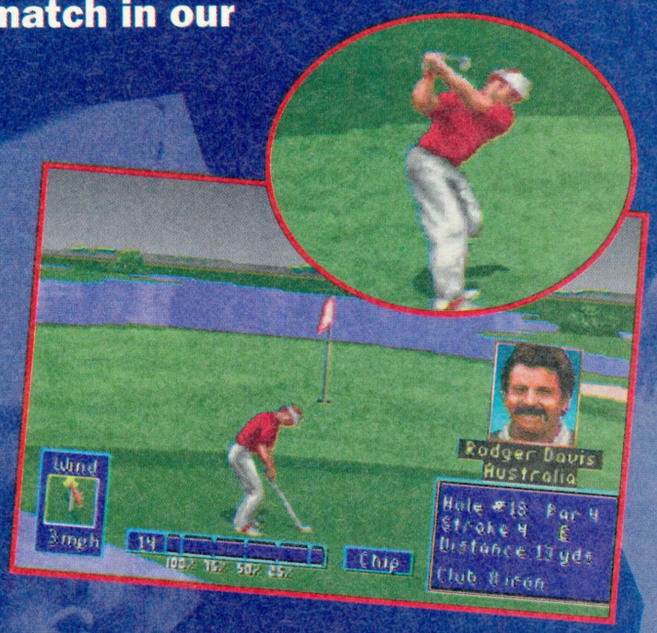
...and win a set of golf clubs!

The people at Ocean are so so skint that they only own one golf club between them – Gleneagles. Anyway, weak gags aside, why not try and win a complete set of clubs with a flash bag to match in our great golfing giveaway!

Amiga Action have teamed up with Ocean to give away not FORE! [Ooh dear, ooh dear dear dear], but one fine selection of golfing equipment. That's right. Once you've played Ocean's new PGA European Tour game on your Amiga, why not try your hand at the real thing by joining a golf club and taking your shiny new bag of stick things with you? What shiny new bag of clubs we hear you ask? Well, the ones we are giving away of course.

That's right. By entering this competition, you could soon be the proud owner of your very own set of tubbing sticks. No longer will you have to borrow next door's when you fancy a quick whack around the park. You can simply leave the house with a smug grin as you carry your own bag to the car. Alternatively, you could even employ a caddy.

All you have to do to win is answer the simple golfing questions below and get the coupon to us by the date stated. We'll try and wangle some copies of the game for the runners up too!

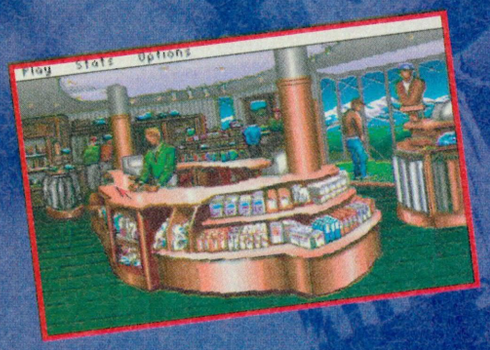


The Questions:

1) Golf superstar Nick Faldo has a caddy with an unusual name. Is it?
A) Dave
B) Sharon
C) Fanny

2) Unusually named golf caddy Fanny has a sporting superstar as a boss. Is it?
A) Nick Faldo
B) Nick Cotton
C) Nick Owen

3) If, while playing golf, your partner says, "Nice bird!", to what would they be referring?
A) The 18 year old leggy blonde who's just arrived for golfing lessons
B) The fact you have just completed a hole one under par
C) That bald-headed pink pheasant that's strutting across the green



RULES.
1. Anyone can enter, but if you're employed by or related to an employee of Europress Publications or Ocean, be sure to give a false address so no-one finds you out.
2. Entries containing correct answers will be automatically disqualified.
3. But entries containing crisp banknotes will probably stand a better chance than most.
4. Oh, and Nick and Fanny can't enter either.

Watch the Birdie Competition

Q1 Q2 Q3

Name: .....

Address: .....

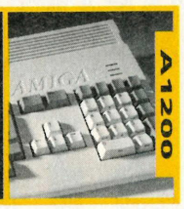
.....

.....

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

Send your entries by December 21 to "Watch the Birdie Competition", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

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



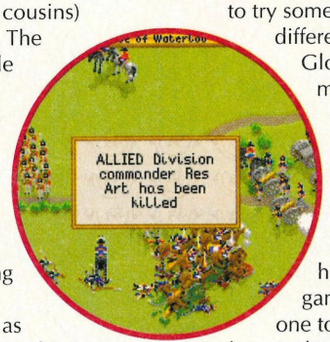
Fields of Glory

Paul McNally grabs hold of his miniatures and takes to the Napoleonic battlefields courtesy of MicroProse

A walk into any computer store these days can sometimes lead to wishful glances over at the PC section, and any wargames fans might have noticed Fields of Glory for this particular machine. If this is the case they will also know that it is probably one of the best looking wargames to date, and here it is for the Amiga.

Even though this type of game is generally associated with bland graphics, great leaps have been made in recent years to make them look more appealing in order to attract a wider audience. MicroProse are the company to thank as they bring the glory of muskets, cannons and dysentery to the Amiga.

Anybody who plays wargames a lot (that's the real ones and not their computer cousins) will know a lot about miniatures. The programmers of this particular title have tried to make the men look as much like these miniatures as possible, and the system works really well. As far as the visuals are concerned, Fields of Glory isn't a million miles away from the PC version.



There are a number of training missions and difficulty options in order to make learning the game as simple a task as possible. The manual (as with all MicroProse instructions) is clear and concise, and helps you through all aspects of governing your little body of men.

Troop manoeuvres are the key to the game and there are several ways of moving them into position. If you believe the time is right, you can even set them to charge the enemy and then sit back and wait to see who gets routed. Of course one wrong decision could mean disaster, as it only takes one cannon shot to wipe out your best guys. Several great historic battles are included and you can fiddle around changing factors to your heart's content.

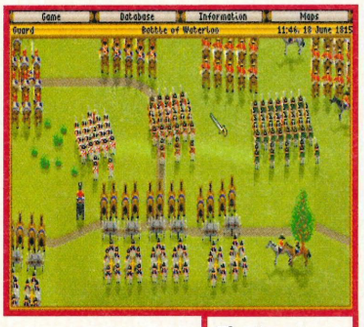
If you're into the Napoleonic period, or just want to try something a little bit different, then Fields of Glory is a good place to stick your money. It's probably the most complete, appealing wargame to date. With all due credit to companies like Impressions, who consistently turn out good games of this genre, Fields of Glory is, in my opinion, considerably better. If you had to point at one particular strategy game of this type and say that it was the one to attract non-wargamers, it would have to be Fields of Glory. **A**



The battle can be selected from the menu. There are plenty of variations and these can be tweaked



Fields of Glory is undoubtedly the best looking wargame to date, certainly for the Amiga



The troop movements are designed to be easy to implement. Then you just sit back and watch



How on earth are you going to get so many men into exactly the right positions without sacrificing some of them?

THE LOW-DOWN

PUBLISHER MicroProse
CONTACT 0454 326532
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	87%
SOUND	87%
PLAYABILITY	88%
DIFFICULTY	Variable

A good wargame that a lot of people will have been waiting for. The PC version impressed a lot of people and the only thing missing from this Amiga conversion is the database facility of the original. With realistic characters, nice sound effects, ease of play and a comprehensive manual too, MIcroProse have surely got themselves another winner. If you're a dedicated wargame hater then that's the way it will always be – just you stick to your platformers and shoot'em-ups – but this could help to convert a few fence-sitters to the cause. Fields of Glory deserves all the praise it gets.

REVIEWED BY CHICKEN

SECOND OPINION

My God this is bland. It's good, but oh my lord is it bland. This is so bland you could say it was an all-out bland fest and you couldn't be accused of exaggerating. It's a fine war game though, and one of the best I have come across in a very long time.

OPINION BY STEVE

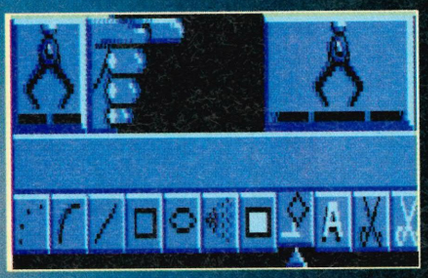
OVERALL SCORE

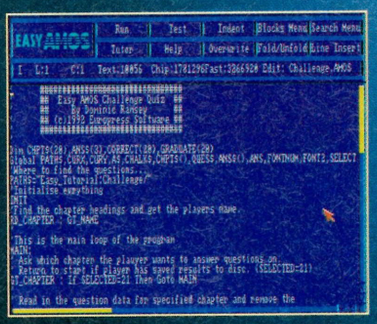
88%

Next month's Amiga Computing

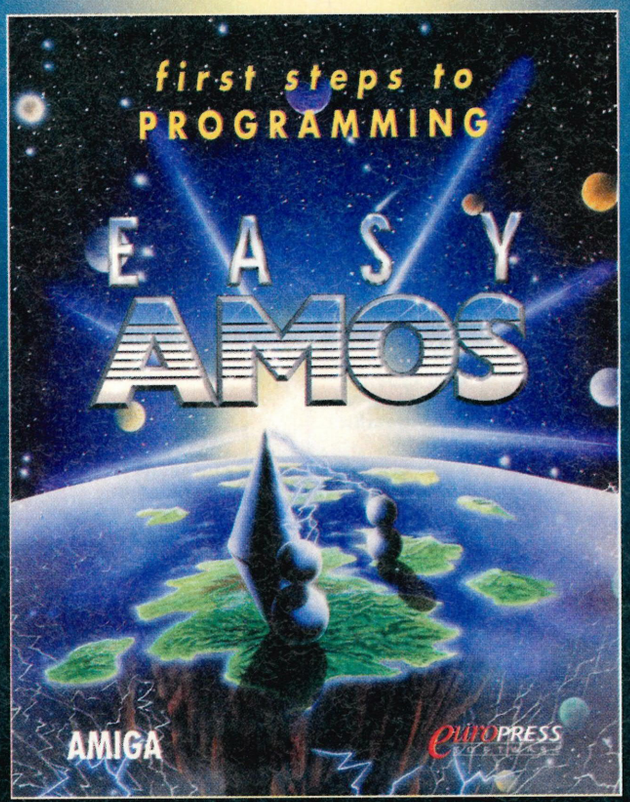
Easy AMOS – your key to creating your own software

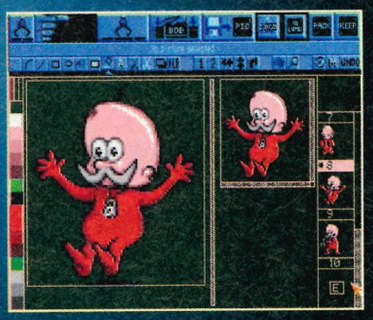
Amiga Computing is proud to announce that its Christmas issue will feature the complete, yes that's complete, number one Amiga programming package – Easy AMOS from Europress Software.



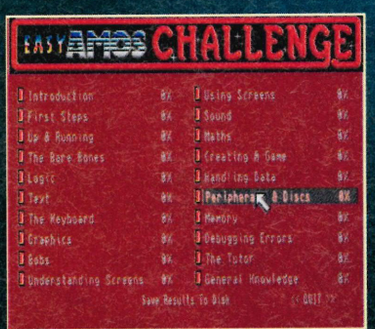


Easy AMOS features a unique interface and on-line help option

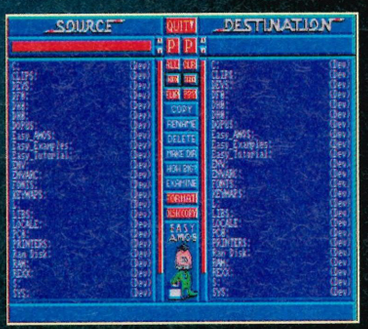




Creating sprites couldn't be simpler with the in-built Bob editor



There are a variety of pre-written programs which will help you gain an idea of program structure



You can create your own applications with ease. Just take a look at this directory manager

Amos has become the premiere Amiga Basic programming language and Easy AMOS has been especially developed with the beginner in mind.

Utilising Easy AMOS' superb command editor, you will learn to create stunning games and applications in no time at all which you can sell for profit.

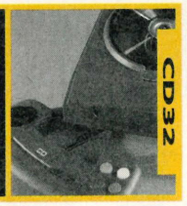
Using the intuitive sprite editor you can design incredible graphics with ease which you can then incorporate into your creations. Everything is catered for; scrolling, rotation, scaling and much more! You want sound? You've got it. Easy AMOS features a fully integrated sample editor which you can use to add special effects to samples to create a multitude of different effects.

As if that wasn't enough, Easy AMOS features on-line help which you can call up at any time should you get stuck. On-disk tutorials also help to take you through the AMOS language – even providing a graduation test in which your knowledge of AMOS is tested as well as an impressive collection of pre-written games and applications including Break Out, a typing tutor and database.

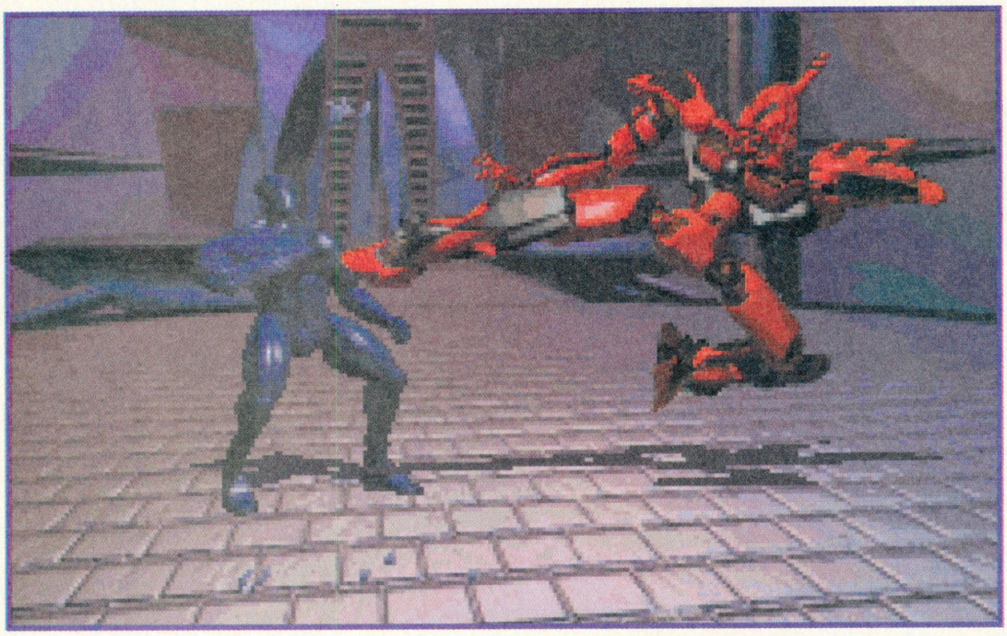
AMOS is supported around the World and additional command extensions are becoming available all the time, making Easy AMOS the most complete, powerful and advanced programming language on the Amiga ever.

If you're keen to get the most from your Amiga, Easy AMOS is your passport to success. The only limitation is your imagination.

Amiga Computing Christmas special – available November 17th



Ris Ro



Ooh! My word! Rise of the Robots. Look who's got the exclusive too! That's right, your favourite Amiga mag has been given the privilege of having first crack

Imagine an excited conversation something along the lines of the following enthusiastic dialogue:

Chicken: Where am I off today?

Somebody not as important: Mirage in Cheshire. They've got the Amiga versions of Rise of the Robots for us to have first look at.

Chicken: Not the Rise of the Robots surely? The same one that everybody said would never come out? The one that's been in development for over two years?

Somebody not as important: That's the one.

Chicken: (faints).

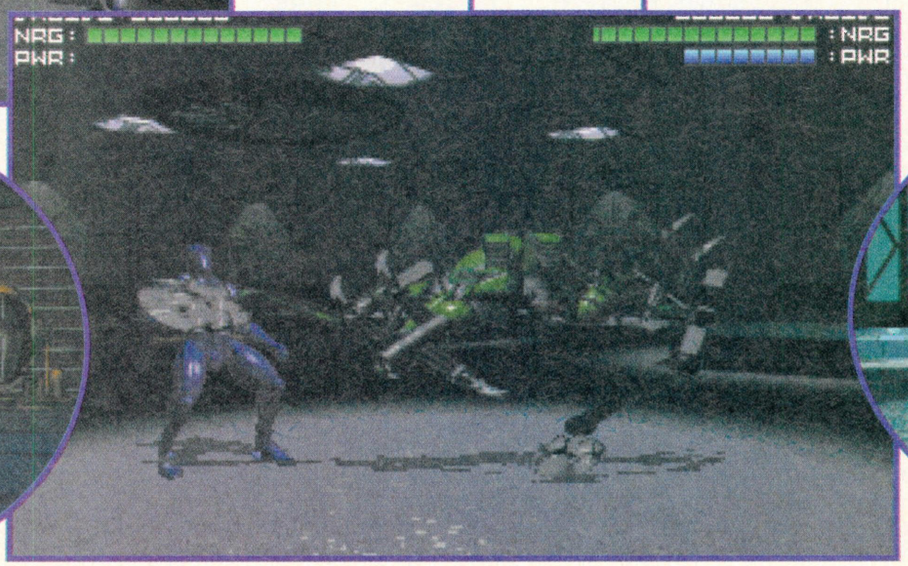
Yes folks. That was me a couple of weeks ago when we were first told that Rise of the Robots was ready, and on the Amiga too. So, off I trekked to Congleton on the coldest day of the year so far, to be the first to review the Amiga version. There's no point in being dishonest, as the months have gone by since news of ROTR first filtered through, I've been getting more and more sceptical as to how good it would actually be. We'd all seen the screenshots featuring gorgeous rendered robots, but surely they would be reserved for owners of Pentium class PCs, while Amiga owners would be reduced to playing a version of the game featuring two stick men on a blue background.

I've been doing this sort of thing long enough to have become (maybe too) cynical about such flash-in-the-pan releases, but all along Mirage have stuck to their guns.

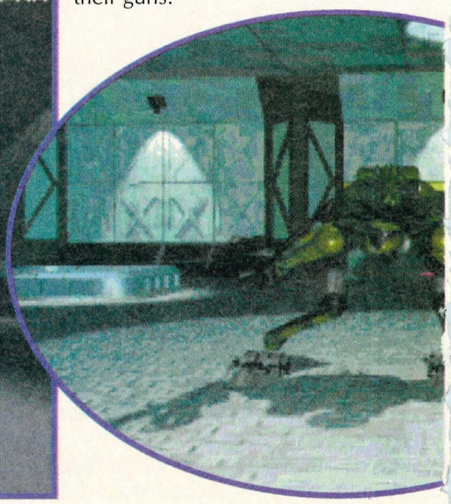


Your cyborg squares up for some metallic mayhem

The Crusher is one of the most feared opponents you can come across in battle







e of the bots



The factory is a big sprawling building with many surprises

Ex-Bitmap Sean Griffiths has beavered away silently over many hard nights, along with hordes of others, to make this dream in particular become a reality.

Anyway, back to the story. I was first shown the PC version and allowed to give it a go. Guess what? It looked exactly as I expected it to. I mean, it was a Super VGA CD-Rom version after all.

"Let's have a look at the Amiga version now", said Sean. I gulped. Did I really want to see this effort which would make Streetfighter II for the Amiga look like the SNES version? Then it happened. The A1200 booted up, my jaw hit the floor and a smile appeared on my face. My views on ROTR changed almost instantly from, "It could be awful", to, "I always knew it would be wonderful (smug)."

Metal Mickey

Amazingly, apart from fewer background colours, everything is the same as the PC version. Don't ask me how they've done it. I dread to think about the amount of hours that have gone into putting this together. But the same it is. The rendering is here, the speed is here and it's virtually the same control method. That's enough comparisons for this review, because the Amiga version deserves the rest of the space.

Everyone knows this is an out-and-out beat'em-up, so I won't bore you with all that. It does have a plot which is worth mentioning, and revolves around a big android-making factory, far into the future. One of the beasts has got a virus and has spread it to the rest of these highly-intelligent cyborgs. The company has to do something, so it sends in a cyborg of its own to sort 'em all out.



The introduction is quite spectacular on all formats

You start on the lowest level and have to work your way up, battering all that get in your way. This is of course the one-player option. The two-player game just sees you trying to leather each other to within an inch of your lives.

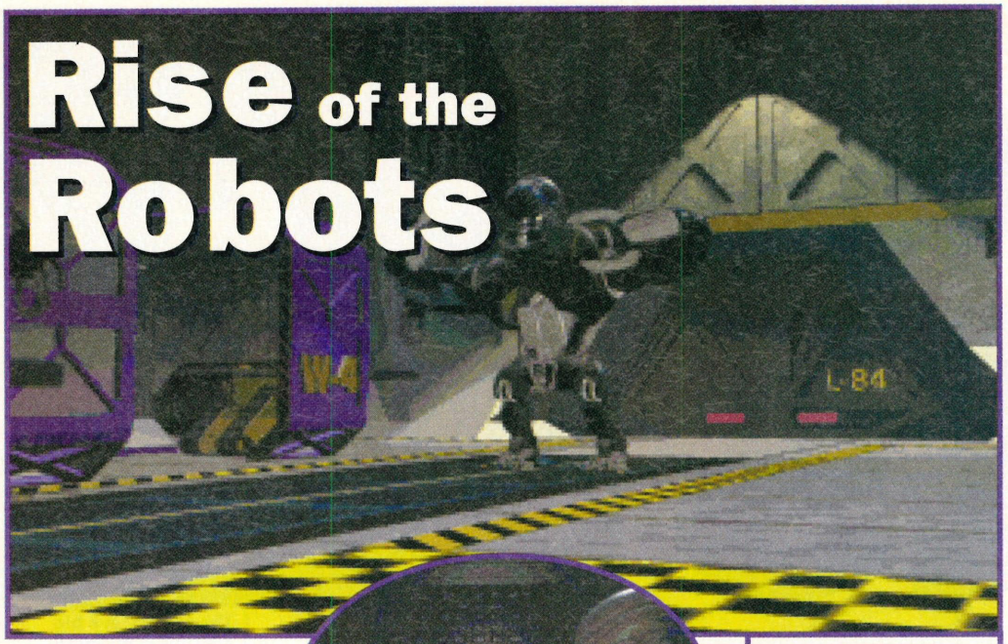
Okay, so it looks good and has a nice story, but so does Dragon's Lair. This was another thing that initially worried me with Rise. It takes a clever





The spacecraft comes in to land

Rise of the Robots





Rise is punctuated by cinematic sequences

programmer to code a beat'em-up that actually works and plays well. It sounds like the easiest job in the world to take a tried and tested genre and simply change the sprites into gleaming robots, but I've seen plenty of others (especially on the poor old Amiga) fall by the wayside for being nothing short of trash.

If I don't behave myself I'll have grey hairs before I'm 25. Once again, there was absolutely no reason for my worrying. I'm not too proud to say I was totally wrong. I'm only too glad to say it in fact. Rise of the Robots plays really well, far better than I would have imagined. And, with graphics like these, it's surprising that gameplay hasn't been forsaken in any way.

Stringbean

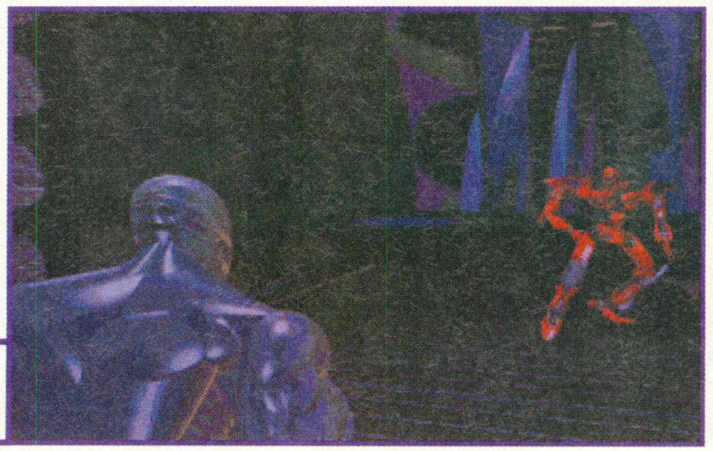
The control works in a way that allows you to score as many hits as you like, but you actually have to plan things and think ahead. If you hold down the fire button, a power gauge steadily rises, and your hit is much more damaging. So, do you go for a large number of taps, or wind up for a couple of really big shots? Of course, while you're sitting back with your finger on the firebutton, there's every chance your enemy will start to pull your head off (metaphorically speaking of course, it's not Mortal Kombat you know). It all happens over the best of three rounds, just like everything else, but it's just so polished that it's almost unbelievable.

The fights are separated by a number of cinematic sections that announce the arrival of a new robot into the arena, or show your character as it makes its way through the factory. This keeps you up to date with what's going on and where you are, and it also allows the machine to load in the next memory intensive section while you wait.

I've gone on about the graphics already, and I'm going to talk about the music in more detail elsewhere, but it's also worth mentioning the nice clanking, whirring and fizzing sounds that occur as the metallic monsters move about and take hits. Everything sounds just right, so not only does it look and play like a dream, it sounds like one too (if you can have anything sounding like a dream, which you probably can't, but that's one for somebody to edit out if they're not happy with my English!).

Well, that appears to be that. For ages now you'll have been wondering whether it would be any good, and I can assure you that it is. There's going to be a hole in the lives of those guys at Mirage once this is finally out in the shops (November 18 is the date for your diaries by the way), because it's been a part of them for so long.

Be warned, it's gonna set you back £42.99 on A1200 and CD32, which is pretty pricey. But, if you think of all the hours of work that have been put into making this turn out the way it has, then there's some justification. Well, I don't have to pay to play it, but I'll leave you safe in the knowledge that this is the best beat'em-up for the Amiga, and it might just be worth writing your list to Santa right now! **A**



The cyborg is confronted by another of the building's metallic inhabitants

Brian Cant provides the music...



Did I say Cant? I meant to say May. Yes, Brian May has recorded the musical score for Rise of the Robots. Using two tracks off his new album, the former Queen star turned Rock Legend has transformed Rise with some of that guitar stuff like off the Ford advert. However, Brian Cant, the former star of Playaway turned Old Nobody, denied that he had anything to do with the game. The use of Brian May further proves that Mirage have really gone the whole hog with this one.

THE LOW-DOWN

PUBLISHER Mirage
CONTACT 0260 2999909
HD INSTALLABLE Yes
PRICE £42.99

GRAPHICS	94%
SOUND	94%
PLAYABILITY	90%
DIFFICULTY	Variable

Rise of the Robots is nothing short of stunning. The project is technically brilliant. The Amiga is stretched so far that it almost creaks. The CD32 and A1200 versions are identical (except the disk is shinier on the CD32), and other versions will just have less colours. Control, graphics, sound and playability are all excellent. As I said before, anything over £35 is expensive for a game in my book, but if ever anything is worth that sort of money, it has got to be this. A memorable moment in the Amiga's history... and you can quote me on that one! Yes siree!

REVIEWED BY CHICKEN

SECOND OPINION

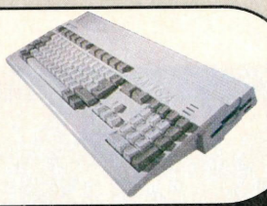
This isn't possible. An Amiga game cannot look this good. I refuse to believe it. Someone from Mirage must have come in one night and cunningly swapped all the Amigas for PCs without anyone noticing. And what about those Apostles eh? Who are they trying to kid?

OPINION BY DOUBTING THOMAS

OVERALL SCORE

92%

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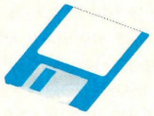
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This is partly how the match action is presented, except this bit doesn't really move at all!

Club Football
The Manager

Not another football management game, surely? Afraid so readers



Get your tactics spot on to ensure the best chance of success in the next game

There has to come a time eventually when football management games can get no more comprehensive, and everything that can be included, has been. The new Sensible World of Soccer looks like it could be the ultimate business, but until then, we're going to have to endure a spate of other similar releases.

I say "endure" because I'm really not too impressed with Club Football – The Manager. Apparently, there are plans to use the Club Football title with other games in the future, but for now, Boms have stuck with management. It's been in development for almost twelve months now, but all that time doesn't seem to have produced what can be regarded as a properly finished article.

I'm not knocking the presentation, because that, in its own way, ranks alongside the classy Premier Manager 2. But, the information in the database is horribly out of date. For example, Samways is still at Spurs, whilst Klinsmann isn't, and Alan Kernaghan is still at Middlesbrough, even though Man. City payed millions for him about 15 months ago before eventually farming him out to Bolton Wanderers!

Bizarre

When this game is competing directly against the likes of the Championship Manager '94 End of Season update, and more indirectly against Krisalis' new Man Utd data disk (accurate to within seven days of release), it seems bizarre that the developers don't seem to have paid too much attention to the accuracy of the statistics.

Of course, not everybody is that interested in accurate details, but you have to seriously question the quality of a game which is shoddy in this respect. I mean, if so little effort was put into this side of the game, what are the other features going to be like? Surely some of the last six months should have been spent updating the data?

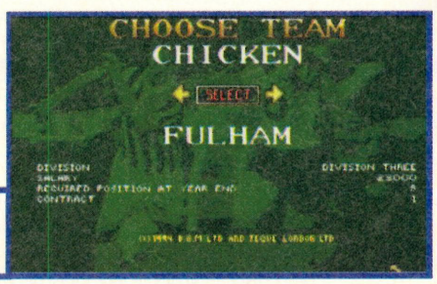


It's Premier Manager 3 isn't it! Ooops, oh no it isn't! Oh yes it is! Oh no it isn't etc...

If the player database was the only problem, it wouldn't be too bad. However, the in-game animations add nothing to the overall package and should be turned off immediately. It's impossible to tell which side is which half the time, and the instructions do not cover all the options in enough detail.

If you turn it into a text only game, by switching off the match sequences, you might get something out of it. But, if you're the kind of fanatic who's already played Premier Manager and Championship Manager to death, I think you'll find that Club Football – The Manager doesn't come up to scratch. It isn't even in the same league, never mind the same division.

Maybe I'm just hard to please, but one or two other members of the AA team also gave it a go, and they didn't think it was much cop either. If you're absolutely gagging for a new management game to tide you over, then this is there waiting for you. But seriously, you'd be far better off saving up for Premier Manager 3 or the new arcade-cum-management sim, Sensible World of Soccer. They should both be out before Christmas, so you won't have too long to wait. A



Select your team from any of the current crop of third division pretenders

THE LOW-DOWN

PUBLISHER Boms Games
CONTACT 081 293 0283
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	75%
SOUND	30%
PLAYABILITY	62%
DIFFICULTY	Tricky

It's a real shame that something better hasn't been made out of this. It's been in development long enough, and I am disappointed with the final result which I believe doesn't deliver its initial promise. There are no problems with the menus or presentation in general – even the box looks the part – but the management bit itself isn't up to the standard we've been used to of late. Look elsewhere in this issue for news of Premier Manager 3 which looks like it will retain the management title this time next month. You have been warned. Get a demo first!

REVIEWED BY CHICKEN

SECOND OPINION

Very disappointing indeed. I went to see the game in production almost a year ago now, and was extremely impressed by the graphics and presentation. These features are still excellent, but the game itself is simply unappealing. Tactical Manager with graphics.

OPINION BY NEIL

OVERALL SCORE

58%

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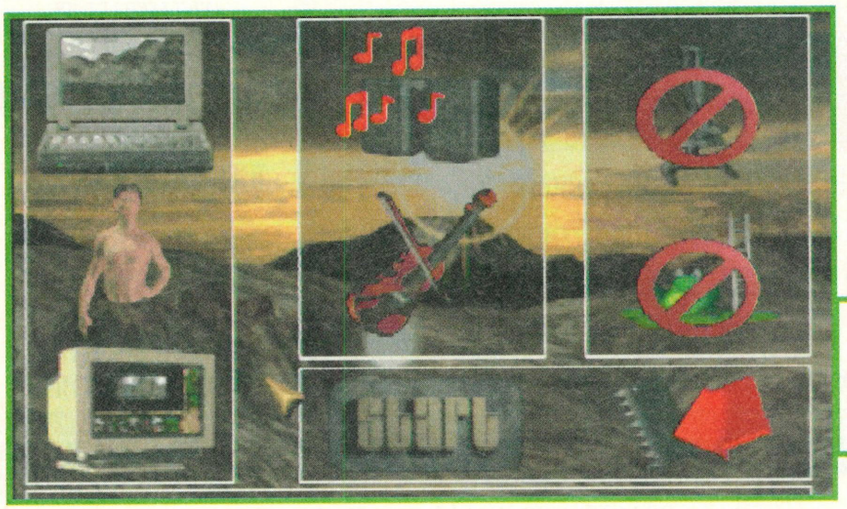
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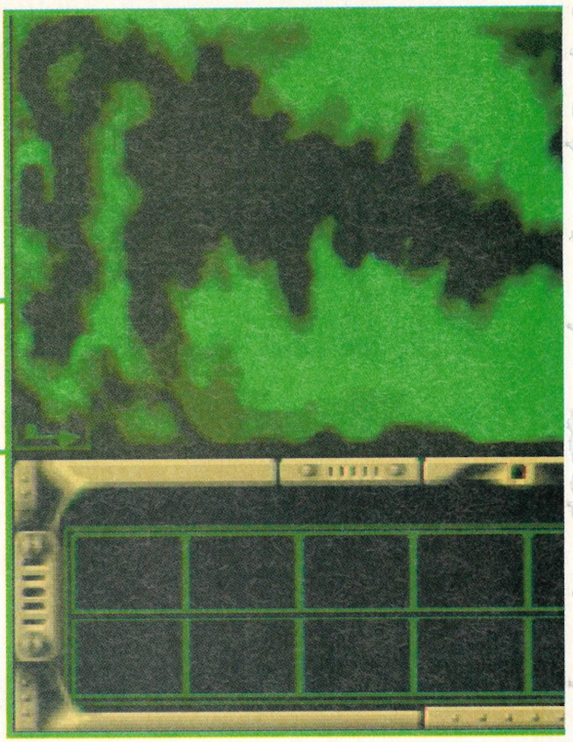
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Ahem, er, this isn't the options, oh no. It's an action packed grab this is



The map comes in handy for finding your way around. Obviously

Robinsons R

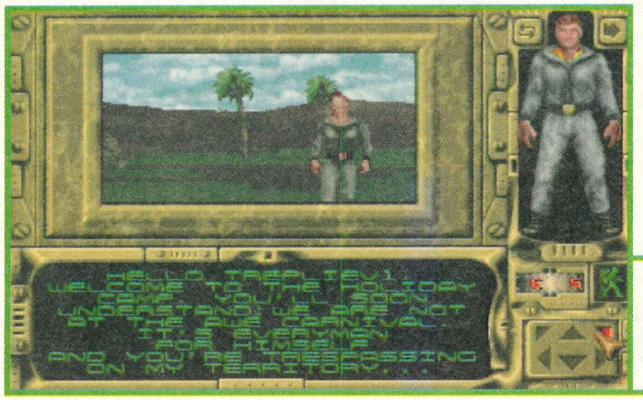
Sounds more like a hymn for the bloke who was Man Friday's best mate, but it is in fact the latest offering from Daze

Survival. Now there's a topic that's never really been explored in a computer game. OK, in virtually every game you have ever played your main goal will have been to stay alive until you reach the end, but Robinson's Requiem confronts survival from an entirely different perspective.

Imagine being dumped on some bleak deserted moor in the middle of nowhere, with no food, water or method of defending yourself against any hostile force you may come across. That is exactly the sort of scenario which is set by this latest offering from Daze's collaboration with top French developers, Silmarils.

Set many light years in the future, Robinson's Requiem is apparently the ultimate test of human endurance in an alien world. You play a government agent called Robinson and have been sent on a reconnaissance assignment to a mysterious, unknown planet. Before long, however, you discover that the entire mission is a trap set by your own government, who for their own reasons, no longer want you around. Suspicious eh?

As we join the action, your ship is out of control and the planet you thought you were going to investigate is in fact an enormous prison – an astral Alcatraz from which no one has ever escaped. Well, escaped alive, that is.



It's nice to see a friendly face. Guess who got out of the wrong side of his bed this morning

At the start of the game you have bailed out of your soon-to-be-destroyed ship in favour of the forbidding heart of a hostile jungle. You are equipped only with a survival kit, including many medicines and tools, and a micro computer secured to your chest to keep you informed of your physiological condition.

The ultimate aim of the game is to escape, but the overriding priority is that of survival. Once you have grasped the basic techniques, things will become much easier in your bid to escape the planet. At times, after a battle, or when you have contracted some form of illness (from food poisoning to malaria), you will need to treat yourself correctly or die. This means anything from X-raying yourself to looking for broken bones, or administering drugs to lessen the effects of flu.

Staying Alive

You may be wondering how you'll know when you are ill. Well, one of the best features of the game has to be the soundtrack, which must be one of the most detailed yet. Every little cough, sneeze and hiccup is played out alongside the musical score, and in conjunction with your personal computer and some practise, you will be able to assess your condition and treat yourself like a qualified GP.

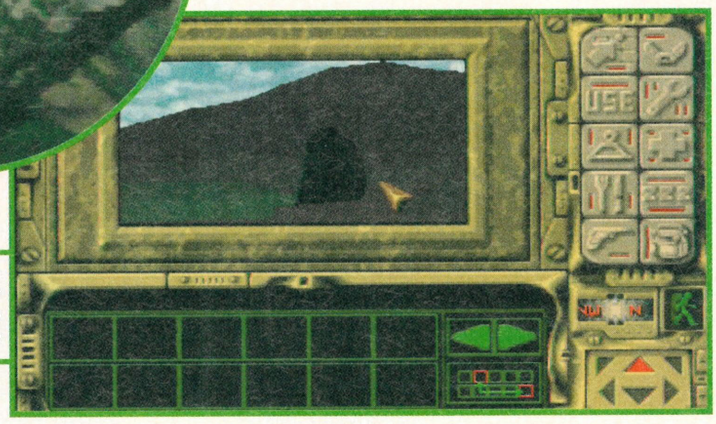
In extreme cases it is even necessary to amputate one of your own limbs to stop the spread of gangrene, and yes, you have to perform the operation yourself using items from your medical kit. Obviously you want to avoid this, not only because of the thought of it, but also because it will significantly hamper your progress in making good your escape.







The landscape is full of trees! (Nice caption there mate)



Somewhere in that murky mess is the cave entrance

Requiem

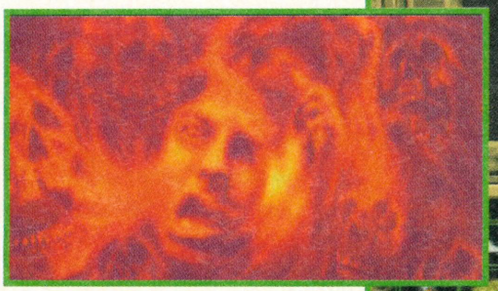
There is far more to Robinson's Requiem than just looking after your health. You will need to fight, make friends, investigate and explore every nook and cranny of the vast prison to find out everything that you need to know. It is amazing that so many features have been crammed into this game, and unfortunately, it is possibly this good point that brings about the game's downfall.

