REVIEWED: PROJECT X, ULTIMA VI, SPACE QUEST IV, AND THE BEST SHOOT-'EM-UP EVER!

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05

ISSUE 13 £3.75 MAY 1992

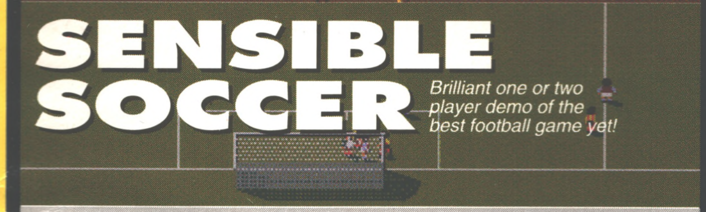
BRITAIN'S BEST-SELLING AMIGA GAMES MAGAZINE!

A MAGAZINE WITH *ATTITUDE*

AMIGA POWER

LOOK! 2 DISKS!
SPECIAL TWIN-PACK ISSUE

WIZKID
Craziest arcade game ever!



SENSIBLE SOCCER
Brilliant one or two player demo of the best football game yet!

SIM BRICK
Sensible exclusive! An unforgettable new game!

SENSIBLE STARTEST
And then there's this...

Sensible Software

AMIGA POWER

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PINBALL DREAMS
The most compulsive pinball game you've ever seen!

DESIRED LETTERS

disk 13
AMIGA POWER

PD

MAD BOMBER

Kerboom! It's mad and it's got bombs in it!

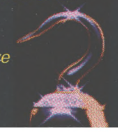
TWO demo GAMES

CAMPAIGN

Friendly HSAI Stuart VI
Half speed

Top tank-based conflict from the Empire troops

HOOK SLIDESHOW



An exclusive preview of Ocean's new biggie

INSIDE WE RATE THE

100 BEST GAMES EVER!

THE MOST COMPLETE LISTING YET!

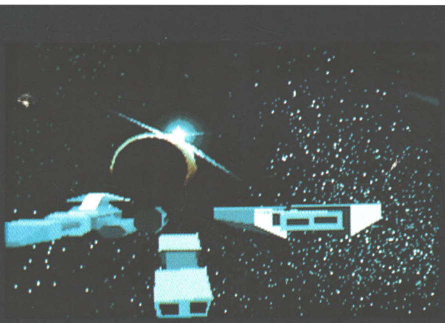
SPECIAL **30** *PAGE FEATURE*

But what'll be our Number One? Our giant bonus feature starts just over the page →

PLUS! **The Hidden Agenda – uncover hidden secrets in your games! Complete shoot-'em-up buyer's guide! And much more!**

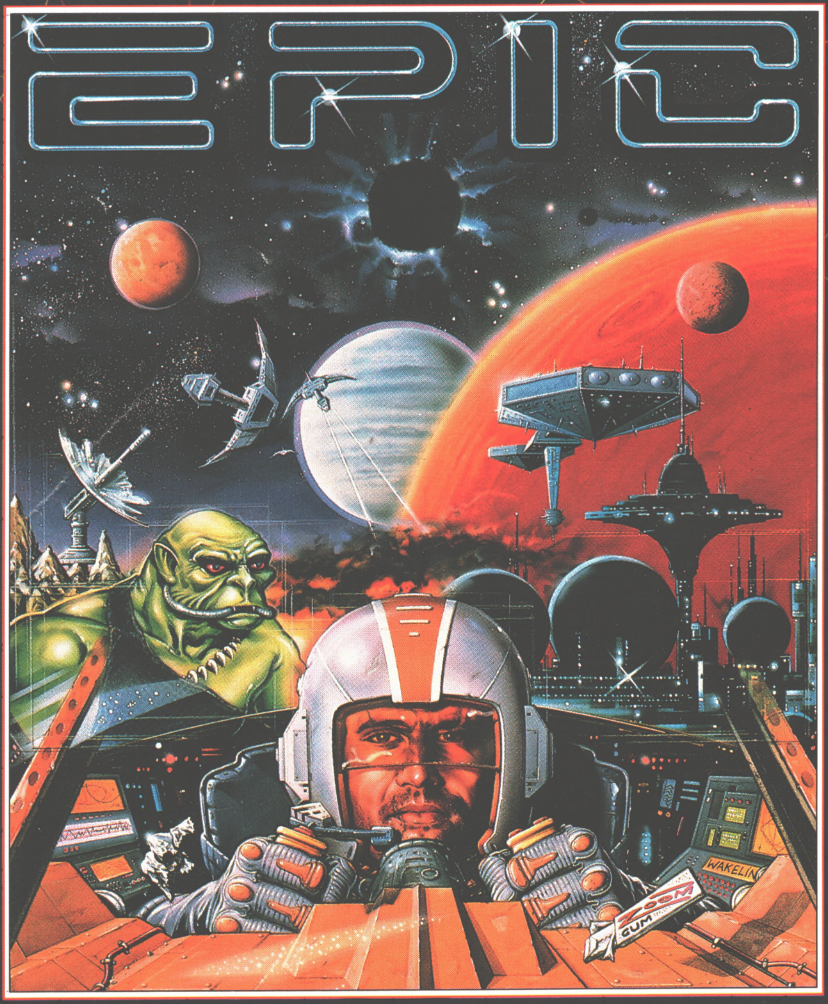
ISSUE 13

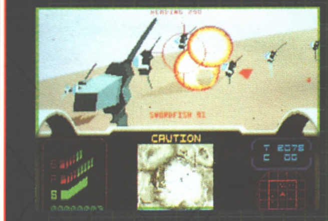
"Miss this and you will regret it forever"



"Anyone who has been keeping an eye out for this will not be disappointed, and should await its release with bated breath...Epic is one of the best products I have ever played - the depth of gameplay and graphics are of a truly stunning standard."
GAMES X

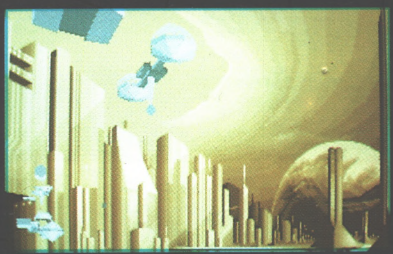
"Fast just isn't the word for this 3D. The image update is blistering!"
ACE





"The game's graphics and presentation are nothing short of stunning, and there's a great wad of playability in there too. Ocean have never had it so good!"
ST ACTION

"The overall feeling you get is one of awe"
ST ACTION



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YES, IT'S BACK!

THE ALL-TIME TOP 100 GAMES '92

SPECIAL SOUVENIR SUPPLEMENT

This month AMIGA POWER is a year old. Two weeks before that historic first issue hit newsagent's shelves up and down the country, however, a teaser version went out with the May issue of our sister magazine Amiga Format. It told everybody willing to listen that very shortly there was going to be a brand new Amiga games magazine going on sale, and that they'd better keep an eye out for it because it was going to be something very special indeed. That wasn't all it did though...

No, the *real* job the supplement set out to do was to define the 100 best Amiga games available at the time, complete with mini reviews of each one, providing an indispensable guide to the best software around. Looking backwards, it did a pretty successful job of it too – this was, quite simply, the best, most authoritative listing available at the time. Indeed, even today it hasn't been bettered.

Until now, that is, because this year we've decided to do it all over again! After all, with so many great games having come out over the past twelve months, our old listing was starting to look very old fashioned and incomplete indeed.

Here, then, is this year's completely updated, all-new All-time Top 100 Games. Some of it you'll agree with, a lot of it you possibly won't, but we're convinced you'll have a good time arguing the toss anyway. Over the next 30 pages then, settle back for a guided tour to the very best games the Amiga has to offer...

YOUR GUIDE TO THE TOP 100

There's a lot more to this year's All-time Top 100 Games than ever before! For a start, with each entry we tell you:

This year's position, (Last year's position), Product title, Original Publisher, (Current Publisher), Price

But that's not all! Many entries in the AMIGA POWER All-Time Top 100 also come complete with one or more of these three special features...

NEWS
Discover what the authors are up to now, plus details of possible sequels and more!

PLAYING TIP
Play to win with all sorts of useful snippets of relevant advice and cheats. If the tips are too long to print here we point you in the direction of relevant back issues of AMIGA POWER instead (all references concern the Complete Control section unless otherwise stated).

AMIGA POWER CHALLENGE
Test your mettle with this little extra something. Here you'll find fun things to try, interesting secret levels to discover and top-notch high scores to try and beat. There's always something new to try...

FOR THE REST OF THIS ISSUE, TURN TO PAGE 40!

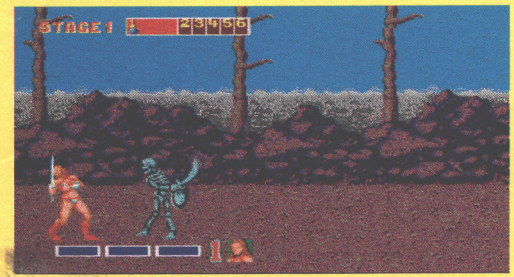
This special issue of AMIGA POWER kicks off with a special 30 page supplement featuring the best Amiga games of all time! However, that doesn't mean we've forgotten the rest of the magazine! Just flick to page 40 for the best in tips, games reviews, buyer's guides, news and more...!

ALL-TIME TOP GAMES

THE AMIGA ALL-TIME T

100 (96) GOLDEN AXE

Virgin Games (Tronix) £9.99



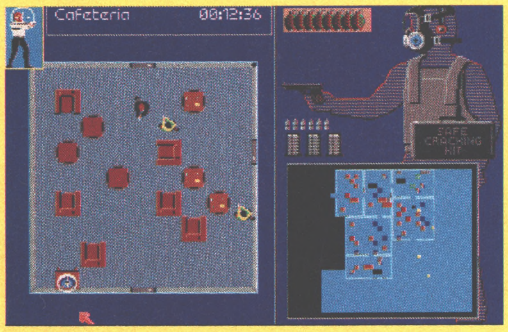
Anyone desperate for a good hack and slash will find relief here (especially those with exceptionally tight chests and bladders). *Golden Axe* sees up to two of three brave souls venturing forth into a freakish fantasy land on a mission to kill the bad guy, Death-Adder. But first there's six sideways-scrolling scenes filled with well-'ard warriors, scary skeletons and the like to fight, dragons to ride, and a sprinkling of meaty magic spells to collect and use for good measure. The selects-the-weapon-for-you system means the game lacks a certain something in the control variety stakes, but the various little dragon jobbies you get to ride more than make up for it. One of the best Amiga beat-'em-ups around, quite simply.

NEWS Dementia, the team behind this conversion, also wrote *Terminator 2* (a generous 65 percent in AP6) for Ocean. The team's now working on Virgin Games' Motorhead licence. Virgin has no plans to convert the Sega Mega Drive sequel, *Golden Axe II*, to the Amiga.

TIP There's a small tip in AP1.

99 (NE) COVERT ACTION

MicroProse £34.99



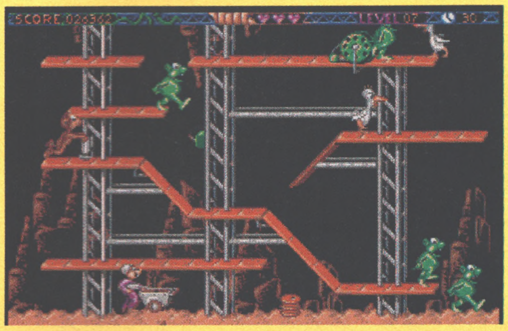
The world of international espionage becomes your oyster in *Covert Action*. Now you can do all those things that super-spy James Bond does (well, most of them – there's no nooky to be had here), such as preventing terrorists from doing their thang. Not only do you find yourself solving simple puzzles, deciphering coded messages and tapping telephones, you also get to conduct your own surveillance of suspects in order to discover the whereabouts of enemy hideouts. *Covert Action* doesn't immediately come across as a bundle of laughs, but once it bites you can cut the atmosphere with a knife.

Covert Action stole 81 percent in AP8.

TIP Check with Sam in the CIA building frequently.

98 (NE) MONSTER BUSINESS

Eclipse £19.99

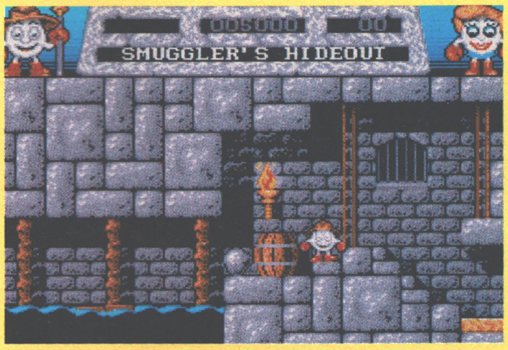


A shock entry – many we think we're mad to include it – but here's the reason why. Brushing aside the crude-looking visuals to actually get down to the *Monster Business* in hand, what you'll actually find is a version of that arcade classic *Dig Dug*. Armed with a glorified bicycle pump, our hero runs around 45 deviously designed screens of platforms, inflating stupid creatures as he goes. It's simple but emotionally involving entertainment with a bouncy little ditty to keep you in the mood.

Monster Business poached 80 percent in AP6.

97 (NE) FANTASY WORLD DIZZY

CodeMasters £6.99



In Dizzy's most involving arcade adventure to date, CodeMasters' egg on legs is (om)let loose in a bizarre fantasy world (hence the title). The egg-cellent mixture of platform action and simple puzzle solving will appeal to kids of all ages. Not exactly ground breaking technically, but well realised – and the beauty of it is, you don't have to shell out a fortune for it either!

NEWS *Fantasy World Dizzy* forms a fifth of the *Dizzy Collection*, priced at £24.99 and also featuring *Kwik Snax Dizzy*, *Treasure Island Dizzy*, *Magicland Dizzy* and *Fast Food Dizzy*. And there are many more *Dizzy* adventures to come from its creators, the Oliver Twins (see the CodeMasters feature in AP9).

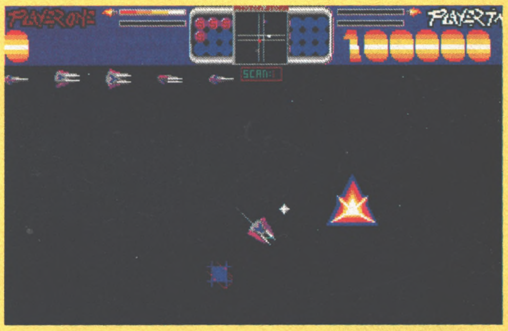
TIP There's a tip in AP5. To get past the alligator, get the rope from Denzil. Go to the moat and stand at its edge. The alligator snaps three times and rests before swimming away. Jump from the moat wall on to the alligator's snout when it starts to snap for the third time. As soon as you land on the alligator's snout, drop the rope to render the reptile harmless.

Also, stand on the lid of the bottomless well and use the crowbar to lift it. The strange new world you will encounter is played upside-down, so get used to controlling Dizzy before putting him in any danger.

CHALLENGE Collect all 30 coins – rescuing Daisy alone is not completing *Fantasy World Dizzy* 100 percent!

96 (NE) PHOTON STORM

Arc £24.99



From the man who brought you *Llamatron* (at Number 45) comes another butch blaster, only this time there's not a llama in sight! The frills are also lacking but there's plenty

95 (NE) DEUTEROS

Activision £25.99

In the year 3000AD this planet will be in a sorry state of decay. The solution to pollution absolution lies in the heavens – so what are you waiting for? Get up there and explore...

The problem is, of course, that it's not that simple. For a start, you need to build a decent ship, but that can only be achieved when the stores are suitably equipped, and to manage that you need a form of futuristic farming skills. And so it goes on, with an ever-present, inexplicably ominous atmosphere. One particularly smart aspect of *Deuteros* (and there are many) is that while you strive to survive, computer-controlled scientists are busy working away in the background to automate the more mundane tasks, leaving the player to concentrate on the bigger jobs in hand. *Deuteros* is far too orangey for crows or action-seeking hard-men, but it's a mental athlete's playground par excellence. If you think you like complicated games you ain't seen nothing until you've played this one...

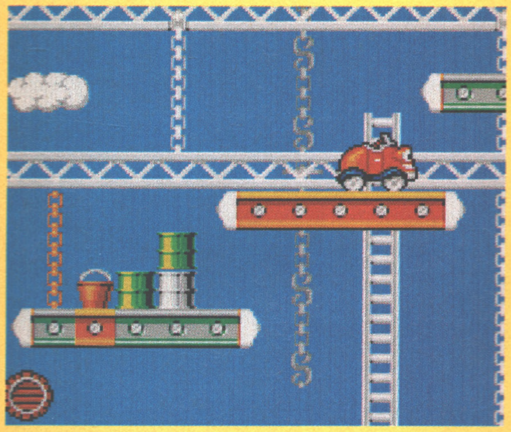
Deuteros discovered 89 percent in AP3.

NEWS *Deuteros*' precursor, *Millennium 2.2*, has been delisted. *Deuteros* authors Ian Bird and Jay

POWER
OP 100 '92

of prime playability in evidence as you speed around space, blowing abstract-shaped aliens to smithereens and collecting more powerful firepower along the way. Play *Photon Storm* and experience more impressive fireworks than Alexandra Palace does on the fifth of November.

94 (40) CAR-VUP
Core Design £24.99

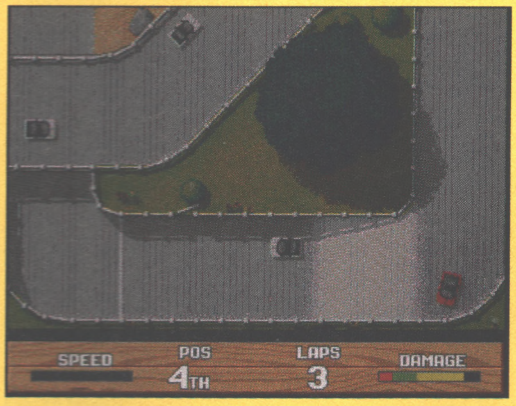


The star of this perky platformer is a car like the one out of the Roger Rabbit film, only this one's called Carl and instead of taking Bob Hoskins for a ride it has to 'paint' platforms by driving over them, avoiding adversaries out for his oil and taking advantage of the many bonuses and special features on offer. If you couldn't quite get to grips with that excuse for a sentence, try this for size: *Car-Vup*'s lacking in the longevity stakes, but it's all good clean fun nonetheless. A game overloaded with lovability, that's for sure.

NEWS *Car-Vup* author Rob Toone has shed his arcade skin and is now writing an RPG provisionally titled *Xeloria* for release through Core Design at the tail-end of this year. A sequel to *Car-Vup* is highly unlikely.

TIP There are some cheats are in AP1, and another one in AP3.

93 (NE) SUPERCARS II
Gremlin Graphics £25.99



If racin'n'rammin' is where it's at for you, then *Supercars II* is your, erm... game. The fun is fast and furious in this overhead-view destruction derby against a friend, with up to seven computer-controlled cars hurtling around 16 tortuous tracks. The jumps, bumps, twists, turns, tunnels, trains and range of weaponry are so mean that you won't 'tyre' of *Supercars II* in a hurry, believe you us. It might not be the best *Super Sprint*-style game around (that honour falls to *Super Off Road*) it's one of the most immediately accessible and – yes! – fun Amiga driving games currently available. Ace fun.

Supercars II roared into AP1 with 73 percent.

NEWS There will "almost definitely not" be a *Supercars III* for the simple reason that Gremlin feel there's little mileage left in the *Super Sprint*-style concept. To do another one they'd have to come up with a new and original treatment for the game type.

The first – and still very good – *Supercars* is currently available on the GBH label and priced at £7.99. Magnetic Fields also wrote *Lotus Turbo Challenge II* (at Number 33).

TIP Every course was mapped out in AP3, while the answers to all the questions posed between tracks are in AP5. Here, though, are some tips:

Don't cheat with the cross-overs or the lap won't count. All gates open and close at the same time.

To perform handbrake turns, as a bend approaches, take your finger off the accelerator and rotate the car. When it's halfway through the turn and pointing in the desired direction, hit the accelerator.

Cut up the opposition on the corners, but remember that you both slow down.

The Turbo Jump is best used to leap ahead at the start of a race or to jump trains from a distance of approximately three cars.

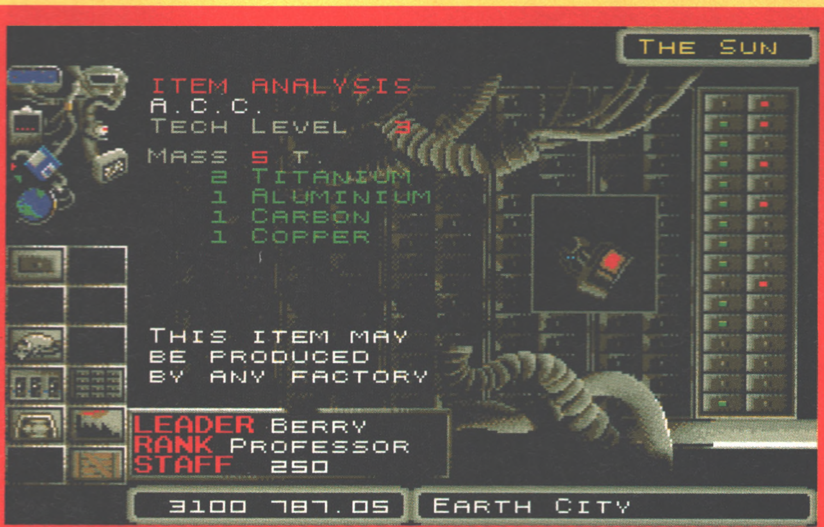
CHALLENGE Cut your course times down to the quickest you possibly can and send us your best.

Redman are tied up with the IBM PC and compatibles at present, but designer-programmer Ian is working on a new design which, while loosely related to *Deuteros*, won't be very similar. "*Deuteros* expanded on *Millennium* so much that it's about as far as that line of thought can go," Ian explains. "The next one will be completely different – it'll be more of an RPG. It's based on an idea I had years and years ago, but only now have I had a chance to expand upon it, but that's all I can tell you. It'll be a long time yet before you see anything though." A publisher for the new game has yet to be contracted.

TIP "Build five factories – no more – and make sure they're well-placed so you're getting palladium and platinum from at least one of them. Then stick the auto advance on, turn off the monitor and come back in the morning. Stocks of both should be right up into the tens of thousands of tons. Once the war starts, all five factories can produce battle giants straight away."

There is a cheat mode of sorts, too... During play, press the 'Caps Lock' and then press the 'C' key twice. The background should turn red with the first press and then back to normal with the second to show that the cheat is on. "You'll have to put up with co-ordinates, but you'll find from then on that while that's engaged you will always have one of everything in stock everywhere always. Building factories while the cheat mode is on, though not the earth factory, will mean it takes one orbital factory section to build a complete factory and a resource station will automatically be built as well." To turn the cheat off – "it can become pain" – press the 'Caps Lock' again and press the 'C' key twice again (the background will change to green with the first press).

CHALLENGE "The last time I played it all way through I completed it in about 24 hours, and that's going some."



THE SUN

ITEM ANALYSIS
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MASS 5 T.
2 TITANIUM
1 ALUMINIUM
1 CARBON
1 COPPER

THIS ITEM MAY
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BY ANY FACTORY

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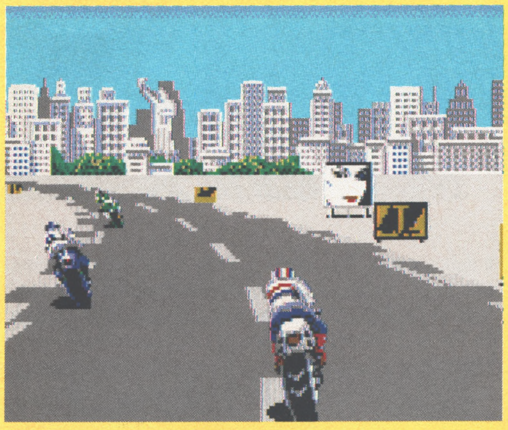
EARTH CITY

***Deuteros* – most certainly a specialist taste, and not a game you can play half-heartedly – but those who like the game *really* like it. They don't get much more involved (*or* involving) than this...**

92 (41) SUPER HANG-ON
Electric Dreams (The Hit Squad) £7.99

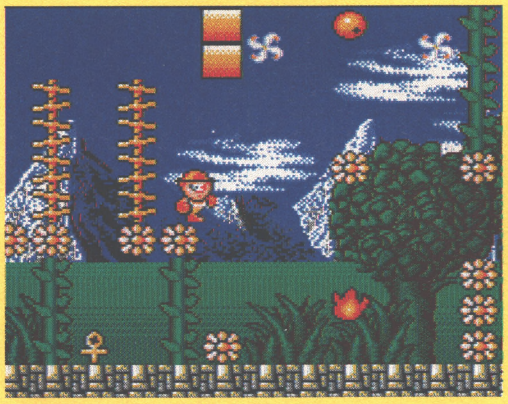


Quit moping with your moped. Straddle a throbbing mean machine instead and vroom with a view to beating dozens of computer-controlled bikers over four increasingly difficult courses with a total of 48 stages. The road is long and hard but the sensation of speed will feed your adrenalin glands until they burst. This class conversion of Sega's arcade racer is still capable of thrilling today – while not quite up with the *Vroom*'s of this world, it's still one of the most succesful driving games ever.

NEWS ZZKJ, the man behind this conversion, also did the deed with two other Sega racers – *Power Drift* for Activision and *Super Monaco GP* (72 percent in AP1) for US Gold – as well as the Williams' shoot-'em-up *Smash TV* (81 percent in AP9) for Ocean. The bad news is, it looks unlikely that ZZKJ will ever program for the Amiga again. He's now tied up with console work for one of this country's leading developers, Probe.

TIP There's a cheat of sorts in AP1.

91 (68) KID GLOVES
Millennium (GBH) £7.99

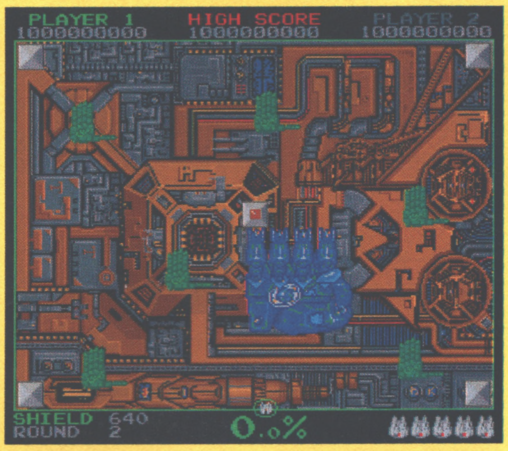


Playing *Kid Gloves* will take you back to the good old days of straightforward, no messing, platform action with minimal frills but maximum thrills. You're right, it looks completely crap, but the game *does* feature 50 colourful screens spread across five time zones to conquer, and most of them are real bitches to conquor. It may not look much – the graphics are bright but crude, and the gameplay is very 8-bit throughout – but beneath the lack of gloss it's a class act and that's a fact.

NEWS Now here's good news for new readers – *Kid Gloves* was given away free on AMIGA POWER Issue Two (still available as a back issue). *Kid Gloves* author Timothy Closs won't be writing any more Amiga software for the foreseeable future as he's currently furthering his education at university.

TIP There's a cheat in the first issue of AMIGA POWER which was repeated again with a complete player's guide poster on the front of AP4. Everything you could *ever* want to know about the game is here!

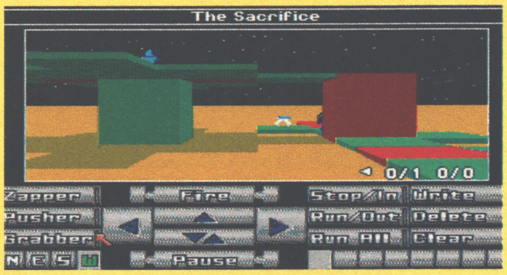
90 (NE) VOLFIED
Empire £24.99



Oxford Digital Enterprises did Empire proud with their conversion of Taito's reworking of that arcade classic *Qix*. *Volfied*'s essentially a computerised colouring book. The pen is a spark controlled by the player and the idea is to fill in a majority of the screen (the 'paper') while dealing with troublesome little creatures and big 'Boss' characters. Throw those dried-up felt tips away and try painting along with *Volfied* instead – this is the best Amiga version yet of a supremely playable arcade classic.

Volfied sparked off 80 percent in AP8.

89 (50) TOWER OF BABEL
MicroStyle DELISTED



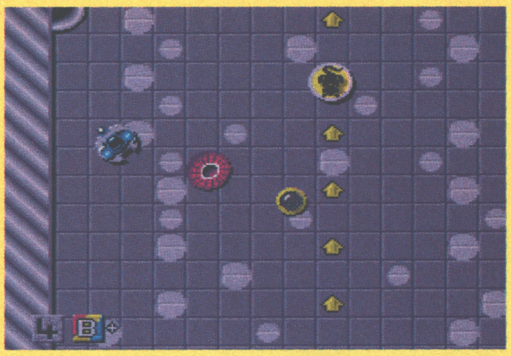
Now here's a peculiar puzzler if ever there was one. The player controls three 'droids with individual characteristics – one of them shoots things, one pushes things and the other grabs things – and the idea is to avoid adversaries and clear blocks called Klondikes from levels (with such appropriate titles as The Sacrifice). Given the chance it deserves, *Tower Of Babel*'s unique three-dimensional brain-teasing action will satisfy the strongest mental lust. And – hey! – it comes complete with its own level designer utility too.

TIP There's a tip in AP1.

88 (69) PROJECTYLE
Electronic Arts (Star Performers) £10.99

Projectyle's a slippy, slidey every-which-way scrolling future sport, in which three 'bats' fight for one 'ball' in an attempt to score goals. There are 16 computer-controlled teams to tackle, or one can have an even better time by playing with a friend – the (very) high-speed action being reminiscent of that firm family favourite of old, *Rebound*, with a dash of that even older favourite *Pong* thrown in for a laugh. *Projectyle*'s a novel twist in a tried and tested theme and one which works to great effect – at this price it's a must-buy.

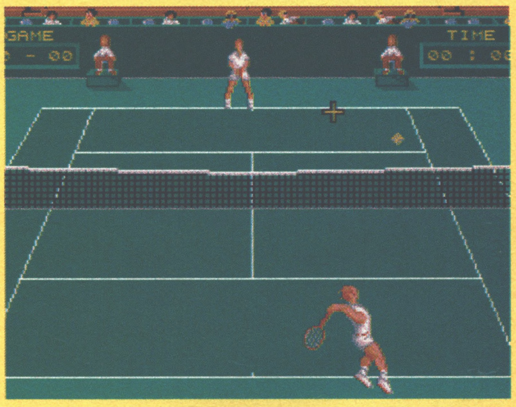
NEWS A sequel's out of the question, simply because Eldritch The Cat, the team behind *Projectyle*, don't exist any more. "They've all gone their different ways. A couple of them work in-house for us now," says EA's Simon Jeffrey. Before their demise, Eldritch were working on *FLOPS (Futile League Of Pathetic Superheroes)* for Electronic Arts, but "that's not going to happen any more. It was a cartoon game with lots of different facets to it but it was basically, I suppose, a platform game. It had a set of heroes but they were all crap heroes. It didn't really get very far."



TIP There's a small tip in AP1. Concentrate foremost on defending your own goal in the Central Zone and then worry about getting the Projectyle into the leading team's Defence Zone. If there's no chance of coming first, forget the leader and concentrate on second place.

The best place to be in the Frantic Zone is at the bottom – if you time your boost correctly, you can score just after the Projectyle enters the Zone (defending your own goal isn't as vital here). Note that computer-controlled teams improve themselves when they fail to do well, and the more goals you lead by, the faster they reassess their skill level. Use the radar when you desperately need to defend your Central Zone exit, for the computer opponents won't aim for the Frantic Zone. From the off, it's usually best to wait rather than boost as the computer opponents follow set patterns.

87 (42) PRO TENNIS TOUR II
Ubi Soft £24.99

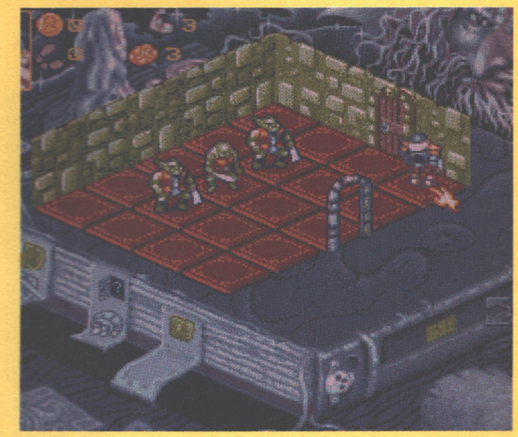


There aren't very many tennis simulations available for the Amiga, and almost all of them are all too easy to fault. *Pro Tennis Tour II* isn't exactly what you'd call perfect, but it is the best of bad bunch – and tennis itself is such a great game to play on a computer that we all love this anyway. The playability's made all the more ace by the fact that you can decide how much influence you want the computer to have over control of your player. Game, set and match to Ubi Soft wethinks!

TIP There's a funny little tip in AP1 and this issue too.

86 (NE) HERO QUEST
Gremlin Graphics £25.99

With *Hero Quest*, MB Games (perhaps best known for their board game Operation, 'the electric fun game') brought the Fantasy Role Playing Game to the masses. The exploration and fighting elements aren't as complex as those of Dungeons & Dragons – this is a beginner's RPG after all – but there's far more accessible fun to be



had, with a party of up to four adventurers moving *Hero Quest*'s little monster figures around a board built up of cardboard walls and chests. But that's the board game version. Gremlin's Amiga adaptation loses nothing in the translation – in fact it gains an atmosphere and a single-player option not found its board-based parent. For those new to the whole RPG concept, an ideal starting place.

Hero Quest role-(play)-d in with 80 percent in AP2.

NEWS A *Hero Quest* data disk (80 percent in AP7) is available for £14.99, while a good value double pack featuring both the original game and the disk should be out now.

Meanwhile, work has just begun on *Hero Quest II*. It represents the debut of coder Kevin Dudley and former Gremlin playtester turned artist Matt Furniss. "We're taking the concept and the ideas and reworking it," says Gremlin's Sean Kelly. "It's a completely new game with an original scenario but with the same sort of viewpoint." *Hero Quest II* should be ready for release at the end of this year. In the meantime check out *Space Crusade* (85 percent in AP12).

TIP There's advice in AP6.

83 (32) POWERMONGER

Electronic Arts £25.99

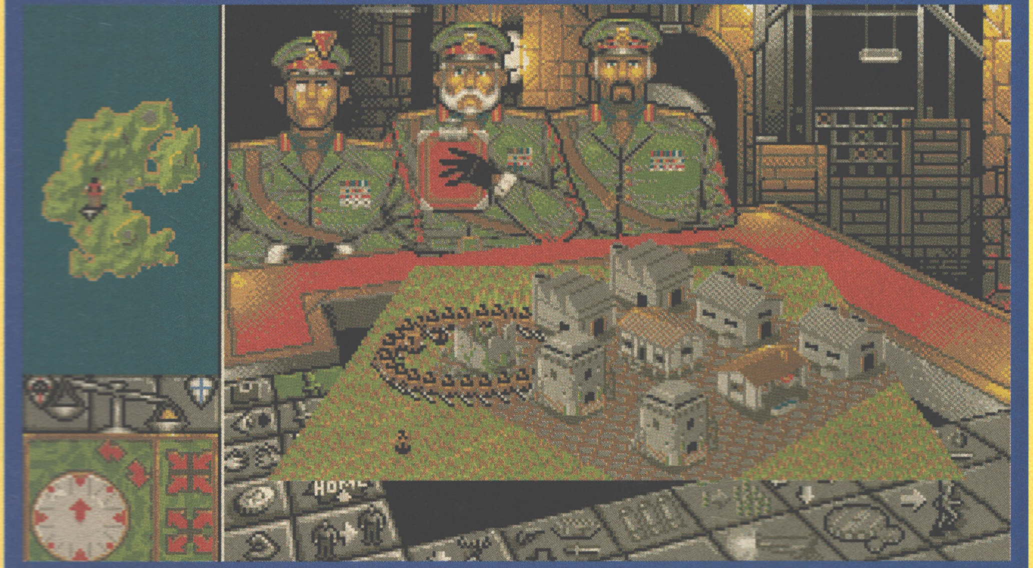
Not content with changing (indeed, you could say creating) a whole genre of games with the seminal *Populous*, Bullfrog decided to beat themselves at their own game with this interesting wargame variant. Arguably they failed, but in the process they *did* succeed in coming up with the most original Strategy Role Player in years, *Powermonger*. Despite the presentation, this is much more of a wargame than god simulation, arguably reflected by its high level of detail. You play a more terrestial, less powerful sort of leader – one who can influence the behaviour of his (or her, of course) people to plough the fields and scatter their good seed on the land, for it is fed and watered by your almighty hand. You don't send the snow in winter, or the rain for that matter, but you do get to promote the invention weapons and fight battles. *Powermonger* will prove tough and tedious going for some, but everyone else is in for a thoroughly challenging (and rewarding) time.

NEWS A *Powermonger* data disk – *The World War I Edition* (a fairly mean 65 percent in AP12) – is for use with the original *Powermonger* and priced at £14.99. There are no more *Powermonger* data disks planned at the moment. Well, not for release in this country. "We might do a Japanese one based on the Japanese wars," says Bullfrog's Peter Molyneux. "We were thinking about doing a fantasy one with magic and not just weapons. There might be a *Powermonger II* too – there's certainly more chance of that than a *Populous III* at the moment – but we're not doing anything on it just now."

Similar looking, but quite a different game, is Bullfrog's *Populous II*, which sits at Number Eight.

TIP A small tip is in AP1, with further help found in AP8. Electronic Arts' *Powermonger* Players Guide, which you can buy through the company, also offers some sound advice.

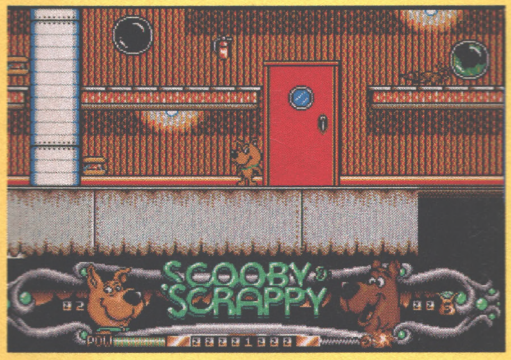
CHALLENGE "Win a game using only your second and third Captains. And your main Captain mustn't have any men at all in his command. It helps to keep your main Captain close enough to your other Captains so he can give orders quickly but not so closely that he's attacked by other villagers."



Powermonger – a more earth-bound god sim than *Populous*, this shot is from the underated *World War 1* edition.

85 (NE) SCOOBY AND SCRAPPY DOO

Hi-Tec £7.99



"Now here's a surprise entry in the Top 100," some might say. "Hell, no," we reply. In these tight times, there's no magazine more conscious of the importance of Value Of Money than AMIGA POWER.

Indeed, before we really set to putting this Top 100 together, we made a decision that – if we could possibly justify it – it would be nice to have a few original budget games in here, simply because they're all many people can reasonably afford, and besides, the standard of game being put out by the likes of CodeMasters and Hi-Tec is improving all the time. *Scooby And Scrappy Doo* is a case in point – gorgeous bright graphics, parallax scrolling, it's got the lot.

Oh sure, the Scooby Doo cartoons hit rock bottom when Scrappy was introduced, but that's no reflection of this perky, playable platform romp. Some may bemoan the distinct lack of Scooby himself for much of the game (it centres on Scrappy), and the lack of any real detective stuff, but that said, this is a top notch arcade action game.

It's no mystery why *Scooby And Scrappy Doo* was given 90 percent in AP8.

NEWS It's all go at Hi-Tec... *Scooby And Scrappy Doo* author Gary Antcliffe has written a shoot-'em-up called *Alien World*, which is out now, and has moved on to write *I T'ink I Shrunk Da Puddytat*, an arcade adventure similar in style to Scooby but starring that lovable duo Sylvester and Tweety. That's for July. Before then – around now in fact – you can experience *Yogi And The Big Clean-Up* – "a bloody big game," according to Hi-Tec's Dave Palmer – and then there's *Potsworth*. October sees the release of *Wacky Races II*, with which Hi-Tec are keen to improve on their first effort. And all for £7.99 apiece.

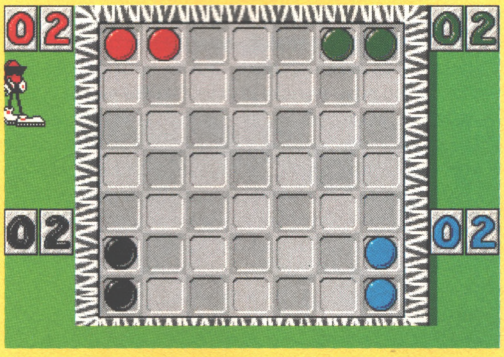
TIP Play once and die to go back to the title screen. Now type STIG (SPACE) THE (SPACE) RAT (SPACE) 2 and begin play again... to see Stig The Rat (which was apparently used before the Scooby sprites were approved) in Scrappy's place.

CHALLENGE "On each level there's a bonus map hidden away. There's not one on Levels Seven and Nine. Find them all."

ALL-TIME top 100 GAMES

84 (NE) SPOT

Leisure Genius £19.99

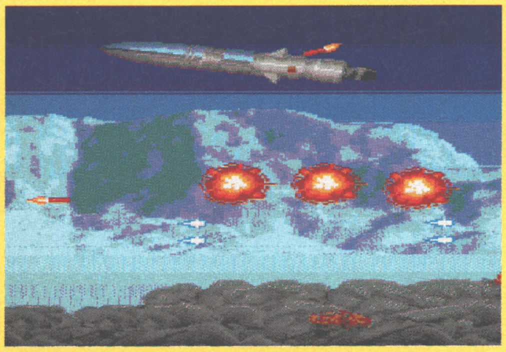


Spot is a boardgame which would be impractical to play on a board and so is best represented on a computer instead. Two, three or four players can take to the seven-square chequerboard with the objective of turning everyone else's pieces the same colour (preferably theirs). If you get bored of the board, a designer is included so you can fiddle about with it, but there's no real reason why you should (get bored, that is). There's plenty of scope for creating tricky strategies here, and the nine levels of computer opponent represent a hardy challenge. Arguably not quite the game that Virgin's similar but unreleased *Infection* promised to be, but *Spot*'s still a pus-t buy. *(You're fired – Ed.)*

Spot squeezed into AP3 with 88 percent.

TIP There's an opening strategy of sorts with the review in AP3.

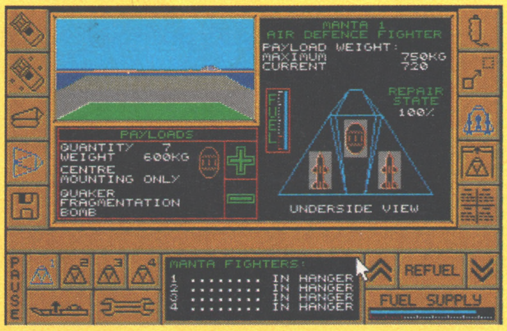
82 PROJECT X
Team 17 £25.99



The game that could've been top of hill, king of the heap and top twenty material – *Projext X* blows it by elements of sloppiness, and a ridiculous difficulty level. It's a testament to what could have been that, despite its faults, it still merits a placing in our APATTOH. Beautiful, and arcade slick, *Projext X* is fantastically playable, but an utlimately flawed experience. For people who eat three shredded wheat for breakfast, and don't mind the slightly iffy power-up system only.

TIP Keep the autofire on, save the stealth power-up for end-of level guardians, and pray.

81 (15) CARRIER COMMAND
Rainbird (Mirror Image) £9.99



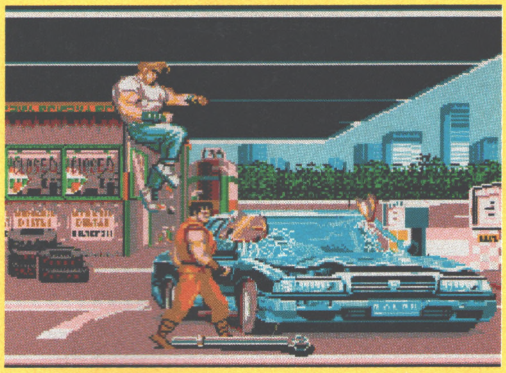
In 1987 *Carrier Command* put seasoned Spectrum programmers Realtime on the 16-bit map – and they're still firmly rooted there today. *Carrier Command*'s part flight simulation, part strategy simulation and part shoot-'em-up but all action (oh dear – but it's true!). It won't come as too great a shock to learn that the player commands an aircraft carrier in a hostile environment far removed from the real world, involved in a long range duel with a rival enemy force. The fun is in the scope of it all – controlling attack planes and amphibious tanks in what amounts to a full-scale war campaign sounds complicated, but can actually be handled by novice and veteran alike – and while the game is not without at least one significant gameplay flaw, *Carrier Command* looks and plays as fresh as it ever did.

NEWS Just what are Realtime up to now? Well, they were working on the agricultural strategy-thriller *Duster* in conjunction with Rowan, but little has been heard of it since Mirrorsoft's demise.

Realtime also wrote the former APATTOH entry *Battle Command* for Ocean, priced at £25.17.

TIP The cheat's in AP1, and there's some help and the cheat again in AP7.

80 (NE) FINAL FIGHT
US Gold £25.99



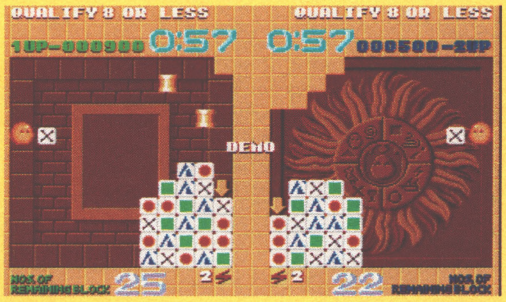
If you lie awake at night wondering what you'd do if a girl called Jessica was kidnapped by a gang of bad boys known as the Mad Gear, here's your chance to find out. Take control of one of three hard men – Cody, Guy or street-fighter-turned-mayor (!) Mike Haggar – on a simple mission to beat the crap out of Mad Gear's henchmen. You can smack 'em in the teeth with a piece of pipe or kick 'em in with your special fighting move – *Final Fight*'s strength is that the player really *does* fight on the screen instead of with the joystick in an attempt to execute the desired move. With its big, bold and brash look and feel, *Final Fight* provides gain without the pain – one of the few Amiga beat-'em-ups to be worth the playing at all.

Final Fight hit AP6 with 82 percent.

NEWS Arcade machine manufacturer CapCom have no plans for a *Final Fight II*. However, in light of the beat-'em-up's popularity, maybe somebody (US Gold seem unlikely, as they've now more or less sworn off coin-op conversions) will get round to converting *Street Fighter II* instead.

TIP A small tip for beating The Boss is in AP9, and there's a cheat in AP11's The Last Resort.

79 (23) PLOTTING
Ocean £25.99



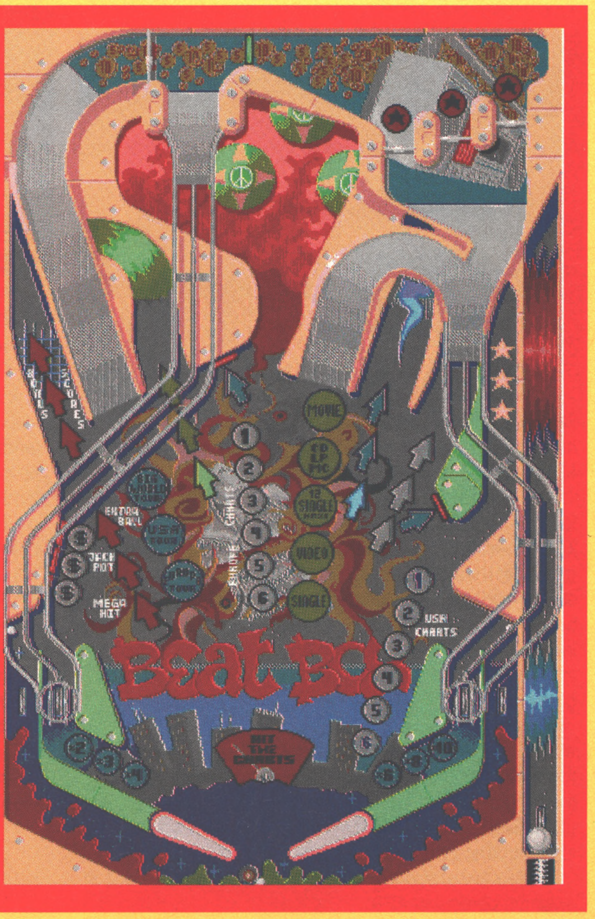
With the puzzlers *Puzznic* (at Number 51) and *Plotting*, Taito cut themselves an unfamiliar niche in the arcade world. Neither title was particularly successful, but that's not to say they were crap – in fact, they're two of the most successful arcade puzzle game thingies available on any machine.

Plotting is the more mind-bending of the two. To increase the game's arcade appeal, a cute orange blob character (sort of like a potato, or a crisp) is introduced. His job is to throw blocks at other blocks – any blocks in the line of fire that are of the same type as the block thrown are removed. The block thrown disappears when it bumps into a different design of block, and one of those is then thrown back to our hero, who then uses that as his weapon instead. *Plotting* features dozens of different block arrangements (some of them with pipes thrown in to confuse matters), a construction kit so you can create your own, and a nifty two-player mode in which blocks removed by one player are given to the other player. The music's rather jolly, too.

NEWS *Plotting* was converted to the Amiga by Ocean France, who were also responsible for conversions of *Pang* (at Number 30) and *Toki* (at Number 58). Neither Ocean nor Taito have plans for a sequel.

TIP *Plotting*'s really one of those games you learn by playing – tips are of limited use – but (hey!) there's a tip in AP1 anyway.

78 (NE) PINBALL DREAMS
21st Century Entertainment £25.99



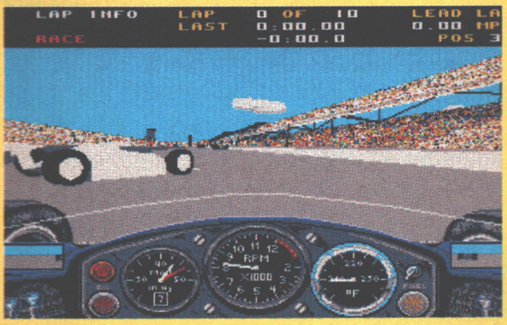
Pinball's had a raw deal on the home computer systems. With the exception of Anco's ageing *Pinball Wizard* (and that's no longer available), not one pixelated pintable has ever managed to hit the spot – until now. The recently released *Pinball Dreams* is an exceptionally smooth implementation, featuring four large pintables to play, each one packed with bumpers and buzzers and bonus bits and so on. The ball movement's as realistic as it possibly could be within the confines of this medium, the sound is meaty, beaty, big and bouncy, and it's all set off with some pukka presentation. In fact, the only downside is that the tables lack multiple balls – something made impossible by the fact that the tables scroll and some would be lost off the edge of the screen – but that's a small price to pay.

Pinball Dreams came true with 87 percent in AP12.

NEWS Check out the complete playable table on one of this month's two coverdisks to see just how good *Pinball Dreams* really is!

77 (9) INDIANAPOLIS 500: THE SIMULATION

Electronic Arts £25.99



Indianapolis 500 hasn't the depth of *Formula One Grand Prix* (at Number Two), and its single track is left-hand bends all the way, baby. Even accepting that, though, it's great fun – its no nonsense approach means that there's no other racing simulation available with the potential for such large-scale destruction. (Erm, sorry, 'high speed racing thrills and spills'.) Track-side 'cameras' provide six impressive different viewpoints of the smashing, bashing and trashing action, and the incredible sound has to be heard at high-volume to be believed. *Indianapolis 500* simply car-n't be missed.

NEWS *Indianapolis 500* is also available alongside *F/A-18 Interceptor* and the submarine simulation *688 Attack Sub* in EA's *Air Land Sea* compilation pack, priced at £34.99.

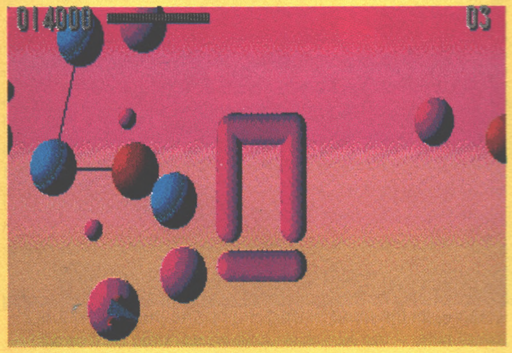
Meanwhile, a sequel of sorts to *Indy 500* is in the pipeline. "Papyrus is working on a Grand Prix simulation which should be released either late this year or earlier next year," EA's Simon Jeffrey reveals. "We're obviously having a close look at the MicroProse jobby before we get down to it though – we love it to death, it's the most played game around in the office. We've an enormous amount of respect for it, but we want to make ours faster and more accurate. The main criticism with *Indy* was that it only has one course and isn't race accurate, but we're trying to fix that with the next one. It will feature the same basic engine and will be faster with lots of *Formula One* type stuff. We're working on an endorsement, too."

TIP A simple tip is in AP1.

CHALLENGE Smash up every other car on the track as quickly as possible.

76 (30) E-MOTION

US Gold DELISTED



E-Motion looks and plays pretty much like a crazy, mixed-up version of *Asteroids* (at Number 32). The idea is simply to knock together like-coloured balls to destroy them. When two balls of different colours meet, however, they produce smaller offspring to cause complications. It gets trickier, for obstructions and realistic forces play a major part in the proceedings. The ship used to push balls together is not easy to control at first, and some balls are connected by strings. *E-Motion*'s distinctive look is complemented by surreal sampled sounds and jingles and a surprisingly high level of playability. It takes some getting used to, but once you've got the hang of it, it's sphere-some stuff alright!

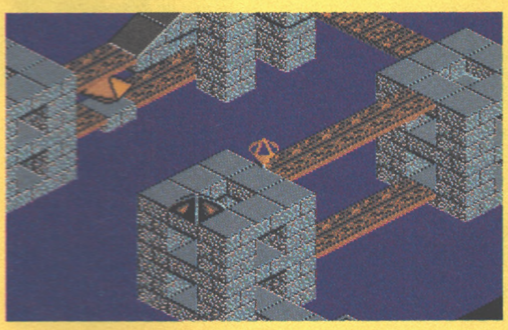
NEWS A sequel to *E-Motion* is not on the cards. Authors the Assembly Line went on to write two former APATT100 entries: the blaster *Vaxine* for US Gold and the puzzler *Pipe Mania* for Empire. They received 88 percent for their arcade adventure *Cybercon III* in AP1 and have since gone on to write Disney's forthcoming flying and filming simulation *Stunt Island* (released very soon through Infogrames).

TIP The secret bonuses are revealed in AP1 and the Hidden Agenda feature in this issue.

CHALLENGE Earn all five secret bonuses.

75 (13) SPINDIZZY WORLDS

Activision £24.99



Don't be 'arry 'n' Billy all yer bleedin' life. Be a GERALD – a Geographical Environmental Reconnaissance And Landmapping Device – and explore the *Spindizzy Worlds*. There are 16 in total, each one a multilayered plane full of traps, elevators, switches, hazardous scenery and naughty inhabitants, through which you guide your gyroscope-style character. This isn't the game for everyone, but serious fans love it – persevere with GERALD's tricky control mode and you may well find you know exactly the reason why.

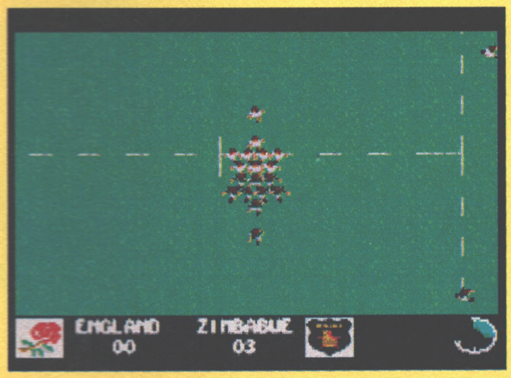
NEWS *Spindizzy* author Paul Shirley, who also wrote a neat blaster called *Quartz* for Firebird (a former APATTOH entry, in fact), has turned his back on the Amiga in favour of the Sega Mega Drive console, so there's unlikely to be any Amiga sequel to *Spindizzy Worlds*.

TIP There's a tipette in AP1. How to access the hidden level editor is revealed in AP8 and this issue's Hidden Agenda feature.

CHALLENGE Write a comprehensive user's guide to the hidden level editor and send it to us!

74 (NE) RUGBY: THE WORLD CUP

Domark £25.99



Weedy people who've always wanted to play the real thing but lack the necessary tackle will find solace in *Rugby: The World Cup*. Well, almost... (Be warned – there is a lot of wrist-wrecking joystick waggling to be performed here, which means it isn't a totally muscle-free zone). Foul-play and penalties are not permitted, but all other worthwhile aspects of the sport (such as line-outs, scrums, rucks and conversions) are present and correct. *Rugby: The World Cup* offers outstanding two-player action and a complete simulation of the World Cup (funnily enough) which supports up to 16 human competitors. It looks like *Kick Off*, and indeed works in much the same way – though the game's actually far more controllable. So scrummy you can almost feel the ghost of Eddie Waring egging you on over your shoulder.

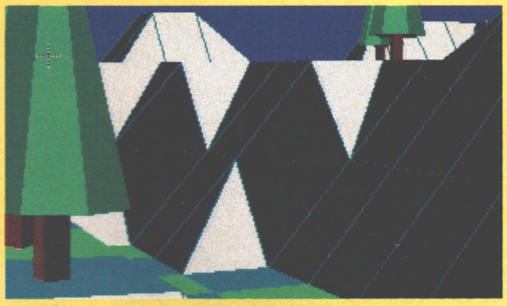
Rugby: The World Cup scored 86 percent in AP8.

NEWS A *Rugby II* is on the cards from original authors Walking Circles.

CHALLENGE Score over 120 to win the World Cup.

73 (20) THE SENTINEL

Firebird DELISTED



Weird. Unique. Unparalleled. Utterly absorbing. *The Sentinel* is unlike any other piece of software. Imagine, if you will, that old school-ground favourite King Of The Castle played on a contoured chequered landscape. The eponymous *Sentinel* sits atop a pedestal at the landscape's highest point. It slowly rotates through 360 degrees on the look-out for life-forms from which it will drain every joule of energy. Unless you can negotiate the landscape and knock the *Sentinel* off its perch first, that is.

There are 10,000 different landscapes to conquer, most of them featuring the *Sentinel*'s cohorts: like-powered Guardians and Meanies, which look like the Martians out of the original movie version of HG Wells' War Of The Worlds. Quick thinking, forethought, fast reactions and an iron will are needed to survive.

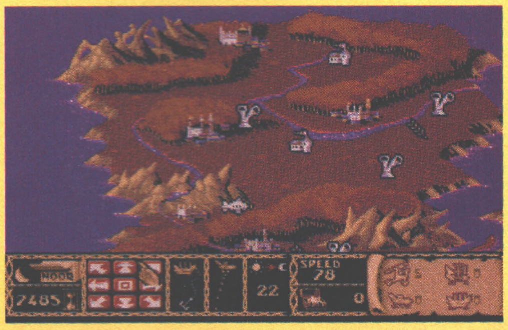
NEWS The original concept that is *The Sentinel* was written by Sir Geoffrey Crammond, author of *Formula One Grand Prix* (at Number Two) and *Stunt Car Racer* (at Number 31). Apparently, the idea for *The Sentinel* developed from a contoured chequerboard landscape test that Sir Geoff put together. Unfortunately, the great man won't be producing a sequel or any further landscapes or even an editor.

TIP Don't panic!

CHALLENGE Force a Meanie to appear on the Sentinel's plinth.

72 (NE) STORM MASTER

Silmarils (Daze Marketing) £29.99



Gorgeous looking, *Storm Master* not only raises the stock of French games generally and Silmarils ones in particular a few notches, it also provides a welcome challenge for fans of ancient computer game *Kingdoms* who've been rather stuck up 'til now. Use your skill and judgement to build up a nation and crush everyone else, with the ultimate objective being to rule the world of Urgaa.

As leader of the pack, it's your job to control the production of food, utilise the power of the wind for transport and the manufacture of equipment, create magic spells, make money, win minor rucks and full-scale wars, laugh at the smattering of French freakishness and swoon to the arcade action thrown in for good measure. *Storm Master* is easily accessible, and there are six slices of fantasy history and five levels of difficulty to work your way through. It looks and sounds rather nice, too.

Storm Master struck with 86 percent in AP11.

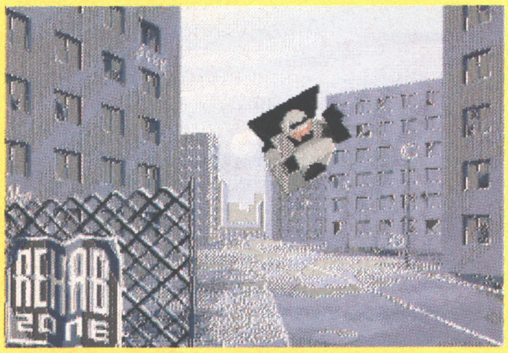
NEWS There's no sequel planned at the moment, "but that doesn't mean that there won't be one," says Daze Marketing's Richard Henerley. "There's another one in a similar vein on the drawing board for release in November which could evolve into a direct sequel." In the meantime, Silmarils has *Ishar: Legend Of The Fortress*, an RPG, for release in May.

TIP Don't tax the cities. Don't plant too many crops – refertilise them every second month, and take full advantage of the stock exchange.

CHALLENGE Play and win 'Scenario O' without building any windmills.

71 (NE) ROBOCOP 3

Ocean £25.99



Given the sheer mediocrity of *RoboCop* first two outings on the Amiga, we were expecting to tuck in to a third fish 'n' chip supper. Imagine our surprise when we found a three-disk visual, aural and neural feast on our table instead. Loosely based on the forthcoming film, *RoboCop 3* is split into five 'acts' which provide a training ground for interacting with an adaptation of the script. There's fighting (with a robot ninja), driving (chasing stolen vehicles and shooting it out with van-loads of terrorists), flying (the jetpack-bearing 'Cop avoids skyscrapers and getting shot down) and two bouts of blasting (patrolling on foot around dark streets and shooting bad guys but not innocent citizens) – all represented by an exemplary use of a three-dimensional display more commonly associated with flight simulations. With marvellous, moody music riding shotgun, *RoboCop 3* cleverly captures the feel of the kevlar-coated cop's career.

This is one of the most well-thought-out, together action games it's been our pleasure to play – and certainly a high water mark for film licences. Stay out of trouble – play *RoboCop 3*.

With our co-operation, *RoboCop 3* scored 85 percent in AP10.

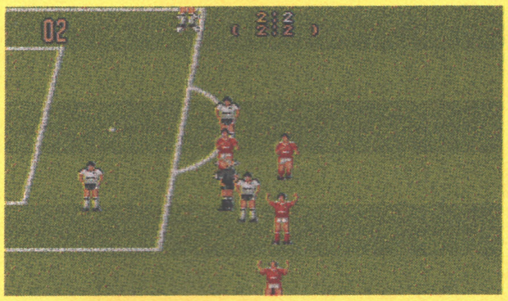
NEWS *RoboCop 3* authors Digital Image Design also wrote *F-29 Retaliator* (at Number 68). The DIDdy men are now busy putting the finishing touches to their space-battle epic, *Epic*. After that, the team will be tackling more 3D projects in the same innovative vein as *RoboCop 3*, and "there'll probably another flight simulation too," says DID's Phil Alsop.

TIP "Check out some of the rooms in some of the buildings – there are some interesting ones to find," says DID's Martin Kenwright. "There's also a sort of cheat mode when you're flying. Hold down the right-hand SHIFT key and type MY (SPACE) FRIEND (SPACE) BILLY."

CHALLENGE Find the hidden rooms in RoboCop 3.

70 (NE) MANCHESTER UNITED EUROPE

Krisalis £25.99



It doesn't matter whether you love or loathe *Manchester United* (or even footy itself!), for here's an opportunity which shouldn't be missed. Find out if you have the footballing skill to succeed where so many players have failed by taking the eponymous team through to win the European Cup Final. *Manchester United Europe*'s intuitive control of the players will make you realise just how much fun footy can be – it's not got the speed of a *Kick Off* or *Kick Off 2*, but equally, it's not got the potentially infuriating uncontrollability either. One of the very best footie games to date.

Manchester United Europe soccer-ed it to us for 81 percent in AP4.

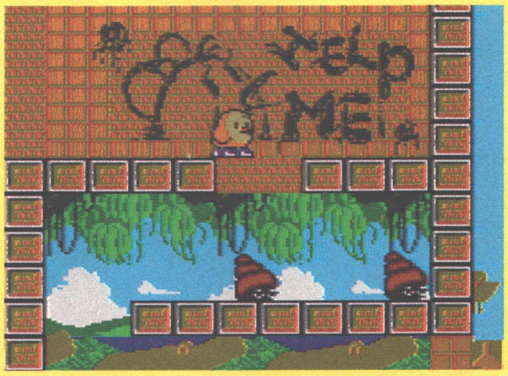
NEWS *Manchester United Europe* is soon to appear in compilation form. Author Peter Harrap has since written *John Barnes Of England*, which is currently being playtested for Krisalis. It centres around the European Championships with Barnes as an England player. "There's weather, such as thunderstorms and rain, and full player positioning for set pieces in the new one," says Teque's Dean Lester. "The players' heads turn, and it runs twice as fast as *Man United Europe*." *John Barnes* is released in May for £25.99.

"There won't be another *Man United*," Dean continues, "but we have got plenty more footy games in the offing. There's *Graham Taylor's England Management*, which isn't the real title. It's a full English league management game even though he's just the England manager, and Graham gives tips and advice. Hopefully it'll become the definitive football management simulation."

TIP "When the ball's near – say, you're ready to receive a cross – don't follow the ball. Instead follow its shadow on the ground for the real position of the ball."

69 (19) THE NEW ZEALAND STORY

Ocean (The Hit Squad) £7.99



A wicked walrus has kidnapped all your kiwi mates and whisked them away to his hideout, inconveniently located at the other end of New Zealand. Armed with a bow and arrow, our lone kiwi hero runs and jumps through dozens of platform-filled scrolling levels (and occasionally swims under water) on a mission to rescue his chums. The adversaries are odder than the inhabitants of Oddville, Oddland, on the planet Odd, and some of them are mounted on floating craft (but not for long if you knock them off to take advantage of their transport). Though the display area is fairly small and the graphics maybe not as neat as in some similar games we've seen since, this is still awash with pretty scenery and jolly tunes. A genuinely lovable game, *The New Zealand Story* is as sickly sweet as *Rodland* (at Number 24) and almost as (maybe just as) playable.

NEWS *The New Zealand Story* (and *Platoon* for the record) was converted to the Amiga by Choice, a programming set-up who are sadly no more. Colin Gordon, former Choice big cheese, is now putting his invaluable knowledge to good and full use as Ocean's Software Manager.

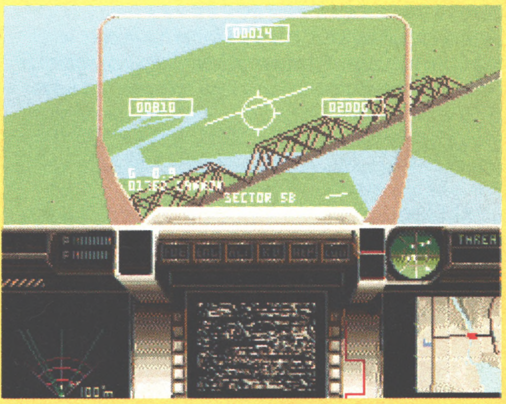
Arcade machine manufacturer Taito never released an official sequel to *TNZS*, but the *Liquid Kids* coin-op, which is being converted by Ocean France as you read this, was written by the same author (and by way of a tribute, he put a secret room in *Liquid Kids* in the shape of a Kiwi).

TIP The cheat is found in AP1, and there's some advice in the Hidden Agenda feature in this issue of AMIGA POWER. There's also a little tipette for the arcade original... Repeatedly press the Jump and Shoot buttons to force a handy Hippo icon to appear (it also appears in *Liquid Kids*).

CHALLENGE There's a warp on every level except for very last two, each one activated by firing arrows at certain areas of the screen. Find them all and send us the maps to prove it! (Incidentally, the warp on 5-2 takes you backwards!)

68 (36) F-29 RETALIATOR

Ocean £25.99



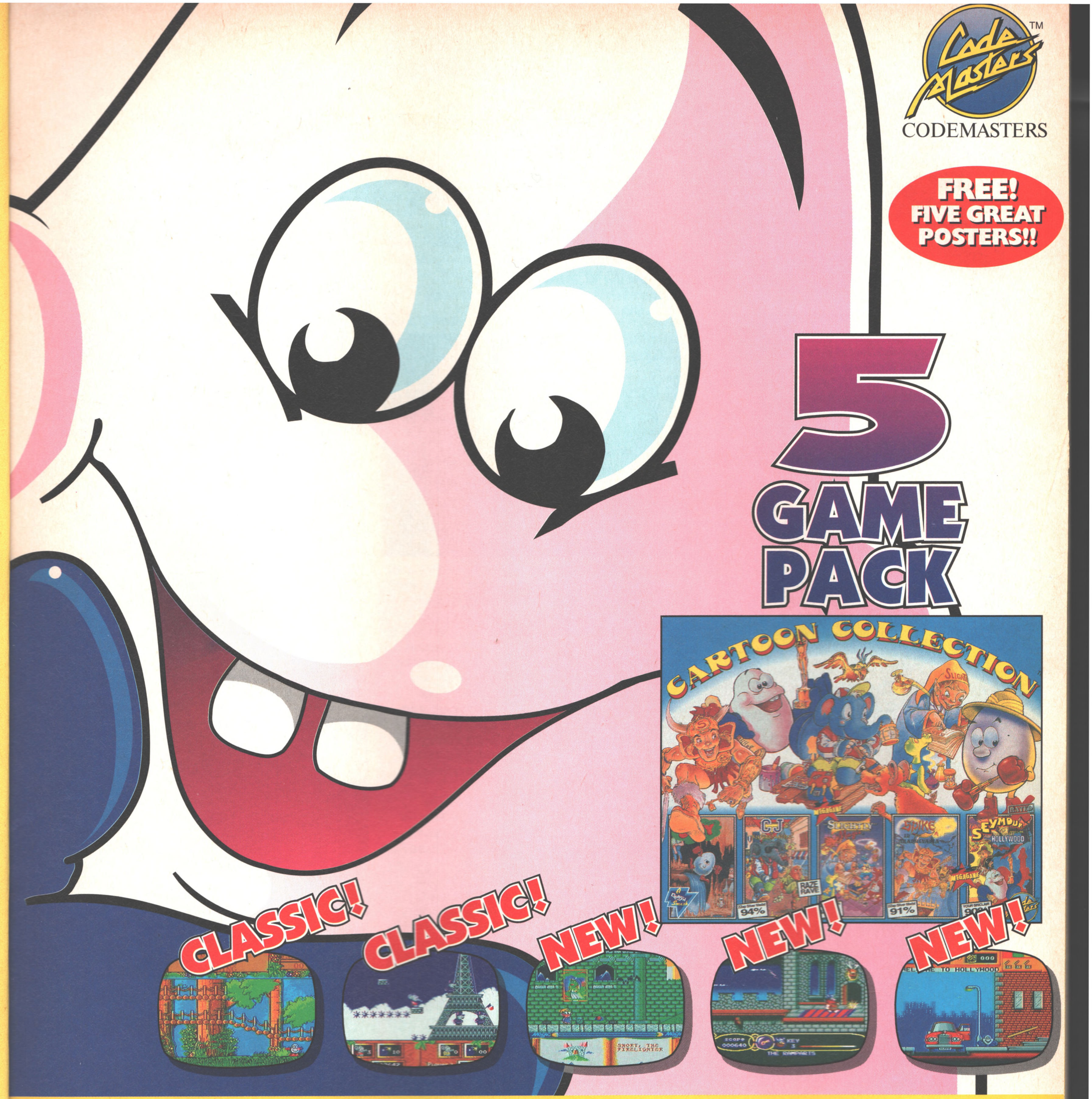
Like *F/A-18 Interceptor* (at Number 64), *F-29 Retaliator* caters more for the arcade action aficionado than many flight sims. (Get the impression we don't like the more serious, manual-reading, 300-control flight sims and you're right. These are *games* we're talking here, not simulations, and a game should first and foremost be fun – you won't find any Airbus simulations in our 100, that's for sure.)

The thing about *F-29* is that it's fast – flying the futuristic fighter is a pizza piece, making the glorified blasting all the more thrilling. If you can put up with a few small bugs – the copies on sale now should be free of them anyway – *F-29 Retaliator* will reward you with high quality flying'n'fighting in a big way. Others may praise the more realistic flight model of a game like *MiG-29*, say – here at AP though, it's easily accessible action that gets us every time.

NEWS *F-29 Retaliator* authors DID (Digital Image Design) also wrote the stunning *RoboCop 3* (at Number 71).

TIP A tip is found in AP1, and there are some cheat modes in AP8.

CHALLENGE There's a particularly tricky one to be found in the first issue of AMIGA POWER.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"Seymour looks good and plays very well"

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"These are the best cartoon action games I've played for ages! Fun, adventure, action and playability all for £24.99! *Seymour*'s so funny, *Slightly*'s got so much in it, *Spike* is packed with puzzles, *CJ's Elephant Antics* is non-stop action fun and *Treasure Island Dizzy* is a great arcade adventure! 100% fun - to the max!" **David Darling**

AMIGA
ATARI ST
£24.99

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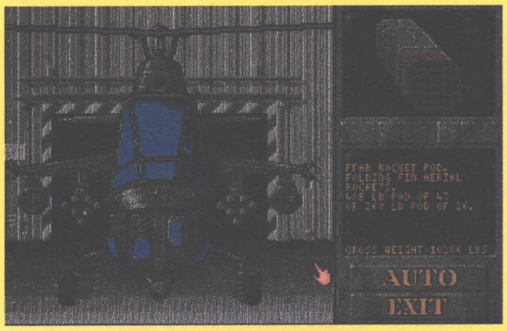
67 (NE) THUNDERHAWK

Core Design £30.99



Core expressed how sick they all were with boring flight simulations and then went on to put their product where their collective mouth was with *Thunderhawk*. (Did you spot the hopeless helicopter pun there, by the way?). A bit like an Amiga version of PC classic *LHX*, *Thunderhawk* features a not-particularly-detailed three-dimensional display, but – blimey! – it's smooth and fast and breath-takingly bonzer in every other respect. *Thunderhawk*'s 60 missions take the player all over the world with the intent of liberating countries, destroying drug barons, and generally blowing up other choppers and enemy fighters – and it's great fun, more sophisticated shoot-'em-up than flight sim at all. And how did we arrive at this opinion? It was heli-mentary, our dear Watson!

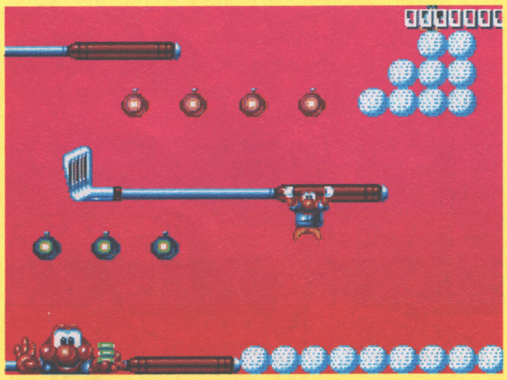
Thunderhawk flew in to AP5 with 86 percent.

NEWS A *Thunderhawk* sequel is a likelihood, but before that ever happens its author, Mac Avery, has to complete Core's Jaguar licence *XJ220* – a sprite-based, second-person perspective (that's to say, you can see the car) racer for release in May.

TIP Help is found in AP7.

66 (NE) ROBOCOD

Millennium £25.99



If you ever haddock-raving for salmon-tertaining and rock-hard platform action but cod-n't fin-d anything to fit the brill, *RoboCod* whale mackerel change and sprat's a fact. This o-fish-ial sea-quel to James Pond is an a-fish-ionado's bream come true! With its whelk-ool look and rudd-y fin-tastic sound, *RoboCod* comes across as a gill-t-edged con-sole p-rod-uct. Its swi-shark-ade action represents a trout-standing o-perch-tuna-ty for krill-ing time, so get your skates on and scampi on down to your local software aquarium to plaice an order for *RoboCod* today. *(We're really sorry about this – Ed.)*

RoboCod clam-ed 87 perch-cent in AP7.

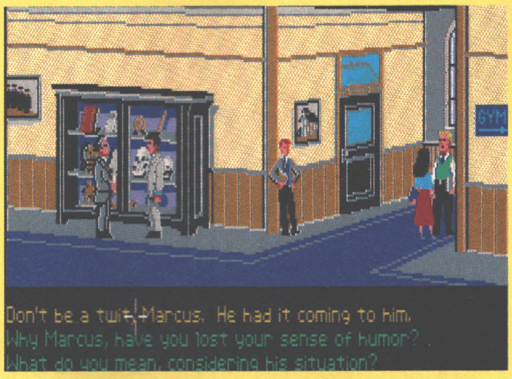
NEWS *James Pond* is currently available from GBH and is priced at £7.99. A third chapter in this fishy tale is currently in production. What looked like it would be *Death Fish* has now tentatively become *Splash Gordon*, for release at the end of this year. Author Chris Sorrell is also putting together a *James Pond Summer Olympics* – Bass-alona! – starring everyone's favourite fish as an all-round sporting hero and featuring such delightful events as a froggy long jump. That's for release this summer (when else, eh?)

TIP A hidden level is revealed in AP11 and the Hidden Agenda feature in this issue, which also includes some general advice, cheat mode et al.

CHALLENGE Find the shortest route through to *RoboCod*'s end.

65 (28) INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE

Lucasfilm Games (US Gold) £24.99



Don't be a twit, Marcus. He had it coming to him.
Why Marcus, have you lost your sense of humor?
What do you mean, considering his situation?

A couple of years ago the man with the hat (and the whip) brought his dad from the silver screen to the Amiga and little was lost along the way. This adaptation closely follows the film's plot but without a high degree of apparent linearity – forcing you along a fixed plot line is where most graphic adventures fall down. The puzzles are pleasantly taxing, and the humour's not side-splitting but it's guaranteed to tickle your ribs from time to time. *Indiana Jones' Last Crusade* is not without its rough edges – Lucasfilm have come a few steps on with more recent games like *Monkey Island*, and the new *Indy And The Fate Of Atlantis* game looks like being a doozy – but the prevalent film-like atmosphere makes for a cracking adventure in the tradition of the best of those Saturday morning serials. Great fun.

NEWS *Indiana Jones And The Last Crusade: The Graphic Adventure* is available on US Gold's *Quest For Adventure* compilation. It's alongside Access' *Mean Streets* and Delphine's *Operation Stealth* (see *Cruise For A Corpse* at Number 54) for £34.99.

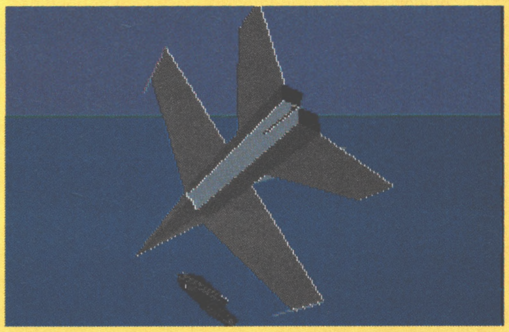
Meanwhile, a radically enhanced Compact Disc version of *Indiana Jones' Last Crusade* is on its way. Harrison Ford's Indiana Jones won't be donning his hat for a fourth film venture (boo), but, as mentioned, there is another adventure on the way (hooray). *Indiana Jones And The Fate Of Atlantis* is based on a successful comic book of the same title and should be available for the Amiga this summer.

In September, *Indy: The Chronicles* is broadcast on national television. It follows Indy's adventures with his father from the age of nine to 16 in a series of globe-trotting adventures. Lucasfilm Games are presently working on bringing the young 'un to the Amiga too.

TIP There's a tidy tip in AP1. In the castle there are a few guards who may cause you grief. USE the servant's uniform and OFFER the painting you took from your dad's house to the first guard you meet (closely watch the sequence shown shortly after this). You need a Nazi uniform and a commander's attitude to deal with the guard you might bump into on your way to the third level. The first guard encountered on Level Three should be criticised for his dress (oo-er). A cluebook priced at £4.99 is available from US Gold. Alternatively, drop us a line at The Last Resort.

64 (62) F/A-18 INTERCEPTOR

Electronic Arts (Star Performers) £10.99

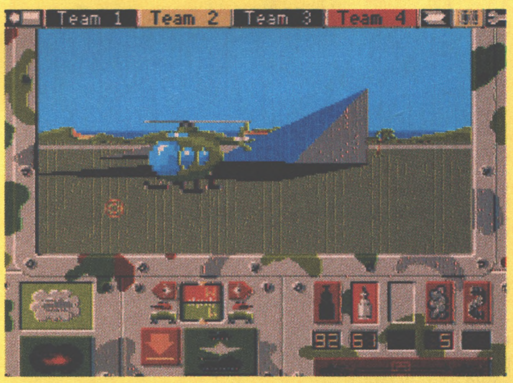


Take a flight of fancy in the *F/A-18 Hornet* or the *F-16 Falcon* and experience one of the most playable flight 'n' fight simulations around. Having proved your worth by landing on an aircraft carrier you can embark on a mixture of missions concerning rescue, reconnaissance and rucking over the adequately-detailed bay of San Francisco. You won't get bogies all over you – the enemy fighters never stray too close – but you *will* get hooked (especially when you try to land on the aircraft carrier, ho ho). Though it's showing it's age now, *Interceptor* is still one of the most enjoyable flight sims, and one of the cheapest too – if you're thinking of giving flying games a shot, this is a good place to start.

NEWS *F/A-18 Interceptor* was the handiwork of Bob Dinnerman, who went on to write *Jetfighter* and its sequel *Jetfighter II* for the IBM PC and compatibles. US Gold is currently converting *Jetfighter II* to the Amiga for release later this year.

63 (NE)]PACIFIC ISLANDS

Empire £25.99



Tank-based strategy might not at first glance seem like the most promising subject for a computer game – particularly when they use fairly ugly sprite scaling routines (blocky graphics here we come) – but *Pacific Islands* triumphs spectacularly, managing to be both instantly playable as a sort of multi-tank *Battlezone* blast and long-term engrossing as a deep'n'complex strategy thing. Controlling 16 individual tanks at the same time may be a little daunting at first, but your innate cat-and-mouse instincts should soon come to the fore, and it isn't long before infra-red, smoke screens and multi-pronged assaults soon consume every thought. A game for the brain as well as the reactions.

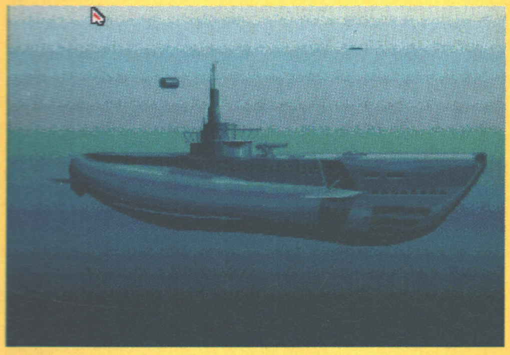
NEWS *Pacific Islands* is the sequel to Empire's earlier *Team Yankee*, one of the company's biggest successes to date. More more details, check out the full *Pacific Islands* review in this issue of AMIGA POWER.

Indeed, Empire seem to be specialising in tank games at the moment – check out the playable coverdisk demo of their Second World War game *Campaign* this issue, for instance.

TIP Keep your tanks in forested areas until you've got the hang of the icons. Remember to keep switching

between battalions, always checking for signs of the enemy, of course.
CHALLENGE Try to win using just four tanks, letting the others get blown up. Also try to win without the aid of mines or artillery drops.

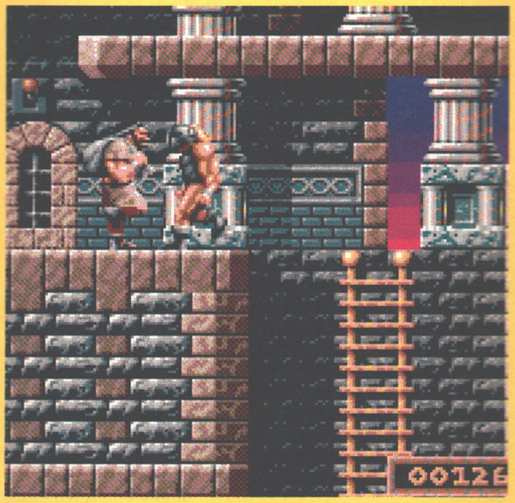
62 (NE) SILENT SERVICE II
MicroProse £34.99



Sink to an all-time low as you voyage to the bottom of the sea (and everywhere else in it, for that matter) in your very own World War II submarine. Take on the might of the Japanese menace in the Pacific ocean in a scenario that begins at Pearl Harbour and culminates in the fall of their empire in 1945. Whether you indulge in individual battles with depth-charge-laden warships or embark on a full-scale war career, there's a fair bit of knob-twiddling to keep hard-core simulation buffs happy while the rest of us savour the tense, nervous headache-inducing sink or swim action. Even if you think you don't like heavy duty simulations, it's worth taking a look at this one – it might change your mind...

Silent Service II took a dive with 86 percent in AP6.
CHALLENGE Try to sink the Amamoto with realistic torpedoes and using an old-type submarine.

61 (NE) GODS
Renegade £25.99



Gods is unmistakably a product of the Bitmap Brothers' inimitable imagination. Despite a brief tug of their collective forelock in the direction of Greek mythology, the Bros' blend of platforms-'n'-ladders and puzzle-solving looks, sounds and plays very much 'in their style'. At the time of *Gods*' release much was made of the adversaries' artificial intelligence – the player's progress is constantly monitored, apparently, and the playability is then adjusted according to ability. Forget that (you won't notice it during gameplay) and don't dwell on the fact that at times the pace slows to a crawl (which is why it's nicknamed 'Plods' in certain circles, but not ours, of course), for *Gods* is as tight and entertaining as this sort of thing gets. Glorious presentation and a real atmosphere of quality too.

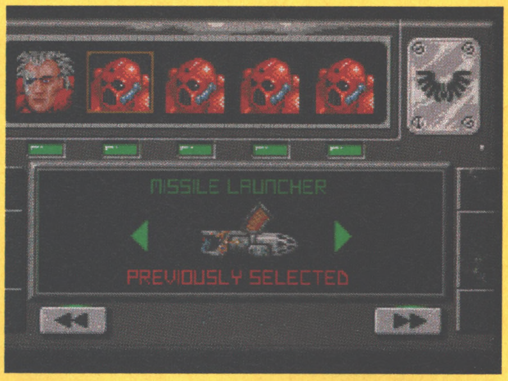
Gods leapt into AP1 with 87 percent.
NEWS "There's no sequel planned. We put everything into it, so there's nothing we could do... at this point," says BMB1 Eric Matthews. "We're refining it now with each new version, but we wouldn't want to do more of the same."

Bros also wrote *Speedball 2* (at Number Three) amongst other famous games. They are now busy cranking up their *Chaos Engine* for release in May.
TIP Complete maps and tips are spread across AP4, AP5 and AP6. There are some codes in AP12. "There are countless short-cuts and hidden things to find," adds BMB1 Eric Matthews. "Someone's found what is basically a bug but which is beneficial. It's difficult to do, but on Level Two, World One, if you die when you push forward to go through the final door to World Two you get bonus after bonus and you can rack up the lives."
CHALLENGE "Try finishing it in less than one hour and 20 minutes, that'd be pretty good. Getting to the end with more than 20 lives is good going. Someone has actually managed to wrap the game about 20 times."

60 SPACE CRUSADE
Gremlin £25.99

Although superficially a spacebound version of the *Hero Quest* board game conversion, *Space Crusade* (based on another MB Games board game hit, incidently) is actually a space-suited strategy romp through the claustrophobic corridors of an alien-overrun space station. The whole thing comes across as part war game, part role playing game, part shoot-'em-up, and all good fun.

Controlling a team of death-wielding troops, the top-down strategy map used for most of the game gives way to 3D isometric sequences where the results of gun blasts and conflict can be viewed. A wide range of weapons, tactics and so on add to the appeal. Fans of the movie Aliens will really be in their element, though there's more thinking involved than that suggests too. astoundingly good fun, and accessible to pleople who've never played an RPG in their lives too. In fact, our only gripe is that you don't get a chance to play the aliens. Perhaps we'll get that in the sequel (or one of the data disks), eh?



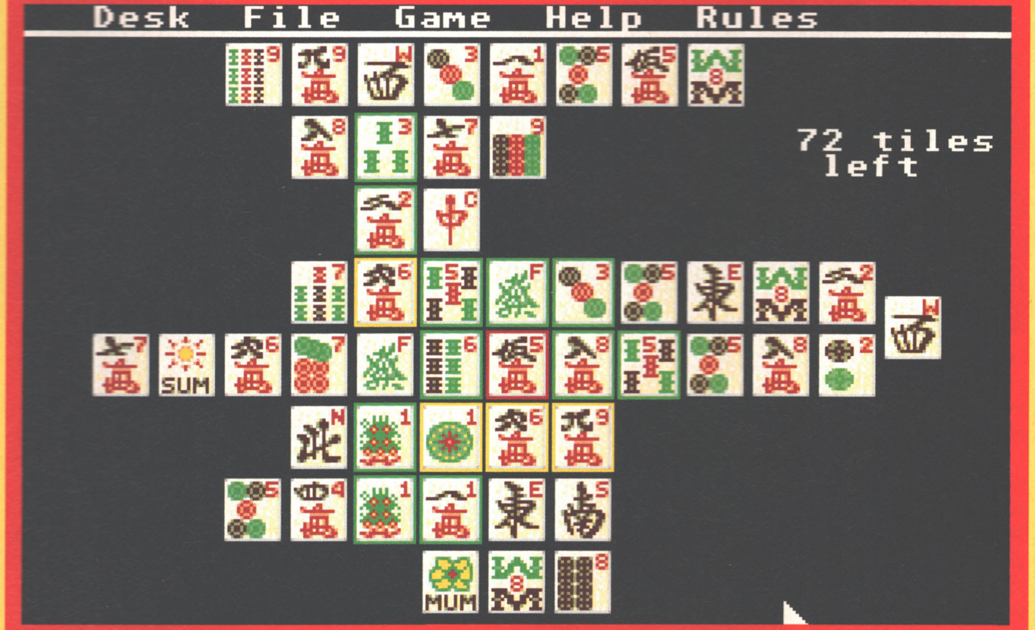
Space Crusade was so good it liberated a score of 85 percent back in AP12.
TIP Use troops with plasma guns to defend corridors. Don't give an order without thinking through the inevitable consequences of it.
CHALLENGE Try to play the soul-sucker scenario, and wipe all the nasties out using just one team.

59 (44) SHANGHAI
Activision DELISTED

It's a pity this puzzler's so difficult to buy in the shops, but if you do see it, snap it up. Why? Well, it's a delightfully simple and playable variation of that ancient Chinese pastime of Mah Jong. The player removes pairs of tiles from a pile in an attempt to reduce it to nothing. And so it goes on, with screen after screen of tiles to tackle, until there are no more or your head explodes. That's why.
NEWS If the idea of *Shanghai* appeals, but you can't find the original, check out StarByte's very similar *Sarakon*, released on the Virgin label for £19.99.

That's not quite the end of the story though. There *was* a *Shanghai II* developed to an almost-finished state by Activision, though never released. (We're not sure why, either.)

Shanghai's developers went on to create another puzzler called *Ishido* for Accolade. Their latest is *Heaven And Earth*, a cardgame based on the ancient Japanese pastime of Hanafunda, which is due for release in June on the Disney label through Infogrames.
TIP See AP1 for a handy piece of advice.



Shanghai – impossible to get hold of, but incredibly addictive tile-pairing 'action'. Try the PD versions or Virgin's *Sarakon* instead.

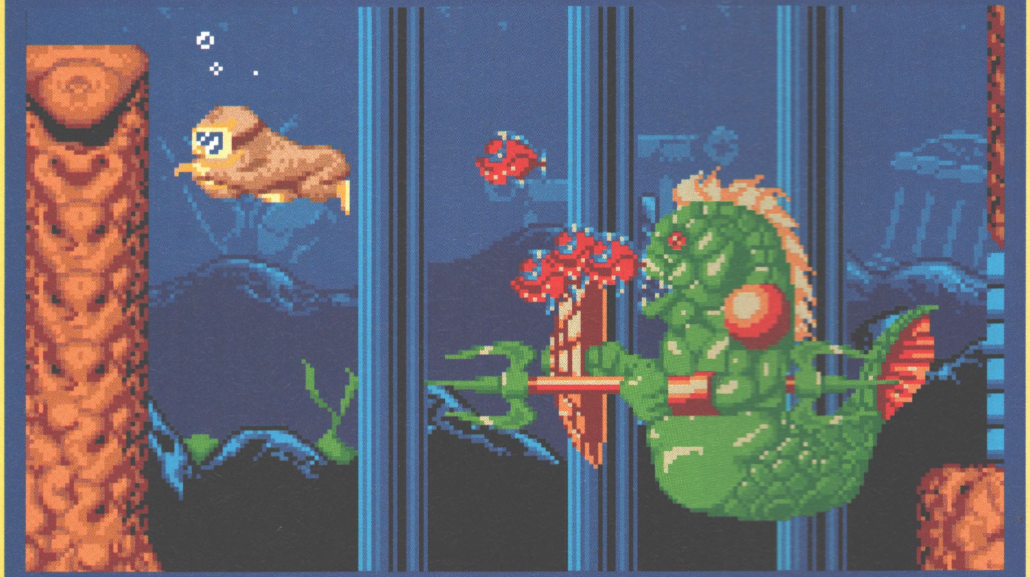
58 (NE) TOKI
Ocean £24.99

Don't be a chump – be a chimp instead in this crisp conversion of the cult arcade fave. So you may not have seen the coin-op about much (there aren't many in the country) but that's no reason to ignore this conversion – it really is the biz. Transformed into a hunky, chunky, spunky monkey by the evil wizard who's stolen his bird, caveman Toki has no choice but to embark on a mission to rescue her and retrieve his manhood in the process. In the best possible tradition, standing between the spitting Toki and his girlie are six scrolling levels, none of them overly lengthy, but all of them featuring beautiful scenery with dozens of colourful characters to kill (or avoid) and daft special features to collect and use (such as a weight to propel Toki from a seesaw and coins for a new life). The run 'n' jump entertainment's short-lived but sweeter than saccharin, and arcade perfect to boot.

Toki scored 87 percent in AP3.

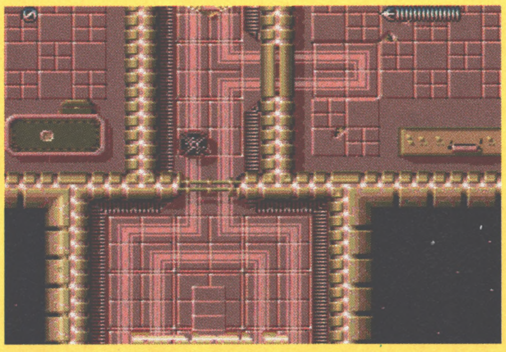
NEWS *Toki* was converted by Ocean France – the same team behind *Pang* and *Plotting* (at Numbers 30 and 79 respectively). There wasn't a sequel in the arcades, and Ocean isn't going to rectify that with its own tribute.

TIP The cheat mode can be found in AP5. Bounce off the creatures for extra high jumps.



Toki – obscure(ish) coin-op, not a particularly big hit, but still one of the finest arcade conversions ever seen.

57 (22) PARADROID 90
Hewson (Graftgold) DELISTED



Grip that stick hard, boy, and prepare to board six dirty great space freighters (the decks of which are packed with deranged 'droids to destroy) in the cleverest blaster available for the Amiga.

There are two Very Important Reasons why *Paradroid 90* is so hot to trot. The first is the thing the player uses to kill the rogue robots. It's called an Influence Device and it's capable of taking over other different 'droids and utilising their distinctive capabilities until the host cannae take it no more, Captain (just like Beelzebub itself did with Linda Blaire in the Exorcist). The other Great Thing about *Paradroid 90* is that despite having a Very Good View of the deck, the player can only see 'droids in the Influence Device's 'line of sight' that aren't obscured by doors or walls. It's an immensely effective system that makes for some incredibly tense moments. In fact it's so damn effective that it should be poached and employed elsewhere – we're amazed that it hasn't really.

NEWS "We're looking to re-release *Paradroid* at some point," author Andrew Braybrook reveals. "It'll be faster and have seven ships. I don't know what I'm doing next. It's a matter of talking to publishers and finding out what they want. They may not even want Amiga stuff any more. I'd like to do a top-down scrolling helicopter game, and I am thinking about doing a version of *Uridium*. I'm often asked if I'll do *Gribbly's Day Out*. There's a *Gribbly's* element in my next game, *Fire And Ice*, including a remix of the music." *Fire And Ice* will be published by Renegade in May at a price of £25.99.

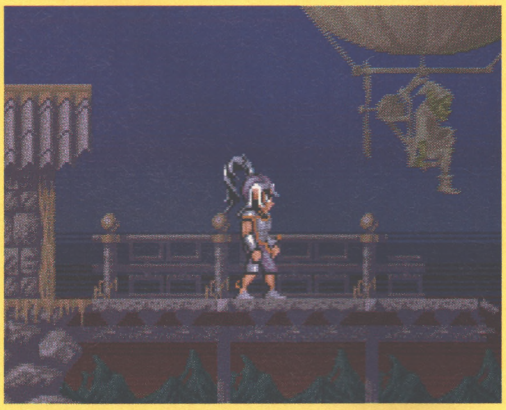
Graftgold were also responsible for *Rainbow Islands* (at Number One), and *Super Off-Road* (at Number 52).

TIP There's a tip in AP1, and how to access the hidden Pirate Ship is revealed in the Hidden Agenda feature later in this issue of AMIGA POWER.

You may not be able to see the enemy 'droids but you should be able to hear them... listen out for shots and doors opening. The general 'direction' of the stereo sound will give some indication of where the 'droid is.

CHALLENGE "Complete the sixth hidden Pirate Ship. I can't remember if it matters whether the Transfer Game is on or off or not...," says Andrew.

56 (NE) LEANDER
Psygnosis £25.99



There's nothing about *Leander* that hasn't been seen somewhere else, but never before have so many far-out features been stuck together so tightly – like a lump of coal shined so hard it sparkles like a diamond. The eponymous hero has four large layers to complete, each one requiring the usual ritual of jumping from platform to platform, hacking or chucking things at adversaries, and collecting coins from chests to spend in the local equipment shop. However, this blend of dozens of the finest beans (rattle rattle) is richer and more flavoursome than most of the like-minded titles from which it drew inspiration.

Leander proved a roaring success with 83 percent back in AP10.

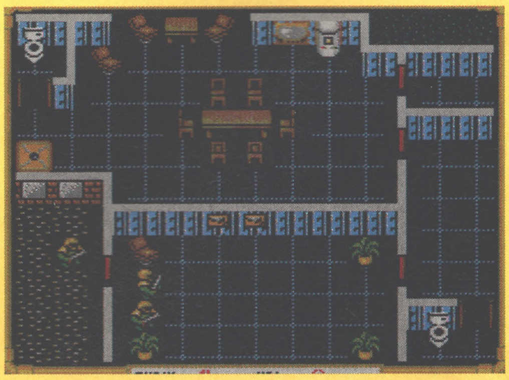
NEWS A playable level of *Leander* can be found on AP7's cover disk.

There is a possibility of a *Leander II*, but at the time of writing it hasn't even reached the drawing board. *Leander* authors Andy Ingram and Jon Burton are instead working on *Puggsy* for release from Psygnosis around Christmas. Puggsy, the short, fat and hairy star of Public Domain demodom, is now gold instead of red ("to help those with black and white TVs," according to Psygnosis' Nick Wild). "We're going for character and interaction. He'll be able to interact logically within his environment, so that balloons and rocks and apples and balls and so on will all work properly and the puzzles will be such that people won't need to be told what to do because the situations will be obvious enough."

TIP The cheat mode and some tips can be found in AP12. The level codes are ZXSP (Level Two) and LVFT (Level Three). The level code ESPT turns off the cheat mode.

CHALLENGE Find Thanatos' prisoners in the game's final world!

55 (25) LASER SQUAD
Blade £19.99



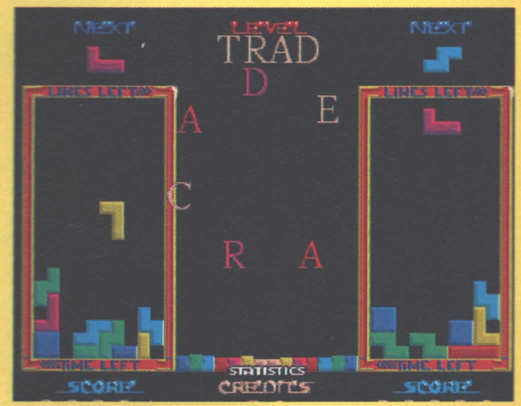
You'd be forgiven for thinking that *Laser Squad* was a crude and simple shoot-'em-up, simply because it looks, well, crap, basically. But should you take the time to even begin to play it, you will find that *Laser Squad* is in fact an atmospheric (there's that word again), fast-paced simulation (of sorts) of a futuristic war-time situation with considerable depth, playability and opportunities to flex your strategy-forming muscle. Old-fashioned looking but still great, it's one you really should give a chance to.

NEWS *Laser Squad* author Julian Gollop produced an inferior sequel of sorts called *Lords Of Chaos* (66 percent in AP2). Sadly no real news on a *Laser Squad II* as yet.

TIP See AP1 for a tip.

53 (NE) SUPER TWINTRIS

Public Domain



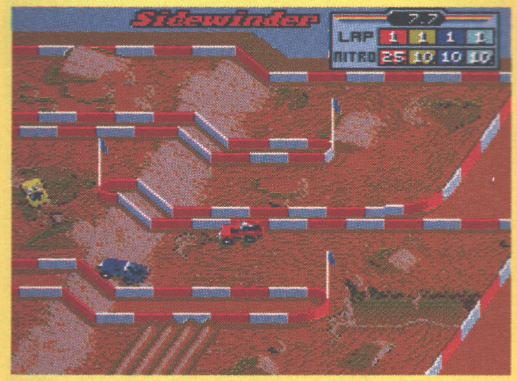
For reasons best known to Mirrorsoft/Spectrum Holobyte (and Infogrames, come to think of it), *Tetris* has had a raw deal on the Amiga. Both companies have taken a stab at recreating the simple but hugely engrossing block-building-and-destroying-ad-infinitum action on the Amiga only to somehow completely screw it up. However, some public domain versions (and there are plenty) do a perfectly good job of the gameplay (and are only slightly inferior graphics wise), this being the best of them. *Super Twintris* is so-called because it's super and two people can play at once, and that's all you need to know.

