AMIGA ACTION
Issue 78 JANUARY 1996

Because of... it's certainly the new year

LOOK! At the demo and game below!

A DIFFERENT WAY OF LOOKING AT THINGS

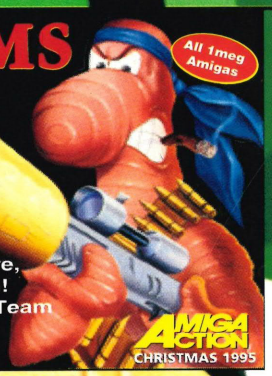
AMIGA ACTION

SPECIAL NO SARCASM ISSUE! Yes

DISK 1

WORMS

All 1meg Amigas



They're finally here, and we've got 'em! Brilliant demo of Team 17's long awaited carnage fest

AMIGA ACTION CHRISTMAS 1995

DISK 2

THE WINNING POST FULL GAME!!

All 1meg Amigas



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AMIGA ACTION CHRISTMAS 1995

WORMS

Reviewed! You ain't seen nothing like it!

PLUS

IN DEPTH PREVIEW OF ZEEWOLF 2

ISSN 0957-4050

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£4.25 as well. Bargain!

Coala, Leading Lap, Super Tennis Champs reviewed

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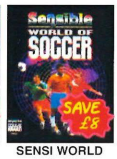
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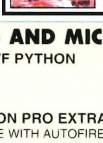
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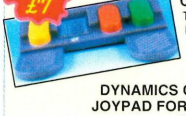
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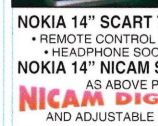
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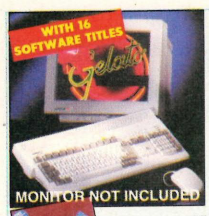
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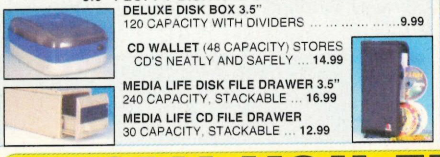
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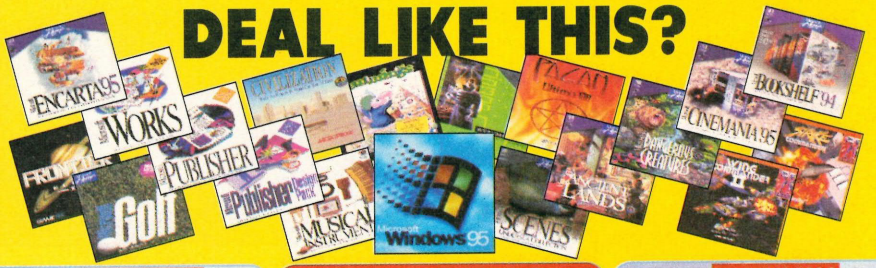
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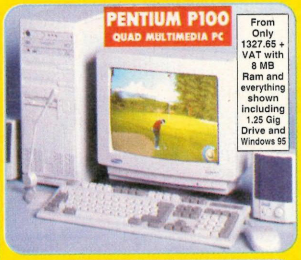


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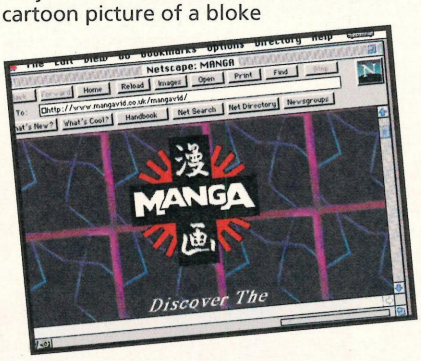
IDG MEDIA

Amiga Action regrets that it cannot answer your phone calls personally
Because it's only a lifeless magazine. But neither can we either. Honestly, we're not being funny or anything but we don't ring *you* at work, do we?

Drunkard of the month: Steve "Teetotal" McNally

News p10

Phoenix-like he rises – David Pleasance is back, but not at Commodore, because they went bust. News inside. Plus! Er, a cartoon picture of a bloke



Subscribe p64

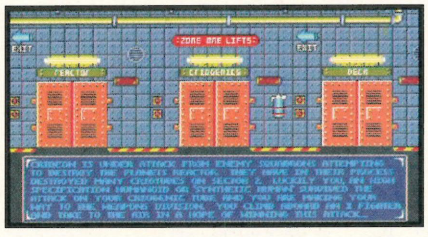
Aw, work it out for yourselves

Superleagues p68

They sure ain't super, but they sure are leagues, and ripped out and crumpled into balls make excellent firelighters for those who prefer the warmth afforded by real fuel. Because ooh – gas isn't real is it?

Public Domain p42

You want the good news or the bad news? Well, the bad news is it's here, but the good news is it's further back in the mag because of MORE PROPER REVIEWS!



Win! Thangs p31/61

On page 31 – an Amiga Technologies A1200 for you to take away! Hurrah.
On page 61 – the middle page of Son of Boggit. Sorry, our mistake



Write up your Alley p45

Questions answered, games reviewed, pap spouted and more besides. It's a treat! Well, not a treat maybe, but...

Swap Shop p72

This month's feature ad:
Amiga Action editor seeks decent people to work on magazine. Not tossers like Steve Andy and Neil. Huge melons preferred

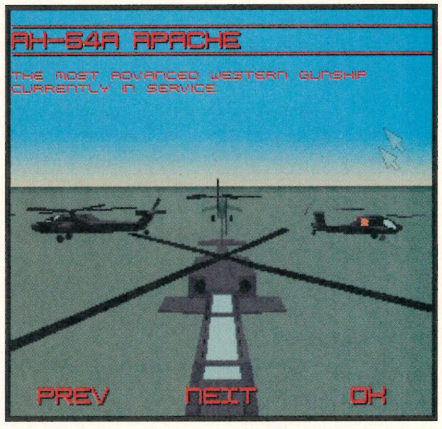
Reviews p17

Full price

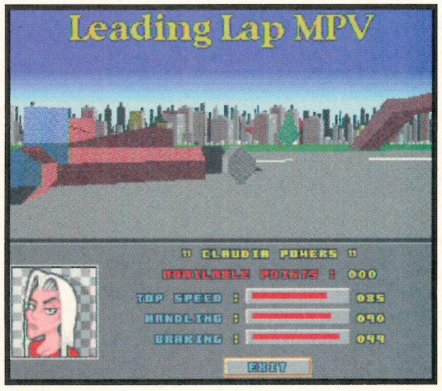
Coala 34
Exile (A1200) 38
Leading Lap 28
Penguins 41
Super Tennis Champs 32
Team 24
Worms 19



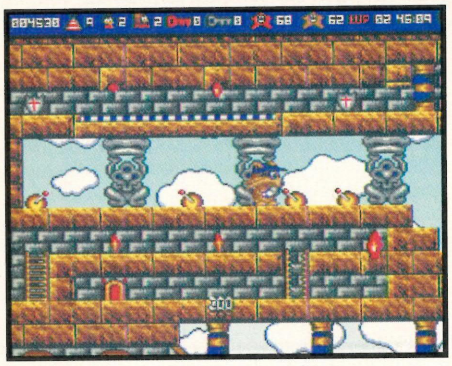
WORMS!
Wriggly, writhing, ream little self-abusers



Coala
A helicopter game! Someone's done one for the Amiga. Cheers Empire, mate



Leading Lap
Polygonic pitstops prevail. Except they don't, because there are none.



Penguins
Slip into something cool. Eh? Eh? Wahey! Oh yes, we talk such sense. It's a puzzle game.

Previews 50

Zeewolf 2.....50

Hilsea Lido 54



Hillsea Lido
From the makers of Valhalla and, er, that Valhalla 2 thing, comes... well, this



Super Tennis Champs
Sport king Audiogenic is at it again with a bit of batty bally and a spot of lemon crush



Team
It is not our policy to slag games off in the contents page, so we shall say nothing

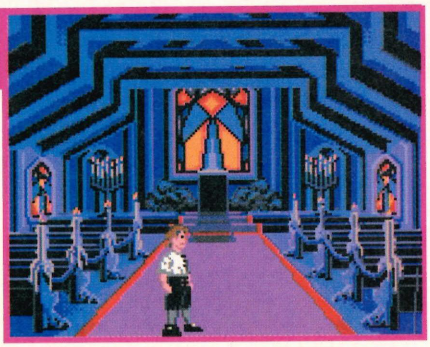
Features



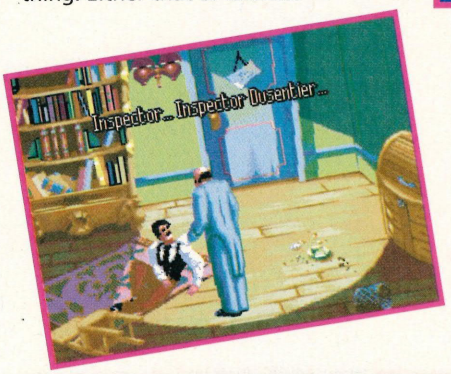
Get a life! p66
Forrest Gump. We know he's a spaz but he's out to buy on video and you get a free box of chocs. Plus, let's see... other vids, stuff ,and other stuff!

Talking to Myself p14
Desperate for an outlet through which to spout his own very special kind of rubbish, Paul Roundell has taken to chatting away with no-one in particular about some emotive issue or other

Game Guides



Son of Boggit p60
Who knows where the Boggit will end up this week? No-one is quite sure, but it seems almost certain he'll answer a Monkey Island question or two along the way. Hey – have you ever noticed how he uses the same screenshots time and time again? Must be some "Elf" thing. Either that or laziness



Cruise for a Corpse p56
You asked for it and we're providing it – the full solution to US Gold's seafaring adventure. And we're not letting the fact that it's been four years since you asked for it put us off either

Small Tips p58
Tips that are all small and stuff

Coverdisks p6

Disk 1 & Disk 2

THE WINNING POST FULL GAME
You might remember this from a year or so ago, because The Winning Post was one of our most popular demos ever. Ever. So we've put it on again. No! We haven't really. This is the full game – THE FULL GAME – which means it is worth money. But a-ha! – that doesn't concern you because this fruit machine delight is yours for free. Yes, and the magazine would have been £4.25 anyway.

WORMS
Now this is serious, we're not messing about now. This is the game that just about everyone in the whole world has been waiting for. Like, there are starving children in Bosnia who would rather have this than a nice bowl of stew – that's how popular Worms is. And where do you find a demo? Where, eh? EH? EH? Here, that's where, because when the chips are down we'll be around with our undying death defying love for you.

Oh hang on, that's not right.. Er, when the chips are down it is Amiga Action who comes up with the goods for its fair and loyal readers. Like now, with this. Play it. And send us money for no apparent reason.



Every month we extol the virtues of those special little pieces of software we fit on the disks, and every month we're right to do so. This month though, we're doubly right to shout with glee about the stuff we've got for you, because you officially WILL NOT FIND BETTER DISKS ANYWHERE ELSE. And that's a fact. Allegedly. ***Worms****, the mindlessly frenzied game of annihilation that we've waited for forever, is here – HERE! For you to play. It's a specially timed five minute demo which will give you more than enough time to decide that it's a must buy. On top of that you have a full game in the shape of* ***The Winning Post****, a demo of which we gave you last year, and which was one of our most popular ever! So there.*

Cover Disks

Worms

Team 17
All Amigas

Your chance to have a quick play or two, or indeed more, of the best thing since the last really impressive thing came along. Worms will take a couple of plays to suss, but you'll soon be hooked.

You will need another two disks before playing this version of Worms, because it's one of those special decompacting things.

After putting the coverdisk in the drive you will be asked to bung in another disk. Do this, and a few moments later another request will appear. Put the required disk into the drive and keep following the instructions until you need to reset your machine and load the two disks you've previously created.

The demo we have here will only allow a five minute game of Worms with a maximum of two players. To give you as many turns as possible in this time, you only have 30 seconds in which to execute a move. The full game is fully definable in every department.

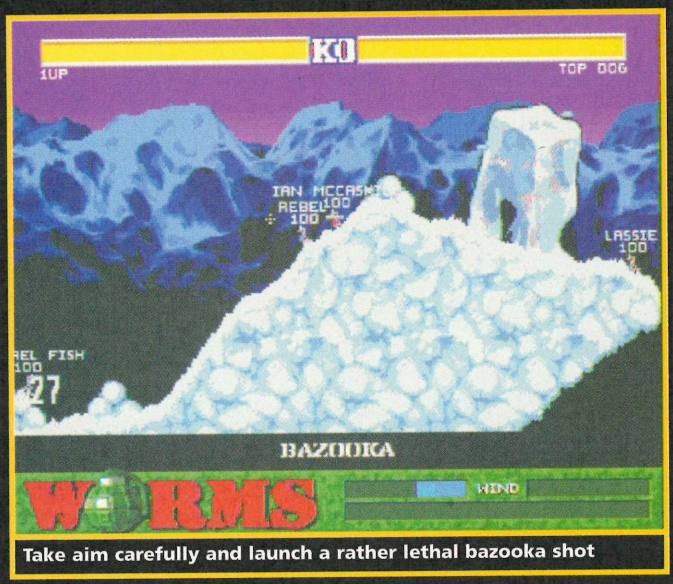
To make a move you will need to use a combination of the mouse and keyboard. The cursor keys move your target up or down and allow your worm to move to a more useful attacking point if you wish. The right mouse button brings up your arsenal, and another click will bring up the remainder of your weapon icons.

To select your weapon, click the left mouse button when the pointer is over your required method of destruction. The power bar is in the bottom right of the screen, and once you're ready to do your stuff, hit the space bar. How far your offensive move travels will depend on how much power you put into it. Gunshots (using Uzi or Shotgun) obviously don't require the power bar, as their power is pre-determined.

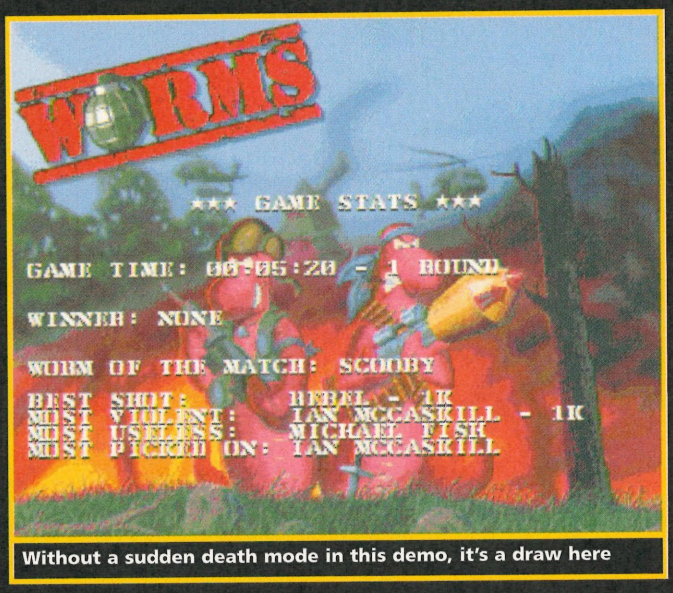
So there you have it. Get to know what's what and remember that the full version will have all of this and tons more besides. Worms glorious worms!



Our very own stage in all its glory. The red icons happen to be mines, so be careful not to put a foot wrong



Take aim carefully and launch a rather lethal bazooka shot



Without a sudden death mode in this demo, it's a draw here



The Winning Post

Mental Image
All Amigas

Save yourself wasting those valuable pennies and indulge in some pocket saving fruit machine entertainment from the comfort of your own home.

Loading Winning Post is simple; put the disk in and watch the light flash until the game appears on your screen. You're then ready for the off.

This is the full working version of a coverdisk demo we gave you some time ago, and is licensed to us. So, don't even think about adding it to your PD collection, or we'll send Paul Roundell around to set up home with you!

To play the fruit machine game all you'll need is a mouse. The left mouse button operates the machine buttons when you click the pointer on the button. The right mouse button can bring up a list of available win lines at any time during play.

Clicking the right mouse button on the red MI symbol on the race track will allow you to play a sub-game named Painter. There are also a couple of hidden bits which can be accessed from the title screen. One is the Painter sub-game, which is accessed by clicking the left mouse button to play the game and pressing the right mouse button to stop and return to the fruit machine. To take control of the player during Painter, you can only use a joystick.

The other game is a very colourful version of Snakes, and is accessed by pressing the joystick fire button while the win lines are visible. A small demo will run, and if you press the joystick fire button again, you can play this game also.

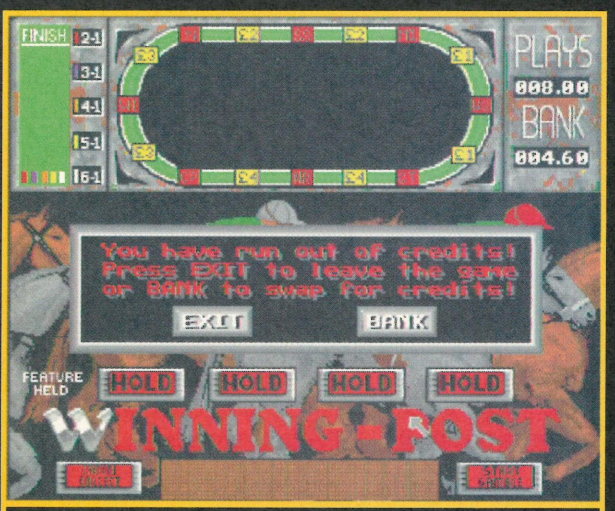
Mental Image has a Bandit Mania package for sale at just £6 a throw, containing three complete fruit machines. If you're interested in this offer then send cheques/postal orders made payable to Mental Image at:
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A demo version of the game is also available, and can be yours for £1.



The screen which begins the race. Can you win and become a successful gambler?



In the thick of the action. The shuffle bar will respin the reels and may roll in a win or extra bonuses



As in real life your winnings can be transferred back into the machine. And you usually lose it all – it's that realistic

Duff Disks

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EX-COMMODORE SUPREMO RE-EMERGES PLAYING

First word

Hello. It's all gone tremendously pear-shaped now, hasn't it? I mean, what with the Amiga selling by the thang-load in the shops and another (by the standard of the last few months) pseudo-bumper crop of games to review, where does that leave me? What am I going to slag off now? Even the coverdisks – a top Worms demo and the full Winning Post game – are nothing short of majestic.What outlet is there left for my somewhat unhealthy desire to always look on the downside of things? Ah – here's the latest issue of The One. Paul



David Pleasance: He's well out of it

That's your bird that is

Tangent Music Design may not be a name on the tips of many Amiga owners' tongues, but David Pleasance certainly is. You may have thought that the former head of Commodore UK (they were the successul ones who went tits-up all the same because of the bungling of the bigger company, Daddy-O Commodore, or whatever it was) would want to put as much distance between himself and the Amiga as possible, but not so.

David is now Managing Director of Tangent – a professional recording studio – and, along with his partners, is currently recording a 14-track album entitled 'Everybody's Girlfriend', "Because as you know," said David, "Amiga is the Spanish word for girlfriend". Ah, well no we didn't actually, but Paul didn't much like to come straight out and say so on the phone for fear of looking really stupid.

David, Ed Fermor and Richard Knox are marketing the album as a musical celebration of 10 years of the Amiga, and claim that all the tracks are either about or inpsired by, that most famous of machines. Ed and Richard are professional musicians, and David himself, we've subsequently learned, was formerly a Flamenco guitarist!

It all sounds very interesting in a bizarre kind of way, and next month, when we pull our fingers out, we'll be visiting their Middlesex studio to check it out in full. And hopefully get beered up for free.

As an interesting aside, Escom supremo Manfredd Schmidt, it is rumoured, was formerly lead singer with Bow Wow Wow. Yes, and that other bloke who's always with him, well he's Elvis.

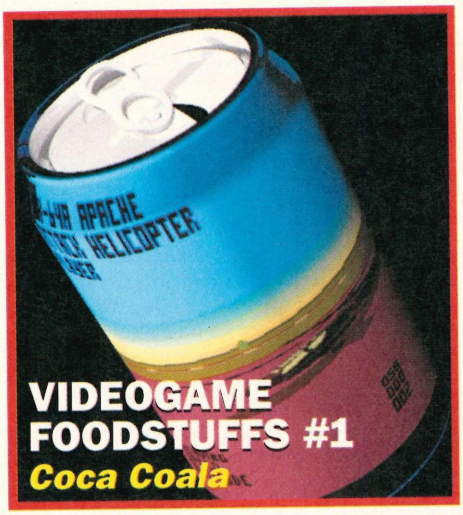


news

THE BANJO... OTHER STUFF... AND MORE!



Er, actually it was all to do with some Birdman Rally in Brighton, but we don't know much about it. Sorry



Lemmings go down (wahey!)

After years of inviting us to save its green haired conksters in several hundred variations of the same game, Sony Interactive Europe (you know, the ones that used to be Psygnosis and then went all posh), has brought about the destruction of the creatures which for so long have been the backbone of the firm's success.

The Lemmings, tired of their ruthless exploitation at the hands of the Liverpool company, decided in a move by the High Lemmings Council that they would, in effect, get back to basics by leaping off a cliff. In a taped statement made by the Grand Chief Lemming and sent to Sony's Liverpool HQ shortly before his demise, the lemming leader is said to have declared, "Right! That's it!". Obviously no-one knows quite what this is meant to infer, but in light of the events which followed, it does seem quite prophetic.



Rumours of an attempted lemming takeover of the Sony offices go unconfirmed, though an insider at Liverpool's Beth Jordache Memorial Hospital admitted that several ninja lemmings have received treatment for head wounds, possibly caused by trying to swing around on boardroom tables. But equally as possibly not.

Mr Dave Batman, president of the Game Characters As Super Heroes League, last night verified that several other similarly stupid looking characters had also topped themselves in sympathy for the Lemming cause.

One of them, a cheap looking duck with a great floppy bill, is believed to have attempted to take a grey haired bloke out with him. The grey haired bloke has gone into hiding, and you don't know Sony's number, so no-one can ever prove that we made this up. Which we're perfectly willing to admit if put under any kind of pressure anyway.

Slagging off people who slagged us off first

In this new and, let's face it, unlikely-to-continue section of the magazine, Amiga Action will be slagging off people who slagged us off first. Getting slagged off for slagging us off first this month is Stuart Campbell, ex-Amiga Power pseudo-editor who sprang to prominence for his "harsh-but-'fair'" marking criteria, and then, um, sprang from prominence after saying he wished old soldiers were dead. Here it comes...

Stuart Campbell? Stuart... erm, bloody funny hair more like.

Slipped a bit

Time Warner Interactive, um, Brothers' prehistoric rip'em-up Primal Rage will not, as we may have led you to believe, be out this month (November). No, instead it will be released at some time later. Possibly December or even January. In the meantime though, how about that advert eh? Eh? Old Simes from Radio 1



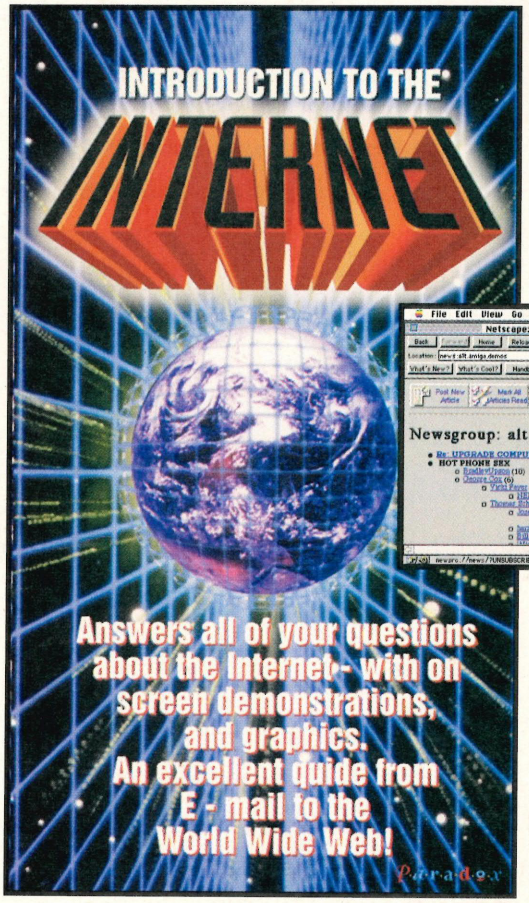
ripping the pee out of his role as the guy who warns you about nasty videos as he warns you about the nasty game. Here at AA we liked it so much that we've included some pictures for you to look at here. Look out for the ad kids! Er, and the game! Soon!



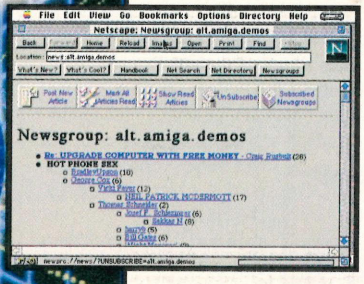
INTERNET YAWN... THE BAZMASTER... MANGA

Lost in cyber space?

Remember those boring old Internet features Chicken used to churn out, which were little more than an excuse to look at naked birds? Well, there's no need for that kind of tat any more (unless we get stuck for material next month), because Paradox Films' An Introduction to the Internet video claims to be all you need.



Aimed at those who may be struggling along life's infosuperbahncyberhighway, the video offers the, ahem, net novice, sound ideas on where to start and what to do on-line. Apart from download donkey filth of course, which can be found at alt.binaries.erot– [Stop now! – Company Lawyer]. It outlines the basics of the various net tools such as email and Mosaic, and even gives a few pointers on so-called netiquette, or 'how to behave on the net' to all you ordinary everyday people out there. Which we all think Neil could do with after very nearly bringing about a blanket ban of Demon users on a certain talker. Ah, it's all too easy to be brave across 5000 miles of ocean, but you get down Peppermint Place in Blackburn on a Friday night and it's a different story then, believe us! Yorkshire poofter.

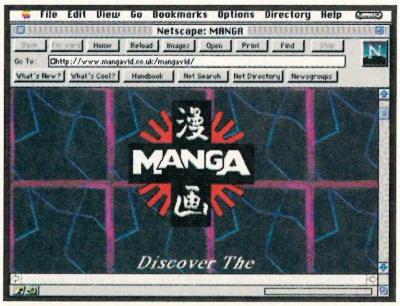


Anyway, retailing at a quasi-reasonable £10.99, An Introduction to the Internet is available now, and has been for some time. Hey, this ain't Scoopsville you know.

BARROW BOY BOOTED

Just as the last issue was going to press, the directors of Wigan Athletic took the decision to sack manager Graham Barrow. Graham was very friendly and helpful when we visited him for our issue 66 feature, and to the naked eye seemed to have turned Wigan into a third division force. Because he was so nice, and because we don't know the full story of his dismissal, we would like to say two things: "Good luck Graham!", and "Boo sucks, directors!"

Mangaweb

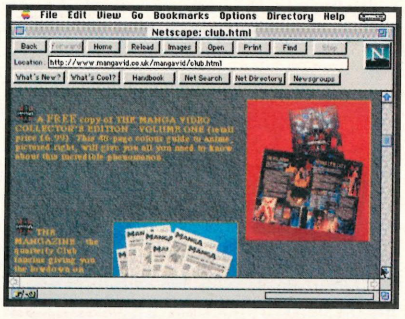


Don't let the unimaginative headline put you off, because what we have here is a must for all Manga fans! Or all Manga fans who have access to the Internet, at least. Which, we concede, will probably not account for a vast proportion of Amiga Action readers – but that's never stopped us before and it certainly won't now!

Manga has launched an Internet site. It was in August actually, but Paul only recently discovered the press release under his desk as we was chasing a rogue malteser, so let's all just pretend it's brand new.

It features up-to-the minute news on video releases, details of forthcoming special events, and all the information you could ever want (or at least, are going to get) on Manga Publishing's comic titles such as Tank Girl, and all that lot.

Character profiles, FAQs (that's – hey! – frequently asked questions, non-surfers), a full back catalogue and loads more is contained within these lovingly crafted web pages just waiting for you to log on. The address? Why it's http://www.mangavid.co.uk of course, or for comics and stuff, try substituting the 'vid' with 'pub'. Got that? Ah, what the hell do we care! (Er, in a jokey, non-sarcastic sense, of course!)



Oh, Sensible World of Soccer has been improved and updated. Did we tell you that already? Anyway, there'll be a review next month, okay?

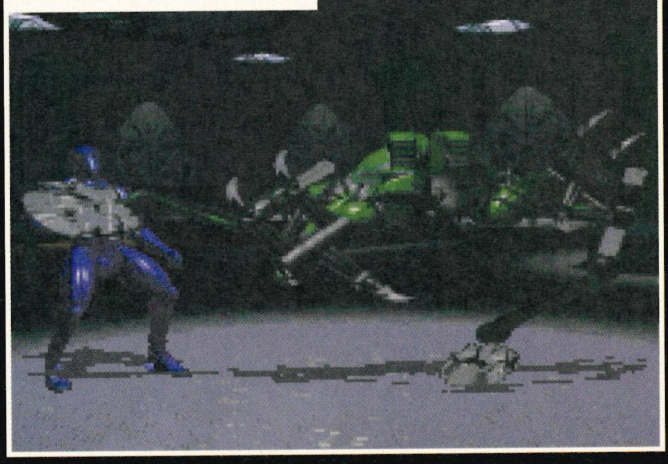
Charts

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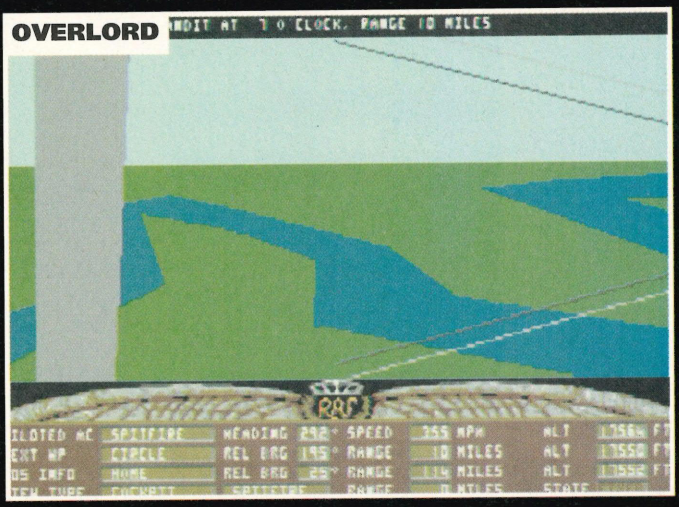
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RISE OF THE ROBOTS



OVERLORD

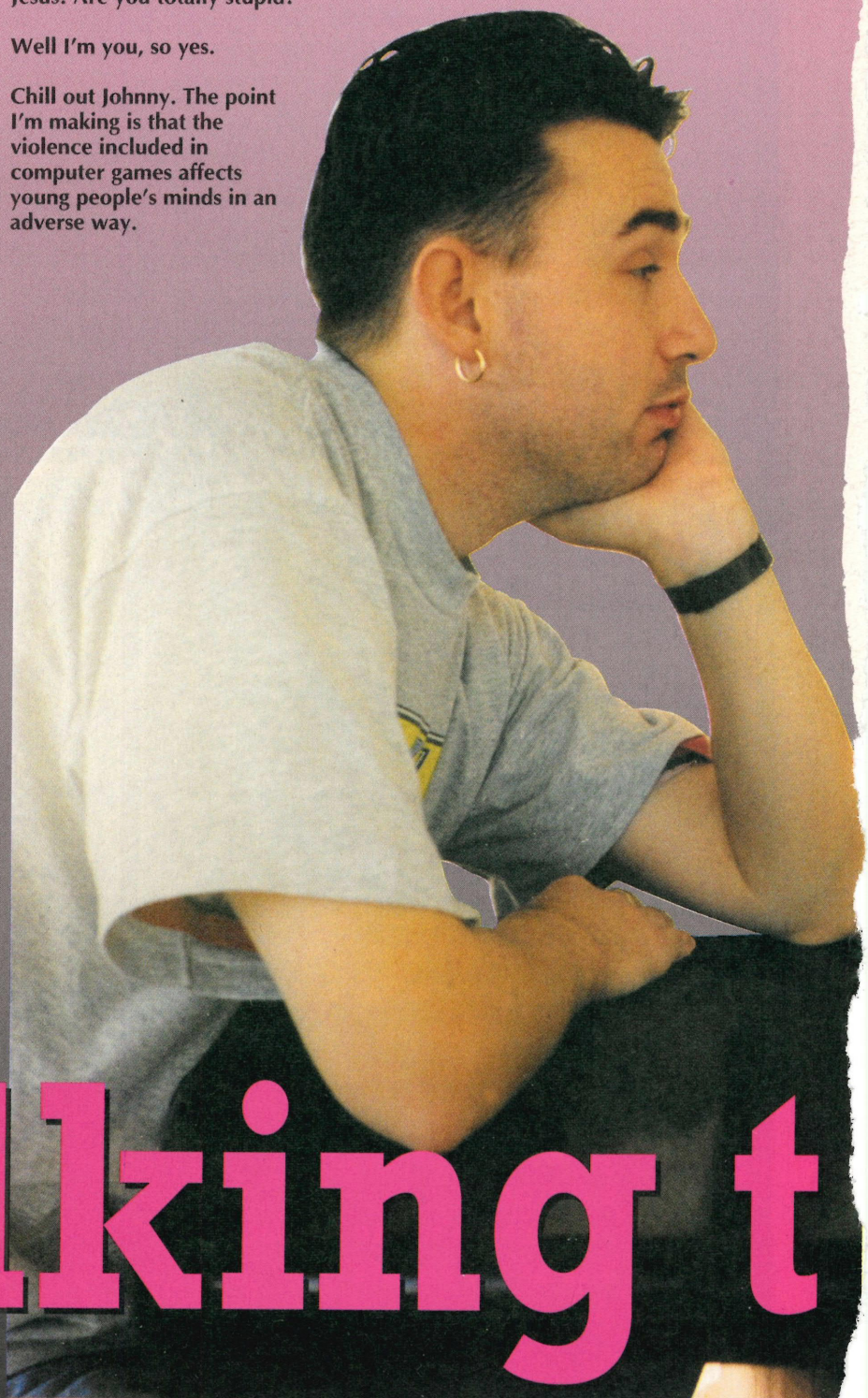


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20	✪	MR BLOBBY	MILLENNIUM	£25.99	PLATFORM

★ = RE-ENTRY ✪ = NEW ENTRY

Talking t

In this new and hilarious feature, which we've only just thought of, and which will probably taper off about half way through, Paul Roundell talks to... himself actually, about the level of violence and realism in computer games



What about those computer games eh? Tch.

