AMIGA ACTION
Issue 65 Christmas 1994
It's a festive 4 disk thnag thnag

FEATURED INSIDE



MORTAL KOMBAT II

ANOTHER WORLD RECORD FROM

AMIGA ACTION

4 DISK Christmas SPECIAL

DISK 1



Skeleton Krew

EXCLUSIVE Huge demo of Core's answer to... every shoot'em-up ever! It's brilliant, and it's yours. A1200 ONLY

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DISK 3



Bubble Gun

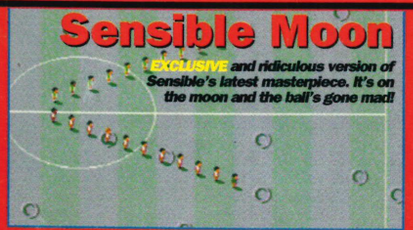
EXCLUSIVE Platform mayhem this Christmas courtesy of Daze and their friendly crocodiles

Fruit Mania

EXCLUSIVE We love our fruit machines and so do you

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DISK 2



Sensible Moon

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Sound The Space Cadet

EXCLUSIVE FULL game! Platform follow up to Ace The Space Case

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DISK 4

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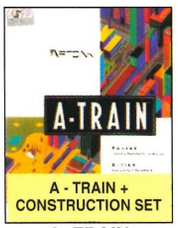
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INSIDE Reviewed Sim City 2000, Aladdin, Pinball Illusions, Subwar 2050, Powerdrive & more
Previewed EXCLUSIVE Valhalla Before the War
Solved Universe, Darkseed

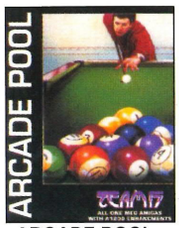
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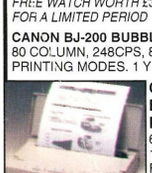


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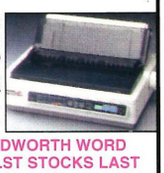


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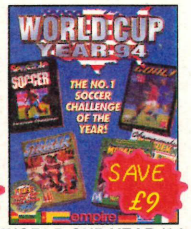
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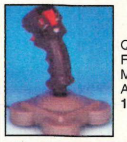
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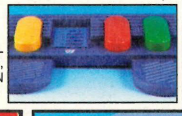
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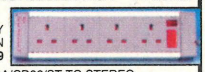
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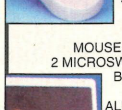
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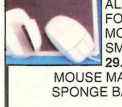
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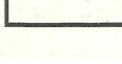
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Cover Print: Hubbards
Mag Printed By: Duncan Web (Maidstone)

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And peas.

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Rumour of the month: Confirmed

News p10

We'd like to inform you of a big breaking news story in the world of the Amiga. But nothing much seems to be happening to be honest, which makes it rather difficult.

Subscribe p84

Subscribe subscribe subscribe subscribe subscribe subscribe subscribe subscribe subscribe subscribe subscribe. Yes, do it!

Super Leagues p90

Here they are again. That action-packed, speed-blurred, magazine section equivalent of Donald Campbell rubbed with butter is back. Hoo-bleeding-ray.

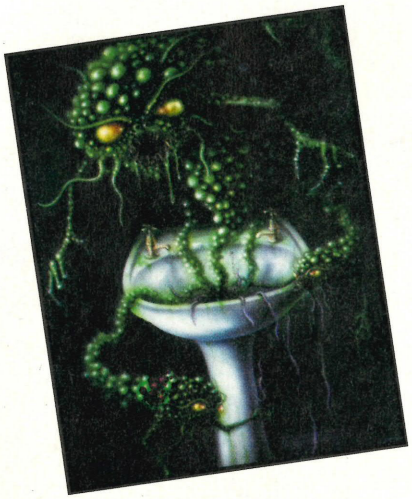
Public Domain p62

Steve harkens back to his days as office teaboy when writing the PD was the highlight of his month. Only he still assumes that this is his full month's workload. And it is!



Buy! A poster p70

Artist Danny Flynn and Amiga Action combine to bring you stunning artwork. You know, to stick on your walls...



Talk Back p87

Is it us or is everyone writing notes of abuse these days? This sorry lot were the only ones to pass our stringent filth test.

Swap Shop p96

Swap Shop ventures to Bethlehem this month and appears to be heavy with the saviour child. Or you can ignore the rubbish and read the ads if you like.

Reviews p19

Full price

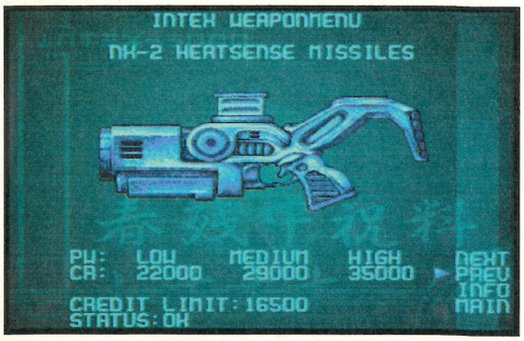
Aladdin 38
Alien Breed Tower Assault.....24
Arcade Pool CD32.....52
Bubble & Squeak CD32 52
Crystal Dragon 46
FIFA Soccer 51
Lords of the Realm.....50
Man. Utd. P.L.C. data disk.....53
Marvin's Marvellous Adv 36
Mr. Blobby 34
Pinball Illusions.....40
Powerdrive 32
Premier Manager 3 31
Sim City 2000.....20
Subwar 2050.....48
Super Stardust 42
Zeewolf.....28



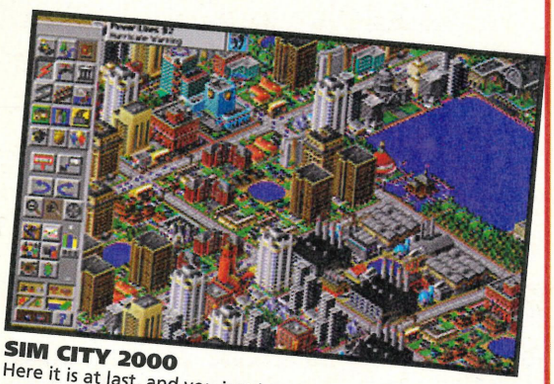
PINBALL ILLUSIONS
P40

Previews p72

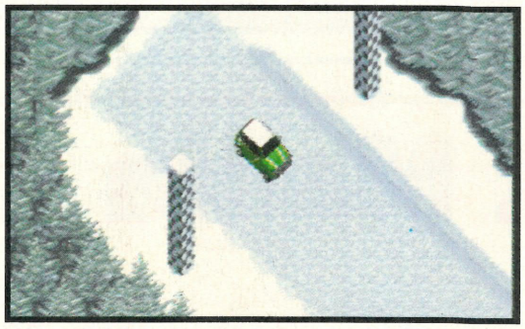
Mortal Kombat II.....72
Valhalla: Before the War 74



TOWER ASSAULT
Hey, let's hope the cheats use swearwords, eh kids?



SIM CITY 2000
Here it is at last, and you just know it was worth the wait!



POWERDRIVE
Pedal, metal, motor running, rally, good, get the picture?

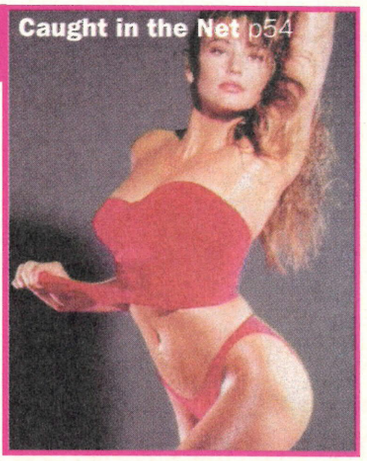


ZEEWOLF
The best debut since Tony Cottee at Everton



MORTAL KOMBAT II
Take that! And that! It's the sequel, and it's hard!

Features

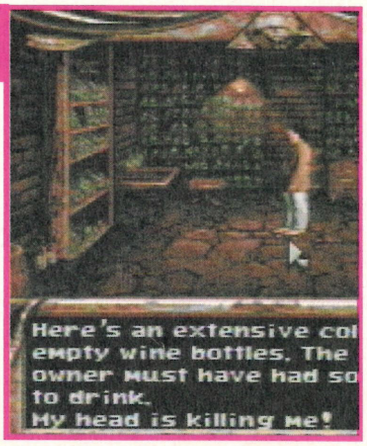


Caught in the Net pt 2 p54
Chicken discards his jeans and adopts a slacks and anorak approach to life. Multi-user games on the Internet are the order of the, er, month.

Primal Rage: W.I.P. p14
Primal Rage is the prehistoric coin-op that's taking the arcades by storm. We duck behind the scenes and ask, "How do you create a dinosaur?"

Out of Sync p66
Our mate, top artist Danny Flynn, has a few ideas for a game up his sleeve. And it certainly isn't normal.

Game Guides

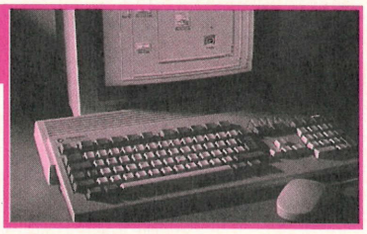


Universe pt2 p76
Last month we parted with a shabby, "You're on your own now" message. But we repented, gamesters.

Darkseed CD32 p78
Or indeed A1200/600/500 if you prefer. Those with infinite patience and a penchant for ridiculous puzzles step right this way.

Son of Boggit p82
Boggit's loinspawn is back with more valuable help for people stuck in impossible places in games that are very tricky to finish.

Competition



Win a 1200 and games! p64
Santa's Bulging Sack is the name, and Gremlin are the generous souls stumping up a lovely Amiga 1200 and any number of games for you in this Yuletide season.

Coverdisks p6

Skeleton Krew
Core Design's massive and excellent shoot'em-up is exclusively ours, and therefore yours. It looks great, plays superb and is the hardest thing to complete since the Times crossword was printed with the wrong clues. And it's great!



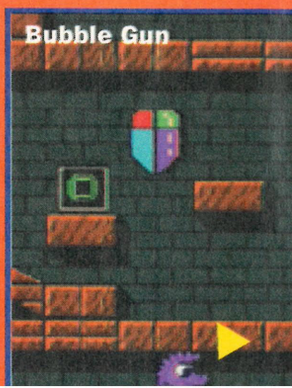
Fruit Mania
If we ever get a month where people don't write in raving about fruit machines then we'll stop using them. Until then, here's another. And it's great!

Bubble Gun
Crocodiles, bubble gum, keys and chests. Sounds like... a platform game featuring all of the above.

Sound the Space Cadet
Sound is the cousin of Ace the Space Case from last month, and goes about his business in a similar fashion. And it's great!

Sensible er, Moon of Soccer
Now come on, anyone can play Sensible Software's latest and greatest creation on grass, but only Amiga Action brings you this EXCLUSIVE moon version. Craters on the pitch, no atmosphere and team names typed in with random haste. And it's great!

Cheat! Cheat! Cheat!
Hundreds of cheats, tips and level codes are yours for the keeping on this, the most valuable disk for Amiga players ever given away. By us. This month. And it's great!



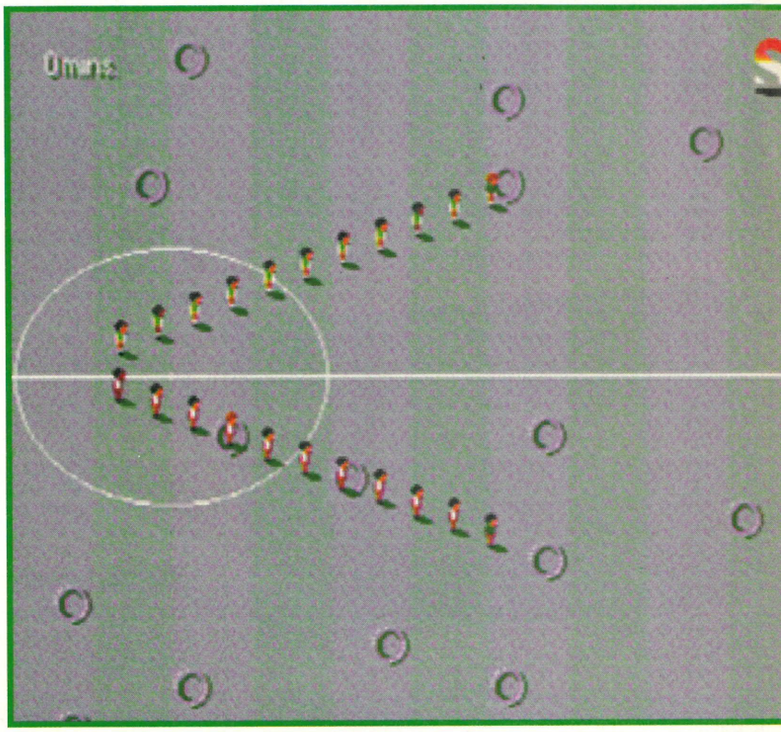
Compliments of the season. Readers, come and sit on our metaphoric knee and tell us what you'd like to get for Christmas. Action Men are back out in the shops. No? Not interested? How about some Hai Karate aftershave or a pair of socks? Nope? A ...ssh...keep it quiet...a fourth coverdisk bolted to the front of the mag? Oh you do! Well at least you've got cheap taste! You remind me of a girl I used to know.

Well, seeing as it's Christmas, you never know. As long as you're good and write off to Santa at the North Pole then you may just get what you want. Oh, you've found it already. I suppose it should have been hidden slightly better really. Hang on, the binmen are banging on the back door begging for money because it's Christmas. "Merry Christmas gav'nor", they're saying. Oh yes, here's a couple of quid for waking me up at 6AM every Thursday. Thank you! Ahem.

Ranting aside, you should have found four disks stuck to the front of a computer magazine for the first time ever as far as we're aware. Nobody else has done it and all for the usual price of £3.99 too. I hope you realise we've all taken a wage cut to finance this so you'd better enjoy 'em.

Cover Disks

Sensible Moo



Fruit Mania

J.P. Hamilton
(All Amigas)

Disk Three is the important component here. Without it you won't be able to play Fruit Mania. Oh, and you'll need a blank formatted disk too. You won't be able to play it without that either. Read what it says on the screen, do it and then restart your Amiga when the process has run its course.

When the demo has loaded, all the usual computer fruit machine simulation rules apply, ie you click on the button that makes the little wheels go round and watch to see if you get any matching symbols. What makes Fruit Mania so stupidly addictive and enjoyable to play is the amount of variety which is included with the whole fruit machine package.



There are nudges, holds, a gamble option and a whole screen full of special bonus games which can be accessed if you spin the reels with any degree of success.

As a special Christmas bonus, Paul Roundell has promised to cover the simulated winnings of any of our readers out of his own wages, but only if they manage to win more than a hundred pounds. All you need do is write in and tell him your biggest total. Don't worry about any kind of proof, we don't need it. He trusts you all!

n of Soccer

Sensible Software
(All Amigas)

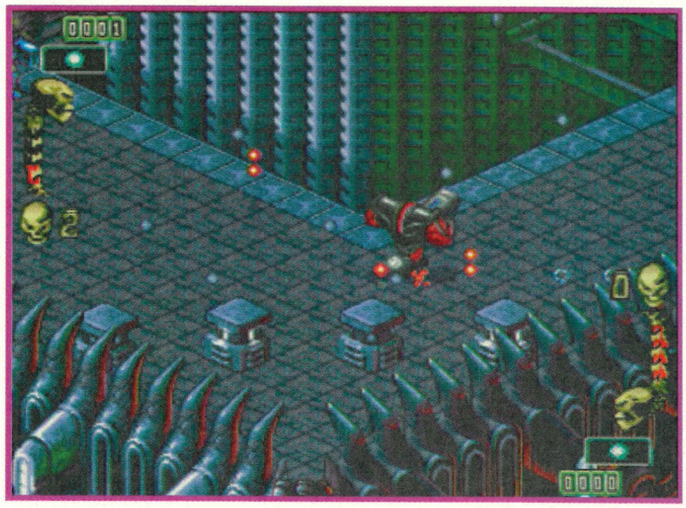


Yes, other magazines have brought you demos of Sensible World of Soccer, but our exclusive demo really is out of this world in more ways than one. Set in a future where footy on the moon has really taken off, you have been invited to take part in a newly formed lunar league. Hurrah!

Everybody has played Sensible Soccer before, but even if you haven't it's not exactly difficult to get to grips with. A lot of the options have been greyed out so they cannot be accessed, but you can play the game and that's what counts. There's only one pitch to choose from because that's what the moon is like, so get out there amongst the craters and play for your planet!

To play the demo you'll have to decompact it on to another disk using the same system as last month. If you didn't catch that issue then don't worry because it's simple enough. Just get a blank disk you don't want and boot up with Disk Two in the drive. Swap disks when you're told, and you're away. Easy.





Skeleton Krew

Core Design
(A1200 only)

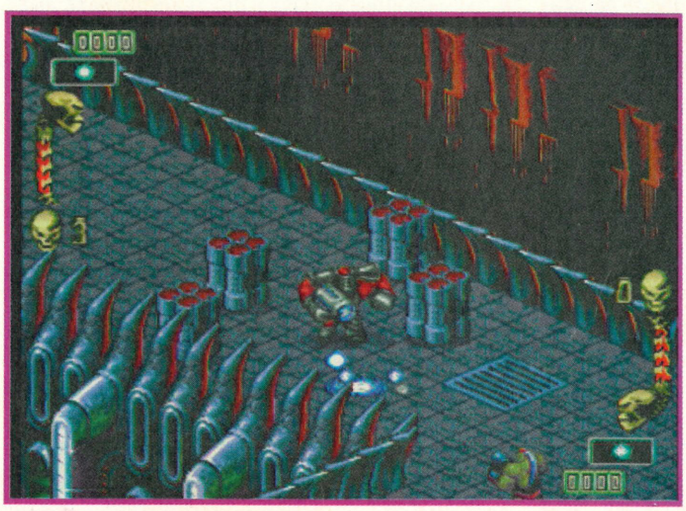
This is an absolutely superb playable demo of last month's cover feature from Core Design. Skeleton Krew looks like being the title to transform the shoot'em-up. It's been in development for over a year and only Amiga Action can bring you the chance to play this exclusive and fantastic level.

Pop Disk One into the drive of your A1200 (yes, it'll only run on one of these), and wait for a short while until the credits appear. Sit back because you can't skip through them, but they only take a short while. Once all this has been dispensed with, the MonstroCity level will be loaded and your mechanical warrior will appear.

Movement around the level is as you might expect, considering the perspective. However, firing your gun is a little on the tricky side for the beginner. The procedure is as follows:

Hold down the fire button and this will start firing the weapon. Moving the joystick now will rotate the upper half of the body allowing you to fire in a full 360 degree circle. As soon as you take your finger off the button, the gun will stay pointing in the last direction you were facing and you can continue to move. Clever eh?

It's very difficult at first, but extremely useful when you get to grips with it, so don't give up hope. Oh, and one final point before you set off, some of the scenery can be blown to pieces to allow you to pass through it. Okay? Then away you go.



Sound the Space Cadet





Scott Haynes (All Amigas)

Scott Haynes provided us with last month's popular Ace the Space Case, and he's been at it again to enable us to bring you more exclusive platform fare in the shape of Sound the Space Cadet.

The game should be decompacted on to a blank disk by booting with Disk Two in the drive, selecting option two and following the on-screen prompts.

If you want some further information on Scott and his games you can obtain his address by referring to the PD pages later in the magazine. Drop him a line and let him know what you think. He would also be grateful for any suggestions.

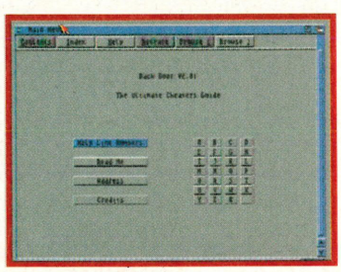
Hints & Tips

Stephen Birmingham (All Amigas)

We must be absolutely crazy. A fourth disk? Surely that's never been attempted before has it? Well it is Christmas, and you can't accuse us of not being generous. We get so many calls asking for cheats and tips that we decided to give you the ultimate gamer's guide on disk! More about that in a minute. Let's have a quick look at how to get it up and running first.

If you've already decompacted the disks from last month or have already tried some of the other coverdisks, then you'll be familiar with the process already. Have a disk ready – again, any old disk you don't want will do – boot your machine with Disk Four in the drive and follow the on-screen instructions. Insert your disk when prompted and finally reboot with the newly made disk in the drive.

The hints and cheats are all contained in a smart little database created by Stephen Birmingham from Liverpool. This allows you to call up any cheat you like by clicking on the correct letter of the alphabet and selecting from the list that will then appear. It's all very simple, all you need is a mouse. Away you go.



Bubble Gun

Daze (All Amigas)



Putting Disk Three in the drive, following the on-screen prompts and then waiting for the game to decompact on to the formatted disk that you prepared earlier should do the trick as far as getting ready to play our demo of Bubble Gun is concerned.

You're a sort of crocodile thing who runs around the levels shooting enemies and jumping around the screen on the various platforms. The idea, as far as I can gather, is to find the key to the end of the level in order to enable you to progress. There are plenty of keys around, but not all of them open the door. Some will open chests which contain other keys which will open other chests which will etc. Anyway, rest assured that the appropriate key is hidden somewhere on each level, so get platforming.

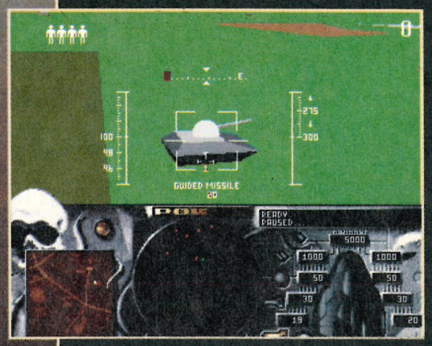
(Plum) Duff Disks

Duff disks are as duff disks do, which is to say that, on the whole, they don't do a lot. Because they're duff, and don't work. A tiny minority of them that is, if indeed, any at all. But fear not, we have the matter covered, so here's what to do if – and we're sorry – you have such a beast. Return the offending disk to: TIB, TIB House, 11 Edwards Street, Bradford, West Yorks. Thanks very much, festive readers.

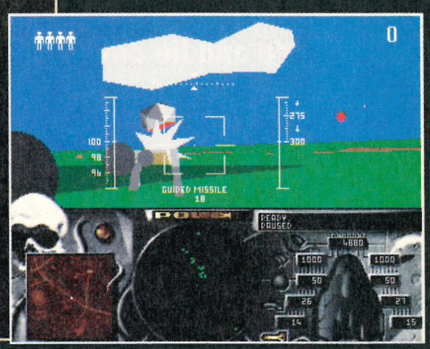
Embryo...the ultimate in three-dimensional arcade action.

EMBRYO

"Fastpaced, exciting arcade FLIGHT SIM... Very playable indeed"
88% C.U. AMIGA SCREENSTAR AWARD



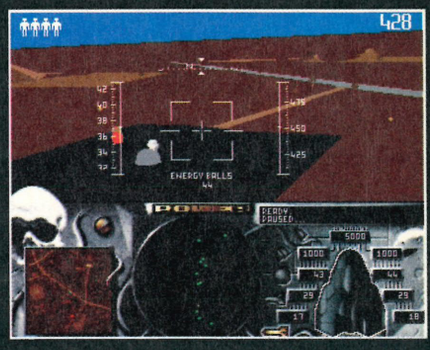
- 1 or 2 players via optional link cable.
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- 16 colour vectors.
- 20 detailed missions.
- Intro sequence, numerous pictures, sound effects and superb music enhance the great atmosphere.
- Many different fully animated enemies, weapons and bonus objects.
- Supports all Amigas (1 Mb required).
- Automatically recognises the machine's capabilities and utilises extra memory, processor power and the AGA Chipset.
- Fully hard disk installable.



"Smooth graphics, good 3D modelling and fantastic sound. The rockets in particular whoosh away superbly on all four audio tracks."
AMIGA POWER

"Embryo is possibly the fastest FLIGHT SIM to date for the Amiga. It is hard to see how it can be beaten in the future"
AMIGA ACTION

"An atmosphere generating soundtrack and storyline are the tips of a VERY IMPRESSIVE iceberg"
AMIGA ACTION



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ROADKILL...BIG VIRGIN...MODEM FUN...MASTER AXE...

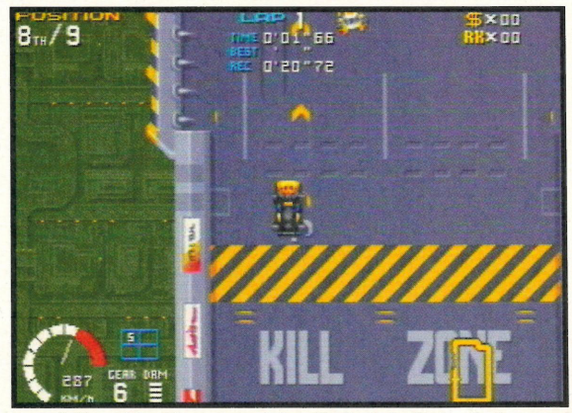
First word

Christmas comes but once a year they say. And it's true, which is why this year we've pushed the festive boat out to extraordinary lengths in order to bring you a ludicrously large turkey and cranberry flavoured, cracker-pulling, sherry-drinking, grandma-kissing four disk bonanza of an extravaganzic festival. With cream. It just seems a shame that your attention will be arrested by our cheap marketing tri– er, stupendous diskery when the inside of the magazine is equally as stunning, with reviews of some of the most eagerly awaited titles of the year such as Pinball Illusions, Sim City 2000 and Tower Assault. In fact, I'm so excited about it all that I need to go and lie down. Right now. Until next month then...

PAUL

Acid on the Road Again

Hot on the heels of the stunning Guardian, and following up the top-selling Skidmarks, Acid are back on the racing scene with the completed and in-too-late-to-review Roadkill. Launched initially on the CD32, it's an overhead racer in the mould of Supercars, with power-ups, weapons and nasty bits of killer track all thrown in along the way. It looks good and we'll no doubt expand further next month.



Roadkill: Acid Software, with a little help from their friends – Vision – bring us more racing action

Get Myself Connected



Plenty of Internet fun and frolics are at your fingertips if you purchase a sleek and sexy modem

Those of you with a taste for the Internet after last (and this) months' features might be interested to know where you can get a decent modem. And as luck would have it, good old Wizard have launched a couple of new ones. Hurrah!

The X-link modems have everything you could possibly want to start your surfing adventures; the 14,400 baud (quite fast) and 28,800 baud (very fast!) seem to us to be good value for money, but decide for yourselves if you like. Wizard can be contacted on 0322-272908.

CHOP CHOP

Millennium's Master Axe: The Genesis of MysterX is having the finishing touches put to it and should be ready for release shortly after Christmas. According to all reports, the gameplay – developed in conjunction with some of the world's most respected martial artists – is way beyond what any of the team expected, and Millennium firmly believe they have a Mortal Kombat II beater on their hands.



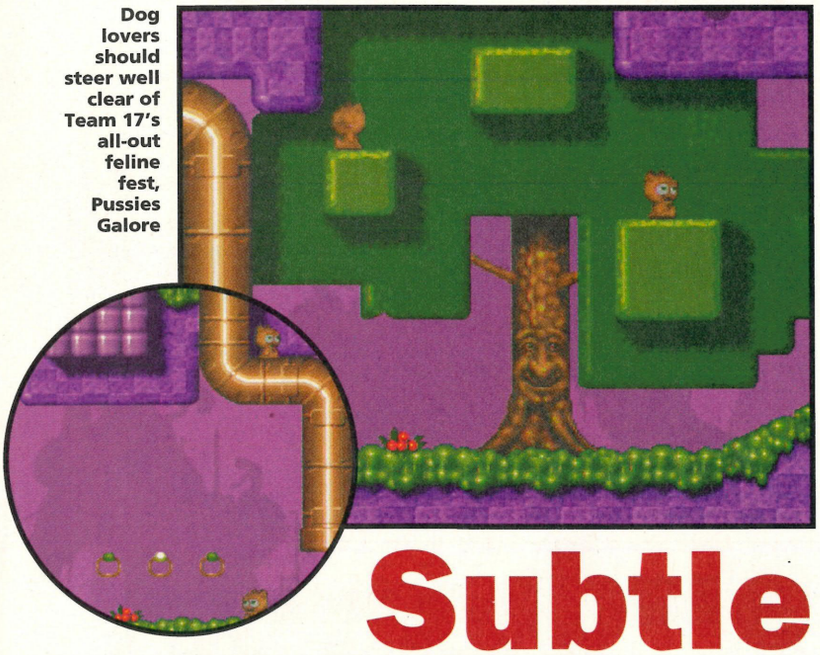
Biggest Virgin in London

Dickie Branson has run out of continents to cross on a one-wheeled tandem and has turned his hand once more to the business of selling stuff. Lots of stuff. November 29 sees the opening of the all shiny and new Virgin Megastore Games Centre, which will be housed in the already Quite Large Megastore on Oxford Street, near Tie Rack. The store claims to house the, "finest selection of games in the UK", and is part of Virgin's massive entertainment centre to be completed in the new year.



Heimdall 2: Er, one of the games that might be sold in Virgin's brand new big shop.

..HAS ANYONE SEEN MY PUSSY?



Dog lovers should steer well clear of Team 17's all-out feline fest, Pussies Galore

Subtle Innuendo

Team 17 are planning their first new platform game since Superfrog (not counting Assassin Special Edition), and at this early stage in its development it's looking very promising indeed. Comically entitled Pussies Galore, it doesn't take a genius to figure out that furry felines feature very heavily in the game.

Evil Eric, a once great magician (now simply the most evil cat in the universe), is growing old and is jealous of the youth and innocence of kittens everywhere. As his last and most diabolical scheme he decides to abduct every single kitten in the world, using as bait the one thing that he knows youngsters care about most – rock music!

He records an album under a pseudonym and it shoots to number one in the charts. All the kittens eagerly buy the CD, not realising that it contains magical incantations recorded backwards, and as they play it, they are sucked through the hole in the middle of the CD and into an alternative dimension.

A cat with a machine gun is certainly not a sight that you see every day. Is it?

You play the part of Boris, a streetwise alley cat who attempts to rescue the kittens in an effort to impress his girlfriend Doris. The game starts as Boris buys the album, fetches his high velocity Katapult, sits in his favourite comfy chair and turns the speakers up really loud.

The game will consist of four worlds, each of which will be divided into a number of smaller missions. Each of the missions may in turn contain extra optional objectives and sub–missions.



This all sounds highly impressive to us. Obviously we can't tell how the game plays at this stage, but hopefully it should be good.

Team 17's reputation will carry it through no matter what, and you should expect a full preview soon. Next month in fact. Hopefully.

FOOTBALL TACTICIAN 2

NEW enhanced version sets even higher standards and breaks more records.

Firmly established as the definitive interactive football strategy game, *FOOTBALL TACTICIAN 2* is now available in four superb versions:
FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border, featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous Serie A and Serie B for the thrills, the passion and the glory of the world's most exciting league! **FT2 GERMANY** with both Bundesligas. Are you the new Beckenbauer?

Four great games with the latest 94/95 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?

Try *FOOTBALL TACTICIAN 2* for a totally different football experience!

What makes Football Tactician 2 so special?

- *Biggest ever multi-user system: up to 46 users! (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.*
- *First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.*
- *Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, valuation and performance.*
- *Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.*
- *Professional recording: 36 matches always recorded for full-scale replay any time.*
- *First ever referee involvement: true to life behaviour. Beware of 'rough tactics' or 'time wasting' when Jim Parker is in charge! The message is clear: know your refs.*
- *Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.*
- *Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.*
- *16 different tactics from rough play to offside-trap, all adjustable throughout the match.*
- *You manage your side before AND during the match. No guessing. No falling asleep.*
- *Three levels of match reporting, from highlights only to ball-by-ball commentary.*

What are the new Features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, play-offs, cup competitions including the very latest European Champions League.
- Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- Easy selection of penalty takers, free kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers.
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situations on the field or making substitutions based on fitness and fatigue.
- Plus mid-week transfer and fitness news. Matchday programmes.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, most man-of-the-match, etc. etc.
- Friendlies, precise transfer markets, club history, financial position and much, much more!

Now in the shops, for Amigas and PC.

The Number One management game is now available in all the best computer stores, under the name of ***TACTICAL MANAGER.*** *Released by Black Legend, TACTICAL MANAGER has been acclaimed as the ultimate football strategy game: CU Amiga gave it 93% for playability and 96% for lastability. The One called it "the most accurate sim yet" and The Sunday Mirror hailed it as the "definitive management game, something special, that stands out from the rest"!*



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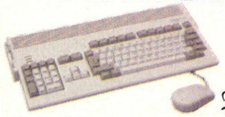
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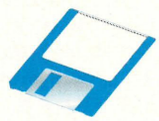
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SENSIBLE SOFTWARE GO CLUBBING





Don't be fooled into thinking that these guys are real musicians. They're programmers really!

Everything that went on happened under the beady eye of Carl from Madness (kneeling below)

Shooting Sensible Software



"So you wanna play golf? So you wanna play golf? So you wanna play go-olf?" And so goes the chorus to Jon Hare's new Sensible song.

One of Sensible Software's head honchos shocked the world with his, "War has never been so much fun! War has never been so much f-un!" theme tune for the ridiculously good Cannon Fodder, but this time around the subject matter is unlikely to make as many waves.

Golf is hardly the most offensive sport around, and the lyrics above are unlikely to be taken up by Bernhard Langer supporters and used as chants with which to taunt Seve Ballesteros. However, this hasn't deterred Mr. Hare from penning another tune to promote the Sensible shot at revolutionising golf games on the Amiga.

And so came a phone call, a train journey and an overnight stay in the capital (all on expenses of course).

"Come down to Regent's Park and see the promo video being shot. It's going to be interesting to say the least!". That was enough for us. So, on a cold morning, we arrived bright eyed and bushy tailed at the aforementioned destination.



From a distance, the scene looked confusing. We could see golf clubs swinging away, but as we drew closer it was apparent that the team from Sensible Software were all in fancy dress and running around in madcap style. A young lady wearing a dress so short it could have been a long belt, Jacqui (or Jackie, we never really got a chance to check the spelling), was the vocalist for the day, and she was given the job of belting out the lyrics for the camera.

Carl from Madness was directing the video, and his obvious slapstick influence was apparent not only to us, but also the bemused workmen on the building site 100 yards away, the policeman who stopped his car to take an interest, and the stray Red Setter that attacked some of the filmees while they were "in camera".

Picture the scene, you've got people in clown outfits, powdered wigs, Keystone Cops gear, and a milkman. Let off a couple of fireworks into the bargain and it's surprising that more hounds didn't join in the fun!

The video will be going out to the TV companies and computer shops to coincide with the launch of Sensible Golf, so you'll all get a chance to see it somewhere or other. We're surprised that Sensible Software have the time to produce any games at all if that morning's antics were anything to go by. Boy, do these guys know how to have a good time!

Watch out for more news about the clubtastic Sensible Golf in next month's information packed issue.

Below: After the addition of a stylish mohawk, glass eyes and moulded teeth, Blizzard is screaming for action! A clay model is sculpted for each character, complete with all the muscular detail that will be seen in the final puppet. The finished Armadon puppet features spikes which were painstakingly added by hand









the making of Primal R

Join Paul McNally as he teams up with video game giants Time Warner Interactive to take a look at a new generation of beat'em-up for 1995...

WRITTEN BY CHICKEN

Mortal Kombat 2? Pah! Rise of the Robots? Old hat! What am I going on about? If you've been to any of the "real" arcades of late, you may have come across the latest beat'em-up sensation – Primal Rage. This ferocious mixture of the old and the new is cashing in on the world's Dinosaur craze to good effect, combining stunning visuals and enjoyable gameplay.



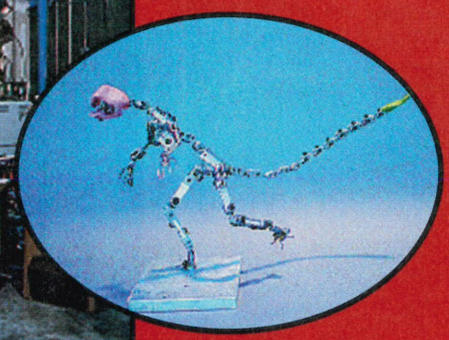
The good news for Amiga owners is that there are plans afoot to release it on our machine. The bad news is that it will be the tail-end of 1995 before it's ready for you all to play. So, Rise of the Robots has got a bit more shelf-life left in it yet, but let's have a closer look at exactly what will be on offer this time next year.

With most of the games we get to see here at Amiga Action, we usually play them, form an opinion and then leave them gathering dust in a cupboard somewhere. This may seem a little harsh, what with all the effort that goes into producing most games, but we simply don't have the time to delve any deeper than that.

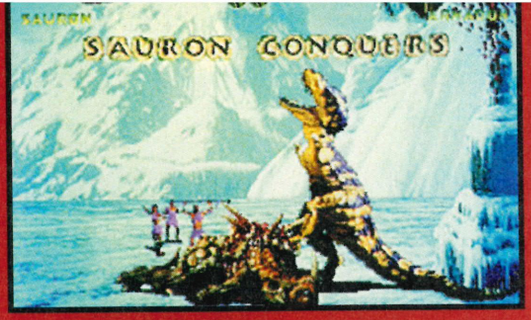
However, from time to time, some special techniques or other will be used in the production of a game, and are often worth a closer look before the game itself becomes a reality. Primal Rage falls into this category.



The interior of the image processing lab



Sauron's armature





Pete Kleinow, a Hollywood veteran, puts Sauron through his paces in the stop-motion lab





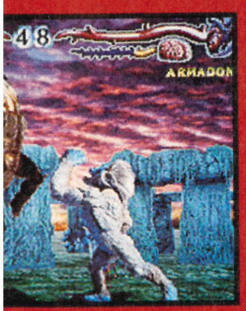
Rage



The finishing touches are added by an airbrush artist

The idea was first conceived over two years ago by Dennis Harper, the game's producer, and Jason Leong, the lead animator. They decided that a stop-motion fighting dinosaur game was what the world needed, and that they were the men to provide it.

Two Tyrannosaurus Rexes were originally pencilled in, and it didn't take too long to realise how good the animation looked. At that point, Dennis and Jason decided that it would be worthwhile adding extra characters and moves into the game.



Now early on in that last paragraph you may have asked yourself, "What's Stop-Motion video then?" Well, between you and me, it's all a bit complex, but it involves filming, "painstakingly small movements of a puppet armature, and allows for very detailed sequences of frame-to-frame character movements."

This system gives the animator an advantage because, as the puppets are fully poseable, character depth can be achieved providing a greater 3D effect. Every body part has been animated, from tails which sweep across the floor to heads which bob up and down while a character is standing still. The end result has to be seen to be believed, and it's fairly safe to say that this system has worked well enough to make Primal Rage look better than the majority of the beat'em-up genre.



A few disturbed members of the Rage team are happy to give us the 'Sauron Salute'

The colouring of the characters turned out to be as important as the animation, and when the two were put together, the end result was some extremely realistic fighting dinosaurs.

By the time the project got into full swing, there were some 30 individuals working on it. These guys were organised more like a film crew than a typical design team, and some Hollywood people were brought in specifically for the stop-motion sections.

Pete Kleinow, one of the best stop-motion animators in the business, was put in charge of this section of development, and Dan Platt, who has made a career of animating movie monsters, was assigned to design the sculptures that would be used in the animation.

When it came to actually deciding how the characters would look, Jason Leong came across a problem. With the majority of dinosaurs walking on four legs, it was decided that this would make them too slow and the fights less interesting, so a decision was taken not to limit the game to "real characters". Instead, the Primal Rage cast includes characters which never existed, but are physical combinations of dinosaurs which have walked the Earth in the

'Have beat'em-ups ever been as popular as they are now? With games such as Mortal Kombat 2 and Rise of the Robots on the way, the Amiga has never had it so good.'

the making of Primal Rage





Below: Jason Leong surrounded by images he created for Primal Rage



past. A good example of this is the Armadon, which combines the physical elements of a Triceratops, an Anklyosaurus (eh?) and a Stegasaurus.

From Leong's drawings, Dan Platt created fully movable clay models, complete with all the trimmings. Apparently, the traditional ball-and-socket joints used in the majority of movie models were not flexible enough for this project, so improved joints had to be designed.

From these complex clay models a mould was created, and once a latex puppet was formed, the work could begin in earnest.

Painting was next on the agenda, and the artists set to work sorting out the aesthetics so that the best possible on-screen result could be achieved. Once hair, teeth, nails and feathers had been added to the relevant dinosaurs, the animation could finally begin.

In order to make even the smallest move seem natural and fluid, 100 frames of animation were required. As you might imagine, when you've got lots of characters doing a total of over 400 different moves between them, that's quite a lot of animation!





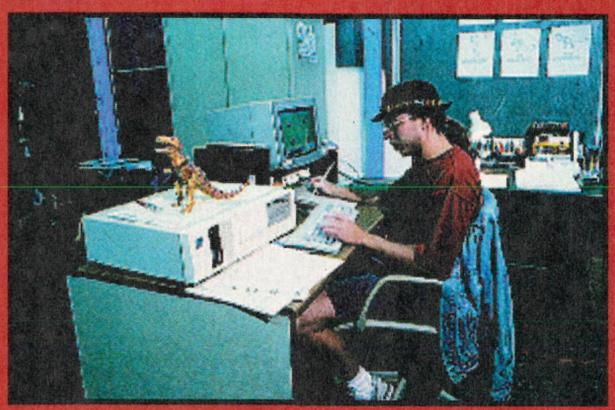
Frank Kaun (left) and Dennis Harper (right) are the programmer and producer for Primal Rage respectively

While all this was going on, one of the game designers, Cameron Petty, was laying out the "move matrix" – in other words, deciding what moves each character would have and how they would combine with others and react when they were hit. Petty was also responsible for many of the character storylines.

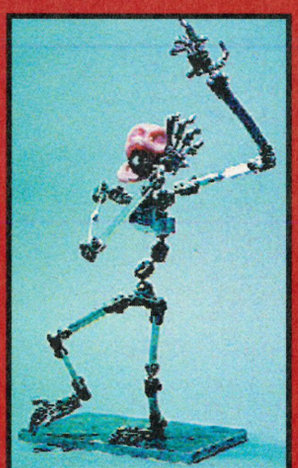
Finally the work was completed, and the result can be seen by yourselves down at the arcade. We'll be hearing a lot more about Primal Rage in 1995, especially as we get towards the September release date, and as soon as we get any more Amiga news you'll find it within these pages. However, don't hold your breath (for a couple of months at least), because there simply won't be any. So there!

'Hours of work by a dedicated team of designers has produced the results you can see for yourself in the arcade today. Mr. Mortal Kombat, a challenger has arrived.'

Cameron Petty selects a number of animation frames that will improve the fluidity of the dinosaur character motion



'With a Hollywood style production you can only expect the best. Primal Rage will ooze sheer class when it is released at the tail end of 1995'



Left: Blizzard's ball-and-socket armature. New types of joints were developed exclusively for Primal Rage. *Below:* A 'family portrait' of the puppets used in the filming of Primal Rage

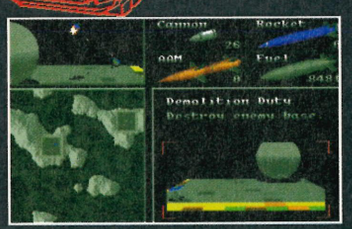


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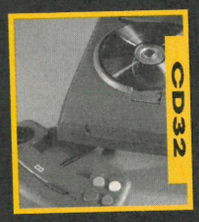
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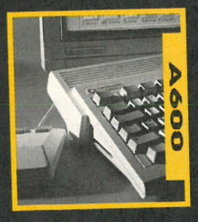
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Action reviews

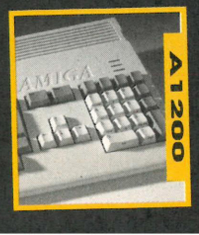
"Tis Christmas!" cried the software producers, and verily we were bombarded with festive games aplenty. In a manger



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).



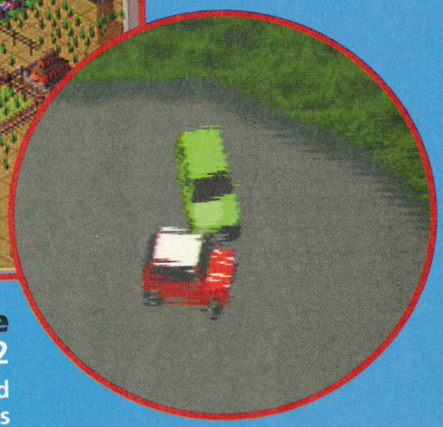
We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?



