

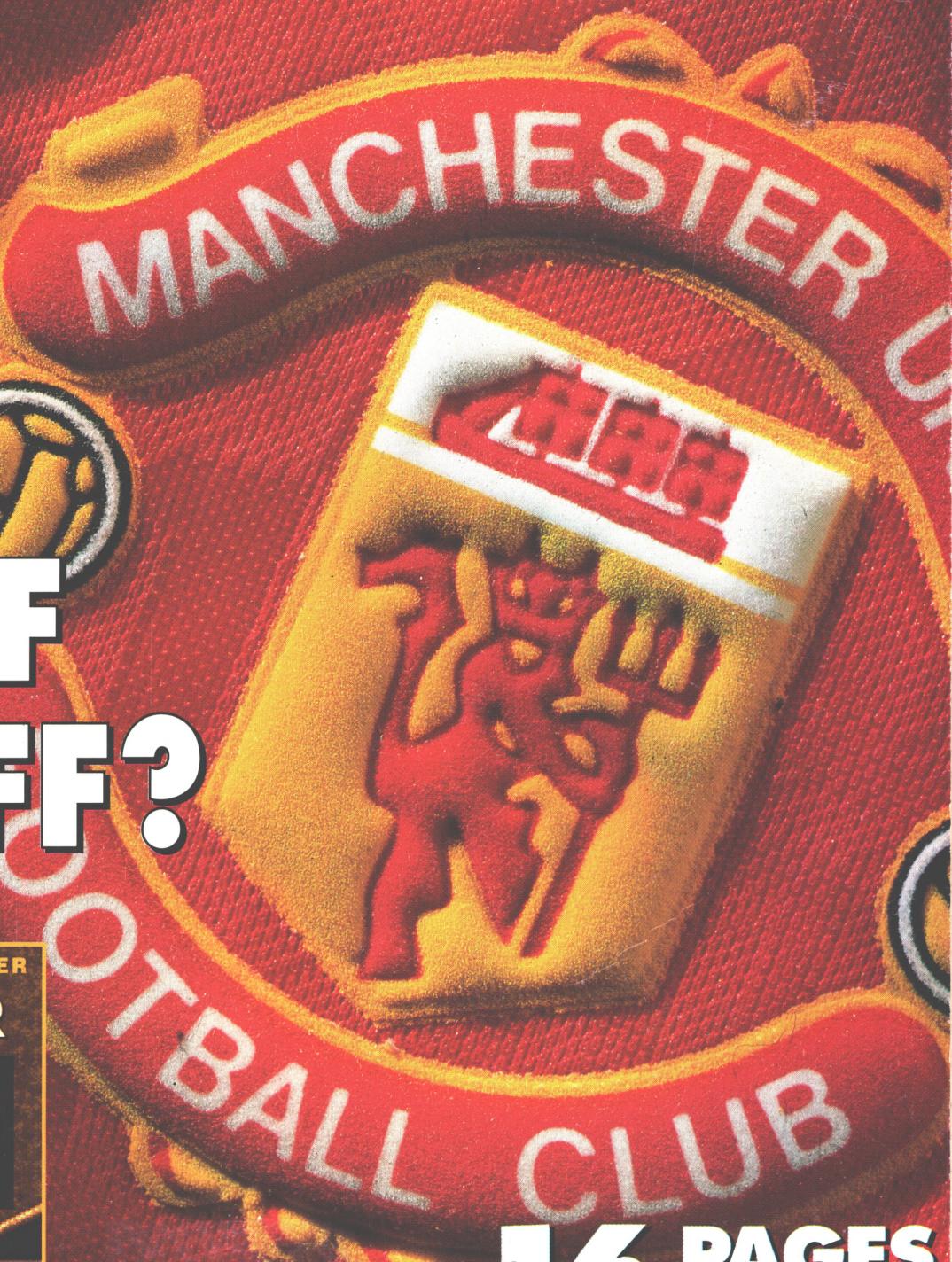
DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS

# AMIGA POWER

A MAGAZINE WITH ATTITUDE

Manchester Utd  
Premier League  
Champions -  
have Krisalis  
simply found...

# A NEW KIND OF KICK OFF?



YOURS WITH ISSUE 36 OF AMIGA POWER

## BENEFATOR

It's just you and a small, strange friend against the world in this smart platformer from Psygnosis.

disk  
36

EXCLUSIVE  
night flying  
capers with  
these  
fantastic  
Jetstrike  
missions.

JETSTRIKE

4 GAMES ON THIS DISK

## 16 PAGES OF TIPS!

Future  
PUBLISHING  
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of value



ISSUE 36 £3.50 APRIL 1994

04  
36

# COMMAND EARTH'S FORCES A

## UNITED NATIONS RESOLUTION 643-2(C)

### CLASSIFIED-TOP SECRET

For Your Eyes Only - Read & Destroy

Re: Formation of Covert UN Combat Unit

Date of Inception: 1-1-1999

Name: Extraterrestrial Combat Unit  
(XCom)

#### The Threat:

The ever increasing appearance of hostile Alien craft. The indiscriminate landings; the terrorising and disappearance of civilians. The hysteria generated among the local population.

#### The Task:

To combat the Alien threat by scanning, tracking and intercepting all UFOs. To research superior alien technologies and apply that knowledge for manufacture of advanced weapons and craft to be used against the aggressors.

#### The Base:

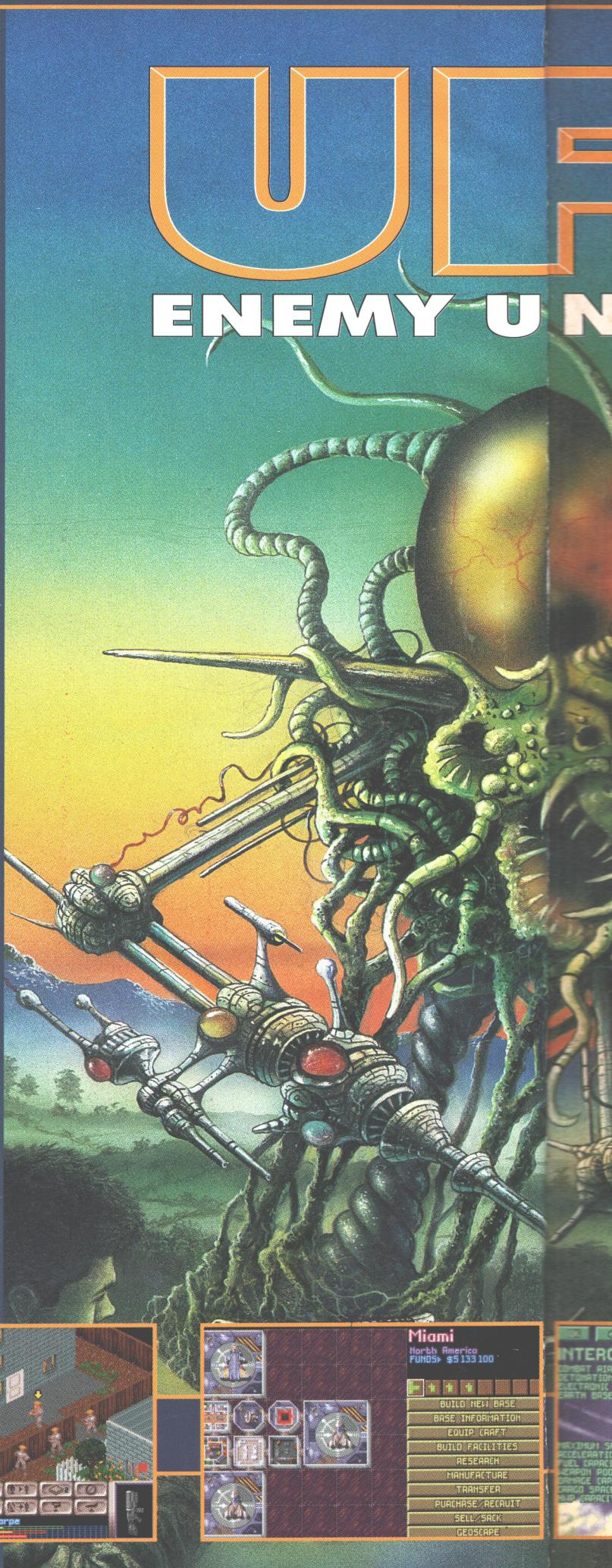
A secret base (Alpha One) has been equipped with two leased Interceptors, a Skyranger transport jet and scientists, engineers and soldiers. The base will have to be enlarged and other bases MUST be built (see Finance).

#### The Finance:

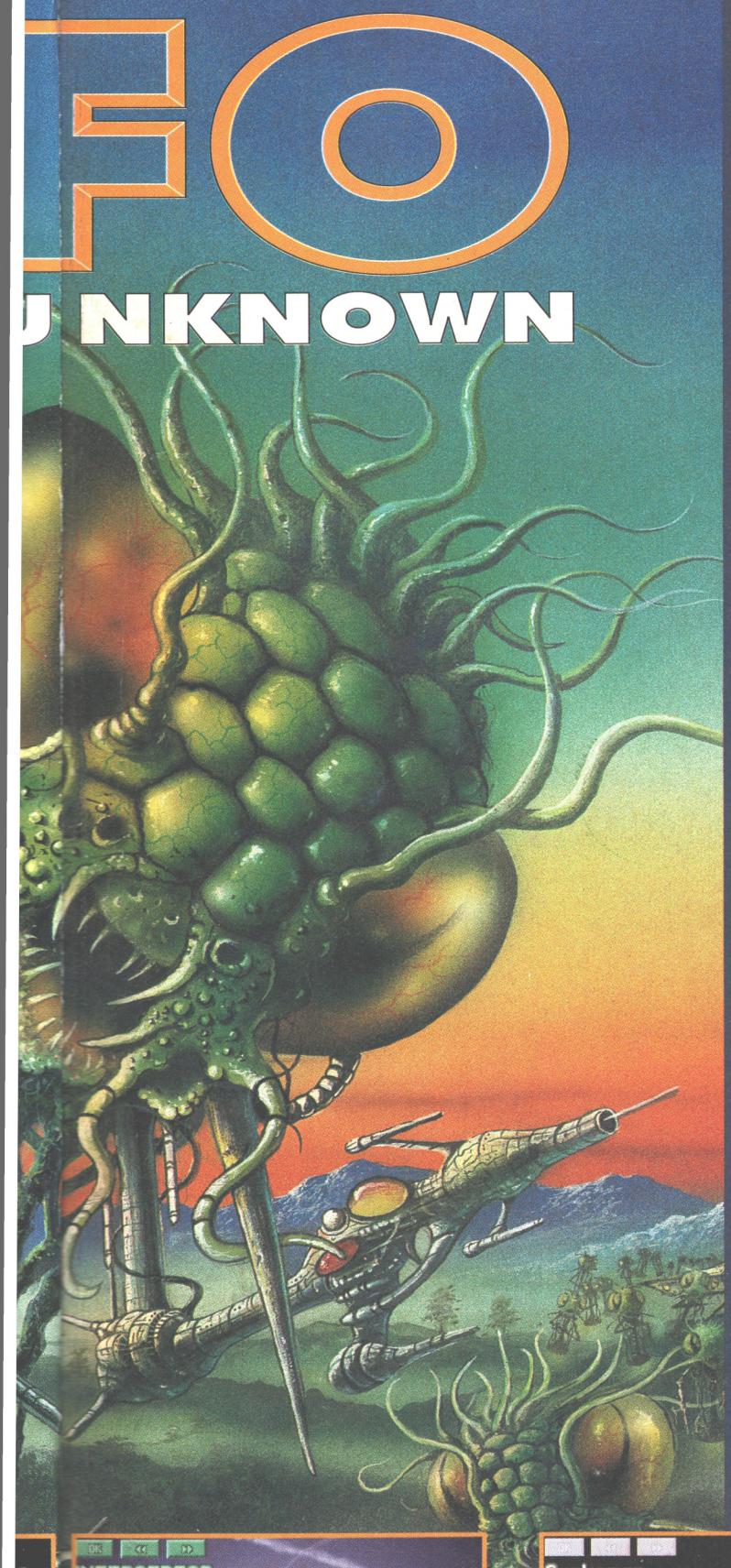
XCom will exist entirely on world government funding. Each nation will allocate funds dependent on the Xcom monthly results in their specific area. Governments reserve the right to withdraw or reduce funds, at any time.

# XCOM

Defend • Learn • Vanquish



# AGAINST THE ALIEN TERROR



**Snakeman AUTOPSY**  
The skin is extremely tough and heat resistant. The cardio-vascular system is part of the muscular system and uses the muscular muscle to create motion. The only true muscle is the 'heart'. The reproductive system appears to be very efficient. Reproduction is usually a single male performing up to Fifty eggs inside its body at any one time. Left to its own devices this species would be a severe threat to life on earth.



## MICRO PROSE



1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

For IBM PC Compatibles and Commodore Amiga

IBM PC screenshots shown.

Actual screens may vary

# THIS IS... AMIGA POWER

**AMIGA POWER**

ISSUE 36 APRIL 1994

INCOMING!  
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© Future Publishing 1994

STUART WOULD JUST LIKE TO SAY: 'My baby's buying me another life, getting nowhere fast.'

SAL WOULD JUST LIKE TO SAY: 'No, I'm not nervous about it.'

## 10 TRUE STORIES

Not a very 'happening' month, really. But you do get another chance to feel smug about the CD32 some more..

## 13 THE GALLUP CHARTS

Still Cannon Fodder? Or what?

## 16 THE SHAPE OF THINGS ETC

This is important, so we'll say it in capital letters. *SENSIBLE WORLD OF SOCCER!* Plus *Sierra World Cup 94*, *Brutal Soccer*, *UFO*, *Banshee* and lots more.

## 43 WIN STILL ANOTHER CD32!

Our lovely chums at Gremlin get *ZOOL 2* printed in big letters on our Contents page by giving away a CD32.

## 44 GET CANNON FODDER FREE!

Or *MORTAL KOMBAT*, even. How? Just subscribe to AMIGA POWER.

## 46 COMPLETE CONTROL

A colossal 16-page special edition of the world's most grudging tips section, including, well, all those games in that little box below and to the right, basically.

## 64 THE SECRET GARDEN

Sell your unwanted rubbish to gullible AMIGA POWER readers.

## 80 HI HO SILVER LINING

Other mags might (finally) be bringing you up to date with the exploding CD32 scene. But their bits are crap, and they haven't got such a good title as ours.

## 83 DO THE WRITE THING

Mad Readers' Ghetto, more like.

## 87 PUBLIC DOMAIN

After a sudden and dramatic change of heart, Dave Golder's decided to stay on as our regular PD correspondent. Hurrah! What do you mean, you hadn't noticed he was going anywhere?

## 91 THE BOTTOM LINE

The only Amiga games buyer's guide that's worth a chuff, frankly, even if it doesn't have quite as many games in it these days as it used to.

## 96 BACK ISSUES/MAIL ORDER

Get 'em while they're hot - you wouldn't want to miss one, would you?

## 98 WISH YOU WERE HERE

Aeroplane crashes? Air traffic control strikes? Terrorist hijacks? Landing surcharges? You won't have to worry about any of 'em, if you take a holiday on your Amiga. Book your ticket now.

# GAMES OF THE MONTH



## NAUGHTY ONES

They're cheeky, they're rascally, they're scampy. Hang on, that's a kind of fish, isn't it?

Page 28



## MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

Help, there's no room! Page 31



## WINTER OLYMPICS

More Tonya Harding than Nancy Kerrigan, this one.

Page 36



## LEGACY OF SORASIL

Role-playing board games? *Legacy Of Clearasil*, more like.

Page 38

## SUPER TIPS SPECIAL

By special request, and for one month only, we go completley tips crazy, missus! *Cannon Fodder*, *Jurassic Park*, *Settlers*, *Stardust*, *Campaign 2* and, rather incredibly, more! Pg 46.

# NIPPER UPDATE

It's the last Nipper competition update before the cut-off date (if your entry isn't with us within three days of this issue going on sale, ie the 20th of March, then you've missed your chance of a place in the £1000 play-off final at HMV's Level One in London), and here's how the leaderboard looks:

1. 141,810 - Paul Fuller, Bath
2. 140,510 - Pete Graham, Oldham
3. 139,910 - Bignose Sigley, Great Wyrley
4. 139,310 - Stephen Rogers, Bath University

**NEXT MONTH**  
**THE TOP 100 AMIGA GAMES OF ALL TIME!**  
**AMIGA POWER 37. APRIL 21.**

CAM WOULD JUST LIKE TO SAY: 'Whoomp! There's my butt.'

SARAH WOULD JUST LIKE TO SAY: 'I'll have three, please.'

STEVE F  
STEVE N

# OVER 151

GAMES REVIEWED EVERY MONTH. BLIMEY, WHAT HAPPENED TO '300'?

## EMONTH



### MICROCOSM

Is this the future of, well, anything at all?

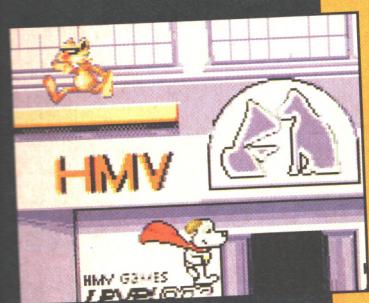
Page 34



### PERIHELION

What kind of a stupid name is 'Perihelion', anyway?

Page 40



Last chance...

- 5.139,307 – Nathan White, Walsall
- 6. 137,710 – Rob Barron, Exeter
- 7. 136,760 – Adrian Mee, Aylesbury
- 8. 136,304 – Steve Hockett, Great Harwood
- 9. 135,260 – David Powell, Braunton (?)
- 10. 134,010 – Andy Luty, Leeds
- 11. 133,757 – Malcolm Power, Troon
- 12. 133,110 – Ben Hartley, Nelson

## GAMES REVIEWED THIS ISSUE

APRIL  
1994

### FULL PRICE

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Prey	80
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Glodrick	88
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Rejection	88
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STEVE F WOULD JUST LIKE TO SAY: 'Bath City corner!'

STEVE M WOULD JUST LIKE TO SAY: 'I make no apologies for anything. Sorry about that!'

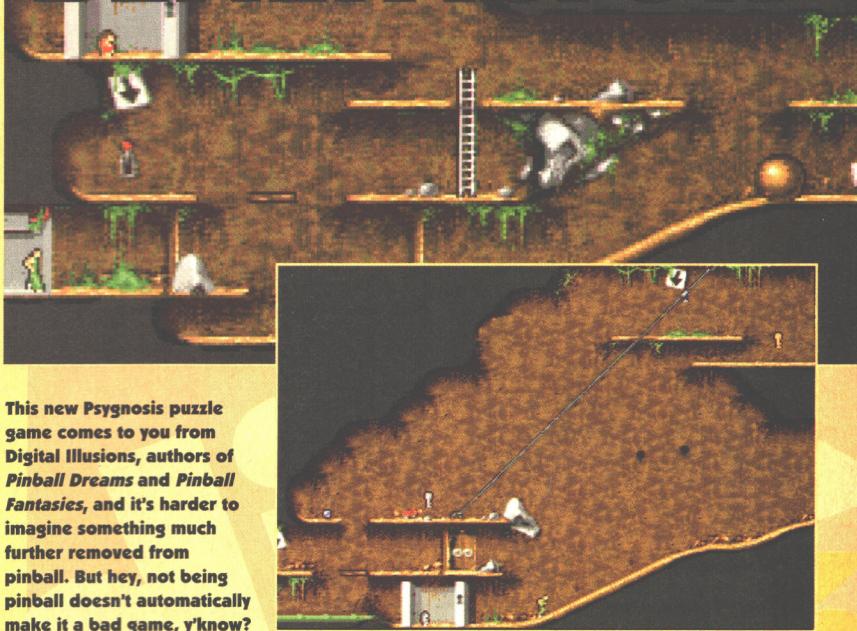
Yes, we've managed to stop the rot (and just in time, or the decline in the number of AP coverdisks in recent issues would have seen this one disappear altogether), and brought you another disk stuffed to the very gills with, well, that stuff down there, basically.

# disk



## INTRODUCING DISK 36

# BENEFACITOR



This new Psygnosis puzzle game comes to you from Digital Illusions, authors of *Pinball Dreams* and *Pinball Fantasies*, and it's harder to imagine something much further removed from pinball. But hey, not being pinball doesn't automatically make it a bad game, y'know?

# JETSTRIKE



If you thought the original *Jetstrike* was weird, try playing it at night. This EXCLUSIVE set of missions doesn't require the original *Jetstrike* to play it, so load up your AP coverdisk and enjoy one of the most comprehensive demos we've given you in ages.

## 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 AP OFFICE but to: AMIGA POWER Disk Returns 36, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll sell your entire family into white slavery. At Timmy Mallett's house.



## YOUR DISK AND YOU

**READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.**

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to 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 a new program will help prevent disks being infected by stray viruses.

- Have a good time.

**OH NO! SOMETHING WENT WRONG!**

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 36 Returns  
DisCopy Labs  
PO Box 21  
Daventry  
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to DisCopy. Please.

## JETSTRIKE



Twinkle, twinkle little star,  
Striking targets from afar.

**Authors:** Rasputin Software

The way we look at it, there are games that are obviously great, games that look like they're going to be great but turn out to be crap, games that look like they're going to be pretty average and really are pretty average, games that look like they're going to be pretty average but actually turn out to be worse than useless, and so on. If you look down the listings in the AMIGA POWER Big Book of Games Classifications (a hefty volume bound in human skin flayed from crap programmers) you'll eventually come to classification 14465/a, which reads 'Games that look like they're going to be average but then appear to be terribly uncontrollable when you play them, but then after an hour's practice turn out to be

good fun after all.' This is the classification that *Jetstrike* comes under.

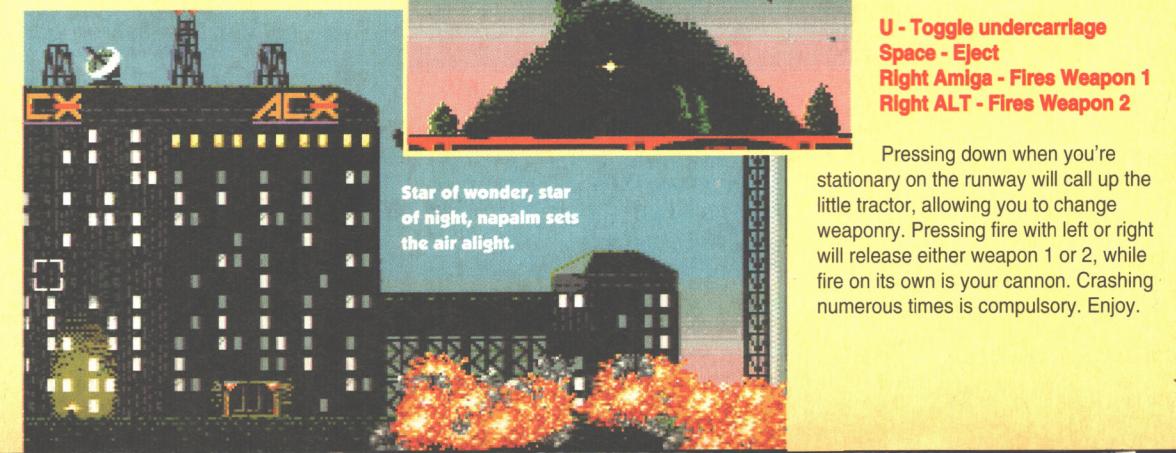
We had a demo of the original *Jetstrike* back in AP30, but this time Rasputin have given us these totally exclusive night time missions, which are sort of like *Jetstrike* – but darker.

The joystick control is a tad odd in

that up rotates the plane anticlockwise and down clockwise. Left increases the throttle and right decreases it, but to get the right setting, you can also use the keys 1 through to 0. Better still, switch on the autothrottle using the left Amiga key and let the computer do most of the hard work. Here's some more of those notoriously hard-to-master controls:

**U - Toggle undercarriage  
Space - Eject  
Right Amiga - Fires Weapon 1  
Right ALT - Fires Weapon 2**

Pressing down when you're stationary on the runway will call up the little tractor, allowing you to change weaponry. Pressing fire with left or right will release either weapon 1 or 2, while fire on its own is your cannon. Crashing numerous times is compulsory. Enjoy.





That's the little fella over by the door, just below the ill-concealed switch.

# BENEFACITOR

## Authors: Digital Illusions

Or, to give it its proper title - *Micro Flashback*, because just like US Gold's awesome graphic adventure, 'tis a tale of one man and his platforms, only this time there isn't any of that tiresome storyline business. And the graphics are much, much smaller of course.

Psynosis have presented us with this small but perfectly formed demo consisting of a selection of levels from their up-and-coming release. We've discovered that there's a certain credibility gap between when Psynosis say a game will be out and when it actually manages to hit the streets (just look at *Hired Guns* or *Combat Air Patrol* for example), so let's just avoid embarrassment all round and say it'll be out later this year. Probably.

What to do then? Well, for little or no readily apparent reason, you've got to get

small, brightly coloured gunk type things to the doorway. The obstacle to this seemingly trivial act (for without an obstacle, there is no drama, and without drama, where is the tension?) is that the gunks are pretty, well, crap really. They can't jump or fly or run. They have no magical powers, no ability to transmute base metals to gold and they can't even sing 'Hey Jude.' See? No use whatsoever.

It's just as well then that the guy you control is a veritable all-backflippin', all high jumpin' wunderkind, capable of rolling out of danger and leaping reasonably tall buildings in a single bound.

Bear in mind that although he's Rocky-tough,

he is mortal, and long falls or bubbling pools of acidic gook will result in major hurtage. Keep an eye on the life bar positioned at the bottom of the screen to see how he's doing.

Once you can run around, you can get on with the hard work of rescuing the gunk. Pressing fire when you're stationary



If there's a big rope in the level, then you slide down it. Obviously.

will let you pull various levers and pick or drop things, and you'll quickly notice that as you prod and push various things, the gunk will slowly make his way to the exit. Pick him up, move him around, even throw him about, it doesn't make any difference to the gunk. He really is that crap. However, if you've got a monochrome gunk, you can make him just a little bit cleverer (ie he won't walk headlong into acid) by forcing him through the colouring tubes. These have to be primed with paint, and then any black and white gunk jumping into it will emerge as a slightly more intelligent, slightly less crap coloured gunk at the bottom. Why does this happen? Beats me, but it works all the same.

NB: Does not work with Worbench 1.3.

These are the tubes that transform your ever so crap gunk into a fairly crap one.



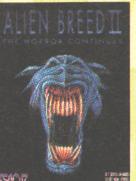
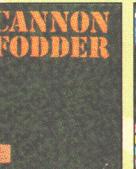
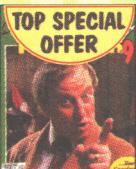
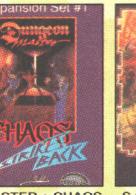
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Aladdin Knights	CD32 19.99	Globe	19.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Aladdin Knights	CD32 19.99	G-Generation	CD32 17.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Alien 3	19.99	Gobline	19.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Alien Breed 2 [All versions]	19.99	Dark Sun: Shattered Lands	21.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Alien Special Edition	10.99	Darkmere	20.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Alien Special Edition	CD32 12.99	Deepcore	CD32 19.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Amberrnoon	19.99	Delux Music Construction Set 2.0	19.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
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Arabian Knights	CD32 19.99	Global Domination	22.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Aladdin Knights	CD32 19.99	Globe	19.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Aladdin Knights	CD32 19.99	G-Generation	CD32 17.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
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Arabian Knights	CD32 19.99	Gulp	CD32 19.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
Arabian Knights	CD32 19.99	Global Domination	22.99	Granite's Castle	19.99	<b>UFO</b>	22.99	<b>UFO</b>	22.99
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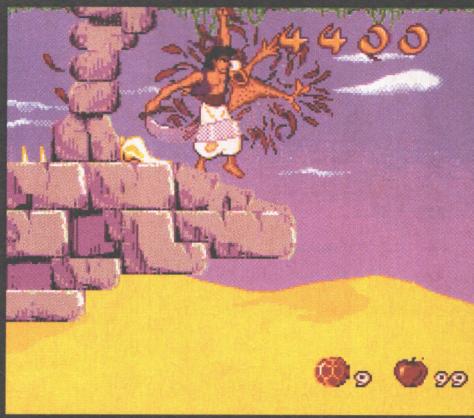
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## CD32 CONQUERS KNOWN UNIVERSE

### YOU'VE NEVER HAD A FRIEND LIKE VIRGIN

Virgin aren't planning to rest on the laurels of last year's success (when the likes of *Cannon Fodder* and *Mortal Kombat* won them the coveted Publisher Of The Year title at the annual Indien Awards) in 1994. Oh no. Lined up for release this year are Amiga versions of top-selling console platformers *Aladdin* and *The Jungle Book* (November and December releases respectively), and slightly less top-selling console platformer *Crash Dummies* (April), in addition to previously-announced nuggets like *Sensible Golf* (Christmas) and *Overlord: D-Day* (April) and a couple of CD32 titles in *Knights Of The Broken Sword* and an impressive-sounding interactive movie type of thing called *Scavenger*. Watch this space, and all that stuff, 'cos we're bound to tell you more.



The CD32 is taking on all-comers and giving them a pasting.

Philips, on the other hand, wins the wooden spoon and derisory laughs all round, picking up a paltry 1.8% of total sales for its already-obsolete CD-i.

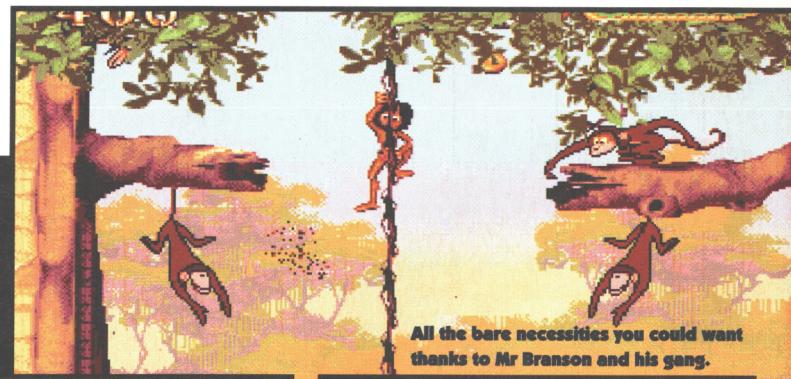
With the sort of cock-a-doodle-dooing we've come to expect, David

Pleasance, joint managing director of Commodore UK, quipped: "It's taken us just a few months to dominate the CD software sales chart. That's a testament to the quality of the Amiga CD32 and the efforts of the software publishers.

Programmers have only scratched the surface of 32-bit CD technology. The coming months will see even better games produced - and that can only increase our hold on the chart."

Confident words indeed. Video CD, too was given a further boost in the wake of the release of the CD32's FMV module with top record companies like PMI, BMG and Polygram pledging their support for the fledgling video format.

What sort of future's in store for the CD32? Who knows? But if figures like the ones outlined above are anything to go by, it's getting rosier by the minute.



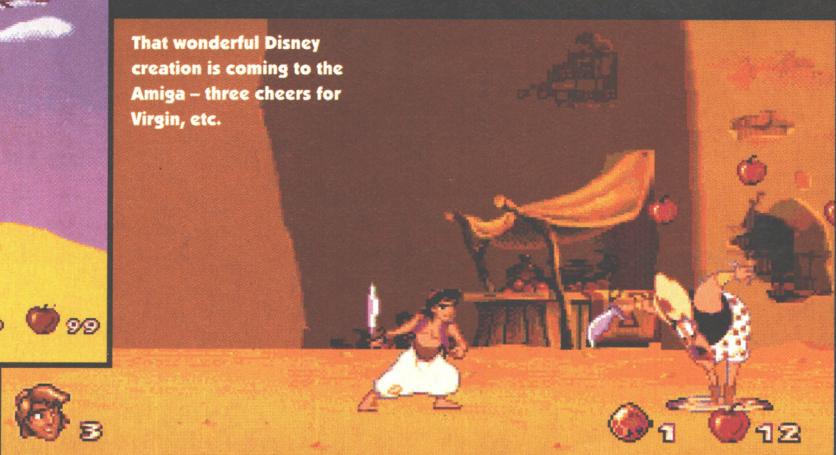
All the bare necessities you could want thanks to Mr Branson and his gang.



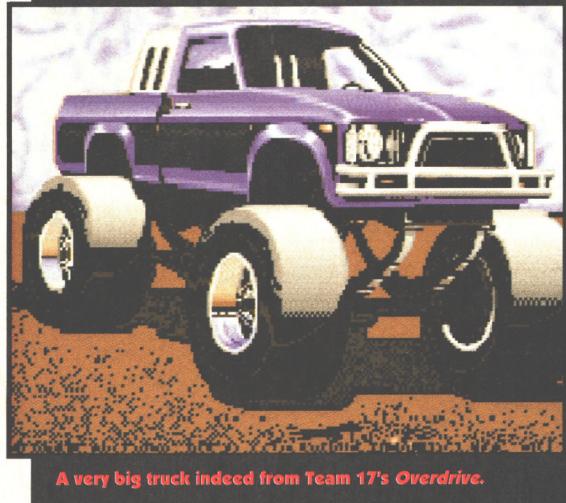
One can only assume that the sensible in *Sensible Software's* name is meant ironically.



That wonderful Disney creation is coming to the Amiga - three cheers for Virgin, etc.



# RECESSION CONTINUES



A very big truck indeed from Team 17's *Overdrive*.

Yep, the country's still in a right old state, so top-value compilations are still the order of the day as the nation's hard-pressed software buyers struggle to find the cash for full-price software. Leading the way to a happy socialist Utopia are Team 17, who this month announced the release of *The Team 17 Collection Volume One*, a £29.99 bundle featuring *Body Blows* (AP24, 89%), *Superfrog* (AP26, 78%)



**Body Blows**, helping give the recession a thorough beating.

and *Overdrive* (AP31, 46%). It should be out as you read this, so a round of firm and manly applause is probably in order.

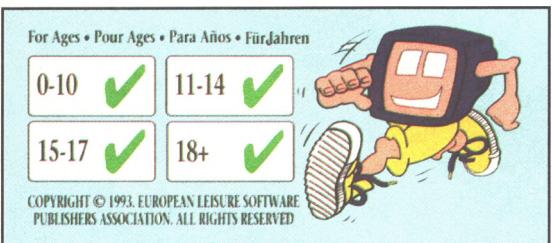


## IS THAT A EUPHEMISM?

Self-regulation. It needn't be an ugly word, and ELSPA, the representative body of the video games industry, recently announced plans to introduce just such a scheme to all leisure software released in the UK and Europe. In the face of strong

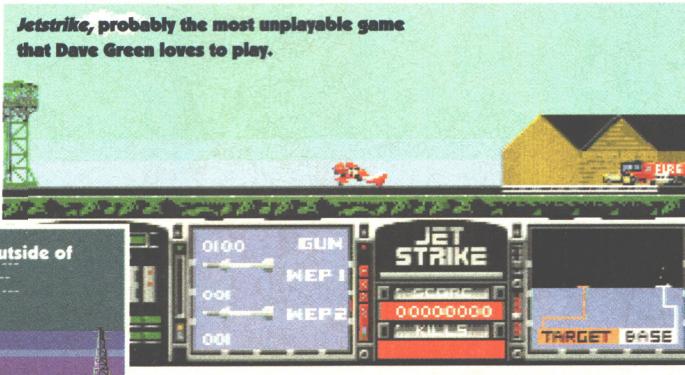
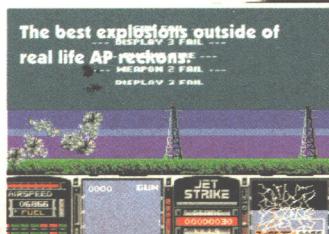
pressure from outrage-hungry MPs and parents' groups, the voluntary system will rate all games software according to four recommended age groups - 0-10 years, 11-14 years, 15-17 years and 18+, indicated by ticks and crosses in a number of little boxes beside a cartoon character called 'Monitor Man', in order for concerned

**It's Monitor Man, What do you reckon - will he get his own TV show or what?**



## 'NEVER ENDING' STORY

Rasputin Software are claiming in a bullish press release this month that their curiously interesting shoot-'em-up *Jetstrike* (AP32, 68%) is the first never ending computer game. The basis for this exciting claim is that *Jetstrike* is a game designed to grow with the player, which seems to translate more or less as 'data disks'. The first two sets of extra missions have already appeared on magazine coverdisks (you've got one of 'em on the front of this very issue), and more are to follow, along with a 'major prize competition' based on doing 100 missions, or something. Rasputin also claim a first in the shape of their telephone helpline, providing 'updated aircraft and weapon information' (although the value of this has yet to be clearly explained) and general game support.



## '100VG-ANYLAN SPECIFICATION ACCEPTED BY IEEE 802.12 WORKING GROUP'

Hewlett-Packard announced that the IEEE (Institute of Electrical and Electronics Engineers) 802.12 working group has voted to accept HP's Demand Priority protocol (100VG-AnyLAN) draft specification, which was submitted at the IEEE 802.12 interim meeting Jan.17-19 in Austin, Texas.

"HP's specification was accepted by the working group which also included the Token Ring additions proposed by IBM, Proteon and Texas Instruments," said Mark Hollister, HP UK Network Marketing Manager. "This brings all the benefits of the 100VG-AnyLAN technology one step closer to full standards-based products".

- from a press release marked 'For The Attention Of Linda Barker, AMIGA POWER' that we received this month.

We don't know about you lot, but we're certainly relieved to hear it. A fully in-depth assessment of the implications of these developments on the Amiga games scene will be featured in a forthcoming issue. Probably.

## ALL FOR CHIRIDEE, MATES

The Flanders Scottish Alliance is an organisation working in St Petersburg in Russia to alleviate the suffering of children in the city's run-down and underfunded hospitals. They currently devote most of their resources to medical needs in the hospitals, but are also trying to help with mental stimulation of their young patients, which is where you come in. The charity has already had several computers and consoles donated, but is now in need of entertainment software, and they'd like to donate to the needy and frankly bored ex-Soviet kids.

They've got a load of translators to translate instructions into Russian (but please don't send text or adventure games, as there's a limit to their time and capabilities and the children can't read English), so if you've got any software you don't want any more, give yourself a warm glow of happiness by sending it to The Flanders Scottish Alliance, 3 Academy Street, Leith, Edinburgh, EH6 7EE. Go on, don't be tight. Let's show some people that game players are not brain-dead morons, but smart, clever and humane people. Mostly.

From the makers of

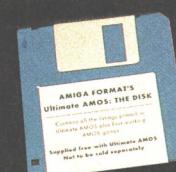
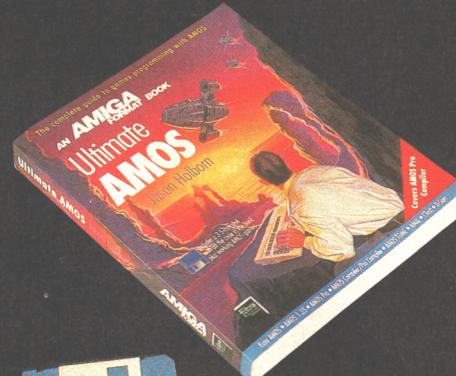
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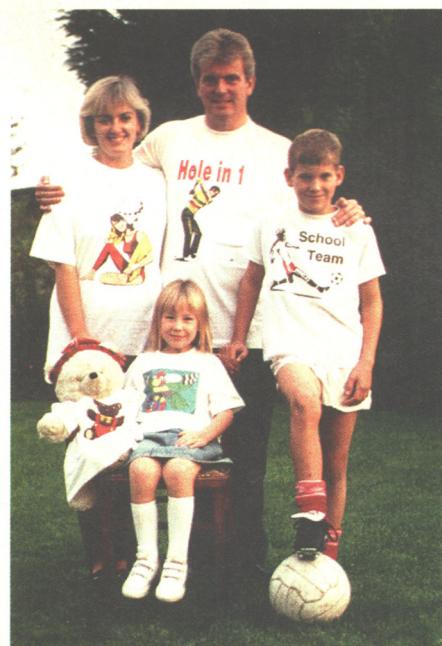
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## MYSTERY PRESS RELEASE CORNER

We don't half get some weird stuff sent in to the AMIGA POWER newsdesk. Hewlett-Packard are a particular culprit, sending us all manner of utterly incomprehensible PC hardware information every month on enough crisp, heavy, non-recycled paper to cover most of the land surface of Hungary (see the 'WHAT?' story elsewhere in this month's True Stories), but they're far from the only ones. Gaze in wonder at the picture to the right, which dropped through the letterbox from a company called Quill Marketing this month. Scratch your head in puzzlement as you try to work out what on Earth it could have to do with Amiga games. Send us your best explanation (to 'It's Simple - They're Stark Raving Bonkers', AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2DL), and we'll send the best one the top three games from next month's Top 30.



It's simple, they're stark raving bonkers.

## DO I NOT LIKE THAT?

Soccer Star, producers of 'the world's oldest and largest football Play By Mail game', are releasing an Amiga management/arcade footy game in time for this year's sadly-devalued USA World Cup. *World Cup Soccer Star* boasts all the usual management features for up to 24 players, including the option to completely rename/structure any team in the game, so that you can have the home nations in the competition after all if you like. Other details are scarce at the moment, but if you'd like to gamble nothing at all and win one of five copies of the game completely free, simply answer the following question and send it (the answer, that is) to Soccer Star Competition, 63 Thackeray's Lane, Woodthorpe, Nottingham, NG5 4HU. That fiercely-partisan question in full: When did Notts County win the FA Cup?

## IN THE STYLE OF...

In keeping with our football theme this month we're proud to present this excellent piece of art from Paul Fuller and Steve Rogers entitled, *Street Fighter 2* in the style of *Man Utd Europe*. While the football fans on the team reckoned that this should be given 10/10, we were unfortunately out-voted by those who think football's boring. So we



took an average and decided to give it 5/10. So £100 worth of software will be winging its way to Steve and Paul soon (ish).

# AMIGA POWER

## GALLUP CHARTS

# TOP 30



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

- 1 (1) **CANNON FODDER** Virgin £29.99 ★★★★
- 2 (3) **FRONTIER: ELITE 2** Gametek £29.99 ★★★
- 3 (6) **PREMIER MANAGER 2** Gremlin £25.99 ★★★★
- 4 (NE) **SKIDMARKS** Acid Software £25.99 ★★★★
- 5 (4) **THE SETTLERS** Blue Byte £34.99 ★★★★
- 6 (2) **MORTAL KOMBAT** Virgin £29.99 ★★★★
- 7 (5) **STREETFIGHTER 2** Kixx £14.99 ★★★
- 8 (8) **MONKEY ISLAND** Kixx £16.99 ★★★★
- 9 ((NE)) **JOHN MADDEN FOOTBALL** Hit Squad £12.99 ★★★★
- 10 (NE) **EYE OF THE BEHOLDER** Kixx £16.99 ★★★★
- 11 (10) **CHAMPIONSHIP MANAGER 93** Domark £25.99 ★★★★
- 12 (11) **SENSI-SOCCER 92/93** Renegade/Mindscape £25.99 ★★★★
- 13 (NE) **POLICE QUEST 1** Kixx £16.99 ★★★
- 14 (9) **CHAMPIONSHIP MANAGER 94 DATA DISK** Domark £25.99 ★★★
- 15 (20) **CHAMPIONSHIP MANAGER ITALIA** Domark £25.99 ★★★
- 16 (NE) **WINTER OLYMPICS** US Gold £32.99 ★★
- 17 (NE) **ASSASSIN: SPECIAL EDITION** Team 17 £10.99 ★★★★
- 18 **ANOTHER WORLD** Kixx £14.99 ★★★★
- 19 (NE) **JURASSIC PARK** Ocean £25.99 ★★★
- 20 (7) **STRIKER** GBH £9.99 ★★★
- 21 (14) **PUTTY** GBH £9.99 ★★★★
- 22 (13) **ALIEN BREED SPECIAL EDITION 92** Team 17 £10.99 ★★★
- 23 (22) **SIMON THE SORCERER** Adventure Soft £34.99 ★★★
- 24 (23) **GRAHAM TAYLOR SOCCER CHALLENGE** Buzz £9.99 ★★★★
- 25 (24) **MICRO MACHINES** Codemasters £25.99 ★★★★
- 26 (25) **ROBOCOP 3** Hit Squad £12.99 ★★★★
- 27 (26) **THE BLUE AND THE GRAY** Impressions £34.99 ★★★
- 28 (NE) **POWERMONGER / WW1 DATA DISK** Hit Squad £14.99 ★★★
- 29 (RE) **A-TRAIN** Hit Squad £17.99 ★★★★

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 they're not still sponsored by Penguin!

## AMIGA POWER RECOMMENDS

These are the ones that the AP team adore, the ones that you should get.

### INNOCENT UNTIL CAUGHT

#### (Psygnosis)

It's always good to welcome a politically incorrect character to the Amiga point-and-click adventure games fold. This time his name is Jack T Ladd, and he's got the inter-galactic Inland Revenue on his case. If this sounds like a good excuse for a cross-



planetary romp covering zillions of planets, you'd be right. Rather than just wave the pointer across the screen and waiting for any important object to register, you have to utilise a 'look at' icon.

This forces you to think more, and here at AP we think that's a good thing. Generally.

### TORNADO

#### (Digital Integration)

With a manual larger than Stormin' Norman Schwarzkopf's waistline and enough technical detail to make a pedantic chartered accountant gag, Digital Integration's *Tornado* puts the 'def' in definitive. The drawback to all of this detail is a



poor frame update on unaccelerated machines. Real flight sim buffs will find that it's got everything and more of what they're looking for. Added to all this low-level flighting is the inclusion of a serial link enabling you to shoot down your friends and lovers when you're in a bad mood. So if serious simulation is your bag, get an A1200, and get flying.

### THE RYDER CUP

#### A1200 Version (Ocean)

So beautiful that well-known gun fetishist Cam Winstanley nicknamed it 'Ishar 2 - The Golf Game'. All in all, you get four courses which don't suffer from the usual 'wait till the program draws the new location' drag. Screen

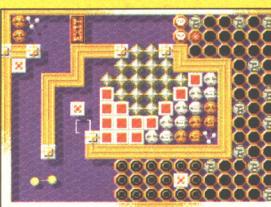


update is virtually instantaneous and ubiquitously attractive throughout. Three different control methods and the option to have up to four players compete against each other make this one of the better golf games on the market.

### MEGA MOTION

#### (Kompart)

A novel, hard-to-define puzzler; is it a dexterous puzzle strategy game or just a chain reaction set-up? The answer is up to you, dear reader. However, you do get four levels of difficulty and 100 puzzles for your ten quid. Basically, you have to manipulate a 'thing' to



the exit on each stage. Far easier said than done. There's only one way to do some of the puzzles, so you probably won't be going back to a puzzle once completed. But hey, it's going to take you quite a while to complete this game and at 10p a puzzle, you can hardly complain, can you?

### LAMBORGHINI AMERICAN CHALLENGE

#### (Titus)

We're not going to shut up about this until you actually go out and buy it, you know.



ACTION GAME

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- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
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- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

#### What are the new features?

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- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news from all 46 clubs.
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- Friendlies, precise transfer markets, club history, financial position and much much more!

#### Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina or Newcastle in Division One? Who wants to play a game that says that Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!

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# THE SHAPE OF THINGS TO COME



**'Trust no future, howe'er pleasant!', That's what Longfellow reckoned, anyway. You can trust ours though.**



**Game:** Sensible World Of Soccer

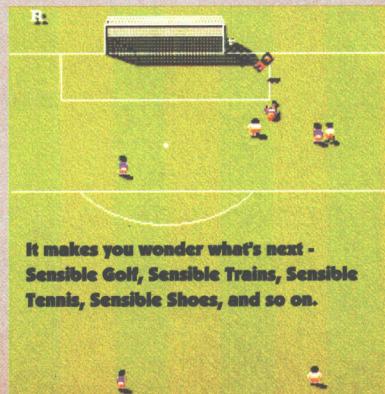
**Publisher:** Sensible

**Authors:** Chris Chapman, Jon Hare, Stoo, Rich Joseph

**ETA:** August

#### Briefly:

There's two things you always get when you go and visit Sensible's offices in sleepy Saffron Walden. One of them's a slap-up nosh, which is always a good thing, and the other's overwhelming enthusiasm for whatever they're working on at the moment. Last time I saw them, it was *Cannon Fodder*, a game I respect so much, I've now started my own crank religion based on it. This time it's *Sensible World Of Soccer*, a game that's had people foaming at the mouth in anticipation for a long time now. Now, I've never really been drawn into the cult classic that is *Sensible Soccer*, but from what I can gather from its fans (ie everyone else in the entire world), it's pretty much the ultimate game. If this is so, then how can those Sensible lads possibly improve on it? Not even waiting for the 'The creators speak' bit, Jon Hare was quick to point out that they're planning on *SWOS* being the ultimate football game that's going to take people a long time to top. Sounds impressive already.



**It makes you wonder what's next - Sensible Golf, Sensible Trains, Sensible Tennis, Sensible Shoes, and so on.**

#### The creators speak:

Football may be a game of two halves, but *SWOS* is split up into many, many more segments than that. Amusingly, the only section that hasn't been implemented at all into the game is the actual football, so I decided that this was as good a place to start as any.

"When you're playing a match, you'll be playing an updated version of *Sensible Soccer 92/93*. Following criticism, we're including a referee, a physio and more crowd chants, including more international sounding chants so that Italian games have authentic Italian shouting behind them. In addition, you can now edit your tactics before the match. This allows you to set up two formations for regular play, so you can have a 0-3-7 setup for attacks and a 6-3-1 (like Arsenal) for more defensive play. You can also chose two corner setups if you don't like the default settings and two free-kick setups when you're attacking."

In a two-player game at its most

SERIAL START		SEED	AWAY GOALS	AFTER 90 MINS
TEAMS	SEEDED	SUBSTITUTES	2 FROM	5
16	4 GROUPS OF 4	2 PTS FOR WIN	PLAY EACH TEAM	(TOP 2 IN EACH GROUP QUALIFY)
16	2 GROUPS OF 8	2 PTS FOR WIN	PLAY EACH TEAM	(TOP 2 IN EACH GROUP AND BEST RUNNER-UP QUALIFY)
16	1 GROUP OF 16	2 PTS FOR WIN	PLAY EACH TEAM	(TOP 2 IN GROUP QUALIFY)
16	ROCKOUT	1 LEG	EXTRA TIME	PLAY PENALTIES
(MATCH WINNER WINS TOURNAMENT)				

In the

CHOOSE TEAMS

EXIT

PLAY TOURNAMENT

basic level, *SWOS* plays just like *Sensi*, with the skills of the two sides evened out to allow a fair match, but you can also choose real teams with varying skill levels.

"Players have eight skills which determine how good they are, and we've tried to match the skills up with real players, so Ryan Giggs in the game will be as fast as he is in real life. Like I said, we've tried to match up passing, tackling and heading skills with real players, but due to the number of players, we've had to make quite a few of them up."

So how many teams are going to be in *SWOS* then? A hundred? Two

PSV		NETHERLANDS	
1	HANS VAN BREUKEL	G	FIRST KIT
2	WIM DE RON	G	
2	BERRY VAN AERLE	RB	
5	JAN HEINTZE	LB	
3	ADRI VAN TIGGELEN	D	
13	ERNEST FABER	D F	
6	GHEORGHE POPESCU	DF	
1	JUUL ELLERMAN	RM	
11	ARTHUR NUMAN	LMF	
4	ERWIN KOEMAN	M	
14	EDWARD LINSEKENS	M	
8	GERALD VANENBURG	M FP	
15	PETER HOEKSTRA	A	
10	WIM KIEFT		
16	KALUSHA BWALYA		
3	ROMARIO		
COACH		HANS WESTERHOF	
UND		OK	

FIRST KIT

SECOND KIT

Vanenburg, De Ron, and Kieft - They're very silly names, don't you think?

CJC TOURNAMENT STAGE 1					
As you can see, you can call up game statistics on pretty much everything.					
GROUP A					
1 BAYERN MUNICH	3	1	1	1	5
2 CAMBRIDGE UNITED	2	1	0	1	3
3 WIMBLEDON	2	1	0	1	3
4 MONACO	2	1	0	2	2
GROUP B					
1 CHELSEA	3	2	0	1	6
2 LIVERPOOL	2	1	0	1	3
3 EVERTON	2	1	0	1	3
4 ASTON VILLA	2	1	0	2	4
GROUP C					
1 BARCELONA	2	1	2	0	7
2 HAMBURG	2	1	1	1	5
3 REAL SOCIEDAD	2	1	0	1	4
4 JUVENTUS	2	0	1	1	1
GROUP D					
1 MARSEILLE	3	2	0	1	6
2 NORWICH CITY	2	1	1	0	5
3 REAL MADRID	3	0	2	1	5

hundred? Three? Four?

"Nope. The original *Sensi's* got about a hundred teams in it, but this is the World of Soccer. The idea's to produce a truly international game, so we've got about 1500 teams in at the moment."

Fifteen hundred!! I was shocked. That means that if you include substitutes, you're looking at around 21,000 named players in the game! Since each of the players has eight skills, that adds up to 168,000 pieces of info. Isn't that going to take up a load of disks? Isn't it going to take the Amiga an awfully long time to find out all the names?

Jon shrugged as if he regularly has to crunch this many numbers. "It'll all fit on three disks, and there are actually more players than that, because once you start to buy players from other teams, they've got to fill the space you've created. To keep numbers down, there's a sort of slush pool of made up players who get recycled. As for as getting the names right, we've got the scarily proficient talents of Mike Hammond and Serge Van Hoof on the case. Mike writes a yearly book on football stats, so he's spot on with all the skills for the European teams. As you get further afield, the Brazilian second division for example, we're lucky to get names and numbers, so we've had to make the rest up."