Computer games. Yeah, tch. Er, what about 'em?

The level of violence! It's a disgrace.

Oh, I know. You only have to walk into my local computer shop and there they are – kids – snapping round your heels and shoving you here, shoving you there. I come out of there black and blue sometimes.

Not the shops, dobber. The games themselves, the actual games.

Oh. What?

They can be harmful, can't they?

Ooooh! Yeah, you're right there mate. All that dodgy cellophane, and you have to pull at it and tear at it and then it finally comes off and you catch your hand on the corner of the bloody box. I've had a couple of nasty paper cuts that way, I'm telling you.

I don't care about your pansy girl hands, I'm not talking about that. They damage kids' minds is what I'm saying.

Well they're not supposed to bang themselves on the head with them are they?

Jesus! Are you totally stupid?

Well I'm you, so yes.

Chill out Johnny. The point I'm making is that the violence included in computer games affects young people's minds in an adverse way.

Well it would wouldn't it? All those robot's heads being knocked off and spaceships shot down, and all that computer blood. They'll never grow up properly that way.

Exactly!

Exactly. No, what we need is a move away from all this fantasy rubbish, and have more realism in computer games.

Right. We need to engender a more caring attit-

I mean, where's the point in shooting at computer characters? This is the

nineties, the age of full motion video. Kids want to be shooting at real people.

Er, I don't think you quite-

There's no fun in seeing a two-inch grey blob fall over as the result of a couple of seconds of gunfire, which looked more like a faulty firework than a deadly weapon, is there? The kids want to see REAL people falling over dead. They want to see real blood squirt out everywhere and maggots squirming around in dead eye sockets.

But the realism-

I know, I'm getting to that. Take Alien Breed 3D for example. What kind of message is that giving the kids? Wooooo-oooooo! Scary Aliens! Shoot them and save the world. Nobody buys that, and what would have been a good game is ruined. Now, take the same game engine but substitute the aliens, for, say, old people, and you've got a game with a message that the kids can learn from. Shoot them dead and they're no longer in your way. See? Just like real life.

This is the exactly the kind of filth that I'm talking ab-

And it's a game, so of course it has to be fun, and that's when an element of fantasy can be introduced. Bend down and rip out their steaming giblets for bonus points! It's educational too, the kids are learning about biology.

No, no, no, no, no! Video games should put across an altogether more gentle message, that everyone should appreciate. They should be entirely inoffensive, and nobody should feel left out. That's the kind of realism I mean.

Ah, so the gun-toting muscleman isn't what everyone wants to see. That's what you're saying then? That these game superheroes are too good to be true?

Well... well yes, if you like.

And we should see more "everyday" game characters?

Erm...

Like, maybe you control a game hero with a speech impediment as he strives to cross numerous graphical worlds in search of an elocution teacher?

Not quite. You don't seem-

Or maybe include more "everyday plots" in games, yeah? Incontinent teenagers, children with limps in search of a walking stick, or maybe babies born with large prominent birthmarks who have to save up enough money (across numerous graphical worlds) to pay for laser treatment in a famous Chicago hospital.

Look, how did we get onto this?

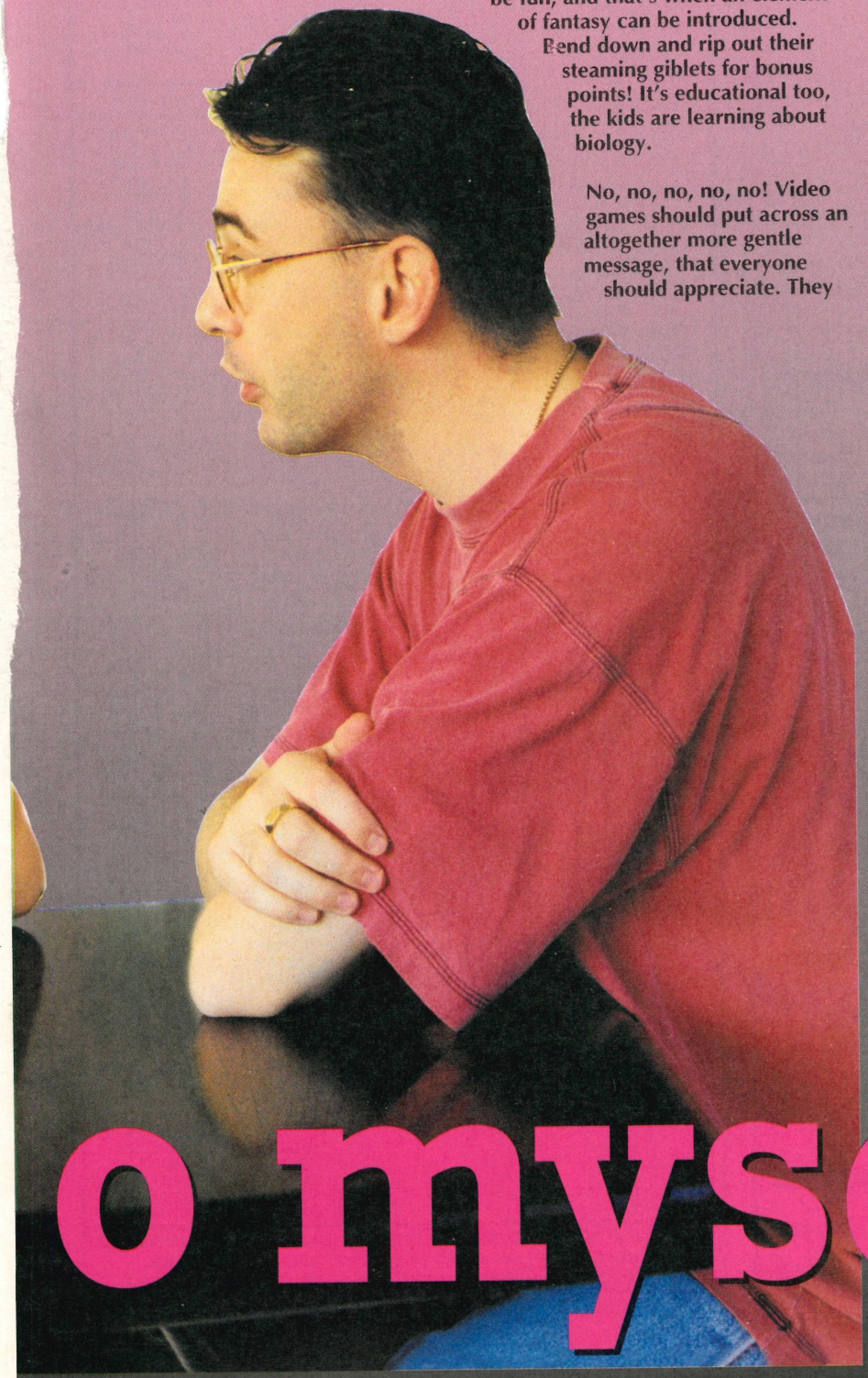
You started the conversation.

Yes, but this has nothing whatsoever to do with what I was talking about.

I know, I think it tapered off somewhere in the middle.

It did didn't it.

Yes.



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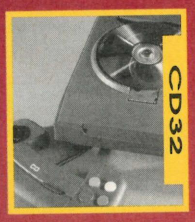
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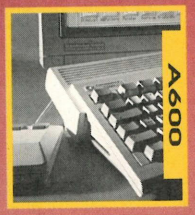
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Action reviews

The Amiga mini-revival continues, with no less than half a dozen more reviews of, well, half a dozen more games, obviously. And here they are, right here!

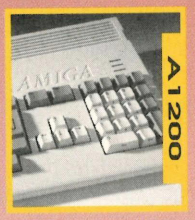


Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters 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.



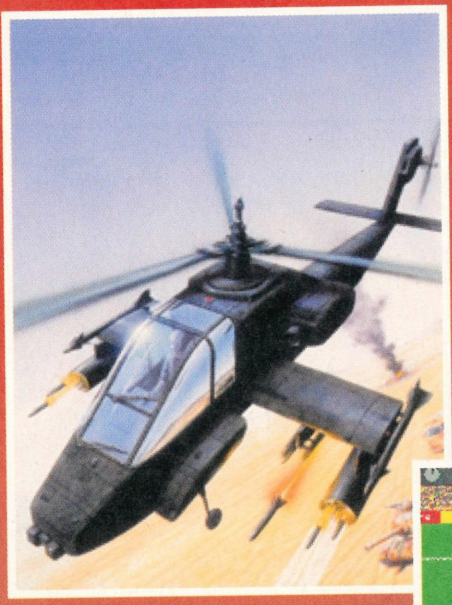
If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?



Worms p19
They wriggle, they squirm, they're slimy, and they don't even look that impressive. Why then, is Worms so damned addictive? Find out!

Leading Lap p28
Get in yer motor and check out the first polygon racing game since Methuselah was a lad and the Amiga ruled supreme. Do we like it? Find out!





Coala p34
A helicopter game with a difference. The difference being, this writer doesn't know what the hell it's about! Find out!



Team p24
A football game that looks not entirely dissimilar to Sensible Soccer. But does it play as well? Find out!

Plus...

Exile p38
Penguins p41
Super Tennis Champs p32



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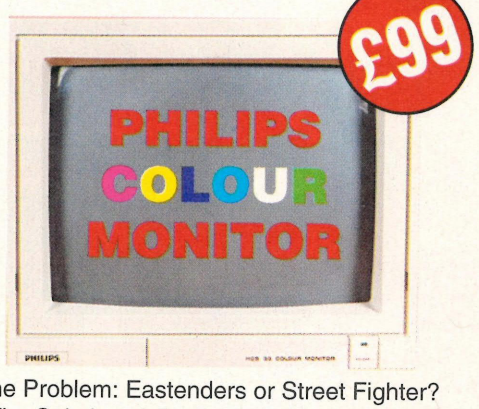
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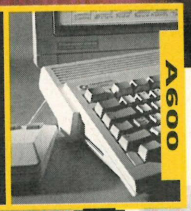


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ANDY SHARP is the most likely member of the AA team to contract a case of Worms, so he was the only serious contender to review Team 17's much-hyped wriggler

Worms



I wouldn't like to get on the wrong side of Ponny's bazooka



Wriggley slimy creatures appear at regular intervals in most games over the years. They do. They're usually ugly enemy soldiers and do their utmost to halt your progress. Things seem to be changing over the past few months with Earthworm Jim and its sequel initially and now the eagerly anticipated Worms. The cute and especially non slimy new wave of worms is well on its way.

Quite how worms can be seen as cute central characters is beyond us all here but sure enough these hermaphrodites can rival even the cutest of characters we've seen over the years - Lemmings et al are in for one hell of a scrap for supremacy.

The Worms concept came about at the dawn of time and the past year and half has been spent play testing every aspect of the final product, to be totally sure that everything's up to scratch. This is no rush release.

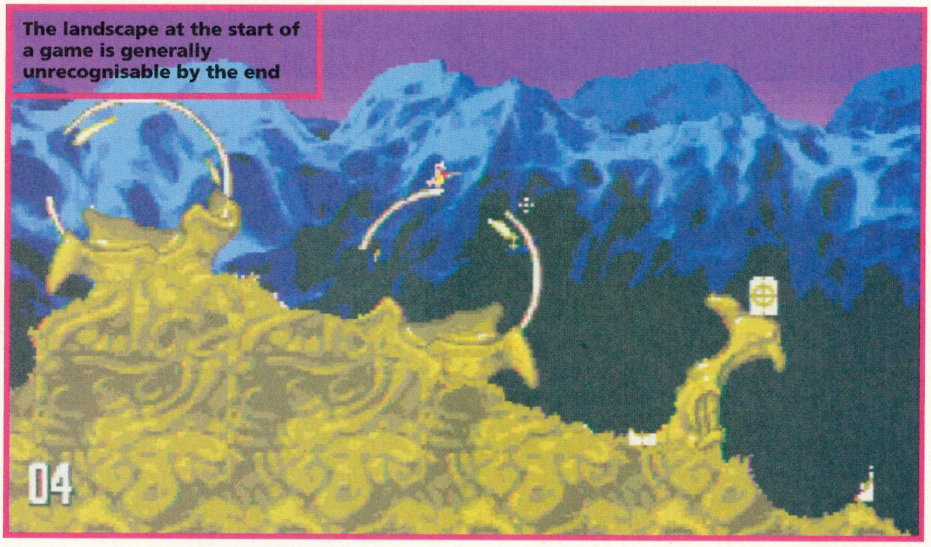
Amiga owners (and indeed, owners of any of the 17 formats Worms is to be released on in the near future) all over the world have been whetting their appetites for most of this year and it's finally appearing in November. Can it possibly live up to all expectations? Well, if the truth be told, yes it can. Worm mania is about to take off. In a big way!

When programmer Andy Davidson set about creating Worms he probably had no idea of what a monster he'd be creating. But a monster it is! The idea is very simple indeed - kill all of your opponents team's worms before they kill yours.

You aren't in this instance supposed to slime them to death, your team of four worms has an armament any self respecting defence force would be proud of. Grenades, cluster bombs, mines, bazookas and air



There are some real nooks and crannys to hide in but remember, if all else fails, transport



The landscape at the start of a game is generally unrecognisable by the end

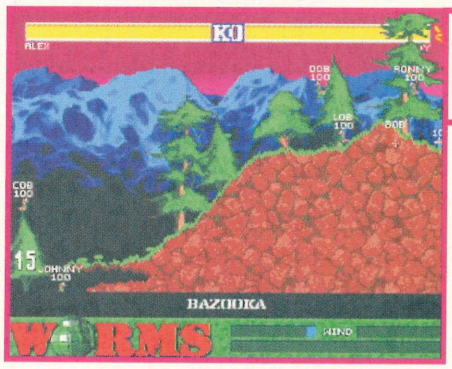
support. How you use these and many other weapons of destruction is entirely down to you and your personal preference.

No player has an advantage over another at the start of a round and may only gain extra weapons by way of weapon drops which randomly occur at any part of the battle landscape. Where it lands is either a stroke of luck or a nightmare depending on where exactly you're situated.

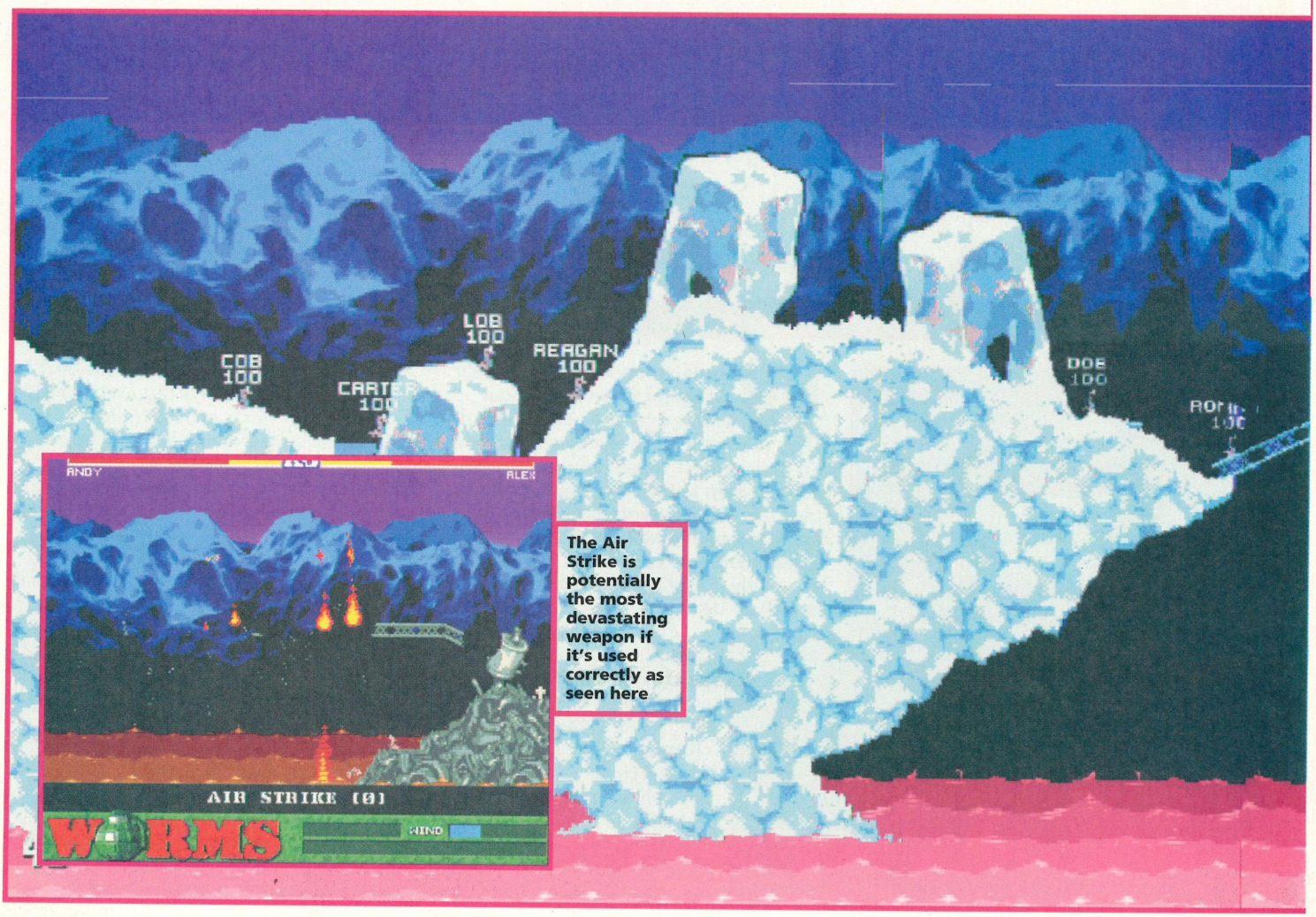
As you should have discovered from this months cover disk, it takes a couple of plays to adapt to the gameplay but after a few plays you'll be well into the swing of things and if you're any kind of gamesplayer, well and truly hooked.

Each team of four worms has their own colour to avoid confusion over whose worms are whose. Another option available to you to clear up any arguments is to name your worms individually although this isn't really necessary as the colour coding will set you apart from the rest.

In all there are 23 icons available at the click of a button (all described in painstaking detail in a couple of pages time) and each has its own effect whether it be an attacking move or a cowardly defensive move. Each move takes up your entire turn for this go as your team take turns to make their move.



The different types of landscape affect the whole game

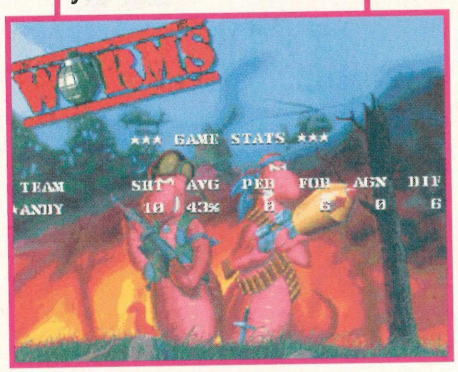


The Air Strike is potentially the most devastating weapon if it's used correctly as seen here

Using the icons is simple and it will only take a maximum of a couple of games to be fully capable of using the controls. It will however take a little more time to suss out some match winning strategies, but bear with it and it'll soon become more important than life itself. Prepare to lose friends as you play in a four player battle. The cries of "Stop ganging up on me!" will be heard all the way down the street. Another stroke of class.

All of your moves must be made before a minute counter ticks down otherwise you forfeight your attack. This could be fatal because every second counts. You can move your worm along the landscape to you hearts delight so long as your move is completed before the aforementioned minute is over.

If the teams don't wipe each other out within a fifteen minute time restriction all remaining worms have all but one unit of energy removed. Sudden death mode now comes into effect and it's survival of the fittest. Accuracy now becomes an important issue as it's do or die.



The game will graciously keep a detailed record of your score



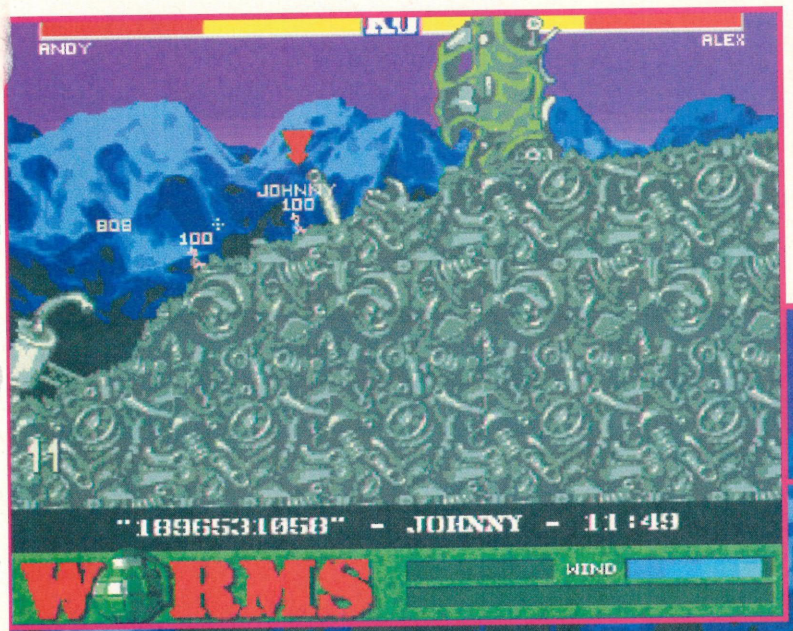
At the end of a match awards are given for the most valuable worm and so on

There are an incredible number of landscapes to do battle on and although some may look the same there are always at least subtle differences. You're also given the option of creating your own landscape but once again this isn't an essential option. It's included just for completists so that there's absolutely nothing to whinge about. So obviously I can't find anything to moan about myself.

The battle landscapes are usually a few screens in length so you must scroll around to view where all the worms are situated. On occasions however all of the worms are situated on a tiny rock surrounded by some form of water or lava. This brings another aspect to the game in general as if a worm falls from his perch he'll end up an ex-worm as of course they can't swim very well.

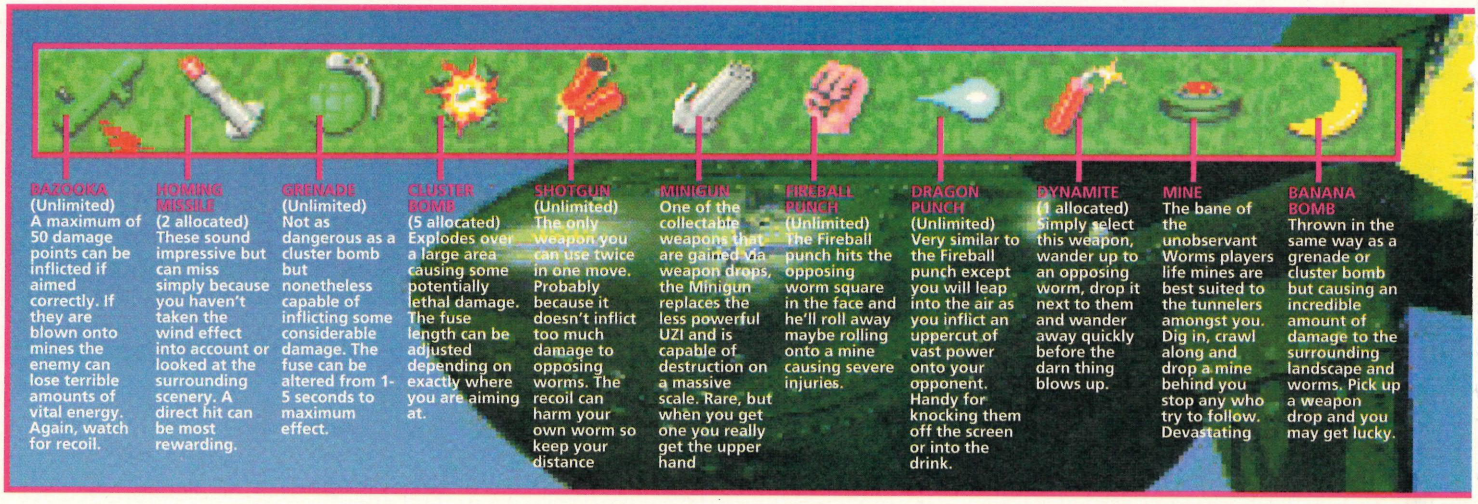
Other obstacles every player will encounter are the mines scattered over certain points of the landscape. Tread carefully here as the slightest touch will maim your worm in quite spectacular fashion. They can also be used against other players as a carefully executed shot will disturb the mine from where it's situated and it can roll onto an opposing worm or two.

For hour after hour of competition you can build a league which incorporates some



Each rounds length can be adjusted but 15 minutes followed by sudden death is the norm

Those bridges can be a nightmare if the computer places several of your team there at the start of a level. Prime candidates for an Air Strike, and normally certain death unfortunately



BAZOOKA (Unlimited) A maximum of 50 damage points can be inflicted if aimed correctly. If they are blown onto mines the enemy can lose terrible amounts of vital energy. Again, watch for recoil.

HOMING MISSILE (2 allocated) These sound impressive but can miss simply because you haven't taken the wind effect into account or looked at the surrounding scenery. A direct hit can be most rewarding.

GRENADE (Unlimited) Not as dangerous as a cluster bomb but nonetheless capable of inflicting some considerable damage. The fuse can be altered from 1-5 seconds to maximum effect.

CLUSTER BOMB (5 allocated) Explodes over a large area causing some potentially lethal damage. The fuse length can be adjusted depending on exactly where you are aiming at.

SHOTGUN (Unlimited) The only weapon you can use twice in one move. Probably because it doesn't inflict too much damage to opposing worms. The recoil can harm your own worm so keep your distance

MINIGUN One of the collectable weapons that are gained via weapon drops, the Minigun replaces the less powerful UZI and is capable of destruction on a massive scale. Rare, but when you get one you really get the upper hand

FIREBALL PUNCH (Unlimited) The Fireball punch hits the opposing worm square in the face and he'll roll away maybe rolling onto a mine causing severe injuries.

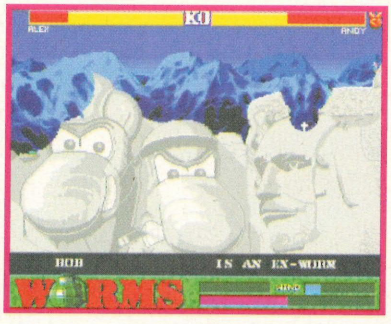
DRAGON PUNCH (Unlimited) Very similar to the Fireball punch except you will leap into the air as you inflict an uppercut of vast power onto your opponent. Handy for knocking them off the screen or into the drink.

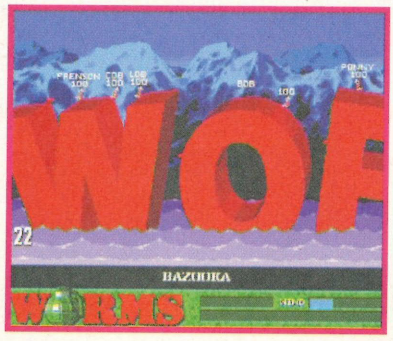
DYNAMITE (1 allocated) Simply select this weapon, wander up to an opposing worm, drop it next to them and wander away quickly before the darn thing blows up.

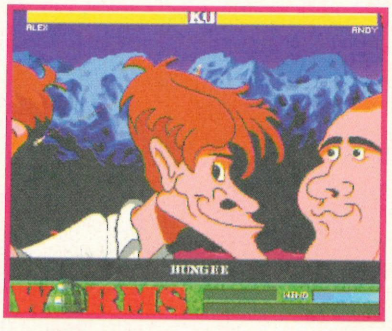
MINE The bane of the unobservant Worms players life mines are best suited to the tunnelers amongst you. Dig in, crawl along and drop a mine behind you stop any who try to follow. Devastating

BANANA BOMB Thrown in the same way as a grenade or cluster bomb but causing an incredible amount of damage to the surrounding landscape and worms. Pick up a weapon drop and you may get lucky.





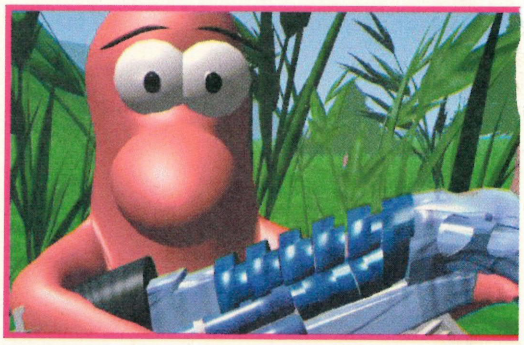




stats as to whose worm is the most violent, most useless, who executed the best shot and most kills. this should stop any arguments occurring although petty bickering will inevitably arise about almost every other aspect. It's that kind of a game you see. Friends may no longer be friends after a few frantic rounds of Worms.

The sound effects are as basic as they come. There are explosions... and er, that's about it. The worms themselves have a few speech effects in a very Lemmings-esque voice. These range from a simple "Oh no!" to "stupid!"

Some weapons such as air strikes or homing missiles are only available in limited

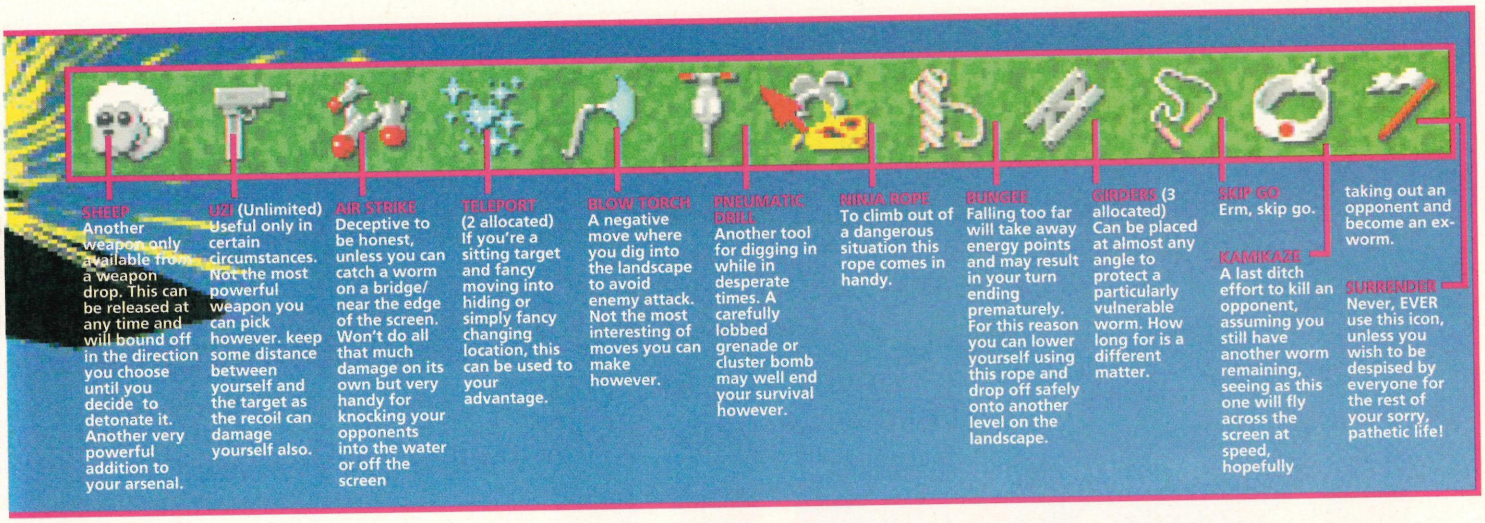


quantities so use them wisely or you may not live to regret it.

Anybody who is anybody will take some



One of our favourite settings for levels has to be the fiery pits of hell. There's a top frying sound when one of the worms is knocked into the lava



SHEEP Another weapon only available from a weapon drop. This can be released at any time and will bound off in the direction you choose until you decide to detonate it. Another very powerful addition to your arsenal.

UZI (Unlimited) Useful only in certain circumstances. Not the most powerful weapon you can pick however. keep some distance between yourself and the target as the recoil can damage yourself also.

AIR STRIKE Deceptive to be honest, unless you can catch a worm on a bridge/ near the edge of the screen. Won't do all that much damage on its own but very handy for knocking your opponents into the water or off the screen

TELEPORT (2 allocated) If you're a sitting target and fancy moving into hiding or simply fancy changing location, this can be used to your advantage.

BLOW TORCH A negative move where you dig into the landscape to avoid enemy attack. Not the most interesting of moves you can make however.

PNEUMATIC DRILL Another tool for digging in while in desperate times. A carefully lobbed grenade or cluster bomb may well end your survival however.

NINJA ROPE To climb out of a dangerous situation this rope comes in handy.

BUNGEE Falling too far will take away energy points and may result in your turn ending prematurely. For this reason you can lower yourself using this rope and drop off safely onto another level on the landscape.

GIRDERS (3 allocated) Can be placed at almost any angle to protect a particularly vulnerable worm. How long for is a different matter.

SKIP GO Erm, skip go.

KAMIKAZE A last ditch effort to kill an opponent, assuming you still have another worm remaining, seeing as this one will fly across the screen at speed, hopefully taking out an opponent and become an ex-worm.

SURRENDER Never, EVER use this icon, unless you wish to be despised by everyone for the rest of your sorry, pathetic life!



serious time out of playing those footy games for hours and get Worms. So to speak.