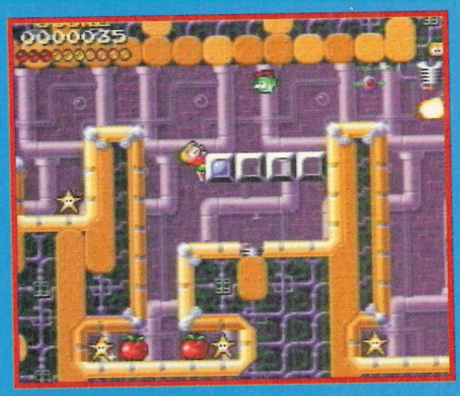
My, this is hard to read....



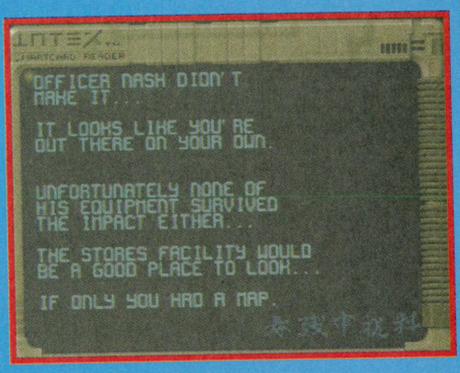
Sim City 2000
p20
Maxis' awesome builder is here at last!



Powerdrive
p32
US Gold's answer to... another really good rally game arrives, impresses, and departs



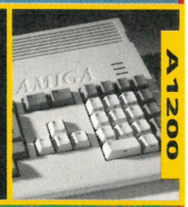
Marvin's Marvellous Adventure
p36
Pizza delivery can be a complicated business you know. Who wanted pepperoni, and how do you kill the bad guys?

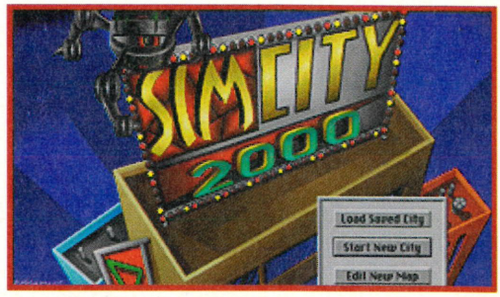


Tower Assault
p24
Team 17's Alien Breed part three jumps on the Christmas gravy train, and surprise surprise, it's the best Alien Breed so far

Not only that, but...

Super Stardust p42
Zeewolf p28
Aladdin p38
Man Utd '94 p53
Premier Manager 3 p31
Bubble & Squeak CD32 p52
Crystal Dragon p46
FIFA Soccer p51
Arcade Pool CD32 p52
Mr. Blobby p34
Pinball Illusions p40
Subwar 2050 p48
Lords of the Realm p50





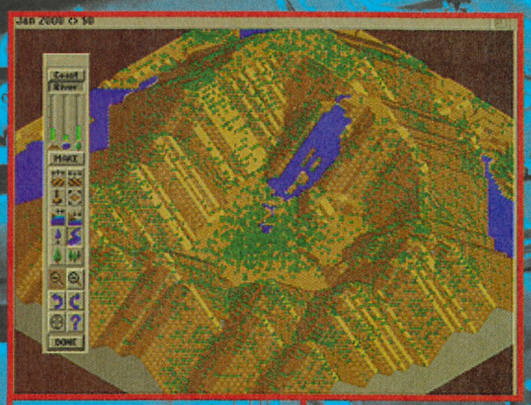
SimCity 2000

Imagine actually having to simulate a city yourself. Like, look like a building and sound like a car? Erm...

Are there any town planners reading this? Well this is for you: OOOOH, AT LEAST YOU DON'T MAKE A CRAP JOB OF IT, TOOLS!

I mean, really – do you give any thought to what you're doing at all? You probably do actually...

"Hi Tarquin, I've got a really awesomely fabbo plan. You know the new traffic lights in town? Well why don't we – and this is the clever bit – uproot the old ones a good few days before the new ones are connected to the junction box?"



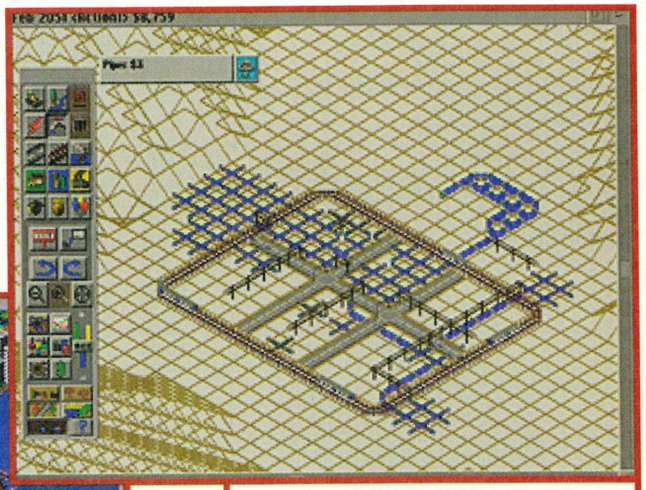
This is the terrain editor, and this is the terrain of a very ambitious person



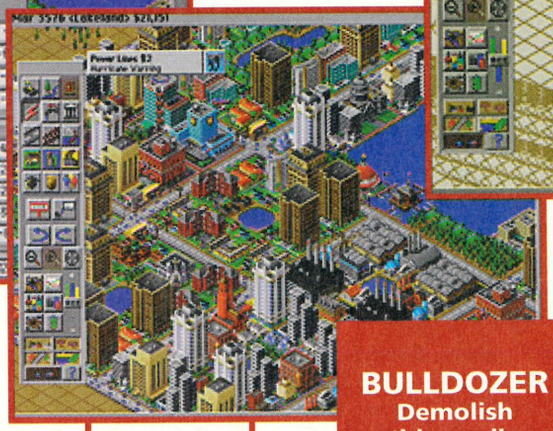
Here we see a town taking shape, though quite why the town was this shape to start with I can't remember



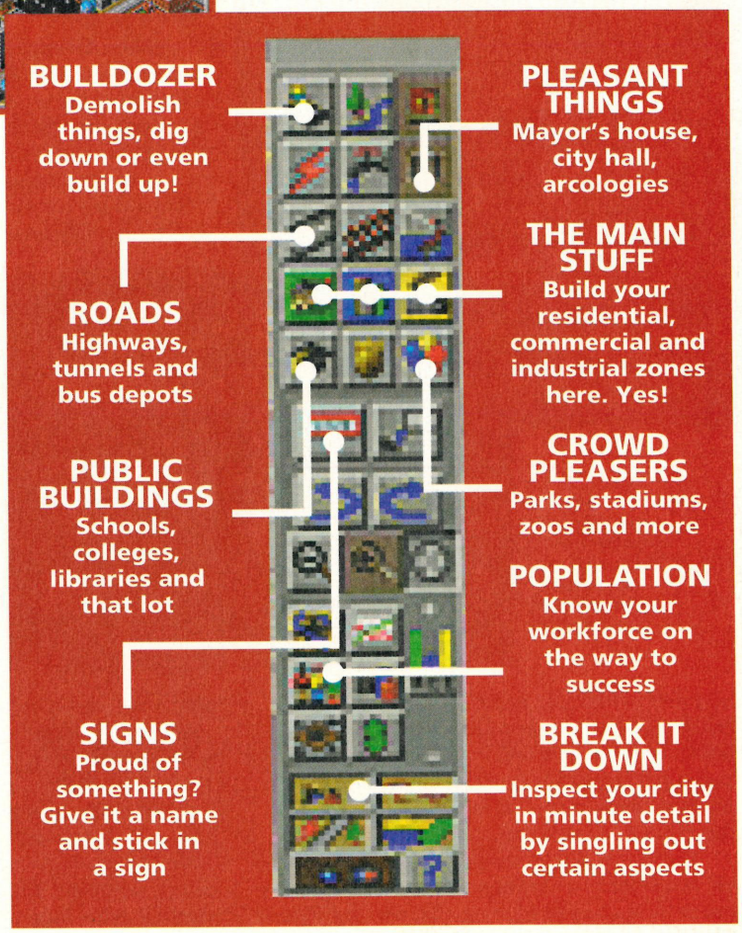
Any good mayor will provide his citizens with a clean and pleasant environment in which to work, rest and play



Water – the world's single most available commodity needs pumping under your city to keep the place alive



The time: the future. The crack: I appear to be doing very well indeed. The bad news: it obviously won't last for very long



00

"Oh Rupert, you're sharp as a tack old boy. That will leave the town centre without any means of traffic signalling whatsoever, and obviously things will run just as smooth as glass."

"That's not all Tarq. Rupie-babe's ideas machine is in overdrive today. Now see if you can get your head round this. It would, would it not, make so much sense if we failed to install a filter system anywhere, causing a veritable fleet of cars and buses to queue for up to 20 minutes simply to turn right towards the shops!"

"Brilliant!"

"Super!"

"Three Cheers!"

"Now let's run it up the flagpole and see who salutes it."

"And plan a few more mini-roundabouts."

"And buy some amyl nitrate and a leather balaclava..."

Unfortunately, Maxis' powers of programming don't allow you to sort out the problems of your home town, but they do allow you to do just about everything else. Sim City 2000 is abso-bloody-well-lutely involving. And then some.

Leather balaclava

Forget about Sim City – forget all about that – and banish from your mind any lingering doubts you may have that owning the still-excellent original is reason enough not to buy this. It isn't. There are reasons not to buy it, but we'll get to those later on. For now, just allow me to enthuse.

Apart from a faint lingering smell and a disturbing brown stain on his desk, the only thing the great Braddlethorpe J. H. Burton (of Over The Edge fame/shame) left behind when he began his great lying-in-bed adventure, was his Mac version of SC2000. Being a bit of a vulture, I immediately claimed it as my own. Deadlines were subsequently missed, management threats were largely ignored and written warnings treated with starey-eyed indifference as I embarked upon a quest to fashion Rawtenstall #2 into the world's best living environment (ergo, a damn sight different to Rawtenstall #1).

And now I get to do it all again with the "proper" version. And I'm glad (nay ecstatic) to report that yet again, it's great!

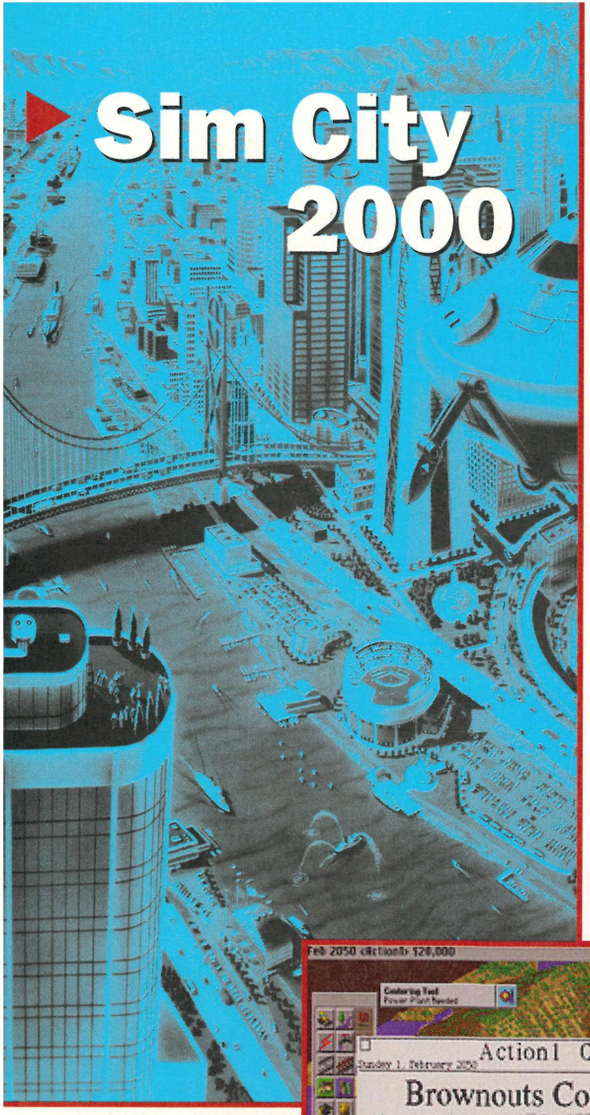
You begin with a humble piece of land just a few square miles in size, complete with hills, trees, a river and/or coastline, or if you prefer, none of the above (apart from the land of course). Oh, and you have some money too. Which you must use wisely.

As with any city, the most important single factor in its existence is power, and you need a power station before anything else. Some forms of fuel are cheap, but probably high in pollution, while others are expensive and clean, but perhaps not as potent, or more likely to develop a major fault. And then you need industrial, commercial and residential areas to get things really swinging. All of which need powering up by means of the electrical cables you must cheaply string across the countryside like a man or woman possessed.

Common sense is a necessary part of the planning process if you are to get your city up and running. For instance, building a dense residential area at the edge of the map with only one road leading to it isn't likely to attract too many potential migrators. In much the same way, plopping a great industrial site next to a thriving housing estate is likely to drive most of the inhabitants away.

As mayor of this place you now call home, you will want to keep your people happy, healthy and safe. You'll find that any inhabitants you attract are on the whole an intelligent bunch, and they won't stand for anything but the best facilities. Your city is therefore unlikely to expand beyond the size of a small hamlet in Sussex unless you provide them with as much. The ungrateful

Sim City 2000



plot of land branches off in about half a dozen different directions.

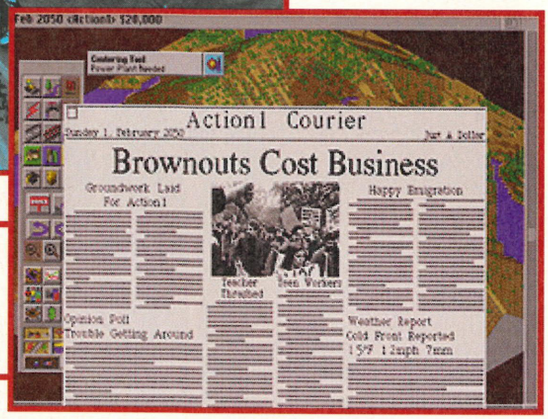
At the outset, it's all about being steady, as the money you start off with won't go too far unless you invest it carefully. Fortunately, the machine specifics of SC2000 mean that when it is set on the speediest level, such careful investment will pay financial dividends reasonably quickly. You will then be able to get on with the all-important task of "making your city look nice". And it really does look nice.



Rail communications are vital for a large city's well-being. So what's the excuse for this tiddler?

Police stations, fire stations, libraries, hospitals and museums are all very well, but the real satisfaction comes when you start building seaports, airports, subways and other things which outwardly signify success.

As the years pass by (you get a choice of historical starting points), your buildings take on an increasingly futuristic look, with the larger skyscrapers becoming adorned with neon. Throughout your stint at the helm, the cityfolk will be constantly making demands, and like a good mayor, you will be obliged to meet them. Adopting an anti-nuclear policy and legalising gambling are amongst the dozens of policies you may or may not opt for.



Several newspapers inform you of how well you are actually doing. Or not

As if building an enviable empire wasn't asking enough, the threat of disaster is always in the air. Fires, floods and even invasion from a monster are constant worries, and unless you have adequate services, your city is likely to be destroyed.

blighters will require much more than jobs and houses if you are to gain their approval, and before long you will find yourself having to pay for parks, police and fire protection, maybe a pollution ordinance, and later, more expensive things such as zoos, marinas and sports stadia.

Everything is icon driven in a dreamily simple yet comprehensive fashion, and even a mundane necessity such as bulldozing a derelict building or

Well, time and space is running out, and I've still only mentioned a fraction of what the game offers. I haven't even touched upon the sound, which whilst not being spectacular, again offers depth in a fun kind of way.

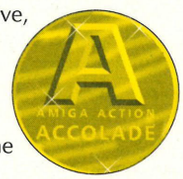
Stadiums are important. Build 50 of these and nothing else. It looks good



Cheese grater

What Sim City 2000 offers in abundance is atmosphere. You'll be gutted when a site becomes derelict, and you'll feel like whooping when your finances progress to a stage where further improvements become possible. Maxis have done a truly excellent job with the conversion, and the graphics are far, far, better than we could really have hoped for.

The downside then. Well, you'll need an A1200 to play it, with a hard drive, and you'll also be wanting 4Mb of RAM. Unfortunate, but true. However, the few lucky people who own such a beast will be well rewarded with a game of the finest quality. **A**



THE LOW-DOWN

PUBLISHER Maxis
CONTACT 071 490 2177
HD INSTALLABLE Essential
PRICE £34.99

GRAPHICS	94%
SOUND	88%
PLAYABILITY	95%
DIFFICULTY	Tricky

We've waited so long for this to arrive on the Amiga, and the initial feeling is one of disappointment – disappointment that only a select minority will be able to enjoy it. But enjoy it they will! Sim City 2000 looks brilliant, plays superbly, is addictive, frustrating, elevating, and surely destined, just like its older brother, to be an absolute classic.

REVIEWED BY PAUL

SECOND OPINION

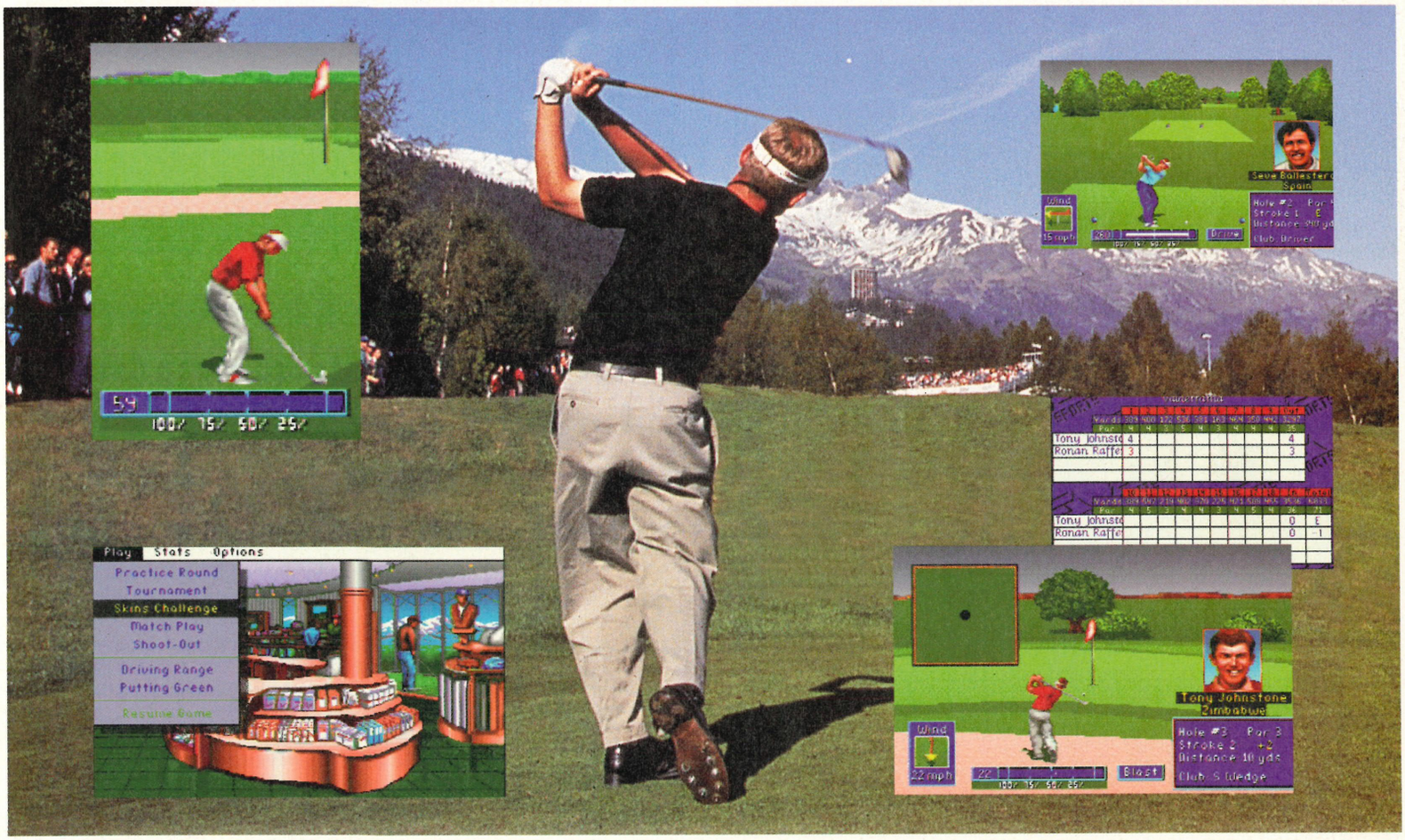
It's difficult to judge just how many copies Sim City 2000 will sell. Its pedigree is certainly not in question, but the specs of the machine needed to run the damn thing are highly restrictive. If you do have the necessary hardware at your disposal then this is a very good game (unrivalled as far as God-games go), but if you don't own the required stuff then you may as well start crying right now. Alternatively, you could start saving up!

OPINION BY CHICKEN

OVERALL SCORE

93%

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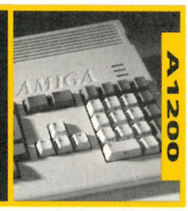
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ACTION REVIEW
SHOOT'EM-UP



Alien Tower





The crash site where you start the conflict. You're lucky to still be alive really!

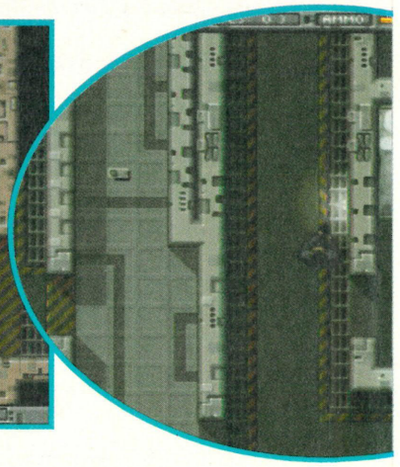
Everybody loves Alien Breed, and Team 17's latest episode features an assault on some towers. So there you have it

I tend to get sick of popular games that are constantly re-released in differing forms, but for some reason this hasn't happened with Alien Breed. I can't get enough of the stuff. Yes, I know that's a bit on the bland side, but it just has something about it.

There have been plenty of other Alien Breeds, but the latest incarnation – Tower Assault – boasts enough gameplay and features to make it worth everybody's while.

Your tri-lazer can prove devastating if you come across a group of aliens lurking around a corner. Watch it sap your ammo faster than you would believe



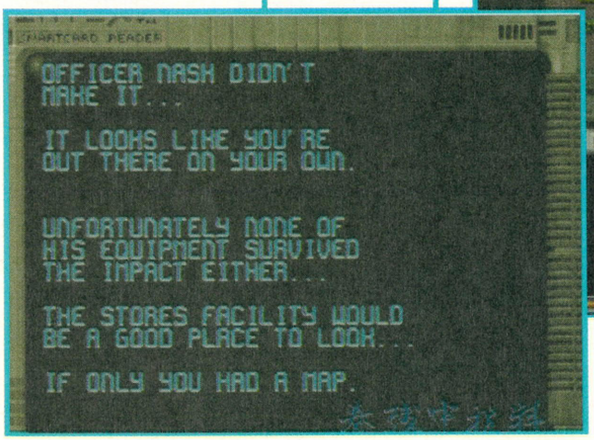


n Breed Assault

The trail of the aliens is easy enough to follow. The string of mutilated bodies is a handy guide



Smartcards are scattered all over the show and can be read instantly, giving vital information



If you have a hard drive then make sure you've got 4.5 meg free and install away. This gets rid of all the tedious disk swapping that plagued some of the other versions between levels. However, there are only three disks, so even if you aren't equipped with a sleek and sexy hard drive, you can still play without facing too many problems.

Upon loading the 1200 version you are greeted with a nice bitmap and some good, atmospheric music. The options are then presented, and from here you can switch the difficulty level between Normal and Tough (not that you'd want to, because the game isn't exactly simple to start with!), as well as select the one or two-player game.

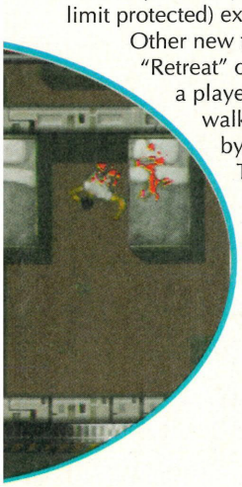
Two-player mode is as good as it ever has been, and a "Players Get Hurt" option makes life even trickier as any stray shots from your gun will damage your partner as well. The pair of you really will have to co-operate if any kind of progression is to be made.

The bitch is back (again)...

Team 17 have tried to make this latest incarnation as varied as possible by providing 276 possible routes to the Mother Alien that you must despatch. This has been achieved by using multiple exit points, meaning that no two games ever have to be exactly the same. It also initiates a learning process where you'll need to discover which are the easier sections to complete and which are the ones where death is always imminent.

These levels are vast and sprawling, and it's very easy to become disorientated and lose track of your position. This can be extremely frustrating when you manage to complete a mission and suddenly realise you have no idea where the (time limit protected) exit to the level is.

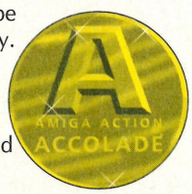
Other new features include the "Retreat" option which enables a player to shoot as they walk backwards, simply by holding down a key. This is extremely handy when the pressure is on.

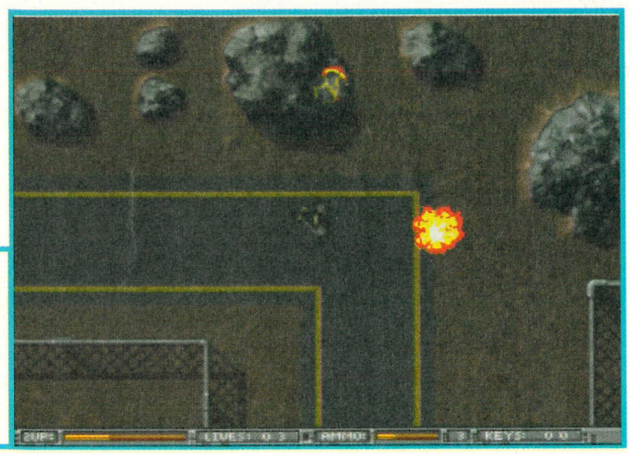


As far as pick-ups go, there is the usual Alien Breed collection of money, ammo and weaponry. Power-ups can be purchased or found, and will greatly increase any slim thoughts of survival you may have been harbouring at the beginning.

One other point worth mentioning is the inclusion of the Dark Levels. Apparently, there are about seven of them, and when you reach one, the guys are given a torch which only illuminates a small section of the surrounding area. A lot of time will be spent here blindly shooting at the blue eyes that come towards you, and the rest of the time you'll no doubt be dying horribly.

A couple of months ago we saw some pretty amazing screenshots for the game which were images created by the amazing Raptor Plus Renderfarm. These aren't included in the disk version, but CD32 owners will be able to see them in all their glory. Don't worry if you've only got an A1200 because this version will keep you occupied for hours anyway. The frills only add to an already great game. **A**





The meteor storm flies over your landing zone. Make sure that none of them land in your vicinity

THE LOW-DOWN

PUBLISHER Team 17
CONTACT 0924 385903
HD INSTALLABLE Yes
PRICE £19.99

GRAPHICS	85%
SOUND	88%
PLAYABILITY	90%
DIFFICULTY	Very Hard

What can I say? It's probably the best Alien Breed game to date. The first one was superb, the second lost it a bit for me, but Team 17 are back on form with this. And it only costs £20. The atmosphere and hours of gameplay make this well worth buying even if you've seen it in all its other forms. If there is a fault it's that it's a bit on the difficult side. The mines outside are well tricky to avoid if you're in a hurry and it's quite easy to lose a life before you even get into the complex proper. However, it's top quality stuff that will sell by the bucketload and deservedly so.

REVIEWED BY CHICKEN

SECOND OPINION

Alien Breed 2 was an excellent game, but in many ways the original remains my favourite of the two. Tower Assault borrows aspects from both of these veritable classics to create yet another superb Alien Breed game. Easily the best yet.

REVIEWED BY Paul

OVERALL SCORE

91%

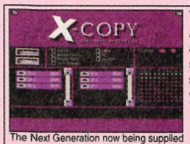
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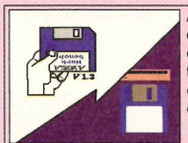


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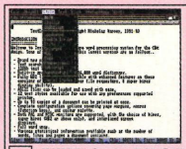


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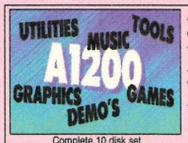
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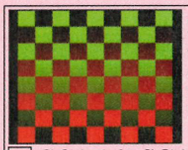
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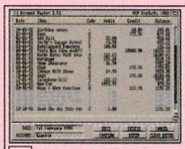


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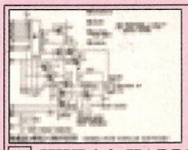
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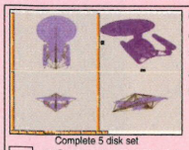
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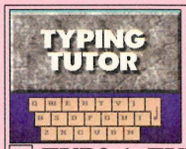


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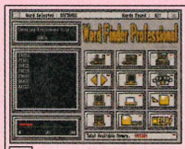
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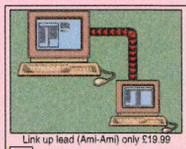
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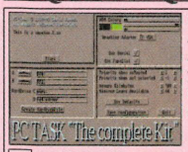


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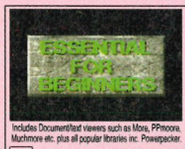
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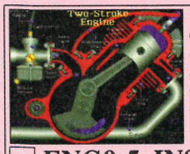
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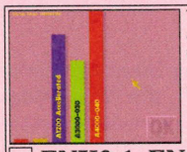
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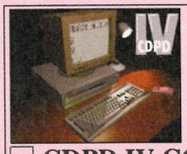
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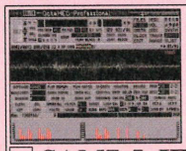


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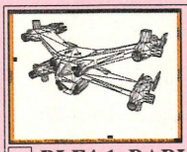


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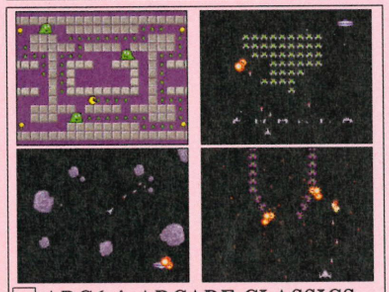


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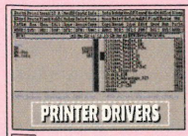


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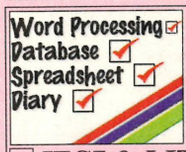
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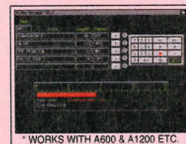


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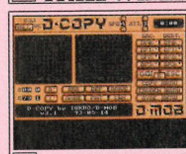


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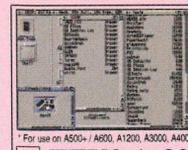
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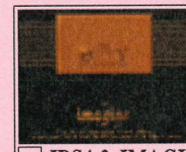


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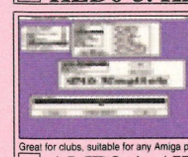
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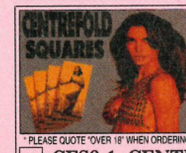


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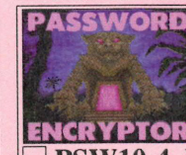


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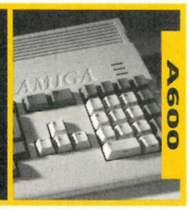


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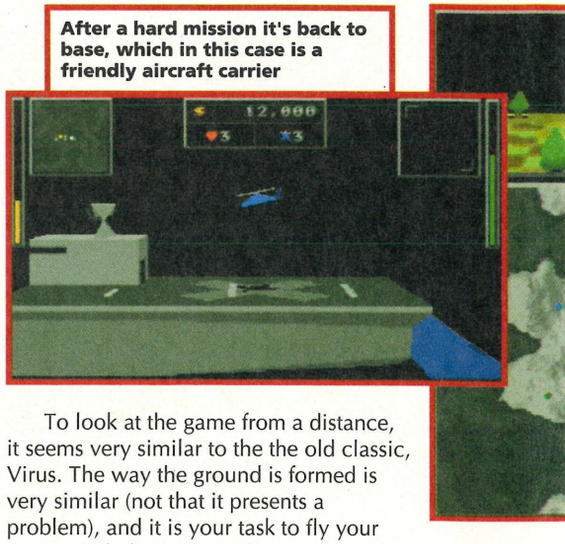


Zeewolf

Binary Asylum's helicopter shoot'em-up has arrived just in time to take its place in your Christmas stocking

Binary Asylum aren't exactly high up in the Who's Who of Amiga game producers. At least not yet. The team behind their first product, Zeewolf, consists of former magazine writers who have sat down together to write the sort of game they would like to play themselves. If that all sounds a bit of a bad idea, I'm glad to say that it isn't just a case of a soap star releasing a record because that's where the money is. These boys are serious and they've been working on Zeewolf for a good few months now. Fortunately for us, all this effort and endeavour is finally coming to fruition.

Zeewolf is all about helicopters, and Binary Asylum have decided that the game should be set in the future. Obviously this eradicates the need to include accurate technical detail and counts as a point in Zeewolf's favour. I mean, let's face it, helicopters are generally quite a bit on the bland side aren't they?



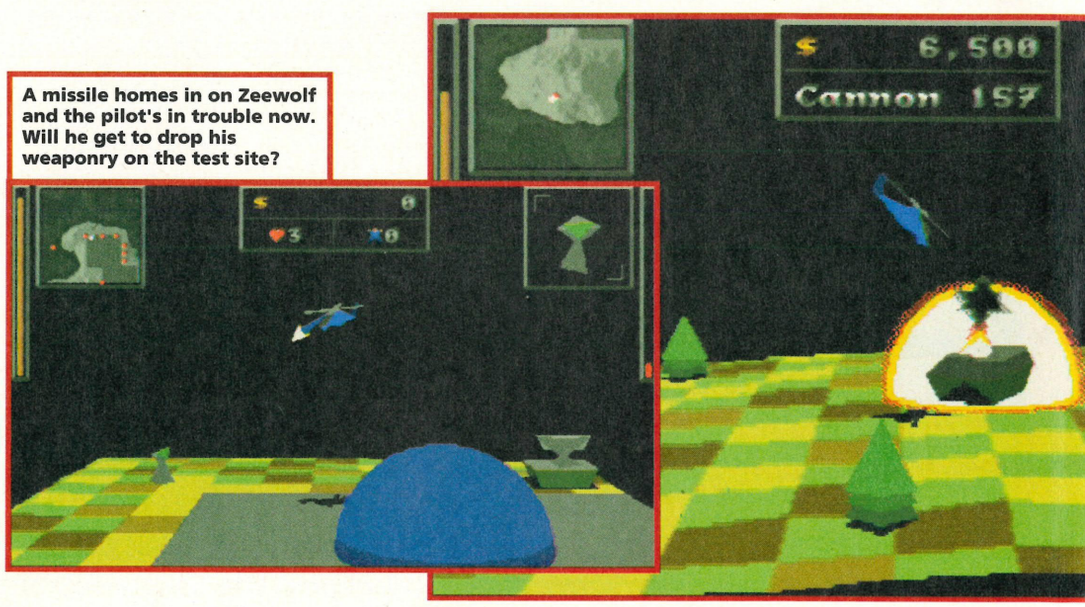
After a hard mission it's back to base, which in this case is a friendly aircraft carrier

To look at the game from a distance, it seems very similar to the the old classic, Virus. The way the ground is formed is very similar (not that it presents a problem), and it is your task to fly your prototype helicopter as close to the surface as possible, completing whatever military tasks the computer throws at you. There are 32 missions in total, so as you can imagine, you'll be at this one for quite some time. As is so often the case with games of this type, the first couple of levels are relatively simple in comparison to what must be faced later, and this helps ease you in.

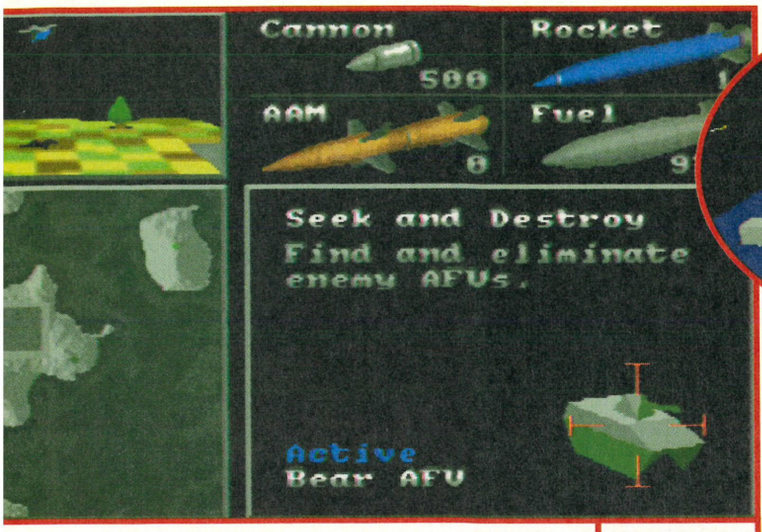
The chopper can be controlled by either the joystick or mouse, and although I have stuck with



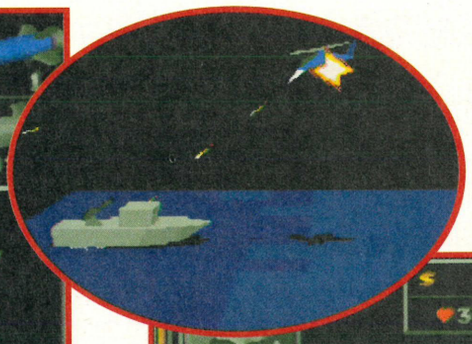
A direct hit causes problems for the enemy soldiers as they die

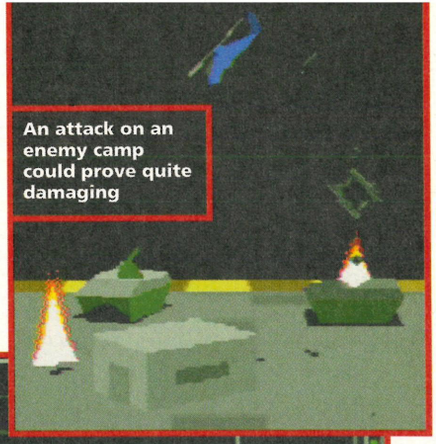


A missile homes in on Zeewolf and the pilot's in trouble now. Will he get to drop his weaponry on the test site?

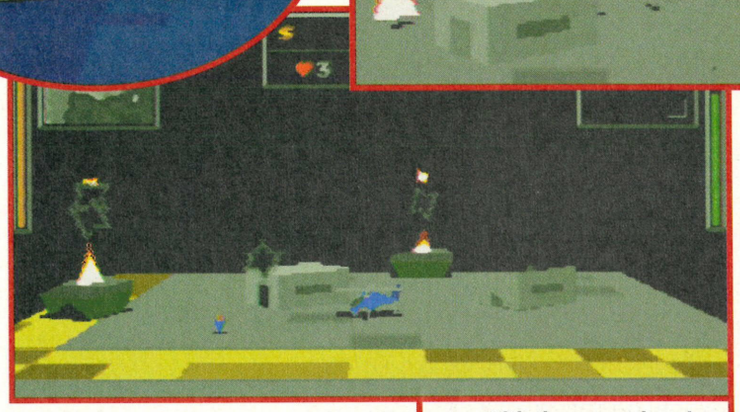


This screen informs you which of your objectives still need to be completed before the mission is finally concluded





An attack on an enemy camp could prove quite damaging



With the enemy burning around them, your brave soldiers make a run for your chopper and freedom

the joystick so far, the programmers recommend a bit of mousage once you have become a bit of a whizz in the cockpit.

The fact that Zeewolf is a shoot'em-up featuring a helicopter, means that it will inevitably be compared with Desert Strike. However, this can be quite a dangerous business as the similarities are few and far between. True, you have POWs to rescue, buildings to destroy and so on, but the whole thing has obviously been approached in a different way.

The view takes some getting used to at first, and keeping track of an object only for it to suddenly disappear from sight can be a bit disorientating for a while. However, there are enough sensors and displays to prevent this from becoming a serious problem.

It's Ze wolf!

Tapping 'Enter' at any stage will supply you with a tactical overview of what is going on, and you are able to find information on how many weapons are left on board at a glance. Also, in the top left of the screen, there is a handy miniaturised play area so you can view what's going on outside the ship while you're taking all this information in.

A password system is used rather than a savegame option, and this allows you access to later levels without having to play through everything again. My main gripe with this is that you only get a new code word every four levels, so you have to wade through sections you've already completed anyway. I can't see why a password per level would have been a problem, but maybe it's just one of those things that might not bother other people as much.

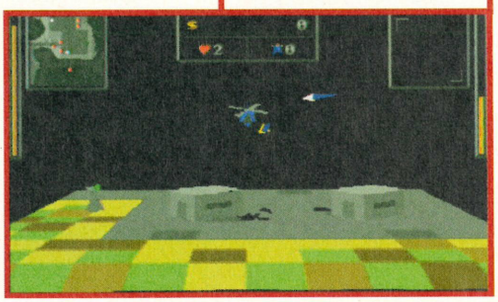
I've already mentioned that the graphics are highly reminiscent of Virus, and it's pretty satisfying when you destroy an enemy vehicle and hang around long enough to watch it begin to billow out smoke before exploding into a million bits. There is no representation of the sky as such on the screen, just blackness, and objects that disappear from view as quickly as they appeared can be a cause of confusion at times, but it's no major drama.

There are no problems with the sound, and the usual array of beefy explosions and meaty machine gun noises are all heavily featured. In fact, Zeewolf is pretty impressive all round. There are a few things I'd change, but these are all personal quibbles that I wouldn't expect many other people to share.

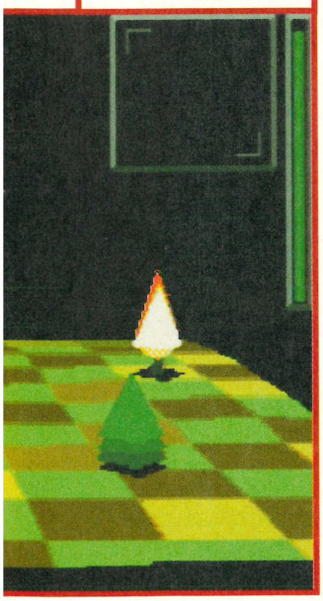
For a first release, you'll find it difficult to knock Zeewolf for entertainment value, and I can't imagine sitting down myself to program something as entertaining and complicated as this.

But then I guess all us magazine writers aren't the same eh? **A**

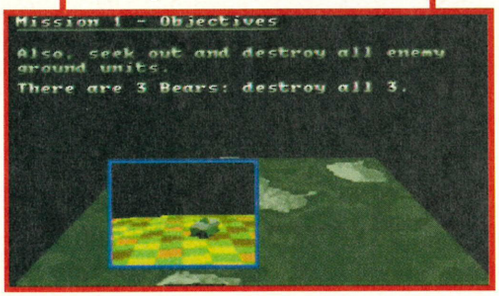
The artillery rains in on you as you try to break some POWs free



It's all over for this tank crew as their vehicle explodes around them after a heavy attack



Your mission objectives are fairly unambiguous. Kill, maim etc.



THE LOW-DOWN

PUBLISHER Binary Asylum
CONTACT 01225 428494
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	80%
SOUND	80%
PLAYABILITY	85%
DIFFICULTY	Tricky

I really enjoyed Zeewolf. It's a pleasant change from a lot of the stuff we get in the office, and I have a feeling that it will be making its way into a lot of homes over the coming months, and rightfully so. The game plays really well, and things can get quite tense when the energy level of the chopper starts to drop. It's sufficiently removed from Desert Strike so it should keep everybody happy while we're waiting for Ocean to release Jungle Strike. We'll be hearing a lot more from Binary Asylum in the future if this first project is anything to go by. Good stuff that deserves some success.

REVIEWED BY CHICKEN

SECOND OPINION

Zeewolf is a game that requires not only lightning reflexes but a decent brain too, and as such has me struggling no end. It has to be said that what looked promising nine months ago has grown, expanded and more than fulfilled its initial promise. Good stuff this.