NEWS *Super Twintris* can be found on AP7's cover disk.

Tetris author Alexei Pazhitnov went on to create a string of follow up puzzlers in similar veins, including *Welltris* (available from Infogrames), *Wiretris*, *Hatris* and *Faces: Tris III* (the latter two converted to the Amiga by Spectrum Holobyte).

52 (35) IVAN 'IRONMAN' STEWART'S SUPER OFF ROAD

Virgin Games (Tronix) £9.99



Graftgold's conversion of Leland's cult arcade fave lacks the steering wheel and pedal controls of the coin-op, but accurately recreates all the frills, thrills and spills of off-road racing as endorsed by world champion racer Ivan 'Ironman' Stewart.

Up to three players can take on the mighty Ironman over eight testing tracks with water hazards, bumps, dips and jumps to negotiate – in both directions and to the sound of some super songs without words. The driving's fast, rough, tough and fun fun fun all the way – and by far the best Amiga incarnation of that old coin-op fave, the *Super Sprint*-style game. *Super Off-Road Racer* is a little cracker, and at budget price as sure a 'must-buy' as you're likely to find.

NEWS Graftgold also wrote *Rainbow Islands* (at Number One), *Realms* (at Number 47) and *Paradroid 90* (at Number 57).

Storm were behind the conversion of *Ironman*'s pseudo-sequel *Indy Heat* (63 percent in AP11), which wasn't awful by any means, but suffered badly in comparison – the lack of bouncy off-road bits particularly. There is in fact a real *Super Off-Road Racer II* coin-op, which is basically more of the same but with a new set of tracks. "We'd like to convert that if Virgin were interested," says Graftgold's Steve Turner. Virgin weren't.

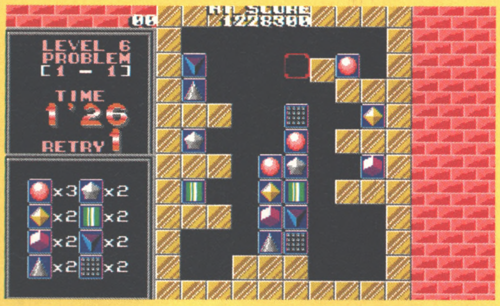
TIP There's a top tip in the very first issue of AMIGA POWER. Programmer Gary J Foreman also has this to say: "In the shop, don't bother buying the Shocks until last, and don't buy lots of any one item at once. I always buy Top Speed then Accelerate and then Tyres.

"Also, most of the computer opponents take the corners wide, so make the most of this and take them as tight as possible. You shouldn't need to waste your Nitros on the early races."

CHALLENGE Beat the following course times... Sidewinder (43.56), Wipeout (51.18), Big Dukes (47.70), Hurricane Gulch (50.94), Huevros Grande (46.20), Fandango (47.70), Blaster (63.78), Cliffhanger (49.02). Ignore the TIP, and play to win as fast as possible.

51 (34) PUZZNIC

Ocean £25.99



Puzznic is a sort of dating agency for sliding blocks of different shapes and colours. It's down to the player to clear dozens of different arrangements of these sad objects by bringing together like-blocks (which then dissolve). Understandable problems arise with the introduction of uneven numbers of blocks, obstructions, moving platforms and traps. Sure, *Puzznic* looks like a bit of a rough old dog visually, but then those are always the games that are most fun to play, are they not? We certainly think so...

NEWS Neither Ocean nor Taito ever released a sequel to *Puzznic*, and probably never will. Software Creations, who did the Amiga *Bubble Bobble*, handled this conversion.

54 (NE) CRUISE FOR A CORPSE

Delphine (US Gold) £27.99

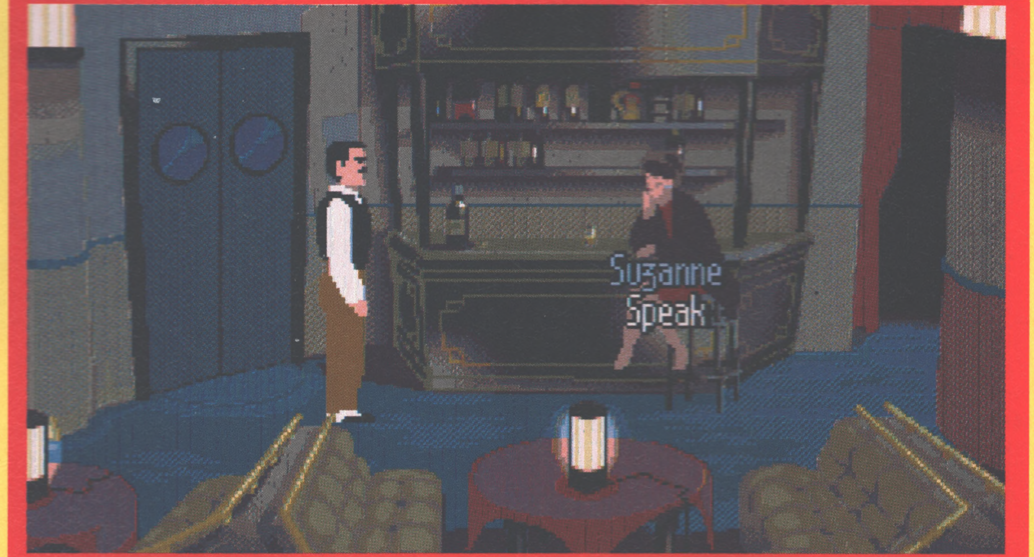
This isn't a driving simulation for Burke and Hare, but a whodunnit murder mystery adventure very much in the mould of Agatha Doodah's Death On The Nile. And it's extremely stylish with it. Never before (or since for that matter) has such a film-like atmosphere been so masterfully generated on the humble home computer (the same company's *Another World* aside, that is). A stunning opening sequence sets the scene in which the player assumes the role of Mr Raoul Dusentier, a Victorian Poirot-type detective out to get his kicks on an ocean liner. As you search the ship for clues and interrogate the many shady suspects you won't be able to close your jaw, slackened as it will be by the imaginatively 'shot' scenery, fluid character animation and bold 'direction' which has people walking 'out' of the screen! The five disks and continuous accessing of them is easily forgiven when pieces of the puzzle begin to fall into place and you can see light at the end of the tunnel. *Cruise For A Corpse* is gripping, drop-dead stuff for budding Poirots everywhere.

Cruise For A Corpse sailed in to AP6 with – yes! – 87 percent.

NEWS Delphine also wrote *Another World* (at Number 22), a sequel to which is now on the drawing board. The team's now bringing the work of top French comicbook artist Moebius to the Amiga using the same system as *Another World*.

Delphine's previous two Cinematique adventures – *Future Wars: Time Traveller* and *Operation Stealth* – are still available from US Gold. And jolly good there are too.

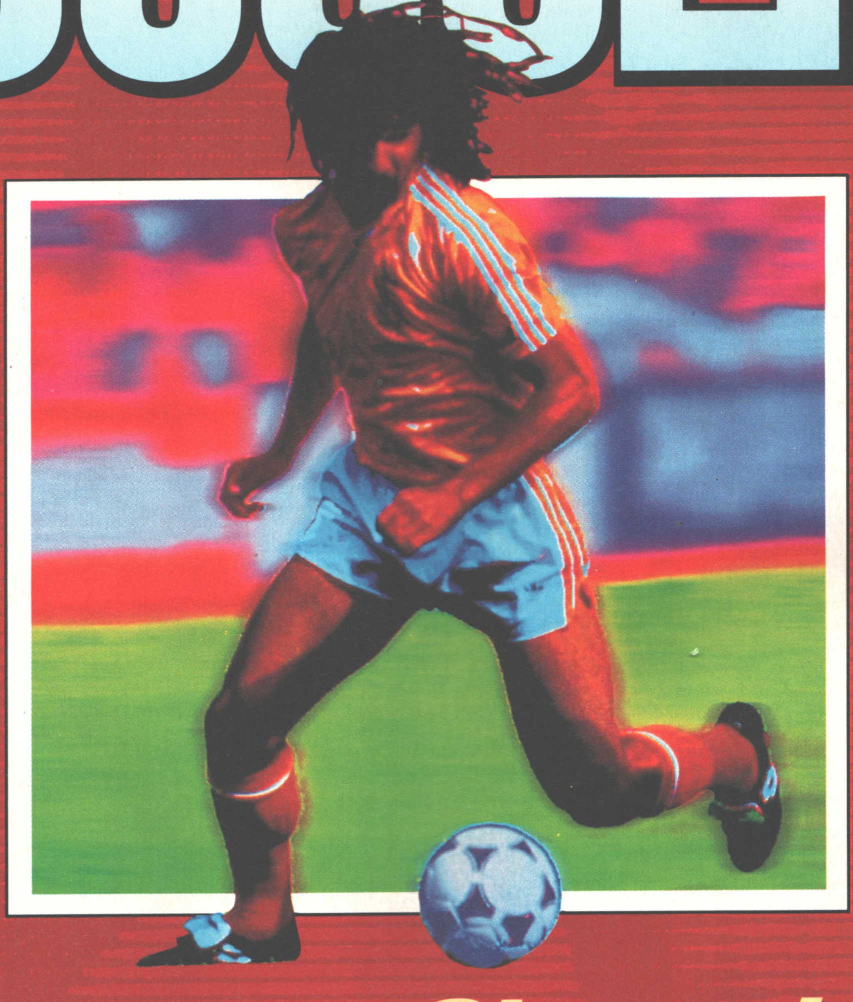
TIP A complete solution is in AP9.



Cruise for A Corpse features gorgeous graphics, some lovely cinema-type effects, a strong murder mystery plot of the sort that makes up Sunday night TV schedules and bags of quality all round, really. Hurrah!

SENSIBLE

SOCCER



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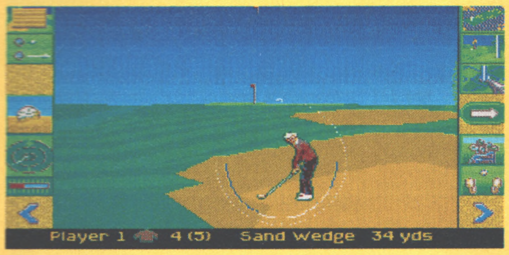
50 (NE) MICROPROSE GOLF

MicroProse £34.99



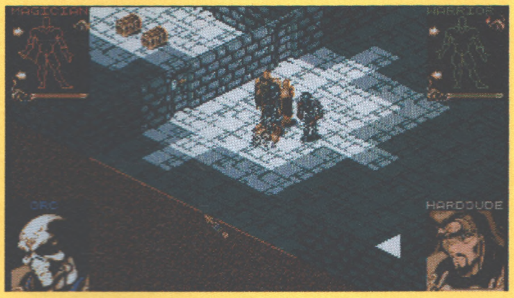
MicroProse's approach to a golf simulation toes that company's traditional line, with arcade-style playability given far less prominence than the concept of 'realism'. But that's not to say it isn't playable though, oh no. *MicroProse Golf*'s uniquely impressive in both look and feel. Its three-dimensional polygon-based landscape, more often seen in flight simulations, is quite remarkable, and the stroke control system is tee-riffic – easy to get to grips with and yet flexible enough to cater for class play. If you take your golfing seriously, look no further than this.

Golf clocked up 84 percent in AP8.

TIP Use the putter at the edge of the green as well as when you're on it.

49 (NE) SHADOWLANDS

Domark £29.99



Newcomers to, and broad-minded experts in, the world of role playing are both catered for with *Shadowlands*, a fantasy adventure which actually shines new light on the subject – literally. Its dark'n'dismal isometric-perspective underground passages are illuminated by the player's interaction with his surroundings – if you create a light or carry a torch you find into a corridor, you'll be able to see the details better. Any light sources behave just like the real thing – if you can forgive the blockiness, that is – helping to create an atmosphere like no other. (Some traps are light activated too, making the use of light not just a mere gimmick, but an essential part of the game.)

More impressive, however, is that there's a deep and meaningful role playing experience to be had here, too, with a large map to explore, plenty of monsters to fight and oodles of spells to be cast along the way – if only the programming was more dazzling, the game would see a placing quite a lot higher in the 100.

Shadowlands lit up AP11 with 87 percent.

NEWS An official sequel to *Shadowlands* is not on the cards, although there may well be a data disk released later this year.

There is, however, another RPG in the same vein as *Shadowlands* on the way, only this one's science fiction-orientated and is destined for release through Krisalis at the end of this year. "It is to *Shadowlands* what I suppose *Space Quest* is to *Hero Quest*," says Teque's Dean Lester. "We've learned from our mistakes with *Shadowlands* – for example, the characters now have directable beams of light. I guess you could say we're attempting to capture the essence of Aliens here. There're certainly an awful lot of big, disgusting monsters to nuke."

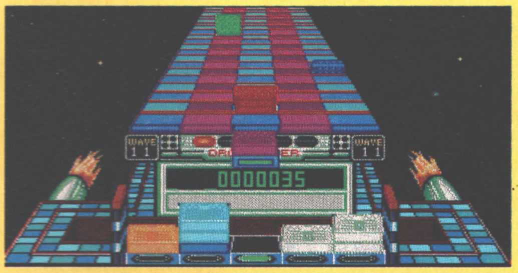
TIP Conserve light power, keep an eye on food and water levels, and read all the signs. Choose group formations appropriate for the characters and conditions – don't place poorly shielded characters at the forefront of the action, and keep characters with launched weapons away so they may be used most effectively.

In combat, try to 'gang up' on particularly powerful adversaries – they are less efficient when fighting several attackers at once. Then move on as a group to the next adversary – one-on-one combat may be fairer but it's not nearly as effective. Place spells in books in strategic order so they will work in conjunction with each other for maximum effect. Also, organise books with certain spell types – place healing spells together in one volume and give this to your best Priest as a First Aid Kit if required. Beware of adversaries with magik spells of their own. Study the environment carefully – you may be able to spot valuable clues in adjacent areas not yet encountered. Keep an eye out for objects enchanted with magikforce too – they are sources of pure magik power for your spells.

CHALLENGE Play all the way through the first dungeon level, killing all the monsters with only your bare hands. (It is possible.)

48 (26) KLAX

Domark (Respray) £7.99



Klax is American arcade machine manufacturer Atari Games' answer to *Tetris*, though its fans will argue that it's the greater test of skill. In *Klax*, coloured tiles flip and flop down a ramp until they fall off the end. Well, they do unless they are caught on a paddle from which they can be thrown back up the ramp, or dropped into a bin to form lines of three or more like-coloured tiles (Klaxs) running horizontally, vertically or diagonally. Any Klaxs created disappear, leaving gravity to take its course on the remaining tiles. In this way complex chain reactions can be built up and the player can take advantage of the many points bonus possibilities and secret warps.

What makes life difficult are the different tasks set on each of the 100 levels, and space: the paddle holds a maximum of five tiles, and the bin only has room for 25. Initially a bit complex looking, *Klax* proves to be fine flexible fun for all the family, and one of the most successful puzzlers to date.

NEWS *Klax* was converted by Teque in conjunction with Atari Games and in parallel with the arcade original. Atari Games currently has no plans to release any form of sequel. Sob.

TIP There's a cheat of sorts in AP1. Also, it is possible to get three-, four- and five-Klaxs in any direction (you get 15,000 points for a vertical five-Klax, and 20,000 for a diagonal one). Take advantage of the Score Multiplier by creating chain reactions to boost your score. Note that the faster you play, the slower the difficulty level increases.

CHALLENGE try and make the Secret 'X' – two diagonals of five tiles – or score over 400,000 from the first two screens.

46 (NE) HEIMDALL

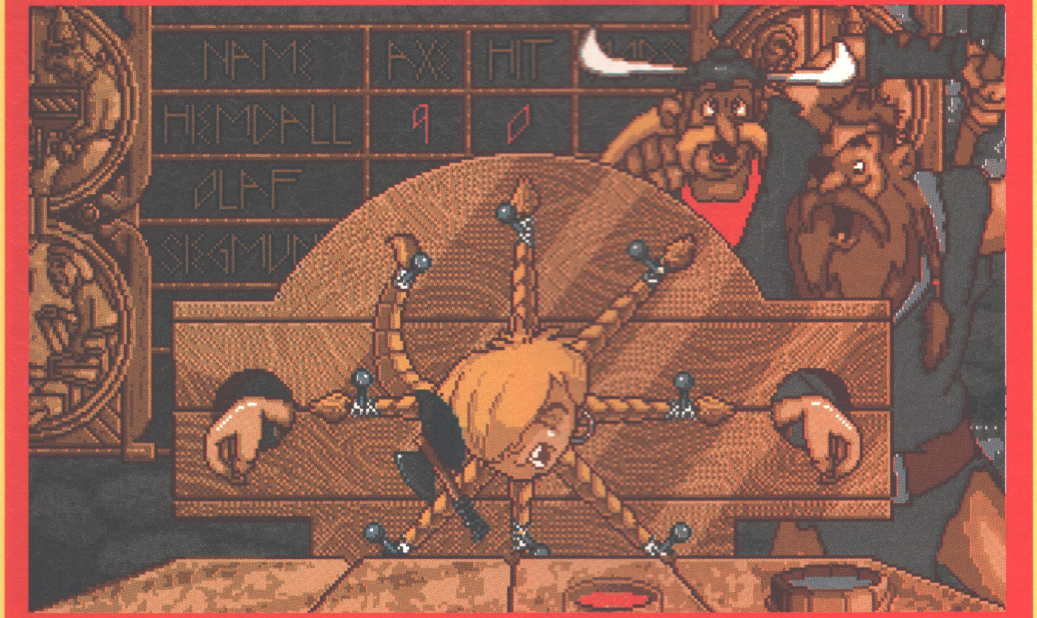
Core Design £30.99

So it comes on six disks, but believe us it's worth it, for *Heimdall* brings Norse legend to the Amiga in style. From the well-crafted animated introductory sequence to the mixture of arcade adventuring through isometric-perspective scenes (featuring a wicked role playing combat element) and arcade action sequences (throwing axes at a young lady and catching pigs being among the most amusing), *Heimdall* has cartoon quality (and we mean cartoon *quality*) coming out of its ears. It's one of the prettiest and most charming and playable Amiga releases yet seen.

Heimdall received 86 percent in AP8.

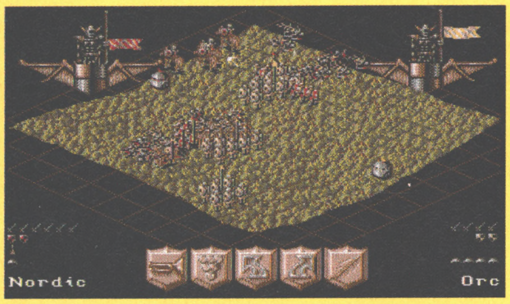
NEWS *Heimdall II* will be appearing at some point in the future, continuing from where the first one left off. *Heimdall* ended with the beginning of the Battle Of Ragnarok, "which would be the obvious title for the sequel. We're currently working on a storyboard," says Core's Richard Barclay. In the meantime, the team is putting together "a platform game without a title but with a really well animated central character."

TIP Newcomers should check out AP10 in which Core themselves lend a helping hand with the game. That's not all though – cheat of sorts is printed in AP11.



Part of the axe-throwing sub-game from *Heimdall*. This shows as well as anything the game's lovely cartoon look – and odd sense of humour!

47 (NE) REALMS
Virgin Games £29.99



Despite appearances to the contrary, *Realms* is *not* a god simulation in the now accepted sense. No, this one's more of a war game, but one which is intended to be as accessible as an arcade blaster while at the same time remaining as strategically involving as the more traditional hexagonal-board-based campaigns. It's to creators Graftgold's credit that they more or less succeed too – the game gives you 10 different worlds to conquer, hundreds of military strategies to employ, six distinctly different fantasy races to manipulate, and enough ruling to be done to make you King for a decade.

Realms commanded 84 percent in AP9.

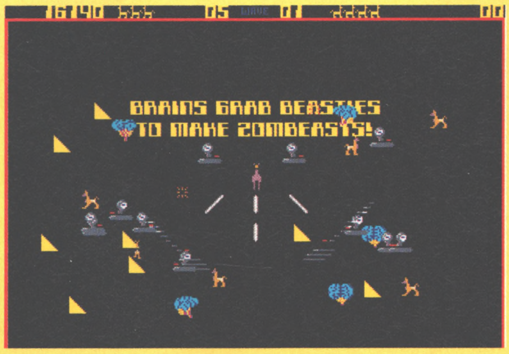
NEWS "A data world is likely. That would probably have loads more worlds and possibly new graphics and characters," says Graftgold boss and *Realms* designer Steve Turner. "We have already done a couple more worlds which didn't quite make into the released version. I'd like to have a race of skeletal warriors and some more evil races. If we do a sequel, I'd like to change the time-scale to, say, the Napoleonic period so you'd have little cannons and things too."

Graftgold were also behind *Rainbow Islands* (at Number One), *Paradroid 90* (at Number 57) and *Super Off-Road Racer* (at Number 52).

TIP "In the battle game, most people tend to attack units from the front, when in fact the best thing to do is put your wingers out first of all and draw the enemy on and into a trap where they quickly get pulled to pieces, especially if you have any cavalry as they move that much faster. I also sometimes take a large army and instead of directly attacking a city, I camp by it. It's very useful for overtaking capital cities, as the enemy isn't aware that you're going for them. Leave the army there until the enemy uses all of its troops and you're ready to jump into the city."

CHALLENGE "Try playing a game without using the 'ANNEX' option, so you have to destroy the enemy cities instead of taking them over. It's virtually impossible to win on the most difficult scenarios but it can be done. A tip which may help is to raze cities between you and the enemy. The enemy won't attack because nothing seems to be worth attacking."

45 (NE) LLAMATRON
Llamasoft (Shareware)



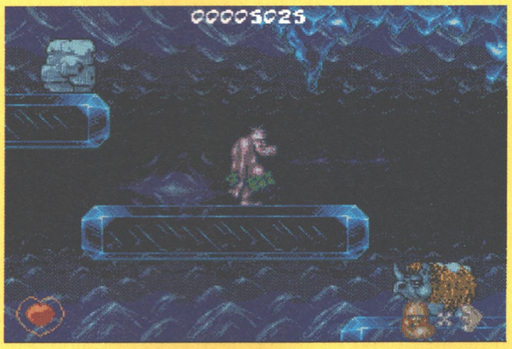
A vibrant revamp of Williams' ageing rock-hard arcade blaster *Robotron*, complete with all the bestial touches you'd expect from its author, the legendary Jeff Minter. The unabashed emphasis is firmly on killing and more killing as swarms of alien beings strut around the otherwise static screen until you blow them all to bits. *Llamatron* looks lousy but can't be beat when it comes to relieving frustration. God, it feels hard. Dim the lights and pump up the volume on your telly or monitor for a visual and aural feast. And watch out – it spits!

NEWS *Llamatron* is readily through the Public Domain or direct from Llamasoft. If you like it, you keep it and show your appreciation by sending Jeff a fiver.

Not everything Jeff does is this good though – surprisingly, the self-confessed aficionado of Williams' *Defender* and *StarGate* actually managed to balls-up both conversions, and even produced his very own tiresome tribute, *Defender II*.

Jeff also wrote *Sinistar*-inspired mad blaster *Photon Storm*, featured at the lower end of this chart.

44 (NE) CHUCK ROCK
Core Design £25.99



Crikey! Cretinous caveman *Chuck Rock*'s chick, the cute cracker Ophelia, has been captured by a cheating chap called Gary Gritter. But Chuck's no chump. He's conscious he has no choice but to crack on, carefully crossing the compromising continent and combating the cruel creatures before confronting the crafty cad. Can Chuck cope and create cause for celebration? Or is catastrophe on the cards? The contingent of crazy characters and cartoon-quality capers will certainly keep you chuckling and chortling continuously. Come join Chuck, Ophelia, Gary, Frank, Steve, Nessy, Wayne, Tim and dozens of dotty dinosaurs in a land you won't forget!

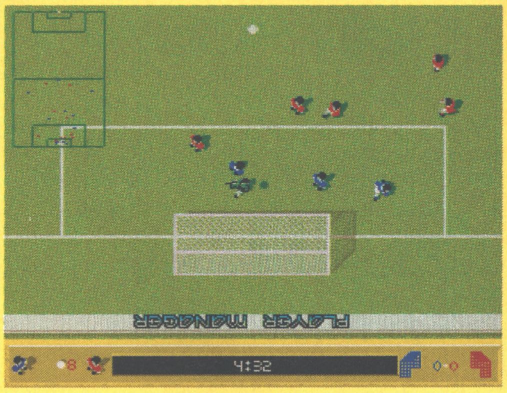
Chuck Rock's pristine prehistoric platform pranks earned Core Design a deserved 86 percent in AP1.

NEWS Unga Bunga! Chuck will be rockin' again in November. Tentatively titled *Son Of Chuck*, the sequel centres around Chuck Rock's baby on a quest to find his father and mother, Ophelia, who have been kidnapped by "prehistoric terrorists".

TIP The cheats are given in AP3. Advice on how to deal with the dinosaurs is in AP7.

43 (NE) KICK OFF
Anco (Top Shots) £7.99

In 1989, *Kick Off* captured the hearts of reviewers and the punters alike, selling copies by the truckload and scooping almost as many awards. Its hold over other soccer simulations is down to the flexibility of the control system which, on the one hand, somehow eludes the grasp of a certain breed of players and yet provides untold playability potential for others. Love it or hate it, *Kick Off* is still the standard by which other football games are judged. But wait a minute? Why is the original here this year when the supposedly superior sequel is no longer present but was so highly placed last year? A-ha! Play them both to death and when you find yourself returning time and time again to the first one you'll realise the reason why.

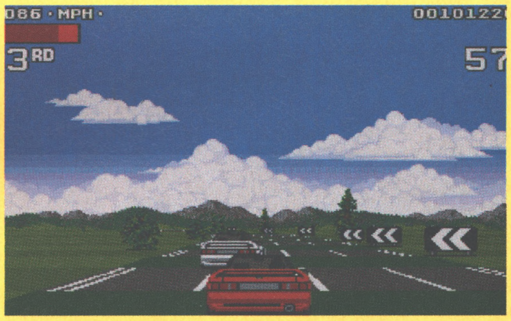


NEWS *Kick Off* is currently found on the Top Shots label and comes complete with its data disk, *Extra Time*. *Kick Off*'s sequel costs £19.99 for unexpanded Amigas and £24.99 for the expanded version. It's also now available in World Cup form on the *Football Crazy* collection. For your £25.99 you also get the pseudo sequel *Final Whistle* and the football management simulation *Player Manager*. Incidentally, *Final Whistle* on its own costs £12.99, and there are three data disks for *Kick Off 2*, too – *Winning Tactics*, *Return To Europe* and *Giants Of Europe* cost £7.99 apiece. Also from the same author is the basketball simulation *Tip Off* (75 percent in AP10) which costs £25.99. A *Kick Off 3* and a *Player Manager 2* are in the pipeline.

TIP After the 'keeper has thrown the ball to one of your players, trap the ball and hold on to it until everyone comes running for it. When the best part of the opposition is about to strike, run or kick the ball up the pitch into the near-empty half.

CHALLENGE Can you score 20 goals against the computer in a 20 minute game?

42 (NE) LOTUS TURBO CHALLENGE 2
Gremlin Graphics £25.99



Since Sega set arcade-goers' jaws hitting floors the world over with their spectacular racer *OutRun*, many programmers have tried (and quite consistently failed) to deliver more of the same. Until Magnetic Fields made its mark with *Lotus Esprit Turbo Challenge*, that is, and then somehow managed to improve on it with this sequel. Take either an Elan or Esprit for a spin through many different twisty-turny courses and realistic weather conditions, including fog, snow and rain. With its fast and smooth full-screen single-player racing action, splitting in half when two players compete (or three or four when two Amigas are linked), *Lotus Turbo Challenge 2* feels so real it'll have you leaning into the curves as you play it.

Lotus Turbo Challenge 2 finished with an a-track-tive 87 percent in AP7.

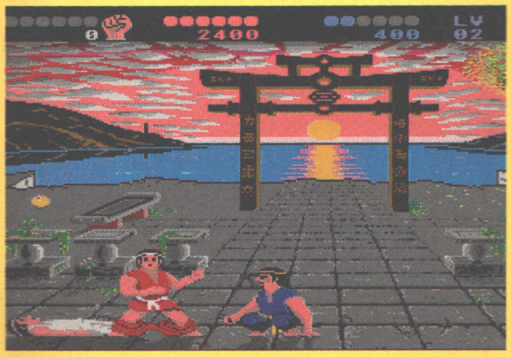
NEWS Gremlin will be taking their Lotus licence out for a third spin sometime around this August. "The working title is *Lotus 3*, but we should call it *Lotus: The Final Challenge*," says Gremlin's Ian Richardson. "Basically we're looking at taking all the best bits of the first two and including a track construction kit plus some other interesting effects. With the track editor you literally drive down a stage and turn off left or right and so on to make the track. You can have tracks or stages and pit stops and time check points. There's the choice of the Elan or the Esprit, and the CD player will be back. We're also including two new levels: one's like a mud rally type thing and the other one's road works." Gremlin's also considering using the program's racing technology in conjunction with new scenarios.

The first – and still excellent – *Lotus* is now available on the GBH label for £7.99.
TIP Tips and how to access the hidden game are in AP8 and the Hidden Agenda feature in this issue. Level codes and cheats are in AP9, with corrections in AP11!
CHALLENGE Complete the whole thing in one go without using any level codes.

41 (5) VIRUS
Firebird (MicroProse)
DELISTED

With *Virus*, David Braben brought that arcade classic shoot-'em-up *Defender*, erm... nearer to the '90s. The player's jet-propelled craft is a bitch to control over the landscape – a three-dimensional patchwork quilt of hills, trees, houses, sea and aggressive enemies – but the effort required to get to grips with *Virus*' interface intricacies is more than amply rewarded. Flitting like a care-free bird over the scenery, reducing trees and buildings to smoldering remains and performing skillful manoeuvres, such as stopping on a ha'penny to avoid enemy missiles, proves far more exhilarating than any flight simulation. Anyone without the hand-eye co-ordination of a martial arts expert should steer well clear though.
NEWS A sequel to *Virus* is unlikely. David Braben's latest project is the long-awaited sequel to *Elite* (now d-elite-d) for release, not through Firebird (now owned by MicroProse) but from Konami in September. "It's like *Elite* with filled in graphics and loads more to do," says Konami's Colin Fuidge. Couldn't he elaborate a little further? "You fly around in space and shoot other ships and trade occasionally." Obviously not...
TIP There's a cheat of sorts in AP1. Watch the demonstration – the computer-controlled craft learns from its mistakes and can teach you a thing or two about the control mode. Remember: the controls are very sensitive, so make sure you don't panic and make any unnecessary large movements.
CHALLENGE Shoot out the radar bases first and then try to complete a level if you think you're hard.

40 (60) IK+
System 3 (The Hit Squad) £7.99



Dust down your white pyjamas and prepare to crack some skulls in the punchiest beat-'em-up available – and that, despite it being the oldest around. *IK+* (appropriately now released on The Hit Squad label) has more snap, crackle and pop than a leading breakfast cereal. Three fighters attempt to knock each other down and out, with up to two of them under human control. The range of available moves is wide and varied, with such patently painful performances as a double head kick, a breath-taking reverse punch, a head-butt, and a gymnastic flip flop.

Between certain bouts there are two different tests to endure: deflecting bouncing balls with a dustbin lid and kicking fizzling bombs our of harm's way. The action's always hard and as fast as you can handle with a selection of five different speeds.

Cute touches abound too (the combatants' trousers falling down is the AMIGA POWER office's fave – see the Hidden Agenda feature this issue for how to access it) and there's a rockin' good soundtrack and some cracking, wince-inducing sounds to boot.
NEWS "I'd like to do a sequel," says *IK+* author Archer Maclean, "but there would be so many legal complications. If I was to do it, I'd like to have loads of extra moves, and the user would be able to define their joystick positions. I'd also do something fairly wacky." The possibility of an Amiga version of Archer's 8-bit classic blaster *Dropzone* is still in the air. "I've got my work cut out for me as it is. If I did it, it would be a cheap but very playable shoot-'em-up."

Archer also wrote *Jimmy White's Whirlwind Snooker* at Number 10.
TIP There's a handy hint in Complete Control in the first issue of AMIGA POWER, and, as we just mentioned, a complete collection of codes in The Hidden Agenda feature in this issue.

There's also this: during play, press the Space Bar to take a break from the action and watch six fighters work out. Now press the 'P' key to see them dance in time to the music.
CHALLENGE "Getting past 50,000 is quite an achievement, let me tell you."

39 (NE) R-TYPE II
Activision £25.99

Six slick scrolling scenes of sexy shoot-'em-up shemozzle with wild weaponry (including a special guest appearance from the original's brilliant bouncing laser beams) and abstract but attractive aggressors (such as a dirty great ship brimming with gun emplacements which constitutes a level in its own right) – that's *R-Type II* in a nutshell, converted from the Irem original by Arc Developments. And how! It's arcade perfect. It's also rather tough, but you'd be hard pushed to play a more rewarding blaster on the Amiga. (At least, short of one newie reviewed this month, that is.)

R-Type II blew us away with 88 percent in AP4.
NEWS The very average first *R-Type* is available from The Hit Squad for £7.99, but a third *R-Type* is not on the cards.

However, Arc Developments are now working on two projects they can't talk about plus three titles they can for Grandslam. First up is the Liverpool footy licence... "It's a totally new way of doing it, with big, lovely sprites and a second-person perspective view," says Arc's Paul Walker. Then there's a Nick Faldo golfing licence, in which a "huge, smoothly animated" Nick wields his club with aplomb. Finally, Arc have an original "arcadey cutesy thing" called *Beavers*. "It stars Jethro Beaver who's out to rescue his missus. He does loads of things – he runs and jumps and creeps and swims and hugs the platform gradients."

Arc's racer-cum-blaster *Restrictor* for Thalamus is on hold indefinitely. Arc also wrote *Predator 2* (53 percent in AP2) for Image Works, *Armalyte* (58 percent in AP5) for Thalamus, *Robozone* for Image Works (39 percent in AP9) and *The Simpsons* (83 percent in AP5) for Ocean.
TIP "I'm not sure if we left the cheat mode in or not... Stick at it though – the game gets even better towards the end."
CHALLENGE "Erm... I can't think of anything. We haven't even got a high-score 'cos it hasn't been played beyond testing it."

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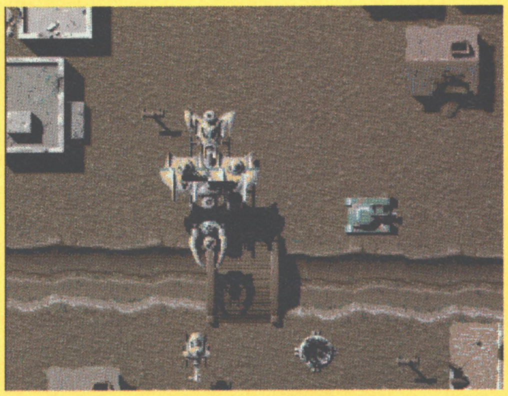
Not only is *R-Type II* stunning to look at, not only does it have gigantic sprites flying around all over the place, not only does it have the best weapons in the business, it's *also* an arcade-perfect conversion. Yowza!

38 (27) SWIV

Storm £25.99



SWIV's relentless vertically scrolling shoot-'em-up action is so smart it makes The Bitmap Brothers' *Xenon 2: Megablast* (the previous generally-accepted No1 blaster) look very sorry indeed. In this sequel to former Top 100 shoot-'em-up *Silkworm*, two firepower platforms are on offer: the airborne chopper and the land-based jeep, each with its own specialities and shortcomings. Taken individually or together, they're a formidable force, and they need to be – the impressive array of adversaries comprises all manner of different shapes and sizes of threat, and there's never a dull moment as you negotiate the continually changing lush scenery. *SWIV* looks hard, sounds hard and plays even harder. It's so skill it makes real men out of us all – and it all comes in one massive level too. Disk access problems, who needs 'em, eh?

NEWS The team behind *SWIV* were also responsible for the quality conversions of *Rodland* (at Number 31) and *St Dragon*. *SWIV*'s predecessor, *Silkworm*, is worth a look at £9.99 on the Tronix label – it's a horizontal scroller, and the two player mode doesn't work as well, but it's still a top quality blast.

SWIV currently forms part of an as yet un-named compilation quartet from US Gold. There won't be a *SWIV II*. At least, not on the Amiga...

TIP The cheat's in AP1, and there's a tip in AP5. However, according to the creators: "There are a couple of things most people don't realise about the Goose. If you kill it before it assembles, you get three tokens instead of two. The best way to kill it before it assembles is to pick up a Bubble Shield and sit on the Goose's core and shoot. If you don't shoot the Goose at all, it shoots off the screen after about 30 seconds and leaves behind five tokens. Avoiding the Goose is easier with the Jeep."

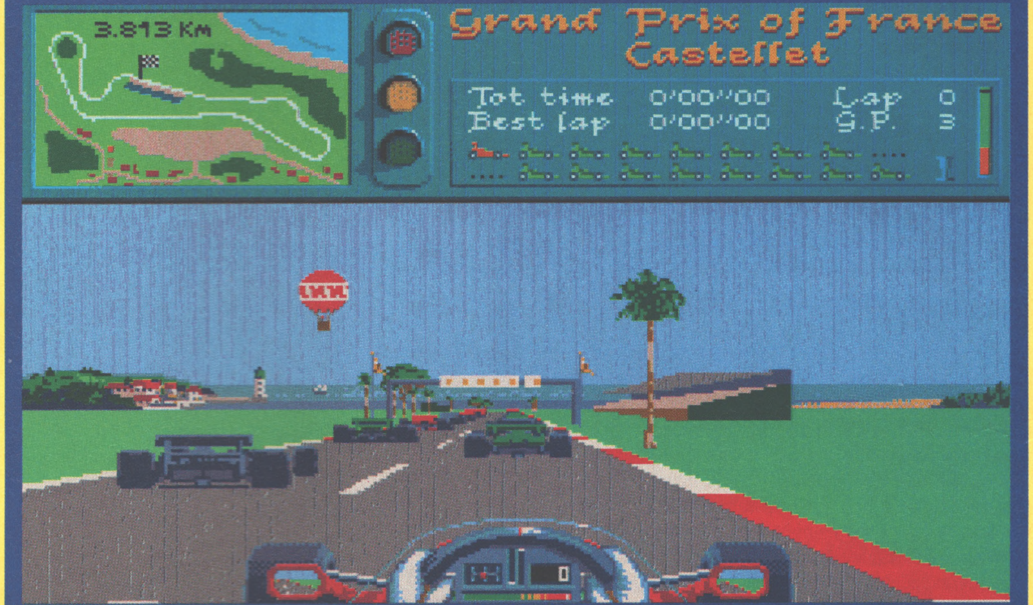
CHALLENGE "I've managed to complete the whole game with only one credit and no cheat using the Jeep. Can you better that?"

35 (NE) VROOM

Lankhor (Ubi Soft) £25.99

Vroom offers two methods of transport to racing heaven. The arcade mode is speeding pure and simple, interspersed with the occasional spot of overtaking, lap record setting and numerous attempts at shaving seconds off your personal best. The simulation side, on the other hand, incorporates qualifying laps, pit stops and championship point scoring. Either way, *Vroom* feels and sounds wholly convincing. Those who thought the combination of the arcadey *Lotus 2* and the simulationy *F1 GP* made all other driving games irrelevant had better think again – this is the fastest, most immediately playable racer available for the Amiga. For quick thrills there's nothing to touch it.

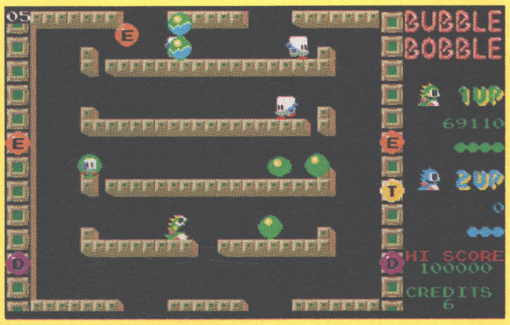
Vroom received a racy 88 percent in AP12.



So you thought you'd never have to buy another driving game again, after *Lotus II, F1 GP* et al, eh? Well, here's the game to prove you wrong – incredibly fast (you have to see it to believe it) and responsive, *Vroom*'s a must-buy.

37 (53) BUBBLE BOBBLE

Firebird (The Hit Squad) £7.99



The first chapter in the *Bubble Bobble* story concerns two bubble-blowing brontosauruses called Bubble and Bobble (later to become Bub and Bob in *Rainbow Islands*). *Bubble Bobble*'s by no means the quality conversion it should have been, falling short of the mark graphically particularly, but not to the extent that it's worthless. Indeed not – the basic concept is so good that it still holds true. The multi-functional nature of the boys' weird weaponry (bubbles you catch the enemy with) offers plenty of playability, with carefully-crafted platform arrangements to negotiate, bizarre beings to contend with, and bonuses and power-ups aplenty to discover and use. And it's a different kettle of washing up liquid when a second player enters the fray – boosting the enjoyment level sixfold (or so). *Bubble Bobble* will have you foaming at the mouth one minute and rubbing your hands with glee the next.

NEWS *Bubble Bobble*'s successors – *Rainbow Islands* and *Parasol Stars* – chart at Numbers One and 25 respectively. Hurrah!

TIP A tiny tip is in AP1.

CHALLENGE Simple – finish it.

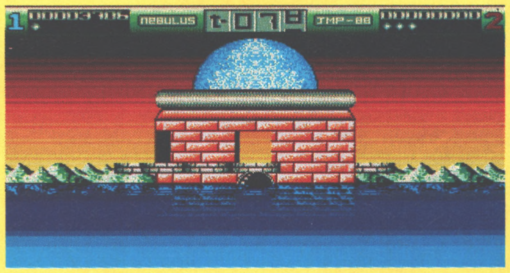
36 (14) NEBULUS

Hewson (21st Century Entertainment) DELISTED

In *Nebulus*, platform thrills meet puzzle spills to create a unique and challenging experience. The star of this little beauty is Pogo, and it's his aim in life to knock down 16 towers. He does this by using platforms to reach the top of each tower in turn (and they do collapse, right before your very eyes, and quite smashing it looks, too), all the while avoiding its deadly occupants and keeping 'em peeled for traps, of which there are many. Between towers Pogo gets to catch some fish for bonus points from the comfort of his submarine. It's demolish-ous!

NEWS *Nebulus* may yet appear on a compilation.

John Phillips, author of *Nebulus*, is now working on the Sega MegaDrive. His last Amiga project was an impressive-looking arcade adventure called *Scavenger*,



but that had to be dropped.

A disastrous sequel, *Nebulus II*, attempted to mimic its illustrious predecessor's qualities but failed miserably to exploit them to any great effect, which is why is scored a meagre (but rather generous) 66 percent in AP5.

TIP The cheat is in AP1.

CHALLENGE TBA.

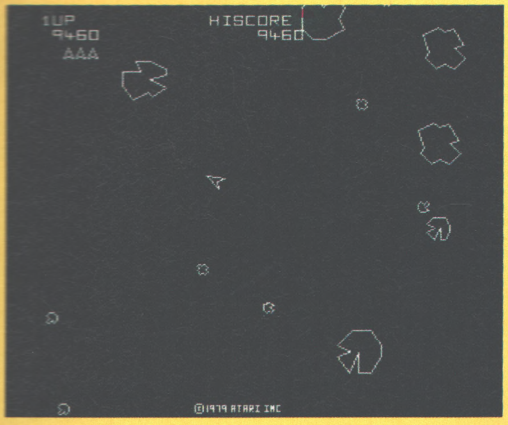
34 (NE) ASTEROIDS

Public Domain

Can you Adam and Eve it? A conversion of Atari's 1979 (good grief, some of you weren't even born then!) arcade shoot-'em-up at Number 32 in the APATT100? Well, you'd better – *Asteroids* ran with the arcade machine equivalent of the brat pack over a decade ago, and it's no less playable now than it was then. Here we have an exact, gorgeous replica, with the rotating and thrusting ship avoiding and shooting at floating rocks and bonus flying saucers – all accurately represented in wireframe form and complete with that incessant heartbeat sound to drive you on (or mad). A blast from the past indeed, and at PD price, utterly utterly unmissable.

NEWS *Asteroids* can be found on AP7's cover disk. Apparently, conversions of other arcade classics are on the way from the team behind *Asteroids*. Hooray!

For real fans of the gamestyle, Atari Games' inferior



sequel to *Asteroids* – *Blasteroids* – was converted by Teque for release by Image Works in 1989 and should still be available for £9.99 on the Mirror Image label.

TIP Don't panic and thrust too hard (!). Only use Hyperspace as a last resort. Big scores can be achieved by the age-old tactic of 'hunting' the evil small spaceship who appears usually near the end of a screen and repeatedly killing him for 1000 points a time. There are two popular methods of doing this, of which the first, 'lurking', is the simpler. When there are only a couple of rocks left on a screen, thrust your ship right into one of the corners (the top-right is usually the most convenient). Wait here pointing straight down until the small ship appears. If it appears from the side of the screen you're on, blast it immediately with your laser, and if it appears from the other side get it with a wraparound shot (you'll discover the right angles with a bit of practice).

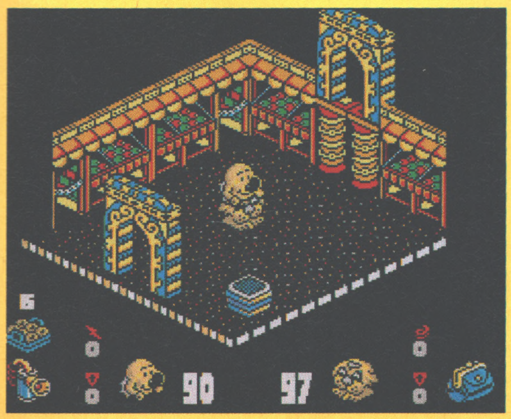
The second method, known as the 'Circus-Circus Option' to veteran *Asteroids* fans, is more hit-or-miss but slightly less hazardous. When you're down to a couple of rocks (try and ensure that the rocks left are travelling in a largely vertical direction), point your ship straight upwards in the centre of the screen and floor the thrust button. Keep on whizzing round and round the screen in this fashion until the small ship appears, at which point turn towards it (stop thrusting for a second) and quickly bang out four shots at it. As soon as you've fired, turn back up and get the foot down again. Again, practice will give you a better chance of hitting the enemy, but the beauty of this method is that even if you miss a couple of times, your chances of actually getting shot by him are greatly reduced.

CHALLENGE Beat Stuart Campbell's (non-hunting) top score of 55,000.

33 (NE) HEAD OVER HEELS

The Hit Squad £7.99

Mr Head, meet Mr Heels. Or not, as the case may be, for that is one of your first tasks in what is to arcade adventures what Rudolph Valentino was to chicks. Head and Heels each have their own skills – for example, Head can jump farthest while Heels moves the fastest. When they eventually meet, the duo seem unstoppable... until they encounter a situation which forces them to split. The strange environment in which our two heroes find themselves and from which they must escape, taking valuable crowns along the way, is presented from an isometric perspective. This display creates a real world feel and its multitude of puzzles are often multilayered and prey on the characters' weaknesses, and by and large the solutions to them involve a unique combination of hand-eye co-ordination and logic on the part of the player. The Amiga version is rather scrappy and 8-bitty in its look – not surprising, as the conversion was one man's labour of love, not commissioned by publishers Ocean – but still, what a doozy.



Head Over Heels scored 92 percent in AP5.

NEWS Jon Ritman, the man behind *Head Over Heels* in its original Spectrum incarnation, now whiles away the hours at Nintendo coders Rare (formerly Ultimate Play The Game). However, the Amiga version was converted from the Spectrum to the Amiga by Colin Porch – in two years of his spare time no less! Now there's devotion for you. Colin won't be working on the Amiga again in the forseeable future.

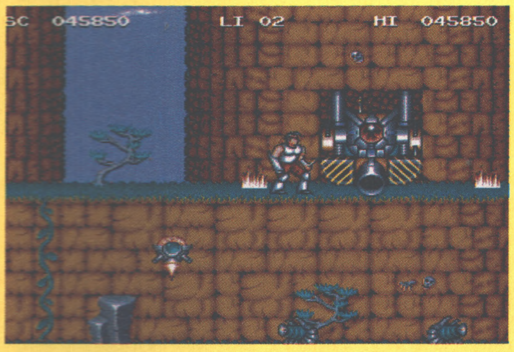
Ocean have no plans to convert Mr Ritman's other isometric arcade adventure *Batman* to the Amiga, nor do they intend to release any further Head and Heels adventures.

TIP A morsel of advice is given in AP11's The Last Resort. Any further specific queries should be sent to Jonathan Davies there, too.

CHALLENGE "Erm... Collect all the crowns and reach the end sequence as quickly as possible."

32 (NE) SWITCHBLADE II

Gremlin Graphics £25.99



This sequel to former APATT100 entry *Switchblade* is so far removed from its predecessor that it stands proud in its own right. (In fact, with its slick, distinctive Japanesey console feely, *Switchblade II* stands head and shoulders above *Switchblade*.) The hero, Hiro, is far more athletic than he was before – and he has to be, for his mission takes him through six vast, every-way scrolling levels packed with tricky platform arrangements and nasty creatures. Thank heavens then for the sparkling array of weapons available. There's nothing particularly inventive or clever about *Switchblade II*, but equally they don't come much more playable than this.

Switchblade II carved itself 87 percent in AP2.

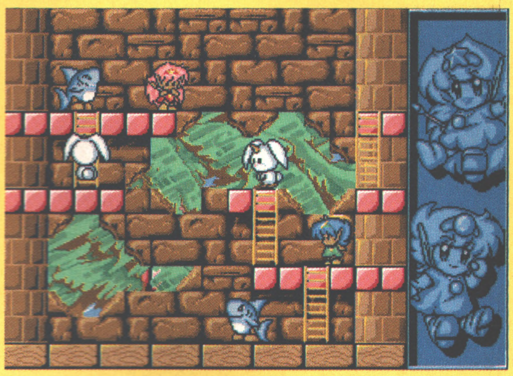
NEWS Authors George Allen and Ade Carrs also wrote *Venus: The Flytrap*, a former APATT100 entry.

"With *Switchblade II* we produced a game that looked and played like a console game. The team behind it won't be doing another *Switchblade*, but they are working on a similar arcade console-style game, this one called *Zool*," says Gremlin's Ian Richardson. "And no, it's nothing to do with Ghostbusters. *Zool*'s a ninja from the nth dimension. It's a platform game, scrolling in all directions, with loads of strange creatures and traps and things like collapsing bridges and spells. It's split into six worlds, each one with a different theme – like Sweet World and Tool World and Music World – and each world has three stages with 100 screens, so that's around 1,800 screens in total." *Zool* should be ready for June – check out Complete Control this issue for more details.

TIP Maps and tips for the first two levels are in AP3. Cheats and information on how to access the hidden game, *Chrome*, are in AP8 (and in this issue's Hidden Agenda feature), with codes for the hidden game in AP9. A further cheat is given in AP11's The Last Resort.

31 (NE) RODLAND

Storm £25.99



"SO CUTE IT'LL MAKE YOU PUKE!" boasted Storm's advertising blurb. And they weren't wrong... we only recently got the smell out of the AMIGA POWER offices. Tam and Rit, the heroines in this platform romp, are short, fat fairies who are so sweet it makes your teeth rot just to look at them. Their mission is to save their mom from the clutches of the evil Demon King. It's sickeningly addictive. The gals wield rods which they use to pick up creatures before smashing their filthy heads in on the ground. Sweetly, of course. After every tenth round, Tam and Rit get to tackle a big Boss character, such as an elephant on a trapeze (!). *Rodland* has only 40 screens to conquer, but with each one so full of cute fun, who could handle more?

RAAAALPH! *Rodland* scored 86 percent in AP6.

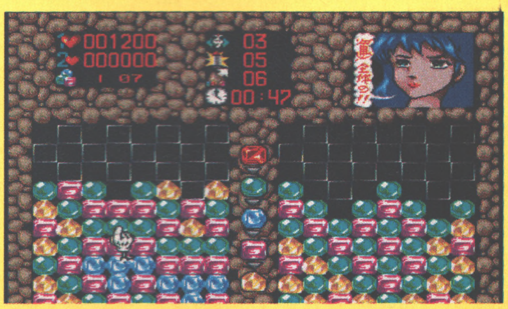
NEWS Despite throwing up all manner of possibilities for a sequel, *Rodland* didn't get one from its creator, Jaleco, and there's no chance of Storm ever doing their own either. Coder Ronald Pieket Weeserik and artist Ned Langman, the team behind this conversion (as well as blasters like *SWIV*, which charts at No 41), are now both working on the Super NES console and won't be coming back to the Amiga ever again. Ronald has, however, released *QBic* – a tribute to his favourite form of arcade action, *QBert* – into the Public Domain.

TIP A Player's Guide and cheat can be found in AP9. Ronald also has this to say... "For the first few levels concentrate on getting extra lives. That means don't kill any of the enemies until they go into Extra Game Mode."

CHALLENGE "It should be possible to get four extra lives from the first six screens."

30 (NE) GEM'X

Demonware (Digital Marketing International) £25.17



Gem'X is a pristine puzzler based around a simple idea, but then all the best ones are. All you have to do is fiddle with one arrangement of gems, turning them from one colour to another – or even making them disappear – in order to make it match another similar stack of gems. The playability stems from two roots: that the gems' colours are ranked and they can only be demoted, and that any gems adjacent to the one touched are affected, too. And let's not forget Kiki, the hostess with mostest, whose sexy sampled speech and giggling is guaranteed to put a wicked gleam in your eye.

Gem'X has only 19 (multi-screen) levels to complete, but each stage is a gem (ahem) in its own right (and astonishingly difficult by about halfway through, too). Still not convinced? Well, how about this: you also get to see half a dozen birds of mixed Oriental and Occidental origin with their kit off into the bargain. Ah, see. We knew you'd come round to our way of thinking eventually.

Gem'X sparkled with 88 percent in AP1.

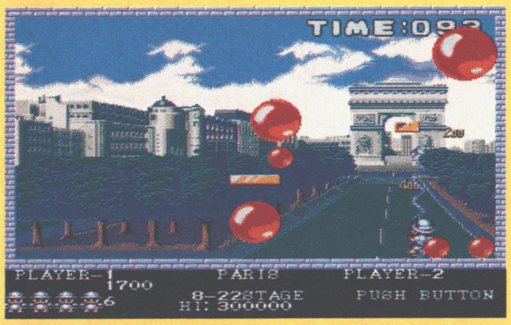
NEWS Kaiko, the Japanese (or are they?) team behind *Gem'X*, have been tinkering with the possibility of a sequel for some time. And now it's going to happen... *Gem'X II* will be another puzzler, no less, along the same lines as its predecessor, and should be finished in time for an Autumn release. Kaiko are also working on an arcade RPG called *Super Daryna*, which is in the Nintendo *Legend Of Zelda* mould, and that's due for around May.

TIP The level codes can be found in AP2.

CHALLENGE Complete every single screen and send us the solutions to prove it.

29 (11) PANG

Ocean £25.99



Pang is essentially the lovechild of those arcade classics *Asteroids*, *Galaxians* and *Break Out*. Its delightfully simple antics see balloons bounce around the screen for either one or two players to pop. Like the rocks in *Asteroids*, the balloons in *Pang* split into smaller representations of their former selves until they are no more. The dozens of locations (spread throughout the world) are bright, colourful and bouncy, and so's the music and playability. We don't know what the name's supposed to mean either, but we do know that it represents a bursting good time for all. A simple but fiendishly addictive arcade thrill, and superbly converted to boot.

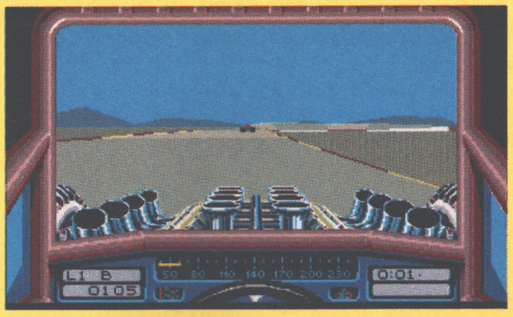
NEWS Ocean has no plans to convert Mitchel's 'sequel', *Super Pang*.

The Ocean France team behind this conversion were also responsible for bringing *Plotting* (at Number 79) and *Toki* (at Number 58) to the Amiga. They were working on their own *Sonic*-beater starring a squirrel, but that's no longer on the Amiga. Instead, Ocean France are converting Taito's *Liquid Kids*, the pseudo-sequel to *The New Zealand Story* (at Number 69), for release towards the end of this year.

TIP There's a cheat in AP1.

28 (10) STUNT CAR RACER

MicroStyle (Kixx) £7.99



Two stunt cars race around courses resembling *Lotus* test-tracks, but with more devious twists, turns, bridges, gaps and humps to tackle – and all perched hundreds of feet above the ground, rather like the layout of a rollercoaster. *Stunt Car Racer* still holds one of the strongest (and most original) arcade-thrills around – it'll have your stomach jumping up and down like nobody's business, as the sensation of 'being there' is second to none. You can even link one Amiga to another via a null modem cable and play against a friend! On the down side there are only eight different tracks, and it's a real pain when you do fall off the track (you've little chance of winning after that, as the computer-controlled opposition races ahead while you get winched back on) but for sheer high-speed racing thrills and spills nothing else on the Amiga comes close.

NEWS *Stunt Car*'s author, Sir Geoffrey Crammond, also wrote *Formula One Grand Prix* (at Number Two) and the strange but stunning *The Sentinel* (at Number 81). Sadly, he won't be writing a sequel to *Stunt Car* – even extra tracks are out of the question.

TIP A small tip is given in AP1.

Track-specific tips will appear in AP14, but in the meantime: don't look to the side of the track for inspiration, focus instead on the road ahead. When you come out of a bend, wait until the most distant point of the track is in the centre of the screen before you centralise your steering. Spend as little time in the air as possible to achieve the best lap times, so slow down on top of the hills before speeding down the other side, instead of leaping them.

CHALLENGE Complete each track as quickly as possible then send us your times.

27 (NE) CELTIC LEGENDS

Ubi Soft £30.99

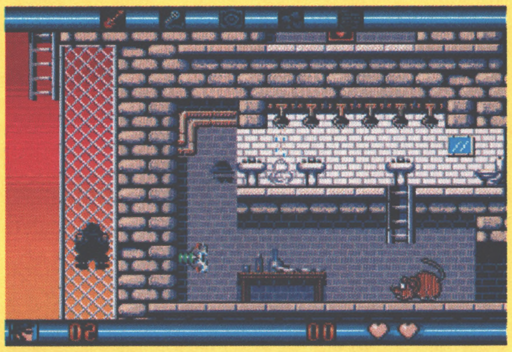
The evil sorcerer Demog is out to rule the world unless you stop him. Now that's nothing original, granted, but what *Celtic Legends* lacks in imaginative storylines it more than compensates for with great presentation and action and strategy aplenty. The battle is brilliantly fought on two levels. For a start, you can take a real stragegy game-style approach, treating the hex-based layout in same way you would a normal wargame. Alternatively you can play it in the form of straight scraps – here, various fantasy monsters battle it out on screen (a close up of one of the individual hexes that made up the big map, in fact), in scenes not unlike *Battle Chess* or that futuristic chess-style game you see in the film Star Wars. Imagine 8-bit legend *Chaos* with better graphics and you'll be half way there. *Celtic Legends*? C'est tres bon, that's what.

Celtic Legends didn't have to fight very hard to win 89 percent in AP9.

TIP There's some general advice in AP12.

26 (NE) THE BLUES BROTHERS

Titus £25.99



Everyone expected this licensed ware to be a bit of duffer, what with the cult film's limited subject matter and all, and the fact that Titus hadn't really produced anything of any great merit up to that point. But no. *The Blues Brothers* turns out to contain some of the most playable platform action around. Elwood and Jake are on a mission not from God, but to play a gig. Unfortunately the local Sheriff has other ideas... He's stolen the boys' equipment and hidden it around the town.

That sets the scene for a riotous platform-filled romp in which the brothers run, jump and crawl their way through six large levels, avoiding the Sheriff's men, collecting bonus objects and taking advantage of special features to negotiate the hazardous terrain. With its cartoon-quality visuals, and bubbly sound and playability to match, *The Blues Brothers* manages to stay fresh, fun and funny throughout. Everybody needs this game.

The Blues Brothers played to the tune of 87 percent in AP7.

NEWS The team behind *The Blues Brothers* have just finished writing *Titus The Fox* (at Number 22).

TIP Full maps and tips are given in AP9 and AP10, along with a cheat.

25 (NE) APIDYA

Play Byte £25.99

THE EVIL LORD OF BLACK MAGIC HEXAAE

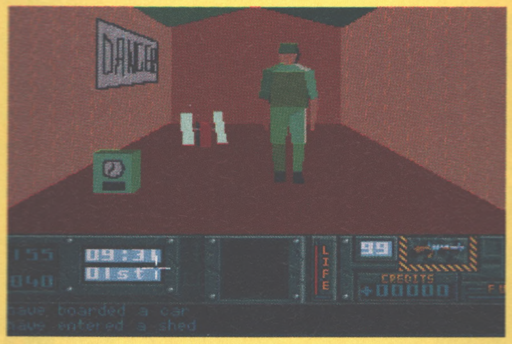
The Amiga has recently taken a shot at proving that it can do a platform game as well as any console (with, most notably, our No15 game *Harlequin*), but until very recently the Mega Drive was the undisputed king of the horizontally-scrolling shoot-'em-up. That's all changed now, with the release of an Amiga game that's the equal of anything Sega's machine can offer in the zap department. *Apidya* is full of hideously creepy aliens and top-notch blasting, but the presentation's where it really shines – this one's been polished until it absolutely gleams. Massacre your way through gardens of slugs and snails, under the surface of leafy ponds and across grinding techno landscapes straight out of Metropolis – this is a trip you won't forget in a hurry.

NEWS Play Byte's next project will be the cute caveman caper *Ugh!*

TIP There are cheat codes for every level, but – hey! – the game's only a month old, you're not getting them yet. Check out a future issue of AP for the full run-down.

CHALLENGE Play the two-player mode (where one player controls your character and the other controls a little wingman) by yourself with two joysticks and see how far you get...

24 (NE) HUNTER
Activision £25.99



If we said *Hunter* was a dreamy arcade adventure we'd be lying. It's much more than that. Its polygon-based three-dimensional display is rough and ready but very effective at creating a believable environment packed to the brim with things to see and do. Within the framework of the many missions, all centred around spy-like missions of destruction or abduction, there are animals and people to interact with (or better still, crush to death), islands with furnished buildings to explore, helicopters to fly, tons of different tanks, trucks and assorted other modes of transport to try out – and you even get to employ a little strategy along the way. *Hunter* is a true original, and limited play area aside, one of the most stunning uses of 3D ever seen. But best of all, you can blow up almost everything and there are loads of different ways of doing it. Ha ha!

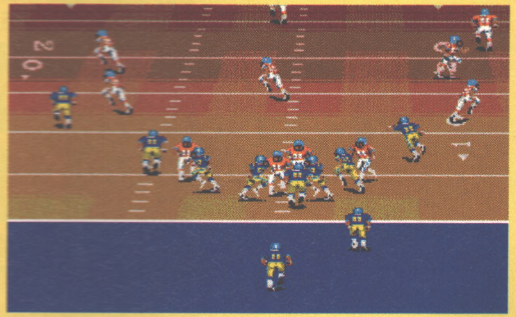
Hunter hunted down 85 percent in AP4.

NEWS *Hunter* author Paul Holmes is busy working the tentatively-titled *Maverick*, a sequel of sorts to *Hunter*. "It'll be 3D and similar to *Hunter* in the respect that you can use multiple vehicles, but it's more of a big adventure than an action game." says Paul. "The whole landscape is far more detailed, and there are regions rather than one bland landscape. You can now go into buildings with multiple rooms, and basically go around talking to people. As an investigative game it'll have the usual elements of finding things and using them somewhere else, but it's the communication system I'm putting the most work into. I've not finalised a story yet. I'm aiming to finish it for next Easter." *Maverick* has yet to be contracted to a publisher.

TIP Fly high in the helicopter to avoid ground fire. Always fly in a straight line when being chased by a missile – you should be able to outrun it.

CHALLENGE There's a super secret (and rather handy) hidden room in the actual *Hunter* adventure scenario. Find it and tell us the location and what's in it. A clue? Oh, all right then... try swimming forwards in a lake.

23 (NE) JOHN MADDEN FOOTBALL
Electronic Arts £25.99



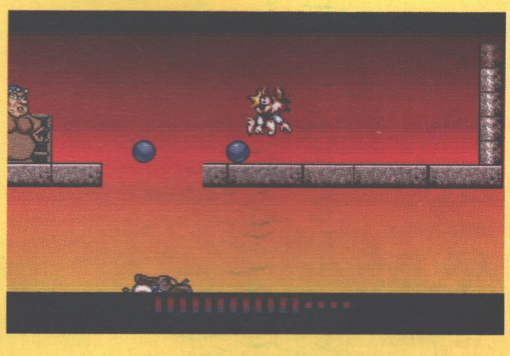
Whether you love or loathe American football, *John Madden Football* won't fail to entertain, as it manages to be both immensely playable and yet true to the sport it's based on. Indeed, it's much like watching the real thing as the well-animated players hoof around the pitch, each one scaled accordingly, with grunts and groans and suitable samples of speech icing the cake. *John Madden Football* caters for all players. It provides a comprehensive tutorial for the computer literate with no American football knowledge, and non-computer owning gridiron fans will have little trouble getting used to the interface. In fact, as a sports game it's hard to top – and a work of genius in two player mode.

John Madden Football touched down with 90 percent in AP11.

NEWS "We're currently looking at doing data disks to update the stats and stuff like that," says EA's Simon Jeffrey. Meanwhile, Gary Roberts, the coder behind the conversion, is now working on reproducing EA's slick Sega Mega Drive blaster *Desert Strike* on the Amiga.

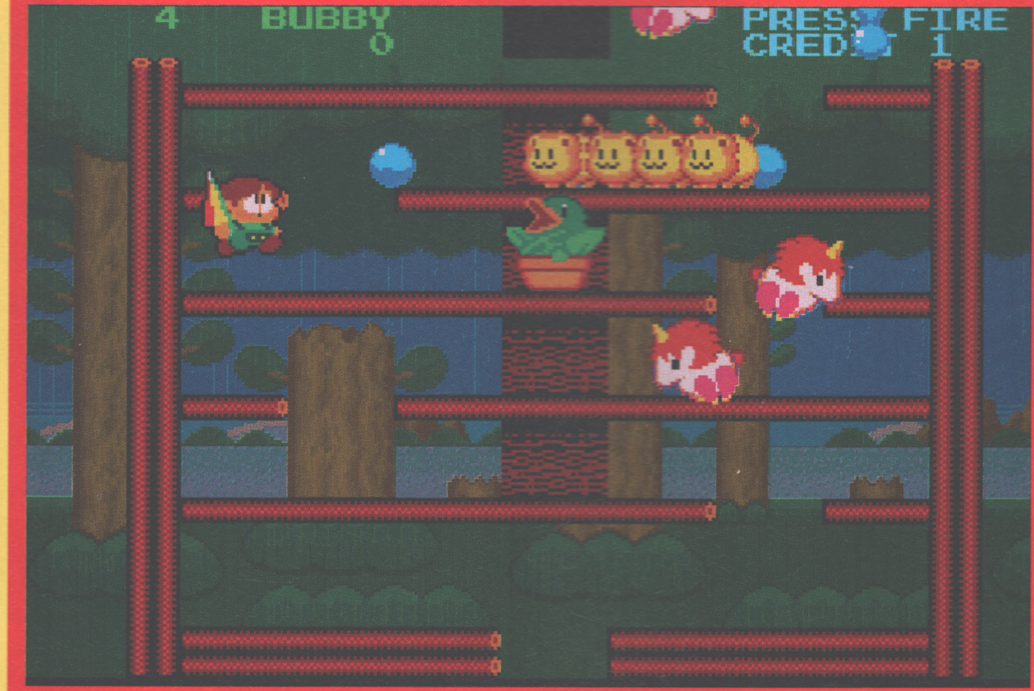
Electronic Arts are also considering converting their best-selling Sega MegaDrive ice hockey simulation, *EA Hockey*, to the Amiga. "There's an enormous chance it will be done by the end of this year," they say.

22 (NE) TITUS THE FOX
Titus £25.99



From the team that brought you *The Blues Brothers* (at Number 21) comes more of the same but in a healthier vein. *Titus The Fox* has more platform-abundant levels, more to do, more style, more character, more secret

18 (NE) PARASOL STARS
Ocean £25.99



So it wasn't quite the *Rainbow Islands* beater we'd hoped for, but you can't blame *Parasol Stars* for that. It's still an *exceedingly* good game...

In their third outing in the *Bubble Bobble* trilogy, Bub and Bob hold the answer to the question "What goes up a chimney down but can't go down a chimney up?" *Parasol Stars* is snazzier than *Bubble Bobble* but not as entertaining as *Rainbow Islands* – not surprising when you realise it somehow manages to play as an exact cross between the two. Playing *Parasol Stars* on your tod is no chore, that's for sure, but when a second player joins in you realise that the real fun's only just begun. *Parasol Stars* has a lot in common with its predecessors – the distinctive cute'n'colourful look, plenty of scope for skillful play, secret bits galore and some neat power-up twists – but remains an interesting individual in its own right.

Parasol Stars shone in AP12 with 88 percent.

NEWS Taito, original manufacturer of the *Bubble Bobble* trilogy, is now working on a fourth instalment. Hurrah!

As for the Amiga version, authors Mick West and Don McDermott are now working on *Lethal Weapon* for Ocean in time for a Christmas release. Unlike almost all Ocean film licences, *Lethal Weapon* won't be a mish-mash of sections – "It'll be more or less one theme throughout, but it won't be as serious as, say, *Terminator 2* or *Navy Seals*," says Don.

TIP Don't bother with the Speed-up Boots – "it's too bloody hard to play with them on. Go for the Miracles though. If you collect them in different orders you get different effects, a bit like the gems in *Rainbow Islands*. Once you've sussed out how to use them, use them wisely."

CHALLENGE Find the authors' Secret World. "It's on the Ocean World. Watch the fruit formations when they appear on certain screens – they offer a clue."

ALL-TIME top 100 GAMES

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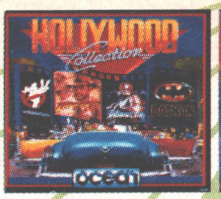
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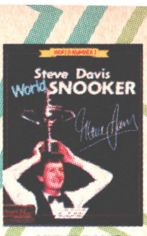
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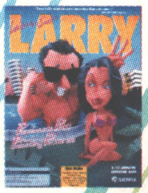
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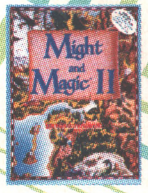
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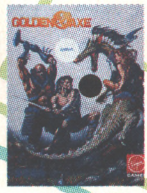
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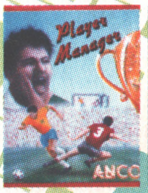
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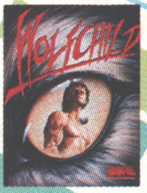
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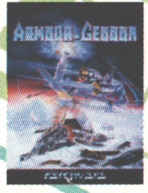
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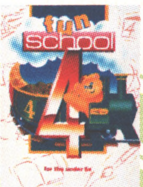
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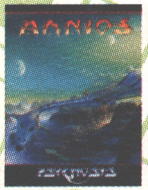
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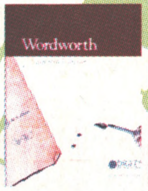
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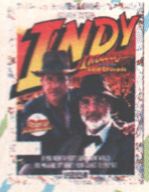
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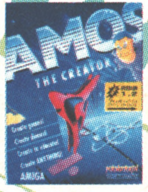
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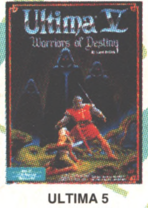
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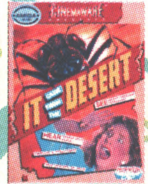
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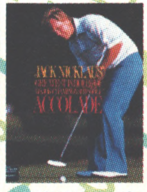
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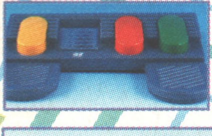
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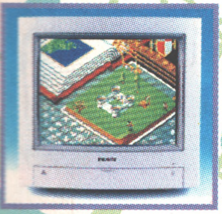

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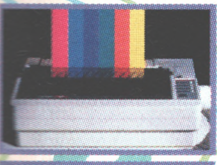

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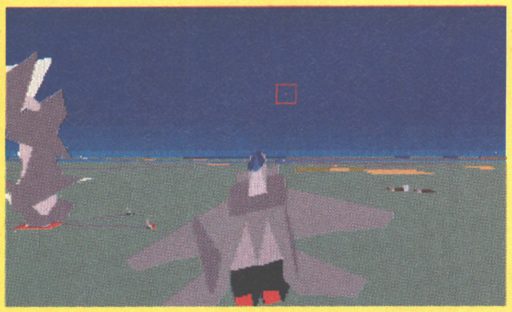
rooms, more bonuses, more traps... basically, more of what you play this sort of thing for. The fox in question isn't just an incredibly pretty face – he's a versatile little chap whose repertoire of abilities includes the particularly pukka trick of being able to pick up his adversaries and use them as weapons. The sluggish loading system's a pain sometimes, but that's soon anaesthetised by the rush of adrenalin experienced when you get stuck into the huge later levels. Grab your pack hounds and hunt down a copy now.

Titus The Fox led the pack with 88 percent in AP12.

NEWS There's an exclusive playable level on AP12's cover disk.

21 (NE) F-15 STRIKE EAGLE II

MicroProse £34.99



Anyone who ever dreamed of flying high in a modern fighter and taking on dozens of enemy craft just like Tom Cruise in Top Gun will simply die when they experience *F-15 Strike Eagle II*. From the moment you open the strapping box to reveal a bulging package of manuals and maps, you know this is going to be something special. And it is. Not only do you get to dogfight or perform hit and run missions over a huge playfield of land and sea (set in Libya, the Persian Gulf, Vietnam, the Middle East, North Cape and Central Europe), you get to have real fun while you're doing it too. The detailed and speedy three-dimensional display with camera angles galore is convincing, while the playability runs along a fine line between arcade action and simulation, erm, stimulation, making it an essential flight 'n' fight game. That's what it has over other, equally technically impressive, flight sims – it doesn't get bogged down in real world detail, providing as much of a computer game playing thrill as a simulation experience. Well, for owners of memory-fat Amigas anyway.

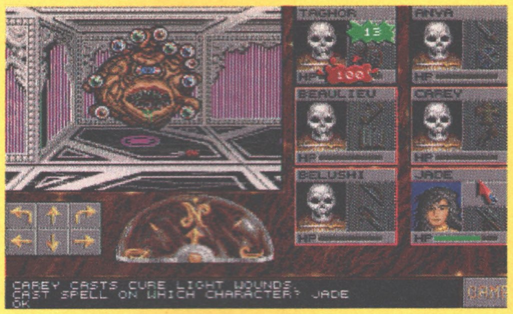
F-15 Strike Eagle II soared in AP3 with 87 percent.

NEWS The team behind this Amiga conversion of *F-15 Strike Eagle II* also wrote former APATT100 entry *F-19 Stealth Fighter*, another fine flight sim still available for £34.99 from MicroProse.

TIP Hang around enemy air bases before you destroy them – more planes will be launched giving you a chance to rack up more points by shooting them down.

19 (NE) EYE OF THE BEHOLDER

SSI (US Gold) £29.99



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CAREY CASTS CURE LIGHT WOUNDS.
CAST SPELL ON WHICH CHARACTER? JADE
OK
```

When FTL released former APATT100 entry *Dungeon Master* they threw down the gauntlet to the role playing fraternity. *Eye Of The Beholder* picked it up, ate it and spat it out with contempt. Everything about *Eye Of The Beholder* is more attractive and involving than *Dungeon Master* (which, to be fair, is showing its age). The vast dungeons are genuinely creepy and there's equally huge scope for eerie exploration and hard-core hacking and slaying. The menagerie of malevolent monsters becoming brighter as they draw nearer and the spooky use of sound serve to enrich the atmosphere (the sampled screams will place a chill in the heart of the hardiest adventurer). Paying careful but not trivial attention to the rules and regulations of *Dungeons & Dragons*, *Eye Of The Beholder* is a sight for sore eyes to behold.

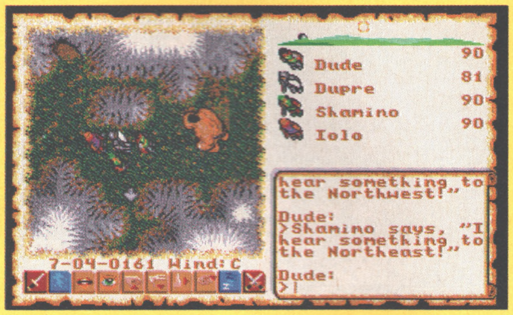
Eye Of The Beholder's playability and beauty earned it 88 percent in AP1.

NEWS Subtitled *The Legend Of Darkmoon*, *Eye Of The Beholder II* will be available very soon. It looks, sounds and plays much like its precursor – disappointingly so, some have said, who were looking forward to a vast improvement, not merely an evoluntionary one – only it's bigger, better and meaner, apparently (which is certainly no bad thing).

TIP A cluebook, priced at £7.99, is available from US Gold, along with other individually-priced advice guides for imported titles from associate labels like AD&D, SSI, Lucasfilm and New World.

17 (NE) ULTIMA VI

Mindscape £30.99



```
hear something to
the Northwest!"

Dude:
>Shamino says, "I
hear something to
the Northeast!"