Speaking of footy I can think of only one other game in any category that even comes close to being as playable and mind numbingly addictive as Worms and that's Sensible Soccer, and even that is beaten into second place by this.

Certainly one of the greatest Amiga games of all time, and frankly, we can't think of many better ways to spend a few hours than with a couple of mates playing this.



Ponny's nicely tucked away at the moment but a couple of hits on that tree and who knows



For less competent players you can handicap your opponent

THE LOW-DOWN

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GRAPHICS	83%
SOUND	83%
PLAYABILITY	96%
DIFFICULTY	Spot On

Everybody needs Worms! it's quite simply the most engrossing release of the year. The more you play, the more strategies you will learn and hopefully the more successful you'll become. Worms will take over your life. It's just so engrossing. Supremacy is hard to come by, but you are capable of doing something (and it may not even work) about it. Practice makes perfect in some cases but not in Worms – the other players will develop strategies of their own. How will you counter their moves? Only you can work it out

REVIEWED BY ANDY

SECOND OPINION

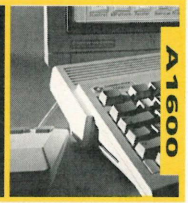
The best game ever is a phrase that springs to mind. Simple ideas always seem to turn out best and this is no exception. Superb in every department, I've just got one question. Why didn't I think of it first?

OPINION BY STEVE

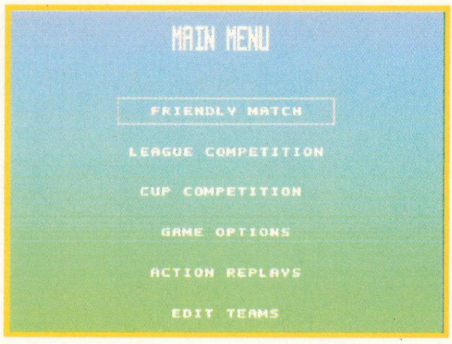
OVERALL SCORE

94%

ACTION REVIEW
SPORTS SIM



Team



Ladies and gentlemen, welcome if you will PAUL ROUNDELL as Mr. Billy Liar! "Thank you, thank you. See this game? Well, it's very good, and highly enjoyable to play. Thank you"

Team is a football game programmed, and presumably marketed, by Impact Software. It's a Sensible Soccer clone – a well used term I know, but it does the job. Well actually no it isn't a clone at all, because the abridged dictionary definition of clone is "replica of parent", parent, in this instance, meaning Sensible Soccer. Oh, but hang on, here's definition #2, and it states, simply, that a clone is "a lookalike". So Team is a Sensible clone after all.

Let's talk about lookalikes. The word is commonly found in Auto Trader, or Exchange and Mart, or any magazines which carry advertisements for private car sales. Advertisements carrying the term are usually placed by extraordinarily sad people who have added trim and various specifications to a car in order to make their (usually pathetic) vehicle resemble a higher spec model of the same make.

I bought a lookalike once. Don't hold it against me: for reasons I'm not prepared to divulge I needed a cheap car very quickly and the first one which fitted my financial bill was, unfortunately, a, ahem, Peugot 205 GTi lookalike.

A Peugot 205 GTi is a small 3 door hatchback, powered by either a 1.6 or 1.9 litre petrol driven fuel injected engine, which, when tested, provides excellent acceleration and a reasonably high top speed. It has lowered suspension, with low back trim and an all round higher specification than the other 205 models, including electric windows, sports seats and usually, alloy wheels. You can reasonably expect that such a vehicle, if looked after to any degree at all, will be of reliable performance and match most of the maker's bold claims.

My 205 GTi lookalike had a 205 GTi badge, extra trim and sports seats. It performed as if powered by a 50cc Honda Vespa engine, did not have electric windows or lowered suspension, did not provide acceleration of any description, excellent or otherwise, and most certainly was not reliable in any way. And unless the makers had claimed that their car would infuriate and enrage its owner to the point of distraction through dozens of faults, then it didn't match up, either.

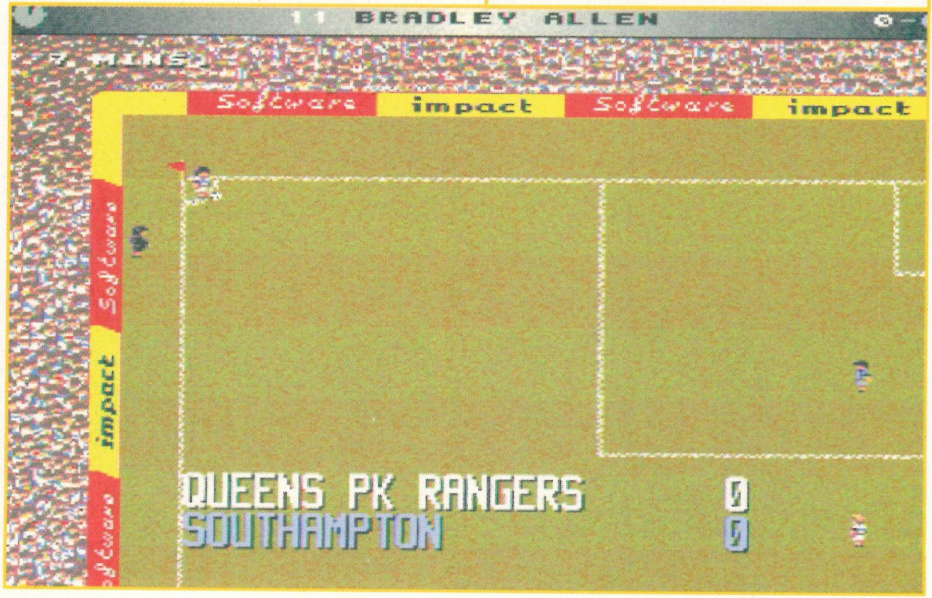
I paid for £300 worth of work on my lookalike, and kept it for a total of 28 days before selling it for around 35% less than I'd originally paid. I hated that car. It's been almost three years and I still keep a note of the address of the guy who sold it to me, and if I wasn't such a coward then I'd go round there and leather him. And insult his scruffy, mini-skirted, peroxo-hussey girlfriend.

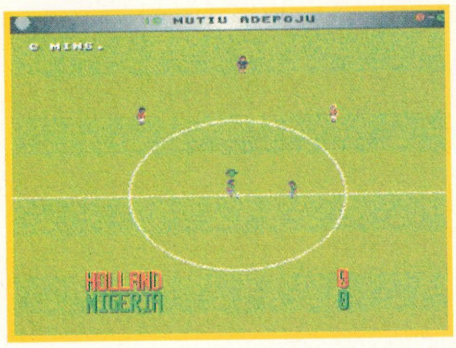
As lookalikes go, Team is to Sensible Soccer what my car was to that which it tried to emulate, and makes me feel pretty much the same way. Er, although obviously I have no intention of travelling to Impact Software's Northamptonshire headquarters and starting a fight. From a distance of 30 metres, a one-eyed mole with a cataract might, through the attemptedly similar graphical style, mistake this for Sensible, but on closer inspection even Mr. Mole would be outraged.

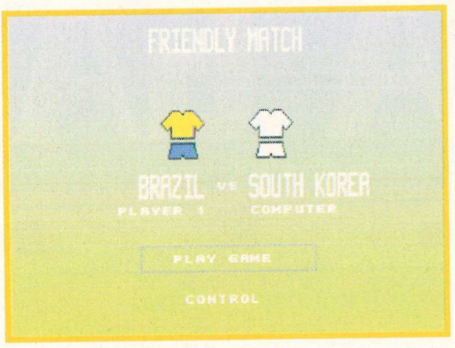
Let's take a random starting point. Let's begin with my first game. Not interested in the league, not interested in the cup, I want to play a friendly, and I want to be Man United and I fancy playing City. Bugger, I've gone one down through an early penalty. Arse, that's two, and we're only about five minutes into this realtime five-mins-each-way-er. Ah, that's better, I've managed to pull one back.

(Later...) Half time, and I'm 13-1 down.

The scene is set as Bradley Allen prepares to swing the ball onto the head of that Dichio fella. And nobody cares...

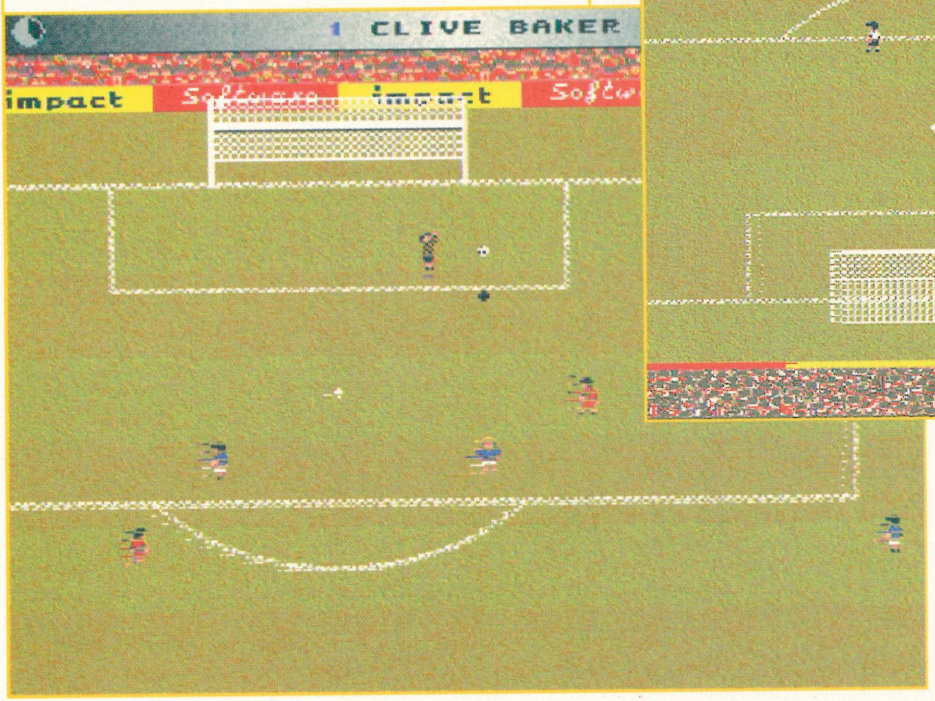








Clive Barker: didn't he direct/write Hellraiser and other successful popular horror fiction? Whatever, this isn't him, although I'll just bet old Clive Baker wishes he was anywhere but here, and indeed was also a famous novelist too so that incompetent games programmers couldn't associate him with this sort of rubbish





The plucky young goalkeeper pulls a magnificent save out of the bag. Still remaining in the bag are a couple of tasty tuna sandwiches, a thermos flask brimming with tea and a beautifully ripe satsuma. Called George

Hmm, perhaps a change of strategy is required. Nah, might as well leave it and see how it goes.

(Later still...) Full time. Well I rallied in the second half and kept them down to 21. Now, am I really that crap, or could it be that I'm playing a very poor game. We know the answer already, but let's see how it was arrived at. Rewind...

Some facts about that match. (Other matches followed of course, and although there wasn't a repeat of the 21-1 scoreline the, um, "oddities" which were noted during those most harrowing 90 minutes were present throughout.

That early penalty. It wasn't a penalty, and I know this because my defender was pixels away from the attacker when the "incident" occurred. Just as he and his colleagues were when other "fouls" were committed. The other four penalties in that match were also dubious in my opinion, but hey – I'm biased. So the collision detection is hideous then, further demonstrated by the fact that it is impossible to make a head on tackle without fouling your opponent.

The ball. Well, it's a bouncy little blighter. Of the 22 goals scored in that historic first match, no more than two remained nestled in the back of the net, due to the ball rocketing out off the apparently trampoline-like netting to anywhere from the six yard line to the edge of the area.

There doesn't seem to be a variation in the strength you can apply to shots, passes etc, possibly because you must not only be facing the direction you wish the ball to travel, but must also be pushing the joystick firmly in that direction.

There is as good as no aftertouch – surely the biggest sin of all in a game such as this; the players are slow and unresponsive; it looks extremely grainy; ball control and manipulation is impossible. Is that it? Is that all of Team's faults? No.

There are 22 league teams to choose from and they are LAST YEAR's Premiership sides, and since there are only 22, why does the league setup give you the option of 24? Well, I think we know the reason for that by now, and yes, I will stop here. Oh, maybe that's because of the world cup teams, of which there actually are 24. Fair enough then, but it doesn't make the game any better.

THE LOW-DOWN

PUBLISHER Impact
CONTACT 01482 871210
HD INSTALLABLE No
PRICE £24.95

GRAPHICS	45%
SOUND	55%
PLAYABILITY	25%
DIFFICULTY	Hard to like

Team claims innovative gameplay, brilliant coloured graphics, a fully animated crowd and "Many exciting options". Usually a poor game does not illicit such outrage in me, but the box even has the audacity to claim that it's "probably the best football game ever". Well it obviously isn't... it's possibly the worst.

REVIEWED BY PAUL

OVERALL SCORE

20%

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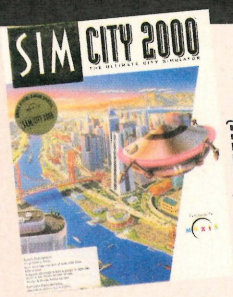
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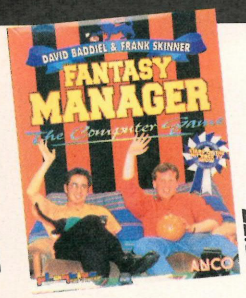
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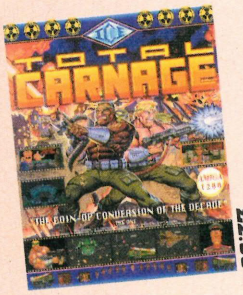
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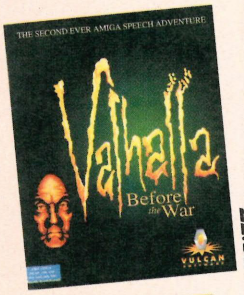
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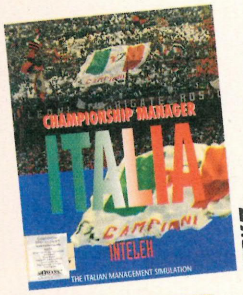
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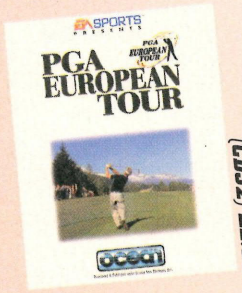
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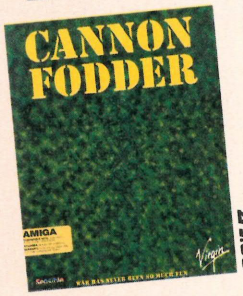
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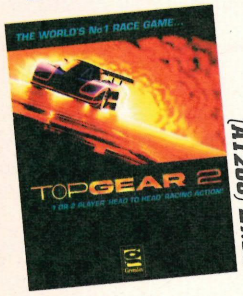
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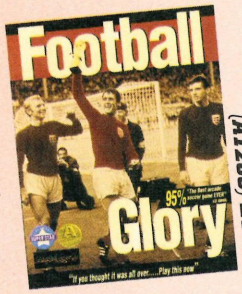
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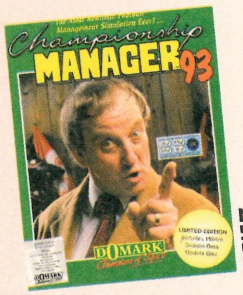
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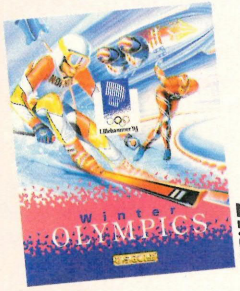
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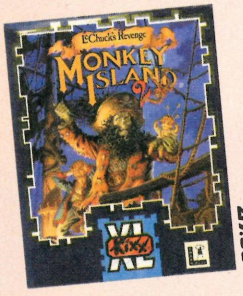
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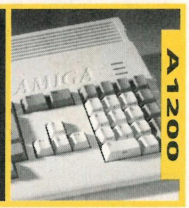
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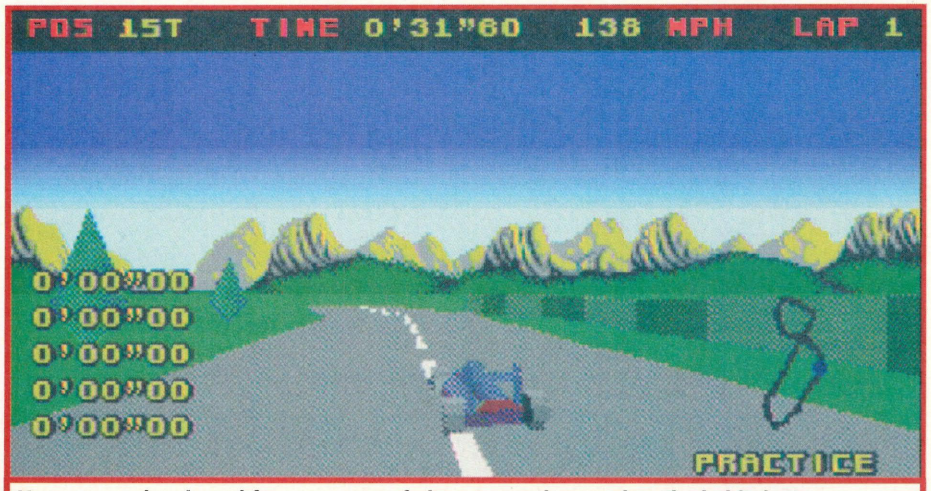
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Your car can be viewed from any one of almost countless angles. The behind car perspective is surprisingly not the best way to play though, and you'd be well advised to give it a bash from inside the cockpit to begin with

Leading Lap

Polygon racing games. Now we haven't seen one of those for a while. Could it be because they're outdated? Paul Roundell steels himself, and ends up pleasantly surprised.

I feel a bit bad. That's irrelevant though, and has a lot more to do with excess alcohol intake and a big bloke called Tom who doesn't like his girlfriend having her backside pinched than any computer game. No, I feel a bit... well, guilty, I suppose.

You see, I saw Leading Lap quite some time ago - around April – and wasn't particularly enamoured by it. A plain looking polygon racing game with dodgy control and nothing new to offer would be how I'd have described it if I were honest. Of course at the time I muttered something about how it "looked like it might be good", and about how I was "looking forward to seeing the finished version" to the guy who was demonstrating it. Lies: it looked like it might be crap, and clapping my eyes on a finished version of the game could not have concerned me less. I can admit this now because the demonstrator has left the company and will never find out about my outrageous falsehoods. Oh yes, I am indeed very big and most certainly very clever. But back to the matter at hand...

Leading Lap. I didn't care about it; it was an average game which may or may not have seen the light of day – in fact, to be frank, I'd just about forgotten I'd ever borne witness to its presence.

And then I got a phone call.

"Come down and have another look at Leading Lap", they said.

Oh, great, I thought.

"Yes, great!", I said. Well, it was an Amiga game after all – a medal on the chest of any software company as far as I'm concerned – and they'd obviously spent a good while working on it because it was months since I'd seen it demo'd. Hey – look on the bright side, I told myself, maybe it would be okay after all.

Yeah, right.

So I went. And I saw. And was embarrassed. And ashamed. And converted. Because I liked it. Because it was good. And not because I got free beer and pizza. Which I did. But not because of that.

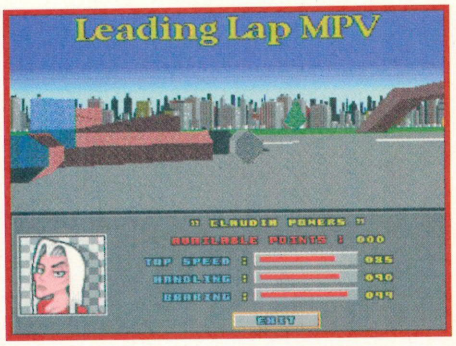
Kellion are the developers - a small team based in trendy old Camden Town: this is their first full Amiga project (they were responsible for sound recording and direction on the CD32 version of Simon the Sorcerer), and an auspicious debut it is. Turns out they've almost completely altered the game from the dodgy demo I saw, initially aiming for a March '95 release but pushing the dates further and further back as they found new ways to improve their product. If my opinion counted for anything I'd use this space to congratulate them on their wise decision, but since it doesn't, I'll press on.

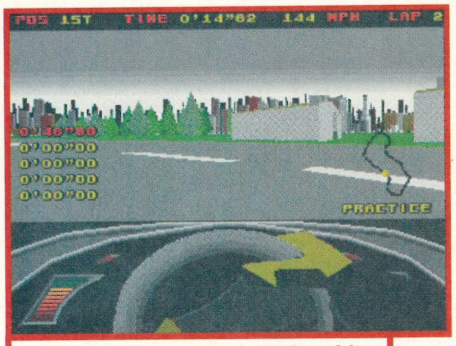
Let's get it right. Leading Lap MPV is the game's full and correct title, MPV being the initials of Kellion's newly created Moving Point of View control system, whereby the driver's head (or in other words, your viewpoint) moves slightly in conjunction with the direction of travel of the car, making for greater visibility on cornering.

Taking the standard tried and tested idea of racing a polygon car around a 3D track, Kellion have approached it from an arcade angle, and as a veteran sign-hitter and grass mounter [Had you pegged as more of a sheep mounter mate – Neil] I welcome the respite with open arms.

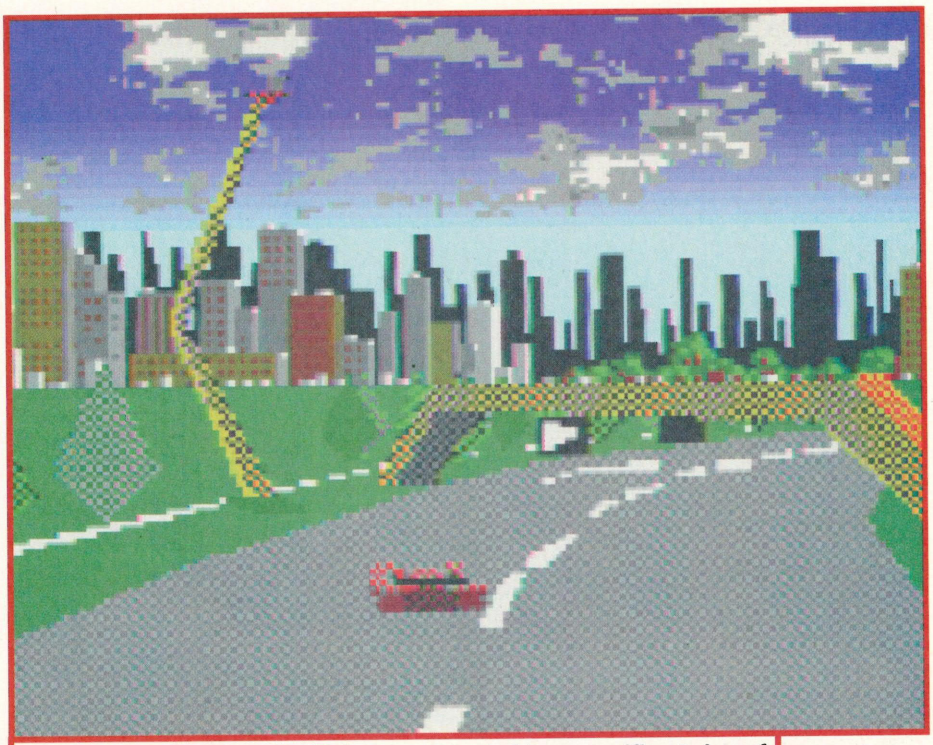
Right from the off it becomes apparent that a certain degree of realism has been sacrificed in favour of gameplay. Have you ever known a 3D racer where you can drive a rally car around a race track? Well you can here. But hang on! The 'racetracks' aren't, strictly speaking, all tracks. There are freeway situations, industrial parks (well one of each actually), and even a prison complex which is full of tricky right angle bends. In fact, as a games reviewer of redoubtable moral fibre and character it is my duty to inform you that the twelve racing scenarios are, officially "excellently varied".







Like this, you see. much easier, this is, if you can excuse the somewhat unfashionable hand accessories



With the scenery switched to high, you are treated to a magnificent view of the cityscape in all its glory, complete with cranes and even a few nice fluffy clouds – which, if you don't like 'em, can be dispensed with

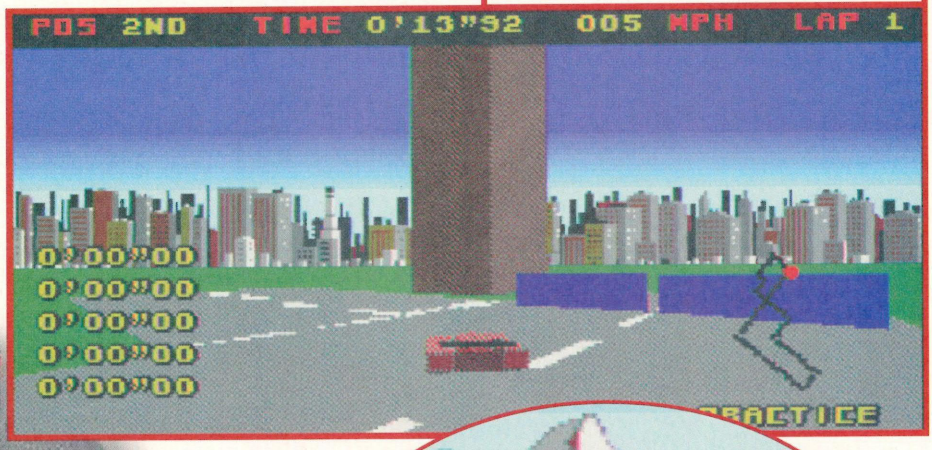
But what's the point of that if the car runs crap? No point at all, and fortunately Kellion, on realising this, have ensured that the car performs quite the opposite. This A1200 version (a cut down A500 one will follow in a few weeks) contains numerous options which allow you to minimalise details and maximise speed. On a standard 2meg A1200 with nuffink inside and all the options on high, Leading Lap still rattles along at a more than acceptable pace. It is with diminished scenery however, or with something of a boost inside your machine, that it really begins to seriously impress.

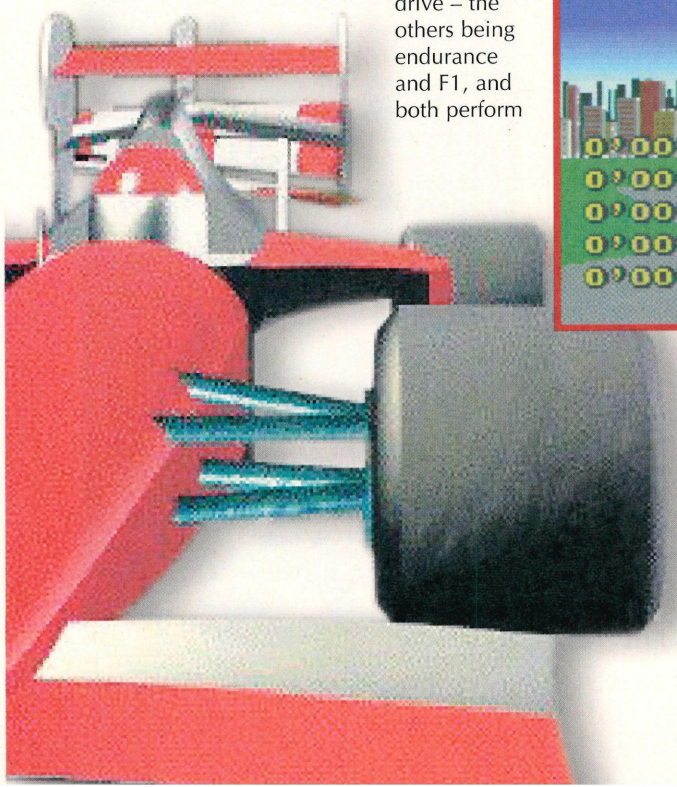
The rally car is one of three cars which you can drive – the others being endurance and F1, and both perform markedly differently – and on top of this there are five drivers to choose from, all of whom display their own characteristics during a race (allegedly, though I must admit that I couldn't honestly tell the difference). Your car is graded by percentage in terms of speed, handling and braking, and these can be traded off against each other, meaning that a car with, say, braking of 50, handling of 80 and speed of 100 can be altered to, for example, 70, 70 and 90. Or whatever you decide upon.

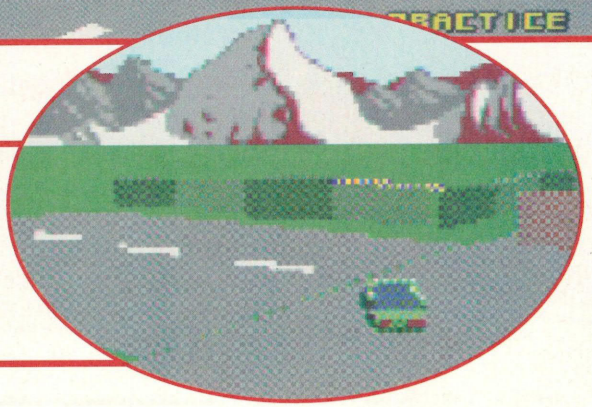
Loads of perspectives allow control of your vehicle from almost any angle. Inside the car is favourite as usual but a number of 'behind' perspectives work almost equally as well, though the, erm, stranger angles of side view and, ah, facing your car full on are of little more use than a one-try novelty dabble.

Have I to talk about impressive numbers

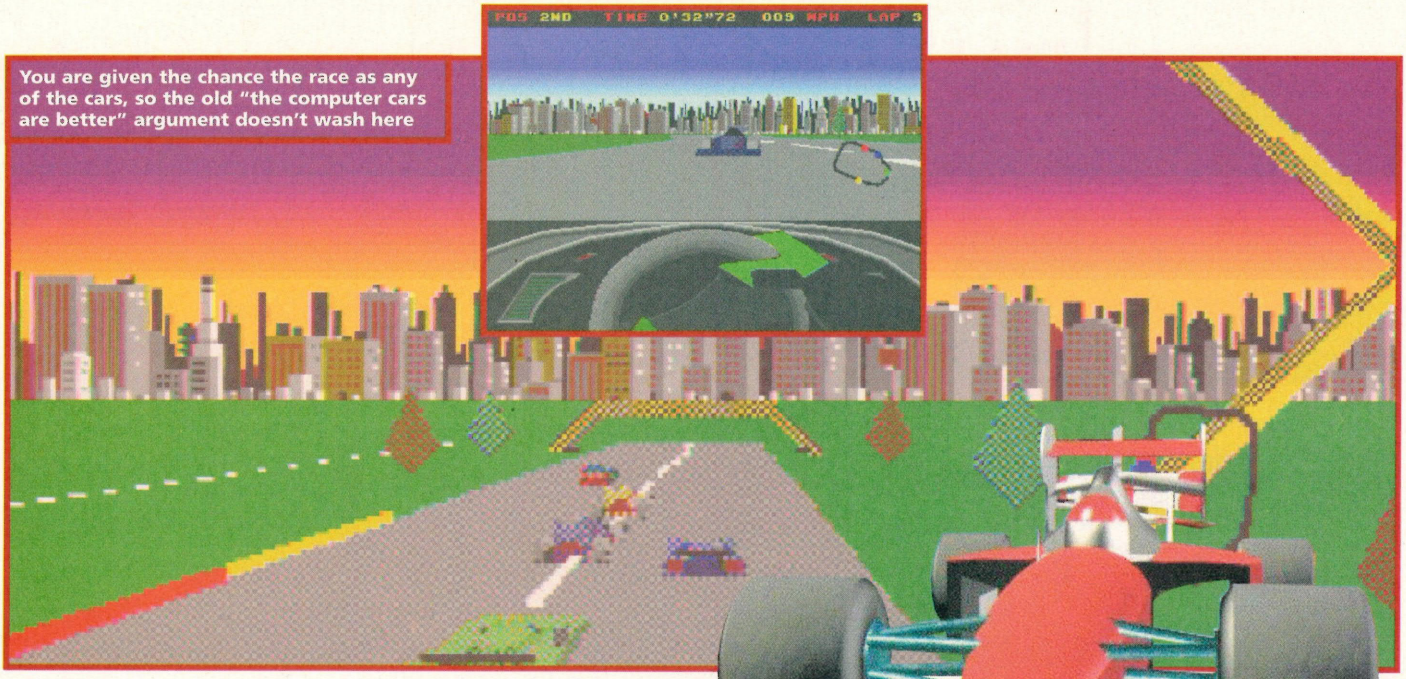
Unusually for a game of this kind, Leading Lap provides you with an assortment of tricky right angle bends on which to test your skills. Oh yes, it's true



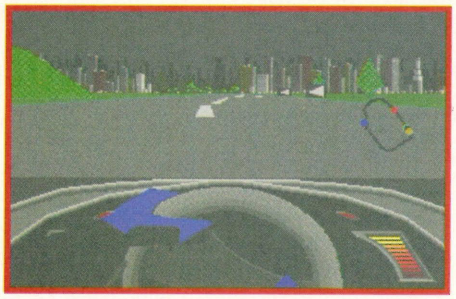




See, this is another such bend, and quite clearly I am unable to cope with such a tricky little move



You are given the chance the race as any of the cars, so the old "the computer cars are better" argument doesn't wash here

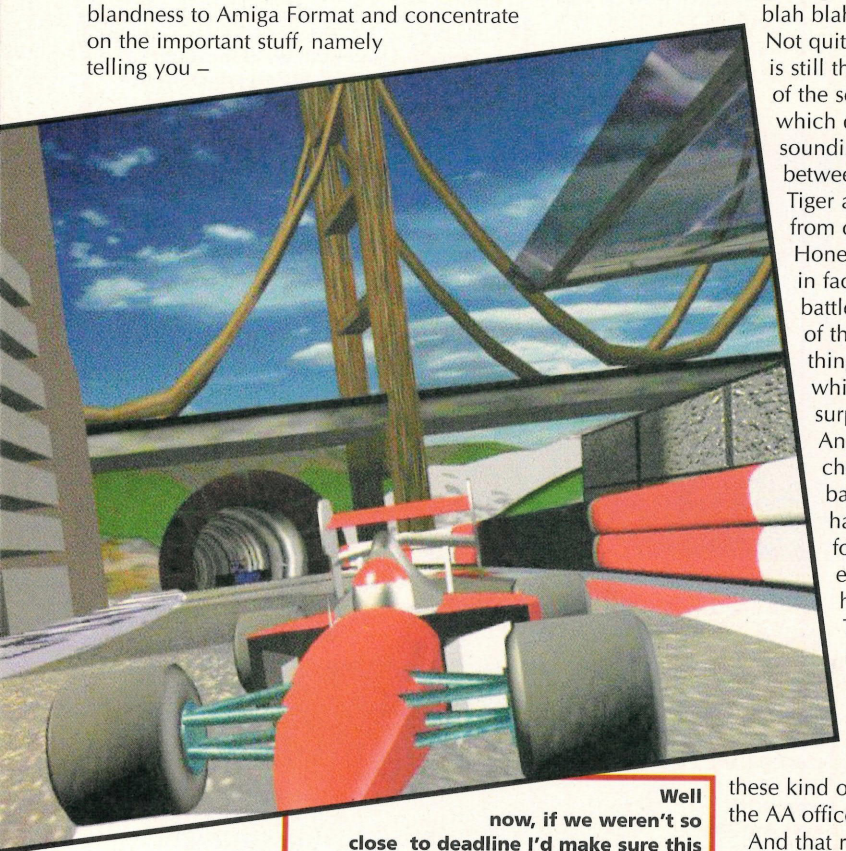


of polygons per car? Have I to talk about a phenomenal frame rate per second and Kellion's newly developed 3D engine which allows its use? Nope, we'll leave that kind of blandness to Amiga Format and concentrate on the important stuff, namely telling you –

the readers! – that Leading Lap is not only quick, but surprisingly smooth. It does, in its generosity, allow you to practice any track, and furthermore race around the tracks in any order you damn well please, using – should you reach such a pinnacle – your driving talents to eventually control your skids around sharp bends and cut valuable seconds from your time. Hey! – you even get brake lights when you slow down and reversing lights on backing up.