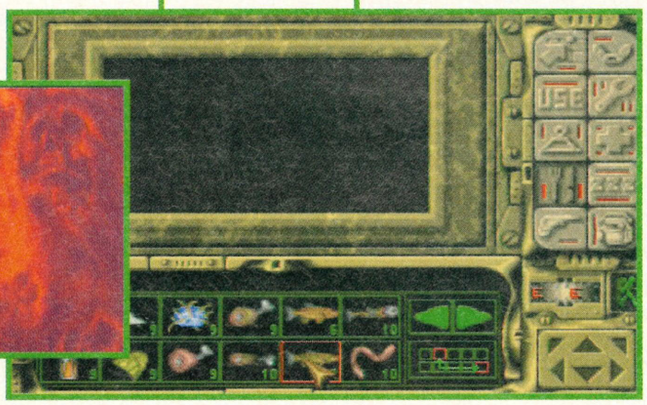
Saturday Night Fever

Up to now it has all sounded pretty good, wouldn't you agree? Unfortunately, what you can't tell from still screenshots and words is that the game is so slow. I played the A1200 version, and although you can change the settings slightly to speed the game up (lessening the graphical detail and window size), it just isn't enough. On the minimum setting the game becomes very hard on the eyes, and at times it is quite hard to work out what's going on. On the highest setting everything looks good, but try and move and you end up waiting for about one second before each step is made. It might not sound like much, but when it can become a real grind.

Full marks must go to Silmarils for originality. I have never encountered anything quite like this before, and the game scores itself a lot of brownie points simply because of that. But, in putting so much in to it and making the game so detailed and intense, they appear to have shot themselves in the foot.

We have a real catch 22 situation here. Leave out the features and the game loses a lot of its appeal, leave them in and it becomes a chore to play.I don't know how this performs on a higher end Amiga or an accelerated A1200, but I should imagine that they will make the game more than bearable. However, I'm not sure that the market for games on those machines is enormous. **A**





This is Robinson's Requiem played on the less detailed graphics mode. Impressive don't you think?

THE LOW-DOWN

PUBLISHER Daze
CONTACT 071 372 7435
HD INSTALLABLE Yes
PRICE £34.99

GRAPHICS	89%
SOUND	91%
PLAYABILITY	75%
DIFFICULTY	Spot On

Daze can expect significantly more success with the PC version of this than they can with its Amiga equivalent. What is undoubtedly a great strategy game has been seriously hampered by the sluggish manner in which the game plays. If you have a higher end Amiga then I would have absolutely no hesitation in recommending this as an essential purchase. For those with a standard A1200, I would have to say that you should think long and hard about whether you like your games played at what almost equates to a snail's pace. Personally I don't care for it, but maybe you will.

REVIEWED BY STEVE

SECOND OPINION

Looking over Steve's shoulder, this looked pretty good, and I was quick to step into his shoes when he disappeared at lunch time. Mistake. A person with my level of patience will lose interest within minutes, which seems a shame because a lot of work has gone into it.

OPINION BY PAUL

OVERALL SCORE

80%

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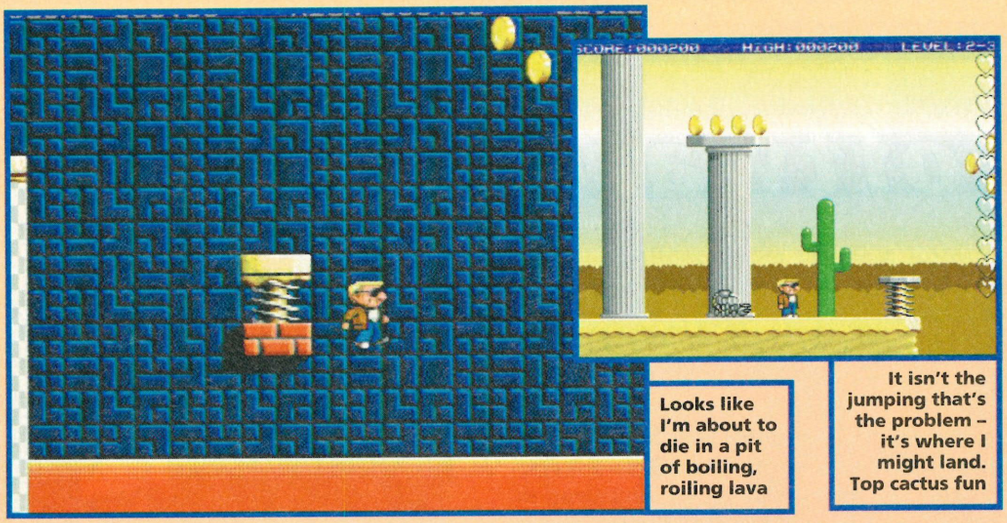
Charlie J C

At last, a platform game where the annoying little character actually does get killed. Hurrah for Charlie J. Cool!

I've heard a few contrived computer game stories in my time, but by the left, this one takes the biscuit. I could go into detail and make you vomit with laughter at the shamefulness of it all, but I won't. Programmers Nevada have realised the futility of claiming any credibility, and in their manual take the mickey out of themselves. And that's alright by us, since self-deprecation is a favourite pastime here in the AA office. Bonus points to begin with, that's what I say.

All you need to know is that Charlie J. Cool ("Cool by name and cool by nature") is dead. However, he isn't at rest, and won't be until he negotiates the seven lands of Midway. This voyage of discovery will decide whether his soul resides for eternity in heaven or hell.

Seven lands, 28 levels – it's a biggish platformer – and it's got me almost completely torn in two as to whether the game itself is, ahem, heavenly or hellish.



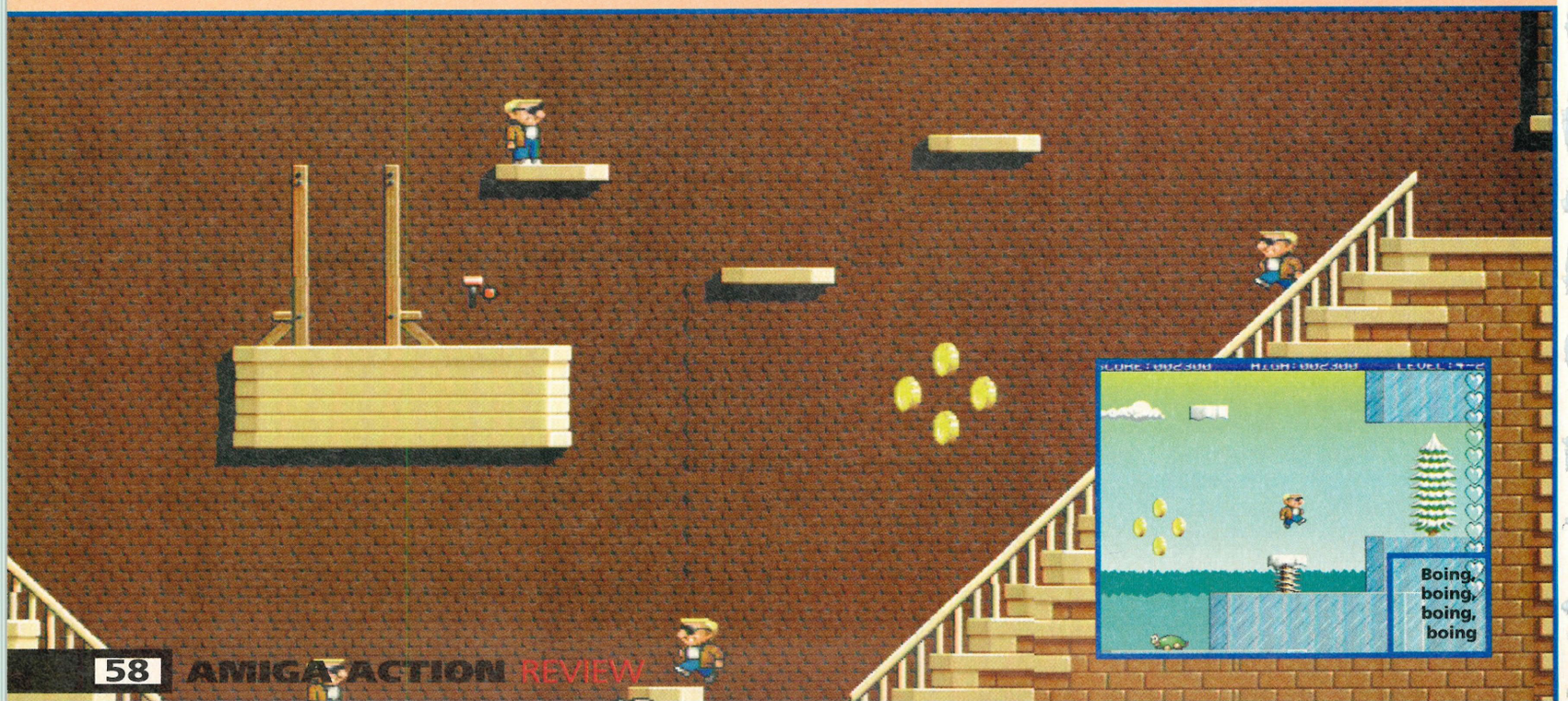
Looks like I'm about to die in a pit of boiling, roiling lava

It isn't the jumping that's the problem – it's where I might land. Top cactus fun

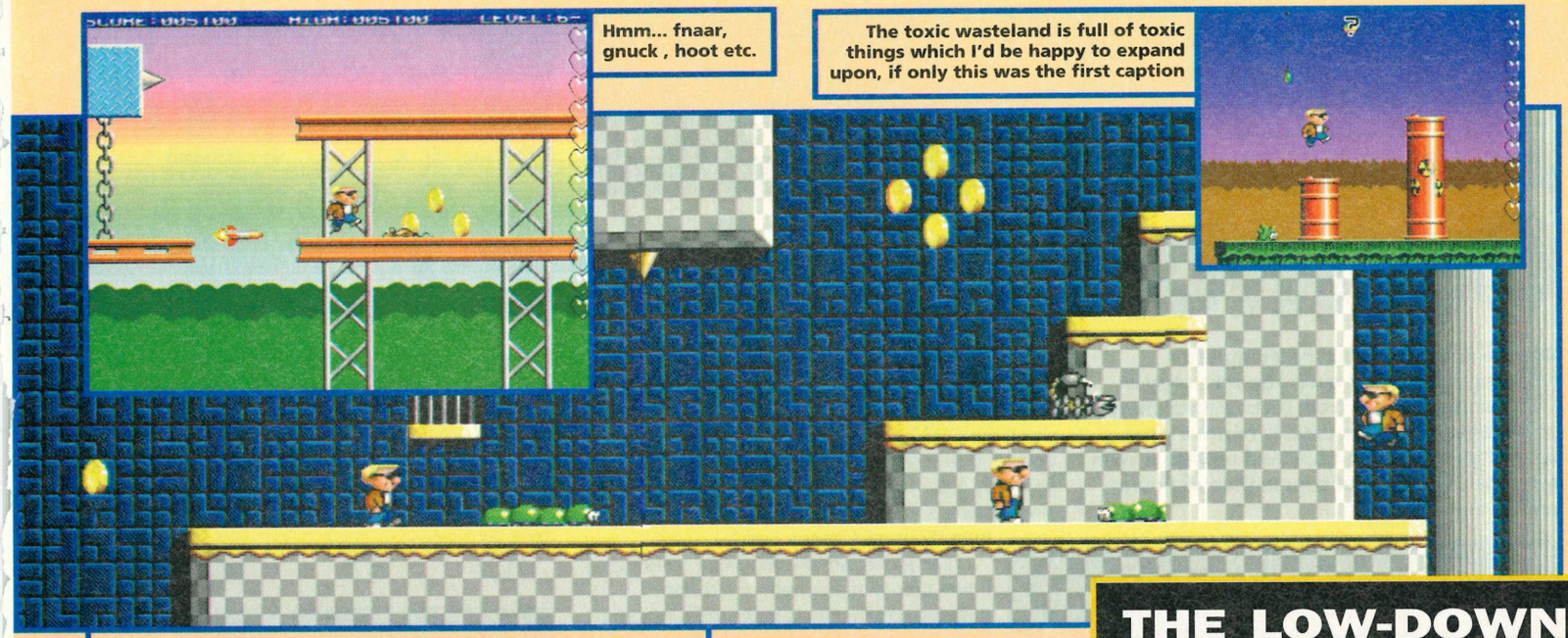
In the God corner

There's more to the game than simply running end to end. It is claimed that loads of bonus levels are scattered throughout (I did find a few), and must be located by collecting eye symbols from the level. This eliminates some of the guesswork, although you can still stumble across an opening merely by chance. Basically, it means you're sure to see most of the game.

As well as the obligatory extra lives, icons to collect include speed shoes, super jumps and a compass which points you in the direction of the key – necessary to complete the level. A number of keys can be used, in lieu of the options screen,



Boing, boing, boing, boing



Hmm... fnaar, gnuck , hoot etc.

The toxic wasteland is full of toxic things which I'd be happy to expand upon, if only this was the first caption

The game itself looks very nice, but hidden within these levels are one or two very difficult and unfair jumps. Very frustrating. Still, you can always vent your anger on innocent caterpillars

ool

for switching on effects, music and the auto-jump. Okay, so I'll admit that this isn't a vital element of the gameplay, but it's a nice option to have. More interesting features include the "reverse screen" and the black and white modes, usually activated by accident.

The levels are large at the outset, there's a decent learning curve and the background parallax is very nice indeed. Oh, and the inclusion of two separate endings is a very good idea (the more genuine bad guys you kill, as opposed to the more colourful pseudo-baddies, the greater your chances of arriving in heaven).

Impossajumps. We've seen them before and it isn't fair. You're standing towards the left of the screen and most of what you can see to the right is empty space. But, there's nowhere else to go. You leap. You hold your breath. You swear, because you've vanished down a hole and lost a life, and it isn't your fault.

Which brings up another Point of Satan. While it may well be your fault if your ineptitude finds you, say, stuck between two walls, or rocks or whatever, it isn't asking too much to expect that you should be able to escape. Sometimes however, you can't.

It isn't that I was unable to find a way out, it's just that in certain places, there isn't one. The manual even addresses this point and draws your attention to the escape key. This should be pressed in such a situation to enable you to lose a life, which must be done in order to move on. That's unforgivable. It's lazy, and it's a shame.

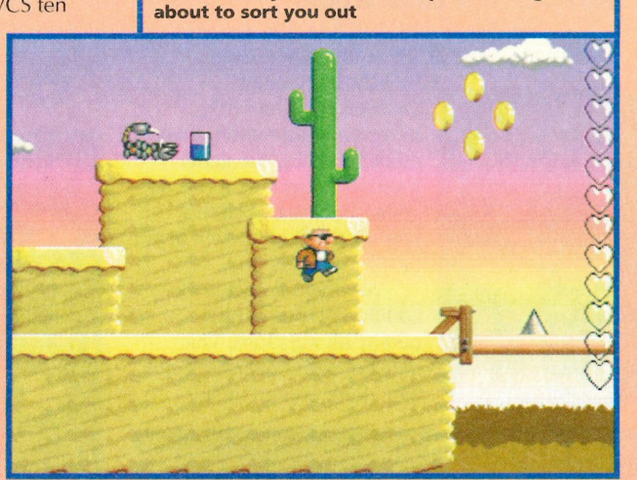
Oh well, I've waffled on long enough now, so it's time to decide where Charlie J. Cool's going to be eating his tea tonight – the table of the Lord or the demon's pit. **A**

In the corner of Beelzebub

The sound is like something you'd have expected to come across in a game for the Atari VCS ten years ago, and we really shouldn't have to settle for simple blips and bloops in these times of technological greatness. Charlie is an aural disappointment from start to finish.

The baddies are also a bit poor. In the main they're small, and there's very little action required to avoid them. So, an end-of-level guardian would have come in handy to break up the fairly simple and repetitive gameplay. Fair enough, the sub-games are in there... scratch that one. But, deduct a point for Charlie J.'s habit of disappearing from the top of the screen when he leaps from a high point. Very untidy.

... And if it isn't cacti causing a problem, there's always a few, er, scorpii knocking about to sort you out



THE LOW-DOWN

PUBLISHER Rasputin
CONTACT 0438 840004
HD INSTALLABLE No
PRICE £19.95

GRAPHICS	78%
SOUND	60%
PLAYABILITY	65%
DIFFICULTY	Variable

Charlie J. Cool frustrates me. I enjoyed it for the most part – it's a fun little game and perfectly playable, but it's untidy. Why go to the trouble of producing 28 good looking, enjoyable levels, and then ignoring the disappearing sprite? One blind jump is fine, but there are far too many here, as are there places to become impossibly stuck – a surefire guaranteed way of hacking off the money-forking gamesplayers. Despite this, I enjoyed playing it and was strangely drawn to its overall cheesiness. But, as for the question of where it lies on the eternal plane, the answer, I think, is firmly in Limbo.

REVIEWED BY PAUL

SECOND OPINION

A Mario rip off from start to finish, and a reasonable one at that. In some ways, Charlie J. Cool reminds me of McDonaldsland. Not too sure I could have played it for more than 15 minutes without becoming frustrated though. I'm Johnny patient me.

OPINION BY STEVE

DIFFERENCES

The A1200 version has more colours and looks nicer, as indeed it should when the CD32 version is completed.

OVERALL SCORE

68%

ACTION REVIEW REVISITED

Cannon Fodder



The first thing you should do after unpacking your newly bought copy of Cannon Fodder from its beautiful shiny polythene and plastic case, is remove your control pad from the CD32 and replace it with a mouse. Assuming of course that you own one. If not – tough.



Through no fault of Sensible Software's (they've substituted the red and blue buttons for the left and right mouse ones), to play this game using the CD32's ridiculously rickety method of control is to lose that instinctive and panicky feel that only a darting mouse can provide, especially since instincts and panic are the two main ingredients of Cannon Fodder.

The game remains the same, although I'm certain that a couple of hitherto unheard sound effects have crept in along the way, or perhaps the jungle fever has sent me mad, who knows? It's still the same mad dash around the screen, blowing up anything that moves, avoiding things which are too difficult to destroy, shouting, swearing and generally being delighted that a game should be this much fun to play.

The impressive intro sequence that you may have heard about is only available to those whose machines are fitted with FMV, and the screenshots look great. Unfortunately we can't find a shop that sells the device, so I can't tell you for sure first-hand.

Anyway, here's the deal. If you've got a CD32, go and buy Cannon Fodder. And rejoice if you own a mouse, it's great. **A**

PUBLISHER Virgin **PRICE** £29.99 **REVIEWED BY** Paul

CD32

ORIGINAL SCORE 94%

UPDATED SCORE 93%

Manchester United Premier League Champions



The way the season has started, it's looking like Krisalis may well have to tie up a certain Geordie team as League Champions in a couple of months. But, until that day comes, United it is, and Giggs, Cantona, Hughes, May (um?) and company have been transferred to CD!

In case you missed it all first time around, you take over as boss of any team (maybe even Manchester United themselves), choose the players and formation, then go out and play the game itself. The match action is far better than most, and this hasn't been fiddled with at all for the new version.

What you do get is the addition of tons of high quality photographs. This may not seem like much, but they don't pop up in any random order. If United are, for example, playing Arsenal at Highbury, then before the match starts, there'll be an action shot of United v Arsenal at the famous North London stadium. If your next match is at Old Trafford, then that's where the photo will be. The game's as good as ever, and the photos add to it no end. If you have the original then... well, I'll leave it to you. **A**

PUBLISHER Krisalis **PRICE** £29.99 **REVIEWED BY** Chicken

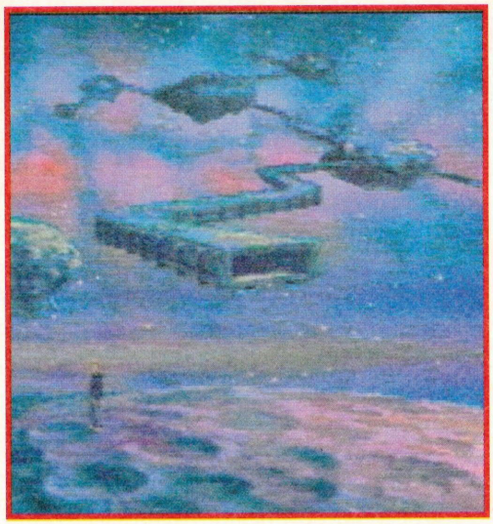
CD32

ORIGINAL SCORE 90%

UPDATED SCORE 91%

A

Universe



The first impression I had when the packaging was ripped off the chunky looking parcel with the Derby postmark, was that I'd got my money's worth. Not that I paid for it, but the double CD box containing not only the disk and manual, but also the Guide To Paralela – the galaxy in which the story is set – is enough to make a CD32 owner's eyes glint with glee.

The game, as with so many on this vastly under-utilised format, remains the same. It's the graphically-excellent-but-slightly-frustrating-to-play-festival the disk version was, the only difference being the much-maligned CD32 controller. The character, Boris, is moved directly by means of the joypad, and the red and blue buttons are used to select and implement any options you see fit to use.

Unfortunately, once again, the controller makes a game more difficult to play than it should be. This small inconvenience can usually be glossed over, because the vast majority of people own a mouse, but ridiculously, in this case, using the mouse is not an option – and I can't for the life of me think why.



Universe remains a very good game trapped in a dodgy control method, and unfortunately, the lack of a mouse option for this version, makes it that bit dodgier for anyone but the ultra patient. And to be honest, it pales in comparison to the superb speaking CD version of Simon the Sorcerer. That's what this machine should be used for. **A**

PUBLISHER Core Design **PRICE** £34.99 **REVIEWED BY** Paul

CD32

ORIGINAL SCORE

79%

UPDATED SCORE

74%

Dark Seed



HR Giger is a bit of a strange chap. Having designed a veritable portfolio-full of wonderful, but slightly perverse artwork, Cyberdreams signed him up for their Darkseed game. All that was a couple of years ago, but the emergence of CD32 technology has provided an opportunity to release this atmospheric adventure on another format, this time with full speech.

The fact that most words are spoken puts it in the same league as the impressive Simon the Sorcerer CD, and the American voice that narrates the adventure, thankfully doesn't get annoying. However, we couldn't get a mouse to work, and the system with the control pad isn't the best in the world, thus proving that speech isn't everything.

It may be that you CD32 owners are desperate to get your hands on another CD adventure this month, and if that's the case, I'd recommend this over Universe. It's a good solid adventure with excellent graphics that aren't as colourful as Simon, but then they aren't supposed to be. I don't know, there are a few niggles, but I'd still probably play it if I had some spare time on my hands. It was woefully overmarked in my opinion first time around, although that was a few years back. Anyway, what the hell. **A**



PUBLISHER Cyberdreams **PRICE** £32.99 **REVIEWED BY** Chicken

CD32

ORIGINAL SCORE

93%

UPDATED SCORE

78%



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B140....Text Engine ....Excellent word processor
B152....PC Task ....Emulates IBM + PC programs
B153....File-a-fax ....As it sounds
B154....QED ....Beginners word processor
B165....A-graph ....Creates bar graphs
B175....Text plus VERSION 4 ....Excellent word processor
B178....(2 Discs) Analitic ALC ....(2 Discs) Best spreadsheet available
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B232....Cheque Book Account ....Keep tabs on your expenditure
B237....Stock Analyst ....Analyses the share market
B240....Little Office ....Word Proccessor, Database & Spreadsheet
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EDUCATIONAL

(N.B. This includes some games)

E033....Education 1 ....Learn German
E162....The Bible (4 diks) (N) ....The King James Version
E164....World Databank ....Creates maps of the world
E180....GCSE Maths ....Syllabus taught disk
E185....Astronomy ....Calculates positions of planets
E194....Total concepts ....Learn about dinosaurs
E212....Back Talk ....Advise on Commonback Complaints
E239....Dunks DTP ....Desktop Publishing for Kids
E234....Colour The Alphabet ....Educational spelling game
E023....Electronic Train Set (1 meg) ....Construct own train set
E043....Learn and Play 1 ....Good for the kids. Blackboard maths. etc.
E044....Learn & Play 2 ....More fun for the kids
E079....Treasure Hunt ....Great Kids game
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EG162...Storyland 2 (N) ....Create a childrens adventure
E335....Wotitsname (N) ....Children's spelling quiz

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C147....MOBED ....Moveable object editor
C160....Deluxe Paint Tutor ....Enhance your knowledge of this
C190....Shadow demo maker ....Create your own demo
C206....ABC Adventure Creator (N) ....Create your own adventure games
C230....Illinois Labels ....Label Printer
C231....Audio Animation Studio ....Create Cartoons
C236....Word Power ....Solve crosswords & anagrams
C238....Font Farm ....Variations of fonts available
C241....Winemaker ....Database for wine enthusiasts
C253....Assassins ....Graphic utilities compilation. Enhance your Amiga
C256....Print studio ....Multi purpose printer utility
C258....Garden designer ....Create your own garden excellent graphics
C261....X Beat ....Drum sampling & Drum machine

MISCELLANEOUS UTILITIES

M151....Imploder V4.0 ....Compacting program
M179....Calorie BaSe ....Work out your own calorie intake
M192....J R Comm ....A simplified modem package
M204....Race Rator (N) ....For horse racing information
M210....Pools Pools Version 2 ....Work out your winnings
M211....Training Log ....Keeping fit
M217....Mastie Niblick ....Golf score recorder
M233....Engineers Kit ....Check your Amiga System
M243....D-Solve ....Crossword-complete with two crosswords
M244....Lockpic V2.0 ....Uncover copy facilities
M245....Relo Kick V1.4 ....Latest D Grader for A1200
M251....Procad Electroid ....Circuit design drawing program
M252....Dividends Winner ....Work out winning lines
M255....Odds on ....Demo version for gambling
M257....Power Copiers (N) ....Eight of the best PD copiers around
M259....A Z Spell ....Spellchecker for word processing
M262....Essential Virus Killers ....Kills all the latest viruses
M263....Soccer League ....Database for statistics on soccer teams

DEMOS + RAVE

D058....Enterprise leaving dock ....Famous animation
D075....Girls of sport ....Pretty shots of talented girls
D148....The Run (1 meg) ....T. Richter's car-chase animation. Good
D166....Star Trek Animations ....Anims. of USS Enterprise
D177....Star Trek Animations ....Agatron no.17 More like above. Good
D280....Jesus on "E's" (2 disks) (N) ....Excellent rave music
D282....How to skin a cat ....Amusing demo
D287....Calendar Girls ....Slideshow
D312....Rave Vision ....Rave music & Graphics
D313....Techno Warrior ....More of the same
D099....Jesus Loves Acid (N) ....Brilliant!

MUSIC

M084....Pink Floyd ....The Wall remix
M102....No Limits (2 Disks) ....Quality music compilation
M104....Cybernex ....Excellent music compilation
M151....Motiv-8 ....More catchy tunes
U244....Sound Tracker Samples (4 Disks) ....100's of sounds for sampling
U249....Sound Effects ....Different samples for music making
U062....House Samples ....Drums & Synthesisers etc.

ADVENTURE GAMES

Ad005....All New Star Trek (2 drives, 2 disks).USS Enterprise classic. Best one
Ad007....American Star Trek (2 disks) (N) ....Jim Barbers graphic adventure
Ad014....Adventure Solutions (2 disks) ..Loads of hints of commercial games
Ad019....Dungeon Delver (2 disks) ....Difficult adventure quest
Ad065....Pixie Kingdom (2 disks) ....Tricky adventure game. Good
Ad219....Space Rescue ....Guide Spaceship through Terrain
Ad222....Neighbours Adventure ....(2 discs) Bring Paul Robinson to court
Ad223....Wizard Wars ....Graphics Adventure
Ad244....Legend Of Lothian ....Version 1.02. Adventure
Ad245....Iron Clads (2 disks) ....Graphic adventure
Ad250....Atlantis ....Excellent Adventure Games
Ad326....Wibble World Giddy ....Really good platform game
Ad336....Fortress ....Excellent demo game

ARCADE GAMES

A010....Breakout ....Classic bat & ball game
A011....Blizzard ....Horizontal shoot-'em-up. High quality
A021....Demolition Mission (1 meg) ....Similar to Balloonacy, good fun
A053....Mayhem ....Brilliant shoot-'em-up
A157....Quadrix ....Difficult puzzle game
A171....Top Secret ....Quality platform game
A175....Whizz Wall ....NEW Wizard shooting game
A176....White Knight ....NEW Excellent shoot'em up game
A180....Tank Attack (N) ....World War 2 Simulation
A207....Flagcatcher ....Find the flags. Very addictive
A209....Games Galore Ten (N) ....14 excellent games
A214....Parachute Joust ....Try & catch a parachute
A215....Battlements ....Hunchback game
A221....Revenge of the Mutant Camel ....Shooting game
A225....Addams Family Quiz ....Quiz on cult TV programme
A226....Dual ....2 player shooting game
A243....Tetren ....Excellent Tetris clone
A247....Quiz Master ....Quiz which includes Editor
A252....Bombjacky ....Rescue the dying planet
A255....Amos Games ....5 Games including Glassback
A257....Relayer ....Shareware game. Brand New!
A300....Blob ....Shoot 'em up
A301....Sector 1 ....Excellent game
A306....The Funhouse ....3 games including Enigma
A308....Gush ....Very similar to pipeline
A310....Zalycon (2 disks) ....Space shoot'em up
A312....Rasta Bike ....Backgammon & Dungeon flipper
A316....Blood Runner, Monaco ....Patience card game
A319....Mega Race And Wacky Rabbit ....Compilation
A324....Psycho Santa ....Waggle your joystick with this festive disk
A327....Tetris Pro ....Tetris game with exceptional variants
A328....Calculus Combat ....V. Good missile command type game
A331....Jigsaw (2 disks) ....Puzzle Game
A334....Crazy Sue 2 ....Popular platform game
A338....Project Buzz Bar ....Excellent asteroid type game
A340....Depth Charge ....Submarine game
A341....Earth Invader ....The best space invader game

SIMULATIONS

Sim071..Return to Earth (1 meg) ....Space adventure
Sim102..Simulation 1 (1 meg) ....Recommended. 5 games including Metro
Sim109..Wheel of Fortune ....TV Quiz, computerized
Sim124..Napoleonic Warfare ....High-quality simulation
Sim143..Card Shop ....Well presented card games
Sim217..Act of War ....Excellent strategy game
Sim218..Roulette ....Casino Classic
Sim220..Sub Attack (N) ....Also landmine + bomber
Sim224..Stratigic Games ....3 excellent games
Sim302..Micro Market ....Stock exchange game

SPORT

Sp170....Amos Criket ....'Owzat!
Sp197....All Rounder (N) ....Cricket simulation game
Sp208....Grand Prix Simulator ....Excellent
Sp256....Slamball ....Management game of US football.Type Sport
Sp299....Top Of The League ....Addictive football management game
Sp303....Strike Ball ....Amos written baseball type game
Sp307....18th Hole (2 disks) ....Excellent golfing game
Sp325....Mister Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
Sp337....Super League Manager 2 ....Updated soccer management game

A1200 ONLY

U235....Sleepless Nights ....Compilation of A1200 utilities
D285....Fairlight ....29 meg of graphics on one disk
D286....No point of sale ....Stinning French demo
D288....Revelations ....Photo realistic slideshow
D289....State Of Art ....Famous quality demo
D290....Raving Mad Me ....High quality music video
D291....Lethal Exit ....Stunning demo
D294....AGA Swimsuits (5 disks) IFF 256 colour pictures use with DPaint etc
D300....Technotrack II ....More rave music
D301....Retina ....Excellent Vector film demo
D305....Utopia ....A1200 slideshow
D310....Nigel Mansell ....AGA slide show
G321....AGA Klondike (3 disks) ....Excellent patience card game
G322....Giger Tetris ....Tetris clone
G323....U Chess ....Brilliant chess game
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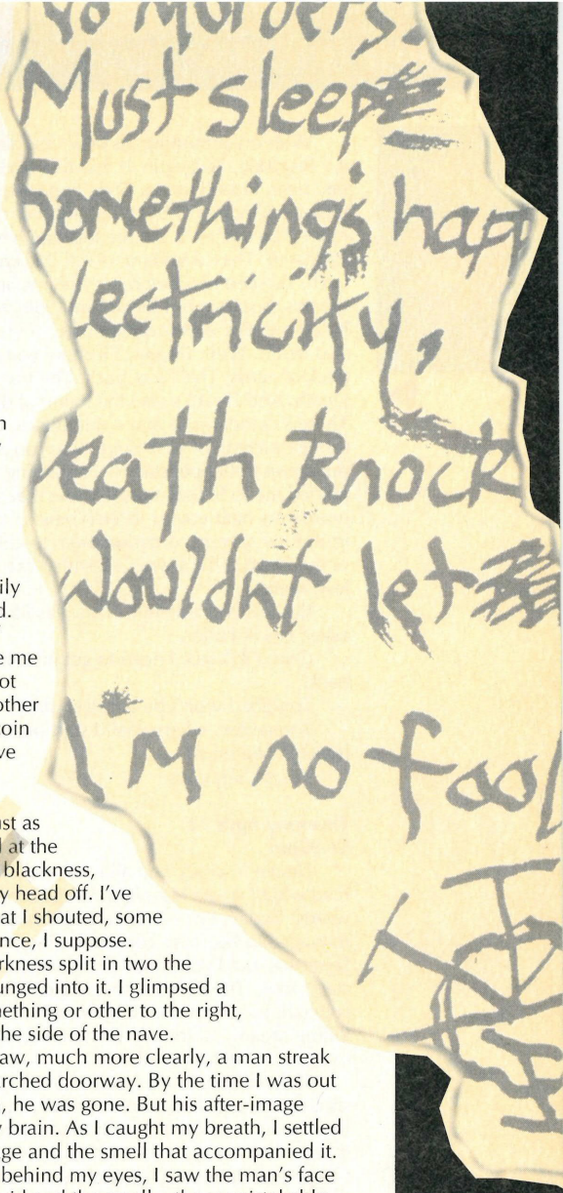
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Friday April 6
12.15pm

Stayed awake.

Haven't read library books.

Eden rang. Told her to leave it for a few days.

No Murders.

Must sleep.

Something's happening to the electricity. Death knocked on my door but I wouldn't let him in. I'm no fool.

Saturday April 7

Slept till mid-day. Dreams getting worse. Coming nearer. No reports on the Dealer. Went to St Septimus – didn't go in.

Eden didn't call.

The lights are turning on and off on their own. I prayed to Angel before I went to bed. She sang me to sleep with an Ave Maria.

Deliver us from evil.

ON OFF. ON OFF. ON OFF.

Sunday April 8

Dreams still bad. Not sure I woke up. I watched the light-switch for two hours. It didn't say a word. Spiders everywhere. The Dealer killed a woman today.

Monday April 9

The clock keeps going round. It won't tell me the time. Santa Claus gave a gun to me. Let loose the puppies of war.

I died last night.

Tuesday April 10

Today was not a good day.

Wednesday April 11

My name is Ryan, and I'm afraid I'm losing my mind. I'm sitting here, by my table, in my flat, writing very slowly. Very carefully. Yesterday I took a step that either drove me insane or saved my sanity. I'm not sure which. Yesterday I accepted that the impossible might be true. That Santa Claus might be real. No. That's not it. Concentrate Ryan.

Concentrate.

I've read the books. I think it's evening now. Yes – it's evening. God, there are spiders all over my flat, living room, kitchen, bathroom. Oh what tangled webs they weave...

Can't concentrate. Don't think I've eaten any stuff over the last week – must have been miles out of my head. Haven't left the flat for a week I don't think. Hard to say.

I'll tell you the truth, if I can keep my thoughts still. They're rowdy little boys running about in a slayground. I haven't told you my secrets, not since I bought this journal. If you're reading this you'll know what I've done to the cover. I cut a title on to the leather binding. It took me a long time, because I used my fingernails to cut out the words. My nails bled a lot and that's why there are stains in the leather. Blood and skin. I cut out the title DIARY OF A MADMAN. Then I thought, about an hour ago, what if I'm not mad? What if the dreams are true? So I dug my nails in again, and sliced brackets around MAD then carved a question mark. My nails are a bit of a mess. So that's the story of the title. Now I'll tell you the story of the story. God didn't speak to me. Santa Claus, Blood on his beard. No, I'm losing it again. Must get out of the flat. Eat. I'll tell you later. Yes go out. Go to church.

Church.

12.15am

I'm sane, for the moment. As sane as I get that is. These bouts of sanity don't last long. So I'll write fast while I still have my marbles.

I went out three, maybe four hours ago. I must have eaten – my stomach feels full. Enough of that. I went to the church to St Septimus. While I was climbing the Italian steps I heard following footsteps, didn't take any notice at first, no reason to. Then I stumbled over a step. The footfalls stopped. I looked back into the dark. The dark was too dark, it hid whoever was there. I carried on. The tracking footsteps started again. I stopped.

They followed. Just like in the movies.

Imagination you say? The imagination of a madman? I don't think so. You weren't there. You don't know what happened next.

The door of St Septimus was open, wide open. At first I thought there was a late service, but I discovered the lights were off when I slipped inside. There were plenty of candles, congregated on the altar, in shrines at the feet of statues. Not a soul in sight and all those lighted candles. What church leaves its doors wide open at night with the lights off and the candles burning? Make sense to you? I know I wasn't mad at that moment. I'm sure I wasn't.

When you're inside a church, you walk quietly, don't you? I moved softly all the way down the nave, eyes fixed on the altar. Then I heard muffled steps behind me.

I spun round at that instant, the back of the church went dark in a sputter of dozens of candles. There were two candle-racks at the rear of the church, one each side of the door, some twenty feet apart. And the candles went out at the same moment.

Whoever was back there had quenched the flames simultaneously. Then I thought, there must be two people back there. Although two individuals acting in such synchronicity, extinguishing at least twenty flames each, and all in a microsecond, was as wild a notion as a single man with twenty-foot-span arms.

I waited there, near the altar rails, for someone to move, speak, even breathe. Nothing. The waiting game got too much for my jangled nerves.

'Anyone there?' I called out.

Answer came there none, as the poet would say. But there was a powerful sense of what shall I call it, bad presence. Yes, a bad presence in the dark at the back of the church. I admit I was scared. Maybe you think you wouldn't have been, but you weren't there (and I'm glad).

I hesitated, not knowing whether to advance or retreat. Then the blindingly obvious struck me. If I hadn't been enfeebled by my week in Limbo I would have realised earlier there were scores of candles in the rest of the church. More than enough to enlighten the blackness around the door. As they put it in the very worst of novels – some blasphemous tenebrous miasma lay upon the benighted air. Let's just say the back of the church was black as sin.

That's when I tasted raw dread on my tongue. Fear can make you act like a hero as easily as a coward. The spur of terror drove me to attack, not retreat. Another flip of the coin and I'd have run in the opposite direction just as fast. I raced at the coagulated blackness, shouting my head off. I've no idea what I shouted, some token defiance, I suppose.

The darkness split in two the instant I plunged into it. I glimpsed a fleeing something or other to the right, darkening the side of the nave.

And I saw, much more clearly, a man streak out of the arched doorway. By the time I was out in the open, he was gone. But his after-image stuck in my brain. As I caught my breath, I settled on that image and the smell that accompanied it. In the dark behind my eyes, I saw the man's face pale and vivid and the smell – the unmistakable, coppery scent of blood.

Yes my mind's clear now. I can sense the clarity of it as I write. I hope my sanity remains long enough for me to tell you all I know.

