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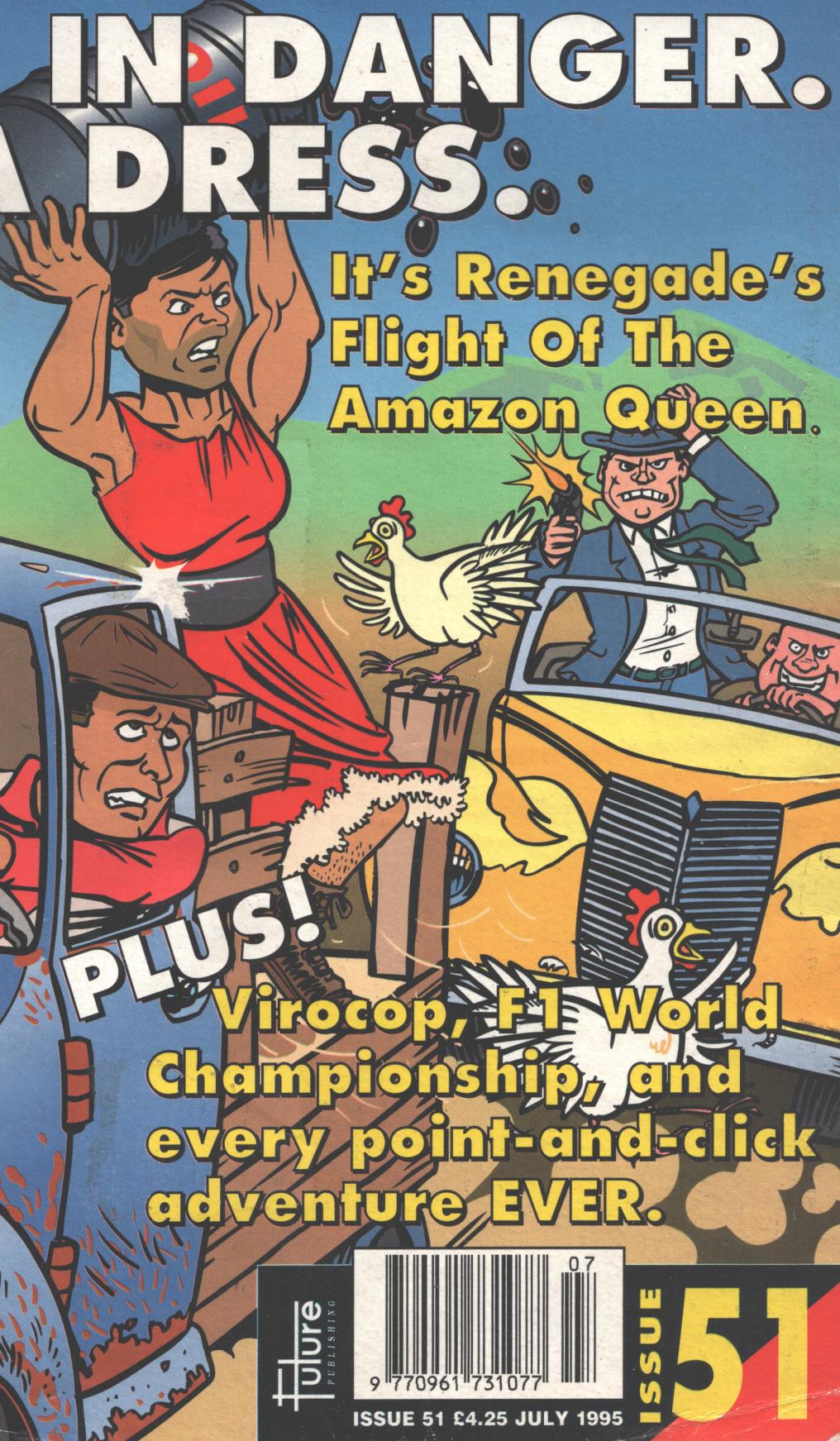
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ISSUE 51 £4.25 JULY 1995

ISSUE
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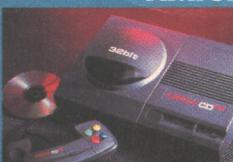
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THIS IS AMIGA POWER

AMIGA POWER

ISSUE 51 JULY 1995

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But if you phone to ask about cheats, we will take great delight in all standing around the handset and chanting, "You useless, cretinous moron."

WE WERE PLEASED TO SEE THAT

Rob Roy was Star Wars In Kilts. All that mystic honour stuff? Jedi Knights, obviously. The waterfall escape/yak hideout? The asteroid chase from Empire, clearly. We could go on. (And probably will in a feature, we expect.)

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July-Dec 1994

THIS MONTH WE LEARNED
Never to mix Jolly Ranchers with strong coffee.

Future Publishing 1995

REGULARS

8 NEWS

We dash the head of lies from the chicken of knowledge with the axe of truth. It runs for a while, but falls at our feet. We pluck the feathers of news from its body and weave them into a HEADBAND OF ESSENTIAL INFORMATION. Wear it and think of us.

21 ANSWER ME!

It is time again for you to make your views known. But speak and we will obey.

56 BACK ISSUES

Shadowy overseers of the Raiders Of The Lost Ark-like warehouse where all is stored recently burned everything over a year old. Only a few back issues escaped. Buy them quickly before more unspeakable arson is committed.

57 SUBSCRIPTIONS

There is no god but money to our sinister blank-faced corporate owners. THEY DEMAND SACRIFICE.

62 COMPLETE CONTROL

Enquire within upon everything. Rich Pelley knows all. For he, like us, is mighty.

78 LETTERS

Write to us. Make us laugh. We need to laugh while we are still able.

88 THE GARDEN THAT TIME FORGOT

We tire rapidly of this dinosaur-based classified ad section. We muse upon what spectacular trick photograph we will do next.

90 SOCIAL STUDIES 322

You have 2½ hours to complete the paper. It counts for 63% of the overall mark.

ANY PORT IN A STORM

As *Skidmarks 2* is signed up to appear on the Play Station, we are prompted to investigate the foggy world of conversions. What has the Amiga given the world? What did the world do in return? Were regrets expressed in the morning? All is told on page 58.



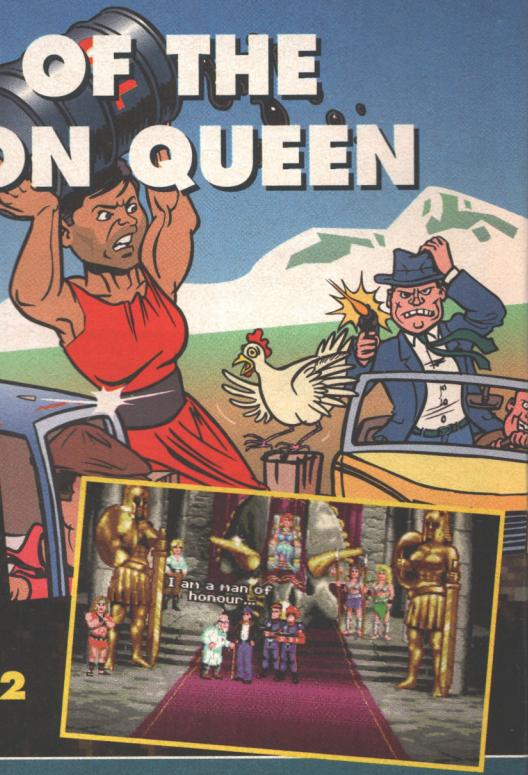
SUE WOULD JUST LIKE TO SAY: "Only five! FIVE!!!"

CAM WOULD JUST LIKE TO SAY: "If you want some, get some, bad enough, take some."

INSERT

FLIGHT OF THE AMAZON QUEEN

Jonathan Davies
hates road
movies,
Australia
and
transvestites.
A new
adventure
celebrates all
three. Page 32



VIROCOP

Defying their own
evil mega-global
paymasters,
Graftgold release
an Amiga game.
Page 38



F1 WORLD CHAMPIONSHIP EDITION

We sincerely
hope it is not
in the tradition
of Street
Fighter 2 updates. Page 46



ELISHA COOK JR WOULD JUST LIKE TO SAY: "I die snivelling in real life too? Bah."

STEVE F WOULD JUST LIKE TO SAY: "Mamma Mia, here I go again."

W
We
dis
TH
of
an
Pa
Pi
All
be
in.
EV
R
F
Am
F1
F11
Hi
Sk
St
UP
VI
X-
PAUL WO

OVER 2

WEEKS SINCE THEY TALKED TO US. SIGH.

DISK 3

WHIP CLICK AWAY

We fearlessly disseminate THE TRUTH of point-and-click games.

Page 24

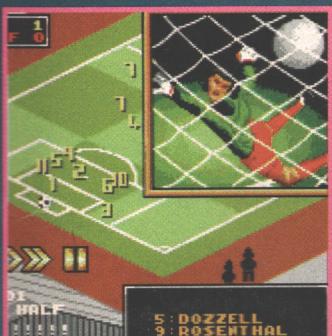
PLUS!

All are to be found in...

EVERY ADVENTURE EVER

I'M A VICTIM OF SOCIETY.

Are you not having one? Oh well, no matter. I think I could probably drink forever if I didn't have important work to do...



WIN

A telly and a video combined in our PM3 Multi-edit compo. Page 61

REVIEWED THIS ISSUE

FULL-PRICE

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PD

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Sub War 2050	71

PAUL WOULD JUST LIKE TO SAY: "Where will YOU be this time next month?"

JONATHAN WOULD JUST LIKE TO SAY: "Michael Learned was right on the button."

Shadowy agents of the evil mega-global corporation target page and paper size, but insist on two disks each month. A week of the issue passes as we search diligently for enough games to fill these disks. Our health suffers. THE AGENTS CARE NOT.

disk 51

5



INTRODUCING DISK 51

ULTIMATE SOCCER MANAGER

Steve and Paul tell us this is one of the three best footy manny games there are. Here they have secured a terrific demo of nine matches playing as Brighton. Whatever that means.

SPRINGTIME

Marvel at the incomparable novelty of an entirely new type of game. You must rotate parts of the screen in order to make a spring 'meet' a cross. IT WILL MESS WITH YOUR MIND. We adore it.



CIRCUS

Clowns play an important part in the life of AMIGA POWER. Some fear them. Some cannot see why they are feared. All, however, agree that this precise conversion of an ancient coin-op affords pleasant clown-bouncing distractions.



MISSILE COMMAND



Only the instant striking of the defensive rockets upon their target mars this, er, *Missile Command* clone. Pretend you control a Balkan state and POSTPONE CATASTROPHE.

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, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 51, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, all hell will be loosed unto this earth.

disk 51

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!

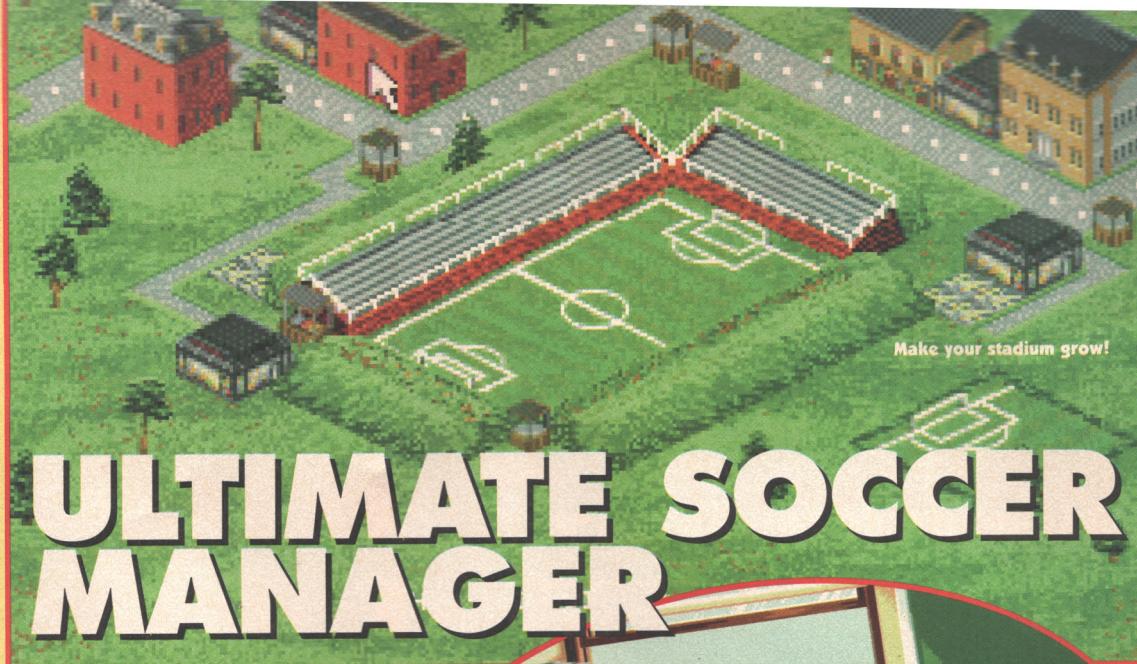
- Are you sure?

- 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 51 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.



ULTIMATE SOCCER MANAGER

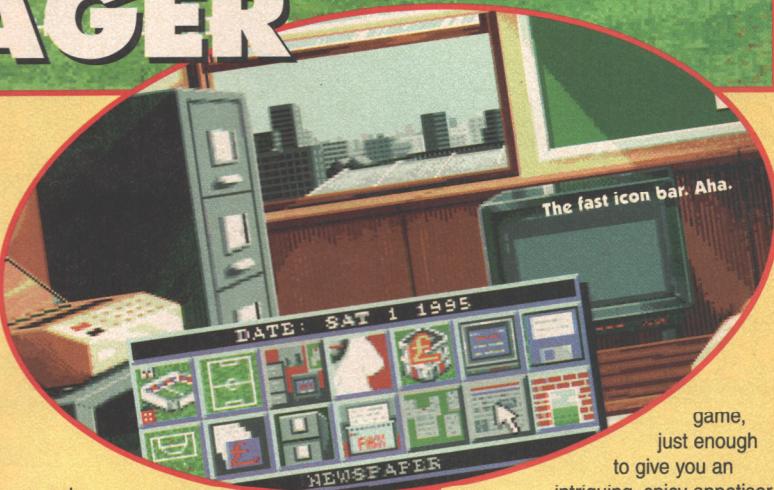
Author: Impressions

Football games – you either love 'em or you hate 'em, and AMIGA POWER is firmly divided down the middle. While Jonathan and Cam would rather boil their own heads in oil than sit down and try to win promotion for Slucksdale Athletic or whoever, Steve and Paul just can't get enough of the adrenaline-pumping, high-octane action that IS footy manny games.

If we were to compile a list of our favourites, *Ultimate Soccer Manager* would surely come somewhere near the top. Steve gave it a thumping 84% last month and was sufficiently impressed to say; "I like *USM* a lot".

Now, thanks to our usual alacrity, we can offer you the chance to play a full demo of the game and see whether you yourself "like *USM* a lot". Because of the sheer size of this demo it is presented in one of our least favourite forms, that of the demo-which-comes-on-one-disk-but-must-be-unpacked-onto-two-before-you-can-play-it. We trust that you understand.

Having followed the, admittedly rather tedious (and hopefully self-explanatory), procedure to garner your two *USM* disks, you should find that the first one is now an autoboot disk. Wack it (gently) into your trusty vanilla-hued



monster (whatever flavour it may be) and away you go.

In the demo you are forced to be the manager of Brighton in Division Three, unlike the full game where you can choose who you want to be. The demo is limited to a total of four friendlies, four league games and one cup

game, just enough to give you an intriguing, spicy appetiser to the full game, but not enough to make you feel gorged and completely satisfied. Such is the obvious chicanery of promotional devices.

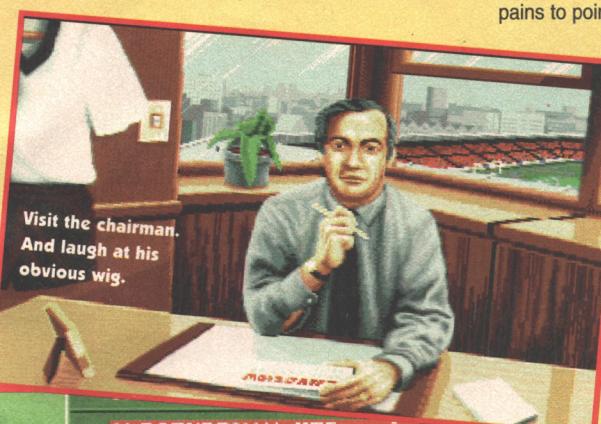
Impressions have also removed some of the more esoteric aspects of the game so there'll be no 'bunging' or 'rigging', training or scouting and they're at pains to point out that the players' transfers have not been updated in the demo but ARE in the full game.

So how do you play it? Well, at the start you can edit any team by highlighting it and then selecting 'edit'. Once you're done playing with that click on 'select' to move on. The next screen gives you the chance to decide how much money you want to start with. This won't make much difference to you with the demo but is obviously very important in the full game.

After you've chosen the size of your wad, you're presented with the main overhead stadium view. Wave your mouse around and investigate (by clicking) any areas that give you a text description.

Important things to know are that:

- Clicking the right mouse button makes the 'fast icon bar' pop up. From here you can access all areas of the game.
- You must arrange any friendlies BEFORE starting the first match of the season. Do this using the telex machine in the manager's office. Enjoy.



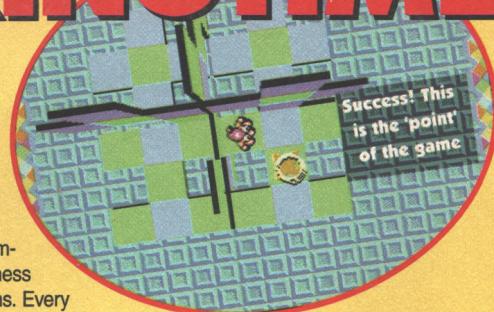
SPRINGTIME

Authors: 'Joker' Brenco and Fabio Corica

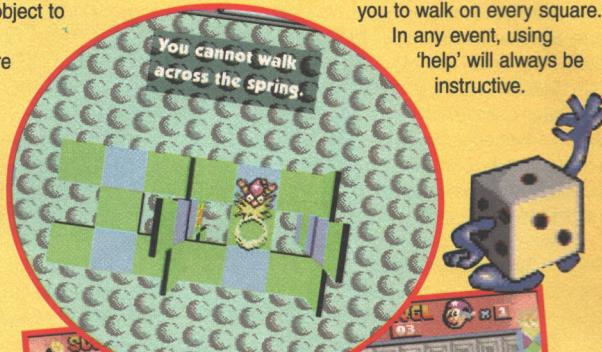
Point-and-click adventure games. Shoot-'em-ups. Beat-'em-ups. Platform games. Business sims. Bloke sims. Flight sims. Every weary month on AMIGA POWER we check the games we receive in to their appropriate pigeonholes while wondering despairingly to ourselves 'will there ever again be a novel idea for a computer game?'. Thankfully every so often there is.

Springtime is one of the most original ideas for a puzzler we've ever seen. As a small, surreal (possibly Italian) creature you have to manipulate a 3-dimensional object in such a way that a spring lands on a cross. Simple eh? All you have to do is walk your creature around, bearing in mind that when you walk into a wall you will cause the object to rotate in the direction you are pushing. The spring follows the inexorable laws of gravity and, providing you move the object in the right way, will eventually land on the cross.

The game is actually



simpler to play than it sounds and has a handy feature that will help you learn. At the beginning of each level, before you've moved your creature, you will notice a block at the top that reads 'help'. If you press the fire button at this point, the first few moves will be performed for you to give you a hint. After your character has moved, the block at the top changes to 'restart'. If you get stuck now, pressing the fire button will restart the level WITHOUT COSTING YOU A LIFE. Later levels occasionally dispense with the spring and cross motif and simply require you to walk on every square. In any event, using 'help' will always be instructive.



Bringing dizziness to a whole new dimension.

This looks extremely difficult. It isn't.

CIRCUS

Author: Graham Mackarel

Originally entered in an Amiga Format competition, this fine conversion of an old game was sent to us by Simon Armstrong of Acid Software in New Zealand using the

phenomenally popular and successful Information Supertreadmill by a means that we ourselves cannot begin to understand, let alone explain to you. The

game is very simple to play. Use the LMB to get your first clown jumping and use the mouse to move the see-saw to catch him and propel the other skywards. The nearer the end of the see-saw the clown lands, the higher the other goes. Destroy the balloons and watch out for these useful bonuses:



Tightrope



Extra life



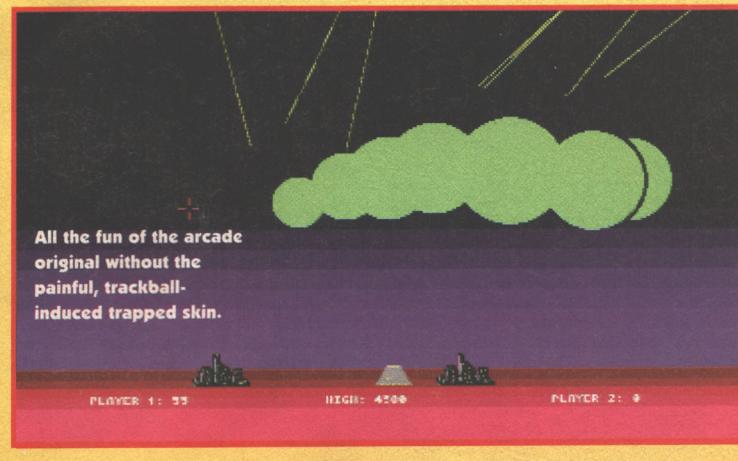
Steerable jumps

MISSILE COMMAND

Author: Max Bithead

Having cajoled you for months to send in a good version of *Missile Command* we have been forced to admit defeat. Witness then this fine offering which the more astute (and old) of you may recognise from AP12's cover disk. It's almost flawless, the only minor thing that

we can see wrong is that your missiles explode almost the instant you direct them, thus removing some of the strategic element. The game uses the mouse to control your crosshair and the left button to fire your missiles, space pauses the game, 's turns the sound off and that's it. Can it be bettered? We believe so and would gladly reward anyone who could.



PLAYER 1: 55

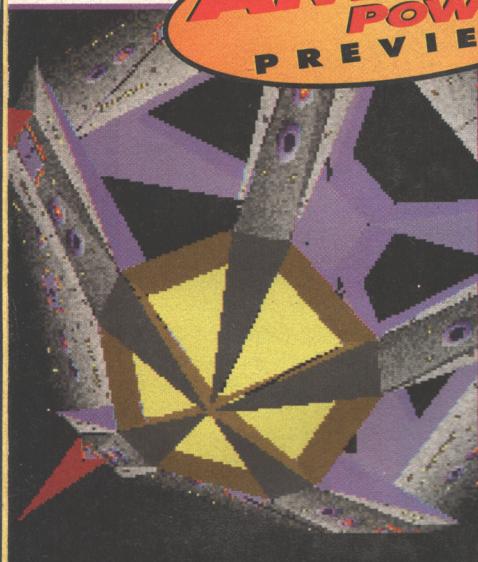
HEIGHT: 4200

PLAYER 2: 9

STAR CRUSADER

AMIGA
POWER
PREVIEW

This looks suspiciously like part of the intro scene to me, you know.



And yet more impressive spinny objects. In 3D. This game is full of 'em.

I've got a pair of hi-fi speakers just like that at home

Runs On: A600, A1200, CD32*
Publisher: GameTek
Authors: Human Vision
ETA: September

Aliens. Death. Explosions. Space Battles. Lasers. And no, I'm not talking about the re-runs of Buck Rogers in the 25th Century on BBC2 (Mondays, 6pm, sci-fi fans), I'm talking about *Star Crusader*. A 3D space combat simulation with more 3D action, fights and

rendered images than we've ever seen before. Well, that's the impression I got from the screenshots anyway.

Another one of those, from-PC-to-Amiga games, this wasn't too warmly received by our 'sister' magazine (*And refuge for deserting rabble*. — Ed), PC Gamer a few months ago. But we don't like them very much, and we don't like PCs either, and besides, I quite like 3D space adventures. And unlike most, this one actually seems to have a reasonable plot.

You play the part of Roman Alexandria, a star pilot for the all-conquering, ever-expanding Gorenes Empire. Basically, if they see something, they conquer it. Only this time they've run into a bit of resistance and called on you for help. What all this means for the player is a complicated set of missions which need to be completed and will, of course, lead on to other missions. And so on. Think *Wing Commander*, and you're in the right ball park.

Such a blood-drenched plotline can only mean lots of 'eat laser death, my friend' shouts from whoever's at the controls. Although it's easy enough to get caught up in the action, you can't forget that this is as much a simulation as a shoot-'em-up, and there's even a flight sim-quality Quick Reference bit of the manual that shows this off to great effect.

Then there's the different plot branches that appear when you complete the missions. Succeed in one mission for instance, and that's that chapter closed. Fail on that same mission though, and you're shunted along the path reserved for second-raters and miserable losers. There are 104 missions in total, although because of this branch structure, you don't have to play them all

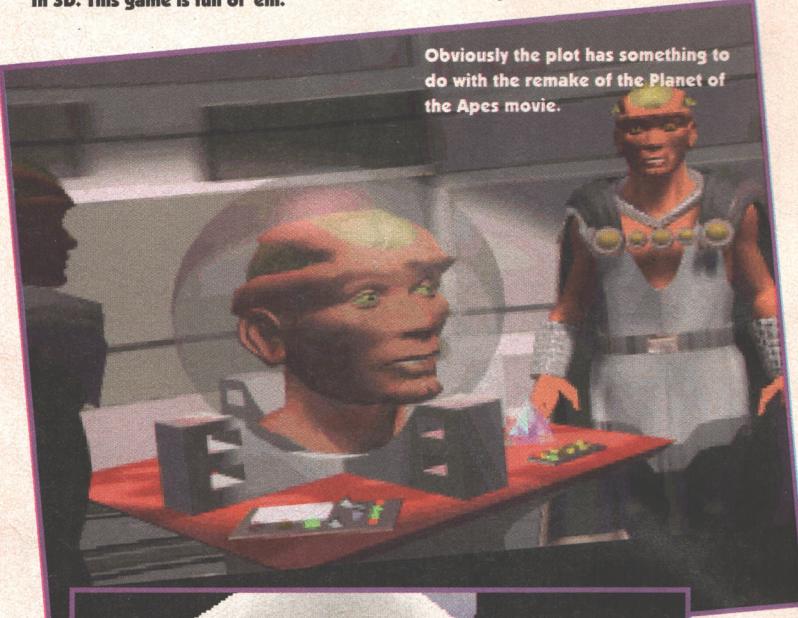
to finish the game. Again, think *Wing Commander*.

And that's about as much as we can divulge. We were hoping to get more of an insight into the Amiga version, and maybe even get some Amiga screenshots (even though every PR person in existence claims Amiga versions look exactly the same, we've learned that this is rarely the case). But the PR guy's on holiday, and because this bit of the mag is done last (to give it an on-the-edge feel), we couldn't wait for him to come back, unless you want AMIGA POWER to go on sale late.

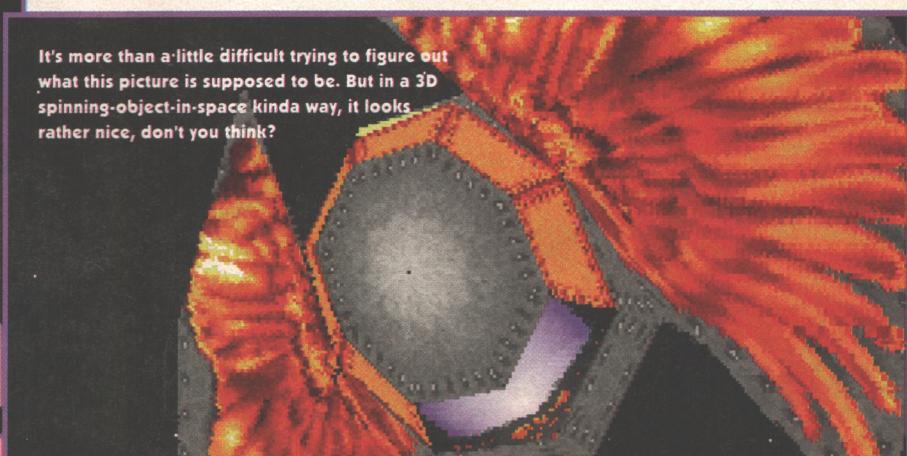
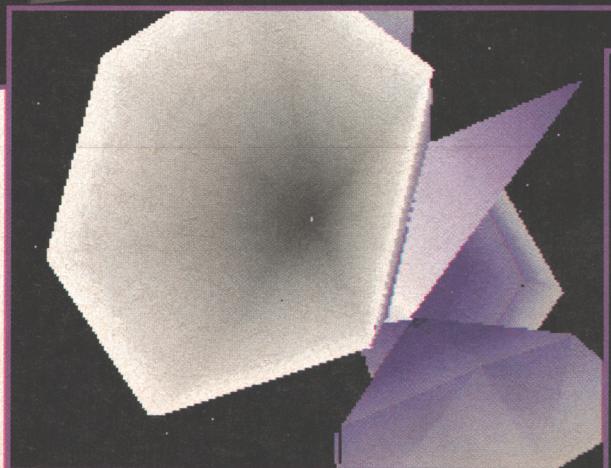
So, entertain yourselves by having a look at these (hmm) PC screenshots and try to imagine them in fewer colours and slightly worse resolution. I don't know, squint or something.