Dude:
>|
```

It may not be the best looker around, but *Ultima VI* has already become the definitive role-playing experience on the Amiga. Continuing this famous series of adventures where *Ultima V* left off, *Ultima VI* offers a top-down view of a world (the mythical land of Britannia, remember?) populated with friends and enemies, traders and demons. There's an almost infinitely complex world to be explored here, packed with people to talk to, spells to be cast and battles to be won.

The overt Dungeons & Dragons nature of the game might put some role playing newcomers off (though it does boast more puzzles and character interaction than

20 (NE) ANOTHER WORLD

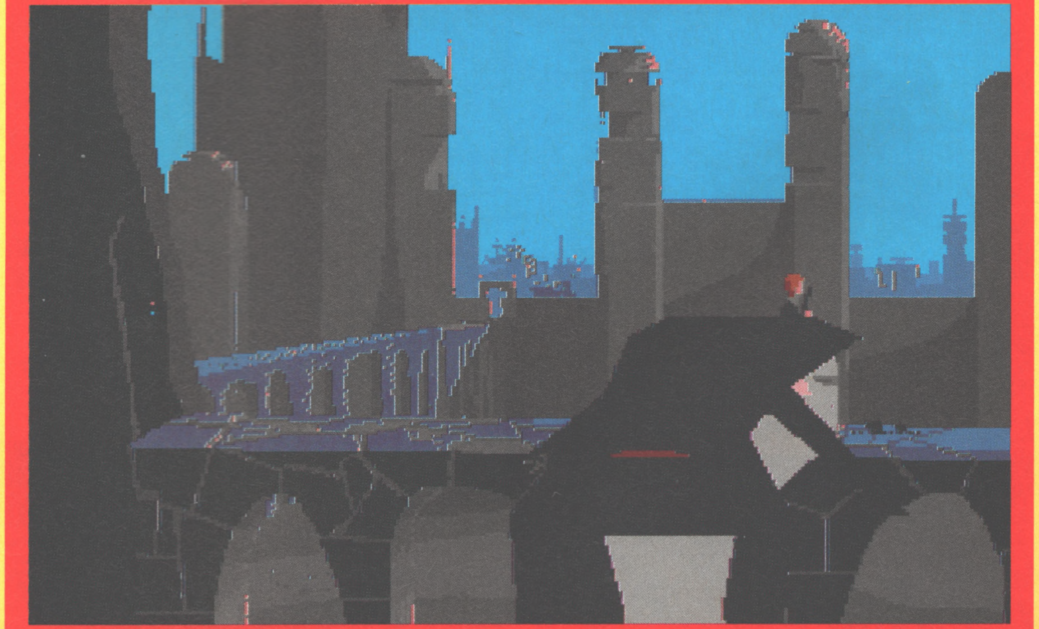
Delphine (US Gold) £25.99

With its impressively animated main character, *Another World* has superficial similarities to Broderbund's *Prince Of Persia* (at Number 14), but the two couldn't be more different. This game is more of a blatantly linear interactive film of sorts, though playability hardly suffers despite this thanks to a very high level of player involvement.

The story sees a computer programmer drawn into 'another world', some sort of alien wasteland inhabited by strange creatures and a bizarre alien race. During his search for an escape route our hero is often to be found running, leaping and shooting for his life, and occasionally solving simple puzzles in order to make progress. Though it's easily finished (don't expect a long term challenge from it) the game justifies this high placing by the fact that it really does break new ground – someday all games will be this way, and after checking out the highly imaginative and effective use of polygons to seamlessly blend well-directed cinematic set pieces, we'd challenge anybody to tell us different. It is – and we make no apologies at all for this – quite literally out of this world!

Another World claimed the other-worldly mark of 89 percent in AP10.

TIP A complete two-part solution – with access codes – features in AP11 and AP12.



The graphics are lovely, the animation is *Prince Of Persia*-like, but it's the entire cinematic feel of *Another World* that really grabs us...

you might expect), but those prepared to wade past slightly primitive graphics will be rewarded with months of all-consuming gameplay. As you might expect with such a huge game, a hard drive is almost a necessity – but that's little price to play for what is quite clearly the most complete role playing experience available on the Amiga to date.

NEWS PC owners are about to be treated to two new titles in the Ultima series – *Ultima VII* and *Ultima Underworlds*. *Ultima VII* takes both the visual and gameplay aspects of the saga one step on, with graphics to match the best arcade games. *Ultima Underworlds* is a different game entirely. Coming across like a mixture of *Eye Of The Beholder* and *Midwinter 2* (in a very loose sense), this dungeon-bound adventure offers all the control and spell-casting of the *Ultima* games, but adds fully-rotational, texture-mapped 3D graphics. The result is not unlike taking part in a computerised movie, but there's real gameplay in there too. Indeed, some critics are going so far as to proclaim *Underworlds* as the best computer game ever (yes, that old chestnut again). The only downside to this whole story is that it's unclear whether either of these games will make it onto the Amiga – watch for more news toward the end of '93!

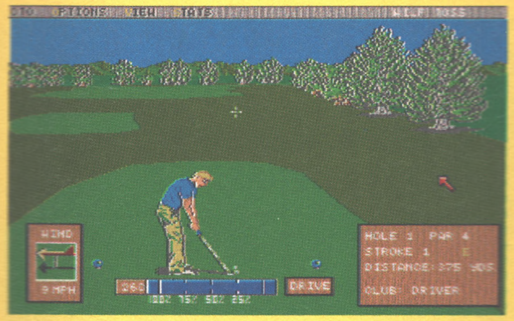
TIP Virtues are the way to win the day. To gain each of the virtues a mantra and rune are needed, then the appropriate shrine must be found.

CHALLENGE Play it from the floppies! (Ha ha.)

16 (NE) PGA TOUR GOLF

Electronic Arts £29.99

(PGA Plus: PGA Tour Golf & Course Disk)



With *PGA Tour Golf*, Electronic Arts took a swing at existing golfing simulations to putt the record straight once and fore all. *PGA Tour Golf* doesn't concern itself with tedious technicalities. It employs instead arcade-simplicity to allow players of any ability and golfing expertise to get straight down to the nitty-gritty – and yet its four courses are no less accurate a representation of those found in the real life event. *PGA Tour Golf*'s par-fect playability leaves all other simulations of the sport looking green. Don't forget the spare pair of plus-fours! (Erm... in case you get a hole in one, you see. Sorry).

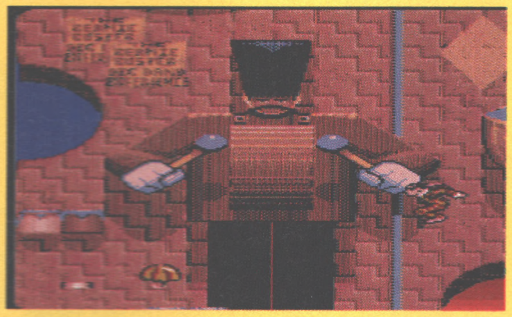
PGA Tour Golf reached the 19th hole of the first AMIGA POWER with 88 percent.

NEWS The four new courses provided on the *PGA Course Disk* received 75 percent in AP11. No further Course Disks are planned, although "there is the European PGA now which might potentially make for a course disk."

Authors Sterling Silver are converting *PGA Tour Golf* to other formats, but beyond that EA are keeping schtum. "We are looking at doing a successor to *PGA* for release sometime next year, but that's all I'm allowed to say," says EA's Simon Jeffrey. "We'd want something as graphically exciting as Access' *Links* but to keep the gameplay that *PGA* has."

15 (NE) HARLEQUIN

Gremlin Graphics £25.99



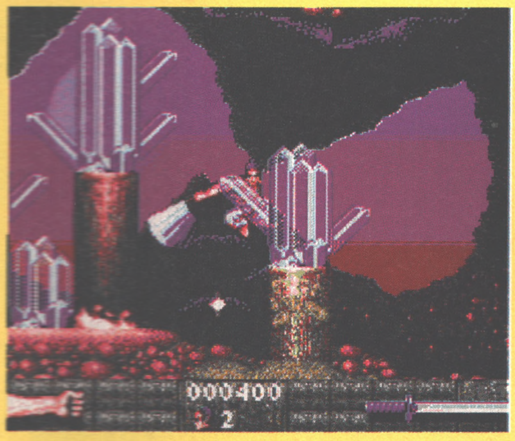
To class *Harlequin* as a mere run and jump romp is an understatement. It's a veritable smorgasbord of platform action and problem solving that oozes more colour and imagination than a Dali painting, more special effects than a Friday The 13th flick, more professionalism than the Queen, more nice touches than a frisky female masseur, more cheeky 'tributes' to its contemporaries than you would hear at a glitzy showbiz awards ceremony, and more sexy things to see and do than is on offer from an 18-30 holiday. Join *Harlequin* on his journey through the dreamland of Chimerica, passing through a huge clock, a giant milkshake, and even heaven and hell, and you won't want to snap out of it. It's jester ticket!

Harlequin was so ace it received 91 percent in AP11.

NEWS There's no chance of a sequel to *Harlequin*. Authors Andrew Findlay and Ed Campbell will instead be writing "a police detective type game, maybe in the Philip Marlowe vein. It's not going to be an arcadey one, that's for sure," says Gremlin's Ian Richardson.

14 (NE) THE FIRST SAMURAI

Image Works £25.99



With *The First Samurai*, Vivid Image have created an arcade adventure in which the running around, punching, kicking and hacking butch bad guys and outsized insects is interspersed with exploration, the collection of useful items and the solving of simple puzzles. It's also a shining example of how this sort of thing should be done – a bold, colourful look is complemented by impeccable aural accompaniment in the form of superb sampled sounds and jingles including a burst of Handel's Messiah!

Progress to the later stages (there are 10 in all, starting from the countryside and passing through futuristic city streets and ultimately the evil Demon King's lair) is continually rewarded, and no one element – even the cleverness of the design – is overbearing or underplayed. *The First Samurai* is simply the tastiest slice of Oriental arcade action money can buy.

The First Samurai certainly cut the mustard in AP8 with 91(!) percent.

NEWS Vivid Image Developments have actually started working on the sequel, though who will publish it has yet to be decided at the time of writing. "It's going to be very different," says top dog Mev Dinc. "We still want to try to have as many different styles of gameplay as possible as before, but we want the puzzles to be more linear. When you come to a puzzle the objects you need to solve that puzzle will be nearby.

"The scenario? You couldn't actually kill the Demon King because he was too powerful, so what you actually did was force him to escape back into the past, and you've gone after him. We are still discussing possibilities for scenes, but obviously going back into the past gives us more opportunities. We might do some spacey sequences. Some dinosaurs? You never know... He will still have his sword, and we'll still have armed and unarmed combat but we'll have more weapons. We're changing the main character quite a bit, making him bigger than before. We didn't want to just change the backgrounds and use exactly the same character."

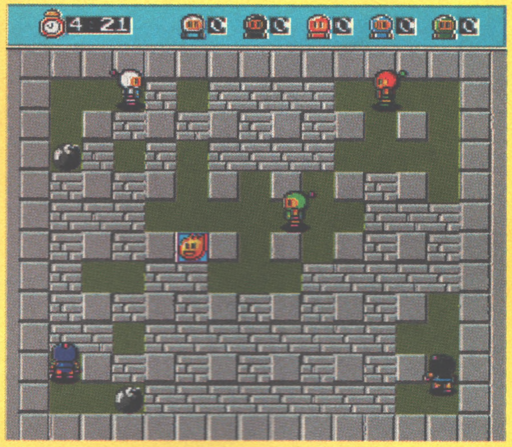
The First Samurai is now available on a double pack with *Mega lo Mania* (at Number Six), priced at a bargainous £30.99.

TIP A full map and tips for Level One are given in AP11. "A very good tip which no-one seems to have discovered yet is how to get extra lives. If you charge up all the pots on a level it serves two purposes: you get a lot of points but you also get an extra life."

CHALLENGE Complete *The First Samurai* and a special code is given for the score attained. The highest score sent to Vivid Image Developments earns its sender a mystery prize, but that was decided in March, so tough luck. However, here's something for all you cocky *The First Samurai* players to try... Collect every single Special Object on a level, not just the ones required to complete it. For example, you only need four logs to finish the first level but there are in fact five to collect. Now write in and tell us how many of each Special Object there are to be found on each level.

13 (NE DYNA BLASTER/ BOMBER MAN

Ubi Soft (Hudson Soft) £30.99



This console-style maze runaround might not look like much, but it's actually one of the most addictive fun computer games we've ever seen – and at a time when few games programmers dare to be silly, that's a real breath of fresh air. The secret lies, of course, in the simultaneous five player mode (yes, you read that right!), made possible by the inclusion of a little joystick adaptor in the box – if you've got room to get four chums around the computer with you, this provides just about the best sociable computer game experience we've ever seen. What you have to do, quite simply, is bomb the other players into oblivion – you drop a bomb, then quickly hide round a solid corner while it explodes – while avoiding computerised bad guys and collecting power ups at the same time. The fun factor of the game increases proportionately with each new player you add – when you're doing it on your own this deserves the 83 percent we gave it last issue. However, with two, three or four pals involved, ratings quickly become meaningless – this one goes right off the scale.

NEWS The game first appeared under the title *Bomber Man* on the PC Engine, then as *Dyna Blaster* on the Gameboy, and now under this bizarre double moniker on the home computer formats. (*Dyna Blaster* seems to be becoming the accepted name, though we prefer *Bomber Man* – but that's by-the-by.)

However, the basic gameplay can be traced back as far as the one-player Spectrum game *Eric And The Floaters*, also developed by Hudson Soft but published on the Sinclair label. This is effectively the same game – just improved vastly.

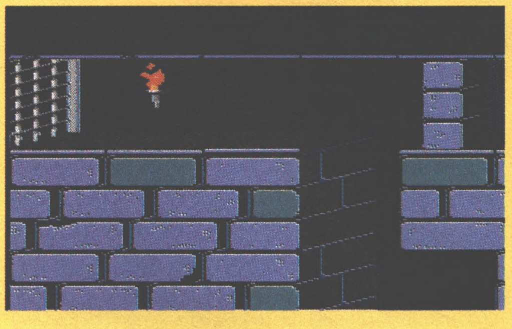
Here's disappointing news for fans though – there are no known plans for a sequel.

TIP Get some friends to join in – it's much more fun!

CHALLENGE On 'Killer' mode, collect all the unpredictable skull icons (these can make your character do the *oddest* things) ignore all the good power ups, and *still* set out to win against a human opponent. It's not easy, that's for sure...

12 (12) PRINCE OF PERSIA

Broderbund (Domark) £24.99



What first astounds everyone about *Prince Of Persia* is the silky smooth animation of the main character. This guy's unbelievable. His running, jumping, climbing (and clinging on for dear life at times) and swordplay has a realism unto itself. And it's no less impressive when the end is reached. The dark dungeon and far-eastern palace environment in which our hero finds himself is patrolled by sword-wielding guards to fight and riddled with traps to avoid and secret passages to discover. The slick visuals are matched by the use of a Leitmotif approach to the sound (that's to say, every event or character has an associated theme tune) to make for an atmosphere so rich and full of Eastern promise that you can almost taste the Turkish delight. *Prince Of Persia*'s 12 levels won't take long to conquer, but the concentrated thrills are drenched in monosodium glutamate *(Eh? -Ed)* to enhance the flavour no end.

NEWS Author Jordan Mechner is polishing off a sequel which will be in a similar Errol Flynn-inspired vein and released early next year, but that's all he's prepared to reveal. Budding film director Jordan is also keen to write his own action-packed version of *Robin Hood* for the Amiga. Electronic Arts have now taken over the distribution of Broderbund product in the UK.

TIP A cheat of sorts is in AP1. Full maps and tips are in AP4, AP5 and AP6. Well, full-ish – there's an addendum in AP9, and here's a tip for collecting the sword and getting straight to Level Two without having to pass through Level One: From the start, go down and right until you meet a guard. Wait until the guard draws close, then walk left, off the screen. The guard should follow you (be careful not to get hit). Run left to the wall and wait until the guard walks past the first torch. Jump up the wall and the guard will stand still. Go left and jump up to reveal the loose tile – knock it down. Climb up and collect the potion. Go up and right to the start, then go down and right, behind the guard. Keep going right and use the exit as normal.

CHALLENGE Can you complete *Prince Of Persia* in under half an hour?

10 (NE) JIMMY WHITE'S WHIRLWIND SNOOKER

Virgin Games £29.99

This game, it has to be said, has been driving us snooker loopy nuts ever since it scored a 90 percent break in AP4. So slick is its combination of an un-ball-ievably smooth (and fast) three-dimensional representation of the table with remarkably realistic cue-ball control and spot-on sounds that you can almost feel the baize beneath your mouse-fingers. Add to this the facility to take on either a second human player or one of four corky computer-controlled opponents (including James himself), a trick shot feature, more worthwhile options than you could shake a cue at, and a Crucible-full of cute touches, and *Jimmy White's Whirlwind Snooker* makes all other contenders for the crown look like a load of old balls. You'd be potty to miss it.

Jimmy White potted 90 percent in AP4.

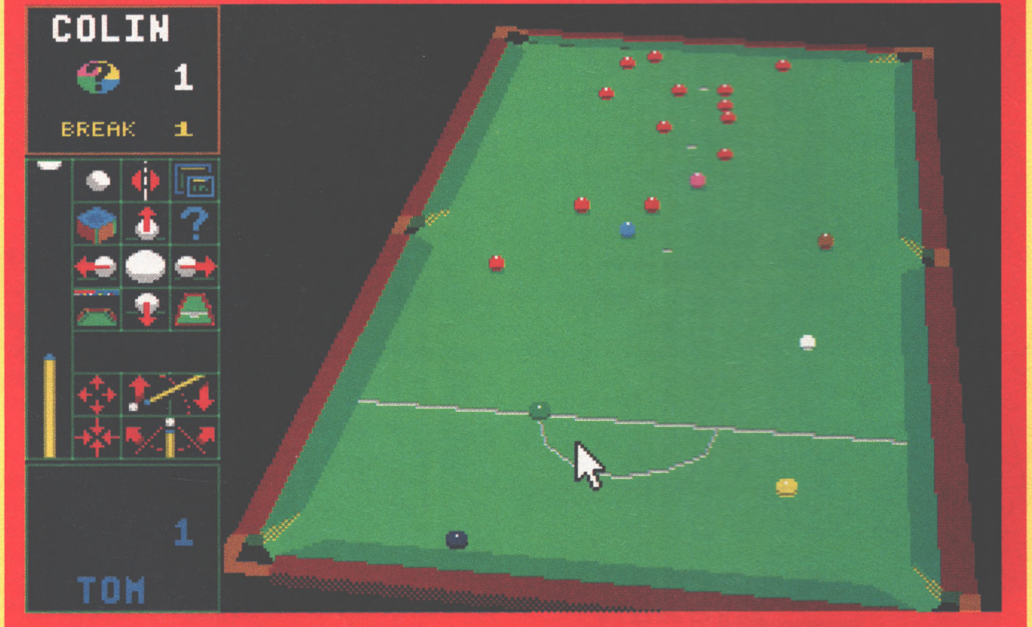
NEWS *Snooker*'s author, *Archer Maclean*, is presently putting together the broadly similar *Pool* for Virgin. "It's going to be eight and nine ball, with UK and US rules and professional and arcade rules," he says. "It's got the same graphics engine as *Snooker*, and in nine ball all the balls have the numbers on them which get bigger and smaller in relation to their movement."

Archer's also keen to write a sequel to *Snooker*: "I'd love to do one. There are quite a lot of things I could do, like make it more user friendly with far more view options and set-ups. There'll be a couple of big features which I can't mention – one of them would be the major feature." But who will endorse it? "I'd like Jimmy to do that, especially if he wins the World Championships."

Archer also wrote the beat-'em-up *IK+* (at Number 38).

TIP The Hidden Agenda feature in this issue of AMIGA POWER details how to access the secret 147 Break Mode. Archer also has this to say: "A lot of people still don't seem to understand how to follow a ball round the table – like that guy on Gamesmaster." Suffice it to say, there are plenty of top tips in the marvellous manual, so read it.

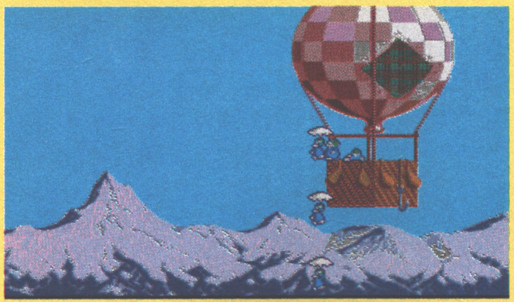
CHALLENGE Get a decent break. "Most people seem to have difficulty getting a break above 25 points. I've done a 32 before now, and I don't really play it."



3D doesn't *have* to be for flight sims, as various games have proved this year – and none more so than *Jimmy White's*. It is, quite simply, astounding.

11 (2) LEMMINGS

Psygnosis £25.99



Every once in a while along comes a product to inspire the otherwise vegetable programming fraternity. *Lemmings* is such a product. Instead of killing everything in sight, the player is forced to save the Lemmings from their own stupidity and ultimate demise. You see, Lemmings walk straight ahead unless told otherwise. With each of the 100 levels, the player is given a selections of jobs which must be sensibly allocated to the Lemmings to prevent them from falling to their deaths. Or burning. Or getting crushed. (It's actually vaguely reminiscent of an old Firebird budget release called *HyberBlob*, but we won't go into that here.)

Despite their diminutive stature on screen, the *Lemmings* are bursting with character, and the appropriately silly tunes such as How Much Is That Doggy In The Window? serve to raise your certain smile through the roof. A great game, a true original, and one holding great appeal to almost everybody. If the result falls somewhat short of the idea's vast potential – and a year on, we're beginning to suspect that it does – it only serves to make the wait for a sequel even more delicious.

NEWS Psygnosis recently released 100 testing new levels in the form of *Oh No! More Lemmings* (82 per cent

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in AP9) which costs £19.99 in data disk form (for use with the original *Lemmings*) and £25.99 for a stand-alone version. No more data disks are planned, although Psygnosis is toying with idea of producing a construction kit, but the company is still working on an arcade version of *Lemmings* for Data East.

Lemmings authors, DMA Design, are beavering away on *Lemmings II* in time for a Christmas release, although "it'll probably not be called that because it'll be such a different game," says Psygnosis' Nik Wild. "It *will* still star those lovable Lemmings, of course, but they'll be much larger, with much more character, much stronger individual personalities, and they'll be much more interactive with their surroundings and each other. Their actual environment for the new game is still being finalised at the moment."

DMA are still working on *Walker*, their blaster with an interesting shadow effect, and that should be ready for release early next year. The team are also working on a four-player "arcade adventure RPG type thing with a Western scenario" called *Hired Guns* for release sometime before Christmas.

DMA also have two other long term projects "on hold": the crazy cartoon-esque *Dr Mallet* and the beefy beat-'em-up *Gore*.

TIP Some level codes are provided in the first AMIGA POWER, and there's a code for Mayhem Level 21 in AP9 and a solution for Mayhem Level 20 in AP11's The Last Resort. Level codes and tips for *Oh No! More Lemmings* are also found in AP11.

If anyone needs help with any of the game's specific screens, they should write to Jonathan Davies at The Last Resort, but in the meantime, here's a handy tip – how to turn the Lemmings around without wasting one of your Blockers:

Get a Lemming to dig, in either a diagonal or a vertical direction, but only for a couple of shovelfuls, then change it into a Builder. It will build a bridge in the direction it was originally walking until the other Lemmings hit the side of the wall created. If the hole isn't too deep, the Lemmings turn around and walk the other way.

CHALLENGE "Just try completing Taxing, Level 26. Hahahahahaha..."

6 (NE) MEGA LO MANIA

Image Works £25.99

For the benefit of anyone who ever thought that these new-fangled god simulation things were far too serious for their own good, Sensible Software's *Mega lo Mania* is the working man's answer. The idea here is simply to conquer islands (split into digestible sectors) by managing the evolutionary process of a piece of their populace (the remainder is in the hands of up to three computer-controlled opponents). This seemingly tedious task actually turns out to be a laugh-a-minute, thanks to a user-friendly interface, an ever-prevalent sense of silliness, and the use of sampled speech (from actors specially chosen for the 'parts') to provide aural feedback to the state of play (the novelty of which never wears off). The learning curve is smooth, and the sense of achievement is ever present as you shoulder the responsibility for creating and maintaining life, fighting wars, building and breaking alliances, and playing mother to the invention of weapons (from spears to major-league stuff like thermonuclear devices).

Mega lo Mania dominated AP5 with an impressive 90 percent rating.

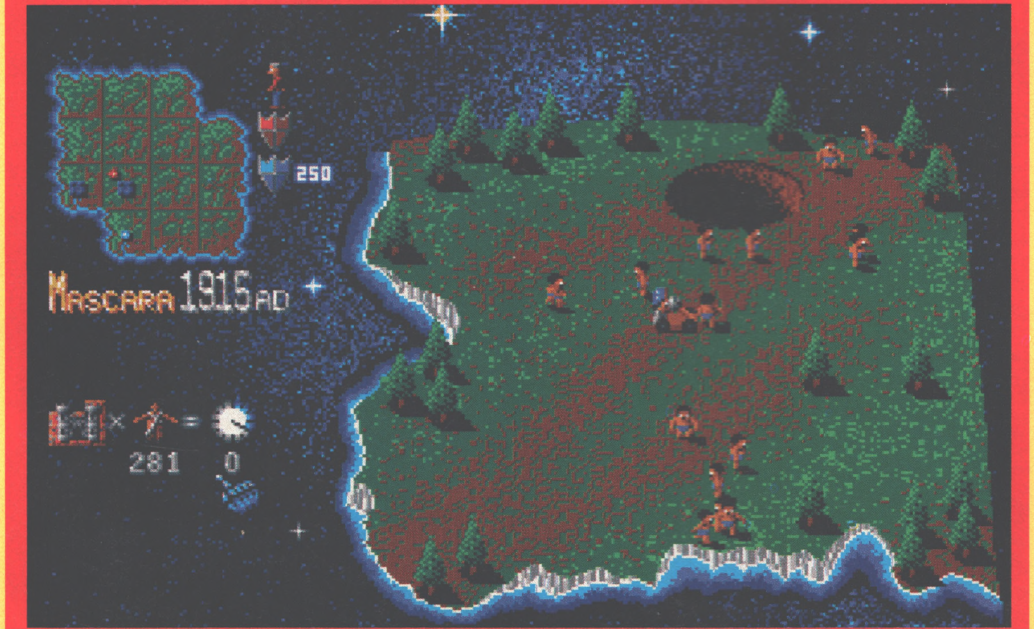
NEWS *Mega lo Mania* is also available alongside *The First Samurai* (at Number 11) in a special double-pack from Ubi Soft priced at £30.99.

Work on *Mega lo Mania II* is underway, and you can follow its development exclusively in the pages of AMIGA POWER (where else?).

Those Sensible lads are also working on an arcade-style football simulation called *Sensible Soccer*, Ocean's *Wizkid* (see this month's coverdisk) and a Paintball-style game which goes by the name of *Cannon Fodder* (see AP11's News) amongst other new projects. For more information check out the special AMIGA POWER Sensible Software disk on the front of this very issue!

TIP Sensible's sound advice is given in AP7, and there's further help in AP11.

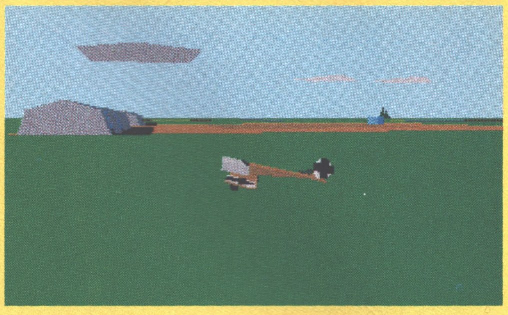
CHALLENGE This one's from Sensible's Jon Hare: "You need two people to do this. One of you has to take *Mega lo Mania* Disk One and Two and put one in each hand, behind their back. The other person then has to guess which disk is in which hand."



It looks rather simple compared to many so-called god sims, but that's a major part of the game's appeal. It's that much more accessible, you see...

9 (NE) KNIGHTS OF THE SKY

MicroProse £34.99



Grab your egg and fours and get the bacon delivered! There's a bunch of monkeys on your ceiling – a sausage squad up the blue end, if you will. You know, cabbage crates over the briny and all that... *(What on Earth are you on about? – Ed)*

Flying a super-slick jetfighter armed to the teeth with the very latest line in weaponry can prove tedious in the extreme, which is why taking a trip back to air combat's formative years with *Knights Of The Sky* proved to be such a breath of fresh air. Its detailed scenery, suitable sounds and splendid sense of World War One wingmanship is top-hole. Before you know it, bally Jerry's pranged his kite right in the how's your father, and the hairy blighter's dicky-birdied, feathered back on his Sammy, took a waspy, flipped over his Betty Harper's and caught his can in the Bertie *(Look, I'm not going to tell you again! – Ed)*. The people behind flight simulations should have *Knights Of The Sky* nailed to their collective forehead as a constant reminder that flying should be a chortle not a chore.

Knights Of The Sky flew high with 87 percent in AP8.

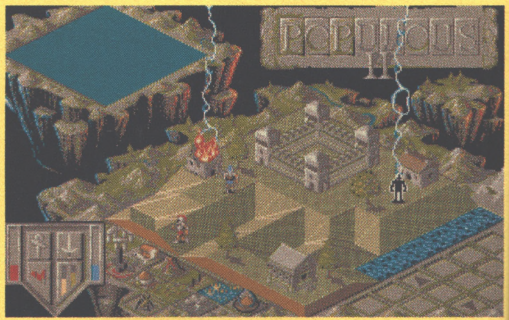
NEWS A complete mission is available on one of AP9's two cover disks.

TIP There's flighty advice aplenty in AP11 and AP12.

CHALLENGE Shoot down Max Immelman.

8 (NE) POPULOUS II

Electronic Arts £29.99



With *Populous II*, Peter Molyneux attempted to finish what he started with the mould-forming *Populous* way back in 1989. Well, he didn't, but he and his Bullfrog buddies begat the be-all and end-all in god simulations instead.

In *Populous II*, life itself once again becomes a game in which Good and Evil attempt to settle their differences by pitting populations against each other. People and land are carefully created in minutes and then destroyed in seconds by all manner of natural and unnatural events such as plagues, tidal waves, lightning storms, earthquakes and volcanoes. The long and short of it is, *Populous II* is more of the same but with bells on the size of Big Ben. *Populous II* looks better, sounds better, has more (and better) special effects and things to do, and ultimately plays better than its predecessor. And more remarkable is the fact that *Populous II* is even better still when played against another human. Unmissable.

Populous II ruled AP8 with 93 percent, our highest rating dished out to date.

NEWS "We reckon *Populous II* will out-sell its predecessor – in time," says EA's Simon Jeffrey. "For us it showed what a complete farce the Gallup charts are. *Birds Of Prey* and *Populous II* shipped at same time and *Birds Of Prey* was consistently higher chart-wise than *Populous II*, but sales-wise we know it was the other way around by a factor of about three to one." Heavens.

With the Bullfrog team presently beavering away on their business simulation with a difference, *BOB*, for release in September, what are the chances of a third *Populous*? "I don't want to do a sequel for the sake it," says Peter Molyneux. "If there was an amazing idea for *Populous*, I'd do it. But there's nothing planned." There is, however, every chance of a *Populous II* data disk.

Check out the original *Populous* (currently available on the Star Performers label for £9.99, and only excluded from this 100 because it's so similar to its superior sequel), its *Promised Lands Data Disk* for the same price, and *Populous: The World Editor* (70 percent in AP10 and priced at £14.99). Bullfrog also wrote *Powermonger* (at Number 83).

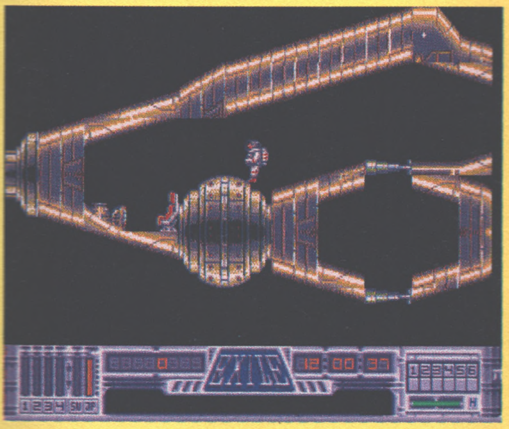
TIP There are level codes in AP12. But did you know that there are eight Random Monsters in *Populous II*? They are: Bronze Man, Dragon, Gorgon, Hydra, Harpy, Kraken, Medusa and Neptune. "They appear for different reasons. It's just events happening in the game, if it feels it's becoming unbalanced. If you see a Random Monster, you should also see a person who's left the house on screen. Keep 'sprogging' someone in that house and more and more Random Monsters will be created."

Another handy hint is this: "If you've got a lot of your people following Helen Of Troy, put your Papal Magnet between your people and Helen and they will stop following her."

CHALLENGE "Win a game without any of your people winning a fight – you can only win by using the effects. It'll say how many fights were won at end of the game, but of course you shouldn't have won any. It helps to make sure you put your people on an island so they don't spread and do their own thing."

7 (NE) EXILE

Audiogenic £25.99



The maddest scientist in the whole universe is performing some unwholesome existence-threatening experiments in the bowels of a far-away planet. The one you just crash-landed on in fact... With a jetpack strapped to your back, it's down to you to penetrate his heavily-guarded, maze-like fortress, destroy the deranged doctor, rescue his unwilling subjects, and escape.

The strength of *Exile*'s playability lies in the fact that it mimics real-world forces and life-forms, and as such places a great emphasis on environmental interaction. There's more thrusting, shooting, exploring, problem-solving, experimenting, and, of course, fun to be had here than in any other arcade adventure. *Exile*'s no oil painting – don't let the C64-style graphics put you off – but its unique approach and considerable depth make it an incomparable work of art. And it's still regarded by Gary Penn as just about the most interesting thing ever.

Exile received 89 percent in AP1.

NEWS There's a complete playable world on AP3's cover disk. The AMIGA POWER team would like to take this opportunity to pay their respects to *Exile* co-author Jeremy Smith who sadly passed away earlier this year.

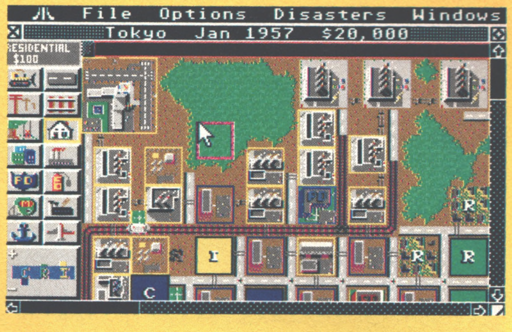
The other half of the team – Peter Irvin – is currently working on a 3D polygon-based adventure of sorts.

5 (4) SIM CITY

Maxis (Infogrames) £29.99

Sim City looks dreary, there's no denying it. All those symbolic blocks and lines and dots... Ugh. But – and it's a big one – there's also no denying that anyone who takes the time to build up a full-functioning city, complete with its own businesses, commuters, traffic flow, rail network, crime rate, police force, fire brigade, earthquakes, floods, roving Godzilla (!), and all those other fascinating facets of life as you know it, will find the megalomaniac within tempted to the fore – and it won't be satiated until a universal harmonium has been achieved. And that could take a considerable slice of your life.

Dodgily programmed perhaps (but not so much so that it gets in the way at all), but still one of the most



original, perfectly conceived and – yes! – most absorbing games ever.

NEWS *Sim City* is currently available with Electronic Arts' Populous in a double pack priced at £29.99.

There are also three data disks available. *Architecture I* and *II* respectively offer future and ancient cities for £15.99 apiece, while the *Terrain Editor* provides additions such as lakes, woods and trees for £15.32. Real fans, however, will be pleased to know a direct sequel to *Sim City* is planned for the end of this year.

The Amiga version of much-more-complicated successor to *Sim City* – *Sim Earth* – was, until the end of

4 (NE) THE SECRET OF MONKEY ISLAND

Lucasfilm Games £25.99

The Secret Of Monkey Island is what would-be pirate Guybrush Threepwood must discover if he's ever to fulfill his dream of sailing the high seas and pursuing a romantic role with roguish aplomb. *The Secret Of Monkey Island* is essentially an interactive storybook, the pages of which are easily turned with a comfortable mouse-driven interface. But these pages come to life with impressive location shots of pirates ships, seedy inns, mysterious mansions and treasure islands, and strong characters to interact with such as pirates, ghosts, more pirates, piranha poodles, even more pirates, and a dog called Fido (!)

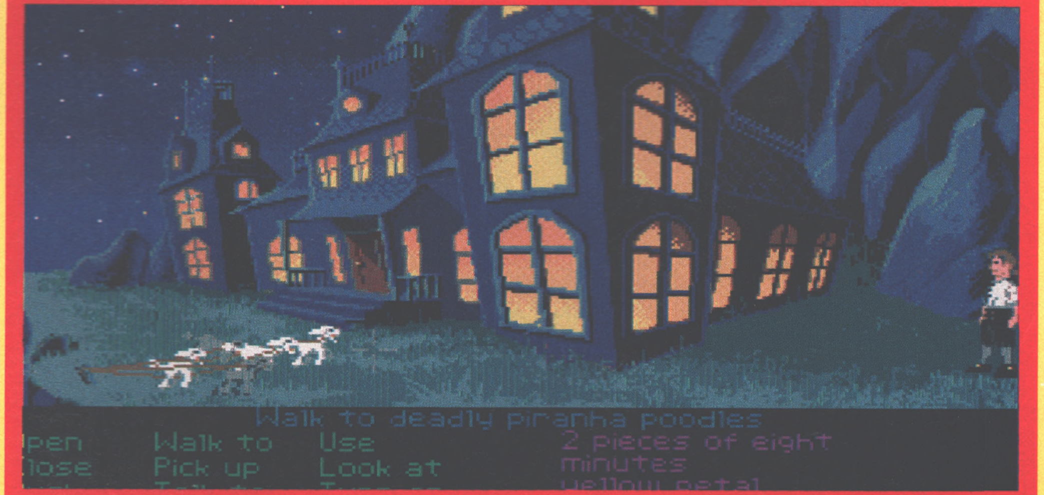
There's an ocean of painful humour to break the ice and some skankin'-good music, too, which all told adds up to more atmosphere than could possibly be soaked up in the dirtiest of drinking dens. So strong is *Monkey Island*'s hook that the level of disk accessing and the adventure's projected average 30-hour playing time are soon forgotten. Fans of such delightful films as The Princess Bride are in for a real treat.

A firm AMIGA POWER favourite, *The Secret Of Monkey Island* spliced the mainbrace with 90 percent back in AP2.

NEWS US Gold is soon to release a superior sequel, *Le Chuck's Revenge*, which takes its title from the repercussions of the hassles experienced by the bad guy in the first episode. *Monkey Island II* will offer more of the same, but it promises to do so with far more style and content. You can expect to see cartoon-quality scenery, animation and special effects being blended with humorous puzzles and situations that are far crazier, wackier and zanier than ever before.

Lucasfilm also developed *Indiana Jones And The Last Crusade: The Graphic Adventure* (at Number 65) amongst many other top notch graphic adventures and flight sims. (*Loom, Their Finest Hour* and *Night Shift* are particularly worthy of your attention.)

TIP There's a detailed solution to the first island in AP4, plus a morsel of advice in AP11's The Last Resort and AP12. A cluebook, priced at £5.99, is available from US Gold. Any further queries should be sent to Jonathan Davies at The Last Resort.



Nice graphics, nicer plot development and nicest humour – *Monkey Island* shows all other graphic adventure pretenders how it *should* be done.

ALL-TIME top 100 GAMES

last year, in Probe Software's hands, but is now being written by Brian Conrad for game designers Maxis, and should be released this August.

Brian's also working on *Sim Ant*, in which the player controls an ant colony, taking on red ants or journeying from a garden to a house in an attempt to force its human occupants to sell. All your favourite ants are included, such as Workers, Queens, Soldiers, and the super-sexy Male ants. Contrary to popular belief, *Sim Brick* (see this month's coverdisks), has nothing to do with Maxis at all.

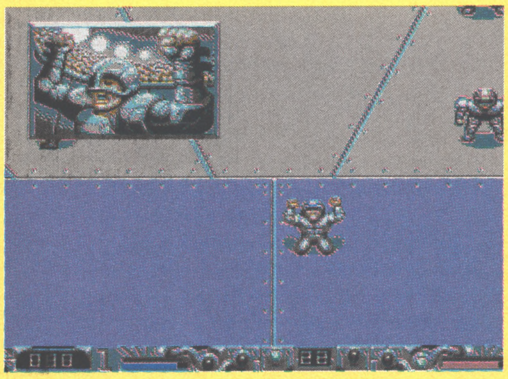
TIP Consult AP1 for a cheat.

A sensible start to building a slicker city is to build up areas comprising four or five of the same zone type. Further inspiration can be gleaned from the real world. For example, avoid creating residential zones too near industrial ones, and place Fire and Police stations in and near built-up areas.

CHALLENGE Survive for five years in the Hamburg 1944 scenario after bulldozing all but one fire station.

3 (3) SPEEDBALL 2: BRUTAL DELUXE

Image Works (Renegade) £25.99



The Bitmap Brothers' crowning glory is a future sport simulation which takes football into the next century and beyond. *Speedball 2* is rougher and tougher than the hardest knight in shining armour, and has more mettle and metal, too. The long and short of it is that two teams throw a shiny metallic ball around a pintable-like pitch in an attempt to score the most points. The hard and fast action benefits from spot-on sounds and slick televisual presentation. There are teams to be trained, players to be bought and sold, and a league of matches to be won. Well, unless you simply fancy beating up your best mate in a two-player head-to-head game. It could go either way, but whatever the outcome, *Speedball 2*'s a winner.

NEWS *Speedball 2* is now available with *Cadaver* and the Bros' debut, *Xenon*, on Renegade's *The Bitmap Brothers Volume One* compilation, priced at £25.99.

Bros have "no definite plans whatsoever" for a third *Speedball*, although BMB1 Eric Matthews is quick to admit that "if we did it, we've got a few ideas that would be nice. We'd keep the playability pretty much as it is, but we'd introduce things like different bits of armour and so on, and home pitches for each team – they'd play better on those pitches and have an obvious home advantage. And of course you'd be able to practice on your own pitch.

"I'd also like to take the Star Players and trading a bit further – it didn't directly affect the performance of the teams in *Speedball 2* because it was an absolute nightmare to do. I'd improve the computer intelligence a little bit, too. Four-players would be nice, and so would human players up against each other in the league. Yeah, and maybe fans invading the pitch. It would be nice to have proper seasons, so once you've reached the top you can play on, but it'd be a nightmare to do. We'd have it so you could save your team out and take it round to your mate's house or whatever. But that's if we do do it."

Incidentally, *Speedball II*'s predecessor (called *Speedball*, cunningly enough) is also worth a look, priced at £9.99 on the Mirror Image label. Bros also wrote *Gods* (at Number 61) among a whole series of well received and popular games.

TIP A bijou tipette can be found in AP1, but Eric has some further advice: "Always go for the double plays to increase your score. It's dangerous, because if you mess it up the opposition will take advantage of it. Stealing the Electroball off the opponent's handy. You can tackle a player while he's holding it to get it off him. In a two-player game, from the start, throw the ball diagonally up the pitch to the top right, electrify it and go for the double plays, using the score multipliers to increase the number of players the Electroball will knock down."

CHALLENGE "Beating Super Nashwan, the top team, by more than 30 points would be impressive. The best we've managed is by about 20 points."

2 (NE) FORMULA ONE GRAND PRIX

MicroProse £34.99

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RUNNERS 26
1

To date, all racing simulations have lacked at least one, but by and large two, essential ingredients: the sensation of speed and a feeling of real depth. Both are abundantly evident in *Formula One Grand Prix*, a (you'd never guess) formula one racing simulation so hot it would make Murray, Walker, wet, his, pants, wiiitttth... ex-citement.

With a hitherto unseen combination of detail, smoothness and speed in its three-dimensional visual approach, plus scorching sounds and things that make you go 'vroom' (such as a complete World Championship simulation featuring all 16 circuits), *Formula One Grand Prix* earned its author, Sir Geoffrey Crammond, a knighthood (well, from the AMIGA POWER team anyway). The impatient and limp-wristed could take offence at the initial loading procedure involving four disks, but everyone else, be they bored with – or boring about – motor racing, is in for a rev-elation.

A great game, then, and a real hit with both punters and reviewers alike. Indeed, *F1 GP* is the only game we really considered putting above the returning champ Rainbow Islands this year, combining, as it does, unprecedented realism, ambition and technical achievement for a simulation. Only the fact that some people are put off by the involved nature of it all really held us back.

Formula One Grand Prix took pole position in AP7 with a (then) lap record of 92 percent. It's a score that's still only ever been topped by one game – the astounding *Populous II*, which earned one mark more.

NEWS Sir Geoffrey – without doubt, one of the most accomplished games creators at work anywhere – also wrote *Stunt Car Racer* (at Number 31), and *The Sentinel* (at Number 81). we await his next project with interest.

TIP There's gallons of advice in the Complete Control section of this very issue of AMIGA POWER – whether you want to cheat, or simply play the game better, you'll find all the advise you need there.

1 (1) RAIN ISLA

Ocean (Hit Squa

It's the brightest star, In the firm-a-ment, Yes, the firm-a-ment, Is the term-we-meant...Yes, it's still here! The AMIGA POWER All Time Top One Hundred Numero One of last year is the APATTOHNO of this year, for *Rainbow Islands* is, in our not particularly humble but terribly honest opinion, quite simply the finest thing ever to occupy the Amiga's RAM.

But why?

It's cute. It's colourful. And it's chipper. And that's just for starters. There's also the fact that, like all the best things the Japanese produce, *Rainbow Islands* is bizarre beyond compare, and as such offers the opportunity for an unprecedented level of escapism. And hey, let's face it, that's basically what it's all about anyway, isn't it?

There's more to it than that, of course. There's the fact that you get to manipulate a short, fat boy called Bub who walks and jumps with more skill and grace than Rudolph Nureyev at his peak. There's the fact that Bub throws rainbows to build bridges and trap or dispatch hordes of cute but crazy creatures. There are the big Boss characters through seven themed 'scenes' (worlds, to you and us), including Monster Island, Toy Island and Arkanoid Island (a tribute to classic game *Arkanoid*, the arcade original of which was also from Taito). And there's the fact that Bub gets to use loads of wild special features (such as wings and magic stars), gets to find hidden rooms and bonuses sprinkled all over the shop, and gets to listen to a lively remix of 'Somewhere Over The Rainbow' throughout the game...

Rainbow Islands will fair warm the cockles of your heart and no mistake. It's easy to get into and (extremely) hard to complete, it's packed with hidden things to find, in its constantly-climbing movement it provides a particularly basic and attractive challenge, and throughout it all it radiates an aura of childlike innocence which will take you back to

N BOW
A NDS
ua d) £7.99

your months in the womb. Compiling this new Top 100 we didn't set out to make *Rainbow Islands* our number one, but despite the excellence of many of this year's new games we couldn't bring ourselves to place any of them above it. Perhaps it's that they're all specialist tastes of some sort or another (sports sims, strategy games, RPGs and whathaveyou) while *Rainbow Islands* somehow comes across as a pure computer game. And the Amiga version is so beautifully executed. Sob. It's lovely.

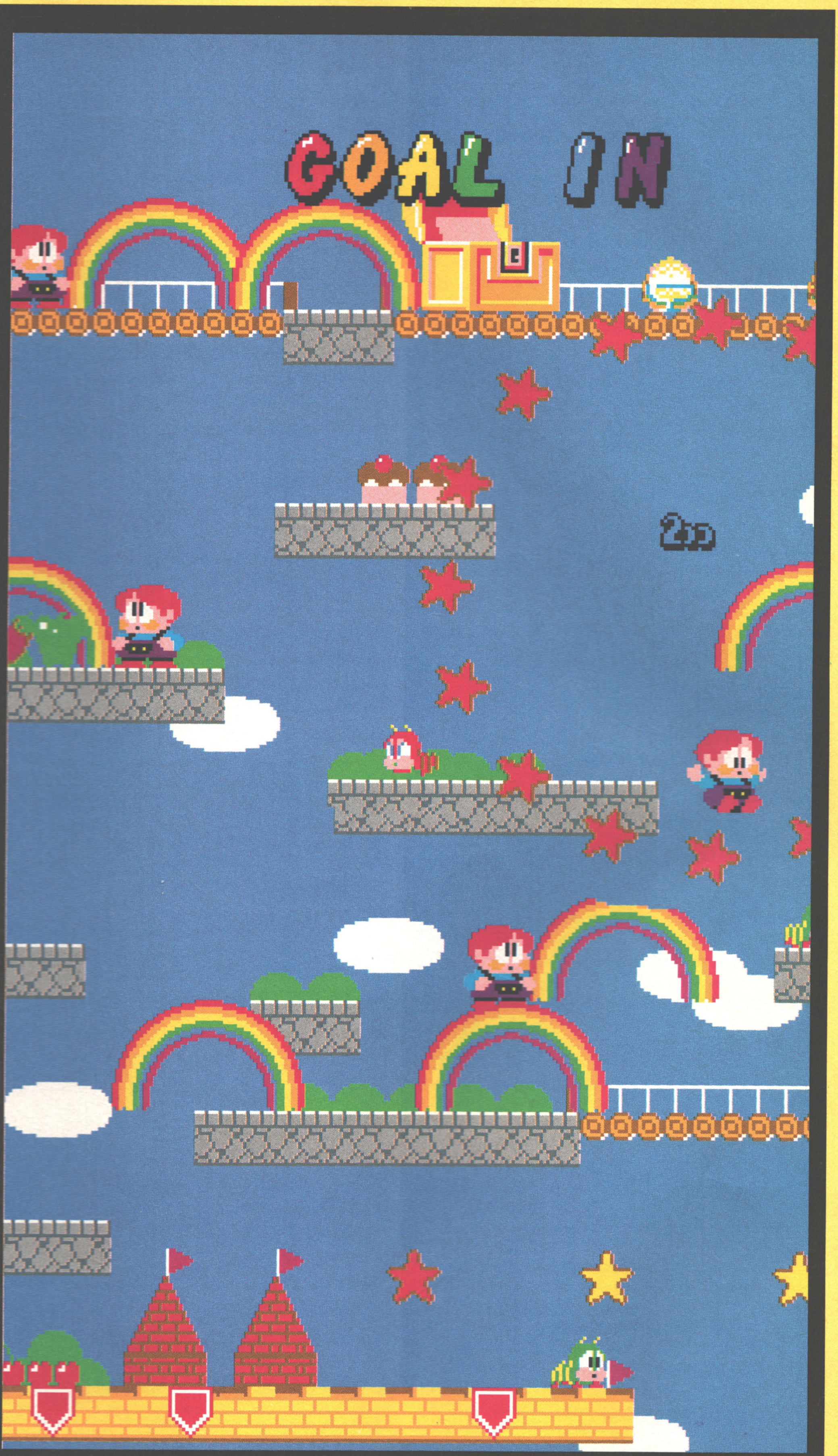
NEWS *Rainbow Islands* represents the second of (to date) three chapters in the *Bubble Bobble* story, which started with *Bubble Bobble* (at Number 37 in this Top 100) and is currently continuing with *Parasol Stars* (at Number 18). As mentioned previously, this looks all set to continue yet further, with a fourth game currently under development at Taito.

Rainbow Islands on the Amiga lacks three hidden islands found in its arcade parent, and sadly Ocean has no plans to release a 'complete' special edition. As well as at a new budget price, *Rainbow Islands* is also available alongside *Bubble Bobble* and *The New Zealand Story* (at Number 69) as the *Rainbow Collection* on the Addicted To Fun label, priced at £19.99.

Graftgold, who converted *Rainbow Islands* to the Amiga, make a strong showing in this year's chart. They were also responsible for the original arcade strategy game *Realms* (at Number 47), the conversion of *Ivan 'Iron Man' Stewart's Super Off-Road* (at Number 52), and *Paradroid 90* (at Number 57).

TIP Everything you ever needed to know about *Rainbow Islands* is spread across AP1 and AP2. There's also some advice in the Hidden Agenda feature in this issue.

CHALLENGE "Enter all seven Secret Rooms," says Graftgold's Andrew Braybrook. "You get a 10 million bonus if you used a Continue, or a 50 million if you didn't. That's how we got our top score of around 63 million. One other thing: has anyone actually seen the Graftgold key come out yet?"

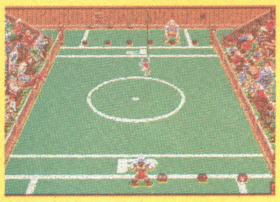


What's going on here? Four Bubs (or are they Bobs?), assorted nasties and rainbows and stars a-go-go! *Rainbow Islands* features cute bright graphics, easy to get into yet absorbing gameplay, and more hidden below the surface than your average iceberg. No wonder it's our all-time favourite two years running – we're not bored of it yet!

LAST YEAR'S TOP 100: THE TRUTH!

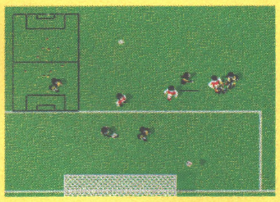
So that was last year's list. Makes for odd reading now, doesn't it? Little wonder that many of these games – even ones in the top half! – don't make a showing at all in this year's chart. Y'see, it's like this...

For a start, last year's was actually put together in a more 'scientific' way than the new one, which made for an interesting cross section of games, but less accurately reflected the true feeling of members of the AMIGA POWER team. Yes, we ummed and erred and changed our minds about it countless times, but before that we actually got all the Amiga games experts we could find in one room for an entire day and hashed out the basics of it, voting countless times on countless games until we finally came up with something approximating the list you see here. (This year we said to hell with voting, and just had a big row about it instead, but that's a story for the other side of this page). Anyway, last year's voting panel included Bob Wade (currently editor of PC Format, but ex- of ACE, Amiga Format, Amiga Shopper and others), Trenton Webb (editor of Commodore Format, ex of Amiga Format), Gary Penn (ex-editor of The One, Zzap! and others) as well as Mark, Stuart and myself, with Amiga Format's Maff Evans, Sega Power's Andy Smith and Uncle Tom Cobbley and all making contributions. Bob Wade, for instance, we have to thank for the bizarre choice of *Grand Monster Slam* to prop up the 100. We're still not sure how he managed to get that one past the rest of us...



OUT! *Grand Monster Slam* – and out goes Bob Wade too!

Okay, you may well be saying, so you made a few odd choices last time round, but why have so many of these games been dropped for this year? Well, for a start, many of them have been since succeeded by very-similar-but-undeniably-superior sequels, rendering the originals if not worthless, then at least far less essential. *Populous* is an obvious case in point – *Populous II* (essentially a more sophisticated rewriting of the first game) has taken its place instead.



OUT! *Kick Off 2* – proves simply too frustrating by half.

Then there are the games that were pretty good a year ago, still look okay, but just don't really cut the All-time Top 100 mustard any more – and there are plenty of those. *Rick Dangerous*? Yes, it's still pretty neat, but there are some significant gameplay flaws, and plenty of other much better console-style games around. *Future Wars*? An excellent game, and a ground-breaking one, but Delphine, Lucasfilm and co have all done more sophisticated variants on the theme since. And so it goes on.

Finally there are the games we simply don't like any more. *Captive*? Nah, we don't enjoy using the game system at all. *Midwinter*? Slow 3D added to an unfocussed and rapidly tedious game. And then there's *Kick Off 2* – the *Kick Off* games are real love-it-or-hate-it stuff (half of us love it, half of us hate it) but at least there's a consistent chance of scoring goals in the first game, which is why it appears here. But enough! This is all last year's news. If you want to know about *really* good Amiga games, you should be casting your eyes just across the page....

OUT! *Xenon 2* – nice to look at, only average to play.

LAST YEAR'S TOP 100

1) Rainbow Islands (Ocean)
2) Lemmings (Psygnosis)
3) Speedball 2 (Image Works)
4) Sim City (Infogrames)
5) Virus (Firebird)
6) Populous (Electronic Arts)
7) Kick Off 2 (Anco)
8) Falcon (Spec Holobyte/ Mirrorsoft)
9) Indianapolis 500 (Electronic Arts)
10) Stunt Car Racer (MicroStyle)
11) Pang (Ocean)
12) Prince Of Persia (Broderbund/Domark)
13) Spindizzy Worlds (Electric Dreams)
14) Nebulus (Hewson)
15) Carrier Command (Rainbird)
16) Dungeon Master (FTL/ Mirrorsoft)
17) Rick Dangerous II (MicroStyle)
18) Ultima V (Origin)
19) The New Zealand Story (Ocean)
20) The Sentinel (Firebird)
21) Damocles (Novagen)
22) Paradroid 90 (Hewson)
23) Plotting (Ocean)
24) Typhoon Thompson (Broderbund/ Domark)
25) Laser Squad (Blade)
26) Klax (Domark)
27) SWIV (Storm)
28) Indiana Jones And The Last Crusade: The Graphic Adventure (Lucasfilm/US Gold)
29) F-19 Stealth Fighter (MicroProse)
30) E-Motion (US Gold)
31) Captive (Mindscape)
32) Powermonger (Electronic Arts)
33) Xenon 2 (Image Works)
34) Puzznic (Ocean)
35) Super Off Road (Virgin)
36) F-29 Retaliator (Ocean)
37) Vaxine (US Gold)
38) Interphase (Image Works)
39) Castle Master (Incentive/ Domark)
40) Car-Vup (Core)
41) Super Hang-On (Activision)
42) Pro Tennis Tour 2 (Ubi Soft)
43) Starglider 2 (Rainbird)
44) Shanghai (Activision)
45) Lotus Esprit Turbo Challenge (Gremlin)
46) Operation Stealth (Delphine/ US Gold)
47) World Class Leaderboard (Access/ US Gold)
48) Arkanoid 2 – Revenge Of Doh (Activision)
49) Battle Squadron (Electronic Zoo)
50) Tower Of Babel (Rainbird)
51) Wings (Cinemaware/ Mirrorsoft)
52) Cadaver (Image Works)
53) Bubble Bobble (Firebird)
54) Leisure Suit Larry III (Sierra)
55) Archipelagos (Millennium)
56) Helter Skelter (Audiogenic)
57) Bombuzal (Image Works)
58) Battle Command (Ocean)
59) The Killing Game Show (Psygnosis)
60) IK+ (System 3)
61) Warhead (Activision)
62) F/A-18 Interceptor (Electronic Arts)
63) Future Wars (Delphine/ US Gold)
64) Nightshift (Lucasfilm/ US Gold)
65) Silkworm (Virgin)
66) Midwinter (Rainbird)
67) Pac-Mania (Grandslam)
68) Kid Gloves (Millennium)
69) Projectyle (Electronic Arts)
70) Balance Of Power 1990 (Mindscape)
71) Rick Dangerous (Firebird)
72) Loom (Lucasfilm/ US Gold)
73) Rocket Ranger (Cinemaware/ Mirrorsoft)
74) St Dragon (Storm)
75) Elite (Rainbird)
76) Quartz (Firebird)
77) Flood (Electronic Arts)
78) Buggy Boy (Elite)
79) Zany Golf (Electronic Arts)
80) Pipe Mania (Empire)
81) Total Eclipse (Incentive/ Domark)
82) Dragon Breed (Activision)
83) James Pond (Millennium)
84) Venus: The Fly Trap (Gremlin)
85) Tetris (Mirrorsoft)
86) TV Sports: Football (Cinemaware/ Mirrorsoft)
87) Distant Armies (Exocet)
88) Turrican (Rainbow Arts)
89) Treasure Trap (Electronic Zoo)
90) Batman The Movie (Ocean)
91) Switchblade (Gremlin)
92) Supercars (Gremlin)
93) Their Finest Hour (Lucasfilm/ US Gold)
94) MiG-29 (Domark)
95) Monty Python's Flying Circus (Virgin)
96) Golden Axe (Virgin)
97) Ghouls'n'Ghosts (US Gold)
98) Red Storm Rising (MicroProse)
99) Xybots (Domark)
100) Grand Monster Slam (Rainbow Arts)

ALL-TIME 100 GAMES

AMIGA POWER CHALLENGE : THE NEXT GENERATION!
If you have a challenge to set other gameplayers for a Top 100 entry – or any other Amiga game for that matter – don't hesitate to drop us a line at AMIGA POWER Challenge, a new column we'll be introducing to Complet

THIS YEAR'S TOP 100

1	(1)	Rainbow Islands (Ocean)
2	(NE)	Formula One Grand Prix (MicroProse)
3	(3)	Speedball 2: Brutal Deluxe (Image Works)
4	(NE)	The Secret Of Monkey Island (Lucasfilm/ US Gold)
5	(4)	Sim City (Maxis/ Infogrames)
6	(NE)	Mega lo Mania (Image Works/ Ubi Soft)
7	(NE)	Exile (Audiogenic)
8	(NE)	Populous II (Bullfrog/ Electronic Arts)
9	(NE)	Knights Of The Sky (MicroProse)
10	(NE)	Jimmy White's Whirlwind Snooker (Virgin)
11	(2)	Lemmings (Psygnosis)
12	(12)	Prince Of Persia (Broderbund/ Domark)
13	(NE)	Dyna Blaster/ Bomberman (Ubi Soft)
14	(NE)	First Samurai (Vivid Image/Image Works/ Ubi Soft)
15	(NE)	Harlequin (Gremlin)
16	(NE)	PGA Tour Golf (Electronic Arts)
17	(NE)	Ultima VI (Origin/ Mindscape)
18	(NE)	Parasol Stars (Ocean)
19	(NE)	Eye Of The Beholder (SSI/US Gold)
20	(NE)	Another World (Delphine/ US Gold)
21	(NE)	F-15 Strike Eagle II (MicroProse)
22	(NE)	Titus The Fox (Titus)
23	(NE)	John Madden Football (Electronic Arts)
24	(NE)	Hunter (Activision)
25	(NE)	Apidya (Playbyte)
26	(NE)	The Blues Brothers (Titus)
27	(NE)	Celtic Legends (Ubi Soft)
28	(10)	StuntCar Racer (MicroStyle/ Kixx)
29	(11)	Pang (Ocean)
30	(NE)	Gem'X (Demonware)
31	(NE)	Rodland (Storm)
32	(NE)	Switchblade II (Gremlin)
33	(NE)	Head Over Heels (The Hit Squad)
34	(NE)	Asteroids (Public Domain)
35	(NE)	Vroom (Lankhor/ Ubi Soft)
36	(14)	Nebulus (Hewson)
37	(53)	Bubble Bobble (Ocean/ The Hit Squad)
38	(27)	SWIV (Storm)
39	(NE)	R-Type II (Activision)
40	(60)	IK+ (System 3/ The Hit Squad)
41	(5)	Virus (Firebird)
42	(NE)	Lotus Turbo Challenge 2 (Gremlin)
43	(NE)	Kick Off (Anco/ Top Shots)
44	(NE)	Chuck Rock (Core)
45	(NE)	Llamatron (Llamasoft)
46	(NE)	Heimdall (Core Design)
47	(NE)	Realms (Virgin Games)
48	(26)	Klax (Domark/ Respray)
49	(NE)	Shadowlands (Domark)
50	(NE)	MicroProse Golf (MicroProse)
51	(34)	Puzznic (Ocean)
52	(35)	Super Off-Road Racer (Virgin Games/ Tronix)
53	(NE)	Super Twintris (Public Domain)
54	(NE)	Cruise For A Corpse (Delphine/ US Gold)
55	(25)	Laser Squad (Blade)
56	(NE)	Leander (Psygnosis)
57	(22)	Paradroid 90 (Hewson)
58	(NE)	Toki (Ocean)
59	(44)	Shanghai (Activision)
60	(NE)	Space Crusade (Gremlin)
61	(NE)	Gods (Renegade)
62	(NE)	Silent Service II (MicroProse)
63	(NE)	Pacific Islands (Empire)
64	(62)	FA/18 Interceptor (Electronic Arts/ Star Performers)
65	(28)	Indiana Jones And The Last Crusade: The Graphic Adventure (Lucasfilm/ US Gold)
66	(NE)	Robocod (Millennium)
67	(NE)	Thunderhawk (Core Design)
68	(36)	F-29 Retaliator (Ocean)
69	(19)	The New Zealand Story (Ocean)
70	(NE)	Manchester United Europe (Krisalis)
71	(NE)	RoboCop 3 (Ocean)
72	(NE)	Storm Master (Silmarils)
73	(20)	The Sentinel (Firebird)
74	(NE)	Rugby: The World Cup (Domark)
75	(13)	Spindizzy Worlds (Electric Dreams)
76	(30)	E-Motion (US Gold)
77	(9)	Indianapolis 500: The Simulation (Electronic Arts)
78	(NE)	Pinball Dreams (21st Century Entertainment)
79	(23)	Plotting (Ocean)
80	(NE)	Final Fight (US Gold)
81	(15)	Carrier Command (Rainbird/ Mirror Image)
82	(NE)	Project X (Team 17)
83	(32)	Powermonger (Electronic Arts)
84	(NE)	Spot (Virgin Games)
85	(NE)	Scooby And Scrappy Doo (Hi-Tec)
86	(NE)	Hero Quest (Gremlin)
87	(42)	Pro Tennis Tour II (Ubi Soft)
88	(69)	Projectyle (Electronic Arts/ Star Performers)
89	(50)	Tower Of Babel (MicroStyle)
90	(NE)	Volfied (Empire)
91	(68)	Kid Gloves (Millennium/ GBH)
92	(41)	Super Hang-On (Electric Dreams/ The Hit Squad)
93	(NE)	Supercars 2 (Gremlin)
94	(40)	Car-Vup (Core)
95	(NE)	Deuteros (Activision)
96	(NE)	Photon Storm (Arc)
97	(NE)	Fantasy World Dizzy (CodeMasters)
98	(NE)	Monster Business (Eclipse)
99	(NE)	Covert Action (MicroProse)
100	(96)	Golden Axe (Virgin/ Tronix)

THAT AMIGA POWER ALL-TIME TOP 100 IN FULL

Together for the very first time, it's the all new All-time Top 100 in handy at-a-glance form – a century of the very best entertainment software available for your Amiga. If you're new to the Amiga you couldn't do better than to start at the top of the list and work your way down, but even long-time gameplayers should find a few classics in here they've previously overlooked – and many of them at budget prices now too.

***Rainbow Islands* – still shining at number one. Hurrah!**

You'll have questions, of course. Like how on earth did we arrive at this new All-time Top 100? And why aren't all your fave raves featured? And why have some entries gone down or dropped out while others have moved up? And why (why! WHY!) is *Rainbow Islands* at Number One for the SECOND YEAR RUNNING?

It all started one fine day in March. Matt Bielby, Mark Ramshaw, Stuart Campbell, Matthew Squires, Gary Penn and all your other AMIGA POWER favourites sat down at a large table, each with his own Top 100 (and Matt armed with the top tens of assorted famous software developers too, which he kept referring to for ideas and reference). A week of intense squabbling later and The All-New All-Singin' All-Dancin' All-AMIGA POWER All-time Top 100 was born. Then it was scrapped and we started again and argued some more until this final chart was formed. None of us is entirely happy with it, but it does represent the best possible compromise.

Needless to say, every release in the APATT100 comes highly recommended. Deliberately, the chart tries to caters for all tastes, with the cream of almost every crop represented. You'll find action, adventure, simulation, strategy and much more besides here – all we ask is that something be accessible, easy to use and fun.

Perhaps the biggest controversy about this new chart is *Rainbow Islands* continuing to hold its Number One position. Some of us aren't too happy with the fact – I, for one, would have liked to see something else in there if only for changes sake – but try as we might, nothing quite seemed to fit the bill. Leading new contenders like *Formula One GP*, *Jimmy White* and *Populous II* were all thought to be too specialist in some way – sure, they're easily the best driving game, sports sim and strategy game ever seen on the Amiga respectively, but somehow none of them seem like a pure, all round computer game in the same way that *Rainbow Islands* does. Call us old fashioned, but that's the way it goes.

Ignoring the old guard for a moment, it's great to see how many of the new 100 were released this year – it's obviously been a great one for games. No less than 63 titles are new to the 100, and it's been good news for original product too, with fewer than 20 slots taken up by arcade conversions. Public Domain software has a surprisingly strong presence too there are a handful of entries available free or at a minimal cost, and a couple of original budget games make their presence felt.

For the real trainspotters amongst you, a close look at the 100 reveals that MicroProse claims the largest slice of the pie with 11 entries (some of them old Telecomsoft products), closely followed by Ocean, Electronic Arts, Activision, Gremlin and others.

As far as individual developers are concerned, Graftgold has four entries, one at the top of the tree, while Sir Geoffrey Crammond has three, one of which is the highest new one. And that's it really. Enjoy, by all means disagree, and why not take this final AMIGA POWER Challenge: pick one of these Top 100 games you haven't played, go out and buy it, and enjoy! We're sure you will...

● ***MATT BIELBY***

Control next month. We want remarkable high scores, secret rooms to discover or anything really, as long as they'll make playing the game more interesting to other readers. The address is AMIGA POWER CHALLENGE, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. See you there!

ALL-TIME top 100 GAMES

ON THE OT

...not everyone agrees with us. Like these guys...

Phew! So that was the AMIGA POWER All-time Top 100 Games 1992, eh? You're probably busy disagreeing with just about all of it right now, and to prove you're not in bad company, we've roped a selection of opinionated industry types to give us their views on the very best Amiga games. Some of these guys are programmers, some are games publishers, but all have come up with their very own Top 10s just for us...

ANDREW WRIGHT

Virgin Games

Andrew Wright is Marketing Manager at Virgin Games. In his time he's been responsible for the development of far too many hit (and not so hit!) games to mention here, as well as being an old mucker of a certain Mr Gary Penn since Newsfield days. He's been around for donkey's years (which explains some of his odd choices...)

1. Sky Chase (Maxis/ Mirror Image)
2. Conflict (16-Blitz)
3. Carrier Command (Firebird)
4. Silkworm (Virgin)
5. Populous (Electronic Arts)
6. Stunt Car Racer (MicroStyle)
7. The Sentinel (Firebird)
8. Sim City (Maxis/Infogrames)
9. Lemmings (Psygnosis)
10. Infestation (Virgin – never released)

"Everyone will say I'm mad for choosing *Sky Chase* – it's a weird wire frame dogfighting game and yes, it looks completely crap. The thing is though, it's brilliant with two players, and it's very, very funny. I believe it did terribly, but it's great fun. A lot of the things I've picked are at their best as two player games, actually. Most of the others – things like *Populous* or *The Sentinel* or *Carrier* or *Sim City* – I've chosen because they create a complete and believable whole world game environment, which is something I'm a big fan of too.

"There are a couple of indulgent choices in here as well though – *Conflict*, a great strategy game which looked very dull so we put it out on 16-Blitz when really we should have made a bigger thing of it and sold it at full price, and *Infection*, which was essentially the same game as *Spot*, but without the American '7 Up' licence attached, and so never got released. The thing is, I think it's the better game. These are two that I wish better things had happened to, which is why I've chosen them."
– Andy Wright, Virgin Games

PETER MOLYNEUX

Bullfrog

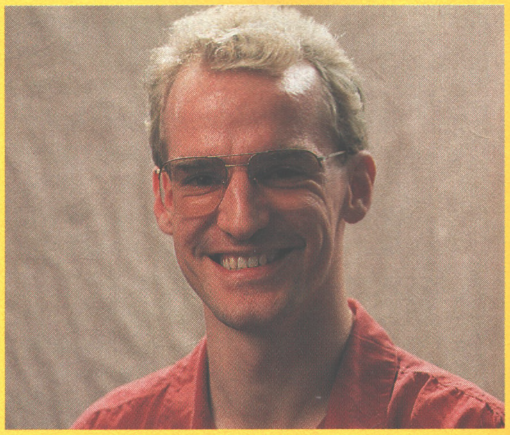
Led by **Peter Molyneux**, Bullfrog are one of the most original and successful programming teams in the UK, producers of consistently interesting and best selling work, including the ground-breaking *Populous.*

1. Populous 2 (Bullfrog/Electronic Arts)
2. Lemmings (Psygnosis)
3. Battle Isle (Ubi Soft)
4. Dungeon Master (FTL/ Mirrorsoft)
5. = Jimmy White's Whirlwind Snooker (Virgin)
5. = Another World (Delphine/ US Gold)
7. Kick Off 2 (Anco)
8. Pipe Mania (Empire)
9. The Secret Of Monkey Island (Lucasfilm/ US Gold)
10. Nebulus (Hewson)

"This isn't just my list – nine of us here voted for these titles so it should be fairly representative. I didn't personally want *Populous 2* to be at the top but unfortunately everybody here voted for it – even the new boys who've joined since we completed the game – so there it is. It's embarrassing, I know. Some of the other ones, like *Battle Isle* and *Jimmy White's*, we like for their good two player options – I believe all games should have a two player mode if possible – while others are just very well balanced and original games. Personally I'm a big fan of *Another World* in particular – if it was just my list I'd put it a lot higher up. I think it's a milestone in animation, and all put together so superbly – it really is as if a film director had gone out and written a game. There are no strong special effects particularly, but the way it fits together is so neat – for my money it beats all Sierra and Lucasfilm games in the atmosphere stakes hands down."
– Peter Molyneux, Bullfrog

ANDY BEVERIDGE

The Assembly Line



Andy Beveridge is a quarter of The Assembly Line, creators of games like *E-Motion* and *Cybercon III.*

1. Lemmings (Psygnosis)
2. Tetris (Infogrames)
3. Cybercon III (US Gold)
4. Arkanoid (Imagine)
5. Dungeon Master (FTL/ Mirrorsoft)
6. Shadow Of The Beast (Psygnosis)
7. Xenon II (Image Works)
8. Populous (Electronic Arts)
9. Shuttle (Virgin)
10. Carrier Command (Rainbird)

"Things like *Dungeon Master, Populous, Carrier Command* and so on are all quite old now, but they were the originals of their type, and should take the credit. The other games are either very addictive – like *Arkanoid* and *Tetris* – or were really spectacular for their time, like *Shadow Of The Beast* or *Xenon II.* And *Shuttle* is in there because its got such incredible scope. It's mind blowing the amount of effort that's been put into it."
– Andy Beveridge, The Assembly Line

MEV DINC

Vivid Image

With John Twiddy, **Mev Dinc** is one half of Vivid Image, developers of hit games like *Hammerfist, The Time*

THER HAND

Machine and the stunning *First Samurai*.

1. Lemmings (Psygnosis)
2. First Samurai (Vivid Image)
3. Stunt Car Racer (MicroStyle)
4. Populous (Bullfrog/ Electronic Arts)
5. The New Zealand Story (Ocean)
6. Speedball 2 (Image Works)
7. Jimmy White's Whirlwind Snooker (Virgin)
8. James Pond 2 – Robocod (Millennium)
9. Kick Off 2 (Anco)
10. Mega lo Mania (Image Works)

"Some of these I've chosen because they break new ground technically or conceptually – games like *Jimmy White's* or *Populous* – and some because they take an established game style and actually improve on them. Into this category I'd include games like *Kick Off 2* and our own *First Samurai*, which was an attempt to combine lots of different game style into the one game. The others are just games I love to play – *New Zealand Story* and *Speedball 2* are very polished and easy to play, and *Stunt Car* is just so much fun, as well as being technically superb. Anyway, these are my favourites." **– Mev Dinc**

RICHARD DARLING
CodeMasters

Richard Darling is one of the famous computer whizkid Darling brothers, joint directors of top budget software house CodeMasters.

1. The Secret Of Monkey Island (Lucasfilm/US Gold)
2. Pang (Ocean)
3. Dizzy: Prince Of The Yolk Folk (CodeMasters)
4. Indianapolis 500 (Electronic Arts)
5. Bubble Dizzy (CodeMasters)
6. Populous (Electronic Arts)
7. Steg (CodeMasters)
8. Lemmings (Psygnosis)
9. Slightly Magic (CodeMasters)
10. Xenon 2 (Image Works)

"This list was put together by myself, Paul Ransom and Richard Eddy here at CodeMasters. We like *Monkey Island* because it's very funny, great to play and smashing to watch, *Pang* for the hugely addictive two-player game and this particular *Dizzy* game because it's 100 percent fun, and the best thing we've ever done. A lot of these are real pick-up-and-play games which are simple and good to play – exactly the qualities we look for in our games." **– Richard Darling, CodeMasters**

GARY BRACEY
Ocean

Gary Bracey is Software Director at Ocean, arguably Britain's most important software house. He has overseen dozens of games, and is an ex-AMIGA POWER coverstar.

1. Epic (Ocean)
2. Jimmy White's Whirlwind Snooker (Virgin)
3. Lemmings (Psygnosis)
4. Rainbow Islands (Ocean)
5. Sim City (Maxis/ Infogrames)
6. Batman The Movie (Ocean)
7. Leather Goddesses Of Phobos (Infocom)
8. Dungeon Master (FTL/ Mirrorsoft)
9. Turrican II (Rainbow Arts)
10. Populous (Electronic Arts)

"Sorry for putting one of our games at number one, but *Epic's* just blowing me away at the moment – it's excellent. I'm afraid everyone else is going to have to wait until its released to see what I mean, but believe me – it's great. The other Ocean games I've picked are *Rainbow Islands* for obvious reasons, and *Batman* because it's a game I still play now, and it was a real ground breaker for Ocean. The other ones I've picked for their originality and style – I nearly had *Hitch-hiker's Guide To The Galaxy* and the *Zork* games in there too, because I'm a big fan of the Infocom games, but in the end I plumped for *Leather Goddesses* instead just to be true to form."
– Gary Bracey (with a reputation to live up to)

JON HARE
Sensible Software

Sensible Software were the big programming find of 1991, coming to the fore after years of sterling work with the critical hit *Mega lo Mania*. This year sees a whole string of exciting new projects from the boys, some of which you can check out for yourself on this month's special Sensible coverdisk.

1. = Sensible Soccer (Renegade)
1. = Stunt Car Racer (MicroStyle)
3. The New Zealand Story (Ocean)
4. Elite (Firebird)
5. Future Wars (Delphine)
6. Zak McKraken (Lucasfilm)
7. Kick Off 2 (Anco)
8. Spindizzy Worlds (Activision)
9. Data Storm (Arc)
10. Pinball Wizard (Anco)

"A bit of an odd list, isn't it? What happened was we each picked our two favourite Amiga games, then all seven of us voted on them, and this is what we came up with. It's such a mixed up list because we all like different sorts of thing, though fast two player games seem to have made a pretty good showing, haven't they? *Stunt Car Racer* we love just for the outrageous feel of it, but our other number one is more of an embarrassment. I guess it's just because we're playing it in the office all the time at the moment." **– Jon Hare, director Sensible Software**

DMA DESIGN

Dundee-based DMA design are one of the country's top games developers, responsible, amongst other things, for mega-hit *Lemmings*, which is merely the most successful of a whole string of hit Psygnosis releases. This list isn't the product of one person there, but of the whole lot of them putting their heads together.

1. Populous (Electronic Arts)
2. Millennium 2.2 (Activision)
3. Dungeon Master (FTL/ Mirrorsoft)
4. SWIV (Storm)
5. Virus (Firebird)
6. Tetrix (PD)
7. Wings (Cinemaware/ Mirrorsoft)
8. Utopia (Gremlin)
9. Speedball 2 (Image Works)
10. Stunt Car Racer (MicroStyle)

"I think we've got a few graduates here who go for the more intellectual type of game which is why things like *Millennium 2.2* and *Utopia* have done so well. We nearly had *Silent Service II* in here, which shows the sort of thing we go for! The other thing to say is that we don't seem to be too quick at picking up on the new games, otherwise things like *Populous II* would probably be in here instead of the first one!" – DMA Design

ERIC MATTHEWS

The Bitmap Brothers

Eric Matthews is leader of The Bitmap Brothers – the nearest thing programming's got to a group of pop stars, and creators of influential games like *Speedball 1* and *2, Xenon 1* and *2, Cadaver, Gods, Magic Pockets* and more.

1. **Indianapolis 500 (Electronic Arts)**
2. **Silent Service 2 (MicroProse)**
3. **Monkey Island 2 (Lucasfilm/US Gold)** *(But it's not out yet on the Amiga! – Ed)*
4. **R-Type II (Activision)**
5. **PGA Tour Golf (Electronic Arts)**
6. **SWIV (Storm)**
7. **Dungeon Master (FTL/Mirrorsoft)**
8. **Sim City (Maxis/Infogrames)**
9. **Oids (FTL/Mirrorsoft)** *(Don't know what this is doing here, it actually only came out on the ST. – Ed)*
10. **Mercenary (Novagen)**

Or...

1. **Puggles (AMIGA POWER Coverdisk)**
2. **Rodland (Storm)**
3. **Monster Business (Eclipse)**
4. **Asteroids (PD)**
5. **Smash TV (Ocean)**
6. **6). Scooby And Scrappy Doo (Hi-Tec)**
7. **Elf (Ocean)**
8. **Head Over Heels (Ocean)**

Unfortunately Eric doesn't quite seem to have understood the brief here. That's why he came up with two top 10s (well, one's a top eight, actually). But which one is real, and which one a sly dig at a certain high profile games reviewer? Answers on a postcard please...

STEVE TURNER AND ANDREW BRAYBROOK

Graftgold

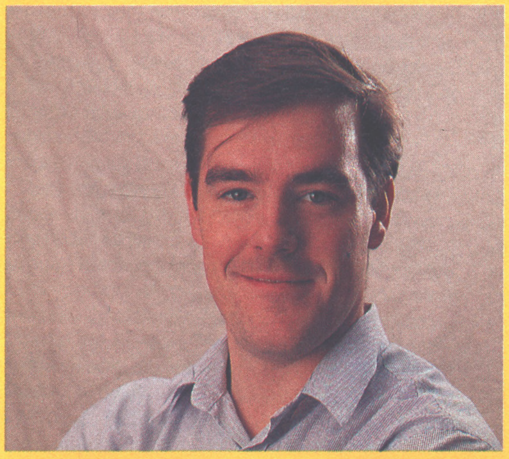
Led by star programmers Andrew Braybrook and Steve Turner, Graftgold are one of the the country's top programming teams, responsible for original games like *Realms* and *Paradroid 90*, as well as top coin-op conversions like *Rainbow Islands* and *Super Off Road.*

1) **Jimmy White's Whirlwind Snooker (Virgin)**
2) **Lemmings (Psygnosis)**
3) **Turrican 2 (Rainbow Arts)**
4) **Kick Off 2 (Anco)**
5) **Speedball 2 (Image Works)**
6) **Xenon 2 (Image Works)**
7) **Shanghai (Activision)**
8) **Lotus Esprit Turbo Challenge (Gremlin)**
9) **Data Storm (Arc)**
10) **IK+ (System 3)**

"As programmers, what we're looking for is a very professionally done, well finished program, as well as a playable game. There's quite a range of different styles here, though to be honest, if this list was purely based on time spent wasted on the game in the office, *Jimmy White's* would be the only one on the list. The two big surprises on the list are, I suppose, *Turrican 2* (which a lot of us like because of the technical difficulty of getting such a frame rate with so many things on screen) and *Shanghai*, which is simply an absorbing game." – Steve Turner

FERGUS MCGOVERN

Probe Software



Fergus McGovern is director of Probe Software, one of Britain's biggest game development houses, employing over 50 programmers alone on projects across all machine formats.

1. **Kick Off 2 (Anco)**
2. **Smash TV (Ocean)**
3. **Lemmings (Psygnosis)**
4. **Outrun Europa (US Gold)**
5. **Supremacy (Virgin)**
6. **Jimmy White's Whirlwind Snooker (Virgin)**
7. **Robocop 3 (Ocean)**
8. **Alien III (Acclaim)**
9. **The Secret Of Monkey Island (Lucasfilm/US Gold)**
10. **Mega lo Mania (Image Works)**

"I've cheated a bit by saying *Alien III* because we're still developing it and I'm one of the few people who can really say whether it's any good or not, but believe me, this will be one of the big games when you pick the best for next year. There are a couple more of ours in here too – *Smash TV*, because it's been generally received as one of Ocean's best coin-op conversions for many years, and *OutRun Europa* because it took so long to eventually get released, but I think it was worth it when it did. Oh yes, and *Kick Off 2* is there because it's Probe's ultimate aim to produce a better soccer game. We've got one we're doing at the moment actually. I've seen Sensible's new one and we're going to whip their butts..!"
– **Fergus McGovern** (who forgot to tell us that their much-vaunted new footy game will be MegaDrive only...)

DOMINIC WHEATLEY

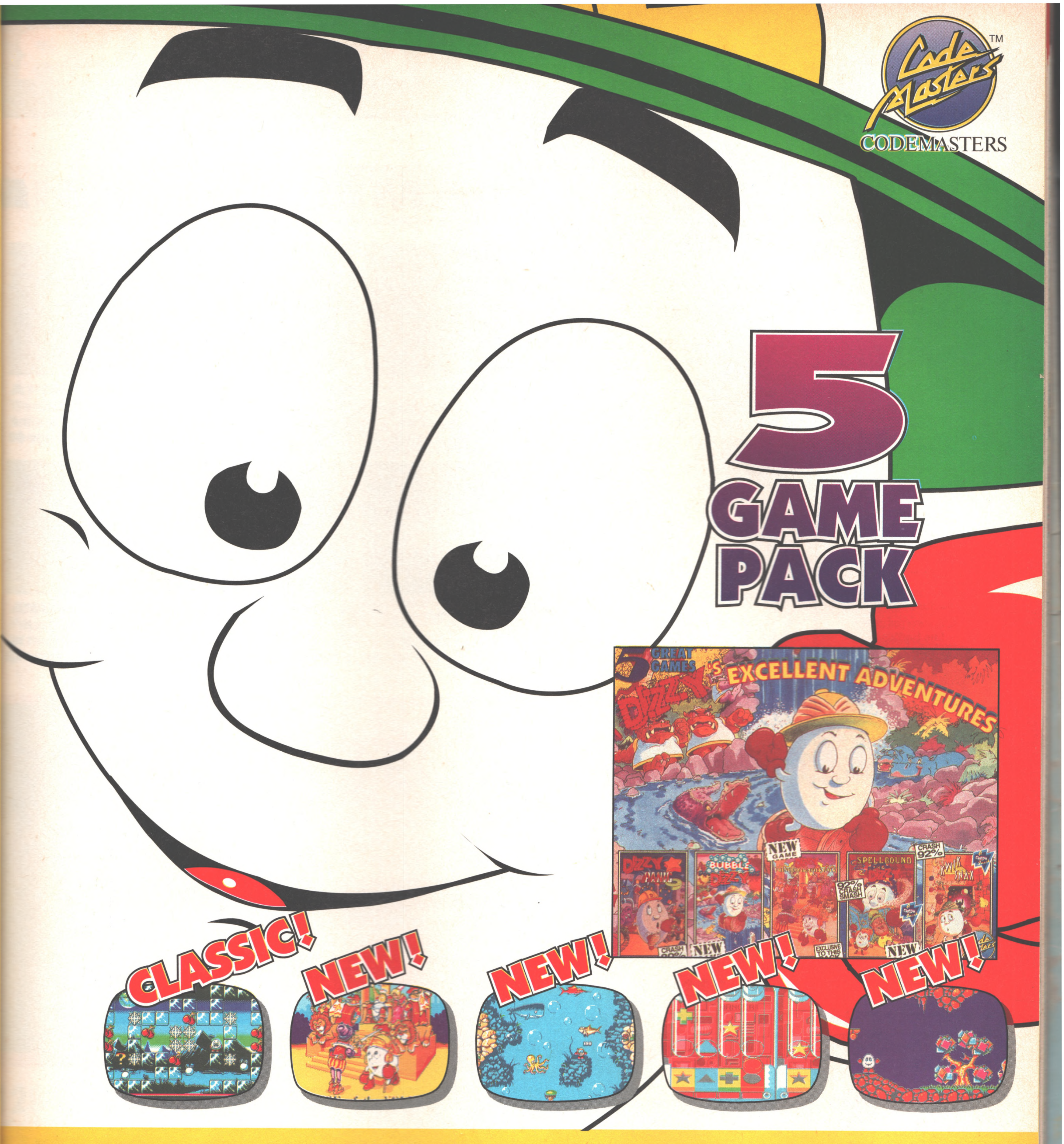
Domark

Dominic Wheatley is the 'Do' half of Domark, one of Britain's biggest games software publishers.

1. **Prince Of Persia (Broderbund/Domark)**
2. **Lemmings (Psygnosis)**
3. **Trivial Pursuit (Domark)**
4. **Mega lo Mania (Image Works)**
5. **Jimmy White's Whirlwind Snooker (Virgin)**
6. **Lotus Turbo Challenge 2 (Gremlin)**
7. **Kick Off 2 (Anco)**
8. **Tetris (Infogrames)**
9. **Shadowlands (Domark)**
10. **Star Wars (Domark)**

"I've been a bit partisan, but you'll let me get away with that, won't you? *Star Wars* is very old now, but it's still such a playable game, while *Trivial Pursuit* was not only a very important product for Domark, but I think a very successful conversion of a great game, and one with great wide ranging appeal. It looks a little dated now, but the new CDTV version, which you'll be able to run on your Amiga with a CD drive, is completely updated – it's very neat, with 1.4 gigabytes of data in there. I'm really a big fan of other *Tetris* formats, not the Amiga ones, but it's such a classic it had to be in there, while *Prince Of Persia* is another obvious choice – Broderbund are very sporadic with their entertainment stuff, and I don't know of any immediate plans for a sequel. It's a shame..."
– **Dominic Wheatley**

THE END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SPECIAL THANKS THIS ISSUE GO TO: Everyone who helped us out with information for this year's All-time Top 100 Games. There are too many of you to mention but – hey, guys! – we couldn't have done it without you. Cheers!

OOPS!: And all this time we've been putting 'copyright 1991' at the bottom of this panel...

HAPPY BIRTHDAY TO: Mark! He's 22 this month, and he'd like to thank all his friends out there for the presents that've been flooding into this office. So, um, thanks Mrs Ramshaw.

AS OF NEXT MONTH: We'll start to feature one reader a month alongside our regular reviewers in Just Who Do We Think We Are? It could be you! Just send us a photo, complete with a bit of information about yourself, your favourite game and so on and you'll be in with a chance!

SORRY: No Diary Of A Game this month – we're out of room. Don't worry though, *Mega lo Mania II* fans – Ubik will be back to tell all next month.

GET WELL SOON: Greg! (You know you're the only one who reads this bit.)

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48 TRUE STORIES

Wow! So there is a new Amiga after all – read about it here! Plus! *Zool* – the platform game to put *Harlequin* in the shade? Win *Pacific Island* goodies! 'Alien' creator HR Giger does a game! Two new software houses formed! *Lemmings* get a direct rival! And more!

53 GAMES CHART

The best sellers, the haven't-sold-a-thingers, and the ones that are doing 'okayish'. It's all to be found in this month's Gallup chart...

75 COMPLETE CONTROL

Tips, tips, and then a few more tips! Giant features on *Formula One Grand Prix* and *Storm Master* are joined by hints and cheatettes to *Jimmy White, Hudson Hawk, The Blues Brothers, Populous II, Robocod, Thunder Burner, First Samurai, Rolling Ronny* and more. Plus! There's always The Last Resort (with Jonathan Davies) – if you're even a teeny bit stuck on a game, this is the place to come...

107 WIN A JVC MIDI SYSTEM!

... in our easy-to-enter, utterly un-painful *Agony* competition, organised in conjunction with our pals at Psygnosis. And all you need to know is just a little tiny bit about owls...

113 DO THE WRITE THING

You want angry people? Then you'll find them here! Seems everything from Gamesmaster to the (severe) lack of Amiga programs to measure the weight of fish(!) has got you lot riled...

117 THE BOTTOM LINE

Eight pages of the best, the most unputdownable mini game reviews ever seen. Don't buy a game before checking it here first...

125 READER SURVEY 1992

We want to know all about you (so we can tailor the mag to suit your tastes). Please help us out by filling in this form – you could win a great prize!

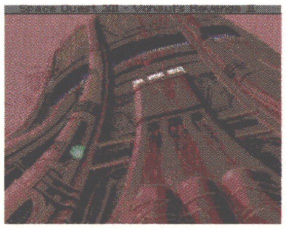
GAMES OF THE

PROJECT X
The best blaster yet? Yes, that's what we thought, too... Page 56

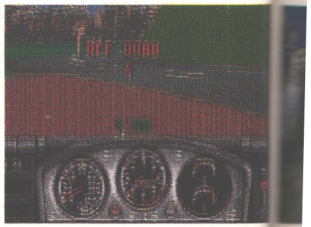
CASTLES
After *Sim City, Sim Earth, Sim Ant* comes... *Sim Castle*? Page 58

ULTIMA VI
The new champion! Quite simply, *this* is the best RPG yet... Page 60

GLOBAL EFFECT
Millennium meet Maxis. Or something... Page 66



SPACE QUEST IV
Time travel and, erm, questing ahoy! Page 68



RACE DRIVIN'
Domark bounce back with the 'real' sequel to *Hard Drivin'* Page 7

86 THE HIDDEN AGENDA

There may be more to your games than you know...! Join GARY PENN as he uncovers:

- **The trick shot mode locked away in *Jimmy White's Whirlwind Snooker*!**
- **The ridiculous things you can make your warriors do in *IK+* !**
- **The crazy choice of alternative 'cars' available in *Power Drift*!**
- **And much more! Amiga games are full of secret rooms, worlds, subgames and jokes – we show you just how and where to find them...**

108 DEFINITION OF SOUND: THE HORIZONTAL SHOOT-'EM-UPS

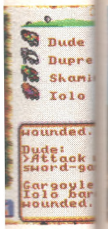
Our unique series of complete buyer's guides reaches the giant-sized genre known as the shoot-'em-up. From *R-Type* to *Apidya*, all horizontally scrolling life is here...

R

OVER 300

GAMES RATED IN EVERY ISSUE!

E NTH



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APIDYA

Wasps? Slugs? Moles? It shouldn't happen to a shoot-'em-up... Page 64

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Psygnosis's owl stars in the month's third great blaster(!) Page 72

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-Type

28 **SUBS!**

T-shirts, binders
d all things nice on sale at
e ye olde AP shoppe. And!
e make you a subscription
fer you can't refuse!

30 **AMIGA UNIVERSE**

e world's only handbook to
ery major character to
pear in Amiga games
ntinues. This time: not so
ch a character, more an
titution. it's the many
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TWO DISKS!

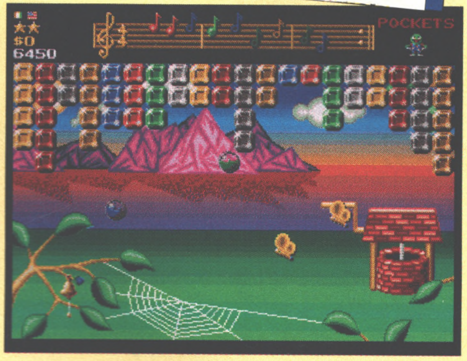
disk 13

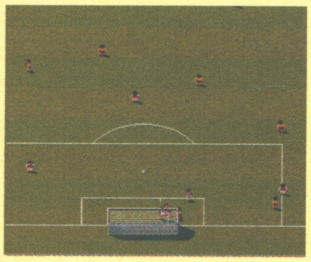
Now this *really* is special – two disks packed with some of the best cover programs we've ever had on AMIGA POWER (or that you'll have seen anywhere). Just check out this line-up...

SPECIAL SENSIBLE DISK!

WIZKID

A quite brilliant playable demo of the wildest, weirdest, funniest, most lovable 'thing' (we're not quite sure what category it falls into, you see) we've seen in absolutely ages. You'll love it! (You might not understand it, but you'll love it...)





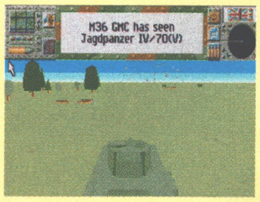
SENSIBLE SOCCER

Kick Off II eat your heart out! This is the new soccer game champ...!

PLUS!

Sim Brick!
Sensible Startest!
(Weird or what?)

AND THIS IS DISK 13

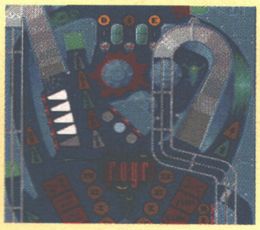


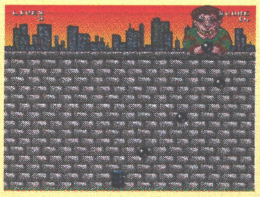
CAMPAIGN

From *Pacific Islands* creators Empire comes this new tank sim. The difference is, this one's set in World War II. (It's still brilliant though!)

PINBALL DREAMS

Here's a chance to check out this Top 100 sensation for yourself. Play one full table (against a time limit) and see for yourself what all the fuss is about!





MAD BOMBER

It's mad and it's got bombs in it! What else could it be but another simple (though supremely playable) slice of PD that we've prepared just for you?

HOOK SLIDESHOW You can't actually play this, but you *can* watch it. Hours of fun...

GOT A FAULTY DISK?

Unfortunately this *does* happen from time to time. If your disk is damaged or fails to load, return it with a stamp addressed envelope to Tib plc, 36-50 Adelaide Street, Bradford BD9 0EA, who will replace it within one week of receipt. If, however, part of your disk will not load, ring 0274 736990 and ask for Sam Hiah, Coverdisk Helpline, who will do his best to help out.

WIZKID

Authors: Sensible Software
Publisher: Ocean

READ ME! (ME! ME!)

This month's cover disks will work fine on all A500s, A500PLUSes and pretty much any other Amiga, providing you follow these steps:

1. Make sure that you've switched off your Amiga, removed all peripherals, and plugged a joystick into Joystick Port Two and a mouse in Joystick Port One.
2. If you want to play *Soccer*, *Wizkid*, *Sim Brick* or *Startest* then insert the appropriate disk, point to the game you want using the mouse point, and click with the left mouse button. *Wizkid* takes a little while to load, so please be patient.
3. If you wish to play *Pinball Dreams, Campaign* or *Mad Bomber*, or view the *Hook* slideshow – insert the correct disk, and wait for the menu to load. Once loaded, press the appropriate function key, and the game will load...

All this holds true UNLESS you own a standard half meg NON-Plus machine, in which case the *Hook* slideshow can only be accessed by press the left mouse button (so that the screen goes back to Workbench), then pressing the F3 key. The slideshow will then load and run as normal.

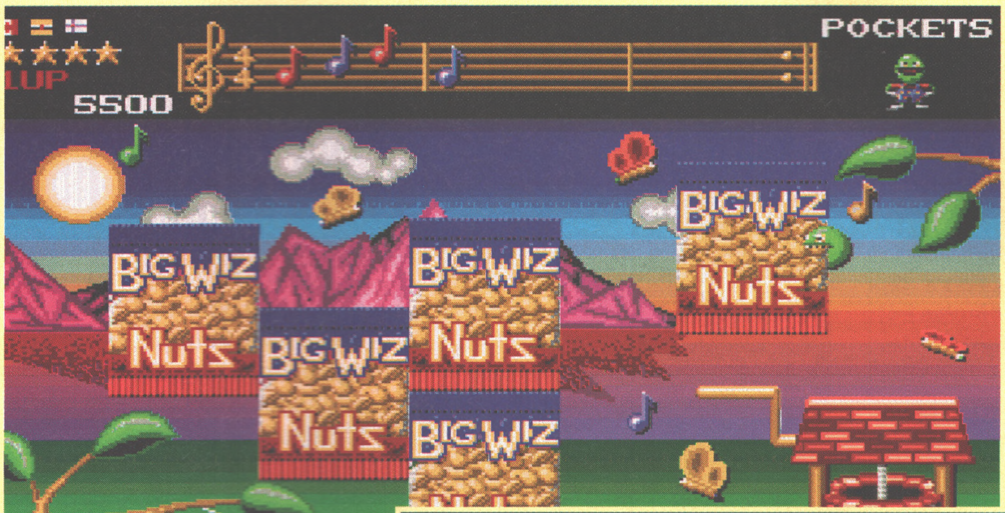
4. Please keep the disk in the drive at all times, and don't forget to switch your machine off for 20 seconds between disk swapping to prevent your AMIGA POWER disks from picking up any viruses.

WHAT TO DO IF YOUR DISK DOESN'T WORK:
If either of your disks fails to work:

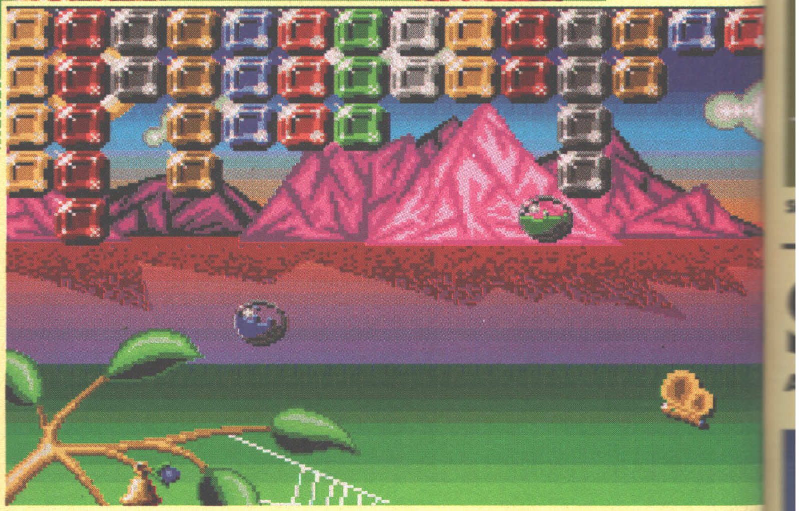
1. Try the whole process again, this time making sure you've removed every extra peripheral etc you've got attached to the machine.
2. If that doesn't work, try repairing the disk with Disk Doctor – supplied with your Amiga.
3. If you still aren't having any luck, then don't worry. Place the offending disk in a jiffy bag, along with an explanatory letter, saying WHAT'S WRONG WITH THE DISK and return it (complete with an SAE) to this address:

AMIGA POWER Disk 13 Returns, Tib Plc 36-50 Adelaide Street, Bradford, BD5 OEA. Give Tib a week or so to replace your disk.

NEW! COVERDISK HELPLINE:
If only PART OF YOUR DISK will not load, call 0274 736990, and ask for Sam Hiah, Coverdisk Helpline. He'll do his best to help you out. (Please don't send your cover disks to the AMIGA POWER offices – we are unlikely to be able to fix them.)



Right – Using his 'Thunder-choppers' (don't worry, the game explains all), Wizkid attempts to squish the bugs with his oversized bag of BigWiz Nuts.



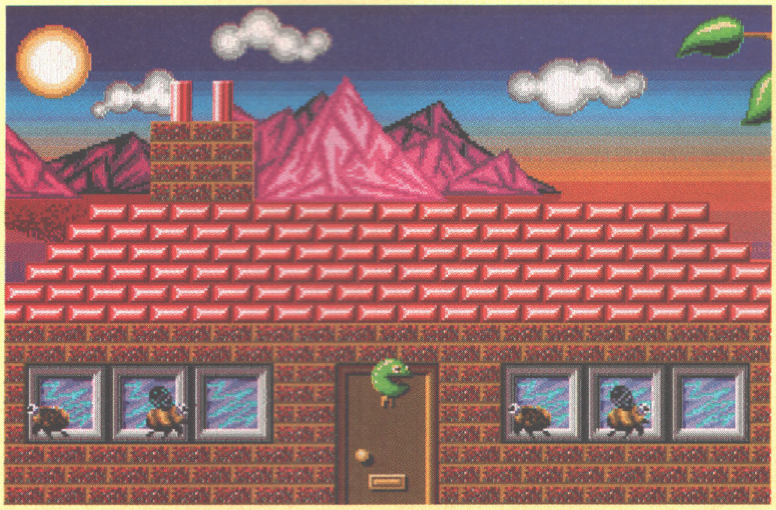
Below – Pretty gems, evil insects and plenty of weirdness, that's *Wizkid*.

Abandon sanity, all ye who enter. Before you play *Wizkid*, turn off the lights, turn up the sound and get ready for a psychedelic excellence. Forget any preconceptions about arcade games, arcade adventures, platform games and the like. *Wizkid* blends the whole lot into one seamless whole, creating in the process an utterly enthralling but genre-less entity.

There's not really much we need to tell you about this one. You control a little head, though a body is available by going to the shop. To get to the shop hold the joystick down when there're no nasties on the screen – a balloon will float down. Grabbing this balloon will take you to the shop (no, we don't know why either). There's a training academy when the game first loads, which will help you get familiar with the control system. From there on it's a voyage of discovery.

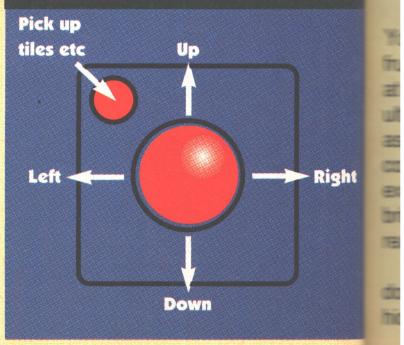
All we're going to tell you is that the main aim of the game is to escape from the island (thus completing the level) – a task which requires some cunning thought and exploration. In addition to this problem solving though, there's also a sub-plot of killing nasties to collect notes and progress to later screens. Collecting a whole tune's worth of notes will transform the music into a golden shower of coins. Collect as many of these as possible, and you'll be able to buy stuff from the shop. In the final game there will be several items to buy, but in our exclusive demo you'll have to make do with extra lives.

Okay, you're on your own now – we're not going to tell you any more. Just remember – try anything, but when playing *Wizkid*, *don't* be sensible. ●



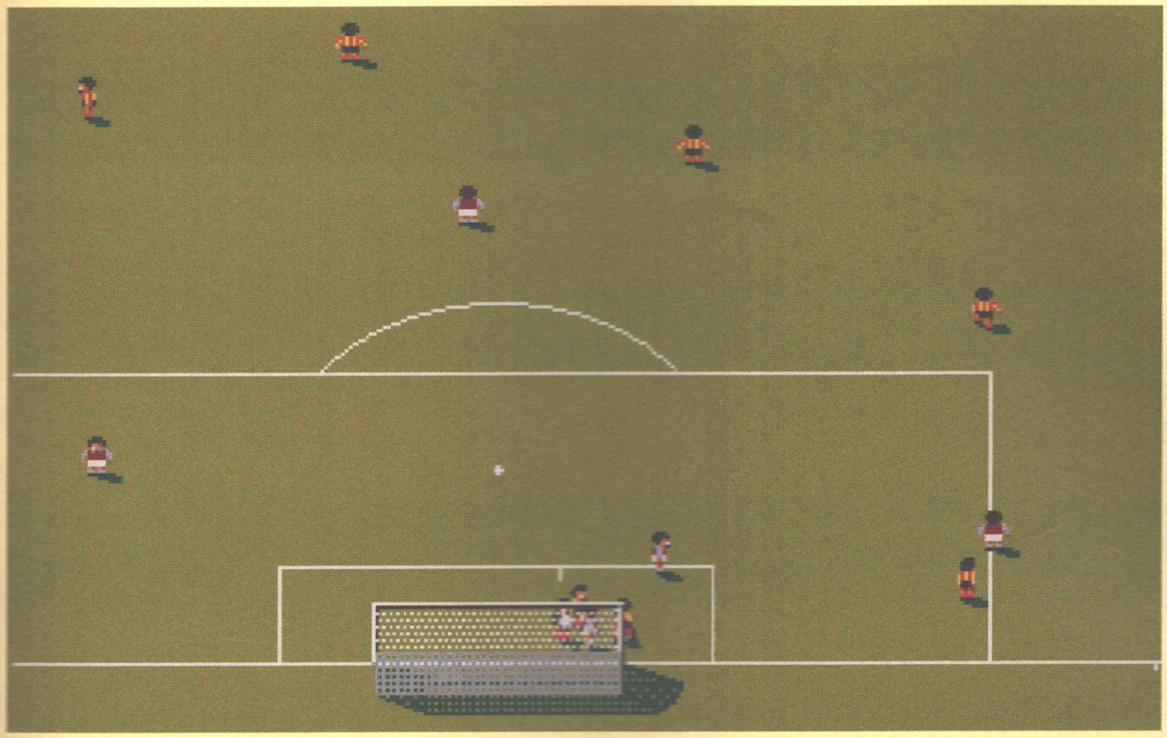
Now that's tempting! A roof full of dislodgeable tiles, just itching to be bashed into!

CONTROLS



SENSIBLE SOCCER

Authors: Sensible Software
Publisher: Ocean

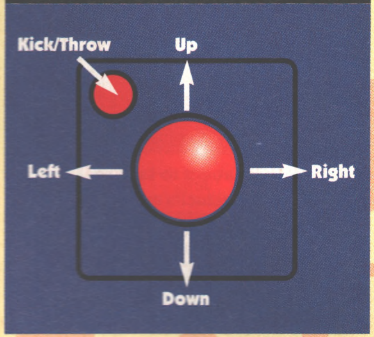


Smaller (but more perfectly formed) graphics than *Kick Off 2*, and gameplay – well, see for yourself. Suffice to say, it's *loads* better.

At last! The game that's finally going to show *Kick Off 2* to be the inexplicably-overrated pinball playalike that it really is! *Sensible Soccer* looks like it's going to heave a brick through the windows of the rule book as far as fast, exciting but above all PLAYABLE football sims go, and now you can see it for yourself in this exclusive AMIGA POWER preview.

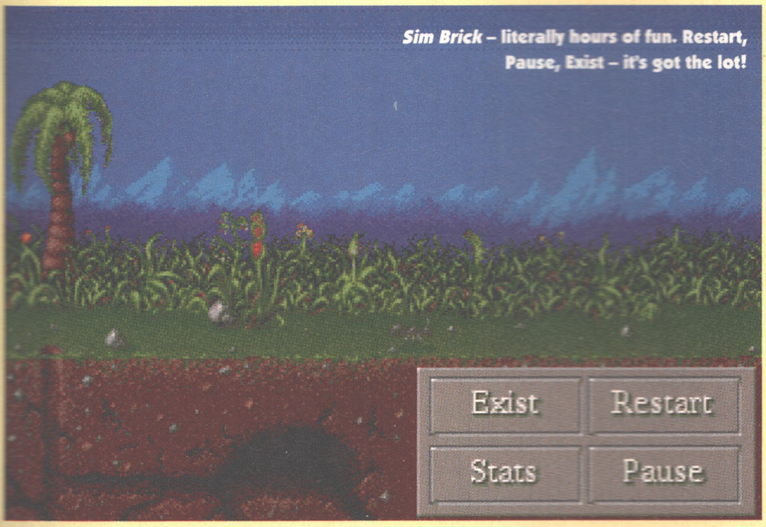
We're not going to explain anything about it at all, except that in this demo the games end after one goal is scored. The rest you should be able to work out for yourselves. Have fun! (You're sure to!) ●

CONTROLS



SIM BRICK

Authors: Sensible Software



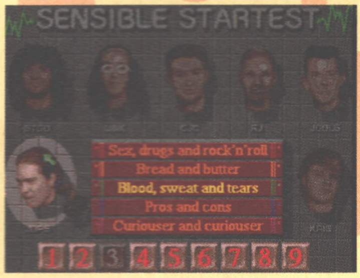
Sim Brick – literally hours of fun. Restart, Pause, Exist – it's got the lot!

You've played *Sim City*. You've waited fruitlessly for *Sim Earth*. You've sniggered at the concept of *Sim Ant*. Now try the ultimate in simulations – *Sim Brick*! Every aspect of the very essence of brickness is covered in this comprehensive and exhaustive examination of the nature of brickery, from conceptualisation to realisation and all points in between.

GASP IN AWE as Sensible take you down, David Attenborough-style, into the hidden world at the bottom of all our gardens, PONDER THOUGHTFULLY on the detailed statistics which must guide your decision-making as you progress through the game, and CACKLE MANICALLY as you exert god-like control over the very existence of your brick populace. The game is completely menu and icon-driven, so we won't bother you with the instructions at this stage – just let your intuition take over and go with the flow. It's an experience you're unlikely to be able to forget... ●

SENSIBLE STARTEST

Authors: Sensible Software



Saucy old Sensible in sexy Star Test special – this is the first interactive computer interview we've ever done. Want to see more? Then write in!

How many times, dear hearts, have you been slumped in front of your TV set, watching some hopeless media non-entity exposing their souls to a 'computer' interviewer about how they once stole a Cadbury's Fudge from their local newsagent when they were six, and wished to yourself "God, I wish Star Test (now Star Chamber) would have someone Sensible on it for once"?

Well now, thanks to your caring, sharing AMIGA POWER, all your dreams can come true (well, except that one about the goat, the peanut butter and the bricks) as not just one, but EVERY SINGLE MEMBER of top programming hyperstars Sensible Software is brought to life before your very eyes!

Yes, in this utterly exclusive AMIGA POWER Artefact, you too can discover the answers to questions like "How many fingers do you think you've got?" and "Do big boys really cry?" as Sensible Software reveal their innermost secrets to you, in not only their very own words, but also their very own voices! *(Er... -Ed)*

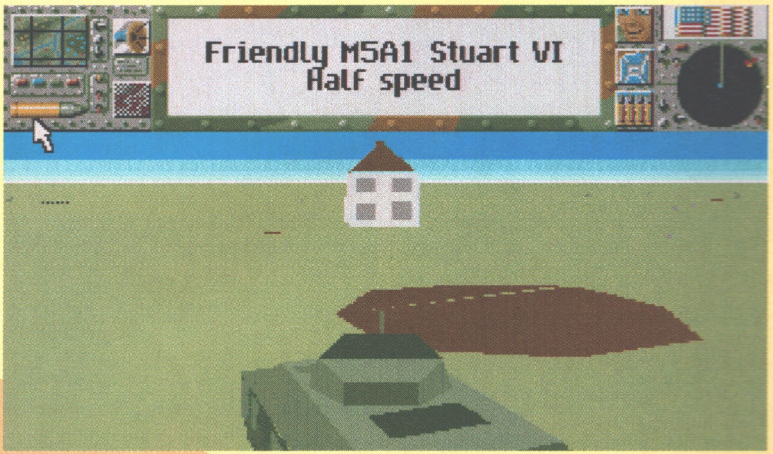
To operate *Sensible Startest*, simply click the mouse on the face of the character you wish to interrogate, then click on the category you want to select questions on, then finally click on one of the numbers at the bottom of the screen to ask the actual questions. Oh yeah, and make sure you listen, um, carefully – this takes a 'bit' of getting used to... ●

STARTEST WARNING!

Sensible, being amongst the most 'laddish' of UK software teams, are occasionally a bit saucy in the way they answer their questions. (At least, we *think* they are – some of these questions and answers are a little difficult to work out.) Anyway, don't listen if you're easily offended...!

CAMPAIGN

Author: Jonathan Griffiths
Publisher: Empire

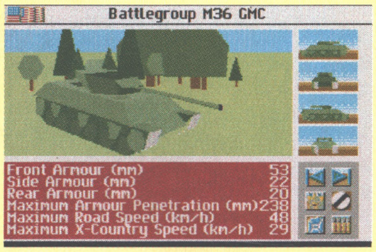


Friendly M5A1 Stuart VI
Half speed

Here's our tank, about to take on a vicious German house. *(I thought I fired you last month -Ed)* Erm, actually we're *not* going to shoot it. We're, er, going to park next to it.

Simulating a multi-tank conflict during WW2, *Campaign* isn't so much a game of stealth and cunning as strategy and superior gun-work. The player controls the Allied forces, while the computer masterminds the Germans. Each side can have up to 16 tanks on the battlefield at any one time (others are kept in reserve squadrons, the numbers of which can be added to by driving tanks off the bottom of the screen), and you'll be glad to know that the sides are fairly evenly matched.

The first screen you need to familiarise yourself with is the map. (In actual fact the entire game can be played from this screen, by placing all tanks on remote strategy/movement/gun options, but it's much more fun to do some 3D driving too.) On the actual map, you'll see a number of little icons. These represent tanks, and you'll notice that they actually point in the direction they're facing. Most will be yellow (these are your Allied tanks), one will be blue (this is the Allied tank you've currently got selected) and red ones will begin to appear (the Germans). By moving the mouse pointer over any of the allied tanks and clicking the left mouse button, this can be selected as your control tank. Moving the mouse button to another area of the map and clicking the right mouse button will give that tank a specific destination.



