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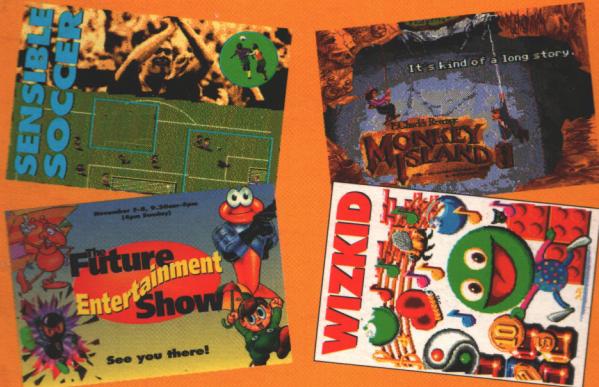
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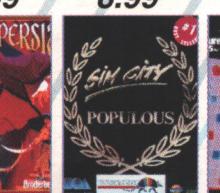
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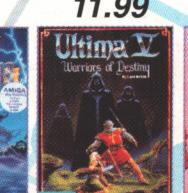
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**CONGRATULATIONS TO:**  
Jason and Trina, Andrew and Kath, Liz and Phil  
(and son George) (Sorry we're late with this one)

**COMPETITION:**  
The first person who correctly identifies all the  
games in the Autumn Preview logo on the  
cover wins lots of stuff.

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## 10 TRUE STORIES

Bong! Some games are coming out.  
Bong! Some other things are happening.  
Bong! AMIGA POWER becomes the world's  
best selling Amiga games magazine.  
Bong! If you really want to find out what's  
happening in the world of Amiga games,  
then just read the thing, why doncha?

## 16 THE GALLUP CHARTS

Look, they're the charts. What on Earth do  
you want us to say about the charts?  
They're just there, okay?

## 15 POP VOX

'Vox pop' backwards, geddit? Following on  
from our 'Pop Stars And Their Games'  
feature last month, the first in a top new  
series of pop stars moonlighting as game  
reviewers, starring... Sunscreen!

## 68 COMPLETE CONTROL

Top tips this month: how to beat Monkey  
Island 2 (part 2); how to play Lure Of The  
Temptress; how to beat Fire And Ice (level  
2); how to build your own motorcycle. One  
of the above is not entirely true.

## 76 IF I'D KNOWN THEN...

You thought we'd forgotten about it, didn't  
you? Well, we haven't. This month, Arc  
Developments get the benefit of hindsight.

## 101 DO THE WRITE THING

Since you all complain so much about the  
letters pages all the time, this month we've  
replaced them with a special three-page  
spread of photos of Sharon Stone that we  
bought from Playboy. Or have we?

## 105 THE BOTTOM LINE

An essential guide to the full price games  
of the last year. It's certainly our favourite  
bit of the magazine - we get to fill up five  
pages every month without doing any extra  
work at all! Brilliant! (You're fired - Ed)

## 112 BACK ISSUES

What's that you say? You like this issue of  
AMIGA POWER so much, you want to buy  
the company? Well, you can't, but you can  
do the next best thing - you can buy up all  
the old issues of AMIGA POWER instead.  
And what's that? You want special offers  
on the latest software? Then look no  
further for bargainous, AMIGA POWER-type  
prices on Ubi Soft's Dynablast and other  
modern classics of our time.

## 114 IN THE STYLE OF

Phil Thornton of System 3 re-interprets his  
classic Putty in the style of top film  
director Sam Peckinpah. As an encore,  
Stuart presents his impression of New  
Kids On The Block - 'They're crap'  
(That's the last time I let Stuart loose on  
the contents pages - Ed.)

## GAMES OF THE MONTH



### LOTUS III

The Ultimate Challenge is here,  
but just how fast is a Lotus, and  
is RECS obedient? Page 20



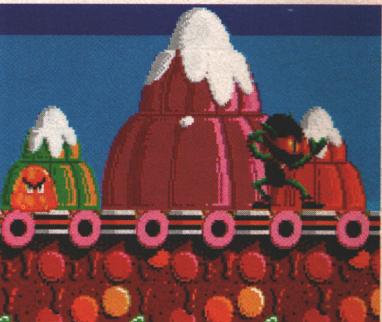
### SHADOW OF THE BEAST III

Just as Wash'n'Go includes  
conditioner, Beast III promises  
graphics AND game! Page 24



### PLAN 9

As in 'From Outer Space', which  
is where this one should have  
stayed. Page 30



### ZOOL

The waiting is over - it's finally  
finished. And boy, it sure is  
FANTastic stuff. Page 34



### 91 WHERE ARE THEY NOW?

Take trip with Gary Penn, as he  
explores the twilight world of the  
games that, for one reason or  
another, never saw the light of day.

## 43 AUTUMN PREVIEW



If it's coming out in the  
Autumn then you'll find it  
previewed here. A  
staggering 20 (count 'em!)  
pages bring you the  
complete lowdown on  
what's coming your way in  
the fall. Start saving now!

**OVER 300**  
GAMES RATED IN EVERY ISSUE!

EMONTH



#### TRODDLERS

The dumb furry creatures are here – just don't mention *That Other Game!*

Page 28



#### PUTTY

Who'd have thought it, eh? System 3 has produced a cute little baby bounder.

Page 38

#### NEXT MONTH...

...gets interesting on 15th October. Can you really wait that long to read reviews of *Bat 2*, *Shuttle*, *Pool*, *Aquatic Games* and countless others? Of course you can, it's character building.



## GAMES REVIEWED THIS ISSUE

### OCTOBER

#### FULL PRICE

Battle Isle Scenario	
Disk 1	80
Catch 'Em	78
California Games 2	78
Castle Of Doctor Brain	79
GLOC R360	80
Lotus III – The Ultimate Challenge	20
Plan 9 From Outer Space	30
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Shadow Of The Beast 3	24
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Zool	34

#### BUDGET

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Soccer Pinball	84
Total Recall	84

#### COMPILATIONS

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Unafitz	89

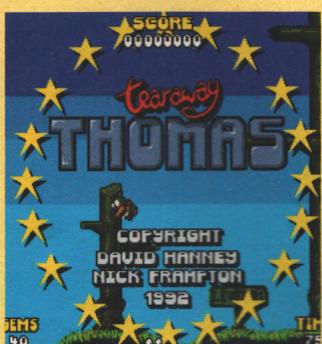
This month AP offers one and only one disk. Why? It's simple. Every issue the AMIGA POWER disk will feature the very best demos around, all crammed with playability. What you won't find are slideshows, old PD games and non-playable demos. Just check this one out!

**disk**

18

5

### AND THIS IS DISK 18



#### TEARAWAY THOMAS

Mind your head doesn't explode as you guide the ultra-speedy Thomas round this deeply fabulous two level demo. We just betcha can't wait for the finished game!



#### LOTUS III – THE ULTIMATE CHALLENGE

Find out for yourself what *Lotus III* has to offer in the specially prepared demo of Gremlin's latest. Discover just how the RECS course designer works, get a glimpse at the cars and stereo music available in the finished thing and – yes! – try out one of the new future world courses for yourself. So you reckon you can be the other cars and the lasers? Maybe. But can you beat the clock? Load up and find out right now.



#### GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AMIGA POWER OFFICE but to: AMIGA POWER Disk Returns 18, Tib plc, 36-50 Adelaide Street, Bradford BD5 0EA.



## THOSE DARN DISKS

This is where we explain how to load the disks, so read carefully.

● *Lotus III* is a one meg only game, so if you have an unexpanded A500, er, sorry.

● To load either *Lotus III* or *Tearaway Thomas*, switch off your machine, insert the disk, and switch your machine back on.

● An options menu will load after a few seconds. Simply press F1 or F2 depending on which game you wish to load. After about a minute the game will load, and you'll be ready to play away. (After one game of *Lotus III*, you'll have to reboot though.)

● Please keep the disk you are playing your game from in the drive at all times, and remember – switching the machine off for 20 seconds or so before loading up a new program will help prevent disks being infested by stray viruses.

● AMIGA POWER disk 18 is fully compatible with CDTV, simply by selecting the appropriate game with the numeric keypad keys instead of the function keys.

● Apologies to A3000 owners, but you won't be able to play *Lotus III: The Ultimate Challenge*.

AND IF (HEAVEN FORBID)  
THERE SHOULD BE ANY  
BIZARRE COMPLICATIONS?

● First, try the process again, once again making sure you've removed extra peripherals the program may not 'like'.

● If it's only one of the programs on your disk that doesn't work, not the whole thing, try phoning our COVERDISK HELPLINE. Call 0274 736990 and ask for Sam Hiah.

● If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem, to this address:

AMIGA POWER Disk 18 Returns, Tib Plc, 36-50 Adelaide Street, Bradford, BD5 OEA.

Give the nice people at Tib a couple of weeks, and you ought to receive a shiny, working new disk.

Whatever you do, please don't bother sending any disks to the AMIGA POWER offices. We're about as technical as marmalade on warm soggy toast, so it's unlikely we'll be able to help at all.

# LOTUS

## THE ULTIMATE CHALLENGE

**Publisher:** Gremlin  
**Authors:** Magnetic Fields

No, really, this is it. The ultimate challenge. The final countdown. The last ninja. After this it's *Lotus* no more. Luckily, though, the third game in the massively successful *Lotus* range comes complete with a course designer feature which will let you create your very own *Lotus IV*, *Lotus V*, *Lotus VI*, *Lotus VII* (Yes, we get the idea – Ed.) and so on and so forth.

**LOTUS III – SETTING A NEW TRACK RECORD!**

This super-exclusive one-course demo of *Lotus III – The Ultimate Challenge* brings you, in association with those awfully nice Gremlin people, a completely new and exciting track which you won't find anywhere else (except in the finished



Before the playable demo of *Lotus III* commences, there's a quick demonstration of this here construction kit, which goes by the name of RECS.

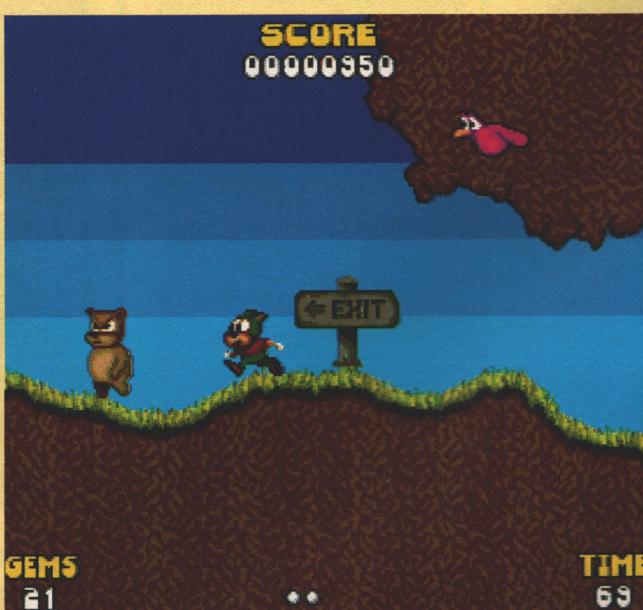
# TEARAWAY THOMAS

**Publisher:** Soundware  
**Authors:** David Hanney and Nick Frampton

So you think you've seen a fast game, eh? Well, maybe you have (as you might imagine, it's a bit difficult for us to tell from here), but the chances are you still haven't seen one quite as zippy as this.

**IT'S GETTING SILLY!**

*Tearaway Thomas* might be a bit of a silly name for a character, but it's a really appropriate one as far as the little, er, creature in this game is concerned (what could he be? A squirrel? A cat? Some kind of mole? Answers on a postcard



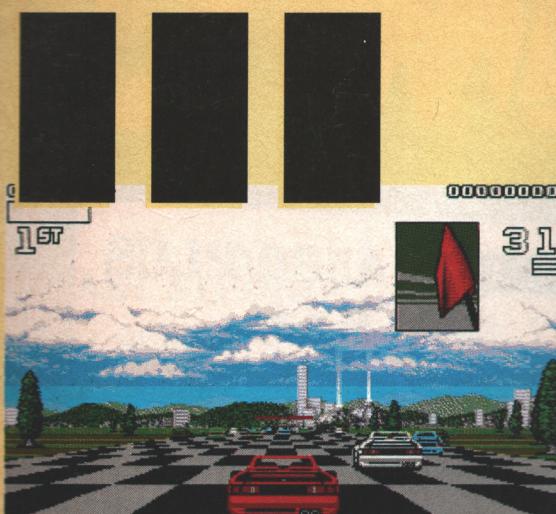
That Thomas, he's a bit of a Tearaway. Here we see him following the signs to the exit. But wait! He still doesn't have enough gems yet.



please, to Blue Peter, BBC Television Centre, Wood Lane, London). For reasons best known to himself, our furry little hero has taken it upon himself to acquire a vast number of little yellow and purple gems. Luckily, there just happen to be a multitude of said items lying around in the environs of his home, so without any further ado, Thomas sets off to get collecting...

'Well, that sounds a bit dull,' we can hear you all cry. 'Ah, yes, but there's a bit more to it than that,' we smugly reply. For a start, there's the fact that, for some even more obscure

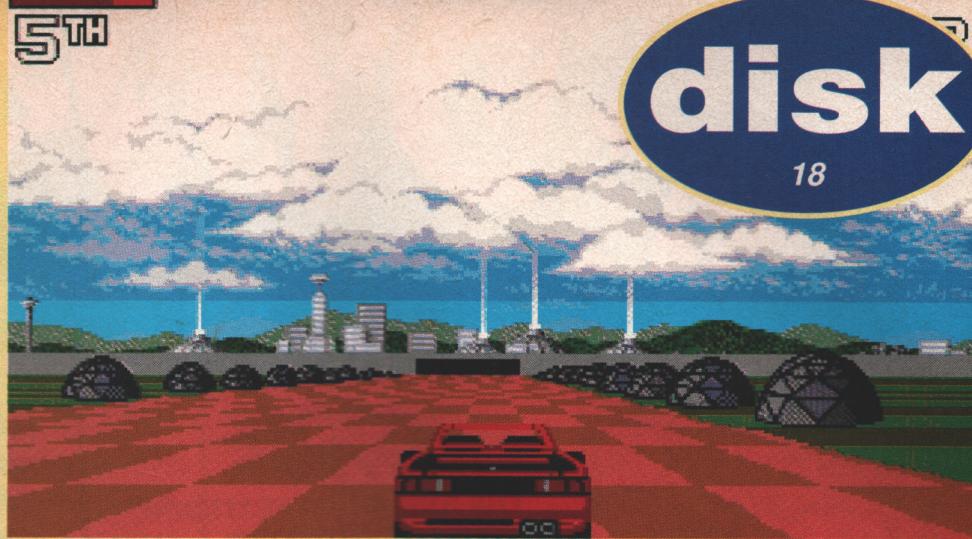




The race begins, with the soon-to-be-familiar weird chequered pattern and wide roads of a future track.



Watch out for those strange grey constructions at the side of the road there. They are nasty mean speed-trap guns.



Intro to the turbo zone, and the Lotus really begins to shift. The speedo hits 276, and all the other cars are left standing. Hey, if this is what the future holds, then maybe things don't look so bad after all. (What? - Ed.)

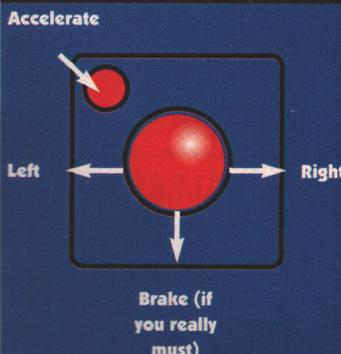
game, of course). It's a track in the new 'Future' (hey!) style, which means you get a big chequerboard roadway to bomb down and lots of big speed-trap guns at the side which slow you down severely if you get caught in the beams they fire intermittently across the road, but apart from that you'll find it all eerily familiar – bends, signposts,

cars, all that kind of malarkey.

### OH NO, IT'S BROKEN! WHAT'S HEPPENING?

When the *Lotus III* demo loads, you might momentarily think you've got a broken joystick or something, as it flits all over the various menu screens and fiddles around with them, having a great old time to itself. Don't worry, that's just it showing off all the clever things it can do. After a short while it'll settle down and you'll get into the game proper, at which point you can control the action with the controls conveniently listed in a little box to the right. Could there possibly be anything else you might want to know? Thought not. ●

## CONTROLS



Thomas has finally opened the exit on the second level of the demo, so now it's just a matter of finding it.



Floating above the snow world are a bunch of cute but deadly balloonists. There's no way to hit 'em, so just run for it.



Just like Tarzan, Thomas can swing across ropes, and spin around in mid-air air. Unlike Tarzan, he can't say 'Ngowa'.



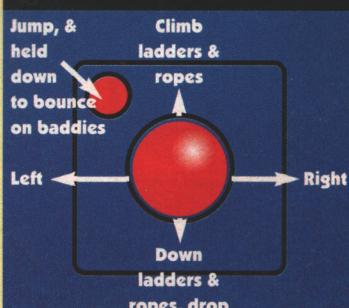
Twenty eight gems collected and Thomas risks life and limb with a bird (almost) on a wire. Quick, time is running out!

reason, our Tom has to collect all these gems really quickly or he'll (gulp) die. And then there's all the nasty animal dudes meandering carelessly about the place who'll kill the little chap as soon as look at him. But – hey! – life'd be no fun if it was too easy, would it?

### WATCH AND YE SHALL LEARN THINGS

There's lots more stuff too, like secret rooms, wings, big bonus point objects and tons of other bits, but instead of us wibbling on about them, why don't you just watch the informative demo instead? Then you'll be ready for the two complete levels (there are 48 more in the finished game) supplied in this lovely demo, and near-unlimited fun will be yours for the taking. ●

## CONTROLS



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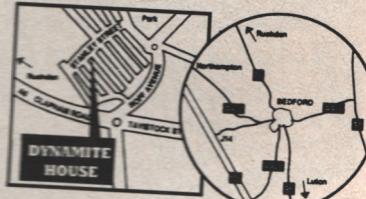
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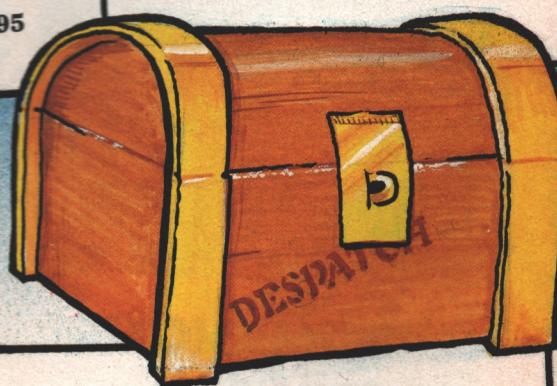
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# TRUE STORIES

## A600 SLASHED TO £299



The all singing, all dancing, all conquering A600 has had its price slashed from £399.99 to £299.99. Commodore's Kelly Sumner enthused about the decision saying "...this new pricepoint will make it completely irresistible." Commodore are more than a little pleased about the reliability of their new machine as well. The A600 return rate so far has been less than 1% which according to Commodore proves how successful the surface mounted technology really is. Ironically, however, when we bought one for the office, it didn't work... The upside, though, is that we gave Commodore a ring, and their much-vaunted in-home warranty service turned up two days later, whereupon a very nice chap had a bit of a fiddle and produced a fully-operational A600HD within half-an-hour. Watch this space for information on Commodore's Christmas games bundle, including System 3's *Putty*.

## NEUROMANCING THE STONE

The long-awaited fruits of Empire's *Cyberspace* licence will appear in January. ODE have produced a 3D RPG with 10,000 buildings and two million people who all have something to do with the sci-fi plot.

## BUDGETS TO BLOW YOUR MIND

Mindscape have announced a range of budget titles that will make any self respecting Amiga owner start to drool with delight. The titles they have included in the first batch of this range are *4D Sports Boxing*, *4D Sports Driving*, *Aces of the*



**4D Sports Boxing** – a bit dodgy, but now only £14.99 from Mindscape

**Great War and Das Boot.** The last two are obviously war games, one in the air and one under the water. The pricepoint for these games is £14.99 and they will be available from right now.

## REVELATION TIME AT RENEGADE

"Early next year there's Steve Kelly's new game, which I cannot say anything about. No, it's not an RPG. Yes, it's an action game. And yes, there will be a few innovations. Steve's working with Nick Alderton – he's been with us for about nine months. They're coding it and Dan's doing the graphics. Erm... Yes, he is the son of John Alderton and Pauline Collins," says BMB1 Eric Matthews.

## A STATEMENT OF INTENT

That's it. We've had enough – enough of magazines with poor quality software spread thinly over two disks, enough of slideshows, enough of non-playable rolling demos, and enough of the very worst of PD. From here on pretty much every issue of AMIGA POWER will come with a



single disk, packed with the best playable previews around. If you do find PD on an AMIGA POWER disk then you can rest assured that it'll be new, fresh and of an exceptional quality. We're committed to giving you the very best, and that includes the cover disk. Yes, our new price is £3.50, but we're sure you'll agree that AMIGA POWER is well worth it. After all, which other magazine offers you reviews of complete (and only complete) games? Which other magazine offers such balanced, honest and – dammit! – controversial reviews? Which other magazine keeps you informed on such a wide spectrum of Amiga game related topics? And which other magazine does it with such style? And of course, who else can claim to be world's best-selling Amiga games magazine? (And by the way, thanks for the letters, but I'm not as fat as this picture makes me look. Honest.)

**MARK RAMSHAW**  
EDITOR

## LEAN, WEEN AND ON THE SCREEN

Adventures are coming in thick and fast, the latest from Coktel vision, via Digital Integration. *Ween – The Prophecy* casts you in the role of Medieval adventurer. You are Ween (look, maybe your parents just didn't like you), and you have to defend your father's land against the power of Kraal. You will have to use all your powers of deduction and intuition (rules most of us out) to defeat the challenges that will face you.

Just to round things off nicely there's also some atmospheric music that's supposedly some kind of computer masterpiece. Cough. Yeah, right. The truth will be revealed, one way or the



**Typically French – big, bold, ambitious and with a dumb name – that's Ween.**

other, when *Ween* gets its big release sometime in October.

## OCEAN – AN APOLOGY

Readers of issue 17 of AMIGA POWER will have probably noticed a section entitled, 'Epic – The Great Debate' in *Do The Write Thing* (p94). In this section (and in the main letters section) we printed a number of readers' letters, which (along with callouts above the letters) presented Ocean in a one-sided, biased and unfair light. We would just like to make it clear that, although these letters were of course genuine, they are in no way representative of our readers' or indeed OUR opinions of Ocean themselves, as a software company.

We want to make it clear that we have no axe to grind with Ocean. As many of their previous releases have demonstrated, and their dominance of

the Amiga market shows, we all have a great deal to thank Ocean for (*Addams Family*, *Wizkid*, *RoboCop 3*, *Head Over Heels* etc).

We have always, and will continue to review games impartially and fairly, but it's not really our position to question a company's standing.

We'd like to make it clear that this piece was not written in response to complaints from Ocean. As always, they have shown themselves to be tolerant of other people's opinions. We simply want to right a wrong. It's simply not fair to strongly criticise a company because of what we reckon to be one poor game. After all, *Rainbow Islands* is our all time favourite game.



**WE'RE NUMBER ONE!**

# AMIGA POWER

**NOW SELLING 60,184 COPIES EVERY MONTH**

It's true, AMIGA POWER is now the world's best-selling Amiga games magazine. With a new ABC (that's the Audit Bureau of Circulations) figure of 60,184 AMIGA POWER has officially become the market leader.

So what do we do? Do we get all self-indulgent, take a bullish stance, and put it all down to our attitude, our expertise, and all-round brilliance? Or do we come over all humble, and say 'aw-shucks' a lot? I think we'll just let the figure speak for itself, say a big thanks you, the readers and leave at that. Hurrah!

## WIN £10,000 AT

So you think you're good at games, eh? There's only one way to find out for sure, and that's to enter the biggest computer games competition there's ever been. The National Computer Games Championships – brought to you by Future Publishing, Virgin Retail and new Yorkshire Television games show Bad Influence! – will bring together the cream of the nation's gamers in a

## The Future Entertainment Show

challenge which will not only crown once and for all the best gamesplayer in the country, but also reward his or her skills with a phenomenal first prize of £10,000!

## THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS 1992

The games to be played are *Zool* on the Amiga, *RoboCop 3* on the SNES, and *Aquatic Games* on the Mega Drive. Regional heats are to be held in Virgin Game Centres across the country from Monday to Thursday of a given week with the finals being held in Virgin Megastores on the Friday of each week.

Participants will be given two minutes to play on the machine of their choice. The highest scorers will go through to the Regional Final.

In the Regional Finals, the finalists will have to play on all three formats and one overall winner will be picked from each store. Two highest-scoring runners up nationwide will also be invited to the National Finals. Here are the locations:

**London, week commencing 26th October**

Final: Marble Arch Megastore  
Heats: Bromley, Croydon, Guildford, Ilford, Kingston, 100 Oxford St

**Birmingham, w/c 26th October**

Heats and final to be held in Birmingham Megastore

**Cardiff, w/c 26th October**

Final: Cardiff Megastore  
Heats: Bristol Game Centre and Cardiff Megastore

**Manchester, w/c 19th October**

Final: Manchester Megastore  
Heats: Stockport Game Centre and Manchester Megastore

**Glasgow, w/c 12th October**

Final: Glasgow Argyle St. Megastore  
Heats: Glasgow Union St. Megastore, Falkirk and East Kilbride

**Newcastle, w/c 26th October**

Final: Newcastle Megastore  
Heats: Newcastle Megastore and Gateshead Game Centre

The eight finalists who qualify will receive a Mega Drive, SNES and Amiga, plus all the software to be used in the finals.

**The Finals**

1st Prize £10,000  
2nd Prize £4,000

The finals are to be held at the Future Entertainment Show (November 5 – November 8) with the qualifying heats being held on the Saturday (7th) and the finals on the Sunday (8th).

Future will pay for the travel to, and accommodation at, the show of each of the eight finalists plus guardians.

# HOLLI WOULD IF SHE COULD ... AND SHE WILL

11



## 'HE WOULDN'T EVEN HARM A FLY...'

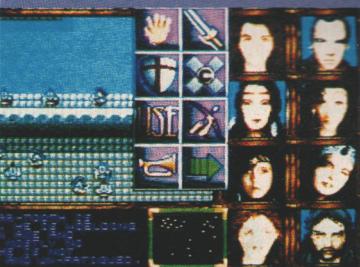
Anyone watching England's miserable performance in the last European Championships may have noticed a minor fracas involving England player Stuart 'Psycho' Pearce and some French guy. If you missed it, the ref turned his back and this French player kicked Pearce. (*He was called Basile Boli, and it was a headbutt, actually – Stuart.*) Being the nice guy he is, (*Hence the nickname, I suppose – Cynical member of staff, ie Stuart.*) Pearce shrugged it off and claims not to bear a grudge (*Yeah, right – Cynical member of staff, ie Stuart.*) Anyway to get back to the point, said Stuart Pearce has endorsed a collection of soccer games from Ubi Soft. *The Psycho Soccer Collection* brings together *Kick Off 2*, *World Championship Soccer*, *International Soccer Challenge* and *Manchester United* in one package.

The collection is due for release in September for £30.99.

## INFERNAL DELAYS

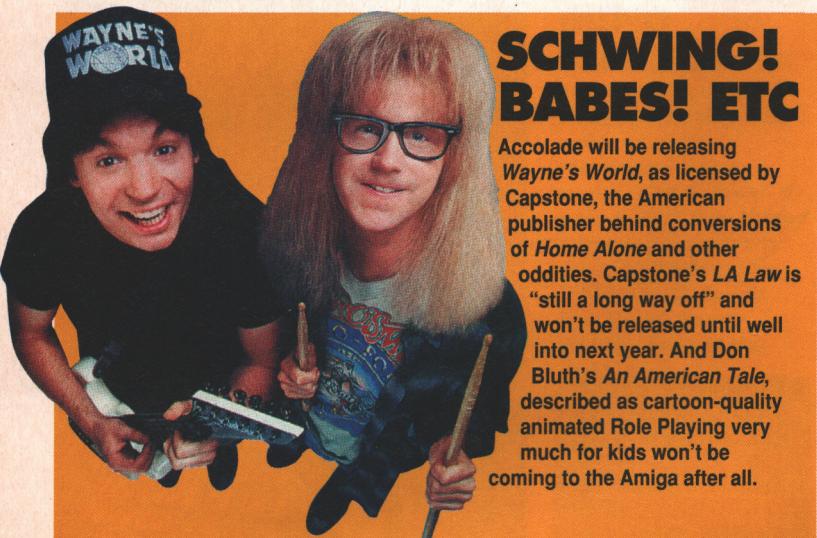
**The platform pranks of Gremlin's *Pandemonium* (by coder Shane O'Brien and artist Mike Musket) has been delayed until "sometime next year". The same holds true for the RPG *Ninja Quest* and the long-awaited cartoon animated adventure *Lilil Divil*.**

## THEY'RE GONNA GET YOU



*Daemonsgate – it's coming (honest).*

changed release dates, Gremlin have finally put the finishing touches to *Daemonsgate 1 – Dorovan's Key*. In case you haven't already heard about it, it's a huge RPG featuring over 50,000 play screens. In the traditional manner you have to fight bad guys, solve puzzles and visit locations. With a simple combat system and all-round user-friendliness Gremlin are confident that *Daemonsgate* will push RPG technology to the limit. *Daemonsgate* is to be released in September for £34.99, so look out for a review soon.



## SCHWING! BABES! ETC

Accolade will be releasing *Wayne's World*, as licensed by Capstone, the American publisher behind conversions of *Home Alone* and other oddities. Capstone's *LA Law* is "still a long way off" and won't be released until well into next year. And Don Bluth's *An American Tale*, described as cartoon-quality animated Role Playing very much for kids won't be coming to the Amiga after all.

## LATE TRAINS

Maxis' *A-Train* as (pictured below) will be released by Ocean but not until late next year on the Amiga. The unknown quantity *Shut In* and the racing simulation *Hot Hatch* are on the cards for release next Easter, as is the Lemmings-esque *Sleepwalker* which is having a face lift and its main character changed.



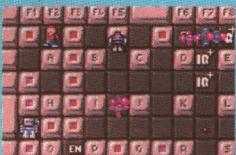
## CAPTIVE AUDIENCE

*Captive II* (written by Tony Crowther in conjunction with Ross Goodley) will now miss Christmas but is on course for a February release. "It's not set in the underworld but there's still the free movement approach on the dungeons and stepped movement," says Mindscape's Phil Harrison. "Now all the enemies are built out of polygons a la *4D Sports Boxing* for an incredible number of animations and there's a high level of detail."

## AMIGA POWER

## RECOMMENDS

Okay, so last month was a bit, er, quiet. Blame the 'waiting for Christmas' syndrome, but don't miss these corkers that DID show up...



### PREMIERE (CORE DESIGN)

Style is something missing from so many games, but it's not a problem with Core's splendid *Premiere*. What it lacks in depth it more than makes up for in atmosphere and sheer sass. Six incredibly tough levels and numerous sub-games take the player on a guided tour through the world of movies, with splendid cartoon graphics flopping around all over the shop. Not an essential purchase, but a very desirable luxury, and so worthy of inclusion in this section. So there.

### BUG BOMBER (DMII)

After you lot's pathetic showing with the astoundingly fab *Dyna Blaster*, we're not holding out especially high hopes of this making a great chart placing, but if it doesn't it'll still be a crime. *Bug Bomber* combines elements of *Dyna Blaster* and the 8-bit classic *Chaos* to produce a frantic four-player blaster that's closer to the true spirit of a wargame than any number of tedious number-crunching snoozethons. Miss it and you'll be missing something good.

### D/GENERATION (Mindscape)

Look, we're not joking. This is another totally bloody brilliant game, with lovely graphics and superbly imaginative and fiendish design, on sale for the closest thing to a fair and reasonable price we've seen in ages, and if you don't all get out there and splash 20 quid on a copy and get it into the charts right now, we're going to sulk forever. What's the point in you all whining about crap overpriced games if nobody goes out and buys excellent cheap ones like this? Eh?

### PANG (The Hit Squad)

One of the best arcade games ever, one of the best coin-op conversions ever, one of the best Amiga games of all-time (No 31, to be precise), and now on budget re-release it's one of the best bargains ever as well. A brilliant blast of balloon-bursting, er, bodacity, *Pang* also happens to be one of the best two-player games around (though not as good as *Sensible Soccer*, obviously), which means you could club together with a friend and it'd only cost you £4 each! A snip if ever we saw one.

### CRAZY CARS 3 (Titus)

More atmospheric than *Lotus 2*, more interesting than *Jaguar XJ220*, *Crazy Cars 3* is, for us, far and away the best Amiga car racing game you can buy (*F1GP* is a simulation, not strictly a racing game). The control is beautiful, the opposition intelligent and challenging, the sense of speed is unmatched and there's even something approaching a hint of depth in the gameplay. It is, frankly, completely fantastic. The more we play it, the more 89% seems mean. Sorry.

# ICE ICE BABIES

New faces on the publishing front, Ice, are preparing a veritable Winter onslaught with a whole package of releases scheduled to take them up to Christmas. The first is *Fire Force* which we've had a sneak look at this month. The game wasn't complete but we can safely tell you it's a 12 level blasting romp

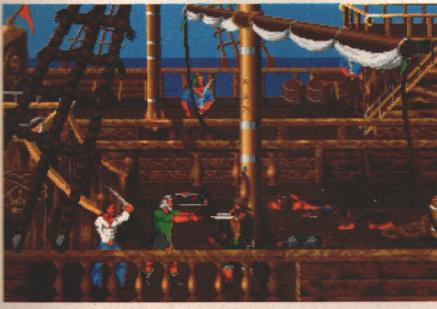


RPG action in *Abandoned Places 2*. We'll give you three guesses to work out what it's the sequel to.

through enemy territory. If it moves shoot it, if it doesn't, blow it up anyway. From what we've seen there are some nice touches (if you call hiding in a swamp and jumping up to slice someone's throat a nice touch, that is). And with a variety of weapons and missions *Fire Force* may well be worth a look when it comes out in September.

To follow in October come *Gnome Alone* and *Fatal Strokes*. Thankfully there's no sign of Macauley Culkin in *Gnome Alone*, instead you control a gardener gnome who has been given the task of looking after his master's garden. If this sounds as exciting as watching the grass grow then don't worry, because Ice have gone completely over the top with cute characters and, so they claim, unique gameplay. We'll see about that in October when it comes out.

*Fatal Strokes* is being heralded as a journey into the world of art and imagination. What this means is you have to travel into actual paintings and use paints and spells to overcome the various foes you come across. There are also several sub-games to get to grips with. The scenario sounds novel but again we'll have to wait until mid-October to see the finished game.



Piracy on the high seas. Where's good old Captain Morgan though? Heck, even Uncle Ted would do.

November sees the long-awaited follow up to the successful *Abandoned Places* (released last year by the now sadly-departed Electronic Zoo, picking up 80% in AP11 on the way). At the moment it's imaginatively titled *Abandoned Places 2* (up all night thinking of that one, eh boys?), but nearer the release date it'll be given a sub-title of some sort. This version features a larger play window, a new control system, 32 levels and over 60 monsters. You'll be able to transfer any strong superhero-type characters you might have created across from the first game. Ice are saying that this is going to be the RPG of the decade, and while *Might and Magic III* and *Eye of the Beholder 2* might just have something to say about that, only time will tell.

Ice are also planning to get up to a spot of *Piracy*. What? Oh, not that kind of piracy. Phew. You take the role of a ruthless pirate living life on the high seas. The game has an ever-changing storyline to keep things fresh and different, but as you might expect you get the chance to board ships, steal treasure, fight, gamble and generally behave in an unpleasant and unsociable manner. It's safe to say that there aren't too many RPGs featuring pirates (in fact



The Green Beret shoot-'em-all game style returns in Ice's Rambo-esque *Fire Force*.

the only ones we can think of are this and the old MicroProse game, er, *Pirates*), but if you can't wait to start marauding on the Spanish Main, tough. *Piracy* doesn't come out until mid-November.

To round off their rush of winter releases, Ice have announced the release of *Access Denied*. Programmed by the same people who brought you *F-19 Stealth Fighter*, *Access Denied* has been in development for two years. It seems there are two artificial intelligences controlling a world, you have to choose which to serve to restore peace to the world (sort of a bit like *Mercenary*). The 3D landscapes feature loads of polygon objects for you to fly around, and there's also oversampled speech which is allegedly of CD quality. *Access Denied* is being released in time for Christmas and is being plugged as the Christmas biggie by Ice.

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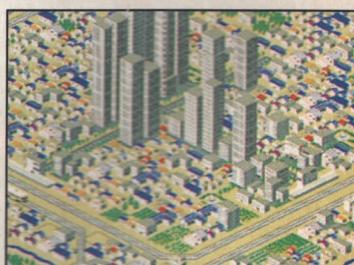


# A-TRAIN™

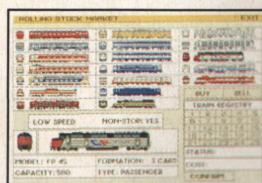
"A-TRAIN may be the best game we have ever played. It is so good that within an hour of opening the box we were hooked. A-TRAIN is easy to learn, and its play is infinitely varied. It rates an A+." LOS ANGELES TIMES



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# ocean

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# SUNSCREEN

investigate PLAN 9 FROM OUTER SPACE. As told to Ronnie Randall.

Yeah, yeah, we know. Pop stars! We're not fooled at all, anyone can do it. You don't have to be a musical genius to top the charts these days – a quick sample from the Wombles theme tune and you're sorted... Yet funny enough, we STILL like to hear them pontificating upon world problems and the like. And talking of world problems, they don't come much bigger than trying to enjoy playing Gremlin's *Plan 9 From Outer Space*. LUCIA HOLM and SEAN WRIGHT of Top 40 popsters and Dance-Chart topping SUNSCREEN took up this formidable challenge.

#### BUT ANYWAY, HOW LONG HAVE YOU BEEN INTO GAMES?

SEAN: "I'm a fully paid up member of the spotty kid brigade. When I was 16 I programmed a game called 'Gunge Muncher' on the Vic 20. It was alright actually, and it got me an O' level."

LUCIA: "It's all new for me. Sean got me started with his Gameboy on the tour bus, then I got a Game Gear for my birthday. They're brilliant for passing the time when you're travelling around non-stop like us. The bus has a Mega Drive fitted but every time the driver stops or starts the game crashes which is a bummer if you're 20 minutes into *Sonic*."

#### WHAT GAMES DO YOU PLAY?

LUCIA: "Being the brainy one around here I'm into more, ahem, 'intellectual' pursuits like *Tetris* and *Klax*.. Fast and furious manic puzzle games are my sort of thing."

SEAN: "So being the thick one it's cute platformers for me – *Mario*, *Sonic*, all that stuff. I don't mind beat-'em-ups for a short time, but mindless violence gets boring, puzzle solving is much more of a long term challenge. *Gods* is another brilliant game, I'm into that, beating people up WITH a bit of thought thrown in. I'm definitely NOT an armchair sports enthusiast."



#### WHAT'S YOUR ALL-TIME FAVOURITE GAME?

SEAN: "Remember the early days of gaming... *Space Invaders*, *Galaxians*. Nothing can ever equal the buzz I got when I first played them. Simple and easy to get into, yet challenging and full of strategy. Too many current games demand the patience of a saint just to read the manual. With me, if a game doesn't grab the attention straight away it's unlikely to get a second chance."

Ulp! *Plan 9* is about as 'instant' as home brewing. Still, roll the credits.

SEAN: "Cor! Look at this Lucia, great opening graphics, sounds great too."

Credits end.

LUCIA: "Oo-er, what now? It reminds me of that game where you spend ages trying to buy condoms, *Leisure Suit Larry*. No, wait, it's more like that other game that's based on the '50s sci-fi film 'Them', the one about the giant ants... *They Came From The Desert*, that's it, even the music's the same."

We 'play' for a while, searching rooms, taking

pointless taxi rides, talking to characters who ignore us, picking up useless objects, and generally growing extremely frustrated at the lack of progress.

LUCIA: "It's not my kind of game at all, slow, very very finicky, unbearably repetitive, and the action screen is far too small. The mouse control is really awkward too. I like some of the animated bits, and it's a nice idea to include a video of the original film in the package. I'm a real fan of '50s sci-fi films like *Forbidden Planet*."

SEAN (having watched a bit of the actual video): "They say *Plan 9* is rated the worst film ever made right? But the game isn't actually based upon the plot of the movie, it's about looking for six reels of film that we eventually put together to form a long animation sequence from it.

Hmmm, it's a pity the whole thing isn't animated smoothly like *Monkey Island*. Actually these multiple choice responses aren't my thing, I prefer the old Infocom style where you type in commands, they're more of a challenge. This way it's just a matter of simple deduction, or rather, it USUALLY is, *Plan 9* seems to have thrown a few unnecessary spanners in the works. Still, to be fair if you're really into these kind of games I imagine you could find it quite engrossing... eventually.

Basically the intro and the music are the best bits."

LUCIA: "Speaking of music, got any questions about ours?"



What, like your live performance thing?

LUCIA: "Thought you'd never ask. It's true, we blend guitars and drums with all the latest technology. There's so much more energy when you play live, it's not calculated and cynical like the whole PA thing."

SEAN: "We try to be creative with the instruments, triggering samples with guitar and drum rather than playing traditional rock riffs. People really appreciate that we're the real thing, whatever the technology involved."

LUCIA: "There's a lot of content in our songs too, we're into words, there's got to be more to lyrics than endless variations on 'Take Me Higher'."

So you're trying to tell me that *Plan 9 From Outer Space* is a complete dud?

"No, we're telling you that we've got a new single out called 'Perfect Motion'."

Hold on a moment, are you using this review to plug your own product?

"Well it's better than plugging a dodgy computer game." "Ummmm..."

● Check out page 30 for a full review, and discover – gasp! – if AMIGA POWER agree with Sunscreen.



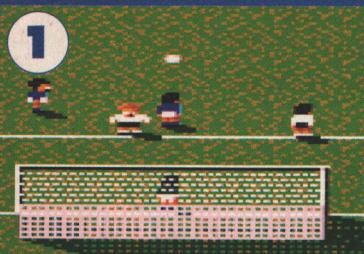
A couple of scenes from *Plan 9 From Outer Space*. The graphics don't look half bad here, but in actual fact they occupy just a small portion of the screen. Most of the space is wasted with icons and the like.

# AMIGA POWER

# PENGUIN GALLUP CHARTS

# TOP 100

## SENSIBLE SOCCER

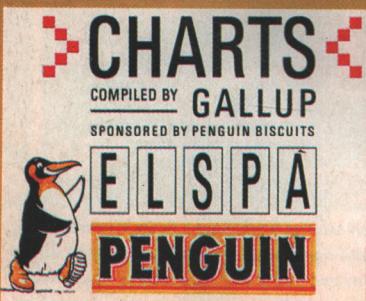


It's still there. For the first time a game has remained at the top of the charts for three months. As you would expect, Renegade are ecstatic. When we spoke to them the champagne corks had just started popping. Tom Watson laid off the champers just long enough to say, "We hope it stays high for a while yet, and we think we've got something that will keep the interest going." More news soon.

## ESPAÑIA 92



Esperia 92 has crashed into the charts at number 2. The Olympics (and, indeed, any other major sporting event) are bound to generate a great amount of interest. Full marks to Ocean for the timing on this one – they got it just right, as the chart position shows. But once the furore dies down, we predict the sales will drop.



\*\*\*\*\* Exceptional \*\*\*\*\* Nearly there \*\*\*\*\* Very good \*\*\* Has its moments \*\* Flawed \* Dire

1 (-) <b>SENSIBLE SOCCER</b> Renegade/Mindscape £25.99 *****	55 (51) <b>PINBALL DREAMS</b> 21st Century Entertainment £25.99 *****
2 (NE) <b>ESPAÑIA THE GAMES '92</b> Ocean £29.99 *	56 (RE) <b>TREASURE ISLAND DIZZY</b> Codies £7.99 **
3 (19) <b>CIVILISATION</b> Microprose £34.99 *****	57 (62) <b>EMLYN HUGHES INT SOCCER</b> Touchdown £9.99 **
4 (9) <b>JAMES POND</b> GBH £7.99 ***	58 (66) <b>WWF WRESTLEMANIA</b> Oceans £25.99 *
5 (2) <b>MONKEY ISLAND 2</b> US Gold £37.99 *****	59 (78) <b>POPULOUS 2</b> Electronic Arts £29.99 *****
6 (5) <b>FIRE AND ICE</b> Renegade/Mindscape £25.99 *****	60 (RE) <b>GOLDEN AXE</b> Tronix £9.99 **
7 (21) <b>MAGIC LAND DIZZY</b> Codies £7.99 ***	61 (68) <b>INT 3D TENNIS</b> GBH £7.99 **
8 (6) <b>FORMULA ONE GRAND PRIX</b> Microprose £34.99 *****	62 (70) <b>GOBLIINS</b> Dream Factory £25.99 *****
9 (4) <b>LURE OF THE TEMPTRESS</b> Virgin £30.99 *****	63 (47) <b>ROBOCOP</b> Hit Squad £7.99 **
10 (30) <b>LOTUS TURBO CHALLENGE</b> GBH £9.99 *****	64 (59) <b>TEAM SUZUKI</b> GBH £7.99 ***
11 (7) <b>PRO TENNIS TOUR</b> Hit Squad £7.99 ***	65 (50) <b>LITTLE PUFF</b> Code Masters £6.99 **
12 (10) <b>FIRST DIV MANAGER</b> Codies £7.99 *	66 (35) <b>OP THUNDERBOLT</b> Hit Squad £7.99 ***
13 (12) <b>F-16 COMBAT PILOT</b> Action 16 £9.99 ***	67 (NE) <b>MICROPROSE GOLF</b> Microprose £34.99 ***
14 (NE) <b>SEUCK</b> GBH £9.99 ***	68 (RE) <b>BUBBLE BOBBLE</b> Hit Squad £7.99 ***
15 (8) <b>RAINBOW ISLANDS</b> Hit Squad £7.99 *****	69 (44) <b>TOYOTA CELICA RALLY</b> GBH £7.99 ***
16 (98) <b>PANZA KICK BOXING</b> Kixx £9.99 **	70 (87) <b>M1 TANK PLATOON</b> MicroProse £24.99 ***
17 (11) <b>EPIC</b> Ocean £29.99 *	71 (NE) <b>POPULOUS</b> Star Performers £10.99 ***
18 (14) <b>GRAHAM TAYLOR SOCCER</b> CHALLENGE Krisalis £25.99 ***	72 (NE) <b>DARK QUEEN OF KRYNN</b> US Gold £32.99 **
19 (29) <b>PROJECT X</b> Team 17 £25.99 ***	73 (75) <b>ITALIA 90</b> Tronix £9.99 **
20 (34) <b>PANG</b> Hit Squad £7.99 ****	74 (52) <b>SUPER OFF ROAD</b> Tronix £9.99 ***
21 (3) <b>STRIKER</b> Rage Software £25.99 ***	75 (NE) <b>GOLDRUSH COLLECTION</b> Tronix £9.99 **
22 (NE) <b>STEG THE SLUG</b> Codies £7.99 ***	76 (60) <b>DOUBLE DRAGON 2</b> Tronix £9.99 ***
23 (20) <b>NEW ZEALAND STORY</b> Hit Squad £7.99 *****	77 (NE) <b>PACIFIC ISLANDS</b> Empire £29.99 ***
24 (16) <b>JAGUAR XJ220</b> Core Design £25.99 ***	78 (NE) <b>MEGA-LO-MANIA/FIRST SAMURAI</b> Ubisoft £30.99 ***
25 (NE) <b>CRAZY CARS 3</b> Titus £25.99 ****	79 (85) <b>OH NO! MORE LEMMINGS</b> Psygnosis £19.99 ***
26 (27) <b>JIMMY WHITE'S SNOOKER</b> Virgin £29.99 ****	80 (RE) <b>SHADOW WARRIORS</b> Hit Squad £7.99 **
27 (28) <b>WORLD CRICKET</b> Zeppelin £7.99 ***	81 (72) <b>CHASE HQ</b> Hit Squad £7.99 *
28 (17) <b>DUNE</b> Virgin £30.99 ***	82 (NE) <b>BATTLECHESS</b> Star Performers £10.99 ***
29 (26) <b>DGA TOUR PLUS</b> Electronic Arts £29.99 ***	83 (RE) <b>UNTOUCHABLES</b> Hit Squad £7.99 ***
30 (13) <b>CHAMPIONSHIP MANAGER</b> Domark £24.99 ***	84 (-) <b>A320 AIRBUS</b> Thalion £35.99 **
31 (22) <b>THE MANAGER</b> US Gold £30.99 *	85 (NE) <b>ERIK</b> Atlantis £7.99 **
32 (23) <b>JOHN MADDEN AMERICAN FOOTBALL</b> Electronic Arts £29.99 ****	86 (RE) <b>LEADERBOARD</b> Kix £7.99 **
33 (39) <b>HOOK</b> Ocean £25.99 ***	87 (37) <b>LOMBARD RAC RALLY</b> Hit Squad £7.99 ***
34 (NE) <b>FALCON</b> Action 16 £14.99 ***	88 (NE) <b>CRICKET SIM</b> Soundware £24.99 ***
35 (45) <b>BATMAN THE MOVIE</b> Hit Squad £7.99 ***	89 (31) <b>SCOOBY-DOO AND SCRAPPY-DOO</b> Hi Tec Software £7.99 ****
36 (88) <b>F-15 2</b> Microprose £29.99 ****	90 (32) <b>MYTH</b> System 3 £25.99 ***
37 (24) <b>EYE OF THE BEHOLDER 2</b> US Gold £35.99 ****	91 (42) <b>TRI STAR SPORTS</b> Soundware Int. £7.99 **
38 (96) <b>TURRICAN 2</b> Kixx £7.99 ***	92 (RE) <b>BIG BOX</b> Beau Jolly £29.99 **
39 (33) <b>ALIEN BREED</b> Team 17 £24.99 ***	93 (NE) <b>AWARD WINNERS</b> Empire £25.99 ***
40 (38) <b>W.S. CRICKET</b> Soundware £29.99 **	94 (91) <b>ROBOCOP 3</b> Ocean £25.99 ***
41 (15) <b>THE ADDAMS FAMILY</b> Ocean £29.99 ***	95 (74) <b>BLACK CRYPT</b> Electronic Arts £25.99 ***
42 (71) <b>EASY AMOS</b> Europress Software £34.99 ***	96 (RE) <b>BARBARIAN 2</b> Psygnosis £25.99 **
43 (48) <b>DIZZYS EXCELLENT ADVENTURES</b> Codies £24.99 ***	97 (59) <b>INT NINJA RABBITS</b> Micro Value £7.99 *
44 (58) <b>DYNA BLASTER</b> Ubi Soft £30.99 ***	98 (RE) <b>TOTAL RECALL</b> Hit Squad £7.99 *
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51 (36) <b>MIDNIGHT RESISTANCE</b> Hit Squad £7.99 ***	
52 (76) <b>MAN UNITED</b> GBH £7.99 *	
53 (49) <b>SPACE CRUSADE</b> Gremlin £25.99 ****	
54 (18) <b>EURO FOOTBALL CHAMPIONSHIP</b> Domark £25.99 ***	

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

## SHOOT-'EM-UP CONSTRUCTION KIT



Gremlin's budget label, GBH, has come up trumps with the re-release of *SEUCK*. It blasts its way in at number 14, proving that people can get some fun out of trying to make their own games. At full price it was perhaps a dodgy purchase but now it has found its niche in the market and looks set for a new lease of life.

## CRAZY CARS 3



Ever since this arrived in the office it seemed destined to be a hit. We gave it a rave review in issue 16 and it's one of the few games that's had us all coming back for more. Number 25 isn't an astonishingly high place to enter the charts, but keep your eyes on this one, we predict it will be up there with the best of them (or there abouts) for months to come. It's one of those games that doesn't look much at first glance but will sell like proverbial hot confectionary as soon as word gets around.