• PAUL MELLERICK

Obviously the plot has something to do with the remake of the Planet of the Apes movie.



It's more than a little difficult trying to figure out what this picture is supposed to be. But in a 3D spinning-object-in-space kinda way, it looks rather nice, don't you think?



For more information, read the strapline under the game title. OK?

DOOM ON THE AMIGA 4

Hello, it's *Doom* on the ST on the Amiga...

Barely three weeks after finishing the charming (if simplistic) pinball game *Obsession* (78%, AP50), Swedish programmers Unique have started upon a conversion of their ST *Doom* clone *Sub Station*.

It's a game which features an unusually bearable plot. The underwater power station of the title turns gigantic profits supplying energy by cooling the lava streams beneath the earth's crust and so driving aquatic turbines. But – oh no! – three years after completion, all contact with it is lost. Fearful of losing such a remunerative operation, the company hires mercenaries to investigate discreetly. But, as the box says, there are things that should remain secret, AT THE BOTTOM OF THE SEA. Cripes.

As with *Team*, we're having a look at *Sub Station* through the courtesy of neighbours ST Format. They were reasonably impressed with it, citing it as atmospheric and exciting, with plenty of monsters and secret rooms, and a few ideas new to the genre such as proximity-triggered booby traps, lifts taking you to different sub-levels, and a gun shop.

Inviting myself over to play, I found they were right. There are some super villains, like the floor-hugging rogue robots, jittering playfully through your sights, and when you shoot a terrorist (for, we believe, the unfolding story involves a terrorist attack coupled with Bad Things from beneath the



ocean floor) he disintegrates, leaving behind a pair of smoking boots. The unfortunate aspect of the game (and the one that led ST Format to cap its score at 75%) is that it has no scenery, simply white walls that diminish in hue with distance. This means that for most of the game you are looking at a bright white screen (if, say, you bump into a wall and attempt to turn around, the screen remains perfect and pure until suddenly the corridor behind you lunges into view), which makes it extremely easy to get lost in the (pleasingly fiddly) mazes. And it gives you a quite terrible headache.

Give thanks, therefore, that, unlike the exact conversion of *Obsession*, Amiga *Sub Station* will instead feature texture-mapped walls of the type beloved of *Doom* clones everywhere. (Although, as with *Gloom*, it is in fact more reminiscent of *Wolfenstein*. Which is no bad thing.) The moment – the very instant – that something is up and running on an A1200 (for, in common with *Gloom*, *Fears* and *Alien Breed 3D*, it seems *Sub Station* will be AGA-only) we will bring you a more detailed preview of it. It will even have jokes in it.

• JONATHAN NASH



When hit, you flash red alarmingly to simulate an appropriate LOSS OF BLOOD.



A THOUSAND GULDERS! COME, TAKE FIFTY!

Guildhall, the company perceptive enough to distribute *Super Skidmarks* and so become phenomenally rich, is to release both *Gloom* and *Fears* in June and September respectively. *Fears*, you will recall, is the *Doom* clone we previewed last month, written by a group of French students. *Gloom*, of course, is the *Doom* clone we previewed the month before last, written by Mark Sibby of Acid Software. It will, we are told, cost £30 for either the A1200 or CD32 version.

Following their recent interest in poaching *Obsession* from distributors Merlin, we idly speculate that Guildhall will at least try to tie up the same programmers' *Sub Station*, thereby holding the whip hand in the *Doom*-on-the-Amiga stakes by releasing all but one of the games in competition for the title. They're bonkers, they are. We suspect not even they know what they are going to do next.

UPDATE, OR MAYBE NOT

You know how there are things you like doing (kissing pretty girls, running barefoot through wet grass), things you just do (eat, work, laugh derisively at the England Cricket Squad) and things you only do because you have to (kiss your stubby great Aunt, get up before 11am)? Well, this is one of the latter ones.

In AP50, we reviewed two games from Kompart/Black Legend, the oddly twinned companies who appear to have the same postal address and staff, but insist that we confusingly refer to them as if they were separate entities. *Tower of Souls* and *Tactical Manager 2* were both from the Black Legend side of things, of that we're certain.

Weeks after that issue went to press, we were informed by Black Legend that the copies sent to us for review weren't actually finished versions at all, which seemed a bit odd because neither game showed any of the crashes or glitches that give away bugged or unfinished versions. Oddly, the Black Legend PR guy who'd sent us the copies has since left. Hmmm.

Obviously, if a game's not finished, we can't review it properly, so we agreed to play the games from the new disks, and right any wrongs we may have visited upon them in last month's reviews. Here are our findings.

TEAM 17 AND US

These are the facts:

- For their own (deeply personal) reasons, and as of three months ago, Team 17 have fallen out with us.
- Until they change their minds, they're not sending us anything. In fact, as far as they're concerned, AMIGA POWER doesn't exist. So don't expect any previews or news about *Alien Breed 3D*, *Worms*, *Speris Legacy* and *Final Over*.
- And don't expect to read a review until they're released, as we'll have to buy our review copy from the shops, the same as you.

Although we don't have the power to make or break a game (we're not that mighty), AMIGA POWER is used by many retail buyers as a guide, and so a low or high mark in AP can dramatically affect

TACTICAL MANAGER 2 (AP50, 25%) THOSE CHANGES IN FULL



As you can see, the new version has a different options screen, although it leads you into the same menus. In this case, the review last month was incorrect, and we apologise.



THE BOTTOM LINE

Bar one difference in the intro screen, the finished version is identical to the one we were sent for review last month. It's still aged and cranky, and still nowhere near as good as *On The Ball World Cup Edition* and *Ultimate Soccer Manager*. So, no reason to change our opinion.

25%
PERCENT

However, once you get off the intro screen and into the game, it's exactly the same game. The same graphics, the same terrible transfer market. In fact, it's the same, outdated, tedious old bunch of crud as the version we reviewed. There are some fun management games out there, but this isn't one of them. Still.

TOWER OF SOULS (AP, 34%)

When mysterious Scott Claymore first reviewed this, he surmised that it wasn't even nearly good. Sent away to evaluate the 'new' and 'different' version, he returned two hours later to report. "I've walked through much of what I'd previously explored, and while the version I reviewed had a sort of turquoise-blue background, this one's more kind of emerald green. Oh, and there are some gargoyles early on who used to belch yellow flame, only now the flames are green. And picking the locks is still as terrible as it was in the original. Nothing else has changed."



THE BOTTOM LINE

Once again, the changes are superficial, affecting just the presentation. Even the intro screens are identical, and a subtle shift towards green in no way changes our original view. Which kind of makes these re-evaluations a waste of your time and ours. Sorry.

34%
PERCENT

CHAOS AND CALAMITY

Three groups of people are going to be affected by this next bit of news. Firstly, there's Renegade, who have now told us that the release date for *Chaos Engine 2* has slipped quite badly to October this year, so they're probably not going to see any cash from this steampunk sequel until Christmas. Secondly there's ("Currant Bun" - Ed)

magazine, whose preview pages on this game will have run (by our estimates) to 27 pages by the release date, and thirdly, there's you lot, the eager Amiga public.

So this is just a note to say don't hold your breath for *Chaos Engine 2*, as you'll certainly asphyxiate before it's in the shops. We're sure it'll be much better for the delay, and as soon as we've seen a working version and can bring you



Witness the split-screen picture we revealed several months ago. Again.

some actual news on its riveted playing arenas and brass-plated, two-player, split-screen gentlemanly action, we most certainly will.



Alien Breed 3D and *Worms*. It's fairly unlikely that you'll see them here first.

HIT NAMES - HIT GAMES FOR YOUR AMIGA

CANNON FODDER



Sensible

Virgin

"ONE OF
THE BEST
GAMES EVER
TO APPEAR
ON THE
AMIGA."

Gamesmaster

"A superb game."
Amiga Format - 94%

"An instant
classic.
Syndicate is
top-grade
entertainment of the
highest order."
Amiga Power - 91%

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1 4 . 9 9

"BRILLIANCE. SHEER,
UNADULTERATED
BRILLIANCE."

The One - 93%

"Excellent characters - superb...
it will keep you playing and
playing and playing and playing
for weeks and weeks."

Amiga Format Gold - 95%

"Just buy it!"

Amiga Power - 94%

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1 4 . 9 9



SYNDICATE

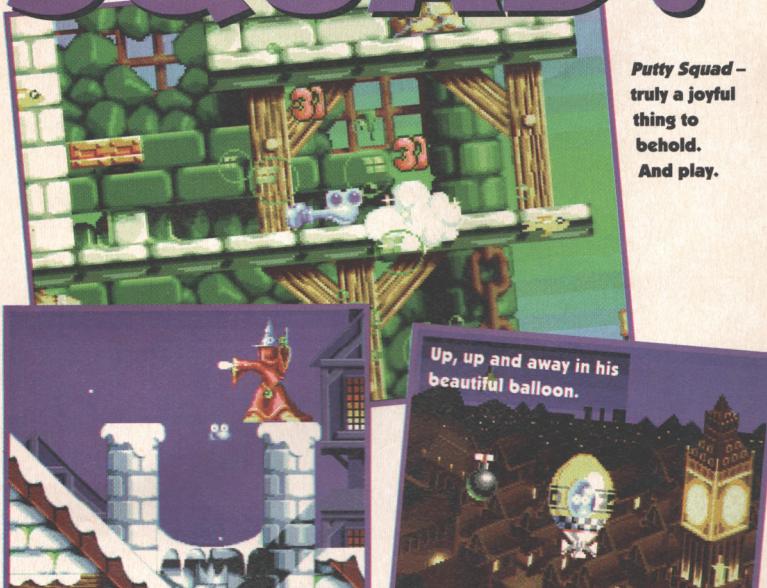
SYNDICATE™
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HIT SQUAD
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TELEPHONE: 0161 832 6633
FAX: 0161 834 0646

Screen shots taken from various computer formats

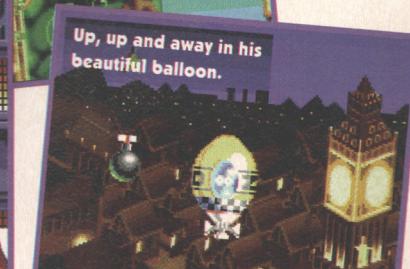
REMEMBER PUTTY SQUAD?



Putty Squad – truly a joyful thing to behold. And play.



Naughty kung-fu wizard.



Up, up and away in his beautiful balloon.



Portishead in concert.



"Oh look! Frost."

We do. We reviewed it back in AP41, giving it a colossal 91% and loving it to death, yet all these months later, it's still not in the shops. This has been both a source of concern and slight embarrassment for us, as the version we reviewed was completely finished, yet the continuing absence of it from the shops makes it look like we'd gone the way of other, lesser mags and reviewed an early pre-prod version.

I phoned up System 3's Tim Best to demand an answer, and got a load of smart-lipped enthusiasm back from him, which I certainly wasn't expecting. "Putty Squad's alive and well and will be bouncing into the shops round about the start of July," he announced, forcing us to cynically think that we'll believe it when we see it. "The game was developed by John Twiddy on the Amiga and was therefore the first version to be finished, but since we didn't want to push it out into a nervous Amiga market, we've been sitting on it since August last year. We decided to wait until the Sega and Nintendo versions were finished, and then take another look at the Amiga version, and we've decided

that things have definitely changed for the better. We've been talking to Escom and believe that they'll do wonders for the Amiga, hence the release of *Putty Squad* soon."

With all this talk of Escom as saviours of the Amiga, I asked him, does this mean that System 3 are sticking with us? It seems so. "Now is the wrong time to stop producing Amiga games," he announced, in a neat, sound bitey sort of way. "Traditionally we've always led with

the Amiga, as Amiga programmers have developed a superb economy of code that's lacking in other formats. The death of the Amiga would mean a shortfall of development staff for the next few years, I mean, who can program a console? Most of our PC programmers are ex-

Amiga coders, and at the moment we've got three projects underway and, depending on how Amiga sales go this year, we could easily take two of them onto the Amiga."

After having doors slammed in my face for the past year, it was refreshing to hear a bit of enthusiasm for the future, so I'll leave you with Tim's rosy views.

"Escom recently opened 18 shops in four weeks and cleaned out the company's entire stock of PCs. With this sort of enthusiasm behind the Amiga, and with the Amiga being the only computer in this reasonably-priced bracket Escom could very easily make it the success story of next Christmas."

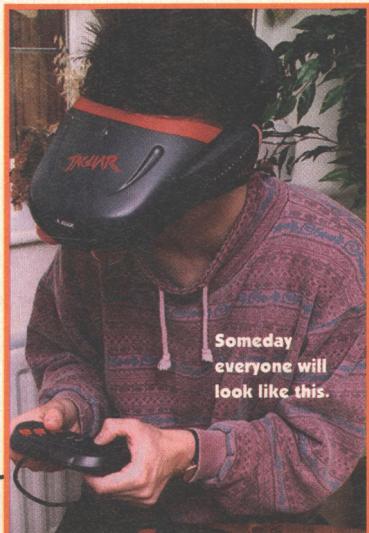
Well, let's hope so, eh?

WEAR A SPACE-AGE HEAD

Atari have announced a 'virtual reality' helmet for the Jaguar. Mindful of the harmful effect arcade 'VR' helmets have on the spectacles of people who wear them, we will reserve judgment upon Atari's until we see it. We will, however, pass on the information that it has "custom designed pupil projection" and a "large exit pupil size of 5mm by 14mm," meaning the helmet can be worn by "anyone with an interpupillary distance between 45mm and 70mm," trusting that this does not

involve shooting lasers into your eyes, or something.

Oh, and the first game to come out using the helmet will be *Missile Command 2000*, so you can 'be' in that control centre, defending your cities from nuclear strikes. Cam (who thinks *Missile Command* is great) says, "This is a good idea. Imagine missiles coming up behind you. Linked players could shout, 'Look out - behind you' and bring a much-needed element of vaudeville into computer games."



THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you've followed the AMIGA POWER guide to not getting burned:

- 1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want's in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.
- 2) Read the small print in the ads. If it's small, they're obviously trying to hide something.
- 3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid. AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.
- 4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.
- 5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only.

This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.

8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

9) Keep up to date: Order from the most recent issue of AMIGA POWER.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

SCARED OF GIRLS

We tell you and tell you and will keep telling you until the idea is firmly entrenched in your brain like a mashed potato castle in a moat of gravy - TRUST ONLY AMIGA POWER. Readers of issue 47 will recall a preview of *Dungeon-Master-in-space* game *Angst*, which has since then obstinately refused to appear in the magazine. The reason is this: the game is bugged, so that a monster on level three won't die, efficiently impeding your egress from that deck of the spaceship. Repeated calls to Canadian programmers Rave have so far failed to bring about a working copy, BUT WE WILL KEEP TRYING, for although awash with annoyances the game has been in parts splendidly exciting and scary. In the meantime, we invite readers of *Amiga Action*, *The One* and *Amiga Format* to ponder how those magazines' reviews could accurately tell you about the game after seeing but two-and-a-half of its seventeen levels. Tsk.



HI-HO, AND AWAAAAY

As the CD32 rolls with the punches that life and Commodore throw at it, so do we. Eagle-eyed readers (ie, the ones with black plastic tabs in the backs of their skulls) may have noticed that there isn't a Hi-Ho Silver Linings page this month, as we can't justify using an entire page to say "this game's exactly the same as the A1200 version" any longer. As of now, CD32 versions will be revealed here on the news pages, with new games given proper reviews as usual.

One of the many exciting possibilities thrown up by the Escom take-over is an A1200 with built-in CD drive. We've speculated about this in the past, but with Escom seemingly uninterested in continuing the CD32, it'd be an odd move for them to ignore the technology that

they've just forked out \$10 million for. So there's still hope for a flat, silvery future.

And as for the present, well it seems that our experimental CD32 issue of AP49 was enough of a success to make another one worthwhile. Against the wishes of our uncaring faceless paymasters, we've determined to release the next one only when it's packed with interesting things (before Christmas, we hope), and so we're throwing it open to you. What do you want to see on Game Massive Volume Two? As well as demos and games you may like, we're open to any suggestions for film clips, galleries, letters pages, or anything really that'd be fun and/or funny. Head any letters or submissions I'd Pay Good Money To See This, and send them to our usual address. Talk, and we shall listen.



The soothing of savage beasts abounds.

FLIGHT DELAYED



No, we're sorry but it's absolutely true.



Just the facts ma'am, says...

THE DISSEMINATOR®

Who do you trust? Who do you think is fair? Which magazine do you clutch as you scour shop displays for the best games available? Be it us or THEM, we supply the same service through The Disseminator. Ingest the scores, cross reference them against your beliefs and then CHOOSE YOUR SIDE. We're impartial because we have nothing to fear.

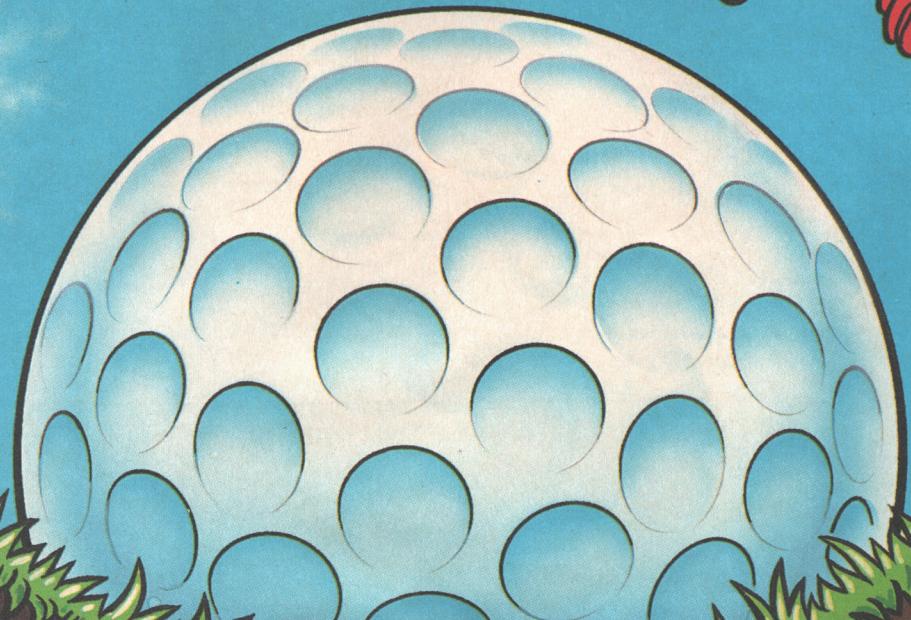
	The One	Amiga Action	US
ANGST	30%	80%	—
ATR	85%	*88%	38%
BRUTAL	—	*90%	—
DREAMWEB	85%	*92%	24%
EXILE A1200	86%	—	89%
HIGH SEAS TRADER	60%	81%	22%
MAN UTD - THE DOUBLE	59%	*91%	58%
PIZZA TYCOON [†]	88%	86%	—
RISE OF THE ROBOTS	59%	92%	5%
RUFFIAN	78%	—	10%
SHADOW FIGHTER	91%	*90%	91%
SOCER SUPERSTARS	—	26%	15%
SUPER LEAGUE MANAGER	52%	34%	89%
SUPER SKIDMARKS	88%	92%	91%
TOWER OF SOULS	85%	73%	34%
TURBO TRAX	—	92%	—
ULT SOCCER MANAGER	69%	92%	84%
VAL BEFORE THE WAR	44%	94%	19%
VIROCOP	*89%	—	81%

* Illustrated on the cover of the issue it's reviewed in, possibly as an 'exclusive'.

[†] Three months on and still not finished. Next month, we think.

^{††} Release put off indefinitely.

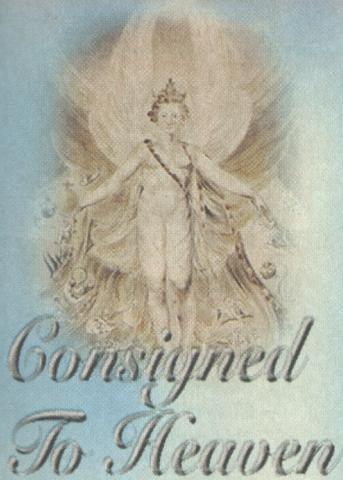
SENSIBLE GOLF



From the makers of **Sensible Soccer** and **Cannon Fodder** comes the best golf game in ages.

- Join up to eight friends and marvel at the gorgeous graphics and smooth scrolling scenery.
- Play at any of 24 original courses.
- Available for Amiga & PC.





Even loved things fade away, a fact we on AMIGA POWER are all too aware of.

LIFE AND DEATH

So the game wasn't great, but the free surgical mask and gloves were, as was slicing up patients without reading the instructions first.

SUPER FLIGHT DECK

The finest navy aircraft landing sim that '70s technology could develop, how we envied our friends who owned this odd model plane/spring/length of fishing line contraption.

JONATHAN DAVIES

Once here, now sadly not. Farewell JC Van Davies.



Some things keep on ticking when they should really be heading Down. Curse them.

JONATHAN DAVIES

May his MS DOS cause him pain and strife as he wallows in PC game installation misery. Traitor.

DON BLUTH GAMES DRAGON'S LAIR, SPACE ACE, WHATEVER.

Unplayable, on too many disks and terrible, each and every one.

ALIEN 3

A travesty that belittles the Alien name and questions the very nature of 'entertainment.' May all concerned with this soulless mess never work again. Please.



WORLD CHAMPIONSHIP

Harumph. Being the conscience of the Amiga world is all very well and good, but it can be a real pain some times. Take *F1 World Championship Edition* for example, reviewed on page 46. It's a reworking of *F1* and *Vroom* but, as Paul points out in the review, hasn't got a save game option, leaving you the less-than-thrilling options of either playing for eight hours to finish a season, or stopping half way and starting at the beginning at some later date. Obviously, these are both crap options, and go a long way to ruining your long-

term enjoyment of this game. We pointed out this flaw to Domark, who've since seen the error of their ways and are guiltily rushing to put a save game option in. However...

The boxed copy we reviewed is part of the first batch to go out, which DOESN'T have this save option. As and when we see the new version, we'll report on it and tell you, how much this obvious improvement (which to be brutally honest, should have been in there from the beginning of development) will improve the



score. For the moment though, we suggest that you either wait a while, or phone Domark to see how you can get hold of the game-save version. Their number's 0181 780 2222.

VICTORY IS MINE

If, that is, you are to be found among the names glorified in the following list of compo winners. If you are not, you have failed. And we do not tolerate failure in our competitions.

I AM CLEARLY THE LEADER OF THE PACK, NOW GIVE ME A T-SHIRT COMPO (AP45)

A direct antecedent of our CD32 InTeRactive Compo™, this required you to play our Powerdrive coverdisk demo and win through to level three, noting down the code you were given. Five such people, who each receive a ghastly Powerdrive T-shirt, are:

James Cleaver, Cumbria
John Ellmore, Norfolk
Stuart Hill, Derbyshire
Craig Inglis, Ayrshire
Jibble Pibble Weeks, South Glamorgan

I FANCIED GENNA MORE THAN CALLEY COMPO (AP47)

In a remarkably successful ploy to get Medusa to send us loads of trashy low-budget films (we were particularly pleased with *A Woman Scorned*), we offered five copies of their Short Circuit

take-off (ex-military robot goes, er, bad) Evolver to anyone who could tell us the names of the fish tank computer from Blake's 7 and the frisbee machine from Buck Rogers. The answers were, of course, Orac and Doctor Theophilus.

Those who have won are:

Gibbering Saini, Wolverhampton
Brett Davids, Loughborough
Bill Burton, Bromley
Richard Walker, Dudley
Some nit from Glasgow who forgot to enclose his or her address. You know who you are. TELL US.

KITE COMPO (AP47)

In order to win one of ten amusing small plastic aircraft, you merely had to disseminate the number of enemy aeroplanes a World War 1 pilot had to shoot down in order to be recognised as an ace. This number was five.

Successful applicants are:

Lee Bartholomeusz, Essex
Tom Beech, Cornwall
James Hutchinson, County Fermanagh
Paul Burrows, Merseyside
Martin Neal, Kent
Marionette Woolley, Avon

Max Humphries, Devon
Deinonychus Wolton, Suffolk
Richard Writtels, Leicester
Criminy Jenkins, Edinburgh

THE LEADER IS FAIREST BUT ALL ARE DIVINE COMPO (AP47)

A magnificent prize in the shape of a satellite dish (including Installation! And A Month's Subscription To The Sports Channel!) was on offer for the entrant who could successfully match various world leaders with a varied selection of comic pantomime rôles. The overall winner was:

Rick Lindeman, Holland

... while five runners-up who will receive a copy of *Premier Manager 3* can now be named as:

Iain Postlethwaite, Liverpool
Belch Horrex, Suffolk
Susan Johnstone, Northumberland
Miss Jackboot Parkes, Yew Tree Estate
Alan Hutchinson, Lancashire

Our heartiest congratulations to all of you. No, really.

IN THE STYLE OF...

Positioned as we are alarmingly near to an abbey, we are often treated to lengthy pealings that inspire us to rush from the office and worship in the house of religion and not, for example, to stand at windows shouting and pinging BB pellets off opposite windows. This month, however, the bells spoke to us. They spoke upliftingly of a change in the wind for *In The Style Of*. They spoke of sweeping away the *Street Fighter* in *The Style Of Lemmings* and replacing them with funny and imaginative things. Tremblingly we opened the new slew of inadequately padded envelopes to find the bells were right. Among a batch of outstandingly high quality, we discovered *Sensi In The Style Of...*

Real Football by Mike Jenkins of

Southampton, a picture not only affording plentiful laughs but tying in beautifully with the recent glut of footy manny games and excitingly in-joke 'bung allegations'.

But wait. Idly examining the picture while pinning it to a place of reverence and selecting £160 of games as befitting its score of 8/10, we noticed a taxi in the bottom-left corner. We puzzled over its meaning, inviting comment from football experts. None could understand it. Driven mad by our inability to grasp its significance we lapsed once more into open hostility towards lesser beings, ruthlessly quartering Jenkins's score. He shall so receive £40 of software.

If you have a Deluxe Paint-

readable *In The Style Of...* picture, write your name and address on the disk and send it to *In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW*. Remember also to tell us which model of Amiga you have, but DO NOT ATTEMPT TO MESS WITH OUR MINDS.



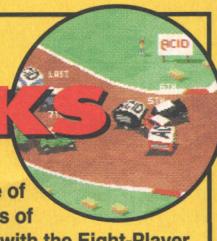
AMIGA POWER RECOMMENDS

This could have been six of the best, but there are only five. Pah!

SUPER SKIDMARKS

(AP48 91%)

We shall never tire of instructing you to buy this game of speed at speed. Marvellous on the A500 (with 24 tracks of maximum racing funnag), spectacular on the A1200 (with the Eight-Player Two-Amiga Cinemascope Mode Of Champions), slightly disappointing on the CD32 – only two players, but you do get our *Guardian* coverdisk demo, a brilliant version of *Defender* and the (inexplicably altered) *Roadkill* intro movie. It is a desirable purchase in all its myriad forms.



SPEEDBALL 2 CD32

(AP50 93%)

Minor changes can make remarkable differences. Ask David Duke. Ask also *Speedball 2 CD32*, whose grudging inclusion of coloured costumes for opposing teams (instead of the original's barely visible headbands) ensures instant player identity in scrimmage situations. And it's only £15.



SHADOW FIGHTER CD32

(AP50 92%)

Last month was a good one for the CD32, apart from being condemned to death by Escom. *Pinball Illusions* amused us with its sampled Swedishness, and *Shadow Fighter* impressed us by dispensing with the bewildering disk-swapping. Oddly, you press both shoulder buttons to quit the game, which is annoyingly easy to do by mistake. ATTEND PUPAZZ WITH PROMPTITUDE.



