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SEE PAGE 6 FOR DETAILS

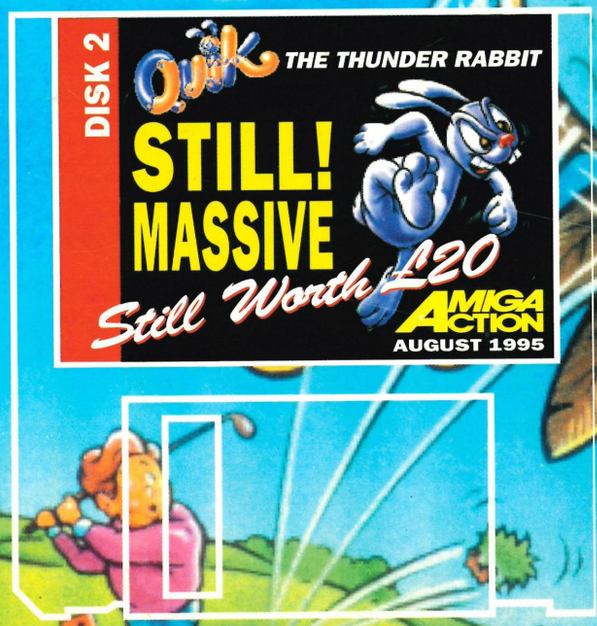
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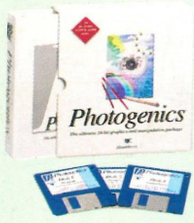
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SEE PAGE 2 FOR FULL OVERDRIVE RANGE

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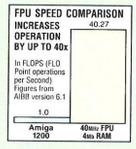
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SEE FEATURE ON PAGE 1

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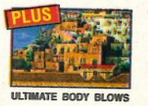

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Which computer(s), if any, do you own?

262A

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AMIGA ACTION

HOW DO THEY DO THAT? WHY DO THEY BOTHER? AND WHO ARE THEY...?

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SPECIAL THANKS TO:
Editorial – for being on the ball, *'Fiona will sort it out'*, Andy – for always finishing what he starts. Respect to Graham Massey's 'Fiesta' trousers and the very friendly chick with the long hair for trying to pick a fight with me. Thanks to me for being the mature one and walking away so as not to put anyone in a sticky situation. And to the weather for being REAM!!! Twice!!! To Neil for being EXTRA bland this month, cause he's right, end of story! And finally Paul for being especially open minded recently. ***FIONAXXXX***

IDG MEDIA

Coverdisk enquiries should be directed to the hotline number as detailed on page 9.
We regret that we cannot answer your disk and cheat queries over the phone. That doesn't stop some of you ringing though does it? We're busy! Could *you* find new Amiga games every month?

It's been an uneventful month. Sorry.

News p10

Escom has new machines and an army of retail outlets in which to sell them. But they're all PCs! Or are they? This and other issues skirted around inside.



Subscribe p68

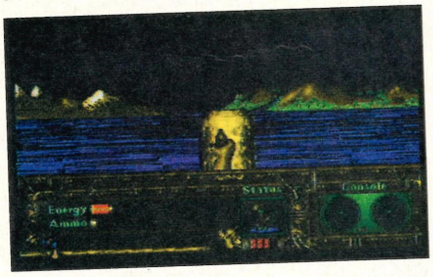
Subscribe to Amiga Action please.

Superleagues p76

Lists and stats of the greatest games ever. They're the pages that you, the readers, write. Oh no, that was Reader Reviews wasn't it. And we've sacked that now...

Public Domain p34

With the plc's chartering planes on a one way flight from Amigaland, this is where the future of the Amiga lies. Give these people jobs or we're screwed!



Win! Stuff pp22/38

Turn to page 38 QUICKLY because we have two pairs of VIP tickets to this month's British F1 GP to give away. Plus, win ream videos on page 22.



Talkback p73

Some of you, it seems, have fallen in love with Sensi all over again. Others are content to spout drivel...

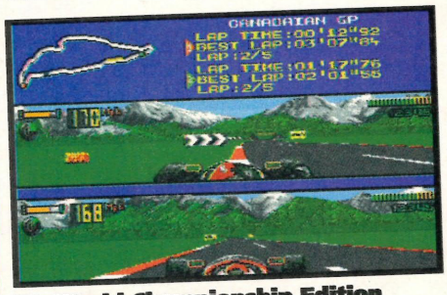
Swap Shop p80

This month's feature ad:
Debbie, 5'6", 24, GSOH, bi, seeks similar for chat, nights out and possible relationship. Rubber lovers preferred.

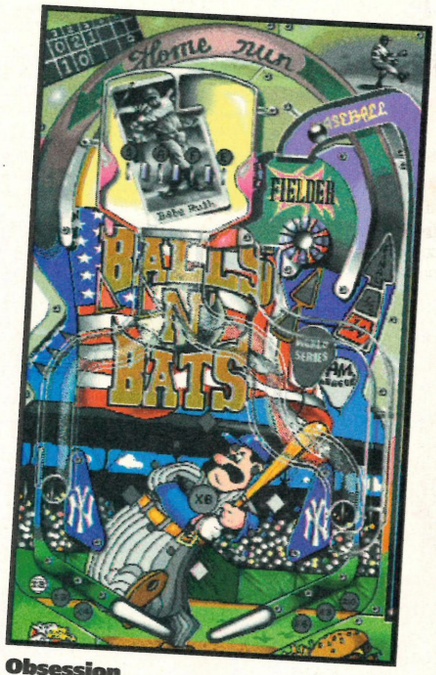
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Full price

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F1: World Championship Edition
Further mild metamorphosising from Domark



Obsession
It's pinball from Sweden. Familiar things are afoot...

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Pole Position
But where will it finish? Clever that, eh?

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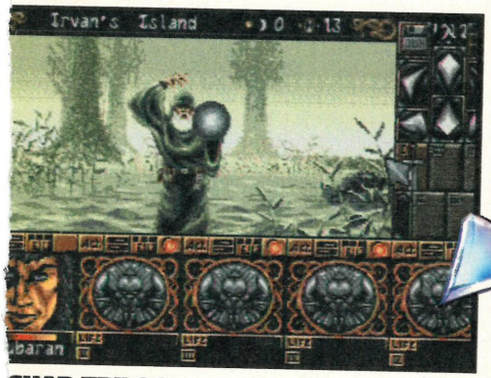
Tiny Troops 46



Tiny Troops
A cartoon strategy epic from Mindscape. Can it possibly fail?



Sensible Golf
Longer coming than an old man with trouser rash. Finally, the footy follow-up is here



ISHAR TRILOGY
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Features

It's in the net p42
A clever play on words you see. Net? Internet? No? Well, it's the Team 17 cyber football experience, as mentioned on the cover of er, last month's magazine.

Get a life! p70
Our attention this month is focused on the world of sci-fi, horror and old TV programmes. And some bird with a banjo.



Game Guides

Valhalla: BTW pt 74 p52
This really is the end. It's finished now, and the prince has, er, saved the witch from, um, the evil cardinal's tower. In France. Yes.

High Seas Trader p56
Apart from losing your lunch all over the cap'n's dog and coming down with beriberi, the sea poses other problems. Which are sorted out here.

Indy: Fate of Atlantis p58
Yes, we're sorry, but the intrepid explorer is still trundling around Egypt or somewhere with his bullwhip. He asked us to let him come home, but we said, "No, you've got to stick it out until that Action Path thing is finished." So there.

TFX p60
The myths, pitfalls and strange bits of gadgetry from this most complex of flight sims are exploded. And exposed. And burst.

Son of Boggit p64
S.O.B. finds himself in another pickle this month. But does that prevent him from solving your gaming woes? Well, yes. Read on regardless, adventure fans.





Coverdisks p6

Disk 1 & Disk 2



QUIK THE THUNDER RABBIT FULL GAME! *

Not content with bringing you the best demos of the finest games around, Amiga Action is twisting the throttle hard and screaming down the Bonanza Highway to the little known town of Amazing. Near Wales. Oh yes, nestling deep inside these two blue disks is a beast so rare, people only whisper about it in the dark pre-dawn hours. It is the magical creature known only as FULL GAME, and we've harnessed it and brought it home for tea. Rejoice and praise us!

* kind of

Cover Disks

YOUR FREE FUL
QUIK THE

WORTH £20!



We've brought you some stunning doozers on the AA coverdisks in the past. Er, all of them slip our minds just now, but anyway, we have. Never though – never! – have we come up with the goods in quite the same way as this. Yes readers, this month's disks contain Quik the Thunder Rabbit, a MASSIVE FULL COMMERCIAL GAME WORTH £20. You may have seen it reviewed last year, but you certainly didn't see it in the shops because we have snapped it up exclusively for you! The two disks this month allow you to play a good way into your quest to return the dodgy Ultimate Seed (see page eight), and the one disk which follows next month makes up the rest of the game. And all for the measly price of two Amiga Actions!

We're your mates!

And you know it.

REMEMBER...

Quik the Thunder Rabbit is large, and fully playable. The second part is included on one of the disks on next month's Amiga Action.

L GAME FROM AMIGA ACTION!

THUNDER RABBIT



"Visually the game is wonderful"
CU Amiga

"Quik's gameplay is polished"
The One

"A lot of fun"
CU Amiga

"It's bright, colourful and fun"
Er, us

"You won't be disappointed"
The One

"...priced at about the right level"
Amiga Power. It certainly is!

CAN IT BE TRUE? CAN IT REALLY BE TRUE?

Ooooooooooh, good heavens yes! Quik the Thunder Rabbit was reviewed by most Amiga magazines towards the end of 1994, it scored highly more or less across the board and was due to be released by Titus – of Titus the Fox and Lamborghini fame – at the not unreasonable price of £20.

However, we at Amiga Action had other ideas. We wanted to do something different. We wanted to do something big. We wanted to do something which would be appreciated by you, our loyal readers, and which we could present to you as a special thank you.

So we have.

NOT AVAILABLE IN THE SHOPS

The company chequebook was ceremoniously brought from the vault, and once our accountant was made aware that guineas are no longer legal tender, a bid was made, a guffaw was uttered, another bid was made and the game was ours. Ours! And indeed, yours.

So here it is readers, for your utmost delectation. A full commercial release for you to play, enjoy and wonder about in awe.

Thank you. Carry on.

Quik the Thunder

Amiga Actionsoft™ (snigger)
All Amigas with 1 Meg

Down in Angel's Meadow things are generally somewhat grim. The rabbit inhabitants are threatened with starvation due to one of those damned inconvenient lack of food situations, and to top it all off, nasty predators are ready to attack them at any time. Fortunately, and in the true tradition of games of this kind, the situation is not beyond redemption.

In the far away Ice World lives the good sorcerer Quok, and Quok has the Ultimate Seed. This is not to say he makes ladies pregnant more easily than most, rather he has a magical agent which can produce as many carrots as the rabbits of Angel's Meadow could ever want. For eternity, no less.

Quakak is the chief of the Meadow, and, nomenclaturally impaired [hello?] though he is, knows what must be done. The Ultimate Seed must be sequestered and the fastest and bravest rabbit of them all is the man for the job. Quik must travel through alien lands to bring it home! So off he trots...

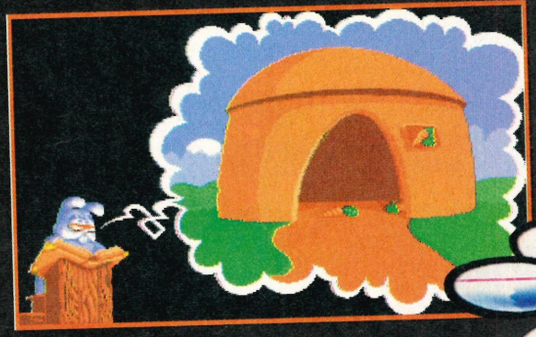
Back in the meadow, time is ticking away and the ever-stenching predator is ready to pounce. Quik must also find the Qronos along the way – they look suspiciously like clocks – in order to recapture time for a purpose that, er, is not made specific. These are hidden behind doors in parallel dimensions and earn Quik a day's worth of time and passage to the next level for each one he collects.

As well as defeating the enemies he encounters, Quik needs to find food and water to survive. Too many nasty confrontations and he'll soon be wishing he'd popped off quietly with a nice case of myxamotosis. Should he make it through unscathed and intact, Quik must defeat the evil BeastMaster before the seed can finally be his. Wooooooo!

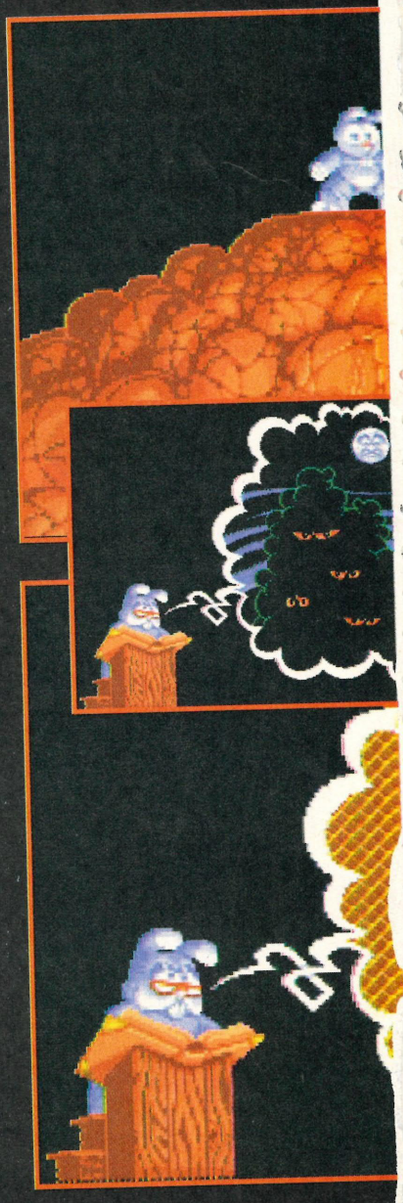


NUMBER OF DAYS PASSED

TIME REMAINI IN DAY



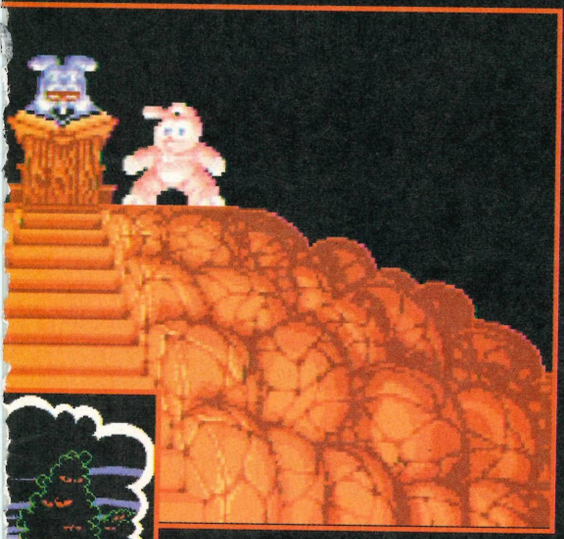




Rabbit

THE CONTROL PANEL







SPECIAL ITEMS



POWER HEART
Each time an enemy hits you, half a heart is lost. Five power hearts make up a life.



HI-SPEED POTION
For a short while Quik is ultra-rapid and invincible.



HI-JUMP POTION
Enables Quik to jump higher – useful in reaching certain stages of the level. Does not make Quik invincible.



CARROT
You've gotta find 'em to survive.



WATER
You've gotta find, er, it to survive.



LIFE
Extra life!
Qronos (Clock): Found behind the doors of time. They're great!

CONTROLLING QUIK

Very tricky this. To go left push left, and to go right push right. Push up to jump and down to duck. For a spin attack (hmm...) press the button mid-run or jump. To quit press [ESC], to pause press [P] and to restart the level give [X] a bit of a press.

Duff Disks

Very occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our special TIB Disk Helpline on:

01274 736990

between the hours of 9 - 12.30 and 1.30 - 5 on weekdays. Alternatively you can contact our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorkshire. Thank you. And sorry.

ESCOM EH? WHAT ON EARTH ARE THEY PLAYING AT?

First word

You will have noticed by now, I hope, that this month's coverdisks are something special, marking as they do a new chapter in Amiga mag diskery. Yes, they contain a full game that's definitely-not-been-programmed-by-one-of-our-mates-on-a-grotty-copy-of-SEUCK. We hope you enjoy Quik the Thunder Rabbit. In fact, we hope you enjoy it to such an extent that you buy the next issue for the remaining levels... Not exactly Review City again this month, but we do have some of the finest Amiga products of the year, and certainly one of the most eagerly awaited in Sensible Golf. Add to the mix a liberal sprinkling of previews, competitions, guides and inane old tosh and lo! – welcome once more to the farce that is Amiga Action.



Es-Coming out of the closet

Ever since ESCOM bought the Commodore and Amiga brand names, Amiga owners have been subjected to little more than speculation and idle gossip about just what the future plans are. In an effort to counter this, an event was planned to kill all speculation by providing the press, and in turn, their readers, with some concrete information on the situation.

Having lost any genuine interest some months ago when the takeover farce reached monster proportions, Amiga Action didn't send a representative over to Frankfurt to hear the story first hand. We chose instead to rely on a staff member from our sister magazine (Amiga Computing) to provide us with the info we needed.

There seems to have been a mixed message coming across from our new German owners. One minute they're insisting that the Amiga will be at the cutting edge of multimedia technology, and the next they're giving us prices for their planned Pentium-based multimedia wonder machines.

One aspect in which it does appear that the Amiga will lead the world is 'set top boxes' – handy for the much vaunted interactive television revolution.

According to Manfred Schmidt, Chairman of the ESCOM executive board, "ESCOM now turns from a PC manufacturer and retailer into a multimedia company. The big multimedia applications will come very soon as Pay-TV, Video on Demand, Home-banking, Home-Shopping and on-line services increase. In this growing market we want to become a leading provider of hardware, software and solutions. Our goal is to give the user a cost efficient way of accessing all these new services which the multimedia world will allow. The Amiga technology brings us all we need here in an elegant way. We see in the Amiga the key to multimedia technologies in the future."

That's all very well, but what we want to know is will we be able to play Ruffian 2 on it?

A couple of interesting facts also emerged from the meeting. Apparently a

news

FAREWELL. THE ONE... PAGE 11 STUNNA

new RISC based Amiga is currently being developed, along with revised versions of all the current machines. What these 'revisions' actually entail is yet to be announced (although we did hear a very amusing story that ESCOM hope the updated CD32 will compete with the Saturn and PlayStation over the Christmas period!)

Also, two new divisions of ESCOM have been set up to deal with their new products. The Commodore division will deal exclusively with Commodore brand Intel based Pentium PCs, while Amiga Technologies GmbH will deal with the stuff we're interested in.

As for new machines in the shops, it appears that pretty much everything that was out before is in production and hopefully set for a September relaunch. However, top foreign type bloke, Petro Tyschtschenko, general manager of the aforementioned Amiga Technologies, went and confused us no end by stating this and then a minute or so later saying, "In October, production of the low end A1200 will begin. We expect to ship enough of these units as well as CD32 game consoles to meet the Christmas season demand."

How can the machines be in the shops in September if they (or at least the A1200) aren't going into production until October? Perhaps there's some kind of weird time dilation thing going on here that we don't know about, or alternatively, they could always be spouting any old rubbish just to shut people up. We know where our money is.



The Amiga release schedule:

Is it any wonder?

One Gone

The One Amiga, one of the longest-running computer game magazines and Amiga Action rival, will have its publication 'suspended' after the August issue due to the depressed state of the Amiga market. In others words, it will disappear from the shelves for an indefinite period.

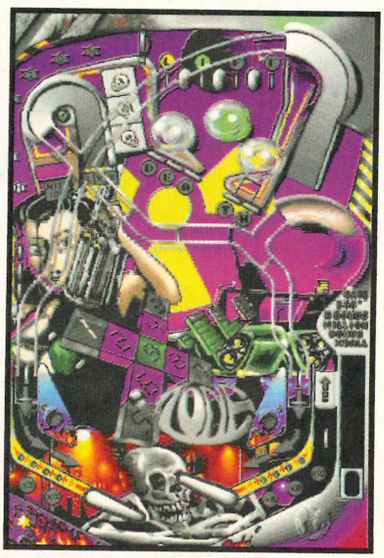
This will of course do Amiga Action no harm, and usually we'd take heart at reduced competition and the chance of a few more sales, but it does seem ironic to us that a magazine is forced to cease publication because of the bumbling ineptitude of the company whose product it is trying to represent: namely Commodore.

Their year long saga effectively saw the Amiga become the poor man's games machine, and if Escom want the respect of games and magazine publishers they need to prove that they can re-establish some credibility for a computer which, whilst not exactly having been killed, has certainly been crippled by bad management. If they don't, then other magazines will follow The One, and soon the Amiga will be nothing but a bunch of chips inside a PC.

But anyway, if you're reading this in the shop after failing to find The One, then BUY US! WE'RE STILL HERE! For now, at any rate.

GREATER OBSESSION

Merlin's Pinball Fantasies wannabe, Obsession, reviewed, if memory serves, this issue, will be reappearing on the A1200 in the Autumn sporting AGA colours and a multiball feature. Swedish based Unique Developments are even now tuning up the tables – of which there will be one more – and working on a convincing vertical or horizontal scrolling system to enable you to keep track of each and every ball.



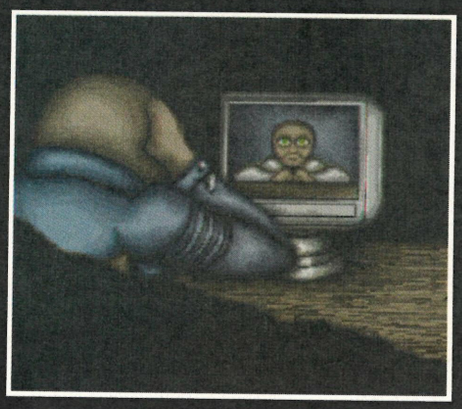
Imagine it like this. Only with more colours and more balls. And scrolling

Just in

Vulcan Software's Timekeepers – a puzzle game in the Valhalla mould – has just arrived in the office in quite the smallest packaging we've ever seen. The (ahem) pint-sized puzzler should be available very soon via mail order and will be reviewed in the next marvellous issue of Amiga Action. Or failing that, issue 74. Should you want to jump the gun and order the game without reading our review, then here's a little something for you.

Telephone number: 01705 670269

Fax number: 01705 662226



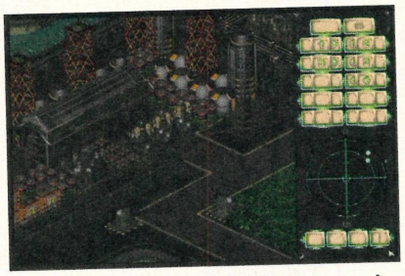
RISE OF THE ROBOTS 2?... NEW SENSI SUCCESSOR?

Rising Son

What with 'originality' being a video game watchword at the moment, any resounding success nowadays is more than likely to be followed quickly by a sequel. Rise Of The Robots is no exception to this rule and sure enough, Rise 2: Resurrection is well and truly on the way for the CD32.

The million-selling, book-spawning, TV-series-in-the-offing, metallic beat'em-up has been revamped in just about every way, and Resurrection will feature no fewer than 48 characters charging about in 40 different settings. Strangely, there are said to be up to 20 special moves per character, and a monstrous 80 ways to finish or humiliate your opponent.

As with the original Rise of the Robots, that funny looking long curly



haired bloke from out of Queen who copped off with that bird from Eastenders has put together a few of his very own compositions to make ends meet and complement the graphics, which on the evidence of these PC offerings here, should once again be amazing.

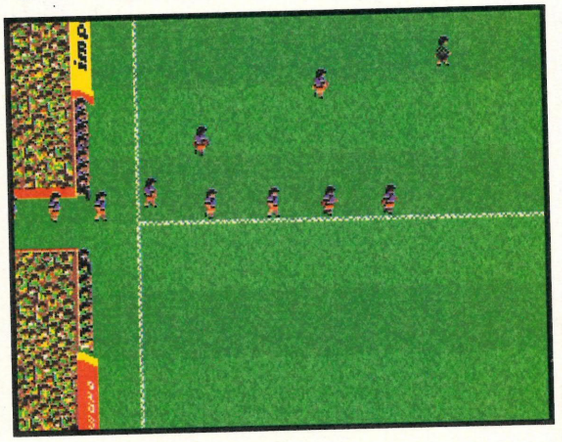
Rise 2: Resurrection is due towards the end of 1995.



STOP PRESS STOP PRESS
STOP PRESS STOP PRESS

Amiga Action has just been notified that Rise 2 won't be released on any Amiga format. Mirage have decided that a CD32 release would not be economically viable, so er, it's not coming out.

ST eam



Having originated on the ST over a year ago, Team from Impact Software is finally making an appearance on the Amiga. Looking similar to Sensible Soccer it remains to be seen whether it plays anywhere near as well, although from reading the technical specifications it sounds reasonably impressive.

We haven't seen it running, but according to someone who has, it fair old zips along and has all the features you'd expect to find in a decent Amiga footy sim. Whether it will make up for the disappointment many people felt when SWOS was released is doubtful, but with a bit of luck it may just be worth waiting for.

Go to SF with GP

If you rate yourself as something of a gamesmeister and want the chance to prove it, then aside from needing to get out more, you might like to know that even as you read this, the Blockbuster World Video Games Championship is well under way. And what's more, it isn't too late to enter and possibly win a trip to San Francisco.

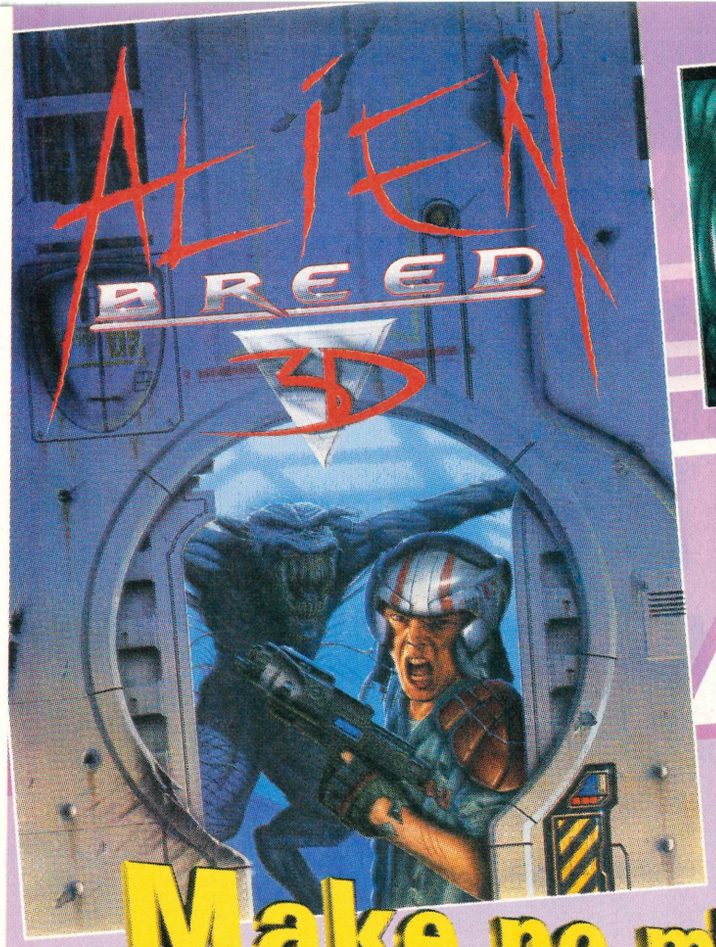
Get down to your local Blockbuster video store to sign up for the national games championship, and if you prove yourself to be one of the top 64 joystick wagglers in the country, you'll make it to the national final. But it isn't just any old national final. Oh no. It's to be held at the all-new Bat Dome ("The Acclaim Batman Forever Experience", apparently) at Thorpe Park, Surrey on July 26.

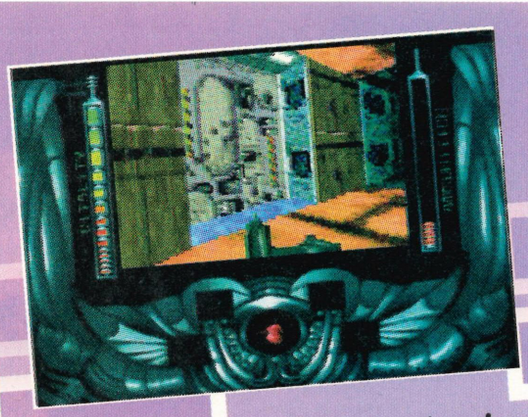
From this final, two champions will be chosen to enter The Blockbuster Video World Games Finals in the land of the bushy moustache and leather, studded cap. The eventual winner will receive $10,000 in the form of a scholarship (hmm...) or savings bond.

The GamePro staff (our new sister mag and the world's biggest selling computer games magazine), will be wandering around the Bat Dome, giving out T-shirts and trying not to look foolish.

So, in a way, everyone's a winner. Go on, get yourself down there. It'll be great.

GamePro







The best selling Alien Breed series has an unrivalled reputation for great gameplay and fabulous atmosphere.

Now the best has just got bigger, stronger and mightier than anyone could ever have imagined...

Alien Breed is now 3D.

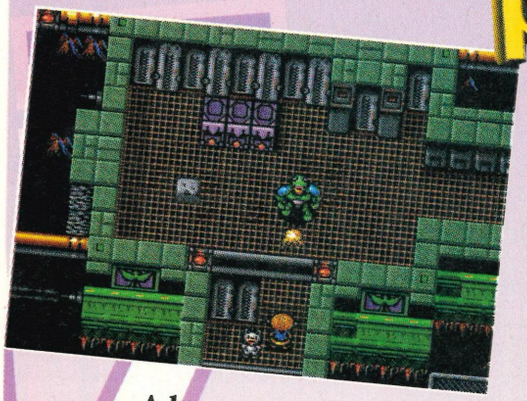
Alien Breed 3D is a jaw-dropping, earth-shattering game of gigantic proportions.

A1200/A4000

Amiga CD32

32bit fast ram recommended.
030/040 processors supported
for fast smooth update

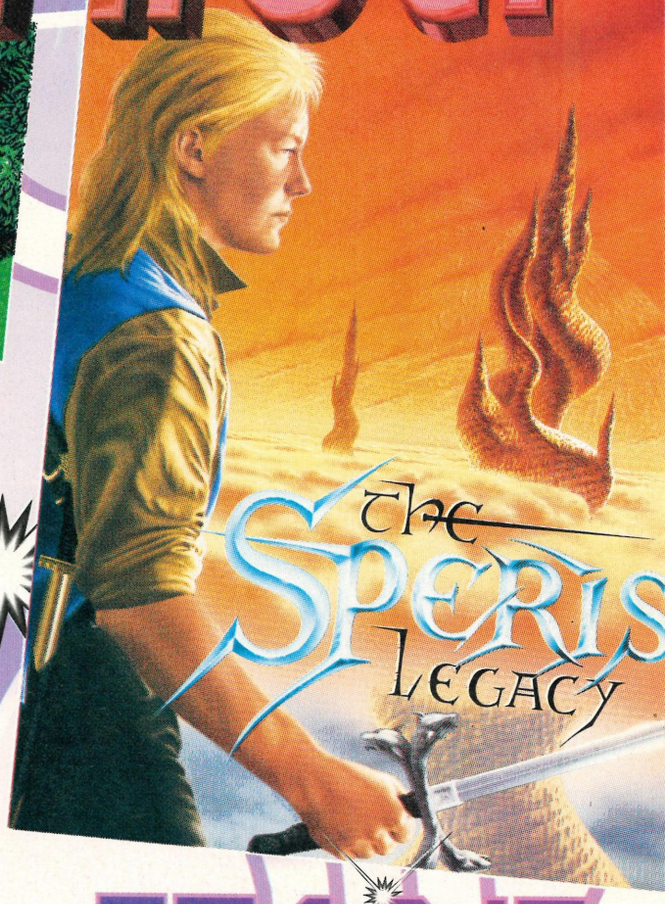
Make no mistakes put gameplay First!





Adventure awaits the intrepid explorer who dares to wander into the world of Speris.

Discover treasures, use curious objects to solve puzzles and overcome hazards. Uncover the deepest, darkest secrets of Speris and protect your rightful inheritance to the kingdom.



Speris Legacy is beautifully designed and crafted, appealing to all, yet always holding something charming and very special for every individual.

(1Mb chip ram req) **A500**

A600

A1200/A4000

Amiga CD32

If you are unable to obtain these titles from your local stockist, you may order them from Team17 directly using cheque, postal order or credit card.

VISA SWITCH Access

TEAM17

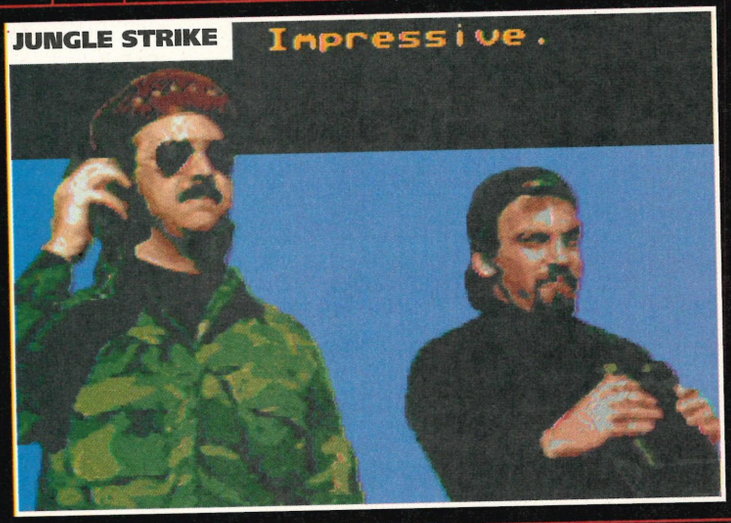
Longlands House, Wakefield Road, OSSETT, West Yorkshire, WF5 9JS Tel : (01924) 271637 Fax : (01924) 267658 Email : dudes@team17.co.uk

Charts

CHARTSCOMPILED BY GALLUP

Full Price

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	✪	ULTIMATE SOCCER MANAGER	IMPRESSIONS	£29.99	SPORTS SIM
2	2	SUPER SKIDMARKS	ACID	£25.99	RACING
3	1	SENSIBLE WORLD OF SOCCER	RENEGADE	£29.99	SPORTS SIM
4	4	BEAU JOLLY COMPILATION	VIRGIN	£34.99	ER, COMPILATION
5	5	PREMIER MANAGER 3	GREMLIN	£25.99	SPORTS SIM
6	8	UFO: ENEMY UNKNOWN	MICROPROSE	£34.95	STRATEGY
7	11	JUNGLE STRIKE	OCEAN	£25.99	SHOOT'EM-UP
8	7	PGA EUROPEAN TOUR	OCEAN	£25.99	SPORTS SIM
9	3	MANCHESTER UNITED - THE DOUBLE	KRISALIS	£29.99	SPORTS SIM
10	9	CANNON FODDER 2	VIRGIN	£29.99	ARCADE STRATEGY





11	12	CHAMPIONSHIP MANAGER ITALIA '95	DOMARK	£29.99	SPORTS SIM
12	✪	F1- WORLD CHAMPIONSHIP EDITION	DOMARK	£29.99	RACING
13	13	RISE OF THE ROBOTS	MIRAGE	£42.99	BEAT'EM-UP
14	★	KICK OFF 3	ANCO	£29.99	SPORTS SIM
15	★	FOOTBALL GLORY	KOMPART	£25.99	SPORTS SIM
16	✪	EUROPEAN SUPERLEAGUE	CDS	£29.99	SPORTS SIM
17	✪	WORLD CUP YEAR '94	EMPIRE	£29.99	COMPILATION
18	6	THEME PARK	ELECTRONIC ARTS	£29.99	STRATEGY
19	✪	CRYSTAL DRAGON	BLACK LEGEND	£25.99	RPG
20	16	FIFA INTERNATIONAL SOCCER	ELECTRONIC ARTS	£29.99	SPORTS SIM

★ = RE-ENTRY ✪ = NEW ENTRY

Action reviews

Quality games are reappearing slowly but surely, and we've got the finest reviews of the latest releases. Just for you!

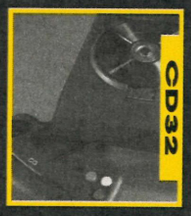


Sensible Golf p16
An all-round golfing fun fest strangely enough. Sensible appear to have done it yet again

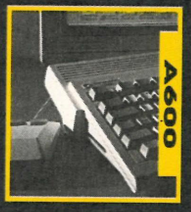
Obsession p24
It's another pinball game. Unique Developments are responsible for these particular tables



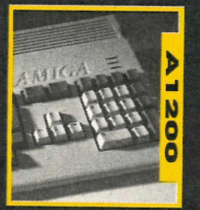
Player Manager 2 p26
Pick the team, organise the tactics, then actually take to the field yourself! Can this sequel live up to the standard recently set by Ultimate Soccer Manager?



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 revue, 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?

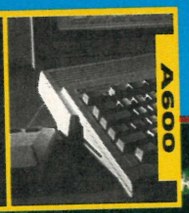


Plus...

F1 World Champ p28
Tactical Manager 2 p32



ACTION REVIEW
SPORTS SIM



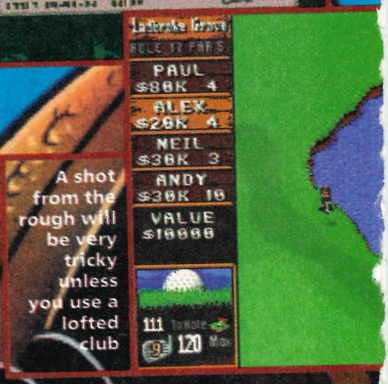
Eagles and albatrosses may be a little out of PAUL ROUNDELL's range, but that's never stopped him from being a tit

It isn't the taking part that counts, it's the winning, and frankly, none of my colleagues are capable of providing me with the stern challenge I require





The hazards are basts to begin with, but soon become merely stiff challenges. And I need one, 'cos I'm winning...