MISSION:

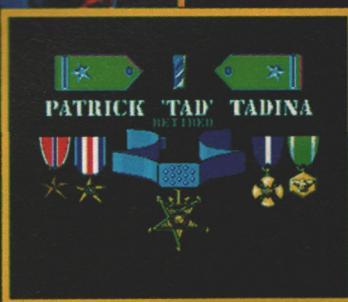
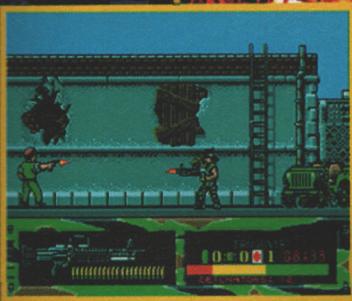
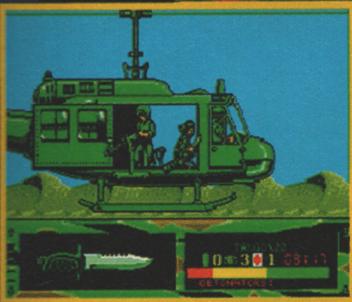
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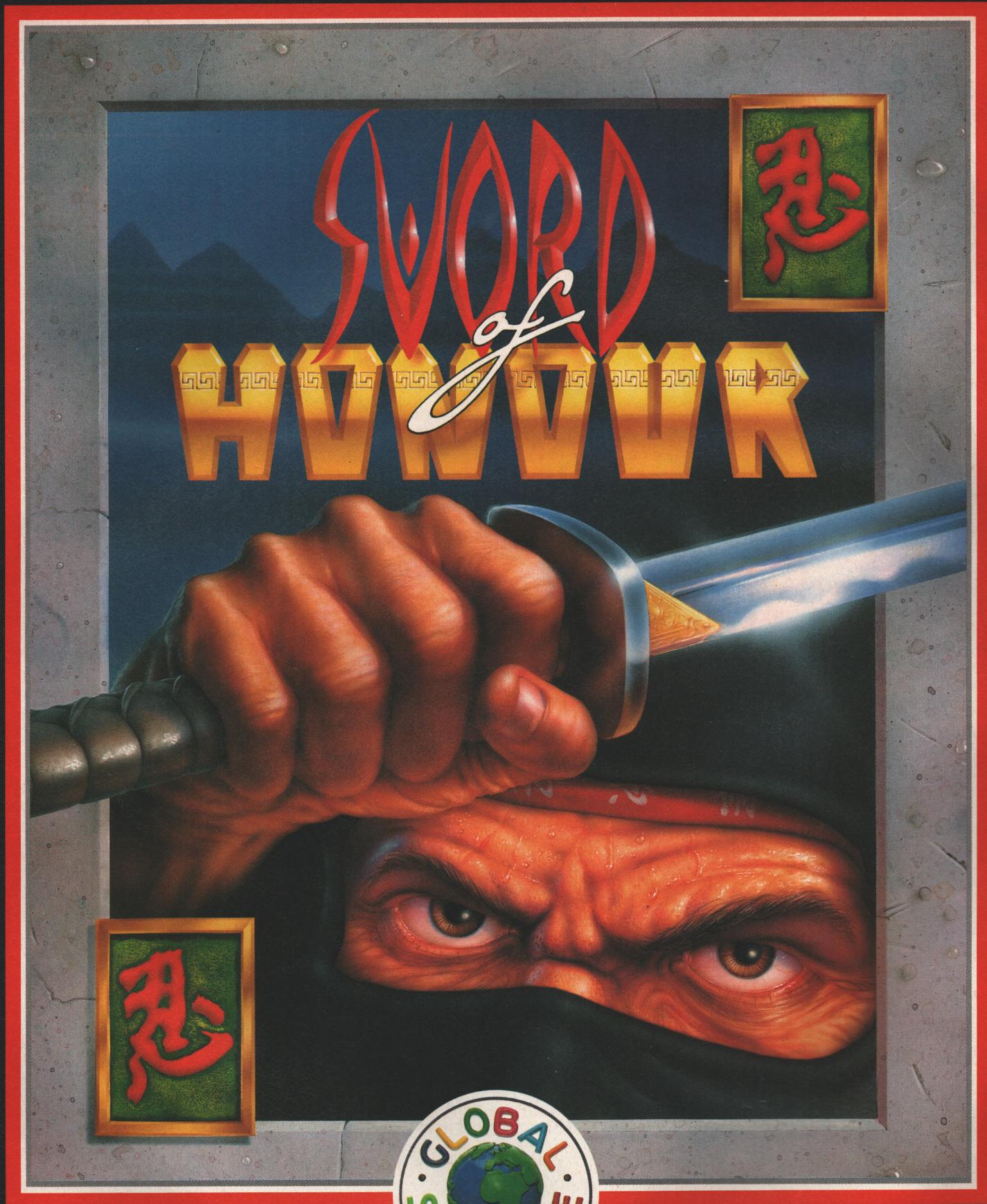
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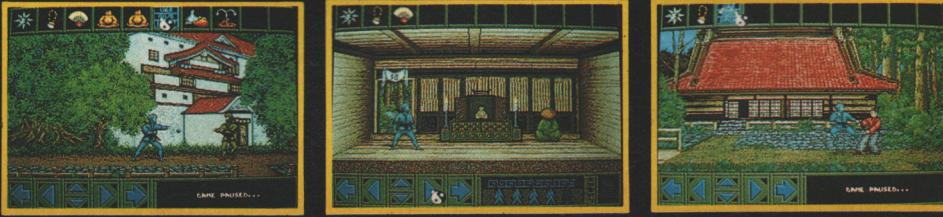
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## JUST WHO DO WE THINK WE ARE?

**MARK RAMSHAW**

Controversy continues to rage over Mark's True Stories photograph, but this month he decided to get away from it all and do some surfing. The result? One extremely wet editor. The punchline of Mark's favourite joke is: 'Apologise and wipe it off'. We daren't ask.

**STUART CAMPBELL**

Meanwhile, office jessie Stuart's had 800 quid's worth (!) of pain-free dentist work done. Now, we can't stop the soppy Scot running around grinning at everybody. The punchline of Stuart's favourite joke is: 'No, you're right enough hen, it's a doughnut'.

**TIM NORRIS**

Following on from Gary Penn's example, Tim's taken up juggling. Our bold Prod Ed's borrowed a set of clubs and is now causing danger to life and limb in the AP office. The punchline of Tim's favourite joke is: 'No, just put it on my bill'. You don't want to know...

**GARY PENN**

The world was rocked this month when the tabloids printed photos of Gary snogging a member of the Royal Family. Prince Michael Of Kent would only say "I was helping out with a spot of freelance." The punchline of Gary's favourite joke is: 'Yeah, he was caught pedalling.' Really, it was horrible.

**JACQUIE SPANTON**

Literature lover Jacqueline's been reading her Bionic Woman annual. 'It'd be brilliant to be bionic, wouldn't it?' she pondered. Any mad scientists looking for a volunteer, you know where to come. The punchline of Jacqueline's favourite joke is: 'Yes, it does, doesn't it?' The pervert.

**SALLY MEDDINGS**

Sal's been organising birthday bashes for daughter Eliza and bit-on-the-side Andy. "There was jelly and ice cream and everything. And Eliza's party was quite good, too." The punchline of Sally's favourite joke is: 'It's not a lion, it's a giraffe'. Well, it keeps her quiet.

**RICHARD LONGHURST**

Richard's discovered how relaxing fishing can be. "I meditate for a while, then grab a fish and bash its head against the side of the boat as violently as possible," he cackled. The punchline of Richard's favourite joke is: 'What's wrong with this room?' How sad.

**ADAM PETERS**

Not content with being a rock star, Adam decided he fancied himself as the new Schwarzenegger. Rather than learn Austrian he bought a multigym instead. Completely tragic. The punchline of Adam's favourite joke is: 'You can't dip a fireman in your egg'. The clot.

**JONATHAN DAVIES**

'What have you been up to, Jonathan?' we asked. 'I got my car broken into,' replied JD cheerfully, 'and I had a really good dream last night. Will that do?' Frankly, Jonathan, you're fired. The punchline of Jonathan's favourite joke is: 'You can't make crisps out of a Datsun 260Z'.

**MATTHEW SQUIRES**

Surfing for Matt too, but a shark took a bite out of his board, causing it to veer into a yacht and do £8000 of damage. At least, that's what it says on the insurance claim form.

The punchline of Matthew's favourite joke is: 'Why not? The chicken did'. Matt, you're fired.

**LES ELLIS**

We just can't stop employing new staff these days. Les used to work on a console mag, but we're not going to hold that against him. The red hair extensions, however, are another matter altogether. The punchline of Les's favourite joke is: 'Yes, but not with the goldfish'. Les, that's crap.

**DAVE GOLDER**

This month, Dave took a trip to see his fave band Die Toten Hosen at the Lorelei music festival in Germany. "It's my attempt to become more glamorous and interesting," said Dave in a rather unconvincing manner. The punchline of Dave's favourite joke is: 'But where do you want these blinds hung?'

**RICH PELLEY**

Rich spent the month on holiday in the Canary Islands. Sadly, a power failure meant he couldn't shave for the fortnight, resulting in the disaster you see before you.

The punchline of Rich's favourite joke is: 'Don and Ivy Brennan'. Rich, you're a sick man.

**RONNIE RANDALL**

Madonna, Kylie, and Sharon Stone are just a few of the stars who've been trying to get through on Ronnie's private hotline this month. If only he'd paid that phone bill. The punchline of Ronnie's favourite joke is: 'Eats shoots and leaves'. We can't print that!

**GAMES**

Just before we get started with the actual reviews intro stuff, a quick competition for those of you who actually bother to read all this stuff every month. The first person who



Zool - leaps jellies in a single bound.

writes in and tells us the rest of the jokes that we've got the punchlines to over the page there (or failing that, the person who comes up with the best alternative jokes using the same punchlines), wins themselves a whopping £150's worth of top-notch software. Can't be bad, can it? (Send your entries to 'This'll Make You Laugh' at the usual AP address.)

But anyway, on with the games. This month we've got, ooh, several top-quality reviews for you, including the long-anticipated *Lotus III* from



Putty - stick around for more joy.

Gremlin, the even longer-anticipated and equally from-Gremlin *Zool*, and the anticipated-for-absolutely-bloody ages *Putty* (no longer Silly, but just plain brilliant). And more, too. Read on.

**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 if you're reading this at all you must want to know at least a little bit more, so here, in all its glory, is The Way We Do Things At AMIGA POWER....

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? You must be joking.

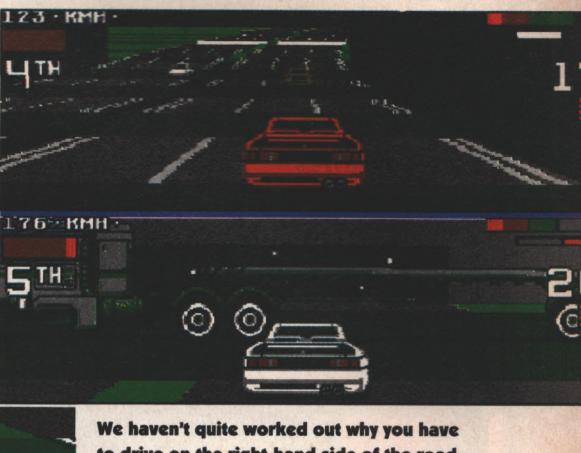






This is the horizontal split-screen of the two-player mode. It works quite well and adds a touch of excitement.

The fuel stops also add a touch of tactics and tension to the two-player races.



We haven't quite worked out why you have to drive on the right-hand side of the road.

speed of *Lotus I*. So yes, at first glance *Lotus III* does look slick, but after 10 minutes play, slick is exactly what it isn't.

## ON COURSE FOR INNOVATION

The course editor is an innovative addition to the *Lotus* package (in fact, it's the crucial one as far as this product is concerned – Gremlin wouldn't sell many copies if this was just a rewrite of *Lotus II* with a few extra tracks) and would seem to make up for some of the flaws in the

actual game. That is, until you decide to put this new addition to the test. While it initially appears that the system gives access to an almost infinite number of tracks, it soon becomes apparent that it's impossible truly to tailor a track to your requirements. After all, mucking about with percentages isn't going to enable you to fine tune that bend, or add that steep hill at a certain position.

The course designer doesn't so much give you an opportunity to design your own courses, as have a vague hand in the random creation of a course. I know Gremlin have pointed out that their 'RECS' thing is fast and easy, with the advantage of codes for each track, but what's the point in having a track designer if it doesn't allow you design?

As far as climatic



This is the Esprit. It's red. It's fast. (But it's no Crazy Car). The data is sort of interesting but not at all useful.

**"For climatic effects, *Lotus III* is top of the class"**

effects and terrain variety are concerned, *Lotus III* is still top of the class. The graphically gorgeous animations of snow, thunder storm and fog conditions are still

there from *Lotus II*, and *Lotus* groupies will recognise other elements such as the desert and motorway – its juggernauts and the chance to play chicken on the opposite carriageway are still there.

The roadworks section has been improved, but opponents smash through barriers, their speed unaffected, while you lose big chunks of speed if there's so much as one scrape on a 'keep right' sign.

There's no getting away from the gorgeous backgrounds and graphic brilliance, but then who would invest in a *Lotus* for the scenic route to anywhere? Not me that's for sure – speed is the name of my game, judging by the amount of tickets littering my passenger seat. I want thrills, I want a sensation of speed. *Lotus*

*III* fails to give you that. And if you can't go like a bat out of hell on your Amiga, where can you do it? It's no disgrace, but the time of *Lotus* has passed.

• MATTHEW SQUIRES

**UPPERS** The graphics are gorgeous, highlighted by beautifully crafted climate/terrain effects, with plenty of scope and variety in the multi-player facility and track editor.

**DOWNERS** Gone are the smoothness, speed and excitement of *Lotus I*, and what use is a track editor in a race game with no speed?

**THE BOTTOM LINE** *Lotus III* turned up showing all the potential of a speed animal, but when I put my foot down it felt more like the engine of a Skoda. The track designer makes it worthwhile, but really, *Lotus* has been surpassed by the likes of *Crazy Cars 3*, and no amount of extra features will change that.

74  
PERCENT

HER WITH YOU.



The weather effects are definite winners. Night driving in the rain is particularly unnerving.

Twisty turny mountain roads provide some welcome scenic variety. Sadly, though, you can't crash through the barriers and hurtle to oblivion on the jagged rocks below. But – hey! – you can't have everything.



And the snow looks great too. The winter wonderland scenery also affects the handling of the cars, as player one has found to his cost – lagging eight places behind his opponent.

# COMPUTAWORLD



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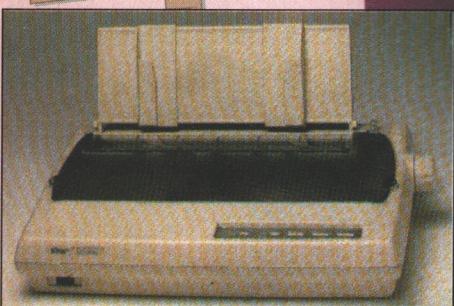
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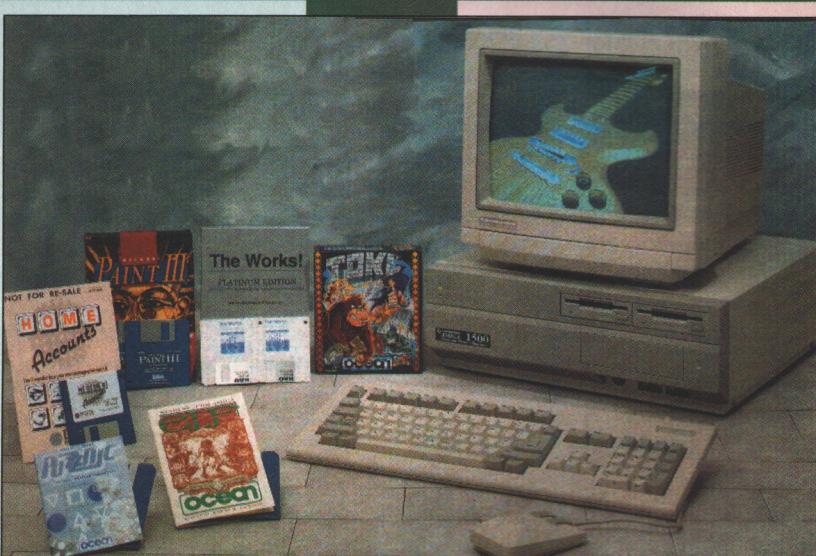
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# SHADOW OF THE BEAST



## Good news for fans of Beasts I and II (both of you): Beast III

**Game:** Shadow Of The Beast III

**Publisher:** Psygnosis

**Price:** £29.99

**Authors:** Reflections

**Release:** Out now

As the debate over the price of software hots up, especially after Mindscape took the bull by the horns with the £19.99 *D/Generation* and a number of 'premium'-priced titles

**"Could it be they've got a good game this time?"**

(you know the ones we mean) proved to be spectacularly unworthy of their inflated tags, it seems like a funny time for a game like this to be going out with a £30 sticker attached to it. I mean, the general consensus of opinion regarding the *Beast* games now seems to be that they were interesting demos of the Amiga's capabilities, but severely lacking on the game front, and the days when the name alone was enough to guarantee thousands of sales at

£35 (as with *Beast 2* and its 'free' T-shirt) would appear to be long gone. To see this swaggering out naked of extra promotional goodies, then, is even stranger. Whatever can Psygnosis be thinking of? Could it be, perhaps, that they've just got a really good game this time?

### SUDDEN OPTIMISM ALERT!

Sorry, I don't know what came over me there. 'Really good game'? *Shadow Of The Beast*? Surely shome mistake? Well, no, not exactly. Y'see, *Shadow Of The Beast III* is – sit down for a moment, kids – a Good Game. There's no getting

**that bad, really.**

away from the fact, this is, first and foremost, a Game with a capital 'G'. Oh sure, it still looks pretty, it's still got big impressive music, all that stuff, but this time it all hasn't been used as a substitute. Take a trip with me into the Gameplay Zone and I'll show you what I mean...

Some of you, of course, will be sitting there thinking 'What's the fool wibbling on about? I've never played *Shadow Of The Beast* before, I don't know anything about all this malarkey. Tch.' Logically, then, now would be a good time to rattle out a quick run-down of the two previous

games and their illustrious history. But I'm not going to, for the simple reason that it doesn't matter. In a similar way to the



Bridging the gap between graphical excellence and decent gameplay.



The game is full of weird mechanical contraptions like this. Why? Who knows?



Our hero pauses to pay his respects to the victim of a cruel medical experiment.

### CUDGEL THY BRAINS NO MORE ABOUT IT...

These screenshots show the game's double-edged approach. On the right, a mind-teasing puzzle...



...while on the left, we have a huge metal ball which attempts to do your head in in a less cerebral manner.

# WOW OF AST III



A gang of skull-headed meanies get miffed as you break up their picnic.

will give you an object or ability that makes some other bit of the level become possible, but most of the time if you simply walk along and solve things as you come across them, you won't have much in the way of doubling back and cross-

referencing to worry about. Throw in on top of all this is a truckload of bad guys for you to massacre and some nasty end-of-level bosses who'll give you an aching joystick hand to worry about on top of your already-protesting brain. Sounds like fun, doesn't it? Well, it is. Basically. But...



A talking bird. How strange. Could this be an elaborate trap of some sort? (No.)

recent *Crazy Cars 3*, *Beast III* is a game which shares nothing with its predecessors except a name and a genre, so drawing any comparisons between this and the rest of the series would be almost completely irrelevant, save to say that it's much better and leave it at that.

What you get in *Beast III* is a game still rooted in puzzle-solving, but of a much more linear and much more arcadey nature than before. You get four main levels to tackle (with a big showdown with Maletoth, Big Cheese Of Badness, at the end), each with an overall objective (the collection of a particular object which will help you in your final battle) and a whole slew of lateral-thinking obstacles to overcome before you get there. Some are stand-alone puzzles, while others are interlinked, in that completion of one part

## ROLLIN', ROLLIN', ROLLIN'...

A simple problem from level three, but if you're really slow, get some help from a bird...

Hey, some giant steel marbles! just bet they'd be really fab for rolling concrete slabs across...



These sloping slabs form a perfect platform to roll big steel ball-bearings down...

...but you'll have to use the switches if you want them to actually go anywhere useful.

But there's a 'but'. Isn't there always? Isn't life always horrible like that? The 'but' in *Beast III* is a big one, and it's that it's a little one. Where *Beasts 1* and *2* made up for their lack of gameplay quality at least a little bit by being gargantuanly enormous, *Beast III* is a tiddler by comparison. Oops, I said I wasn't going to do any of those, didn't I? Well, forget the other *Beast* games, then. *Beast III* is pretty titchy in its own right. Of the four main levels, each has maybe half-a-dozen main problems to solve, and while they get a good deal more complicated and

involved towards the end, they're still not really all that demanding of anyone with a decent grasp of logic. The nastiest aspect of them is that some only allow you one slight mistake before the whole thing's rendered impossible, leaving you no alternative but to get killed and start the level again (although each one does at least have a couple of restart points). As a guide, I'd say that once you've worked out all the solutions, playing right through *Beast III* from beginning to end would take you somewhere in the vicinity of 20 minutes. That's not, by anyone's standards, an awful lot of game, and I reckon that hardened *Beast* fans especially are going to be reaching the end by the time they feel they've really got started. The puzzle nature (the arcade bits aren't really demanding enough to provide any significant challenge by themselves) means that it's not a game you'll play after you've finished it (the joy and reward in a game like this is working out how the hell you do each particular bit, putting your theory into practice and

**"Beast III is pretty titchy in its own right"**

Then, below, we have a complex and tricky 'cleaning out-the-goldfish-bowl' type of scenario...



...closely followed by a subtle and intriguing section where a dirty great spiky slab falls on your head.

## THE NUMBER OF THE BEAST IS, ER... THREE



Here, for atmospheric reasons, we present an otherwise-unconnected sequence of grabs from the deeply lovely third level. First up, that scaffolding in full...



Some of the inhabitants of the world of *Beast III* will happily go about their own business regardless of what you do. But can they help you?



And here's that slab we prepared earlier. We didn't want to give away the game's puzzles, but this one's nasty even when you know how...

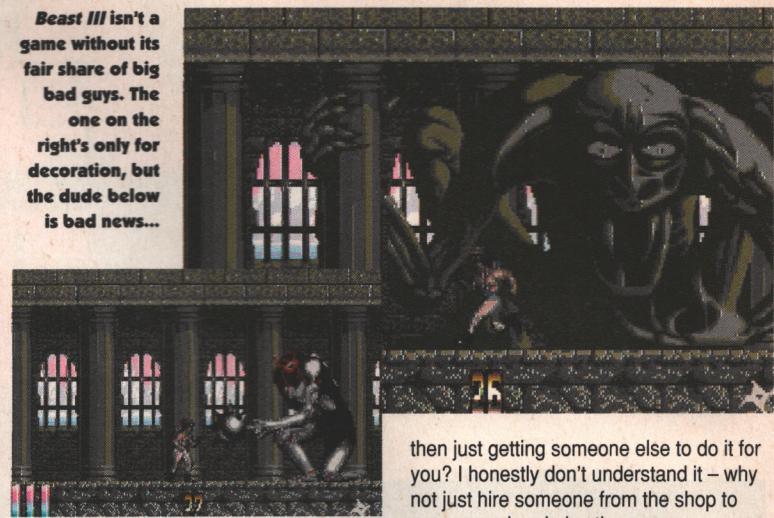


Here you are having negotiated most of the tricky bits of level three. Now you're just one step away from completing your task - get the flask!



Of course, to get that far you'll have to work out how the heck you get past this bit. Still, if you know the story of Romulus and Remus you'll be half-way there...

*Beast III* isn't a game without its fair share of big bad guys. The one on the right's only for decoration, but the dude below is bad news...



feeling really pleased with yourself when it actually works out, and you only get that feeling once from each puzzle), and that means that you're going to be getting, I'd guess, no more than an absolute maximum of two weeks entertainment out of this game.

## SELF-CONTROL

Of course, that's if you've got the willpower to do it all yourself and not just read the playing guides which will undoubtedly appear in every magazine under the sun immediately after the thing comes out. Which is something I'd like to go into for a moment, if you don't mind. I'm a bit confused, y'see. Personally, when I've got a problem, I like to solve it myself. I don't get any kicks out of letting someone else wet-nurse me through it. Do you think, say, Linford Christie would get any sense of achievement if he won the Olympic 100 metres by being towed along on rollerskates behind a car when everybody else was running?

Of course, it's easy to say 'Well yes, but I just keep getting stuck on this one bit and I can't work it out at all, if I just cheat past it, then I'll do the rest myself', but what kind of an attitude's that? (Besides, like any addict, the chances are once you've started cheating, you won't be able to stop again.)

The whole point of a bloody puzzle is that it gets you stuck and you have to stop and work it out. Otherwise they'd call it something else, wouldn't they? We had people calling us up for help on *Monkey Island 2* within a day of it appearing in the shops. Where's the fun in spending between 30 and 40 quid on a game and



We're not giving you any clues here - that'd just be ramming the point home...

**"Sounds like fun, doesn't it? Well it is"**

then just getting someone else to do it for you? I honestly don't understand it - why not just hire someone from the shop to come round and play the game themselves and just show you when they get to the end screen if that's all you're interested in? Will you try something for me, luvvies? Will you try playing this game the real, old-fashioned way? Just this once, don't get someone else to do the interesting, challenging bits for you. Work it out for yourself. You'll have an awful lot more fun this way - you won't feel guilty when you lie to your friends about having finished it on your own and you'll feel a whole lot better at the end when your 30 quid's worth of entertainment finally does run out.

Trust me, I'm a professional.

But anyway. That's about all there is to say about *Shadow Of The Beast III*. It looks good, it sounds good, and the gameplay's good, but you'll have to decide for yourself whether it's worth 15 quid a week. Me? I'm not so sure.

• STUART CAMPBELL

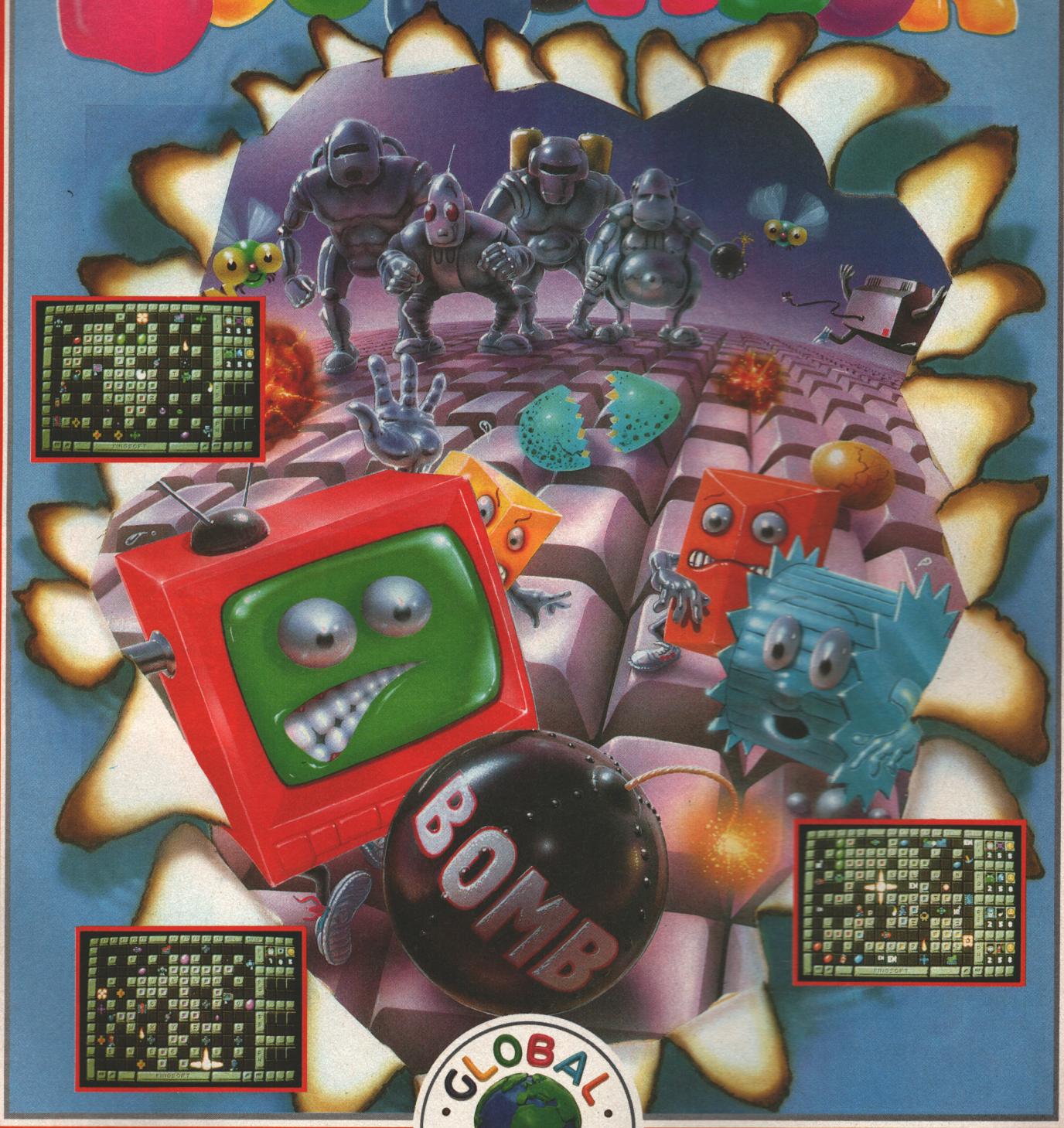
**UPPERS** The puzzles are real brain-teasers, but there's (nearly) always pure logic at the heart of them. It's a lot more fun than either of the other two *Beast* games, for sure. No crap 'free' Roger Dean T-shirt this time around, either. Hurrah!

**DOWNERS** Some of the puzzles are one-chance efforts - muck them up and you've got no option but to get killed and start again, and combining that with only three lives, you'll find yourself back at the beginning of the whole thing with frustrating regularity. Despite that, it won't take you more than a couple of weeks at the very outside to finish - there just isn't very much of it.

## THE BOTTOM LINE

A really sweet game to play, but at the end of the day I simply don't think you're getting enough for your 30 quid. This is the kind of thing that should have gone out at a fiver less than the 'norm', not a fiver more.

# BUG BOMBER



1-4 Players must battle through anything up to 1600 levels, blasting away the opposition using Bombs, Missiles and Mines. Eggs come in useful too as they hatch into Robots, that search out and splat the enemy. Your own Private Army - Yeah!



#### WHAT THE MAGAZINES SAY ...

**COMORDORE FORMAT** - "a superb game ... it is really the most excellent fun ... the infighting, backstabbing and blowings up between the players are nothing short of excellent ... addictive as a bag of incredibly addictive things! Horray (as we say) - 86%"

**AMIGA ACTION** - "More aggressive than Dynablaster ... a real blast - 83% - Recommended"

**THE ONE** - "very playable, insanely addictive ... you'd be hard pushed to find a more enjoyable multi-player game - 81%"

**ZAPP!** - "Words can't describe how playable Bug Bomber is ... on a par with the playability are the graphics - small but wonderfully animated sprites charge around the screen in a psychopathic frenzy ... hell of a lot of fun to play - 87%"

Bug Bomber is available on Amiga (£25.99), C64 tape (£10.99), C64 Disk (£15.99) from Global Software, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berks. SL3 0DX. Telephone: (0753) 686000 Fax: (0753) 680343

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**KINGSOFT**

## THEY'RE SMALL BUT PERFECTLY FORMED



Get to one side of a rock and push. It squashes anything it lands on.

Move this cross-hair around to pick up and place blocks.

Hokus. This is you.

Troddlers fall through 'flippers' in the direction of the arrow. If there's something in the way, they die horribly.

Mines like this are best avoided.

These are the entrances that the Troddlers trundle in by.

A lemon.

An exit. Get the required number through here safely and you've done it (sound familiar?).

Cannons that fire big metal balls are just one of a large range of hazards.



These are the chaps.

Your energy. Can be replenished by eating fruit.

The blocks in your block tube, waiting to be placed.

**Game:** Troddlers  
**Publisher:** Storm  
**Authors:** ATOD Design  
**Price:** £25.99  
**Release:** Out now

**N**ow, I don't think it's really fair to compare items to earlier masterpieces on the basis of a few superficial similarities. Just think of all those moody young American actors saddled with the label "the next James Dean"; all those gorgeous blonde film starlets doomed to a career of constant Marilyn Monroe comparisons; all those small, mentally unbalanced children constantly compared, despite protestations, to Timmy Mallett. No, it's just not fair.

With that in mind, it is my plan to write this review without ever once mentioning by name... er... *that game with the small purple suicidal mammals in it*. This isn't going to be easy, since *Troddlers* owes more than a passing debt to *that puzzle platform game from Psygnosis*. In fact, *Troddlers* can best be described as a

cross between *the game I'm not going to mention* and the bygone classic, *Solomon's Key*.

In *Solomon's Key*, the idea was to manoeuvre your way across a variety of single screen levels. You appeared on screen via the 'way in', and had to make your way to (believe it or not) the 'way out', picking up a key en-route. Numerous hazards made this task difficult, as did the fact that most of the platforms were so far apart there was no way you could jump the gap. Fortunately, Solomon was blessed with the useful skill of being able to produce blocks out of mid-air: these could be used as stepping-stones for moving around the screen, barriers to restrict the movement of enemies, and much more.

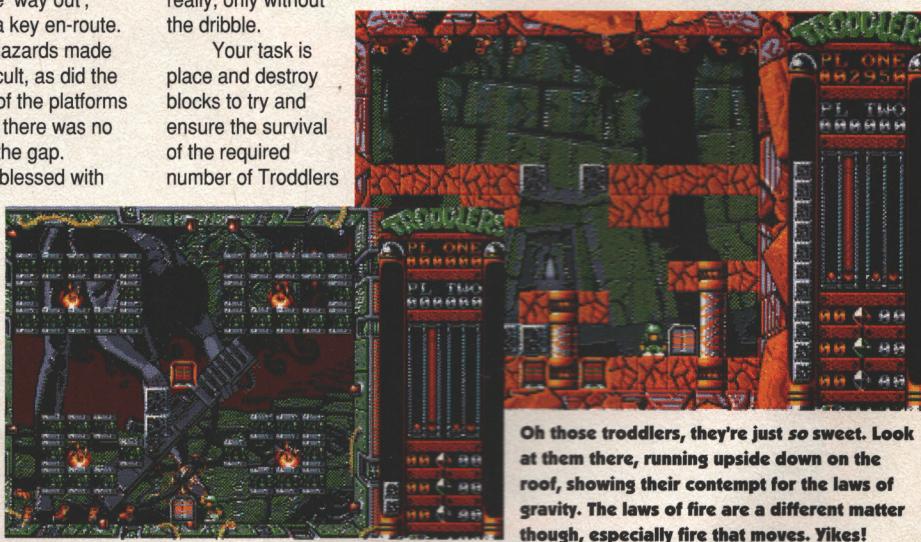
So far, so similar. Where *Troddlers* deviates from the theme is that in this game it's not your character (Hokus: a giant Troddler, by the looks of

it) that has to get to the exit. That mission is reserved for all the little Troddler creatures that pour out into the screen, looking for all the world like they've made the trip over from *Oh no! Yet more mouse-like creatures native to Norway*. The Troddlers stumble aimlessly around in a big pack, walking into walls and falling into liquidisers. They're quite similar to toddlers really, only without the dribble.

Your task is place and destroy blocks to try and ensure the survival of the required number of Troddlers

(normally all of them). Sometimes a crowd of enemy Troddlers (zombies that kill on contact) will also make an appearance. Diamonds (a mainstay of *Solomon's Key*) also crop up, and you usually need to collect a specific number of them within the time limit, on top of any Troddler-preserving responsibilities.

One of the reasons that *Troddlers* is



Oh those troddlers, they're just so sweet. Look at them there, running upside down on the roof, showing their contempt for the laws of gravity. The laws of fire are a different matter though, especially fire that moves. Yikes!



They're cute and irredeemably stupid, and you have to save them. But they do

# TRODDLERS

## ON THE OTHER HAND...

Blimy, Adam, are you feeling alright? I mean, *Solomon's Key* was a classic, as was *That Other Game*, but as far as I can see this takes the worst aspects of both of those, not the best. I mean, it's all very clever and everything, but we've seen it all before to the extent that 10 minutes in I was looking around the office for something more interesting to do. It's too convoluted, fiddly, obscure and repetitive by far most of the time, which is why I'd be more inclined to mark it somewhere in the low to mid 60s.

• STUART CAMPBELL



As the platforms get more abundant, the games get harder. How can you possibly look after all of these?

such a brilliant game – and before we go on, let's make it clear that this is a brilliant game – is that every feature that could be in it is in it. There's a two-player team mode, a two-player combat mode, a massive variety to the levels (every puzzle is pretty much a game in itself), hazards of every type and kind, a time limit, an energy level, power ups a-plenty... Even the 'block tube' at the side of the screen adds a whole new dimension, as you struggle to place the right sort of block in the right place. Golly!

Despite noticeable similarities to *that game beginning with 'L'* that came 11th in the AMIGA POWER Top 100, this is a totally different ball game. Whilst *elmgmins* (*anag*) was a mouse-driven game that involved zipping back-and-forth across the screen, setting various different chains into operation, *Troddlers* is a joystick venture where all activity is focused around a single area. Sure, you've got to keep your eye on what's happening in all parts of the screen, but Hokus can only place and destroy blocks on the squares next to her, so wherever she is, that's where things are going to be happening.

This does make *Troddlers* very tricky, since you've not only got to spot a potential danger and work out a solution, you've also got to get your block-wielding hero over there. This often means placing

a few blocks to use as platforms. You've only got a limited number, though, so you'll probably need to pick back up the blocks you've used as platforms, to make sure you've got enough to prevent the potential catastrophe you're rushing towards. And you've got to hurry, remember. To put things into perspective, *that Psygnosis game* only started to get tricky around level 20-something. *Troddlers* will have you desperately grappling with the mental gear-stick by level eight or nine.

On paper, the idea behind this game is an excellent one, the sort of 'pick 'n' mix' gameplay, with every feature possible-type game that your average 11 year old A500 owner in Redditch might design in the back of an exercise book, during a particularly dull physics lesson. The problem with all these games that are really excellent in theory is that they usually either turn out to be impossible in practice, or else turn into a big jumbled mess during the programming stage. But not

here. The ATOD lads done good. Troddle off to your local software store right now, and find out exactly how good they done.

• ADAM PETERS



**UPPERS** The best elements of some of the best styles of gameplay in history, combined – and it works! Three modes, 175 (count 'em) different puzzles, at least one feature from every decent game you've ever played. You want more? Gah, get out of here...



**OWNERS** The recession, the crisis in Bosnia, destruction of the rainforests, five more years of Eldorado, it rained yesterday, Michaela Strachan's not on the telly on Sunday mornings any more, er...

#### THE BOTTOM LINE

Derivative, yeah, but derivative of two of the most original and innovative games in computing history. The two styles combine to create a classic game in its own right. The truth be told, it's actually better than *Lemmings*. (Damn, said it.)

89  
PERCENT

they do look a bit familiar, don't they?



## HIT THE THREE WAY

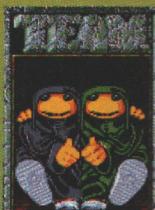
*Troddlers* is a game of three modes, each of which has its own selection of puzzles. Unless you're ambidextrous enough to control a joystick in each hand, though, you'll need to enlist a chum for the Team and War jobbies...



#### SOLO MODE

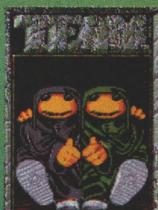
(100 levels) Pokus is staying in to wash his hair, so it's down to you (as Hokus) to tackle a hundred

increasingly difficult puzzles on your lonesome. These vary from simple block-placing exercises to levels where your good, wholesome Troddlers must be steered clear of deadly hazards and evil killer Troddlers from hell. There're diamonds to be found and collected too. Some levels are totally diamond-based (no Troddlers).



#### TEAM MODE

(50 levels) Two heads are better than one (bet we won't be saying that after a nuclear accident), and teamwork is the better part of valour. Too many cooks save the eggs. Three's company, two's a hi-energy disco band. Er... Look, find a mate and tackle these levels as a team: Hokus and Pokus. It's no easier, though, since there's extra helpings of hazards, and more Troddlers than you'll know what to do with.



#### WAR MODE

(25 levels) And when you get sick of all that hippy working-together nonsense (let's leave non-competitive sport

to the England football squad, eh?), give your pal a good pasting. One player takes control of Hokus and the good Troddlers, the other looks after the smelly, grey zombie Troddlers from hell. Split your time between getting your own guys out of scrapes, and putting your opponent's guys into scrapes. It's manic.

**Those film licence**

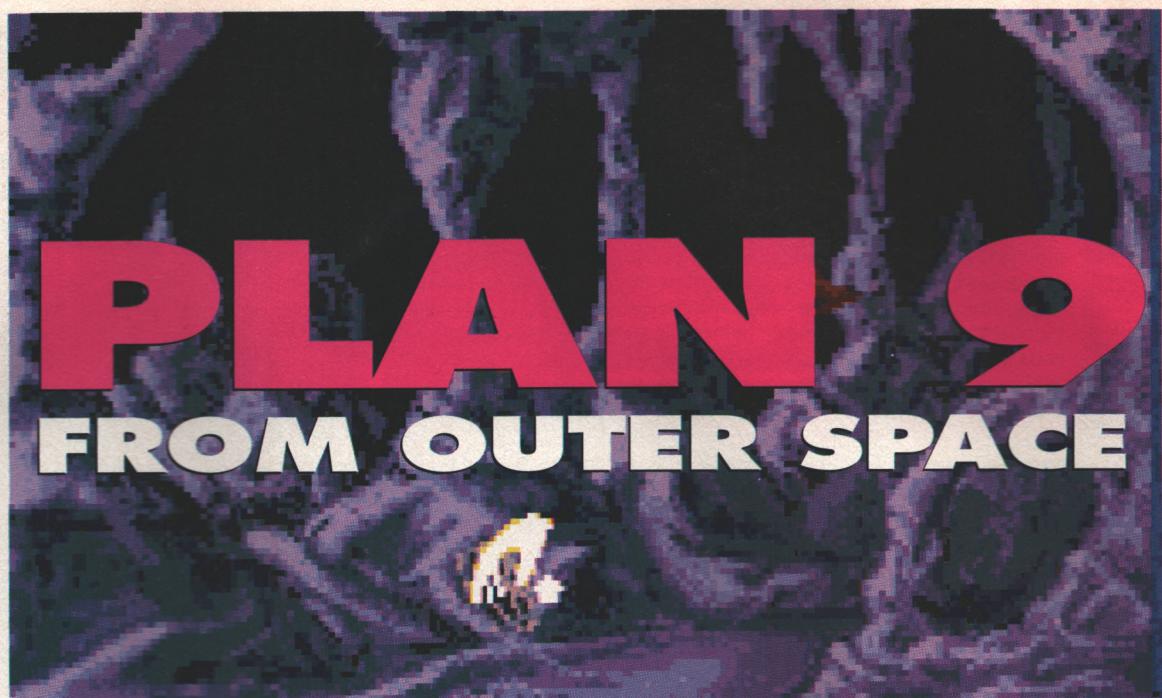
**Game:** Plan 9 From Outer Space  
**Publisher:** Gremlin  
**Authors:** Gremlin  
 Ireland  
**Price:** £34.99  
**Release:** Out Now  
**Other details:** One Meg required

**T**his game's got a problem. In fact, it's got lots of problems. But there's one problem that's more problematic than the other problems, which aren't so much problems in themselves, but spin-offs from the main problem. Depending on how you look at it, Plan 9 From Outer Space (the film) could be a delightfully disastrous movie - the sort of film you'll watch over and over again because it's so cringingly bad. Alternatively, it's an abominable heap of celluloid that should be avoided at all costs, despite its supposed novelty value. Personally, I subscribe to the latter view - it's an absolutely god-awful film and not worth the video-tape it's supplied on.

Whatever you think, Plan 9 is a terrible film, and here comes the game's problem. If the *Plan 9* game is bad, is it because it's a faithful recreation of the film's supposedly brilliant ineptitude, or is it bad because, er, it's simply a bad game. It's not a particularly hard philosophical nut to crack, but it's worth taking a look at the evidence before the prisoner is taken out and hanged.

Taking *Plan 9* at the most superficial level, you'd expect it to be an adventure of some substance. The game's presentation is okay, there's a reasonably slick interface and a clear inventory list, but the action is squeezed into a window that barely covers a third of the screen. Moving from one location to another is a simple matter of clicking on a door, or on the side of the window. Don't expect anything as sophisticated as scrolling scenery or multi-screen locations, the *Plan 9* world is entirely made up of disjointed single screens. To start with it's very disorientating - you enter a hallway, click to go through the door at the opposite end of the corridor and you

games - doncha love 'em? This is



one with a major difference - the original movie was a turkey.

end up back where you started. It's crazy.

"But wait a minute," I hear thousands of Plan 9 film aficionados cry, "that's because the directing in the film was so bad, there was no continuity and you couldn't tell whether the characters were coming or going."

No it's not. It's because it's a bad game. The disparate locations don't gel together to create a cohesive or believable game world, and while such vagaries be lauded in the worst film of all time, it's not okay when you have to pay £30 for the disappointment of experiencing it.

Moving swiftly on to the plot.

**"The action barely covers a third of the screen"**

Just as the locations have no connection, the plot has no logical thread to hold it together. Inane conversations and a haphazard jumble of objects are all that you need to progress rapidly through the dismally dull adventure.

You start at Cheapflik Studios, and a quick wander



Travel to exotic locations, such as this beach in Rio de Janeiro. Can't you tell it's Rio? No, nor could I. Could be anywhere.



This is Tor Johnson, the guy to blame for the whole debacle. He's the producer who wants you to recover the six missing reels. The menu, messages and inventory take up the bottom of the screen so that the graphics are squeezed into a tiny window.



A seedy bar in the downtown area of *Plan 9*. Not much going on here at all really, just have a chat with the ugly bald chap (who looks just like the movie producer) and you'll find pretty much all you need to know.



round t reveals location the gra Bela Lu you'll fi Skank Gothic that ins three re is the h find a c moose right. A place t A gives t local sl Wande you ca and a s mask a up to t the cle safe-d you fin film. B gravy and - the see Y through an adv

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round the bar and diner reveals a few other locations to visit. Trot off to the graveyard, examine Bela Lugosi's body and you'll find his house key. Skank over to Bela's Gothic mansion - so big that inside there are only three rooms, one of which is the hallway - and you find a credit card behind a moose-head trophy. Yeah, right. A really sensible place to hide it.

A flyer on the table gives the address of the local shopping mall. Wander over there and you can buy a scary mask and a spade. Examine the mask and there's a small key. Go up to the bank, give the key to the clerk and you're shown a safe-deposit box. Inside you find the first reel of film. Back up to the graveyard, dig up a grave and - hey presto! - there's the second reel.

You're only going through the motions of playing an adventure game, you haven't



A weird shop, selling all sorts of ghoulish artifacts. What would you expect to find in a scary mask? That's right, the key to a safe-deposit box. Can it get any worse? Sadly, yes.

**"The music sounds like a moose with a bad case of wind"**

even started thinking about what you're doing, and you're already a third of the way through. To make matters worse, all this only takes an hour.

Back to the Plan 9 film fans. "But the film's plot was awful so the game's got to have a terrible plot." A terrible plot would be bearable. But a

mishmash of objects and conversations, cobbled together in an indiscriminate fashion, just isn't good enough when it comes to a full-priced adventure game. If you've experienced the beautifully crafted stories of *Lure of the Temptress* and *Monkey Island* 2, you'll despair at Plan 9.

And then there's the music and sound effects. Don't hold your breath,



There's that Tor Johnson chap again (ho, ho) - this time as a hick store owner. Buy some stuff, why doncha?



Discover a wealth of movie memorabilia, it says. Like James Dean's grave, which, incidentally, you can dig up.



Oh, good lord, it's Tor Johnson again (what a clever running gag that really is). It's a prison. There are some prisoners. Tosh.



This is the scary house on Main Street. Look at the detail. Look at those lovely objects. And you can only use one of them. Fab-o.

## THERE'S NO SUCH THING AS A FREE PLAN 9 VIDEO

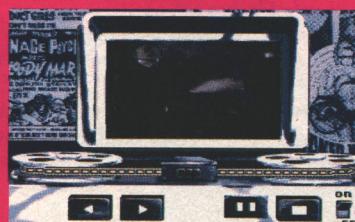
Amiga games from Gremlin normally retail for around £25.99 (*Harlequin*, *Lotus II*, *Space Crusade*), with *Utopia* coming in at £29.99. So when you're asked to pay £34.99 for *Plan 9*, you begin to wonder whether the 'free' *Plan 9* video

isn't as 'free' as it might have been. In the game you have to find and splice together six short sequences from the film, but when they're shown, the frame rate is appallingly slow and you'd be forgiven for thinking you were watching a

slide show. And there aren't even any sound effects (or anything else for that matter) to spice it up. You've been forced to buy the wretched video anyway, so why do you need to watch the dreadful digitised clips on your Amiga?



Here we see a dramatic moment as Vampira lurches towards a terrified Inspector Morse-type character. Distinct shades of Carry On Screaming.



The earnest inspector discusses the dastardly goings-on with a colleague. Singularly uninspiring stuff, particularly because there's no speech.



Loads of people pile out of a gloomy crypt. You don't know why, you don't care why. It's silent, it's jerky, it's dull, it's *Plan 9 From Outer Space*.

expecting Dolby Stereo Surround Sound and other such cinematic delights. The game's music sounds like the aforementioned moose with a bad case of wind, and the dismal sound effects only occasionally punctuate this flabby flatulence. "But they weren't any good in the film, so it's great that the sound effects and music are appropriately awful in the game." This 'brilliant badness' argument's wearing a bit thin now isn't it? The music is terrible and the sound effects are pretty awful as well. That's it. No arguments. No excuses. No justifications.

And that's *Plan 9 From Outer Space* all round. Awful film, slightly improved, but still pretty pathetic, game. Connoisseurs of all things terrible will love it. They'll revel in its dismal plot, the dodgy bits of film footage, and the sad graphics and sound effects. (And they're welcome to it.) The rest of us, on the other hand, will have plenty of better things to spend thirty five of our hard-earned quid on.

• RICHARD LONGHURST

**UPPERS** Reasonably entertaining idea for a game. The film footage is a pretty good idea too.

**DOWNERS** Then again the video's included so what's the point of looking at a series of stilted stills on your Amiga? And it's too short, the plot's awful, the gameplay's disjointed and simplistic, the conversations are insultingly trite, the music and sound effects are abysmal. Need I go on?

### THE BOTTOM LINE

If you're walking down the road one day, and you happen to see *Plan 9* lying fatally wounded in the street, do yourself a favour - cross to the other side.

36  
PERCENT

# ACTION

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#### • 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.

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

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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!

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**NEW** allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

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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!!

#### • AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

#### • IMPROVED RAM EXPANSION SUPPORT

**NEW** Now many more external Ram Expansions will work with all Action Replay III commands.

#### • DOS COMMANDS

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

#### • FILE REQUESTOR

**NEW** If you enter a command without a filename, then a file requestor is displayed.

#### • DISK COPY

**NEW** Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

#### • BOOT SELECTOR

Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

#### • PLUS IMPROVED DEBUGGER COMMANDS

including Mem Watch Points and Trace.

#### • DISKCODER

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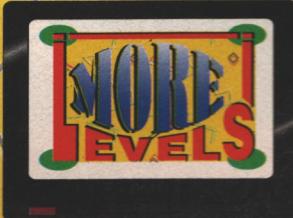
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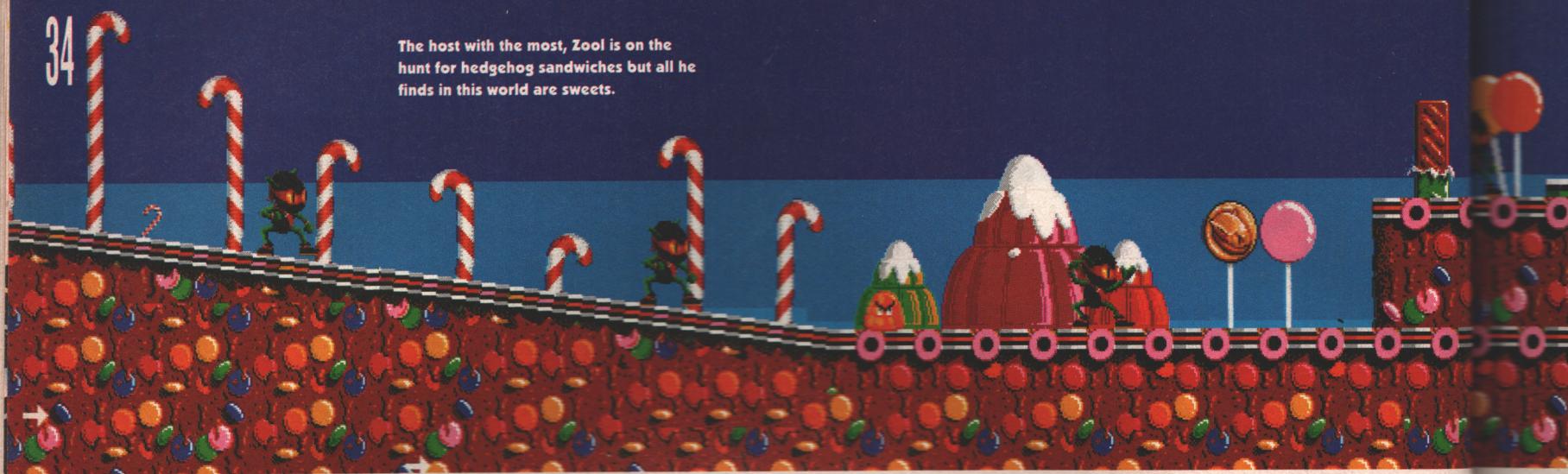
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permission of the copyright owner, or the licensee thereof.