So that's it then – good game, very nice, blah blah blah, yeah? Not quite, because there is still the small matter of the serial duel, which despite sounding like a scrap between Tony the Tiger and that bee from off of Kelloggs Honey Nut Loops, is in fact a two player battle played via one of those link cable things. One of which, to all our surprise, we own! And it's great, choosing your battle arena and hammering hell for leather into each other for hours on end. There is a slightly higher purpose of course, but childishness prevails in these kind of situations in the AA office.

And that really is it. A game which was treated with the utmost indifference just a few short months ago has proved me entirely wrong by putting itself forward as a strong contender for the coveted title of, um, best polygon racing game. Or something.



Well now, if we weren't so close to deadline I'd make sure this atrocious scan wasn't included, but as it is, it'll have to do

THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 01438 840004
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	85%
SOUND	78%
PLAYABILITY	88%
DIFFICULTY	Tricky

If last month's big surprise was that the Amiga actually made it back into the shops, then this months major doozer is the appearance of a genuinely goodlooking, smooth playing 3D racing game from a new(ish) company who very strongly believe in pushing the Amiga to its limits.

REVIEWED BY PAUL

SECOND OPINION

A good racing game on the Amiga that isn't by Acid Software! This is more than I can take and I'm off right now to lie down [on his filthy, crust-ridden, saggy matressed, urine-dampened child's bed readers! - Paul]

OPINION BY ANDY

OVERALL SCORE

89%

etitionCompetitionCompetition

The all new Amiga Technologies A1200 is here! And what's more it comes in a handy 'Amiga Magic' pack which incorporates a machine with a couple of games to keep you occupied for a time. And what a pack it is!

Pinball Mania is the latest in a long line of pinball fests to work its way onto the Amiga and is exclusive to this pack. For now anyway. Alternatively, Whizz is a no holds barred platform frenzy.

If you don't yet own an A1200 then you should get with the times and ruddy well get one! If you're a little skint and can't spare the asking price of £400 then perhaps you'd like to win yourself one of these rather splendid packs. However, there is only one to win and so there can only be one winner.

After all of the chaos surrounding the Amiga and its future, it is back, BACK, so don't miss out on your chance to get one of these beauties for free. Remember this pack won't be around for ever.

It can be yours though if you can answer these oh so difficult mind testers.



Can it be? Can it really be? Indeed!

1. In Spanish, what exactly does the word Amiga mean?

a) Amiga
b) Garbage
c) Girlfriend

2. Would, you like to win this competition? Tricky this one. Don't be caught out.

a) Yes
b) No
c) I'd rather extract my fingernails.

3. The Amiga Magic pack contains tons of stuff and two games. The games are...

a) Good
b) Bad
c) Whizz and Pinball Mania

RULES.

1. Anyone can enter, but if you're employed by or related to an employee of IDG Media or Amiga Technologies, be sure to wear a false moustache and glasses when entering so as not to be recognised
2. Entries containing correct answers will be automatically disqualified.
3. But entries containing toffees and bags of crisps (preferably Walkers) will probably stand a better chance than most..

Can it be Competition

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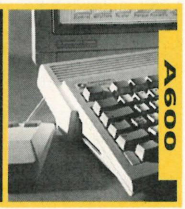
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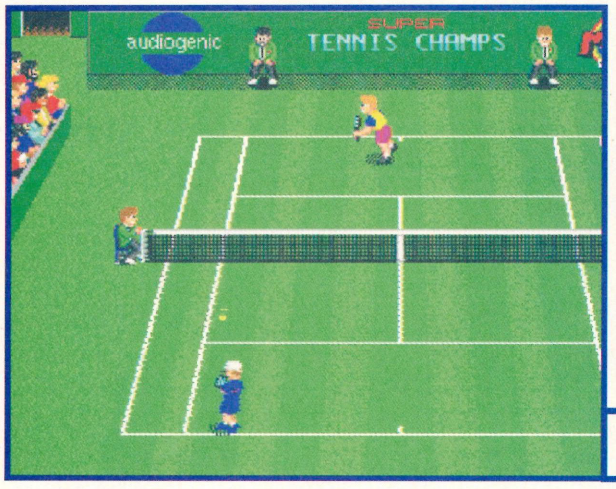
Postcode: .....**Age:**.....

Send your entries by January 30 to "Can it be 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.**

inWinWinWinWinWinWi





All the usual surfaces are available to play on





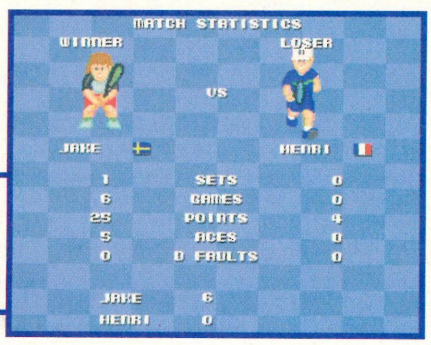
Top tournament action aplenty

Super Tennis

Anyone for tennis? Steve McNally is certainly up for it, especially when it's as good as this



Forcing my opponent wide, I move to cover the court



There are numerous characters to play as or against

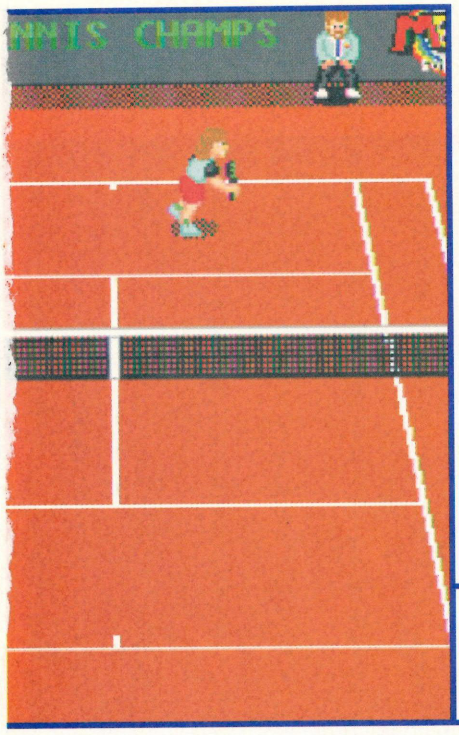
You can't help but feel that the boat has been well and truly missed on this one. It's the middle of winter, the football season's in full swing and Audiogenic release a tennis game. There's not been a hint of the thing on telly since Wimbledon and anticipation is hardly rampant at the moment but still, tennis is a sport that has been largely ignored by the Amiga and doubtless anything fresh will be snapped up by an eager public.

You may be experiencing a familiar feeling looking at the screenshots if you buy another publication along similar lines to our own but which is vastly inferior. You shouldn't worry, you're not going mad, they did in fact feature it on one of their tatty coverdisks a few months ago, albeit in a slightly less polished fashion.

I say slightly because it's quite difficult to find any major gameplay changes between the two. There are plenty more options and such like but if you've played the demo version it plays in exactly the same way with some of the rougher edges smoothed out. The new additions all come in the form of options to play the game in different ways. Compete in an exhibition match, a tournament or even a full Grand Slam season on every type of tennis court imaginable (within reason). Hard, clay, grass and the other one which slips my mind at the moment are options for you to choose along with how the ball bounces on each. If you go for realism the ball will react in an astonishingly similar way to real life, ie, the clay will slow the ball down and cause it to kick up higher into the air (favouring a baseline style of play) while grass, with it's lightning speed and low bounce will prove a nightmare for all but those daring enough to venture into the net.

As with all sports games it really comes into its own in two player mode but Super Tennis Champs fares better than most in the single player stakes as well so any of you many losers out there with no friends can put those nooses/big value bottles of paracetamol back in the drawer, because this could well fill at least part of the gaping empty chasm that best describes your lives.

This is down to the Grand Slam option. Allowing you to compete in all the major tournaments this is an option that will keep you at your Amiga at least until you can afford a PC. If you've played this before you'll know that it's quite tricky against the

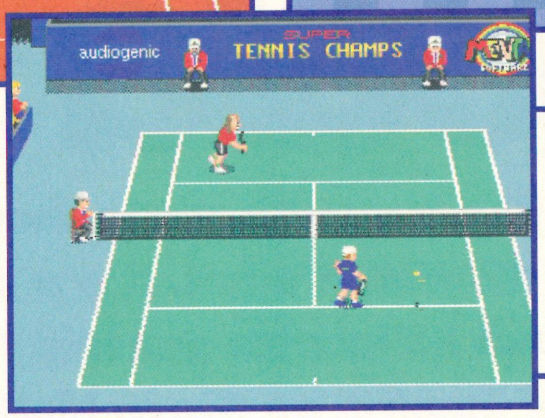


My hippy opponent looks to be going the right way, but what about the spin



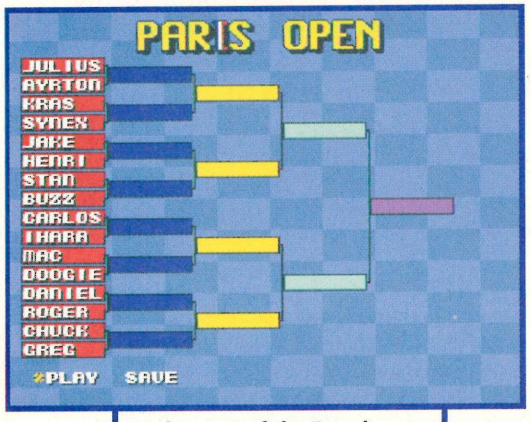
I plant another serve directly on to the service line. Just how do I do it?





The aging lead singer of rock super group makes an appearance

Champs



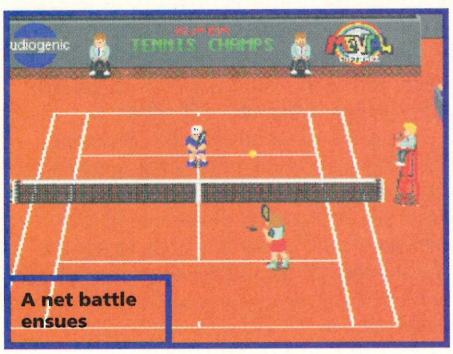
At the start of the French Open you get to choose any entrant you wish

computer players. Some of them can whip off a cross court backhand top spin lob that lands right in the very corner with their eyes closed. Or so it seems at times anyway.

This means that winning even one of the tournaments is tricky at first, let alone the entire Grand Slam and literally hours of practise are called for should you wish to succeed. A good way to improve your game is to use a CD32 control pad or some other such device which has more than the standard one fire button. The game is still very playable with a normal joystick but you will have to use a little more manual dexterity to pull off some of the more complicated shots. For instance, to put top spin on one of your returns you'll have to tap the fire button twice before the ball reaches you and then direct the angle of your shot. Sounds tricky and is for a while but it's quite an intuitive system and as with all things it does get much much easier with practise.

Super Tennis Champs is a great tennis game, the best we've seen probably since Zeppelin's effort a couple of years ago. There have never been a great deal of simulations of this particular sport for some reason, and maybe that accounts for the popularity of any that do rear their heads. It's questionable as to whether this is worth buying if you've got that old coverdisk but if you've got good taste in magazines you won't have and this will be completely new to you.

You'll still be playing this in months to come so I'd definitely consider this a worthwhile investment for anyone who considers themselves a fan of racket sports.



A net battle ensues

THE LOW-DOWN

PUBLISHER Audiogenic
CONTACT 0181 861 1166
HD INSTALLABLE No
PRICE £24.99

GRAPHICS	79%
SOUND	86%
PLAYABILITY	89%
DIFFICULTY	Spot On

I like a good tennis game and that's exactly what this is. Fast action with a good, solid amount of realism thrown in for good measure make this almost a must for all you budding Agassi's out there. And it's only almost because of that irritating coverdisk that was doing the rounds about six or seven months ago. Very consoley in style this is up there with the best with plenty of options/players to compete with to keep your interest level peaking all the time. This is not bad, not bad at all.

REVIEWED BY STEVE

SECOND OPINION

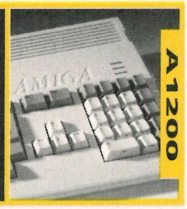
Audiogenic have pulled yet another great sports game out of the bag. Nice graphics and fluidly moving sprites is okay, but it's the level of gameplay here that makes Super Tennis Champs the kinf of tennis games.

OPINION BY Paul

OVERALL SCORE

88%

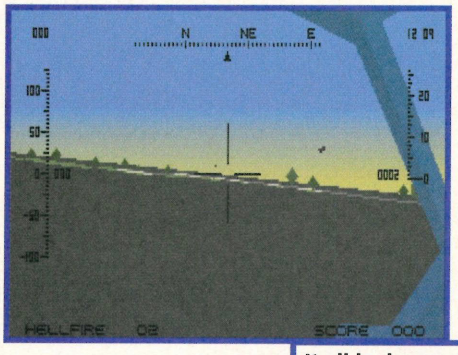
ACTION REVIEW
FLIGHT SIM

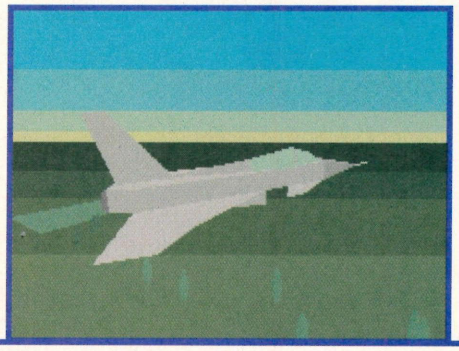


Coala

Sounds like a cuddly platformer doesn't it? Well it's not, it's a hi-tech, high speed helicopter gunship flight sim from Empire, as Steve McNally found out









It all looks good but on a standard machine you'll need to sacrifice some detail

When Coala was demo'd at the ECTS a long time ago, it managed to drop the jaw of just about everyone who had the pleasure of seeing it. As the months passed however, we er... well, we forgot about it. It was in the period when games were dropping off the release schedules like, well, games falling from a schedule of releases I suppose, and if we're honest, chasing up half-finished products took second place to somehow coming up with enough stuff to fill the magazine each month.

Then, out of the blue, it was brought in. A finished review copy was left behind, and many hours of happy game playing ensued. Coala may sound like a platformer featuring some sort of Antipodean bear, or even a mis-spelling of the name of the world's most popular soft drink, but in fact, nothing could be further from the truth. The Coala is, in actual fact, the AH-88 Coala, a tip-top secret Western super-'copter. It may or may not actually exist, I don't know. You could always ask the exceptionally bland, war and gun crazy Michael Ryan wannabe who works for one of our competitor magazines if you're that desperate to be put in the picture. Anyway, you're plunged into the heart of a war zone time and time again and told, "sort this out, we've made a mess of it!"

I should say at this point that Coala does run better on an accelerated A1200 but, in this case, you can really have no complaints about the performance on a standard machine. It really shifts on an Amiga with a better processor, but if you haven't got one you'll never notice any difference.

The game has a bit of a strange setting. You play a maverick pilot at the controls of the hulking Coala, but the twist is that you have no allegiance to either side in the conflict. At the outset of the game you are just dumped in the middle of the battlefield and have free rein to pick and choose your targets at will. This may sound a little random and unstructured, but there is a lot more to it than that.

Coala features what Empire describe as a true artificially intelligent living world, with both sides in the conflict keeping a close eye on what you do, and reacting accordingly to any strikes you may make against their strategic targets. Obviously, seeing as you are cast basically as a madman hammering around inside a battle that has nothing to do with you, everyone will be wary of you, so if you're going to survive you're going to have to work out the best strategy to achieve whatever goals you set yourself and get out in one piece.

That's basically the Coala gameplay in a nutshell. More specifically there are some highly impressive features in there to excite the enthusiast rather than somebody just out for a Sunday afternoon blast. The much vaunted Virtual Cockpit makes an appearance giving you full control over which direction the pilot is looking, so the view is not fixed in say, four positions. If you

Here it is, the Coala, supreme attack helicopter/cuddly antipodean bear thing

Deciding where to test your skills is the easy part – is getting some skills that's tricky!

Now this could mean one of two things: either you've destroyed everything, or, more likely, you're flying in the wrong direction. Donger!

haven't played with it before, it's exceptionally handy when you're tracking jet planes that are quicker than your agile, but slow (in comparison) helicopter.

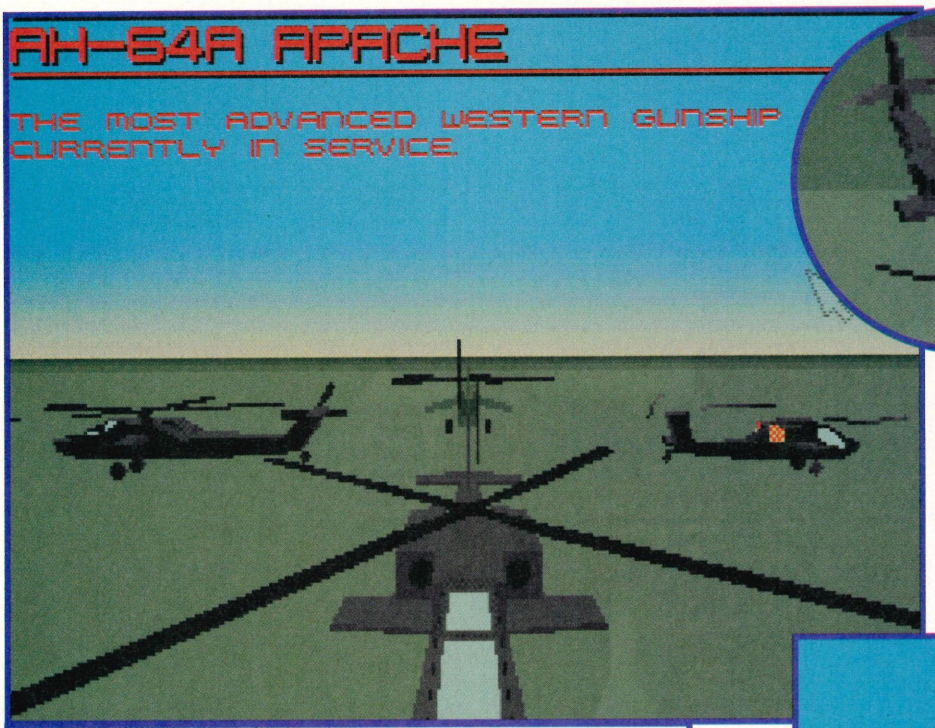
Game scenarios include Peace (you are allowed to roam freely without threat of attack) through Cold War, UN Controlled Ceasefire, Tank Battle and Ground Battle, right up to All Out War. Backgrounds included are a foresty Western Europe, the freezing wastelands of the Antarctic, the steaming jungles of Yucatan, Mexico, and the baking Middle Eastern desert, and with the prospect of mission disks to come (assuming of course that the game sells well enough), this is no short term prospect.

Coala features totally configurable player options which allow you to customise the game to meet your own needs and machine specifications. There are up to 10 different levels of object detail, and general adjustments to the shadows and shading, depth queuing and gradient of the horizon are also available. Obviously things don't look as nice with some of these options turned down, but on slower machines it is necessary, and in any case, it doesn't affect the gameplay.

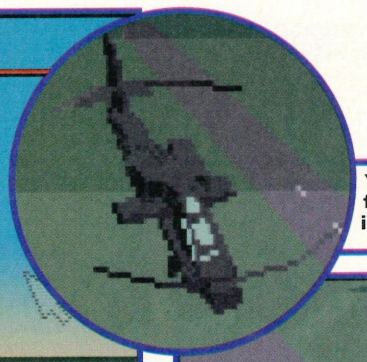
If you fancy a bit of night combat won't be disappointed. As you play the day will progress from dawn to noon (with its blazing sun), to sunset, and finally to the pitch darkness of night. You'll need to employ different strategies, not only in the different zones, but also for the different times of day. Night combat couldn't be more different to daylight battles. The cover of darkness allows you to stalk your opponents with increased stealth and without having to worry about

AH-64A APACHE

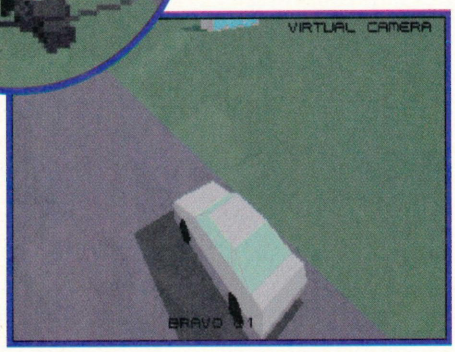
THE MOST ADVANCED WESTERN GUNSHIP CURRENTLY IN SERVICE

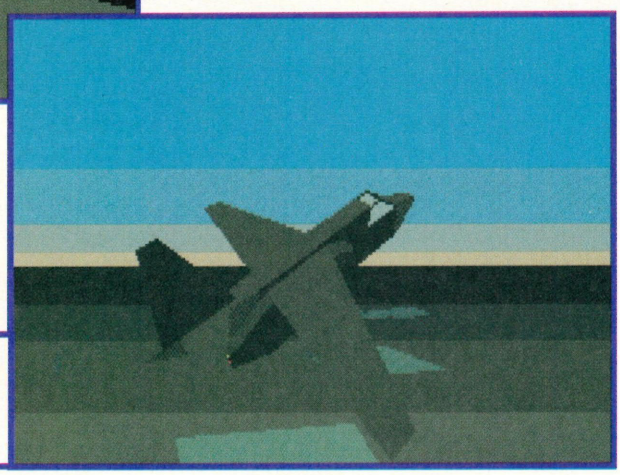


Ooh dear, I wouldn't like to bump into that thing in a dark alley I can tell you. It's a real beast. As, alledgedly, is Paul Roundell



You can't beat the feeling of rushing inches above the trees





Hang on, that's a proper plane and everything. Not fair!

visual sightings as well as radar and those pesky SAM sites.

In a situation like this, armament is very important, and you're going to need lots of it if you're not going to be wiped out in next to no time. Your Coala is armed to the teeth with some of the deadliest munitions you can imagine. Once you've selected your target, the only decision you'll need to make is whether to take it out with your standard cannon, an FFAR fire and forget missile, a Hellfire laser-guided missile, or, for an aerial threat, a Sidewinder air to air missile. Wide scale destruction is at your fingertips, and it's entirely up to you how you want to use it.

I can't say how realistic Coala is, never having flown a Gunship in a combat situation myself, but it has been designed by people who have. Ex-NATO personnel were drafted in to make sure that this was as close to the real thing as possible, and there's nothing to suggest that they haven't done a fine job. Even the password system is based on an exact copy of the system used in the UN Defence system, so it sounds pretty accurate to me. (Obviously the codes have been changed. They couldn't have anyone who played a computer game waltzing into the nearest airbase and joyriding one of the RAF's Apache.)

This is an excellent simulation, but it should appeal more than usual to non-fans of the genre because of its total disregard for the usual flight sim rules. The strategy is there if you want it, but you can just load it up, zoom off into the jungle and blast away to your heart's content if that's more your cup of tea. You can take this anyway you fancy, and it makes a refreshing change from the usual linearity that we have come to accept from today's games.

Not quite a virtual world (although the artificially intelligent living world claim isn't untrue), but it's closer than we've come for some time. I did tire of Coala after a while I must admit, but then I'm not the flight sim enthusiast I once was. I know there are plenty of you left out there however, and if you're looking for a game to restore your faith in the Amiga, this is certainly it.



THE LOW-DOWN

PUBLISHER Empire
CONTACT 0181 3437337
HD INSTALLABLE Yes
PRICE £34.99

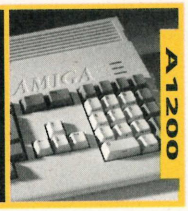
GRAPHICS	82%
SOUND	85%
PLAYABILITY	90%
DIFFICULTY	Tricky

This is how it used to be. Quality games appearing first on the Amiga and establishing Commodore as the leading brand of home computer. Coala from Empire harks back to those days; days when the Amiga ruled the waves in just about every area. The best helicopter game since Gunship 2000, and the best all-round simulation seen for ages

REVIEWED BY STEVE

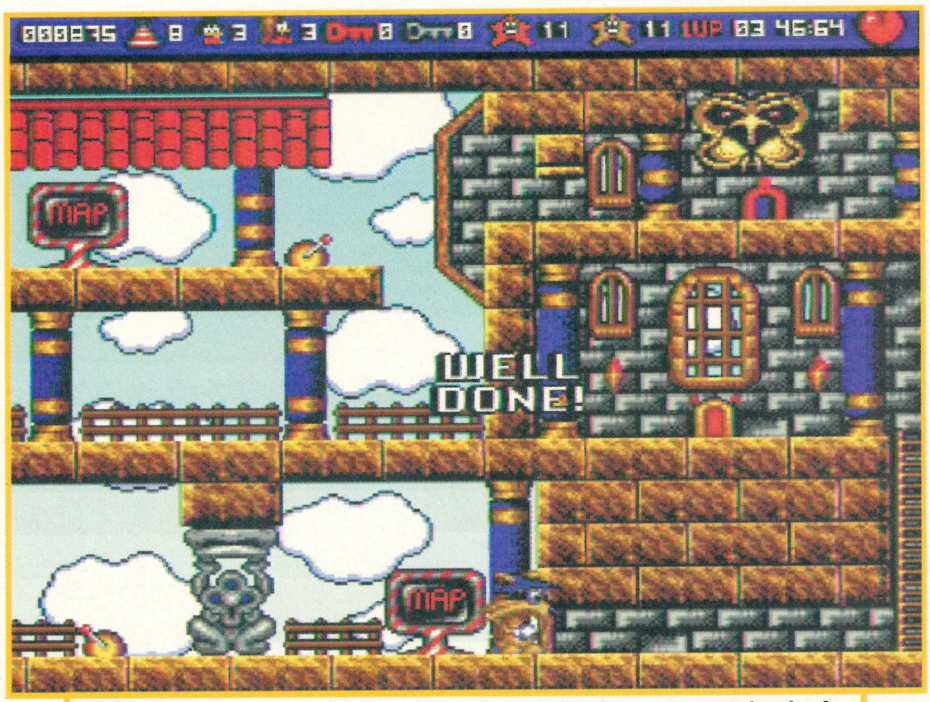
OVERALL SCORE

89%



Penguins

A castle of conundrums is awaiting ANDY SHARP in Scott Hayne's latest problematic puzzle fest



If you would like to own a copy of Penguins, send a cheque or postal order for £6.99 to:26 Argyle Road, Weymouth, Dorset, DT4 7LX. Make your cheques and postal orders payable to S. Hayne, and you will be sorted out quicksmart

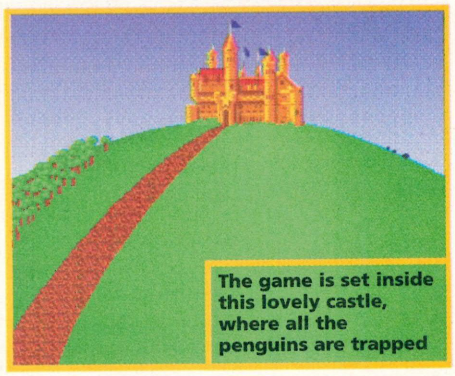
The thing about puzzle games is that on the whole they're all variations on the same theme. You know the general idea, hit a switch here, hit a switch there, move this block over there and complete the level.

Penguins falls unashamedly into the puzzle category and involves trying to guide a group of cute, flightless birds through the levels to safety. Along the way you'll encounter some strange obstacles and perplexing mind teasers which will need to be sorted out.

Your task is made that little bit more complex due to the penguins having their own characteristics. The penguin in blue can collect keys, whereas the penguin in red can pulverise nasties covering the path to the next stage.

Although you aren't actually a penguin yourself (you're a fox or something), you must use a series of switches to guide the penguins to the exit. The switches can bring up (or remove) the rungs on a ladder, change the direction of a conveyor belt, and act as controls for various lifts.

What Penguins lacks in originality, it makes up for in gameplay. The first levels aren't that difficult, but they provide adequate training for the sort of problems you'll have to overcome in later stages. Here you'll find blocks which need removing from the action by dropping a craftily placed bomb. You have a couple of seconds to vacate the immediate area before it blows the block away, hopefully leaving you unscathed. After a level has been completed you will be given a password to prevent you having to plough through the whole thing again and again.



The game is set inside this lovely castle, where all the penguins are trapped

There are a couple of niggling problems with the game. For instance, you can get stuck at some points, but a swift press of the Escape key allows you to end things swiftly and start the level again.

The Escape key can be hit at any time, so don't hang around waiting for the timer to count down when you know you've made an irreversible mistake.

Penguins comes across as a Krusty's Fun House clone, and has elements of numerous other proud puzzlers which have cropped up over the years. There's only so much you can do with puzzle games though isn't there? They're all related to each other in a strange kind of way.

Penguins is by no means a classic, but if you fancy curdling your brain for a while, it's worth a quick dabble.

THE LOW-DOWN

PUBLISHER Scott Hayne
CONTACT See Caption
HD INSTALLABLE No
PRICE £6.99

GRAPHICS	61%
SOUND	57%
PLAYABILITY	83%
DIFFICULTY	Very Hard

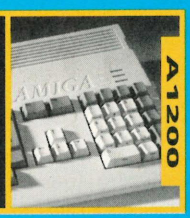
Your character certainly doesn't look much like a penguin, but of course you aren't actually one of these flightless creatures yourself, you're there to look after and guide them safely through the levels. Penguins does provide some challenge and plays well, and although it's not superb, it still has plenty to offer. Seven quid? You can't go wrong.

REVIEWED BY ANDY

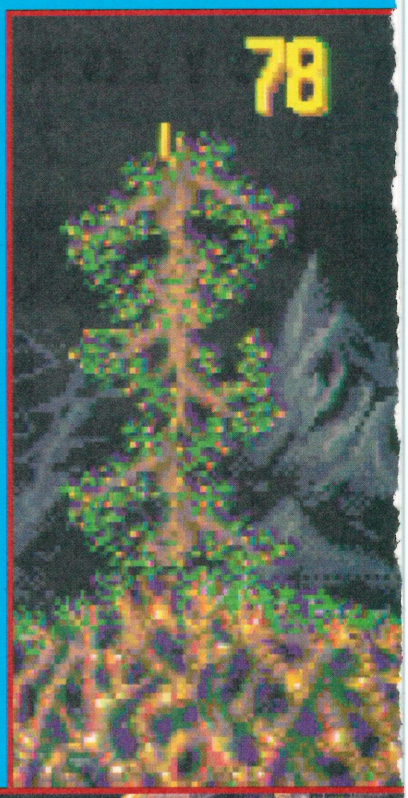
OVERALL SCORE

68%

ACTION REVIEW
ARCADE ADVENTURE



Exile



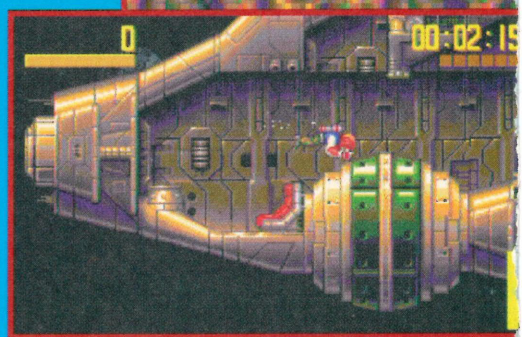
When the A500 version of Exile came out, praise was heaped upon it from all directions. STEVE MCNALLY ponders the merits of the enhanced version

Exile is a very strange game. I don't mean that in a negative sense, it's just that it's very difficult to file away neatly in a pile. It can't seem to make its mind up whether it's a platformer, an adventure, or some sort of shoot'em-up, And while you lot won't be all that bothered, it makes a reviewer's life very difficult indeed.