REVIEWED BY PAUL

OVERALL SCORE

85%

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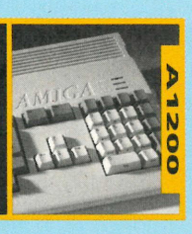
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Premier Manager 3



Building up your stadium allows you to attract the crowds

From the main menu all good things happen



Here's our name. And, er, some-one else's



Gremlin and Realms of Fantasy have been at it again. Are you ready for the third instalment?

After the most ridiculous summer ever, as far as the sheer volume of soccer sims released is concerned, I think the tide has just about been stemmed (apart from FIFA Soccer and probably about two dozen others). Footy has never been so popular, and even my mum knows her Romario from her Giggsy (which isn't bad considering a couple of years back she'd have asked which team Nigel Mansell plays for).

Premier Manager 3 has a distinct advantage over some of its recent opposition in that it already has an assured pedigree. The first two PM games are widely accepted as the greatest in their field to date, although I'm a bit of a Championship Manager bloke myself.

Realms of Fantasy have done the business once again and added enough new features to their already winning formula to make it worth yet another purchase.

The second title was considerably harder than the first, which had the finger pointed at it for being too easy. PM3 takes things even further, and is supposedly even more difficult, providing either a real long-term challenge or a frustrating losing experience, depending how you look at things.

Real match graphics are provided for this third in the series from Gremlin Interactive



The basic gist remains the same – PM3 is a management game that is pleasing to look at even though it is based around endless lists and statistics. A number of new features have been added to increase the playability and also to improve the looks, so why don't we have a look at some of the key changes?

The first, most obvious difference is the inclusion of an actual match sequence. Gone are the player animations, replaced by a proper pitch with little players moving about. This works really well and can be speeded up if you can't be bothered watching the full ninety minutes.

Whingeing Taggart

Another nice touch is the inclusion of an Assistant Manager. Some of the dull administrative tasks that had to be performed in the previous two games could prove quite annoying in the long run, so now you can employ a slave to do it all for you. Who wants to keep setting training schedules and dealing with player contracts when your "number two" is just as capable?

Depending on his rating, the Assistant Manager can be directed to perform plenty of other tedious tasks too. It takes overall control of the game away from you, but there's a lot more to worry about now. The tactics are much more in-depth than before, and the wealth of data and statistics has got to be seen to be believed. We are told that team data should be accurate to within seven days of release, and this is where Club Football – The Manager fell down heavily.

In short, you have to decide whether you can face Premier Manager again. As far as I'm concerned, enough has been sufficiently tweaked and added to make it the best management game currently available. **A**

THE LOW-DOWN

PUBLISHER Gremlin
CONTACT 0742 753423
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	80%
SOUND	80%
PLAYABILITY	88%
DIFFICULTY	Very Hard

There are so many things to consider before putting a team out in PM3 that it can be quite off-putting at first. Of course you could just randomly pick any team, but chances are you'd be swiftly hammered. Once you have things set up to your liking it's a great game, and one that is guaranteed to provide even more success for Gremlin. It's difficult to see where Realms of Fantasy can go next, but you should put this close to the top of your Christmas list.

REVIEWED BY CHICKEN

SECOND OPINION

Another spectacular footy game. Gosh I can't wait for the next one to come out! The excitement is too much. Ooooh splendo!

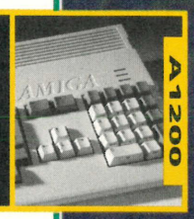
OPINION BY FIONA

DIFFERENCES

The 600 version runs a bit slower but it's still more than acceptable to play.

OVERALL SCORE

90%





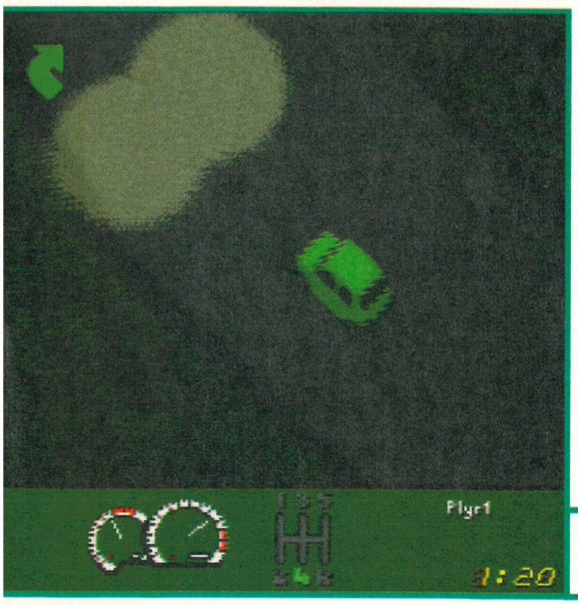
Oh dear! That's not good. You're not in the money and you're not in the next stage either!



Choosing which of your cars to take to the next stage is a particularly important decision to make

Powerdr

US Gold have been a bit quiet of late, but now they've teamed up with Liverpool based Rage Software to produce an overhead racer. Enter Powerdrive...

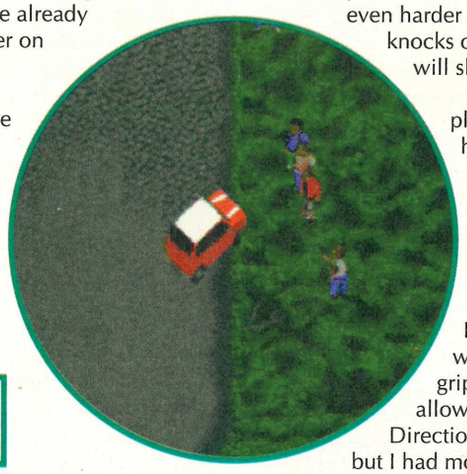


The darkness closes in and it's time to switch on the powerful beam headlights

Even though there are a couple of overhead perspective race games (Team 17's ATR and Arcane's Turbo Trax to name but two) on the horizon, Powerdrive is here now and that gives it the edge so far.

Rage Software, who have already had a big success with Striker on the Amiga and CD32, are responsible for Powerdrive, and a pretty good job they've made of it too.

The project has only been underway for a couple of months, but the programmers have been working like demons to get the game finished in time for Christmas.

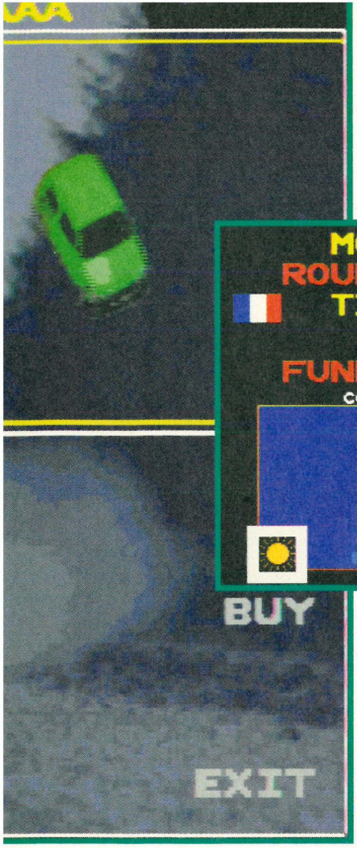


The new breed of Super-Sprint clones for the nineties all boast pretty spectacular graphics, and Powerdrive certainly isn't the exception. The vehicles are beautifully crafted, and range from a Mini Coupé and a Fiat Cinquecento, right the way up to the boy racer's dream of a Ford Cosworth.

There are more than 50 courses to race around, and although they are fairly straightforward to begin with, rain, darkness and treacherous ice all make appearances, adding to the mayhem.

Only by beating the time set for each course can you progress to the next stage, and because of the relative slowness of the cars which are available to you at the beginning of the game, it is incredibly difficult to qualify. Things are made even harder if you take a couple of knocks on your way round, as these will slow you down considerably.

When you first come to play Powerdrive, you won't have a chance of progressing very far. The car will be all over the road, and it's more than likely that you'll be smashing into walls, cones and spectators on the way. This is mainly due to the Rotational control system which is quite tricky to get to grips with at first. An option allows you to choose a Directional control method instead, but I had more trouble with this than the



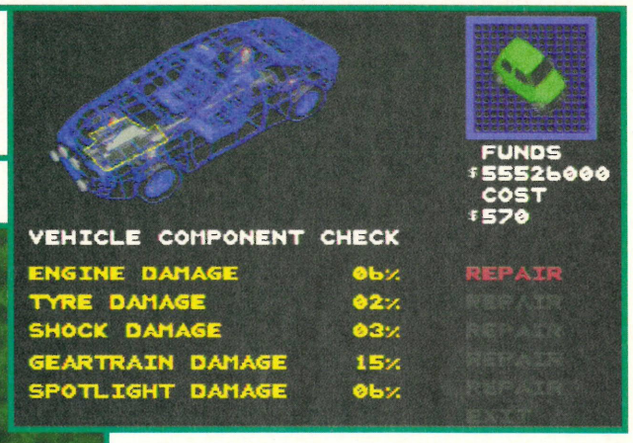
At the start of each day you are informed of the location, the weather and the entry fee





The two vehicles collide, costing each other valuable time which will have to be made up quickly

An assessment of your car's damage is provided after each race. You'll need plenty of cash to sort it out



The car has collected a couple of road cones on its travels. The spectators snigger



ive

default setting to be honest. Anyway, perseverance is the key and with a little patience the car will start to glide around the corners instead of crashing into them.

In the long run, all this bashing around and getting used to the early tracks will work in your favour. Each bit of success brings a weighty cash reward with it, so if you can get off to a bit of a flyer at the beginning, your pockets will be well stashed with prize money.

At the end of each stage, a repair screen pops up, and any damage that your car has picked up can be swiftly and painlessly eradicated. As in the real world, this all costs money, as does purchasing a new vehicle. Repairs are relatively cheap, but it takes some serious saving up to get a new set of wheels.

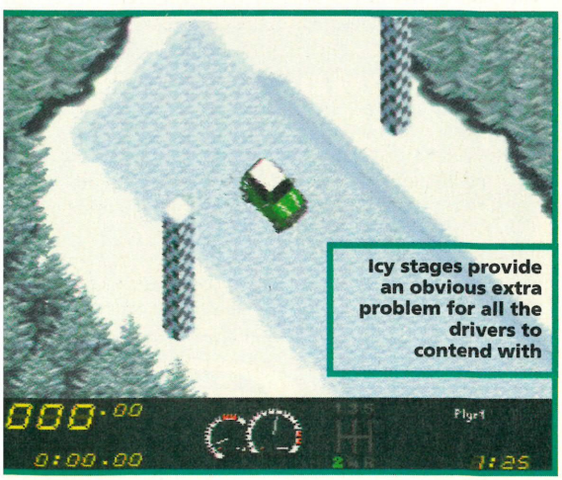
For the novice driver, there is a very handy practice section available where you can put yourself through your paces by driving around a big concrete yard full of traffic cones. This will hone your driving skills no end and prepare you for the big rallying events to come.

Sir Walter

Powerdrive certainly doesn't skimp on presentation either. Even though it only comes on two disks (swapping is kept to a minimum), there are digitised photographs scattered about the menus as well as some good spot effects.

There are several more nice touches in Powerdrive just to finish it off in good fashion. For example, the night sections mean your headlights will be on full beam, and by steering the car, your small pools of light will illuminate previously black sections of the track. If you squint you can just about make out the bends, but it's very easy to lose concentration and just let your eyes follow the lights instead of the road. This is likely to end in a loss of control, a crash, and ultimately, failure to qualify (not to mention making your eyes bleed quite heavily).

Powerdrive is an excellent game that the others currently in the pipeline will have to aim to better, and once you get used to the finicky control method, there's an awful lot of gameplay to be enjoyed. There's a going to be an interesting battle ahead of us as the companies all look to produce the next Supercars! A



Icy stages provide an obvious extra problem for all the drivers to contend with

THE LOW-DOWN

PUBLISHER US Gold
CONTACT 021 625 3366
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	84%
SOUND	78%
PLAYABILITY	85%
DIFFICULTY	Tricky

It took some getting used to, and I must admit that it was quite some time before I was persuaded that it was a good game. Eventually I got to grips with the controls and I was away. Everything seems so comprehensive that I can't really think of anything Rage could possibly alter to improve it in any way. Powerdrive is certainly no Skidmarks, but there's a big challenge, plenty of different tracks and scenarios, and a good selection of cars (that look remarkably like their real life counterparts) to choose from. Fans of racing games should absolutely lap this up.

REVIEWED BY CHICKEN

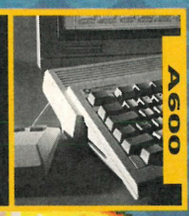
SECOND OPINION

I know a lot of people aren't keen on the control system but I personally don't find it to be a problem. However, the game itself is very tricky to get to grips with, and I'm sure many people will be put off. Once you get the hang of it though you'll be away.

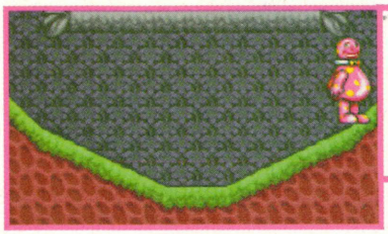
OPINION BY STEVE

OVERALL SCORE

87%



Mr Blobby? Mr Rubbish more like. Blobby Blobby Blobby. Dead funny mate



Oh God no! Sort yourselves out. Don't be making games like this

Mr Blobby

For some unknown reason, being pink and falling over is supposed to be amusing. Not as far as I'm concerned it isn't mate



It's the Blobby house in all its glory. That's where I'd live. Oh yes it is

It would have perhaps been sensible to get someone who likes Mr. Blobby to review this game. However, we couldn't find a member of the Pink One's fan club who could string a sentence together, let alone construct a well crafted and unbiased review, so you're stuck with me I'm afraid.

I hold my hands up, the whole thing was quite funny at first, when it was a section on that Noel Edmonds' thing. Unfortunately, from then on it went rubbish and has finally ended up as a not particularly impressive computer game.

It's always a shame when someone gets a sniff of a quick buck, and although getting Mr. Blobby in the shops in time for the inevitable Christmas rush is no mean feat, something obviously had to be compromised. This time it's the "good game" that had to go out of the window, leaving behind it a sub-standard pseudo platform effort that failed to impress anybody in the office.

I presume Millennium have paid good money for the licence, so they no doubt realise that they will have to shift some copies to make it worthwhile. Unfortunately, the people (ie kids) who the game is aimed at, are going to be the ultimate losers in this economic equation. It's no fun spending 20 quid on a game only to be gutted because what you have is bobbins.

Mr. Blobby has been dashed out to cash in, and that really bugs me. I'm not saying that I believe it would have been a good game if more time had been taken, but it could have been at least half decent.

The idea of the game is to move Blobby around the screen, thus colouring it in (it's all grey and brown before you get to it). Once you've coloured the lot, that's the end of the level. Good eh? It actually doesn't sound that bad, but it's far too easy to hit things and die. The jumping is pretty weird too, and nothing much really happens.

It's difficult to see this appealing to anybody but the very young, but even they may be put off by the unnecessarily frustrating gameplay. A



Colouring the screen in is fun. Fill the lot and it's on to the next level

THE LOW-DOWN

PUBLISHER Millennium
CONTACT 0223 844894
HD INSTALLABLE No
PRICE £19.99

GRAPHICS	42%
SOUND	30%
PLAYABILITY	54%
DIFFICULTY	Tricky

Mr. Blobby is no better than I was expecting. However, it'll sell by the bucketload regardless of what I say, so I may as well not bother. I'm not being deliberately harsh, and it isn't the worst game I've ever seen, it's just well below Millennium's usual standards. With Master Axe on the horizon they obviously have better things to come, but this does nobody's reputation any good. There's better money to be made, but probably none easier. Avoid at all costs unless you own a money factory and have nothing better to spend it on. I think I'd rather live next door to Noel Edmonds.

REVIEWED BY CHICKEN

SECOND OPINION

It's obvious what Millennium are up to here and it certainly isn't trying to provide you, the software buying public, with a good game. Unfortunately it is certain to do well, and as a result, do the reputation of both the Amiga and Millennium no end of harm.

REVIEWED BY STEVE

OVERALL SCORE

46%

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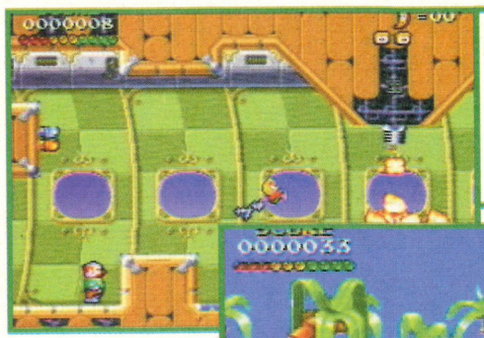
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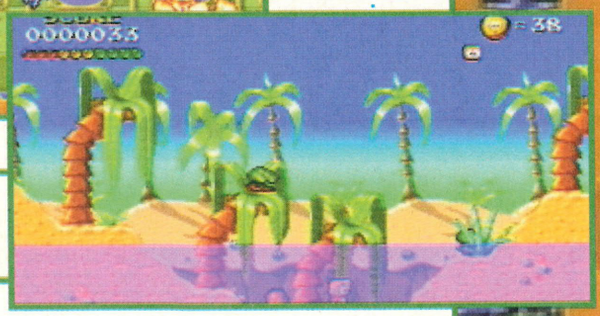
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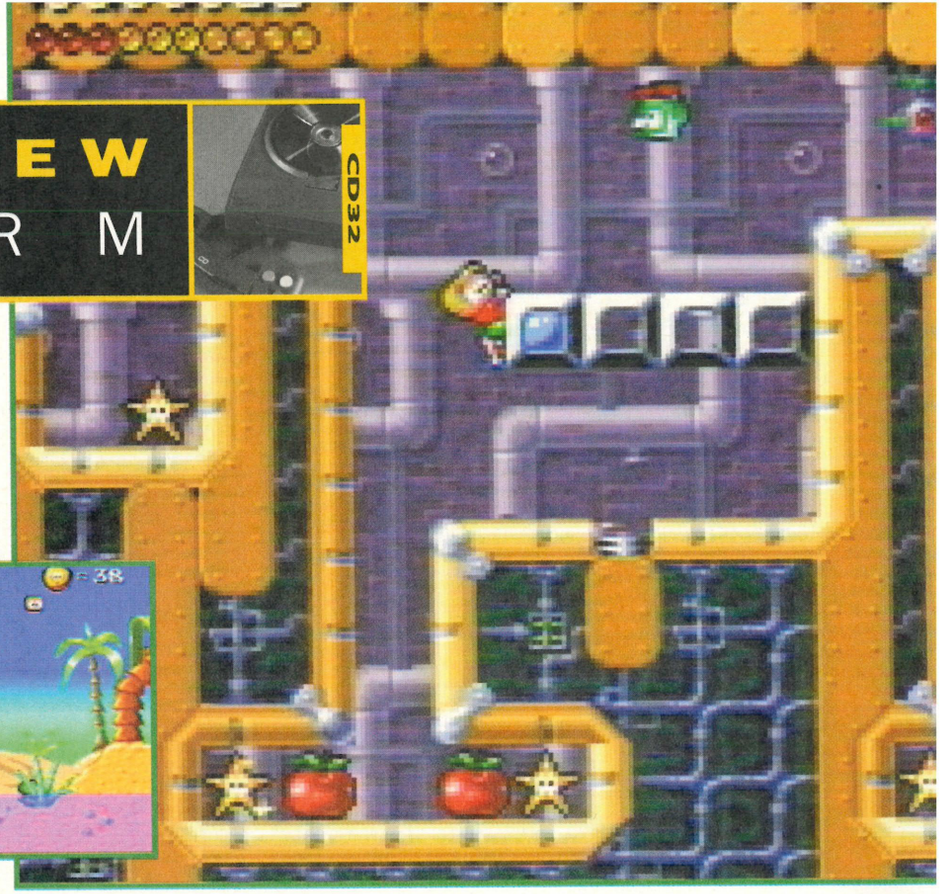
CD32



Mid jump, Marvin suddenly realises that he's heading into the fire. Oops

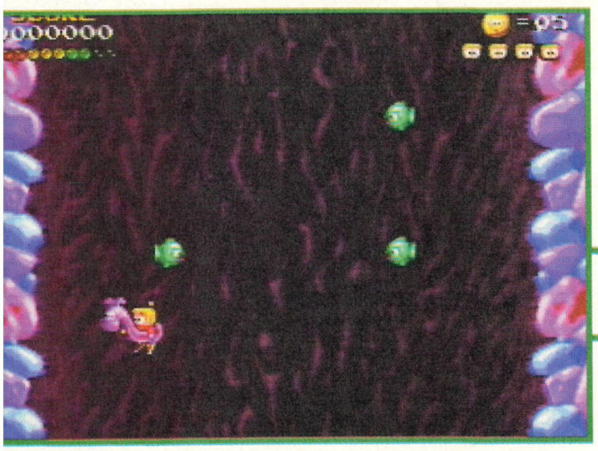


Where's Marvin? Oh there he is. Well done Fiona



Marvin's Ma Adventure

You know those little plastic things inside a pizza box? They're to stop it getting all squashed and stuff



Marvin gets on his sea donkey and lets rip with the fishies

"Marvin has one of the most vital jobs in civilised society... He delivers pizza." That is taken from the text that accompanies Marvin's Marvellous Adventure, the first platform game specifically designed for the CD32. Er, apart from Oscar. And of course it's true. Sure, hundreds of people would die every year were it not for the speed and skill of the dedicated paramedics who turn up at crash sites and make split-second decisions. And would it not be fair to say that a substantial amount of people would be without homes and warmer than they might like if, say, the fire brigade was abolished.

But when you've had a few beers on a week night and need something to keep your gorge from rising, nothing is more important than a big, greasy pizza.

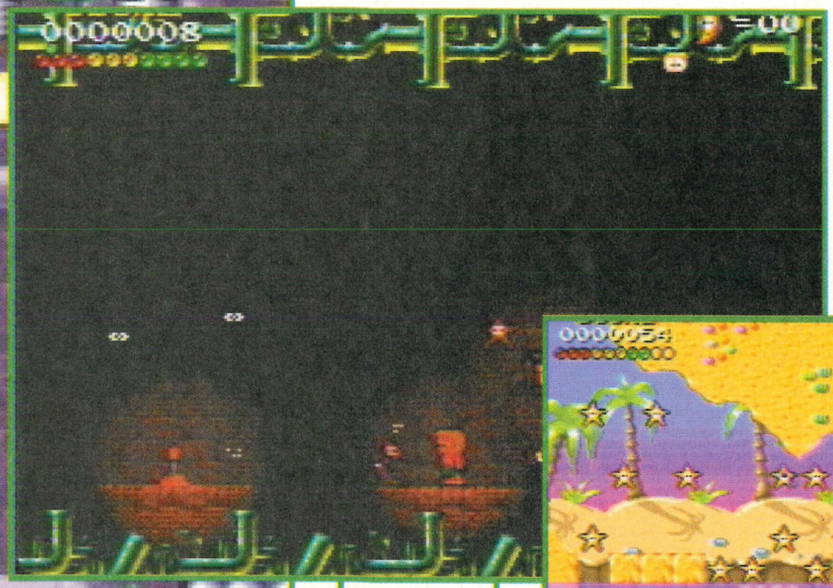
And it would be great if all pizza delivery men were as small as Marvin. Instead of staggering wildly about through mountains of beer cans and empty Monster Munch packets in an attempt to scrape up enough money to pay the bloke standing on your doorstep, you could simply take the cheesy delight, push the weedy git over and send him packing empty handed.

Marvin sets out to prove that size ***isn't*** everything, as he aims to deliver a pepperoni pizza to its destination – a token barmy professor – some 60 levels away. The er, convincing storyline, mentions that the professor has managed to get himself sucked into a weird dimension and taken Marvin with him. Hmm.

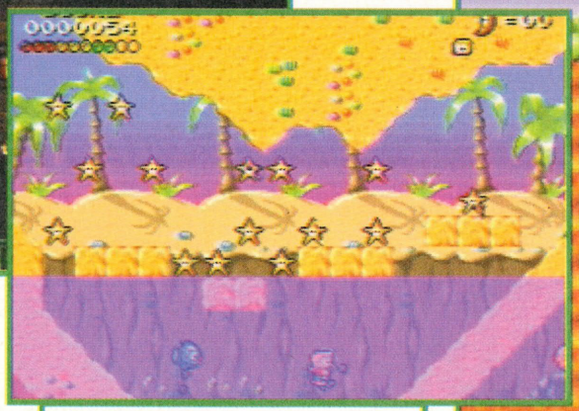
Sized down

The thing about a sprite this small is that the surrounding scenery has to be sized in accordance, and this sometimes causes problems with loss of detail. However, Infernal Bytes Systems (never heard of them before and no idea



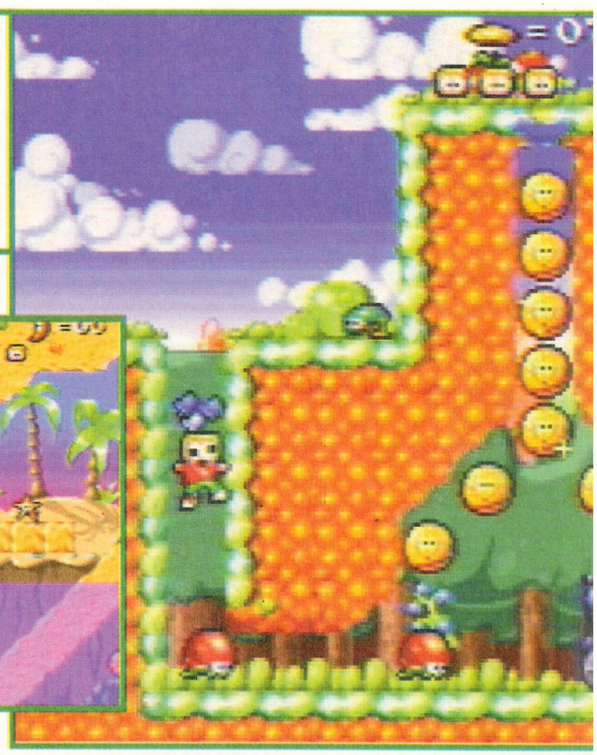


This is nice: it's the torchlit level, and one of the highlights of the game



Here's Marvin on the beach level again, only this time we've managed to get all of him in... which is handy

They might look all cute and fluffy but collide with these and it hurts



rvellous

what else they might have done), have done as good a job as possible of animating Marvin. He bounces along happily (eyes moving in manic fashion), and runs and jumps with the best of them. He's great in his own way, but he doesn't quite compare to the likes of Superfrog, Soccer Kid or Bubble (or Squeak), whose cuteness has heightened the appeal of the games they star in.

The graphics are, on the whole, quite simply done, and are set off nicely against the multi-layered parallax backgrounds in the 60 levels and half-dozen or so worlds that comprise the game. Marvin disposes of the enemies in the usual way of jumping on their heads – only it takes more than one two-footed challenge to see them off. If you fancy a bit of variety, Marvin can even throw at them the "suns" he picks up on his travels.

Because everything is done in miniature, you have a good-sized playscreen. Therefore you are rarely surprised by objects or enemies flying on to the screen utterly unexpectedly and stealing energy in the unfair fashion that is the trademark of certain games of this ilk. Marvin – diddy chap that he is – struggles in some cases to make those larger leaps, but fortunately, and rather neatly, he's a bit of an athlete on the sly, and is able to produce double somersaults which add impetus to his leaps and carry him further.

The suns you pick up along the way come in very useful, especially as in certain places there isn't enough room for Marve to jump to dispose of his enemies.

Jostling away

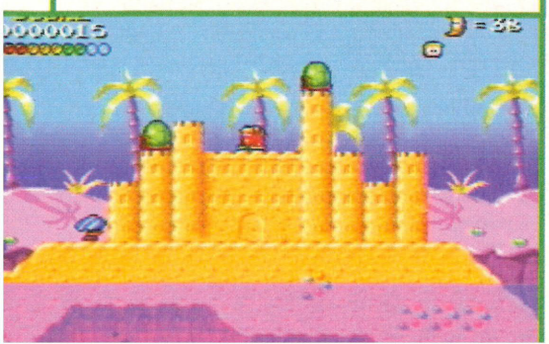
Marvin might consider himself a lucky chap, not only because he now exists in a world of blue skies and fluffy creatures, but because he has a number of paths from which to choose to complete a level – or so it seems.

Most of the levels are presented in a number of, er, levels (as in different heights, see?), but it becomes apparent as you work your way through that there is only one way after all, and you'll be forced to follow it because of the intricate way in which the level is designed.

Sub-games are dotted throughout and take various forms. These break up the gameplay nicely because early on the levels are too similar, and it isn't until half way through with the introduction of the watery levels and then the torchlit stages that things begin to pick up.

Marvin is a good effort, not quite the CD32 extravaganza we might have hoped for, but a fun, playable platformer nonetheless. **A**

Not content with miniaturising Marv, the programmers have decided to allow him to duck too. Ooh, he'll certainly need to



THE LOW-DOWN

PUBLISHER 21st Century
CONTACT 0235 851533
HD INSTALLABLE N/A
PRICE £29.99

GRAPHICS	80%
SOUND	75%
PLAYABILITY	85%
DIFFICULTY	Variable

Marvin's Marvellous Adventure is the first platform game specifically designed for the CD32, and as such, promises much in the way of innovation. The graphics are simple but the backgrounds look great, and there is definitely a big game here. However, nothing jumps out and instills that, "I want to see what happens next" feeling, and Marvin himself isn't going to win any Impressive Sprite awards. Also,the fact that the very same game is coming out on the 1200 suggests that it doesn't exactly pack a CD. Good fun though... Good fun.

REVIEWED BY PAUL

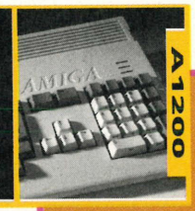
SECOND OPINION

Big disappointment this one. What looked a quite promising game has turned out to be a run of the mill platformer with poor graphics (not including the background). The levels are all the same and frankly, I was bored rigid after less than half an hour. No fun at all.

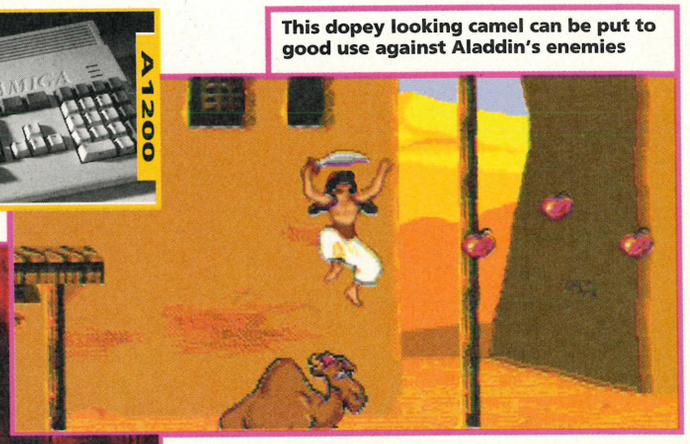
OPINION BY STEVE

OVERALL SCORE

82%







This dopey looking camel can be put to good use against Aladdin's enemies

Aladdin

From street urchin to superstar, Aladdin leaps his way on to the Amiga in possibly the best platform conversion ever

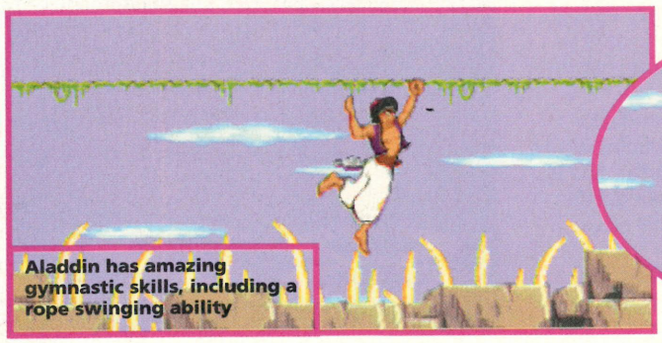
I'll bet the majority of you don't watch Disney films. You think they're for wimps because they don't feature Bruce Willis or Harvey Keitel in starring roles. If you're the type of person who thinks that it's really 'cool' and 'grown up' to say that you've seen Reservoir Dogs about eight times and were first in the queue at the special previews of Pulp Fiction, then chances are the all-singing, all-dancing Aladdin is not high on your list of must-see films.

I have to say that it's only you that is missing out if you take that viewpoint. I've seen Aladdin and the two films mentioned above, and while each is good in its own right, I don't think that constantly harping on about the fact that I had seen any one of them would serve to enhance my image in the eyes of others.

Unfortunately, some people don't see it that way, and you can always rely on the pretentious brigade to make themselves heard at the mere mention of a film that Mr Tarantino is even remotely connected to.

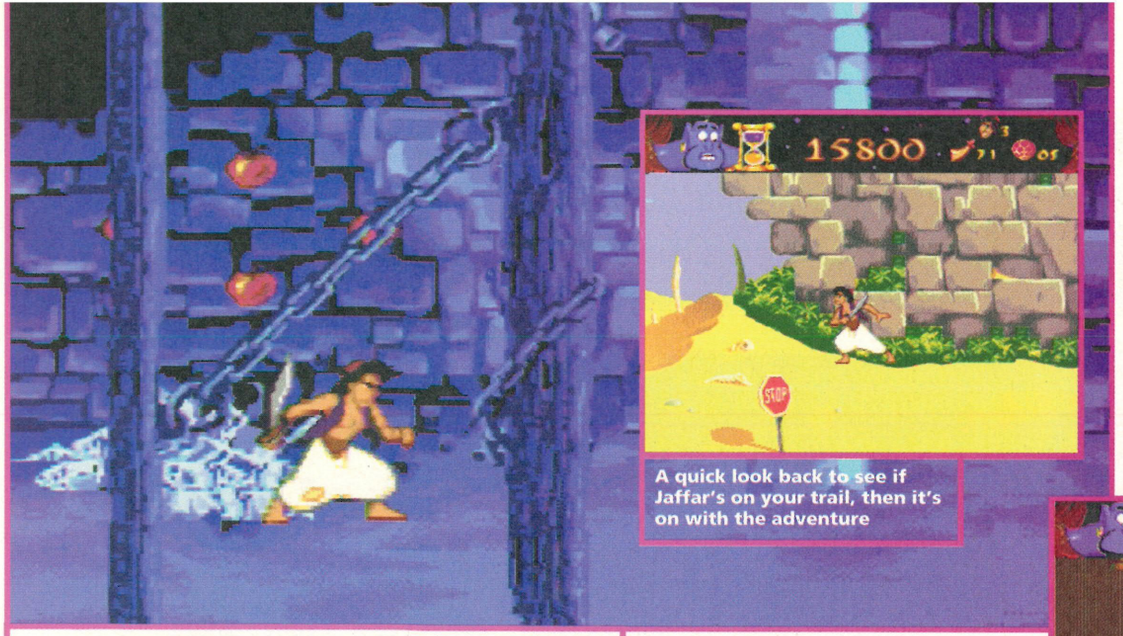
I suppose then that these very same people will turn their noses up at Virgin's conversion of one of the consoles' most successful platformers of all time. We all marvelled at the magnificent graphics and fluid animation on the Mega Drive and SNES, and many people longed for an Amiga version. However, nothing was forthcoming initially, and for a long time it looked as though it was never going to happen.

But then, out of the blue, Virgin announced that the game was in production. Magazine previews began to spring up and excitement began to build. Then, before we knew it, it was reviewable. At this point I thought, "Hang on, they're rushing it out for Christmas aren't they? And it's not going to be very good is it?" But I'm glad to say that I couldn't have been more wrong. Aladdin is superb in all departments and more than matches its console counterparts.



Aladdin has amazing gymnastic skills, including a rope swinging ability

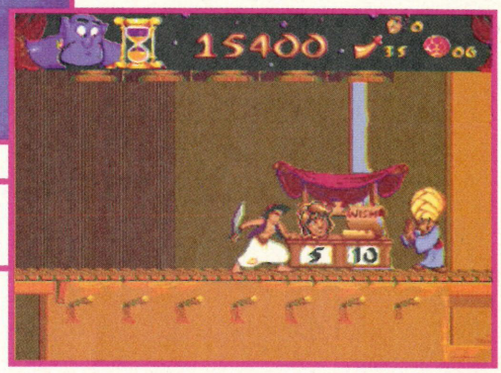




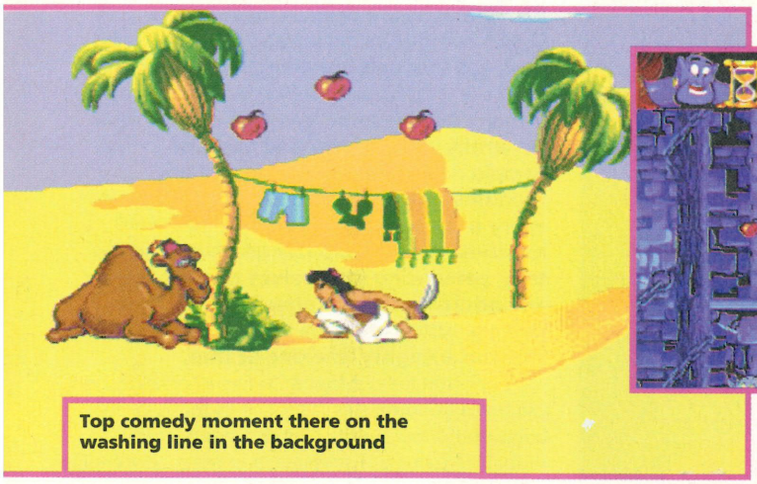
A quick look back to see if Jaffar's on your trail, then it's on with the adventure



Some of the later levels are not as cheery as the good old streets of Agrabah. Check out this dungeon level for instance. It's a bit of a scary treat



Shops pop up occasionally, allowing you to buy a wish or an extra life



Top comedy moment there on the washing line in the background



Aladdin is so scared here that he's started to disintegrate

To say that the game follows the plot of the film very closely would be a lie, because it doesn't. But then again, if you think about it, the film doesn't really have enough action in it to warrant a game based around its story. However, there are more than enough links and recognisable features and scenes to justify the name. All of the film's main characters are in there, although admittedly, some of them only play small cameo roles.

Abu, Aladdin's mischievous sidekick, appears for one of the bonus levels, in which the cheeky monkey must charge around the screen dodging rocks and collecting jewels. Jaffar's annoying parrot, whose name escapes me at the moment, also appears at various points, flying full-pelt towards you. Not to worry, a quick slash of your sword will shed him of his feathers and send him plummeting floorwards.

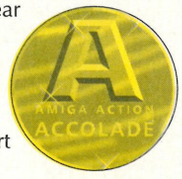
Aladdin has two methods of defending himself, and a tap of the spacebar will switch between the two attack modes. The first is the trusty old sword mentioned earlier, and the second method involves chucking apples at any enemies that dare to come near you. This makes the game a lot easier, and relieves the frustration of killing some of the trickier guards who are reluctant to bow to your sword.



The levels are varied in design, including the Rooftops of Agrabah, the Cave of Wonder and the Palace Dungeon, but essentially remain the same in terms of gameplay. It plays superbly, and the fluidity of the animation and excellence of the graphics work well in the game's favour. The in-game tunes are also excellent. All are highly recognisable to anyone that has seen the film and are guaranteed to get you tapping your foot.

All in all I can't fault Aladdin. I know some people have questioned its longevity, and although I can see what they mean, I don't find it to be a problem. Admittedly, I'm not the world's biggest platform game player, but so far I haven't got the impression that I'm going to get through the numerous levels in an outrageously short time.

If you've got an Amiga and you like your platform games then you must get this as soon as possible. The only downer for me is that it has taken well over a year longer to reach this format than some of the others. The Lion King is on its way now from Virgin, and if this standard is maintained, you may as well start saving up for that as well. A



THE LOW-DOWN

PUBLISHER Virgin
CONTACT 081 960 2255
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	92%
SOUND	90%
PLAYABILITY	92%
DIFFICULTY	Spot On

I played a demo of this a few weeks before getting my hands on the review copy, and even though that was excellent, for some reason I still had grave doubts. However, these were dismissed almost immediately as the game weaved its magic spell around almost everyone in the office. Within minutes people were humming the tunes and fighting over the next go, and even our artmistress Fiona tried her hand once, and that's a rare occurrence indeed. If you fancy a top quality platformer then there is no reason why this shouldn't be it.

REVIEWED BY STEVE

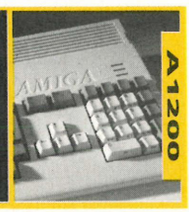
SECOND OPINION

Virgin are coming back to the Amiga with a vengeance at the moment. Aladdin looks and plays just like its console counterpart, and is yet another excellent platformer at a time when they appear to be back in fashion. It's ream, and you want to check it out.

REVIEWED BY Paul

OVERALL SCORE

92%



Pinb



Law 'n' Order

If this intro is still here then I couldn't think of anything funny to write about balls...

Despite all their attractions and uses – or maybe it's because of them – computers, as well as being a useful business tool and providing leisure-seekers with the odd hour of innocent fun, attract a rather unwholesome breed of person too. Generally quite spotty and pasty of complexion, these people are usually friendless burger-eating losers who spend every possible moment in their bedroom hunched over a computer and battered old telly, convincing themselves that what they are indulging in hour after hour, far from being a substitute for a proper life, is in fact life, and a mighty fine one at that.

Unfortunately, when it comes to pinball, I'm ashamed to admit that I am one of these people, because I'd much rather have a quick go on Pinball Dreams or Fantasies than mess about with a dirty great table down the pub. I'd rather have a quick go, but once one of Digital Illusions' first two silverball efforts is loaded up, it usually ends up being a couple of hours or more. Mad Swedish playboys or not, DI do know how to create an addictive game.

The Who

Pinball Illusions includes the multi-ball option that computer pinball fans have been waiting for since a sequel to Dreams was announced. The programmers refused to implement it until they were sure they could do it properly, but now they're sure, and it works a treat.

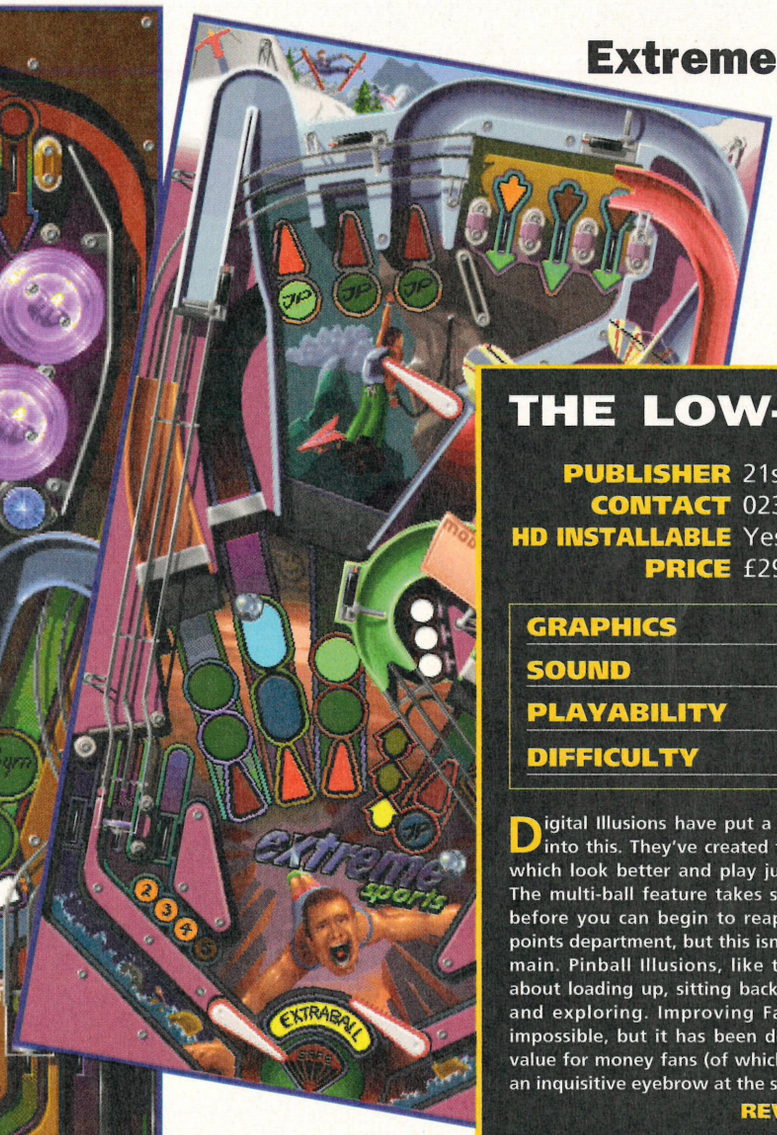
Multi-ball is activated by hitting the correct features at the right time, and depending what you hit, and on which table, either a two or three-ball mode kicks into play. Because only about half of the table is visible at any one time, the scrolling always follows the lowest ball, giving you the best possible chance of keeping it in play. Also, if you simply cannot cope with balls surprising you from all angles, there is a hi-resolution mode which can be toggled with the keys. This displays virtually the whole table.