```
Battlegroup M36 GMC
Front Armour (mm)                    53
Side Armour (mm)                     22
Rear Armour (mm)                     20
Maximum Armour Penetration (mm)238
Maximum Road Speed (km/h)            48
Maximum X-Country Speed (km/h)  29
```

One of many static tank statistic screens you'll find featured in the game.

Now study the icons. Basically, the left mouse button activates an icon, and the right button gets information on it. The main icon you'll need is the one in the centre which looks like a few trees with a sun on the horizon. Clicking on this will take you to the 3D action screen.

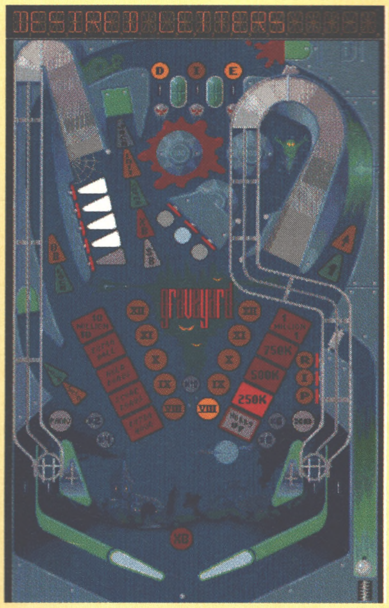
Once again there's a number of icons and dials to take note of – there isn't the space to explain them all here, so you'll have to experiment. The easiest way to control the tank is via the keyboard. There are some default controls, but it is possible to re-configure them, by clicking on the alter/view game parameters icon on the main map screen.

Remember, in addition to the four caterpillar track controls to worry about (forwards and backwards on each track), there's also turret rotation and gun elevation to take care of. Notice also that a key can be defined for altering the view – switching between alignment tank hull and turret to be specific. This is actually more important than it first appears.

And that's just about it, really. The only other thing you may find useful is the alter/view group screen. This allows you to link tanks into groups, thus sending several tanks to a single destination. Once the screen is accessed several rows of tanks will be displayed. Group the ones that aren't held in reserve by clicking on the tank to be grouped, then on one of the tanks in the group you want it to join. ●

PINBALL DREAMS

Authors: Digital Illusions
Publisher: 21st Century Entertainment



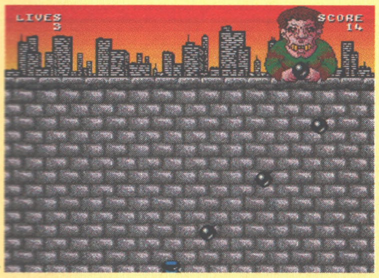
Alright, here it is – a once-in-a-lifetime chance to play a full table from the Amiga's best pinball game to date. It's brilliant, quite simply, and one of the most addictive games we've seen in ages – indeed, even now it's hard to drag half the office away from the damn thing...

Pinball – it's dreamy. We all love it, and along with the astonishing *Dyna Blaster*, this superb example of a computer pintable has been the most-played game in the AP office for the last month or so. Still, we didn't see why we should have all the fun to ourselves, so we persuaded 21st Century Entertainment to give us one of the game's four tables as a little taster for the finished product (in the shops now, money-burning-a-hole-in-your-pocket fans). Mind you, they're not completely mad, so sadly this demo only gives you five minutes of ball-flipping merriment and high jinks before it locks out, but – hey! – life was never supposed to be perfect.

While the fun lasts, you can use the Left Shift, Left Alt or Left Amiga keys to flip the left flipper, the corresponding right-hand keys for the right flipper and the space bar to give the table a little jolt (don't do this too much or you'll tilt it and lose your current ball). To fire the ball onto the playfield in the first place, use the down-arrow cursor key to pull back the plunger, and that's about all you need to know. Enjoy yourself, then go out and buy the real thing. You know it makes sense. ●

MAD BOMBER

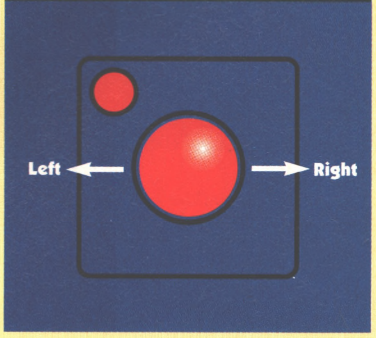
Author: David Papworth



That's the mad bomber at the top, you're at the bottom, and those are bombs falling down the screen. Now catch them!

The other most-played game in the AP office last month (well, by Stuart anyway, which goes to prove something or other) was this complicated-as-a-brick PD reaction tester. Load it up and you'll be greeted by the scarily smiling face of the Mad Bomber, so named because he's mad and he drops bombs. Unluckily for you, he seems to have an unlimited supply of the things, and the only way to stop him from blowing you to kingdom come is to catch them with your anti-bomb dimension warp device. This nifty piece of technology will teleport the bombs off to Somewhere Else if you get the slightest touch of them with it, so grab the joystick and move it left and right a lot and you might just escape with your life. (And if you're really good, you might just manage to beat the AP office high score of a colossal 914. But we doubt it.) ●

CONTROLS



PLUS: the slideshow from HOOK! Not a complicated one, this. Forget all that messing about with interactive stuff, forget all that tedious traipsing around in playable demos. For a sneaky no-effort-required on-screen preview of Ocean's potential new movie-licence blockbuster adventure, simply select *Hook* slideshow from the disk menu and, er, watch it. It won't take you very long, but –hey! – it's the thought that counts...

Ian Botham's

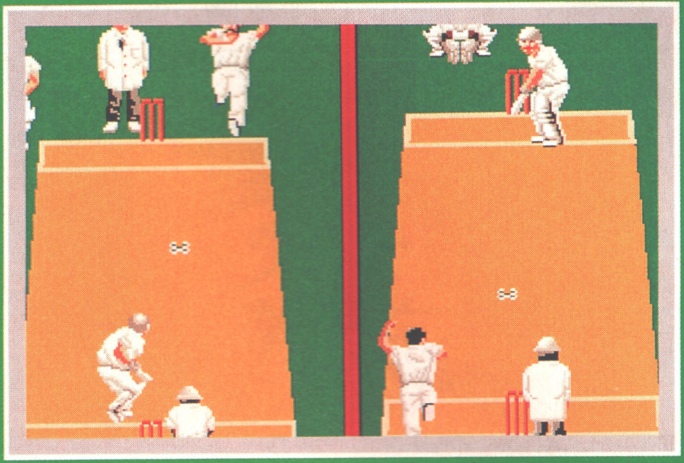
CRICKET

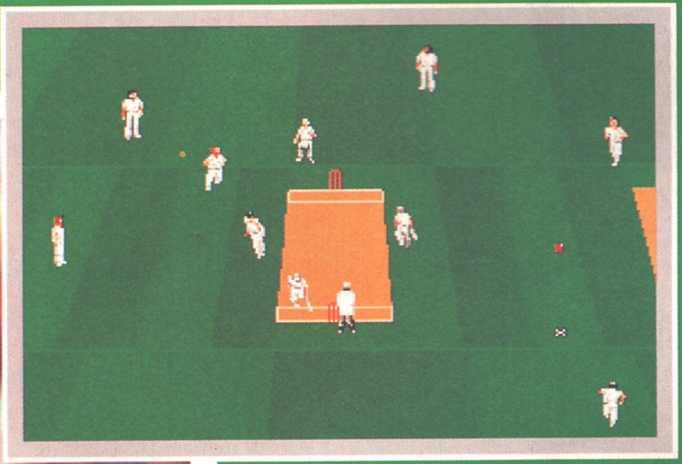
AVAILABLE FOR
ATARI ST
AMIGA
& PC

Test your skills in this superb, action-packed cricket simulation designed by cricket enthusiasts, for cricket enthusiasts.

- Play a one-day Test Match. Choose the length of game.
- Two player mode or challenge the computer.
- Television camera views with action replay.
- Superb graphics and sound.
- Contend with the effects of wind direction and temperature.
- Features all the current international teams

No two matches ever the same!



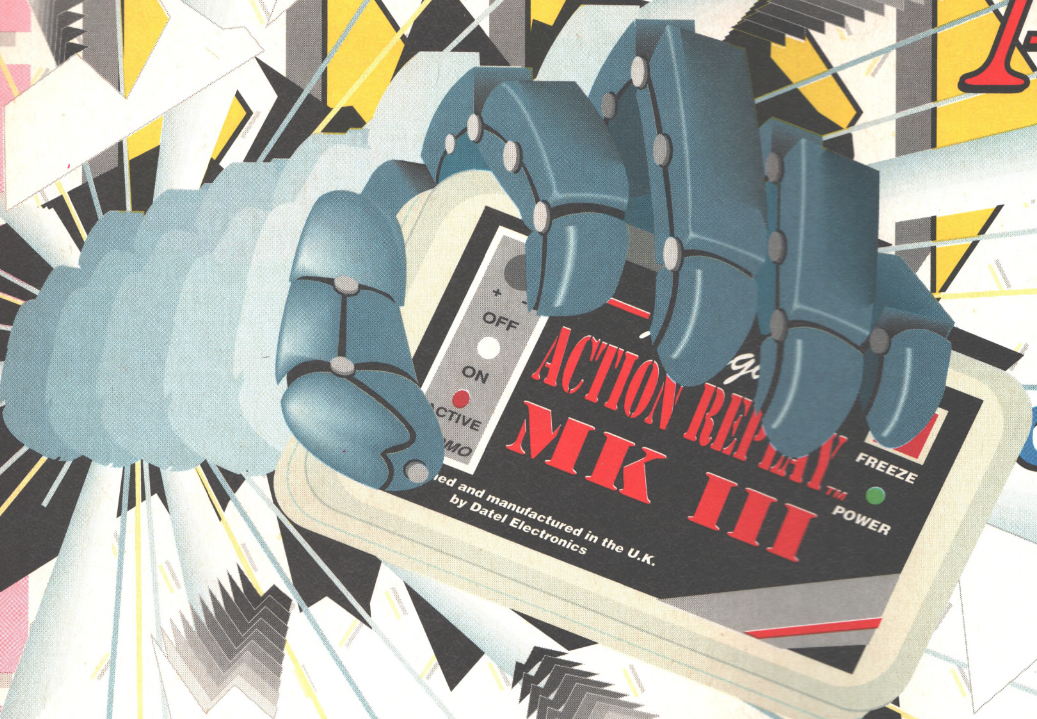


CRICKET

from **Celebrity** SOFTWARE

Celebrity Software International Ltd
Lonsdale House, Woodland Park
Colwyn Bay, LL29 7HA
Tel: 0492 531830
Fax: 0492 533612

ACTI


OFF
ON
ACTIVE
MO
ACTION REPLAY
MK III
FREEZE
POWER
ed and manufactured in the U.K. by Datel Electronics

THE WORLDSM
CARTRIDGE ISN

NOW WITH A MASSIVE
IN ROM OFFERING A
MK III P

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW **SUPER POWERFUL TRAINER MODE -** now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

- **IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

- **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER.** Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE -** Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

NEW **MANY MORE INSTANT CLI COMMANDS -** like Rename, Relabel, Copy, etc.

- **RESTART THE PROGRAM**
Simply press any key and the program will continue where you left off.

- **FULL STATUS REPORTING**
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With Sound Tracker you can find the complete music in programs, demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

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Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

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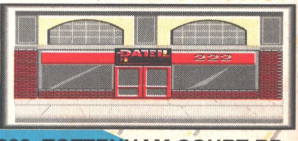

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MORE
LEVELS
DATEL

TRUE STORIES

NEW SIGNINGS FOR RENEGADE

The painfully hip Renegade are no longer a one-development-team concern anymore – two more top software developers are now putting out major titles through the well-publicised record company spin-off. First off are AMIGA POWER favourites Sensible Software, whose potential mega-hit *Sensible Soccer* will be appearing alongside the publisher's staple diet of Bitmap Brothers releases. Then there's old favourites and *Rainbow Islands* programmers Graftgold, whose new cutesy game *Fire And Ice* will also be seen on Renegade. This is potentially good news for everyone concerned – not only do Renegade broaden their appeal, but two until-now very unlucky developers may at last get the publisher they deserve. Watch this space for more news...

The new A600: smaller for sure, sexier maybe, better most probably, cheaper to make...? Well, what do you think?

NEW AMIGA

AND IT'S AIMED DIRECTLY AT GAMES PLAYERS!

Commodore are about to release a new model of the Amiga, but it's not the A300, A800 or A4000 of popular rumour (see AMIGA POWER issue 11). Instead, the A600 – as it is called – is an eventual replacement for the current A500 model, though both machines will continue in parallel for the moment. It features various innovations which would seem to indicate that it's intended first and foremost to be a gamesplaying machine. Here are the main differences between the old A500Plus and the new machine:

- The A600 is a lot smaller than the current model Amiga A500 – almost a third of the width has been removed, something made possible by omitting the familiar numeric keypad from the right hand side. You're not likely to miss it much – the last time we remember using it was to control the bizarre Scandinavian PD game *Skaermtrolden Hugo*...
- Unlike any previous Amigas, this new machine features a built-in RF modulator for direct connection to a TV. No great advantage really, but it makes for a neater design than having a little box thingy flopping around at the back.
- The big change is that the new machine features a slot for accepting memory cards – a possible new medium for games which the software houses are likely to latch onto right away as a way of reducing piracy. Memory cards, or 'smart cards', are attractive because when a game is loaded into your computer some of the memory remains on the card – making downloading the whole thing and circulating it via a bulletin board or what-have-you far more difficult. It doesn't count for much at the moment, but if, as Commodore hope, smart cards catch on, owners of older Amigas may start missing out on some top titles.

And that's about all we know for now. The only real downside is that many accelerators, memory expansions and other internal add-ons available for the current A500 are unlikely to work with this new model – you'll have to wait until new ones become available. The other thing to think about is that Commodore are expected to pitch the A600 at £399 – the official (non-discounted) price of the A500 Plus. Does this mean they intend to phase out the A500P sooner than anybody's letting on...?

ZOOL – STATION!

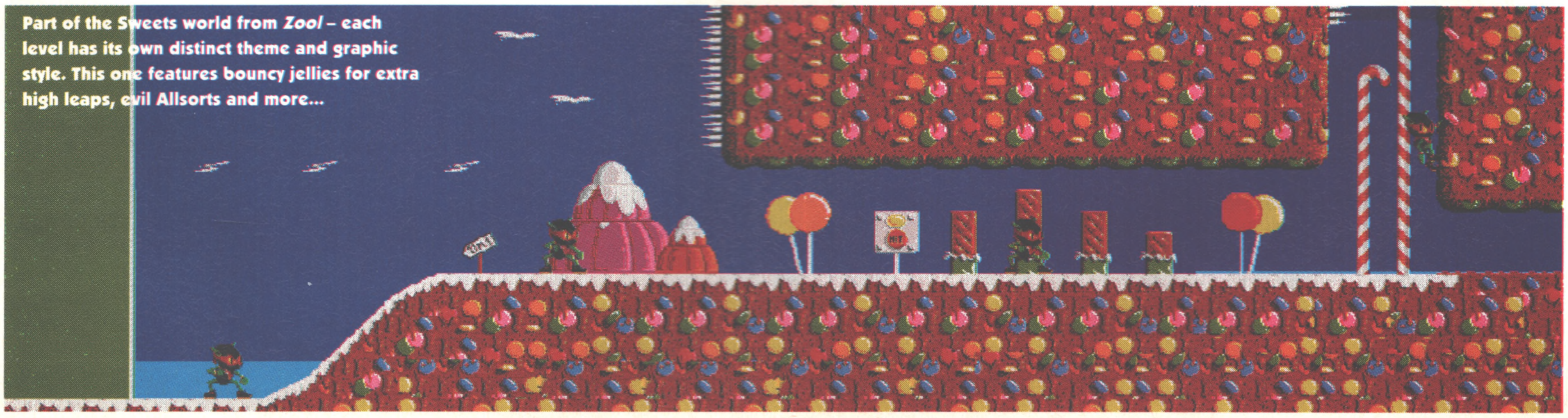
THE BEST CONSOLE-STYLE GAME YET?

Oh no, yet another platform game from Gremlin. We don't know about you, but we're getting a bit sick of the way these software houses are content to just churn out re-write after re-write of one successful game. Where's the imagination that characterises games like *Sonic The Hedgehog*, eh? Eh?

Erm, well, it's here actually. And if *Zool* looks a lot like *Sonic* and similar top console titles – perhaps even more so than *Harlequin*, *RoboCod* et al – then that's no bad thing, wouldn't you say?

Zool is a six-levels-with-multiple-stages type of thing, very colourful and fast moving and, yes, consoley in style, and featuring all the usual running along, jumping around a bit, discovering (bags of) secret rooms and so on action that you'd expect this sort of game to feature. It's being written by George Allan, programmer of some of Gremlin's top hits like *Venus: The Flytrap* and *Switchblade II*, and frankly it looks pretty damn groovy – that 'Ninja From The Nth Dimension' main character looks at least as worthy of hero-dom as James Pond and other Amiga favourites. Things are still at a pretty early stage – we wouldn't expect to see this in the shops until well into the summer – but it all looks well worth waiting for, wouldn't you say? Take a look at these early screenshots and judge for yourselves...

- Though it's arguably the most spectacular, *Zool* isn't the only thing Gremlin've got up their sleeves for the coming months. Check out *Plan Nine From Outer Space* (review next issue), the long awaited *Daemonsgate*, *Hero Quest 2*, *Lotus: The Final Challenge* (a third *Lotus* game, featuring some of the best bits of the first two games plus a construction kit), and *Ninja Quest* (sort of like *Hero Quest*, but with ninjas, believe it or not). Gremlin are also hoping there's still a market for driving games (post-*F1 GP*, post-*Vroom*, post-*Lotus III*) next Christmas – they've got a Nigel Mansell game (sort of in the style of *Super Monaco GP*, apparently) to keep the long awaited *Lil' Divil* company at the tail end of the year.

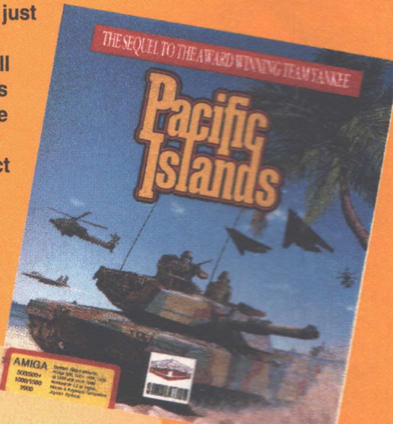


Part of the Sweets world from *Zool* – each level has its own distinct theme and graphic style. This one features bouncy jellies for extra high leaps, evil Allsorts and more...

WIN A PACIFIC ISLANDS BASEBALL HAT!

COMPETITION

PLUS A COPY OF THE TOP RATED GAME!



You can read Mark's rave review of *Pacific Islands* later in the issue, but just to get you in the mood we've got 10 rather snazzy *Pacific Islands* baseball hats to give away – ten lucky winners get these, plus the first five out of the AMIGA POWER hat get a copy of the game itself too. Here at AP we predict they'll become THE fashion item of the summer, and to win your own you merely have to answer this simple question:

Which of the following is NOT a Pacific island:

Starbuck Island, Friendly Island, South Ronaldsay, Phoenix Island

COMPETITION

Easy(ish), eh? Now simply jot your answer down on the back of a postcard or envelope and send it off to Islands In The Stream (That's Where We Belong) Competition, AMIGA POWER, 29 Monmouth Street, Bath, Avon BA1 2BW. Closing date is May 30, so you've got a bit of time to search through your atlas...

VIRTUAL REALITY – IT'S A LOT LESS BOVVER THAN A HOVVER

Weird or what? Virtual gardening from the stunning smash hit film, The Lawnmower Man.

It had to happen. It was only a matter of time before the film world got its hands on virtual reality – an idea that had us less than quivering with anticipation. Thankfully though, this first marriage of silver screen and tomorrow's technology looks like being a happy one. The result is The Lawnmower Man – a film which has everything going for it: the original story was penned by Stephen King, it stars Pierce Brosnan and Jeff Fahey, and the computerised visuals are nothing short of stunning. The story revolves around a simple-minded gardener who, through a doctor's virtual reality experiments, is transformed into a power-crazed, super-intelligent super-fiend. The film has just been released in America, taking £17.5 million dollars in the first ten days (and yet only cost £6 million to produce).

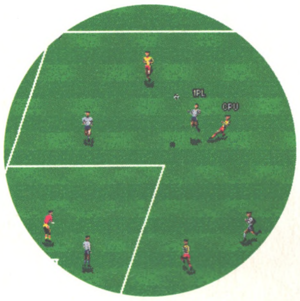
So why should non cinema-goers care? Well, The Sales Curve have just snapped up the licence for said hit flick, and – given the computer-based nature of the film – it ought to make ideal subject matter for a computer game. The film will be opening in Britain in June, but don't hold your breath for the game. It's not due to make an appearance until early '93.

MORE NEW SOFTWARE HOUSES!

Old hands will be familiar with the team Special F/X – operating out of Liverpool, they were owned by Ocean and produced some of that company's best loved conversions, notably *Midnight Resistance, Cabal* and *Hudson Hawk.* Now, though, the team has split, with eight of them, lead by director Paul Finnegan, setting up their own software house, Rage Software. Initially they'll be operating as Core did in the early days, handling conversion work for other software houses as well as publishing their own games, but who knows where it will lead?

Anyway, keep an eye out for the first game – a 3D soccer thing called *Striker*, which features an interesting perspective where the 'camera' zooms around the pitch with the players, remaining somewhere just above and behind the ball at all times. We'll have more details next month, but the thing is claimed to be exceedingly fast. We'll see...

AND MORE NEW FOOTIE GAMES!



***Euro-Soccer* – a new footy game from Creative Edge, in search of a publishing deal.**

***Striker* isn't the only new footie game about to hit the streets – and we're not talking *Sensible Soccer* or some old management thing either.**

***Euro-Soccer* from new developers Creative Edge features variable weather, sampled speech and so on. No more real details, but it all looks like this – the publisher has yet to be signed (at time of writing) but it looks like it'll be in the shops within a month or so.**

CRIB SHEETS

DIGITAL INTEGRATION

Contact: Digital Integration, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey GU15 3AJ, Tel. 0276 684959

History: Started in February 1982 by joint company directors Rod Swift and David Marshall as a software publishing house. Initially working part time, the first products they developed were *Fighter Pilot* and *Night Gunner*, plus a couple of hardware products, all for the ZX81. They went full time in late August 1983 with the release of *Fighter Pilot* on the Spectrum.

People: 12 people are employed full time – six being directly involved in software development. Freelance staff are called in when necessary. Rod Swift seems to think they're fairly flexible about that sort of thing. "We've got one team at the moment who are working on a project called *Drift* which will be out on the Amiga at the end of May. This team are all freelance," he told us.

Greatest Success: According to Rod Swift, "It's *Fighter Pilot* for the 8-bits without a doubt – it sold half a million units worldwide to date. *F-16 Combat Pilot* was our first 16-bit game, and it's done extremely well, selling over 200,000 units to date. The next big simulator product to be released is *Tornado*, and we expect similar success for that".

Greatest Failure: "We don't come out with a lot of products, but those we have released have been very successful," Rod's happy to be able to report.

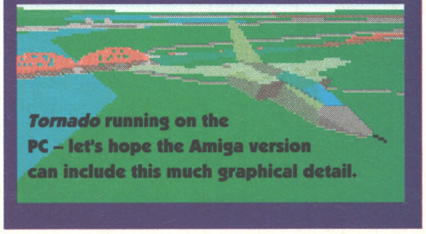
Typical game: "We're known for flight combat sims, fairly obviously. They're normally quite involved too. *F-16 Combat Pilot* is probably our typical game."

How do they see themselves: "We're obviously a small software house, and we've always concentrated on bringing out quality specialist flight combat simulator products – we've found a specialist area and we've stuck with it. Of course, we have expanded into other areas with the Action 16 budget label, and also our non-sim full price stuff which goes out under our newish The Dream Factory logo. We've always had slow but steady expansion, and hope to continue like that – we're moving into other areas slowly and carefully," says Rod Swift.

How do other people see them: "I think we are known for high quality products with a long shelf life that sell in large quantities."

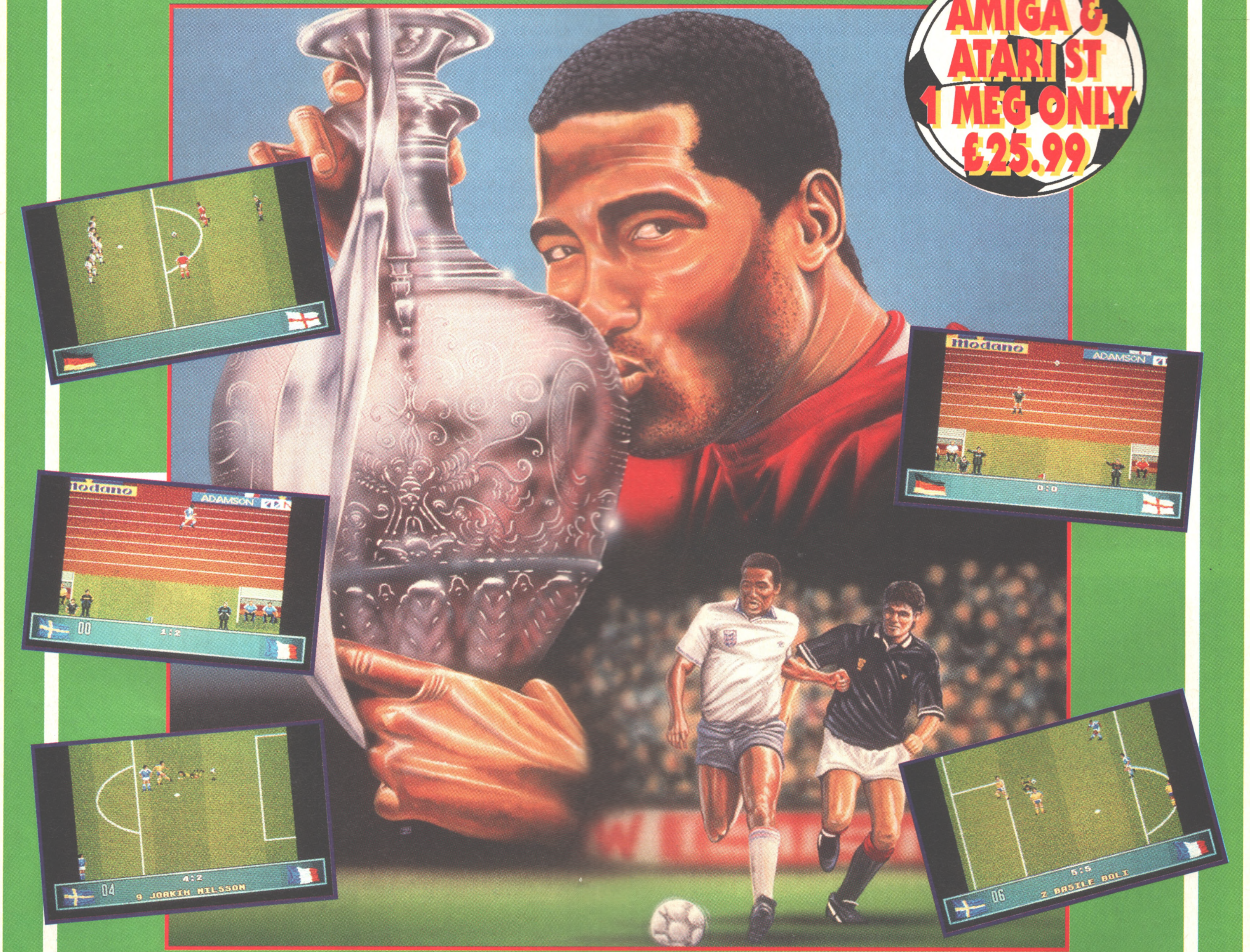
Product development: "Storyboarding is the first step. The lead product is normally the IBM PC. It'll then be converted in parallel onto both the Amiga and the ST. What we do is set up a team of three or four people, each working on the different format versions. Specialist areas that need specialist development do have extra people beyond that though – a good example being the 3D development."

Final Word: "We're getting terrific reaction from the industry towards our next generation flight sim, *Tornado*, so 'watch this space' – it'll be well worth the wait when it comes out in September."



***Tornado* running on the PC – let's hope the Amiga version can include this much graphical detail.**

JOHN BARNES
European Football



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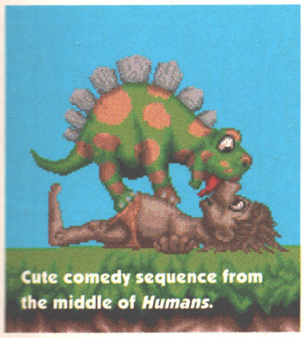
NEW SOFTWARE HOUSE!

It isn't so often that a major new software house comes along, but here's one – and it looks like it could quite quickly become one of the real biggies. Mirage – as it is known – is run by ex-MicroProse and Sierra UK boss Peter Jones along with partners from USD (you won't have heard of them, but they're one of the big players in the UK software industry, specialising in in-store promotions and so on) and employing a lot of ex-MicroProse staff. But you don't want to know all that, you want to know about the new games. This page tells you about the first four (and they don't sound at all bad...)

...AND FOUR NEW GAMES!

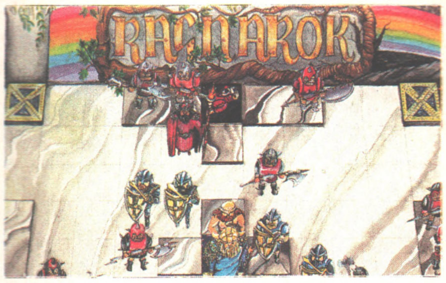


Cute comedy sequence from the middle of *Humans*.

HUMANS

Well, it had to come, didn't it? *Humans* shares an awful lot – graphics style, humour, basic game design – with mega-hit *Lemmings*, but Mirage claim it'll be an even more involving game! The idea here is that our little heroes – cavemen, naturally – actually evolve throughout the game (indeed, they may evolve so far that a later game – there's meant to be a trilogy – will actually take them into space!). One way this works is that you control each character individually – not the whole lot en masse as in *Lemmings*. Collecting or 'inventing' the various items (like a spear, say) that you'll find dotted about the place suddenly allows one individual human to do something new – pole vault across a ravine, or defend himself against a wild animal. Thus they 'evolve', and survive the assorted levels. With over 100 of them, and some genuinely funny moments, this one looks worth keeping an eye out for at the very least...

RAGNAROK



Little code written for *Ragnarok* yet, but here's some pre-production artwork. Interesting, eh?

This ancient Viking stuff is all the rage at the moment (well, at Core Design, anyway), with Mirage's third scheduled release focussing in on the legend of Ragnarok (the same area as Core's second *Heimdall* game). Ragnarok is the twilight of the gods, when all the evil forces (trolls, giants et al) gang up on their home of Asgard, and in the ensuing struggle destroy everything that is – the idea being that a new race of men and gods, somehow better than the old ones, will rise from the ashes. Though the gods know this is their fate, they can still try and avoid it, and *Ragnarok* sees Odin (the leader of the Norse gods) trying to do just that, by the strange devise of winning an ancient human board game called The King's Table. (Don't ask why, okay?)

What this boils down to is a sort of *Battle Chess* lookalike, with animated gods and monsters fighting it out – the Odin character (who starts in the centre of the board) has to make it safely to one of the corners in order to give the gods a fighting chance in the real battle of Ragnarok. Or something. Look for it in June.

The games on this page aren't the only ones though! Mirage have a whole bundle of other titles in the pipeline for this year too. Rest assured, as soon as we know anything very much about them we'll pass the information on...

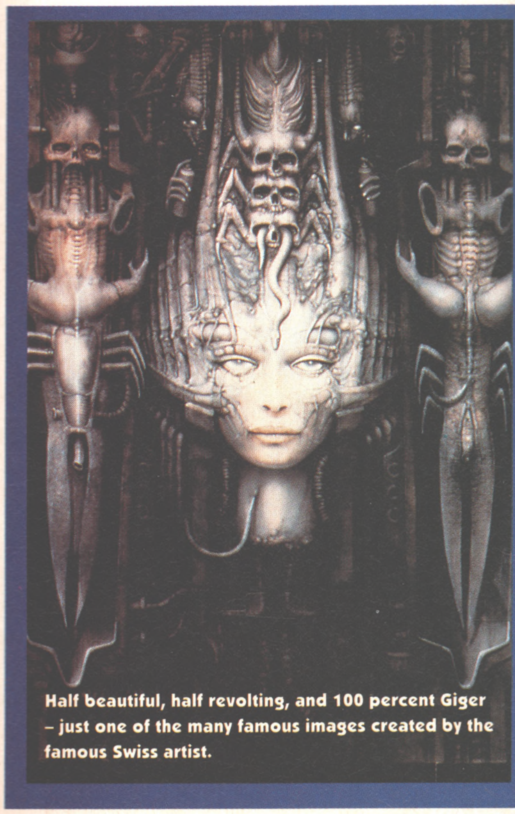
ASHES OF EMPIRE

It's been, ooh, nearly a year since Mike Singleton's epiccy *Flames Of Freedom*. About time for a new game, you're probably thinking (unless you're familiar with Mike's usual output of one game per decade), and lo and behold, what should enter from stage right but *Ashes Of Empire*? The game's scenario draws on real life events in the Soviet Union, with a crumbling Empire composed of five republics and 40 minor provinces. Political instability, economic decline, out of date industries and the suppression of civil rights all form part of the complex tapestry – this is one of those games that has 'important' written all over it.

Visually, it's what you'd expect from Mr Singleton, with lots clever icons, and impressive 3D fractal-based landscapes. Snow capped mountains, forests, deserts, water and grassland all make up the life-like geography of the empire. The task, however, is a bit of a departure. This time the slant is placed more heavily on the adventuring and character interaction aspects of gameplay. Littered throughout the empire are 9000 characters just dying for a chat, though the fact that they move around, getting on with their daily routines, can make tracking them down just that bit harder.

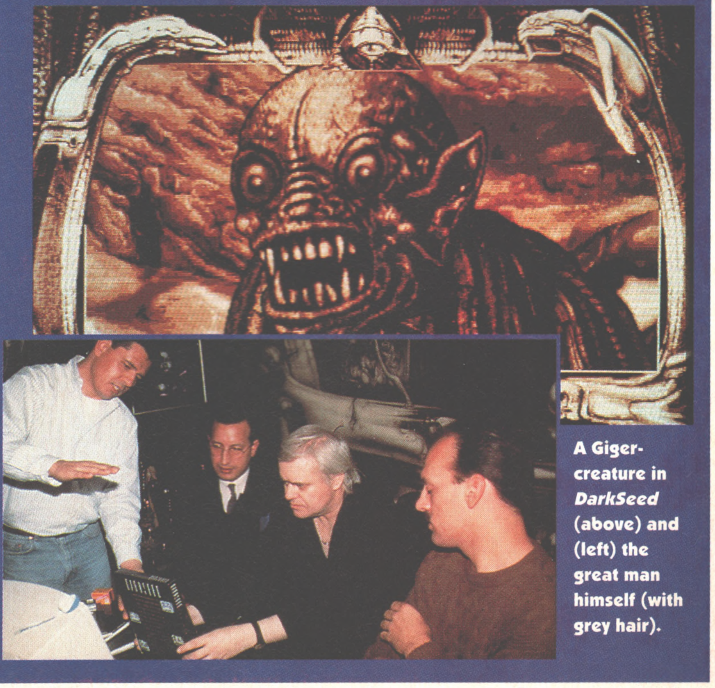
The challenge this time is to bring peace, contentment and stability back to the lands. Failure may well lead to nuclear war and ecological disaster. 'Directed' and programmed by Mr Singleton with help from Digital Magic, *Ashes Of Empire* will be available some time in May (fingers crossed) for £29.99.

DARKSEED



Half beautiful, half revolting, and 100 percent Giger – just one of the many famous images created by the famous Swiss artist.

Perhaps furthest away of the new Mirage line-up (it's currently down for a vague summer release, but it could be a lot later than that), but easily the most eagerly awaited, is this one – a graphic adventure in the Lucasfilm/Sierra mould, featuring graphics designed specifically for the game by the famous Zurich-based artist HR Giger, the man behind the look of the film Alien. The idea is that our hero moves from a spooky house he's recently purchased into an even spookier Giger-designed netherworld, which shares the same dimensions and landmarks as our world, but all rendered in a very different way (and featuring some very different inhabitants!) Design and PC programming is by LA based outfit Cyberdreams, but don't hold your breath for the Amiga version – we're not even sure who's converting it yet!



A Giger-creature in *DarkSeed* (above) and (left) the great man himself (with grey hair).

AMIGA POWER: REAL WORLD HERE WE COME!

Talk to any of the software houses at the moment and they keep talking about how computer games (and computer magazines) are a sort of ghetto for tech-heads, and to increase their market they have to somehow attract non-computer buffs into the whole thing too. This is what's called 'real world' penetration, and whadyaknow, but AP seems to be managing it better than most (and without really trying, either). Like so...

AMIGA POWER ON TELLY!

Well, sort of. What's happened is that the BBC are producing a book called 'Writing In Style' to accompany a series of school television programmes titled 'English Time' in September – and AMIGA POWER is going to be in it! The book discusses various styles of writing in things like advertising, poetry and the like, and in the magazine section there're going to be talking about three mags – Just Seventeen, another-one-we're-not-quite-sure-about... and AMIGA POWER! We get a full page showing one of our covers (probably issue 11 or 12), complete with various exercises and discussion points on why we write the sort of things we do (it'll be news to us, that's for sure!).

And the best thing is, the book goes into thousands of UK secondary schools, so many of you will get to see a copy. (Hopefully we'll reprint our page when it actually comes out so the rest of you get the chance to see it too).

AMIGA POWER IN THE NME!

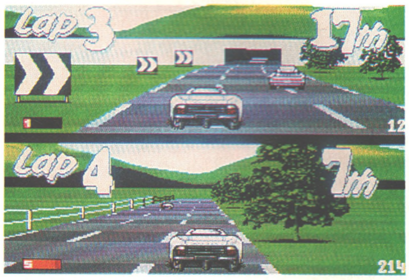
Is this the future of rock'n'roll? Whatever, we're touched. They say imitation is the sincerest form of flattery, but we've generally yet to be convinced. Well, until now, that is – looks like we're so fab'n'gear'n'just generally all-round sex on paper that the New Musical Express has just started (ahem) 'flattering' us a little bit. What are we talking about? Well, regular NME readers will have spotted a new feature ('Not Available In The Shops', running in said organ's 'Thrills' pages) which is such a blatant lift of our own 'Win A Load Of Crap' compo from issue 11 (right down to the wording and sometimes very same prizes!) that we had to have words. And the editor, one Danny Kelly, admitted to it too! The only explanation is that the world of rock'n'roll has finally realised it's time has come and is desperately stealing from the new video game culture in an attempt to stave off the inevitable. Tomorrow belongs to us...

DRAGON NINJA – THE SHOCKING TRUTH

Okay, okay, so once in 13 issues we make a mistake. In the December issue of AMIGA POWER we printed a review of The Hit Squad's *Dragon Ninja* in which Stuart claimed that it was impossible to jump sideways in the game. This wasn't strictly true. Although we all sat down with the game and manual and tried without success to execute said manoeuvre, it was later demonstrated to us by The Hit Squad that it was indeed possible, after a fashion, and taking that into consideration we feel it's only fair to retract the statements that the game was 'a respectable conversion of a duff game ruined by a quite unbelievable programmer cock-up', and 'literally unplayable past level one'.

However – make no mistake about it – this is still a hopeless control system, rendering the game (at the very least) highly frustrating. Let's up the mark from 4 percent to 14 percent or so, and have done with it, yes?

LOOKS SLIGHTLY FAMILIAR, ANYONE?



Here's a yummy sneak preview of the two player mode in Core's *Jaguar XJ220* – very *Lotus 2*, but with a greater variety of cars. Let's hope the finished thing plays as impressively – we should have the full review within a month or too.

Here's Core's almost-ready *Jaguar XJ220* racing game in haven't-we-seen-this-somewhere-before two-player mode. We don't have a problem with it of course – Gremlin had a good idea with that split screen presentation, and there's no reason why everyone shouldn't exploit its potential – but they do say that imitation's the sincerest form of flattery and all that. Of course, if *Jaguar* really does turn out to be even faster and better than Gremlin's *Lotus* efforts, we'll be the first to eat our words...

AMIGA POWER RECOMMENDS

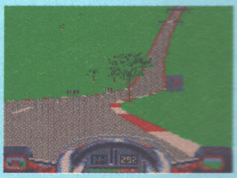
Last month was probably one of our best ever as far as brilliant arcade-style games are concerned. Take a look at this little lot, and get your wallets ready.

PARASOL STARS
(Ocean)

Bubby and Bobby's third outing had some serious hype to live up to, but to the credit of everyone concerned it just about managed to live up to it. A brilliant arcade platform game more in the mould of *Bubble Bobble* than Top 100 hero *Rainbow Islands*, this is cute, slick, massively playable and enormously enjoyable, and you can't ask for much more from a game than that.

PINBALL DREAMS
(21st Century)

Pinball Dreams, in contrast, came from out of nowhere. With no pre-release build-up, and from a company yet to produce a decent Amiga game, expectations were low, which made it all the more surprising when we saw this. Four beautiful tables, great ball movement, fabulous presentation and total addiction combine to make *Pinball Dreams* an instant classic.

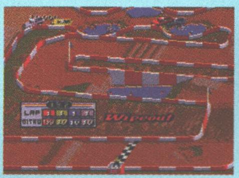


VROOM
(Ubi Soft)

We thought that after *Lotus 2* and *F1 GP*, Amiga owners would never need to fork out for another racing game again. Wrong. Sliding neatly between those two classics comes *Vroom*, a game with superfast sprite graphics and some serious racing gameplay (plus an arcade option for quick thrill-seekers). Sorry about this, but here's another driving game you ought to buy.

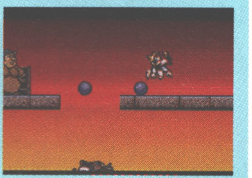
DYNA BLASTER
(Ubi Soft)

Computer game styles never go out of fashion – just wait a while and all your old favourites come back round again. It happened to *Space Invaders*, *Pacman*, and now it's happened to ancient Spectrum classic *Eric And The Floaters*. A simple maze-blasting arcade game, *Dyna Blaster* is brilliant even before you get into simultaneous five-player mode, but when you do, it's unbelievable.



SUPER OFF-ROAD
(Tronix)

Just a month after the unremarkable *Indy Heat* went on full-price release, what should appear but an object lesson in how the *Super Sprint*-type game should be done. *Super Off Road* is arcade-perfect and surprisingly compulsive in one-player mode, but it's when you bring another human or two into the equation that things really take off. Best of the genre, easily.



TITUS THE FOX
(Titus)

And talking of doing things properly, here's the game *Hudson Hawk* should have been. *Titus The Fox* is spookily close to the Ocean effort of a few months ago in almost every respect, but it also outstrips it by miles for playability, design, and, especially, character. The game's eponymous hero is highly lovable, but he's not used to cover up shoddy gameplay at all. Cunning stuff.

AMIGA POWER GALLUP CHARTS
AMIGA TOP 100

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (2) **FIRST DIVISION MANAGER** CodeMasters £7.99 ★★
2 (1) **FORMULA ONE GRAND PRIX** MicroProse £34.99 ★★★★★
3 (9) **F-16 COMBAT PILOT** Action 16 £9.99 ★★★
4 (NE) **RAINBOW ISLANDS** Hit Squad £7.99 ★★★★★
5 (6) **JAMES POND** GBH £7.99 ★★★★
6 (4) **SCOOBY DOO AND SCRAPPY DOO** Hi-Tec Software £7.99 ★★★★★
7 (51) **A320 AIRBUS** Thalion £35.99 ★★★
8 (38) **TOYOTA CELICA RALLY** GBH £7.99 ★★★
9 (3) **JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin £29.99 ★★★★★
10 (NE) **HARLEQUIN** Gremlin Graphics £25.99 ★★★★★

11 (22) **WORLD CRICKET** Zeppelin £7.99 ***
12 (14) **WACKY RACES** Hi-Tec Software £7.99 **
13 (16) **THE NEW ZEALAND STORY** Hit Squad £7.99 *****
14 (12) **ROBOCOP 3** Ocean £25.99 **
15 (49) **ITALIA 90** Tronix £9.99 ***
16 (8) **BIRDS OF PREY** Electronic Arts £34.99 *****
17 (5) **WWF WRESTLEMANIA** Ocean £25.99 ****
18 (13) **JAMES POND 2 – ROBOCOD** Millennium £25.99 ****
19 (NE) **ULTIMA VI** Origin/Mindscape £30.99 *****
20 (7) **OPERATION THUNDERBOLT** Hit Squad £7.99 ****
21 (20) **FANTASY WORLD DIZZY** CodeMasters £6.99 ****
22 (23) **ULTIMATE GOLF** GBH Gold £9.99**
23 (32) **BATMAN THE MOVIE** Hit Squad £7.99 **
24 (NE) **CASTLES** Electronic Arts £29.99 ***
25 (45) **BUBBLE BOBBLE** Hit Squad £7.99 ****
26 (27) **POPULOUS** Star Performers £10.99 ****
27 (29) **LOMBARD RAC RALLY** Hit Squad £7.99 ***
28 (18) **PAPERBOY** Encore £7.99 **
29 (NE) **WORLD SERIES CRICKET** Soundware International £29.99 *
30 (42) **LITTLE PUFF** CodeMasters £6.99 **
31 (15) **INTERNATIONAL NINJA RABBITS** Micro Value £7.99 ***
32 (NE) **MIDNIGHT RESISTANCE** Hit Squad £7.99 ***
33 (44) **PRO BOXING** CodeMasters £7.99 *
34 (NE) **SHADOW OF THE BEAST** Sizzlers £7.99 ***
35 (21) **THE UNTOUCHABLES** Hit Squad £7.99 ****
36 (40) **DOUBLE DRAGON 2** Tronix £9.99 ***
37 (34) **DIZZY COLLECTION** CodeMasters £24.99 ****
38 (17) **ROBOCOP** Hit Squad £7.99 ****
39 (24) **RICK DANGEROUS** Kixx £7.99 *****
40 (39) **ANOTHER WORLD** Delphine/US Gold £25.99 *****
41 (33) **PGA TOUR +** Electronic Arts £29.99 ***
42 (59) **MONKEY ISLAND** US Gold £29.99 *****
43 (11) **GHOULS AND GHOSTS** Kixx £7.99 ***
44 (NE) **Z-OUT** Kixx £7.99 *
45 (67) **TERMINATOR 2** Ocean £25.99 ***
46 (NE) **STRIDER** Kixx £7.99 **
47 (30) **ALTERED BEAST** Hit Squad £7.99 **
48 (10) **POPULOUS II** Electronic Arts £29.99***
49 (63) **STUNT CAR RACER** Kixx £7.99 ****
50 (84) **COMBO RACER** GBH £7.99 **
51 (47) **CHASE HQ** Hit Squad £7.99**
52 (28) **FOOTBALL CRAZY CHALLENGE** Anco £25.99 **
53 (26) **ABANDONED PLACES** Electronic Zoo £29.99 ****
54 (41) **OH NO! MORE LEMMINGS** Psygnosis £19.99 *
55 (25) **HEIMDALL** Core Design £34.99 ****
56 (37) **GIANTS OF EUROPE** Anco £7.99 **
57 (NE) **AWARD WINNERS** Empire £25.99 ***
58 (19) **LOTUS TURBO CHALLENGE 2** Gremlin Graphics £25.99 *****
59 (48) **ALIEN BREED** Team 17 £24.99 ***
60 (46) **ED THE DUCK** Zeppelin £7.99 *
61 (72) **FIRST SAMURAI** Vivid Image £30.99 *****
62 (80) **2 HOT 2 HANDLE** Ocean £29.99 *****
63 (36) **LEANDER** Psygnosis £25.99 ****
64 (57) **BOARD GENIUS** Beau Jolly £29.99 ****
65 (61) **KNIGHTS OF THE SKY** MicroProse £34.99 ****
66 (58) **SOCCER STARS COMPILATION** Empire £25.99 *
67 (60) **MICROPROSE GOLF** MicroProse £34.99 ****
68 (54) **DRAGON NINJA** Hit Squad £7.99 *
69 (66) **NINJA COLLECTION** Ocean £19.99 *
70 (35) **WOLFCHILD** Core Design £25.99 ***
71 (78) **FULL CONTACT** Team 17 £9.99 **
72 (43) **PGA COURSES** Electronic Arts £14.99 **
73 (NE) **ELVIRA II – THE JAWS OF CERBERUS** Accolade £34.99 **
74 (50) **INTERNATIONAL ICE HOCKEY** Zeppelin £7.99 *
75 (NE) **INDY HEAT** Storm £25.99 ***
76 (NE) **1000CC TURBO** Energize £7.99 **
77 (75) **NINJA RABBITS** Micro Value £6.99 **
78 (NE) **DAILY HORSE RACING** CDS £7.99 ***
79 (88) **X-OUT** Kixx £7.99 *
80 (NE) **SPACE GUN** Ocean £25.99 **
81 (62) **HEAD OVER HEELS** Hit Squad £7.99 *****
82 (53) **THE JETSONS** Hi-Tec Software £12.99 *
83 (74) **BATTLE ISLE** Ubi Soft £30.99 ****
84 (RE) **WORLD CLASS LEADERBOARD** Kixx £7.99 **
85 (64) **FUN SCHOOL 4 (7-11)** Europress Software £24.99 **
86 (71) **THE SIMPSONS** Ocean £25.99 ***
87 (NE) **THE QUEST OF AGRAVAIN** CodeMasters £7.99 **
88 (NE) **MONTY PYTHON** Tronix £9.99 ***
89 (NE) **AGONY** Psygnosis £25.99 ****
90 (69) **RENEGADE** Hit Squad £7.99 ***
91 (68) **VIDEO KID** Gremlin Graphics £25.99 ***
92 (52) **RETURN TO EUROPE** Anco £7.99 **
93 (NE) **FINAL WHISTLE** Anco £12.99 *
94 (RE) **THUNDERHAWK** Core Design £30.99 ****
95 (NE) **EUROPEAN SUPERLEAGUE** CDS £24.99 *
96 (NE) **THE IMMORTAL** Star Performers £10.99 **
97 (NE) **AFTERBURNER** Hit Squad £7.99 **
98 (NE) **SPECIAL FORCES** MicroProse £34.99 ***
99 (NE) **PINBALL DREAMS** 21st Century Entertainment. £25.99 *****
100 (RE) **KNIGHTMARE** Mindscape £30.99 ****

We figure you must have some idea how the charts work by now, so briefly: they're put together by Gallup, they mix budgies and full pricers together, games are rated in stars, and they're © ELSPA.

OCEAN LOOKS TO RAINBOW FOR GOLD (ONCE AGAIN)

Rainbow Islands
New Entry, Number 4

There are 15 games from The Hit Squad in this month's charts, three of them new entries – not a bad showing at all, really. Biggest news of all, though, has to be the re-release of the fabulous *Rainbow Islands* – AMIGA POWER's all-time favourite game two years running, as if you didn't know – at the smart price of £7.99. At the risk of labouring the point (once again), if this doesn't make Number One next month there's no justice in the world. The only thing we can see stopping it is its success as a full-pricer and appearance on the Addicted To Fun *Rainbow Collection*. Still, if you've already got the game, buy it for a friend. Go on, make someone very happy.

33830
HIGH SCORE
100000
2UP
00
2

***Rainbow*: an all-time classic, now £7.99.**

TOYOTA CELICA AND HARLEQUIN: RALLYING SALES FOR GREMLIN

Toyota Celica Rally
Number 8
Harlequin
New Entry, Number 10

Gremlin have got a reputation for great driving games and that's surely rubbed off on this, their latest budget release on GBH. It's from a period when things weren't quite as slick as fans of *Lotus II* might expect, but that hasn't stopped *Toyota* leaping from 38 (last month) to eight this time round. Gremlin's Ian Richardson isn't surprised. "Being a licensed product it was always going to do well," he told us. "As a full pricer it went to five in the 1990 Christmas 16-bit chart."

ATOYOT
02:18

Good value, that's GBH's new *Celica*.

It's a different story with *Harlequin*'s success though. "It's a brilliant unlicensed product," says Ian, "but they rely much more on word of mouth, and reviews like the 91 percent AMIGA POWER gave it have helped the game immensely. It's selling very well at the moment considering the quiet state of the market.

"Actually, we're expecting to have some more chart hits soon – things like *Manchester United* and *Lotus* are out on budget about now and should do very well, and then, of course, there's *Space Crusade* at full price too. We expect big things of them."

***Harlequin* – making Gremlin very happy.**

AIRBUS IN SELLING-LOTS-OF-COPIES SHOCK!

A320 Airbus
Number 7

***Airbus* – Inexplicably popular?**

With the recent influx of some very impressive games from the continent – things like *Storm Master, Titus The Fox, Battle Isle, Celtic Legends, Dyna Blaster* and so on – French games, in particular, are suddenly earning a good deal more respect than they once did.

With a few honourable exceptions, however, German games are still generally seen as technically impressive but a bit dull, which makes it quite a surprise to see Thalion doing so well with this one. Seems there *is* a market for serious, shooting-free flight sims after all – it comes as a bit of a surprise to us, it has to be said. However, *A320 Airbus* is undeniably technically impressive – particularly in the sheer amount of detail it features – and would seem to have tapped into a very different market from the likes of something like *Harlequin*. It's not exactly our cup of tea, but good luck to it.

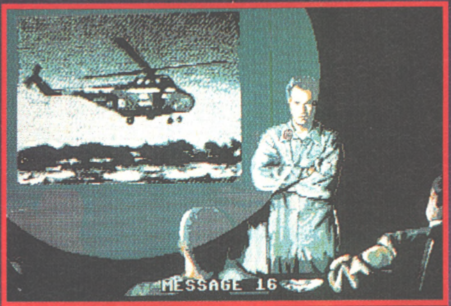
AND THE REST:

We're impressed by *F-16* doing so well at budget, happy to see *Scooby* still so high, and not even slightly surprised at *F1* and *Jimmy*. But that Codies game at No1...! Seems like management games *are* back in vogue, after all... ●

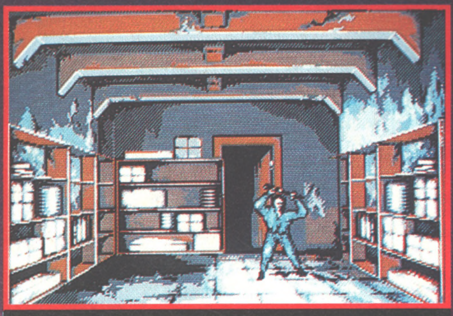
ALCATRAZ

The island of Alcatraz stands empty and discarded - a relic of the past. But, as night settles, the ruins of the old prison comes to life. In an ironic twist of fate, Alcatraz is now the hide out of an evil drugs cartel, led by Miguel Tardiez, its cruel and callous chief. As a crack commando you are about to undertake the most perilous and daring mission ever. Your task - penetrate the island of Alcatraz and capture Tardiez. If you fail the State Department will simply deny any knowledge of your existence. There's no such thing as a dead hero.

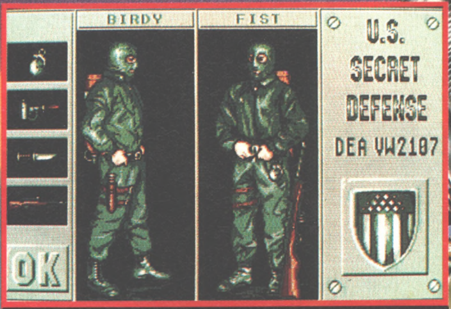
NOW AVAILABLE



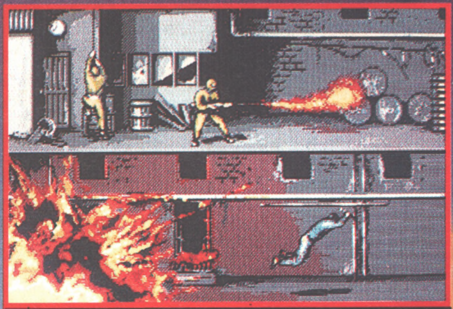
It's the final countdown, as HQ gives the last briefing.



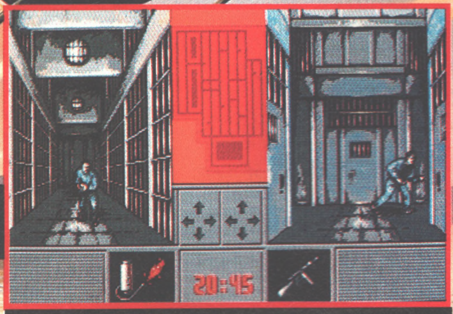
Track down Tardiez's men, as you move ever closer to the very centre of corruption.



Prepare with care, a simple mistake will cost you your life.



One false move and your cover is blown.



Tardiez's men lurk on every corner.

INFOGRAMES

FOR:
ATARI ST/STE - AMIGA - PC & COMPATIBLES

Stein

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JUST WHO DO WE THINK WE ARE?

MATT BIELBY

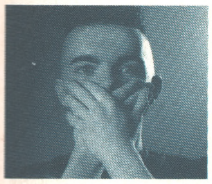
Matt's been moving house this month (it must be contagious or something). Now all we have to do is wait for his housewarming party, and make it just that bit more homely for him. The estate agents still haven't forgiven him for the last time he had a party...

Matt's been experiencing: The last days of his youth and method acting.

MARK RAMSHAW

Poor Mark isn't getting any younger. It's the big 22 for him next month. "Hey, I'm still the youngest member of the team! By the way, all foodstuffs, cards and pressies will be gratefully received." Yeah, some chance.

Mark's been experiencing: A blackout in the red room, hate mail, and psychedelic sexfunk live from Heaven.



STUART CAMPBELL

Stuart's got a new friend, a very close one. Actually, it's attached to his hand, and looks uncannily like one Mr Wile E Coyote. Stu and his glove puppet have been inseparable all month, which has made his typing worse than ever.

Stuart's been experiencing: Several Kinder surprises and a transcendental rock'n'roll apocalypse via the The Jesus & Mary Chain.

GARY PENN

Our Gaz has been learning to juggle, and discovering the joys of musicals. "Smashing", was how he described both Seven Brides For Seven Brothers and Calamity Jane. It was also Gary's birthday. Would you believe he's only 26? No, neither did we.

Gary's been experiencing: The vibes of love, and the mesmerising sparkle of his girlie's eyes.

AMANDA COOK

Amanda's been going DIY crazy this month. What with fitting out the interior of her Honda CRX and re-decorating, it's a wonder she's found time to work on the magazine. Our beloved Art Ed also fell foul of a dodgy chicken burger this month. But please, no get well presents!

Amanda's been experiencing: Hen parties, male strippers and copies of Playgirl (oh dear).

SALLY MEDDINGS

Sally's been doing the barbecue thang this month (no dodgy chicken burgers there), and has also found time to construct several award-winning superstructures from clay. Oh yes, and then she encountered *the* big, fat hairy spider – and she won't let us forget it.

Sally's been experiencing: Big fat spiders, Infacare, and male strippers.

NEIL WEST

Our Neil – author of several bestsellers – is thinking about buying another Spitfire car, despite having just sold one a couple of months back. Are there any readers out there who just happen to own a set of the appropriate wheels to sell the poor lad?

Neil's been experiencing: The flu, hangovers, and evenings in.

JONATHAN DAVIES

It's been another month of tips testing for our Jonathan. Luckily, there's nothing he likes better than to wade through seven hundred *Shadow Of The Beast II* cheats. What a helpful, ever-forgiving chap he really is. Jonathan's a fine role model, and no mistake.

Jonathan's been experiencing: The joy of a month without wargames to review.

MATTHEW SQUIRES

Matthew's been waking up to the sound of blue helicopters taking off in his back garden while a marathon and the drumming of crusties rattled on in his drive. Guess there's no such thing as privacy. And on top of all that, there's been the saga of the mouse traps.

Matthew's been experiencing: Unsociable house mice and religious canvassers.

KARL FOSTER

Following on from Neil's exploits in the publishing world, Karl's currently writing 'The PC Leisure Guide', and strongly urges you to buy a copy when it comes out – even if you don't own a PC. Well, he's got his highly developed music tastes to pay for, don't you know?

Karl's been experiencing: Chronic stomach cramps after over-indulging, and overworking.

DAVE GOLDER

Drums are Dave's new obsession. Whether it's mornin', noon, or night, he can be found thumping his snare and tinkling his hi-hat. All good fun apart from one small detail – the drum kit is located in Stuart and Karl's basement! Paracetamol, anyone?

Dave's been experiencing: The rhythm method, and the joys of being an airline pilot.

RICH PELLEY

Rich was conspicuous by his absence in last month's AMIGA POWER. The poor lad was forced to forego computer games and his famous clubbing lifestyle, and devote time to those all-important exams. But Rich – professional gigolos don't need qualifications.

Rich's been experiencing: Stress, stress, velvet-lined handcuffs, stress and Pro-Plus.

GAMES

***Apidya* – surprise hit of the month?**

Wherever your tastes lie, we've got something to light your fire, warm your cockles and set your joystick hand a-moving this month. This month you can find out just what we think of Team 17's *Project-X*. We've also got two rather more cerebral games on offer from EA – the worldly *Global Effect*, and the long-delayed *Castles*. This month also finally sees Mark Ramshaw's review of *Ultima VI* – an epic if ever there was one. Sierra make another bid for hard drive supporter of the year with *Space Quest IV*. Further into the reviews section you can goggle at the charms of *Elvira II*, or sink your teeth into the *Brides Of Dracula*. Yep, it's another month of gems and dross. But we're not about to give the game away here. You'll just have to read on, and find out what's good, what's bad, and just why the AMIGA POWER reviews are the only ones you ever need bother with again.

EV 01 P.P 12 H.P 22 EXP 000

Listen, I've been captured by this triple headed guy with a severe body hair problem. He says he's gonna sacrifice me at midnight.

***Elvira* – going underground.**

THE AMIGA POWER SCORING SYSTEM (AND HOW IT WORKS): AN EASY-TO-USE BEGINNERS GUIDE

The AMIGA POWER reviewing philosophy is an absolute doddle to understand. No, really, it's simple. But hey, some of you are reading this bit, so you must be at least a *mite* confused. Here, then, is a brief run-down on the ins and outs of it all, layman style.

1) We're all aware of how much software costs, which is why we believe a game has to be *really* good to be worth buying – *or* worth giving a good mark. Happily, there's more than enough top-notch stuff around if you only look – we mark as hard as we do to prevent you from wasting time (or money!) on the bad ones. You'll thank us for it in the end...

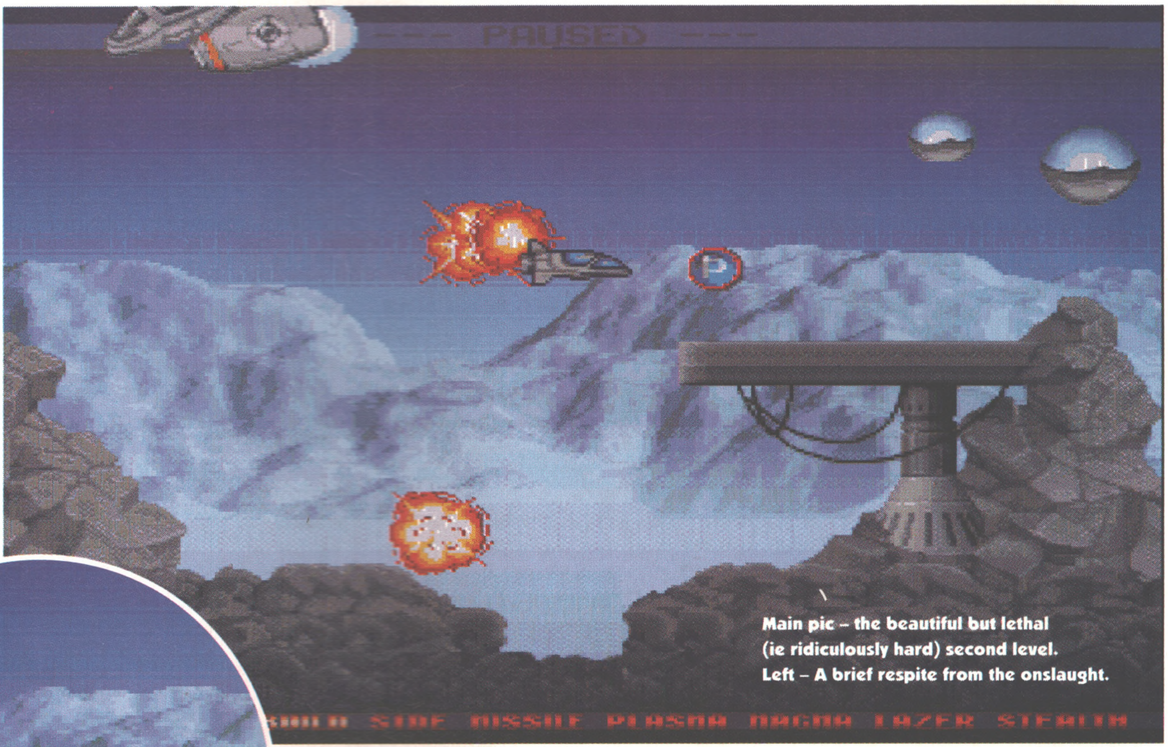
2) We believe rating systems should be simple and easy to understand. That's why we just give one mark out of 100, a few summing up sentences, and that's it. What more is there?

3) A third point? Third points just don't enter into it.

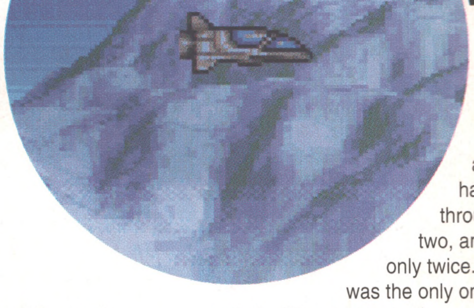
Game: Project X
Publisher: Team 17
Author: Andreas Tadis
Price: £25.99
Release: Out now

PROJ

After Team 17's tremendous cover demo on last month's issue X to wipe out the competition. Sometimes though, life's just



Main pic – the beautiful but lethal (ie ridiculously hard) second level.
Left – A brief respite from the onslaught.



Okay. Here's a little dilemma for all you budding game reviewers out there. You see a preview of a new game. It looks absolutely wonderful. You rave about it and tell everyone to go out and buy the game the second it appears in the shops. Some time later, the real thing shows up. It's not nearly as good as you'd been hoping for. Do you bite the bullet and admit you got it wrong, or do you brazen it out, rely on breathless enthusiasm to sell your earlier impression and hope nobody notices? Well, as a wise man once said, 'Admitting you were mistaken in the past is in fact no more than saying that you are now a wiser man than you used to be', and that's good enough for me. Which is something I'm afraid I can't really say about *Project X*.

YOU'RE ONLY A WISH AWAY

There's a forceful argument that says something that's NEARLY brilliant is often a far, far worse thing than that which is simply mediocre. The principle being that when you're just a whisker from perfection, the flaws which stop you from attaining it suddenly become drastically more important, simply because they ARE standing in the way of that perfection. They can seem to loom so large, like a particularly ugly oil refinery in the middle of an otherwise breathtaking landscape, that they overshadow the whatever-it-is's numerous good points completely and make you hate it, although objectively it is, of course, nearly perfect. You know what's coming now, don't you?

FALLING AT THE LAST HURDLE

Yup, *Project X* is nearly brilliant, which is to say that it's one of the most irritating and infuriating games you'll ever play in your life. You may be wondering why this review only includes screenshots from the first two levels. The reason is that, after three days of solid play by the entire AMIGA POWER team, not one of us got further than about halfway through level two, and that only twice. (In fact, I was the only one who made it off level one at all).

This is a game so incredibly mean-spirited that if you haven't finished *R-Type* without cheating, I wouldn't suggest that you even try it. More than any other shoot-'em-up I've seen, *Project X* is completely power-up-centred, to the extent that if you lose a life (and with it, the vast majority of your power-ups – lose two lives in a row and you're back to the weediest weaponry there is, no matter how hard you were before), you're as well to hit the abort button and start again, such is the miniscule magnitude of your chance of getting any further. This is compounded to an uncomfortable degree by two things.

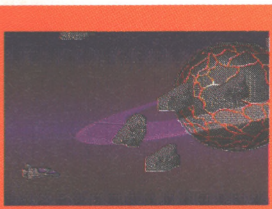
> **"More of a gauntlet than a game to enjoy"**

FIRST, LAST & ALWAYS

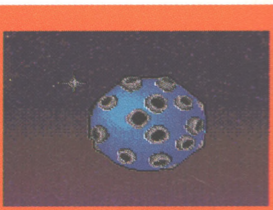
Firstly and less importantly, the game seems prone to an occasional bug which plays havoc with the power-up system – sometimes collecting a token can, instead of making the weapons bar progress to the next add-on, inexplicably make it return to the first icon (speed-up). Secondly, the method of selecting a power-up is to either hit space (necessitating a lunge away from the keyboard which is ill-affordable in a game of non-stop high-speed action like this one) or to waggle the joystick rapidly back and forth *Xenon*-style. This is fine in theory but, as in *Xenon*, it proves disconcertingly easy to do it by mistake and select a weapon

THOSE HARD BITS IN FULL

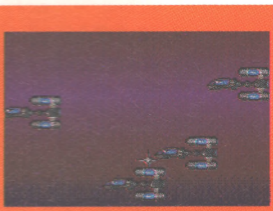
(Well, a few of 'em from level one, anyway).



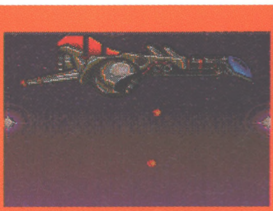
First of all, pilot your ship through a relatively harmless asteroid storm.



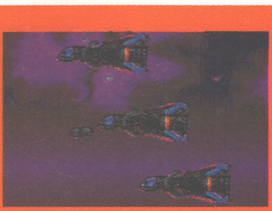
Then you get this fast-moving globe thing, but don't worry – it avoids you diligently.



Next up, grab a few power-ups from these fairly weedy spaceship chaps.



...but then watch your tail, as this bomb-dropping dude appears from behind.

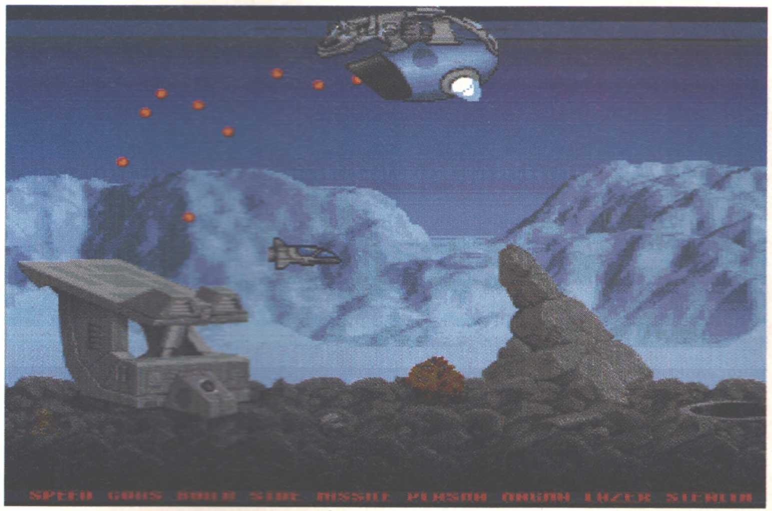


These three all rotate around the central one, so study its flightpath carefully.

ECT X

of AMIGA POWER, the world at large was expecting *Project* a bit unpredictable (and more than a touch disappointing).

which you really didn't want. Switch inadvertently from an eight-times-enhanced plasma beam weapon to a poxy double-shot gun in the middle of a heavy attack wave on level two (as I did) and you might as well wave bye-bye to the whole game, all the effort expended on getting that far completely wasted.



Still struggling on level two (still, at least I've made it past that bloody launch site...)

OPTING FOR CHARLIE SHEEN MODE

The game does offer you a 'Rookie' skill setting, but it only lets you play the first two levels (like, thanks all to pieces), and a level select which lets you start (power-up-less) on the last level you reached, but only up to and including the third level of the game's six. Big deal. There's more, but hang on, it's nearly summer, let's try and be positive.

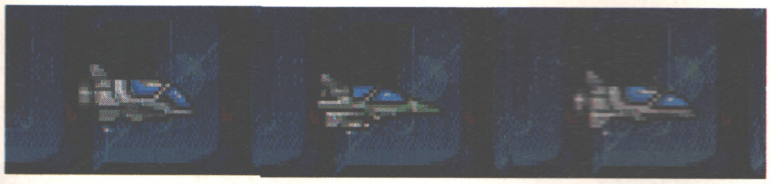
A LAST-DITCH EFFORT

Project X isn't short on good points. You can select one of three ships of differing characteristics for your mission, allowing you to tailor your tactics a particular way. The weapons and ship interact imaginatively, with powerful weapons both detracting from the other weapons and hampering the handling of your craft. The speech samples are atmospheric and helpful. The graphics are stunning (see for yourself), and Team 17 have listened admirably to criticism of their earlier *Alien Breed* which said it was too easy to complete. Unfortunately, they've gone hurtling off in the opposite direction and made a game that only a superhuman's going to see the end (or even the second half) of. *Project X* doesn't even apparently have a cheat mode, so unless you're the kind of person who found *R-Type II* just all too easy, forget about this forever.

I'm depressed now.

● ***STUART CAMPBELL***

> **"Project X is nearly brilliant"**



The three craft on offer. Be careful when selecting – each one flies in a completely different manner and has its own complete range of power-up facilities.

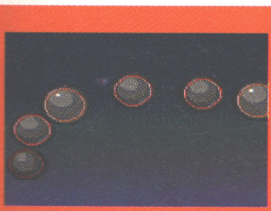
▲ **UPPERS** Well, you can't say it's not challenging, and it looks and sounds undeniably beautiful. The five most talented arcade gamers in the country will love it, for certain.

▼ **DOWNERS** The insane, unfair difficulty level makes for one of the most frustrating games we've seen in ages, and the bugs and control quirks push it to just the wrong side of intolerably annoying.

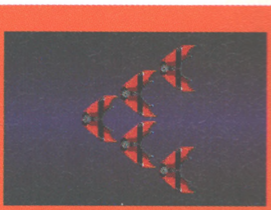
THE BOTTOM LINE

More of a thrown gauntlet than a game to actually enjoy, at least this is something you'll get a lot of life out of, as long as your own doesn't end in a high-blood-pressure-induced heart attack first. With no cheat mode, though, I fear most people won't ever see even half of it.

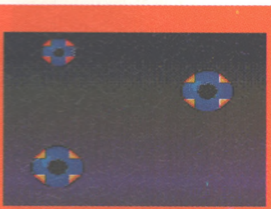
78 PERCENT



This chain of balls is lightning-quick and unpredictable, so kill it quick or hide.



These angel-fish type things might look weedy, but they whizz around horrifically.



...but get out of it quick or these guys will smash into you from the top of the screen.

And then you get to this impossibly nasty bit. Clear this and you're halfway through...

PROJECT X VS APIDYA

Does *Project X* take the insecticide to *Apidya*, or is it Kaiko's game that has the sting in its tail? Let's see...

GRAPHICS
Apidya 9 - *Project X* 8
Both games are beautiful, but *Apidya* scores here for detail, colour and variation. The backdrops are gorgeous and some of the enemies are utterly disgusting – *Project X* suffers from characterlessness.

SOUND
Apidya 9 - *Project X* 7
Project X has nice zappy FX and the speech adds quite a lot to the atmosphere, but *Apidya*'s spanky music and jingles are way out in front of it. The 'Techno Party 1' tune in particular stomps all over *Project X*'s much-touted intro music by itself and it's got an in-game tune (with FX at the same time) into the bargain.

PLAYABILITY
Apidya 9 - *Project X* 6
Not much of a contest here, to be honest. The effect of inertia on the various ships in *Project X* as you pile on weaponry is clever and 'realistic', but as we've said before at some length, arcade games are no place for realism. Also, in *Project X*, if you lose a life anywhere past about the middle of level one, you might as well abort the game and start again.

ADDICTIVENESS
Apidya 9 - *Project X* 8
Of course, the very frustrating nature of *Project X* makes it addictive in the short term, but eventually you just get fed up with it. On the other hand, *Apidya* takes the approach of making you feel that the next bit's going to be really worth seeing – just as effective and a lot friendlier.

PRESENTATION
Apidya 10 - *Project X* 7
Apidya is the way things should be done, really. Auto power-up selection (optional), catering for 2-button joysticks, lots of skill levels including a novel practice mode and a choice of when you get extra lives (very clever), the chance to listen to any of the game's music from the start screen, imaginative 2-players-at-once game, unobtrusive intro, enough continues to give you just a chance, I could go on and on. *Project X*, on the other hand, has the 2-button joystick capability and a software autofire and that's about it.

TOTAL
Apidya 46 - *Project X* 36 'Nuff said.

WHERE'S THE REALISM?

If, as the manual says, the purpose of *Castles* is "to allow you to experience both the romance and the reality of medieval castle building," then perhaps a little more thought could have been given to that old favourite – realism.

CASTLE

Game: Castles
Publisher: Interplay
Price: £29.99
Author: Silicon & Synapse
Release: Out now

So we've had (or are about to have) city sims, global sims, even ant colony sims. Winding the clock back 700 years or so for an Englishman's-home sim seems like such an obvious idea it's a wonder nobody thought of it a long time ago. Imagine it, designing your own medieval stronghold, lording it over the peasants, covering attackers in boiling oil. Ah, the life of an oppressive, sadistic, peasant-bashing feudal baron's the one for me…

Well, Interplay *did* think of it a while back, as *Castles* has been around on the PC for some months now. Now out on the Amiga, it offers the challenge of ruling a kingdom and building and defending your own stone castles. The simulation model is based on the castles built by King Edward I (reigned 1272 – 1307) to consolidate the kingdom's hold on those wild celtic devolutionists, the Welsh.

I say 'based on' – the 'real world' scenario is of a fictionalized medieval Albion, packed with all kinds of dubious characters who carry a sort of sub-plot to the main exercise of castle building in an attempt to give the otherwise mundane stone-stacking a storyline. And for those with weirder or wilder tastes, there's a fantasy world option featuring dragons, trolls and wizards too.

So how does it work? Well, to start with you can build either a single castle or conduct a campaign to subjugate the celts by building a series of eight. While you're doing this, other factors are thrown into the pot such as attacks by berserk celts, knights popping up to report on distant battles, annoying bishops hassling you for a game of chess – the usual petty trials of castle ownership. At least there's a dungeon handy for double glazing salesmen.

> **"Plenty of potential, but too little of it is realised"**

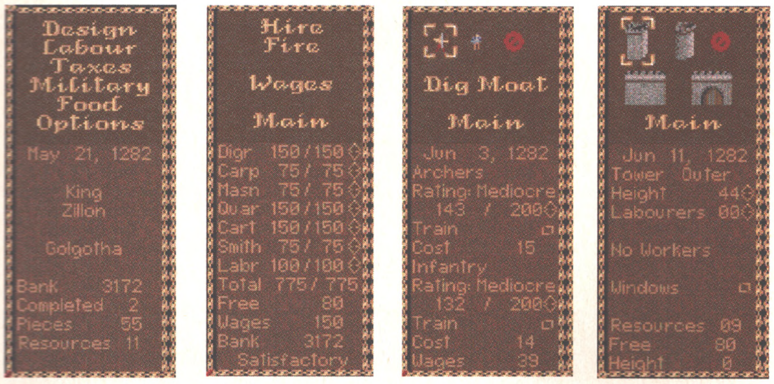
So, to building. Four levels of play are offered, each of which presents a different scale of resources. Such considerations as the convenience of local stone quarries; how much money you can raise through taxation; and the availability of labour serve to give the impression that building a castle takes a good deal more thought than knocking up a garden shed.

The main screen shows the local terrain and it's up to you to decide whereabouts to build. You can't go building on rock, in forests (very ecological I'm sure) or, for obvious reasons, in a swamp. The best option here is to look and see if there's a convenient body of water handy, and, if there is, to build near it, thus limiting the number of directions from which an enemy can approach.

Next, it's time to lay out the foundations. There are two types of tower to choose from – square and the more difficult to undermine round tower – plus the facility to specify height and whether or not to have windows. To plan out your castle, you select the appropriate tower and paste it on the map several times to form the outline of whatever shape you want. Be careful though. If you get carried away and start mapping out a small city, your resources will rapidly dwindle, leaving no scope left for those most useful of defensive devices, walls.

Wall segments come in thicknesses of nine or twelve feet and, again, their heights can be specified. You can also include arrow slits and cauldrons (simmer oil at gas mark 6 for three hours), just to make the lives of any aggressors that bit more miserable. Finally, it might be nice to have a gate – getting in and out can be tough without one.

And there we have it. An impressive fortification standing all of about four-feet high. Not too good at keeping out the draughts really, so it's off to the Labour menu to hire some workers to build it up a bit. The size of the workforce depends on how much dosh you're raising from taxation (egad sir, you mean to pay



May 21, 1282
King
Zillon
Golgotha
Bank 3172
Completed 2
Pieces 55
Resources 11

Digr 150/150
Carp 75/ 75
Masn 75/ 75
Quar 150/150
Cart 150/150
Smith 75/ 75
Labr 100/100
Total 775/ 775
Free 80
Wages 150
Bank 3172
Satisfactory

Jun 3, 1282
Archers
Rating: Mediocre
143 / 200
Train ☐
Cost 15
Infantry
Rating: Mediocre
132 / 200
Train ☐
Cost 14
Wages 39

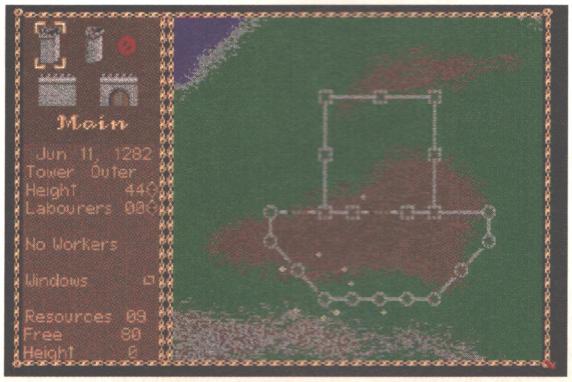
Jun 11, 1282
Tower Outer
Height 44
Labourers 00
No Workers
Windows ☐
Resources 09
Free 80
Height 0

The whole building exercise is run from a series of menus including, from left, the main menu, one for building up the workforce, the military menu and the design menu.

PLAYING FOR KEEPS

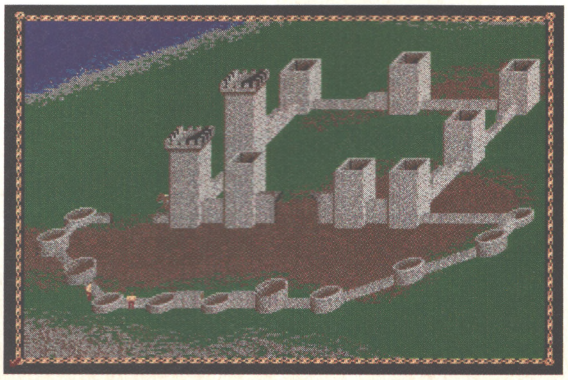
If you've never built a castle before, take some advice from good King Zillon...

Starting out, it's as well to set the game speed to 'swift' if you're to avoid a lot of thumb twiddling. Watch out for your level of resources while placing each castle component – you'll run out if you get too adventurous. And make sure you don't get too generous with the workforce's wages. As soon as your coffers run dry, the crew will up and leave.



Jun 11, 1282
Tower Outer
Height 44
Labourers 00
No Workers
Windows ☐
Resources 09
Free 80
Height 0

Laying out the castle is merely a case of pasting its components onto the ground – so much for surveyor's job opportunities.



After a while, things start to take shape. Mind you, the workforce seems to be all over the place! Time to whip 'em into shape.

For starters, one reason castles evolved was from the importance of cavalry as a weapon of war – plonk a virtually impregnable fortress into hostile territory and you've a base from which to send out the medieval equivalent of the ultimate weapon. So why's there no cavalry in the game?

Another problem: the siting of castles in *Castles* has too few factors bearing on it. *Castles* were often built on hills or on man-made mounds for the very good reason that it's a swine trying to mount an assault uphill.

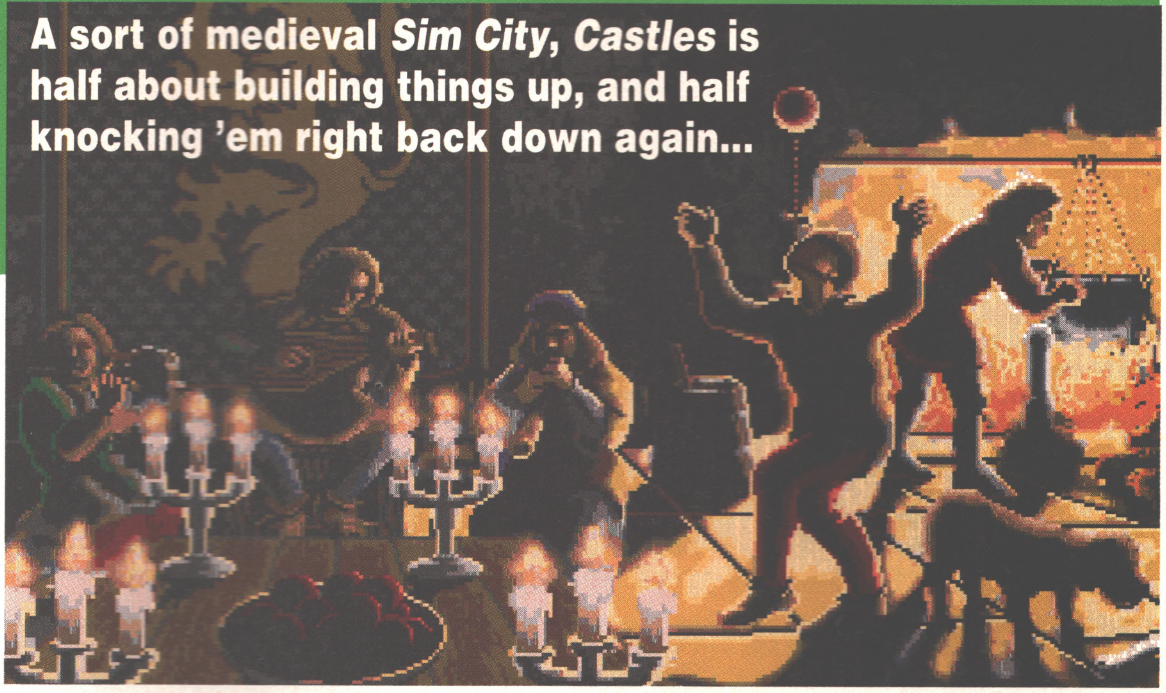
Okay, so 13th-century castle design may not have made so much use of the artificial mound (it's an unstable platform for a heavy stone fortification), but a more evolutionary model – perhaps featuring the whole range of castle design, from wooden motte and bailey fortifications to the stone castles that replaced them during the 12th and 13th centuries – would add more interest.

Finally, real castles had a lot more wood in them than Electronic Arts' game supposes. Towers had pointed roofs, like witches hats, and wooden huts and lean-tos were common – however, your computerized carpenters pack their toolbags when a *Castles* castle's crenellations are done.

The game has potential for something really fascinating and educational – but *Castles* just doesn't do its subject matter justice. I hope *Castles 2* (if there's going to be one) takes advantage of it.

S

A sort of medieval *Sim City*, *Castles* is half about building things up, and half knocking 'em right back down again...



them?) – fork out too much on wages and they'll all bog off when the money runs out. You can allocate work teams to parts of the castle, then sit back and watch as the little figures on-screen slowly start to build it up. And boy, is it *ever* slow. Things get really tedious as wall sections and towers gradually take shape, but – presumably in a bid to keep you awake – attacking bands of utterly anti-social types come wandering along regularly.

UNDER ATTACK – MEDIEVAL DEAD

Suddenly you're thrust into battle. The workforce has run off and the marauders come and knock down everything they've built. Damn, I knew that Military menu was there for a reason. You can hire an army of foot soldiers and archers, the size of which depends on how many components there are to your castle. Of course, they'll need paying and training, so there's yet more financial juggling to take care of. In battle, your faithful fighting units (a maximum of 20) are deployed in the same way as castle components are placed and, once given a target to attack, pretty well conduct the fight themselves. Hum. Do I really need to be here or would the computer have more fun on its own?

At least there are the visitors to keep me amused while the game plays with itself. In the fantasy scenario, battered and bleeding knights arrive with dark warnings of savage troll armies on the move, and you're presented with a choice of answers: ignore them, send troops or form an alliance with the celts. Decisions made earlier in the game supposedly affect how the story develops, but you know it'll all end up with an army having a go at your castle so you may as well say 'nay' to messengers on the game options screen.

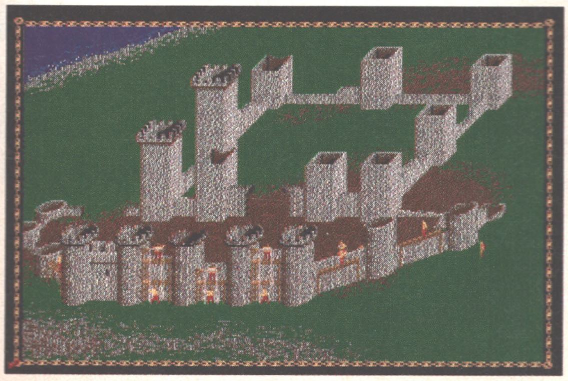
> **"Falls somewhat between two stools"**

While it all sounds quite jolly, and while the sight of your castle design taking shape is fun, it can get rather boring. The battle scenes are more of an intrusion than an exciting aside, for the simple reason that they're not very dramatic. The pace at which the workers do their thing is somewhat snail-like too, and it's a tedious business having to manually relocate manpower every time a section of the castle is finished – haven't these guys ever heard of initiative?

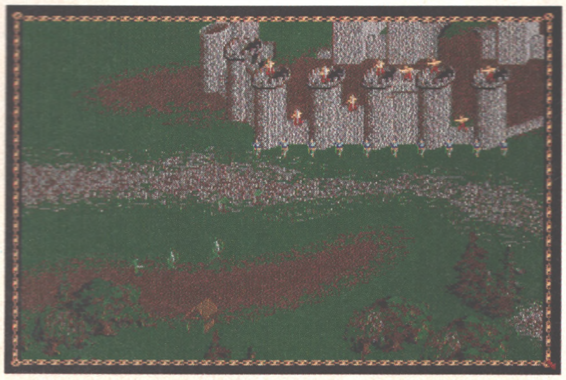
But my main gripe is that, in trying to offer something a little lighter and more action-orientated, a lot of potential has been overlooked. A greater variety of military units – such as the inclusion of cavalry – would have been nice, and more fortification options should really be there. Sure, you can dig a moat, but that's the only earthwork on offer.

Castles as a sim is not very realistic and as a game verges on the tedious. There are some thrills to be had, but the ease with which an enemy can slight what you've spent hours putting together makes you wonder what the point of building it was in the first place. This is a game with plenty of potential, but too little of it seems to have been realised. I'm sure oppressive, sadistic, peasant-bashing feudal barons used to have much more fun.

● *KARL FOSTER*



There now, that's much more efficient. Let's get it done before the enemy arrives. (And execute those shop stewards at once!)



Omigod, here come the baddies. Right chaps, get those bows twanging while the infantry makes rude gestures.

▲ **UPPERS** It's rewarding watching your very own castle design going up – much better than Lego™ as you don't have to clear it all up afterwards. Potentially fun in a *Sim City* sort of way.

▼ **DOWNERS** However, it's less than rewarding watching your own castle design coming down with such ease after you've spent many tedious hours building it.

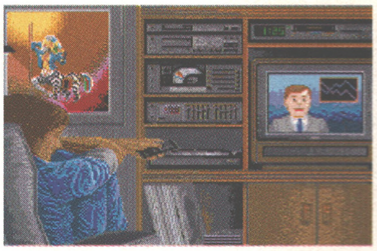
THE BOTTOM LINE

Castles sounds fun but falls somewhat between two stools. The lack of realism makes it not a very stimulating simulation, and there's not enough going on in the gameplay department. Disappointing, but it's bound to find a few dedicated fans.

58 PERCENT

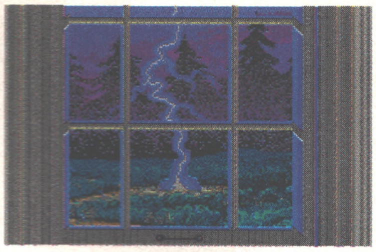
BACK FROM REALITY

Before the adventure can really begin, the player must make his way back to the land of Britannia. This snazzy intro sequence shows you exactly how the story begins. Be sure to enjoy it – the graphics get a *lot* more rudimentary from here on in...



Curled up front of the TV, the land of Britannia seems like a distant dream...

...while outside, a strange and disturbing storm starts to move your way.



Lightning strikes right outside! Somehow there's something odd about all this...

ULTIMA VI

What a whopper! The latest episode in the Ultima saga finally hits the Amiga.

Publisher: Mindscape
Price: £30.99
Authors: Richard Garriott & Warren Spector (design), Abersoft Ltd (programming)
Release: Out now

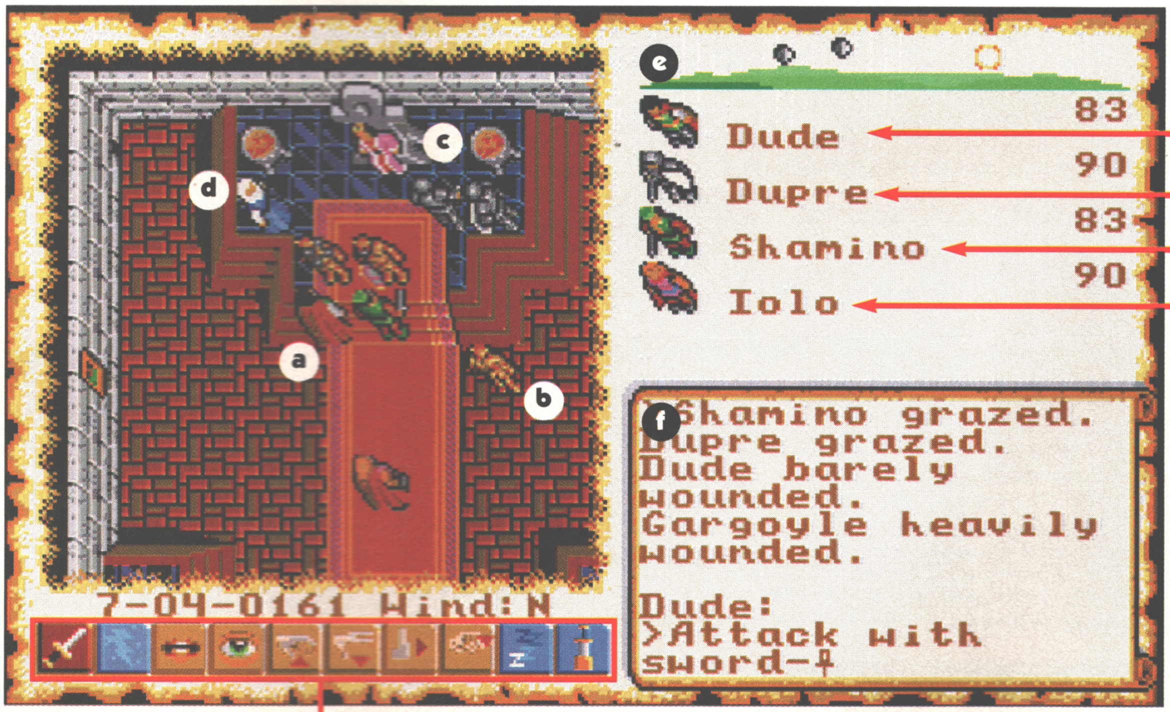
Role playing alert! Role playing alert! You are now entering a non-joystick zone. Arcade players may as well flick on a couple of pages to the *Apidya* review or something right now instead.

Right, that just leaves the role playing fans, and the open-minded non-fans who're willing to give this a chance. To be honest, non-role playing experts may find that this isn't the ideal starting point – *Eye Of The Beholder* or similar may be more up their street – but for you fans of the genre a real treat is in store. This game will teach you the real meaning of role-playing. RPG-aphobes have been warned.

Sequels are funny things. For a start they've got to avoid alienating the audience which the series has already built up, but they've also got to sidestep any accusations of 'seen it all before'. It's a neat trick if you can do it, and happily the *Ultima* series hasn't put a foot wrong yet. Always getting bigger, gaining greater depth, adding smarter presentation and better plotting, the games have grown with the technology. Inevitably, there's always been a bit of drag – the games' visual side never quite making the grade (betraying the fact that conversions from the original PC versions usually takes around two years) – but that aside, they have been consistently the slickest, most interesting RPGs around. And so we've now got *Ultima VI*, proving that the more things change, the more they stay the same.

A BRITISH MAN'S HOME

Pictured right is the first scene of the game. The Avatar, Dupre, Iolo, and Shamino have all just been transported into the court of Lord British himself. Unfortunately a trio of minor gargoyles also made it through the moongate. Luckily, they aren't of the winged variety, so knocking the stuffing out of them shouldn't be too much trouble. Well, that's the theory anyway. Don't forget to check the dead bodies afterwards, for weapons and stuff...

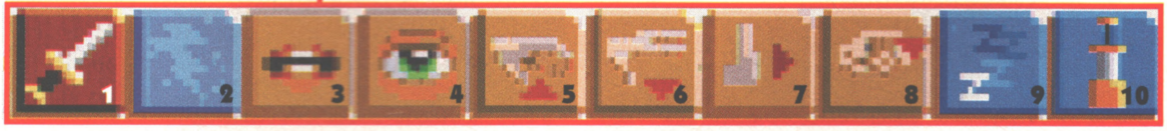


83 Dude
90 Dupre
83 Shamino
90 Iolo

7-04-0161 Wind:N

Shamino grazed.
Dupre grazed.
Dude barely wounded.
Gargoyle heavily wounded.

Dude:
>Attack with sword-



a. This dude is here is the Avatar. As you can see, he's currently in the thick of the bloody battle.

b. These fiery red creatures are lesser gargoyles, the bad guys of the game.

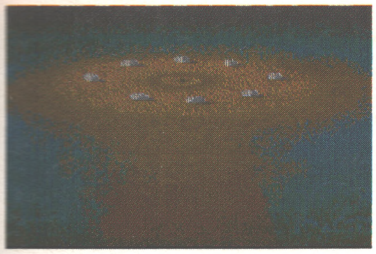
c. The guy on the throne is Lord British himself, ruler of all Britannia. I don't know, he doesn't make a very good job of it, does he?

d. The blue robed bloke is Nystal – wizard to Lord British.

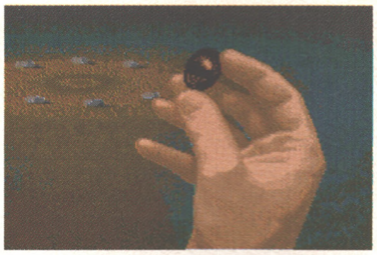
e. The sun or moon positions are displayed here, unless your party of characters is roaming around underground.

f. This is the text input area. All messages and commands are shown here. By clicking on the icons, command words appear. Sentences can therefore be constructed simply by using the mouse.

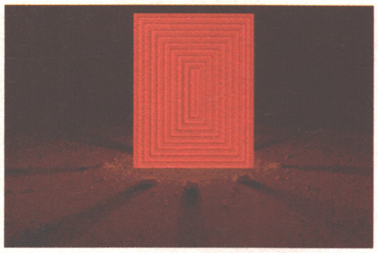
1. Attack using any weapons currently held.
2. Cast any readied spell – the block is currently blank because no spells have been readied.
3. Talk to a nearby character (including characters in the party).
4. Look at an object or person.
5. Get an object – this must be within arms' reach.
6. Drop an object – there must be sufficient space to drop it.
7. Move an item to an adjacent location.
8. Use an item – this basically will operate any object held or nearby which has a function. Objects which are usable include crystal balls, doors, and ladders.
9. Rest – lets the party set up camp for R&R, but only if they are in the wilderness, and there are no nasties around.
10. Begin/break off combat – will instruct any pre-programmed members of the party to engage or disengage the enemy. The orders are given via the icons at the top-right of the screen.



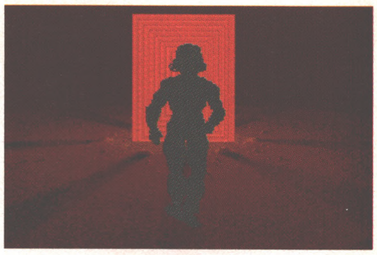
Approaching the clearing, it's obvious that something supernatural is occurring.



As you lift the moonstone to the light, the power of the moon is felt....



And soon a shimmering red moongate stands ahead – foreboding but tempting.



You hesitate for a moment, but there's no going back now. Ahead lies Britannia...

For the uninitiated (please bear with me, cynics of the world), the *Ultima* saga places the player in the guise of the Avatar (the human embodiment of all life's virtues) – a man (or woman) transported to the lands of Britannia (via a moongate – more about them in later) in times of trouble. The adventures have always been tricky, but this sixth journey to the alternate world is fraught with extreme danger. Walking into a red moongate during a particularly vicious storm (a bad sign – the moongate is usually blue), the player re-appears on the other side surrounded by gargoyles. Rescued at the last moment by old friends from Britannia (Iolo, Shamino and Dupre), the quartet make their way through another moongate to re-appear in the court of Lord British – ruler of Britannia.

It transpires that the underworld of Britannia has been cracked open, releasing the gargoyles, whose mission seems to be inexorably linked with the player's role as Avatar. And so the mystery begins. Many lands must be travelled, towns visited, dungeons explored, and seas crossed before the Avatar can discover the key to the mystery and put an end to the threat of the malevolent gargoyles.

DID THE EARTH MOVE FOR YOU?

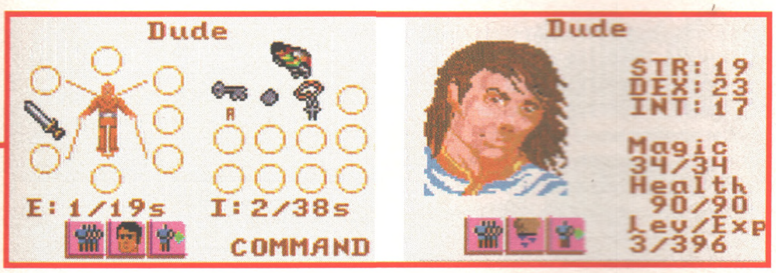
What this boils down to is the player controlling his main character plus up to seven others (the aforementioned Iolo, Dupre and Shamino, plus any other recruits picked up along the way) in a plan-view quest through a huge (and boy, am I talking big here) world. Everything in the world is structured pretty much as you'd expect: water flows into seas, cave entrances are hidden in mountainsides, roads connect the towns, villages and cities. Inhabitants walk around, go to work (there are inns, fletchers, museums, armouries, the list goes on) and can be communicated with.

The conversation system isn't going to win any awards for contribution to the development of artificial intelligence, but compared to pretty much every other role-playing game on the market, it's a masterpiece. All characters will respond to basic questions about name and job, and some will be willing to explain a lot more – try probing them further about key words which crop up in their conversation (which, with the help mode on, are highlighted).

In addition to all this keyboard jiggery-pokery, control is also achieved with the help of a whole range of icons to be manhandled with the mouse. (It is possible to use the keyboard to access these if you wish, but this is the '90s, y'know?). In fact the whole user-interface of *Ultima VI* is about as slick as you could wish for. To examine an object, simply click on the 'look' icon, then click on the object. Similarly, unlocking and opening a door takes but four clicks of the mouse button – there's no mucking about with full sentence input here.

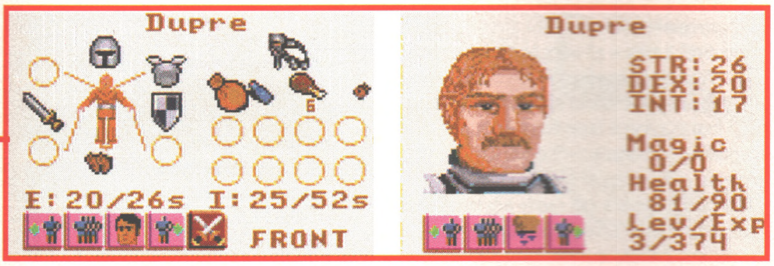
The actual play area is limited to about half the screen, with icons and

→



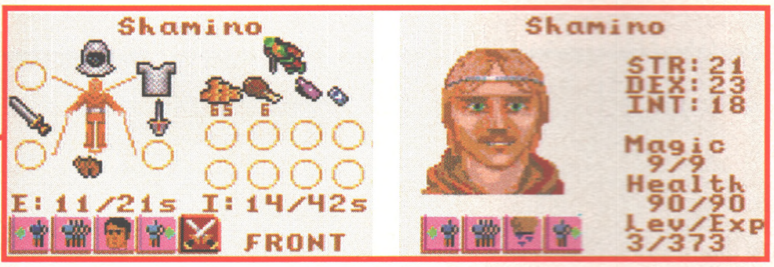
Dude
E: 1/19s I: 2/38s
COMMAND

Dude
STR: 19
DEX: 23
INT: 17
Magic 34/34
Health 90/90
Lev/Exp 3/396



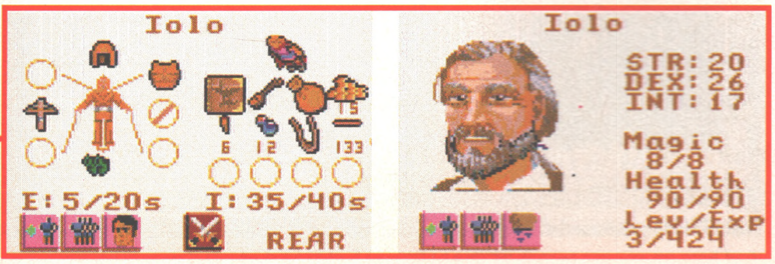
Dupre
E: 20/26s I: 25/52s
FRONT

Dupre
STR: 26
DEX: 20
INT: 17
Magic 0/0
Health 81/90
Lev/Exp 3/374



Shamino
E: 11/21s I: 14/42s
FRONT

Shamino
STR: 21
DEX: 23
INT: 18
Magic 9/9
Health 90/90
Lev/Exp 3/373



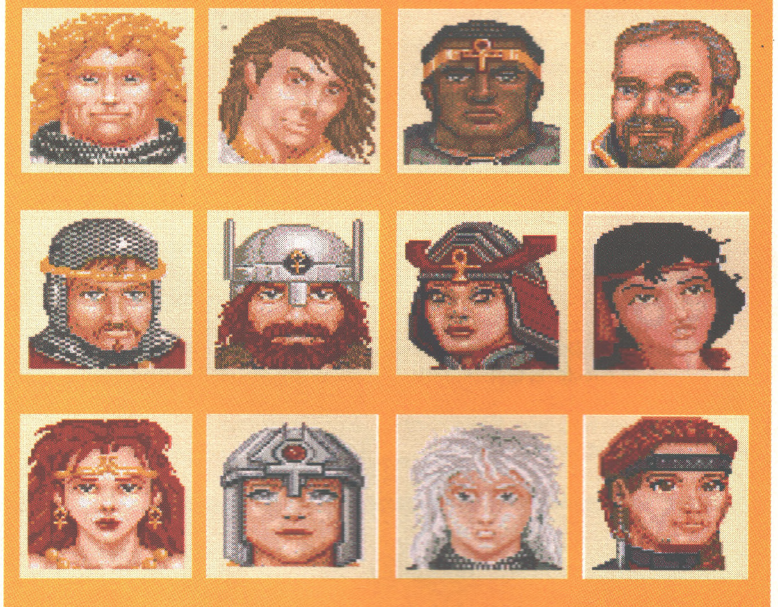
Iolo
E: 5/20s I: 35/40s
REAR

Iolo
STR: 20
DEX: 26
INT: 17
Magic 8/8
Health 90/90
Lev/Exp 3/424

FACING UP TO THE FACTS

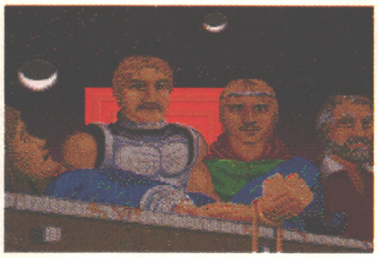
Or how to become a hero AND look the part at the same time.

The character creation system of *Ultima VI* may lack the user-definability of *Shadowlands*, but the end result is far more attractive. Having selected one of the faces shown below, it's off to the gypsy caravan to answer some deeply psychological questions – resulting in a unique character.



Out of the moongate – and straight into danger. Gargoyles stand all around.

But another moongate appears, and the sound of a crossbow signals death.



Old friends from Britannia – Iolo, Dupre and Shamino, save the day.

Leaping through the moongate, the danger appears to be over. Not for long...

your text input area taking up the rest of the space. A line-of-sight system is used, which means that anything behind a wall or other barrier is blacked out – this isn't particularly pretty, but works to neat effect in gameplay terms. It makes the risk of going around a corner just that bit more exciting – you never know what'll be waiting in the shadows to beat your characters to a pulp.

USING THE SOLDIERING IRON

Which brings me neatly to the combat system. Anyone who's familiar with the 'chess-with-spells' combat system found in games such as *Chaos* and *Laser Squad* will feel right at home with *Ultima*, this latest of which uses a combat system which hasn't really changed since the very first *Ultima*s, a testament to its perfect simplicity.

All characters and monsters take turns to either move, use short and long range weapons, or cast spells. The characters in the player's team (other than than the Avatar) can either be controlled manually, or set onto remote – where they react according to a pre-programmed general order (such as berserk, flank, retreat etc). These orders can be changed mid-battle – and having the computer help out certainly makes things easier – but personally I prefer having total control over my team. Remember though, you're going to have to control the Avatar yourself whatever you do, and this might prove, for beginners at least, to be quite enough to be getting on with, thank you very much.

As your team wins more battles they gain experience and, in time honoured RPG fashion, become an altogether more together bunch of dudes. Victory brings more victory, but don't get complacent – the monsters encountered soon adjust accordingly, and the player is faced with some pretty powerful new foes. Thankfully the stakes are higher, and defeat of bigger and meaner monsters usually yields better treasures – more gold, magic weapons and armour, the usual sort of stuff.

As I said earlier, the world of Britannia is frighteningly detailed. There's an awful lot to see and do, and a seemingly infinite number of little places to explore. As you make your way around it's advisable to talk to just about everyone. Information gleaned from computer characters is the way to progress in *Ultima VI*. One clue tends to lead to another, but just in case one problem seems too complex, there'll always be several other missions on the boil that you can go away and concentrate on for a time instead. Getting hold of a skiff or full-blown ship means that even more mysterious lands open up to the player. Thankfully a map of the world is provided with the game – it shows the location of quite a few towns, cities and islands, but it's by no means definitive, which is neat. It makes the discovery of each new place that bit more satisfying.

"Simply a role player's dream"

Of course, there's an easier way of getting round Britannia – via the moongates. Essentially, these things are teleports which appear and disappear intermittently in specific locations. Simply walk into one gate, and you'll come out of one of the others. The presence of each doorway is governed (as the name suggests) by the cycle of Britannia's twin moons. Learning mastery of the moongates early in the game is definitely a good idea, unless re-treading the same old roads again and again appeals to you.

And that's by no means all. There's still much to the game I haven't mentioned – the shrines, the mantras, the plots within plots, the gargoyle island; the list of oddities, subtleties and surprises just goes on. Oh yes, there's the pretty neat spell system too – another finely tuned aspect of the gameplay.

But enough. It's about time I got down to the nitty gritty and let you know just how good *Ultima VI* really is.

AROUND THE WORLD IN A DAY

Well, it's a bit obvious, isn't it? I wouldn't have been wittering on for this long if I wasn't pretty damn enthusiastic about the whole thing. The basic game, then, is great – what problems there are come from specific flaws in this slightly disappointing Amiga conversion. The speed is probably the main problem. Moving around the world of Britannia just feels too cumbersome. Faster scrolling would have been wonderful. Graphically, we're obviously in hardened role-playing territory – there're no fancy 3D routines here and no need for them, and anyway, plan-views never allow too much scope for gorgeous visuals. The music rises to the occasion well enough, with several not-unpleasant (and context-sensitive) tunes – all very baroque.

And that's pretty much it really. Apart from the niggles about speed (oh, and the fact that playing it from floppies is a complete non-starter – there's an unbelievable amount of disk-swapping necessary) there's not really anything to complain about. Like I said earlier, I can't see many people buying this as their first role-playing feast, but for those who know what they like this is just perfect. It's certainly the best *Ultima* game yet, and as such I reckon its also the best Amiga role-playing game available. And don't forget, with a game of this type and epic scale, you're offered far more potential hours of game time for your pound than you'll find just about anywhere else. What more could you ask for?

● ***MARK RAMSHAW***

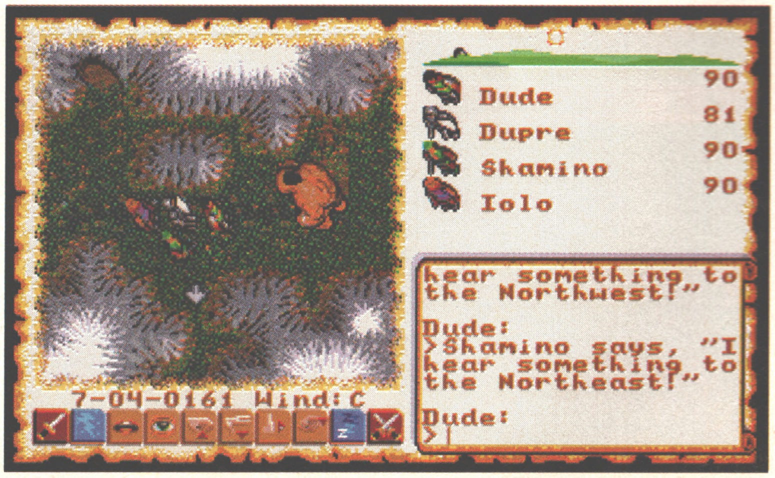
UPPERS With more depth than any other Amiga game around, *Ultima VI* offers an entire world of places, people, spells, treasures and battles. A role player's dream, with the best in exploration, combat, and character interaction crammed into one neat package. It's not without humour or mindless violence either.

DOWNERS Although a vast improvement on the earlier *Ultima* games, the graphics are still fairly rudimentary. Speed is also a problem – it takes too long to move around . And you're going to need a one meg hard drive machine, too (don't even try playing from floppies).

THE BOTTOM LINE

Still a hardcore role-playing game, *Ultima VI* is nevertheless as good as the genre gets. it offers an incredible amount of playing time, a better-than-average plot, and well-structured gameplay and gameworld. Months of fun – if you ever liked *any* role-playing game, you'd be well advised to shell out for this one.

90 PERCENT

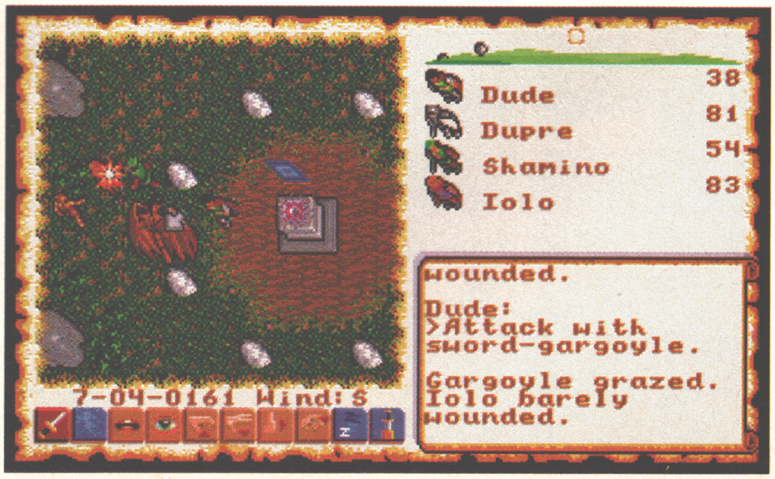


hear something to the Northwest!"

Dude:
>Shamino says, "I hear something to the Northeast!"

Dude:
>

Wandering around the mountainside, what should we find but a grumpy old cyclops?



wounded.

Dude:
>Attack with sword-gargoyle.

Gargoyle grazed.
Iolo barely wounded.

And here we see our heroes getting beaten to a pulp by those dastardly gargoyles.

THE CONSOLES AND ARCADES SMASH HIT NOW ON YOUR COMPUTERS!

"As far as playability is concerned, this is a dream come true. In one player mode, it's a massive and addictive task, but in head to head (with up to five players), this is truly awesome! This is just one of those essential purchases and I guarantee that absolutely everybody will love this! Get it!" *CVG*

Megastar joystick
94%

CU AMIGA:
"A great game"

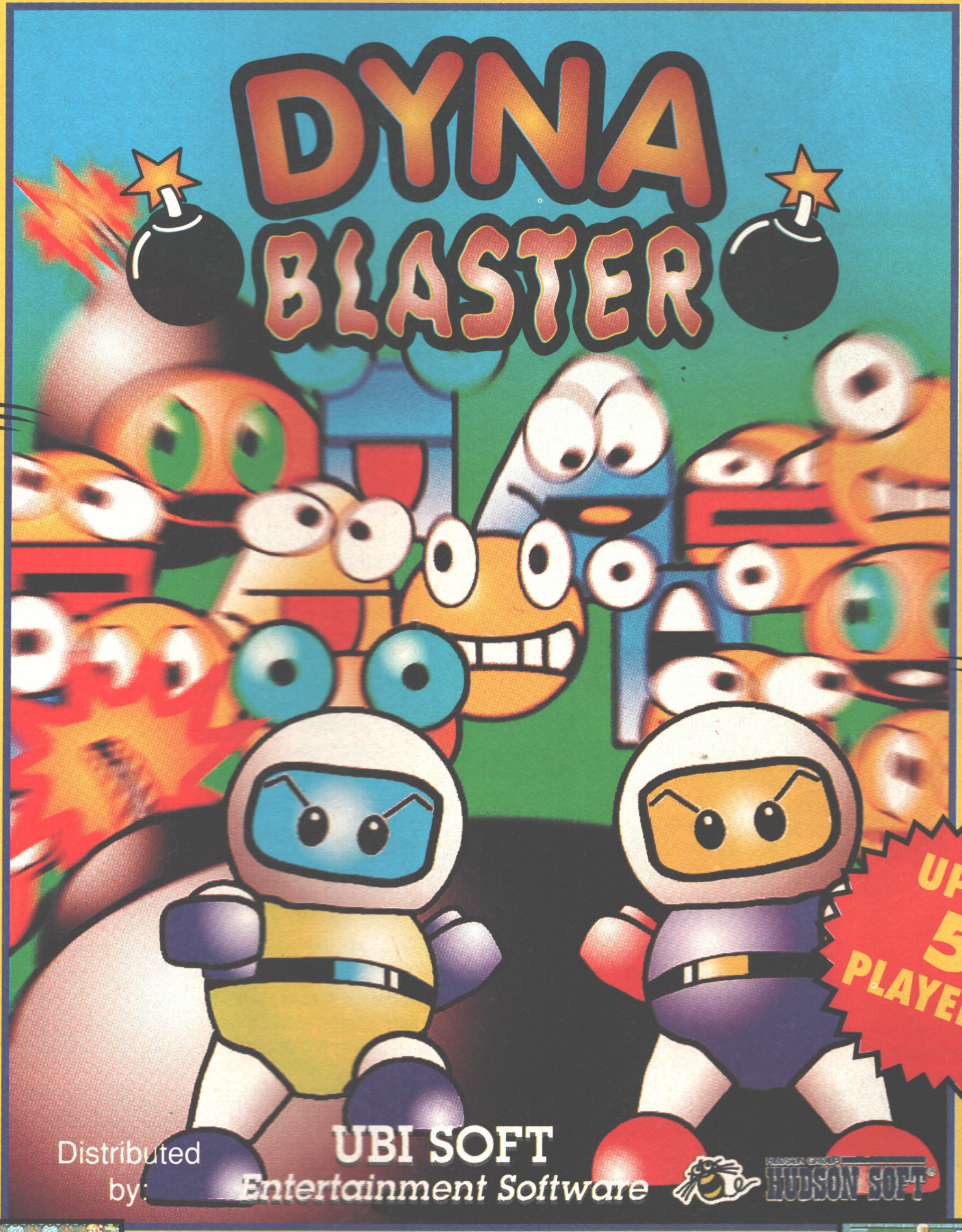
PLAY TIME Star

AMIGA
ATARI ST
IBM and compatibles
C64 (only 3 players)

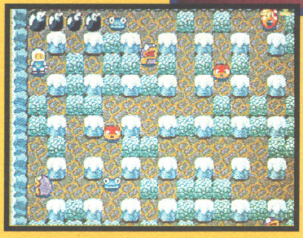
C&VG HIT
93%

Gen d'Or
90%

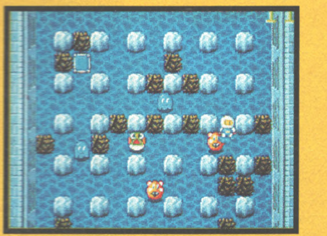
SUPER POWERPLAY