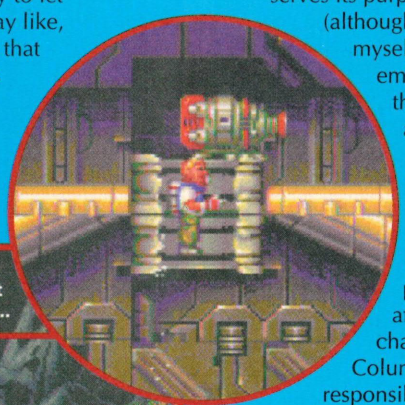
You see, we like to be able to comfortably compare one game with another. It's the easiest way to let people know what they play like, and games like Exile make that next to impossible. It looks not entirely dissimilar to Ruff 'n' Tumble from Renegade, and I would hazard a tentative guess that it plays in an ever-so-slightly similar fashion. But, seeing as I've never actually played Ruff 'n' Tumble myself, I'm having to rely on second hand information here.

Anyway, you'll just have to believe me when I say it's all funny and that you'll probably never have played anything like it before. On the Amiga. Probably.

There's the usual spacey story to provide a background to the game, which, although it's not going to win any Booker prizes, serves its purpose well enough (although admittedly I did find myself cringing with embarrassment at some of the awful names and some aspects of the plot).



There's plenty of top undersea exploration



Apparently these graphics are what we all want...



There are plenty of locations to explore, but unfortunately you aren't given enough info about where to go

For some unexplained reason you are an intergalactic explorer who likes to go around discovering new planets and naming them after your favourite cartoon characters. Working for the Columbus Force (the group responsible for setting up bases on newly colonised planets), you are sent on a fantastically dangerous mission, with equally fantastic rewards at the end of it, should you succeed. But the Columbus Force is in trouble. You pick up a scrambled transmission which informs you that in all likelihood the members of the force are dead, and you must stop Triax at any cost!

Triax was a genetic engineer who was condemned for tampering with the brains and bodies of helpless victims, turning them into ruthless terminators. All this was years ago, and as punishment, Triax was sent into space, sentenced to drift helplessly until he died, which surely by now should have happened. However, according to the report, it would appear that Triax has somehow forced his ship to land, extended his own life, and started up his bizarre experiments once again; this time on creatures native to the planet where he now resides, creating weird and wonderful monsters above and beyond your wildest dreams.

Most vile of all is a race of maggot creatures with which Triax intends to infest the universe. He's building them with a giant machine, which you must destroy as the main aim of the game.

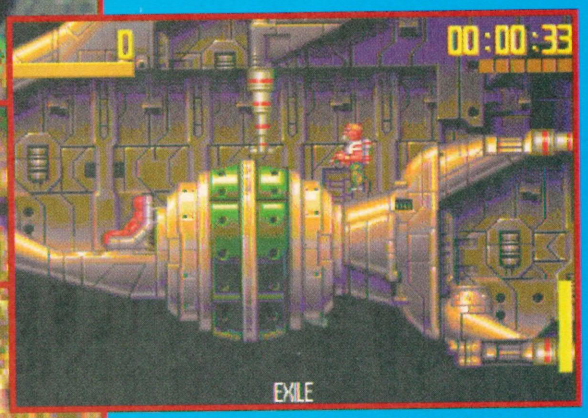


Right, I've found a power rod. Any suggestions?



Getting through the Western door and into the complex is the game's initial aim





Must put the name at the bottom in case you forget what you're playing!

See what I mean? Well ropey storyline you must agree. But who cares when a game play as well as this? There's not a great deal of originality in the individual elements that make up Exile, but the way they have been put together is totally new. For instance, the game isn't split up into levels, it's all one big long one. Unusual for a platformer/shoot'em-up, you must agree, but this isn't strictly a platformer/shoot'em-up.

Things like that pop up and surprise you all the way through Exile, and the best thing you can do is throw all your preconceptions out of the window and treat it as a totally new experience.

It's not without its problems though. Although the original Exile was extremely well liked, people thought it was let down by its graphics However, the designers now feel that the added power of AGA graphics have allowed them to create the game you've always wanted. It may be just me, but I thought the graphics were still distinctly average. If this is the best that can be done, I'll eat a copy of Amiga Power (and I bet that'd taste foul!).

Secondly, the huge, sprawling nature of the game, while definitely a bonus, can be a little tiresome/frustrating, especially on the earlier parts where you seem to be just swimming around aimlessly.



Press the spacebar and bring up an inventory thing

These points put a bit of a downer on what is otherwise a fine game. But maybe I'm being too picky. Perhaps we'll never see the perfect Amiga game we're all longing for.



Exile is set in a real physical world, where things such as wind are dead realistic

THE LOW-DOWN

PUBLISHER Guildhall
CONTACT 01302 890000
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	79%
SOUND	83%
PLAYABILITY	85%
DIFFICULTY	Variable

Exile is definitely a quality game. Highly original in its own little way, it manages to impress you in numerous places, and there is absolutely no doubting the length or difficulty of the challenge that is offered. Indeed, some of the puzzles are so tricky that we were all stumped for ages at certain points, even early on in the game. But the numerous niggling little problems outlined earlier in the main review just do enough to prevent this from ever being described by anyone as an all- time classic. Very good, but a long way from brilliant, unfortunately.

REVIEWED BY STEVE

SECOND OPINION

After a few minor problems adapting to the control method, it became apparent that Exile is indeed a game which is, well, average. However, its originality shines through, and given a bit of time it does become one hell of a challenge. But that's about it.

OPINION BY ANDY

OVERALL SCORE

85%

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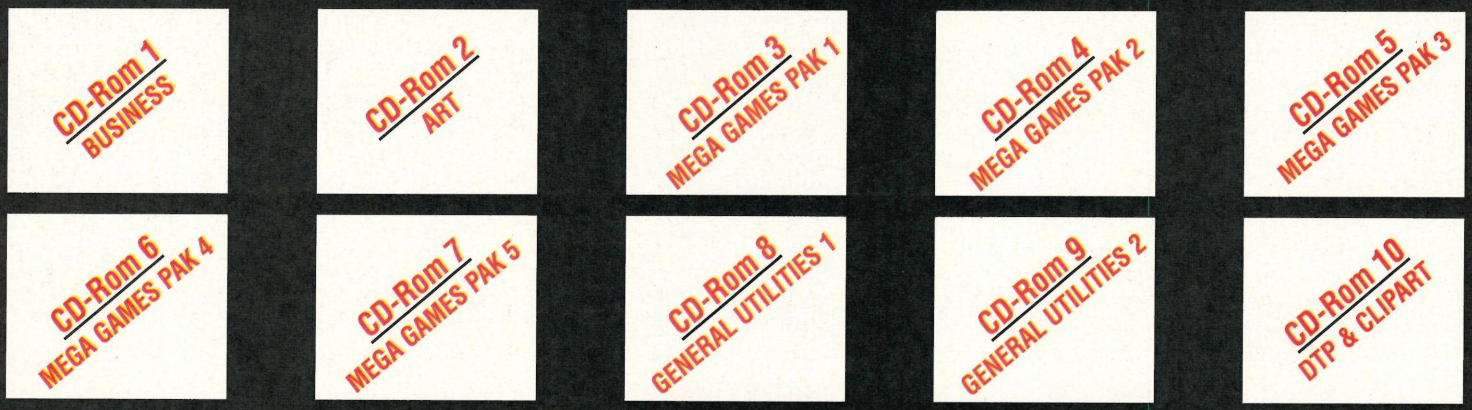
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Crystal Dragon
Cyber Games
Dawn Patrol
Death Mask
FIFA Soccer
Gunship 2000
Heimdall 2
Ishar 3
Jungle Strike
K240
Kick Off 3 Euro Challenge
Lord of Infinity
Lords of Realm
Mortal Combat 2
Mr Blobby
Over Lord
Power Drive
Premier Manager 3
Reunion
Robinson's Requiem
Ruff 'n' Tumble
Sensible World of Soccer
Shadow Fighter
Soccer Superstars
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PD

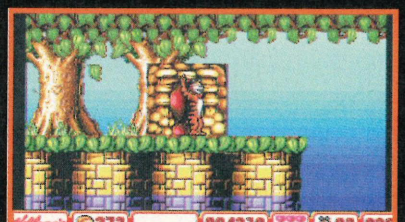
Andy and Steve have put their heads toge

Kelloggs Land
Pigmy Crush PD

They're ggggggggrrrrreeeeee-aaaaaaaaaattttttt! Frosties that is. Or so the advert says anyway. That annoying pseudo American accent Tony the Tiger possesses is possibly the most laughable attempt ever heard on TV. Who'd have thought that he'd appear in his very own game, albeit a PD release.

Unsurprisingly Tony stars in a platform fest where all second rate licenses end up and this one bears more than a passing resemblance to the Mario games as Kelloggs Land has many of the aforementioned's successful gameplaying elements.

Enemies are killed by leaping onto



Tony the Tiger, that great British advertising tradition comes to life in two colourful, but ultimately dull PD incarnations

their heads and keys need to be found to open doors to buildings where some vital vitamins will need to be collected. Other lesser points icons and flakes will also come in handy for extra bonus points after the completion of a level.

If you trip the question mark icons you will be given some advice on what lies ahead although it does sort of defeat the object of a game when you know what to do to progress.

Some stages will require you changing character to a froggy bloke who can swim across some watery sections of a stage but rest assured, all of the characters have their own use at some stage in the proceedings.

For all its options and stages, combined with the simple gameplay you are still left wondering exactly what the point of playing this is as it's made far too easy to progress.

Kelloggs Express
Pigmy Crush PD

Another Tony The Tiger game only this time he's the driver of a train. As you'd expect. This train will need to be taken to safety avoiding the damaged tracks and collecting the bonuses in the shape of cereal boxes.

Before doing this you must collect the carriages and head out on your quest. The points will need changing on some parts of the track and to do this you have a little helper. You must select the tiny fairy type bloke and guide him to the switch to hit it. The track will then change course so you can travel on a different level.

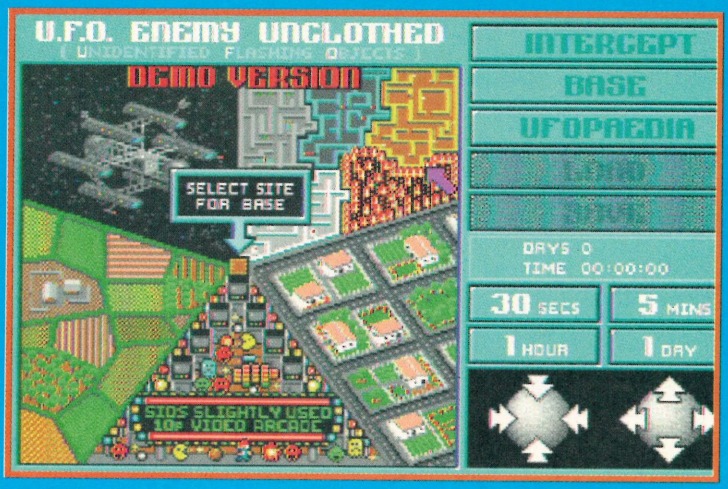
Other useful items you will collect include sticks of dynamite which you can throw at obstacles to clear the way ahead. There are other options too which can all be brought up by keeping the fire button pressed for a few moments. To select the option tap the corresponding direction and then the next time you press fire the selection will be used.

It's a weird loader this one so be prepared for some fun and games



Check out that painstakingly rendered explosion! Impressive eh?

Game of the month



UFO – Enemy Unclothed
Scott Hitchen

Available from the boy himself at the cut down price of only £5 for the full version or from numerous PD libraries for the demo, this UFO clone (in this case Unidentified Flashing Objects) is one of the few PD games I've ever found myself recommending.

It's a quite blatant rip off of MicroProse's classic with you chasing down aliens with a disturbing tendency towards exposing themselves at us good Earth folk, and generally trying desperately to save the planet. It looks nice, plays extremely well and will absorb you for a lot longer than the usual five or ten seconds that these games grab your attention for, it certainly did for me. In fact, if we hadn't already sorted our coverdisks out we'd almost definitely have stuck it on their for you to have a right good look at.

If you fancy it send a cheque or postal order for £5 to Scott Hitchen, 33 Bodmin Road, Middleton, Leeds, LS12 4PL

ther to review this month's PD selection



Is it just me, or is the Nesquik Bunny not really famous enough to have his own game? Even if it is PD

trying to get it up and running. Kelloggs Express plays and looks good enough but will leave you wanting that little something more (like Crunchy Nut Cornflakes).

Nesquik
Pigmy Crush PD

Yet another platform game involving food product names and cute friendly cartoon sprites. Even the enemy sprites are cute in this one although obviously they're not quite as friendly as they look.

It may also come as no surprise to learn that this is a platform game where the bunny must collect bonuses and escape the level. Not the most original of concepts but it's a pleasant enough experience to play. It's uncomplicated and for this reason it's very simple to get into.

Nesquik is not unlike Kelloggs Land in every department. Graphically the two games could be identical apart from some subtle differences.

Other than this, Nesquik is simple straightforward platformer with gameplay to match, and quite a pleasant game if you're into this kind of thing.


For some reason I said this looked impressive. As you can see, it doesn't

Time Rift 2
Simon Hitchen

Quite a nice looking platformer for PD this one and you start off quite impressed until you see the pretty horrendous animation and any positive initial first impressions simply melt away. It's not all that bad if you can be bothered playing it but my attitude towards PD games doesn't exactly lean me towards the side of tolerance.

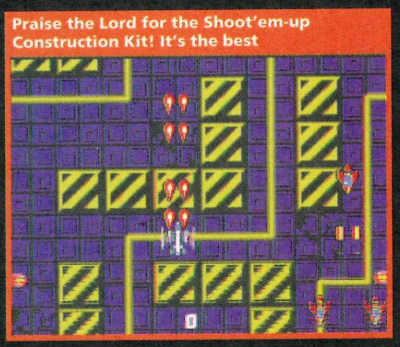
Programmed by Simon Hitchen, responsible for Amiga Action coverdisk favourites Mortal Kumquat/Super Fruit Fighter 2, one of the most prolific PD programmers around, he has unfortunately let his usually high standards slip with this one, but thankfully he redeems himself elsewhere on the page with the vastly superior UFO rip off.

The X Mass Project
Software Expressions

I hate these PD shoot'em-ups more than anything in the whole world I reckon. They're all identical except for one tiny detail, the main ship looks a little bit different to the twenty other versions you've seen this month.

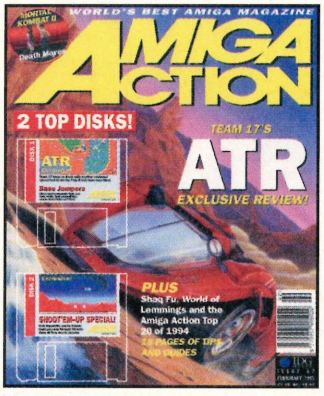
The X Mass Project I had a little hope for at first, hoping for something with a little festive cheer in it but no, it's got nothing to do with Christmas, it's just another bland spacey shoot'em-up with a bobbins name.

I wonder if anyone actually buys this kind of stuff and if they do whether anyone actually does anymore than load it up before tutting in absolute disgust and formatting the disk. Please, do write in and tell us,I'd dearly love to know.


Praise the Lord for the Shoot'em-up Construction Kit! It's the best

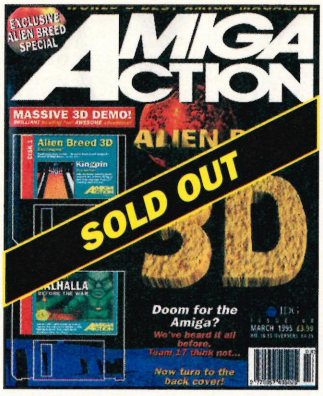
Contacts
Simon Hitchen, 33 Bodmin Road, Middleton, Leeds, LS12 4PL
Software Expressions, 18 Maple Road, Bristol, B57 8RH
Pigmy Crush PD, 5 Skomer Place, Swansea, Wales, SA5 5PH

BACK ISSUES



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*



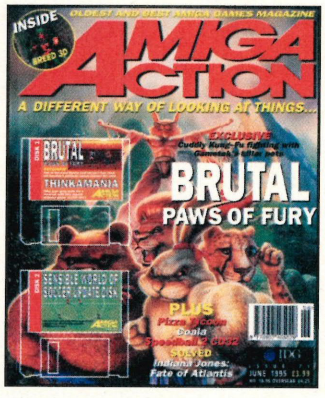
ISSUE 69 APRIL '95

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.*



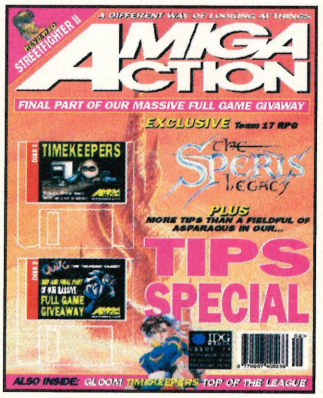
ISSUE 72 JULY '95

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*



ISSUE 73 AUGUST '95

Cover – *Sensible Golf*
Coverdisk – *Quik the Thunder Rabbit – Fantastic full game giveaway*
Features – *It's in the Net (Team 17 Cyber Football), Get a life!*
Reviews – *F1 World Championship Edition, Obsession, Player Manager 2, Sensible Golf, Tactical Manager 2*
GTGAs – *Valhalla: Before the War (Pt 4), High Seas Trader, Indy: Fate of Atlantis (Action Path Pt. 1), TFX, Son of Boggit*
PLUS Previews – *Hyboria: Conan the Destroyer, Pole Position, Tiny Troops*



ISSUE 74 SEPTEMBER '95

Cover – *The Speris Legacy*
Coverdisk – *Quik the Thunder Rabbit Pt 2, Timekeepers*
Features – *Worms, Do a Game entries, Massive Tips Extravaganza*
Reviews – *Approach Trainer, Gloom, The Speris Legacy, Super Street Fighter II, Timekeepers, Top of the League*
GTGAs – *Indiana Jones and the Fate of Atlantis – The Final Part*
PLUS Preview – *Wheelspin, and many others far too numerous to list in this tiny little space. It's an all out preview-arama!*

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Write up your alley!

Write Up Your Alley is the place where we spend our happiest hours. It is a living, breathing, um, printed testament to your undying love for us and the Amiga, as your letters, reviews and other stuff fill the void that, without you, would most certainly not be "The pages the readers write". More likely, "The pages that are left blank", or maybe, "The pages we made up and pretended the readers wrote". These are your pages. Er, as indeed is the whole mag - you've paid for it after all. But y'know, these are especially your pages. Does anyone know who this Prophet of Rage is...?

Write up your alley!

TALKBACK

SLAG! (GING US OFF)

Dear Paul,
I noticed that in the November issue you said you were receiving fewer letters. I have a few suggestions as to why this might be.
a - Sarcasm is the lowest form of wit.
b - The magazine is no longer up to scratch (especially at its present price).
c - You seem to let the power you think you possess, of choosing and answering letters, go to your head.
d - You are not at all generous.
Although some people find your arrogant replies amusing, the majority of mature adults don't. To give other people and myself some compensation (for the lack of content and overpricing of the magazine) I would like a games voucher.
I hope this will help, and look forward to receiving my games voucher.
Yours faithfully,
Mark Williams, Plymouth

Thanks Mark, it does help. You're absolutely right in what you say, and it's a pleasure to receive some honest, intelligent feedback from a mature adult such as yourself. Please accept a games voucher as featured on the next page, or wherever it is

HERE HE COMES AGAIN

Dear AA,
From the darkness I return, and in order to clear a few things up and get this letter printed, I will make an attempt to keep it clean, polite, and non-controversial.

First, to clear up all this nonsense about snot. He was a terrorist who escaped from my bogey collection and was due to be executed the next day on charges of causing several colds and a severe case of flu. So if you'd kindly send him back...

My address? You want my address? What are you, a Prophet molester or something? Us devils are kind, considerate and caring to other species (apart from humans cos you're prats).

Right, now lets sort out AG **[Huh?]**. How do you pronounce that? Is it ay gee, or ag, or uh-gu? **[Not too sure what's going on anymore now...]**. At least I had the guts to put my full name down **[Aaah! Light dawns]**, and my opening line was actually, "My latest topic is friends". LATEST. get your facts straight AG.

Skidmarks was a practical joke, that's all - nothing more, nothing less - and I changed all the sounds back to normal the next time I saw Mayfly. Next time you use my name AG, use my correct title, THE Prophet of Rage. Lesser beings, I dunno...

I'm looking forward to a duel, AG, so I've left my address at the end of this letter. And devils don't have pub- **[Oop! we can't say that word. That newsagent from down south might get all upset again and necessitate the return of Thora Hird. He's our favourite you know, that newsagent]** by the way.
Hoping to hear from AG soon,
The Prophet of Rage, 22nd Cave, Right Side, Level 103, Hades
E-mail: prof@rage.co.hades

The Prophet of Rage? The Prophet of Comedy more like. You're Roy Walker you are mate.

FALSE PROPHECY

Dear Paul,
I am writing to tell you that I am on the trail of that total tosspot 'The Prophet of Rage'.

After reading and re-reading his crap, unwitty and totally stupid letters in issues 73 and 75, I am in no doubt that he is a young imbecile **[Unfortunate mistake there...]**, about 14 years of age who loves talking out of his arsehole. His other hobbies obviously include banging his very small bishop and wrecking his so-called friend's games using Octamed, one of his many copied utilities (probably).

Why don't you try and track him down like me, using the postmark on his envelopes **[But you haven't seen the envelopes]**. Maybe we can see who can execute him first!

I would love to crucify him using two-inch nails and blunt knives to cut his limbs off, as he is a stupid little snot-gobbling f—— **[is Alice?]** pig. Excuse the language, it makes me mad thinking about him.

Prophet, if you are reading this article, would you dare enclose your real name and address or are you too scared. Anyway, enough about that stupid child, I have some questions **[Oh good]**.
1. What happened to the Star Letter in Talkback?
2. My Conquest disk has an AMOS error and won't work any more. Can you send me another?
3. When do us readers get to see the competition results?
Duncan Ratcliffe, Lowerhouse, Burnley

Dunkeroo! The Lowerhouse boy. I saw a stripper in that pub near the cricket ground once. You know, that one in the middle of the road. As you can see, The Proph is in fine form this month, but alas, no name or address I'm afraid. Still, I'm sure we'll hear from him again before too long. Ah, questions, I love 'em. No, I do.
1. We sacked it off.
2. S'pose so.
3. You had some a few months ago man! Or was it last year? Er, soon.

GIVE ME A CHEAPY

Dear Sir or Madam,
Since Escom took over the production of the Amiga from those once glorious but now totally incompetent chappies at Commodore, I have been reading various Amiga magazines - your own included - with great interest.

While you firmly believe that the Amiga will rise phoenix-like from the ashes **[Yeah, River Phoenix-like]** and be restored to its former high status in the computer world **[That was a joke by the way readers, that River Phoenix thing. A joke!]**, are you not jumping the gun ever so slightly?

Escom's marketing strategy is already looking decidedly dodgy, and one wonders if they are merely content to let things drift on like Commodore before them... to their inevitable cost.

By releasing the (admittedly already elderly) A1200 for £399, Escom are doing themselves and their customers no favours at all. For this kind of money **[Escom don't like us you know readers]** I'd expect to get a hard drive, plenty of added memory, and maybe a CD-Rom thrown in for good measure. All Escom are including **[It's true. They don't like our "sarcastic" slant on things]** is a bundle of games.

The machine itself is just a basic A1200 with no frills, and quite frankly I don't think the buying public will think it's good enough. I certainly do not!! Especially when we see how low in price **[They've said they'll never advertise in Amiga Action...]** the PC

has become. Most potential purchasers will feel that the A1200 is a glorified games machine with no other uses of note. Wrong and unjustified I know **[... even though we're all keen and stuff now]**, but this is the image they will see.

If Escom are to succeed **[Does this mean they won't send us a new Amiga for free?]** they must first break the Amiga away from its "games only" mould which the press has unfortunately given it, and then begin **[Probably]** creating a newer, much improved range of super machines without delay.

For now though, reducing the price to £250 and perhaps bundling a word processor or music utility instead of so many games, would be a good place to start.

C. Burley, Dronfield, Sheffield

I've told Escom before about its dodgy marketing. I've said, 'Go on a Thursday because the Saturday markets carry overstock from midweek,' but do they listen? No. And anyway, what's Digita Wordworth if it isn't a word processor? And ANYWAY, there are only two games in the new pack.

See that Escom? That was Amiga Action sticking up for you and the Amiga that was. Now send us a new machine you stingy beggars.

GO AWAY NOW

Dear Mean Machines Sega,
There is a sun in the sky and Fred's gone to buy an ice cream. What should I do? Who is Mr. David O'Connor? Gonk. Skeleton Krew. Is a computer game (jellied eels, pieces of shiny Top Man suits, fake chunky gold bracelets etc). Wind it up. I'm going out of space because everybody's in the place. I give it up. It's no good. (Start the dance).
His greatness,
The Prophet of Rage, Hades

It goes against the way I was brought up, and I know I shouldn't, but I really can't help not minding that much if, say, you were to be involved in a really bad accident.

NO!

Dear AA,
I am The Prophet of Zarton-

And you're not coming in here mate. What's going on? This was different handwriting and everything...

SOMETHING'S MISSING

Dear Amiga Action,
Please could you tell me some hints or phone numbers to call to help me. I know 343343, but are there any others?
Chris Postings,
Dukinfield, Cheshire

Nice one Chris, I'll just bet your English teacher holds up your work in front of the class as an example of how to get the point across. WHAT GAME ARE YOU PLAYING? If of course computer games are the furthest thing from your mind, then "Leather" Steve McNally informs me that The Salford Dungeon offers a range of helpful services, and can be contacted on 1-800-I-M-RUDE. And he should know, because his mum runs it.

ARGGH!

Hello,
This is The Prophet of Zorkwon, and there are a few things I want to clear-

No! Let it end.

LEAVE US ALONE YOU CRAP GET

Is there no end to the mindless drivel spouted by the ubiquitous The Prophet of Rage? Perhaps not, but there is a brief respite here as his dirt letters are forced to make way for some of his dirt drawings of the AA team, and seemingly selected losers from our illustrious sister magazines.



VERY IRATE LETTER

SMARMARAMA

Paul,
You smarmy bugger. Issue 72: I own an A500 and wasn't too bothered about Disk One's A1200 only status, or Disk Two's "not A500 label", but then you started rubbing it in with your answer to the letter, entitled "Charidee Shmaridee". You say you want to sell as many mags as possible, but why don't you cater for all Amiga users? By your fictional figures you'd sell 40% more mags to A500 users by catering for them as well as A1200 users.
Yours grudgingly,
Matthew Breckenridge, Shawlands, Glasgow
PS. You owe me a game/demo for buying your mag.
PPS. You expect me to pay an extra 26p for two useless disks, as well as less pages?
PPPS. No sly remarks about pink ink! It's all I could find.

No we wouldn't.
PS. No I don't
PPS. Well, yes.
PPPS. Girly ink, girly ink.

SOME KID'S FANZINE

Dear Amiga Action,
I really love your fab magazine because some cool dude called Neil writes for you and he's a Burnley fan **[Like, trés cool]**. I am Burnley's other fan (!!) and agree with everything Neil says about our crap players who are all over 30, carrying injuries and have drinking problems.

Anyway I have a sort of mate; in fact he isn't my mate at all, he's a sad geezer who looks like Bugs Bunny. He's called Mark "I'm 17 and still have never had a girlfriend" Davies, and he keeps slagging my Amiga off. He owns three Spectrums, a Commodore 64, a Sam Coupe (whatever the buggery that is), an Amiga 500+, a fancy PC with a colour printer, a Mega Drive, and now he's saving up for a CD machine. I think he's rather sad as he doesn't have friends, but instead plays on his computer all day. He also copies games and owns hundreds of hard porn disks.

Could you please tell him that there is nothing wrong with my Amiga, and friends are better than a PC any day, as I'm fed up with his constant boasting about his hard drives and extra disk drive. It's a shame but he has every drive but sex drive.

Since I enjoy your magazine so much and would like to see it improve, I have sent you s copy of my magazine which I used to make each week with my good friend Phil "Not as good looking as me" Hughes. It is a fanzine for our school Spanish 5 a-side league called Fut-sal. We even interviewed Gary Lineker for one issue. Ask him if you like. **[Oh I will, I'll just pop next door now...]**.

Anyway, since this is such a good letter and we have given you information on a software pirate, we think we both deserve games. Anything should do as long as it costs over £20. I would prefer Football Glory.
Yours,
Dave and Phil, the Sex Stallions, Burnley
PS. If any girls want a good time, contact us on 01282 458997
PPS. Mark also mastur- **[We get the message!]**

What is it with people from Burnley this month? Are Comag dumping job lots of AA into the Leeds-Liverpool canal or what? Er, despite including about a dozen copies of the fanzine, you don't actually say what you want us to do with it. But we're generous, so here it is, and my my, it's a treat.
PS. If any girls want a really good time, ring them in the early hours of the morning and put the phone down as soon as they answer it.



CONQUEST

AA coverdisk by some Portuguese bloke
Reviewed by The Prophet of Rage, Hades

This is the greatest game ever, ever, ever, EVER! And it will be forever, forever, forever, FOREVER! The graphics are okay, the music's crap, but the gameplay is a master-mega-piece. Don't bother buying it cos you've already got it. Now if only I could get past level five.

Summary: Kill those Romans! Murder those Hispanics! Blast those Brits off the face of the planet!

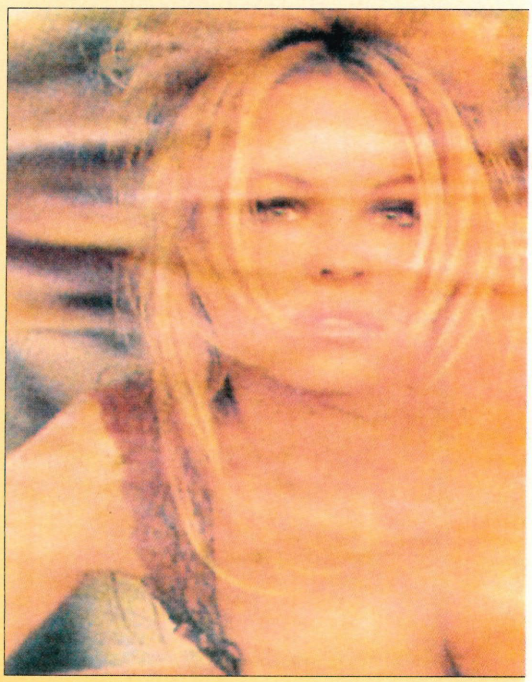
No mark, because he's a bit thick, The Prophet.

PAMELA ANDERSON

Baywatch/Plazzy Paps
Reviewed by Duncan Ratcliffe, Burnley

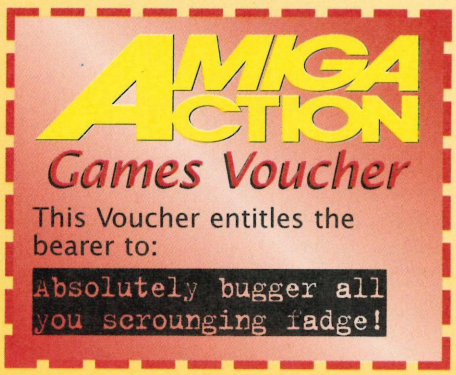
Maybe made of plastic up to her eyeballs, but still, the looks just make you want to spank your money there and then. She receives plenty of stick about all her spare parts, but looking at her pictures in papers and magazines, she sure looks real enough! We bow to her looks and her boobs, even if they are man made.

Summary: One of the best bodies ever to grace the world's media.
95% plastic. Geddit? Geddit? Eh? Eh?



YOURS TO CUT OUT AND KEEP!

In honour of Plymouth's very own Mark Williams, and indeed for all our readers for whom our sarcasm brings distress, here is a little something from us to you.



REVIEWS

ULTIMATE SOCCER MANGER

Daze/Impressions
Reviewed by Lee Hughes, Bootle, Merseyside

When I heard Ultimate Soccer Manager was out I went straight to the shops and bought it, only to find myself being disappointed afterwards. The game is great for a short while, but lacks in that it is for one player only. Excellent graphics but that's about it really. If you have sense you'll wait for the arrival of Championship Manager 2.

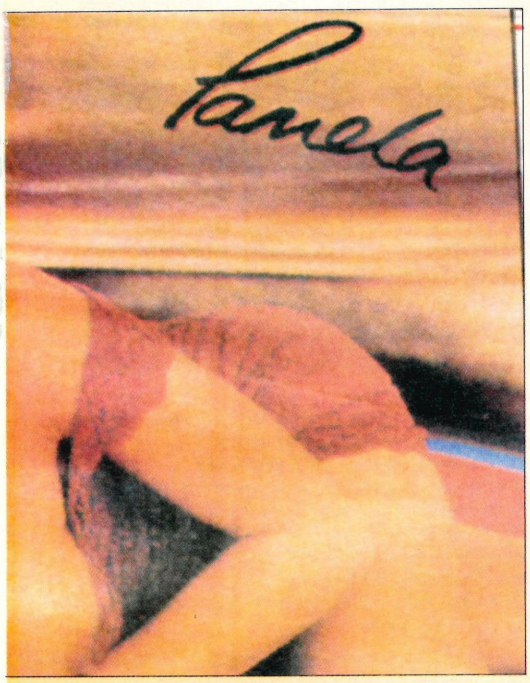
Summary: A total disappointment
60%

ULTIMATE SOCCER MANAGER

Daze/Impressions
Reviewed by Simon Houghton, Stourbridge

Ever since the original Premier Manager, football management games have seemed tame in comparison. Even PM2 and PM3 couldn't compare with their brilliant forerunner, and nothing else has even come close. Ultimate Soccer Manager now holds the crown of best football management game - it's out in front by a mile. Even without the bungs and illegal gambling (which spoil the game if you use them) this game offers everything you need for weeks and weeks of hard managerial struggling. And it's quick to get into too!