And that's the main difference, although other aspects of the first two games have been slightly improved too. The graphics are a few notches better than previously, and let's face it, they were far from unimpressive to begin with. The guys have also been doing a lot of work on the actual ball in an attempt to heighten the realism even further. The shiny, grey, slightly over-bouncy

all Illusions



Babewatch



Extreme Sports

sphere of Fantasies has been replaced with a top-looking, reflective silver, "just the right amount of bounce" ball.

The devils have made it more difficult too. Gone is the pin from between the flippers which conveniently spewed your ball back from time to time when everything seemed lost.

The who?

I haven't mentioned the tables yet have I? There are only three of the light-festooned play areas this time, and with the best will in the world I can't help thinking that it's because a fourth one would have meant an unthinkable post-Christmas release. But I could be wrong.

The three tables we do have are peppered with loads more ramps and features than before, and several point-accumulating pseudo sub-games per table are also included. These are set against a timer and really do add an edge to the gameplay.

Unlike with Pinball Dreams and Fantasies, the manual details precisely what each one of these sub-games does, eliminating that, "oh-my-God-just-hit-the-thing-and-hope-it-gets-me-lots-of-points" element.

What else? Well, it only runs on an A1200 – and later the CD32 – so it benefits from trillions of colours. The digital animations at the top of the table have been improved and... well, that's about it. Basically it's another smart pinball game. **A**

THE LOW-DOWN

PUBLISHER 21st Century
CONTACT 0235 851533
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	90%
SOUND	84%
PLAYABILITY	95%
DIFFICULTY	Easy

Digital Illusions have put a hell of a lot of work into this. They've created three excellent tables which look better and play just as well as before. The multi-ball feature takes some getting used to before you can begin to reap full benefits in the points department, but this isn't about points in the main. Pinball Illusions, like the two before it, is about loading up, sitting back and simply enjoying and exploring. Improving Fantasies was almost impossible, but it has been done – just. However, value for money fans (of which I am one) may raise an inquisitive eyebrow at the shortage of tables.

REVIEWED BY PAUL

SECOND OPINION

Who cares that there are only three tables? After all, you never really play more than one for any length of time anyway. This is a lot better than Fantasies in my opinion, there's a lot more going on and the game in general is far more realistic. Essential for all fans.

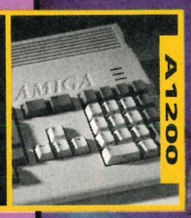
REVIEWED BY STEVE

DIFFERENCES

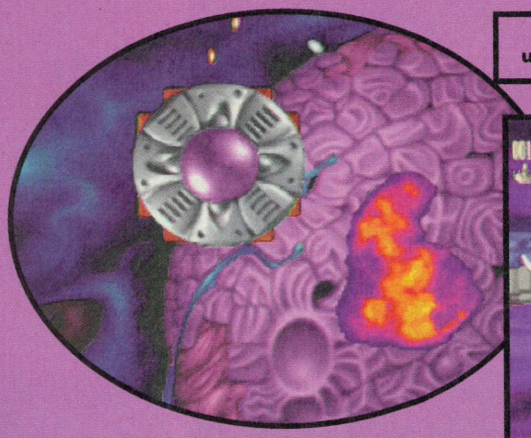
The CD32 version is due out soon and it'll be the same in every way apart from having to use the controller's buttons.

OVERALL SCORE

88%







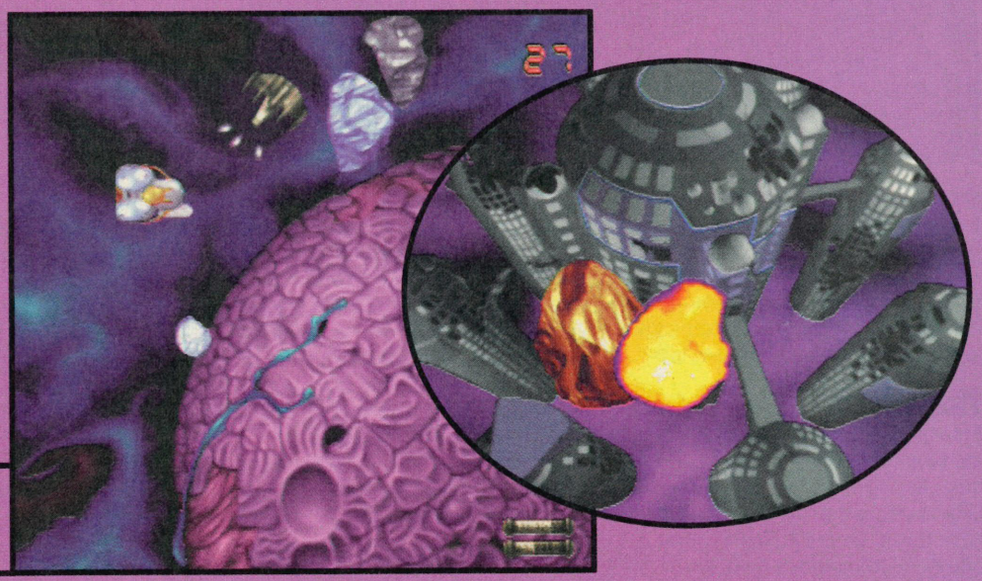
This looks very nice indeed, but unfortunately it means you're dead



And the shot up there means you're dead too. But in this one here you're still okay

Super Stardust

Hello, I'm Asteroids. Er, no I'm not, I'm Stardu- I mean, Super Stardust. Yes that's what I am, and let there be no argument

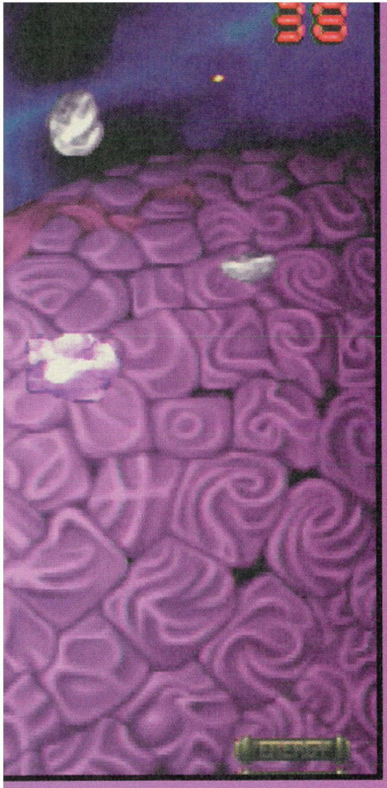


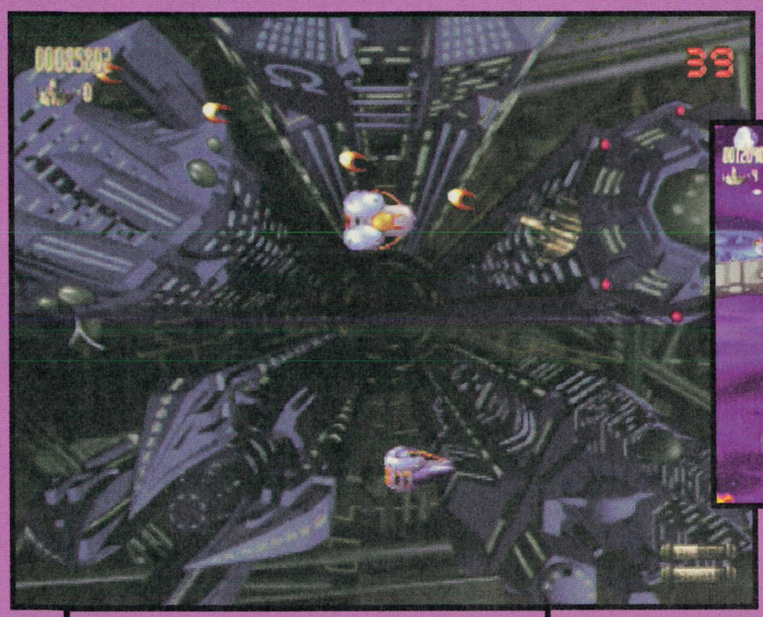
This rather innocent looking ship harbours some decent weaponry, and should be treated somewhat mercilessly. In fact, quite roughly

Now then. Ask me to list a few differences between Super Stardust and Asteroids, the game upon which the former is most undoubtedly based, and I can oblige with very little trouble.

"It looks much nicer", I would say. That, of course, would be something of an understatement, because it looks superb.

"The soundtrack is far better", I would add, and might even expand on this by briefly mentioning the meaty explosions and the not bad would-be techno tune. If my enthusiasm was at its peak I would no doubt draw your attention to the nice touches such as warning hooters before extra





Flying in the city in clear night sky, watch out for the bad guys or you'll surely die! Good eh?

Super Stardust: it's about as easy as getting your grandma to run naked through Manchester screaming obscenities at policemen



More numerous and better looking enemies ensure that you probably won't... er... sorry, lost my track. Anyway, check out this screenshot



asteroids (stardusts?) and enemies enter the fray.

I could, if someone threatened me with physical violence (because I'm frightened of that), come up with a number of other ways in which this game differs that from which it is born, and I may or may not get round to them later, depending on how quickly I am able to cease this inane and somewhat pointless ramble. What I can't do however, is – well, let's have a new paragraph shall we...?

Finished

What I can't do is list a few differences between Super Stardust and normal everyday Stardust, the game upon which it is rather more directly based. Because it looks the same. Very much the same. Very very much the same. Indeed.

In fact, so suspicious am I – as a person who didn't spend too much time with the original – of the suitability of this game for anyone who already owns Stardust, that I'm going to have a bloody good look at the original before I go any further.

Unfortunately it's at Biff-From-Amiga-Computing's house, so I'll have to wait until tomorrow and have a bit of a doss for the rest of the day. Bye for now.

(Next day: excerpt from conversation between Paul and Biff)

"There you go mate, Stardust."

"Cheers Biff, nice one." *(Sound of disk entering drive and loading)*

"So whaddya reckon to Super Stardust then Paul?"

"It's really nice, I like it, it's just that from what I remember – hang on, just swap disks... it's just that from what I remember, Stardust looks just like it. I want to like, you know, see if there are any major diff– whoa! That's the Super Stardust intro there, what's going on?"

"Er, that's the Stardust intro as well..."

"Hmm, options screen seems pretty much the same too. What's the gameplay like?"

(Sound of scampering feet departing. Paul continues in soliloquy)

"Okay, the sub-level select screen is different, and this ship is nowhere near as good as the new one. Maybe I was hasty after all. Now, about that game. Here we go..."

(Heavy silence)

(Which continues for quite a while)

(Paul continues, quietly... thoughtfully)

Now the ship is different. It is different, there's no doubt. And the voice. The voice announcing the power-ups is different too. And the score is displayed down the side in Stardust. And that's different. But – oh hang on, there goes an enemy that doesn't exist in Super Stardust. So that's different too. But not good different. Bad different. Because that doesn't exist in the new version, the version I'm reviewing. The music's better in the

Thank you for visiting our planet. Now if you'll just



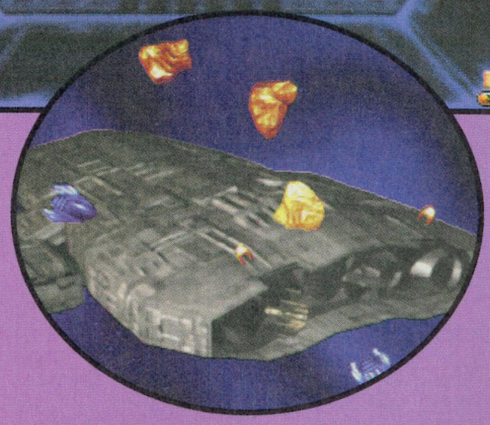


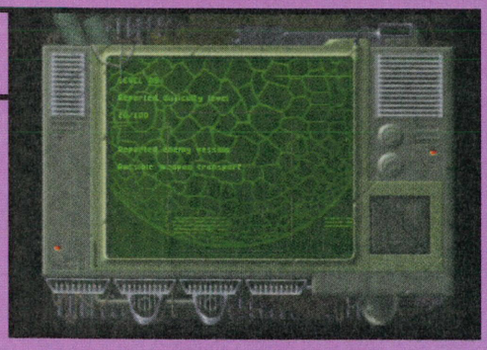


Super Stardust



Your craft exploding in the tunnel: funnily enough I saw things similar to this quite often. Ooh, I'm good





Select a quadrant to clear from the six in each level. Or simply look at this screen

new version though, and this may be just my opinion, but the new tunnel sequences are much faster and smoother than this one here. Ah, here's the second level.

Erk. Hmm... well okay, it's different. I'm up in the sky apparently looking down on a city and yep, it's a different city. But... but... oh to hell with it, let's get rid of this and get back to the job in hand.

So then. Let's take a different track, look upon this in a whole different way if you will, because of course there are those who won't be familiar with the game in any form.

Super Stardust is an excellent Asteroids based shoot'em-up, with some of the best graphics you are ever likely to come across on the Amiga. As well as the frenetic blasting action spread across five worlds and around 30 levels in total, you will be faced with interlinking warp-speed tunnel sequences – again, ground breaking stuff even on the A1200 – and underwater inertia affected mazes, all of which punctuate the main game superbly and add a sense of depth.

Version

Every piece of scenery in the game appears to have been crafted with meticulous care, and the control of the ship (using both joystick and keys) is very nearly perfect, though the "drift" after thrusting could perhaps be more acute.

Like most games, it isn't without its annoying points. For instance, the time limit to clear some of the levels is set rather too strictly, and should you fail to meet it, then heaven help you. Swarms of annoying metallic bugs invade and follow you around the screen in a maddening and frustrating fashion which make you wish you could just lose a life and have done with it.

If I was being pedantic I could briefly whinge/rant about the speed with which you are presented with a new ship when you lose one in the tunnel (I was caught wiping the sweat from my palms on more than one occasion), and about how, if you are unlucky, you can find yourself losing another life through no real fault of your own. But I'm not in the habit of picking minor faults, so I'll leave that alone, because it's not that big a deal – just a slight annoyance in what, on its own, is a very good game. BUT... **A**

I think perhaps I should mention the graphics again at this point. God knows it's the only way I can fill a caption box this size



THE LOW-DOWN

PUBLISHER Team 17
CONTACT 0924 385903
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	93%
SOUND	84%
PLAYABILITY	83%
DIFFICULTY	Tricky

Super Stardust is an excellent-looking, playable shoot'em-up. But the thing is, so is Stardust. And yes, I know every game should be looked upon individually, but honestly, when the sequel is this similar... Strictly speaking I suppose it isn't a sequel, it's the A1200 enhanced version, and that alone would be fine, but then there's the price issue. Stardust was sold for just a touch over half the price of its Superior counterpart!. All I can do is give Super Stardust the mark it deserves, and stress that owners of the original really should think very very hard before parting with their money.

REVIEWED BY PAUL

SECOND OPINION

I never really paid that much attention to Stardust until this came in, and I was aghast at how similar this is. I don't care if the ship has changed or some of the sequences look slightly better, it's not worth buying if you managed to get hold of the original.

REVIEWED BY PAUL

OVERALL SCORE

84%

step this way a moment please...

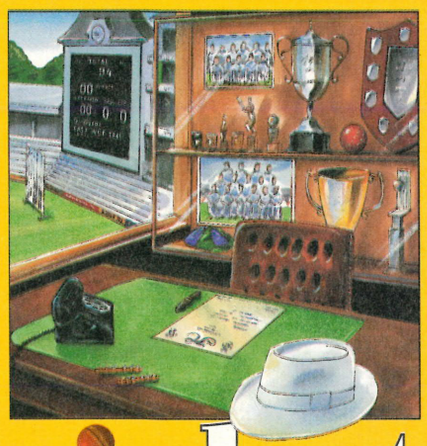




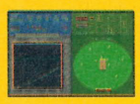
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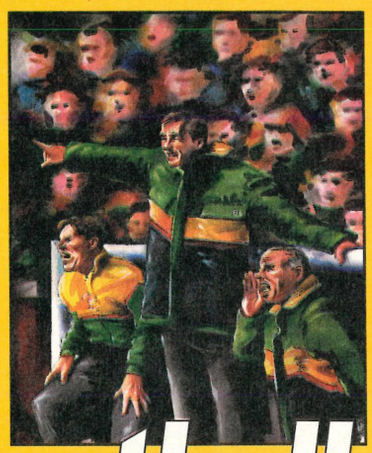
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FOOTBALL MASTERS 5, THE BEST OF THE REST 3

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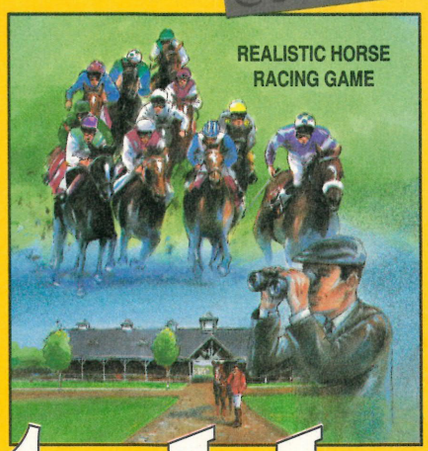


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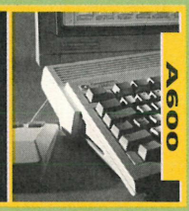
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Crystal Dragon


Mighty Steve the Dragon Slayer they call me


Once more into the breach my friends, once more. Etc...

King of the RPG, Steve McNally, takes a look at the latest Role Player from Black Legend

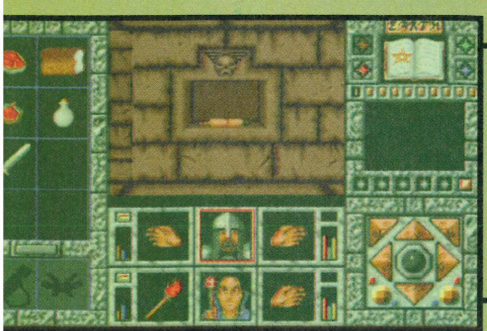
When was Dungeon Master released then? Four, maybe even five years ago? There's no denying that, at the time, DM proudly stood head and shoulders above all other games on any format. There was nothing that even came close to generating the same atmosphere and player involvement as American company FTL's definitive RPG.

Crystal Dragon is very similar, recreating the style of Dungeon Master far more successfully than any of the other countless imitators have managed before. The game system is certainly not identical in terms of style, but as far as intuitiveness and ease of use go, it is at least as good, if not marginally better.



The idea behind the game has little or no originality at all, but then again, if you were to level the same criticism at 95 per cent of all of today's offerings, you wouldn't be far off the mark.

In Crystal Dragon you have to control a team of different characters around a dungeon maze, collecting objects, solving puzzles and battling nightmarish monsters.


My God, can it be true? An actual in-game screen shot?

It may not be original but it always makes for a good adventure, and I suppose that's why people continue to support this sort of thing.

The team consists of all the usual RPG character types – you know, warriors, thieves, priests and the like. Nothing to break the mould here. As usual, each character has a number of attributes which are to a certain extent changeable. You are given a set number of values at the start, and have a small pool of numbers which can be used to increase any of the attributes that take your fancy. You don't need me to explain it if you've set eyes on an RPG before, because in almost every game of the type, the system is identical and certainly not different enough to have you reaching for the instructions.

Frankly, the whole genre is becoming very tired and stale. It's getting to the point now where you can safely say that if you've seen one RPG you've seen them all, and with today's technological advances, that is a sad state of affairs indeed.

Recently, a couple of software houses have made an attempt to break away from the norm and produce something a little different. Daze tried it with Robinson's Requiem, and although that didn't really come off, you can certainly say that they were on the right track – the only thing that held them back was that if anything, they were a little over ambitious.

It's not that Crystal Dragon is a bad game, in fact, far from it. Where it falls down is not in terms of the gameplay (excellent) or storyline (also excellent, if completely unoriginal), but in the fact that there is not a single feature that hasn't been begged, borrowed or stolen from another game, and that's a shame if you ask me. A

THE LOW-DOWN

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

GRAPHICS	80%
SOUND	72%
PLAYABILITY	77%
DIFFICULTY	Variable

Crystal Dragon is a competent and involving RPG that is one of the best around at the moment. If you're still a fan of this type of game then Crystal Dragon is a worthwhile purchase. However, for me, it isn't. I used to like RPGs a lot, in fact they used to be my favourite games, but now, having seen so many of them, my affection is slowly turning into hatred. They are all pretty much the same, and going over the same ground time and time again is exceptionally tedious. Judged on its own merits you should buy Crystal Dragon, but take into account the infinite number of identical games available.

REVIEWED BY STEVE

SECOND OPINION

It's Dungeon Master revisited really isn't it? Magnetic Fields have turned their hands to plenty of different things over the years and while Crystal Dragon is hardly stunning, it's fun to play and extremely simple to get to grips with. It's massive and worth digging out.

OPINION BY CHICKEN

OVERALL SCORE

76%

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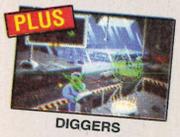
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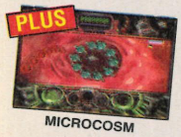
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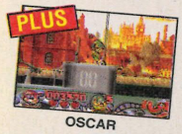
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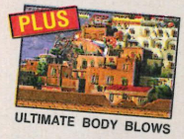
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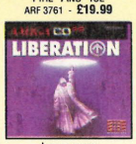

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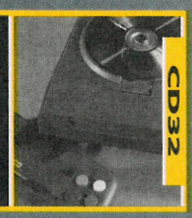
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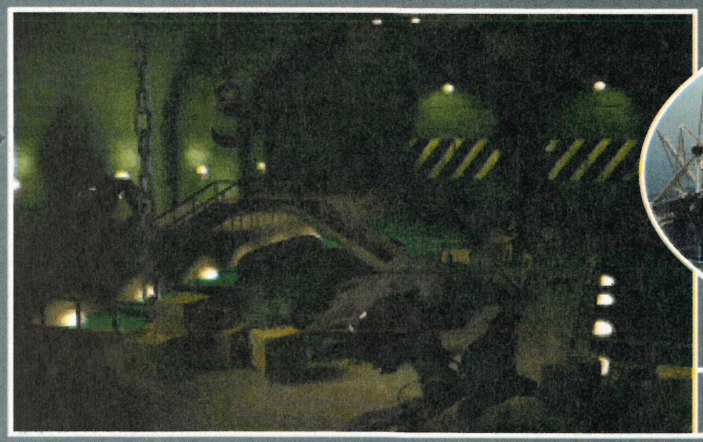
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Unusually, MicroProse have been a bit hit and miss with their Amiga products of late. On one hand there's been the awful Starlord, and on the other there's the excellent Fields of Glory that's busy keeping all the wargamers out there entertained. The gaming public have long associated the MicroProse name with quality, and thankfully they're back to form with this deep sea epic.





The missions all start from your underwater base

In the past, the only successful submarine games to speak of have been Silent Service 1 and 2. Both these games were brought to us courtesy of MicroProse, but were the equivalent of a flight simulation underwater, (ie complex and aimed at a specific market). Subwar 2050, while still being a simulation, has a bit of a futuristic slant to it (it's based in the year 2050, hence the name), that will hopefully broaden its appeal.

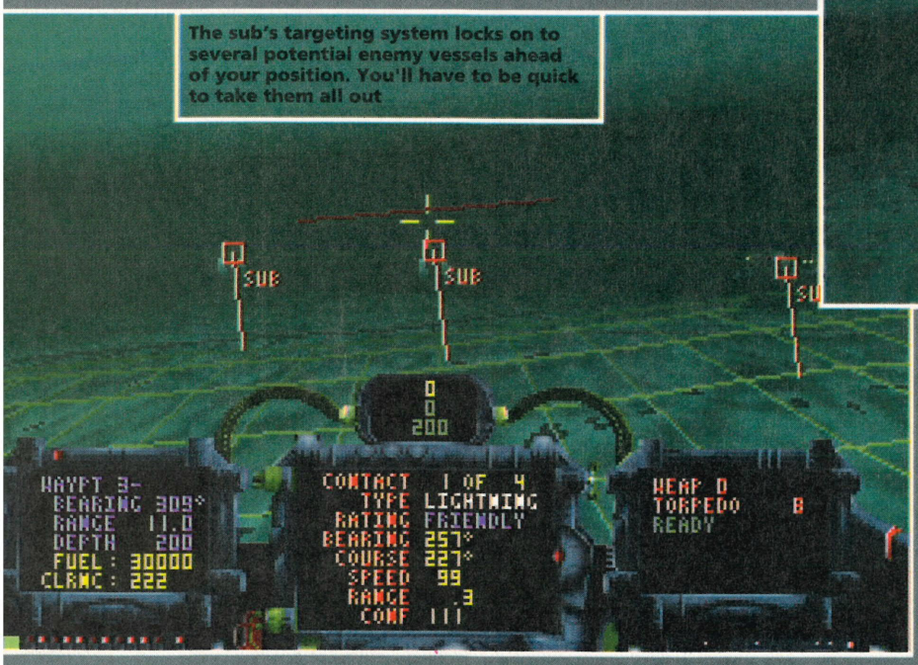
The usual comprehensive MicroProse packaging announces the game as being, "*The* underwater combat simulation", and that's as accurate a description as you're likely to get.

Subwar 20

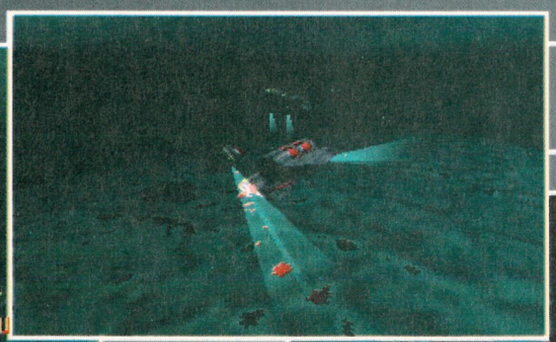
There's something a little too spooky about being thousands of feet below the sea with all that water waiting to crush you to death, or am I just paranoid?

The plot goes something along the lines of vast companies having taken over the oceans and claimed these sources of unrefined minerals and food for themselves. Trade wars are a feature of everyday life for these corporations, and sometimes the tactics get a little dirty with companies employing professional saboteurs to give them an advantage.

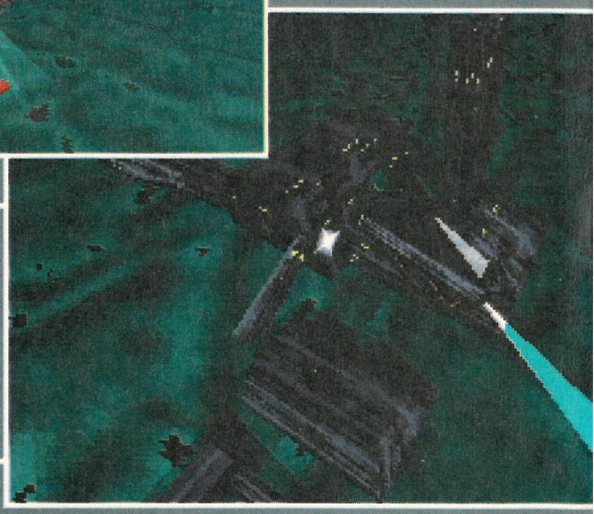
The role you must play is that of a mercenary submarine pilot who can be hired out by the various companies to protect their waters and



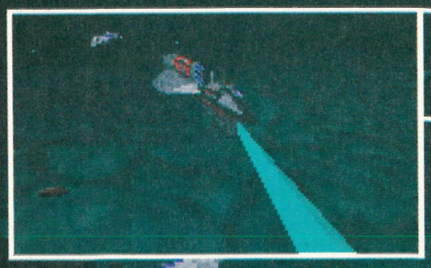
The sub's targeting system locks on to several potential enemy vessels ahead of your position. You'll have to be quick to take them all out



External views of battles look extremely impressive when viewed from afar



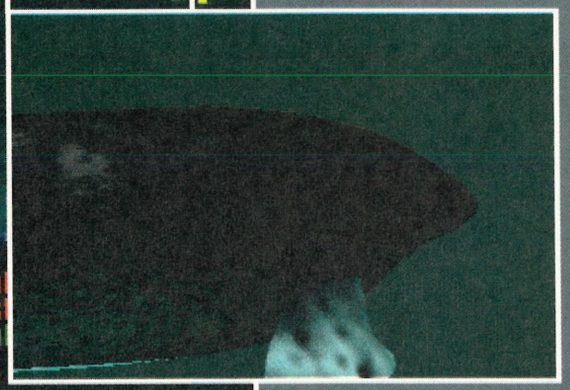
Your employer has a large and imposing HQ for you to defend from the numerous enemy attacks



The powerful beam lights cut through the murky depths

Saving whales or shooting them? That's a tough one

The ocean is a dark, scary place with very few places to hide in a bad situation. There's no margin for error







50

investments against enemy threat. A task far easier said than done. That's the brief, and the only other thing you know is that the job will call for travel to all corners of the world.

Four campaigns are included in Subwar 2050 – the Antarctic Ocean, the North Atlantic, the South China Sea and the Sea of Japan. Each of these scenarios holds a dangerous series of missions that get progressively harder as you move through them. To make things a little easier for novice pilots, there are four different types of underwater vessel to get to grips with. These state of the art machines cost money, and to experience their undoubted benefits, you will need plenty of cash. This comes courtesy of payments you are awarded by your grateful bosses.

As well as the actual missions, there are plenty of training schedules to have a go at as well. A Simulated Combat Arena allows you to hone your skills to perfection, so with a little patience, there is no need to get blown out of the water on every go.



So what about the game? Well, it's very good actually. Submarine movement is very fluent and smooth, and the guys at MicroProse assure us that it runs faster than last year's PC version. You might very well think that they would say that, but there's no reason that we could find to put this bold statement to the sword – it really moves that well.

The game isn't let down by its presentation either. Graphically, things are very impressive when you consider the hardware that Particle Systems have had to work with.

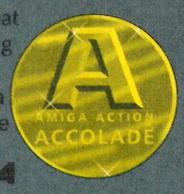
The wonderful graphics of the CD version are captured here



It's all very well making a game look as good as this on a 486 PC running at 66mHz (that's my technical contribution out of the way for this month anorak-fans!), but this is an CD32 we're talking about.

To be honest, a good way to describe Subwar 2050 would be to say it was a classy MicroProse flight simulation based underwater. They probably won't like me calling it that, but that's what it is. A good Amiga conversion job has been carried out, which is no mean feat, and it's nice to see another UK team doing so well in a company which is run by Americans.

This is MicroProse doing what they do best once again – leaving the platform games alone and returning to the simulation arena where they still undoubtedly rule the roost. Subwar 2050 is a fine example of what they can do.



THE LOW-DOWN

PUBLISHER MicroProse
CONTACT 0454 326532
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	87%
SOUND	85%
PLAYABILITY	90%
DIFFICULTY	Variable

I enjoyed this greatly with its deep (excuse the pun) and claustrophobic setting. There's something so much more serene about being under water as opposed to buzzing around in the sky – that is until you get attacked from behind and have to spin around and unload tube after tube of torpedoes at your enemy! The graphics and sound are good and everything rolls into a nice tight little package that should be immediately playable to anybody who likes a good simulation.

REVIEWED BY CHICKEN

SECOND OPINION

The idea of knocking about in a submarine lost its appeal for me after the static affair that was 688 Attack Sub. However, MicroProse have restored my faith in underwater capers with this excellent (and for my money very difficult) variation on the theme.

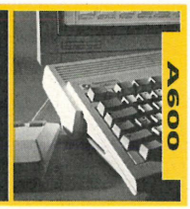
OPINION BY PAUL

DIFFERENCES

The finished A1200 version will run the same but a lot of the cut scenes and animations will be missing from it. The CD version is therefore the better option for its extras, but speed is not affected and everything plays just fine. Merry Christmas!

OVERALL SCORE

90%



Lords of the Realm



Hello. It's Paul here, forced to do the captions due to absence. Unfortunately I don't know the first thing about the game...

Impressions take their strategic skills to medieval England, and once again indulge in a spot of battling

I'm not sure about the historical accuracy of Lords of the Realm, but suffice to say that the throne is empty and the whole of England and Wales is crying out for a good, firm and fair leader to come forward and save the day. As you may have guessed, that responsibility is down to you.

At present, the lands are ruled by nobles who do as they please and answer to absolutely no authority. They constantly wage war upon each other and cruelly oppress the lesser folk of the land. If you are going to claim the throne that is rightfully yours, you will first have to defeat these nobles and take their land as your own.

As you would expect of Impressions, the game is fairly heavy strategy fare, and that in itself should give you a fairly good idea as to whether this is your type of thing or not. If you've played and enjoyed their products before, then read on. If you haven't, you may as well skip straight to the FIFA Soccer review on the next page.



The game features the tried and trusted turn-based gameplay system, meaning that the events unfolding on your screen are not happening in real time. One player gets to make a series of moves on his or her own, and then when they are satisfied that they have finished, the next player takes over and does the same, and so on.



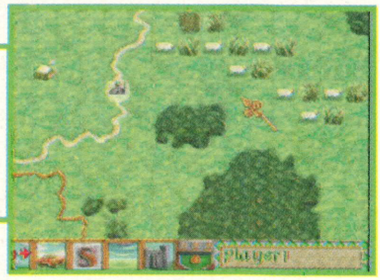
...But I'd hazard a guess that this is where you might choose a side...

During your turn you have to successfully manage the economy of any territories that are under your control, trade in goods and services with local merchants, and all the while worry about factors such as seasonal variations, crop rotations and whether or not you are satisfying the needs of an exceedingly expectant population.

To attempt to go into the finer details of the game in such a short space is impractical, and to be honest, I don't think I've uncovered the majority of them myself. All I can say is that this is a very solid, if unspectacular strategy affair, with better than average graphics for a game of this type.

I didn't find it quite as involving as Detroit, but that is probably because I don't find the subject matter as interesting. The setting for the game is probably the most important factor of all in my opinion, and Lords of the Realm left me a little disappointed in that department.

You don't need to read a review of an Impressions' game because you either like them or you don't, and you know that each one is going to be at least as good as the last. **A**



...And this, then, must be where the action takes place

THE LOW-DOWN

PUBLISHER Daze/Impressions
CONTACT 071 2727435
HD INSTALLABLE Yes
PRICE £34.99

GRAPHICS	83%
SOUND	80%
PLAYABILITY	87%
DIFFICULTY	Variable

It's getting to be quite a habit this, me reviewing every strategy game that comes in, and to be honest I don't mind a bit because Impressions – a tad bland though their games may be – know their stuff when it comes to this kind of thing. You don't need me to tell you whether to buy it or not. If you're one of the few who has never played one before and quite fancy a go, then this is as good a place as any to make a start. There isn't a great deal that leaps out at you and grabs your attention, but then again, who cares? If you like your strategy then this is one of the best offerings around.

REVIEWED BY STEVE

SECOND OPINION

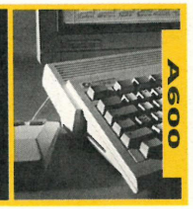
I don't mind dipping my toe into the waters of strategy occasionally, and Lords of the Realm seems a decent effort. Unfortunately it pales into insignificance when viewed alongside the stunning Sim City 2000, and makes me wonder if they could have done more...

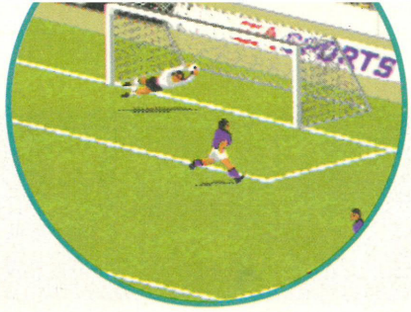
OPINION BY CHICKEN

OVERALL SCORE

86%

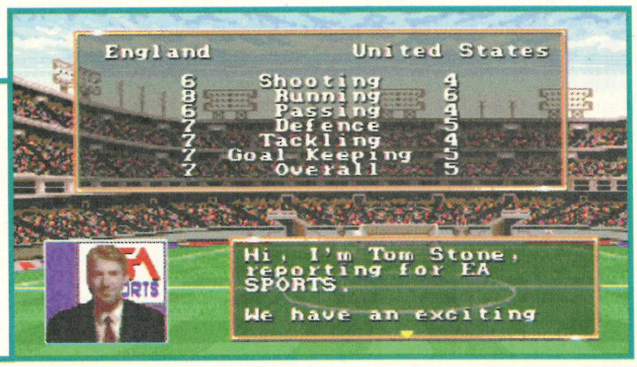
ACTION REVIEW
SPORTS SIM





FIFA International Soccer

Here it is, now can you please all stop sending in your irate letters...



The cheesy commentator gives you the lowdown before each match begins. As well he might, since he no doubt receives more than adequate fiscal remuneration

"I didn't do anything." That was Rob from GB Action (our Game Boy sister mag) this morning. He'd mosied on over to the AA corner of the cramped corridor we like to call 'The Office' because he was keen to see what a game looked like with colours. We began a game of FIFA and he proceeded to rob me of the ball without apparently doing anything.

Of course at the time I put it down to madness, a madness that can only be induced from crouching over a small white box straining to see a yellowish sprite under constantly changing light and shadow. But after just a few minutes, I wasn't so sure. Yes, Rob is mad – that part was never in question. He's madder than a small Israeli gentleman disguised as a Landrover queuing to purchase wooden geese from a gaily painted hovercraft in a balloon shaped bakery. But does that necessarily make him wrong? No.

That, you see, is the main problem with FIFA. You aren't entirely in control, or at least if you are, it certainly doesn't always seem that way. This is a shame, because it could have been a truly excellent footy sim.

In all fairness, the EA team did have their work cut out in converting the darling of the Mega Drive and its three-button method of control to the Amiga. And credit where credit's due, they've given it a damn good crack.

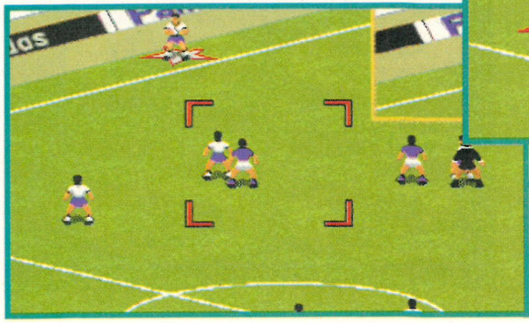
But it's almost too comprehensive. EA have provided plenty of options, but you can do so much on the pitch (theoretically) that in order to incorporate everything into this version, the keyboard has to come into play, which is obviously undesirable in a game of this type.

There are loads of fancy moves you can make during a match, and when they come off, each one looks great. This is because the whole thing looks so realistic – players running down the wing, kicking the ball ahead and chasing after it etc – but to get these moves it seems as though the artificial intelligence has been tweaked a little high. It isn't uncommon to find the player supposedly in your control kind of taking over.

Perseverance

But it's worth persevering with. Imagine your team breaking quickly from defence, a winger flashing down the flank, evading tackles, reaching the byline, putting an inch perfect pass on to the head of your centre forward, who dives athletically and rockets a header into the top corner.

All this is possible, and with practice, not too difficult to pull off (especially with that occasional computer assistance). Of course the crowd will be a few seconds late in cheering, and are likely to sound as if they're in a tunnel when they do find their voices, but it looks good and feels great. It's just that in between times, it's difficult not to mutter the odd curse. **A**



Time for a throw-in and time for that handy throw-in box to appear



You know, I'm not sure I managed to capture the ball here...

THE LOW-DOWN

PUBLISHER EA
CONTACT 0753 549442
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	91%
SOUND	77%
PLAYABILITY	80%
DIFFICULTY	Tricky

A game that looks this good deserves to be the best of its kind, but FIFA isn't. EA seem to have done all they can to recreate the product that has become a smash on the consoles, but in the end the gameplay just isn't there. Still, we've seen a few average footy efforts over the past months, and FIFA rises well above those in most respects. The amount of graphical data means that playing from disks takes about half a dozen swaps to start a game, and a couple more in between. But, if you can cope with the wait and want to play a stunning-looking game, then FIFA's your man. As it were.

REVIEWED BY PAUL

SECOND OPINION

I'm a big fan of the Mega Drive version and I don't think EA have done a bad job at all with this – the gameplay is far from unbearable. But I've said it before and I'll say it again – the Amiga's best footy game is Audiogenic's Wembley International Soccer.

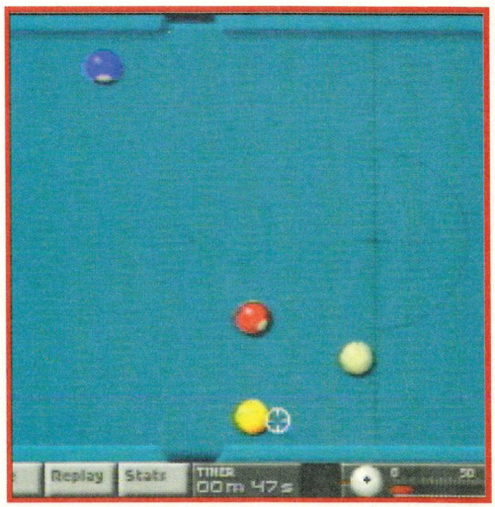
OPINION BY STEVE

OVERALL SCORE

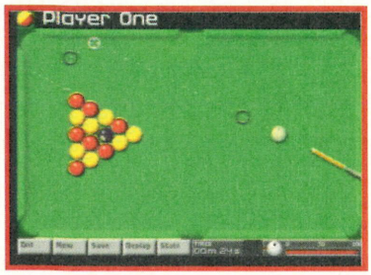
79%

ACTION REVIEW REVISITED

Arcade Pool



When the non-CD version of this game arrived a few months ago, I treated it with some trepidation. Being a big fan of Archer's Pool, I was worried that it didn't appear to have the same complexity and surely therefore not the same pure addictiveness. However, after just a few games, it turned out that Arcade Pool was all the more alluring because of its simplicity. And, while not being fully converted, I was more than impressed.



With the arrival of the CD version I've played the game a lot more. And yep, now I'm converted to what is one of the best titles available for the machine. You've got "normal pool" (UK eight-ball), you've got nine-ball, you've got US nine-ball, you've got custom pool, speed pool, Killer (or Survivor, as Team 17 rather quaintly put it), and to top it all off, exclusive to this version is Pubmosphere! A choice of background noises from two pubs are available, plus what I suppose must be classed as Pool Hallmosphere – you guessed it, various clacking and potting sounds.

The noises never get annoying (you can always turn them off anyway) and the controls are ridiculously simple for what I imagine must be a very difficult sport to simulate. This is the kind of game that can get you in trouble because you're likely to lose track of time. As a posh bloke might say – "It's rather splendid." **A**

CD32

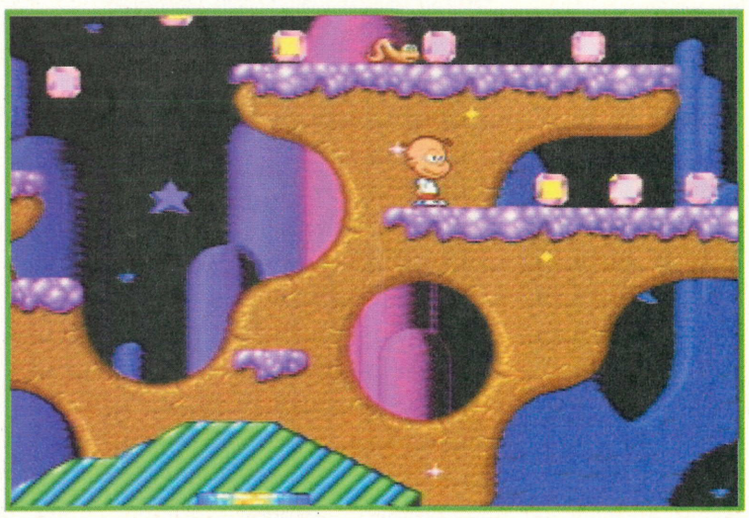
ORIGINAL SCORE
84%

UPDATED SCORE
89%

PUBLISHER Team 17 **PRICE** £14.99 **REVIEWED BY** Paul

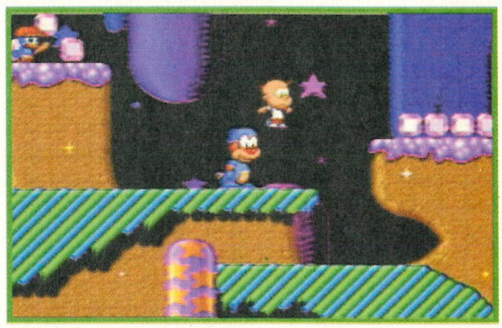
Bubble & Squeak

Bubble & Squeak then. You know, I've forgotten which one's Bubble and which one's Squeak, and I've lost the information sheets as well. I think the dog's called Squeak only I can't be sure, but I don't suppose it really matters anyway in the greater scheme of things. Erm...