A shot from the rough will be very tricky unless you use a lofted club

Sensible G

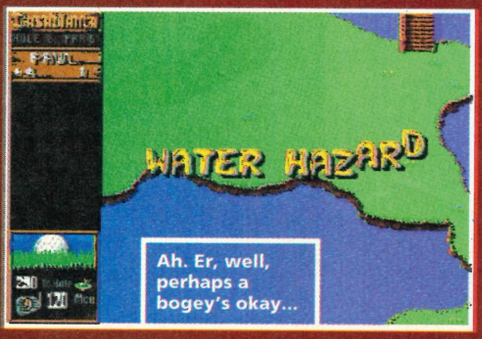


Er... Oh, I've got a bad hand. Yes, it's very painful indeed. And my leg's a bit gammy and my head's fallen off

How to lurch about from bunkers to trees to water hazards, or *The Jimmy Tarbuck school of golfing*



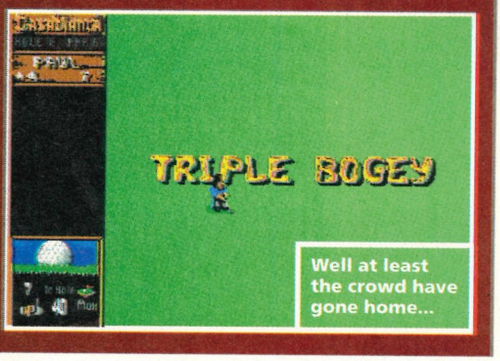












Sensible Golf has been in development for ever. It was conceived around the time the wheels were put in motion on SWOS, and, if memory serves, before work even began on Cannon Fodder 2. Conjecture was that Sensible Software would claim the top three positions in the Christmas Amiga game chart, but subsequent events made this feat impossible.



Sensi Golf was always going to be a different kind of product, steering well clear of the traditional behind-the-golfer view, as used in every other successful golf game, and using instead the celebrated Sensible sprites.

Early screenshots looked promising. The familiar little men, superbly drawn as ever and trussed up in full golfing attire, were to be accompanied by that trusted friend of the fat businessman, the wheeled trolley, and the release was awaited with bated breath. But it never came. Well, not at the November ETA anyway. CF2 and SWOS arrived to mixed receptions, but Sensible weren't happy with the demos they'd created of Golf and decreed that more work was needed before the game would match their usual standards of playability. The release date was deferred 'a couple of months', and a couple of months later deferred again, spookily, 'a couple of months'.

All of this served to fuel my suspicion that Sensible Golf would not in fact be any good. Of course it would look nice, and it wouldn't be surprising to find a couple of comedy touches in there too, but the fact that in all the years of the Amiga no-one has approached such a game in this way before, suggested that to do so would be to slaughter it.

I eagerly awaited the day of arrival, hoping it would be great, but almost certain that it wouldn't hold a candle to PGA or MicroProse.

Day One

Representatives of Virgin and Sensible alight upon IDG. Money is... er, pleasantries are exchanged, disks are produced, food is mentioned and disks are forgotten. Concerned parties travel to local eaterie, eat, belch and return.

Sensi Golf is loaded and the representative of Sensible begins his demonstration, ably assisted by three keen reviewers, of which I am one.

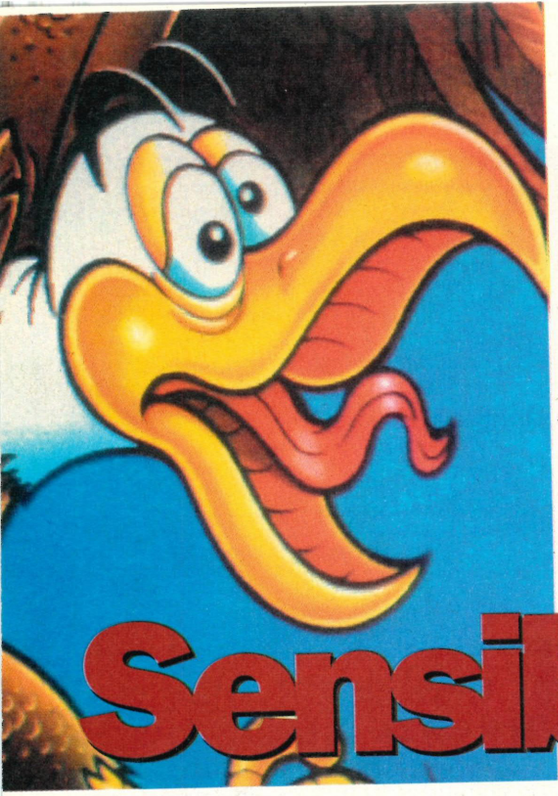
First, the options screen, which by the RoS's own admission derives much from that of SWOS. On top of the options feature – enabling, among other things, alteration of the 'background ambience', or in other words, bird noise – you can play a round, a tournament, simply practice a hole, or indeed choose to play a season.

The Sensible representative continues his demonstration, revealing the menus behind the menus, and seemingly uncovering a wealth of cartoon golfing gameplay. A round – in which between one and four players can compete – can be played out as either strokeplay, skins or in two variations of matchplay. A tournament can cater for up to 72 – s-e-v-e-n-t-y t-w-o – human competitors over one, two, three or four rounds with optional seedings and cut, and offers the choice, for those in the running for the Nobel Blandness Award, of watching every stroke your opponents (up to 71 of them) play.

Season mode operates in the same way as Tournament, only it continues across all 24 courses in the game, and Practice Hole does exactly as you'd expect.

People sat agog. Spectators were attracted as a four-player round began, and I wondered at this stage if I was the only person present harbouring any doubt.

The fundamentals were explained: Hold the button for a hole map (I idly wondered why



Sensible Golf



You can choose at what skill level the CPU players compete. I am always bob

mouse control had been abandoned in favour of a joystick method), press again for the traditional swing bar, press, press, press, and you're away. And the ball, inevitably, was in a bunker.

As was the next person's. And the next. The last ball did come to rest on the fairway. It was the Sensible representative's.

And so it continued; the three reviewers lurching from bunker to water hazard to the tops of the out-of-bound trees, grinning inanely and determined to come in at less than 30 over par. Behind my grin lay those unanswered doubts. A score of 80% seemed optimistic.

Day Two

8.50am, and the Sensi Golf logo appears to the accompaniment of a songette penned by yesterday's RoS, Jon Hare. It soon disappears as I stab the joystick, and before nine o'clock a one-player round has begun in earnest.

A long Par Four and a look at the map. A water hazard on the dog-leg poses tricky club selection. Or at least the fact that there is no indication of distance on the map does. Of course it's a matter of guesswork when playing the real thing too, but this is a game, and the inclusion of such a small feature would have been easy. I end up in the water. Inevitably.

Some time later, at around 10 or 12 over par, I become convinced that the course design went something like this: A hole 'skeleton' is created, and the programmers look at where the ball is most likely to land from a tee shot. A water hazard or bunker is added in just such a place, thus making it almost impossible to avoid. I begin to dislike the putting, which seems invariably random, and I notice for the first time that the golf trolley present on early screenshots is absent. There is, however, a kit designer option of sorts, which is quite good, and I've just noticed that there are several different kinds of trees and shades of grass, which is also quite good. I'm thinking of a score somewhere around the mid-70s.

Day Three

After beginning a season and missing the cut in



A few of the places you might like to



Easy par three, as long as you have any sort of talent



Dogleg par four. Keep right or Turd Creek beckons



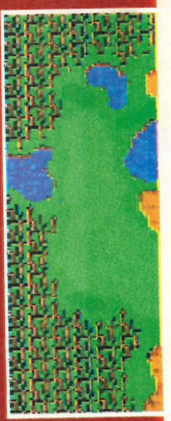
Good heavens! Er, just hit it and try to avoid stuff

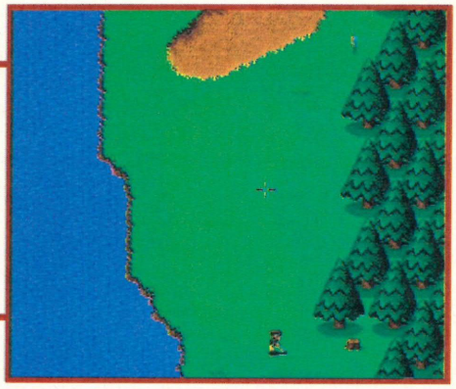


A well struck tee shot should make for a hole in one



It's a tree fest. And not too tricky. Possibly

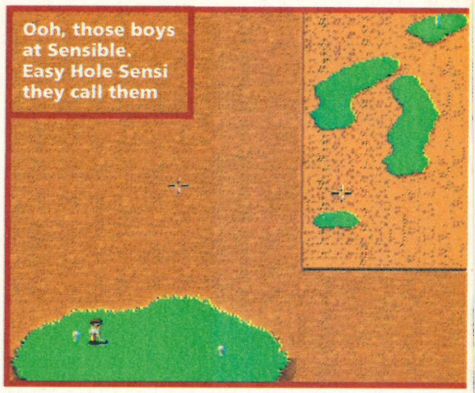




A lesser skilled player than myself would struggle here. Luckily, I'm ream



Here's another look at some stats. It's best that you move on quickly now



Ooh, those boys at Sensible. Easy Hole Sensi they call them

the first two tournaments, one of my Day One reviewer chums challenges me to a game of skins, and I accept. We swear at hazards and whoop in delight on the few occasions they're cleared. Then swear at hazards some more. Then we swear at the Out of Bounds zone, which frequently takes it upon itself to ensnare you for several shots at a time. We also occasionally swear at the putting. *(None of this is clever of course, and you should not copy this antisocial behaviour at home – Publisher's Note)*

We finish the round and begin another, and at the end of this one do the same again. Nothing is said, but both of us are finding the hazards noticeably less frequently. They have, in fact, gone from Pains In The Arse to Fun Challenges.

Two-one down in games, I suggest we make the match a 'best of four' affair, and the first hole at Puerto Rico marks my 91st of the day. The match is drawn 2-2. It's 5.20pm and people are leaving for home. Reviewer chum follows suit. I stay. "Traffic," I say, "bloody awful this week." Alone, I continue the season which I earlier saved, downhearted at the lack of match statistics on offer. Mid-80s...?

Day Four

Tournament number six of my season (in which I come a respectable joint third), is followed by a four-player skins competition in which, shamefully, I come last. The runner-up disappears and a possible replacement is called up for the rematch. But first he wants to know if the game is any good. I tell him it is. I tell him it's excellent.

Around the sixth hole I stray out of bounds, and it's obvious that any shot other than a short chip backwards will leave me in the same position. My chance of winning the hole disappears, but I'm not worried because my tactical thinking was correct and I end up in the middle of the fairway. Some time later I find myself in the water. I swear, not at the hazard, but at myself. It was a bad shot. I make a putt from 15 yards across the multi-directional contours of the final green to halve the hole and earn myself a share of the winnings. I realise, belatedly, that I have become totally at ease with the putting.

The competitors disperse, and I know I should be writing the review now. I practice a few holes, then think 'sod it', and have a round on my own. I end up two under par and wish the round had been part of my season. I continue my season, blissfully happy and fully aware that I have become hopelessly addicted to a superb game. The big nine-oh springs to mind, but I decide to give it some thought, because after all, the holes are frequently repeated on various courses. **A**



A simple shot: thrash it from out of the trees, over the water and on to the green. Avoiding the bunker of course

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GRAPHICS	84%
SOUND	86%
PLAYABILITY	91%
DIFFICULTY	Tricky

Be ready for early frustration because looking at the game of golf from an entirely different angle takes some getting used to, especially for a dyed in the wool PGA fan like myself. The graphics and sonics are of the quality you'd expect from Sensible, but the truly addictive gameplay has succeeded in turning the golf game on its head, and it's great. Downers? The lack of stats and the re-used holes. Actually, scrap the holes part – I mean, there are 24 courses for heaven's sake, what more could you want? Do a data disk before abandoning us Sensible. Yes? In fact, don't go!

REVIEWED BY PAUL

SECOND OPINION

Simplicity of gameplay makes Sensi Golf what it is – a polished product that you'd be a fool to ignore. The repeated holes are a bit of a letdown, but you can't knock the fact there are 24 courses. Single-player fun can be had, but ultimately at its best in multi-player mode.

OPINION BY NEIL

OVERALL SCORE

90%

spoon around in...

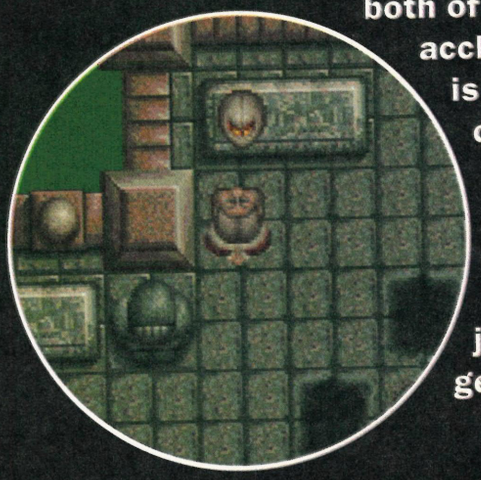


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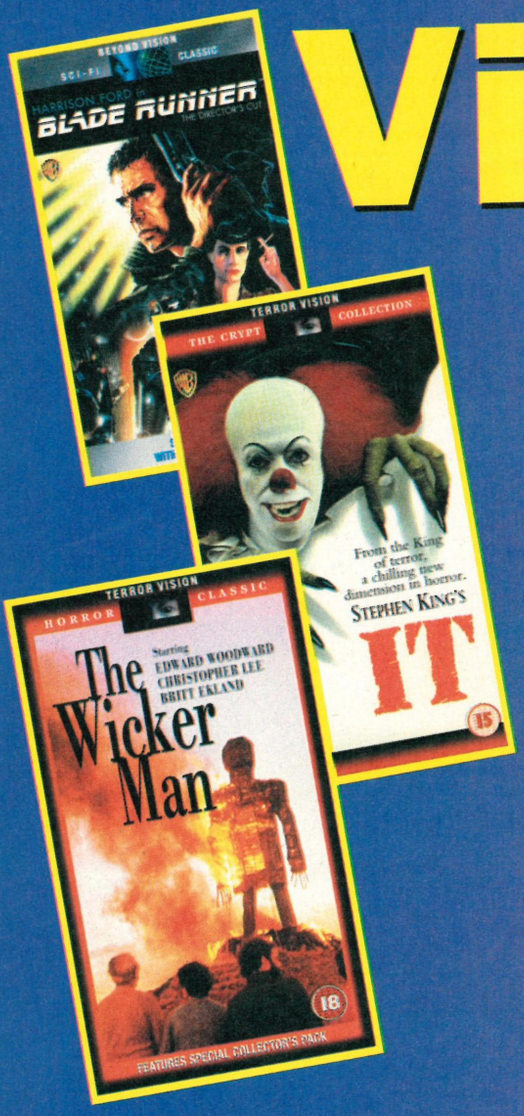
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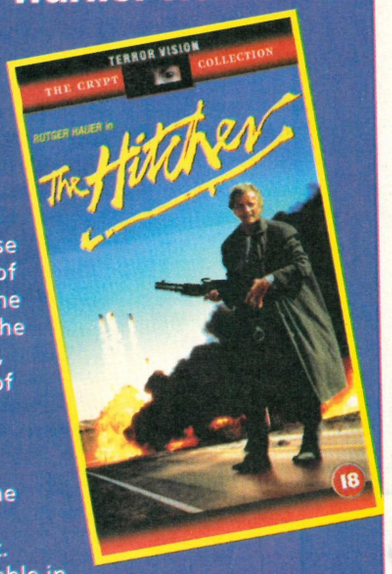
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AMIGA ACTION

Vision On!



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ACTION REVIEW
BAT 'N' BALL

Obs

STEVE MCNALLY drags himself away from his Michelle Gayle shrine to check out an entirely different obsession

The first thing that strikes you about Obsession by Unique Developments is its remarkable similarity to Digital Illusion's pinball series. I don't know, maybe it's a testament to both companies (each of which hails from Sweden), but they have produced games so similar and so close to the real thing that it becomes difficult to tell them apart.

I must admit that while I was playing Obsession I found myself wondering whether we really need another game of this type. For all its faults, one of the few good things the Amiga has going for it at the moment is a thriving pinball simulation market. Therefore it seems unfortunate that one of the best games to arrive for a while is one that is to a certain degree unnecessary.

However, viewed in its own right, Obsession is a fine example of what the Amiga is capable of. Featuring four varied and very well designed tables, this is a game that will keep you hammering away at the keyboard for many months to come.

Aaaaahhh...

Regular pinball players will appreciate that each table comes complete with its own little storyline. Aquatic Adventure sees Bobby Bubble heading for the Sitnalta archipelagos having escaped from Captain Notpoite's secret dungeons and stolen his secret map. The map apparently leads to a strange, uninhabited island which is surrounded by a great coral reef called Shark's Nest. Bobby straps on his diving gear and enters the warm but deadly water...

Quite what all this has got to do with pinball is beyond me, but I found this table to be one of the best, featuring as it does plenty of interesting special features and bonuses.

Next up is the mysterious X-ile Zone. This is all set in the year 2058 after a nuclear attack which has seen the surviving members of the human race turned into warring tribes of savages. Your objective on this table is simple: kill the enemy tribe leader. This is probably the weakest



Desert Run is, as you would expect, packed with secret bits and hidden bonuses. Unfortunately it's one of Obsession's less interesting tables and is far too reminiscent of Digital Illusion's Pinball Fantasies for my liking



Aquatic Adventure is more than likely the first table you will play and will probably therefore become one of your favourites. Certainly not lacking in variety, it's a table that will keep you interested for quite some time

essio



table although it does have one of the better settings and features some good, high scoring bonuses for tasks achieved such as hacking into a mainframe computer and half-inchin' security cards.

In my opinion this is by far the best table. There's just so much to do that you get the feeling that this is the one the programmers spent the longest with. Along with the expected bonuses and secret bits there are some fine renditions of highly recognisable tunes

My favourite table is without doubt the World Series-based Balls & Bats. Your baseball team starts off in the humble American league and must progress upwards into the quarter-finals, semi-finals and finally the World Series itself. This table boasts some highly original features such as the Pitcher's Box. If you crack the ball into here the game will halt for a second before the pitcher throws one of his three available specials at you: Fast Ball, Slow Ball or Curve Ball. You must use your reflexes to catch the ball on one of the flippers or it will go out of play, counting as a strike. Three strikes and you're out, or in other words, you've lost your current ball.

... the smell of it!

Desert Run is the final offering and sees your little silver ball somewhat unrealistically competing in the Paris-Dakar Rally. This is a bit lacking in the old originality and variety stakes, and I doubt whether it will become many peoples' favourite table. However, I did find that it came in handy for a quick ten minute or so blast whenever I began to tire of the other three's attractions.

As with all games of this type you will undoubtedly pick a favourite table and play that to death, with the others just making up the numbers. For me it's got to be Balls & Bats, but I'm sure that's down to nothing more than my own personal preference. The tables are all technically equal, it just depends on what happens to take your fancy.

The only thing holding Obsession back is what's gone before it. Digital Illusions has enjoyed such great success with its pinball series that it's difficult to imagine anyone who would want to play a similar game unless it was infinitely better. Therefore, taking into account the previous history of games of this type I can't really justify a massive score. **A**



X-ile Zone is supposedly the most mysterious table in the game and having had a go it's difficult to argue. I haven't spent that long on it so I haven't really got much of a clue as to what's going on, but it looks quite good and I'll definitely be going back for a few more plays in the near future

THE LOW-DOWN

PUBLISHER Unique Developments
CONTACT N/A
HD INSTALLABLE Yes
PRICE £30

GRAPHICS	91%
SOUND	90%
PLAYABILITY	89%
DIFFICULTY	Spot On

Obsession is an excellent pinball simulator. In fact, it's probably just about perfect, but unfortunately it's all been done before – three times in fact by Digital Illusions, the most recent of whose efforts had slightly more going for it in terms of special features such as multi-ball and the like. This is still worth a look, but if you're a fan of the other games ,or even simply own one of them, you'll need to give serious consideration as to whether it merits much of your attention. It's a good effort, it's just a shame that it didn't come out about five years ago. It might have stood a chance then.

REVIEWED BY STEVE

SECOND OPINION

Obsession looks so much like the Digital Illusions' games it's unbelievable. It's slightly less graphically polished, but gameplay-wise the story is the same. Good fun, but not quite up to the standard of the two-year-old-plus Pinball Dreams.

OPINION BY PAUL

OVERALL SCORE

86%

ACTION REVIEW
SPORTS SIM



He ain't no Uwe Rosler, but Manchester City fan PAUL MCNALLY can hold his own with the best of them in Anco's Player Manager sequel

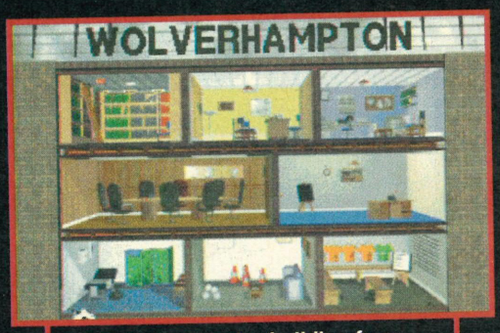
Player Man

The original Player Manager was released ages ago – round about the same time as Kick Off 2 in fact. Programmed by Dino Dini and Steve Screech, it differed from the usual run-of-the-mill management games in that you had the chance not only to play at being the manager, but you could take part in the matches themselves too.

Things haven't changed that much for the sequel. Dino Dini has gone and Anco is putting this one out through Virgin instead of going it alone, but the basic gist of the game is still the same.

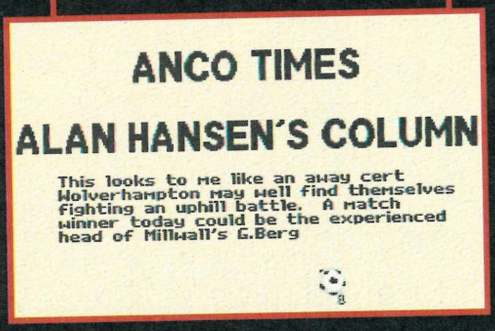
You have been given a free transfer in your mid-thirties after a successful international career, and in a desperate bid to fend off your bookie and the creditors of your failing sportswear business, you accept an offer of a job as player manager at one of the league's sleeping giants. There are still a few good seasons left in you, so ignoring the pain from your knees and the jeers of the crowd, you attempt to take your new team to the top of the tree.

If you're familiar with the original Player Manager you'll know that the actual games are played using the engine from Kick Off 1. I was a little alarmed that the sequel would follow suit and use the dreadful Kick Off 3 engine for its football sections, but Anco deserve massive credit for ignoring this easy option. Instead it's made the effort to design an entirely new match section for Player Manager 2, and that should be applauded.



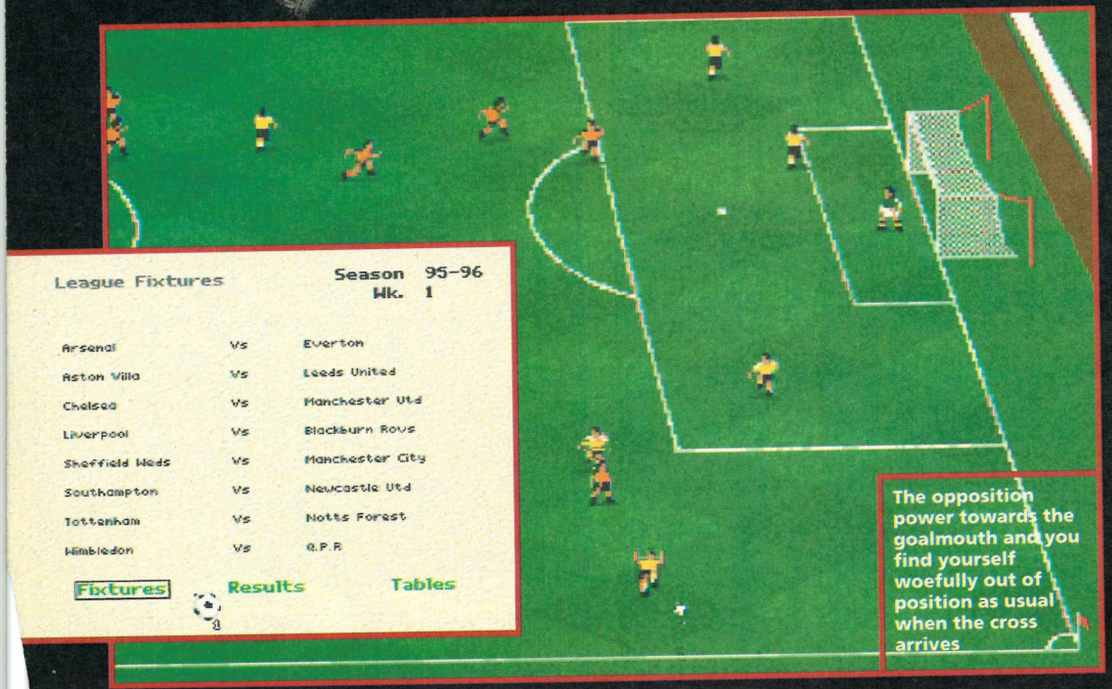
This is the impressive building from where you make it all happen

The Anco Times is an invaluable source of all the latest sporting gossip



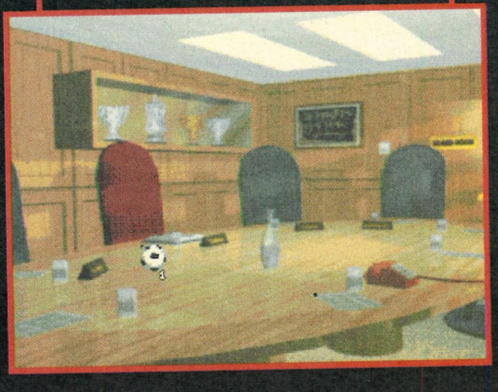
Four play

The most impressive thing about this new engine is that it allows the action to be viewed or played from any one of four different perspectives. Just about every angle has been covered – excuse the pun – and as each view plays a little differently from the



The opposition power towards the goalmouth and you find yourself woefully out of position as usual when the cross arrives

The boardroom is a good place to go when you need to have an urgent chat with your chairman



ager 2







The overhead view in all its glory for Sensi Soccer fans. Oooh it's a treat



The boot room is where you make the all-important team selections and give your pre-match pep talk. Go on, lay into the wasters



The side-on perspective is my personal favourite, but doubtless you will have your own

others, it takes time to become proficient at them all, thus extending the game's longevity.

As with the original you can either play as the whole team or just charge about in your chosen position. You can choose to play as a right back if you like, but chances are you'll want to be the star striker and knock in those important goals when they're needed. However, if you do decide to play in a forward position, you'll have to coach your team to play exactly how you want them to. After all, there's no point in standing on the edge of the box goal-hanging if your players won't welly it up to you is there?

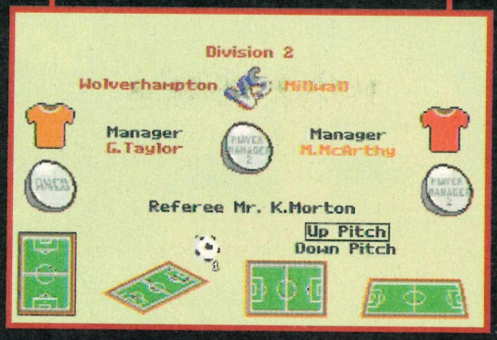
Master tactician

Naturally then there's a comprehensive tactics editor and training schedule where you can perfect your every move down to the smallest detail. The management aspect of Player Manager 2 is everything we've come to expect, and everything is controlled via a series of offices which can be accessed by a click of the mouse button.

The actual match sequences can be tricky to pick up at first, but once you're used to it there's plenty of fun to be had. If you're a FIFA fan then you'll be at home with the isometric view, but fans of Wembley International Soccer and Sensi are equally well catered for thanks to the overhead and side-on perspectives.

Just about everything necessary is included to make this a great game. Graphically and sonically everything is up to scratch, and the management side of things is comprehensive enough to please die-hard fans of the strategy genre. Anco should be congratulated for bringing a long-awaited sequel to the Amiga in its time of need. **A**

Here's where you choose the next game's perspective. You'll get all the relevant match details here too



THE LOW-DOWN

PUBLISHER Anco
CONTACT 01322 292513
HD INSTALLABLE No
PRICE £19.99

GRAPHICS	91%
SOUND	79%
PLAYABILITY	92%
DIFFICULTY	Variable

Anco have done it against all the odds here. With the departure of Dini came the filth that was Kick Off 3 but the guys are back on form with PM2. It's possibly the most "pick-up-and-play" management game of all time. Playing as a star striker struggling to keep his new management job is tense, exciting stuff and the four different perspectives are a luxury that help add to the overall feel of things. It's a classy, well thought out game that a lot of time and effort has gone into. This game should be placed on every football fan's shopping list.

REVIEWED BY CHICKEN

SECOND OPINION

Another management game eh? Haven't seen many of these recently. Anyway, whingeing aside, where Tactical Manager 2 fails, Player Manager 2 succeeds. It's a mighty challenge all round with some pretty nifty graphics to boot.

OPINION BY ANDY

OVERALL SCORE

92%

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Is this the end of ... printed word?



Safe and Sound

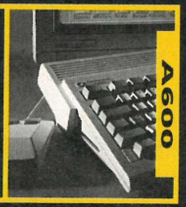
What you should know about adventure holidays

Software focus

- Reading skills for the under 7s
- Maths for 7-11 year olds

Come to the party

IDG



F1 World Championship Edition



Call me picky, but I remember the tunnel at Monaco being slightly different to this



With a Schumacher-style inane grin on his face and sporting a girth that Nigel Mansell would be proud of, PAUL ROUNDELL bursts on to the track

We don't get many of these driver-perspective racing games on the Amiga any more. They've been overrun in recent times by a flood of overhead efforts which have captured the imagination of thousands. In fact, as far as I can remember, the last product of this type was reviewed way back in issue 55. It was F1, from Domark. Eek.

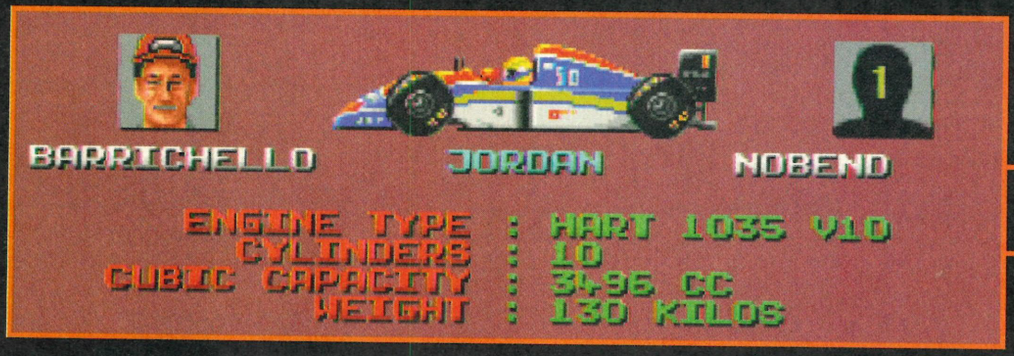
So now we have the World Championship Edition of a game which was in itself a virtual re-release of another game (Vroom). And, a la Super Stardust, this makes my job very difficult indeed, especially when I'm just trying to 'get by' on the great but strangely unwavering pathway of life.

I'll play it by ear then, comparing it to its predecessor here, rambling on for long periods about the game in question there, and hopefully by the end of it all you'll have a reasonable idea of just what treats the game has in store. You won't of course, but what the heck...

Right, well the first thing to note is that we have 16 tracks on which to race as opposed to the 12 of F1NotWCE. This is certainly commendable, but it still weighs in one short of the 17 which comprise the full Formula 1 season. The European Grand Prix is seemingly the offending race, despite its inclusion in the manual, and all this despite the appearance of Argentina in the game irrespective of its exclusion in the very same instruction booklet! Strange, I'm sure you'll agree. But largely unimportant.

Around these circuits race the eight main F1 teams and the 16 drivers with whom these multi-sponsored organisations are associated. You are able to choose both team and driver, and the form of each is said to reflect the championship standings from the 1994 season. You can also change the name of the driver to that of your own, or indeed to anything you like. Swearwords are my favourite and seem to go down particularly well in the office. Try it at home!

The decision regarding which drivers to include in the finished game must have been taken before Nigel Mansell's partnership with Maclaren was finalised, so Domark have had a right result now that the Maudlin Moustache has been given the push.



Ah, the joys of name editors. What fun I had

Murray Walker

The two-player option which was the whole point of F1 is obviously here, and as for the rest, well it's basically just a re-hash of a game which was generally regarded as the quickest of its type on the Amiga. A Player Vs Computer option takes advantage of the split-screen mode, although I can see no reason at all why one player would want to sacrifice half his screen size when this mode differs not one bit from the normal championship mode. Unless he was indulging in some bizarre imaginary friend scenario, in which case the player in question would be better off concentrating on getting a life.

F1 World Championship Edition



There comes a time in every reviewer's life when he looks at a screenshot and thinks, "Er, I cannot think of a single thing to say about this." This is mine. Move along now...

This option is particularly annoying if you should come to retire from a race, as you are forced to wait until your 'adversary' has completed his run before the action can move on. If you crave a challenge outside of the full season then have a look at the knockout option, whereby you must finish in the top eight from a position at the back of the grid in order to continue. It makes much more sense.

But, as I mentioned, it's fast, and the car – operated from the default driver's position perspective – is as responsive as anything you'll find in Mansell, Lotus, Lamborghini and the like.

Driving from 'behind the car' though is a different matter, and your vehicle is prone to lurch drunkenly right across the track at the flick of the joystick. However, this angle appears to have been added as a bonus, and although it doesn't work particularly well, most people will choose the driver's perspective anyway, so the damage is not too great.

As well as having to negotiate your way around the track as quickly as possible without hitting things, there is the quasi-strategic element of selecting how much fuel to take on board, which aerofoil and tyres to use, and in the case of the latter, when exactly to change them.

Should you run out of fuel (take the maximum, it doesn't seem to affect your speed at all), or shred your tyres, your race is over, and like the multi-talented Damon Hill – who certainly isn't in Grand Prix racing on the strength of his father's achievements, oh no – it's nil points and a long walk back to the pits.

It's just possible that this review is coming across as non-too positive, so I want to make it clear that as these kind of racing games go, F1WCE is up there with the best. But the fact is that racing games have changed, and the 'Best' of this kind were programmed several years ago, and there has been no evolution.

The sounds are still average, and the graphics – in this version they are an improvement on the original – are still a long way from making the jaw of a 1991 Lotus player hit the floor. Miracles aren't expected but a fully drawn Monaco tunnel would have been nice.

Obviously mad

The age-old problem of passing still exists too, and until someone comes up with a way around it (Nigel Mansell's comes the closest), I'm never going to fully enjoy a racing game of this sort.

You know the sort of thing I mean, you approach a car from behind with the intention of overtaking (the rapidity with which you catch it suggests you're travelling somewhere close to double its speed), yet draw to within a couple of yards of its rear and suddenly, magically, it bursts into life, matching your speed and swaying wildly across the track, preventing your passage as a steady stream of competitors close in on you and pass by unhindered.

The life and times of Damon "Pre



1. A blistering practice session on the last day, and Damon is on pole. A win is imminent, surely...



3. "Ooh dear, they're going rather fast aren't they?" muses Damon as he falls pathetically behind



5. Another pole position. "Uh. Scary. Don't bottle it, don't bottle it, don't bottle it, don't bottle it"



2. Green light! They're away, and Damon's trousers are afire as he heads the pack



4. In last position now, and inexplicably Damon has slewed off the track. Must be the gears...



6. "Don't bottle it Damon." "How dare you! Of course I won't. I'm a pro. A man of steel. A talent"

F1WCE is not alone in this scandal by any means, but as the latest ambassador of the driver-perspective racer it has a duty to address the problem. And unfortunately it doesn't.

Blimey, now I've made it sound even less positive, and I'm being forced to confront the harsh fact that perhaps F1 World Championship Edition isn't such an unmitigated boon to racing games after all. And all this despite my absolute surety that it isn't significantly inferior to any other product of this kind.

Oh no! You know what that means!

THERE HAS NEVER BEEN A TRULY EXCELLENT DRIVER PERSPECTIVE RACING GAME ON THE AMIGA!

Except MicroProse's Formula One Grand Prix. But that's different. **A**



Choose your team, resplendent in their true colours, pick a driver and you're away! This Ferrari apparently has no weight. Like Steve's reviews



No speed is lost in the two-player mode. Pride though, is a different matter altogether



A map of the world pinpoints to the nearest continent where the next race is to be held

sure Taker" Hill

7. Damon sighs as once again those who don't rely on their father's fame pass him easily





8. Damon is out of the points again, and, inexplicably – again – his car is out of control

9. "The car's rubbish! It's the gears! And the engine. And, er, the wheels. Yes, that's it – they fell off. No, they did." Damon is escorted away and given a deserved drubbing for being rubbish



THE LOW-DOWN

PUBLISHER Domark
CONTACT 0181 780 2222
HD INSTALLABLE No (One disk)
PRICE £29.99

GRAPHICS	75%
SOUND	60%
PLAYABILITY	72%
DIFFICULTY	Variable

F1WCE is a rehash of a rehash, and if Harry Enfield circa 1990 was in my position, reviewing this in the style of Stavros the comedy Greek kebab shop proprietor, he would no doubt utter his patented and unfathomably funny, "Bloody cheeky monkey son!" lament. As he isn't in my position, and as I can't be arsed going down that avenue, it's left to me to talk about the game, and say, that it's easy to play but has dated badly, and although it reproduces the tracks in sufficiently realistic detail, it fails to offer the genuine excitement which has made Skidmarks legendary.

REVIEWED BY PAUL

SECOND OPINION

Apart from the fact that F1 has effectively been released twice before, this has numerous other faults to boot. Don't bother buying it if you've ever played the two-year-old Nigel Mansell's, because it just isn't as good. Close, but nowhere near close enough.