SYNDICATE

(AP50 93%)

If we were a game, we'd be *Syndicate*. Cam, the sinister Number One, would bring down agents with his sniper rifle. Steve, composed Number Two, would demolish buildings with his gauss gun. Sue, ruthless Number Three, would outrace police cars in the Amigamobile, and shadowy music-promoting Number Four, Paul would roast passers-by with a flamethrower. And we'd all be secretly controlled by an EVIL MEGA-GLOBAL CORPORATION. Join us on budget. Or for, er, £35 on CD32.



ULTIMATE SOCCER MANAGER

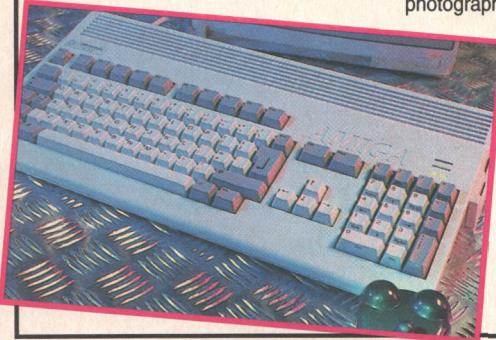
(AP50 84%)

Rather too much emphasis on finance, concluded one half of resident footy manny double-act Faragher and Mellerick, and too easy, but still a goshdarned fine game. MARVEL at its immaculate presentation, strangely workable overhead match view, and that ALL-NEW bung feature. We certainly do not BEGRUDGE Steve and Paul their almost constant use of our working A1200 to play it.



HEY KIDS!

It's round about now that Escom's three months' grace runs out, with the result that new A1200s should be appearing

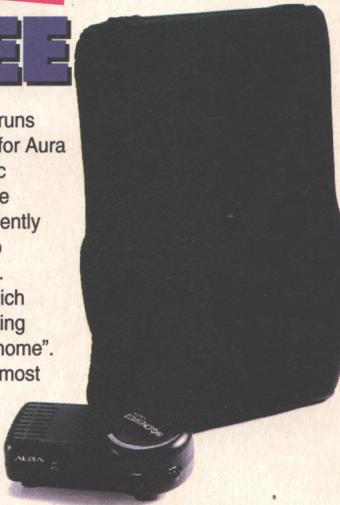


on the shelves. A prize, therefore, awaits the first alert reader to spot one. We shall, of course, require evidence – photographs, perhaps, or newspaper advertisements, or sworn affidavits from shop assistants, or suchlike. Send your evidence, along with full details of the sighting, to First Cuckoo of Spring Compo, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Slightly cynically, there is no closing date.

WOOPEE

"Bringing defense technology into your home," runs the unashamedly American advertising slogan for Aura Systems, an "electro-magnetic and electro-optic research and development company serving the defense and aerospace industries" that has recently pulled out of the Star Wars anti-ICBM project to concentrate upon add-ons for computer games.

Such a thing is the Interactor Cushion, which Aura advises you to place behind you when sitting down to "experience virtual reality in your own home". As far as we can tell, this means it vibrates – almost as if someone were jiggling your chair. The smaller device in the picture is a "power amplifier" by which you control the cushion's "intensity". We trust it also keeps you safe from communist insurgency.



Address the complexities of limited accountability with...

Mystery Screenshot Corner

The march of Mystery Screenshot Corner across the hopscotch court of life continues aloplop. Strategians in the shape of perspicacious readers sweep down from the high numbers to the low, but utilising the crosshatch evens Mystery Screenshot Corner evades their resolute grasp. Tactical hammerblows in the shape of Robert Woods of Huntingdon, Cambridge's identification of May's picture as from *Fatal Strokes*, spin Mystery Screenshot Corner from its course, but it is not to be defeated.

"Look! Anagrams of AP crew!" intercedes Woods, deliberately avoiding the question of possible prizage, a secret that Mystery Screenshot Corner conceals beneath its inadequately-warm horse blanket with thin smiles. "Stain and have Jo, Nail my new cats, Hey net Sulu, Ref! Gather vests!, John has an ant, Pull Mike clear, Reply Chile!" he continues, briefly amusing

Mystery Screenshot Corner and guaranteeing himself an extraordinary gift should we dispense such things beyond a name-check in these mighty pages. Dip your toes once more into this infinite pool of pixel knowledge and name the picture below, releasing your confident fingerment to Roving The Countryside In The Mystery Machine, with the usual continuation. Adequately informed, withdraw now from its presence and leave properly the highest swing in the playground to the pituitary-inflamed youth that is Mystery Screenshot Corner.



WHEELSPIN

17

Runs on: A500, A600, A1200
Publisher: Kompakt
Author: Floating Point
ETA: October

Fuelled by a steady diet of NYPD Blue and repeat video viewings of Serpico and Carlito's Way, I've taken to wearing what cops-in-the-know call a 'wire' at all times. Some people go for Rolex watches or jewellery, I prefer a multi-directional microphone pinned to my collar – it's my choice. The transcript of tape 1347B covers an afternoon in the office when a preview version of Kompakt's *Wheelspin* arrived in the office, and reads thus:

Jonathan: Nicely rendered intro graphics, and the name in the credits, *World Overdrive*, is a punchier title.

The guy with the 3rd degree (side) burns is a Brit. The pale lass with nice hair is French.

Paul: They've probably changed it to avoid confusion with Team 17's *Overdrive*. They wouldn't want a stigma like that attached to a new release.

Cam: Indeed. Look at the neat line in comic-book graphics for all the characters you can play. Pity the best driver's a Yank though.

Jonathan: Most impressive, as are the rendered cars that you can choose from. This screen we're looking at now, for example, displays sports cars, four-by-fours, buggies and VW Beetles, but this being just a preview copy, I dare say that they won't all run without crashing.



The sweeping tracks and large window make it easy to judge corners and jumps.

Cam: Let's choose a two-player game. I must admit to being most impressed by the presentation so far...

Paul: ...even though the music's crap.

Cam: ...even though the music's crap. Let's hope they haven't done a 'Rise of the Robots,' spent all their time on the graphics and not bothered with the game.

Jonathan: And we're off.

Blimy, it looks just like *Super Skidmarks*, although with only four cars on the track. The way the cars leave wheel-ruts on the soil is identical.

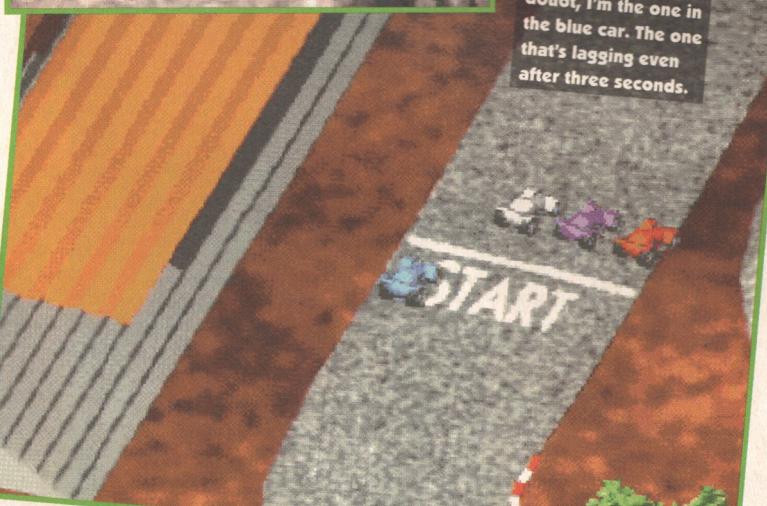
Paul: I too am struck by the incredible similarity between this and *Skidmarks*, although Floating Point have clearly used a flashy 3D rendering package for the courses, resulting in impressively textured (though implausibly sharp and clean) scenery.

Cam: Is it just me, or do the cars appear not to be on the track, instead existing in some sort of nether-dimension 'twixt track and TV screen?

Jonathan: Yes, they don't look as if they're on the road, and when they go



It's in this overview of the entire track that the game gives away its shameless reliance on *Skidmarks* for ideas and presentation. How similar can you make a game before tempers flare?



Now these are nice, even though the Beetle's the only one whose tires look the right size. 3D rendering programs, eh? Did you know they did *Babylon 5* and (*Yes*. – Ed)



round banked corners, the angle of the car doesn't match that of the road. We can see from the way they keep getting stuck on barriers that this isn't yet finished, so they'll probably sort out the odd handling and implausible way the cars skid off at inopportune moments.

Cam: It's as if they've taken the idea of *Skidmarks* but used the handling of *ATR*.

Paul: Quite. I am reminded of Kangaroo Court number ten, where we highlighted the problem of games that are like other games, but not as good. I fear that unless the release version is a radical revamp of this, or this is released at a mid-range price, it will be severely castigated as nothing more than a poor man's version of Acid's *Super Skidmarks*.

Jonathan: I concur. It's a shame you weren't making notes Cam, because this conversation, if taken down verbatim, would have made a comprehensive preview of *Wheelspin*.



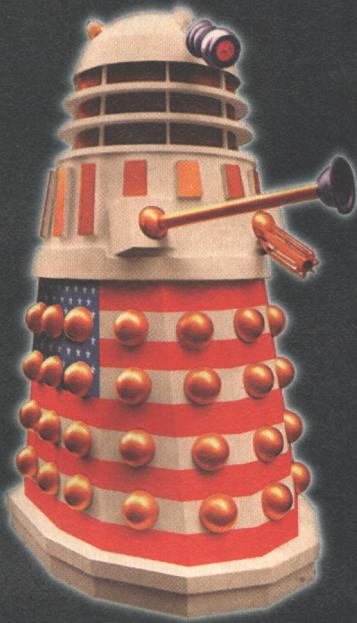
I fear that the bottom-right two may be the programmers being self-indulgent.

Cam: Umm, yes. I suppose it would have. Still, never mind, eh?

And they pay me for this. Heh-heh-heh.

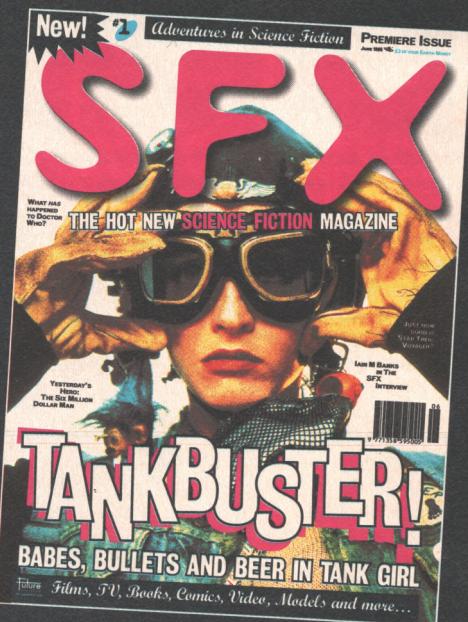
• CAM WINSTANLEY

RESISTANCE IS USELESS!



HAS DOCTOR WHO
GOT A FUTURE?

FIND OUT IN ISSUE 1 OF SFX,
THE SCIENCE FICTION MAGAZINE



ON SALE 23 MAY

SFX: BECAUSE YOU DON'T KNOW WHAT'S OUT THERE

Future
PUBLISHING

Films, TV, Books, Comics, Video, Models and more...

Rodent Furry Flying



Now we know it's a bit techy and everything, and we know that most of you haven't got access to this level of technology, but at the same time, there are some things about the Internet that we FEEL YOU SHOULD ALL KNOW, and this month it's the subject of everyone's fave flying rodent, the bat.

All you 'hip cats' out there might be impressed by the Warner Bros Batman Forever site on the Net (<http://batmanforever.com>), featuring (to quote from the shriekingly unenthusiastic press release) a "Gothamized cyber-terrain reflecting the post-modern set design from the movie." There's the Gotham library (where they try and sell you merchandise), the Gotham gallery for

photos, the cinema for a trailer and even the Gotham City post Office "where the film's characters pick up all their correspondence." Hmm.

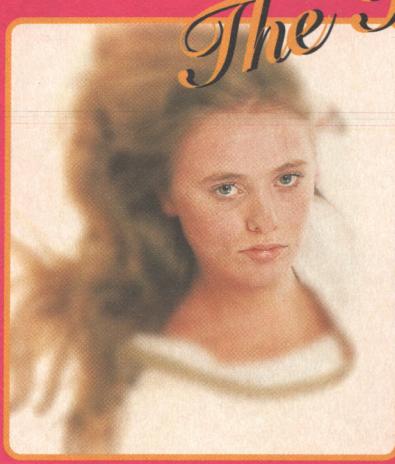
Far more OBSCURE AND interesting is the news that Stoke on Trent Museums and Art Galleries have announced their very own 'online presence' with their Flights of Fancy (<http://www.keele.ac/koss/stkmg.html>) exhibition. Obviously, it's all about bats, and imparts such eclectic data as info on the Bat Conservation Trust, the Bat Conservation International site in Texas and Batline newsgroups.

So then, the Internet – the future of communications, or just a hugely entertaining waste of time? We've yet to decide.

ROLLING IN IT

We read the other day in either Computer Trade Weekly or The Guardian (we forget which) that last year, Escom sold a staggering £900 million of PCs in Europe. Clearly, this sort of cash is enough to make anyone go "Blimey" as it seems to suggest that for the first time in its existence, the Amiga's got some serious financial clout behind it. And about time too.

Pry your eyes
from the hypnotic
gaze of...



The Temptress

aaaaahhhh seassst
on the glut of ssssuper cut
price games... Have you
been shopping recently?
Take a looooook... There'sss
Microcosm at lessss than ten
pounds... Buy it, buy it. The
intro sss lovely and the game's
mumble mumble... And Shag-Fu,
and Ussss Gold'sss Winter
Olympicsss, both around a fiver.
Treat yourself to a film triple bill
with Dracula, Lassst, Action Hero
and Cliffhanger... They're cheap.
Buy them, buy them, buy them.

TEAM

Man on! Man on! Oh, well up. Kick the ball! Square, square. Get it clear! etc...

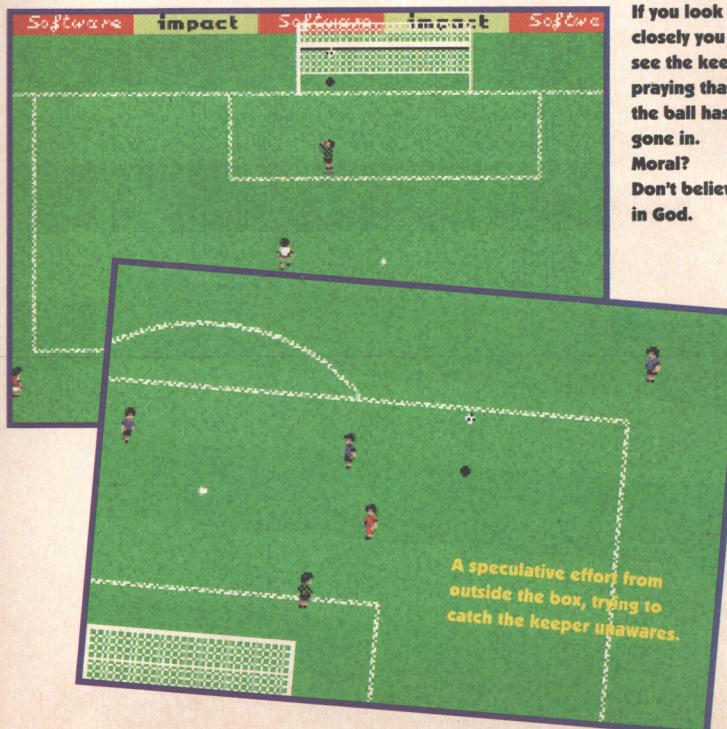
Runs On: Amigas
Publisher: Impact
Author: Ralph Lovesy
Release: October/November

It's all in the aftertouch, you know. Apparently that's what *Team* is all about. I mention this to try and kill off any rumours about this being a *Sensi* beater or anything like that, only time will tell if that's true. In the meantime, let's take a look at the game and see what's what.

Well, okay, so it looks like *Sensi*, but for a start, I think it's only fair to warn you that we're looking at the Atari ST version here. You see, across the way from our cramped surroundings, is the rather



Yeah, like Birmingham can count up to two, let alone score two goals.



(unfairly) bigger and plusher (yet somehow not-as-friendly or as homely as ours) office of ST Format. And so when they told us, that there was this footy game that was quite good and heading Amiga-wards, we braved the harsh realities of life outside our padded office and went for a play. Well, I did.

Hours later, cold, dishevelled and needing a nap, I returned to impart my knowledge of a game called *Team*. Bit of a crap name, but a name nonetheless. It's a football game, it's got none of this management business in it, and you play it just like *Sensi*. Only you don't, which brings us round to the aftertouch again. Let me explain.

You know when you play *Sensi* and it's like, run, press the button to kick and then apply the aftertouch? Well, it's not like that in *Team*, the fire button still does all the kicking, tackling and shooting but it's also used in the aftertouch. Only in this game it's called Directional Control (TM, probably), and instead of moving the joystick in a direction AFTER you've taken a shot, in *Team* you press the fire button, and keep it held down. Then you move the joystick (quickly) over to the direction you'd like the ball to go in, and then release fire. This sends the ball in the direction you were pointing, but puts more



And the guy in the blue put it in. GOAL!

control and/or curve on its destination. Unfortunately, due to my desire to return to the embracing bosom of AMIGA POWER, I failed to put in the necessary hours of practice, and so never really got the hang of it. The fact that I was trounced by Newcastle United in a friendly bears witness to this.

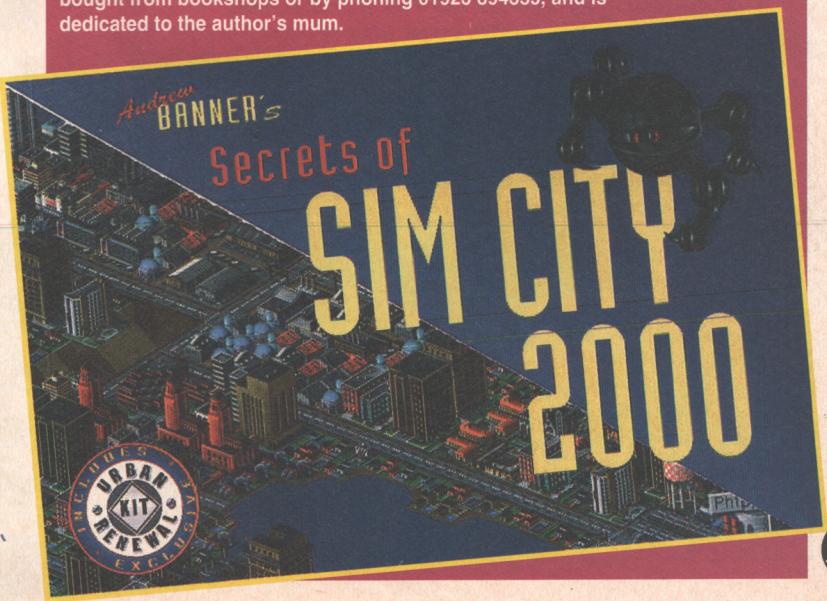
On top of that, the game has all the

usual tactics, substitution and gameplay options that you'd expect, and the graphics will be touched up a bit when the game appears on the Amiga, so don't take the graphics on the page too much to heart, because it will change. There's also, at the moment, a whisp of doubt that could grow into a real strato-cumulus as to when the game will actually appear. A date has been set for October or November, but that's a long time away, and things could change. There's also talk of a special A1200 version. Or the game might even be A1200 only. Or not. As usual, as soon as we know, we'll tell you. Of course, in the wacky world of computer magazine journalism, actually finding out a piece of information, printing it and then you reading it could be anything between 4 to 10 weeks. But you know what I mean.

• PAUL MELLERICK

CITY SECRETS

"The Secrets of *Sim City 2000* book is a value for money gift or chance purchase for the *Sim* fan browsing for the next *Sim* computer game or upgrade," we were informed by the press release to this, the latest book from the people who brought you *Secrets of Frontier Elite*. Quite what the odds are of a casually browsing *Sim* fan buying this on the spur of the moment we've no idea (although we suspect they're in the region of thousands to one), but this actually seems a bit more informative than the *Frontier* one. Chapters are devoted to pollution, transport, power and so on, and there's even an answer to the question "Help! My city's on fire. What do I do?" The book's £9.95, can be bought from bookshops or by phoning 01923 894355, and is dedicated to the author's mum.



PIZZA TO GO

Last month we reported the curious news that although Microprose's *Pizza Tycoon* was finished and had been reviewed in most mags (but not us), it wasn't going to be released. The reasons were (predictably) to do with money, it wasn't deemed "financially or commercially viable" to release a game that was £1200 only and had to be run from a hard-drive. But where does that leave the finished game, I asked Jason Dutton at



Float sinisterly over towns.

Microprose. Is it due to fester in an unmarked crate in some humidity-controlled warehouse for the rest of the century? Apparently not.

"Since we'd already spent the money developing and advertising it, I've been looking at other ways to get a return on it. One possible route open to us is selling it to a magazine and although this hasn't been agreed on, I'm in the process of talking to someone about it."

Well, it's not us, but there is a precedent for this kind of thing. Amiga Format released the *Syndicate American Revolt* data disk after EA decided they didn't want to, and even we contributed to this blurring of boundaries by paying Jans and Jens to produce *Gravity Power* (the best game ever bar one) for AP50. And just to assure us that Microprose are sticking with the Amiga, we should be seeing a finished version of *Colonisation* any day now. Steve's positively foaming at the prospect.

HALF-TIME

Vulcan are always courteous, professional and polite to us whenever we talk to them. They had enough mischievous impishness in them to consent to us to running the *Valhalla In The Style* of a rave record on AP50's coverdisk, and we thank them for that. In fact, it always makes us feel a little uneasy that we dislike their adventure games so much, but in AP, THE TRUTH comes before all else.

It was with a certain relief that we revealed that Vulcan's next game, *Timeslip*, is a sort of *Lemmings*/puzzle type affair and not, for example, the world's third ever speech adventure. Fans of Vulcan will be pleased to hear that it's still viewed from overhead, and it's still mostly brown.

Verminous renegade Jonathan Davies wrote all about it in AP44, but as it approaches release, a few new facts have emerged. The first one is that it's the first release from Vulcan's Mini Series, their new software label for new, mid-range games. They'll be between £13 and £16, and the plan is for each release to be subsequently backed up by a data disk.

That's the good news. The other (not good, but not necessarily bad) news is that instead of the eight time zones reported in AP44, there're only now going to be four, so say farewell (before you've even met them) to the Gothic, Roman, modern-day New York and Industrial Revolution locations, and await with baited breath for the Stone age, Mediaeval, Vietnam and Space age zones. We know we will.

Beware lemmingoid. Look out for the time bomb, the ticky-ticky-ticky time bomb.



CHARTS

TOP TWENTY

1. SENSIBLE WORLD OF SOCCER

Renegade £30 ★★★★★

2. SUPER SKIDMARKS

Acid £26 ★★★★★

3. ULTIMATE SOCCER MANAGER

Impressions £26 ★★★★

4. MANCHESTER UNITED: THE DOUBLE

Krysalis £26 ★★

5. KICK OFF 3

Anco £25 ★★

6. PREMIER MANAGER 3

Gremlin £26 ★★★★

7. BEAU JOLLY COMPILATION

Beau Jolly £35 ★★★★

8. PGA EUROPEAN TOUR

Ocean £30 ★★★★★

9. CANNON FODDER 2

Virgin £30 ★★★★★

10. THEME PARK

Bullfrog £30 ★★★★

11. FIFA INTERNATIONAL SOCCER

Electronic Arts £30 ★★★

12. JUNGLE STRIKE

Ocean £28 ★★★★

13. RISE OF THE ROBOTS

Mirage/Time Warner £43 ★

14. UFO: ENEMY UNKNOWN

Microprose £26 ★★★★

15. FOOTBALL GLORY

Kompart £28 ★★★

16. CHAMPIONSHIP MANAGER ITALIA '95

Domark £25 ★★★★

17. WORLD CUP YEAR '94

Empire £35 ★★★

18. CHAMPIONSHIP MANAGER '93

Domark £26 ★★★★

19. ON THE BALL: LEAGUE EDITION

Ascon £30 ★★★

20. VOYAGES OF DISCOVERY

Kompart £26

CHARTS

TOP FIVE BUDGET

1. SHADOW FIGHTER (Eh? Again? What? - Ed)

Gremlin £30 ★★★★★

2. TERMINATOR 2: THE ARCADE GAME

Virgin £26 ★★

3. KINGPIN

Team 17 £13 ★★

4. INDIANA JONES: FATE OF ATLANTIS (GRAPHIC ADV)

Kixx £17 ★★★★

5. FANTASY MANAGER

Anco £20 ★

CHARTS

TOP FIVE CD32

1. MICROCOSM

Psygnosis £45 ★

2. LEMMINGS

Psygnosis £26 ★★★★★

3. FIELDS OF GLORY

Mindscape £30 ★★★

4. PINBALL ILLUSIONS

21st Century £26 ★★★★★

5. ROADKILL

Acid £26 ★★★★

games in reviews...

Never Mostly Never

14. Have you ever violently disagreed with the mark we've given a game?

No. I think you're great, you are
 Yes. You overmarked it terribly (name game)
 Yes. You undermarked it hideously (name game)

15. Which other magazines do you read? Give the ones you do read a rating out of ten.

The One	—	Amiga Action	—
CU Amiga	—	Gamesmaster	—
Amiga User International	—	Amiga Computing	—
Soldier of Fortune	—	Amiga Format	—

16. Tick the single most influential factor that determines which games you buy and which ones you avoid.

AMIGA POWER review
 Magazine advertisements
 Hype (ie MK2, Rise of the Robots, Super SF2)
 Word of mouth (ie friend)
 Review in other magazine (please state)

17. How many games do you own?

Full priced	—
Budget	—

18. Be honest now, for if you lie, the CYCLISTS SHALL KNOW. How many pirated games do you own? This means those copied off your friends as well as cracked versions. Confess now, and we won't shop you to ELSPA.**19. The future of the Amiga - Tick the box that most closely matches your view.**

Escom are our saviours. My Amiga, or death
 Even if Escom do nothing, the huge popularity of the Amiga will take years to fade away
 I'm keeping my Amiga, but only until the supply of new games dries up
 I'd like a PC but barring a pools win, am sticking with my Amiga
 That's it, I'm off. See ya Amiga, hellooo Pentium

20. The future of AMIGA POWER - Tick the box that most closely matches your view.

It's my fave mag. They'll have to wrench it from my cold, dead fingers
 As long as I've got my Amiga, I'll buy it
 As long as there are enough reviews in it, I'll buy it each and every month
 I'll buy an issue only if it looks like it's worth the money
 I give it six months, tops

WHAT SHOULD WE THINK OF YOU?

21. What sort of games do you like playing the most? (Arrange the categories in descending order from 1 to 9, putting a '1' next to your favourite, a '2' next to your next favourite, and so on until you get to 9. Slightly patronising we know, but it's amazing how many people get completely flummoxed by this question.)

Platform games	—	Shoot-'em-ups	—
Beat-'em-ups	—	Adventures	—
Role-playing games	—	Puzzle games	—
Driving games	—	Simulations	—
Strategy game	—		

22. How old are you?

<input type="checkbox"/> Under 10	<input type="checkbox"/> 10-13	<input type="checkbox"/> 14-16
<input type="checkbox"/> 17-19	<input type="checkbox"/> 20-25	<input type="checkbox"/> 26-29
<input type="checkbox"/> 30-64	<input type="checkbox"/> 65-80	<input type="checkbox"/> 'old soldier'

23. Are you...

Male Female

24. What is your favourite word?**25. When you're not playing Amiga games, how else do you kill time?**

<input type="checkbox"/> Watching television	<input type="checkbox"/> Doing sports
<input type="checkbox"/> Going to the pub	<input type="checkbox"/> Going to pop concerts
<input type="checkbox"/> Cycling	<input type="checkbox"/> Reading
<input type="checkbox"/> Listening to music	<input type="checkbox"/> Standing outside Macdonalds
<input type="checkbox"/> Staring out of the window and sighing	

26. Our ad people want you to tell them how loaded you are. No bragging now.

Not at all. I get less than £5 pocket money a week
 All right I suppose. I get over £5 pocket money a week
 I'm unemployed or on a so-called 'training scheme'
 Less than £7,500 a year
 Between £7,500 and £10,000 a year
 Between £10,000 and £15,000 a year
 Over £15,000 a year
 I'm a manager in a privatised industry, and therefore richer than any of you paupers can imagine

27. They also want to know how many games you've bought in the last six months.**28. Finally, what's your name and, as if we didn't already know, where do you live?**

Name.....