After looking at various potential games such as Papatoetoe vs Wanganui East Athletic, it was time to move onto other aspects of SWOS. It seems that you can play any existing competition at any level in any country in the world, which seems fairly all encompassing. If for some reason, the real world isn't good enough for you, you can even design your own tournament, deciding how many rounds to play, whether to put teams in groups or play it as a knockout, or how many points you get for each win or draw.

That still not intense enough for you? Jon seemed to sense that I was losing my rather tenuous grip on football basics, so callously hit me with the Season option. In this mode, you start off with up to 64 teams from any division in the world, assuming that the country has that many teams of course. Any or all of these teams can be human players, so depending on how popular you are and how big your living room is, you can go for an all out season. You're presented with a fixture list which includes both league and cup matches, and after numerous hours of frantic play, the winners at both levels will

be decided.

I'd broken out in a cold sweat by this point, but Jon, knowing my hatred for all things footballish, just smiled cruelly and pressed on. "As well as all of this, there's the pièce de resistance – the one player career game. This gives the player the chance to play the entire 20-year career of either a manager or a player/manager. As the player/manager you have to play every game, so with about 50 matches a season, that's a thousand games over his career. If you're into the management side though, you can either view the match, or the highlights, or just get the result."

The game concentrates on the players and doesn't bother with things like attendance figures to the matches, as that isn't the sort of thing you like to read about in the papers. You get an initial amount of cash and sponsorship money dependent on results, and you have to start off with a team in the lowest division of the country you choose. Suppose you start off with Wigan and do well, then after a few seasons, you might get an offer to manage a better team, Derby maybe. A few more seasons could land you a job

with Liverpool, and if you win the UEFA cup, international teams will get interested in you. After a storming couple of years as manager of the United Arab Emirates for example, you could return triumphantly to manage England and possibly win the World Cup. That's the plan any way."

"When it comes to buying new talent, you can literally scout the world, as all the other leagues are playing as well. Each player's form is displayed over the previous eight matches, and when combined with the player's skills, the form is used to work out how much each player is worth. In this way, if you put a good player in a poor position, the resulting poor form will lower their price. You can specify what position, price and skills you're looking for, and you'll be presented with options. If you put a player on the scout list, every time they play a match, the game will give you the option of watching it to determine whether they're worth spending money on. Most people value star players in *Sensi*, so they'll love it that you can now have an entire team of them, if you're rich."

Looking visibly drained at this point, I

## "Papatoetoe vs Wanganui East Athletic"

feebly asked if there were thousands of stat screens displaying everything from results around the world to top scorers at each and every level of national and international play. "Yep, we've got those too" beamed Jon. And is there any chance of seeing any more of *Sensible Golf* other than the single black and white print out and animation of a little golfer that I just spotted on that desk over there? "Not a chance."

### Verdict so far:

Truly *Sensible* are mighty programming gods. Truly SWOS is set to be the mightiest all-round football experience ever to have graced a computer screen. And truly I may never be able to watch the football results on television again. Without screaming.

● CAM WINSTANLEY

### CJC TOURNAMENT STAGE 1

#### LEADING COMPETITION GOAL SCORERS

1 ROBERT FLECK	(CHELSEA)	4
2 CHRISTO STOICHKOV	(BARCELONA)	4
3 STEVE BUTLER	(CAMBRIDGE UNITED)	3
4 DARYL SUTCH	(NORWICH CITY)	2
5 DEAN HOLDWORTH	(WIMBLEDON)	2
6 GARY CLAYTON	(CAMBRIDGE UNITED)	2
7 THOMAS VON HEESSEN	(HAMBURG)	2
8 DENNIS HISE	(CHELSEA)	2
9 JURGEN HARTMANN	(HAMBURG)	2
10 RUDI VOLLER	(MARSEILLE)	2
11 IVAN ZAHORAN	(REAL MADRID)	2
12 RAY HOUGHTON	(ASTON VILLA)	2

Screens like this allow you to scout for the tip-top, cream of the crop talent.



At the heart of all of this number crunching will be a souped up version of good old *Sensi*. Hoorah!

### JUVENTUS

CAREER	
More scores, but at the end of the day, it's the result that counts. Right?	
LEAGUE (A)	JUVENTUS 1 - 0 PESCARA
COPPA ITALIANA ROUND 2 LEG 1	JUVENTUS 0 - 1 LUCCHESI
LEAGUE (A)	JUVENTUS 0 - 2 ROMA
COPPA ITALIANA ROUND 2 LEG 2	JUVENTUS 1 - 3 LUCCHESI LUCCHESI WIN 4-1 ON AGG.
LEAGUE (H)	JUVENTUS 0 - 1 SAPODORIA
PLAY MATCH	
SQUAD	
NEXT MATCH	
VIEW COMPETITION	
TRANSFERS	TACTICS
EXIT	VIEW WORLD

1 ANGELO PERUZZI	G	(ITA)	EZM
12 MICHELANGELO RAMPULLA	G	(ITA)	EIM
2 MORENO TORRICELLI	RB	(ITA)	E75OK
3 DINO BAGGIO	LB	(ITA)	EZM
13 JULIO CESAR SILVA	D F	(BRA)	EIM
6 MASSIMO CARRERA	D	(ITA)	EIM
5 JURGEN KOHLER	D	(GER)	E3M
4 ROBERTO GALIA	RM	(ITA)	EIM
8 DAVID PLATT	LM	(ENG)	E3M
14 GIANCARLO MAROCCHI	M	(ITA)	E1.5M
7 ANTONIO CONTE	M	(ITA)	E1.5M
11 ANDREAS MOLLER	M F	(GER)	E3M
15 PAOLO DI CARO	M	(ITA)	EIM
The little red bars show the form of each player over the last eight matches. Go, Angelo, Go!		A FF (ITA)	E1.5M
16 HERIBERTO CASIRAGHI	A	(ITA)	E3M
9 GIANLUCA VIALLI	A F	(ITA)	E1.5M
COACH	GIOVANNI TRAPATTONI	GOALS	EXIT



# BRUTAL SPORTS SOCCER

**Game:** Brutal Sports Soccer  
**Publisher:** Millenium  
**Programmers:** Teque  
**ETA:** June 94

#### Briefly:

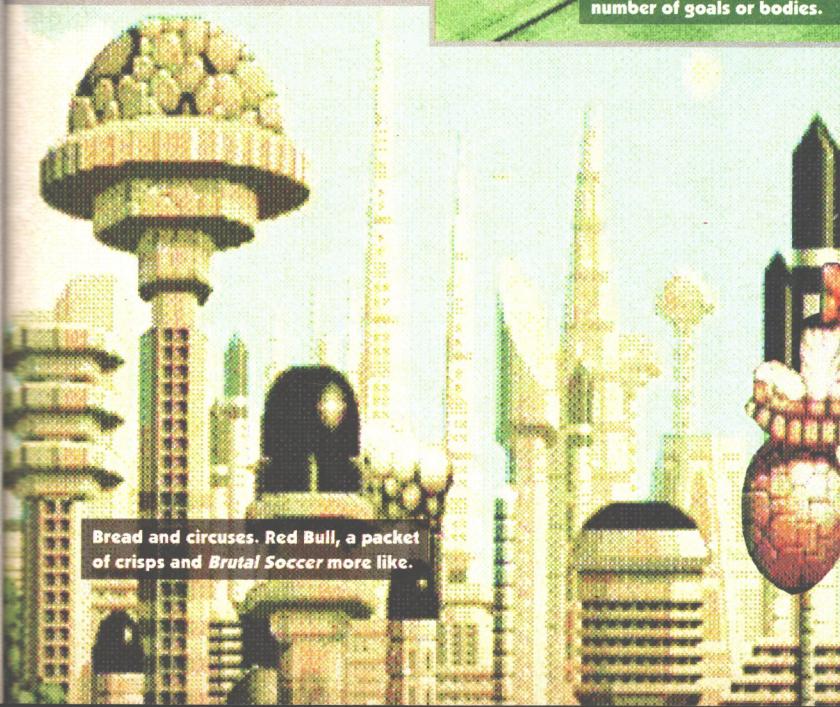
Wahey hey hey. Millenium have sent us some screenshots of their up-and-coming brutal brutal – so brutal it's more brutal than violently brutal – *Brutal Sports Soccer* (or just plain *Brutal Soccer* for those too hip and lazy to give anything its formal title).

It's next in the assembly line of Brutal Sports titles and it's another of those games that I haven't had the pleasure of viewing in an unpolished preview state. In fact, dear reader, look around the pics on this page and you'll have seen just as much, if not more, of the game as me.

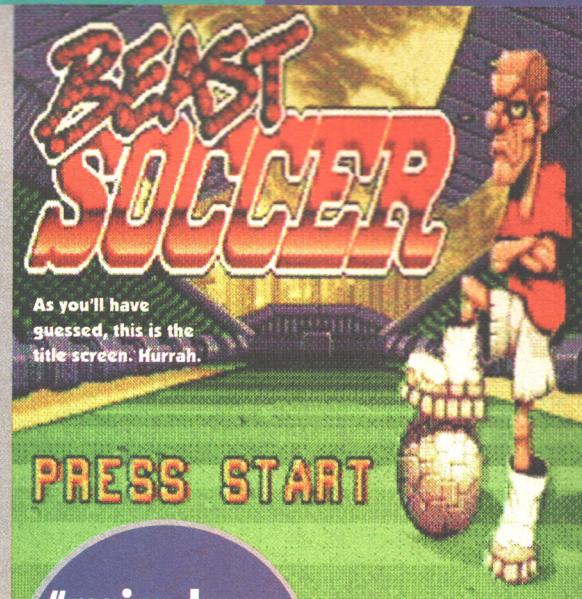
#### The creators speak:

Again, the trusty fax and question procedure has been relied upon to garner some info for this page. Doing this means that I can ask the same old questions of Teque in a different order from normal and manipulate the answers as I see fit.

*Brutal Sports Football* earned



88% in the already legendary, sold out, no longer attainable, can't-get-it-in-the-shops-anymore AMIGA POWER 32 Cannon Fodder Old Soldiers (Delete marked section. – Ed) issue. So I've got high expectations of *Brutal Soccer*. I put the boot in with a topical, up-to-the-minute question about the new ratings guidelines set up by ELSPA. "Do you have any worries about this game passing the new ratings guidelines set up by ELSPA?", I queried nonchalantly. "The system is voluntary. It doesn't have to pass any guidelines. The game however, like *Brutal Football* is cartoon violence and has been approved by the VSC (in conjunction with ELSPA) as



"maim, lame, lacerate and cripple your opponents"

suitable for 11 upwards." Bearing this in mind, I inquired into what Teque's reaction would be if confronted with the news that someone had gone on an axe-wielding supermarket massacre due to the influence of *Brutal Soccer*. "Wahey! That's just what we need to promote the title."

Time to pace things up a bit now though, and tell you about some of the promising-sounding goodies that have been put into the game so far.

First off, the perspective of the game is similar to *FIFA International Soccer*. The aim of the game is to maim, lame, lacerate and generally cripple your opponents. Oh, and you try to score goals as well. The various dirty moves available to the on field players are:

"Throw in – hurling the opponent. Blocking – fending off the attacking opposition. Penalty shoot out – the two teams face off and fire catapults at each other. Goal Kick – Ball loaded into a cannon by the keeper. It is then aimed at the opposition (with hilarious consequences!). Free Kick – Need I say more? Corner – Ganging up on one of the opposition and herding him into a corner for a duffing."

But, what's a game of soccer without the following weapons? "Dagger – short range only. Sword – longer range. Axe – Chuck it at the opponent and watch the meat fly! Maces – Sends the victims head spinning around a la Exorcist."

Also scattered around the pitch are a veritable host of ball power-ups. They are; cannon ball, flying ball, rocket ball, melting ball, exploding ball, slashing ball, burrowing ball, fire ball, runaway ball and multi ball. You can expect a rundown of these power ups if and when we get hold of the finished game. And that, as they say, is that.

#### Verdict so far:

Weapons, ball power ups and special dirty moves. I relish the sound of that. If I'm good and behave myself in the office, who knows, I might just be allowed to review it. I hope so, nothing gets me going more than a fight.

• STEVE MCGILL

# T

# TF

# X

**R  
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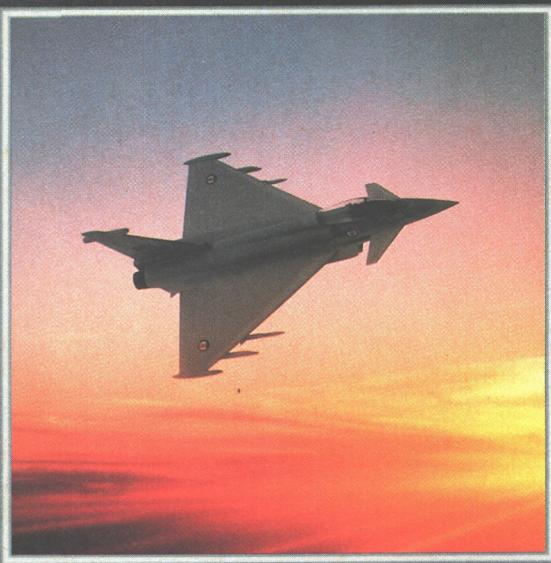
**PC PLAYER**  
★★★★★

**PC ACTION**  
90%

**PC ZONE**  
CLASSIC 90%

**PC REVIEW**  
9/10

**PC HOME**  
91%



"It's more than a straight flight sim; D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." **THE EDGE**  
"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." **PC REVIEW**



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# BRIAN THE LION

**Game:** Brian the Lion  
**Publisher:** Psygnosis  
**Authors:** Martin Edmonson, Phil Baxter, Mike Troughton, Russell Lazzari  
**ETA:** Late March

## Briefly

Lions really are lovely creatures. They know nothing about plumbing and they don't wear red shoes. However, they do commit infanticide, let the women do all the hard work and steal their kills. All this in return for protecting the pride from other male lions like themselves. In fact, on the face of it, they're pretty much the perfect choice of species to be turned into a cute platform character. And that's just what Reflections – the developers of *Brian the Lion* – have managed to do.

## The creators speak

The game is a fast Sonic/Mario type game for the Amiga – although there are many games of this type on the Sega and Nintendo there are very few good ones on the Amiga". Hmm, a bold statement

indeed. But hey, this is a preview page. Other than showing you some nice piccies, telling you our first impressions of the game and letting you hear what the programmers themselves have got to



Brian takes part in a jungle fashion show with some of his friends.

**"Hmm, a bold statement indeed"**

say, we're not meant to cast any opinions whatsoever, so let's get on with it.

One good thing though, is the exclusion of a dumb plot. The introduction to *Brian the Lion* runs something like this: "The game features a Steamy jungle with 10 levels, a Ruins section with 12 levels, a Nightmare stage with 16 levels, a flying section (on the back of Mark the Lark) and swimming levels where Brian wears a snorkle." Sounds pretty fair so far – no, hang on, what about bonus levels? "There are also a few bonus levels thrown in, if you can find them". Phew, that was close.

Earlier on, we established that Brian couldn't plumb, but just what can he do? "As Brian runs through the game he collects crystals with which he can buy extra abilities in the 'Cloud Shop' (Splendid Speed, Really Raj Roar, Excellent Extra Life, Heavenly Hit Point, Jinormous Jumping etc)".

Some of the extra abilities are pretty amusing, like, for example the Really Raj Roar; you build up power by holding the fire button down and then let the roar rip. Even Brian looks slightly shocked at the result of the ensuing roar. For many

This contraption, which is pretty amusing the first time round, catapults Brian into the next level.



Due to the varied nature of the game, Brian has the opportunity to try different sports. Hurrah for him.

Apparently things have got so bad in the wild that Brian's had to resort to an improvised form of hunting.

situations that Brian comes up against, there is usually an appropriate expression whether it be from boredom (you've stopped directing him with the joystick) or fear (he's perched precariously on the edge of a cliff). Tech specs are reasonably impressive so take it away, Reflections. "Brian the Lion features multi-layered parallax scrolling in a smooth 50 frames per second in the same way as most console games. The 'Cloud Shop' features a unique sine-curve scroll which gives the shop interior a gentle wave motion".

This lovely little screen on the left lets you choose which level to send Brian to next.

One thing that has to be mentioned – unavoidably, as a result of an internal misunderstanding – is that *Brian the Lion* is a very pretty and colourful game.

"Although the game runs principally in 16 colour mode, it makes vast use of the Amiga's copper colour splitting abilities and at some points in the game there are 182 colours on screen".

## Verdict so far

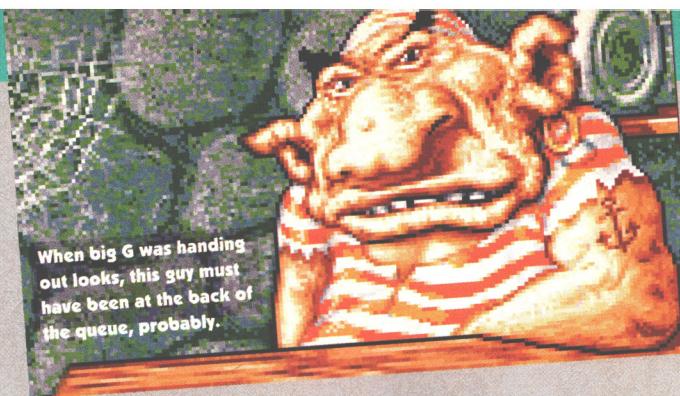
182 colours, 218 frames of animation for Brian alone, over 80 animated adversaries, bags of character and some nice little touches spotted all over the place. Me, well I can hardly wait to get my teeth into the finished game.

• STEVE MCGILL



It's Salmon spawning time and Brian is about to capitalise.





# TRAPS AND TREASURE

**Game:** Traps and Treasure

**Publisher:** Krisalis

**Authors:** Roman Werner and Orlando

**ETA:** Early April

#### Briefly:

It wasn't me who saw the preview of the game.

#### The creators speak:

No, the creators don't speak actually. In fact, in this instance the only info I've got to judge the progress of this game by is the fax sent to poor, poor, looked-really-miserable-when-I-took-his-Mac-to-his-house-after-he-put-his-back-out Cam.

#### Briefly again:

*Traps and Treasure* is a piratey platform romp, set in 1641 for some reason that Krisalis deem relevant. You, as captain Jeremy Flynn, have witnessed the capture of your ship and the abduction and out-and-out thievery of your men and gold by the second nastiest of nasty pirates, Redbeard.

Redbeard is a cunning old pirate and he knows that you'll attempt to retrieve your well-gotten gains. In order to stop you from doing the noble thing, he's set all manner of traps and beasties to mar your progress.

If you want an example of the kind of beasties that you'll face off to, swing your cutlass at this lot; sharks (ooh), mutant killer starfish (aah), sabre rattling skeletons (ooh aah) and evil fiendish ghosts (ooh aah oh no, help mummy).

The traps sound just as fiendishly original as the monsters. Catch this lot in



**"The ship would soon be rendered unusable"**

Rajah' meaning 'king of the sea'. A flattering and definitely feasible origin. But, the most plausible explanation comes from the practice of pirate ships to fly a battle flag whose meaning was literally 'no quarter given or expected'.

Bloodthirsty stuff indeed. The flag was usually made of crimson silk (not black, and without the skull and crossbones, which was probably added later by Hollywood). French sailors called it the 'pretty red one' (as French sailors are apt to do) and of course 'pretty red one' translated into French is 'le jolie rougire'. Simple.

The fax received on the game didn't give away too much information on how Redbeard managed to capture Captain Jeremy Flynn's ship. So how about some untoward speculation?

At the time and in the place that piracy was such a popular pastime, the waters were very warm. Weeds used to grow on the bottom of the boats. This made them slow and very hard to steer. As if that wasn't enough, a creature called

a 'Teredo', a species of shell fish, used to attach themselves to the wooden hull and eat the wood away.

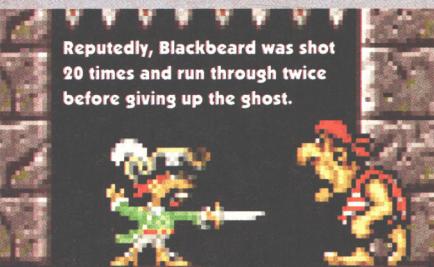
As you'll no doubt have guessed, if this state of affairs was left untreated, the ship would soon be rendered unusable. To stop this from happening, the captain of the ship would beach the vessel on its side. He would then have his sailors scrape the weed and Teredo off and apply a new coat of pitch or whatever to the bottom. (May the Lord have mercy on our souls. - Ed)

Obviously, this took a long time, leaving the ship and crew vulnerable to attack from whoever happened along. This could possibly have been the manner in which your platform character in *Traps and Treasure* found himself under attack. Then again, maybe the above was just a load of old tosh that I'm prepared to dredge up when I haven't got a clue what to write in a preview of a game. You're the audience, you decide.

#### Verdict so far:

It looks pretty. It's the first attempt at a serious game by the programming team. Me for one, I'm going to be flying my 'Jolly Roger Compromise' which means that no quarter can be expected in a full review unless the game is good. Shiver me timbers Jim lad and - oh, I've been fired.

• STEVE MCGILL



# UFO: ENEMY UNKNOWN

**Game:** UFO: Enemy Unknown

**Publisher:** MicroProse

**Authors:** Nick and Julian Gollop

**ETA:** March 94

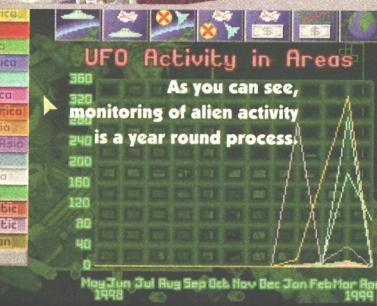
## Briefly:

The Earth is under attack from unidentified aliens. All nations have united, under your control, to repel the attack.

## The creators speak:

Sometimes with the 'Things to Come' section, we don't actually see the previewed game in an up and running state – sometimes, the company in question sends us a few screenshots and a press release; the press release usually consisting of a 'super super super aieeee cheese bomber' narrative and other (ir)relevant info. Of course, in an instance like this, we're expected to enquire further and do our journo bit by phoning and faxing off a load of incisive in-depth investigatory questions. Being a

*Sim city style building of earth defences and the like plays an important strategic part.*



Nice picture, but I still want to know why aliens choose to mutilate cattle.



supercharged dynamo of self regulatory perpetual motion ('Tall' – Ed), that's exactly the course of action I took. Be warned, the following is for the eyes of those who want to find out more about Microprose's up and coming space strategy blaster, *UFO: Enemy Unknown*, only.

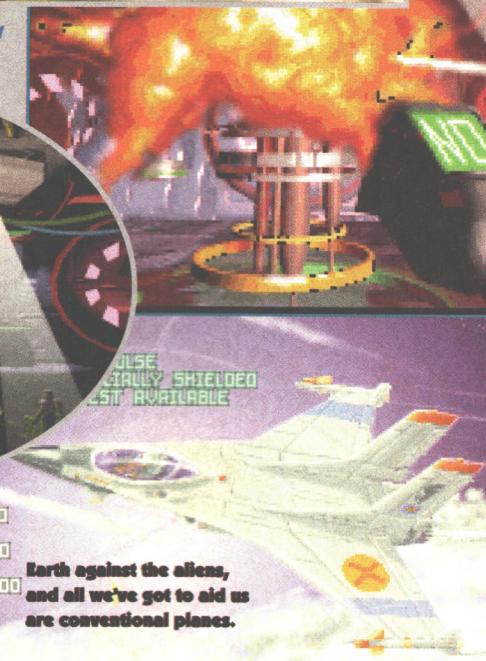
I blasted off with the following: What influences if any does the game draw from? I'm looking for anything from comic books to films to other game genres to just about anything you consider relevant for the readers of AP. MicroProse's Jason Dutton replied thusly: "Originally, Mythos Games brought us what is now the tactical part of the game. It was very much the sequel to *Laser Squad*. We asked them to expand the game idea further and add the strategy section around the tactical games. During development, the strategy aspect of the game had more or less taken over, so that what was originally a sequel is now a totally different game".

A-ha, I see, that explains why you've chosen to label the game an isometric-seek-and-destroy-tactical-play strategy game then. Time for another question.

You don't know your enemy? How can you be expected to love him then.



This looks like a screenshot from a demo sequence. Still, nice picture eh?



Your guess is as good as ours, but I reckon this could be a victory screen for the forces of good.

However, the old top-down viewpoint has been changed to an isometric one, which allows soldiers, aliens, buildings and objects to be displayed in a much more solid way. This increases the options for gameplay as the player can only see what his soldiers can.

Intriguing indeed. The press release mentioned that you have bases built all over the world to help you in your fight to repel this skullduggery UFO activity. Does this mean that you could successfully quell one flare-up point only to be faced with an eruption elsewhere? "Yes indeed. *UFO: Enemy Unknown* utilises a random scenario generator for the various missions. This system creates a different mission every time. We are particularly pleased with it because it works better than we had originally intended."

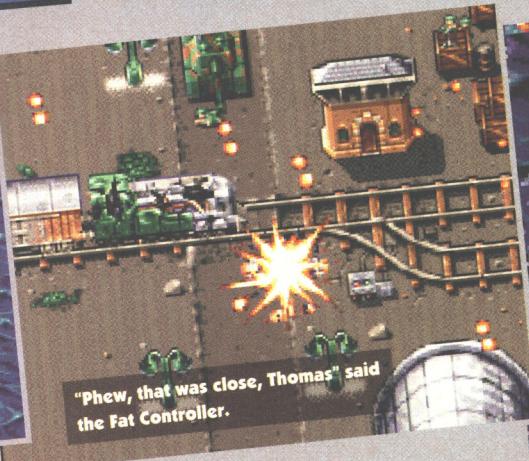
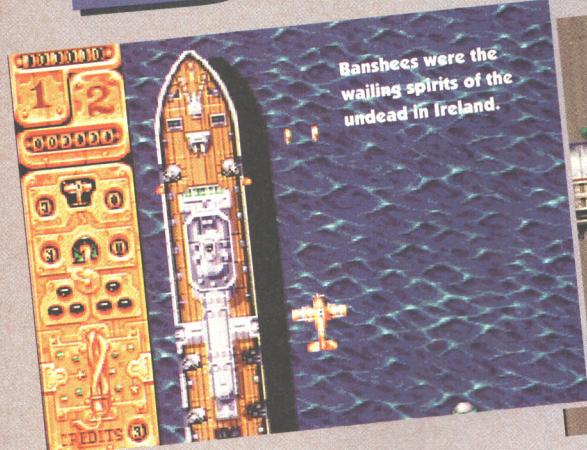
**"A gene-splicing cattle-mutilator of a game"**

## Verdict:

MicroProse reckon this game improves on the pedigree of identifiable classics such as *Railroad Tycoon* and *Civilisation*. They also figure they can't think of anything quite like it so far. If that's the case, *UFO: Enemy Unknown* should be a gene-splicing cattle-mutilator of a game. Expect us to chew the cud in a time-and-relative-dimensions-in-space futuristic issue.

• STEVE MCGILL

# BANSHEE



**Game:** Banshee  
**Publisher:** Core Design  
**Authors:** Soren Hanibal (programming), Martin Iveson (music/sound), Troy Horton (levels)  
**ETA:** Spring (A1200 and CD32 only – no A500 version currently planned)

**Briefly:**  
 1943.

**The creators speak:**

"Take the classic arcade game, 1942. Add a whole heap of seasoning in the form of stylish, state-of-the-art graphics and six steamin' levels of up-to-date action. Stir in an Alternative Dimension and a heavy-sprinkling of mucho-big guns'n'power-propelled planes. Leave to simmer on incandescent heat – and wait patiently for the best BLAST in light years... Banshee... EAT LEAD!"

Er, thanks. The boys continue in much the same vein as this for pretty much as long as you let them. Theirs are

the imaginations responsible for *Banshee's* plot, which starts off on a nice sensible alternative-future kind of trip, set in an Earth of 1999 where there have been no World Wars and aviation technology hasn't advanced beyond the propeller. So far so good, but then it all goes horribly awry with the introduction of characters like Blardax Maldre, steel-studded black leather-wearing megomaniacal (sic) dictator of the evil Styx Republic, and Sven Svardensvart (apologies to all our Nordic readers if this turns out to be an incredibly rude word in Swedish or something), son of a Styxian inventor murdered by Blardax for refusing to invent colour TV. Naturally, and perhaps rather disappointingly, you play the part of Sven.

Anyway, enough plot for now (it only gets worse). *Banshee* is exactly what it appears to be – a smart-looking top-down vertically-scrolling shoot-'em-up. It's got six levels, from the usual sea-sky-desert stuff to an outer space level

**"Murdered for refusing to invent colour TV"**

"The game will run at 25 frames per second (one pixel per two frames) and will be composed of 16x16 blocks in (6-1) bitplanes. The blocks themselves are cut out of a screen comprised of 320x1024 pixels. The 7th bitplane will show whether the surface enemies are visible or not – ie 'go-behinds'. The background blocks will not be animated. Several 'dummy-enemies' will be used for ground-animis instead. Stationary surface enemies will be composed in the same way. Several mobile surface enemies will, after exploding, leave a hole in the ground, the hole blotted onto the scrollscreens."

Thanks, guys.

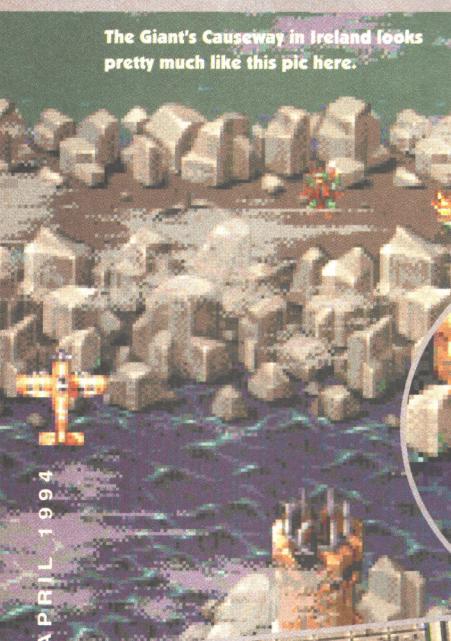
**Verdict so far:**

There aren't nearly as many of these splendid shoot-'em-ups on the Amiga as you tend to imagine, and there've been practically no good ones at all since *SWIV* (unless you count *Sky High Stuntman*, which was a direct copy anyway).

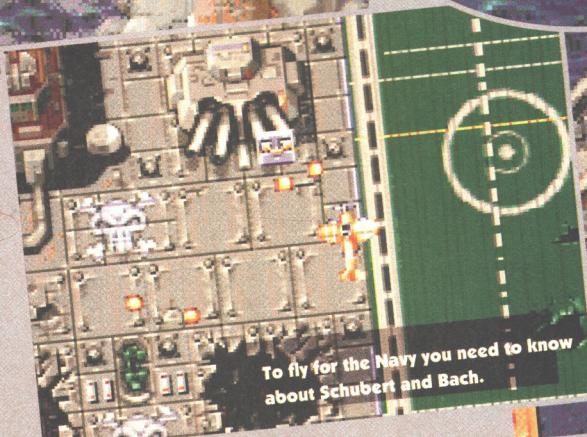
*Banshee* looks really good, and I'm looking forward to it hugely. Then again, I said that about *Blastar*.

• STUART CAMPBELL

The Giant's Causeway in Ireland looks pretty much like this pic here.



APRIL 1994



# SKELETON KREW



**Game:** Skeleton Krew  
**Publisher:** Core Design  
**Authors:** Jason Gosling, James Ryman, Heather Gibson, Guy Miller, Bob Churchill and Nathan McCree  
**ETA:** June 94

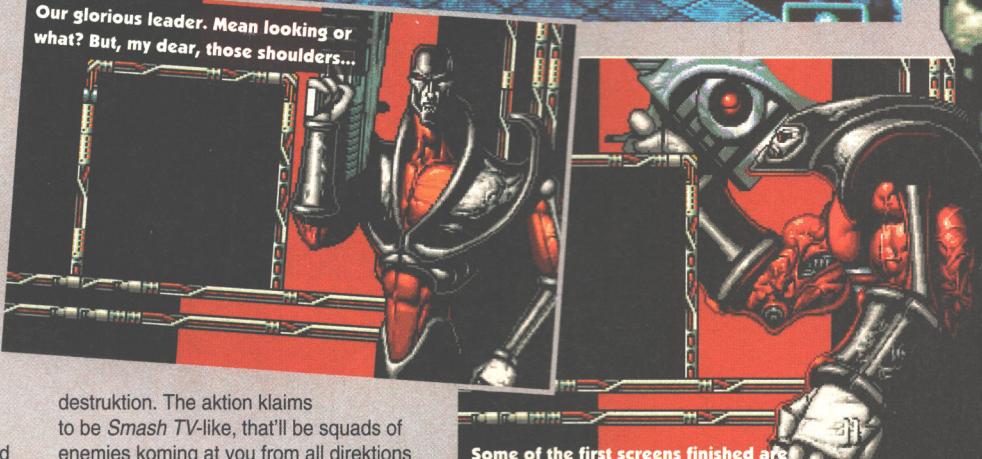
#### Briefly:

A 3D isometric shoot-'em-up. You control a team of mercenaries pitted against the forces of Muribund Kadaver, the evil head of a cryogenics plant and intent on taking over the solar system. What more excuse do you need to dress up in big boots and tool-up with some rather silly-sized artillery and go about shooting everything that moves? To set the scene the press release, rather amusingly we thought, has replaced most of the 'C's with 'K's, so we've decided to join in.

You can play any of the three Skeleton Krew – Spine, Joint or Rib, and guide them around an 8-way scrolling world. There are passwords at the end of each level, something every game should have. There's also a simultaneous two player option, so you ko-operate in the



*Skeleton Krew promises lots of shooting and blowing things up. That's got me interested for a start.*



special weapons and equipment."

#### Verdikt so far:

A bit trippy this, all we have so far is some slides of the game, not much gameplay evident there. The programmer assures us that everybody that's seen what they've written so far has been impressed. The screenshots certainly look interesting enough. There hasn't been a good isometric blast for ages, *Planet of the Robot Monsters* was the last I can remember. Some of the weaponry you get to play with sounds rather interesting too. The Slice 'n' Dice Trunkator promises to cut the enemy in half at waist height and blow the sections into a thousand flaming pieces while the F-Flenzer tears the flesh from the body of your enemies. Mm.

Given the track record of Core, *Skeleton Krew* should be worth a good thrashing when it arrives. All the staff at AMIGA POWER are itching to cut their teeth on it.

• KHRIS LLOYD



destruktion. The aktion claims to be *Smash TV*-like, that'll be squads of enemies coming at you from all directions then. There are scene-setting animations between levels and lots of large sprites and flash graphics.

It's going to be available for the A1200 and the CD32 initially.

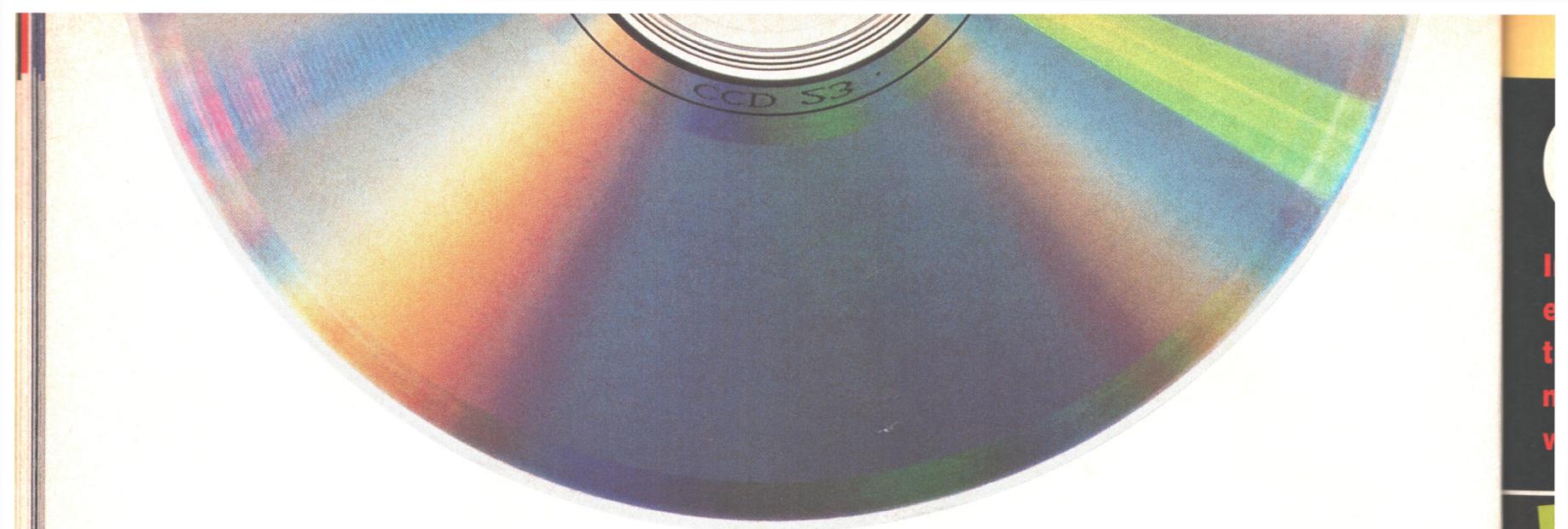
"We are thinking about an A500 version, obviously the graphiks won't be as good."

#### The kreators speak:

"It's a 3D isometric shoot-'em-up, (told you so), it's not been seen on the Amiga for ages. It was conceived as a komik strip kind of thing. (One of the team has worked as a komik artist.) Each kharakter has an extensive history, (suitably dubious). We're not sure what enhancements there will be for the CD32, probably animated introduction sequences

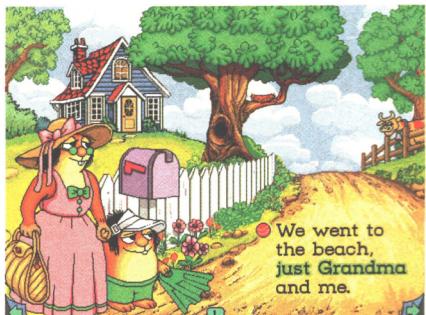
**"Blow the sections into a thousand flaming pieces"**

and CD music. It's aktion orientated, the first level is a straight shoot-'em-up, later levels are more involved. You get to use jetpaks, jetskis and submarines. There are sekret rooms to find and power-ups. There are eight big baddies to beat up as you work your way through the 7 levels, each with 2 or 3 zones. Each kharakter has different kapabilities including speed, armour and fire-power. You choose which one you want to use at the start of the game. We haven't decided if you will be able to change kharakters between levels. There's a big range of

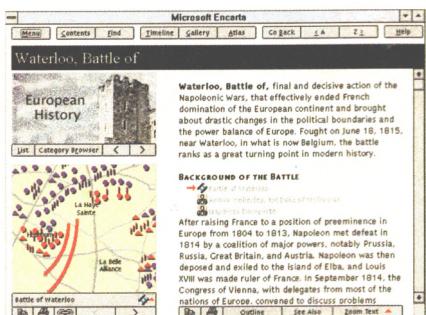


CCD 53

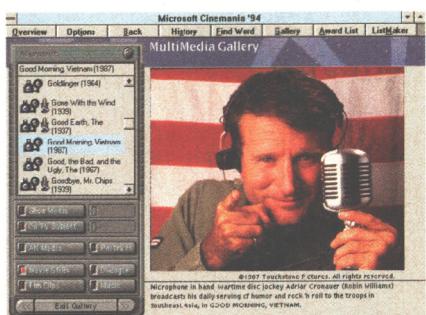
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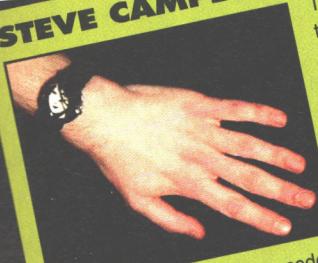
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# GAMES

In an effort to simplify office procedure, the entire team changed their names to 'Steve' this month. The only way to tell them apart now is by their distinctive and individual wrist-mounted identification markings.

## STEVE CAMPBELL



The man they used to call 'Stuart' was predictably dark of mind in his choice of timepiece. 'It's Death, from top arty comic Sandman,' he offered, moodily. 'It's a limited edition, you know.'

'Fair enough, we conceded. But why the name change, exactly? 'Well, it's all to do with the existentialist belief in the redundancy of the cult of personality. It's a doctrine which states that we should all have exactly the same name, so that we will be judged solely on the basis of our present behaviour and not on worthless previous actions. But I decided not to go the whole hog, in case somebody else got my payslip by mistake.'

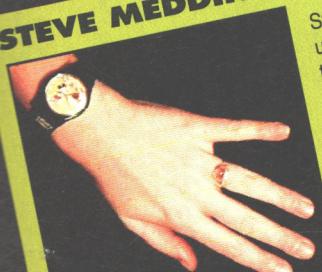
## STEVE FARAGHER



Of course, two of the AP staff didn't have to bother with all the complicated rigmarole of altering their passports and driving licences at all. As if in celebration of this newly-revealed freedom, Steve

opted not to carry any indication of the passage of time about his person. 'I find that if the time's important in any given situation, someone else will keep me informed,' he stated bluntly. 'Plus, every watch I've ever had in my entire life has stopped of its own accord.' You're supposed to wind them every once in a while, Steve.

## STEVE MEDDINGS



Steve Meddings used to answer to the name of 'Sal', but got married this month and, in a break with tradition, changed her first name instead of her last. 'I'm a modern woman,' she said, 'and I refuse to bow to the traditions of the outmoded patriarchal society laid down by centuries of male oppressors.' When we pointed out that her watch showed the well-known gender fascist Mickey Mouse, though, she became mysteriously silent, and a look of unmistakeable guilt spread across her features.

# JUST WHO DO WE THINK WE ARE?

27

## STEVE WINSTANLEY



Once known as 'Cam', Steve Winstanley boasts a standard US Army-issue chronometer,

last seen adorning the arm of John Connor in the popular cinematic feature Terminator 2. 'It's a great watch,' said Steve, 'but what I want to know is, how come if it's a US Army watch, it gets condensation on the inside? A fat lot of use that'd be in, say, an intense polar ice-cap conflict with a force of radical commie Eskimos.'

Why did you change your name, Steve? 'To forget.' To forget what? 'I'm afraid that information is available on a need-to-know basis only. Besides, I've forgotten. Ho.'

## STEVE MCGILL



'I don't believe in the concept of watch faces,' said Steve nervously, as we admired his all-cogs-and-wheels-fully-on-display job. Why not? 'Well, I get confused. Y'see, people have faces, and if watches do too, I start getting confused and thinking they're alive. Then I start to talk to them, but they don't talk back to me, and I get really paranoid that they don't like me. Then I get depressed, and the constant tick, tick, ticking only serves to remind me that my life's constantly ebbing away. I'm not a happy man, you know.' We fled.

## STEVE SHERLEY-PRICE



Steve joined us only this month from top dying-format publication ST Format. Apparently, though, she hasn't informed the DSS of her new job (or, indeed, the previous one), and so wishes to be identified by the misleading male nom-de-plume in order to throw the Housing Benefit bloodhounds off her trail. The multi-faceted aspect of her personality is further muddied by the myriad faces on her ticker – it's covered in little babies. 'It was the cheapest one in the shop,' she mumbled, reddening slightly.

## STEVE LLOYD



Conversely, Steve Lloyd, who, like Steve, came to AMIGA POWER from Future's only Atari-based organ, flits away from us again like a butterfly in autumn this

month. 'I like to change my name with every change of job,' he explained. 'It's a bit unfortunate, because I've worked in so many different places, Steve is the last boy's name I've got left. If I leave PC Answers, I'll have to become 'Angela'. I don't wear a watch, because I'm acutely conscious that, for that reason, my time's running out, and I don't like to be reminded of it. Cheerio.'

## STEVE GOLDER



Previously 'Dave', Steve Golder didn't actually mean to change his name (not being a full-time AP staff member, and

hence not in the office most of the time anyway), but an internal misunderstanding led to his details being fed into the computer at the Registrar Of Births, Deaths And Marriages along with the rest of us. 'It was all my watch's fault,' he explained. 'I meant to go round to the registry office to photocopy my birth certificate for a bet, but I got the time wrong and turned up as the rest of the team were filling in their Deed Poll forms, and just sort of joined in. I laugh about it now, though. Sob.'

## STEVE CAREY



The soft, corrupt, flabby empire of Colin The Publisher is no more. In a brutal and bloody coup earlier this month, Steve (not his real name, probably) Carey wrenched control and

installed a new regime based on the awesome might of his iron will. The cruel steel fist of retribution is never far away now, and the slightest misdemeanour is punished with fiery vengeance delivered straight from the gates of Hell. But he's promised to buy us lunch every now and again, so that's alright.



**Game:** Naughty Ones  
**Publisher:** Interactivision  
**Authors:** Melon Design  
**Price:** £25.99  
**Release:** Out now

**O**n the back of the box, it says "One of the most spectacular platformers of all time". What a load of old tosh. I mean, take a look – does the word 'spectacular' leap even anywhere near your mind? No, it doesn't. Why do people write rubbish like this? Your average punter's going to take one look at it in the shop, say 'That's not spectacular, don't be stupid', and immediately put it back on the shelf, which would be a shame as it'd mean they were missing out on one of the year's best games to date. I mean, as it is nobody believes me that it's brilliant, simply because it doesn't look very impressive at first glance, so spouting rubbish like that is just going to turn your potential consumers off at source. Tch.

### LITTLE BEGGARS

Anyway, to the game. It's fabulous. No, really. It's the third *Bubble Bobble* sequel that never was, it's *Rick Dangerous* the way it should have been, it's everything platform games should be but almost never are. It's simple to play but with a sharp difficulty curve that'll start to give you problems before you're halfway through the first world, it's got a simultaneous two-player mode which isn't hopelessly hamstrung by scrolling problems (because there isn't any scrolling), it constantly introduces new features but never gets confusing... it's fun, y'know?



# NAUGHTY ONES

**Saucy Jack – he's a naughty one and that's for sure. So are this lot apparently.**

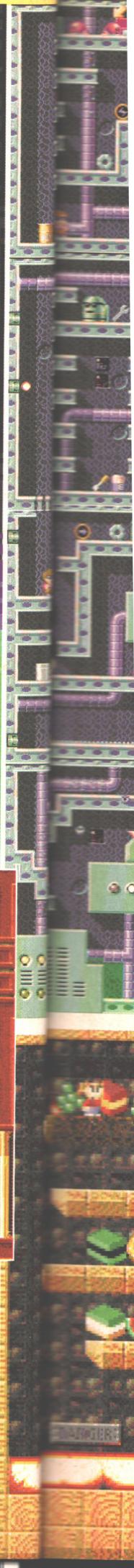


"My cute platform game characters have no noses." "How do they smell?" "They don't, they're fictitious cute platform game characters." "Oh, my aching sides."

(Left) Cute platform antics ahoy!

(Right, above) Cute platform antics ahoy!

(Right, below) Cute (Snip. - Ed)





Here we see all the levels of World One stuck together to form a gigantic 'link' of the whole thing. Somewhat ironically, it looks like eleven separate screens all stuck together on the page, which isn't really the desired effect. But hey, we tried, alright? It's not easy, this job.

"Well, I'm always a dead sucker"



You have survived The Mad Mechanics, but let's see if you can hold it through

### CRAZY CLOCKS

...Time is a Thought  
- if anything at all...

It's nice to see there's always time for a bit of philosophy.

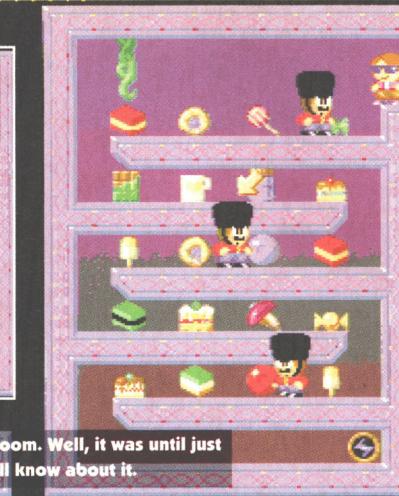
I like it more the more I play it.

Here's how it is. There are five worlds in *Naughty Ones*, each made up of several single screen-levels (the first world has 11 levels, but the number increases as you go on). In most of the levels you have to collect a key to open the door to the exit, but as you progress things get slightly more complicated, with switches to throw to make blocking walls disappear and operate pulleys and stuff as well. Sometimes, in the super-

complicated bits, the switch will be on a different screen to the wall (although never more than one screen away). Lots of bad guys litter the levels, and you can kill them if you like. You don't have to, but you get points, and if you kill them in a specified order (indicated by a big arrow above the head of the one you're supposed to get next), you get more points, extra lives and all that kind of thing. I can't think of anything else you have to do.

### MISCREANTS

I'm not really sure how to make this sound more convincing. I saw early demos of *Naughty Ones*, and wasn't impressed. I only picked it up when it arrived in the office because no-one else had come in yet, and I felt like killing a few minutes before I started work. And yet, five minutes in, I was sitting on the edge of my chair, going "Argh!" and "Eek!" and "Oh no, look at that!" and all kinds of things. Which was stupid, because there wasn't anybody there to hear me, but I couldn't really help it. At first I thought, "Well, I'm always a dead sucker for a cute single-screen platformer, I shouldn't read too much into this", but as I went on and the whole story, as it were, unfolded, I began to find



myself thinking "No, actually, it's not just me, this is really good. From straightforward arcade beginnings, it gradually pulls you into more thoughtful areas, with screens that you have to study for a bit before you go racing off, and

decisions to make about routes, and secret rooms to find, and gambles to risk for extra lives and power-ups and allsorts (literally and metaphorically). It starts like

*Parasol Stars*, but after a while it's really like *Rick Dangerous*, except without all of those unbelievably annoying invisible hazards that you've got no way of knowing about until they kill you. It's really tricky in parts, but purely in terms of demanding skill from the player, not by overwhelming you with speed or numbers or things you can't see – even with

an infinite lives cheat I was struggling to get through some of it. You don't get

any continues or passwords or anything, so you actually have to be good to get anywhere, and even when you've been through a screen a dozen times, you still have to be careful, despite the fact that bad guys don't come back after you've killed them and only the indestructible hazards remain. And isn't it

great to have a game that comes on a single disk with practically no accessing?"

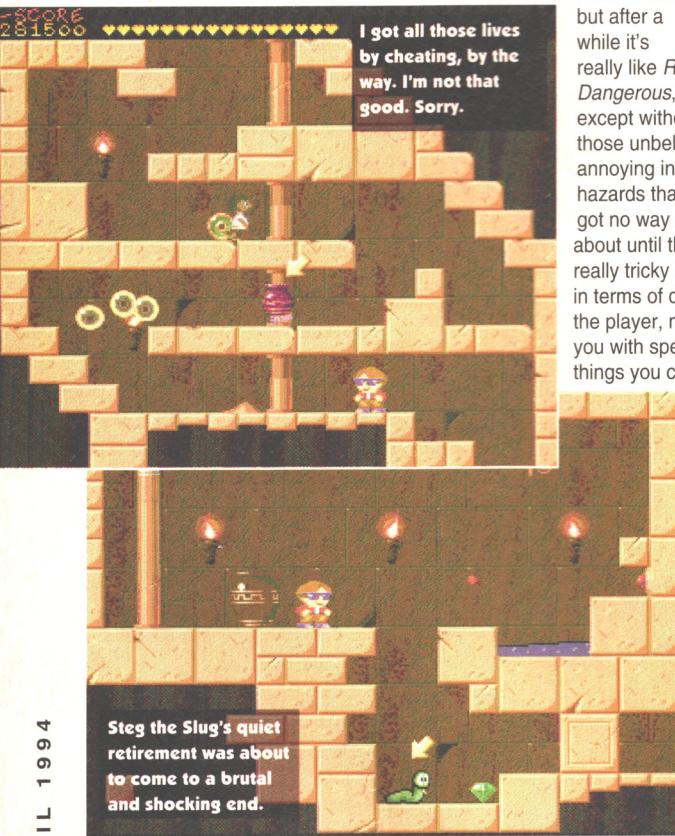
Well, by the time I'd finished thinking all that, the rest of the team had arrived.

I docked them all a day's pay for being late, and said "What do you think of this?" They said "We think it's a bit

unfair, actually, it's only quarter to ten", and I said "No, no, what do you think of the game?" But they were too busy moaning about their wages to form any constructive opinions, so, er, that's that sketch knackered. Um...

## TYKES ON BIKES

Don't you just hate it when you lose your concentration and wander off the subject like that? What I'm trying to say here, I suppose, is that I've kinda shot myself in the foot again (like with *Cool Spot* two



Steg the Slug's quiet retirement was about to come to a brutal and shocking end.



## ON THE OTHER HAND

Oh how original, you jump on platforms, you shoot things and you collect things. One touch from the assorted opponents and you go back to the start of the screen. Have we seen all this before? Yes, dozens of times. *Naughty Ones* is playable, no quibbles there but it's hackneyed and after a few goes repetitive. Jump, shoot, jump, jump, you get the picture. It's one long test of your timing, many of them too hard.

• CHRIS LLOYD

## JUST HOW DIFFERENT IS IT? THAT'S WHAT WE WANNA KNOW

Pretty good-looking on the A500 it has to be said. Nice colours, sharp sprites and all that.



Pretty good-looking on the A1200 it has to be said. Even nicer colours, sharper sprites and all that sort of thing.



issues ago), by giving three pages to a really simple game that there isn't anything to say about except "It's really good, buy it." The difference with this one, though, is that you probably won't. It's from a company you've probably never heard of, it was written by foreigners (no!), it doesn't look earth-shattering, it doesn't have an amazingly cool central character, and it won't be on GamesMaster. I feel safe in predicting a low-20s chart position, at the most. Prove me wrong.