One thing that is nice to see (and I know I go on about it a bit but it annoys me), is that Audiogenic have used the CD32 controller to good effect, with a function for just about every button. Well, two of them at least. Or was it three? Like I said, I've lost the sheets. The game is memorable indeed, and comes across as being possibly the cutest of the veritable legion of cutie-wutie platformers.

Bubble and Squeak need to do something which I've (ahem) forgot, and in order to do it they need to traverse dozens of superbly drawn and excellently animated levels filled to the brim with superbly drawn and excellently animated problemettes. They rely on each other to a certain extent, and the puzzle element is just another bonus in a really good game. Here comes another big score... **A**



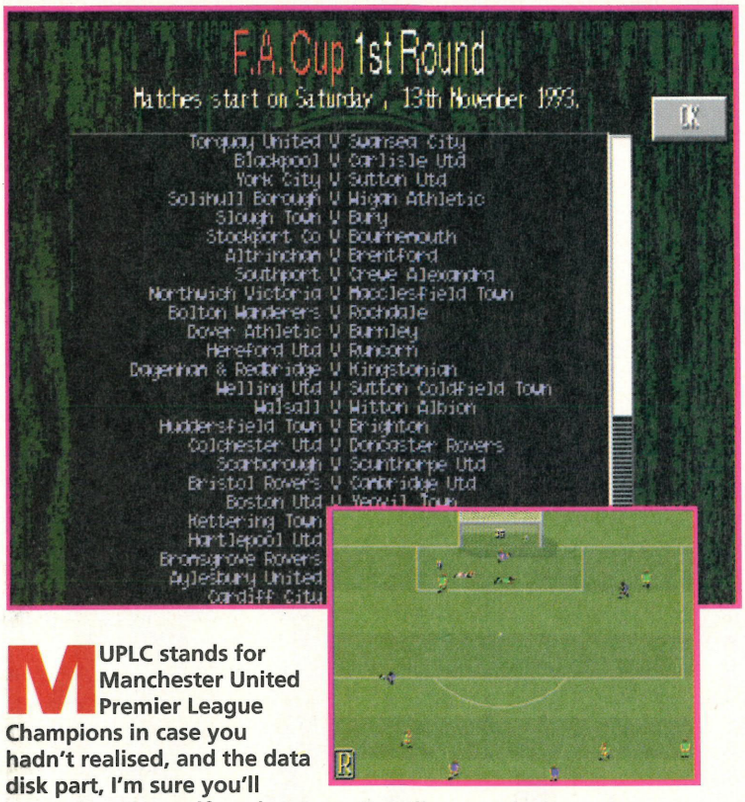
CD32

ORIGINAL SCORE
90%

UPDATED SCORE
90%

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

MUPLC Data Disk



MUPLC stands for Manchester United Premier League Champions in case you hadn't realised, and the data disk part, I'm sure you'll agree, is rather self-explanatory. But I'll proceed anyway...

One of the great things about Man Utd is that it is so up-to-date information-wise. Of course it isn't important to the gameplay, but almost every football fan will agree that to load up a team full of current players, operating in their correct positions and playing in familiar colours, is great.

And because we all crave such information, Krisalis – Championship Manager stylee – have provided us with more of the stuff to be used in conjunction with the game. Anyone who changed their strip in the close season to cash in on the fanaticism of their followers will be resplendent in their new regalia, and players who have moved on to pastures new can rest assured that they will be playing for the correct team, rather than unceremoniously being edited out – it's a data disk you know and does exactly what a data disk is supposed to do, namely provide data. So there you go mate. Have a bit of a play. **A**

CD32

ORIGINAL SCORE

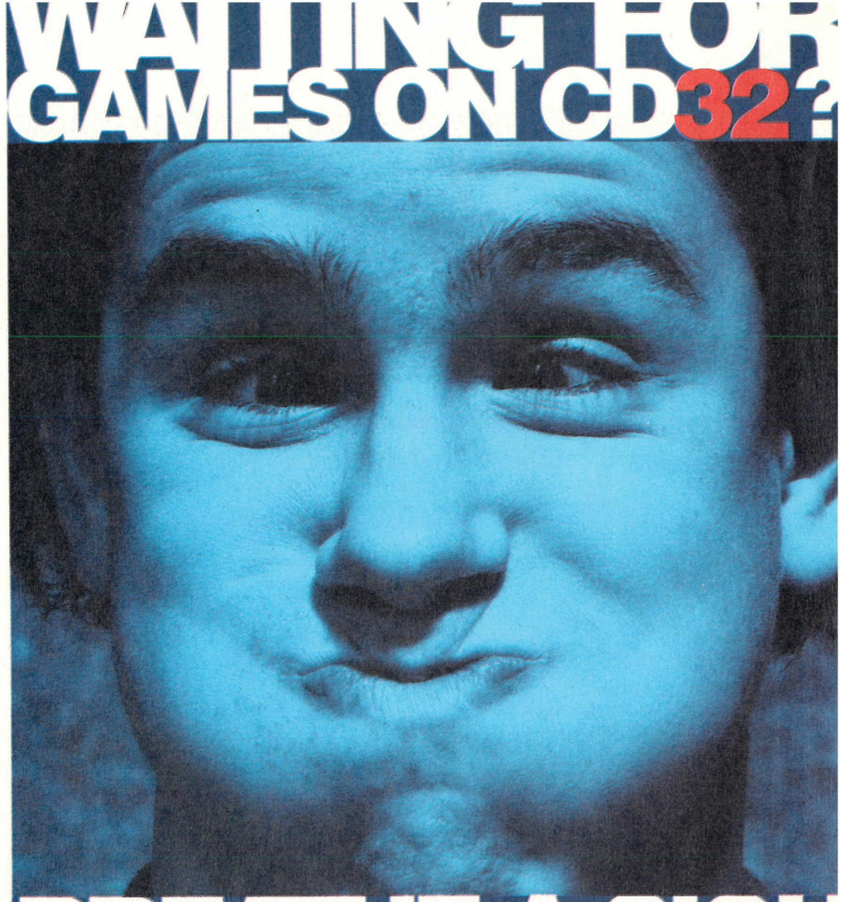
90%

UPDATED SCORE

91%

PUBLISHER Krisalis **PRICE** £14.99
REVIEWED BY Paul

WAITING FOR GAMES ON CD32?



BREATHE A SIGH OF RELIEF...

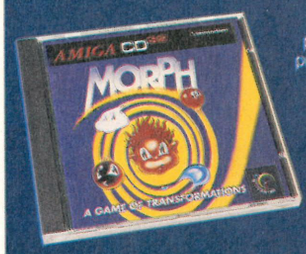
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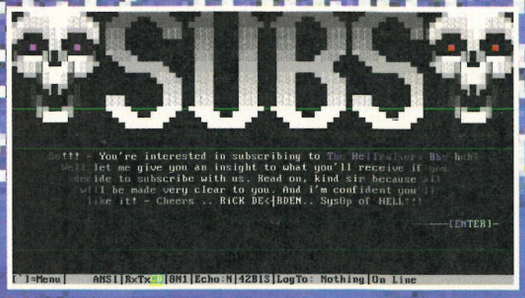
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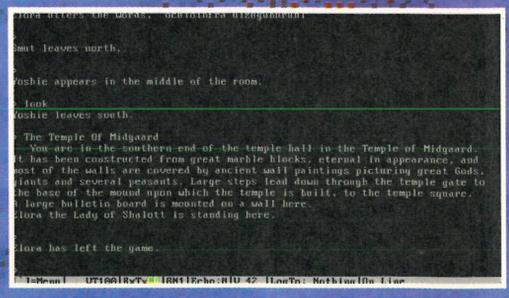
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Now where were we? Last month (back issues available from the usual address – tell 'em I sent you) we briefly discussed what you could do with a modem and your Amiga. Basically, you can communicate with people from around the world and improve BT's profits by quite a large margin if you're not careful (that's a sore subject with me at the moment actually, so I'd better get off on a new track before Mr. Slander Lawyer arrives).

That's the way to do it

We've established already that you need a modem (available from your local stockist) and some comms software (available from most decent PD libraries), so it seems logical at this point to give you details of the best hardware and software available. However, what's good for me isn't necessarily going to be good for you.

Part of the "fun" of messing about with comms is finding the package that you're most comfortable with. They're all much of a muchness, but if you stick with the Internet for long enough, you'll eventually come across a system which you prefer, and you'll stick to it regardless of what I or anyone else tells you. It may be that your modem comes bundled with some software anyway, so that's your problem solved. So, assuming you've got all your kit in front of you, set up as per manufacturers' instructions, you're ready to have a dabble.

WARNING: Going beyond this point almost certainly means that you will be hooked for ever. Amiga Action cannot be held responsible for you being daft with the phone, so there.

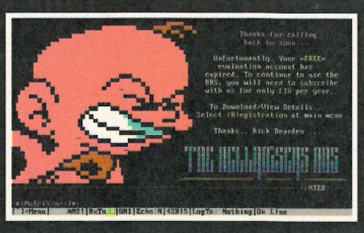
Cheap at half the price

Before you can dial up a system, you obviously need a number to call. You probably think that's obvious and that I'm not telling you anything new, but as you haven't got any numbers and I have, that puts me in the box seat see! You'd be amazed at how simple it is to get everything set up only to realise that you're all dressed up with nowhere to go.

Now the wonderful thing about the phone system in this country is that it isn't cheap. Sure, a 10 minute call to Granny Weatherthroat in Inverness may only cost you about 30p at weekends, but we're talking hours not minutes here. You have to be careful what you're doing.

Again it sounds obvious, but restrict your calls to off-peak (night-times) and weekends, otherwise the bailiffs will be round and away with your video before you know it. Secondly, put a clock or watch (ideally a stopwatch) next to your machine as you'll be amazed how quickly time flies when you're talking to Cindy from California. Give yourself a set time (like an hour) before packing it in for the evening, or you'll be in Debt City before you can say, "It's good to talk". Now, let's see about making some new mates.

Caught i



Part 2

Yes phone fans, it's time for some more modemic mayhem. If you read last month's exciting instalment you should be positively gagging to find out more about those tiny electronic pulses that can link you to the rest of the world

WRITTEN BY Paul McNally

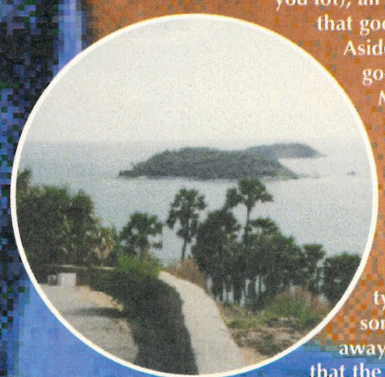
How to make friends and influence people

The Internet is probably the best place to talk to people from all over the world. However, as we're short on space this month, that's probably a tale best left for another issue.

Let me just whet your appetite by telling you that Cindy from California does exist, and she's there to be talked to along with people of virtually every nationality. For example, I was talking to a lovely lady by the name of Kath from Johannesburg only last night (well last month for you lot), all for the price of a local call! Is that good or what?

Aside from the Internet, other good places to meet people are MUGs (Multi-User Games see below), and BBSs with more than one line and a "chatting" facility. More on this later too!

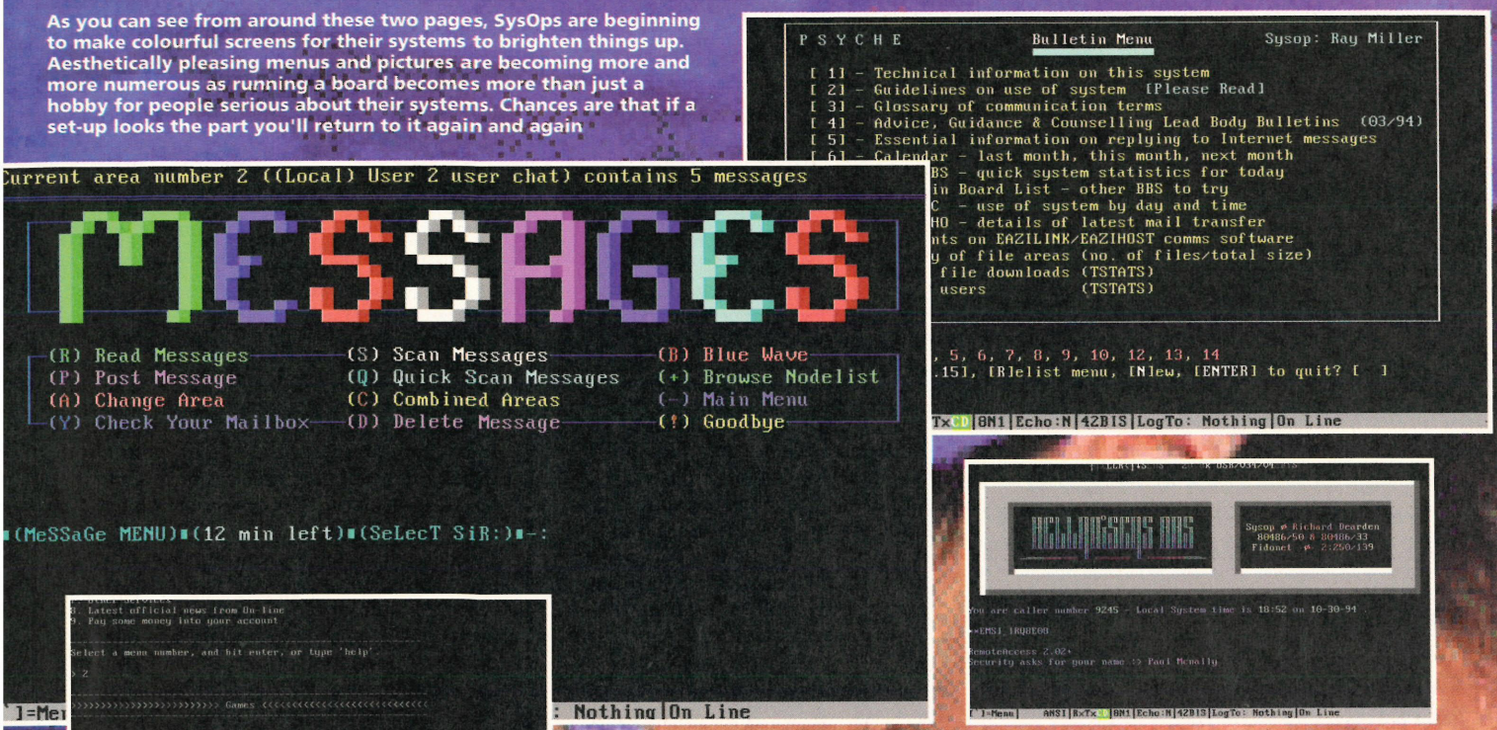
In case you're wondering about the bathing costume shot and the one of Thailand below they were both downloaded from various systems around the UK



Multi-user heaven

Now if the idea of having a typed conversation with someone thousands of miles away sounds a bit bland, it may be that the idea of playing a game against

As you can see from around these two pages, SysOps are beginning to make colourful screens for their systems to brighten things up. Aesthetically pleasing menus and pictures are becoming more and more numerous as running a board becomes more than just a hobby for people serious about their systems. Chances are that if a set-up looks the part you'll return to it again and again



A look at these screenshots will give you an idea of the types of systems you can log on to and the sections they provide. Boards can be based on anything, for example, "Psyche" is a BBS for psychologists, psychiatrists and psychopaths (erm!). Others offer less specialist subject matter and concentrate purely on files to download and message areas which you can post to

n the Net

them via a computer link seems more appealing. If you've linked two Gameboys together and played Tetris against a mate for hours on end instead of going out and enjoying yourself, then surely your interest level must be tweaked by the prospect of wandering around an adventure game interacting with "live" characters.

Everybody in a MUG exists for real, and after a while you'll find yourself swapping email addresses, real addresses and even phone numbers with gay abandon.

The next step is to go to the meets (usually held in a pub) and put faces to the names. Inevitably enough, you'll realise that these people are all a bit bland, and you'll be forced to slink off quietly, saying you've got to see a man about a dog. Or something.

It may be that text adventures have never been to your tastes, but how about a flight simulation? Yes, a proper flight sim. On-line Entertainment have had Air Warrior up and running for a couple of years now, but this recent interest in modems has increased the number of users wishing to play this game considerably. Instead of typing in things like, "Kill Bloodgutts with sword", or ,"Tell Cindy I love you", you can control a plane with your joystick and actually blow other pilots out of this virtual sky!

Obviously you need specialist software for Air Warrior, but you can get all the information you need by logging on to the On-line system (the number is given later).

Sticking with On-line for this month, they have a number of other games (about eight at last count) which are available to Johnnie Foreigner as well as home based computer users. Regular GB vs the USA Air Warrior matches take place, so go and serve your country against the dreaded yanks (unless you are a dreaded yank in which case serve your country against the superior Brits!!)

It's good, it really is. This is probably the UK's premier multi-user system, and it's fairly cheap to use too. If you call the London number, it's £2 per hour (plus the phone bill, never forget that), but if you live outside our glorious capital, then calling a local number will also allow you access. This does cost an extra £1.79 (+VAT), but you do have the advantage of creating a credit card debt rather than annoying Mr. BT.

To gain access to On-line, just ring the number via your modem. From the Free Area (there is information from Gamesmaster and Gamesworld there too) you can access a menu that allows you to type in credit card details and pay money into an account. The next day you'll have full access to the system including its extremely good Internet gateway, games, email, conferencing and message areas. There's very little to download, because it isn't that kind of system, but you can get anywhere in the world through Internet, so it's hardly a problem. If you haven't got a (lifesaving) credit card you can send a cheque, but it obviously takes longer to get a response.

Next month

There's just so much to deal with. I'll cover the Internet in more detail I promise, and I'll look at setting up an Amiga system just in case you're scared of going it alone. We'll also talk about the Smilie phenomenon :-). Happy Christmas!

Useful numbers

Send Christmassy e-mail to me at the following Internet address: - paulmcnally@mail .on-line.co.uk (make sure you get all the spaces and punctuation correct or it will probably end up somewhere off the coast of Bangladesh!)

Call On-Line Entertainment (voice) on 081-558 6114.

On-Line Entertainment BBS - 081 539 6763 (be sure to have your modem set up to use this one).
More useful numbers in the next issue.

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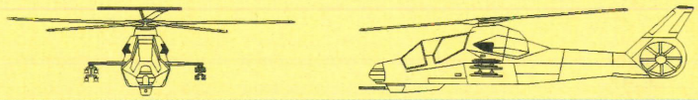
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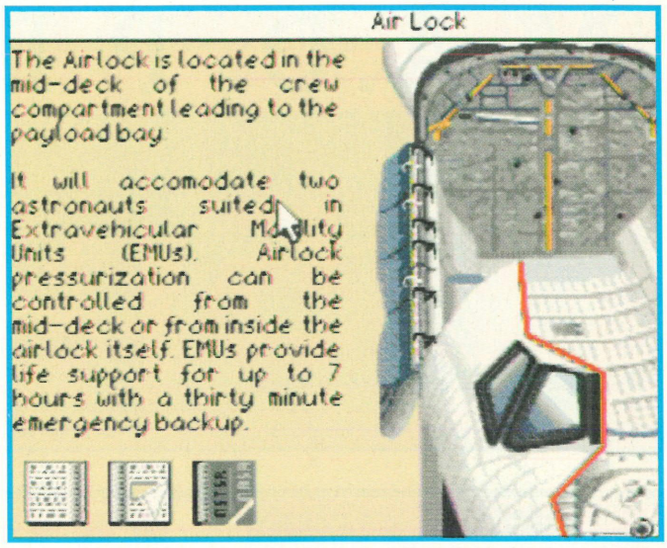
Shuttle

Publisher *Hit Squad*
Price *£14.99*

I'm not one of those people who think space is interesting. It's a bit empty for me and I prefer it down the pub on the whole. However, I can see why it appeals, the great unknown, the possibility of other lifeforms and so (yawn) on. Anyway, Shuttle is a game in the shape of a flight sim that allows you to pilot the enormous black and white beast with the space doors that always get stuck.

Go for rides in space, do secret missions and land without crashing (ooh!). I'd better stop here because I'm being a bit too cynical, and to be honest, this is one of the most in-depth programs I've ever seen.

I used to be scared of it because it's extremely complicated, but hours of therapy have made me realise that it's not as bad as it looks and that some people will enjoy it, especially at this price.



Reviewed by Chicken

SCORE 76%

Dogfight

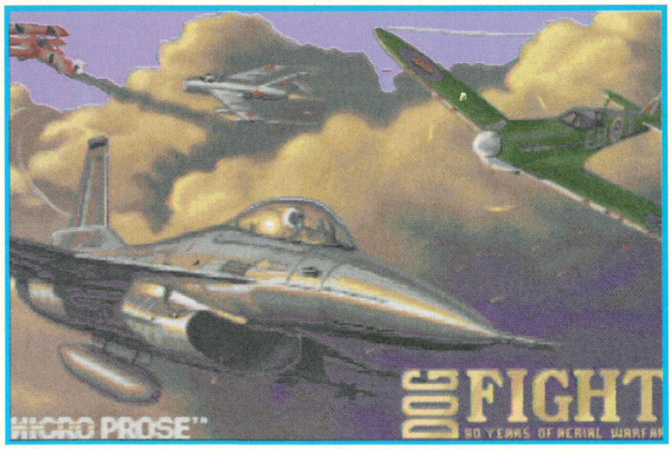
Publisher *PowerPlus*
Price *£14.99*

It's an all-out flight sim fest this month, and it seems that every flying effort ever released has just come out again on budget. Dogfight was originally issued by MicroProse, but it's back on the shelves this time thanks to the PowerPlus label.

Whereas the majority of flight simulations concentrate on one particular aircraft, Dogfight provides you with 12 to master. There are six accurately historical scenarios to fly, but perhaps the most interesting feature is the 'What If' option. This allows you to pit aircraft of all ages against each other, and lets you see how well a MiG would perform against the likes of earlier warplanes, such as a Spitfire for example.

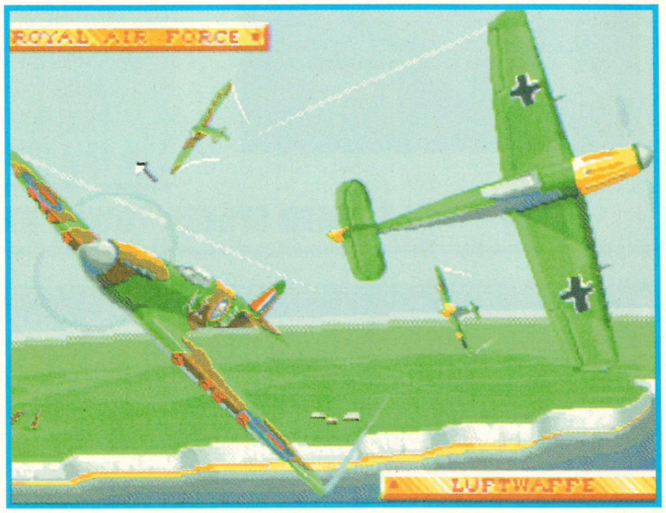
You might think there could only be one outcome, but remember that a modern jet would have problems locking its weapons on to an old crumbling wooden hulk because of the lack of electrical equipment on board!

It's bizarre, but amazingly good fun!



Reviewed by Chicken

SCORE 78%



Reach for the Skies

Publisher *Hit Squad*
Price *£14.99*

Take to the skies (for the third time this page) with what is undoubtedly Rowan Software's finest creation to date. Everybody is dying to see how well Overlord fares in its Amiga form, but until that day we'll just have to content ourselves with playing this classic flight simulation. Based around the Battle of Britain, Reach for the Skies gives you the chance to fly the great warplanes of that era as you pit yourself against various aces in battle. The flight model (oh dear that's a bit bland isn't it?) is one of the best the Amiga has seen, and the plane handles realistically (as can be expected) and glides smoothly along. With Overlord on the metaphorical horizon, it is perhaps unlikely to remain the best Amiga flight sim for long, but for the bargain price of 15 quid, you can't really knock it if you missed it first time around.

Reviewed by Chicken

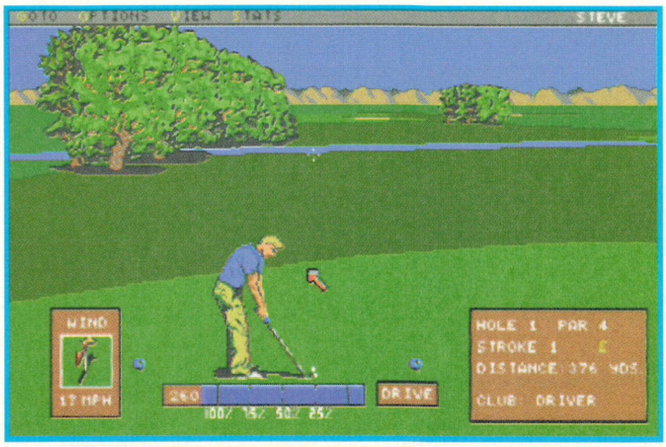
SCORE 82%

PGA Tour Golf Plus

Publisher *Hit Squad*
Price *£14.99*

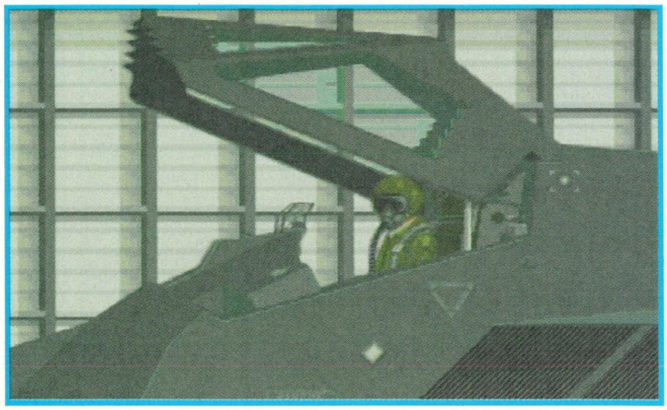
The news couldn't be better for golf fans at the moment. With the long awaited and excellent PGA European Tour in the shops, and Sensible Software's tongue-in-cheek effort looking more impressive all the time, the only way things could possibly get any better would be if the Hit Squad re-released the original PGA Tour on budget and included the courses from PGA Tour 2.

Wah! That's what they've done, and what we now have is an all-out seven course spectacular. Apart from the different courses, the main differences between PGAs #1 and #2 are a skins option and a slight addition to the swing bar in the form of a fade-ometer. These features aren't included here – it's just the courses – but anyone who hasn't bought PGA Tour on budget would be well advised to check this updated version out.



Reviewed by Paul

SCORE 91%



F117A

Publisher *PowerPlus*
Price *£16.99*

It's exactly a year since we reviewed the MicroProse follow up to F19 Stealth Fighter, and it barely seems like yesterday. Anyway, here it is again in all its glory, only this time it doesn't cost as much.

In the last couple of years, plane games on the Amiga have tended to be PC hand-me-downs, and only a few have managed to live up to the wild pre-production promises which were made about them. F117A is one of the better offerings. You can re-enact Operation Desert Storm along with numerous other real life scenarios, and there are special "future missions" to embark on too.

MicroProse may be slightly guilty of milking their flight sim engine just a little bit too much at times, but with F117A they have produced a game dissimilar to most other efforts, and one which is, on the whole, a (somewhat complicated) pleasure to play.

Reviewed by Paul

SCORE 88%

Monkey Island 2

Publisher *Kixx XL*
Price *£16.99*

I've got mixed feelings about this game. On the one hand it's absolutely superb and far and away the best and most involving graphic adventure of all time on the format. However, on the other hand, it is probably single-handedly responsible for the death of this type of game on the Amiga.

After this multi-disk epic it became far too expensive for the majority of software houses to produce this type of game for the relatively small (in worldwide terms at least) Amiga market. So that was it really.

Anyway, the imaginatively titled sequel to Monkey Island, LeChuck's Revenge, sees the evil ghost, Pirate LeChuck, out to get the wannabe hero of the first game, Guybrush Threepwood, who was responsible for his demise.

Crammed on to an astonishing eleven disks, it goes without saying that a hard drive is essential if you want to play. If you do have the necessary hardware you will be presented with an almost perfect replica of the PC version of one of the greatest graphic adventures of all time.



Reviewed by Steve

SCORE 89%

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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.

THE EASYBASE CATALOGUES

Easybase is a unique PD database program that is exclusively available from us. It is very user friendly and easy to use. It features total on-line access to the mini reviews of all the titles. It also features a unique ordering system which does all of the hard work for you. So forget those boring lists and get something which is actually useful in finding the disks you want.

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EASY PD ORDER FORM

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PD

I fancy harshing up some PD this month.

Ace the Space Case
Scott Hayne

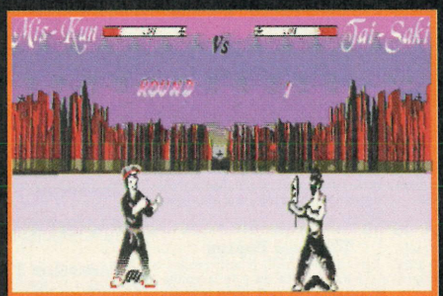
Those of you with memory spans longer than a goldfish will remember that last month, the Ace-master appeared on one of our wondrous coverdisks. Well, due to a slight technical hitch (ie we forgot), it was omitted from the PD section. Therefore it is making a somewhat delayed appearance this month.

The vast majority of you will no doubt have already made up your mind about whether or not you like the game in its coverdisk form. But, what you may not know, is that the full version is available from Mr. Hayne himself, with a large carrier bag full of new additions, features and enhancements that will make the game more fun.

If you fancy a splurge then check out the address elsewhere on this page.



ACE THE SPACE CASE: Last month's coverdisk extravaganza



SAMURAI SHOWDOWN: Ooh this is definitely the best game ever. An instant classic!

Santa & Rudolph Do Christmas
17 Bit

This was definitely a close contender for PD game of the month and was just pipped at the last moment by the excellent Fruit Mania. It's an all-out festive fest as everybody's favourite present-giving team embark on a shoot'em-up/platform extravaganza which takes them all around the world. The idea of the game is to collect the presents floating around the screen, whilst all the while avoiding and shooting any killjoy enemies that are intent on stopping Santa and Rudolph from carrying out their annual task.

This looks and sounds amazing for a PD game, and features some very impressive, highly colourful graphics, and some very jolly Christmassy tunes to brighten up a cold winter's evening. At such an extremely appropriate time of the year, even old Ebenezer himself would find it difficult not to shell out for something as good, and as cheap as this.



SANTA AND RUDOLPH DO CHRISTMAS: A somewhat blurry Rudolph 'does' Christmas

Samurai Showdown Classiek
Avante Software

Samurai Showdown Classiek sounded highly promising. It came with a covering letter explaining that the game is a beat'em-up written specifically for the A4000, but which would also work very well on an A1200. It also came with a photocopied instruction sheet that contained details of all the moves (both special and otherwise) that the game's three characters can perform.

When it loads up you get a series of highly professional logos, title screens and selection screens, all of which bode well for the beginning of the game. A quick disk access and you're away, but unfortunately this is where it all goes horribly wrong. I won't bother going into the whys and wherefores because there simply isn't room. But what I will say is that the only reason to buy this is if you're desperate for a beat'em-up and haven't got the cash for Mortal Kombat.

Rob's Hot Games 8
17 Bit Software

Rob, the man obviously behind the Hot Games series, has come up with another sizzling effort featuring four of the 'hottest' PD games around. My favourites have to be Boomerang Man, a funny little

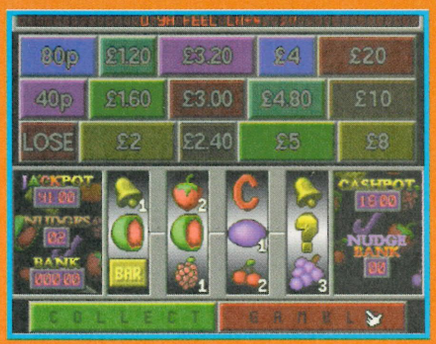


ROB'S HOT GAMES 8: Rob's games are damn hot. These are no exception to the 'sizzle' rule, man

What? Most of it's quite good? Blast!

Game of the Month

Fruit Mania
17 Bit



Fruit Machine simulators have always been prevalent in the PD arena, but for me, none have really captured the true essence of the real thing. Until now. A demo of a shareware game arrives through the post and keeps me transfixed for literally hours. I never thought I'd see the day.

It is unbelievable how many features (obviously borrowed from real machines) have been crammed in, adding up to the most varied game of its type that I have ever come across. Of course you don't actually win a penny, which I suppose makes the game a little pointless, but if you want a realistic game of this type then you have to go for this one.



FRACAS: Strange effort from newcomers to the arena, and not it's not half bad either

character collecting fruit on numerous different platform-esque levels, and Greenhouse, an excellent, if extremely limited simulation of one of those Nintendo Game & Watch things (without the watch obviously).

In this one you play a gardener who must protect the plants in his greenhouse from attack by nasty little caterpillars and other similar plant-eating insects.

The other two efforts, with names that escape me for the moment, are less spectacular but nonetheless quite good. On the whole, Rob's Hot Games 8 represents excellent value for money and is definitely worth considering.

Fracas
Casco Software

This is a bit of a strange one. To be honest I can't really get my head round it. It's a sort of 3D shoot'em-up type thing with a load of robots who appear to go around shooting each other. The game moves remarkably well for a PD effort, and your character glides along with ease picking up weapons and power-ups, teleporting to different areas of the battlezone, and shooting any other moving thing that happens to get in the way.

What the actual point is I don't know, but if you buy it you'll obviously try a lot harder to work out the game's objectives than I did. What I can tell you is that it is way above the PD average, and if you're the type who buys this stuff, then this is as good a bet as any.

Erik
F1 Licenceware

I know it's been a while since I did the PD pages, but is it just me or has the quality of some of the stuff improved ever so dramatically since then? Erik was another big surprise for me both in terms of quality of gameplay and the general professional look and feel of the game.

The storyline provides no real shocks in that it is a formula medieval romp with a knight charging about through the levels with you firmly in control. The levels are highly varied and feature a good mix of shoot'em-up sections and fiendish puzzle solving. Again the graphics are much better than you should expect from something as cheap as this, and the sound more than adequate. Definitely another game that receives my seal of approval (for what it's worth).



ERIK: A quality platformer that's actually better than some commercial offerings

Zyrad 2
17 Bit

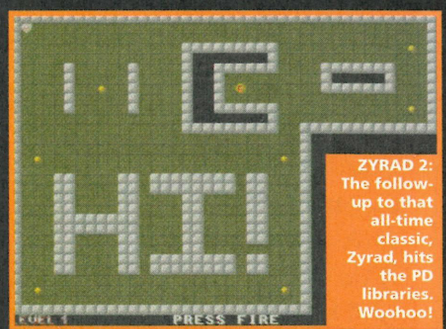
If I said I'd played Zyrad 1 I'd be lying, and to be honest, I can't say I'm disappointed to have missed out.

You control a pathetic little ship that zooms around the screen collecting pathetic little yellow circles before making your way to the exit.

The twist is that once the ship starts moving it has no way of stopping and therefore you must collect all the little circles in one continuous motion, whilst avoiding the walls that have been cunningly placed in your path.

The best way I can describe this is as a sort of cross between those old classics, Pac Man and Light Cycles.

I can't really see the point myself. Still, it's not a bad game, but definitely not one I would consider buying. At any price.



ZYRAD 2: The follow-up to that all-time classic, Zyrad, hits the PD libraries. Woohoo!

Contacts

Avante Software, 22 Lawson Crescent, Great Billing, Northampton, NN3 9NS

Casco Software, 61 The Green, Castleford, West Yorkshire, WF10 3RY

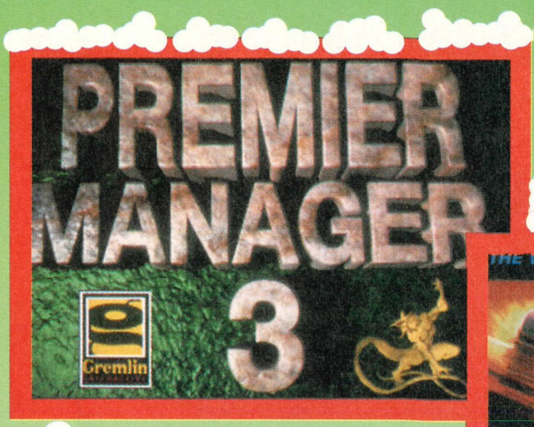
F1 Licenceware, 31 Wellington Rd, Exeter, Devon, EX2 9DU

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH

Scott Hayne, 29 Argyle Road, Weymouth, Dorset, DT4 7LX

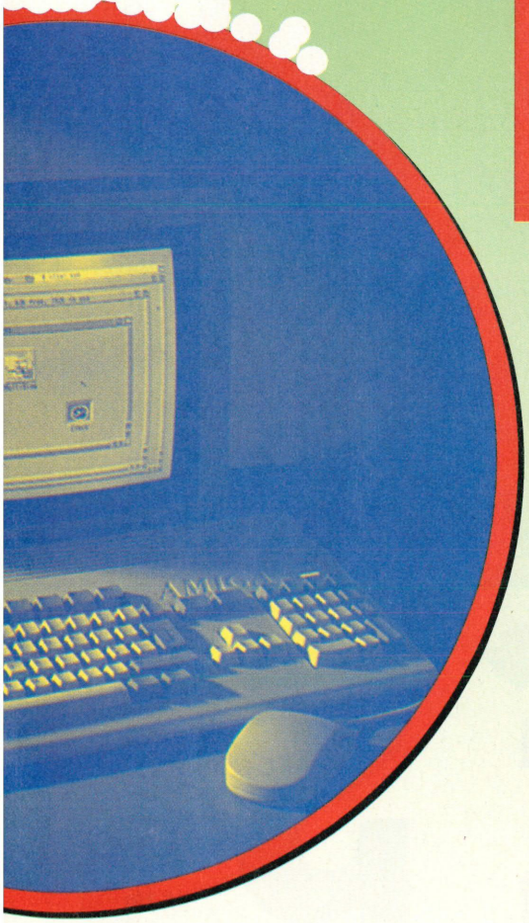
CompetitionCompetitionCompetitionC

lging Sack!









The Questions:

Complete the statements from the choices below.

1. On their way to Bethlehem the shepherds followed:
a) A star
b) Their noses
c) In their fathers' footsteps

2. Christmas is a time for:
a) The celebration of the birth of Our Lord
b) Copping a snog off the bird you fancy at work
c) Caring... a time for sharing, a time for giving and for forg– (etc.)

3. Aled Jones:
a) Is a cherubic faced choirboy with the voice of an angel
b) Is the lovechild of Buddy Holly
c) Wants to sort himself out

Santa's Bulging Sack Competition

Q1 Q2 Q3

Name: .....

Address: .....

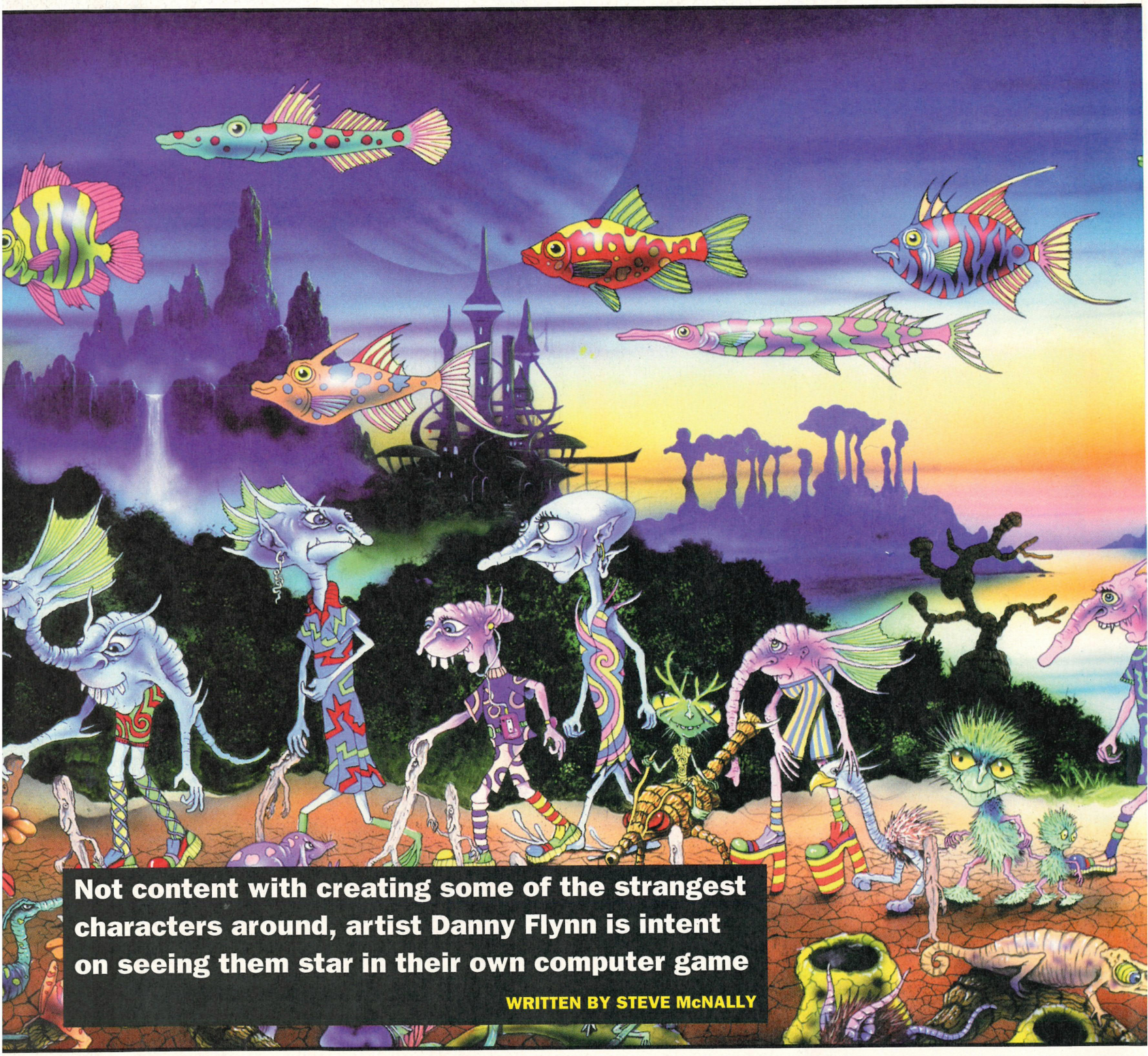
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Postcode: .....Age:.....

Send your entries by February 28 to "Santa's Bulging Sack", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

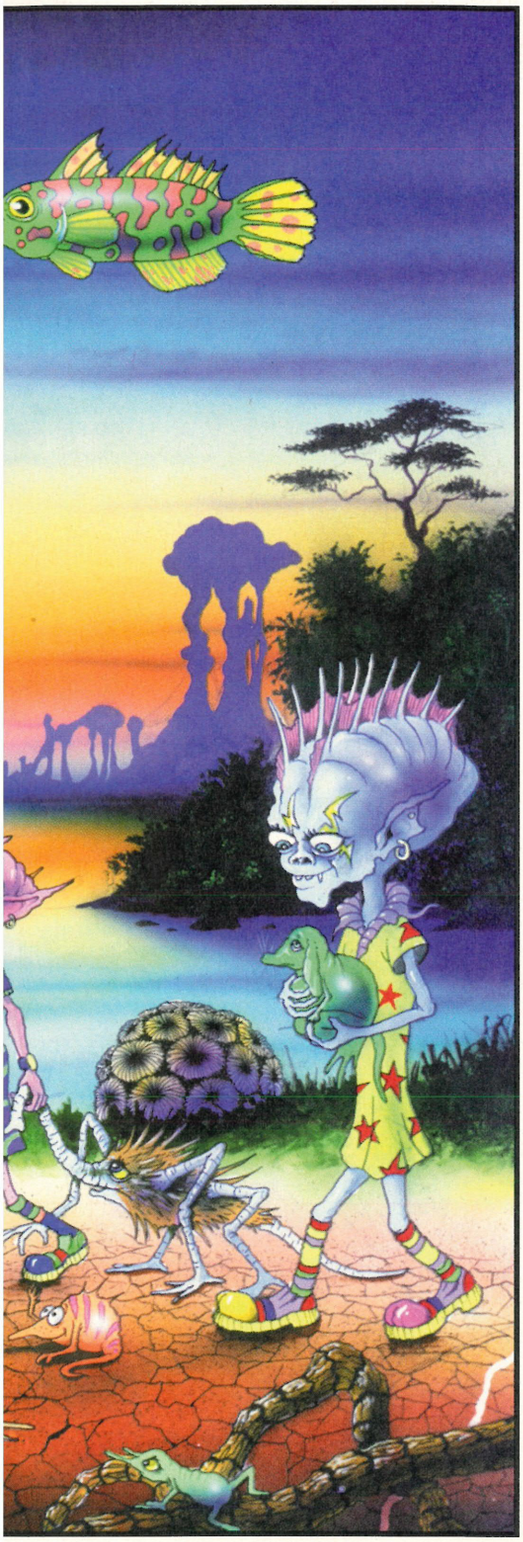
☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES.