The host with the most, Zool is on the hunt for hedgehog sandwiches but all he finds in this world are sweets.



Gremlin finally unleash their hedgehog-challenging ninja ant on a platform-hungry public. Can it

**Game:** Zool - The Ninja Of The Nth Dimension

**Publisher:** Gremlin

**Price:** £25.99

**Authors:** George Allen, Ade Carless

**Release:** Out now

For the last few months those nauseating little console owners have been raving about how good their machines are compared to the likes of the Amiga. You



# ZOOL

know the sort. They're all the same. Talk about games and all they can say is 'Sonic is this fast,' or 'I can do this on Mario.' These sad types who're obviously in need of a holiday in Yugoslavia can brag no more. The age of the hedgehog is over, the age of the ninja ant is here.

'A what?' I hear you ask. Yep, a ninja ant. What do you mean, 'That's ridiculous'? If Ninja Turtles can make a

*Zool's for the chop, if he doesn't move soon he'll be axed. (As will you - Ed.)*

killing, the rest of the animal kingdom were bound to try to elbow in on the action. This is one ninja, though, who's taking second place to no-one, especially a smug blue spiky thing and a fat old Italian plumber. Those of you who think that Gremlin can only produce great racing games are in for a shock, 'cos Zool is a platform blaster that makes others pale into insignificance.

So what does our

friendly neighbourhood ant have to do? Well, Zool has been charged with the task of travelling through seven worlds collecting items and killing bad guys (wow that's original), just the same old sort of stuff that's all in a day's work for a super hero. In Zool you have to run, jump and er, oh yeah, shoot. What do you mean you want to know more? Isn't that enough for you?

Alright, alright. Just because I'm a nice guy (and this has absolutely

nothing to do with the fact that I have the rest of these pages to fill), I'll tell you all about it.

**"This is one ninja who's taking second place to no-one"**

## THE ZOOLS ARE ALIVE WITH THE SOUND OF MUSIC...

This is the magnificANT Zool, not only is he a ninja ant but he plays a mean piano as well.

Try it out when you find a keyboard.

Tougher than the Turtles, speedier than Sonic, mightier than Mario, Zool is the new breed of super hero.

Only 16% completed, not time to get complacANT with this much still to do. There's no point just racing through a level because if you don't get 100% you'll just have to find your way back to finish up.



I don't want to string you along but these guitars take you closer to your target. So stick your neck out and get ahead. Bridge that gap and get in tune. (One more guitar line and you're out - Ed.) That struck a chord (That's it, you really are fired now - Ed.)

Hit the high notes and you'll go far. It's the only way to get those out of reach targets so take note. I always did get carried away by music.

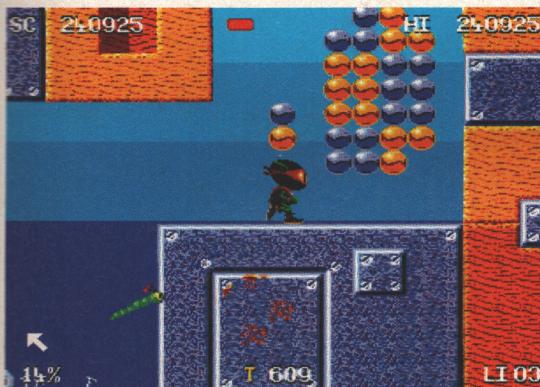
## LOOK MUM, NO FILLINGS

Zool, the magnificANT, (You're fired - Ed.) is facing a tough challenge. His first trial is the Sweet World where the sweets fight back. Wild liquorice pokers and chocolate spiky Harolds are on the rampage. As if that wasn't enough there are sweets lying all over the place, and being the sweet





ublic. Can it beat the consoles at their own game?



Zool could lose his bearings with the challenge of this level.

presentation, Zool lets you choose one of three difficulty levels, one of two speed settings, the number of continues you want (up to a maximum of five), and even whether you want inertia on your character or not.

The seven levels are divided into three stages but luckily at the start they are pretty linear, ie in a straight line. On later levels things really get complicated and you have to go all over the place looking for your goals. For an example, check out Music World. It's the prime example of how a level should be. None of this straight-line-run-to-the-right nonsense, it's up, down and all around before you know what's happening. This is the stuff good games are made of.

All the levels look very cutesy. In fact Zool owes more than a passing nod to both Robocod and (especially) Harlequin, but don't take that to mean it's a rip off. The superlative graphics, breathtaking speed and awesome playability take this head and shoulders above the rest. The graphics →

**"A pretty impressive set of options"**

toothed ant that you are, you want them all, and you want them now. Indeed, you NEED them now, because if you don't collect a set number of sweets (or other artifacts, depending on which worlds you're in – on the music level you have to pick up records and musical instruments, on the tool level you have to get nails and screws, and so on and so forth), you won't be allowed through the level's exit, no matter how many meanies you've murdered.

### CONSOLE-ATION PRIZE

Speed is the name of the game in Zool. The ant is fast-moving even on normal mode and, if you want a real laugh, just try him on fast mode. Yeah right, very funny. In fact, the choice of speeds is just one of a pretty impressive set of options you get at the start of the game. Following Apidya's lead in taking a console-like approach to



Zool does his impersonation of Jack Lemmon (Are you still here? – Ed.) to zap these lethal carrots.

ZOOL'S TOO COOL TO FOOL, HE MAKES SONIC LOOK COMIC. HE'S HERE TO STAY AND NO FAT ITALIAN PLUMBER WILL DRIVE HIM AWAY.



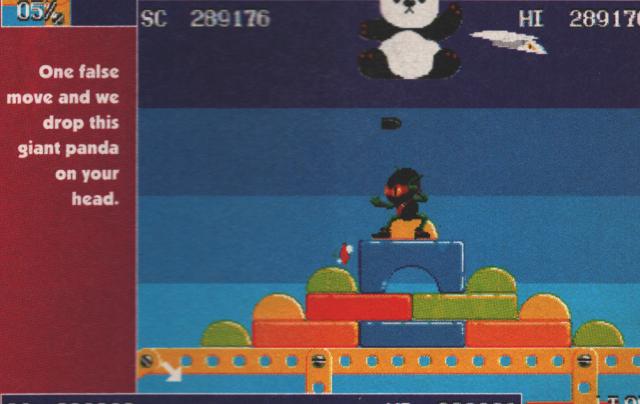
You'll have to be quack on the draw, or something like that. Anyway, this ninja ant has to call on some friends from the rest of the animal kingdom from time to time.



I never used to get anything like these tanks in my Meccano set. All my 'creations' used to end up looking like the mess on the right.



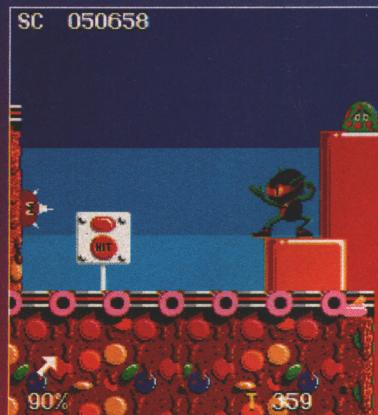
Only five percent of the level completed and Zool stops to learn his alphabet. If he doesn't get a move on he'll be in the soup.



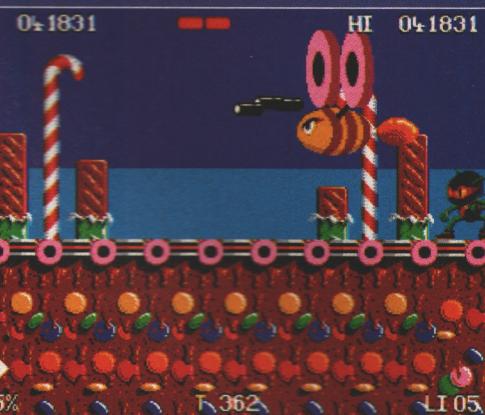
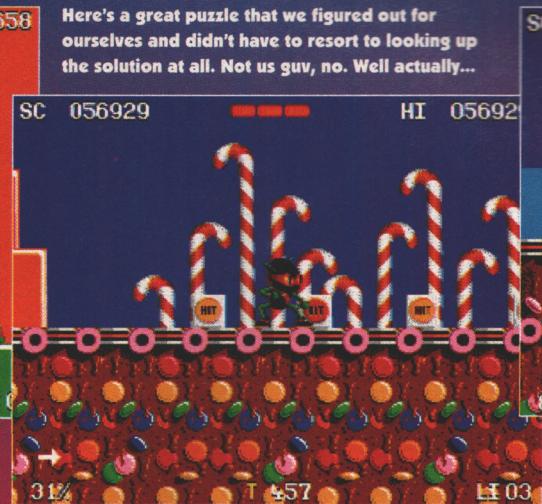
One false move and we drop this giant panda on your head.



Still going strong, Zool comes face to face with a mutant goldfish. In this case loads of points and, more importantly, a step nearer the end.



It may be a cunning ploy but maybe I should hit the button that says HIT on it. Hah, we're way too smart for these games.



Ah the well known liquorice allsort firing bumble bee. Get behind him and duck. When he goes by let him have it in the allsorts.

## SWEETS FOR MY SWEET, ROTTEN TEETH FOR MY DENTIST, FILLINGS AND CAVITIES ON THE WAY.

are detailed enough to look interesting and hold your attention but not so detailed that the game speed suffers. The anti-ant adversaries range from the 'oh look, what a cute blob' to 'Oh my god, what the \*\$## is that?' Simple but devastatingly effective, *Zool* looks as good as any arcade platform game (and that's exactly what it is, with none of *Harlequin*'s more adventure-like elements) you can think of.

### TOUGHER THAN THE REST

Platform games often suffer from being five minute wonders. (How many people have shelled out hard cash for games only to either get bored with them or complete them in five minutes flat? Too many, that's for sure.) I'm more than happy to say that *Zool* is an exception to this rule. With a total of 21 stages to complete, you've really got your work cut out, and the stages aren't short either. Some might feel, in fact, that it's too tough. But with up to five continues and restart points to find in all the levels it will prove a challenge, but not an

*Zool* is starting to feel a bit fruity at the thought of picking up that ant magic hidden in the Z icon. On the right it's plane to see *Zool* is in Tool World.

unassailable one. As if the length of the stages wasn't bad enough there's a monster guardian waiting for your undivided attention at the end of each level

and these guys haven't spent any time in charm school. To top it all there are some pretty cunning secret rooms lying around. Some you will probably find by pure luck (I know I did) while others need some thought, like playing the right tune on a piano keyboard or jumping on blocks in a certain order (here's one place where you really see that *Harlequin* influence).

Others are a bit more obvious. Why else would a big golden question mark be floating in mid air? An omen perhaps?

**"Graphics guaranteed to raise a smile"**



As you would expect from a game as frantic as this, the sound effects aren't exactly laid-back and relaxed. You get four choices of music, but you can, of course, elect to play with no music at all to get the full effect of those lovely sound effects.

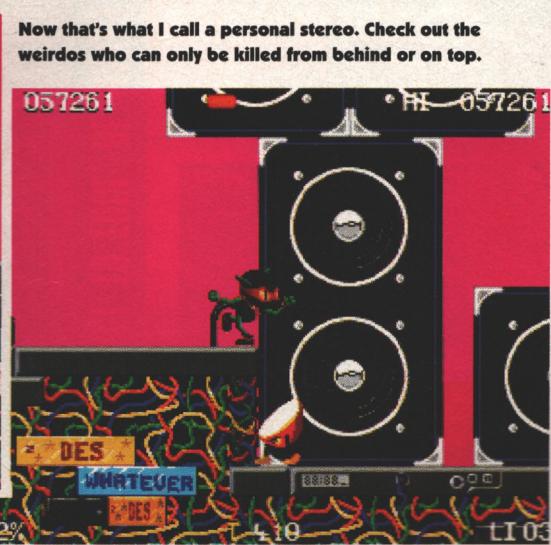
It won't win many prizes for originality, so what is it about *Zool* that makes it so damn good? Well with graphics guaranteed to raise a smile and gameplay so addictive you'll get withdrawal symptoms when you stop, it can't fail to be a hit. It's not just one of those run and jump games (although there's a lot of that in there, obviously),

you have to clamber up walls, slide down slopes and generally do a little bit more than you would expect from a platform game. It's fast, tough and kicks the ass of certain games featuring certain characters I could mention. Fans of *Harlequin* will freak over this, and if you aren't a fan of that game then try it anyway, you'll be very pleasantly surprised.

• LES ELLIS



In this seedy level all hell breaks loose as *Zool* now has to travel all over the place and not just in a straight line.



Now that's what I call a personal stereo. Check out the weirdos who can only be killed from behind or on top.

**UPPERS** Stunning speed for a platform game and oh so cute graphics. Enjoyable and tough to complete (I still haven't). It proves to be frustratingly addictive. A word of warning, don't start playing this in the evening, you'll still be at it in the early hours of the next day.

**DOWNERS** May be aimed at a slightly younger player but us oldies won't object to that too much. Some of the levels may prove too tough and put people off, but keep at it, you wimps.

### THE BOTTOM LINE

Rightly heralded as a *Sonic*-beater, *Zool* is a gamesplaying experience that you shouldn't miss out on. This is the yardstick against which other games of this genre will be measured.

90  
PREFE

THE

Edwin Sax painted three great masterpieces with a magical paint box he acquired from a crazed old man. On finishing the last one he was dragged inside the bizarre world of the paintings. Fatal Strokes tells the story of his escape.



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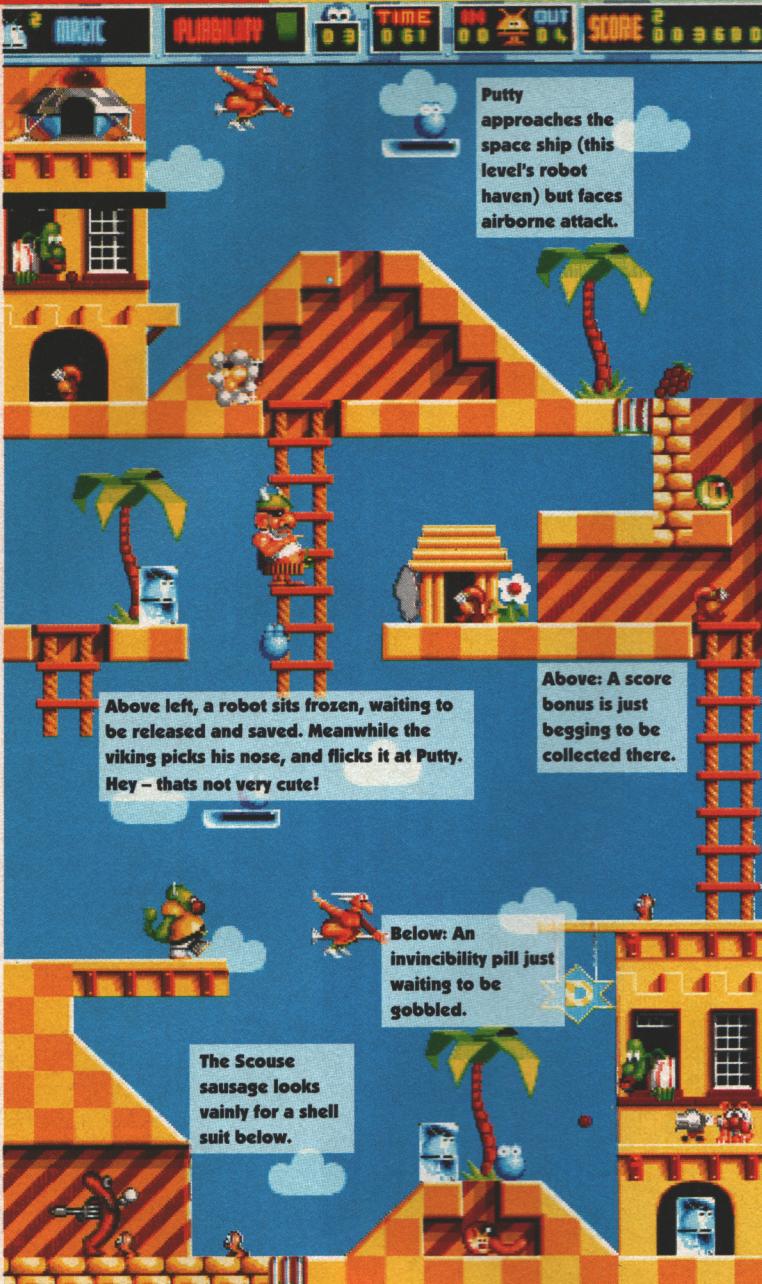
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## Don't be soft! If you're looking for a new

**Game:** Putty

**Publisher:** System 3

**Authors:** Dan Phillips (code), Phill Thornton (design, graphics and fx), Robin Levy and Jo Walker (additional graphics), Dave Collins, John Kemp, Rob Stevens (additional code), Richard Joseph (music)

**Price:** £25.99

**Release:** Out now

**P**utty, eh? It's the sort of word which conjures up images – images of something soft, tacky, sticky, amorphous, pliable, bendable, ductile, flexible, limber, lithe, malleable, plastic, supple, cushiony, doughy, elastic, gelatinous, pulpy, quaggy, spongy, squashy, squishy, bendable, elastic, flexible, mouldable, and kind of putty-like, I'd say. (Wow, that old Thesaurus trick always comes in handy.)

So, Putty, eh? Notice the lack of 'silly' there. Putty is no longer a licensed product, and so the blue lump at the

centre of the game's antics is now just a regular piece of putty, an average Joe. But – hey! – he's still pretty silly.

A quick history lesson is in order, I guess. Putty started life nearly two years ago now, destined for release on cartridge for the Amiga. Since then, the whole concept of Amiga cartridges has fallen through, the Silly Putty tie-in has disappeared, and the game has – gasp! – been completed. It's a bit of a relief after

## of cuteness, and a lot of bounce, then

**platfromer with a touch of strategy, a dab**

all this that Putty fulfills its potential and promise (and a lot more besides) instead of drowning in a quagmire of troubled history and overlong development time.

### BOUNCING BACK TO YOU

The plot is typically forgettable, all to do with Dazzledaze the cat, a tower stretching from Planet Earth up to Putty Moon, and a whole load of robots who're in need of rescuing (thus enabling the completion of the tower and so the levels to play through). The basic gist then is that Putty's journey back to Putty Moon involves travelling through six different distinct graphic environments, each with three stages. Each of those is a vertically scrolling level four screens high.

Then... on each of these levels there's an space ship or elevator of some description – the safe haven for the robots. Dotted around the levels platforms are the robots who need capturing, taking to the safe haven, then releasing. On the early levels the robots are frozen in blocks of ice, but as Putty gets closer to Putty Moon the temperature rises and the robots are free-roaming. By this time it's a regular occurrence to hear a scream, then see a robot tumble to its death. The robots aren't very good

with ledges you see.

Luckily, robots are regenerated pretty quickly, and each level usually only needs between three and five robots saving to complete it; so none of this presents too much of a problem.

Time and 'pliability' (effectively your energy level) do, however. Each level has its own time limits, though extra time is gained by getting a robot to safety.

The main problems are presented by the varied nasties who roam the levels. These are all unique to the six playing areas, and just like the robots they will regenerate after a time if killed. Yep, that's right, Putty can kill the bad guys – and in a number of distinctly putty-ish ways. Offensive move number one is the good old bounce. It won't work on all bad guys, but many of the smaller adversaries are easy prey for a bit of squishing. Attack number two is the putty punch. Here a little fist 'morphs' out from Putty's amorphous body, smacking the enemy in the chops. Again it doesn't work on all baddies, but it'll usually get an interesting response.

Some of the bigger baddies who can't be beaten with fists will actually shout back – the scouse sausage for instance cries 'Come on then, I'll have you now, eh?' in an authentic Brookside manner. Attack number three is absorption. This simply involves flattening Putty onto the floor (he's invincible in this position), and if the bad guy is



Another white rabbit is about to bite the dust. Here we see the poor thing about to be digested by a yucky orange creature.



And there it goes! The last of the rabbit is about to be dissolved in a whirling pool of stomach acid. Luvverly stuff.



en System 3's latest will give you morph for your money.

## MAD, BAD AND DANGEROUS TO PUTTY



The hen hatches little baby birds at you and constantly clucks away.



This dirty bird, on the other hand, actually flies around dropping eggs.



Big baddies are usually hard to kill. Special items are usually needed.



The fat ninja is a pain. Maybe he'd be more successful at sumo.



The deadly vampire isn't very vampish, but he is pretty deadly.



Even space cadets are out to thwart Putty's mission. Punch the beggars.



The mushrooms are far from magic. Try bouncing on their heads.



Terminator Carrot and his UZI 9cm. His recoil is his downfall.



The first level of Putty is a neat training screen. Arrows and messages indicate what route to take, and what to do.



Way-hey - it's the utterly groovy Uncle Ted! Get on down to his funky renditions. Everybody should have an Uncle Ted.



As a brief respite from the platform action, this screen shows the robots having a refreshing cuppa.



Chuff, chuff! It's the train set on one of the toy levels. Watch out for the gunman, his bullet's got Putty's name on it.

absorbable, then he'll get sucked into Putty (whose pliability will increase). If Putty manages to collect a hidden set of teeth, then even the larger bad guys can be dealt with like this.

But wait, there's more. Putty can also burst himself (in glorious technicolour). It uses up 25% of Putty's pliability, but inflating him to bursting point acts as a smart bomb. It really comes into its own on the particularly hectic later levels (the early ones are busy enough, believe me). And... Putty can also transform himself into the form of some of the bad guys. The little pip-shooting clockwork oranges for instance (yeah, I know) can be absorbed, giving Putty the chance to become a blue orange (if you know what I mean) and give the bad guys a taste of their own medicine. There's even a malevolent black hole on the higher levels which can be absorbed and used as a blue hole.

And so the list of little features continues, and I haven't even mentioned the shockapillars or the evil white rabbits

yet, never mind the astonishing number of moves which Putty can perform. Check out the tasty piccies dotted around the place for a more visual idea of what I mean.

### GIVING IT SOME STICK

Hidden in various bits of the game are bonus objects. These range from the teeth which I mentioned earlier, to simple point bonuses and extra time clocks, to invincibility, and dustbins (which enable Putty to carry several robots at once), and instant elevators. Best of all though is the Uncle Ted bonus. Collecting this introduces Uncle Ted and his wonderful organ (obviously a cousin to Viz's Captain Morgan) for a minute or so. Once on screen Ted pounds away at the ivories, playing to his heart's content, sending all the nasties into a bout of involuntary dancing. They're rooted to the spot tapping their feet while Putty can make a hassle-free bid to rescue the

**"It's almost impossible to resist its charm"**

robots. It's little elements like this in the game which elevate it to the level of near genius.

And did I mention just how funny this game was? The first thing anybody does when they see and hear it for the first time is to chuckle long and hard. There are just so many neat audio →





and visual gags packed in there, it's almost impossible to resist the charm.

*Mega Lo Mania* really set some amazing standards for interactive samples in Amiga games, and disappointingly only a handful of games have followed its example. *Putty* manages to equal if not outdo Sensible's effort, with countless bits of speech, slapstick sounds and cool fx.



Under pressure? Then why not release a little. From this cute little blob...



...Putty can inflate himself - pumping himself just a little bit bigger...

Listening to *Putty*, you could almost be hearing the soundtrack to a Warner Bros cartoon. And, despite the compactness of the graphics, they too contain a real cartoon element. Animation and expression are the keys - there's just so much detail in there, with even the most insignificant bad guy possessing smooth character animation (and excellent sound to match).

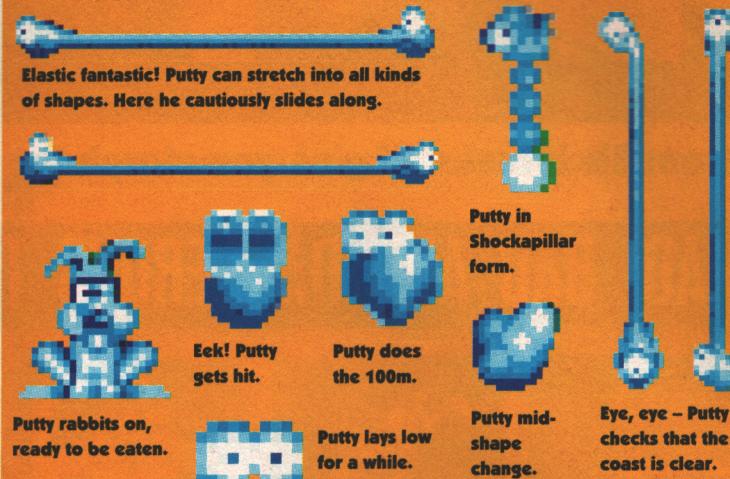
As we mentioned in *True Stories* last month, System 3 have declared that they want the Putty character to become a mascot for Amiga owners, just as the much-hyped Sonic and Mario are the pride of Sega and Nintendo types.



...and then he inflates himself just a little bit longer. Boy, he sure looks mean.

# STRETCHING THE POINT

Flexible and versatile, that's *Putty*. Of course he's capable of so much more than we've shown here, simply by taking on the guise of some his enemies, but we've only got so much space. And don't worry if all these movements look a touch complicated, the control system is pretty damn intuitive, and there's even a trainer level at the beginning of the game to get you properly acquainted with *Putty*'s extraordinary power.



Commodore seem to agree to an extent, placing *Putty* in their new A600 bundle pack (see this month's *True Stories*). Somehow I don't think this'll work - the character just isn't strong enough as a static image - let's be honest, a blue blob with eyes doesn't initially look that exciting. But that isn't any reflection on the game. On screen *Putty* excels, the wealth of movements and expressions (all conveyed with the eyes) outdoing any other game character on the block. Without the endearing Putty character, the game just wouldn't be worthy of this amount of praise, and it'd be a bit stuck for a name too. But *Putty* it's got, and *Putty* it is. And most extraordinary it is too.

## PUTTY IN YOUR HANDS

Y'know, in a recent survey, eight out of ten magazine journalists (who work on *AMIGA POWER*), who expressed a preference came up with the word 'window' as the most obvious association for 'putty'. That's that sketch knackered then.

Instead, I'll close this enthusiastic review with the following simple question: What the hell are you waiting for?

• MARK RAMSHAW



...Then almost without warning, Putty's eyes widen, his pupils dilate, and...



Splat! - Putty self destructs. Still, it kills all the baddies on the screen.

**UPPERS** The putty character, the enemies, the control system, the shape-changing abilities, the fantastic sampled sound, the originality and enthusiasm behind the whole thing, the colour-filled levels - just where do I start? There are so many hidden features and subtle touches in this game, all guaranteed to bring a smile to your face.

**DOWNERS** Loading between every level is a bit of a pain, and the way that Putty disappears off the top of the screen when he jumps is slightly messy. More levels would have been nice (but that's 'cos I'm greedy, and a data disk is promised for next year anyway).

## THE BOTTOM LINE

One of the Amiga's most original and finest moments yet. System 3 have really pulled out all the stops with this one. The character is wonderful, the levels are superbly designed, and the abundant weird touches are matched only by the mighty *Wizkid*. You know the score, or if you don't by now it's...

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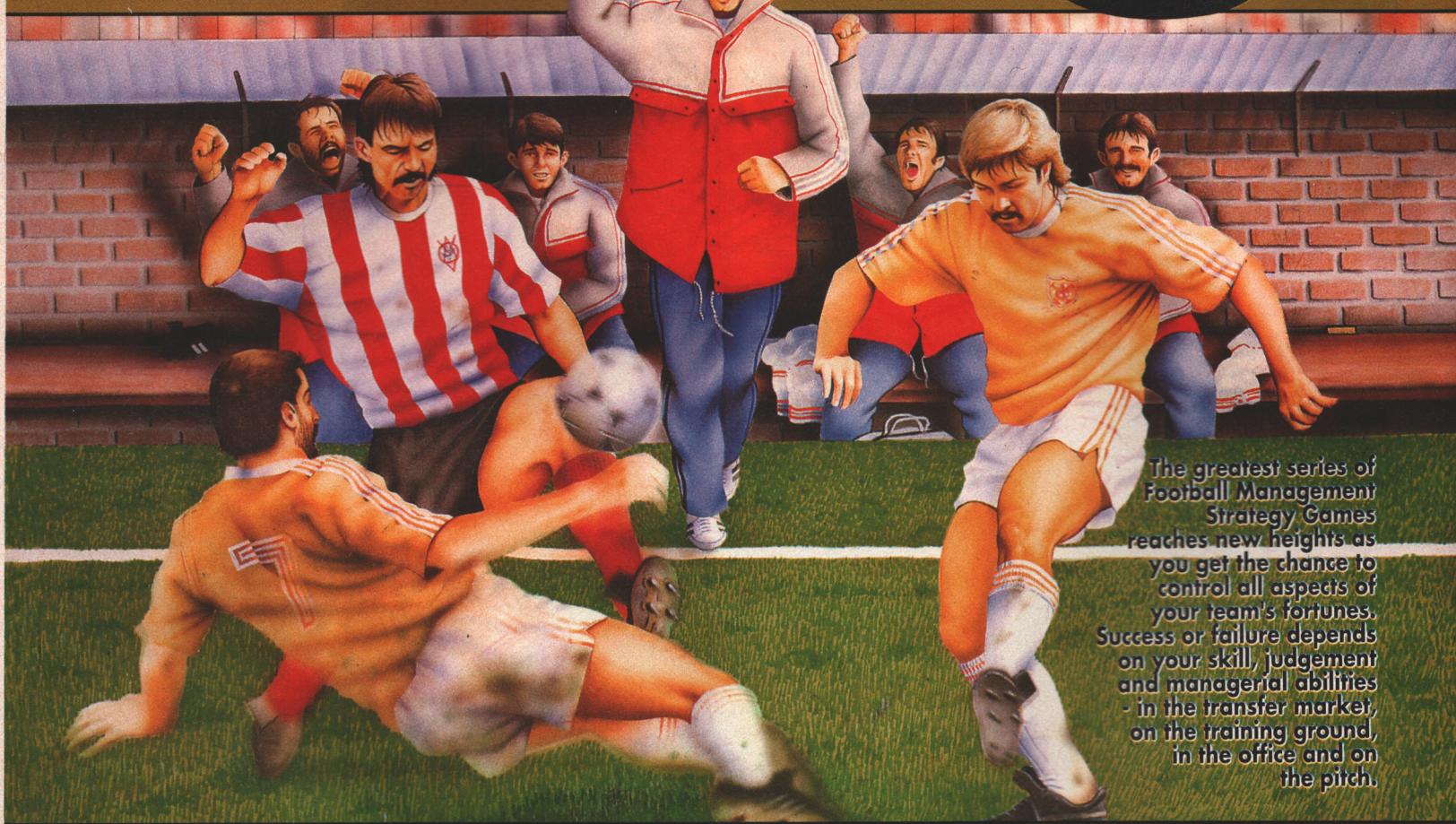
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# THE ULTIMATE AUTUMN PREVIEW

## THE POWER GUIDE TO THE AUTUMN/WINTER AMIGA COLLECTION

What a wonderful collection we have for you – nigh on 100 titles due to appear before the end of this year, each one broken down into easily digestible chunks. A quick perusal will reveal that arcade conversions are OUT. Original wares and licences of films and alternative bents are most

definitely IN. Role Playing is IN. Simulations are IN, especially those fish-tank Lemmings-cum-*Populous* ones and the flight 'n' fight jobs. Football is STILL IN. But enough. If you want to find out more, then you're just going to have to read it yourself. Let the guide begin...

### ALIEN 3

**Publisher:** Acclaim  
**Authors:** Probe Software  
**ETA:** November

**Briefly:** A close-cropped Ripley goes Alien-blasting a third and final time. This is the first time the acid-blooded beasts have appeared on the Amiga, and it's no surprise to find that the action's a blend of platforms and ladders and shooting.

**On The Upside:** The film's no great shakes, but, that said, it shouldn't affect the playability of the Amiga version. Ripley has no worthwhile weaponry in the film, but Probe have been allowed to implement plenty of wholesome hardware.

The biomech monster returns to the small screen one last time.



**On The Downtime:** A tense atmosphere is of paramount importance, and that's not something which has been done effectively on any computer system. Yet.

**What're Its Chances:** Br-alien-t. It doesn't really matter how playable Probe's handiwork turns out – it looks the part and the Alien name is one of the strongest seen this year. It will sell lots.

### THE ADDAMS FAMILY II: PUGGSLY'S SCAVENGER HUNT

**Publisher:** Ocean  
**Authors:** James Higgins (code), Warren Lancashire (graphics)  
**ETA:** December

**Briefly:** A sequel to the Ocean success story as opposed to a film (there's no silver screen version on the cards) or the original television series. You see, this one is based on the Family's animated televised antics – which is why the final title will more than likely be *The Addams Family: The Animation*. The authors and format of this new venture are the same as the first instalment, only now Puggsly's the main character and he has to find six objects inside the Family's house. As he wanders through the attic, the bathroom and other rooms he meets an even weirder array of creatures than before.

**On The Upside:** The Family's computer-based antics were more fun than those seen on the silver screen, and Ocean are re-using their successful console-style platform approach so that bodes well.

**On The Downtime:** Do we really need more of the same?

**What're Its Chances:** Very ghoul-d. The Addams Family's Amiga debut was no horror story, and Ocean's second attempt is unlikely to be worse – despite the association of The Animation.

### AIR SUPPORT

**Publisher:** Psygnosis  
**Authors:** Aleric J Binney  
**ETA:** Late September

**Briefly:** Futuristic action-strategy with very computer-looking wireframe 3D visuals.

**On The Upside:** Although the visual approach could be



The much-delayed *Air Support*. In addition to this view, it's also possible to don 3D glasses.

considered dated, it does have a distinctive hardness about it and generates a suitable technical atmosphere for those with megalomaniac qualities.

**On The Downtime:** The action-strategy blend is difficult to pull off, as we witnessed with *Armour-Geddon*. And not everyone will go a bundle on all those lines.

**What're Its Chances:** It should receive some support.

### ALIEN BREED: THE SPECIAL EDITION

**Publisher:** Team 17  
**Authors:** Andreas Tadic, Rico Holmes  
**ETA:** November

**Briefly:** A remix of the Team 17 shoot-'em-up with Aliens overtones... but at a budget price. *The Special Edition* is so called because it features new visuals, levels and quests and a few more tweaks besides. An animated introduction disk won't be provided. "We aren't going to bother with intro disks any more," says the Team's Martyn Brown. "We have done one for *Superfrog* but it won't go in the package. We've put it on the Public Domain instead."

**On The Upside:** It will fill →



the gap before *Alien Breed II*'s appearance next year like a King Size Milky Way.

**On The Downside:** *Alien Breed: The Special Edition* won't play significantly



Team 17's new breed - *The Special Edition* should fill the gap before the real *Alien Breed 2* arrives.

differently from *Alien Breed*, which was not without its flaws. Apart from being too tough at times, you couldn't get very far without collecting keys from a very limited choice.

**What's Its Chances:** Ex-alien-t. *Alien Breed* was a monster success, and a tweakier, cheaper pretend sequel should perform even better, especially in light of the *Alien*<sup>3</sup> film.

## ARMOUR-GEDDON II

**Publisher:** Psygnosis  
**Authors:** Paul Hunter  
**ETA:** October

**Briefly:** An all-new, all-singing and so on sequel to the futuristic flight 'n' fight simulation. Psygnosis are promising faster and more detailed visuals, deeper playability, more diverse and sophisticated craft, beefier sound and a higher reality factor. The technicalities for those inclined include textured blitter fill, circles, transparency effects and ellipses.

**On The Upside:** It won't be too tough to improve on the first one - there wasn't a lot to it. We are expecting some healthy blasting action here.

**On The Downside:** Psygnosis games have a habit of slipping in a big way, and the *Armour Geddon* title will be perceived by many as yesterday's news.

**What's Its Chances:** It should make a fair yet far from apocalyptic impression. It appears to be more of an update than a true sequel.

## THE AQUATIC GAMES

**Publisher:** Millennium  
**Authors:** Vectordean  
**ETA:** October

**Briefly:** James Pond takes time out before his next big mission (as *Splash Gordon*) to participate in an alternative Bass-sole-ona olympics. James is joined by his oceanic chums, the Aquabats, who are Sir F-fortesque Frog, Ceceilia Seal, PJ Penguin, Freddie Starrfish and Mark The Shark. The eight events on offer are the 100 Metre Splash (with plenty of joystick wagging), Kipper Watching (a more skilful task, believe it or not), The Hop Skip And Jump, Bouncy Castle (in which trampoline manoeuvres are performed), Feeding Time (keep the hungry fish happy), Shell Shooting (use limpets to burst balloons), Tour de Grass (unicycle over hills and obstacles), and Leap Frog. Of course, a James Pond adventure wouldn't be complete without hidden rooms - *The Aquatic Games* has two bonus events: Penguin Juggling and Long Jump.



James Pond - back in training for his next mission.



**On The Upside:** A polished performance is a certainty from the winning team of coder Chris Sorrell and musician Richard Joseph.

**On The Downside:** Well, it's missed the Olympics boat. And do we really need another sports simulation of this ilk even if it does have a tongue-in-cheek approach?

**What's Its Chances:** Not brill-iant, but it cod make a sizeable splash.

## ARSENAL FC: THE COMPUTER GAME

**Publisher:** Thalamus  
**Authors:** Nick Sen at Sirus Software  
**ETA:** Late September

**Briefly:** A footy action simulation of London's finest with a dash of strategy. *Arsenal FC* features match commentary, league and European competitions, player statistics including morale and injury, suspensions, digitised HAM pictures and all the usual malarkey. There's even an official Arsenal souvenir thrown in and a key fob's provided with a limited edition.

**On The Upside:** It's Arsenal, which provides their fans with an opportunity to expand their souvenir collections.

**On The Downside:** It's Arsenal. Footy fans are passionate followers of their teams, so *Arsenal FC: The Computer Game* is unlikely to appeal to anyone other than Arsenal aficionados even if it is a doozy.

**What's Its Chances:** Better than the team's of winning this year's League Championship, that's for sure. (Ooooh.)



*Arsenal FC*: The ultimate collectors' item for all the die-hard fans of the team.

## ASSASSIN

**Publisher:** Team 17  
**Authors:** Psionic Systems - David Broadhurst (Code), Hadyn Dalton (Visuals)  
**ETA:** November

**Briefly:** A console-style run 'n' jump romp with a distinct *Strider* feel and many traps to negotiate. The main character's acrobatic abilities are put to the test in five scrolling levels spanning some 1,500 screens. His 200 animation frames cater for running, jumping, shooting, slapping, chucking boomerangs and taking advantage of collectible weaponry which includes a rock-hard protective robotsuit.



**On The Upside:** Multi-talented heroes seem to be a firm favourite, and *Assassin*'s has a lot going for him.

**On The Downside:** Psionic Systems wrote the very average *Dojo Dan*.

**What's Its Chances:** It should be a killer, regardless of whether it fulfils its potential.

*Team 17's Assassin*, creeping ever closer to completion.

## BART SIMPSON VERSUS THE WORLD

**Publisher:** Acclaim  
**Authors:** Arc Developments  
**ETA:** December

**Briefly:** Bart does the business as only he knows how in an arcade adventure very much in the same vein as he did in *Ocean's Simpsons* (also converted from a Nintendo original by Arc Developments). Beyond that, details are vague.

**On The Upside:** The *Simpsons*' creator Matt Groening (by name and by nature, apparently) will veto this one as he does every other piece of related merchandising, so it will certainly be in the right spirit.

**On The Downside:** The first conversion wasn't tarted up much from the Nintendo original, but that's licensing restrictions for you.

**What's Its Chances:** Absolutely Simpson-sational.



Bart (man) returns, this time via Acclaim.



## BILL'S TOMATO GAME

**Publisher:** Psygnosis  
**Authors:** Bill Pullen  
**ETA:** October

**Briefly:** A cutesy arcade puzzler formerly known as *Bill & Lee's Excellent Tomato Game*. Terry Tomato's girlfriend Tracy is being held by Squirrel Sam at the top of a magic vine. Terry is guided through over 100 enemy-occupied levels by the remote control use of fans, trampolines, jack-in-the-boxes and an assortment of other oddities. Animated intermission sequences punctuate the proceedings.

**On The Upside:** Although not in the *Lemmings* mould, the combination of platforms, cuteness and puzzling are bound to appeal...



**On The Downside:** It looks a bit rough, which won't help with an aesthetic-conscious buying public.

**What're Its Chances:** Good. It's not too far off the wall to be off-putting.

Get the tomato safely across the screen. Not at all like Lemmings.

## BATTLE TOADS

**Publisher:** Mindscape  
**Authors:** Rare (Original Design), John Meegan (Code)  
**ETA:** October

**Briefly:** A conversion from the Nintendo cartridge which sold over a million units in the USA and has since spawned a Saturday morning television show and assorted merchandise. The story concerns three archetypal American adolescents play-testing Battletoads™ for the Psicone Corp™. A special silicon chip in the Battletoads™ machine whisked them into the GameScape™ to become seven-foot toads: Zitz™, Rash™ and Pimple™. One of their number has been kidnapped and now it's a race to reach the centre of universe ahead of the Dark Queen™.

*Battletoads* is primarily a comic beat-'em-up with cartoon quality animations. For example, the Battletoad's jaw drops when he meets an enemy bigger than the screen, and having bashed away repeatedly at an opponent, for the final blow the Battletoad's fist becomes as big as his body to blow the baddy away.

The Amiga playability will be the same as the Nintendo original's but Mindscape are beefing up the visual and aural detail with 32-colour scenery with animations, bigger sprites, and possibly a layer of parallax. There are 12 levels, each one offering a different style of fighting action – for example, the first level's a pure beat-'em-up, the second sees a toad falling down a well shaft on a rope, and the third takes place on a jet bike.

"We hope the conversion of *Battletoads* represents the first in a long relationship with Tradewest," says Mindscape's Phil Harrison. "We're certainly interested in doing some more." Incidentally, John Meegan's a former Ocean coder responsible for parts of *Batman* and *Navy Seals*.

**On The Upside:** The Amiga needs identifiable characters, even if they do come from another format. And Rare have produced some cracking stuff in their time, as the original's sales show.

**On The Downside:** It should be a top-notch conversion but will 12 sections provide substantial enough fodder for the Amiga cognoscenti?

**What're Its Chances:** It should be toad-ally ribetting stuff for the tired Turtle brigade.



Merchandising mania hits the Amiga with *Battletoads*.

## THE CHAOS ENGINE

**Publisher:** Renegade  
**Authors:** The Bitmap Brothers – Steve Cargill (Code), Dan Malone (Visuals), Richard Joseph (Sound & In-Play Music), Joy (Title Track)  
**ETA:** October

**Briefly:** The Bitmap Brothers bite back in the wake of *Magic Pockets*. The Chaos Engine is a machine which has messed up time and space, apparently, which explains why the action's set in a "post-holocaust Victorian period". It's your job (and a friend – for *The Chaos Engine* is to be the latest addition to the multi-player fraternity) to find the guy who invented it and then destroy the machine itself.

"We always write games we like to play, and we like *Crack Down* and *Gauntlet*, but there haven't been many good eight-way scrolling shoot-'em-ups," says BMB1 Eric Matthews. "We also liked the stuff we did with *Speedball 2* where the characters' attributes create personalities and affect their behaviour in the game."

"*The Chaos Engine* is basically an action game, incorporating elements of character management. It works with two human players, but with one player the other character is controlled by computer in much the same way as a *Speedball 2* team really. You might have a character who's aggressive, but not fast or clever, but he's as hard as nails, or you might have an inventor who'd be intelligent and would probably collect the special abilities."

There are four maze-like worlds to explore, with sub-levels and hidden stuff galore. There are puzzles, too. Not the adventure type puzzles with objects here and there – these are more action based. The user-sensitive styles developed in earlier Bitmap games will also be utilised. "You will constantly get rewarded for experimentation and improving and different things happen in relation to the way you play."

A smorgasbord of sampled speech is used as part of an interactive soundtrack which adapts to suit the action. Plus! There's a special title tune by Joy – two Indian DJs on the Rhythm King label who are, as they say, "big on the club scene".

**On The Upside:** Well, it's unlikely to be another *Magic Pockets*. And it is by The Bitmap Brothers, and there are plenty of people who love 'em.

*Chaos Engine* does also seem to be trying more for the *Speedball 2* end of the Bitmap market, and everybody but everybody loves that game.

**On The Downside:** It is by The Bitmap Brothers, and there are plenty of people who hate 'em. There will undoubtedly be those who've had their fingers burned with *Magic Pockets*, too, and may be unwilling to take another chance with the Bitmaps, whatever the reviews say.

Ah, the trials of being a strongly branded programming team.

**What're Its Chances:** Very good. Bros are pumping a great deal of effort into this one to give us the cream which the Brosettes will lap up.

## B-17 FLYING FORTRESS

**Publisher:** MicroProse  
**Authors:** Vektor Grafix  
**ETA:** October

**Briefly:** Now you can find out just how they fought for the likes of us in the Second World War in this simulation of the American bomber. There are 25 combat missions to pursue over occupied Europe, and you can flit between controlling the different crew members or leave them in the hands of the computer. MicroProse are also boasting the most detailed cockpit controls ever seen on a bomber simulation (which is great, but how many of those have there been?)

**On The Upside:** There haven't been very many bomber simulations produced for the Amiga (*Mindscape's Mega Fortress* is one of the very few), so *B-17* is making a welcome appearance for those so inclined.

**On The Downside:** Just how many thrills and spills can you experience on a bombing mission? Not really that many by our reckoning.

**What're Its Chances:** Bomb-believable? Not quite, but it should make its mark with a bang.

## BEAST MASTER

**Publisher:** Thalamus  
**Authors:** WJS Design – Wayne Smithson (Design), Leo Skirenko (Code), Pete Lyon & Noel Hines (Visuals), Tim Bartlett (Music)  
**ETA:** October

**Briefly:** No, not the film starring the guy who played Donovan in 'V'. This *Beastmaster* is a 300-screen parallax scrolling arcade adventure with fighting and character interaction. It's played in accelerated realtime so nights fall and days break more frequently to provide their associated problems. There are objects to pick up and use, with equipment including such →



## THE ULTIMATE AUTUMN PREVIEW

magical delights as an invisibility cloak. The action's joystick controlled, with an unusual pull-down mouse-driven options panel.

**On The Upside:** *Shadow Of The Beast* with a plot – intriguing stuff.

**On The Downside:** The



**Beastmaster – the AP demo on last month's disk should have given you an idea what to expect.**

joystick and mouse interface could prove, ah... a beast to master, to the detriment of the playability.

**What're Its Chances:** Fair, like the hero's hair.

## CAMPAIGN

**Publisher:** Empire  
**Author:** Jonathon Griffiths  
**ETA:** October



**Messing around in tanks might not be everyone's taste, but it's actually rather engaging.**

**Briefly:** A tank-oriented simulation from the author of *Conqueror*. *Campaign* is pitched as pure strategy with a factually accurate timescale and 25 maps to play, each one bursting with battles combining land, air and sea elements and based on suitable exploits from the Second World War. As you assess the enemy situation and build up your strength to mount an attack you will see villages, houses, woods and trees. Yes, you too can change the course of history and win D-Day as the Germans, Brits, Yanks or Reds. **On The Upside:** As the AMIGA

## CREATURES

**Publisher:** Thalamus  
**Authors:** Apex Computer Productions (Original Design), WJS Design (Code, Visuals & Sonics)  
**ETA:** Late September

**Briefly:** A conversion of the massive-selling Commodore 64 title. Clyde Radcliff Exterminates All The Unfriendly, Repulsive Earth-ridden Slime is for what

*CREATURES* stands. Clyde is the last free Fuzzy Wuzzy on a mission to rescue his chums in a straightforward, cute, funny, and occasionally sick scrolling platform romp with bonus torture screens (!).

**On The Upside:** Coder Wayne Smithson (who did *Baal* and *Ork* for Psygnosis) has been granted an artistic licence to beef it all up. The playability will be more or less same, Thalamus say, but the visuals will be flashier.

**On The Downside:** For all its slickness and endearing qualities, there doesn't seem to be a great deal to the Commodore 64 original.

**What're Its Chances:** Fair. Amiga-owning Commodore 64 fans will certainly find *CREATURES* hard to resist.

## CYTRON

**Publisher:** Psygnosis  
**Authors:** Jim Thomas and Martin Hall of Lunatic Software  
**ETA:** October

**Briefly:** Two-fisted arcade action – literally. The star is a robot who can split into two, with both pieces controlled at the same time. His task is to rescue scientists from the clutches of enemy mechanoids in a secret level-based underground complex. There are switches and pressure pads and teleports as well as weapons and special features to pick up

**On The Upside:** Superficially, *Cytron* appears to be related to Andrew Braybrook's classic *Paradroid 90*, though in play *Cytron* is much more of an out-and-out shoot-'em-up. This should make things a heck of a lot more accessible, though. The simultaneous control mode could be fun...

**On The Downside:** Or it could be a pain in the bum. And because *Cytron* is less cerebral than *Paradroid 90*, there's every chance that it'll be far less satisfying, and become tiresome far faster.

**What're Its Chances:** Fair.

## CREATURES 2: TORTURE TROUBLE

**Publisher:** Thalamus  
**Authors:** Apex Computer Productions (Original Design), WJS Design (Code, Visuals & Sonics)  
**ETA:** December

**Briefly:** It's Wayne, again. And Clyde, too, in a conversion of the best-selling Commodore 64 sequel to *CREATURES*. Clyde's nine kids are in the hands of the torture-happy Demons.

*CREATURES 2* is basically a collection of wacky, zany, crazy and hilariously sick new torture screens and interludes.

**On The Upside:** Concentrated simple, slick and sick fun.

**On The Downside:** Again, there doesn't appear to be enough of it. It remains to be seen if Wayne Smithson can add enough to make the conversion to 16-bit justifiable.

**What're Its Chances:** Fair, again. Cuteness is still in fashion.

## COOL WORLD

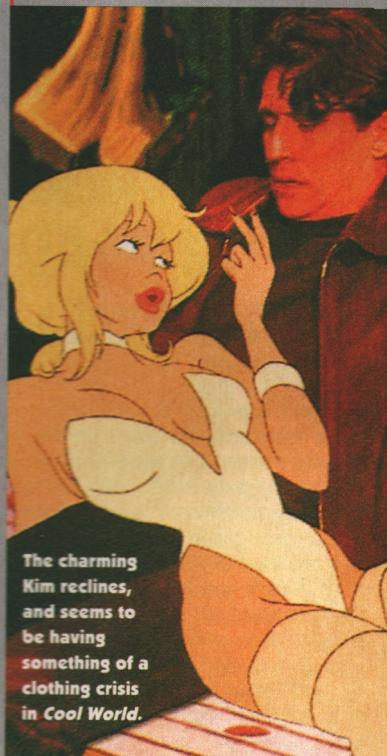
**Publisher:** Ocean  
**Authors:** Twilight  
**ETA:** October

**Briefly:** A cartoonist (played by Miller's Crossing star Gabriel Byrne) is caught up in his own animated fantasy world, meeting the likes of a scantily-clad cartoon chick with Kim Basinger's voice. She wants to get real which means getting real friendly with a real, friendly person. Unfortunately, no-one knows what's going on.

**On The Upside:** It should have a very interesting congratulatory sequence (snigger, snigger).

**On The Downside:** It hardly sounds like ripe conversion material to us.

**What're Its Chances:** Cool.



The charming Kim reclines, and seems to be having something of a clothing crisis in Cool World.

## CURSE OF ENCHANTIA

**Publisher:** Core Design  
**Authors:** Rob Toone (Code & Design), Rolf Mohr & Billy Allison & Stuart Atkinson (Visuals)  
**ETA:** November

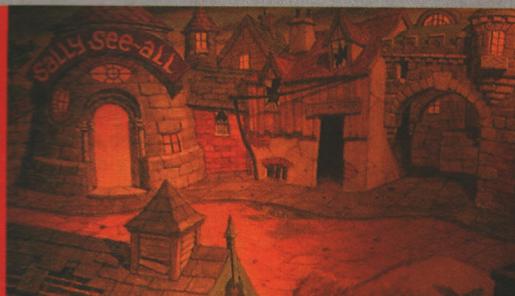
**Briefly:** *Curse Of Enchantia* is described as "a full blown adventure" with over 200 screens in a world created by Rolf Mohr. Artist Billy Allison is a newcomer to the world of computer software having cut his teeth on cartoon animation for television's *The Spider*. Rob Toone has previously

written *Car-Up* and *Frenetic* for Core.

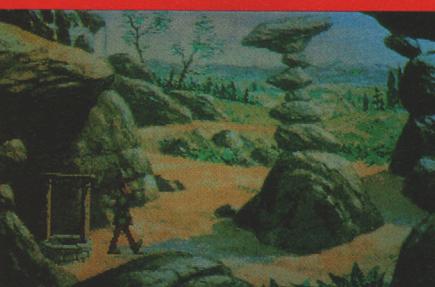
**On The Upside:** Core appear to have cut the 'traditional' point and click interface down to a bare minimum. The function icons appear on screen only when necessary, which does wonders for the atmosphere. The scenery looks utterly gorgeous, too.