But anyway, I guess the only part of the review left to do is to decide on the mark. At first I reckoned somewhere in the mid-80s, but then I realised that I'd be being just as bad as I'm ranting at you lot for, in marking it down simply because it's not 'big' or glamorous. So then I thought high 80s, but suddenly I remembered I'd given Team 17's *Qwak* 88%, and while that's a really smashing little game, it's not as pretty, varied or involved as this, so it really shouldn't get as high a score. Oh, what the hell, I haven't given anything 90 in ages. I'm going to give it 90.

• STUART CAMPBELL

**UPPERS** It's sort of like *Rick Dangerous*, but good. And *Bubble Bobble*.

**DOWNERS** Um... I suppose five levels isn't very many in strictly numerical terms, but this game's no pushover – you're not going to see the end of it very fast. Otherwise, I honestly can't think of any – this does what it sets out to do pretty much perfectly.

## THE BOTTOM LINE

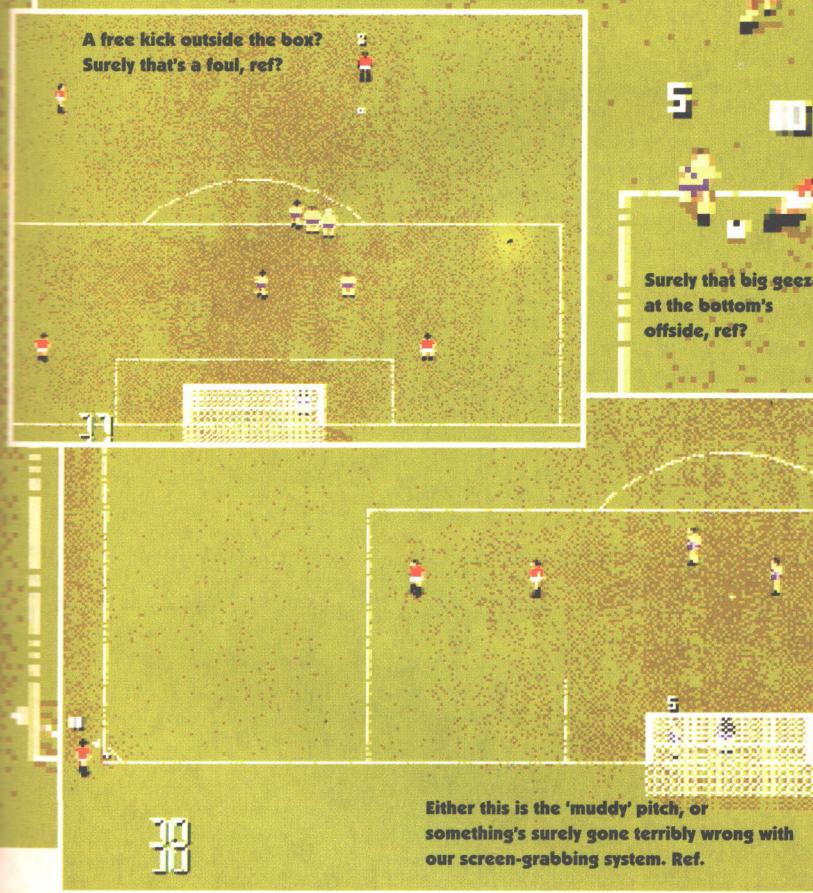
A simple, old-fashioned, absolutely lovely two-player cute platform arcade game, and another blow struck in the battle for the return to Gameplay. And that's with a capital 'G', by the way.

90

## THE BOTTOM LINE

There're 256 colours on display in the AGA version, but you wouldn't really notice unless you were looking for them. The CD32 game should be much the same, and will be out any minute now.

# MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS



**Game:** Manchester United Premier League Champions

**Publisher:** Krisalis

**Authors:** Neil Adamson (design and graphics), Simeon Pashley, Pete Harrap (programming), Matt Furniss (sound)

**Price:** £29.99

**Release:** Out now

Sometimes, in one of my other lives, I find myself reviewing games for various console magazines. Quite often (console games being what they are), I'll be playing some *Street Fighter* 2-clone one-on-one beat-'em-up, and when I do, there's one recurring thought that

**"We've already got one Sensible Soccer, thanks"**

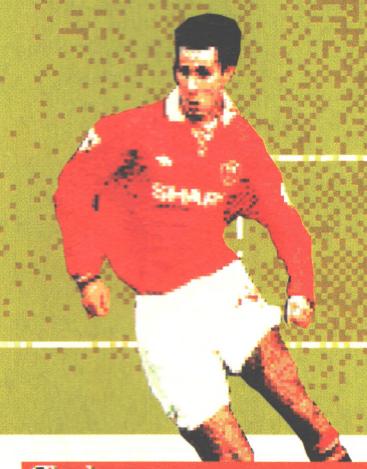
comes to mind. Why? What's the point? When a game so far out in front at the top of its genre exists, why does anyone bother writing games which are just a pale shadow of it, identical in every meaningful way but diluted and inferior and bereft of what imagination there may have been in the original? And that's the thought that keeps on forcing its way back into my head when I'm playing *Manchester United Premier League Champions* (MUPLC from now on, thanks). It's not actually rubbish or anything, indeed it's probably one of the

Amiga's top three football games.

But we've already got one *Sensible Soccer*, thanks – we don't need another one with half the features taken out.

Actually, on second thoughts, that's a little unfair. While on first attempt this feels like playing *Sensible Soccer* six

It's once, twice, three times a footy-game licence – can Krisalis pull off the treble? Or not? Eh?



**FOOTBALL SPECIAL**  
**40**

**Chelsea**

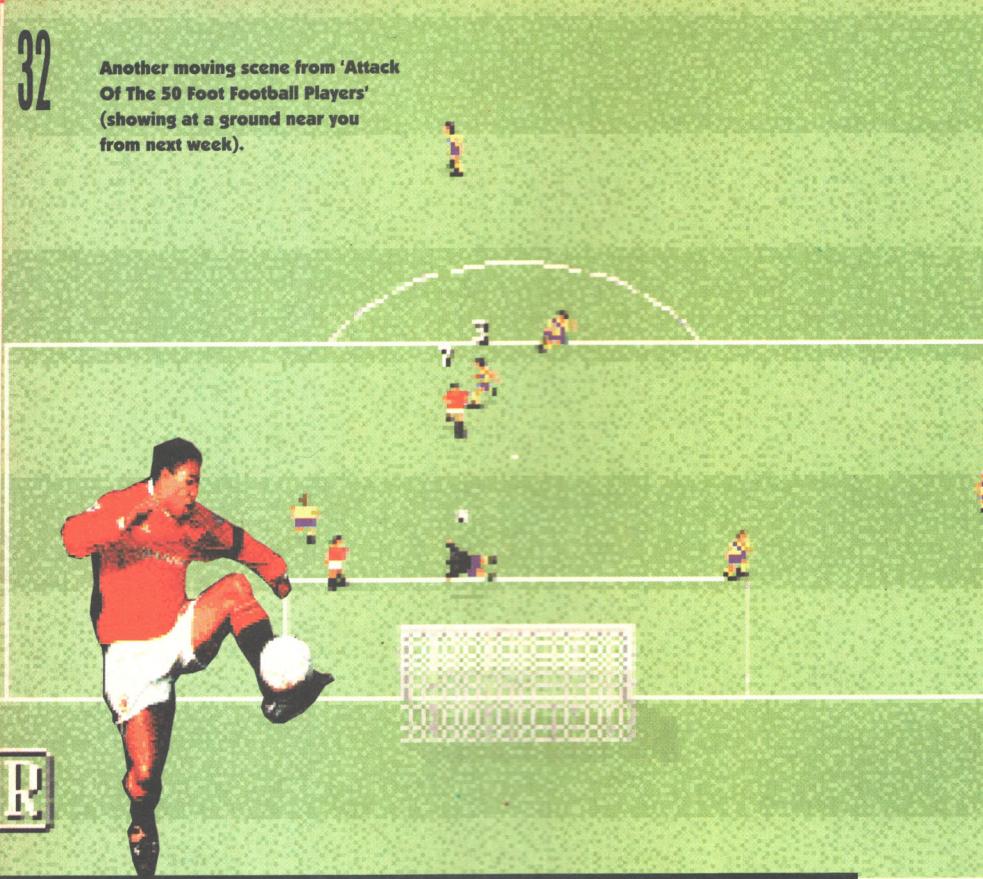
Surely this must be (The last time you use the 'ref' routine, or there's going to be trouble. – Ed)

**Tacti Grid**

SQUAD		TEAM		FORMATION	
1	Mark Kerr	1	Steve Barber	1	
2	Sam Wallace	2	Paul Elton	2	
3	Paul Stretford	3	Frank Sinclair	3	
4	John Barnes	4	Steve Hollins	4	
5	Frank Sinclair	5	John Hartson	5	
6	John Hartson	6	Paul Ince	6	
7	John Barnes	7	John McEnery	7	
8	John McEnery	8	Paul Ince	8	
9	John Barnes	9	Steve Barber	9	
10	John McEnery	10	Steve Barber	10	
11	John Barnes	11	John McEnery	11	
12	John McEnery	12	John Barnes	12	
13	John Barnes	13	John McEnery	13	
14	John McEnery	14	John Barnes	14	
15	John Barnes	15	John McEnery	15	
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45	John Barnes	45	John McEnery	45	
46	John McEnery	46	John Barnes	46	
47	John Barnes	47	John McEnery	47	
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91	John Barnes	91	John McEnery	91	
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94	John McEnery	94	John Barnes	94	
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97	John Barnes	97	John McEnery	97	
98	John McEnery	98	John Barnes	98	
99	John Barnes	99	John McEnery	99	
100	John McEnery	100	John Barnes	100	

4-2-4  
Pre-Match

Another moving scene from 'Attack Of The 50 Foot Football Players' (showing at a ground near you from next week).



### SURELY THAT'S (NOT) A FOUL, REF?

It's nice to see another touch of realism in MUPLC – here, Chelsea (in the red-and-white) are putting intense pressure on the Millwall goal towards the end of a tight 0-0 tussle. It looks like no-one's going to break the deadlock, but...



The Chelsea no.20 (Glenn Hoddle) bears intently down on the keeper, as a Millwall defender closes in to tackle...



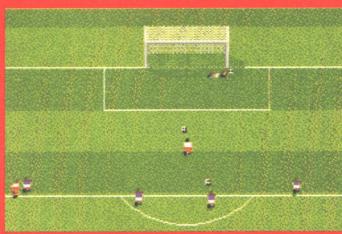
A sickening crunch of bodies later, Hoddle lies, apparently close to death, prone on the turf. The surprised full-back continues sliding past.



The ref awards the penalty. The defence and goalkeeper dejectedly troop back to their appointed positions, as Hoddle hams it up in the box for a bit longer.



"Hello," thinks the ageing forward, "got to be a chance of a penalty here." With the defender's boot still a yard and a half away, the striker launches himself spectacularly into the air.



But – hurrah! – justice is seen to be done, as the reverse angle replay shows Cascarino's poor kick being turned past the post by the Millwall keeper. It's a funny old game, football.

months before it was finished, a little persistence reveals its true nature – this is *Sensible Soccer*, for *Kick Off* fans.

It's true. After my first few games of MUPLC, I found myself travelling back, back in time to the almost-forgotten days before I worked on AMIGA POWER, when I first tried a new and enormously popular football game called *Kick Off*. I'd heard so much about it that I was almost beside myself with excitement, but when I finally got hold of a copy and started to play, I was crushingly disappointed. It was stupidly fast, the ball flew around like it was on a pinball table, and nothing I seemed to do to the joystick appeared to have any kind of predictable effect on the on-field proceedings. It was one of the most intense and frustrating let-downs in my long gameplaying life, and I thought I'd seen the last of it. But it's back. Holding 'up' on the joystick and pressing fire

only to see the ball shoot off diagonally backwards, overhead-kicking free kicks into my own net, giving away penalties while the joystick sat unattended on the desk, all of these horrific experiences returned to haunt me while playing MUPLC, and I'm not best pleased about it.

### ONLY SING

MUPLC, you see, features a control system far closer to Dino Dini's original – kicking is actually triggered when you *let go* of the fire button, not when you hit it – and it's so unnatural the game's almost crippled from the off. *Sensible Soccer*'s one-tap automatic passing has consequently gone for a Burton too, and with it that game's possibility of smooth, flowing, skilful football. MUPLC is a much more reactive affair, where you have to belt the ball into space and then do the best you can with where it lands, rather than planning any clever stringing-together of deliberate passes. Except it's all so fast (noticeably faster than *Sensible*,

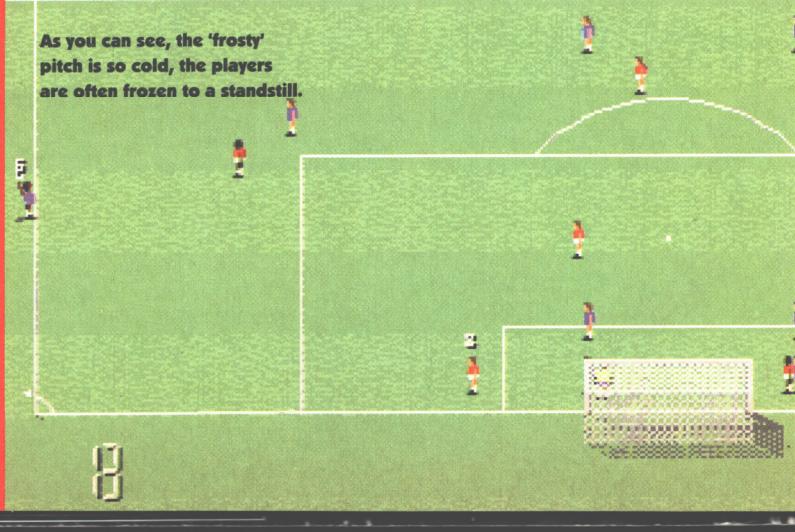
and rather too fast for my liking) that you don't get a chance to react properly either – you just have to waggle the joystick optimistically in the general direction you want to go and hope something useful results.

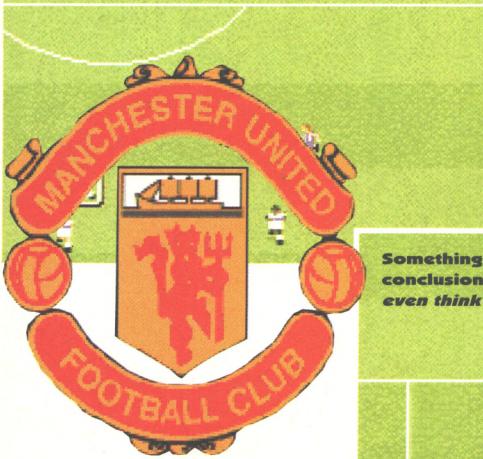
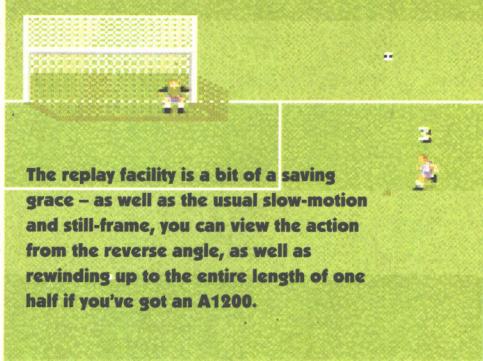
### TRAGEDY

There's a far more unwelcome intrusion even than this, though – reality. You see, while MUPLC's players all have a wide range of statistical attributes roughly in line with their real-life abilities, they're also human beings, and hence not infallible. Hence, while MUPLC broadly adopts a ball-sticks-to-feet policy compared to *Sensible*'s demanding dribbling, it's prone to realistically failing at random in the middle of a run. So, you can be weaving down the wing, beating defender after defender on a wonderful mazy breakaway, when suddenly you'll just lose control of the ball and it'll trickle away from your feet, although you haven't done anything different to what you've been doing for the past 10 seconds when it was stuck to you like glue. This is a deliberately built-in feature (it also applies to aftertouch – better players can bend the ball better and more often than less-talented ones – and refereeing decisions), and it's the most annoying thing I've ever experienced in a football game. I've said it before and I'll say it again – if I want an accurate and authentic simulation of real football physics, I'll go down the park with a sodding football. Always, always, always, the point of a computer game is that skilful players should do better at it than crap ones – when you start throwing in random elements, you completely knacker the

whole shooting match. If I take a goalkick with my goalkeeper with the joystick held diagonally to the top right, I want the ball to go in that direction *every single time*. What I *don't* want is for it one time to fly off so far to the right of the pitch that it goes straight out for a throw in, and another time for it to go in a dead straight line up the pitch, smack off the head of a defender standing in front of the keeper who then falls over in surprise, and bounce right into the path of an onrushing forward who sticks it into the back of the net while my (computer-controlled) goalkeeper flaps around like a dickhead. Once things like that start happening, what's the point of holding the joystick at

As you can see, the 'frosty' pitch is so cold, the players are often frozen to a standstill.





all? Why not just press fire to start the game, then have the ball bounce around completely at random for 90 minutes and go off for your dinner, coming back only to see what the result turned out to be? It's crap. Really.

As I've said, though, this feels a lot like *Kick Off* in play, and you might like that (if you're mad). So let's look at some of the less subjective elements of the game, for information purposes. You get about 150 teams to choose from the various English leagues (no Scottish, European, international or 'wacky' teams, unless you count the Krisalis side). You can't customise the players, the teams or their strips (although, oddly, you DO get to choose which of their three kits your opponents wear), and you can't alter the length of games, but you can choose whether you want extra time or not (although, unlike in *Sensible*, it comes either with penalties or not at all, you can't have extra time and then a replay).

## BLINDER

There are seven kinds of pitch, including a new 'foggy' option, and you can custom-build leagues (including awarding up to five points for a win and between nought and five for a draw) and cups, and give them names of your choosing, which you couldn't do in *Sensible*. Actually selecting the teams for competitions is a bit of an overcomplicated pain in the bum, but

that's hardly a major complaint.

*MUPLC*'s big plus point is the Tacti-Grid™ system, which allows you to precisely tailor your team's formation. Each player can be individually assigned to a single square on the pitch (although obviously he'll still run around wherever necessary), so you're not restricted to five or six preset set-ups. You can even instruct your entire team to line up down the right-hand touchline if you like. You can access the Tacti-Grid™ at any dead-ball point during a match, which is great if you get into a 1-0 lead with 10 minutes to go and want to stick every single one of your men inside your own 18-yard box. (Of course, the unpredictable nature of the controls might make this a rather dangerous approach). As an aside to this, you can even decide in advance which of your players you want to nominate to take penalties, attacking free-kicks and

TEAM	FORMATION
1. <i>Team Charlie</i>	1
2. <i>Paul Blair</i>	2
3. <i>Frank Sinclair</i>	3
4. <i>Glen Robbie</i>	4
5. <i>John Bradbury</i>	5
6. <i>Phil Dougal</i>	6
7. <i>Gavin Peacock</i>	7
8. <i>Dennis Wise</i>	8
9. <i>Neil Shipperley</i>	9
10. <i>Tony Casanova</i>	10
11. <i>Andy Cole</i>	11

1. The Paranoid Agoraphobic - nervous of the wide green expanses of the pitch, the players huddle together in corners and talk about each other.

TEAM	FORMATION
1. <i>Team Charlie</i>	1
2. <i>Paul Blair</i>	2
3. <i>Frank Sinclair</i>	3
4. <i>Glen Robbie</i>	4
5. <i>John Bradbury</i>	5
6. <i>Phil Dougal</i>	6
7. <i>Gavin Peacock</i>	7
8. <i>Dennis Wise</i>	8
9. <i>Neil Shipperley</i>	9
10. <i>Tony Casanova</i>	10
11. <i>Andy Cole</i>	11

2. The Wimbledon - despite its name, this tactic can be used by any side.

TEAM	FORMATION
1. <i>Team Charlie</i>	1
2. <i>Paul Blair</i>	2
3. <i>Frank Sinclair</i>	3
4. <i>Glen Robbie</i>	4
5. <i>John Bradbury</i>	5
6. <i>Phil Dougal</i>	6
7. <i>Gavin Peacock</i>	7
8. <i>Dennis Wise</i>	8
9. <i>Neil Shipperley</i>	9
10. <i>Tony Casanova</i>	10
11. <i>Andy Cole</i>	11

3. The Tuning Fork - this one's ideal for intimidating the opposing goalie. Basically a natural progression of the sweeper system.

4. The 1-0 Up With A Minute To Go - less predictable than you think. Fire the ball into the area and watch it ricochet around like a steel ball in an elastic band factory.

5. The Surprisingly Effective - this one once netted me six goals in 22 minutes. Knock the ball straight out to the side from goalkeeper or kick off, and watch as a terrifying horde descends diagonally on the opposition keeper. Even if you get tackled, there are so many players following up that the ball eventually ends up in the net through sheer weight of numbers. Do try to avoid passing out to the left wing by accident, however.

As I've already said, the best thing about *MUPLC* is the Tacti-Grid™. No more boring old 4-3-3, 4-2-4, 4-4-2 options here, oh no. Just look at some of the novel and interesting combinations you can play around with.

## IT'S ALL ABOUT TACTICS

defensive free-kicks.

At the end of the day, though, even the niceties of the Tacti-Grid™ are just window-dressing on an ill-considered and irritating game. Playing this, in both one-player and two-player modes, made me angry and frustrated, whereas playing *Sensible* had me shouting and pointing and jumping up and down in sheer excitement. Down below in that On The Other Hand box, Steve's going to tell you this isn't as bad as I'm painting it, but remember - he still really likes *Kick Off*. As I said at the start, *MUPLC* is mostly almost exactly like *Sensible Soccer* but not nearly as good. So why bother?

● STUART CAMPBELL

**UPPERS** It's *Sensible Soccer*, but for *Kick Off* fans.

**DOWNERS** It's *Sensible Soccer*, but for *Kick Off* fans.

### THE BOTTOM LINE

Are you a *Kick Off* fan, but one who's too ashamed of being unhip to say you like it more than *Sensible Soccer*? This is the game for you. Otherwise, stick with the real thing.

62 PERCENT

### THE BOTTOM LINE

The sound's a lot better and you can watch replays of the entire length of a half. If you want.

63 PERCENT

passing Italian game. But it's definitely a game of skill - you kick them a bit and they kick you a bit. I'll repeat myself, it's not a *Sensi* beater, but it's close and I reckon it's definitely worth around 20 per cent more than Stu's given it here.

● STEVE MCGILL



## ON THE OTHER HAND

Stuart and I have something of an internal misunderstanding over this game. It's definitely not a pale shadow of *Sensi*. I'll admit that overall it isn't as good as *Sensi*, but it has saving graces that I much prefer. Stuart figures that it's much more natural to hit the fire button and then hold it down for the amount of power you want. I don't think it's as clear cut as that. You always prefer the control method that you're used to (or something like that), and *MUPLC*'s kicking is more natural to me (I've played

a lot of *Kick Off* 2).

Some of the bugs, however, are irritating. It seems far too easy to score an own goal from a flying header or whatever. The random element on the dribbling is fair, to be honest. It certainly discourages you from holding onto the ball too long. The potential is there for a passing game, though admittedly when I played Stuart, the game was more like a rough and tumble, first to the big hoof, Scottish Premier League game than a smooth



Inside your little ship, you're looking pretty unruffled.



Peek outside, though, and the urgency of the situation becomes rather more apparent.

**"Ugly plastic console and knackered old TV set"**

This is a map, apparently. You have to go through all the blue bits.



EeeYEEUCH!



Some of the better-integrated enemies wing it down the femur bone.

This bit's a complete waste of time. I don't know why I'm even telling you about it.

a fart in a force-nine gale.

If you think I'm overstating the point here (and before I get any letters, by the way, I'd like to point out that I know the screen doesn't *actually* say 'Disk Accessing. Please Wait', it's just the picture of the CD, because they use it – oh, joy unconfined – as the Pause screen as well. But it means the same thing, and it has exactly the same effect. Okay?), then you obviously understand as little of what playing computer games is about as the programmers of *Microcosm* do. But I'll get on with telling you about the game anyway, alright?

## FANTASTIC

It's *Sewer Shark*. Or, if you're not familiar with that particular Mega CD title, try *Space Harrier* as a reference point. You fly 'into' the screen, following a predetermined path (except at the occasional *Outrun*-style junction where you can choose one of several, although it's usually two, different routes). Waves of enemies (in this case, mostly meaningless geometric shapes and blobs, crudely superimposed on the backdrop and not appearing to be related to it in any way, which look less like enemy battlecraft than cheap potato snacks from Marks And Spencers – Spicy Tomato Flavour Wagon Wheels, or something like that) attack in

**Game:** Microcosm  
**Publisher:** Psygnosis  
**Authors:** Pete Marshall, Richard Weekes, Stewart Sargison, Russell Bartley and a cast of zillions  
**Price:** £44.99  
**Release:** Out now

**O**h God. I'm two minutes into the genuinely impressive intro sequence. Skyscrapers are gliding past in a beautiful slow pan, traffic zooms along below railway bridges carrying busy trains full of commuters, helicopters thwup lazily across the sky. Moodily-lit security guards

in body armour stand alert beside huge gun platforms mounted on penthouse roofs. Inside, a nervous surgeon stands ready beside the motionless body of a super-corporation's chief executive, two heavily-built men with ponytails and guns standing by to punish any hesitation. The tension is almost unbearable. And then... and then... picture of a compact disc. Disk Accessing. Please Wait. Bloody hell.

Sometimes, when I'm playing games, the well-practiced mask of cynicism slips away, and I accidentally permit myself to be truly and honestly surprised and horrified at the utter crapness of programmers. The only people in the world who could expend such huge

amounts of effort and talent into building up an atmosphere over a minutes-long intro sequence, only to blow it all in one act of brainless stupidity. I DON'T WANT TO KNOW THAT YOU'RE ACCESSING THE DISK, YOU USELESS, RETINOUS, MORONS. (Strangest sensation of déjà vu then. Never mind.) How hard is it to conceal a disk-access pause? About as hard as it is to keep the previous picture on the screen for the four or five seconds it takes to load in the next bit. Or as hard as it is to come up with some kind of linking screen, even a logo of the game or something as simple as that, anything which wouldn't actually wrench you bodily from your newly-entered virtual world back into your tatty bedroom with its ugly plastic console and knackered old TV and unwashed lager glasses. Not hard, in other words. But no. They have to let you know how clever they are. "Look," they say, the smug smiles almost bursting their cheeks, "We're using a CD. Isn't it great?", and the atmosphere dissipates faster than

# MICROCOSM

First there was a cosm, then there was a small one of it, or something like that, and then it appeared on the CD32 and there was much rejoicing, perhaps.



"It's worse than that - he's got an elastic band caught round his nose, Jim."

Sometimes you wear a suit. But it doesn't make the game like *Reservoir Dogs*. It's still crap.

predetermined patterns, and you shoot at them. And that's everything.

Now there isn't necessarily anything wrong with that. I loved *Space Harrier*, even on home formats where most people couldn't get past the loss of the arcade machine's hydraulic chair. And *Silpheed*, by common consent the other good game on the Mega CD after *Thunderhawk*, uses much the same formula as *Microcosm*, albeit in a much more stylish way. But *Microcosm* isn't even a very good version of *Space Harrier* - the graphics, nice though they are, aren't (be honest with yourself) nearly as pretty, for one thing. You get the odd genuinely exciting moment, like when you come out of a long, narrow, claustrophobic tunnel and suddenly find yourself in a big, open, dizzying cavern which gives you a disturbing rush of vertigo, but generally the first ten minutes of play will show you everything there is to see. There's little of the ancient coin-op's variation in background and enemies, and none of *Silpheed*'s limited interaction with the scenery. You shoot, you circle (as with almost all *Space Harrier*-type games, the best way to avoid enemy fire is to circle round and round the screen with your

finger wedged on the fire button, although the icky control responses and CD32 joystick don't make it easy for you), you hope you get to the end of the current section before your thumb falls off, and you map.

### VOYAGE

Oops, I almost forgot about the second gameplay element - mapping. Yep, you

don't just fly around shooting at stuff, you have to find your way to the things you want to shoot at. You do this by bringing up a map (which doesn't pause the game, and hence inevitably loses you a quarter of your shield power when you look at it) which shows your ship as a white square inside a

### THE OBLIGATORY INTRO SEQUENCE



Unusually, the Bodor Daily News prints the sport on the front page.



Tragically, this man is allergic to mobile telephones.



I'm not completely sure if we've got these pics in the right order.



Insert generic 'I'm not going to use a chopper gag here, someone. Ta.'



"Look, I keep telling you, I'm only a window cleaner. I can't do this."



Remember kids: Just Say No to crap superficial expensive CD games.

white circle with snaky green lines scrawled all over it to represent the passageways of the bloodstream (did I mention you were inside a miniature spaceship flying around inside someone's body? Well, it's not very important anyway). Great, eh?

Circling, shooting and mapping. Sounds thrilling, doesn't it? Oh, it tries, alright. Well, sometimes. The presentation veers wildly between super-slick and amazingly sloppy - there's no title screen, for a start, you get dropped straight into the game from the intro, and you can only switch the sound effects off, not the music. Onscreen messages are printed in almost unreadably tiny text against constantly shifting backgrounds, and can't be skipped through no matter how many times you've

read them before. But the actual game tries a bit. Every now and again the tunnels do a quick bit of rollercoaster side-to-side or up-and-downing (although these bits were obviously too complicated to have any enemies in), and there's no shortage of digitised video sequences all over the place (including a hilariously pointless bit where you land in a refuelling base and have to walk through it with the joystick to the take-off point, although there's only one direction you can walk in and nothing to be gained or lost by either going quickly or taking all day), but nothing manages to disguise the inherent nothingness of the gameplay. Forty-five quid, *Psygnosis*? You must be joking.

• STUART CAMPBELL



**UPPERS**  
Well, there's no escaping it - the graphics are nice. Not as nice as *Stardust*, though, and that's interactive as well.



**DOWNERS** Precious little gameplay, mates, and what there is isn't done very well. Oh, and if I wanted to listen to Rick sodding Wakeman forever with no chance of respite, I'd have gone to a Yes concert in 1975, alright?

### THE BOTTOM LINE

45 quid for a less coherent and less pretty version of *Space Harrier*? No, I don't think so, thanks. Can we have the new state-of-the-art now, please?

44  
PERCENT

### THE BOTTOM LINE

No other versions of *Microcosm* are planned for ordinary Amigas. And yet, somehow, life goes on.

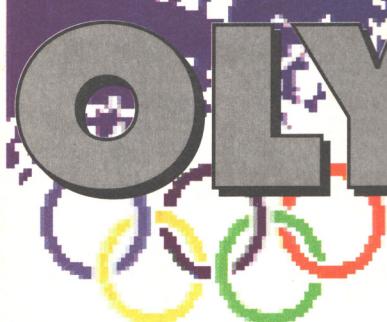


What on earth drives people to do this sort of thing? I just don't understand it.

I suppose this doesn't look too bad.

But this...

# WINTER OLYMPICS



**Game:** Winter Olympics

**Publisher:** US Gold

**Authors:**

**Price:** £32.99

**Release:** Out now

**B**efore I start this review, I'd just like to mention how nice it is to see US Gold still entering into the spirit of international friendship and employing people whose first language isn't English to write their instruction manuals.

"If you are playing the game in Full Olympic mode, when the last event has been completed you are able to view the Opening Ceremony and celebrations which open the Games." – from the manual, page 8.

But hey, there's a serious point here. Having seemingly not learned any lessons from the last two US Gold games I've played (*Pinball Magic* and *Street Fighter 2*, both of which had insultingly useless manuals), USG are persisting with instructions which are not only grammatically laughable ("Made of concrete to high standards, competitors are subject to

**"Dancing?  
Playing the  
drums?"**

## It snowed in Bath

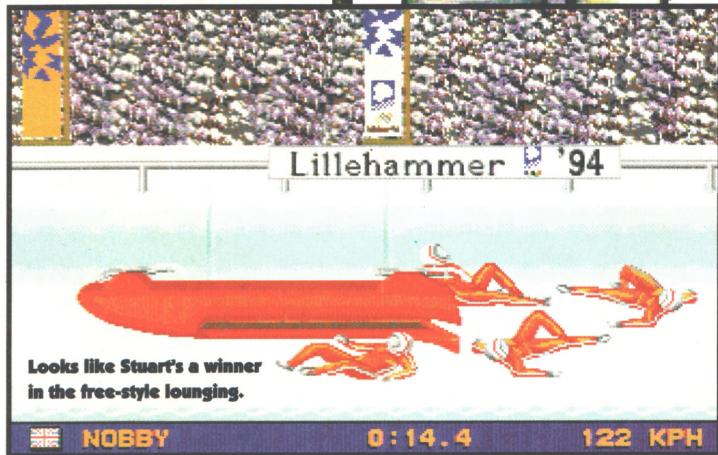
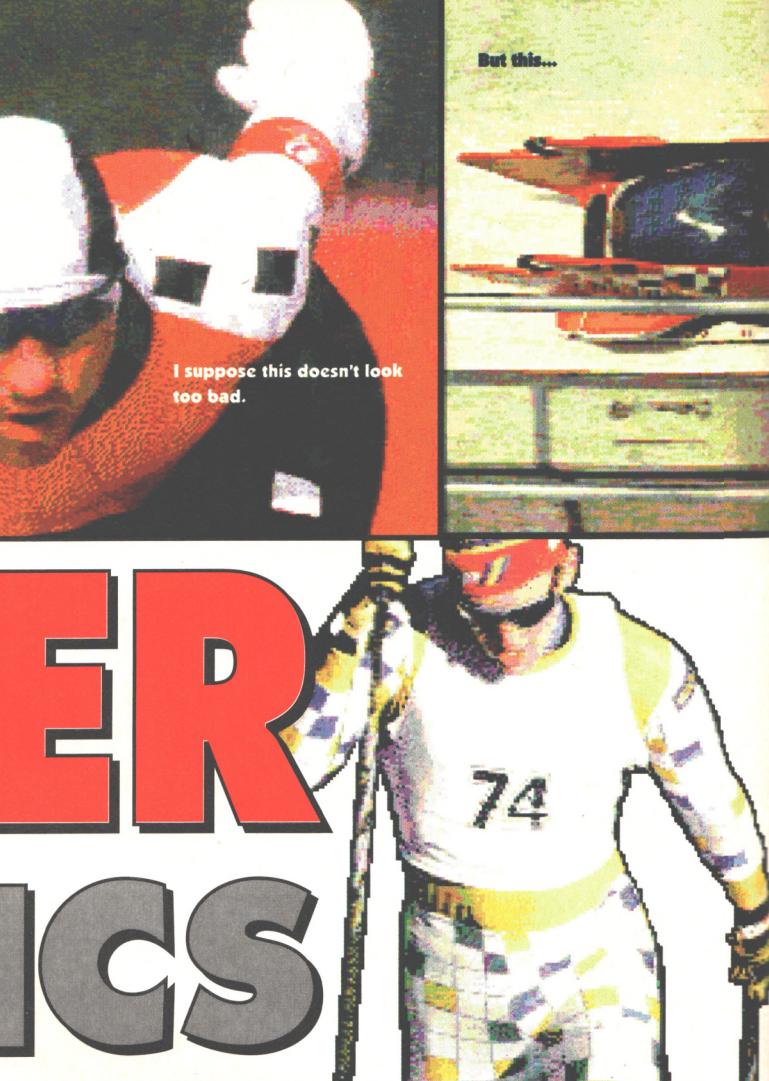
forces of up to 4G." – page 11), but almost completely without value when it comes to telling you how to play the game. I'm still, after three days, not sure what's going on in the first bit of the Biathlon event, where you "use the LEFT and RIGHT directions to move the pointer along the bar, this will improve the biathletes rhythm." What in, dancing? Playing the drums? I certainly can't find any relevance for it in the Biathlon. But anyway.

"Do not hit objects off the course as this will result in fatal injury, preventing you from completing your run." – from the manual, page 9.

## GET ON WITH IT

If it seems like I'm putting off talking about the game here, it's because there's very little to say about it. The events are all ones you've seen before in sports sims, and control is pretty much the same as it always is, a mixture of aiming/steering and frantic joystick wagging, with an added puzzle element in that the instructions are so crap, you have to work out the actual mechanics of control for yourself. In a Full Olympics, you play five from the 10 available events, one in each category (there are, for example, four different kinds of skiing, from which you choose your favourite), but you can also practice

the other day, you know.

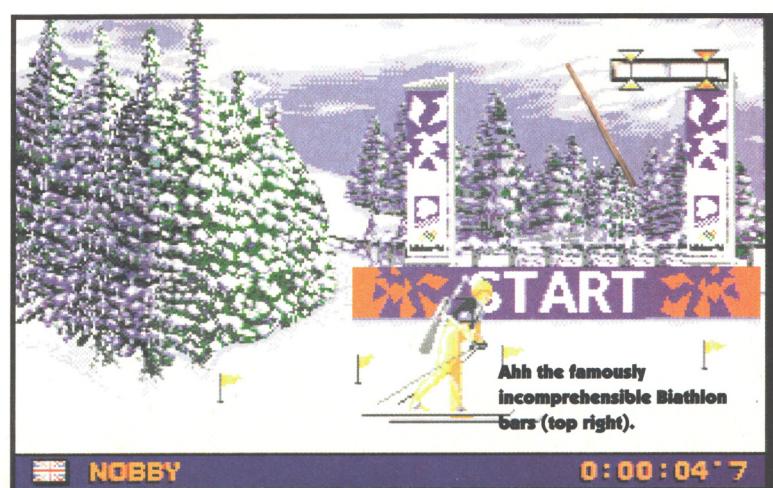


Looks like Stuart's a winner in the free-style lounging.

NOBBY

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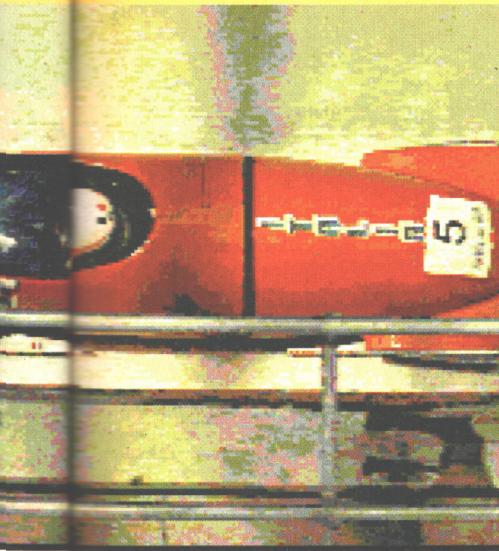
122 KPH



NOBBY

0:00:04.7





individual events until you've got the hang of them. Up to four players can play at once, although the ice-skating events are the only ones in which more than one player is ever onscreen at one time. None of the events ever seem to get really off the ground – the luge and bob can be completed with practically no intervention from the player whatsoever after the start (and are particularly crude-looking), the ski-ing is slower, less pretty and less exciting than the five-year-old *Super Ski* (currently £2.99 in the Pocket Power range), the ski-jumping has no sense of height, speed or tension at all, and the biathlon is just plain weird. You spend the first bit swinging the joystick rhythmically left and right between two parallel lines which occasionally get closer together (for, as I've already mentioned, no readily apparent or ever-explained reason), the second bit wagging like crazy while your skier takes the form of a little icon in the middle of the screen and a clock counts down from

15, and then suddenly you're straight into the target-shooting bit and it's all over until the next round (you play the biathlon in stages between all the other events, finishing off with a final biathlon mini-stage that's a bit like a strange cross between the first two bits). That just leaves the speed-skating, which is straightforward waggling, and rubbish. Odd word, rubbish. You'd think it would mean 'like the act of being rubbed', or something like that, wouldn't you? But it doesn't. Where was I?

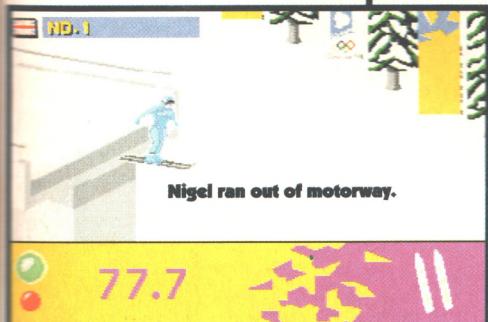
### I SEE, I SEE

The graphics, as you can see for yourself (except for the dodgy scrolling), are alright, but the sound is very sparse indeed, and what there is is almost uniformly horrible. You can use joystick or keyboard controls, and they're both okay.

Now, some people (US Gold, in all probability) will tell you that I'm completely missing the point here, and that *Winter Olympics* is lots of fun in multi-player mode. It is, moderately, but so what? We



You've got to be barking mad to even think about doing this.



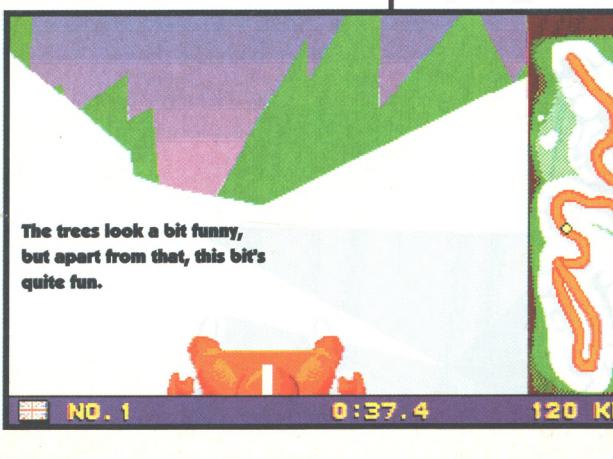
Nigel ran out of motorway.



The background's pretty, isn't it?



Shooting at things. Now that's what I call sport.



The trees look a bit funny, but apart from that, this bit's quite fun.

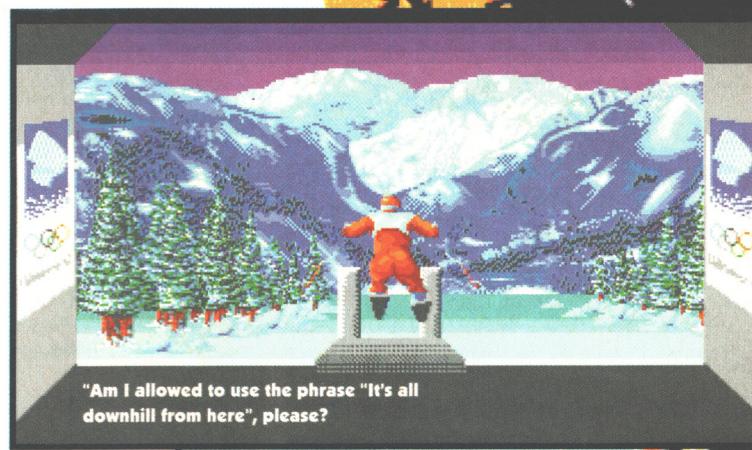


● STEVE FARAGHER

used to play a game in the AP office to decide who was going to make the tea. It was called *Spoof*, and involved all the players holding a number of coins (between zero and three) in their closed hands and then taking turns to guess the total number held by all the players. It operated in a kind of knockout system until only one player was left, who then had to go and make the tea. It was a good way of deciding who was making the tea, sure, but it was also fun. See what I'm getting at? Practically anything you play with other human beings is fun (except maybe Eric Clapton records), you

don't need to blow 33 quid on a sub-standard sports game for some top interactive laughs. So don't.

● STUART CAMPBELL



Am I allowed to use the phrase "It's all downhill from here", please?



Eye-catching graphics or what? Once again the Amiga is pushed to its limits.

**UPPERS** Some of the graphics are quite pretty, and it's fun in multi-player mode. Then again, what isn't?

**DOWNERS** Practically none of the events call for any real skill (even 'Olympic' level is a pushover), and the presentation leaves a lot to be desired. USG's own *The Games – Winter Edition* on the Spectrum did almost exactly the same game much better (and, honestly, a lot prettier) about 10 years ago.

### THE BOTTOM LINE

The Amiga has waited a very long time for the definitive joystick-waggling sports sim, and it's still waiting. This is a quick and slightly nasty cash-in job, which isn't terrible in any real sense, but isn't really even worth investigating either.

48 PERCENT

### THE BOTTOM LINE

The game comes in 256 different shades of blue and white instead of 16. No, only joking.

A1200



**Game:** Legacy of Sorasil

**Publisher:** Gremlin

**Authors:** Kevin Dudley, Mike Hart

**Price:** £25.99

**Release:** March 1994

**S**ooner than anticipated, the next chapter in the ever unfolding tome of Gremlin software releases has been unleashed on a thoroughly expectant world. The game, as you'll already know from observation of the headline fanfare, is *Legacy of Sorasil*; a 3D-isometric view, RPG romp.

The quest – should you choose to accept it, Mr Hero – is simple; rid the world of a despicable sorceror who's been doing the nasty on an otherwise utopian peace-loving world, as usual.

It is a time of war, pestilence, plague, perfidy and



defilement of all that is good. A time where magnanimous deeds will be appreciated. A time where honour is respected. A time when cynicism is banished. A time when self-sacrifice is cherished and put on the mantlepiece for all to rest their eyes on and feel humbled. So bugger that. This is AMIGA POWER, after all. (Get back here. – Ed)

#### ABOUT TIME

But most of all, it is a time to start the review proper, for AP has a new publisher and if I don't make a good impression, it will be a time to walk involuntarily out of the door and never be seen again.

*Legacy* is basically a jauntier, more colourful, more diverse and more varied version of *Hero Quest*; it is the first of a promised series of *Hero Quest* Master series games. *Hero Quest* first appeared on the Amiga around two and a half years ago and earned a perfectly respectable 80% in AP2, which older readers will recognise as the heyday of

the Matt Bielby golden era, when men were men and heroes were heroes. They tell me.

As soon as you've booted up and selected the proper language, you initially select a party of four characters from a pool of eight. The usual choices are there; Rangers, Clerics, Paladins, Magic Users, Barbarians etc. Just as with most RPGs, a well-balanced selection of brain and brawn is the best mix and the one most conducive to survival.

The order you place the character in on the selection screen is important. The character on the left leads the party, ie he moves first; he/she doesn't necessarily have to be the leader in a strictly regimental hierarchical militaristic sense (it could be a collective democracy after all). It's just that it's more sensible to have the faster moving characters at the front.

Each character has five attributes; body, combat, perception, strength and mind. After

**It's got dungeons galore and probably dragons too. It's got hundreds of tunnels and, most likely, trolls. It's...**

# LEGACY OF SORASIL

## ON THE OTHER HAND

Morris Travellers are all very well, but they're slow and they don't really take you anywhere interesting. I'd rather be playing *Perihelion* than this. At least *Perihelion* has a few interesting ideas rather than just trundling out the same old tired RPG formulas. It reminds me too of the first role-playing adventures I ever played but, unlike the other Steve, I'm glad to have grown out of them and feel little nostalgia for those long hours of repetitive slash and hack.

• STEVE FARAGHER

you have selected a party, you can tweak the individual attributes further. This is achieved through use of the character modification screen. Take a gander at the selection screen somewhere on these pages to get a better idea of what it looks like.

## BOLDLY GO

Once through the character selection procedure, the land of Rhia awaits. Party movement and actions are accessed through a slick and competent control interface. Each character, unlike *Hero Quest*, has a set number of action points; 20 in all. Movement points are limited depending on the character being controlled. This is more realistic, in RPG terms at least, because it makes sense for nimble footed Elves to be able to move further per turn than say a stumpy bearded dwarf. Of course, if for example you chose to move the Elf his full complement of movement points and did the same for the dwarf, the dwarf will have more action points to play with at the end of his move. From this, you can plan simple strategies such as always having the dwarf, or whoever, search for traps and treasure in the same turn.

The control interface is slick and competent. You can choose to move characters from the compass or click on a destination on screen. Either way, the result's the same, although it's more convenient to point and click directly on screen. Actions are accessed by clicking on the various little action

**"The wood's been polished, the bodywork waxed"**

icons. Again, actions can be directly carried out by clicking on the icon with the right mouse button.

Okay, hopefully by now I've established that the control method is non-intrusive and, in fact, very helpful; that each character can travel independently of the party (thus opening up the possibility of having some friends along to control individual characters); and finally that I like it. Time to cue some overbearingly slushy sentimental music.

*Legacy* reminds me of when I used to play Dungeons & Dragons years and years ago. Computers were making an impact on the scene and firing everyone's imagination on all cylinders. The Amiga wasn't around at the time, and there was no software around that even came close to fulfilling the projected potential.

## WAY BACK

That's where *Legacy* comes in. It's like the computer personification of the first dungeons I used to play in. You don't have to care too much about where you are at any particular time, because the locations and corridors are auto-mapped for you.



The map is constantly at hand and costs no action points whatsoever; very handy. The shop is also handy for the trading and upgrading of weapons, potions and miscellaneous etc.

There's a lot of playing time and lastability stuck in here as well. Apparently, even if you knew exactly what you were doing, the game would take at least ten solid hours of play to complete.

That's also where one of my main criticisms lies. You can only save and load after completion of a scenario. Now that isn't always going to be convenient. Say you've only got half an hour to kill and you want to kill it playing *Legacy*. What do you do when you have to switch off? You lose all your hard work, that's what you do.

## A ROSE

Another criticism is the limitation of character choice. I like things to be personal. Especially with this type of game. Surely there could be some kind of character generation within the Cleric, Barbarian, Magic User framework. Even just the ability to change the names would be appreciated.

The music is nice in a mediaeval atmospheric kind of a way, although, like most computer music, it does tend to grate after a while.

So, er, it's summing up time. The best conclusion I can draw in this instance is to compare *Legacy* to a Morris Traveller (old-style car of quaint character – the one with all the wood on the outside). Thinking of *Hero Quest* as a standard model, consider the following for *Legacy*; the wood's been polished, the bodywork's had a good waxing, the chassis's been made more rigid and the engine's been rebored and tuned. Overall, a more exciting game, but still a Morris Traveller in essence.

I like Morris Travellers and the same can be said for *Legacy Of Sorasil*.

• STEVE MCGILL

**UPPERS** Variety. Animation. Control system. Auto mapping is a boon. Logical puzzles, traps etc and not too taxing.

**DOWNERS** Loading and saving at end of scenarios only. A bit sedate for those with itchy joystick fingers and accelerated brains. (Try *Sabre Team 1200*.)

## THE BOTTOM LINE

A souped-up version of a tried-and-tested formula, which does nothing to detract from the fact that the game is lots of fun to play.

80  
PERCENT

## THE BOTTOM LINE

If you put high octane fuel into a Morris Traveller, it would still be as good to drive. And that's what it's like with *Legacy* on the A1200.



This is half of the character selection screen. I guess that makes it twice as good as no screen at all.

## UNDER CONTROL



Access combat, spells, searches door opening etc from here.



Want to know how many action points you have left? Look here.



# PERIHELION

Psionics, cybernetics, bionecrons, moody graphics - it's got the blinking lot.

**Game:** Perihelion  
**Publisher:** Psygnosis  
**Authors:** Morbid Visions  
**Price:** £29.99  
**Release:** Out now

**Y**ou think this world is weird? With its lift music, soap operas, step aerobics and the anthropomorphism and idolatry of small furry animals? That's nothing compared to the world of *Perihelion*. It's got psionic power activated by emotions, pools of energy in time and space, genetically engineered creatures and no colour blue.

The world is about to be ravaged by an entity from another dimension, which should make a nice change. The Psionic Council and the Emperor, sensing the danger, have decided to start Project Awakening. Six frozen souls are called into existence, with the hope that they can save the world. That's you, that is. Behind all the wibble it's a familiar story. A small group of hardy adventurers battling against insurmountable odds to save the world as we know it, again.

## MOODY

The first step is character creation. There are seven races to choose from and a range of character classes such as mercenary, anchorite and knight. As you'd expect there are a range of stats to go with each character. *Perihelion* has gone overboard on this bit, there are zillions of 'em - mental defence speed, physical range attack reaction and a host more. There's little clue as to what they are about and what sort of scores are good. Psionic powers are not unlike magic. You can choose from a range

of abilities for your characters with psionic powers. Toolled up with spells and shotguns it's time to rock 'n' roll.

## LET'S PARTY

You start at the map screen where you can move the party around the landscape of *Perihelion*. After a bit of exploring, climbing up the mountains and such like, you realise the only place you can go initially is the city of MidLight. Here the action changes to first person as you roam the streets wondering what to do next. Soon you find Network terminals where you can read messages. The network part is a nice touch, resembling a real network terminal, a bit. There is little interaction involved, you only meet two characters in the whole city and you can do little except select 'talk' on the network and see what they have to say for themselves. Why you have to use the network to talk to people in the street isn't explained. Soon you encounter the first of many punch-ups with the unsavoury characters out to stop you.

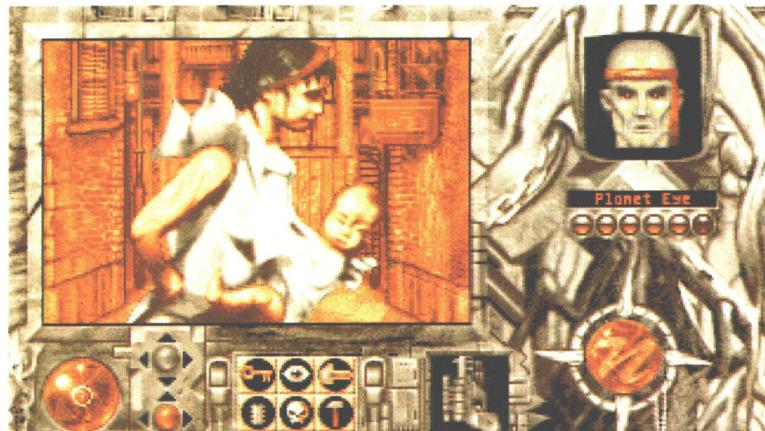
During the fights things change again to an overhead view, this section is almost a game in itself. The altercations are fought out as skirmish wargames. Each character has a certain number of action points. You move and fire each of your chaps, the fastest character goes first. This section is a bit like *Laser Squad*. It gives a good degree of control over things. Psionic spells and hot lead fly about and your entire party is wiped out. Well, mine was. I went back to the character creation screen with a better idea of what I wanted and tried again.