Not content with creating some of the strangest characters around, artist Danny Flynn is intent on seeing them star in their own computer game

WRITTEN BY STEVE McNALLY

Out of Sy



Computer games come and go. With each month that passes by we see at least a dozen more, and most of the time, after we have played them long enough to form an opinion, we just disregard them with barely a thought. It's all too easy to look at a game and think, 'well it's not very good is it', and choose to give it a poor mark in a review.

OK, so if a game is bad, then as reviewers, we all have a duty to the readers to tell them as much and warn them against making an unwise decision. But, there are occasions when I feel that the hard work and effort of both the design team and the programmers of a game have been completely ignored. A lot games are in development for years, and to simply disregard all the toil and suffering that has gone into their production is little short of a crime.

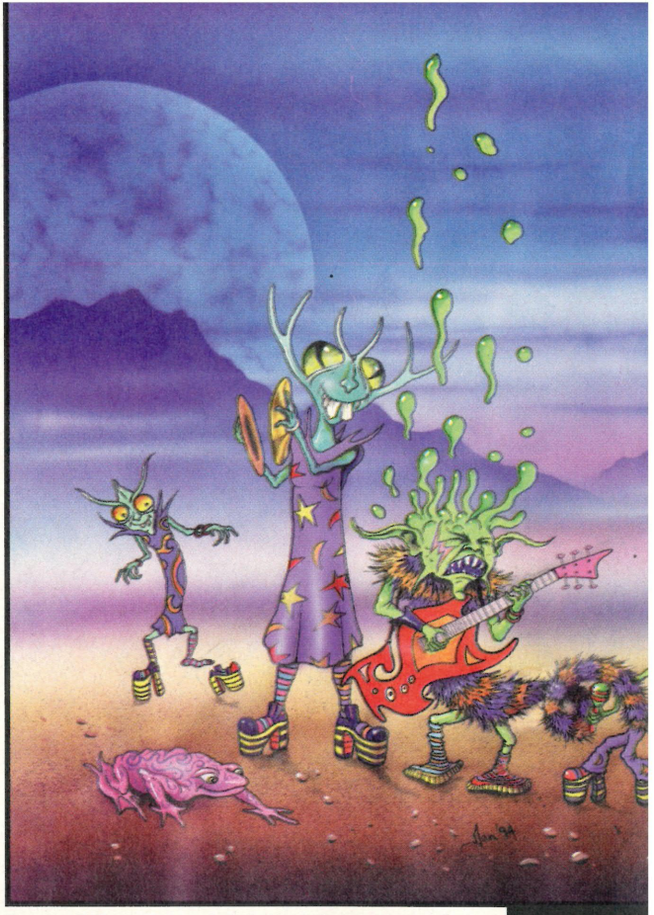
I suppose I'm as guilty of this as the next person, but the thing that's made me stop and think about the problem is the subject of this feature. The increasingly popular artist, Danny Flynn, who we featured a couple of months ago, is currently working on a game that has been no less than two decades in the making!

This is the first time we've ever previewed a game at this early stage, and I seriously doubt if we'll get the opportunity to do so again. You see, what we're dealing with here is something that is still at the ideas stage, and I'm sure you'll agree, that's a pretty early preview.

Around twenty or so years ago, Danny began developing the range of characters you can see dotted around these pages. He worked on the preliminary sketches and initial drawings for a while, but then for some reason, be it pressure of work or whatever, they were never developed any further.

However, just recently, prior to the publication of a book featuring his work, these sketches were rediscovered, and Danny decided that with a little work, there was scope for the unnamed inhabitants of an as yet unnamed world to be unleashed on the general public. Their most likely form of incarnation would be as part of such projects as children's books, a cartoon series and of course, a computer game.

Unfortunately, as Danny was embroiled in the hassles of seeing a book of his life's work published, the project was once more reluctantly placed on the backburner. But now, with many of his major commitments out of the way, he is once again free to concentrate on making stars of these creatures.



Some of the guys and girls have formed a rock band. How long will it be before they're spending their cash feeding a coke habit and sticking shotguns in their mouths?

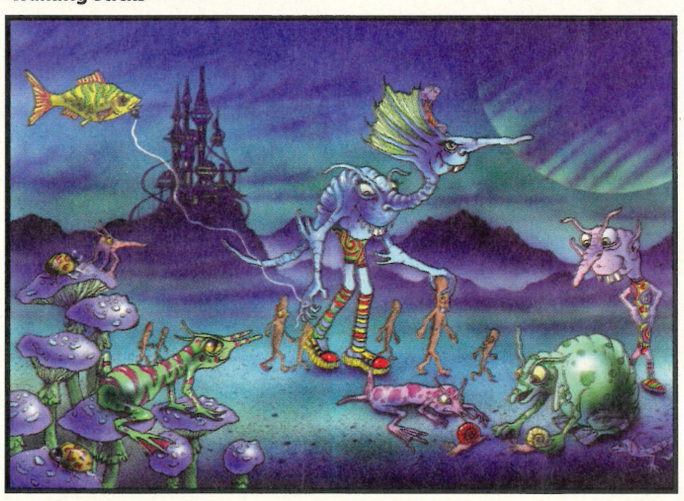
It's easy to imagine what kind of ideas would be used in children's books, and even a television series, but just how would a game based around these guys work? Well, the truth is, I'm not really sure, and to be totally honest, I don't think Danny is either. But then again, his forte isn't computer programming and we all know that there are people out there who could quite easily come up with a gameplay system.

Manic and Crazy

What he is sure about is how the characters live their lives and where they live. I thought long and hard about how to put Danny's ideas into words, and then thought the best way would be to allow the man himself to speak. So, in his own words, this is what they're all about:

"As you can probably see, they all look a bit manic and crazy. I suppose that's what they're all about really. They play unusual games such as snail racing and 'guess where the worm will poke his nose through the ground'. They all wear very bright, patterned clothes, odd socks, and shoes with soles that glow in the dark. They're big music fans too and spend a lot of their time joining bands and playing raucous tunes.

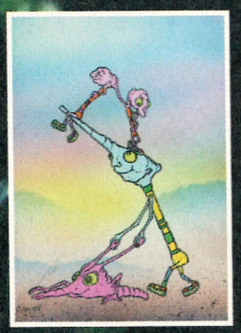
"Many have walking sticks that actually do walk, and seeing as they live in a pond, they all have there own pet fish. They spend much of their time by the sea or in the pond watching the frogs and dragonflies, and all the while dreaming up the

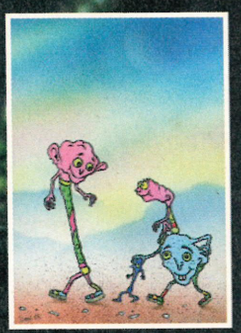


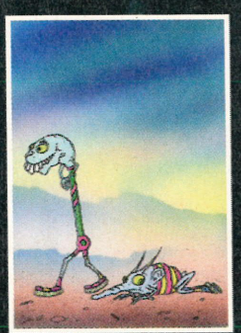
Left: **The finished artwork with all the characters in their final state**
Below: **Underwater antics with some literally 'walking sticks'**

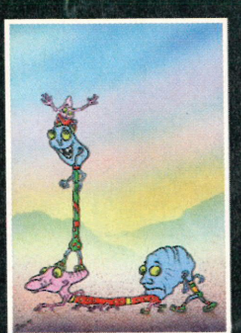
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Out of Sync









This delightful creature is one of Danny's latest creations and is comically titled Out of Sync (sink). Specially commissioned by a large retail chain this is destined to adorn thousands of walls around the country as a top quality A3 sized poster. It beats Paul's Bananarama poster any day, although it might just be enough to give you nightmares. Don't say you weren't warned!

next practical joke they're going to play. As for their personalities, most of the time they're friendly and cheerful, but they do have a mischievous streak and are prone to prolonged bouts of sulking.

"They are a far more technologically advanced race than humans and are capable of intergalactic travel. They even sometimes covertly visit the Earth (along with other planets) to indulge in their hobby of collecting exotic alien animals, but they always bring them back whenever possible.

"Sometimes they escape and run off to the nearby woods, so imagine all these weird and wonderful alien creatures let loose and not knowing which ones are going to eat you..."

I don't know about you, but I can easily imagine sitting down on a Saturday morning and hearing Andy Crane or Pat Sharp introducing the latest episode of The Misadventures of Danny's Funny Alien Things or whatever they end up being called.

Off His Head

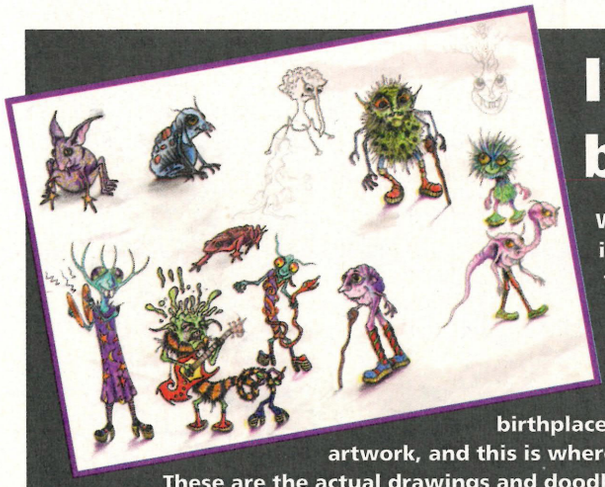
I do however find it more difficult to imagine the kind of scenario which would feature in a computer game. After a bit of thought I came up with three possible game types to which they would be suited:

Obviously, given their nature, a puzzles game along the lines of either the Goblins series or Lemmings would fit the bill nicely. A platform game in which you either controlled one of the characters or someone visiting their planet would work equally as well.

However, my personal favourite idea is probably the least likely to come to fruition, and that's a graphic adventure following a group of adventurers around the galaxy as they indulge in their pet collecting hobby.

Whatever does happen to them, there can be no denying that they are a great set of characters and are incredibly nice to look at. I don't know, perhaps this is the one and only time they will ever see the light of day, but I seriously doubt that. We can exclusively reveal that at this very moment, the project is being scrutinised by one of the largest software companies in the world with a view to future production of a game.

It's very likely that Danny Flynn's creations are stars of the not too distant future, so you might just want to remember where you saw them first. **A**



In the beginning...

We thought that at this point it would be appropriate to take you right back to the very beginning as far as Danny's creatures go. This is an exclusive look inside his very own sketchpad, the birthplace of all of his pieces of artwork, and this is where these guys were created. These are the actual drawings and doodles that were the initial spark for the weird and wonderful creations you see before you today. As you can see, some of them are unfinished. This is more proof that Danny is constantly striving for perfection. If he sees something he doesn't like, or that isn't quite up to his exceptionally high standards, he will ruthlessly discard it and move on to something else. You may well be wondering just where all the ideas come from, and to be honest, so I am I, but if you were to ask him I don't believe he could even come up with a satisfactory answer himself. I suppose we'll just have to accept it as one of those things.



'They are a far more technologically advanced race than humans and are capable of intergalactic travel. They even sometimes covertly visit the Earth...' DANNY FLYNN



One of the earlier drawings that led to the masterpiece that you can now view on the previous page, and another insight into just how much work goes into the design and preparation of not just a set of characters, but also a single piece of artwork. I'm sure many people would be satisfied with this as their finished effort but Danny constantly reworks each piece of work until he has it exactly as he wants

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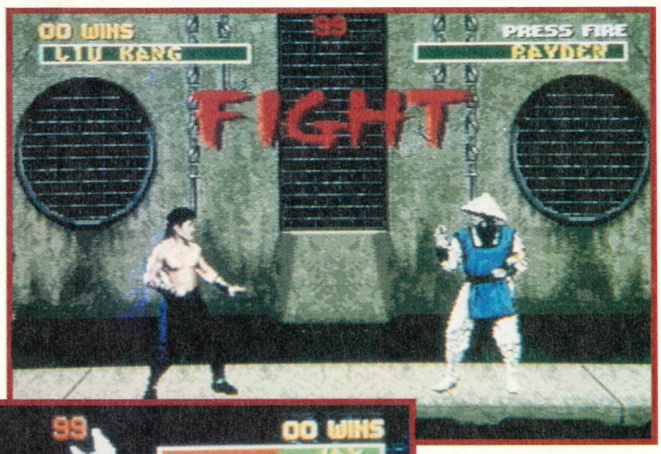
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Mortal Kombat II

Oooh, I'm all excited! One of the most eagerly awaited games ever is ready to burst on to the Amiga scene courtesy of Acclaim. MK II, along with its huge publicity bandwagon, has already made a mint on the Sega and Nintendo systems, and now attention is being switched to our lovely machine. The Amiga version came as a shock to us all because nobody really expected a conversion, yet here it is. Who says software houses don't want to support the Amiga these days? Anyway, on with the show...

"HEY NONNY NARE!" Okay, so my translation might be a bit off, but it sounds similar to what Rayden shouts when he does one of his special moves. The original Mortal Kombat was undoubtedly the best Amiga beat'em-up until Rise of the Robots came along, and now Acclaim are after getting the title back for good!



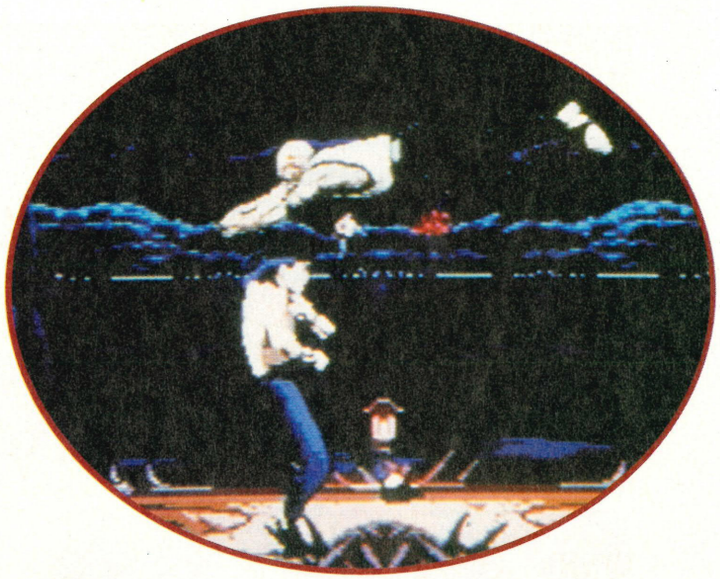


Obviously we don't know exactly when you'll be reading this, but MK II's release is scheduled for the end of November, certainly in time to pick up the Christmas rush. Expect to see it raging along to the top of the charts where it should stay for quite some time. It's unlikely that any other game (with the exception of the new Sensible Soccer) will leave the shelves as quickly.



Arcade fans will obviously be aware of the different control method that the Amiga version of the original Mortal Kombat had to employ because of the one-button joystick thing. The same system has been utilised in this sequel, so if you played the first game and liked it, you won't have any problems with this one.





Because of the excellent job that was done with the original game, Probe have been given the task of repeating their success. These guys have been producing quality software since the days of the hallowed 8-bit machines, so their pedigree cannot be questioned. Therefore it would not be unreasonable to expect another fine game.



With all 12 characters to get to know, there is a far greater challenge than ever before. You can still wade in with Johnny Cage and his mates, but chances are that anyone who's adept at Reptile will soon start to pick you off. It's unlikely many people will learn the moves of every character, and this makes for a more playable game.

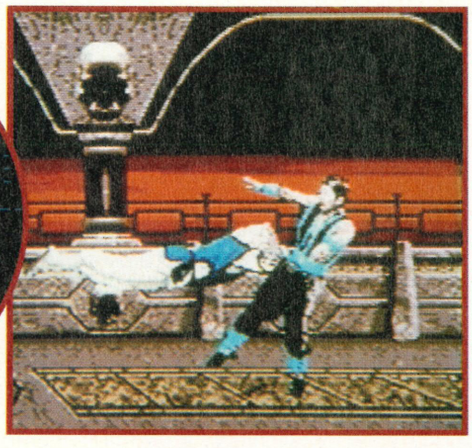


Mortal Kombat has received its fair share of public slatings for its graphical depiction of violence, and you have to be honest and say that there is a lot of blood and gore about. Now, with MK II, as well as death moves, we have friendship moves and babalities.

Whereas other versions of the game have had some of the characters missing, Mortal Kombat II on the Amiga will feature all 12 of the fighters contained in the arcade version. This means that we will be able to see the cast of the original, as well as new favourites such as the lovely Kitana and Baraka.







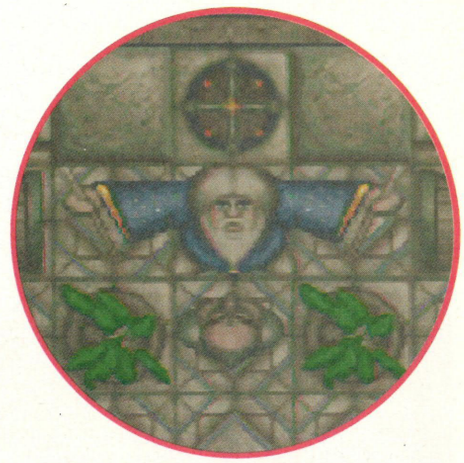
The letters we receive with the question, "Will Mortal Kombat II ever come out on the Amiga?", should now hopefully cease. This does mean that our postbag will be greatly reduced, but at the same time it proves that Acclaim have a good eye for the market. The demand was there, the excitement built, and now things are about to come to fruition.



As far as beat'em-ups go, the Amiga will always have a problem competing with the more arcade-based consoles. But, as we've been shown on a couple of occasions already, nothing is insurmountable. One button is generally the killer, but the Probe system seems to work well enough.

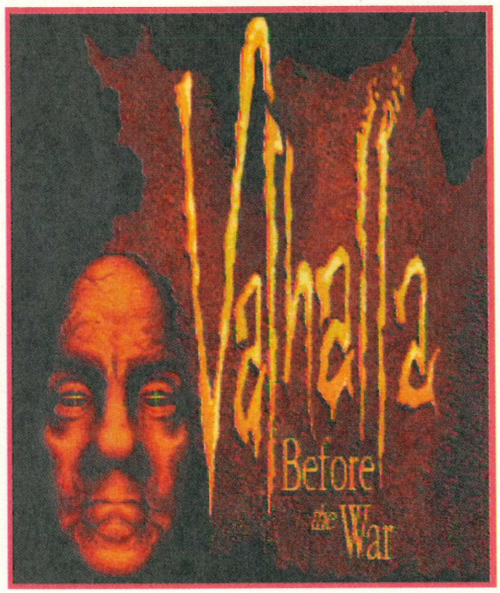
Project	Mortal Kombat II
Publisher	Acclaim
Team	Probe
Release	November
Inspected by	Chicken

More of a Valhalla Special Edition than Valhalla 2, Before The War arrives to satisfy the needs of the starving masses who have finally managed to complete the original. This prequel features four more levels of puzzle solving, this time with an unexpected twist that has you playing from the evil Infinity's point of view. It may look pretty much the same, and in truth it is, but if it is only half as good as last time then the asking price will be justified.

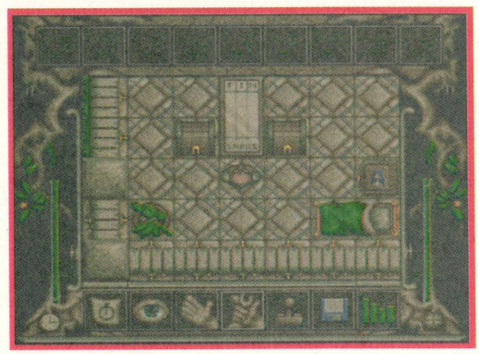


Valhalla – Before the War

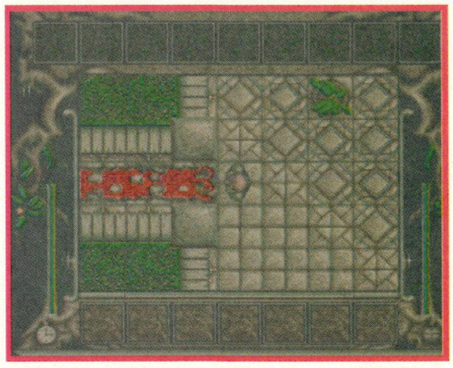
Originally planned as a two level budget release, Vulcan's latest prodigy got so out of control that it just had to be extended. There was just too much to fit into two levels, so with a heavy sigh, the game's programmers set off slogging their guts out to design and program some more. As a result it was no longer viable to stick to the intended budget pricepoint, and the game is now a full price release.

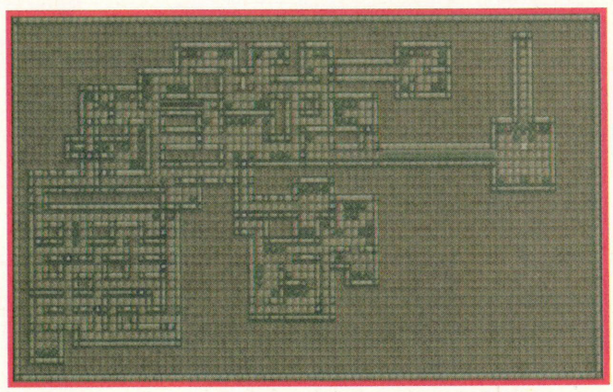


Okay, so you probably can't contain your excitement at the mere thought of returning to your favourite land. However, you're going to have to wait that little bit longer for your next fix. Vulcan intend to release the game in January, so unfortunately, you'll have to wait until next year. But look on the bright side, the game will cost £34.99, so at least you've got a chance to get some serious saving done.



You would be forgiven for thinking that, apart from the main sprite, nothing much has changed, because in essence this is true. Obviously all the puzzles and levels are completely new, but you shouldn't be fooled into thinking the game will play any differently from the original. However, what you should remember is that this is not Valhalla 2, but merely a special edition of the first game, featuring more of the same. Don't say you weren't told.





To say that there are no new features at all would be a lie. There are plenty of them, but most don't really affect the gameplay to any great degree. The best inclusion in my opinion is the map of the current level which can be called up at any time. Controls over the volume of the musical tracks and sound effects have also been added, and to please the more irritable of you out there, the ability to turn off any non-essential speech.

Project	Valhalla – Before the War
Publisher	Vulcan Software
Team	Paul Hale Carrington, Lisa Tunnah
Release	January
Inspected by	Steve

ESP Sports Management

PROFESSIONAL FOOTBALL MASTERS 5 VERSION

The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field.

It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers : 1 to 4 Human players, Performance statistics, Manager of the month/season, Pick any team in any division to start with, Automated features to make the game as easy or hard as you like.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.

Players : Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).

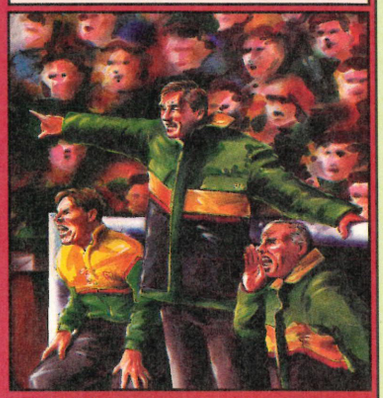
Club : Sponsorship, Ground improvements, View opponent, Finances.

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

Other : Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.

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

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.



THE PULSE Horse Racing Tipping System

If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advise contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well know bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended . If the general program guidelines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending the on length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

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



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

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

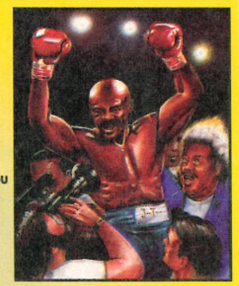
FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

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
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.

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					P.F.M. EDITOR	12.00	
					THE PULSE - RACING SYSTEM	75.00	
					BOXING MASTERS	24.95	
					FORMULA 1 CHALLENGE V4	24.95	
					WORLD CUP CRICKET MASTERS	24.95	
CREDIT CARD NUMBER & EXPIRY					E. & O. E.	GRAND TOTAL	

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Giving The Universe Game

You could have been scuppered on this you know, God knows we were. Fortunately Carl Malley from Yarmouth is on hand, not only to sort you out, but to win himself three Kixx XL games and a nice crisp £20 note too. From the Wheelworld onwards then...



PART TWO
Universal Soldier

Hmm... you're gonna get shot by Snorglat unfortunately, but it's not that crucial, so I wouldn't let it bother you too much. Get back into your car and the navigation screen will then appear. You should then select landing bay reference 40e and set a course. This will take you to a landing bay with a mechanical droid. Push the droid into the hole and somewhat dishonestly take the steel cable out of its toolbox. Now get into the car once more and set a course to landing bay reference 1h.





Walk out of this new landing bay through the gate arch and you'll find yourself on a freeway. Follow the car down to the bottom right of the freeway, into the Kaleev Way. Walk over to the escalator, then walk right and up the next escalator. Go to the dispensing machine with the card slot and insert your ID card. Collect the Happy Carv from the machine and enter the Arcades.

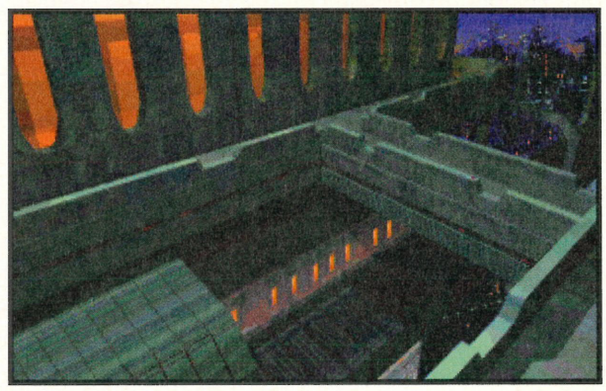
Once there, talk to the alien to the right of the screen and buy him a brandy. Combine the Happy Carv with your new friend's beverage and go back to talk to him, handing him the drink of course. When he faints, take his badge. Now leave the Arcades and return to the freeway once again.

At the freeway you will now see a healer and some jet packers. You will automatically talk to the healer and then he will start to chase the jet-packers. After defeating the jet-packers you will be on the landing way ref 1h, with, of all things, a jet-packer. Talk to him and get the healer's hand.

Go back to the Kaleev Way and see the healer in the taxi bay. Talk to him and get him to give you a starchart. You and the healer will both walk off and then you'll see Baron Kaleev. Brave chap that you are, you'll now run off into a passage.

Move Boris on to the lift and use the steel cable to get down on to the monorail. Proceed along to the next screen. As soon as the monorail train comes to a halt, leap on to the supporting beam to the right and then jump down to the lower entrance.

Go inside here and walk to the right, to the air filtering duct. Use the droid with the duct and you should find yourself in the Spaceport Departure Lounge. Search for a ticket terminal and insert your ID card. Collect your ticket and leave the lounge through the door to the left.



Now, standing in a corridor leading to the Liner Shuttle, use your ticket on the forcefield terminal. Then go through and use the keypad to enter the shuttle.

A few of the people in the recreation lounge of the Shuttle Liner will talk to you, but none have any information of use, so get in the lift and select level one. When you are in the corridor, talk to the two men, decide what they

Tit for Tat

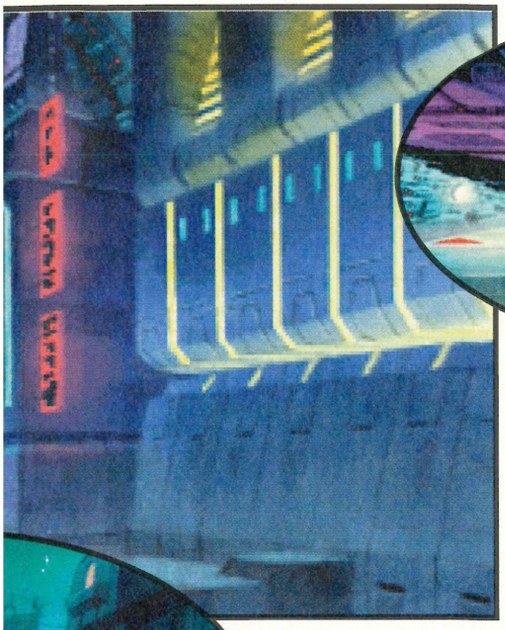
The generous folk at Kixx XL will from now on be sending three of their current releases to anyone who sends in a solution to a game which we use in the magazine. And we're more than happy to let them do it because it obviously saves us a job.

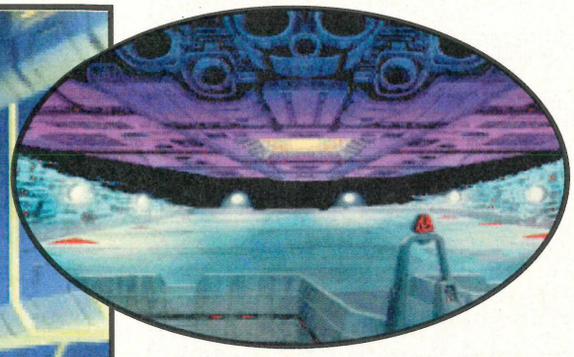
Remember to state your name and address on any solutions you send and list a few games you would like to receive if you like, although the ones sent to you will be those which are available at the time.

And to continue in this generous vein, we'll throw in £20 in cash along with the games – gratis.

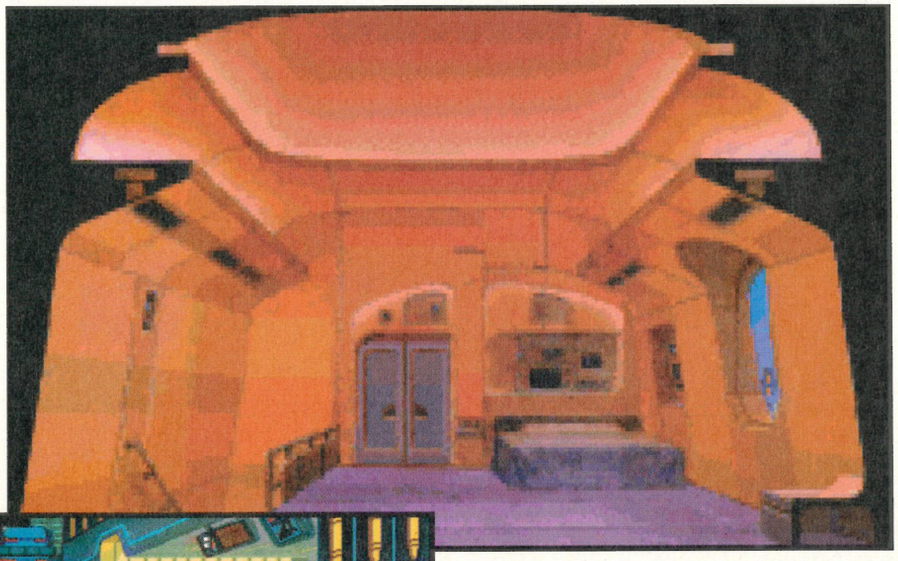
Come on then – that's 50 quids worth of games and 20 nicker simply for making a few manky notes.

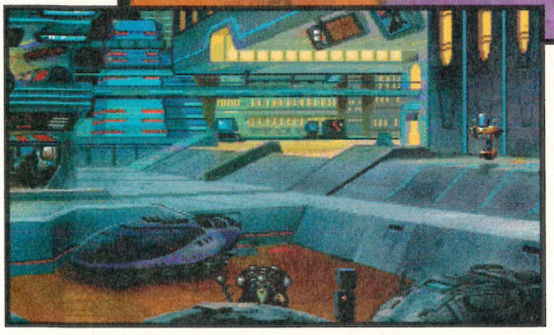
Away













Kixx XL Winner

Wins £20 plus 3 games

Carl Malley is the first Kixx XL games and money winner. So, why not get your adventuring hats on and follow in his footsteps. Please. Because we're dead busy. Honest.

want, and try to give them the right answers. Walk to the left and enter the first door – your room. A hologram like that Rimmer bloke out of Red Dwarf will then appear and tell you what to do.

The communication console should then be used to select level three. Now go to the room with the healer inside. Have a chat with him and go along to his room – room five level three. Talk to Myrell in person and collect another starchart. Combine the two charts and leave the room.

Talk to the assassin, and when the liner blows, collect his PTV card. Move down to the hangar by way of the lift and jump into the blue PTV vehicle. Use the navigation screen and set a course to Ankarlon 5.

At Ankarlon 5 walk to the left and take the long metal bar from the pile of junk. Combine the bar with the starcharts, get back into the special car thing, and take off, setting a course for Daarlor-Korv.

Once there, walk to the far right to the shrine and insert your curious chart/bar combination into the shrine. You will now be sucked into a portal. This is the Knightmare Temple. Walk across the bridge to the next screen and look at the large rock structure on the left.

Start from the bottom right path and go in this order: bottom right, top right, top middle, top left, bottom left and bottom middle. When the lasers fade, throw the rock at the power gem and get it. Er, the gem, not the rock. Run to the portal from whence ye came and be taken, forsooth, back to Daarlor-Korv.

Get into the car and go back to Ankarlon 5. Open the panel on the front of the crawler you come across and use the power gem to activate the teleport. Enter it and talk to the creature inside. You will receive a cloaking device which should be combined with the power gem. Exit and set a course to the Mekanthalloe Galaxy.

A large prison ship will capture you en route, and you should talk to the man-brute thing to glean some information. Wait until two ensigns have talked to man-brute then leave the ship via the teleport, only to enter Coros.

Do as Snorglat's brother tells you and walk down the pier into the city. Talk to Dorshiv and follow him. Then walk back to the city. Talk to the sentinel robots one screen down from the city, then walk back to the city – again – to talk to the ornamental droid. Tell it to go and see the sentinel droids, and when it comes back, tell it the password.

Wait for the explosion and go to the sentinels. Now it's time to pick up the batteries and combine them with the power gem/cloaking device. Then use your trusty-if-slightly-forgotten arm computer with the combination, and walk past the sentinels to the left. Follow what is said and done on the next screen.

Cloak again and go back to the droids at the citadel wall. Talk to the one on the right and make him blast the wall. Walk through the hole into the wall.

Run to the right in the passageway and continue until you arrive at a descending section. Descend and run again to the right until you come across the dragon.

Throw your ID chip into the dragon's mouth and jump behind its tail, waiting until the poor robot gets devoured. Now jump out and pick up the droid's batteries. Then jump on to the ledge just below the dragon's head.

When you get blasted on the rooftop, activate the cloaking device, run out of the way and move along to the left. Remain cloaked and push/pull the droid close to your right hand to get him to blast the other droids. Walk up and to the left. Talk to the man-brute and take the power arm from him. Walk to the left and you will find the Baron and the Emperor. Go through the conversations and, when asked, throw the power gem.

Universe should trouble you no more.

Universe

Giving The Game

Dark Seed

Dark Seed – good game, but not exactly high in the logic stakes at certain points is it? Fortunately our minds work in rather mysterious ways, so of course we're able to make perfect sense of it for all you CD32sters out there

DAY ONE
Monday

On waking up, get out of bed and enter the bathroom through the door on the right. In the cabinet you'll find a supply of aspirins, one of which you need. Now click on, and indeed have, a shower.

Go to the second upstairs bedroom through the right hand door of the bathroom. Activate the exclamation mark icon and click on the pocket of the raincoat a few times. Then activate the hand icon and click on the pocket to pick out the library card. Now go downstairs, where on your office desk you'll find the plans to your new home, showing secret passages in the study and your bedroom. Now that you have learned all about the passage door, you can open it, though you would be well advised to open it again after you pass through, since it tends to close behind you. Climb the ladder, and on the second floor take the rope that you find. Exit the passage, making sure it stays open.



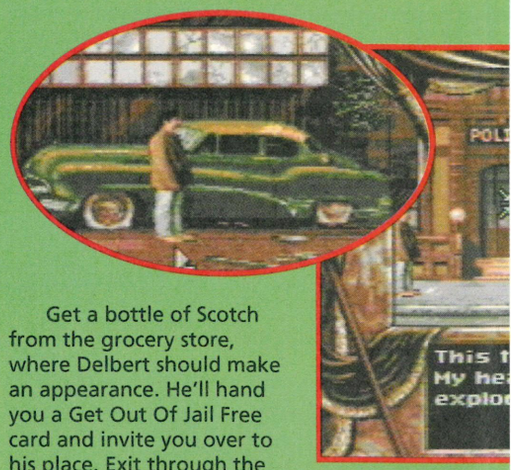
By this time the doorbell may be ringing, in which case you should go downstairs and answer it. You will find a package. Go back upstairs and into the attic. There is a watch in the largest trunk,



which you should take and wind up, in order – obviously – to keep track of time. Move the trunk and step on to the balcony. Then tie the rope to the gargoyle for any necessary quick exits.

Climb down the rope and enter the garage from the rear. Open the boot of the car and take the crowbar. Get into the car and take the gloves from the glove compartment. Go to the front of the house and read the paper which is there. Go inside, run to the attic and open the trunk on the right with the crowbar, where you'll find some interesting reading. Go back outside and walk right, towards Woodland Hills.

In town, go to the library and pick up the bobby pin from the floor in front of the taciturn librarian. Give the librarian your library card and she'll send you to aisle C, where you should click on a green book to receive a message.



Get a bottle of Scotch from the grocery store, where Delbert should make an appearance. He'll hand you a Get Out Of Jail Free card and invite you over to his place. Exit through the front door and head left towards the graveyard where you'll need to get a key from the now deceased Old Man Tuttle. Read the diary excerpt to find out how to open his crypt. Inside you'll find some urns – Joe Tuttle's ashes – from which you can get the key.

Go back home and open the clock case to find the John McKeegan nameplate. Prowl around the house until the librarian rings. Run back into town and pick up the book she has for you. Then go home and go to bed.

DAY TWO
Tuesday

Take aspirin in the same way as yesterday, have a shower and generally bum around for a bit. The missing fragment of your parlour mirror turns up and you need to put it into place to complete the portal to the dark side. You can now cross over.

Take the door to the right into the room with skulls, then enter the room to your left. You'll find plans for embryo implantation – explains the headache... Now go through the door on the right, which corresponds to the secret passage door downstairs in the "normal" world.

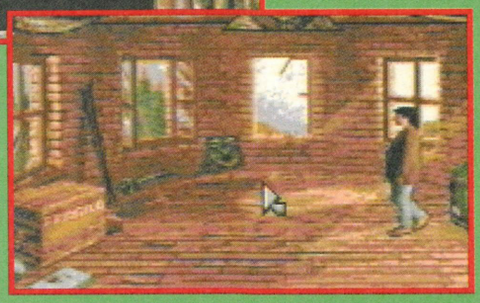
Get into the turbo lift in the recess, and you'll then appear on the next level. Head to the observation deck on the left, and on the wall between the two doors you'll see a switch. Use the gloves to switch it and return to the turbo lift. Then go to the











room with the skulls, where there should be an open door that you must go through. Now bear left until you find the shovel and return to the mirror portal and cross over.

Go to the graveyard and exhume John McKeegan. Read the journal that you find there. Unfortunately, by this time, the police will have staked out your house, and you'll find yourself banged up before very long. Fortunately you have the Get Out Of Jail Free card in your possession, so you won't have many problems.

First you need to stock up on supplies for further trips to the other side. Leave behind the gloves, the money and the pin by sticking them under the pillow. Now grab the tin cup on your bed and rattle it on the bars of your cell. When the guard arrives, hand him the card and you'll be set free in time for your meeting with Delbert at your house. Before leaving the police station, steal the gun (extremely dishonest, but essential to the plot).

Delbert will be waiting for you at the garage behind your house, and will invite you back to his place. Offer Delbert Scotch or he will continue to ignore you and play with his dog. After drinking the Scotch, Delbert and his dog will leave. Take the stick they have been playing with.

Return to and cross the portal, and take the first door on the right. Then take the door that the lever opened. Follow the road on your right until you come across Dark Fido, the canine guardian of the bridge. Throw the stick into the abyss to get rid of him, then continue to the right until you come across the dark side's answer to the police station. You will be taken into custody and be relieved of your gun.

It gets a bit clever here. Get the items from under your pillow, and use the bobby pin on the door to pick the lock – it will take a few attempts to open it. Across from you, Sargo is asking for help, and if you swap the pin for his headband, you can storm the Archives while invisible. Leave the building and continue right. Walk past the Drekketh Guard with impudence and enter the Archives to meet the Keeper of the Scrolls. Activate the machinery and she appears to give you a roll of microfiche. Run home and sleep.

DAY THREE
Er, Wednesday?

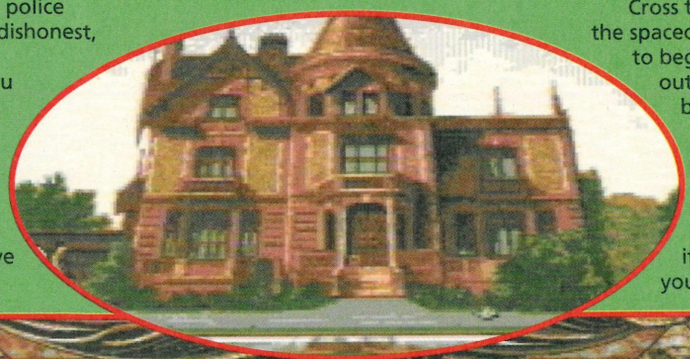
Take some aspirin, have a shower as usual and wait for the package to be delivered from the Keeper of the Scrolls. When it arrives it will contain an axe handle. The microfiche mystery needs solving, so head to the library and use the microfiche reader in the periodicals room. Don't use the front door on returning home, opt instead to use the rope in case the police are in hiding, waiting for you. (You never know where you are with this lot of coppers, they're a right sneaky bunch and no mistake).

You will by now know that there is a loose stone in the cellar that could be of some use. Take the stone and look again to discover a set of car keys.

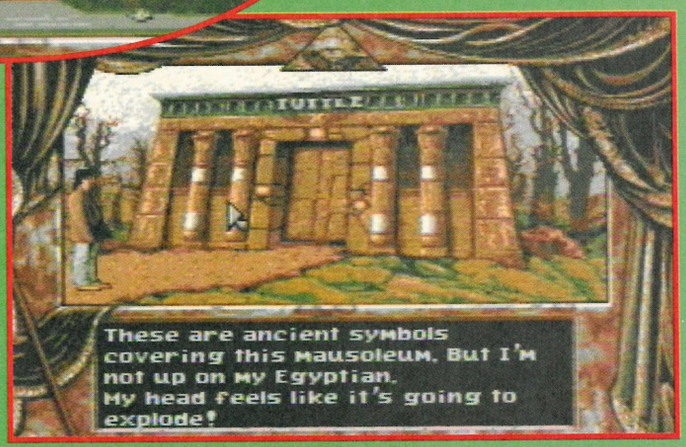
Take the stone back to the dark side power nexus, energise it, then use it on the axe handle to make a hammer. Return to the good old normal world and go to the car. Pour the Scotch into the petrol tank then get behind the wheel to use the keys on the ignition and start the car.

Cross the portal one last time and enter the spacecraft. Use the gloves on the lever to begin the take-off process, then run outside. After the sequence you'll be returned safely to Earth.

Smash the mirror with the hammer and rejoice in the fact that, despite this being possibly the most convoluted adventure in the history of man, you have, it seems, saved the Earth. And your brain. Apparently. Blimey.