**On The Downside:** This is Core's first real stab at this sort of thing, so there will inevitably be teething problems.

**What're Its Chances:** Great.



More luscious backdrops from *Curse Of Enchantia*. Here's hoping the puzzles match the quality of the graphics.



Well, well well. Here we see a well in *Enchantia* (and get to recycle an old joke).





**Darkmere** represents Core Design's second foray into 3D isometric fantasy land.

actually looks very much like a flick-screen version of *Heimdall*.

**On The Upside:** *Heimdall* did the business, so more accessible RPG-ing is likely to be very welcome.

**On The Downside:** The eternal gap between those two stools beckons.

The action heats up in the *Cadaver*-esque *Darkmere*. Here we see a bunch of beefy-looking trolls about to pick a very big argument with our hero.



## DARKMERE

**Publisher:** Core Design  
**Authors:** ASD  
**ETA:** October

**Briefly:** From the newly-formed ASD comes an RPG in the style of *Cadaver* but set "in the Goblins era with all those nasties". Ebry the hero is on a quest to discover the dark secret of the curse of Darkmere. His travels take him through three large areas - the village, the forest and the Orc caverns - with a variety of pubs and shops to explore, and all the combat taking place on screen. It

POWER coverdisk (issue 13) showed, mucking around in tanks is actually rather a frenetic and charming pastime.

**On The Downside:** But do we really want to fight an entire campaign in them?

**What're Its Chances:** Fair. Watch it trundle slowly up the charts and hang around in the middle for months.

## CONTRAPCTIONS

**Publisher:** Mindscape  
**Authors:** Presage  
**ETA:** December

**Briefly:** An arcade puzzler set inside a gargantuan Rube Goldberg (or Heath Robinson if you prefer) machine full of switches and valves and the like. You play an engineer assigned to repair this beast with a combination of logic and reflexes. "The whole thing is really surreal," says Mindscape's Phil Harrison. Bill Holt's American outfit Presage have mainly been involved in conversion work for Mindscape.

**On The Upside:** It sounds different, although *Night Shift* does spring to mind. The main character's animation's looking nice, and the cause and effect playability should prove satisfying.

**On The Downside:** The UK market is, sadly, not receptive to off-the-wall oddball software.

**What're Its Chances:** Fair. Irrespective of its quality, it won't be a big seller. This sort of thing never is over here.

## DAEMONS GATE

**Publisher:** Gremlin  
**Authors:** Imagitec  
**ETA:** November

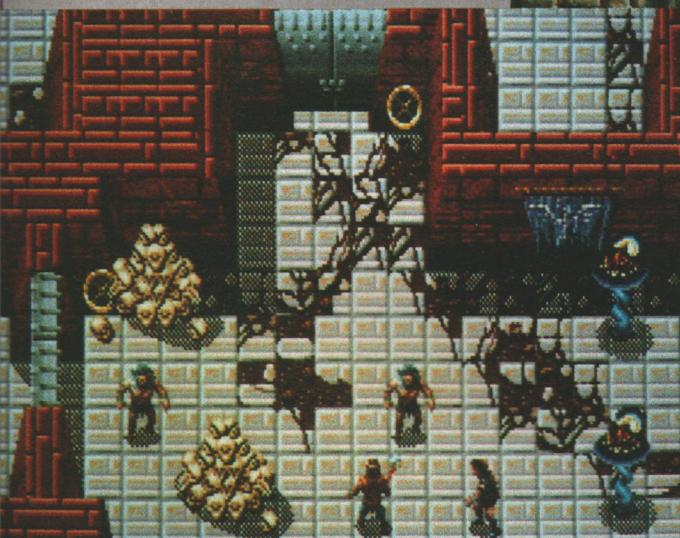
**Briefly:** An RPG which its publisher reckons will be the largest and most in-depth of →



Britain's answer to Ultima? The development time is just as long.

## DARK SUN: SHATTERED LANDS

**Publisher:** SSI (US Gold)  
**Authors:** SSI  
**ETA:** November



**Briefly:** Yet another TSR RPG wends its way on to the Amiga.

**On The Upside:** SSI take their game system into the '90s, with neat graphics and no on-screen statistics.

**On The Downside:** Can they really banish all those trainpottery numbers?

**What're Its Chances:** It's not going to perform as well as *Eye Of The Beholder*, but these D&D games always sell, and the new sheen is bound to attract some new fans.

**Above:** The lush action screen of *Dark Sun*.

**Left:** Non-interactive sequences add atmosphere.

## DAUGHTER OF THE SERPENTS

**Publisher:** Millennium  
**Authors:** Eldritch Games - Chris Elliot & Richard Edwards (Design & Scripting), Keith Hook (Code), Pete Lyons (Visuals), Richard Joseph (Music & SFX)  
**ETA:** December

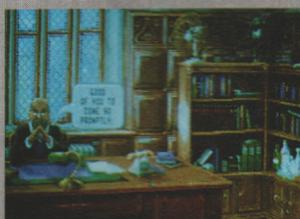
**Briefly:** A full-screen RPG from *The Hound Of Shadow* team (not to be confused with the now defunct *Eldritch The Cat*). *Daughter Of The Serpents* is set in the 1920s and takes place in Alexandria, Egypt. The story opens with a mad Arab stabbing a mysterious Turk and consequently unfolds in one of six different ways depending on the character chosen by the player (the choice includes an Egyptologist, a sleuth, a traveller and a mystic).

The mouse-driven interface has a pointer which changes to reflect its function, and objects are simply picked up from the screen and dragged to an inventory. It also incorporates an on-line help system in the form of a representation of a Cook's Guide to Egypt for the period. There're dozens of characters to meet and question for information, with all speech in bubbles to complement the comic book feel. Apparently *Daughter Of The Serpents* won't be the most difficult adventure to complete but Millennium are going all-out for atmosphere.

**On The Upside:** The pictures are looking all very nice.

**On The Downside:** It will probably be delayed until February.

**What're Its Chances:** Good.



Distinctive backdrops and speech bubbles in Millennium's *Serpents*.

## THE ULTIMATE AUTUMN PREVIEW

its type yet. Your mission is to gather a band of mercenaries and destroy the Daemonic Hordes in the world of Hestor. Eight characters are under your control, each one with his or her



**Daemonsgate** won't win any awards for its graphics, so let's hope there's some depth in there.

own computer-controlled identity – just like the rest of Hestor's inhabitants. Your travels take your merry men across a vast fantasy landscape and through active towns, with combat, magic and character interaction a the very top of the exhaustive list of things to do.

**On The Upside:** It certainly sounds huge.

**On The Downside:** But big need not mean beautiful. It could turn out to be a repetitive and lengthy ramble. And while *Daemonsgate* isn't ugly, it's no oil painting.

**What's Its Chances:** Fair.

## DARK HALF

**Publisher:** Accolade  
**Authors:** Capstone  
**ETA:** December

**Briefly:** An adventure in the Sierra mould and based on a book by Stephen King. The main character is an author who has to prove that he's not running around killing people. Orion were making a film, but that's been put on hold because the company's gone into liquidation.

**On The Upside:** A novel twist on the detective adventure theme is promised. A brigade of Stephen King fans will obviously keen play an adventure based on one of King's dark tales.

**On The Downside:** Accolade are looking at the finished product to decide whether or not it merits release in this country.

**What's Its Chances:** Fine, if it gets a release. But don't hold your breath.



The all singing, all blasting Mega Drive hit is all set to repeat its success on the Amiga.

## DESERT STRIKE

**Publisher:** Electronic Arts  
**Authors:** Gary Roberts & David Colclough (code)  
**ETA:** December

**Briefly:** Amiable Arab-bashing antics with an Apache chopper. Some crazy bonkers madman is defiling your neighbouring state so your government orders you to surreptitiously kick his head in. Missions to complete along the way include rescuing POWs and taking out installations and enemy craft. *Desert Strike* is being converted from the Mega Drive by Gary Roberts (who did the impressive *John Madden* conversion) and David Colclough (of *Myth* fame).

**On The Upside:** *Desert Strike* is Electronic Arts' biggest selling Mega Drive release to date, which says something.

**On The Downside:** We can't think of one.

**What's Its Chances:** Explosive. Console-style action is currently where it's at on the Amiga, and *Desert Strike* is the cream of the crop.

## EYE OF THE STORM

**Publisher:** Empire  
**Authors:** Jason Kingsley, Al Perrot  
**ETA:** November

**Briefly:** A strategic shoot-'em-up involving thieving, exploration, trading and more besides, from the authors of *Murder* and *Blade Warrior*. The eye of the storm is Jupiter's hot spot, and that's where the action takes place. In the far future, life has been discovered in the lawless zone that is the Eye. Mercenaries there have contracts with live television and embark on missions which are broadcast throughout the solar system. The better the coverage, ie, the more blood and gore they score, the more money they earn. The player is one of these mercenaries, out to earn respect and cash by fair means or foul.

**On The Upside:** The polygon-based visuals seen so far look good.

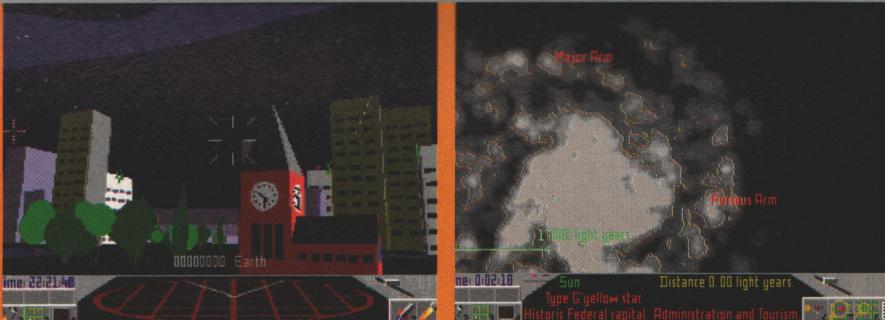
**On The Downside:** The playability could be a little too far out of the ballpark to be accessible.

**What's Its Chances:** Fair. Assuming it gets finished.

## ELITE II

**Publisher:** Konami  
**Author:** David Braben  
**ETA:** November

**Briefly:** The sequel to one of the most successful pieces of computer software ever. "Elite II" will have similarities to *Elite*," says Konami's Colin Fudge. "You can trade still, but trading



*Elite 2* in all its glory. On the left we see a familiar scene, while the right pic shows a galactic map.



A moody cockpit shot from *Elite 2*. Note the light sourcing on the planets.

isn't the only part of the game any more. There's more complexity in the buying and selling, and more politics involved. It's not so much a random shoot-'em-up either. There's masses and masses of freedom. The game just keeps going as before but not just boringly. All the missions are intertwined with everything, and there are many missions you don't have to do. You interact with people more, and the whole environment system isn't just a planet and one space station. The visual approach is different, too. The 3D system supports curved surfaces, which looks really exciting, and all the planets are fractally rendered so they look real. As you land on the surface of a planet there's no loss of detail. It looks fantastic without having to resort to using bitmaps."

**On The Upside:** It is the sequel to one of... and so on. *Elite II*'s strength appears to be that it's vast without being vacuous.

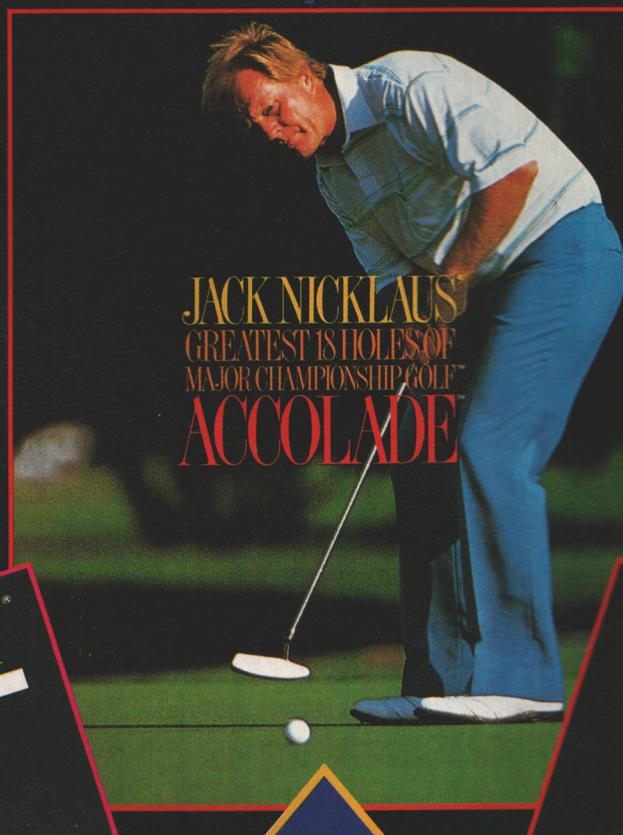
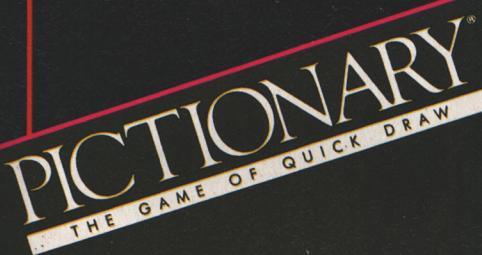
**On The Downside:** Have we been waiting too long? Are there enough eager Amiga *Elite* players around? And have Konami perhaps been a little too quiet for comfort about something so potentially astounding?

**What's Its Chances:** Excellent.

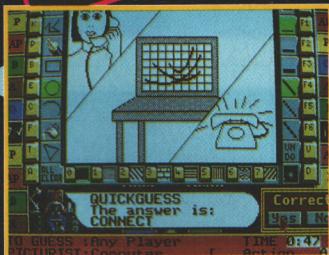
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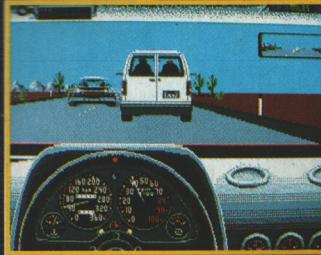
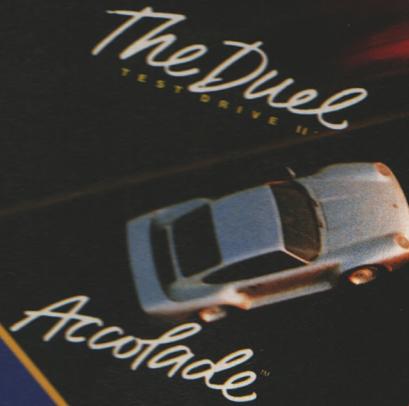
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## DARKSEED

**Publisher:** Mirage  
**Authors:** Cyberdreams (Code & Design), HR Giger (Design & Art)  
**ETA:** November

**Briefly:** Enter the sick surreal world of Oscar-winning German artist HR Giger. This arcade adventure's storyline concerns science fiction writer Mike



The creator of *Alien* turns his hand to computer adventures, with the very *Dark Seed*.

Dawson. He moved in to an old house and was plagued by nightmares and headaches... until he discovered the cause: creatures from another dimension. They have implanted an alien embryo in Mike's head and now he's in a race against time to save himself and the human race. There are over 75 locations to explore in the two worlds (ours and theirs), plus cinematic sequences and digitised visuals and speech galore.

**On The Upside:** It's looking suitably creepy and bizarre.

**On The Downside:** It will probably fill far too many floppy disks.

**What're Its Chances:** Good.

DUNE II:  
BATTLE  
FOR  
ARAKIS

**Publisher:** Virgin Games Software  
**Authors:** Westwood Associates  
**ETA:** November

**Briefly:** *Eye Of The Beholder* authors Westwood turn their hands to Frank Herbert's award-winning series of science fiction novels - which means it's a totally different dish from →



## FLASHBACK

**Publisher:** US Gold  
**Authors:** Delphine  
**ETA:** October

**Briefly:** After the impressive *Another World*, Delphine's cinematic animation system comes into play once again, only this time there's a deeper challenge. Research Scientist Conrad B Hart stumbles upon an alien plot to rule the world, only they find out and he ends up, amnesiac, on the bizarre jungle planet Titan. Can he conquer his loss of memory and the hostile terrain? *Flashback* has five large levels to explore, with the playability comprising questioning characters for clues, collecting gadgets and figuring out how to use them, earning cash to buy objects and fighting aliens. This time around there's more visual detail, too, and Delphine are promising zooms, animated close-up shots and - here's where the title comes into play - flashback scenes.

**On The Upside:** Critics of *Another World*'s shallowness should have less to complain about. *Flashback* looks pretty damn sexy, too.

**On The Downside:** But how deep will it go? There's still a chance it will be as short but sweet as *Another World*.

**What're Its Chances:** Out of this world. Its distinctive look and feel should secure success.



Like *Another World*, Delphine's *Flashback* uses cinematic style close-ups.



More background detail, more characters, more action and more of everything really, in Delphine's stunning *Flashback*.



## SOCCER KID

**Publisher:** Krisalis  
**Authors:** Dean Lester (concept), Nigel Little and Pete Harrap (code), Neil Adamson (graphics)  
**ETA:** November

**Briefly:** The football simulation meets console-style run 'n' jump action. *Soccer Kid* sees the eponymous hero dribbling, heading and kicking his way through five scrolling levels and their hidden zones. He uses his ball to knock out the bad guys and collect bonuses.

**On The Upside:** Not just another football sim. Its cartoon look is strong, and the *Sonic* wannabe market is still there.

**On The Downside:** What's been done so far is fast and smooth and has enormous potential for fun console-style action, but it could so easily turn out to be unplayable.

**What're Its Chances:** Very good, but it's likely to slip.



Only kidding - Krisalis limber up for the platform cup, with their wild, wacky and sporty *Soccer Kid*.

## FERRARI

**Publisher:** System 3  
**Authors:** Phil Thornton  
**ETA:** December

**Briefly:** Fresh from a marathon 18 month programming term on *Putty*, Phil Thornton turns his attention to an officially endorsed 3D racing sim.

Although the action revolves around the 16 major international Grand Prix circuits, the game's actually set in the near future.

The premise is akin to *The Running Man* movie, with high-stakes car racing becoming the most popular TV viewing - the more dangerous the higher the ratings.

**On The Upside:** The Ferrari licence ought to ensure a quality product, and tv studio sequences with actual digitised crash footage will add a chilling edge to the game.

**On The Downside:** There's a high risk that the Amiga public will be sick to death of 3D road racers by the time *Ferrari* gets off the starting block.

System 3 are also unproven when it comes to 16-bit racers (their *Turbocharge* game was dumped some months ago).

**What're Its Chances:** Pretty good. The early screens show a lot of attention to detail. It'll all hang on the 3D system and driving engine (pun most definitely not intended).



Sprite-tastic. Here we see just a selection of the car rotations possible.

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## GADGET TWINS

**Publisher:** Mirage  
**Authors:** Imagitec  
**ETA:** November

**Briefly:** It's one of those 'cute' scrolling shoot-'em-up, set in Gadget land, where everyone, surprise, surprise, is some sort of 'gadget'. Bob, Bump and Thump the three main characters, can fly in the sky and float under the water.



**On the upside:** The graphics are bright, bold and stylized while design and animation certainly looks unique. With the simultaneous two player

facility the game has already put itself at the top of its genre.

**On the downside:** Do we really need another shoot-'em-up?

**What's its chances:** If it delivers everything it promises, this could be one of the shoot-'em-up high points of 92.

Gadget and goons galore in the monster-packed shoot-'em-up *Gadget Twins*.



The scrolling shoot-'em-up takes on a new angle in *Gadget Twins*. Cute overload, or what?

## GEOMETRY

**Publisher:** Thalamus  
**Author:** Domogoj Ileckovic  
**ETA:** November

**Briefly:** An arcade puzzler written by a Croatian who speaks no English whatsoever (Thalamus boss David Birch has to communicate with him through his Aunt!). There are 50 different geometric shapes which you have to rebuild within the set time limits.

**On The Upside:** What's there so far is rather playable. And the Croatian angle might win over a few sympathetic voters.

**On The Downside:** It doesn't actually look particularly exciting, and the name's dull dull dull (at least it's only a working title).

**What's Its Chances:** Fair. Arcade puzzlers simply don't sell too well in this country, and for all *Geometry*'s playability, it simply fails to look sexy.



Croatian software makes it to British shores, thanks to Thalamus. Whether *Geometry* can impress is another matter.

## GUNSHIP 2000

**Publisher:** MicroProse  
**Authors:** Kevin Buckner, Mark James, Mark Langherak  
**ETA:** November

**Briefly:** 'Copter load of this! Take to the skies in a high-technological Apache helicopter and embark on destructive missions over central Europe and the Persian Gulf. Gunship 2000 also provides the facility to fly a squadron of choppers and a Mission Builder utility so you can edit or design your own missions.

**On The Upside:** Potentially the most playable flight sim yet to grace the Amiga.

**On The Downside:** Speed will be of the essence, but that shouldn't be a problem given that MicroProse have made such a good job of converting *F-15 Strike Eagle II* and *Knights Of The Sky* to the Amiga.

**What's Its Chances:** Very good.



A shot from the PC version of *Gunship 2000*. They don't come much more detailed than this.

## HISTORY LINE 1914-1918

**Publisher:** Blue Byte  
**Authors:** Blue Byte  
**ETA:** October

**Briefly:** A strategy simulation of World War I with the emphasis on action – as perhaps you'd expect from the team behind *Pro Tour Tennis I* and *II*, and *Battle Isle*. Indeed, *History Line* is part of the *Battle Isle* series, which is why the action is presented through plan views of the scenery. There are tactical possibilities offered by trenches, bunkers and tank barriers, and even the seasons are influential. The combat takes place between planes, airship and tanks from the era, and there's a research and development plant for improving them. *History Line 1914-1918* is for one or two players, too.

**On The Upside:** *Battle Isle* was a bit dreamy for a wargame, and *History Line* promises better visuals and graphical interludes.

**On The Downside:** What a dreary title, eh?

**What's Its Chances:** Pretty good. It looks more like a shoot-'em-up than a strategy simulation which may prove a tad confusing.

The *Battle Isle* game engine goes back in time for Blue Byte's *History Line 1914-1918*.



## ENTITY

**Publisher:** Loriciel  
**Author:** Noel Billy  
**ETA:** November

**Briefly:** Babes are so often misrepresented in computer entertainment, so it's a pleasure to see a heroine making an appearance, especially when she's this well equipped. The



Man versus monster (well, woman versus dinosaur) in Loriciel's very promising *Entity*.

appropriately entitled *Entity* has 100 screens spread over five levels of scrapping, blasting, running, jumping and puzzle-solving, with digitised and touched-up (honk) visuals and over five minutes of animated cinematic effects. *Entity* should have been written by Perfect Set (the team behind *Rookies*), it really should.

**On The Upside:** It looks lovely. And it's rare that you get to play with such a saucy main character.

**On The Downside:** It may prove too much to handle. Can Noel pull it off?

**What's Its Chances:** Good. We reckon there will many members of the male-dominated buying public keen to get stuck into this one. *Entity* will undoubtedly be one Loriciel's greatest hits to date.



## THE ULTIMATE AUTUMN PREVIEW

### F-14/F-18

**Publisher:** Psygnosis  
**Author:** Ed Scio  
**ETA:** Christmas

**Briefly:** A flight 'n' fight simulator from the author of *Armour-Geddon* and concentrating on the F-14 and F-18 with missions to complete within the scenario of the Gulf War. Exactly what those missions will entail has yet to be



A flight sim with more of the flight and less of the sim – that's the aim of Psygnosis' F-14/F-18.

determined, but they will involve the destruction of land targets and other planes. Now there's a surprise. A final title has yet to be announced, too.

**On The Upside:** Potentially top notch with some genuine seat-of-her-pants flying and combat.

**On The Downside:** It could miss the mark and fall between two stools like so many other flight 'n' fight simulators.

**What're Its Chances:** Good.

### FLEET COMMANDER

**Publisher:** Internecline  
**Authors:** Internecline  
**ETA:** October

**Briefly:** A submarine simulation which happens to be the sequel to *Action Stations* (whatever that was).

**On The Upside:** Written by Commander Alan Zimm of the US Navy, so authenticity shouldn't be a problem. US magazines reckon this will be the Christmas Number One.

**On The Downside:** But this is the UK, and we seldom agree with our allies across the Atlantic. We can't ever imagine an out-and-out naval strategy game reaching number one, can you?

**What're Its Chances:** Average, but we'll be only to happy to be impressed by the finished result.

### KGB

**Publisher:** Virgin Games Software  
**Authors:** Cryo  
**ETA:** October

**Briefly:** A visually superior cold war adventure from the team behind *Dune*. *KGB* is reminiscent of *Gorky Park*, but in terms of playability it has much in common with Infocom's *Deadline* and Interplay's ageing *Borrowed Time*, ie, be at the right places at right times to win. *KGB* is set in Russia at the time of Glasnost. You have been transferred to Department P of the Moscow KGB with the objective of spying on them to restrict their control and discovering who murdered Detective Golitsin. There are twists sharper than lemon around every corner, and a video recorder simulation monitoring the proceedings so your progress can be reviewed.

**On The Upside:** Murder Mystery. Intrigue. Suspense.

**On The Downside:** The time-sensitive play could turn out to be a bit of a time-waster.

**What're Its Chances:** Fair-ski. It will probably infiltrate the lower reaches of the charts but it won't rule supreme. *KGB* will undoubtedly appeal to the, ah... more mature players.

### KRUSTY'S FUN HOUSE

**Publisher:** Acclaim  
**Authors:** Audiogenic  
**ETA:** October

**Briefly:** A platforms and puzzles pot pourri starring every Simpsons-lover's favourite clown, Krusty. Incidentally, there are many more Simpsons licensed wares to come... Next year we can expect to see *Itchy And Scratchy* (who now have their US show – hoorah!) and *Bart's Nightmare*.

**On The Upside:**

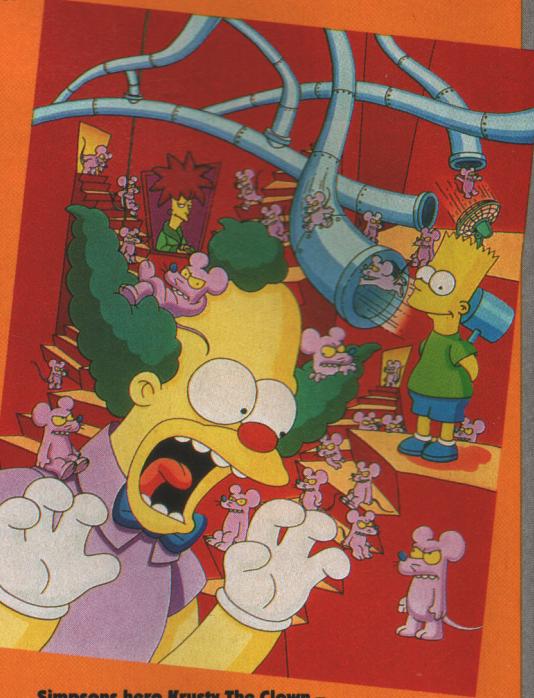
Simpsons-mania has somehow endured, so this is one licence which doesn't miss the boat.

**On The Downside:**

The playability sounds a little crusty.

**What're Its Chances:**

Good, even though the name will only ring bells with fans of The Simpsons.



Simpsons hero Krusty The Clown – soon to star in his very own platform runaround.

### LEGEND OF VALOUR

**Publisher:** US Gold  
**Authors:** Dementia – Kevin Bulmer (Design & Visuals)  
**ETA:** November

**Briefly:** 3D texture mapping and smooth movement finally make it to the Amiga. Imagine *Dungeon Master* with character interaction and knock-dead graphics, and you're half-way there.

**On The Upside:** It promises to set a wide range of new standards.

**On The Downside:** We haven't seen anything moving on the Amiga version yet. Speed is of the essence.

**What're Its Chances:** Very good, provided it runs fast enough to be playable.



Thwack! *Legend of Valour* pulls no punches in the graphics department.

### LEMMINGS II

**Publisher:** Psygnosis  
**Authors:** DMA Designs  
**ETA:** November

**Briefly:** Oh no! Not MORE *Lemmings*? Yes, the sequel to *Lemmings* is almost upon us. Again. Sadly, Psygnosis are keeping details about this one very quiet. In fact they won't tell us anything. It has been said, however, that the Lemmings themselves will be larger on screen to give them more character, and the playability will comprise a similar blend of frustrating yet entertaining remote control mayhem.

**On The Upside:** It's a *Lemmings* game.

**On The Downside:** Part of the Lemmings' appeal was their size and suggested character. Making them larger may not work – provided that's true of course. And is more of the same in a different vein enough to stimulate the audience after *Oh No! More Lemmings?*

**What're Its Chances:** Very good. There's little chance that *Lemmings II* will set the world on fire in the same way its predecessor did, but DMA seem to be a more than capable bunch so we can't see it being a disaster.

### LASER SQUAD

**Publisher:** Krisalis  
**Authors:** Julian Gollop  
**ETA:** November

**Briefly:** Eh? What? Yes, *Laser Squad* as in the Top 100 entry, only this one's a new version on CD. The gameplay will be identical ("It doesn't need improving"), although the playability has been tweaked ever so slightly – Julian Gollop has redesigned the interface for the mouse. Two artists have produced two three-minute introductory sequences, and in play you will notice the 32-colour visuals.

Incidentally, Julian is currently writing *Laser Squad II* for MicroProse.

**On The Upside:** It looks better. And sounds better. And probably plays much the same, which is no bad thing.

**On The Downside:** It's only on CD.

**What're Its Chances:** Good – for CD owners, but no use at all for the rest of us.

## LETHAL WEAPON

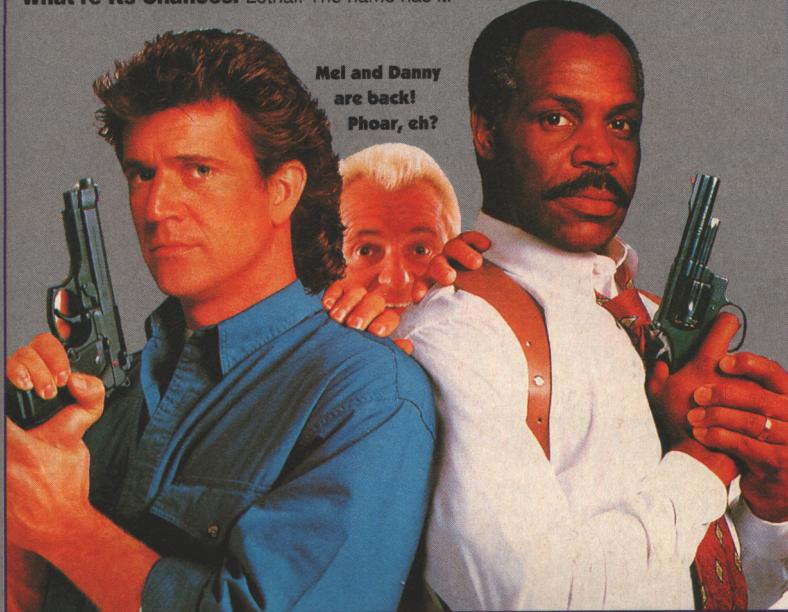
**Publisher:** Ocean  
**Authors:** Mick West (Code), Don McDermott (Art)  
**ETA:** Christmas

**Briefly:** It was *Lethal Weapon III* but now it's plain old *Lethal Weapon* to pave the way for potential software sequels (though Ocean are using III's film poster artwork on the box). The team behind the conversion of *Parasol Stars* are combining all the best bits from the three films in a run 'n' jump romp which looks vaguely *Hudson Hawk*-ish.

**On The Upside:** *Parasol Stars* was certainly well handled, and Ocean's *Hudson Hawk* had potential. Maybe they can get the platform genre cracked this time.

**On The Downside:** With licensing restrictions what they are it's not surprising that Mel Gibson's computerised image looks nothing like him. However that's no excuse for the rest of the product looking nothing like the films. It's too soft. Melanie Gibson in *Little Weapon* more like. And it's theoretically for the over-18s only.

**What're Its Chances:** Lethal. The name has it.



## MC KIDS

**Publisher:** Virgin Games Software **Authors:** Arc Developments  
**ETA:** November

**Briefly:** This is about the famous fast food restaurant and two of its loyal customers, the MC Kids. The boys are enjoying a quiet (and wholly nutritious, of course) meal in their favourite restaurant when they are warped into another world of platforms and crazy creatures faster than you can say two all beef patties special sauce lettuce cheese pickles and onions all wrapped up in a sesame seed bun.

**On The Upside:** They say there's a difference at McDonald's, but from the looks of things this is as close to Nintendo's *Super Mario Bros* as you will get on the Amiga (though Ronald only knows what it's got to do with McDonald's).

**On The Downside:** Judging from what's been done so far there's every chance it could turn out to be lean, stale, half-baked and lacking in sauce.

**What're Its Chances:** As healthy as any McDonald's Children's Meal.



## LIQUID KIDS

**Publisher:** Ocean **Authors:** Ocean France **ETA:** TBA

**Briefly:** Another cute run 'n' jump romp from Taito. The hero's gimmick is his ability to shoot and burst bubbles full of water, a bit like *Bubble Bobble* only this one scrolls horizontally.

**On The Upside:** The arcade original's good, clean (literally) fun, and Ocean France have a reputation for creating class conversions – just look at *Plotting, Pang and Toki*.

**On The Downside:** It may not be released this year. Ocean are waiting for "the right window", which could mean *Liquid Kids* is released, now or tomorrow or possibly (gasp) never. Actually, there's no reason why it won't appear at a budget price at some time in our lives.

**What're Its Chances:** Fair. It looks the part but if it appears any later than October it will get swallowed up with the other licensed wares.



That's the way they like it, baby. They don't want to live for ever.

## MOTORHEAD

**Publisher:** Virgin Games Software  
**Authors:** In house  
**ETA:** TBA

**Briefly:** The long-awaited Amiga-based exploits of heavy metal band Motorhead. "It's a beat-'em-up along the lines of *Golden Axe*," Virgin Games' Andrew Wright reveals. "The members of the band have left to do something else and it's up to you, playing Lemmy, to get them back together again for a final gig. You go through Karaoke land, Nashville Land, Hippy Land, Gothic Land, Hip Hop Land and Rave Land where floating E-Heads try to bite you. There are some interesting sub-games, like slapping an Oriental gentleman around the head with a fish, knocking over Stonehenge on to the hippies before they can float away, Grab-a-Groupie before they split from the gig, Trash That Hotel Room, and drinking lots of beer."

**On The Upside:** A beat-'em-up for the Wayne's World generation.

**On The Downside:** It may not be released this year – or ever, for that matter.

**What're Its Chances:** Not even Virgin seem to know.

## THE ULTIMATE AUTUMN PREVIEW

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## FABLES AND FIENDS: THE LEGEND OF KYRANDIA

**Publisher:** Virgin Games Software  
**Authors:** Westwood Associates  
**ETA:** October

**Briefly:** A role-playing romp in the tradition of *King's Quest* but from the team who brought us *Eye Of The Beholder I* and *II* for SSI (incidentally, *EOTB III* won't be using the same system).

*Kyrandia* doesn't concentrate on wizards, demons and hacking and slaying. In fact there are no weapons and hardly any time is spent spell-casting. So what does that leave? An interactive fantasy adventure in the mould of *Alice In Wonderland* but which is nothing like it, apparently. There's environmental exploration and interaction aplenty, with dozens of characters to meet.

**On The Upside:** The style worked for *Lure Of The Temptress*.

**On The Downside:** No violence is all very sweet of Westwood but it won't help sell software in this violent world. The interactivity had better be something special to take the player's mind off that.

**What're Its Chances:** Not too bad, really.



An entrance to a large cave.  
OPTIONS  
It's got fables, it's got fiends, it's *Fables And Fiends: The Legend Of Kyrandia* from Virgin.



The much delayed *Liquid Kids* – still waiting in the wings down at Ocean.

## FREE DC!

**Publisher:** US Gold  
**Authors:** Cineplay  
**ETA:** October

**Briefly:** An adventure from →

AMIGA POWER OCTOBER 1992

AMIGA POWER OCTOBER 1992



Mega *meg* (ə-), very big, 100% Sega  
Mega Drive, comin' at ya on Thursday  
17 September (that's soon). Magazine  
designed for all serious Sega  
gamesplayers. aka: the mag with the  
most, ***The guide to Mega Drive and  
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## NOBBY THE AARDVARK

**Publisher:** Thalamus  
**Authors:** Genesis Software  
**ETA:** October

**Briefly:** From Northern Ireland's Genesis Software, the team that brought us *CJ's Elephant Antics* through Code Masters, comes a new platform romp, starring - you guessed it - Nobby The Aardvark in his search for Antopia where the ants and scantily-clad aardvarks will be his for the taking.



Nobby runs around eight worlds, spitting ants at bad guys, hot-air ballooning, taking an underwater swim and trekking through ancient Greece. There's a 3D section for which special 3D glasses are required, so those are provided in the box. (Blimey. Who could forget Postern's *Deep Space* eight years ago? Oh, you have.)

**On The Upside:** The 3D gimmick could be fun if only it actually works.

**On The Downside:** CJ wasn't exactly the most astounding of debuts.

**What're Its Chances:** Surprisingly good.

Vaguely reminiscent of BC's *Quest For Tyres*, *Nobby The Aardvark* is sure to score in the cute character stakes.

## POPULOUS II CHALLENGE DISK

**Publisher:** Electronic Arts  
**Authors:** Bullfrog  
**ETA:** October

**Briefly:** A data disk which provides around 1,000 new time-sensitive challenges. For example, saving your population with limited resources (you might not be able to build a wall, say) for an imminent tidal wave. A new Japanese character set and redesigned sprites have been thrown in for good measure.

**On The Upside:** A new, more frenetic action-orientated angle for *Populous II* owners. And all for £14.99.

**On The Downside:** Ye gods, how much mileage is there in this concept?

**What're Its Chances:** Very good.

## OUTLANDER

**Publisher:** Mindscape  
**Authors:** Phil Harrison (Design), Jeff Gamon (Code)  
**ETA:** October

**Briefly:** A Mad Max-inspired combination of a driving simulation and a shoot-'em-up. The story concerns a world rebuilding itself after Judgment Day. Two tribes have developed: the NewWorlders, who are trying to rebuild the world for the future, and the WasteLanders, who are scavengers. The WasteLanders have captured a NewWorlder capable of making Nuclear Weapons and are holding him on the other side of the desert. As a mercenary Outlander you decide to rescue the kidnapped scientist for glory - and cash. Mindscape are promising great things of the driving aspect. "There are lots of

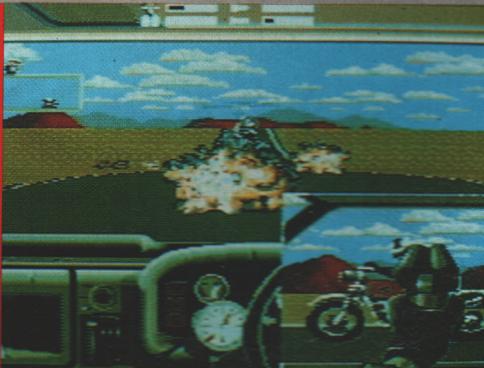
weapons on the car and it feels so good," says Phil Harrison. "It's very quick, even though there's a full 3D bitmapped world in there. You might see a biker behind you, so you slam the brakes on and he smashes into you and flies over the bonnet and you can drive over him. You can ram bikers, or shoot at them. You stop off at the towns to refuel and pick up equipment, but that's where you meet the other bad guys."

Jeff Gamon converted *Altered Beast* to the Amiga all those years ago.

**On The Upside:** It's not just another driving simulation, and the setting's straight out of Mad Max.

**On The Downside:** If it's not a recipe for success, then it'll be a stodgy mess.

**What're Its Chances:** Fair.



Shades of Mad Max in Mindscape's *Outlander*.

Wham, bam, thank you ma'am. *Outlander* rides into ultra-violence territory.

## HARRIER ASSAULT AV8-B

**Publisher:** Domark  
**Authors:** Simis  
**ETA:** November

**Briefly:** At last! The team who gave us two simulations of a Russian fighter (*MiG-29*) have turned their attention to one of Our Planes. *Harrier Assault AV8-B* is - shockingly enough - a full-blown simulation of the Harrier AV8-B in action. What you won't realise is that it's played as either a straight flight simulation or strategy simulation in which forces are sent across the landscape.



**VTOL (vertical take-off and landing) comes to the Amiga, from the programmers of *MiG-29*.**

Missions include bombing the accurately-mapped Indonesian islands.

**On The Upside:** It's a simulation of a VTOL aircraft, which should be novel.

**On The Downside:** There are quite a few out there who found the *MiG 29* sims rather tedious.

**What're Its Chances:** Good.

## HERO QUEST II

**Publisher:** Gremlin Graphics  
**Authors:** Paul Green (Design), Kevin Dudley



## THE ULTIMATE AUTUMN PREVIEW

(Code) & Matt Furniss (Visuals)  
**ETA:** November

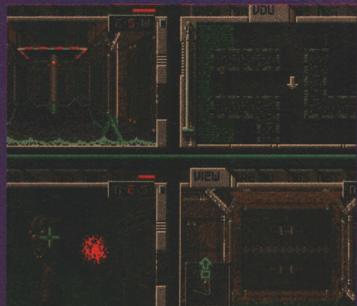
**Briefly:** The original sequel to the best-selling conversion of MD Games' best-selling board-based RPG. *Hero Quest II* utilises a similar viewpoint but that's the only common ground to its predecessor. Now there are eight characters to choose from, more spells, more monsters, more atmosphere, a greater emphasis on visual and aural feedback, a more flexible points-based movement and action system, and less of the constraints imposed by the original boardgame.

**On The Upside:** Without the constraints of the boardgame, *Hero Quest* on computer makes a lot more sense.

**On The Downside:** But will it be too RPG-ish, and will anyone but *Hero Quest* fans want to play it anyway?

**What's Its Chances:** Very good.

## HIRED GUNS



Another DMA product with a mammoth development time, *Hired Guns* offers four player fun.

**Publisher:** Psygnosis  
**Authors:** DMA Designs  
**ETA:** Christmas

**Briefly:** It's a multi-player *Dungeon Master* game, with a sci-fi scenario to justify all that split-screen action.

**On The Upside:** Multi-player fun is definitely in.

**On The Downside:** Well, you may not have three friends, and the tiny player windows don't really allow for much in the way of natty graphics.

**What's Its Chances:** Very good indeed. *Dungeon Master* /EOTB games are still popular, and the rise in popularity of multi-player games should ensure that *Hired Guns* satisfies most customers.



(Code) & Matt Furniss (Visuals)  
**ETA:** November

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**On The Upside:** Without the constraints of the boardgame, *Hero Quest* on computer makes a lot more sense.

**On The Downside:** But will it be too RPG-ish, and will anyone but *Hero Quest* fans want to play it anyway?

**What's Its Chances:** Very good.

## POOL

**Publisher:** Virgin Games Software  
**Authors:** Archer Maclean  
**ETA:** Late September

**Briefly:** Archer Maclean does for pool what he (and Jimmy White) did for snooker. The system used in *Pool* is a tweaked version of *Snooker's*, so you should know what to expect. There's no name attached this time (how many famous pool players do you know?), but there are generic eight- and nine-ball pool to be



played with English or American rules.

**On The Upside:** The tried and tested *Snooker* formula was a winner.

**On The Downside:** It depends how significantly different you regard pool from snooker.

**What's Its Chances:** Very good.

**Above:** Look at the speed blurs on that! Potting the red in Archer's *Pool*. **Left:** The balls in pool come complete with numbers and stripes. Ooh.

## RAGNAROK

**Publisher:** Mirage  
**Authors:** Imagitec  
**ETA:** Late September

**Briefly:** A strategy simulation based on ye olde boardgame King's Table but with the pieces replaced by animated Norse gods. Sounds a little like *Battle Chess* and *Archon* to us. Top god Odin is the star of the show, with the Good side attempting to save him and the



Board-based conflicts featuring the same characters as Core's *Heimdal*.

Evil side out to prevent that. Both sides must be played and won against a human opponent or one of the 12 computer-controlled ones.

**On The Upside:** The boardgame isn't well known, so *Ragnarok* will appear fresher than the average boardgame conversion.

**On The Downside:** They'll have to go some to make it sexy.

**What's Its Chances:** Fair.



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Millennium's 3D system (as used in *Robin Hood*) gets transported to *Rome AD 92*.

## ROME AD 92

**Publisher:** Millennium  
**Author:** Stephen Grand  
**ETA:** October

**Briefly:** The author of *Robin Hood* has tweaked its engine and poked it about a bit to bring us a simulation of one of the most interesting periods in history. The player is the lowly Hector, a slave in Herculaneum where a volcano is about to erupt. Hector has to get off the island and proceed to Rome where he can work his way through the trials and tribulations of becoming an emperor. *Rome* boasts a bigger map than *Robin Hood* and many new aspects, such as conquering villages.

**On The Upside:** *Robin Hood* was reasonable fun, so why not more of the same?

**On The Downside:** Despite the debauchery, the Roman period's hardly the sexiest of subjects for your average computer punter, now is it?

**What's Its Chances:** Fair.



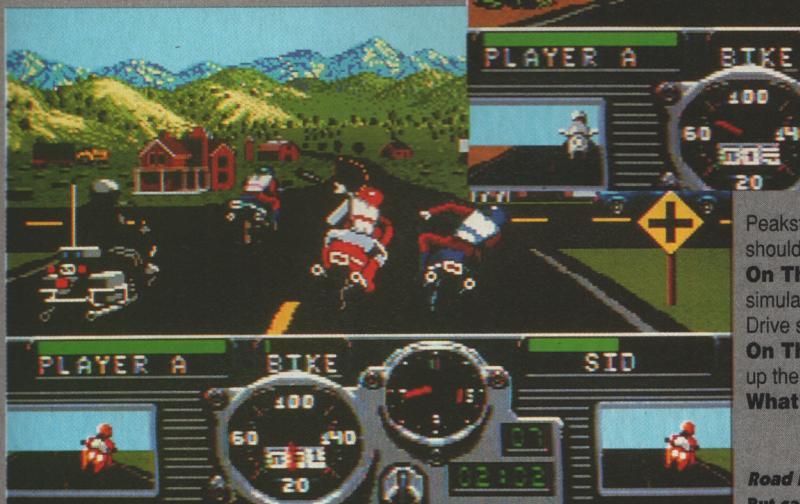
*Rome* if you want to. (That's the second time I've fired you for that joke - Ed.)

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# ROAD RASH

**Publisher:** Electronic Arts  
**Authors:** Peakstar, Rob Hubbard (Sound & Music)  
**ETA:** November

**Briefly:** A motorbike race 'n' chase simulation with plenty of kicking and thumping and clubbing across five road races. Watch out for the speed cops and listen out for digitised sound galore. The fact that



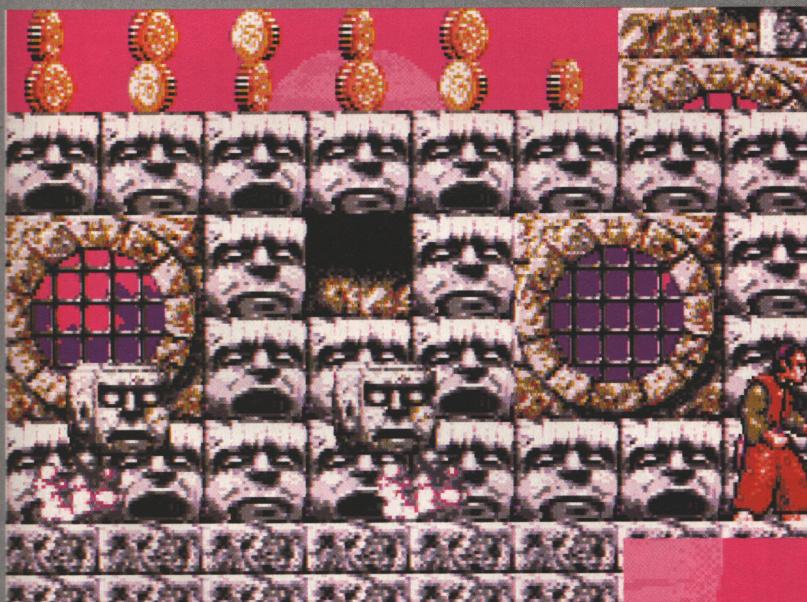
Peakstar did *Moonshine Racers* for Millennium should be of little consequence.

**On The Upside:** It's not just another racing simulation as its enormous success on the Mega Drive showed.

**On The Downside:** They wouldn't really screw up the conversion, would they?

**What're Its Chances:** Good.

*Road Rash* – mad, bad and dangerous to know. But can Millennium pull the conversion off?



## THE SECOND SAMURAI

**Publisher:** TBD  
**Authors:** Vivid Image Developments  
**ETA:** Christmas

**Briefly:** The sequel to *The First Samurai*. This time the rucking and adventuring has a two-player bent.

**On The Upside:** Two player hacking with better graphics, faster movement, and lots more besides.

**On The Downside:** We certainly can't think of any.

**What're Its Chances:** Chop-notch.



Top left: The samurai in a room of many faces – none of them too friendly.

Above: A closer look at that re-styled samurai. Dig the new togs.

Left: *The Second Samurai* delves into the surreal for its backdrops.

## THE ULTIMATE AUTUMN PREVIEW

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## INDIANA JONES AND THE FATE OF ATLANTIS: THE ACTION GAME

**Publisher:** LucasArts (US Gold)  
**Authors:** Attention To Detail  
**ETA:** September



Action, suspense, and neat set-pieces in Attention To Detail's interpretation of Indy.

**Briefly:** As *The Graphic Adventure* (below).

**On The Upside:** 3D isometric arcade adventures are few and far between...

**On The Downside:** ...but there's a reason for that. And despite the enormous potential, *Indy's Last Crusade Action Game* wasn't so hot.

**What're Its Chances:** Fair to good.

## INDIANA JONES AND THE FATE OF ATLANTIS: THE GRAPHIC ADVENTURE

**Publisher:** LucasArts (US Gold)  
**Authors:** Lucasfilm Games  
**ETA:** October



THE ULTIMATE  
AUTUMN  
PREVIEW

Indy and his new sidekick Sophia, get ready to go up, up and away on another racey adventure.

**Briefly:** The man with the hat is back, only this time with a chick instead of his dad in an adventure based not on a fourth film (there won't be any more of those starring Harrison Ford) but a comic book. Those naughty Germans are in search of the fabled city of Atlantis in order to plunder its secrets. Indy's quest takes him to exotic locations in the Mediterranean, across the deserts of Cairo, through a Cretan labyrinth and ultimately Atlantis itself with all its mysteries. Three different difficulty paths to follow: Fists, Team and Wits. This represents the third (and hopefully final) appearance of *Indiana's Atlantis Adventure* in an AMIGA POWER seasonal round-up.

**On The Upside:** Lush locations, appropriate puzzles, and strong characterisation and plot (which has more twists and turns than, erm... a Rubik's Cube).

**On The Downside:** Lucasfilm Games' previous adventure, *Monkey Island 2: LeChuck's Revenge*, occupied 11 disks.



Having boarded the balloon, the game offers a stunning aerial shot of the landscape below.

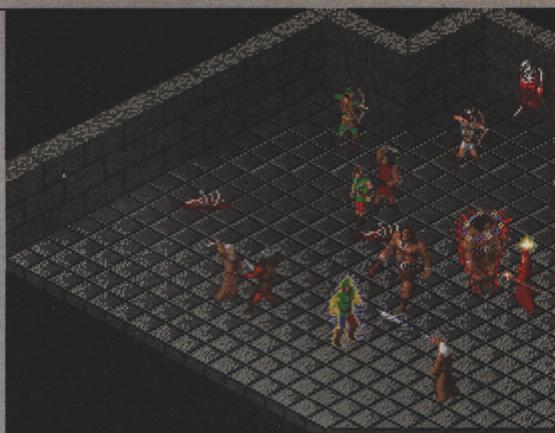
There's little chance this will take up any less space. Worse still though, Indy's latest venture represents Lucasfilm Games' last ever standard Amiga release.

**What's Its Chances:** Indy - incredibly healthy. *The Last Crusade* was a hit and an AMIGA POWER All-Time Top 100 entry. Having played the PC version we reckon it's got the

REALMS OF ARKANIA:  
BLADE OF DESTINY

**Publisher:** US Gold  
**Authors:** Attic & Fantasy Productions  
**ETA:** October

**Briefly:** The first title to be based on Germany's RPG series *Das Schwarze Auge* (which outsells D&D and AD&D over there by about four to one). Waddingtons are handling the board-based version over here. *Blade Of Destiny* features the usual mix of characters (Amazon, Warrior, Dwarf and Druid) plus a few uncommon ones (Nivesian, Norbardian, Moha and Novadi). There's (surprise) combat, but a novel twist is the introduction of negative attributes such as Fear and Greed



3D dungoneering in the PC version of *Blade Of Destiny*.

to accompany the usual Courage and Wisdom and so on. One hundred skill classes are on offer and include combat, craftsmanship, social intuition as well as experience. There are over 200 different spells, rituals and prayers, too, with no one character restricted to their use - they specialise instead.