The game soon reveals itself to be fairly simple. You go to each location on the map, suss out what your mission is and get a clue to the next one. There are no superfluous characters or objects to get in the way. Huge underground cities

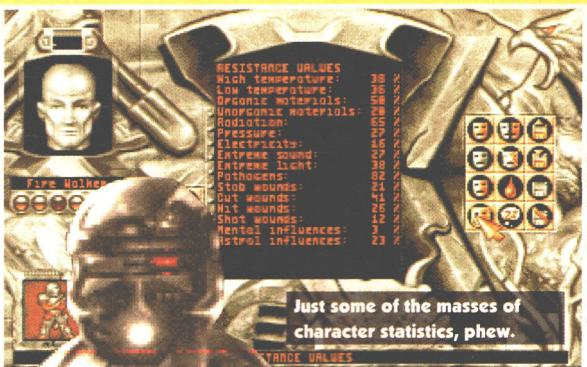
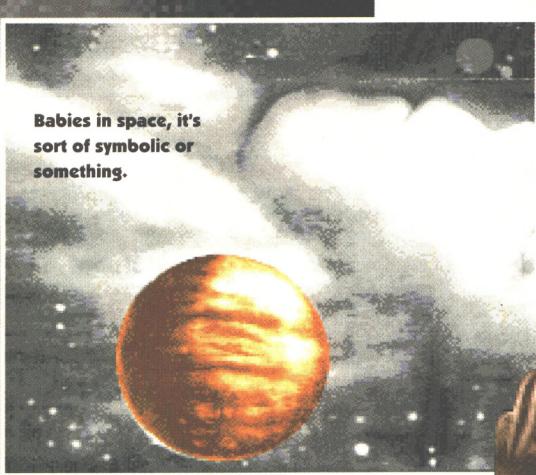
**"Tooled up with spells and shotguns it's time to rock'n'roll"**



Even on the equipment screen you can't help but pull a mean and nasty look.



Look, a character you don't shoot at, probably. Character interaction is not the game's strong point. Big hint: use your medallion.



## MASTER RACES

### Bionecron

Weird blokes composed of organic metal. They are strong and heal quickly but are vulnerable to psionic attack.



### Cybern

A mix of human and cybernetic DNA, whatever that is, basically part mechanical. Very powerful bodies but little brain power.



### Humans

The oldest race. They can be any character class with no particular strengths or weaknesses.



### Symbions

A mix of human and Bionecrons, only partly grey. Can see into the future in a limited fashion, so the manual says anyway.



### Khymeras

Genetically enhanced humans. Either insectoid, reptiloid or feline. They are fast and have sixth sense as well as other things.



Not an Elf in sight. The six heroes to save the day can be any of six decidedly strange races, or even human. All of them look well dodgy, the kind you edge away from on the bus.

## ON THE OTHER HAND

I love it. It's magnificently moody and this really helps to keep you gripped. There are a couple of minor irritations, it's true, but the overall impression is really fascinating. What does Chris want anyway? If they tried to have thousands of people on screen at once you wouldn't be able to play the thing. Look for yourself – the graphics are just gorgeous.

• STEVE FARAGHER

appear as a small collection of featureless tunnels with a couple of people in and a few objects lying about. Find the objects you need, get the right network codes, beat up any belligerent inhabitants and then move on to the next location. Simple is this.

## GOOD LOOKING

The graphics are grey and orange, totally. Every screen is grey and orange. They are also excellently drawn and very atmospheric. The sound effects are good too, lots of weird music and noises. The whole game has a dark moody theme.

What's not so perfect is the text – it's small and red and very difficult to read without an RGB monitor and even then the Ms, Ns and Hs all look the same. Didn't they spot this at some stage? "Hey guys, look how hard the text is to read, let's make it bigger." Apparently not.

The battle system has its share of problems too. You can find yourself being shot at and be told that your character hasn't got line of sight, so you can't shoot back. There's no way to defer a character's action, if a fast character is stuck behind a slow one, he can't wait until the slow one's out of the way before making his choice of action. The enemy

are also pretty stupid, they get stuck behind walls easily. Gripe aside the battle section is playable and enjoyable in an anorak sort of way. Be prepared for long bouts of it too. The psionic spell selection is cumbersome and you are given no clues what spell does what. Get a pen and paper ready, you need to make maps and lots of notes.

*Perihelion* has a wonderful post-apocalyptic atmosphere. Imagine *Ishar* with the combat sections swiped from *Laser Squad* and you're close to the game system of *Perihelion*. The adventure side is rather linear, you need to solve each mission in turn. When you get stuck that's it, you have to wander around until you find the elusive door or object. The network and combat system is refreshing additions to a tired format. Is it fun? Yes. Is it the sort of fun that makes you totally ignore the sound, sensible advice you give yourself, like "If I stay up really really late it will totally bugger up all my plans for tomorrow."? Not quite. I was initially hooked by the moodiness of it all, but after a couple of fights I found myself wandering around a maze of tunnels collecting objects like every other adventure game before it. Damn fine try at something a bit different though.

• CHRIS LLOYD

**UPPERS** Deliciously atmospheric gameworld with some outstanding graphics and sound. Combat system has great sense of involvement. Cyber-punkiness aplenty.

**DOWNERS** Little interaction with other characters, linear progression and some idiosyncratic combat rules. Underneath all the gloss the actual adventure part of it all is too simple.

## THE BOTTOM LINE

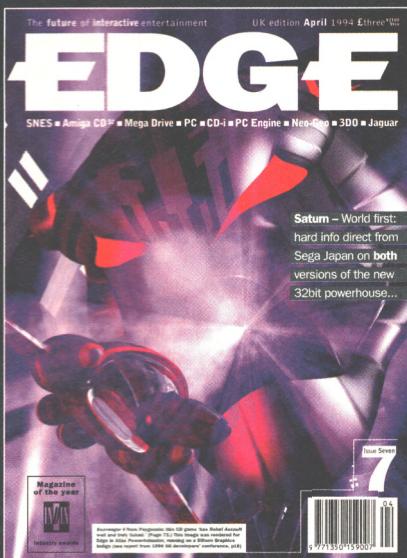
Jack into the net, hone those psi-powers and load your scorpion machine guns, the world needs rescuing from an unborn god from between the worlds. An adventure game with a gorgeously individual style. With more interaction and depth it would be a real killer, as it is it's merely dangerous.

77  
PERCENT

## THE BOTTOM LINE

**A1200** It's the same, I'm afraid. Just let me check again... no, it's definitely the same. As far as I can tell.

This **magazine**  
has been **voted**  
**Magazine of the year**  
by people working  
in the games **industry**



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# SWEAT BLOOD FOR A CD32!

Far too easy. That's what last month's compo was. Far too easy. We had to give our MicroProse CD32 away to a lucky reader, but we're determined to keep our hands on this one. It's come from Gremlin, in celebration of their soon-come CD32 version of top platformer *Zool 2* (AP33, 86%), and naturally it comes complete with a copy of said game.

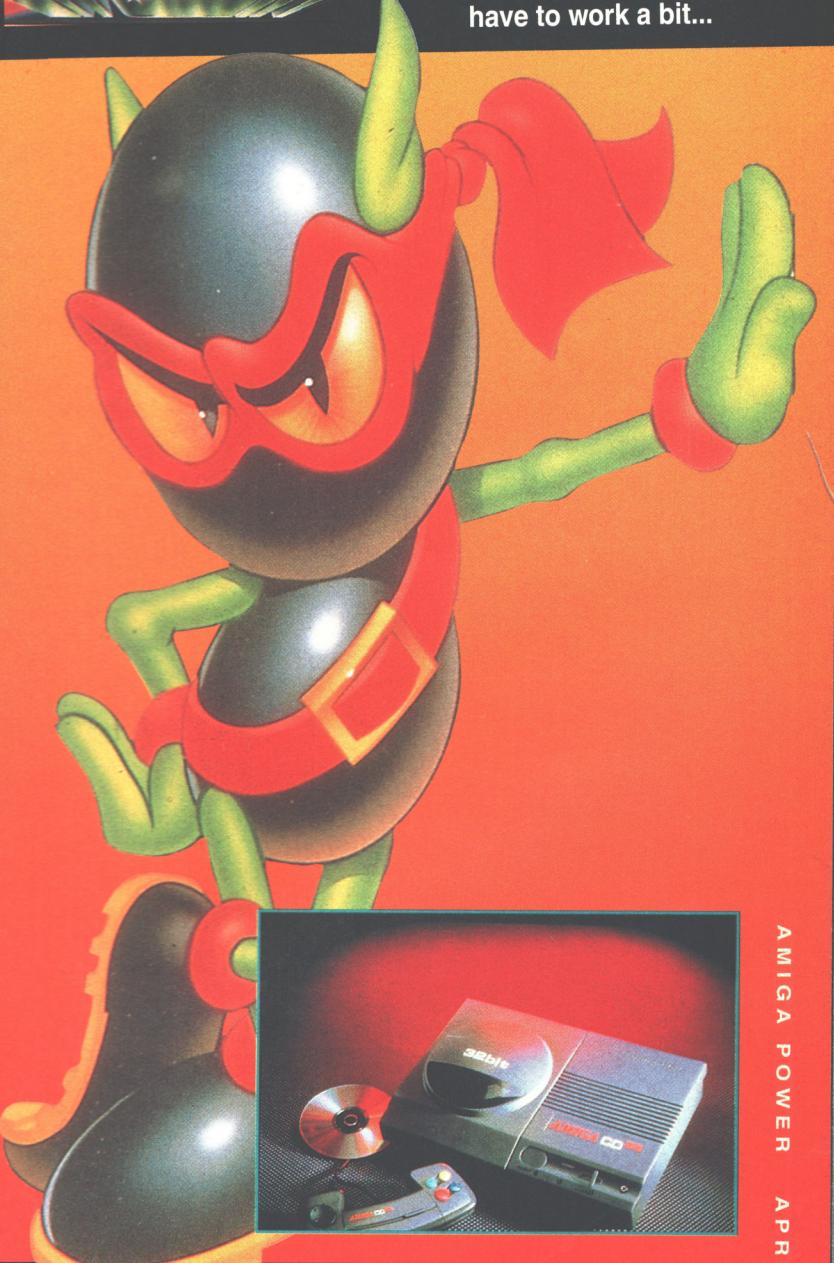
Three runners-up get 'just' a copy of the game (please specify format), and another five runners-up walk away with charming *Zool 2* t-shirts. To be among the nine lucky ones, though, you're going to have to work a bit...



## THE QUESTIONS

Yep, you're going to have to answer all this lot. We're not just giving this thing away, you know. But we've made it a *bit* easier for you – all the answers rhyme with 'Zool'. Well, depending on your accent they do. Ha.

1. What are sheep made out of?
2. Where did Brian Jones, guitarist of the Rolling Stones, die?
3. What do you call someone who you play a joke on in April?
4. What was the distinguishing characteristic of Spot, star of a recent Amiga game from Virgin?
5. Which programmer from Sensible Software was largely responsible for top-selling wargame *Cannon Fodder*?
6. What do Black and Decker make?
7. What kind of an animal was top children's character of yesteryear, Muffin?
8. What did Oliver Twist ask for more of?
9. What's another name for a film you put in a camera?
10. What didn't Elvis Presley want you to be?
11. What did Alice Cooper say was out for summer?
12. What kind of pigeon did pop funsters Kid Creole And The Coconuts sing about?
13. What's nothing to be scared of, according to pop/tribal beat crossover maestros Adam And The Ants?
14. What makes cars and aeroplanes and motorbikes go?
15. What's another word for a ghost?
16. What should you never show a red rag to?
17. I've got twelve inches, but I don't use it as a... ?
18. What do the French call their version of bowling?
19. Who was Agatha Christie's famous Belgian (*So there is one*? – *Ed*) detective, Mr Poirot?
20. What is the work done when a force of one newton advances its point of application one metre? (Here's a helpful clue: it equals  $10^7$  ergs)



## THE ROOLS

receive this mail, please write "IF I GET ANY MORE BLOODY CRAP THROUGH MY LETTERBOX FROM TIMESHARE COMPANIES OR PEOPLE WANTING ME TO BUY SIX ALBUMS FOR JUST 50P EACH, I'M GOING TO COME ROUND TO YOUR OFFICES AND

PERSONALLY GARROTTE EVERY LAST SODDING ONE OF YOU" at the bottom of your entry.

3. Only entries on a postcard of a scenic holiday resort will be accepted.
4. Or a Highland cow.
5. Employees of Future Publishing, Gremlin Graphics – oh, you know.

1. Send your answers to: I'd Better Win After This, You Gits Competition, AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2DL
2. The closing date for entries is the 15th of March 1994. Entries received after this date will be passed on to carefully selected companies who may wish to send you special offers from time to time. If you do not wish to

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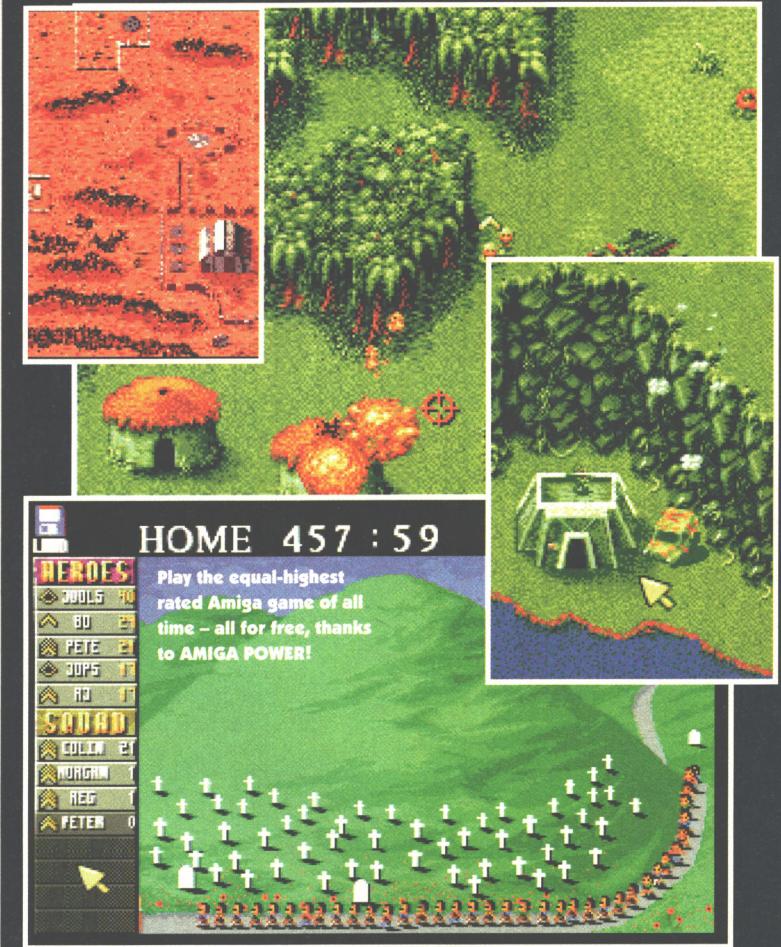


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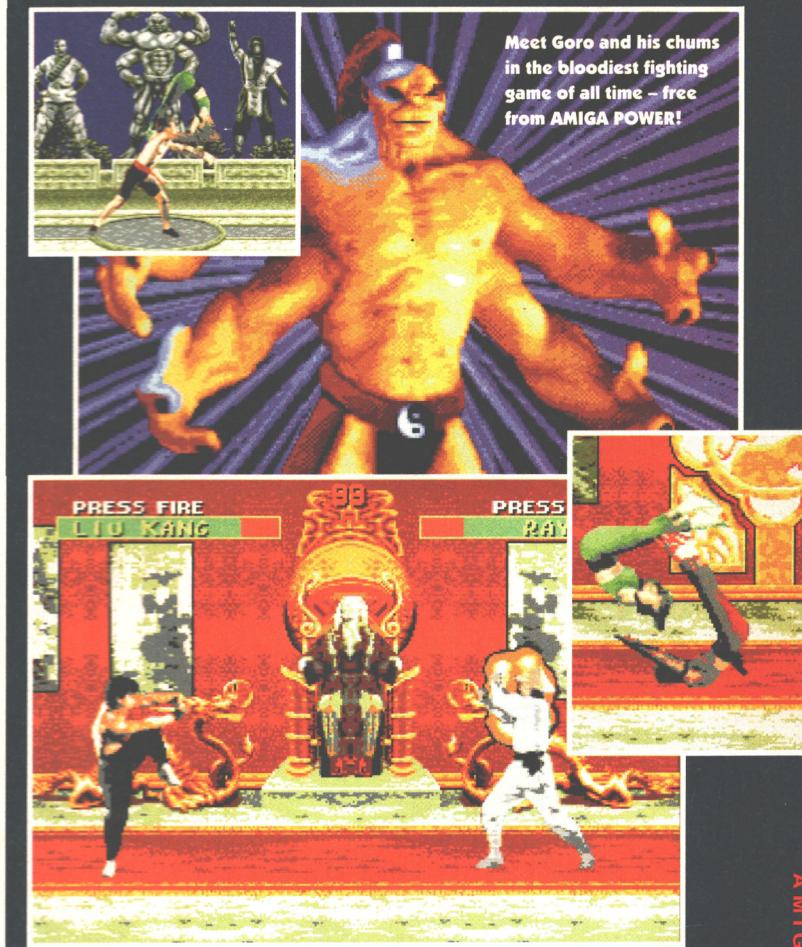
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## CANNON FODDER



## MORTAL KOMBAT



### AP RATED 94%

"This game is now more important to me than eating, sleeping or any other basic bodily function... I can't find anything wrong with this game... Oh, just go and buy the flipping thing."

- Cam Winstanley, AMIGA POWER issue 32

### AP RATED 86%

"Incredibly solid and meaty thumps and crunches that really make it feel like you're inflicting some damage... deeply satisfying in play... the Amiga's best beat-'em-up to date"

- Stuart Campbell, AMIGA POWER issue 33

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# COMPLETE CONTROL

**Why take two bottles into the shower when you could check out the veritable jiffy bag full of tips and cheats and letters of complaint we sent Rich Pelley to sift through for us this month, and not bother washing your hair tonight at all?**

## MORTAL KOMBAT

(Virgin)

If Mortal Kombat was a vacuum cleaner, then we pretty much hoovered the house out with it last month when we devoted an entire page to exposing the Death moves, giving you handy character analyses and generally eliciting advice on how to remove fluff from even the trickiest of

corners. And with hardly even time enough to change the bag, this month saw the arrival of four separate cheats which could in themselves aid even the wimpiest of kombatants to supreme victory. Wishing to remain as personally detached from them as possible though, I'll quote the letters directly and allow you to interpret (and believe) them as you will.

"Select the game level as Normal," but only use three credits. Choose to play as Rayden and lose on your first match. When you are asked to choose your

fighter again, chose whoever you wish to be and you should have unlimited credits. Good, eh?" – Farooq Afzal, Manchester.

"On the game option menu type in 'DULLARD cheat DULLARD cheat DULLARD cheat DULLARD dullard'. I know it's a bit long, but it does work." – Jimmy Dryden, in hiding

"If you have an Action Replay cartridge you can cheat on the Test Your Strength part by freezing the game and plugging in a mouse." – Neil Scott, Cheshire.

"If you press Up, Left then Fire on the Continue screen, it will reset your time." – Baldeep Kaur, Manchester

raking up a whopping 89%. It's only £17 – that's half the price of the majority of full-price games (if you, er, skip the McDonald's you'd probably have had when you went to town to buy it), we even gave you a level on a coverdisk so you could see how great it was for yourselves. And it there any sight of it in the charts? None whatsoever. Of course, by the time you read there might be, in which case ignore my winging. Else – BUY THE THING! You, and Daze, and the universe as we know it deserve it. And once you've played the thing a bit, these tips may be of some use to you.

Martin Crossan of Stirling gives us some level codes:

BZQQVQRQWALOK – Tunnel one with all weapons, seven missiles and 26 lives.

CPQQSVQSAFAO – Tunnel two/Special Mission one, all weapons, two missiles and 15 lives.

DFQQTAAANHL – Tunnel three, three weapons and six lives.

EZSQQQQXAFEN – Tunnel four/Special Mission two, all weapons, seven missiles and 26 lives.

FZQQQQQXAICN – Start, with all weapons, seven missiles and 26 lives.

"Incidentally", continues Martin, "if you plan to use these codes, I found I needed to type in some random codes first or the game takes a wobbly. And finally, if anybody has a code for tunnel four, with full weapons and upgrades and 26 lives, I'd very much appreciate it." (Okay – I'll stick you in *The Last Resort* – Rich.)

And Antony Warrener of Laxton seems to have unearthed some sort of a cunning cheat.

"Type INTRODUCTION in as the password, stage one will have been completed for and you will have fourteen lives instead of the usual seven. You will be powered with three-way shot, bouncer and buster. But what's more, if you press the ESC button as if to quit the game and then come back, you can skip levels – even the boss." Excellent news.

## GEARWORKS

(Hollysoft)

Gearworks? "Awful-looking, but sneakily intriguing puzzle game based on connecting up gears in what look like the insides of a clock," says The Bottom Line, reviewed in issue 30, scoring 60%. Oh, that Gearworks.

Level 2	Egypt	3518
Level 3	Mexico	6382
Level 4	New York	8427
Level 5	Greece	2385
Level 6	Australia	5924
Level 7	London	1267
Level 8	Paris	7208

Thanks then, I suppose, to Alan Dix of Palmers Green.

## LASER SQUAD

(Buzz)

More tips than you can shake Cam's mock-heavy artillery collection at here for the budget re-release of the mighty *Laser*

### General Tippery

- 1 Attack enemy wood supplies (woodcutter, sawmill) to effectively halt his or her expansion and then slowly eat away at their territory.
- 2 Have at least two weaponmakers and three iron foundries for a decent expansion of weapons.
- 3 As a rule of thumb, have one mine per building requiring mined supplies, so for the above example of military expansion have five coalmines and three iron mines. This should produce a



# SIMON THE SORCERER

## (Adventure Soft)

A complete solution? Why, this might just be your lucky day you know...

Grab the desk scissors from the desk draw and the magnet from the fridge door and step outside. Head east to the forge, take the rope and bell clapper from the table, use the rope on the magnet and talk to the dodgy geezer to the east. Swipe the ladder from outside the house to the west and the specimen jar (upstairs) and the cold remedy (from the downstairs' table). Make your way east past the shop to the pub. Talk to all present, make a grab for the matches on the fruit machine and offer some discrete fashion advice to the sleeping dwarf by way of lopping off his beard with the scissors. Tell the wizards that you'd do anything to be one of them and they'll oblige you with a magic staff. Back outside, west twice, east, south, east and walk past the three stump a couple of times and listen to what the woodworm have to say. Agree to their pleas, go east twice, west thrice, down and west again.

At the witch's house, use the handle, take the bucket of water and go east, east, west, west, and then eat. Say hi to the barbarian and do the man a favour by removing the thorn from his foot, in return for which he will give you a whistle. East, west twice and talk to the owl. Add the feather to your inventory, east, east, northeast and check out the sign. Bid the man in the hole good day and go east. With any luck you should now be in the centre of the forest.

Use the stone steps to guide you north until you come across a stone tagged as paper. Pick it up, go east and take a closer look at the stone from in front of the mine. Agree with the woodcutter's request to the

northwest, pick up the beans from the puddle and back at the village, behind the cottage to be exact, plant the beans in the compost. Take the watermelon northwest of the troll bridge and use it with the sousaphone. Back at the middle of the forest go northeast and then east until you find the swamping's house. Use the specimen jar on the stew and eat the next bowl, and as the swamping leaves to go get more ingredients, exit and walk east three screens. Use the metal detector here, use the sousaphone on the sleeping giant a screen to the east, and the cold remedy on the dragon in the dragon's cave further to the east. Claiming the fire extinguisher as your own, leave and head northeast.

By your footsteps is a small rock. Don't just leave it there, go east into the icy ledges, east two more screens, talk, and agree to help out, the tree. Return to the village and go to the blacksmith's. Use the fossil rock on the anvil. The mountains west of the centre of the forest is your next stop, and the dirt by the hole is what you should be interested in. Pick up the ore and get the blacksmith to use it on the anvil, and present the woodcutter with his shiny new axe head. When he leaves, enter the house, take the climbing pin from the table, use the fire extinguisher on the fireplace, move the hook and bag the mahogany and give it to the woodworm (west, east, southeast and east). Make your way southeast of the crossroads, use the clapper on the bell and use the hair to climb up the tower.

Following the small romantic scene, use the woodworm on the floorboards and the ladder on the hole, go down and open up the tomb. Take the loose bandage from behind the mummy and have it away with the staff. Show the wizards the staff back at the bar, venture two screens west from the dodgy geezer and

east and accept the metal detector with glee. Back at the troll bridge talk to the troll, who will eventually blow your whistle summoning the barbarian who will dispose of him accordingly. Take the placard, go east three times, talk to the oaf, go east to the crossroads,

use the repulser on the chocolate door. Enter the house, and pocket the smokebox and hat, and use the smokebox on the beehive to obtain the wax. Go back to the bar and have a word with the barman, ask for a drink and whilst he's distracted use the wax on the beer barrel behind him.

Leave the bar, taking the beer barrel with you, go to the centre of the forest, put on the beard and go into the mine. (The password, incidentally, is 'Beer'.) Hand over the barrel to the dwarf with the spear and follow him. Use the feather on the sleeping dwarf and pick up the key. Go up and west into the mine, take the hook hanging over the bridge and open the door with the key. Tell the dwarf inside that you have an offer for him, give him the voucher, and head off for the dragon's cave... CONCLUDES NEXT MONTH!

Two reasons, by the way, why we haven't devoted a double spread to *Simon the Sorcerer* with lots of screenshots like you might have expected us to. Firstly, great as certain other magazines may have thought it, Simon did little to tickle Jonathan's fancy. And if JD's fancy hasn't been tickled, then we'd tend to agree our fancies stood little chance either. And secondly, it may actually be a little too easy - so far we've received seven solutions to the game. First opened (and therefore used) was David Lincoln of London (who'll receive a prize), but mucho thanks to David Downe of Fife, Glynn Clarkson of Bradford, Richard Burke of Nottingham, Craig Cope of Lancashire, someone else whose covering letter I've lost, Dave Stayley of Derby and anyone else's solution who at the time of writing is festering away in the Complete Control dustbin waiting for me to collect in a month's time.

Come on baby, dampen my fire? Nah, it would never have been a hit.



**Squad.** It may play much the same as the original Specy version, but hey, that's not a bad thing considering how great this was, and at least now we've dispensed with all that need for tape recorders, rubber keys and a power-pack that heats up so much you could fry an egg on it. Colin and Gavin Young are the men to tip your hat to here.

1 The price of weapons on each level doesn't vary, so you can calculate how many credits to spend on armour so that enough weapon-buying money remains.

2 Don't go on a spending spree if you have money left. Carry too much and you reduce the action points available.

3 Take your time, you always have plenty of turns. Explore the area carefully and always leave your men on autofire.

4 Use a couple of guys to guard the rear of your squad.

5 On higher levels always scavenge the dead operatives for weapons. They almost always seem to be carrying valuable ammunition.

### 6 Weapons:

Heavy Laser - Powerful, with lots of ammo, but heavy and burdens your man reducing action points.

Marsec Autogun - The best all-round weapon.  
M4000 Autogun - The best budget gun, but for its price you are forfeiting the accuracy of the Marsec.

L50 LAS-gun - Unfortunately, not very powerful or accurate.

Sniper Rifle - Lacks autofire but it is cheap, powerful and accurate.

Marsec Pistol - Autofire? Yes. Power? No. Dagger - Very good for close combat, if you can ever get your hands on it.

AP50 Grenade - Just the thing for blowing up operatives who are waiting on autofire just around the corner. Get out of range before it blows, but on the other hand don't forget to prime it before you throw it.

Rocket Launcher - This is a luxury for the early levels. Its power is awesome but it lacks ammunition and also has a nasty habit of blowing up the user if he is too near the target.

### 7 The Assassins:

On the first skill level you can equip your men with rocket launchers and blow up the house (and Sterner Regnix!) without even entering the building. On later levels, progress is best achieved by splitting your squad to cover both ends, and exploring very carefully.

### 8 Rescue from the Mines:

Before you use the explosives, which are needed to blow up the prison door, move the prisoner away from the door otherwise he will be caught in the blast. When blowing the door always remember to prime the explosive before dropping it, but ensure that you leave yourself enough time to get clear of the explosion.

As previously mentioned, try to get the video key as this will allow you to ambush the enemy.

## XMAS LEMMINGS

### (Psygnosis)

Merry Christmas to all lovers of *Christmas Lemmings* with no patience! from Matthew Dineen of Lincoln.

### FLURRY

L 1-No password	L 7-LCANNLDHCQ
L 2-TJKLDNCCO	L 8-CINNLDLICJ
L 3-OHNLHCADCN	L 9-CAKHMDSLJCK
L 4-JLDLCINECR	L 10-IJJMDLCKCU
L 5-LDLCAJNFCK	L 11-OHOLHCALCW
L 6-DLCIJNLGCT	L 12-JMDLCINMCK

L 13-MDLCAJNNCT L 15-HCEONOLPCU  
L 14-DLCIJNMOCM L 16-CINOMDLQCT

### BLIZZARD LEVELS

L 1 CJJNNHBDN	L 10 OJIMFLCKDM
L 2 IJJNOHCCDV	L 11 NJMGLCCLDX
L 3 NKLFLCDDO	L 12 JMGLCINMDO
L 4 KLFCLKNEDX	L 13 MFLCEJMDJ
L 5 LFLCCJOFDQ	L 14 GLCOJMMODV
L 6 FLCIJNLGDW	L 15
L 7 LCANOLFHDU	LCCNNMFDPD
L 8 CONONNHIDJ	L 16
L 9 CAJKMFLJDP	TBKNNNNQDS

### DON'T FORGET

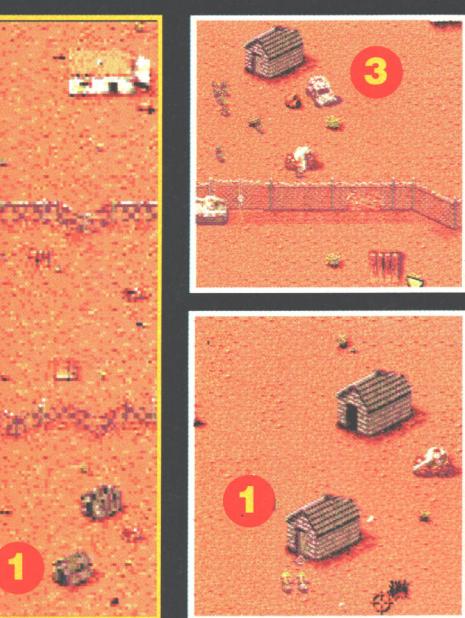
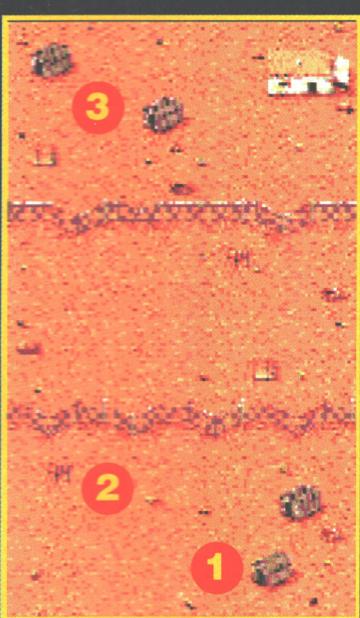
My Mum makes me write all my Christmas and Birthday Thank You letters within two weeks of the occasion, "otherwise it's rude and they won't send you anything next year." Luckily it's not my birthday or even Christmas for some time now, which leaves me with plenty of time to sort through all the letters you're bound to be posting me in the month to come. Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW on the envelope ought to get it here.

# CANNON FODDER

**Bored of Cannon Fodder yet? If so, you're probably bored of life, as it gives me great pleasure to carry on with more of these scrupulously researched tips and things. Lets face it - it's got guns, it's got bombs, it's got tanks. What more does a game need?**



**MISSION 10.3**



## MISSION 10

### Phase 3

Split the group into two, and send one pair over to the right to take out the two huts and turret (1). Team up again and get in the jeep, jumping the fence using the ramp (2). This mission only asks you to blow up buildings, so ignore the turrets and tank in the middle and just hurry into the next section. You can fire from the jeep, but be careful not to hit any civilians or you'll fail the mission instantly. Jump out and grenade the two huts (3) to move your team swiftly onto...

### Phase 4

This is another 'blast the building' level, but this time there's a bunker. Although there's a turret you could use in the centre, it's a real hassle to get to, so just rocket the first launcher guy you see (1) and move near to the bunker (2). The tank opens up on you, but is thankfully stupid enough not to notice there's a hoofing great block of concrete in the way, and blows the door off after a few shots, taking out the bunker.

After that, it's a frantic dash through a hail of gunfire and explosions to take out the two huts (3), preferably before the tanks squash you. Not very sophisticated, I know, but if anyone's got a solution that's more elegant, I'd be interested to hear it. As long as it's just as exciting and involves taking the lives of just as many of the enemy of course.



**MISSION 10.4**

### Phase 5

Now this would be easy if it wasn't for the turret that blasts you the second the level starts. Damn you Sensible, and your mums. Assuming that any of your blokes survive this initial onslaught, work them up the left hand side, throwing grenades with reckless abandon. Take out the two turrets at the top with rockets before getting in the tank (1) and getting some serious payback. Blast all the huts, but

watch out for the remaining turrets, and entertain yourself by chasing after a few foot soldiers in the tank. You'll never catch them in the open, but you can squash them against the sides of buildings. Hoo-hoo.

## MISSION 11

### Phase 1

There's all manner of distractions on this one, but the best way's to take the left fork and head past the quicksand (1). There's a helicopter buzzing around that lands to drop off troops, but doesn't shoot at you, so there's no need to hide. You're ambushed by four soldiers at 2, so exact your revenge on the native hut. I don't think it's strictly necessary, but it always makes me feel good. At the narrow, there's another ambush and once you're through, switch to rockets and head along the river bank.

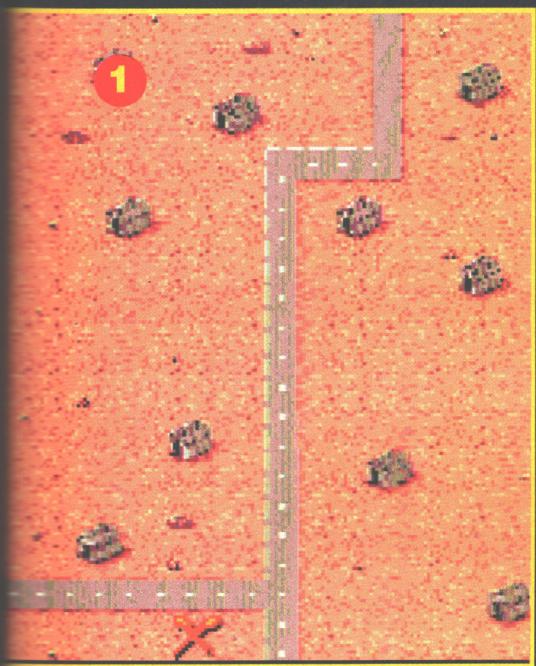
The enemy are fast and rapid firing, but you should be able to outrange them, so keep going, rocket the next native hut (3), then the turret and finally the green hut (4) to finish the level.

### Phase 2

Killing absolutely everyone is just a means to an end on this one, as you've got to break out the prisoner and get him back to his hut. If either he or his hut gets blasted, you've failed, so watch out.

Move over to the hole and split the team into pairs, giving you two chances at the mission. Send one pair over the river and grenade the first turret (1). Switch to rockets

# FODDER



MISSION 10.5



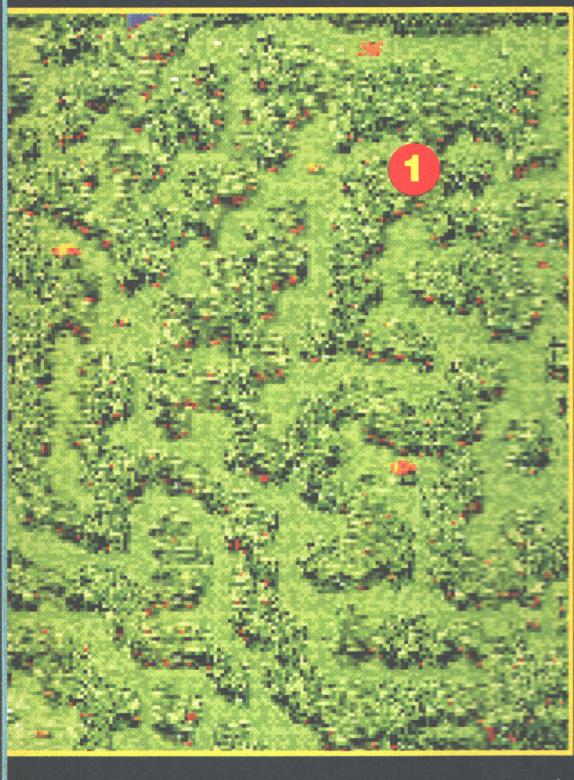
MISSION 11.2



MISSION 11.1



## MISSION 11.3



thankfully there's a helicopter hidden in the maze (1). Simply pile all of your blokes in and fly around, knocking out all the turrets and huts. If you've not managed to catch the enemy helicopter on the ground by the time you've finished, send one of your guys up in your chopper to take it out kamikaze style to complete the mission. Tough, I know, but effective.

## MISSION 12

**Phase 1**

Switch to rockets and head down to the outcrop (1), where you'll be able to see the skidoo just at the top of the screen (2), and the turret at the extreme right (3). Blast them with rockets and then make straight for the tank (4). If the helicopter starts to buzz you at this early stage, press ESC and try again.

If the chopper hassles you once you've managed to get into the tank, it really doesn't matter, so ignore it. Destroy the three bunkers to complete the phase.

**Phase 2**

The only problem with the first bit of this is drawing a bead on the enemy tank, but once you've got that, the two turrets and

and get the next one (2), then hide behind the bunker (3) until the next turret blows its doors off. Also, in this position, there's a good chance you can nail the chopper when it lands.

Get into the tank (4) and take out the remaining turrets (5) and the roving tank (6), then make sure the chopper's dead before blasting the stockade wall (7). Eventually, the native will wander back into his house and put the kettle on, or something.

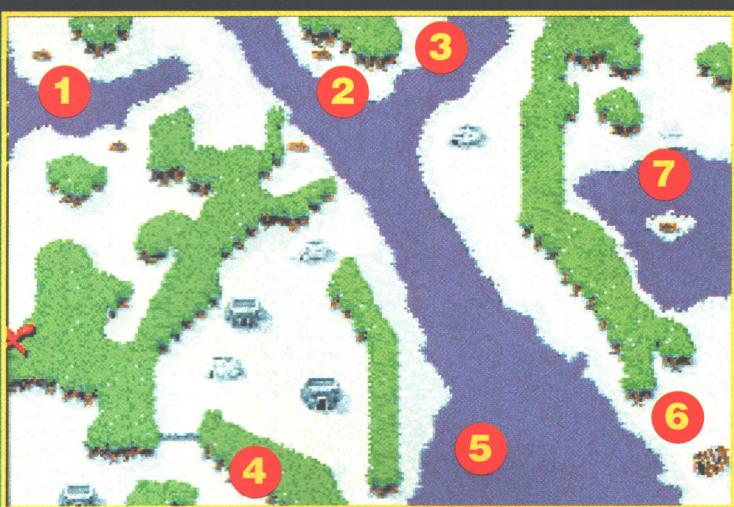
**Phase 3**

The problem's finding everything in this level, but

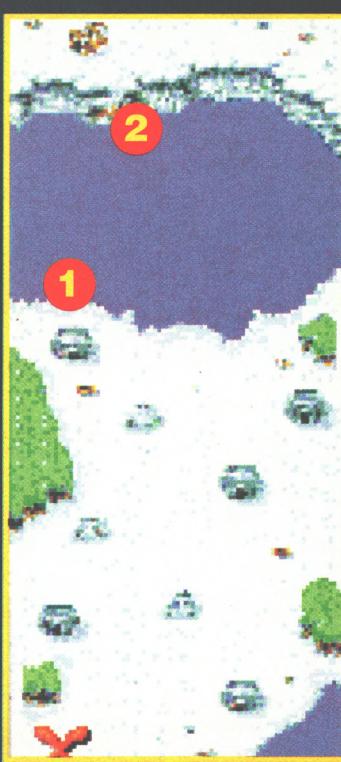
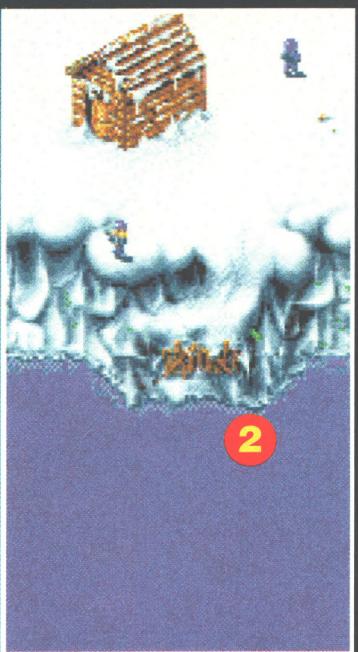
## MISSION 12.1

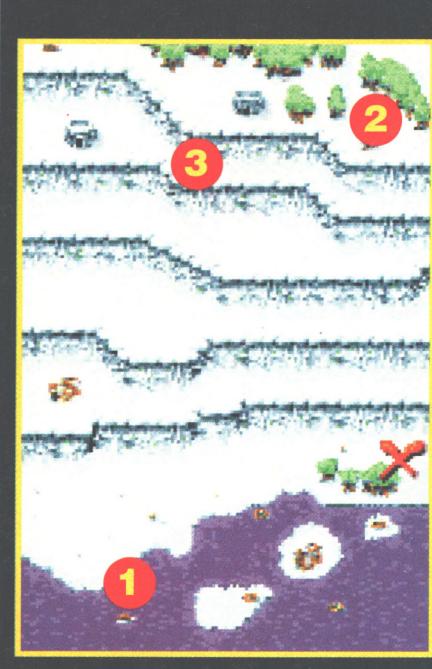


## MISSION 12.3



## MISSION 12.2





## MISSION 12.4



bunkers are a pushover. Kill everyone on this side of the water, including the seal (1). It may seem harsh and cruel, but it's actually 200 pounds of blubber and plastic explosive which will blow up if you get near it. Split the team and send one guy over to the path on the opposing bank (2). It's boarded up, but when you get close, the rocket launcher will blow it up, and you've really got to John Wayne it up the path, killing everyone as fast as you

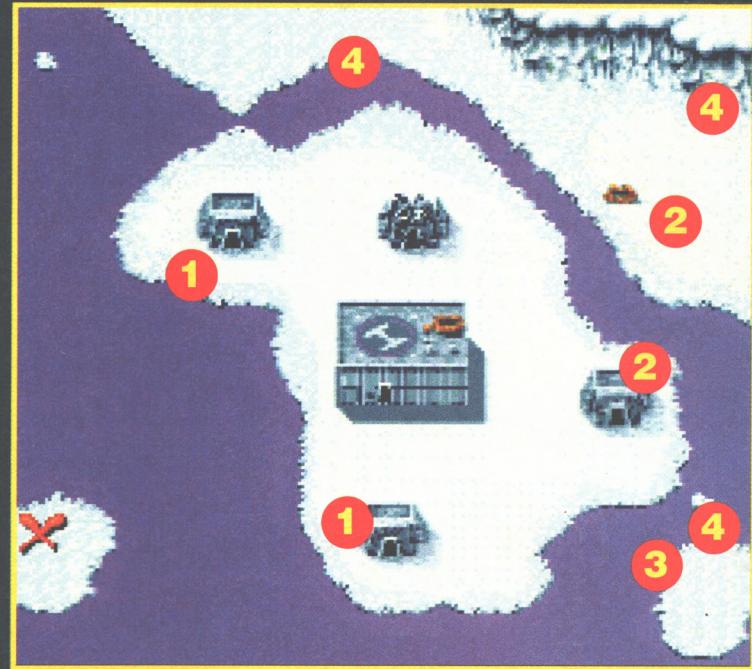
can. Shoot everyone, blast the hut, and that's about it really.

### Phase 3

Take out the first two turrets (1) and then grenade the line of mines (2), which'll blow out the next turret. Get the helicopter (3) and land in the clearing (4). Grab the tank and blast all the bunkers, taking care not to get caught in the explosions. Machine gun all the soldiers in the water (5) (I usually laugh a lot while doing this bit) and then finish off with the hut (6) and the final turret (7). Easy-peasy.

### Phase 4

Grenade or rocket the turrets before picking up the helicopter, and don't forget to blast the distant turret (1). If you cross to the island with the hut on it, you can get the turret in front to blast the hut for you. It saves two grenades, and you can laugh heartily as the door shoots off and blows up the turret. As you fly to the top, use the ride to spot all the rocket launcher positions, and then land in the top corner (2). Grenade the turret before getting in the tank and blasting the two bunkers, then move to the front of the nearest bunker (3). You'll start taking incoming rocket hits from off the screen and even though you can't see the launcher, you can take him out with some nifty counter-battery work. Get out and work your way down the steps, remembering to save a grenade for the final hut at the bottom.



## MISSION 12.6

### Phase 5

Rocket the first turret (1) then head up and rocket the turret on the far bank (2). Swim across to it and you'll see the hostage on the other side of the trees. Before you can rescue him, you need to destroy both turrets on the island as well as the one in the trees and the hut. After that, you've got to shoot all the enemy soldiers without hitting the hostage.

Unfortunately, the hostage can't swim, so you need to airlift him out. Head over to where the chopper is (3), but before you get into it, rocket the turret guarding the Red Cross tent (4). Pick up the hostage and land near the tent to drop him off.

### Phase 6

There's a bit of controversy about how to do this one, but here's how I did it. Move your team to the far side of the island before splitting them up, or the ones on auto-pilot will waste valuable grenades on soldiers in the water. Go to the top and right extremes of the island, and rocket the bunkers (1), taking out the turrets on top, then swim to the top one.

Head clockwise round the factory and take out the other two turrets (2). You'll get buzzed by the chopper but you should be able to avoid the bombs that it drops. Wait until it goes away, shoot all the soldiers nearby and get into the turret on the factory. Blast the doors off all the bunkers and then the factory itself. It takes quite a few shots, but eventually the factory door will fly off and you can pronounce the building well and truly dead.

That should just leave the enemy chopper to be taken out, but the chances are that it'll be hovering at the bottom corner (3). To take it out you'll need the chopper from the roof of the factory, and to get that, you need to put a soldier on each of the three pressure pads (4). Once you've done this, the chopper flies down to the last activated pressure pad, and you can use it to ram the chopper. Hoorah!

Now this seemed awfully hard, so I phoned Sensible, and they said that you shouldn't be able to get to the factory turret without first using the chopper, and that there must be a mistake on my copy. But hey, it's a boxed copy, so should be the same as any other version, so on that mysterious note, I'll sign off until next month's thrilling continuation of more of the same.

Remember Kids, Commander Cameron says: "Hooray! tankie, tankie."

# STAR

So she sprinkled stardust in your hair and...

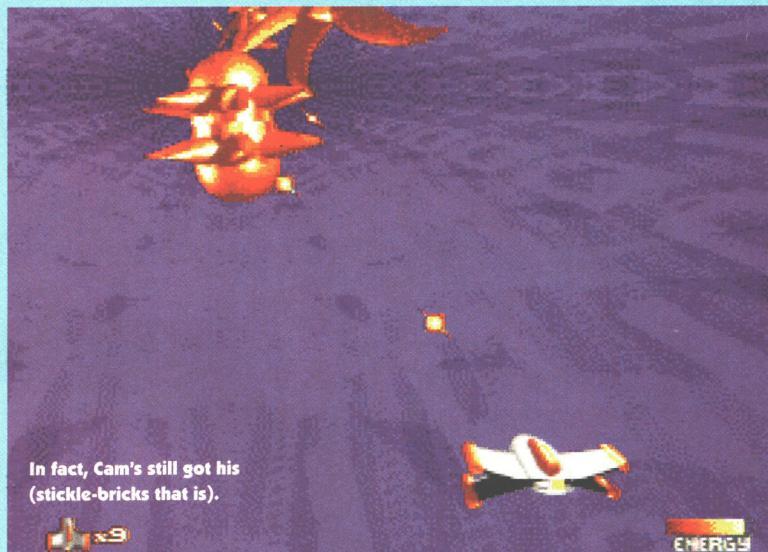
**W**hat a killer of a game, asteroids on steroids. To help you combat the forces of the nutty professor we have a few tips from the horses mouth. Daze sent through a helpful load of tips to help avoid the embarrassment of being shot to bits time and time again.

## WORLD 1

Follow these simple steps and clearing the first world should be a breeze, allegedly. Start at level 1, top left on the war plan. Tackle one meteor at a time. If you shoot all the big boulders the screen soon fills up with hundreds of small ones and you'll never make it.

On level 1 try to pick up a gun power-up, then go to the bottom centre level and collect another one. Your 3-way blaster is now at full power and you can do lots of damage. Trash the small ship that enters from the left and get the bouncer. Suitably toolled up, tackle the other levels, finishing with the level on the bottom left of the war plan.

The first end of level guardian is dealt with by flying your ship from left to right, so you can shoot the boss as well as the shots he fires. Try to stay at the same vertical position, as it closes its doors, rotate 90 degrees and fly slowly away so you can enter on the other side of the screen. Repeat until it's



In fact, Cam's still got his (stickle-bricks that is).



ENERGY

destroyed. If things start to go horribly wrong hide behind the bullet-proof open doors where you can't be shot.

In the warp tunnels the mines are indestructible and a lot smaller than the rocks which can block your vision, so careful. Keep moving about and focus your sights on the centre of the tunnel – it gives you more time to react.

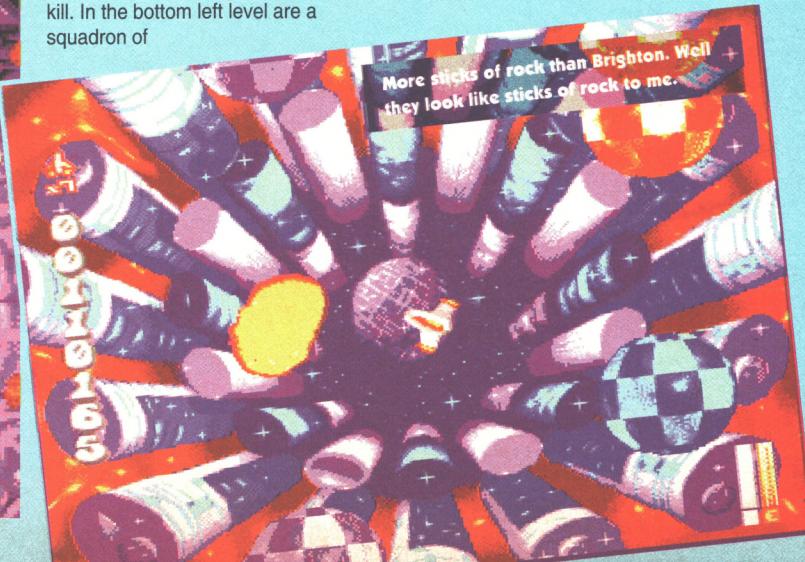
## WORLD 2

On the second world you encounter a wave of Stellar Blades, they home in on you and do nasty things. The best defence is to keep moving around so they can't locate you. A couple of bombers await you in the top centre level, they leave behind exploding mines. These can be destroyed with a couple of well placed shots. In the bottom right level are four huge Space Balls. Get one first and break the formation, the rest will be a lot easier to kill. In the bottom left level are a squadron of

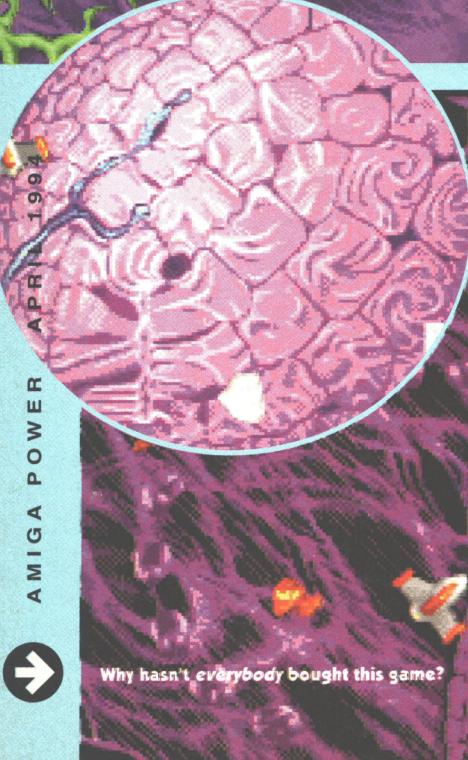
Trillions, you are going to need shields to take these on. Put up your shields and fly straight for them as soon as they appear.

Shoot the appendages of the end of level guardian and keep out of the way of the tailed eye. If you shoot its tail off, it heads back to the body. When all the appendages are destroyed your shots can damage the main body, just leaving the eye alive. Fly backwards and forwards at the edge of the screen, that way the eye can't home in on you. When the guardian is finished you have the option of a special mission, it's a tough one. Your ship is constantly being pulled towards the ground, keep an eye on your fuel. When you fly through tight spots use your brake.