OPINION BY STEVE

OVERALL SCORE

68%



Tactical Manag

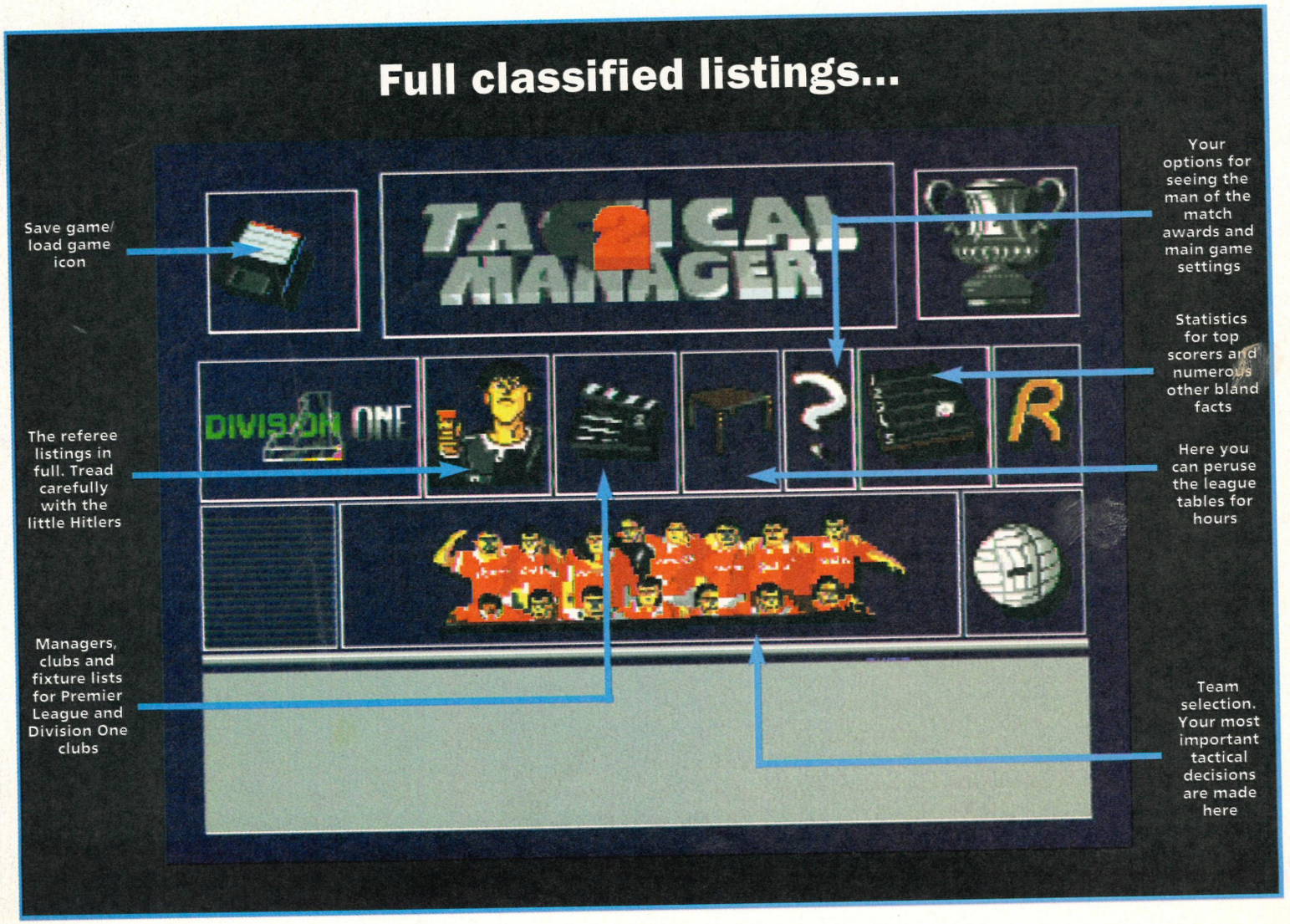
To be fair to the lad, ANDY SHARP has reviewed this game for fun

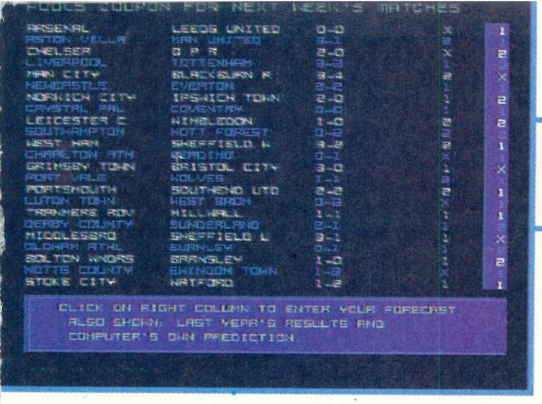
Now don't get me wrong, because I'm as happy as the next guy to play a footy management game, but I feel I must object in no uncertain terms to the relentless barrage of the things that are being thrown in our direction. Surely there can't be any more variations left on this theme.

The recently released Ultimate Soccer Manager leaves the rest behind, with Premier Manager and Championship Manager coming extremely close, so where exactly does that leave Tactical Manager 2? Well, frankly, it's been arrested and thrown out of the ground before kick off.

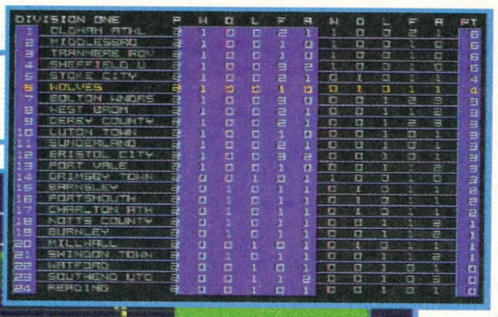
In truth, it's got some aspects I quite like, but there are also a fair few I don't. It has all the

Full classified listings...





The pools coupon is a nice side track from the day-to-day running of your club



Keep winning those games and you should at least make the play-offs

elements of the other management games; buying/selling players, changing playing formation and the like, but if your favourites ply their trade outside the Premier League or Division 1, you can forget your dreams of taking them to the pinnacle of the English game – lower division teams only make brief cameo appearances as the whipping boys in cup competitions.

er 2



On the plus side, if you're a potential Statto, TM2 should keep you enthralled for hours as you can read through reams of statistics which give details of everything from top scorers to the most consistent players. If on the other hand you'd rather organise a quick, playable game of footy, check the results after each match, look at your league status and get on with the next game, then you will need to look elsewhere.

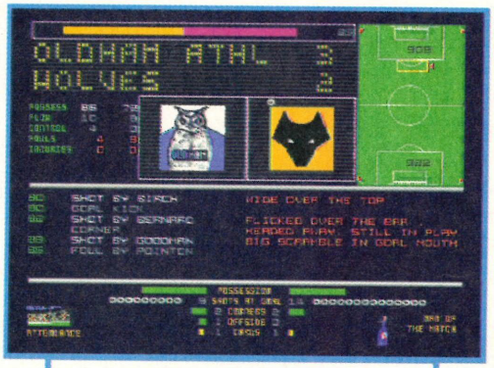
Goooaaaal, er Wolves!

Admittedly you don't have to take much notice of the stats, but unfortunately there are plenty of other things which will hamper your progress. A good example is the pointless way in which you are forced to view all the other results in the leagues – complete with stats of course.

To play this game successfully you will need to spend a fair amount of time sussing out exactly what every menu item does. Fair enough, but the main option screen is one of the most confusing I've ever seen, and apart from the icon which brings up the league table, the menu graphics are a little cryptic to say the least.

Your team in all their glory. Be sure to pick the best tactics for the game





Check out the highlights and the stats on show during a match

One thing lacking is a training option, but the players do improve gradually throughout the season so it's not that important an omission.

I was suitably impressed with the actual game highlights and the running text commentary throughout each match, and there is a summary of the number of shots, yellow or red cards and your amount of possession in a simple chart at the bottom of the screen. This acts as a useful guide to the success or otherwise of your present tactics. Mid-game changes may be necessary.

The financial side of TM2 leaves a little to be desired. The cash in your account never seems to increase and there's nothing you can do to build it up bar selling off excess players. Okay, once again, fair enough, but players seem to get injured rather too often for my liking – one tough game and you can have four first team players out! For some inexplicable reason the physio can only work on one of these crocks a week, so you need a ridiculously large squad to replace your club's walking wounded.

To sum it up in a sentence: We need more game and less stats!

THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 01438 840004
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	53%
SOUND	47%
PLAYABILITY	57%
DIFFICULTY	Tricky

Well, with the football season having finished, hopefully this is the last footy management sim we'll see for a while. After being spoilt recently by the truly excellent Ultimate Soccer Manager, having to play this was too much of a strain I'm afraid. Whereas USM was well thought out and comprehensively covered every aspect of both the playing and business side of football management, Tactical Manager 2 is filled with holes in most departments. It's not that it's a terrible game, and it is a (slight) improvement on the original TM, but it seriously lacks longevity and gameplay.

REVIEWED BY ANDY

SECOND OPINION

I don't know about Andy but I reckon this is a fair bit better than the first one. Nowhere near enough though. It's still seriously flawed in just about every department and there are at least five or six far superior footy management games around at the moment. Avoid.

OPINION BY STEVE

OVERALL SCORE

59%

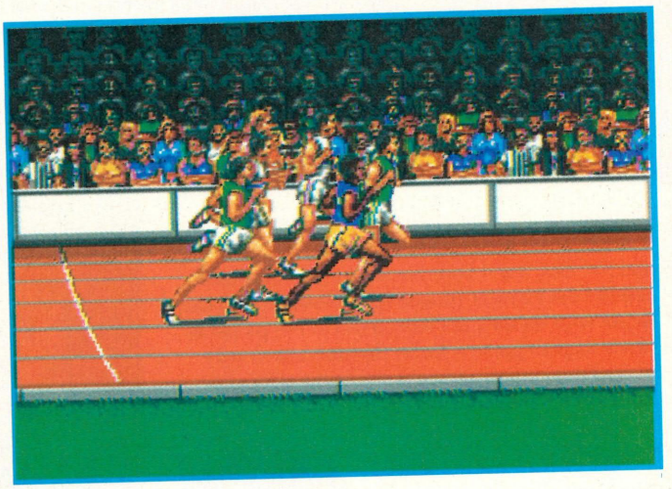
INTERNATIONAL SPORTS CHALLENGE

Publisher *Action Sixteen*
Price *£14.99*

There aren't enough of these multi-event sports games about if you ask me. Yes, you can't beat a good joystick-waggling frenzy first thing in the morning to set you up nicely for the rest of the day. International Sports Challenge should therefore have a lot going for it, but unfortunately it falls a long way short of being the best in its field.

You are a competitor trying to achieve the unlikely feat of a gold medal and a world record in six different sports. These encompass 21 separate events as diverse as clay pigeon shooting, swimming, diving, cycling and equestrianism, along with a marathon which runs throughout the whole game.

The vast array of events available is the strongest point in the game's favour, but too many of them need a little extra work to bring them up to a decent standard. International Sports Challenge isn't a bad offering for this price, but there's no way it could be described as a must-buy.



Reviewed by Steve

SCORE 59%

SUB WAR

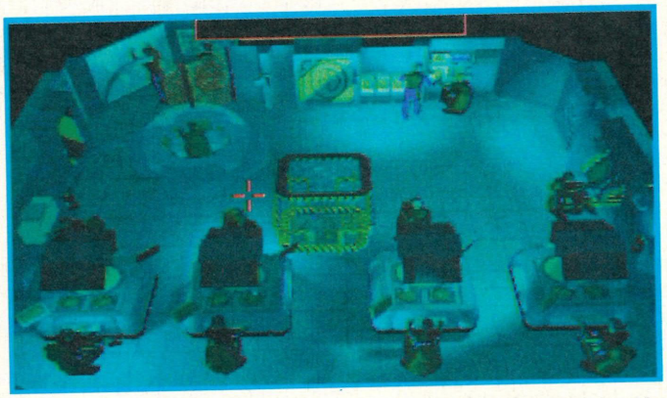
Publisher *Power Plus*
Price *£17.99*

The good thing about the MicroProse/Power Plus deal is that games that were released at 35 quid only six months ago are already coming out at a bargain price. And what's more, the majority of these titles are of an extremely high quality.

Best described as an underwater flight sim, you are a mercenary in control of a submarine fighting battles for corporate territory. It is the year 2050 (hence the title), and the oceans have become a vital source of food, energy and minerals. It is a wealth that the big corporations must defend from their rivals and that is where you come in.

The game allows you to explore thousands of square miles of accurately mapped 3-D underwater seascapes in seven different multi-mission campaigns fought around places such as the North Atlantic, the Mediterranean, the South China Sea and the infamous Bermuda Triangle.

This is a fine game, and although the graphics don't sparkle quite as much as the CD version, they are still acceptable. I have no hesitation in recommending it.



Reviewed by Steve

SCORE 88%



MEGATRAVELLER 2

Publisher *Action Sixteen*
Price *£14.99*

Complex RPGs eh? Don't you just love 'em! Actually I don't mind playing something I can get my teeth into every now and then, but when one of these games shows up in the budget pages it can be a bit of a nightmare. Of course, if we weren't as thorough as we are, we wouldn't spend hours playing a release such as this to form an honest opinion of its quality, we'd just cobble together 150 words or so from the information on the back of the box. But, as you know, we'd never even think about doing that. Oh no. Not us.

Anyway, it says here (just kidding!) that there are 127 worlds to explore, and this fact alone should be enough to give you some idea of just how large the game is. The words 'huge' and 'sprawling' immediately leap to mind. It all looks a little dated now, but the gameplay is still comparable to that of most of today's offerings. MegaTraveller 2 is a quality RPG and represents great value for money.

Reviewed by Steve

SCORE 90%

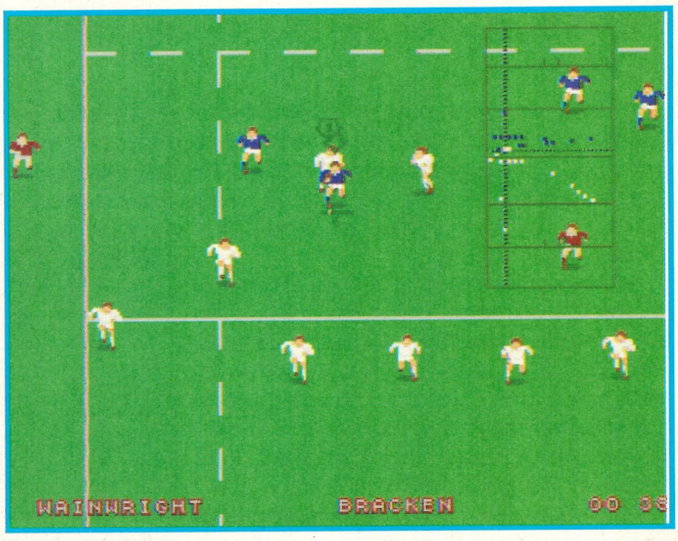
WORLD CLASS RUGBY '95

Publisher *Audiogenic*
Price *£19.99*

With the game of rugby having been plastered all over our television screens and newspapers recently, thanks to the staging of the Rugby World Cup in South Africa, Audiogenic has seen its chance to unleash World Class Rugby '95 on to the budget market.

You can view the on-field action from one of two different perspectives, and it's even possible to zoom in or out if that takes your fancy. The entire contents of the Rugby Union rule book have been incorporated into the game (including the advantage rule), and you can play one-off friendlies, the Five Nations Championship or the whole World Cup Tournament if you so wish.





If I'm being brutally honest, World Class Rugby '95 is little more than a repackaged version of the original World Class Rugby featuring up-to-date player names, five points being awarded for a try and the sixteen teams from the 1995 Rugby World Cup Finals. This may seem like a shameless scam on the part of the publishers, but Sensible Software has been getting away with it for ages with its Sensi Soccer updates, so why shouldn't Audiogenic?

Reviewed by Andy

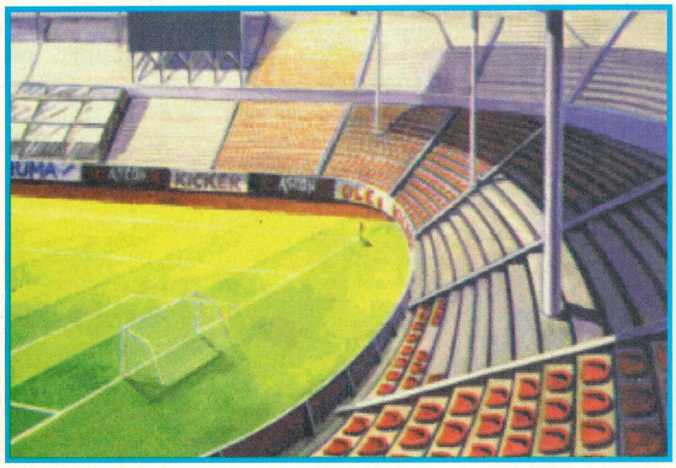
SCORE 84%

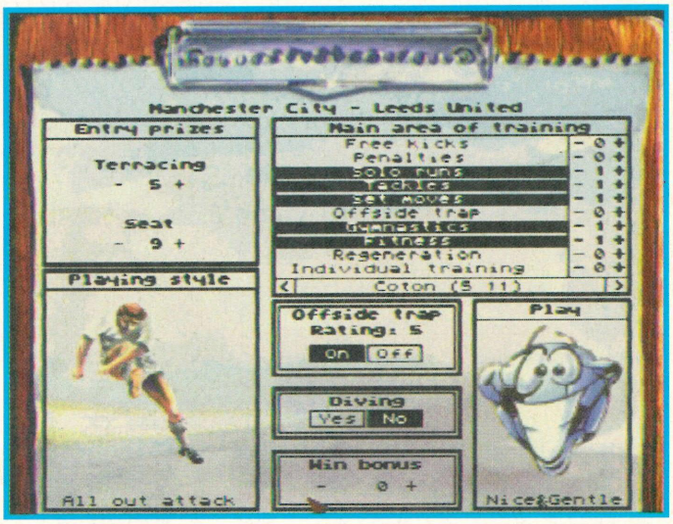
ON THE BALL
WORLD CUP EDITION

Publisher *Ascon*
Price *£14.99*

One of the most popular footy games ever has returned, this time to the delight of those shrewd enough (or tight enough) not to have raided their piggy banks and bought the full priced version last year.

In case you can't guess exactly what this is all about, your ultimate goal (ho-ho!) is to prove your supremacy over every other team in the world by winning the World Cup. This will





take plenty of time and effort to get your team balance just right, and when you take the disgraceful state of the current England team into account, it's obvious that you've got quite a task on your hands. (Ooh, you're the best Tel. I particularly like the way you ignore Le Tissier and pick those superb Tottenham 'stars' Sheringham and Barmby.)

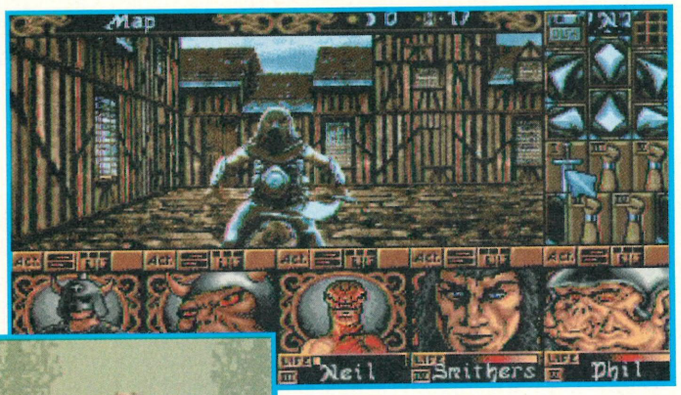
You'll have to deal with the press, your players, and all the highs and lows of the international game. There are five skill levels, several options – including a multi-player game – and match highlights that are viewed in an entertaining TV style. Basically, it has the lot.

Reviewed by Andy

SCORE 90%

ISHAR TRILOGY

Publisher *Daze*
Price *£29.99*



Brain strain on a plate is guaranteed if you're willing to spend your time ploughing your way through any of the three RPGs contained within this boxed set. The Ishar Trilogy games look top and are guaranteed to have you playing for hour upon hour trying to solve the puzzles and subplots.



Graphically, these offerings are more than your average RPG. Viewed from a first person perspective, no detail is left to the imagination. Your inventory is extensive and covers just about every eventuality, but be warned: you'll find it pretty confusing without a detailed read of the all-important instructions.

If you haven't got the message just yet, each game is a mother of a challenge and they become progressively more difficult if played in sequence.

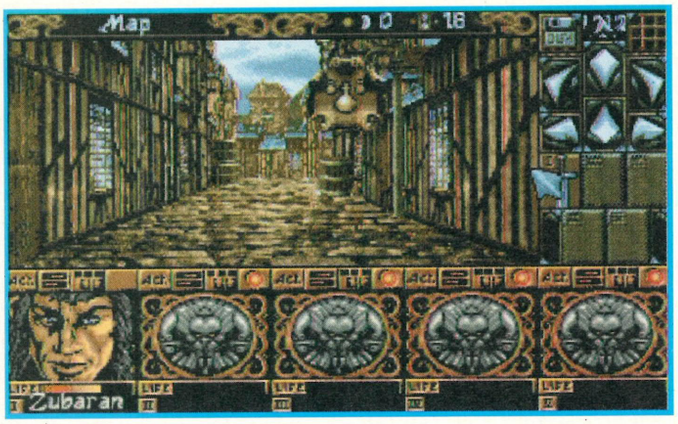
Your team's characters all have their own personalities. This determines how strong they are mentally and physically, and shows how much experience they have of battles throughout all of the kingdoms. Some will have their own savings of gold and this can be used to buy extra weapons from the stores which you will encounter from time to time.

Each character also has an inventory in which they can carry a certain number of items such as weapons, ammunition, and more importantly, if you're a wizard, potions to make your spells. The team must work together to become successful, and each mission varies sufficiently to hold your interest.

In some respects the Ishar games resemble a Dungeons and Dragons effort, especially as the team's formation can be preset on a grid for maximum effect. Obviously your strong and aggressive team members should be at the lead of the group during any trouble.

To play the game you need to use a combination of the keyboard and mouse. This takes quite some time to get your head around, but I guarantee you'll suss it in the end.

From the first, Ishar: Legend of the Fortress, to Ishar 3: The Seven Gates of Infinity, you will pass through worlds you've never seen before (unless you've read any Tolkien books or Terry Pratchett stuff).





Reviewed by Andy

SCORE 87%

TEAM 17 STUFF



Team 17 has embarked upon its spring cleaning late this year, and top priority is a nice, tidy warehouse. To this end it is redistributing a sizeable chunk of its stock at ridiculous prices so that you, the games buying public, may indulge in special cut-price treats.

Ultimate Body Blows re-emerges on the CD32 at a monstrously slashed £13. It incorporates both the Body Blows games and comes complete with a tournament mode with a difference.

Bizarre platformer Quak – one of the games which kept Team 17 at the top of the budget charts for about six months last year – is down to £5, as indeed is Apidya, the wasp-featuring horizontal scroller where bug killing is the order of the day.

Finally, Superfrog CD32 is back! It's still a great looking platformer, still plays like a dream, only now it's yours for a penny short of eight quid.

While stocks last! Apparently.

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TS FOR THE A1 GRAND PRIX



The 1995 British Grand Prix will be held at Silverstone circuit on July 14-16 and we have two pairs of tickets for this spectacular event up for grabs. We've all marvelled at the spectacle of a Formula One Grand Prix on the telly, and now two lucky readers (and a friend) will have the opportunity to see World Champion Michael Schumacher battle on in an effort to retain his title against, among others, British challengers Damon Hill, David Coulthard and team mate Johnny Herbert, in what promises to be the most exciting season for many years!

The two winners of our superb Silverstone competition will receive a pair of three-day British Grand Prix tickets, which include entry to the circuit and centre transfer (allowing spectators access to areas inside the circuit, but obviously not access to the pits). These tickets are not available to the general public, but if they were on open sale they would set you back a staggering £304 a pair!

Unfortunately, because of the tight timescale between the time the magazine appears on the newsstands and the Grand Prix itself, we've been forced to set an extremely strict closing date. So, you'll really have to get your skates on and get your entry posted off if you want to be in with a chance.

We'll notify the winners on or before July 12 to give you time to make your arrangements, but remember, if you don't win but would still like to attend the event, you can telephone for tickets on 01327 857273 or 0181 795 1995 (24 hours).

Alternatively, tickets can be purchased in person at the Silverstone Circuit Booking Office, or by writing to Silverstone Circuits Ltd., Silverstone, Towcester, Northants, NN12 8TN.

RULES

1. Anyone can enter, but if you're employed by, or related to, an employee of EMAP or Silverstone, be sure to give a false address so no one finds you out.
2. Entries containing correct answers will be automatically disqualified.
3. But entries containing poorly drawn pictures of Murray Walker will probably stand a better chance than most.
4. Oh, and Damon Hill can't enter either.

British Grand Prix Competition

Who was the last Formula 1 World Champion to come from Britain?

Name:.....

Address: .....

.....

.....

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

Send your entries by July 12 to "British Grand Prix Competition", Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP.

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

PD

He smells (of wee) and he's doing

Aquakon

F1 Licenceware

Here we go again with three disks full of 3D exploration and blasting of ghouls and weird alien things. Your mission is to explore a planet as more and more of its inhabitants are brainwashed by the alien probes which have landed on the surface. Unable to head back to base for reinforcements due to the ship's systems being cut off, you play the part of a stranded pilot with only your military training to see you through.

Each level has a number of probes for you to either destroy or drain of energy, and a whole host of differing aliens will have to be disposed of before your mission is finally complete.



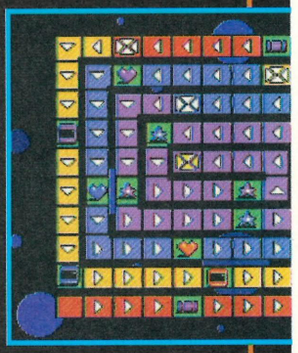
AQUAKON: Get used to this view as a vast majority of this stage will look almost exactly the same. Until the enemies appear of course

It's a fair attempt at splendour which can be installed on a hard drive and plays reasonably well, but at the end of the day it all gets a little tedious to be honest.

Bubble Trouble

F1 Licenceware

Hmmmm, it's another one of those Pac Man-esque things. From what I can work out you have to make your way through a maze, blast a few bubble things, collect their carcasses and then pick up some keys. Continue doing this and eventually you will complete a level. Each level differs wildly and the challenge increases as you progress.



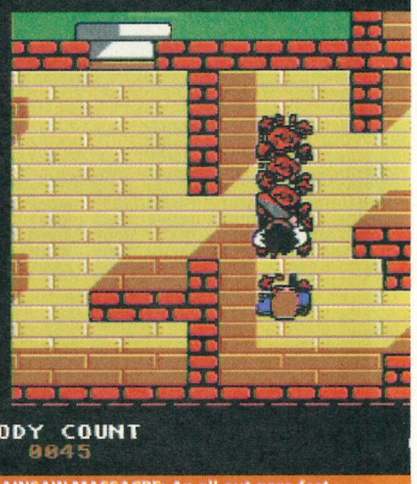
It's a little difficult to control your bloke as he's got the handling ability of a runaway train, and the enemies move far too quickly as well. Another problem is an invincible enemy who flies around the level and can home in quite easily on your tiny blob as you blast around the maze.

That's about it really, other than the fact that it's rather colourful.

Texas Chainsaw Massacre

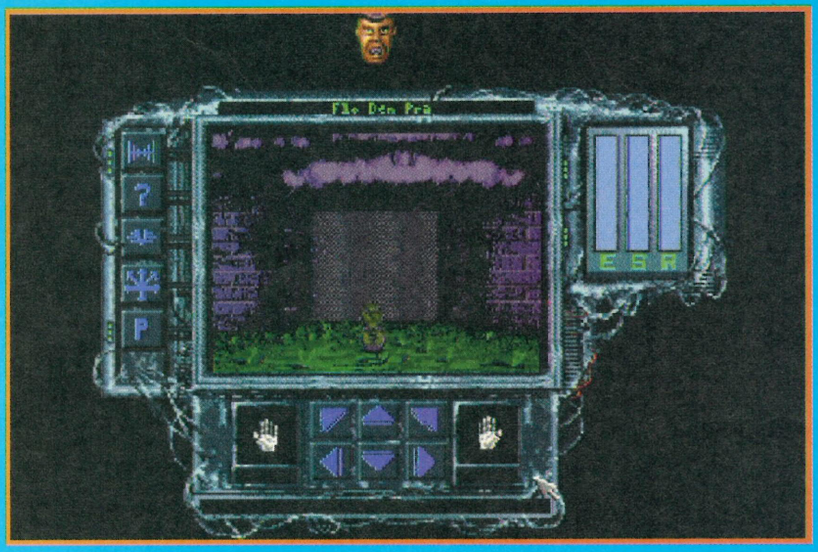
First Choice PD

This has been about for absolutely ages but still warrants a mention for its simplistic gameplay, acceptable graphics and general overall addictiveness.



TEXAS CHAINSAW MASSACRE: An all-out gore fest. Dismemberment rules in this hack and slash'em-up

Public Domain Game of the month



Legions of the Dawn

F1 Licenceware

This is more like it! Okay, so it looks like yet another one of those 3D RPG type things, but that's where any pessimism ends. This is as good as you're going to get in the Public Domain.

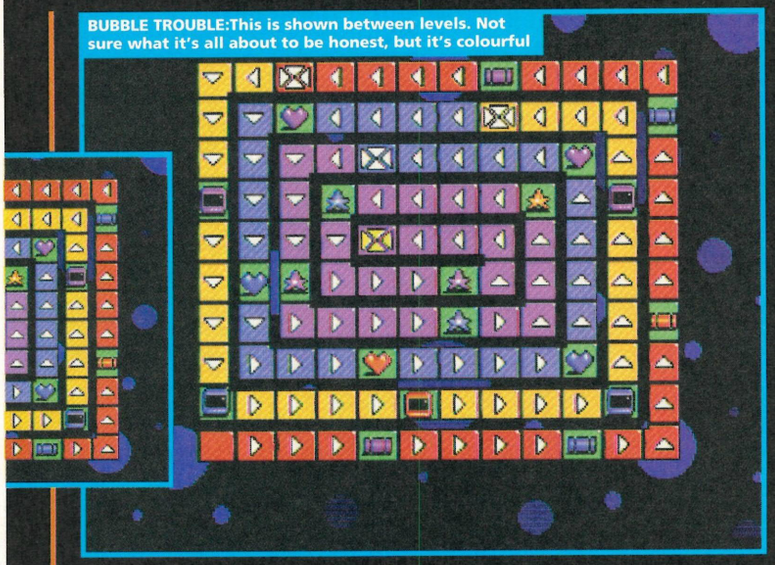
Viewed from a first person perspective, you get the feeling that it's actually you battling against the forces of evil through the mazes and graveyards contained in this game.

Full of atmospheric sound effects and spooky graphics there are 30 missions for you to plough through. The more you complete the more experience you will earn and the tougher the missions become.

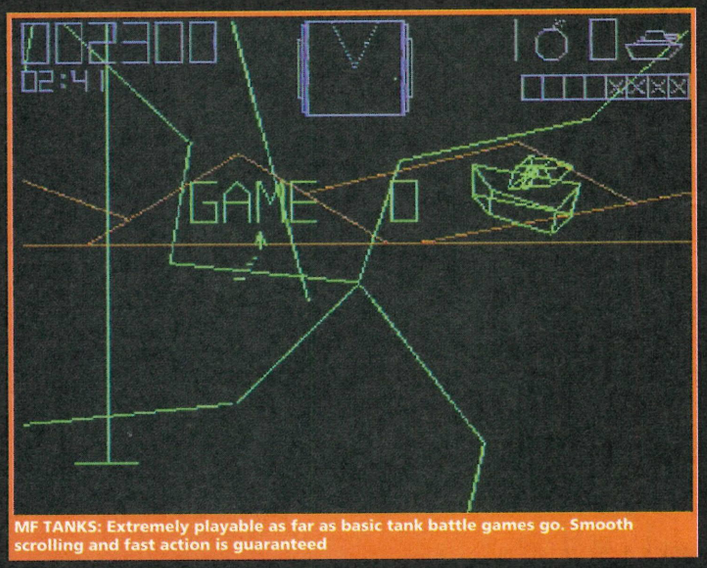
There are a number of products which can be picked up or bought from an electronic shop, and the good thing about this is that once you've used an item you can go back to the shop and sell it again.

The whole idea is to reach the last level and battle against Satan himself, or something like that, but once you actually get used to the controls and exactly what does what, this becomes strangely enjoyable.

the PD, Andy Sharp, Andy Sharp



BUBBLE TROUBLE:This is shown between levels. Not sure what it's all about to be honest, but it's colourful

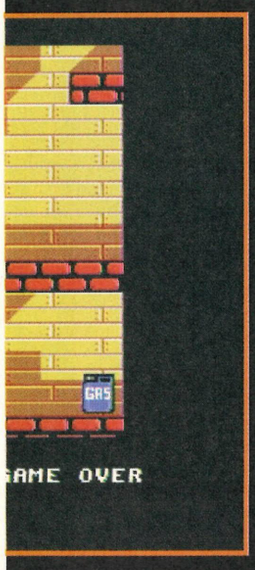


MF TANKS: Extremely playable as far as basic tank battle games go. Smooth scrolling and fast action is guaranteed

The whole game involves you, the chainsaw wielder, wandering the grounds of a building and chopping up all bystanders into several pieces. What could be more fun?

Unfortunately your chainsaw runs out of fuel after about a minute's mindless hacking, so if you fail to collect some replacement petrol which appears randomly in the grounds, your slicing days are over. And that's all there is to it.

After a few games it starts to become mind-numbingly tedious, but if you have a long break before playing again (preferably about three months), it's the ideal way to spend the odd bit of spare time. It's not mentally healthy though methinks.



Step Five

17 Bit Software

Tetris ahoy! One of the better Tetris rip-offs, Step Five has all the elements of the old block-building favourite with a few extra options thrown in too.

It's colourful, playable, and there's a pretty fine tune playing throughout. And, well, that's it really. Everybody knows what Tetris is all about don't they?

MF Tanks

Magnetic Fields

Magnetic Fields have conjured up Tanks from the hallowed vaults of the past. Looking not unlike numerous games of yesteryear such as Star Wars on the old Speccy and erm, some others that escape my mind for now, the old 3D view works nicely. Sort of invisible but visible if you know what I me – everything is drawn in an outline only way.

The idea behind Tanks is simple, cruise around the battle field and blast away the enemy tanks when they come within range of your guns. The radar at the top centre of the screen will show each and every tank in relation to you. Unlike most tanks, these vehicles will move at high speeds which makes everything a little more enjoyable. Imagine moving at a snail's pace in a realistic simulation!

For weapons you have two options, depending on which mouse button you press. The most frequently used will be your left button which fires your normal shots. It's unwise to fire these rapidly as it will take a few moments for each gun to reload, leaving you in grave danger.

Your other weapon is a smart bomb. These are extremely limited so you will have to decide exactly when is the best time to use them. They're best saved for emergencies only.

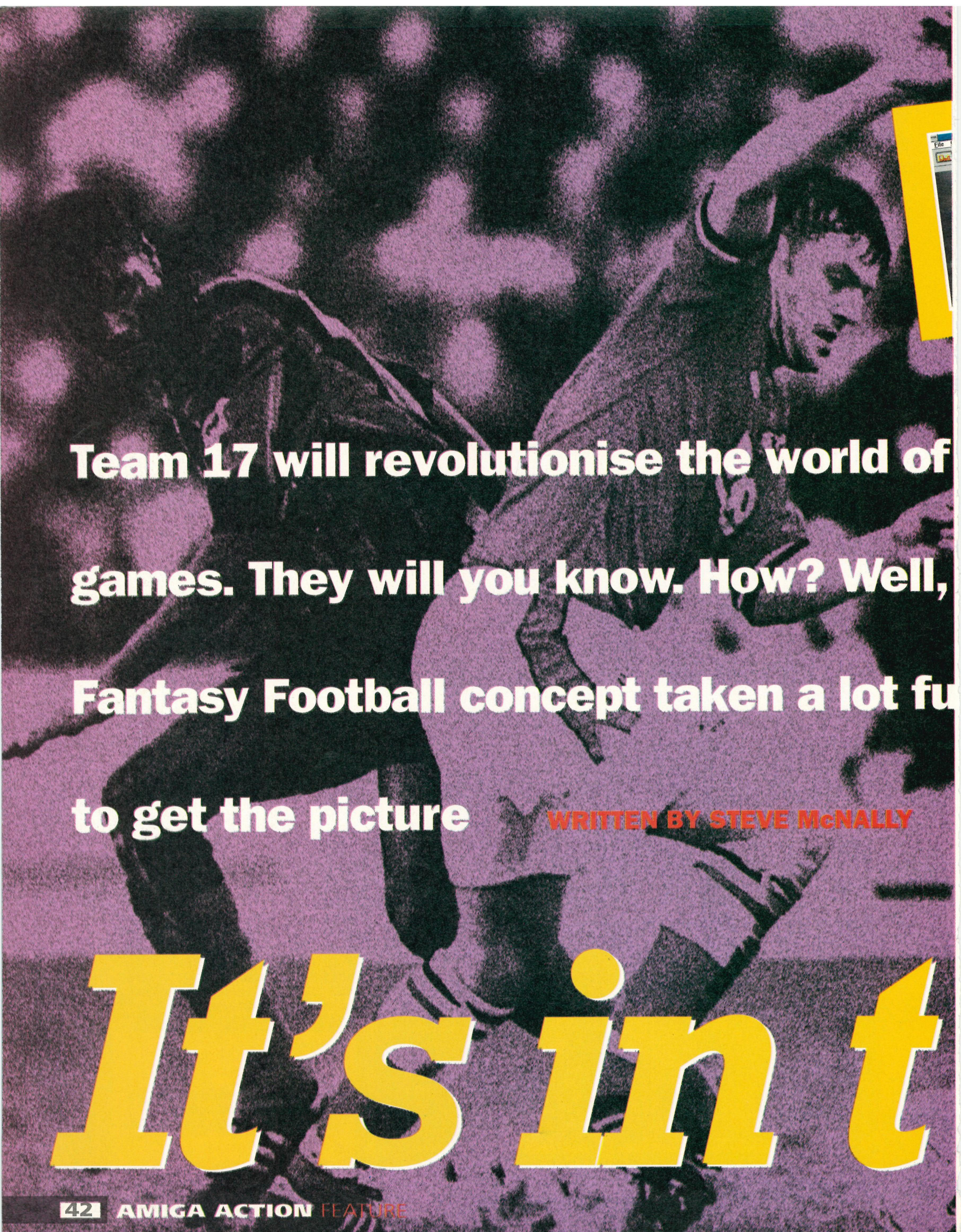
Tanks is very playable game but it soon becomes a little bland due to the lack of variation in the gameplay. On the other hand, what more could you possibly do with a simple tank battling game?