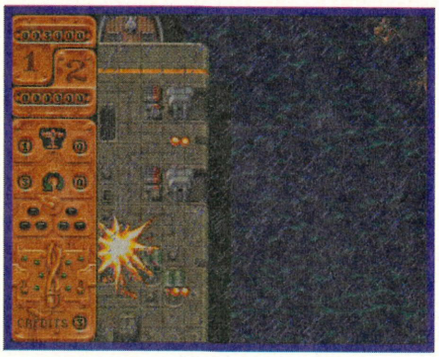




Dark Seed

Small Tips

Amiga Action has gone tips crackers this month. We've pushed the boat out to bring you two pages full of the things! Which we... normally do... anyway. Oh

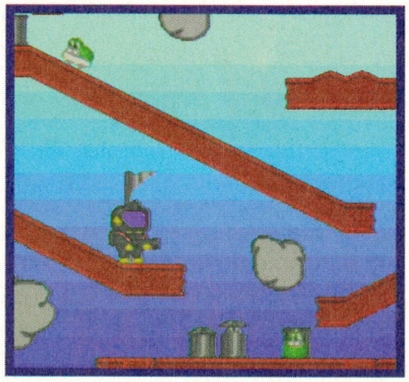


Banshee

The, er, "Sas 67 of Eccles" have sent us these titbits, and nice they are too:
Type FLEV17 on the title screen and press [RETURN] for infinite lives, or at the same stage type I AM EXQUISITELY EVIL, and again hit the [RETURN] key. This alters the names on the high score table in comedy fashion, and "allows you to kill polar bears and such".
That's good. Thanks Sas 67.

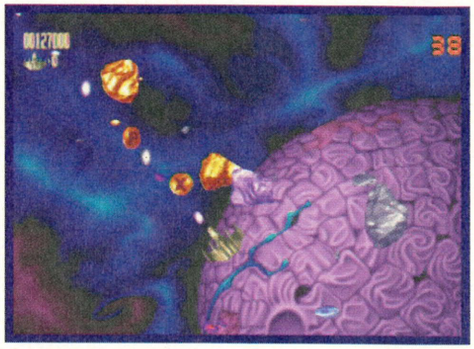
Ace the Space Case

Level codes for last month's coverdisk thang:
2. AW8780KO
3. ML9809KP
4. MH78I0YL



Microcosm

For invincibility and all the weapons, plus access to the last level, select the colours and directions in this order. Green, blue, yellow, red, yellow, down, green, right, red, up.



Super Stardust

Bit of a tricky game this, but does that deter the mighty We've Got the Level Codes machine that is the Small Tips pages? No indeed. So here are the codes which will take you to the connecting level(s) at the end of each section:
World 1 – BFSUAAAADXJ
World 2 – CESUQAAQFFX
World 3 – DFSTUQUUHIE
World 4 – EDSUUSQRHRT

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

Clockwiser

Some (but not unfortunately all) passwords for Rasputin's puzzle thang:

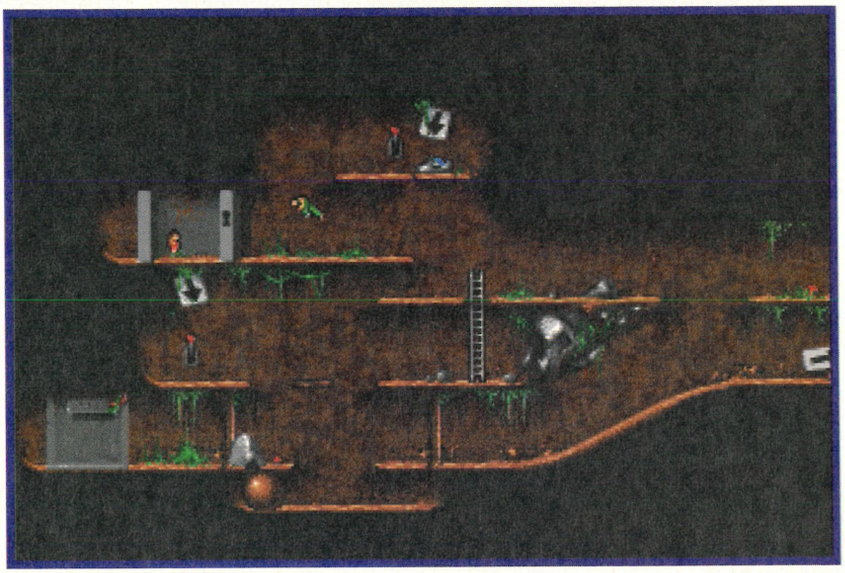
51. BLAARZAK [getting fed up
52. KWEENIET now, so...]
53. WALDRILK 69. RUISLIBS
54. CHRIETIT 70. FIDDELEH
55. SLISTOPI 71. FOFOFOFO
56. DRUIPIDO 72. PIELEMOS
57. PLOGHOIK 73. BIBELEBO
58. GROEZELT 74. BELLEBEE

Dreamweb

Rumours abound that we promised you the solution to our Dreamweb demo last month. So, confirmed or nay, here it is:

Go into the hotel lobby and talk to the receptionist. Use your cashcard on the card scanner next to the VDU and take the keycard. Go to the lift pad next to the lift and use the card to open the doors. Go into the lift and use the card on the lift controls. When the lift stops use the knife on the lift controls to open the box. Then cut the wire, again using the knife.

Leave the lift and walk left, then down, and when you come to the firepoint open it and take the axe. Go back to the lift and use the handle on the right wall, and you'll climb up on to the roof. Use the axe on the lift doors to open them and step into the penthouse suite. Use the axe to attack the man sitting by the pool and use your gun on the second. Then walk through the doors. Hurrah!



Benefactor

Panos Pantazis from Greece sent us a fax with what appears to be every Benefactor level code on it. But he didn't number them did he! So here are a few from the right-hand side of the page, which are probably for levels towards the end of the game. Maybe:

3NQJM45NQS
2QQ33FNGFC
M2Q4LGVTQL
MMQSRSPRQR
2RQFCCP2BB
MNQN24SPGQ
M64TMPLQ3M
6XLNH[or possibly M]JMH3D3
66LNMNM4N4
MGGPR3F4Q3

We've got quite a lot of others as well, but the fax'll probably get chucked away before next month...

Smaller Tips

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 **DINGADINGDANGMYDANGALONGLINGO**, 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

Despite my personal problems, and with little or no regard for my state of mind, I'm back. Once again it's time to answer more of your queries from the depths of the ever-bulging Boggit sack

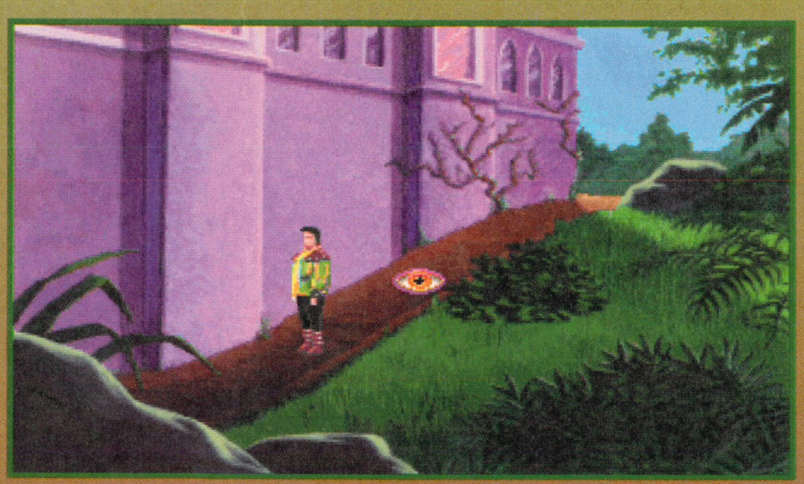
Greetings once more fellow adventurers. The time has finally come for me to leave the treehouse and begin my quest for the Woonsocket diamonds, so I am currently in an extremely emotional state as you can probably imagine. Looking round the small dwelling which has been my home for the last six months or so, tears are beginning to well in my eyes and a lump is forming in my throat (that'll teach me eat a tortoise vindaloo!)

The old Amiga which has served me so faithfully throughout this time is already beginning to gather a layer of dust (not surprising when you consider the dry and flaky nature of a Boggit's skin), and my loyal mouse servant, Eric, is long gone after I freed his tail from the mouse port last night.

Eventually, having managed to drag my eyes away from the scene, and locking the door of the treehouse behind me, I vow to return sometime in the future, with my father, The Boggit, at my side.

Until that day, whenever it may be, my sanity can only be preserved by my contact with you, the readers of Amiga Action.

I am here to serve...



You'd think that after six quests, everybody would be completely fed up by now. Not so, and tips are always in demand

Hook

Q I desperately need a cheat for Hook on the Amiga 500. I have had the game for six months and I do not know how to dig for the clock at the beach. So please oh please can you tell me? I hope I am no fuss to you. Thankyou.

Chiggy Chan, Crawshawbooth

A Well Chiggy, you are certainly no fuss to me, and what a fine name you have – one which even a humble Boggit would be proud of!

To be able to perform your allotted task at the beach, you must first go to Hook's ship and look in the pots to the right to get some money. Then go back to the tailor in town and ask her for a metal detector. Give her the money you have just stolen in return for a magnet, then go to the beach and use the magnet on the 'X' to get the treasure.

Ween

Q I have been buying Amiga Action for months but have never come across a solution or any tips for Ween. I am at the part where you have to fight the dragon, and I can't seem to kill it. What am I doing wrong? I would be extremely grateful if you could give me the benefit of your wisdom.

Chris Wilkinson, Bingley

A You don't actually have to kill the dragon Chris, you merely have to use a little magic to defeat him. You should have been given three magic pendants with which to confront the dragon, and these items are the key to achieving your goal. Basically, all you have to do is click on the bottom pendant until the dragon changes into a wasp and you turn into a worm. Now use the wasp trap on the "dragon" and hey presto! He is no longer a problem.

Innocent Until Caught

Q In Innocent Until Caught from Psygnosis, I am trying to get the hat that has got something in it (the tramp's hat), but I can't pick it up. There is also a hat on the side of the boat, but a robot is stopping me from getting it. I would be very grateful if you would publish the answer to this letter.
Andrew Wood, Putney

A In order to get the tramp's hat you will first have to get a camera from the pawn shop. This can be done by simply exchanging the pawn ticket which you should have stolen from the back pocket of the man who was sitting next to you at the bar behind the spaceport.

Once you have the camera, charge it up to full power at the diner and then use the flash to blind the tramp. You will now be able to steal his hat (and the few coins that are contained inside it).

As for the sailor's hat, well, in order to get this particular piece of headgear, you will need to use an oilcan on the vending machine in the subway to free a screwdriver. Then go to the bar and order a drink from the robot. When he stands still, open him up with the screwdriver. Remove the robot's circuit board and use it together with the radio to make a radio control unit. This can then be used on the robot that is stopping you from getting at the sailor's hat on board the boat. Your way should now be clear!

Valhalla

Q Please help me Boggit, I am stuck on level one of Valhalla. I have come across a skull that will not let me pass until I give him a password and I haven't got a clue what to do. Do I have to give him something or am I able to speak to him? In fact, what is the password? I've been tearing my hair out for weeks at this puzzle, and my son is doing much the same. Please can you help because it would be such a shame to see him go bald at such an early age (he is only 10).
Richard (and Michael) Sargent, Hartlepool

A Such pressures to be placed on a young Boggit's shoulders. Am I to be held responsible for your offspring's premature ageing? No matter, the help you require shall be forthcoming. To get past the offending skull you need to have the Gem of Infinity in your inventory. If you stand in front of the skull and face him, then use the eye icon to look at the gem, the door next to the skull will open and you will be able to progress on your way.



With realistic graphics like this, who needs loads of gameplay? Fortunately, Police Quest does not come up short in the playability stakes

Beneath A Steel Sky

Q Please can you help me? I am really stuck on Beneath A Steel Sky. I can get as far as when you insert Anita's card in the interface and sit in the chair, but when I try to get the tuning fork (oscillator), I can't seem to reach to blind the eye because the fork is in the way. Every time I do get it I get zapped by the eye so I can't get the fork. Has it anything to do with the ball?
Kerry Hunt, Worthing

A So as to avoid any confusion, we'll take things from the point when you sit in the chair. Okay? Once you are in LINC-space, go to the right and use the BLIND program on the eye. Then go quickly through the upper exit and go up once more. Now use the PLAYBACK program with the well and go through the upper right exit. If you use the BLIND program on the eye now, you should be able to pick up the tuning fork.

Police Quest

Q I would be grateful if you could help me out with a problem that I have come across on Police Quest 1. Early on in the game I arrest a man for speeding, he is completely drunk and I therefore have to take him down to the prison. We enter the prison and I am told that before I can put him behind bars I have to remove his handcuffs. This I do, then without warning, the computer turns Sonny (me) around and the bloke clocks me one over the head.

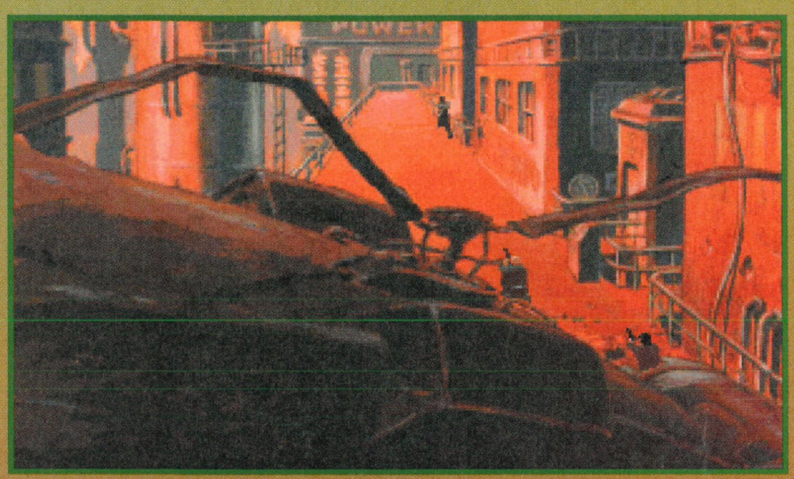
Please, please, please can you tell me how to get out of this dilemma as I have been working on it for months and have not been able to find an answer.
Charlotte Black, Godalming

A When you initially arrest the alleged drunk driver, you should make sure that you handcuff his hands behind his back, despite his pleas for you to cuff him in front. Then when you arrive at the jail, tell Art to get out of the car and follow the villain up the steps. You should now be fully protected against any violent attacks which the prisoner has in mind.

King's Quest VI

Q I am at present plodding through King's Quest VI and am stuck! I am on the Isle of Sacred Mountain at the foot of the cliffs. To get to the top I believe that I have to solve five puzzles. If you have the solutions to any of these puzzles I would be most grateful if you could let me know them.
Paul Stockton, Stockport

A You may relax Paul, for I have the solutions to all five of these puzzles.
Puzzle 1: Pick out the word RISE from the letters on the wall.
Puzzle 2: Select the symbols for the word SOAR (use the guidebook).
Puzzle 3: Click on the stones in the following order: four, one, two.
Puzzle 4: Select the symbols for Azure, Caterpillar, Tranquillity and Air from your guidebook.
Puzzle 5: Select the letters for the word ASCEND.



I don't know about you, but I'd think twice about flying in any helicopter that had rotor blades shaped like that!

Well, that's yer lot for another month and it's time for my quest to begin. I'm not entirely sure how I'm going to manage to keep in touch with all you kind and friendly people out there, but I'm hoping to have something sorted out for next time. Maybe I'll get the post sent forward to certain points along the route to the Woonsocket diamonds, but seeing as I've no idea of their whereabouts, that doesn't seem like much of a feasible option. Er, anyway... Until next time, farewell!

Send your queries (and tips if you like) to:
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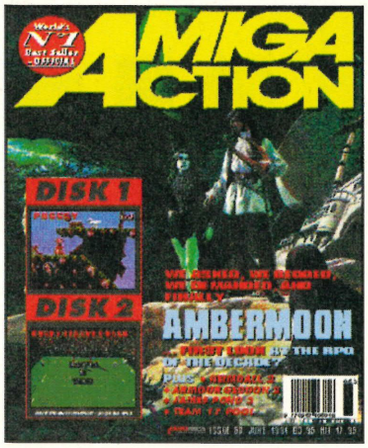
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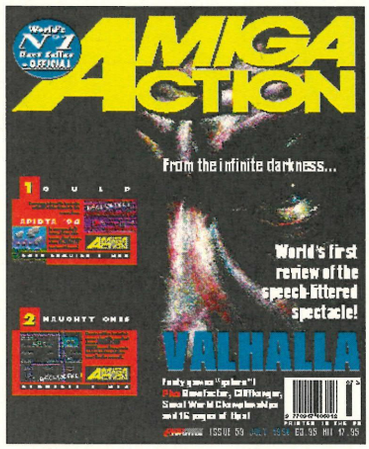
BACK ISSUES



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*



ISSUE 64 DECEMBER '94. CODE 8505.
Cover – *Skeleton Krew*
Coverdisk – *Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case*
Features – *Caught in the Net (Internet), Legend: Work in Progress*
Reviews – *Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleton Krew, Rugby League Coach and many more*
GTGAs – *Universe, Ishar 3, Robinson's Requiem*

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Talk Back

Hey Mr. Postman, look and see, (oh yeah), what a load of garbage you've brought for me. Oh Mr. Po-woh-woh-woh-wohstmaaan etc

Timewarp

Dear Amiga Action,
Can you please tell me how you load up the disks you get with the magazine – disk 17: Under Pressure, Rubicon, disk 18: Robocod, Boston Bomb Club? The date of the magazine is November 1991. The reason I want to know is because I cut the instructions out and someone threw them away.
Andrew George, Deeping Gate, Peterborough

To load the disks simply put on your coat and walk to the nearest computer shop. Select a title you fancy from the Amiga range then take it to the counter and come to an arrangement with the assistant whereby you exchange the game for money. That's how you load the disks, Mr. Three Years Ago Cover Disk Playing Stingemaster.

Liars!

Dear Amiga Action,
I have been buying your magazine for a few years now and I will continue to buy it. I think it is a brilliant magazine. I want to buy three games for the Amiga 500 with one meg [Amiga games is what you're saying then, yes?] They are Theme Park, Sensible World of Soccer and FIFA International Soccer. According to your magazine, FIFA was due out in July, Sensible Soccer in Summer '94 and Theme Park in June. I wanted to get them for my birthday which is in August. I was disappointed when I found our local computer [shop?] didn't have a release date for it [them?].

The shop still doesn't have a release date for any of the games. Can you please tell me when these games will be released and why you print the release date when they don't come out at the time you state.
Nick Claydon, Kirton, Suffolk

We print the release dates because we believe the clouds are made of cotton wool and that no game could ever be delayed. The games you want? They're all in the shops now you foolish boy! Likely as not.

Computer Shmomputer

I have just invented a new computer which is compatible with every piece of software and hardware ever. It can be made for less than £10, glows in the dark, travels in time and can also water the garden.

No, not really, but the way people rave on about computers you would think that most of them did all these things already. At the end of the day they're only little plastic boxes with buttons, wires and pretty flashing pictures – wake up to reality.

However, I love Amiga Action and read it every month religiously, so please, please, pleeease publish this letter. Michael Filby in my English group got his published and he'll go on about it forever unless I do too.
Vivienne White, Putnoe, Bedford

Everyone goes on about brains as if they're something really special as well, when, let's face it, all they really are is a bit of dirty old sponge in a funny shaped box made of bone. Girls eh?

Faroo

Dear Amiga Action Team,
It would be brilliant if you would make two editions of your wonderful scroll. If you haven't caught my drift, I mean a CD version! This would mean that all of those hundreds of CD32 and CDTV owners could enjoy all of those wonderful treats on the coverdisks.

Adding a CD version to the stalls would infinitely increase sales and if you were feeling a tad generous, people with FMV cartridges could enjoy a demonstration delight of new CD films, and people without could see pictures or play larger demos of new games. Or something like that anyway. Cheers.
Dan, High Wycombe, Bucks

Watch this space Dan (he said, full of hope...)

Comes Early

Dear Paul,
Way back in March last year, I wrote to Talkback complaining about the short closing dates of competitions. The guy who did Talkback then (Mr. Nick Merritt) said that because of the small number of overseas readers (humph) you couldn't put an overseas comp in every month. But, starting with that one, there would be one every few issues. Well, at the time of writing this letter it is October '94 and there hasn't been another. What's going on? Please put at least one in and make this overseas reader very very happy. Also, have you any news on any of the Star Wars games or Sim City 2000 coming out on the Amiga? I've played the PC versions and they are all excellent.
Ian Billinghurst, Kat Kat [snigger], New Zealand

Don't know about the Star Wars lot Ian, but you should have had your Sim City 2000 query answered earlier on. Have you seen the competition on page 64-65? Well the closing date for that was due to be the end of December, but I changed it just before the pages went to press. Especially for you. Because I'm nice and because I won't have to sort the prizes out for ages now.

I've Got The Docket Number

Dear AA,
In the July issue of your magazine, in the Small Tips section, you stated that I had won Jurassic Park for my Fly Harder and Assassin tips. I regret to inform you that I have now been waiting over a month and I have still not received my game. Please could you hurry up (or I will send the boys round).
Alex Parkin, Chesham, Bucks

Er, it's the closing dates Alex you see. Yes, they've all been put back to accommodate our johnny foreigner readers and, er, we haven't decided, er... Look, I'm sorry, I'll send it out tomorrow, okay?

No

Dear AA,
Bring back OTE. Brad rulz!
Anonymous [postmarked Salford]

I Need Your Clothes

Greetings, my name is Tim Inator and I have been sent back from the year 2029 AD. My mission is to wage war on software pirates. The reason? Well, eventually, Skynet itself gets pirated and a new Skynet (mark II) springs up from a shifty hotel in Bognor.

It manages to tap into the Pentagon and sets off a nuclear holocaust which destroys the world as we know it and the original Skynet as well. I have almost everything I need to begin my mission except a copy of Eye of the Beholder 2.

I'm starting my sweep in London and all such pirates I encounter will be executed with my trusty Uzi 9mm. Hasta la vista babee!
T. Inator, er Cheltenham

Does that mean that because I'm not going to send you a game these vagabonds will continue to prosper?

Scud Buster

Dear Sir,
I am very happy that I contact with you and I wish you don't neglect my letter. I have a computer company in Iraq and I have in my company Amiga 500/600/1200, and many people asked me about your great company and I don't have information, they see the title of your company from Amiga Action. Please sir send me information on your company and magazine.
A Zaid, Baghdad, Iraq

Well, we're Amiga Action and we're a specialist Amiga games magazine (some would say the best in the world – especially after we paid them to do so). We're published every four weeks, carry reviews and previews on the latest games, and any features which allow us to travel a good distance in our own cars and thus claim petrol expenses. I'm afraid I can't tell you a great deal about the company, since at the time of going to press I have little or no idea of who the hell I work for.

Showcase

Dear Paul,
Whilst browsing through the Superleagues last month I noticed many games from my favourite company, Cinemaware. I had them when I was 10 [wahey!] but eventually they were wiped out. I tried writing to the company to replace them but they had gone into liquidation. Is there any way I would be able to buy these games?
Dorian Dwyer, Camberwell, London

Hmm, let me think. No.

Talk Back

Und Feryer Kriller?

Dear Paul,
I have only recently begun to read your magazine, but I see that game prices are generally between £40-50. This price may be reasonable (I'm not sure), but I object to paying 200-300 Rand for a game in South Africa.

I am told that our prices are due to financial exchange rates and importation, but even with that the prices are outrageous.

What I would like to know is why we must pay these high prices. I am aware that software is expensive but I still feel we are paying far too much [as you've said]. Perhaps if several unnamed companies concentrated as much on the people who buy their games as they do on their salaries, the prices would come down!

I have decided to voice my opinion (and that of many friends) in a British magazine because Sega has no branch in South Africa. I would be very interested to hear Sega's response.

If mine is the star letter– [etc].
Name lost by Paul, South Africa

I think you're getting confused as to what games we deal with here, and unfortunately it isn't too likely that Sega will respond as a result of this letter. Or indeed anybody, probably, because no bugger reads this page I'm sure.

But anyway, 200-300 Rand is around £40-60, precisely the price we pay for console games in this country, so you aren't that badly done to at all.

Bump 'n' Grind

I must complain about your review of Bump 'n' Burn. The review was for the A600. On the Lowdown you say that it is HD installable, so I bought the version you reviewed only to get home and find you can't install this version at all. You can install the AGA version, but it wasn't out at the time, so I have wasted £25 on a game because it does not pick up a second drive and the loading takes years. I cannot get my money back to buy the AGA version!

Also, what has happened to FIFA?. You said– [etc. Again.]
Love you really.
Bod, Aldridge, Walsall

Ooh, at least you can rely on us, eh? We are the competent ones. There's a game on its way Bod – just keep shtum about what a slipshod bunch of losers we are.

Certifiably Stupid

This thing about giving games certificates... what's the point? An 18 certificate will draw more attention just for some blood on a computer screen, or other things, like in Dreamweb [The rogering you mean?]. This will get people under 18 to go and attempt, and fail, to buy them, possibly resulting in them pirating the game.

Games like Alien 3 don't have a certificate, so young kids will play and like them and then go and get scared by the film. Shouldn't something be done about that?

Also regarding the constant putting down of ST owners: why? I'm sure if they bought an ST before the Amiga came out they did it because of the games at the time. I think that a magazine of your standard should not bother trying to put down consoles; that's something I expect to read in a console magazine. Anyway, keep up the– [etc.]
Vivek Chohan, Hendon, London

I agree about the game certificates, and I imagine most software companies do too. But unfortunately, due to public pressure from groups who don't really know what they are talking about, ELSPA and the software companies have had their arms twisted a bit

As for your point about children renting 18 certificate videos after playing a game which does not have a rating, I find this highly unlikely.

We don't put down ST owners. We don't seriously slag off owners of any machine because to do so would be to take computer games rather too seriously.

And yes, we will keep up the good work, thank you.

Fight For Your Rights (And Stuff)

Dear AA,
I think we should stand up for the rights of the Amiga. Lots of people say to me, "What computer have you got?", and I reply that I have an Amiga. Usually they end up in fits of laughter on the floor shouting, "Amiga, Amiga is crap!" Of course I say, "I'm proud of my Amiga", and again they roll around on the floor.

So do you agree with me about standing up for the Amiga's rights? I'm not saying that Nintendo or Sega are rubbish, but people with these consoles should not laugh when they learn I have an Amiga. After all, all they've got is a console, so what have they got to shout about?

Correct me if I'm wrong, but there is a great difference between the two; a computer has a keyboard and a mouse, and a console has got a crude platform game and a joypad.
Nicholas DeCourcy, Ilford, Essex.

I think that perhaps you're a bit of a softie Nick to be honest.

Lordy, Praise

Dear Paul,
I am writing to congratulate you on the masterstroke you pulled off by bringing back the Boggit. Or if not the Boggit, then at least his son. For months and months I hoped that he would return, and just when it got to the stage where I was genuinely desperate, up popped the Son of Boggit to solve all my adventure problems.

Although I have yet to write to him, he has already answered some questions and helped me finish Monkey Island 2.

Plus the way in which the page is written is brilliant too. I wait for the next issue to come into the shops just so I can find out what he's up to.

The only problem is that his section is no way near long enough. Ten pages would be a better amount.

Yours, a happy adventurer,
Malin Purdah, Ashton, Manchester.

Yes, he's a bit of a star when it comes to Monkey Island 2...

Daft as a brush

How Very Clever You Must Be

Dear Action,

Computer games are the ideal way to while away a few hours, and let's face it, someone like myself, an avid reader of Amiga Action, has the world at his feet when it comes to software entertainment.

I'm feeling rather intelligent, so I'll boot up Theme Park. Its amazing graphics and utterly addictive and cute gameplay keep me occupied and thinking for hours, so much so that I can concentrate no longer.

So I load up Microcosm for a mindless blast, and am once again carried away not only by the graphics, but by the amazing speed and sound effects. Tired of that, I search my software collection for other entertainment, and decide upon a game of Sensible Soccer. The nifty control and general all-round excellence of the game draw me in again, and I thrill to the roar of the crowd as dozens of teams are sent packing by me.

Satisfied with my soccer [ooh dear] skills, and with my mind active again, a more demanding pleasure presents itself in the form of another classic – Simon the Sorcerer, and then I switch attention to to PGA Tour Golf.

But here's the catch. I don't have an Amiga! It was sold on weeks ago and all I own is a Mega Drive and a 486PC. You see what I'm saying – having seen it from both sides I know that other machines offer everything the Amiga does and more besides, and they do it better. Join the revolution suckers! Your machine is dying.
Michael Yeoman, South Shields, Tyne & Wear

Oh Michael, that hurts. How could you say that? Quick someone, pass me a noose so I no longer have to dwell upon the wisdom that is Michael Yeoman.

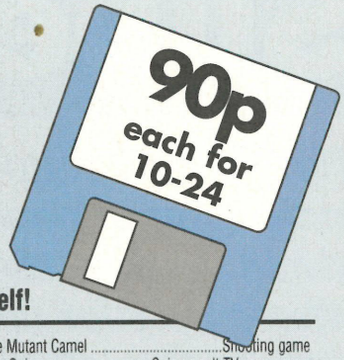
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Introducing some of the best public domain & shareware disks available for the Amiga today. Go on...express yourself!

All disks are compatible for A500/A500+/A600/A1200, except (N) which indicates not compatible for 1200

BUSINESS SOFTWARE

B001....A-Gene (1 meg) ....Trace your ancestors
B052....Business Card Maker ....Simple, but useful
B098....Database Master ....Comprehensive AMOS database
B134....Ami Cash ....Best accounts package around
B136....Amibase Prof ....Excellent database
B137....600 Business Letters ....Pre-written script for business correspondence
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
B195....Home Manager ....Address book/filofax
B232....Cheque Book Account ....Keep tabs on your expenditure
B237....Stock Analyst ....Analyses the share market
B240....Little Office ....Word Proccessor, Database & Spreadsheet
B242....Budgets 1.34 ....Accounts Manager

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
E086....Wraithed One ....Good general knowledge quiz
EG162...Storyland 2 (N) ....Create a childrens adventure
E335....Wotitsname (N) ....Children's spelling quiz
E270....Dino Warp ....Educational Game on Dinosaurs

CREATIVE

C112....Slide Show Creator ....Create your own slideshow
C130....Label Designer ....Various label printers
C142....Super Fonts ....Lots of Super Fonts
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!
U061....House Samples ....808 State Samples etc.
M152....Rave Length ....3 Rave Songs

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
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
A333....Ice Runner ....Pickaxe your way to the fruit
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
A350....Spitfire Assault ....Bombing 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
Sp352....Scottish Football Manager ....Recommended

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
G339....AGA Megaball ....Brilliant breakout game

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Super Leagues

The Super Leagues are the best indication of how a game has stood up over the years. Just where do your favourite games rank in this all-time list of titles?

Arcade Adventure

1 **FIRST SAMURAI**
Mirrorsoft
2 **ROBOCOP 3**
Ocean
3 **D/GENERATION**
Mindscape
4 **SECOND SAMURAI**
Psygnosis
5 **HUNTER**
Activision
6 **ANOTHER WORLD**
US Gold



7 **JURASSIC PARK**
Ocean
8 **HEIMDALL**
Core Design
9 **THE IMMORTAL**
Electronic Arts
10 **GOLD OF THE AZTECS**
US Gold
11 **CADAVER**
Renegade
12 **MOONSTONE**
Mindscape
13 **CORPORATION** *+ Mission Disk*
Core Design
14 **LITIL DIVIL**
Gremlin
15 **SPACE CRUSADE**
Gremlin
16 **HERO QUEST** *+ Data Disk*
Gremlin
17 **ASHES OF EMPIRE**
Mirage
18 **CYBERCON III**
US Gold
19 **SWORD OF HONOUR**
DMI
20 **LORDS OF TIME**
Software Business
21 **XENOMORPH**
Ubisoft
22 **BARBARIAN II**
Palace
23 **SHADOW OF THE BEAST III**
Psygnosis
24 **ROCKET RANGER**
Cinemaware
25 **CAME FROM THE DESERT** *+Ant Head*
Cinemaware
26 **HORROR ZOMBIES/THE CRYPT**
Millennium
27 **UNREAL**
Ubisoft
28 **KULT**
Ubisoft
29 **OBITUS**
Psygnosis
30 **CRYSTALS OF ARBOREA**
Silmarils
31 **VOODOO NIGHTMARE**
Activision
32 **LAST NINJA 3**
System 3
33 **ABANDONED PLACES**
Electronic Zoo
34 **ZOMBI**
Ubisoft
35 **NINJA REMIX**
System 3
36 **COLORADO**
Ubisoft
37 **BLOODWYCH** *+Data Disks*
Mirrorsoft
38 **COLDITZ**
Digital Magic
39 **HEAD OVER HEELS**
Ocean
40 **INDY/FATE OF ATLANTIS**
Lucasfilm
41 **HARE RAISING HAVOC**
Infogrames
42 **B.A.T.**
Ubi Soft
43 **MERCENARY III**
Novagen
44 **SHADOW OF THE BEAST II**
Psygnosis
45 **DIZZY'S EXCELLENT ADV**
CodeMasters
46 **THE SIMPSONS**
Ocean
47 **DEATH TRAP**
Anco
48 **DRAGON'S LAIR III**
Readysoft
49 **TREASURE TRAP**
CodeMasters
50 **SHADOW OF THE BEAST**
Psygnosis
51 **INFESTATION**
Unknown
52 **RESOLUTION 101**
Millennium/UBI
53 **NEUROMANCER**
Unknown
54 **RAN XEROX**
Ubi Soft
55 **BATMAN - CAPED CRUSADER**
Ocean
56 **WEIRD DREAMS**
Rainbow Arts
57 **SPACE ACE II**
Readysoft
58 **SIR FRED**
Ubisoft
59 **HEROES OF THE LANCE**
US Gold
60 **STORMLORD**
Unknown
61 **THUNDERBIRDS**
Teque/UBI
62 **GHOSTBUSTERS 2**
Activision
63 **BOROBODUR**
Thalamus
64 **BRIDES OF DRACULA**
Gonzo Games
65 **NIGHTBREED (INTERACTIVE)**
Ocean
66 **GUY SPY**
Readysoft
67 **THE RETURN OF MEDUSA**
Unknown
68 **OMNICRON CONSPIRACY**
Unknown
69 **BLADE WARRIOR**
Unknown
70 **CHAOS IN ANDROMEDA**
Arc
71 **BADLANDS PETE**
Arc
72 **UNIVERSAL MONSTERS**
Ocean
73 **SPACE ACE**
Readysoft
74 **DRAGONS LAIR 2**
Readysoft
75 **SINGE'S CASTLE**
Readysoft
76 **DRAGON'S LAIR**
Readysoft
77 **BARBARIAN**
Palace
78 **OBLITERATOR**
Unknown
79 **CRIME DOES NOT PAY**
Empire
80 **KRISTAL**
Unknown
81 **GALDREGON'S DOMAIN**
Unknown
82 **EYE OF HORUS**
Millenium
83 **PYRAMAX**
Unknown
84 **THEME PARK MYSTERY**
Mirrorsoft
85 **BARBARIAN II**
Psygnosis
86 **PAC LAND**
Unknown
87 **THREE STOOGES**
Cinemaware
88 **HEART OF THE DRAGON**
Dynamix
89 **MICKEY MOUSE**
US Gold
90 **BEASTLORD**
Grandslam

Adventure

1 **VALHALLA**
Vulcan
2 **MONKEY ISLAND 2**
US Gold
3 **INDY/FATE OF ATLANTIS**
US Gold
4 **BENEATH A STEEL SKY**
Virgin
5 **STAR TREK**
Interplay
6 **SIMON THE SORCERER**
PDQ
7 **DREAMWEB**
Empire
8 **LEGEND OF KYRANDIA**
Virgin
9 **LURE OF THE TEMPTRESS**
Virgin
10 **SECRET OF MONKEY ISLAND**
US Gold
11 **CURSE OF ENCHANTIA**
Core Design
12 **RISE OF THE DRAGON**
Dynamix
13 **DARK SEED**
Cyberdreams
14 **THE CLUE**
Black Legend
15 **LABYRINTH OF TIME**
Electronic Arts
16 **MADDOG WILLIAMS**
Game Crafters
17 **INDY/LAST CRUSADE**
Lucasfilm
18 **KGB**
Virgin
19 **MEAN STREETS**
US Gold
20 **KINGS QUEST VI**
Sierra
21 **OPERATION STEALTH**
US Gold
22 **LEISURE SUIT LARRY 5**
Sierra
23 **CRUISE FOR A CORPSE**
US Gold
24 **WAXWORKS**
Accolade
25 **COSMIC SPACEHEAD**
Codemasters

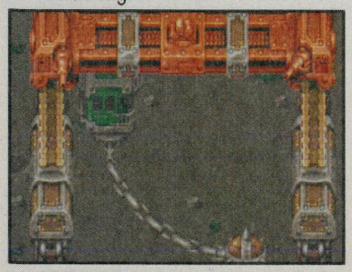


26 **ELVIRA/MISTRESS OF DARK**
Accolade
27 **ELVIRA II/JAWS OF CERBERUS**
Accolade
28 **KING'S QUEST SERIES**
Sierra
29 **HEART OF CHINA**
Dynamix
30 **MANIAC MANSION**
Eldersoft
31 **NIPPON SAFES INC**
DMI
32 **UNIVERSE**
Core Design
33 **INNOCENT UNTIL CAUGHT**
Psygnosis
34 **LOOM**
US Gold
35 **WILLY BEAMISH**
Sierra
36 **HITCHHIKERS GUIDE**
Infocom
37 **CODENAME: ICEMAN**
Sierra
38 **POLICE QUEST SERIES**
Sierra
39 **FUTURE WARS**
US Gold
40 **LEATHER GODDESSES**
Infocom
41 **LEISURE SUIT LARRY 1, 2 & 3**
Sierra
42 **SPACE QUEST IV**
Sierra
43 **SPACE QUEST 1, 2 & 3**
Sierra
44 **DUNE**
Virgin
45 **TRIAL BY FIRE**
Sierra

46 **ZAK MCKRAKEN**
Lucasfilm
47 **ZORK TRILOGY**
Infocom
48 **SUSPICIOUS CARGO**
Gremlin
49 **WONDERLAND**
Virgin
50 **DEMONIAK**
Silmarils
51 **PLAN 9 FROM OUTER SPACE**
Gremlin
52 **MAUPITI ISLAND**
Lankhor
53 **PLANETFALL**
Infocom
54 **GUILD OF THIEVES**
Rainbird
55 **STATIONFALL**
Infocom
56 **B.A.T. II**
Ubi Soft
57 **INNOCENT UNTIL CAUGHT**
Psygnosis
58 **CONQUESTS OF CAMELOT**
Sierra
59 **LURKING HORROR**
Unknown
60 **ULTIMA SERIES**
Origin Mindscape
61 **MANHUNTER SERIES**
Sierra
62 **HOOK**
Ocean
63 **B.A.T.**
Ubi Soft
64 **DEJA-VU 1+2**
Mirrorsoft
65 **SHOGUN**
Infocom
66 **SPELLBREAKER**
Infocom
67 **WISHBRINGER**
Infocom
68 **CHRONOQUEST SERIES**
Psygnosis
69 **ENCHANTER**
Infocom
70 **SORCEROR**
Infocom
71 **BEYOND ZORK**
Infocom
72 **ZORK ZERO**
Infocom
73 **SUSPECT**
Infocom
74 **BUREAUCRACY**
Rainbow Arts
75 **DEADLINE**
Infocom
76 **TIME**
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 **SKELETON KREW**
Core Design
4 **GUARDIAN**
Acid
5 **ALIEN BREED 2**
Team 17
6 **BANSHEE**
Core Design



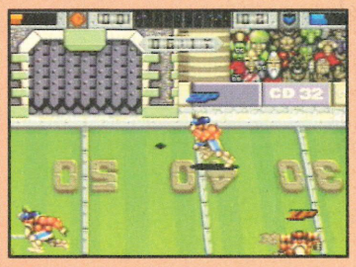
7 **PROJECT-X**
Team 17
8 **ALIEN BREED '92**
Team 17
9 **BLOOD MONEY**
Psygnosis
10 **ALIEN BREED**
Team 17
11 **TURRICAN 3**
Renegade
12 **SEEK AND DESTROY**
Mindscape
13 **WALKER**
Psygnosis
14 **SILKWORM**
Virgin
15 **SWIV**
The Sales Curve
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Rainbow Arts
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Renegade
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Core
20 **JET STRIKE**
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21 **CYBERPUNKS**
Core Design
22 **SIMULCRA**
MicroStyle
23 **XENON II - MEGABLAST**
Renegade
24 **THE KILLING GAME SHOW**
Psygnosis
25 **X-OUT**
Rainbow Arts
26 **DISPOSABLE HERO**
Gremlin
27 **T2 ARCADE**
Virgin
28 **Z-OUT**
Rainbow Arts
29 **APIDYA**
Blue Byte
30 **R-TYPE II**
Activision
31 **MIDNIGHT RESISTANCE**
Ocean
32 **FIREFORCE**
ICE
33 **MICROCOSM**
Psygnosis
34 **ALCATRAZ**
Infogrames
35 **PANG**
Ocean
36 **VENUS**
Gremlin
37 **EPIC**
Ocean
38 **APOCALYPSE**
Virgin
39 **R-TYPE**
Activision
40 **BATTLE SQUADRON**
Ubisoft
41 **AMNIOS**
Psygnosis
42 **WOLFCHILD**
Core Design
43 **SPACE GUN**
Ocean
44 **LETHAL XCESS**
Grandslam
45 **VITAL LIGHT**
Millennium
46 **RUBICON**
21st Century
47 **WING COMMANDER**
Mindscape
48 **ANARCHY**
Unknown
49 **OPERATION THUNDERBOLT**
Ocean
50 **MEAN ARENAS**
Ice
51 **WINGS OF DEATH**
Thalion
52 **WARZONE**
Core Design
53 **ESCAPE FROM THE ROBOT**
Unknown
54 **MONSTERS**
Ubisoft
55 **STELLAR 7**
Sierra
56 **ORK**
Psygnosis
57 **STARDUST**
Daze
58 **VIDEO KID**
Gremlin
59 **FLY HARDER**
Krysalis
60 **PEGASUS**
Gremlin
61 **HOSTILE BREED**
Palace
62 **BONANZA BROS**
US Gold
63 **FIREHAWK**
Codemasters
64 **FANTASTIC VOYAGE**
Ubisoft
65 **STRIDER II**
US Gold
66 **ATOMIC ROBO-KID**
Activision
67 **THE EXECUTIONER**
Audiogenic
68 **ARMALYTE**
Thalamus
69 **OPERATION WOLF**
Ocean
70 **SHADOW DANCER**
US Gold
71 **SUPER SPACE INVADERS**
Domark
72 **LINE OF FIRE**
US Gold
73 **XENON**
Renegade
74 **MONTY PYTHON**
Virgin
75 **TERMINATOR 2**
Ocean
76 **SUPER SKWEEK**
Loriciel
77 **BATTLESTORM**
Ubisoft
78 **ROBOCOP 2**
Ocean
79 **AGONY**
Psygnosis
80 **STARUSH**
Ubisoft
81 **MERCS**
US Gold
82 **BAAL**
Unknown
83 **CAVITAS**
Unknown
84 **ALIEN STORM**
US Gold
85 **WARLOCK THE AVENGER**
Millennium
86 **CARDIAXX**
Electronic Zoo/Team 17
87 **TOTAL CARNAGE**
ICE
88 **WESTPHASER**
Loriciel
89 **FIRE AND FORGET**
Titus
90 **STARRAY**
Logotron
91 **PREDATOR II**
Mirrorsoft
92 **GHOST BATTLE**
Thalion
93 **FRENETIC**
Audiogenic
94 **THE SPY WHO LOVED ME**
Domark
95 **TOTAL RECALL**
Ocean
96 **UNDER PRESSURE**
Electronic Zoo
97 **BACK TO THE FUTURE 3**
Mirrorsoft
98 **MENACE**
Psygnosis
99 **SAINT DRAGON**
Domark
100 **DALEK ATTACK**
Alternative

Sports Simulation

1 **FOOTBALL GLORY**
Kompart
2 **SENSIBLE SOCCER**
Renegade
3 **GOAL**
Virgin
4 **SPEEDBALL 2**
Renegade
5 **PRO TENNIS TOUR 2**
Ubi Soft
6 **MAN UTD LEAGUE CHAMPS**
Krysalis
7 **PGA EUROTOUR**
Ocean

Super Leagues

8 **JOHN MADDEN**
Electronic Arts
9 **PGA TOUR GOLF** + *Data Disk*
Electronic Arts
10 **PREMIER MANAGER 2**
Gremlin
11 **GRAHAM GOOCH CRICKET**
Audiogenic
12 **PREMIER MANAGER**
Gremlin
13 **MICROPROSE GOLF**
MicroProse
14 **ON THE BALL**
Daze
15 **WORLD CLASS RUGBY**
Audiogenic
16 **BRUTAL SPORTS FOOTBALL**
Millennium