Use the same tactics in the warp tunnel as in the first one, the blades are more difficult to shoot than the rocks though, so watch out.



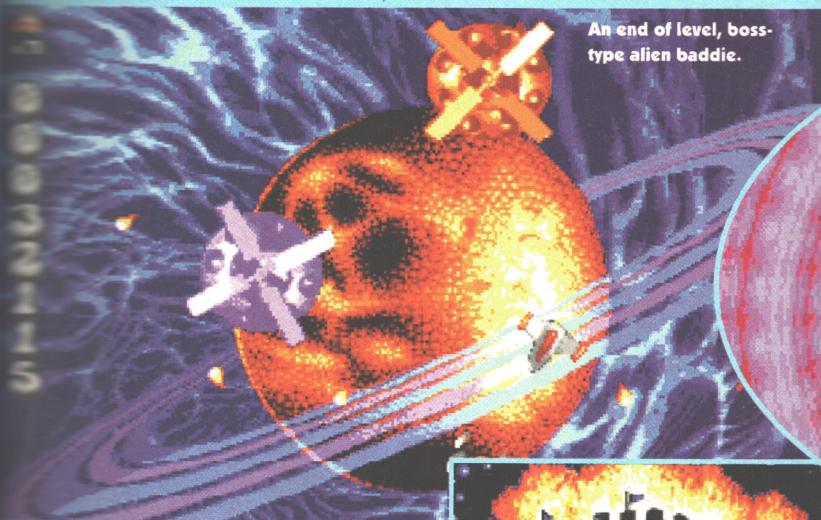
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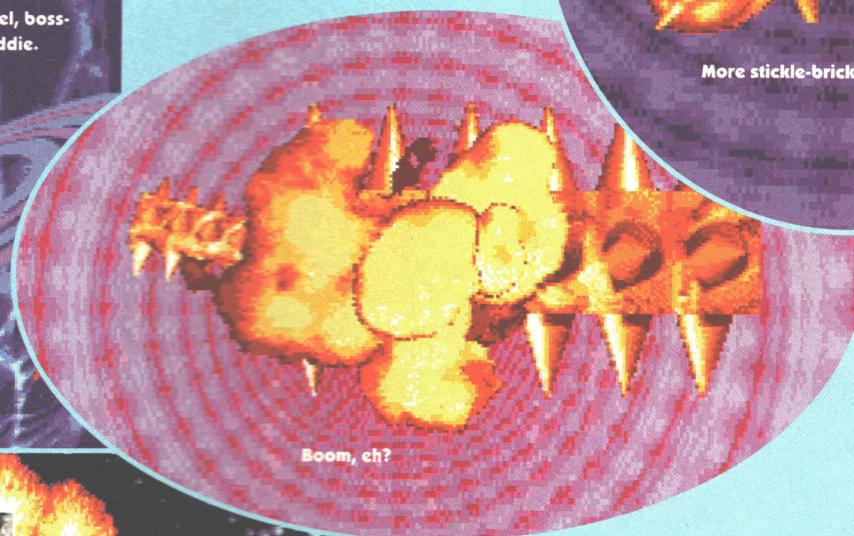
Why hasn't everybody bought this game?



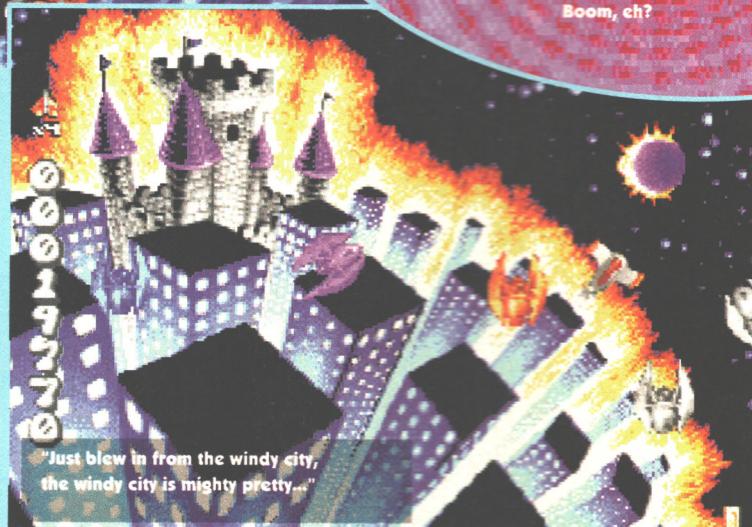
# DUST



An end of level, boss-type alien baddie.



More stickle-brick nonsense.



"Just blew in from the windy city, the windy city is mighty pretty..."

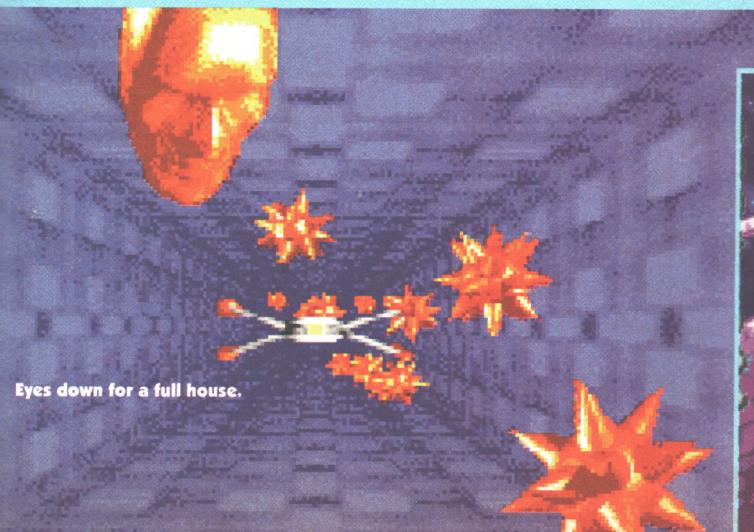
## WORLD 3

The bombers now leave spinning morph heads instead of mines. They rotate and breathe fire, when they start to change from the ball shape do a runner or you'll get wasted.

In the bottom right level you will have another new danger to cope with, Thorn Balls. They spin around, bouncing off the edges of the screen. Get into the corner and fire at them by rotating on the spot. In the bottom left level is an Orbit Plate, it fires randomly so get those shields ready. The next nasty is the Space Worm, it's best taken out with missiles. Fly around worm trying to hit the body parts. If all else fails put up your shields and go for a kamikaze attack.

The guardian is easier to kill than he looks. All you have to do is fly behind him, not too close of course, and shoot. When he stops keep your distance and hit him with everything you've got.

The warp tunnel contains a lot of Thorn Balls on collision course with your ship. They bounce off the walls and are indestructible, so avoid them.



Eyes down for a full house.

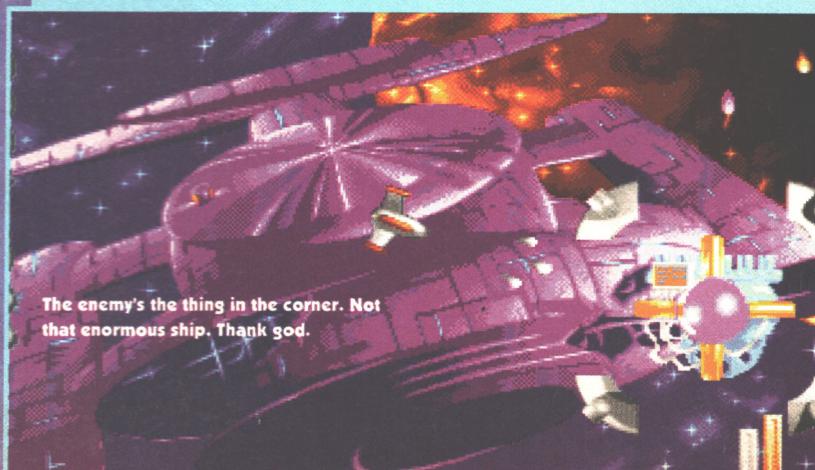
## WORLD 4

Two newies here, Speeders and Beetles. Speeders home in on you like Stellar Blades, but they can take more punishment and are effected by inertia. Make sure you keep moving while you shoot at them. The Beetles attack in groups, it's best to attack when they begin

to rotate.

The guardian has three phases. When it spins round, accelerate, fly away and turn around to shoot it. When it stops it either morphs into a plate or a ball. If it's a plate you can expect a burst of shots. If it's a ball watch out for homing missiles. The best weapon against it is a flamer.

You need all the energy power-ups you can muster for the warp tunnel, it's a real toughie.

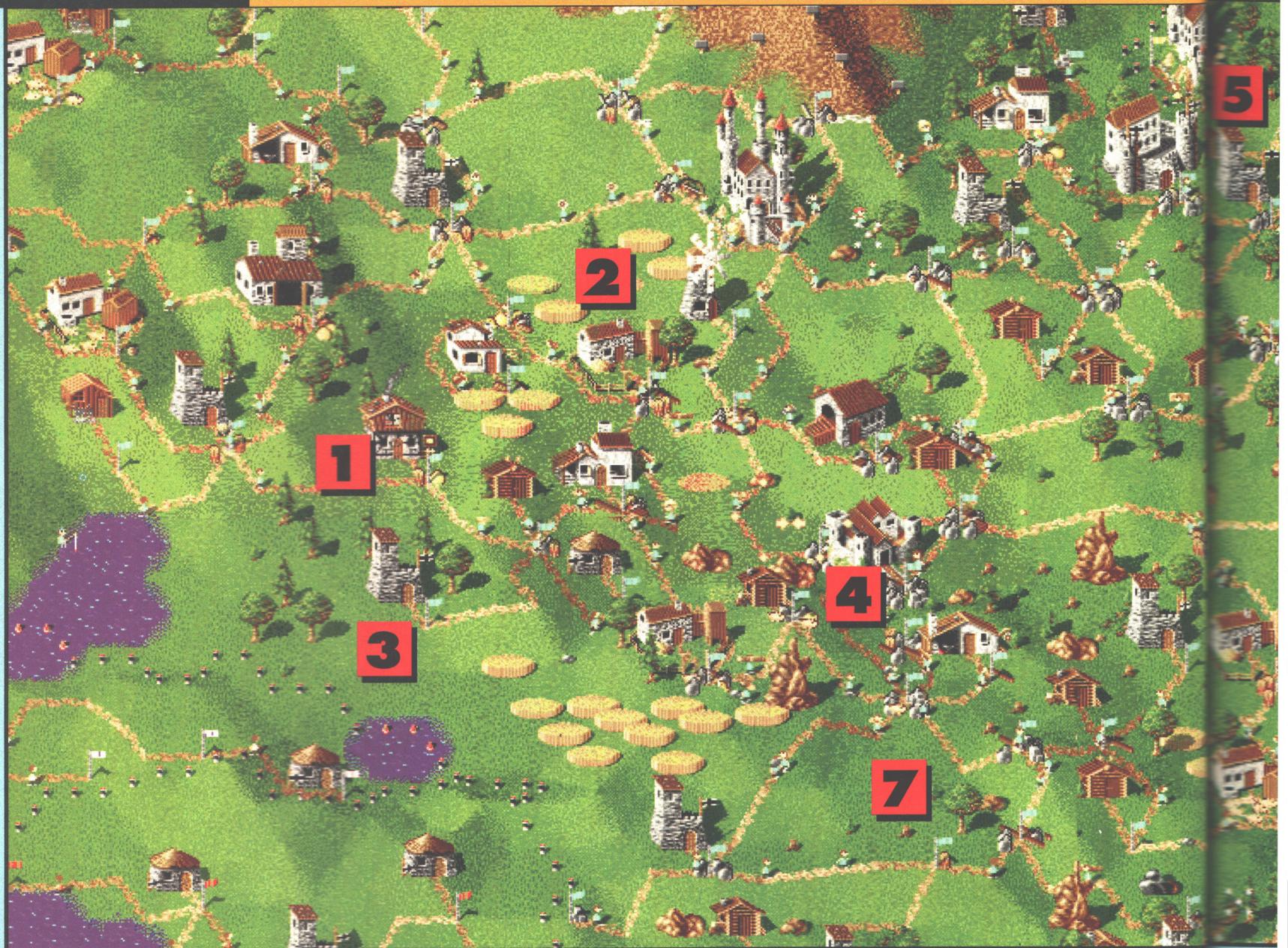


The enemy's the thing in the corner. Not that enormous ship. Thank god.

## WORLD 5

Now things are starting to get really seriously difficult. In the top centre level you encounter waves of Orbit Platers flying from the bottom of the screen to the top. Shooting them won't help, so concentrate on avoiding them and use the shield in tight spots.

The guardian is the professor himself. He attacks first with an egg shaped machine armed to the hilt. It will try to crush you so keep moving and shooting. When the egg stops a hatch will open revealing a flame thrower or a cannon. The flame thrower has a limited range and only comes out of the top of the egg, phew. Other weapons include a missile launcher and a rapid fire plasma cannon. When the egg is destroyed the professor will appear shooting at the sides of the screen at an incredible rate. He's immune to your weapons so concentrate on avoiding his shots and attack by moving up and down at the top and bottom edges of the screen. If you make it this far give yourself a hearty clap on the back, you deserve it.



# THE SETTLERS

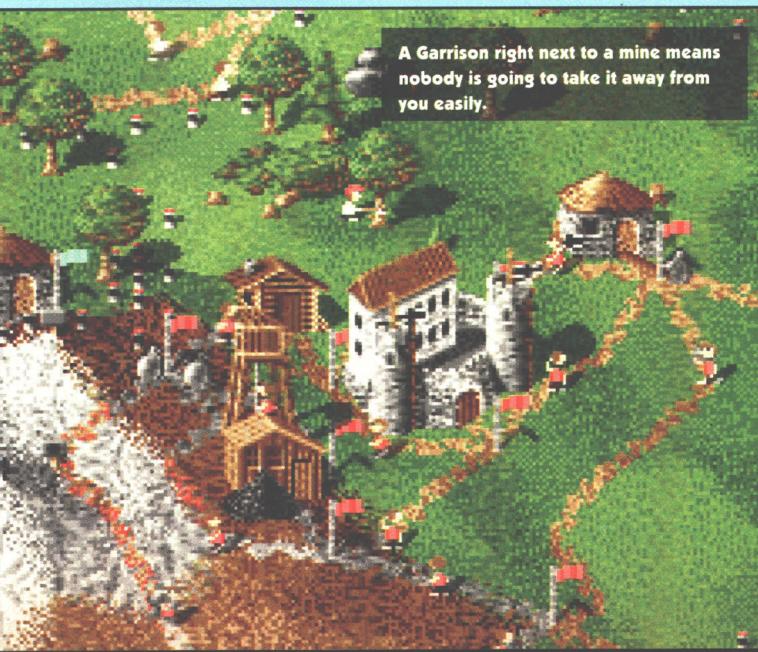
**Are you playing this game for hours and hours, losing sleep and friends? Well we've got some advice for you.**

**C**hris sneaks into the AMIGA POWER office and tries hard to look invisible. It is midday. "Sorry, er, I've been playing Settlers all night," he explains rather sheepishly. "Well you can do some tips then can't you?" Suggests the ever helpful production editor. Thanks Steve.

*Settlers* is a vile, evil creation. It's only when you start to faint from lack of food and sleep that you start to realise how long you've been playing. For those poor, addicted souls here's a rough guide to successful kingship.

The placement of your castle is vital, it must be near a range of mountains. You can't hope to win without lots of mines. There are often only a few suitable mining areas. Later on a lot of the fighting will be over who controls the mountains.

Now for your building program. The fighting doesn't usually start until most of the land is occupied. You can do this quickly with guardrooms but they don't offer much security and will quickly be over-run by your enemies. Protect important areas with Watch towers or Garrisons if there's room.





**1** The Goldsmith, the more gold you have the better your chaps fight so get at least a couple built as quickly as possible.

**2** Gosh how cute. A corn farmer, look how he wanders about sowing the seed and harvesting the crop, it even goes in seasons. One miller and one baker can very easily handle the output of three or more of these corn farms.

**3** The bigger the military building then the bigger the area it commands. Be very careful when knocking them down, or you'll lose precious buildings.

**4** The warehouse, too close to the main castle to be of much use here. At least it's well defended.

**5** The enemy castle, nearly surrounded by our chaps. Strong forts ensure he's not going to get the land back easily.

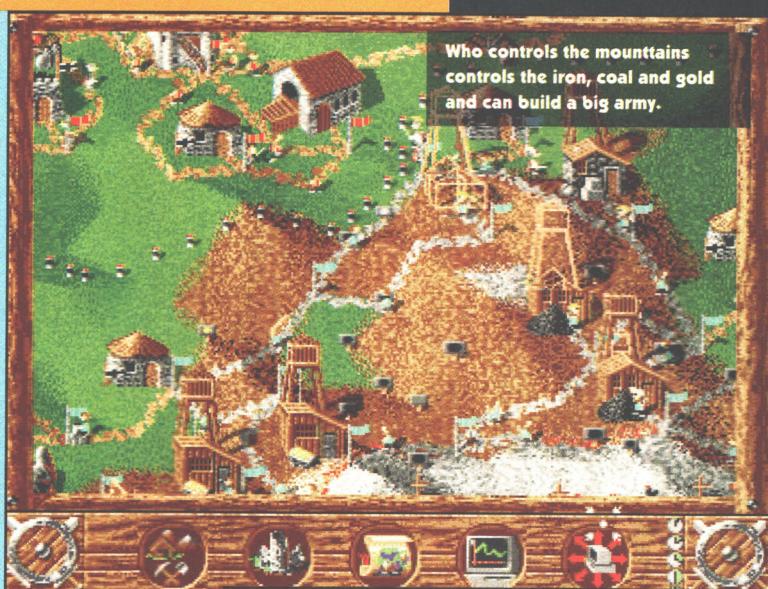
**6** Eventually the supplies of minable raw materials will be exhausted and it'll be time to fight with the neighbours over the remaining supplies.

**7** Keep those roads in a neat grid pattern. As soon as you spot a blockage, build another road to go around it. It's frustration-city to see precious supplies getting stuck at the crossroads.

You'll need at least one of each building early on, except the boat yard and perhaps a pig farm and butcher. Start building military buildings on the edge of your territory straight away. Get your geologists out prospecting and get those mines going as soon as they find anything. The miners need food, the easiest way to get it is to use fishermen, later on you can progress to farms. Next start a couple of woodcutters and stone cutters. For every woodcutter build a forester, or you'll soon

run out of trees. The stonecutter will exhaust surface stone after a while, so destroy the building and put up another one or the poor chap has to wander all over the land looking for suitable stone.

The sawmill is next, place it near to your castle. You now have all the raw materials for building work. Now get the other manufacturing buildings going, the steel worker, goldsmith, armourer and tool-maker. You'll generally start the game with stocks of raw materials to get them



into production without mining anything. Put the buildings as close as possible to your castle, along with a military building or two for protection. These are vital buildings, you need weapons and gold to win the fights. Get a corn farm going if your miners look like running out of food. Then either a pig farm and butcher, or a windmill and baker. One butcher can serve several pig farms and one baker and miller several corn farms so you are unlikely to need two of these unless your territory is huge. When your power builds up a second goldsmith and armourer will help you army expand and get tougher.

Attack enemy territories carefully, expand too quickly and you are left with large areas dotted with guard rooms and little else, your army will be stretched very thin. Keep the garrisons high and well stocked with gold. It's easy to build more guard rooms, watch towers and garrisons than you have knights to fill them.

Leave the warehouse for last, you only really need it when you have a large kingdom and long supply routes. Once raw material production is in full swing, concentrate on gold and weapons and build up your army. To keep your army well trained keep rotating them with knights in the castle, where they train.

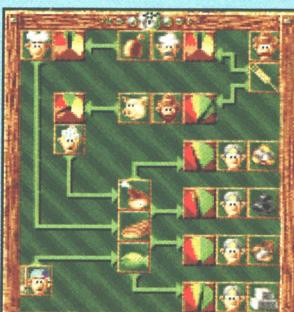
Keep roads straight and build a few short cuts if you can. Avoid building 'red' roads, keep them flat and level and your chaps will get about a lot quicker. If you see piles of raw materials building up at a junction then a bypass is in order. Try and build roads in a grid pattern rather than a star or you'll get traffic problems.

Watch your enemy for a weak link, a single iron ore mine or a steel worker in an outlying territory and let loose with a knight or two. Have a look at the flag on the enemy dwelling and make sure your chaps are up to the job, you can lose a lot of low level knights in an attack on a well defended building. A neat and rather mean trick is to attack a building deep inside enemy territory. You'll probably lose it soon enough if your enemy is any good but it can cause lots of destruction. And that's always a good thing.

• CHRIS LLOYD



You can tell your carriers which goods to carry first. When you need something in a hurry put it at the top and they will carry it in preference to anything else.



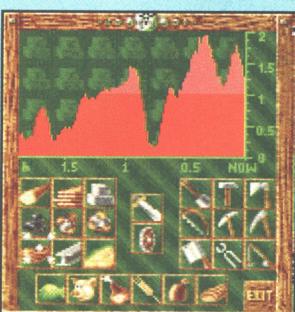
This flow chart tells you if your chaps are getting enough raw materials. You can quickly spot any shortages and take action.



You can release a lot of soldiers for combat by lowering occupation levels for a while, you'll have loads to play with. Beware enemy attacks though.



You can adjust which mines get what proportion of the food. If you see someone walking up and down outside the mine, he's on strike 'cos he's hungry.



As soon as production levels start falling do something about it. It's easy to find everything held up because you're short of one tool.

# JURASSIC



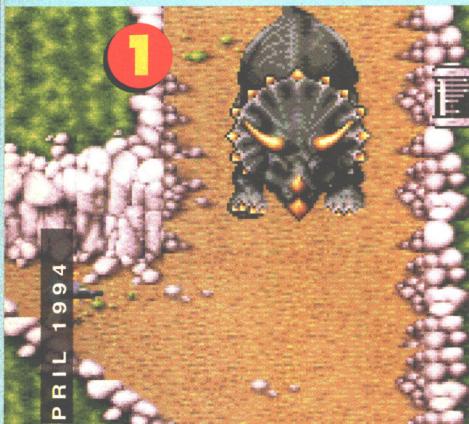
When will those mad scientist types learn? I mean, who's idea was all that messing about with DNA? Good job we're here to save the world.

The graphics and sound are the computer game equivalent of heroic Greek sculptures," upped Steve McGill in issue 33, "but *Jurassic Park* is more than a little tedious," he downed. Apparently the main problem was that underneath the bowel-shatteringingly good graphics, the game is basically just walking about and finding things – fine if you know what you are doing, but rather irritating if you start to get lost. So some sort of solution looks like it might be in order – and did Steve bother to include one in his review? Astonishingly, he did, he told us how to do level one. So Chris Lloyd took John Overy and Benjamin Coleman of Suffolk's solution from level two onwards and added some pictures. Part two will be coming next month. Prizes, by the way lads, are on their way.

## GENERAL TIPPERY

### EXTERNAL SECTIONS

The cattle prod is more effective a weapon than the rifle, and safer for pushing bricks over cliffs than shooting. In the sewer section it is advisable to remain in the water as the Pteradactyls can't reach you (but do watch out for the alligators). Pteradactyls are highly likely to attack you on high cliff tops. Sneaky beggar, Johnny Pteradactyl, so watch out.



### INTERNAL SECTIONS

Ammunition and first aid is sparse – if you run low, check dead end rooms. To kill Raptors, wait for them to attack and walk backwards whilst firing. You can tell if there's one nearby because the music changes, rising in volume.

### THE LEVELS TRICERATOPS PADDOCK

**Password – B5A48352**

**1** You need to collect all the berries you can find to pass the big mean Triceratops. Follow the road to keep your bearings. When you come across the car, go north through the broken fence, grabbing any more berries your inventory will allow. Go past the dead Triceratops (below) and go east until you encounter a rather more lively one (left). Run south



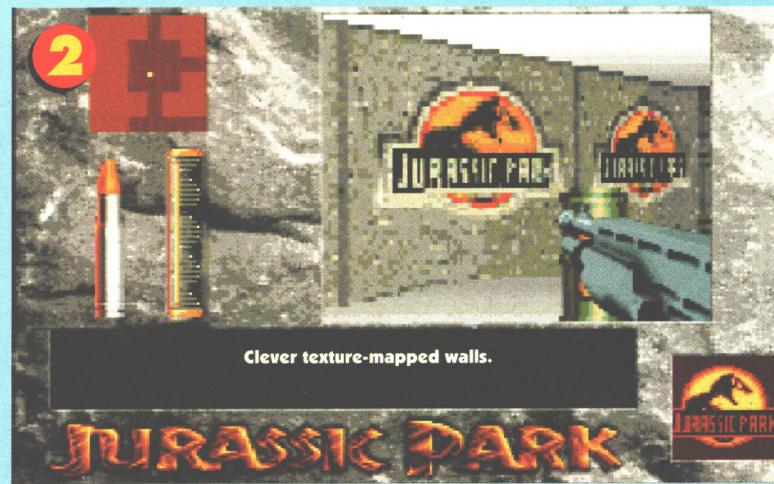
down the corridor. You will automatically drop all your berries and while the dinosaur stops to eat the ex-contents of your trousers (*I'm sorry?* – Ed.) you can peg it along the east corridor to the exit.

Go northeast now until you find one Triceratops. Drop in front of him, run south, alternating from corner to corner of the wall until it collapses and continue south until safe. To the west of your current position lies the pass, to the north lies your exiting bunker.

### UNDERGROUND TUNNELS

**Password – E54C67AA**

**2** Fairly safe this bit, there don't seem to be any nasty dinosaurs about. Go north and enter the lift and find the exit on the next level while admiring the clever texture-mapped walls. Go south, take the right door, at the



**JURASSIC PARK**

junction go south and keep going until the exit, easy.

### STEGASAURUS PADDOCK

**Password – D5F4AB62**

**3** You need to retrieve Tim and Lex from the other side of the paddock using a lot of block pushing. Go east past the first Stegasaurus (below), take the second flight of steps, push one block off the south edge (facing page). Go back down and push the block to the first set of steps, you can now climb them. Go east past the second Stegasaurus and up the next steps. Go west and up, knock the block off, descend and shove the block right off the edge of the level. Return down past the Steg, give the block you dropped a second ago a westerly heave, go up, west, up, east, north, west, cross bridge, northeast, cross stone bridge, follow path southeast and take the stairs by the dinosaur. Push down one block and the other east to the steps, and do the same on the level above.



# PARK



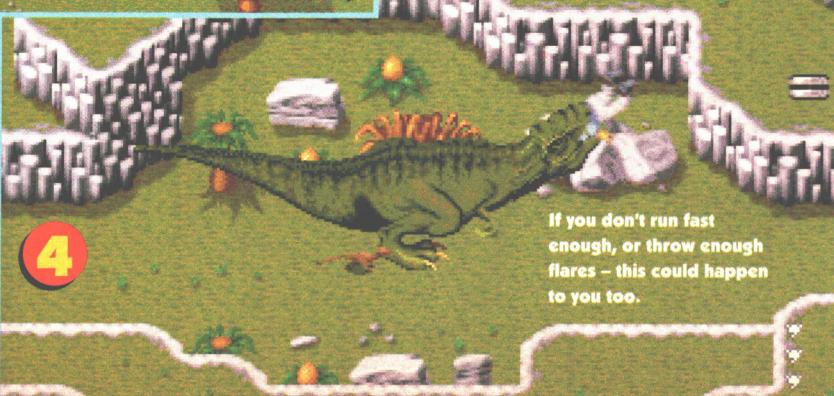
There's another block to the northeast. Drag it back round to where you came up, and use it to ascend the stairs to the west. Traipse off northwest ASAP and push this block off the west ledge, running with it and toppling off. Repeat twice more and before you can say Jack Robinson you'll be standing on a stone bridge with Tim and Lex.

## GALLIMIMUS PADDOCK

**Password - E5C4B37A**

**4** Tim and Lex go through the tunnels while you find the pass. Go west until you find an oil drum. Push it south over the cliff, careful not to follow it down. Go back to the start position and go northwest and fall down all the levels until you find the bunker. The children will leave you at this point, so continue west against the southern wall (below) and take south turning number three. South, up, through gully and down.

Run east collecting flares as you go.



As soon as the T-Rex appears, turn and lob one, but continue east. You'll cross a pit with a broken oil drum, run a few more inches and chuck in a flare to ignite the place.

Head east, south, west past the bunker, up the levels and northeast for the pass. Return to the bunker and get Tim and Lex.

## MAIN GATE

**Password - 95B48B42**

**5** Opening the main gate. Head south, west and southeast. Go under the fence by pushing the block (lower picture), which can be tricky, use the cattle prod to get it moving. Go east, up steps,



northwest, across bridge, west and across the second bridge. Continue northwest on the same level passing through a narrow gap until you stumble across a motion sensor. Activate, and open bunker door.

Go east along the north river bank and across the river until you see a narrow path leading down. Take this west in order to retrieve the pass from the bunker. Walk back to the steps near the river, up the east set of stairs, go southeast, and enter the Pterodome.

Head northeast stepping down to destroy the eggs in the nest. (top picture) The pass is hiding in one of the nests somewhere, there is some extra ammo through a hole in the eastern wall. The exit is situated in the outer wall.

## BRACHIOSAURUS PADDOCK

**Password 85A4834A**

**6** Collect all the embryos, find the pass and exit the pterodome. Follow the river southeast to the bridge, north and follow river northwest and activate the motion sensor (bottom picture). Unlock the Pterodome door within sixty seconds, or else the door closes. Fall off the step to the north, head east, collect all the

embryos you can carry,



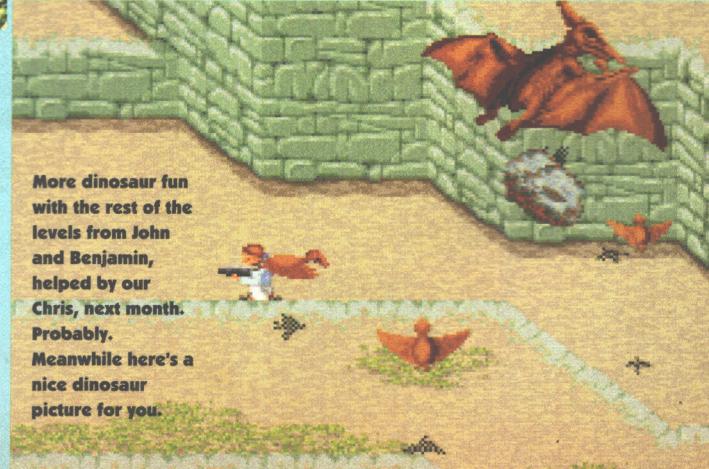
take the pass from beside the crushed car (top), south, west, find gate and enter Pterodome door. If you take too long and the door has closed, explore the surrounding area until you unearth a set of steps facing west. Ascend and walk south to the start of the level and take the same route as before to open and go through the door.

## PTERODOME

**Password B584935A**

**7** Go southwest through the narrow gap, make your way up the steps until you come across some blocks. Push one of these over the west cliff, make your way back down the steps and push the block north and up.

Go north, west, and north along the narrow river path to a retracted bridge and west to shoot the power box with the cattle prod. Head east back to the bridge, which should now be extended (below), cross, southwest, follow river, push block south, climb steps, southwest and exit, giving yourself a hearty pat on the back.



More dinosaur fun with the rest of the levels from John and Benjamin, helped by our Chris, next month. Probably. Meanwhile here's a nice dinosaur picture for you.

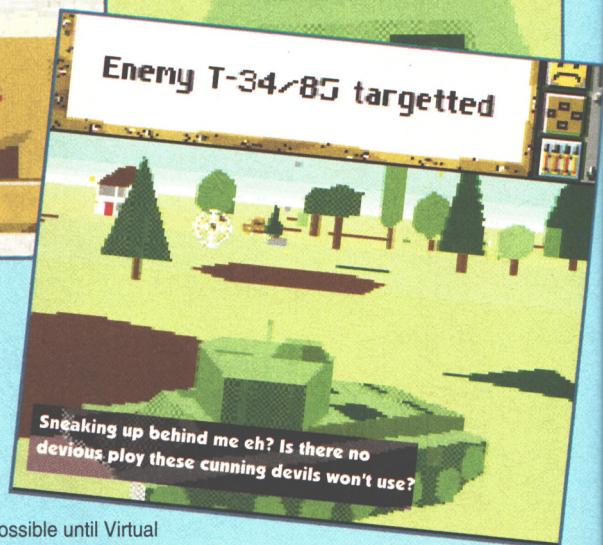
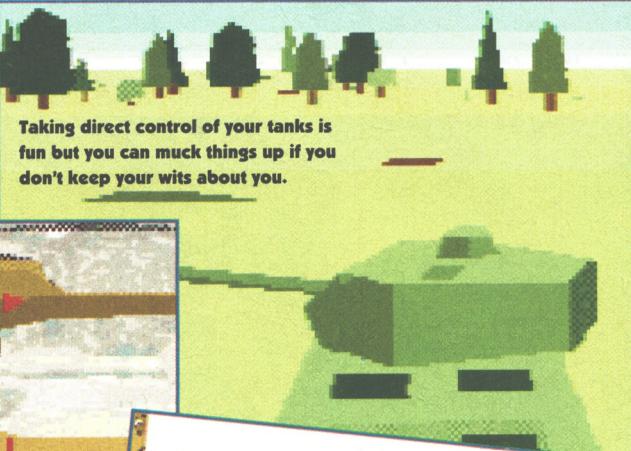
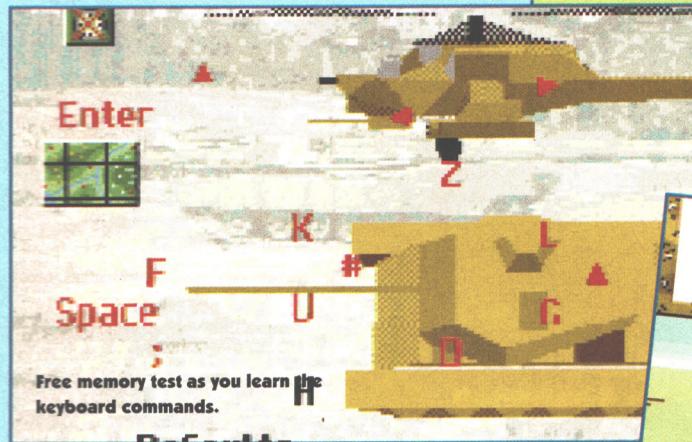
# CAMPAIGN

Once upon a time in a land far, far away, er, (Get on with it. - Ed) there was a little boy called (I'm warning you. - Ed), oh dear, can I go yet? It's the last line and everything. Tips.

- Adopt a sensible order of battle for your forces. Depending upon the enemy, you will need to advance in line astern (to avoid detection except by the intended target) or line abreast (to attack or defend across a broad front).

- Use dumps to ensure that your forces are always well provisioned. If they run out of fuel, they will stop and dig in. This is alright when the enemy are looking for you, but not vice versa. Running out of ammunition is more serious, since they will only be able to conduct very limited operations. Running out of food is the most serious shortage, since when this happens all of the affected troops will surrender immediately.

- Ensure that your forces are each provided with artillery, aviation and air-defence sections, since these can play a decisive role in battles. Both automatic and manual battles can use these supplementary forces to good effect, so don't neglect them.



## BATTLE TIPS

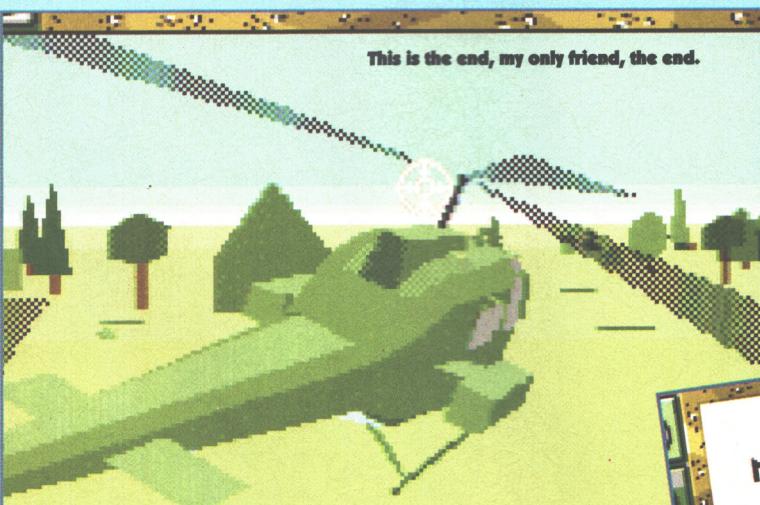
### HELICOPTER TIPS

- Helicopters are enormously powerful when used skilfully, but it is difficult to both fly and fight. The best answer is to have a

two player team, one flying, and the other firing missiles or using the gun.

- The chin turret on modern helicopters can follow the weapon officer's head by using devices mounted in the helmet. This is impossible until Virtual Reality arrives, so it is best to use the gun automatically, by selecting targets using the cross-hair.

- A stable platform is necessary when using the weapons, so try to avoid high speed manoeuvres while aiming your missile, as you will almost certainly lose that vital missile lock.



Armed with missiles the helicopter can cut an armoured unit to ribbons and then tie them into interesting bows that would grace any home. Probably.



### TANK TIPS

- Using the auto gunner is a good idea, since it is pretty accurate. However, it doesn't take account of speed, as it just aims at the current position, rather than where the target will be when the shell hits. Your skill in shooting will be better than the automatic system when you can anticipate the target's position.

- Based upon the above point, it is sensible to drive across the enemy's field of view, rather than directly towards or away, since it will not anticipate your move.

Try to avoid staying still, since if you do you will almost certainly be hit.

- With the modern fully-stabilized turrets, it is possible to "jink" (drive in a zigzag manner), and keep aiming at the target. This is an accepted tactic in real warfare, but demands practice, especially if one player is both the driver and the gunner.

- The duties of gunner and driver can be split



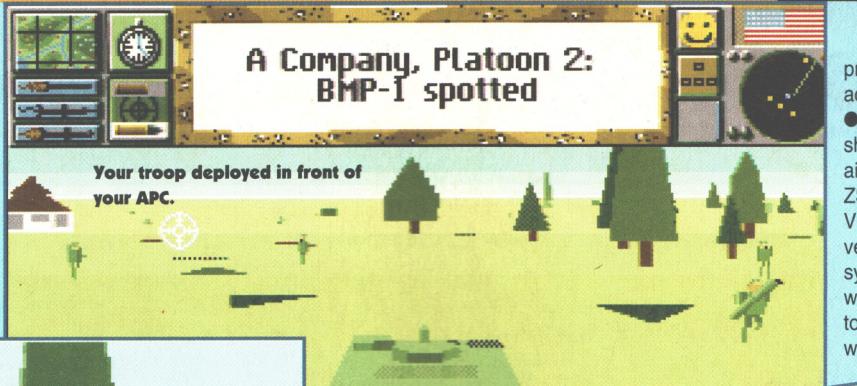
# 2



between two players. It will be necessary for either the keyboard layout to be changed, for one to use a joystick, or for the gunner to select targets using the cross-hairs.

## APC TIPS

- The older APCs (M113, FV432, BTR-70, etc.) have only a machine gun for local defence. This is no use except against infantry in the open, so, as soon as an enemy is spotted, disembark your infantry. They will be armed with a selection of weapons, which will probably include an anti-tank missile.
- It is important to disembark your infantry in good time, since the individual soldiers will only select targets and shoot when they are standing still.
- When using the new MICVs (M2 Bradley, BMP, etc.), then don't forget to use the guided missiles. These are very effective, but require attention to guide them in flight.
- As soon as an enemy vehicle spots an APC with infantry, it will open fire with its machineguns, so there is a risk associated with disembarking your soldiers, but their ability to fight back outweighs the risk.



procedure until all targets are accounted for.

- The automatic gunner should be used for gun-based air-defence vehicles (such as ZSU-57-2, ZSU-23-4, M163 Vulcan, etc.), unless you are very skilful. The automatic systems are good at staying with the target, unless it gets too close or far away, whereupon it will lose it.

## ARTILLERY TIP

- Don't forget that the artillery shells won't land for about thirty seconds after targeting. Also, keep in mind that they will be scattered across a fairly large area, so you must keep your forces well away from the intended target zone or they'll come under 'friendly fire'.

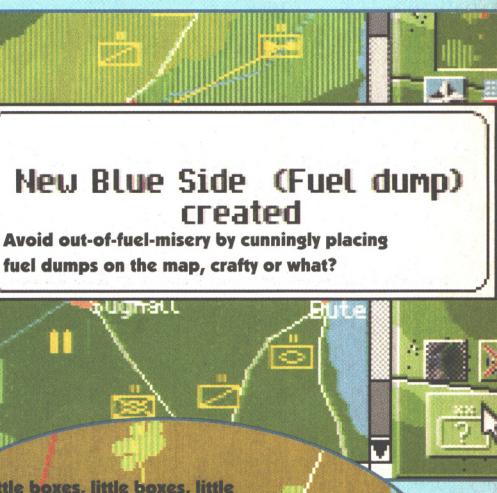
## AIR DEFENCE TIPS

- Successful air-defence can make a huge difference. Some vehicles (Strela 1 & 10, Rapier, etc.) have anti-aircraft missiles which can home onto their target automatically. Use these vehicles to provide effective air-defence. With practice, they can be very useful. They will fire automatically, but can be targeted faster

than this. Since each missile will home in on its selected target, the vehicle can fire multiple missiles against multiple targets simultaneously, by getting a "lock", firing, and then repeating the

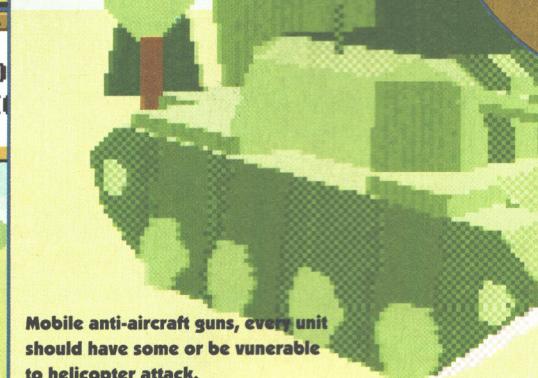


Set the anti-aircraft tanks on to fully automatic and watch them bring the choppers down, what fun.



## New Blue Side (Fuel dump) created

Avoid out-of-fuel-misery by cunningly placing fuel dumps on the map, crafty or what?



Mobile anti-aircraft guns, every unit should have some or be vulnerable to helicopter attack.

Front Armour (mm)  
Side Armour (mm)  
Rear Armour (mm)  
Maximum Armour Penetration



## Post-Battle Debriefing

Military High Command have rated your performance in this battle as:

Excellent

and take great pleasure in awarding you

The generals all have a disconcertingly strange look about them.



# DISGRUNTLED?

Then you need...

## THE LAST RESORT

with Rich Pelley



It's time once again to draw the curtains, dim the lights, put on some mellow music and snuggle down deep with Rich Pelley and his cuddly pages of fun.

Compiling The Last Resort month after month is rather like being kneed in the groin. An initial yelp of searing pain signals the arrival of the Last Resort Jiffy bag as it drops through my (specially enlarged) letterbox, and myself into the foetal position. A feeling of acute sickness and extreme discomfort follows as I open up your letters to examine what joys are getting the

combined goat of the AP reading public this particular month, the experience concluding with a hazy loss of interest in the world, usually ten minutes (max) into actual word processing. Needless to say, the entire process is one of excruciating agony. Oh well. Things could be worse, I suppose. At least they haven't started doctoring my photo, like they used to.

## CASES CLOSED

Drinks all round to these helpful bunch of readers. Twiglet, anybody?

### METAL MUTANT

**Q** Interlocking pipes, exploding security systems and big robots with whips amongst other things were playing havoc with Mark Reid of Killiney's life two issues ago.

**A** "We'll take things from the start of the second level which you reach with the conveyor belt. Walk right, kill the zombie, leave the first gate closed and open the second. Walk left back to the conveyor and descend to the main conveyor. Select to go left, ascend to level three, walk right and kill the zombie. Continue right, see to the flying turtle (this time with the battle axe), close the first gate to the right and open the second. Use the rope to the left to get back to the conveyor, go down, left and up back to level one. Walk right, knob the zombie and prepare to meet Robodroop,

the big whipping, barking robot. Provided you know the correct method of attack he's pretty easy to kill. Take two steps to the right, jump, and lay into him with your battle-axe. Each time his whip pushes you away compensate by walking forward again and letting rip with the old axe. Make sure you avoid the end of his whip though, as it's highly deadly.

After His Grossness has bought it, head right, ignore the first gate and open the second. Take the elevator down and make for the conveyor and take it all the way along. Transform to Dino and trapse off to the right. Use the Hypnotic Ray to defeat Cervax, open the first and close the second gate, and with any luck the metal bar blocking your way should rise. (You'll need to be in Tank mode to pass underneath it, of course.)"

Robin Julie Grant, Lancashire

### CAPTIVE

**Q** Ramy Wurgaft of Herts never could work out what the camera was for.

**A** "Place the thing in front of you and press the bottom left key on the remote control. This will switch on the fifth television along. Click the left mouse button on the TV to move forward, on the left and right arrows to turn, the green cross to take a snapshot and the red cross to blow up. Use of the camera, by the way, is vital to finish the game – you should use it to search around for aliens and also to see through (about ninety percent) of closed doors. For best results in the latter, open the door, nudge the camera through and close it again. You can now nose around in safety from whatever horror may have been waiting for you."

Paul and Mark Southport

(or possibly Paul and Mark from Southport, if there is such a place as Southport. – Rich.)

### EYE OF THE BEHOLDER 2

**Q** Rimshot Edwards of Cheshire was having riddle-related problems in issue 33.

**A** "If memory serves, 'Nature's beauty is my meat, small and red, 'tis such a treat,' is a ruby. I can't remember exactly where it is, but it's not far away. As for 'from the fiends from below, find the item with the hidden glow,' that's the Mantis Idol. It is at the end of the room behind a secret panel in the wall. Give these to the lips and you can then go through the door at the end. Once through, there is no turning back."

Le Harrison, King's Lynn

Any other answers? Bung 'em to me at the address on the right.



# LOOSE ENDS

Help one of these readers in need and I'll buy you a drink. (If I ever meet you.) (In a pub.)

**Q** for me, please. I have found the first, second and fourth horns but the third eludes me completely.

In issue 33 you confidently said that it was in a niche near the stairs leading to the poisonous spider level (level 5), but despite the hours I have put into looking, the horn just seems to be non-existent. Please help as I am losing sleep, my grades are slipping, and if you don't I will tell all of my friends that you are just a load of turkeys Ha! Ha! Ha! Hee! Hee! Hoo! Hoo! (Sounds like you're the one who's totally Paxo to me, mate - Rich.)

**Rhys O'Cain**

**Q** Has anybody out there got a code for tunnel four of *Stardust* with full weapons, upgrades and lives?"

**Martin Crossan, Stirling**

## SIMON THE SORCERER

**Q** Dear Mr P. I can't get the gold pieces to purchase the white spirit. I hope you can help me!"

**Paul Rodgers, Kilbirnie**

**A** Hang on another month an all will be revealed in the concluding part of our *S. the S.* solution next month! Can't wait? Well, just for you, Paul. The dodgy Geezer (who you've probably talked to already) will give you the money in exchange for the gem. To get the gem you'll need to use the magnet-on-a-rope with the hole above the dragon's cave. There's a bit of stuff about using hooks with boulders, and giving vouchers, barrels of beer and feathery tickles to dwarves in between where part one of the solution left off and where you are stuck, but I'm sure you'll be able to work it out for yourself.

## GOBLIINS 2

**Q** "I'm trying to disguise a cockroach to look like a ladybird to feed the ignoble Amniak."

**Philip (with one 'L') Leggetter, Fife**

**Q** "I'm trying to utilize the machine to help the Prince without swapping his head or entirely

**Q** Hello. I have a question for the Last Resort. On *Worlds of Legend* I have come across two rooms in level one of Tokiyama. The first has a sign reading 'Security Level A' with four skull pads in each corner and one switch. The second has a long red circle in the middle and two switches. I have managed to lay my hands on the crystal key, but I can't get any further. Thank you." **Koro Ryder, New Zealand**

**Q** I've been playing the same game for some time now, and although I have experimented with all the different ingredients I haven't discovered any new spells. Is it hard to do, or am I just being stupid?"

**Chris Aldersly, York**

**Q** On *Arabian Nights* I have been all the way through level one (nearly) but I can't find

disintegrating him."

**Mrs P. McBurney (age 40+), Cleveland**

**Q** "And I'm trying to work out what the heck's going on in the Music Room."

**Rachel Workman, Birmingham**

**A** Oooh - the ever popular *Goblins 2* - only in a game this French would you find requests for help that read so bizarrely. So then. Let's get down to business.

1. Use the Kindelixir on stage two of the level to catch one of the aforementioned crawlies and take him to the next stage. Get Fingus to take a feather from the helmet and dip it in the paint pot, then use the brush on the cockroach and put it in front of the little hole at the front. Cover this with pepper, and Kindelixir and click on the loose stone at the bottom of the tower. Simple, eh?

2. Simply place the Prince Buffoon near the shrinking machine and make Fingus stand underneath it. Do the same with Winkle and jump out the window.

3. Use the headlight with Winkle and send Fingus to the spring. Use the headlight to receive a pump for your troubles. Use the drumstick with the

the key for the last door. Ou, je voudrais connaitre, est?"

**Catherine Jones, Tyldesley**

**Q** The year is 3209. I currently own a Panther Clipper and a large Plasma Accelerator. Does anyone know of a system that sells a weapon better and more destructive than the Accelerator and a ship bigger than the clipper? (No game name was given - so unless this is a genuine S.O.S. from the distant future which by some means beyond our current thinking has speeded through time and space and ended up in my postbag (this is unlikely though), or (as I'm more inclined to believe) I've had to deal with more than my fair share of nutcases this month - perhaps someone can actually help. - Rich.)"

**J. Jameson Jnr, Sirocco Station, Merlin, Ross 154**

**Q** Dear Sir. Please can you give me some cheats for *Dalek Attack*? (Never heard of it I'm afraid, but all the same - Rich.) Failing that, does anybody know where I should look for the Smart Card because I can't find it."

**Q** *Slightly Magic* is the bane of my life at the moment. I cannot get past Zipp the Dragon, Sir Rustalot and the bubble to reach the magic wand, nor can I work out a use for the Flea Collar, Magnet, Fright Spell or Megaphone. And what's more, Herbert and Hubert keep telling me to (and I quote) 'Clear Off'. Why? I'd like to know."

**James Bachellier, Paignton**

**Q** Could you help me on *Monkey Island 2* as I am very stuck? Would you please tell me how to get the crypt key in Stan's shop? I would also be highly appreciative if any of my fellow readers could tell me how to get to the cottage on Phatt Island as I don't seem to be able to.

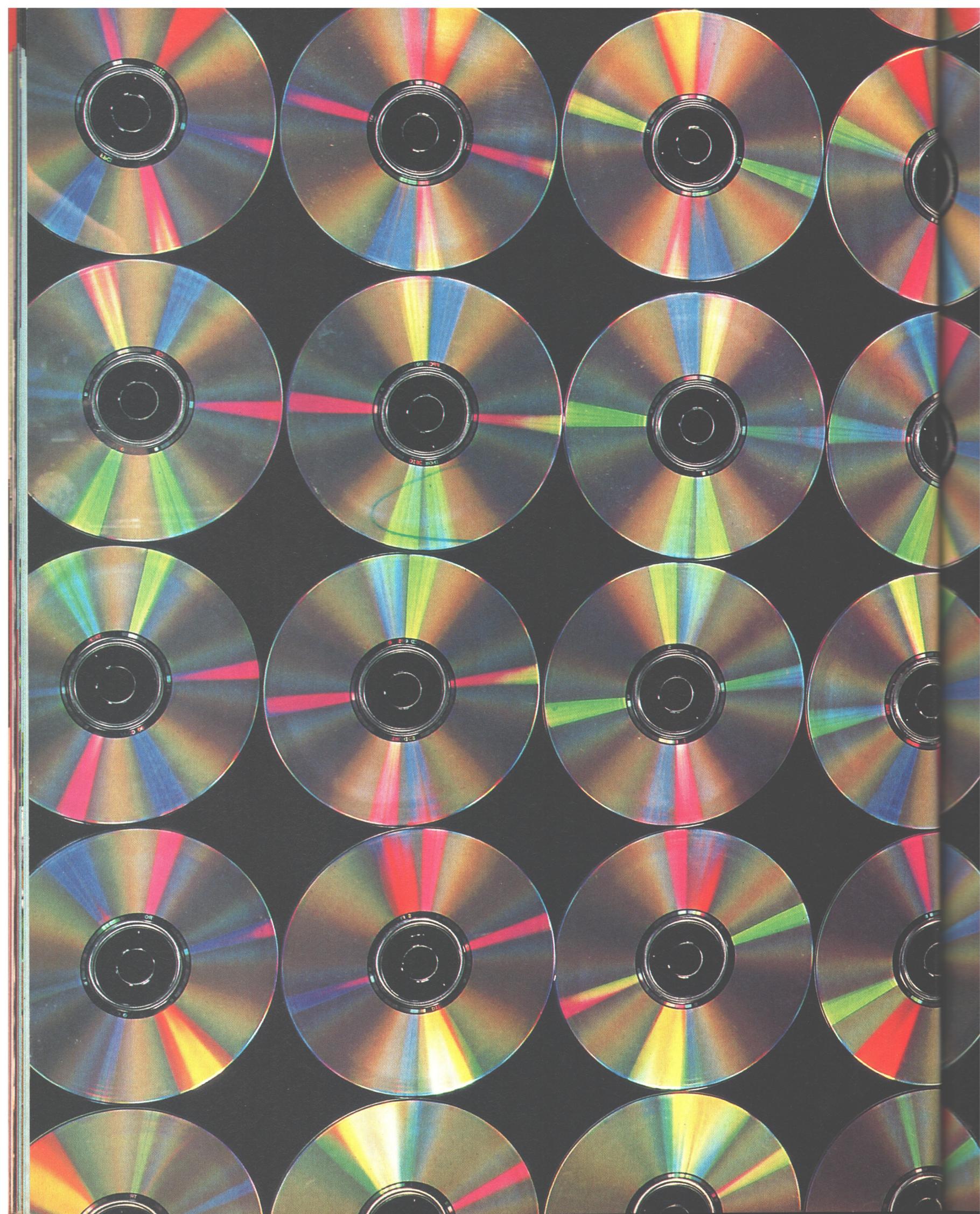
**Kieron Priestley**

remember. So he wasn't able to do it. Can you help?