JUMP 'EM: Yet another Tetris clone. It's pretty playable, colourful and erm, generally Tetris-like

Contacts

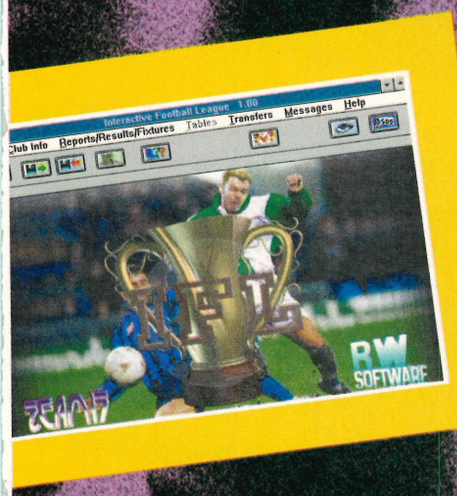
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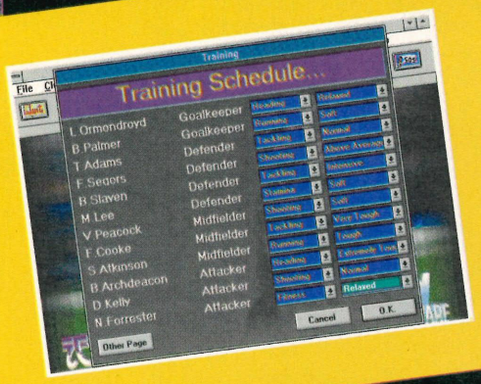


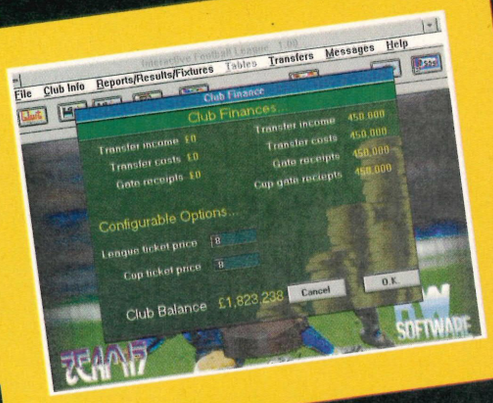
Team 17 will revolutionise the world of games. They will you know. How? Well, Fantasy Football concept taken a lot fu to get the picture

WRITTEN BY STEVE McNALLY

It's in t







football management

Fancy getting interactive on the

imagine the whole

World Wide Web? Team 17 provide

rther and you'll begin

you with the ideal

opportunity...

It's all too easy to start believing there's little you can do to improve a certain type of game. Complacency sets in and programmers start to get lazy, churning out marginally reworked versions of a dozen other games that have gone before. It's not only the programmers though, the people who buy these games also fall into the same trap. We know this because if these unimaginative products weren't selling sufficiently well, there would be a serious lack of new games coming out. The acceptance that every possibility has been played out is undoubtedly a big part of the reason for the whole Amiga game situation at the moment.

he net

Action Feature

It's in the net

As usual, in step Team 17 with something which, as far as I know, has never really been tried before. IFL or The Interactive Football League is one of the most exciting developments for years – at least it is for football fans. If this thing lives up to its potential, and there's no real reason why it won't, it could take the whole world by storm.

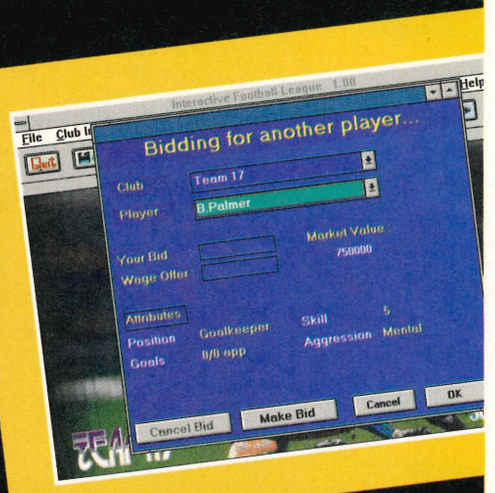
This may sound a little ambitious when you consider that Team 17 are an exclusively British company based in a not too large Yorkshire town. But, there are a couple of major plus points in their favour. Firstly, IFL isn't exclusively for the Amiga. Practically anyone who owns a computer has the ability to take part (both Macintosh and PC Windows versions will be available along with the Amiga one). And secondly, and this is where the world part comes in, you play either by mail, using a modem or over the Internet. This gives every country in the developed world access to the game, and, let's face it, most people seem to like football.

Interactive Football League is the first effort from a new division of Team 17 – the On-Line Games Division – and it's a game with a difference. Instead of playing against computer controlled teams, every match will be contested by two sides under the charge of human managers. This allows you to pit your own footballing brain against real people. As you can imagine, this opens up a whole range of new possibilities.

You take charge of every aspect of the running of your team, including training, the level of aggression, set moves and all that other general management business. You can set up your team, decide how they are going to behave, buy and sell new players, and even wheel and deal with the other managers in your particular league by sending them private messages. Whether you can actually stick 50 grand their way to 'oil the transfer wheels' is as yet unclear.

In theory it sounds good. But how would it work in practice?

Team 17's Media Manager, Alan Bunker explains: "When you sign up for the game we send you a program which allows you to set up your team by spending the initial pool of money assigned to you on the players of your choice. You can carefully build a team with certain strengths – they can be defensive or attacking – or you can blow the lot on a star striker. Then you save out your team and send it to us. We'll assign you a side where the skill levels are based upon the money you spent and the league begins from there. You can buy or sell players before every game as well as changing your team's style of play. Scouts can also be sent out to check on players you are thinking of buying or to watch a team you are about to play. There's a financial aspect to the game too – if your team are playing well more people will come to see them, giving you more money to spend on players."



The transfer element is particularly exciting. Approach a rival manager and make a bid for a player who has taken your fancy

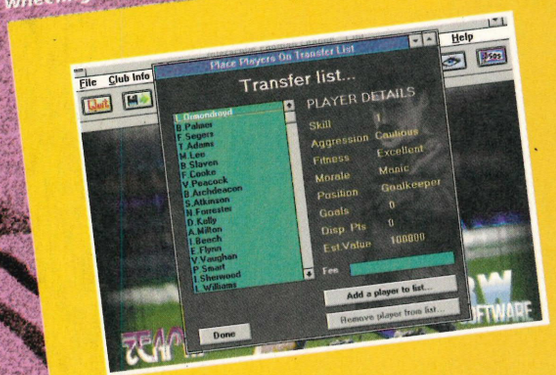
United, going down

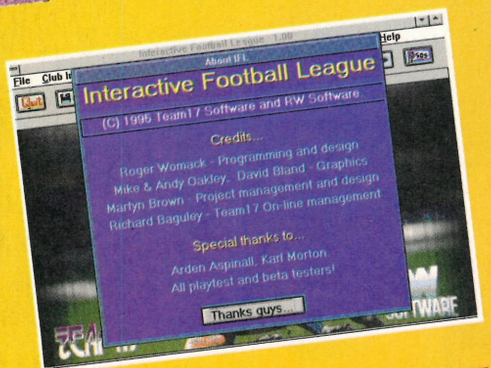
Striking up the right balance in your squad is going to prove to be essential. You'll be given a squad of players who at the very beginning are not completely formed in the old skills department. Team 17 will give you a set amount of fantasy money to spend on your team (around 20 million is likely), and, using this, you set up the value of each member of your squad. The higher the value of the player the better he will be. This gives you complete control over the strengths and weaknesses of your team. For instance, if you make one of your strikers worth say, eight million, he is likely to score plenty of goals, but the rest of your team will have a cumulative value of only 12 million and will therefore be weaker in defence and midfield.

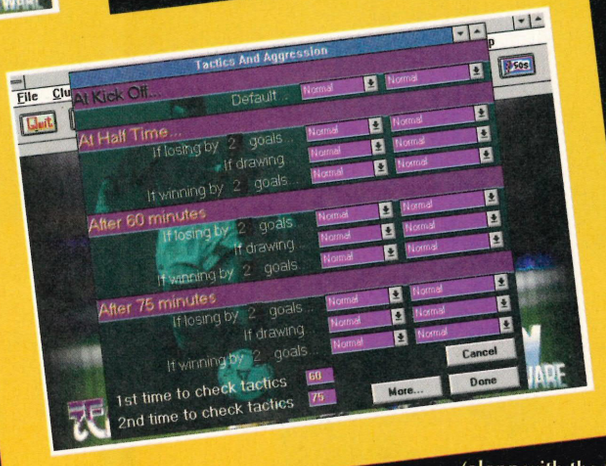
Once you've made your decisions (each week, not just at the start of the season), you'll let Team 17 know. Fortunately this couldn't be simpler.

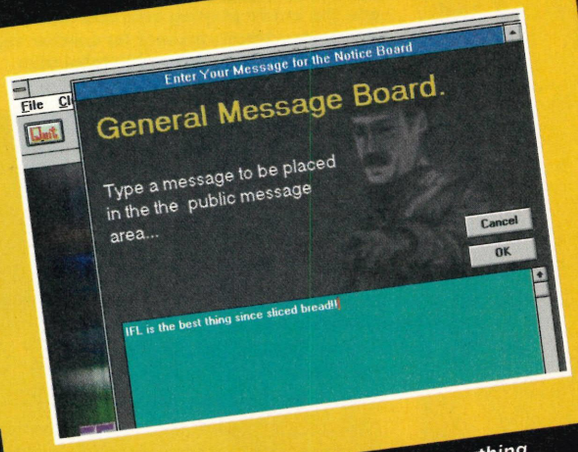
Alan Bunker again: "You can send the data to us by any one of three means: on a disk, by modem, or over the Internet. Different versions of the program are available for all three methods of transmission. For the disk version the program saves the data out to disk and the player sends this back to us in a pre-paid envelope. We then process this data, save out the results and send the disk back to you. The modem and Internet versions work in a broadly similar way, although you don't need any stamps. We receive a file (along with the files from other players), process them, save out the results, and you then connect

Below: Transferring players actually takes place between real managers, adding a whole new dimension to wheeling and dealing











You can leave messages regarding just about anything in the general message area. Slag off opposing managers, expose team tactics that have foolishly been leaked, basically anything you want

to us and receive the new file containing your data. For the modem version this means a maximum of two calls per week of around three minutes each (depending on the speed of your modem and the quality of the line)."

The whole thing operates a lot like the real Football League. Each team gets to play every other team in their division twice and the points are assigned in the same way as in real football. There will be 12 teams in each division and six divisions in a league. Finally there are 10 leagues in each conference. It may sound complicated, but all you have to worry about is the league that you are actually in. There is also a knockout cup competition.

Because of the long term nature of the project and the expected large numbers of participants, it is unfortunately unfeasible to use real team and player names, unless of course you're prepared to have thousands of Cantonas and Shearers in umpteen different teams. So instead, there will be a large pool of fictitious players to choose from.

Hopefully

Perhaps the most exciting thing about IFL is the fact that there are financial rewards available to successful players. Along with regular manager of the month awards (which will take into consideration a number of factors – your team's performance and the number of points gained in any one month, as well as negative aspects such as how many yellow and red cards your players have received), there is also a £500 prize for the winner of each conference and a £50 prize for the winner of the cup.

Speaking of cash, each season will set you back £20 for the modem and Internet versions, or £30 for the disk based system (but that includes all postage).

The Bunkster continues: "Each season is 22 games long. For the modem and Internet versions, a game is played once a week. For instance, if the games were played on a Thursday you would make all your team decisions and send the file up to us at any point up until 9am on Thursday and pick up the results file at any time from 9pm on the same day. For the disk version the turnaround is 10 days, but please bear in mind that we can't be held responsible for the vagaries of the postal service. This should lead to a season of five and a half months for the modem and Internet versions and eight months for the disk version."

Twenty quid for nearly six months' gameplay. How many games can you honestly say you'll still be playing in six months' time? Not many I'll bet.

And of course the game doesn't end after one season. You'll have the option of dropping out or paying to continue on into another season, possibly at a reduced rate. As with any football management game it need never end and can go on for literally years and years.

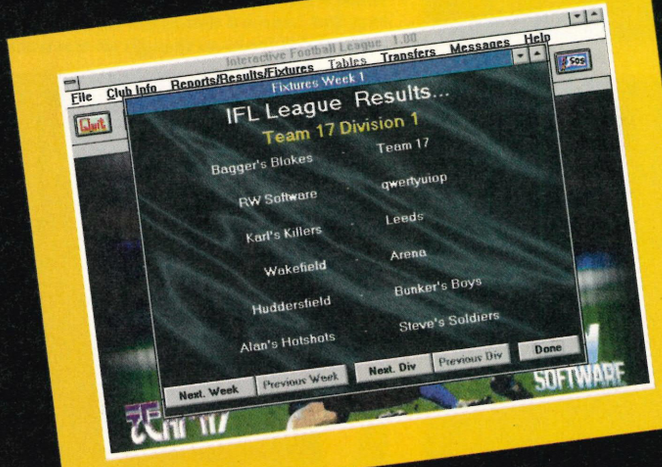
Obviously this poses a problem because there are going to be times when you find it impossible to take your turn (when you're on holiday etc), but there's no need to panic. Your team will play their scheduled game using the instructions you issued the time before.

The success of the fantasy leagues in the newspapers gives an indication of the scale of the demand for ideas such as this. Team 17 could not have chosen a better starting point from which to begin their new On-Line Division, and if IFL isn't a roaring success I'll eat my football boots. This could well revolutionise the games industry and is certainly the first real step forward in multi-user games for a long time.

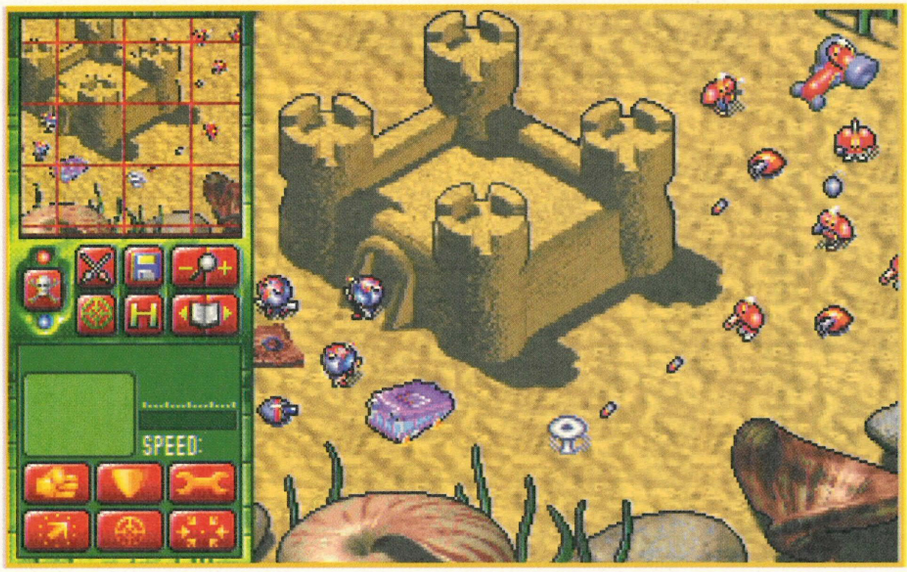
And they don't plan to stop there. The On-Line Division fully intends to offer more than one service and plans are already well under way for a second project that for the foreseeable future will remain such a closely guarded secret that even the magazines haven't been let in on it.

When you think about it, interactive multi-player games could well be the future of gaming. With the meteoric rise of modem ownership and the Internet, the previous boundaries have been well and truly moved back, stripping away the limitations imposed by machine ownership and giving owners of pretty much all computers the opportunity to compete against each other on an equal footing.

IFL will hopefully be up and running in time for the new football season. Team 17 are confident that they will be ready to cash in on the rampant enthusiasm that is annually whipped up by the beginning of a new Premier League season, and they're hoping to sign up thousands of people who are convinced they can make a better job of it than Kenny Dalglish and Alex Ferguson (ooh that'll be tricky). We'll bring you the latest information as and when we get it, and personally, I can't wait.



Once you have mailed your weekly choices to Team 17, you will receive the results back by the same method you used to send them. If you used the Internet or Bulletin Board they'll be sent electronically. If you're playing by mail you'll have to wait a few days to find out



In October, the Tiny Troops game will have its moment of truth. At this stage it's set to feature over 72 different battles spread over numerous levels, and six progressively tougher end-of-level bosses. Looking like some sort of Cannon Fodder/Lemmings clone it could well hold its own against these monster hits. The graphics are colourful but not overpowering on the eyes, and unlike certain sections of Cannon Fodder 2, it's possible to see exactly what's going on at all times.

Your move your team around using an icon-based interface and for the sake of speed you can bring up a mini map which will show you the entire playing area and allow you to move your troops around far quicker than usual. There are plenty of helpful mini options you can access too.

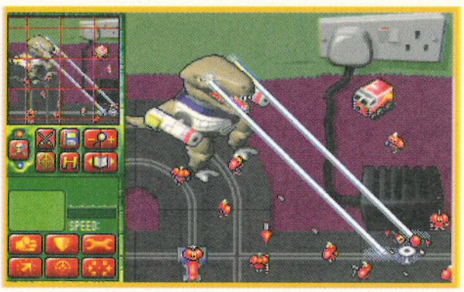




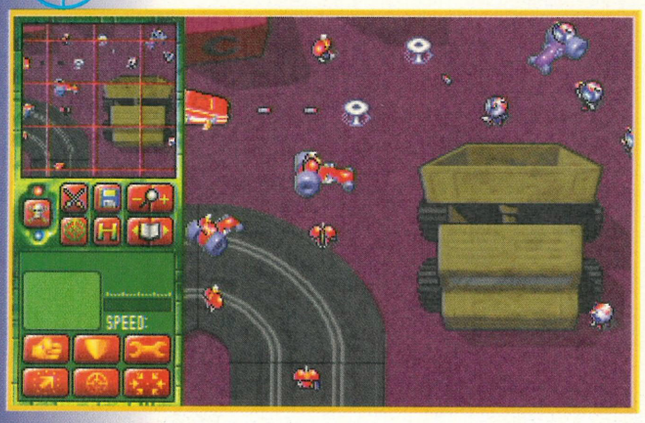
The basic idea behind TT is to destroy the opposition. The warring factions, the Klutes and the Furfurians, have been battling for over 450 years on their home planet, and obviously this has had a pretty disastrous environmental impact. So, in order to save their homeworld from further damage, they travel to Earth to continue their dispute on neutral ground.

Tiny T

Mindscape, the people behind Out To Lunch, Fury of the Furries and Liberation amongst others, are due to unleash their latest effort into the gaming arena. Tiny Troops is a fun to play strategy game incorporating a playable icon-based interface and deadly armies of tiny soldiers. Hmm, it all sounds very familiar doesn't it? Being of a naturally suspicious nature we dropped ANDY SHARP off behind enemy lines to find out whether a Sensible lawsuit is in the offing. Hopefully he'll be brutally tortured then shot.

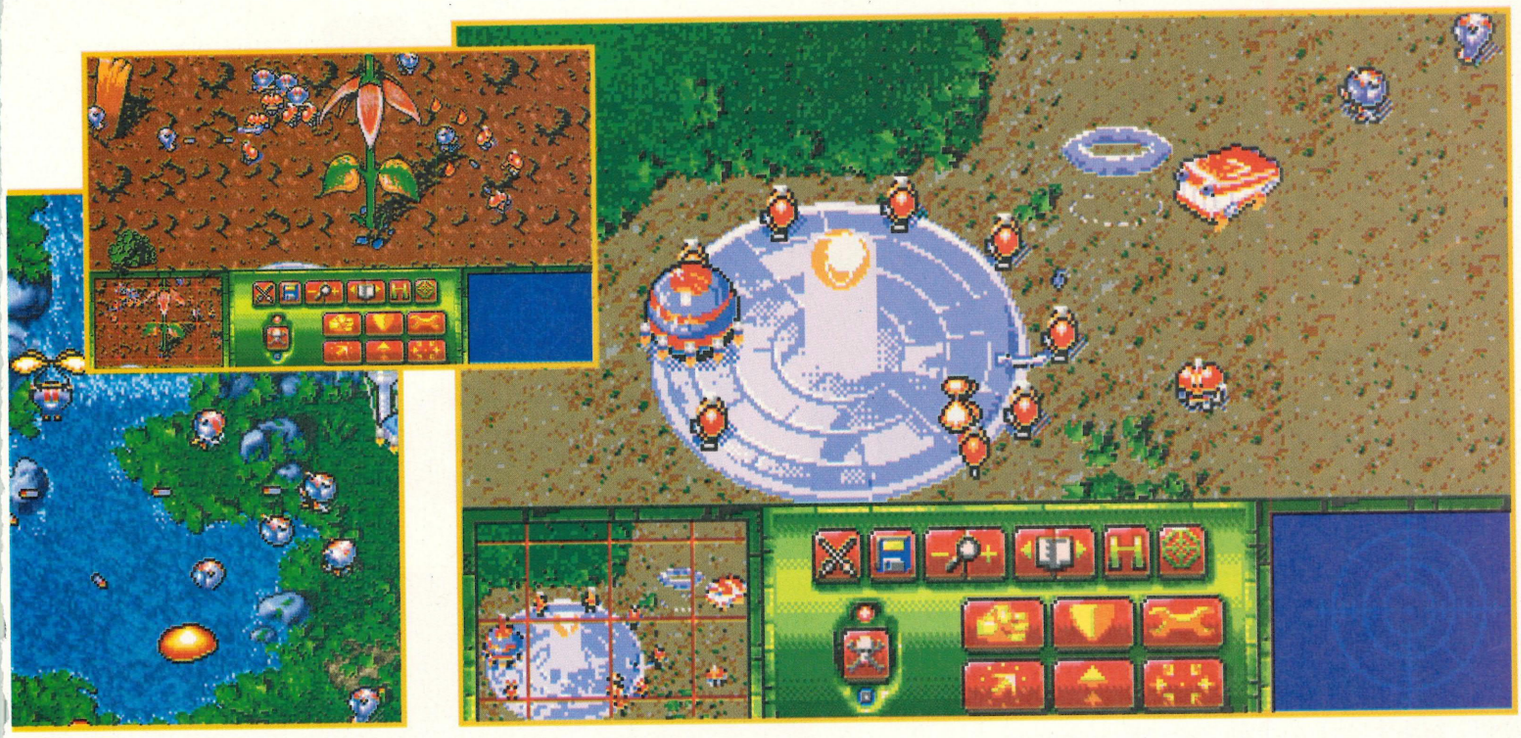


There's full eight-way scrolling, all of the usual in-game sound effects, and a soundtrack that Def Leppard would die for. Tiny Troops has been in development for quite a while now, and it looks as though all the work that has gone into the game will pay dividends.

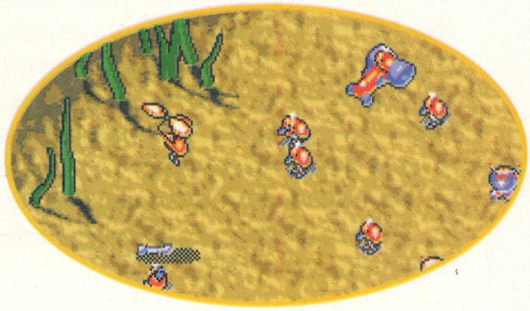




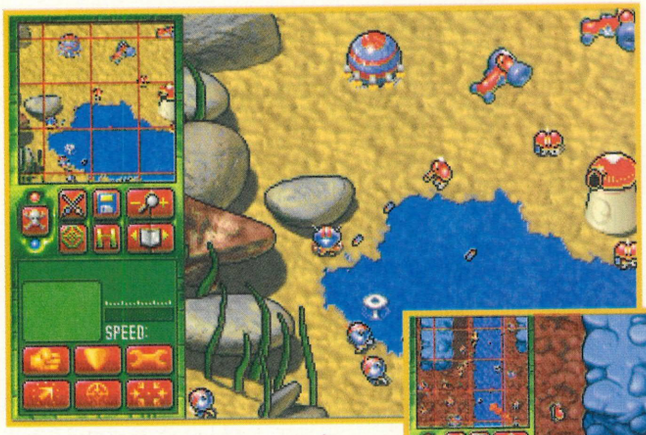
The missions utilise over 30 different warring characters and several armoured vehicles, and vary from all-out destruction of the enemy ranks to rescues and assassinations.

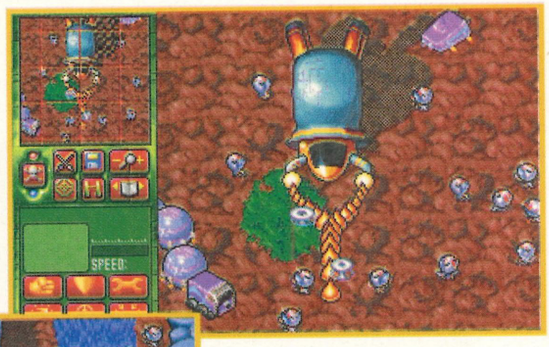


roops

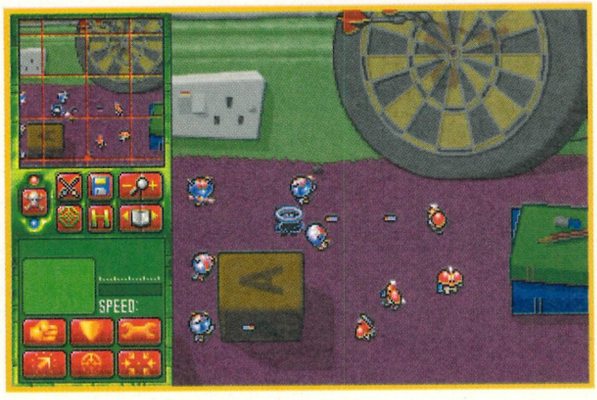


Additional points are awarded to Mindscape for remembering that although a game may be fairly enjoyable when in one-player mode, to make it far more interesting and cut-throat, you should have a two-player option. This is exactly what they've done so now you can have a head-to-head on a single machine or link two machines for a larger battle.







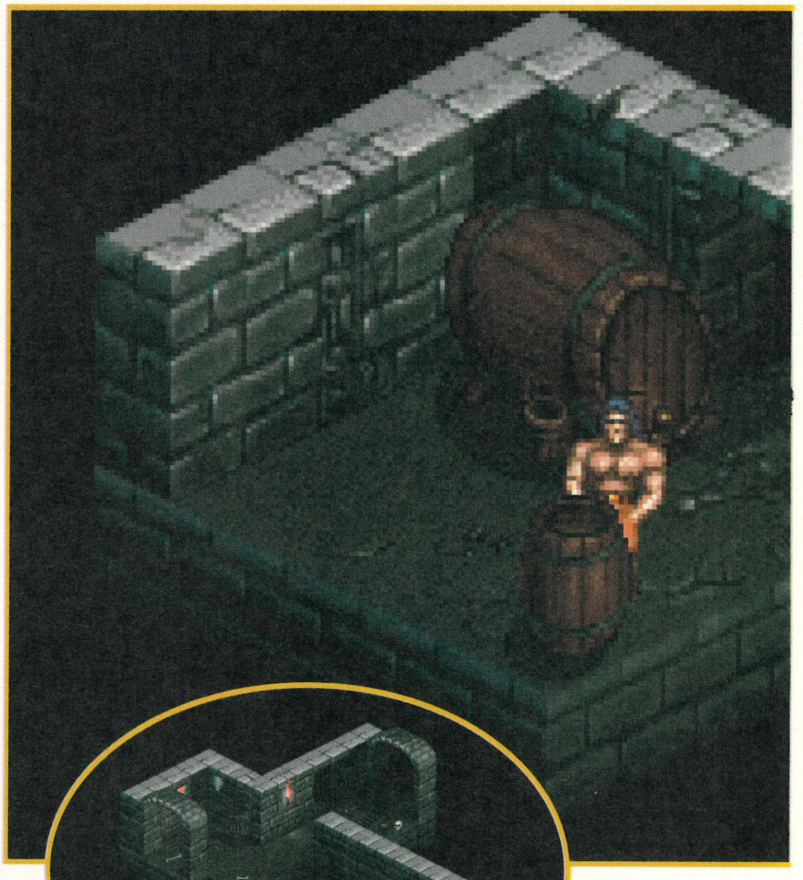


In the single-player game the computer opponents are intelligent enough to learn and analyse their mistakes. This makes them a formidable foe as they will react quickly and effectively to your actions. These screenshots are from the PC, but don't worry, it will look almost identical on the Amiga. Don't miss out on the full review in a future issue.

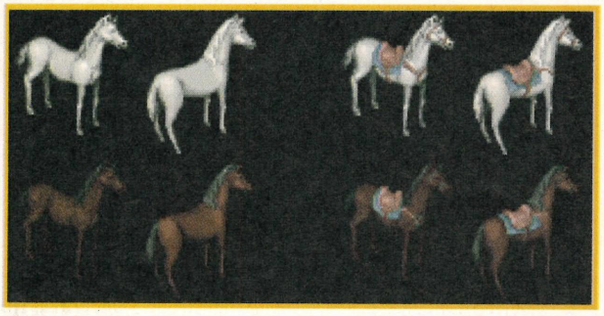
Project	Tiny Troops
Publisher	Mindscape
Team	In House
Release	October
Inspected by	Andy

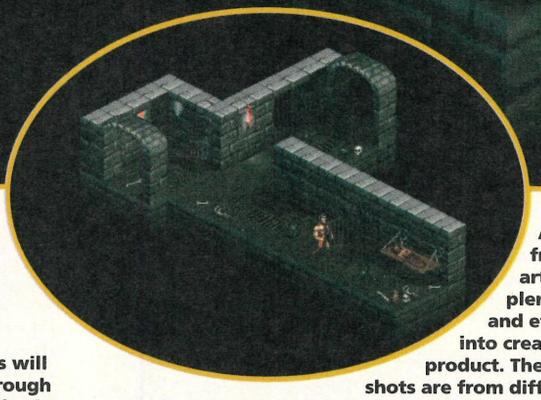
Hyboria
Conan the Co

The latest in a long line of 3D isometric games is about to reach these shores. All the way from Finland, and based on a book by Robert E Howard written in 1936, Conan The Conqueror doesn't have a publisher as yet, but Monoceros Developments hope to get Conan out on the A1200 and CD32 by December. ANDY SHARP looks like something out of the Dark Ages, and his pathetically slurred speech is more or less reminiscent of Arnold Schwarzenegger at his most lucid, so we decided he was the best equipped AA team member to give this muscle-filled treat the once over.

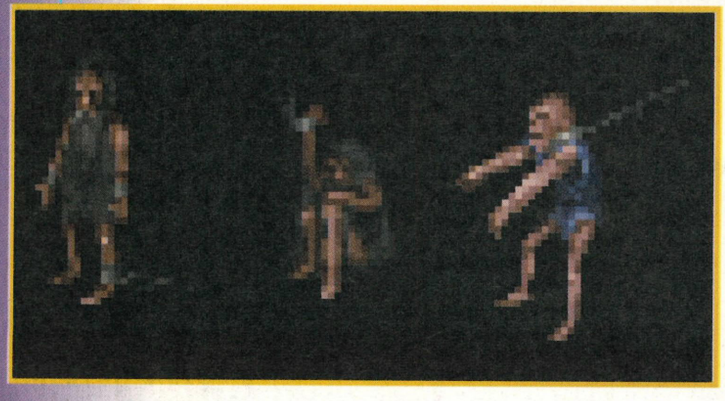


Billed as an action/adventure game, your first task is to escape the dungeons into which Conan has been thrown. Throughout these dark catacombs you will battle the inevitable enemies and meet allies who will help you out if you speak to them. They will give you as much information as you require or as many useful items as you can handle.



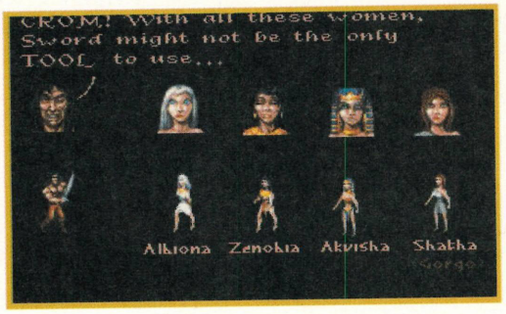


As you can see from the artwork here, plenty of time and effort has gone into creating a quality product. These numerous shots are from different parts of the first level, and it looks pretty impressive at this early stage. The full game will include several other levels which will take you through the entire weird and wonderful world of Conan.



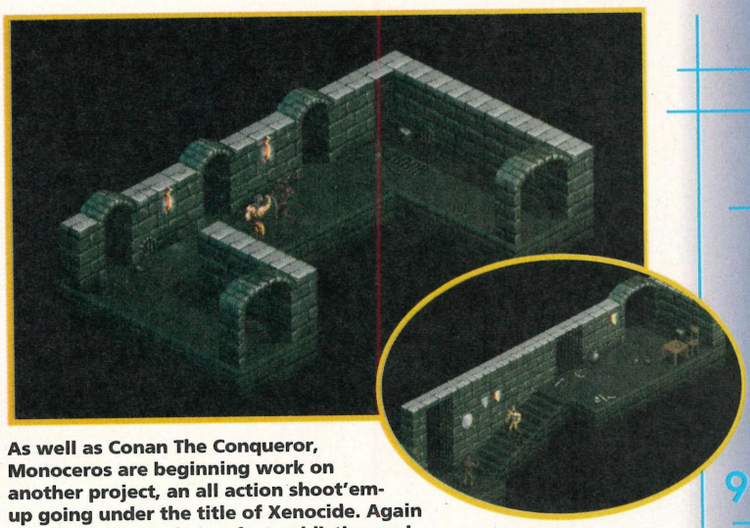
Other stages will take you through the catacombs, into a castle and back outside to freedom. It's by no means a brisk stroll in the park as Conan has to overcome many mind-bending puzzles and obstacles in his quest to regain his crown which was stolen in a great battle against Tarascus's army.

Between each of the successfully completed levels, an illustration will appear on screen accompanied by some rather atmospheric music. Incidentally, the music and sound effects are the only part of this operation which have been worked on over here in Blighty. The graphics, programming and animations were handled by the 10-strong team at Monoceros Developments in Finland. What's with these Scandinavian types and the Amiga? Digital Illusions, Unique Developments, Monoceros. Where will it end?



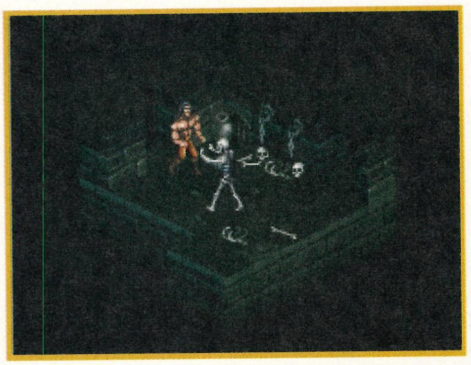
As you can see from this rather unsubtle screenshot, the programmers are not particularly on the ball when it comes to good old political correctness. Mind you, come to mention it, neither are we. Er, so here goes then... Go on Conan my son, get stuck in and give her one from us.

nqueror

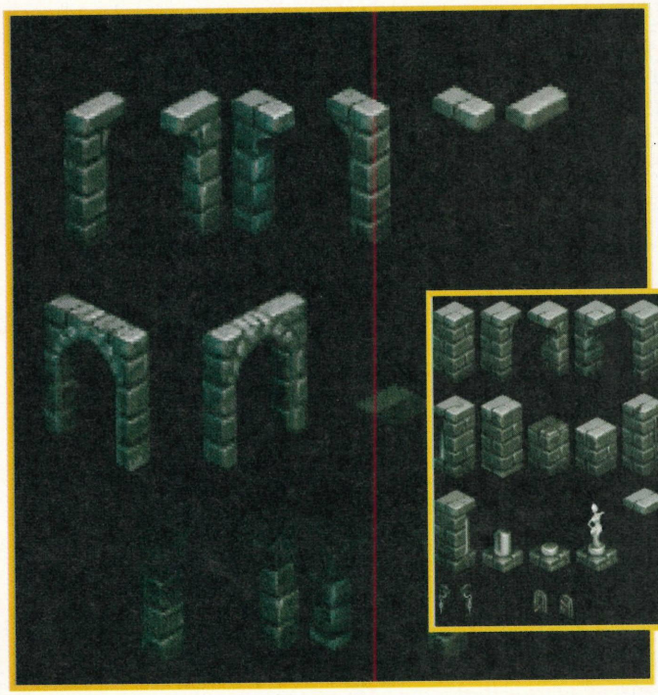


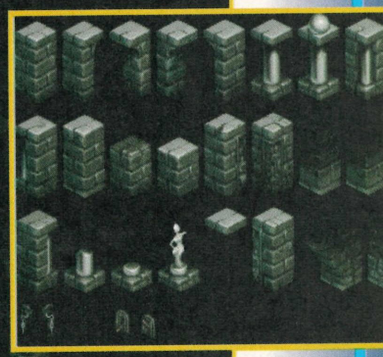
As well as Conan The Conqueror, Monoceros are beginning work on another project, an all action shoot'em-up going under the title of Xenocide. Again they hope to produce a fast, addictive and playable game and hope to find somebody to publish it. If anybody is interested in publishing Conan The Conqueror, phone Anthony Putson on 01642 252952 or write to Michael Davis at 35 Poplar Road, Herne Hill, London SE24 0BN.