Summary: A better football manager than Ray Harford [Ooh, big compliment]
91%

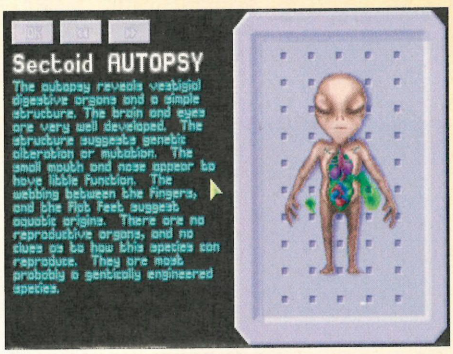


UFO: ENEMY UNKNOWN

MicroProse
Reviewed by Simon Houghton, Stourbridge

If it's true that MicroProse won't be making any more games for the Amiga, then somebody should drag the programmers to their machines and not let them eat or drink until they do. UFO is an absolute monster of a game that shows just what the Amiga is capable of when people put their minds to it. The way in which the characters are made to move is not great, but this game has just got so much to do that that's the least of your worries. A real strategy classic that ranks alongside Theme Park and Civilization.

Summary: Very much underrated. Brilliant.
93%

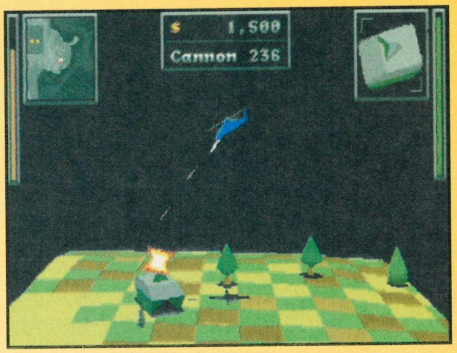


ZEEWOLF

Binary Asylum
Reviewed by Luhtan Karim, Malta

You control a helicopter, and the point of the game is to fly it across many lands of different textures and carry out missions. The missions vary in difficulty and in which work needs to be done, and what is the main point is [Leave him alone now, the boy's foreign] that enemy instalments need destroying and friendly soldiers need bringing home to mama [On second thoughts...]. The chopper is easy to fly and moves well with either joystick or mouse and the vary[ation?] of work is really good, for an excellent game.

Summary: You will never finish it unless you are great, but it is extremely fun.
90%



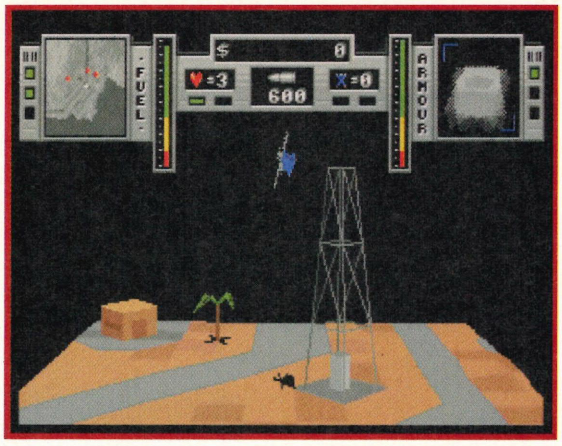
DESERT STRIKE

Electronic Arts
Reviewed by Luhtan Karim, Malta

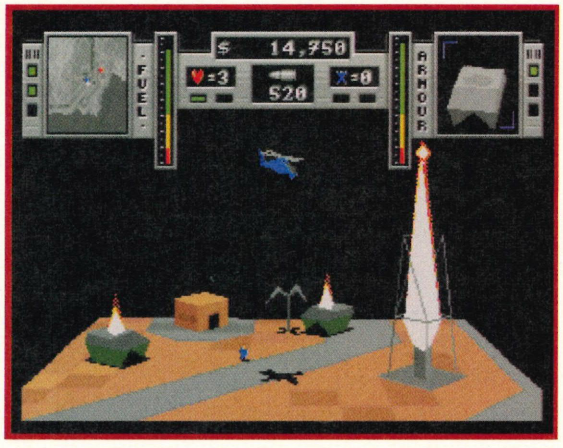
Yet another game where you control a helicopter. Yet again you fly across many lands and carry out missions which involve destroying instalments and rescuing soldiers. Early the missions are very simple, the helicopter controls like in a dream but it does not move quickly and on some times even almost comes to a stop. Graphics are better than Zeewolf but the missions aren't nearly as many, and you must have a joystick for play. The work in the missions is fun but not so varied, and this is one you will finish.

Summary: Another good chopper game but not on the same mark as the champion Zeewolf.
80%
[Well you should be duffing your trollies when you see this month's preview of Zeewolf 2 then, Luhters mate]





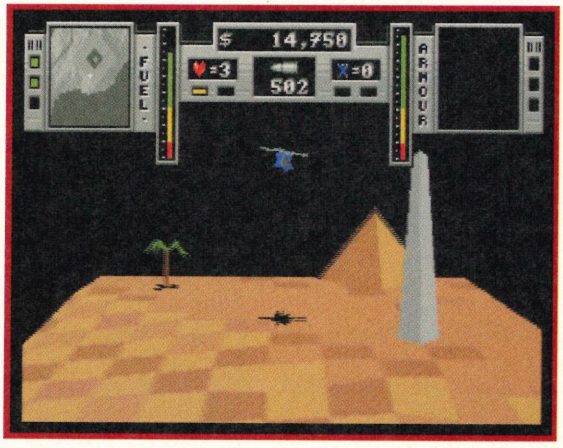
It's time for a recapitulation, and by that I don't mean falling over and convulsing around on the floor. Zeewolf was released late last year to more or less unanimous cries of, "This is good!", "What a corker!", and, in the words of the now departed but not forgotten rooster/associate editor Chicken, "Pleasant". Ah, how we miss him and his revered powers of description.



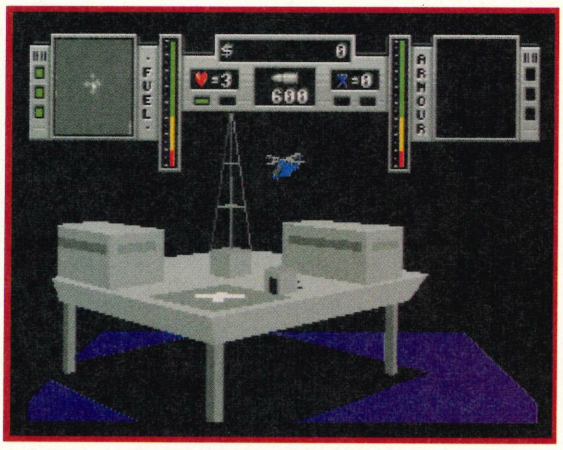
Zeewolf was a pseudo-strategic helicopter shoot'em-up, which sounds not entirely unlike the famous Desert Strike. Your polygon chopper was faced with a number of different missions as it flew over a largely bland landscape and attempted to take out polygon tanks, boats and installations. Graphically it was unexciting, but the secret, as they say, was in the gameplay.

A little over a year ago, or possibly closer to two, Binary Asylum was born. Packed to the rafters with staff who used to work as journalists for an unnamed Bath publisher, but who allegedly tired of joining hands and chanting, 'Future! Future!' every morning, this small West Country outfit decided to put the "play" back into playability. Well no, it didn't. We made that up because it sounded good. But anyway! PAUL ROUNDELL fell in love with Binary Asylum straight away; not because of the way its debut game played (it played very well...) but because Zeewolf lent itself to the classic news headline, "Ze Wolf at Ze Door", which whilst not perhaps being very impressive by your standards, certainly looks good on Paul's CV. No! Er, not CV. Why would he need one of those? Ah, something else entirely. Yes. Oh hell. Um, blah-de-blah... sequel... Zeewolf 2!

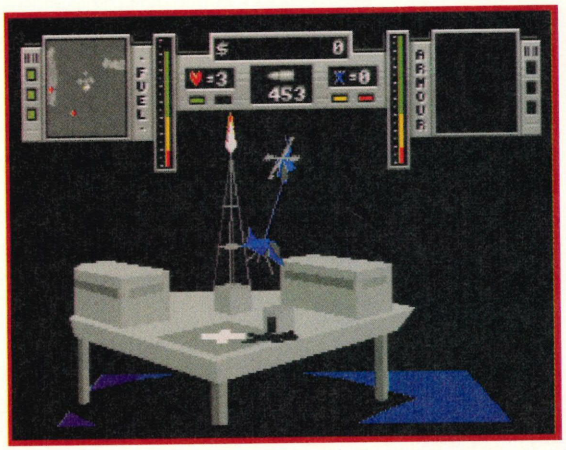
Zeewolf 2



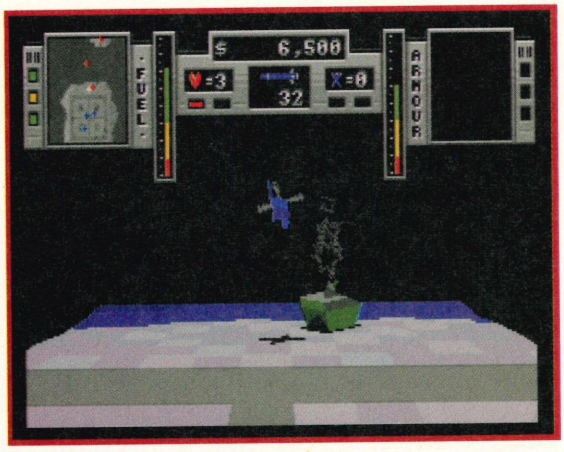
Zeewolf 2 has germinated from the seeds of the console version of the original game, which as it happens never appeared in the shops, and does, according to Binary's Design Manager Trenton Webb, lend the product greater instant accessibility. He explained that tasks such as weapon usage and control were detailed more fully and simply, "Because console users generally need things spelling out for them". I laughed along at the jape, nodding and smiling affably, secretly building a grudge, because in another life, I too am a slave to the console.



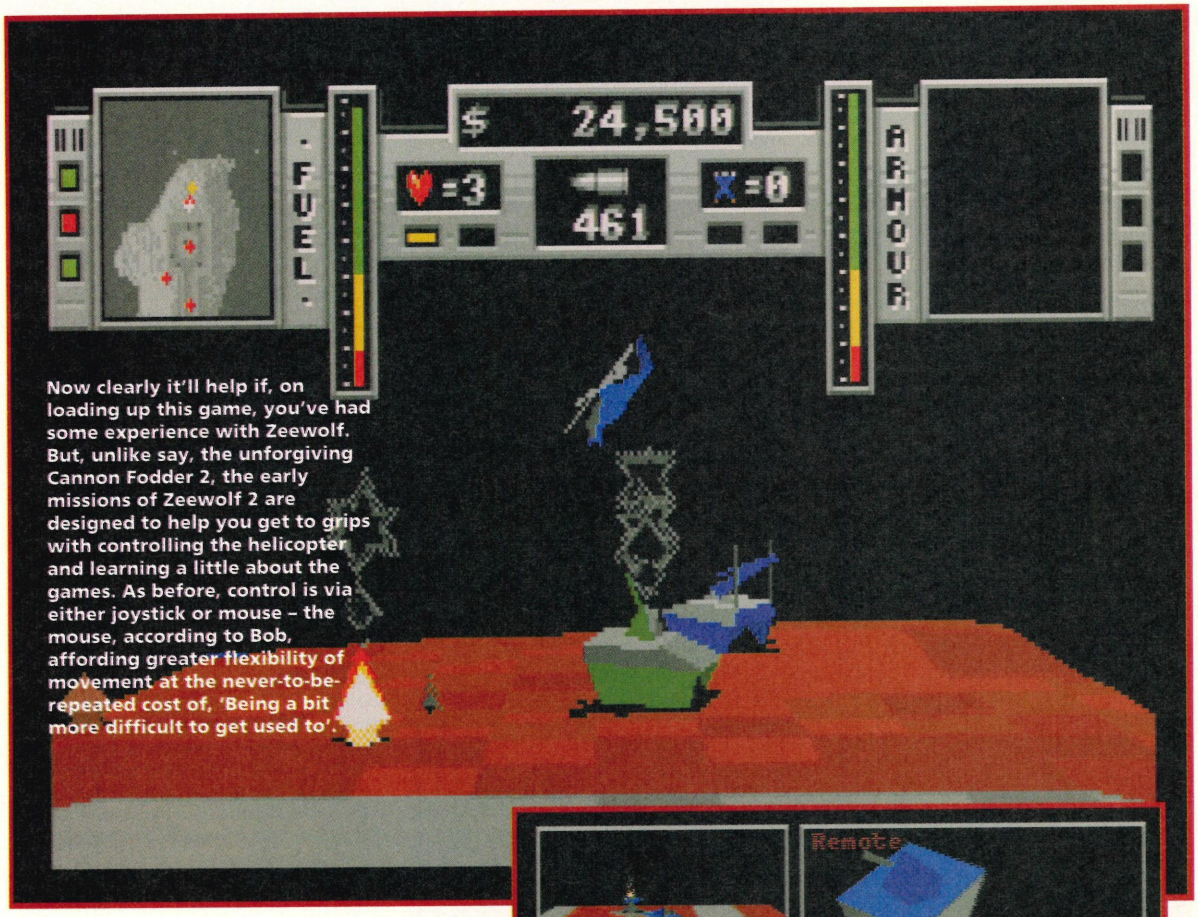
The game follows the same pattern as, er, its aptly named predecessor, only in just about every respect it does it slightly better. And there are some extra bits too. So was it a case of learning by mistakes with the sequel? Apparently not. At least, not much, and programmer Bob Wade (Bob Wade! Amstrad Action fans) maintains that apart from the scanner system, on which destroyed targets remained visible, there was very little Binary would have done differently.



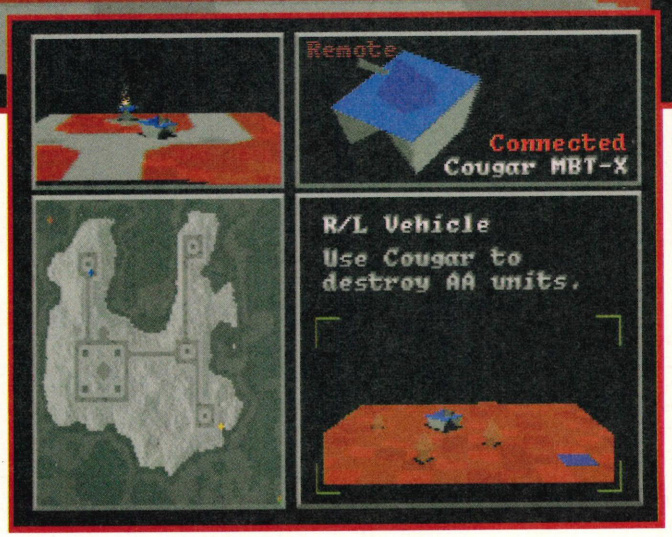
There was even a reason for the way the scanner worked, as Trenton explained: "As you can see, it is possible to play the game almost exclusively from the scanner. We didn't want to create a situation where people became aware of something before it even appeared on the screen and then blasted it away the moment it appeared." So that's me scuppered then.



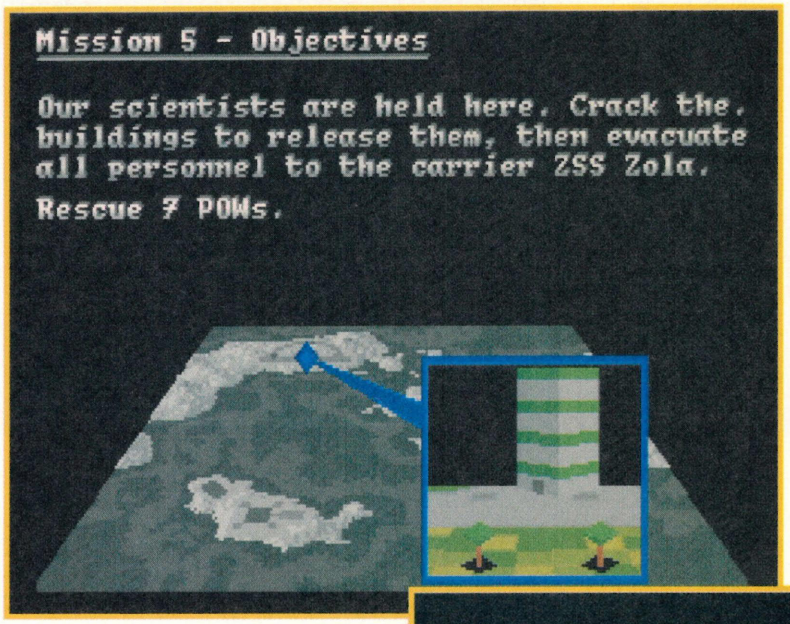
Zeewolf 2 contains 32 levels, as did its forerunner, and employs a password system. "Another small problem some people had with Zeewolf was the way the passwords worked," crooned Trenton. "A password was given every four levels, and seeing as how later in the game you might be spending around 45 minutes on each mission, this wasn't great. So we're changing it."



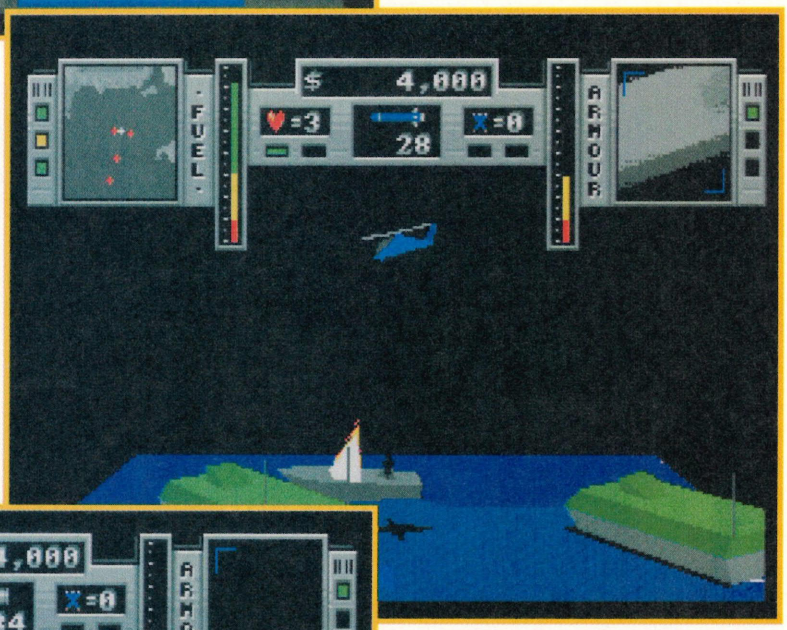
Now clearly it'll help if, on loading up this game, you've had some experience with Zeewolf. But, unlike say, the unforgiving Cannon Fodder 2, the early missions of Zeewolf 2 are designed to help you get to grips with controlling the helicopter and learning a little about the games. As before, control is via either joystick or mouse – the mouse, according to Bob, affording greater flexibility of movement at the never-to-be-repeated cost of, 'Being a bit more difficult to get used to'.



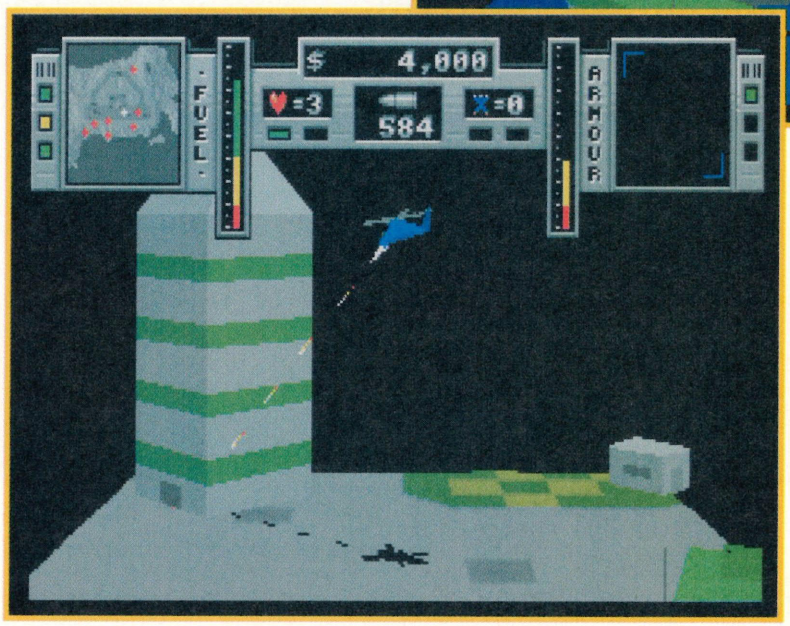
There's a greater variation of terrain in Zeewolf 2, and, as Trenton pointed out, a great many types of trees. I forget exactly how many. To tell you the truth I was slightly alarmed at the delight with which he divulged this foliage information, and had taken to grinning and nodding as you would to a small child, or a psychopath perhaps. But the bods at Binary Asylum are obviously proud of their trees, and they have every right to be. They're lovely.



Also lovely, though in a very masculine way, is the way in which you are given the opportunity to control vehicles other than your beloved Zeewolf. There is a tank, a boat and a great big supply helicopter thing of sorts, and possibly something else as well. The opportunities to do this are infrequent, but when the chance presents itself, simply land your chopper next to a controllable vehicle, and away you go! It isn't necessary to actually use any of the optional vehicles, they're included as much to offer a little variation as anything else, but they are particularly useful in that each one has a speciality weapon which, if used effectively, can cause considerably more damage than your chopper. Oh! It's a plane. That other thing you can control is a plane.



The varying terrains include a desert kind of thing, the frozen arctic and a nice ozone-friendly toxic waste level which, if Binary Asylum isn't careful, might just contribute to the eventual destruction of those trees of which it is so proud. But maybe that's just me taking it all a bit too seriously. Generously, the odd base on which you can land more or less safely (you were rarely safe in Zeewolf), has been included, and double-generously, many of the missions see you take the offensive. And – triple generously! – you can, on occasion, lead other, computer-controlled aircraft into battle against the enemy.



Zeewolf 2 is in the tidying up stage now. The controllable tank still spanners about slightly erratically, and the knowing glances exchanged between Bob and Trenton suggest that one or two other things are still slightly off kilter – as they say in Scotland. The difference in running speed between this and Zeewolf will, says Bob, be at the bottom end (listen up paupers!), where he's squeezed a few more frames per second or whatever out of the trusty A500. Yes, it works on one! Zeewolf 2 works on everything. It is looking good, and by next month, well, we might just treat you to a review. Turn the page now and see how the rubbish that Steve and Andy write differs from my own enthusiastic, structured prose.

Project	Zeewolf 2
Publisher	Binary Asylum
Team	Binary Asylum
Release	Pre-Xmas
Inspected by	Paul

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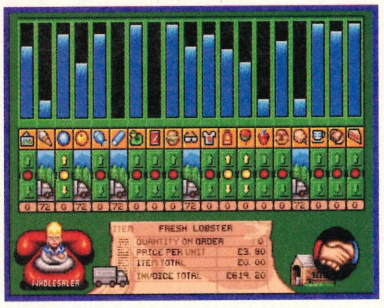
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The Guild of Master Craftsmen

DART Computer Services
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What the hell's a Lido? I'll have to look in the dictionary. Here it is: "1. a fashionable beach resort. 2. a public open air swimming pool". Hmm, I doubt it's the latter, and the screenshots confirm my suspicions.



The aim of Hillsea Lido is to turn a barren, empty stretch of beach into a sun drenched goldmine the likes of which has never been seen before. You do this by positioning shops and entertainments along the promenade.



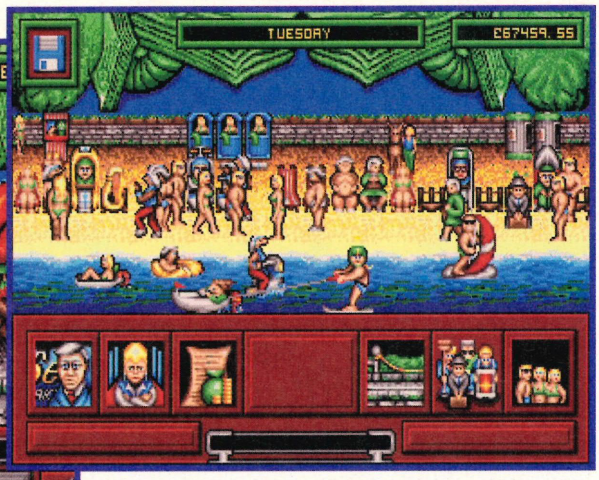
Your resort can be up to 40 screens long, and it's all displayed in glorious technicolour, thus eradicating one of the constant criticisms aimed at past Vulcan products, namely that they've been just a touch too brown.

Hillsea Lido

Vulcan's mini-series is back, with something a little bit different. The Portsmouth funsters have thrown fantasy out the window, and have dumped Valhalla and the Timekeepers in favour of candy floss, toffee apples, fortune tellers and annoying puppet things that sit in glass cages and laugh. All day. Join STEVE MCNALLY as he takes in the sea air at Hillsea Lido, the world's first virtual promenade!



You'll be able to book entertainers for your 'summer season' to pack in the crowds to the theatre. Remember, acts like Cannon & Ball, Russ Abbott, Little & Large, and the 'hilarious' Roy 'Chubby' Brown go down a storm at this sort of place, so qualities such as taste and personal preference will have to be put aside while you play. Hillsea Lido is out very soon indeed, and it should definitely be one to watch out for.



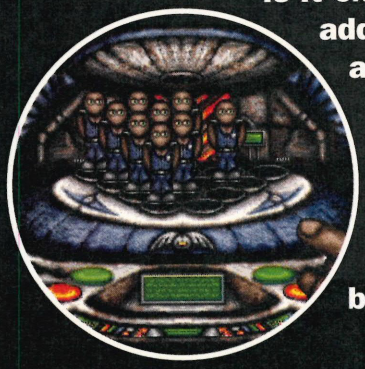
Hillsea Lido contains hundreds of punters all programmed to be as intelligent as possible and to react realistically with their surroundings (presumably getting drunk, starting a fight and being sick on a policeman then?). The game also features loads of animations to amuse the player. These usually centre around the British public trying to get to grips with speedboats, jet skis, paragliders, and other forms of unsafe transport. Plenty of Baywatch bikini babes and musclebound David Hasselhoff types inhabit the beach and the promenade areas, but they are more than matched by old biddy daytrippers and blokes with knotted hankies on their heads.

Project	Hillsea Lido
Publisher	Vulcan Software
Team	In House
Release	November
Inspected by	Steve

Exclusive Timekeepers OFFER

Following on from the phenomenal success of our Valhalla and Valhalla: Before the War offers, we felt we just had to tie up Vulcan's latest release, Timekeepers, in a similar fashion.

If you're a puzzle games fan then Timekeepers is an essential purchase. Not only is it extremely addictive and great fun to play, it's priced at a mere £12.99 to boot.

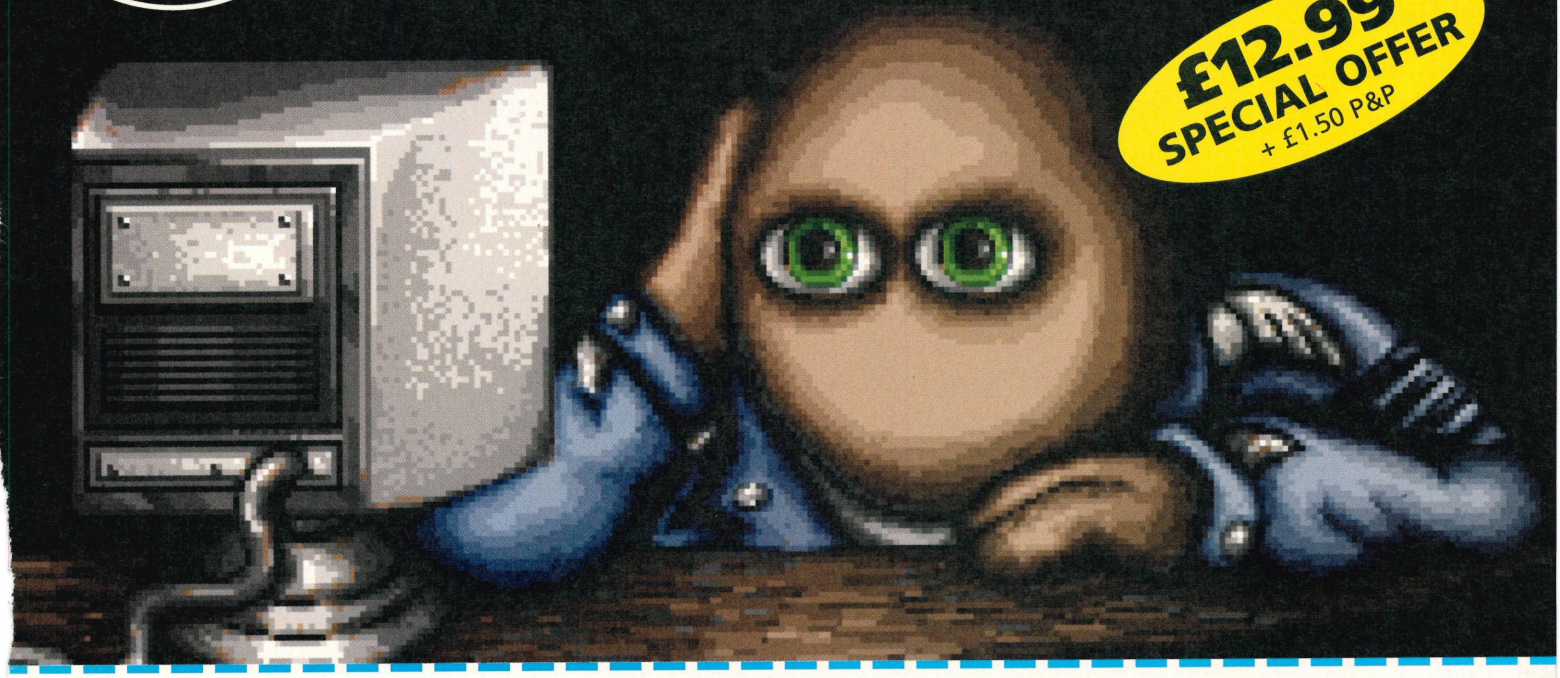


In fact we'd be amazed if you haven't already stopped reading and rushed off to get your chequebook.

Timekeepers follows the exploits of an elite special force of police officers of the future. These custodians of the law have been charged with the task of saving the world from the hands of an evil and twisted genius. The game features an exciting blend of interesting graphics, top quality sound and mind-bending puzzles that will tax the intelligence of even the most hardened gamers.



So what are you waiting for? Simply fill in the coupon below and post it off to Vulcan Software immediately. All you need to do then is wait anxiously for the postman to bring you endless hours of gaming pleasure.



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Our Ref.:TIM1

Giving The Gam

Cruise for a Corpse

Undoubtedly one of the most popular adventures of all time, Cruise for a Corpse is also one of the trickiest. We don our scruffiest Columbo rain coats and set out to unravel the tangled web of clues

The story begins in Niklos Karaboudjan's office. Find, take, unfold and read the note- 8.10am

Show the note to the bartender who is strangely in the bar- 8.20am. Read prayer book, take the letter and read it.

Speak to Tom in the smoking lounge- 8.30am.

Go to Father Fabiani's cabin, left night stand, pull the case, open case and then search the case- 8.40am.

Now go to Daphnee and Suzanne's cabin and speak to Julio- 8.50am.

This bit is optional but makes things easier towards the end. Go to the toilets on the main deck port side and get the soap.

Go to the upper deck and speak to Suzanne- 9.20am.

Next go to the smoking lounge where you'll find a piece of paper where Tom was sitting. Take it. 9.30am examine receipt.

Go to upper deck, speak to Fabiani- 10.00am.

Go to Raoul's cabin, find the key on the carpet and take it- 10.10am.

Right, now go to Niklo's office unlock the roll-top desk with your newly acquired key. Take thank you note- 10.20am.

Read the thank you note and open the jewel case, examine clasp- 10.30am.

Now go to the dining room, open and examine the drawer. Take the invitations- 10.40am.

Walk down port side main deck and see Tom and Rebecca on upper deck- 10.50am.

Fabiani's cabin next (knock



e Away

Cruise for a Corpse

before entering). Talk to Fabiani- the time is 11.00am.

Raoul's cabin and speak to Julio- 11.10am.

Go to the laundry room and examine all laundry baskets until you find the bathrobe, examine the necklace- 11.20am.

Go to Rear hall where you should talk to Dick- 11.40am.

Smoking lounge, talk to Tom for new information.

Fabiani's cabin, speak to Fabiani for some more new information.

Daphnee's cabin, search wardrobe. Examine prescription 11.50am.

Go to the bar and take whiskey- 12 noon.

Upper deck, talk to Suzanne twice and give her a drink- the time should be 12.10pm.



Speak to Suzanne- 12.20pm.

Smoking lounge, speak to Tom for fresh information.

Fabiani's cabin, speak to Fabiani- 12.30pm.

Look through Rebecca's cabin porthole- 12.40pm.

Daphnee's cabin, search other wardrobe, search laundry. Find and read the letter- 12.50pm.

Upper deck, speak to the shifty looking Rose- 1.00pm.

Bar, speak to Suzanne for new information.

Dining room, speak to Fabiani for new info.

Daphnee's cabin, speak to Daphnee- 1.10pm.

Rear hall, speak to Dick to get some information.

Dining room, speak to fabiani about Agnes's son- 1.20pm.

Laundry, take key from pot and examine it.

Fabiani's cabin, search wardrobe under cassocks. Take and examine watch off floor- 1.30pm.

Outside Fabiani's cabin, talk to Julio about watch- 1.40pm.

Niklos's office, speak to Hector- 1.50pm.