**Steve Faragher (age 30), Bath**

**A** Okay Steve, here's what you want to do: write a fictitious question and answer at the end of my column. First pretend to be somebody with a genuine question to ask, don't forget to use a false name (*Damn. - Steve*). Then all you have to do is pretend to be me and give one of my usual witty and comprehensive answers to your pretend question. If you've followed my advice so far, you should be left with just a few lines to fill. You can probably fill them with some ridiculous wibble about next month, or how the readers mustn't forget to send in questions and answers for this section or you'll end up having to pull the same ridiculous stunt again next month. But don't worry Steve, the readers care. They wouldn't want that to happen to you, I'm sure.

**The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. That's the address to write in to. Not forgetting to mark your envelopes 'Questions', 'Answers' or 'Padding' accordingly.**





AMIGA

# CD32

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## SOFTWARE

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Andrew Cockburn  
0829-331471

**For Sale:** Reach for the Sky -£15, Premier Manager, Sensible Soccer, Lemmings 2 - £12, Daley Thompsons Olympic Challenge, Deadline £2 each.  
Martyn Mahoney  
0825-722958

**For Sale:** Lionheart £10, Syndicate £15, Cannon Fodder £17, or £40 for the lot.  
Phillip Mlynar  
0604-710908

**For Sale:** Back to the Future Part 2, Days of Thunder, Fantasy World Dizzy, Shadow of the Beast 2, Super Grand Prix - £2 each or £8 the lot. All boxed with instructions.  
Johnathon Cowley  
0533-416694

**For Sale:** Battle Isle £15, Eswat £10, Turtles £5, Ghostbusters 2 £8, Black Tigers £8 or £35 the lot.  
Richard Boal  
0232-425403

**For Sale:** Nick Faldo's Championship Golf - £16, Putty - £8, Microprose F1 Grand Prix - £8, Maniac Mansion - £8, Future Wars - £8. All boxed.  
Anton Shepherd  
0302-866393

**For Sale:** Road Rash £17, Desert Strike £17, Guy Spy £20, Street Fighter 2 £16. All boxed originals.  
Tim Rowlands  
0432-870 262

**For Sale:** Sensible Soccer 92/93, Chaos Engine, Zool A1200 £8 each. Putty, Project X, Alien Breed £4 each.  
William Roberts  
0204-308874

**For Sale:** Forgotten Worlds for about £3-4 only. Ask for George. Swap Xenon 2 for anything good or Premier Manager for any good game.

George Bryant  
0708-700617

**For Sale:** Night Breed, Days of Thunder, Shadow of the Beast 2, for £2.50 each. Spy vs Spy, Back to the Future 2 for £3 each. Drakken £4. The Hollywood Collection (4 games in one) £8. Or the lot for £28.

Chris Kelly  
061-797 3691

**For Sale:** James Pond £5. Lotus 1 £5, Lotus 2 £5, Zool £7, Sensible Soccer 92/93 £12 or will swap all of them for Micro Machines & Raving Mad Comp.

Dean Skinner  
071-708 3269

**For Sale:** Settlers, Frontier, Fury of the Furries, Cannon Fodder, Simon the Sorcerer A1200, Zool 2, Star Trek 25th. £15 each. All boxed.

Delinquent Dowlon  
0865-69189

## HARDWARE

**For Sale:** Lynx 2, Game Gear, Supervision, Gameboy, games and accessories for all mentioned. Also Megadrive games. All very cheap. Loads of games, excellent condition. Consoles and games all boxed with instructions.  
Matt Harris  
051-343 9360

**For Sale:** 1 Meg Amiga 500 with brand new mouse, two joysticks, all manuals, 50 games including Street Fighter 2, Lotus Turbo, loads more top games £275.  
Greg Stinson  
0772-863066

**For Sale:** A500 one meg, excellent condition with all accessories plus AP33, monitor stand, mouse, joystick, DPaint 2, Wordsworth and 12 games inc. Crazy Cars 3 and Harlequin. £600 when new. Sell for £180.

Gareth Haines  
0453-833547

# the

**Step into the Secret Garden and grab yourself an Amiga bargain. Every month there's a range of goodies to buy or swap and loads of friends to make. Probably.**

Only £200.  
Debbie Silver  
0273-626185

## WANTED

**Wanted:** The Settlers, will swap for my Cruise for a Corpse, M1 Tank Platoon, Maniac Mansion or will pay £15. Boxed originals only.  
Gareth Turner  
0766-85203

**Wanted:** Will pay handsomely for disc of sublogic simulator "Jet" for Amiga. First released 1989.  
Mike Eustace  
0532-612936 after 7pm

**Wanted:** Lemmings 2, Brutal Sports Football, Cannon Fodder, Chuck Rock 2. Will swap Trolls (A1200), Nigel Mansell's (A1200) or Syndicate.  
Chris Trim  
0775-762490

**Wanted:** Game Boy with games. Will pay up to £65. Also want D-Generation & Alien Breed 92 - £7 max - boxed only.  
Sam Richards  
0527-852200

**Wanted:** Games and clue books for any SSI games eg Pools of Darkness, Dark Queen of Krynn.  
Meticulous Frisby  
0733-333728

**Wanted:** I'm desperate for Red Storm Rising. Prefer boxed original. Will pay cash.  
Robert Hughes  
0624-628162

**Wanted:** I will pay £8 for Knights of the Sky boxed original and £20 for a fully working 3.5 inch external drive for the A600.  
Richard Stevenson  
091-268 2448

**Wanted:** Bane of the Cosmic Forge. Clue book to Pools of Darkness. Good price paid. Must be original and boxed. Phone after 8pm.  
Steve Morris  
0282-770815



# secret garden

**Wanted:** *Logical* and or *Castles*. Will pay £10 for each game. With books please.

**Matthew Wright**  
0422-884371

**Wanted:** *Exile*. Will pay £15-£20 for good condition boxed original.

**Simon Goodwin**  
0543-268497

## SWAPS

**Swap:** *Cannon Fodder*, *Lure of the Temptress*, *Populous 2*, many more, anything considered.

**Stephen Renocks**  
0509-266511

**Swap:** *Mega-Lo-Mania*/*First Samurai*, *Zool*, *Apida*, *Project X*, *ALien Breed 92*, *Award Winners*, *Switchblade 2*, *Strike Fleet*. Boxed originals. Will swap any five of these for *Syndicate*, *Settlers* or *Gunship 2000* or *Flashback*.

**Jason Beech**  
0742-647039

**Swap:** My Megadrive with four games, Hi-Fi keyboard and Master System 2 for your Amiga with leads, mouse and mat.

**Chris Nicholson**  
0246-811325

**Swap:** *B17 Flying Fortress*, *Dragons Lair 3* or *Midwinter 2* for *Dogfight*, *Simon the Sorcerer* or *Indy 2 Fate of Atlantis*.

**James Dawson**  
0740-652093

**Swap:** *Zak McKracken* for any war sim (*Cannon Fodder* perhaps?).

**Alex Van Niel**  
+31 070 3682789 (Netherlands)

**Swap:** *Striker*, *Zool*, *Lotus 2* for *Pinball Fantasies*, *Syndicate* or *Gunship 2000*. Alternatively, will buy or sell games above.

**Andrew Mackay**  
0724-282333 Ext 212

**Swap:** One or more of *Pool of Radiance*, *MegaTraveller 1*, *UMS 2*, *Supremacy*, *Shadowworlds*, *Assassin*, *A-Train*, for *Realms*, *B-17*, *Celtic Legends*, *Genghis Khan* or *Perfect General*.

**Scott Jones**  
0244-683580

**Swap:** New SNES with two control pads for a good colour BJ printer in good condition (SNES has five games).

**Tony Secrett**  
686988

**Swap:** 19 C64 games for C64 cartridge or ay Amiga games.

**Andrew Needle**  
021-354 3496

**Swap:** Desperately needed. An A1200 stand alone for Megadrive with 8 games & £100 on the side.

**Chris Livings**  
0799-525265

**Swap:** *Monkey Island 2* for *Elite 2* or *Sim City* or *Micro Machines* or any other decent game.

**Keith S. Catlow**  
0254-245342

**Swap:** *Zool* and *Nigel Mansell's Championship* for your T2 or *Cannon Fodder*. No pirates please.

**David Heam**  
0602-663374

## PEN-PALS

**Amaan Akram**  
6 Golf Road  
G.O.R. 1  
Lahore  
54000  
Pakistan

I am the owner of a very large Amiga software collection, and I'm looking for overseas Pen-Pals.

**Sandra Linnecor**  
10 Sonerdale Close  
Bramley  
Leeds LS13 4SB

Amiga contacts especially interested in adventures. Exchange tips etc. Any age group, A500 owner.

**Karl Kinsella**  
45 Tara Court  
Balbriggan  
County Dublin  
Ireland

Penpal wanted, male would be nice. Between 11-12. 100% reply and exchange tips and stuff.

**Matthew Swain**  
102 Hall Park Avenue  
Horsforth

**Leeds LS18 5LY**

I would like a pen-pal aged 8-10 who likes playing computer games.

**Richard Whittington**  
Gate House  
94 Hogs Gate  
Moulton  
Spalding  
Lincs PE12 6QH

Amiga contacts wanted. Send disks and lists to the above address. 101% reply.

**Leann Fairham**  
Malt Kiln House  
Oxen Lane  
Cliffe  
Selby

**N. Yorks YO8 7NS**  
Male or female. 14+. My interests are music, computers and sport.

**Jane Pepper**  
47 Downs Wood  
Epsom Downs  
Surrey KT18 SUJ  
Dedicated letter writer in search of female/male penpals in any country and of any age.

**David Heffron**  
5 Lothian Drive  
Clarkston  
Glasgow G76 7NA  
Anyone between 15-17 wanted as a penpal. A600 owner preferred to swap games

with. I like reading Pratchett novels and eating. Reply to anyone I like guaranteed.

**Stuart Hollands**  
80 Briset Road  
Eltham  
London SE9 6LQ  
Penpals of the female species wanted. 14+. I like Milwall FC, Indie music and 'aving a laff!

**Ben Bradshaw**  
53 Girton Road  
Ellesmere Port  
South Wirral L65 5BG  
M/F 14-16 interests, computers, football etc etc. Must own A500 or A500+. Photo please.

**Stephane D'Orange**  
31, Rue de la Berthinière  
17600 Nancras  
France  
Amiga contact wanted, any age for French man. 100% reply. Please write to me.

**Jonathon Kendrick**  
12 Willesby Road  
Spalding  
Lincolnshire PE11 2AX  
Male or female age 13-14 to talk about Amiga games etc. Will send photo with reply. I'm interested in music and trains.

Ta-ra from the Secret Garden for another month – see you next time.

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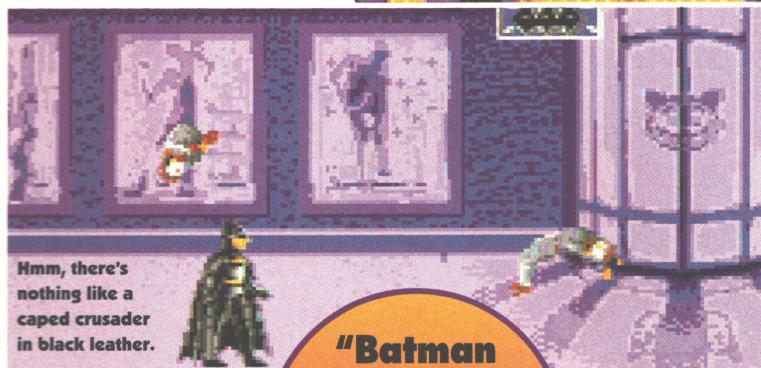
# BATMAN RETURNS

the streets. And Batman, too.

**Game:** Batman Returns  
**Publisher:** Gametek  
**Authors:** Dentons –  
 John Heap, Roy  
 Bannon  
**Price:** £14.99  
**Release:** Out now

## He's back, in black – The Dark Knight stalks

This reeks of damage limitation. It looks like they bought the licence, started the game, realised they'd never get it out in time to catch the publicity wave, finished it off as quickly as possible and stuck it out quietly with the minimum of fuss and effort in the hope that it wouldn't lose too much money. I wouldn't mind betting there's no more than about 500 copies in existence in the whole world, in a completely uninformed, stab-in-the-dark, I'm-only-saying-that-in-an-exaggerated-point-making kind of way, of course. I mean, we're talking about a game here that doesn't even have a title screen in the conventional sense. When you finish one game and enter your name on the high-score table, it just sits there flashing 'Press Fire To



Start' at the bottom of the screen forever, until you start again. There's no demo mode. No options screen. No picture saying 'Hey, This Is Batman Returns, Be Excited!'. Nothing. At all. (And if you do have another game, you don't even get a 'Game Over' screen when it's finished).

### PEERLESS

Now, obviously, that's not really a flaw as such. We wouldn't take any marks off for not having a pretty title screen between games. But all the same, it's a pretty good starting indication of the loving care and attention that's been lavished on this game, isn't it? Okay, nobody's being exactly conned – Gametek have spotted the state of things at an early stage and stuck it out at 15 quid, but frankly that's still

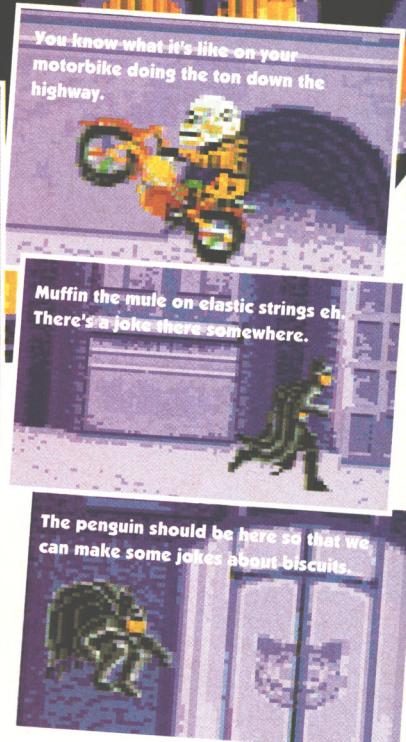
**"Batman moves like a puppet on elastic strings"**

two or three times what it's worth. I remember Dentons (or Denton Designs as they used to be) from back in the old 8-bit days. They were good. What the hell are they playing at with diabolical crap like this?

It's a scrolling beat-'em-up. It's got tiny little graphics, which would actually be a good thing if any use was made of them, but all you actually get is lots of tiny sprites walking up to Batman, just the same as in *Final Fight* or something, and tons of empty space all around. You get loads of moves, but the best way to deal with baddies is to stand on a platform higher than them and punch repeatedly as they jump at you. Batman moves not like a bat, but like a puppet on elastic strings, and appears to jump, move and stand in a completely arbitrary way. Sometimes you can jump straight up and reach a platform, sometimes you can do the same jump and not make it. Sometimes you can stand on the edge of a platform, sometimes you fall through it like it wasn't there. Sometimes touching the joystick makes Bats shuffle along a pixel or so, sometimes it makes him lunge about 12 feet and right off the edge of whatever he was standing on. You get power-ups, but even the first-level

cannon-fodder baddies can dodge them. I'd like to go on, but I've only got a page, so I'll stop. Don't even think about buying this. It's pathetic.

• STUART CAMPBELL



**UPPERS** Nice, appropriate music. It'll take a while to finish, on account of your brains will melt.

**DOWNERS** Your kid sister's My Little Pony could write a better Batman game than this with a badly bugged version of Shoot-'Em-Up Construction Kit. With a better difficulty structure. And the pony probably wouldn't forget to put 'Game Over' on the screen when you died, either.

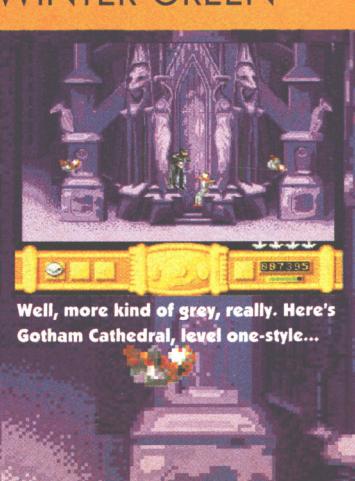
**THE BOTTOM LINE**  
 Shoddy half-baked rubbish. Get it out of my sight. Now.

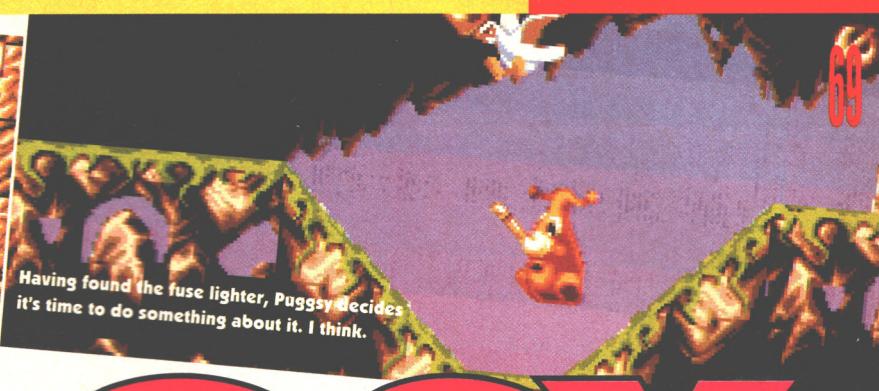
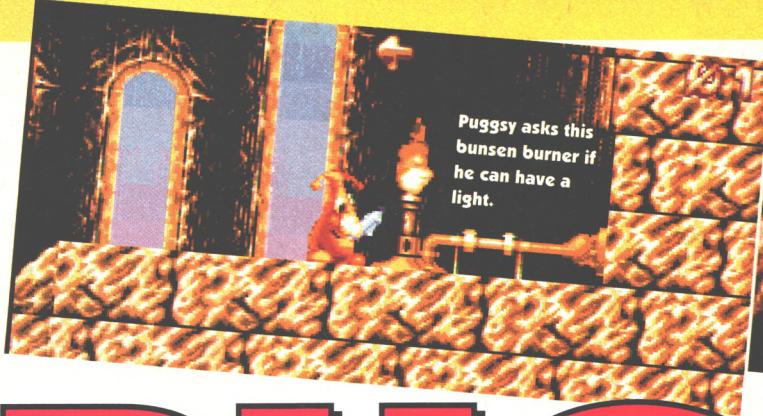
15  
PERCENT

**THE BOTTOM LINE**  
 Exactly the same shoddy half-baked rubbish, but even more of an insult to the machine it's running on.



## WINTER GREEN





# PUGGSY

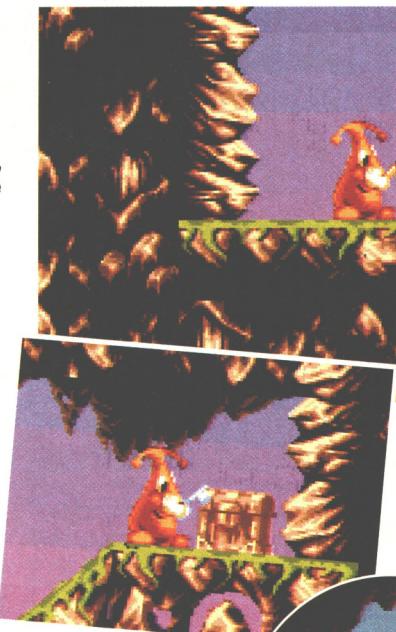
**Aren't aliens dumb? We're beginning to lose track of the number of them who've crash landed on Earth.**

**Game:** Puggsy  
**Publisher:** Psygnosis  
**Authors:** The Dome  
**Price:** £29.99  
**Release:** Out Now

**R**ight, I've got this review to write, but I don't have the disks of the game. Cam tells me that I have to pick the disks up from the Amiga Format office because the guys there have borrowed it for a bit. Fair enough. I climb the stairs, open a couple of doors, go through Commodore Format's office and open another couple of doors. From there, I go down the stairs, through another couple of doors (there's lots of doors at Future) till finally I reach the Format office. But oh, blow of blows, the Amiga Format door is closed to me (literally if not metaphorically).

Hmm, what to do? Ah, I know, I'll go down to reception and get the key. One flight of stairs and some more door opening later, and reception is finally reached. The persons of female gender who work there inform me that the key is in another of the Future buildings. One set of directions and some head scratching later, I finally reach the other building. Again, another obstacle besets me. I don't know the key code security number, but I know a man who does, only thing is, he's in another building.

Now I know that I've probably lost a load of you already due to the tedious nature of that opening. After all, these sort of minor mishaps and message-running chores happen every day everywhere. The



tasks are boring but have to be done because that's what real life is all about, apparently. What I need explained to me is why someone would possibly want to replicate this tedium in a game and intensify it. Yet that's just what Psygnosis have done with *Puggsy*.

## DEAD PARROT

If I was still working in the shop that I used to work in and someone asked me what I thought of *Puggsy*, I'd be non-committal about it. I'd say something like "Well it's got beautiful backgrounds, the animation of the sprites is slick and smooth and there's some pretty nice colours in there and it's got lots of puzzles. Oh, and cutesy characters in platform games are loved by lots of people".

I haven't given the

**"Plasticine with a crap antenna on top"**

customer an opinion because if I did, and told the truth about the game, he wouldn't touch it with a barge pole.

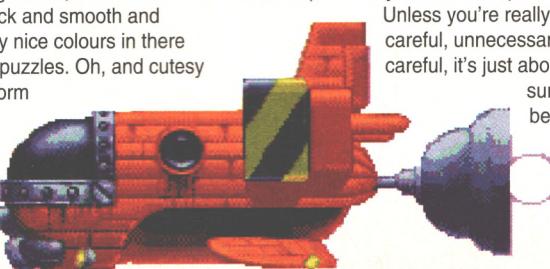
It's RUBBISH, CRAP, TEDIOUS and BORING beyond belief. And that's just the good points. Why anyone would subject themselves to the torture of playing this game unless they were getting paid to review it is beyond me.

The character (Puggsy) looks like a crudely shaped piece of plasticine with a crap antenna on top. He doesn't so much move as plod. He looks extremely dumb and, unless of course you're Bubba from *Bubba 'N' Stix*, that's a bad thing in my book.

The objects that this dumb blob picks up and moves around apparently behave in a manner akin to Newtonian physics ie they suffer from inertia and mass.

Fine, you might think. But let me tell you this. Wait until you've just about built enough wooden barrels up so that you can reach a previously out of reach platform.

Unless you're really careful, unnecessarily careful, it's just about a sure fire bet that



I could have done with one of these when I got sent to the Amiga Format office.



you're going to knock barrels off and have to start building again – Aaarrgggh!

## ON EDGE

In all the months that I've been here at AP, this game came the closest to making me lose it. You know, lose it? Lose the rag, the head, the place. And remember, it was me who reviewed *Snapperazzi* and still managed to retain an attachment to sanity.

So the advice I'm going to give you is simplicity itself, avoid *Puggsy* at all costs, even if it puts your life at risk. There are some fates worse than death.

•STEVE MCGILL

**UPPERS** It looks good. Smooth animation and scrolling and all the other competent flashy stuff you expect from Psygnosis.

**DOWNERS** The only emotion I feel toward it is one of loathing.

## THE BOTTOM LINE

It's a platformer that cunningly excels in just about all the worst aspects of platformers.

**40**  
PERCENT

## THE BOTTOM LINE

**A1200** "Can you see any difference between these?", I asked the team while running two copies of *Puggsy* side-by-side on the office A600 and A1200. "None at all", they said.



And there's a monkey, which at times looks almost like its double.

# THE BLUE & THE GRAY

**"When two sides go to war, one is all that you will score." Never a truer word spoken in a vest.**

**Game:** The Blue and The Gray

**Publisher:** Impressions

**Authors:** Edward Grabowski

**Price:** £34.99

**Release:** Out now

**F**irst up we have here one of the most tortuously written manuals I have ever seen. I think one example will do: 'You can see how there are two different statistics next to each troop type. The larger number represents the number of men that you have of that type, but a much smaller number indicates the number of divisions in that category. The large mass of soldiers that you have are divided into a number of units called divisions.' Thank God they explained that. I'd never have worked it out on my lonesome.

## CAMPAIGN

*The Blue and the Gray* is a wargame. Based on the American Civil War you have the opportunity to take control of either the southern, Confederate forces or the northern, Federal forces. You move your little units (Infantry, Cavalry or Artillery, each representing a division) around the map and into the cities. You can move them on to trains and boats and zoom them around quicker. At the beginning of every month you get new troops to deploy,

either in new divisions or as reinforcements to your old. Your objective is to capture cities.

All the usual

When you move one of your units onto an enemy you have a battle.

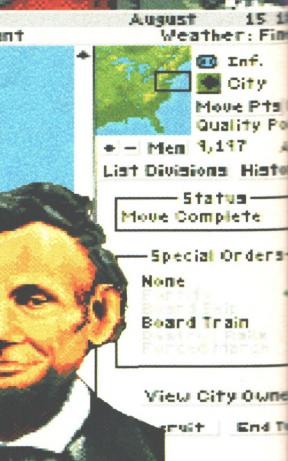
## BATTLE

When a battle happens you have two options, you either take command of the battle yourself, or let it happen automatically. The automatic play feature of the battle seems heavily biased towards the computer. On one occasion I had over 20,000 infantry supported by 240 cannon up against under 10,000 enemy infantry with no support. I lost 3,500 men, the computer lost 1,500 and won the battle. Surely some internal mishandling? This was by no means an isolated incident and you need to have odds of over 2 to 1 to go for the automatic option, and even then your losses will be ridiculously out of proportion to the odds.

The other battle method, where you take direct control of the troops yourself, is just like table-top wargaming. With the effects of hills, trees and fortifications being the only terrain factors, your tactics are a little limited. Also, although there is an overview

facility, it's impossible to differentiate your units, which renders it almost useless. The units are quite nicely animated, however, and the sampled sounds add a definite atmosphere to this section of the game.

All the usual



**UPPERS** Well, the battles look quite nice. Oh, and there's lots of rather nice little options that brighten it up quite considerably.

**DOWNERS** As Abraham Lincoln once said: "I claim not to have controlled events, but confess plainly that events have controlled me." Because the Confederates get a million new recruits during the war and the Federal forces get two million, it's always a one-sided affair. Or, as Stuart Campbell once said: "There's no place for realism in computer games".

## THE BOTTOM LINE

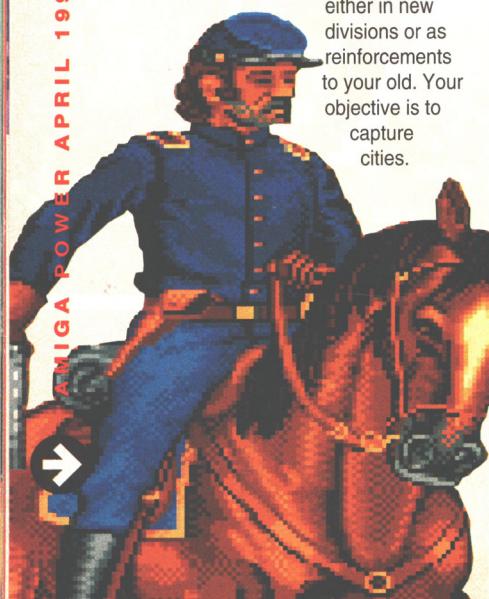
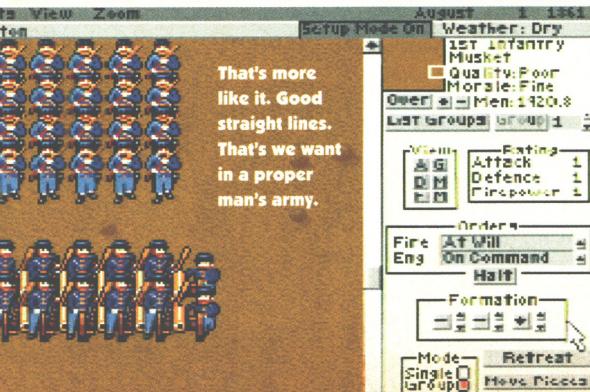
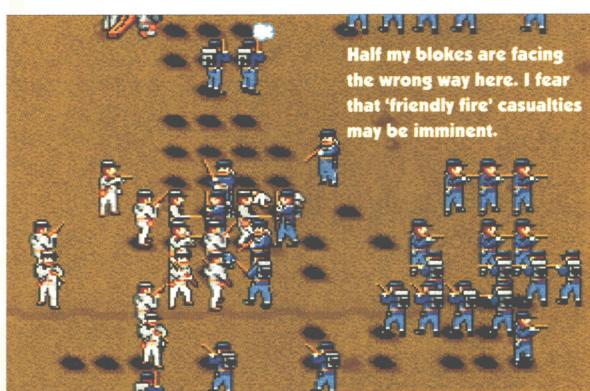
Interesting, informative and uniformly dull. It's a fairly reasonable Civil War simulation but mostly devoid of character.

66  
PERCENT

## THE BOTTOM LINE

A1200 It's a bit faster.

Just like pushing those metal miniatures that take days and days to paint around a board. Takes less time to set up though.



# FLY HARDER

I don't know about you, but I was expecting Spruce Willis to be in this.



**Game:** Fly Harder  
**Publisher:** Krisalis  
**Authors:** Starbyte Software  
**Price:** £9.99  
**Release:** Out Now

In case you're wondering, by the way, the reason we're giving a budget game a full page review is because (a) it's also an original CD32 game, (b) because it seemed too good not to get more space, and (c) because we felt like it. Okay? Anyway, on with the review.

It seems that due to recent staff changes, we're so old that we all remember *Lunar Lander*, the ancient Atari game based (quite unsurprisingly) on landing on the moon without crashing, exploding or otherwise scratching the paintwork. The basis of the game was that Newtonian physics were alive and well and that gravity can be a real pain in the bum sometimes, and both these features went on to appear in the fabulous *Thrust*

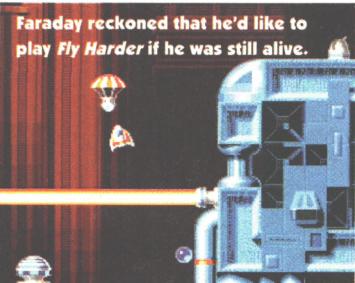
and the classic Atari ST game *Oids*.

The thing is, the game world's like Hollywood – it hates to see a good idea go to waste, and would much rather repackage it, redesign it and put some bigger explosions in it. Which brings us neatly onto *Fly Harder*.

We're back firmly in 'Good guy/ bad alien' territory, with the evil empire of Thargoid exploiting the planet's resources by fitting eight giant reactors in caves and buildings. Not the most credible story line, which is why we tend not to waste much time on them in our reviews. Your mission is to fly into these heavily guarded complexes and overload the reactors by dropping energy pods into them. Simple.

Well, no, not in any meaningful sense of the word, for many things conspire against you. The most obvious thing is gravity, which constantly tries to splat you against the hard, unforgiving floors of the caves. Thankfully, your ship's got a powerful engine and a limited supply of fuel to keep it going.

Secondly, there's all manner of Thargoid gunners



Faraday reckoned that he'd like to play *Fly Harder* if he was still alive.

"The game just sneers and laughs at you"



And finally, Cam reckons that Einstein, Faraday and Newton would be proud of their theories in this game.

Albert Einstein said that energy equals mass times the speed of light squared.

Isaac Newton figured that an apple hurts your head if subjected to gravity.

Galileo said that the Leaning Tower of Pisa was a great place to try out physics based gravity games.



Despite that, I simply love it to death, even though it's only got eight levels and even though I can only play it on the easiest level with the wimpiest gravity. After a few hours you realise it's all about shooting switches to turn off various force shields, and that all the shooting the aliens nonsense is just distractions, and every time I crashed, I just came back for more. It's saved from being impossibly

hard by the keyboard option, which gives you the precise control that a joystick doesn't, and the low price sort of excuses the low number of levels. Accelerating at a constant rate of 9.8 m/sec/sec has never been so much of a challenge.

● CAM WINSTANLEY



**UPPERS** It looks good, it plays well, and on the normal level, it's more challenging than I can manage.

**DOWNERS** Very hard to get into, and I don't like the way that all the guns you've destroyed come back when ever you're killed.

## THE BOTTOM LINE

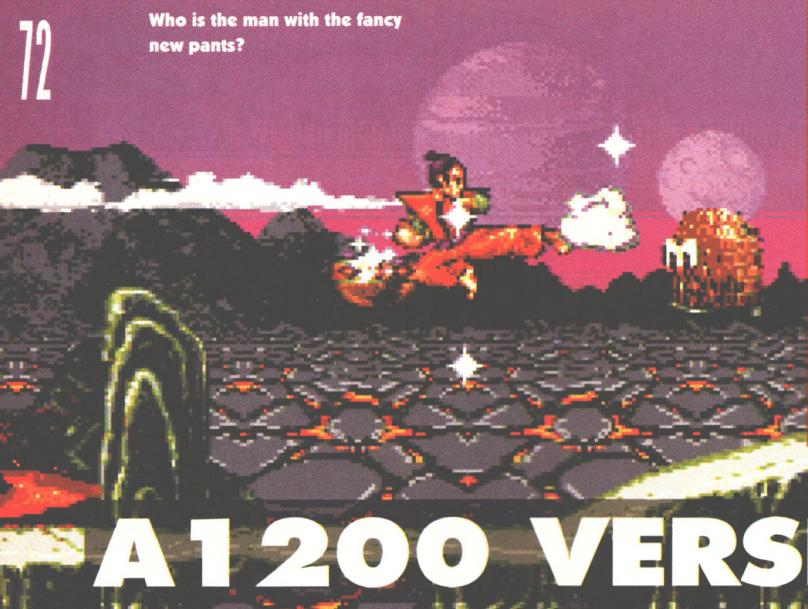
It's a simple game, and one that we've seen before, but never in a game that looks this good. *Thrust* for the 90s? Yeah, I'd say so.

90

## THE BOTTOM LINE

**A1200** Faster? No. More colours? No. Extra sound? No. Anything different at all? No. Still great? Yes.

Who is the man with the fancy new pants?



## A1200 VERSION

First there was a samurai, then there was another one of it and now...

# SECOND SAMURAI

**Game:** Second Samurai A1200

**Publisher:** Psygnosis

**Author:** Vivid Image

**Price:** £29.99

**Release:** Out now

**W**hen the standard version of *Second Samurai* was reviewed back in AP 32, Jonathan Nash gave it a whopping 90%, and I remember thinking that this time he must have flipped for good. I'd played the game a few times and thought that, apart from the gorgeous graphics and interesting-but-naïf two-player mode, that it was pretty much a standard platform affair, and in no way worthy of such a hefty score. Well anyway, months have gone by and I've now spent ages playing the A1200 version, and I'm sort of convinced that he was spot-on with his review. Almost.

The standard thing for A1200 versions is for the programmers to shoe-horn in an extra layer of parallax scrolling, make the back-tint a lot smoother and change the colour of the main character's

pants, but with *Second Samurai*, there was a more pressing reason to bring out an A1200 specific version, namely the original game wouldn't run on the A1200 without messing up horribly.

### BUSHIDO

Hardly surprisingly, there's nothing very much different about this version, and the first few times I played it, I was so hard pushed to find any differences at all that I phoned up Psygnosis. "What do you mean it looks the same?" they screamed down the phone, "It's got new colourful backgrounds and it's massively enhanced. What are you, stupid or something?"

Feeling suitably chastised, I loaded up the A500 version next to the A1200, and was forced to agree that the backgrounds were more colourful and detailed. But so what? The standard version had wonderful silhouettes and this version has coloured lava flows and

parallax backgrounds floating past windows, but the net effect isn't that different, it looks great either way.

As far as gameplay goes, all the bits I played seemed exactly the same as the standard one, but it was at this point that I warmed to the game. Okay, so most of the game involves leaping around and hitting things, but there's also masses of different things to do. One of the secret rooms has an asteroids game, the later level lets your guy grab a jetpack and whoosh into a horizontally-scrolling shoot 'em up section, and your progress throughout the game's interrupted by a veritably fizzing cocktail of puzzles and people trying to kill you.

### ZENOPHOBIC

So onto conclusion time. Although I'm not naturally predisposed to platform games,

**"A veritably fizzing cocktail of puzzles"**

the sheer all-round brilliance of this forces me to admit that you'd have to search long and hard to find a similar game that comes up to the lofty standard of *Second Samurai*. The variety of game styles keeps you enthralled, but the free-flowing way you move from one style to another doesn't leave you scrabbling to work out a new set of control elements. This version's no worse than the A600 one, in fact it seemed exactly the same to me, it's just that I've yet to play a platform game (even one as good as this) that deserves a mark in the 90s.

• CAM WINSTANLEY



#### UPPERS

With loads of huge, playable levels, you're not going to get through this one in a hurry. The graphics are superb, and you can turn the music down without affecting the sound effects.



#### DOWNERS

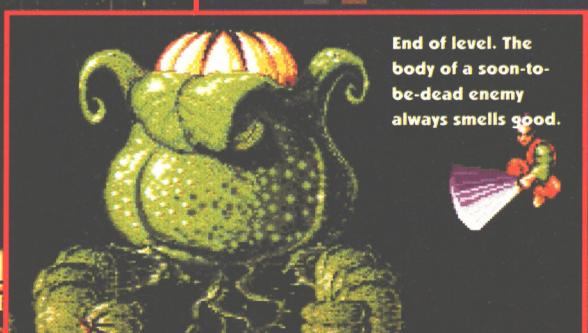
Many of the annoying glitches that appeared in the original still haven't been ironed out, and the two player game is surprisingly less fun than the single game. Also, many of the baddies are dumb and cartoonish, and don't really fit in with the hard-man image of the rest of the game.

#### THE BOTTOM LINE

A slick, enjoyable and graphically lavish platform beat 'em up, with a surprisingly varied selection of sub games hidden throughout the levels. It's also playable enough to force me to swallow my in-built hatred for platform games.

89  
PERCENT

The only thing I know that doesn't die is the fame of dead men's deeds.



End of level. The body of a soon-to-be-dead enemy always smells good.



# LIBERATION

**It must be time to use the c-word.  
Cyberpunk, that is.**

**Game:** Liberation  
**Publisher:** Mindscape  
**Authors:** Tony Crowther and Ross Goodley  
**Price:** £29.99  
**Release:** Out now

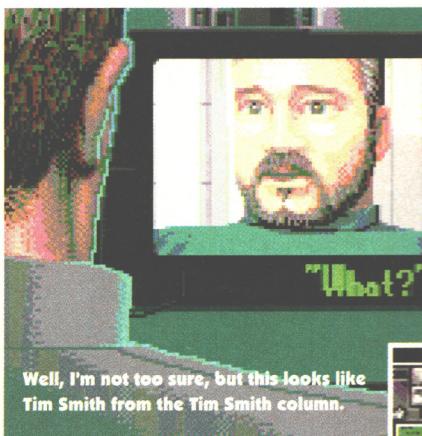
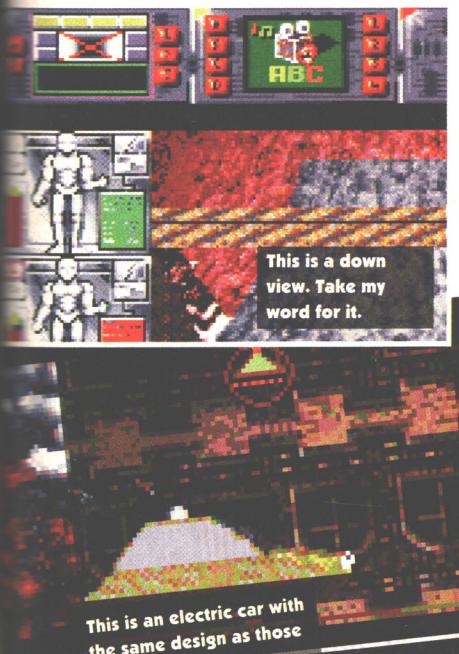
In last month's news, we told you that Mindscape had pencilled in a release date for the A1200 version of *Liberation - Captive 2* for mid-late February. Well it's here, bang on time, and I've been given the opportunity to rewrite what Steve F said about the original CD32 version in AP33. This time however, the review will be written in my own inimitable style. If that means anything to you.

The one annoying thing about the situation is that I've got to assume you may not have read the original review. If you have read it, stop reading now and skip the page. If you haven't, there's only one question I want to ask. Why not?

Anyway, onto the game. *Liberation* is set in a totalitarian hi-tech city. The thought police have been framing innocent citizens to cover up for the fatal mistakes of their interrogation droids. If the news was leaked to the Emperor, contracts and investments would be at risk. You are a libertarian type chap who objects to all this corporate-powers-that-be nefarious cover-up skullduggery.

## HANDY ANDIES

To investigate, rather than submit yourself to the drudgery of walking all over a city, you control four pretty versatile droids.



These droids are just about literally your eyes, ears and legs; a sort of cybernetic limbic extension of the central nervous system. The control system is neat and user friendly. You can make the droids do just about anything – walk, run, shoot guns, move through doors, interact with the denizens of the city, enter buildings, withdraw money from the bank that likes to say "give us your money and we'll smile at you" etc.

Another novel ability of the droids is the facility to look at different perspectives of the same view ie top down, look up, right and left. Use of this facility will probably be relatively frugal, but it does help clarify whether or not an object is pick-uppable or not.

Interaction with the inhabitants has to be dealt with carefully, the mood that they're in on a particular day can have a bearing on the proceedings. Much like *Beneath a Steel Sky*, you can annoy who you speak to and they also remember the last conversation entered into with you. So, almost unbelievably for a computer game, you have to enter into that most annoying of social protocols known as etiquette. Pah, the cheek of some programmers.

Yup, I feel compelled to admit, at first

**"You can annoy when you speak to"**

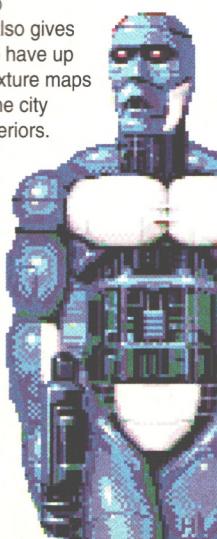


There are positively loads of shops and things to visit.

when I started playing the game, I figured that this review was going to be the biggest 'On the Other Hand' box that you would ever see in AMIGA POWER. However, after the initial bewilderment at the size of the city, it became apparent just how big it is. And, just like Steve F in his original CD32 review said, "You never seem to run out of things to do." This game should come with a government health warning that it could seriously damage your social life.

## CLOCKWORK

In winding up, I'll give a quick mention to the installation procedure for the hard drive. It's easy to implement and also gives you the option to have up to 71 different texture maps for the walls of the city buildings and interiors. All this extra detail extracts a heavy payoff in speed though, if you're using



a non-accelerated machine, slowdown becomes pedestrian. So it's probably best to leave it unless you have an A1200.

I'm not going to give this game over 89 per cent due to personal foibles. To play properly takes too

much time. Despite that, if I ever find myself with a lazy Sunday afternoon to kill, I'll definitely think about loading up *Liberation*.

• STEVE MCGILL



**UPPERS** Level of detail. Generation of plot, very in-depth. Choices. Slick interaction with believable characters. Hard drive installable, and not too much swapping between the five disks.

**DOWNERS** Takes too long to get tangible results; not the sort of game you load up for a quick half hour's play. Oh, and (this is important) YOU NEED 1.3 MEGS OF FREE RAM TO BE ABLE TO PLAY IT.

## THE BOTTOM LINE

Despite the stripping down of all the ornamental icing (sound FX and haunting music) the cake and the jam in the middle still give the game the taste of paradise, or something like that.

89  
PERCENT

## THE BOTTOM LINE

**A1200** Runs faster, lets you use all those lovely wallmap textures with virtually no noticeable slowdown in speed; adds to the claustrophobic atmosphere.



It couldn't be Britain, otherwise the sign would say closed down.

# TUBE WARRIORS A1200

And now here's  
one for all  
you boppers out there.

**Game:** Tube Warriors  
**Publisher:** Dynabyte  
**Authors:** Dynabyte  
**Price:** £25.99  
**Release:** Mid March

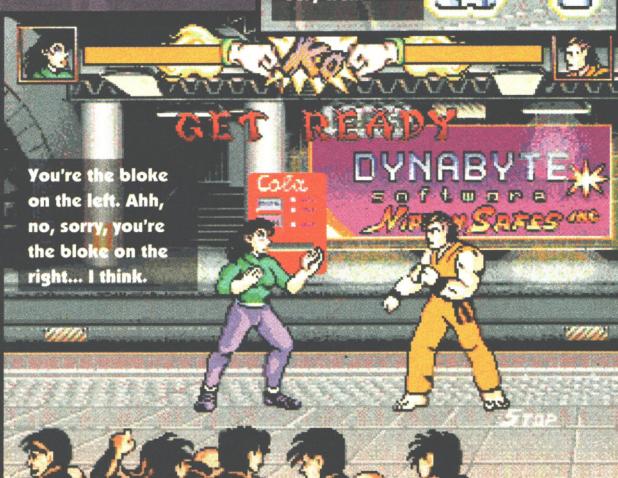
**R**ight. I seem to be carving out an unwanted niche for myself as the office beat-'em-up expert which I could well do without, so I'll try to get this one out of the way quickly. Here goes.

It's a beat-'em-up. Five percent off for being boring. It's for the A1200 only. Two percent off for restricting the audience, and another five percent off for there being no obvious need for it – you'd never know this was an A1200 game in a million years. It starts with a really interesting-looking 3D tunnel bit (like in Stardust), which then never appears again. Two percent off for raising false hopes. It comes on three disks, but doesn't recognise the second disk drive. Ten percent off for crap programming. It takes over three minutes from starting up to actually getting to have a go. Three percent off for being a pain in the bum. You can't choose a fighter, you have to play the dull nameless one in a crap orange suit that you get given at the start. Five percent off for lack of character. When the first fight starts, you're, inexplicably and without warning, the one on the right



of the screen, and you lose half your energy bar before you've worked out why your character doesn't seem to be responding to the joystick movements. Two percent off for being pointlessly awkward. Once you've worked out which one is you, joystick response is only slightly improved. Five percent off for crap programming, again.

If I was there I'd just get on the tube train and forget about it.



Your character has about five attacking moves, all of which look like half-hearted and slightly pathetic mincing rather than life-threatening acts of violence. Five percent off for general uselessness. All the animation is desperately poor. Five percent off for not being able to do something that your average AMOS programmer mastered years ago. The sound effects are dismal, and include the same exclamation of pain whether the character exclaiming it is male or female. Four percent off for the sound as a whole, and another four percent off for unforgiveable laziness. Five percent off for the music. You can win the first match by repeating one flying-kick manouevre over and over. Three percent off for complete lack of intelligence. After you've disposed of the first opponent, there's three disk swaps and over a minute and a half of accessing before you get to the second fight. Five percent off for the next opponent not being worth the wait.

## MORNINGTON CRESCENT

When you lose to the next character, it's three more disk swaps and another minute and a half of accessing, then you get sent straight back to the start of the first match again – no continues, no second chance to access the options screen (where you can – wow – change the number of players or the number of rounds in a bout. Three percent off for not even being able to switch the music off), not even another look at the pretty 3D tunnel bit. Ten percent off for really, really pushing its luck in terms of how much you're likely to want to persevere with anything this crap. Five percent off because I had to. It's my job. Let's do some arithmetic.

• STUART CAMPBELL

**UPPERS** Oh sod, I forgot I had to do some Uppers and Downers. Perhaps if I just stall for a couple of lines...

**DOWNERS** ...everybody'll get bored and go straight to the Bottom Line anyway. Hope so. Yes, I think it's working...

## THE BOTTOM LINE

So, that's five, two, five, two, ten, three, that makes, er... bear with me a second while I get my calculator, will you? This is an utterly useless beat-'em-up, and I reckon it's worth (tap, tap), um...

12  
12

**THE BOTTOM LINE**  
I don't know of any plans to bring this game to the smaller machines. Get down on your knees and thank your lucky stars.

**CU Amiga 95%**

"One of the greatest adventures ever."

**The One 93%**

"... we were concerned when LucasArts announced they were going to leave the Amiga scene, but with Revolution currently producing stuff like this, who needs 'em ?"

**Amiga Action Accolade 92%**

"Absolutely outstanding in every way."

# BENEATH A STEEL SKY

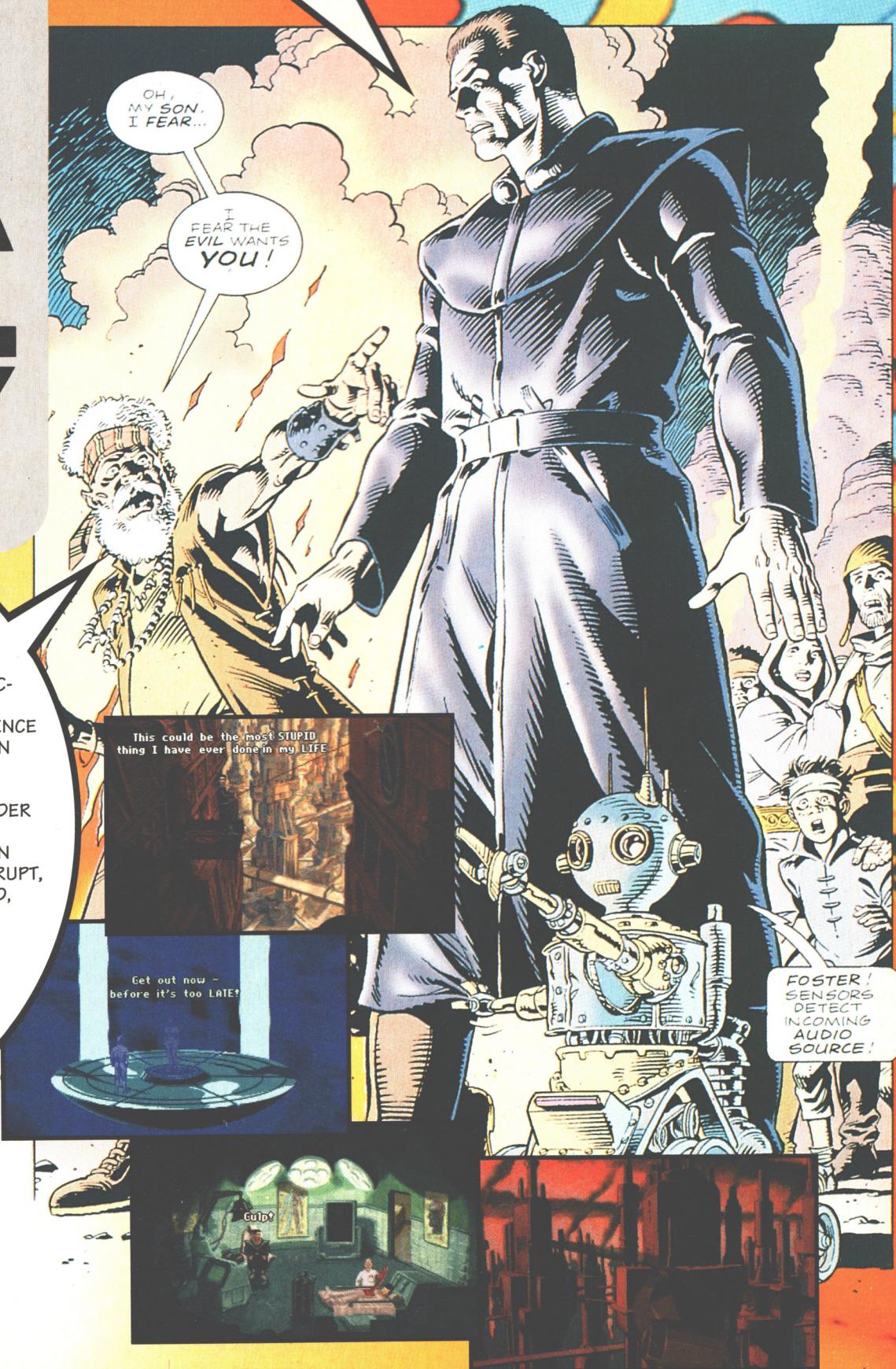
## FEATURING...

REVOLUTION'S INNOVATIVE VIRTUAL THEATRE SYSTEM AND STUNNING ARTWORK FROM AWARD-WINNING COMIC-BOOK ARTIST DAVE GIBBONS, BENEATH A STEEL SKY IS A GRIPPING SCIENCE FICTION THRILLER SET IN A BLEAK VISION OF THE FUTURE.

ROBERT FOSTER IS AN INNOCENT OUTSIDER STRANDED IN A VAST CITY WHERE OPPRESSED CIVILIANS LIVE AND WORK IN SOARING TOWER BLOCKS... WHILE THE CORRUPT, COVETOUS AND RICH LIE UNDERGROUND, SHIELDED FROM ALL POLLUTION.

ALONE, SAVE FOR A ROBOT CIRCUIT BOARD, FOSTER MUST FIGHT FOR SURVIVAL... AND DISCOVER THE SINISTER TRUTH BEHIND HIS ABDUCTION !