I saw his face, and smelt the blood, yes. But there was one more detail. His suit, as far as I could discern, was dark and unremarkable, but there was something sticking from an oversized breast-pocket. A playing card, I couldn't be certain, but I'd lay long odds that it was the Queen of hearts. The huge breast-pocket bulged fit to burst. I didn't take much note of that at the time.

Not until I got back home and switched on the TV.

The news came on ten minutes later. The first report was of the Dealer. He'd claimed another victim. A middle-aged woman, Lisa Carrack, mother of three, her heart cut out, and another heart, the previous victim's, pushed into the cavity, along with a card, The Queen of Spades. The woman was black. The Dealer's special brand of humour. Site of the murder, The Halian Steps district.

That's when I remembered the big, big breast pocket. Big enough for the roomiest of hearts. As for the card...

The Queen of Hearts was for his next victim. A woman who deals in love, perhaps? Angel?

No – could be any number of women. I waited almost an hour, then a fresh report came in. Another victim, on the city's east side, Julia Rivelo, her heart replaced by Lisa Carrack's with the Queen of Hearts as the Dealer's calling card. Mixed with the revulsion and sympathy was a small dash of relief, relief that I wasn't the Dealer.



With my mounting insanity, my blackouts, my lost days, I'd begun to fear that a Mr Hyde had been loosed in me. Didn't you wonder that, if only for a moment? But I had another cause for relief. The voices in my dreams had been validated. They'd told me to kill this bastard. Oh yeah, I'd seen him before, in dreams, in terrible dreams. Sometimes I killed him. Sometimes he killed me. But whenever we met, in dreams there was death. Well, Dealer, I'll show you a new pack of cards, The Tarot pack. The trump card is Death. And Death's also the name of the game. There's coincidence and coincidence, and tonight's streak of dark flukes was too much to put down to happenstance. Something had guided me to St Septimus. I know that psychotic murderers hear voices in their heads, commands from their dreams, ordering them to kill for God or the Devil. That's what's terrified me these past few weeks.

But this was different. This was like being asked to kill Hitler.

God, I'm tired. I need to get my strength back.

Tonight, I won't be afraid to sleep.

Tomorrow, where shall I start out on the hunt? St Septimus?

Yes, St Septimus.

Thursday April 12
11.05pm

Eleven 'o clock and all's not well. I've just read what I wrote last night. What confident words! Today, I'm not so sure, although I've managed to keep my grip on reality. I went to St Septimus, but I was haunted by a number, every step I took. The number seven. No, I'm not superstitious. It's something from the dream. The killing dream. I think I'm being asked to kill-execute more than the Dealer.

Those library books when I finally read them, stirred up some sludge in my mind, murky images of a dream. I saw the Seven Deadly Sins in human form, wearing masks. As for the Seven Sleepers of Ephesus, legendary Christian martyrs hidden in a cave, lying in suspended animation, biding the time of their return – I'm not so sure. Could mean something. Could mean nothing. Maybe it's the number that matters, Seven. It's one of those sacred numbers after all...

Seven days in a week. Seven Seas. Seven deadly sins.

Seven Brides for Seven Brothers?

Right – really funny.

St Septimus was as empty by day as by night. I sat in the front pew for an hour, then scoured the church for clues, coming up with nada. Looking for the priest, I tried the door to the sacristy, but it was locked. That's when I really started to wonder about the pastor of St Septimus.

Why was his church left unsupervised? I felt that I was being watched, in that quiet church. Sure, that's the oldest feeling in the book, usually unfounded. Whatever, I had the strong sensation that something or someone was observing me. To tell the truth, I suspected that even the statues were staring at me. Such grotesque statues, too... A blind archangel, with broken wings. A saint with a haloed skull sprouting out of his collar. A cherubim with two heads. As for the stained glass windows, it took me some time to work out the bewildering displays, chaotic, at first glance. Then I grasped the underlying motif in each window, heaven and hell. Fair enough you might think. Except heaven was in the lower half of each window and hell was upper. Hell looked down on heaven. Demons lorded it over saints. God and the church of St Septimus were obviously not on the best of terms. But all this grotesquerie didn't point me the way to the Dealer.

I sat down near the altar, ready to chuck in the towel for the day. Not a clue in sight. Then it hit me, and I cursed myself for my stupidity. It was in a name:

St Septimus.

Septimus: Seven.

That number again.

Killing the Dealer – I'd be willing to play God on that score. Right or wrong, I'd do it – if only to spare future victims.

But if there were six others...

Seven slaughters...

No. No way. That would make a serial killer of me. I won't do it.

I won't.

I've just realised something, tomorrow's Friday the thirteenth. I'm not superstitious, but...

The bedside lamp has just turned itself on.

The open bed is a trap, waiting for me to fall right in.

There's a spider on the pillow.

Friday April 13
3.15pm

I lost my mind this morning. It was a hard fight to get it back. He's coming nearer, that being in the dream, the one I thought was Santa Claus when my wits were in bedlam. He has a red robe, a hooded red robe. And that's about all he has in common with Father Christmas. I don't think this guy is bringing me any presents.

There's a remorseless quality about him. Stern. Inhuman. Maybe he's the Devil, after all. His voice was remote, like a monastic bell from a coastal island. He said he was coming for me tonight. I distinguished two more words, Arachne... Deliverer...

I'm glancing at the spiders in my room, the festoons of cobwebs. I think I can guess what Arachne signifies. As for the identity of the Deliverer, something inside tells me to simply look in a mirror.

The light-bulb keeps flickering on and off, at this rate, it'll be strobing before midnight. The microwave has just turned itself on I think. I know who's behind the electrical anomalies.

Me.

Microwave man.

I'm changing. I can feel it. But I can't tell whether I'm going mad or doing a butterfly from chrysalis number.

Hell, I haven't even crossed out a single word in pages! Surely that means I'm not losing my wits? No, on second thoughts, it doesn't mean a thing.

I'm afraid.

I'm growing, metamorphosing into God knows what. Or I'm becoming a complete madman. Either way I'm afraid.

A spider has spun a web on my pillow. I think I'm beginning to understand the pattern. We speak in code because we think in riddles.

Arachne... in Greek mythology, a maiden transformed into a spider, Arachne, spinner of webs.

Webs.

Dreams.

The Seven.

It's swirling round in my skull.

I read an ancient gospel a short while back, the Gospel of Truth. There's a passage in it that's known as the Nightmare Parable. I found a lot of unnerving echoes in it. Here – I'll write part of it down:

'...they lived as if they were sunk in sleep and found themselves in disturbing dreams. Either there is a place to which they are fleeing... or they are striking blows, or receiving blows themselves, or they have fallen from high places...

Sometimes people seem to be murdering them, though there is no-one even pursuing them or they themselves are killing their neighbours, for they have been stained with their blood...'

The writer of that gospel viewed human life as a sleep of ignorances, and ignorance the source of evil.

So should I listen to dreams?

God the panic's coming back. I'm going crazy or inhumanly sane God help me either way.

Sleep.

Sleep's dragging me down.

Angel, Eden help me. Don't let midnight strike.

I renounce everything. I'm falling.

Falling.

Sleep.

Dreamweb.

Saturday April 14

My name is Ryan.

I am the Deliverer.

I am an executioner.

Hunter of the Seven.

It's like killing Hitler.

Words by Steven Morley

EXPIRED DEMO

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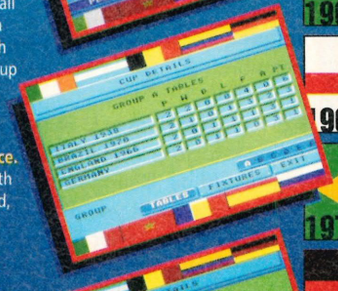
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ACCESS VISA

It's time for this month's selection of your work. Remember, if you want your reviews to appear in Amiga Action, all you have to do is put pen to paper



CLUB FOOTBALL - THE MANAGER
Boms

Reader Reviewer Giles Tongue, Weymouth

Do you love footy management? Well so do I, so I purchased the much hyped Club Football. It has very little sound or playability and it really disappointed me.

Graphics 70% **Sound** 3% **Overall** 60%

Summary I wasted my money on this, please don't waste yours.



ISHAR 3
Daze

Reader Reviewer Ann Thomas, Mid Glamorgan

Why companies think that making an RPG huge is a good thing is beyond me. Ishar 3 is technically brilliant but too big to enjoy. Locations look too similar and it's easy to lose track of where you are. To use a cliché, size isn't important, and this is proved well enough in this case. A shame because I was really looking forward to playing it.

Graphics 85%
Sound 70%
Overall 74%

Summary One I'd been waiting for but was sadly disappointed in.

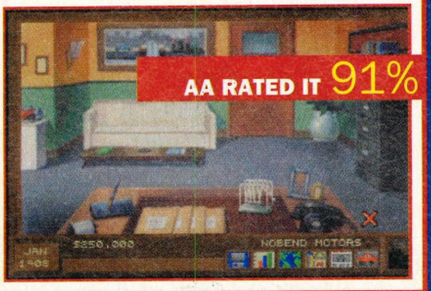
DETROIT
Impressions

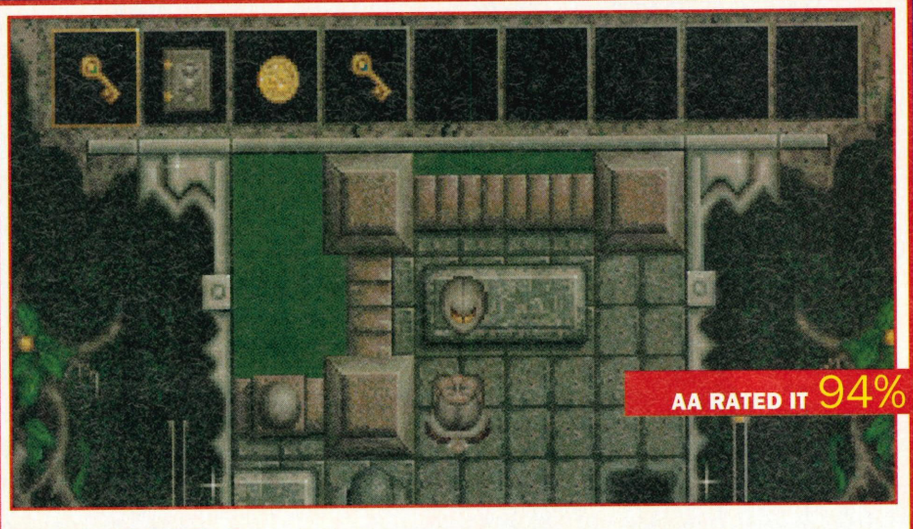
Reader Reviewer Cal Mattheson, Denmark

Now'sP your chance to manage your own car factory. Not impressed? Well you should be. Detroit is an original concept and gives you the chance to design and build your very own cars and see if they sell on the streets. It's comprehensive and there is no action in sight, but it will keep you playing for hours and hours.

Graphics 77%
Sound 60%
Overall 90%

Summary At last something original. A





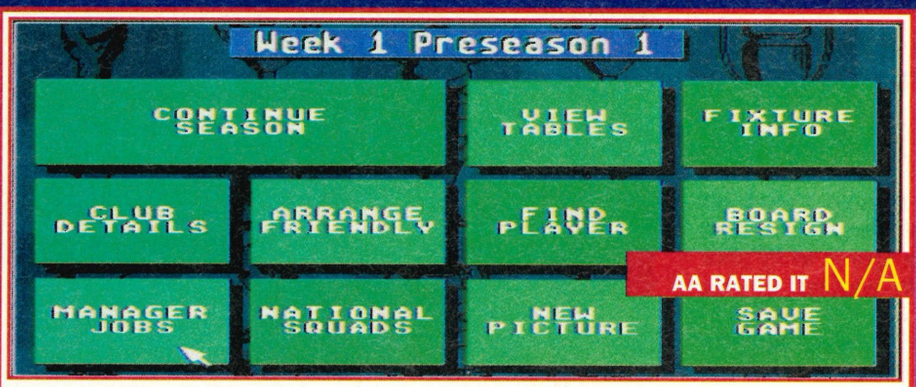
VALHALLA
Vulcan Software

Reader Reviewer Garry Blakeley, Adelaide

We don't get too many good Amiga games here in Australia and so when you get the chance to play one you usually jump. Valhalla is the best game I've played for ages. At times the puzzles will seem a little illogical but you know that the solution is just around the corner. The speech turns it into a classic adventure.

Graphics 89% **Sound** 98% **Overall** 95%

Summary Vulcan Software deserve a slap on the back for coming up with this gem.



CHAMPIONSHIP MANAGER '94 DATA DISK

Domark

Reader Reviewer Jon Wattock, Keighley

Domark continue to release add-ons for their football management simulation. This latest effort updates all the transfers and promotions/relegations of the last season. Expect to see David May at United and Jurgen Klinsmann at Spurs. If you like your simulations up to date then for £15 you can't go wrong.

Graphics 50% **Sound** N/A **Overall** 89%

Summary Even though the game is old in the tooth, it still has hours of playability.

SIMON THE SORCERER CD32

PDQ

Reader Reviewer Alex John, Glasgow

I never really had the chance to play the original version and I was beginning to despair for my CD32 until this came out. Red Dwarf's Chris Barrie provides most of the speech and the game itself is brilliant. Now we've finally got something that rivals the PC in terms of this sort of thing.

Graphics 91% **Sound** 91% **Overall** 91%

Summary The only unmissable CD32 game to date.



FRONTIER - ELITE 2

Gametek

Reader Reviewer Tony Matthews, London

Right, if I see one more person slagging this off I'll have their heads. Braben has come up with the best game ever, that's that. There is no argument because the greatest programmer of all time has shown other companies the way forward. The scope and playability are bigger than anything before it. All kneel in the presence!

Graphics 85%
Sound 70%
Overall 97%

Summary Do I need one after that?



Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. If possible, try not to write more than 60 words of main text. Cheers!

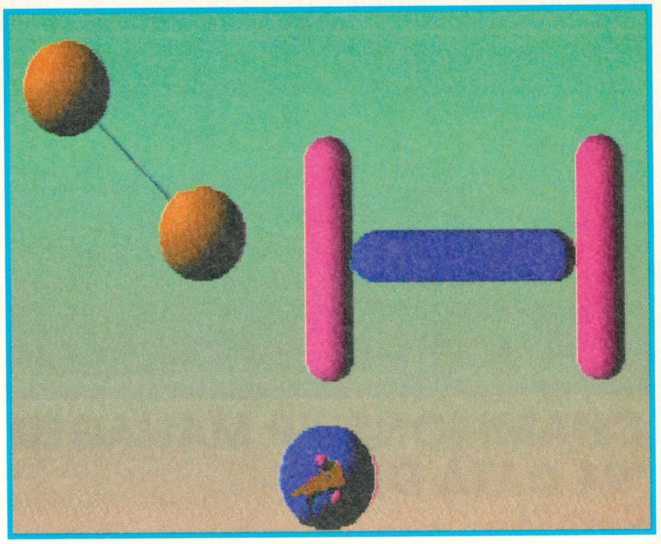
E-Motion

Publisher *Kixx Collection*
Price *£4.99*

One of the most bizarre puzzle games ever, makes yet another welcome appearance on the Amiga – this time courtesy of the £4.99 Kixx Collection. The idea is to fly your little ship thing around a screen and push coloured spheres into other spheres of matching colours.

It sounds simple, and indeed the concept is, but the game itself is amazingly tricky to get the hang of. All of the spheres are connected to others in some way, and a funny sort of gravity effect makes your life far more difficult than you would imagine it to be.

I spent a good few hours playing this, and that is extremely rare for a game that I have seen before. E-Motion is a very relaxing game due to the pastel colours and gentle music, and is something that no self respecting Amiga owner can afford to be without, especially at this price.



Reviewed by Steve

SCORE 88%

MicroProse Soccer

Publisher *Kixx Collection*
Price *£4.99*

This game is so old that I would imagine they started programming it for an abacus. Still, it'll only set you back five quid, so there's not much you can really complain about. Actually that's not true, there's plenty.

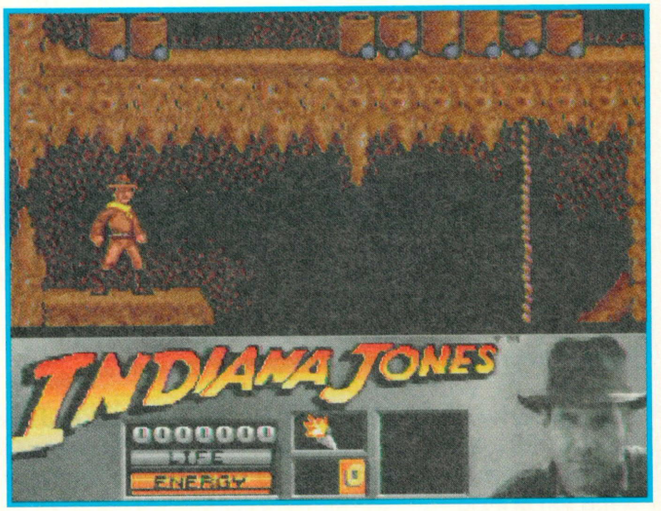
The scrolling is laughable, the animation ridiculous and the action stilted to say the least. What's more annoying is that for some inexplicable reason, it keeps playing snatches of a naggingly familiar tune while the game is in progress, Ice Hockey style. Why? Don't ask me.

This game is dire in the extreme, and what makes it even worse is that when it first came out it was my favourite game for months. I'm cringing just at the mere thought of it. Even a fiver seems steep now, and long consideration is recommended before you even contemplate buying a game that is less fun than having your testicles trapped in a drawer.



Reviewed by Steve

SCORE 15%



Indiana Jones – Action

Publisher *Kixx Collection*
Price *£4.99*

I know I know, it's old and it's not fair to compare it with the efforts of today, but I played Indy almost back to back with the CD32 version of Audiogenic's Bubble & Squeak, and at that time I couldn't really believe anyone ever considered this good enough to be released. I've calmed down a bit now, and having thought about it, I can see that it does have certain merits.

For instance, as with all of this particular Kixx range, it's disgustingly cheap and therefore worth consideration. Also, I know that people who are far more easily pleased than I am, could find plenty of whip cracking mayhem concealed within. This is a good one for parents to buy for their young kids if they're desperate to keep them quiet for a few hours. It's cheap, cheerful, totally inoffensive, but unfortunately not very good.

Reviewed by Steve

SCORE 52%

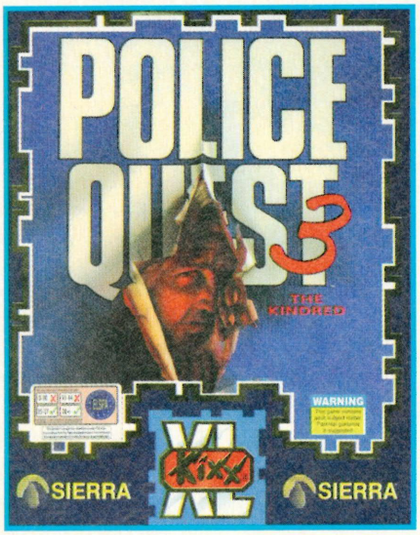
Police Quest 3

Publisher *Kixx XL*
Price *£14.99*

I wasn't aware that this had ever come out on the Amiga to be honest. I know that the PC has parts three and four of this excellent series, but thought that part two was the end of the line as far as the Amiga was concerned. Apparently I was wrong.

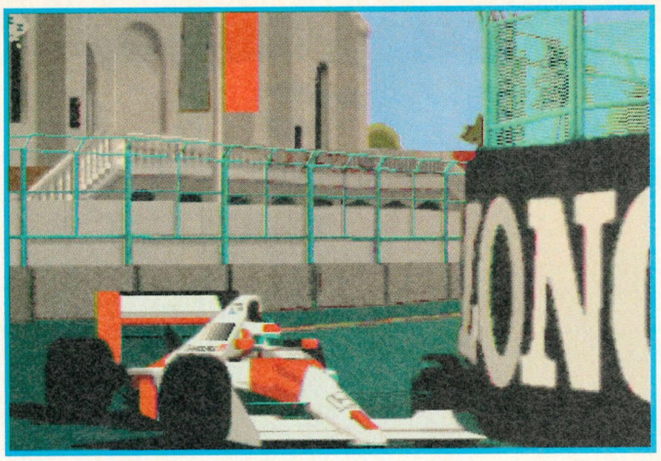
Anyway, this instalment sees Sonny Bonds now married to former 'good time girl' Sweet Cheeks Marie (remember, she helped him nail the Death Angel in Police Quest 1). Now, the brother of Bonds' arch-enemy is out for revenge, and the target is Sonny's good lady wife.

This is the most sophisticated of the series and I love it. Featuring realistic sound effects, hand painted backdrops and plenty of brutal ritual killings and other scary stuff, this really is an essential purchase for any adventure loving Amiga owner – even though ELSPA classified it as not suitable for anyone under the age of fifteen. These games are a bit thin on the ground nowadays, and you won't get many better offers than this I can tell you. Buy it!



Reviewed by Paul

SCORE 92%



Formula One Grand Prix

Publisher *PowerPlus*
Price *£14.99*

What needs to be said? The name itself is a legend, and that is reason enough to buy it without me waffling on about the merits of the thing. But, just in case it's not, I will. The game simulates a full Grand Prix racing season in spectacular style. That in itself doesn't sound too exciting when you look at the races today, but remember this was programmed a couple of years ago, when the so-called sport was actually worth watching.

This is a quality racing game, the like of which has not been seen since. By far the most amazing factor is the speed. Even on an A500 the game moves faster than Jos Verstappen trying to get out of his car in the pit lane. On a 1200 it just has to be seen to be believed. Truly awesome and a game that you just have to buy.

Reviewed by Paul

SCORE 90%

Gunship 2000

Publisher *PowerPlus*
Price *£14.99*

What's this doing out on budget already? Surely it was only this morning that I was being shown the pre-production version by an eager MicroProse PR person, desperate to get a review in the same issue. What? Oh. That was fourteen months ago was it?

Ahem. In that case... it's about time this came out on budget. What are MicroProse playing at taking this long?o unleash it again.

As far as helicopter sims go, this is streets ahead of the competition. The tension is unbearable at times as you try and shake off a heatseeker or lurk behind a mountain awaiting just the right moment to pop up and wipe out a tank division. The only downside is that it is very tricky for all but the most experienced flight sim addict, and to be honest, I spend far more time crashing into the ground than hovering over the smouldering wreckage of my primary target. But with a little practise, I'm sure you'll get the hang of it. Well worth a look for the price.



Reviewed by Paul

SCORE 88%

Charts

CHARTSCOMPILED BY GALLUP

Budget

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	2	ARCADE POOL	TEAM 17	£9.99	SPORTS SIM
2	✪	SIM CITY CLASSIC	HIT SQUAD	£14.99	STRATEGY
3	3	BATMAN RETURNS	GAMETEK	£14.99	BEAT'EM-UP
4	1	CHAMP. MANAGER END OF SEASON	DOMARK	£14.99	SPORTS SIM
5	5	BATTLE OF BRITAIN	KIXX XL	£14.99	FLIGHT SIM
6	4	POPULOUS 2	HIT SQUAD	£12.99	STRATEGY
7	✪	STREETFIGHTER 2	KIXX XL	£14.99	BEAT'EM-UP
8	✪	NICK FALDO'S GOLF	GRANDSLAM	£12.99	SPORTS SIM
9	✪	BODY BLOWS	TEAM 17	£10.99	BEAT'EM-UP
10	✪	MONKEY ISLAND	KIXX XL	£14.99	ADVENTURE

SIMON THE SORCERER



ZOOL 2

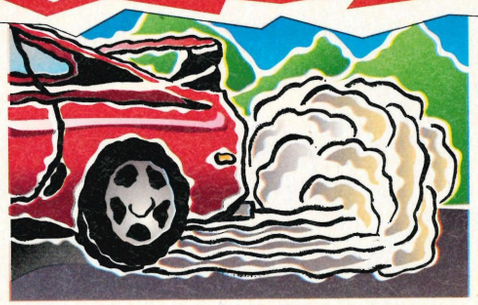


CD32

1	2	ZOOL 2	GREMLIN	£25.99	PLATFORM
2	4	FRONTIER: ELITE 2	GAMETEK	£29.99	STRATEGY
3	3	HUMANS 1&2	GAMETEK	£29.99	PUZZLE
4	1	SIMON THE SORCERER	ADVENTURE SOFT	£39.99	ADVENTURE
5	6	NIGEL MANSELL	GREMLIN	£29.99	RACING
6	8	BANSHEE	CORE DESIGN	£25.99	SHOOT'EM UP
7	9	HEIMDALL 2	CORE DESIGN	£24.99	ADVENTURE
8	✪	LIBERATION	MINDSCAPE	£34.99	RPG
9	✪	ULTIMATE BODY BLOWS	TEAM 17	£24.99	BEAT'EM-UP
10	5	GUNSHIP 2000	MICROPROSE	£34.99	FLIGHT SIM

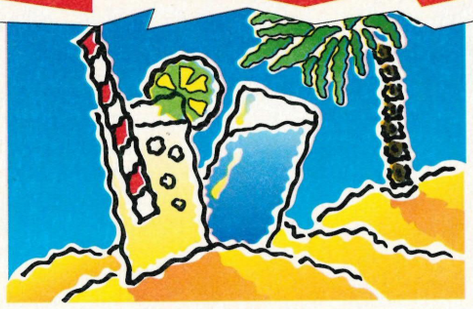
★ = RE-ENTRY ✪ = NEW ENTRY

WHAT KIXX CAN YOU GET FOR UNDER A FIVER?



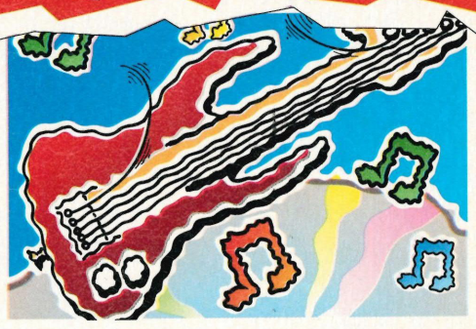
A BIG RED FERRARI

NO!



A CARIBBEAN HOLIDAY

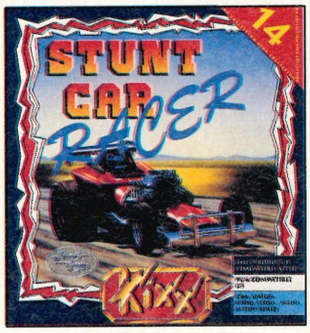
NO!



A GIBSON GUITAR

NO!

BUT YOU CAN GET ALL THESE MASSIVE TITLES



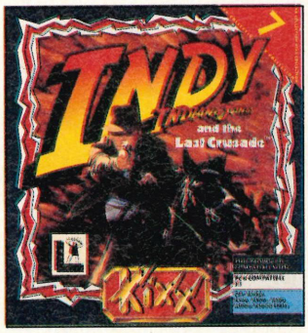
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STREETFIGHTER™



RICK DANGEROUS 2



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OUTRUN™



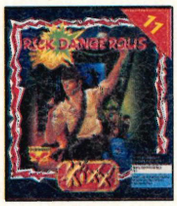
MICROPOSE SOCCER



CARRIER COMMAND



BIONIC COMMANDO™



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PD

It seems that nobody is safe from the PD pages as Chic



WAGGLER: Get your best joystick out and heave it for all you're worth

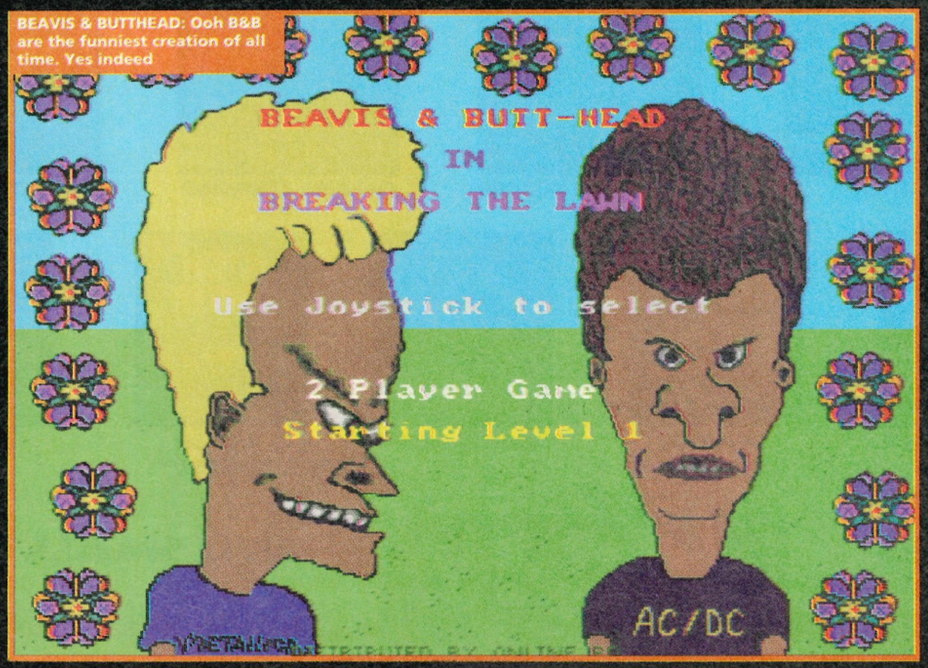
Well, waggle your joystick boy. Let me make it very clear that I refuse to get drawn into the old joystick/willy connection, but the idea is to waggle your joystick as quickly as possible, while amassing millions of points and keeping an eye on the constantly ticking counter. It's murder on the equipment as well as the arms, but it's good if you've got your mates round. Why not invite some girls too for an evening of stick-waggling high jinks.

Waggler
Online PD

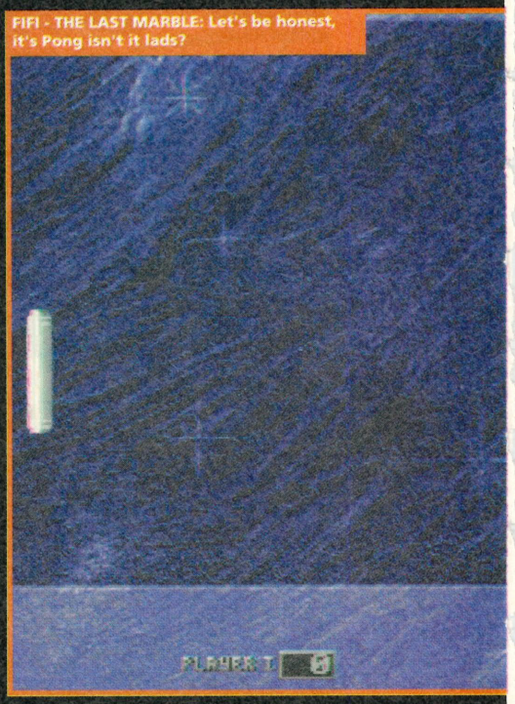
Ooh, we're off to a roaring start with this one because it's got a Metallica soundtrack. You can't beat a bit of thrash metal first thing in the morning can you? And Metallica. Yum! My favourite. Thankfully the option comes up to turn this "Devil's music" off and replace it with sound effects which consists of a crowd cheering you on. Cheering you on to do what you ask?

Beavis & Butthead
Online PD

Take this heavy metal filth away from me. Every disk I load is accompanied by hairy metal. Beavis & Butthead, stars of the anarchic (and not very good unless you're fond of American teenagers) MTV cartoon series have eventually arrived on the PD scene. There's lots of speech and pictures of the pair, but the game itself (one or two players) is a bit sad. Drive your bike around the garden avoiding the dogs. Hmm. Playability eh? You can't beat it.



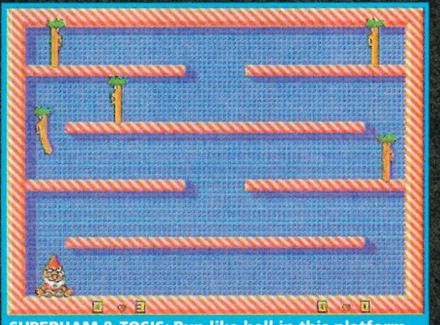
BEAVIS & BUTTHEAD: Ooh B&B are the funniest creation of all time. Yes indeed



FIFI - THE LAST MARBLE: Let's be honest, it's Pong isn't it lads?

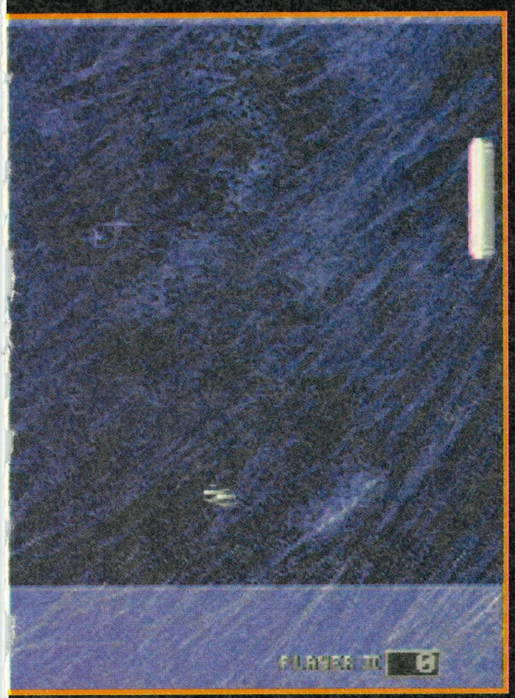
Super Ham & Tosis
Vision

A good-looking platform game featuring some form of garden gnome leaping around from ledge to ledge. It can be played by one or two players and other than that it's a bit bizarre really. There's something surreal about a gnome being chased around by a selection of carrots. Anyway, it's all good fun and well programmed, so a gold star.


SUPERHAM & TOSIS: Run like hell in this platform gnome'em-up. Go for it

Public Domain

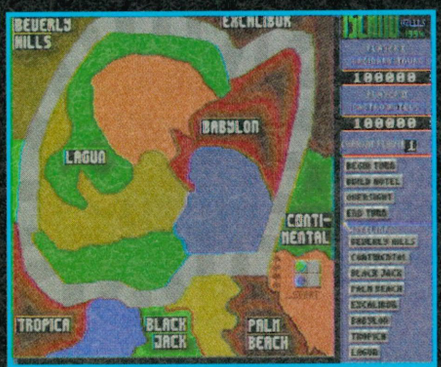
ken gets roped in to do this month's merry instalment



Fifi – The Last Marble

Roberta Smith Disk G060

It all loads up with some nice digitised music (not Heavy Metal for a change) which is a variant on the classic NatWest telly ad (Crockett's Theme). To be honest, when I was offered the choice of worlds, I thought I was in for a bit of a Marble Madness clone and I was quite looking forward to it. A press of the firebutton later and I was involved in Pong of all things. Fifi is a good version with a strange name. There's plenty of choice as far as PD Pong goes, but this is definitely one of the better offerings to date.



ISLAND: Check out this version of the popular board game – Hotels. It's pretty good if you get a few mates around. Really!

Island

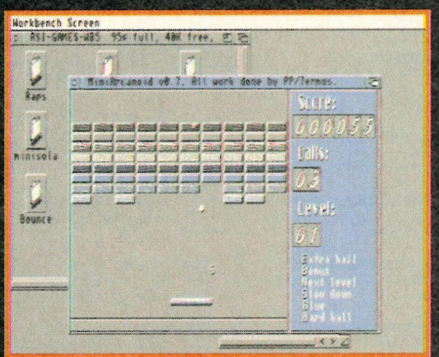
Roberta Smith DTP Disk G-059

Anyone who's played the "popular" board game, Hotels (and unfortunately I have never had that privilege), will be familiar with the idea behind Island. Two players each take over a successful leisure company and start to build hotels with the express intention of putting the other out of business... and that's all there is to it really. It's not as simple as it sounds, but it's a good laugh if you like board games. You could do a lot worse.

Workbench Games 5

The Assassins

We finish this month's selection with our old mates The Assassins and their latest disk packed full of games to run on your Workbench. There's plenty to choose from, but the pick of the bunch is undoubtedly Mini Arkanoid. This brought a lot of memories flooding back, as the game is remarkably similar to the original. Others include Raps, Blackjack and Slider. There's nothing highly original or technically brilliant about any of the games, it's just a pleasant, playable compilation that a lot of people will enjoy. Don't forget you can get any of the hundreds of other Assassins compilations from the address below too. We'll be reviewing more next month.

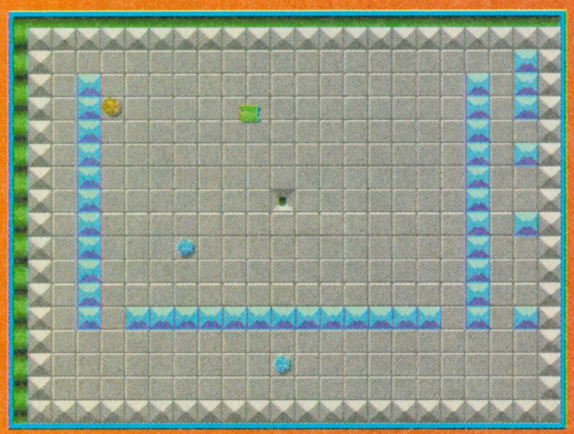


WORKBENCH GAMES 5: A collection of Workbench games courtesy of our mates the Assassins. There's something for everyone here

Game of the Month

Bungey Tank

Smang



Quite good this. I enjoyed it despite the obvious simplicity. You control a tank and have to travel around some mazes firing a bungey rope (one of those rubber things you tie to yourself before leaping from a crane) at some pod type things. You can then drag them to a hole and dispose of them. Of course the rope is elastic, so it doesn't behave as you might expect, and any contact with the walls or pods means the loss of one of your three lives. Some of the later levels are quite tricky to work out, and it does make you want to play it again. Nice.

Contacts

Assassins: 32 Ripley Ave, North Shields, Tyne & Wear, NE29 7SA
Vision: Paul Young, 96 Walker Cres, Culloden, Inverness, IV1 2NA
PD Soft: 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD
Tel: 0702 466933
17 Bit Software: 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH
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GAMES

☐ **18th Hole**
(CAT 225 – 2 DISKS – NOT 1200). This is a very good looking overhead golf game. Good multi player fun.

☐ **3D Games Series**
(CAT 849 – 1 DISK). Includes a brilliant 3D adventure game, which is absolutely huge.

☐ **Act of War**
(CAT 267 – 1 DISK). A very good Space Crusade style strategy game with three missions to do, and an array of weapons.

☐ **Advanced Hero Quest**
(CAT 1920 – 1 DISK). Let the computer be the game master, and provide the challenge. You need the board game to play.

☐ **Deluxe Galaga**
(CAT 1974 – 1 DISK). A true classic as far as shoot em up games go, and fantastically professional with it. Re-live some arcade nostalgia now.

☐ **Diplomacy**
(CAT 1909 – 1 DISK). A very competent computer version of that great board game.

☐ **Gnu Chess**
(CAT 2042 – 1 DISK – NOT 500). A very good looking playable chess program. Easily one of the best around.

☐ **Golden Oldies**
(CAT 1308 – 1 DISK). A wonderful collection of arcade classics from the early days. A good nostalgia trip.

GAMES

☐ **Grand Prix 93**
(CAT 2692 – 1 DISK). A surprisingly deep and highly involved management game.

☐ **Gush**
(CAT 1209 – 1 DISK). This is probably the best version of Pipemania you can get. Very playable and very addictive.