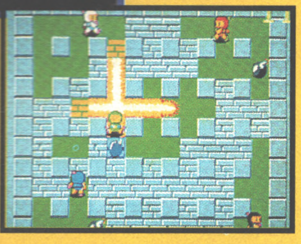
Saddlers House, 100 Reading Road, Yateley,
Camberley, Surrey GU17 7RX Tel. (252) 860 299



Collect the icons to get more bombs and larger or programmed explosions.

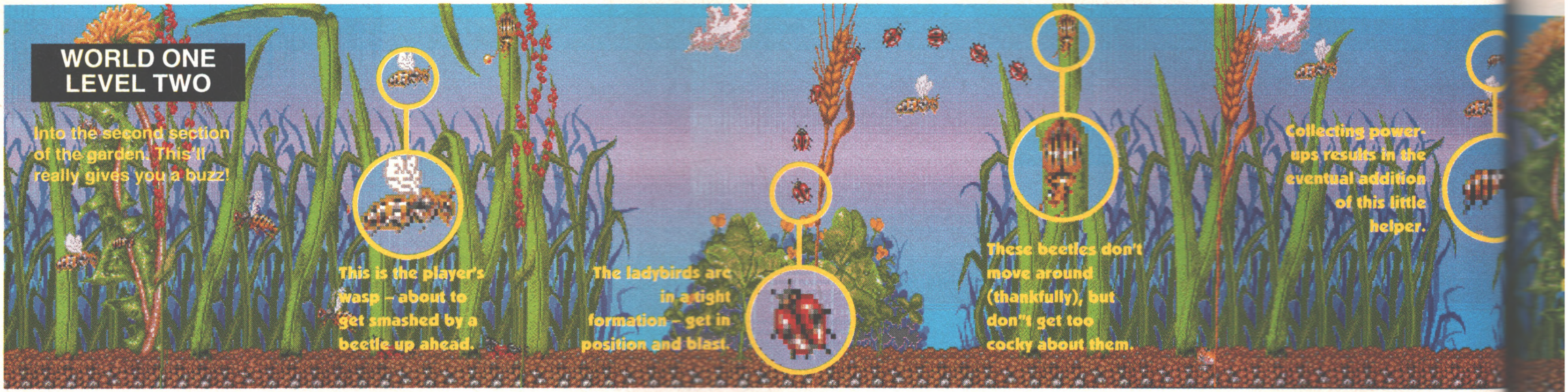


Don't smash the icons or you'll be in big trouble!



In the 5 player-mode your opponents are both your allies and your enemies... depends on the situation!

Screen shots on Amiga



WORLD ONE
LEVEL TWO

Into the second section of the garden. This'll really gives you a buzz!

This is the player's wasp – about to get smashed by a beetle up ahead.

The ladybirds are in a tight formation – get in position and blast.

These beetles don't move around (thankfully), but don''t get too cocky about them.

Collecting power-ups results in the eventual addition of this little helper.

No, we'd never heard of it before either! But with this new blaster will come fame and, indeed,

A STING IN THE TALE

Before our hero can become an insect himself, and go off in search of revenge, we need a sad tale of love and good vs evil. Here's one now...

Here's the baddie. You can tell by looking at him, can't you?

Look out! The cute babe is about to get insectised.

Look mum, no filling! Our hero gets all emotional on us.

The babe's gone all lumpy and pustulous. Time for revenge!

Game: Apidya
Publisher: Play Byte
Price: £25.99
Authors: Kaiko
Release: Out now

Creepy crawlies – I hate them. What would really make my day then, is for somebody to produce a game where you get to kill them. Lots of them. Something like – and this is just off the top of my head, you understand – a scrolling *R-Type* influenced shoot-'em-up, say, but with all that space age guff mutated into a daft insect-squashing scenario instead. Y'know, replace the alien waves with spiders, water boatmen and the like, perhaps give the player a wasp or something to control, and – hey! – how about putting a few insect-munching mammals in place of end-of-level motherships? Now that would be my sort of game!

Of course, you've probably had a good look at these pages by now and realised that this is *exactly* what we're talking about here. From out of nowhere (well, from out of a subdivision of Blue Byte in Germany actually, the developers of games like *Battle Isle*) comes the wonderfully titled *Apidya* (latin for insect, so I'm reliably informed) and whadyaknow, but it manages to rescue the tired-looking horizontally scrolling shoot-'em-up genre almost singlehandedly. Watch out insects, here I come!

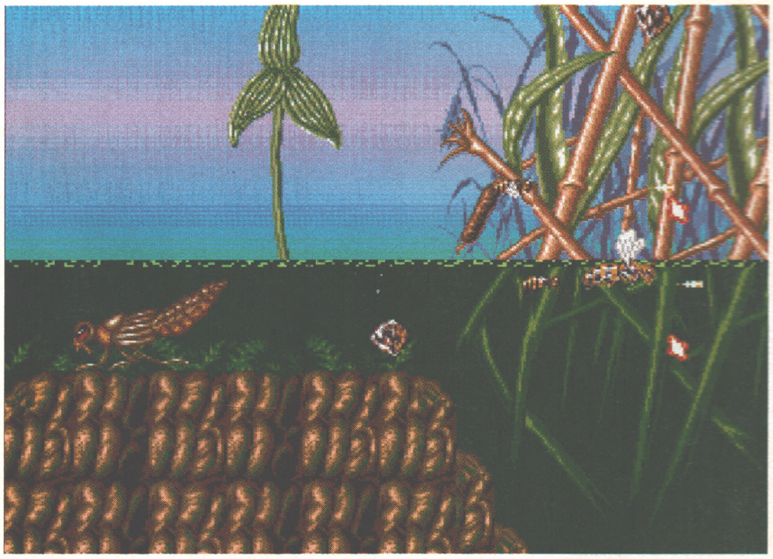
> “More playability than any other shoot-'em-up”

I think most people would agree that the *R-Type*-style horizontal blaster has been a bit of a dead duck as far as full price releases are concerned in recent years. With a couple of honourable exceptions – *SWIV* and maybe *R-Type II* (though that's not a favourite of mine) – they've been small scale, uninspired and just plain weak. It's not that I don't enjoy blasters – *Defender* is still one of my favourite games, for instance – but without originality, a shoot-'em-up is nothing. That's why we were sceptical when *Apidya* came into the office – but level after level has proved us wrong. It may at first appear largely cosmetic, but this game is a real breath of fresh air.

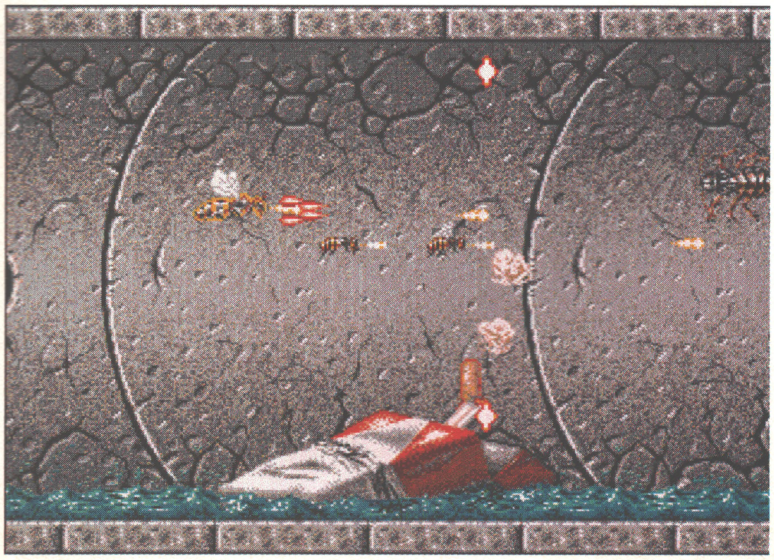
So how does it work? Well, against a complicated backdrop that scrolls constantly from right to left (with parallax used sparingly on the some levels) the player's wasp character appears a small, fast moving and suitably 'buzzy' character.

HE'S A REAL FLOWER CHILD

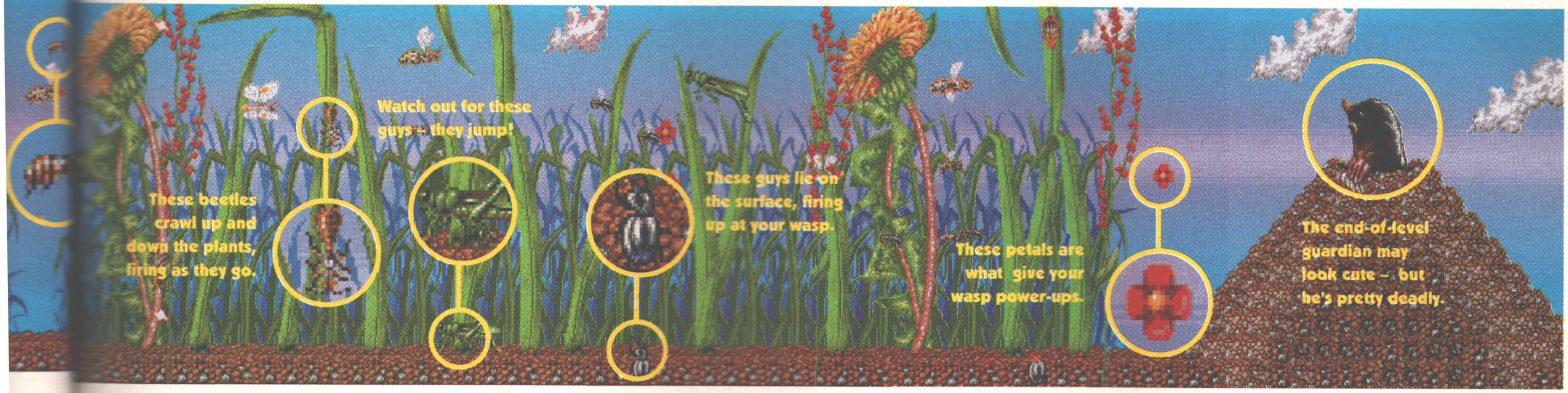
The wasp begins the game with a lowly forward firing sting, but it's soon possible to amass a small army of drone wasps, assorted diagonally-firing missile-things, and a selection of other goodies. Losing a life doesn't get rid of all the power-ups you've collected either– a nice touch, especially considering the toughness of the enemies thrown against you. Luckily there's always the super-sting missile for use in times of extreme trouble



Into the Pond level, and things get even *more* beautiful. Whether you go above or below the surface, your wasp is never safe for long. (Collect those power-ups quickly!)



Smoking may be hazardous to humans, but you ought to see how badly wasps react to nicotine. The sewer is strewn wit this kind of trash. (Just watch out for the poison bottle.)


These beetles crawl up and down the plants, firing as they go.
Watch out for these guys – they jump!
These guys lie on the surface, firing up at your wasp.
These petals are what give your wasp power-ups.
The end-of-level guardian may look cute – but he's pretty deadly.

APIDYA

fortune for newies Play Byte, we guarantee it. This is the best shoot-'em-up ever.

– just hold the fire button down for about a second, *R-Type* style, and away it goes.

The game also includes a two-player mode of sorts, giving the second player the chance to control one of the near-indestructible drone wasps. It's a weird but neat compromise, which works surprisingly well.

BOO! HISS! BUZZ!

The baddies are quite simply excellent. Looking like nothing you've ever seen before in a computer game, and with superbly-crafted attack patterns, it's almost a shame to blast some of them (particularly the cuddly mole in the garden world – it's soooo cute). And just when you think that one world is getting a bit samey, it's onto the next one – new landscape layouts to learn and baddies to face. The use of above-and-below water scenery and insects in the pond world is inspired, for instance (though I'm not quite sure how the player's wasp manages to fly underwater). Each world, in fact, requires a new approach – it's the constantly shifting scenarios and subtle changes in game style which keep *Apidya* fresh – something which usually defeats even the best computer and arcade shoot-'em-ups.

> "Manages to rescue the genre almost single-handedly"

And the praise goes on, I'm afraid. Even the pre-game screen is a tale of user-friendly slickness – very MegaDrive-like, so Stuart tells me. And jolly comprehensive it is too. There're options for singly and simultaneous or alternating two-player games, plus all kinds of power-up, control and extra life setups. The configuration defined, it can then be saved – user-friendly, or what?

GOT A BEE IN YOUR BONNET?

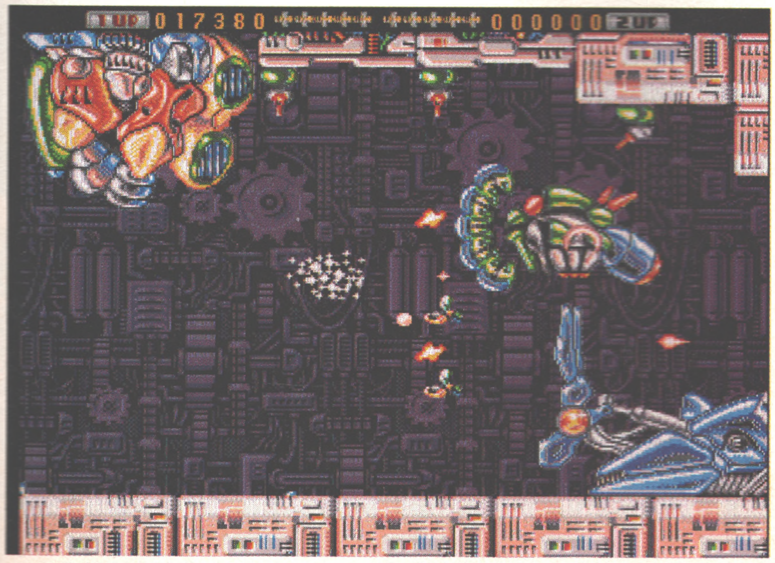
Okay, so you reckon maybe the scenario is a bit single-minded? That once you've got over the Honey I Shrunk The Kids-style scale of it all, things'll get as samey as they do with other shoot-'em-ups? Well, fear not, 'cos each level requires a playing style and strategy of its own. And later on things really do get weird. From the garden, to the pond, to the sewer, things start to get techno in more ways than one. The player's little wasp character gets transformed into a bio-insect, for instance, and the monsters and backgrounds go accordingly metallic, too. World four is just awesome – with cogs and pistons grinding away in the background – real Metropolis stuff. And then there's the music. How could I forget that? The entire soundtrack is context-sensitive – every major situation in the game has its own theme – and as touched on before, it too can all be heard from the pre-game screen. And not only do the graphics go techno on world four, so does the music! A pulsating, danceable techno/hardcore/rave soundtrack thumps away in the background. It's a startling change from the near-lullaby tunes of the earlier levels – and were it to be released as a dance track, I wouldn't be surprised to hear in the charts. This is, quite simply, the best Amiga game music in years.

Complaints? Get out of the pond! I guess it can get sick at times – the dead rat as an end-of-level baddie in the sewer level (maggots spout from its corpse once the flesh has disintegrated) is particularly gruesome, and might not go down well with too many old fogies. Personally though, I find this gross-out stuff pretty funny (but then I'm a sick kind of guy).

Nope, I'm sorry I haven't got any complaints. I'm simply not going to pick faults with *Apidya*. It does what it sets out to do supremely well, and with more flair, more originality, and more out-and-out playability than any other shoot-'em-up on the market.

The only thing I do hate is the fact that I can't complete the bloody things. Curses, I would have got away with it if it wasn't for you pesky insects...

● ***MARK RAMSHAW***



Into the mechanoid World Four – and the difficulty level really goes up. It *is* possible, but if you're not proficient by this point, you'll use up lives like they're going out of fashion.

▲ **UPPERS** **An utterly brilliant shoot-'em-up – the enemy attack patterns, scenery, control, and power-ups are all imaginatively and professionally executed. The graphics are something else, and give *Apidya* a real identity too. There's no blaming the game when a life is lost either – collision detection is spot on. This game relies entirely on skill. Oh yes, and the soundtrack is rave music a-go-go too. Who needs MegaDrives?**

▼ **DOWNERS** **Sometimes the graphics tend towards the small side – particularly on the early levels. That, coupled with the busy backgrounds, can sometimes make things a little confusing. Perhaps just a couple more restart points per level would have been nice too.**

THE BOTTOM LINE

Gross-out sickness in a big shoot-'em-up way. A wonderfully satisfying blast – the best in years. Forget the rest of the new wave of shoot-'em-ups (and yes, that includes *Project X* and *Agony*, both reviewed in this very issue). The shoot-'em-up renaissance starts here!

89 PERCENT

Game: Global Effect
Publisher: Millennium
Price: £29.99
Authors: Toby Simpson (programming), Rob Chapman (graphics) and Richard Joseph (music)
Release: Mid May

GLOBAL EFFECT

Do you care about the environment? Do you *really*? Then Millennium – of all people – may have the game for you...

Odd, isn't it, how quickly our expectations change? In the old days, for example, motorcars were thought of as pretty exclusive, the preserve of the rich; now everyone's got one. Bread and jam was once a rare tea-time treat; these days you can bite into a marmalade sandwich any time you like. And now, thanks to games like *Populous, Sim City* and *Mega lo Mania*, even becoming Supreme Master of the Universe can so easily be taken for granted.

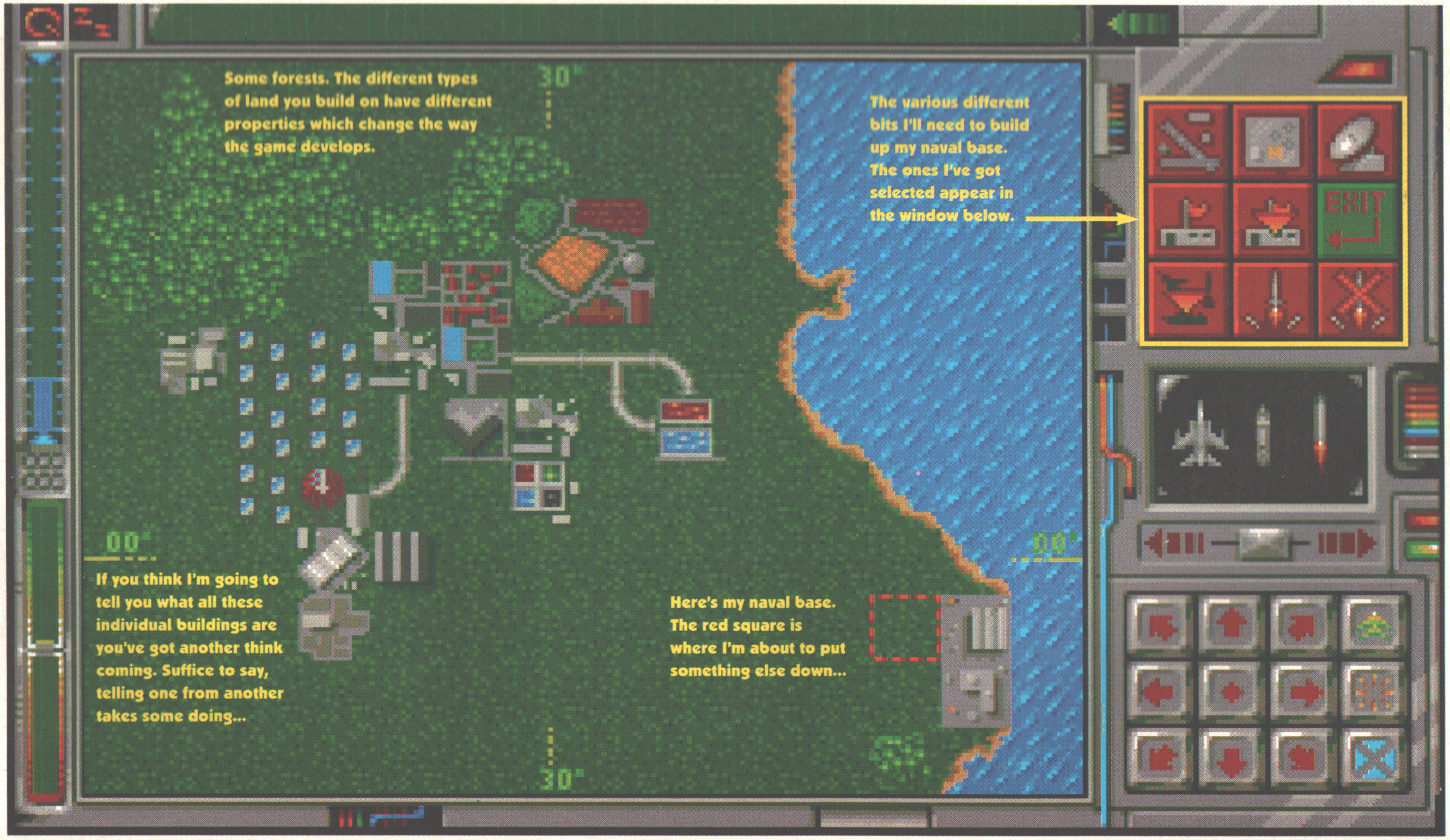
Global Effect is a ruling-the-world game with a 'right-on' slant. So as well as building up cities and armies, at the touch of a button you can call up global warming charts, ozone layer surveys and carbon dioxide readings. You can also plant sustainable forests and build recycling centres, and I'd be surprised if there isn't an option for setting up women-only vegetarian drama workshops buried in here somewhere. But, er, back to the armies and things, eh?

The snag is, before your troops can start advancing across the globe you've really got to establish some sort of economic infrastructure to support the industry necessary for producing the machinery of war. And in that respect, *Global Effect* is extraordinarily similar to *Sim City* (only not so good). Cities are built up out of just the same sort of building units – blocks of flats, power stations, cables, pipes – although sadly there are no sports stadiums or airports, and no roads with little cars driving along them. (Shucks.)

Instead, *Global Effect* places the emphasis on fuel sources and waste disposal. Coal is easy to find and mine, but produces lots of carbon dioxide, while uranium is scarce but provides lots of pollution-free electricity. You've also got to make sure each city has a water purifying station and a sewage disposal plant, with pipes leading to the sea. Oh, and how easy it is to build depends on the sort of environment you're dealing with – this can be selected before the game starts (ice age,forested, post-holocaust etc) and supposedly changes depending on how you take care of it.

But that's all boring stuff. I know what you want to hear about: BLOWING THINGS

UP. Er, I wouldn't hold your breath, but



Some forests. The different types of land you build on have different properties which change the way the game develops.

The various different bits I'll need to build up my naval base. The ones I've got selected appear in the window below.

If you think I'm going to tell you what all these individual buildings are you've got another think coming. Suffice to say, telling one from another takes some doing...

Here's my naval base. The red square is where I'm about to put something else down...

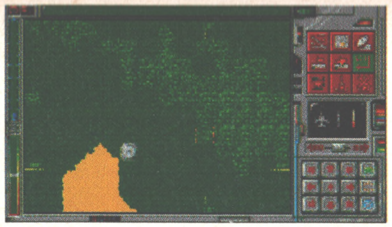
But that's all boring stuff. I know what you want to hear about: BLOWING THINGS UP. Er, I wouldn't hold your breath, but there are some basic facilities available. Once your 'power meter' is high enough you'll be able to start building air and naval bases, from which you can send out planes and boats to attack the enemy. These can be programmed with courses, and then switched over to manual if any precision bombing is called for. Boats are a bit crap, as they take ages to get anywhere, but planes can be loaded up with bombs and flown in huge formations towards enemy cities. You can probably imagine what happens when they get there. (Don't get too wild with anticipation, though. There are no explosions or anything. Buildings just vanish, to be replaced by brown wasteland.)

Global Effect's graphics are a bit useless all round, actually. They look okay from a distance, but when it comes to actually working out what's what you begin to realise how hastily they must have been knocked up. A nuclear power station looks pretty much like a block of flats, as does a recycling plant and a coal mine. And electricity cables are practically impossible to make out against the background, and never seem to connect up to things properly. (Neither do pipes.)

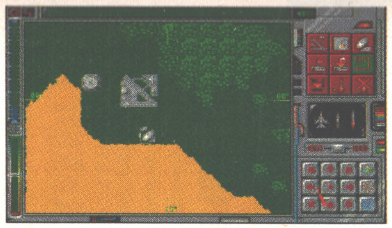
Another annoyance is that the map doesn't have wrap-around (so much for 'global'), so to bomb something on the other side of it you've got to fly all the way around the world, even if your target is technically just round the corner. Tch. Oh yes, and every time you want to put something down on the map you've got to spend ages scrolling through a list of options, one by one, until you get to the one you want. Pull-down menus would be miles easier.

CITY CITY BANG BANG

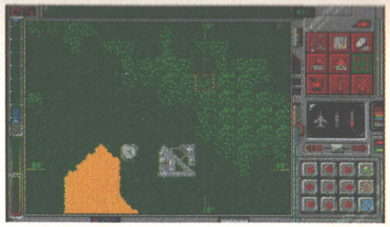
A surefire way to have fun in *Global Effect* is to blow the other player's cities to bits – a bit like the way you play *Utopia* in fact. For that you'll need an airforce. And a navy. (You can tell this one's going to be a naval base because I've put it next to the sea...)



Every commander needs an HQ, if only to give the other guy something to aim at.



Here's an airbase (you can tell by the runways) – another target for the computer.



Er... I think this is a radar dish or something. (Graphics are not this game's strong point.)

BUT IT GETS WORSE!

But if you reckon that's my vitriolic quota expended for the month, take a firm grip on the magazine with one hand and peek nervously between the fingers of the other: there's something else, something much worse, and it's making me mad. (I hate it when this happens.) It's the 'power meter' thingy. You know how at the beginning of *Populous* you can't really do much, as you've only got enough energy to build a few bits and pieces, only it's okay because after a couple of minutes play your power goes shooting up and you're away? Well, *Global Effect* is the same, only rather than 'minutes' we're talking 'hours'. It's terrible. You can build about three city blocks and a couple of solar panels, and then you run out of power and can't do anything else for ages. You're even denied simple pleasures like scrolling the map around, as that needs power too. 'Frustrating' isn't the word.

I cracked it, though. Boy, did I crack it. The answer, I eventually discovered, was to spend the first ten minutes or so furiously planting as many trees as the blasted 'meter' would allow – hundreds of the things – and then sit back and watch my power rocket up. (Power, you see, is calculated from a combination of economic and ecological success, and as planting trees is deemed by the program to be an ecologically sound thing to do, you get loads of power for it.) I was then able to build loads of air bases and bomb the crap out of the computer. Quite how planting trees should give one the ability to build planes and bombs is beyond me, however, and points to a fundamental flaw in the way the game does its sums.

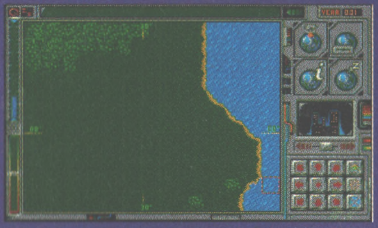
And that just about sums up *Global Effect* if you ask me – flawed. The environmental angle is admirable, and has been quite well integrated with the basic *Sim City* sub-structure. And the military side is great, getting the job done without becoming too wargamey. But, when it comes down to it, monitoring holes in the ozone layer just doesn't make for a particularly rivetting game (even if you do get to grips with the power meter). I never found myself wanting to stay up all night to play it (like I used to with *Sim City*), or being moved to tears when one of my settlements was overcome by the enemy (as with *Powermonger*), or getting really annoyed when I kept swallowing bits of tin foil (as with those new 'chunky' Dairy Milk bars).

I must admit it feels a bit weird giving such a big, complicated game from such a highly respected publisher such a weedy mark, but I'd be fibbing if I did anything else. Sorry.

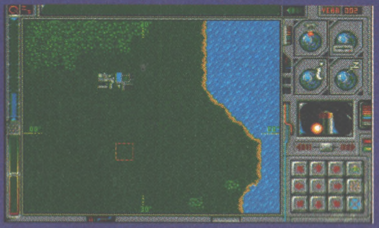
● *JONATHAN DAVIES*

BUILDING A BETTER WORLD...

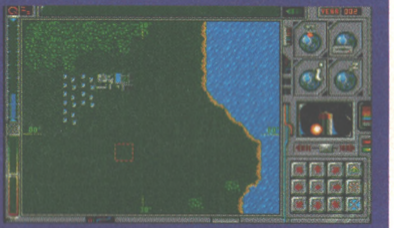
Here I am, starting a new game in basic *Sim City* mode. The idea here is simply to build the best (ie biggest) self-sustaining community I possibly can (while at the same time making sure the environment's in okay nick). There's only one big problem really (as mentioned in the body text) – the graphics are all fairly squitty and hard to tell apart. I mean to say, just look at *this* little lot...



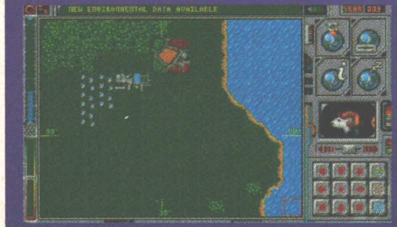
First, find a nice flat piece of turf. This'll do. Now what shall we have here?



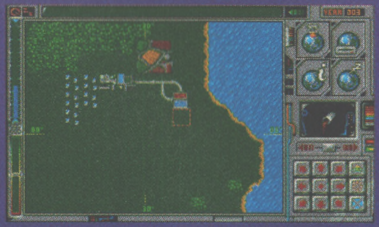
A couple of blocks of flats, maybe? Not much good on their own, though.



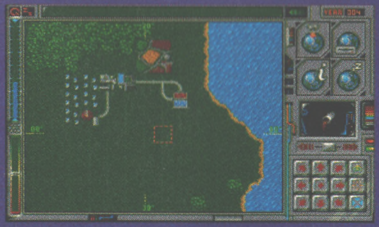
And a sewage processing plant (yummy), complete with all the necessary piping.



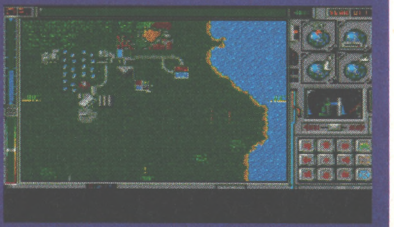
Here's a farm to provide food. (Just click on the 'sheep' icon – it's obvious really.)



Add power in the form of solar panels, and everything will light up. Smashing.



I think we'll need a water purifying plant (again with lots of suitable pipes).



Um. Some more flats? Or how about a park or two? (No, you're probably right.)

UPPERS Great if you feel your social conscience needs exercising, and if you really stuck with it you might eventually strike up a chord with the strategy side. (Or at least get some fun out of the bombing bits.)

DOWNERS But it just doesn't hang together. Building cities has been done better loads of times before, and the rest adds up to nothing. The game seems to have been designed to make things as awkward for the player as possible without making up for it in other ways.

THE BOTTOM LINE

I care about the ozone layer, really I do. But I don't really want to have to sit there staring at it when there are so many other great games I could be playing. File under 'interesting failures'.

60 PERCENT

After reaching new heights with *Hearts Of China*, Sierra seem to have taken a

SPACE QUEST IV

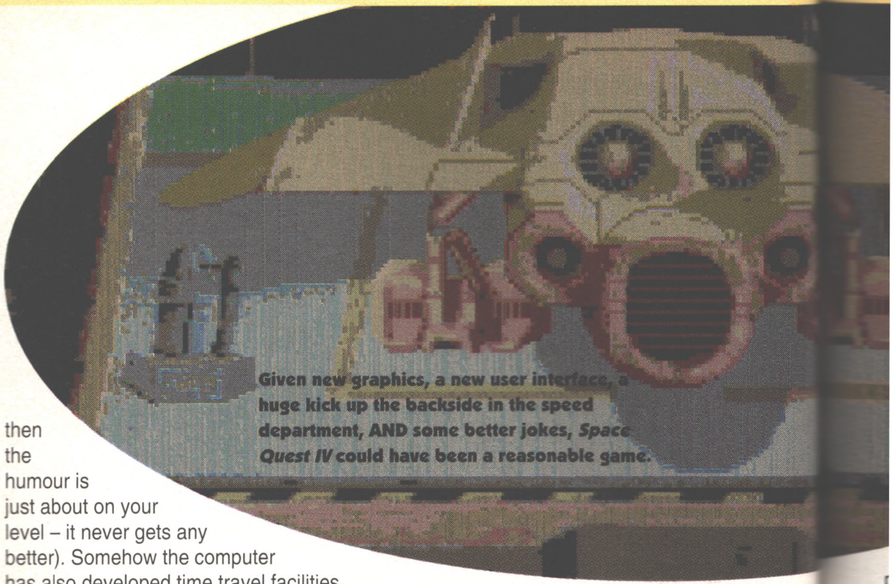
Game: Space Quest IV
Publisher: Sierra
Price: £34.99
Authors: Ken Williams (producer), Randy MacNeill (programming), and a cast of thousands
Release: Out now

Let's just come out and say it, shall we? When reading the documentation is more fun than playing the game, you know that you're on to a loser. In the packaging that comes with *Space Quest IV* is a fun little mock magazine called 'Space Pistol' that introduces the character of Roger Wilco, ex-janitor, space hero, and star of the three previous *Space Quest* adventures, as well as providing other info which is handy to know when playing the game. It's colourful, well put together and quite humorous in places, three things the game miserably fails to be.

Having read the magazine, and indeed, having looked at the similarly jokey packaging, you might reasonably expect the game to be a jolly little number with lots happening and loads of great characters. If so, you're going to be disappointed. *Space Quest IV* is a very dry, slow affair which seem to ignore all the encouraging advances made in the adventure genre over the last couple of years.

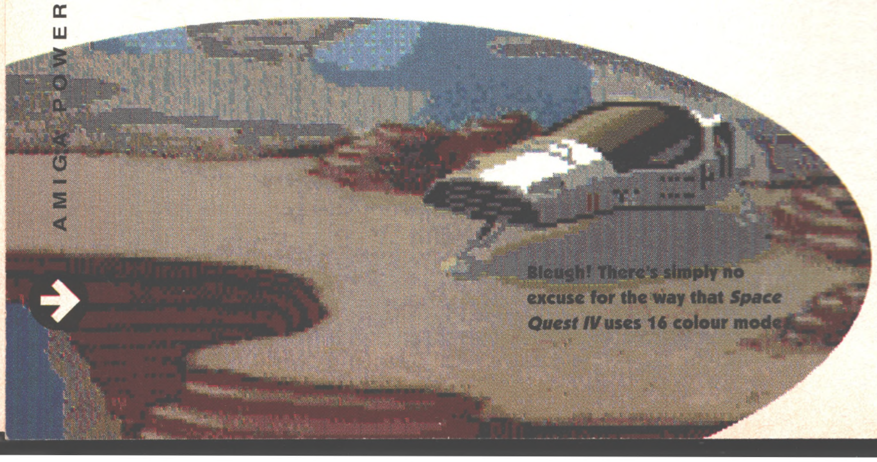
> **"And the humour... how sad it is"**

The story concerns Roger being plucked from his own time and dumped back on his home planet Xenon far into the future. The place is looking a bit worse for wear and zombies wander the street. As it turns out this is the result of a super computer having gone mad after being infected by a virus caught from a pirate copy of *Leisure Suit Larry* (and if you think that's a hoot, then the humour is just about on your level – it never gets any better). Somehow the computer has also developed time travel facilities which some rebels have got hold of, and that's how Roger has been transported here. Roger has to capture a time vessel, do a lot of whizzing around in time and space and generally put everything bang to rights.

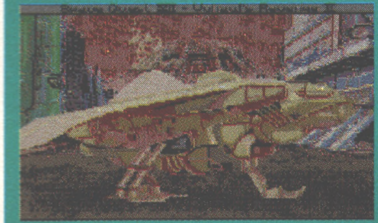

Given new graphics, a new user interface, a huge kick up the backside in the speed department, AND some better jokes, *Space Quest IV* could have been a reasonable game.

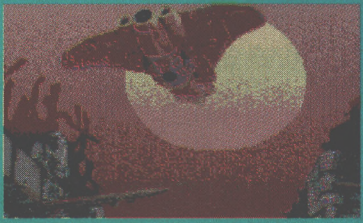
THE SLOWEST FORM OF TIME TRAVEL

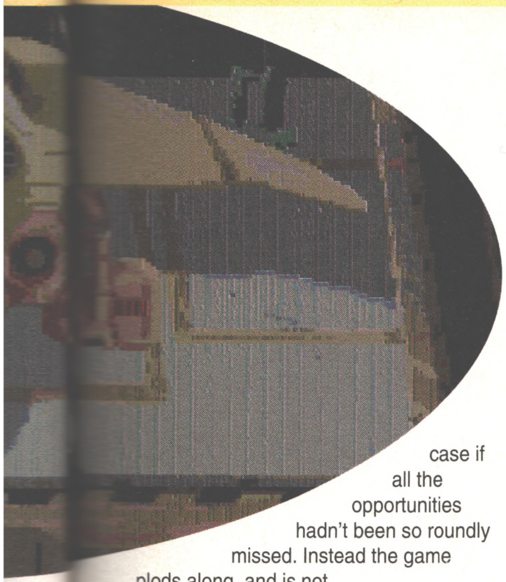
Sure, it sounds like there's a lot of scope for fun in here, and, indeed, that could have been the


Bleugh! There's simply no excuse for the way that *Space Quest IV* uses 16 colour mode.

AS FAST AS SPEEDING TORTOISE...


OK, so adventures are never exactly full of action at the best of kinds, but *Space Quest IV* gives the word 'slow' a totally new dimension. Not only does the plot plod worse than an episode of *Star Trek: The Next Generation*, but you could write a thesis on why Whoopi Goldberg wears such stupid hats in the time it takes each screen to update, *and* that's when you're using a hard drive...


THE GRAPHICS
Why have Sierra decided to go back to using 16 colours after their last few releases have all been in 32 colours? And that aside, it's not as if they're particularly well done either. At best they are grainy. At worst they hinder the game because you can't work out what's what on screen. Dear oh dear.



wrong step somewhere along the line, and this is the sorry result...

case if all the opportunities hadn't been so roundly missed. Instead the game plods along, and is not helped by the fact that each screen takes an eternity to load – there are some set sequences, such as the shuttle flying you from the ruined city to the time machine base, that take a good few minutes to unravel, filled mainly with static pictures and music that sounds as if it were composed on comb and paper. It's not as if there's anything worth looking at while you're waiting either – the old-fashioned 16-bit graphics are, to put it politely, hideous,and the animation, such as there is, makes Roobarb And Custard look like a Disney classic.

The other big problem is with the gameplay itself – there is very little interaction with other characters. For the first quarter of the game, if you try to talk to anyone, you end up dead seconds later – hardly an incentive to continue. This is the kind of lame plotting you were unlucky to find even in the bad old days of text only adventures.

The problems you're faced with are slightly better, but only slightly – most are pretty straightforward and shouldn't really challenge any halfway experienced adventurer. The only thing that'll stop most people from completing the game in a couple of hours is the fact that it's so darned slow.

CURSOR AND CURSE AGAIN

Want to know more? Okay, well the control system is far from friendly too. By clicking the mouse button you can change the cursor from a walk icon to pick up, look, taste, smell or talk. When you collect something you can also select that using the cursor.

There is also a menu bar which appears whenever the cursor goes to the top the screen – a decent enough idea, but in practice annoying, as it always appears when you merely want to make Roger walk that way. The system works, but it's slow and awkward to use, as there is always a pause between your click and anything happening.

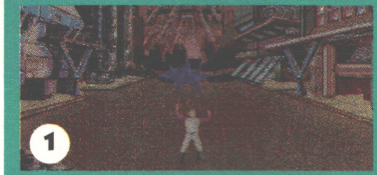
> **"Space Quest IV is a very slow, dry affair"**

REACHING THE END OF THE LINE?

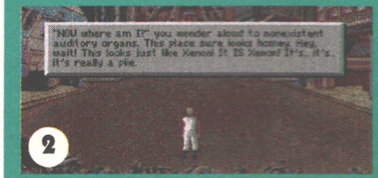
And the humour! How sad it is – full of in-jokes and irritating 'well what did you expect?'-type captions. In no time at all it gets very wearing and does little to lighten the overall leaden atmosphere of game. The main joke, since the plot concerns time travel, is that the bar at the top of the screen changes to show various supposed future sequels in the series, such as *Space Quest XII*. They're hoping! If this one is anything to go by they'll be lucky (and we'll almost certainly be *unlucky*) if there's ever a *Space Quest V*.

● ***DAVE GOLDER***

THERE YOU ARE, MINDING YOUR OWN BUSINESS...

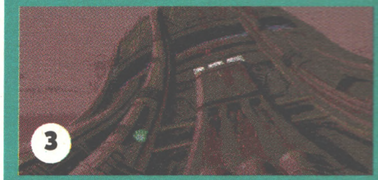


1 ...when suddenly your plucked out of time and space and dumped on some crumbling old planet. Grim, isn't it? (And I'm not just talking about the graphics here, either.)

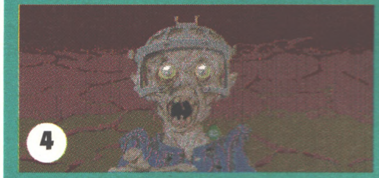


"NOW where am I?" you wonder aloud to nonexistent auditory organs. This place sure looks homey. Hey, wait! This looks just like Xenon! It IS Xenon! It's, it's, it's really a pie.

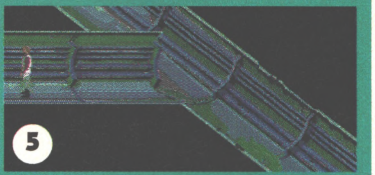
2 Hang on! This place looks familiar. It's Xenon, Roger Wilco's home planet, but years into the future. (Don't worry about the bar at the top – it's just the program's idea of humour.)



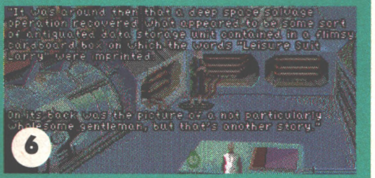
3 That's where you want to be. How do you know? 'Cos the lights are on! You've got to be eagle-eyed to tell tho' (specially with these graphics!).



4 Doesn't look healthy, does he? What's been going on here? That's something for you to find out. And find out you will (if you can stand waiting for each new screen to load in, that is).



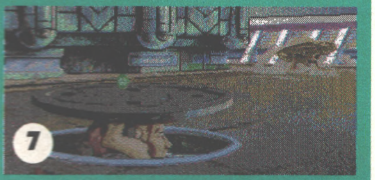
5 OK, so this game really plumbs the depths at times, but getting into the sewers this early is taking things a bit too far (and all concept of perspective seems to have gone by-the-by too).



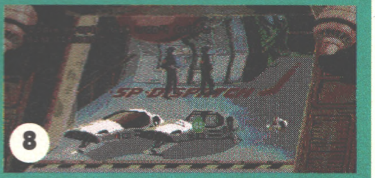
"It was around then that a deep space salvage operation recovered what appeared to be some sort of antiquated data storage unit contained in a flimsy cardboard box on which the words "Leisure Suit Larry" were imprinted.

On its back was the picture of a not particularly wholesome gentleman, but that's another story."

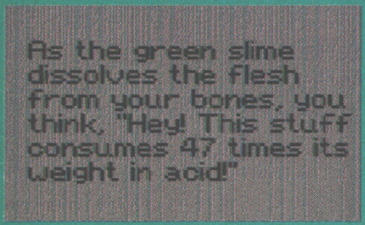
6 This chap helps fill you in on the story – a load of nonsense about time travel. Why he has to dance like Bobby Gillespie the whole time remains a mystery to me, though...



7 That's handy – a way out of the sewer. Now I can reach that big red building. (What am I talking about? That brown splodge is actually a spaceship!)



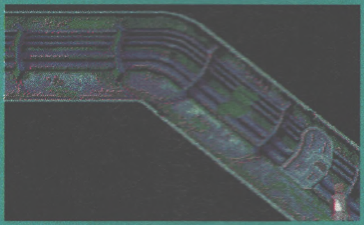
8 Right, you're now in the red building and that shoe-horn on a stand is actually a time vehicle. Hint: don't walk to it, just use the grabbing tool.



As the green slime dissolves the flesh from your bones, you think, "Hey! This stuff consumes 47 times its weight in acid!"

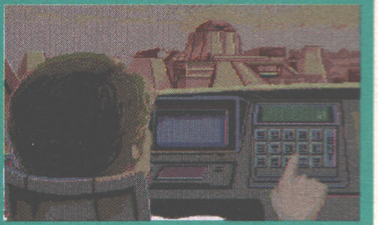
THE HUMOUR

Appalling. Absolutely appalling. As if in-jokes about *Leisure Suit Larry* weren't enough to have to put up with, there's that annoying, "Now that was a silly thing to do, wasn't it?" attitude all the time. It's made even worse by the fact that the same jokes keep cropping up again and again (and again). Dismal.



THE SOUND

Have you been watching the Jon Pertwee *Doctor Who* repeats recently? Caught that dreadful early '70s synth music? It sounds like someone burping in an echoey tunnel. Well, the music here is even worse. (Indeed, the soundtrack that accompanies the little green blob in the sewers is much funnier than any of the intentional so-called humour.)



THE TIME MACHINE CONTROLS

Put simply, they are next to impossible to use. You *try* and control Roger's hand with the mouse, but it's more difficult than trying to land an aircraft in a fight sim. And since this is a pretty major part of the game – you have to do an *awful* lot of travelling – things can easily become more than a little tiresome.

▲ **UPPERS** You can switch it off when you like. The packaging is nice.

▼ **DOWNERS** A pretty big list: the primitive 16-bit graphics, the plodding storyline, the ages it takes for anything to load (even when you have a hard disk), the irritating humour, the total lack of originality to the whole affair. Very much one of those PC games which should never have been converted (and certainly not by shoddy American Amiga programmers).

THE BOTTOM LINE

It's hard to imagine even real adventure buffs enjoying this much. It's very old-fashioned and has an air of tiredness about it. Avoid.

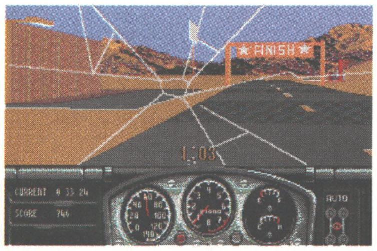
19 PERCENT

RACE D

After the home-grown, unofficial sequel, Domark at last bring us the 'real' one. But is it better?

Game: Race Drivin'
Publisher: Domark
Authors: Walking Circles
Price: £25.99
Release: Out now

"So then guv, let's go over this again. What you're saying is that your present vehicle isn't as fulfilling as it once was, eh? Well, I'm sorry, but you are driving a very old model – fine in it's day I'm sure, but really up to the standard demanded from today's serious stunt driver. Have you considered the 1992 range? I'm sure you'll be impressed by all the new features and optional extras on offer…" (Ahem.) Or something much like that anyway.


FINISH
CURRENT
SCORE
AUTO

Ah, yes, well – 'so near, yet so far' and all that. Crashing on the straight *is* possible.

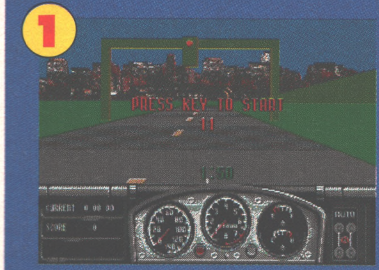
Yes, much in the same way that your average company exec wouldn't be seen dead driving (or drivin', even) last year's Cavalier GSi, Domark figure that it's about time *Hard Drivin'* was re-written and re-released to cash in on a whole new generation of Amiga-owning wannabe stunt racers.

Race Drivin' (the coin-op) was Atari's official sequel to 1989 arcade ground-breaker *Hard Drivin'* (*Hard Drivin' II* was just something Domark made up themselves, and not a coin-op conversion at all), and has taken a year or so to filter down to the Amiga. As it is, it comes out hot on the heels of Mindscape's broadly similar *4D Sports Driving* (reviewed last issue) which provides another interesting point of comparison. *Race Drivin'* certainly isn't short of competitors (though truth be told, none of them are exactly what you could call spectacularly good). If the original game can be described as the basic Popular Plus model then this is an XR3i by comparison (though probably not the Cosworth). Well – in principle at least.

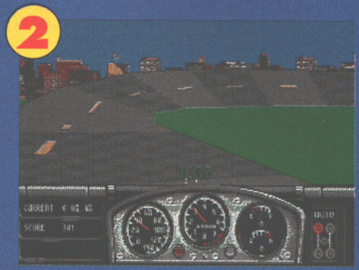
LICENCE TO DRIVE (AGAIN)

So how's it different from *Hard Drivin'*? Well, the 1992 model includes two new courses (as well as the original speed and stunt tracks) to master, a choice of three cars to drive, enhanced graphics (you can now see the towers and lights of a city on the horizon) and a two-player head-to-head race option, via the linking of two Amigas. This is an excellent idea, and adds an intriguing extra dimension to the whole rev/skid/crash experience. Without this link-up, two players can still compete (racing the same track alternatively and then comparing

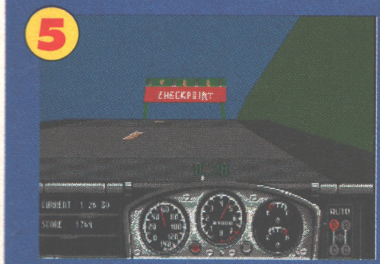
RACE DRIVIN': THE NEIL WEST WAY


1
PRESS KEY TO START
11
CURRENT
SCORE
AUTO

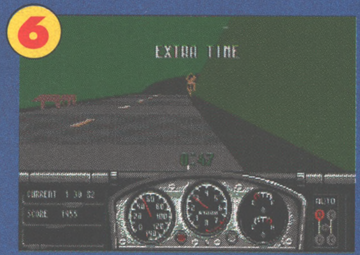
Right then, we're off. Super Stunt Tracks? Pah. I'll show 'em. Let's go...


2
CURRENT
SCORE
AUTO

The first 'super stunt' comes in the form of a large, banked right-hander.

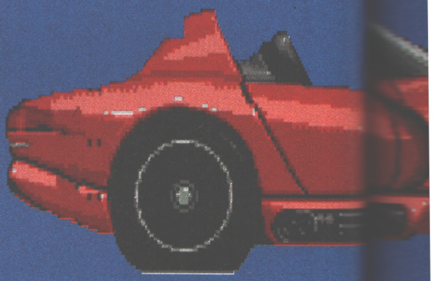

5
CHECKPOINT
CURRENT
SCORE
AUTO

No problemo. The checkpoint's in sight with 20 seconds to spare.

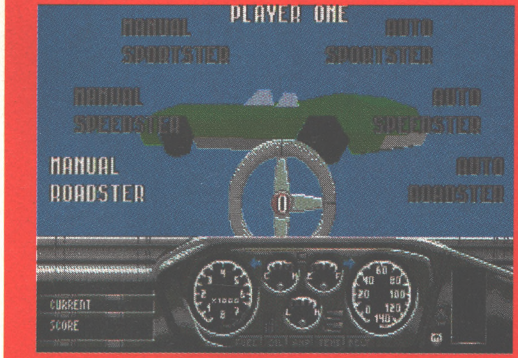

6
EXTRA TIME
CURRENT
SCORE
AUTO

Ha! Extra Time awarded for some nifty driving skills. Let's try speeding up...

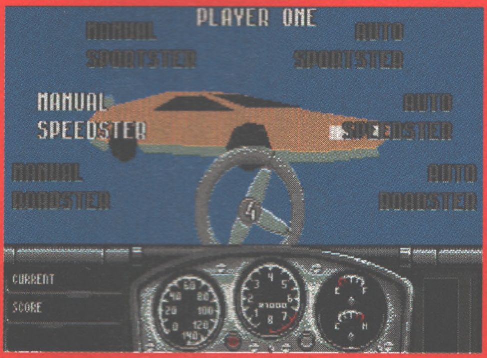
Oh dear. It all went horribly wrong for the low-flying AMIGA POWER-mobile.



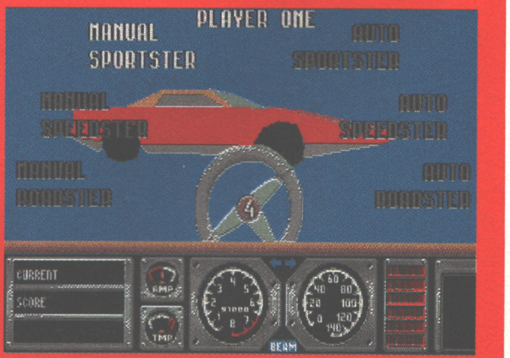
WHAT CAR?: THEY ALL LOOK JOLLY NICE, BUT WHICH ONE SHOULD WE HAVE?


PLAYER ONE
MANUAL SPORTSTER
AUTO SPORTSTER
MANUAL SPEEDSTER
AUTO ROADSTER
MANUAL ROADSTER
AUTO ROADSTER
CURRENT
SCORE

There are three different models of car to crash, er – drive, but unlike in Mindscape's *4D Sports Driving* they don't pretend to represent any actual real-life vehicles.


PLAYER ONE
MANUAL SPORTSTER
AUTO SPORTSTER
MANUAL SPEEDSTER
AUTO SPEEDSTER
MANUAL ROADSTER
AUTO ROADSTER
CURRENT
SCORE

Each of the three imaginary cars can be either manual or automatic, depending on how realistic you want your crashing (er – driving,) experience to be.

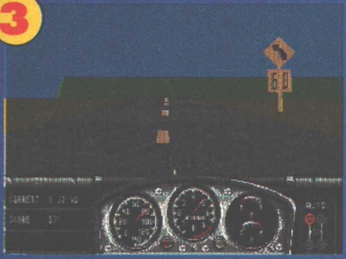

PLAYER ONE
MANUAL SPORTSTER
AUTO SPORTSTER
MANUAL SPEEDSTER
AUTO SPEEDSTER
MANUAL ROADSTER
AUTO ROADSTER
CURRENT
SCORE
BEAM

Although *Race Drivin'* was never an arcade game, for some strange reason you have a time limit in which to make your choice of car. Why? We haven't the foggiest.

RIVIN'

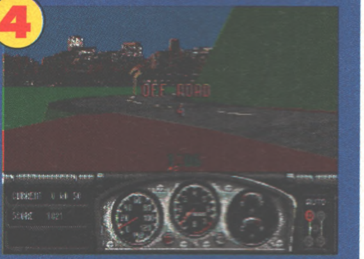
(OH DEAR)

3



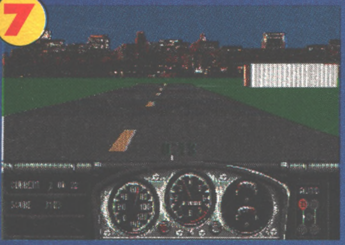
Safely round the bend and it's hill-climbing time. The sign warns me of...

4



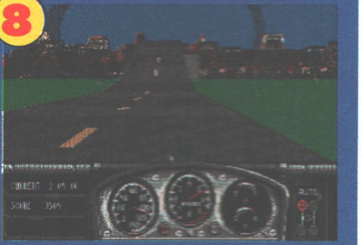
...the need to slow down as the road winds around the side of a mountain.

7



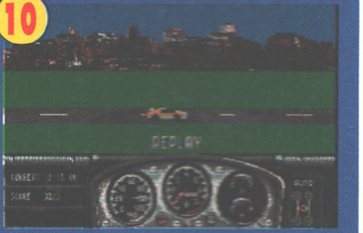
Pedal to the floor, our heroic reviewer screeches along the baked tarmac!

8



Speeding up still further, the next hopeful car-denter looms into view.

10



And there she goes, on a one way collision-course with glory! Sort of.

lap times) but it's no substitute for actually bombing along the same strip of concrete neck and neck. This novel feature aside, however, improvements upon its predecessor are merely cosmetic.

So once again, it's time to get your motor running, head out on the highway and do some serious damage to a high-powered car. The challenge with games such as this is to master the art of guiding a (frighteningly realistic) car around a difficult course in as short a time as possible.

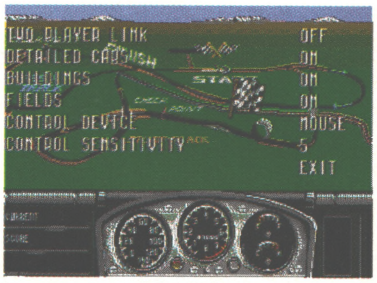
NEEDING THE FEEL FOR SPEED

The first thing you'll learn is that each corner, dip, loop-the-loop and bridge can only be taken at certain speeds. Once you've worked out what that speed is, you can start carving fractions of seconds off fastest lap times as you fine-tune your cornering and braking technique. It's this aspect of the game that's supposed to provide the long-term enjoyment factor.

OK, people go for different things, and I'm sure that there are lots of us who found *Hard Drivin'* a lot of fun and a great challenge – though more likely down the arcade than with the stuttering Amiga version. The problem always was that this game relies too heavily on novelty value and coin-op-style smooth 3D – the actual gameplay doesn't stand up for very long once they're stripped away, and try as it might the Amiga can't really cope with this sort of 3D speed very well. The programmer's have done a sterling job here – much better than on the first game – but *Race Drivin'* still lurches uncontrollably into the same no-fun trough as *Marble Madness*, *Afterburner*, *Dragon's Lair* and all those other classic coin-ops that made for lousy Amiga titles.

This is no real fault of the original games as such, it's just that they were never designed to be played for longer than ten-to-fifteen minute stretches. No, they were designed to be immediately appealing – underneath the gloss, there's not really much left to be discovered.

"Linking the two Amigas is excellent"



TWO PLAYER LINK OFF
DETAILED CRASH ON
BUILDINGS ON
FIELDS ON
CONTROL DEVICE MOUSE
CONTROL SENSITIVITY 5
EXIT

Mouse or joystick? Buildings on or off? Two-player link-up? Decisions, decisions.

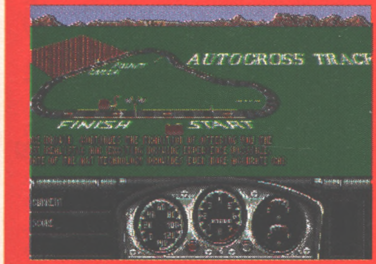
Basically, then, I've mixed feelings here. Domark have certainly made an effort to add more to the game but I'm not sure that it's enough. What I can definitely confirm is that the graphics are excellent, the cars seem to handle realistically and the two-player option could be fun.

You pays yer money and you takes yer risk really. I'd say this isn't for everyone, but for those who know that they'll enjoy the challenge, or for those who've enough spare dosh to take a chance, it could be a good buy.

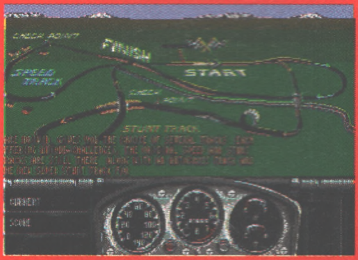
● *NEIL WEST*

THE TRACKS OF MY TEARS (AFTER A NASTY CRASH)

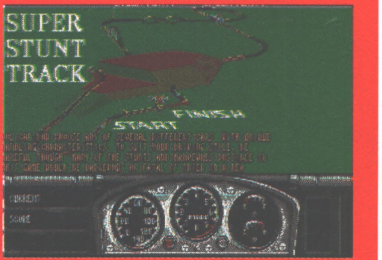
Whatever driving style you go for, *Hard Drivin'* has a track to suit you. Remember to choose the right car to match the track though (see the box to the left), otherwise it'll all end in tears. One last thing to remember – don't even bother trying to use the mouse to navigate these tracks. Grab a joystick, you know it makes sense.



The Autocross Track gives you the chance to get your racing tyres dirty.



Here are the two original courses, in all their 1992 souped-up graphics glory.



Finally, there's the Super Stunt Track – are you feeling lucky, punk?

▲ **UPPERS** Two new tracks, three different cars to crash and a neat two-player option just manage to make *Race Drivin'* sufficiently different from its predecessor. Great graphics and realistic driving action.

▼ **DOWNERS** But is there any real game underneath the facade? *4D Sports Driving* (*Race Drivin's* closest rival) offers more cars and a course editor.

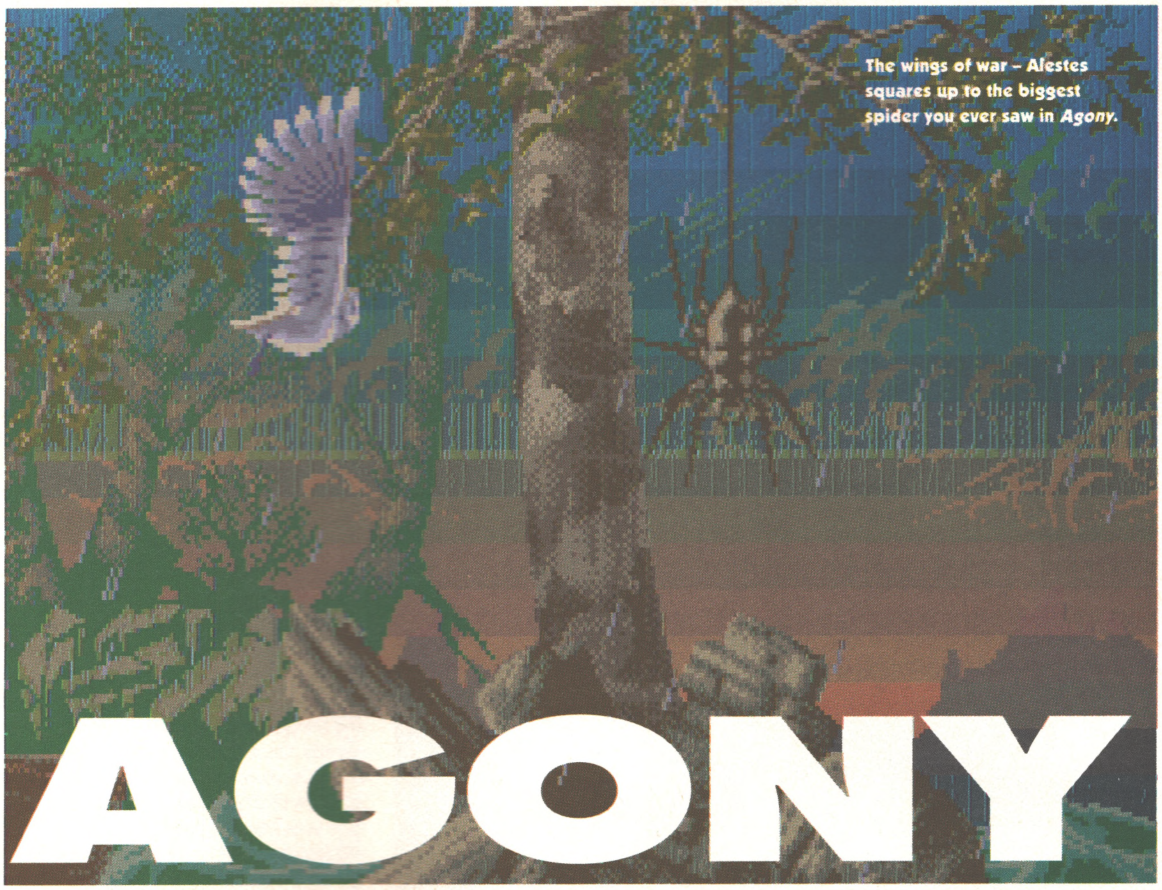
THE BOTTOM LINE

Race Drivin' is a smooth, well-presented package built on a tried and trusted formula. The two-player option probably gives it the edge over *4D Driving*. Just. Limited, but good fun.

72 PERCENT

Publisher: Psygnosis
Author: Yves Grolet
Price: £25.99
Release: Out now

Psygnosis do a shoot-'em-up like only they know how – get ready for the world's first 'mellow' blasting game!

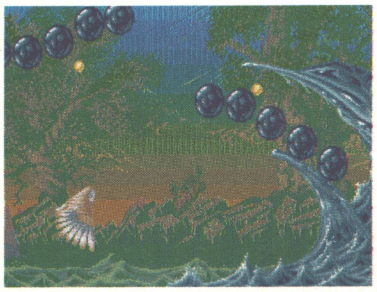


The wings of war – Alestes squares up to the biggest spider you ever saw in *Agony*.

Oh bloody hell, another horizontally-scrolling shoot-'em-up. Looks like we picked the wrong month to do Definition Of Sound on horizontally-scrolling shoot-'em-ups, right kids? So, just for the sake of argument, let's see where this month's three biggies would fit into our definitive listing (feel free to flick to page 108 for a bit of perspective here). *Apidya* slots in, I reckon, just below *R-Type II* (although Mark rates *Apidya* as the best) and just above *UN Squadron* as the Amiga's second-best example of the genre, while *Project X* would come somewhere between *St Dragon* and *Dragon Breed*. *Agony*, though, is trickier to place.

CONTRADICTIONS – OR NOT?

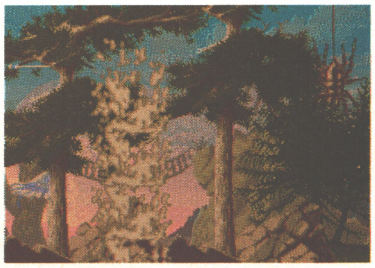
It's astonishingly lovely to look at, but very simplistic in play. It's got brilliant intro music, but the worst in-game music I've heard in years (well, it's not technically bad, but musically it's, um, an individual taste). It seems quite tough, but you find yourself on the fourth of the six levels inside half-a-dozen games, and completion isn't much further away, although at least you only get a few lives and no continues (what's the point of having continues in a computer game anyway? Why not just give you fifteen lives or whatever at the start? These things keep me awake at nights, y'know) to make it too easy. It's relaxing and pleasant to play, but by definition that means there's very little you could call excitement or tension to be found in it. Personally I much prefer playing this to *Project X*, but recommending people to go out and spend their £26 on this when they'd probably complete it the same day is a trickier proposition. *Project X* might be bugged, unfair and ridiculously frustrating, but you'll get your money's worth out of it for sure (if being frustrated's where you get your kicks). So you see the dilemma (*Great cars, them Dilemmas -Ed.*) When it comes to the review, should the heart rule the head, or do I go against my personal feelings, or should I just cop out entirely and give 'em both the same mark? (*Why don't you tell us a bit about the game and we'll make up our own minds? - Several reader's voices.*)



The first end-of-level baddie is a bit of a pushover – get a sword and he's dead...

> **"Agony – it'll make you feel good"**

I know, why don't I tell you a bit about the game and let you make up your own minds?



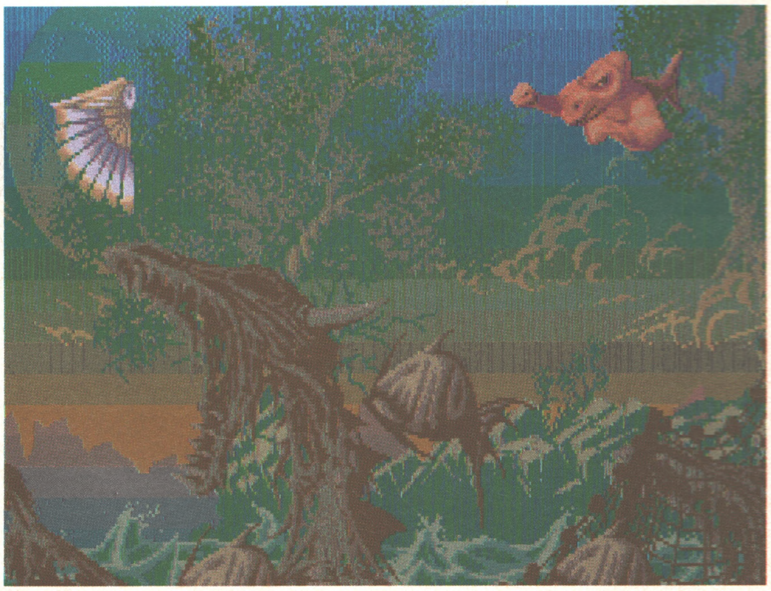
In the fourth level, watch out for jets of flame leaping out of the ground at you.

Yeah. *Agony* consists of six reasonably long scrolling levels, each featuring very (very) pretty graphic backdrops and multi-level parallax scrolling (the raging seas of the first level, with three layers of water rolling and chopping while rain pours down, is a particularly impressive sight – *Project X*, chew your heart out).

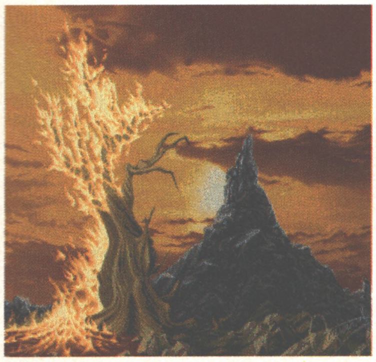
Even the very furthest-away areas are animated, with waterfalls cascading down mountains and rope bridges swinging in the wind, while the foreground is littered with little jokes like the gravestone with 'The Bitmap Brothers' name written on it.

SHADES OF THE BEAST TOO

Curiously enough though, the thing that springs to mind most when you're playing *Agony* is a shoot-'em-up version of *Shadow Of The Beast II*. The graphics are in a very similar style, some of the little motifs from that game (like the rope bridge) are present here, and even some of the attack waves (the fish leaping out of the water at you, for example) are

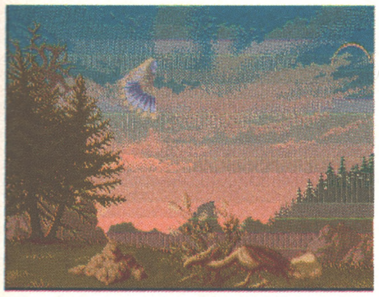


...as can be seen from the fact that the rest of level one appears to be littered with dead boss characters. At this point, examine your owl – lovely to look at, isn't he?

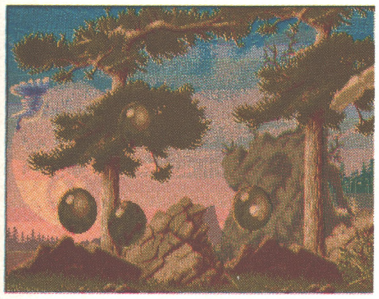


You'll probably see a lot of this screen – it accompanies the beautiful intro music.

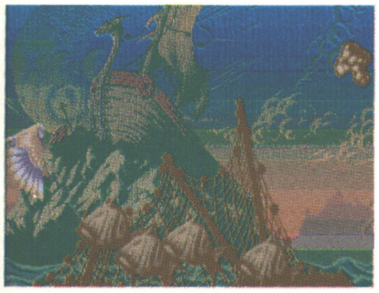
➔



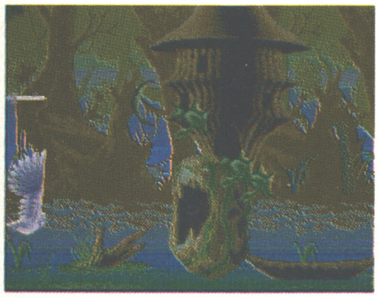
A peaceful moment on level three – smell the flowers, why don't you?



Shades of *Ork* here – that was a load of old (*I think a snip is in order here – Ed*).



Stuff like this shipwreck gives the game a real epic feel, but don't stop to look at it...



"And on your left, the native tree villages. Watch out – they're not very friendly..."

the same. But – hey! – this isn't crap, so that's enough of that comparison. Let's talk about the sound instead.

NO, IT REALLY, REALLY IS AGONY

The sound, frankly, is where it all goes horribly wrong for *Agony*. It opens promisingly enough with an exquisite piece of piano music which bears lengthy listening, but start the game and your ears are assailed with what sounds like a hyperactive five-year-old wearing boxing gloves discovering the 'orchestra stab' effect on his big brother's Casio keyboard. Later levels introduce the same effect but with bass drums and electronic bagpipes. Eek. Psygnosis advertised this game as having 'an exorbitant soundtrack', and they were right – if they paid any money at all for this stuff, they were done. There are a few sound effects in the game too, but as you'll have the sound on your monitor switched off by this time, you'll never hear them, so I won't bother mentioning any more about them.

AND NOW... EVERYTHING ELSE

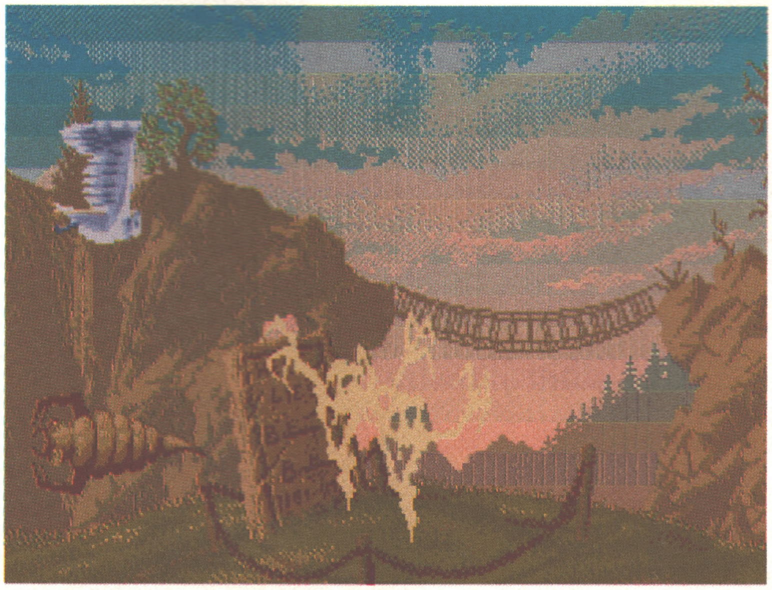
Let's round off, why don't we, with a few words about the gameplay. As previously mentioned, it never exactly glows with the adrenalin-rush of certain other efforts, but it's deceptively hard after the first couple of levels – only having three lives, plus a free one at 80000 points, means that every mistake you make is a costly one. At least, though, you retain most of your power-ups when you die, so you've still got a chance (not that power-ups are a really central feature of this game).

As you progress through the levels, your enemies get more and more fiendish, blending in with the colours of the landscape, so that you really have to be concentrating if you don't want one to sneak through your defences when you're not looking and deliver a sucker punch, which I find infinitely preferable to the 'make it so fast-moving and unpredictable that it kills you before you know what the hell's happening' routine beloved of *Project X*.

OH NO! MORE COMPARISONS

None of which, it has to be said, leaves me any closer to deciding how this one shapes up to this month's other two blasters. Well, it's not as good as *Apidya*, but then that was obvious from the start. But then, I thought the same about *Project X* – I really wasn't expecting this to come anywhere near it. Certainly, that's much more of an arcade game, and intro aside it stomps all over *Agony* sonically. Graphics-wise, *Project X* is big and bold and has more variation than *Agony*, but for the parallax and between-level scenes and general sheer prettiness of it, *Agony* comes out comfortably on top. And as for gameplay, *Project X* has more to it, but it's not the one I've been playing the most. In fact, it's still lying in the corner where I threw it in a furious tantrum after yet another bout of independent power-up selection screwed up my chances of reaching the third level again (see the review for more detail). *Agony* won't ever leave you sweating and breathless, but it'll make you feel good, and only you can decide which of those things is most important to you personally. Me? Well, I'm not quite sure. I hate to admit it, I really do, but think I can feel a bit of a cop-out coming on...

● ***STUART CAMPBELL***

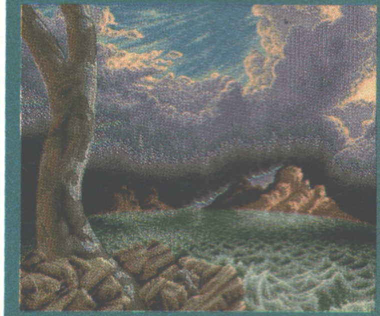


One of the game's more touching scenes is this one, where the ghosts of the Bitmap Brothers rise up to haunt all the reviewers of *Magic Pockets*. (Or something.)

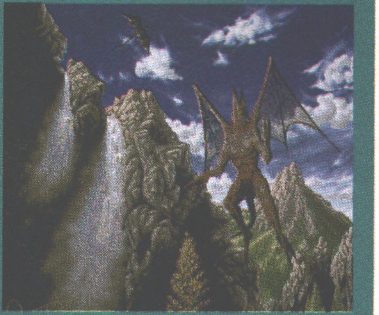
OWLING AT THE MOON!

Alright, alright, already. So there's no moon in the game, but we had to get that pun into this review somewhere...

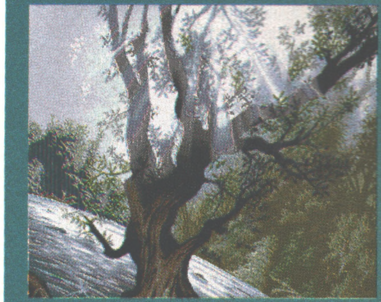
Each of *Agony*'s levels is introduced by one of these gratuitous scene-stealing cameo pics. Not that they're very important or anything, but aren't they jolly pretty to look at anyway? (We think so.)



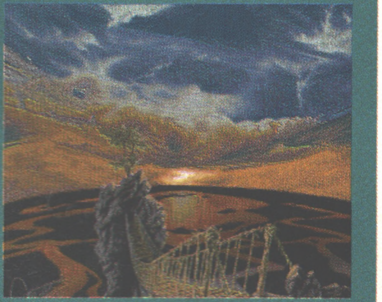
The first level is all wet and stormy, and hence a bit oppressive and gloomy.



You can almost smell the fresh mountain air in this level two intro.



The third level is really dark and slimy, which doesn't explain this snapshot.



Level four's so vast, you can even see the curvature of the earth. Woo.

△ **UPPERS** Absolutely gorgeous graphics, absolutely lovely intro music, calming, addictive, rewarding gameplay, and you can trust it only to do what you tell it to control-wise.

▽ **DOWNERS**: Only six levels, and you'll probably finish them all in two days at the outside (that said, we haven't done it yet). Utterly, utterly hideous in-game music which you can't switch off.

THE BOTTOM LINE

Not the most demanding shoot-'em-up ever, but relaxing and enjoyable enough to play that you'll stick with it even after you've finished it. As long as you turn the volume down.

78 PERCENT

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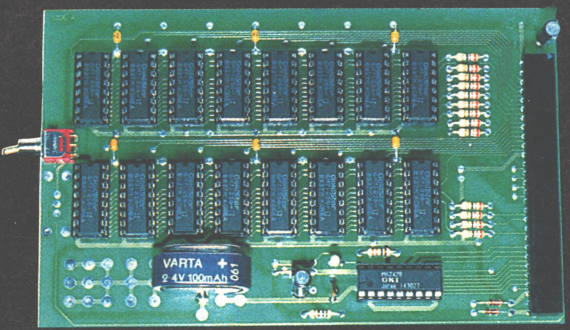

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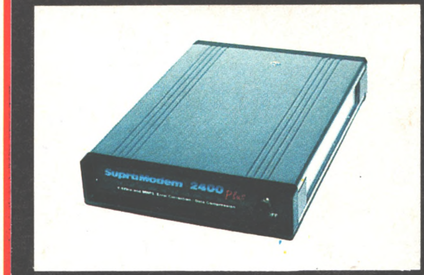

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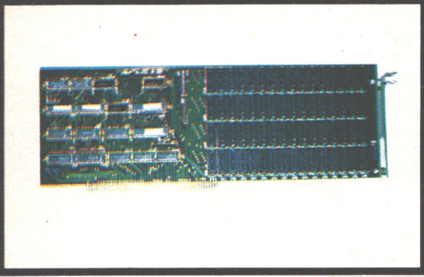

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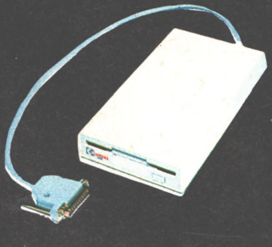

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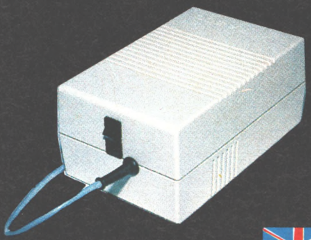

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COMPLETE control

So much in Complete Control this month, and so little space to tell about it. Why not just read on instead, eh?

FORMULA ONE GRAND PRIX

(MicroProse)

To win a race if you're behind, simply drive into the pits on your last lap, just as you're about to finish, says Doncaster's Ben Nales. For more tips, just turn the page...

THE BLUES BROTHERS

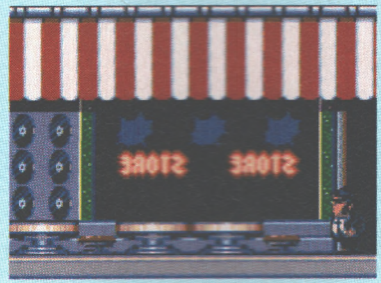
(Titus)

When finishing a level, suggests Alastair Holland of Woking, get to the second of the two flags and you'll keep your record collection through to the next level. And on the first level, careful use of crates means you can kill the policemen and both the farmers on the roof of the superstore – much more fun than jumping over them.

HUDSON HAWK

(Ocean)

According to James Bumbill of Manchester, typing SCIENCEFICTION on the title screen means you can skip levels simply by pressing the Del key. Oh yes, and that's not all – it also means you've got infinite lives!

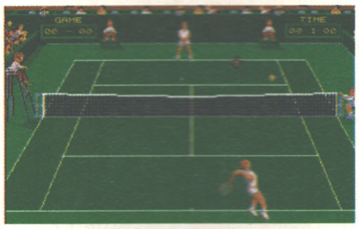


***The Blues Brothers* – always a real AMIGA POWER favourite, but now with this tip we've all got a chance to finish it!**

A POKE FOR ALL OCCASIONS

If you're the lucky owner of an Action Replay cartridge, here's what to do: start the game, and press the red button. Then press 'M' followed by the number given to produce lots of numbers of the screen (a bit like an RPG). Change the first of these to the amount of the commodity you require. If the number has a 'TFD' next to it you'll be able to get infinite whatevers.

Amegas 33259 p1 lives 33259 p2 lives
Blood Money 8C29 p1 lives 8C4F p2 lives
Captain Planet TFD C00547 lives
Car-Vup 17039 lives
Crystal Hammer 6A3C9 lives
Gods 1FD money
Datastorm 7257 p1 lives 74A7 p2 lives 7259 smartbombs
E-Motion 410D lives
Fantasy World Dizzy 1422C lives
Head Over Heels 5010 Head lives 500F Heels lives 5011 doughnuts 500B speed 500C springy jumps
Hero Quest 115D elf moves 11EF wizard moves 1039 barbarian moves 10CB thief moves 115B elf strength 11ED wizard strength 1037 barbarian strength 10c(thief strength
Hudson Hawk 52E9 lives
Hunter 9FAB fuel A04B money 9F8B medical kits 9EAB 80mm shells 9DEB bazooka shells 9E2B mines 9FEB aerial observation units 9E4B timed explosives
IK+ 7DF time
Kid Gloves 14C3B lives 14C4F keys 14C73 magic 14C77 money
Last Ninja III 2B77F lives
Llamatron 5F6F0 credits
Lombard RAC Rally C19237 stage time C19247 overall time
Metagalactic Llamas C15255 lives
Narc 13967 p1 lives 13595 p1 rockets 13A2B p2 lives 13A1D p2 rockets
Ooops Up 15F player 1 lives 17F p2 lives
Pang 00DFD5 p1 lives E10F p2 lives 8A17 time
Paperboy 6529 lives
Pit Fighter 5A31 p1 credits 5AFB p2 credits
Populous II C5879D experience points
Prince of Persia 47947 your energy 4794B enemy energy 47977 time
Pro Tennis Tour II 4F6DB points (prefs screen) 92AB score 928F opponent's score



Hey! You need never lose at *Pro Tennis Tour II* again! (Just cheat instead!)

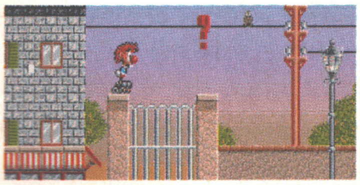
Rodland 20C6D p1 lives 20CBD p2 lives 229B5 level number (max 26)
Saint Dragon 1160B lives
Stunt Car Racer 1CA20 turbo boost 1BB20 lap number
Shufflepuck Cafe 1ABF5 points
Super Off Road 1C45 p1 credits 1CA5 p2 credits 1D05 p3 credits
Switchblade II 261F lives
Test Drive II C1FACB lives
Turrican II 15D lives 7871 wall guns
TV Sports: Basketball 194F7 your score 19503 opponent's score 19CDB time
Warzone 15D65 p1 lives 15D83 p2 lives
Weird Dreams C0BFAB lives
Wings C076DB ability points 32A1C monoplane kills
Z-Out 8328 p1 lives 83FC p2 lives

(With thanks to Anthony Bradbury, Michelle Mercer and Stuart Roxborough. Do keep on sending then in, won't you?)

ROLLING RONNY

(Virgin)

Type 'tractor' into the high score table to give you infinite energy and enable you to fly, says D Darcy of Cleveland.



***Rolling Ronny* – crazy name and – yes! – crazy guy. Wouldn't you just know it?**

JIMMY WHITE'S WHIRLWIND SNOOKER

(Virgin)

On a one-player game, making a foul means the computer will take a shot instead of letting you take yours. To overcome this, when you're told you've fouled, press both mouse buttons together until you're given a shot. Adam Bowditch of Dorchester is the man to thank for that.

ROBOCOD

(Millennium)

It seems that this game has more hidden features than a room full of bank robbers. And that's on top of all the tips we've unearthed in the last couple of issues.

Finish the bath levels, says Robin Jones of Bangor, and as soon as you come out of the door run straight to the golden snowmen in the bottom far left outside the castle. Jump onto these snowmen and you'll float upwards to the top of the screen where you'll be met by a door. Getting through this door is tricky, but it's worth it. Inside are loads of extra lives and energy stars.

Go to the same place after finishing the circus room (the last room before the end-of-game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.

And finally, after typing last month's LITTLE MERMAID cheat, try pressing the function keys to do some awfully strange things with the screen...

FIRST SAMURAI

(Image Works)

This tip, maintains Tim Mitchell of Chertsey, lets you skip Level 7 altogether, going from Level 6 straight to Level 8.

At the end of level 6 there are four concrete slabs which lead through the manhole to the end-of-level guardian and level 7. However, if you collect two fairies (needed to remove the slabs) and ONLY two, you'll be able to jump from the top of the remaining two slabs onto the barrels to the right, past which is Level 8.

THUNDER BURNER

(Loriciel)

During play, press F10 and waggle the joystick. You'll now be able to fast-forward or rewind, claim Neil Clark and Tom Wilson of Burton-Upon-Stather.

WANTED

Tips, cheats, maps and solutions of the highest quality. Reward: fabulous software prizes for anything that really knocks our socks off. You'd better act fast, though – nothing less than 'hot off the press' will do. Although, having said that, we'd be very interested to hear of older games which you've found intriguing new ways of playing. (Check out the Top 100 for details.) The address? Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

FORMULA GRAND PR

Make no mistake – Geoff Crammond (or 'Sir Geoff', as we've learned to call him) has come up with one of the most challenging games ever in *Formula One GP*. Here're Matt Squires and the boys at MicroProse with some much-needed help...

The much delayed *Formula One Grand Prix* was reviewed by Gary Penn back in November '91, earning an unprecedented 92 percent. It didn't hit the shops a few months later, but the wait was worth it. The game received a rapturous response – and massive sales. As its placing in this year's Top 100 indicates, the appeal has lasted too – this is one that every Amiga gamesplayer should have. But how do you get the best out of it? *Here's* how...

1. GET IN THE RIGHT MOOD

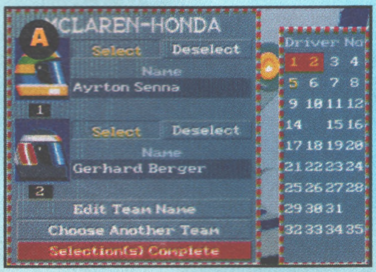
Formula One GP is *not* a quick five minute blast – it's a simulation, and as such, you have to be prepared to commit some time to get the most out of the game. That being the case, prepare yourself. Get comfortable. Plump up the cushions, put a 'Do Not Disturb' sign on the door. Have some snacks ready for the moments when you're sitting back watching the replays. Minimise the light in the room to cut down on reflection and glare. Dammit, if you want more realism, put your kid sister's balaclava and your dad's old bike helmet on, to experience that dehydrated racing driver feeling at first hand. Oh yes, and take the phone off the hook. This game deserves your undivided attention.

2. RUN THE LONGEST RACE

The longer the race, the more realistic the result. Running 100 percent of the entire thing gives you the chance to show your full potential, while 50 percent or less evens the odds up considerably for the computer drivers. A 100 percent race distance gives you much more of a race challenge, more time to catch up with the race leaders, and more of a general sense of realism.

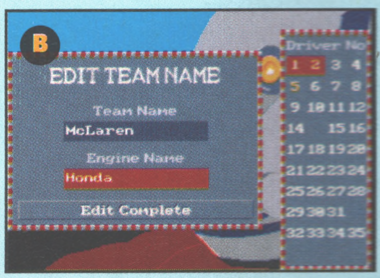
3. USE REAL DRIVERS AND TEAM NAMES

It takes a little while to do it, but it's well worth typing the real drivers' names and racing teams into the editor, and saving them to disk. It adds to the realism. You can picture Senna and Berger in your mind; they have established histories and personalities. The challenge becomes more realistic. After all, what an achievement to beat Ayrton Senna, eh?



Name: Ayrton Senna

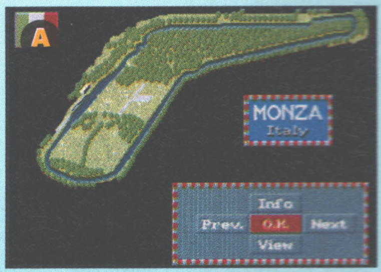
Name: Gerhard Berger



Team Name: McLaren

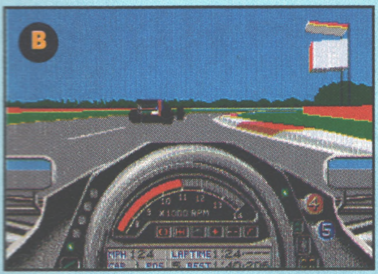
Engine Name: Honda

4. STUDY THE TRACKS



The 'Practice any Circuit' and 'Non-Championship Race' options are there for a good reason. Use the blue dot on the steering wheel and the track diagram with a white pixel to show where you are and improve your approaches to corners throughout the race. Once you feel confident enough to do away with these training aids it's basically up to you to improve yourself – 'practice makes perfect' as they say. Essentially, you learn by your mistakes in MicroProse *Grand Prix*.

That said though, the extensive manual has excellent point-to-point descriptions of each circuit. It is strongly advisable to study each of these and make yourself familiar with every bend and chicane. Take advantage of the driving aids when getting to grips with the circuits. Similarly, make full use of automatic braking and gearchange modes, and start at the 'rookie' race driving level. You can hardly expect to win a full season on the top difficulty level, driving full length races, unless you know the circuits back to front.



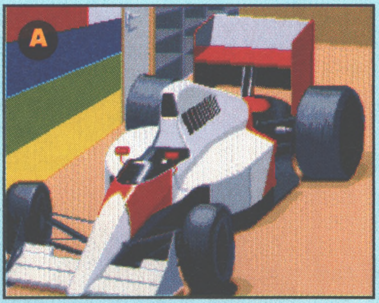
5. DON'T FORGET ABOUT TEAMWORK

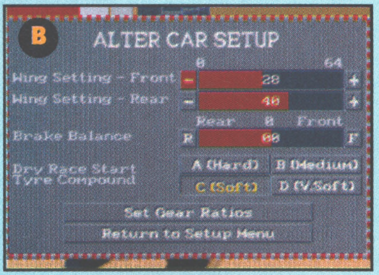
Running two cars has its advantages. You then have slightly less than twice the chance of winning – the computer has control half the time – and you have the chance to relax for ten to fifteen seconds between car changeovers. This can be very useful in a two hour race, enabling you to launch your attack on the race leaders with both cars. You also have the added pleasure of building up points for your team. After all, if you're running one Honda McLaren in first place all the time, it can be quite frustrating when the other doesn't even scrape into the top fifteen.

Control in 4 seconds

6. PRACTICE SESSIONS

Experience will teach you to have long practice sessions. Setting up is vitally important at the high difficulty levels of the game, and long practice sessions give you the opportunity to really fine-tune your car. In a long practice you get fewer cars on the track at once, so you get a better idea



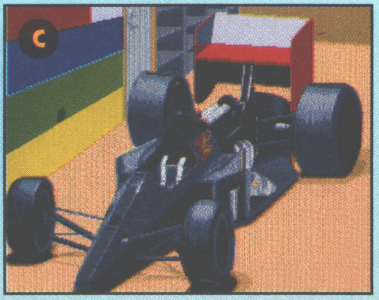


Wing Setting – Front: 28

Wing Setting – Rear: 40

Brake Balance: 00

Dry Race Start Tyre Compound: C (Soft)



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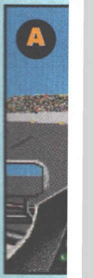

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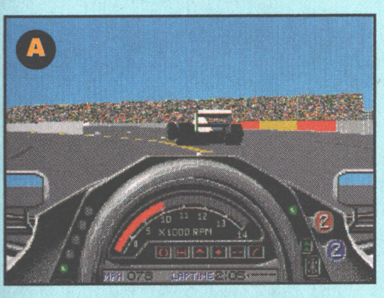
of how your car is performing.

The other thing to remember is to make the effort to use the setup option; don't just accept default. Adjust one option at a time (eg front wing) and see just how that affects the performance and handling. The gears are the key to acceleration, and once you're happy with the wings you can adjust the ratios to give you a starting advantage over the majority of the cars. This takes time, but is well worth it.

Remember, too, that you can jump back to the pits at any time in practice and qualifying to save time, so use it to your advantage. Don't select seperate setups in the race options menu unless you really intend to do it – most often you'll be happy with your qualifying setup, and want to race with it. If you skip pre-race practice you'll go into a race with default setup, and you'll be wondering why those cars you qualified nearly half a second ahead of are leaving you eating their exhaust fumes.

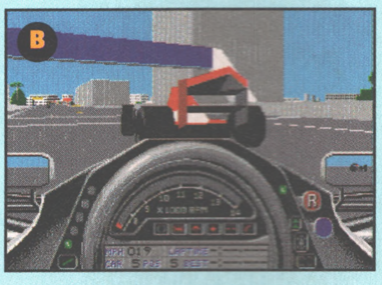
Different setups are useful at some circuits where you may require much more downforce for the race (eg Monaco). Once saved you should never have to set the car up again – simply load in a previously saved setup.

7. QUALIFYING



There are advantages to both long and short qualifying sessions. A five or ten minute session means everyone is going to try to get on the circuit at once – there will only be time for, at best, two qualifying sessions. Chances are the faster drivers will not get good times because they'll get stuck behind the slow cars. This could work to your advantage, but equally, it could just as easily happen to you. Basically you'll have to get out there first and get a good time – with luck you'll be at the front of the grid and the top computer teams will be several cars back.

Then there are the longer sessions. A full session gives everybody a much better chance – the best drivers in Formula One wait to see how the



competition is shaping up, then go out and blow them away. To a certain extent this is what you should do, but don't leave it too late. Watch what's happening in accelerated time out of the 3D. After a good qualifying run, sit back and watch one or two of the other drivers going around – see how they deal with the slower cars, handle bends and chicanes. Once back in the car, remember that cars on their post qualifying lap will not be going all out. Yes, they're still motoring, but they aren't too bothered about whether you get past or not. Approaching the pits they will slow down considerably. Watch this – at circuits such as Phoenix the 'best line' cuts across the pit lane, and it's all too easy to go ploughing into a pitting car and lose that record qualifying time completely.

Similarly, take it easy coming out of the pits – you can't always see what's coming up behind you. If someone trashes your car or just the front wing, then that's a set of Q tyres wasted. A qualifying sesh without one or both wings is pointless.

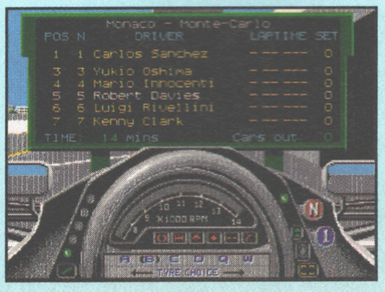
8. CHOOSE THE RIGHT TYRES

Qualifying tyres will definitely survive one lap, and may survive a second. It is possible to run some very good lap times on qualifiers after they've been supposedly shot. However:

'D's are great for races under 20 laps. Any longer and you get too many pitstops for there to be an advantage.

'C's are perfect for slow circuits and long races. You will be generally find you have one pit stop in a long race (eg Mexico at 100 percent).

'B' and 'A' tyres, because they're very hard in comparison to 'C' and 'D' tyres, will last the whole race, providing you've set up accordingly. This means you may save as much as 25 seconds in a race. This advantage will be lost if you have a wing damaged, as you will have to pitstop for a replacement, and it doesn't matter how much you scream and shout at the crew, they will still change your tyres. 'A's and 'B's are for the confident, experienced driver – good setups and superior knowledge of the wear of tyres at specific circuits are deciding factors in tyre selection. Then all you have to do is stay on the road and keep the tyres warm. The best general advice for most drivers, however, is to stick with 'C's.

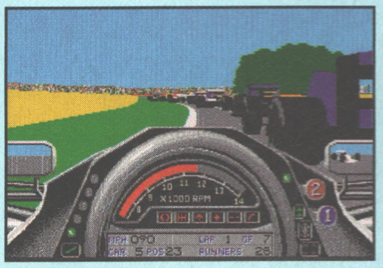


Monaco - Monte-Carlo

POS	N	DRIVER	LAPTIME	SET
1	1	Carlos Sanchez	-------	0
3	3	Yukio Oshima	-------	0
4	4	Mario Innocenti	-------	0
5	5	Robert Davies	-------	0
6	6	Luigi Rivellini	-------	0
7	7	Kenny Clark	-------	0

TIME: 14 mins Cars out 0

9. RACING



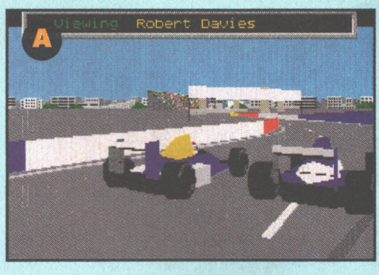
If you're in pole position, take off! That's why you spent two hours (or ten minutes) qualifying. There is no bigger advantage than being first on the grid, and leaving the others standing.

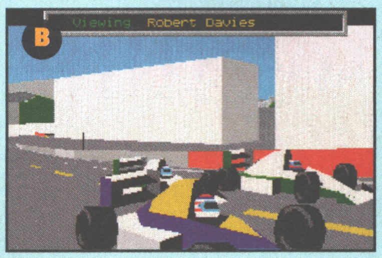
If you aren't first on the grid – or you're 26th on the grid, for instance – then you have to take every opportunity to get past the other cars. Some circuits have lots of places to overtake, others barely any. It's a case of knowing the circuit and what your car can do. At Montreal there's a hairpin straight after the pit straight. All the cars bunch up and go along the outside edge, then cut across the apex for the optimum point of exit into the next straight. If you cut them out by blasting into the hairpin on the inside, you can take several places. But it's a big gamble – not only can you still end up in last place, you can lose valuable seconds attempting to return to the track!

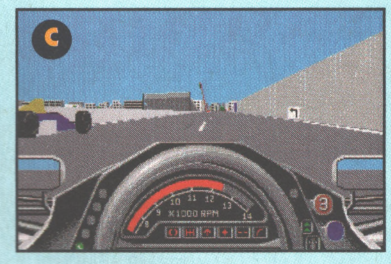
10. OVERTAKING

If you have a good chance of overtaking someone then take it. On long straights slipstreaming comes into its own. It's a real thrill to see the speeds surge up to 220mph from 195 in just a couple of seconds. On the other hand, don't take necessary risks that could cost the race. If needs be, back off – it takes a lot of practice to be proficient at judging out braking at corners. Only do it when you're sure of your skill.

On slow circuits, bide your time – there tend to be few places to overtake, and lots of bends to throw you off. Phoenix, Monaco and Montreal all have more than their fair share of concrete barriers placed at the road's edge, and these are designed specifically to decelerate your car in a picosecond. It's

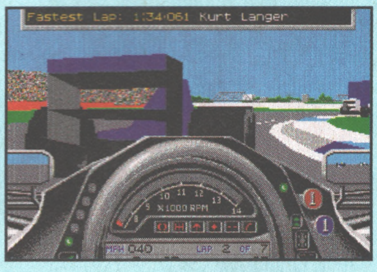






much more fun watching the computer drivers being winched off than your own car! Wait for your own moment, outbrake, slipstream or nudge him, but make sure you do it right.

11. BACKMARKERS



These are the four-wheeled mobile chicanes that only qualified because they weren't driving Trabants. Unfortunately, though they appear to be taking their grannies out to the shops, they are in fact trying to win the race. Now at least you know why they're there.

They don't tend to do the gentlemanly thing and let you by, either. You have to race them and overtake, like any other car in the race. The up side is that you will leave them a long way behind once you do get past, and that means you're leaving the next competitive car behind too. Once again, you must bide your time and then strike. Unfortunately this can give the leading drivers the chance to slipstream you!

12. SPIN GEAR

You can't always see everything in the wing mirrors. If you come off the track it's important to select spin gear. Next jump to one of the external views so you can see what's coming up behind you. It's bad enough you lose vital seconds running off the course, without being trashed by some

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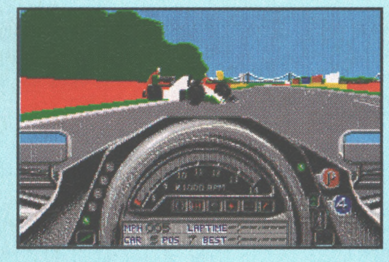
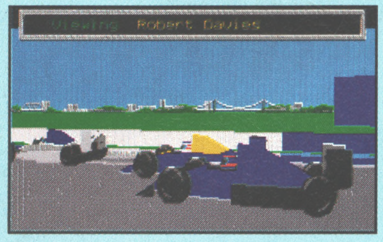


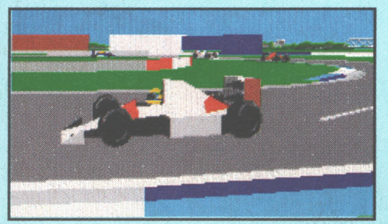
backmarker. At least if one of the top drivers hits you, the chances are he's out of the points too. If you can see what's coming you save all that heartache and only lose a couple of points.

13. VIEW FUNCTIONS



Use the arrow keys and view functions to check out the state of the field. If you want to know where you stand, you can flick back and forward with the arrow keys. 'Home' brings you back if you get disorientated. If necessary go to replay and find out just what everybody else is up to – you can start to feel very detached from the state of play if you never use these features.

14. BIGGER, BETTER, FASTER



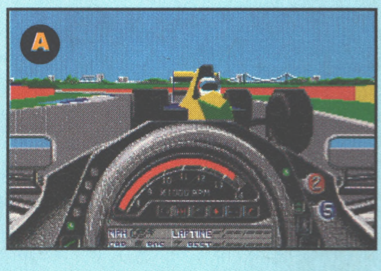
If you want a serious driving advantage, drive a good car. We all know McLaren, Williams, Ferrari are the best and fastest. They all have better, faster pitcrews, too, so your pitstops are shorter than say Jordan or Coloni. If you want more of a challenge, then drive Lotus or Fondmetal. If you win in a lesser vehicle it's more of an achievement.

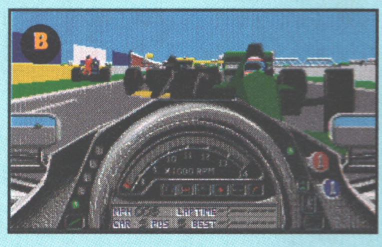
15. SELECT EVERY CAR

You can't lose and you'll get to see the lovely winner's graphics.

Riding with Stefane Gonfaron

16. IF AT FIRST YOU CAN'T SUCCEED, CHEAT!





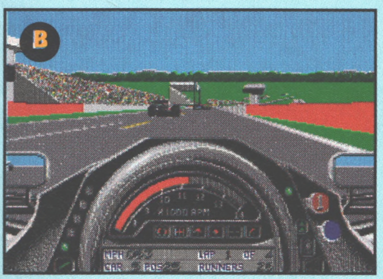
If you have two cars, concentrate on one as your main driver. Send him out on a good qualifying lap straight away. Immediately you have your laptime, quit back to the pits, where you will take out your other car (on 'D' tyres). Only this car goes the wrong way around the circuit until you spot some Flash Harry speedster. Smash him, trash him but definitely stop him. Then quit back to the pits, arm the next car with 'D' tyres, to preserve your stock of 'Q's, and go and trash someone else on their qualifying lap!

The quicker the turnaround the better, as you may even manage to get a backlog of smashed cars in the same spot (the marshalls can quite often get confused and start pushing cars into one another). This is terrific fun and works better on short qualifying sessions, where there are many cars are on the track at the same time. Consequently, bigger smash-ups are likely, the less powerful cars get better grid positions, you have pole and there are several slower cars between you and the faster drivers.

17. CHEATING AT SPA

We're told by MicroProse that "because of a slight flaw, it's possible to start at the back and get to the front in seconds at Spa". The grid layout is such that the back positions are behind the entrance to the pits. Get your best setup at Spa for both cars. Don't bother to qualify. Both cars end up at the back of the grid. You'll start the race in 25th position. Hit 'return' and head into the pitlane the moment the green light comes on. Once you're in the pitlane, turn the pitcall light off, razz down the pits, brake hard, and come out.

Apparently it's meant to work a treat, leaving you clear at the head of the pack, but unfortunately we had a little trouble testing it out. Every time the cheat was attempted, even with the pitlight off the car still automatically pulled into the pits for a tyre change, losing vital seconds and leaving us in about 15th position. If you do succeed you'll be either in front of the pole car or very high up. Unfortunately, this does leave your second car in position 26 under the guidance of the computer, so when you change over you will have to work very hard to move up the field. If you don't you'll be a permanent backmarker.

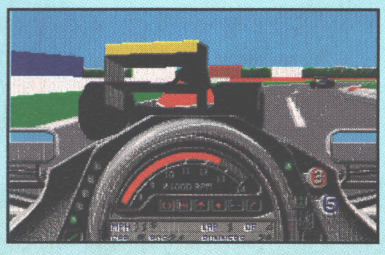


18. CHEATING WITH CHICANES

Unlike the real cars, the Microprose *Formula One* vehicles cannot get damaged unless they have horizontal collisions with walls or other cars. They seem to be able to leap into the air and land without exploding tyres or breaking suspensions or chassis. This makes it possible to jump and drive over certain chicanes at high speeds. Monza, Hockenheim and Montreal are good places for this. Approach has to be high speed, and you have to judge your entry and exit points precisely. However, it is advisable to drop down a gear or two as you leave the grass to get good acceleration, as you can lose up to 50 percent of your speed. When it works you can save a few seconds, and even take a couple of places. If it doesn't work you lose seconds, lose a wing or two, or even trash your car. Basically, it's a tactic that we only recommend for the desperate.

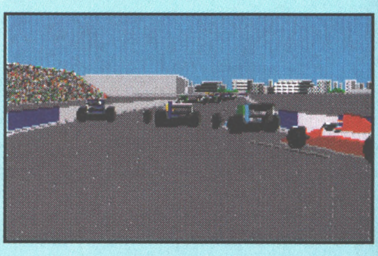
19. NUDGING

Unlike the real thing, Geoff Crammond's cars are almost infallible. Very occasionally a computer car will stall, but most go out of the race through collisions. Indeed, most races end with at least 20 cars surviving. (In the real 1991 season a good survival rate was 16 out of 26. Often only half the cars finished, and only 35 percent finished at Phoenix last year, with problems such as blown engines, electronic failure, and gearbox failures.)



What this means to you, as an *FI GP* driver, is that you may find the occasional little nudgette could give you a distinct advantage over the rest of the field, especially if such a slight touch throws another car, such as a backmarker say, into the path of one of the faster cars. Not surprisingly they don't like being pushed very much, so you have to develop a technique. Get right alongside the car you want to nudge and give it a glancing blow. Don't get ahead of him though, whatever you do, as you will almost definitely tangle your back wheel with his front one, and get hurled into a barrier.

20. CRASH



Do this early and you'll get to see the excellent crash screens when you quit out. Erm, that's about all there is to say about this bit really...

21. CHOSE THE RIGHT JOYSTICK

Use a good sturdy joystick – some races require something like 3000 gear changes, and there is a great deal of yanking the stick around. Often it's difficult to find which gear you need,and that means even more button pressing (and possibly a bit of joystick abuse). It's certainly easy to break an old or knackered joystick playing *Formula One*.

22. USING THE GEARS

Use the gears sensibly. Don't go down a long straight in second and don't take a hairpin in sixth. It's all common sense really, but use engine braking to help slow you down. If you haven't got the power under your foot, drop down a gear.

23. AND FINALLY, CONCENTRATE!

If you've got the attention span of an amoeba, play this game on the short easy settings, or you'll just get completely frustrated. On the other hand, if improving your concentration is important to you then try Monaco in the wet on 100 percent distance with no driving aids – it ain't easy, but you're guaranteed to have a good time while you try it!

And there you have it! Thanks very much to Mark Scott and all at MicroProse for their help with these hints. ●

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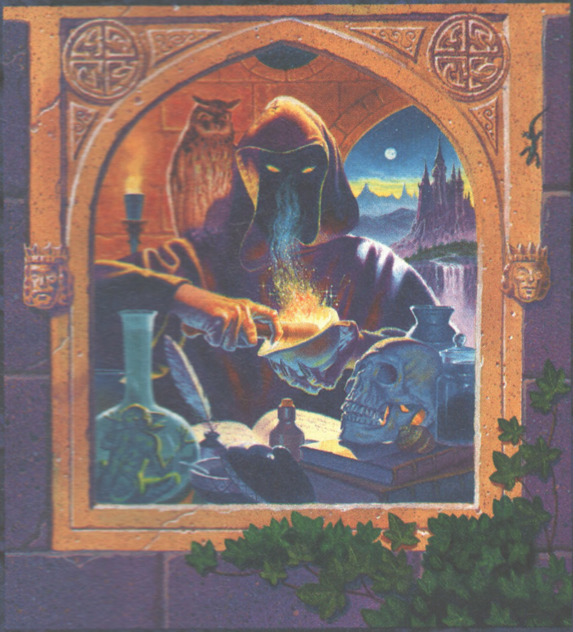

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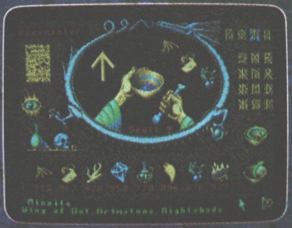

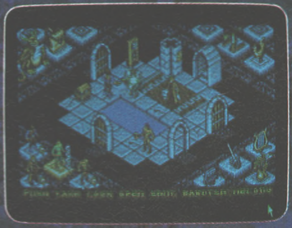

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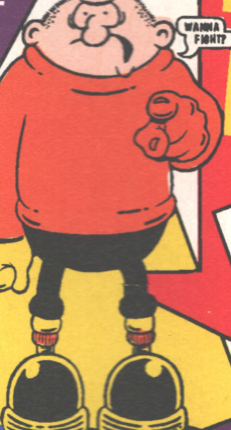

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STORM MASTER

One of the best of a flood of great French games, *Storm Master* is also one of the most complicated. It's tips time...

CHEAT CODES

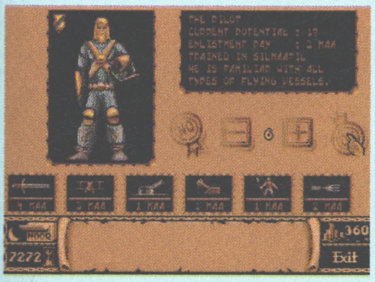
First off, for those with the patience of a very impatient thing, here's how to complete the game by cheating. Don't try it until you're thoroughly stuck on the game though, or you'll spoil the whole thing...

To see the winds present on the map:
CONTROL + ALTERNATE + CLICK MOUSE ON THE ICON OF THE WINDS ON THE ECCLESIAST MAP

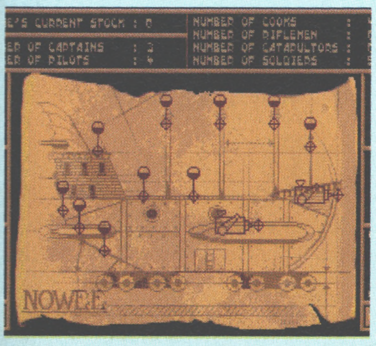
To win the game:
CONTROL + ALTERNATE + CLICK MOUSE ON THE JOKER AT THE COUNCIL OF SEVEN

Right, now we've told you that bit, just ignore it until later. What you really want are the solutions to some of the scenarios, don't you? Well, we're not going to give you them all – dearie me no – but here's one of them to get you started...

SOLUTION OF SCENARIO 1: "THE GOLDEN AGE"

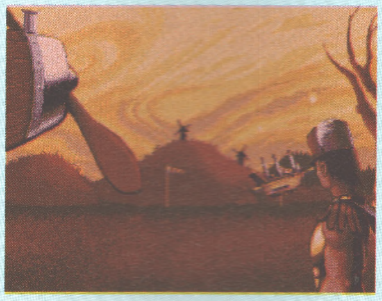


Army: Enrol 6 pilots, 10 captains, 10 cooks and 100 soldiers.



Leonardo: Select Noowe on the drawing board – build a vessel with 10 balloons and 2 engines and a crew made up of 3 captains/4 pilots/4 cooks/50 soldiers.

Silmarils obviously knew what they were doing when they went independent from Palace in the UK this year – they knew they'd have the products to back it up. *Storm Master* is a true great (and a Top 100 game). You read the rave review in issue 11 (86 percent, percentage fans), now read the definitive playing guide, courtesy of Silmarils and our own Matt Squires...



Launch the vessel test. Now go to production and make 2 Noowe.

Exit
260
7272
Exit

Army: Assign the Noowe and the Skruuz to the aerodrome. Select military campaign, take all the vessels for the campaign and enter 50 days to the campaign budget (if you lack money you can always get some back on the stock exchange). Now direct the vessel towards the enemy territory and pillage all the towns one after the other.

SHREWD STORM MASTER TIPS

Right, time now for some general tips that should prove useful to you whichever scenario of the game you're playing.

To start with, the game does not depend upon accumulating maximum wealth, but on growing as quickly as possible in order to destroy the Sharkaanie before it is strong enough to rise against you. It is, in other words, a race against the clock.

You'll probably find it easiest to manage the different ministries represented in the Council Of Seven in the order that they appear in the picture – either start with the Ecclesiast on the right and finish with the Commander of the armies on the left or vice versa.

In order not to lose, constant attention must be paid to the condition of the land cultivations. It is not a matter of growing enormous quantities but of always having a minimum cereal production.

The Advisor at the bottom right of the Council tells you the minimum consumption required at any one time. If the production of wheat is always greater than this, you'll never have famine problems. Use all your ministers quite often – you'll be glad that you did.

And now some specific advice for each of the various ministries...

1. THE ECCLESIAST

WIND PREDICTIONS
7273
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Exit

It is preferable to guess the winds before setting up industries – unless, of course, you use the cheat code to see all the winds on the map.

Refertilisation of the lands can be very practical, so by placing the Ecclesiast next to a profitable land cultivation and refertilising it every four months, for example, you will be sure not to lack food.

Holding mass allows you to obtain winds. To do a mass, the Ecclesiast must be placed on a temple. So that a mass is carried out, the description of the baarma – page 20 of the manual – must be followed carefully. It is better to start by selecting the new characters, then de-selecting the old ones, rather than the other way round.

Some aids for the mass:
OTOO: action the gang
EHOOL: action the three groups of singers on the balconies and the two characters in the centre who have their backs turned.
NIIBA: action the Ecclesiast, the character to the side of him who holds a pendulum, the faithful who are prostrating themselves and the character in the foreground to the right.
OROO: select everybody. Use the winds. Choose the optimum place according to the winds – a tornado on the most productive mill, a wind on a mill area but without cultivation etc.

Duration of different operations (knowing that one month = 60 days):
Temple construction: 90 days
Guess the winds: 30 days
Fertilisation: 15 days
Send the winds: 15 days
Mass: 15 days
Moving: 1 day/step

2. THE MILLER

BUILD APICULTURE
CONSTRUCTED IN MOON 7273
NEW BUDGET : 22 MAA
ESTIMATED PRODUCTION : 18 TON(S)
7273
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Exit

After going to the Ecclesiast to mark out the windy areas and the non-windy areas, you can set out the different industries. Different industries are worthwhile. It is better to start by installing a land cultivation where there is no wind. Then put the mills, one in each geographical region (mountain, plain, forest), where the winds are the strongest. Apicultures are set out in the non-windy areas; keeping of animals is practised best in the mountains.

The Sqiz honey will allow the production of the mills to be directed towards better-performing, and therefore more expensive, products such as balloons, engines, and Noowe armature. The Broomf meat increases the quantities produced by the mills. The surpluses of honey and meat will take up the monthly food requirement if there were not enough corn. You can also budget, which is more interesting financially than recreating a new industry. Profitable industries must be budgeted too, remember.

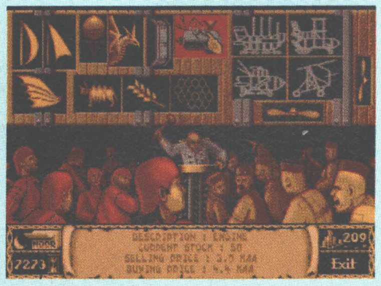
Maximisation of budgets of industries:
Cultivation: 10 kaa

Apiculture: 24 kaa
Keeping animals: 30 kaa
Mill: 40 kaa

Duration of different operations
(1 month = 60 days):
Setting up a mill: 60 days
Setting up animal keeping: 30 days
Setting up apiculture : 30 days
Setting up cultivation: 30 days

In the event of enemy bombardments, they will prefer to destroy industries situated on the East side – if you're clever you'll put your least important industries (apiculture) there.

3. THE HIGH CONSTABLE

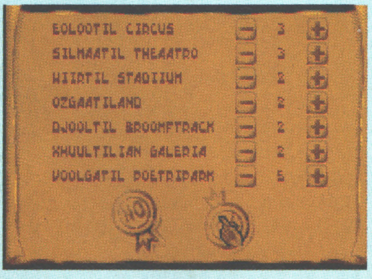


At the beginning you can sell and buy goods. The greater the quantity to sell, the higher the price of winds. The cranool fixes the taxes. The receipts from them depend on the well being of the towns: that is, on the surpluses of food and the amounts put into recreation and the scientific schools. A chance value is also added. Before validating a tax, you can therefore click several times on the same town in order to obtain the maximum receipts. Be careful, as too many taxes can provoke anarchy and loss of a town.

You must be suspicious when the receipts generated are too low. At the beginning of a game (scenario 0), you can tax each town once and the economic contracts are renewed every month. They are always financially profitable.

Duration of different operations:
Taxation (validated): 7 days
Economic contract (validated):
7 days
Stock exchange operation: 1 day

4. THE JOKER



EOLOOTIL CIRCUS	3
SILMAATIL THEAATRO	3
HIIRTIL STADIIUM	2
OZGAATILAND	2
DJOOLTIL BROOMFTRACK	2
XHUULTILIAN GALERIA	2
VOOLGATIL POETRIPARK	5

Recreation has a double interest. Not only does it increase the well being of your various towns (and therefore boost the amount of tax you can get off them), it also allows a town that's been pillaged to a certain level (but not completely destroyed) to be raised again. Duration of the operation: 5 days.

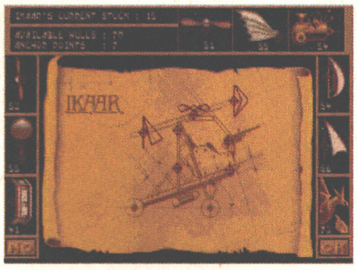
5. THE LEONARDO

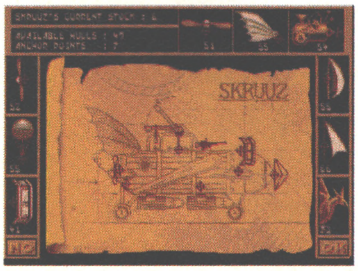
Like recreation, the scientific schools influence the tax receipts. To succeed in a vessel test, this craft must:
Possess at least one pilot.
Have a non-nil speed. The speed is nil when the alleviation capacity is less than the total loaded weight. Each piece has an influence on the weight, the alleviation, the speed and the resistance of the vessel.
Here are the figures for all the pieces:

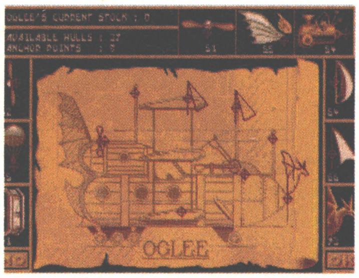
	Weight (tonnes)	Alleviation (tonnes)	Speed (knots)	Resistance
IKAAR	3	0	0	1
SKRUUZ	10	0	0	5
OGLEE	30	0	0	10
NOOWE	150	0	0	50
Propeller	10	0	7	0
Pale	20	0	10	0
Engine	100	0	30	0
Jib	1	30	2	0
Sail	1	10	3	0
Wing	1	50	1	0
Balloon	1	100	0	0
Prow	1	0	0	0
Shield	50	0	0	5

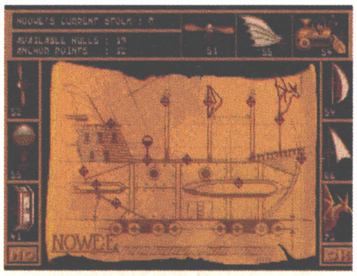
Furthermore, each member of the crew you take adds one tonne to the total loaded weight.
Have a crew that weighs less than the empty vessel (for example, 1 IKAAR cannot exceed 3 people).
Have a crew at least 'medium' on the check list (cohesion).
Here is the maximisation of the crews for each of the vessels:
IKAAR: 1 Pilot/2 Fusiliers.
SKRUUZ: 1 Captain/1 Cook/1 Pilot/2 Fusiliers/2 Catapulters/3 Soldiers.
OGLEE: 1 Captain/1 Cook/2 Pilots/1 Catapulter/15 Soldiers.
NOOWE: 3 Captain/5 Cooks/5 Pilots/80 Soldiers.

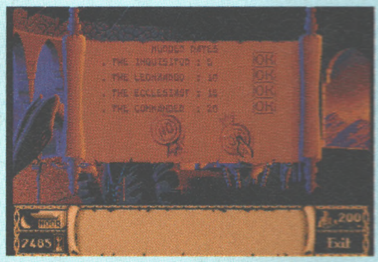
You need roughly 1 cook for 20 soldiers. The more soldiers you have the greater will be the pillage of adversary towns, but equally the cost of a campaign will be a lot more too.
The maximum speed of a vessel is 127 knots.
The fire power depends on the weapons which one craft has and the fusiliers and the catapulters allocated to these weapons.
Duration of different operations:
Scientific schools: 5 days.
Vessel test: 5 days.











MURDER DATES
. THE INQUISITOR : 5
. THE LEONARDO : 10
. THE ECCLESIAST : 15
. THE COMMANDER : 20

6. THE INQUISITOR

Apart from the spreading of the Sharkaanie – which is a trap – the political contracts are always profitable. They are renewed every month.

Spying on the Sharkaanie will give you information on the level of the enemy and on the degree of resistance of its towns, something which will have an influence on your piloting power. It also allows you to check if an assassination has indeed taken place. An assassination on an enemy character allows his ministry to be immobilised for a period of one year.

Duration of the operation and utility of assassinations:
The Inquisitor (15 days): avoids assassinations of his own ministers.
The Leonardo (20 days): avoids the bombardments.
The Ecclesiastes (30 days) avoids the destructive tornados.
The Commander (40 days): avoids pillages.

Duration of other operations:
Spying at garret: 7 days
Spying on enemy map: 7 days
Political contract (validated): 7 days

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Exit

7. THE COMMANDER

By placing the aerodromes on the east side, you limit the movements of your army in campaigns. This having been said, be careful – in the event of enemy bombardment, it will choose in preference targets on this side.