Upper deck,find bag and search it. Take gun advertisement- 2.00pm.

Speak to Rose- 2.10pm.

Tom's cabin, search wardrobe and find the letter in the sheets. Read letter- 2.20pm.

Upper deck, Suzanne falls into the sea, fling right life belt to save her- 2.50pm.

Suzanne saved, shows letter from Agnes- 3.00pm.

Daphnee's cabin, close wardrobe door. Examine music box and insert the small key and block the ballerina. Turn the key. take the letter- 3.30pm. Read sheet of paper.

Bar, wait till' someone calls you out- 3.40pm. Watch the action- 3.50pm.

Take Daphnee's purse.

Daphnee's cabin, speak to her about Suzanne and Agnes' will for more info- 4.00pm.

Walk round the main deck and four characters will call you in to give you info- 4.10pm.

Go to the Rear hall, speak to Dick- 4.20pm.

Raoul's cabin, step aside and pick up the note and read it- 4.30pm.

Butler's cabin, watch the action- 4.40pm.

Kitchen, take tin opener. Hoist down into the hold. Take the crowbar and use it on the middle of the crate. Examine crate, take and use the tin opener on the tin. Examine the plank on the left on the large case. Use the crowbar on it. Take reel of film- 4.50pm.

Engine room, take screwdriver- 5.00pm.

Smoking lounge, pull out the projector and examine it. Put reel of film in it, use the screwdriver on the screws (to take the hood off the projector). Operate the switch- 5.10pm.

Rear hall, Daphnee gives you a letter from Suzanne- 5.20pm.

Suzanne's cabin, examine Suzanne's body- 5.30pm.

Captain's cabin, take the book, examine it and open it. examine the word INCAL.

Niklos's office, rearrange the books on the third shelf to read INCAL. If you've picked up the soap you can just throw it in the passage. If you haven't the just walk in the passage and use the mouse buttons to punch and duck- 6.00pm

Examine the puppet, look at the poster and search the Mafioso- 6.10pm.

Take puppet- 6.20pm.

Smoking lounge, show puppet to Daphnee- 6.30pm.

The Captain calls everyone together and you must decide who did it by clicking on them with the cursor. You should by now be all too aware that the dastardly culprit is Dick, but if you're not we can't help you any more we're afraid.

Giving The Gam

Small Tips

Small Tips has bulged in the mail department this month, and it is with great pleasure that we bring you the following tips, cheats and hints

USM

Or Ultimate Soccer Manager, to the uninitiated. Adam Pearson is the man in the know as far as USM tippage (ooh dear) is concerned:
Enter your name as 'Make Believe', and now, when playing at home, press 1 to win 1-0, 2 to win 2-0, and 3 to draw seven apiece. Nah, 3 to win 3-0. When playing away, press 4 to win 1-0, 5 to win 2-0, and 6... well, work it out for yourselves big boys.



SWOS

Yes, we know we did one last month, but this one's different. Well, we think it is anyway. Take it away Gordon Petty from Sunderland:
When playing a match, find your arrow subs key for the first half, and wait for the half time whistle to blow. When the match stats screen comes on, press and hold the subs key that you pressed for the first half, and press the fire button on your joystick. Your opponent's team subs bench will now appear. Disconnect the mouse from port 1, and replace it with your joystick. Then you can change the other team's tactics and sub different players (ie a defender for their goalie).
Sounds good Gordie, if it works that is, although to be honest we suspect you're taking drugs in a pretty major way. No offence, like.



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

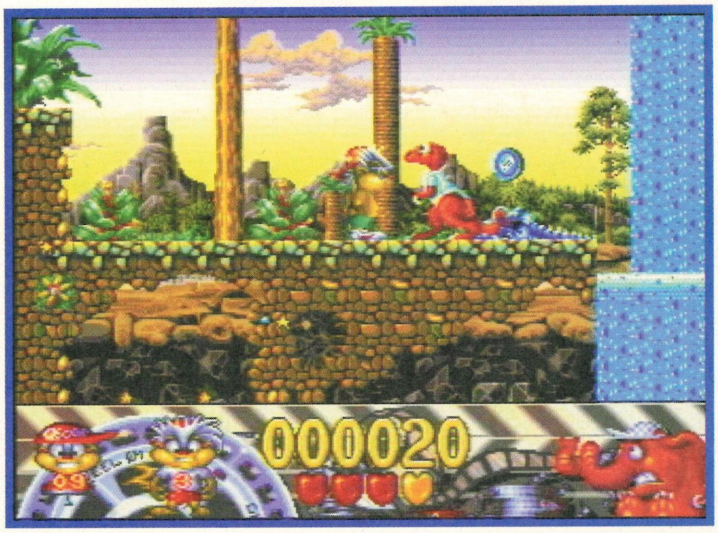
CIVILISATION
Hold down **[SHIFT]** and type **123456789** for a complete world map which allows you to see enemy cities.

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

GRAHAM GOOCH WCC

We're slightly dubious about this cheat from Stockport's very own David Scott, but since we've lost the game and can't test it out, our lack of professionalism means that you'll just have to see for yourselves:
When you're batting and the computer's writing out who's bowling to who (eg Ambrose to Gooch), hit the pause button HARD twice, and the bowler will bowl to wherever the box was originally.
Whoo, not only do we not have the game, neither do we have a clue what the daft get's on about. Good heavens.



Er, Oscar is a big fan of Graham Gooch. Apparently. Move along now...

SUPERFROG

Superfrog codes! We haven't seen any of those for a while, so here they are:
1.2 – 234644
1.3 – 447464
1.4 – 747822
2.2 – 392822
2.3 – 446364
2.4 – 477444
3.2 – 343522
3.3 – 992334
3.4 – 091332
4.2 – 818234
5.4 (Getting bored now) – 093152
6.2 – 981122
6.3 – (Right, that's it. Go away!)



Small Tips

Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER
If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18
Level codes.
1 – PULSE
2 – GOOSE
3 – SPORT
4 – BIMBO
5 – TEMPO
6 – BARON
7 – BUMM
8 – LEVEL
9 – TOXIN
10 – PRINC
11 – CLEAN
12 – XENDON
13 – SIGNS
14 – HOUSE
15 – SIGMA
16 –SEVEN
17 – ZOMBI
18 – MOVES
19 – BLADE
20 – ZORRO
21 – STONE
22 – MOSEL
23 – ORDER
24 – SODOM

HUMANS
Selected level codes.
10 – MILESTONE
15 – RED DWARF
20 – SMART
25 – JIMS TIES
30 – MALCY MALC
35 – MAD FREDDY
40 – BANANA MOON
45 – VISION
50 – RANGERS
55 – CONSOLIDATED
60 – PROMISED LAND
65 – (Oh dear, can't be arsed with that one...)
66 – HELP ME
70 – NIN
75 – LORDS OF CHAOS
76 – NOW ITS DONE
77 – IM OUT OF HERE
78 – HERES TO A
79 – BETTER LIFE
80 – BYE BYE BYE

HUMANS: JURASSIC LEVELS
More of the same.
10 – 7 MILE WALK
15 – ITS TOSH
20 – ALAN B STARD
25 – IDONTLIKEBRAWN
30 – ALMANBURIE
35 – BABBLE
40 – NEED MORE
45 – POUCH
50 – GLUM
55 – DRAKEER
60 – HAVE A BREAK
65 – I LOVE ME
70 – PYTHON LEE
75 – FATEANDFORTUNE
80 – FOREVER

Goodbye kiddies!

Smaller Tips

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

Through Grundertrolley and the netherworld I prance,
Looking for my father just to have a second chance,
For two years now I've been looking for my dad who's the Boggit,
Boggit!? Who the (BLEEP!) is Boggit!?



The story so far

Following the imprisonment of his father for antics of a carnal nature with the daughter of fantasy land big cheese, Sir Cyrille Grimola, the Son of Boggit found himself on the trail of the Woonsocket Diamonds. These precious stones were stolen from Sir Cyrille by the evil Lord Albert Rankpants of Grundertrolley, and the law decreed that whoever returned them would be granted a wish of their choice. Desperate to secure the release of his father, SOB has managed to recover the diamonds, and was last heard of lying low in an inn by the name of The Broken Bottle on the outskirts of Grundertrolley...

I was awoken from a pleasant dream – where I was at the mercy of a dusky young maiden armed with a stick of celery, a flying helmet and a jar of jellied eels – by a loud and insistent knocking sound. I opened my eyes and took in my surroundings, unsure of exactly where I was. Then the events of the previous weeks invaded my woozy brain, and I realised I was in a room at the Broken Bottle Inn, and that someone was rapping loudly on the door.

I called out, "Who is it?", in an irritated and angry voice, while checking under my bed with my left hand to see if my rucksack (containing the diamonds) was still there.

My heart steadied itself as my fingers closed around the familiar shoulder straps of my bag and I felt the satisfying weight of the diamonds as I tried to lift it. But then I froze as a gruff voice outside the door bellowed, "This is Colonel Y-front of the Grundertrolley Gusset Riders. Open the door immediately!"

I panicked and fell out of the bed onto the floor with a resounding crash. I grabbed the rucksack, flung it over my shoulder, and ran to the room's only window. The voice outside the room was getting angrier: "Come on, we know someone's in there! Open up!"

"Er, miaow?" was the best retort I could manage as I worked away feverishly trying to get the window open. It became apparent that my feeble feline impression fell on deaf ears, and at that moment the door creaked on its hinges, before bursting open, spilling a handful of Gusset Riders into the room.

Realising any attempt at escape was now futile, I stood and watched as a man I presumed to be Colonel Y-front stepped into the room.

"We have come from the land of Grundertrolley on the trail of a thief. Would you know anything of his whereabouts?"

"Me sir?" I asked with wide-eyed astonishment, "Know of a thief?"

"What's that you're hiding behind your back?" he said, eyes narrowing suspiciously.

"Nothing," I replied, in pathetically unconvincing fashion.

"Take it from him men and hold him."

I struggled briefly as three Gusset Riders bore down on me, but soon gave up, realising that resistance was useless.

Two of the men held me firmly, while the other took the rucksack from my back and presented it to the colonel. I winced as he opened the bag and looked inside.

I was about to compromise my heroic principles and embark on a spectacularly cowardly plea for mercy, involving tears, high pitched whimpering and general blubbing, when he let out a disgusted snort and threw the rucksack to the ground.

The colonel ordered his men to give me a severe drubbing for wasting his time, and then to join him in a search of the rest of the inn.

One good kicking later, the men had gone, and I could hear them harassing some poor soul in the room next to mine.

Ignoring the ringing in my ears, and the pain caused by the boot prints on my backside, I picked up the rucksack and looked inside. To my horror I discovered that the diamonds had gone. They had been replaced by a large square-shaped lump of green coloured cheese, and a huge and suspicious looking sausage.

I sat down on the bed, unable to comprehend what was going on. I needed time to think.

I am here to serve.

Beneath a Steel Sky

Q I am totally stuck on Beneath a Steel Sky. I can get out of the furnace room, but after that, WHAT THE HECK ARE YOU SUPPOSED TO DO?! Can you please tell me what to do? Please give me an answer before I crack up.
Andrew Craig, Prescot

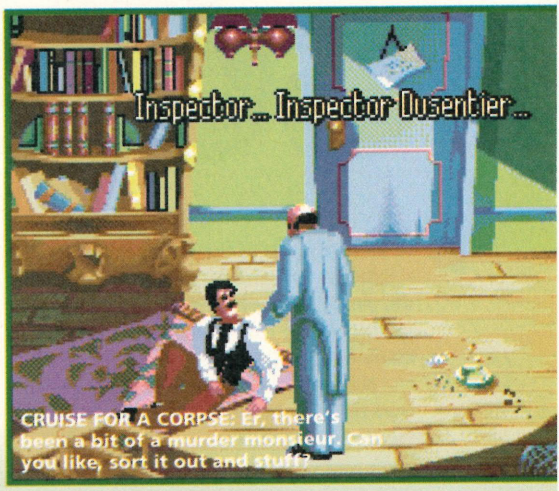
A Calm down Andrew. Once you have examined Reich's decaying body in the furnace room, and taken his sun glasses and ID card, leave the room and go up the stairs. Go right at the top, past the lift and into the factory. Talk to the woman who is there, and when Lamb appears, tell him you are to do with security. Now use the spanner on the cogs, and pick it up again when the machinery has stopped. Attempt to enter the storeroom, then watch Joey through the grille when he goes in there for you. See how far you can take it from there.

Cruise for a Corpse

Q I have had this game for about a year, and I am completely stuck. I've interviewed Suzanne, Julio and Tom, and I'm carrying the Kartier receipt.



BENEATH A STEEL SKY: And for my next trick...



CRUISE FOR A CORPSE: Er, there's been a bit of a murder monsieur. Can you like, sort it out and stuff?

It's at this point I get absolutely stuck. Can you tell me what I do next?
Alex O'Dwyer, N.Wales

A Once you have examined the receipt, head to the upper deck and speak to Suzanne for some new information. Then go and chat with Tom in his cabin. After that, talk with Julio in his and Raoul's cabin. Now go to the upper deck again and talk with Fabiani. Return once more to Julio's cabin, and you should find a key on the carpet. This can be used to open the desk in Niklos's office.

Indy and the Fate of Atlantis

Q I cannot get Sophie out of the cage in the dungeon and can't think of what to do next. Can you also tell me how to get past the door in the canal guarded by the sentry statue. I have managed to break one of his arms, but not the other. Is there something I have missed before I can carry on?
Paul Brady, Essex

A Before you do anything else, you need to find the cupboard with the crescent shaped gear. Take the gear, close the cupboard, and look at it (the cupboard). You should see a diagram with wheels and moving arms. Now go to the sentry statue, and use the ladder on it. Open and look at the chest plate.

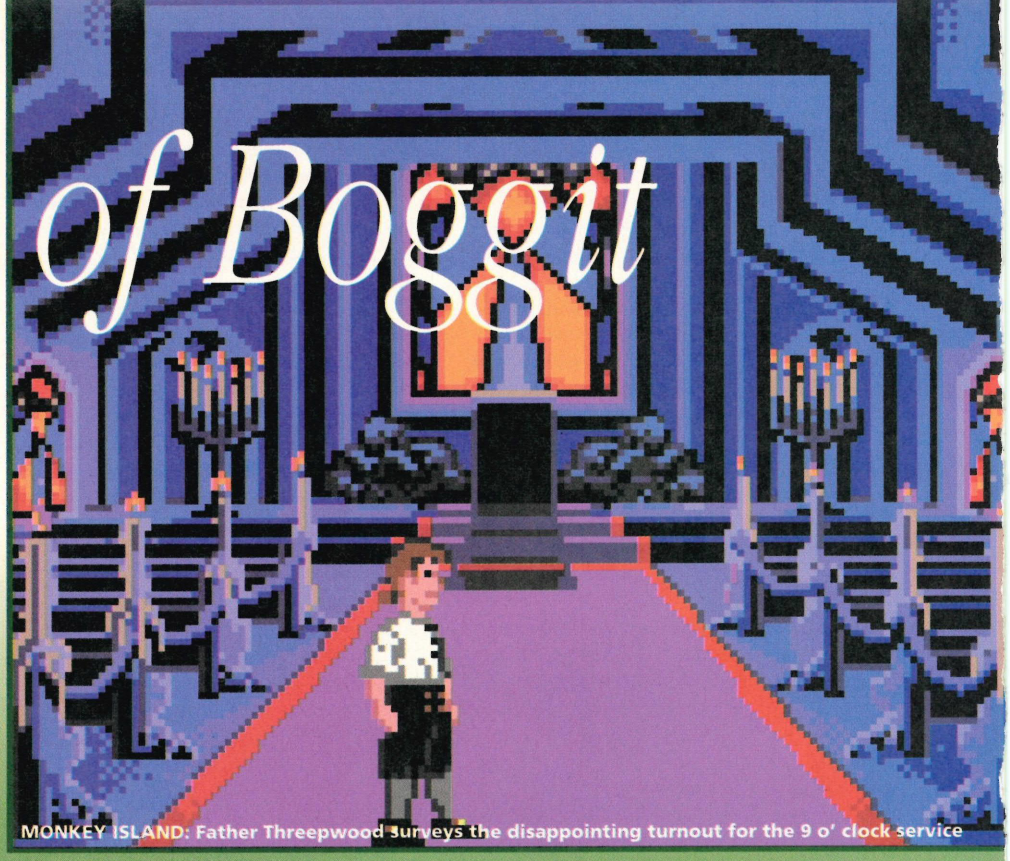
You have to put the bronze gear, the bronze wheel, the statue part and the crescent gear into the places described by the diagram on the cupboard. Then fasten the chain to the statue arm and the bronze loop. Make the statue move its right arm back, and the chain will break the door, forcing a hinge pin to come off. Give the hinge pin to Sophia, and she will be able to open the cage.

Police Quest 2

Q I have just bought Police Quest 2 for my Amiga 500. Please can you tell me any cheats to get me going.
Stephen Whittle, Fleetwood

A Cheats!? Cheats!? What do you mean Stephen? It's not a platform game you know. If you're really stuck at the beginning, here's a brief guide

SON of Boggit



MONKEY ISLAND: Father Threepwood surveys the disappointing turnout for the 9 o' clock service

to the early part of the game:

Look at the car then get the keys. Open the glove box, look inside and take the card. Turn the card over and get the combination of a locker.

Now exit the car, look at the coat and read the message about the money clip. Head towards the police door, unlock it, enter and go to the Homicide office. Walk inside and take a look at Captain Fletcher Hall's desk.

That's enough for now Stephen, and let's hear no more talk of cheats.

Dreamweb

Q I am so incredibly miffed with Dreamweb. After I killed David Crane, I left the Dreamweb via the first door in the right corridor and now I am more stuck than Mr Stuck who's got a BSc in being stuck at the international convention of people who are stuck, after winning first prize for being stuck. Please help me. I'm stuck you see.
James Stephens, Hillingdon

A So let me get this straight. You're stuck, right? Okay, well once you've gone through the door you mentioned, you should be in the Dreamweb room. Use the plinth with the key in here, and Ryan will wake up in a skip in an alley. You can now go about committing the second murder.

Ooh dear, that sounded a bit cold blooded didn't it? Oh well, never mind. On with the show.

Simon the Sorcerer

Q Hey, hello, Son of Boggit. I'd like to congratulate you on your great hints and solutions. Very nice! Okay now, let's get down to business. I'm stuck on Simon the Sorcerer. There is a place in the mountains where there is a pin missing so you can't climb up to the rest of the pins. How the hell do you get this pin or how do you climb up there?
Hisham Mandam Bey, Beirut

A Thanks for taking the time to write Hisham. The climbing pin you need can be found at the woodcutter's pad. Once you have got the milrith ore, go back to the village and get the blacksmith to use it on his anvil. Now give your new axe head to the woodcutter. He will disappear, and you will be able to go into the house and get the missing climbing pin from the table.

Monkey Island

Q I have arrived at Monkey Island, but I do not know how to travel to it because I do not have a boat. Can you please help me SOB?
Chris Dudley, Lincoln

A You don't need a boat Chris you daft get, you're supposed to use the ship's cannon! Get the small pot for the galley to use as a helmet, and the rope from the hold to act as a fuse. Now get the gunpowder from the hold, and the feather from the captain's cabin. Then use the rope on the back part of the cannon, and the gunpowder on the front. Use the pot, light the feather and stand close by the pot. BOOM!



POLICE QUEST 2: Lytton has its very own PD library

Complaint

Q Why are you so nice? What happened to kicking everybody in the teeth when they ask for help, like the real Boggit used to do?
An angry guy, No address

A Well, Johnny Angry of no fixed abode, kindness costs nothing, and if you can't accept that, I'll just have to find out where you live and give you a damn good thrashing! Er, in a kind sort of way, of course.

Right, that's it! Somebody's had away with the Woonsocket Diamonds while I've been asleep, and I'm fairly certain it must be someone who works at the inn.

The Gusset Riders have gone now, so it's safe to start doing a little investigating of my own methinks. But where to start? The landlord of The Broken Bottle, Maximillian B Blunderbuss, looks a likely suspect, and there is definitely something funny about the maid...

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?

Send your queries (and tips if you like) to:
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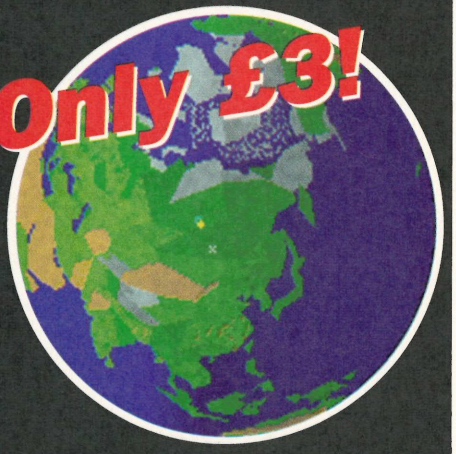
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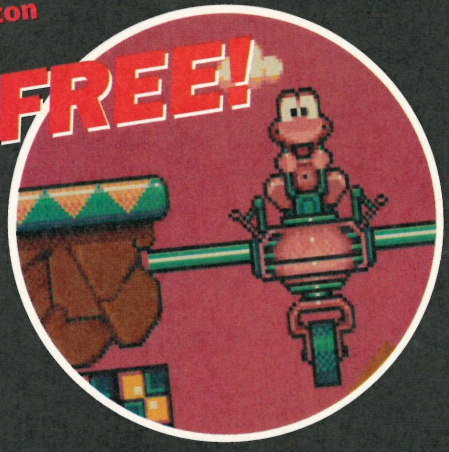
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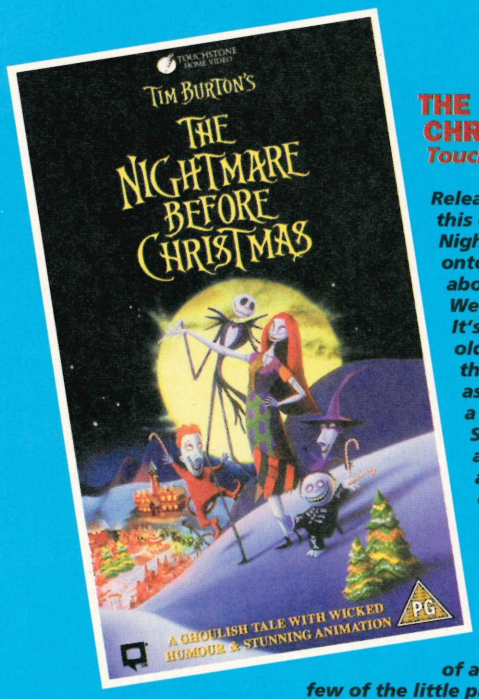
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Get a life!

Once more unto the breech dear friends, as we delve into the sack of delights so cunningly masquerading as a bag of treats that calls itself Get a life! Put down that joystick and unhand your keyboard – open up your eyes to the myriad sensations which comprise our section and Live! Live! Live!



THE NIGHTMARE BEFORE CHRISTMAS cert PG

Touchstone Home Video Rent/Buy £14.99

Released at the US cinema in 1993, then in this country last, erm, festive season, The Nightmare Before Christmas finally makes it onto your favourite home viewing platform about 12 years after it was originally made. Well okay, two and a half.

It's an animated adventure from spooky old Tim Burton, and follows the mishaps of the entertainingly named Jack Skellington as he sets about making Christmas a bit of a poor time for everyone.

Santa gets kidnapped, presents go astray, and things look generally bleak all round until – surprise surprise – the day is saved, and everyone, needless to say, lives happily ever after.

If it's an Aladdin or Lion King kind of evening you're looking for, then The Nightmare Before Christmas is most certainly not up your street. It never actually gets scary as such, but the animated characters are straight out of a kid's bad dream and are sure to make a few of the little pant-wetters cringe behind the sofa.

For the rest of us though, The Nightmare Before Christmas is an hour and a bit of comedic nastiness and high quality animation that'll go down a treat just before the stockings are hung on Christmas Eve.

FORREST GUMP

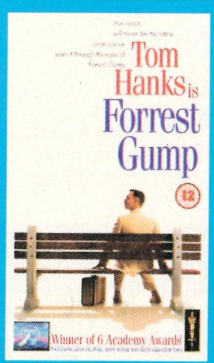
Video to buy £13, book £5.99

Oh yes indeed, it's the film which won over a hundred Oscars and grossed more at the box office than ET, Jurassic Park and the Star Wars trilogy put together. And now it can be yours to own (and in certain shops you even get a free box of Terry's All Gold when you buy it. Wooh!).

Forrest Gump is a 75 IQ idiot with a penchant for getting into high profile lumber, and the film is the story of his life as he lurches from situation to situation, somehow always managing to keep in touch with his childhood sweetheart Jenny.

Beginning as a lad with leg braces necessitated by a debilitating spinal disease, Tom Hanks acts and narrates his way through stints as a college football hero, the Vietnam war, victory in the World Table Tennis Championships, and success as the captain of a shrimp boat.

Unwittingly, everything Forrest touches eventually turns to gold, and before the film ends he's become not only a millionaire, but also a guru for personal fulfillment as he runs across the United States for no apparent reason.



Sally Field plays his mum, and Gary Sinise from The Stand and Apollo 13, is the army lieutenant whose life Forrest saves before they become firm friends.

Loved by audiences everywhere, but eventually criticised by the pretentious set, Forrest Gump is a couple of hours of absolute tosh that very few people will fail to like. Yes.

The Winston Groom novel on which the film is based has been around for nine years, but we'll mention it anyway, cos hardly anyone's read it. Forrest Gump is the same idiot, same football hero, same Jenny chasing no-hoper who comes good in almost everything he does, but the book moves even more quickly than the film, and the – oh dear, here it comes – "Gumpster" finds himself kidnapped by cannibals in New Guinea, shot into space by NASA, becoming a chess grand master, and, among other things, embarking upon a shopping spree with a naked Raquel Welch.

He's slightly less innocent, and, unlike in the film, is not opposed to using the odd swearword. Nor does he turn down the chance of a spot of horizontal mamboing, and unfortunately, despite his description in the book as a 6'6" 240lb Adonis, will always remind you of Tom Hanks.

The sequel novel Gump & Co is also available to buy, but, er, nobody here has read it. And nobody wants to either.



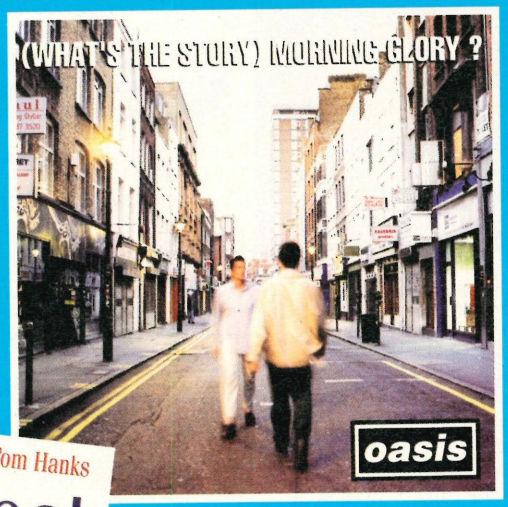


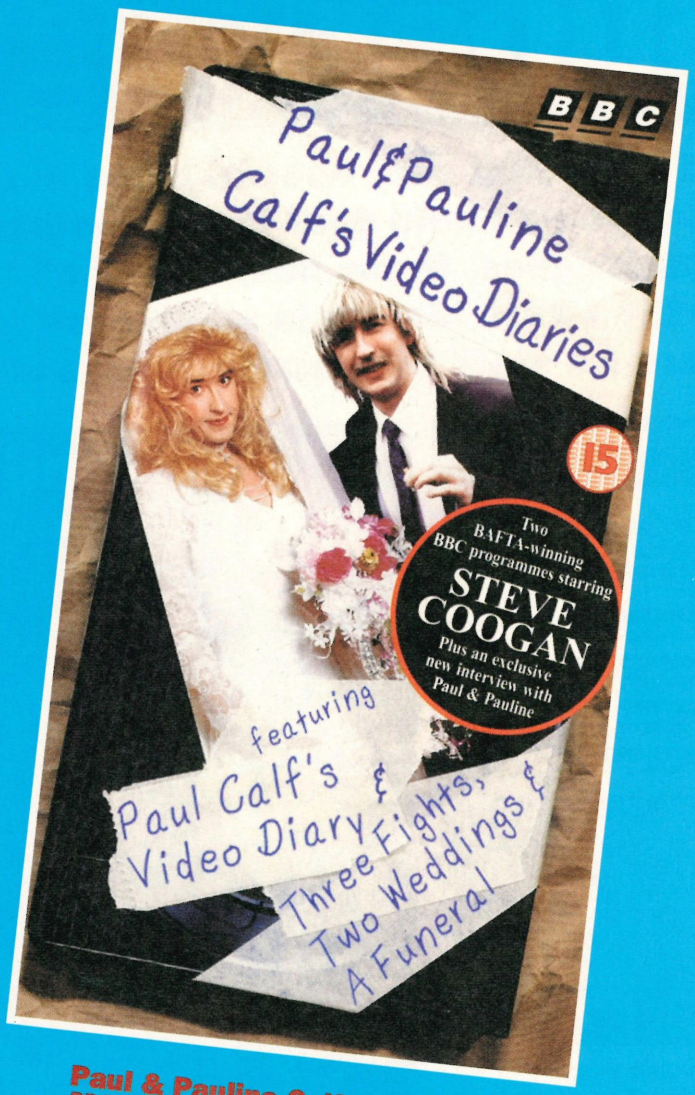
MUSIC!

Despite their repeated efforts to appear cool and blasé on television, and despite quite often not making sense in interviews in a frankly rather amusing further attempt at profile structuring, Oasis rarely put a foot wrong with their music. To this end it's no surprise to find that (What's The Story) Morning Glory (Creation, £12.99) is a superb album. Not like that rubbishy old Blur thing, which we all think is a bit pump.

(WTS)MG is 12 tracks of that special blend of Oasis noise But o-ho! – what's this? A couple of the songs (Don't Look Back In Anger, Wonderwall) are a break away from the norm in that they're slow and almost melancholic, but no less Oasis-like for it. No weak links, a dozen top tunes (a couple of shorties...) and a worthy buy.

As, er, indeed Culture probably is, the debut album from Dance-sters Liquid. But Paul's CD player bust before he got around to listening to it. Sorry.

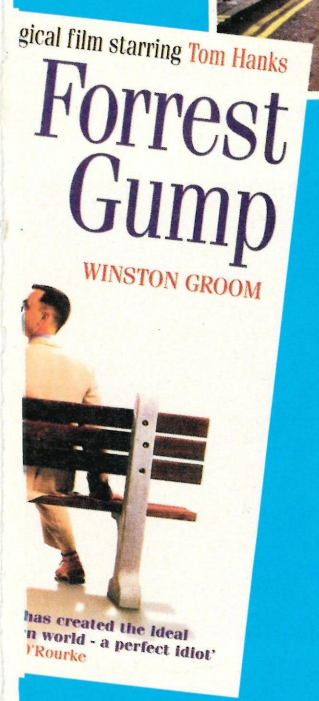




Paul & Pauline Calf's Video Diaries
BBC Video £12.99

The highlights of festive season TV over the past couple of years are brought together on one top value video that is a must for all fans of Steve Coogan, or indeed, anyone who likes a laugh. Following the beered-up exploits of student bashing Paul Calf and his sister Pauline over two consecutive New Years, the video also features old favourites Fat Bob and Paul's ex-girlfriend Julie. Both the original 'Paul Calf's Video Diary' and last year's 'Three Fights, Two Weddings and a Funeral', can be found here, along with some previously unseen bits, including an interview with the Calf's, and another of Steve Coogan's creations linking the two in a pseudo-Moviedrome kind of way.

Some of the gags are so subtle you won't really appreciate them until you've watched the video a couple of times, but don't worry, watching this will never become a bind, as it's one of those videos you can watch again and again and never tire of. If you're easily offended it's probably best to steer clear, because although it's only got a 15 certificate, no punches are pulled and it does get a bit 'rude' in places. Otherwise it comes highly recommended.



STOP PRESS! STOP PRESS!STOP PRESS! STOP PRESS!

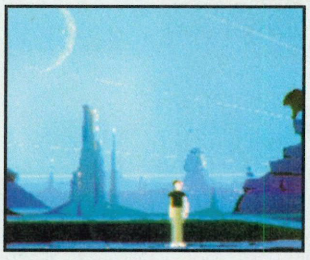
Whoa! Don't go away, because we've just received some tremendous news. Michael Barrymore ("the nation's favourite entertainer", it says in the press release), has got a new video out. Frankly we can't tell from the release whether it's called 'Michael Barrymore Comes Out On Video', or 'Michael Barrymore's Best Bites', but one thing's for sure, it's bound to be hilarious, because hey! – isn't everything he does? We love Michael Barrymore here at AA. We just couldn't respect him more. The video should be out now, and is priced at £13.99. If you want to buy it, go ahead, but if you'd rather sneer with contempt at this newspiece and throw 14 quid down a drain, you're more than welcome to do that too. Hurrah for Michael Barrymore! He's the best.

Superleagues

And so to that very special place in the magazine which you all hold dear in your hearts. The Superleagues, those bastions of all things noteworthy where history is made each month. And where AA staff fall unconscious, bored.

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

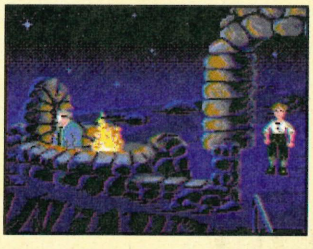
ARCADE ADVENTURE

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.