☐ **High Octane**
(CAT 680 – 1 DISK). This is a corking overhead car racer for two players. It's full to the brim with thrills and spills, and plenty of weapon pick ups.

☐ **Klawz the Cat**
(CAT 1735 – 1 DISK). This is a lovely cute platform game, with classic gameplay.

☐ **Knights**
(CAT 1098 – 1 DISK). This just happens to be a most excellent two player overhead adventure game. Very addictive.

☐ **Kung Fu Charlies**
(CAT 1138 – 1 DISK). Now this game is funny. It is a simple platform game with some flying kicks thrown in for a laugh.

☐ **LCD Dreams**
(CAT 1789 – 1 DISK). A collection of four old LCD hand held games revamped for the Amiga. Great stuff.

☐ **Pop Quiz**
(CAT 2250 – 1 DISK). Test your knowledge of pop history with this pop-tastic quiz.

GAMES

☐ **Red Dwarf Quiz**
(CAT 887 – 1 DISK – NOT 500). Test your knowledge of the TV series with this Dwarf-tastic quiz. It's very tough indeed.

☐ **Road to Hell**
(CAT 565 – 1 DISK). Yet more overhead racing in yet another great game. This time you can customise your car as well.

☐ **Starbase 13**
(CAT 1213 – 2 DISKS). This is an epic graphic adventure with lots to solve. It's very playable, and quite funny.

☐ **Strike-N-Spares**
(CAT 1055 – 1 DISK). Fancy a bit of ten pin bowling? Too much effort for you? Then play this in the comfort of home.

☐ **Tetren**
(CAT 66 – 1 DISK). Tetren is a very good Tetris clone. It features a good selection of new oddities, and two-player option.

☐ **The Real Popeye**
(CAT 2348 – 1 DISK). A totally excellent conversion of the old C64 favourite. Games were games in those days you know!

☐ **Total War**
(CAT 1043 – 1 DISK). A brilliant version of the board game Risk. Six players computer or human compete, and battle.

☐ **Wizard Wars**
(CAT 2959 – 1 DISK). This is a very polished RPG type board game. Quite involved and pretty tough to win.

ASSASSINS

☐ **Assassins 3**
(CAT 104 – 1 DISK). Megaball – great breakout game. Drip-polished Painter game.

☐ **Assassins 123**
(CAT 173 – 1 DISK). Includes the excellent Artillerus 2 which is brilliantly addictive, and for up to eight players.

☐ **Assassins 114**
(CAT 185 – 1 DISK). International Cricket is on here, and so is Insectoids 2. Brill.

☐ **Assassins 95**
(CAT 286 – 1 DISK). Includes two football manager games which are quite different from each other. Very playable.

☐ **Assassins 133**
(CAT 1139 – 1 DISK). There are two great Columns type games for you on this one.

☐ **Assassins 138**
(CAT 1348 – 1 DISK). Includes the unmissable game Scorched Tanks. Totally addictive, and great multi-player fun.

☐ **Assassins 128**
(CAT 1632 – 1 DISK). Three brilliant versions of some arcade classics. Includes: Space Invasion, Deluxe Pacman and Solar System Wars.

☐ **Assassins 139**
(CAT 2282 – 1 DISK). Includes a good fruit machine game, and a weird breakout.

☐ **Assassins 135**
(CAT 2442 – 1 DISK). Has a brill Backgammon game.

MUSIC/DEMO

☐ **Fairlight 242**
(CAT 2781 – 1 DISK). Contains a very long video sequence set to the usual techno type music.

☐ **9 Fingers**
(CAT 383 – 2 DISKS). An audio visual feast brought to you from Spaceballs. It's pop-video tastic and no mistake.

☐ **Arte**
(CAT 562 – 1 DISK). A graphical extravaganza of a demo with funky-tronic music.

☐ **Attraction**
(CAT 1243 – 1 DISK). A great music disk with some lovely thoughtful music.

☐ **Banging Raves**
(CAT 213 – 1 DISK). Perhaps not rave exactly, but a good megamix of some classic tunes. A good mix of styles.

☐ **Banging Raves 2**
(CAT 514 – 1 DISK). Another good megamix.

☐ **Basso Continuo**
(CAT 1059 – 1 DISK). Ten excellent funky tunes are on here for your listening pleasure.

☐ **Doop Re-mix**
(CAT 337 – 1 DISK). A good re-mix of that chart topping tune.

☐ **Gastric Ulcer**
(CAT 2724 – 1 DISK). A good collection of some very hard rave tunes. Not for the faint hearted listener.

MUSIC/DEMO

☐ **Guru Meditation**
(CAT 970 – 1 DISK). The Guru knows all my friends. Nice animated stereogram.

☐ **Jesus On Cheese**
(CAT 1251 – 1 DISK). It's fast and furious in the ready rave cheese round I can tell you.

☐ **Kaos Theory**
(CAT 1114 – 1 DISK). It's rave-omatic Amiga time with some seriously hard tunes.

☐ **Piece of Mind**
(CAT 980 – 1 DISK). A great 3D extravaganza demo with some very classy music.

☐ **Scoopex 2 Unlimited**
(CAT 2241 – 2 DISKS). Good old Scoopex supplies 3 very well produced 2 Unlimited mixes.

☐ **Sequencial**
(CAT 547 – 1 DISK). A roller coaster of a demo.

☐ **For Your Mind**
(CAT 2462 – 1 DISK). Fast video, fast music, a really moving experience for sure.

☐ **State of the Art**
(CAT 19 – 1 DISK). An all time classic demo. Brilliant visuals and a cracking dance tune.

☐ **Star Trek Rave**
(CAT 2390 – 1 DISK). Is nothing sacred? Apparently not. A silly story with pictures which provides a good laugh.

☐ **Techno Tracks 2**
(CAT 1664 – 1 DISK). Awesome music and some great visuals make this a must!!

ALL THE DISKS LISTED ON THIS PAGE ARE COMPATIBLE WITH ALL AMIGA COMPUTERS UNLESS OTHERWISE STATED

USEFUL

☐ **600 Business Letters**
(CAT 291 – 1 DISK). Lots of letters for lots of things.

☐ **Account Master**
(CAT 1817 – 1 DISK). A good little accounts program to help keep your books.

☐ **Amibase Pro 2**
(CAT 293 – 1 DISK). Probably the best database program you can get. Very usable indeed.

☐ **Astro 22**
(CAT 2120 – 1 DISK). An excellent program to help with your astrological predictions.

☐ **Astronomy**
(CAT 2847 – 1 DISK). Produces very detailed planetary information for astronomers.

☐ **Classic Utilities**
(CAT 1863 – 1 DISK). A true collection of classics that you really should have.

☐ **Create Adventures**
(CAT 1027 – 1 DISK). A very nice authoring program.

☐ **Crossword Creator**
(CAT 2161 – 1 DISK). Takes the strain out for you.

☐ **Crunchers disk**
(CAT 1227 – 1 DISK). If disk space is getting tight then this disk is definitely for you.

☐ **D-Copy 3.1**
(CAT 2582 – 1 DISK). The best disk copier you can get.

☐ **Dynamic Skies**
(CAT 1512 – 1 DISK). An amazing night sky viewer which is feature packed.

USEFUL

☐ **Easycalc**
(CAT 1042 – 1 DISK). Simply the best spreadsheet.

☐ **Edword Pro 4**
(CAT 2071 – 1 DISK). A brilliant text editor which has a very good feel about it.

☐ **Forecaster**
(CAT 607 – 1 DISK – NOT 500). If you're a betting man/woman, this disk could be up your street.

☐ **Grinder**
(CAT 1249 – 1 DISK). A versatile screen converter.

☐ **Home Budget**
(CAT 1410 – 1 DISK). This is a very effective little money manager/planner program.

☐ **Inscript**
(CAT 2693 – 1 DISK). Home video titling is rarely this easy or effective.

☐ **Mandelmania**
(CAT 820 – 1 DISK – NOT 500). A very fast fractal generator with fast zoom in and out.

☐ **Mandelplot**
(CAT 90 – 1 DISK). An excellent shareware fractal generator. Tons of fractal types.

☐ **Magnum**
(CAT 2666 – 1 DISK). A good disk magazine creator.

☐ **PC Task 2**
(CAT 1281 – 1 DISK). A working demo of this very good PC emulator program.

☐ **Planetarium**
(CAT 1887 – 1 DISK). A simple program to display the position of the planets.

USEFUL

☐ **Pools Tools 2**
(CAT 442 – 1 DISK). A great rich quick program? Could be couldn't it?

☐ **PP Mini Crunch**
(CAT 838 – 1 DISK – NOT 500). A user friendly interface for the excellent Powerpacker. Very nice.

☐ **S-I-R-D-S**
(CAT 2214 – 1 DISK). Create your very own stereogram pictures and baffle your friends.

☐ **Start of the Art**
(CAT 2317 – 2 DISKS). These disks are packed chocker with various graphics programs.

☐ **Text Engine 4**
(CAT 1464 – 1 DISK). The best word processor there is. Very well suited to the Amiga.

☐ **The Money Program**
(CAT 1811 – 1 DISK). An excellent home money monitor program. Very useful.

☐ **Utility Disk Maker**
(CAT 2371 – 1 DISK). Proves very helpful for creating your own disks, serious or not.

☐ **Virus Checker**
(CAT 770 – 1 DISK). Always the latest version of this essential virus detector/killer.

☐ **Words**
(CAT 1108 – 1 DISK). A handy program to help you solve crosswords and puzzles.

☐ **X Beat Pro**
(CAT 415 – 1 DISK). A very friendly music sequencer program. Very good for learners.

ANIMATION

☐ **Animation Studio**
(CAT 2406 – 1 DISK). A fantastic program to get you started in animation. Features the onion skin layering technique.

☐ **Boat**
(CAT 933 – 1 DISK). A very nice animation of a typical English garden scene, with a boat.

☐ **Bond's Last Stand**
(CAT 835 – 1 DISK). Bond cops it at last, and not before time too.

☐ **Beach**
(CAT 1566 – 1 DISK). A great single screen picture postcard type animation.

☐ **Human Cannonball**
(CAT 1599 – 1 DISK). An amusing story of how not to be a human cannonball.

☐ **Linus**
(CAT 1018 – 1 DISK). A very original anim with a very good cartoon atmosphere.

☐ **Raging Hormone**
(CAT 2780 – 1 DISK). Poor old hormone tries to pull a bird. He should know better.

☐ **Raging Hormone 2**
(CAT 2473 – 1 DISK). That thick hormone just doesn't know when to stop. Very funny.

☐ **Raging Hormone 3**
(CAT 2130 – 1 DISK). Hormone passes on what he has learnt to his son. What a shame.

☐ **Savings**
(CAT 112 – 1 DISK). The post office savings advert quite a novel end. Funny.

MISCELLANY

☐ **AMOS Libraries**
(CAT 344 – 1 DISK). Some essential add-on command libraries for Amos/Amos Pro.

☐ **Communicate**
(CAT 279 – 1 DISK). Learn how to communicate with sign language and many more.

☐ **Octamed Tutor**
(CAT 2456 – 1 DISK). An excellent guide to getting the most from Octamed or MED.

☐ **Spectrum Emulator**
(CAT 1446 – 1 DISK). Turn your Amiga into a 48k ZX Spectrum. A fast-ish Amiga is recommended though.

☐ **Speccy Classics**
(CAT 498 – 1 DISK). A collection of classic old Spectrum games for use with the above emulator program.

☐ **Speccy Classics 2**
(CAT 1499 – 1 DISK). More great games for emulator.

☐ **Speccy Classics 3**
(CAT 2993 – 1 DISK). And yet more corkers.

☐ **The Dark Room**
(CAT 2160 – 1 DISK). This is a very nicely presented information disk for would be David Baileys. A beginners guide.

☐ **Titanic Cheats**
(CAT 1031 – 1 DISK). Absolutely chock a block full of hints, tips and cheats.

☐ **VIC 20 Emulator**
(CAT 1087 – 1 DISK). Turn your Amiga into a VIC 20. Comes with tons of games. Needs a fast Amiga to fully appreciate.

1200 ONLY

A COLLECTION OF DISKS FOR THE AMIGA 1200 COMPUTER

☐ **Big Time Sensuality**
(CAT 2215 – 2 DISKS). An audio visual treat of a demo with stunning graphics and an almost CD quality soundtrack.

☐ **Explicit 2**
(CAT 1855 – 1 DISK). This is a pretty technically impressive demo to show off your nice Amiga to your mates.

☐ **Friday at Eight**
(CAT 2033 – 1 DISK). A very fast paced demo with a really brilliant music track.

☐ **Full Moon**
(CAT 1740 – 1 DISK). A brilliant demo with a spooky intro and a good pacey tune.

☐ **Love**
(CAT 898 – 2 DISKS). What a lovely demo this one is. Nicey nice and pretty cool.

☐ **Maximum Overdrive**
(CAT 2986 – 2 DISKS). A very long full motion video demo which lasts ages.

☐ **Megaball AGA**
(CAT 842 – 1 DISK). The most popular breakout type game gets even nicer. A must.

☐ **Real**
(CAT 2379 – 1 DISK). Possibly the best AGA demo to date. Totally awesome.

☐ **Relokick 1.4**
(CAT 2918 – 1 DISK). Brings downward compatibility to your new 1200 to help get some of those old programs working.

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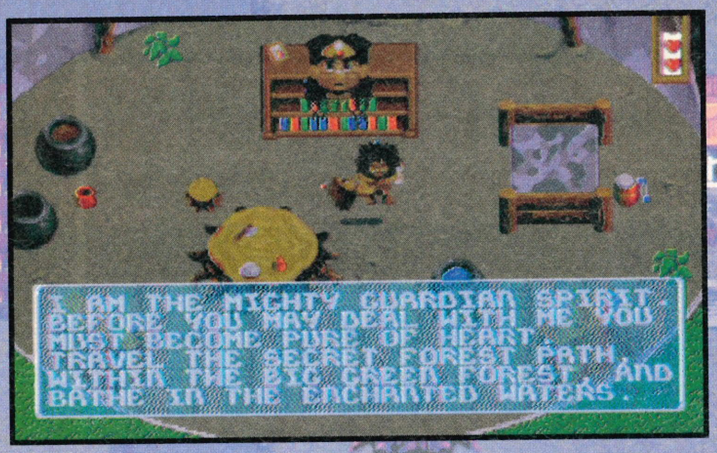
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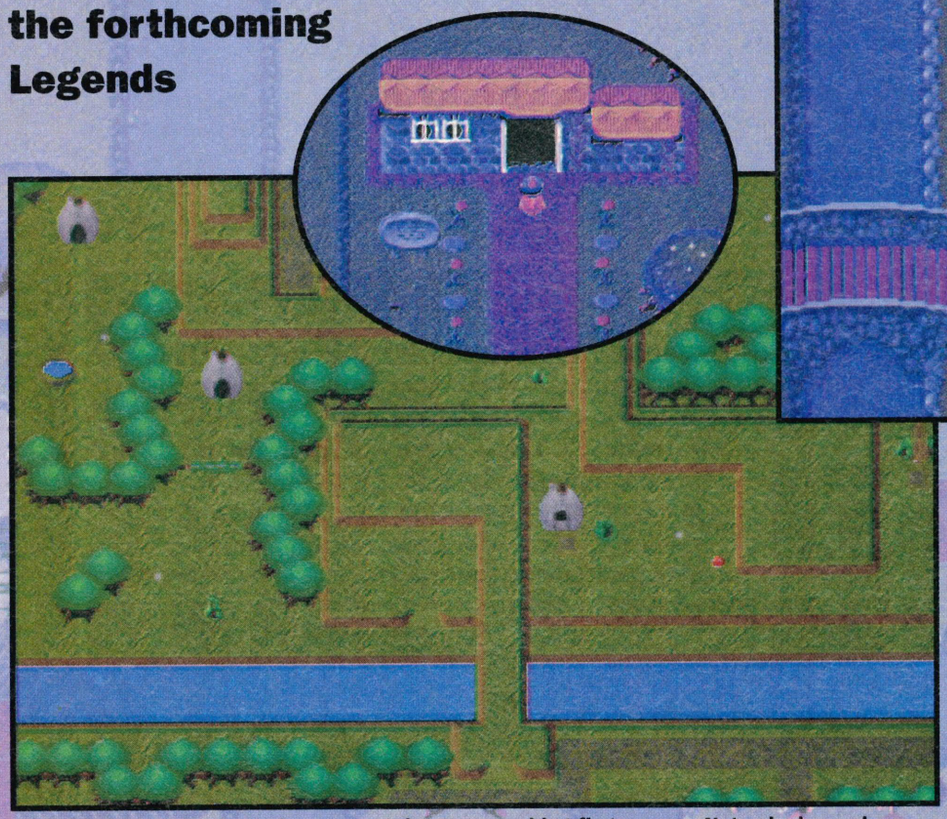


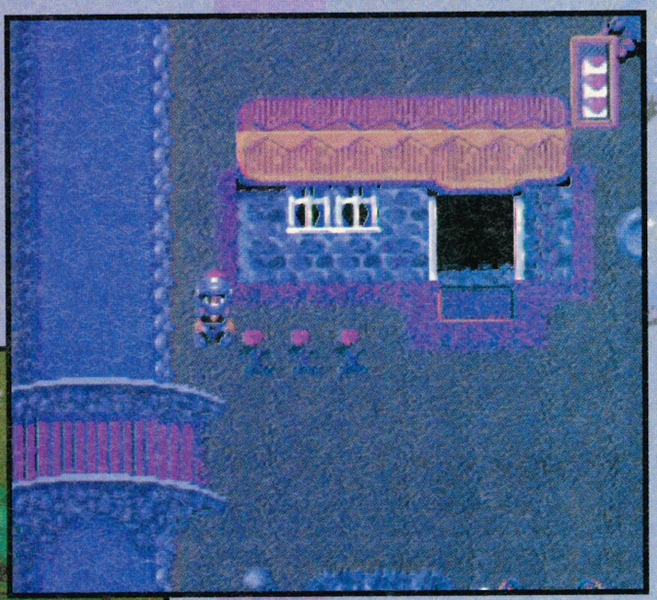
Left: The witch doctor in the American Indian scenario allows our hero to communicate with the Mighty Guardian Spirit and learn more about his quest

Below: One of the nicest features about Legends is that on each of the levels, the main hero character differs, thus allowing him to blend into his surroundings much more effectively

Legend in its own time

Join Steve McNally as he cops a free lunch from Krisalis and writes an epic three page WIP feature on the forthcoming Legends





Top: The playing area is much more vast than you would at first assume. Not only do you have the main landscape, you also have the interior of many buildings, along with intricate caves and mine locations *Above:* A handy map of each level has been provided, mainly to prevent you wasting time wandering aimlessly around trying to find a certain location

Legends from Krisalis is going to be massive. Not just on one count, but two. Firstly, the game itself is absolutely huge, set over several enormous levels. There are four different quests, dozens of characters to interact with and plenty of interesting sub-games dotted around the place.

Secondly, this is going to sell faster than nude Take That posters at an all girl secondary school. Why? Because there is absolutely nothing like it on the Amiga, and it does something that I've been hoping a software house would do for a long time, ie take the boredom and rigidity out of an RPG and inject a little fun in their place.

Games like the Ishar series, Eye of the Beholder and so on are all well and good, but there are only so many times you can put up

Legend in its own time

with what is basically the same game with a different storyline. Simply pointing the mouse at a compass and clicking once to move a step forward just doesn't cut it for me anymore. I want action, I want excitement and I want to use a joystick every once in a while. Admittedly, I prefer games that make you think, but what's wrong with thinking while using a comfortable control method?

Legends addresses all of these problems and comes up with what looks like a unique (for the Amiga at least) gaming experience.

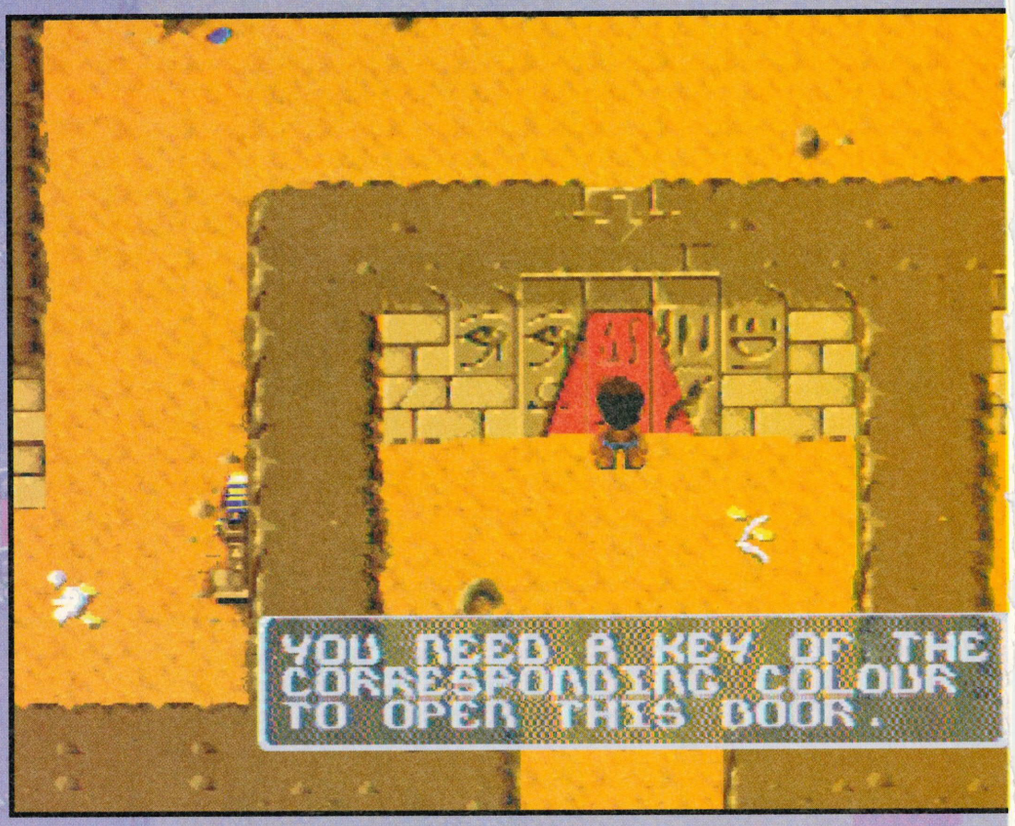
Legends is played at a forced 3D first person perspective, and incorporates a cartoony, easy on the eye graphical style which, while maybe not as detailed as some other efforts, is perfect for this game, summing up its entire nature in one fell swoop.

I have to say it I suppose, Krisalis can't really take all the credit for any of the points mentioned above, because, let's face it, it could be a Zelda game. Zelda, for those who don't know, is a highly successful series of RPGs in a similar vein programmed by Japanese console giants, Nintendo.

Apart from a brief foray with Philips' CD-i technology, no non-Nintendo machine has really benefited from the delights this style of game can offer. When you think about it, it's strange that no one has tried it in the past. OK, the style is perfectly suited to the keyboardless console, but it works just as well on the Amiga. Krisalis have decided to redress the balance, and are hoping to unleash Legends on to a previously unsuspecting public sometime early next year.

When you are told that a project has been designed by the people responsible for the excellent Sabre Team (also from the Krisalis stable), you can be fairly confident that you're in for a treat. When you are subsequently told that they have worked on it solidly since finishing the SAS simulator some two years ago, it is difficult to contain the gasps of anticipation and excitement that begin to build.

Hearing the storyline is somewhat of a blessed relief. Although it is a rather cringeworthy cliché fest, and I'll go into that in a moment, the best thing for me by far, is the fact that it isn't one of those annoying King's Quest-esque rescue the princess from the clutches of the evil sorcerer/witch/goblin etc'em-up that it could so easily have turned into.



Right, here goes. In the future, it turns out that the Earth has been an alien experiment all along, and the aliens have decided that our planet is far too peaceful. Being the destructive sort, they fancy disrupting the future by altering the course of time. They decide that the best way to do this is to provide the inhabitants of certain key periods in time with sophisticated weaponry.

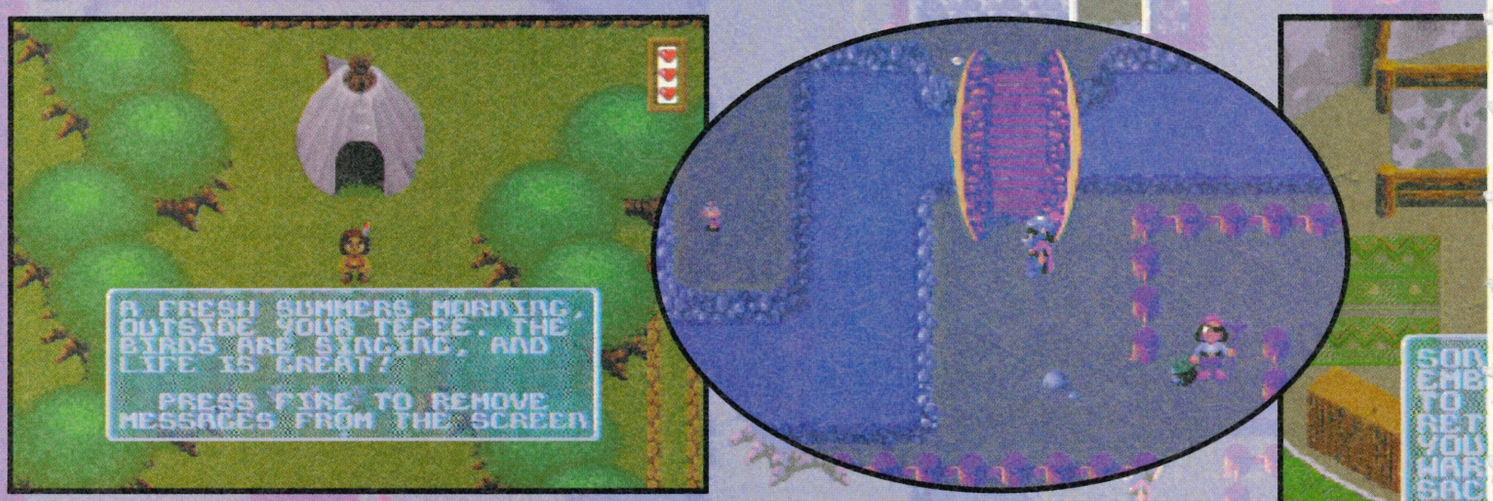
With such arsenals at their disposal, they can wreak havoc, death and destruction on everybody, hopefully leading to a much more violently minded human race.

The aliens hastily zapped back the high-tec equipment to the Ancient Egyptians, the Wild West, the noble people of Arthurian England, and the thoughtful types that inhabited China around the time of Confusious. Right, time for a hero. You have stumbled upon the aliens plot, and have decided that the human race needs someone to take charge and put an end to all this violent nonsense.

You realise that you somehow have to get someone back to each of the time periods concerned, and nip the vile deeds in the bud.

You swiftly knock up a time machine, but to your horror you discover that anyone you attempt to send back to the past ends up dripping down the walls rather than valiantly fighting off hordes of red Indians as was your initial intention.

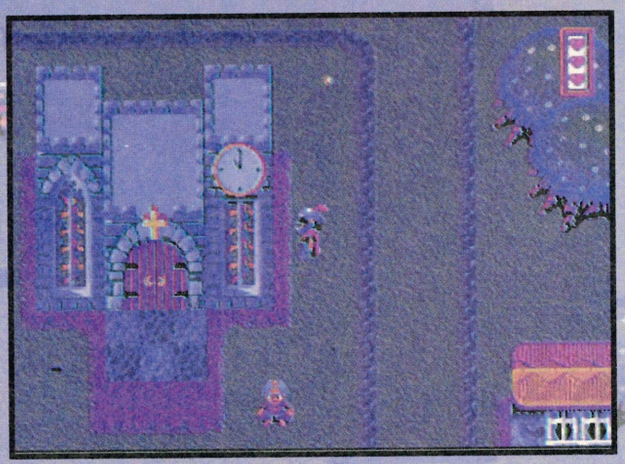
'This is going to sell faster than nude Take That posters at an all girl secondary school'



Above: A lovely day sees you questing away. You should be able to tell which level this is simply by looking at the surroundings, and more importantly, the main character *Above Right:* Another of the sub games, this time a bizarre Pacman/gardening hybrid in which you must avoid the ghosts while collecting all of the weeds to receive a pair of rubber suckers (?)







Left: The Egyptian level is, at the moment, the most incomplete level we have seen, with plenty of puzzles, quests and buildings yet to be added *Above:* The warrior hero of the Arthurian Mythology scenario takes a midnight stroll through a spooky graveyard. Wooo! *Above Right:* Mending the clock tower is a job for the local handyman. Unfortunately he has no means of getting up there and fixing it, so once again it's down to yours truly to come up with a means to this particular end

'There are four different quests, dozens of characters to interact with and plenty of interesting sub games dotted around the various levels to keep your interest level peaking at all times'

A few hasty modifications and a swift bang on the top, and you have a machine which can't actually send people back in time, but can beam their spirit and mind into one of the natives of the various periods. When they get there, they will have to undertake various quests, helping out the other natives to gain favours in return.

This can entail run of the mill mundane things like clearing weeds, or providing an odd job man with a method of scaling the side of a broken clock tower. But, rest assured, for every task you successfully complete, you will be rewarded with a useful item that will be required to complete the game.

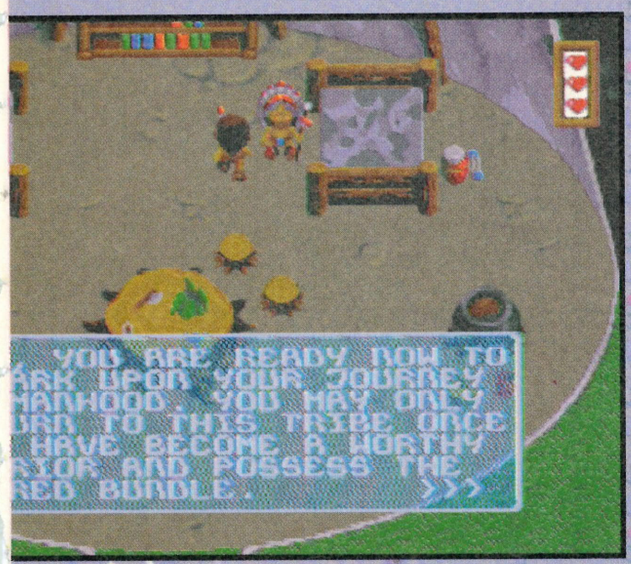
Each of the levels is huge, even at this stage, when a lot of the puzzles, problems and sub-games have yet to be added. Each of the levels is highly varied, and feature puzzles relevant to the time period in question. This gives you a real incentive to progress on to the next level, something which is sadly lacking from the vast majority of today's games.

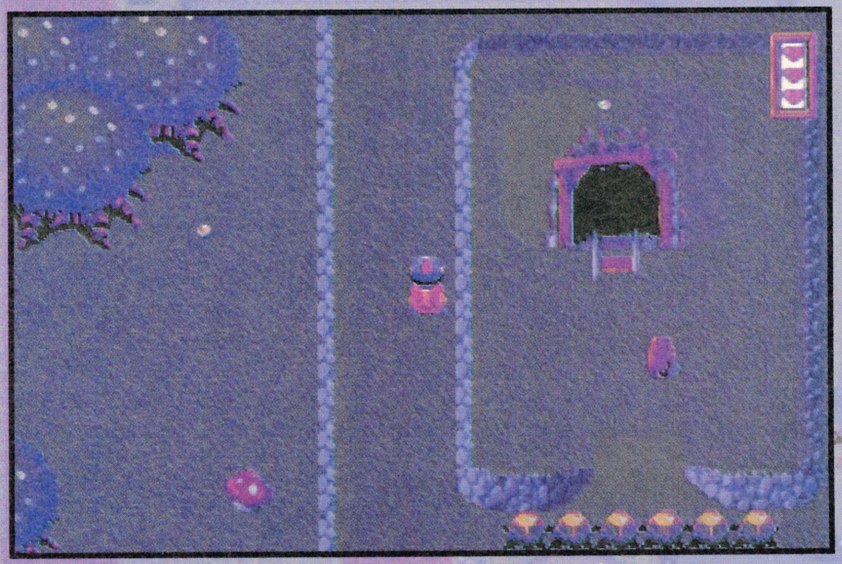


The only downside I can think of is that the game is so far away from completion. February seems like a long way off to me, and now that the fire has been stoked as far as this game is concerned, it is difficult not to wish that it was coming out sooner. I suppose that if it was rushed out and packed with flaws, I would be one of the first to complain, but I can't help feeling it's a shame it won't be out in time to clean up at Christmas.

Patience is not one of my better virtues, so no doubt I'll be tearing my hair out soon. **A**

Above: You begin the Ancient Egypt level with a confident manner, stout heart and not too many clothes *Below Left:* At the beginning of the American Indian level you are given some reassuring words and the details of your ultimate quest *Below:* The entrance to one of the sub games – a miney, mazey thing





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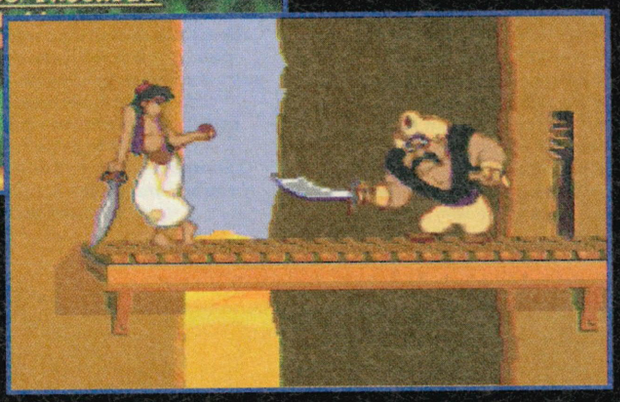
As the run-up to the Christmas period continues, we've been totally flooded with games to review and preview. So much so that we couldn't fit everything in. The cream of the crop is here and don't forget you can get an extra festive helping of Amiga Action in our Xmas special



Premier Manager 3

Gremlin are back for a third season and this time their management game looks better than it ever has before

p86





Pinball Illusions

We've talked to them in depth before, but here's the first proper look at the game

p85

Aladdin

When games look as good as this you just want the full version in to review. However, you can make do with this for now!

p82

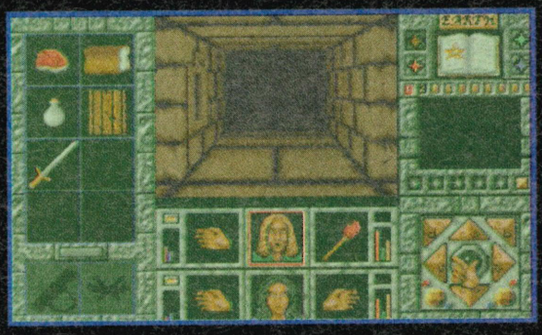
Also on the agenda

Cyberwar CD32 from Sales Curve, which is the follow up to The Lawnmower Man, the long awaited semi-sequel to Valhalla – Before the War, and Vulcan's new speech-filled project, Timeslip

Crystal Dragon

Magnetic Fields follow up Kid Chaos with this classy RPG, courtesy of Black Legend

p84



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Aladdin

Over the past couple of years, Disney have undergone a bit of a revival in the old cartoon film stakes. The new breed of Disney films – Beauty and the Beast, Aladdin, and now The Lion King, have no doubt made the bank managers even happier than before. Never one to miss an opportunity, Virgin Interactive, in association with Walt's boys, are about to bring a platform game to the Amiga that will rival the consoles... or have we heard that before?



Bad guys come in a variety of forms. These range from washer women lobbing dishes out of nearby windows to skinny blokes throwing bottles straight at you. All can be disposed of either with your trusty blade or by hurling apples at them. I haven't seen the film, so don't ask me if this is relevant to the plot or not, okay? I just want to be left alone. Is that a problem?

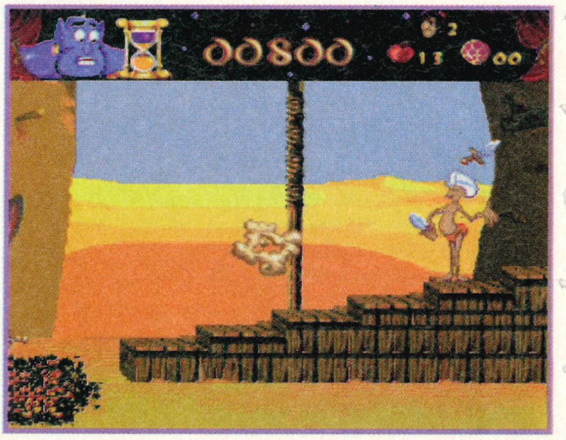
With hot news (see the news pages surprisingly) abound of the same team already beavering away on an Amiga version of The Lion King, things are definitely looking good for the machine next year. If only everybody would settle down and produce quality software instead of wondering, "What if Commodore this and what if Commodore that?" Soapbox over with for today.







Unlike some platform games, the control on Aladdin works just fine, and there don't seem to be too many frustrating points where you find yourself falling to an untimely death. It all depends whether you're a fan of 'up' to jump or not. Some people hate it and others don't mind at all. Either way, once you're used to the control, you're laughing all the way to the casbah.

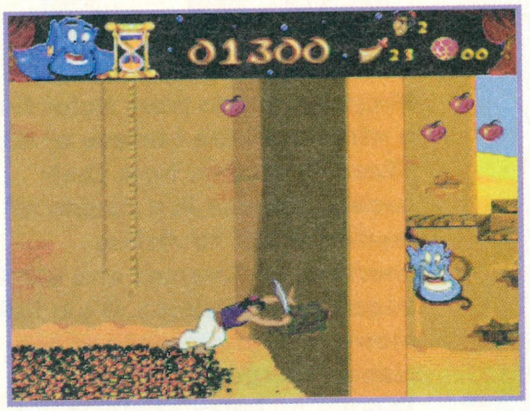


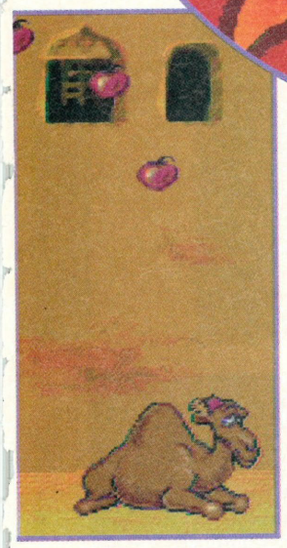
With every release, Disney are surpassing themselves in the field of quality animation. Having seen Aladdin on the consoles, I was a bit sceptical of how this A1200 version would turn out. But, within minutes of our pre-release disks being loaded, there was a crowd around the table (that's a bit bland I know!) waiting to have a go. Even this one level effort had people wondering how it had been done.