The Koolpers limit the damage in times of enemy attacks, whether bombardments and pillages.

Duration of different operations:
Setting up an aerodrome: 60 days
Setting up aerokoolper: 20 days
Enrolment: 5 days

War tactic: You can, for example (if your budget allows it), conduct bombardment operations on the enemy aerodromes with Ikaars or Skruuzes. Then afterwards come with a lot of soldiers in Oglee or Skruuz to pillage all the towns. In 3D combat use the catapult at the time of the attack of the large enemy flagship.

One final point: don't worry if you haven't played the game and most of this sounds like so much nonsense – it actually makes perfect sense once you've got yourself used to the complexities of it all, and, indeed, proves very useful indeed. Trust us just this once, okay? ●

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STUCK IN A RUT?

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THE LAST RESORT

with Jonathan Davies

Step back from that window ledge! Let Jonathan Davies roll back those clouds and illuminate even the trickiest of trouble-spots with his Magical Sunshine...

Computer games are a bit like shopping, my granny once told me. But then she fell asleep, and never did get round to explaining exactly why. Here we are again, though, at the Last Resort (with Jonathan Davies). Through no fault of my own, I'm meant to go through the huge pile of post I now get each month and answer as many of your questions as humanly possible (and then some). The rest I turn over to The Readers. The overall clean-up rate is undeniably impressive – just take a look below – making it well worth writing in, whether you're questioning or answering. So go on: try me.

KINGS QUEST V

Q "How do I deal with the Yeti in the Ice Queen's cave?"
G Spouncer, Bristol

A With the custard pie! (Don't ask me why, but it's true...)

THE SECRET OF MONKEY ISLAND

Q "Where do I get the file for the mansion?"
Simon Halliwell, Isle of Man

A Have a chat to the prisoner (which may be tricky – he's a bit of a 'Clifford'). He'll swap the gopher repellant for a cake which should contain the required article.

Q "How can I get through the very squeaky door on board the pirate ship? I can't seem to find any oil."
J White, Sheffield

A How about the vat of cooking fat? You'll find it in the livestock room, behind the hatch.

Q "I can't get the banana picker out of the cannibal hut."
M Young

A Easy. Give the idol from the Monkey Head to the villagers to get them out of the way.

Q "What do I give the cannibals? And what's the use of feeding the monkey to make it follow me?"
Scott McCarthy, Neath

A Weren't you listening? The IDOL. And you'll need the monkey to find it.

Q "How do I open the cabinet in the captain's room? And where do I find a recipe to make soup?"
Daniel McCrory, Sleaford

A Use the thing out of the cereal packet. The recipe is in the chest.

F/A-18 INTERCEPTOR

Q "Being an absolutely brilliant pilot, I've got to the sixth mission where you have to destroy the enemy submarine. I've launched numerous missiles but they just smack into it, make a bit of a bang and disappear. What am I doing wrong?"
Daniel Gefen, Harrow

A Nothing. If you re-read your mission briefing you'll probably see that you're only supposed to damage the submarine, not destroy it altogether. So carry on as you are, I should. One good missile hit on the tower ought to be enough.

TURRICAN II

Q "Is there a cheat mode for infinite lives as I can't get through it all?"
John Russell, Airdrie

A I'm told the following should work: go to the music menu and select the first option. Then select it again, and press keys 2 and 4. Finally, just press the Escape key twice.

TEENAGE QUEEN

Q "Can you give us a poke?"
Adam and Rob

A Certainly not.

SHADOW OF THE BEAST II

Q "I'm stuck at the bit with the old man at the bridge who says: "The ring is stolen by the goblins". I went down the whirlpool and found what I assumed was the ring, but I couldn't get back as the snail wanted 36 gold pieces. I've looked everywhere for gold, but can't find enough to pay the snail."
Dilesh Amlani, Bishops Stortford

A The ring the old man is after can be found in the prison, after you've escaped from your cell. As for the gold pieces, keep searching and you should find all 36.

LOOSE ENDS

It's at this point that I'm forced to give up, my powers exhausted, and ask: can YOU answer any of the following queries? If so, write in!

Q "In POLICE QUEST, I'm unable to arrest the drunk driver, no matter how much I try. I'm also stuck on the secret undercover mission. I can get the girl to go, and I can get into the poker match, but that's it."
Simon Dubeau, Brighton

Q "I've got the radiation pill in EXILE, but I can't get any radioactive coronium rocks to the western gate to blow it up because of the clam blocking one way and a locked stone door blocking the other. What do I do?"
Ben Wheeler, Memel Hempstead

Q "I'm playing BLOODWYCH and would like to know how to get the gems that are in the serpent tower. I can get one but I need both."
Tom Gates, Surbiton

● If you've tried literally everything, and just don't know which way to turn, allow me to place a warm, reassuring hand on your shoulder and point you in the right direction. Or, failing that, one of our readers might be able to do the same with his/her slightly cooler, sweatier hand.

And if you feel your hand may be able to tie up one of the loose ends above, give it a good wash and send the answer in without delay. The address is The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And don't forget to mark your envelope 'Questions' or 'Answers' as appropriate. (I'm not quite sure why, but you'd better do it just in case.)

Explore that bit more of your Amiga...

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Future PUBLISHING

We interrupt this magazine to bring you a message from Amiga Format, the world's best-selling Amiga magazine. It's a message that says you - yes, you! - can get more out of your Amiga, if you put a bit more in.

And we're just the people to help you do it. Over the next few months, we're gonna be introducing you to the Amiga Format Collection - a series of complete software packages that will help you delve into all those hidden corners of your Amiga and pull out some pretty impressive hidden talents.

Last month, the very first in the Amiga Format Collection series was Vista, a unique and fascinating program worth £60, that lets you create fractal landscapes with astonishing realism. If you missed it, we're afraid you're just too late. But there's more to come...

This month - and on sale in your local newsagent at this very moment - you will find the May issue of Amiga Format, featuring the second in the Amiga Format Collection series. It's a complete DTP program called PageSetter, worth £80 and featuring a built-in word processor and graphics program.

Catch it at your newsagent now, and you'll also be able to read the first full details of the new gamesplayer's Amiga, the A600. And you'll be able to make the most of your complete software with a simple guide to what DTP is and how you do it. Easy, really!

And as for next month - well, just wait till you find out what the third in the Amiga Format Collection is. We'll give you a little clue: what's sky-blue pink with yellow dots on? Don't know? Well, just get down to your newsagent on May 14 and find out!

THE WORLD'S BEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

THE HIDDEN AGENDA

There may be more to your games than you know! Hidden behind the scenes of many top Amiga releases are secret mini-games – many worth some quite serious playing in their own right – not to mention all sorts of tricks, jokes and gimmicks.

Join Gary Penn for a guided tour of the very best of 'the hidden agenda'...

Everybody loves finding things (and most people love hiding things for other people to find), so it's little surprise that programmers have taken to secreting all sorts of stuff behind the scenes of their games. They're easy to do, of course – some little sub game or secret joke takes next to no time to write – and easy to hide away too. Easier than 'subliminal' messages in films, better than backwards speaking on records, computer code provides the ideal haystack for hiding away just about any little gameplay needle you fancy...

Join me, then, on a journey to uncover some of the more inventive and interesting added extras you'll find secreted around your very own collection of Amiga games...

First off, it has to be said that – compared to most arcade machines or console cartridges – Amiga software is fairly unimaginative in the added extras stakes. It's a real shame – hidden features (be they secret levels, bonuses and the like or actual sub-games) not only provide an ideal reward for imaginative gameplay, but help create an illusion of depth for the game. The software is effectively personalised as the player develops and utilises new skills – if games are going to be truly interactive then this, I'd argue, is essential, and a lack of it shows a sort of imaginative bankruptcy on the part of the games creators. Happily, things do seem to be changing for the better at the moment. Let's hope this continues...

CHEAT MODES: THE CASES FOR AND AGAINST

The most common form of hidden feature you'll find in Amiga games has to be the cheat mode – often executed via a combination of key presses to provide, say, invulnerability, an unlimited supply of ammunition or ships, or a level skip facility.

As a gamesplayer you probably love cheat modes, but there are some quite substancial reasons for not including them, as explained by top software developers, The Bitmap Brothers.

"I don't like cheat modes," says Bitmap leader Eric Matthews, "although maybe I am changing my opinion slightly. You spend months making, say, level

three or level four of a game playable, but you've no guarantee anyone's ever going to play it properly, because by the time they get that far in the game some magazine will have printed the cheat and suddenly the incentive to play properly has gone, because there's so much temptation there to make it all easier on yourself. All we're asking is for people to please play our games the way they were intended, and if that means making sure there's no cheat mode in it then that's what we'll do. The thing is, people will always use the cheat if it's available. It's difficult to resist."

True, the lure is strong. Games like Storm's superb *SWIV* certainly became less fun to play when the cheat mode became known. It's as irritating as knowing who killed Greta Scacchi in Presumed Innocent before you see it.

Graftgold's Andrew Braybrook doesn't like cheat modes either. "Although that said it depends how cheating they are," he adds. "The main reason they're in there is so publishers can test the games out. But if a game's tuned up right you shouldn't need them, it takes all the fun out of it."

HIDDEN FEATURES: THE ALTERNATIVE' CHEATS

A more worth-while variation on the theme is an alternative which activates hidden features, such as those in The Sales Curve's conversions of *The Ninja Warriors* and *Saint Dragon* (see panel to right).

Hold down the right-hand mouse button while *Arkanoid 2: Revenge Of Doh* loads to view an advert for *RoboCop*, and type NUDE on *Dynamite Dux*'s title screen to see a saucy new attract sequence.

Turrican II has a secret music menu (along with many hidden rooms and bonuses, as found in the first *Turrican*), *Populous* has three rarely-seen but easily-effected monsters, and there's also plenty of scope for discovery in things like Bullfrog's *Powermonger* and Novagen's *Mercenary* series.

Archer Maclean's *IK+* is also packed with 'cute' touches. As we all know, pressing 'T' makes the combatants trousers fall down, and there are all those silly effects and messages activated by tapping out codes during play (see panel). But did you know that *Jimmy White's Whirlwind Snooker* has a secret 147 break mode? (See panel.)

"It's a damn good thing to put in," says Archer. "I thoroughly enjoy doing it. I first did it with *International Karate* on the Commodore 64 in 1986. I don't agree with having infinite lives cheats and so on – you should have to work for it. But I do like putting humourous things in there."

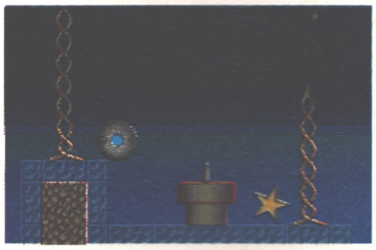
Other creators agree: "I don't like cheat modes, but I do like cheats which you don't type in – for bonuses and short cuts and the like," says Chris Sorrell, author of *James Pond* and *RoboCod*, both abundant with those all-important hidden features. "Hidden bonuses promote experimentation with a product. They quite simply provide value for money."

One of the earliest examples of a hidden bonus feature was found in the arcade hit *Space Invaders*. It was possible to force the bonus spaceship to appear by firing a number of shots. One theory suggests that this wasn't so much a deliberate hidden feature as a limitation of the technology – the random numbers used to force the spaceship to appear were determined by the number of bullets fired by the player.

Williams' ageing *StarGate* arcade machine gives points bonuses for stylish play. This horizontally-scrolling shoot-'em-up – a considerably enhanced sequel to the mould-breaking *Defender* no less – centres around defending humanoids roaming the planet surface from alien abduction. A healthy bonus is given for being skillful enough to place a humanoid safely on the ground while disposing of the final alien on a level.

Andrew Braybrook likes it that way. "It adds variety," he says. "If you come across the hidden bonuses naturally then it's nice, especially if you can suss out how to get them to appear.

"I like the idea of little bonuses to help you, like in *Rainbow Islands* with all the hidden features and the codes in the secret rooms. It's all part of the gameplay. The codes given in *Rainbow* aren't for a full cheat mode, and it's a bonus for someone who's played the game a lot. And anyway, the game pushes the difficulty up if you got them, which balances everything out."



***Chrome* – locked inside *Switchblade II*.**

The Bitmap Brothers have only recently realised the potential of hidden features. "In *Gods* there're loads of short cuts which become available, and there are multiple ways to complete the levels in *Pockets*, too," Eric Matthews explains. "You have to experiment to find them, and that's something you'll be seeing more of in our games. With *Gods*, if you continue to experiment with each level, even when they're completed, you'll be consistently rewarded for it."

Eric's favourite hidden feature was in *Zork*. "I think it was *Zork I*, anyway – where there was a Minotaur or something in a maze and if you typed in his father's name it freaked it out and it bashed through the wall so you could skip out.

"There are stacks of hidden things in *RoboCod* – probably as many as the actual game," reveals Chris Sorrell. "As long as there are plenty of standard things I like to put in stuff which always gives you something new to try."

Atari Games' *Marble Madness* coin-op has a secret level to discover – but sadly it's not present in the Amiga conversion. And there are whole new levels and even alternative endings to be found throughout Taito's top-notch trio of *Bubble Bobble*, *Rainbow Islands* and *Parasol Stars*.

→

STRANGE BUT TRUE...

1K+
System 3

During play type any of the following for amusing responses...

FREZ
PAC
FISH
BIRD
PERI
ANBK
ANGL
EDHK
FOOK
GLZP
GPZP
SHAH
SIMR
STEW
SUNL
TOTO

Also – if you can bring yourself to do it, that is – try three of the commonest four letter swear words. We're certainly not printing them here – we're sure they won't take too long to work out for most of you – but they do provide some very 'interesting' effects.

JIMMY WHITE'S WHIRLWIND SNOOKER
Virgin

Enter Trick Shot Mode. At any time on the table press the 'F7' key followed by the 'F4' key and finally the 'F1' key. A double-click sound will be heard. Return to the Control Menu and access the Demo Mode Menu – there should be a third option – 'DO A RANDOM 147 BREAK'. Select it and sit back and watch the computer perform 147 breaks all day.

THE NINJA WARRIORS
Virgin Games

Here's a hidden feature for you. Complete the first level without killing any of the Hunchbacks, and without using a cheat of any description, then when you reach the end of Level Two you will meet a special new alien.

During play press the 'Caps Lock' key. Now type any of the following...
A SMALL STEP FOR A MAN Indeed.
KYLIE Whoops!
MONTY PYTHON How silly.
SKIPPY Boing!
SNOW WHITE Ha ha.
THE TERMINATOR Boom-a-bang-bang!
STEVE AUSTIN Press the 'Caps Lock' key again to turn it 'off' then press the 'S' key to toggle a slow motion effect on and off. This affects everything – even the music on the title sequence!

OPERATION THUNDERBOLT
Ocean

Increase the number of attacking soldiers on screen a la the arcade original... Get 50,000 or more points before dying to get onto the high score table then enter SPECCY MODE (including space) instead of your name. Now begin play.

POPULOUS
Electronic Arts

Fill the landscape with the maximum of 200 people to force one of the three hidden monsters to appear.

SAINT DRAGON
Storm

During play, press the 'Caps Lock' key. Use the keyboard to type any of the following (including spaces) then press the 'RETURN' key and the 'Caps Lock' key again to turn it off.

KYLIE Oh deary. What has happened to the music?
I HATE THE RADION ADVERT
MEDITATION FUNCTION Hits random memory locations and eventually crashes the program.
SOMETHING SPOCK BUILT
THE GNOME AT HOME
WE LOVE THE PUNTETTAY

HIDDEN ROOMS AND LEVELS

THE NEW ZEALAND STORY

Ocean

Shooting arrows into certain clear areas can force a door to appear. Jump into the door to enter a later stage.

POWER DRIFT

Activision

Select any course except 'D' then WIN every race to collect a string of gold medals. You should now enter a bonus round with a secret course and you in control of *Afterburner*'s F-14 Tomcat! And with no collision detection! Win every race of Course D to enter yet another bonus round, this time in control of the *Super Hang-On* motorbike!

PARADROID 90

Hewson

The extra ship is the Pirate Mothership. To reach it, collect the Graftgold Key hidden on every ship. (The Graftgold Keys are usually found under crates and so on. Collecting a Key keeps the Pirates at bay for a further three minutes. A 5,000 points bonus is given for completing a ship with a Graftgold Key.) Complete the final ship with every Graftgold Key to be beamed aboard the Pirate Mothership for a fight to the death.

RAINBOW ISLANDS

Ocean

To enter the secret room at the end of an island, collect all seven jewels in the correct rainbow sequence, red through to violet. When confronted by the island's Boss character, enter the small silver door to appear in the secret room. At the top of the secret room you should just about be able to make out some letters. Each letter corresponds to a joystick movement or button press – at least, they did in the arcade original. In the conversion they refer to key presses. Simply tap out the codes on the keyboard while the *Rainbow Islands* title screen is displayed to activate the functions (further details and hidden features are found in AP1 and AP2).

The Codes...

BLRBJSBJ (Permanent Fast Shoes)
RJSBJSBR (Permanent Double Rainbows)
SSSLLRRS (Permanent Fast Rainbows)
BJBJBJRS (Hint A)
LJLSLBLS (Hint B)
SJBLRJSR (Hint C – Not Implemented)
LBSJRLJL (Book Of Continues)
RRLLBBJS (All Hidden Food Becomes Money Bags)
RRRRSBSJ (Activates BOTH Above)
SRBJSLSB (Increase Score Counter Size)

ROBOCOD

Millennium

Take RoboCod to the far right of the playfield, remembering to jump the open doors to avoid entering them. Use the small platforms on the side of the turret to reach the rooftop shown here. Run into the wall to enter a secret hidden section with two new areas to explore.

Complete a level which doesn't feature a Guardian and you will always find something new when you return to the castle 'selection' screen. The idea's to just look around you, isn't that right, Chris?

"Yes, in one case you'll find a whole sequence of lifts and things that lead to a door that you can't normally get to," says creator Chris Sorrell. "If you go to the very right of factory screen and look down you'll see a load of crowns – that's another hidden thing in the game, which you can access after coming back from other levels.

"There are four cheat modes in *RoboCod*. There's one – which is the most obvious one to find – for 10 minutes of invulnerability, and two others accessed in a similar way. The last one – the main one which you can turn on or off and was used for the game testing – is a type-in cheat."

It's actually possible to finish *RoboCod* by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. "Start by completing the Fluffy Toys one and then doing the Cars one."

It's a pity some of *Bubble Bobble*'s best bits didn't appear in the Amiga conversion, and *Rainbow Islands*' three secret islands failed to make it to the Amiga due to a lack of time and memory. The good news is that Amiga *Parasol Stars* not only boasts a host of secret features and the two secret worlds of the original, it also has a third added by the in-house Ocean team behind the conversion – "We'd have put even more if we'd had the time," they say.

EDITOR MODES: CUSTOMISE YOUR GAMES!

Beyond cheat modes and hidden bonuses and worlds there are editor utilities which can be used to alter the way the software works, or, better still, create new levels – provided you know how to find them.

Completing every level in Audiogenic's *Helter Skelter* allows the screen editor to be accessed, while Firebird's *Elite* contains a simple utility for the purpose of affecting playability. And then there's Paul Shirley's *Spindizzy Worlds* which has a complete world editor built in, although it's a pig to use.

BEST OF ALL: UNCOVERING THE COMPLETE PLAYABLE SUB-GAMES!

But the best possible hidden feature of all has to be a complete playable game in its own right. Team 17's *Alien Breed* and Virgin's *Judge Dredd* both contain version of old favourites – *Pong* and *Bomber* respectively – and it's rumoured that there is in fact a game hidden in *Space Ace II* (ho ho).

"I've always wanted to stick my version of some simple thing in some awesomely complex game," says Archer Maclean. "The thing is I just haven't got round to it yet."

"It would be nice to put a complete hidden game in," agrees Chris Sorrell, "but only if I had the time to kill – and that's never the case."

Gremlin scores highest in the hidden playability stakes, with *Switchblade II*'s *Chrome*, *Rox* in *Lotus Esprit Turbo Challenge*, and *Dux* in *Lotus Turbo Challenge 2*.

Dux isn't all that's hidden in *Lotus Turbo Challenge 2* though – the product houses a more sinister possibility, that of the ultimate hidden feature: subliminal influences...

Remove the audio lead from the 'L AUDIO' hole and boot *Lotus 2* as usual. Listen carefully to the music played during the copy protection sequence. You should be able to just make out a whisper... "DO NOT COPY THIS GAME".

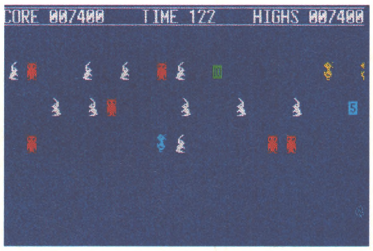
Gremlin didn't know anything about this before the game's release – it was entirely musician Barry Leach's doing apparently. "It was basically a joke. I was working late, messing around with various things like speech in games. It wasn't supposed to be subliminal. It'd be a fairly difficult to do with an Amiga, but I don't know anything about it. They've tried just about every other means of copy protection, so why not? If we'd wanted to do it deliberately then we'd have perhaps – I don't know – mixed it in with another sample or something."

Subliminal sound in this form is unlikely to have an effect, and very few people believe it can work. Andrew Braybrook certainly doesn't. "I don't think anyone's brain is smart enough to do that anyway. You can hide things in sounds, certainly, but we'd never get round to doing anything like that. I remember Judas Priest almost got into a lot trouble because they were supposed to have messages hidden backwards in their records. Those messages weren't actually there and the case got thrown out of court."

But there are those who do take it seriously. There are many subliminal audio programs available, such as The Love Tapes, complete with the sounds of waves crashing on the shore and a voice which can only barely be heard very rarely. Apparently your subconscious picks up on the voice while your ears listen to the waves. Hmm.

The use of hidden images presented briefly so as to influence opinion or behaviour without being consciously perceived has long been an advertiser's dream. Research into the subject petered out in the late '50s and it's never been proved conclusively that subliminal imagery actually *works*. Even so, its use is not permitted in television broadcasts or the cinema.

Subliminal visuals have yet to appear in computer software, for the simple reason that it wouldn't work – a noticeable glitch would be created and the effect would be lost.



***Dux* – hidden away deep inside *Lotus II*.**

Widening the subliminal angle further, computer imagery and sound is often constructed in such a subtle way that it influences the player's behaviour. Well, it is with the best sellers in the arcades and on the console formats.

"We haven't put too many hidden features in our games so far," Andrew Braybrook admits, "but it's something we're doing a lot more of now. I certainly will be putting things into *Fire And Ice*. There's a main route through the game but there are secret bits to skip lands and secret lands to find for bonus lives."

"We're looking at ways of getting short cuts which will jump levels or whatever," says Eric Matthews, "but to structure it as part of the gameplay. With *Gods* we took it to the point where it monitors the player's progress, so if you were crap it would reward you to help you. Alternatively if you got really good, short cuts would be made available. There'll be more of this in *The Chaos Engine*."

We wait with bated breath... ●

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It imprisons their bodies.
It even absorbs the building!
It's..

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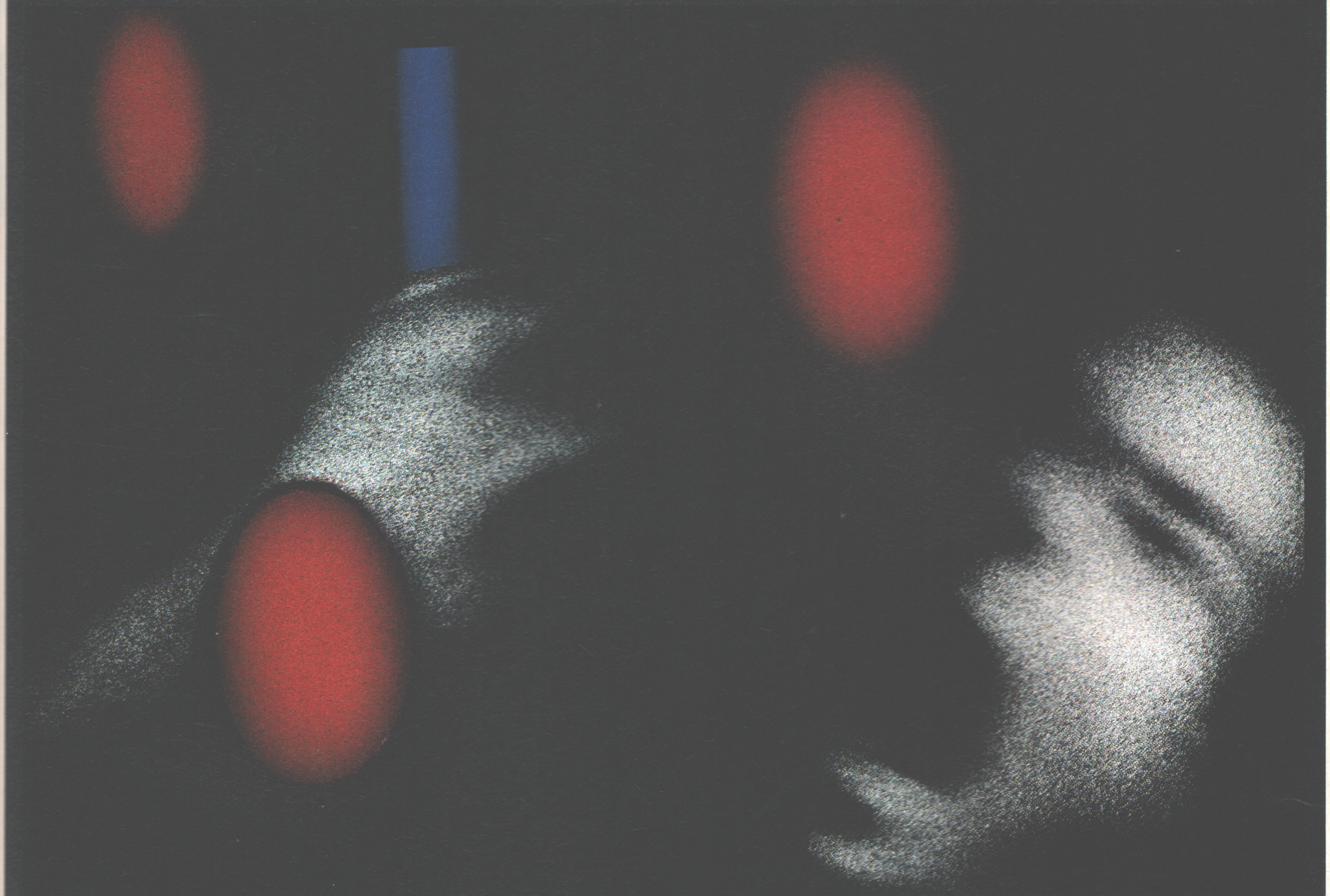

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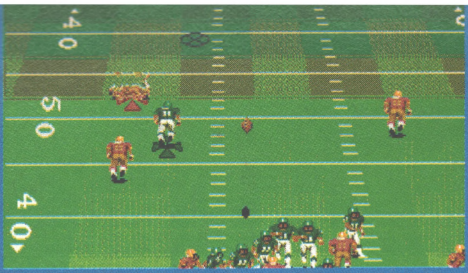

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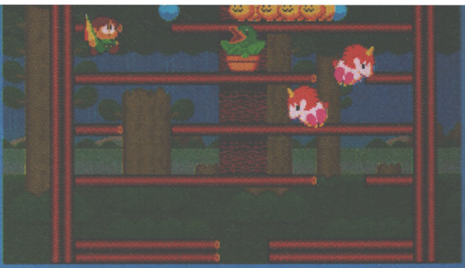

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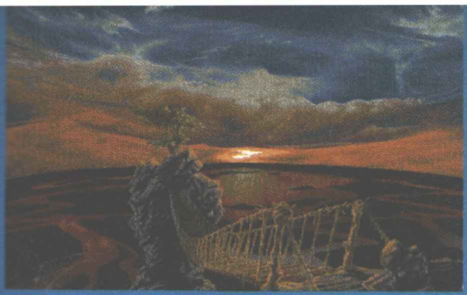

PSYGNOSIS

AGONY
LEANDER
ORK
OH NO! MORE LEMMINGS
BARBARIAN II

US GOLD

ANOTHER WORLD
CRUISE FOR A CORPSE
MONKEY ISLAND II
THE GODFATHER
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VIRGIN

JIMMY WHITE'S
WHIRLWIND SNOOKER
REALMS
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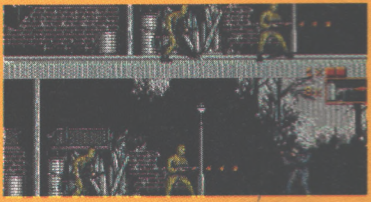
GAME REVIEWS CONTINUED

Some good, some bad, and some downright awful this month, as ever...

ALCATRAZ

Infogrames deal up one of the oddest missions yet – break into Alcatraz!

Publisher: Infogrames
Price: £25.99
Author: Fred O'Rourke, Josiane Girard (graphics) and Ray Norrish (Music and FX)
Release: Out now



You're right, this is kind of a return to the old *Rolling Thunder*-style of action game.

I thought the traditional idea was to escape from Alcatraz. You know, 'If you see Alcatraz, run in completely the opposite direction!' sort of stuff. Certainly, Clint Eastwood didn't hang around long before doing a runner, armed (incidentally) with only a cunningly fashioned spoon-cum-knife gadget and an inflatable rubber coat (!). Even the infamous bird-man (some sort of cross-dresser? I haven't actually seen the film) could only have been there under duress.

But not so according to Infogrames! Here our objective is to get *into* Alcatraz. Bird and Fist are two crack commandos on the trail of Public Enemy No. 1, the international drug terrorist Miguel Tardiez. He's holed up in the seemingly impenetrable former federal prison, together with his gang of armed-to-the-gold-teeth hardnuts. The deal is that if the boys can brake into Alcatraz, successfully complete three separate missions and then capture the guy himself, well – he'll certainly think twice before selling any drugs again.

Alcatraz is a two-player game in the *Bonanza Bros* split-screen style, allowing both characters to explore their surroundings simultaneously. In one-player mode you actually control both players – a tap of the return key swaps control from Bird to Fist (or back again, whatever), with one player stopping moving and the other continuing from wherever he was abandoned.

This may sound complicated, but in fact it's initially quite fun. The two characters can 'hide' in the background. This involves simply guiding them to strategic points of the scenery where they can wait in safety. So walk, roll and scrap your way with Fist until he gets to a hiding place further into the game, then leave him there and advance Bird along the same path in his footsteps.

There are three missions to complete, and you have two hours to complete them all in. Mission one: explore the barracks and seize some vital incriminating documents with which you can pin down Miguel. Mission two: locate the industry building, and destroy the drugs and cash located within. Lastly, mission three: infiltrate the cell-houses and bang the head honcho to rights. One quick dash to the helicopter pad later (don't worry, Infogrames provide a map of the island) and you've finished. Fans of Infogrames' release *Hostages* from a few years back will be on very familiar ground here.

The problem is, of course, that Miguel's henchmen are dotted around the place waiting to give you a hard time. As Bird and Fist scamper around the island, they'll encounter quite an unfeasibly large number of armed guards. The action is either beat, knife, rifle, flame thrower or grenade-'em-up, depending on which weapon you've managed to collect or have selected to use. If you manage to kill a bad guy, he'll drop his weapon. Pick the weapon up, and it's yours for the using (until the ammo runs out of course, then you'll have to find yourself another one).

The graphics are good. The animation is smooth (Bird and Fist really creep around the island with style) and there's a real atmosphere of menace. But in one player mode the two-player switching soon becomes a pain in the Alcatraz, the only relief coming when one of the characters dies so the other can carry on alone. To get the most out of this game you really need two players – even more so than with the *Bonanza Brothers.*

So grab a friend, 'soften him up a bit' (all good practise for the game ahead) and get him to go halves with you – you're guaranteed to have more fun on Alcatraz than the bird-man (I'm still worried about that) ever did.

● *NEIL WEST*

This 'Game Over' sign is actually a *good* thing – you can concentrate on the guy you've got left.

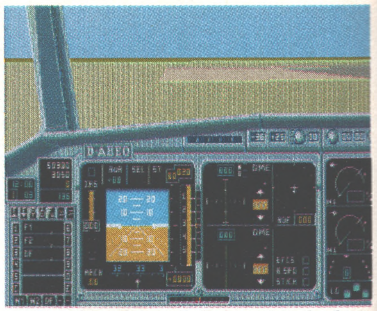
THE BOTTOM LINE

A smooth two-player beat-'em-up romp with braincells. Three independent missions form the backbone for bags of Alcatraz-atmosphere and respectable action. Don't underestimate the need for two players though – it's not much fun on your own!

73 PERCENT

A320 AIRBUS

Publisher: Thalion
Price: £29.99
Author: Rainer Bopf
Release: Out now



A320 – there's not all that much to look at as you fly along, it has to be said.

Remember that song at the end of Roy Castle's Record Breakers? "Ooh-ooh-ooh dedication… Mmm-mmm-mmm-dedication… Ooh-ooh-ooh dedication… That's what you need…"? Well, that's what you're going to need in spades, hearts, diamonds, clubs and jokers if you want to make a go of *A320 Airbus.* If you've got a few spare month's of time, by all means give it a go – but be warned. Most of the time probably won't be spent on the flight simulator, but poring over the masses of air charts and rules and regulations of flying and navigation that are supplied with the program.

The basic 'game' – though the term doesn't really fit in this case – involves progressing from student pilot to captain flying an A320, a commercial plane flying around Europe, North Africa and the Near East . You have to spend so many flying hours before you are promoted, and you have to take special test flights to go up a rank. One crash at any rank, or a poor performance on a test flight, means automatic demotion.

The main way the challenge increases is that at the lower ranks there a plenty of automatic functions to help you on your way (all of which are apparently true-to-life), but by the time you make it to the senior levels you have to do virtually everything yourself. This means having to understand all about radio beacons, ILS approach charts and other aviation stuff, not to mention make sense of the masses of supplied maps, all of which make about as much sense as the final episode of Twin Peaks. Very realistic, I'm sure, but the instructions on how to use them are scandalously brief, and next to useless.

In fact, the manual is the program's real downfall. For a subject as complex as this it needed to be very clear, but while it gives the impression of being comprehensive it is actually a mess. It skims across important points leaving you completely bewildered and throws out jargon faster than an Open University course on insurance. Worst of all, the diagrams are appalling – instead of one decent clear annotated picture of the cockpit, tiny pieces of it are very fuzzily reproduced and briefly explained.

I don't know whether the flights are all in real time (the manual, of course, neglects to tell you) but it seems that way – each game takes an awfully long time. Once you're up in the air and on course, there's very little to do until you reach your destination, except try to make sense of the charts and avoid other aircraft.

What else is there to say? Well, the graphics are good enough, with the usual pretty featureless landscapes you get in flight sims, though it's a bit of a shame that the cockpit bears little resemblance to the poster of a real A320 cockpit that comes with the program. The sound is impressively authentic, though.

All in all, so it comes across as an accomplished, admirable piece of programming that, being the nearest thing to flying the real Airbus the sensible side of £50, should appeal to committed aviation and flight sim buffs. I found it boring as sin though – to the point of being unplayable – and I suspect that'll be the case for most of you out there too.

● *DAVE GOLDER*

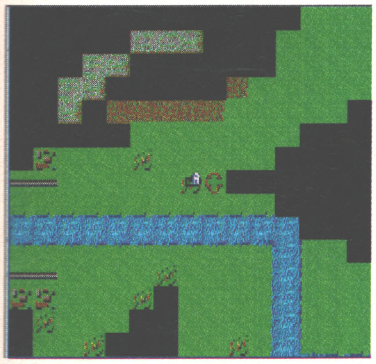
THE BOTTOM LINE

Okay, so it's impressive in its attempts at authenticity, but this one is strictly for the real aviation buffs. Definitely not light entertainment – arguably not really a game at all – and not really that good an introduction to the subject matter either.

66 PERCENT

FIRETEAM 2200

Publisher: Internecine
Price: £29.99
Authors: Dave Nielsen, Bob Warren and others
Release: Out now



Ugh! If you're not already into wargames these graphics are unlikely to drag you in.

What have Star Trek: The Motion Picture, cricket, John Major and *Fireteam 2200* got in common? They're all wonderful cures for insomnia. Strategy is one thing, but when you could play a game faster using pencil and paper, you know you're in for a dull old time stuck in front of your monitor.

Not that *Fireteam* is a badly-written game; you need one meg to run it and it has more features and menus than a thing with, erm, lots of features and menues, but that doesn't mean its not just as dull as watching three consecutive episodes of Highway from it's over-complex role-playing concept onwards. The scenario sounds promising – you control troops doing battle on far-flung planets using futuristic transport. Your screen acts as the main screen of your command vehicle, showing tactical maps, damage, hit and weapon reports and all sorts of other pertinent information. There are enough missions to keep you going for months and your troops grow and become more experienced as you progress.

So where do things go wrong? Well, I'll give you a clue. This game was written for the PC and, boy, does it show. There's no joystick control – everything is achieved by typing in commands, and then by waiting for the next 'update' for it to carry out your order. Yep, if you want to move your tank you can't just press down the cursor key to trundle along, you have to program in a route. You can only travel a short distance each update, so if you've got a bit of travelling to do it can take a good few minutes. And firing your weapons is even more fiddly.

The problems don't end there, either. Graphics are laughably bad, for instance – the sort of thing that gives PD a bad name. The icons are so small you can't even tell which way your tank is pointing without a good squint, the maps are about as useful as a Jackson Pollock painting and the screen is so cluttered it makes a shared student's kitchen look tidy. Sparse use of sound, irritating large amounts of disk swapping, an incomprehensible written-for-the-PC manual and a tendency to crash all add to the debacle.

This tedium partly arises from the fact that the game offers just far too many options and variables for you to deal with, but it also comes from some stupid mistakes in execution. It's all very worthy, and the most rabid of adventure gaming fans may like it, but it's really a waste of the computer's abilities.

● *DAVE GOLDER*

THE BOTTOM LINE

Dull, dull, dull. And ugly to boot. Go and read the ingredients on every pack of Lean Cuisine in Sainsbury's for more fun.

31 PERCENT

Great to watch (hem hem), but does it stack up as a game?

ELVIRA II: THE JAWS OF CEREBUS

Publisher: Accolade
Price: £34.99
Authors: Written, designed & programmed by Mike Woodroffe & his many mates
Release: Out now

"Thirty-five quid!" was my first reaction to *Elvira*. "Seven disks!" was my second. Both exclamations were made in a squeaky big girl's voice. And speaking of big girls... that Elvira bird's not short of a handful, is she? Me, I think she should dish some out to those less fortunate than herself.

You know all about her, of course. Elvira's a superstar. She's big in the States and big over here... Hell, she's big everywhere.Phwooooaaaaar, eh? That's it. No more remarks about the size of Elvira's chest. (But you can't deny it isn't big.)

The fact remains that all but the most hormonally imbalanced men would dearly love to get their hands on Elvira's prized assets, but – wouldn't you know it? – some jammy sod already has! In the game, that is – it's a role playing jobbie, complete with "blood, gore, mayhem, death, blood, paranormal phenomena, battle with Goons from the Great Beyond, blood, plunder, carnage..." and just about everything you could hope for, really.

What's happened is that Elvira's been kidnapped by a three-headed monster called Cerebus, who has jaws (hence the title, I guess) and it's your job to rescue her. She's being held somewhere in her Black Widow Productions studio, and it's outside here that your adventure begins (with a piece of wholly inappropriate music resembling a Casio VL Tone demonstration in Dixons, incidently).

Here you get to choose a character to play – be it a Stuntman, Private Eye, Computer Programmer or Knife Thrower – each with his own attributes, while a digitised picture of Elvira appears to explain her plight. Seems like she's got something to get off her chest, hem hem. That's the gameplay basically – enter the studio, explore the sets, find some objects, fight some monsters, meet some people with whom you can converse to a (very) limited degree, talk to Elvira a bit and even – and this is the good bit – cast a fair few spells (provided you've found the necessary ingredients).

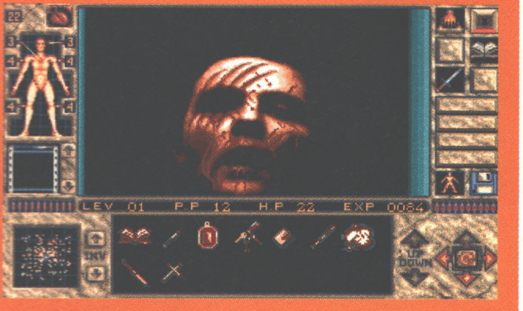
Most of the controls are accessed through the mouse, which you use both to move and to select appropriate action icons when the need arises. The problem is, the interface is nowhere near as much fun to handle as Elvira, and the view feels claustrophobic, even when out in the open. In fact, you are completely in the program's hands, and it feels like it. That's the real problem with this game, as with so many graphic adventures – the story is ludicrously linear. You can't move from (or turn to) the left or right in certain locations – even though logically you should be able to – simply because the necessary scene isn't there.

So, a disappointment then. Should you choose to tackle *Elvira* you will find your hands full. The mountain to climb is high and the sluggish interface, lack of any atmosphere, shortage of interesting and varied puzzles or worthwhile substance makes your route to her chamber long and hard.

Which all brings me to a sorry but inevitable conclusion: *Elvira II's* horrible. It will make you scream – with frustration. The only frightening thing about it is that so many people wasted their time putting it together. Oh dear.

● *GARY PENN*

While this picture here will give you an idea of the size of Elvira's chest.



This pic will give you an idea of the gore you can expect to find in *Elvira*. Quite 'nicely' presented, but to little real effect.

THE BOTTOM LINE

Horrible. Foul. Disgusting. Frightening. And for all the wrong reasons. Its only redeeming feature is the fact that the designers have at least made the effort to try something new with this well-worn theme.

33 PERCENT

RUBICON

Publisher: 21st Century Entertainment
Price: £25.99
Release: Out now

Just in case you are making any holiday plans, whatever you do, don't book up to stay at the Soviet nuclear powerplant on Koala Island in May 2011. You see, according the plot of *Rubicon*, it's going to explode, spreading radiation of 1,230,000 units over 300 square miles which, it has to be said, could be a little irritating if you happen to be suffering from sunburn at the time. There's also a chance that you'll feel the side effects of total mutation. →

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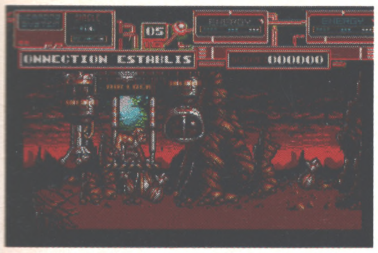


***Rubicon*: gorgeous looking (in an ordinary sort of way) but merely okay-ish to play.**

You see, in this game, all the animals have mutated beyond recognition and now possess the intelligence of mankind. It is your job to make your way through the various radioactive areas, reach the Nuclear base and disarm the nuclear weapons stored there. Needless to say, I haven't got even a seventh of the way towards doing this yet (I can't even get off the first level) as things, sideways shoot-'em-up speaking, are a bit hard. In fact, if anyone can beat Keith on the highscore table with 900,000 points, then mine's a pint of bitter and some dry roasted peanuts, please.

Other things, graphically speaking, are pretty great, though as the screenshot should show; it all looks very arcadey and *Ghosts'n'Goblins*-esque, doesn't it? What you can't see here are the two solid layers of parallax scrolling, the 32 colour graphics, the fast action and all the other things boasted of in the press release. Graphics wise, *Rubicon* does justice to the Amiga and should be congratulated for it. Um, well done.

However, as ever in the case of shoot-'em-ups, the gameplay is decidedly shallow. Shallow in that all you do is run in one direction and shoot baddies, stopping to pick off the occasional stationary dragon or dinosaur – quite how innocent animals mutated into the sort of fantasy creatures to be found here is something that eludes me completely, by the way. It's almost as if, heaven forbid, the game was written first, then the plot scrawled down at the last minute. (Not that that could ever happen of course, oh no.)

Anyway, back to the point. The point is that the gameplay is a bit shallow. *Rubicon* is a fine, fine shoot-'em-up, but it is blatantly unoriginal with not one surprise in store. The weapons system is quite nice – an arming canister floats down *Bionic Commando*-style, you select which of the seven weapons you want armed (you learn which weapons to arm first as you progress into the game) but I'm sure we've all seen this somewhere before. Still, what the hell, eh? Having said all the above, I still find it pretty good fun.

● *RICH PELLEY*

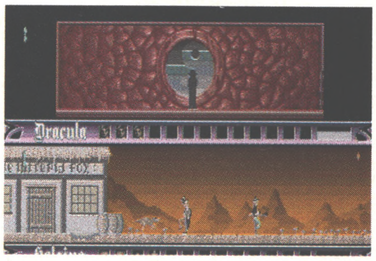
THE BOTTOM LINE

Another sideways scrolling shoot-'em-up. Nothing new, nothing blue, but possibly one worth adding to your collection if you're a fan of the type.

74 PERCENT

BRIDES OF DRACULA

Publisher: Gonzo Games
Price: £25.99
Author: Toast Dept
Release: Out now



Drac teleports in the screen's top half, while Van Helsing plods around below.

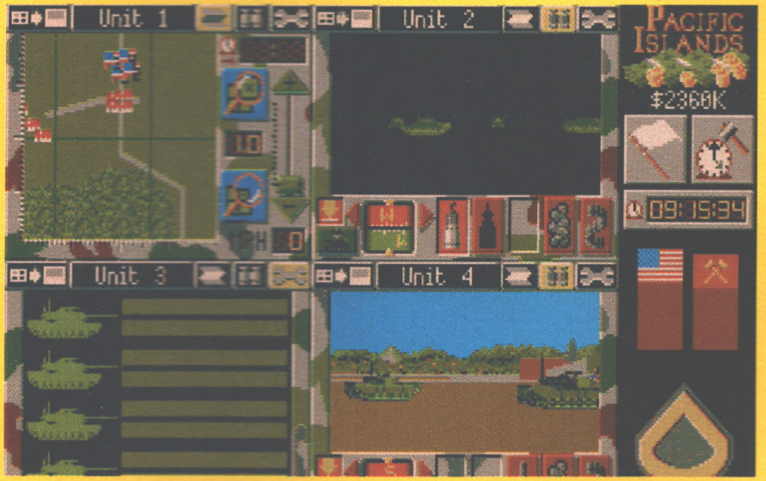
What do you see yourself as? A sex-driven bloodthirsty vampire with an

→

PACIFIC ISLANDS

You played the great demo, now try the even better game!

Publisher: Empire
Price: £29.99
Authors: The Mystery Machine
Release: Out now



Don't be put off by this cluttered display – it's very informative, and anyway, you can always switch to a simplified one when you don't need to see all four teams at once.

Hopefully most of you out there will know what to expect from this, after our excellent playable demo on AP coverdisk 11. Me, I love the thing to death. I'm tempted to end the review here, but hey, there's this whole big box to fill up yet, so why don't I explain things for those who missed the disk, making it clear exactly the reasons why I've fallen so thoroughly for such a 'techie' game.

The follow up to *Team Yankee* – perhaps Empire's biggest success yet – *Pacific Islands* revolves around a group of five (yes, you guessed it) islands in the Pacific ocean. A group of 'disaffected communists' (ie the Russians, but they're not really) have take over the island, and it's your job to lead a nearby team of tanks across them, liberating the oppressed people, blasting hell of the out the Ruskies (sorry, rebels) and so on. Money is gained for wiping the floor with the bad guys, while your cash supply is cut off if you go around blowing up churches and the like – just imagine that it's Congress or someone you've got to keep satisfied.

It's all very simple, until it comes to the bit about controlling the tanks. There're 16 of the them, you see. Thankfully, they are grouped in teams of four – only the leader of each team is controlled (if that tank gets totalled, then control and view passes to the next in line) – which gives you a fair selection of firepower if you need it (especially if you build each team up out of different types of tank).

Sounds fun but perhaps complex to control, doesn't it? Happily, though, it's not – the screen is split into four small windows (each of which can display a 3D tank view, a zoomable map of the conflict area, or a damage status screen) – and any of these windows can be increased to cover the screen at any time. Movement is all achieved via the map screens, so the 3D is used purely for turret and gun control. The route through the islands is partially flexible, so strategies are very important, and after each mini conflict funds can be used (if there are any) to re-supply tanks or buy new ones to replace those which got duffed. There's also morale and that kind of guff to worry about, but I'm running out of space here, and what I haven't done is say why I like it so much yet.

Well, basically I like *Pacific Islands* 'cos it's really good. *(Would you like to elaborate? – Ed.)* Well, apart from the ever-so-slightly dodgy sprite scaling routines, it looks well groovy, the sound is actually essential (just try working out what the hell is happening without any sound FX) and the control of 16 tanks is ridiculously well designed. Strategy games usually bore the hell out of me, but it's actually the strategy aspect of *Pacific Islands* which I've enjoyed most. When I was a kid, I always loved playing with my toy tanks, and now the chance to do it for real (or as close as I really want to get) on the Amiga is definitely welcome. Dodging in and out of jungle, throwing up smoke walls and using infra red to pick off the 'blind' bad guys on the other side (they don't have infra red capability) is a laugh a minute. It all goes to prove that there's nothing wrong with the concept of strategy games at all – just that they're usually executed in such slow and tedious way.

What else is there to say? Well, the war atmosphere is brilliantly done – the grainy graphics, understated sound and intelligently-designed icon system all serving to induce the player into a constant state of near panic. When you've got a team of tanks just hidden right at the edge of the jungle and four Russian ones roll past, it's almost impossible not to involuntarily hold your breath and sit completely still in your seat.

For once I can't really fault any aspect of a game. Everything has been thought through from the player's point of view, and although it's all a bit daunting initially, playing General soon becomes second nature (well, as close to second nature as doing 16 different things at ones ever becomes, I guess). *Pacific Islands* is simply the closest the Amiga has ever come to those glorious World War Ii action adventure movies, with the added spice of a fantastic strategy system, and a well orchestrated enemy force. Sheer tank heaven (look ma, no bad tank puns).

● *MARK RAMSHAW*

THE BOTTOM LINE

You'd play *Cover Girl Poker* (say) for about half an hour. You'd play this one for at least half a year. And they're both the same price. You work it out. Have a break from all those cute games, platformers, arcade adventures and RPGs – join the army, you know it makes sense.

87 PERCENT

appetite for innocent village maidens? Or perhaps a eccentric old duffer with a very odd Monty Python-style walk and a determination to hunt down evil vampires? (It's good to have a hobby.) It's a bit of a pointless question actually, as whichever role lights your candle, you can play it in *Brides Of Dracula*.

As you can no doubt tell from the pics, it's a split screen affair, though perhaps less obvious is the fact that you can play it in simultaneous two player mode, with one of you as Van Helsing on the trail of the other's Prince of Darkness. In one player mode I chose the role of Drac and set out to find myself thirteen innocent maidens with the aim of knocking them over, ravaging their necks and then taking them back to the 13 neatly arranged coffins I had waiting for them back at my castle. Up against me was that computerised killjoy, Van Helsing, himself on a mission to collect 13 items (to make the game fair, y'see), again spread throughout the village, to have a chance of killing me.

Let's start with the bad points. Well, for a start, the graphics are amateurish and very 1980s, although there are a few arty touches to the teleport system. Much worse, though, is that fact that it's all so very plodding. Getting Drac to move is like spending a day watching paint dry, and dull old Van Helsing's not much better either, except you do get to laugh at his stupid walk. As for vamping those maidens, it's all very well, except that you have to go and get them one at a time, take them individually back to the castle, and then go down to town to get another one – how very, very repetitive.

Don't get the impression I've got a total downer on the game, though. It's actually quite a hoot – the way in which you vamp unsuspecting maidens is suitably tasteless, for instance. At one point I 'did' a blond haired maiden in long green dress, who promptly turned into a scantily clad young vampess with spikey black hair, who told me my wish was her command. Now that's what I call metamorphosis!

● *MATTHEW SQUIRES*

THE BOTTOM LINE

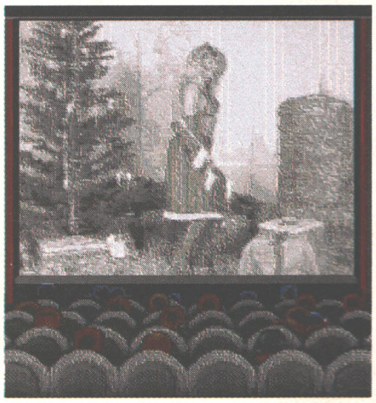
Humorous vampire antics do not a great game make, especially when it all boils down to a tediously slow split screen race. Briefly funny, but no way is this a good deal.

59 PERCENT

COVER GIRL POKER

Publisher: Emotional Pictures (Storm)
Price: £25.99
Authors: Unreal
Release: Out now

The Case For The Sad: Well, it's a larf, innit? There's eight birds, an' four of 'em



No, we're not going to show you any more than this. Go buy your own copy!

are actually animated. And when you win all of their money at poker, they take off some kit in exchange for some more dosh, right? I mean, those girls, there're all consenting adults. They don't mind flashing a bits for the lads. And the program is really slick, right? 'Cos like the programming's really well done – and they show EVERYTHING. And although some of the pictures are a bit unfocussed (well, to be honest the quality is dreadful, especially on the 'moving strip sequences', but that might just be my eyes), it's all harmless fun. I mean, it's not as if there's any more on show than in yer average top-shelf mag. And some of them birds are right famous too!

The Sad Case: Oh dear, oh dear. Unfortunately this sort of program appeals to the voyeristic schoolboy in all of us. See the game lying there, and you just have to load it up (to be honest, that's why I'm doing the review – I just *had* to try it out – and I felt so guilty I felt I had to own up by writing this review). But that's not to say this sort of thing should be encouraged – and certainly not bought. This program is well presented (the poker tactics themselves seem to reflect the perceived real life intelligence of the 'birds' on show – they're all really tragic at poker), but it's not good value. If you want to look at naked women you could buy about 15 porn mags (or five months worth of the real Sport newspaper) for this price – hey, you could even show a real girl a decent(ish) night out.

It's easy to get all moral about this sort of thing, so I'll try not to. To be honest, this game *does* cater well for its audience – Daily Sport fans will probably lap it up – and so (just possibly) might you. But I didn't. Make your own minds up.

● *MARK RAMSHAW*

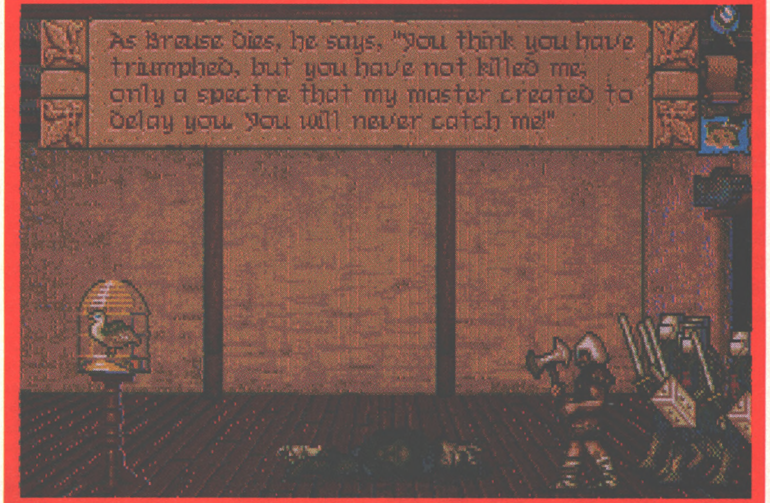
THE BOTTOM LINE

Well, it's fairly well programmed, and at least it ought to teach Sport readers how to play poker. Beyond that though, it stinks (and the in-game text messages from the 'stunnas' are hilarious). And why is there a message disclaiming any involvement or endorsement from the 'birds' in the game? Is using their images like this without permission legal? I think they should be told...

6 PERCENT

VENGEANCE OF EXCALIBUR

Alrightish, unspectacular (and back!)



As Brause dies, he says, "You think you have triumphed, but you have not killed me; only a spectre that my master created to delay you. You will never catch me!"

Decent(ish) but unspectacular graphics, decent(ish) but unspectacular plot... (etc)

Price: £30.99
Publisher: Virgin
Author: Synergistic Software
Release: May

Back in May last year we less-than-eccstatically reviewed this game's predecessor, *Spirit Of Excalibur*. This one's no better – *Vengeance Of Excalibur* is just as slow in access time and there's still lots of disk swapping. In addition the game is not compatible with the A500Plus – a ridiculous state of affairs with the Plus having been in the shops for a good six months, and one not helped out by a handy sticker or anything warning you of the fact on the box. Oh dear...

The plot goes something like this: the evil Shadowmaster has imprisoned King Constantine (the ruler of England after Arthur died) and carried him off, together with the Court Sorceress and an assortment of the land's most prized treasures, to the Iberian peninsula of Spain. This new exotic location is the main selling point of the game – your job is to select four knights (from a wide selection, including Lancelot, Bors etc) and then set off on a mission to set everything to rights.

Gamewise there's certainly plenty to do – lots of characters to control, people to meet, land to cover, secret treasures to find (you need to finance your mission), murderous dwarves to avoid, gypsy fortunetellers to consult, unfriendly basques to fight and so on. Nothing's for free though, and you'll find you're spending a lot of time conserving your gold supplies – or trying to find new dosh – as you play. Even the old priests who you may encounter on your quest will expect a price for information – they won't settle for religious relics or a measly holy cross.

The game is a mixture of multi-screen map (with your knights depicted as icons) and much more detailed screens for combat, trading and the like. Graphics are generally quite bold and attractive with minimal but pleasing animation effects in combat and battle screens, though sound is limited to a jingly jangly medieval tune that's best switched off after a while to avoid nausea.

It all sounds okay really, doesn't it, but that's before you realise the amount of disk swapping involved throughout the game and the frustrating length of access-time needed. This is sloooow stuff alright. Better paced, better programmed, and perhaps with a bit more imagination shown throughout, this *could* have worked. As it is it merely makes as shallow an impression as its predecessor. For shame.

● *MATTHEW SQUIRES*

THE BOTTOM LINE

Another attempt at medieval adventure/RPG/strategy thing that shares exactly the same faults and strengths as its predecessor. Not awful, just uninspiring.

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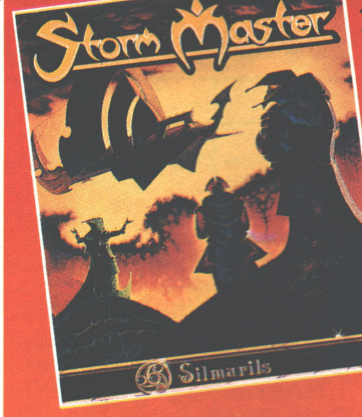

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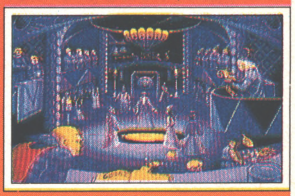
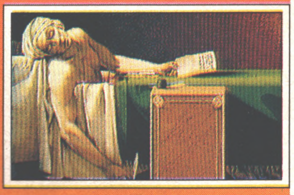
Release: mid-March. ST·AMIGA·PC



"A great level of quality has been attained . . . a superb game."
AMIGA ACTION 90%

"Superb strategy product, the game has been very well thought out and is delivered with finesse."
ST ACTION 92%



"The screens are beautifully drawn, the presentation is excellent . . . you won't have more fun with a strategy/simulation game anywhere!"
C.U. AMIGA 89%

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U024	Catalogue Maker (2 disks)	Good; be patient!
U033	Education 1	Learn German
U035	Education 3	Weather
U036	Education 4	Evolution
U043	Intromaker	As it sounds. Good
U045	Jazzbench	Another good W/B alternative
U049	Mandlebrot Explorer	Excellent piccies
U050	Master Virus-killer	Recognises over 100 viruses. Essential
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U061	Games Music Creator	Fav. composition writer
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U073	Sid v1.06	Cli helper. Very popular
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U076	Star Trekker	8 channels, sampler. Superb
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U084	Wordwright	For all you dizlecksicks!
U089	Journal	Very good account-handler
U092	Cartoon Brushes	Lots of famous characters
U097	Red Sector demo-maker	Recent. Exc. disk
U098	Database Master	Comprehensive AMOS database
U099	Noiseplayer v3.0	Loads more modules
U101	C64 Emulator	Take your Amiga back to basics
U103	Word Frenzy	Good wordprocessor
U104	Golf Recorder (1 meg)	Excellent disk, with pictures
U105	Personal Address Book	Useful utility
U106	Med v3.11	Latest sequencer version
U107	TSB Vector Designer	Special Brothers classic
U110	Messysid v2.0	PC to Amiga file transfer
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U116	Red Sector Xtras 2	Fonts & objects
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D017	Addams Family	Slideshow of TV series
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D022	Budbrain Megademo (2 disks)	Still one of the best disks around
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D023	Bass Megademo	Electrifying graphics & pulsating beat. Get it!
D036	Coma/Cebit/Victory (1 meg)	Classic Acid-type demos
D058	Enterprise leaving dock	Famous animation
D060	Elvira	The sexy lady endows herself !
D061	Elvira Activities	Now move her body !
D062	5 Ways to kill a mole	Funny. Not for animal lovers !
D063	Fillet the fish	The possible sequel to Puggs. A must
D075	Girls of sport	Pretty shots of talented girls
D082	Holsten Pils	Demo reproduction of ad.
D083	Home & Away	Down-under disk
D092	Iraq demo (1 meg)	Topical cartoon. Bush meets Saddam! Bang!
D094	Indy 500	Playable Demo
D099	Jesus loves Aciid	Mindblowing music and graphics
D103	Legend of Billy the Kid (1 Mb)	Long running animation. Good
D114	Mike Tyson anim.	Well compiled
D129	Puggs in Space	Brill cartoon. Puggs finds it's a different world
D143	Ray-traced pics	Some lovely pictures. Loads off W/B
D146	Red Sector megademo (2 disks)	RSI's classic
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D162	Stealthy Manoeuvres (1 meg)	Excellent demo
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D189	Viz Slideshow	Fat slags & other in this slideshow
D201	Sickness simulator	Amusing sounds such as farts, belches etc.
D210	Kick Off 3	Good Music
D214	Gulf War	Slides
D215	Another 5 ways to Kill a Mole	It gets sadder!
D218	Mr. Potato-Head	Funny demo of dance failure
D223	Evolution Slideshow	How the world grew up
D225	Reincarnation of Sgt. Pepper (2 disks, 1 meg)	Beatles classic
D226	Virtual World	Best demo of year?!
D237	Simpsons decay demo	Bart at his best
D248	Pulling the Trigger	Good demo compilation
D250	Jimmy Hendrix	Slides and music
D251	Debbie Harry (2 disks)	Slideshow Blondie
D253	WWF Wrestlers	Hogan & more
D254	Ray of Hope	Acidic Demo

MUSIC

M001	808 State remixes	Four good tracks
M006	Batdance remix	Really good disk. Catchy stuff
M016	Depeche Mode	8 Tracks of reasonable quality
M032	Godbrain loves the world	Great acid-house musak
M038	Hugo's Excentria	This has to be one of the best house disks
M039	I Love Technology	Recent production from Beatmaster. Good
M057	Powerpack 3 (1 meg)	Includes Vanilla Ice track
M059	Powerpack 5 (1 Mb)	4 classy house tracks
M062	Random Access	Art of Noise and more. Startling acid track
M063	Special Brothers	The Last Intention
M068	Sound of Silents	7 songs from Silents
M080	Pet Shop Boys	Manic mix
M081	Miami Vice	Theme music remix
M082	The Power	Forceful Remix
M083	Technotronics	Megamix
M084	The Wall	Pink Floyd classic
M085	James Bond Remix	Catchy Stuff
M086	Great Balls of Fire	Goodness gracious
M087	Iron Maiden	The Ides of March
M088	500 things come back demo	4 relaxing tunes
M090	Led Zeppelin	Stairway to Heaven etc.

GAMES

G001	Autobahn 3000	Control ball through tunnel. Hard
G003	Antep (1 meg)	Adventure, also stot cars
G004	Airwar	Fighter simulation. Good shareware game
G005	All New Star Trek (2 disks)	USS Enterprise classic. Best one
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-'em-up. High quality
G013	Bullrun	War-game, based on US Civil War. Control army
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games. Good
G015	Crossfire (1 meg)	Excellent game written in AMOS
G019	Dungeon Delver (2 disks)	Difficult adventure quest
G021	Demolition Mission (1 meg)	Similar to Balloonacy, good fun
G023	Electronic Train Set (1 meg)	Construct own train set
G028	Frantic Freddy	Excellent platform game
G029	Flaschbire	Old favourite. Get to alarm clock
G031	Gravattack	Control spaceship, picking up keys
G038	Jeopard (1 meg)	Risk-type strategic game
G043	Learn and Play 1	Good for the kids. Blackboard maths. etc.
G044	Learn & Play 2	More fun for the kids
G048	Lame ST Ports	Kill those Ataris
G049	Megaball (1 meg)	Excellent game. Improved version of Breakout
G050	Master of the Town	Use mouse to smash windows. Very addictive
G053	Mayhem	Brilliant shoot-'em-up
G055	Mechforce	Strategy game
G056	Monopoly	Board game on disk
G059	Nethack (Fish 460)	Good adventure game, recently appraised
G060	Pipeline	Build an oil pipeline
G061	Pick up a puzzle (1 meg/2 disks)	Fit the pieces. Good for the kids
G062	3D Pool	Control cue with mouse, and it's all pot luck!
G063	Pacman	The classic game still here
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G071	Return to Earth (1 meg)	Space adventure
G072	Star Trek : Next Generation	Not as good as G005
G076	Star Heat	Addictive shoot-'em-up
G077	Seven Tiles	Excellent speedball game from Alpha
G079	Treasure hunt	Find the hidden treasure. Good graphics
G081	Trek Trivia	Test your Star Trek knowledge
G083	Wooden Ball (1 meg)	Score three goals to win
G084	Wet Beaver Tennis	Simple, but good fun bat & ball game
G086	Wraithed One	Good general knowledge quiz
G094	Zeus	Simple puzzle game
G096	Assassins games comp.	Very good. Includes Tanx and Amigoids
G097	Tomptespelet	Speedball game
G098	Battleforce	Control battle of robots
G099	Cabaret Asteroids	Best version yet. Recommended
G100	Towers of Hanoi	Adventure game
G101	Trucking On (2 disks, 2 drives)	Role-playing, attack company
G102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
G104	Hints	Cheats on commercial games
G108	Llamatron	Geoff Minters shoot-'em-up
G109	Wheel of Fortune	TV Quiz, computerized
G110	Lady Bug	Similar to Pacman. Good stuff
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G117	Midnight Thief	Addictive text adventure
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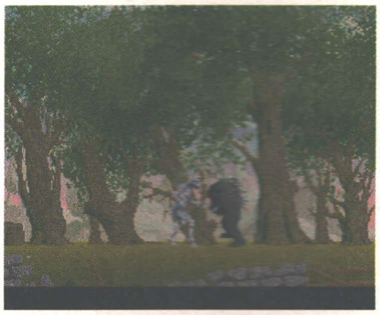
BUDGET

Another month of original budgies mixed in with the re-releases, but the star of this month's show has to be an excellent shoot'-em-up from the vaults of DMA Design. But enough already. If you want the lowdown, read on why don'tcha?

SHADOW OF THE BEAST

Publisher: Sizzlers
Price: £9.99
Release: Out now

This is an Amiga classic, a landmark game even (see the Psygnosis interview last issue), but time hasn't been kind. Once-glorious graphics look only 'quite good' now, revealing the gameplay to be about as generic as these Psygnosis walk-about-and-kill-things games ever get. Not that this makes it a bad game, just – compared to the stuff we're seeing now – very average indeed.



Umpteen levels of parallax scrolling and some truly gorgeous graphics, but really, *Shadow Of The Beast* lacks a game...

So how does it work? Well, the plot has you changed into an ugly beast by a bunch of evil locals and out to seek your revenge – something which tends to result in a good deal of running, punching, kicking and, a rather sizeable amount of disk accessing. Not that it's bad during play (not compared to *Shadow Of The Beast 2* anyway, which was a complete nightmare) but loading up again between games takes an age.

Interesting looking weirdies, collectable weapons and lives, and a decently-sized play area provide acceptable but undistinguished gameplaying fare – you'll have fun, but to really appreciate this one you have to imagine it appearing at a time when most Amiga releases were straight ST ports, and something this good looking was enough to make everyone *really* sit up and take notice.

It's not a bad budget buy for all that though. It's not easy, and while climbing ladders, dodging killer spears and jogging along a lot might not set too many hearts a-racing now, you could do much worse. And you are buying a genuine piece of Amiga games history here, after all. Very much of-its-time, but not bad for all that.
● *MATTHEW SQUIRES*

THE BOTTOM LINE

Good to look at, easy to control but a limited number of lives and very seen-it-all-before game play limit the appeal somewhat. Still, it's a landmark game.

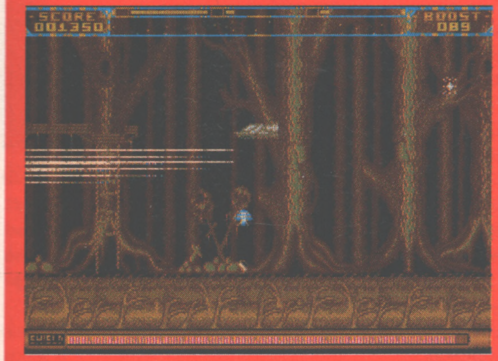
53 PERCENT

ANARCHY

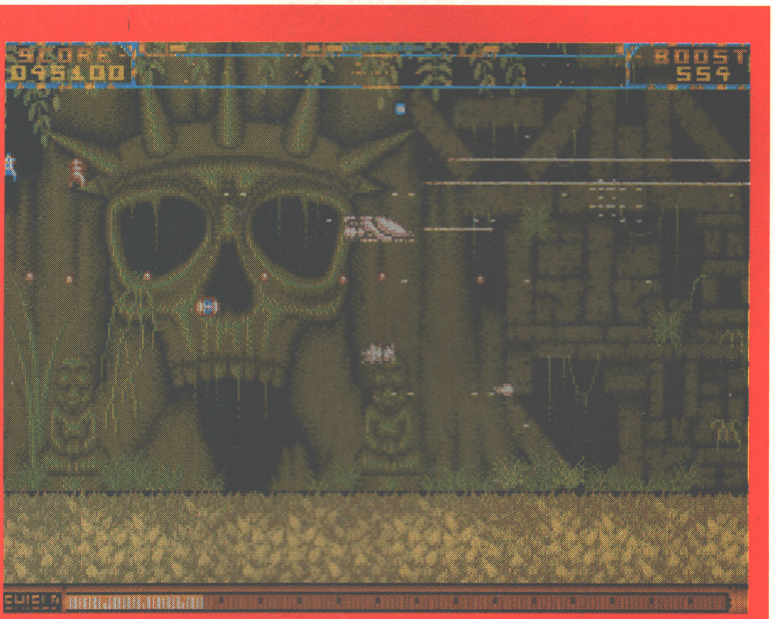
Publisher Sizzlers
Price £7.99
Release Out now

For a game which is arguably the most popular coin-op of all time, *Defender* has spawned surprisingly few clones on the Amiga. There's *Star Ray* (a pretty but flawed effort currently available on the Pocket Power £2.99 label), Arc's official sequel *Defender 2* (also featuring conversions of the original game and its arcade follow-up *Stargate*), and, more recently, Electronic Zoo's dodgy *Cardiaxx* – but not much else. Except, that is, for *Anarchy*. Originally released by Psygnosis quite a while back, *Anarchy* got rave reviews everywhere but somehow completely failed to become a monster hit. Hopefully that'll be put right with this budget re-release, because if ever a game deserved success, it's this one.

Like *Star Ray*, Anarchy features beautiful scrolling backdrops, but unlike *Star Ray*, here they're not obtrusive. Dark, muted colours allow the sprites to stand out clearly from the scenery, maintaining the graphical clarity which is so necessary to this most demanding of games. As with the original arcade game, the graphics themselves are tiny things with little discernible shape to them, yet which still manage to exude an air of real menace by their sheer persistence and weight of presence.



Laser frenzy death spit ahoy! Minter's *Defender* conversion never looked this good. (Not nearly.)



Forget about the lush scrolling backdrops, it's the swarms of alien scum which need to be taken care of. Don't forget to use the long-range scanner (and the laser) now...

Every alien craft has an identifiable character in its movement patterns, giving you a tangible sense of satisfaction every time you manage to fry one in a burst of frenzied laser fire. A concession to modernity is made in the form of power-ups and end-of-level baddies, but these are kept few and uncomplicated, stopping *Anarchy* from falling into the trap of so many of today's shoot-'em-ups by becoming little more than a race to collect lots of weaponry and then merely slaughter wave after wave of cannon-fodder alien schmucks. Your opponents here are devious and cunning to a man, and beating them is a challenge which will occupy you for a very long time.

On top of all this is the pure viciousness of the whole thing – there can be anything up to 80 (count 'em!) nasties attacking you at once, meaning that the action never lets up for a moment and that the screen is a constant blur of adrenalin-flowing movement and explosions. The pace never slows either, however many sprites are hurtling around at any one time, and basically what I'm trying to say in an unnecessarily complicated manner is that if you've ever been a *Defender* fan, this game will blow you away. You really should have bought it the first time, but don't miss it twice.
● *STUART CAMPBELL*

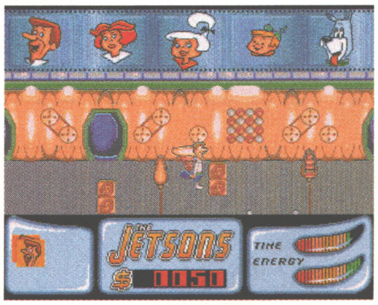
THE BOTTOM LINE

A completely gorgeous *Defender* game with more no-nonsense locked-in-a-cupboard-with-a-swarm-of-killer-bees action than anything of the style ever seen on the Amiga. And cheap too.

90 PERCENT

JETSONS

Publisher: Hi-Tec Software
Price: £12.99
Release: Out now



After the budget brilliance of *Scooby and Scrappy Doo*, *The Jetsons* is something of a disappointment (although none of us liked the cartoon series anyway).

The definition of a game as defined in the Oxford dictionary is '1. an amusement or pastime' or '2. a contest with rules, the result being determined by skill, strength, or chance'. Bearing these in mind one wonders whatever possessed the Hi-Tec peeps to release this with the word 'game' anywhere on the disk or packaging. Fair enough it does pass the time, but then so does a party political broadcast. This, not to put too fine a point on it, is pretty tedious stuff indeed.

Initial impressions are more favourable, however. You can't deny *The Jetsons* looks pretty much like you'd expect Hanna-Barbera's family of second-string cartoon characters to look, but decent-enough-cartoony-graphics is about as far as its list of good points goes. To be honest, the list of bad points is equally short – there's no gameplay to speak of here at all. All that happens is, one after another, members of our 1950s-style space family explore a boring space-age maze, dodging dull traps and picking up the odd even-more-boring collectables. Obviously Hi-Tec thought that the graphics and animation were ample to sell this as a 'game' and, indeed, I dare say they'll sell quite a few on the name alone. Don't let one of them be you – not least because they've got the cheek to charge a distinctly un-budget thirteen quid for it.

● *MATTHEW SQUIRES*

THE BOTTOM LINE

Take an okay-ish cartoon, a space age obstacle course, make it tedious as you can, and you'll have *The Jetsons*.

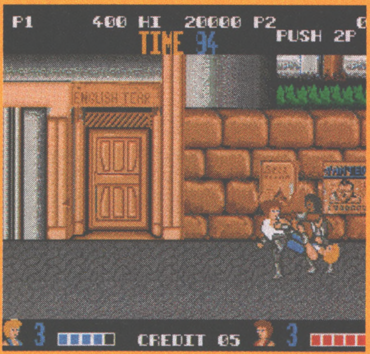
16 PERCENT

NINJA COLLECTION

Publisher: Ocean
Price: £19.99
Release: Out now

The trend for computer *Kung Fu* kick-'em-ups has gone the same way as the trend for martial arts films that inspired them; they're dated and samey and most people avoid them like flares and Radio One. But there are still enough hardcore fans out there to make the genre (both film and computer) profitable – according to Bruce Lee's son no martial arts film has ever lost money. This could have something to do with the fact that they're so cheap to make. With software this isn't the case, but Ocean must be hoping that there are enough martial arts fans bereft of the fairly humdrum high-kickin' fodder available on *The Ninja Collection* to make this compilation a worthwhile venture.

Bad Dudes Vs Dragonninja is the best-looking of the lot, but that's about it. Your mission is to rescue the president of the United States (who's called Ronnie, which dates the game a bit). He's been kidnapped by some nasty oriental types. But don't worry too much about plot details. Your main aims here, as with the other games, are to a) kick the crap out of everyone else you come across on-screen and b) discover how the joystick controls work before cramp sets in.



Crap graphics but fun gameplay – that'll be *Double Dragon*, then.

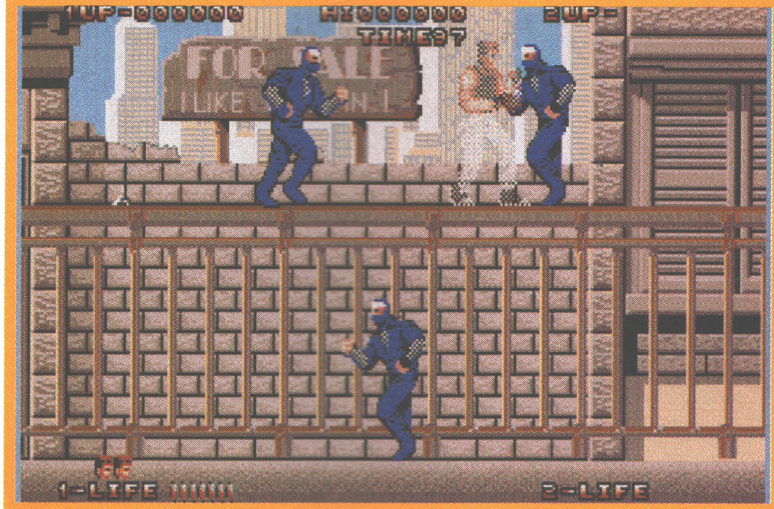
The graphics are serviceable. The spites at least seem to vaguely resemble human proportions (as long as they're Arnold Schwarzenegger's) and move well. The controls are a bit muddy though, and trying to leap across gaps is a hit or miss affair. The main problem is that it's all so samey. The backgrounds change, sure, but the gameplay and adversaries remains on a pretty mundane level throughout. And there's an annoying wait for each (pretty dull) end-of-level guardian to be loaded up which completely destroys the flow of the action.

Double Dragon is the least irritating of the bunch as it's the most responsive, and the controls seem the most natural. It's fairly easy to work out how to achieve such impressive-sounding manoeuvres as Hair Grab kicks, as opposed to using them by sheer fluke as with the other games.

This time it's your girlfriend that has been kidnapped but, again, the plot devices are purely incidental. The levels progress nicely, with something different to engage your interest and challenge your skills in each, and the adversaries are a colourful bunch.

But *Double Dragon* does have some pretty major drawbacks. For one, it's just too easy; you get more lives than the entire cast of Top Cat and the villains are generally so stupid you can just keep you joystick jammed in one kicking position and wait for them to die. And the graphics look like the winning entry in the under fives section of a Blue Peter design-a-sprite competition. Blocky, garish backgrounds and dumpy characters with no noses all look a bit primitive these days. And there are loads of irritating little graphical glitches – such as bodies that only half vanish – which add to a feeling a general shoddiness.

There is the chance that *Shadow Warriors* might be attempting a new slant on this tired genre by setting the whole game underwater, but I doubt it.



***Dragon Ninja* – it was pretty crap at full price, it didn't exactly set the world alight as a budget release, and now its appearance on this compilation is rather unwelcome.**

THE BOTTOM LINE

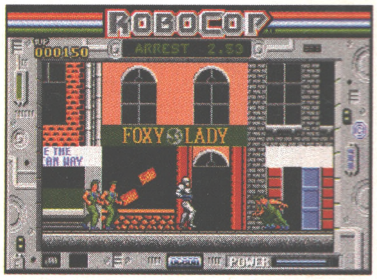
It might look dangerously tempting, but don't do it! It's boring, more than anything else, and certainly nothing like the *Robocop* film I watched.

32 PERCENT

ROBOCOP

Publisher: Hit Squad
Price: £7.99
Release: Out now

Hit Squad games are a bit like pebbles on a beach. Hunt around for long enough and you'll come across plenty of really nice, shiny ones, with pretty speckly bits in, such as *Batman The Movie* or *Voyager*. Pick up a handful at random, however, and the chances are you'll get landed with some real turkeys.



Even at £7.99, *RoboCop* is half-machine, half-duff game. If you must get a *RoboCop* game, fork out the money for number three instead.

Like, er, *RoboCop*. It dates from Ocean's unfortunate 'crap film licence' period, during which virtually every film game they produced was based on three criteria: a bloke with a gun walking from left to right shooting baddies; no discernible resemblance to the film in question; and very little else. (Apart from a couple of dull linking scenes between levels, perhaps.)

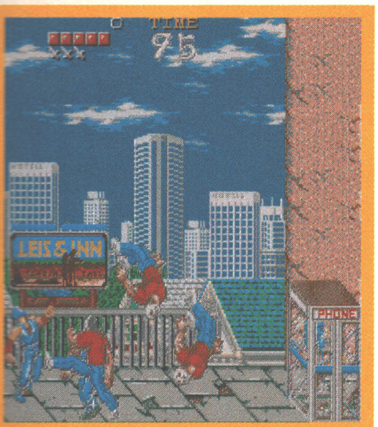
It hasn't even been terribly well written. You'd expect some moody RoboCopesque graphics and 'twenty seconds to comply' samples at the very least, but instead everything feels very flat and amateurish, and exudes an overpowering odour of wasted potential. Put the money towards a copy of *RoboCop 3*, I should.

● *JONATHAN DAVIES*

IVANHOE

Publisher: The Hit Squad
Price: £7.99
Release: Out now

The instructions tell a gripping tale of knights, crusades and kidnapped kings, but it's with an air of unspoken



Ninja Warriors – another case of badly thought-out controls and gameplay.

I suspect the mindnumbingly slow movement and over the top animation is more the result of unimaginative programming. The game looks great in the pics – well-drawn sprites, detailed backgrounds – but once in motion it's, well, in slow motion.

Your *Shadow Warrior* is the worst of the lot; when he runs he looks like a spider on rollerskates in a jar of treacle; when he does back and forward somersaults, you might as well go and make a cup of tea while you wait for him to come down. A resulting disadvantage of this is that your warrior is almost impossible to control – luckily the joystick system is a lot simpler than for the other two games, so you still have some hope.

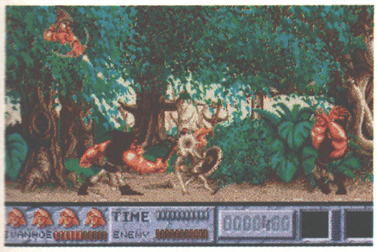
There are some nice touches – you can leap up and grab hold of bars and other handy horizontal objects to swing from and kick your adversaries – but you're unlikely to appreciate them as the rest of the game is so infuriating.

● *DAVE GOLDER*

THE BOTTOM LINE

If you like the genre, you're bound to have played more challenging stuff than this (At least, we hope so). And if you're new, this could put you off for life...

50 PERCENT



The game with the cartoon graphics and bad puns aplenty, *Ivanhoe* is a game to provoke extreme reaction among scrolling beat-'em-up fans everywhere.

disgruntlement that *Ivanhoe*, our hero, shoulders his sword and embarks on his quest. For he knows something the instructions would rather keep quiet: not only is he going to be walking along from left to right killing baddies as he's seen done so often before (with only a scrolling, horse-riding level to break the monotony), but he's only got about two different ways of attacking them, and they both involve his sword. His mood switches to one of optimism, however, when he realises that this is actually a French game...

What sets *Ivanhoe* apart from, well, everything else, basically, is its absolutely ludicrous graphics. I've never seen anything so ridiculous. Fluid animation has been completely dispensed with in favour of huge, cartoony sprites that fling themselves all over the screen as if they're possessed (or something). This makes it pretty tricky to tell what's happening to begin with, but your eyes do eventually become accustomed to it. There are some nice backgrounds, too, and a good map that charts your progress between levels.

The snag is that once you've overcome the game's technical idiosyncrasies, and worked out what's going on, it actually turns out to be horribly easy. Somewhat reluctantly, I've got to label it more of a curiosity than a sensible way to dispose of eight quid.

● *JONATHAN DAVIES*

THE BOTTOM LINE

Wacky, high quality graphics, but as far as the gameplay's concerned there's nothing to it. Literally.

56 PERCENT

BLOOD MONEY

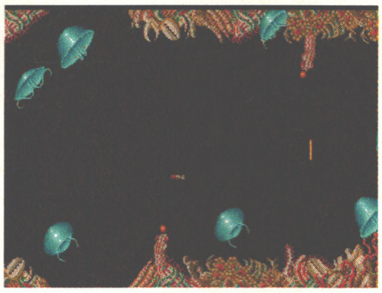
Publisher Sizzlers
Price £7.99
Release Out now

This is crap. Will that do? No? Okay then, let's take a look at just why this hugely popular game, festooned with a million 90 percent plus reviews in every magazine in the world at the time of release, is total and utter Snoozeville UK. Um...

Okay, so having said that I can't really put my finger on any specific reasons. The graphics are fine, with some particularly nice animation on the second level's jellyfish, for example. All the same, they're completely characterless, especially when compared to the malicious meanies from *Anarchy* (also released this month by Sizzlers and reviewed this issue), and you never really get a feeling of spirited opposition from them. The action is on the sluggish side, and it's easy to get frustrated when the scrolling just won't let you move on as quickly as you want to, but it's as fast as it really has to be most of the time. I guess the sound is pretty nondescript, but then you could say that about 90 percent of the games we review, so I can't really crucify it for that.

The fact of the matter is, I'd only been playing *Blood Money* for about 30 seconds when I suddenly developed a deep and pressing desire to be doing something else (anything at all, more or less), and every succeeding minute that I forced myself to play on for (it's my job, y'know) increased my unhappiness by an exponential factor. Eventually I found myself with the joystick in one hand and a knife in the other poised over my wrist, and at that point the power supply luckily cut out or I might not have been here to relate the whole sorry tale. Don't take any chances yourself.

● *STUART CAMPBELL*



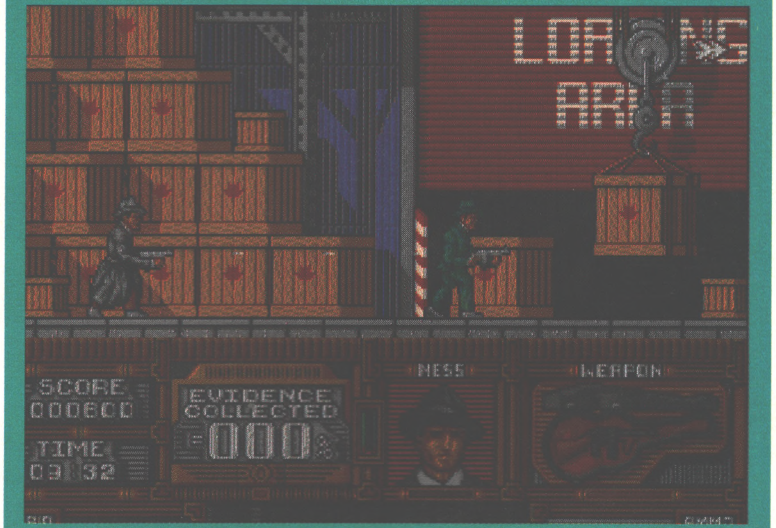
Just to balance out the cosmic scheme of things (the yin and yang, as it were), the Sizzlers and DMA give us this along with the fab *Anarchy. (You're all fired – Ed).*

THE BOTTOM LINE

Sorry, that wasn't very constructive, was it? This game is the epitome of lifelessness –in fact, it's worse than that. It's competent. Average. Mediocre. Inoffensive. And as such, it's unforgivably crap.

33 PERCENT

THE UNTOUCHABLES



A licence of The Untouchables movie, but without the wit, wisdom and raw sex of Sean Connery? Missing out on the female market a bit, aren't we Ocean?

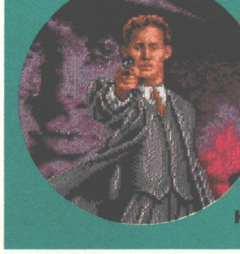
Publisher: The Hit Squad
Price: £7.99
Release: Out now

"I want him dead. I want his family dead. I want his house burned to da ground."

I've never been all that popular in the AMIGA POWER office, so it came as a pleasant surprise when this one was nudged towards me. Although it follows the familiar multi-stage formula, with walking around bits interspersed with little sub-games, *The Untouchables* has always been considered one of Ocean's better film licences, and playing it again after all these years it's not difficult to see why. What was difficult was gettting the cheat mode to work using the supplied instructions, to allow a thorough appraisal of all the levels. It was beyond me, but luckily my legendary game-playing skills transcended all obstacles and I managed to give the thing a thorough checking out nonetheless.

Worth buying? It depends on whether you're into film licences, really. Everything's very well put together and playable, even the *Operation Wolf* bits, and the game comes on two disks, so you get plenty of code for your money. But you're stuck with playing each level in turn the whole time (unless you cheat), and that leaves the slightly boring first stage looking a little vulnerable.

● *JONATHAN DAVIES*

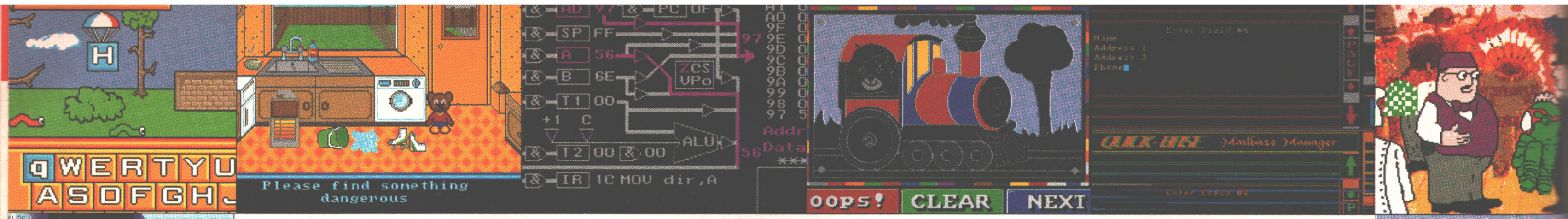


Hey! That's not Kevin Costner!

THE BOTTOM LINE

A well-respected film game with lots to play about with and nice graphics, but you really wish they'd ploughed all their effort into one big super-level. (Which they didn't.)

64 PERCENT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oops!
CLEAR
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ALU
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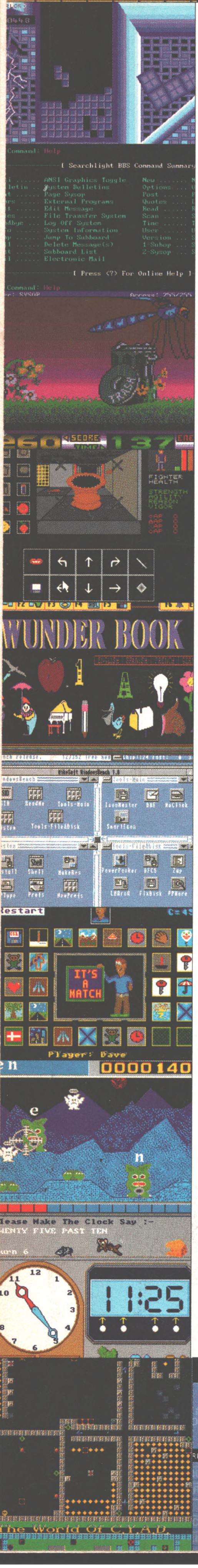
WUNDER BOOK
IT'S A MATCH
Player: Dave
0000140
11:25

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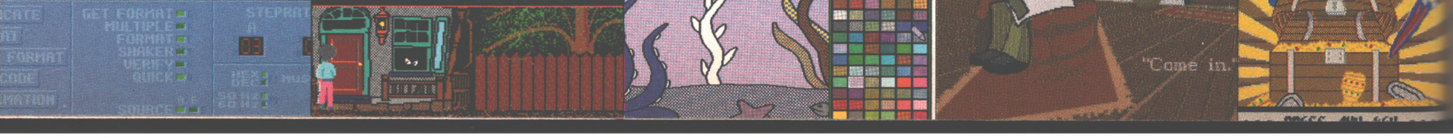


Sex is just one of the subjects not covered in this month's two pages of PD reviews. Rock'n'roll, on the other hand – phew! – you just can't get away from it. Whether it's true PD, shareware, licenceware or whateverware, you can trust Stuart Campbell to tell it like it is.

PD

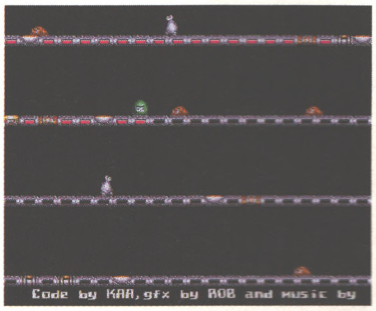
RATINGS: ★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