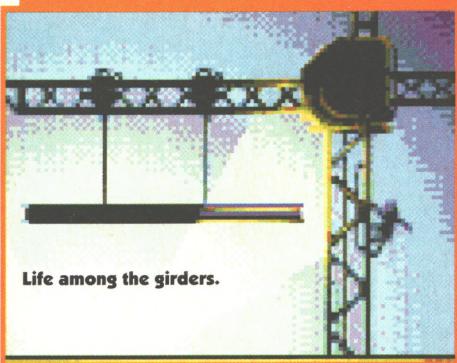
*Virgin*



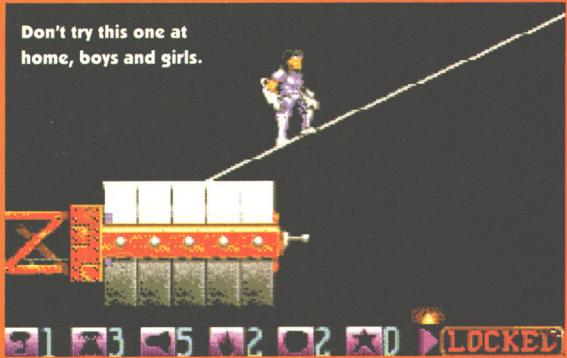
SCREEN SHOTS MAY BE FROM A DIFFERENT VERSION



# ASSASSIN SPECIAL



Life among the girders.



Don't try this one at home, boys and girls.



Bryan wondered whether or not to take the enormous 'E'.



I really hate this bloke with the taser. He's guarding the end of level one.

work out what you should be trying to do. It kills you quickly and efficiently and then guess what? That's right, you're back to the drowning pool. Aha ha ha, hold your breath and count to ten, slowly.

Luckily help was at hand in the shape of a complete solution printed in AP's 11 and 12.

So there you go. Mark's criticism of the game being lovely, but ultimately limited due to the restrictions that the cinematic process imposes on it still applies. It's a good game, but one that's been outdone and outshone by later releases. And basically, that's why I'm awarding it quite a bit less than the original percentage score. *Another World* was once lovely, but time has slowly faded its charm.

• STEVE MCGILL

## THE BOTTOM LINE

It's a nice showcase for the potential of games on the likes of the CD32. Only there should be more of it.

78 PERCENT

# HYPERION

**Publisher:** Black Legend  
**Price:** £9.99  
**Release:** Out now

Remember *Virus*? It had a few reviewers scrabbling around for superlatives when it was first released. The same game engine was then used for *Conqueror*. I didn't like it then, and time has not mellowed my judgement. It used some very clever 3D routines and looked extremely good, but was truly horrific to control. *Hyperion* is *Virus* without all the frilly bits, the resemblance is uncanny.

It looks reasonable enough, moves

releasing it on budget so that we now have *Assassin - Special Edition*.

So what exactly have they changed? Well the first thing you notice is that level one has completely disappeared. Whereas before you started above ground and had to locate the secret entrance to the wicked overlord's base (by following the straight line the program allowed you, of course) you now start in the first level of the base immediately. This sadly means no pit-bull terriers hanging onto your legs, a favourite feature of the original's first level. I realise that the government got tough on vicious dogs a while back, but I hadn't realised they'd been banned from games (dogs that is).

The second thing I noticed that had changed was the weapon our heroic assassin uses. Gone is the game's best gimmick, the boomerang, and in comes a very ordinary pulse laser type thing that fires blue, er, spots. It just doesn't have

the quirky feel of the original and that's a great shame.

Other changes are minor, the hero's hair has turned black (perhaps it's a disguise) and there are some barely noticeable changes in the way the character responds to your control.

So why bother changing things? I mean, Team 17 had an extremely good game, one that would have sold well on budget, and they've changed it. Probably due to some kind of internal misunderstanding. If this is an attempt to make people who own the original go out and buy it all over again then I hope that it fails, because those people are going to be unhappy when they get it home.

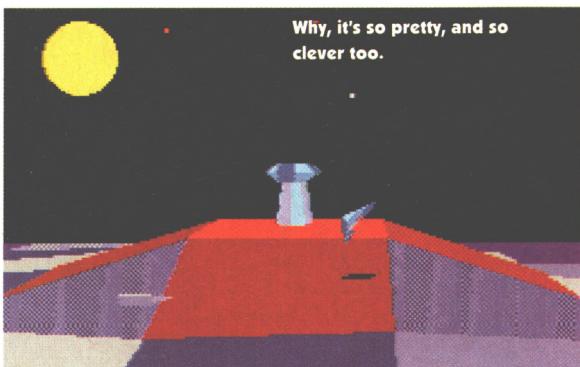
Having got that off my chest I have to report that this is still an excellent game, full of fast action and 'beat the clock' fun. *Assassin - Special Edition* will keep anyone who hasn't played the original absorbed for ages. It just doesn't seem like the classic it used to be and that's a shame. There's a great motto – If it ain't broke, don't fix it. In this instance Team 17 would have done well to heed it.

• STEVE FARAGHER

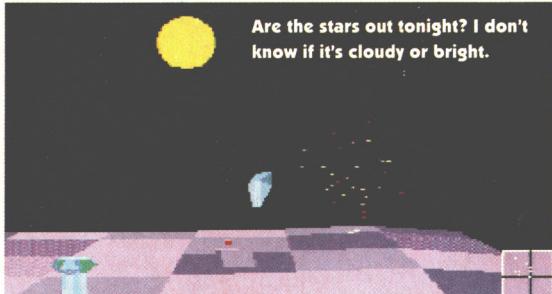
## THE BOTTOM LINE

Seen it before? Try and get hold of the original. Sadly it's better. If you don't know the first version and you want a good, cheap game get this. It's ace.

79 PERCENT



Why, it's so pretty, and so clever too.



Are the stars out tonight? I don't know if it's cloudy or bright.

come within firing range, then lose it completely, circle eccentrically trying to bring your guns to bear and crash into the ground or catch a missile full in the face. With practice control comes and you start to land some shots on the enemy. The game starts to become fun, but it's too much like hard work.

• CHRIS LLOYD

## THE BOTTOM LINE

An ordeal by mouse. Working this hard to squeeze enjoyment out of a game is no picnic. Once you get the hang of it some spectacular aeronautical manoeuvres are possible, but getting there, ugh.

38 PERCENT

**POWERMONGER**

**Publisher:** Bullfrog  
**Price:** £14.99  
**Release:** Out now

*Powermonger*, for those of you who have been living with your heads stuck down a rabbit warren for the last three years, is like *Populous* without the godly controls (no earthquakes, floods and stuff) but with more violence.

It looks very similar to *Populous*, with the screen divided into a 3D, isometric close-up view where individual figures are shown, and a map overview that lets you move around quickly.

The scenario for the basic version is that internal misunderstandings have forced you to abandon your kingdom and, with a small band of hearty fellows, land on a far distant continent. This continent must be subdued. You can gather food, raid enemy settlements, trade with other settlements and generally behave in a low and despicable fashion until you have thrown the entire population into chains. This safely achieved, you move onto the next section.

With the basic game comes the World War One data disk. This allows you to do to Europe what you had previously done to a fantasy kingdom. Bizarrely, your first task is to wrest control of the Orkney Islands. The data disk is fundamentally only a cosmetic addition. The gameplay is not one bit different, but the icons and graphics have all changed.

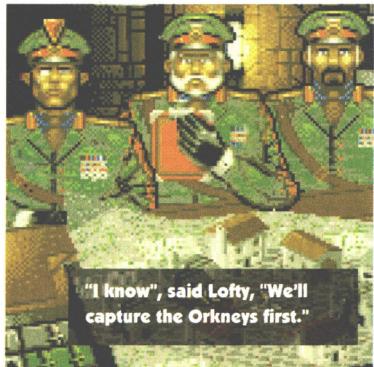
*Powermonger* is great fun and can be played against a friend using a null modem cable (see last issue for more details of that). At the price, with the data disk thrown in, it's a real bargain for the megalomaniac-at-home. The interface takes a little getting used to, but once you've spent half an hour with the manual propped on your knees you'll become quite proficient. From there on in it's one of those cunning games that never supplies you with too much raw data about how you're doing and therefore encourages you to develop strategies of your own. If you think a tactic is working, then it probably is.

● STEVE FARAGHER

**THE BOTTOM LINE**

Totally topping power-crazed fun that will keep all the family (well the sociopaths at least) happy for days.

**85**  
PERCENT

**AWARD WINNERS GOLD EDITION****Title:** Award Winners Gold Edition

**Publisher:** Empire  
**Price:** £29.99  
**Release:** Out now

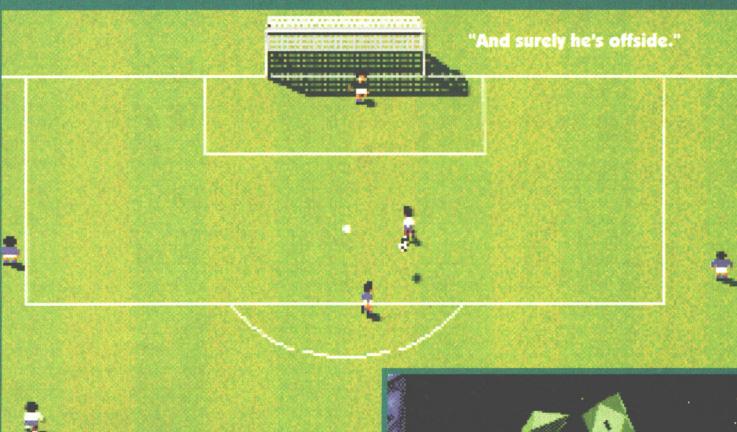
Compilations, eh? I bloody hate 'em. Everybody already knows what's on them, but you have to do four little paragraphs, one on each of the games, then a little summing-up bit, then a bit about how you should only buy this compilation if you haven't already got one/two/seven/all of the the games on it, then a kind of wishy-washy fudge on the overall rating. It's a reviewer's nightmare, I can tell you. Luckily, though, this one's a bit of a godsend, because there're little quirky things about each game that need explaining. Phew.

So, first we've got *Zool*. The thing you need to know is that this is the ordinary A500 version of *Zool*, not the nice-looking A1200 one with the pretty (if slightly visually confusing) parallax backgrounds and the groovy sounds. It's a bit of a shame, but some purists prefer the uncluttered scenery of this version, so make your own mind up. What's harder to forgive is the game still not recognising a second disk drive after all this time, or the way the title screen screws up on an A1200 (although the game isn't affected), but points back on for losing the annoying copy protection of the original version. This is a neat enough zappy platformer, if hardly the Sonic-beater that it was originally heralded as.

Onto *Sensible Soccer*, and the matter to be clarified is that you get the 92/93, *Sensible Soccer 1.1* version of the world's greatest football game. According to both us and our readers, it's the best Amiga game of all time, so if you've somehow been stupid enough not to buy it in the past, here's a golden opportunity to snap it up dirt cheap.

*Jimmy White's Whirlwind Snooker* didn't used to be compatible with the A1200, but the version on this compilation shouldn't give you any trouble (except perhaps in ploughing through no less than 35 pages of comprehensive instruction manual). It's a corking game, featuring some of the best 3D you'll ever see and some seriously tricky opponents. It's difficult to imagine how you could get closer to the feel of real snooker without, er, actually going out and playing real snooker. Oh, and watch out for the copy protection – it's at the back, okay?

Lastly, *Elite*. Um, there isn't actually



anything unusual about the version of *Elite* on this compilation – it's the bog-standard, everyday Amiga version of one of the true classics of home computer entertainment. If you don't know the game already, it's basically exactly the same as *Frontier*, but less complicated. (And less fronty. – Dave Green) And it's fab, despite the rather nobby filled polygon graphics.

So it looks like I was lying about the interesting quirks, but it got me to the end of the review, so that's alright. I'm sure you can work out for yourself whether or not the number of these games you don't



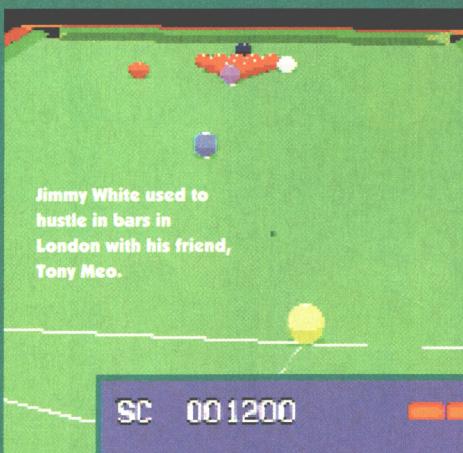
already have justifies the price of the compilation, so, if it's all the same to you, I'll be off. Cheerio.

● STUART CAMPBELL

**THE BOTTOM LINE**

Smart compilation of genuine grade-A classics (with the possible exception of *Zool*, and even that's, at worst, okay). The usual how-many-of-these-have-you-already-got? equation applies, but as it stands this is pretty unimpeachable value for money. (Plus it's your only chance to play *Jimmy White's Snooker* on the A1200.)

**88**  
PERCENT

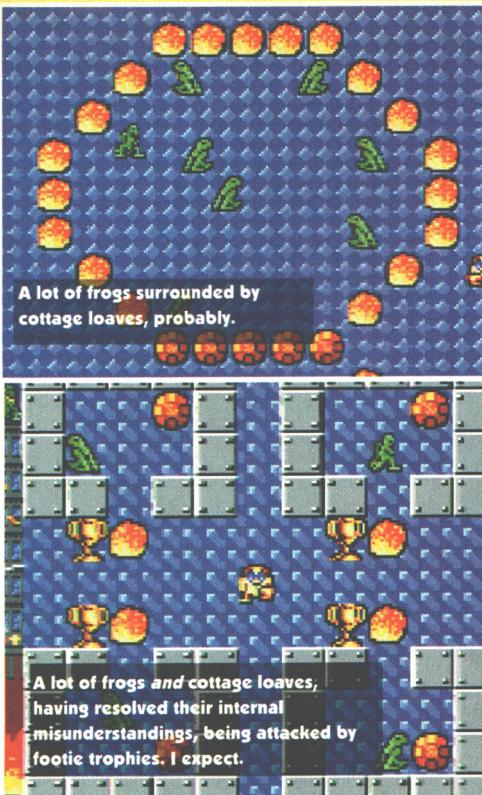


SC 001200

HI 001200

"Look mummy, it's thiny."





## MUZZY

**Publisher:** Holburn Software (0224 211866 for info)  
**Price:** £5.99  
**Release:** Out now



You're going to take some convincing on this one, I can tell. On first glance, you're inclined to go "Eurgh! C64 PD game!" On first play, you're inclined to go "Eurgh! C64 PD game with pointlessly stupid and picky controls and utterly tedious gameplay!" Two minutes in, and you're inclined to go "Eurgh! C64 PD game with pointlessly stupid and picky controls, utterly tedious gameplay, and the world's most impossible third level!" Very shortly after that, you'll probably be inclined to wrench the offending disk from your disk drive and hurl it into the darkest recesses of your 'never-to-be-played-again' cupboard. But don't. Stick with it (in fact, I'll help you – the password to level five is KAKAS). I'm prepared to bet that what you'll end up being inclined to do is go "Hey! C64 PD game with some of the cleverest ideas I've seen in a puzzler for ages (like having to manipulate up to five clones of your character all at once), that really gets you thinking and really makes you feel proud of yourself when you finally work out the solution to a level. It gives you all the basic instructions you need, but never hands you the answers on a plate, and with 75

levels (passwords every five) it's going to hold my attention for ages!" Probably.

Despite a terrible start (useless graphics, seemingly endless disk accessing, dire opening levels), you quickly get absorbed in – hey! – the gameplay. In fact, the only annoying thing when you're actually playing the game is that sometimes you can spend up to 20 seconds at the start of a level just looking for your character on the screen, so unassuming is his appearance (this also applies on some busy stages with teleports). That aside, cast away your prejudices – this is bloody good.

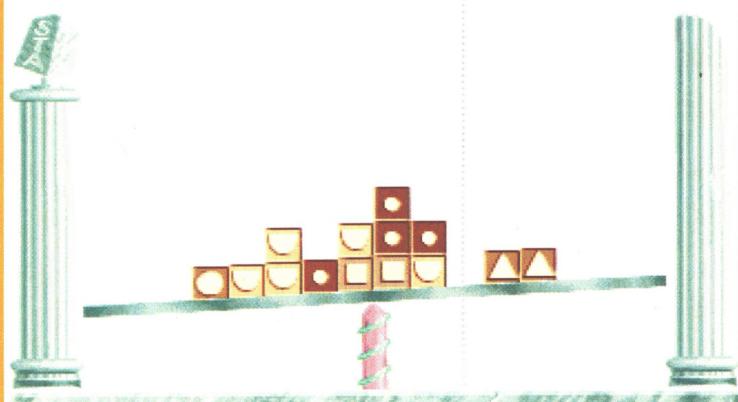
• STUART CAMPBELL

### THE BOTTOM LINE

Forget how it looks (and get past level three) and this is an engrossing and seriously tricky puzzle game reminiscent of *Chip's Challenge*, with some brilliant ideas. Shame about those graphics, but this is worth six quid of anyone's money.

81  
PERCENT

It's a game of two halves. Well, in two-player mode anyway.



## STATIX

**Game:** Statix  
**Publisher:** Black Legend  
**Price:** £9.99  
**Release:** Out now

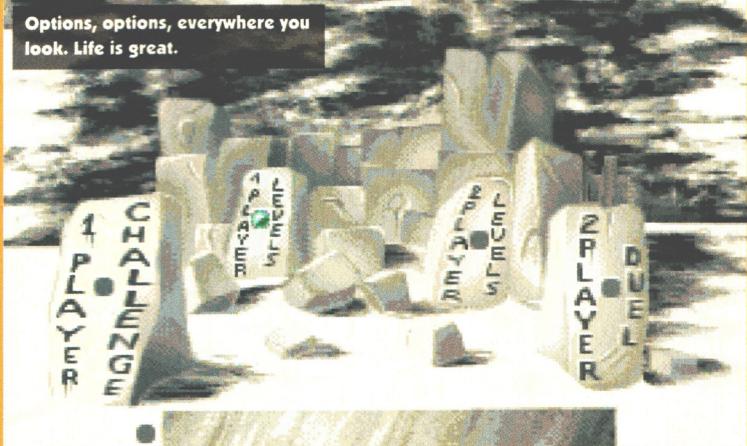
How many variations on the falling-blocks-from-the-sky games can there possibly be? Just when you thought your sanity was safe, along comes another twist. *Statix* is played out on a seesaw. The blocks appear at the top of the screen and you move them left and right before the time limit expires and they fall. Arrange a row, column or diagonal line of three or more similar blocks and they disappear. The cunning bit is the seesaw, if it tips over too far either way you blow it. If too many blocks collect on the seesaw then the central pivot is forced down a notch. If it goes down too far it's

game over too. That's the whole game. Each level has a target number of rows or whatever to complete. There are passwords for each level. It's simple and maddening, you need to think quickly and keep your wits about you. Er, I did quite well, sort of. The blocks fall faster and the balance gets more sensitive and your eyes start to go funny. If the seesaw starts to lean one way you have to make a choice between balancing it with the next block or trying to complete a row on the heavy side to lighten the load.

There is a wicked two player option, each player drops blocks on one side of the seesaw. You can either co-operate to keep the balance or fight it out against each other, trying to make it overbalance on your opponents side, using a mixture of fiendish cunning and sheer luck. The

## GIMME THE GAME

You know *Statix* already don't you loyal readers? A demo version was on last month's Cover Disk. The full version is only available directly from Black Legend for the not-at-all-considerable sum of £9.99 plus £1.50 post and packing which is, er, £11.49 by my watch. Send your cheques payable to Black Legend to Black Legend UK Ltd, Fulling Mill Barn, Mill Lane, Welwyn, Herts, AL6 9NP and the full version with manual will be pushed through your letterbox by a uniformed man. Modern life is strange. ('Rubbish', surely? – Ed)



duel mode is great fun, piling loads of blocks on your side then clearing a mass at once sending the other side zooming down so you can gloat, ha.

The graphics are simple, the rotating effect on the blocks is pretty neat, but the game is played against an unrelentingly white background. Some colour at some stage wouldn't have hurt. Different coloured blocks on each level or something. Long sessions staring at the same screen can't be very good for you at all, probably.

*Statix* doesn't have the sheer hypnotic power of *Tetris*, but it should keep the attention from wandering

aimlessly. It's the sort of game that either bites or it doesn't. The big question is does shuffling around falling blocks appeal and can your brain stand the necessary concentration?

• CHRIS LLOYD

### THE BOTTOM LINE

My eyes are starting to water, can I stop now please? Devious puzzlery and no variation lead to fixed-stares horror. Engrossing enough with a good two player mode.

75  
PERCENT

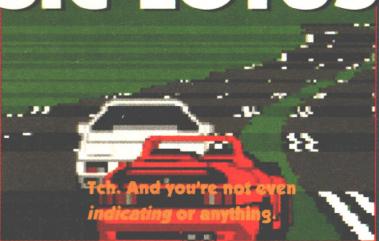
# HI-HO SILVER LINING

Who's that fainting in surprise as AMIGA POWER actually gets its very own CD32 delivered at last? Why, we do believe it's Stuart Campbell.

## THE CLASSIC LOTUS TRILOGY

Gremlin, £29.99

Look, that's what they call it, alright? Nothing to do with me. We've reviewed the various games on this compilation, ooh, seven or eight hundred times already, but just in case you've never bought the magazine before or something, here's a recap on the party line. *Lotus Esprit Turbo Challenge* (the first game in the series) is a brilliant laps-based racer, with a negligible flaw in that in one-player mode, you only play on half of the screen. *Lotus Turbo Challenge 2* (no 'Esprit' this time, because you could drive three different kinds of Lotus, to little discernible effect) abandoned laps in favour of a racing-through-checkpoints system, which was less fun in itself (it's much harder to learn the tracks and hence get any worthwhile feel for them), but also a complete nightmare in two-player mode, where one player could be left twiddling their thumbs for most of the game if they missed a checkpoint. Also, hitting things in *Lotus 2* results in practically no apparent speed loss, which feels a bit silly. The atmospheric road and weather conditions introduced in this sequel were little compensation. (Oh, and the null-modem-link four-player version of the original Amiga version has been lost from this incarnation too). *Lotus 3 - The Ultimate Challenge*



(words were dropping out of the title like flies by this stage) attempted to rescue matters by reinstating lap races as an option, as well as an interesting (if flawed) course designer, but driving games had moved on somewhat by the time it came out, and the likes of *Crazy Cars 3* left *Lotus* looking sadly dated. *Lotus 1* is still the best of the three, but at 10 quid each on CD this set is well worth having in your collection.

Incidentally, the press release with this claims 're-styled graphics' in addition to the predictable CD music track, but I couldn't say I noticed. And is it my memory playing tricks on me, or were the *Lotus 1* sound effects always this bad?

### THE BOTTOM LINE

**CD32**

Slightly overpriced in this format, but easily the best driving action you can get for your CD32, even if only for the sake of *Lotus 1*.

80

PERCENT



Surprisingly for a CD game, *Prey's* got a nice animated intro sequence.

## PREY

Almathera, £19.99

This, apparently, was a CDTV game which has been enhanced for the CD32, but since that means about seven of you (max) might have seen it before, we'll assume no prior knowledge. It's a 3D maze job which is very obviously trying to be *Alien - The Video Game*, and with a moderate

## TRIVIAL PURSUIT

Domark, £29.99

Here's a bit of a turn-up for the book - a CD32 port of an old Amiga game that's actually been completely re-written for the format. CD32 *Trivial Pursuit* boasts music and speech questions (as well as actually asking all the questions in sampled speech



## NICK FALDO'S GOLF

SCORECARD FRONT NINE			
HOLE	YARDS	PAR	PL 1
1	500	4	5
2	300	3	3
3	450	5	
4	500	4	
5	100	3	
6	300	4	
7	500	5	
8	500	4	
9	400	4	

Luckily, you can't hear the new title music in this screenshot. (What? - Ed)

**Grandslam**, £34.99

This is another title that's actually been fiddled around with a fair bit before being stuck on CD32, and there wasn't a whole lot wrong with it in the first place. Probably the AP team's favourite golf sim (88%, surprisingly far back in issue 22), *CD32 Nick Faldo's* had all the graphics redrawn to take advantage of the enhanced palette, resulting in some truly lush shades of green, and the sound's had some sampled caddies' speech added to it, to somewhat Russell-ish effect. Most importantly, though, the control

method's been changed from the rather demanding original style to a system all but identical to *PGA Tour Golf's*. I'm not actually totally convinced that this is a good thing (what's so wrong with needing skill to be good at a game?), but it certainly

degree of success (atmosphere-wise, at least). You trek slowly around a space complex of some sort, looking for the unconscious (saves on animation) workers who've been gassed into unconsciousness by some 'unknown' force. (It's an alien!) Your travels are accompanied by some textbook Darth Vader-style breathing, and every now and again the colours change. Very occasionally you'll meet the mystery source of life energy (It's an alien!), and enter a rather abstract and sluggish beat-'em-up section, but that appears to be the extent of it. The most noteworthy aspect is the speech, which brings you radio messages from your base and suchlike, and can be switched to any of eight languages, but interesting though that is, it doesn't really make up for the lack of gameplay. *3D Monster Maze* on the ZX81, frankly, did much the same thing rather better.

0:02:39:86

Dying colonists, in the style of a Rorschach inkblot test. Not great for CD, is it?

THE BOTTOM LINE

**CD32** Atmospheric but dull 3D maze effort that's more use as a foreign language instruction course than a game. Prepare yourself for endless hours of on-the-beach Norwegian fun saying "Oh no, I think it's an alien!", but don't expect too much in the way of gaming fun.

37 PERCENT

A Norwegian radio operator, yesterday. He's multilingual, in fact.

from top unemployed BBC sitcom actors impersonating historical figures), pretty pictures in hundreds of colours, and, er... Russell. Russell is the host of the game, a scrawny bird of some sort in a suit, voiced by 'Ooh, I know who he is but I just can't put a face on him' actor Chris Langham, and the current record for putting up with him before going 'Yeeaaargh!' and lunging for the 'Russell Off' option stands at 52 seconds.

CD32 *TP* is the first computer version of the game to actually feel like there's some point in playing it instead of just buying the board game, and it does a very good job of creating the same kind of feel as playing the real thing (except the crap scrolling and the game's insistence on telling you everything in crystal-clear Received Pronunciation when you're just trying to move the pointer to the

right question category can slow things down to a slightly annoying degree). Which isn't necessarily a good thing, of course. You get either 1000 or 2000 questions (the game's documentation seems rather muddled on this point, and I haven't counted), and, er, it's all very nice.

All manner of exciting things pop up onscreen in *Trivial Pursuit*. It's just like watching the news, but with more annoying voices.

THE BOTTOM LINE

**CD32** Impressively resprayed version of the classic game, and top CD32 fun for all the family. Dangerously expensive, but a worth-considering alternative to the cardboard-and-plastic version, for once.

77 PERCENT

simplifies matters. Sadly, though, the special 'Nick Faldo on Mars' course that was hidden in the original Amiga game has apparently been lost (Mr Faldo seemingly thinking it made him look a bit stupid, or something), which is a terrible shame. But that's life, eh?

THE BOTTOM LINE

**CD32** Still a lovely golf game, and now even prettier, so I'm going to stick another couple of percent onto the mark. But then I'm taking them off again for not having the Mars course. Ha.

88 PERCENT

Okay, so this is the old Amiga version. We, er, lost the CD version.

# FLY HARDER

The only bit of *Fly Harder* I could get to using the joypad.

Buzz, £14.99

For the full lowdown on this smashing *Thrust* derivative, check out Cam's review on page 71. Then seriously consider buying the floppy disk version, because the CD32 version of this already frighteningly tricky game uses 'up' on the joypad as its thrust control (rather than, say – and this is just a wild, off-the-top-of-my-head idea and shouldn't be taken too seriously – one of the five buttons on the pad which aren't used by the game), which makes things approximately twice as hard again.

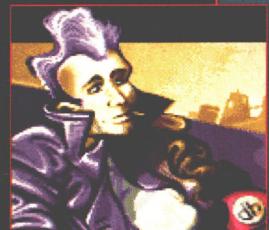
This really is a pointlessly stupid oversight, and makes a game I really wanted to love practically unplayable. The Amiga version is great, so save yourself a fiver and get that instead.

THE BOTTOM LINE

**CD32** Piddling about with diagonal movements on an crap circular joypad is no way to play a game requiring this much control precision. Whoever decided on 'up' to thrust should be taken outside and shot.

72 PERCENT

# COMIN' RIGHT 'AT' YA



Not enough for you? How about this for a taster of what's coming soon, then? Rotor-blade fetishists will be awash in hormonal excitement at the news that an enhanced version of MicroProse's top chopper sim *Gunship 2000* is due for release at the end of March, at a once-in-a-lifetime price of, er, £29.99. ICE's long-awaited *Total Carnage* missed review in this issue by a hair's breadth, but should be a rock-solid bet for inclusion next month, apparently. Mindscape have started work (through French programmers Cryo) on the CD32 version of top-looking driving game *MegaRace*, although it's not due out until October, and Skidmarks stars Acid Software are finishing off *Guardian*, apparently a CD32 answer to top SNES game *Starwing*, for April release. Code Masters jump on the CD bandwagon next month with *Captain Dynamo* and a compilation of every Dizzy game ever on one CD forming the first releases in their CD32 schedule, and Gremlin are promising a special CD32 version of *Disposable Hero*, with the difficulty level toned down a bit this time round. And finally for now,

news that Titus's fab *Lamborghini American Challenge* will be out by April, with plenty of CD-type enhancements. There's lots more on the way, but we simply haven't got any more room to tell you about it.

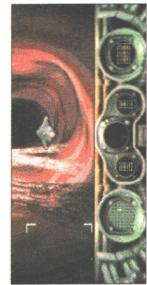
Dizzy - coming to the CD32 at about 50p a game.

# POINTS OF VIEW

**AMIGA POWER** doesn't just give you a second opinion, it gives you a **third, fourth, fifth and sixth**.



MAN UNITED



MICROCOSM



WINTER OLYMICS



PERIHELION

STUART  
CAMPBELLJust a treble for  
this one **★★★**The Torvill and  
Dean of sports  
sims **★★**A bit too brown for  
me **★★★**CAM  
WINSTANLEYHaven't played it yet  
**★★★★★**Curiously  
entertaining  
platformer **★★★★★**Haven't played it yet  
**★★★★★**STEVE  
MCGILLHaven't played it yet  
**★★★★★**Not quite  
Ryan Giggs **★★★★★**Haven't played it yet  
**★★★★★**STEVE  
FARAGHERHaven't played it yet  
**★★★★★**Er, um, not  
much fun **★★**Haven't played it yet  
**★★★★★**CHRIS  
LLOYDYawn **★★**Oh blimmy football  
**★★★**Haven't played it yet  
**★★★★★**ALEX  
FERGUSONThe boys  
done great **★★★★★**The boys  
done disappointing **★★★**The boys done  
brown **★★★**

## NEXT MONTH

ON SALE  
21ST APRIL

### BACK TO BASICS

As part of the new regime at **AMIGA POWER** we promise to get back to basics next month. We've got our all new, all fabulous, all dancing

(probably) top 100 for 1994, **THE** definitive guide to the best Amiga games ever. As a consequence of this, we're all suffering from peculiar complaints such as 'Sensible thumb' and 'Rainbow wrist'. The things we do for love.

# AMIGA

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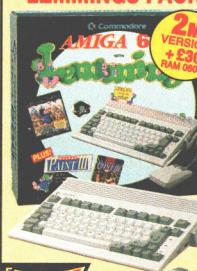
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# DO THE write thing

## "EVERY (ALMOST) WEEK IT'S TWO"

Dear AMIGA POWER  
Hi hope your all well firstly I'd just like to say your mag is a truly snatchable read. I've got a few points to make the first one concerning the Games Master. Well how can I put this, it's CRAP, RUBBISH, SAD and NAFF. The bulk of the show consists of dickheads trying to play really easy games, the part I watch is the review section. Every week I watch hoping that an Amiga game will be reviewed but every (almost) week it's two Nintendo games and one Sega game. One week it had one Gameboy game one SNES game and one NES game, what's the point in that? If the producers of the program had any sense they would review one game of each format (taking into account that if they received an Amiga game this would also

cover most PCs and STs).  
**Glen Wheelwright, a great Hockey player and poor punctuator.**

*It's alright, Glen, we've tidied up the punctuation for you. What can we say – we stopped watching the new GamesMaster after the first show, because Dexter's voice had burst all our eardrums. So we can't really comment. Sorry about that.*

## "HEBETUDINOUS SO CONSEQUENTLY"

Dear AMIGA POWER,  
These hefty, major, considerably arty-crafty, overblown, palaverous, prolix, redundant, long-winded words are too sophisticated, elaborate, intricate, complicated, and complex for the moderate, middle-rate, temperate public,

**In spite of various 'internal misunderstandings' this month we've received our usual munificent bag of post from you, the adoring public. Ta. We like our letters to be lively, controversial and, of course, overwhelmingly flattering. If they don't fit these criteria, well, Stuart just chuck them in the bin. No, really.**

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW

## LAST EVER YOUR SINCLAIR winner

### "TOAD-DISINTEG-RATINGLY SAD"

Dear Strange People,  
Firstly, I disagree with Richard Hatt's claim that Cam is a stupid name. I mean, it's better than being called Richard Hatt, and at least Cam isn't stuck with it. Richard Hatt? Richard Pratt, more like.

Also does Cam know he's named after, and I quote from this here dictionary next to me - "A device to change rotary to reciprocating motion"? Amazing.

Penultimately, THANK YOU for giving Dennis such a crap review. I couldn't believe Commodore would include something this toad-disintegratingly sad with one of their most important computers. I got as far as that insanely annoying sewer stage, and gave up. It'll be formatted by next week.

Finally, can you pppplleeeeassee tell me if you have any copies of the FINAL Your

Sinclair scattered across your office floor, desk, face, etc. If you do, can you PLEASE send me a copy? If not, don't worry, I'll just go into a corner and weep quietly, cutting myself off from the outside for a few years.

Yours,  
**The Campaigning Carnivorous Camouflaged Chameleon Cornflake from Cambodia (Three 'Cams' in one sentence), Kirkintilloch. (What do you mean, where?)**

*Cam's been reciprocating since he came to AP, so thanks for the info, er, TCCCCFC. It has earned you an elusive copy of the last issue of YS ever. Incidentally, there are no more of this historical issue to be had anywhere, it is completely sold out. Kirkintilloch? Of course we know where that is. The people there have proper Scottish accents. (I'm warning you, McGill. – Stuart)*

unripe, youthful or blockheaded, numskulled, pinheaded, dense, thick-witted and bloody lame-brains, ignorant, hebetudinous so consequently these imposing, oversize words ought to be discontinued, halted, stalled, desisted they are too elaborate, daedal and too BIG for your first-rate, first-class, top-notch, stunning number one magazine entitled AMIGA POWER (and for you lot too). So therefore the pretentious, sizable and not very comprehensible, fathomable and understandable words should be ceased, stopped, halted etc. The letters equivalent and like this (with complicated words) should not be printed understand, comprehend, apprehend, know what I mean, get it? (have you twigged on yet?)  
**Yours loyalty,**  
Dave Bingham, Farnham, Surrey.

*Your syntegmatic syllogistic syllepsis has left us astounded, astonished, amazed, staggered, stupefied, startled and stunned. You can be rest assured, emboldened, encouraged and heartened that there will be no more pretentiousness, verbosity, aloofness or ridiculously inflated semantic over-ostentatiousness from us here at AP forthwith. We got the twig.*

### "CROCODILES HAVE REMAINED ALMOST UNCHANGED"

Dear AP,  
I was sitting in my room, bored as hell, trying to avoid doing my homework by reading your excellent publication. After reading the how to write a letter bit, I decided to write you the perfect letter. (As I am sure countless other sad persons like myself will)

1. Something no-one's ever talked about before, hmm... Did you know that Chimpanzees the closest living relatives to humans, have 99% the same genes as we do and that crocodiles have remained almost unchanged since dinosaurs walked the earth. The human brain consists of 80% water. An ant can lift 50 times its own weight. The name of the cards from ace to king (aces low) add up to 52 letters in both English and French. (Ooh, that's interesting! – Chris Evans)

There are 75,000 miles of blood stream in the human body.

(Oh dear I seem to have gone off on the wrong track altogether). (Oh and all of the above are completely true)

2. (Easy one this) Don't you think that AMIGA POWER could help with peace by getting members of various factions to agree to wide ranging talks in your offices. (Right that's one sorted, what's next?)

3. Something to improve AP?... Well what about the word 'Blim'? This is my favourite word from Your Sinclair. Simply sprinkle this word about your reviews and features, for a hugely vast improvement (or something).

4. Aha. Why did the chicken... no no no. um er. This Aardvark went into a bar and ... no no no. OK. How do you make a cat go woof? Douse it in petrol and put a match to it. (NOTE: Don't try this at home, it doesn't work. Said feline just runs around in circles setting fire to things)

Right made it, and I didn't even mention how piracy is pushing up the prices of ga.. oh digger digger figure hugger. Right where's that gun.. Ah here it is. [SFX: Gunshot followed shortly by sound of large gelatinous object hitting wall]

(please find enclosed sachets of tomato ketchup, apply liberally to letter, desk and surrounding area). (or if you can't be bothered, eat them or something)

Yours posthumously Andrew Taylor,

Salisbury, Wilts.

Yikes.

### "SO THOUGHTLESSLY DISPASSIONATE"

Dear AMIGA POWER,  
What a fool I have been! I've collected AP since issue 4, I feel I know you all like brothers (and sisters, or perhaps just distant cousins), and yet every letter I have ever written has been so distant, so thoughtlessly dispassionate. This is not right!

I should have been saying things like "Hey Stu, good buddy, you may have a head like a hard boiled egg with a toilet brush stuck on top, but you're still the best Amiga reviewer around in my books! Anyway, just how Scottish is your



accent?". I could be debating Epicurean philosophy with Mark (just my little joke), or commanding Tim N. on his use of the word "Bejaysus" (good one Tim), hell, I never even said Get Well Soon to Linda, let alone Welcome To The Mag or Will You Marry Me, all of which she richly deserved to hear (she's better looking than your previous editors too! Sorry Mark and Matt.) Yes, these are the sort of things I should put in my letters, and whaddaya know - I just did. Spook!

**Yours Warm, friendly atmosphere generatively, Josh JuJu Addison, Auckland New Zealand.**

Okay Josh, we forgive you for being round about six months behind the times, you ARE from New Zealand after all. You'll probably not find out for another six months that Linda is no longer Editor of AP, in fact she married an Epicurean philosopher, Tim N has been replaced by Steve F (Bejaysus), Stu's Scots accent is East coast so it can't really be thought of as true Scots (O! - Stuart) and finally there is a new staff writer by the name of Steve M - he's ridiculously tall, utterly detests Michael Barrymore and possesses a true West coast Scottish accent. If you want any more details, write to us in six months time and we'll give you an answer in a year.

### "A GREAT IDEA... YOU MORONS!"

Dear AP,  
The CD32 has been around for a while now. Everybody was full of enthusiasm: no more piracy! In issue 34 (True stories) you mentioned the SX1, an expansion board to make your CD-32 a fully working 1200 machine. This board has been available in Holland for some time now. You write (and I quote): "...the following fantastic features... The Parnet connection is a great idea..." You morons! Are you all stupid or something? Let's mix this. A CD-32, a Parnet connection, an A1200 with Quarterback... Aha! The perfect way to copy the 'copy proof' CD's!

This way I have already seen Liberation (22 compressed disks!), Pinball Fantasies, Zool, Overkill etc. Clever way to (indirectly) promote piracy.

I strongly object to this, but why do they release only an inferior A1200 version with reduced graphics and sound, if they can easily make more money by just putting the game compressed on disks? It plays even better on an A1200 due to the fact that a hard disk is faster than the CD-drive. They ignore the fact that the 1200 is built to have a hard disk (they included a HD-LED and free space to fit the harddisk).

The cheapest CD-32 in issue 34 was about £280. In Holland you can buy a new CD-32 for £200. Add to this that CD's cost +/- £16 and you have an easy way to save money! The ferry-trip costs £33 (Stena Line) so you can easily save £60 and have a great trip for nothing!

Anybody still reading? Thankyou for your patience! Finally, continue with the good work, especially the multi-page reviews (Cool Spot, Mortal Kombat). Too bad you put the last 'Ed thing' about renewing your subscription not a month earlier. I have now missed a free game! Yours truly,

**Dennis Baanvinger,  
Klaaswaal, Netherlands.**

*Sorry Dennis, but your argument about the Parnet connection doesn't hold any water here. In fact, it's pretty dumb. The logic behind your argument could be extended to just about any utility. For example, take the domestic car. According to your argument, they shouldn't be sold or advertised because some bad man thief type could use the car to drive through a shop window and steal the goods on view. What should be done? Stop selling cars to discourage the thieves? Of course not. And just as with cars, there are plenty of groovy legitimate uses for a Parnet connection. Besides, what kind of person would get any fun out of playing Liberation from 22 compressed floppies? Thanks for the tip about how to get to Holland on the cheap, though.*

### "I PERSONALLY HAVE NEVER HEARD OF 'DIZZY'"

Dear Madam,  
AMIGA POWER issue 33 Cover Disks

I have a complaint regarding the above issue. This was the first issue of your magazine that I have purchased and at £3.95 a copy I expected the cover disks to be fully playable titles.

As a newcomer to the Amiga I was disappointed to find that not only were these games just demos (or vastly cut down versions) but that your magazine gave no instructions on how to play them and assumed that the reader would already be familiar with these titles! (I personally have never heard of "Dizzy") Consequently they are thus useless

to me without directions. If I do consider buying your magazine in future I will expect an accurate description of the cover disks capabilities and at least some fundamental instructions on how to play the games!!

**Yours truly Michael Jackson Dennerly, Manchester.**

*We're sorry, Wacko. Explicit instructions were not included on which joystick/mouse port to use. If however, you looked at the disk pages (three of 'em, right at the beginning of the mag, starting on the Contents page for God's sake) you'd have seen that we did include instructions and the support keys for games that used them. Quite frankly though, not having the gumption to muck about with your joystick to see if the game works with it does not consequently make the game useless. It does, however, make you sound a bit stupid. Although not as stupid as expecting to get six complete £25.99 games for free on the front of a magazine costing £3.95. You moron.*

### "EASE OF PLAYABILITY MY GIRLFRIEND"

Dear AP,  
I would just like to mention my deepest gratitude towards Commodore for shipping 'Oscar' with the CD32. My girlfriend played this game on a friend's CD32 before Christmas and, unusually for her, actually liked the game!! Because of this game's appeal and ease of playability my girlfriend actually bought a CD32 for me for Christmas. I would have thought that the game from the TV ads, 'Microcosm', would have been better!

The only thing now is how to actually have a go on it, I think that she's turned

# DO THE write thing

into a sad addicted wreck like I was when I got my Amiga 500 a few years ago. I have hardly played my one and only CD game purchase yet (Liberation) which you say is really good.

**Yours Sincerely Steve Lester, Herts.**

*Well, it's certainly a lot better than Oscar, Steve, and that's for sure.*

### "WONDERFULLY NICE PEOPLE AT"

Dear Stuart,

Thankyou, thankyou, thankyou, thankyou, thankyou, thankyou, thankyou, thankyou, thankyou.

Finally a good game for the price of half a game. I am of course referring to the excellently reviewed *Stardust* from those wonderfully nice people at Daze. Being a kid I do not often get to buy games, and realising its potential danger to the Amiga's future I have not resorted to pirating. By looking through the mail order catalogues in your magazine I found I could buy it for a tenner. As I am broke I should be able to afford it in a few weeks.

I thought Daze deserved some praise for their efforts, and you for reviewing so well. Keep up the wonderful work everyone.

**Yours, glad I could be bothered to read your *Stardust* review, Jim Baker, Northallerton.**

Yes.

### "I WOULD BUY AMIGA FORMAT"

Dear AMIGA POWER,

I have noticed recently that you are printing many letters which complain about the increasing amount of "waste" in your magazine, but surely this is not a problem. Take the 8-bit magazines. Amstrad Action used to review just two or three games a month. Add to that the odd feature and letters page and you're left with about thirty or forty pages of "filler". It was because of this, not despite it, that A.A. was such a great magazine. The only people who could be against this filler are people who have no sense of humour and no interests other than computers. If I wanted a magazine about computers I would buy Amiga Format. More waste, I say.

In Do the Write Thing in issue 33, Nigelmansellratherrbushymustache changed his name to "Nigelmansellsbushymustache", as though Nigelmansellsbushymustache was a name to be ashamed of which it is not. Also, why did Roy Walker's host abandon him? Very mysterious, I am sure you'll agree. (Yes - Ed.)

Finally, (you'll be relieved to hear) I noticed that in your "How to write a letter to AMIGA POWER" feature in the same issue, you did not include anything about starting a letter with "I am writing this

## REALLY BAD MUSIC CDs winner

### "THERE WAS A FRUSTRATED PERSON"

"Hello Billy!"  
"Hello Johnny!"  
"Hello everyone!"  
"Billy, do you read AMIGA POWER?"  
"No."  
"Well there was a frustrated person called DM Hanchett (Re: Ish 32) who wrote about some woeful boys not receiving their *Battletoads* demo."  
"We know a song about it that goes just like this!"

I saw an ad for *Battletoads*  
It said phone for your FREE demo  
So I left a message on their answering machine  
And waited, but did it come? NO!

A few months later I tried again  
And this time it was answered  
They said to stop phoning so they could do some work  
The grumpy little B\*\*\*\*\*s?

They also said it was ready to go  
The end of all my troubles

It turns out they were lying (Allegedly - Ed)

They deserve a kick in the laurels

And still I want to play the game  
And still it hasn't come  
Oh please AMIGA POWER tell me  
Where the hell's my demo gone?

"That was nice wasn't it?"  
"Yes can we sing it again?"  
"Yes, let's"

I saw an ad for *Battletoads*... (Snip! - Ed)

Yours wishing you had two disks every month,  
Grobie, THE Smeg Head

Thank you for your lovely song,  
Grobie. We were so impressed, we decided to reply to your poignant query in song, also. Ahem.

"We don't know what's happened to *Battletoads* at all,  
So, er, that's that sketch knackered.  
Sorry."



# DO THE write thing

letter..." It is obvious that you were writing the letter, nobody needs to be told. This is most annoying (almost as annoying as using the word "most" to mean very), so I thought that you should mention it here. **Thanks for listening (well, reading), Adam Noble, East Sussex**

P.S. I was going to include a chip for you to send to Stuart Gidden but I ate it.

*I am writing to say that you are most correct in your last statement, Adam. Cheers.*

## "HYSTERICALLY FUNNY CLIMAXING"

Dear AMIGA POWER,

It is a fact that from where I live in Bristol I can walk to Bath in a day, go there and back twice in a day on a bike or there and back about thirty times in a car. So I would like to know why AMIGA POWER and several other Future magazines take over one and a half weeks to reach newsagents in the Bristol area (*So would we. – Ed.*) Now I can accept that you must have different printers that run off your magazine in various parts of the country but it's not on to deprive us readers in the South West of our favourite Amiga reading material when people all over the country are probably enjoying a copy. Now this alone wouldn't be so bad but the only people who seem oblivious to this in the whole of Future publishing is your magazine, Edge magazine, which always quotes your release date a whole week after you have predicted it, and it's still later than that date! Now the way I see it you live so close to me and other readers of AMIGA POWER in Bristol that you could deliver our copies personally to our door. It would really make my day for Linda, Stuart or Cam to arrive at my door and charge me three pounds fifty for Britain's brightest monthly publication. So how about it AMIGA POWER staff? I'll wait patiently by my door for your arrival on your next bogus release date, it'll beat the pants off freezing my (rude unuseable word) off outside my local newsagents.

On a lighter note I have to say that the past year of AMIGA POWER has been hysterically funny, climaxing with

that top ten article in the *Cannon Fodder* issue and the review of *International Rugby Challenge*. Still the best coverdisk to date though is definitely the January 1993 disk featuring the ultimate soccer game made hilariously funny by those gods of the coding world Sensible software, you and Sensible should seriously consider selling that and all the other tweaked versions on a special edition disk – it would sell like a bomb simply because of the sheer number of devoted followers the messiah of games actually has.

Now I must disappear into the darkness from whence I came, this message won't self destruct (but dispose of it carefully any way so that it doesn't cause any of that unnecessary environmental damage).

**Max "Foreteller of the forgotten promise" Benjamin, Bristol.**

*We're only coming round if you've got lots of Red Bull™ Energy Drink in the fridge, Max – it's a long walk to Bristol.*

## "CRAP (KELLOGS CRAPSIES)"

I'd like to tell AMIGA POWER this.

You are the crappiest magazine on the Amiga format, you just write on about how Shakespeare ate crap (kellogg's crapsies) for breakfast. I think you should have more on the front covers and add more to your reviews. Your magazine WOULD be on the decent side if you tried, you do have good points, the demo disk for instants (they never work but the ones that do are worth having a 5 second go on.) So Nyah Nyah Nyah Na Nah!

**Peter Davies, Uninteresting Place, Nowhereland.**

*Clever wording, Pete. Cheers.*

## "ADS, LIKE THE FAT BLOKE ON"

Dear Members of a Journalist Subculture,

Commodore's 'advertising campaign' for the CD32 on TV was nothing short of pathetic. Firstly, the Amiga needs a figurehead now that they've got into the console market. Commodore need to publish their own software in order to do this. It also needs a consistent figure in their ads, like the fat bloke on Sega's 'pirate TV' ads or Rik Mayall on the Nintendo ads.

But most importantly, we need to see games. The only game we saw on the CD32 ad was *Microcosm* – how embarrassing. The games also need a fair amount of hype; the only games that really made headlines in multi-format mags in 1992 were *Liberation* and

*Cannon Fodder*. Yes the CD32 is a wonderful machine but it needs exclusive and great software that has to be shown off. Commodore are supposed to aim their ads at a non-Amiga owning public, who don't understand what '32 bit' or 'processing speed' is. Wake up Commodore, you know it makes sense. Yours what-word-can-I-put-here-ily, Johnathon Sacramento, Gibraltar.

## "EACH, AGAIN WHY?????"

Dear AMIGA POWER,

Well here we go again, another of the endless stream of letters complaining about the price of software. I am a fairly new Amiga owner having bought it second hand (A500 1meg) and the reasoning behind this being that the software is cheaper than for a console; also the software is superior and the hardware is more versatile.

Now we all know that the price of software is becoming closer and closer between the Amiga and consoles. WHY????

I feel I have been duped and I am sure I'm not alone. But this I can live with, what I can't live with is being forgotten about by software houses. I bought *Arabian Nights* and *Zoo* for around the £30 mark each; now I find the same games with improvements on the CD32 for sale at less than £20 each, again WHY?????

Is this going to be a trend that games will be developed on the humble non-AGA and CD and flogged much cheaper to the newer technology later?

Surley a CD can't be that much cheaper to produce than disks? Anyway, sorry to have rambled on so much but it is something I feel very strongly about. Yours Steamingly Paul Murgatroyd, Bradford, Yorkshire.

*Oh, come on Paul, have a bit of charity for those CD32 owners. They've just forked out £300 on their machine, and they deserve some decent cheap software as a reward for their brave and trailblazing support. Surely it's much worse the other way, when already-written games get ported straight to CD and sold for five quid MORE than the original, despite the complete lack of development costs? Cheaper software is a good thing, however it comes about, and if it helps to get people to buy more CD32s, it has to be good news for every Amiga owner in the country.*

## "I'M SURE I'M ONLY ONE THAT IS"

Dear AMIGA POWER,

I would like you to set a few things straight with me if that is ok. I have been looking through several of my previous AMIGA POWERs and I am very interested to find out where the diary of *Mega-Lo-Mania 2* has got to. I'm sure I'm only one that is interested in the development of this game seeing as the first game was so good! I really hope that it hasn't been put to one side and forgotten about. (Er, sorry, but that's exactly what's happened. – Ed)

2. I would like you to, if possible, give me the address of Codemasters, as I went out the other day with the intention of buying an extremely good rated game

## 'AND ANOTHER THING'

Yesterday as I was walking home from school, I noticed that something was missing. Ian Loh, Hertfordshire.

*The rest of your letter?*

I would just like to say that I agree with Cam.

**Steven Bosanko, West Midlands.**

*So do we.*

A lot of people (mostly female people) complain about the absence of women in computer games. I am not usually one of them.

**Tom Carden, Cleveland.**

*What, an absent woman?*

Who shot Nice Guy Eddie? Yours 'this-has-been-keeping-me-awake-at-nights'ly, Rachel, Isle of Man

*Blimey, all year? You must be knackered. It was Mr White, Rachel.*

Please could you send me a signed photograph of Lisa? Thanks! **Shaun Holme, Nottingham**

*We're terribly sorry Shaun, but Lisa doesn't live here any more. She's become a terribly important person on Amstrad Action.*

*And finally, Carol, Sarah, Lisa, Samantha, Viki and Shamila of Edgware – you're not well. Get some medical help. Urgently. Or have a cold shower or something, please.*

from your magazine, so I decided I would buy *Micro Machines* it's truly good but I've got an Amiga 1200 and have just heard that Codemasters maybe producing a special A1200 version, please could you clarify this with me?

3. I'm sorry but I feel the need to add that a special 1200 and CD32 section for reviews as well as normal would be nice (if possible) as I'm proud to own a pretty decent machine now, (after upgrading from an A500) really worth it!

**Yours faithfully, Paul Ferrier, Cleethorpes.**

*A special CD32 reviews section? Have you missed 'Hi Ho Silver Lining' for the last five months, Paul? You can speak to Codemasters on 0926 814132, though.*

*So it's sayonara for another month, chums. Just remember: The mob has many heads, but no brains.*

## LAST EVER YOUR SINCLAIR winner

### "AS TED HUGHES WOULD SAY"

Dear AMIGA POWER,

As Ted Hughes would say, 'here's a little rhyme that I made up.'