Address.....

.....

.....

.....

Send your completed questionnaire to: AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, by 31st July 1995. If we pull yours out of the bag, and we like the sound of you, we'll send you £100 of games.

Now your favourite magazines are on-line.



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Point your World Wide Web browser at:

<http://www.futurenet.co.uk>

A screenshot of the FutureNet homepage. It features a green banner at the top with the "FutureNet" logo. Below the banner, there's a "Welcome to FutureNet!" message and a "Check out the What's new Hotlist" link. A "Jobs offered on FutureNet" section is also visible. At the bottom, there are links for "Computing" (Amiga Format, Amiga Computer, CD-ROM Today, Commodore Format, Mac Format, net PC Answer, PC Format, PC Plus, PCW Plus, ST Format & Computing Books) and "Videogames" (Amiga Power, Amstrad Action, Edge, GameMaster, PC Games, Sega Power, SuperPlay, Total, Ultimate).

FutureNet is Future Publishing's on-line service, featuring information from over 30 magazines.

A screenshot of an article titled "WIRED FOR SOUND: THE .NET GUIDE TO ROCKING ALL OVER THE NET". The article includes a sub-headline "You can't beat two guitars, drums, bass, but you can have a dozen guitars, rock 'n' roll, pop, techno, ambient, heavy metal, jazz – or whatever's got the bit, and so has this month's 'topic' issue of .NET". It features several small images of people with guitars and a CD. The text is in a column format.

You can't beat two guitars, drums, bass, but you can have a dozen guitars, rock 'n' roll, pop, techno, ambient, heavy metal, jazz – or whatever's got the bit, and so has this month's 'topic' issue of .NET.

Steve Report with an introduction to the musical side of cyberspace.

The death of discs

Ivan Pope meets a man who could be ringing the death knell for CDs.

It's not just guitars

The Series funkmeister sits to Simon Hindle about noise and the Net.

Thank you for the music

Steve Report closes the show with a comprehensive rundown of the Net's various, including rock on the Web, live music broadcasts, the latest on the virtual band, a dash through the megastore, a look at on-line CD stores, and finally a browse through the Net's numerous music mags and exciting e-zines.

You'll find the latest information on new issues and forthcoming special offers.

A screenshot of an article titled "Don't Panic". It includes a sub-headline "These stupid little problems that have been annoying you, the ones you can't find any answers for in the DOS or Windows manuals, will annoy no more. Ed Ricketts and Paul Pettingale are the smartselves with all the answers. Photography: Ashwin James". It features a small image of a person holding a guitar. The text is in a column format.

These stupid little problems that have been annoying you, the ones you can't find any answers for in the DOS or Windows manuals, will annoy no more. Ed Ricketts and Paul Pettingale are the smartselves with all the answers. Photography: Ashwin James

We are your friends, we like to help you out, and we enjoy telling you what to do. At which point we'd like to add that it's also our job, and we've all got mortgages to pay for, so when we're told, "Give our readers at least 100 top tips on how to get the most out of their PCs, informing them how to make their PC-using lives easier, and giving them the lowdown on the essential software they should get", we jump. And after we've done that we get down to it.

We know that PC things can be a pain when it's time to troubleshoot – things go wrong, you get confused, you click everything up. Hey, we've all done it (though Ed never admits to it), but in most cases, if you have your PC set up well in the first place, or if you follow a series of simple precautionary procedures once a month or so, you can rest assured that things will never, ever go wrong. Well, not frequently at any rate. So let us tell you what to do, tip by tip, to make sure that your PC life is a happy one.

And to make it even more practical, we're also going to tell you how to make your PC do things you

Articles from back issues are available free to search and browse.

To advertise on FutureNet, email **Simon Richardson** at srichardson@futurenet.co.uk or call 01225 442244.

The idea's so simple it hurts – take an adventure game and tell the story using pictures instead of words, and you've instantly eradicated problems that haunted adventure games for years. Gone are the problems of wording commands correctly. Out go long, wordy descriptions of the scene. And hey, you don't have to type at all, just move the mouse around. When they first showed up, point-and-click interfaces lured adventuring into a new decade, shrugging off the fantasy mantle of dragons, Raxinfraxins and orcs.

And yet, years later, most of them are still flawed, aimless and ultimately unsatisfying games. Why is the best Amiga point-and-click adventure game STILL *The Secret Of Monkey Island*, which was released back in June '91? What lessons haven't been learned? What went wrong? Who's to blame?

Sit back and relax as we let rip with a large calibre, six page AMIGA POWER FactMortar™ to carpet-bomb the world with information and critical analysis on an entire genre. Prepare yourself accordingly...

WHIP CLIC AWAAAY

BENEATH THE SECRET OF THE AMAZON UNIVERSE LOOM LEISURE-SUIT LEGENDS

So as to completely patronise and annoy any long-term readers who hate being spoon-fed information, we're going to go through each and every aspect of the point-and-click adventure. Only kidding, we're doing it to ERASE GREY AREAS and FOCUS ATTENTION on what can, and frequently does, go wrong. AS ONLY WE CAN.

1. THE GRAPHIC WINDOW

This is where the action's at, or at least it's where the action should be. Frequently, it's where several people stand and talk. For anything up to ten minutes at a time.

2. THE HERO/HEROINE

Unlike the turgid world of fantasy settings, point-and-clicks take protagonists from a wide and varied genre. Heroes are typified in P&Cs by having more frames of animation than lesser characters, so they can do a bit more than walk left, walk right and wobble their heads when they talk.

3. CONTROL ICONS

At the very heart of a P&C lies, or should lie, a lovably user-friendly

4. THE POINTER

At best, the mouse-controlled pointer (hidden under the blob, honest) is

5. THE INVENTORY

How many different ways can a game visualise the contents of your hero's pockets? Quite a few actually, and many of them in such a moronic and absurdly illogical manner that it'd make any free-thinking John Q Public type blush. Don't objects hidden within bags inside bags sound dumb? It HAS happened before.

6. USABLE OBJECTS

Ranging from hulkingly oversized and user-friendly icons in *Bloodnet* to three slightly differently coloured pixels just left of the lamp in *Kings Quest 6*, usable objects are the mainstay of P&Cs. Pick them up, combine them to produce new items and sell them to someone who wants one of whatever you've now got.



control system. I mean, only a fool would have separate 'throw', 'combine', 'wear' AND 'insert' icons when a simple and universal 'use' would suffice, wouldn't they? Well, wouldn't they?

your eyes and ears, finding hidden objects by changing shape and telling you where your character can and can't walk. At worst, it's a small arrow destined to be inched across the screen, looking for a vital object.

Although this should be the background static to an exciting and involving story, the manipulation of objects is often the only level that lesser P&Cs manage to achieve. We dismiss these out of hand.

GK YYY

THE HISTORY

Next up, it's credit where credit is due time. Homage, as we like to say all the time, MUST BE PAID, and most of the kudos goes out to Lucasarts, those ex-colonial muddy funsters from the wrong side of the Atlantic who are not only responsible for the first P&Cs, but also laid down a perfect blueprint for the rest to follow.

Way back when, even before AMIGA POWER, there was *Maniac Mansion*, a kooky adventure game revolving around buck-toothed geeks trapped in a bonkers house o'doom. The graphics were 8-bit beyond belief, but all the basic features of P&Cs were in there, and indeed, the SCUMM interface system used in subsequent Lucasarts clicky classics started life here as the Script Creation Utility for *Maniac Mansion*. Unlike the maiming and fantasy settings of most text adventures, the philosophy of these early

games was to avoid being grim, so out went being killed and killing, and in came the familiar light-hearted tone.

Things moved pretty quickly after that, with the fantastically titled *Zak McKracken and the Alien Mindbenders* building on the system slightly and also giving the world one of the best game titles of all time. The roving reporter character spread the action all over the place, giving it a less confined feel than *Maniac Mansion*, but the graphics were still naively basic.

Loom's big improvement was the transition from flat, childlike graphics to atmospheric and moody 3D landscapes. It looked great, and had the added gimmick of the music that dominated the odd tale of weavers who meddle with the fabric of time itself. *Loom* was good, but it wasn't until the next game that Lucasarts got it

SOFTWARE CRIMINAL NO. 1

Universe

Harking back to the unyielding, unforgiving text interface, *Universe* turns its back on an all-encompassing 'USE' option in favour of a myriad of specialised options. So you can't OPEN PANEL WITH BAR, but have to INSERT METAL BAR IN PANEL, and even though there's a WEAR option, you have to get a jacket on by combining it with something else. Obvious really. All this, and the puzzles are terribly illogical, forcing you into bizarre situations to retrieve seemingly pointless objects just because they'll be useful later on. Horrible.



right in every respect. *The Secret of Monkey Island* was just the fourth graphic adventure game designed by the Lucasarts team, but it proved to be entertaining, funny, beautifully presented and a total joy to play. *The Secret of Monkey Island* was the best adventure game in 1991, and it's the best one now. Let's see why.

All Lie Submissive Before the High-Altar of Monkey Island

There's just one terrible problem with *Monkey Island* (one and two) – If you play it off disks, swapping spoils the atmosphere. But then again, name a P&C game where this isn't the case.

Everything else about *Monkey Island* (one and two) is great. The slightly cartoonish graphics mesh perfectly with the curious angles and odd houses of the backgrounds. The story takes delicious leaps and sideways steps that are never baffling or unbelievable. The cut-aways reveal action elsewhere at just the right moment, and although you're rarely stumped for what to do next, the puzzles are no pushover.

The main joy is the cast of characters though, seemingly hundreds of them, all individuals, all different, and all saying clever, interesting, and downright laugh-out-loud things every time their heads wobble. And just when you've thought you've caught the designers out by trying to talk to the dog, they come right back at you and have the dog reply in perfect woof-woof-eese. They

SOFTWARE CRIMINAL No. 2

Legend of Kyrandia

The most important part of an adventure game is the plot, isn't it? Well, isn't it? Then why does the story for *Kyrandia* run like this – Brandon's grandad is turned to stone by Malcolm. A guardian gives Brandon a note saying he must find the amulet in order to defeat Malcolm. So he goes into the woods and finds some gems, then meets Malcolm, then goes into some caves, wanders round an island, gets into Malcolm's house and finally turns him into stone? Two out of ten. Must try harder.



thought of everything. It hasn't got any better than this.

A PERFECT WORLD

So there we have it, a game that's years old and never been equalled, let alone bettered. But that's not the full story, for amidst the newer releases are enough good ideas to come up with a real *Monkey Island* beater, combining the wit and panache of Guybrush Threepwood's travels with improvements and additions to the original game concept. Just never all of them in the same game. In tune with Steve's football management game feature last month, let's dissect them and stitch the best bits together to create our own Frankenstein's monster of a perfect graphic adventure...

STORY

Having some adventurer walk around a wood for hours simply isn't good enough. There's got to be some intrigue, something to find out, baddies to be thwarted and good guys to be rescued. The story line's got to be good enough to be a film or book, good enough to capture your imagination and draw you in. *Indiana Jones and the Fate of Atlantis*, *Beneath a Steel Sky*, *Innocent Until Caught* – they've all got good plots. Even the fatally flawed *Dreamweb* has a few surprising plot twists. Contrived "You must escape/kill the bad guy/rescue the princess because we say so"



SOFTWARE CRIMINAL NO. 3

Roberta Williams

Merely on pun crimes alone, we could lock up the author of the *King's Quest* series for between 20 years and life, yet it's the lack of imagination that really sets her up to be knocked down. The games look great, and are reasonably challenging, but are just SO LAME. Princes and pirates, servants and palaces – it's all boring. And the tedious prose that you have to plough through – Bleurgh. And the fact that many objects are exactly one pixel by one pixel, and fail to register on the pointer – Sob. Please Roberta, no *King's Quest Seven* on the Amiga.



scenarios should perish, so fade away *Universe*, *Legend of Kyrandia* and *Labyrinth of Time*.

ATMOSPHERE

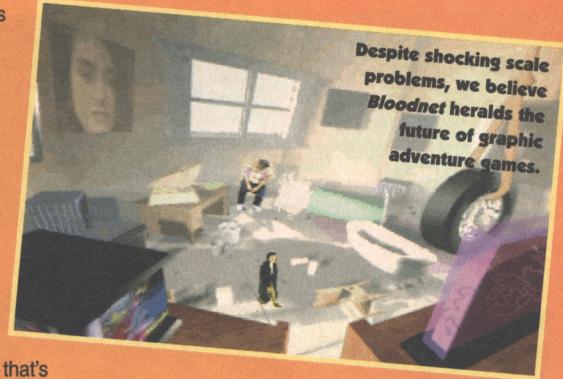
Darkseed, *KGB* and *Bloodnet* have proved that P&Cs can be dark and brooding. *Cosmic Spacehead* and *Flight of the Amazon Queen* show that they can still be funny while conversely, *Simon the Sorcerer*'s living proof that if you stand still in game design, you go backwards. By manipulating the pictures, you can alter the mood. P&Cs CAN be adult and serious as well as being kiddy and funny.

ACTION

It's the slow pace of all P&Cs that betrays their text-based origins. In a text adventure game, you're basically working your way through a book, and so time doesn't matter. When you can see

the action though, it looks increasingly odd when two sworn enemies face each other for ages. Having enough graphics to make the characters trip, climb or run helps to add a bit of whoomph to the pace, and we've a sneaking suspicion that one or two lurking Behind Men in each scene could quickly escalate friendly chats into violent fist-fights, but that's not enough.

There's a sequence in *Dreamweb* when you're confronted by an enemy, and unless you choose the gun from your inventory, he'll kill you. It's hardly real time (you can take as long as you want to open the inventory) but it's a start. *Bloodnet* goes one step further and has a combat sub-game, although the idea's far better than the implementation. Real time decision-making and time-dependant rendezvous would increase the pace and impart a sense of urgency to the adventure.



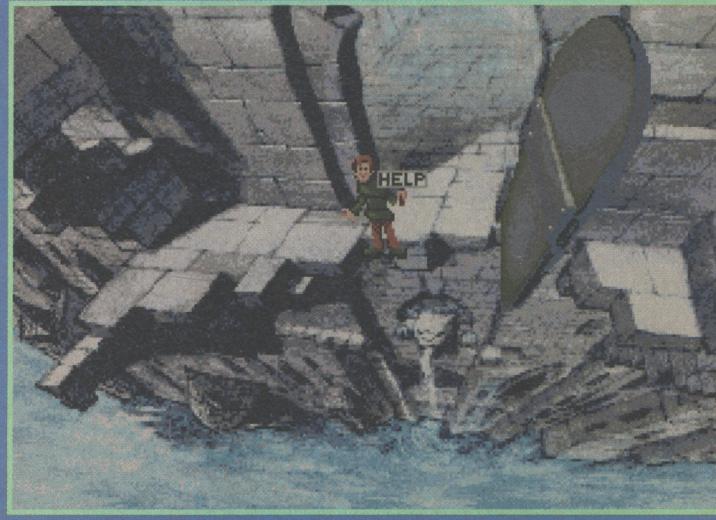
text adventures described objects in each location, so hiding objects in locations just artificially protracts the playing time. Zzzzz.

In lesser adventures, finishing the game is reduced to finding new locations, finding all the objects, and carrying them around until

SOFTWARE CRIMINAL NO. 4

Curse of Enchantia

Logic be damned, entertainment be damned. The story's this – you're plucked from Earth to a strange world, and have to get back, but enough of the plot. Let's look at how you have to attach twigs to mud and seaweed and then wear the resulting 'mask' to fool a monster. Let's see how you cross some water not by using the boat, but by scattering ashes on the lake to summon a monster. If ever a game was designed to keep the Last Resort full for ever, this is it.

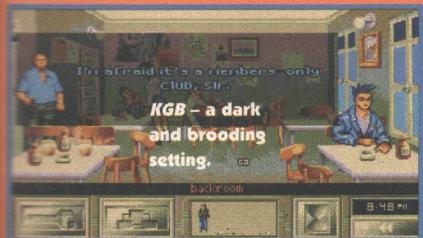


SCREEN TRAWLING

Screen trawling (that is, the mechanical sweeping of the pointer across the screen to find objects) is the scourge of P&C adventures. Even ancient

Monkey Island 3 or, to use its proper title, *Indy Jones and the Fate of Atlantis*. Top fun.





someone else asks for one of them. A machine could do this.

Once again, it's the revolutionary *Bloodnet* that shows the way forwards, with huge icons for each object instead of tiny scale representations. By muddling up helpful objects and red herrings, the skill's switched from finding them (the dull mechanics of a game), to knowing what to do with them, and thinking is what adventure games should be about.

NEW SETTINGS

Just because Lucasarts games were like this, it doesn't have to always be chirpy, lazily-paced romps. They're based around pictures not words, so why not have a dog adventure, or one where you play an insect? The system's based around finding things, so why aren't there more detective settings like *KGB* and *Cruise For a Corpse*? It's this determined mimicking of Lucasarts and lack of vision that's stifled the genre.

FREEDOM OF MOVEMENT

Due to the scripted nature of

conversations and confrontations, P&Cs are inherently limited, but some more than others. *Universe* funnels you down a tight tunnel of actions



BLAH BLAH BLAH

Hollywood thought it was a fad, but it knocked the studio system for six when sound came to the movies in July 1927, and now talkies have reached graphic adventures.

Done badly, talky versions are irritating, with half a dozen actors attempting to do 20-odd different voices and failing miserably, but enough of *Simon the Sorcerer*, *Good talky versions such as Beneath a Steel Sky*, add greatly to the atmosphere, but they're few and far between. The talky *Flight of the Amazon Queen*'s fantastic, as is *Bloodnet*, but typically, these are only available on that pesky PC. Damn them. Still, with Escom talking about making Amigas with in-built CD drives there's some hope that we'll get talkies ourselves soon.



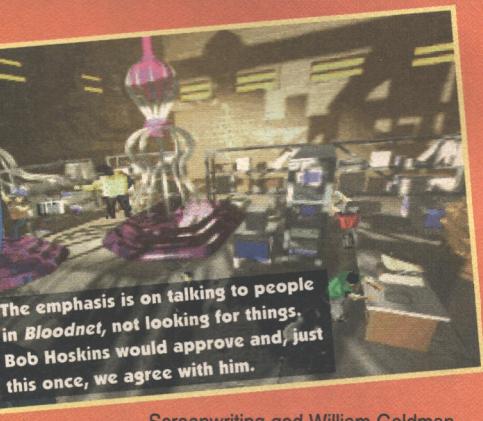
where you have to do what the programmers want you to do, in the order they want you to, which is terribly frustrating. *Monkey Island* offers a satisfying degree of latitude and allows you to drift between a pleasing number of locations before you have to solve a puzzle, but it's *Bloodnet* that's the master of freedom of movement. From the very start, you can visit so many locations that the entire emphasis of the game's changed from mechanically searching locations to actually finding out what the hell's going on.

HUMOUR

Why don't funny people write funny adventures? If they can get Mark Hamill for *Wing Commander 3* and Tia Carrera for *The Daedalus Encounter* (both on the PC. Grrr) why can't they get screenwriters



Professional 'ladies' make an appearance in Virgin's brooding *KGB*.



The emphasis is on talking to people in *Bloodnet*, not looking for things. Bob Hoskins would approve and, just this once, we agree with him.

Screenwriting god William Goldman once said that the three most important elements of a film were "The script, the script and the script," which, in summing up, seems perfectly apt. The only technology graphic adventures need are a hard drive. Just looking at the latest batch of PC releases to confirm this – rendered, digitised, super-slick production numbers that look awesome and sound brilliant. And are completely terrible. What's lacking is good ideas.

We'd like to think that programmers will read this, nod their heads and snip these pages out of the mag, transferring them to plastic envelopes in cherished ring binders, and referring to them at the start of each new project. We'd like to think that. But what's the bet we could dust this feature off and slap it in 3DO-GO-ON-BUYONE POWER five years from now? Hmm?

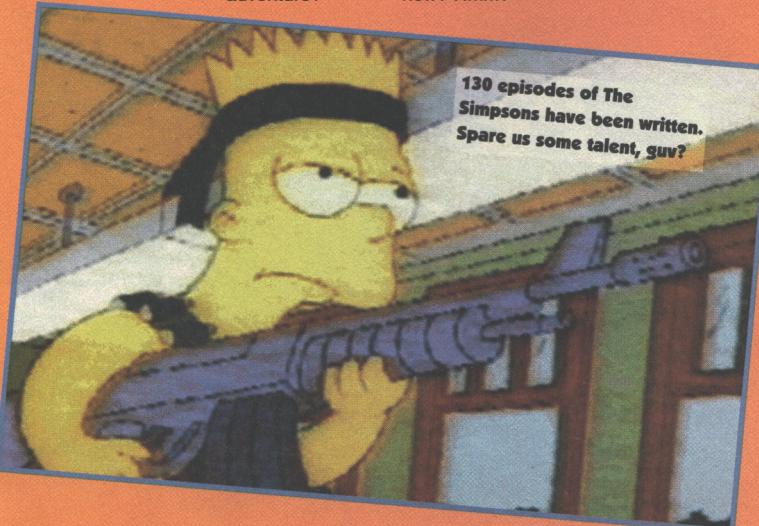
FIVE GREAT POINT-AND-CLICKS THAT CHANGED THE WORLD

1. Lee Harvey Oswald (Er, that's enough great point and clicks that changed the world. – Ed)



to do a decent script for a point-and-click?, so where are the writers? Surely the likes of Duckman's Ron Osborn and Jeff Reno would be cheaper than Luke 'Fatty' Skywalker in a boiler suit? And there's enough Simpsons writers to allow for a bit of moonlighting, isn't there? And Douglas Adams is keen on computers, going as far as co-writing the *Hitchhiker's Guide to the Galaxy* text adventure with Steve Meretzky, so why not bung him a few thou? Or get *Monkey Island*'s Ron Gilbert doing that thing he does again, how hard can that be? Funny people equals funny scripts. Just ask Woody Allen.

It's the same story with any game genre – we need to see imagination, for how else can you entertain someone for the week or so it takes to finish a graphic adventure?



POINT AND CLICK FO CARPAL TUN

To allow total dissemination of **EVERYTHING** you **NEED TO KNOW**, we've ushered all point-and-clickies out of the **AMIGA POWER** InfoTower™ and forced them to assemble for inspection (alphabetically) in our very own **JudgementCourtyard™**

On these pages are more disks per game, more hard disk installable games and more games that take a week to complete than this humble mag's ever seen. The good grudgingly rub shoulders with the mediocre and the real bad boys as we launch you onto the perilous journey through a genre that's never really reached its full potential.

Move and click your mouse until your wrist tendons chafe painfully against their soft, protective sheath. And then play some more.

THE ADVENTURES OF WILLY BEAMISH

Sierra (AP12 69%)

Imagine any one of the hideous brats from out of the Cosby Show, or Blossom, or the US version of Dennis the Menace. Now imagine an adventure game based on their antics, or better still, play the game from Sierra. Even better than that, don't. Squeamish American sentimentalism about youth is never a pleasant thing to witness.

BENEATH A STEEL SKY

Virgin (AP33 86%)

Notable for the sterling work Watchmen artist Dave Gibbons put into it, and also the fact that there's a great talky version out on the CD32, *BASS* combines humour, robots and cyberspace with some darker and frankly unpleasant moments. Find out why Foster's been sent to the big city, or die in the attempt if you're fantastically stupid.

BLOODNET

Gametek (AP47 90%)

Vast, sprawling, open-ended cyberpunk gothic P&C that could well be the future of this genre. Instead of being guided down a tunnel, there's enough 'give' in the game to allow at least the impression of freedom of movement through a vampire-infested, neon-lit, crumbling metropolis as vampiric blood fights to consume your soul.

COSMIC SPACEHEAD

Codemasters (AP33 78%)

Probably too easy for most people, we're looking at My First Adventure Game here, with a '60s vision of the future displayed in garish Jetsons-o-vision. Platform and tankie-tankie sub-games make it ideal for the little 'uns, but it's just not challenging enough for us bigger people.

CRUISE FOR A CORPSE

Delphine/US Gold (AP6 87%)

Or Murder on a Ship. A classic Poirot mystery combined with cinematic cut sequences and moody 19th Century visuals more than makes up for terrible disk accessing problems.

CURSE OF ENCHANTIA

Core (AP19 87%)

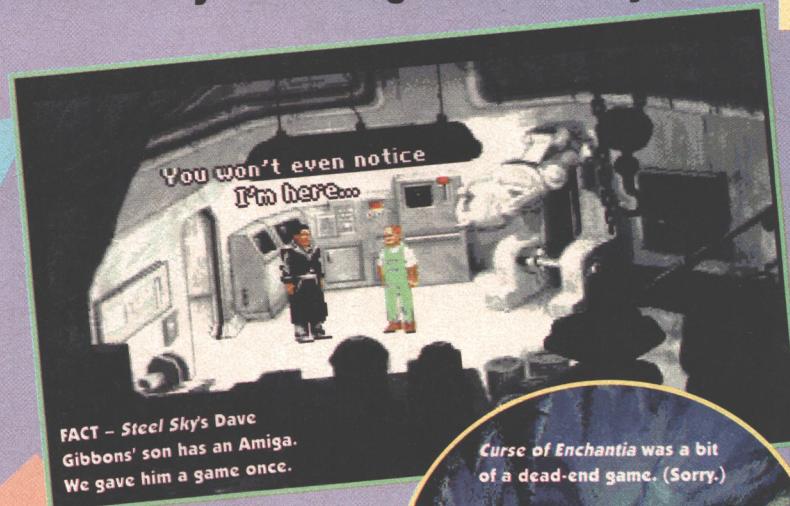
Great cartoony graphics let down by the illogical puzzle solutions that have spoiled many of Core's efforts.

DARKSEED

Cyberdreams

(AP22 88%)

An unusually



FACT - Steel Sky's Dave Gibbons' son has an Amiga. We gave him a game once.

adult affair based on HR Geiger's work and featuring melting babies, but with painfully few locations. The odd digitised characters and flickery screen add to the headache-inducing paranoia of the plot.

ELVIRA MISTRESS OF DARKNESS

Accolade (Before AP (BAP))

Good graphics but terrible adventure. And why was Elvira so famous? Beats us.

FASCINATION

Tomahawk (AP17 67%)

Sexist French adventure where you (the saucy lass) see the locations rather than being placed in them in a bizarre first-person perspective way. A bit like *EOTB* or *Doom*.



Curse of Enchantia was a bit of a dead-end game. (Sorry.)

FLIGHT OF THE AMAZON QUEEN

Renegade

It's reviewed this issue and plastered across the cover. Check out the review on page 32.

FLOOR 13

Virgin (AP14 75%)

Not strictly a P&C, more a text-heavy political conspiracy thriller. In black and white. Suitably odd though.

HOOK

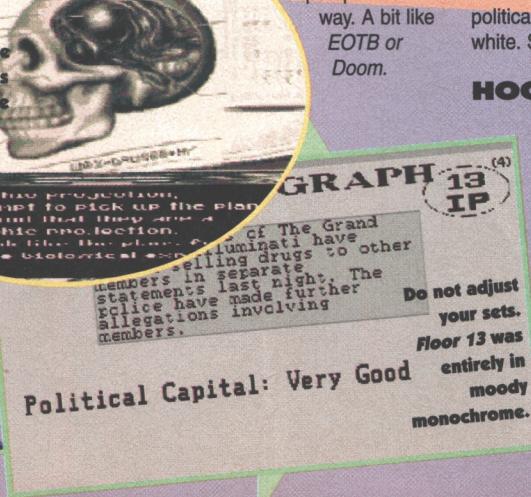
Ocean (AP15 84%)

Based on, and much better than, the crappy Spielberg film.

INDIANA JONES AND THE FATE OF ATLANTIS

Lucasarts/US Gold (AP21 90%)

An identical system to the *Monkey Island* games and a great sense of humour than blends well with the Indy story line. Sadly, 11 disks render it



WICK YOUR WAY TUNNEL SYNDROME

unplayable from anything but a hard disk. Shame that.

INNOCENT UNTIL CAUGHT

Psynosis (AP35 81%)
Beer and babe-fest as Jack T Ladd romps round the universe making lewd and suggestive remarks to busty travellers, barmaids and 'professional ladies.' If *The Leisure Suit Larry* series were Carry On games, this one would be Loaded magazine. It's hardly a very PC P&C (Yes! Got that one in) but that doesn't stop it from being entertaining.



KINGS QUEST 5&6

Sierra (AP7 83%, AP41 70%)
Saving the time for us to compile a list of P&C problems, the sadly unstoppable Roberta Williams manages to get most of them in her games, from minuscule objects that the cursor won't recognise to contrived puzzles and banal text. Once again, we can only assume that "If you like this sort of thing, you'll like this" mentality possessed the reviewers.