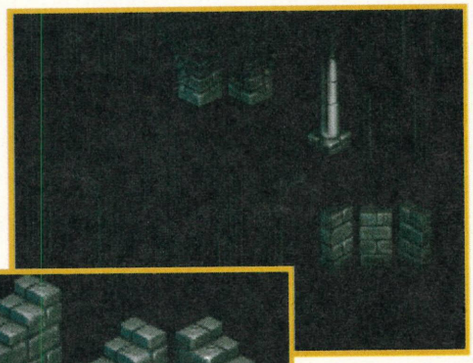


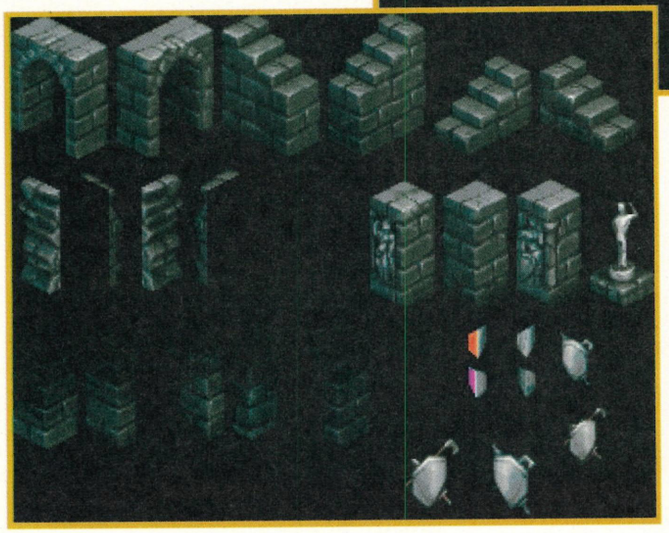


The beauty of Conan is that it can be hard drive installed on any A1200 with 2Mb of Ram, so frustrating disk swapping is avoided. For the CD versions the fun-loving Scandinavian programmers are hoping to use real speech to enhance the game's appeal. They are also interested in finding someone to assist in their game developments of the future.
If you are seriously interested, then contact Monoceros Developments at PL 98, FIN- 57101 SLN, FINLAND.

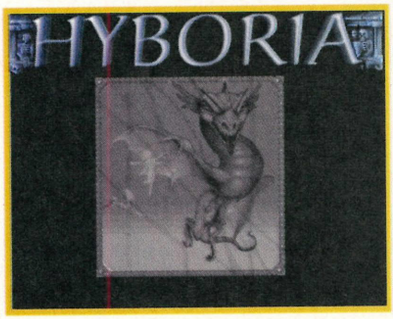








The Conan sprite will look every inch the part as he wanders heroically through the many graphical scenes which have been lovingly created by the programming team.
As you can see, even in its unfinished state, the catacomb section of the game looks as though it will provide an impressive backdrop. We'll endeavour to bring you a full review of Conan just as soon as it's ready for release, so you'll have to hold your horses for a while yet.



Project	Hyboria: Conan the Conqueror
Publisher	No-one as yet
Team	Monoceros Developments
Release	TBA
Inspected by	Andy

Amiga Computing

Your machine has a future!

After the agonising wait, the future of the Amiga seems assured as Escom unveil more of their plans for the machine's future. We visit Frankfurt, home of the company, to deliver the latest news to you, the reader. Take a glimpse at the new look 4000T and the startling price revelation for the 1200 – the Amiga hasn't had it this good for a long time!

Also covered in the August issue of *Amiga Computing* is Image FX 2.1, the superb image processor, Photogenics 1.2, the acclaimed art package, Fiber Factory, the amazing follicle frolics plug-in package for LightWave, plus much, much more. The PowerStation from HiQ offers the chance to expand and turn your machine into a more meaty performer and, for the CD-ROM users among you, we have the latest CDs.

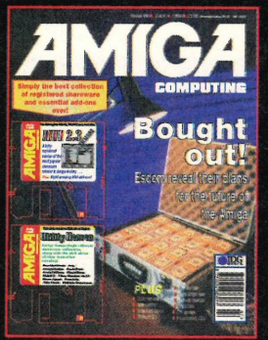
As ever, System, the guide for any serious gamer, takes its gloves off and rummages around in the software bin to bring you the best your money should buy.

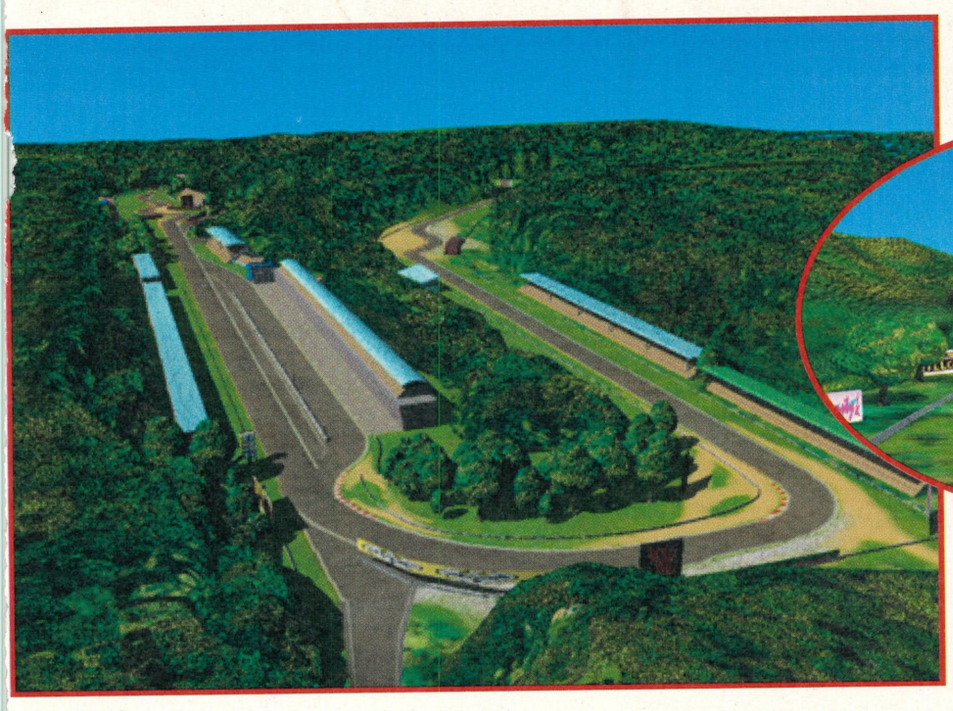
Amiga Computing – want the best? You know where to find us – on the shelves of all good newsagents now.

PS Feeling lonely? Want something informative, interesting and inspired on the Internet? Take a look at our official home page by typing in the following URL web address:
http://www.demon.co.uk/amigacomp/









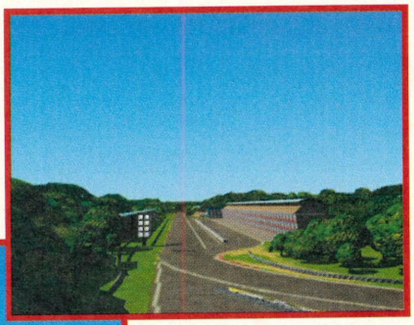


Unlike some management games, there's no guarantee you will make it through an entire season, let alone win the World Championship and the Constructors Championship. The difficulty level is high so the longevity of the game is a dead cert. Luckily you can save your game at any point as you'd expect in a game of this nature.

The racing itself is viewed as if you're watching the TV coverage, the only difference is you get to call the shots as far as pit stops and tactics are concerned. As you can see it all looks pretty impressive. Ascon have made a name for themselves over the last few years by releasing quality products, and it doesn't look like things have changed too much.

Pole Position

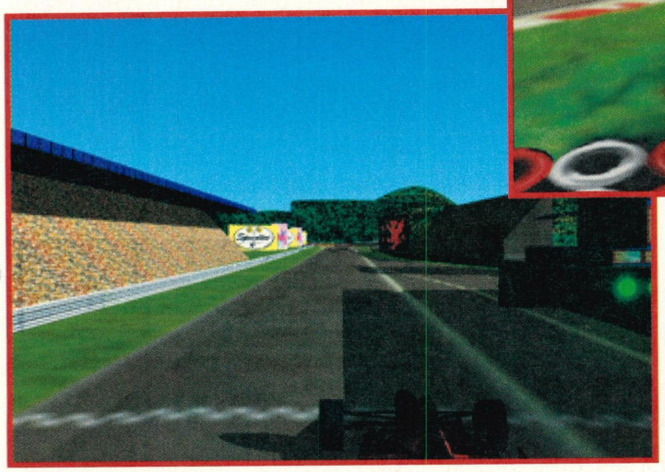
The Gods have looked down on ANDY SHARP's desk and decreed the boy has far too many football management games lying around. In a bid to give the blighter something different to do, they've exchanged the muddy football pitches and crumbling terraces for much more glamorous surroundings. So, off he trots with his long hair, ripped jeans and Skinny Puppy T-shirts to mix with the world's privileged and élite. Ooh he blended in well. Prince Andy of Monaco they call him.



Ascon, best known for The Patrician and their On The Ball management games, are due to release Pole Position: Formula One Team Manager in September. It will incorporate every aspect of team management, including hiring and firing, developing new technology, testing, and most importantly, the races themselves. The finished version should be very comprehensive indeed.



Every circuit currently on the Formula One circuit is included, as are the current crop of racers. The best drivers will obviously set you back a fair amount of dosh, so it may be best to leave these money-grabbers well alone until you can afford them. You can acquire drivers cheaply if they lack experience or if it's their first season at the pinnacle of motor sport, and some of these newcomers can be quite good. It's basically just a question of whether or not you're willing to risk all on an unknown.

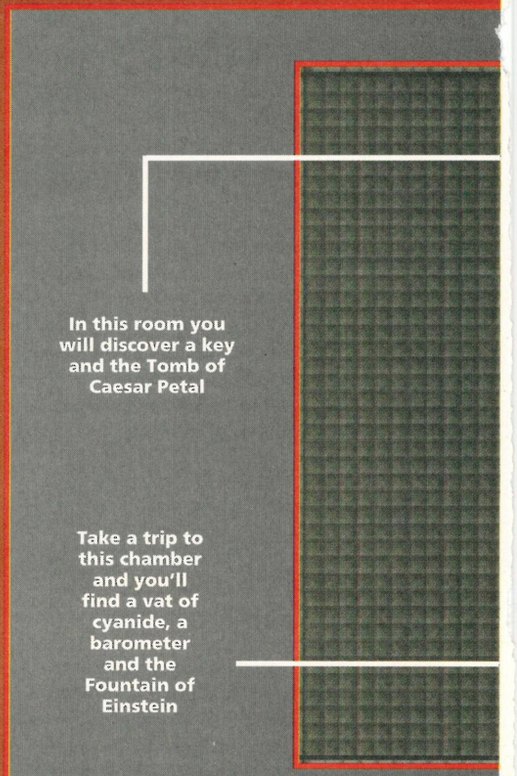


Project	Pole Position
Publisher	Daze
Team	Ascon
Release	September
Inspected by	Andy

Giving The Game

Valhalla Before the War

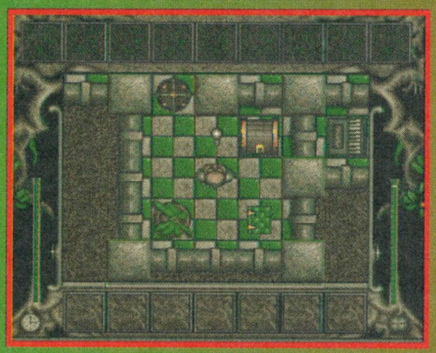
PART 4 **Yes, it's over at last! After all this time the final level of Vulcan's Valhalla: Before the War is now yours for the taking. Follow this step-by-step guide and you'll finish the game before you can say, 'It's in my pocket'**



LEVEL FOUR
The King's Chamber

Pick up the light bulb and leave the room via the door at the top. Look under the dodgy tile and take the laurel wreath. In front of the table there is another dodgy tile. Look under here and take the apple. Go left till you come across a closed door, then flick the lever on the wall to open it. Go through the door and pick up the book to reveal a dodgy tile. Look underneath it and take the Vanish Spell that is hidden there.

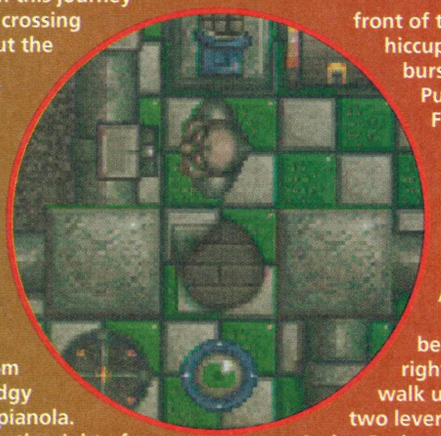
Go left, talk to the courtier who has lost his voice and pick up the sweetie. Go down and pick up the Book of Potions. This comes in very handy for reference purposes. Go through the door to the left of the Tomb of Eve Holywords and flick the lever on the wall to open the door. Enter this room and pick up the prismatic orb at the top left of the room. Put this on any of the altars with the lightning symbols on them and leave the room.





Return to the table lamp and put the Vanish spell in front of the king's knight. Put the light bulb in the table lamp and the knight will walk on to the Vanish Spell and disappear. You should now be able to reach a scrap of paper with AND ALSO WITH YOU written on it. Pick this up, stand in front of the monk who says THE LORD BE WITH YOU and read the scrap of paper to him.

Take the flour and the stamina potion and begin to walk across the dangerous stuff in the room to the left (you will need to consume the contents of the stamina bottle at some point on this journey if you are to make the crossing safely). Once across, put the laurel wreath and the flower on the Tomb of Caesar Petal. Take the key and the stamina bottle. Use the key to open the door to the right of the baldy monk and enter this new room.



Talk to the courtier with hiccups and pick up the sweet. Go down from this room and look under the dodgy tile to the right of the pianola. Pick up the firework. To the right of here there is another dodgy tile. Look under it and pick up the rosary beads. Put these on the Fountain of Confession and take the book of The Lord's Prayer. Put both this and the apple on the Tomb of Eve Holywords and take the stick. Use the stick on the socket on the wall to the right of the pianola and flick the lever to open the door.

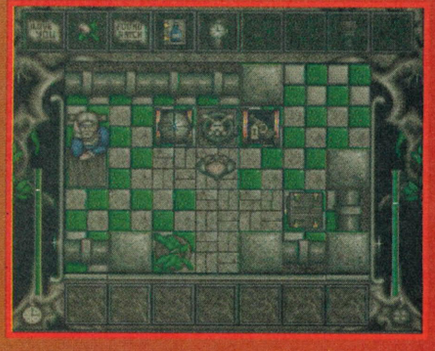
Enter this room, look under the two dodgy tiles and take the balloon and the Sword of Excalibur. Put the sword on the Lady of the Lake's hand, and when it has disappeared, pick up the Vanish Spell and flick the lever on the wall above it. Now put the Vanish Spell in front of the king's knight and place a sweet in the sweetie jar. When the knight has disappeared, take the paper with I'VE FOUND YOUR WATCH ON IT. Look under the dodgy tile and take the king's watch.

Now go and put the balloon on the Wind Stone near the monk, and when it has inflated, pick it up again. Put this in front of the courtier who has hiccups, and when it has burst, take the picture. Put the picture on the Fountain of Gemini and pick up the bottle labelled 'K'. Refer to your handy Book of Potions and you will see that this is a Double Action Potion.

Enter the corridor below and just to the right of the pianola and walk until you come across two levers. Drink the Double Action Potion, flick the lever on the left and enter the corridor below. In a room to the left of this corridor you will find the baby prince.

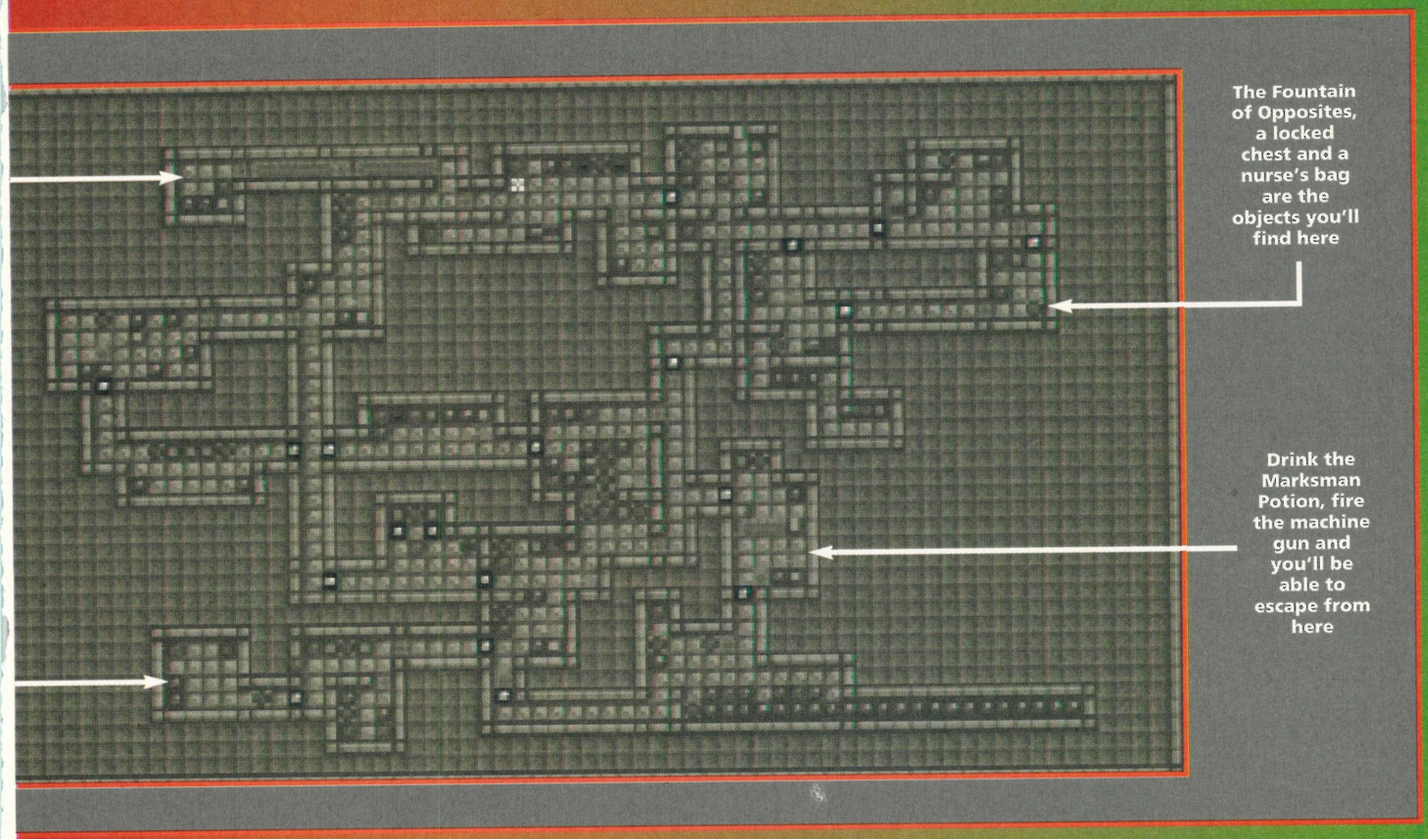
Look under the dodgy tile above the prince and pick up the bar of chocolate and the paper with BABY'S CRYING written on it.

Go back into the corridor and continue down until you come across a room where



Away

Valhalla Before the War



you find the king and a monk. Pick up the rose and the key. Talk to the courtier who wants you to whisper the password and pick up the nightingale.

In the room below there is the Tomb of Quasi Da Vinci and a courtier who wants you to sing the password. Back in the corridor to the right of the king and the monk, there is a lever on the wall. Flick it to open the door and enter the new room. Cross the dangerous-looking stuff, look under the dodgy tile and take the paper with YOUR TANNOY'S BROKEN written on it. Put the firework on the Tomb of Fawkes Eclair and leave the room the way you came in.

Use the key to open the door in the corridor to the right of the pianola and enter the room. Look under the dodgy tile beneath the deaf courtier and take the cream cake. Go back to the tomb of Fawkes Eclair, put the cream cake on it and take Potion D (Slimfast Potion).

Go to the weighing scales (in the room where the courtier had hiccups), drink the Slimfast Potion and stand between the two chests. Take the stick and the paper with I LOVE YOU written on it.

At the far right of the room where the sweetie jar is situated, you will find an empty socket on the wall. Put the stick in here, flick the lever and enter the new room. Look under the dodgy tile and take the Vanish Spell. Then put the sweetly-singing nightingale on the nurse's bag and take the throat lozenge.

Go left from here and pick up Potion H (Protection Potion). Flick the lever on the wall, go through the door and drink the Protection Potion. Pick up the flux capacitor and make your way to the courtier who has lost his voice. Put the throat lozenge in front of him and take the music sheet.



Go to the room of the lightning symbol altars and put the flux capacitor in the laser machine. Now go to the room to the right of where you found the baby prince and put the sheet of music on the bed of nails.

When it is full of holes, pick it up again and place it on the pianola. One funky tune later and you'll see a chest open in the room next to the pianola. Go in here and pick up Potion J (Soprano Potion). Find the courtier who wants you to sing the password, drink the Soprano Potion and read the paper with I LOVE YOU written on it. Go through the open door to the left and chat with the monk.

Look under the dodgy tile and take the chest key. Enter the room below the monk, talk to the queen and pick up the jewellery. Put the rose in front of the queen, pick up the letter she gives you and read it. Now go and put the letter from the queen on the altar next to the king. He will ask for his sceptre.

Pick up the hearing aid and put it in front of the courtier who shouts WHAT

Valhalla Before the War







DID YOU SAY? He will give you Potion E (Quiet Potion). To the right of this room you will find a chest next to the Fountain of Opposites. Use the chest key to open it and then pick up the paint brush. Go and put it on the Tomb of Quasi Da Vinci.

Stand next to the courtier who wants you to whisper the password, drink the Quiet Potion and say I LOVE YOU. Go through the open door, pick up the picture and flick the lever on the wall. Go and put the picture on the Fountain of Opposites and take the emerald. Through the corridor to the left of here there is a jewellery box. Place the Vanish Spell next to the king's knight and the jewellery in the jewellery box. When the knight has disappeared, walk into the now unguarded corridor and pick up Potion C (Repentance Potion).

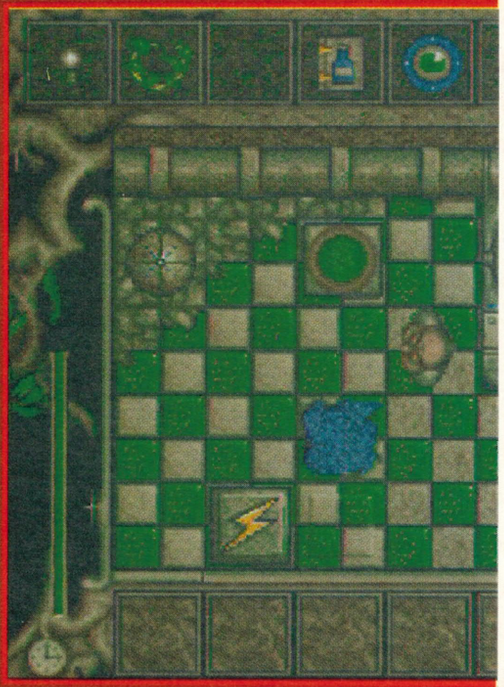


Put the emerald on the altar, and when it has disappeared, pick up Potion B (Alter Ego Potion). Go to the monk who stands near the king, stand in front of him, drink the Repentance potion and look at him. Now pick up the rabbit and go and put it in the magician's hat. Take the prismatic orb and Potion I (Marksman Potion). Put the orb on one of the altars in the room full of lightning symbols then go to the room where you found the bed of nails earlier.

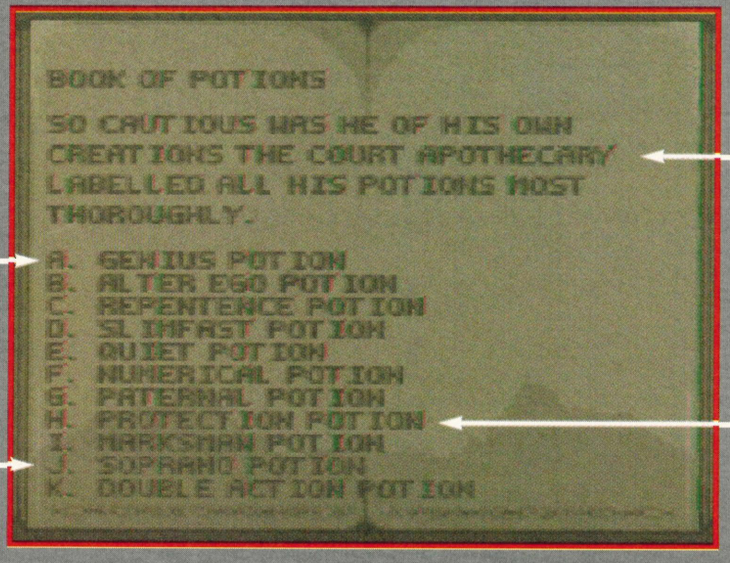
Stand in front of the monk who wants you to be his friend, drink the Alter Ego Potion and take the king's sceptre from the open chest. Put the king's sceptre on the altar next to the king and take the gold sovereign.

Go back to the room with the bed of nails, cross the dangerous stuff and stand behind the machine gun. Drink the Marksman Potion, press the machine gun and go through the door which has now opened at the bottom of the room.

Look under the dodgy tile and take the umbrella. Go to the left of the train, flick the lever on the wall and find the Fountain of Kings (it's just above the pianola). Put the sovereign on the fountain and pick up the ankh. Put the ankh on the Fountain of Egypt (in the same room as the queen), and take the emerald. Place this emerald on the altar in the corridor where you found Potions C and B, and pick up the picture of Notre Dame. Put this on the Tomb of Quasi Da Vinci and pick up the Vanish Spell.



Below and to the left of the monk who wants the combination, there is a door. Place the Vanish Spell next to it and ring



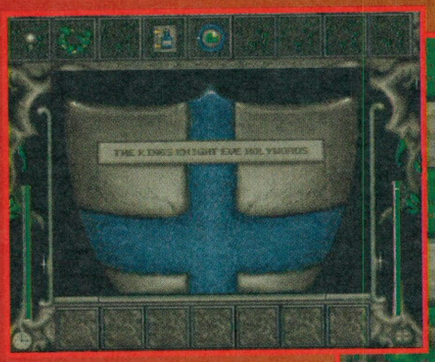
POTION A: Drink this and you'll be able to complete the IQ test

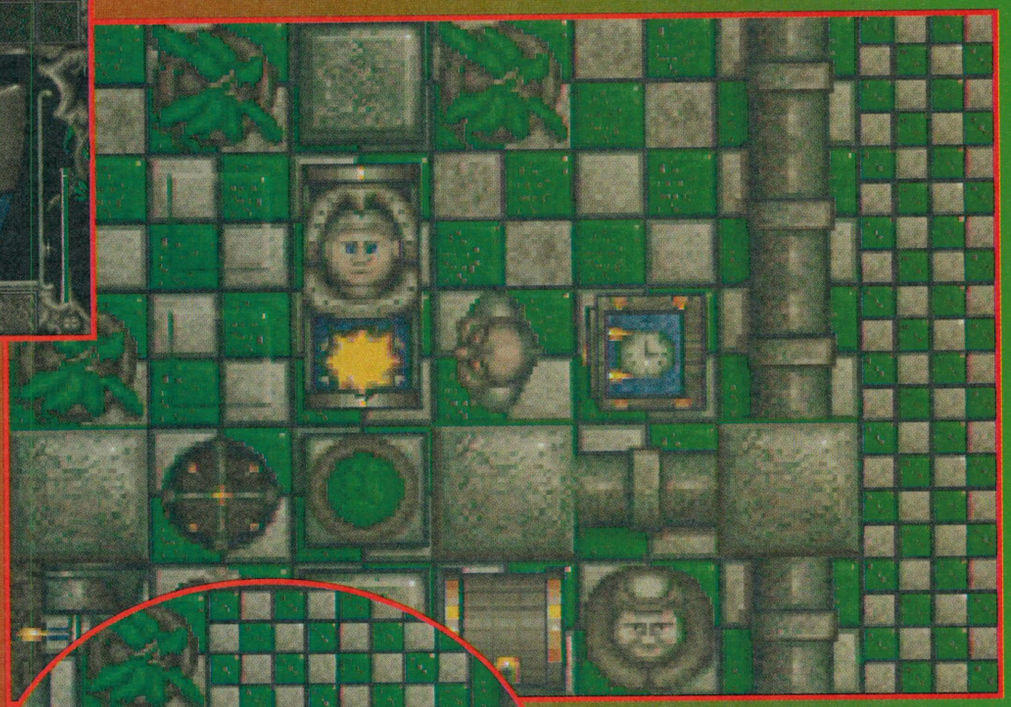
Apothecary is a very big word but is just a posh way of describing a bloke who mixes up potions and stuff

POTION H: A quick dram of this beauty and you can pick up the flux capacitor

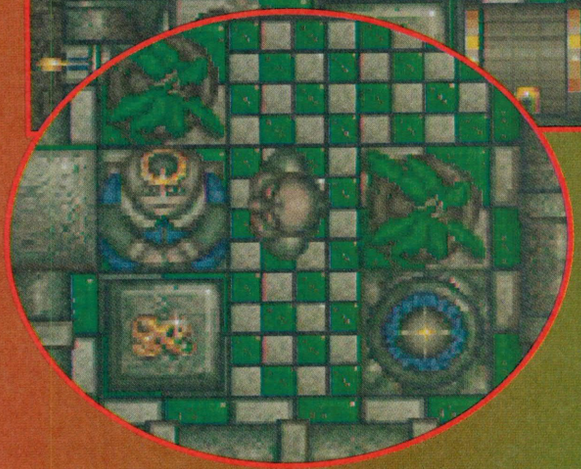
POTION J: Swig this baby down and you'll sound like a castrated Aled Jones

Valhalla Before the War









the doorbell on the wall. Go through the open door when the knight has disappeared and put the chocolate in the cyanide. Pick up the poisoned bar and put the umbrella on the barometer. Take the emerald and go to the queen's room. Put the deadly chocolate in front of her and take the paper with 4386 written on it.

Now go and put the emerald on the altar where you found the picture of Notre Dame. When the altar has disappeared, walk on and look under the dodgy tile. Take Potion F (Numerical Potion), the battery and the Vanish Spell from underneath the second dodgy tile.

Return once more to the monk who wants the combination and read the paper with 4386 written on it. Take the prismatic orb and the Holy Ghost from the open chests.

Go to the room of lightning symbols and put the prismatic orb on one of the altars. Then put the Holy Ghost on the Fountain of the Father and the battery on the battery charger. Pick the battery up again and go to the room where you found the model train earlier. Put the battery on the power pack and wait for the train to do its stuff. Then walk to the right of the room and pick up Potion G (Paternal Potion).

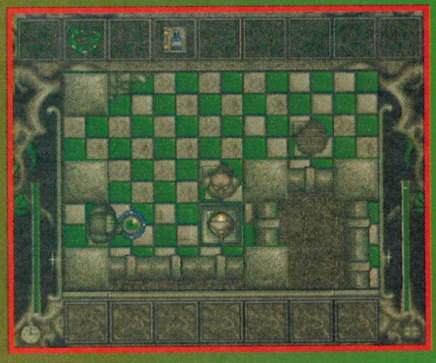
Now go to the baby prince's bedroom, drink the Paternal Potion and pick up the sun symbol from the bottom of his bed. Put this on the Fountain of the Father and the two doors above will disappear. The monk who is guarding the two chests is after a combination. Stand in front of him, drink the Numerical Potion and read the paper with 4386 written on it once again. Take the prismatic orb and the chalice from the chests.

Return to the room which contains the model train and put the Vanish Spell in front of the king's knight. Put the chalice next to the top of the barrel of liquid, press the button and wait for the knight to disappear. Now pick up the chest key he was guarding. Use this to open the chest in the baby prince's bedroom, then take and read the book. Put this on the fountain of Einstein and take Potion A (Genius Potion).

Drink the Genius Potion and use the IQ test you found earlier. Now take the superglue from the chest. Go to the room full of lightning symbols, put the prismatic orb on the final altar, the watch on the watch stand and the superglue in front of the watch stand.

Face the tannoy and read the paper with I'VE FOUND YOUR WATCH written on it. The king will come for his watch and get stuck on the glue. All you have to do now is press the button on the front of the flux capacitor. Watch him fry!





Giving The Game

High Seas Trader

Shiver me timbers, splice the mainbrace and pass the cat o' nine-tails. We've pressganged Daze into penning a player's guide to their ocean-going epic, and for a few pieces of eight and a jug of ale we'll share it with you. Har har! (Cringe)



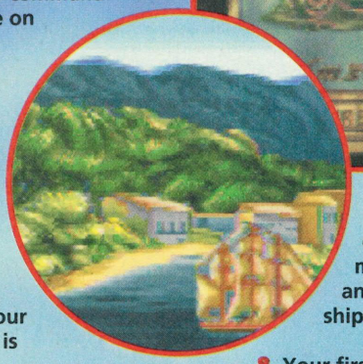
Your goal is to rise through the ranks of the Merchants' Guild by increasing your rating in four categories: daring, honour, loyalty and nobility. You begin with the status of Peddler and if you do well enough you'll advance to Journeyman, Tradesman, Merchant, Master Merchant and finally, Viscount.

Here are a few steps that you can follow to help ease your passage through this sea-faring strategy fest.

1. Choose your nationality carefully at the beginning of the game as this will determine your home port, your relations with other ships and may prevent you from entering enemy ports if your country is at war.

2. You begin the game in your home port, and your first stop should be the tavern. Here, have a chat with the bartender – he may have some information about the international market. (Remember, if your crew has a low morale, go to the tavern and get a few rounds in – this will cheer them up no end!)

3. You begin the game with a small number of men under your command but it will be useful to take on some additional crew members in the tavern – either soldiers skilled in combat, or apprentices who are cheap. Check the morale level of new recruits as this will affect the morale of your existing crew.



5. Make sure you use the bank to deposit some of your gold. This way if your ship is defeated you will not lose everything.

6. If you anticipate going into combat, make sure you sail with some repair materials such as planks, so you can repair any damage at sea.

7. Begin the game with small trading runs – don't undertake long and risky voyages right away. As you progress, your savings will increase and you can hire more crew members, larger cannon and eventually bigger ships. Woohoo!

8. Your first goal should be to make as much money as you can. Then you should begin to buy treasures from dealers and purchase an estate in your home port. Check your Guild ratings in your cabin to see your progress from Peddler to Viscount.

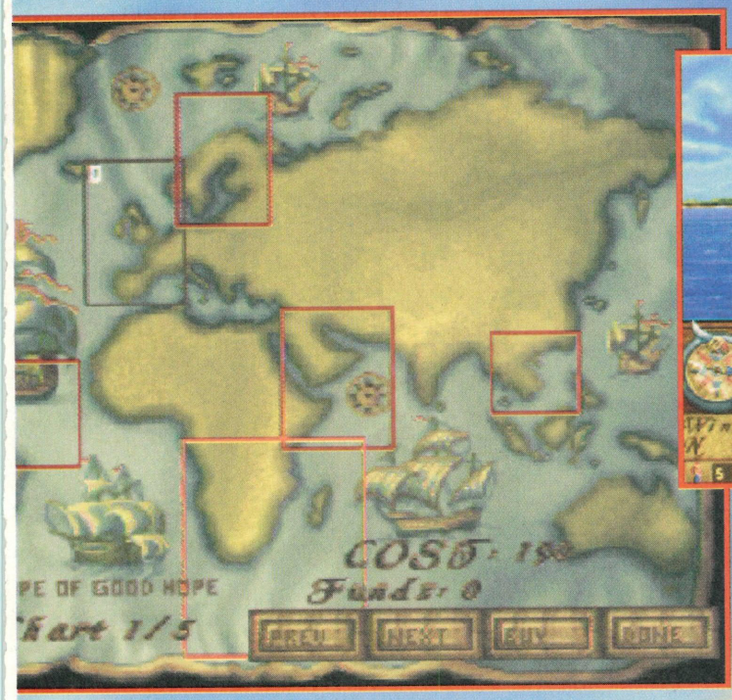
9. Remember, with the exception of sails, lower quality ship components will be damaged more easily than higher quality ones.

10. Chain shot and grape shot have a shorter range than round shot. We're not sure how much damage you can actually inflict





Away







with a grape, but we bet a barrage of this particular fruit would cause a few stains that are difficult to get out.

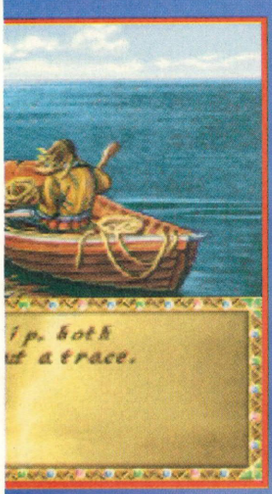
11. If your ship is damaged and taking in water, unman some cannons or lower your sail. You can then assign your free men to bilge duty.

12. Taking on passengers will take up cargo space – each passenger will occupy one ton of space in your hold.

13. If you don't have enough money to upgrade your ship, an improved set of cannons is the next best thing.

14. Avoid resorting to piracy. As soon as you begin to open fire on ships from your home country or from allied nations, you will find yourself under constant fire. When your country is at war you have a patriotic duty to fight enemy ships. Pirate ships are always fair game.

15. Once you have enough money, start visiting faraway ports. The more ports you visit the higher your standing will be with the right kind of people.



16. Buy all the charts you can. Once you have one copy of every chart you will only need to buy new ones to update zones of piracy. Without charts your crew may panic and make you walk the plank.

17. Beware the scurvy dogs who try to make you transport contraband. Smugglers may find themselves in for a fight as soon as they set sail. Even if you win you may find that your associates will look down on you. On the other hand, never pass up an opportunity to help your fellow countrymen. It also pays to be kind to the poor.

18. Don't pick up any passengers unless you are already heading in their direction, or if you are just running them between close ports.

Combat Tips

If funds are tight, consider upgrading only one side of your ship. Always keep that side to the enemy from then on.

Don't be afraid to run from a fight if you are losing or unarmed. When you are starting out you might consider selling off your cannon, ammo and repair supplies so you have some extra cash and room in your hold. Remember that smaller, lighter ships are faster than larger, heavier ones.