AMIGA POWER'S language

Put it on the map.  
So saying they should tone it down  
Is obviously rubbish  
**Yours Bletchley,  
Hugh Spiller,  
Bristol, England.**



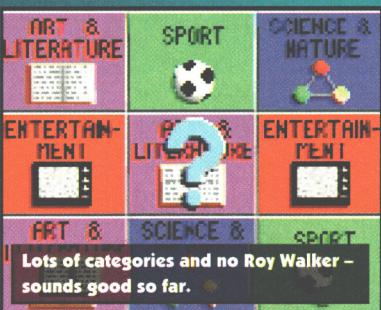
## PIC-IT

**PD**  
Available from all CLR  
distributors  
1 Meg required

"It's a good answer, but not the right one." Don't you want to punch Roy Walker out when he says that on *Catchphrase*? When there's a picture on the screen of a bird in a hand and two more birds in a bush and the contestant says, "Is it don't throw birds into bushes?" no, it's not a good answer. It's a crap answer. And the beauty of *Pic-It* is that you can justifiably vilify your opponent if they act such a gook.

*Pic-It* is, basically *Catchphrase* with a few extra tweaks. It's a two-player quiz game in which you take it in turn to answer questions. If you get one right a section of the main screen melts away to reveal part of a picture hidden behind. You can then have a guess at what the picture is.

The hidden pictures come in two varieties; you can decide whether to go for phrases, which are the *Catchphrase*-type pictograms, or famous people. The problem with the famous people one was



that I couldn't recognise half of them even when the entire picture had been revealed - I think you need to place a subscription with Hello.

It's a well-presented game that looks good and plays smoothly. In the time I was playing it I never came across the same question twice, though the same hidden pictures did crop up occasionally, which limits its long-term playing potential.

**VERDICT:** As quiz games go, it's a polished production, but it's not something you'll keep going back to. But there's no Roy Walker, so it's quite a bit better than the TV program.

**RATING** ★★

## TACTIK TANKS

**PD**  
PD Soft

I loved Joseph Heller's book *Catch-22*, but there was one bit I hated. Y'see, I thought *deja vu* was one of those weird and mysterious things that proved the existence of the paranormal. A naive idea, perhaps, but one of those things I liked to believe because I wanted to believe it. But, no, Joseph goes and ruins it all by explaining *deja vu* as just a short circuit of the synapses in the brain. Ah well.

With PD, though, the explanation is even simpler. So many of the games are virtually identical you can't help but feel the you've, 'been here before'. Take *Tactic Tanks*. It's a two-player shoot-'em-up set in a series of arenas in which you both control tanks and

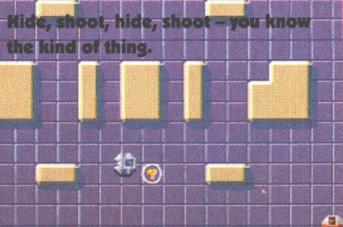
have to try to kill your opponent before they kill you. Sounds familiar? Tell me about it.

My first thought is that I must have reviewed this before. But a quick check through back issues proves otherwise. So next I reckon I'm safe to review it this month. But there's still a nagging doubt in the back of my mind - has it just changed its name? But it's dated 1993, so it seems kosher.

But what is there to say about it? Apart from that it's one of the better examples of its kind, with decent graphics, an interesting range of pickups (invisibility, bouncy bombs, speed-ups, etc), well designed arenas and responsive controls. I'm afraid that it's one of those reviews where I end up saying, "Give it a try if you haven't got one of these types of games already," in the verdict.

**VERDICT:** Give it a try if you haven't got one of these types of games already... hang on, I'm getting the strangest sense of *deja vu*.

**RATING** ★★★★



**The best things in life are free... Let's separate the cheap'n'cheerfuls from the cheap'n'nasties... The public domain, where's that?... Dave Golder checks out... who says they don't write them like that any more?**

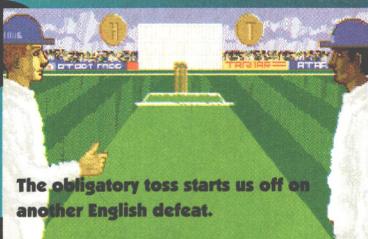
## CRAZY-CRICKET

**Licenceware: £2.99**  
**F1 Licenceware**

Cricket is dull. Excruciatingly dull. Even the crowds at the matches take along newspapers, knitting or portable televisions (so they can watch real sports like football) to relieve the tedium. It makes chess tournaments look like *Terminator 2*.

So, I have to admit, I wasn't exactly relishing the thought of reviewing this game. The promise of a choice of fast, medium or spin bowlers, the ability to bat in six different ways, the chance to choose which team to play out of seven international sides and the opportunity to organise my fielders somehow failed to set my pulse racing. But perhaps I'm being a bit unfair.

And a first glance at the graphics didn't do much to change my opinion. '3D action' it said on the blurb. Well, it ain't no



VR experience you'll be unsurprised to hear. You get a perspective shot of the batter at the fold and the ball flying towards him, but that's about it. Apart from that the graphics are functional at best.

But it ain't all bad. If you can excuse the dire graphics, there's a lot that's impressive about the game. It's certainly comprehensive, with just about every aspect of the game covered in some way. You can bat in different ways, bowl in different ways, control all your fielders, alter teams, change batting orders, decide on which bowler to put on and do other crickety-type things. The controls are awkward at first, but logical - like with most one-on-one beat-'em-ups you just need to get the hang of the system.

It's certainly not a great game, but, despite the disappointing visuals, in terms of gameplay it's nearly as good as the commercial cricket sims you'll find.

Oh yeah, and F1 are on the look-out for more quality licenceware to market, so if you've got some game you'd like the world to see get in contact with them.

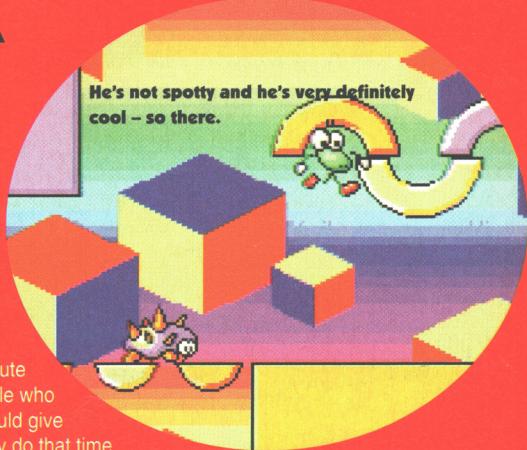
**VERDICT:** I'll resist the temptation to say, "it's just not cricket, old boy," because, er, it is.

**RATING** ★★

## MORTON STRIKES BACK

**£5**  
**Express PD**

Just a quick mention that the demo from AMIGA POWER 34's coverdisk, *Smidge*, is now available as a full game called *Morton Strikes Back*. With 60 superb levels spread over nine worlds this is the kind of cute platformer that even people who hate cute platformers should give the time of day (and if they do that time will probably spread across quite a large chunk of the day).



saying that because it was on the coverdisk.

**RATING** ★★★★★



88

# REJECTION

**PD**  
**PD Soft**

There's a good idea deep inside this game somewhere but it's well and truly buried under six feet of complete unplayability.

Basically this is a two-player sports game in which each player controls a floating round blob-thing and tries to blast a ball into their opponents' goal. The gimmick is that the blobs are surrounded by antigravity fields which push the ball

and each other away.

It sounds intriguing, sure, but in practice it's just infuriating. The blobs are almost impossible to control and the ball just bounces all over the place. If it goes through a goal it's always more by luck than judgement.

Playing *Rejection* is a bit of a laugh at first, but wears you down quicker than an episode of *EastEnders*. The fact that the background graphics look like they've corrupted (but I don't think they have) doesn't help.

## DOT 2 DOT


**PD**  
**PD Soft**

Have you ever played that game where you start out with a grid of dots on a piece of paper, and then you and an opponent take it in turns to draw lines between the dots, the aim being to create boxes? Would you want to play a computer version? Well, perhaps, if you couldn't find anyone bored enough to play against.

But what if the computer version didn't offer a computer opponent? You'd still have to find a similarly desperate and paper-less opponent. In which case you'd at least expect some flashy graphics and decent sound to make the whole tedious experience a bit more bearable.

*Dot 2 Dot* doesn't have a computer opponent. It looks dull. Don't bother.

**VERDICT:** If you really want to play this game, then the pen and paper version is still preferable.

**RATING** ★


**VERDICT:** As Bob Mould once sang, 'it was a good idea'. But, like in the song, something went wrong somewhere along the line. I reckon this needs a bit of a

rethink and some in-depth playtesting and it might turn into something that's really quite interesting.

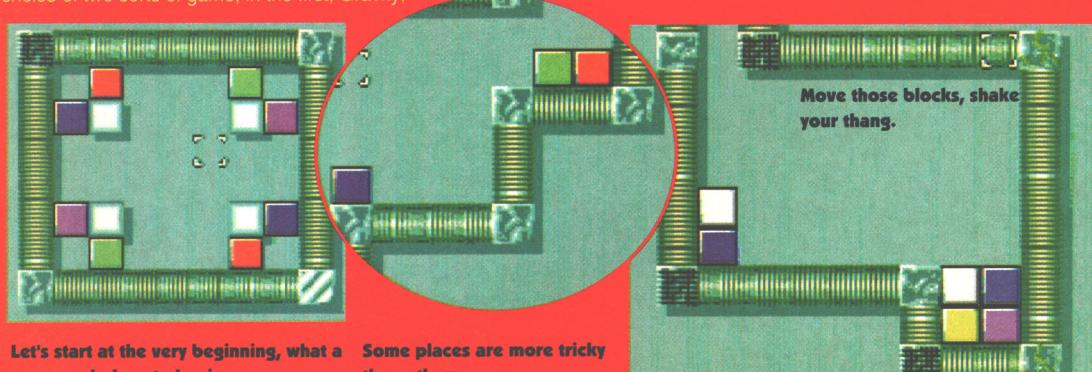
**RATING** ★★

# BRAIN SHAVE

**PD**  
**PD Soft**

Just recently, the number of *Tetris* clones I get sent to review has fallen off dramatically. But like air rushing in the fill a vacuum, *Puzznic* clones seem to be taking their place. You know, *Puzznic*, that game where you have to push blocks to get two the same colour next to each other, at which point they vanish off the screen faster than ITV sit-coms.

*Brain Shave* is a *Puzznic*-inspired puzzler that's nearly very good but is ruined by a fiddly control system that makes opening a milk carton while wearing boxing gloves seem a doddle. What's good about the game is the clear presentation, the difficulty curve of the puzzles and the fact that you have a choice of two sorts of game; in the first, Gravity,



Let's start at the very beginning, what a very good place to begin. Some places are more tricky than others.

Move those blocks, shave your thang.

the blocks always fall downwards until they hit something, while in Slider blocks will carry on moving in the direction you indicate until they hit something.

But the controls are far too sensitive. This type of game works best with mouse control but *Brain Shave* seems to be joystick only, so you end up having to nudge the stick to try and position the cursor where you want it, which isn't always easy.

Nice try, but no cigars I'm afraid. (Not that cigars are a good thing anyway, or in any way to be suggested as some kind of reward. — PC Ed.)

**VERDICT:** A potentially good puzzler let down by the controls. If you persevere it almost pays back the effort.

**RATING** ★★

# GLODRICK

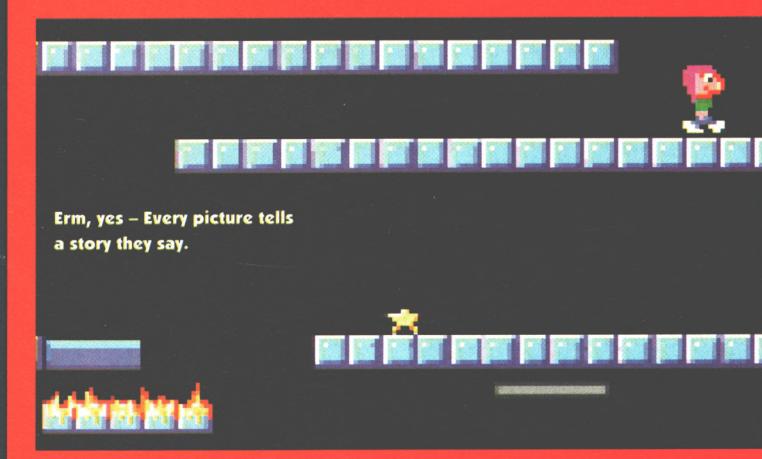
**PD**  
**PD Soft**

It's quite sad that in an age when PD can produce games like *Morton Strikes Back*, sub-standard platformers like *Glodrick* can still escape into the libraries. It really is the most appalling tosh.

Okay, *Glodrick* is true PD and doesn't require you fork out a fiver, but

really, it isn't even worth forking out the postage. It's just poorly-designed level after poorly designed level of bad graphics and jittery animation. Avoid like an Oliver Stone film.

**VERDICT:** The saddest thing is that someone somewhere thought that this was worth releasing.

**RATING** ★


Contact Addresses: NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ☎ 0702 466933

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

Express PD, Magazine Business Centre, 11 Newark Street, Leicester LE1 5SS



Designed to bring you high quality and performance at affordable prices, Amitek peripherals offer outstanding value-for-money. They are built to ensure easy fitting, and trouble free operation - making them a pleasure to use. Amitek products are also thoroughly tested and very reliable, so reliable that we are pleased to offer a full two year warranty on the Amitek products detailed here.

AMITEK - 'FRIENDLY TECHNOLOGY'

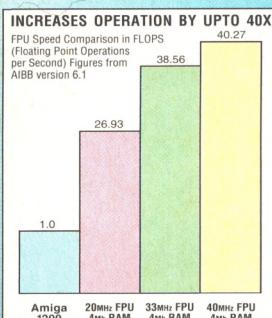
# AMIGA PERIPHERALS

FOR ALL AMIGA SYSTEMS



## FOR THE AMIGA 1200

Maximise the processing power of your standard A1200. Be ready for the new generation of software which makes more demands on Amiga memory and technology. The Amitek Hawk RAM expansion includes up to 8Mb fast 32-bit RAM, the ability to support a sophisticated 68882 FPU (Floating Point Unit - drastically increases the speed of maths intensive operations) and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in 9 pre-configured versions enabling you to select the model which best suits your requirements.



## RAM UPGRADE & MATHS ACCELERATOR



1Mb, 2Mb, 3Mb, 4Mb RAM versions available with or without Floating Point Unit

2 YEAR WARRANTY



BUILT-IN BATTERY BACKED CLOCK

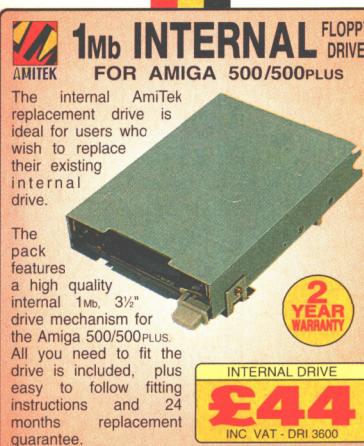
- Plugs straight into A1200 trapdoor - No soldering required
- Upgradeable FAST RAM board to 1, 2, 4 or 8Mb
- Uses industry standard socketed SIMMs for easy upgrades
- Three types of optional Floating Point Unit - 20MHz, 33MHz or 40MHz PLCC 68882 co-processor
- Comprehensive easy to follow manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty
- 2 year warranty

	NO FPU	20 MHz FPU	33 MHz FPU	40 MHz FPU
1 Mb RAM	£99	£149	-	-
2 Mb RAM	£129	-	£199	-
4 Mb RAM	£199	£249	-	£299
8 Mb RAM	£399	-	-	£499

PRICES FROM ONLY

1Mb RAM, NO FPU  
£99

INC VAT - RAM 1210



AMITEK

1Mb SONY

3½" DELUXE FLOPPY DRIVE

FOR ALL AMIGA COMPUTERS

SONY MECHANISM



'Amitek's new disk drive combines an elegant design, high build quality and smooth performance in a very affordable package. Highly recommended.' Jason Holborn - Leading Amiga Journalist

DELUXE FEATURES

The Amitek drive has been specially designed to meet the needs of Amiga users and has many deluxe features which are not included in other drives - check out the competition!

ANTI-CLICK

The anti-click feature stops your drive from making lengthy whirs and clicks that occur when the drive is empty and searching for a disk.

ANTI-VIRUS

The switchable Anti-Virus mode stops track 0 viruses infecting the disk while in the drive. Yet, unlike many other drives which have virus killers, this Anti-Virus mode can be disabled, allowing some fussy copy protected software to run.

## HIGH QUALITY SONY MECHANISM

Amitek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners have been crying out for. After vigorously testing Sony's mechanism, it proved to be the best by far available.

- 75MS ACCESS TIME
- DAISY CHAINABLE VIA THRU PORT
- LOW POWER USAGE
- NO NEED FOR EXTERNAL PSU
- 2 YEAR WARRANTY

EXTERNAL DRIVE  
£59

INC VAT - DRI 1159

## ADD ADDITIONAL DRIVES

As a double sided mechanism, the Amitek drive gives 880K of disk space after formatting. It is also daisy-chainable, which means that you may add further drives to your system and, uses very little power from your Amiga.

- HIGH QUALITY 3½" SONY MECHANISM
- STRONG METAL CASING
- BUILT-IN ANTI-CLICK FEATURE
- SWITCHABLE ANTI-VIRUS MODE
- ENABLE/DISABLE SWITCH

Details taken from models available DEC 93	ANTI-CLOCK	ANTI-VIRUS	STRONG METAL CASE	QUALITY SONY MECHANISM	ISOLATION SWITCH	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
ZAPPO	-	-	✓	-	✓	-
CUMANA	-	-	-	-	✓	-

## MODULATOR FOR ALL AMIGAS



NEW!

2 YEAR WARRANTY

The Amitek External Modulator makes an ideal replacement modulator for all Amiga owners. Everything needed is supplied. Like all Amitek peripherals, it comes with an easy to follow manual.

- User friendly manual included
- High quality design
- FREE RF cable supplied

MODULATOR  
£34

INC VAT - MOA 4200

## RAM UPGRADES FOR AMIGA 500/600

Many business packages and advanced games require more than your Amiga's standard memory capacity to run at their full potential. The Amitek range of RAM upgrades is the perfect way to add that extra memory capacity to your system. The following RAM upgrades are all trapdoor cards and fitting will not affect your Amiga's warranty.



512K - NO CLOCK 512K - WITH CLOCK  
£18 £23

INC VAT - RAM 0505 INC VAT - RAM 0510

1Mb - NO CLOCK 1Mb - WITH CLOCK  
£30 £40

INC VAT - RAM 0605 INC VAT - RAM 0610

A500 - Low cost 512K upgrades, with or without a battery backed clock.

A500PLUS - The A500PLUS has a battery backed clock built-in, so these 1Mb RAM upgrades do not require this.

A600 - Low cost 1Mb RAM upgrades, with or without a battery backed clock.

1Mb - NO CLOCK 1Mb - WITH CLOCK  
£30 £40

INC VAT - RAM 0605 INC VAT - RAM 0610

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- SHOWROOMS: We have demonstration and training facilities at all our stores.

- THE FULL STOCK RANGE: All of your requirements are available from one supplier.

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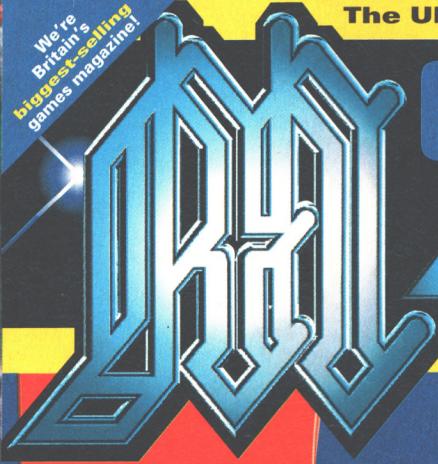


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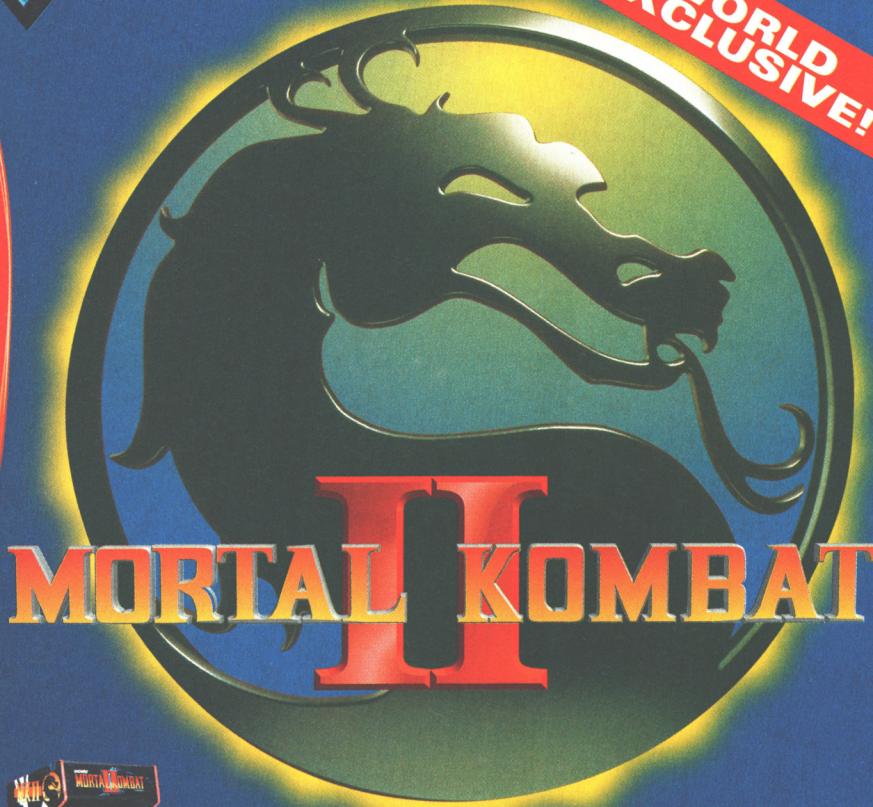
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# GAMES MASTER

Sega! Nintendo! Amiga! CD-32! 3DO! Jaguar!

WORLD  
EXCLUSIVE!



Issue Sixteen April 1994

## MEGA DRIVE

Chaos Engine  
Streets of Rage 3

## SUPER NES

Mega Man X  
Choplifter 3

## AMIGA

Beneath a Steel Sky  
Legacy of Soracil

## 3DO

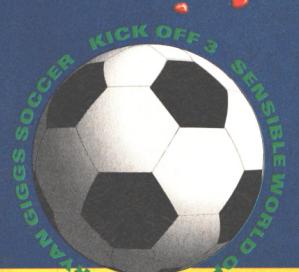
John Madden  
Monster Manor

## JAGUAR

Tempest 2000  
Alien vs. Predator

## PLUS!

First ever look at  
Jaguar CD game



A HAT-TRICK  
OF TOP WORLD  
CUP FIRTS



WIN!

Your very  
own MK2  
coin-op!



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of value



Issue 16 on sale  
Thursday 24 March

# THE BOTTOM LINE

Welcome back to the Bottom Line where we give you a complete round-up of the last year's games. The ones we've highlighted in red are the ones you should go out and buy and the ones in blue were reviewed last issue. Simple.

## 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

### WHO'S WHO

1869  
Flair Software £29.99



AP27 79% DG  
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view. ★★★

ABANDONED PLACES 2  
ICE £34.99



AP27 58% TN  
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

ALFRED CHICKEN  
Mindscape £25.99



AP31 70% JD  
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky

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 All-Time Top 100, its position comes next, followed by

the mini-review and a final rating out of five stars (with red ones to show which ones are 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.

ALIEN BREED 2  
Team 17 £29.99



AP32 81% CW  
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here. ★★★

'ALLO 'ALLO CARTOON FUN  
Alternative £24.99



AP33 37% CW  
Farical French fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's a platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas. ★

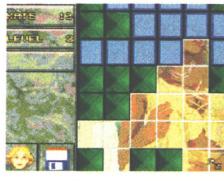
THE ANCIENT ART OF WAR IN THE SKIES  
Microprose £34.99

AP27 65% CW  
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and



challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

BACK SIDES  
Emotional Pictures £25.99



AP27 20% JD  
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BATTLE ISLE '93  
Blue Byte £25.95



AP27 86% CW  
*Not* the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *Bi* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare. ★★★★

BENEATH A STEEL SKY  
Virgin £34.99



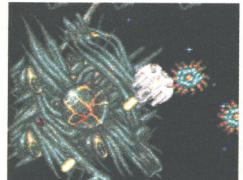
AP33 86% CW  
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself. ★★★★

BLADE OF DESTINY  
US Gold £39.99



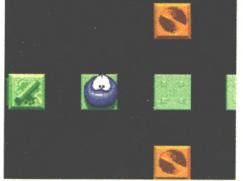
AP33 67% (A1200 75%) RP  
It might look like another *Legends Of Valar*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother. ★★★

BLASTAR  
Core £25.99



AP31 37% CW  
Hailed by some as the future of video gaming, *Blastar*'s an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series *Canoe Squad*. ★

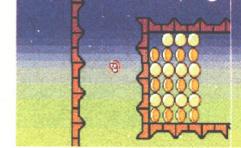
BLOB  
Core Design £25.99



AP29 88% SC  
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears. ★★★★

BOB'S BAD DAY  
Psygnosis £29.99

AP32 85% CW  
*Original* and great fun *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze



around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

BODY BLOWS GALACTIC  
Team 17 £26.99



AP33 72% CW  
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow. ★★★

BODY BLOWS GALACTIC  
ENHANCED 1200 VERSION  
Team 17 £29.99

AP33 79% SM  
Three quid extra for marginally nicer graphics. It runs faster but then you bought an A1200 so that it would, didn't you? Worth a look for the unfeeling strange contestants. ★★★

BRUTAL SPORTS  
FOOTBALL  
Millenium £25.99



AP32 88% SM  
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurrence. The control system is intuitive and extremely good, the choice of tactics almost unlimited. ★★★★

BUBBA 'N' STIX  
Core £25.99



AP34 84% CW  
Redresses the shortage in the games market for inbred morons from the deep South of America. *Bubba* is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it way above the average game of this sort. ★★★★

**BURNING RUBBER**

Ocean £25.99

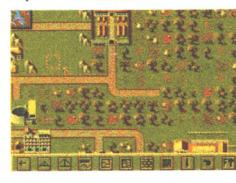


AP30 79% SC

A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun. ★★★★

**CAESAR DELUXE**

Impressions £29.99



AP30 68% RP

*Sim City*-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans. ★★★

**CAMPAIGN 2**

Empire £24.99



AP34 51% CW

Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetenland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess. ★★

**CANNON FODDER**

Virgin £29.99

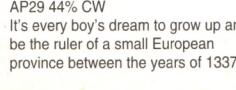


AP32 94% CW

The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly. ★★★★

**CASTLES 2**

Interplay £34.99



AP29 44% CW

It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337



and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game. ★★

**CHAMPIONSHIP MANAGER '93**

Domark £25.99

AP27 80% TN

Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead. ★★★

**CHAOS ENGINE A1200**

Mindscape £25.99



AP34 91% A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for. ★★★★

**CIVILISATION A1200**

Kompart £34.99



AP34 89% SF The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow racers in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade. ★★★★

**COOL SPOT**

Virgin £29.99



AP34 85% SC Pretty standard platformer with the accent on 'pretty' and 'standard'. Not

as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an infinitely cool fashion. Yes, it's a cool game. ★★★★

**COSMIC SPACEHEAD**

Codemasters £25.99



AP33 78% CW A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists. ★★★★

**CYBERPUNKS**

Core £25.99



AP32 70% SM Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. ★★★

**DANGEROUS STREETS**

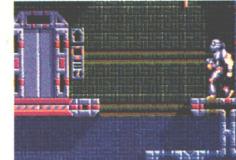
Flair £25.99



AP35 3% SC The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking. ★

**DEEP CORE ICE**

£25.99



AP32 54% SM Very ordinary Gods rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game. ★

**D-DAY**

US Gold £29.99

AP29 54% TT

The largest ever sea-borne invasion



of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on. ★★

**DENNIS**

Ocean £25.99



AP34 8% SC Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivon on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menaces. ★

**DESERT STRIKE**

Electronic Arts £29.99



AP31 77% CW The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type* 2. ★★★



AP33 4% JN Look, just don't bother alright. It got 4% and we don't do that lightly whatever people think. ★

**DUNE 2**

Virgin £30.99



AP34 91% CW Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City-meets-Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about. ★★★★

**DISPOSABLE HEROES**

Gremlin £25.99



AP34 90% SM Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. Without doubt the fastest racer on the market. Gameplay and handleability are not sacrificed despite the speed. If you're in the market for a racer, or you're other racers are looking tired, buy this. It literally blows away the competition. ★★★★

**DONK**

Supervision £26.99



AP31 76% SM Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well. ★★★★

**DIGGERS A1200**

Millennium £29.99



AP33 86% SM Not a huge amount of difference here from other *Microprose* flight sims, most notably *F19*. The *F117A* is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission. ★★★★

**DOOFUS**

Prestige £28



AP33 80% SC Dizzy's as egg as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the

**FANTASTIC DIZZY**

Codemasters £25.99



atmosphere's good and you'll be kept interested for a long time.★★★

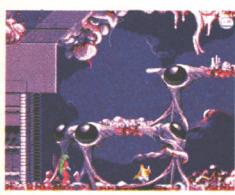
**FATMAN**  
Black £25.99



AP34 A50066% A1200 66% JD  
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.

★★★

**FLASHBACK**  
US Gold £27.99



AP25 82% CW  
Another Another World, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but Flashback's still a major milestone in Amiga gaming. Ooh yes.

★★★

**FOOTBALL TACTICIAN**  
Talking Birds £22.95



AP29 61% SC  
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then.

★★★

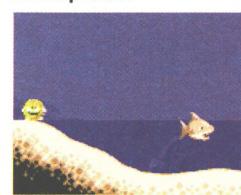
**FRONTIER: ELITE 2**  
Gametek £34.99



AP32 65% (A1200 75%) RL  
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be.

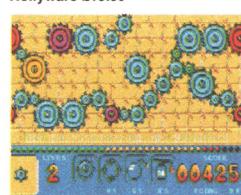
★★★

**FURY OF THE FURRIES**  
Mindscape £25.99



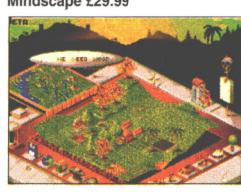
AP34 77% CW  
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.★★★

**GEAR WORKS**  
Hollywood £19.99



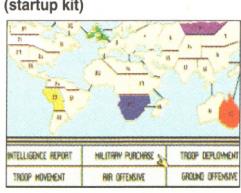
AP34 60% SM  
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games.★★★

**GENESIA**  
Mindscape £29.99



AP33 JD 73%  
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.★★★

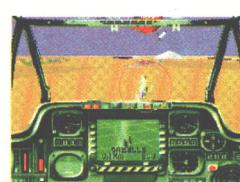
**GLOBAL CONFLICT**  
Quantum Software £12.99  
(startup kit)



AP28 53% CW  
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modern link-ups? Our reviewer thought not.★★★

**GLOBAL GLADIATORS**  
Virgin £30.99

AP28 84% TT  
At last – a cute platform shoot-a-rama with a difference you'll enjoy.



AP28 85% CW  
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors if high-powered helicopter combat sims are your game then *Gunship 2000*'s probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.★★★

**GLOBAL DOMINATION**  
Impressions £34.99



AP34 67% CW  
The boardgame Risk is the inspiration for this computer strategy game that feels like a boardgame. Like Risk the aim of the game is to build up armies capable of invading and holding onto other people's countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite have the same appeal as the age-old classic and at £34.95 is globally overpriced.★★★

**GLOBDULE**  
Psygnosis £29.99



AP33 82% DG  
The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.★★★

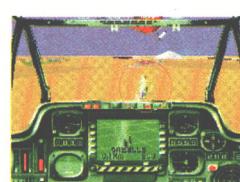
**GOBLINS 3**  
Coktel Vision £34.99



AP34 77% JN  
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blout, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere. In particular will you reach the bank that is.★★★

**GUNSHIP 2000**  
MicroProse £35.99

AP28 79% JD



AP28 85% CW  
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors if high-powered helicopter combat sims are your game then *Gunship 2000*'s probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.★★★



instalment, *Doom*'s still stalking the land of *Ishar* – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too.★★★

**JAMES POND 2 ROBOCOD**  
(CD32 Version)  
Millennium £29.99



AP34 74% A500 80% A1200 SF  
*Crazy Cars 3* with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.★★★

to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing.★

**LAMBORGHINI AMERICAN CHALLENGE**  
Titus £25



AP34 74% A500 80% A1200 SF  
*Crazy Cars 3* with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.★★★



AP32 45% SC  
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.★★★

**JET STRIKE**  
Rasputin Software £26.99



AP32 68% DG  
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.★★★

**JURASSIC PARK A1200 VERSION**  
Ocean £27.99



AP33 71% SM  
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.★★★

**LIBERATION: CAPTIVE 2**  
(CD32 ONLY)  
Mindscape £24.99

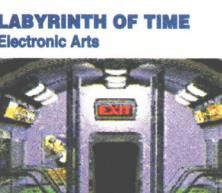


AP33 91% SF  
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.★★★

**THE LOST VIKINGS**  
Interplay £29.99



AP35 CD32 47% CW  
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got



Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really

does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'.

★★★★★

**Maelstrom**  
Empire £24.99


AP35 72% SM

A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are Overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and of an undo feature on the options.

★★★

**Magic Boy**  
Empire £25.99


AP33 37%

We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small. ★

**Mega Motion**  
Black Legend £9.99


AP35 75% SM

An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.

★★★

**Micro Machines**  
Code Masters £25.99


AP30 88% SC

Finally arriving from those pecky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the

chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.

★★★★★

**Morph**  
Millennium £25.99


AP27 86% TT

Previously titled *Metamorphosis*, this is a zany platform-puzzler - with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again - and so on. Well-designed puzzles and cute graphics make it hugely addictive - and that's what it's all about. Oi.

★★★

**Mortal Kombat**  
Virgin £29.99


AP33 86% SC

Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoyable. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun.

★★★★★

**Naupoleonic**  
On-Line £34.99


AP31 46% SC

The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.



AP30 22% DG

Unutterably awful wargame for dreary anal-retentive psychopaths with dysfunctional personalities. ★

**One Step Beyond**  
Ocean £19.99


QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platform puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right.

However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS? ★★★★



Fast and sexy A1200-only *Defender* derivative for slightly more exciting anal-retentive psychopaths with dysfunctional personalities.

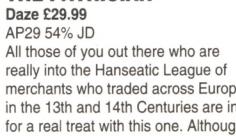
★★★★★

**The Patrician**

Daze £29.99

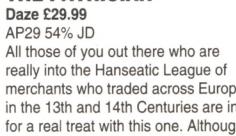
AP29 54% JD

All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although



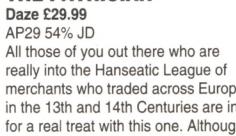
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★★★★★



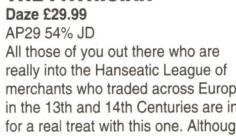
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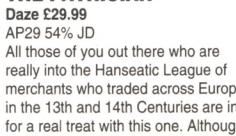
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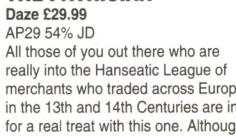
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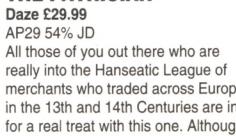
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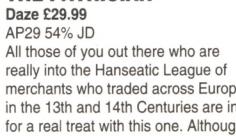
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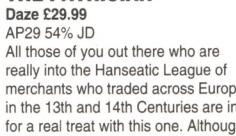
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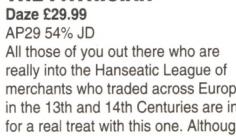
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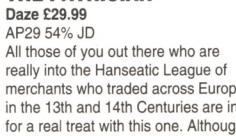
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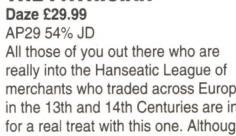
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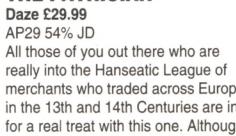
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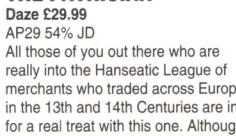
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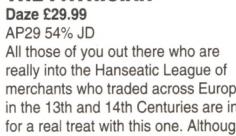
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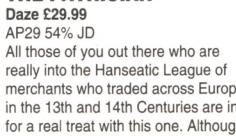
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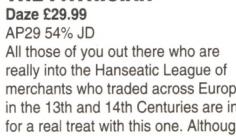
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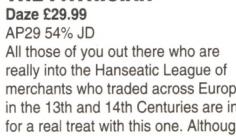
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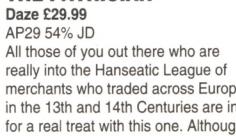
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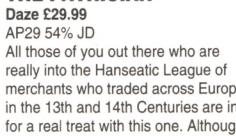
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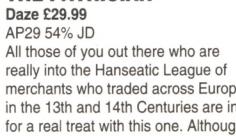
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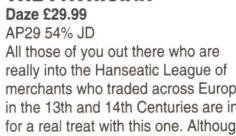
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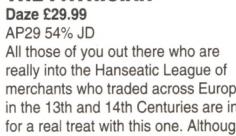
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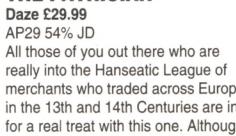
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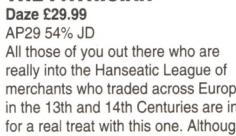
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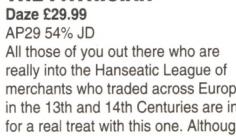
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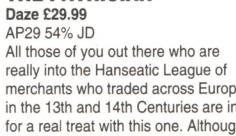
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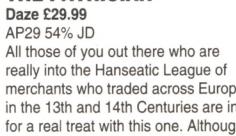
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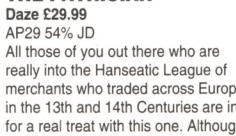
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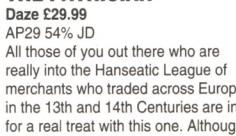
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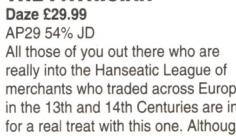
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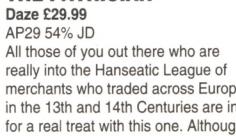
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anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid. ★★★

**SKIDMARKS**  
Mindscape £24.99



AP34 78% A500 80% A1200 SM  
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension. ★★★★

**SNAPPERAZZI**  
Alternative £19.99



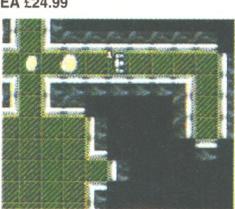
AP34 36% SM  
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20. ★

**SOCcer KID**  
Krisalis £29.99



AP29 88% SC  
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic. ★★★★

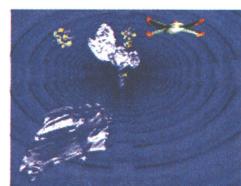
**SPACE HULK**  
EA £24.99



AP31 76% TT  
An atmospheric conversion of the popular Games Workshop board

game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable. ★★★

**STARDUST**  
Daze £16.99



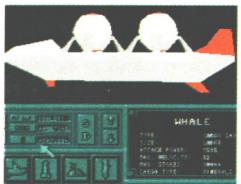
AP34 78% A500 80% A1200 SM  
Superb looking and eminently enjoyable Asteroids with a thousand more levels, features and enhancements. Great music syncs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it! ★★★★

**STAR TREK A1200 ONLY**  
Interplay £34.99



AP34 62% DG  
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini-adventures none of which offer enough to what your interest beyond being slightly bored. ★★★

**SUB**  
Thalamus £30



AP33 62% JN  
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately. ★★★

**SUBURBAN COMMANDO**  
Alternative £24.99



AP33 62% SC  
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it

could be. It stars Hulk Hogan too. ★★★

**SUPER CAULDRON**  
Titus £25.99



AP27 26% SC  
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

**SYNDICATE**  
Electronic Arts £34.99  
AP28 91% (93% on A1200) TT  
Four super pale have an exciting time



sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from *Blade Runner* (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha. ★★★★

**T2 - THE ARCADE GAME**  
Virgin £25.99



AP33 57% SC  
It's a shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on... ★★

**THEATRE OF DEATH**  
Psygnosis £29.99



AP31 61% DG  
There's something ever so slightly wrong with this control-squads-of-little-soldiers-around-and-kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and

battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder*, is it? ★★★

**THE SETTLERS**  
Kompakt £34.99



AP32 88% (A1200 90%) CW  
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won. ★★★★

**TOM LANDRY STRATEGY FOOTBALL**  
Merit £44.99



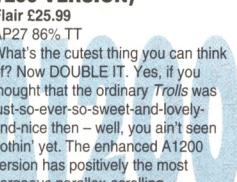
AP26 77% TT  
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there. ★★★★

**TORNADO**  
Digital Integration £34.99



AP35 78% A500, 82% A1200 CL  
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tomado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry. ★★★

**TROLLS (ENHANCED 1200 VERSION)**  
Flair £25.99



AP31 61% DG

What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling



backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for. ★★★★

**TURRICAN 3**

**Renegade £25.99**

AP31 67% CW  
Nah, they're not fooling anyone with this one. It's *Turrican* 2 again, only with a funny new rope attachment that allows you to swing from



platforms and leap bottomless ravines. If you liked *Turrican* 2 then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican* 2 then you'll hate this for all the same reasons. ★★★

**URIDIUM 2**

**Renegade £25.99**

AP31 SC 78%  
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly. ★★★



adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a space sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle. ★★

**WIZ 'N' LIZ**

**Psygnosis £29.99**



AP31 SC 78%  
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**YO! JOE!**

**Hudson Soft £26.99**



AP28 91% SC  
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing is characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) plus a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes. ★★★★

**ZOOL 2**

**Gremlin £25.99**



AP33 86% SM  
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. *Zool 2* is well worth buying. ★★★★

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<b>ISSUE 31 NOVEMBER 1993 URIDIUM 2!</b>	<b>ISSUE 32 DECEMBER 1993 SOLD OUT!</b>	<b>ISSUE 33 JANUARY 1994 MORTAL KOMBAT!</b>	<b>ISSUE 34 FEBRUARY 1994 COOL SPOT!</b>	<b>ISSUE 35 MARCH 1994 INNOCENT UNTIL CAUGHT!</b>	

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already sold  
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the one YOU  
need - order  
today!



# WISH YOU WERE HERE

It's a well known fact that after buying a used car, getting married and playing bingo, going on holiday abroad is one of the most stressful experiences a human being can endure, so it's no surprise that more and more people simply take time off work and slob around the house for a few days to unwind. However, sitting around in this particular abode could well be more exciting than you might think...

## NO. 3 THE MICRO MACHINES HOUSE

### HOW TO GET THERE:

This one took a lot of painstaking research to work out, since it's not in any travel brochures and the RAC holiday hotline hadn't heard of it. Here's the clues that eventually led us to this secretive location:

1. Since you've got full access to all the rooms in the house and it's self-catering, it's obviously a holiday home rather than a hotel.
2. The cereal packets are in English, which narrows it down to England, America or Australasia.
3. The water goes down the plughole clockwise, which rules out Australia, as all southern hemisphere plugs drain with an anticlockwise swirl.
4. We recorded the whine of the electric motors from the game and used sophisticated frequency interpretation to find that it's 240 Volts at 50Hz (British standard) rather than the American standard of 220 volts at 60Hz.
5. Similar impressive audio analysing of background noise, too complicated to explain here, eventually pinpointed the house as being in the small village of Pyrford, a few miles away from Woking in Surrey.

### CLIMATE:

Average precipitation, a normal diurnal temperature range and typically crappy

winters. Phone Woking town hall (0483 755855) for a daily update, and if you ask nicely enough, I dare say they'll pop their heads out of the nearest window or wave a bit of seaweed around. Since you're spending most of the time indoors, it doesn't really matter anyway.

### LOCAL AMENITIES:

This truly is a home from home, complete with bathroom, kitchen, bedrooms for each of your family, a fully equipped garage, a garden and even a sandpit for the young of heart to frolic in. For the gentler soul, there's a beautiful and verdant patio to wander around on, but we should point out that there's a downside to all this freedom. Room service and chamber maids aren't a feature of your hol, so things tend to stay where they get dropped. It is a very messy house.

### FLORA AND FAUNA:

There aren't any animals as such in the house, but the bath has got a rather cute (and very tame) rubber duck in it. There's also some wonderfully deep green foliage on the patio, which may (or may not) be rhododendron leaves, or to use the latin name - *Canis Asphixicarus Dentris*.

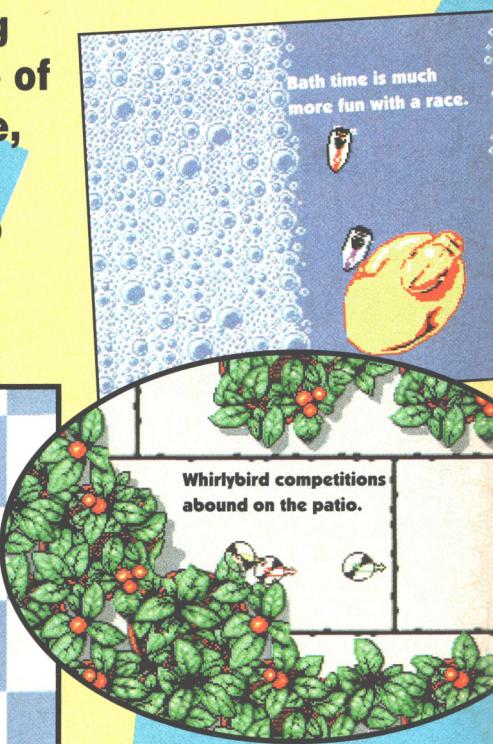
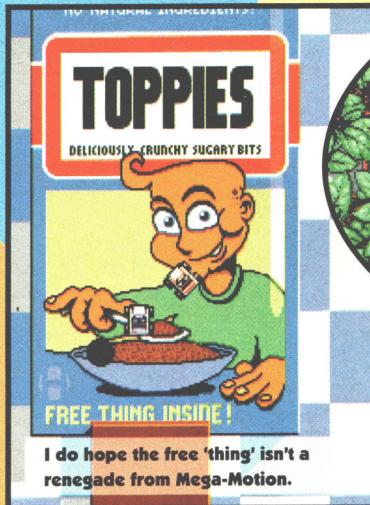
### BEACHES:

Well, the sandpit has little puddles and a few shells in it. Does that count?

### ENTERTAINMENT:

It all really depends on how tall you are (see TRANSPORT) but since it's a fairly average house, it's got boardgames, a

Do you pass the punitive three millimetre test?



### TRANSPORT:

Like all the best rides at Blackpool pleasure beach, transport in the *Micro Machines* house carries height restriction. Put very simply, anyone over three millimetres has to walk. Should you pass this somewhat drastic (and undeniably punitive) height restriction, then an entire set of vehicles are available for you to blast your way across air, land and sea. They're all free, so take your pick from the full range of low mileage, professionally valeted fun buggies:

### HEADING



### COST:

Pop down to your nearest Codemasters stockist or Ford dealership to get full details of this teensy-weensy driving experience. The house comes as standard, and previous owner was an old lady, and she only ever used to use it on pension day. I'm robbing myself blind, guv'nor, but I'll let you have the lot for just £25.99.

### ACCOMMODATION:

What do you want accommodation details for? For your money, you get a house. What are you, stupid or something?

THE NIGHTMARE  
IS ABOUT TO  
BEGIN ....



**DARKMERE**  
Compatible with all Amiga formats (1 meg only)

In this 3D isometric adventure you play the role of Ebry. As heir to the throne, your dying father gives you the sword with which he slewed the mighty dragon.

Journey through three extensive levels of atmospheric gameplay in your quest to uncover the mysterious curse of the Darkmere and avenge the people of the village - this time for ever.



True Rôle-Playing  
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- Over 600  
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**CORE**  
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"This is a fine fine game with something new to offer - bags of style and loads of playability. It has GOLD written all over it."

91% - HIGHLY RECOMMENDED

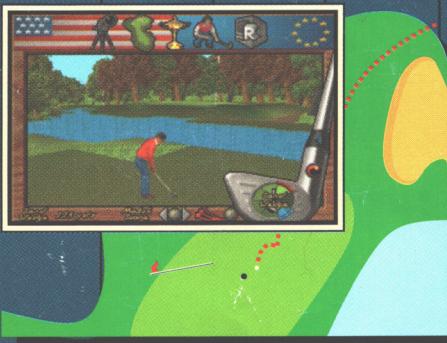
## *The greatest international team match in golf*



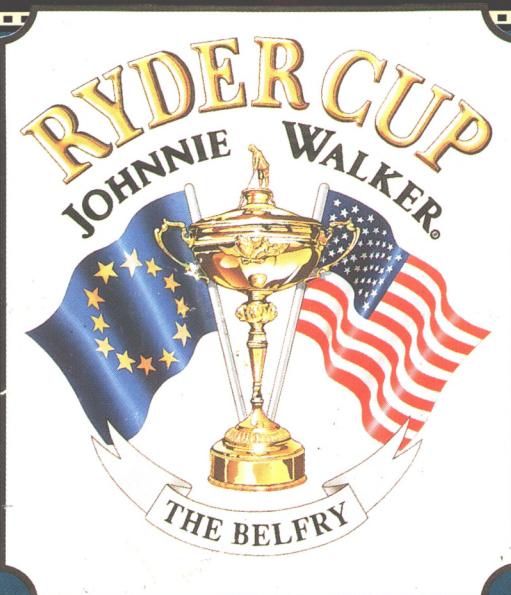
Experience the thrill of playing in the world's premier golfing event. You must get every detail spot-on to keep up with the calibre of players you'll be going round with.



Ryder Cup Golf leaves nothing out. It gives you the chance to analyse every course, every hole and every shot.



The incredible detail of the courses themselves add to the feeling of actually being out on the course, being one of the team and taking part in one of the sport's greatest events.



Ryder Cup Golf plays with startling speed and detail so real you can almost smell the grass.

*In 1926, at Wentworth, England, a match took place between two teams of professional golfers from the USA and GREAT BRITAIN.*

*The result was a convincing win for the British. The match was the brainchild of two men; Walter Hagen - an American golfing legend - and Samuel Ryder, a wealthy English businessman. The competition took place under the rules of the PGA, and the winning team received a trophy, kindly donated by Samuel Ryder.*

*This was the beginning of the Ryder Cup.*



The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing.



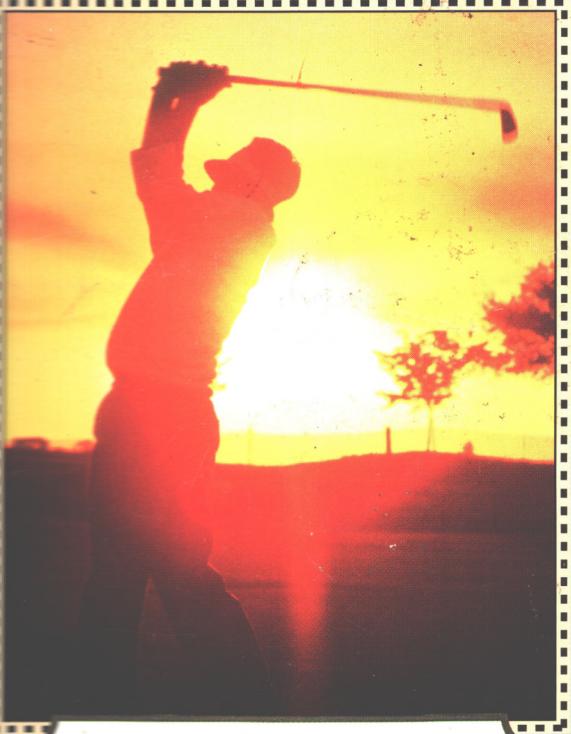
Compete with the professionals on the prestigious Belfry course or try your clubs on any of the other three courses.

**AMIGA 500, 600  
AMIGA A1200  
IBM PC & COMPATIBLES**

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am match in golf



In 1926, at Wentworth, England, a match took place between two teams of professional golfers from the USA and GREAT BRITAIN.

The result was a convincing win for the British. The match was the brainchild of two men; Walter Hagen - an American golfing legend - and Samuel Ryder, a wealthy English businessman.

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Ryder Cup Golf leaves nothing out. It gives you the chance to analyse every course, every hole and every shot.



The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing.



Compete with the professionals on the prestigious Belfry course or try your clubs on any of the other three courses.

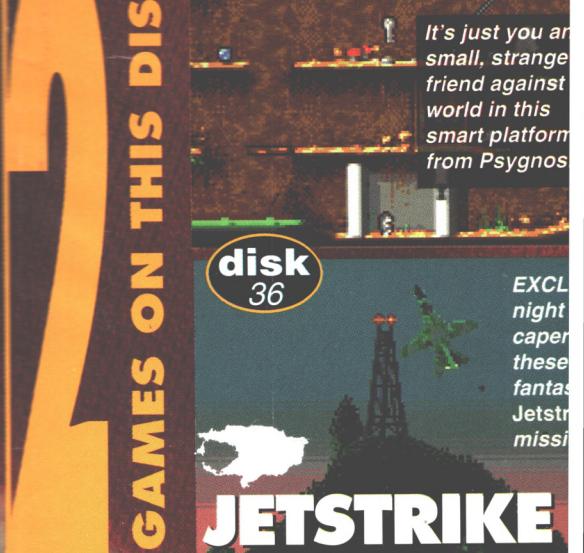
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