KGB

Virgin (AP21 85%)
The first and, to date, only game based around the Komitet Gosudarstvenny Bezopadnost has you working for the forces of the state in post-Glasnost Russia. The sullen, drab vision of a country ruined by communism stokes up a suitably oppressive atmosphere, so it's a shame the game's too linear.

LABYRINTH OF TIME

Electronic Arts (AP35 47%)
A fantastically 3D rendered exercise in futility, *LoT* has you

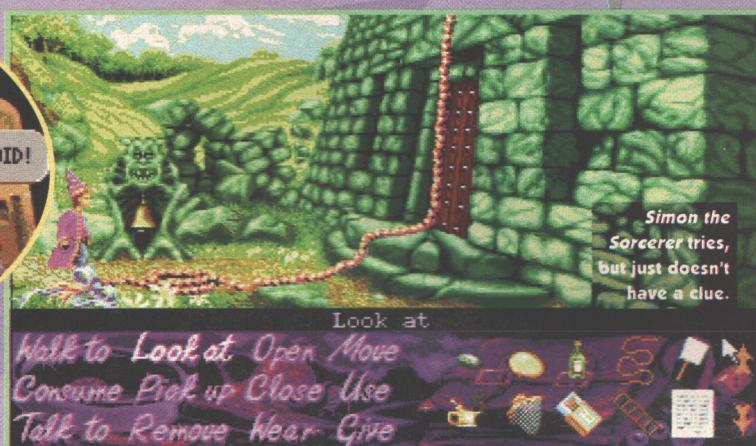
hauling round numerous pretty, but cold and empty, locations in the quest to, to, well, to find anything to do or anyone to talk to. In the first 20 minutes or so, the most exciting thing you get to do is flush a toilet. Highly missable, and CD32 only.

THE LEISURE SUIT LARRY SERIES

Sierra (1, 2 & 3 BAP, 5 AP11 50%)
Numbers one, two three and five graced the Amiga with their smutty sexism, and the funniest bit of any of them was that number five was the quest for the missing number four. Aha. Aha-ha.

LEGEND OF KYRANDIA

Virgin (AP20 89%)
Illogical, tedious and annoying walk in the



park nonsense that leaves us wondering what exactly Les Ellis was thinking about to mark it so highly.

LURE OF THE TEMPTRESS

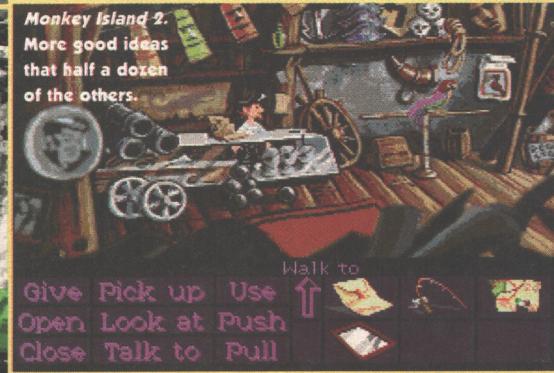
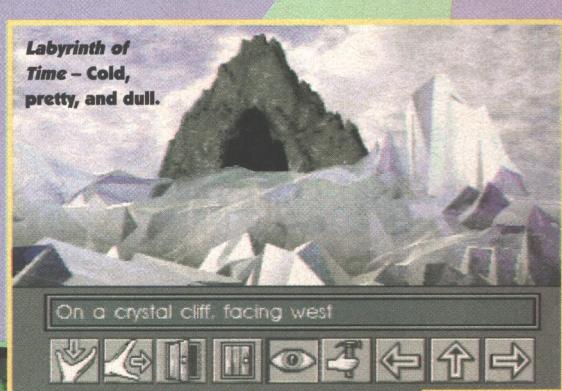
Revolution/Virgin (AP15 88%)
Occasionally clever and funny, mostly serious, fantasy-drenched game from the people later responsible for *Beneath a Steel Sky*.

LOOM

Lucasarts/US Gold (BAP)
The first good-looking P&C game.

MONKEY ISLAND 2

Lucasarts/US Gold (AP15 90%)
As good as the original (which is bizarrely further down the page due to the constrictions of alphabetical listing), *MI2*'s told entirely in flashback, leaving you to work out exactly why Guybrush is hanging from a vine. Big, good looking and endlessly entertaining.



NIPPON SAFES INC

DMI (AP26 85%)
Curious, Italian, point-and-click (*Careful* – Ed) adventure where you guide three characters through a series of criminal adventures in Tokyo. Unintentionally funny moments occur due to the poorly translated dialogue.

THE SECRET OF MONKEY ISLAND

Lucasarts/US Gold (AP2 90%)
Slick, flowing, and FUNNY. It's a testament to its ingenuity that no one's managed to do anything better even after all this time.

SIMON THE SORCERER

Adventure Soft (AP34 69%)
Fantasy setting – wizards and goblins, the works. Tries overly hard to be *Monkey Island* and barely raises a smile, let alone any belly-laughs.

STAR TREK 25TH ANNIVERSARY A1200

Interplay (AP34 62%)
Released a mere three years after the 25th anniversary, this limp tale offers little enjoyment, and you can only play it on an A1200 with hard-drive. For Trekkies only, and even then, only for the saddest Trekkies.

UNIVERSE

Core (AP41 21%)
Terrible.

ZAK MCKRAKEN AND THE ALIEN MINDBENDERS

Lucasarts/US Gold (BAP)
Haven't we already covered this somewhere?

"SUPERB
DOOM
STYLE ACTION!"

TERROR THROUGH THE EYE OF THE...

DEATH MASK



100%
EXCITEMENT

DATE: 9030AD.

PLACE:
The Planet HIBA.

YOUR POSITION:
Member of the Elite military
force known as the DEATH MASK.

TASK:
To eliminate all invading aliens
and their agents:
PROTECT & SURVIVE!

Battle and blast away mighty, nasty, awesome aliens, deadly
demonic monsters and vicious mercenaries in level after level of
adrenalin pumping action packed with excitement.

Find and use a vast arsenal of powerful weapons and ammunition
hidden in huge labyrinths of corridors and secret rooms.

Play solo or against a "friend" using the unique two player mode.
Can you get him before he gets you?
Or will you help each other on this bloody quest?

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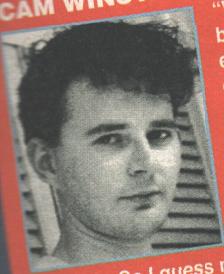
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GAMES

WHY DO WE THINK WE ARE?

CAM WINSTANLEY



"Well," said Cam, getting the ball rolling. "I'm probably expected to say that the point of my existence is to edit AMIGA POWER, but that sounds corny. And I'd like to say that my *raison d'être* is to leave the world with some classic screenplay, but I've only written 16 pages so far this year. So I guess my purpose in life is to enable rude strangers to point at me and say 'You're really tall. And you look like (current random celeb that wears glasses) from the telly.' Not much to look forward to for the next 50 years, is it?"

PAUL MELLICK



"Do you mean why am I here in Bath, or here in the office, or actually here in the universal sense?" groaned Paul. "Not that it makes much difference, because the answer's the same: I don't know. I came to Bath to work on *Mega* and when it was foully betrayed and sold off, I was washed up on the sandy shores of AP, where I've been marooned ever since. Unwanted. Unappreciated. And on, but we'd stopped listening."

C MONSTER



"Natural selection," smiled C-Monster, making the transition from AP reader to reviewer while simultaneously reinforcing himself as one of Bath's (if not the entire world's) foremost Genetics students. "We are born and then spend our remaining years in an increasingly desperate search for a partner with whom to sire the next generation. Then we crumble to dust and the little wormies dance upon our foetid corpses." With this he sped off to continue his relentless teeny-bop trawl of this city's fair streets. In a dangerous jeep.

("SUE HUNTLEY" - Ed)



"The way you people treat me," snapped the only female member of AMIGA POWER, "it would seem that I'm here so you can all have a go at me. Day after day after day it's 'You've done this wrong, Sue' or 'You've done that wrong, Sue' or 'Make me a cup of tea, Sue.' When I was a little girl, I used to believe that I'd truly been put on Earth for a distinguished reason, but I'd be very upset if having to shout at you writers to finish your reviews was it." Duly demeaned, we slunk off and prepared her a lavish afternoon tea spread. With cucumber sandwiches and everything.

STEVE FARAGHER



"The sole reason I'm here is to further the refutation of Cartesian principles," intoned well-read Steve smugly. "Descartes only got as far as the 'I think, therefore I am' stage, which questions the existence of anyone other than himself. However, by merely thinking this thought, he was using language, which in itself is a product of society, thereby proving the existence of others." A smile played lightly across his lips. "Your move, René."

JONATHAN NASH



Jonathan was disheartened by everyone else's purposes. "They're so boring. Why isn't anybody a secret crimefighter, using the excuse of making lunch dates to alert their unflappable butler: sidekicks that they're going on patrol? And where are the people committed to exposing government conspiracies? Or the amateur animators dedicated to sparking a cartoon renaissance? Pshaw." And you, Jonathan? What of your purpose? "To receive a kiss from my true love," he mumbled, digging his toe into the hot sand. Good lord.

RICH PELLEY



"MY PURPOSE IS THREEFOLD," blasted Rich, "FIRSTLY, IT IS MY DUTY TO RELIEVE THE WORLD OF ITS GAME-RELATED PROBLEMS. SECONDLY, I FEEL THAT MY CONTINUING ASEITY QUESTIONS AND REDEFINES FASHION AS I EITHER WEAR MY CLOTHES IN THE WRONG ORDER OR ALL AT ONCE." He paused for breath, but the room still quaked from the aftershocks. "AND FINALLY, I AM THE LOUDEST PERSON EVER TO HAVE USED A PHONE. IN THE WHOLE WORLD."

JONATHAN DAVIES



"Please let me come back," said Jonathan.

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews as a whole, single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather watch Stargate.

FLIGHT OF AMAZON

And a big hello to Doctor G Scientist and Vernon.

Runs on: A500, A600, A1200

Publisher: Renegade

Price: £30

Authors: Steve Stamatiadis and John Passfield (design), Tony Ball (code)

Release: September. Sorry

Francis was impressed: the spoon without a doubt made up for You Don't Have To Be Megalomaniacal To Work Here But It Helps!!!. He'd been expecting the lift behind the wall panelling in the unpleasantly enthusiastic secretary's office, and the deeply curving slide as the floor dropped open was standard for the model, but the way the enormous padded scoop sprang from above the ceiling to fork him neatly and arc through the concealed chute when he reached across to stir his complimentary lemon tea came as an interesting surprise. It was easy to see why everyone aspired to the Black Board.

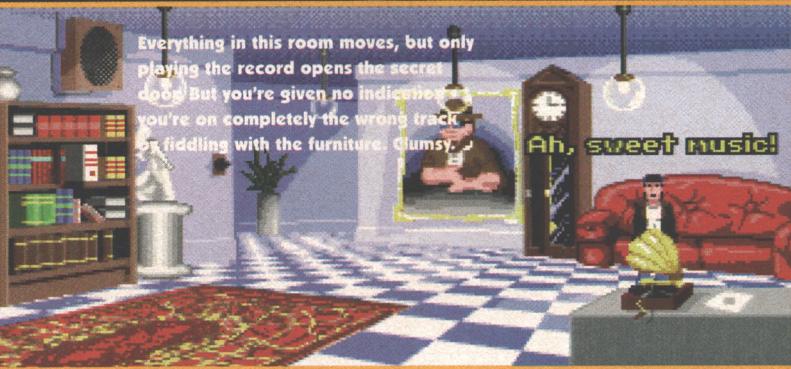
A section of floor Jaycloth-cartoned, and an alarmed black-clad underling

appeared with an explosive hiss. Obviously unfamiliar with the equipment, he twisted in mid-air and landed heavily facing an exhaustive bookcase. There was a briefly agonised moment, and the doorman pirouetted towards Francis. "Mr Perkins," he slinked tenaciously, "the Black Board will see you now."

"But my name is not –" began Francis. The doorman cut him off with a gesture and exaggerated the precaution of glancing about himself as if acting out a script. "The Black Board would be obliged if you adopt a pseudonym," he explained. "This way," he added, pulling an edition of Chaucer from the bookcase and leaping backwards. After a while he replaced the book and seized the volume next to it. The bookcase swung open, revealing an escalator reminiscent of those of the London Underground. The doorman regarded it with confusion. "So what did I order installed at St Pancras? No matter. Follow me. And stay on the right," he added as Francis gingerly stepped upon the rapid steps and settled his balance.

GENUINE

The room was impenetrably dark by design. Francis shuffled uncomfortably before the looming shapes. There was the pressure of a supersonic note, and an amplified voice gabbled from above. "THE BLACK BOARD



WELCOMES YOU, FRANCIS IRONSTEIN. WE SHALL ATTEND TO YOU IN A MOMENT. FIRST, WE MUST DEAL WITH THIS UNDERLING." The voice doppled across to the doorman, who had been consulting a clipboard and writing furious memos. "YOUR INEPTITUDE HAS DIMINISHED THE PERCEPTION OF THE BLACK BOARD AS ALL-POWERFUL. WE DO NOT TOLERATE FAILURE IN THIS ORGANISATION." Smoke mushroomed from the floor as a trapdoor thundered open fully six feet to the doorman's right. There was an embarrassed pause. Suddenly the doorman clapped a hand to the side of his head. "Aaargh," he yelped theatrically. "My inner ear." He listed to one side and, doubling his legs under him, flung himself gamely through the hole. The trapdoor banged shut. "SO PERISH ALL THOSE WHO FAIL THE BLACK BOARD," said the voice

petulantly. "EVENTUALLY."

The voice turned once more to Francis. "AND NOW FOR YOU, PROFESSOR. WE HAVE READ YOUR APPLICATION AND FIND IT TO BE OF INTEREST. TELL US MORE OF YOURSELF. FOR EXAMPLE, YOUR NEWEST PLOT TO TAKE OVER THE WORLD. RECENTLY FOILED, WE UNDERSTAND BY THE PILOT OF THE 'AMAZON QUEEN'?"

"Booo," said a voice of recognisably readerish qualities. "Aaargh," it continued to the sound of heavy blows.

Francis sat back in the black leather chair that had zoomed under him from a panel in the wall. He had carefully prepared for this moment. There was no shame in failing to take over the world, as any of the Black Board would attest. "Well," he found himself saying, "it's a long story."

"DOT DOT DOT," recited the Black Board in unison, and Francis knew he had them.



THE QUEEN

FOREIGN

Elsewhere, the reviewer was being throttled by Rondo Hatton on the orders of a sinister shadowy figure. "But it's a tried and tested literary device to get across the atmosphere of the game," he gurgled. "That is exactly what it is like."

"Tried and tested by you alone, I recall," murmured the sinister shadowy figure. "We closed Game Zone to stop it last time, and it's not going to work now. Such grotesque self-indulgence exceeds even" – and here it put an audible cocked eyebrow in its speech – "AMIGA POWER's slack rules." It smacked the back of a hand into an open palm. "Facts. Now."

"It's a point-and-click adventure," squealed the reviewer as Rondo twisted his nose. "Taking place in 1941 it tells the story of Joe King, pilot for hire, who stumbles across Francis's plot to take over the world and foils it with the aid of Amazons, household appliances and native intelligence and intelligence."

The sinister shadowy figure's lip curled. "Background blurb," the figure stated. It was a sentence.

AND

It was just another day at the Sam Cruise detective agency, except it was the office of Joe King (pilot for hire), and it was empty because Joe was dressed in drag on the back of a speeding flatbed lorry. "Step on it, Sparky," barked Joe, ducking bullets and flinging chickens at Rico and Eddy. He juggled his ersatz bosom and waved a fist on general principle.

"And then what happened?" asked Naomi as the camera pulled out and went wobbly to show it was later on and Joe was relating the story in the local trading post.

Joe smirked.

"After disposing of Rico and Eddy, punching out Anderson and flying famous actress Faye Russell to the Amazon, except we crashed, the rest was simple."

The projector snickered to a halt, and Francis's shadow unrolled across the screen. "But it wasn't simple," he commenced, rippling the screen pleasantly with a pointer. "Unbeknownst to Mr King, the area of the jungle in which he had crashed housed my secret base. I had, of course, surrounded my base with guards and traps – traps with logical (yet slightly obtuse) disarming procedures. My guards were under strict orders to give away weaknesses in casual conversation and be extraordinarily stupid. Should Mr King still be fooled, he had only to examine each chamber closely and move any objects to be found."

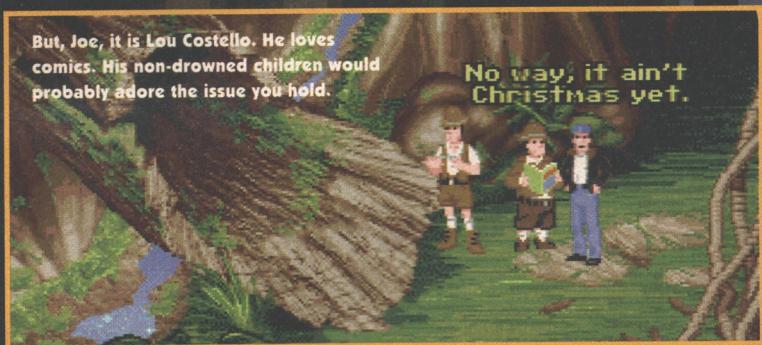
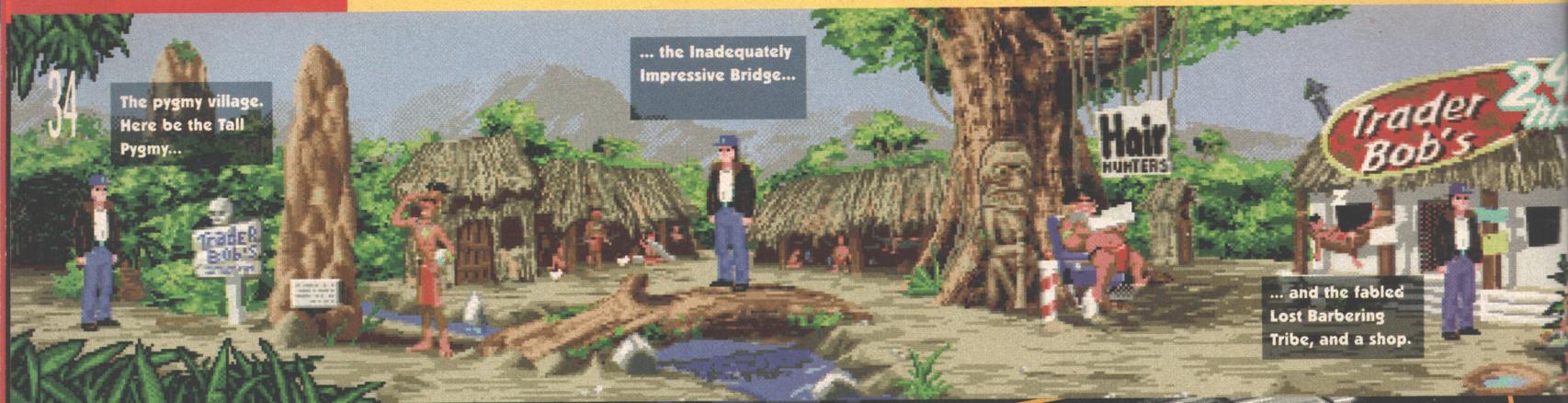
"SO, PLAGIARISING MYSELF AND MR THREEPWOOD," harrumphed a subsidiary voice of the Black Board.

"Paying homage, Mr Chuck," countered Francis, smiling so hard his eyes squeaked. The projector clattered into life, but was beaten up before it could flee.

COLONIAL

"Funny," babbled the reviewer. "Yes, it's funny. Your main character cracks wise to a high degree, and the dialogue is very good. Eeeeegh. I mean, it sparkles with wit. The routine with the shirty Death, for example, who you're trying to hire as a ferryman. Observing his rod and reel, you ask politely about the one that got away. He thinks for a moment and then admits that Harry Houdini led him a merry dance. Then there are the in-jokes. The game's filled with them. Expect to see lines from the likes of Star ▶





GORILLA MY DREAMS (1948)

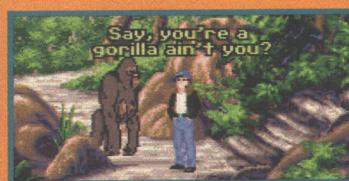
With the gorilla sequence, *Flight of the Amazon Queen* dips ill-advisedly into out-and-out silliness. See how the laughs fall away like the shedding skin of a particularly frisky lizard.



Joe meets a gorilla. It is rude to him.



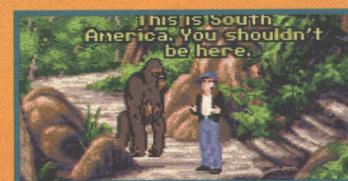
"Eek eek gawhunga ming ming," says the gorilla (or something). Joe is thus drawn into an extended bout of charades.



"Wait, you're a gorilla, aren't you?" asks Joe. (Previously he thought it was an ape.) "Gorillas only come from Africa."



"Say, buddy, I think you're right," muses the gorilla. Oh yes.



"But this is South America," counters Joe after another lengthy conversation.



"Aaargh," says the gorilla, and disappears. How poor.



But later on he comes back. Wearing a dinosaur suit. Oh dear.

Wars and Evil Dead ("2" - *Ed*), and doors to open with the sample from *Doom*, and to meet a thinly-disguised Abbott and Costello and equally transparent Men of Low Moral Fibre. The programmers have clearly played many point-and-click games and know how to make one consistently entertaining."

POSTAGE

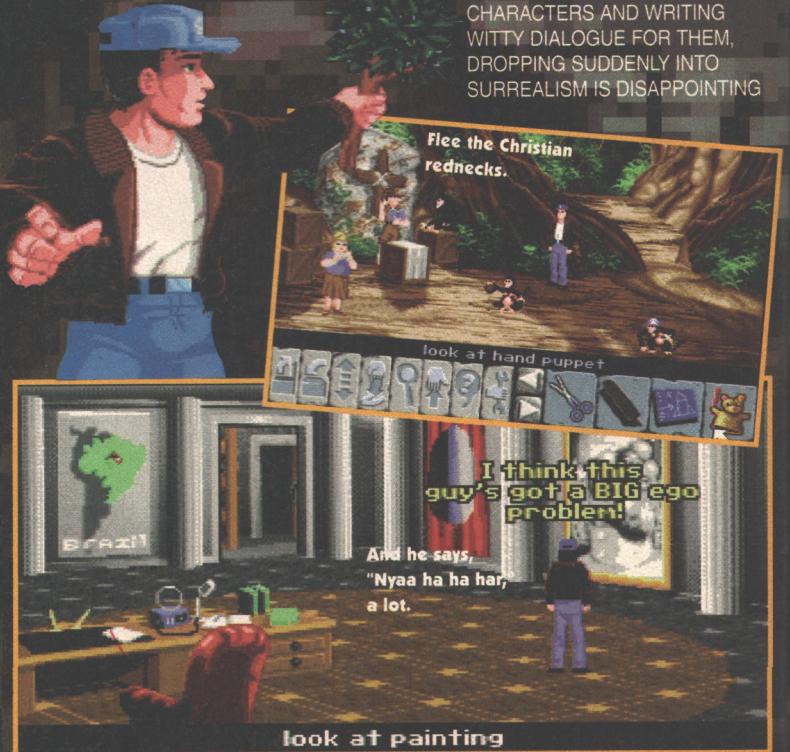
"Hooray," said the programmers.

STAMPS

"Up to a point," said the reviewer.

IN

"Kill him,"

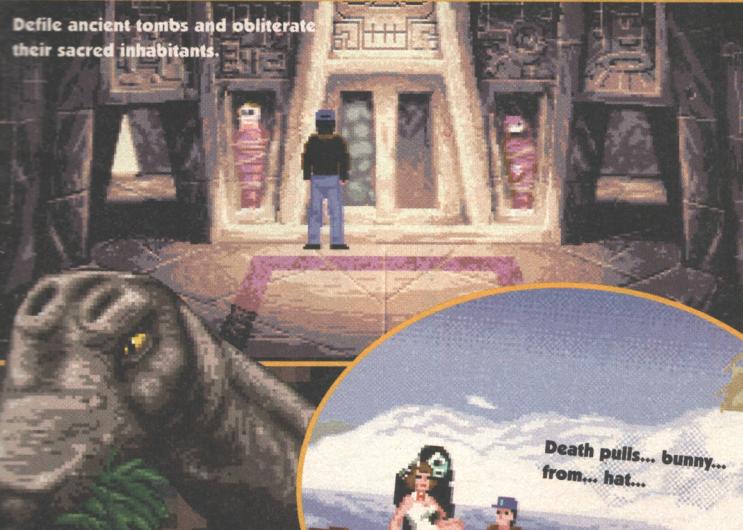


EVERY

Joe breathed through his nose as the imprisoned loon attempted to give him a glove puppet for the seventeenth time. He shook his head, and, at last, the loon seemed satisfied.

"I'll take it," piped up another prisoner, renewing the argument. Joe's bawl of defeat melded with Francis's bellow of laughter. Tears streamed down his cheeks, and he slapped his knee and sprang the pointer off the floor into an outstretched hand. "Now that's comedy!" he said when he'd regained his breath.

"NO IT ISN'T," countered the Black Board. "AFTER INVESTING TIME IN SETTING UP YOUR CHARACTERS AND WRITING WITTY DIALOGUE FOR THEM, DROPPING SUDDENLY INTO SURREALISM IS DISAPPOINTING



AND UNSATISFYING. THE SEQUENCE IN THE GAME WITH THE GORILLA, THE SEQUENCE WITH THE GORILLA RETURNED BUT DISGUISED AS A DINOSAUR, AND THE INTERMINABLE CROSSTALK BETWEEN THE PRISONERS IN THE AMAZON GAOL, ARE EXTRAORDINARILY UNFUNNY.

"Hang on," said Francis. "What do you mean, 'in the game'?"

PACKET

"There's a moment in the game when the programmers lose it completely," gabbled the reviewer as Rondo Hatton filled a bucket of water. "After strolling along for three-quarters of the time, talking to funny people, appreciating complicated dialogue jokes, empathising with Joe, admiring the phenomenal attention to detail exemplified by the comic you're given and can then read to discover it really is a comic, and advancing with enjoyable ease through the puzzles, suddenly you're on an island with some dinosaurs, and, two embarrassing puzzles later, you're more or less taking part in the ridiculously underpowered climax."

It's a finale approaching Dragon's Lair margins of distance: there's no thought involved in anything, the only trick comes in an object's description (leading you to believe it can't be used in a certain manner) being, well, a lie, and it's wholly unworthy of the rest of the game."

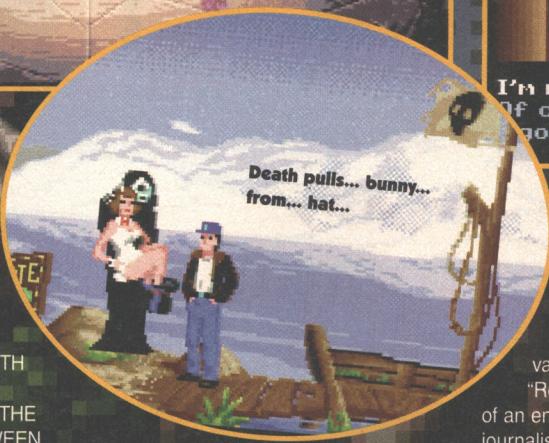
The reviewer thought aplunge and was ready upon demission. "Even before that point things have been deteriorating. The lengthy, second section of the game takes place in an ancient temple. Although small in size, it's enormously involved and crammed with puzzles. Objects and solutions are, however, SPREAD OUT IN AN ODIOUS MANNER and demand an amazing amount of walking repetitively through the same locations. It's an oddly abrupt and savage slide into mediocrity. Not that it diminishes the excellent first three-quarters at all, of course," he added hastily.

OF

"THERE THERE."

"In the game". Nuts."

"IT'S NOT SO BAD BEING A LITERARY DEVICE. LOOK AT THE FOUR CYCLISTS OF THE APOCALYPSE."



"Regular characters. We'll cease to exist once the readers turn the page."

"SOMEONE'S DONE THAT LINE BEFORE."

"More nuts."

'TURF'

"He's waiting to go on to the afterlife."

"No he's not. He's a desiccated corpse tightly wrapped in bandages and he's so old he'll disintegrate as soon as you open that airtight sarcophagus."