It's nice (not to mention a bit of a relief) to see that some pretty groovy PD stuff is starting to flow back into the office again after an incredibly lean period during the winter. All the same – and I make no apologies for mentioning this again – it's a little disappointing to see the pound signs flashing up in people's eyes as they cotton on to the idea that you can actually make a few bob out of this by taking 'PD' and turning it into Licenceware, Exclusiveware and all the rest. About 20 percent, at best, of the stuff we get nowadays is actually proper Public Domain software – the rest is really just 'ultra-budget'. Should we really be in a situation where half the 'PD' market is sold at a price above that of some professional, commercial games (ie Prism's £2.99 range, which now contains some genuinely excellent games)? I don't know. Can you begrudge people making a living? Write in, I'd like to know what you think.

DATACLAN GAMES DISK 1

(Dataclan)

First up, a quick burst of applause for the PD concept – if you send Dataclan a blank disk and an SAE, they'll send you this compilation completely free of charge, which is the way it should be. As for the compilation itself, well, it's practically a Best Of AMIGA POWER Collection, featuring *Amoeba Invaders*, *Mr Wobbly Leg*, *Asteroids* and *Super Twintris*, along with three other arcade games (weird platformer *Blob-A-Blob*, so-so *Galaxians* clone *Girl Actions* and excellent *Boulder Dash* derivative *Cave Runner*), all on a one meg disk. What this represents is in actual fact some of the very best examples of Amiga arcade PD, and if that's where your preferences lie you can't go wrong with this. The only negative aspect is that if you're a regular reader of AP (and if not, why not?) you'll already have the best of the titles collected here, but then again it's worth the price of the SAE for *Cave Runner* alone, so let's not be picky. Good stuff.



Oh good. A four-line caption to write about *Blob-A*-bleedin'-*Blob*. Well, this game's got some blobs in it (hence the name, one supposes) and, er...

VERDICT: A fine compilation of some of the very best PD available, all on one disk for the price of a stamp. Even if you've got all of the games except one or two, this is well worth getting.
★★★★

WILLY'S WATER WORKS

(NBS, disk L511)

Now and again, something appears in the Public Domain which takes a popular commercial game and 'borrows' the theme, producing something which is heavily based on the original but with a couple of new twists (ref *Super Twintris*). Then again, sometimes, as with the *Puzznic* clone *Zeus* and now this, you get something which is simply a blatant copy. Don't get me wrong, though – I'm not

→

REVENGE OF THE MUTANT CAMELS

(Llamasoft, various PD sources)

At last, the long-awaited sequel to the most widely-known 'PD' game ever, *Llamatron*, has arrived! At last, fans of the ancient 8-bit 'classic' *Revenge Of The Mutant Camels* can play the game on their posh 16-bit machines with all those great gameplay features of old intact! At last, impressionable young newcomers to the world of computing can truly marvel at the capabilities of their amazing new state-of-the-art machine!

Not many baddies in sight here, but plenty of power-ups to collect.

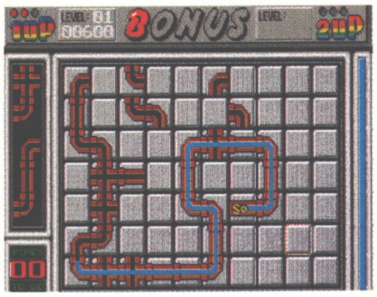
Er, scrub that last one.

Revenge is Jeff Minter's latest shareware game – after the runaway success of his last one, the superb *Llamatron*, the PD-buying world has been holding its breath so intently that several excitable gamers have imploded horribly in their bedrooms (you probably saw the reports on the news). It's a conversion of one of his old C64 titles, and in it you play, er, a mutant camel. Your mission is to shoot loads and loads of equally weird baddies and, er, that's it. You can opt to be aided by a computer-controlled goat if you like, and you can collect lots of various power-ups which rain down from the sky too.

What else do you want to know? (Er, how about if it's any good or not? - reader's voice.) Oh yeah, is it any good or not? Well, yes, sort of. It's all very crude and simplistic, but it's good fun just seeing what kind of improbable enemies you're going to meet in each new level. Then again, the game itself hangs together very loosely, and the size of your sprite, coupled with the firing mechanism, tends to make you feel that you're not really having that much of an effect on the outcome of proceedings. I don't know, maybe it's just me, but I was pretty unmoved by this. But then that's the beauty of shareware – trying before you buy means you only have to pay if you like it, so why not take a look at this one for yourself? Make your own minds up. Do I look like your mother?

I'm not surprised your little helper's going 'Ouch' – you appear to have just shot him.

VERDICT: Well, it's okay for a quick bit of a blast every now and again, but it's certainly not in the same league as you-know-what. Simple zapping fun, but give it a try – what have you got to lose?
★★★



See, told you it was almost identical to *Pipe Mania*. Would I lie to you? (You don't have to answer that.)

complaining. If PD writers can get away with producing a near-perfect copy of a game and flogging it for next to nothing (well, £3.50 licenceware charge in this case), risking financial ruin through being sued by the original company, then good luck to 'em.

In this case the clonee is The Assembly Line's *Pipe Mania*, and *Willy's Water Works* is indeed an almost flawless replica of it. Just in case that still leaves you none the wiser, the game itself is a pseudo-puzzler in which you have to create a pipeline out of variously-shaped pieces which the computer throws at you. While you're doing this, fluid steadily pours along the pipeline, and when it reaches the end the level is over. If, in the intervening time, you've managed to successfully place a set number of pipe pieces for the fluid to flow through, you win and move on to the next level.

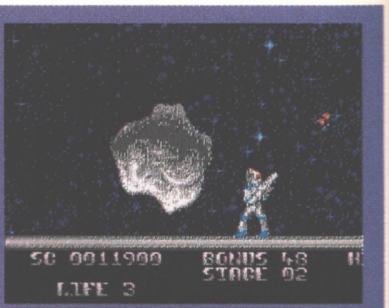
It's a novel and interesting idea, but where it falls down for me is that there's no real skill involved – you just have to make the most of whatever pieces you get thrown at you. Still, the original game was massively popular, and if you liked that, you, er, won't need to bother with this. Um...

VERDICT: The ideal purchase for anyone who likes *Pipe Mania* but hasn't got it. If you see what I mean. One meg only. ★★★

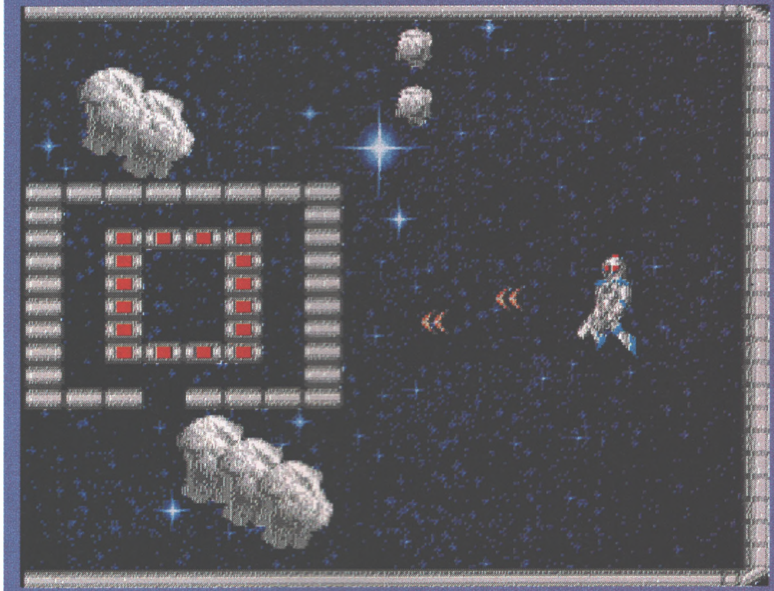
OBLITERATION

(NBS, disk L509)

First things first – this is Licenceware (£3.50), and it doesn't work on the Amiga Plus. With that out of the way, let's get on with the review of one of the very grooviest PD games I've ever seen. *Obliteration* (incidentally this month's PD cover game, *Mad Bomber* is on the disk too) is, in fact, a cross between *Pang*, *Turrican* and the classic *Williams* coin-op *Sinistar*. Your little character (*Turrican*, basically) is faced with a series of screens to clear, each of which contains a number of spinning asteroids of various sizes. Blast them away with your multi-directional *Turrican*-style laser gun and they split up into smaller asteroids (*Pang*, or indeed *Asteroids*-style). Shoot away every last rock and you get another screen, this time perhaps with little (*Pang*-type) platform structures scattered through it. And so it goes.



Get your asteroids into gear in the totally fabby *Obliteration*.



Get your rocks, er, shot to bits in *Obliteration*. Hours of fun, or what?

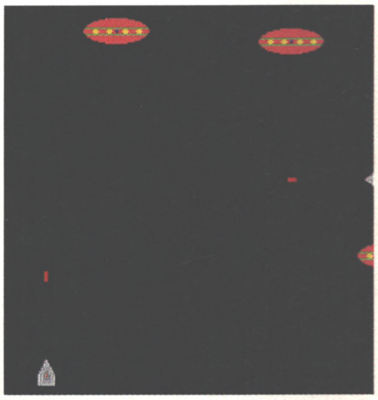
What makes this a classic (along with the already-brilliant basic concept, of course), is the gorgeous way it's been executed, with glowing, pulsing stars in the background, several different ways to control your character and his gun, and screechy, blasty sound effects complete with a piercing scream when you lose a life. The game's hugely playable and addictive, and it has to go down as one of the very best PD blasters around. Let's hope the limiting nature of the Licenceware and the slightly un-PD price doesn't put people off, because this really deserves to be seen.

VERDICT: Absolutely brilliant shoot-'em-up – PD game of the month without any hesitation whatsoever. Get this. Go on, do it now! ★★★★★

HARRIER ATTACK 1, 2 AND 3

(Simon Jacobs)

After last month's groovy *Smash Telly*, here's some more home-grown PD sent to us by a reader. This is the kind of thing we'd like to encourage, so if you've got anything sitting at home you've knocked up with *SEUCK* or *AMOS* or even written from scratch in Proper Assembly Language, send it in and we'll give it a review. What young Simon's come up with is a trilogy of shoot-'em-uppy things written in *AMOS*, which he'll send you for the princely sum of a quid and a blank disk. They're all a bit lacking in polish, to be honest, but there are a couple of nifty ideas here in the simple arcade action.



Simon Jacobs' visually simple but tremendously addictive homage to Jeff Minter's archaic VIC20 classic *Laserzone*. Keep the reader PD games coming in – you know we just love 'em.

The best of the games is a fast and frantic version of Jeff Minter's *Laserzone*, which is tough and sneakily addictive, but the other two are respectable fun for a few minutes too. Which might not sound like much, but – hey! – it's more than *WWF* managed...

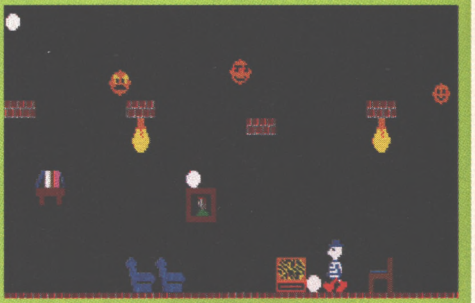
VERDICT: Simple bang-bang-oops-crunch-I'm-dead stuff, perhaps better in conception than execution, but I've seen a lot worse. ★★

NUMPTY AND THE ALIEN INVADERS

(17 Bit, disk 1596)

Despite its name, this isn't another *Space Invaders* clone. Oh no, nothing so modern. This is, in fact, an extremely Spectrumish *Jet Set Willy* clone, featuring lots of rooms full of platforms, baddies, and deadly obstacles. This one adds a minor adventure element – in as much as there are objects to be collected and used in other locations – but really we're right back in time to 1984 here.

Numpty And The Alien Invaders is a neat little game, and if you can get past the grotty visuals (and the impossibly, unreadably grotesque way the instructions are scrolled across the screen at the start), you'll find an addictive exploring romp here. The shareware fee of £5 is perhaps a little optimistic (for the reasons explained above), but again, you only have to pay it if you like the game, so that's a matter for your own conscience, not mine. People have paid a lot more money for a lot less gameplay, that's for sure.



Manic Miner* meets Etch-A-Sketch Simulator in *Numpty

VERDICT: Cute JSW clone, with incredibly dated graphics but timeless gameplay, and it'll certainly last you a while. Not bad at all. ★★★

THIS MONTH'S CONTACT ADDRESSES: DATACLAN, c/o 17 Saltford, Allerdene Estate, Low Fell, Gateshead, Tyne & Wear, NE9 6BG;
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NU	Vertical scrollng shootem-up that's both addictive and tough
SURVIVOR	Graphical adventure game. Recent rave press reviews.
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RULES AND REGULATIONS

Actually, there is an end to their generosity, after all...

- Employees of Psygnosis or Future are not allowed to enter. (Boo!)
- The editor's decision is absolutely final. (Hiss!)
- The closing date for entry is the 30th May, 1992.

THAT'S THE WAY (UH-HUH) I LIKE IT

Okay, okay. So you're gagging for your very own midi system. Well, here's what you've got to do. Take a look at these three questions:

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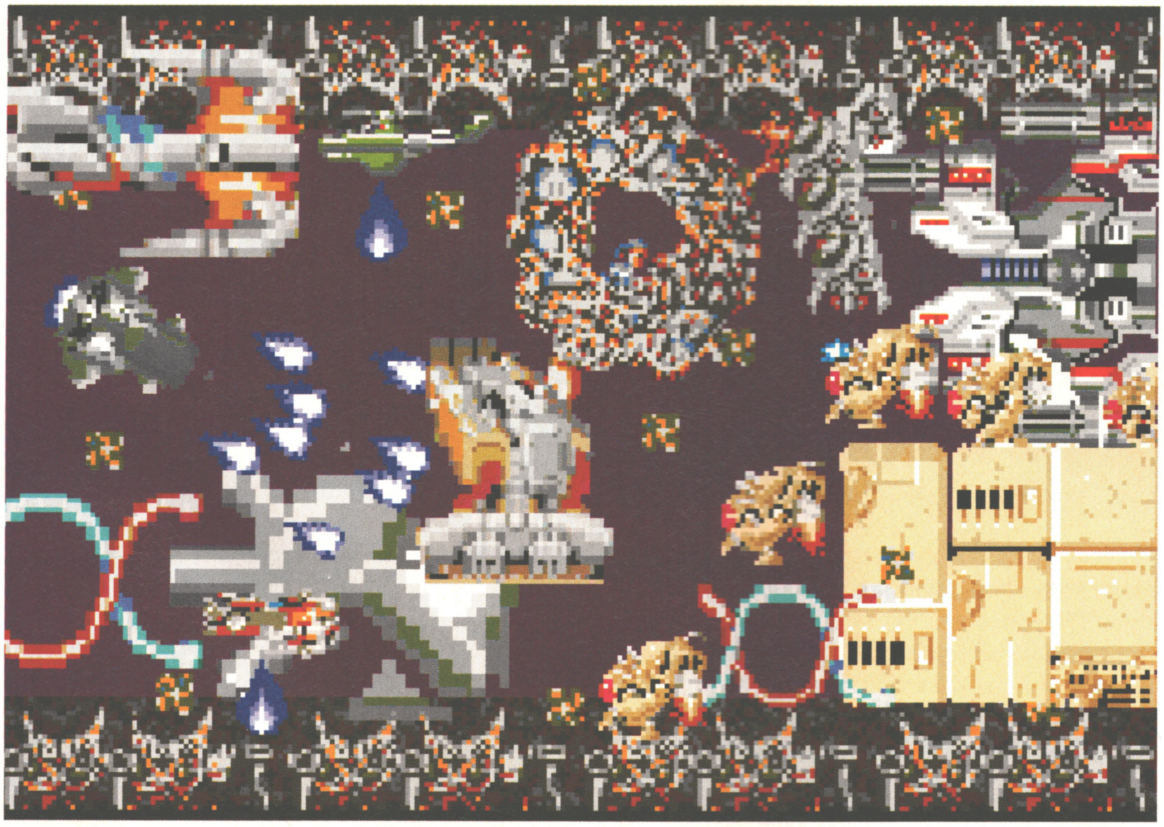
2) What was the name of the owl in the Winnie The Pooh stories?
3) What was the name of the feathered super hero in the Watchmen graphic novel?

Now write down the answers on the back of a postcard or sealed envelope (do not put your entry INSIDE an envelope), and send them to: Get Wise To The Marquis De Sade Competition, AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2BW. It's really that easy!

DEFINITION OF sound

DON'T SHOOT SHOOT SHOOT THAT THING AT ME

This month we gather all the horizontally scrolling shoot-'em-ups together for one big shoot-out. So sit back and prepare to face the complete firing range...

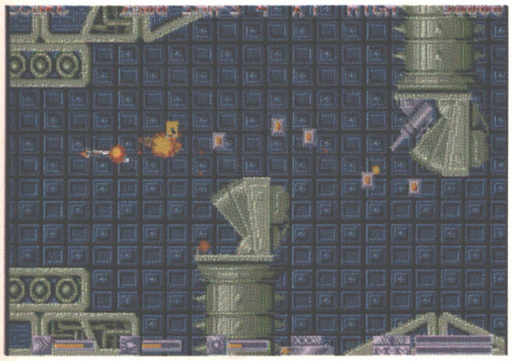


Power-ups and laser spitting balls of death frenzy – place every Amiga sideways shoot-'em-up on the same screen, and the result is explosive to say the least. Imagine trying to get through this little lot without an autofire – it'd be almost as hard as *Project X*...

Shoot-'em-ups, eh? (etc). Probably accounting for about one game in every four released, they come in a wide variety of shapes, colours and flavours. There're vertical scrolling ones (like *Xenon* and *SWIV*), first-person mass-murder style ones (*Operation Wolf*, *Beast Busters*), beat-'em-ups with-guns-instead-of-punches (*Midnight Resistance*, *Alien Storm*), *Commando*-type runarounds (*Mercs*, and, er, *Commando*), and so on and so forth. But they're all crap. Or at least, we're not interested in them here. What we're interested in (this month) is the traditional, horizontally-scrolling, *R-Type*-style shoot-'em-up, with millions and millions of little green baddies and loads and loads of really butch power-up weapons to slaughter them with. Oh yes.

Which leads us nicely onto ***R-Type***. First the arcade's *Nemesis* and *Salamander* kicked off the renaissance of the horizontal scroller (which had pretty much died a death after *Defender* and *Stargate* years earlier), then *R-Type* turned it into the biggest thing around, with its horribly slimy aliens and gigantic enemy ships three times the size of the screen. The Activision conversions were extremely well-received at the time, and it's not difficult to see why, capturing as they do most of the look and feel of the coin-op. The Amiga version isn't perfect (quite a lot of the enemy

***R-Type II* – still the benchmark for horizontally-scrolling, deviant-cleansing, heavy-duty massacre action on Amiga.**



Yes, yes, okay, so the graphics look a bit poxy in this bit of *Necronom*, but they get lots better later on, honest.

movement patterns are different, stuff like that), but trainspotting aside it's an extremely good blaster. The sound and music are very close to the real thing too, which always helps a lot, and basically this is more or less as good an *R-Type* game as you could expect the Amiga to manage.

ALL THIS AND R-TYPE II

...with one exception, that is. The much-delayed sequel (itself a conversion of the arcade follow-up), ***R-Type II***, is not only the Amiga's best-ever coin-op conversion, but quite possibly it's best-ever shoot-'em-up full stop. It's certainly action-packed, with the alien onslaught never slackening from the first wave of laser-fodder to the last end-of-level guardian. There's imagination and invention in the aliens and their attack patterns (although the credit for this obviously has to go to the original designers and not Activision), and the level of challenge is one of the highest you're likely to encounter – it takes a pretty special player even to make it to halfway through. While there are a couple of unbelievably minor differences between this and the arcade game (mostly to do with the Amiga's slightly shallower screen), they're so insignificant and unimportant as to be completely unworthy of consideration. In fact, we should really be ashamed of ourselves for mentioning them at all. A bona fide classic, guv.

A CLONE AGAIN, NATURALLY

..A fact which is borne out by this little imitation. Only the very best games tend to get the carbon copy treatment, but even then they don't usually get xeroxed quite this closely. ***Denaris*** was originally an *R-Type* lookalike called *Katakis* which was removed from sale after Activision kicked up a fuss about just how similar to their expensive licence it was. Some minor tweaking and a name change later it made it out as *Denaris*, a fast-moving and violent blaster which still looked very much like the original game, but was a tad simpler in play. That didn't stop it being good fun, but it lacked the character of *R-Type* and was hence a good deal less compulsive. Out now at budget price, though, it's still worth having, if only to marvel at how much Rainbow Arts actually managed to get away with.

Z IS FOR ZEBEDEE

Equally heavily-inspired, but a little less brazen about it, were Rainbow Arts with their ***X-Out*** (see later) sequel, the inspirationally-titled ***Z-Out***. A dramatically better game than the first effort, *Z-Out* still lacks an identity of its own, looking for all the world like the soulless *R-Type* copy that it really was. Still, er, if you're going to have an *R-Type* rip-off you might as well have a decent one, and *Z-Out* certainly fits that rather unambitious bill. (Help, only four games in and it's getting desperate already...)

VROOM AND BRAKE FAST (SLIGHT RETURN)

From here on, kids, things get a bit tricky. Having covered the only four *R-Type*-style Amiga games with any vaguely identifiable features, we now have to find ways of describing every other game in the genre. Unfortunately, they're all (basically) exactly the same – scroll along, shoot bad guys, collect power-up weapons, etc etc. Therefore, in a desperate attempt to draw some distinctions, what we're going to do is compare each one to some sort of car. Yes, we know it sounds a bit tacky and a bit silly, but trust us – suddenly, you'll find everything makes a lot more sense. To kick off, then, let's take a look at ***Necronom***, one of the more recent efforts in the field (reviewed at 78 percent in issue nine). If *Necronom* was a car, it'd definitely be a silver Aston Martin – it's fast, shiny and noisy, and the kind of thing Sean Connery would have played had there been Amiga games in the early James Bond movies. The inspired mix of tiny little aliens and huge metallic monstrosities cleverly mirrors the Aston Martin's twin personalities as a sophisticated gentleman's everyday sports car and the demon speed machine of many a young gun's fantasy, and the customisable weapon systems reflect, er, the wide variety of interior designs available. Or something.

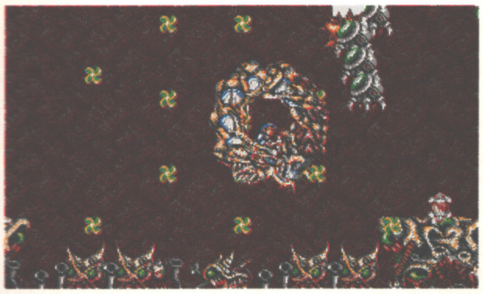
DAA-DUM. DAA-DUM. DUM DUM DUM DUM...

The superficially similar ***White Sharks***, though, is undoubtedly a Triumph TR7. It'd like to be a sexy and desirable racer, but in reality it suffers from crap design and terminally flawed execution (characterised in White Sharks' case by a horrifically complicated weapon-customising system and gameplay which was ruined by excessive speed in the search for technical excellence). Our old Art Editor Matthew Williams used to love this game, which, if nothing else, explains why we only ever let him loose with crayons. He had pretty suspect taste in cars, too.

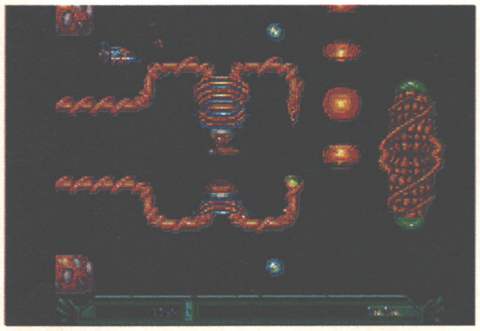
> **"For budget – go for *Silkworm*"**

THE (SAD) DAM BUSTERS

Now here's a Nissan 200SX if ever we saw one. Despite its title, ***UN Squadron*** is as Japanese as they come. Fast, slick, very console-like in both style and presentation, this is actually the second-best Amiga horizontal scroller around, if certain members of the AP staff are to be believed (at the time of writing – this feature doesn't include the two impressive-looking titles reviewed in this issue). The graphics are big and bold, and the action frenetic and violent, helped by the fact that, unusually, the game doesn't take your accumulated power-ups away when you get killed. The difficulty curve is a good one too, rewarding repeated and concentrated play with significant progress and ever-prettier backdrops. Endlessly playable, yet never demanding anything more involved than flawless eye-hand co-ordination, this is the shoot-'em-up done the Oriental way and no mistake.



Sadly, you can't hide inside your indestructible dragon forever in *Dragon Breed*. It's worth a try, all the same.



***Armalyte* – it might be horribly difficult, but it's certainly horrible. Straight in the bin.**

THIS ONE'LL DRAG ON FOR AGES

Some kind of Porsche here, we think. Not one of the really flash, expensive numbers though, something more along the lines of the 924 (if they still make those any more) – cute-looking enough to impress the chicks with, but obviously not top-of-the-range stuff. ***St Dragon*** was the first successful game from developer-turned-publisher software house Storm, a conversion of a much less well-known coin-op from *Cisco Heat/Big Run* producers Jaleco. It's a lovely looker, but beneath the innovative enemies (giant robot cows?) and gorgeous metallic graphics lurks the heart of a Volkswagen Scirocco. *St Dragon* is perhaps the last word in generic blasting as far as design goes, but in this case it's saved from mediocrity by a little touch of innovation (in the way you can move your dragon's tail around as a weapon) and a big chunk of meanness. Only the very best players will get past the second level of this seriously tough zapfest without the aid of the cheat mode, and in the absence of anything particularly clever to work with, the addictive hook provided by this difficulty level has to be seen as a stroke of genius on the part of the conversion's programmers. Not revolutionary by any means, but still a game well worth having.

THANKS FOR THE MEMORY

While we're on the subject of Porsches, let's talk for a moment about ***Forgotten Worlds***. The object of much breathless excitement when first released due to its arcade-like graphics, a couple of minutes' play on this revealed it to be a bit of a 911 – a real turbo-nutter machine with pretty horrific handling qualities. While US Gold were always on a loser trying to simulate the coin-op's rotating multi-directional fire control, the inelegant and practically unworkable system they eventually settled for here put paid to any chances the game may have had of success by making it almost completely unplayable. If, though, through some superhuman effort, you actually manage to get to grips with the control, then this is a different and quite absorbing little zapper, so it's maybe worth a try at its current eight quid price point. Depends how much money you've got to splash around, really.

Don't even consider *Forgotten Worlds* if you can only afford to →

DEFINITION OF sound

get one budget shoot-'em-up though, you really ought to go for ***Silkworm*** first. We're not quite sure why, but travel far and wide amongst the Amiga gameplayers of the known universe and you won't find anyone with a bad word to say about this dinky coin-op conversion. It's as simple as they come, with wave after wave of helicopter-orientated mayhem to take on and a particularly uninspired collection of power-ups to collect, but there's just something in the balance of the gameplay that really grabs you. Technically unimpressive but loved by everyone, this then has to go down as something of a Mini Clubman. (The sound *is* particularly impressive actually, but as that doesn't really fit in with our Mini theory we won't bother mentioning it here).

> **"R-Type II – the Amiga's best ever arcade conversion"**

NO ARREST FOR THE WICKED

Now, the answer to the question you've all been asking – "Which shoot-'em-up is most like one of those Suzuki jeep things? You know, those completely unstable ones that fall over if you so much as lean across to switch the radio on." And, of course, it's ***Cardiaxx***. Electronic Zoo's recent attempt at an updated *Defender* falls flat on its face, due mainly to the disastrous responses of your ship. The slightest nudge on the hyper-sensitive controls invariably sends your craft hurtling against the edges of the screen and smashing to bits, which is the last thing you need in a game of this breakneck speed and extreme danger. That aside it's still a pretty limp effort, with wave after wave of dull aliens zipping on and off screen without ever leaving any lasting impression, and precious little worthy of note happening at all.

THEY DON'T BREED 'EM LIKE THEY USED TO

Dragon Breed is something of a Volvo amongst shoot-'em-ups, we reckon – big, solid graphics and seriously chunky action a-go-go. That said though, it's worth noting that there's a certain delicacy and sophistication evident in the design too. The way your dragon can curl its tail around to protect its rider, the way that power-ups affect its head and body differently, or the bits where the rider can jump off and run along the ground while the dragon shields him from above, lift *Dragon Breed* out of the ordinary, but a bit more slickness in the presentation department would have gone a long way.

KEEP LOOKING FOR THE LADA

In fact, in the lack of slickness it's a bit like ***Atomic Robokid***, but not so crap. This is distinctly Lada-esque – the same square and boxy look as a Volvo, but smaller, flimsier and less controllable. And that's quite enough about *Atomic Robokid*, thanks very much.

HIPPY SHEEP-LOVER, DEFEND THYSELF

Debate rages still on this one in the AMIGA POWER office. While opinion is more or less uniform about the decent but uninspiring quality of ***Defender 2*** itself (from Jeff Minter and the people who brought you the awesome *Anarchy*, funnily enough), blows and harsh words have been exchanged over the Minter-programmed conversions of the classic coin-ops *Defender* and *Stargate* which form an integral part of the package (in fact, let's face it, who actually bought this for *Defender 2*? No-one, that's who).

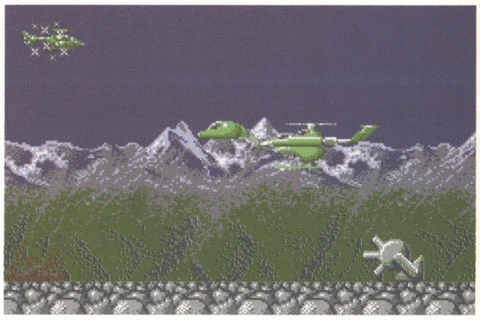
While the basic wonderful gameplay is more or less still there, some of Jeff's more, er, interesting fiddlings-about (like the absurd mouse control or the autofiring laser) destroys much of what made the games so special in the first place. The conversions aren't so much a chance to play some classic games as a chance to try out some of Jeff Minter's personal theories on game design (say what you like Jeff, arcade *Defender* DIDN'T HAVE MOUSE CONTROL, so if you're converting it to the Amiga there should at least be an option to use a joystick. And including a keyboard mode which doesn't have a key for one of the most basic features of the game isn't good enough), and that's not really what the rules are for coin-op ports. This has to go down as a bit of a VW Beetle, we reckon – a matter of personal taste.

YES! U2 CAN PLAY DUFF SHOOT-'EM UPS

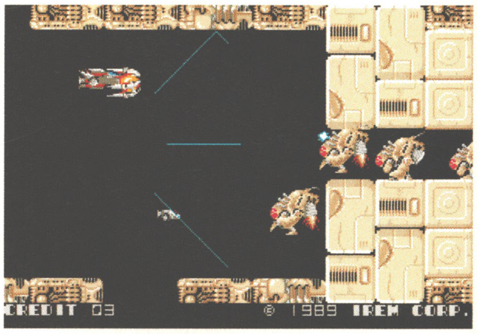
There are, of course, several games which are the Trabants of the genre.

For now though, we'll restrict ourselves to picking on a couple of really mediocre efforts, saving the real clunker to the end. ***Ziriax*** and ***X-Out*** aren't by any means completely atrocious in any technical sense, but they're both so feeble-wittedly generic, irritating to play and devoid of any kind of life whatsoever that playing either of them very quickly becomes an intensely depressing experience.

X-Out particularly has all the elements that should go to make up a decent game, but they've been thrown together in a completely haphazard manner (not unlike, in fact, the same company's *Turrican*) without any of the care or intelligent design that turns a bit of code into an actual game. *Ziriax* isn't quite as bad, but it suffers from another classic lazy-design flaw in that it's ridiculously difficult, and nowhere near interesting enough to make it worth taking on the difficulty until you can master it.



Oldie-but-goodie *Silkworm* can still show those young whippersnappers a thing or two about zapping...



Yes, that's right – it's *R-Type II* again, the game that's so good it deserves two screenshots...

LOOKING RIGHT DOWN THE BARREL

And finally we come to the game which has become immortalised in the AP office as rhyming slang. Ahem. ***Armalyte*** saw Thalamus attempt a conversion of a popular C64 game, but somewhere along the line they employed a playtester from another planet, resulting in the game being just about the hardest (and most annoyingly hard, as opposed to hard in a fair way) shoot-'em-up – hell, the hardest game of any kind – we've ever seen in a year of AMIGA POWER. A shame, because the game looked and sounded pretty lovely, but very few people could muster the willpower to get even as far as the second level.

Contrast this with *St Dragon*, which is horribly tough but still hugely addictive, and you get a striking example of just how not to treat your customers when it comes to giving them some playability for their 26 quid.

AND IN THE CRAWLER LANE

And there you have it – with a few honourable exceptions not a particularly imaginative sub-genre, but, you must admit, a playable one. In fact, all that's missing from this piece is the hearty recommendation that you check out this issue's rather stunning offerings – *Project X*, *Agony* and *Apidya* – before you buy anything. In car terms they're the Corvette ZRI (big, metallic and brutally fast), Range Rover (leisurely, but landscape-crossing) and Maserati Merak (intricate, sophisticated and discernably foreign) of the genre (respectively), and no mistake.

Coming very soon to Def Of Sound: the vertical blasters. ●

SHOOTING TO THE HEART OF AMIGA BLAST-'EM UPS

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DEFENDER 2	Arc	£25.99	**
DENARIS	Rainbow Arts	£7.99	***
DRAGON BREED	Activision	deleted	***
FORGOTTEN WORLDS	Kixx	£7.99	**
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ST DRAGON	Storm	£25.99	****
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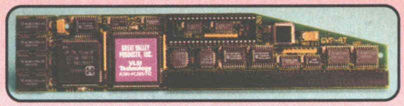

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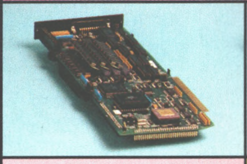

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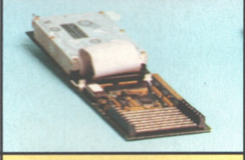

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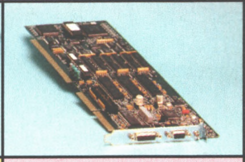

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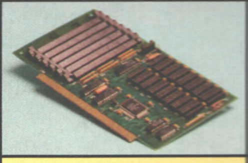

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...'COS WE KNOW WHERE YOU LIVE!

DO THE write THING

You want vitriol? You got it. This month in 'Whose Gripe Is It Anyway?' we've got such burning questions as: Gamesmaster – crap or what?; Computer & Video Games – crap or what?; *Head Over Heels* – crap or what?; Gary Penn – crap or what?; Neil West – a big headed geek or what?; Computer games in general – crap or what?; etc, etc...

● **Address your letters to AMIGA POWER, Beaufort Court, 30 Monmouth Street, Bath Avon, BA1 2BW**

'UNBELIEVABLY LIMP'

Dear AMIGA POWER,
I have owned my Amiga for over a year and a half now. This is the first letter that I have written to a computer magazine, as I have some moans and groans that I feel I have to get off my chest.

In Mike Welch's epic letter in issue 10, he commented on the low quality of Amiga game endings. I couldn't agree more! Of all the games that I have played in my time as an Amiga owner, I have only found two or three to contain a satisfactory end sequence. If I had a penny for every time I had slaved away at a game for hours on end, finally defeated the 'big bad guy' and then found myself confronted with a piddly 'Congratulations' message that made me think 'Why did I bother?', then I'd... well, you know what I mean. Come on, programmers, give us players a little to look forward to after finishing 25 quid's worth of software, not just some half-hearted excuse for a finale.

My second complaint is concerning the new size of game box that seems to be emerging from several software houses. Why? Surely a reduction in size would make more sense? Not only would it be more environmentally friendly, but cheaper to produce, too. Sure, some games need big boxes to contain novellas, extended instructions etc, and this is acceptable, but for all box sizes to be thus is ridiculous. Also, the damn things take up an awful lot of shelf space, which could be put to better use.

Finally, I would like to comment on Gamesmaster. I waited with bated breath for it to arrive, and when it did, my initial impressions were grim. They haven't improved. Perhaps it's just me, but I find the whole show slightly patronising, if not stereotypical. On average there are only three or four reviews in the half-hour, which considering the range the show attempts to cover is useless. The tips section is unbelievably limp and completely console orientated, and as for the three 'game challenges', well... I suppose the idea of having a celebrity playing a game that's in some way connected to his or her profession is quite a good idea, but honestly, some of the kids who attempt the challenges make me cringe (especially the boy who decided that to play well at *Pro Tennis Tour 2* all he had to do was stand still and go psycho on the fire button, much the way one does when playing a shoot-'em-up!) *(Yeah, but he won... – Ed.)*

Maybe I'm being too harsh. I'm sure that Gamesmaster appeals to the vast majority of children below the age of 13, and as it's the only computer games programme on TV it's obvious that the ratings will be high. I'd be keen to find out what all your other readers think of the programme, though.

Yours faithfully, Paul Bisson, St Helier

'WASHING MACHINE'

Dear AP,
I have not yet heard of an Amiga 500 Plus seen hanging from a washing line in Derby (Do The Write Thing, issue nine), so Chris Orchard, if you still feel like getting the Persil out and shoving that Plus through the washing machine, give me a bell on 0726 813813 and ask for Tone, for a remedy for your wash day blues (ie a standard Amiga 500 – new at Christmas – along with several extra games, sadly unwashed).

Yours sincerely, Anthony W Wilson, Cornwall

And next month in Multi-Coloured Swap Shop we have...

'TOTAL IMBECILES'

Dear Sir,
Having made a decision to buy an Amiga I performed the customary ritual of buying up every style of magazine available. One of the magazines I purchased was Computer & Video Games. It may be due to me leaving my teens behind, but I couldn't believe the depths to which the standard of a magazine could sink.

In the 8-bit days, computer magazines were fairly childish, but C&VG is ridiculously so. I know the majority of Amiga owners are in their early teens but does that really mean they have to be addressed as total imbeciles? The whole tone of the magazine is of sniggering-behind-the-bike-sheds humour that so taints the home computer market. At 21, I would be literally embarrassed to go into a shop and buy a magazine like that. If the intention is actually to scare away all but the brain dead then it looks like it's succeeding.

The reviews are tiny little slices of copy text splattered around huge screen shots which say nothing about the game, and even less about its quality since, as usual, every game received roughly 85 percent. The letters page is little more than a chance to print the sort of pre-pubescent humour that usually finds its rightful place on the back of primary school exercise books. Since the magazine is written by so-called adults, I can't help asking the question; do they put on the phoney enthusiasm and toilet-humour style or are they actually that childish?

The same can also be said of Gamesmaster. What an excellent opportunity missed! If only it stuck to being a TV version of a computer games magazine. How better to review computer games? The benefits of having moving pictures and sound instead of plain stills is enormous, yet they choose to almost totally ignore this aspect and plunge once more into the realm of downmarket kiddie tat. The darkened church setting and those carefully thought out joystick-waggling innuendos which wouldn't grace the worst Carry-On film just reinforce the image that all computer owners are introverted Dungeons And Dragons freaks with acne. Playing video games is a fun and relaxing pastime, it is not a way of life! *(Is for us – Ed.)*

Yours sincerely, Peter Whelerton, Middlesbrough

I'm not really all that keen to sit here slagging off other mags, but (if only for the sheer mental exercise) let's quick look at the magazine they're all calling, um, C&VG. Well, for a start, it's not really aimed at the likes of you and me. In fact, it's not aimed at Amiga – or even computer – owners at all anymore, it's a sort of sales brochure for imported console games. Hence the less than stringent reviewing policy – the kiddie market

→

SUSPICIOUS CARGO winner

'I GOT QUITE EXCITED'

Dear AP,
I am writing to complain to someone – anyone – about the way *Deuteros* ends, if that is indeed what I have come to. I followed all the instructions when I finally got all eight pieces of the 'unknown item' and was most encouraged by the message from the friendly aliens about seeing me soon. I got quite excited when the screen brought up new pictures when I pressed the button for activating the pod containing the alien artefact and – nothing! All I got was a cycling through of a few pictures and music and then a series of 'fruit machine' type pictures which eventually settled down to give the words 'Deuteros', 'Victory', 'End', 'Complete', though not in a coherent order. Is that it? Have I spent three months battling tooth and nail to get this mysterious object and, having finally got it, there's nothing to be done? I am very disappointed, and I hope someone will say to me 'No you twit, there's more, you just have to...' *(Er, no you twit, there's more, you just have to... well, I don't know really, but I hope you feel better – Ed.)*

And if it is the end, now what do I do to stop my brain rotting? There's not a lot in the computer games scene that I can or want to get to grips with. In my observation the whole industry is geared towards and managed by male adolescents – which means any chap from 10 to rising 30. As I am a female and rising very ancient (well, 50 if you must know), the game scenarios that go down a bomb with them mostly leave me cold and yawning.

I can't abide 'bang-bang-your-dead' games, loathe sport, find cutesy graphics childish, platforms boring, can't be doing with blood and gore, being a Christian don't approve of occulty RPG things, and can't bring myself to get 'god' games, however appealing they might be (go on, laugh, why dontcha?), so pretty much all that's left is puzzle games, which are OK – for a while – and the likes of *Deuteros* and *Elite* and *Sim City*, and I've done those. What else is there? Am I doomed to staring at a blank screen for the rest of my life? Help!

Yours, Pat Reeve, Petersfield

A quick poll round the office came up with these great suggestions... Strip Poker, Germ Crazy, Geisha, Magic Garden, Leisure Suit Larry 5, Mercenary III *and* Big Run. *Unfortunately, all of these are crap, so we're sending you a copy of Gremlin's* Suspicious Cargo *adventure instead. It's not exactly brilliant, but it's the best thing we can lay our hands on just at the moment. Good luck with it...*

DO THE write THING

isn't interested in depressing stuff like crap games, it wants to read breathless prose about how fab this month's 'new' Japanese beat-'em-up is, whether it's particularly true or not. Having great games is less important than having the latest, biggest-name titles to impress your chums with. Like it or not, the 10-year-old Nintendo-owner is who C&VG writes for these days, and there are plenty of them out there to buy it.

There's also a reasonable defence for Gamesmaster. The idea is there, the audience is there (Gamesmaster's viewing figures are huge, but that's probably because there's no competition in what was a huge untapped market) – what wasn't there, for the series we've all been watching, was the money. It was done on a real shoe-string budget because nobody knew whether it would be a success or not – be more forgiving, and more thankful there's a TV show out there at all.

As for more serious computer game TV shows, I've actually seen clips from a couple of early demo versions of the Gamesmaster show, which had different presenters, no church backdrop, and a more 'serious' Top Gear-style approach to it all. It's a show that I think you would have probably preferred, but equally, I don't think it would have been as successful as the shallower, more punchy Gamesmaster. Remember, this is just TV dipping its toe into the water, as it were – the really interesting developments will come with the second, much better financed series of Gamesmaster, as well as the second generation TV shows rumoured to be coming out of both the ITV network and BBC2. There may even be one you like amongst them...

'ERM'

Dear erm AMIGA erm POWER,
Ever erm notice erm just erm how erm much erm you erm guys erm say 'erm'? Is erm this erm just erm an erm AMIGA erm POWER erm staff erm problem erm or erm is erm it erm an erm epidemic erm in erm England – erm, maybe erm even erm Europe? Please erm let erm me erm know.
Yours erm truly, Dallas erm James erm Parker, Winnipeg, erm, Canada.

Erm...

'PATHETIC...WWF'

Dear AMIGA POWER,
I bought an Amiga last June and have got your magazine every month since. I think it's great. I know you probably receive thousands of letters on this subject though, so for the sake of being original I want to talk about graphics. I know that in a computer game I should be looking for good gameplay – and to a certain extent I do – but I find it's the graphics that really make the game. When I compare a game like *Head Over Heels* (AP rated 92 percent) to a game like *Wolfchild* (AP rated 58 percent) I find that the much more sophisticated graphics of *Wolfchild* make it the better game. I must confess to never having played either of these games *(! – speechless Ed)* but personally I would find it hard to be attracted towards a game with poor graphics.

In some cases, I'll admit, a graphically good game can be pathetic, such as *Space Ace II* or *WWF Wrestlemania*, but still sales show that these games are much more in demand. *(I'd dispute that point strongly.* Space Ace II *hasn't sold well at all, and* WWF *sold because it was* WWF, *not because of the graphics, which are functional at best – Ed.)*

I think that you should adopt a marking system similar to that of CU Amiga where graphics, sound, lastability and playability should all be marked separately, but I do think that your reviews are the best and most honest amongst all Amiga magazines. Keep on being excellent to each other.
Yours, Matthew Burn, Newcastle-upon-Tyne

Why do we bother? Maybe C&VG were right all along. All I can say to you, Matthew, is that if you'd rather buy Wolfchild *or* WWF *than* Head Over Heels *because they've got 'better' graphics, then you deserve the games you get.*

'I HATE MONKEY ISLAND'

Dear Stuart,
I hate *Monkey Island*.
Yours, Alex Taylor, Bournemouth

'NO SURPRISE'

Dear AP (why anyone calls you Sir I'll never know),
Here is the Richard I Wilson guide to life, the world of games and everything. But before I start, a message to the Editor – if you dare to write '(Snip! -Ed)' at any point in this letter I will personally visit your office and snip off a delicate part of your anatomy. Anyway, back to the letter.

Point One – The Price Of Games. At the moment the price of games is ridiculous, it's no surprise that piracy is spreading. When I have to save for months to afford a decent game it really puts me off buying one in case its crap. My thanks go to Code Masters for providing a decent alternative to expensive games.

Point Two – Freebies In Boxes. What is the point in putting a T-shirt in with a game? If people want to buy clothes they go to a clothes shop, not a software store (although, bizarrely, clothes are soft and you wear them). Putting T-shirts in with naff games doesn't make the game good value, it just creates an expensive way of buying a T-shirt.

Point Three – PD On Coverdisks. A superb idea (oh, by the way, do anyone's shoes need cleaning while I'm in a sucking-up mood?). The quality of PD on your coverdisks is amazing, it's as good as some of the full price games you review. Long may this continue.

Point Four – Magazine Length. When people like Amiga Format are printing 300+ pages for the same price as your 100ish, I don't know how you survive (I do actually, AF is crap). Please print more pages. *(Interesting Fact No 342 – AMIGA POWER actually had MORE editorial pages than Amiga Format last month – Ed.)*

Point Five – Adverts. I like the way you print so few ads, but can you please be selective about the ones you do print? What use to me is a full page advert for one game (eg *Harlequin*, AP11, p31)? None in my opinion. I want to see mail order adverts with lots of game prices. These actually help me get a good deal on my software purchases, and so are far more useful.

Point Six – Keep up the good work, or I won't buy your *(Snip! -Ed).*
Yours, Richard I Wilson, Waterlooville.

I don't know what you want us to do about the ads, Richard. Refuse to accept full-page game promos? We'd go out of business pretty swiftly. Anyway, lots of people like to cut them out and put them on their walls (apparently). This is, quite frankly, the first time I've ever heard of anyone not liking nice big game ads. Anyone else out there feel the same?

'LOVE AND ATTENTION'

Dear AP,
My boyfriend's attending poly so I unfortunately only get to see him at weekends. Which is bad enough without having the added distraction of his computer and your damn magazine. Anyone would think it was the Holy Bible as he will only make a decision about buying a game after he's read your review on it. He'll spend hours reading it over and over again, so I don't get the love and attention I truly deserve. So I would appreciate your doing myself a tiny little favour. Just for a couple of months, give a few trashy games some good reviews, so his high estimation of your mag will drop, so he hopefully won't buy it any more, making me a happy girl again. Thank you.
Yours in frustration, Miss S Ockman, Exeter

AMIGA POWER In 'Better Than Sex' Shock Horror Probe! We Love It! Seriously though, S, why not try dressing up as Bubby or James Pond or Titus The Fox or something? If you can't beat 'em, join 'em, that's what we say. Alternatively,why not pop up to our offices in Bath and the AP crew will take you out for the evening instead? Some of the AMIGA POWER team ARE girls, after all, so we know how to treat them properly.

'IRATE HIBS FANS'

Dear AMIGA POWER,
I have a small complaint about your Definition Of Sound guide to football games in issue nine. I am very surprised you have not had many letters about this subject already. I quote from page 115 "From here on, unfortunately, it's pretty much downhill all the way (a concept with which Hibernian FC fans will be strangely familiar)".

Could you please get your facts right before putting pen to paper next time? *(Hey, get with the technology, it's 'putting finger to Mac keyboard' these days – Ed.)* Hibernian FC (what an excellent team, second only to Everton) are at time of writing in fourth position of the Scottish Premier League and they have only lost four games out of 33 this season. Hibernian have also already won a trophy this season when they cleaned up the Skol League Cup. I am sure than I am speaking on behalf of thousands of irate Hibs fans after they read your article. This is the only gripe I have about your otherwise brilliant magazine. Keep up the excellent work.
Yours faithfully, Steven 'Bazz' Barrett, Tunbridge Wells.

Many Hibs fans in Tunbridge Wells, are there, Steven? Anyway, over to our Scottish football correspondent, Stuart Campbell.

"Call yourself a Hibs fan, 'Bazz'? Any true Hibees supporter would have instantly realised that when I wrote that piece, I was referring to the famous downwards slope of the pitch at Easter Road, the Edinburgh home of Hibernian FC and a ground which I have personally travelled the 20 or so miles from my home to several times over the last few years to watch Hibs being soundly whipped by the mighty Aberdeen. I remember once when Frank McDougall was still playing... " (That's quite enough about football – Ed.)

'I FELT LIKE CRYING'

Dear AMIGA POWER,
After completing the game *Another World*, I was very disappointed in only having played 10 levels, and the depth of the levels very poor. The playability of the game was good, it kept you there but only for a couple of hours, as it only took this long to complete the whole game!

Earlier reviews of *Another World* compared it to *Prince Of Persia*, but there is no comparison between the two. I was also disappointed in the ending, after all the hype the game had I felt like crying when THE END suddenly appeared on the screen.
Yours, Shani & Co, Basingstoke

A fair enough complaint about the game, but we won't have a word said against the lovely, poignant end sequence. That's fighting talk where we come from...

'WHAT A CRAP RAG'

Dear AMIGA POWER,
It seems to me that I am the only person reading your magazine who lives in the real world. While you go on slagging off hackers and people who use copied games (*When? -Ed*), I wonder how many of you buy all the games you recommend to us at £25 each. *(None, of course. We get them for free, remember. And anyway, none of us have got Amigas – Irony Ed.)* I got my Amiga Plus after Christmas and after reading several magazines I bought *Another World.* It's an excellent game but I completed it in a day and £25 doesn't strike me as very good value. Still, at least your magazine gave some warning, unlike The One which gave it 90 percent for Durability (what a crap rag). To my mind the only game worth the money is *F1 Grand Prix* with its excellent manual and unbelievable gameplay.

Currently I own three bought games and 20 hacked copies. Software houses will say that it is people like me putting the cost of games up, but if they led the

DO THE write THING

charge by pricing games realistically I would buy them rather than run the risk of a heavy fine, and I am sure that many other people would too. With the current prices would anyone rather spend £25 than take the chance? I think not.

Keep up the good work,
Stu, Manchester

'TIDE SIZE'

Dear Sir,

Having just bought an Amiga 500 Plus, I am looking for a software package to deal with various catches of fish, as I am competition secretary for the local Sea Angling club. I am looking for something which would be able to compare and store the following; date, tide size, high tide size, wind direction/force, catch, weight, location and sea state. I would need to be able to compare different data, for example if I wanted to find out all the catches made when the wind was North Force 4, it would scroll the relevant catches and so on, for each category which is entered. I would be very grateful if you could point me in the right direction.

Yours sincerely, D Redford, Sunderland

Er, sorry D, it's beyond me. This is a games mag, y'know. Any readers out there with any ideas?

'COULDN'T CARE LESS'

Dear AMIGA POWER,

Being a newcomer to the games world of Amiga and a new subscriber to your magazine, I am fascinated by the arguments over the copying of games for personal use. With the rare exception, most games will not allow a copy to be made. I can see the software companies' point of view in trying to maintain their revenue but at the same time I think it is a bit of a cheek – to say the least – when games are nearing or over the £30 mark to expect customers not to try and attempt to make backup copies for their own use. As we all know, disks are very prone to corruption etc. Do the companies expect us all to buy new disks every time a corruption happens six months after purchase and the guarantee has just run out? From the 'couldn't care less' attitude I got from MicroProse recently on this subject, I assume they do.

I would have thought the obvious answer to this argument is to make every game come complete with a working backup copy already enclosed in the package! This would solve the problem overnight for the companies and keep their customers happy at the same time.

Yours faithfully, Clive Crossingham, Hillingdon

An interesting idea, Clive, but a couple of obvious problems spring to mind. Firstly, including an extra disk would be a great excuse for software houses to bung a couple of quid straight onto the price of a game, and secondly having one backup copy wouldn't really solve the problem in the first place – if your original disk corrupts, you're back at square one with a single copy of a game which you can't back up. And if that corrupts at some later point also, you're knackered again. Two chances instead of one isn't really much of a solution. Also, presumably, software houses would sell half the copies they do, which I can't see them being too chuffed about...

'I AM WRITING'

Dear AMIGA POWER,

I am writing to correct your mistakes in last month's *WWF Wrestlemania* review, and believe me, there's a lot of them.

1. Mr Penn spelt Ted Dibiase's name Ted Dibiaci.
2. Mr Penn also spelt Sensational Sherri's name Cherri.
3. Mr Penn said Big Boss Man hails from cop county he does'nt he hails from cobb county.
4. Mr Penn spelt the IRS's name Shyster where as it should of been spelt Schyster.
5. Mr Penn said Earthquakes Tag parterner was Tornado it isn't Typhoon is.
6. Last of all, Out of General Adnan, Colonel Mustafa and Sergeant Slaughter, General Adnan was the boss (manager).

Bye the way someone should do AP a favour by shooting Gary Penn.

Yours ever correctingly, Robert Lee, South Ruislip

Dear Robert, I am writing to correct your letter about WWF mistakes.
1. In your first sentence, you should have used the phrase 'there are a lot of them', not 'there's a lot of them'.
2. The apostrophe in 'doesn't' goes between the 'n' and 't', not between the 's' and 'n'.
3. Cop, Cobb and County should all have a capital 'C'.
4. The phrase you're looking for in point 4 is 'should have been', not 'should of been'.
5. In 'by the way', there's no 'e' in 'by'.
6. People in glass houses shouldn't throw stones.
7. Nobody loves a trainspotter.
8. Who gives a monkey's anyway?

'BIG HEADED GEEK'

Dear AP,

I noticed that in your January edition someone called Jonathan from London received five free Prism Pocket Power games for saying that you were great and kind. Well, I was wondering that if I mentioned that AP was the most tremendous and brilliant magazine in circulation would I receive any free games.

Yours hopefully, Alistair Sturrock, Stevenston

PS Neil West is a big headed geek.

Well Alistair, you would have done, but we don't give out free software to people who insult our writers. Bad luck.

'I WILL SHOOT MYSELF'

Dear AP,

Gripe, whinge, moan. I'll have to start to complain. *Rainbow Islands* is not as good as *Kick Off 2*. There – I've said it. And *Exile*. It's not crap, but if I wanted to play C64 games I'd have bought a C64. How you've got the gall to say it's better than *Monkey Island* beats me. When *Monkey Island 2* comes out I will shoot myself if I miss it. *Lemmings* has no hook to it, or at least not to me. *Indianapolis 500* – well if you want to race round one course on this when there's nine better ones on *Lotus 2* then fine, but don't call us, we'll call you. *Raid* – good game, but if your chopper (fnarr) blows up when it gets hit once then so should everything else. *(But life's not like that – Ed.)* If this is the kind of thing you can do with *Shoot-'Em-Up Construction Kit* then I definitely want one! *Jimmy White's Snooker* – playable beyond belief. Just don't show it to your dad! *Mega lo Mania* – slick and playable, but I just cannot beat Nausea on Epoch 5. *(Sorry to interrupt the flow, but, er...is there actually a point to this letter? – Ed.) Manchester United Europe* – nope. How can you say it's addictive when I win the World Club Championship every time I play it? *(Well, you say 'every time', so you must have played it several times. Despite having already won the World Club Championship you played the game again anyway. On each occasion you played it for long enough to actually win the World Club Championship, which takes quite a while. Sounds like it's pretty addictive from where I'm standing – Ed.) Cruise For A Corpse* – pretty but nigh on impossible. And where is everybody?

A couple of Don't Quote Us thingies now. Why not have some sort of shootout game with you and a computer player or friend in a deserted building, the object of the game being to do it to them before they do it to you. Imagine *Alien Breed* in first person perspective with only one enemy and you're halfway there. Or how about a *Supercars 3* where you decide what colour, shape etc your car is?

Instead of putting the best games on two, three or four pages at the front and the worst ones at the back in a few hundred words? I much prefer reading about badly-programmed, you'd-have-to-have-a-brain-the-size-of-a-microbe-to-buy-this-tosh 'games' than listen to grown men dribble over pooh like *Hearts Of China*. And *(Time for an end-of-page 'Snip!', methinks. Bye, folks – Ed.)*

Thanks for listening, Mark Dungworth, Leicester

AND ANOTHER THING... BUMPER SPECIAL

- Guy Chapman of Leamington Spa doesn't want us to run any more adverts for body-building products, claiming 'If I want muscles I don't need to buy AP to get 'em!' Well, no-one's forcing you to buy any bicep-improvement kits, Guy – it's a free country after all.

- Samuel Batley of the Isle Of Wight wants us to send him a copy of *Harlequin* because he blew £30 on *Mercenary III* – which he then found to be total rubbish – after reading a review in another Amiga mag. Sorry Sam, but if you race out and buy a game before reading the only trustworthy review of it, we don't think you deserve rewarding. Next time, read AMIGA POWER and you'll never waste money on a duff game again!

- Far too many people to list have written in to agree with Mike Welch's comments on the state of the industry in issue 10. Looks like you've struck a chord, Mike, but does anyone NOT agree? Write in, let's get a debate going.

- Someone calling themselves 'The Management' wants us to know that they've got 'Mary Whitehouse says *Populous 2* is blasphemous' tattooed on their bottom. And why not?

- Gordon Collins of Lichfield would like to see The Bottom Line including a reference to when a game was originally reviewed. A good suggestion, Gordon, and one which you'll probably see sooner rather than later.

- Martin Mathers of Stanmore wants to buy AP binders and T-shirts without subscribing first, but thinks he's not allowed to. Don't be silly, Martin, of course you are. Don't let a little sloppy grammar on our part put you off...

- Michael Barker of Hull would like ELSPA to explain why, if full-game coverdisks affect sales, *Kid Gloves* appeared in a healthy chart position several months after being covermounted on AP2. Good point, Michael...

- And finally...

OH NO, EVEN MORE LEMMINGS!

Paul Gascoigne Lemming – goes around mindlessly kicking lumps out of the other lemmings until he knackers his knee, bursts into tears and floods the level, drowning everyone.

- Saddam Lemming – leads the other lemmings towards the traps, convincing them they will be safe as Allah is with them.

- Michael Jackson Lemming – as he enters the level, hundreds of adoring lemmings surround him. He disappears back into the entrance and refuses to come out again.

Thanks to Steven Barrett of Tunbridge Wells for those. No room to print any more this month, but keep those lemmings coming, folks. Software prizes up for grabs!

TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!

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Nintendo's stonky new super console – read all about it!

10 pages stuffed with tips!

Like WOW! Heavy-duty compo or what?

Er… the bar code (ignore this bit)

Ooouch! Hey, just watch it! These arrows are a bit flippin' sharp. Careful, there's skin in that!

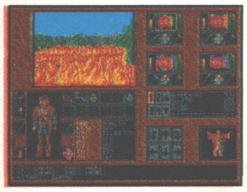
OW! I hate these flippin' adverts. It's all your fault Dyer, 'ooh, lets be in the ad' you said! Stupid great berk!

Andy 'Thicky' Dyer. Writer and twonk

Steve 'Misery Guts' Jarratt. Editor and dweeb

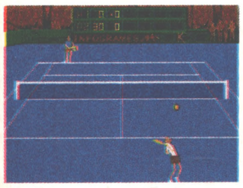
Got a Nintendo? Then get TOTAL! Issue five is on sale right NOW!

ABANDONED PLACES
Electronic Zoo £29.99



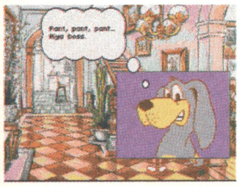
Uppers – Simply massive – almost certainly the biggest role playing game yet, with (at least) three times as much ground to cover as *Eye Of The Beholder*. ***Downers*** – Poor graphics, stilted animation and if you're the owner of a single-drive Amiga there's too much disk swapping. ***The Bottom Line*** – With a bit more finesse could have been a real winner. As it stands, a worthy and undeniably good value adventure game. Who says size isn't everything? ★★★★

ADVANTAGE TENNIS
Infogrames £25.99



Uppers – Well, the animation is fairly fluid, and tennis always has potential for great two-player fun. ***Downers*** – Poor controls leave the game frustrating in the extreme. ***The Bottom Line*** – Has its moments, but frustrating and a tad dull. ★★★

THE ADVENTURES OF WILLY BEAMISH
Sierra £34.99



Uppers – Great fun with neat graphics and plot. Adults will relish the chance to go back and be naughty at school. ***Downers*** – Interaction is limited and it's all so damn linear. ***The Bottom Line*** – Kind of fun, but at £35 a throw you really want a bit more. ★★★

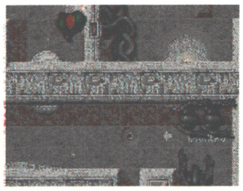
AFRIKA KORPS
Impressions £29.99

Uppers – Intelligent opponents set it apart from the standard wargame. ***Downers*** – But not enough to give it any flair. ***The Bottom Line*** – Just because it's a wargame, it doesn't mean it has to be this primitive. ★

AH37-M THUNDERHAWK
Core £30.99

Uppers – The fastest, slickest 3D graphics yet to grace the Amiga. The arcade approach makes things much easier to get to grips with. ***Downers*** – The lack of real sim elements may put some off, and the mouse control is a bit unwieldy. ***The Bottom Line*** – A brilliantly executed arcade-simulation crossover, which captures the frenetic helicopter feel quite excellently. ★★★★★

ALIEN BREED
Team 17 £25.99



Uppers – Fast-moving and atmospheric *Gauntlet* variant, with lots of lovely touches, a two player mode, and a free *Pong* game! ***Downers*** – Only six levels, and it's not the kind of game you're likely to come back to when you've finished it. ***The Bottom Line*** – Not a bad effort at all from the ex-PD boys, but maybe a little thin to last for long. ★★★★

ALIEN STORM
US Gold £25.99

Uppers – *Golden Axe* given a futuristic sci-fi scenario. ***Downers*** – The elements of playability which made *Golden Axe* so great are missing from this one. ***The Bottom Line*** – Technically adept, but sorely lacking in every other respect ★★

ALPHA WAVES
Infogrames £25.99

Uppers – Nice 3D bouncing romp. Bizarre, but endearing (in a French sort of way). ***Downers*** – It tends to feel like an executive toy, and a very expensive one at that. ***The Bottom Line*** – A novel diversion but no great shakes. ★★

ALTERED DESTINY
Accolade £29.99

Uppers – An absorbing adventure in true American style. ***Downers*** – It's not really anything new, and it sure isn't up to Lucasfilm standards. ***The Bottom Line*** – You could do worse, but you could certainly do better. ★★★

AMIGA ENCOUNTER
Novagen £20.42

Uppers – Very fast and atmospheric. ***Downers*** – It's just *Battlezone* yet again. ***The Bottom Line*** – Good old-fashioned zooming 'n' blasting fun, but it really should have been a budget game. ★★★

AMNIOS
Psygnosis £25.99

Uppers – Another old Williams arcade classic gets dusted down and re-interpreted (this time it's *Sinistar*). ***Downers*** – It's already been done better (if not as lavishly) by the under-rated *Photon Storm*. ***The Bottom Line*** – Good for an occasional blast. ★★★

ANOTHER WORLD
US Gold £25.99

Uppers – Near perfect graphics and some truly breathtaking setpieces. This really is the state of the art in arcade adventures. ***Downers*** – The frustration level rises to health-risk level at times. ***The Bottom Line*** – Not a true classic, but destined to become a landmark. ★★★★★

ARMOUR-GEDDON
Psygnosis £25.99

Uppers – Lots of tanks, lots of planes, lots of places to go. It's deep and wide and tall. Months of playing time for those with the patience. ***Downers*** – Takes a lot of self-discipline to play properly. ***The Bottom Line*** – A natural successor to *Carrier Command*. ★★★★

ARMALYTE
Thalamus £25.99

Uppers – Enjoyable in an old-fashioned sort of way. ***Downers*** – Sloppy presentation and inadequate design. ***The Bottom Line*** – Totally eclipsed by Activision's *R-Type II*. ★★

ARNHEM
CCS £19.95

Uppers – A 8-bit classic wargame finally brought to Amiga owners. ***Downers*** – ...but nobody really wanted it anyway. ***The Bottom Line*** – Primitive beyond belief – even wargamers should give it a wide berth. ★

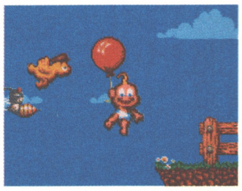
A-10 TANK KILLER
Dynamix (Sierra) £35.75

Uppers – A wealth of typical flight sim-style detail. ***Downers*** – Gameplay suffers due to the sluggish frame rate and lack of a real flying 'feel'. ***The Bottom Line*** – A interesting but flawed attempt at taking the flight simulation genre a stage further. ★★★

ATOMINO
Psygnosis £25.99

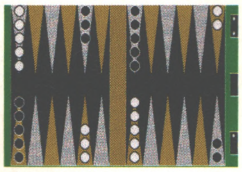
Uppers – An easy to pick up and very slick puzzle game, with thousands of levels to keep you going. ***Downers*** – Can covalent bonding be fun? We're not sure. Rather samey; very tough; crap music. ***The Bottom Line*** – Slightly similar to *Pipe Mania* in some ways – if you liked that, then try this one for size. ★★★

BABY JO
Loriciels £24.99



Uppers – Sweet *Mario*-influenced game with barrels of cuteness and lots of simple fun. ***Downers*** – Death by full nappy – yeuch! ***The Bottom Line*** – Lovable and entertaining, if technically a bit on the crap side. Overpriced for what it is, though. ★★

BACKGAMMON ROYALE
Oxford Softworks £19.99



Uppers – Well, it does look a bit like the real board game. ***Downers*** – Backgammon's simple rules are badly explained in a terrible instruction manual. And anyway, is this really a suitable subject for a computer game? ***The Bottom Line*** – All the bits are there but it seems a little pointless. ★★

THE BALL GAME
Electronic Zoo £25.99

Uppers – Based on the excellent but un-released *Infection* puzzle game. ***Downers*** – The concept is spoiled by senseless changes to the rules. ***The Bottom Line*** – Interesting, but ineptly executed. ★★

BARBARIAN 2
Psygnosis £25.99

Uppers – It looks good and there's a generous measure of senseless brutality and fantasy atmosphere. ***Downers*** – Very repetitive and very shallow in the gameplay stakes. ***The Bottom Line*** – *Shadow Of The Beast* fans will love it. ★★★

BATTLE CHESS II – CHINESE CHESS
Electronic Arts £25.99

Uppers – Cute graphics, and a new angle on the chess theme. ***Downers*** – The animations soon become tiresome, and Chinese chess isn't half as interesting as the standard game anyway. ***The Bottom Line*** – Good as a showpiece game, but a failure as a piece of playable software. ★★

BATTLE ISLE
Ubi Soft £29.99

Uppers – A strategy wargame that's easy to get to grips with. Looks lovely, and the intro sequence is even funny. ***Downers*** – Disk access at every turn and combat which seems to be random are a pain. ***The Bottom Line*** – An enormously promising and brave idea which hasn't quite come off successfully. ★★★★

BEAST BUSTERS
Activision £25.99

Uppers – Graphically close to the original arcade version. ***Downers*** – Tends to slow down when there's a lot happening on screen, and it's far too easy. ***The Bottom Line*** – Doesn't really compare too well with all the other *Op Wolf* games on the Amiga. ★★

BIG BUSINESS
Magic Bytes £25.99

Uppers – Well-programmed and a fairly original concept. Would you believe, a 'humorous business simulation'? ***Downers*** – It's true, though the humour is feeble-witted stereotyping, and the business part is tedious number-crunching. ***The Bottom Line*** – Some nice touches, but at the end of the day it just isn't any fun to play at all. ★★

BIG RUN
Storm £25.99

Uppers – Everything you could reasonably expect of a motor racing coin-op conversion is flawlessly rendered in this rather old fashioned rolling road effort. ***Downers*** – Well, can you think of anything new it has to offer? A tedious lack of scope and variety. ***The Bottom Line*** – Extremely basic gameplay and over-familiar graphics make this pretty dull going. ★★

BILL & TED'S EXCELLENT ADVENTURE
Capstone (Accolade) £24.99

Uppers – In our humble opinion, a most excellent subject for a licence. The game even manages to capture some of the flavour of the bodacious film too. ***Downers*** – But that doesn't stop it being a strong contender for the 'Weakest

● **Welcome to the tail end of the mag and, in particular, The Bottom Line. This month we've got oodles of rock solid games sneaking into 'The Line' from last month's bumper crop of goodies – things like *Titus The Fox, Space Crusade, Parasol Stars, Pinball Dreams, Dyna Blaster, Vroom* et al. Then there are the crappier games – *Hare Raising Havoc, Red Baron* and the like. What hasn't changed, though, is the idea behind The Bottom Line – this is still the *only* place to come for a complete run down on all the major full-price software released over the past year. If you're thinking of buying a game, but don't know if it's any good or not, you've come to exactly the right place...**

THE BOTTOM LINE

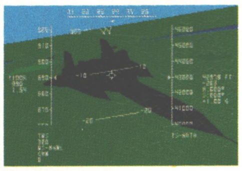
RATINGS: ★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

Gameplay In The World' award. ***The Bottom Line*** – Something of a missed opportunity. Let's hope for better things from the game of the film sequel. ★★

BILLIARDS II SIMULATOR
Infogrames £25.99

Uppers – Plenty of variations, including a 'crazy pool' with an octagonal table. ***Downers*** – Neither the 2D or 3D modes allow a decent shot to be made, and the 'feel' of the sport is lost completely. ***The Bottom Line*** – Another game which crumbles in the face of its competition, this time in the form of *Jimmy White's Whirlwind Snooker*. ★★

BIRDS OF PREY
Electronic Arts £34.99



Uppers – Phenomenally comprehensive. A wider choice of aircraft than every flight sim ever put together. ***Downers*** – The screen update is excruciatingly jerky. The controls are as unrealistic as ever. ***The Bottom Line*** – The most complex flight sim to date. Virtually guaranteed to hold your attention for months. ★★★★

BLACK CRYPT
Electronic Arts £25.99

Uppers – Nicely-presented hack-and-slash role-playing with a strong feeling of progression. ***Downers*** – Artistically and atmospherically this game offers absolutely nothing new. ***The Bottom Line*** – Although seemingly quite ordinary, there's something about it which just clicks, making it an enjoyable slice of FRP. ★★★★

BLADE WARRIOR
Image Works £25.99

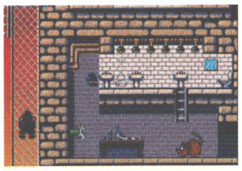
Uppers – Pretty breathtaking graphics, with plenty of action and puzzling too. ***Downers*** – The gameplay is unlikely to be to everyone's taste. ***The Bottom Line*** – Possibly the most atmospheric game ever. ★★★★

BLUE MAX
Mindscape £34.99

Uppers – Less techie than most flying thangs. Some rather spiffing sound compliments the WWI feel nicely. ***Downers*** – Not a winner in the user-friendliness stakes, and the slow and sloppy main game never (ahem) really takes off. ***The Bottom Line*** – Dull. *Not* the definitive bi-plane game for Biggles buffs it should have been. ★

THE BLUES BROTHERS
Titus £25.99

Uppers – A wonderfully presented platformer that's so playable its frightening. And it's funny too. ***Downers*** – The two player mode is



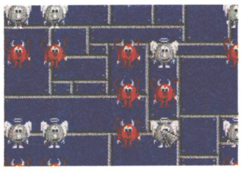
a wasted opportunity. ***The Bottom Line*** – Probably the best character licence ever to appear on the Amiga. ★★★★

BONANZA BROS
US Gold £25.99

PUSH FIRE BUTTON TO START.
GOTO EXIT!

Uppers – An original(ish) theme complemented by a unique and interesting visual approach. ***Downers*** – What's there is a right laugh, but only for a limited (and rather samey) 10 scenarios. ***The Bottom Line*** – Stylish, and good two player fun, but lacking longevity.★★★★

BOOLY
Loriciels £19.99



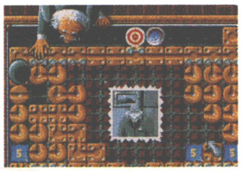
Uppers – More novel than the average puzzler, and an interesting blend of logic, tactics and luck. ***Downers*** – Possibly requires too much self-discipline to play properly for most people. ***The Bottom Line*** – Fascinating and moderately entertaining, but it's always going to be a minority-appeal kind of thing. ★★★

BOROBODUR
Thalamus £25.99

Uppers – The graphics aren't bad, if a little crude, and some of the

problem solving does at least tax the brain. ***Downers*** – It isn't the worst game ever seen at AMIGA POWER, but we're not that far away here, really. ***The Bottom Line*** – Half-hearted. ★

BOSTON BOMB CLUB
Silmarils £25.99



Uppers – A neat twist on the sliding block type of puzzle game. ***Downers*** – It hasn't got the longest game life ever, and the basic concept won't exactly light everybody's fire. ***The Bottom Line*** – One of the better puzzlers we've seen lately. Pleasing, fun and very French. ★★★★

BRAIN BLASTERS
Ubi Soft £25.99

Uppers – Well, there's a simultaneous two player mode. ***Downers*** – But it's only really remotely playable when played solo. ***The Bottom Line*** – A sad, simplistic and ineffective puzzler. ★

BRAT
Image Works £24.99

Uppers – Very pretty, very smooth, very challenging. ***Downers*** – ...and very, very irritating indeed, especially if you hate the central character. ***The Bottom Line*** – Okay if you play it with the sound off. ★★★

BREACH 2 (ENHANCED)
Impressions £29.99

MOVES
VITAL
HEALTH
ENCUMB
ACCUR
DETECT
ARMO

Uppers – A strategy role-playing game done the old-fashioned (and playable) way. ***Downers*** – It's nothing new and it doesn't exactly look modern. ***The Bottom Line*** – Surprisingly deep and fun. ★★★

BRIGADE COMMANDER
Electronic Zoo £25.99

Uppers – Desert Storm scenarios give it a nice touch of topicality. ***Downers*** – The usual crap graphics. ***The Bottom Line*** – Friendlier than the average wargame, and more playable too. ★★★

BUILDERLAND
Loriciels £24.99

Uppers – Interesting and cute *Lemmings* derivative. ***Downers*** – It's written in AMOS, and it shows. ***The Bottom Line*** – Good fun, but it's a shame they couldn't have programmed it properly. ★★

CADAVER – THE PAYOFF
Renegade £16.99

Uppers – A wonderful add-on for fans of the first *Cadaver*. ***Downers*** – Not a lot of use for anyone else though. ***The Bottom Line*** – If you've got the original, this isn't such a bad price to pay for more of the same. ★★★

CAPTAIN PLANET
Mindscape £25.99

Uppers – Um, it's ideologically sound. And the colours are nice. ***Downers*** – Terminally flawed gameplay, and seems to have been put together in a terrible hurry. ***The Bottom Line*** – No fun to play at all. Forget it. ★★

THE CARDINAL OF THE KREMLIN
Accolade £24.99

Uppers – Reasonably captivating and accessible strategy. ***Downers*** – Ridiculous arcade sequence dropped slap bang in the middle of the game almost totally destroys the atmosphere. ***The Bottom Line*** – Alarmingly stupid design blows what could have been a winner. ★★

CARDIAXX
Electronic Zoo £25.99

Uppers – A shoot-'em-up with the added ingredients of (a lorra, lorra) speed and a score bar right in the middle of the play area. ***Downers*** – Beyond these 'features' there's not really anything special about *Cardiaxx* at all. ***The Bottom Line*** – Its heart's in the right place, but its playability hasn't turned up to the party. ★

CELTIC LEGENDS
Ubi Soft £30.99

Uppers – Plenty of strategy plus plenty of action plus good presentation make for a more than passable role-playing challenge. ***Downers*** – The ponderous computer opponent won't break any speed records. ***The Bottom Line*** – More than enough brainstorming and hack'n'slay to keep you in jollies for ages. ★★★★★

CENTURION
Electronic Arts £24.99

Uppers – Fairly interesting management sections with some nifty battle sequences. ***Downers*** – Two appalling arcade sections blow its chances. ***The Bottom Line*** – Unbalanced. ★★

CHALLENGE GOLF
On-Line £24.99

Uppers – Easy to get into, and up to four players catered for. ***Downers*** – Mind-numbingly unrealistic putting sequence, and loads of unnecessary little bugs. ***The Bottom Line*** – Lack of playability makes this a seriously below-par golf sim. Go for *PGA Tour Golf* instead. ★

CHAMPION DRIVER
Idea £25.99

Uppers – An overhead racing game which knows its limitations, and works splendidly within them. ***Downers*** – Less frills than a frill-less thing, and isn't this a high price for this sort of thing? ***The Bottom Line*** – Very fast and slick racer, which lacks longevity. ★★★

CHAMPION OF THE RAJ
Image Works £25.99

Uppers – Arcade sequences break up the heavy-duty strategy action. ***Downers*** – Even more ridiculous disk accessing than usual in this type of thing. Crap programming generally. ***The Bottom Line*** – Potentially good game ruined by complete lack of playability. ★

CHAOS IN ANDROMEDA
On-Line £24.99

Uppers – Lots of character interaction and plenty to do. ***Downers*** – Crap fight sequences and tiny graphics. ***The Bottom Line*** – Enjoyable *Ultima*-style adventure slightly spoiled by sloppy programming. Still good fun though. ★★★

THE CHARGE OF THE LIGHT BRIGADE
Impressions £29.99

Uppers – Visually impressive wargame, with instant appeal and plenty of user-friendly presentation. ***Downers*** – Things fall down in the wargaming aspect of things, with some rather silly rules. ***The Bottom Line*** – A very brave try, but it doesn't quite reach the heights to which it aspires. ★★★

CHE: GUERILLA IN BOLIVIA
CCS £25.99

Uppers – The first Che licence we've seen. ***Downers*** – A lethally average wargame. ***The Bottom Line*** – Only undemanding absolute beginners need apply. ★★

CHESS CHAMPION 2175
The Oxford Softworks £19.99

Uppers – You can learn a lot from this intuitive chess game – and have fun at the same time! Perhaps the best chess game yet. ***Downers*** – The endless gameplay options may swamp the beginner. ***The Bottom Line*** – *Chess Champ* offers a level of brain burn you'd be hard-pressed to find elsewhere, even down at the local chess club. ★★★★

CHUCK ROCK
Core Design £24.99

Uppers – A first class caveman romp, with some innovation in the gameplay for once. ***Downers*** – A touch shallow and a touch easy. ***The Bottom Line*** – Pretty brilliant platformer, one of the Amiga's very best. ★★★★

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0
Electronic Arts £24.99

Uppers – A veritable air force of planes to fly, with piles of options, missions and the obligatory load of external views. There's even the opportunity to fly the Space Shuttle. ***Downers*** – A complete lack of speed, bad disk access and naff perspective put a damper on the whole affair. ***The Bottom Line*** – Low flying flight sim – fails to stay with the competition. ★★★

CISCO HEAT
Image Works £24.99

Uppers – A fun driving game in the *OutRun* style, with hills and junctions giving it a bit of originality. ***Downers*** – Not even slightly close to the coin-op, and the control system is abominable. ***The Bottom Line*** – Far

too short to provide a decent amount of enjoyment. ★★★

COHORT
Impressions £29.99

Uppers – (Relatively) excellent graphics and helpful user-interface make things accessible. ***Downers*** – The control system isn't as good as it should be. ***The Bottom Line*** – A fine off-beat wargame, but overpriced. ★★

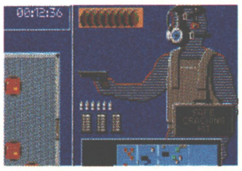
CONFLICT MIDDLE EAST
SSI/US Gold £30.99

Uppers – A wargame in the traditional sense, but surprisngly it's executed very well indeed. ***Downers*** – The wargame label is no longer a valid excuse for an Amiga program looking as dated as this. ***The Bottom Line*** – Of limited interest, even to hardened wargamers. ★★★

COUGAR FORCE
Tomahawk £19.99

Uppers – The box is quite interesting (actually that's a bit of a lie). ***Downers*** – Everything. The sound, the graphics, the gameplay – all dire in the extreme. ***The Bottom Line*** – A perfect present for pyromaniacs. ★

COVERT ACTION
MicroProse £34.99



Uppers – Lots of atmosphere and some excellent sub-games. ***Downers*** – Could have been better programmed, could have had much better controls, and could have been £10 cheaper. ***The Bottom Line*** – Surprisingly playable and enjoyable – with just a little more user-friendliness this would have been an absolute classic. ★★★

CRIME CITY
IF... £25.99

I'm worried about my father.
Tell me about David's death.
Do you want to go out for a drink tommorrow night?
I think we should split up.
See you later.

Uppers – The basic scenario of this private eye mystery does have potential as an adventure game. ***Downers*** – But the finished thing fails to generate any involvement or emotion. It comes across as if it was written by a child. ***The Bottom Line*** – Computerised interactive fiction lives or dies on its interface and its storyline, and *Crime City*'s lousy in both respects. ★

CRIME DOES NOT PAY
Titus £25.95

Uppers – Er... reasonable(ish) graphics? ***Downers*** – Terrible gameplay, pathetic humour, atrocious design, useless plot... shall we go on? I think not. ***The Bottom Line*** – Crime doesn't pay. This game is a software crime, so work it out for yourself. ★

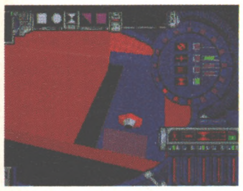
CRIME TIME
Starbyte £25.99

Uppers – A German adventure with the added bonus of... graphics! ***Downers*** – But not very good ones, and the rest of the game is a little on the trashy side. ***The Bottom Line*** – A hideously dated, unoriginal adventure. ★

CRUISE FOR A CORPSE
Delphine/US Gold £27.99

Uppers – Superbly-designed plot, lovely graphics, and the usual compulsive quality you expect from Delphine. ***Downers*** – Loads (and loads) of disk-accessing, and even when you've got the solution it seemingly takes eight hours to play it through to the end. ***The Bottom Line*** – Not flawless, but still an absolutely lovely game, and a worthy companion to *Monkey Island*. ★★★★

CYBERCON III
US Gold £24.99



Uppers – Brilliant sense of 'being there', and better Freescape than Freescape. ***Downers*** – Predictably, not all that accessible to your average game player. ***The Bottom Line*** – Well worth the effort of getting into. ★★★★★

DARKMAN
Ocean £25.99

Uppers – The driving section is imaginative and fun. ***Downers*** – Everything else is hackneyed, licence-by-numbers rubbish. Ocean really ought to know better than to release this kind of product. ***The Bottom Line*** – Not quite as bad as *Total Recall* and *Nightbreed*, but not very much better either. The worst film game for quite some time. ★★

DAS BOOT
Mindscape £29.99

Uppers – The 2nd most accessible sub sim to date. ***Downers*** – ...but that still doesn't make it particularly accessible. ***The Bottom Line*** – Playable, but overpriced. If you've already got *SS II*, then this is the next one to go for (assuming you fancy another sub game). ★★★

DEATHBRINGER
Empire £25.99

Uppers – Stunning parallax scrolling, plenty of tongue-in-cheek action and a wonderfully camp hero. ***Downers*** – Shallow hack'n'slash gameplay and dodgy collision detection. ***The Bottom Line*** – Not a lot of entertainment for a full-price game. ★★★

DEATH KNIGHTS OF KRYNN
SSI/US Gold £25.99

Uppers – A great improvement on the previous 'Krynn' role-players. ***Downers*** – But compared to the mighty *Eye Of The Beholder*, this is very average indeed. ***The Bottom Line*** – A nice enough product, but nothing very spectacular. ★★★

DINO WARS
Magic Bytes £25.99

Uppers – A novel chess variant, including a great 'two players at once' option where you don't have to wait for the other player to move. ***Downers*** – The central beat-'em-up section is a bit crap, and the game as a whole is over-simplistic. ***The Bottom Line*** – A nice idea, but asking £25 for it is a bit of a cheek – there just isn't enough to it. ★★

DISC
Loriciel £24.99

Uppers – A few nice graphical touches. ***Downers*** – Appallingly-designed gameplay with very little actual action. ***The Bottom Line*** – A crappy *Discs Of Tron* rip-off without most of the original's good features. ★

DISCOVERY
Micro Illusions £25.99

Uppers – Good graphics for an educational game. ***Downers*** – For a game which relies heavily on speech synthesis, the speech quality is terrible. ***The Bottom Line*** – Tricky to play and educationally dubious, this is a bit of a flop. ★★

DOUBLE DRAGON III
Storm £25.99

Uppers – Give us a minute, we'll think of something. ***Downers*** – A very bad example of a very tired genre. ***The Bottom Line*** – The beat-'em-up done just how it shouldn't be.★

DRAGON FIGHTER
Idea £25.99

Uppers – An unusual mixture of scrolling shoot-'em-up and strategy-ish bits. ***Downers*** – The strategy bits just get in the way, and the arcade bit hasn't been done justice. ***The Bottom Line*** – Slick, but insubstantial. ★★

DYNA BLASTER/ BOMBERMAN
Ubi Soft £30.99

Uppers – Sweet, simple arcade fun in true console style – good as a one player game, brilliant in exciting simultaneous five (yes, five!) player mode (if you can crush that many people around your Amiga). ***Downers*** – It's a bit too expensive for our liking (mainly due to the joystick adaptor included). ***The Bottom Line*** – A very addictive maze-based *PacMan* variant, improved dramatically by the joystick adaptor. ★★★★