Make sure there is at least one unit of small arms for every member of your crew. This way if you get boarded you will have a good chance of survival.

Also, remember a soldier with a gun is four times more effective than an unarmed apprentice.

If you want to attack and plunder other ships, use chain shot for your cannons. This will rip your victims sails so you can easily board and plunder the cargo. Round shot will destroy the hulls and sink the booty.

Crew Management

Maintain as large a crew as you can afford. Keep an eye on your supplies, particularly your rations. Also, remember that fruit spoils over time so stock more of it than other rations.

Keep an eye on your crew's health and happiness. Give them a good supply of rum or buy them drinks at a tavern to keep them happy. If their health and morale are low, boost rations. Make sure you stay in chartered waters or morale is doomed.

Making Trading Decisions

Listening to the bartender may lead to big profits. If you notice low numbers on your trading log, it's a fair bet that an event is affecting that area. Unusually high prices at a single port may indicate a pirate raid. Keep an eye on that all-important cash-flow situation – while you're thrashing out the perfect business deal you still have bills to pay.

Concentrate on selling specific high price items once you have built up some money. Such products cost a lot but will usually bring a nice price if bought and sold at the right ports.



High Seas Trader

Giving The Game

Fate of Atlantis: Action Path

Is there no end to our series of Indy and the Fate of Atlantis solutions? Er, well, considering this is about the 75th month running we've featured one of the many different paths to finish this game, it appears not. And there's still more to come!

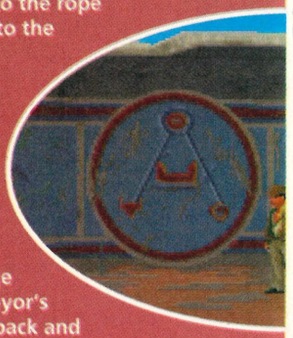
Go to Monte Carlo, talk to the strangers and ask if they are Alain Trottier. When you find him he will ask you a question to which you will find the answer in the Lost Dialogue of Plato. When you have given him the correct answer he will give you his business card. Now use the taxi and go to Algiers.

Walk all the way to the left into the back alley and talk to the storekeeper. He will tell you that he isn't Al-Jabbar. Give him the business card that you were given by Alain Trottier and he will tell you to wait until he returns. Don't wait, follow him into the street. This part may take a while to complete as you have to try and follow the servant to Al-Jabbar's house. If Indy says, "Where did he go?" you should return to the market and try again until you see the servant duck into the house of Al-Jabbar. Now enter the house and walk over to the guard. This paid thug will start a fight with you.

When Al-Jabbar and his servant leave, you can search the house. Go over and pick up the pole then use it on the hanging cloth. This turns out to be a map. Go and use the camel. You will now be in the desert where you have to head for the Nomad camps. When you arrive at each camp show the map to the Nomads. They will give you directions to the dig site. When you have arrived at the dig site, go left and head towards the ladder. This will take you to the underground site.

Search for a little metal thing and push it. This will start the generator. Go and pick up the ship rib and the wooden peg on the table. Now go left to the painting on the wall. In between the hands of the painting is a round object. Push the round object to open a secret panel which contains a stone disk. Use the ship's rib on the crumbling wall to reveal a mural, use the wooden peg with the mural and then the stone disk with the peg. Use the description from the Lost Dialogue to open a secret door. Pick up the stone disk and enter the door.

When the gun-toting guard has finished talking, use the whip on him. You will then have to fight him. When you have beaten him go to the rope and use it to climb into the balloon. Once in the balloon, head north and keep going in that direction. When you land, head towards the path on your left. This heads towards the ruins.



Go over the bridge and pick up the surveyor's instrument. Now go back and head towards the doors. Around the area are piles of stones. Examine them and you will find that two of them are loose. Underneath are two statues, one of a bull's tail and the other of a bull's head. Place the surveyor's instrument on top of the statues in turn and use the instrument. Align the cross hairs on the tall horns. When you have done this to both statues you should have a cross on the ground. Use the ship's rib with the cross to find the moonstone.

Return to the path and continue right until you find the spindle. Use the disks on this to open a secret door. Fight the soldier who comes out and then collect the disks and enter the door. Pick up two of the statue heads and enter the door. When you are through, use the whip on the statue in the next room. This will pull the statue towards you and close the gate. Go through the centre door and then through the one on the left. Now go through the door directly to the left of you and use your whip on the statue







Fate of Atlantis: Action Path

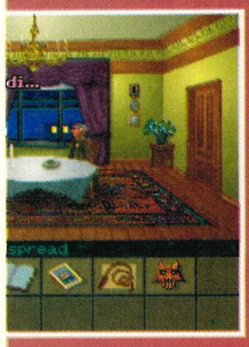


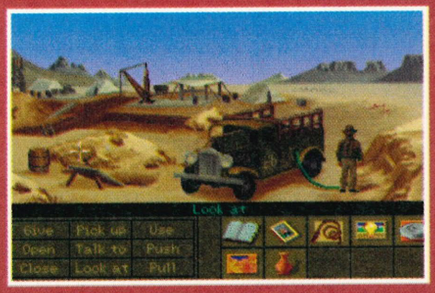
head. This will then roll down the steps. Follow it and you will step on an elevator which will take you down.

Step off the elevator and pick up the pole. Examine the waterfall to find a hidden chain and use the chain to climb up it. Go through the left door and use the three statue heads on the shelf. When the door is open, enter and go through the centre door then the right door.

Use the staff on the chock then return through the two doorways and go right. Use the staff on the mouth of the head, pick up the gold box and go back to the elevator room. Now go right. Continue to push the blocked door until it falls, enter the door and use your whip on the stone outcropping. Walk over to the stone slab and walk behind it. When the guard is in front of it, push the slab and enter the doorway which the guard came through. Fight the other guard and enter the door. There are five doors to choose from, including the one you just came through. From the doorway, count three and enter the third one.

Fight the guard and enter the doors until you appear at the top of a room with a big guard and a stalactite. Go over to the stalactite and push it. This will kill the guard. Now return to the room with the five doors in and take the door on your right. You should now appear where you killed the guard. Pick up the stalactite and enter the door in that room.





Go through the right door until you hear singing. Now enter the right door and use the ship's rib on the boulder. This will block the door so go down the slope and give the drunken sailor the title of a song. When he lets you go, walk towards the right door and use the stalactite with the boulder. Now return to where the drunken soldier was and look at him. When you have the amber fish go through the right door and use the amber fish. This will point to the pit. Use your whip on the pit and you will now find Sophia. Return to the drunken soldier and enter the door to appear at the map room. Use the disks on the spindle and when the door opens, enter and look at the stone pointer. Now enter the labyrinth exit which will take you to Thera.

Go left into the path away from the docks. In the distance are mountains with three paths. Two of these lead nowhere and the third leads to a truck and a collapsed entrance. Look at the truck and pick up the tyre repair kit. Now return and talk to the captain. Tell him you wish to go to Atlantis and he will ask for co-ordinates to sail to. You have four possible distances and four directions to sail in. Choose where you wish to sail to and once on the boat, open the locker and use the tyre repair kit with the diving suit. Now use the suit. Get Sophia to use the winch on you. She will lower you into the water. If you get the position wrong you will return to the dock and get to try again. When you are lowered into the water you should find Atlantis.

After the animated scene, walk towards the cave until you find the entrance. You will now be at the entrance to Atlantis.

Go down the stairs and pick up the wooden thing. Go right and use the ladder on the pile of rubble. Climb the ladder then pick it. Open the stone thing. Inside is a metal rod. Use a bead with it to produce light. Use the disks on the spindle. When the mouth of the sentry opens, use a bead in it to open the big door. You are now inside Atlantis. When you enter you will see a view from above. Around the area are question marks. These are rooms which you can enter, but unfortunately we'll have to tell you about them next month because we're right out of space in this issue. Sorry.



Giving The Game

TFX Tactical Fighter eXperiment

It's probably the most realistic flight sim ever, but it is without doubt extremely tricky. We wouldn't have a clue where to start if we had to write a game guide, but fortunately Conor Ryan from Tipperary has taken care of it for us



Mission 1

Destroy an enemy MiG fighter to complete this terribly simple training mission. Basically, that's your lot here. Having rid yourself of the mandatory patronising trainer level you now strap yourself into the cockpit and move on to the real game.

Mission 2

Blast two of the military ground installations in map sector 139, 187. Now you will have to destroy two large buildings. Manage this and you'll have completed the mission.



Mission 3

Use an AGM 122 to knock out the SAM site in sector 111, 85.

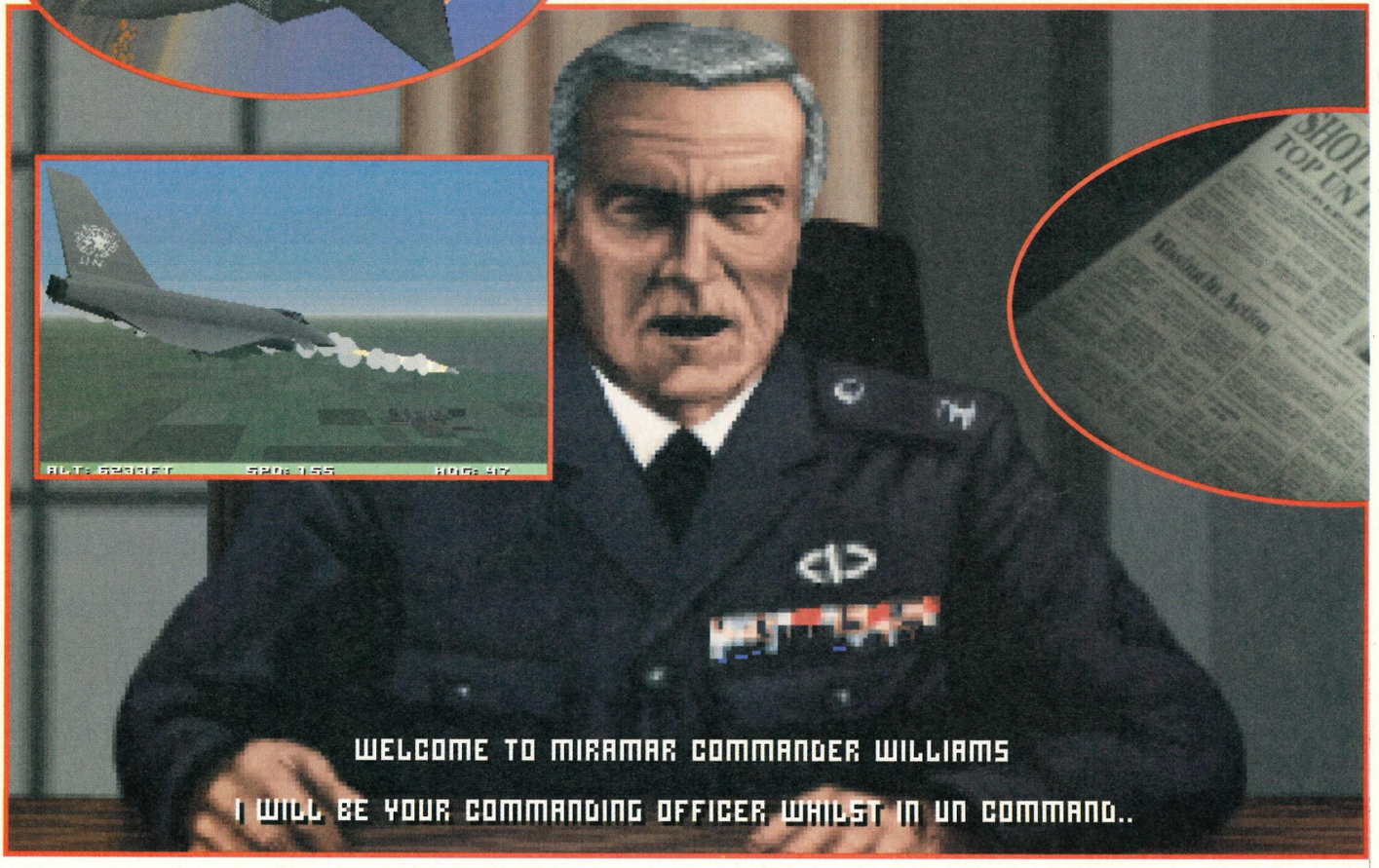


Mission 4

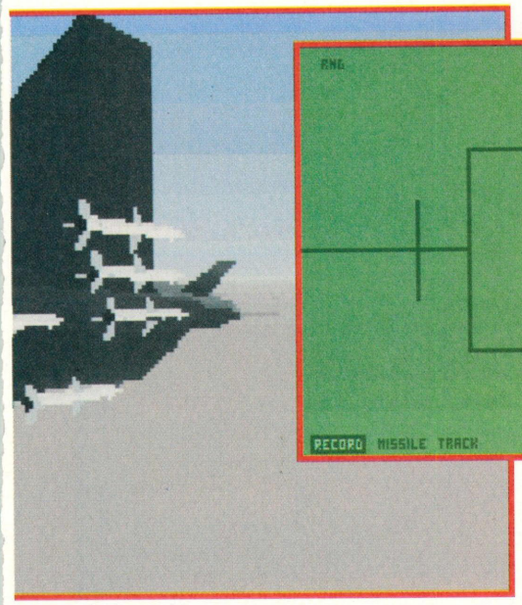
Blast the enemy fighter which is lurking sneakily over the mainland. Now return safely home to the carrier and the cheers and congratulations of your commanders, peers and subordinates.

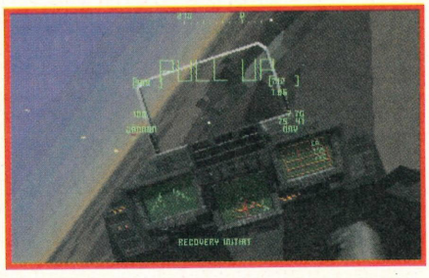
Mission 5

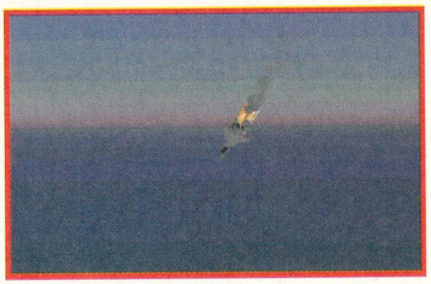
Your mission here is to destroy the enemy fleet which is situated in sector 83, 100. You must destroy the enemy's aircraft carrier using your Harpoon missile. Once this is done you can return to base again.

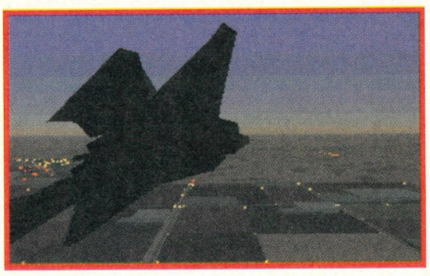


TFX Tactical Fighter eXperiment









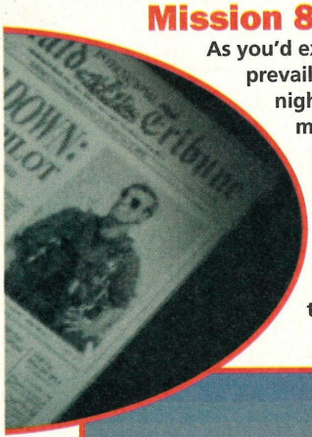
Mission 6

There are four enemy aircraft situated in the north and west which must be destroyed. Down these enemies and your mission is over, at least it is once you return safely to the base.

Mission 7

Now it's time to engage enemy ground troops right on the battle front. They're situated just to the north of your friendly troops. Destroy four enemy vehicles – either tanks or helicopters, the choice is yours. Use your cannons for this and give the enemy vehicles a bit of a strafing as you fly overhead.

Mission 8



As you'd expect, darkness prevails throughout this night mission. The military installation in sector 112, 84 is your main target. Destroy two of the buildings or radar sites with your laser bombs to complete.

Mission 9

Destroy the four oncoming enemy aircraft and then return to base.

Mission 10

Travel south west to sector 121, 115. The bridge here has to be put out of action using your laser guided bombs. Next head for the runway in sector 107, 107. Switch your weapons to CMB 18s and bomb the runway. The mission is completed when you land safely at base.

General cheats and codes

Whilst in the game, hold down the shift key and press the D key to reload your weapons. Then press the shift key once again and type PLOP (top mature programmers!). This will give you invincibility and allows you to progress to the next level if you crash.

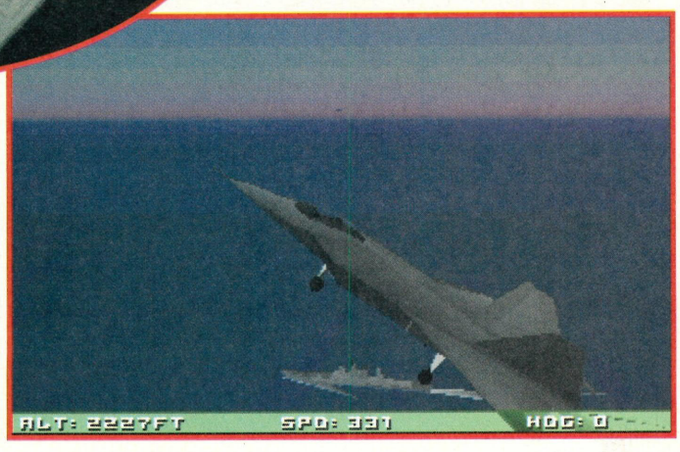
1. There are 10 pilot spaces on the board. Save a pilot in the first space under the name TFXSAV.0 and so on up to nine. Back him up – copy TFXSAV.0 to TFXBAK.0

2. To increase points go to TFX direction and type: debug TFXSAV.0. Then type in:
E140 00 00 FF FF FF
W
Q

3. Your pilot rank can be increased by Debugging any TFXSAV file as described above and entering the following:
E013F01 – Lieutenant
E013F02 – Captain
E013F03 – Major
E013F04 – Lt. Colonel
E013F05 – Colonel
E013F06 – General
W
Q

5. To bypass the oh-so difficult training missions and head straight for your taxing Tour Of Duty, debug any of the TFXSAV files and enter the following cheat codes:
E01AB00
E01AD01
E01AF3E

Now if that lot doesn't help, nothing will!





Giving The Game

Small Tips

After last month's heart-felt plea for tips, you sent us an absolute sackful of stuff. We were so touched we had to get our hankies out to wipe away the tears. We love you all!

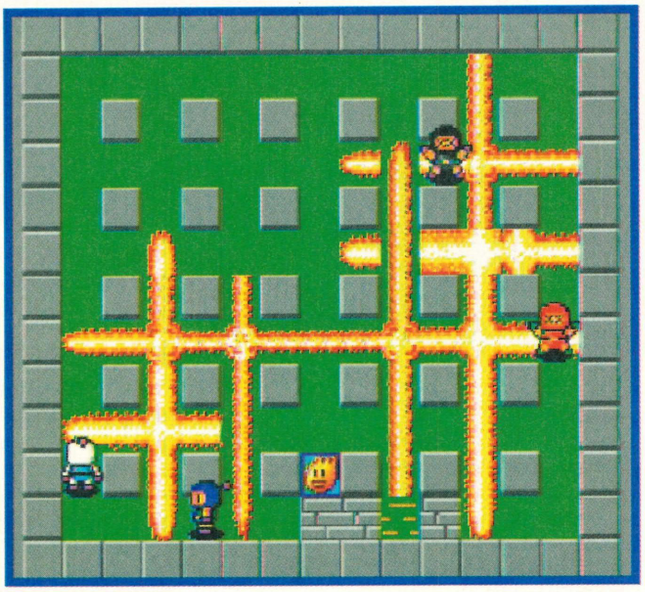


ATR (CD32)

In order to play the later tracks in two-player mode you first have to reach them in a single-player game. Then lose a race and enter your name as ATR. Now go back to a two-player battle and you can select any of the hidden tracks. Thanks to Paul Slinger from Cononley for that.

DYNABLASTER

Level 1-1 UKCLMNKT
Level 1-2 UAGWIQNE
Level 1-3 UAGWIJNA
Level 1-4 UANWIINE
Level 1-5 MUVWLGPC
Level 1-6 UKRLMTKV
Level 1-7 UAGWGINA
Level 1-8 UANWIQNZ
Level 2-1 UANWQVNA
Level 2-2 MUBWNENC
Level 2-3 UKRLNGKT
Level 2-4 UANWQONE
Level 2-5 UKCLNBKT
Level 2-6 MUBWNINC
Level 2-7 UKRLEHKT
Level 2-8 VANWQVNZ



Smaller Tips

ALFRED CHICKEN
On the title screen, type HELPMARK for a level select screen. Press **(1-9)** or **(A-B)** to select the level you want.

BLUES BROTHERS
On the character select screen, type **WALLOO** and the background screen will change to maroon. Press a number **(1-6)** then the space bar to go to the corresponding level.

ELITE
When the copy protection screen appears, type **SARA** for the first attempt. If you have a newer copy, type **SUZANNE.** Next you will have to enter the right code from the manual. Use the **'.'** key or the **'*'** key to alter the quantity of the arms and cargo.

GOAL
If you're unfortunate enough to have a player sent off, press the **AMIGA** key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

JURASSIC PARK
Level codes, funnily enough...
2 – E54C67AA
3 – B5A48352
4 – D5F4AB62
5 – 95B48B42
6 – 85A4834A
7 – 85B48B42
8 – F54C6FAA
9 – C57C77B2
10 – D56C7FBA
11 – A5149F5A

KRUSTY'S SUPER FUNHOUSE
For infinite lives enter **ZACHARY** for the password. You can also go anywhere in the game. And here are some level codes:

1 – NELSON
2 – PATTIE
3 – MRPLOW
4 – MAGGIE

LEMMINGS: CHRISTMAS '94
FROST (1 PLAYER)
1 – CAJRLDNBCG
2 – IJRLDNCCCP
3 – NRLDNCINECF
4 – RLDNCINECF
5 – LDNCAJVFCO
6 – DNCIJVLGCH
7 – NCANVLDHCE
8 – CINVLDNICN
9 – CAJRMDNJCP
10 – IJRMDNCKCI
11 – NRMDNCALCF
12 – RMDNCINMCO
13 – MDNCAJVNCH
14 – DNCIJVMOCQ
15 – NCANVMDPCN
16 – CINVMDNQCG

HAIL (1 PLAYER)
1 – CAJRLFNBDJ
2 – IJRLFNCCDS
3 – NRLFNCADDP
4 – RLFNCINEDI
5 – LFNCAJVFDR
6 – FNCIJVLGDK
7 – NCANVLFHDH
8 – CINVLFNIDQ
9 – CAJRMFNJDS
10 – IJRMFNCKDL
11 – NRMFNCALDI
12 – RMFNCINMDR
13 – MFNCAJVNDK
14 – FNCIJVMODD
15 – NCANVMFPDQ
16 – CINVMFNQDJ

FLURRY (1 PLAYER)
1 – CAJRLDOBEJ
2 – IJRLDOCCES
3 – NRLDOCADEP
4 – RDLOCINEEI
5 – LDOCAJJVFER
6 – DOCIJVLGEK
7 – OCANVLDHEH
8 – CINVLDOIEQ
9 – CAJRMDOJES
10 – IJRMDOCKEL
11 – NRMDOCALEI
12 – RMDOCINMER
13 – MDOCAJVNEK
14 – DOCIJVMOED
15 – OCANVMDPEQ
16 - CINVMDOQEJ

BLIZZARD (1 PLAYER)
1 – CAJRLFOBFM
2 – IJRLFOCCFF
3 – NRLFOCADFS
4 - RLFOCINEFL
5 – LFOCAJVFFE
6 – FOCIJVLGFN
7 – OCANVLFHFK
8 – CINVLFOIFD
9 - CAJRMFOJFF
10 – IJRMFOCKFO
11 – NRMFOCALFL
12 – RMFOCINMFE
13 - MFOCAJVNFN
14 – FOCIJVMOFG
15 – OCANVMFPFD
16 – CINVMFOQFM

PREMIER MANAGER 3
If you want or need more money, click on the phone and dial **343343.** You will receive 1.5 million dabs in your account. Happy spending!

ROAD RASH
00000 00J00 102VS
21JUD – PANDA 600
00000 00J01 113BT
22KDP – BANZAI 750
00000 00R00 013VS
32RV4 – BANZAI 750
00000 00S20 117K5
33UV1 – KAMIKAZE 750
00000 01421 109G5
448VN – SHURIKEN 1000

STREET FIGHTER II
Whilst in a two-player game, pause mid-fight and type **7KIDS.** Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type **PATIENCE** in slowly and the border will flash yellow. Now select your fighter. Press **F10** at any time to reset your energy bar to full.

X-IT
02 – 033o28
03 – 555925
04 – 567597
05 – 276614
06 – 517375
07 – 877535
08 – 829508
09 – 287682
10 – 221620
11 – 728441
12 – 640537
13 – 558170
14 – 170088
15 – 688631
16 – 450418
17 - 898476
18 – 095909
19 - 589611
20 – 394659

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

Smaller Tips

FLINK (CD32)



Hold Down on the joypad and press Pause. While Pause is still pressed, enter the following combination – Right, Right, Right, Left, Left, Left, Right, Right, Left, Left, Right, Left. After this a small message should appear at the bottom saying "cheat menu". You now have the option to alter some of the game parameters.

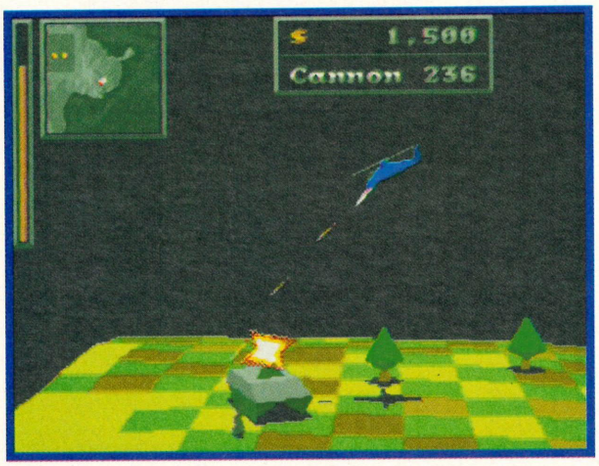
FORMULA ONE GRAND PRIX

If you're close enough to the leading pack on the last lap, head into the pits. Apply your brakes and press the escape key to quit the race. Accelerate the time and you should win the race.
Are you taking notes Damon?



STREET FIGHTER 2

This has been sent in by Luke Bartlett from Newcastle.
Simply type 7 KIDS to be the same fighter as your opponent.



ZEEWOLF

Buffalo Hunt – NO CODE
Shark Fishing – IMAGO
Pal In Dome – TIBUROW
Twelve Angry Men – ARGUS
Mind The Hippos – MARTEN
Brass Rubbings – SOCKIN
Red Airing – GANNPAY

Smaller Tips

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
Help yourself to this gaggle of Mission codes. Go on, you know you want to.
1 – KSIIF
2 – ECYOIR
3 – FLRSKB
4 – EUOASF

IBM PC, ATARI ST, SUPER NES, MEGADRIVE, GAMEBOY, AMIGA, MEGA CD, COMMODORE 64, GAMEGEAR, CDi, SINCLAIR SPECTRUM, NES, CD32, NEO-GEO, LYNX, MASTER SYSTEM

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SON *of Boggit*

I've got letters, they're multiplying,
And I'm losing control,
But the kind words you're supplying,
They're electrifying!



Oh my loyal readers, what a mess you find me in this month. When we last spoke, my friend Hamish 'Stumpy' McGregor and myself, were just about to enter the land of Grundertrolley, home of the evil Lord Albert Rankpants and the infamous Woonsocket Diamonds. We crossed the border in fine spirits determined to make our way towards the Royal Palace before deciding on a specific plan of action. Things went just fine for a while. We chatted quite amiably during the first few miles of our walk, but then as run-down farm houses began to appear in the fields at the side of the road, a more serious mood descended.

Every now and then we'd pass a scrawny man or woman tending a meagre plot of wheat, but when we tried to strike up conversation all we got in return were dubious looks and a stony silence. I was quite offended at first, but Stumpy explained to me that Rankpants ruled his subjects with such a rod of iron that they were afraid to enter into conversation with strangers in case they said something that could be construed as treason. Feeling immediately sorry for the natives of Grundertrolley, I decided that Rankpants would pay for his poor treatment of his subjects.

The dwellings by the side of the road appeared more and more frequently as we progressed, and as we crested a hill which we seemed to have been climbing for hours, the splendour of the Royal Palace was spread out before us in the valley below. I let out a sigh of wonder as my eyes took in the impressive spectacle laid before me, but I was aware of an entirely different feeling emanating from Stumpy as he sat astride my shoulders. I thought at first we were standing near a blocked drain, but when Stumpy shamefully asked me to put him down and I watched him crawl off behind a large bush with a hastily plucked leaf in each hand, I realised that the only feelings he felt upon seeing the palace again, were those of fear.

When he re-appeared from his hastily improvised latrine muttering some embarrassed apology or other, I told him not to worry about it, but to give me prior warning if he felt a similar 'accident' coming on in the future. Lifting Stumpy aboard my shoulders once more, we set off down the hill towards the palace.

We still hadn't decided exactly what we were going to do when we got there, but we were sure an opportunity to get inside the palace gates would present itself if we bided our time carefully. Unfortunately however, that opportunity came much quicker than we were expecting.

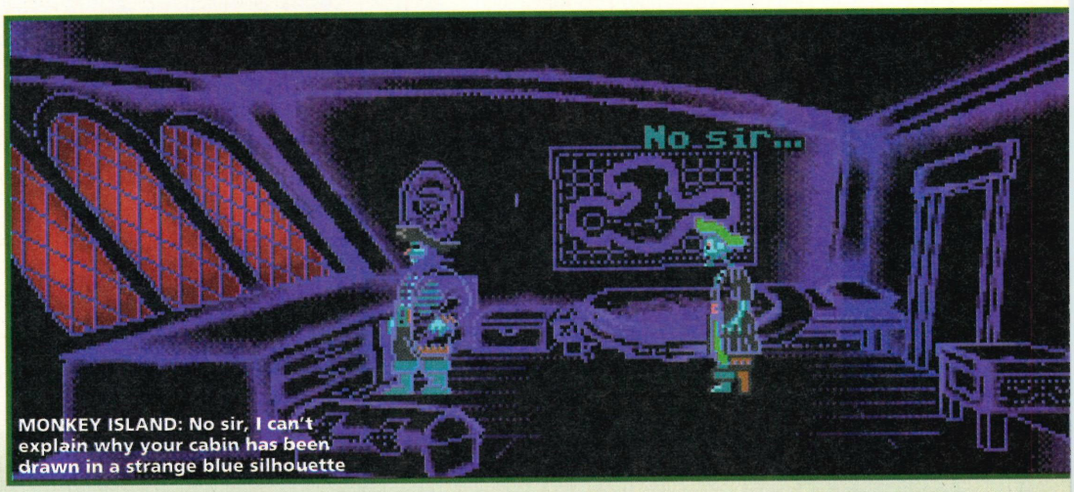
Unbeknown to us we had been spotted entering the land of Grundertrolley, and had been followed stealthily ever since by Rankpants' elite security force, the Gusset Riders. Masters of disguise and concealment, members of this mounted division of Grundertrolley's armed forces had kept us under constant surveillance during our walk towards the palace, and now that we were nearing the residence of their ruler and employer, they felt it was time to make their strike. With a thrashing of hooves, two Gusset Riders appeared out of nowhere, powering their mounts towards us as though they meant to trample us to death. Unable to get out of the way I could only throw my arms up in front of my face in an instinctive warding-off gesture, but before I knew what was happening, I was being lifted off my feet and carried towards the palace gates.

I felt numb all over, but I was strangely aware that Stumpy was still aboard my shoulders, clinging on for dear life lest he should fall and be dashed beneath the hooves of our assailants' horses.

We were swiftly past the palace gates and then roughly deposited through a trapdoor set into the cobbles of a courtyard. The trapdoor was closed and we found ourselves imprisoned in a dark dungeon that seemed to be infested with rats and the smell of old man's trousers.

It is from this foul den that I write these words. I pray that my quest has not come to a fateful and undeserving end, but at this moment in time I am afraid that this seems unlikely. I can only console myself by returning to the task that has brought me so many new friends and kind words over the past few months.

I am here to serve.



MONKEY ISLAND: No sir, I can't explain why your cabin has been drawn in a strange blue silhouette

Leisure Suit Larry 2

Q I cannot open the emergency exit on the plane. Where is the pin I need?
Joe Dwyer, no address

A The pin you need should have been picked up at the airport. Once you have shown your passport at customs, walk past the guard and the conveyor belt to the snack bar. Order a special – but make sure you don't eat it! – and examine the gravy. You should find a bobby pin here.

Monkey Island

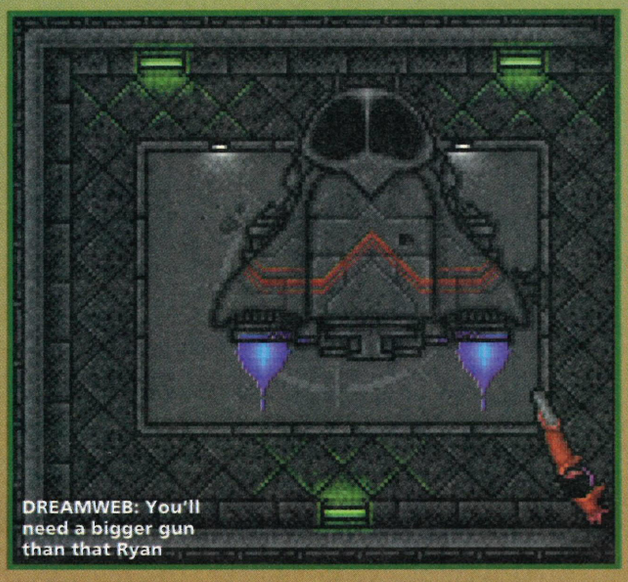
Q I have done two of the three trials in Part One. I have found the treasure and I have beaten the swordmaster. I have also got inside the Governor's mansion to get the idol but I cannot get the file from anywhere. Could you please help me? Thanks.
Lee Bates, Warrington

A To get the file you need to buy some mints from the storekeeper. Talk to him first, then get the mints and go over to the jail and speak with Otis. Give the mints to Otis, speak with him, give him the gopher repellent you picked up in the Governor's mansion, and finally take the cake. Open the cake and you will find a file inside.

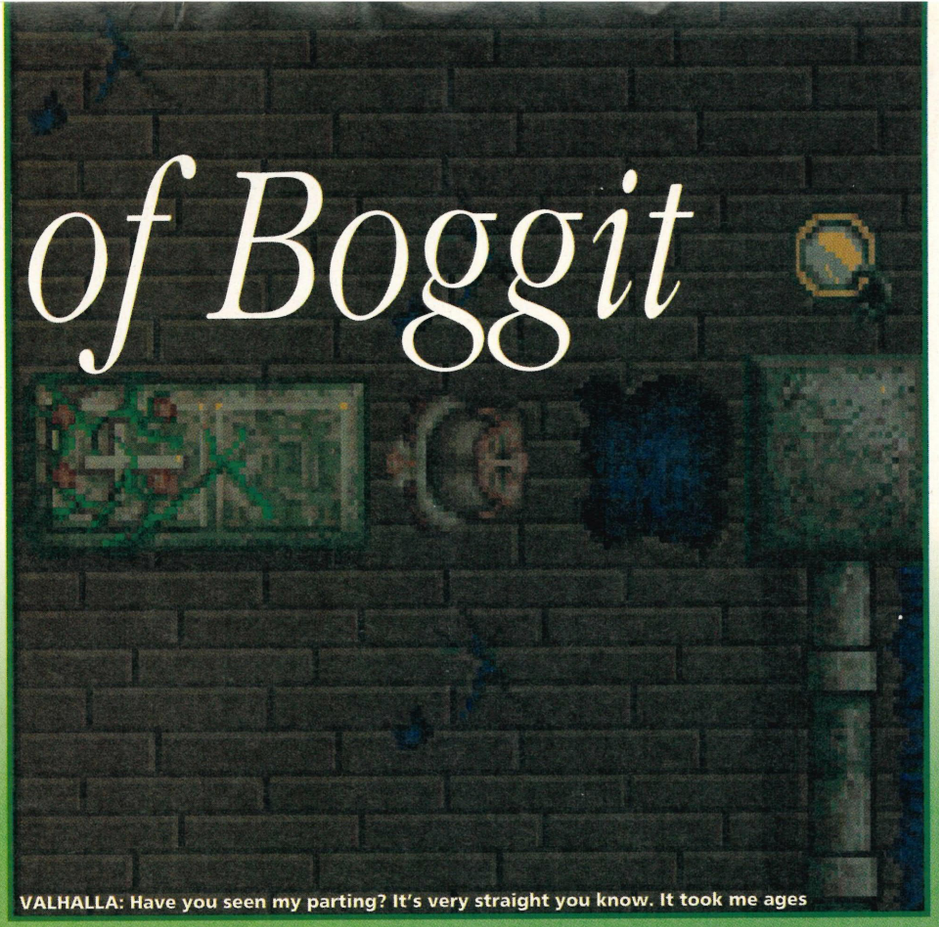
Dreamweb

Q Please can you help me with Empire's Dreamweb, as I am getting increasingly frustrated with it! I cannot get into the Sartain building. I'm sure I've got all of the cartridges and on one of them there is a message telling me that information of the security computer is to follow. For weeks now I've been checking and re-checking all the locations in the game to give me any ideas, but to no avail. I would be immensely grateful if you told me what to do.
Robert Tyrrell, Watford

A I'm not entirely sure what the problem is Robert. Presumably you've been to Eden's flat and found her in the bath? You saucy little devil you. If you can bear to take your eyes off her for a minute, try examining and using the diary/organiser on her bed. This will give you information regarding Sartain Industries' address. Go to Sartain via the travel screen, go up to the door and enter the code 7833 on the keypad. You should now be able to enter the building. Once you're inside there's a bit of a scrap to be had with two thug types. If you're still having problems, I really don't know what else to suggest.