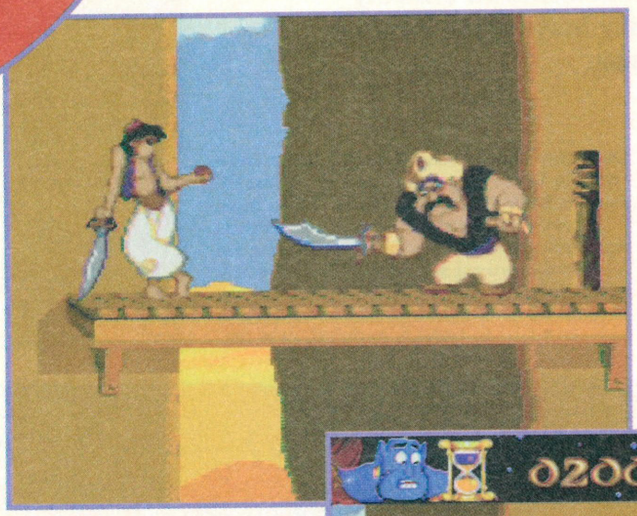
I am reliably informed that the tune on the level we have in the office is taken from the film (which kind of makes sense I'm sure you'll agree). It is therefore reasonable to assume that all the other scores will be from said film too. It's actually quite good, and doesn't grate at all, which is always a bonus. Other than that, sound effects seem to be few and far between.

Being Aladdin and all, genies tend to play a fairly big part. Even though I haven't seen the film, that big blue floating thing (genie?) is all over the show. Running over him on any level gives you a nice new restart point, and picking up a lamp acts as a smart bomb and kills off any enemies that are unlucky/foolish enough to be on the screen.

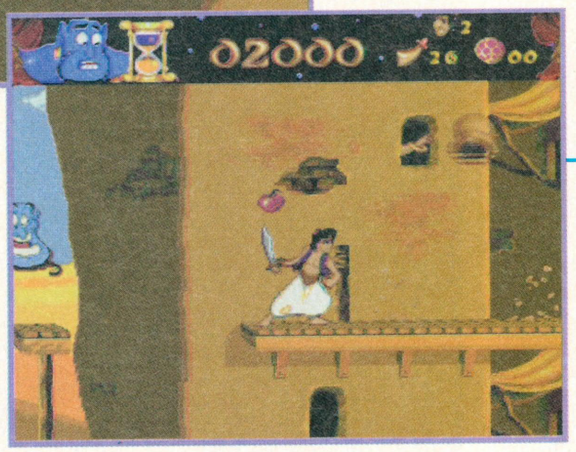




The best thing about Aladdin – the Amiga version, is undoubtedly the animation of the main character himself. This shouldn't really be surprising when you take into account the pedigree of the parent company behind it all, but great credit must be heaped upon the programmers for the marvellous job they have done so far. I'll reserve judgement until I see it all together obviously, but I don't think I'll be disappointed.



If all this has whetted your appetite, you can expect to see a full review in the Amiga Action Christmas special which will be on sale at the end of November. We'll also be able to tell you a little bit more about The Lion King then too, so make sure you don't miss it. Get your order in at the newsagents now.



Aladdin isn't just a left to right scrolling game either. Sometimes ropes have to be climbed, and some chasms have to be negotiated by dangling dangerously by your hands over pits of fire and stuff. Exciting or what? Throw in your regular dose of disappearing platforms, and you have well, the Mega Drive version. But then there's nothing wrong with that is there?



The main sprite is constantly moving on screen. Even if you have to leave him for a minute or so you'll come back into the room to find him juggling away or leaning on his sword and yawning. Another thing worth mentioning is the animation on his pants! MC Hammer has got nothing on these babies let me tell you! Check these out everybody!

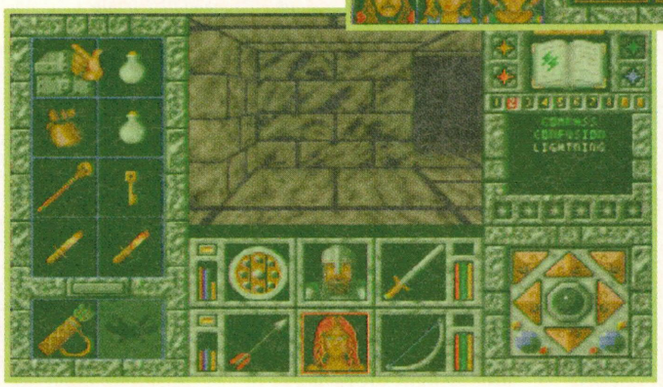
Project	Aladdin
Publisher	Virgin Interactive
Team	Disney
Release	December
Inspected by	Chicken

Crystal Dra

Magnetic Fields were quiet for a while until the release of Kid Chaos by Ocean. Now, their second release in a couple of months is set to arrive, courtesy of Kompart and Black Legend. Surprisingly, it's a full blown RPG in the style of the classic Dungeon Master. There's no fancy graphics, as MF have concentrated entirely on gameplay instead. Let's take a closer look.

Unlike Dungeon Master, where you took a party of four deep into the murky depths, Crystal Dragon only has two daring heroes to battle with. Right from the off you are confronted with a puzzle. You can't actually get into the dungeon unless you work out the code that unlocks the door. After that, it's exactly what you'd expect from a game like this – endless winding corridors and constant fighting.



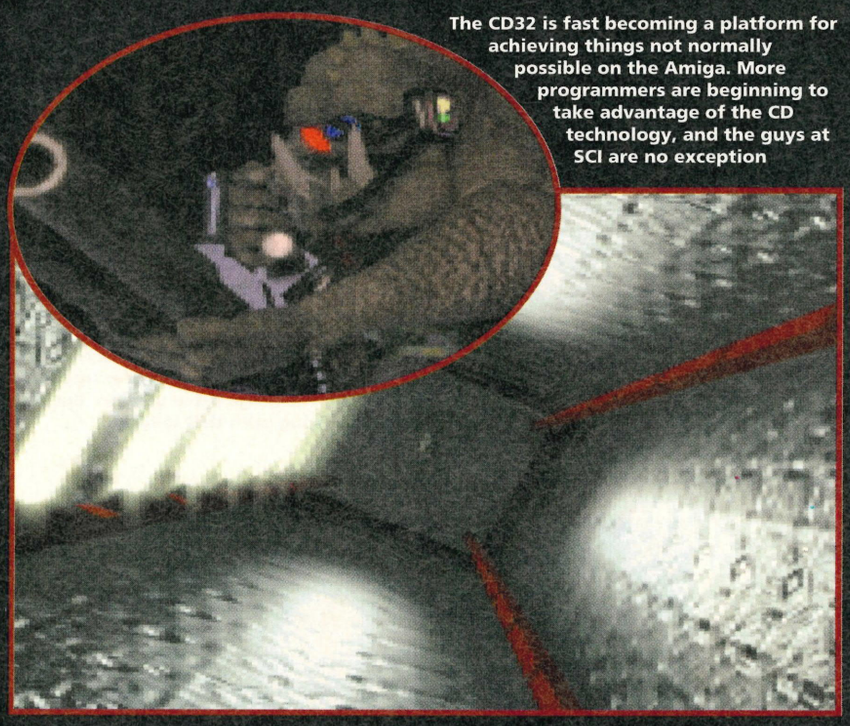




Dungeon Master was the game that started off the 16-bit revolution, and many people bought their STs just to play it. Things have obviously come a long way since then however, and graphics have been tarted up to the digitised extent of Ishar 3 and the rotating landscape of Ambermoon. Crystal Dragon takes everything back to basics and does a good job of it too.

Cyberwar





The CD32 is fast becoming a platform for achieving things not normally possible on the Amiga. More programmers are beginning to take advantage of the CD technology, and the guys at SCI are no exception

The game is actually a follow up to The Lawnmower Man which never actually made it to the Amiga. The screenshots here are from the PC version, but a CD32 release is set for the first quarter of 1995 (which isn't that far away really if you think about it).

Drawing on elements of the original film, the plot of the game sees you in conflict with Jobe, a Cyber God. It all sounds a bit confusing, but as the whole thing is based around Virtual Reality, that's not too surprising.

The PC CD-Rom version is spread across four disks, but at this stage we're not sure whether this will be the case with the CD32, or whether the game will be cut dramatically. We will of course let you know just as soon as we find out.

In the meantime, if you fancy some "brain-popping logic puzzles, coupled with a number of flight and weapons simulations", then you're just going to have to grit you teeth and wait until the Christmas dust settles.

Patience is definitely a virtue.

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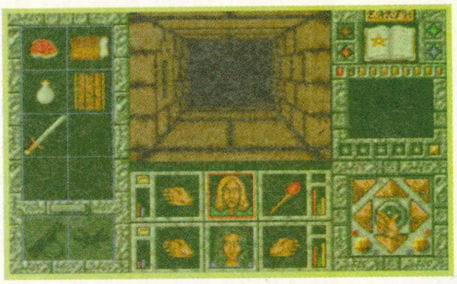


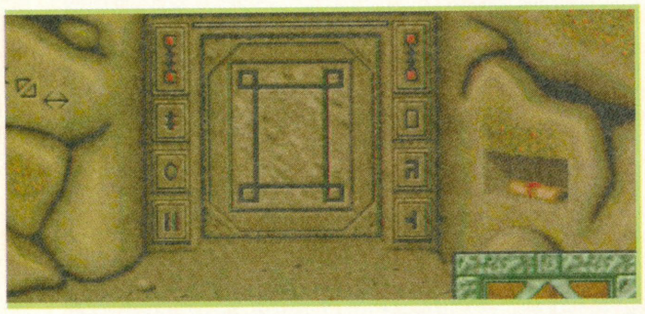
Black Legend have got such a hectic release schedule leading up to the festive period, that they've decided to hold back on Crystal Dragon so that it doesn't get lost amongst the abundance of other games they have lined up. Instead, Crystal Dragon will spearhead the New Year releases for this bustling young company, and it doesn't look like there'll be a better way to spend the start of 1995.



And as for Magnetic Fields? Well, they seem to have done everything now. Race games, platformers and now this RPG. Where next? Well who knows, but it seems like Shaun Southern and Andrew Morris are only content when making games packed with playability. That has to be good for the future of the Amiga in general. Watch out for a full review of Crystal Dragon early in the New Year.

The first thing you notice about Crystal Dragon is its incredible playability. It is totally mouse controlled and there's no real fiddling about clicking on all different parts of the screen when it comes to fight time. As you can tell from the screenshots, the graphics aren't as sophisticated as other games, but trust us when we say that the playability seems to match all that has gone before it.





Project	Crystal Dragon
Publisher	Black Legend
Team	Magnetic Fields
Release	January
Inspected by	Chicken

Pinball Illusions

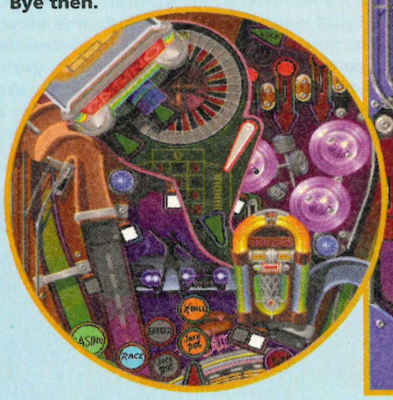
Regular readers will remember our two part Pinball Illusions feature a couple of months back. We are now in a position to take a closer look at how it's all coming along. The finishing touches are just being added to the majority of the game, but the Law and Justice table is all ready for a final polish.

In case you're new to the scene, Pinball Illusions is the third silverball game from 21st Century. The previous two have set a standard which is yet to be challenged, let alone beaten, and the way this is shaping up, it looks like taking everything a stage further.

New features worth mentioning are the low/high resolution modes, where simply by pressing a key, you can flip the whole table into beautiful high resolution graphics on your A1200. Ball movement has been enhanced, and made more realistic too. The ball actually looks like a real pinball now, and seems to act more convincingly.

Sit back and let these screenshots whet your appetite until we have a review, hopefully next month.

Bye then.





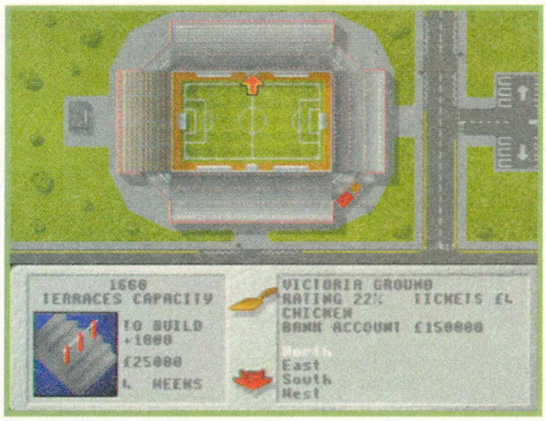
Premier Manager 3

As is traditional with Premier Manager, you begin life in the Conference league and need to struggle your way to glory. Fortunately now, you don't have to do it alone, because you have at your disposal an assistant manager. He will be more than happy to take care of the more mundane day-to-day activities. For example, contracts play an important part, and while you're busy wrangling in the transfer market – which itself is far more complex and, I suppose, realistic – he'll be tying down the important players and setting them to work on pre-season training. And stuff.

Football management games are two a penny these days, and consequently it's more difficult than ever to impress with them. Surely just about every feature possible has already been used. Over the last couple of years, fans of management 'sims' have become divided in much the same way as the arcadesters were over Sensible and Kick Off 2. Championship Manager and Premier Manager are the two divisive forces – you'll struggle to find any computer footballer who doesn't bear allegiance to one or the other. And, with news that Championship Manager 2 is slated for a new year release, Gremlin have gone back to the drawing board to give themselves a bit of a half time talking to.



As well as deciding what formation your players will take up, you'll have a damn sight more say in what kind of attributes they display during the match. Before a game begins, each player can be looked at in turn, and you can determine how much of their time they spend running, passing, playing long balls, short balls, how aggressively they tackle, where defenders mark etc., etc. And remember, this is for every single player – a real fanatics dream. Ground improvements have changed too, and are much more understandable than in PM2.



Premier Manager 3 is once more programmed by Realms of Fantasy, responsible for the first two super-successful efforts in the trilogy, and the basic mechanics of the game will be instantly recognised by fans. The original game was found by many to be a touch easy, a problem which the second more than addressed, and there is to be no let up with the difficulty this time either. The statistics of the players are a great deal more in-depth too, with heading ability just one extra factor to consider.



The match sequence, in my opinion, is a much overrated feature of this type of game – I just want to know the outcome after all my pre-match hard work. However, mine is a minority view, and Gremlin have constantly improved this aspect, culminating in what we see here. Both teams are represented in their correct strips and everything. Possession is displayed correctly, and, should you choose a slow enough speed, aspects such as a particularly long run or a good cross can be plainly seen. It appears to be the best of its kind.

Project	Premier Manager 3
Publisher	Gremlin
Team	Realms of Fantasy
Release	November
Inspected by	Paul

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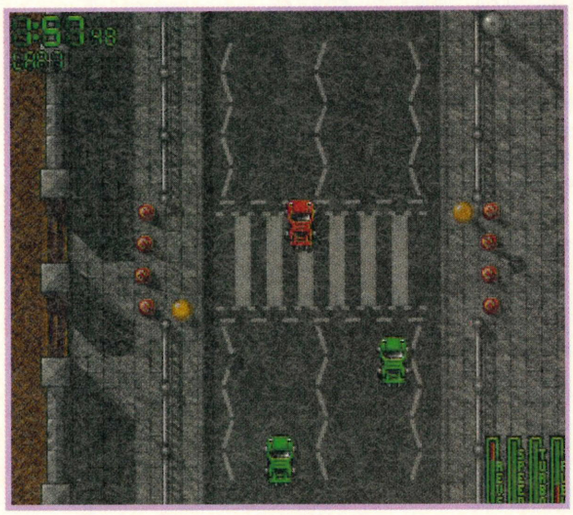
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Turbo Trax

Overhead racing games seem to be back in vogue at the minute. Team 17 have ATR on the horizon and Arcane, better known for their Amiga graphics conversions, have decided that they're going to have a dabble too. And why not? They've spent a year working on Turbo Trax and it's all coming on rather nicely if you ask us. Take a look at this Blueprint and see what you think for yourselves eh?

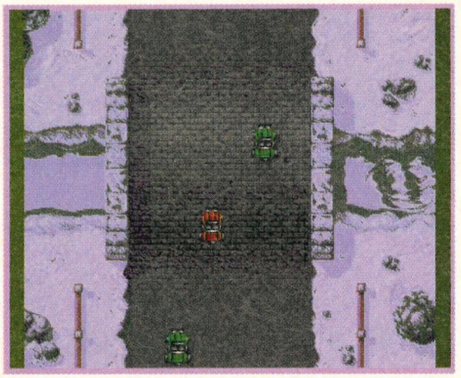


Arcane are a company that only some of you will have noticed before. They have an impressive pedigree and yet "Who are they?". Well, they are the company responsible for the graphics on games like Syndicate, Populous 2, the intro on Birds of Prey, and more recently, Dragon on the Mega Drive and SNES. So what? Well, they've got a game and it's nearly ready for release.



To whet your appetite this month we'll tell you a little bit about it. Turbo Trax is an overhead perspective racing game with five different types of car, 25 tracks, realistic collision detection, an arcade mode, a shop where you can buy spares, and very nice graphics indeed. There will also be five different scenarios to race, including a forest, ice, and Indy Cars.

The cars will include a sports car, a jeep, a 4X4 land-rover type thing, a dune buggy and an Indycar. Each will handle differently and will have their own plus and minus points. Prize money can be accumulated and spent in the shop which appears at the end of each race. You can purchase new steering, acceleration, traction and nitros from here, as well as have your damaged vehicle repaired.





Arcane now reckon they have everything just right, and the title will hopefully be released in the first week of December this year. From what we've seen so far it looks extremely promising, and it will be interesting to see how it fares against Team 17's ATR. There should be a full review in our Christmas Special this time next month, and make sure you watch out for some bonus tracks on our coverdisks in the near future.

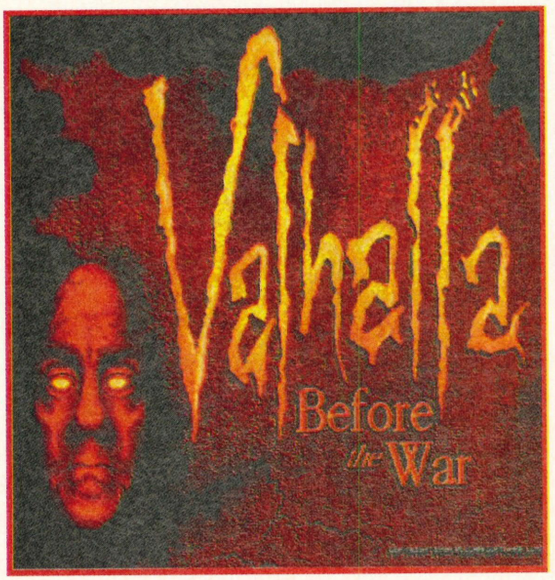


Turbo Trax is the first game that David Egglesdon and John Raymond have programmed, although they've both been converted from the Amiga demo scene. Other names to note are Adam Pracey (music), Mark Wortham, Mark Keeley and Ben McGrath (Graphics), and finally Steve Iles (Project manager). We had a big long chat with Steve who told us that the game has been under development for the best part of a year. During this time, several major changes have been incorporated into the original design.

Project	Turbo Trax
Publisher	Arcane
Team	David Egglesdon, John Raymond
Release	December
Inspected by	Chicken

Look Who's Talking Too

When we first met Vulcan software all those months ago, we didn't know if they'd still be around at this stage of the game. Now, with the tremendous success of Valhalla and the Lord of Infinity behind them, things have never looked brighter for Paul and Lisa – the minds behind, in our opinion, one of the most original adventures ever. Let's see what they've been up to.

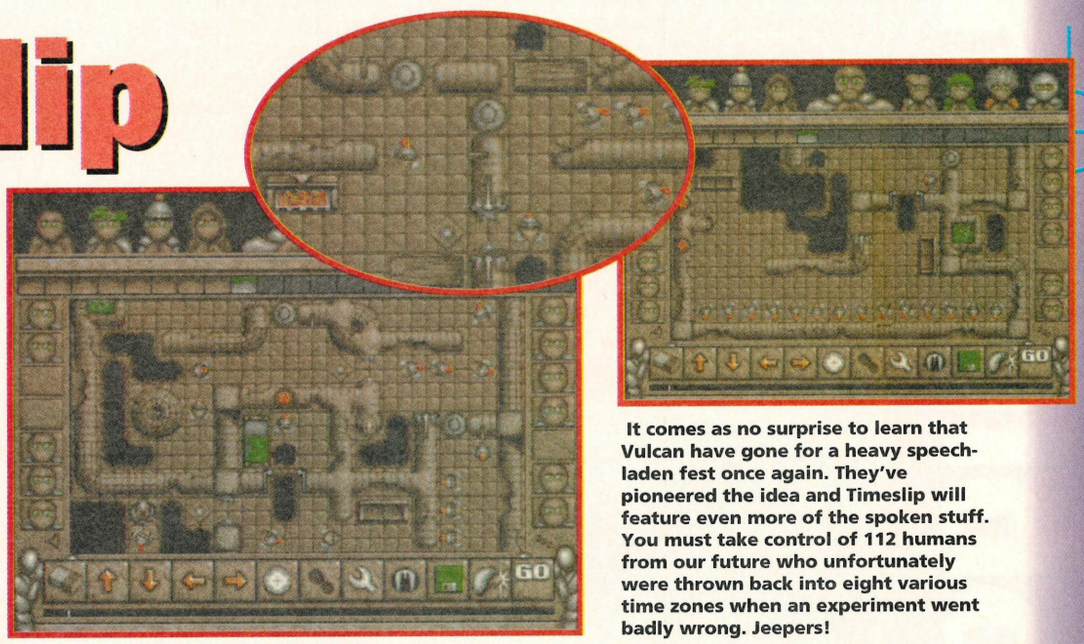


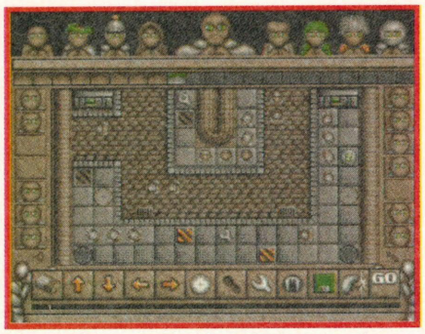
Before the War

Before we talk about completely new projects, now seems like a good time to mention what could be described as Valhalla v1.1 if you like. Valhalla – Before the War will be a special budget priced follow up for people who just can't get enough Valhalla in their lives. You won't need the original to play these two new huge levels, and you get the chance to control things from Infinity's point of view. It's all the same sort of stuff we know and love, and we'll be taking a closer look, probably next month.

Timeslip

Timeslip is the brand new Vulcan title we're all eagerly awaiting. Looking at the screenshots, the more sceptical amongst you might suggest, "it looks a bit like Valhalla". But, is there anything wrong with that? Anyway, the project itself is completely different, as you are about to find out for yourselves.





The main character's design changes regularly to accommodate the current puzzle (sort of like Lemmings 2 in a way we suppose), and the finished result is awaited here at Amiga Action with some interest. Unfortunately it's going to be next March before Timeslip is finished, so we'll be taking a proper look at it some time in the early New Year.

It comes as no surprise to learn that Vulcan have gone for a heavy speech-laden fest once again. They've pioneered the idea and Timeslip will feature even more of the spoken stuff. You must take control of 112 humans from our future who unfortunately were thrown back into eight various time zones when an experiment went badly wrong. Jeepers!

Project	Valhalla – Before the War, Timeslip
Publisher	Vulcan
Team	Paul Hale–Carrington, Lisa Tunnah
Release	Early '95
Inspected by	Chicken

Giving The Game

Robinsons Requiem

PART 1 **In general we don't do solutions to games that we have reviewed in the same issue. However, Robinson's Requiem will doubtless cause no end of problems due to its complexity, so we decided to make it an exception**



PART 1
Jungle Book

Welcome to your new home. Your parachute has set you down in the heart of a jungle, so get your wits about you right now. You need to keep your eyes open all the time for anything that could prove useful. You're going to need to stock up on food, and kit yourself out with the tools of your survival. Remember to constantly check your health using your Sesame computer, always anticipate threats to your health rather than wait for the symptoms. Everything you need to stay alive on this planet is here, it's just a matter of using your ingenuity and intuition. But remember, staying alive is just the first stage in your bid to escape. Follow these guidelines and you may stand a fighting chance...

Begin by heading Eastwards through the passage on the left between the mountains. Tread carefully and look for changes in the terrain as there are steep drops and banks which can lead to broken bones. Soon you will come across the wreckage of your spaceship, so take what is yours – collect five wires from the debris and collect the medicines from behind the ruin. This is essential, your medical kit will keep you alive.



Now return to the South. Then go to the East until you come to a lake. Here you will encounter another Robinson Agent. You may be tempted to shake hands and enquire as to his health, but remember, it's every man for himself on this planet and staying alive means dispensing with some of the niceties. He has possessions you need, so you must kill him. Take the matches, a gourd, the computer and the battery from him, and pick up his knife which has fallen to the ground.

Now you have a knife you can cut loose. Find yourself some food, but be careful, as the pears on the tree by the lake are not edible. Using the knife, collect branches and leaves from the trees. These are your building materials. You can make a hat using the leaves and the needle in your kit bag. Now get yourself a supply of water. You can fill the gourd you took from your fellow prisoner – just click on USE, then get sufficiently close to the lake. Click on the gourd and drag it near to the water and it will fill. Unfortunately the lake is not full of French mountain mineral water, so you would be advised to disinfect it before drinking. Use a sterilisation tablet or light a fire to boil it ("USE" icon).

In the vicinity of the lake there are three cauliflowers concealed in hidden recesses. They are rather heavy, so you would be wise not to lug them around with you. Remember, the weight of the bag you are carrying directly affects your level of fatigue. It is best to eat them as and when you find them. Now return to the West as far as the end of the mountain.

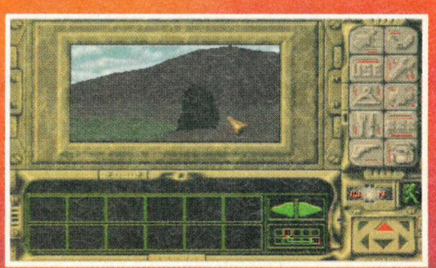
Recover the following along the way in the recesses of the mountain: to the South, earthworms in a heap of earth, and to the North, a cauliflower.

Take the road to the South, follow it and go up the mountain. On the left of the slope is a cauliflower. Eat it.

Now you must go into combat. The birds on this planet are not the twittering sparrow type. You must fight the eagle and kill it.

Now use the knife to collect meat and feathers from the eagle. Recover the eggs and a large bunch of feathers from the nest – you will need these later...

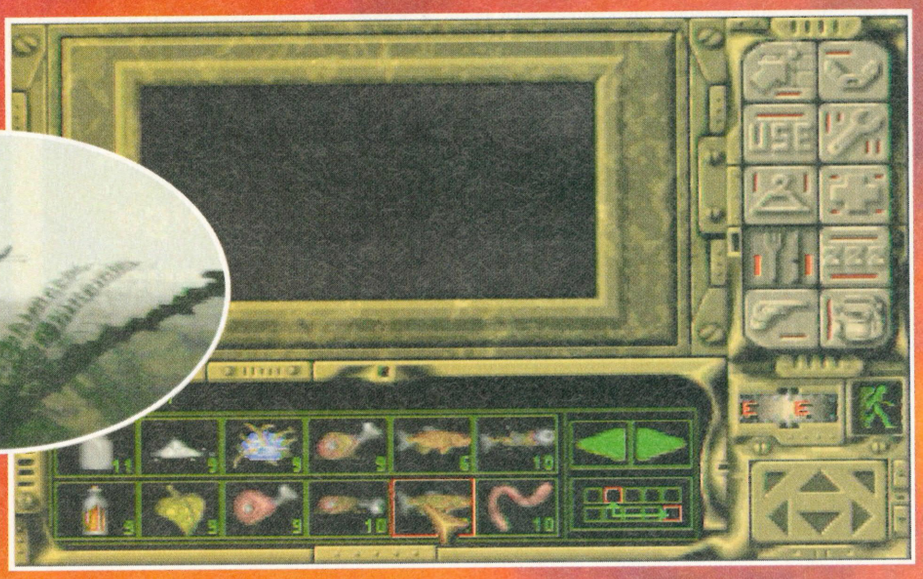




Away

Robinsons Requiem





Now go back down the mountain and continue towards the North. At the entrance to the road, prepare to meet a friend who is not all he appears to be. When you have killed him, look in the grass close by for his Sesame computer. If you find it, take it. Follow the narrow pass to the West, but watch out, there is a tiger at the entrance to the road, and tigers on this planet are particularly menacing creatures. They will attack without provocation and few weapons are effective against their lethal lunge. Your best bet is to pass it by crawling on your hands and knees (click both right and left mouse buttons), bypassing it via the road which leads to the North.

Having successfully avoided imminent death, continue along the road right to the end towards the South, and collect some resin from a tree. By using the resin and a branch, you can make a torch. Now continue along the road towards the North and turn left at the crossing. Swallow your fear and trepidation, light the torch and enter the cave.

PART 2
Ali Baba's Cave

The caves are dark and dank, as all proper caves should be, and they are full of numerous mutant Ali Babas. A word of warning – there may be hidden precipices in the ground, so tread carefully. In the main cave, recover a computer on the floor. A very long corridor to the North leads to a dead end. If you get this far, use your knife to scrape off Saltpetre – it will come in handy later. At this stage you would be wise to take some antibiotics.

Remember, climate and environment affect your health and there's nothing like a damp, cold cave to bring on a dose of flu. Now take the West exit and head towards the marshes.

PART 3
The Marshes



The marshes are one of the more unpleasant parts of the planet, and will begin to test your survival skills for real. Until now, you've just been getting yourself acclimatised.

Beware! Do not go into the marshes at night, as a tyrannosaurus roams around and kills anything that moves.

Numerous monsters may attack in the main clearing. Four roads lead to the West. The one furthest to the North leads to a tree with edible grapes. Check your energy levels – it may be wise to eat and get some rest. The second road leads to a small clearing where there are five melons hidden in tall grass. The third road leads to a Robinson. Be sociable – talk to him and take the necklace he offers you.

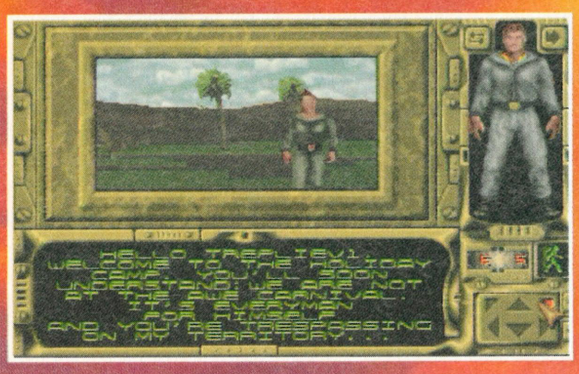
You may want to collect the fruit from the Yks'Ykd'Yk, in this clearing. It is a type of drug. Now take the fourth road which is the furthest to the South: it leads to a village. Watch out! Along this road, carnivorous plants must be killed or avoided. If you are bitten by a carnivorous plant you must act fast as its bite is poisonous. The necklace your fellow Robinson gave you has an important use. Put it around your neck and you won't be attacked by the horsewomen from the village.

You may want to go and listen to the Headwoman of the village, right up in the North. Not far from her, you can find a stegosaurus, whose milk you can take, simply by validating the gourd on the udders. After collecting creepers with the knife (by clicking on them), you can make a bow by combining a branch and a creeper:

Bow = branch + creeper

Similarly: arrow = branch + feather; fishing rod = branch + creeper + safety pin + earthworm

Now you should be getting used to the idea of using the environment to your own ends. Try experimenting – combining different elements and clicking on the build icon. You can fish at any of the watering places by selecting the HOOK icon in the USE action. Return to the mutant Ali Baba cave and pass through it in order to reach the jungle.



Right, that's all we've got space for this month. Keep an eye out in the next issue for the next instalment of our epic GTGA.

Giving The Game

Universe

How about a guide for gamers having trouble getting started in Core Design's quality point 'n' click futuristic adventure. Allow Amiga Action to take you on a trip around the world of Universe. Enjoy!

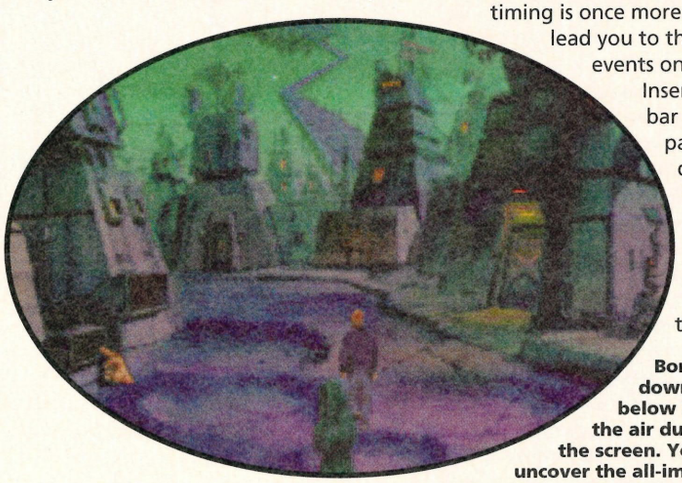


Wait for the security droid to go past and then chuck the mirror at the door. The lasers will strike and you'll be free to enter the building

PART ONE
Master of the Universe

The first thing you must do as you begin the adventure is to jump off the disconnected service channel and on to the awaiting asteroid floating in space below. Search around the asteroid for a bent metal bar and a circuit board, making sure that you have visited each of the many screens that comprise the rock. Once you've got these items you must jump on to the spinning rock that floats past every so often. Wait on the screen nearest to the space station

This is quite tricky, but good timing is the key to success, and although you may have a couple of failed attempts you'll get there in the end. If you miss it, don't worry, pick yourself up and try again. Once on the spinning rock, you must jump on the bridge, which is again quite tricky and timing is once more crucial. This will lead you to the next sequence of events on the space channel. Insert the bent metal bar into the front panel of the satellite dish and then insert the circuit board. Use the panel and a computer read-out will appear on your screen. Select the Gavric Homeworld filtration system, and you'll now be able to link up the service channel with the Gavric Homeworld by extending a bridge across the gap. All that's left for you to do now is walk heroically across the newly created bridge to the next scene.

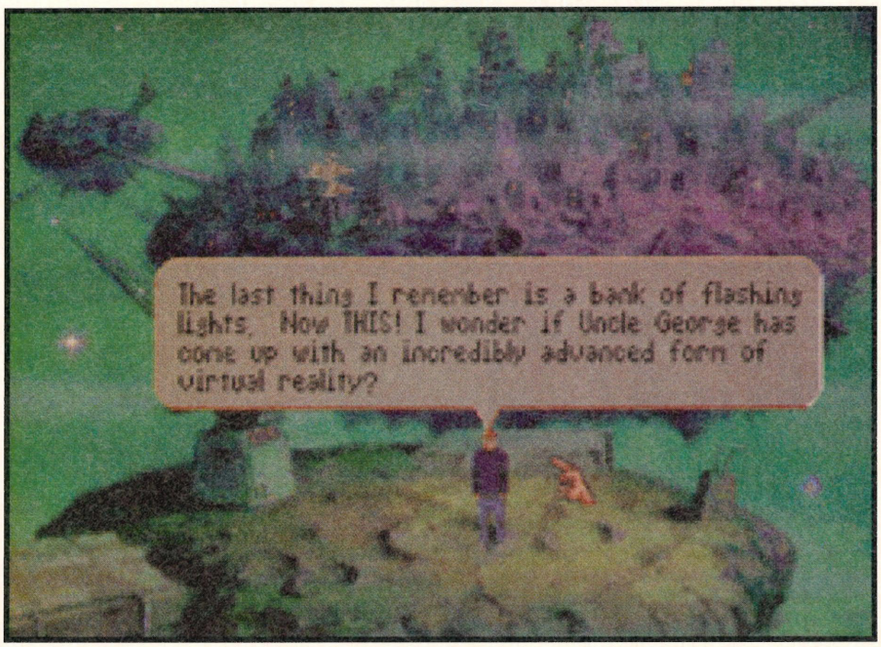


Boris will be sucked down to the planet below if he PUSH/PULLS the air ducts on the left of the screen. You will then uncover the all-important mirror

You'll find yourself in a mysterious city with many strange creatures wandering around the screen, but be careful, as the slightest contact with some of them can prove to be very bad for your health. Move stealthily towards the air ducts on the left-hand side of the screen, and push/pull on these ducts. As a result you will get sucked down to the asteroid with the spinning rock. You'll notice that you weren't the only thing that fell down the ducts – a mirror, along with some household rubbish which you don't need, has fallen down with you. Pick it up (the mirror) because it is a highly important object and you can't progress without it.

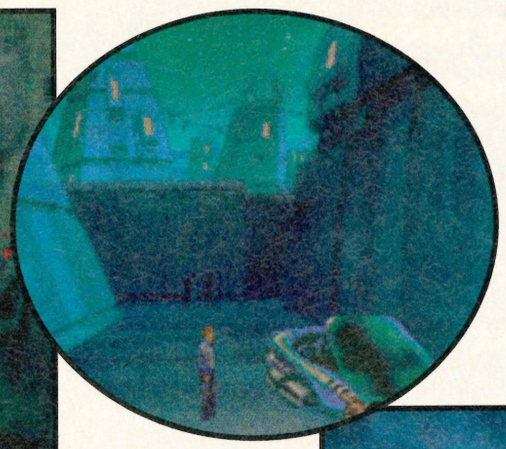
Jump on to the spinning rock once more, then leap on to the service channel until you reach the satellite dish again. Proceed back to the screen with the air ducts, then walk to the far end of the scene and turn left to exit.

Wait for the robot to pass you by (let him see you and it will be game over), before throwing the mirror at the lasers. The laser bolts will strike the mirror and reflect back towards whatever fired them, leaving the security system neutralised and the area now safe for you to explore at your leisure.



The start of the adventure, and Boris has got a long way to go before he has a chance of getting back to Earth





After leaving the flat, via the window, you'll find a rather fine and gleaming sports car. Use the control arm and you'll be able to drive away in it



Boris has found the bent metal bar. Now all he needs is the circuit board which, thankfully, is quite nearby



Timing is of the essence when trying to leap on top of the asteroid. Miss it, and you'll have to wait a while before you can try again

Go to Silphinaa's house and use the keypad which is situated right next to the door. Once you get inside, attack the door keypad with the bent metal bar. Find the wardrobe, open it and put on the suit which you will find hanging up inside.

Use the arm computer on the console and then use the console to open the window shutter at the top of the screen. This now enables you to jump out of the window to safety before you are captured by the rampaging robots. Now use the arm computer once again, but this time on the rather flashy parked car. Once you've done that, the car will be safe to enter. You should jump in, at which point you'll discover that you can't start it and that it needs to be hot-wired before you can make good your escape!

To get the car up and running, you must insert the keycard into the slot on the left of the control panel. Use the console on the right and it will ask you for a code. This is printed in the instruction manual. Navigate a course to the lovely planet of Balkmos 7 (which is currently 3rd to the left of your existing position).

Descend to the planet and select the top-right quadrant. Pick up the droid and the spray can. Combine the droid and the can together and then use them on the aliens that are lurking nearby. Jump back into the car and leave the quadrant. Punch in a course to Jor-slev 4 (or in other words, the next planet on the map).

Descend once more and this time select the top-left quadrant of the planet. Pick up a rock from the floor and throw it hard at the alien. Use the droid on the blob and then quickly jump back into your futuristic motor vehicle, but don't leave the planet yet. This time you need to select the bottom-right quadrant.