**On The Upside:** Attic will be adhering strictly to the original and highly successful pencil and paper design, making minor changes to suit the home computer system - for example it utilises a combination of first-person and second-person isometric viewpoints.

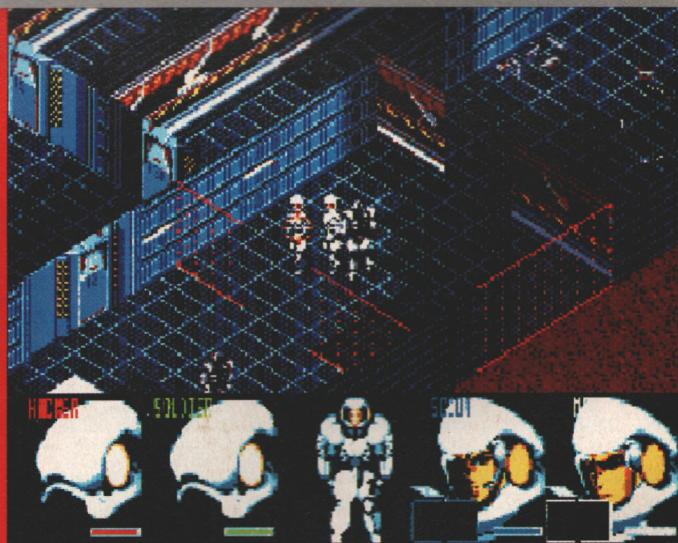
**On The Downside:** Despite appearances to the contrary, it sounds rather technical, which will no doubt have the hardcore role players rubbing their hands with glee.

**What's Its Chances:** Good. Two million Germans can't be wrong. Well, they can, but that's another story.

Outdoors, *Arkania* switches to first person perspective.

## SHADOW WORLDS

**Publisher:** Krisalis  
**Authors:** Dean Lester (design), Barry Costas (code), Mark Antony (art)  
**ETA:** Christmas



**Briefly:** This is effectively the sequel to *Shadowlands*, and Krisalis have decided to publish *Shadow Worlds* themselves. It uses the same Photoscape engine as *Shadowlands* but it's been tweaked so the casting of shadows is more effective. *Shadow Worlds* sees four space marines are on a mission to wipe out alien lifeforms on a large space station and a planet's surface. Less puzzles and more combat are promised, with flame throwers and laser cannons to put to good use.

**On The Upside:** Aliens are all the rage right now.

**On The Downside:** *Shadowlands* wasn't exactly the most accessible of RPGs.

**What's Its Chances:** Spacious! It's more immediate than Electronic Arts' *Space Hulk* and appears to run deeper than Gremlin's *Space Quest*.

Top: Aboard one of the alien infested space cruisers.

Top left: Beaming down onto a nearby planet.

Left: The object screen, where weapons are built.

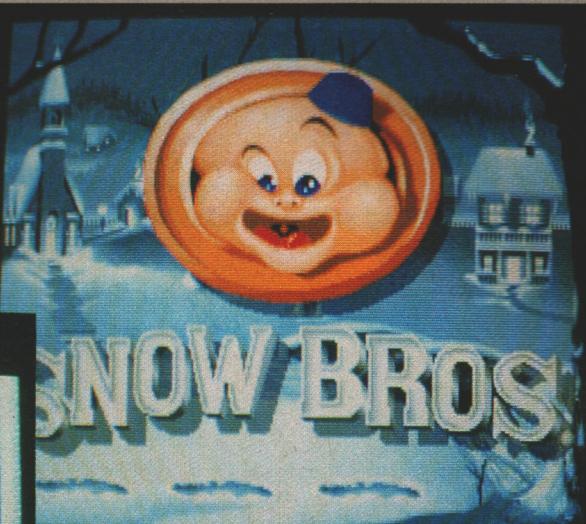


## SNOW BROS

**Publisher:** Ocean  
**Authors:** Ocean France  
**ETA:** TBA

**Briefly:** A conversion of the cult fave arcade rave. It's effectively *Bubble Bobble* in a snowy clime but with a few appropriate twists and some neat cartoon visuals.

**On The Upside:** It looks and plays identically to its arcade



parent – well, save for the absence of the simultaneous two-player option (it wasn't implemented because the action would have slowed down from the ideal running speed).

**On The Downside:** The lack of the two-player option is a trivial flaw, especially in light of the fact that *Snow Bros* may not appear this or any year. Well, it's bound to make it in budget form at some point, isn't it?

**What're Its Chances:** Good – provided it's released before it's overshadowed by the big stuff.

**Top:** Cute and cartoonish, *Snow Bros* comes from Ocean France, the programmers of *Pang* and *Toki*.  
**Left:** No two-player mode but (ahem) it snow pushover.



Definite echoes of Alien's visual style mixed with the boardgame sensibilities of the original *Space Hulk* game, Electronic Arts are certainly aiming for something a little different with this one. Tension is what it'll need to succeed.

## SPACE HULK

**Publisher:** Electronic Arts  
**Authors:** Nick Wilson  
**ETA:** Christmas

**Briefly:** The first release to stem from Electronic Arts' Warhammer 40,000 licence with Games Workshop. Nick Wilson (of Imperium repute) is working closely with Games Workshop on the design. Rather than create an arcade adventure along the lines of *Space Crusade*, EA are aiming to present a boardgame feel but to make it far more technological and using 16-colour visuals. The gist is this: there are space marines on a large space station, with lots of mapping and aliens to kill, and multiple windows and read-outs and reports to consider.

**On The Upside:** The Warhammer 40,000 series is a strong and popular name among the RPG fraternity.

**On The Downside:** But it could all be far too serious for the rest of us.

**What're Its Chances:** Good.



## KICK OFF III

**Publisher:** Anco  
**Authors:** Steve Screech, Dino Dini  
**ETA:** November

**Briefly:** Anco aren't giving much away. All that's known is the players will have inertia, turning circles and acceleration which apparently makes them a lot easier to handle. "Even I can play it," says Anco boss Anil Gupta.

**On The Upside:** There's a helluva lot of *Kick Off II* fans out there.

**On The Downside:** Sensible Software seems to have set a new benchmark. And do we really need another *Kick Off* game? Why should it take three attempts to simulate the sport?

**What're Its Chances:** Kickin'! The *Kick Off* cult is still going strong. Even though some members of the AMIGA POWER team can't stand *Kick Off*, there are some who feel that this could in fact kick *Sensible Soccer* where it hurts. Even the Sensible crew admit that, which is why they are working on a sequel of their own.

## NICK FALDO'S GOLF

**Publisher:** Grandslam  
**Authors:** Arc Developments  
**ETA:** October



See that Nick Faldo? He plays golf he does (I quit – Ed.)

**Briefly:** The first product to use Arc's Reality3™ system.

**On The Upside:** We're still waiting for a golf game to excel in all areas.



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## PUBLIC DOMAIN

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Huger than huge sprites, and more moves than Chuck Norris (with more realism too) – this is the arcade version of *Street Fighter II*.



In addition to a formidable array of martial arts techniques, characters also have special abilities – such as fire-breathing (yeah, right).

Amiga. In fact, if Creative Materials do manage to pull this one off, they'll deserve a few medals. **What's Its Chances:** Smashing. The AMIGA POWER tip for this year's Christmas Number One. *Street Fighter II* is one of only two arcade conversions to appear for the starved Amiga owners this Christmas, and with the hullabaloo being kicked up over a certain console version this one will, as they say, do the business.

## STREET FIGHTER II

**Publisher:** US Gold

**Authors:**  
Creative Materials  
**ETA:**  
Christmas

**Briefly:** First it was on, then it was off, but now it's most definitely a Go Project, as they say. *Street*

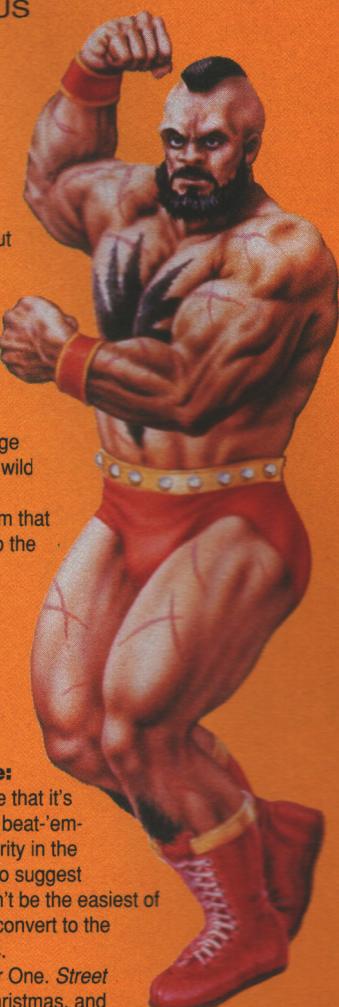
*Fighter II* is the scrapping sensation that's sweeping the nation. It features huge characters, plenty of wild moves and is being converted by the team that brought *Final Fight* to the Amiga.

**On The Upside:**

The beat-'em-up is a perennial favourite, and the arcade original has fast become a worldwide success story.

**On The Downside:**

Well, you could argue that it's just another drab old beat-'em-up, though its popularity in the arcades would tend to suggest otherwise. And it won't be the easiest of arcade machines to convert to the Amiga.



## SUPERFROG

**Publisher:** Team 17

**Authors:** Andreas Tadic, Rico Holmes

**ETA:** November

**Briefly:** From the boys that brought us *Alien Breed* and *Project X*.

**On The Upside:** The trademark Team 17



slickness gets overlaid onto a cute platformer, featuring a lily-livered hero.

**On The Downside:** File along with the thousands of other cute platformers doing the rounds right now.

**What's Its Chances:** Bound to be a winner.

The character's certainly there, but the backgrounds are obviously still a little sparse. Still, *Superfrog* is unlikely to croak, and we're certainly hopping (arf) for something special.

**On The Downside:** But does anybody really care any more  
**What's Its Chances:** Fairer than a fairway.

## NIGEL MANSELL'S WORLD CHAMPIONSHIP

**Publisher:** Gremlin

**Author:** Damien Hibbard

**ETA:** November

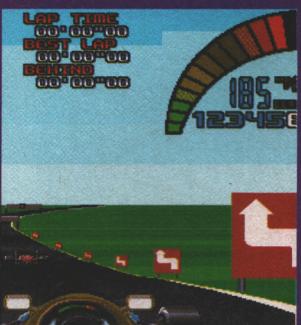
**Briefly:** Recreate and celebrate Nigel Mansell's recent (and extremely well-earned) winning



Aiming for the *Vroom* end of the racing market, *Nigel Mansell's WC* is promising mucho speed.

of the World Championship Grand Prix with a racing simulation which bears a passing resemblance to the likes of *Super Monaco GP* and *Vroom*. All 16 courses are present and correct, and speech sampled from the great man himself is promised in the tutorial. And mind those spectators!

**On The Upside:** The blend of polygons and sprites to present the high-octane action seems to be working well. Gremlin are aiming for a fun simulation, though not at the expense of technical accuracy. →



Can Gremlin do something new with *Mansell*, or will this be one driving game too many?



## THE ULTIMATE AUTUMN PREVIEW

**On The Downside:** It's another one of those motor racing simulations.  
**What're Its Chances:** Mansell-mendous. Nigel's name carries more weight this year than any other, and Gremlin are highly unlikely to tarnish his reputation with a duffer.

## PANZA KICK BOXING II

**Publisher:** Futura (US Gold)  
**Authors:** Loriciel  
**ETA:** November

**Briefly:** The sequel to the attractive but tedious *Panza Kick Boxing*. And that's all that's known thus far.  
**On The Upside:** It's bound to be an improvement on the first one.  
**On The Downside:** *Panza Kick Boxing* looked hard but played more like *Kiss Boxing*. Loriciel will have to go some to make amends with this one.  
**What're Its Chances:** Er, well, fairly 'nough, really.

## ROBOSPORT

**Publisher:** Ocean  
**Authors:** Maxis  
**ETA:** October

**Briefly:** A sports simulation with a difference: the player directs the action against computer-controlled opposition. Robots are told what to do, when and where, and then the whole thing's replayed.  
**On The Upside:** Future sports are always a laugh...  
**On The Downside:** ...but rarely worthwhile, and this one certainly doesn't look like anything special.  
**What're Its Chances:** It sounds novel but, how will the playability will work?

## REACH FOR THE SKIES

**Publisher:** Virgin Games Software  
**Authors:** Rowan  
**ETA:** November

## TERMINATOR 2

**Publisher:** Acclaim  
**Authors:** Acclaim US  
**ETA:** January

**Briefly:** No, this one's a conversion of the Bally Williams *Operation Wolf*-style blaster that's sweeping the nation's arcades with much success. Acclaim are promising a near-perfect conversion with all the original features bar the pair of fearsome cabinet-mounted guns.

**On The Upside:** The arcade machine shouldn't be too much of a problem to convert, and everybody knows what to expect on the gameplay side of things – there're no desperate sub-games and weak platform romps here. A year after its cinematic release the *Terminator 2* name still causes quite a stir – this is one tie-in which isn't quite so time dependent.

**On The Downside:** *Operation Wolf* games haven't been fashionable on the Amiga since about 1989.

**What're Its Chances:** Excellent. The machine is a massive hit.

## SUPER LEAGUE MANAGER

**Publisher:** Audiogenic  
**Authors:** Anglosoft  
**ETA:** October

**Briefly:** A footy management simulation with a difference – that being, the core of *Super League Manager* is its role playing element. It's superficially similar to other simulations of this ilk but the team statistics are by and large hidden from the would-be top manager. The teams of fictitious players have different personalities – some are calm and collected, some are more cantankerous than others and some get upset if they are underpaid or left out of the team. The more you play, the better you get to know them.

Decisions are made by paying heed to comments from your coach or trainer, much like the real thing. You start at the bottom of the fourth division with the long-term goal of becoming a manager of an international side – which means winning the first division three years on the trot.

When work began on *Super League Manager* three years ago, Lou Macari was the consultant but his association was cancelled half way through development. Still, apparently his information about day-to-day decisions was very good.

**On The Upside:** It's not the usual kind of footy management game.

**On The Downside:** But it's a footy management game nevertheless.

**What're Its Chances:** Not unlike Gazza's.

## TORNADO

**Publisher:** Digital Integration  
**Authors:** Digital Integration (design), Tony Hosier (code)  
**ETA:** October

**Briefly:** A Tornado flight sim (surprise), featuring an extraordinary amount of ground detail, realistically mapped terrain, and a decent combat element.

**On The Upside:** Visually it immediately goes to the top of the class, and DI can always be relied upon to produce something convincing.

**On The Downside:** Digital Integration's simulations adopt a very technical approach. And will the Amiga be up to running all that detailed scenery at a playable speed?

**What're Its Chances:** Flight-tastic.



**Top:** Looking out of the cockpit at the Tornado's hangar.  
**Above:** Low level action, as the craft hugs the rolling hills in *Tornado*.  
**Left:** The external views show the impressive level of detail in DI's *Tornado*.



## WALKER

**Publisher:** Psygnosis  
**Authors:** DMA Designs  
**ETA:** Christmas

**Briefly:** A shoot-'em-up from the boys behind *Lemmings*, with influences from the 2000AD comic.

**On The Upside:** DMA are a name to be reckoned with these days.

**On The Downside:** DMA's *Menace* and *Blood Money* were too tough and over-rated with it.

**What's Its Chances:** Unlikely to match the success of *Lemmings*, but promising nevertheless.

**Under fire from above and below. Run for it!**



Stage two takes place on foot in an underground industrial complex. It's got a pretty good atmospheric feel to it.



Dark and moody graphics and metallic sound effects give DMA's Walker a terrific *Terminator* style atmosphere.

## WAXWORKS

**Publisher:** Accolade  
**Author:** Mike Woodroffe  
**ETA:** October 31st

**Briefly:** From the man who brought you the *Elvira II* adventure comes another adventure in a similar vein. *Waxworks* takes place in a waxworks museum, its different displays used to transport the player through time. There are mazes to be explored and people to meet include Jack The Ripper, the Egyptians, Burke and Hare and miners in a mineshaft.

**On The Upside:** The graphics are bound to be atmospheric.

**On The Downside:** *Elvira II* wasn't up to much.

**What's Its Chances:** As good (or bad) as *Elvira II*'s.

*Waxworks* – following on where *Elvira II* left off, with gore-spattered artwork to get your teeth into.



## THE ULTIMATE AUTUMN PREVIEW

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**Briefly:** A complete re-enactment of the most ferocious struggle for air supremacy seen in World War II: The Battle of Britain. *Reach For The Skies* is effectively three simulations in one. You can play a pilot, a controller or both from a British or German point of view.

**On The Upside:** *Reach For The Skies* comes from the *Flight Of The Intruder* people (and, for the record, was originally to be released through Mirrorsoft).

**On The Downside:** We're not convinced it'll be fast enough.

**What's Its Chances:** Could be another *Knights Of The Sky*.

## RAMPART

**Publisher:** Domark  
**Authors:** Dave Chapman  
**ETA:** October

**Briefly:** A conversion of the Atari Games cult arcade fave. It sounds as though it might be like Electronic Arts' *Castles* when it's in fact a sort of *Tetris* with a medieval theme and bells on.

**On The Upside:** Another multi-player bit of fun, with an added puzzle element.

**On The Downside:** Unlikely to be very deep or long lasting.

**What's Its Chances:** Fair, but Domark may have missed the boat on this one.

## ROOKIES

**Publisher:** Virgin Games Software  
**Authors:** Perfect Set – Andy Green (Code), Andy Jones (Pixels)  
**ETA:** October

**Briefly:** A strategy simulation



Paintballing comes to Amiga, with real guns, real rockets, and lotsa violence in *Rookies*.

which blends many elements almost to the point of originality. In essence it's a Paintball simulation.

AMIGA POWER OCTOBER 1992

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Flying dangerously close to a Kilrathi's behind in *Wing Commander*. The Pilum missiles are activated, and the targeting system is about to get a definite lock.

## WING COMMANDER

**Publisher:** Origin (Mindscape)

**Authors:** Chris Roberts (Original Design), Nick Pelling & Justin Garvanovic (Code)

**ETA:** September

**Briefly:** Take on the might of an alien empire in a bid to save the Earth, the only planet in this solar system which hasn't been overrun by the Kilrathi. Already a much talked about and played smash hit for the IBM PC and compatibles and originally touted as an Amiga cartridge product. *Wing Commander* utilises unique technology known as TMDraw™ for its 3D object manipulation. At heart it's a shoot-'em-up with 36 missions to play, your performance affecting the raging war. There's dogfighting, escort patrols and cinematic animated full-screen intermissions. Incidentally, author Chris Roberts wrote *Match Day* for Ocean.

**On The Upside:** The visual display on the PC was deemed ground-setting and the fact that it's been reproduced to good effect on the Amiga is not bad going. Mindscape reckon Amiga *Wing Commander* will occupy four disks at most, compared to the original's squillion.

**On The Downside:** There doesn't appear to be much meat. The rush generated by the speed of play was compensation for PC players with fast machines, but can Nick and Jus perform the necessary miracles on the Amiga?

**What're Its Chances:** Very good.

Let's just admire those 3D graphics shall we? You've never seen anything like this on the Amiga before. But just wait till you see everything moving in full 3D. Truly impressive.



## WINTER CHALLENGE

**Publisher:** Accolade

**Authors:** Mindspan

**ETA:** November 18th

**Briefly:** A wintry sports simulation converted from Accolade's best-selling Mega Drive version. The eight events on offer include the slalom, a ski jump, speed skating, bob sled, and cross country skiing.

**On The Upside:** There's little in the way of corky competition.

**On The Downside:** The Olympic buzz will be a barely audible murmur by the time *Winter Challenge* is released, and most of us will be sick to death of the whole thing.

**What're Its Chances:** *Winter Challenge* might well receive a cool reception.



A fresh batch of armed troops drop into the warzone, ready to raise hell, in *Rookies*.

**On The Upside:** Everybody loves paintball.

**On The Downside:** But guiding little troops around a screen can only offer so much scope.

**What're Its Chances:** Good. It's the first simulation of its type.

## SABRE TEAM

**Publisher:** Krisalis

**Author:** Rich Teather

**ETA:** November



Strategy and 3D isometric graphics are brought together in Krisalis intriguing *Sabre Team*.

**Briefly:** The hardest men in the world have infiltrated the Amiga. Yes, this is an arcade strategy simulation in the *Laser Squad* mould of the SAS (which is what it was originally called). Take a 16-man squadron split into four Sabre Teams (yes, that's where the title comes from) and re-enact five famous missions including the storming of the QE2 and the Iranian Embassy.

**On The Upside:** It's every guy's dream to be as rock-hard as a member of the SAS. Well, it's certainly ours.

**On The Downside:** Despite the 3D approach, it's not one for the fast-action boys.

**What're Its Chances:** Sales A Sertainty.

## THE ULTIMATE AUTUMN PREVIEW

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## SHUTTLE

**Publisher:** Virgin Games Software  
**Authors:** Vektor Grafik  
**ETA:** October

**Briefly:** A full-blown simulation of piloting a NASA's Shuttle with on-help for the training mode and missions thrown in for good measure. Accuracy is almost guaranteed as *Shuttle* was developed over a seven man-year period with access to official US Governmental documentation. That would explain why they have incorporated 400 of the real thing's 1000-plus buttons.  
**On The Upside:** It's as clinically comprehensive as any simulation buff could want.  
**On The Downside:** It doesn't look as though there's much in the way of adrenalin-pumping action on offer.  
**What're Its Chances:** It won't take off with a big bang but it's likely to remain in orbit for a long time.

## SON OF ZEUS

**Publisher:** Thalamus  
**Authors:** Bryan Van de Peer  
**ETA:** December

**Briefly:** An FRPG with a Greek mythological bent. The objective is to find pieces of a tablet.  
**On The Upside:** It's been so long in the making that it just has to be impressive.  
**On The Downside:** It's likely to slip into next year.  
**What're Its Chances:** Fair – but its profile has been worryingly low so far.

## SPACE INC

**Publisher:** Internecline  
**Authors:** Internecline  
**ETA:** October

**Briefly:** A space race simulation which has been developed in conjunction with 14 NASA scientists. That is all.  
**On The Upside:** Internecline are sticklers for technical accuracy so *Space Inc* will be awash with 'realistic' features.  
**On The Downside:** If it plays too seriously it'll be a drag.  
**What're Its Chances:** Sims always seem to sell well.



## WORLD CLASS RUGBY II

**Publisher:** Domark  
**Authors:** Walking Circles  
**ETA:** October

**Briefly:** A new improved, tweaked (etc) interpretation of Walking Circles' well received sports sim.  
**On The Upside:** The original is still one of the most playable sports games around.  
**On The Downside:** But how much mileage is there in the game? Just what can programmers Walking Circles do differently this time?  
**What're Its Chances:** Good.

**Shaping up for a second bash. Dare we say it looks scrummy? (No, you're fired – Ed.)**

## WWF II

**Publisher:** Ocean  
**Authors:** Arc Developments  
**ETA:** November

**Briefly:** The hunks of the World Wrestling Federation return to the Amiga, though Ocean still aren't sure which names will be involved yet. *WWF II* won't be a conversion of the ageing arcade machine, that's for certain, but there will be tag teams for one or two players.  
**On The Upside:** "It'll be a lot better than the first one," says Ocean's Ken Lockley. Now that shouldn't prove too difficult...  
**On The Downside:** It's not an easy task to recreate the gripping nature of wrestling on a home computer.  
**What're Its Chances:** Excellent.

## ZYCONIX

**Publisher:** Accolade  
**Authors:** Miracle Games  
**ETA:** November 11th

**Briefly:** Accolade's first UK-sourced project is loosely described as a cross between *Tetris*, *Arkanoid* and a few others. Incidentally, *Zyconix* is the brainchild of the team now handling *Apocalypse* for Virgin Games Software.  
**On The Upside:** Amiga owners have been starved for puzzlers lately, except for the odd occasional appalling *Tetris* game.  
**On The Downside:** It's another arcade puzzler, and they don't seem to be flavour of the month over here. Most of us play them and get our kicks but few of us actually seem to want to pay for the privilege.  
**What're Its Chances:** Fair.

## WORLD CLASS SOCCER

**Publisher:** Audiogenic **Author:** Graham Bligh **ETA:** October

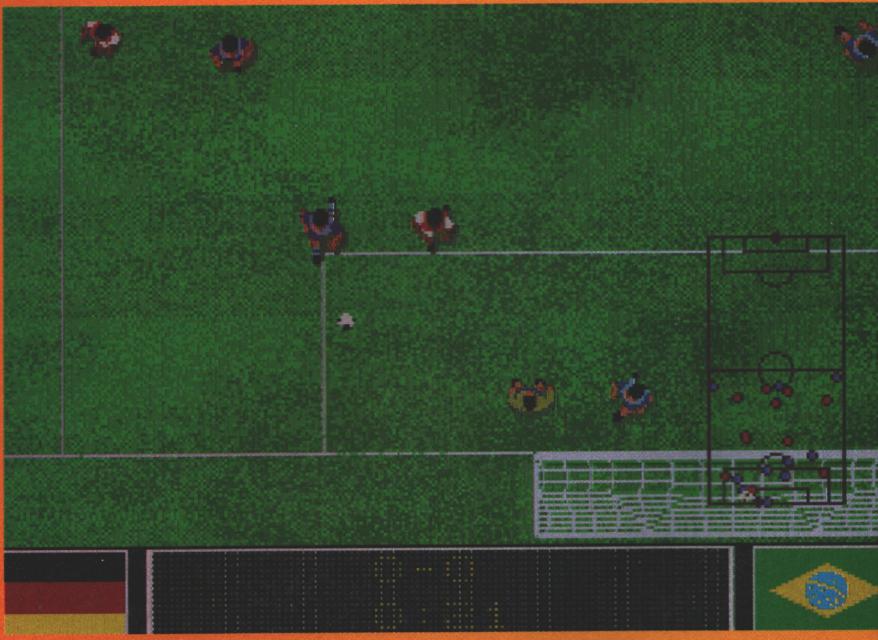
**Briefly:** Another arcade action football simulation, only this one features the choice of overhead and side-on views at any time for the best of both worlds. There's also an action replay facility which allows you to look around the pitch so you can see who was doing what, where and when.

**On The Upside:** Two viewpoints to choose from could be useful.

**On The Downside:** For all its novelties, it's still just another footy sim. Those involved with *World Class Soccer* are *Kick Off* fans, but that's no guarantee it will be up to match fitness.

**What're Its Chances:** Very good.

**Neat graphics, but another view is just a key press away.**



Pew! That just about wraps it up. Of course, remember that some games may well slip into the new year, and other products may creep up on us without warning. Whatever, it's going to be a busy few months. Stay tuned to this channel, for all the essential Autumn reviews..

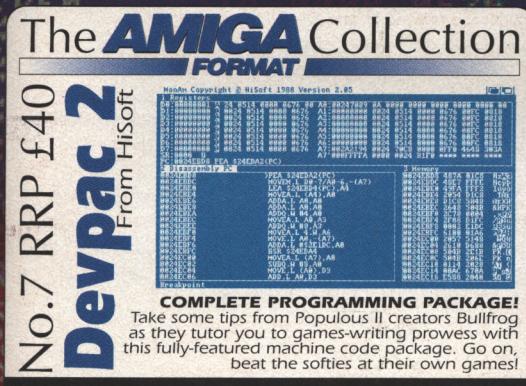
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# THE SECRET OF MDI

By now you should have managed to work your way through the first part of good ol'reth

## COMPLETE control

Space is short this month, so without further ado, let's dive straight in...

### PART TWO (continued)

#### - Rapp Scallion's Map

This is buried along with its unfortunate owner in the crypt in the Scabb Island cemetery. Buy the saw from the shop and take it to the laundry on Scabb Island. Look for the "three men of low moral fibre" sitting on the ledge and use the saw to cut off the wooden leg of the man on the

Return to the cemetery on Scabb Island and use the key to enter the crypt. Match the quotations in the book to those on the coffin lids to work out which coffin Rapp Scallion is in. Open it, look at it and take some ashes. Visit the Voodoo Lady in the swamp and examine the jars on her shelves until you find the one marked 'Ash-2-Life'. Ask her about it and she will use the ashes and the book to make you a batch. Go back to the crypt and use it on the ashes to resurrect Rapp Scallion.

Eventually he'll tell you he can't rest in peace because he thinks he left the gas on. Use the key he gives you to enter the Steamin' Weenie Hut on the beach and use the knob to turn off the gas. Go back to the crypt and he'll give you his part of the map.

#### Afterwards

Go to the library on Phatt Island and open the lighthouse. Take the lens and give it to Wally on Scabb Island to use as a monocle. Show him the map and he will agree to help you after you pick up his love potion from the voodoo lady. Do as he tells you, but while you're in the swamp LeChuck will capture him. Take the bag from the Voodoo Lady and open it to get the love bomb and the matches. On your way out of the swamp you'll see a crate on the shore. Open this and climb inside to be taken to LeChuck's fortress.



Give Pick up Use ↑  
Open Look at Push  
Close Talk to Pull



And this'll be Wally then. Just hanging around in good old LeChuck's prison.

### PART THREE - LECHUCK'S FORTRESS

You'll climb out of the crate at the entrance to LeChuck's fortress. Walk all the way right until you reach the jail, look at the cell and talk to Wally. Go back to the signs and enter the back tunnel - either direction will do.

The next section is a logic puzzle. If you look at the spit-encrusted piece of paper you'll find written on it the lyrics to Guybrush's dream. Ignore the first room and walk straight through.

From the second room, look for a stone carving which matches the description given in the first verse of the song. If you find it, push it and then walk through it. You should still be in the maze. If you don't find such a carving, keep walking until you do find it.

Next, look for a stone carving which matches the second verse, push it and walk through. Do this for the third and fourth verses and you should find yourself standing in front of a massive door. If at any stage you find yourself back in the room with the signs, you've made a mistake and will have to start the process

again from the beginning.

Assuming you can make it to the door, ignore the locks and simply open the door. Walk through to the throne room and take the key. You'll be captured and thrown into LeChuck's torture chamber. When the candle starts to burn, use the crazy straw on the green drink to gain the power to spit (about the only thing you can do when you're swinging from the ceiling by your hands!). Spit once at the shield on the right of the screen, once at the pan at the bottom and again at the shield. This should put out the candle, allowing Guybrush and Wally to escape.

Use the matches to discover that you're now in a room full of dynamite. The resulting explosion will destroy the fortress and blow you to...

### PART FOUR - DINKY ISLAND

You'll land on the beach. You can talk to Herman Toothrob, but don't waste time trying to solve his philosophical riddle as it's irrelevant. Open the boxes and barrels and give the cracker you find to the parrot, who will reveal the first part of the route to



Above: Oh no, it's a huge door with loadsa locks! Whatever shall we do now? Er... well why not just open it?  
Left: Serious cooking accident.

# MONKEY ISLAND 2:

Good ol' Gareth Clark's complete solution. This month we actually show you how to



Give Pick up Use ↑  
Open Look at Push  
Close Talk to Pull

the treasure. Make sure you pick up the crowbar, the martini glass and the bottle. Enter the jungle and take the left-hand fork. Walk until you find the bag hanging from the tree. Use the crowbar to break the bottle and use the broken bottle to slash the bag. Take the box of instant cracker mix which falls out and go back to the beach. Fill the martini glass with water from the ocean and use the whisky still to remove the salt. Use this water with the box to make two more crackers.

Go back into the jungle and go right this time until you reach the pond. Take the rope off the crate and remove the nails using the crowbar. Open the crate and



Give Pick up Use ↑  
Open Look at Push  
Close Talk to Pull

Mmm, just where could the resting place of Big Whoop be hidden?

take the dynamite. Head right two screens until you reach the parrot. Give him a cracker and follow his directions until you meet him again. Give him the final cracker, do as he says and you'll find an enormous 'X' in the ground. This is the resting place

of the treasure of Big Whoop. Use the shovel to dig until you hit cement. Use your last match to light the dynamite and throw this in. Enter the hole. Tie the crowbar and the rope together and use them on the twisted pieces of metal above your head to swing across to the treasure chest. The next little section should seem strangely familiar...

When you find yourself in the dark, scan the cursor around on the right-hand side of the screen until you find the light switch. Turn it on and prepare for a surprise! After LeChuck has finished posing you'll realise that he cannot actually harm you, just annoy you, and you can get down to the serious business of killing him.

#### Defeating LeChuck

As in the first section of the game, you'll need to make a voodoo doll to defeat LeChuck. The basic idea is the same – you'll need four objects...

#### Something of the Dead

Walk as far right as you can and enter the room with the two skeletons. The object you need is in the skull of the skeleton on the right. Make sure you take the hypodermic syringe from the drawer and the surgical gloves from the bin.



Give Pick up Use ↑  
Open Look at Push  
Close Talk to Pull

#### Something of the Body

Simply use your clean white handkerchief on LeChuck and take it back after he has blown his nose on it.

#### Something of the Head

Enter the room with the boxes and take the helium balloon and the doll. Go to the helium tank in the next room, and blow up the balloon and both surgical gloves. With these you should be light enough to operate the lift. Call the lift, enter it and wait for LeChuck to appear in the doorway. When he does, pull the lever and you should trap his beard in the lift door.

#### Something of the Thread

Enter the room with the grog machine and use the coin return lever. A coin will roll across the floor and LeChuck will stop to look at it when he comes in. When he bends over, quickly pull his underpants(!).

Place the skull, the hankie, the beard, the underpants and the doll in the JuJu bag to create a voodoo doll. Wait for LeChuck and stab the doll with the syringe. Chase him and do it again. When you get the chance, rip the leg off the doll. And that's (almost) it! ●

Above left:  
Uh-oh.

Above: Polly  
want a cracker.  
Give it what it  
wants and it'll  
tell you where  
the treasure is.

Below: Just shut  
the door on  
LeChuck and  
trap his beard  
to make the  
voodoo doll.

# LECHUCK'S REVENGE

(gasp!) finish the game. How's that for helpful, eh? Don't say we never do anything for you.



Give Pick up Use ↑  
Open Look at Push  
Close Talk to Pull

Above: When he do that voodoo that he do so well. LeChuck gives Guybrush a stressful time near his parents' skeletons.



# LURE OF THE TEMPTRESS

We thought it was about time we sorted out a playing guide for Virgin's *Lure Of*



## SECTION ONE - Escaping from the dungeon

**1** To escape from your slimy cell, shed some light on the problem with the torch! As you try to get the torch, it falls onto your straw bedding and sets it alight. Now move over to the corner of the cell by the door and wait for the Skorl guard to walk in. Once he's in, he'll go over to investigate the fire. Walk out through the open cell door, then close and lock it. The sad old Skorl is now well out of the way and frazzling in the cell fire!

**2** Now walk through to the guard room and pick up the 'dusty green bottle' from the floor. Take it over to the barrel and 'use' it with the tap, filling it up with the Skorl liquor.



**3** Go back into the outer cell where you'll find the prisoner Wulf hanging on the wall. Give him the bottle of liquor to drink and he'll tell you about how he was arrested in a plot to overthrow the Skorl. More importantly, before he snuffs it he'll tell you about the escape route out of the



dungeon, and about the girl Goewin and the Blacksmith whom you must find in the village after your escape.

**4** Walk back through to the guard room, and pick up the knife from on top of the barrel. Find the sack in the corner and use the knife to open it. Among the waste you'll find a coin.

**5** Continue through the guard room into the torture room. On a rack in the corner you will see a serf strapped down with leather cord. Use the knife to cut the cord and release the serf. He thanks you and announces that he's Ratpouch your loyal servant.

**6** Go back through the guard room into the outer cell.

**7** Remembering Wulf's advice on the escape route find the loose bricks at the base of the right hand wall. You don't have the strength to move them, so tell Ratpouch to either pull or push the bricks. This opens up the escape tunnel. Follow him through.

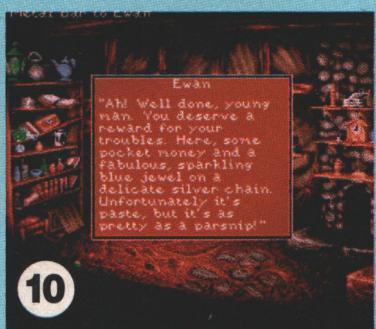
## SECTION TWO - The village

**8** Walk from the base of the sewer into the village. Go left, and up to the castle gates. Now walk left. You can hear the clang of the blacksmith's in the background. Eventually you'll reach the town hall. The sound gets closer. Walk down to the market place. Walk left into West Street in front of the Severed Arms.



Turn down through the gate which takes you into Smithy Street. Enter left into the blacksmith's. This is where you'll meet Luthern the blacksmith. Be sure to tell him that you've escaped from the Skorl. Don't forget to pick up the tinderbox from the floor.

**9** Go into the Magpie tavern in Magpie Courtyard. Find Morkus and talk to him. Not having much luck? Bribe him, and he'll tell you that Goewin was taken prisoner to the town hall by the Skorl.



# THE TE MPE RESS

## The Temptress. So good old Matthew



**10** If you come across a character called Mallin, accept his offer of a job. Take the large heavy metal bar he gives you to Ewan the shopkeeper in the market place. Give Ewan the metal bar and he'll reward you with a few groats and a sparkling jewel on a silver chain. What



do you do with this jewel? Take a good look around the signs in the village.

**11** In return for the long lost Turnvale jewel you'll be given a flask full of something that you're told will keep you warm at night! Don't even try to drink it. But someone's going to have to drink it, because the flask must be empty!

**12** Go back to Luthern's and give him the flask of Old Willie's Winter Warmer. He's the only person who can drink it. Talk to him and he'll tell you that you should find Grub and ask him about the black goat.

**13** Go to the Magpie Courtyard where you'll find an old beggar, Grub. He'll tell you that you need the assistance of Taidgh the magician and give you a

He raises the flask to his lips, closes his eyes, throws back his head, and drinks the entire contents of the flask down in one. A momentus shudder racks his body.

**12**

Squires has done just that.



**13**



**14**

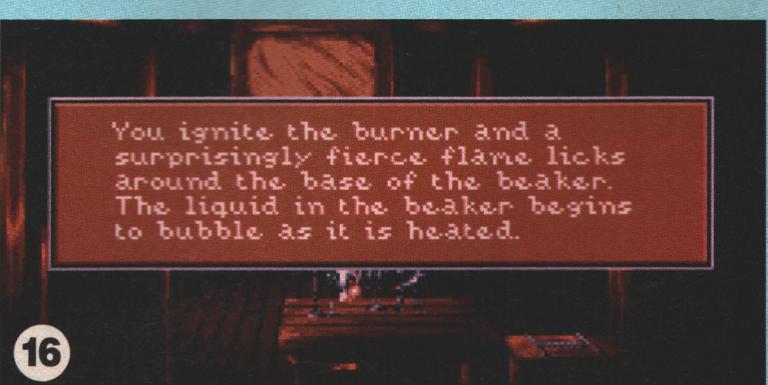
lockpick. Now you need to find Taidgh's house.

**15** Enter the Severed Arms. Talk to Gereint the landlord. Eventually the obnoxious old toe rag will tell you that Taidgh's house is in the market place. It's apparently empty and Taidgh is long gone. Talk to the girl, Eilain. Ask her about Taidgh and she'll surprise you by handing over his leather bound diary. Be careful of her, she's a bit dodgy!

**16** Read Taidgh's diary and go to his house in the market place. You'll find it's locked. Having problems with the



**15**



**16**

lockpick? Give it to someone with nimble fingers and tell him to unlock the door. Make sure you time it just after the Skorl has checked Taidgh's house. You don't want to be caught, not after getting this far!

**17** Enter Taidgh's house. Look carefully at the apparatus on the table – you need it to make the magic potion Taidgh talks about in his diary. Find the oil burner and use the tinderbox to light it. Then find the tap and pour the potion into your empty flask. Drink the potion. Hey presto! You turn into Selena. Leave Taidgh's house.

**18** Go to the town hall in your disguise. Open the door which is guarded by the Skorl. Enter the hall and talk to the Skorl guards, commanding them to release the girl. When Goewin is free, leave the town hall.

Does Diermot keep those shapely curves forever? Will he overthrow the real Selena and her hordes of halitosis mutants? Tune in next month, and find out in the concluding episode of Temptress: the voyage and confessions of Diermot, a man in a woman's body, going where no other adventure hero has gone before. ●

## MORE INDIGENOUS CREATURES

### SCOTLAND

#### MOUSE

Fast, timid creatures, living underground or inside the castle. They don't like the wet or the cold. Hits to freeze: 2. 150 points.



#### BEAR

The main worker within and around the castle. Carries a short sword and a shield to protect itself from enemies. Bounce shots underneath its shield or hit it from behind. Hits to freeze: 1. 100 points



#### HARE

Overground dweller. Lives outside the castle, occasionally going underground for shelter. Its main defence is in its ability to



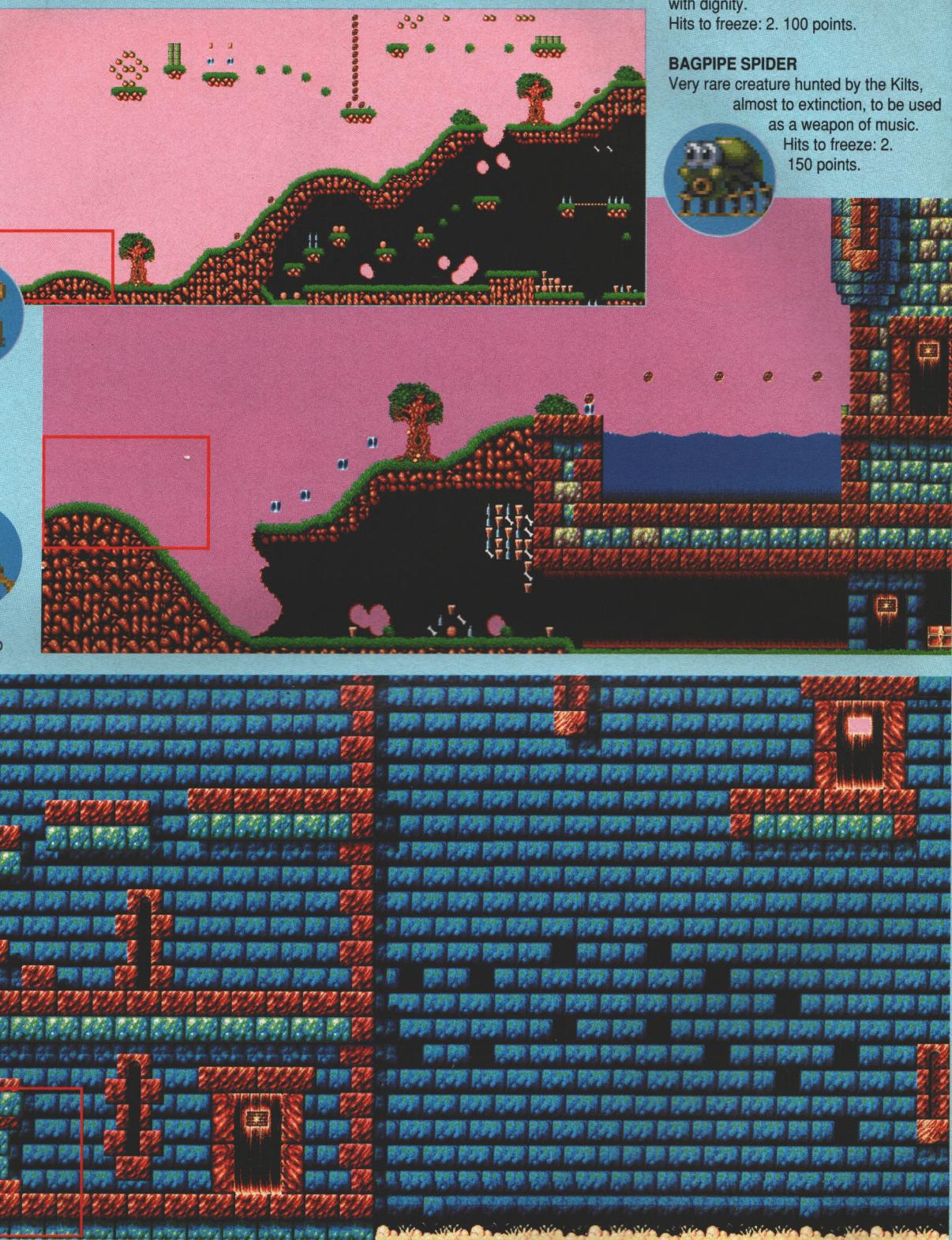
make strategic withdrawals at a moment's notice, which is like running away, but with dignity.

Hits to freeze: 2. 100 points.

#### BAGPIPE SPIDER

Very rare creature hunted by the Kilts, almost to extinction, to be used as a weapon of music.

Hits to freeze: 2. 150 points.



Continuing our grand tour of Mr Braybrook's excellent *Fire And Ice*, this month we reveal

the maps of the Scotland level, and the creatures which roam its wild lands.



# FIREFANG

TREE  
Hunted  
sporadic  
extinct.  
hairless  
remain  
mad! T  
very vi  
Norma  
protect  
small c  
Hits to

KILT  
Owner  
Maclea

**TREE DWELLING HAIRLESS SPORRAN**

Hunted for their fur, the sporrans became all but extinct. Only the rare hairless variety now remain, and are they mad! These creatures are very vicious when disturbed. Normally they live in hollow tree stumps to protect them from chill winds. They live in small colonies and attack en masse. Hits to kill: 1. 25 points.

**KILT**

Owners of Castle Maclean, they are small



hairy creatures. They eat only porridge or small haggis.

Hits to freeze: 1. 150 points.

**ARCHER**

The Archers of Maclean castle are very mean with a bow and arrow, and quite handy with a snooker cue too. Related to the bears, but more cunning. Hits to freeze: 3. 400 points

**CROCODILES**

These infest the moat of the castle and open



their mouths regularly to catch any unwary passers by.

**NESSIE**

A much maligned creature of Loch Ness. Beware of the poisonous barbs on its back.

**FISH**

Hangers-on of the Nessie fan club, these leap from the water to grab small insects (and, of course passing coyotes) from the



sky above.

Hits to freeze: 1. 50 points.

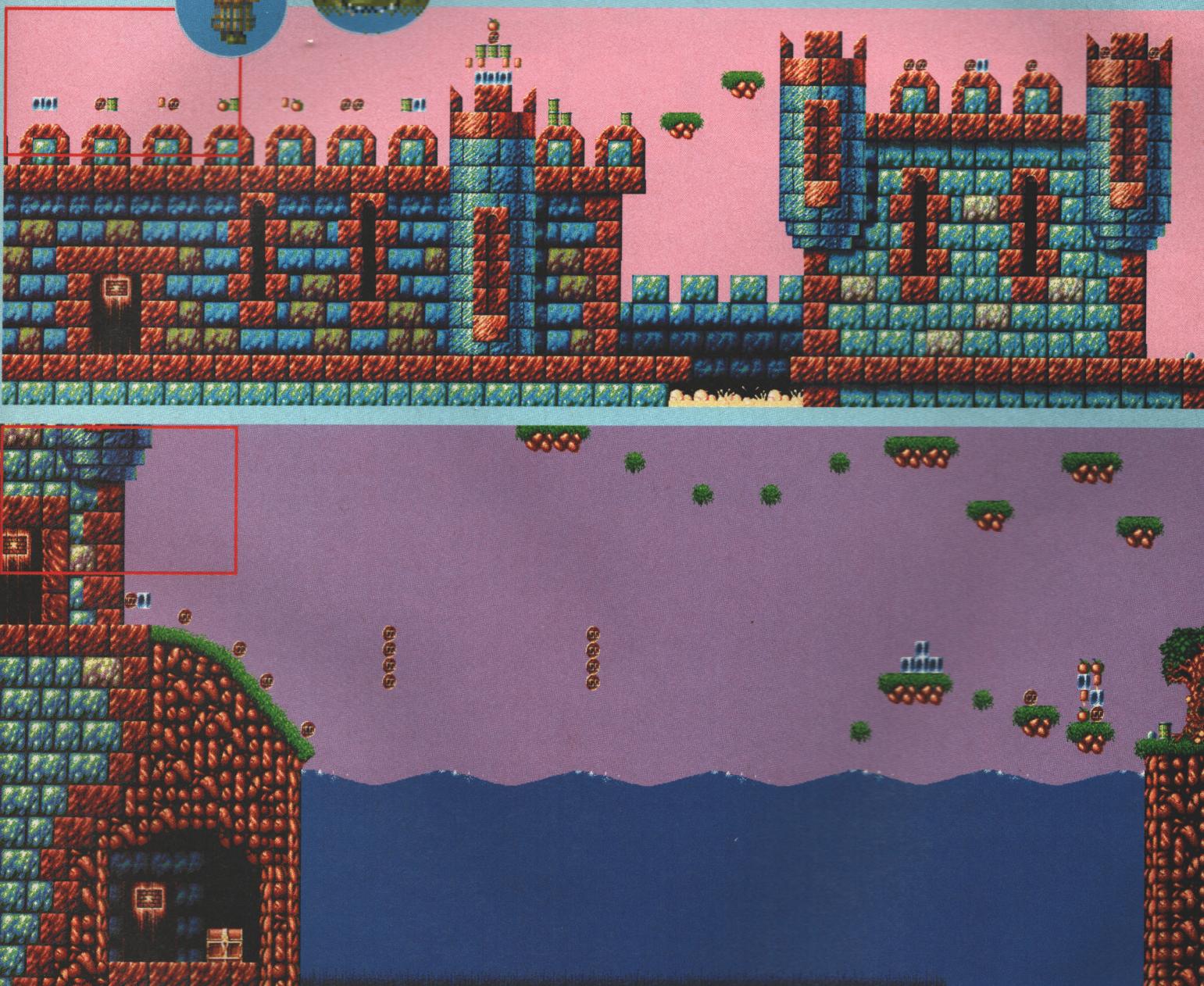
**EAGLE**

Lord of the skies. Difficult to hit when flying at high altitude. Hits to freeze: 1. 200 points.



Other hazards include the boiling porridge, the exploding fire, the wall of death, thunderheads and the swinging chandeliers.

Join us next month for part three of our *Fire And Ice* Expedition. ●



# AND ICE

# STYMIED?

Then you need...

## THE LAST RESORT

with Jonathan Davies



Remove your head from that trouser press! Jonathan Davies dispenses advice like there's no tomorrow...

The Last Resort is divided into three sections. First there's the pitifully small selection of your queries that I'm actually able to answer by myself. So few in number are they that they don't even merit a title of their own. Then there's the embarrassing part –

### HOOK

**Q** "I've given Jake two mugs of cocoa, but to no effect. Do I give him another, and if so where do I find it?"  
Simon Bird, Whiston

**A** It sounds very much as if you've found the two mugs in the Crossed Swords, but you've missed the one in the Bait And Tackle. As you suspected, you'll need to give all three to Jake to make him fall asleep.

**Q** "How do I get past the water sequence?"  
Paul Ramsey, Dundee

**A** Examine the clam shell, use the pole on the pulleys, then use the shell.

### LURE OF THE TEMPTRESS

**Q** "I've been told I have to find Taidgh the Magician, but I can't."  
James Hubbard, Wakefield

Loose Ends, where all the questions I'm unable to answer get put. If you can help with any of them, please do write in. Finally there's Cases Closed – Loose Ends from previous months resolved by some of our more clued-up readers.

**A** As far as I can work out, you don't actually have to find Taidgh at all, but see Matthew's tips for the game on page 70 for full details.

### FANTASY WORLD DIZZY

**Q** "I can't find the church where the last key for the lifts is supposed to be. And am I supposed to kick Dozy into the sea?"  
R Whitehead, Coalville

**A** The church is by the well. Use the barrel to climb onto the roof and into the building. As for Dozy, by all means kick him once you've got the sleeping potion, but really, why do you want to be so nasty?

### THE SECRET OF MONKEY ISLAND

**Q** "We've wandered around the Monkey Head for hours, but to no avail. What are we supposed to do?"

illusionary walls. Look around and you should find a chamber containing a Darkmoon key (which opens that second lock), some potions, some Fireball orbs and a few other items."  
Alex Parley, Maulden

## CASES CLOSED

This is the bit where everyone writes in and shows me up for the fake I really am by answering all the questions that had me stumped.

### MAGICLAND DIZZY

**Q** Joanne Sutton had a simple enough query: is there a cheat mode?

**A** "Pause the game and type in 'Diamonds and pearls'."  
Graham Spiller, Bristol

### LEGEND

**Q** G O'Donnell of Preston was having ornate key problems.

**A** "There are actually five ornate keys, four of which you should have

found already. Four are needed in the room with four switches, and the fifth to get out of the dungeon.