ELF
Ocean £25.39

Uppers – An excellent arcade adventure romp, with enough interesting little extras to make it fresh. ***Downers*** – These things are getting just a little bit old-fashioned, aren't they? ***The Bottom Line*** – A good solid game from the Ocean stable, but not a world beater. ★★★★

ELVIRA – THE ARCADE GAME
Flair £25.99

Uppers – A highly polished arcade adventure that's a real joy to play. ***Downers*** – There's no innovation or gameplay surprise here. ***The Bottom Line*** – A fine example of a tried'n'trusted formula. ★★★★

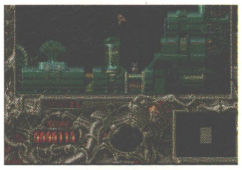
EUROPEAN SUPERLEAGUE
CDS £24.99

Uppers – A surprisingly involving footy strategy thing in the *Football Manager* vein. ***Downers*** – They're not still making these things are they? (Yes they are). ***The Bottom Line*** – A dated idea – it sounds tedious but it's actually executed quite commendably. ★★

EXILE
Audiogenic £24.99

Uppers – Real-world physics incorporated into an arcade game; it's more of a true arcade adventure than most games bearing that tag. ***Downers*** – Rather primitive graphics, and not the most instantly playable game ever. ***The Bottom Line*** – A great arcade adventure, but it might not be your cup of tea if you're an action fan. Voted AMIGA POWER reviewers game of the year! ★★★★★

THE EXECUTIONER
Hawk £25.99

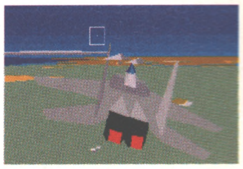


Uppers – A playable enough *Thrust*-variant, with one or two extra bits tacked on (such as the tasteful torture scenes). ***Downers*** – The core of the game just isn't exciting or different enough to give *The Executioner* that 'one more go' appeal. ***The Bottom Line*** – Fine if you don't mind the slightly repetitive gameplay. ★★

EYE OF THE BEHOLDER
SSI (US Gold) £29.99

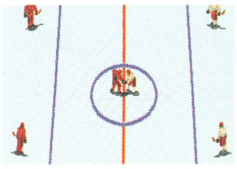
Uppers – Takes *Dungeon Master* a step further. Excellent atmosphere and graphics. ***Downers*** – Despite being better than *DM*, it's not as different as it should have been. There's still room for improvement in the D&D genre. ***The Bottom Line*** – Quite possibly the best D&D game yet for the Amiga. (Or, indeed, for anything else). ★★★★★

F-15 STRIKE EAGLE II
MicroProse £34.99



Uppers – Graphics to make you gasp, sound effects to get your adrenalin pumping and gameplay to leave you in a quivering heap on the floor. ***Downers*** – Despite the shoot-'em-up nature of things, it can all be a touch too much for the less ambitious games player. ***The Bottom Line*** – Quite possibly the last word in flight sims (so far, anyway). ★★★★★

FACE OFF
Anco £25.99

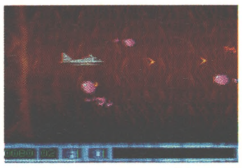


Uppers – Reasonable graphics, some nice attention to detail and fairly realistic player movement. ***Downers*** – Not the game to show just how good ice hockey can be on the Amiga. ***The Bottom Line*** – A very average game, but we've yet to see any other better ice hockey efforts. ★★

FALLING JEWELS
Soft & Easy £25.99

Uppers – A nice variation on the *Klax* and *Tetris* themes. ***Downers*** – Awful exterior. ***The Bottom Line*** – You'd not be badly advised to take a tumble with *Falling Jewels*. ★★★

FANTASTIC VOYAGE
Centaur £25.99



Uppers – A simple, methodical shoot-'em-up with highly atmospheric graphics. ***Downers*** – Not very hectic, and not surprising in the least. ***The Bottom Line*** – Deserves to do well. ★★★

FATE – GATES OF DAWN
Rainbow Arts £29.99

Uppers – 'Unbelievably horny women', unusual presentation and more to do than some so-called RPG games. ***Downers*** – Fiddly control and tatty presentation.

The Bottom Line – Just another FRPG really, but with enough character to make it worthwhile. Far from essential though. ★★★

FINAL BLOW
Storm £25.99

Uppers – A pretty close conversion of the coin-op. ***Downers*** – Which was an absolute duffer in the first place. ***The Bottom Line*** – Not the best boxing game around (and just look at the competition!). ★

FINAL FIGHT
US Gold £25.99

Uppers – Context-sensitive controls, huge sprites, arcade-true graphics, generally an excellent conversion. ***Downers*** – Then again it's a conversion of a fairly dull, and quite dated, formulaic coin-op. And the beat-'em-up is looking a little long in the tooth these days. ***The Bottom Line*** – Technically impressive and loads of fun to play, this might even knock the famous *IK+* off its 'best Amiga beat-'em-up' perch. (But then again it might not). ★★★★

FIRST SAMURAI
Image Works £25.99

Uppers – Stunningly well-programmed, imaginative design and inspired use of sound, all added to a classic and proven gameplay style. ***Downers*** – Maybe just a little on the slow side. ***The Bottom Line*** – Simply gorgeous arcade adventure that you really shouldn't be without. ★★★★★

FOOTBALL DIRECTOR II
D&H £24.99

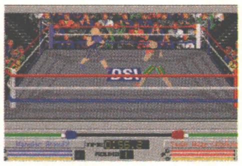
Uppers – Reasonably complex and wide-ranging strategy bash. ***Downers*** – £25 for a footie management game? Get real. ***The Bottom Line*** – Adds nothing new to the decades-old number-crunching of every other football manager game ever. ★★

FORMULA ONE GRAND PRIX
MicroProse £34.99

Uppers – Breathtakingly detailed 3D and the finest driving feel yet seen on the Amiga. ***Downers*** – The prospect of such an accurate Grand Prix simulation isn't going to appeal to everyone. ***The Bottom Line*** – The best racing game we've ever seen, and probably the best game to appear on the Amiga. ★★★★★

4D SPORTS BOXING
Mindscape £25.99

Uppers – The best boxing game yet, with some highly original polygon graphics. ***Downers*** – Slower than you could possibly imagine, with an over-complex control system. ***The Bottom Line*** – Unusual, but not actually very playable. ★★



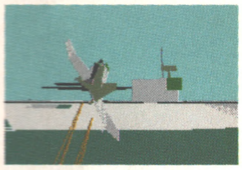
4D SPORTS DRIVING
Mindscape £25.99

Uppers – It's quite fun and visually impressive, with the 3D graphics fast enough to keep you on your toes. ***Downers*** – It won't keep you enthralled for very long at the end of the day. ***The Bottom Line*** – Great for fans of the genre, but learner drivers would probably be wise to avoid. ★★

FLAMES OF FREEDOM – MIDWINTER II
MicroProse £34.99

Uppers – There's loads to do, and the whole thing looks lovely. Hours of fun to be had from the character-designing section alone. ***Downers*** – Lots of stupid holes in the logic, and an uncomfortable balance between the strategy and action aspects. ***The Bottom Line*** – Works better in theory than in practice. *Midwinter* fans will love it, but the rest of us are likely to get very bored very quickly. ★★★★

FLIGHT OF THE INTRUDER
Image Works £30.99



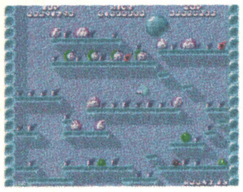
Uppers – Highly realistic and flexible (you can make it almost as simple as you want), and decent graphics too. ***Downers*** – It's not immediately attractive by any means, and the controls are even more forbidding than usual. Bugged, too. ***The Bottom Line*** – Not technically amazing, but absorbing and entertaining, with a neat two-player link-up game. ★★★★

FRENETIC
Core Design £20.99

Uppers – Fast and good-looking. ***Downers*** – You've seen this all before, and done rather more excitingly into the bargain. ***The Bottom Line*** – Slick programming only serves to make *Frenetic* tedious in a professional kind of a way. ★★

FUZZBALL
System 3 £19.99

Uppers – Big, squishy and lovable – *Fuzzball* begs to be played. Platform and puzzling styles make an intriguing cocktail. ***Downers*** – If only it was easier. Less viciousness would make all the difference. ***The Bottom Line*** – Good, but some irritating quirks of game design mean



it falls well short of classic status. ★★★★

GAUNTLET III
US Gold £25.99
Uppers – A new angle on the arcade classic gives some novelty value, and makes proceedings sufficiently different this time around. ***Downers*** – The pace is ponderous, there aren't enough baddies, and the speech is badly missed. ***The Bottom Line*** – Fine, but it doesn't really live up to the legend that is *Gauntlet*. Give us a bash on *Gauntlet 2*, anyday. ★★★

GEISHA
Tomahawk £25.99

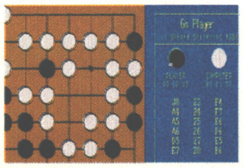
Uppers – Um, well, you *do* get to see some girls' bits. (Sorry, female readers). ***Downers*** – Tacky and fatuous 'plot', giving way to some of the most unplayable sub-games ever, with presentation of a kind that people used to get arrested for. A nightmare all round really. ***The Bottom Line*** – Could this perhaps be the worst full-price game ever reviewed in AMIGA POWER? A five percent mark would seem to suggest so... ★

GEM'X
Demonware £24.99
Uppers – Gorgeous graphics, exquisite sound, beautifully simple mental torture. ***Downers*** – Won't change your mind if you're not into puzzlers. ***The Bottom Line*** – One of the best puzzle games to date. ★★★★

GERM CRAZY
Electronic Zoo £25.99
Uppers – Not quite as expensive as Mindscape's *Life & Death*. ***Downers*** – But with little else in its favour. ***The Bottom Line*** – Another half-baked idea, not followed through properly. (Where do they all come from?) ★

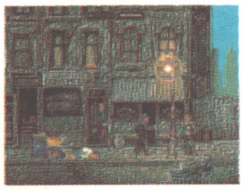
GHOST BATTLE
Thalion £25.53
Uppers – The sound's quite good and the graphics are okay. ***Downers*** – Everything else is utterly awful. ***The Bottom Line*** – Badly-designed and executed *Ghosts'n'Goblins* clone that's so bad it's scary. ★

GO
Oxford Softworks £19.99



Uppers – A reasonably well-justified conversion of ancient oriental strategy board game. ***Downers*** – Despite being one meg only, doesn't dress things up to any noticeable extent. ***The Bottom Line*** – One of the most enjoyable and absorbing board games conversions yet seen, and at a sensible price too. ★★★★

THE GODFATHER
US Gold £30.99



Uppers – Lovely to look at with plenty of good animation and rather lovely sound effects. ***Downers*** – Beneath it all it's a tedious old *RoboCop* clone. ***The Bottom Line*** – Slack and dull and lacking in challenge. Avoid. ★★

GODS
Renegade £25.53
Uppers – Lovely aesthetics, quite involved for a platform game. ***Downers*** – Not quite as good as it's made out to be. And those graphics are far too clever for their own good. ***The Bottom Line*** – Don't believe the hype, but pretty damn good all the same. ★★★★

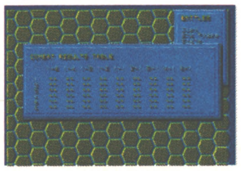
GOLDEN EAGLE
Loriciel £28.99

Uppers – Nice character animation, and a suitably French price. ***Downers*** – There's no gameplay to speak of. ***The Bottom Line*** – Uninspired, uninnovative, uninteresting, and unaddictive. ★★

GRAEME SOUNESS VECTOR SOCCER
Impulze £25.99

Uppers – Innovative use of 3D graphics and some pretty spectacular replays. ***Downers*** – It just doesn't work as a game. ***The Bottom Line*** – Plays kind of like Gazza with both his knees knackered. ★★

GREAT NAPOLEONIC BATTLES
Impressions £29.99



Uppers – Well, it includes a wargame editor – so the fun need never end. ***Downers*** – The wargame part is actually very average indeed. ***The Bottom Line*** – Worth buying for the editor, if you're really into that sort of thing. ★★★

GUNBOAT
Accolade £29.99
Uppers – A sim which actually does something different. ***Downers*** – The action doesn't really convey enough excitement, and the graphics are a little on the primitive side. ***Bottom Line*** – A highly complex sim, this takes quite some time to get drawn into. ★★★

HAGAR THE HORRIBLE
Kingsoft £25.99

Uppers – A good rendition of the Hagar character, and an engaging enough game behind the licence. ***Downers*** – It's not really any better than Hi-Tec's *Scooby & Scrabby* (which is a helluvalot cheaper). ***The Bottom Line*** – Not bad at all. But nothing very spectacular either. ★★

HALLS OF MONTEZUMA
Electronic Arts £25.99
Uppers – Almost unlimited lastability, thanks to the huge numbers of scenarios. ***Downers*** – Off-puttingly complicated, and offers nothing new to the unconverted. ***Bottom Line*** – Well put together, but still strictly for diehards. ★★

HARE RAISING HAVOC
Disney £25.99

Uppers – The best game with genuine cartoon-quality graphics yet. ***Downers*** – But still not a great game – its flaws are repetitive, frustrating and disappointing. ***The Bottom Line*** – The fun lies in the experience of the whole thing, but the gameplay is very limited. Not really recommended. ★★

HARLEQUIN
Gremlin £25.99

Uppers – Humdinging platform game. Beautiful graphics, exquisite gameplay, loads of depth, and it's positively brimming with imagination. Well presented too. ***Downers*** – The size of the task may be too much for the weak willed. (Some downer, huh?) ***The Bottom Line*** –The more you play this game the better it gets. A classic. ★★★★★

HARPOON (WITH BATTLESET 2)
Electronic Arts £34.99
Uppers – Realistic, incredibly detailed naval wargame with specifications and performance figures all over the place. ***Downers*** – As you might expect, it's poorly presented, and terribly slow. Put aside plenty of time for manual studying. ***The Bottom Line*** – Lots of boating fun, but too expensive and badly programmed for anyone other than an enthusiast. ★★★

HEART OF THE DRAGON
Avatar Computing £25.99
Uppers – Lots of colours, and an (almost serious) attempt to do something new with the fantasy beat-'em-up. ***Downers*** – Beyond the almost impressive technical trickery lies not very much at all really. ***The Bottom Line*** – If your friend has bought it, give it a go. Then laugh very heartily at him. Entertaining in an embarrassing sort of way. ★

HEARTS OF CHINA
Sierra £34.99

Uppers – Beautiful painted backdrops, with enough relevance and animation to make them justifiable, and a pretty sensible control system make it an enjoyable Far East romp. ***Downers*** – Lack of speed and the need for one meg and a hard drive, plus a lack of real plot flexibility. ***The Bottom Line*** – Sierra are carving themselves a niche with this sort of thing. Neat. ★★★★

HEIMDALL
Core Design £30.99

Uppers – Stunningly pretty and atmospheric, and it's absolutely enormous too. The cartoon-style is just gorgeous. ***Downers*** – Some nasty disk swapping and accessing, though not quite to Cinemaware 'standards'. ***The Bottom Line*** – A fast-moving and slick RPG game that's miles more accessible than the genre usually is. A winner. ★★★★★

HERO QUEST
Gremlin £25.99
Uppers – Easy to get into, and deceptively addictive. You don't think you've been playing it for long, but suddenly it's Thursday and you're a week late for dinner. ***Downers*** – Not so good as a one-player game. ***The Bottom Line*** – Perhaps surprisingly, a highly entertaining game, and absolutely ideal when you've got game-playing friends round. ★★★★

HERO QUEST: RETURN OF THE WITCHLORD
Gremlin £14.99
Uppers – An add-on module for fans of the original *Hero Quest* who want to take their characters into harder territory. ***Downers*** – Not a lot of use to anybody else, but that's a bit inevitable. ***The Bottom Line*** – If you liked *Hero Quest*, then this is an obvious (and fairly inexpensive) purchase. ★★★★

HILL STREET BLUES
Krisalis £24.99
Uppers – A good feel for the TV series; characters (both player and others) that you can identify with. It's certainly an interesting way to handle a licence. ***Downers*** – Gets repetitive pretty quickly, and it's not the slickest game around. ***The Bottom Line*** – A good next step for someone who's played *Sim City* to death and fancies a new challenge. Limited appeal, though. ★★★

HOME ALONE
Accolade £24.99
Uppers – The box can be used for darts practice. ***Downers*** – Atrocious gameplay, jerky graphics and terrible sound. ***The Bottom Line*** – A ludicrously unenjoyable film licence. Don't disappoint yourself.★

HUDSON HAWK
Ocean £25.99

Uppers – A film licence which actually stands up as a game in its own right. ***Downers*** – The control system can reduce some to tears, and it doesn't match *The Blues Brothers* in the arcade adventure/platform stakes. ***The Bottom Line*** – A well produced, but infuriatingly difficult, game. Try before you buy. ★★★★

HUNTER
Activision £25.99

Uppers – Stunning 3D graphics and loads to do. ***Downers*** – The odd little graphical glitch or two. ***Bottom Line*** – Enormously absorbing game – you'll find yourself completely captivated by it for hours on end. ★★★★★

INDY HEAT
Storm £25.99

Uppers – Well, it's an alrightish conversion of this *Super Sprint*-style coin-op, speedy and playable. ***Downers*** – Little real depth though, and you can buy similar on budget. ***The Bottom Line*** – We can't really say anything great about it, but neither is it a complete waste of money or time. Best if you play it against a bunch of friends. ★★★

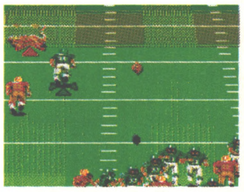
INTERNATIONAL CHAMPIONSHIP ATHLETICS
Hawk £25.99
Uppers – Tons of fun for those who miss the days of joystick waggling. ***Downers*** – Terrible presentation, and a highly questionable price. ***The Bottom Line*** – If only it had been a tenner cheaper... ★★★

I PLAY 3D SOCCER
Simulmondo £25.99
Uppers – The most dynamic and visually convincing representation of the sport yet. ***Downers*** – The realism is so high that you hardly ever get to kick the ball, and the 3D display system can be downright confusing. ***The Bottom Line*** – Brave, but ultimately flawed. ★★

JAHANGIR KHAN'S CHAMPIONSHIP SQUASH
Krisalis £25.53
Uppers – Easy to play, closely adheres to the rules of the real thing, and there're plenty of options on offer. ***Downers*** – There's not really a lot you can do with a squash game, is there? ***The Bottom Line*** – The best squash game around for the Amiga. (Not that there's much in the way of competition). ★★★

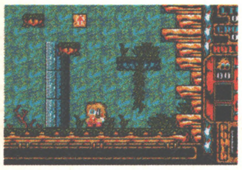
JIMMY WHITE'S WHIRLWIND SNOOKER
Virgin £24.99
Uppers – Stunning 3D camera-style view on the action, and the actual rules and physical mechanics of the game are re-created beautifully. ***Downers*** – Well, it's still only snooker. Some extra stats would have been nice too. ***Bottom Line*** – A veritable corker. A classic. A 90 percenter. Need we say more? ★★★★★

JOHN MADDEN FOOTBALL
Electronic Arts £25.99



Uppers – Superb graphics and sound are merely the icing on the cake of a superbly thought out sports game – and one with enough (two player) variety to keep you going for years. One of the classic Amiga sports sims. ***Downers*** – The computer opponents soon prove to be a walkover, so in the long run enjoyment is limited to two-player action. Plenty of people can't grasp the basics of American Football either, and they're needed here. ***The Bottom Line*** – A near-perfect conversion of a game that was voted (in it's original console incarnation) 1990's 'videogame of the year'. It plays as good as it looks. ★★★★★

KID GLOVES 2
Millennium £25.99
Uppers – Ther're plenty of *Super Wonder Boy* influences in there. ***Downers*** – It's got nothing to do with the original *Kid Gloves*, and it's just

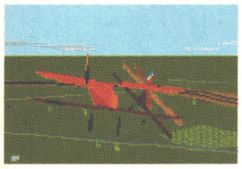


no fun anyway. ***The Bottom Line*** – A waste of a good name, and a very poor deal. ★★

KNIGHTMARE
Mindscape £30.99

Uppers – The *Captive* system given a more appropriate fantasy setting. More compact too. ***Downers*** – Not enough thought put into the concept, and the difficulty is pitched all wrong. ***The Bottom Line*** – It feels too much like role-playing by numbers. ★★★

KNIGHTS OF THE SKY
MicroProse £34.99



Uppers – Accessible and enjoyable to play, in a not-very-flight-simmy kind of way. ***Downers*** – Erm, well, there aren't quite as many buttons as some flight sims. ***The Bottom Line*** – Much more playable than you might expect, this is the surprise hit of the year in the AMIGA POWER office. ★★★★★

THE KILLING CLOUD
Image Works £24.99

Uppers – Fast-moving and pretty graphics, bags of depth, and a great creation of atmosphere. ***Downers*** – Riddled with inconsistencies. ***The Bottom Line*** – Could have been a contender, but badly lets itself down in the logic stakes. ★★★

KING'S BOUNTY
New World Computing £25.99

Uppers – Accessible and tidily presented, and far more playable for the non-expert than anything in this field we've seen. ***Downers*** – Nothing beyond the fact that some people won't ever get to grips with this sort of game. ***The Bottom Line*** – Superb D&D-style adventure that's fun for everyone but the most narrow of mind. ★★★★

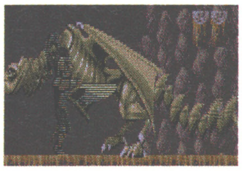
KING'S QUEST V
Sierra £39.99

Uppers – Beautiful digitised graphics and a very friendly point and click interface. ***Downers*** – The price is one obvious downside, and only hard drive owners should bother. ***The Bottom Line*** – A mighty impressive adventure, which takes Sierra to new heights. ★★★★

LAST NINJA 3
System 3 £25.99

Uppers – Polished presentation and big improvements in look, feel and plot in the ninja's third outing. ***Downers*** – A diabolical control system and one or two flaws in execution prove major irritations. ***The Bottom Line*** – For those who go for these beat-'em-up adventures, *Last Ninja 3* is heaven sent. Others will wish to give it a wide berth. ★★★★

LEANDER
Psygnosis £25.99



Uppers – Slice after mouthwatering slice of smooth platform action. A sizeable and endearing exercise in coolness. ***Downers*** – Shallow as hell. ***The Bottom Line*** – Ultimately a limited romp, what it lacks in inspiration it makes up for in perspiration. ★★★★

LEISURE SUIT LARRY 5
Sierra £34.99

Uppers – Well, it's got a jolly cocktail lounge-style soundtrack which sets off the sleaze quite well. ***Downers*** – The action is slow, the puzzles are illogical and it's all just very disappointing. Little real sex in it either. ***The Bottom Line*** – If it's titillation you want buy the Sunday Sport. ★

LIFE AND DEATH
Mindscape £25.53

Uppers – Excellent packaging (the surgical mask and gloves are wild), and some fairly amusing gameplay keep things on the boil for a couple of hours. ***Downers*** – Repetition soon sets in – as a long-term challenge it all falls apart quite alarmingly. ***The Bottom Line*** – What's there is quite good, but there's just not enough of it. ★★

LIVING JIGSAWS
Miles Computing £24.99

Uppers – Likely to appeal to the younger Amiga users. ***Downers*** – Unlikely to appeal to anybody else, anywhere. ***The Bottom Line*** – Lacks any charm whatsoever. Quite silly and pointless all round, really. ★

LOGICAL
Rainbow Arts £19.99

Uppers – The ease of play makes this a nicely accessible puzzler. ***Downers*** – But the amount of time each move takes also makes it a seriously tedious one. ***The Bottom Line*** – In a crowded world of puzzle games, *Logical* is very blunt in the mustard area. ★★

LORD OF THE RINGS
Electronic Arts £29.99

Uppers – A brilliant command system and excellent evocation of Tolkien's classic story. ***Downers*** – Everything is simply too slow and vast. Surely it could have been programmed better than this. ***The Bottom Line*** – Some great ideas, but the game just over-stretches itself. A shame. ★★★

LORDS OF CHAOS
Blade £24.99

Uppers – Great control system, comprehensive and logical. Lots of levels equals great lastability. ***Downers*** – Very little action; not much compulsion to reach your rather abstract goal. ***The Bottom Line*** – A disappointing game from Julian Gollop, not up to his usual standard. Wait for *Laser Squad 2*. ★★★

LOTUS TURBO CHALLENGE II
Gremlin £24.99

Uppers – Gorgeous graphics, lashings of speed and that hard-to-capture driving atmosphere. ***Downers*** – The lack of crashes is a bit silly, and some track maps would have helped. ***The Bottom Line*** – The best sprite-based driving game we've seen. ★★★★★

LUPO ALBERTO
Idea £25.53

Uppers – Charming characters, a terribly translated manual, and goofy gameplay make it ideal for kids of all ages. ***Downers*** – The animation is funny for all the wrong reasons. Loveable but really rather crap. ***The Bottom Line*** – A game sure to cause argument. A case of try before you buy. ★★

MADDOG WILLIAMS
Game Crafters £30.99

Uppers – It is possible to enjoy this game! ***Downers*** – Amateurish graphics surround very run-of-the-mill gameplay. Not the best Sierra-style adventure around by a long shot. ***The Bottom Line*** – There are much better ways of spending your money. ★★

MAGIC GARDEN
Electronic Zoo £25.99

Uppers – An outlandish (and gnomish) *Sim City*-ish kind of thing (sort of). ***Downers*** – Is there any demand for this sort of thing? ***The Bottom Line*** – For a game which is based around gardening, you just can't see the wood for the twee. ★★

MAGIC POCKETS
Renegade £25.99

Uppers – The usual Bitmap standards of technical excellence, and a veritable mountain of clever ideas. ***Downers*** – The graphics don't suit the game style, the design is too clever for its own good, and the pacing is hopelessly wrong. ***The Bottom Line*** – It'll sell a million, but everyone we've met finds it seriously boring. As a cute arcade platform game it's a disaster. ★★★

MANCHESTER UNITED EUROPE
Krisalis £25.99

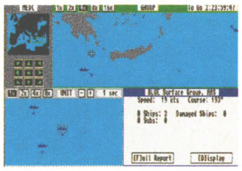
BRIAN MCCLAIR

Uppers – Fast, pretty, and hugely playable. ***Downers*** – The strategy section is largely superficial (and what there is is optional). ***Bottom Line*** – Great control makes this just about the best football sim so far. ★★★★

MAUPITI ISLAND
Lankhor £25.99

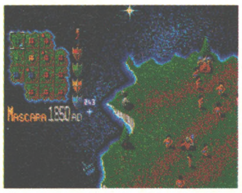
Uppers – Pleasantly different, with loads of character interaction. ***Downers*** – Just too small to really justify the price. ***Bottom Line*** – Charming and interesting, but there just isn't enough of it. ★★★

THE MED CONFLICT – BATTLESET 3
Electronic Arts £14.99



Uppers – Arguably more exciting than earlier *Harpoon* scenarios. ***Downers*** – Very complex and specialist *Harpoon* data disks – only worth it if you're really into this type of game. ***The Bottom Line*** – A worthy addition for serious *Harpoon* fans. Obviously of no use for anyone else. ★★★

MEGA LO MANIA
Image Works £30.99



Uppers – Brilliant sound effects, gorgeous speech, jolly nice graphics, completely compulsive gameplay. It's up there with the likes of *Tetris* on the list of Most Addictive Games. ***Downers*** – Perhaps just a tad frustrating at times. ***The Bottom Line*** – The most accessible and arguably the most enjoyable god-sim to date. ★★★★★

MEGA TRAVELLER 1
Empire £30.64

Uppers – Terrifying depth, friendly and helpful controls, great atmosphere, excellent balance of strategy and action. ***Downers*** – It might all seem a bit too familiar to *Elite* players; occasional long disk-access pauses can irritate. ***The Bottom Line*** – A wonderful piece of role-playing software that everyone should play at least once. After that, you're unlikely to want to stop. ★★★★

MERCENARY III
Novagen £29.99

Uppers – Six different solutions, lots to explore and plenty of plot. ***Downers*** – The 3D graphics couldn't look much more dated and the gameplay is thinner than the atmosphere on an asteroid. ***The Bottom Line*** – A rather average game, both in play and looks. ★★

MERCS
US Gold £24.99

Uppers – Faithful conversion of the coin-op, good-looking and fast-moving... ***Downers*** – ...but still just another *Commando* clone. ***The Bottom Line*** – Great at what it does, but you're likely to want rather more from a game in this day and age. ★★★

METAL MUTANT
Silmarils £25.99

Uppers – A simple concept (exploration, fighting and puzzle solving) which works well, and has a perfect difficulty curve. ***Downers*** – Lacks any really exciting features, and too simple for some. ***The Bottom Line*** – A middle-of-the-road game, which achieves what it sets out to do, but doesn't really astound. ★★★

MICROPROSE GOLF
MicroProse £34.99

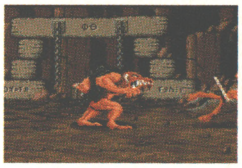
Pepsi Child
2 (5) 2

Uppers – Looks wonderful, and just about every conceivable variation of golf is covered. ***Downers*** – Seriously overpriced, can be a bit uninvolving, and the graphical 'fog' is unfortunate and disappointing. ***The Bottom Line*** – A great golf game which just fails to match up to the standard set by *PGA Tour*. ★★★★

MIG-29M SUPER FULCRUM
Domark £39.99

Uppers – For the serious minded flight sim fans, *MiG29M* offers a superior trip, which manages to avoided cloning its predecessor. ***Downers*** – Way short of its competitors in areas such as ground detail and instant action. ***The Bottom Line*** – Expensive, but fans of the original won't be disappointed. ★★★★

MOONSTONE
Mindscape £30.99



Uppers – Atmospheric visuals and sound effects create a spooky game world. ***Downers*** – There's not enough of anything. Awkward disk accessing breaks the flow of the game too. ***The Bottom Line*** – A simple, arguably mediocre game, hidden beneath glossy presentation. ★★★

MONOPOLY
Leisure Genius £19.99

Uppers – A faithful version of the classic (to say the least) board-game. ***Downers*** – Who the hell wants to play a board-game on their computer anyway? ***The Bottom Line*** – Competently done, but arguably quite pointless. ★★

MONSTER BUSINESS
Eclipse £19.99

Uppers – Tons of character and classically simple *Dig Dug*-meets-*Snow Bros* gameplay make this endless fun for nostalgic arcade fans. Great music too, and a halfway-decent price tag. ***Downers*** – Once more, 'simple arcade fun' translates directly as 'shallow and transient kiddie rubbish' for some.
The Bottom Line – A superb arcade platform game with more life in it than a hundred copies of *Magic Pockets*. ★★★★

MOONBASE
Mindscape £35.99

Uppers – Entertaining and addictive game in the best *Sim City* tradition. ***Downers*** – Just a bit too close to *Sim City* for comfort, though. ***Bottom Line*** – Fairly short-term entertainment, and more than a touch overpriced. ★★★

MOONSHINE RACERS
Millennium £24.99

Uppers – Erm, great hillbilly music. ***Downers*** – Slow, graphically horrible, totally derivative. ***The Bottom Line*** – Almost as bad as Amiga *Chase HQ*, and you've got to admit that's pretty damn bad. ★

NAVY SEALS
Ocean £25.39

Uppers – Quite good fun in a mindless arcade runaround sort of way. ***Downers*** – Technically unimpressive (to say the least), and there's very little to it. ***Bottom Line*** – Looks like an ST port, but if you can forget you paid £25 for it, it's pretty enjoyable. ★★

NAPOLEON 1
Internecine £29.99

Uppers – Historically accurate and all that kind of stuff – Boney fanatics will love it. ***Downers*** – ...but everyone else will be left completely cold. There's no attempt made to make the game accessible, it's purely for those who already know they're going to buy it before they ever see the thing. ***The Bottom Line*** – If you don't

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love the concept immediately, give this an extra-wide berth. ★★

NEBULUS 2 – POGO A-GO-GO

21st Century Entertainment £25.99

Uppers – The winning formula of the original is at the core of the game. **Downers –** The addition of power ups ruins the beautiful simplicity which made the first such a classic. **The Bottom Line –** A real waste. This is the worst kind of sequel, one which just regurgitates the ideas of its predecessor, but in a far less playable way. ★★

NECRONOM

Linel £25.99

Uppers – Behind all the technical boasting lies a groovy little blaster. **Downers –** It's not going to win any awards, and it's impossible without autofire. **The Bottom Line –** Not bad for real shoot-'em-up freaks. ★★★★

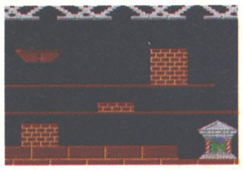
THE NEVERENDING STORY II

Linel £25.99

Uppers – There're several sub-games for your money, and the licence is ideal subject material. **Downers –** Exactly how not to do a film licence. **The Bottom Line –** You can do much better than this. ★★

OH NO! MORE LEMMINGS!

Psygnosis £25.99 (or £19.99 as an add-on for the original)



Uppers – The same classic game it always was. **Downers –** Where's the imagination that gave *Lemmings* its character in the first place? **The Bottom Line –** A missed opportunity, but still a brilliant game. ★★★★

ORK

Psygnosis £25.99

Uppers – *The Killing Game Show* revisited – which isn't such a bad thing. Packed with interesting gameplay extras, and no slouch in the graphics and animation stakes either. **Downers –** There's nothing new here at all. Very, very standard Psygnosis stuff. **The Bottom Line –** Nothing here to fire the imagination, but a slick, finely polished game nevertheless. ★★★

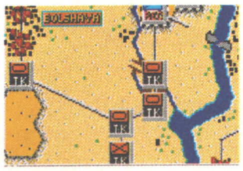
OUTRUN EUROPA

US Gold £24.95

Uppers – A vast improvement on earlier *OutRun* games, the use of different vehicles adding spice. **Downers –** The driving feel isn't as good as it might have been and the levels aren't sufficiently different. **The Bottom Line –** A class driving act, but its fails to compete with the likes of *Lotus II*. ★★★★

PANZER BATTLES

Strategic Studies Group £25.99



Uppers – Good fun for a wargame, with (fairly) bright and colourful graphics. **Downers –** Too many obscure icons. **The Bottom Line –** Good for prospective German tank drivers, a complete and utter load of twaddle for the rest of us. ★★★

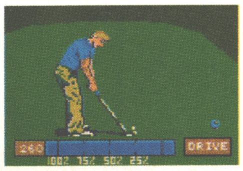
PARASOL STARS

Ocean £25.99

Uppers – Technically and aesthetically almost impossible to fault, and the two-player mode is inspirational. **Downers –** Doesn't have quite the same addictive hook as *Rainbow Islands*. **The Bottom Line –** This is a gorgeous arcade game right up at the top of the league, if perhaps not quite the universe-beater you were hoping for. ★★★★★

PGA GOLF COURSE DISK

Electronic Arts £14.99



Uppers – Well, it's an add-on disk. You can't deny it gives you three new real life tournament courses for *PGA Tour Golf*. **Downers –** You can't really deny that's all there is to it either – the lack of new features to see, new control methods to try out, or anything else new at all really – is a bit of a disappointment. **The Bottom Line –** You'll have great fun with it if this is all you want. ★★★

PGA TOUR GOLF

Electronic Arts £24.99

Uppers – Excellently presented, comprehensive, and easy as pie to get into. **Downers –** There's a limited amount of scope to any golf game, and *PGA* doesn't even try to transcend it. **The Bottom Line –** The pinnacle of Amiga golf so far. ★★★★★

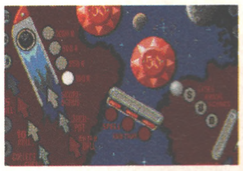
PEGASUS

Gremlin £25.99

Uppers – Two different genres for your money – *Rastan*-type slasher and *R-Type*-ish shoot-'em-up. **Downers –** Neither game style is very well executed. **The Bottom Line –** Unexciting and generally totally average game seriously lacking in character. ★★★

PINBALL DREAMS

21st Century Entertainment £25.99



Uppers – Beautiful. Quite simply, the best pintable game seen on any console or computer. **Downers –** Well, it is only a pinball game – don't expect lots of variety to the action. **The Bottom Line –** Top-notch silver ball action – pinball fans (and others too) will be playing this for years to come. ★★★★

PIT-FIGHTER

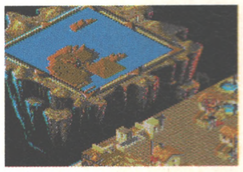
Domark £24.99

Uppers – Interesting and distinctive looking beat-'em-up. **Downers –** The 3D effect and digitised sprites aren't entirely convincing, and gameplay is very shallow. **The Bottom Line –** A close conversion of a pretty thin arcade game. ★★

POPULOUS II

Electronic Arts £29.99

Uppers – Gorgeous graphics, more options and variety than before, and superbly paced action. **Downers –** It's really not all that different from the first game at all, more of a serious update than anything else. **The Bottom Line –** An absolutely wonderful game, the only flaw in which is the similarity to its predecessor. If you didn't buy *Populous*, though, don't even think about missing this. ★★★★★



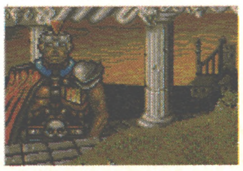
POPULOUS WORLD EDITOR

Electronic Arts £14.99

Uppers – The ability to customise the classic *Populous* game. **Downers –** There's only really so much to be done with it. **The Bottom Line –** As far as game editors go, this one does the job well enough. ★★★

POWERMONGER: WW 1 EDITION

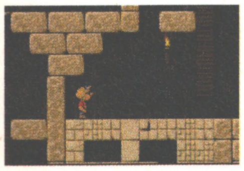
Electronic Arts £14.99



Uppers – *Powermonger* gets put into a real world context with this new data disk. Interesting new graphics. **Downers –** Most of the other gameplay changes appear to be essentially cosmetic. **The Bottom Line –** A smashing game, but *Powermonger* always got along fine without it. ★★★

PP HAMMER AND HIS PNEUMATIC WEAPON

Demonware £25.53



Uppers – Nicely old-fashioned platform action. Plenty of scope for double entendres too. **Downers –** Annoying niggles and a tendency towards over-complication spoil it a bit. **The Bottom Line –** Good, but it could easily have been a lot better. ★★★

PREHISTORIK

Titus £25.53

Uppers – Some excellent cartoon graphics and humorous touches make it an instantly likeable game. **Downers –** Suffers in comparison to *Toki* and *Chuck Rock*. Needs a number of rough edges polishing up. **The Bottom Line –** A nice enough little caveman romp, but it's not really an essential purchase. ★★★

PROFLIGHT

Hi Soft £39.95

Uppers – Terrifyingly accurate – possibly the most accurate flight simulator ever. **Downers –** Such a good simulator that there isn't really room for any game at all. **Bottom Line –** Miles too realistic to be any fun to play. Still, it's less expensive than a real flying lesson. ★★

PRO TENNIS TOUR 2

Ubi Soft £24.99

Uppers – Possibly the most realistic sports sim to grace the Amiga, with features galore. **Downers –** So if you hate the real thing, you won't go for this. **The Bottom Line –** Nothing short of wonderful. ★★★★

QUEST FOR GLORY II – TRIAL BY FIRE

Sierra £40.85

Uppers – Sorry, can't think of any. Oh no, wait, you *do* get lots of disks for your money. **Downers –** But no game to put on them. Incompetently programmed, dreadfully-designed, staggeringly-overpriced trash. **The Bottom Line –** Possibly the worst Amiga fantasy role-playing game you will ever see. Avoid it like an bad-tempered tiger with toothache. ★

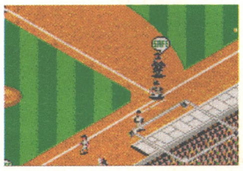
RAILROAD TYCOON

MicroProse £29.99

Uppers – Frightening amount of depth. **Downers –** Very slow to get into (and very slow even when you *do* get into it). **The Bottom Line –** If you've got a lot of time to invest in it, well worth a look. *Sim City* is still the better of the two, though. ★★★★

RBI TWO BASEBALL

Domark £29.99



Uppers – Excellent simulation of baseball, and beautifully presented to boot. **Downers –** Over-priced and not all that hot on lasting appeal. **Bottom Line –** Very good, but a bit limited, and not quite a classic. ★★★★

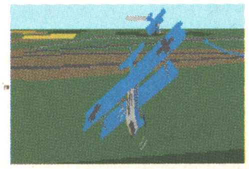
REALMS

Virgin £29.99

Uppers – An interesting and slickly presented variation on the *Kingdoms* theme. The great battle sequences really make the game. **Downers –** There can be just too much routine realm-keeping. **The Bottom Line –** It'll take a little getting used to, but basically a terrific game. ★★★★

RED BARON

Dynamix £34.99



Uppers – WW1 flight sims are always appealing, and this one sounds great, packed with different viewpoints and options. **Downers –** Slow to the point of being unplayable. **The Bottom Line –** At the end of the day there's no denying that *Red Baron* plays like a brick. ★

RENEGADE LEGION INTERCEPTOR

SSI/US Gold £24.99

Uppers – Military hardware a-go-go gives it instant RPG appeal. **Downers –** The strategy isn't deep enough, and the action sequences are way out of date. **Bottom Line –** Tales of galactic empires and warfare are a good idea, but this one just falls flat. ★

RISE OF THE DRAGON

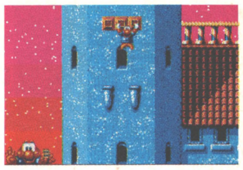
Sierra £34.99

Uppers – Atmospheric Blade Runner-style first-person adventure which combines digitised photos and comic-book presentation. **Downers –** Another hard drive game, and its not the most complex adventure ever. **The Bottom Line –** Brave, different and involving. ★★★★

ROBOCOD

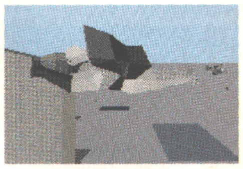
Millennium £24.99

Uppers – Wit, console-style graphics and gameplay hide behind a barrage of visual jokes and puns. **Downers –** Perhaps it could have been a little 'tighter'. **The Bottom Line –** Almost as impressive as *Rainbow Islands!* ★★★★★



ROBOCOP 3

Ocean £25.99



Uppers – Some of the best 3D driving and shoot-'em-up action yet. It sets unprecedented standards for this sort of thing. **Downers –** Though large, there isn't as much here as a good number of 3D games. **The Bottom Line –** Impressive and deservedly a great success. ★★★★★

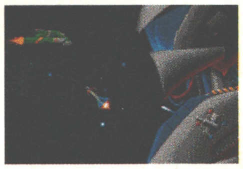
ROBIN HOOD

Millennium £25.99

Uppers – Witty and cheerful game that makes you love it almost in spite of itself. **Downers –** Tiny graphics can get irritating, and there are lots of silly little quirks. **The Bottom Line –** Likeable game that's a long way short of classic status, but damn good fun all the same. ★★★★

ROBOZONE

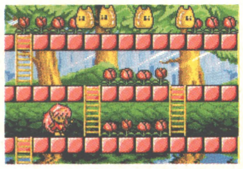
Image Works £25.99



Uppers – Three totally different elements (*Killing Game Show* variant, *Dungeon Master* style sub-game, and *R-Type*-esque scroller) in one game... **Downers –** ...none of which are done at all well. **The Bottom Line –** Overpriced as a budget game (nice front-end sequence though). ★

RODLAND

Storm £25.99



Uppers – Too-cute-to-be-true graphics, wonderful presentation, a near-perfect arcade game in the traditional sense. **Downers –** If you're looking for depth and complexity, look somewhere else. It sure is simplistic. **The Bottom Line –** A magnificent conversion that actually improves significantly on the original coin-op. Lovable and extremely addictive, you couldn't ask for a better platform arcade game. ★★★★★

ROLLING RONNY
Virgin £25.99

Uppers – Cute, console-style graphics and easy-to-grasp platform gameplay give *Ronny* instant appeal. ***Downers*** – Beneath the varnish lies not very much at all. ***The Bottom Line*** – A very plain game which offers nothing new to Amiga gamers. ★★

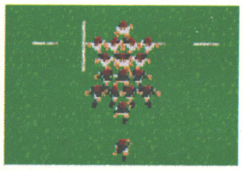
R-TYPE II
Activision £25.99

Uppers – 99 percent arcade-perfect, and a beautiful and addictive shoot-'em-up in its own right. ***Downers*** – A couple of tiny bugs irritate, and it's perhaps off-puttingly difficult. (For wimps, anyway). ***Bottom Line*** – The best space blast for the Amiga yet, and one of the best coin-ops conversion too. Superb. ★★★★★

RUGBY COACH
D & H Games £24.99

Uppers – It makes a change from football coach games. ***Downers*** – But it's not exactly drastically different from them. ***The Bottom Line*** – There's nothing funadamentally wrong with it, except that it's a management game. ★★

RUGBY – THE WORLD CUP
Domark £25.99



Uppers – Fast, slick and frenetic action, and brilliant as a two-player game. ***Downers*** – Sacrifices a lot of realism in the quest for flowing play, like penalties for a start. ***The Bottom Line*** – An excellent rendition of the sport which puts playability before authenticity to great effect. ★★★★★

SARAKON
Virgin £19.99

Uppers – Brilliant *Shanghai*-inspired gameplay make this a strategy classic, and the price is a bit of a nice surprise. ***Downers*** – Slightly indistinct symbols can occasionally confuse matters. ***The Bottom Line*** – A supremely addictive puzzler, in the finest 'takes over your entire life' tradition. ★★★★

SEARCH FOR THE KING
Accolade £34.99

Uppers – Superb Elvis gags and attention to detail (particularly in the lovingly-created graphics) mean graphic adventure fans will take to it immediately. ***Downers*** – Accolade blow it to a certain extent with their inefficient parser system. ***The Bottom Line*** – Still a mighty long way to go before it competes with the likes of the mighty *Secret Of Monkey Island*. ★★★

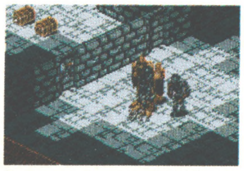
THE SECRET OF MONKEY ISLAND
US Gold £25.99

Uppers – The closest thing yet to a fully interactive story. Enormous playability, pleasing puzzles and great dollops of – yes! – genuinely witty humour come together to form something very glorious (and very different) indeed. ***Downers*** – Despite the five disks, you'll still need a full meg of ram, and once the game is completed you'll probably never come back to it again. ***The Bottom Line*** – An adventure that looks and plays better than almost any arcade game. Sheer software heaven. Destined for all-time classic status. ★★★★★

7 COLOURS
Infogrames £19.99

Uppers – Interesting Othello-based concept. ***Downers*** – Useless documentation, terrible music, and relies too heavily on luck for a board game. ***The Bottom Line*** – More or less okay for the first few hours, but rapidly gets horribly boring. ★★

SHADOWLANDS
Domark £29.99



Uppers – An isometric 3D RPG game with a pleasant lack of statistics, some neat game design, and a 'revolutionary' light-and-darkness system, which actually manages to include whether you can see anything or not in the mechanics of the game. ***Downers*** – Rough graphics, minimal sound, crap scrolling – it's never going to compete with arcade games for instant kicks. ***The Bottom Line*** – It's not exactly fast, and it's not the best looking thing around, but a quick play will reveal that it's actually damn absorbing stuff. A winner, surprisingly. ★★★★

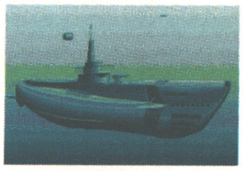
SHADOW SORCERER
US Gold £27.99

Uppers – Very different to the usual SSI orc-slashing fare. ***Downers*** – Disjointed plot and badly thought-out playing system means it never really gets going. ***The Bottom Line*** – Neither as playable as *Hero Quest* or as hardcore as *Eye Of The Beholder*, *Shadow Sorceror* falls uncomfortably between two stools. ★★★

SHANGHAI
Activision £19.99

Uppers – Based on an ancient Chinese tile game, so you know it's going to torture your mind, and it does. Friendly presentation too, and the multi-player against-the-clock games are action-packed enough for the most frenzied blasting fan. ***Downers*** – Slightly fiddly graphics can play havoc with your eyes. ***The Bottom Line*** – Scarily gripping for a game with no moving graphics. The first time you do it you'll want to take out an advert in The Times to tell everybody. ★★★★★

SILENT SERVICE 2
MicroProse £34.99



Uppers – Engrossing and accurate simulation that could well take over your life. ***Downers*** – If you're not into military strategy, this has little chance of changing your mind. ***The Bottom Line*** – All you sub fans (yes, you!) will know what to expect, so dive in. ★★★★

THE SIMPSONS
Ocean £24.99

Uppers – A good licence AND a good game. Brilliant console-like scrolling arcade platform sort of thing. ***Downers*** – The main game doesn't really rely on the Simpsons theme, and a bit too complicated for Bart's younger fans. ***The Bottom Line*** – The licence of the year, quite probably. ★★★★

SKULL AND CROSSBONES
Domark £24.99

Uppers – It's all reasonably true to the coin-op. ***Downers*** – Pity it was so crap then, isn't it? ***The Bottom Line*** – You'd have more fun being keelhauled. ★

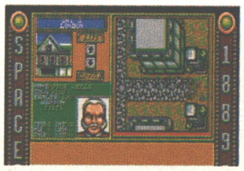
SLIDERS
Palace £25.99

Uppers – Clean 3D isometric graphics, with loads of sporting and *Marble Madness* overtones thrown in for good measure. ***Downers*** – The result is frankly less enjoyable than it sounds. ***The Bottom Line*** – Buy yourself *Spindizzy Worlds* or *Speedball 2* instead. ★★

SMASH TV
Ocean £25.99

Uppers – At last – an Amiga version of the classic arcade game. ***Downers*** – It's a cut-down interpretation of the arcade original. ***The Bottom Line*** – A disappointment, but still a damn good game. ★★★★

SPACE 1889
Empire £30.99

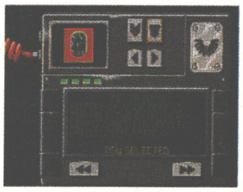


Uppers – Another fine game in the *MegaTraveller* mould, with a a wonderfully imaginative plot. ***Downers*** – Perhaps a touch too complicated and getting started is a pain. ***The Bottom Line*** – If it's your thing, then it's certainly worth a go. ★★★

SPACE ACE II – BORF'S REVENGE
Empire £34.99

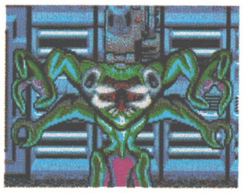
Uppers – It looks pretty, and it's moderately entertaining for the first three minutes. ***Downers*** – You'll finish it inside three hours and you'll hate it so much you'll never want to see it again. ***The Bottom Line*** – Disjointed, ridiculously small, gameplay-free, stupendously priced, immensly frustrating. Complete trash. ★

SPACE CRUSADE
Gremlin £25.99



Uppers – *Hero Quest* with a new setting, more strategy and assorted tweaks. The level of strategy is real deep with a capital EEP. ***Downers*** – Disappointing sonics, and it be would be nice to see the on-screen figures pointing in the direction they're shooting. ***The Bottom Line*** – A great board game conversion. Highly recommended. ★★★★★

SPACE GUN
Ocean £25.99



Uppers – Impressive looking *Operation Wolf* with aliens. ***Downers*** – Gameplay is hoplelessly old fashioned, limited and repetitive. ***The Bottom Line*** – A good conversion of a very limited arcade game. ★★★

SPECIAL FORCES
MicroProse £34.99

Uppers – Lots of scope to the scenarios and plenty of options in this new *Airborne Ranger*-style release. Will find its fans... ***Downers*** – ...but not here. Average graphics and complex controls make this a very expensive way to get only avetrage kicks. ***The Bottom Line*** – Yet more proof that MicroProse should stick to straight sims. ★★★

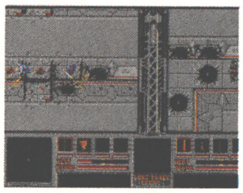
SPIRIT OF EXCALIBUR
Virgin £24.99

Uppers – Plenty of variation, and it certainly all looks lovely. ***Downers*** – Pitifully slow, and the different sections don't really seem to gel together. ***The Bottom Line*** – If you've got a few hours to kill while you're waiting for a train, this is a game that you can load up without fear of it causing you to miss it. (On the other hand, standing on the platform might be more fun). ★★

SPOT
Leisure Genius £25.99

Uppers – Brilliantly-designed Othello-based board game which still manages to offer something new and different (and even supports up to four players). ***Downers*** – The presentation lacks polish in places. ***The Bottom Line*** – A class board-like strategy act. ★★★★★

STEEL EMPIRE
Millennium £29.99



Uppers – A decent blend of strategy and shoot-'em-up which generally works well. ***Downers*** – But boring graphics, rubbish sound and a lack of depth don't help things much. ***The Bottom Line*** – An enjoyable futuristic wargame, but a little too thin for comfort. ★★★

STELLAR 7
Dynamix (Sierra) £24.99

Uppers – Appealingly old-fashioned blast from the past in the form of (yet another!) up-dated *Battlezone*. ***Downers*** – Ever-so-slightly sluggish vector graphics and optimistic pricing. ***The Bottom Line*** – Satisfyingly mindless – but that's both a strength and a weakness. ★★

STEVE MCQUEEN WESTPHASER
Loriciels £25.99

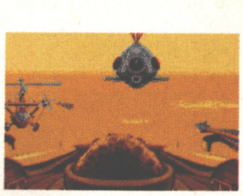
Uppers – Almost reasonable graphics and some cute bits (it's possible to shoot the clothes off people!) ***Downers*** – Pretty hopeless shooting-gallery style gameplay. ***The Bottom Line*** – Don't even waste your time thinking about it. ★

STORMBALL
Millennium £24.99

Uppers – Reasonably passable graphics. ***Downers*** – Utterly dire game design, no feeling of speed or excitement, highly confusing and largely pointless. ***The Bottom Line*** – If you're looking for a good way to waste £25, throw it down a drain rather than buy this. ★

STORM MASTER
Silmarils £25.99

Uppers – Well put together, easy to use, beautiful looking and very atmospheric multi-part *Kingdoms* variant. Need we say more? ***Downers*** – Oh, okay then. In some sections the gameplay just can't match up to the splendid effects. ***The Bottom Line*** – A mesmerising mix of slick animation, atmosphere and strategy makes for plenty of enjoyable play time. These French games sure are getting good now. ★★★★★



STRATEGO
Accolade £25.99

Uppers – An engaging strategy bash for one player at least, it adheres to the rules and appearance of the board game remarkably well. ***Downers*** – The fact that it can only be a one player game takes all the fun out of it. ***The Bottom Line*** – A fun board game which can never really work on computer. ★★

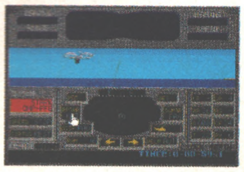
STRIKER MANAGER
D&H Games £24.99

Uppers – From the people who brought you *Football Director* (yes, that's its only good point). ***Downers*** – Statistic frenzy with absolutely no gameplay whatsoever. ***The Bottom Line*** – Could push the boundaries of computer games backwards by ten years. ★

STRIP POKER DELUXE
CDS £24.99

Uppers – Can anybody think of any? We can't. ***Downers*** – The poker game is rubbish, the graphics are flickery and all the girls are ugly anyway. ***The Bottom Line*** – If you want to see pictures of naked women there are better, cheaper and less sad ways of going about it. Utter trash. ★

STRIKE FLEET
Electronic Arts £29.99

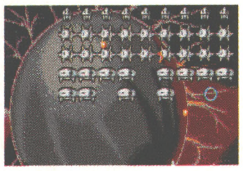


Uppers – Military freaks will enjoy the number of missions and the amazing array of hardware. ***Downers*** – Discerning gamers will be disappointed by the (ahem) shallow nature of the gameplay. ***The Bottom Line*** – Not really what we've come to expect from developers Lucasfilm. ★★★

SUPAPLEX
Dream Factory £25.99

Uppers – The *Boulder Dash* game style makes a comeback. ***Downers*** – But all the magic has been removed and the levels are poorly designed. ***The Bottom Line*** – There are half-a-dozen PD *Boulder Dash* games better than this. ★

SUPER SPACE INVADERS
Domark £25.99



Uppers – Brilliant intro and great sound. ***Downers*** – Incredibly slow, and closer in play to the original *Space Invaders* than the coin-op it's supposed to be a conversion of. ***The Bottom Line*** – Technically inept and extremely disappointing version of one of the year's most enjoyable arcade shoot-'em-ups. ★★

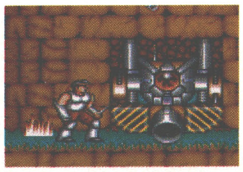
SUPER SKWEEK
Loriciel £19.99

Uppers – Cute *Defusion/Painter*-based game with power-ups and add-ons galore. ***Downers*** – Perhaps a little to French for most of us. ***The Bottom Line*** – Could do with having another fiver chopped off the price, but otherwise great fun. ★★★

SWAP
Palace £25.99

Uppers – Interesting and new idea for a puzzle game, programmed perfectly competently. ***Downers*** – It just isn't captivating, and never rises above the averageness. ***The Bottom Line*** – Fails to inspire any emotions at all. It's not good, it's not bad. It's just a bit bland. ★★

SWITCHBLADE II
Gremlin £25.99



Uppers – Gorgeous console-like graphics, tried-and-tested gameplay, packed full of detail and lovely touches. ***Downers*** – Perhaps just a little too simple. ***The Bottom Line*** – Absolutely superb. Arguably the best Amiga platform game to date. ★★★★★

SWORDS AND GALLEONS
Idea £25.99

Uppers – Uses the classic trading game style to great effect. ***Downers*** – Easy to complete and the stupid omission of a save game option. ***The Bottom Line*** – A minority interest sort of affair. ★★

TANGRAM
Thalion £25.53

Uppers – Perfectly adequate computer translation of the classic Oriental puzzle. ***Downers*** – ... unfortunately it's a really dumb idea for a conversion, and the extras (time limit and suchlike) are intrusive and pointless. ***Bottom Line*** – Getting a real wooden Tangram set would be more fun, as well as much cheaper. ★

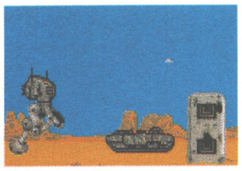
TETRIS
Infogrames £19.99

Uppers – Well, it is still *Tetris*. ***Downers*** – But it's probably the worst version yet seen on the Amiga, and that's saying something. ***The Bottom Line*** – Completely stinky. (Stick with the PD versions). ★

THEIR FINEST MISSIONS
US Gold £15.99

Uppers – A handy missions disk for *Their Finest Hour*, sure to prolong game life. ***Downers*** – It's really only for lazy people who can't be bothered to construct their own missions with the editor in the original game. ***The Bottom Line*** – Fine, but only if you've got the original (obviously). ★★★★

THUNDER BURNER
Loriciel £19.99

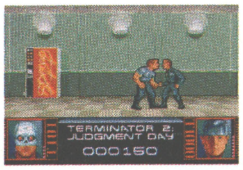


Uppers – It's nice(?) to see the *Afterburner* game style make a comeback, and there's a novel VCR facility. ***Downers*** – The game is fundamentally flawed. ***The Bottom Line*** – Thoroughly disappointing rubbish with no challenge whatsoever. ★

THUNDERJAWS
Domark £25.99

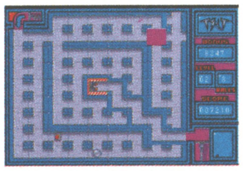
Uppers – Um...some quite nice cameo screens with cute babes. ***Downers*** – Crap graphics, crap sound, no gameplay and serious bugs. ***The Bottom Line*** – A poor-to-middling coin-op turns into an appalling Amiga game. A total waste of time and money. ★

TERMINATOR 2
Ocean £25.99



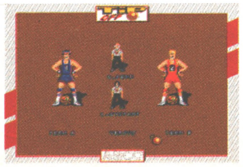
Uppers – You get exactly what you'll be expecting – Another Ocean Movie Licence With Lots Of Sub-Games And No Depth. ***Downers*** – Only one of the sub-games has any real merit of its own, and the rest are even worse than the norm for this kind of thing. ***The Bottom Line*** – Pretty hopeless run-of-the-mill effort for real diehard Arnie fans only. ★★

TILT
Genias £25.99



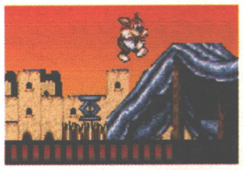
Uppers – A good puzzle game idea. ***Downers*** – Sadly the game itself just doesn't really work. ***The Bottom Line*** – Nice try, but something just isn't right and the gameplay's not there. ★★

TIP OFF
Anco £24.99



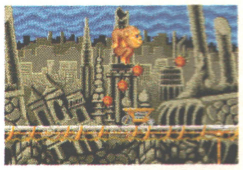
Uppers – Decent coaching option for those so inclined. It's also rather playable as an arcade game. ***Downers*** – The control isn't as intuitive as it should be. ***The Bottom Line*** – A decent (but uninspiring) simulation of baskeball. ★★★

TITUS THE FOX
Titus £25.99



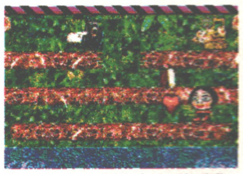
Uppers – Wonderful graphics, fabby toons and superbly designed levels – one of the cutest platform games yet. ***Downers*** – Loading can be a real pain and it all gets a bit too tough in places. ***The Bottom Line*** – A worthy successor to *The Blues Brothers*, although no great improvement. ★★★★★

TOKI
Ocean £25.39



Uppers – The (latest) definitive coin-op conversion. ***Downers*** – The sound is slightly disappointing, and the game is simply too small. ***The Bottom Line*** – What's there is brilliant, if only there was more of it. ★★★★★

TOP BANANA
Hex £25.99



Uppers – It's got lovely psychedelic 'acid' graphics, a dance soundtrack and environmentally friendly packaging. ***Downers*** – As a game, though, *Top Banana* fails to make the grade – *Rainbow Islands* did it all a hundred times better, and without acid pix. ***The Bottom Line*** – Scrappy and annoying. It's the Amiga's equivalant of The Word. ★★

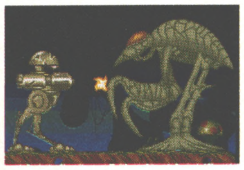
3D CONSTRUCTION KIT
Domark/Incentive £49.99

Uppers – Creating your own games (or simply designing little worlds) is great fun. ***Downers*** – Well, it's not really a game as such, is it? It's pretty slow too, and making anything really worthwhile gets very complicated. ***The Bottom Line*** – Expensive and of limited appeal, but if you've always itched to create a Freescape game you can't really complain. ★★★

TURRICAN 2
Rainbow Arts £24.99

Uppers – Enjoyable mindless blasting. ***Downers*** – Erm, has there been some mistake here? Someone appears to have sent us a copy of *Turrican*. ***The Bottom Line*** – Better than the original, but that's the only way in which it's different. Don't believe the hype. ★★★

UNDER PRESSURE
Electronic Zoo £25.99

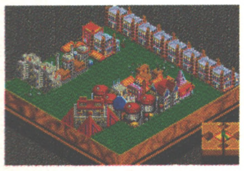


Uppers – Well, if you like the look of Psygnosis games, you'll like the look of this. ***Downers*** – The execrable walk-and-shoot gameplay would bore a five-year-old. ***The Bottom Line*** – If it's supposed to be a joke, it's very funny. If it's supposed to be an enjoyable game for £26, it's a very bad joke. ★

UMS II
Rainbird (MicroProse) £34.99

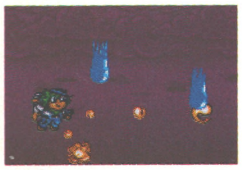
Uppers – The pinnacle of tech-head wargames, with more user-definable bits than you could ever need. ***Downers*** – Atrocious documentation could mentally scar beginners for life. ***The Bottom Line*** – It won't win the wargaming fraternity any new members, but it'll put some in seventh heaven. ★★★

UTOPIA
Gremlin £29.99



Uppers – The appeal of this kind of city-building thing is timeless, and the war side gives it a new dimension. ***Downers*** – ...but neither side is particularly well-designed, and it can easily end up a touch on the dull side. ***The Bottom Line*** – A good game, but it needs a lot more depth to make it a true classic. ★★★★

VIDEOKID
Gremlin £25.99



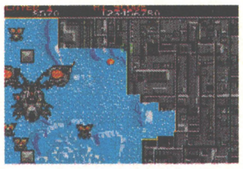
Uppers – Great sound, varied graphics and lots of action actually make this a groovy little zapper. ***Downers*** – Not entirely new in general, but (more specifically) isn't it just a bit too much like US Gold's *Mega Twins* for comfort? ***The Bottom Line*** – A decent, colourful little blaster. Ideal for the younger shoot-'em-up fan. ★★★

VIZ
Virgin £24.99

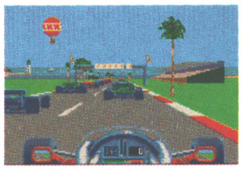
Uppers – Very true to the comic. ***Downers*** – Very shallow and limited. The jokes only really work the first time you see them. ***The Bottom Line*** – Fun while it lasts, but after the first couple of hours you've seen all it's got to offer. ★★

VOLFIED
Empire £25.99

Uppers – *Qix* was always a brilliant game, and this extremely close coin-op conversion adds to it without overwhelming it. ***Downers*** – Limited number of screens cuts down on its potential lifespan. ***The Bottom Line*** – A classic arcade game excellently converted, but you won't be playing it forever. ★★★



VROOM
Ubi Soft £25.99



Uppers – Very fast, stylish racing sim with lots of game options. ***Downers*** – Perhaps too fast (!) to keep under control at times. ***The Bottom Line*** – This is a winner all the way – perhaps the best all round driving game yet. ★★★★★

WARZONE
Core Design £20.99

Uppers – Graphics have a degree of character to them, and it's pretty tough. ***Downers*** – Adds very little to the hackneyed *Ikari Warriors* format. ***The Bottom Line*** – Competent but deadly dull shoot-'em-up that you've seen a dozen times before. ★★

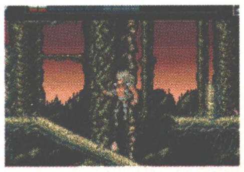
WHITE SHARKS
Demonware £24.99

Uppers – Exceptionally good graphics, novel 'choose-your-own-power-ups' weapon system. ***Downers*** – Too fast to have any decent feel, and incredibly unimaginative. ***The Bottom Line*** – The game that put the 'bog standard' into 'bog standard shoot-'em-up'. Duff. ★★

WILD WHEELS
Ocean £25.99

Uppers – Attractive presentation and competent programming make *Wild Wheels* an appealing prospect. ***Downers*** – The whole concept is remarkably shaky, and simply proves unplayable. ***The Bottom Line*** – More like *Mediocre Wheels*, really. ★★

WOLFCHILD
Core Design £25.99

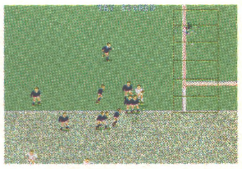


Uppers – It looks good when it isn't moving too much, and the gameplay's a tried-and-trusted platfrom combat style. ***Downers*** – Very derivative of *Switchblade*, and the scrolling is a bit on the crude side. Most importantly though, it lacks any kind of spark. ***The Bottom Line*** – Initially quite good fun, but a rather half-hearted game. ★★★

WONDERLAND
Virgin £24.95

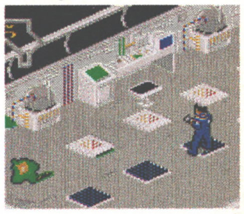
Uppers – An evocative telling of the classic Lewis Carrol tale utilising a pretty advanced user-interface. ***Downers*** – Unless you've got a very powerful Amiga with a screen that can handle interlace, the whole thing is very unwieldy. It's not got the best parser in the world either. ***The Bottom Line*** – Brave, but after all the hype the product is something of a let-down. Not a patch on *Monkey Island*. ★★★

WORLD CLASS RUGBY
Audiogenic £25.99



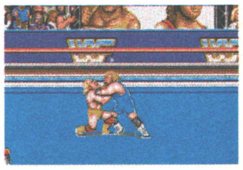
Uppers – The most accurate and technical representation of rugby we've seen. ***Downers*** – Unfortunately, the playability suffers, and the instant appeal is lacking. ***The Bottom Line*** – It has its virtues, but it doesn't quite pull it off. ★★★

WRECKERS
Audiogenic £24.99



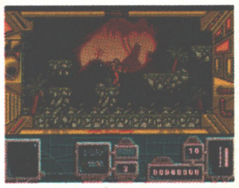
Uppers – Some refreshing game ideas add a new angle to the old 'aliens-overrun-space station' story. ***Downers*** – The whole thing feels far too much like an 8-bit game – right down to the colour schemes. ***The Bottom Line*** – All the elements of a good game are there – they just haven't been tied together properly. ★★

WWF WRESTLEMANIA
Ocean £24.99



Uppers – There aren't many, apart from the free video. ***Downers*** – There's a complete abscence of WWF's sparkle and a lack of fluid, stimulating grappling action. ***The Bottom Line*** – There's disappointment in store for grapple fans and WWF viewers alike. Come back Big Daddy, all is forgiven. ★★

ZONE WARRIOR
Electronic Arts £25.99



Uppers – Well, you don't see many games of this style anymore. ***Downers*** – But that's a bit of a blessing really. ***The Bottom Line*** – Even the programmers of this trashy arcade adventure must have been left with an empty feeling. Avoid it at all costs. ★

WE WANT TO KNOW IT ALL!

Hold onto your hats everyone! It's the AMIGA POWER Reader Survey 1992.

Yes, that's right, we want to know absolutely everything there is to know about you – your taste in games, what you like to do with your Amiga, what you like to do when you're *not* using your Amiga and, ooh, everything. There are four good reasons why you should help us out with this one:

1) This is your big chance to change anything you don't like about the magazine. On the other hand, it's also your chance to get us to do more of what you *do* like! Do we print enough tips, or enough big game reviews? Whatever you tell us now will modify the way we write the magazine in the future.

2) The more we know about the sort of games you like to play, the sort of stuff you like to see on our coverdisks and so on, the better we can plan future issues to cater for YOU!

3) We'd like to know a bit more about you generally, so we know who it is we're talking to out there. The better our ideas about what you're like are, the more likely the magazine is to be just what you want.

4) And then there's the bribe! We'll be sending free games to the first ten readers whose forms we pick out of our AMIGA POWER sack – one of them could be you!

All you have to do is fill in your answers to the questions below, then send it to: AMIGA POWER READER SURVEY 1992, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. It won't take long, and it'll be well worth your while (trust us!)

YOU AND YOUR AMIGA

1. How long have you owned an Amiga?

- ☐ A month or less
- ☐ Since Christmas
- ☐ Less than six months
- ☐ Six months to a year
- ☐ Between a year and two years
- ☐ Over two years

2. What sort of Amiga do you own?

- ☐ An old-style Amiga A500
- ☐ An upgraded Amiga A500
- ☐ An Amiga A500Plus
- ☐ An Amiga A1000
- ☐ An Amiga A1500, A2000 or (yes!) A3000

3. Are you intending to buy any of these upgrades for your Amiga over the next six months or so?

- ☐ New joystick
- ☐ New mouse
- ☐ Hard drive
- ☐ Memory expansion
- ☐ Printer

Other (please name)

....

4. Do you a) own any of these machines and b) intend to buy any of these machines over the next six months. Tick the relevant boxes.

	Own	Intend to buy
C64	☐	☐
Atari ST	☐	☐
Sega Master System	☐	☐
Sega MegaDrive	☐	☐
NES	☐	☐
Super NES	☐	☐
Neo Geo	☐	☐
PC Engine	☐	☐
PC compatible	☐	☐
Amiga A600	☐	☐
Amiga A1500	☐	☐
Amiga A2000	☐	☐
Amiga A3000	☐	☐
Amiga CDTV	☐	☐

5. Do you own or intend to buy a hand-held during the next six months?

	Own	Intend to buy
Gameboy	☐	☐
Game Gear	☐	☐
Atari Lynx	☐	☐

YOU AND YOUR GAMES

6.List your five favourite Amiga games ever:

....

....

....

....

....

7. Rate these different types of game in order of appeal (1 for the type you like best, 9 for the ones you can't stand).

- ☐ Shoot-'em-ups
- ☐ Simulations
- ☐ Platform games
- ☐ Puzzle games
- ☐ Role playing games
- ☐ Beat-'em-ups
- ☐ Driving games
- ☐ Arcade adventures
- ☐ Strategy games

Other (please tell us what)

....

....

8. Do you have a favourite game publisher. If so, who?

....

9. Do you have a favourite programmer or development team. If so, who?

....

10. How many full price games will you buy in the next three months?

- ☐ None
- ☐ 1
- ☐ 2-5
- ☐ 6-10
- ☐ 11-15
- ☐ 16-20
- ☐ More than 20!

11. How many budget games will you buy in the next three months?

- ☐ None
- ☐ 1
- ☐ 2-5
- ☐ 6-10
- ☐ 11-15
- ☐ 16-20
- ☐ More than 20!

12. How many new PD disks will you buy in the next three months?

- ☐ None
- ☐ 1
- ☐ 2-5
- ☐ 6-10
- ☐ 11-15
- ☐ 16-20
- ☐ More than 20!

13. Roughly how many Amiga games do you actually own?

- ☐ 0-10
- ☐ 11-30
- ☐ 30-60
- ☐ 60-100
- ☐ Over 100

14. How much do you spend on games every month?

- ☐ Less than a fiver
- ☐ Less than a tenner
- ☐ £10-20
- ☐ £20-30
- ☐ £30-40
- ☐ £40-50
- ☐ £50-100
- ☐ More than £100!

15. On average, how much time do you spend playing games a week?

- ☐ Less than two hours
- ☐ 2-4 hours
- ☐ 5-9 hours
- ☐ 10-15 hours
- ☐ 16-20 hours
- ☐ More than 20 hours

YOU AND AMIGA POWER

16. Which of the following has the greatest influence on your choice of games to buy? (List 1 to 6)

- ☐ AMIGA POWER reviews
- ☐ Reviews generally
- ☐ Advertising
- ☐ Packaging
- ☐ Word of mouth
- ☐ A hunch

17. How many computer game magazines do you buy a month? (Tick the right box).

- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5
- ☐ 6
- ☐ More than 6

18. List the computer magazines you buy regularly and rate them out of 10.

AMIGA POWER/..

....

continue over →

....

....

....

19. If you rated any of the other magazines here higher than AMIGA POWER, why do you like them better?
- ☐ More pages
- ☐ More serious computing topics covered
- ☐ Better coverdisks
- ☐ Better written

Other reasons (please list)

....

....

....

20. And what about the non-computer magazines you buy? Again, list them and rate them out of 10.

....

....

....

....

....

....

21. How often do you buy AMIGA POWER?
- ☐ Subscriber
- ☐ Every month without fail
- ☐ Most months
- ☐ Every now and again
- ☐ This is the first one I've bought

22. Do you think our reviews are
- ☐ Much too tough
- ☐ A bit too tough
- ☐ Just right
- ☐ A bit too soft
- ☐ Much too soft

23. How many people read your copy of AMIGA POWER?
- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5
- ☐ More

24. Please give us an 'out of ten' rating for each section in this issue of AMIGA POWER
- ☐ Cover
- ☐ All-time Top 100 Games feature
- ☐ Coverdisk pages
- ☐ True Stories
- ☐ Gallup Charts
- ☐ Crib Sheets
- ☐ AMIGA POWER Recommends
- ☐ Who do we think we are?
- ☐ Two, three and four page game reviews (p56-73)
- ☐ Complete Control (in general)
- ☐ Complete Control: *Formula One Grand Prix* tips
- ☐ Complete Control: The Last Resort
- ☐ The Hidden Agenda feature
- ☐ Game reviews (p92-96)
- ☐ Budget game reviews (p99-101)
- ☐ Public Domain reviews (p103-104)
- ☐ Psygnosis competition
- ☐ Definition Of Sound
- ☐ Do The Write Thing
- ☐ The Bottom Line
- ☐ Amiga Universe

25. Give us a rating out of ten for each program on this month's two coverdisks:
- ☐ Wizkid
- ☐ Sensible Soccer
- ☐ Sim Brick
- ☐ Sensible Star Test
- ☐ Pinball Dreams
- ☐ Campaign
- ☐ Hook slideshow
- ☐ Mad Bomber

26. What would you like to see changed about the coverdisk?

....

....

....

....

27. Do you want to see more or less of the following than we currently have:

	More	Less
Coverdisks	☐	☐
News	☐	☐
Game previews	☐	☐
Hints and tips	☐	☐
Game reviews	☐	☐
PD game reviews	☐	☐
Work in progress features	☐	☐
Letters	☐	☐
Buyer's guides	☐	☐
Competitions	☐	☐

Others (please name)

....

28) Imagine – if you were editor of AMIGA POWER for a day, what would you do to change it?

....

....

....

....

29. If you've subscribed or are thinking of subscribing, what is the main reason:
- ☐ To guarantee my copy
- ☐ To save money
- ☐ To save time and effort
- ☐ To cover myself against price increases
- ☐ To get the free game

Other (please state)

....

30. If you don't subscribe, what's the main reason:
- ☐ I don't like paying a lump sum
- ☐ I'm afraid my copy may arrive late
- ☐ I'm afraid my copy might get damaged in the post
- ☐ I'm worried about being on a computer mailing list

Other

....

YOU AND YOUR LIFESTYLE

31. Where do you live?
- ☐ SE England
- ☐ SW England
- ☐ Midlands
- ☐ Northern England
- ☐ Scotland
- ☐ Wales
- ☐ N. Ireland
- ☐ Rest of the world

32. How old are you?
- ☐ Under 10
- ☐ 10-14
- ☐ 15-19
- ☐ 19-25
- ☐ 25-30
- ☐ 30-39
- ☐ 40 or over

33. Are you
- ☐ Male
- ☐ Female

34. Are you
- ☐ At school
- ☐ At college/university
- ☐ Unemployed
- ☐ In full time employment

35. What is your general occupation?
- ☐ At school
- ☐ In full time education
- ☐ Professional (teacher, accountant etc)
- ☐ Creative professional (designer, musician, writer etc)
- ☐ Computer professional
- ☐ Company owner/manager
- ☐ Crafts/tradesperson
- ☐ Emergency/Armed services etc
- ☐ Manual
- ☐ Office worker

Other (please state)

....

36. What is your approximate annual income?
- ☐ Pocket money
- ☐ Under £1000
- ☐ £1000-£4999
- ☐ £5000-£8000
- ☐ £8000-£12,000
- ☐ £12,000-£16,000
- ☐ £16,000-£20,000
- ☐ Over £20,000

37. Do you have a bank/building society account?

☐ Yes ☐ No

38. If not, are you intending to open one in the next six months?

☐ Yes ☐ No

39. We're guessing, but we reckon you don't play computer games all the time. That's why we'd like you to rate these other popular pastimes out of ten.
- ☐ Watching/playing football
- ☐ Watching/playing other sports
- ☐ Going to the movies
- ☐ Watching TV
- ☐ Reading comics
- ☐ Riding bikes
- ☐ Buying/listening to records
- ☐ Going to see bands
- ☐ Going to pubs
- ☐ Going to clubs
- ☐ Other (please name it!)

40. Would you describe your musical tastes as mainly:
- ☐ Chart pop
- ☐ Dance
- ☐ Rock
- ☐ Pop
- ☐ Rap
- ☐ Metal
- ☐ Indie
- ☐ Reggae
- ☐ Jazz
- ☐ Classical
- ☐ 'A little bit of everything'

And finally

41. What's your favourite singer/band?

....

42. What's your favourite film of the last six months?

....

43. What's your favourite TV show?

....

44. Who'll win the European Championships?

....

45. Anything else you'd like to tell us?

....

....

....

....

Thank you for your time.

My name is:

....

I live at:

....

....

....

....

My phone number:

....

NOW REMEMBER WHERE TO SEND IT!
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AMIGA POWER BACK ISSUES

1 May 1991 Our very first issue! Big games like *Eye Of The Beholder, Gods* and *Cybercon III*, the first part of a gigantic *Rainbow Islands* player's guide, lots of chat from the Bitmap/Renegade crew and more! **On the disk:** *Bombuzal* – the complete game!*

2 June 1991 And it just gets better! If you manage to get past the (ahem) swoony picture of Peter Molyneux on the cover you'll get to thrill to such treats as a giant Bullfrog interview and reviews of games like – yes! – *Monkey Island*! **On the disk:** *Kid Gloves* – the complete game!

3 July 1991 You want to know about Core Design? CDTV? *F-15 Strike Eagle II*? *Deuteros*? *Toki*? Then this issue is the place to come! It's even got our first 'In The Style Of...' in it! **On the disk:** brilliant *Exile* special world, *Prehistorik* preview, three typically excellent PD games!*

4 August 1991 The Ultimate Autumn Preview, film games, The Assembly Line interviewed, *Jimmy White's Snooker* reviewed and more! **On the disk:** *Beast Busters, The Executioner* plus three PD games! **Plus!** Giant tips poster – *Kid Gloves* and *Bombuzal* solutions!*

5 September 1991 Giant Gremlin Work In Progress feature, all the new god sims compared, DMA Design talk *Lemmings, Mega lo Mania, The Simpsons, Thunderhawk* reviewed. **On the disk:** *Barbarian II* demo, plus five (five!) great PD games!*

6 October 1991 *Indy Atlantis*, and more – giant US Gold Work In Progress feature, *Midwinter II, Cruise For A Corpse, Magic Pockets* reviewed. **On the disk:** *Rolling Ronny, Captain Planet, Bullfrogger* and more! **Plus!** Five free AMIGA POWER postcards!*

7 November 1991 *Monkey Island II, Young Indy Jones* – Lucasfilm tell all, World Of Commodore show, Bob Jacob of Cinemaware interviewed, *Formula 1 Grand Prix, Blues Brothers, Lotus II, Robocod* reviewed... **On the disk:** *Leander, Video Kid* plus PD games!*

8 December1991 All I want for Xmas... seasonal hardware guide, giant Xmas compilations feature, reviews coming out of our ears (*Populous II, First Samurai, Heimdall, MicroProse Golf, Knights Of The Sky*...) **On the disk:** *Cisco Heat, Elvira Arcade* (1 meg), best of PD!*

9 January 1992 Giant FRP game feature, Code Masters interviewed, our Games Of The Year, reviews of *Smash TV, Birds Of Prey, Knightmare* and more! **Double disk issue!** Giant *Knights Of The Sky* entire training sectionn (1 meg), *Puggles* (great Q-Bert-style PD game).

10 February 1992 The Ultimate Spring Game Guide, If Graftgold had known then, the best and worst of games packaging, plus reviews of *RoboCop 3, Another World, WWF, Leander* and much, much more! **On the disk:** PD Special – featuring *Mr Wobbly Leg, Raid* and *Squamble.*

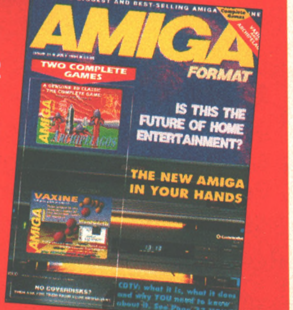
11 March 1992 The new Ocean – all the year's big previews, *Mega lo Mania II* – diary of a game starts, buyer's guide to platform games, plus reviews of *John Madden, Shadowlands, Harlequin*, and more! **On the disk:** *Pacific Islands* exclusive mission, plus three PD games!

12 April 1992 Giant Psygnosis preview feature – all the new games, massive beat-'em-up buyer's guide, and some great games reviewed – *Parasol Stars, Titus The Fox, Vroom* and more! **Double disk issue!** Great demos – *Titus The Fox, Project X*, plus *Rome* complete game and more!

AMIGA FORMAT BACK ISSUES WITH COMPLETE GAMES

Don't forget these old Amiga Formats! Each one comes with a complete game on the cover disk (and a humungous and cat-killing magazine to boot!)

Issue 23: 2 disks inc *Balance Of Power* – pure strategy (and a Top 100 game!) £5.00.



Issue 24: 2 disks, 2 games – *Vaxine* and *Archipelagos*! Unbelievable! £5.00.

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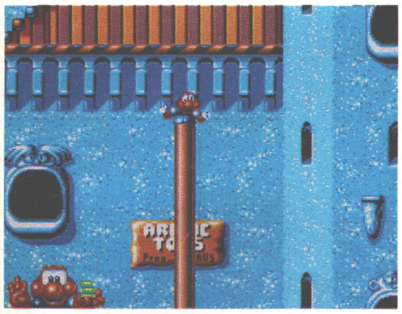

ROBOCOD

Many slick, fast arcade games are judged against the best 16-bit console stuff – *Robocod* is one that can actually stand such comparisons. Hilarious, original, superbly crafted, and if not quite as fast as *Sonic The Hedgehog, pretty* damn close, this is quite simply one of the best Amiga fun products of the past year. Superb!

AP rated 87 percent.

OH NO! MORE LEMMINGS!

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AP rated (at least) 82 percent.

CONGRATULATIONS

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AP rated 89 percent.

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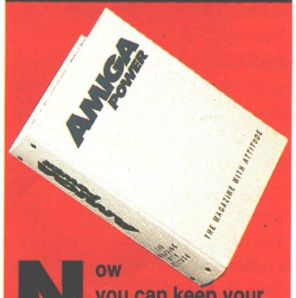

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No 3
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UNIVERSE

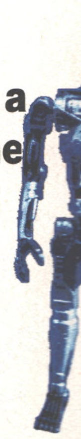
ARNIE

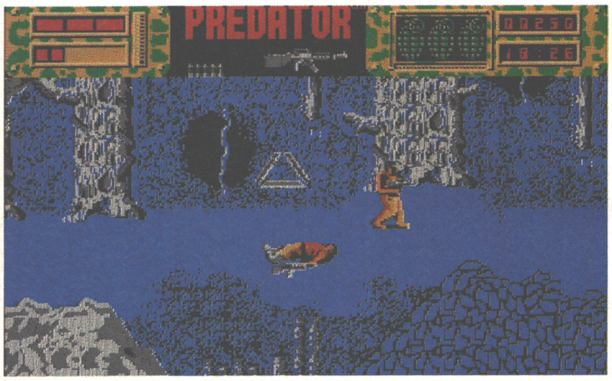
Building month-by-month into a complete guide to Amiga game characters, this time it's...

ARNIE

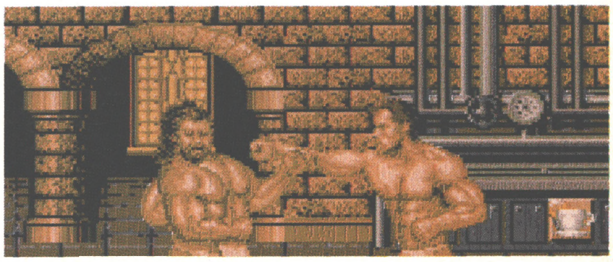
FULL NAME Arnold Schwarzenegger.
OCCUPATION Body builder, film star. Though Arnold Schwarzenegger has never appeared in a piece of computer entertainment software as *himself*, his image has cropped up in a whole series of games. Some more accurately depicted than others...
FILM ALIASES REPRESENTED IN GAMES Dutch Schaefer (*Predator*), Ben Richards (*The Running Man*), Doug Quaid (*Total Recall*), 'The Terminator' (*Terminator II*), Ivan Danko (*Red Heat*).
LEGAL STATUS Austrian/American.
FIRST GAME APPEARANCE *Predator* (Activision), 1988.
GAME APPEARANCES TO DATE *Predator* (Activision), *The Running Man* (Grandslam), *Red Heat* (Ocean), *Total Recall* (Ocean), *Terminator 2* (Ocean).
BASICALLY Biggest movie star in the world he might be, well served by computer games he most certainly isn't. Arnie has had a tough time at the hands of Amiga programmers. *Predator* and *The Running Man* were slight variations on the same running-along-and-fighting-people game, *Total Recall* was a slightly more cartoony (but only marginally more successful) variation, *Red Heat* was a ludicrous beat-'em-up using a 'distinctive' landscape shaped screen (so Arnie's body was cut off below the waist) while the much maligned *Terminator II* – a ludicrously thin beat-'em-up-with-knobs-on thing – has the dubious distinction of being the best of a very bad bunch. Almost impossible to believe, but true.

Indeed, if we were really pushed to rate these in an order of playability it'd have to be *T2, Total Recall, Predator, Red Heat, The Running Man* – though to some extent doing so would be meaningless. We're just talking different degrees of useless here.
HEIGHT It varies. In *Predator* and the other early games the Arnie sprite looked a good six foot five or so, but in more recent years (*T2* and, particularly, *Total Recall*) a squat, cartoony Arnie (looking five three tops) has predominated. Indeed, only in the title screens and occasional full-screen close up (particularly strong in *T2*) is it ever clear that this is, indeed, Schwarzenegger we're dealing with at all.
WEIGHT Unknown.
HAIR Brown.
KNOWN ABILITIES Hardly spectacular. As in the movies, computerised Arnie belongs firmly to the hitting people, shooting people and occasionally jumping a bit school. In none of the games has Schwarzenegger exhibited anything approaching a genuine superhuman ability, though the walking-without-the-visible-use-of-legs (or, indeed, anything below mid-torso) of *Red Heat* comes close.
PARAPHERNALIA Throughout all these games Arnie uses a variety of beat-'em-up and shoot-'em-up moves – the only non-gun items he uses are of the bricks/iron bars variety.
OTHER COMMENTS Considering the number of times people have tried to bring an Arnie sprite to the screen, the almost unbelievable lack of success has to be seen as a real disaster. In their creators' defense, it has to be said that most of these games are rather old, and from a time when Amiga gameplayers were far less demanding than they are now. Let's hope for better things when Arnie returns, as he inevitably will, to the games arena...
NEXT APPEARANCE A game of the first Terminator film has been rumoured for some time, but we've no solid news as yet. Otherwise, expect a game of Arnie's new film The Crusades – directed by Robocop creator Paul Verhoven – towards the end of the year. And if Arnie ever gets to star in the upcoming Judge Dredd movie...

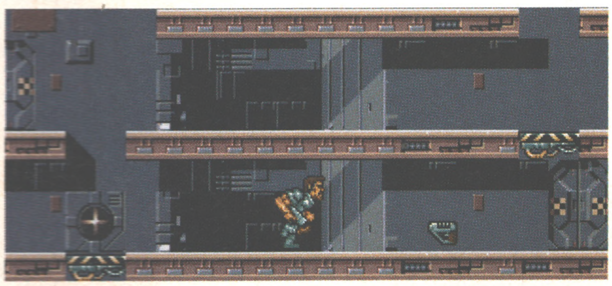




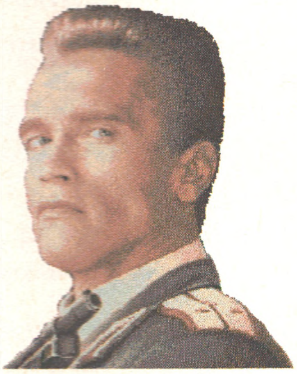
The screen's gone all blue in the first *Predator* – that means old Pred's looking at Arnie (that triangle thing is where his gaze rests). Funny how he can tell it's Arnie at all though – we can't...

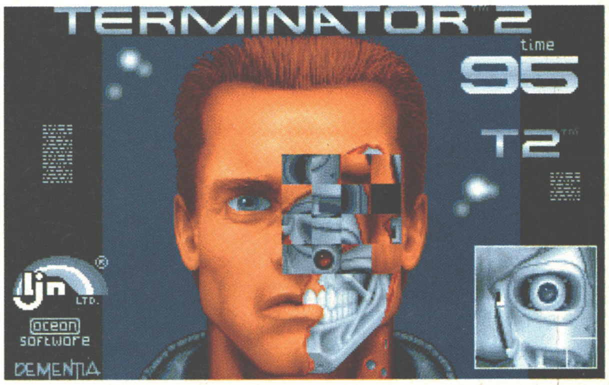


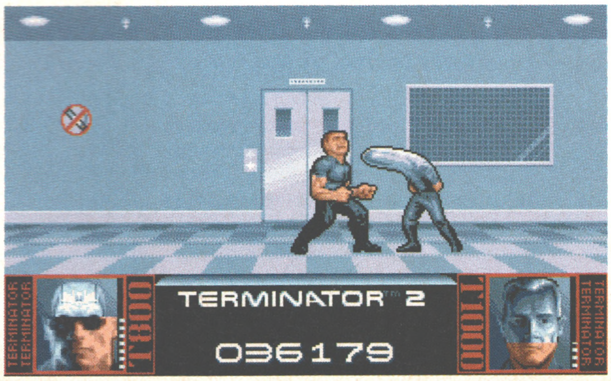
Arnie in *T2* robot mode (above) and *Red Heat* legless mode to the right. This entire game features torso-only beat-'em-up action – it's a bit hopeless to play, but at least the game features a decent depiction of our hero, unlike most of the others here...



***Total Recall* – almost completely unrecognisable, this squat, cartoon-style Arnie trots along through a maze of platforms and tunnels. To be fair, Ocean had some problems with both the development team of this game and getting the rights to use a very Arnie-esque sprite, so perhaps the finished product isn't *too* tragic after all...**







Digitised Arnie faces from *Red Heat* and *Terminator 2* (guess which is which!) float above the 'action' from T2. The evil T1000 droid makes a molten metal lunge at Arnie, but really, this is dull formula stuff – sloppy, ridiculously easy and terminally (pun intended) lacking in depth. That it's perhaps the most successful Arnie game to date only makes it all worse...

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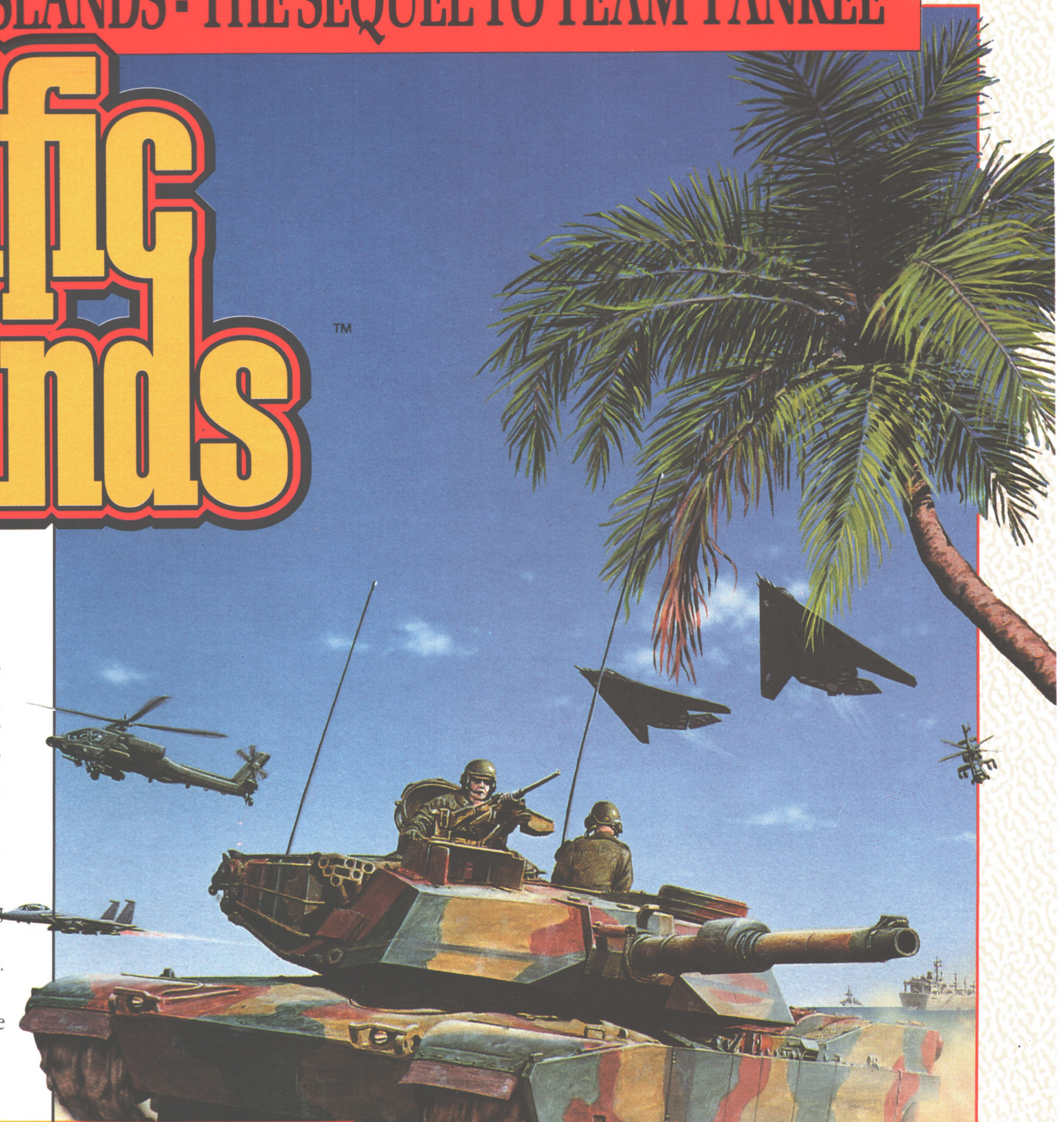

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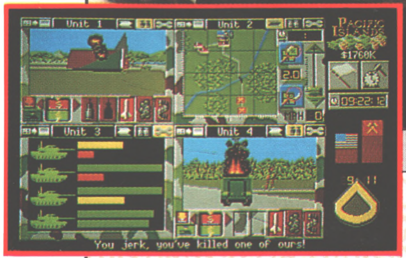

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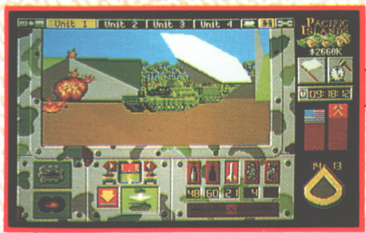
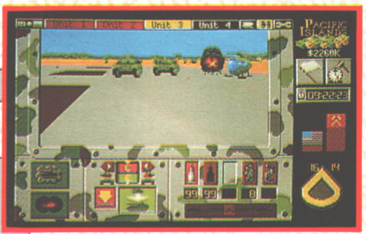
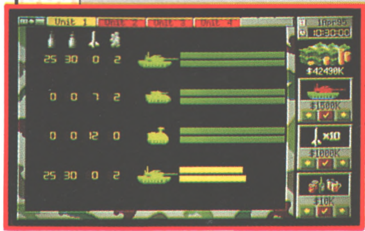


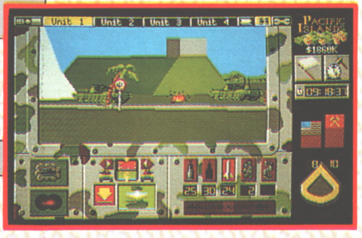
- *You must destroy all communications facilities as swiftly as possible. The longer you take, the more information the enemy have about your position and strength.*



- *Cope with multipile objectives - can you destroy an airfield, support a convoy, and make a reconnaissance within 40 minutes?*



- *Purchase all your equipment.*
- *Is there enough time and money to repair your damaged tracks and give the crews some rest?*



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- *MI Abrams, M2 Bradleys, M113 APCs, ITVs.*

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the bitmap brothers

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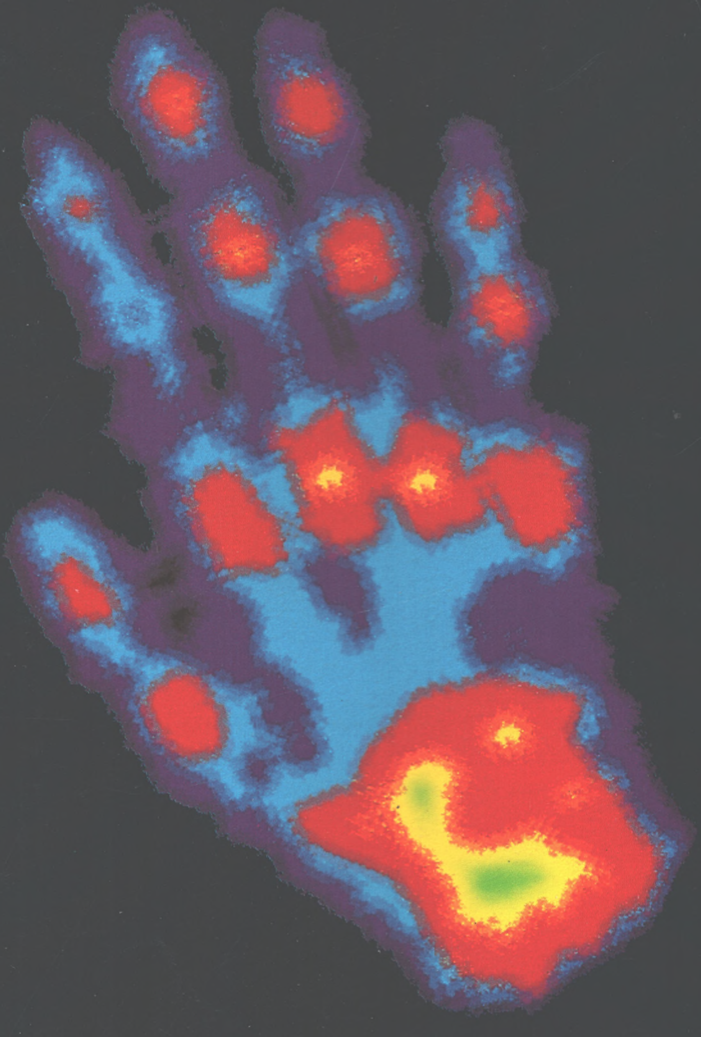

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The Addams Family – *a real little cracker from Ocean, and no mistake!*

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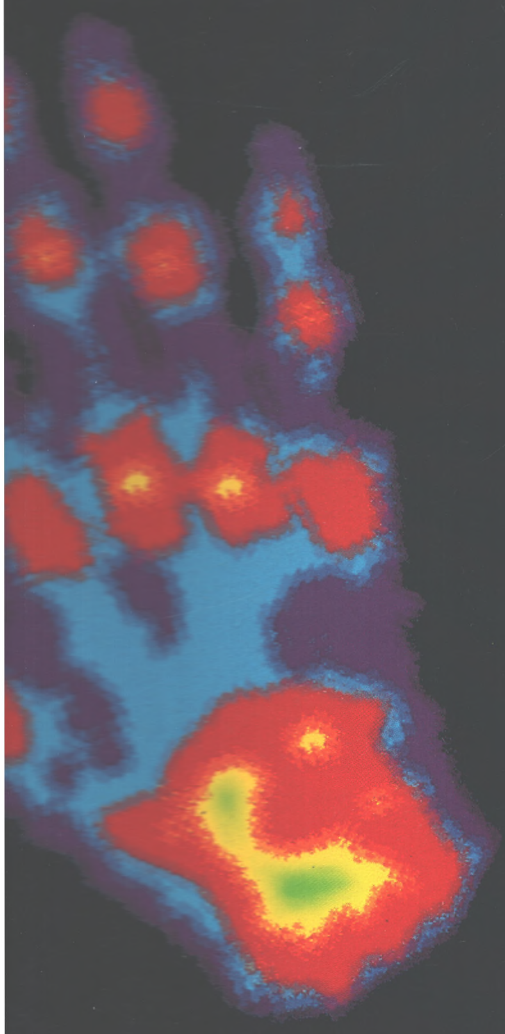

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