When you arrive, talk to the old man in the hut and give him the blobs. At this point he will give you some carvite in return for your help. Jump back into your car and ascend away from the planet. Lay in a course heading back to the Pfallenop asteroids. Offer Snorglat the medicinal herbs and you can now dock with the ship. Use the left mouse button to accelerate and the right mouse button to activate the clamp. Unfortunately that concludes our guide to the first section of Universe – from here on in, you're on your own, at least until next month.

If you get stuck before then, remember that the solutions are always logical. Think about how each object you have could be used in conjunction with another.



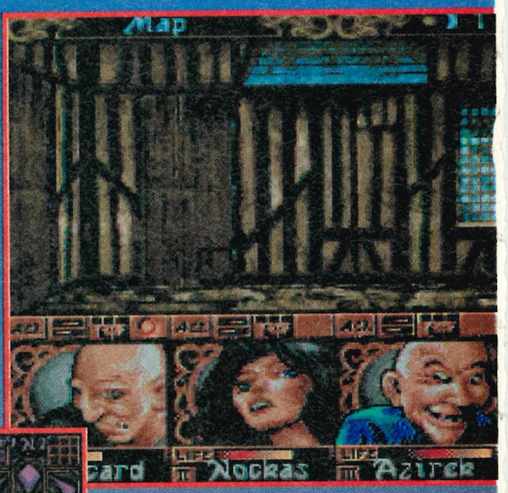
Have a chat with Silphinaa and you'll uncover some interesting facts. Be careful not to hang about for too long, because the security droids are on their way!

Universe

Giving The Game

Ishar 3

Ishar 3 is one of the most difficult RPGs to date, and not surprisingly, we've had loads of pleas for help. So here it is, the first part of our complete solution to the game. Part two will follow next month...



Koren Bahnir
Open City

Go and visit the character (Alstar) opposite – your first task is to find the Typhus Mernith observatory on the map. Before you get to the observatory you will need to buy some lime-blossom tea from a shopkeeper (available in particular from the shop near the start of the game or the shop a little way along the Southern ramparts of the Rich town).

Be careful! You will meet some bandits in the first street. If you are playing with only one character, go into the inn to enrol some companions before fighting. Kill the bandits. Pick up the purse (killing bandits is a good way of collecting money, but be careful because they get tougher as the game progresses).

Go to the Rich town – the only way in is located on the Western ramparts, between two porches. Buy a necklace for 4,000PO from the big guard at the entrance, or it will be impossible to get by. Put the necklace on.



A word of advice – never strike a town guard, or all the guards will be aggressive for the rest of the game.

Now go to visit Typhus. Give him some lime-blossom tea (select the object, then click on Typhus' face). Pick up a playing card. Locate the house of Mather Fudius on the map.

A Useful Servant
Visit Mather



Pick up, then read the parchment in front of his house. Go to the inn mentioned in the parchment (round the block of houses to the North). Listen in the inn. The servant Erkh Moltus is speaking. Pay for a meal. Listen again. Answer YES to Moltus' question. Moltus will lead you to Mather's house. In Mather's house, don't agree to leave. Give him the playing card when he says "Get out!". Wait, and the Time Gate will appear.



Advice: Before venturing into a Time Gate it is better to have a team which is carefully composed (including a scholar and a magician if possible) and well armed. This will require lots of money. You can pick up treasure in four dead-ends guarded by bandits (The North, slightly West, extreme East and in the Poor town to the South and West).

Animal Friends
At Mather's Place

At Mather's place, go through the Time Gate by clicking on it. In the forest look for the way to the East guarded by a bear (a fight with wasps will ensue). Kill the bear (missiles recommended). Go through the passage. Travel South for a long way, then East when blocked. Look for a racoon on a rock and when you find it, take its parchment.

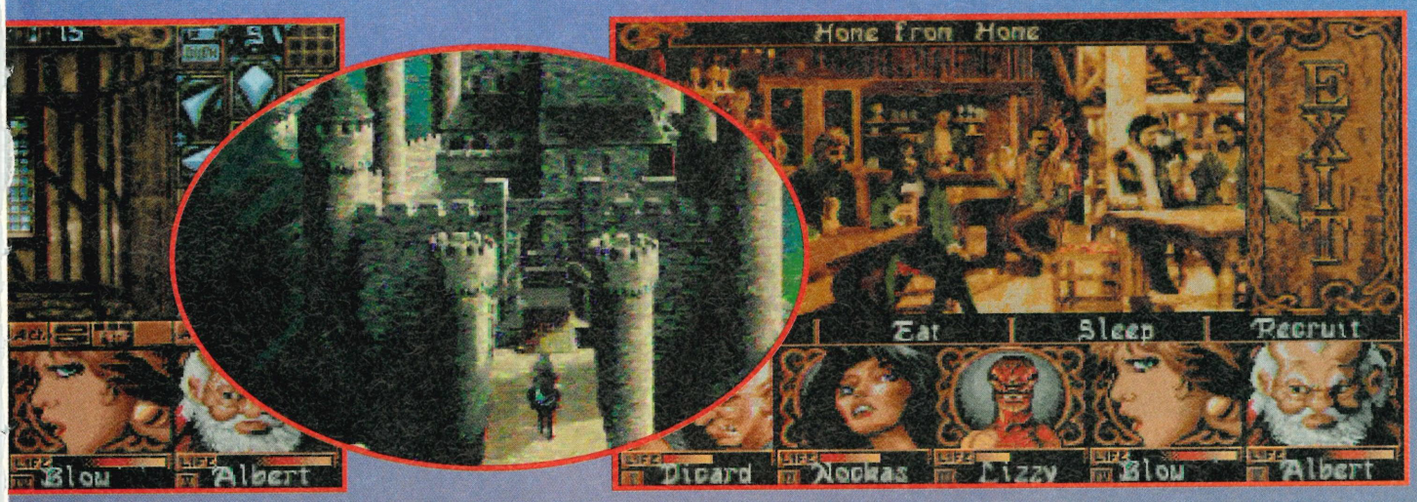
In the forest, pick up some mushrooms which you can sell on later in the town's shops. Go back to Mather's place (the opposite way). Give Mather the parchment. Pick up the key.

Go to the new house shown to the South on the map. Then, pick up a pendant and the magic flask and put the pendant on.

Now go to the inn called "The Kelonia Tasters" situated along the Southern ramparts of the Rich town. Listen. Pick up the Kelonia powder.

Buy the following potions in the neighbouring chemists: two bottles of dried mistletoe, two bottles of oil of salamander and one bottle of rat's brain. Pour all these, along with the Kelonia powder, into the magic flask.

Away



Go back and see the racoon in the forest by taking the Time Gate in Mather's house. Make the racoon drink the contents of the magic flask.

Waiting in the Wings
The Theatre

Go to the theatre in the extreme South of the Rich town. Enter after 7:00pm. Listen to Gulnar Dahilim. Give him the talisman. Wait for the Time Gate to appear at two o'clock. Go through the door.

East End Lads
In the Jungle

In the jungle, follow the Southwest passage, always keeping South. In the clearing you will find a crystal which you should pick up. Leave the clearing by the road to the Northeast. Continue Southwards to the next fork, and at each crossing choose the road to the East. At the end you will meet a tribe – the "East End Lads". Fight and kill their leader.

In the jungle, you may meet several leopards. Kill them and take their skins which are highly prized by the shopkeepers of the town.

Now go back to the town (to give you a reference, the Gate is situated to the extreme Northwest).

Time Paradoxes
The Library

If you tamper with the past, then you will change the future. Following the death of the leader of the East End Lads in the past, the present has changed.

The architects of the town are descendants of a new leader, and the town looks different. There is a new district to the Northwest and a garden to the South of the Rich town with newly accessible treasure which belongs to those oh-so pesky bandit types.

Optional episode: Leave the theatre. Listen to Alstar. Go the the library (Northeastern end of the Rich town) where there are coded explanations on how the Time Gates work.

Return to the jungle by the gate in the theatre. This gives you access to the future of the jungle. Go to the clearing to the South and pick up the magic sword (Beware! This sword can only be used by a well-aligned person).

Follow the road which sets off to the Northwest, then take the following directions in the order of the forks. North, East, (East), North, (North), West.

Then head Southwards and you should find yourself in a dead-end. Pick up a meteor fragment then return to the town. This is achieved by leaving the dead-end yet again and continuing in a Northwesterly direction.

Climb Every Mountain
In the Garden

Go to the garden of the Rich town from the theatre, turn Northwards, take the passage Eastwards then turn Southwards again. In the garden, pick up some treasure and the meteor you find along the Northern wall. Put the fragment from the jungle on it. A Time Gate will appear giving you access to the mountains.

To stroll about in the mountains you're going to need fur coats. You can find them in several shops at affordable prices (West of the Rich town). So buy one for each of your team members, put them on and enter the Time Gate.

In the mountains, travel South as far as the precipice. Kill the bear. Continue Westwards, then Northwards. Kill the giant. After a slalom among the mountain sides, follow the road to the East. Then turn North, then West. At the passage you will have to kill the wolves. Take care! They leap forward and vanish from the screen but continue to attack you from behind. You therefore have to keep turning to hit them until they die.

Now follow the road to the North, then twice to the West. At the end, go down Southwards and at a certain point, fork West. Continue along the road and find the Time Machine. Place the crystal on it. Go back to the Time Gate.

That's it for now. More next month.

Ishar 3





GTGA Giving The Game

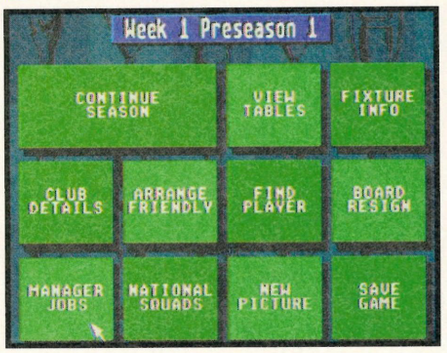
Small Tips

A moment in history is almost upon us. This is the last month of the GTGA section as we know it. From next month, Amiga Action will be teaming up with Kixx to bring you the best cheats and hints. In the meantime, send in all your cheats and solutions because there'll be some truly excellent prizes for the best we receive

Championship Manager

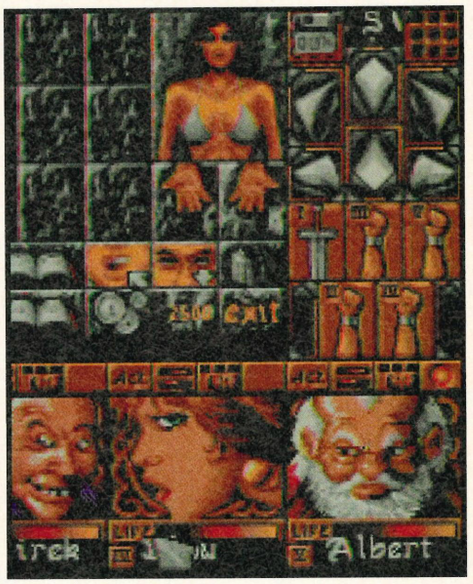
I suppose these two pages are all about cheating, so that's why we're printing this novel one for the ageing but classic Domark management game. If you've got player trouble (ie they're all getting too old, you have no money to buy and nobody wants your old has-beens), then this is what you should do.

First, study players of other teams that are up for sale and have clubs interested in them. Put in a bid, but pull out before the sale is made, leaving the other teams to fork out for the player. The selling teams will then have deficiencies in certain positions, and they will be queuing up to sign your old crocks! It's not really in the spirit of the game, but thanks go to Anthony Stepry of Norwich for that one.



Ishar 3

Here's a very handy tip for those of you struggling with Daze's Ishar 3. If the guide contained in this month's issue is simply not good enough for you because you can't keep your party alive, then it could be handy to know that simultaneously pressing CTRL, ALT, V with the mouse pointer completely to the left of the screen, and giving the left button a click, will restore all your life points to maximum level.



Smaller Tips

ADDAMS FAMILY
Various codes for starting points.
&1Y1M – 3 hearts
V1S14 – Pugsley
V919B – Fester

ALIEN BREED '92
Level codes.
XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2
More level codes.
2 – 353828
3 – 108383
4 – 370101
5 – 982822
6 – 847464
7 – 737373
8 – 928112
9 – 267364
10 – 193831
11 – 090921
12 – 309383
13 – 101221
14 – 103992
15 – 998112
16 – 125332
17 – 091233

BACK TO THE FUTURE 3
Type in the code on the corresponding level story for infinite lives.
1 – ROTTEN CHEAT
2 – LOUSY CHEAT
3 – LOW DOWN CHEAT

BOBS BAD DAY
Selected level codes.
10 – XCKCCKZPE
20 – VDPEFWNG
30 – SEAGGUPH
40 – QEAIIVNJ
50 – NDPKKWPL
70 – IDPONWPO
80 – GFFQPUNQ
90 – DEASQPVR
95 – CFFTRUOS
100 – BEAUSVNT

BUBBA 'N' STIX
Level codes
2 – T1QKPF?CMG
3 – PXMYGFFW7D
4 – 913XPD1LZ5
5 – 12!FX?5RJ

CANNON FODDER
At the start, or on completion of a mission, go to the save game option and enter **JOOLS** as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE
Level codes with infinite money.
WORLD TWO – GVVCH5DMS7#N
WORLD THREE – V35076X6S7WH
WORLD FOUR – 6UCDXU25S7V2

CIVILISATION
Hold down **[SHIFT]** and type **123456789** for a complete world map which allows you to see enemy cities.

EPIC
Level codes.
2 – CEPHEUS
3 – APUS
4 – MUSCA
5 – PYXIS
6 – CETUS
7 – FORNAX
8 – CAELUM
9 – CORVUS

FLASHBACK
Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS
HALL
Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER
If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18
Level codes.
1 – PULSE
2 – GOOSE
3 – SPORT
4 – BIMBO
5 – TEMPO
6 – BARON
7 – BUMM
8 – LEVEL
9 – TOXIN
10 – PRINC
11 – CLEAN
12 – XENDON
13 – SIGNS
14 – HOUSE
15 – SIGMA
16 –SEVEN
17 – ZOMBI
18 – MOVES
19 – BLADE
20 – ZORRO
21 – STONE
22 – MOSEL
23 – ORDER
24 – SODOM

HUMANS
Selected level codes.
10 – MILESTONE
15 – RED DWARF
20 – SMART
25 – JIMS TIES
30 – MALCY MALC
35 – MAD FREDDY
40 – BANANA MOON
45 – VISION
50 – RANGERS
55 – CONSOLIDATED
60 – PROMISED LAND
65 – (Oh dear, can't be arsed with that one...)
66 – HELP ME
70 – NIN
75 – LORDS OF CHAOS
76 – NOW ITS DONE
77 – IM OUT OF HERE
78 – HERES TO A
79 – BETTER LIFE
80 – BYE BYE BYE

HUMANS: JURASSIC LEVELS
More of the same.
10 – 7 MILE WALK
15 – ITS TOSH
20 – ALAN B STARD
25 – IDONTLIKEBRAWN
30 – ALMANBURIE
35 – BABBLE
40 – NEED MORE
45 – POUCH
50 – GLUM
55 – DRAKEER
60 – HAVE A BREAK
65 – I LOVE ME
70 – PYTHON LEE
75 – FATEANDFORTUNE
80 – FOREVER

JIMMY WHITE'S SNOOKER
To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select **Trick Shot** mode and press **[F7]**, then **[F4]** and **[F1]**.
Then, when you hear a double click go to **Demo** mode...

KRUSTY'S FUN HOUSE
Level codes for this... er, – level codes.
2 – WHOAMAMA
3 – FLANDERS
4 – BROCKMAN
5 – SIDESHOW

LETHAL WEAPON
Mission codes.
1 – KSIIF
2 – ECYOIR
3 – FLRSKB
4 – EUOASF
Key cheats. Press **[ALT]** and then...
Y-I – No sprite collision
Y-L – Extra lives
Y-K – Extra ammo
Y-Q – End sequence
Y-(1 to 0) – Various

LIONHEART
At the start of the game, push down on the joystick, and pause. Press **[CONTROL]** and **[HELP]** together and the screen will go all funny for a second. You now have infinite lives, and by pressing **[CONTROL]** again can turn Valdyn into the mouse pointer. Position him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS
Level codes.
2 – STRT
3 – TLPT
4 – GRND
5 – LLMO
6 – FLOT
7 – TRSS
8 – PRHS
9 – CVRN
10 – BBLS
11 – VLCN
12 – QCKS
13 – PHRO
14 – CIRO
15 – SPKS

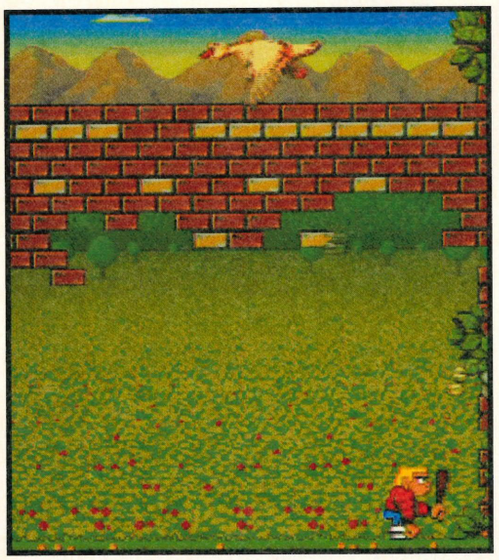
LOTUS 3
Selected course codes
Easy:
UVQSNPBCM–60
HSYWYSKGC–50
Medium:
NSSSXXXXS–60
OUNDEFACG–99
Hard:
MFFSRPYDU-60
AFZYBQCJT-70
SKGYXXXXX-57
WJMEGMEQH-60

MORTAL KOMBAT
Joystick control for the Death Moves – carry them out when "Finish Him" appears near the end of a fight.
RAIDEN – Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO – Away x 2, fire. RIPS HEART OUT.
SONYA – Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO – Towards, down, towards, fire. RIPS HEAD OFF.
JOHNNY CAGE – Towards x 3, fire. PUNCHES HEAD OFF.
SCORPION – Down x 2, fire. FLAME THROWER.
LIU KANG – Down, away, towards, down. SCISSORS KICK.

Also for **Mortal Kombat**, type **DULLARD** on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

Small Tips Smaller Tips



Kid Chaos

If you're struggling in Kid Chaos, then Denis Wilson of sunny old Blackpool has just the codes for you. These codes are for the A600 version but you can try them on the 1200 if you like – no promises mind you.

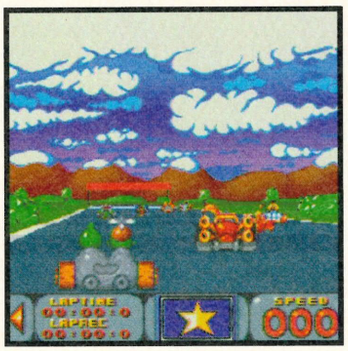
Secret Garden – none
Toxic Wasteland – LILBDKEAJNA
Toy Factory – NMOHCKGLGAB
Techno Fortress – EQAOHKRBIAC
Ruined City – PFQOOAICKTN

Hydrozone/Wired Chaos

If you bought a copy of last month's Amiga Action, you'll have played the two excellent games from Skull Army Software that were on the disks. Skull Army's very own David Cruickshank has written in with some tips for his games. Firstly, for Hydrozone, David says, "If there is a wall in front of you, then fly around it!" Very useful, and indeed very funny! The second and infinitely more helpful is for Wired Chaos. It only works on the registered version, so you will have to upgrade from our coverdisk demo to gain any benefit from it.

When playing a three-player game and somebody crashes into either the right or left hand walls, this makes a tiny hole which, if you're accurate, you can escape through and gain an extra two points. Handy eh?





Bump 'n' Burn

Pete Hobbs of Birmingham has sent us a nice little cheat for Grandslam's excellent Bump 'n' Burn. Paul has been playing this of late, but unfortunately he's in Greece at the moment, so we haven't been able to test it. Here's what you do anyway.

On startup, exit the Options screen and when the Burning Rubber logo appears, type in ZXR7507. Type it quickly or it won't work. The screen should flash, and after the first race you'll have £9999. If you send us a list of games you'd like Pete, we'll send you some stuff out of the games cupboard for that one (if you're lucky that is!).

NICKY BOOM
Level codes:
2 – KRATTY
3 – MIRTES
4 – ARRAX
5 – JANIR
6 – TRINOS
7 – SIXAN

NICKY 2
What does it look like, strawberry jam?
2 – DRAKO
3 – ATIKH
4 – FIRAM
5 – LURNA
6 – PALET
7 – MIURA
8 – SLORY

PINBALL FANTASIES
Various ball-enhancing things.
EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

PREMIER MANAGER
Telephone number cheats.
250967 – Sets all tackling to 99
000123 – Sets all passing to 99
220769 – Sets all shooting to 99
781560 – Mega cheat! Sets all skills to 99, plus £20 million.
753423 – Sets goalie skill to 99
061 777 1111 – Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER
Selected level codes.
10 – 07680
20 – 15362
30 – 08718
40 – 30734
50 – 22046
60 – 17470
70 – 19071
80 – 28927
90 – 28671
100 – 44543

RAINBOW ISLANDS
Type in quickly on the title screen...
BLRBSSBJ – Permanent fast shoes
RJSBJSBR – Permanent double rainbows
SSSLLRRS – Permanent fast rainbows
RRLLBBJS – Hidden food becomes money bags
SRBJSLSB – 1,000,000 points bonus (Wooooooo)

ROBOCOP 3
To skip levels type **THE DIDDY MEN** with **[SHIFT]** held down, then simply hit **[ESC]**. Several times, if you like.

RODLAND
Press **[HELP]** five times – you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS
Level codes:
2 – STATION
3 – UNITY
4 – WAVE
5 – EXPORT
6 – OPTION
7 – RECORD
8 – SCALE
9 – SIGN
10 – ACRON
11 – CHOPPER
12 – GATE
13 – ISLAND
14 – LEGION
15 – PIECE
16 – RIVAL
17 – SAVAGE
18 – XAVER
19 – BLADE
20 – BEACON
21 – PASTURE
22 – OMNUS
23 – TRIBUTE
24 – FOUNTAIN
25 – CHUDE
26 – TRAILER
27 – CANYON
28 – REPRESS
29 – YOKI
30 – PASSIVE

SIM CITY
Hold down **[SHIFT]** and type **FUND** for an extra $10,000. This can be repeated but too many times wil cause an earthquake.

SINK OR SWIM
Level codes, what else?
2 – BISHOPMOVE
3 – PATSY4KERMIT
4 – HOWNOWPOWWOW
5 – RINGWORLD
6 – TROUGHTON
7 – REDPLANET
8 – MEGALITHIC
9 – MYBREAKFAST
10 – TINYBOPPERS
11 – LOCKSALORDY
12 – HALOWEENVII
13 – NEWMODELARMY
14 – TIMEPIECE
15 – LARRYNIVEN
16 – KILLERWHALE
17 – BLUEHORIZON

SLEEPWALKER
Type in **DINGADINGDANGMYDA NGALONGLINGO**, then in the main game press **[RETURN]** for a level skip and **[TAB]** to be given nine lives.

STARDUST
Level codes.
2 – CCSAQAAAALOO
3 – DD5AQAASANMN
4 – EDSAQAQTANKM

SUPERFROG
Level codes (even though everyone on the planet must already have them as they have sent them in already)
World One:
234644
447464
747822
World Two:
392822
446364
984448
477444
World Three:
343522
882311
992334
091332
World Four:
467464
818234
182394
298383
World Five:
452234
984841
383772
093152
World Six:
387211
981122
017632
398112
Alternatively, you can press **[F10]** whilst still playing for invincibilty, or type IN and you will be transported to the end of the particular level you are on.

TERMINATOR 2
To skip levels, pause the game, press **[F1]** to **[F10]**, press fire, and then press **[ESC]**.

TITUS THE FOX
Level codes.
2 – 2845
3 – 3559
4 – 1015
5 – 1933
6 – 0738
7 – 2665
8 – 5648
9 – 1331
10 – 1802
11 – 0791
12 – 1350
13 – 2290
14 – 5052
15 – 2045
16 – 2578

TRODDLERS
Selected level codes.
5 – CLEAROUT
10 – CROSSED
15 – FIVEROWS
20 – HELPMEOUT
25 – UPANDDOWN
30 – GOFORHEART
35 – SLIPNSLIDE
40 – FIRSTGUNS
45 – RUNAROUND
50 – HACKBACK
55 – CLOSEUP
60 – LOOSEM
65 – ROCKBLAST
70 – FIRSTFIRE
75 – MOREFUN
80 – RAINDROPS
85 – SOLOMAN
90 – NODELAY
95 – FALLOUT
96 – COLOURUN
97 – AUTOFIRE
98 – SWEATHEART
99 – HEAVYDUTY

WALKER
At the beginning of the secod level, type **EAT LEAD MUDDY FUNSTER** before moving.

WIZ 'N' LIZ
Mix the vegetables for the following spell combinations.
Cherry+cherry = Bonus room
Potato+cherry = Mine Land skipped
Mushroom+cabbage = Bonus room
Mango+lemon = 75 stars
Carrot+carrot = Bonus room
Lemon+strawberry = Bonus room
Avocado+orange = 10,000 points
Mushroom+onion = 50 seconds extra time

WONDERDOG
Passwords (codes?)
2 – LEMONADE
3 – PHARMACY
4 – ULTIMATE
5 – DANIELLE
6 – LUCOZADE

WOODY'S WORLD
Level codes.
Steam Castle – AHJBEAEA
Fishy Castle – MODNAAOG
Lava Castle – OKDNFAPK
Checker Castle – MPDMGAMF
Cog Castle – MKDNCAIK
Conveyor Belts – OIHMOACO

ZOOL
For a level skip, key in **GOLDFISH** on the title screen, then in the game press **F-keys 1-6**.

ZOOL 2
SESAME Start on level 1
RONSON Start on level 2
FUNKYTUT level 3
HISSTERIA level 4
VISION 20 lives
OLDENEMY Stops the clock
ALCENTO – Percentage boosted to 99

SON of Boggit

Here I go again, attempting to answer your adventuring queries and problems. With a smile and a cheery wave I will do my best to help if I possibly can

Hello again readers and welcome to the lovely, leafy treehouse that is my temporary home. As you may recall, last month I found myself in a little bit of financial bother so to speak. The ruthless Harold Stormdrain (the only link I have so far found with my long-lost father) was demanding financial reimbursement for the information he had regarding good old dad's whereabouts.

After several anxious days spent waiting, my monthly freelance pittance from Amiga Action arrived, and I was able to give the miserly Harold just what he wanted. In return for his 'pound of flesh', he told me that the Boggit was being held captive in an underground dungeon at Sir Cyrille Grimola's palatial farmstead, and that the only way his life could be saved would be for someone to return the precious Woonsocket diamonds to their rightful place (ie Sir Cyrille's private vaults).

Apparently, these expensive gems were stolen twenty years ago by Sir Cyrille's arch-enemy, Lord Albert Rankpants, and local law states that whoever returns the jewels to Woonsocket will be granted any favour they so desire by the current ruler of the land.

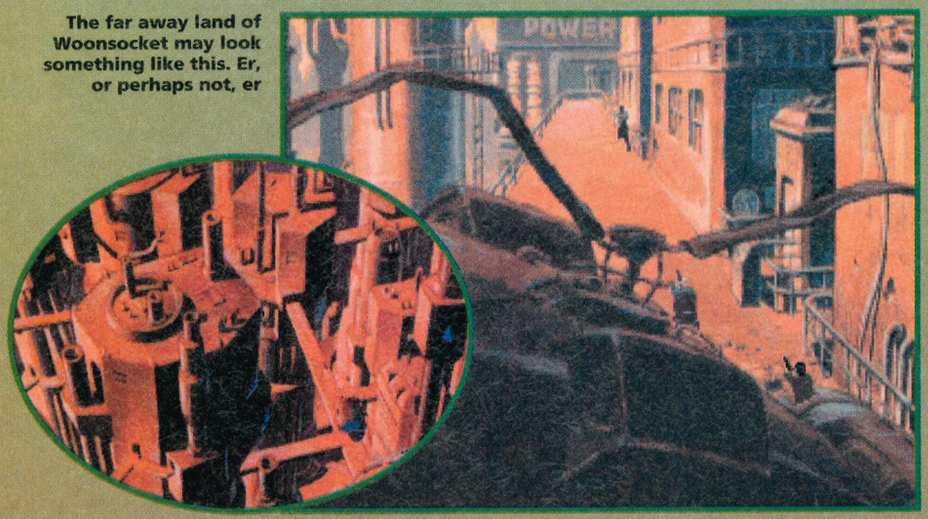
So, all I have to do to win my father's freedom is determine the location of the diamonds, steal them from under the nose of Lord Albert and his followers, and deliver them safely to Sir Cyrille. I will then be able to ask for the release of the Boggit from his current incarcerated state. Simple. Hmmmm.

Anyway, at least I have some idea of my destiny at last. I will spend the next couple of days preparing the treehouse for my imminent departure, then off I'll go into the wild blue yonder in search of Rankpants and the diamonds of Woonsocket.

As soon as the mercenary Stormdrain had delivered this information, he fell awkwardly as my hand slipped accidentally at a great rate of knots into the bridge of his nose. And the way he plummeted out of the treehouse screaming "Noooooooooo!!!" only served as a reminder for me to get those pesky stairs fixed. Tsk.

Now, as I sit here writing this, with a quill made from an eagle's feather, and black ink which was squeezed from some of the Pacific's finest squids, I think it is time to collect together my thoughts and begin answering some of your questions.

I am here to serve...



The far away land of Woonsocket may look something like this. Er, or perhaps not, er

Beneath a Steel Sky

Q Can you please help me with Beneath a Steel Sky? I have got to a subway through the air vent which is in the club, but a big spider keeps killing me. Can you tell me how to get around it?

Andrew Wood, Surrey

A Once you are through the air vent, Andrew, you must go to the right and then walk through the exit which is at the top-right. If you go right again you will come across a hole in the wall. Whatever you do, it is essential that you do not walk past this hole without first locating the light socket. This can be found on the hand rail to the left of the orifice, and you will need to use the light bulb with it to provide a source of illumination. Now go to the right twice, and then leave the passageway via the the lower right exit. You should now be free from the spidery problems which you are experiencing.

Monkey Island

Q Having completed Part One of The Secret of Monkey Island I have come to a grinding halt. I have thoroughly explored my newly bought ship; I've discovered how to fire the cannon and found out about the special soup which can transport me to the island(?). I have picked up and used almost every object in almost every combination. I still cannot open the rusty chests and trunks in the hold, or the locked cabinet in the Captain's cabin, and I cannot find the recipe for the soup. The crew aren't being much help either. Please tell me what pathetically obvious point I am missing.

Kerrin, Fife

A The pathetically obvious point that you are missing Kerrin, is the cereal in the cupboard in the galley. Open the cupboard, take the cereal and open that as well. You should find a key inside which can then be used to open the cabinet and the chest in the Captain's cabin. If I told you any more I'd be giving you far too much help, and I don't want to spoil the game for you, so see how you get on with this new information for the time being.

Curse of Enchantia

Q In Curse of Enchantia, in the graveyard near the end of the game, what do I do with the gravestone (if anything) as I've been stuck for ages? I do hope you can help me as I don't get stuck often and I would like to start Police Quest III. Thankyou.

Michael Sweeney, Coventry

A The gravestone is used to scare off the vampire which keeps appearing. Stand in front of the fanged horror which appears by the gravestone, and use the PUSH/PULL action on the gravestone. The vampire will then be scared away, leaving you free to explore the rest of the graveyard. I hope that has cleared things up for you a little Michael, and I wish you the best of luck with Police Quest III in the future.

Indy – Fate of Atlantis

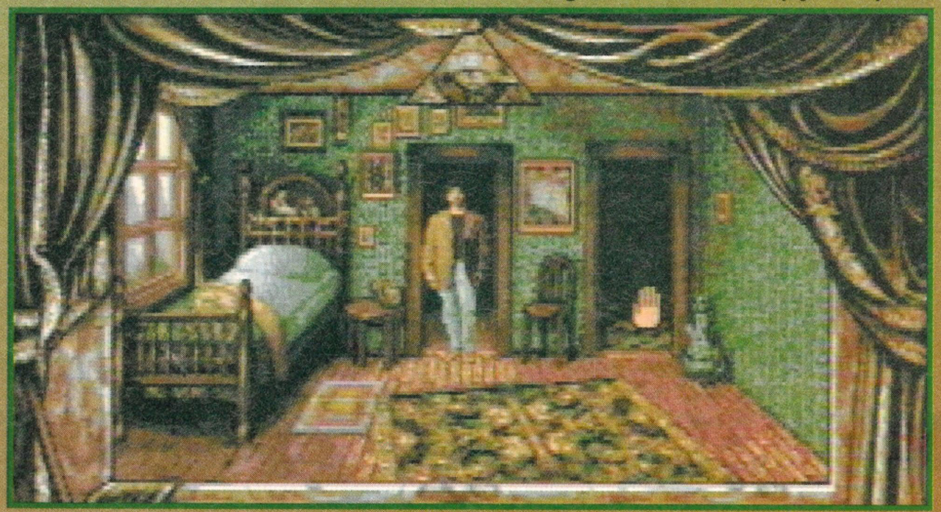
Q As you will, I am sure be aware, there are three paths to Indiana Jones Fate of Atlantis to complete. I managed to fully complete the "Team Path", but I am stuck at the penultimate scene of the "Fight Path", and am going mental with it! In the game, I'm stuck where you are trying to gain entrance to the last scene, when you meet the Germans and the professor for the showdown.

I cannot find the right combination of the three stones. I've tried all possible 64 "in line" combinations, and countless other mis-aligned combinations, still without success!! I've fed the statue until I've run out of orialchum, but as far as I can remember, that comes after you align the stones properly. The clue appears to be Indy saying, "I wonder what well aligned means?", but I've tried everything I know...

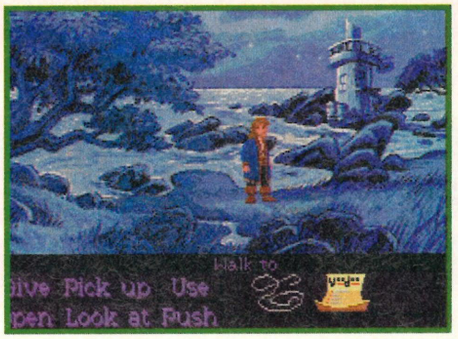
Ian Waterson, Surrey

The clue you are actually looking for is

A contained in the Lost Dialogue, "the final entrance yielded only to contrary minds". Loosely translated, this means that you must set the three stones to the standard combination before turning each one through 180 degrees and then clicking on the spindle. As you rightly suspected, it is then that you should feed the statue with orialchum.



Darkseed is a deeply atmospheric affair reminiscent of other things that are er, also deeply atmospheric



Monkey Island is a game that crops up more often that not in my Boggit mail bag, and I'm more than willing to help out

Darkseed

I am stuck on Darkseed at the bit where the big dog is guarding the bridge. I have tried everything I know, but I can't get past him to the other side of the abyss. Can you please help?

Paul Micallef, Malta

To get rid of the dog, all you have to do is throw the stick (that was left behind by Delbert's dog) over the side of the bridge. The exceedingly stupid guardian hound will then leap off the bridge after it, thus leaving you in the clear. Simple or what?

Railroad Tycoon

Q Son of Boggit, you are not very clever, you don't know what you are talking about, etc etc.

Lots of people, everywhere

A Ahem, a couple of months ago I informed a reader, Ian Jobson of Chester, that MicroProse's excellent Railroad Tycoon could not be played on an A600 because of that particular machine's lack of a numeric keypad. However, since that time, I have received a number of letters stating that this problem can be easily bypassed by use of a "numeric keypad emulator" which is available from most PD companies. So, thanks to Ben Theobald of London, Joanne Kirk of Worcestershire, Mark Bower of Worksop and David Golledge of Hertfordshire for kindly pointing this out to me. Well, I've been under a lot of pressure lately, and anyone can make a mistake, cough, splutter, er, even me. Ahem.

Quite an embarrassing note to end on, I must admit, but thanks for all your correspondence anyway. A special mention must go to Sarandis Vrettakos from Athens who wrote a particularly heartwarming letter, and I can only apologise for not being able to help you out on this particular occasion, Sarandis. Maybe next time. Anyway, it's almost time to set off on my quest, so I'd better start packing!
Until next time, farewell!

Send your queries (and tips if you like) to:
Son of Boggit,
The Tree House,
c/o Amiga Action,
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Adlington Park,
Macclesfield,
SK10 4NP

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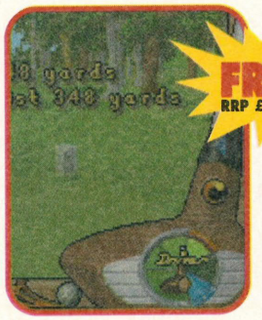


JURASSIC PARK



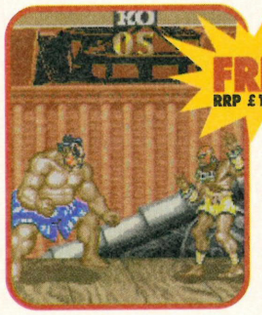
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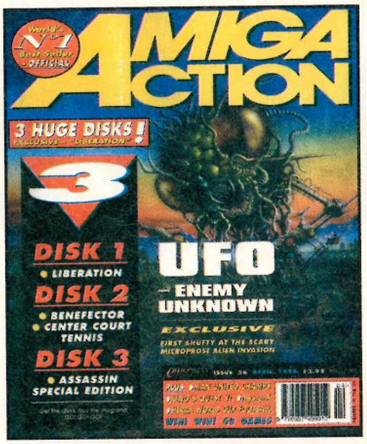
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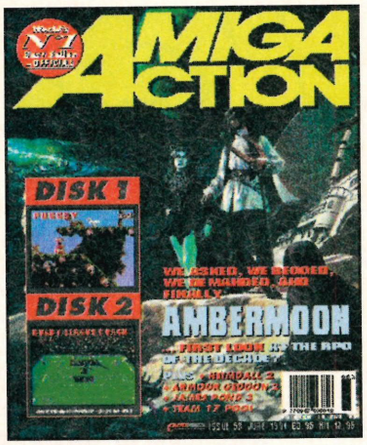
ISSUE 56 APRIL '94. CODE 8497.

Cover – *UFO: Enemy Unknown.*
Coverdisk – *Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.*
Features – *Soccer Kid animation, Psygnosis.*
Reviews – *Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.*
GTGAs – *Simon Sorc., Police Quest, Goblins 3 pt2.*



ISSUE 57 MAY '94 CODE 8498.

Cover – *James Pond 3*
Coverdisk – *Sierra Soccer World Challenge, Brian the Lion A1200*
Features – *James Pond 3, Audiogenic, Starlord Pt 2*
Reviews – *Darkmere, Bubba 'n' Stix CD32, Disposable Hero CD32, K240, Liberation A1200, Maelstrom, Mr. Nutz, Nick Faldo's Championship Golf CD32, Total Carnage, Trivial Pursuit CD32, Zool 2 A1200.*
GTGAs – *Liberation, Stardust, King's Quest V1, Police Quest Pt 2* + ***free Cannon Fodder tips book.***



ISSUE 58 JUNE '94 CODE 8499.