Anyway, in the room you're in there's only one damage rune you can actually hit. Fire Missile, Damage at it followed by a Missile, Damage, Damage spell. You should now be able to push the switch – do so. Fire Missile, Damage and pull it again. Fire Missile, Missile, Damage and pull the switch again. Then repeat from the 'do so' bit. You should then be able to continue. (Make sure you have the silver key with you, though.)  
Stuart Lucas, Bromley

### EYE OF THE BEHOLDER II

**Q** Jason Watson of Hinckley, if you remember, had come to a dead end in a room with nine pressure pads.

**A** "To open the door, place five items on the pads in an X-shaped pattern. As you walk towards the door it will open."

Be warned, though: the door leads to about eleven Margoyles, which you may find tricky, especially as you are unable to rest. There are a few secret doors around (hint – there's one just inside the door area) and some

### FUTURE WARS

**Q** Ben Roberts of Barnstaple was baffled by the numeric door lock. (If it's anything like the one here at Future Publishing, I can sympathise.) (We were wondering why you spent so long out in the car park every day – Ed.)

**A** "Use the OPERATE command and click on the first digit of the code. Quickly use the operate command again and click on the second digit. Repeat this sequence until the roof stops. You'll have to do this quickly or you'll be squashed!"  
David Jones, Braunton



# LOOSE ENDS

I know. Pathetic, isn't it? I couldn't answer any of these questions. If you can, please write in and help a stranded reader. And speaking of stranded readers, here they come now...

**Q** "I'm stuck in WONDERLAND. I don't know which container to use to get the treacle out of the treacle well." **Lisa Cuckow (aged 11)**

**Q** "I'm stuck in LEGEND in level one of the dungeons in the ancient city of Fagranc. I need a gold, a bronze, a diamond or a ruby key, but I can't find them. In one of the rooms there's a chest, but I can't reach it because there are teleporting stones in front of it." **Dries Terryn, Kortrijk, Belgium**

**Q** "Does anyone know a cheat mode for JAWS?" **Matthew Hinchliffe, Colne**

**Q** "I'm stuck in LEGEND, too, on level one of the Creyndor. I can't get the chest open in the form full of teleport spells as there seems to be a teleport spell in front of it." **Dave Russell, Bristol**

Where on earth are we supposed to go next?"

**Craig Blackthorn and Tony Stevens, Wakefield**

**A** Aw, go on then, just for old times' sake. You'll need to get the navigator's head from the cannibals by swapping it for your leaflet. Follow its nose to find your way around the catacombs to the ghost ship.

**Q** "I can't find the helmet needed for the circus trick." **S Barnes, Preston**

**A** The pot from the Scumm Bar ought to do.

**Q** "We can't find the treasure map. And after you've completed the three trials is that the end of the game?" **Dawn and Aidan Nelson, Bolton**

**A** To reach the treasure, start at the fork and follow the dance steps on the map (which you do, in fact, have). And no, the three trials are only the beginning...

## D/GENERATION

**Q** "Where do I enter the password (Ostrich) in the cover-disk demo?" **Gordon Hurdman, Castel, Guernsey**

**A** It wants to go into the computer terminal in the room with the bloke who gives you the explosives. You'll need the terminal username, too: Seth.

## BATTLE SQUADRON

**Q** "Do you no of a cheat mode?" **Peter Moorcock, Croydon**

**Q** "On FIRST SAMURAI, I've killed the baddy at the end of level eight but I can't find the exit. What am I doing wrong?" **Stephen Moore (aged 11)**

**Q** "I'm stuck in D/GENERATION. There's a man called John of Maryland who's meant to give you a password for a door, but he just tells you about 'black wings coming across the desert' etc. What's the password?" **J Brooker, Newcastle**

**Q** "I've got a problem with DEUTEROS. When the Methanoids attack they always have more ships and power than me, so they end up destroying all my ships and taking over Earth City. What should I do?" **A D Feather, Monmouth**

**Q** "Can you help me on Mayhem level five of LEMMINGS? I can't get the

lemmings to go up the last bit because the bridge is too short." **Stephen Moore (aged 11)**

**Q** "In CONQUEST OF CAMELOT, what do I do when I'm about to go into the desert at Gaza. I went with the boy (*Did I say anything? – Ed.*) and talked to the old man. Then I go out and the guide is there. What do I do?" **Stephen Greenholgh, Dapto, Aust**

**Q** "How the dickens do you rescue the seals in the fire level of CAPTAIN PLANET?" **Anon**

**Q** "I'm unable to get out of the king's castle on level one of LEGEND. I need to buy ingredients. I'm in the room with a weapons rack in the middle and two doors that will not open. There's a sign that reads 'Put all the weapons on the rack.' I've done this, but

the doors still won't open." **Chris Thomson, Northampton**

**Q** "And me! I'm in a room at the end of level one of the dark tower. There's a teleport rune in one corner, a river down the middle, two switches (on the other side) and some circles on the floor. What do I do?" **Stuart Lucas, Bromley**

**Q** "How do I get past the guard at the castle in SPIKE IN TRANSILVANIA? I've tried walking up to him with the bag of gold but it just doesn't work." **Hywel Rees, Cardiff**

All things considered, I suppose I didn't do too badly this month. (Relatively speaking, of course.) If you've got a question, or the answer to a Loose End, I'd be very pleased to hear from you. If it'll fit onto the back of a postcard, I'd be even more pleased. The address to write to is (as ever):

**The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And, for tradition's sake, don't forget to mark your Question or Answer "Question" or "Answer". (Or "Both".)**

## ADVENTURE and DANGER in this month's Mountain Biking UK



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**News** about the Nationals

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# IF WE'D KNOWN THEN...



## ONCE UPON A TIME...

...a little over four years ago, artist Paul Walker and programmers Chris Coupe, Richard Underhill and Byron Nilsson left Elite Systems. "We were fed up with what was being done there so we decided to go it alone," says Paul. "We formed Arc Developments and managed to get a project – *Forgotten Worlds* – and it went from there. We started in my bedroom with two employees – Tim Round and Warren McCormack – who were also ex-Elite and have since left us. Now we're in glam offices in Walsall, with a 14-strong team plus three freelancers catering for all formats and more."

## FORGOTTEN WORLDS

"We still consider this to be our best product. It was our first product and the first one where we were doing it how we wanted to do it. We pulled off some major stunts with *Forgotten Worlds*. I had to sit down and sketch all the graphics from the arcade machine before putting them on the computer."

The biggest problem was the complexity of the thing. There are so many little details and so many different things. No two weapons are the same, and there are two players, a parallaxing background, a multitude of aliens with a multitude of different sins and they all needed different graphics. I have to say that we wouldn't do it any differently if we were to do it all over again."

## ...what we know now, would top development team ARC

**DEVELOPMENTS have handled their mixed bag of conversions and licensed product any differently? Let's find out, shall we?**

### CRACK DOWN

"Again, I think this is very good. It was the first time someone had done a decent scroll on the humble Amiga. We were quite pleased with that – it was a bitch to do. We put all 16 levels in there, and everything that was in the arcade version went into that game. Unlike *Forgotten Worlds*, this was converted from the ST code by Chris because Tim Round's code was so good. No, we wouldn't really do it any different now. Actually, if we were to do it differently, I'd get Tim to put in all 196 frames for the main characters. All of them were drawn but he only bloody used 100 of them."

### DRAGON BREED

Again, it's quite reasonable. The biggest problems were the large sprites and trying to work out how the dragon moved. All of its segments overlapped but they didn't follow a path and each section only bent

so far. It wouldn't double back on itself unless you picked up some special weapons and it would curl backwards and forwards and that took a fair amount of time. We got zilch help from the arcade manufacturer. We would do it differently now, but I don't know how. It just lacked that little bit... Maybe it was the fault of the original arcade version."

### PREDATOR 2: THE HUNT CONTINUES

"It's reasonable. That's it. It was mainly following Mirrorsoft's design. They wanted us to make it like *Operation Wolf* AND the film, but when you look at the two there's not much you can do. We actually have the documentation telling us we're not allowed to show anybody dying, which made it difficult when the film's got blood and guts flying around. That's why people disappear in the game. We'd have loved to have put more things in, like people lying

on the ground drenched in blood. At the very end, after we'd been asked to stick tightly to the film, 20th Century Fox decided that wanted all these things put in which weren't even in the film, but we didn't have time. It was stuff like water fountains and fire hydrants spraying water on the Predator and shorting his hidden

### PREDATOR



*Predator 2 – "It's reasonable. That's it. It was mainly following Mirrorsoft's design."*

capabilities. We'd still take on another film, yes, but we'd look very differently how we'd do it. Most people seem to stick to the *Operation Wolf* formula when it comes to film licences, but it just doesn't work very well any more. With *Predator 2*, there's tension in the film, but the problem with basing a game on it is that there's only one Predator. Once it's dead, it's gone. There's not a lot you can do with a plot like that really."





# GAME REVIEWS

CONTINUED

## CATCH 'EM

**Publisher:** Digital Marketing International  
**Author:** Prestige  
**Price:** £25.99  
**Release:** Out now

*Catch 'em* is foreign, and cute, and nothing quite like you've ever played before. It also begs to be reviewed in the well-worn manner of spending the remainder of the word count explaining what the game entails, with an indecisive "Try it - you might like it" message to conclude.

**Publisher:** US Gold  
**Authors:** Epyx  
**Price:** £25.99  
**Release:** Out Now

**Y**o Dudes and dudettes! In this age of Wayne's World, Baywatch, Beverly Hills 90210 and the Olympics, what could make more topical (ie: commercial) sense than for a software company to evoke a tiny morsel of the atmosphere from each in a single concept? Think West Coast humour and slang, think sea and surf, think glamour and riches, and then think sports, of sorts. Sounds wacky? Sounds exciting? Sounds refreshing? Sounds fun? Sure, it SOUNDS all of these things, but unfortunately *California Games II* evokes 'just a tiny morsel' of each superlative.

It's not that any of the five sports are particularly bad, just boring. For example, Snowboarding involves being dropped by parachute from a helicopter onto a steep, snow covered, mountain from where you surf down to the sandy beach, which



This chap Jeff might look a bit young, and he might have his cap on backwards (I hate that) but he's a zoo-keeper, honest.

So then, here goes. Jeff is a zoo-keeper. One day, while reading his newspaper, some apes escape from their cages and scatter themselves throughout 30 levels. There are three types of ape - chimpanzee, orangutan and gorilla - each kind with its own cage placed somewhere on the level. Obviously it's

your task to return each ape to the correct cage one at a time, but specific tactics must be adopted to catch them. The chimps can be hit over the head with a baseball bat, but only when they stop to eat. So you'll need to collect a bat (which has a limited number of hits), collect some food, drop it in the path of the ape, clonk him one, stick him in your bag and release him in the appropriate cage. Orang-outans move somewhat more slowly around the screen and so can be hit and bagged in one. However, they do move ladders around for you, and as some platforms can only be reached by these ladders you'd better wait until they've moved the ladders to where you want them. The

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## CALIFORNIA GAMES II

Uh, it's like, I dunno, man. It's like totally tubular, y'know?



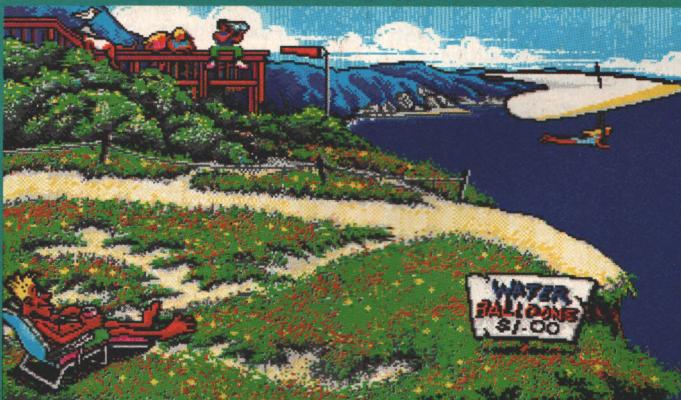
If you've ever wanted to surf down the side of a mountain, now's your chance.

sounds as amazing as it is preposterous. However, the reality is a numbingly repetitive pressing of the fire button to jump over logs and rocks on a simplistic obstacle course, nothing else really happens.

And so it is throughout the other sports, Bodyboarding, Jet Surfing,

Skateboarding and Hang Gliding. The idea in each is to do stunts for extra points, but the individual games simply don't inspire enough enthusiasm for you to want to master the rather limited techniques on offer. An eight player competition mode adds some incentive, but basically it's all too familiar.

Possibly I'm being a



Now this is more my kind of thing - sitting in a comfy chair with a nice cold drink, watching other people do the dangerous stuff.

It's, like, a most excellent idea for a game.



Dance a happy dance on your jet ski (or 'jet surfer' as these chaps seem to call it). Radical, dude.

the price: £25.99? Get real dudes.

• RONNIE RANDALL

### THE BOTTOM LINE

This is a non-essential item that will earn a fair recommendation when it eventually arrives in the budget bin where it belongs. But for the moment, it's most un-excellent.

52  
PERCENT



gorillas, too, can simply be hit and bagged, but watch out as they're likely to pick you up instead, making you drop the contents of your sack. There's only one thing likely to tame a gorilla, and that's a good kiss-up – so lure a male and female gorilla together and as the smogging session unfurls, you'll be safe.

Falling from a platform is another sure fire method to dropping any apes you may have collected (you can only carry one at a time), as is slipping on a banana skin if you haven't seen fit to picking it up first (they're a little tricky to spot, I'll grant you) and depositing it in a nearby bin. The bananas come from banana boxes from which the chimpanzees can steal the fruit and drop the peel – these boxes can be nailed shut (collect the nails first), but if there are two or more chimps about then they can re-open them.

And, with a few more details not essential to this review, that's about the size of it. Quite big, in other words, with thirty levels increasing to a scrolling twenty five screens on the largest, and quite an entertaining outing at that. And challenging too – make a mistake or run out of time and you'll be sure to see what you did wrong ready for next time. Basically, if you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliiins*, then perhaps you could make something of *Catch 'em too*.

• RICH PELLEY

**THE BOTTOM LINE**  
Weird but fun, and  
instantly graspable. Try it,  
you might like it. **69**  
PERCENT

## SWORD OF HONOUR

**Publisher:** DMI  
**Authors:** Gabor Harsanyi,  
Jack Dworznik  
**Price:** £25.99  
**Release:** Out now



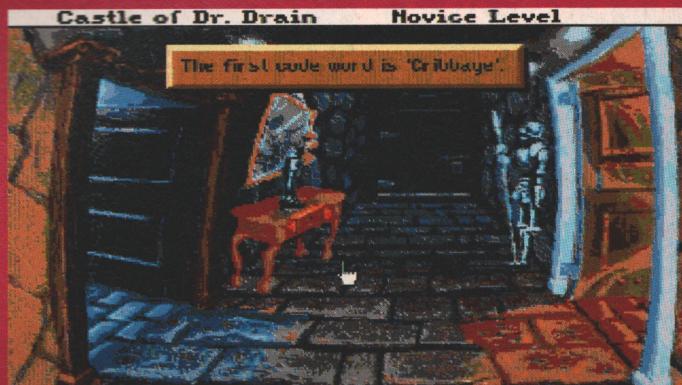
*Sword Of Honour – take that! Go on, please. We certainly don't want it.*

Okay, here's a recipe for you. Take a liberal dash of *Last Ninja* and peel off the 3D graphics. Add two teaspoonsfuls of 2D graphics. Now remove the game ideas from the *Last Ninja* and add it to the mixture. Stir well and stick it in the oven for 20 minutes. Take it out and leave it to cool. Congratulations, you've just made yourself a *Sword of Honour*.

So, *Sword of Honour* is little more than a 2D version of *Last Ninja*. Sure it's actually quite nice to play for a while, albeit

# THE CASTLE OF DOCTOR BRAIN

**There's nothing to beat a tasty bit of**



*Make your way around Dr Brain's castle (or Dr Brian as we've been calling him in the office) but make sure you keep a pen and paper handy.*

**Publisher:** Sierra  
**Authors:** Corey Cole,  
Douglas Herring  
**Price:** £34.99  
**Release:** Out now

Imagine you're taking part in the Crystal Maze, but there's no Richard O'Brien, no cackling band of middle-class, middle management types all shouting different instructions at you and you don't have to wear a sweatshirt so hideous you'd rather wrap yourself in a used bin bag. Sounds good? Well throw in (what seems like) a three hour wait between each puzzle and a control system that makes those robot arm lucky dip thingies at the seaside look advanced and you've just about got the recipe for *The Castle of Doctor Brain*.

Now let's see: puzzles, slow loading times, muddy controls... yep it's a Sierra adventure. But there are a couple of differences this time. It's an educational game designed to introduce kids to some basic scientific principles, but it's no doddle. No way. Even on the novice level, some of the puzzles are a fair old challenge. So, unless you've got a photographic memory, a pen and paper are essential to make notes and keep track of where you are in mazes.



*Clock this room, mate. Time for a bit of hard thinking. Face up to the problem yourself or get someone to give you a hand.*

interview and have to undergo a series of tests before you even get to meet him. (Rather like the way we check out people for jobs with AMIGA POWER – Ed.) These include things like sliding tiles to get them in the correct order, code-breaking, finding your way through 3D mazes, that sort of thing.

For every puzzle you get right you receive hint coins which can be used later on to help you out if you get into difficulties. Also, things earned in early puzzles may be of use in later ones. The control system is pretty much the same as for all Sierra adventures, and you can look at things, pick them up, use them, etc. But you don't actually have much of a choice about where you go or what order you do things in. Interaction with other characters is also pretty limited, so it's not really an adventure at all. You just go from one room to the next completing the puzzles in order.

But while some of the puzzles are presented as they would be in a book – word grids, for example – others are wrapped up in more traditional adventure-style trappings. The robot heads which control an electronic arm that has to pick things up – and you have to do the programming – are an especially good example of this approach.

The graphics vary from the amusing and impressive to serviceable and downright obstructive. The 3D mazes are

especially badly presented – you can hardly work out what are walls and what aren't, and some of the word grids are so hideous they're almost impossible to look at for more than a few seconds at a time. But there are some nice touches and some witty bits of animation, just to balance things out a bit.

The only other drawback is that it's not a very large game, and all the difficulty levels present you with the same problems – the harder levels just give you fewer hints or throw a couple more industrial-sized spanners into the works – which doesn't exactly encourage you to play again when you've played it once on an easy level.

So if you want to expand your kids' minds this is no bad way of going about it. Just be prepared to throw a quick party or have some cinema tickets ready to keep them amused while the thing is loading.

• DAVE GOLDER

**THE BOTTOM LINE**  
As educational games go, it's a lot more imaginative than most, it's just a pity that it's so darned slow and difficult to control. **61**  
PERCENT



a very short while. It's actually a pleasant game to look at with oriental style graphics, and big, colourful backdrops which set off the large sprites really well, but then the programmers go and spoil it all by making the character move.

Alright, the movement is sluggish, but just this once, because I'm in a good mood today, we'll let them off with that seeing as everything else looks tasteful enough. What other elements can we examine instead?

The puzzle element is a contradiction in terms. The puzzles are so easy to figure out it's more like common sense (if you think *Shadow Of The Beast III* is obvious, this'll blow your mind). You want an example? You come across a monk who says he is ill. On the very next screen is a health potion. Well, I wonder, what should I do? Mmm. It's a wild and crazy idea, but maybe I should give the health potion to the sick guy.

Never mind, maybe the combat could make the game worthwhile. Unfortunately it really isn't a great deal of help in the 'making this a bit of a better game' department. You'll come across several different characters in your quest but they will all fall victim to the same move. The only exception are the ninjas but they all succumb to another move. So, just two combat moves are all you'll need to hack your merry way through the whole game. When there are so many potential moves to use it is a real shame that you only need to use a couple to finish off anyone you come across.

Just to be a bit different, the programmers have included some icons on screen that you can use to control your ninja by mouse. Unfortunately there are only six of them so your moves are somewhat limited, not that that is much of a loss. It's completely pointless and a waste of screen space.

So let's see what we have. First, *Sword of Honour* is based extraordinarily closely on *Last Ninja*. Well, that doesn't necessarily make it a bad game (though it's a bad start). The graphics are very appealing, but then again, looks aren't everything. The music is nauseating and actually had me wishing Stuart would put one of his 'interesting' tapes on the office stereo. The gameplay is almost non-existent and the combat really is much too easy. As if that wasn't enough, each individual screen is loaded in as you move through the game, which means you can literally spend longer waiting for the screens to load than you do playing them. If all this seems to be the recipe for a bad game, you're right. *Sword of Honour* sets a low standard, and still fails to reach it.

● LES ELLIS

#### THE BOTTOM LINE

With nothing original and an awful lot 'artistically' borrowed from *Last Ninja*. It's a poor man's copy however because it is very slow to play and gets boring too soon due to the combat being so easy. With this little challenge why bother?

28 PERCENT

# G-LOC R360

A not very good

**Publisher:** US Gold  
**Price:** £25.99

**Authors:** In house  
**Release:** Out now

**N**ow look, *G-LOC* is really not a very good game. Hang on, that's being a bit diplomatic. Oh, what the hell, I'll just come out with it. It's crap. There is absolutely nothing good about it whatsoever. It's utter rubbish. Okay?

The graphics look like they were ported from some ancient 8-bit machine and the sound – well, the sound isn't even as good as that. The box says that it delivers pulse-pounding excitement. More like pulse-pounding hair-ripping apoplectic fury when you see what you've just spent £26 on. The whole point of *G-LOC* was the speed that made it playable in the arcades, not to mention the fact that the R360 made your stomach churn while you were playing it. Even with someone tilting my chair by hand it just wasn't the same. Mind you it did make my stomach churn. Well, that's only partly true. In truth, *G-LOC* just made me want to puke.

If you're still reading this, you may be under the impression that I can't stand this game, and you'd be right. How anyone can justify a £26 price tag is beyond me. £7.99 on a budget label would still be over the top, in fact I would feel ripped off if this was in the Prism £2.99 Pocket Power range that's been in the petrol stations and supermarkets over the last few months.

Hang on, I've got it. It's an initiation stunt by the rest of the lads. They've got a Spectrum emulator running on my Amiga and this is really a Speccy game. No? There's only one possible explanation, then. *G-LOC* is rubbish.

If you're desperate to throw your money away then why not send it us? We

Conversion of a



The stunning view from the cockpit of the blue sea and the blue sky.

not very good game.

promise we'd put it to really good use. Still, if you're absolutely deadly desperate to buy this game here's what you can expect. Possibly the worst Amiga graphics ever, terrible sound effects and gameplay that even your oldest granny would find slow, tedious, and unbelievably repetitive. The only possible enjoyment you can get out of this game is trying to work out what the hell the pathetic speech is supposed to be, or what on Earth's actually going on most of the time.

This is possibly the most dismally-programmed, boring, and unimpressive piece of software I've ever seen. They say the game has 36 action-packed suicide missions. The '36' is fine, 'action-packed' is stretching the point to the limit and as for suicide, well, if you've bought this, we could understand how you might be considering it. But hey, that'd be silly. Just don't bother to buy *G-LOC*. Spend your money on a crate of cheap diet coke instead. Even that leaves a better aftertaste.

● LES ELLIS

#### THE BOTTOM LINE

The worst piece of software I have ever come across in my life. If you still go out and buy this, then you need your head kicking, if we're being honest. Expensive, tacky, crap, rubbish. Are you starting to get the message yet?

7 PERCENT



As you must be aware, by now, *G-LOC* stands for G-force – Loss Of Consciousness. But here you're more likely to lose consciousness through boredom than G-forces.

# BATTLE ISLE SCENARIO DISK 1

**Publisher:** Ubi Soft

**Price:** £19.99

**Authors:** Blue Byte

**Release:** Out now

**Other details:** Hard drive required



In two-player mode on *Battle Isle*, both players get to control their chaps simultaneously. Ooh.

It's been said before, and I'll be the one say it again: reviewing data disks is always a bit ridiculous. If you loved the original, then you're bound to go a bundle on some extra bits and pieces for it. And if you don't own (or no longer want to play) the original game, then it's of no interest to you.

So, in a time-honoured, tried-and-trusted, cut-and-dried kind of way, I'll tell you that the scenario disk offers *Battle Isle* fans 34 new maps (25 for the solo mode, and nine for two player games), plus plenty of more subtle bits and pieces such as larger maps than in the original game. Of course the new map layouts require players to devise new strategies, overcome new challenges, and basically find new ways to blast the opposing side to kingdom come.

But wait! What about all you people who don't own *Battle Isle*? Maybe, you're sitting at home, reading this, and wondering whether to fork out for the original game (and maybe this data disk too). For the record, Stuart gave it 78 percent way back in issue 9. His main beef with the program was the amount of time the computer took to make its moves, and of course this problem still remains. But it's in two-player mode where *Battle Isle* really comes into its own, turning into a fast and furious wargame (yes, it can happen).

So, um, there you have it. As data disks go, this one's good value for money. And while not solving the main problem of the original game, the scenarios within do offer a hulluva lot of playing time. So, *Battle Isle* fans, this is the place to come.

● MARK RAMSHAW

#### THE BOTTOM LINE

Great stuff for fans of the original, and maybe a little incentive for others to go out and buy it. As usual, naff all use for anyone else.

78 PERCENT

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(X

## BUDGET

## NARC

**Publisher:** The Hit Squad  
**Price:** £7.99  
**Release:** Out now

Sometimes I think it's a pity we're not allowed to swear more in AMIGA POWER because when a game as bad as *NARC* comes along, 'crap' (which is as far as we can legitimately go) doesn't really seem harsh enough. ♦♦★♦ is more the word, but as I've said, we're just can't print that.

Worse still, I can hardly think how to begin explaining why *NARC* is so awful. The gameplay – walk left to right along a scrolling play area shooting baddies – in this case (throwing open a huge moral debate into the bargain) both dealers and



Keep the world safe from men in dirty raincoats. But then again, why bother?

users of hard and soft drugs. Alternatively you can bust them by the somewhat unrealistically simple power of touch. More points, but shooting or missiling them is vaguely more fun, and much safer. Right then. Continue shooting and collecting the ammo and drugs/money dropped for twelve levels, with no interactive scenery

(apart from some cars on level six), and no variety in gameplay give or take a few safe-cards (ie keys) which you need to collect to exit the level.

Add the most ludicrous animation ever, top it all off with a crap "die punk" and machine gun sampled tune (that you have to sit through before starting every game) and you're away, sweating, quivering, foaming at the mouth even, at the thought of ever having to play such a monstrosity of a game.

• RICH PELLEY

## THE BOTTOM LINE

£7.99? I wouldn't even pay a tenner for it.  
 (Er... Ed.)

17  
PERCENT

## SHOOT-'EM-UP CONSTRUCTION KIT

**Publisher:** GBH Gold  
**Price:** £9.99  
**Release:** Out now

**S**o you're convinced you're a bit of a Bitmap Brother? Reckon you could give the author of *SWIV* a run for his money? Then tonight, may I recommend the *Shoot-'Em-Up Construction Kit* from the menu at the GBH Gold range. Buy this item and before you know it, you could have Amiga owning shoot-'em-up fans around the globe eating out of your hand.

Such is life that with any type of Amiga-based construction kit there are going to be limitations. The stumbling block here is that things, scrollingly speaking, can only go vertically, so any *R-Type* or *Defender* clones you might have had in mind get knocked instantly for six. Fortunately the scrolling can either be continuous, push-type or stationary – perfect for *Sidewinder*, *Commando* and *Space Invader*-cum-*Asteroids* rip-offs respectively which,

strangely enough, are what you'll find lurking on the second disk as the demonstration games. A quick play through each (using the cheat option, of course) and you should be suitably motivated to dive on in there, desperate to write your own.

Even with a construction kit at your disposal, writing a game is still going to take some time as basically you are still faced with some of the problems a 'real' programmer has, only you are presented with them in an intractably user-friendly way. First, there're all the objects to design and colour on a 24 x 24 grid, along with up to 18 sprites of animation for each, with copy, mirror and slide options available to speed things up. You'll have to do your own character and all the different types of baddies you want, not forgetting that objects can be joined and moved together for large tanks or swirly snakes and such. Don't forget you'll have to design sprites for each object moving, shooting and dying as well – as you can see, this is going to take some time although, in my opinion at least, time enjoyed spent. Then there're all the statistics to set – how many hits each baddy takes to die, where they start, and what pattern they follow. I like the way this is set – you place the baddy on the screen and move



Or what about some kind of tanky, planey lazey shooty thing? The possibilities are quite literally 'few', but it's fun nevertheless.

him through your chosen route with the joystick. Very effective, and you can concoct some dastardly attack waves creating, if you think about it, vastly different types of gameplay.

Creating levels boils down to designing the backgrounds (again using individual hand-drawn blocks) and sticking them all together, and strategically placing the baddies. At this point we almost have a game on our hands, all we need now is the sound – and this bit is great. Three directories full of IFF sampled sounds are supplied with which you can tinker at will. You want Mickey Mouse shrieking "Die, sucker" every time you fire? You got it. You want the enemies to burp when they are shot? Pah – easy as pie.



Create a spacey shooty scrollly thing and amaze yourself and your friends.

## CJ IN THE USA

**Publisher:** Code Masters  
**Price:** £7.99  
**Release:** Out now

Oh dear. The first *CJ* game (*CJ's Elephant Antics*, reviewed way back in issue one with a respectable 63%) was quite a fun little platform runaround in a simplistic kind of way, so the Codies, in their tried-and-tested style, have brought us a sequel. At first sight you'd be forgiven for thinking it was in fact the very same game, but sadly on further examination it proves to be nothing that good.

The joystick response in *CJ In The USA* seems to have been seriously muddled up since the first game, and

Finding something else to say about *SEUCK* could be a little trickier though, and a mark has eluded me completely. Its main flaw is that if you write a game on this and show it to someone else, they'll know that you've used *SEUCK* to do it. Sure, some of the concepts you could adopt would be hilarious, but as for real gameplay, you can't have any special bonuses or any element of real surprise or originality and so, to be brutally honest, your game won't be very much fun to play. But then again, you can't really give a score high

enough to justify the feeling of satisfaction of having actually written a game of your very own (or even just modified the ones supplied). I loved *SEUCK*, and haven't had so much fun since penning the infamous *Attack of the Inter-Galactic Killer Green Triangles* back in 84 on *Game Designer* on the Spectrum.

• RICH PELLEY

## THE BOTTOM LINE

A bit of an ambiguous score this. The end result may be a little boring to play, but getting there is fun beyond belief. *SEUCK* is fun, a gem to use and understand and, let's not forget it, now very cheap.

85  
PERCENT





**It may look cute, but you have been warned. Stay away from it!**

combined with the, er, enthusiastic collision detection, the first impression you get is of a game that's seriously annoying to play. As you struggle further on through the featureless landscapes it continues to be seriously annoying, never more than when, in the first level, you fall into a little pit containing one of the little baby elephants you're trying to rescue, only to find that there's then no way back out and no way to get yourself killed either. One reset of the Amiga later, I really had to force myself to play again, and when I did I simply found more of the same – fiddly, finicky platform design, crap control to try to negotiate it with, and nothing worth seeing when you do. I quite liked the first CJ game, but this is complete trash.

● STUART CAMPBELL

### THE BOTTOM LINE

Dull, uneventful, annoying, badly-designed rubbish. The worst Codies game I've seen in a very very long time, and even a cute elephant character can't save it. Ugh.

19  
PERCENT

## MEGA SPORTS

**Publisher:** US Gold

**Authors:** Epyx

**Price:** £30.99

**Release date:** Out now

In the wake of the Olympics, here's another sports game package jumping on the already overloaded bandwagon. The difference being that we've seen most of the contents of this compilation before – *The Games Summer Edition*, *California Games*, and *Winter Games*, but *Summer Games* and *Summer Games 2* have been commissioned solely for this compilation.

*The Games Summer Edition*, as



**Ski jump in comfort without all that tiresome smashing into the ground and breaking large numbers of bones**



**Contestant Practice 01:24**  
**It's, like, totally tubular, dude. (You're getting the hang of this, aren't you? – Ed.)**

you'll probably remember, is based around the 1988 Seoul Olympics in South Korea. There's a choice of eight events – archery, diving, hurdles, velodrome cycling, hammer throw, pole vault, rings, and asymmetric bars. All are laid out well on the Olympic Village map screen. By going to an event icon which is drawn above one of the stadiums, your choice is made. You can just practise, compete in all events or just choose one event. Either way it beats Ocean's *Espana – The Games* by putting the player straight into the action. You can also choose the two player set-up and compete against a chum. So as well as event variety there's a bit of flexibility and scope too.

*Summer Games* and *Summer Games 2* comprise 16 events including many of those already offered in *The Games: Summer Edition*, as well as extras like kayaking and skeet shooting. It has to be asked, why commission a game that includes events already in the package? Were they really commissioned at all?

*The Games Winter Edition* is set up in much the same way as the rest of the compilation, with a choice of seven events, the luge, figure skating, speed skating, downhill skiing, slalom, the ski jump and cross country skiing. You can practice, compete in just one event or try your luck through all the events with the ultimate reward of medals.

*Winter Games* offers the Amiga sportsman even more variety with figure skating, free skating, speed skating, hot dog aerials, ski jump, biathlon and bobsled. It too is based around Olympic competition and is a definite must for all Eddie the Eagle fans. Yes the ski-jump has to be seen to be believed. Could this be the beginning of lots of Eddy Eaglets on the Amiga?

On a more alternative note *California Games* puts you on the trail of hip dudes and cute babes, but remember to take your Bill and Ted phrase book. You're taken to the sunny wacky West Coast where you'll find half pipe skateboarding, foot bag, roller skating, BMX bike racing, flying disk, and surfing instead of field events and skiing. There're no more stuffy officials here – it's freedom city where you'll be disqualified unless you celebrate with wild screams, and behave like a bad dude. The judges are all washed up hippies while babes on the beach mark the surfing. Now that's what I call radical, dude! (Calm down, Matthew – Ed.)

Yes, it's a pretty varied package, but what about the mechanics? Well with events varying from horse-jumping →

# DYNAMO

**Publisher:** Code Masters

**Price:** £7.99

**Authors:** Lyndon Sharp, Peter Ranson  
**Release:** Out Now

Code Masters seem to be able to chuck out cute, colourful arcade games at the drop of a hat. None of this two-years-in-development, hype-it-up-and-let-everyone-rave-about-it for them, they seem to be happy to just bang 'em out every couple months without waiting to see whether the last one actually sold or not. It's been a long while since we've seen a real scorcher of a game from the Codies and if this is anything to go by we're going to have to wait just a bit longer.

Austen Von Flyswatter has given up his ideas of becoming a world dictator. It's an overcrowded market and there's only ever one vacancy. In his disgust he's gone on a retreat to the moon, but, being as evil as he is, he's nicked the world's largest diamond collection on his way. Sounds like a job for a superhero, but unluckily they're all on holiday, which means it's a job for (slight fanfare) Captain Ernest P Dynamo...

Dynamo's been in retirement for a while and it shows, (his middle aged spread's turned to old aged fat), but he speeds to the moon anyway and finds that Flyswatter has spread the diamonds around his lair. He's going to have to get them all back before he goes home, and it'd probably be a good idea to give Von Flyswatter a bit of a seeing-to at the same time.

*Captain Dynamo's* graphic artists seem to have run out of ideas after the first level. It looks quite eye catching at first, with a neat use of shading to create a metallic, dark feel. Unfortunately that's about it. Moving through the levels turns up no variety in the visuals. It's a pity because with a little work they could have really gone to town on the sci-fi thing (well it IS set on the moon).

Dynamo is one of those brave (stupid?) super heroes who never uses weapons, so he has to resort to jumping on all the weird creatures that patrol the caverns. He may be old and fat but you're the one lumbered with getting him through the levels solving the so-called puzzles. Most of these puzzles are limited to timing your jumps right though, so it's hardly brain teasing stuff.

Did I mention the sound? No? There's a good reason for that: it's awful. Make sure you play with the volume right down or your pet cat will join in with a chorus of its own.

*Dynamo* will undoubtedly appeal to younger players. There are a great many more challenging games out there, they may be a little more expensive but you get what you pay for. Initially this may be fun but it soon gets boring because of the lack of variety in the graphics and action. Cheap and tacky!

● LES ELLIS

### THE BOTTOM LINE

It's too easy and too slow. With no variety in the graphics and a soundtrack your mother will kill you for playing loud, give it a wide berth.

57  
PERCENT



# SOCcer PINBALL

**Publisher:** Code Masters  
**Price:** £7.99  
**Release:** Out now

It's soccer. It's pinball. It's soccer and pinball. It's Soccer Pinball! (Do you want a job writing AMIGA POWER captions? – Ed.) Only it's not (soccer and pinball, that is). Well not very much anyway.

At least the instructions are a laugh. "Hip dang doody," they hoot, "hear the crowd roar in the craziest footy sim yet." Now I don't claim to be the most perceptive of people, but when I played Soccer Pinball it seemed more like a pinball sim with only a vague football theme to the first table. Hang on, I'll check... yep, it's a pinball sim all right, and not a particularly good one at that.

The first table does indeed have a footy motif – it's green and it's got a picture of a footballer on it. If you manage to score two goals (knock down a 'goalie' block and send the ball into the goal) you progress to the first of three 'bonus' pin tables. This first has a casino theme (how fondly I remember watching Spurs play cards for the cup). The second has a fruit machine vibe about it and I lost interest at this point and didn't bother to find out what the third was all about.

Now, I'm sufficiently old to remember when these newfangled computer things were something of a novelty. We used to be excited to see a text routine that remembered our names, so I'm still disposed to be impressed by almost anything these programmer-types can make my Amiga do. But there are two things that make it really difficult to be impressed by Soccer Pinball.

The first thing is that it's very, very boring. If it even looked good, I might have

made some allowances (pinball itself can be pretty dull). But it doesn't. The features on each table are limited, and there's precious little incentive to carry on to reach the bonus tables for more of the same. The second thing is Pinball Dreams.

Pinball Dreams proves that it's more than

possible to simulate the movement of a steel ball in real time on a 16-bit computer in an absolutely convincing way.

Given that it can be done so well (and, after all, the laws of mechanics that govern the movement of balls and stuff are pretty well-known), it's a disappointment to see it done here in such a shoddy way.

In Soccer Pinball the ball slowly rolls about the place in almost exactly the same way that a real steel ball doesn't. The flippers entirely fail to flip in a flipper-like way and the top quality collision detection routine allows the ball to pass clean through some of the obstacles every once in a while. Oh, and it may be an exciting bonus feature, but I once managed to make the ball leap completely off the table and fly around for a bit in a most un-pinball-like way.

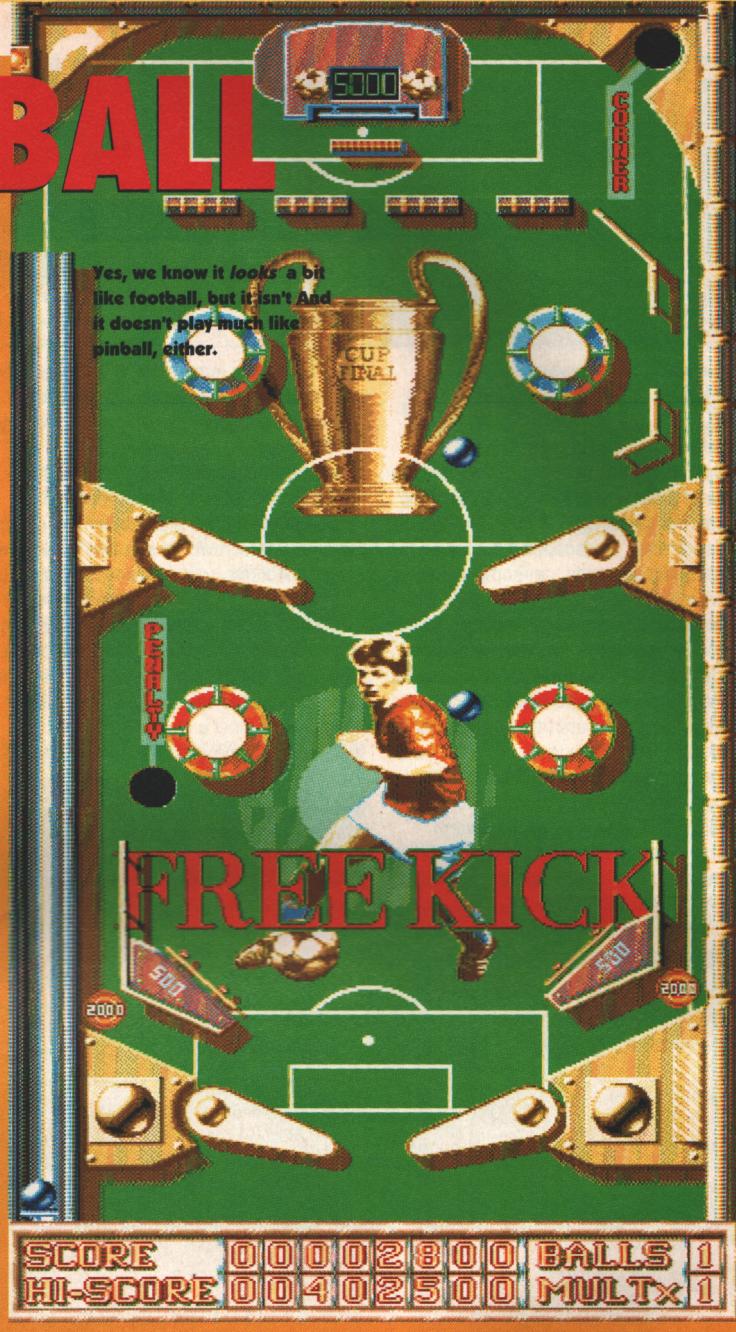
So then, m'dears, it's all rather dull really and doesn't capture any of the excitement of either soccer or pinball. And we know, don't we children, that it can be, and has been, done much, much better.

• TIM NORRIS

## THE BOTTOM LINE

It's okay for a while, but only a really short while. Like about a minute. After that short while you'll see how tatty it all is and become pretty bored. If you want pinball on your Amiga, then get Pinball Dreams.

31  
PERCENT



SCORE 000002800 BALLS 1  
HI-SCORE 00402500 MULTx1

(I'm really great at that. I jumped three horses in a row once – Ed.) and athletics to clay pigeon shooting and surfing you'd expect the control system to be a complex one. Fortunately you'd be wrong, for the most part. The joystick is used in a different way for each different event, but everything you need to know is clearly explained in the manual. Although it can be awkward at times, controlling your sportsmen is generally a straightforward affair.

Graphically all of the games use a familiar, well worn, but successful formula. Animation is minimal, but effective with some alternative 3D views while backgrounds and intro sequences do create the right atmosphere.

Mega Sports offers variety, action and scope with a two player option, and despite a number of silly flaws (like the duplication of events), it's a much more together sporting experience than most of the Olympics-inspired efforts we've seen so far. It's a bit repetitive and there are a lot of disks to juggle with, but this isn't too bad at all.

• MATTHEW SQUIRES

## THE BOTTOM LINE

There's plenty of varied action and you can play it with a chum. It's got some pedigree, but then it's not what you'd call state-of-the-art, it is based on an old formula and it lacks imaginative foresight. It's swings and roundabouts, really.

68  
PERCENT

## TOTAL RECALL

**Publisher:** The Hit Squad  
**Price:** £7.99  
**Release:** Out now

To be fair, Ocean were hit with a number of set-backs tragically close to Total Recall's initial full-price release, namely a total change of development team and the problems with the rights to use Arnie's likeness (which is why the sprite looks little



A couple of muscley geezers run at one another on a platform. Uh-huh, I see.

like him). So perhaps you'd be inclined to hand over your £7.99 more out of sympathy than in the belief that you're about to receive a half-decent game

Which, I feel it my duty to inform you, you're not. Predictably, crossing Arnold Schwarzenegger with a film tie-in seems to have equalled a run-a-little-man-about-shooting-baddies game with gameplay thinner than a Jacob's water biscuit on a bad day.

More subtle problems with this one include brain-dead baddies who both fall down gaps (which you jump over) and

refuse to follow you onto the moving platforms. Due to the limited ammunition, this is something that you'll find yourself using to your advantage repeatedly, even though it doesn't provide the most satisfying way of progressing. Trying to engrave the layouts of the levels on the memory is the only real challenge, collecting objects and pulling switches (on later levels) as you go. And then there're the driving sections (levels two and five) which, just for the record, aren't very good either.

And there we go. Nice graphics, not-very-nice gameplay. Total Recall? (Totally predictably) Total Rubbish, more like.

• RICH PELLEY

## THE BOTTOM LINE

Okay, perhaps it isn't that bad, but it's the sort of game you've seen before, and were probably hoping you wouldn't ever have to see again. Quite nice graphics, though.

41  
PERCENT

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## THE ADVENTURES OF QUICK AND SILVA

### Anglia PD

As horizontally-scrolling PD shoot-'em-ups go, you don't get much better than this. With cutesy graphics heavily-inspired by *Rainbow Islands* (let's call them a homage, shall we? Okay, let's call them ripped off), *Quick and Silva* looks great

and plays brilliantly.

The premise is simple. You play Quick (and a mate can play Silva if you like) and you go from left to right through a variety of multi-platformed levels blasting everything in sight, except the bonuses which you collect. All the usual paraphernalia that makes platform games that much more challenging is here: hidden platforms, a touch of puzzling, hard-to-kill meanies. There's an impressive variety of levels, each with their own individual character, and the accompanying music doesn't, for once, make you reach for the 'sound off' option.



It just shows that you don't need new ideas if your gameplay's up to scratch.

## IT'S A FUNNY OLD GAME

A brace of footy-inspired games to accompany the new season.

### A STRIKER'S STORY

#### Digitz

Would you believe a football text adventure? And I don't mean that someone has stolen the FA cup and you play Inspector Semaphore on the trail of the burglars. Nope, the format of this one is: "The whistle blows and the game is



Do you a) pass the ball, b) keep it or c) sell your house and go round the world?

under way. Do you pass to Smudger (S) or Gazza (G)?

Yep, you play the matches by making choices like these. To be fair, the intro bit does describe the game as more of an interactive comic book, though there is less interaction than there could be. For the first few screens, many of which are fairly appealingly drawn, you're just required to press the space bar to go from image to image, which inform you

that you are S Venners playing for Brummington Rovers.

You do have a few choices you can make that aren't match-related, such as deciding whether to stay with the club after a match or whether to go to a nightclub or down the pub. Unfortunately, this version appears to be just a taster, and there's only one match then a promise of a full game to come. It's an interesting idea as far as it goes, but nowhere near meaty enough yet, so perhaps it'd be better just to wait until the real thing is available.

VERDICT: At least it's a new idea, but it doesn't have the depth to make it worth the bother of ordering.

★★

### SUPER LEAGUE MANAGER

#### Pathfinder PD

This is a football management game that is impressively comprehensive. It needs to be, because the presentation is so sparse – just screens full of text – that the depth of features has to be good to make it worthwhile. And it just about manages.

You are the manager of a club (you choose from a selection of real-life clubs – if you can call Bristol Rovers a real

POS	NAME	AGE	SK	EN	ST	PICK TEAM
G	B. BOLISTER	27	4	12	P	
D	D. HATSON	27	4	16	P	
L	L. DIXON	21	4	14	P	
M	M. BRIGHT	28	4	12	P	
H	H. WEST	25	4	12	P	
M	M. HARRISON	23	4	12	P	
B	B. BARTON	29	4	12	P	
G	G. LINEKER	26	4	12	P	
J	J. GREENE	22	4	10	P	
S	S. SAWSON	24	4	14	A	
H	H. BLACK	24	4	14	A	
M	M. HARROD	36	4	14	A	

TEAM RATING:
KEEPER
DEFENCE
MIDFIELD
ATTACK

I'd choose that Lineker geezer if I were you, he seems to know what's what.

football team that is). You have to pick your team, train it up and keep your eye on the financial side of things as well. You can buy players from other teams and sign up apprentices. You can even seek sponsorship.

After each match you are told what the attendances have been and how much the takings at the gate were (and, more importantly, how much you get). You are also told how the other teams in the league have done, and shown how the league table looks.

Considering the amount of effort you put in to making the management decisions, the sheer brevity of the all-important matches (you just click on play match and a split second later you are told the score) is a disappointment. Some kind of fanfare would have been nice.

VERDICT: What it does, it does well and pretty comprehensively. But you need to be into this sort of thing, ie graphic-less, cerebral challenges.

★★★

None of it is very original, but it's all done with such style and polish it's well worth checking out.

VERDICT: It might show its roots a bit and hardly pushes back any boundaries, but, hey, with graphics and simple, wholesome gameplay like this, who cares?

★★★

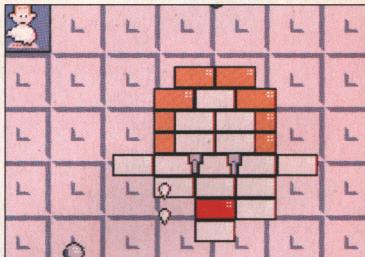
## UNAFITZ

### Ash PD

This month's *Shoot-'Em-Up Construction Kit* offering comes once again from Ash, the man determined to find new ways of creating games using this rather limited games-writing package. Sometimes, as with last issue's *Calvin and Hobbes*, the results are quite appealing.

Unfortunately, *Unafitz* is a wild mishmash of eclectic and clashing styles that ends up a tedious mess. (By the way, does anyone know if *The Word* is coming back for another series?)

The basic premise is... well... er, there doesn't actually appear to be one. The main character is a slow-moving Irish



It looks a tad shambolic, and *SEUCK* games are usually more fun to write than to play anyway.

kettle that fires water at a wide variety of exciting things, ranging from common old blocks to the more unusual table-football players.

You progress through the levels with no sense of logic – you don't seem to need to clear one before you proceed (this could be a bug, though). With some levels being almost *Breakout* in style, and others more standard *Space Invaders*-inspired blasters, there's no sense of unity or progression, and the whole thing becomes rapidly tiresome. Combine this with the fact that some of the screens are pretty hideous to look at and the whole thing is very slow, it's definitely one to avoid.

VERDICT: A bit of a mess really.

★



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£199

Ref: EMU 0500

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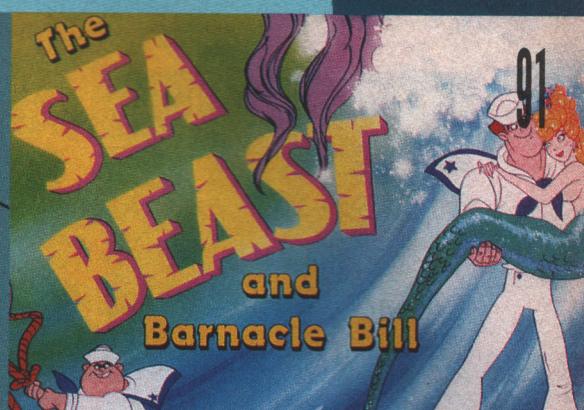
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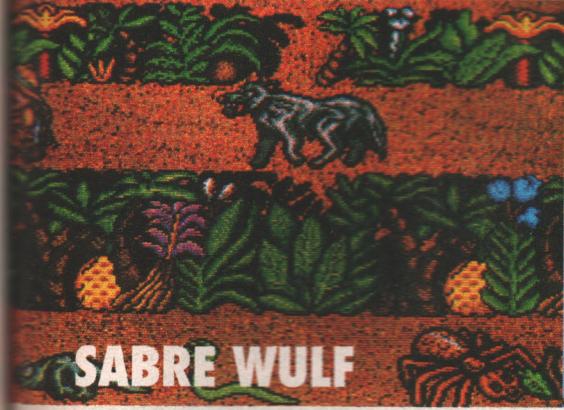
BILLY THE KID



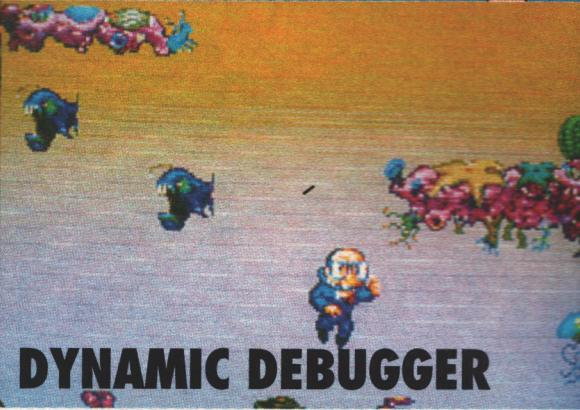
DICK SPECIAL



The SEA BEAST and Barnacle Bill



SABRE WULF



DYNAMIC DEBUGGER



APOCALYPSE

# WHERE ARE THEY NOW?

You read the Shape Of Things To Come section in AMIGA POWER month after month and see dozens of new titles announced. You may even see advertisements. Your interest gland swells to bursting point while you wait. And you wait. The months of waiting turn to years and by then the names are lost in the mists of time. Well, now we can put the tormented souls to rest. Here's where you find out what happened to all (well, most) of those long-lost projects. Some titles may not ring any bells. Hell, you may even not care what happened to them. But for those of us who do, Gary Penn's been digging for answers.