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

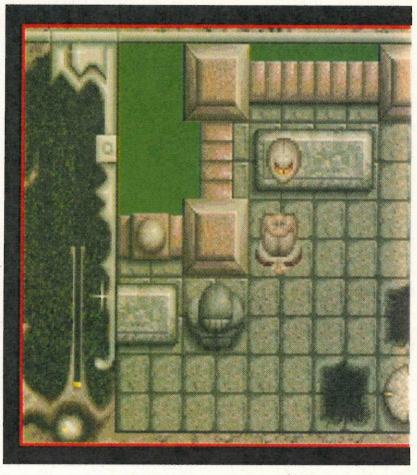
1 **CHAOS ENGINE** *Renegade*
2 **DESERT STRIKE** *Electronic Arts*
3 **SKELETON KREW** *Core Design*
4 **TOWER ASSAULT** *ATeam 17*
5 **GUARDIAN** *Acid*
6 **ALIEN BREED 2** *Team 17*
7 **BANSHEE** *Core Design*
8 **PROJECT-X** *Team 17*
9 **ALIEN BREED '92** *Team 17*
10 **ALIEN BREED '92** *Team 17*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

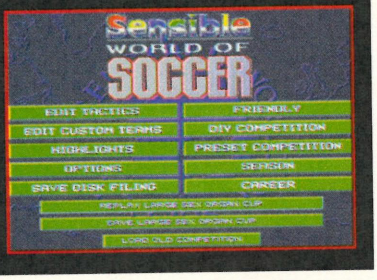


SWOS

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**
Gremlin

14 **PREMIER MANAGER 2**
Gremlin

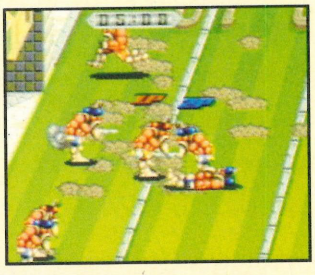
15 **PLAYER MANAGER 2**
Anco

16 **GRAHAM GOOCH CRICKET**
Audiogenic

17 **PREMIER MANAGER 3**
Gremlin

18 **MICROPROSE GOLF**
MicroProse

19 **ON THE BALL**
Daze



20 **WORLD CLASS RUGBY**
Audiogenic

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

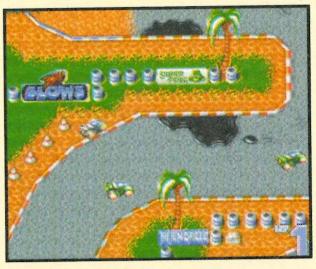
5 **BUMP N BURN**
Grandslam

6 **FORMULA ONE GRAND PRIX**
MicroProse

7 **SUPERCARS 2**
Gremlin

8 **ROADKILL**
Acid Software

9 **LOTUS TURBO CHALLENGE II**
Gremlin

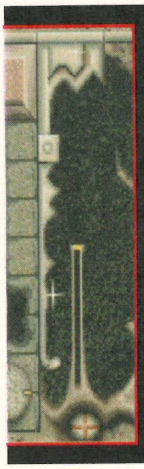


10 **ATR**
Team 17

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

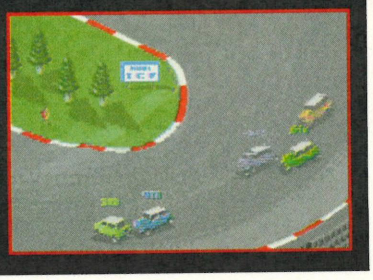
Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.

Super Skidmarks

Acid Software 92% Issue 70

RACING

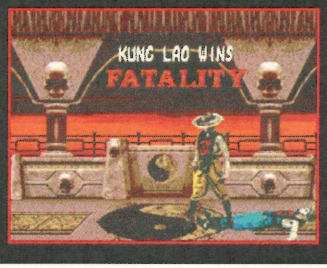
No sooner has Turbo Trax superceded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.



Mortal Kombat II

Acclaim 93% Issue 66

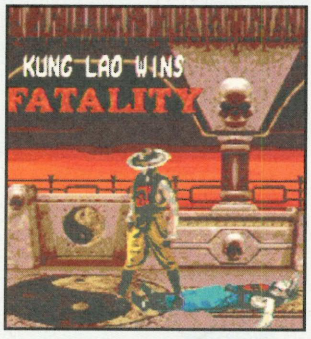
Opinion in the office is divided, but by a hair's breadth this comes out as the best beat'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a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



BEAT'EM-UP

Beat'em-up

1 **MORTAL KOMBAT II** *Acclaim*
2 **MORTAL KOMBAT** *Virgin*

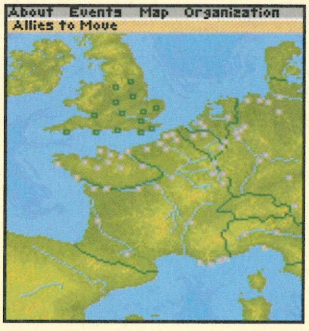


3 **SHADOW FIGHTER** *Gremlin*
4 **IK+** *System 3*
5 **BODY BLOWS** *Team 17*
6 **BRUTAL: PAWS OF FURY** *Gametek*
7 **PANZA KICK BOXING** *Futura*
8 **TORVAK THE WARRIOR** *Core Design*
9 **BODY BLOWS GALACTIC** *Team 17*
10 **BUDOKAN** *Electronic Arts*
11 **ELFMANIA** *Renegade*
12 **STREETFIGHTER II** *US Gold*
13 **ORIENTAL GAMES** *Unknown*
14 **AFTER THE WAR** *Dynamic*
15 **VIGILANTE** *US Gold*
16 **WRATH OF THE DEMON** *Readysoft*
17 **SHADOWWARRIORS** *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*



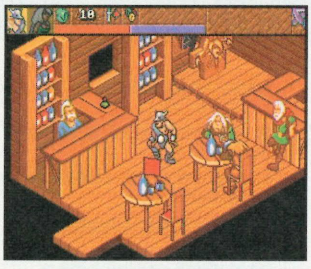
18 **D-DAY** *Impressions*
19 **LORDS OF THE REALM** *Impressions*
20 **GLOBAL EFFECT** *Electronic Arts*

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.



STRATEGY

Syndicate

Electronic Arts 93% Issue 47

ARCADE STRATEGY

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

PLATFORM

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

PUZZLE AND QUIZ

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

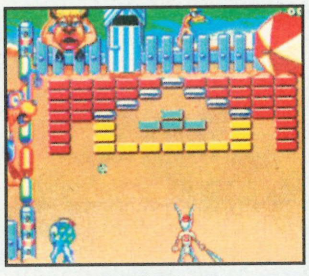
1 **AMBERMOON** *Thalion*
2 **DUNGEON MASTER** *Psygnosis*
3 **CHAOS STRIKES BACK** *Psygnosis*
4 **EYE OF THE BEHOLDER II** *US Gold*
5 **LEGEND** *Mindscape*
6 **KNIGHTMARE** *Mindscape*
7 **ISHAR 3** *Daze*



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 **OBSESSION** *Merlin*
6 **SHUFFLEPUCK CAFE** *Ubisoft*
7 **ARKANOID** *Ocean*
8 **KRYPTON EGG** *Rainbird*



9 **BUNNY BRICKS** *Silmarils*
10 **LORDS OF WAR** *Rainbow Arts*

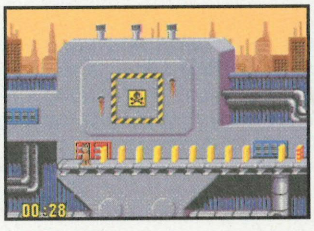
11 **OUT TO LUNCH** *Mindscape*
12 **KID CHAOS** *Ocean*
13 **ZOOL** *Gremlin*
14 **THE ADDAMS FAMILY** *Ocean*
15 **ASSASSIN '94** *Team 17*
16 **ASSASSIN** *Team 17*



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*



9 **ALL NEW WORLD OF LEMMINGS** *Psygnosis*
10 **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: TV Sports Boxing. Will pay decent price of £10 but will pay up to £15 if required: Please write to: Adam Pearson, 44 Poppyfields, Norse Road, Bedford, MKY1 OTJ

A1200 for sale, 64mb hard disk, 23 games, lots of PD and cover disks £325 ono Tel 01263 720602 and ask for Philip Watson

For sale: Game Gear plus 17 Games, Master Converter and mains adaptor. Games include Pete Sampras Tennis, NBA Jam, World Cup USA '94, Lion King, All Boxed, £125.



Wanted: Mega lo mania, must work on Amiga 1200, will pay £10. Christian Madden, 01732 864527

Amiga A600 for sale, mouse, 3 joysticks, Premier manager 1 + 2, Champ Manager 95 +Italy, Pipe Mania, Lemmings, Goal + more £180. Kieran Barker, 32 Burnby Lane, Pocklington, York. 01759 303101

Urgently wanted: Legend or Worlds of Legend! Buy or swap! (Preferably Legend or both). Les Pacey, 21 Hill St, Elgin, Morayshire, Scotland, IV30 1AL

Please help me! Can you help me with 'Bane of the Cosmic Forge'? Les Pacey, 21 Hill St, Elgin, Morayshire, Scotland, IV30 1AL

Wanted: Frontier First Encounters, Jetstrike, Pinball Illusions, Super Skidmarks, will swap for Space Hulk, KGB or Midwinter II. Must be boxed, originals, Phone Lee on Harrogate 01423 520686 will only swap in person not by post. Lee Ryall, 01923 520686

Amiga penpals, must have Amiga. No Take That fans, must be fun, write soon, I'm waiting. Darren Goodwin, 58 Hookslane, Bedhampton Havant, Hants, PO9 3HP

Amiga contacts wanted, send list to Chris at 15 Barkley Drive, Seaforth, Liverpool, L21 4LX, 100% reply

Original games for sale. Body Blows, Epic, A-Train, Striker, Project X, Mortal Kombat, Kick Off 2, Silent Service 2 and many more original titles. Please send an SAE for full price list. Paul Gumsley, 51 Lockton Road, Whitby, North Yorkshire, Y027 3NB

Amiga originals for sale from £2 each. Send for pinted lists to Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8L2

Original games for sale, Theme Park, Epic, A-Train, Alien Breed 2, Mortal Kombat and more. Ask for Paul 01947 604840

Wanted Mega Lo Mania, buy copy or original. Any price within reason. Stephen Pirate, 47 Rip off Merchant Close, Thiefsville

Originals wanted! All offers considered, Sensible Golf, Star Crusader, Leading Lap, TFX, Alien 3, Another World, Chaos Engine 2, Zeewolf 2. Also games for sale. All boxed originals with manuals. Phone for details. Gary McLaughlin, 01476 62628

For sale: International Sports + 2 other games and Settlers £8 each, Goal! and Street Fighter 2 £7. Each Chaos Engine £6, Lemmings £3 (all boxed with instructions) or swap 2 games for FIFA Soccer, Player Manager 2, Beneath a Steel Sky. Ultimate Soccer Challenge, Darren James-Thomas 01702 207018

Swap/sell Theme Park £15, European Champions, Ian Botham's Cricket, Goal!, Nigel Mansell £8 each. Knightmare, Spell Bound Dizzy, Neighbours, RAC Rally £5 each. Wanted Sim City, PM3, Player Manager 2, Graham Gooch data disk and Road Rash, Mark Fordham, 01909 508653

For sale: Immortal, Lotus II, Altered Destiny, Abandoned Places II, Trolls AGA, Perihelion, Start Trek between £5-15. Swap for Premier Manager III. Simon Cooper, 26 Warmden Ave, Baxended, Accrington, Lancs, BB5 2PR

A1200 with 20mb H/Drive, joysticks, mouse, mags and boxed games including Dreamweb, UFO, Ultimate Soccer Manager, K240, Settlers, Frontier, Alien Breed 2 and loads more. £325 ono. Call Jon Archer, 20 Hollingdean Terrace, Brighton, East Sussex, BN1 7HA

Commercial games programmer wanted: call Ralph Dovesey on 01280 850450

A600+ for sale, one joystick, one mouse, mags, blank disks and over 180 games including Theme Park, Graham Gooch Cricket, Rise of the Robots etc... £250 ono. Gary Ward 01270 663000

A1200 wanted, willing to pay £200. Please get in touch. Ta. Liam Reford, 54 Mordart Road, Port Glasgow, Scotland, PA14 5YP

1200, extra disk drive, stereo speakers, joysticks, hundreds of top games, utilities, PD, books, disk boxes, worth loads, only £250. Peter Hobbs, 0121 6048714

Amiga contacts wanted, send disks or lists to Greg, 40 Manchester Grove, Docklands, London, E14 3BG

Amiga 500/600 games. Player Manager 2, Premier Manager 3 £17 for both. Reply to Mark Raynes, 267 Peckham RD, Immingham S Humbs DN40 1JU

Amiga 1200, boxed as new, colour monitor + speakers, external disk drive, joysticks, mouse, boxed games, cover disks, lots of mags, disk boxes, manuals. The lot £450, Mr Nick Carter 01582 605644

Amiga 500+, 1 mb mouse, joystick, boxed games include Theme Park, Kingpin, Monkey Island 2 £290 ono tel 01582 472251

Amiga friends wanted all over UK ALA with disks list females most welcome. Write soon, Colin Edwards, 18 Donald Road, West Croydon, Surrey, CR0 BEP

Syndicate, Theme Park, Jungle Strike, FIFA Soccer £10 each. Lemmings 2, Skidmarks £5 each. Wiz 'n Liz, Puggsy £2.50 each, Delphine Collection £15. SNES: 2 controllers; F Zero; Street Fighter 2 Turbo; Mario All Stars £60 total. Henry Millhouse, 0181 995 1592

Sell or swap Cool Spot and ext erm inat or (?) £15 for both ono call Lee on 10244 373420

Wanted: Monopoly and Innocent Until Caught for A500. Will swap for Curse of Enchantia, Lure of the Temptress or good price paid. Phone David after 4pm weekdays, all day weekends on 01734 812584

Wanted Balance of Power with instructions, or Amiga Format Issue 23. Cover disk not important. Brian Sharkey, 01383 825433

A500 contacts wanted for bored Amiga owner, also over 2000 cheats, hints + tips available, your games list for mine. Paul Troman, 68 Woodland Av, Quarry Bank, Dudley, West Midlands, DY5 1EQ

Champ Manager EOS Players guide for only 80p in unused stamps or cash. R. Patterson, West moor Farm, South Hetton, Co. Durham, DH6 2UW

A600 wanted with 2mb Ram and Hard Disk. Contact Lewis Barlow, 53A Lucknow Road, Shortheath, Willenhall, West Midlands, WV12 4QQ

Hi! (hello) I own an Amiga, loads of games to swap, most new, some old, just send a list of



yours. Mark A McKnight, Bag End, Plwmp, Llandysul, Dyfed, SA44 6EN

A600 joysticks, mouse etc, plus 40 games, bargain £115, Call Terry on 0181 6651187

For sale: 2 meg ram board for A1200, 4 months use £75 ono. Darren Nolan 01703 432708

For sale: Wing Commander £7.00, Blastar £7.00, Epic £8.00 also Amiga Light gun £20 including 2 games. Wanted Fifa Soccer. Paul Murphy, 40 Nettlehill Road, Lisburn, Co Antrim, Northern Ireland, BT28 3HA

Wanted: any cheats for Beneath a Steel Sky and Desert Strike level codes. Also swap Zool 1 for any decent game (not Zool 2 then I suppose?). Matt Clury, 240 Heol-Y-Nast, Vaynor, Newton, Powys, SY16 1QZ

Amiga Pen Friends wanted: Male and Female, 100% reply. Karl Beckett, 4 Limmer Road, Gorleston, Gt Yarmouth, Norfolk, NR31 6BJ

I'm 15 and wanting female pen pals aged 13-15. I will send a photo to everyone that writes to me. You must not be boring. Send photo. Barry Mason, 8 Lochloy Crescent, Nairn, IV12 5BD

Will swop Amiga 600 (little word of advise if you're not sure how to spell swap, just look at either the top or bottom of this coupon and you will see that its swap not swop. Why does every one spell it swop?) with mouse, two controllers and loads of game, mags, demos etc for Amiga 1200 with games. Simon Illingworth, 01524 420732

Penpals wanted: Age 8-13 with A500. Trade cheats, tips and list games. Will swap my Frontier for your Road Rash. I need another World tips. David Robertson, 11 Robbins Court, Tradespark, Nairn, IV12 5PL

SwapShop

Wanted: Buy or swap: Reunion A1200 and Perfect General Scenario disks. Some good games to swap for these originals. Steve Williams, 44 Fordhook Avenue, Ealing Common, London W5 3LP

Premier Manager 2, Sensi International, Zool, MicroProse Grand Prix, Pinball Dreams all £10. Putty and Push Over £5. Call Nick on 01473 328056

I'm looking for Amiga Pen Pals, male or female it doesn't matter, but you must especially good at FRP and football management. 100% reply. Ahmet Serhat Yakinogw, Istiklal CD, Alpgondew SK./ Samslin, Turkey

A1200, CD Rom, 6 meg ram, 60 meg hard drive, Colour stereo monitor, stacks of games and all the latest utilities. Sell £600. Rodger Wyber, 01752 839600

Wanted: Fort Apache, Blue and the Grey, WWII strategy games, not flight sims. A1200/600 Jim 01302 739746

I'm 17 and would penfriends. Male or female. 16+ from anywhere in the world. Please have interests other than computers. Richard Breminer, The Barn House, 74 Bluehouse Lane, Oxted, Surrey, RH8 OAD

Amiga 500, 2 meg ram, pro rom swapper, Commodore 1084, colour monitor, A590, 20 meg hard drive, external disk drive, joystick, mouse, manuals, games, magazines £300. Matthew Ford 01536 712488

SNES + Starwing, Flashback and Super Tennis. Boxed and perfect condition only £99. Call before 8pm and ask for Rushi on 0181 542 0406. Also SFII Turbo £19ono

Wanted! A500 external hard drive preferably GVP A530 combo hard drive or GVP HD8+. Must be in good working order. Bobby Valuri, 01254 665575 after 8pm

For sale: Amiga 1200, 64mb hard drive, joystick, mouse, 40+ games, 100 cover disks £250 phone John 0171 354 5155

A1200 colour monitor, second disk drive, joystick, mouse, thirteen top games, fifty magazines qand cover disks, two disk boxes and public domain. Perfect condition £400. Phone Glasgow 959 3235 after 18.00 and ask for Stuart

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I will swap Alien Breed 2, Alien Breed Special Edition, Chaos Engine, Body Blows Galactic, all boxed + instructions. All for Zeewolf! Westley Cooper Thorn, 01474 813608

Urgently wanted, F1 Grand Prix, Superfrog, Graham Taylor , 1942, Ghosts 'n Goblins and Amiga contacts in the West Midlands area only contact. Mac, 253 Griffiths Drive, Ashmore Park, Wednesfield, Wolverhampton, WV11 2JT

Premier Manager 3 AGA, Man Utd Double, Theme Park AGA, Mortal Kombat, Kick Off 3 AGA, OTB League Edition AGA Phone Tom £15 each ono. 01943 609898

Excellent printed compendium of Amiga cheats. Over 600 games covered. Send £2.95 cheque made payable to Christian Oliff at 33 Hillside Crescent, Weldon, Corby. Northants. NN17 3HF

Does anybody have a copy of High Seas Trader for the 1200 if so, phone Kevin on 01527 545478 please.

Amitek Hawk 2mb 6 months old £80 offers wanted: A320 USA Edition. Brian Whittaker, 0161 483 2065



Sell Ultimate Soccer Manager AGA £12 Heimdall 2 AGA £8 Amberstar (not A600) £10, still after Blade of Destiny Clue book due to time waster. Phone Ray on 01904 796962

Will swap my Global Gladiators for your Mortal Kombat, Skid Marks or Populous 2. Chris Brooke 364975 (he lives in Halifax, West Yorks if you can find out the STD code)

Female penpals wanted. Age (15+). Have A500, A1200 + CD32. 100% reply. Steven Blackmore, 98 Briarwood Road, Stoneleigh, Epsom, Surrey, KT17 2NG. (Age 16)

Penpals wanted, especially from outside UK. I own an A500. Letters answered. Craig, 11 Nailstone Crescent, Acocks Green, Birmingham, B27 7HZ

Amiga 1200, 85 meg hard drive, monitor, 3 drives, joysticks, mouse, work station, software, £600 ono. Tel Blackpool 01253 21316 and ask for Mike.

Amiga 500+, 2mb, carriage printer, joysticks, mouse over 160 disks, boxed as new with manuals, excellent condition £190. Liam Young, 2 Cherwell Road, Heathfield, TN21 8JT. 01435 865046

For sale: Overdrive HD unit (250 mb) boxed with instructions and software £50. Also Zappo CD Rom V9 unit with software etc. Boxed upgrade forces sale £90 Phone Brian 0850 679430



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This month's Amiga Action's been a proper joy to make
We also work on SonyPro and someone bought us cake
The icing that was golden was in part due to some paint
Which Neil and Paul quite stupidly consumed and then felt faint

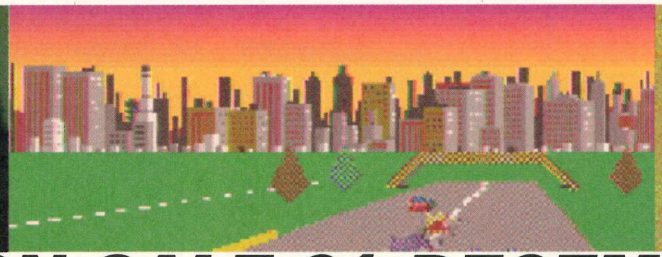
Steve and his big brother (they are rugby boys at heart)
Went to the world cup final oh and how it made them smart
The consolation of their day was beer in top hotels
Which when there's two in one small bed creates some nasty smells

Neil – you know his car's quite crap and always lets him down
Got in a spot of bother and did feel a proper clown
A nasty little puncture was the tale which we all heard
But the loser couldn't change the tyre 'cos he's a proper bird

Andy drank some vodka – in itself no great surprise
But come the morning after you could see it in his eyes
The bugger downed a gallon of the lethal Russian stuff
Impressively he didn't chunder – Andy is no puff

And lastly now we come to Paul, a ladies treat for sure
Who looks with woe and sorrow at his team, who are so poor
He really wishes they'd resign - their work is such a crime
When his is oh so perfect and he gets to write the rhyme

Next month dear readers we don't know what we might have for you
The chances are it might be good, like this month has been too
Amiga's ressurrected and is now back in the shops
Which can't be such a bad thing 'cos it means we've all got jobs



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(N.B. This includes some games)

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E086 Wraithed One — Fun quiz game
E180 GCSE Maths — Syllabus taught disk
E185 Astrology — Calculates positions of planets
E193 Astronomy — A total concept disk
E234 Colour The Alphabet — Educational spelling game
E271 The Highway Code — All you need to know
E023 Electronic Train Set (1 meg) — Construct own train set
E061 Pick up a Puzzle (2 disks) — Fit the pictures
E079 Treasure Hunt — Great Kids game
E088 Pair Crazy — Good puzzle game for kids
E271 Dinosaurs — Quiz on Dinosaurs
E298 States of Europe — Information on this continent. Good
E299 Communicate — Learn how to use sign language
E311 The Internet — A guide to the Internet
E312 Learn French — French verb tester
E315 Learn & Play 3 — Education & Games
E331 Jigsaw (2 disks) — Match the Pieces into a Jigsaw
E339 Dunks DTP — Desktop publishing for kids
E350 Barney the bear (2 disks) — Learn & meet animals
E410 Birthday History — Gives details of events on your birthday. Good

BUSINESS SOFTWARE

B089 Journal — Accounts program
B118 Amiga Fox — Very popular spreadsheet
B136 Amibase Prof — Excellent database
B137 600 Business letters — Ready to print
B140 Text Engine — Excellent word processor
B153 File-a-fax — As it sounds
B154 QED — Beginners word processor
B175 Text plus VERSION 4 — Excellent word processor
B232 Cheque Book Account — Keep tabs on your expenditure
B240 Little Office — Word Proccessor, Database & Spreadsheet
B323 Onform — Invoice maker
B330 Easycalc — Excellent spreadsheet

CREATIVE + GRAPHICS

C040 Fonts Galore (4 disks) — 100s of fonts
C130 Label Designer — Various label printers
C197 Clip-art — Stars/Logos/Explosions etc.
C198 Clip-art — Valentines and weddings
C200 Clip Art — Christmas
C206 ABC Adventure Creator (N) — Create your own adventure games
C231 Audio Animation Studio — Create Cartoons
C236 Word Power — Solve crosswords & anagrams
C256 Print studio — Multi purpose printer utility
C258 Garden designer — Create your own garden excellent graphics
C263 League Database — Easy-to-use football editor
C322 Lion King (3 disks) — Good Disney clip art
C331 Signature Creator — Customise your signature
C389 Turbocat (not 1.3) — Top quality cataloguer

N.B. Clip-art is for use with D-Paint etc.

MISCELLANEOUS UTILITIES

M210 Pools Pools Version 2 — Work out your winnings
M241 Winemaker — Database for wine lovers
M244 Lockpic V2.0 — Uncover copy facilities
M245 Relo Kick V1.4 — Latest D Grader for A1200
M259 Easy Spell — Spell checker/helper
M262 Essential Virus Killers — Kills all the latest viruses
M299 Tee to Green — Excellent golf-scorer
M310 Personality Analysis — Type in answers to assess yourself
M311 Cop the Lot Pro — Updated lottery helper
M332 Virus Checker V6.5 — New updated killer
M333 Disk Repair Kit — Salvages damaged disks
M391 Car Data Analyst — Check your car parts!!

DEMOS + RAVE

D075 Girls of sport — Pretty shots of talented girls
D106 Madonna — Pictures and music
D166 Star Trek Animations — Anims. of USS Enterprise
D177 Star Trek Animations — Agatron no.17 More like above. Good
D287 Calendar Girls — Slideshow
D312 Rave Vision (N) — Rave music & Graphics
D313 Techno Warrior (N) — Rave Dukebox
D314 Nine Fingers (2 disks) — Good. Sequel to State of Art

MUSIC

M069 Rock a round the Xmas Tree — (2 disks) (N)
M084 Pink Floyd — The Wall remix
M093 MC Hammer — Can't touch this
M094 Guns 'n' Roses — Pictures & Music
U244 Sound Tracker Samples (4 Disks) — 100s of sounds for sampling

ADVENTURE GAMES

Ad005 All New Star Trek (2 drives, 2 disks) USS Enterprise classic. Best one
Ad007 American Star Trek (2 drives, 2 disks) (N) — Graphic adventure
Ad019 Dungeon Delver (2 drives, 2 disks) — Difficult adventure quest
Ad065 Pixie Kingdom (2 disks) — Tricky adventure game. Good
Ad222 Neighbours Adventure — (2 discs) Bring Paul Robinson to court
Ad245 Iron Clads (2 disks) — Graphic adventure
Ad326 Wibble World Giddy — Really good platform game
Ad421 Glassback II — Very good platform game
Ad500 The Devils Abode — 3D Horror Adventure
Ad511 The Krillian Incident (not 1.3) — Elite style game

ARCADE + PLATFORM

A010 Breakout — Classic bat & ball game
A011 Blizzard — Horizontal shoot-'em-up. High quality
A024 Eat Mine (N) — Emerald Mine Balderdash game
A165 Super Skoda — Car racing game
A207 Flagcatcher — Find the flags. Very addictive
A209 Games Galore Ten (N) — 14 excellent games
A214 Parachute Joust — Fight for parachute on descent. V. good
A221 Revenge of Mutant Camels — Good. Similar to Centipede
A226 Dual — 2 player action shoot-em-up
A243 Tetren — Excellent Tetris clone
A247 Quiz Master — Quiz which includes Editor
A255 Amos Games — 5 Games including Glassback
A327 Tetris Pro — Tetris game with exceptional variants
A333 Icerunner (N) — Recom. Brilliant platform game. 10 out of 10
A338 Project Buzz Bar — Excellent asteroid type game
A340 Depth Charge — Submarine game
A341 Earth Invader — The best space invader game
A433 Harry Haddock — Really good platform adventure
A434 Amiga Boy — Console games on Amiga!
A443 Nimble! — New. Addictive graphical platformer
A502 Cyberman — 3D Pacman game. Excellent
A503 Chaneques (2 disks) — Like Lemmings. Good
A504 Rebellion — Asteroids shoot-em-up
A512 Transplant — Good fun asteroids game
A515 ASI 240 — Caterpaults, Super Daleks, Muhtar
A516 ASI 241 — China Tiles, Minhunters, Think Ahead
A518 ASI 243 — Tank, Colour and Mind and High Pressure
A519 ASI 244 — Masterblaster, Stench and Pacwar
A520 The Xmas Project — Brand new scrolling shoot-up game

STRATEGY + WAR GAMES

Sim102 Simulation 1 (1 meg) — Recommended. 5 games including Metro
Sim109 Wheel of Fortune (N) — TV Quiz, computerized
Sim124 Napoleonic Warfare — High-quality simulation
Sim143 Card Shop — Well presented card games
Sim217 Act of War — Excellent strategy game
Sim218 Roulette — Casino Classic
Sim220 Sub Attack (N) — Also landmine + bomber
Sim224 Stratigic Games — 3 excellent games
Sim410 Island — Excellent board-game. Build hotels & money
Sim414 Diplomacy (N) — Classic, similar to Risk
Sim415 War (N) — Top-quality 8-bit strategy
Sim158 Total War (N) — Risk type game
Sim428 The Shepherd — Populous clone
Sim431 Rags to Riches — Become a millionaire
Sim444 Ultimated Quiz — Pub-quiz clone
Sim505 Scrabble — Board-game computerised

SPORT

Sp170 Amos Cricket (N) — 'Owzat!
Sp208 Grand Prix Simulator — Excellent
Sp256 Slamball — Management game of US football. Type Sport
Sp263 Soccer Cards — Simplistic league-based game
Sp299 Top Of The League — Addictive football management game
Sp303 Strikeball — Baseball-type action game
Sp307 18th Hole (2 disks) — Excellent golfing game
Sp325 Mister Men Olympics (2 disks) — Excellent game for disks as reviewed in Amiga Computing
Sp337 Super League Manager 2 — Updated soccer management game
Sp372 Road To Hell — Well-produced racing game
Sp373 Wrestling (2 disks, WB2.0 upwards) — Good fun graphics
Sp376 Unsensible Soccer — Good football game
Sp429 A Day at the Races — Simple horse racing game

A1200/A4000 ONLY

U235 Sleepless Nights — Compilation of A1200 utilities
U246 Magic W/Bench — Excellent W/B improvement for A1200
U321 Chesmayne — Chess text & pictures
U324 Lottery Winner AGA — Helps you to win!
U508 Videotracker 2 — AGA demo-creator
D285 Fairlight — 29 meg of graphics on one disk
D289 State Of Art — Famous quality demo
D290 Raving Mad Me — High quality music video
D291 Lethal Exit — Stunning demo
D300 Technotrack II — More rave music
D301 Retina — Excellent Vector film demo
D305 Tina Small — Slideshow of model
D315 Minomist Rave — Great dance demo
D509 Phoebe Cates — High-resolution slideshow
E300 Speak & Spell — Good for Learning Youngsters
G321 AGA Klondike (3 disks) — Excellent patience card game
G322 Giger Tetris — Tetris clone
G339 AGA Megaball — Brilliant breakout game
G372 Mad Fighter — 2 player Street Fighter game
G414 Motorola Invaders (2 disks) — Brilliant space invaders
G420 Pssst AGA — Arcade AGA game
G440 Missile Over Zenon (2 disks) — 3D missile command
G441 To the Death — Street fighter clone
G442 Excellent card games III — Restricted AGA version
G445 AGA Donkey Kong — Re-hash of original. Good
G506 Battle Duel — Multiplayer artillery game
G507 Samurai Showdown — Street-fighter clone
G510 Raketz V2.25 — Multiplayer thrust shoot-em-up

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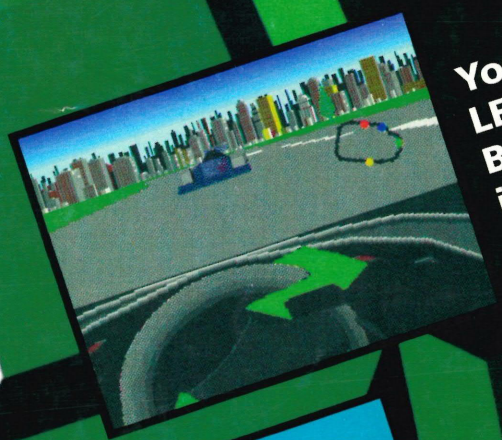
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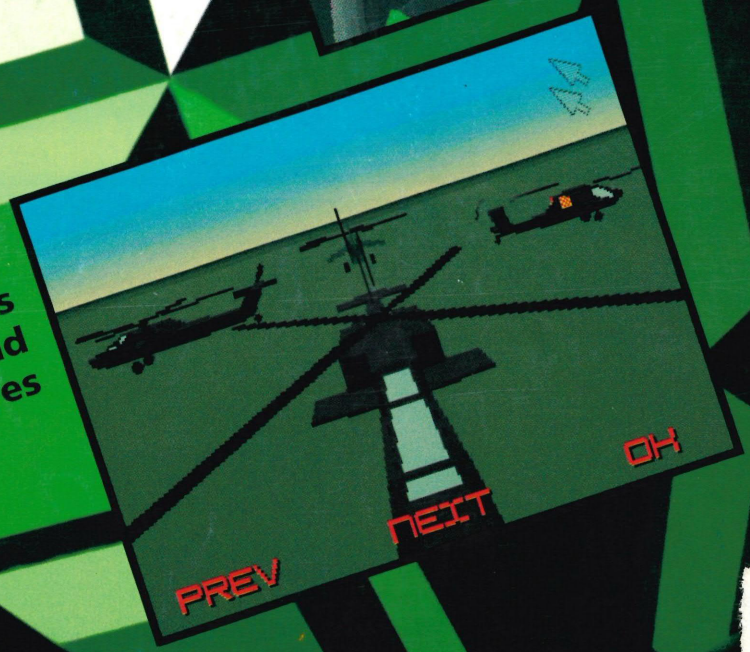
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