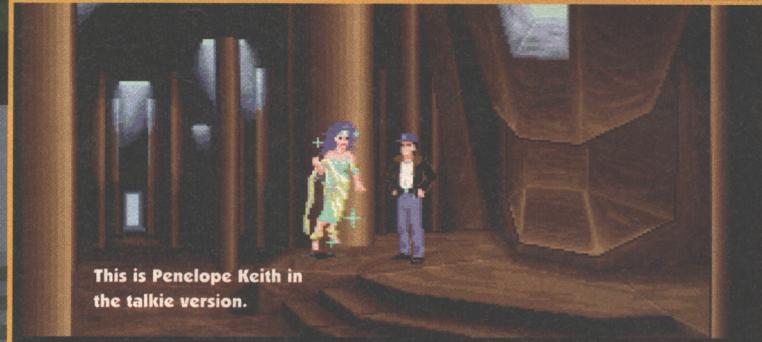
Joe breathed through his nose as the zombie concubines mulled this over. They seemed a fairly nice bunch of people – at no point, for example, had they tried to bite open his head – but they were awfully stubborn. It probably came from arguing among themselves and then waiting for the other to back down. He shuffled uncomfortably. If only he'd thought to step off that low ledge earlier on. The zombie concubines turned back to him.

"You're wrong," the leader snapped, unusually angry. "The Prince is waiting inside the sarcophagus. Waiting for us, and for the appropriate moment."

"Then why don't you open it and see?"

"Right! We bloody well will!"

Impossibly skinny hands reached for the complicated doorknob...



"I'm no Almaxaquottlian. I'm Joe King, pilot for hire! Of course! I'm Joe Almaxaquott, prince for hire! I'd be happy to get an autograph from 'King Carl', will that do?"

CIGARETTES

Flashbulbs popped in the approved manner as the reviewer stepped upon the hasty podium. Reporters barked questions in an effort to impress vaudeville king Pallam Betjeman.

"Reviewer – is it true you can't think of an ending for this piece?" asked a journalist when it became clear Pallam was interested but minimally.

"Reviewer, we hear you're awaiting the end of civilisation to say I told you so."

"Reviewer, are you a giant chicken?"

The reviewer calmed the auditorium with a gesture, pointing at the security squad who hit people until they were quiet. "I have a prepared statement here," he said, shaking open a paper. "There's really little more to add," he began, reading carefully. "It looks terrific, revels in magnificently elaborate puns and has surprisingly good music, with each area having its own more than tolerable theme. Within the larger sections you're pretty much free to tackle puzzles in any old order, and the only annoying flaw in logic comes with finding a low ledge and being obliged to trace a long, twisting route around it instead of, for example, being allowed to jump lightly to the ground. It's far too easy, though, and, jarring with the light comic atmosphere, there's a bit where a squad of typically inept villains gets killed horribly by deathtraps. I certainly thoroughly enjoyed it for the two days it took me to complete, not counting the part where I found a terrible bug that the programmers had missed and which has put back the release date by four months." He looked up. "That is all. I read you every day," he added in the traditional

manner. The reporters left, oneupmanning among themselves and feeling smug, ceasing to exist as they left the auditorium which served them right.

In the silence, the sinister shadowy figure smiled. "Excellent," he said, ostentatiously ticking upon a clipboard. "Come, Rondo." He turned and melted into the shadows, but due to the reviewer being late as usual, the point of it all was lost forever.

● JONATHAN NASH

UPPERS Fantastically entertaining. Great music. Affectionately rips off everything from *Monkey Island* to late 1930s travelogues, and is all the better for it. Hugely well-written. Linear, but lots of 'give'. You can't die. Hard drive-installable.

DOWNERS Much too easy. Intrusive disk swapping (as always). The plot (once you find it out) is irritatingly stupid. Interminable innuendo. About three-quarters of the way through the game it degenerates into walking back and forth between five or so locations, and the ending is terrible. Sporadic flash-frame graphic glitches. The game can get confused if you try to stack commands in advance. The option to alter the default verb for an object doesn't really work. The programmers call themselves Interactive Binary Illusions.

THE BOTTOM LINE

Tantalisingly close to being great, but the increasingly poor final quarter and the ease with which you'll finish the game defeat it. Ahhh, what the heck. I loved every minute of it, up to the terrible ending. Have far too many marks, *Amazon Queen*, and the best of luck to you.

84
PERCENT



THE BOTTOM LINE

The same. Despite the **A1200** existence of an entertaining PC talkie version, there are no plans to convert it to the CD32. Renegade's phone number is 0171 391 4300.

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SUPER SKIDMARKS

Are you ready? It's "Showtime!"

Runs on: CD32
Publisher: Guildhall
Authors: Acid
Price: £30
Release: Out now

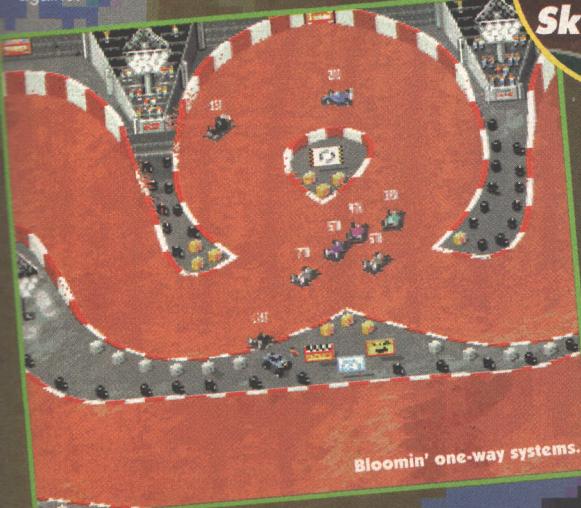
They just don't stop do they? I mean if you're bringing out a (has to be better than everything else because it's on) CD version of *Super Skidmarks*, how do you improve on it? Okay, so you can get rid of all that disk swapping, but everyone does that, just how do you make it special? Acid know, and they've showed us.

MORE THAN ENOUGH

Forget the game for a minute. What's left? Nothing, right? No-no, not with this CD32 version. You see in a very clever move Acid have decided to give you more than you probably deserve. And in a similar undeserving sort of way, we've decided to tell you all about it in a box placed somewhere on this page.

The reason I mention all this first is that, like me, you'll probably know all about *Super Skidmarks* already and will fancy checking all these other bits out first. Once that's done you can move onto the game.

Only there's not that much to talk about. The game is pretty much the version we reviewed in issue 48 (the AGA version receiving 91% from Cam) only you don't have to worry about swapping disks to load in new tracks or cars because it's all on the one CD. The only drawbacks with the CD32 machine is that you can only have two players rather than four and you can't link up two machines to play against.



"Know all about Super Skidmarks"

Bloomin' one-way systems.

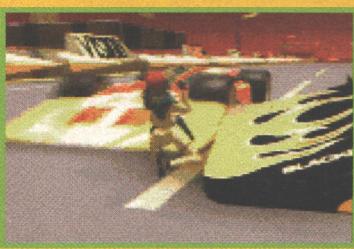
COME HERE, THERE'S MORE

Rather than just tell you about the extra bits that the CD32 version of *Super Skidmarks* gives you, I thought it would be a great idea to show you what's what as well, taking you

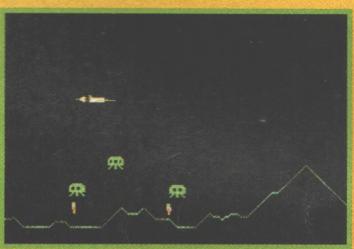
through each one using the design device that we call a 'boxout', so that you can see for yourself what all-round generous good-guys those kiwis are. Bless 'em.



Guardian Demo: A rather tasty and completely playable level from the Game of Champions. The first level, and one we've had on a coverdisk, yes, but still a level just the same.



Roadkill Movie: Sit back and enjoy a demo that's actually entertaining. And that's not just because someone gets run over by a car (doing about 200mph). Honest.



Defender: A complete version of the classic arcade game, written in Acid's very own Programming Language of Champions, Blitz Basic 2. And great fun to play it is. Aw, bless 'em, eh?

each other either. Despite what the ported-straight-over-A1200 version tells you in the game. Unless of course you happen to have one of those SX-1 things.

FOR NOT A LOT

Right enough of this techie rubbish, back to the game – which as you already know is great. In fact, it's brilliant. Without wishing to repeat what Cam said in his review, and he said a lot, it's singularly the best and most

exhilarating overhead racing game it's ever been my pleasure to play. And I'm not just saying that because I'm good at it. With the sheer number of options, cars, tracks and everything else thrown in, you not only enjoy the experience, you really feel like you're getting your moneys worth when you play the game. And if a game can give you that feeling, it's a very rare thing indeed.

So rush out and buy the CD, check all the little extras thrown in FOR YOUR

PLEASURE (and not a sneaky and shrewd business-minded move from Acid, oh no), and then play some more. And once you've finished with it, in a few years or so, frame it or lock it away somewhere safe because a gaming jewel this precious deserves to be cherished. CHAMPIONS once more.

• PAUL MELLERICK



UPPERS
 The *Guardian* Demo. The *Roadkill* Movie. The *Defender* game. And the best, most adrenaline-pumping and near-perfect overhead racing game that money can buy. And there's a new car to race too. All on one CD.

 **DOWNERS** Well, there's this bit in the *Roadkill* Movie where there's supposed to be an explosion, but for some reason, it's not in there anymore. And you can only have two players instead of four.

THE BOTTOM LINE

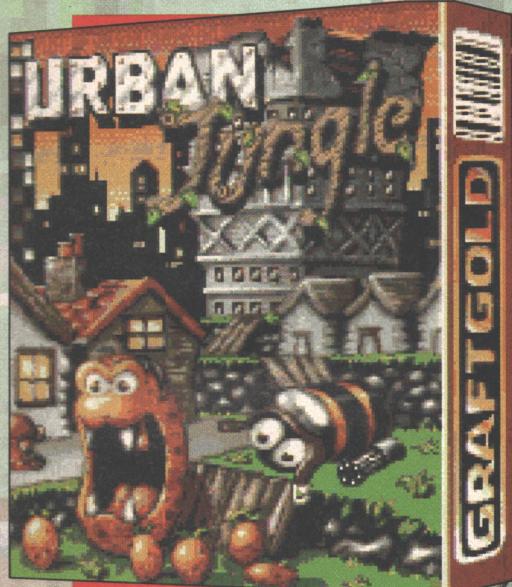
With the CD there's no need for any disk swapping. Hooray. But now you can only have two players and not four. Boo. Unless you've got an SX-1. Because of the couple of extras added on though, I'm going to up the mark a little bit. Not too much, but a little bit.

92
PERCENT

AMIGA POWER JULY 1995

VIROCOP

It could have been called Infectofuzz.

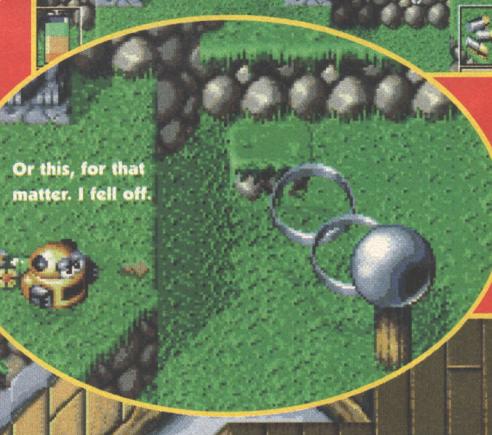


True to the theming of each of the four sections, the platform worlds have loads of moving and revolving platforms. Obviously. Now, although everything's been done to minimise the annoyance of dropping off a platform, I just couldn't get the hang of them and tended to fall off them all the time. Still, little arrows show you where to stand to get on and off, and even if you do fall, each level's designed so that you're only sent back a short distance, so I guess



that's alright then.

As well as Pacmen, bugs and wormy things, there's also a nice line in Hansel and Gretel houses, and bomb-dropping babies suspended from balloons are a powerful reminder to everyone to NEVER HAVE CHILDREN. You have been warned.



Thought for the day – long drops can cause head removal.



Runs on: 1 Meg A500, A600, A1200

Publisher: Renegade

Author: Graftgold

Price: £26

Release: Out now

Graftgold would happily stick with the Amiga if it were up to them, you know. They've spent around a decade getting to know the ins and outs of the system, and the tragedy of their possible departure from the Amiga is that although they can weave their own magic and creativity on other systems, all the tricks, short cuts and 'special' routines they've mastered on the Amiga will be lost for ever. Like the indigenous Amazon tribes losing their oral tradition due to the encroachment of so-called civilisation and television it's inevitable, and, like images of once independent hunter-gatherers sitting in concrete huts wearing ragged T-shirts, it's immensely sad.

Virocop's so full of clever touches, in jokes, refinements and technical achievements that it's verging on smugness. If any game's got the right to look down on the majority of new releases this is the one. If any game's pure of heart and free from the software-crimes laid before AP's very own Kangaroo Court, then this is it.

Apart from one biggie of course. Did not the Court in session during AP46 note that littering games with microchips, disk icons and little joysticks constitutes a crime against the gaming public as a whole? And yet Virocop's not only littered with this sort of thing, it



also takes place WITHIN THE WORLD OF VIDEO GAMES. It is for this reason that we'll gloss over the plot, and should you buy it, we'd encourage you to do the same.

POST MODERN

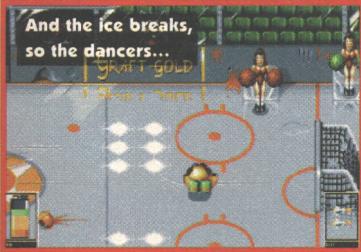
Being actually set inside other video games, Virocop's just about as hugely self-referential as a game can get. If something's in a computer game, the chances are it's in Virocop, so scan your eyes over the dinky little boxes that cover the four different worlds, and gorge on the feast of game clichés.

Among the glut of Nice Touches, one really clever idea has Virocop messing with your idea of scale. The sports zones start off with the D.A.V.E. (a monstrously contrived acronym standing for (hnnng) Digital Armoured Virus Exterminator, and in capitals that I refuse to use again) on a pool table, apparently a third as big as the cue ball. Yet moments later, he's on an American football pitch and is as large as the players, and by the time you get to the combat levels, he's a hulking tonnage of metal squashing insect-like squaddies beneath him. THIS IS GOOD, and goes a long way to proving that

"Before offing the child"



OP



Graftgold are actually very clever people.

Apparently, Virocop started out as a tank game, with you controlling an increasingly powered-up vehicle over various ramp-infested, *Marble Madness* type levels blowing everything away, but then the Bitmap Brothers revealed Z (a tank-based game on the (hnn) PC) and Renegade had a serious rethink. Obviously, it all looks different now, but the game's still solidly based around moving, shooting, picking up power-ups and shooting other things, sort of a cute version of the *Chaos Engine*. Pretty much anything that can be a baddie is one, making it a bit disconcerting to be attacked by such everyday objects as bins, basketballs and fire hydrants. Although

the overall idea's to destroy the nasty 'viruses' that have 'infected' your 'system' (sigh), there's a good reason to kill everything in your path as their misfortune is your credit. Quite literally. Each meany drops a power cell in its death-throes, and when collected, these go towards powering up new and meaner weapons in the in-between microchip sections.

The well thought outness of the game continues to the weapons. As you progress, you pay for more and better weapons, but can only take three into each zone. You can fire on the move, but if you press fire and keep it pressed while moving the joystick, Dave swivels on the spot and fires in different directions, which is most

►

THE FRANKLY INEVITABLE WEAPON BOX



Your basic shooter. With ejecting cases.



A double, multi-directional cannon.



And an ever-so-handy three-way one. Neato.



Bombs are only good at long range.



Rockets look great. Need another reason?



Low-lying rays take out the little soldiers.



Landmines. Useless. Avoid or discard.



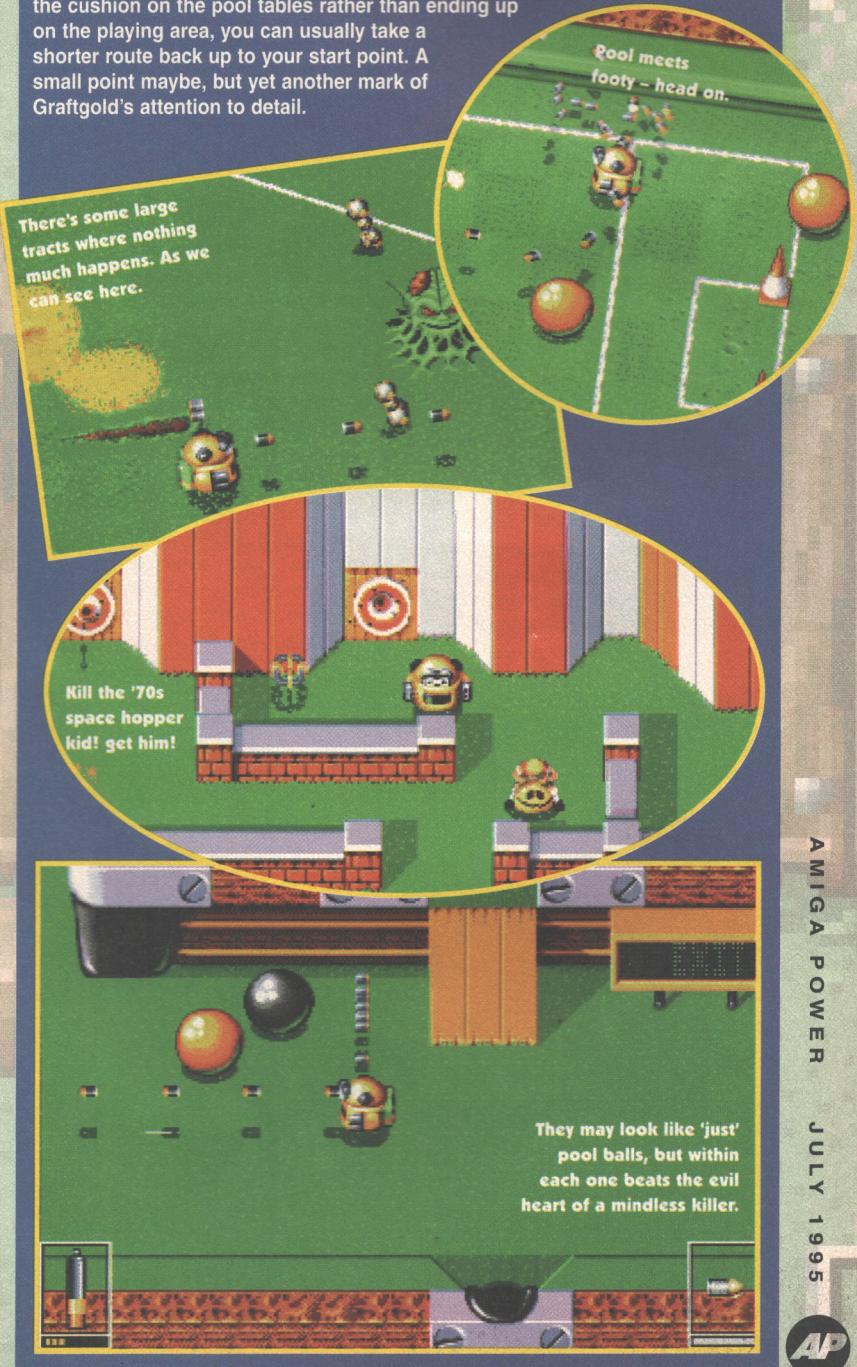
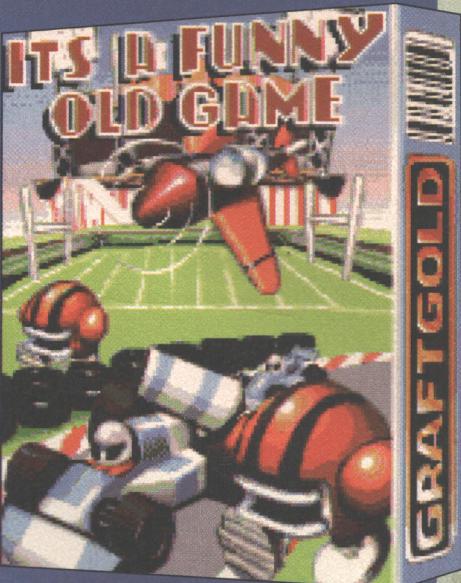
The flamethrower's fearsome up close.



While the laser's mean at any range.

The first, not terribly hard, levels are the sports world ones, where huge pool tables merge with small track and field arenas. Apart from the yucky viruses (which blend well into the turf and beize floors), most of the baddies are objects rather than creatures. Nice touches include the way you have to shoot the pool balls to a stand still before they explode, and the kids with remote-controlled planes. Since when you shoot the kids (normally in the back), the plane crashes and explodes, scattering goodies around, the trick is to wait until the plane's close before offing the child.

Like all the levels, falling off edges is a constant problem, but if you drop onto the cushion on the pool tables rather than ending up on the playing area, you can usually take a shorter route back up to your start point. A small point maybe, but yet another mark of Graftgold's attention to detail.



The combat zones make Dave look huge, and give him the chance of running over little soldiers, who all go 'Eek.' In a game drenched with great little bits, these levels have by far the best, with miniature soldiers straining upwards to load huge mortars and tiny parachutists creeping out from under their grounded canopies.

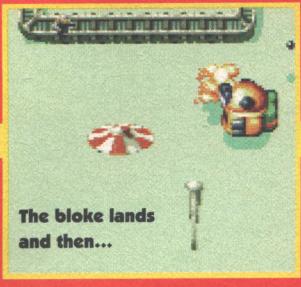
Guns and missiles whistle over the heads of your diminutive foes, forcing you to use the nifty green zappy weapons that work at ground level. Access to different bits of each level is usually along precipitous railway tracks, which usually means getting half way there and then beating a hasty retreat as a train bears down on

you. Annoyingly, due to my inept control, I frequently plunged over cliffs and into water, resulting in a harshly punitive instant death. I didn't like that at all.

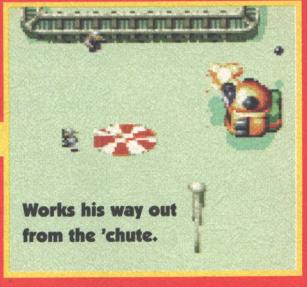
The boss-tank in the final level is truly a thing of beauty, spouting missiles and disgorging bombs and troops like some Chobam-clad, diesel-powered warrior mother.



An example of that detail.



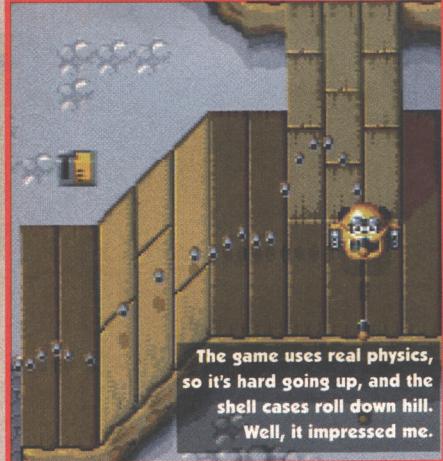
The bloke lands and then...



Works his way out from the 'chute.'



Falling in the water is not good.



The game uses real physics, so it's hard going up, and the shell cases roll down hill. Well, it impressed me.

handy when you're in a tight spot. Also, if you plug in a CD32 pad or a two button joystick, IT KNOWS, and not only lets you use the second button to change weapons (instead of the space bar) but also displays a corresponding icon on the menu screen. Clever, clever.

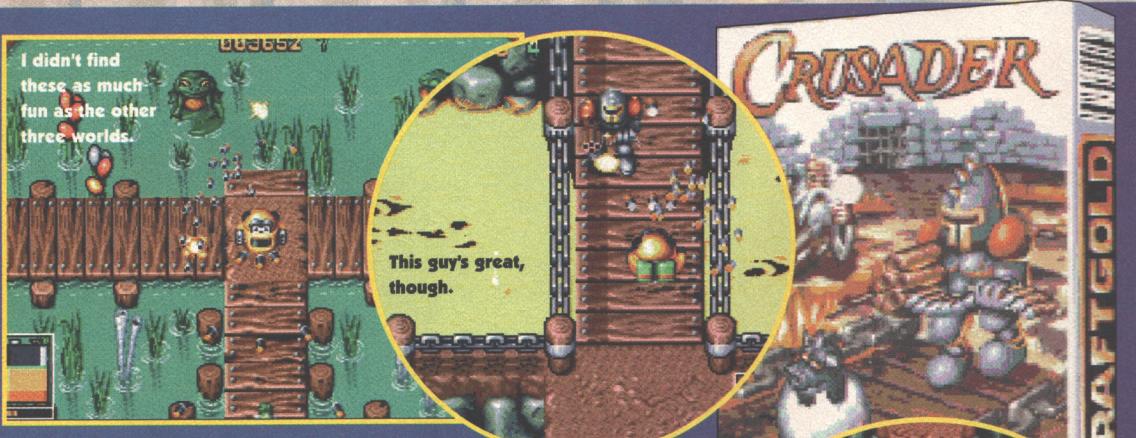
The two player cooperative mode makes things a little too easy by letting one player control Dave and the other control the direction and type of weapon. Obviously, to do this properly takes quite a bit of "Shoot him on the left. No! The left" type conversations, but once you're working together, it's simple to blast through the first eight levels (about half the game) without too many problems. I think the problem is that each level's been so well tuned to be a single player game, with battery recharges

placed uncannily just at the point that you think you're going to die, that any extra advantage you may gain, such as firing one way while moving in another, throws the balance off a bit.

So many good ideas, so well presented, and yet... I'm not hooked. Despite playing through half of it properly and all of it using level codes (which, incidentally, are unique to each version, so don't bother to send any in), I never really got excited playing it. Entertained, yes, frequently amused, yes, but never excited. I think that maybe the levels are a bit too big, but that the main problem is that by being clever with the setting, it all becomes too abstract to become engaging. *The Chaos Engine* had all the exciting music, voices shouting out things and of course people at

the centre of the action, and it's hard to get too bothered about a robot being attacked by rubbish bins. It's great, it's zappy and well presented, but beneath all the gloss is a fairly standard and unremarkable shooty game, and I can't help thinking that I'd have enjoyed it a lot more if it had been tanks. But then again, maybe that's just me.

• CAM WINSTANLEY



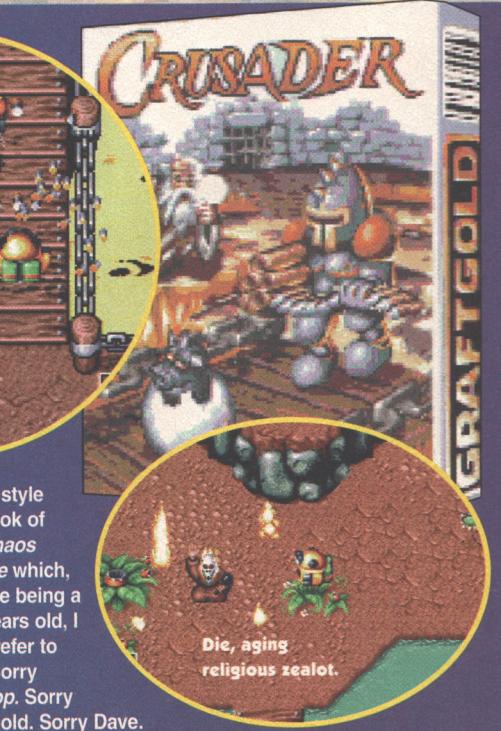
The fantasy worlds are the hardest and also the least enjoyable ones, although I reckon these two facts are independent of each other. By the time you get to this bit, you'll have plenty of big and powerful weapons to blast everything, but that's not the problem.

We're back to instant

deaths caused by water again, which is a big problem due to the large number of jetty sections in these levels. Where's the justice in being killed by getting a pixel too close to the edge, huh?

Anyway, kudos to the graphics designer and his obvious nod of recognition

to the style and look of the *Chaos Engine* which, despite being a few years old, I still prefer to this. Sorry *Virocop*. Sorry *Graftgold*. Sorry Dave.



UPPERS A fun two-player option, flawless graphics and presentation. The levels are perfectly designed, with recharge points just where you need them, it supports all Amiga configurations AND it's hard disk installable. A textbook example of how to produce a professional Amiga game.

DOWNERS And yet, it's not massively absorbing. Entertaining certainly, and challenging too, but not terribly exciting. Odd that. And I hate falling off ledges to my death.

THE BOTTOM LINE

It's great, but no classic. The perfection of the design and loving care lavished on it don't make up for the repetition or lack of anything monumentally exciting in the game. It's fun and it's a fair price for all the hard work that's been put into it, but you could still live without it.