**S**o much Amiga software has been started but not finished. The list of never-ending projects seems... well, never-ending, which is why this isn't in fact the definitive guide (but - hey! - it's not far off).

To be perfectly honest, most of the unfinished symphonies weren't worth pursuing in the first place. And given the amount of stuff which does make it onto the shelves, it's inevitable that a fair amount will fall by the wayside. But there has been a handful of potential gems lost along the way, among them Realtime's *EPT*, Sandy White's *Dick Special*, and Strangeways' *Body Count*.

#### IT'S JUST A KISS AWAY

In a seldom seen side of the software biz there are many reasons for the delays, most of them tedious and business-orientated. The sad long and short of it is, most projects mentioned here will never see the light of day.

As one publisher put it: "A programmer may say it will take nine months to finish a product and then three years later they are still working on it. You reach the stage where you have to say enough is enough."

Sometimes the programmers simply move on. The isometric role playing adventure *Broadsword* and the *Dungeon Master-y Lasers And Labyrinths*, both for now defunct publisher Firebird, fell foul of their respective development teams 'folding'.

Other explanations for a product's disappearance can be a little more convoluted and contractually delicate so publishers aren't prepared to comment.

Some publishers, however, have nipped the problem in the bud and decided it's simply not worth enduring the agony and expense of bringing some product to the Amiga from, say, the essentially hard-disk-based IBM PC

originals. Often, it just isn't worthwhile converting them to the Amiga.

The Spectrum HoloByte simulations *Vette*, *Tank* and *Avenger A-10* were considered too technically demanding to be converted for Mirrorsoft. Lucasfilm Games aren't bothering with *Secret Weapons Of The Luftwaffe*, and, on a sadder note, their imminent *Indy Adventure* is likely to be one of their last Amiga floppy disk wares.

French publisher Infogrames is also unlikely to be releasing much on the Amiga in the future, apart, that is, from Disney's educational wares.

Other projects are announced but don't even reach the drawing board - licensed wares especially. Paying a fortune for the rights to publish floppy interpretations of a character or blockbuster film is all very well but if you miss the cinema or video boats...

#### BIG SCREEN NEVER SEEN

Activision didn't get very far in bringing James Cameron's silver screen dream *Abyss* to the Amiga, although it looks as though the *Aliens Vs Predator* licence which Activision also acquired at around the same time may yet appear... but probably not on the Amiga.

The chances of seeing The Edge's treatment of the *X Men*, *Miami Vice* and *The A Team* are very slim to say the least. Then there was Grandslam's *Dandy*, as in the comic. Work began on an arcade adventure starring the main Dandy characters, but that met with "technical difficulties".

But who'd ever have thought that Charlie Chaplin, Marilyn Monroe and James Dean would grace the Amiga? They nearly did thanks to US Gold... but it would appear that they didn't know quite what to do with them after all.

In 1988 US Gold were rumoured to be bringing us *A Nightmare On Elm Street's* Freddie and Iron Maiden's mascot, Eddie. But they didn't. And then in 1991 it looked as though we might see *Sonic The Hedgehog*. No such luck. Sega are, as they say, "brand building the character" so it's unlikely we will ever see the spiky blue hedgehog speeding on the Amiga.

Still with US Gold, Delphine's adventure version of *The Godfather Trilogy* never left the drawing board. The team moved on to other projects.

The most common reason for abandoning projects after months of work is the often euphemistic "technical difficulties". Casualties here include a clutch of Ocean conversions of Konami arcade titles

(including *Green Beret*, *Rastan Saga* and *WEC Le Mans*), and Image Works' *Terrarium* (an arcade adventure set in a bottle garden).

But it's not all doom and gloom. There are a few projects which may yet make it, though not in their original guises. Maelstrom's space epic, *Starlord*, is shaping up for release through MicroProse five years after work began for Firebird.

But wait, there's more. Join us, over the next five pages, as we take an A to Z trip through the games that never made it...



## ACTION CONCEPT

**Publisher:** Titus  
**Original ETA:** Winter 1990

**Briefly:** The French publisher's ah... action concept was to produce a system disk capable of running additional action disks. No ordinary data disks these, though. The action disks would be individual titles in their own right utilising the generic display techniques provided on the system disk to provide new scenery, characters, missions and scenarios. First up was *Commando War* in which two players could simultaneously control 12-men units in a World War II scenario. It was due to be followed by *Vikings*, *The Battle Of Trafalgar*, and an Aztec adventure.

**What's The Score?** The system was up and running and looking rather neat but it was simply never completed. Titus preferred to concentrate their efforts on the likes of *The Blues Brothers* and *Titus The Fox*.

## ADIDAS CHAMPIONSHIP FOOTBALL

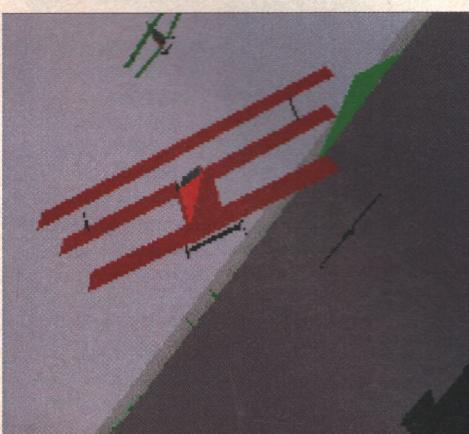
**Publisher:** Ocean  
**Original ETA:** Winter 1989

**Briefly:** The inspiration behind Ocean France's football simulation was the Adidas Golden Shoe award, which is presented to the most outstanding player of the year. Recipients have included Maradona, Lineker and Rush. Get the idea?

**What's The Score?** "We decided not to release it here and let's leave it at that," says Gary Bracey. It was released in France though.



Fine for the French, but Ocean had a change of heart when it came to a British release.



Glyn Williams' *Airduel*. Planned for release through MicroProse, it's still waiting in the wings.

**What's The Score?** *Airduel* has been put on hold and won't be released until spring of 1993 at the earliest. Unfortunately, there is a possibility it won't ever see the light of day on the Amiga.

## ATOMIC LUNCH

**Publisher:** N/A  
**Original ETA:** N/A

**Briefly:** There are times when publishers don't pick up programmers' wares for publication, despite Press coverage. *Atomic Lunch*, from the 'unusual' imagination of *Weird Dreams* co-designer and artist Herman Serrano, is such a product. *Atomic Lunch* was about a mad scientist, Gregory Michaelson, who was mutated by a nuclear accident. He was bent on taking his revenge on the world by unleashing an army of genetically-engineered super-creatures from his secret laboratory. The hero had to prevent this by using machine guns and flame-throwers to shoot the mutant bodyguards, and his wits to bypass the security system and traps before confronting Greg.

**What's The Score?** The design and most of the visuals for *Atomic Lunch* were complete but a programmer and publisher were never found. Herman's currently working for Audiogenic. In his spare time he's still adding ideas to *Atomic Lunch*. He's changed the storyline completely. "I've designed a new main



The mad scientist, Greg, encountered in *Atomic Lunch* - or not, as it may never see the light of day.

character. He's a bit more '90s," Herman reveals. "It's this guy who's lost half of his head in an accident and has had RAM put in his head. He wakes up one day to discover someone's stolen his RAM so he goes off in search of it." Herman isn't actively seeking a programmer or publisher for his idea. "There's still a fair way to go," he says.

## BODY COUNT

**Publisher:** N/A **Original ETA:** N/A

**Briefly:** After *Apocalypse* (see below), *Strangeways*' second doozy was a "high octane arcade adventure scrollabout with innovative display technology". Again, mass destruction was the order of the day, but here there was a strategy puzzle element to get the old grey matter sweating. This future sport of sorts had the player utilising an impressive array of equipment to kill opponents and bring huge buildings to the ground. *Body Count* was to have 40 challenging scenarios with four different graphic styles, and data disks to follow.

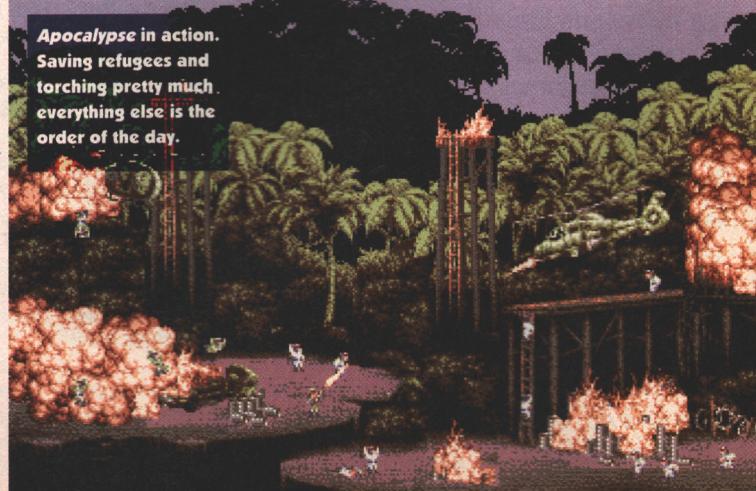
**What's The Score?** A complete design had been created and a short demonstration produced to help sell the product, but the *Strangeways* split meant it didn't get any further. And it looked so smashing, too.

## APOCALYPSE

**Publisher:** Image Works  
**Original ETA:** Easter 1992

**Briefly:** Formed in November 1990 - by coders Gary Liddon and Jason Perkins and artist Paul Docherty - and disbanded in April of this year due to "artistic differences", *Strangeways* were another new force in software development. They said: "We want to slacken some jaws... We really want to be the Williams of the home formats..." In those 18 months they had many innovative ideas, two of which almost came to fruition on the Amiga: *Apocalypse* and *Body Count*. *Apocalypse* paid tribute to *Choplifter*, *Defender*, *Fort Apocalypse* and other old favourites of that ilk. The emphasis was on destruction - there was little on screen which could not be wrecked. It was a fire fest in which the screen was awash with explosions. It was also, in the words of Gary Liddon, "a technical stunner... three scrolling levels of parallax, massive block animation... you could animate the whole background... dozens of sprites, and a component animation system which means you can bolt sprites together and the pieces can animate independently."

**What's The Score?** It reached a playable stage but what with the Mirrorgame muddle and *Strangeways* splitting, *Apocalypse* didn't get any further. New development team *Miracle Games* are handling *Apocalypse* now, and it should be released through *Virgin Games* in the first quarter of next year.



*Apocalypse* in action. Saving refugees and torching pretty much everything else is the order of the day.

## AIRDUEL

**Publisher:** MicroProse  
**Original ETA:** Winter 1991

**Briefly:** Warhead author, Glyn Williams', polygon-driven flight 'n' fight simulation with impressive animated cinematic cuts. *Airduel* was formerly known as *Fokker* until MicroProse decided it should feature four types of fighter: one from the First World War, one from the second, one from today and one from tomorrow.

**What's The Score?** *Airduel* has been put on hold and won't be released until spring of 1993 at the earliest. Unfortunately, there is a possibility it won't ever see the light of day on the Amiga.





Level 9's aborted attempt at recreating the wild, wild west.

sections bound by an adventure-cum-strategy theme. The action included bank robbery, cattle rustling and shoot-outs, and conversations with the locals for information. You could play Billy – or his killer, Pat Garret – in the town of Lincoln, and the option existed to link two machines together so the men could be played head-to-head. Billy was after the ranchers responsible for the murder of his mentor, Tunstall, while Pat had a budget for the purpose of employing Deputies and arresting Billy's gangs. *Billy The Kid* utilised Level 9's HUGE (wHolly Universal Games Engine) which took 10 man-years of development.

**What's The Score?** After months of research and years of development by Level 9, *Billy* reached a playable stage but was canned. "It was not completed to our satisfaction and it wasn't fully debugged. It reached a point where we decided it wouldn't be released," explains Ocean Software Director, Gary Bracey.

## BILLY THE KID

**Publisher:** Ocean  
**Original ETA:** Autumn 1990

**Briefly:** The Wild West theme is one which hasn't often been exploited on home computers. Ocean were prepared to give it their best shot with *Billy The Kid* from seasoned text adventure creators Level 9. In *Billy The Kid* there were eight arcade-style

## CONSTRUCTOR

**Publisher:** System 3  
**Original ETA:** Autumn 1991

**Briefly:** Become an architect on a planet much like Jupiter (with its red spot) and control the planning and construction of new buildings while fending off your rivals' interference in this Phil Thornton concept. **What's The Score?** *Constructor* collapsed. Phil put it behind him and moved on to design and draw the bizarre *Putty* for System 3.

Abandoned but not quite forgotten.



## CHINTO'S REVENGE

**Publisher:** Millennium  
**Original ETA:** September 1991

**Briefly:** An arcade adventure with a peculiar Japanese cartoon feel. The idea was to guide Chinto through a castle full of traps and evil guards so that he might rescue his beloved from the clutches of evil. Its colourful and atmospheric scene-setting pictures looked nice, too. *Chinto's Revenge* was being written Wing Lai, with Millennium providing the visuals.

**What's The Score?** "We canned it basically and that was some time ago. Sufficient progress was not being made. It may one day appear but it's not a top priority at the moment," says Millennium's Ian Saunter.

## CONAN THE CIMMERIAN

**Publisher:** Virgin Games Software  
**Original ETA:** January 1992

**Briefly:** Robert E Howard's novel barbarian attempts to defeat the archpriest Thoth Amom and the followers of Set in a blend of arcade action (sword-fighting and maze exploration), limited character interaction, object manipulation and FRPG undertones. At least that was the idea...

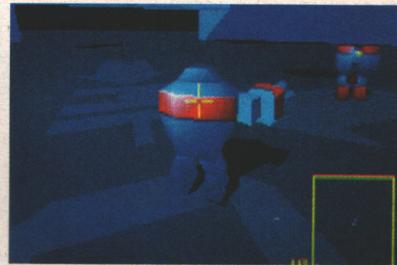
**What's The Score?** "It wasn't finished due to the programming team's financial status," says Virgin Games Marketing Manager Andrew Wright. "It will never be finished."

## CYBERFIGHT

**Publisher:** Electronic Arts  
**Original ETA:** Winter 1991

**Briefly:** A 3D beat-'em-up with heavily armed robots, and an unusually realistic display technique to boot, from Michael Powell, who wrote *Powerdrome* and the title tracks for *Warhead* and *Jimmy White's Whirlwind Snooker*.

**What's The Score?** Michael's still beavering away on *CyberFight*, but it won't be appearing on the Amiga. Apparently he's struggling to get it running at a suitable speed on the IBM PC and compatibles



The (sadly) over ambitious *CyberFight*.

## DROP SOLDIER

**Publisher:** Image Works  
**Original ETA:** Easter 1992

**Briefly:** "You could say it was loosely based on Heinlein's *Starship Trooper*," says author Ross Goodley of *Gravity* fame. "You played one of a platoon of 16 soldiers in powered armour in the far future, and you had to carry out a whole bunch of missions. It was infinitely extendible. You could plug in new equipment and missions with a new data disk: I eventually wanted to network it so all 16 players could play at once." The display showed a perspective main view through the player's eyes, with light-source shaded objects "which was all perfectly functional".

**What's The Score?** The death of Mirrosoft meant *Drop Soldier* was never completed, let alone released. "It's sitting on my hard drive waiting for me to find the time to finish it," says Ross.

## CUTIPOO

**Publisher:** Psygnosis  
**Original ETA:** November 1990

**Briefly:** *Dr Mallet And The Tribbles*, as it used to be known, is set in a factory inhabited by cute balls of fluff called Tribbles (of Star Trek fame). Dr Mallet lives up to his name by smashing them with his big hammer. You have to stop him and lead them to safety in what appears to be a forerunner to *Lemmings*. Quality cartoon animation was author DMA Designs' ideal here.

**What's The Score?** "No, it's nothing like *Lemmings*," says Psygnosis' Nik Wild. "There wasn't really a game there – it was more of a demonstration of cartoon graphics. There's no definite release date at the moment."

## DICK SPECIAL

**Publisher:** Firebird  
**Original ETA:** Spring 1988

**Briefly:** Sandy White is another erstwhile 8-bit star who set the Spectrum world alight, with such innovative hits as *3D Ant Attack* and *I, Of The Mask*. Neither project was set for 16-bit conversion, but Sandy was working on the odd-looking *Dick Special: The Search For Spook*, an isometric perspective arcade adventure for the Amiga. Firebird were promising great things in 1987, though exactly what *Dick Special* was all about wasn't quite clear. It was obvious, however, that *Dick Special* was not just a girl-next-door looker – Angela Sutherland's

impressive art was very non-computer, and the main character stood an impressive 96 pixels tall. One former Firebird employee of some repute said: "I still haven't seen anything to touch it [*Dick Special*]."  
**What's The Score?** It's a pity then that Sandy's now printing posters for a living. But wait. What's this? *Dick Special* may yet appear on the Amiga? Egad. Stay tuned to this station...



For the first time in print, a scene from the legendary *Dick Special*.



## DRIFTLANDS

**Publisher:** Activision  
**Original ETA:** Winter 1989

**Briefly:** *Sim City* meets *Populous* meets *Time Bandits* in a strategy romp utilising a unique combination of polygons and sprites and drawn animations. The inhabitants of the *Driftlords* planet live on huge floating islands in the sky. The technology used in play was medieval but that didn't stop you from building huge canvas sails to steer the islands or annexing them to create conurbations. The design was by Tim Best and Herman Serrano (who also provided the visuals), with former Binary Designs coders Nick Vincent and Andy Hiecke (both later became Creative Materials).

**What's The Score?** "It didn't get much past the sketchwork stages. Plenty of money was pumped into it but somehow it fell apart. People left the project and it was canned," said a former Activision employee.

## DUSTER

**Publisher:** Image Works  
**Original ETA:** Autumn 1992

**Briefly:** A futuristic strategy management simulation with action undertones and 3D polygon display. This took place on the planet Heaven where giant, constantly-mutating insects and other creatures roam, destroying crops and anything else which takes their fancy. A Duster is a crop-sprayer turned exterminator-cum-bounty hunter earning cash through 'contracts'. Authors, Realtime, were attempting to create a bizarre atmosphere with a form of Duster trucker society with its own jargon, clubs and bulletin boards.

**What's The Score?** Realtime went through a reorganisation and *Flight Of The Intruder* creators, Rowan, took over. *Duster* reached a basic playable form but hasn't got any further since Mirrorsoft died. Rowan are now busy with *Reach For The Skies* for Virgin Games.

## DYNAMIC DEBUGGER

**Publisher:** Image Works  
**Original ETA:** Summer 1989

**Briefly:** Interactive Pixels (Jon Knox, Andy Reece and Alan Witherhew) made bold claims of *Dynamic Debugger*. It was unique in the way it utilised the Amiga's HAM (Hold And Modify) mode, which means 4,096 colours on screen at once. Now Mandarin's *Pioneer Plague* (written by former Cinemawarer Bill Williams) had a static screen, but *Dynamic Debugger* had full-screen, smooth horizontal scrolling scenery with horizontal overscan for good measure. The scenario concerned 10 different worlds with between 10 and 15 scenes of 12 screens in length. World one was a garden inhabited by beetles and spiders which were shot with a DDT gun, while world two was drink orientated and saw a cork-shooting champagne bottle used to knock out pink elephants. Arguably artist Pete Lyons didn't take advantage of all that colour, and the playability was

basic, but the potential of it all could have given the Amiga a clear edge over all other formats.

**What's The Score?**

Unfortunately *Dynamic Debugger* turned out to be a bit of a White Elephant. The HAM scroll was tasty, as anyone who saw it in action will testify, but it was limited. Interactive Pixels left the project with Image Works, and coders who subsequently saw their handiwork decided it was a lost cause. The technique was memory hungry and too time consuming for the Amiga, which meant that little could be done with it.



HAMming it up in the milestone *Dynamic Debugger* - now on the garbage heap.

## FLOPS

**Publisher:** Electronic Arts  
**Original ETA:** Autumn 1991

**Briefly:** *FLOPS* is an acronym for Futil League Of Pathetic Superheroes. "It was a mixture of genres but essentially a wacky pastiche of the platform recipe," says Electronic Arts' Simon Jeffery.

**What's The Score?** It may well appear, but not through Electronic Arts. The *FLOPS* development team, Eldritch The Cat, have since dissolved, but it's possible one of the former members will see the project through.

## FLAMING CARROT: ARMED AND LUDICROUS

**Publisher:** N/A  
**Original ETA:** N/A

**Briefly:** The cult comicbook hero comes to Amigaville thanks to *The Kristal* and *Obitus* co-coder Justin Garvanovic, artist Michael Haigh, and the legendary Nick Pelling. *The Flaming Carrot* came into being when he read 5,000 comic books in a single sitting. The well-meaning simpleton crime stopper wears



a flame-topped carrot mask and carries an armful of stink bombs and a nuclear-powered pogo

**Superhero turned canned carrot.**

stick. The Carrot's companions include a group of scantily-clad babes (called the Bikini Teens), Sponge Boy and Barky The Dog (who's only super-power is turning into a terrier). Nick's design was based on stories from the comic and concerned four arcade-adventure sections to explore, with all manner of weird and wonderful things to see and do.

**What's The Score?** "We spoke to Bob Burden [Carrot's creator] and he was all for it," says Justin. "We got a lot done but it wasn't to the stage where publishers thought it was interesting enough to have. We'd have to have done more, but you can't really do that if you're not getting paid for it. It's still sitting there, waiting. I'd really like to do it. It just needs someone to say yes." Justin also converted Nick's BBC hit *Frak!* to the Amiga. "It got to the stage of the BBC version but I couldn't get anyone to buy it for the same reasons as before." Coincidentally, Nick's very own *Frak 3D* fell by the wayside for the same reason.

## EPT

**Publisher:** Firebird  
**Original ETA:** Spring 1988

**Briefly:** *EPT* was intended to be the ultimate space opera – an elite *Elite* if you will. Its universe was filled with alien races and their individual space stations – huge rotating structures containing thousands of interactive rooms. The *EPT* title was rumoured to be an acronym for Elite Piss Take, while the Americans would associate it with Early Pregnancy Test, apparently. *EPT* was also known as *STAR* (Space, Time And Relativity) and *Frontier*.

**What's The Score?** Realtime felt their two-inch thick specification was wonderful but not programmable in any time scale less than decades. Their stumbling block was ship aerodynamics. Every craft in *EPT* had its own calculated mass which affected its performance. Whenever the mass of any one of the hundreds of ships changed, data galore needed to be altered accordingly to affect the action. A time-consuming feat for any computer. Realtime got as far as putting together an embryonic implementation of the concept. It was a crude demonstration of what was to come with an example of a space station and some craft including a police ship with 'POLICE' scrawled down the side. *EPT* won't ever surface from Realtime, especially in light of the company's 'reshuffle'.

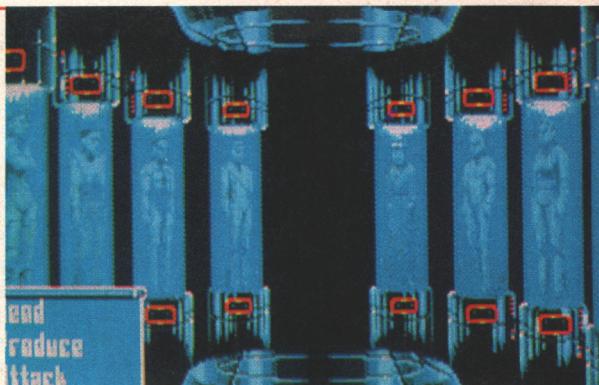
## EXODUS

**Publisher:** Activision  
**Original ETA:** Winter 1989

**Briefly:** A weird management strategy affair from the *Driftlords* team. *Exodus* required a combination of guile, trading and aggressive behaviour for the purpose of creating an army and finding the necessary technology to build a fleet of spaceships capable of taking you to another planet before some nasty folk flattened the one you were on. The core of the strategy centred around six members of a council with specific responsibilities for your population. There were some pretty Star Trek-style transporter sequences when they

appeared in their chambers, and the action sequences combined polygons, sprites and animations.

**What's The Score?** It never got to stage of having playability, and was canned for the same reasons as *Driftlords*.



Shades of Kirk and co in the extinct *Exodus*.

## GUERRILLA WAR

**Publisher:** Ocean  
**Original ETA:** Spring 1989

**Briefly:** The Amiga conversion of SNK's horizontal scrolling shoot-'em-up and the sequel to *Victory Road* and *Ikari Warriors*.

**What's The Score?** "It got quite far and was looking quite good but the developers literally walked away from that one so it never got finished," says Gary Bracey.

## THE LEGEND OF PRINCE VALIANT

**Publisher:** Ocean  
**Original ETA:** Summer 1992

**Briefly:** A BBC TV cartoon series based on the legend of King Arthur, *The Legend Of Prince Valiant* evolved from an illustrated historical comic which first appeared in 1937. Ocean acquired the licence last year.

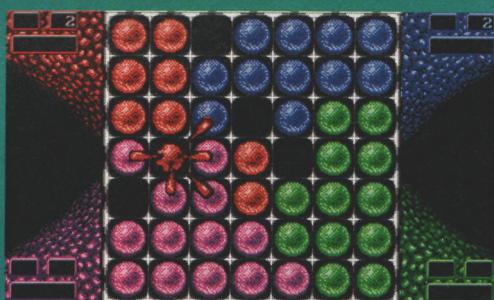
**What's The Score?** Home computer versions were on the cards when the licence was announced. But now they aren't. Ocean may get round to it, but don't hold your breath.

## INFECTION

**Publisher:** 16 Blitz  
**Original ETA:** Winter 1988

**Briefly:** A distant relative of the boardgame Othello but with a cellular theme and which could only sensibly be implemented on a computer. It was intended to be the flagship of the 16-Blitz £4.99 budget range from Mastertronic, as the company was known then.

*Infection*: Transformed into the expensive *Spot*.



## LHX ATTACK CHOPPER

**Publisher:** Electronic Arts  
**Original ETA:** Autumn 1991

**Briefly:** A conversion of a polygon-based helicopter flight 'n' fight simulation which was a big hit with owners of IBM PCs and compatibles. It's a smasher, with the player speeding over desert terrain, blowing up camels and Arab tents. Oh, and masses of tanks and stuff, too.

**What's The Score?** It won't be released, which is a great shame. "It was shot in the head," says Electronic Arts' Simon Jeffery. "It was taking too long, and we couldn't get it running at the same speed as the PC version and we didn't want to compromise the whizzy flying around and shooting things action."

## MR NUTS

**Publisher:** Ocean  
**Original ETA:** N/A

**Briefly:** It sounds like Mr Tom, the nutty, erm... nutty bar, but, thankfully, it's not. *Mr Nuts* is a multi-talented squirrel character in a bizarre *Sonic*-style platform romp which is the brainchild of those crazy Ocean France boys.

**What's The Score?** Despite originating on the Amiga, *Mr Nuts* is now, like so many things these days, a console-only product. Boo. Hiss.

## NIGHTBREED

**Publisher:** Ocean  
**Original ETA:** Spring 1991

**Briefly:** Yes, a third *Nightbreed* game was on the cards, this one from Imagine. "It follows the movie but it's a hard-core role playing game along the lines of *Ultima*. There are hundreds of characters and a huge map," Ocean's Gary Bracey reveals.

**What's The Score?** "It's actually been finished for nine months or so and is sitting on our shelf on hold and that's all I can say," says Gary.

## PUGGSY

**Publisher:** Psygnosis  
**Original ETA:** February 1991

**Briefly:** The 'cute' darling of the Public Domain makes the leap from mere animated sequences to star in an interactive cartoon (read: arcade adventure) from Liverpool's finest software publisher.

**What's The Score?** "It's looking very nice on the Mega Drive," says Nik Wild. "It should be released before long on the Amiga but there's no date yet."



Not abandoned, just delayed – it's PD hero Puggsy.

## Q8 TEAM BOARD RALLY SIMULATOR

**Publisher:** Thalamus  
**Original ETA:** Winter 1990

**Briefly:** The lengthy title represents a driving simulation based on Ford's Sierra Cosworth in the 1000 Lakes competition.

**What's The Score?** Development team Digital Arts spent two years working on their filled polygon 3D routines but there wasn't much to show for it and the project was cancelled. "The programmers went bust," says Thalamus' David Birch. "We've still got the licence, so we'll probably do something with it." Dutch coder Pieter Opdam, author of *Borobodur*, has written "some nice road routines" which may well turn up in a new *Q8 Team Board Rally Simulator* early next year.

## RANDOLPH THE ROBOT

**Publisher:** N/A  
**Original ETA:** Summer 1990

**Briefly:** Hidden Treasures, the people behind *StarRay*, were working on a 32-colour shoot-'em-up with some fancy extra weaponry and massive level-end boss characters. The team were represented here by former Firebird and Logotron person, Herbert Wright, but *Randolph* was never picked up by a publisher.

**What's The Score?** "I have no idea," says Herbert. "I haven't spoken to them for ages. The last I heard the team was having problems staying together." We tried contacting Hidden Treasures but to no avail. It would seem that *Randolph The Robot* is unlikely to reappear.



This is Randolph. He's a robot. He's been dumped.

## RESTRICTOR

**Publisher:** Thalamus  
**Original ETA:** Winter 1990

**Briefly:** An original high-speed mixture of racing and shoot-'em-up action from Arc Developments.

**What's The Score?** *Restrictor*'s been on hold since late 1990. Arc have since moved on to other projects and it's unlikely they will ever return to *Restrictor* for the Amiga.



The release of *Restrictor* has been restricted – permanently.

## ROLLERBABES

**Publisher:** Image Works (Cinemaware)  
**Original ETA:** Winter 1991

**Briefly:** An imaginary sport combining basketball, ice hockey, roller skating, wrestling, boxing and skateboarding on a circular track and in the *TV Sports* mould. The raunchy and riotous *Rollerbabes* were the top (heavy) team competing against eight less-able bodies (including a group of teachers called the Eraser Heads) which resembled the sort of characters you'd find on bubble gum cards in the mid-70s.

**What's The Score?** Shortly before Microsoft's demise, Cinemaware became Acme. Mindscape then picked up their two new *TV Sports* – *Boxing and Baseball* – but not *Rollerbabes*.

"We didn't feel it was right for the European market," says Mindscape's Phil Harrison. That leaves the Amiga version almost complete and still available for release.



Check out the adversaries to the luscious *Rollerbabes*.

## SABRE WULF

**Publisher:** Krisalis  
**Original ETA:** Winter 1989



The game's legend that is *Sabre Wulf* – sadly never to get an Amiga release.

**Briefly:** The jungle maze-based arcade adventure *Sabre Wulf* was one of many Spectrum classics to come from the mysterious yet talented Ultimate Play The Game team. They never made the move to the Amiga, concentrating instead on the Nintendo Entertainment System. Yet in 1989 it looked as though they might, through Krisalis.

**What's The Score?** *Sabre Wulf* was actually up and running on the Amiga, looking a mite more colourful but playing near as dammit the same. *Knight Lore* and others were planned, too. But nothing ever appeared. "Let's just say they were legends in their own lifetime and were perhaps best left where they were, on the Spectrum," says Krisalis' Tony Cavanagh.

## SKELTOR

**Publisher:** Novagen  
**Original ETA:** Summer 1988

**Briefly:** A second-person, three-dimensional version of *Asteroids*. **What's The Score?** Author Paul Woakes found it impractical to implement playability so the idea was dropped. For the record, some of the routines used (quite effectively as it turned out) to display the floating, spinning, shrinking and growing rocks made their way into *Encounter*, though less successfully than in their original incarnation. Sadly, Novagen is no longer in existence as a publisher.

## SOLAR JETMAN: THE HUNT FOR THE GOLDEN WARPSHIP

**Publisher:** Storm  
**Original ETA:** Spring 1991

**Briefly:** Ultimate's (or, more precisely, Rare's) critically acclaimed Nintendo console project for arcade machine manufacturer and cartridge publisher Trade West (*Super Off-Road Racer*, *Double Dragon III*).

**What's The Score?** Software Creations' exact conversion of *Solar Jetman* ran along the lines of a beefed up *Thrust*, which was new to the Nintendo, but not at all new to home computer owners. "We didn't feel it would be the right game for us," says Storm's Nadia Singh.



It plays better than it looks, but it no longer matters.

## SCAVENGER

**Publisher:** Hewson  
**Original ETA:** August 1990

**Briefly:** An arcade adventure with shoot-'em-up undertones from *Nebulus* author John Phillips – or "a mix of *Ghosts 'n' Goblins* with some puzzles," as he described it. *Scavenger* made sexy use of shadows which altered according to the position of objects relative to the light source.



*Scavenger*, now forever confined to the shadows of computer history.

**What's The Score?** As neat as *Scavenger* looked, implementing playability was not quite so simple a task. After a great many changes of tack, the idea was dropped for good and stands little chance of resurfacing. John is now working on games for the Sega Mega Drive console.

## SPLASH GORDON

**Publisher:** Millennium  
**Original ETA:** November 1992

**Briefly:** James Pond returns. The action takes place on the moon, which is made of cheese, and the Pond character is larger than before. The look and feel have changed quite drastically, thanks to the author Chris Sorrell's new scrolling engine.

**What's The Score?** It's still happening, but it won't appear until April of next year. "The reason," says Millennium's Ian Saunter, "is that it's so neat and the system is so good, we thought we'd work on it a bit longer."

## TENTACLE

**Publisher:** Millennium  
**Original ETA:** April 1991

**Briefly:** A shoot-'em-up from Eldritch The Cat in which the ship was tethered to the parallax-scrolling landscape by stretchy strings and huge Psygnosis-esque sprites were on the attack.

**What's The Score?** "It was very late so we canned that one," says Millennium's Ian Saunter. "Bits and pieces eventually surfaced in another game from another publisher, but that's about all I can tell you."

## TURBOCHARGE

**Publisher:** System 3  
**Original ETA:** October 1991

**Briefly:** A high-speed race 'n' chase simulation with a Ferrari, some drug dealers and a truckload of violence.

**What's The Score?** System 3 decided *Turbocharge* simply wasn't good enough and weren't prepared to rewrite it from scratch.

## WATCHMEN

**Publisher:** Ocean  
**Original ETA:** Autumn 1989

**Briefly:** The Amiga interpretation of the successful comicbook collaboration of writer Alan Moore and artist Dave Gibbons. "It was to be a sophisticated multi-player arcade adventure," says Ocean's Gary Bracey. "Our ideas were really ambitious. It's probably more valid for the CD format than the 16-bits we were considering at the time when we were primarily an 8-bit publisher."

**What's The Score?** Nothing ever materialised and nothing ever will. "We hadn't signed a contract at the time and the comicbook became less significant," Gary continues. "We were collaborating with Dave Gibbons and struck up a good relationship with him, but that's all that came of it. We were waiting for the film but it fell through so we decided not to do it." Terry Gilliam was lined up to direct *Watchmen* from a script by Sam Hamm (one half of the team behind *Batman Returns*), but he didn't after *Munchausen* and little *hgas* been heard of *Watchmen* since.

## EPILOGUE

And there we have it. Some lost gems, and some games which are better buried. One thing's for sure, the list will inevitably get longer. ●

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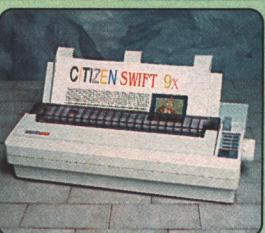
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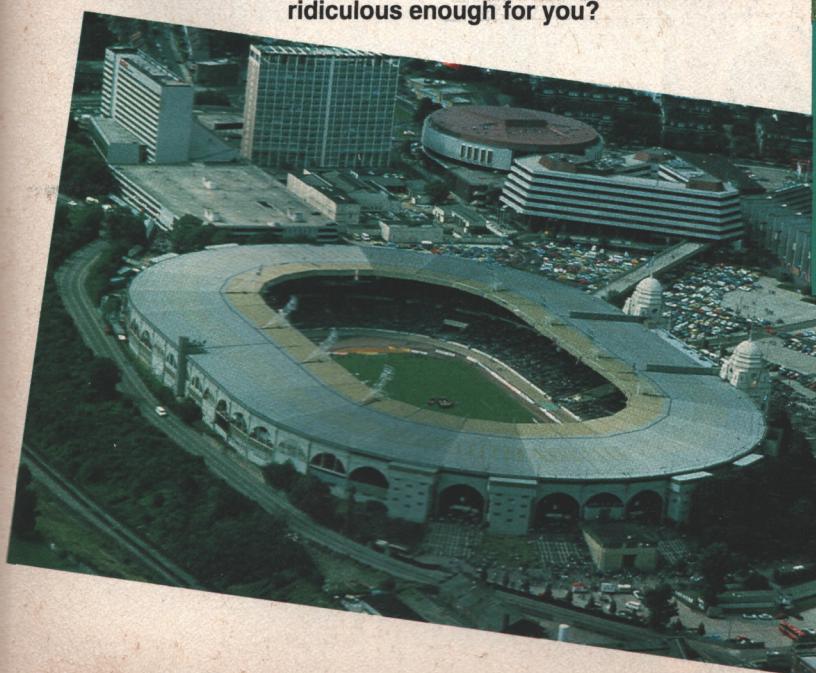
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## RULES AND REGULATIONS

- Employees of Future, Krisalis, professional footballers, the FA and anyone who's recorded a song with Kiki Dee are not eligible to enter.
- The Editor will have all the power to make whatever final decision he so wishes. About anything whatsoever. However irrelevant.
- The closing date for entries is 31st October 1992.

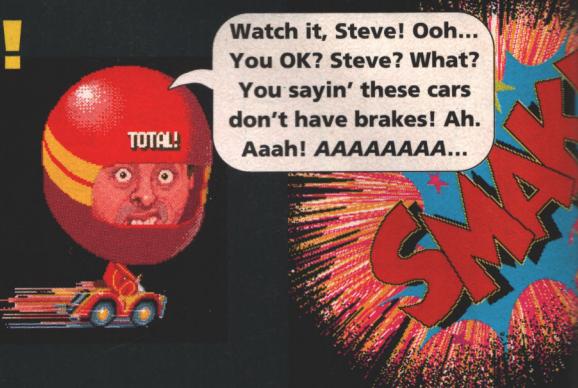
Now simply write your dream team and the reasons for your choices down on a postcard – or, if you wish, the back of an envelope – and send your entries to: I Want To Sing 'Ere We Go, 'Ere We Go' With My Mates Competition, AMIGA POWER, 30 Monmouth Street, Bath, Avon, BA1 2BW.

**COMPETITION**



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#### 'NO, GROAN'

Dear AMIGA POWER,  
I was horrified to read the letter, no, 'groan' from the programmer Peter Scott. First he complained about people sending in letters of frustration at the rising costs of games. He made some idiotic comparisons, but I am pleased to say you put him right.

He then goes on to say that most games are released on budget, but not enough. No one would bother pirating a game costing only £8. There is money in budget releases, just ask Code Masters or look at the top 20. But that's enough moaning, at least, about Peter's moaning.

Now I come to every magazine buyers problem, coverdisks. Many magazines are now adding a second disk to their mags, but unfortunately also £1 to their price.

Your own mag is very good and undoubtedly much better than the lesser mags parked shamedly next to yours down at the corner shop. Yours and the other mags' coverdisks, however tend to vary between demos of published games and full PD games. While a few PD games are nice, the main thing I like to see on a coverdisk is a demo of a published game. Your best ever coverdisks were on issue 13. These allow you to see if you like games like *Wizkid* and *Sensible Soccer*. In order to justify an extra pound this standard must be attained.

Thanks for bothering to read, Phil Rule, Flanstead, Hants.

#### 'SUCH A BAD PICTURE'

Dear AP,  
What you are about to read may or may not be true (so if you want you can read

something else). It all started like this. It was a gay (as in happy) morning in the spring and an excited boy ran across the street to the newsagent's to see if his favourite mag was in, but it wasn't. He wandered lonely through the shop and performed the Future Publishing ritual and to his surprise a light shone on AMIGA POWER (12) so he bought it and read it. How do I know this? Well, I am that boy!

Now on with the letter. Why do you paint such a bad picture of Amiga games? Honestly, you would think that Stuart Campbell (rumoured to be from Campbell's soup) and Gary (Pig) Penn are secret agents from Atari. (*Oh no! Rumbled! – Stuart and Gary.*) Software companies have enough trouble with pirates, never mind you lot slugging off their software. A boy in my class read the mag and decided he did not want an Amiga because (according to you) "Beat-'em-ups are generally crap" and "total rubbish". Why not do something good for the software industry?

Yours Thank (God I've finished) fully,  
Martin Macdonald, Malaga, Spain

*Beat-'em-ups are crap, so your friend decided not to buy an Amiga (the games machine with fewer beat-'em-ups available for it than any other system)? Beat-'em-ups ARE generally crap – on all computer and console systems. And are you seriously suggesting that we should give every single game we review a good mark, no matter what it's actually like? You must, then, be the kind of person who isn't bothered about wasting £30 or more of your hard-earned cash on a totally duff game, which means one of three things – either you're incredibly rich, stupid, or you're a pirate.*

#### 'GO HOME NOW'

Dear AMIGA POWER,  
I am about to attempt a trick never performed before, that is to write several letters combined in the same letter. Ha! Ha! Without the aid of a safety net.  
1) This, I am afraid is about the New Improved Top 100 Games ("Not another one" you scream) or more importantly the people who complained about them. Have none of your whingers heard of the word 'subjective'? Stuart Campbell has already explained how much he hates *Golden Axe* but he helped design the list. So it follows that a number of people will hate the other games included. Personally I can't stand *Formula One Grand Prix* but I realise that a great number of people love it. So I don't really care that it is at number two. It's all a matter of taste.

2) Why has Rich Pelleys photograph started to look like Captain Hook? Is he hoping for a cameo role in *The Secret of Monkey Island 3*?  
3) Any chance of a knighthood for the Sensible lads? Sir Geoffrey Crammond received one after all for *F1GP* (sort of).  
4) *D/Generation* is almost as good (from what I have seen from the demo) as *Sensible Soccer* but something fishy is going on. W H Smith was stocking it for a super bargainous (is that the word? If it isn't it should be) £19.99 while Bristol's Virgin Games Store said it wasn't out yet on the Amiga. Who's conning who?  
5) Whatever happened to Stuart N Hardy? Does he still write in or does he send his inane scribblings to other magazines? Has he been silenced for good? (Well, he won't be in AMIGA POWER any more, that's for sure – Ed.)  
6) Games dedications. Brat – Macauley Caulkin, *Rise of the Dragon* – Baroness

Margaret Thatcher, *Mega Fortress* – Iraq's Ministry of Agriculture, *Might and Magic* – Paul Daniels, *Horror Zombies From the Crypt* – The House of Lords and some other incredibly witty other ones that I can't think of at the moment.

7) Umm, I've finished, you can go home now.

Yours, Colin Parfitt, Bedminster, Bristol

#### 'GLEEFULLY STRANGLE'

Dear Amiga Power,  
I thought Gary Penn's review of *Civilization* was too harsh. I think the immense depth of *Civilization* provides ample reward, and yet it is accessible to the new player. (If only there was a two player link.)

Agreed, the user interface isn't very pretty, but it is easy to use and provides lots of on-line help. What's wrong with WIMPs? Imagine trying to decipher 60 odd icons! My copy doesn't flicker when presenting information either. "Shoddy and a chore?" Not fair.

*Mega Lo Mania* has the same evolutionary theme as *Civilization*, but who wouldn't gleefully strangle the owners of those digitised voices!

Slick presentation and gimmickry can be a disappointment when the game behind is limited.

Adrian Scotland's letter rightly says that presentation and gameplay should be indivisible, but when so much software has superficial gameplay, I think that MicroProse deserve praise for their serious titles.

Finally, I really do enjoy AP, but I'm just worried you think Amiga players aren't as clever as those mature PC owners!  
Yours sincerely, Richard Loader, Wareham, Dorset

We don't understand letters like this, we really don't. Okay Richard, so you've got *Civilization* and you think it's fab. Great. We're really happy for you. If you're getting enjoyment from the game, that's what it's all about. Remember, reviews are pretty subjective things. It's not even as if we slugged it off, the thing got 80 percent, for goodness' sake! Loosen up, y'know?

#### 'GO TO A PSYCHIATRIST'

Dear AMIGA POWER,  
I am just writing to tell you that I have just purchased my second issue of AMIGA POWER (issue 15) and have thoroughly enjoyed the read and I think it's informative but light-hearted which helps a great deal. When reading this →

## ACTING LESSONS winner

#### 'KILL KYLIE'

Dear AP,  
After reading through the August issue of AMIGA POWER, I was compelled to put fingers to keyboard in reply to Ian Ritch's letter (at the bottom of page 93).

While it's all very well shooting Jimmy Hill, and we'd all love to burn all copies of the 1966 world cup final (and all the other years for that matter), how can you possibly think that killing the entire Minogue family would do any

good? I mean Kylie's the nicest, most beautiful, sexy, gorgeous, perfect, lovely, fantastic, cute girl in the whole world and anybody who doesn't really like her must be insane. Anyway, if anybody did ever kill Kylie, the software industry would lose at least 80 software sales over the next three years because I wouldn't be able to go on without the one and only Kylie, and would probably end up fixing my CD player so it works with the lid open and using the laser to remove my head, thus killing one of the people who supports the software industry by not being a pirate.

And while I'm on the subject of piracy, here's a little hint for anybody who thinks software is so expensive that the only solution is to get 'cracked' games – join Special Reserve! You'll get cheap, reliable software, fast service, and FAST can't prosecute you for it!  
Yours sincerely, Andy "Kylie Crazy" Wilkinson, Sunderland, Tyne & Wear  
PS I love Kylie.



# DO THE write THING

exceptional publication, I saw a couple of the writers of the letters in Do The Write Thing mocked and criticised your reviewer's and magazine's decision in general about *Rainbow Islands* being the best Amiga game of all time. I think the decision is easily vindicated. Obviously the partly toasted cheese sarnies of this world don't have the foggiest idea of what a classic game is made of.

For a start the game must have graphics which consist of unnoticeable scrolling, colourful and detailed backgrounds, refined animation and the main character must be simply identified. The sound must have good sound effects plus a superb main tune. The game must last the player at least a month and lastly, but most importantly, the game must have incredible gameplay. The game must capture the player with addictiveness beyond belief. I agree with AP that *Rainbow Islands* grips you like no other game. It is the one game that is as near to perfect as it or any other game can be. It drives you insane, but all of the time, deep down, you love it.

My favourite games of all time, I believe, have the characteristics I have talked about.

1. *Rainbow Islands*
2. *Speedball 2*
3. *Monkey Island 2*
4. *Populous 2*
5. *Sensible Soccer*

Anybody that doesn't agree with these needs to go to a psychiatrist.

Justin Boltwood, Petersfield, Hants.

## SUBSCRIBE!

Dear AMIGA POWER,  
Why the hell's everybody moaning about the price of AP, eh?

Why don't you subscribe? It's much cheaper and you get a free game in the process. It costs £34.95 to subscribe. 12 AP's priced at £2.95 equals £34.50 so you're paying 55p for a game! But if you get 6 AP's at £2.95 and another 6 priced at £3.75 that equals £40.20! So you save £5.25. What's all the fuss about?

Subscribe!

Yours sincerely Daniel Webber,  
Abingdon, Oxon

Couldn't agree more, Dan. Catch 'em before they notice and put the price up, kids.

## ALIEN SCUM'

Dear AMIGA POWER  
STOP PRESS!  
The truth about Stuart Campbell.....  
Stuart Campbell is a Zillion from the planet Bonk, it came in a space pod 9837A (known to most people as the BBC studios). Its main objective, to destroy as many mags as possible, AMIGA POWER, its first target? Just look at what it has said:

DO THE

write  
THING

# ask AMIGA POWER

Is it possible to sue other magazines for claiming *Sensible Soccer* is not as good as *Kick Off 2*?

James Malvern, London

No.

Will games come out exclusively for the A600 which need

a PCMDA card to run?  
Phil Rule, Flanstead

Maybe.

I have an Amstrad LQ5000di (24 pin) dot matrix printer, can I use it with my Amiga and if so how do I select it on the preferences menu in Workbench?

Stephen Wilson, Newcastle upon Tyne

Absolutely no idea.

Is it true that ex-AP editor Matt Bielby has been moonlighting as the star of TV's *Doogie Howser, MD*?

Jez Robson, Hartlepool

Yes.

*Pinball Dreams* – 87 percent. Sorry, too low – 92 percent.

*Project X* – 78 percent, hard? What about *R-Type II* then? – 90 percent.

*Rodland* – 86 percent, come on, it's only got 40 screens! – 70 percent.

*R-Type II* – 88 percent. So *Project X* is hard? – 65 percent.

*Videokid* – 70 percent. Drab and dull, it makes me sick – 60 percent.

*Vroom* – 88 percent. Fast, but the Jag wins – 70 percent.

*Last Ninja 3* – 80 percent. Best of the bunch, but still only 70 percent.

*Jaguar XJ220* – 70 percent. Nowhere near as good as *Vroom*, barely worth 70 percent. – Get a life Mr Zillion, 88 percent.

*Striker* – 76 percent. This game is fantastic – 92 percent.

*Rainbow Islands* – 96 percent, how rubbish is this game? Fit for an ST! – 50% So my final warning, Stuart Campbell is alien scum, get rid of him, now!

Yours, Sam "I hate Stuart Campbell" Dixon.

PS Can I have a copy of *Sensible Soccer* so I can see if it is as good as *Striker*? If not, can I have *Smash TV: The Rip Off*?

Dear Sam, you are a very sad man.

## FIGHT EVIL'

Dear AP,  
It is 11am on the 8th of August and as I am bored stupid at this time I got out my July issue of AP and read it again, then I got to the letters page, and I got to Mark Oliver's letter on role playing games, and all I can say is good on him.

As an Advanced Dungeon and Dragons DM I find Pat Reeve's letter very funny as there are at present no games promoting devil worshipping or the forces of evil, from GURPS to Warhammer from Turtles to Toon they all have one thing in common and that is, you have to fight evil not good as with the computer versions of these games. I mean, I know families who love to sit round a board of *Hero Quest* and play for a evening, it doesn't mean they worship the devil or anything, they just want to have some fun together and that's why people play on computers to have fun isn't it or have I gone mad. (Hey, calm down Peter, take a breath sometimes... – Ed.) A few months back a kid said in Gamesman that when he tells people that he plays D&D, people reply saying that this hobby has driven people to suicide. But he also pointed out that in America two million teenagers play AD&D

and that the American teenagers suicide rate is 18 per 100,000. On this ratio 360 D&D players have committed suicide, but in reality only 28 Dungeons & Dragons players have committed suicide, so doesn't that mean that Dungeons & Dragons brings down the suicide rate?

Yours Sincerely, Peter Gardner, Malton, N Yorks

But Peter, didn't you know? If you play RPGs then you MUST be a satanist. The 'moral majority' said so, so it must be true. And of course horror movies will turn you into a psychopath, and modern music... well, it just doesn't bear thinking about. Let's just be thankful we've got people to shield us from all the nasty things, eh?

## GIVEN ME TECHNOFEAR'

Dear Guys and Gals at AMIGA POWER, Is the humble A500 about to be relegated to the VIC 20 end of the computer market? It is becoming increasingly apparent that programmers are providing for upgraded machines with the likes of *Links and Hare Raising Havoc*, hard drive only games. Magazines haven't helped. Amiga Format has given me technofear on more than one occasion. The CDTV, the A500+ and the A600 have all given me recurring nightmares. These machines are being ranted about almost all the time. I know this is supposed to encourage people to buy, but what about the standard A500 owners? I've upgraded, though, I must

admit not a great deal. I have one meg and an external disk drive. Surveys have proved that most of your Amiga Format's readership consist of A500 owners. Please tell me whether I'm going to be lumbered with a machine that will become 'yesterday's news' soon.

My main reason for fear is because I upgraded from a Spectrum 48K, a splendid little thing with rubber keys and some of the best games around. However, I noticed the sizes of the magazines go down and I realised that the day of the Speccy had gone. I must agree that I shouldn't really be writing to you about this, mainly because you haven't done large, foreboding features on these new machines. I suppose it would be good for you to know this in the future though.

On a lighter note, however, let me congratulate you on producing the best computer magazine money can buy. I agree with 99 percent of the reviews and can trust you to tell me about good and bad games, taking price into account, a fact which others seem to ignore.

Why don't you put prices on the PD section? I want to know how much *Smash TV - The Rip Off* is, seeing as the full price was crap.

Have you noticed how much consoles want to be computers with the advent of mice for the SNES etc? It seems strange that the A600 is becoming a console with its cartridge port.

Oh... one last thing. I'm looking for copies of *Manic Mansion*, *Zak McKraken And The Alien Mindbenders* and *Loom*. Being the kind souls you are, could you help me?

Yours longwindedly, Kevin Donoghue, Tyne And Wear.

## FEEL THE URGE'

Dear Sirs,

Congratulations on your policy of not reviewing games until you see a finished version. I agree with you that this is the only way to give a game a fair mark.

Sometimes though, I feel the urge to go out and by a game before seeing a review. To save me spending £30 on a complete load of crap in future how about giving games a rough rating out of 10 in your reviews section so readers can get a rough idea of what the game is going to be like.