DREAMWEB: You'll need a bigger gun than that Ryan

SON of Boggit



VALHALLA: Have you seen my parting? It's very straight you know. It took me ages

Space Quest II

Q I have crash landed in the forest and cannot get out. I have pressed the button and tried to cross the swamp but each time I get killed by the swamp monster. I have in my inventory a spore, a keycard, a puzzle supporter, a whistle and a translator. Please please please could you help me?
David Cork, Derby

A Go back to where you found the spore David, then go northwest. Put yourself in slow mode, making sure not to touch anything when going through the root maze, then go north and get the berries. Now return to the clearing, go east, north to the hill and east to the swamp. Rub the berries on yourself, enter the swamp, go east and search for the deep part where you have to swim instead of walk. The rest is up to you my son.

Valhalla

Q I have recently bought this game but despite a large number of attempts have been unable to leave the opening level. I appear to have collected all the various items, including the hidden maps under the floor. I have tried placing all the items in different places in order to obtain another key, which would at least give me a chance to open another locked door. I have also tried to place all the items on top of the stone tables in the last chamber, but they don't seem to do anything. Could you help me on my journey as it is frustrating going round in circles.
Rachel Creed, Devon

A As far as I can make out you have yet to enter the large chamber with the disappearing floor tiles, so I'll try and guide you into it. In one of the rooms to the right you should find a skull on an altar. Use the eye icon to look at it and it will say, "What is your quest?" To the right of this room there is a shiny gold object on an altar. This is the Talisman of Life. Pick it up. At the bottom of this room you should see a lever protruding from the wall. Use the pointy finger icon on this lever and the door next to it will open. Go into this room and have a good look round, but save your game first and beware of the crumbling floor tiles. One of the maps you discovered shows the safe route through this chamber. See how you get on from here Rachel. Good luck!

Theme Park

Q Why aren't there any decent cheats for Theme Park on the A500? One cheat is, if you type your name as ULTRA LOADED you will finally be ultra loaded.
Nathan Smith, Goofathooth

A Nice home town Nathan, and a nice tip too! Ryan Rhodes from Dudley has also sent me a tip for this game. Type your park name as NUT and when you look at how happy your customers are you should see a smiley face. Thanks Ryan.



THEME PARK: Bags me next on the funny hair dryer thing

Leisure Suit Larry 3

Q Can you please help with Leisure Suit Larry 3? I am now Patty and have killed the pig but cannot get across the river – I keep getting swept away by the current. All I have in my inventory is a dress, a key and a magic marker pen.
Chris Woods, Clwyd

A Save the game before you enter the water to be safe, then enter the river and go west. Pull the log then mount it and you will find yourself drifting down stream in an arcade-type sequence. Use the arrow keys to guide the log and keep Patti as low as possible to avoid the obstacles.

I hope you have more success with this game than you have had with your football career of late Chris. That attempted save in the last minute of the cup final against Arsenal a couple of years ago was rubbish!

And on that pseudo-celebrity-reader note, it's more or less time to sign off once again. But before my mind is forced to return to my dingy surroundings and unknown fate, I'd like to know if there are any other 'famous' readers out there in need of tips for Amiga games. If so, why not drop me a line. I'm sure I'll be able to give you a quick mention.

Since the beginning of this piece, Stumpy has been carted off by the prison guards. I've no idea where they have taken him or what they are doing to him, but from the screams which can be heard echoing round the dungeon walls, I'd guess that whatever it is isn't very pleasant.

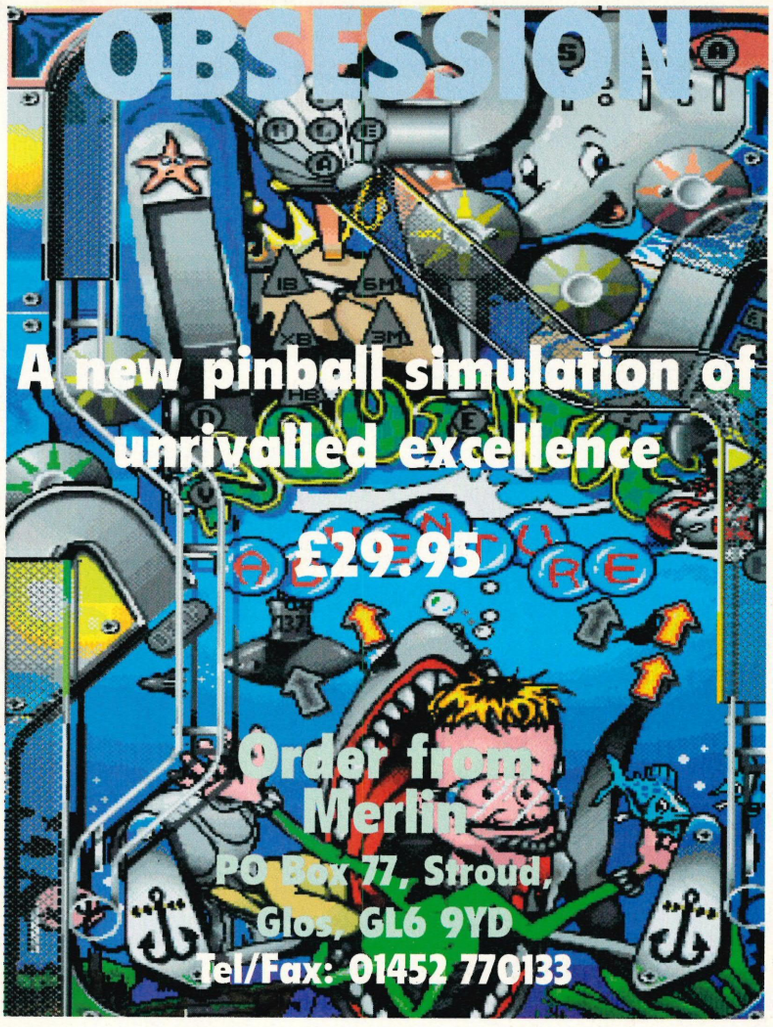
Let's hope I manage to survive until next month, when, if I can avoid the delights of the thumbscrews, I hope to be writing to you again.

Until next time, farewell!

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a stamped addressed envelope, why not give it to charity instead?

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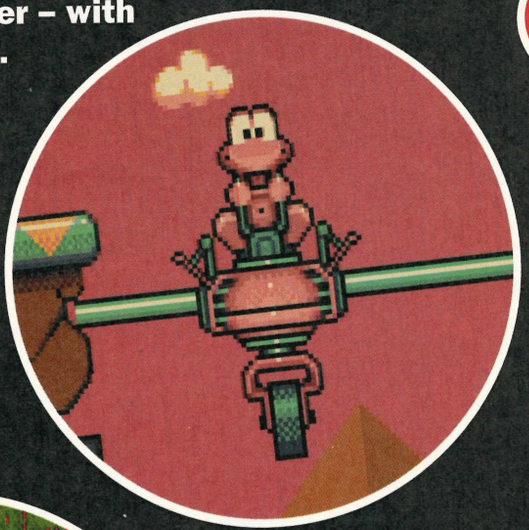
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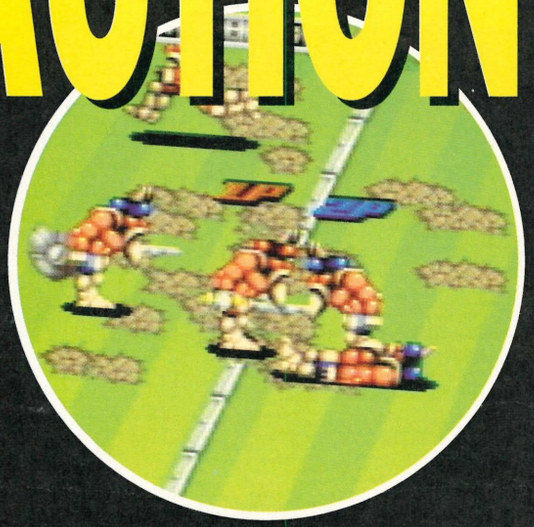
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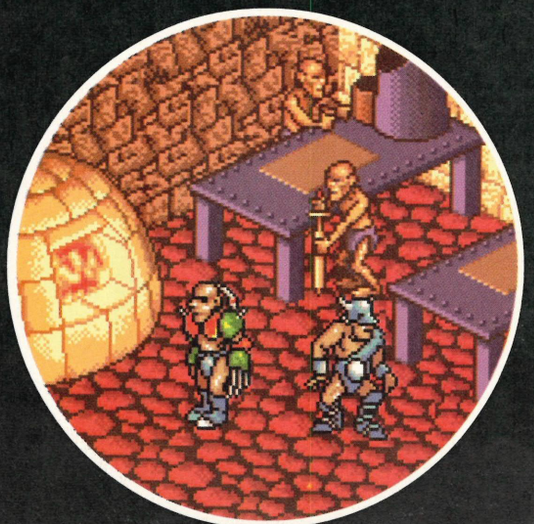
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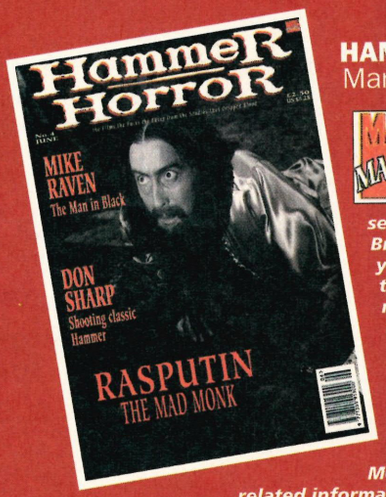
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Get a life!

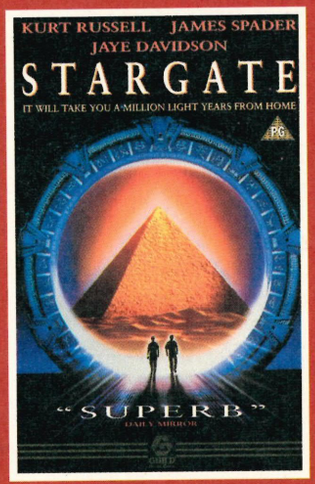
This month's Get a life! section is a bit of a spook fest. We've taken a bit of a shufty at some new magazines, one of which covers in great detail that old Hammer Horror spectacular, Rasputin The Mad Monk, we've watched a couple of scary videos – most notably House of Wax and Westworld – courtesy of Warner, and forced ourselves to listen to the eerie strains of Vanessa-Mae's violin. She's only about 12 you know, and Paul Roundell quite fancies her when she looks all pouty and stuff.



HAMMER HORROR
Marvel Magazines

Perhaps the most famous exponent of the horror genre is the Hammer House of Horror. If you've ever seen any of the films made by this British horror meister of yesteryear, you may be pleased to know that they are now being chronicled in a monthly publication by Marvel Magazines.

Surprisingly well set out and informative, it includes complete cast listings for this month's featured movie – Rasputin: The Mad Monk – interviews, information on the real 'Mad Monk', and tons of other Hammer related information. All of this for £2.50.



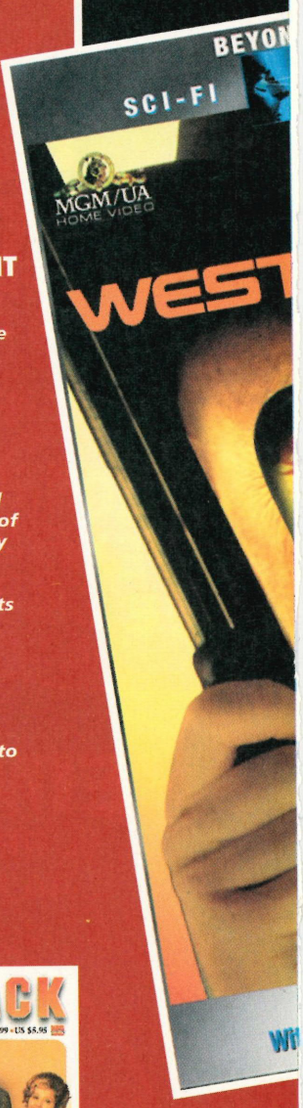
STARGATE – AVAILABLE TO RENT
Guild Video

The video sleeve says, "Stargate will take you a million light years from home."
The question is: Do you really want to be there?

James Spader (famed for playing himself in films from Pretty in Pink through sex lies and videotape to White Palace), is a leading Egyptologist contracted by the US government to reveal the secrets of a huge circular artifact discovered – a la Indy Jones – in the first quarter of the century. Soon enough he realises it is in fact a Stargate, and along with commander-of-sorts Kurt Russell, and a dozen or so lackeys, plunges through it to a distant planet in another galaxy.

From this point on it's a mixture of impressive special effects and flattish storyline. The Spadester and Russell show their distaste for each other, happen across some friendly natives, stumble into danger with a metamorphosising sun god and bond in a male type fashion before inevitably winning the day, and to all intents and purposes, living happily ever after.

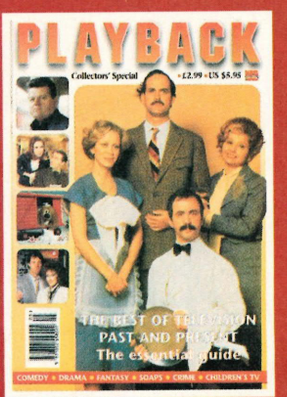
It ain't Star Wars or Raiders by a long chalk, but for all its shortcomings, and despite the lack of a stand-out star, Stargate is lavishly set and delivers special effects by the bucketload. It's just about worthy of a three quid, two hour investment.



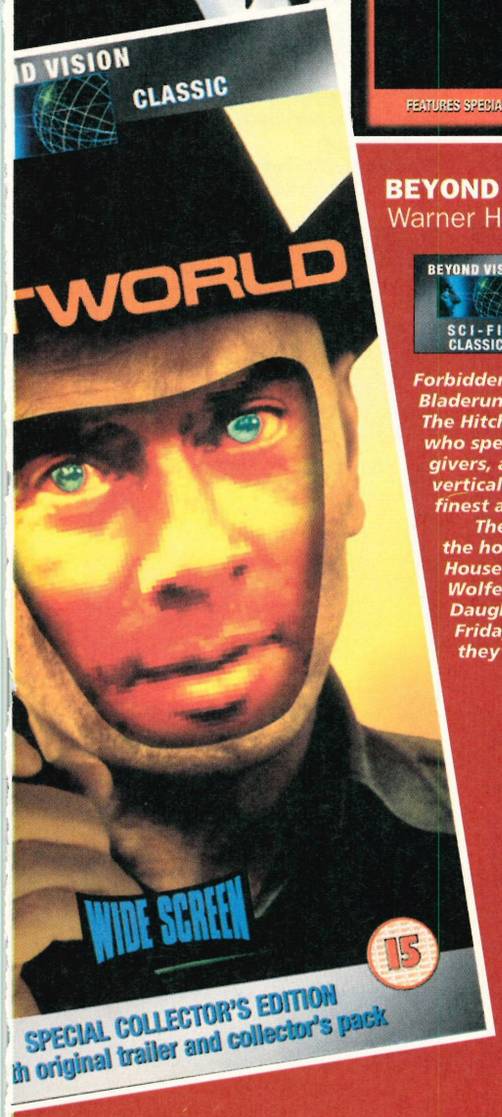
PLAYBACK
Marvel Magazines

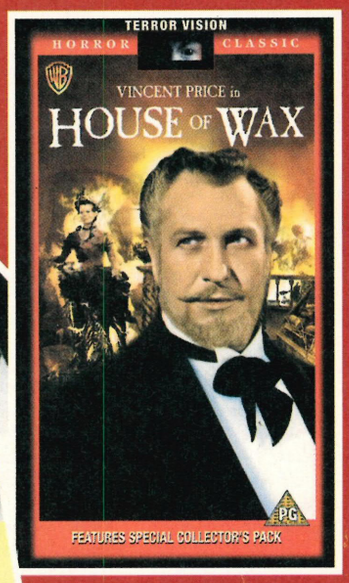
A Collectors' Special, Playback brings us a round-up of the best TV programmes to have been broadcast in the last 60 years. There may be a few omissions but the writers admit they spent ages arguing the toss before eventually settling on the favourites of the team.

Every type of programme is included, bar the Open University, sports broadcasts and documentaries, and there is plenty of behind the scenes gossip included, as well as interviews with writers and cast members. It's quite an unobtrusive and enjoyable read and it's an absolute bargain at £2.99.







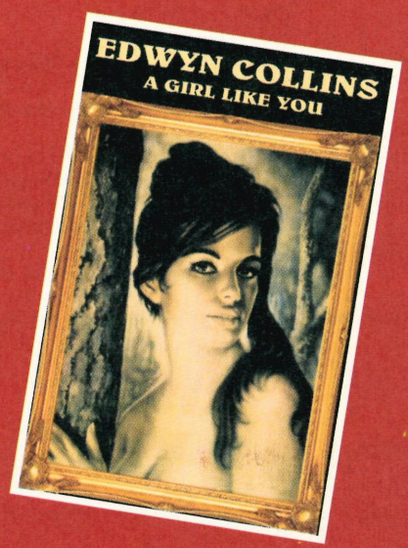


BEYOND VISION/TERROR VISION
Warner Home Video



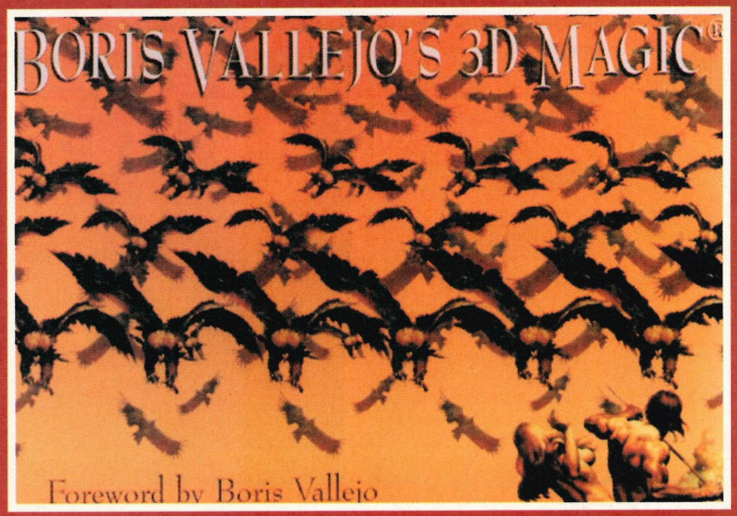
July 17 sees the release of two new video ranges from Warner Home Video, entitled Beyond Vision and Terror Vision. Beyond Vision concerns the science fiction genre, and the first releases are The Hitcher, Mad Max, Forbidden Planet, At the Earth's Core, Babylon 5, Bladerunner, Westworld, Batman and Batman Returns. The Hitcher stars Rutger Hauer as a hitcher from hell who spends his time terrorising unsuspecting lift-givers, and Mad Max features Mel Gibson as a vertically challenged, renegade cop in one of his finest and most violent roles.

The Terror Vision series features movies from the horror genre and the releases due initially are House of Wax, Theatre of Blood, The Wicker Man, Wolfen, Taste the Blood of Dracula, To the Devil a Daughter, Frankenstein Unbound and the original Friday the 13th. Priced from a tenner upwards, they're available now!



EDWYN COLLINS – A GIRL LIKE YOU

Buy this everyone. It's A Girl Like You by Edwyn Collins, and it's released this summer for the second time. Collins is the ex-lead singer of Orange Juice, and although the voice remains the same, the music finds a new direction in this top gee-tar rock 'n' roller. He's going to get disillusioned if no bugger buys it this time around, and probably won't try again, leaving the charts at the mercy of U2, Let Loose and the disgrace that is Wet Wet Wet.



BORIS VALLEJO'S 3D MAGIC
Paper Tiger Publications – £12.95
Available to buy

If you haven't the foggiest who Boris Vallejo is, then let us enlighten you. He's the guy who created the characters Conan the Barbarian, Tarzan and Doc Savage. So there! His work has graced many a book jacket and now his paintings can be seen in a 3D format. Priced at £12.99 it'll give you hours of cross-eyed, headache-inducing fun.



VANESSA-MAE – THE VIOLIN PLAYER
EMI £12-14

EMI

We think it's high time that a touch of culture was introduced into Amiga Action, so this month's music slot is given over to exotic beauty Vanessa-Mae, who Paul saw on Pebble Mill and quite liked.

Obviously she's no DJ Miko, but the girl's a trier, and this, her first album at age just 16, is a "techno-acoustic fusion recording" consisting mainly of arrangements written specially for her with the odd classical interpretation thrown in for good measure.

Don't be fooled into thinking that every tune is a beat-frenzied thrashabout akin to the Bach offering; there are several, shall we say, slightly more mellow ditties in there too, although it has to be said that all 10 tracks are infinitely more listenable then your average violin fest. Er, not that anyone here has ever listened to the violin before... Anyway, there you go – 10 killer tunes from a smashing lass who's bound to go a long way.

And who has more class in her little finger than the AA team have between them

BACK ISSUES



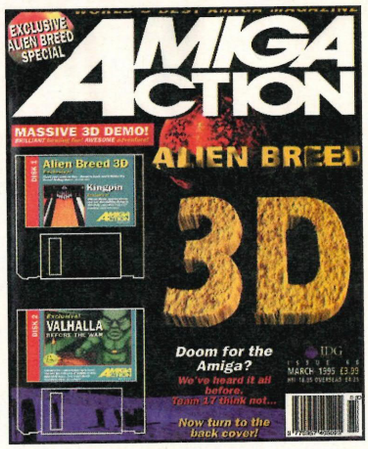
ISSUE 65 XMAS '94
Cover *– 4 DISK EXTRAVAGANZA!*
Coverdisk *– Skeleton Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats*
Features *– Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage*
Reviews *– Aladdin, Alien Breed - Tower Assault, Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more!*
GTGAs *– Universe Pt 2, Darkseed CD32*



ISSUE 66 JANUARY '95
Cover *– Shadow Fighter*
Coverdisk *– Shadow Fighter, Premier Manager 3, Mortal Kombat offer*
Features *– Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)*
Reviews *– Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 + many more!*
GTGAs *– Ishar 3 Pt 3, Robinson's Requiem Pt 2*



ISSUE 67 FEBRUARY '95
Cover *– ATR*
Coverdisk *– ATR, Base Jumpers, Exclusive Shoot'em-up Special*
Features *– World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey*
Reviews *– All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu*
GTGAs *– Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion*



ISSUE 68 MARCH '95
Cover *– Alien Breed 3D*
Coverdisk *– Alien Breed 3D, Kingpin, Valhalla: Before the War*
Features *– Alien Breed 3D, Film '95, Get a Life*
Reviews *– Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Roketz, Theme Park CD32, X-It.*
GTGAs *– Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit*
PLUS Previews *– Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX*



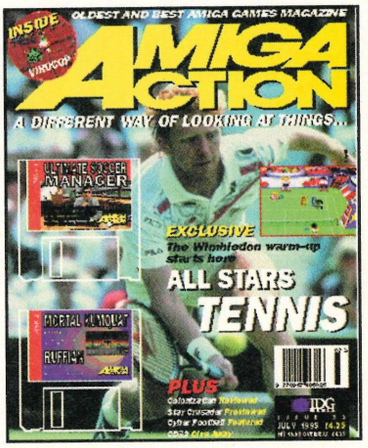
ISSUE 69 APRIL '95
Cover *– Comic Relief Four Disk Special*
4 Coverdisks! *– Turbo Trax, Speris Legacy, Four Arcade Classics, Full Game – Blues Brothers (£7 – £4 to Comic Relief!)*
Reviews *– Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax*
GTGAs *– Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball*
PLUS Previews *– Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Speris Legacy*



ISSUE 70 MAY '95
Cover *– Manchester Utd – The Double*
Coverdisk *– Kwok's Game, PM3 Multi-Editor, Speris Legacy, Sensible Massacre 2, Demon*
Features *– The End?*
Reviews *– Angst, Ants, Champ Manager Italia '95, Man Utd – The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz*
GTGAs *– Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War*
PLUS Previews *– Colonization, Lost Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager*



ISSUE 71 JUNE '95
Cover *– Brutal - Paws of Fury.*
Coverdisk *– Brutal - Paws of Fury, SWOS Bug fixer, Thinkamania.*
Features *– You Speccy Get, World Wide Wonders (Internet).*
Reviews *– Battle Trucks, Brutal - Paws of Fury, High Seas Trader, Kingpin CD32, Pinball Illusions CD32, Pizza Tycoon, Shadow Fighter CD32, Speedball 2 CD32, Tower of Souls, ATR CD32, Ultimate Soccer Manager, Voyages of Discovery*
GTGAs *– Valhalla BTW Part 2, Indy: Fate of Atlantis.*



ISSUE 72 JULY '95
Cover *– All Stars Tennis*
Coverdisk *– Ultimate Soccer Manager, Ruffian, Mortal Kumquat*
Features *– Get a Life!*
Reviews *– Behind the Iron Gate, Colonization, International Golf, Virocop, Syndicate CD32*
GTGAs *– Brutal - Paws of Fury, Ultimate Soccer Manager, Valhalla BTW Pt 3, Bloodnet, Indy: Fate of Atlantis Team Path*
PLUS Previews *– All Stars Tennis, Big Red Adventure, Gloom, Timekeepers, Star Crusader*

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Talkback

Never, in the field of human conflict, has so much utter dirt been spouted by so few

GULLIT STICKS IN THE THROAT

Dear Paul,
I am writing to ask if, after Manchester United: Premier League Champions and Manchester United: The Double, we can await with bated breath the release of Manchester United: LOSERS. I for one would certainly rush out and buy any game where no matter how hard you try, it is impossible to get Manchester Utd to win anything.

If possible, additional features could include real punishment for French footballers and defeat by Macclesfield in the cup.
Yours sincerely,
Gary Aldridge, Norfolk (A Chelsea fan who still can't believe Peacock's shot hit the bar and the referee gave a penalty from that far away)

I would be lynched by the gaggle of United-haters who comprise the AA staff if I spoke up too loudly on the Reds behalf Gary, but I must say a Chelsea based action/adventure game would be far more involving. Imagine it – your fans are tearing apart a stadium somewhere in Britain, and as the only law-abiding Blue it's your job to sort it out. Hop in a taxi, and, after dealing the elderly driver a few unprovoked blows to the head, follow a trail of clues (jellied eels, pieces of shiny Top Man suits, fake, chunky gold bracelets etc) to the correct destination. Once there, it's a race against time to decipher the "Ah's yer farvers" and "Apples and peyahs" before the chairman turns up with his ill-thought-out electric fencing shame followed closely by the bible-thumping manager.

And anyway, what's wrong with supporting Norwich or Ipswich my son?

WRONGED!

Dear Sir,
While it is always a delight to read Amiga Action every month [As indeed it is a delight to write, oh yes, it truly is], I find your cover comment (Oldest and Best Amiga Games magazine) slightly misleading.

The second statement must be true, for AA is indeed a superb read, but I believe that the first one is slightly false. You'll soon be on issue 73, but rivals [Ooh, we compete!] Amiga Format began one month before you all those years ago and are currently on issue 74!

Although AF are not strictly a games magazine, they do review a certain amount of games software and therefore I propose you change your original statement to read: "Oldest and Best Games-Only Amiga Magazine".

You may think I'm being picky in the extreme but I just want to perfect what is already THE magazine for Amiga fans everywhere. 'Nuff said.
David O'Connor, Dinnington, South Yorks

Picky? Nonsense, you're our best reader. If that's the only fibette you've found on the cover of AA then you're alright by us mate.

MAN UNITED: THE LIE

Dear Whoever,
After reading last month's mag for the first time yesterday [You'd have struggled to read last month's mag three years ago...] I decided to go out and buy a fantastic CD32. May I say this is the best console I have ever owned – I also own a SNES. The major reason for buying this machine was that Man Utd: The Double was being released on it. So I sent money off to a software club for MUTD and was happily awaiting its arrival when my worst nightmares were confirmed. I phoned Krisalis and they informed me that they were not, after all, releasing the game on the CD32.

They must all be thick up there or something, 'cos when I asked why, she [the lady on reception presumably, readers] said she and her colleagues didn't know the reason why. So if they don't want to release MUTD for the CD32 then why the [Captain Hook] do they get people's hopes up by saying that they will.

If they believe the CD32 hasn't much of a future then why did I choose one instead of a Jaguar? It just seems today that companies are more interested in huge profits – they would have made profit on MUTD CD32 but obviously not enough. The position of the Amiga is sad, but remember, hardly any companies seem interested in helping it when it is down. They are all hypocrites.
[Blah, blah, boring boring blah, blah-de-blah etc...]
[Looks like] Slash Roos, Llanelli

Ah, there's nothing I like better than a barely legible, misinformed, inaccuracy-riddled letter. Now, just let me work out what point you were trying to make...

Krisalis. Well, they never ever said for definite that MUTD would be available on the CD32, and you certainly didn't read a review of such a version of the game in Amiga Action. Elsewhere maybe, but not here.

Now, huge profits. Ooh, how disgraceful that someone should set up in business to make money and then proceed to try and do exactly that. Outrageous!

Software companies not helping out the Amiga? Hmm, conduct a postal survey as to how many software companies have actually ever received help from Commodore. Include SAEs and be prepared for an absolute deluge, for sure.

And finally, "... they must all be thick up there". Well, we're "up there" too. Further up in fact, so up yours you Taffy get.

BILLY LIAR

Dear Amiga Action,
I just bought a copy of Monkey Island 2 from a computer exchange shop and it doesn't have the Mix 'n' Mojo Voodoo Ingredient Proportion Dial in it. So, could you send me a photocopied one please? Send it to:
Wissam Al Madhon
2 Bolton Lodge
19 Bolton Road
Chiswick
London W4

We don't have a spare, Wizzy mate, but maybe someone out there could help you. Or maybe FAST would like a word...

Ineptitude special

WE ARE THE PROMPTMASTERS

A selection of your letters which we were too rubbish to sort out. Sorry.

Dear Sir/Madam,
I am a college student attempting to collect information for a most important A-level project. I need to collect data about whether there are more males than females using computers (please don't throw away the letter yet, I'm not asking you to do any major work). I have to get the information from a secondary source, and since the libraries don't have the information I require, I would be obliged if you could possibly send me the results of the most recent survey you did.

I would be most grateful if you could post the results to the address above as soon as possible because I only have until May 15 to finish...
Andrew Palmer, Warley, West Mids

To Amiga Action,
I have just bought the June issue and have used...
Robert Cool, Cowes, IOW

Dear Amiga Action,
I've just had an idea for a brilliant feature you could run in the magazine, which with the football season drawing to a close is the perfect time...
Steven Cambridge, Belfast

Dear AA,
... although I'm not too worried, just as long as you can print a reply before the end of May, as this is when I intend to begin. With thanks,
Colin Loftus, Carlisle

Thanks everyone. Er, we'll be contacting you all just as soon as ever. Yes. Indeed.

Talkback

SWEARING SQUADDY

Dear Paul,
I am a squaddy serving with UNPROFOR in Bosnia and I have managed to get my copy of Amiga Action sent out to me here. It's a real life line, as your magazine has really got the best reviews going, and I would like to congratulate you on a totally informative and interesting read. I'm not just saying this to get a free game either, as I know to receive such a thing from Paul Roundell is as rare as rocking horse sh*t.
Keep up the good work,
24808327 Spr Brian Avann, Mountain Troop, 7HQ Sqn RE
PS. Could you please publish my advert in your Swap Shop pages? I hope that some of your readers have pity on us.

The advert's in, Bri my son, as indeed are a few games in the post. Of course you don't actually say whether you have an Amiga out there, but you can always use the disks as ammo I suppose.

And that, readers, is the way to get free stuff. Put your life on the line thousands of miles away from home protecting people who have little or no idea who you are, and who could throw you further than they trust you. Hardly writing a GTGA for Darkmere now is it.

REAM IDEAS. NO, REALLY

Dear Amiga Action,
I am writing to you because I have a number of suggestions to make. Not that your magazine needs much of an improvement...
1. I think you should show us readers what next month's features are going to be. Maybe you could show us the coverdisks on the back page or something, so at least we know what we're saving up our money for.
2. Another thing: You should give the address of your Giving The Game Away section. I have tons of tips for the few games I own that I want to give to your readers.
3. Cut down on the amount of advertising. I mean, that's for other magazines such as Amiga Shopper and Amiga User. Not that I read those magazines. I think they are really boring.
4. Make your magazine cheaper, because a few months back I had just bought MK2, which meant that I couldn't buy my monthly Amiga Action. When I found out the issue I missed contained all the MK2 cheats and tips I went completely barmy!

Anyway, despite what I say, it's the best mag money can buy and I will continue to buy it. Please, please, could you send me an A500+ copy of the brilliant game Theme Park, as I will never be able to afford it. If not I would be extremely grateful if you could send me the April 1995 issue of AA because, like I said, I missed out.
Yours, dying for Theme Park 500+,
Christopher Salamone
PS. I would like to congratulate you on two brilliant coverdisks with the June issue.

1. I'd love to tell you what we'll be having in the following issue, and if I knew myself you'd be the first to know.
2. The address for GTGAs eh? Nope, couldn't possibly publish that. It's a secret.
3 & 4. Competition time! Can anyone guess what my response to these last two points would be? Write down what you think and send your effort to: Been Through It All Before Several Times Comp. Have your entries with us by July 21 and the first correct one drawn from Steve McNally's straw boater gets thrown into the bin last. And spat on.

NO PUBES

Greetings!
It is I, the all-powerful one! Yep, you gussed it, the Prophet of Rage. My latest topic is friends. Friends are such good fun to piss off.

Take for example, last week. One of my friends, The Mayfly, lent me Super Skidmarks 2 or whatever it's called. Okay, it's a good game, but it just hasn't got that great feel as you screech around the corners.

Anyway, back to the point. After playing it a bit I loaded up Octamed, a music program [Gee thanks for that], and changed all the sounds in it. Ha ha!

Instead of an engine, the cars burped! When you used the horn it said "Get out of the way you b[']stard", and when you go round the corner it goes "Shiiiii–"[we get the message].

Hee hee! But Mayfly wasn't that chuffed, especially when I put that password on it and blackmailed him. Oh well, that's what friends are for eh?

I'm sitting here writing this watching my pet T-Rex eat my mother and I think those are her intestines I can see.

Just thought you might be interested.
The Prophet of Rage, no address

We're not. This is the most childish, puerile letter we have ever received, and that's saying something coming from us. You're a small boy with no friends who spends too much time in his bedroom getting acquainted with his left hand. That piece of snot you stuck to the letter was a masterstroke too. Try including your address next time you dirty little bast.

LET US PREY

Dear Sir,
I was very nearly a victim of a clever con recently as a result of advertising games to swap in your magazine, and would like to draw your attention to it and make your readers aware.

I had advertised Beneath a Steel Sky (and others) to swap for Valhalla (among others – I'm trying to cut a long story short!).

One respondent didn't want to swap games, but phoned on two occasions asking for help in completing Beneath a Steel Sky. He seemed geniunely grateful for my assistance and told me that he owned Valhalla, and that I could have it for all my help. He didn't want anything for it. I insisted that in fairness I would send him one of my games, and he selected one. I duly parcelled it up, and, adressing it, realised there was no post code.

My new friend couldn't leave a phone number as he was ringing from work, so I tried to find a number for the name and address he had given me. Directory enquiries informed me that the number for this address was ex-directory and not in the name I had been given.

I thought this a little strange and so delayed posting my game. Needless to say, no parcel arrived and no response was forthcoming from letters I subsequently wrote.

Then it struck me that it could all have been a con, the individual preying on the fairmindedness of Amiga game enthusiasts, and I wondered if any other readers had fallen for his charm and false sincerity and gratitude.
Mike Gleeson, Exmouth

Hmm, very interesting. No, really. So then, has anyone else encountered this kind of thing?

DIRT MOUTH

Paul,
You may find this letter obussive then again you may not. Anyway, I'm so fu–

Yep. I found it obussive. Very obussive. And you spelt 'genitals' wrong too.

ON AND ON IT GOES...

Dear Talkback,
I would like to thank you for such a great coverdisk on issue 71. Yes, I am talking about the Sensible World of Soccer Update disk!

You're welcome.

Dear AA
I would like to congratulate you and Sensible on a brilliant coverdisk last month (issue 71). Not only was it a great idea but it actually works as well! Sensible have made a great game into a brilliant one. [Etc etc..]

We'll pass on the sentiments.

To Amiga Action
... still called the English Cup and not the FA Cup... also the Scottish playoffs are two legged and the Scots League Cup has no replays, but extra time then penalties... cups have extra time before replays in finals [Etc etc]... if you want me to send back my coverdisk for you to upgrade it then I will.

Er, no, you're alright thanks.

ON AN UP NOTE

Dear Amiga Action,
Don't you think it's about time everyone stopped being so down in the mouth about the Amiga? Even during a lull the Amiga is still a far better machine than any others available, as games like Skidmarks 2 and Man Utd prove. While the console mags such as Gamesworld carry about 50 reviews compared to AA's 10 or so [We dream of 10!], there are usually still more good games contained in AA. Come on, cheer up everyone!
Adam Carlton, Fleetwood

Hurrah! Yes.