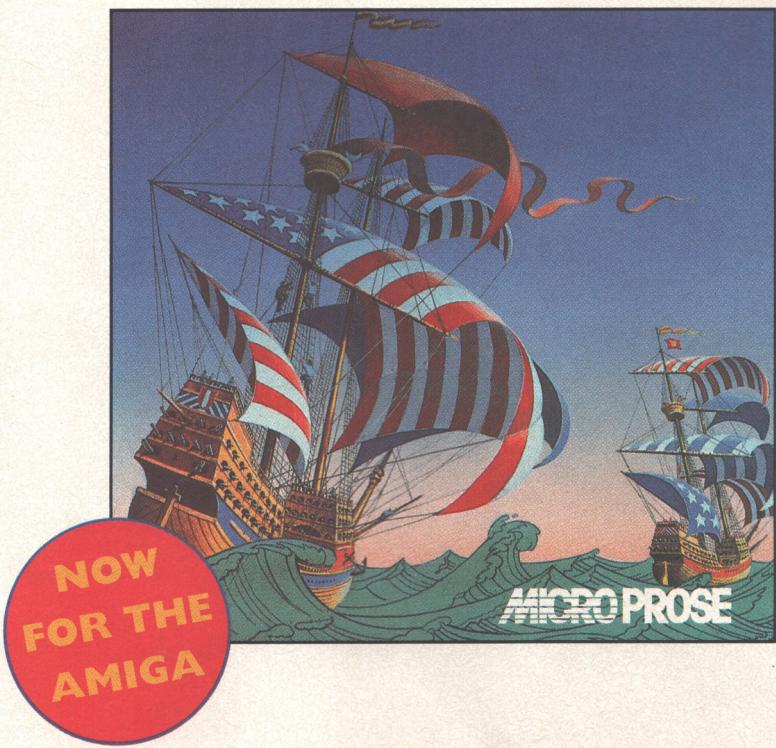
81
PERCENT

THE BOTTOM LINE

Such is the might of **A500** Graftgold that in this non-AGA version, the only noticeable thing is the lack of ejecting shell cases. They claim a reduced colour palette, but I couldn't really tell.

BE THERE AT THE BIRTH OF A NATION

Sid Meier's COLONIZATION



Sid Meier

DON'T SETTLE FOR ANYTHING LESS!

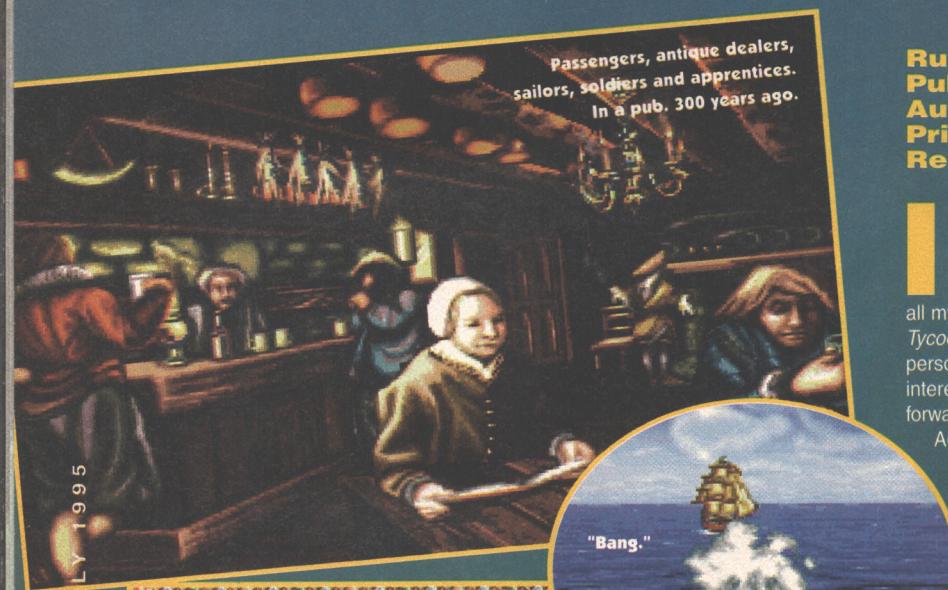


FOR IBM PC COMPATIBLES AND COMMODORE AMIGA A500 Plus, A1200



HIGH SEAS TRADER

It was on the good ship Venus, by Christ you should have seen us...



Runs on: A1200
Publisher: Daze
Authors: Impressions
Price: £35
Release: Out now

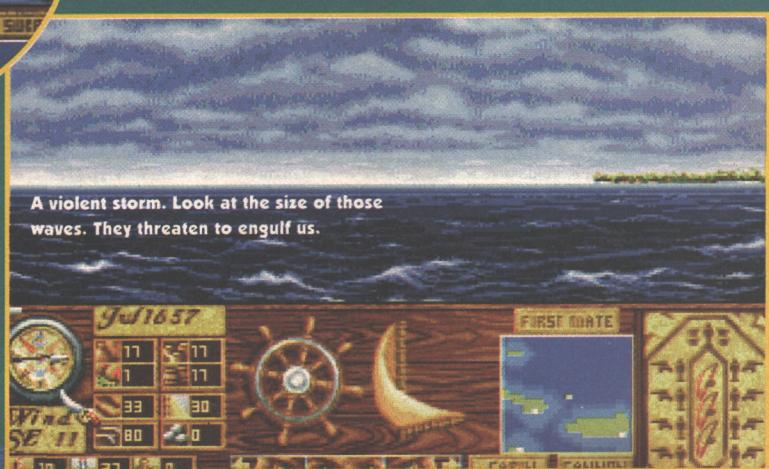
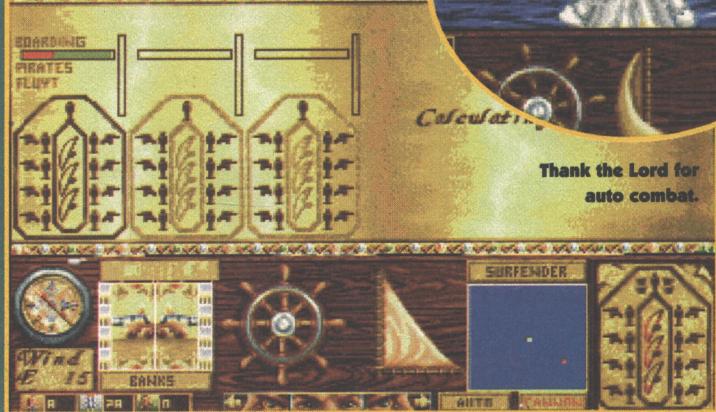
I was looking forward to this game. I was looking forward to it because it sounded like *Pirates! Gold* (AP35, 74%) by Sid Meier, author of nearly all my favourite games such as *Railroad Tycoon* and *Civilisation*, except with a first-person viewpoint which sounded more interesting to look at. I was looking forward to it because I think the Golden

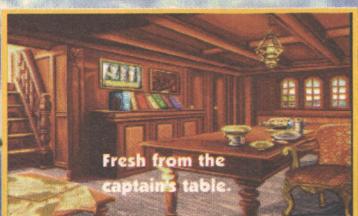
Age of Discovery is a fantastic period to set a computer game in with its five relatively evenly balanced protagonists; England, Spain, France, Portugal and Holland and their intriguing shifts of political power as a backdrop, with its

opportunities to explore strange new worlds and meet strange, new civilisations and with its emphasis on ship-to-ship warfare and duelling as methods of resolving conflicts.

So, suffused with a pleasant glow of anticipation, I got the game running. I was happily charmed by the quality of the graphics as I explored the port of Liverpool and then set sail, I liked the creaking mast sound that was made whenever I turned the wheel to steer the ship and I started building up a healthy, if immoral, little profit running arms from Liverpool to Madeira.

As I played some more, the 'plot' of *High Seas Trader* became clearer. You choose which of the five major maritime trading powers you want to come from and are assigned a home port in that country. You are made a member of the Merchants' guild in your home port and





have to impress them to rise in status. Your status is measured by four numbers representing your daring, honour, loyalty and nobility. When your levels reach certain predefined numbers, your level as a captain goes up. Factors that affect these numbers are: winning sea battles (which improve your daring), helping ships and poor passengers or carrying smuggled goods (which affect your honour), bringing spies home and firing upon enemy ships (for your loyalty) and generally exploring the world, which adds to your nobility.

HOSEASONS

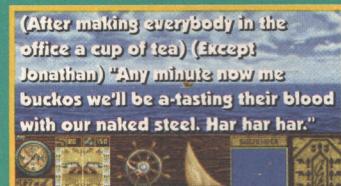
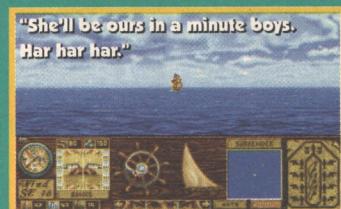
Unless these numbers increase you don't advance and so you're confined in the game to being a noble, honourable, loyal and daring member of your merchants' guild. The point of all this is that apparently when you reach Viscount level you'll have returned to the level your father was at before he fell foul of an evil Earl and died of shame or something. Not that the game gives you any chance to revenge yourself on this dastardly noble of course. It'll just end there.

Now *Pirates* (the other game) lets you be a low-down, black-hearted, gallant, swashbuckling, devil-may-care adventurer. You gather together a bunch of bloodthirsty cutthroats who'd mutiny as soon as spit, you rid the seas of notorious pirates, you launch land attacks on enemy towns, you rescue your long-lost sister from slavery, you har-har your way through the life of the dashing sea-dog. *High Seas Trader*, on the other hand, forces you to be a tedious, bookwormish, loyal accountant of the high seas. You sail from port to port fastidiously noting the difference in prices of a range of goods and buying the cheaper ones. You occasionally give a passenger a lift. The rare encounters you have with other ships devolve into tedious farces where the only sane option is to use the auto-combat because otherwise you'll end up tearing your hair out.

High Seas Trader is awful. The control systems are clumsy. It's one of those games where you have to wave your cursor about the screen to hit upon completely unobvious 'hot spots' that act as menu items, so to go to the market you have to locate the market building in the town. Grrrr. The game cheats, so while your merchant ship is only capable of holding 100 men, an opposition merchantman can have anything up to 200 hiding on it which of course you'll only find out when you board it. The people firing the cannons on enemy ships have some form of ESP (or ancient AWACS airborne radar system) that allows them to hit you easily

THE THRILL OF THE CHASE

Nothing could have been more exciting in that glorious age of adventure than to chase down a fatly-laden merchantman while your rigging swarmed with jeering, dark-hearted men itching to board and loot her.

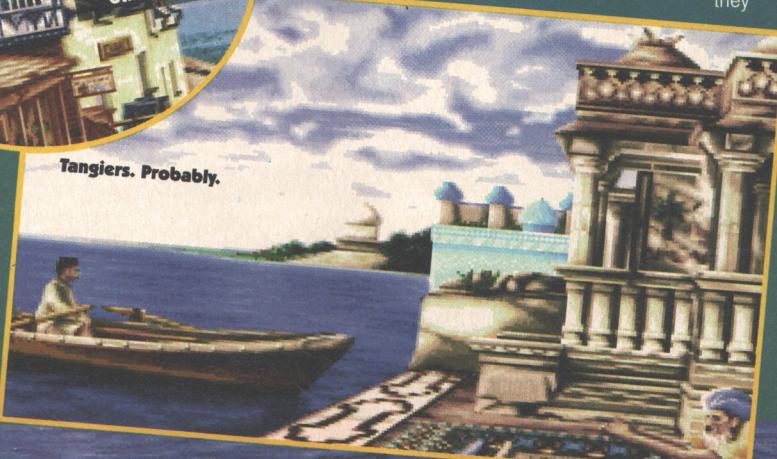


when they're over the horizon and therefore invisible to you. There's no way of telling what damage you've done to an opponent's ship – the graphical representation doesn't change and nobody gives you a report so you might have hardly touched it or it might be on the point of sinking, you don't know. You have to keep your crew healthy by giving them a balanced diet which includes fruit, but as the manual points out fruit spoils, so to get round this you just buy more fruit than anything else so that even if you've been sailing for a year there'll still be some fruit left just because you bought so much of it. Realism be damned.

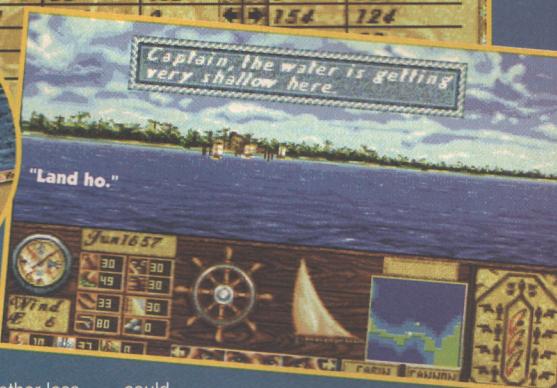
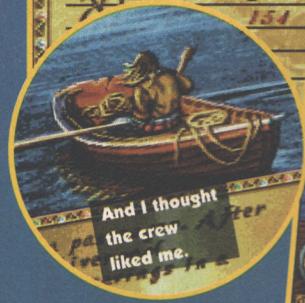
The really tragic thing about *HST* is that after three entire days of play I hadn't found a better route



Tangiers. Probably.



COMMODITIES	BUY/SELL	SELL FOR	QTY AT PORT	CITY REQUESTED	BAL FOR
Coffee	5	109	62	+	30
Grain	90	85	+	+	250
Sugar	1	95	78	+	0
Tea	2	48	134	+	0
Arms	240	46	+	0	250
Cotton	15	84	73	+	87
Wool	79	72	+	0	82
Furs	95	53	+	0	98
Ivory	23	84	95	+	87
Jewelry	8	86	77	+	89
Silk	5	60	103	+	62
Spices	5	74	112	+	77
Whisky	3	60	106	+	62
		154			
					154 124



to riches than my initial plan of running arms from Liverpool to Madeira, so I was forced to visit other less profitable ports solely to increase my nobility rating and increase my level. So I ended up sailing around the world for NO GOOD REASON WHATSOEVER except that I had to get my character to level two because THAT IS WHAT THE GAME DEMANDED. Aaargh.

There are, however, a few clever ideas in *HST*. Well, all right, two. One is that you have to buy charts to the world before sailing around it. That in itself isn't at all clever, stopping you as it does from exploring for yourself. The clever bit is that as time goes by your maps become out of date and you have to buy new ones, and that's quite good. The other clever idea is that you can set up a route on your maps and get your first mate to do the sailing from port to port which leaves you free to go and make tea for the rest of AMIGA POWER, except Jonathan.

CUNARD

But the major irritation with *HST* is the opportunity it misses. *Pirates* is several years old now and is still a far, far better game. *HST* manages to have less options, less character and is much less fun than *Pirates*. I get the feeling that Impressions sat around and said 'Hey! Let's bring *Pirates* up to date' but then failed completely by thinking they had to find an angle of their own to make it different and not having the imagination to come up with a good one. There are lots of things

they

could have done to make *HST* a fantastic game. They could have let you be a pirate for a start, although that would have meant designing a good combat engine. They could have allowed YOU to discover new continents, rather than having to buy maps. They could have let you ("Develop trade links." – Ed) with new tribes of indigenous people around the world. They could have let you chase infamous pirates around the globe. They could have made it fun.

As it is, Impressions have managed to make *High Seas Trader* one of the most interminably humdrum games I've ever sat down and played. You spend all your time heading towards an abstract goal that you very rapidly stop caring about. It's dreadful.

• STEVE FARAGHER

UPPERS The soothing lull of gently swaying seas and, er, lots of travel. Oh and the graphics are nice, albeit extremely repetitive.

DOWNERS It's tedious, unimaginative, poorly-implemented tat. And the music's terrible, natch.

THE BOTTOM LINE

A game of great promise that delivers none of it, *High Seas Trader* is one of the most disappointing experiences of my reviewing career. It is hugely dull and devoid of challenge or plot. I cannot recommend it.

22 PERCENT

THE BOTTOM LINE

Apparently a version is due. Lobby parliament to ensure that it DOES NOT HAPPEN.

A500

ARGHHH!



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UFO A500

**They're out there you know.
We've seen documentary evidence.**

Runs on: A500, A600, A1200

Publisher: Microprose

Authors: Mythos Games

Price: £26

Release: Out now

There are no more heroes. In the world of endemic cynicism in which we live, anyone who develops the slightest aura of nobility or greatness is grabbed, ground down between society's gnashing molars and spat out, left as a salivary smear (*Anything you want to tell us about, C-Monster? – Ed*) in the gutter for passing Samaritans to throw change to. Metaphorically speaking, natch.

Consider the case of Julian Gollop who exploded into public view in the days of the Spectrum, categorically stating that "arcade games are complete crap". He wrote a series of games that ran with the pace of the best shoot-'em-ups while confronting you with the huge mental task of overcoming intelligent computers or even seven other real people. They had enough addictive punch to tear out your windpipe, but now ten years down the line my hero has created something that's depressed me more than my last Ex.

An illustrative analogy, perhaps? Take an original Calvin and Hobbes strip, clean of form and pure of purpose. Now photocopy it, then copy the copy, and five replications further on, you've created a meaningless, ugly black scrawl. Ladies and Gentlemen: I give you *UFO* (A500). But essentially this is the same charming

A1200 game which Cam so elegantly reviewed in AP43, bravely claiming that it was *Laser Squad* meets *Premier Manager* and worth 85%. What's changed?

It certainly isn't the graphics, which are a fair approximation of the original's, even though the palette's occasionally garish, and all the soldiers skate rather than walk due to the complete lack of walking animations. The music (obviously) is a TOOL OF THE DEVIL HIMSELF, but since you can turn it off, we can't blame it for *UFO*'s diabolical nature. The gameplay is identical to that of its parent, mixing thought-provoking economics and turn-based man-on-man wargame action.

There's still the ridiculously large handguns for annihilating fearsome aliens who've come to steal our women, and present and correct is the intuitive action point system. So what's up?

CIGAR

Speed my friends. It seems that no-one's playtested this to see how it actually plays on the A500. I mean if they had, they'd have noticed that any half-decent battle leads to the appetising prospect of a fifteen minute wait between turns, and I could have been spared the hot, furious tears that spilled across my cheek while I waited FORTY FIVE (count 'em!) MINUTES before being allowed to (y'know) play again. I repeat for the



Big Explosions: Definitely the best point in this game.



each level. Truly

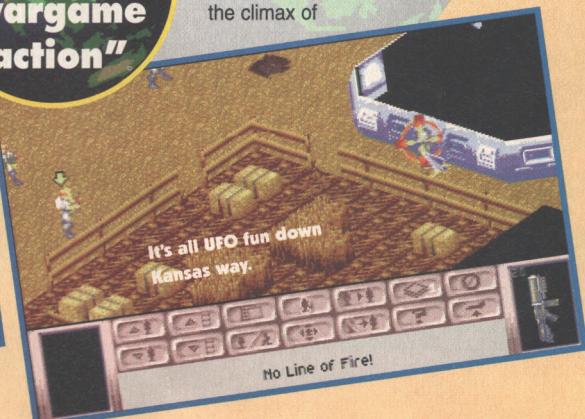
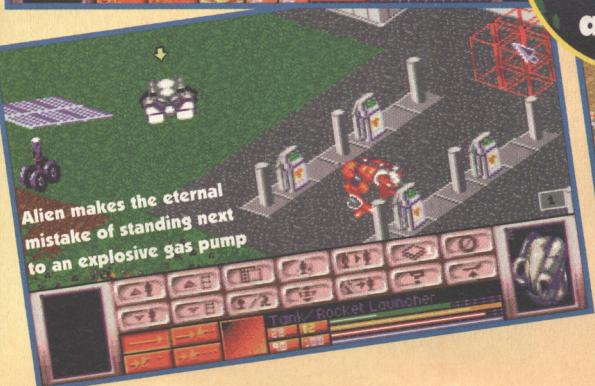
this must be the

Programming SNAFU of Champions. This lack of momentum reveals *Laser Squads*' tedious wargame mechanics that were previously hidden under an effervescent rush of pace. Completely naked, *UFO* appears to have an unappealing pot belly. With an accelerator, this would be as cool as multi-flavoured Toffos, and even with a hard-drive, you're delightfully spared the disk-accessing agony, but what's the point of an A500 game which doesn't work on a bog-standard A500? No point, comrades. No point at all.

● C-MONSTER



"Man-on-man wargame action"



UPPERS A great concept and hardcore strategists might like it. A lifetime of tactical warfare awaits.

DOWNERS But we do mean a lifetime. And there's no two player mode.

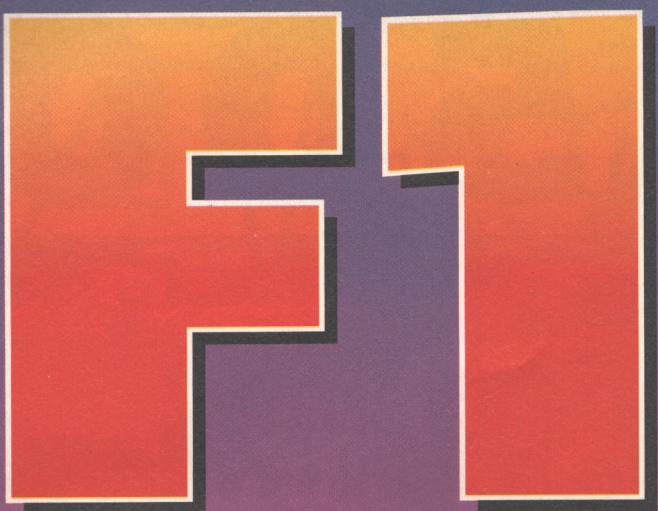
THE BOTTOM LINE

Laser Squad meets *Sim-City* but unfortunately given an Overdose of Valium. A sad waste of potential which has depressed me utterly.

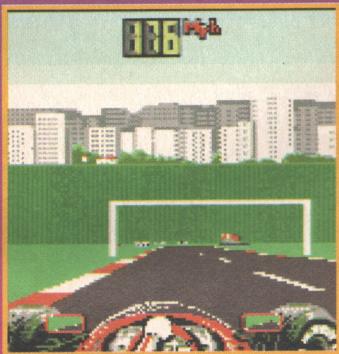
36
PERCENT

66
PERCENT

Hard Drive Installed



WORLD CHAMPIONSHIP EDITION



Big, large and heavy metal bars. At the side of a racing track. Now that's what I call dangerous.

Brrrrrrmmmm. Brrrrmmmm, brrrrrrrrrrmmmm, brrrrrrrrrrmmmm (deep breath), brrrrrrmmmm! Yes, it's car racing time. The best thing about playing this is that you can sit in front of the monitor, turn the sound off and make car engine noises yourself. If you should want to. And providing nobody's watching, of course.

Runs On: A500, A600, A1200

Publisher: Domark

Authors: Andy Slater (code), Mike Ash (music/sfx)

Price: £30

Release: Out now

I've played *F1* quite a lot you know. I can even remember back a number of years to an occasion when a friend of mine brought around a copy of a game called *Vroom* to play on my A500. And although *F1 WCE* is an extension of *F1*, which is (more or less) an update of *Vroom* (see *The More Things Change...* boxout), it's a bit different. You see there's a new graphic thingummy to improve the look of the game. *Vroom* and *F1* were never the best looking of games (although

I was always too polite to tell them to their faces) and although *F1 WCE* isn't going to win any awards for looks, it's a definite improvement.

Ah, but what about the actual driving bit? I hear you ask. What's all this world championship business? Well, I'm getting to that. I just thought you might like a bit of background to kick things off and break you gently.

Bloody readers.

The reason for the *WCE* tag is simple. Do you wanna win the World Championship and 'be' the best *F1* driver in the world... ever (part 1)? Then now's your chance. You start the proceedings by

IT'S SO REALISTIC. IT'S HURTS

It's like the old saying goes – it's art imitating life. And with a little effort (not to mention a devious streak) you too can recreate fabulous moments from the real world. On your Amiga. Here's a couple of examples we came up with.



Number 1: Poor old Nige. All ready and waiting on the starting grid. And he forgets to press up on his joystick. He sits motionless (and probably more than a little bit upset) as the other cars mockingly pass him by.

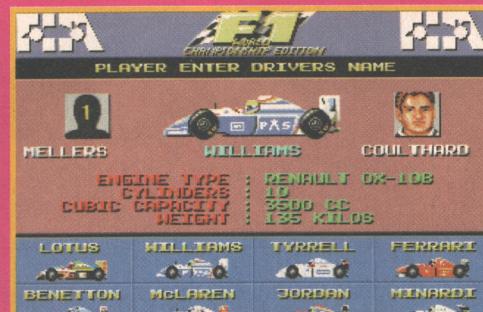


Number 2: Using the supreme driving ability and tact for which he has become rightly world-renowned, Mr Schumacher gently 'persuades' the other cars to move out of the way.

See it's that simple.



Fantastic two-player fun and non-stop action. Unless you hit something, of course.



"Any particular team you'd like, madam? We've got some especially nice ones this week."

Here's a map of the world in which you race. It looks strangely familiar, in fact.





picking one of top eight teams to drive for (you know, Williams, Ferrari, Benetton etc), then you can either enter your name or stick with that of the 'real' driver and then race. This fairly simple theme is carried on throughout the whole game.

VEER

Once you've got your car and name sorted out, you then go into the Championship. Before each race you've got two laps of the circuit to get your best time to see where you line up on the starting grid and then it's the race. Before the qualification or the race though you've got the chance to exploit the set up screen, where you can alter the settings for the gearbox, wings, tyres and fuel. You really do have to pay attention to these and respond accordingly to the length of the track, weather reports and all that sort of information that you got from the map showing you the course at the beginning of the round. With all that out of the way, you're then on the grid, engine revving away and waiting for the light to turn green.

And boy is this fun. It's brilliantly fast and amazingly exhilarating. The control of the car is light and flimsy, and 'gives' just enough to throw the things around corners at 180mph. But eventually you'll come across corners that are just too tight or even corners that you try and take at 200mph+ because you've just come off a long straight. And this is why you'll need to



brake. A very understated term in driving, braking. But *F1 WCE* calls for, and rewards it. Of course, this doesn't mean that you have to act like you're being followed by the rozzers, you've just got to be careful you don't overdo it and have a surprise meeting with one of the delicately placed advertising boards or something a lot more painful.

Thankfully, no matter how poor your road holding ability is, there's no way you can crash your car out of the race. You're simply penalised in terms of time and can do nothing about it as (unless you've built up a big enough lead) the rest of the field catch you up or even pass you by. Darn. All that hard work wasted. Come back 'ere, you lot.

Reading through that you might think that the game is worse because of it. Wrong. It's better. This isn't a simulation, and no matter how realistic the game tries to be, it doesn't forget that it's a no-holds barred speed-freak racing game. Unfortunately, in all this neck-breaking, adrenalin-pumping action, there's something missing.

CHICANE

Options. These may be considered niggly points by some, but to me they're a near-fatal flaw. The most obvious is the lack of any control options, and, given that you're forced to use Up on the joystick to

THE MORE THINGS CHANGE...

Progress can be a good thing. And as these pictures show, you don't need to invent new technology and put loads of people out of work to do it.



The old, the very fast and greatly playable, *Vroom*. A classic, I'd say.



The new, improved and stupidly fast (with Turbo mode on) *F1. Whoosh!*

That bridge is on the VERGE of being a real 3D polygon and everything. Wow.

seriously enjoying myself and thinking about marking this quite highly. But then as I got more involved, I wasn't getting what I asked for. And I was really more than a little bit annoyed at the way some of the bits of the game worked. This could be considered pettiness on my part, but don't forget that if this game is out to give you the chance to play in the gruelling world of Formula One, then it should at least give you the chance of a small rest. And it doesn't. And that's bad.

• PAUL MELLERICK

UPPERS To phrase it simply, what we've got here is an ultra-fast, super playable, enjoyable and great fun racing game. It looks better than ever. The two player mode is great fun. And I really like the fact that you can't crash out of a race.

DOWNERS But with no chance to save out your game, it's a tiresome slog to complete one season. And there are a couple of presentation quirks that ruin the good work done by the game in the first couple of hours of play. Oh, and be careful pressing that Escape button. It could too easily end it all.

THE BOTTOM LINE

Even though we've got a fast and playable racing game here, the problems really restrict you as you start to get more and more into the game. A simple password option, maybe a career mode and definitely a chance to retire from a race rather than the whole season would have made all the difference.

67
PERCENT



In the knockout bit of the game, you score loads of points. Look, 50 points and I only came fourth. Blimey!



Hooray! You've finished in first place and the adoration of the Brazilian public (and a nice trophy) is all yours.