Cover – *Ambermoon*
Coverdisk – *Puggsy, Rugby League Coach*
Features – *Who's Danny Flynn (science-fiction artist), computer game piracy*
Reviews – *Ambermoon, Heimdall 2, Bart Vs the World, James Pond 3, Monopoly, Arcade Pool, Armour-Geddon 2, Naughty Ones, Hanna Barbera Animation Workshop, Ultimate Bodyblows CD32, Apocalypse, Gunship 2000 CD32, Brutal Football CD32, Chaos Engine CD32, Global Effect CD32*
GTGAs – *Labyrinth, Leisure Suit Larry 1, Small Tips*



ISSUE 59 JULY '94 CODE 8500.

Cover – *Valhalla*
Coverdisk – *Gulp, Naughty Ones*
Features – *MysterX, Sensi Cup '94, May I Help, Sir?*
Reviews – *Benefactor, Empire Soccer '94, Fire & Ice CD32, Fury of the Furries CD32, Impossible Mission 2025, Lemmings (again) CD32, Second Samurai CD32, Sierra Soccer, Striker CD32, Tornado A1200, Traps 'n' Treasures, Valhalla, Wembley Rugby League, Zool 2 CD32*
GTGAs – *Beneath A Steel Sky, Naughty Ones, Innocent Until Caught*



ISSUE 60 AUGUST '94 CODE 8501.

Cover – *World Cup Football Games.*
Coverdisk – *Wembley International Soccer, D-Day, Goochy Cricket, Tic Tac Toe, Sensible Massacre, Missile Command, Simon.*
Features – *MysterX Part 5, ATR*
Reviews – *Banshee, Bubble & Squeak, Bump 'n' Burn, Cliffhanger, D-Day, Dracula, Elfmania, Frontier CD32, Impossible Mission CD32, Heimdall 2 CD32, Crash Dummies, International Sensi, Kick Off 3, Last Action Hero, Naughty Ones CD32, Out to Lunch, Quik the Thunder Rabbit, U.F.O, Wembley Soccer.*
GTGAs – *Son Of Boggit returns. Vallhalla.*



ISSUE 61 SEPTEMBER '94 CODE 8502.

Cover – *Pinkie*
Coverdisk – *Impossible Mission 2025, Mine Runner, Drelbs, Cardz, Dynamite Warriors, Fleuch, Fatal Mission.*
Features – *Pinball Illusions, ATR, Vulcan Software, Senseless Things (but don't buy the mag on the strength of this).*
Reviews – *Battletoads, Beavers CD32, Chuck Rock II CD32, International Soccer, Soccer Star, Tactical Manager, Test Match Cricket, Theme Park, Total Carnage CD32, Ryder Cup CD32, Vital Light, Wild Cup Soccer.*
GTGAs – *U.F.O. pt1, Heimdall 2 p1, K240, Out To Lunch, Son of Boggit.*



ISSUE 62 OCTOBER '94 CODE8503.

Cover – *Bloody great disk-fest.*
Coverdisk – *Putty Squad, Vital light, World Tour & 21 full PD games.*
Features – *Pinball Illusions pt2, Public Domain, Diary of a Work Experience Kid.*
Reviews – *Banshee CD32, Ishar 3, Kid Chaos, On The Ball: World Cup Edition, Out to Lunch CD32, Putty Squad, Quik CD32, Ruff 'n' Tumble, Starlord, Superfrog CD32, Universe, World Cup USA '94.*
GTGAs – *U.F.O. pt2, Heimdall 2 pt2, Valhalla pt2, Theme Park, hello mum*



ISSUE 63 NOVEMBER '94 CODE8504.

Cover – *Dreamweb.*
Coverdisk – *Valhalla & the Lord of Action, Kid Chaos, Exclusive Assassins disk.*
Features – *ECTS Report (with a picture of Paul's bum), Ryan's Diary Pt 1 (with a bob intro).*
Reviews – *Detroit, Dreamweb, Jetstrike CD32, Litil Divil CD32, Simon the Sorcerer CD32, Soccer Kid CD32, Tactical Manager Italia, The Clue, Top Gear 2, Clockwiser, Their Finest Hour, Winter Gold*
GTGAs – *Monkey Island 2, Valhalla Pt3, Son of Boggit*

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Talkback

Wit, humour, puns and gags – that's what makes a really good letters page. And then there's Talkback

Dubious taste

OK, there's some good news and some bad news. The good news is that AA is constantly getting better. The last few issues have been the best for ages and I have been well impressed with the disks (three disks for two months – wow!) and the reviews. But I do have one small point to make, although I'm not sure who to blame.

You seem to be developing a bit of a sick sense of humour. A few months back you had a small jibe at the Argentinian player [Columbian – Paul] who was killed during the World Cup, and then in Chicken's review of Dreamweb in the latest issue he had a second opinion by Jeffrey Dahmer. In case anyone doesn't know, Jeffrey Dahmer is the American guy who was imprisoned for mass murdering and eating various parts of his victims. It doesn't bother me in particular, but I'm sure you'll agree it isn't in the best of taste.

Adam Morning, St. John, Jersey

You're absolutely correct Adam. It is in very poor taste indeed, and it's precisely that which makes us chuckle in a most self indulgent fashion. Look out for more gags about your favourite dead celebrities soon.

Star Letter

BUM

I feel I must complain. For over three years I have been happily subscribing to Amiga Action. Every month the mag plops on to my doorstep and I hurriedly swipe it from the mat before poring over the pages that I live for. Never once have I been offended, never once have I been aggrieved and certainly never once have I been physically repulsed by the contents in any way.

Until now. What I was forced to witness this month was so lurid, so low and so unexpected, that I have spent the majority of the last two or three weeks in the bathroom, scrubbing vigorously [? – Paul] in an attempt to rid myself of the filth that overcame me.

I saw your bum Paul! Your rear quarters were on display for all to see, and never mind that they were clad in some form of undergarment. It was a very untidy arrangement indeed and I suspect that, by their looks, those "pants" weren't strictly fresh. I was appalled, and suspect that my recovery from this trauma will never be fully complete.

My solicitor has advised me that a sizeable cash sum often soothes the nerves of the affected in a situation such as this, and that courts take a dim view of such occurrences. But, I'm a wealthy woman already and have no use for such a thing. However, as I am housebound through my traumatisation, I suggest that an A1200 version of a "very good game" would suffice. Perhaps UFO, or Theme Park. I very much hope that you can find it in your heart to help restore some dignity to a person whose life you have pretty much destroyed.

Yours, lying in bed, shuddering at the thought of what I might stumble across in next month's issue.

Carolyn Mayhew, St. Neots, Cambs

I've never much cared for dignity Carolyn, especially not my own, and unfortunately we don't have the boxed copies of either of these games in the office yet. Never mind – I wouldn't like to think of you lying housebound empty handed, so I'll be despatching my "pants" just as soon as I've managed to scrape them off the inside of the industrial washing machine.

Big words

I am well aware that in these days of the proliferation of computer magazines, something special is needed to attract potential buyers' attention.

Your three cover disks (Amiga Action October) fitted the bill and I splashed out. It was not until I tried the Putty Squad disk however, and it didn't work, that I noticed the infinitesimally small 'A1200 only' mark.

I find this almost tantamount to cheating and would like your comments before taking the matter further.

J. Slater, Aberdere, Mid Glamorgan

I could say that you should have looked more carefully before buying the mag. I might even suggest that you consider upgrading to a higher Amiga. But, in the end, no amount of flippancy can mask the fact that you're right. Sorry about that – future A1200 demos will be more clearly marked.

Doom monger

I have some rather cool news about a CD Rom for the A1200 and Doom could be coming out for it! In case you're wondering, I'm not new to Amigas. My friend owns a PC486 and he invited me to a competition to see which computer is best. I said, "You won't stand a chance." The thing is, I can't get an Amiga over here.

I've looked everywhere including Myer (a computer shopping centre), but they said, "No we don't have any." I was disgusted. No Amigas! My uncle used to own a 500 and then up– erm, downgraded to a 486. Now I can't get good entertainment.

Could you please help Paul? If you could pass along an A1200 or A600 I'd be very grateful and would do something very nice in return!

Josh "Raiden" Waddel, Queensland, Australia

PS Just to show how generous I am I've enclosed a gift!

You'll pardon my apprehension at receiving a letter from a bloke who promises to do something very nice for me and emphasises the fact with an exclamation mark. Please don't write to me again, I feel all funny now.

By the way, if anyone else fancies sending me a free gift with little or no chance of something in return, then please feel free. Only steer clear of the poxy leather necklaces like Josh's.

Tasmaniac

DROOL, DROOL, SLOBBER, SLOBBER...

Being a new devotee of your magazine, my heart goes all a-flutter when I read all your terrific game reviews. Please take pity on us poor readers in Tasmania who sob every time a new issue comes out. We are lucky just to find anyone who sells Amiga games let alone anything as fabulous as those you review.

My son has just about promised to wash up after dinner for the rest of his life if I buy him Zool 2 for his birthday. Unfortunately, at 30 pounds, I told him not to rush out and buy a lifetime's supply of rubber gloves.

How come we pay so much for our games when you pay such a pittance for yours? It's not fair, sob, sob.

Our despair at being deprived of all these fabulous temptations at so little cost is totally indescribable – your magazine is the umbilical cord that drags us out of despair and back to sanity. Keep up the good work.

The Tassie Tart, Sonia Ashton, Penna, Tasmania

Your son? Ooh, if my mum wrote into a magazine I'd certainly want her to call herself a tart. It would make me so proud.

Anyway, we pay 30 quid for games over here too. Well I don't obviously, but the normal everyday folk do.

And stop living on Shark Point Road – it sounds far too idyllic for someone who wakes up to the factory hooter and the sound of clogs and cobbles.

Talkback

Thang thang

How are you? Not so good I imagine if the slagging off in issue 62 is anything to go by. Why put up with it mate? Get out and get a job where your talents are fully appreciated [Like, I haven't tried? – Paul]. I know I would.

Great to see AA getting back to the way things were. Issue 62 was the best I'd read in almost a year. But now come the downers. Can you tell me why Heimdall 1 and Heimdall 2 are in different Superleagues when the second version is just the first version with better graphics and different puzzles? Elite 1 and 2 are in the same league – seems strange don't you think?

Also, competition results! Please try to keep us up-to-date with winners and runners up as I thought I was in with a chance of winning the Team 17 limerick comp. But who knows – I haven't seen the results. Anyway, keep AA a quality mag so I have something to read at work.

Leighton Armstrong, Brighouse, West Yorks

The Superleagues mistake could be something to do with all of us here hating the things. And it's not just normal hate – we really loathe them with a vengeance. But more effort will be made in the future, I promise. Albeit through gritted teeth.

What else? Oh, competitions. Well, it's kind of a rule here that we never sort those out until we get a letter such as this asking about them. Consider them mid-sort, and look out for the winners from the last, what – eight months? – next issue. Or possibly the one after that.

Uh?...

How come Kick Off 2 is back up to 30 in the Superlea–

Matthew Breckenridge, Muttenz, Switzerland

Thank you... goodbye.

Funny, but...

I think Amiga Action is the best magazine going but– STOP! I've had enough of this. I'm gonna be frank and you probably won't like it but please hear me out.

I used to buy your magazine every month because it was entertaining, made me laugh, had good coverdisks, great reviews and tips and was 20p cheaper. But, quite honestly, the only great thing about the magazine nowadays is that it still makes me laugh.

After the reading's done and I've got my breath back and rid myself of the stitch, that feeling of anger, of being ripped off and being very disappointed sets in. Don't you people care about what us readers want?

It's easy to tell me not to buy it but that isn't why I'm writing. I want a good magazine to read that gives me and everyone what we want, and the satisfaction that our money's been well spent in buying the magazine for four quid. We all know that graphics don't make a game and I know that humour doesn't make a games magazine – I'd hate to turn elsewhere and feel as let down again. And anyway, you don't seriously expect me to buy **** **** do you?

Katherine Gillespie, Newcastle-upon-Tyne

O-kaaaay... but you don't exactly say what it is we're not doing right, do you? Perhaps it would take too long to list, eh?

Go away

If you are still looking for stories with links to famous people then–

Joe Duyer, West Bridgford, Nottingham

We're not! No-one sent in any decent ones and we got fed up so we're scrapping the whole bloody thing.

How do I?...

Firstly, I want to congratulate you on your brilliant mag. Ever since I got my Amiga a couple of years ago I have tried to buy every issue of Amiga Action. It's got a more lively attitude towards the Amiga than the other mags, which tend to bore me. Could you answer a few questions for me? Please... with a bit of sugar on top.

1. Do you need special software to use a modem or does it have its own program?
2. Do you think we should gather up all the software pirates and shoot them?
3. If I purchased an emulator such as PC Task v2.0 to use on my fab A600 would it run many good games?

I think if software pirates, who really get on my tits, got their act together and became a little more loyal to the Amiga, prices would drop due to people buying more originals and not copies. Then maybe companies could make more games. If this happened I might have more than the six full priced games I have.

Gurjinder Bhella, Penn, Wolverhampton

PS I loved your monster PD coverdisk – it kept me busy for days. Keep up the good work!

Oh good, questions.

1. Our resident blandster Chicken informs me that you need a communications program of sorts, one of which is generally bundled in with the better modems. There are, however, several decent PD ones available.

2. I think perhaps we should sort out the rapists and murderers first.

3. Our resident blandster Chicken informs me that you should scotch all such ideas from your mind. Immediately.

And you'd have more than six full priced games if you dipped your hand in your pocket more often.

Chris Davies

Chris Davies from Wrexham. Thanks for the letter Chris, it made us laugh. Unfortunately we can't print it for fear of reprisals from the company concerned, although we do share your sentiments. No, you probably wouldn't win a lawsuit, but you win a game from us for being a bit of a lad.



If you fancy writing to Paul, put pen to paper. However, you may be put off by this disturbing picture of him

Fat & pink

Blobby, blobby, blobby, blobby, blobby, blobby, blobby, blobby.

Mr. Blobby, Blobbyville

That's the funniest thing you've ever said mate, and by the left, you've come out with a few gems in your time. I look forward to the re-emergence of the Late Late Breakfast Show and pray that you'll be persuaded to indulge in a spot of bungee jumping. You fat unfunny get.

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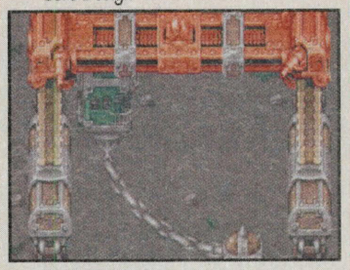


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Rainbird
77 **INFIDEL**
Infocom
78 **CORRUPTION**
Rainbird
79 **FISH**
Rainbird
80 **JINXTER**
Rainbird
81 **THE PAWN**
Rainbird
82 **SUSPENDED**
Infocom
83 **TIMES OF LORE**
Origin
84 **COLONEL'S BEQUEST**
Sierra
85 **WEEN**
Loriciel
86 **GOLDRUSH!**
Sierra
87 **FASCINATION**
Digital Integration
88 **STARCROSS**
Ubisoft
89 **HOLLYWOOD HI-JINX**
Infocom
90 **TRINITY**
Ubisoft

Shoot 'em-up

1 **CHAOS ENGINE**
Renegade
2 **DESERT STRIKE**
Electronic Arts
3 **ALIEN BREED 2**
Team 17
4 **BANSHEE**
Core Design



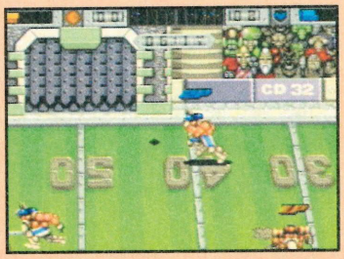
5 **PROJECT-X**
Team 17
6 **ALIEN BREED '92**
Team 17
7 **BLOOD MONEY**
Psygnosis
8 **ALIEN BREED**
Team 17
9 **TURRICAN 3**
Renegade
10 **SEEK AND DESTROY**
Mindscape
11 **WALKER**
Psygnosis
12 **SILKWORM**
Virgin
13 **SWIV**
The Sales Curve
14 **TURRICAN 2**
Rainbow Arts
15 **OVERKILL**
Mindscape
16 **URIDIUM 2**
Renegade
17 **BLASTAR**
Core
18 **JET STRIKE**
Alternative
19 **CYBERPUNKS**
Core Design
20 **SIMULCRA**
MicroStyle
21 **XENON II - MEGABLAST**
Renegade
22 **THE KILLING GAME SHOW**
Psygnosis
23 **X-OUT**
Rainbow Arts
24 **DISPOSABLE HERO**
Gremlin
25 **T2 ARCADE**
Virgin
26 **Z-OUT**
Rainbow Arts
27 **APIDYA**
Blue Byte
28 **R-TYPE II**
Activision
29 **MIDNIGHT RESISTANCE**
Ocean
30 **FIREFORCE**
ICE
31 **MICROCOSM**
Psygnosis
32 **ALCATRAZ**
Infogrames
33 **PANG**
Ocean
34 **VENUS**
Gremlin
35 **EPIC**
Ocean
36 **APOCALYPSE**
Virgin
37 **R-TYPE**
Activision
38 **BATTLE SQUADRON**
Ubisoft
39 **AMNIOS**
Psygnosis
40 **WOLFCHILD**
Core Design
41 **SPACE GUN**
Ocean
42 **LETHAL XCESS**
Grandslam
43 **VITAL LIGHT**
Millennium
44 **RUBICON**
21st Century
45 **WING COMMANDER**
Mindscape
46 **ANARCHY**
Unknown
47 **OPERATION THUNDERBOLT**
Ocean
48 **MEAN ARENAS**
Ice
49 **WINGS OF DEATH**
Thalion
50 **WARZONE**
Core Design
51 **ESCAPE FROM THE ROBOT**
Unknown
52 **MONSTERS**
Ubisoft
53 **STELLAR 7**
Sierra
54 **ORK**
Psygnosis
55 **STARDUST**
Daze
56 **VIDEO KID**
Gremlin
57 **FLY HARDER**
Krysalis
58 **PEGASUS**
Gremlin
59 **HOSTILE BREED**
Palace
60 **BONANZA BROS**
US Gold
61 **FIREHAWK**
Codemasters
62 **FANTASTIC VOYAGE**
Ubisoft
63 **STRIDER II**
US Gold
64 **ATOMIC ROBO-KID**
Activision
65 **THE EXECUTIONER**
Audiogenic
66 **ARMALYTE**
Thalamus
67 **OPERATION WOLF**
Ocean
68 **SHADOW DANCER**
US Gold
69 **SUPER SPACE INVADERS**
Domark
70 **LINE OF FIRE**
US Gold
71 **XENON**
Renegade
72 **MONTY PYTHON**
Virgin
73 **TERMINATOR 2**
Ocean
74 **SUPER SKWEEK**
Loriciel
75 **BATTLESTORM**
Ubisoft
76 **ROBOCOP 2**
Ocean
77 **AGONY**
Psygnosis
78 **STARUSH**
Ubisoft
79 **MERCS**
US Gold
80 **BAAL**
Unknown
81 **CAVITAS**
Unknown
82 **ALIEN STORM**
US Gold
83 **WARLOCK THE AVENGER**
Millennium
84 **CARDIAXX**
Electronic Zoo/Team 17
85 **TOTAL CARNAGE**
ICE
86 **WESTPHASER**
Loriciel
87 **FIRE AND FORGET**
Titus
88 **STARRAY**
Logotron
89 **PREDATOR II**
Mirrorsoft
90 **GHOST BATTLE**
Thalion
91 **FRENETIC**
Audiogenic
92 **THE SPY WHO LOVED ME**
Domark
93 **TOTAL RECALL**
Ocean
94 **UNDER PRESSURE**
Electronic Zoo
95 **BACK TO THE FUTURE 3**
Mirrorsoft
96 **MENACE**
Psygnosis
97 **SAINT DRAGON**
Domark
98 **DALEK ATTACK**
Alternative
99 **THUNDERJAWS**
Domark
100 **ZONE WARRIOR**
Electronic Arts

Sports Simulation

1 **SENSIBLE SOCCER V1.1**
Renegade
2 **GOAL**
Virgin
3 **SPEEDBALL 2**
Renegade
4 **PRO TENNIS TOUR 2**
Ubi Soft
5 **MAN UTD LEAGUE CHAMPS**
Krysalis
6 **JOHN MADDEN**
Electronic Arts
7 **PGA TOUR GOLF** + Data Disk
Electronic Arts

Super Leagues

8 **PREMIER MANAGER 2**
Gremlin
9 **GRAHAM GOOCH CRICKET**
Audiogenic
10 **PREMIER MANAGER**
Gremlin
11 **MICROPROSE GOLF**
MicroProse
12 **ON THE BALL**
Daze
13 **WORLD CLASS RUGBY**
Audiogenic
14 **BRUTAL SPORTS FOOTBALL**
Millennium



15 **WINTER OLYMPICS**
U.S. Gold
16 **EUROPEAN CHAMPIONS**
Ocean
17 **PLAYER MANAGER**
Anco
18 **WILD CUP SOCCER**
Millennium
19 **SPEEDBALL**
Renegade
20 **JIMMY WHITE'S SNOOKER**
Virgin
21 **ARCHER MACLEAN'S POOL**
Virgin
22 **WORLD CLASS LEADERBOARD**
US Gold
23 **SIERRA SOCCER**
Sierra (obviously)
24 **ARCADE POOL**
Team 17
25 **LINKS**
US Gold
26 **TEST MATCH CRICKET**
Challenge
27 **THE MANAGER**
US Gold
28 **GAMES: SUMMER EDITION**
US Gold
29 **CHAMP MANAGER '93**
Domark
30 **AMERICAN GLADIATORS**
Gametek
31 **NICK FALDO'S CHAMP GOLF**
Grandslam
32 **CHAMPIONSHIP MANAGER**
Domark
33 **KICK OFF 2**
Anco
34 **TENNIS CUP**
Loriciel
35 **TV SPORTS FOOTBALL**
Mindscape
36 **CALIFORNIA GAMES**
US Gold
37 **WEMBLEY RUGBY LEAGUE**
Audiogenic
38 **STRIKER**
Rage
39 **PRO TENNIS TOUR**
Ubi Soft
40 **JAHANGIR KHAN SQUASH**
Krisalis
41 **GRAHAM TAYLOR'S**
Krisalis
42 **RBI 2 BASEBALL**
Mindscape
43 **DISC**
Loriciel
44 **THE AQUATIC GAMES**
Millennium

45 **TV SPORTS BASKETBALL**
Mindscape
46 **SUPER SPORT CHALLENGE**
Daze
47 **RYDER CUP**
Ocean
48 **TENNIS CUP 2**
Loriciel
49 **SOCCER STAR**
B.U.B.
50 **LIVERPOOL**
Grandslam
51 **WINTER SUPERSPORTS '92**
Flair
52 **J BARNES EURO FOOTBALL**
Krisalis
53 **ZANY GOLF**
Ubisoft
54 **EURO SOCCER**
Flair
55 **MAN UNITED - EUROPE**
Krislais
56 **TV SPORTS BASEBALL**
Mindscape
57 **FIENDISH FREDDY**
Tynesoft
58 **INTERNATIONAL SPORTS**
Empire
59 **MASTER BLAZER**
Rainbow Arts
60 **TIP OFF**
Anco
61 **EUROPEAN FOOTBALL CHAMP**
Krysalis
62 **WAYNE GRETZKY HOCKEY 2**
Bethesda
63 **TACTICAL MANAGER**
Kompart
64 **MICROPROSE SOCCER**
MicroProse
65 **INTERNATIONAL SOCCER**
MicroProse
66 **SUPERSKI 2**
Microids
67 **WORLD CUP USA '94**
US Gold
68 **THE CARL LEWIS CHALLENGE**
Psygnosis
69 **CALIFORNIA GAMES II**
US Gold
70 **MEGA SPORTS**
Ubisoft
71 **GRAND MONSTER SLAM**
Rainbow Arts
72 **WORLD GAMES**
US Gold
73 **PROJECTYLE**
Electronic Arts
74 **PURPLE SATURN DAY**
Infograms
75 **ADVANTAGE TENNIS**
Ubisoft
76 **EMPIRE SOCCER**
Empire
77 **WWF WRESTLEMANIA**
Ocean
78 **STORMBALL**
Millennium
79 **ITALY 1990**
US Gold
80 **FACE OFF ICE HOCKEY**
Krisalis
81 **BILLIARDS II**
Infograms
82 **REBEL RACER**
Unknown
83 **I PLAY 3D SOCCER**
I-Play
84 **WORLD CHAMP SOCCER**
Unknown
85 **STEVE DAVIS SNOOKER**
CDS
86 **FOOTBALL MANAGER 2**
Addictive
87 **JACK NICKLAUS GOLF**
Gremlin

88 **FOOTBALLER OF THE YEAR 2**
Gremlin
89 **3D TENNIS**
Unknown
90 **WILD WHEELS**
Ocean
91 **RUGBY/THE WORLD CUP**
Infogrames
92 **SUPER LEAGUE MANAGER**
Unknown
93 **EUROPEAN SUPERLEAGUE**
Unknown
94 **TOURNAMENT GOLF**
Unknown
95 **MANCHESTER UNITED**
Krisalis
96 **CIRCUS GAMES**
Unknown
97 **ADIDAS SOCCER**
Ocean
98 **SLIDERS**
Palace
99 **INTER. RUGBY CHALLENGE**
Domark
100 **SUPERSOCCER**
Ubisoft

Flight Simulation

1 **REACH FOR THE SKIES**
Virgin
2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
3 **GUNSHIP 2000**
MicroProse



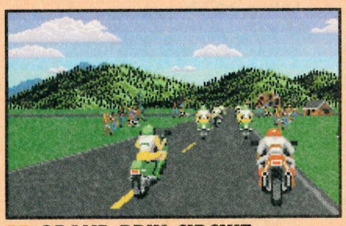
4 **FALCON & MISSION** *Disks 1 & 2*
Mirrorsoft
5 **TORNADO**
Digital Integration
6 **F117A**
Microprose
7 **COMBAT AIR PATROL**
Psygnosis
8 **B17 FLYING FORTRESS**
MicroProse
9 **DOGFIGHT**
MicroProse
10 **THUNDERHAWK**
Core Design
11 **F-19 STEALTH FIGHTER**
MicroProse
12 **THEIR FINEST HOUR** *+ Data Disk*
Lucasfilm
13 **F-16 COMBAT PILOT**
Digital Integration
14 **A320 AIRBUS USA**
Thalion
15 **BATTLEHAWKS 1942**
Lucasfilm
16 **FIGHTER BOMBER**
Activision
17 **A320 AIRBUS**
Thalion
18 **A-10 TANK KILLER V1.5**
Sierra
19 **GUNSHIP**
MicroProse
20 **BIRDS OF PREY**
Electronic Arts
21 **SHUTTLE**
Virgin
22 **PROFLIGHT**
Hi Soft

23 **INTERCEPTOR**
Unknown
24 **FLIGHT SIMULATOR 2**
Sublogic
25 **KNIGHTS OF THE SKY**
MicroProse
26 **MIG-29M SUPER FULCRUM**
Domark
27 **F-29 RETALIATOR**
Ocean
28 **F-15 STRIKE EAGLE II**
MicroProse
29 **A-10 TANK KILLER**
Sierra
30 **MIG-29 FULCRUM**
Domark
31 **TOWER FRA**
Unknown
32 **WINGS**
Cinemaware
33 **SKYCHASE**
Microprose
34 **F-15 STRIKE EAGLE**
MicroProse
35 **ATF II**
Digital Integration
36 **FIGHTER DUEL PRO**
Jaeger Software
37 **CHUCK YEAGER**
Electronic Arts
38 **RED BARON**
Dynamix
39 **STRIKE FORCE HARRIER**
Digital Integration
40 **BLUE MAX**
Unknown

Racing

1 **SKIDMARKS**
Acid Software
2 **LOTUS ESPRIT TURBO CHALL**
Gremlin
3 **BUMP N BURN**
Grandslam
4 **FORMULA ONE GRAND PRIX**
MicroProse
5 **SUPERCARS 2**
Gremlin
6 **LOTUS TURBO CHALLENGE II**
Gremlin
7 **OVERDRIVE**
Team 17
8 **STUNT CAR RACER**
MicroStyle
9 **NO SECOND PRIZE**
Thalion
10 **NITRO**
Psygnosis
11 **LOTUS III**
Gremlin
12 **LAMBORGHINI**
Titus
13 **F17 CHALLENGE**
Team 17
14 **MICRO MACHINES**
CodeMasters
15 **JAGUAR XJ220**
Core Design
16 **TOP GEAR 2**
Gremlin
17 **HARLEY DAVIDSON**
Mindscape
18 **F1**
Domark
19 **VROOM**
Unknown
20 **BILL ELLIOT'S NASCAR**
Gametek
21 **CRAZY CARS 3**
Titus
22 **INDIANAPOLIS 500**
Electronic Arts

23 **NIGEL MANSELL**
Gremlin
24 **SUPER MONACO GP**
US Gold
25 **TEST DRIVE 2**
Accolade
26 **TOYOTA RALLY**
Gremlin
27 **COMBO RACER**
Gremlin
28 **SUPER OFF ROAD RACER**
Virgin
29 **SUPER CARS**
Gremlin
30 **TEAM SUZUKI**
Gremlin
31 **LOMBARD RAC RALLY**
Mandarin
32 **SUPER HANG-ON**
Activision
33 **JUPITER'S MASTERDRIVE**
Ubi Soft
34 **RVF HONDA**
MicroStyle
35 **INDY HEAT**
The Sales Curve
36 **PSYBORG**
Loriciel
37 **4D SPORTS DRIVING**
Mindscape
38 **OUTRUN EUROPA**
US Gold
39 **HARD DRIVIN' II**
Domark
40 **ROAD RASH**
Electronic Arts



41 **GRAND PRIX CIRCUIT**
Unknown
42 **TURBO OUTRUN**
US Gold
43 **HARD DRIVIN'**
Domark
44 **BADLANDS**
Domark
45 **PRIME MOVER**
Psygnosis
46 **THE CYCLES**
Ubisoft
47 **CHASE HQ II**
Ocean
48 **POWERDROME**
Ubisoft
49 **OVERLANDER**
Elite
50 **TEST DRIVE**
Accolade
51 **BURNING RUBBER**
Ocean
52 **RED ZONE**
Psygnosis
53 **CISCO HEAT**
Mirrorsoft
54 **RACE DRIVIN'**
Domark
55 **MOONSHINE RACERS**
Millennium
56 **FERRARI FORMULA 1**
Virgin
57 **THE ULTIMATE RIDE**
Mindscape
58 **HOTROD**
Activision
59 **GRAND PRIX MASTER**
Codemasters
60 **CHASE HQ**
Ocean

Beat 'em-up

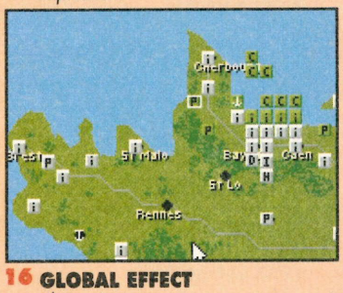
1 **MORTAL KOMBAT**
Virgin
2 **ELFMANIA**
Renegade



3 **IK+**
System 3
4 **BODY BLOWS**
Team 17
5 **PANZA KICK BOXING**
Futura
6 **TORVAK THE WARRIOR**
Core Design
7 **BODY BLOWS GALACTIC**
Team 17
8 **BUDOKAN**
Electronic Arts
9 **STREETFIGHTER II**
US Gold
10 **ORIENTAL GAMES**
Unknown
11 **AFTER THE WAR**
Dynamic
12 **VIGILANTE**
US Gold
13 **WRATH OF THE DEMON**
Readysoft
14 **SHADOW WARRIORS**
Ocean
15 **FINAL FIGHT**
US Gold
16 **NINJA WARRIORS**
Virgin
17 **GOLDEN AXE**
Virgin
18 **SWORD OF THE SODAN**
Activision
19 **CHAMBERS OF SHAOLIN**
Grandslam
20 **METAL MASTERS**
Infogrames
21 **BLACK TIGER**
US Gold
22 **DARKMAN**
Ocean
23 **SKULL AND CROSSBONES**
Domark
24 **DOUBLE DRAGON III**
Virgin
25 **DYNASTY WARS**
US Gold
26 **PITFIGHTER**
Domark
27 **FULL CONTACT**
Team 17
28 **TMHT**
Mirrorsoft
29 **DINOWARS**
Unknown
30 **NIGHTBREED (ARCADE)**
Ocean
31 **ROGUE TROOPER**
Krysalis
32 **DOUBLE DRAGON II**
Virgin
33 **LAST NINJA 2**
System 3
34 **IVANHOE**
Ocean
35 **WILD STREETS**
Titus
36 **DR DOOMS REVENGE**
Entertainment International
37 **COUGAR FORCE**
Tomahawk
38 **BATTLETOADS**
Mindscape
39 **TURTLES 2/ARCADE GAME**
Mirrorsoft
40 **DANGEROUS STREETS**
Flair

Strategy

1 **SETTLERS**
Kompart
2 **THEME PARK**
Electronic Arts
3 **UFO**
Microprose
4 **DETROIT**
Impressions
5 **POWERMONGER** + *Data Disk*
Electronic Arts
6 **UTOPIA** + *Data Disk*
Gremlin
7 **MEGA LO MANIA**
Mirrorsoft
8 **POPULOUS II**
Electronic Arts
9 **CIVILISATION**
MicroProse
10 **DUNE II**
Virgin
11 **K240**
Gremlin
12 **PIRATES! GOLD**
MicroProse
13 **CAESAR**
Impressions
14 **SABRE TEAM**
Krisalis
15 **D-DAY**
Impressions



16 **GLOBAL EFFECT**
Electronic Arts
17 **DREADNOUGHTS**
Turcan Research
18 **CAMPAIGN 2**
Empire
19 **GENGHIS KHAN**
Infogrames
20 **GENESIA**
Mindscape
21 **SIM CITY DELUXE**
Infogrames
22 **SIMCITY** +*Terrain Editor*
Infogrames
23 **A-TRAIN**
Maxis
24 **CAESAR DELUXE**
Impressions
25 **PERFECT GENERAL**
Impressions
26 **SUPREMACY**
Unknown
27 **CELTIC LEGENDS**
Ubi Soft
28 **GLOBAL DOMINATION**
Impressions
29 **BANDIT KINGS**
Unknown
30 **BATTLE ISLE** + *Data Disk*
Blue Byte
31 **POPULOUS** +*Promised Lands*
Electronic Arts
32 **RAILROAD TYCOON**
MicroProse
33 **RAGNAROK**
Mirage
34 **AIRFORCE COMMANDER**
Impressions
35 **CAMPAIGN** + *Data Disk*
Empire
36 **REALMS**
Virgin
37 **THE PATRICIAN**
Daze
38 **CENTURION**
CCS
39 **BREACH 2**
Impressions
40 **HARPOON** + *Data Disk*
Mirrorsoft
41 **MURDER**
US Gold
42 **LASER SQUAD**
Krisalis
43 **ROME AD92**
Millennium
44 **VIKINGS**
Thalamus
45 **BREACH**
Impressions
46 **PALADIN**
Impressions
47 **SIM EARTH**
Ocean
48 **DEUTEROS**
Activision
49 **HISTORYLINE 1914-1918**
Blue Byte
50 **BLUE AND THE GRAY**
Impressions
51 **SIMANT**
Ocean
52 **WARLORDS**
Unknown
53 **1869**
Flair
54 **GETTYSBURG**
Mirrorsoft
55 **ARMADA**
Mirrorsoft
56 **BORODINO**
Mirrorsoft
57 **MONOPOLY**
Unknown
58 **WHEN TWO WORLDS WAR**
Impressions
59 **RISK**
Unknown
60 **BATTLE CHESS II**
Intercom
61 **BATTLEMASTER**
Unknown
62 **MOONBASE**
CRL
63 **BATTLE CHESS**
Electronic Arts
64 **LORDS OF CHAOS**
DMI
65 **BRIGADE COMMANDER**
Unknown
66 **HILL STREET BLUES**
Krisalis
67 **AIRFORCE COMMANDER**
Impressions
68 **STARLORD**
MicroProse
69 **KINGMAKER**
US Gold
70 **AIR BUCKS**
Impressions
71 **GOLD OF THE AMERICAS**
Starbyte
72 **HALLS OF MONTEZUMA**
US Gold
73 **ARNHEM**
CCS

74 GERM CRAZY
Electronic Zoo
75 TOWER OF BABEL
Microprose
76 CHESS CHAMPION 2175
CDS
77 FLOOR 13
Virgin
78 FIGHTER COMMAND
Impressions
79 FORT APACHE
Impressions
80 LIFE AND DEATH
Mindscape
81 INTERCEPTOR
Electronic Arts
82 RED LIGHTNING
SSI
83 CONFLICT EUROPE
Mirrorsoft
84 COHORT
Impressions
85 SEIGEMASTER
CCS
86 STORM ACROSS EUROPE
SSI
87 CONFLICT: MIDDLE EAST
US Gold
88 NAPOLEON I
Impressions
89 AFRIKA KORPS
Impressions
90 BIG BUSINESS
Rainbow Arts
91 RAMPART
Domark
92 MAELSTROM
Empire
93 CASTLES
Electronic Arts
94 CRIME CITY
Impressions
95 'NAM
Domark
96 TRADERS
Unknown
97 NUCLEAR WAR
US Gold
98 CHARGE OF LIGHT BRIGADE
Impressions
99 CASTLES 2
Interplay
100 CHAMPION OF THE RAJ
Mirrorsoft

Arcade Strategy

1 CANNON FODDER
Virgin
2 FRONTIER - ELITE 2
Gametek

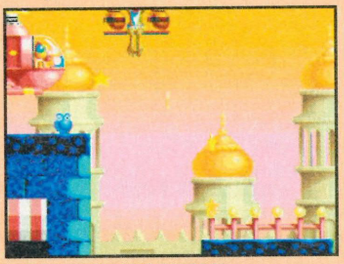


3 LIBERATION
Mindscape
4 ELITE
Rainbird
5 SYNDICATE
Electronic Arts
6 SPACE HULK
Electronic Arts
7 ARMOUR-GEDDON
Psygnosis

8 DYNABLASTER
VBI
9 THE KILLING CLOUD
Mirrorsoft
10 HEIMDALL 2
Core Design
11 FLAMES OF FREEDOM
MicroProse
12 HIRED GUNS
Psygnosis
13 STARGLIDER 2
Rainbird
14 THEATRE OF DEATH
Psygnosis
15 STORM MASTER
Silmarils
16 SPECIAL FORCES
MicroProse
17 NORTH AND SOUTH
Infogrames
18 WAR IN THE GULF
Empire
19 PIRATES
US Gold
20 TRANSARCTICA
Silmarils
21 INTERPHASE
Mirrorsoft
22 DRAGON'S BREATH
Palace
23 MIDWINTER
MicroProse
24 IRON LORD
Ubisoft
25 MILLENIUM 2.2
Activision
26 DAMOCLES + Mission Disk
Novagen
27 COVERT ACTION
MicroProse
28 VOYAGE BEYOND
Unknown
29 LORDS OF THE RISING SUN
Cinemaware
30 ROBIN HOOD
Millennium
31 ANCIENT ART/WAR IN SKIES
MicroProse
32 NARCO POLICE
Dynamix
33 STAR CONTROL
Unknown
34 TEAM YANKEE
Empire
35 MOONFALL
Hewson
36 TIME MACHINE
Activision
37 MAGIC FLY
Activision
38 PACIFIC ISLANDS
Empire
39 CYTRON
Psygnosis
40 STRIKE FLEET
Electronic Arts
41 STARFLIGHT
SSI
42 SPACE ROGUE
Unknown
43 RULES OF ENGAGEMENT
Impressions
44 ARMOUR-GEDDON II
Psygnosis
45 MAGIC GARDENS
Electronic Zoo
46 ECO PHANTOM
Elec Zoo
47 VOLFIED
Empire
48 AIR SUPPORT
Psygnosis
49 SWORDS AND GALLEONS
Silver
50 D-DAY
US Gold