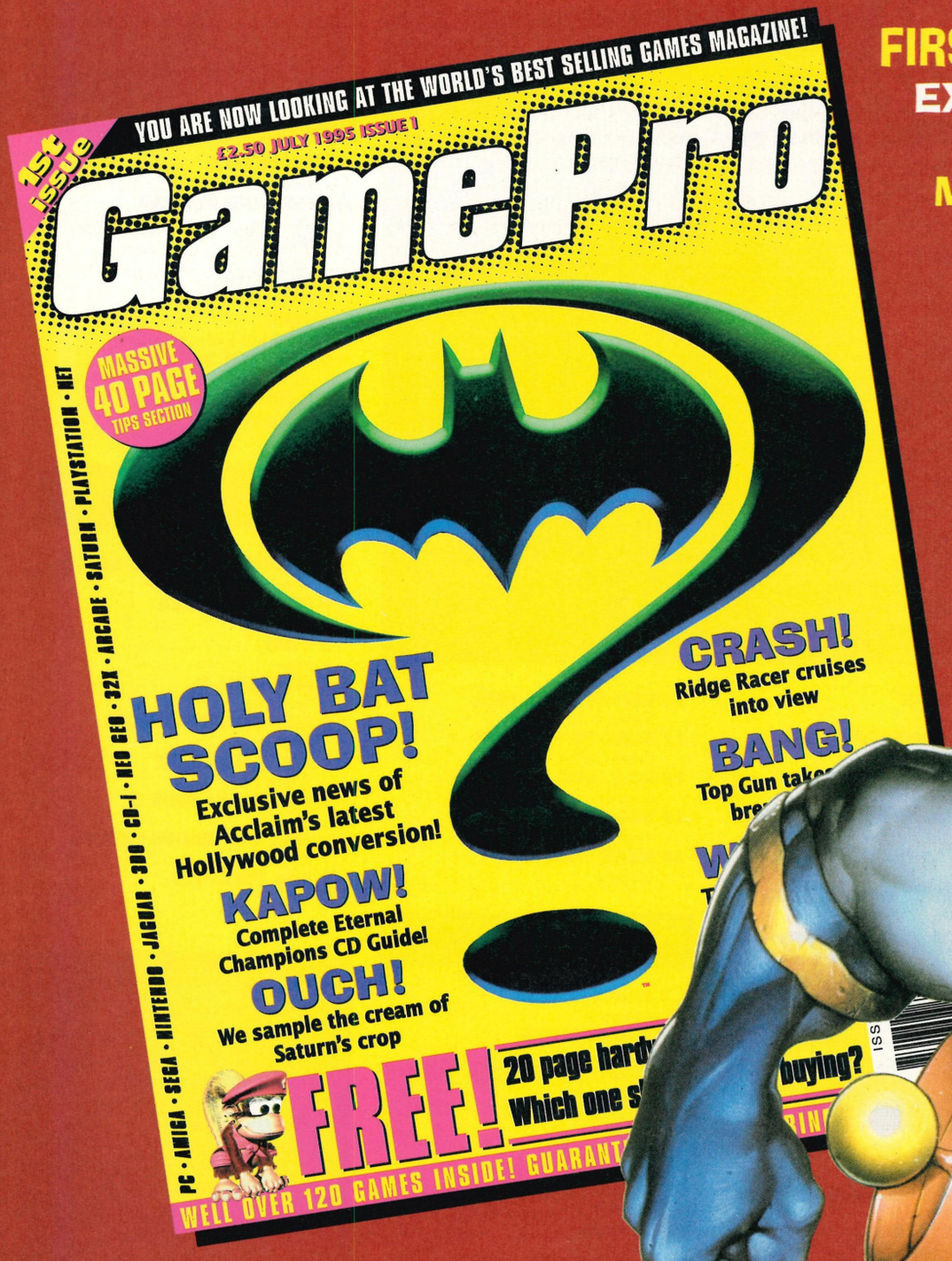
Send your sister's briefs to:

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

**fax no:
01625 876669**

**email:
paul@roundell.demon.co.uk**

THE BEST SELLING GAMES MAGAZINE ON THE PLANET HAS ARRIVED IN THE UK



FIRST ISSUE FEATURES

EXCLUSIVE BATMAN FOREVER NEWS

MASSIVE 40 PAGE TIPS SECTION

FREE 20 PAGE HARDWARE SUPPLEMENT



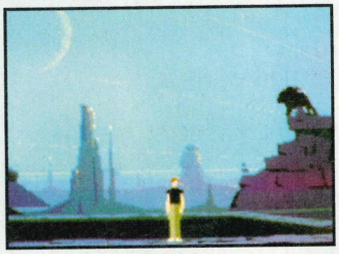
On sale June 29

Superleagues

You simply can't move for the amount of games which have careered headlong into the 'leagues this month. Forty new releases, each as brilliant as the last, and every one destined for video game immortality. And that's no lie.

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

Second Samurai

RECOMMEND AA RECOMMEND

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.

ARCADE ADVENTURE



Adventure

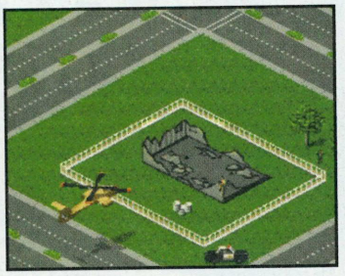
1 **VALHALLA/BEFORE THE WAR**
Vulcan
2 **MONKEY ISLAND 2**
US Gold
3 **INDY/FATE OF ATLANTIS**
US Gold
4 **BENEATH A STEEL SKY**
Virgin
5 **STAR TREK**
Interplay
6 **SIMON THE SORCERER**
PDQ
7 **DREAMWEB**
Empire
8 **LEGEND OF KYRANDIA**
Virgin
9 **LURE OF THE TEMPTRESS**
Virgin
10 **SECRET OF MONKEY ISLAND**
US Gold



11 **CURSE OF ENCHANTIA**
Core Design
12 **RISE OF THE DRAGON**
Dynamix
13 **DARK SEED**
Cyberdreams
14 **BLOODNET**
Gametek
15 **THE CLUE**
Black Legend
16 **LABYRINTH OF TIME**
Electronic Arts
17 **MADDOG WILLIAMS**
Game Crafters
18 **INDY/LAST CRUSADE**
Lucasfilm
19 **KGB**
Virgin
20 **MEAN STREETS**
US Gold

Shoot'em-up

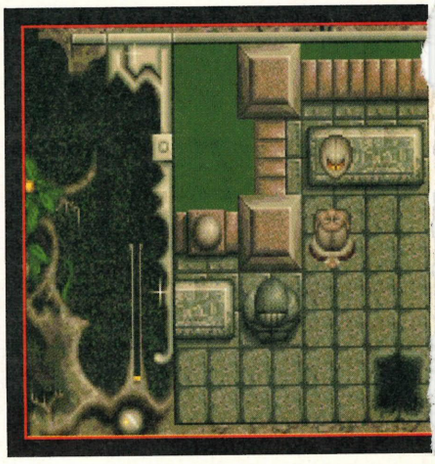
1 **CHAOS ENGINE**
Renegade
2 **DESERT STRIKE**
Electronic Arts
3 **SKELETON KREW**
Core Design
4 **TOWER ASSAULT**
ATeam 17
5 **GUARDIAN**
Acid
6 **ALIEN BREED 2**
Team 17
7 **BANSHEE**
Core Design
8 **PROJECT-X**
Team 17
9 **ALIEN BREED '92**
Team 17
10 **ALIEN BREED '92**
Team 17
11 **BLOOD MONEY**
Psygnosis
12 **ALIEN BREED**
Team 17
13 **JUNGLE STRIKE**
Ocean



14 **TURRICAN 3**
Renegade
15 **SEEK AND DESTROY**
Mindscape
16 **WALKER**
Psygnosis
17 **SILKWORM**
Virgin
18 **SWIV**
The Sales Curve
19 **TURRICAN 2**
Rainbow Arts
20 **OVERKILL**
Mindscape

Sports Simulation

1 **SENSIBLE WORLD OF SOCCER**
Renegade
2 **SENSIBLE SOCCER**
Renegade
3 **GOAL**
Virgin
4 **SPEEDBALL 2**
Renegade
5 **MAN UTD: THE DOUBLE**
Krisalis
6 **FOOTBALL GLORY**
Kompart
7 **PRO TENNIS TOUR 2**
Ubi Soft
8 **MAN UTD LEAGUE CHAMPS**
Krysalis
9 **PGA EUROTOUR**
Ocean



Tower Assault

Team 17 91% Issue 65

SHOOT-EM-UP

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.

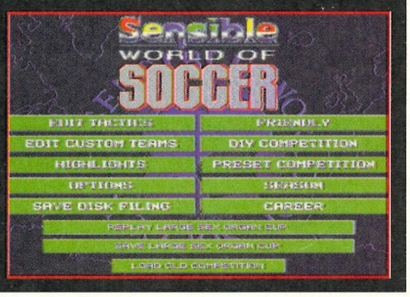


SWOS

Renegade 95% Issue 66

SPORTS SIMULATION

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



10 **JOHN MADDEN**
Electronic Arts
11 **ULTIMATE SOCCER MANAGER**
Impressions
12 **PGA TOUR GOLF** + *Data Disk*
Electronic Arts
13 **PREMIER MANAGER 2**
Gremlin
14 **GRAHAM GOOCH CRICKET**
Audiogenic
15 **PREMIER MANAGER 3**
Gremlin
16 **PREMIER MANAGER**
Gremlin
17 **MICROPROSE GOLF**
MicroProse
18 **ON THE BALL**
Daze



19 **WORLD CLASS RUGBY**
Audiogenic
20 **BRUTAL SPORTS FOOTBALL**
Millennium

Flight Simulation

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



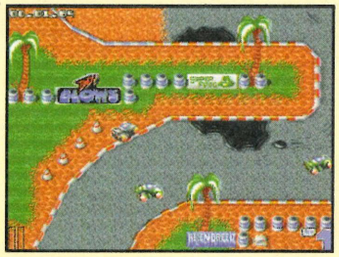
4 **FALCON & MISSION** *Disks 1 & 2*
Mirrorsoft
5 **TFX**
Ocean
6 **TORNADO**
Digital Integration
7 **F117A**
Microprose
8 **COMBAT AIR PATROL**
Psygnosis
9 **B17 FLYING FORTRESS**
MicroProse
10 **OVERLORD**
Virgin

11 **DOGFIGHT**
MicroProse
12 **THUNDERHAWK**
Core Design
13 **F-19 STEALTH FIGHTER**
MicroProse
14 **THEIR FINEST HOUR** + *Data Disk*
Lucasfilm
15 **F-16 COMBAT PILOT**
Digital Integration
16 **A320 AIRBUS USA**
Thalion
17 **BATTLEHAWKS 1942**
Lucasfilm
18 **FIGHTER BOMBER**
Activision
19 **A320 AIRBUS**
Thalion
20 **A-10 TANK KILLER V1.5**
Sierra

Racing

1 **SUPER SKIDMARKS**
Acid Software
2 **TURBO TRAX**
Arcane
3 **SKIDMARKS**
Acid Software

4 **LOTUS ESPRIT TURBO CHALL**
Gremlin
5 **BUMP N BURN**
Grandslam
6 **FORMULA ONE GRAND PRIX**
MicroProse
7 **SUPERCARS 2**
Gremlin
8 **ROADKILL**
Acid Software
9 **LOTUS TURBO CHALLENGE II**
Gremlin



10 **ATR**
Team 17
11 **POWERDRIVE**
US Gold
12 **OVERDRIVE**
Team 17
13 **STUNT CAR RACER**
MicroStyle



Valhalla

(and Valhalla: Before the War)
Vulcan Software 94%
Issues 59 & 66

ADVENTURE

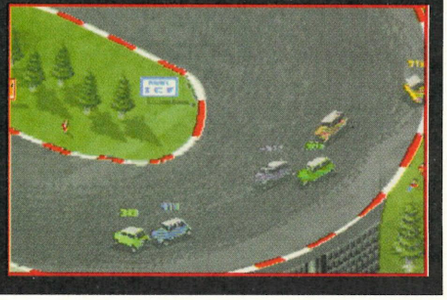
Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.

Super Skidmarks

Acid Software 92% Issue 70

RACING

No sooner has Turbo Trax superceded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.



Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.



Beat'em-up

1 **MORTAL KOMBAT II**
Acclaim
2 **MORTAL KOMBAT**
Virgin
3 **SHADOW FIGHTER**
Gremlin
4 **IK+**
System 3

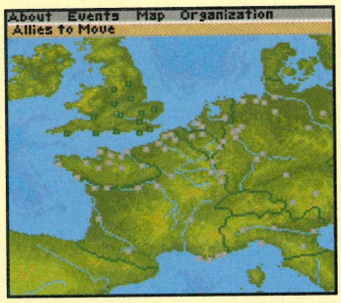


5 **BODY BLOWS**
Team 17
6 **BRUTAL: PAWS OF FURY**
Gametek
7 **PANZA KICK BOXING**
Futura
8 **TORVAK THE WARRIOR**
Core Design
9 **BODY BLOWS GALACTIC**
Team 17
10 **BUDOKAN**
Electronic Arts
11 **ELFMANIA**
Renegade
12 **STREETFIGHTER II**
US Gold
13 **ORIENTAL GAMES**
Unknown
14 **AFTER THE WAR**
Dynamic
15 **VIGILANTE**
US Gold
16 **WRATH OF THE DEMON**
Readysoft
17 **SHADOW WARRIORS**
Ocean
18 **FINAL FIGHT**
US Gold
19 **NINJA WARRIORS**
Virgin
20

14 **NO SECOND PRIZE**
Thalion
15 **NITRO**
Psygnosis
16 **LOTUS III**
Gremlin
17 **LAMBORGHINI**
Titus
18 **F17 CHALLENGE**
Team 17
19 **MICRO MACHINES**
CodeMasters
20 **JAGUAR XJ220**
Core Design

Strategy

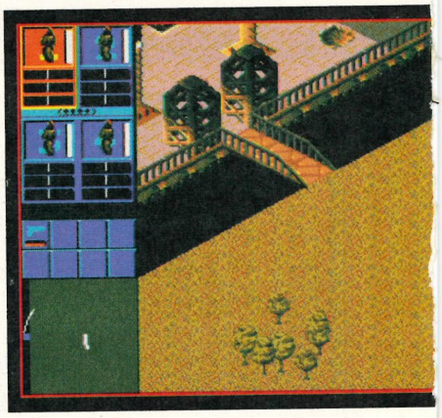
1 **SIMCITY 2000**
Maxis
2 **SETTLERS**
Kompart
3 **CIVILISATION**
MicroProse
4 **THEME PARK**
Electronic Arts
5 **UFO**
Microprose
6 **DETROIT**
Impressions
7 **POWERMONGER** + Data Disk
Electronic Arts
8 **UTOPIA** + Data Disk
Gremlin
9 **MEGA LO MANIA**
Mirrorsoft
10 **COLONISATION**
MicroProse
11 **POPULOUS II**
Electronic Arts
12 **DUNE II**
Virgin
13 **K240**
Gremlin
14 **PIRATES! GOLD**
MicroProse
15 **CAESAR**
Impressions
16 **SABRE TEAM**
Krisalis
17 **REUNION**
Grandslam



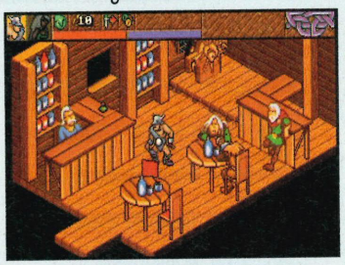
18 **D-DAY**
Impressions
19 **LORDS OF THE REALM**
Impressions
20 **GLOBAL EFFECT**
Electronic Arts

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 **CANNON FODDER 2**
Virgin
12 **FLAMES OF FREEDOM**
MicroProse
13 **HIRED GUNS**
Psygnosis
14 **STARGLIDER 2**
Rainbird
15 **THEATRE OF DEATH**
Psygnosis
16 **STORM MASTER**
Silmarils
17 **SPECIAL FORCES**
MicroProse
18 **NORTH AND SOUTH**
Infogrames
19 **WAR IN THE GULF**
Empire
20 **PIRATES**
US Gold

Platform

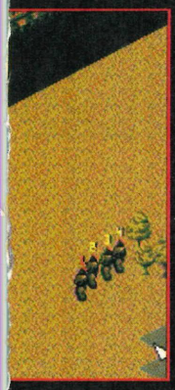
1 **LION KING**
Virgin
2 **ALADDIN**
Virgin
3 **JAMES POND 3**
Millennium
4 **RUFF 'N' TUMBLE**
Renegade
5 **FLASHBACK**
US Gold
6 **SOCCER KID**
Krisalis
7 **PUTTY SQUAD**
System 3
8 **BUBBLE N SQUEAK**
Audiogenic
9 **SUPERFROG**
Team 17
10 **NAUGHTY ONES**
Kompart

Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.





Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, Syndicate remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.

Aladdin

Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the Lemmings returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for Lemmings fans to wet themselves all over again.



Role Playing

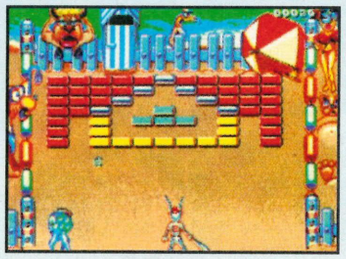
1. **AMBERMOON** *Thalion*
2. **DUNGEON MASTER** *Psygnosis*
3. **CHAOS STRIKES BACK** *Psygnosis*
4. **EYE OF THE BEHOLDER II** *US Gold*
5. **LEGEND** *Mindscape*
6. **KNIGHTMARE** *Mindscape*
7. **ISHAR 3** *Daze*



8. **AMBERSTAR** *Thalion*
9. **BLACK CRYPT** *Electronic Arts*
10. **MIGHT AND MAGIC III** *US Gold*

Bat 'n' ball

1. **PINBALL ILLUSIONS** *21st Century*
2. **PINBALL FANTASIES** *21st Century*
3. **PINBALL DREAMS** *21st Century*
4. **ARKANOID 2/REV OF** *Ocean*
5. **SHUFFLEPUCK CAFE** *Ubisoft*
6. **ARKANOID** *Ocean*
7. **KRYPTON EGG** *Rainbird*
8. **BUNNY BRICKS** *Silmarils*



9. **LORDS OF WAR** *Rainbow Arts*
10. **BOTICS** *Krisalis*

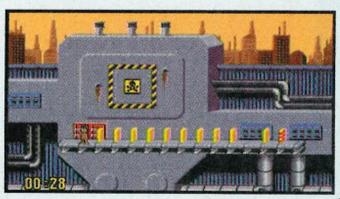
11. **OUT TO LUNCH** *Mindscape*
12. **KID CHAOS** *Ocean*
13. **ZOOL** *Gremlin*
14. **THE ADDAMS FAMILY** *Ocean*
15. **ASSASSIN '94** *Team 17*
16. **ASSASSIN** *Team 17*



17. **PREMIERE** *Core Design*
18. **GODS** *Renegade*
19. **FURY OF THE FURRIES** *Mindscape*
20. **ZOOL 2** *Gremlin*

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*



ALL NEW WORLD OF LEMMINGS *Psygnosis*
HUMANS/JURASSIC LEVELS *Mirage*

What's the crack, like?

The way in which the Superleagues work is thus. At the end of every month, we take a look back at the games which have arrived, and the marks they have been given. The best games are considered for inclusion in the 'leagues, but first we scan the relevant columns and decide where, if anywhere, they should go. Old games may still ride high, not because they outshine the new, but because they have stood the test of time. It's all complicated and stuff.

Swap Shop

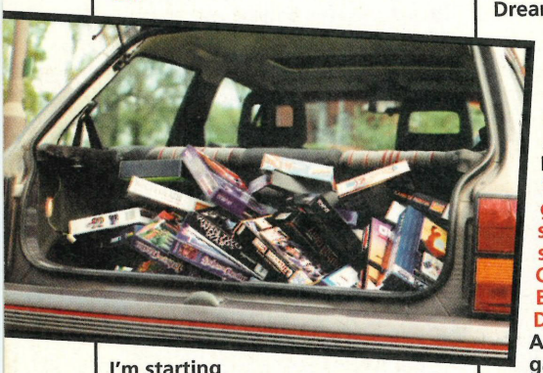
Wanted: External hard drive for A1200. Must fully work! Also 2mb Ram upgrade to boost the A1200 to 4mb. Please reply. John Seaward, 15 Springfield Close, Stockton Lang, York

For sale: Dune, Power Monger 1 & 2, Another World, Starlord and Sim City 2000 £5 each. Phone evenings 01843 846010

For sale: Monkey Island £10, Lotus 2 £6, Second Samurai A1200, Shadow of the Beast 3 £8 each. May also take nearest offer. Ben Shearer, 01325 354376

For sale: A1200 plus 80mb hard drive, monitor, printer, mouse, joysticks, external disk drive, 100's of games £485. Ian Wood 0277 624682

Sell or swap Detroit, FIFA Soccer and Dreamweb £13 each ono. Anything considered. Leighton Armstrong, 12 Hey Street, Brighouse, West Yorkshire, HD6 4AT



I'm starting a new PD library. Help me by sending disks. Thanks. Robert Plumbridge, 2 Grace Rd, Broadfield, Crawley, W. Sussex, RH11 9SB

Sell or swap Another World, Reach for the Skies, Populous II plus others not listed. A500 games, A1200 games. Stephen Quinn, 0181 998 8967

Amiga 500 1mb for sale two joysticks, mouse, 10 games including Sensible Soccer, Superfrog, Premier Manager 1 & 2 and Mortal Kombat. Offer please on 01377 10446

For sale: Amiga games, Alien 3, Robocop 3, Jurassic Park also Delphine's five gane adventure pack £20 01543 415000

Classic games! Leander, Zool, Assassin, Streetfighter II, Alien Breed, Parasol Stars, Supercars II, MAX, Turrican £7.50 each or the lot for £50. All boxed, Aladdin for A600 etc £15 or all for £60. Phone Mark 0181 868 6152

Wanted: Sim City for A500 also wanted 1942, Leisure Suit Larry 3, Midwinter for £8. Craig Keegan 01302 854408

Lots of Amiga games for sale/swap. Also A500+ SNES for sale. Write for details. John Valentine, 25 Arbor Drive, Burnage, Manchester, M19 1FX

Wanted: Bloodwych, Dragon Breed, Lionheart, Blade Warrior, Little Computer People, Lord of Rings, Defender of the Crown. Call Adam 01224 630309

Amiga 600, 2 megs, mouse, joystick plus 30 games including Theme Park and Premier Manager 3. Bargain at £160 ono. Martin Bryant, 01732 366175

Wanted! Artists, designers, testers and musicians to help with the creation of new interactive adventure game. David Pettifer, 22 Brook Road, Shankun, Isle of Wight, PO37 7LU

A1200, 3Mb ram, 250mb Hard Drive, RAM card, Phillips 8833 monitor, fairly new. £600 ono may split. A Khan, 4 Fountains Rd, Bedford, MK41 8NT

A600 15 games, mouse, joystick etc £150. Swap for Sky System and £75 or MegaDrive and SNES. Ask for Steve 01522 811419

Swap my Themepark, John Madden, AB92, Zool, Pinball Dreams, Lemmings, Lotus 1, Bubble and Squeak for Beneath a Steel Sky, Genesia, Settlers, K240, Hired Guns, Dune 2, On the Ball World Cup Edition, Zeewolf, Ruff n Tumble, AMOS, others considered. Phone Steven 01773 718678

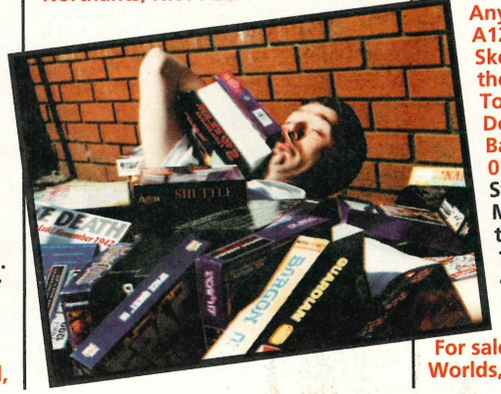
Sega MegaDrive with six games, excellent condition, swap for Philips Colour monitor suitable for Amiga 500. Alan Casson, 11 Rydal Mount, Easington Colliery, County Durham

Amiga contax wanted to swap games, send disks/lists to Ed Bowditch, 1 Bighton Rd, Medstead, Alton, Hants, GU34 SNR

Help! I am a soldier serving in Bosnia and I am running out of games rapidly. Has anybody got any spares? Penpals welcome. Brian Avann, Mountain Troop 7HQ SQN, Fort Invicta, OP Grapple 6, BFPO 544

Amiga Contacts wanted to swap games, hints etc. 101% reply so get scribbling. Write to Chris, 13 Plas Newydd Drive, Prestatyn, Clywdd, LL19 7YL

Swap A600 2 meg + games plus 10 SNES games + MegaDrive + games, lots of joysticks, converter + mags for A1200 with hard drive. Vince Elmore, 19 Gladstone St, Rothwell, Northants, NN14 2ER



Wanted: Amiga 600 games and add ons. Printers or penpals or even cheat books. But most wanted is a mouse mat. Mitchell Collings, 22a Melton Rd, Wymondham, Norfolk, NR18 ODB

Wanted A1200 contacts to swap/talk about games (ooh, fascinating!). Send list, reply guaranteed. DAve, 45 Blenheim Road, Barnsley, South Yorks, 570 6AR

Amiga 600 games for sale, Jungle Strike, FIFA Soccer £10 each. European Champions, Street Fighter 2 £7 each. Beast 2 and 3 £3 each. Soccer Stars £5. Andrew Dowling 01352 710722

Wanted: Harpoon battlesets 3 & 4, Flight Sim 2. Selling Sabre Team, Reunion, Lords of the Realm all A1200 £15. Starlord, Legends of Valour, Kingmaker £9, Formula One Masters £12. Phone John 01983 866900

A600 owner seeks penpal. Contact Cavin, 21 Smithy Close, Brindle nr Chorley, Lancs, PR6 8NW

PD contacts 100% reply. Darren, 2 Camross Drive, Shrewsbury, Shropshire, SP1 3XH

Amiga 500 1.3, 52 meg hard drive, 2 megs ram, Joysticks, games, W/P, Database, DPaint 4, Anim software, may split. All boxed £offers. Hasib 0121 449 1515

CD32 (under one year old!) with £200 worth of excellent games (What, there are actually £200 worth of CD32 games? And excellent ones at that). Everything fully boxed. Games include Skeleton Krew and Banshee. Only £190 ono (01132692050) A(1)500 games also available.

Wanted urgently: anyone who still owns an Amiga to swap tips, hints, games and mindless chit chat! Everyone replied to ASAP. Write:- Kurt, 91 Liverpool Road (next to Andreas Chippy) Penwortham, Preston, PR1 OQB

For sale: A1200, external disk drive, joystick, 26 games, 16 mags, 50 demo disks only 1 yr old £275 ono. Call Darren on 0181 890 5065

For sale: Amiga 600 with loads of games like Theme Park, Mortal Kombat 2, 3 joysticks, 1 joypad, loads of magazines and loads of cover disks. Call for price. Paul Desira 01379 652929

Anybody want a good deal? A1200 games boxed, ROTR, Skeleton Krew and Frontier £30 the lot. A retired SpaceAce Tony. Tony Phillips, 46 Dowding Drive, Compton Bassett, Calne, Wiltshire, 01249 817482

Swap CDi with FMV, Maddog Mcree and Light Gun and three other games for Amiga 1200, 120mb preferbaly 420mb hard drive. Ring 01352731935 between 10am and 1pm only.

For sale: Jaguar XJ220, Shadow Worlds, Last Action Hero, Police Quest, Kings Quest 3 and Midwinter 2. Only £5 each. David Clatworthy, 38 Longview Lane, Huyton, Liverpool, L36 7UN

A1200 with games £250. A500 1 mb £90 GVP 52mb hard drive £80, Supra 2mb Ram £35 monitor £100 Tel 01956 558024

Swap: New Lure of the Temptress game, compatible with A500, A500+, A1500, A2000 for new, original decent A1200 game. Write to Sarah Chu, 4 Edmundson Hse, Cardwell Rd, Woolwich, London, SE18 5RD



Amiga penpal wanted. Female or male, loads of games to swap and tips and cheats. Please write back. Thanks. Nikky. Nikky Marshall, 8 Weakland Way, Hackenthorpe, Sheffield, S12 4PJ

If you need a cheat for any games I will have one. Iain Mallett, 21 Bennett Road, Ipswich, Suffolk, IP1 SHU

Swap Zool 2 for Indiana Jones Fate of Atlantis or Wiz and Liz for Maniac Mansion or Kings Quest 3. Michelle Sneddon, 114 Jerviston Rd, Craigends, Glasgow, G33 5QL

Wnated Cheap RAM for A600, also a strategist game player for penpal. A600 user, 6 Gordon St, Elland, Halifax, West Yorkshire, HX5 OAG

Game for sale, Cruise for a Corpse £15 ono or swap for any game for £5. Please send to Philip Osbourne, 2 Badhandwriting Lane, Cantreadit Rd, Illegibleshire ID1 OT

Contacts wanted to swap PD and music tapes. Write quickly to Ben Lewis, 6 Woodstock Way, Kennington Ashford, Kent, TN24 9BL

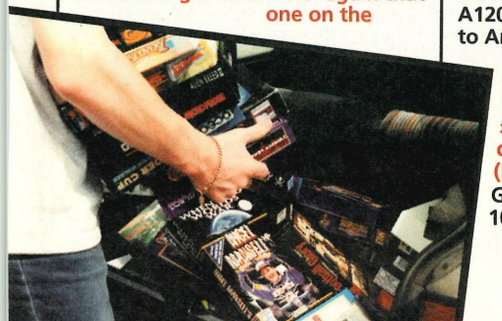
Swap my Monkey Islan, Striker, Kick Off 3, Cruise for a Corpse, Mig 29 for your Nippon Safes, Space Hulk, Links Golf (floppy) or Soccer kid. Barry Mason, 8 Lochlay Crescent, Nairn, IV12 5BD

Swap PM2, Enchantia, International Sports, Pacific Islands, Alfred Chicken or Zool 2 for Colonization, A-Train, SWOS, USA 94, Fate of Atlantis, Skidmarks 2 or OTBLE. James Lacken, 17 Cambridge Street,

SwapShop



Semilong, Northampton, England, NN2 6DN
For Sale, Amiga 600 and printer with mouse, joystick also games like Theme Park and Dune II. Sell for £370 ono. Chris Lambert 01277 625381
Swap Swap Swap! Skeleton Krew 1200 for UFO, Settlers, Subwar 2050 1200. Originals only. Please phone Stuart G. Norwich 868367
Cheatlord! Excellent disk containing over 650 cheats. Send £2 to Michael Lord, 34 Deerpark Road, Cliviger, Burnley, Lancs, BB10 4SD
Want Crusaders of Dark Savant hint book four PC. Swap Cadaver and the Paho FF as will four the book. (David's 21 years old yet for some reason has written his advert in the literary style of a slightly dense four year old. If you can make sense of his it, and can satisfy whatever the conditions are supposed to be contact...) David Cotterill, 28 Fountains Road, Mossley, Bloxwich, W53 2RL
A600 owner wants to exchange games and cheats. Male or female. Chris Muckell, 20 Eaves Road, Dover, Kent, CT17 9LX
For sale Monkey Island 1, Alfred Chicken, Rugby World Cup, all boxed £5 each. Helen Hampson, 97 Manor Rd, Desford, Leicester, LE9 9JQ
2 meg Amiga 600 with games including Mortal Kombat II, magazines with coverdisks, books, small disk box. FOR SALE: OFFERS PLEASE. Richard French, 31 Beechwood Close, Basingstoke, Hampshire, RG22 4XX
Amiga 500, 1 meg, GVP Hard Drive, 2 meg, Fast rame, Mouse, manuals, £500 worth good dames. Excellent condition £375 ono 01473 741052
Wanted Guy Spy, Escape from Colditz and Life or Death. Will buy or swap. Contact Andrew Welch after 6pm on 0161 902 9792
A1200, colour monitor, Colour printer, Transwrite, Paint 4, Sim City, Games £575. Tel 01732 459129 evenings.
Amiga 500+ for sale, boxed, excellent condition. Magazines, demo disks, deluxe paint, joysticks, only £150. No games. Call Dumbi on 0181 318 3309
Beneath a Steel Sky, Valhalla, Monkey Island 2, Kyrandia, Beholder 2 and more just £10 each also £3.99 games. Dumbi again that one on the number as above.
Swap Elite II for UFO, MKII, Super Stardust or Indiana Atlantis A1200 version. Phone 0141 942 2695. Ask for Andrew
Swap games for ELF, Hook, Fatal Strokes, Premiere, Goblins, Flink, Dragon's Lair II. I have F.O.Atlantis, L.O.Temptress, L.O. Valour. Heimdall Phone 01395 263537
A1200 contacts wanted. Fast reply guaranteed. Send lists, disks to D Pattison, 127 Thornton Street, North Ormesby, H/Bro, Cleveland, T53 6PL
Sell/Swap Monkey Island One and Two, Lure of the Temptress and more. Wanted Valhalla or similar. Matthew Pope 0191 2614695
Swap Frontier: Elite II for Winter Olympics, Cool Spot, J/Strike or Zee Wolf. Stuart Sellers, 7 Bronham Mill, Giffard Park, Milton Keynes
PD contacts wanted (preferably intelligent, witty and female!) Guaranteed replies. Lists/letters! Darren, 11 Melita St, Darwen, Lancs, BB3 2DA
Wanted: Battletech 1 and Battletech 2 Boxed. Will swap for Space Crusade, Desert Strike, EOTBII, Populous II, Project X, Celtic Legends, Settlers, Space Hulk, Hero Quest, Powermonger or Pirates. All boxed for the A500. Darren Davis 01455 238534
Sell cheap/swap games complete and no longer wanted including Hunter, EOB 2, Flashback, Premiere etc. My list for yours write to Barb, 4 Park Ave, Northfleet, Kent, DA11 8DS. All Boxed
For sale, Ruff and Ready for A500, ideal for young child. Also wanted Nigel Mansell Grand Prix, Ruff & Ready £3. David Marshall, 17 Mellow Ground, Haydon Wick, Swindon, Wilts, SN2 3QJ
Wanted: Amiga games and PD. Also external drive (must be in Cork area) Michael O'Donoghue, 1 Manch Villas, Glasheen Road, Cork, Ireland. 0121 319296
A1200 contacts wanted. Send lists to Andre Yver, Liaflaten 23 5090 Nyborg Bergen, Norway
Sell James Pond 3 (A1200) £8, Chaos Engine £7, Desert Strike £10, Lemmings 2 £8 Swaps considered. Frank 045 34165 (Ireland)
Games, Utils for sale/swap 100% reply worldwide. Write to Chris PO Box 8328 Athens 10010 Greece
Free help offered on loads of RPG's including Dungeon Master, Monkey Island and Beholder II. For a full list contact Paul A Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8L2
Amiga 600 with games. Everything boxed as new. Loads of blank disks, joystick, disk box £180 Telephone Kev 01904 783682
Colour printer wanted. Must work or A500 in good condition. Lee Petrak 01253 398894
Kid Chaos £20, Road Rash £8, Kick Off 3 £20, Lemmings 2 £10, Aladdin £20, Sensible Soccer 92/92 £15, Team 17 Collection Vol 1 £18 all boxed and manuals. Alan Archer, 21 Vandyck Avenue, Kernsham, Bristol, B518 ILE
Theme Park (AGA) £20, Pinball Illusions £20, Super Star Dust £20, Top Gear 2 £20, SWOS £18, SF2 £15 All boxed and instructions. 0117 9860468
Wanted: Any Savage Frontier or Buck Rogers TSR RPG games for Amiga 500. Good condition and original. Mike, 78 Wood Road, Codsall, Staffordshire, WV8 1DW
For sale: Monkey Island and Sensi Soccer V1.1. Swaps will be considered or £15 each. Shaun Davis 0181 903 2545
Fruit Mania 1 or 2 wanted now. Also Amiga contacts in West Midlands area to swap games and hints. Please respond now. Malolm Cluett, 253 Griffiths Drive, Ashmore Park, Wednesfield, Wolverhampton, West Midlands, WV11 2JT
Amiga swappers everywhere wanted! Lods of titles available to swap. Write now for list 100% reply. All the latest games to swap. Let's get to it and keep the Amiga alive! Write to Amiga Man!, Duthil, Carrbridge, Scotland PH23 3WB
Soccer Kid, Sensible Soccer, Cannon Fodder 1+2, Flimbo's Quest, Space Crusade, Chaos Engine and many more for sale. 01788 571030



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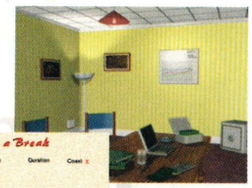


Stadium Night



Stadium Day

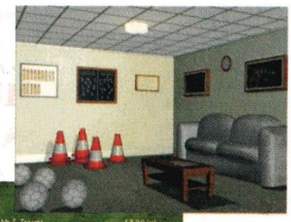
Financial Director

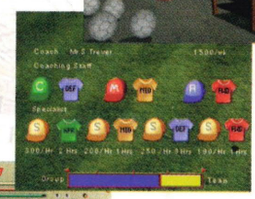




Take a Break

Coach's Room (Amiga)

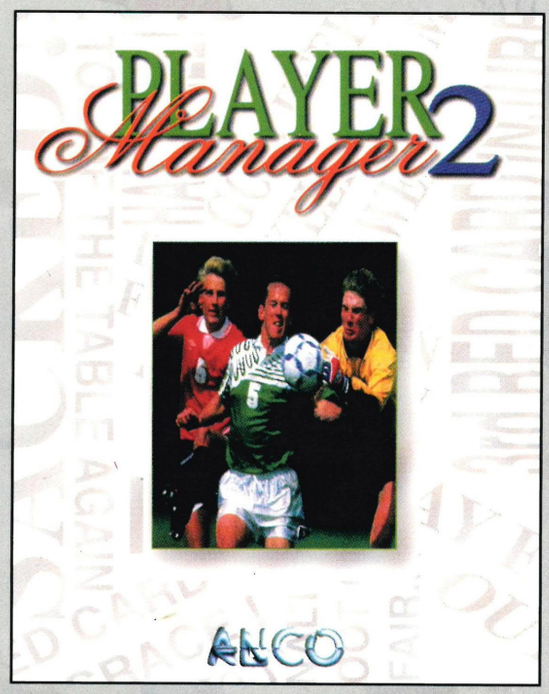




The Coach

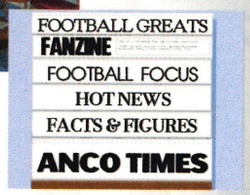


Group Coaching



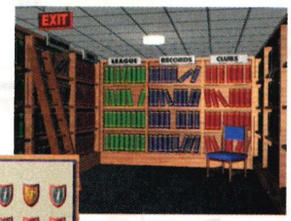


Press Room



Newspapers

Archives





History

Top Down

Isometric



Side View



Player Information

Setplays

Squad screen



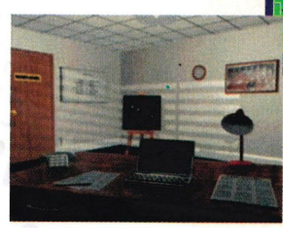


Team Talk



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Manager's Office (Amiga)

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ANCO

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