I know a lot of other magazines review games before they are released but I find it difficult to trust their reviews, especially after a certain magazine gave a



very average car game 98 percent!!!  
Yours Faithfully, Matthew Fell, Brough  
N. Humbershire.

Sorry, Matthew, but if we start judging games in reviews it's but a tiny short step away from reviewing unfinished product, and that's something we just don't do. Try to be patient, you know it's the only sensible way.

### 'HAIR COLOURING'

Mr Campbell,

Yer a Blether! (I think this is Scottish for 'I disagree with your review of Sensible Soccer – Ed.)

Having believed the hype and rushed out to buy your 'Top three Amiga game of all time', I found that I got a game that's only redeeming value is its accuracy of the players hair colouring (Richard Gough excluded).

You must be a big fan of East Stirling if this game is a true to life simulation, can you run the length of a park in two to three seconds, tackle from behind (FIFA rules not Scottish) and hit the ball straight at the goalkeeper (Chris Woods excluded) to score? I think not. Also, what is the point of a defence if the opposition always score from 30 yards out (before your defensive line is reached) and your midfield are up the opposing end after your attack had broken down (a very common occurrence).

Play the game Stuart. This is not a simulation of football but a cross between the Keystone Kops and a beat 'em up!

The most frustrating waste of money.  
Yours 40 percent, Stephen Blair,  
Stenhousemuir, Scotland

What can we say? Sorry Steve, but from our mailbag you're in a minority of one. And if you can run the length of the pitch in Sensible Soccer in two to three seconds, could you tell us the address of the place you bought your accelerator? We tried it, it takes eight. There's obviously something the matter with you. Next!

### 'HUNGRY KANGAROOS'

G'Day AMIGA POWER,  
This is my first time writing to a computer magazine so I hope it's okay. Also I realise that the very great Editor of this very great magazine hasn't much time to listen to a letter from an Australian. So I'll hurry.

Can you please tell me what a CDTV is because I've seen plenty of them and haven't a clue what they do.

When people talk about box sizes I agree that they should be smaller. But when you get to simulations it's a bit hard to fit the manual into little tiny things.

I would also like to know why lots of people like Kick Off 2, personally I think it's crap. I know I don't know much about soccer or indeed soccer games, but I once played a game where the graphics were good and I managed to keep the ball somewhat more.

In issue 13 I noticed that the A600 uses some sort of card and A500 users won't be able to get good games soon, is this true and if so why? (No it isn't, basically – Ed.)

I must go now because I've just been kidnapped by a horde of hungry kangaroos. Bye. Oh by the way can you please print this as I've just wasted a pen



writing this.  
Yours sincerely, Dennis Leo, Western Australia.

### 'IN RHYL TODAY'

Dear AMIGA POWER,  
In your August issue the article on D/Generation (page 7) stated that the price would be set at £19.95 to prove that games need not be expensive. However at W H Smith's shop in Rhyl today it was priced at £25.99. Explanation please!

Yours sincerely, Steven Williams, Clwyd, Wales

Yours isn't the only letter we've had about this, Steve. We've spoken to W H Smith who are confused since their policy is to sell at the RRP. D/Generation definitely costs £19.95, so WHS should be selling the game at that price.

### 'I'M A BIT POOR'

Dear AMIGA POWER,  
Your all time top 100 in AP13 was a great idea: The AMIGA POWER 1992. Yes that's right a bumper feature where we, the dedicated AP readers get to vote for our favourite (and not so favourite) Amiga games and stuff.

You could include a voters sheet in the mag, several issues before the results are to be printed. Us readers fill it in, then send it to you and the results are processed. Categories could include:

1. Best Publisher.
2. Best Developing Team.
3. Best Programmer.
4. Best Graphics.
5. Best Sound/Music.
6. Best Game (Several different categories for different genres).
7. Best Original Budget Game.
8. Most Innovative Game.
9. Best Packaging.
10. Turkey of the year, (ie the crappiest game). Etc, etc, etc.

I reckon this feature is a good idea and would be popular with the other readers.

By the way is there any chance you could find out if Gremlin's *Switchblade 2* will be released on budget/compilation soon? I'm a bit poor you see.

Yours Sincerely, Stephen "Bones" Russell (15), Shepton Mallet.

Yes it will, very soon at £7.99 on the GBH label. As for your other idea, it's not a bad one. We'll see how the response to the Readers' Top 100 goes and judge how popular it'd be from that. Watch this space (or one very much like it) ...

Finally, a plea. The standard of letters has been slipping lately. Why not put pen to paper about something new, interesting and intelligent? You might even win a prize for your efforts. Remember, the quality of these pages is in your hands. So go on, get writing. ●

# AMIGA POWER

## COMPO WINNERS

In case you've been wondering who won those competitions we've been running recently, here's a complete list of winners and runners-up...

### FLY IN MY EYE COMPO: CHEETAH BUGS

#### WINNERS:

1. Phil Bell, Newcastle On Tyne
2. K Ormston, Derby
3. A Hincliffe, Bridlington
4. Stephen Russell, Shepton Mallet
5. Dion Soraine, Leeds

#### RUNNERS UP:

1. Harjit Singh, Huddersfield
2. Neil Mallett, Irthingborough
3. Paul Hughes, Slough
4. Sean Duffield, Saltburn
5. Andrew Clarke, Atherstone

### YOU'RE FIRED COMPO

AP14 JUNE 92  
(HOLIDAY IN SICILY)

#### WINNER

(with: 1063 song titles, from 1836 artists)  
J Rae, Lincoln

#### RUNNERS UP:

1. Mark M Smith, Larkhall (83)
2. Robert Brain, Birmingham (198)
3. Philip Bell, Newcastle (108)
4. Neil Hunter, Nuneaton (109)
5. Mark Porter, Coventry (61)
6. Richard Turner, Durham City (272)
7. Stephen Aston, Basildon (176)
8. Chris Mapley, Carshalton (64)
9. PR Doy, Lowestoft (56)
10. Lewis J Adam, Galashiels (62)
11. Mrs Maxine Decent, Luton (253)

### GOD HELPED ME DO IT COMPO

AP15 JULY 92  
(MOUNTAIN BIKE)

WINNER: Matthew Brown, Lowestoft

#### RUNNERS UP:

1. Martin Tucknott, Seaford
2. Andy Barnes, Rhyl
3. Mark Woodward, Tewkesbury
4. Alistair Drew, Gillingham
5. Colin Middleton, Tring
6. Jamie Cox, Yeovil
7. M A Cardinez, Ealing
8. Sally Anderson, Wymondham
9. Martin Strong, Distington
10. PCT Brookes, HMS Mercury, Petersfield

### D&D START UP KIT COMPO

#### WINNERS:

1. Mrs C Sobczuk, Chelmsford
2. Martin Sullivan, Cardiff
3. Neil Shepherd, Herne Bay
4. Pat Andrews, Hayling Island
5. Mr D Talbot, Camberley
6. Jayne Lennox, Cheltenham

### BETWEEN A CROC AND A HARD PLACE

AP16 AUGUST  
(TEE SHIRTS AND STUFF)

#### WINNERS:

1. Hans Pragt, Zwijndrecht, Holland
2. Lee Morgan, Bracknell
3. Christopher Goater, Bexleyheath
4. Karl Brown, St Austell
5. Niall Moody, Balerno
6. Heidi Evans, South Mimms
7. Rainer Walmuth, Retzstadt, Germany
8. Paul Spencer, Ramsey
9. Claire Hewes, Pontefract
10. Jonathan Bryant, Birmingham

#### RUNNERS UP:

1. Robert Holdstock, Cirencester
2. Simon Claydon, Bromley
3. Philip Coulter, Craigavon Northern Ireland
4. S Wilcox, Bath
5. Jackie Mycock, Mottram Via Hyde
6. Andrew Bogue, Stourport on Severn
7. Mattie Whittle, Co. Waterford, Eire
8. Christina Mc Connell, Skipton
9. Karl Wayne White, Shipston On Stour,
10. Darren Birch, Longston near Leek

### TOP BREEDERS RECOMMEND IT

AP14 JUNE 92  
(VIDEO OF ALIENS: THE SPECIAL EDITION AND THE GAME HOSTILE BREED)

#### Winners

1. Sam Clack, Newcastle Upon Tyne
2. M. Hunn, Canning Town
3. Miss Jacqueline Parkes, Wallsall
4. Adrian Pannett, Shrewsbury
5. Danny Hill, Billericay

Runners up (Winners of Hostile Breed only)

1. Richard Hadfield, Birmingham
2. Paul Clifton, Swindon
3. Sundip Jangi, Hayes
4. Russ Henderson, Huntingdon
5. Stephen Adnam, Immingham

# We'll show you something

## Introducing the very first Amiga Format Special Edition: The Complete Software Guide.

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# AMIGA POWER

**It's a big scary old world out there. And it's filled with software people all trying desperately to make sure that you spend your money on their products. So where can you turn? To the AMIGA POWER Bottom Line, that's where...**

## THE BOTTOM LINE

### (AND HOW TO UNDERSTAND IT)

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

The whole point of the Bottom Line is to cram as much information as possible into this small space. Here's how it works...

The top bit is easy:  
GAME NAME  
Publisher   Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time and the reviewer's initials. If the game appeared in our new, updated All-time Top 100 Games, its position comes

next, followed by the mini-review and a rating out of five stars (with red ones for real 'must buys'.) And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

### WHO'S WHO

AP - Adam Peters   CC - Colin Campbell   DG - Dave Golder   GP - Gary Penn   JD - Jonathan Davies  
KF - Karl Foster   LB - Linda Barker   MB - Matt Bleby   MR - Mark Ramshaw   MS - Matthew Squires  
NW - Neil West   RL - Richard Longhurst   RP - Rich Pelley   SC - Stuart Campbell

### ABANDONED PLACES

Electronic Zoo £29.99

AP11 80% KF

Definitely one of the biggest RPGs you'll ever play, but as you might expect, that means an awful lot of fiddling about with disks. It looks a bit tacky too, but you certainly get plenty of game for your money. ★★★★

### THE ADDAMS FAMILY

Ocean £25.99



AP14 88% MB

Highly simplified Mario clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★

### ADVANTAGE TENNIS

Infogrames £25.99

AP12 69% DG

We're still waiting for the definitive Amiga tennis game. This is up there with the best of the contenders, but poor controls let it down. ★★★

### THE ADVENTURES OF WILLY BEAMISH

Sierra £34.99

AP12 69% MR

Great plot with some genuinely funny touches of humour, but the game itself is disappointingly straightforward and linear. For £35, it's a bit short on depth to justify buying. ★★★

### AGONY

Psynopsis £25.99



AP13 78% SC

The mellowest shoot-'em-up around, with stunning graphics, beautiful animation and relaxed, blissed-out gameplay (but utterly tragic music). The six levels won't take you all that long to get through, though, so think carefully if you're after a real challenge. ★★★★

### AIR BUCKS

Impressions £29.99

AP17 70% MR

Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

### ALCATRAZ

Infogrames £25.99

AP13 73% NW

A bit of a pain in one-player mode (you have to play two characters simultaneously), but much more fun with a chum around, this maze game/shoot-'em-up is atmospheric and addictive, if not the biggest thing you'll ever see. Not bad. ★★★

### ALIEN BREED

Team 17 £25.99

AP8 82% RP

Ultra-slick *Gauntlet* clone – it gets a bit repetitive but there's a huge amount of top slimy-slaughtering fun to be had beforehand. Not much evidence of one meg being used though. ★★★

### ALIEN STORM

US Gold £25.99

AP9 44% NW

Imagine something as simple as *Golden Axe* without the clever sophisticated stuff. Yep, it's really that dreadful. ★

### ALTERED DESTINY

Accolade £29.99

AP7 73% JD

Technically it's pretty grim, but a decent enough adventure game beneath the peeling wallpaper and flaking paint on the surface. A long way short of fabulous, though – ultimately it's just another average adventure. ★★★

### AMERICAN FOOTBALL COACH

Composer Software £14.95

AP14 21% NW

*John Madden Football* without the groovy graphics, exciting strategy/arcade blend, competent programming and pretty much everything else. ★

### AMNIOS

Psynopsis £25.99

AP9 76% MR

Inspired by arcade classics *Defender* and *Sinistar*, but this omnidirectional-scrolling blaster is over-fast, under-controllable and

graphically very cluttered. Reasonable fun, but utterly forgettable. ★★★

### ANOTHER WORLD

US Gold £25.99



AP10 89% MR T100 No.20  
Okay, so you'll finish it in a couple of days, but this is absolutely gorgeous stuff, playable and different with an atmosphere all its own. Every new screen is an exciting discovery, and while quantity may be lacking, there's no doubt this one's quality. Let's just hope for a (bigger) sequel soon. ★★★★

### APIDYA

Play Byte £25.99



AP13 89% MR T100 No.25  
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is the terminally cool *R-Type 2*), but it's definitely completely excellent, so why are you reading this instead of going out to the shops to buy it right now? Eh? ★★★★

### AQUAVENTURA

Psynopsis £25.99

AP16 38% AP

Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

### ASHES OF EMPIRE

Mirage £34.99



AP16 80% RL  
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

### THE BLUES BROTHERS

Titus £25.99



AP7 87% SC T100 No.26  
Funny, addictive, colourfully presented, crisp and beautiful-looking, gorgeously presented, excellently-designed and magnificently-written. But that's enough about AMIGA POWER, *The Blues Brothers* is fab as well. Our favourite character licence game ever. John Belushi would have approved. ★★★★

### BONANZA BROS

US Gold £25.99

AP9 81% GP

Good conversion of the coin-op, but for some reason it's just not as lovable on home computer formats. Two-player mode is really good fun, but in solo mode it's lacking a bit. A touch slow, and the 10 levels can be played through in no time. ★★★

### BOOLY

Loriciel £19.99

AP8 49% MB

Charterful and imaginative little thing, but you really need to force yourself to play it properly. It's quite engrossing, but it's never going to be a No.1. ★★★

### BOROBODUR

Thalamus £25.99

AP11 34% SC

Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. Really badly programmed too. ★

### BOSTON BOMB CLUB

Silmarils £25.99

AP7 78% MB

One of the better puzzle games we've seen, with lots of character and a simple but addictive idea neatly executed. Like most puzzlers, though, it doesn't have lasting appeal and you'll get bored after a while. ★★★

### BRAIN BLASTERS

Ubi Soft £25.99

AP7 32% SC

Remember that old parlour game where you got shown a tray full of odd objects for 30 seconds and then had to remember what they all were? Well, now it's on the Amiga for £26. Isn't technology wonderful? ★

### BREACH 2 (ENHANCED)

Impressions £29.99

AP10 60% RP

Spectrum-quality graphics, but a more entertaining game than many in the RPG genre. £30 is just silly, though. ★★★

### BRIDES OF DRACULA

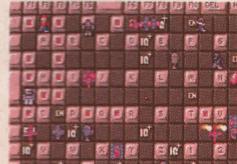
Gonzo Games £25.99

AP13 59% MS

Astoundingly crude technically, the execution and some elementary design flaws ruin what might have been some top *Spy vs Spy*-esque vampire antics. ★

### BUG BOMBER

DMI £25.99



AP17 70% SC  
Er, well basically it's *Dyna Blaster* with twiddly bits. It's slightly better than *Dyna Blaster* as a one-player



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game but *DB* beats it for multi-player fun and good looks. Overall, though, dead fab. ★★★★

**BUILDERLAND**

Loricel £24.99

AP8 63% MB

Potentially groovy *Lemmings*-type effort, but it's a shame it appears to have been programmed in AMOS. Still quite playable, but too primitive to really hold your attention. ★★★

**CAPTAIN PLANET**

Mindscape £25.99

AP8 43% NW

Really tragic platform atrocity licensed from one of the lamest cartoon heroes in living memory. Shoddily put-together and a complete waste of a potentially good design. ★

**CARDIAAXX**

Electronic Zoo £25.99

AP9 59% SC

It's nice to see someone try to do a *Defender* for the '90s, but not so nice when it turns out to be as characterless and unplayable as this. Wildly over-sensitive and illogical in play. ★

**CARL LEWIS CHALLENGE**

Psychosis £25.99



AP17 83% DG

These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

**CASTLES**

Interplay £29.99

AP13 58% KF

Could-have-been-fun attempt at a *Sim-City*-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any real depth or realism. ★★

**CELTIC LEGENDS**

Ubi Soft £30.99



AP9 89% KF T100 No.27

Fans of the 8-bit classic *Chaos* will find that this is the closest the Amiga's yet come to emulating that game's timeless appeal, but with added depth and strategy. A little on the slow side, but enormously compelling and enjoyable nevertheless. ★★★★

**CHAMPION DRIVER**

Idea £25.99



AP9 75% SC

Fast and smooth cross between *Hot Rod* and *Super Sprint*, this is pretty shallow stuff but it's one of the most enjoyable Amiga driving games you'll see all the same. There's a good balance between achievement and reward too. ★★★★

**CHAMPIONSHIP MANAGER**

Domark £24.99

AP15 38% JD

A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Chrysalis' *Graham Taylor Management* game instead. ★

**CHE: GUERRILLA IN BOLIVIA**

CCS £25.99

AP10 34% RP

About as up-to-date as Che himself. Forget it. ★

**CHESS CHAMPION 2175**

Oxford Softworks £19.99

AP12 80% KF

Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet. ★★★★

**CISCO HEAT**

Image Works £25.99

AP10 66% SC

It's hard to tell if the programmers ever played the coin-op this is supposedly based on, but it's not a bad little arcade driving game in its own right. Then again, it's not exactly good, either. ★★★

**CIVILIZATION**

MicroProse £34.99

FLASH GREAT HILL DISPOSED. VEHICLES SUSPENDED  
The Tenochtitlan Times  
Aztec wise men  
discover the secret of Bronze Working!



AP16 80% GP

The idea of god-sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

**THE COOL CROC TWINS**

Arcade Masters £25.99



AP16 65% MS

A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

**COVER GIRL POKER**

Emotional Pictures/Storm £25.99

AP13 6% MR

A completely amazing game. You'll be amazed at the poor-quality pictures, astounded by the appallingly tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. If you own it, kill yourself. ★

**COVERT ACTION**

MicroProse £34.99

AP8 81% SC T100 No. 99  
Ridiculously expensive but very atmospheric spy 'simulator', with lots of little sub-games (some of which are actually enjoyable, shock horror) actually going together to make a cohesive whole. Shame about that price, though. ★★★★

**CRAZY CARS III**

Titus £25.99



AP16 88% MR

Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★

**CRAZY SEASONS**

Idea £25.99



AP17 73% LB

Cutesy, colourful platform puzzler featuring a pot-bellied penguin trying to save the universe. Not exceptionally original but very playable. ★★★★

**CRIME CITY**

If... £25.99

AP11 30% GP

Nice detective murder-mystery idea, but useless plot development and unpleasant user interface. This could have been good, if only it had had a bit of atmosphere to it. ★

**CRIME TIME**

Starbyte £25.99

AP9 32% RP

Hopeless adventure game, old-fashioned and unoriginal. Really, with the likes of *Monkey Island* around, we don't quite understand why people bother releasing this kind of drivel at all. ★

**CYBERBLAST**

Innervision Software Inc £25.99

AP17 61% GP

Uninspired *Gauntlet* clone. Scrolling, maze-y, shooty thing that plays well enough but isn't overly interesting. ★★★

**DEATHBRINGER**

Empire £25.99

AP9 54% SC

Wildly impressive 32-level parallax, but there's nothing else to it at all. Even the gameplay that there is (simple hack'n'slash stuff) isn't very well executed. More of a demo than a game. ★★

**DEATH KNIGHTS OF KRYNN**

SSI/US Gold £25.99

AP7 60% SC

First the good news – this isn't nearly as hateful as *Secret Of The Silver Blades*. Now the bad news – it isn't nearly as good as *Deathbringer*. ★

**DELIVERANCE**

21st Century Entertainment £25.99

AP14 75% JD

Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

**D/GENERATION**

Mindscape £19.95



AP16 88% JD

You wouldn't have thought you'd get

much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★

**DISCOVERY**

Impressions £29.99

AP15 75% JD

Ships, history, and the anniversary of Columbus' discovery of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga", sez our Jonathan. Quite. ★★★★

**DOJO DAN**

Europress Software £25.99



AP16 66% GP

A better than mediocre platformer-romp-cum-beat'em-up thang with some shoot'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has its moments and is quite pretty to look at. ★★★

**DOUBLE DRAGON III**

Storm £25.99

AP9 29% SC

While the first two *Double Dragon* games were simplistic and over-easy, at least they looked quite nice. This is much less complex than either of those, and a lot uglier too. ★

**DRAGON FIGHTER**

Idea £25.99

AP9 56% JD

Novel mix of two styles (*R-Type*-ish shoot-em-up and strategy game), but neither section has been very well executed. The whole thing is pretty slick, but there's nothing much here to keep you entertained for long. ★★

**DREADNOUGHTS**

Turcan Research Systems £34.95

AP14 80% JD

A naval strategy wargame that Jonathan liked? Nuts! ★★★★

**DUNE**

Virgin £30.99



AP15 81% DG

A highly polished adventure game which is more of a strategy game-cum-animated-book. It should appeal to adventure fans, and non-gaming fans of the book, alike. ★★★★

**DYLAN DOG**

Simulmondo £25.99

AP16 29% RP

There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

**DYNA BLASTER**

Ubi Soft £30.99

AP12 83% MB T100 No.13  
Good fun by itself, but play this in five-player mode (with the joystick



(adaptor included) and you'll find entire days disappearing from your life. If you've got any friends at all, this is an absolute must. ★★★★

Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think carefully before buying both, though. ★★★

**FACE OFF**

Krisalis £25.99

AP9 60% SC

*Manchester United* on ice, but less fun. About as good as Amiga ice hockey gets at the moment, though. ★★★

**FALLING JEWELS**

Soft &amp; Easy £25.99

AP10 66% GP

Very rough-looking but sneakily likeable clone of the Sega *Tetris* clone *Columns*. You could do worse (like any of the official Amiga *Tetris* games, for example). ★★★

**FANTASTIC VOYAGE**

Centaur £25.99

AP10 77% RP

Average shoot'em-up distinguished by a lovely lighting effect which lends the game a charming atmosphere, albeit without adding anything to the hackneyed design. ★★★

**FASCINATION**

Tomahawk £29.99



AP17 67% JD

Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

**FATE - GATES OF DAWN**

Rainbow Arts £29.99

AP8 70% JD

Finicky and tatty FRPG, only partially redeemed by the fact that it's got some moderately cute babes in it. ★★★

**FINAL BLOW**

Storm £25.99

AP9 33% SC

Astonishingly shallow even for a boxing game, you'll spend half-an-hour completing this and the rest of your life regretting buying it in the first place. So don't. ★

**FIRE AND ICE**

Renegade £25.99



AP14 88% MR

*Magic Pockets*, but fast and good. ★★★★

**FIRETEAM 2200**

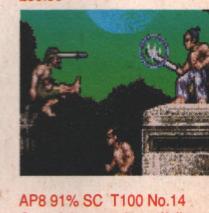
Interneine £29.99

AP13 31% DG

Quite breathtakingly horrid-looking, and seriously dull to boot. Just another wargame, really. ★

**FIRST SAMURAI**Ubi Soft (with *Mega Lo Mania*) £30.99

AP8 91% SC T100 No.14



One of the most beautifully-



constructed and playable arcade adventures the world's ever seen, with truly stunning sound into the bargain. This is the way it should be done, always. ★★★★

#### FLIGHT OF THE INTRUDER

Image Works £30.99

AP8 83% JD

Surprisingly enjoyable and zappy flight sim based on one of the US Navy's clunkier old airborne warhorses. Bags of quirky character. ★★★★



#### FLOOR 13

Virgin £30.99

AP14 75% MS

Tense sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★

#### FOOTBALL CHAMP

Simulmondo £25.99

AP17 53% GP

Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with and not very entertaining when you do. Football can be, and has been, done better. ★★

#### FOOTBALL DIRECTOR II

D&H £24.99

AP8 55% CC

Zzzz. \*

#### FORMULA ONE GRAND PRIX

MicroProse £34.99



AP7 92% GP T100 No.2

Probably the most stunning technical achievement seen in Amiga games programming to date, but more importantly, a superbly and endlessly playable game to boot. Monstrously impressive in every way – buy this or we'll shoot you. ★★★★

#### 4D SPORTS BOXING

Mindscape £25.99

AP9 40% GP

The fourth dimension is, er, a really boring place to be. \*

#### 4D SPORTS DRIVING

Mindscape £25.99

AP11 69% NW

A quite neat *Race Drivin'* clone, somewhat spoilt by the really clumsy and thoughtless approach to disk swapping. ★★

#### FUZZBALL

System 3 £19.99

AP9 80% MS

This *Bubble Bobble*-esque arcade platformer is almost there, but the stupid control and sky-high difficulty puts a very hefty spanner in its works. Could have been great, but isn't. ★★

#### GLOBAL EFFECT

Millennium £29.99

AP13 60% JD

*Sim City* goes Green, but doesn't quite cut it game play and control interface-wise. Some very poor design logic makes it a chore. ★★

#### GO

Oxford Softworks £19.99

AP12 80% SC

Unsophisticated but workable version of one of the true classics of boardgaming. 100 skill levels and a handicapping system gives everyone the chance to play this absorbing and challenging game. ★★★★

#### GOBLIINS

Tomahawk £25.99

AP16 79% MR

Whatever it is they give those French game designers, we'll have doubles. *Gobliins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

#### THE GODFATHER

US Gold £30.99

AP10 56% MS

The Godfather saga – just try to imagine how much potential there is for a really great game in there. Then look at this godawful wittless *RoboCop* clone and cry for a day and a half. ★

#### GOLDEN EAGLE

Loriciel £28.99

AP10 55% JD

Icky *Rolling Thunder* playalike with cut animation but no noticeable gameplay. Uninteresting, uninspired and un-French. ★

#### GRAEME SOUNESS VECTOR SOCCER

Impulse £25.99

AP10 32% SC

A brave effort, but while the vector graphics work pretty well, the soccer bit fails miserably. File under 'nice try, no cigar'. \*

#### GRAHAM TAYLOR'S SOCCER CHALLENGE

Krisalis £25.99



AP16 82% AP

Poor old Graham gets a lot of stick these days and there are many that would say he deserves it. Apparently he was involved in the development of this football manager sim and, if that's the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

#### GREAT NAPOLEONIC BATTLES

Impressions £29.99

AP10 63% RP

Duff wargame with a built-in editor so you can actually make it as much fun as you want! Allegedly. ★★

#### GUY SPY

ReadySoft £29.99

AP17 33% AP

Oh dear, if only looks were everything. This is another one of those cartoon adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. \*

#### HAGAR THE HORRIBLE

Kingsoft £25.99

AP9 65% MS

A more expensive version of *The New Zealand Story* with Vikings in it. Surprisingly enough, though, it's less cute. ★★★

#### HARE RAISING HAVOC

Disney £25.99

AP12 28% SC/68% MR

It looks nice, but there's about as much gameplay in here as there is in a big empty box marked 'Gameplay-Free Zone'. It's quite funny but you'll never play it more than once. If

you've got a hard drive (and you can't play this any other way), don't waste its memory space. \*

#### HARLEQUIN

Gremlin £25.99



AP11 91% SC T100 No.15

One of the most complete, entertaining, addictive and imaginative games of any kind ever seen on the Amiga, *Harlequin* is a tour de force of programming and design. It's the game *Robocod* should have been. Platforms and spacehoppers have never been so much fun. ★★★★

#### HARPOON (WITH BATTLESET II)

Electronic Arts £34.99

AP11 64% JD

Phenomenally detailed, but you'll have to be a retired Admiral to have enough time on your hands to play it properly. ★★

#### HEARTS OF CHINA

Sierra £34.99

AP10 84% MR

Lots better than most Sierra efforts, but still very linear, and if you haven't got one meg and a hard drive, forget it completely. ★★★

#### HEIMDALL

Core Design £30.99



AP8 86% MB T100 No.46

If you're fed up of appallingly tatty RPGs, why not show some programmers this? Accessible, playable, gorgeous to look at, but still holding plenty of depth and challenge, this is the way the genre should be going. ★★★★

#### HERO QUEST: RETURN OF THE WITCHLORD

Gremlin £14.99

AP7 80% JD

A clutch of new levels for the pretty groovy board game conversion. Nothing remarkable, but it certainly extends the game's life. ★★★

#### HOI

Hollywood £25.99

AP16 78% AP

It's a step in the right direction, just not a very big one. \*

#### ISHAR

Silmarils £29.99

AP15 78% KF

An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the real meat of the action. ★★★

#### JAGUAR XJ220

Core Design £25.99

AP15 85% JD

Sadly this game hasn't improved on *Lotus II*, with a lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite based driving games, but *Crazy Cars III* is now the firm office favourite. ★★★

#### HOME ALONE

Accolade £24.99

AP10 48% RP

Almost as irritating as Macaulay Culkin. \*

#### HOOK

Ocean £25.99

AP15 84% MR

The atmosphere of Spielberg's *Hook* movie is nicely captured, but there isn't really all that much to it. It's



small and shallow, but still jolly nicely formed. ★★★★

#### HOSTILE BREED

Palace £25.99

AP15 82% MR

Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

#### HOT RUBBER

Palace £25.99

AP14 74% GP

A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. Good fun, but shallow. ★★★

#### HUDSON HAWK

Ocean £25.99

AP7 75% SC

Almost a prototype *Titus The Fox*, this is an almost-great cartoon platform effort ruined by a hideously unfriendly inertia-heavy control system. Still more cohesive and enjoyable than the usual movie licence game, though. ★★★★

#### IAN BOTHAM'S CRICKET

Celebrity Software £25.99

AP16 41% AP

Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Bortham's Cricket* is tedious no matter what you think of the real thing. Livenes up a bit as a two player game but overall it's a bit of a duffer. ★★

#### INDY HEAT

Storm £25.99

AP11 63% SC

A very good conversion of the arcade game, but it's just too easy and it lacks the addictive life of *Super Off Road*. Excellent fun with a couple of friends round all the same, though. ★★★

#### INTERNATIONAL SPORTS CHALLENGE

Empire £29.99

AP16 78% MR

Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of joystick wagging (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

#### KNIGHTMARE

Mindscape £30.99

AP9 74% MR

Something of another wasted licence – this actually used to be called *Little Beau*, but had the *Kid* name tacked on at the last minute to no great effect. Essentially *Super Wonder Boy*, but a bit more crude. ★★★

#### KNIGHTS OF THE SKY

MicroProse £34.99

AP8 87% JD T100 No.9

This is what it's really all about in the flight sim department. You can keep your *F-15s* and your *A320 Airbuses*, *Knights Of The Sky* captures the daredevil feel of the magnificent men of WW1 perfectly, with glorious dogfighting and lots of tricky missions. No collection should be without it. ★★★★★

#### KING'S QUEST V

Sierra £39.99

AP7 83% MR

Pretty impressive adventuring stuff, if a bit limited plot-wise (and certainly not up to Lucasfilm standards). Graphically excellent, but once more this is for hard drive owners or the unbelievably patient only. ★★★

#### LAST NINJA 3

System 3 £35.99

AP7 80% SC

Not quite as playable as the previous games in the *Last Ninja* series, but still a bit of a nightmare in the control department. More technically advanced, but pretty deficient character-wise, this just doesn't really grab you. ★★★

#### LEANDER

Psygnosis £25.99



#### LEGEND

Mindscape £30.99

AP14 91% KF

An RPG that's got everyone in the AMIGA POWER office playing it to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★

#### LEISURE SUIT LARRY 5

Sierra £34.99

AP11 50% KF

The kind of thing that makes buying a Super NES suddenly seem like a really good idea. Inept, unfair, morally-dubious, and about as nice to look at as your average motorway pile-up. Face it, it's rubbish. \*

#### LINKS

US Gold £37.99



#### LIVERPOOL THE COMPUTER GAME

Grandslam £25.99

AP16 70% MS

Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on *rogadon* would look like a champion sprinter by comparison. ★★★

#### LORD OF THE RINGS

Electronic Arts £29.99

AP9 63% MR

Very atmospheric, with a friendly control interface, but the Amiga really creaks as it tries to keep it all going. Only for those who aren't in a hurry. ★★★

#### LOTUS TURBO CHALLENGE II

Gremlin £25.99

AP7 87% CC T100 No.42

There's still a powerful office lobby that says this game isn't as good as *Lotus 1*, but nobody's arguing with the fact that this is an excellent and superbly-executed racing thriller. Consider *Vroom* first, though. ★★★★



**SAMURAI: THE WAY OF THE WARRIOR**

Impressions £29.99

AP14 55% AP

Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninja fetishists. ★★

**SENSIBLE SOCCER**

Renegade £25.99



AP15 93% SC

An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it! ★★★★

**7 COLOURS**

Infogrames £19.99

AP8 47% JD

Nice idea, but once again a puzzle game turns out to be more a test of chance than a genuine brainteaser. Never mind, eh? ★

**SHADOWLANDS**

Domark £29.99



AP11 87% MR

Very lovely RPG with a neat light-and-darkness effect, which (despite the fact it does have some gameplay implications) is mainly just a cosmetic gimmick on top of what's a well-designed and absorbing game. Good stuff, though occasionally a tad sluggish. ★★★★

**SHADOW SORCEROR**

US Gold £27.99

AP8 71% MR

Not very accessible – and not very appealing to FRP purists either – this is an awkward, disjointed and generally unfulfilling game. Worth a try if you're after something a bit different, though *Shadowlands* does it better. ★★★

**SIM ANT**

Ocean £34.99

AP14 59% MB

Some of the most appalling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it. ★

**SIMEARTH**

Ocean £34.99

AP17 41% JD

As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

**SMASH TV**

Ocean £25.99

AP9 81% MR

Massively disappointing conversion of one of the best coin-ops in years. Written in such a way as to cater for the American market, so why should you spend any of your hard-earned Sterling on it? ★★★

**SPACE 1889**

Empire £30.99 AP9 74% SC

Inferior follow-up to *Mega Traveller*.

although it's not a bad RPG thing in its own right. The idea is a lot more



interesting than the execution, though. ★★★

**SPACE ACE II**

Empire £34.99

AP10 76% SC

Look, it's simple. Are you a total cretin? Do you want to see crap games come out on the Amiga in the future? If the answer to those questions is 'no', don't buy this game. There's nothing else to it. ★

**SPACE CRUSADE**

Gremlin £25.99

AP12 85% KF

T100 No.60. Excellent boardgame conversion which does away with all that faffing around with bits of plastic and dice, but doesn't lose any of the features of the original. Very classy. ★★★★

**SPACE GUN**

Ocean £25.99

AP12 69% MR

Zappy Operation *Thunderbolt* clone, but nowhere near as good. Fun with a Trojan Light Phaser, but not much else. ★★

**SPOILS OF WAR**

Internece £29.99

AP14 45% JD

Tedious rubbish. There is no truth in the rumour that wargames have to be dull to be realistic. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards. ★

**STARUSH**

Ubi Soft £25.99

AP14 64% SC

Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not really worth buying either. ★★★

**STEEL EMPIRE**

Millennium £29.99

AP11 63% RP

There aren't many wargames set in the near future, but this is, er, one of them. It didn't set our hearts on fire, but being objective this is quite good. Only quite good, mind you... ★★★

**STEVE MCQUEEN WESTPHASER**

Loricel £25.99

AP10 25% SC

A funny cartoon version of *Operation Wolf* set in the Wild West is undoubtedly a good idea, but it would be an even better idea to make it playable. It might also have been quite amusing to have put Steve McQueen in it at some point. ★

**STORM MASTER**

Silmarils £25.99



AP11 86% MS

T100 No.72. Another *Kingdoms* game, but there's lots more to do in this one than *Realms*, and there's more variation to the gameplay too. ★★★★

**STRATEGO**

Accolade £25.99

AP7 52% CC

Another technically good conversion of a board game that simply doesn't

work as a human-vs-computer effort. That wouldn't be quite so bad if you could play another person at it. But you can't. ★★

**STRIKER**

Rage £25.99

AP15 76% SC

Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

**STRIP POKER DELUXE II**

CDS £25.99

AP8 7% CC

The only good thing about this is that it plays a better game of cards than *Cover Girl Poker*. It's still complete and utter rubbish, though. ★

**STRIKE FLEET**

Electronic Arts £29.99

AP9 64% CC

Lots of extremely interesting guns and stuff to use, and a huge manual to plough through. But it's a surprisingly shallow game when you look closely at it. Not much cop, really. ★★

**SUPER SPACE INVADERS**

Domark £25.99

AP8 51% RP

A groovy arcade game becomes a total disaster of slowness and programming incompetence on the Amiga. More like the 1977 original than the sexy *Super Space Invaders* coin-op, this is junk. ★

**SUPER TETRIS**

MicroProse £29.99

AP17 54% SC

*Tetris* with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

**TENNIS CUP 2**

Loricel £25.99



AP17 72% MS

The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores, what more could you want? ★★★

**THEIR FINEST MISSIONS**

US Gold £10.99

AP7 70% JD

Interestingly enough, there's nothing here you couldn't get for free by using the original game's custom mission option. Save your money, unless you're a terminally lazy fan of *Their Finest Hour*. ★★

**THUNDER BURNER**

Loricel £19.99

AP10 30% RP

Utterly nightmarish kind of *Buck Rogers* meets *Space Harrier*-thing. A drab shoot-'em-up without the nifty flying-around-bits from *Space Harrier*. Fun VCR feature but this is the kind of thing that gives French programmers a bad name. ★

**THUNDERJAWS**

Domark £25.99

AP8 17% SC

Then again, the British don't come out too well either if you look at this sort of thing. Average *Rolling Thunder*-type coin-op, dreadful conversion, and that really is all you need to know. ★

**ULTIMA VI**

Mindscape £30.99

AP13 90% MR

**TILT**

Genies £25.99

AP10 50% JD

Similar in many ways to *Boston Bomb Club*, but a whole lot less lovable, this is a simplistic and repetitive puzzler that doesn't bear up to more than a few games. ★★

**TIP OFF**

Anco £25.99

AP10 75% GP

Pretty iffy attempt at transferring the success of *Kick Off* to a basketball game, spoiled by dodgy control and the fact that basketball simply doesn't work the same way as football does (not that *Kick Off* played much like football anyway). ★★

**TITUS THE FOX**

Titus £25.99



AP12 88% SC/MR

T100 No.22

*Hudson Hawk* meets *The Blues Brothers*. Huge, wonderful platformer, dragged down a bit by mammoth disk accessing, but no less unmissable for all that. The cutest game hero in the known universe, too (nobody's based a game on Winona Ryder yet). ★★★★

**TOUCHDOWN**

Hex £25.99

AP11 45% JD

Bizarre environmentally-friendly (both in concept and execution) *Rainbow Islands* clone, this is certainly one of the oddest games we've seen in a while. Unfortunately, while it's almost exactly the same game as *Rainbow Islands*, it's only about a tenth as good. ★★

**TOP BANANA**

Strike Force £14.99

AP15 48% NW

Slick presentation keeps up the pace of a technically sound, if uninspired, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

**TV SPORTS: BASEBALL**

Mindscape £25.99

AP15 52% NW

Well put together, but very tedious after an hour or so. If you do want baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

**UGH!**

Play Byte £25.99



AP15 79% MR

A laugh and a half, *Ugh!* offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★★

**WINTER SUPERSPORTS 92**

Flair £25.99

AP15 61% GP

A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

**WILD WHEELS**

Ocean £25.99

AP7 52% SC

Extremely basic future-football game played with cars instead of

footballers. Promising idea, but this effort feels and looks half-finished. There's not much to do, and what there is isn't very inspiring. ★★

**WIZKID**

Ocean £25.99



AP15 91% MR

A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least) if you don't buy *Wizkid*, your life really will be a lot poorer. ★★★★

**WOLFCHILD**

Core Design £25.99

AP10 58% SC

Hugely disappointing platformer that's the sequel to *Switchblade* in all but name. Too short, too easy, too repetitive, and lacking the character and inspiration that separates a good game from the run-of-the-mill. ★★

**WORLD CLASS RUGBY**

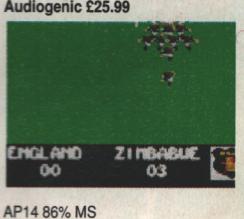
Audiogenic £25.99

AP9 63% MS

Poor attempt to do for rugby what *John Madden Football* did for the American gridiron game. Good graphics but dreadful control system. Over-technical, and a pain to get to grips with. ★★★

**WORLD CLASS RUGBY - THE FIVE NATIONS**

Audiogenic £25.99



AP16 81% MR

ENGLAND

00

ZIMBABWE

03

A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy to use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends. ★★★

**VOLFIELD**

Empire £25.99

AP8 80% MB

T100 No.90. Arcade classic *Qix* revisited. A near-perfect clone of the coin-op, but it's not as much fun as the 1980 original. Still, enjoyable to play, even if it's not the toughest game ever. ★★★★

**VROOM**

Ubi Soft £25.99

AP12 88% SC

T100 No.35. The missing link between *F1GP* and *Lotus 2*, *Vroom* straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without it. ★★★★

**WINTER SUPERSPORTS 92**

Flair £25.99

AP15 61% GP

A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

**WILD WHEELS**

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AP7 52% SC

Extremely basic future-football game played with cars instead of

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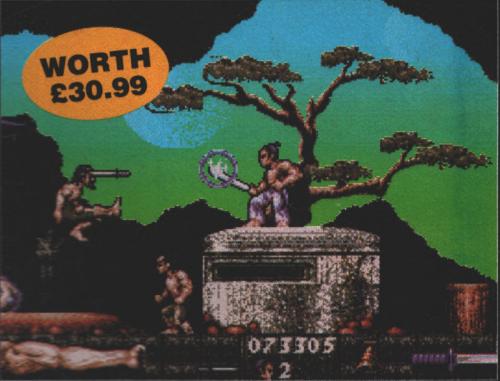
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## HARLEQUIN

*Robocod* is a great game, there's no denying it, and an excellent way to prove to your friends that the Amiga can do the sort of things people buy 16-bit consoles for. However - and make no mistake about this - *Harlequin* is better. It's bigger, it's more packed with stuff, it's just as imaginative, and things don't slow down half as much when there's lots going on on screen. It's the bee's knees!



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On the disk: *Bombuzal* – the complete game!\*

2 June 1991 And it just gets better! A giant Bullfrog interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*!  
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3 July 1991 You want Core Design, CDTV, F-15 Strike Eagle II, *Deuterons*, and *Tok!*? – this is the place to come!  
On the disk: *Exile* special world, *Prehistoric* preview, and great PDI!\*

4 August 1991 The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!  
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5 September 1991 All the new god sims compared. *Lemmings* preview. *Mega Lo Mania* reviewed. *On the disk: Barbarian II* demo, plus five (five!) great PD games!\*



6 October 1991 *Midwinter II*, *Cruise For A Corpse*, *Magic Pockets Rodland* and many more reviewed.  
On the disk: *Rolling Ronny*, *Captain Planet*, *Bullfrogger* and still more!\*



7 November 1991 *Monkey Island II*, *Indy Jones* previews. *Formula One Grand Prix*, *Blues Brothers*, *Lotus II*, *Robocod* and more reviewed.  
On the disk: *Leander*, *Video Kid*, plus PD games!\*



8 December 1991 Bumper Xmas hardware guide. *Populous II*, *First Samurai*, *MicroProse Golf*, *Knights Of The Sky*.  
On the disk: *Cisco Heat*, *Elvira Arcade* (one meg), best of PD!\*



9 January 1992 Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV*, *Birds Of Prey* and more!  
Double disk: *Knights Of The Sky* training section (one meg) and *Puggles*.



10 February 1992 Spring Game Guide. Reviews of *RoboCop 3*, *Another World*, *Leander* and more!  
On the disk: PD Special – featuring *Mr Wobbly Leg*, *Raid* and *Squamble*.



11 March 1992 *Mega Lo Mania II* – diary of a game. Platform games buyers guide. Reviews of *Harlequin*, *John Madden*, *Shadowlands*.  
On the disk: *Pacific Islands* mission and three PD games!



12 April 1992 Giant Psygnosis preview feature, beat-em-up guide. Reviewed: *Parasol Stars*, *Titus The Fox*, *Vroom*.  
Double disk: *Titus The Fox*, *Project X*, plus *Rome* (one meg only).



13 May 1992 Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apida*, *Project X*.  
Double disk: Demos of *Sensible Soccer*, *Wizkid*, *Campaign*, *Pinball Dreams*.



14 June 1992 Footy games preview, joystick guide. Reviewed: *Fire & Ice*, *Addams*, *Eye Of The Beholder II*, *Pushover*.  
Double disk: Playable levels of *Legend* and *Aqua Ventura*.



15 July 1992 Reviews! *Wizkid*, *Sensible Soccer*, *Monkey Island 2*, *Lure of the Temptress* and (of course) much more.  
Double disk: *Galactic*, *Amega Race*, *Number Fumbler*, *Mental Image* shareware.



16 August 1992 Shoot 'em-up guide. Reviewed *Crazy Cars III*, *Links*, *Daja Dan*, *Civilization*, *Might & Magic III*.  
Double Disk: *D/Generation*, *Level Two*, *Troddlers*, and *Locomotion*.



17 September 1992 Pop stars and their games. Guide to multi-player games. Reviewed: *Premiere*, *Bug Bomber*, *Fascination*.  
Double Disk: *Top Secret*, *Beast Master*, *Captain Dynamo*.

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An opportunity to buy back issues of our very own sister mag. Issue 24 has two complete games on the coverdisk, *Archipelagos* and *Vaxine*, while Issue 33 includes the wonderful 3D landscape package, *Vistas*.



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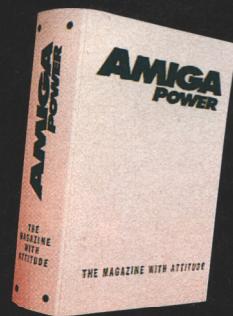
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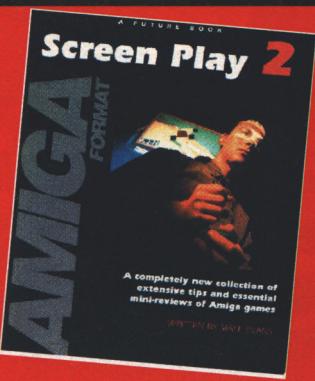
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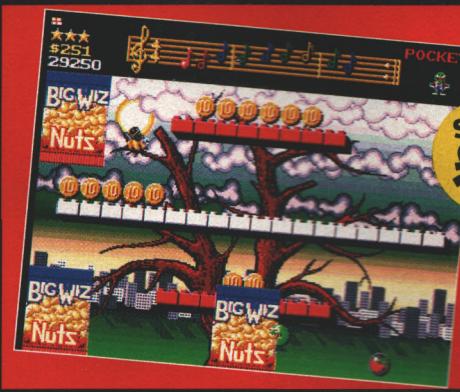
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# PUTTY IN THE STYLE OF SAM PECKINPAH

BY PHIL THORNTON

IN THE  
**style**  
OF...

The column that asks programmers 'what if?' and actually gets a reply delves further into the nether of world of games which don't quite exist. This month's In The Style Of sees the ultra-cute Putty from System 3 get ultra-violent. Putty goes evil, blood stains the platforms, and Dazzledaze the cat gets to wield a chainsaw – all in the style of cult splatter-thriller director Sam Peckinpah. Just be thankful Putty doesn't really look like this.

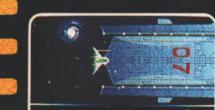


**"Putty is just so cute, that I wanted to do something completely different. Transforming into into a Sam Peckinpah-style splatter scene was the obvious thing. It was also a good way to let off steam after working on such a cute game after 18 months."**

**In the scene here arch enemies Dazzledaze and Putty have actually joined forces, and of course there's the gratuitous inclusion of a car bursting through the scene.**

**I'm big fan of Sam Peckinpah, but my favourite splatter movie just has to be The Texas Chainsaw Massacre."**

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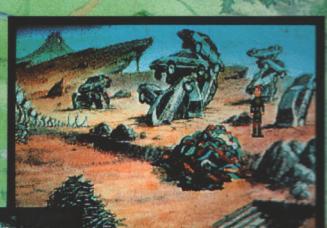
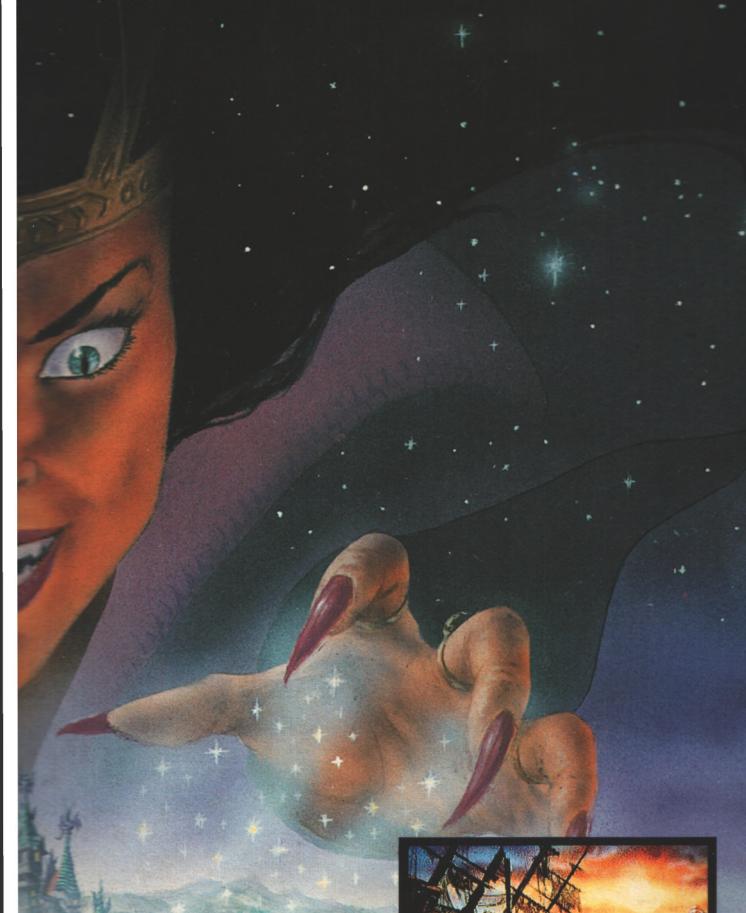
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In our next issue you'll be able to check out full reviews of such biggies as *Tearaway Thomas* and *Humans*, and take closer looks at *Ferrari*, *Elite 2* and... you'll just have to wait. Other faberonic stuff we can tell you about includes a shocking insight into nudity in computer games. Plus there'll be the usual in-depth Complete Control section, up-to-the-minute news and much more. You'll get your golden chance to achieve nirvana with our November issue on Thursday 22nd October.



*Tearaway Thomas* – blasting in for a full review next month.

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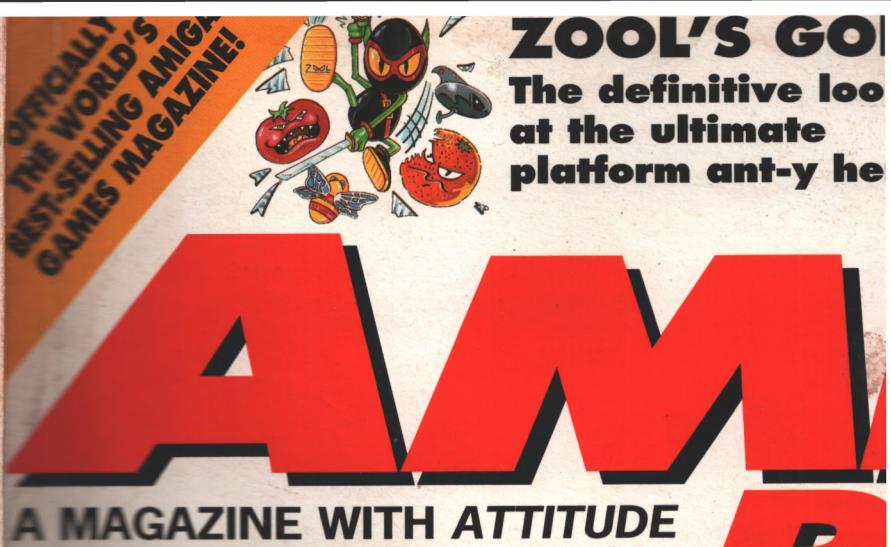
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In our next issue you'll be able to check out full reviews of such biggies as *Tearaway Thomas* and *Humans*, and take closer looks at *Ferrari*, *Elite 2* and... you'll just have to wait. Other faberoonie stuff we can tell you about includes a shocking insight into nudity in computer games. Plus there'll be the usual in-depth Complete Control section, up-to-the-minute news and much more. You'll get your golden chance to achieve nirvana with our November issue on Thursday 22nd October.

## THE ULTIMATE AUTUMN PREVIEW

Tearaway Thomas – blasting in for a full review next month.

## AMIGA POWER ISSUE 18 OCTOBER 1992



### TRODDLERS - OH NO! (IT'S NOT) MORE LEMMINGS



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