Platform

1 JAMES POND 3
Millennium
2 RUFF 'N' TUMBLE
Renegade
3 FLASHBACK
US Gold
4 SOCCER KID
Krisalis
5 PUTTY SQUAD
System 3



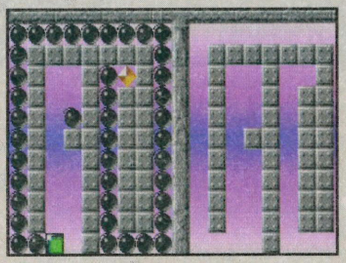
6 BUBBLE N SQUEAK
Audiogenic
7 SUPERFROG
Team 17
8 NAUGHTY ONES
Kompart
9 OUT TO LUNCH
Mindscape
10 KID CHAOS
Ocean
11 ZOOL
Gremlin
12 THE ADDAMS FAMILY
Ocean
13 ASSASSIN '94
Team 17
14 ASSASSIN
Team 17
15 PREMIERE
Core Design
16 GODS
Renegade
17 FURY OF THE FURRIES
Mindscape
18 ZOOL 2
Gremlin
19 RAINBOW ISLANDS
Ocean
20 PRINCE OF PERSIA
Domark
21 BUBBA N STIX
Core Design
22 DONK
Supervision
23 PARASOL STARS
Ocean
24 FIRE & ICE
Renegade
25 ROBOCOD
Millennium
26 ARABIAN NIGHTS
Krisalis
27 PUGGSY
Psygnosis
28 LEANDER
Psygnosis
29 PUTTY
System 3
30 COOL SPOT
Virgin
31 BRIAN THE LION
Psygnosis
32 RICK DANGEROUS 1+2
KrisalisMicroProse
33 QUICK THE THUNDER RABBIT
Titus
34 ALIEN 3
Virgin
35 TRAPS 'N' TREASURES
Krisalis

36 QWAK
Team 17
37 SLEEPWALKER
Ocean
38 CHUCK ROCK II
Core Design
39 DELIVERANCE
21st Century
40 IMPOSSIBLE MISSION 2025
MicroProse
41 FUZZBALL
System 3
42 RODLAND
The Sales Curve
43 JAMES POND
Millennium
44 9-LIVES
Arc
45 ALFRED CHICKEN
Mindscape
46 LETHAL WEAPON
Ocean
47 ELF
Ocean
48 MYTH
System 3
49 SWITCHBLADE 2
Gremlin
50 FANTASTIC DIZZY
Codemasters
51 SUPER METHANE BROTHERS
Apache
52 TEARAWAY THOMAS
Soundware
53 BEAVERS
Grandslam
54 JIM POWER
Loriciel
55 WOODY'S WORLD
Global
56 'ALLO 'ALLO
Alternative
57 GLOBAL GLADIATORS
Virgin
58 TROLLS
Flair
59 MAGIC BOY
Empire
60 SWITCHBLADE
Gremlin
61 MAGIC POCKETS
Renegade
62 TOKI
Ocean
63 ELVIRA THE ARCADE GAME
Flair
64 THE BLUES BROTHERS
Titus
65 WONDER DOG
Core Design
66 CHUCK ROCK
Core Design
67 P.P. HAMMER
DMI
68 CREATURES
Thalamus
69 DEEP CORE
Ice
70 LIONHEART
Thalion
71 MCDONALD'S LAND
Virgin
72 BC KID
Ubi Soft
73 CRASH DUMMIES
Virgin
74 OSCAR
Flair
75 BUBBLE BOBBLE
Firebird
76 HARLEQUIN
Gremlin
77 FLOOD
Electronic Arts
78 NEW ZEALAND STORY
Ocean

79 **VIKING CHILD**
Unknown
80 **CAR-VUP**
Core Design
81 **RISKY WOODS**
Electronic Arts
82 **YO JOE!**
Hudson Soft
83 **JOE & MAC**
Elite
84 **NIGHT SHIFT**
Lucasfilm
85 **DINO DETECTIVE AGENCY**
Alternative
86 **GLOBDULE**
Psygnosis
87 **NEBULUS II**
Hewson
88 **UGH!**
Blue Byte
89 **MEGA TWINS**
US Gold
90 **ROLLING RONNY**
Virgin
91 **BABY JO**
Loriciel
92 **SUBURBAN COMMANDO**
Alternative
93 **GHOULS'N'GHOSTS**
Elite
94 **PREHISTORIK**
Titus
95 **NICKY 2**
Daze

Puzzle and Quiz

1 **LEMMINGS 2**
Psygnosis
2 **BENEFACTOR**
Psygnosis
3 **OH NO! MORE LEMMINGS**
Psygnosis
4 **LOST VIKINGS**
Interplay
5 **DIGGERS**
Millennium
6 **PIPEMANIA**
US Gold
7 **ONE STEP BEYOND**
Ocean
8 **PUSH-OVER**
Ocean
9 **HUMANS/JURASSIC LEVELS**
Mirage
10 **BILL'S TOMATO GAME**
Psygnosis
11 **KRUSTY'S FUNHOUSE**
Virgin
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 **GOBLIINS 2**
Coktel Vision
20 **MORPH**
Millennium
21 **GOBLIIINS**
Coktel Vision
22 **GOBLIINS 3**
Sierra
23 **TRODDLERS**
The Sales Curve
24 **SINK OR SWIM**
Zeppelin
25 **TINY SKWEEKS**
Loriciel
26 **LOOPZ**
Audiogenic
27 **SUPER TETRIS**
MicroProse
28 **STEG**
CodeMasters
29 **SWITCH QUIZ**
Switchsoft
30 **BLOCKOUT**
Unknown
31 **LOCOMOTION**
Global
32 **WELLTRIS**
Infogrammes
33 **BUG BOMBER**
Unknown
34 **ISHIDO**
Palace
35 **CLOCKWISER**
Black Legend



36 **PUZZNIC**
Ocean
37 **NEVERMIND**
Psyygnosis
38 **E-MOTION**
US Gold
39 **TRIVIAL PURSUIT**
Domark
40 **MONOPOLY**
Supervision
41 **CASTLE OF DR. BRAIN**
Sierra
42 **STONE AGE**
Grandslam
43 **ATOMINO**
Psygnosis
44 **SUPAPLEX**
Digital Integration
45 **LOGICAL**
Rainbow Arts
46 **GEM'X**
Unknown
47 **BRAIN BLASTERS**
Psygnosis
48 **ATOMIX**
Unknown
49 **REVELATIONS**
Krisalis
50 **PICK'N'PILE**
Ubi Soft
51 **QUADREL**
Krisalis
52 **CATCH'EM**
DMI
53 **PLOTTING**
Ocean
54 **7 COLORS**
Infogrames
55 **KWIK SNAK**
Unknown
56 **SPINDIZZY WORLDS**
CodeMasters
57 **JUMPING JACKSON**
Unknown
58 **CLOWN'O'MANIA**
Unknown
59 **SCRABBLE**
Melbourne House
60 **MANIX**
Millenium
61 **MANIC MARBLE**
Unknown
62 **SCRABBLE**
US Gold
63 **TILT**
Unknown
64 **BOULDERDASH**
First Star
65 **BOSTON BOMB CLUB**
Silmarils

Role Playing

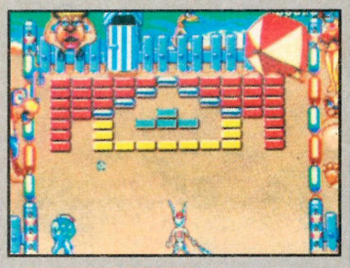
1 **AMBERMOON**
Thalion
2 **DUNGEON MASTER**
Psygnosis
3 **CHAOS STRIKES BACK**
Psygnosis
4 **EYE OF THE BEHOLDER II**
US Gold



5 **LEGEND**
Mindscape
6 **KNIGHTMARE**
Mindscape
7 **ISHAR 3**
Daze
8 **AMBERSTAR**
Thalion
9 **BLACK CRYPT**
Electronic Arts
10 **MIGHT AND MAGIC III**
US Gold
11 **PALADIN II**
Impressions
12 **BANE OF THE COSMIC FORGE**
US Gold
13 **EYE OF THE BEHOLDER**
US Gold
14 **MIGHT AND MAGIC II**
US Gold
15 **PERIHELION**
Psygnosis
16 **SHADOWORLDS**
Krisalis
17 **WORLDS OF LEGEND**
Mindscape
18 **LEGACY OF SORASIL**
Gremlin
19 **POOLS OF DARKNESS**
US Gold
20 **DARKMERE**
Core Design
21 **DEATH KNIGHTS OF KRYNN**
US Gold
22 **CHAMPIONS OF KRYNN**
US Gold
23 **BLADE OF DESTINY**
US Gold
24 **BARD'S TALE III**
Electronic Arts
25 **BARD'S TALE II**
Electronic Arts
26 **ABANDONED PLACES 2**
ICE
27 **ISHAR 2**
Daze
28 **ULTIMA VI**
Mindscape
29 **EXODUS**
Global
30 **STARFLIGHT II**
US Gold
31 **WHALE'S VOYAGE**
Flair
32 **STARFLIGHT**
US Gold
33 **SHADOWLANDS**
Domark
34 **SECRET OF THE SILVER BLADES**
Infocom
35 **HARD NOVA**
Electronic Arts
36 **SHADOW SORCERER**
US Gold
37 **ISHAR/LEGEND OF FORTRESS**
Daze
38 **LEGENDS OF VALOUR**
US Gold
39 **LORD OF THE RINGS**
Electronic Arts
40 **SPACE 1889**
Empire
41 **MEGATRAVELLER 1**
Empire
42 **BUCK ROGERS**
US Gold
43 **DRAGON WARS**
Unknown
44 **AZURE BONDS**
US Gold
45 **POOL OF RADIANCE**
US Gold

Bat 'n' ball

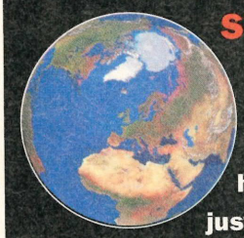
1 **PINBALL FANTASIES**
21st Century
2 **PINBALL DREAMS**
21st Century
3 **ARKANOID 2/REV OF**
Ocean
4 **SHUFFLEPUCK CAFE**
Ubisoft
5 **ARKANOID**
Ocean
6 **KRYPTON EGG**
Rainbird



7 **BUNNY BRICKS**
Silmarils
8 **LORDS OF WAR**
Rainbow Arts
9 **BOTICS**
Krisalis
10 **TITAN**
Titus

Well, that's yer lot. Tune in next month for another six (gasp) pages of lists and stuff. We type all this in every month you know, honest.

Swap Shop



SWAP SHOP WORLD TOUR '94/95

Oh dear, I think I've overdone it. Unfortunately I've had a bit of an accident. You may recall that last month I had a hot date with page 59 of Fast Forward in downtown St. Tropez. Well, erm... I'm in hospital at the moment, suffering terribly from a back problem that just won't quit. I can't understand it – the date went great (if you know what I mean) and after packing up my bags and hoofing off to Poland on an overnight train, I was in fine spirits. But then it hit me – wham! Me ruddy back's out and it's killing. The nurse here says it's a result of too much physical activity. Can't think what she means, and besides, I've always had a strong distrust of overweight women who sport facial hair. Until next month then eh? Yee-ouch! Mind where you stick that loofah

Male penpals wanted 15+ for three babes looking for fun (I hope you know what you're letting yourselves in for girls! - Chicken), Susie, 26 Knockview Ave, Newtownabbey, Co. Antrim, N. Ireland

For sale A1200 Desktop Dynamite pack plus mags, cover disks, joystick and Settlers disk, six months old. £270. tel 0225 769462

Wanted Days of Thunder or Bill Elliot's Nascar Challenge. Contact Anthony on 0274 582161

Swap Wizball, Chess, Barbarian, Mercenary and other games for Rainbow Islands, A Dizzy game or Zool. Ring James on 0904 488971

A500+ for sale (boxed) including 20 games and D-Paint 3 for £180ono. Telephone 08907 81276

HELP! I've just bough an Amiga 1200. I'm looking for contacts male or female anywhere. Dean Keenan, 19 Poplar Grove, Friern, Barnet, London, N11 3NH

Amiga contacts wanted. 100% reply. Send list and letters to Chris Jones, 34 Park Street, Grimsby, South Humberside, DN32 7QU

For sale Amiga 500+, two joysticks, one mouse and 15 games. £200ono. Tel Mark 0463 224679

Penpals wanted worldwide. I am 17. Write to Louise Lambert, 15 Marlborough Dr, Walton-le-Dale, Preston, Lancs, PR54QU, England

Brill (good start) Amiga contact seeks new friends, 100% ALA. Richard, 17 Fairlie Ave, Mansfield, Notts, NG19 6RH

Amiga, Atari ST, SNES hardware and software for sale. Due to clear out. Please write for list to Darrin Blair, 8 Bolsover Rd, Shuttlewood, Chesterfield, Derbyshire, S44 6QX

Wanted: very sexy females 16+ to write to. If you're interested listen very carefully, write to Swap Shop and leave your addresses. I'll be in touch. Tell 'em DJ sent you! I promise to make it worth your while!

For sale: Pinball Dreams, Fantasies, King's Quest 1-5, Nick Faldo's Golf, Chaos Engine etc. £8 each. All boxed, in excellent condition. Ring 051 6303106

I'm 14 and looking for all Charlton fans around the country (what makes you think they both read this? - Chicken) or any females around the same age. Garry Nicholls, 12 Francis Barber Close, Streatham, London, SW16 2AJ

Wanted GFX and Sound Artists to work on PD games. Send me some of your work. Also wanted PD Swappers. Daren Smith, Flat 11, 4 Rosslyn Rd, Longton, Staffs

For sale: Amiga 500, 2 meg Workbench 1.3, 2.0, Action Replay MkII + 70 disks. Call Scott 081 304 2695, £300ono

Over 100 Amiga games for sale or swap. Send SAE to S. Montgomery, 19 Thornhill Drive, Ballyclare, Co. Antrim, N.I. BT39 9RD

Help! Help! Help! I need a copy of Championship Manager '93 and I need it now. Will pay £5. Alyster Cook, 9 Woodhead St High, Valleyfield, Fife, Scotland, KY12 8SQ

Amiga 500 1.5mb Memory upgrade, still boxed. New, includes Battery backed up clock and on and off switch. To you £40. Call Simon 0767 683846

A1200 penpals and contacts wanted. 100% replys. Send disk or list to Jim Kenworthy, 96 Elizabeth St, Blackpool, Lancs, FY1 3NB

For sale: Amiga Handy Scanner V.5 in excellent condition. £75, boxed with instructions and all leads. Call 0706 32748

Selling Amiga 500 with 1MB RAM. Several games, joystick, mouse. All in good condition. £140ono. Telephone Marcus - 081 390 4056

Dune 2 £9 or swap for Desert Strike or Railroad Tycoon. Phone Roy Matthews 0602 819770

For sale Yamaha PSS 480 keyboard. For use on Amigas. 100's of beats and rhythms £150ono. Phone Jamie 0702 203671

Female penpals and Amiga contacts wanted. Aged 11-16. Reply 100%. Contacts Craig Bull, 227 Ashby Road, Moira, Swadlincote, Derbyshire, DE12 6DP

Swap Powermonger, Utopia, Monkey Island, Indy Action plus Bonanza Bros, First Diision Manager for decent good condition games. Especially strategy. Call Matthew Buchan on 0209 718257

Amiga 500, 1 Meg, 2 joysticks, mouse, 30 top games. £225. Phone Sarah on 0865 514198

For sale: Amiga 500 at least 30-40 games with printer. Will be sold seperately. Two years old, good condition - Amiga £390ono. Printer £600ono. Both £450ono. Write to Scott Young, 36 Pulvertoft Lane, Boston, Linconshire, PE2 18TB

Will swap Teenage Mutant Hero Turtles, The Untouchables, Moonwalker, Hollywood Collection (4 games), Power-Up Collectopn (5 games) or Corporation for Civilization, Simon the Sorceror. May consider two for one. Must be original with manual. Call Stephen on 0254 887864

A500, 1meg, mouse, joystick and desk. Latest games including International Sensi. Worth 800+. Sell 400 or less. Details, phone Chris. 0603 782147

Swap: Premier Manager 2, Curse of Enchantia, Gobliins 2, Legend of Kyrandia, Doodlebug, Jurassic Park for any game Tel 0246 590636

The Inside Eye of Soccer - A new football mag which is first to report the news. Write to 87(AA) Fairgarth Drive, Kirby Lonsdale, Carnforth, lancs, LA6 2DT for more info

Swap 4 berth caravan (hello?) for Amiga 1200 and colour printer. Must be be good condition or A600 colour printer and monitor. Call Carol on 0904 651 643

Wanted: Anything on Omni Play Horse racing for Amiga. Willing to pay. Kev, 412 Redditch Rd, King's Norton, Birmingham, B38 8NA

Attention programmers. PD wanted for new library. Send your work to 1 Gregg St, Mews, Lisburn, Co. Antrim, BT27 5AS, NI

Amiga contacts wanted. 100% reply. Beginners welcome. Write/send lists to: Simon, Bryn Awelon, Rock Villa Road, Penmaenmawr, Gwynned, LL34 6PE

Contacts wanted boys/girls I don't care. Write to: M Purton, 2 The Folly, Gt Somerford, Nr, Chippenham, Wilts, SN15 5YH

Wanted Amiga 500+ contacts. 100% reply. Send lists/disks to Darren Mayes, 174 Cromwell Rd, Rushdon, Northamptonshire, NN10 OEF

Licencesware direct from the programmers. Ambassadors Professional and Money Cascade Fruit Machines, also Super Bingo 2.0, uses real speech samples to call numbers £3 each or £5 for two. £7 for all three games, you won't be disappointed. A1200 or 2 megs required. Add 75p P&P. John Ingham, 182 Woodthorpe Rd, Woodthorpe, Sheffield, S13 8DX

Games for sale for £3. Four for a tenner. All originals in good conditions. Call David on 0242 313680

Sell/Swap:- Syndicate £15, Frontier Elite 2 £15, Chaos Engine £10, Pinball Fantasies £10, NIck Faldo £8, Cannon Fodder £14, Skidmarks £12, Civilization £12. Wanted:- Suitable A1200, Historyline, Battle Command, Deutros, Knights Sky, Battlehawk 1942, Perfect General, Pirates Gold, Monkey Islands 2, Indiana Jones Atlantis , 0983 866900

Amiga 1200, six megs RAM, 33Mhz FPU, 81 Meg HD. Ext drive, colour monitor, must collect £650, 0603 407893

Will swap Parasol Stars, Silly Putty, Rainbow Islands. Wanted Chaos Engine, Yo Joe!, First Samurai, Wizkid. Originals only please, 021 430 6404

Selling Curse of Enchantia £14, Overdrive £13, Striker £6, Panza Kick Boxing £6, Xmas Lemmings £12. Ring Joe on 0602 231162

Amiga 1000+colour monitor, two joysticks, VGC. £200ono 021 373 2515

Amiga A1200 contacts wanted. Worldwide. I am 100% reliable, are you? Beginners welcome. 100% reply. Send your lists to Andy, 48 Colburn Lane, Catterick Garrison, North Yorks, DL9 4LS

Amiga contacts wanted. Anybody welcome. 201% speedy reply. Send/list to Sam Smith, 10 Galway Ave, Ipswich, Suffolk, IP1 5JW

Cash waiting for PCMCIA Smart Card. Must be GWO. Also 0.5 Meg memory upgrade for A500 £10. PHONE 081 673 5768

For sale, SNES + Migel Mansells, Ultraman, Starwing £100ono. Game Gear + Chessmaster, Shinobi, Sonic 2, £60ono. Call Dave 0962 733804

For sale: Paperboy 2, £5, Team Suzuki £2, International Ice Hockey £2. Want Space Hulk A600. Call Ben 0376 340259

For sale: Sanyo MBC-555 computer with monitor, games disk, word processor, two drives, good condition £60, phone 091 5261121

Warlord Play-by-Mail game. Play against up to 200 players around the country for details. Send a SAE to:- Alan Smith, 20 Licydene Ave, Grimethorpe, Barnsley, S72 7AA

CD-32 with £700 worth of game worth of games, joypad and mouse. Everything brand new, mint condition and boxed. £500 including delivery. Call Paul on 081 9401935

For sale:- SNES, 2 joypads and 5 top games. All in box £110ono. Phone 0702 203672

Swap Heimdall2 AGA for Pinball Fantasies. Swap Cannon Fodder for Historyline, Phone 0262 670343 after 6pm

For sale: Championship Manager '93. World Cup USA 94, Lemmings 2, Sabre Team. Offers phone Joe, 0404 42204 (mint condition)

A500 for sale with 100+ games, including Syndicate, Cannon Fodder, Sensible Soccer £350ono. Phone Steve on 081 789 6874

Swap: Sensible Soccer v1.1, Brutal Sports Football, Premier Manager, Epic, Thunderhawk and Mercs for either Settlers, Dune 2, Skidmarks or Elfmania. Any 3-4 for one of yours, all offers considered. C. Lam, 15 Back Hamlet, Ipswich, Suffolk, IP3 8AH

Wanted: Knightmare hint book. Reasonble price paid, Roman Czernuszka, 299 Bancroft, Tamworth, Staffs, B77 2EZ

Amiga 500 contacts wanted. Beginners welcome 2000% reply. Please write to Iason Chronis, Koepyklaan 28, 1406 LA Busson, Holland

Contacts wanted. Send list to me as soon as poss. I have A500+. Anyone welcome, 100% reply. Neil Bennett, Little Lane end, Tattlebury, Headcorn, Nr. Ashford, Kent, TN27 9JU

Amiga games for sale. Prices £2-£10. All boxed originals. Indy 4, MPS Gold etc. SAE to Mark Smith, 6 Bernard Cres, Ipswich, IP3 9l3. Also buy/swap GameGear games.

SNES games for sale. All boxed and in good condition, Aladdin, Super Mario All-Stars, Super R-Type, £15 each. Write to: Admir Sarajlic, Springhill Centre, Cuddington Rd, Dinton, Aylesbury, HP18 6AD

Selling good condition games for £5 each. Gauntlett II, Rainbow Islands, Murder, Shadow Dancer and Pirates for £8.

SwapShop

Telephone David on 483359 (Of course dave mate if you don't put your STD code nobody will be able to ring you unless they live in your street in which case they probably know you anyway!)

I will swap Zool and Street Fighter 2 for Indy fate of Atlantis ADV, of Beneath a Steel Sky. tel 0269 871285

6MB A1200, 200MB HD, Commodore 10845 External Drive, control centre, 2 joysticks, mouse switcher, 8 games, 200 blanks, 150 Amiga magazines. all £1250ono. Call Steve, 0322 556189 after 6 o'clock

Lots of Hit Squad games £3 each. Full price games £5 each. Must go soon. Call Matthew 061 861 7061

Wanted Amiga 1200 or 500 computer console only. NO software will pay up yo £100. NO hardware either. Call Andrew between 10-5 0n 0255 436623

I want to start a PD domain library (Is that PDD then?). All disks will help. Only legal stuff. Contacts wanted to: Stefan Mansier, Coudorp 23, 4455 AH Nieuwdorp, Holland

Contacts wanted. Send list to Chris, 129 Great Whyte, Ramsey, Cambs, PE17 1HP

For sale: 45 Amiga games including Cannon Fodder, King's Quest VI, F1GP, Sensible Soccer all under £15 and with boxes. Please call Andrew on 0709 551107

Female contacts wanted to about life and stuff. 18+ (oo-er). Write to Andy, 38 Caradoc Street, Cwmcarn, Gwent, NP1 7EF

Pinball Dreams, Fantasies, Silent Service II, F19 Stealth Fighter, Deluxe Paint III, All boxed with instructions: £10 each tel: Brian 0850 889648

Swap Dog-fight, Gunboat, Sen-Soc, WC Cricket, Goal, MicroProse Golf, Apidya for John Madden Football, Zool, Flashback, Apocalypse, Noddy1-2. N-Faldos. Phone Kenny 0908 560718

F-17 Challenge and Monkey Island. £5 each. Chaos Engine, Pinball Fantasies and Synsicate £12 each. Phone Gary on 0840 261222

Amiga contacts wanted. Send lists to a very bored Amiga owner. Please write to: Layton Warby. 7 Lowther Court, Chapel Street Estate, Brierley Hill, West Midlands. DY5 2UJ

19 year old male Amiga owner, seeks female penpals and contacts. Send lists and letters 100% reply rate with photo. Hamilton Lowry Cuthbertson, 5 Paton Quadrant, Largs, Ayrshire, Scotland, KA30 9JS

1000 cheats for sale. 100 maps and solutions. Also for sale ring 081 805 3627

Swap M.Island 2, M.Island, Loom, Indy Last Crusade. Want Kyrandia, Heimdall, Valhalla, Darkmere, Beneath a Steel Sky or similar. Phone Mike 0395 263537

Amiga games for sale. Lots of top titles. Phone 0467 620931. Low prices, Jurassic Park and Beneath a Steel Sky + more

For sale. Amiga 500, V1.3/2.4, mouse, 2 meg. £170ono phone Chris on 081 3113751

For sale: Mega Drive with 7 games worth over £250. Will sell for £120 or swap with an Amiga. You choose. games include Sensi, Speedball 2 and Another World. Call Michael on 0706 876324

Amiga games for sale, Ryder Cup A1200, Syndicate A1200, Alien Breed 2 A1200. Boxed £10 each. Frontier, Mortal Kombat, Chaos Engine, Faldo Golf, Overdrive. Boxed £5 each. Call Nick 0582 605644

Wanted Midwinter 2 for cash or will swap for my Space Crusade. Phone Paul Easten on 071 978 9495

CD32 games. Swap Whales Voyage, Body Blows Galatic, Town with no Name for anything really. Call Leighton on 0484 719048

For sale: Action Replay Mk3. Unwanted gift. 3 weeks old £35ono. Phone 0202 693401 and ask for Stuart

Sega Mega Drive, Master System and Game Gear. All with games boxed with instructions. Good condition. call Edward on 0722 743066

Wanted good conditioon cheap Hawk board for an A1200. For sale A570 CD ROM drive for A500+ £60. Phone 081 8981317 and ask for Matthew

Swap Skidmarks and Brian the Lion (both boxed) For Theme Park. Phone James Fletcher on Ayles 0296 432328

Do you have any car/bike racing games and/or football games. For sale. Anything considered. Phone Mark 0403 265737

I have Arabian Nights and 3D Pool and Premiere for sale at £25 pounds or less for all and if you buy all three you can have two free games. Phone Sam Charles on 0483 64374

A500 1 meg £100. Still in box. Software including Kyrandia, Enchantia, Heimdall, KO2, Sim City Deluxe. Phone for detail. Andy 0932 351626

Contacts wanted: A1200 owner, send lists to Gavin Wright, 140 Taplow, Thurlow St, London SE17 2UJ

Amiga CD32 with 6 months Guarantee, 0 games £200 or possible part-ex for Amiga Computer. Tel David 0942 818527

Sell/Swap F1 Grand Prix for any good games or reasonable prices. Call Paul 0482 898860

Commodore 64 games for sale from just £1. Old and new games. List includes over 400 games. Phone 530 4963 and ask for Clinton (it's a London address so try 081 or 071 for the STD! Please remember to put the STD code too. Not everybody lives where you do!)

Original Amiga games for sale from £2. Printed lists available from Stuart Hardy, 33 Firtree Dr, Wales, Sheffield, S31 8LZ

I have over 100 issues of Amiga Action and Amiga Format for sale with the original coverdisks. Price just £3.00 incl. P&P UK or £4 overseas. Telephone after 16.30 please and sk for Joe, 0115 9393158

Cheats! Cheats! Cheats! Hard copy of over 550 cheats. Send £4 to Michael Lord, 34 Deerpark Rd, Cliviger, Burnley, Lancs.

Wanted: Monkey Island 2, Another World. Swap for any of my games. For more details call Alan on 0353 722923

Amiga A1200 penpals wanted to swap games and cheats. Write to Wayne Horton, 76 Milton Place, Machen, Gwent, NP1 8TR

Oi! Amiga 600 for sale. Joysticks, games, programs. Phone Aran on 0253 763324 after 4.39. Open to offers.

Amiga 500. Boxed with lots of games including Lemmings Tribes and Monkey 2. £150ono. Phone Robert on 0734 421246

Wanted urgently for Amiga - Death Knights of Krynn and Dark Queen of Krynn. If you have either or both could you please contact Ifan Richards on 069 176208

Wanted A1200 swap contacts m/f, 15-20. 100% reply. Billy Murphy c/o Miller 25F Pine Cres, Johnstone, Renfrewshire, Scotland PA50 OBX

A600 2MB. Excellent cond. Six months old with Philips colour monitor. As new. £250.

Wanted A1200 2MB upgrade. 0782 335719

Amiga 500+ upgraded two computers and Okimate 20 9 dot printer colour, manuals for both Amigas and printer manuals, mouse, joysticks £400. Will separate. Call Uel on 0766 514624 after 6pm please

Sega Game Gear for sale. Seven games, A/C adaptor, carry case. All for £100. Phone Paul on 0282 517639

Contacts wanted: 100% reply. Write to Darren, 2 Camross Drive, Neron Gate, Shrewsbury, Shropshire, SY1 3XN. Fred Davies for God (really?)

Female penpals wanted. 100% reply. If you are bored write to me. Will talk about anything. Write to: RO Richard Smith, Inglefield 23A, HMS Collingwood, Nengate Lane, Fareham, Hants, PO14 1AS

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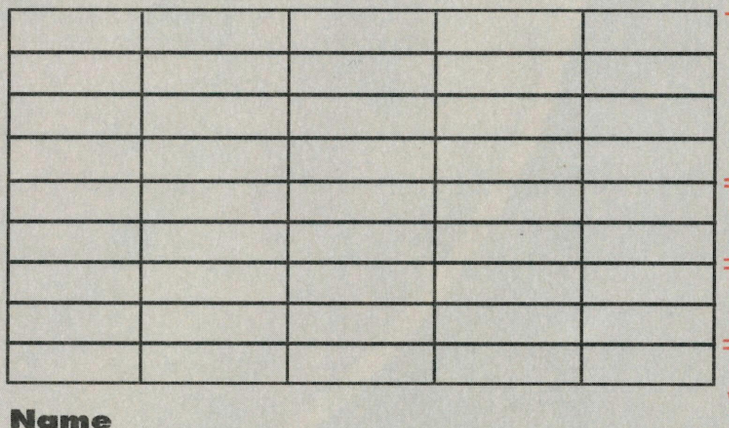
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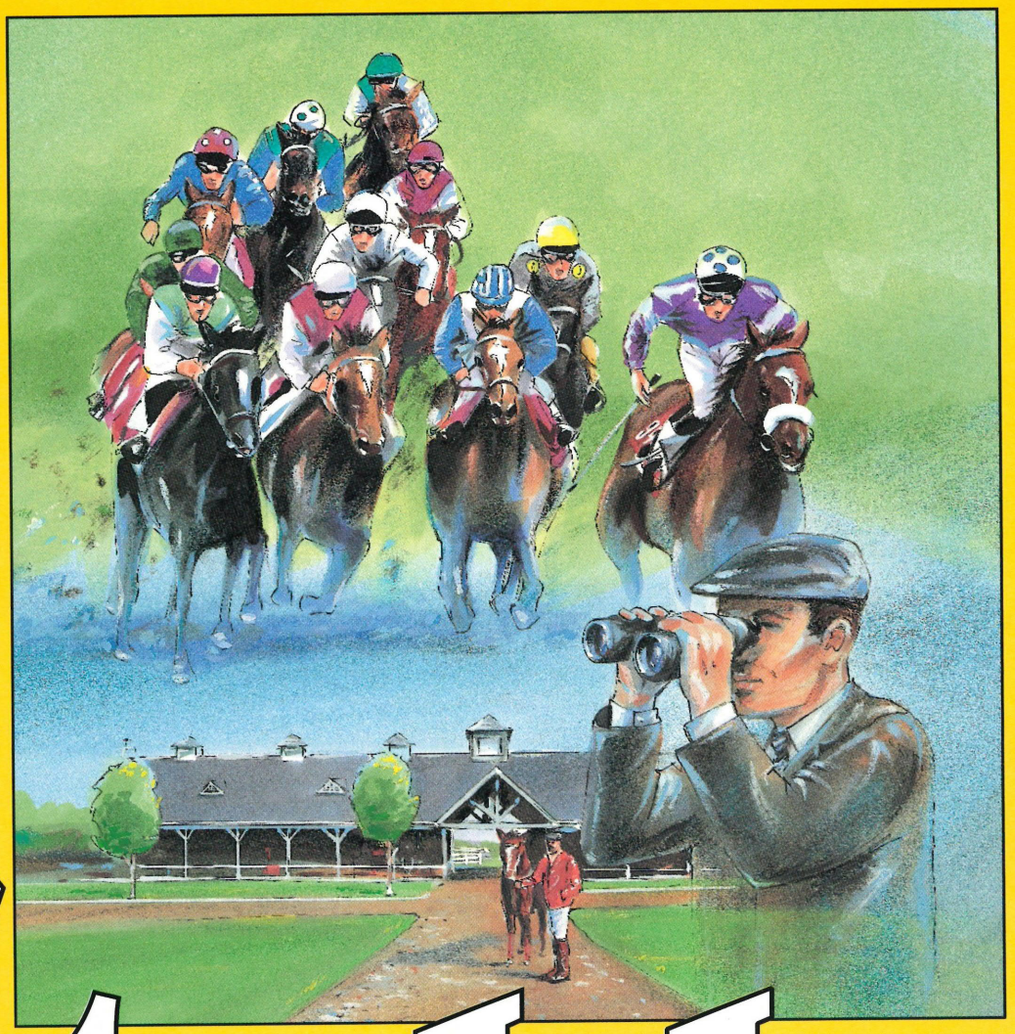


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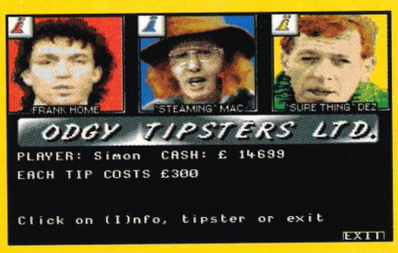
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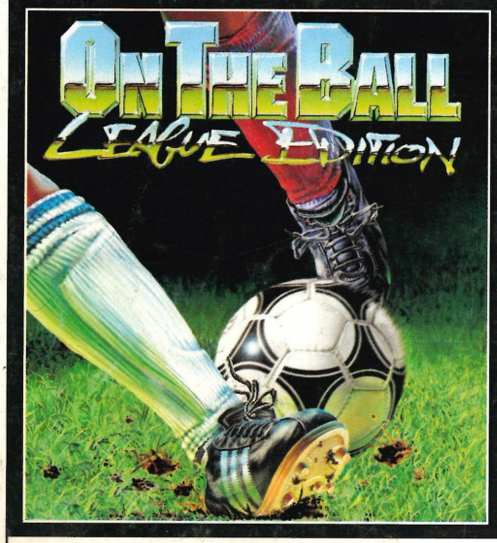
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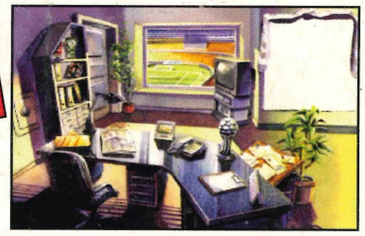
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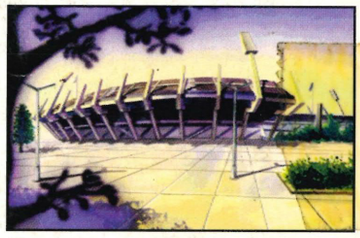
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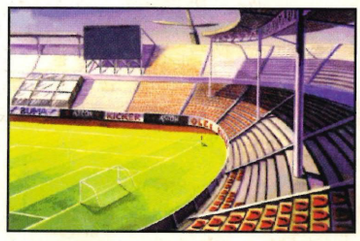
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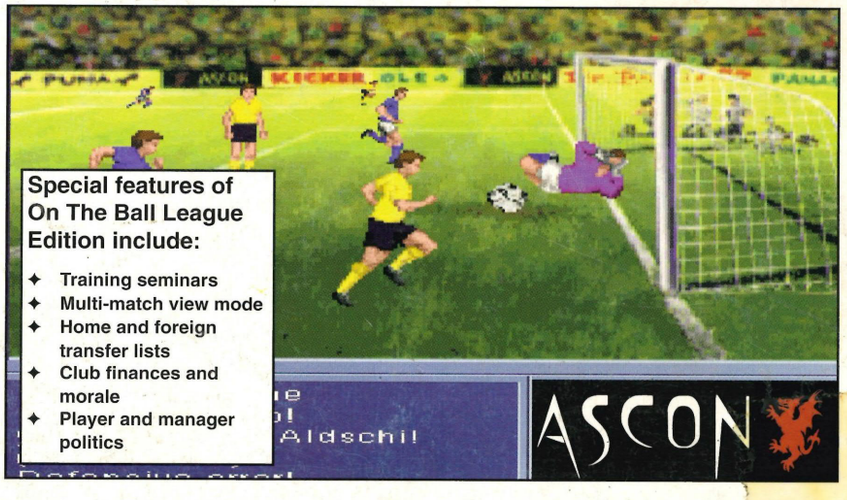
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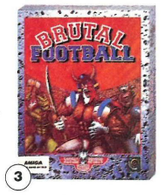
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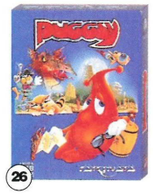
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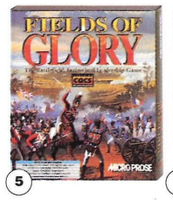
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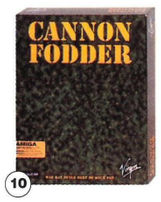
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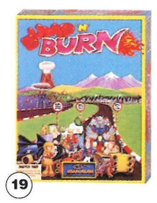
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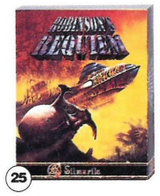
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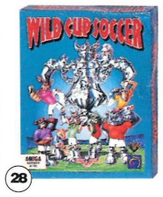
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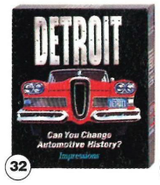
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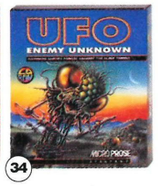
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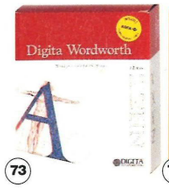
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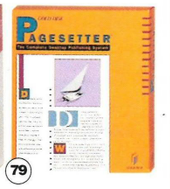
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