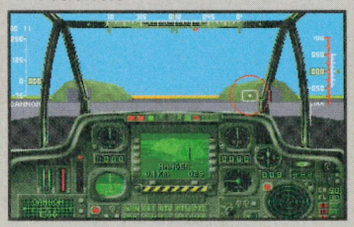
17 **WINTER OLYMPICS**
U.S. Gold
18 **EUROPEAN CHAMPIONS**
Ocean
19 **PLAYER MANAGER**
Anco
20 **WILD CUP SOCCER**
Millennium
21 **SPEEDBALL**
Renegade
22 **JIMMY WHITE'S SNOOKER**
Virgin
23 **ARCHER MACLEAN'S POOL**
Virgin
24 **WORLD CLASS LEADERBOARD**
US Gold
25 **SIERRA SOCCER**
Sierra (obviously)
26 **ARCADE POOL**
Team 17
27 **LINKS**
US Gold
28 **TEST MATCH CRICKET**
Challenge
29 **THE MANAGER**
US Gold
30 **GAMES: SUMMER EDITION**
US Gold
31 **CHAMP MANAGER '93**
Domark
32 **AMERICAN GLADIATORS**
Gametek
33 **NICK FALDO'S CHAMP GOLF**
Grandslam
34 **CHAMPIONSHIP MANAGER**
Domark
35 **KICK OFF 2**
Anco
36 **TENNIS CUP**
Loriciel
37 **TV SPORTS FOOTBALL**
Mindscape
38 **CALIFORNIA GAMES**
US Gold
39 **WEMBLEY RUGBY LEAGUE**
Audiogenic
40 **STRIKER**
Rage
41 **PRO TENNIS TOUR**
Ubi Soft
42 **JAHANGIR KHAN SQUASH**
Krisalis
43 **GRAHAM TAYLOR'S**
Krisalis
44 **RBI 2 BASEBALL**
Mindscape

45 **DISC**
Loriciel
46 **THE AQUATIC GAMES**
Millennium
47 **TV SPORTS BASKETBALL**
Mindscape
48 **SUPER SPORT CHALLENGE**
Daze
49 **RYDER CUP**
Ocean
50 **TENNIS CUP 2**
Loriciel
51 **SOCCER STAR**
B.U.B.
52 **LIVERPOOL**
Grandslam
53 **WINTER SUPERSPORTS '92**
Flair
54 **J BARNES EURO FOOTBALL**
Krisalis
55 **ZANY GOLF**
Ubisoft
56 **EURO SOCCER**
Flair
57 **MAN UNITED - EUROPE**
Krislais
58 **TV SPORTS BASEBALL**
Mindscape
59 **FIENDISH FREDDY**
Tynesoft
60 **INTERNATIONAL SPORTS**
Empire
61 **MASTER BLAZER**
Rainbow Arts
62 **TIP OFF**
Anco
63 **EUROPEAN FOOTBALL CHAMP**
Krysalis
64 **WAYNE GRETZKY HOCKEY 2**
Bethesda
65 **TACTICAL MANAGER**
Kompart
66 **MICROPROSE SOCCER**
MicroProse
67 **INTERNATIONAL SOCCER**
MicroProse
68 **SUPERSKI 2**
Microids
69 **WORLD CUP USA '94**
US Gold
70 **THE CARL LEWIS CHALLENGE**
Psygnosis
71 **CALIFORNIA GAMES II**
US Gold
72 **MEGA SPORTS**
Ubisoft
73 **GRAND MONSTER SLAM**
Rainbow Arts
74 **WORLD GAMES**
US Gold
75 **PROJECTYLE**
Electronic Arts
76 **PURPLE SATURN DAY**
Infograms
77 **ADVANTAGE TENNIS**
Ubisoft
78 **EMPIRE SOCCER**
Empire
79 **WWF WRESTLEMANIA**
Ocean
80 **STORMBALL**
Millennium
81 **ITALY 1990**
US Gold
82 **FACE OFF ICE HOCKEY**
Krisalis
83 **BILLIARDS II**
Infograms
84 **REBEL RACER**
Unknown
85 **I PLAY 3D SOCCER**
I-Play
86 **WORLD CHAMP SOCCER**
Unknown
87 **STEVE DAVIS SNOOKER**
CDS

88 **FOOTBALL MANAGER 2**
Addictive
89 **JACK NICKLAUS GOLF**
Gremlin
90 **FOOTBALLER OF THE YEAR 2**
Gremlin
91 **3D TENNIS**
Unknown
92 **WILD WHEELS**
Ocean
93 **RUGBY/THE WORLD CUP**
Infogrames
94 **RUGBY LEAGUE COACH**
Audiogenic
95 **SUPER LEAGUE MANAGER**
Unknown
96 **EUROPEAN SUPERLEAGUE**
Unknown
97 **TOURNAMENT GOLF**
Unknown
98 **MANCHESTER UNITED**
Krisalis
99 **CIRCUS GAMES**
Unknown
100 **CLUB FOOTBALL**
Bombs

Flight Simulation

1 **REACH FOR THE SKIES**
Virgin
2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
3 **GUNSHIP 2000**
MicroProse



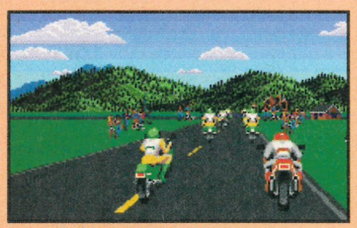
4 **FALCON & MISSION** *Disks 1 & 2*
Mirrorsoft
5 **TORNADO**
Digital Integration
6 **F117A**
Microprose
7 **COMBAT AIR PATROL**
Psygnosis
8 **B17 FLYING FORTRESS**
MicroProse
9 **DOGFIGHT**
MicroProse
10 **THUNDERHAWK**
Core Design
11 **F-19 STEALTH FIGHTER**
MicroProse
12 **THEIR FINEST HOUR** + *Data 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 **EMBRYO**
Kompart
22 **SHUTTLE**
Virgin

23 **PROFLIGHT**
Hi Soft
24 **INTERCEPTOR**
Unknown
25 **FLIGHT SIMULATOR 2**
Sublogic
26 **KNIGHTS OF THE SKY**
MicroProse
27 **MIG-29M SUPER FULCRUM**
Domark
28 **F-29 RETALIATOR**
Ocean
29 **F-15 STRIKE EAGLE II**
MicroProse
30 **A-10 TANK KILLER**
Sierra
31 **MIG-29 FULCRUM**
Domark
32 **TOWER FRA**
Unknown
33 **WINGS**
Cinemaware
34 **SKYCHASE**
Microprose
35 **F-15 STRIKE EAGLE**
MicroProse
36 **ATF II**
Digital Integration
37 **FIGHTER DUEL PRO**
Jaeger Software
38 **CHUCK YEAGER**
Electronic Arts
39 **RED BARON**
Dynamix
40 **STRIKE FORCE HARRIER**
Digital Integration

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

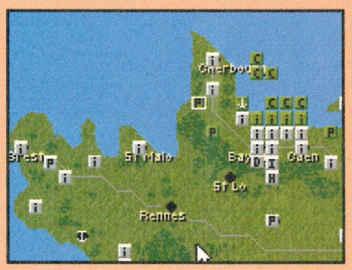
1 **RISE OF THE ROBOTS**
Mirage
2 **MORTAL KOMBAT**
Virgin



3 **ELFMANIA**
Renegade
4 **IK+**
System 3
5 **BODY BLOWS**
Team 17
6 **PANZA KICK BOXING**
Futura
7 **TORVAK THE WARRIOR**
Core Design
8 **BODY BLOWS GALACTIC**
Team 17
9 **BUDOKAN**
Electronic Arts
10 **STREETFIGHTER II**
US Gold
11 **ORIENTAL GAMES**
Unknown
12 **AFTER THE WAR**
Dynamic
13 **VIGILANTE**
US Gold
14 **WRATH OF THE DEMON**
Readysoft
15 **SHADOW WARRIORS**
Ocean
16 **FINAL FIGHT**
US Gold
17 **NINJA WARRIORS**
Virgin
18 **GOLDEN AXE**
Virgin
19 **SWORD OF THE SODAN**
Activision
20 **CHAMBERS OF SHAOLIN**
Grandslam
21 **METAL MASTERS**
Infogrames
22 **BLACK TIGER**
US Gold
23 **DARKMAN**
Ocean
24 **SKULL AND CROSSBONES**
Domark
25 **DOUBLE DRAGON III**
Virgin
26 **DYNASTY WARS**
US Gold
27 **PITFIGHTER**
Domark
28 **FULL CONTACT**
Team 17
29 **TMHT**
Mirrorsoft
30 **DINOWARS**
Unknown
31 **NIGHTBREED (ARCADE)**
Ocean
32 **ROGUE TROOPER**
Krysalis
33 **DOUBLE DRAGON II**
Virgin
34 **LAST NINJA 2**
System 3
35 **IVANHOE**
Ocean
36 **WILD STREETS**
Titus
37 **DR DOOMS REVENGE**
Entertainment International
38 **COUGAR FORCE**
Tomahawk
39 **BATTLETOADS**
Mindscape
40 **TURTLES 2/ARCADE GAME**
Mirrorsoft

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 **FIELDS OF GLORY**
Microprose
19 **CAMPAIGN 2**
Empire
20 **GENGHIS KHAN**
Infograms
21 **GENESIA**
Mindscape
22 **SIM CITY DELUXE**
Infogrames
23 **SIMCITY** +Terrain Editor
Infogrames
24 **A-TRAIN**
Maxis
25 **CAESAR DELUXE**
Impressions
26 **PERFECT GENERAL**
Impressions
27 **SUPREMACY**
Unknown
28 **CELTIC LEGENDS**
Ubi Soft
29 **GLOBAL DOMINATION**
Impressions
30 **BANDIT KINGS**
Unknown
31 **BATTLE ISLE** + Data Disk
Blue Byte
32 **POPULOUS** +Promised Lands
Electronic Arts
33 **RAILROAD TYCOON**
MicroProse
34 **RAGNAROK**
Mirage
35 **AIRFORCE COMMANDER**
Impressions
36 **CAMPAIGN** + Data Disk
Empire
37 **REALMS**
Virgin
38 **THE PATRICIAN**
Daze
39 **CENTURION**
CCS
40 **BREACH 2**
Impressions
41 **HARPOON** + Data Disk
Mirrorsoft
42 **MURDER**
US Gold
43 **LASER SQUAD**
Krisalis
44 **ROME AD92**
Millennium
45 **VIKINGS**
Thalamus
46 **BREACH**
Impressions
47 **PALADIN**
Impressions
48 **SIM EARTH**
Ocean
49 **DEUTEROS**
Activision
50 **HISTORYLINE 1914-1918**
Blue Byte
51 **BLUE AND THE GRAY**
Impressions
52 **SIMANT**
Ocean
53 **WARLORDS**
Unknown
54 **1869**
Flair
55 **GETTYSBURG**
Mirrorsoft
56 **ARMADA**
Mirrorsoft
57 **BORODINO**
Mirrorsoft
58 **MONOPOLY**
Unknown
59 **WHEN TWO WORLDS WAR**
Impressions
60 **RISK**
Unknown
61 **BATTLE CHESS II**
Intercom
62 **BATTLEMASTER**
Unknown
63 **MOONBASE**
CRL
64 **BATTLE CHESS**
Electronic Arts
65 **LORDS OF CHAOS**
DMI
66 **BRIGADE COMMANDER**
Unknown
67 **HILL STREET BLUES**
Krisalis
68 **AIRFORCE COMMANDER**
Impressions
69 **STARLORD**
MicroProse
70 **KINGMAKER**
US Gold
71 **AIR BUCKS**
Impressions
72 **GOLD OF THE AMERICAS**
Starbyte
73 **HALLS OF MONTEZUMA**
US Gold

74 ARNHEM
CCS
75 GERM CRAZY
Electronic Zoo
76 TOWER OF BABEL
Microprose
77 CHESS CHAMPION 2175
CDS
78 FLOOR 13
Virgin
79 FIGHTER COMMAND
Impressions
80 FORT APACHE
Impressions
81 LIFE AND DEATH
Mindscape
82 INTERCEPTOR
Electronic Arts
83 RED LIGHTNING
SSI
84 CONFLICT EUROPE
Mirrorsoft
85 COHORT
Impressions
86 SIEGEMASTER
CCS
87 STORM ACROSS EUROPE
SSI
88 CONFLICT: MIDDLE EAST
US Gold
89 NAPOLEON I
Impressions
90 AFRIKA KORPS
Impressions
91 BIG BUSINESS
Rainbow Arts
92 BURNTIME
Kompart
93 MAELSTROM
Empire
94 CASTLES
Electronic Arts
95 CRIME CITY
Impressions
96 'NAM
Domark
97 TRADERS
Unknown
98 NUCLEAR WAR
US Gold
99 CHARGE OF LIGHT BRIGADE
Impressions
100 CASTLES 2
Interplay

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

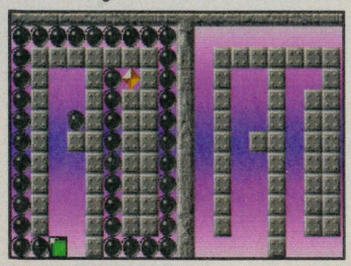


6 BUBBLE N SQUEAK
Audiogenic
7 SUPERFROG
Team 17
8 NAUGHTY ONES
Kompart
9 OUT TO LUNCH
Mindscape
10 KID CHAOS
Ocean
11 ZOOL
Gremlin
12 THE ADDAMS FAMILY
Ocean
13 ASSASSIN '94
Team 17
14 ASSASSIN
Team 17
15 PREMIERE
Core Design
16 GODS
Renegade
17 FURY OF THE FURRIES
Mindscape
18 ZOOL 2
Gremlin
19 RAINBOW 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 **CHARLIE J COOL**
Rasputin
83 **YO JOE!**
Hudson Soft
84 **JOE & MAC**
Elite
85 **NIGHT SHIFT**
Lucasfilm
86 **DINO DETECTIVE AGENCY**
Alternative
87 **GLOBDULE**
Psygnosis
88 **NEBULUS II**
Hewson
89 **UGH!**
Blue Byte
90 **MEGA TWINS**
US Gold
91 **ROLLING RONNY**
Virgin
92 **BABY JO**
Loriciel
93 **SUBURBAN COMMANDO**
Alternative
94 **GHOULS'N'GHOSTS**
Elite
95 **PREHISTORIK**
Titus

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

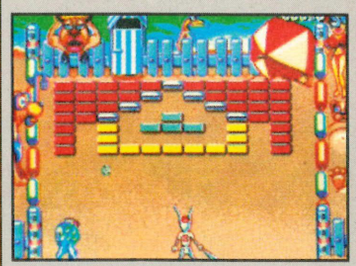
1 **AMBERMOON**
Thalion
2 **DUNGEON MASTER**
Psygnosis
3 **CHAOS STRIKES BACK**
Psygnosis
4 **EYE OF THE BEHOLDER II**
US Gold



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 **ROBINSONS REQUIEM**
Daze
28 **ISHAR 2**
Daze
29 **ULTIMA VI**
Mindscape
30 **EXODUS**
Global
31 **STARFLIGHT II**
US Gold
32 **WHALE'S VOYAGE**
Flair
33 **STARFLIGHT**
US Gold
34 **SHADOWLANDS**
Domark
35 **SECRET OF THE SILVER BLADES**
Infocom
36 **HARD NOVA**
Electronic Arts
37 **SHADOW SORCERER**
US Gold
38 **ISHAR/LEGEND OF FORTRESS**
Daze
39 **LEGENDS OF VALOUR**
US Gold
40 **LORD OF THE RINGS**
Electronic Arts
41 **SPACE 1889**
Empire
42 **MEGATRAVELLER 1**
Empire
43 **BUCK ROGERS**
US Gold
44 **DRAGON WARS**
Unknown
45 **AZURE BONDS**
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, did you spot 'em? The new entries that is. They're all in there somewhere nestled amongst the greatest games of all time.

Swap Shop



SWAP SHOP WORLD TOUR '94/95

Hello again, Swap Shop here for another update on the World Tour. It's nearly Christmas and I'm in Bethlehem, but you just wouldn't believe the problems I've had getting here. All the flights from Poland were booked, there's a train strike on, and the only form of transport I could find was a mangy old Donkey called Pontius. And now that I've arrived, all the bloody hotels are full too! Apparently, all the "Big wigs" are in town for some sort of census, so once again it's third class for me – I'm bedding down in a stable for a few days. And as if that wasn't enough, I've been chucking up every morning for days, yet somewhat paradoxically appear to be putting on weight at an alarming rate. Never mind, it's a nice night and the stars are out. Well, one is...

Sell Amiga PC emulator boxed £100 ono plus Wonderland, Frontier, Micro Machines, Magnetic Scrolls collection, Indy Last Crusade Jag XJ220, Dune 2, Lure, Super Space Invaders £10 each. Prince of Persia, Triv Pursuit, Utopia £3 each all boxed originals. Peter Perrin, 0908-677676.

Swap Power Monger + WW1, Canon Fodder, Aserix, Bubble dizzy, all boxed for Cinemaware games or other offers. Phone Dobbs 071-701-3579.

Wanted A500 TV modulator cheap! Must be good cond, modulator to TV cable required also. Please call now! 0491 682393.

Hello! Anyone wishing to donate any games ulils etc. to a disabled A500 owner please do! Eric Wright PO Box 331 Otis Orchards WA. 99027 USA. Thank you ever so much and God bless you! (Er, yesss....)

Does anyone have Patrician by Ascon? I will pay up to £15 for it. Adam Kovack 326 826 (which is prefixed, apparently, by the Southampton code. Loser).

A500 contacts wanted 101% reply. Contact S. Rains 7 Coleridge Rd., Temple hill, Dartford, Kent.

Amiga contacts wanted 100% reply, plus anyone out there selling Desert Strike? Michael Balloon, 300 Williamthorpe Road, North Wingfield, Chesterfield, Derbyshire S42 5NS.

Wanted: Operation Wolf, will pay up to £10. Phone Andrew on 0535 272335. Cheers!

Sale: Gameboy boxed with 50 games (Ooh, at least it's not a pirate cart, Mr. Address-Witheld. Bye).

Amiga contacts wanted to swap PD etc. Sean O'Keefe, 6 Buckham Thorns Road, Westerham, Kent TN16 1ET.

Contatcs wanted for swaps. Carmen Brulez 43 Chester Road, Ilford, Essex IG3 8PT.

For sale: boxed new Railroad Tycoon, A-Train, Patrician, Caesar, or swap for others. William on 0956-298138 12-3 ish.

Do you play Civilisation then join the Civilisation Club. Write to: Andrew Cray, 51 park Hill road, C*ord, Kent, TN14 5QH.

Sell Skidmarks, Man. Utd Prem Champs £10 each, £15 for both or will swap both for Syndicate. Phone Gary on 0706 39252 after 1.30.

Isle of Lewis/Harris Amiga contacts wanted. Paul, 0851-672-442.

For sale: Elite 2 £10, Dynablaster £10, Legend of the Lost 35 or 322 the lot. dave on 0633-864743.

Amiga games fo sale or swap. Barry Cripps (chortle), 17 Chandler Road, Bexhill-on-Sea, East Sussex TN39 3QN.

I would like to swap a new games in exchange for old ones (top brain boy). Jacki Arihazinah, Hatzolelim st 4/3, Ashdad, Israel 77421.

Amiga pen pals wanted to swap games and chat. Write to Jimmy, 93 Heaton Road, Heaton, Newcastle NE6 5HJ.

Thousands of cheats and loads of games to swap or sell. Rich, 25 Wren Close, Edmonton, london N9 8UJ.

Swap Liberation, Space Hulk, Ryder Cup, want Star Trek 25th anniv., Frontier, boxed originals only. Phone 0506-844338.

PD contax wanted (then a load of meaningless numbers). Write to Andrew, 56 Mary Morrison Drive, Mauchline, Ayrshire, KA5 6AR.

Amiga v1.2 workbench disk wanted, will pay cash. Tel 0273-423248 after 6pm.

Needed now: Simon the Sorceror, swap for Cannon Fodder. Colm Laccy, 110 Killester Ave, Killester, Dublin 5, Ireland.

Many boxed originals for sale from £3. Old and new games. David, 44 Central Ave, Troon, Ayrshire KA10 7BD.

Amiga originals for sale or swap. Write for printed lists to Stuart hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ.

Amiga contacts wanted. Write to Patrick Nolan 18 Cyprus Street, Darwen, Lancashire, BB3 2JX.

Wanted: Lords of the Rising Sun, Historyline. Buy, or swap for War in the Gulf, Reach for the Skies or Syndicate. G.A. Woods on 0255 474662.

Large collection of Amiga A500+ games for sale. Old titles as well as new. All boxed with manuals - 0483 422208 and ask for Martin

For sale: FIFA International Soccer for MegaDribe - £35. Gavin Gittens, 12 Pen Y Bryn Street, Gadlys, Aberdare, Mid-Glam, CF44 8DR.

For sale: Amiga 500+. Over 250 games, monitor, JVC speakers, amplifier, 1 meg upgraded £300ono. Tell 0352 840226 - Peter

Wanted A600 or A1200+ mouse+games. Swap for SNES, two pads, furs games including Shadowrun or pay. All offers considered. Daniel Jones, Glamorgan House, High St, Abercanaid, Merthyr Tydfil, Mid Glamorgan, South Wales, CF48 1DJ

Amiga 1200 contacts and penpals wanted. David Wilkinson, 17 Alford Ave, Oughtibridge, Sheffield, S30 3JQ

Games for about £5. For lists send 25p. Also for 25p sends names of games and I'll send you cheats (pardon?). Kevin Dickinson, 67 St Margaret's Rd, Prestwich, Manchester, M25 2QT

A1200 brand new with 10845 coour monitor, along with top boxed games including Alien Breed 2 AGA, Chaos Engine, Graham Gooch's Cricket plus more. Accessories include Bug joystick. All this is yours for £499. Offers considered. Hursh Nayar, 31 Woodhead Drive, Cambridge, CB4 1YY

A1200 contacts wanted. 100% reply. Send lists to Lee Barlow, 88 6th Avenue, Greenwood Ave, Hull, HU6 9PN

Sell Amiga Chaos Engine £15, Projext Assassin £10, Gazza, Man Utd Europe £5, First Div. Manager £3. Call Julian 0772720891

Wanted: A500 contacts. Fast reply. Write to Mr. I Hughes, 42 Newcastle Ave, Hainault, Ilford, Essex, 1G6 3EE

Wanted: Standard A1200 mouse. Must be in fair condition. Name your price. Call Paul on 081 940 1935

A1200 contax wanted. Swap/buy. Send list to Mark, 64 Cross Street, Nuneaton, Warks, CV10 8HX

Amiga 1200 contacts wanted. 100% reply. Send list or disks to John, 18 Blackfaulds Rd, Rutherglen, Glasgow, G73 1HJ

Amiga 1200 contacts wanted. 100% reply. Andrew Davis, 5 Yeolland Park, Ivybridge, Devon, PL21 OYP

Amiga games only £4.99 each. Also back issues £2. Send SAE to Dumbi Obiorah, 105 Gilmore Rd, Lewisham, London, SE13 5AB

Wanted: Wargames for A500. ie Second Front, Red Lightning. Send list to Les Booth, 5 Briarwood Cl, Grantham, Lincs, NG31 8GW

A600 contacts wanted. Send lists to Carl, 42 Lowry Close, Willenhall, West Midlands, WV13 3BD

Swap: Kingmaker, Patrician, Ishar 2/3 for Robinson's Requime, Championship Manager, Beneath a Steel Sky. Call Barry Sheridon, 0268 691716

Wanted: Amiga contacts. I'm looking for them. I have a 500 and I send you 100% reply. Please send soon my friends, HJ TM, Prinses Irene Str.18, 7U15 HE, Deventer, Holland

Wanted: Dungeon Master, Chaos Strike Back, Must work, 2MG Chip. A500+. will pay or swap for whatever you like. CJ Adams, 31A Upper Lloyd Street, Moss Side, Manchester, M14 4YD

A1200 contacts wanted. Send lists/disks to: PT, 5 Boxdale Rd, Mossley Hill, Liverpool, L18 5EN

Will swap Pacific Islands for your Detroit, Elite 2 or your Reach for the Skies or any Sensible Suggestions. Must be boxed with instructions. Cal Andrew on 0505 863 440

Swap/Sell: Skidmarks, Alien Breed II, Syndicate, Cannon Fooder, Epic, Trolls (AGA), Nigel Mansell's (AGA). Phone NIgel on 0403 256681

A1200 for sale. Plus 2X joysticks, 2X mice and over 30 games and 15 mags. Bargain only £310ono. S Dysart, G53 LRI Staff Res, walnut St, Leicester, LE2 7GJ

Wanted: hint books for Eye of the Beholder 1&2. Also want Legend by Mindscape. Must play on an A1200. 0904 796962

Wanted for Amiga 600+, Castles, Dreadnoughts, Napoleonic Wars. Willing to buy, good condition. M atthew O'Mahony, 53 Lancaster Rd, Leytonstone, E11 3EH

Wanted penpals, male or female (preferably female). by the way, I'm 14 years old. Write to Chris Archer, 32 Pladda Terrace, broomlands, Irvine, Scotland, KA11 1DL

Will sell Game Gear. Five games. TV Tuner and Gear to Gear cable. £60. Call Philip on 0829 752740

A1200, 2 joysticks, mouse and trackball with £250 worth of latest software. Excellent condition £350. Phone on 0284 705816

Games for sale. Titles include Goal! Lemmings, Brutal Sports Football etc. Phone for list - Graham on 0834 811722 after 4pm Weekdays

Wanted: Desert Strike, Monkey Island 2 or Cannon Fodder. Will pay £5 each. Write to William Clive, St. Bede's House, Ampleforth College YO6 4EX

Swap or sell Monkey 2, Simon, Trolls AGA, Nigel Mansell AGA. Want Indy Atlantis or sell £15 each. Wanted Star Wars figures Buy or swap. Call Karl on 0476 60092

Won everything of Championship Manager? Then try our new Play by Mail Manager game. features everything on a computer game only this is real life (I somehow doubt it is - AA). Take on the impossible job. Send £1 for a start up pack. Scott Bradshaw, 88 Bank Rd, Matlock, Derbyshire. DE4 3G1

Amiga contacts wanted. Send list or letter to Danny Thorpe, 1027 Newham Way, Eastham, London, E6 4JL

A1200 with 70MB Hard drive, extrenal floppy drive, cover disks and lot of original games. Eg Alien Breed 2, Cannon Fodder, Projext X and many others. Phone Joginder on 0274 578403. Asking price of £550 or nearest offer.

Amiga Action Replay Mark III for 500+ wanted. Also contacts, penpals. Send lists David 90 Hollowfield, Coulby, Newham, Middlesborough, Cleveland, 7SB ORS

A1200, A500 contax wanted. Beginners welcome. Send list to Mr. P Willis, 22 Parker rd, Croyden, Surrey, CR0 1DU

Attention all Amiga owners. SF1, Final Fight, Moonshine racers and T@ are all for sale £5 each. 021 353 0426

CDTV for sale, CDTV player, floppy disk drive, PC style keyboard, Remote joypad, mouse, plus free CD games and lots of Amiga Disk games. Boxed with manuals for £199. Call Andrew on 0360 310034

Wanted: Lord of the Rings Two - Amiga. Call Ian Gator on DY5 3LZ

Amiga contacts wanted. 100% reply. Send list of PD to Tony, 123 Brookvale Park Rd, Erdington, Birmingham, B23 7TN

Sell Realms, Utopia, Patriacian, Hunter, Wizardry 6, Gettysburg, Loom, UMS2, Supremacy, Caeser, Campaign, Armada, Dune, Carathage etc. Offers Tel 0493 653195

Swap Man Utd PLC for Valhalla. Also KGB for Monopoly or Civilization or PGA Golf. Call Steve Goodchild on 0865 513936

SwapShop

CD32 games wanted. Anything considered. Cash waiting. Please send lists to Graham Parrin, 9 Bromford Court, West Heath Rd, West Heath, Birmingham, B31 3HE. Also solution to Labyrinth of Time wanted.

Sega Master System 2 for sale £80. 10 games all boxed including Sonic, Sonic 2 and Astrix. Also two control pads included. Telephone Anthony Bowden on 0905 775704

I will swap F1, Stardust for Settlers. Also I want male or female contacts, preferably A1200 or penpals. Write to Jeffrey Levine, 4 Rhos Ave, Cheadle Hulme, Stockport, Cheshire.

Video back-up store 150 disks on one three hour tape £30. More info call Andy 061 7900962

Desperately wanted: Defender of the Crown. Will pay or swap for Alien 3. Must be boxed original. Phone (after 6pm). 0604 810849

Hey! Does anyone want Frontier - Elite 2 in excellent condition, boxed. Just £15. Phone Ben on 0274 602409

CD32 for sale with lots of good games. Still under warranty. All for £200, call 0206 420674. Can be seen working. Call David or write to 22 Fiddler Folley, Fordham Heath, Essex, CO3 5UE

Amiga games for sale: Jimmy White's Snooker, Teenage Mutant Hero Turtles, Hudson Hawke and NIghtbreed. £10.00 each. Phone 0602 520289

Amiga 1200 and 1084S Monitor. Two Joysticks and mouse plus loads of software £400. Tel. 0463 870022

Colour monitor, Atrai 14" for use with Megadrive £140 (new £320). Megadrive and three games £70. Tel. 0279 505201

Contacts wanted. Anybody, anywhere. Chris, 12 Eaton Rd, Dover, Kent, CT17 9PB

Sell Settlers, Putty, Allo Allo for any reasonable price. Phone Louise on 203265 between 4 & 5pm weekdays only (The town's Barnsley but we haven't the STD code for that so ring your operator - AA).

Selling K240 or swap for Chaos Engine or Reach for the Skies or James Pond 3. Frank 045 34165 (Ireland)

UK SNES with nine good games for sale eg Mario Kart, MArio All Stars, Flashback, 2 control pads, one with Auto Fire. All in brilliant condition boxed as new. £250. Call Martin on 081 428 3950

Amiga mags for sale up to present date. Action, Format, Power, CU Amiga, Computing ect. Some with disks. £1 to £1.50. Phone 0527 520607

A600, printerm 2MB, joystick, joypad, mouse, games, word processor, Image Processing and MIDI software. MAny games £300. 061 434 5997

Swap/Sell: Cannon Fodder, Syndicate, Skidmarks, Alien Breed 2 and others. Phone Nigel on 0403 256681Sale A500, 1 meg, 2 meg ram plus software, mouse, all manuals, workbench 1.3, disks, joystick, packaging. £195 or nearest offer. Ask for Jim 0782 518994

For sale 500+, 2 meg RAM, mouse, joypad, some games, £200ono. PLus ext. drive. Phone Mat after 7pm on 081 3165349

Swap or sell Body Blows Galactic A1200 and over, Striker, Jaguar XJ(220. Tel 021 422 2132. Also demos for sale.

Sell Syndicate £15, Cannon Fodder £15, Shadow World, £10, 1869 £10, Birds of Prey £15. Phone after 4.30pm 051 677-1455

Amiga 500, 1 meg 2nd drive, 70 original games £250 ono. Call Craig after 6PM on 0754 769723

Kerrie, I love ya loads little mate xx (Go on my son – give her one from us!)

Swap Cannon Fodder, Populous 2, Monkey Island, Midwinter, Lemmings 1+2, Soccer Kid, Arabian Nights, Bireds of Prey, Hammerfist, Stunt Car Racer, SEUCK. Money Considered. Call Rupert on 0329 834099

CD32 games. Swap Zool, Chaos Engine, Pinball Fantasies and Trolls. Anything considered. John Valentine, 25 Arbor Drive, Burnage, Manchester

Swap SF2 Turbo (SNES) for Heimdall 2, K240 or Civilization (A1200) or sell for £25. Call Alex on 0483 730830Wanted RVF Honda, Toyota Celica GT and any good fishing game. John Grummitt, 12A Singer St, Clydebank, Glasgow, G81 7AE. Cash waiting.

Original Amiga games, boxed with instructions wanted. Browne P, 5 Tynedale, Dale Park, Hull, HU7 6EZ

Mega Drive with 9 games including Sonic 3, Mortal Kombat and Ecco. Also pads and games. Swap for Amiga. Phone 091 2688712

Swap Zool and Striker for Global Gladiators and Aquatic Games. Phone 021 748 5600

I am selling a Sega Mega Drive with 2 joypads, carry case, Master System Converter, Menacer and four games - Flashback, Sonic, Terminator 2 and Mortal Kombat. Everything is in its box with instructions and in good condition. £270. Contact Tim Cook 84 Harrow Ave, Oldham, Lancs, OL8 4HY. Tel 061 620 5183

Trojan Light Phazer, Skeet Shoot, orbital Destroyer. Hardly used £25. Phone Andy 0762 840163

Amiga contacts wanted, young or old. Swap games, tips etc. Fast reply guarenteed. Ian, 67 Ackers Rd, Woodchurch, Birkenhead, Merseyside, L43 7LD

For sale Amiga A500, 1 meg, over 45 games, joystick, mouse, extrenal drive, sound sampler with software and microphone. £250 0742 361860

SELL! Amiga 500+, 1 meg, mouse, TV Modulator, 17 games including Overdrive, Soccer Kid, Pinball Fantasies etc. Phone 0670 519968 Now!

Swap your PD for mine. Send lists/disks to Nik Williams, 45 Croyland Rd, Walton, Peterborough, Cambs. PE4 6HJ

Valhalla, Kyrandia, Beneath a Steel Sky, Legend2, Beast 3, Body Blows, Amiga Action back issues plus coverdisks do rsale. Call Dumbi 081 318 3309

15 year old girl wanting penpals. Write to Joanne White at 16, Oakdene Rd, Ramsgate, Kent, CT12 6DR. 100% reply

A1200 contacts wanted. Write to Nathan Hewitt at 55 Wrafton, Braunton, N.Devon, EX33 2DN

Amiga people wanted. I'm a cool, kicking geezer wanting replies. Male and of course any lovely females out there. Write to Carlos, 706 Alum Rock Rd, Alum Rock, Birmingham

Wanted A500 External Disk Drive. Good condition. Phone Marco, weekdays after 5pm on 0698 854561

Amiga contacts wanted. A500+A1200. Beginners welcome 100% reply. Graham Pullen, 49 Milne Park East, New Adlington, Croyden, Surrey, CR0 0BE

Swap Wild Wheels for Road Rash 2 for Amiga 500+. CAll Micheal on 0387 720159

Swap Psycho Soccer collection and Lemmings for any Sensible Soccer games or sell for £5 each. Call Steven White on 0634 240040

For sale: A2000 with Accelerator 68EC030/40, HD 170, Ram 5, Kickstart 1.3/2.04. £1000. Jarastaw Wilkiwski, Konarskiego 6/38, 96-300 Zyradow, Poland

Wanted Spherical. Will pay cash. Call Craig on 0553 762734

I will swap my Future Wars, Cadaver, World Class Rugby, Dungeon Quest etc for your Mortal Kombat or Dynablaster. Call Chris on 0953 885161

Colour printer wanted for A600. Must be V.Good condition. Also contacts wanted. Tel. Matt 0782 46840

Love adventure/RPG & Football Manager? For swapping send disks toAtle Wilson, Nunstein VN 2, 4056 Tanan GER, Norway

Swap Monkey Island (1), Krusty's Fun House, Striker, Sensible Soccer V1.1 or for sale at reasonable price. Want Monkey Island 2 etc. Call Rachel on 0533 786723

Wanted Rally for Amiga 1200 for reasonable price. Also learning games for under 5's. Tell 091 370 1334

Sell B17, RFTS, F117A, Goal, realms, Larry 3, CM Italia, Dreadnoughts, Zool and Lemmings 2, Pinball Fantasies, Sensi 1.1, Frontier, Campaign £5-10 each swaps considered. Call Chris ion 0473 658041Vortex: the new Amiga Club. Want contacts, cabbages and fluffy fish? Welcome! Write to 50 Cauldwell Ave, Monkseaton, Whitley Bay for information.

A600 with 27+ games including Cannon Fodder and Lemmings 2 For A1200 with one game call Dan on 0452 714103

For sale: Amiga 600, 1 year old with Games, phone Rod on 071 4855895

For sale: Leander £10, Batman the Movie £5, Prince of Persia £5. Phone Richard on 0572 767502 after 6pm

For sale: Amiga 600+ 1MB, Wild and Weird pack, boxed, warranty plus top games B17, G2000, Yo Joe!, Syndicate, Elite 2, Dogfight. £195 phone Andy 0274 771723 (Bradford area)

Penpals over 20, m/f. I own an Amiga 500+. Get writing to Janet, 121 Vale Rd, Seaford, Sussex, BN25 3HB

Wanted: Might & Magic 2 and 3, Dungeon Master 1 & 2. Swap for EOB 1-2, Darkmere, Ween

Wanted Baby Joe and Monkey Island 2. Must be good condition and original. Phone Matthew on 0248 450262

Swap/sell Jurassic Park, Striker £15, Swap Cannon Fodder, Super Bomberman SNES, Zombies SNES, Jurassic Park SNES. Phone Nick on the following fab telephone number 0457 873347

Keep your ad short and sweet and it's free, but start listing all your games and that kind of thing and you'll have to pay. A bit. It's a deterrent see? Saves us filling two pages with about 12 ridiculous length-o ads. Make cheques payable to Paul Rou– er, Europress Publications

FREE £1 £2 £3

Name

Address

Telephone **Age**

Please tick which you wish to be printed:

☐ Telephone ☐ Address

Send to: Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP

Next month...



Hi, Pat Sharp here,

hoping you had a great time with this festive – this oh-so festive – issue of Amiga Action. You know, here in Amigaland it's Christmas all the time, with loads and loads of great fun things to do every single day, and next month looks like being just as big a hoot. Some of you might know me from my days on Capital Radio, but the everyday northern folk will remember me for my hit records with my mate Mick. In fact me and Mick have teamed up with Amiga Action for our latest record – "We haven't Stopped Playing Yet" – and are hoping for yet another number one smash hit. Perhaps you'd like to hear it?...

(To the combined tunes of "We haven't stopped dancing yet", and "Let's all dance".)

(Oo-oo, let's play games!
oo -oo, let's play games!)

We haven't stopped writing yet
Since we did the last i-shue
We haven't stopped wri-iting yet
And we've something to tell you

(oo-oo, let's play games!
oo-oo let's play games!)

We've got Cannon Fodder 2
And it looks rather splendid
Jungle Strike will be here too
Now the waiting has ended

(oo-oo, let's play games!
oo-oo, let's play games!)

TFX wings its way through
All the Chriss-a-mas frolics
Let's hope they've done a good job
And it's not just a load of old... rubbish

(oo-oo, let's play games!
oo-oo, let's play games!)

Sensi World Soccer is great
And we cannot deny it
Chicken however don't care
'Cos he's surfing the i-net

(oo-oo, that's a bit bland!
oo-oo, that's a bit bland!)

Acid are back on the track
With another great race fest
They like to call it Roadkill
And they're hoping it's the best

(oo-oo, that's not a very good rhyme!
oo-oo, that's not a very good rhyme!)

As for the rest well you see
We're not enti-yerley sure yet
Frankly we feel like a rest
And we'll have one you can bet

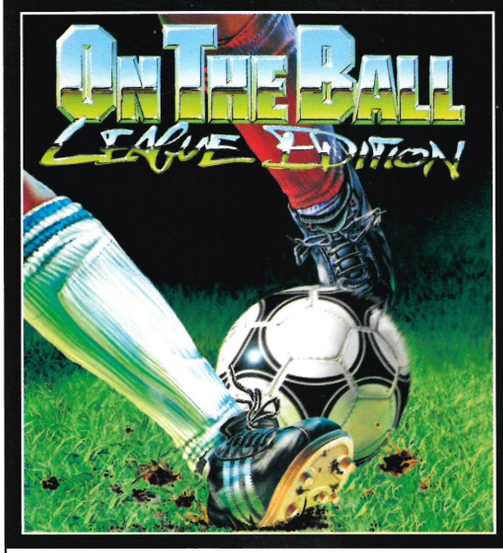
(oo-oo, let's get horrendously drunk!
oo-oo, let's get horrendously drunk!
oo-oo, let's get horrendously drunk!
oo-oo, let's get horrendously drunk!
oo-oo, let's get horrendously drunk!)

(Fades to outro)

AMIGA ACTION January issue. On sale everywhere from December 22

ON THE BALL LEAGUE EDITION - OUT NOW

Exclusive



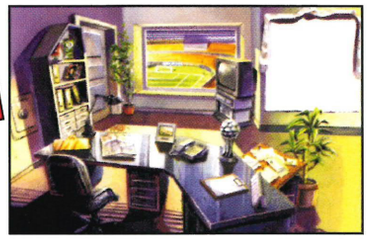
On The Ball League Edition takes football management simulations into a new era.

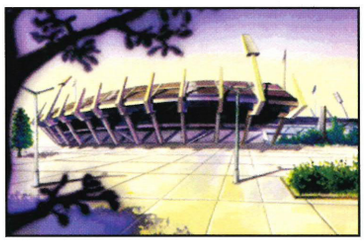
Combining meticulous detail and realism with sensational animated graphics and an irresistible presentation, this is like no other footy-management game you have played.

Now you must prove yourself as a club manager, and take your team to the top of the premiere league.

See your matches played out infront of your eyes in spectacular TV style animation – and view your opponents matches, as they happen!

Football fans were left drooling earlier in the summer when ASCON released On the Ball World Cup Edition. The game shot to the top of the charts and has left football fans eager for the League Edition.







"Easily the best football management game I have ever played"

That's what CU Amiga said about On The Ball World Cup Edition – now you know, how can you miss the League Edition?

PHEW – WHAT A WINNER !

Check out some of the rave reviews that On The Ball World Cup Edition received:

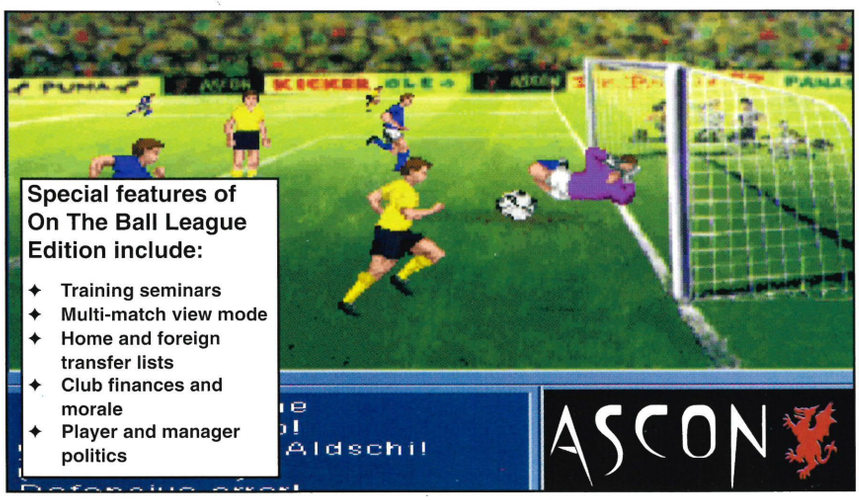
"The best I've ever seen in a football management sim...it will grip you and it won't let you go". Amiga Format

"Unique and unmatched...you'll kick yourself if you miss it." C&VG

"Sets the standard for others to imitate" PC Review

"For sheer; frolicking fun, On The Ball can't be beaten" PC Format

"The best football management game I have ever played". Amiga Action



Special features of On The Ball League Edition include:

- Training seminars
- Multi-match view mode
- Home and foreign transfer lists
- Club finances and morale
- Player and manager politics

OUT NOW FOR PC, AMIGA and A1200. Word Cup Edition out now on CD-ROM, featuring "live action" spoken commentary

Football



90% **Amiga Action - Accolade..**
"Playability oozes from every pore of the game, the others had better watch out, there's a new kid on the block"..."An excellent, excellent football game".

95% **CU Amiga ScreenStar Gold award**
"The best football action game ever"..."The mighty Sensi is beaten at last"..."The game really excels in the graphics department"..."Tremendously playable".

AVAILABLE ON:

AMIGA 500/600, AGA A1200/A4000, AMIGA CD32, IBM PC, IBM PC, IBM PC CD ROM.

Glory

"If you thought it was all over.....

.....Play this now"



Amiga Screen Shots

Black Legend

Black Legend Software.
Fulling Mill Barn, Fulling Mill Lane, Welwyn, Hertfordshire. AL6 9NP. Tel: 0438 840003