THE BOTTOM LINE

A1200 *F1 WCE* is definitely a bit faster on the A1200. However this doesn't make it any easier or more fun to play, so no extra marks there.

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JOYSTICKS & ACCESSORIES

SPECIAL OFFERS

- ... 56 Amazing graphic screens
- ... Over 2 Meg of detailed graphics
- ... 90+ colours on-screen during play
- ... 280 frames of smooth animation



The game features lethal weapons, vicious hand-to-hand combat, and awesome gameplay. With wicked music, sound effects, 90+ colours on-screen during play, and well over 2 Meg of mental graphics this game must be one of the most original and realistic martial arts games ever!

The One Amiga 77% September 1992 Commodore User 84% October 1992

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STRIP POT

Even Pol Pot was more fun.

Runs on: A1200, CD32

Publisher: Guildhall

Author: Pixel Blue

Price: £15 A1200, £30

CD32

Release: Out now

Hmm. The dull fruit machine element of the game first methinks, I'll leave the 'other' bit until later. Don't fruit machines belong out in the real world, sitting in some dark corner of a local arcade or friendly hostelry? I've always thought so, for without the prospect of winning and losing money, what's left of the fruit machine experience?

Not much, not much at all. With a bottomless 'virtual' pocket full of digital money, where's the drama of losing a game when you can start another one straight away? Without the lure of cash prizes, video fruit machines need to be zappy and amusing, with loads of features

and plenty of sub-games. I still think the world could turn without any of them at all, but if they're punchy and suitably different from real ones, you'll at least have the excuse of playing them to get to the sub-games instead of feeding your reel-obsessed

gambling addiction.

Sadly, I've never

seen a memorable video version, and I've seen a lot better than this one. Instead of flashing lights and games

"Sitting in some dark corner"

within games, you're merely presented with a gamble/collect option, a nudge option and a 'special' feature. In this case, some of the symbols on each reel have little numbers, and every time you get some, you advance that many squares along the feature board. Get a skull and you're back to the bottom, get a gamble and you could win credits or extra nudges, and if you get a camera, you get a photograph.

BIKINI

Hmm, the photos. Let it be said right now that no marks have been docked because the game's main feature is photos of naked and semi-naked females. If anyone buys this and is shocked, then they're stupid, as girls in lingerie lounge across a box marked prominently with an 18 logo. And anyone who buys the game to gaze at nudity won't feel ripped off, for many of the models featured (in high resolution) are stark buff naked, with a few touching themselves provocatively enough to warrant that age restriction. So if you

really feel the need to see pictures of defrocked females, but are the sort of wart-covered, hairy-palmed social inadequate that can't face visiting a news vendor to purchase a magazine full of high quality photographs of this sort of thing, maybe this is the one for you.

So no points docked for the content, however profoundly sad the premise of this game may be. But points a-plenty go whooshing down the drain for the game that surrounds them, since the picture sets only change when you get three Spin the Wheels, and then only when you get a Go Up or Go Down on the wheel – a three in eight chance. So instead of revelling in a bevy of beautiful (and frequently not) girdles, you're more likely to be treated to the same dozen for hour after hour.

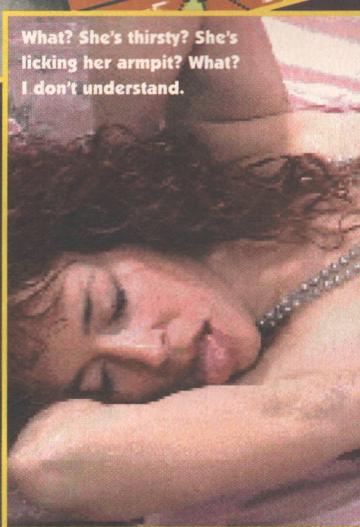
CD32 owning saddos can at least watch stripping thanks to sequenced pictures of the same girl undressing, but A1200 owning saddos have to make do with shots of nameless models draped over fur-covered floors or sitting in curiously '70s wicker chairs. So even at the girlie-picture level, this game's flawed, making it a dull fruit machine bolted onto a truly insipidly unerotic experience. And take no notice of the packaging which claims Full Motion Video sequences, I didn't see any and when the Amiga Shopper tech-heads looked at the CD, they found no MPEG files on it. The box lies. We don't. This game is terrible.

• CAM WINSTANLEY

Plenty of nudge, nudge, but little in the field of wink. Look, just don't bother with this, okay?



What? She's thirsty? She's licking her armpit? What? I don't understand.



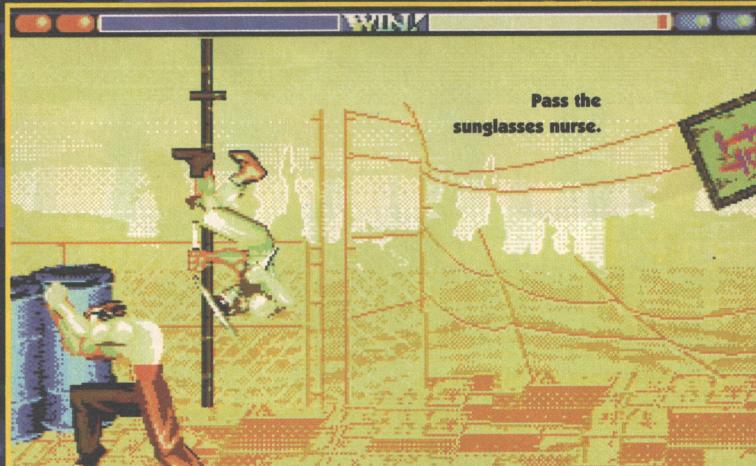
UPPERS Some of the girls are quite pretty the first time you see them, and the CD32 version uses most of the controller's buttons.

DOWNERS The CD32's £30, even though the changes are minimal. As a sensual experience it fails dismally and as a fruit machine game it's mildly entertaining for maybe the first five minutes.

THE BOTTOM LINE
It takes Europeans to come up with such a dumb idea as an ultra-soft-porn fruit machine. Anyone enjoying it as a game is clearly stupid, anyone finding it sexually arousing is patently sick. Here's the score as a game. Religious zealots and moral crusaders should deduct 20% to express their self-righteous indignation at the pornographic content.

22 PERCENT





X-FIGHTER

So he's given up then, has he?

Runs on: CD32

Publisher: Thalion

Authors: In-house

Price: TBA

Release: Out now

I am unsure how to approach this review of *X-Fighter*. So, instead: hospital dramas on television.

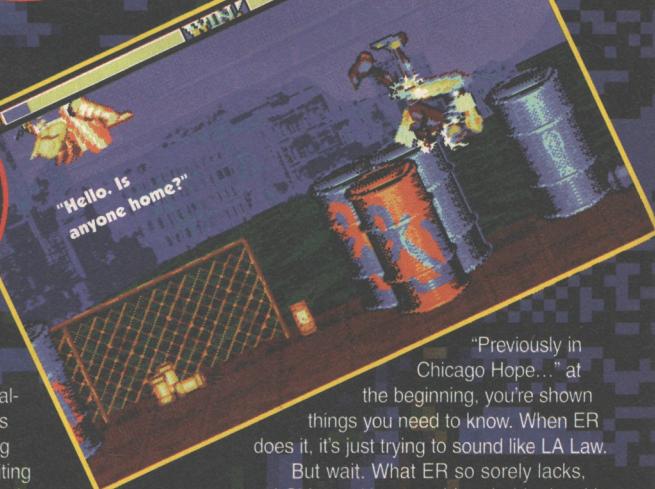
Casualty is a deservedly popular programme. At its heart are the staff of Holby General: overworked, underpaid, government-oppressed characters whom we have come to love. Then there's the

blood. Did you manage to keep your eyes on the screen during that tracheotomy? Or were you compelled to look away? If you were looking for a way to divide the world into two groups of people, this would be one.

But Casualty is only shown during the colder seasons. For the rest of the year American substitutes must suffice. Let us examine these:

BIFF

ER: A feeble programme. Every week, identical-looking doctors and nurses rush



"Previously in Chicago Hope..." at the beginning, you're shown things you need to know. When ER does it, it's just trying to sound like LA Law.

But wait. What ER so sorely lacks, and Chicago Hope could probably do with a few of, is accidents. You don't watch Casualty for the doctors and nurses, or for the blood. You watch it so see how long it'll take before the joyriders crash, or the girl gets her leg caught in the threshing machine, or the animal rights activist gets bitten by the virus-carrying monkey. The best episodes throw you off the scent by showing an adulterous husband having

LEARNED TO FIGHT AT AN EARLY AGE

Experience has proved that beat-'em-ups featuring non-human characters (animals, robots etc) are doomed to failure. But even so, that's no excuse for everyone having been raised on the streets of Detroit and being aged 22. Here are some Original Beat-'em-Up Suggestions which I donate, without obligation, to the nation.

SECRET FIGHTER

With the cold war over, there must be a large number of secret agents roaming the streets, looking for trouble. Let us therefore gather them together in a tournament, where they can face each other using the weapons of their trade: dart-firing biros, magnetic watches, Walther PPKs and, in a nod towards some of the more traditional beat-'em-ups, the 'Ghetto Blaster'.

VICTORIAN FIGHTER

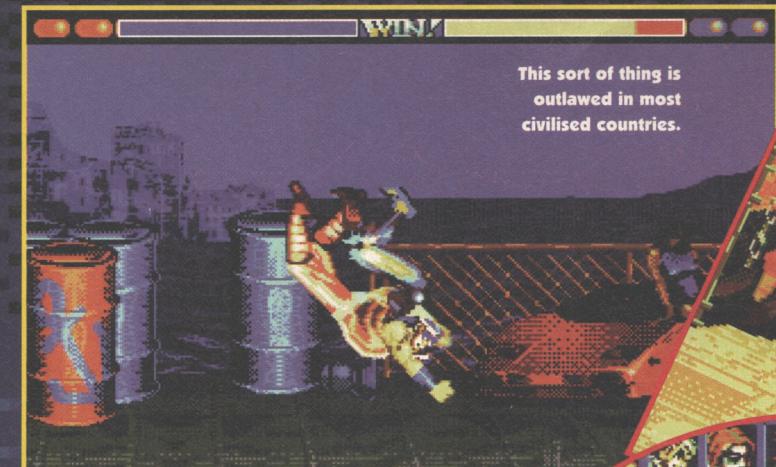
(The Beat-'em-Up of Gentlemen)

This one's set in the mid-1800s, and the characters all wear top hats and white gloves. (Everyone except young Master William the barrow boy, that is, who hurls apples and potatoes at his opponents. And the female characters, who all automatically win fights by default.) Fighting involves épées and duelling pistols, and follows strict rules. Until this inevitably gets boring, that is, whereupon the combatants roll up their sleeves and box.

COMPUTER FIGHTER

Bouts take place against a backdrop of circuit boards, between young men with wispy moustaches and loafers. Special moves include the Floppy Disk Flip, the Silicon Chip Suplex, the Joystick-shaped Fireball and the Guru Meditation Death Move. One of the characters is called 'Megabit'. (Ingest BB pellets, traitor. Gaaaaah... - Ed) Aaargh.





ER

his way with his mistress in a car parked on the edge of a cliff with his foot bashing repeatedly against the handbrake, and then having his wife half beaten to death by an intruder back at his house.

Why haven't the Americans realised this? Why do they insist on fobbing us off with the aftermath, showing everything through the eyes of the doctors? Why have an ambulance man saying: "He's a biker who drove into the side of a car and broke his neck", when they could actually show the motorcyclist cartwheeling through the air? The basic ingredients are in place in ER and Chicago Hope; but they're not taken to their logical conclusion. Its heart is there, but...

Hang on. Basic ingredients in place... identical-looking doctors and nurses... sorely lacks... nothing interesting...

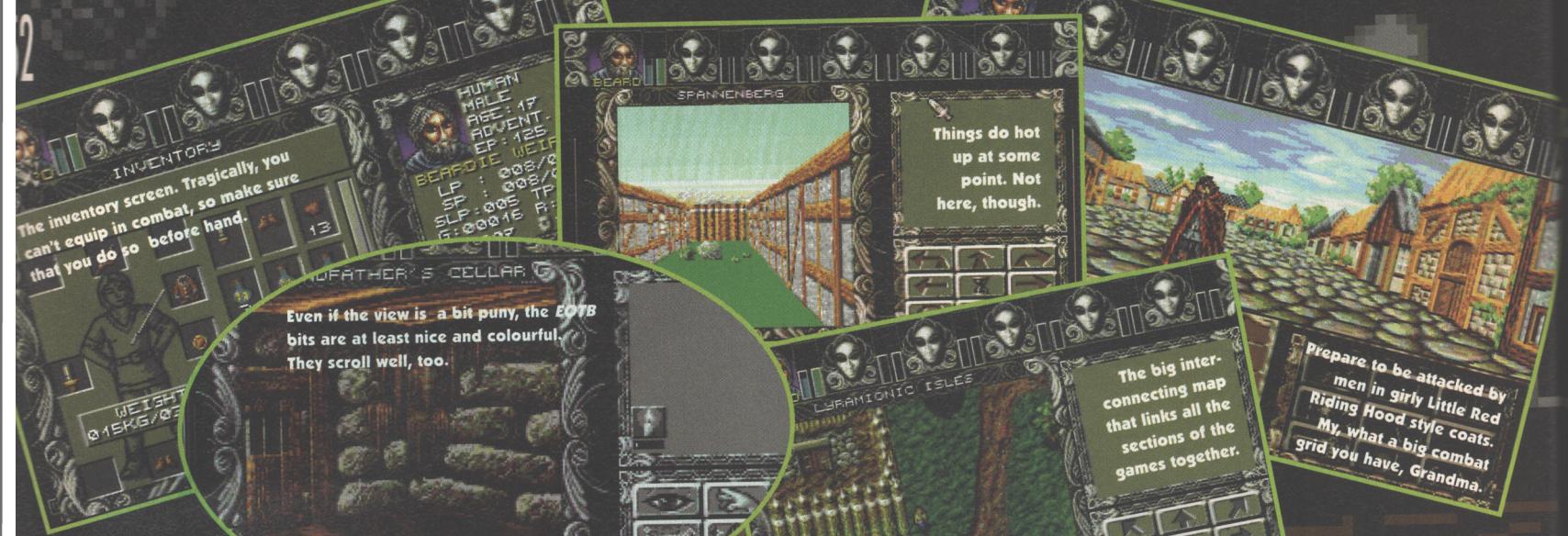
KAPOW

Got it. Netted it and popped it into a jam jar while its guard was down. *X-Fighter* is a game that decides it's going to be a beat-'em-up and spends ages researching exactly what makes beat-'em-ups tick. It

realises the importance of balance – balance between the various characters, and balance between close-up and ranged attacks. It's got reasonably-easy-to-access special moves, heaps of different characters, well-engineered artificial intelligence for the computer players making it a challenging one-player game, and characters a bit like the ones in *Street Fighter* 2. You could write all these things in a list and say: "Yes. That's what makes a good beat-'em-up." But *X-Fighter* isn't any fun at all.

It looks terrible, as you'll already have noticed. Normally this wouldn't worry us at AMIGA POWER, the magazine whose two favourite



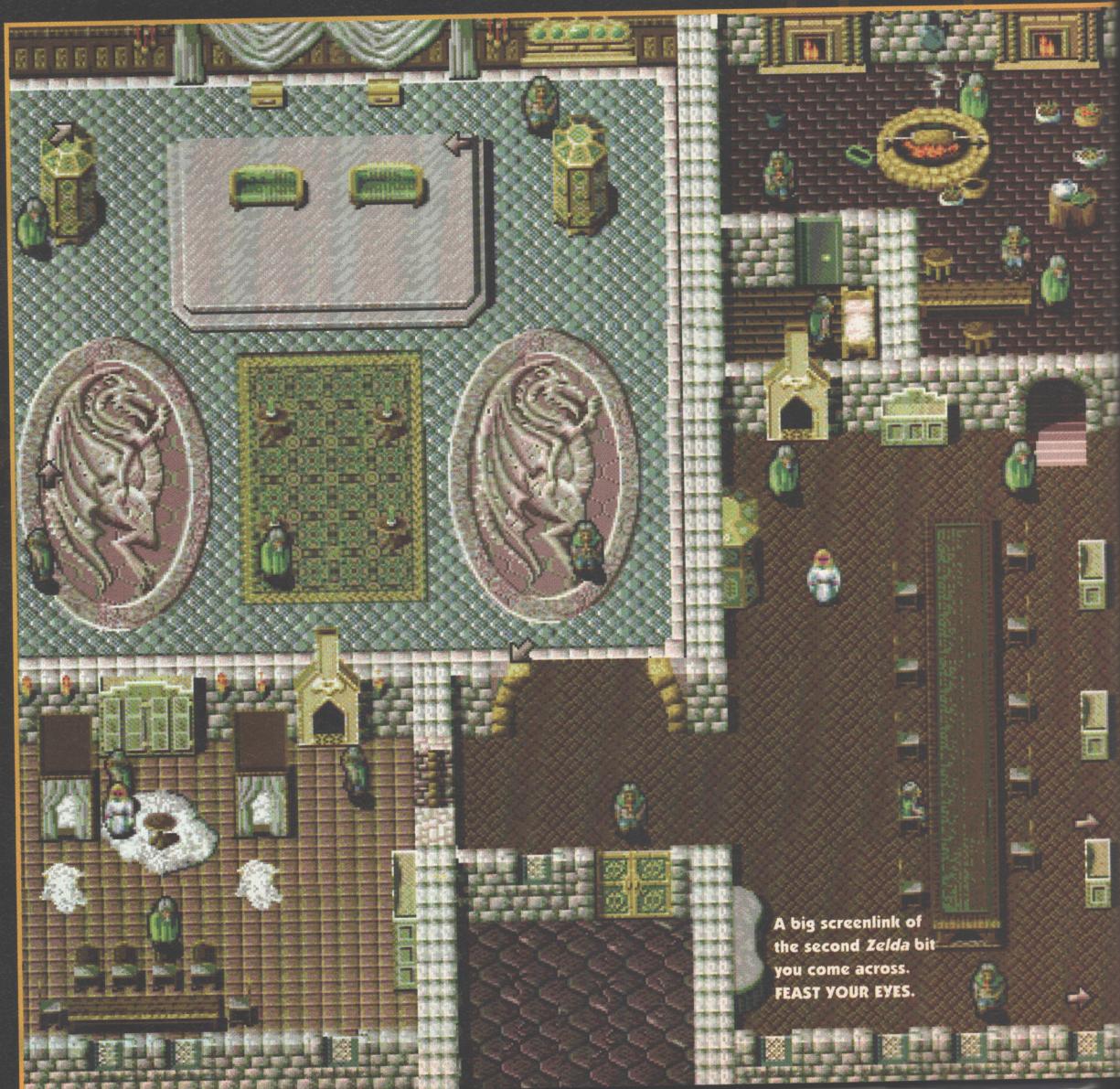


OOOH. ISN'T THE COMBAT SYSTEM EXCITING?

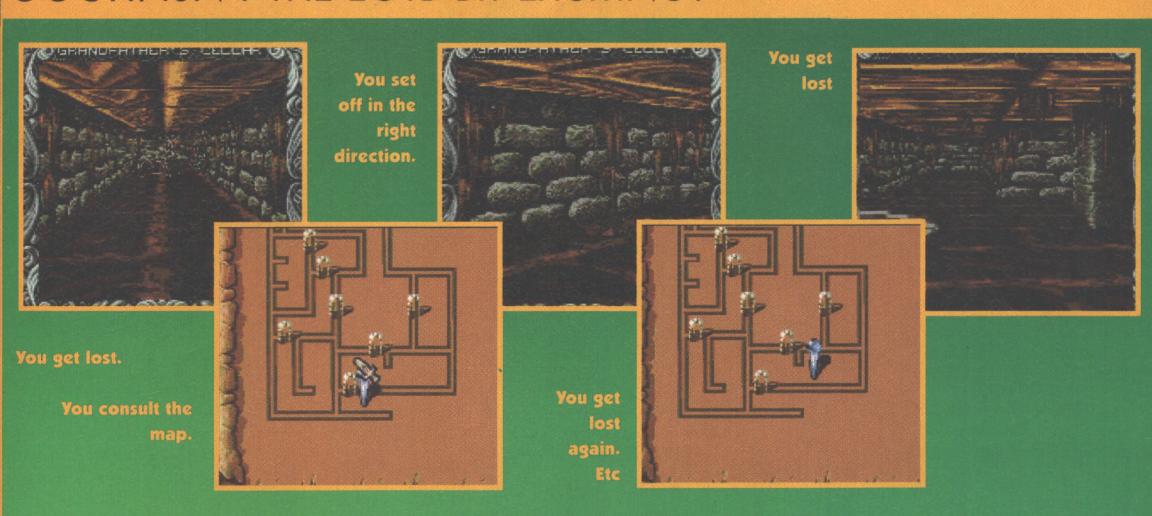


AMBER

It was a time of blindness, more like.



OOOH. ISN'T THE EOTB BIT EXCITING?



should test out whether the control method would be even more relaxing if I were wafted with a palm leaf and fed grapes by semi-naked female slaves; a situation I could faithfully recreate by getting Dave Golder (my house mate) to wave a newspaper at me while feeding me nice chocky biccies.

THE GAME, THEN

And here's where things come crashing dramatically down. Initially, *Ambermoon* is terminally dull. You walk around, doing Very Little in the *Zelda* bit. You then get to the *ETOB* bit, walk around a bit more, again doing Very Little and feeling bored. But then you get to the end of the cellar (the first *ETOB* bit) and get the gem you were looking for, and give it to your Grandfather (back in the *Zelda* bit) who tells you where to go next. And you actually feel that you are getting somewhere, and maybe it's not as bad as all that after all.

BUT IT IS. After a solid four days playing, I've explored a sizeable chunk of the map and have dipped my toes into the shallow end of the spell market. But I don't seem to have really solved any puzzles. I've been told to do stuff, and I've done it, but I'm yet to actually tune in to the contemplative side of my brain. Quite frankly, the thought of having to load up *Ambermoon* again even for long enough to make my screenshots for this review fills me with an unnerving sense of dread. Ugh. It's just another RPG with very few redeeming features.

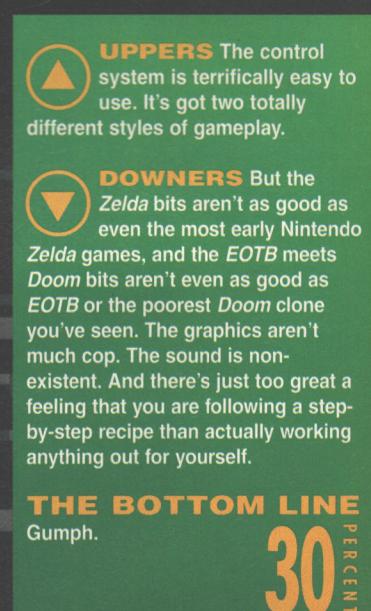
• RICH PELLEY

CALM DOWN

Actually, *Ambermoon* isn't that bad. It's divided up into two styles of play, cutesy overhead *Zelda* bits, and 3D *Eye of the Beholder*-meets-*Doom* bits. The *Zelda* bits are initially disappointing. "Hey – that's nice. It looks all consoley and user-friendly," you think. But then you try moving and – you double blink at this point just to check that your eyes aren't deceiving you – your character jerks a hexagon at a time with no animation, to such a degree that you almost expect to find a tank around the next corner shortly followed by a miniature figure calling himself 'Napoleon'. The graphics aren't that cutesy either. The characters are too small and indistinguishable to have any real personality, while the scenery, instead of being all cartoonish and out of proportion as it should be, is just small and gritty.

The *Eye of the Beholder* bits aren't much better. Well – to look at they're better than *EOTB*, because they're calculated in real time – hence the *Doom* reference. But everywhere looks a bit samey. And since everything of interest is shown on the map, and the graphics are so bland that you don't know where you are, you always have to call up the map every few paces any way. The 'go to' points (which allow you to teleport and hence save poring about for ages) are nice though, so a swift if fleeting mention to those.

But what of the actual game? Well, let's not waste time with that yet. How about a mention to the control method? It's great. Fabulous. Fantastic. And only requires you to use the mouse. This hilariously effectual control gives a real 'cup of tea in one hand, feet on desk' feel to the game, and I notice it's the first thing I'd written down under 'Good Things' in my reviewers-aid notes. The list ends there, though, except for a



THE BOTTOM LINE

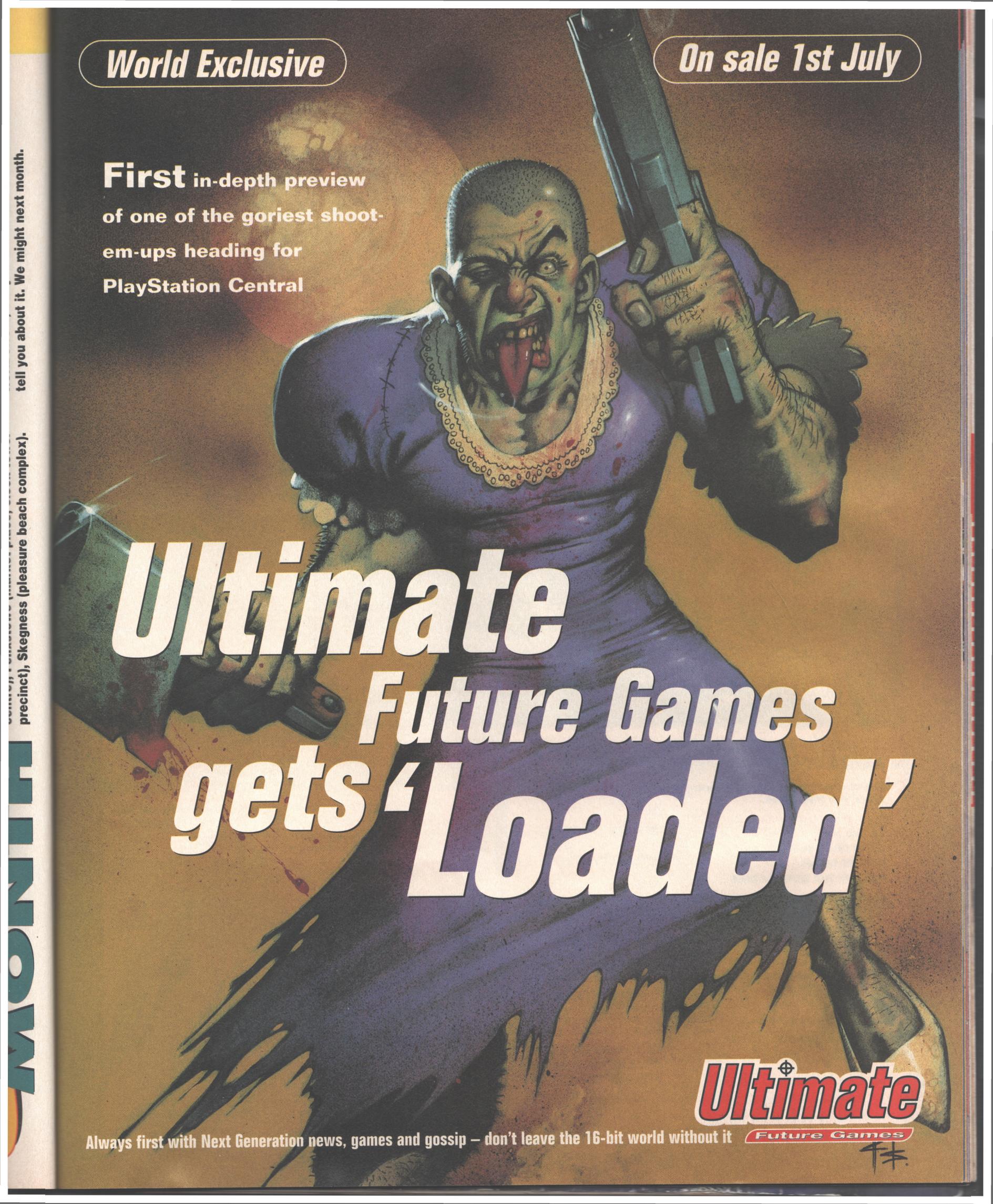
Hopefully not.

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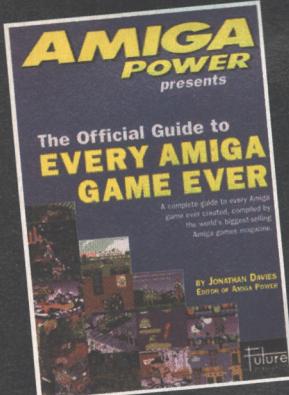
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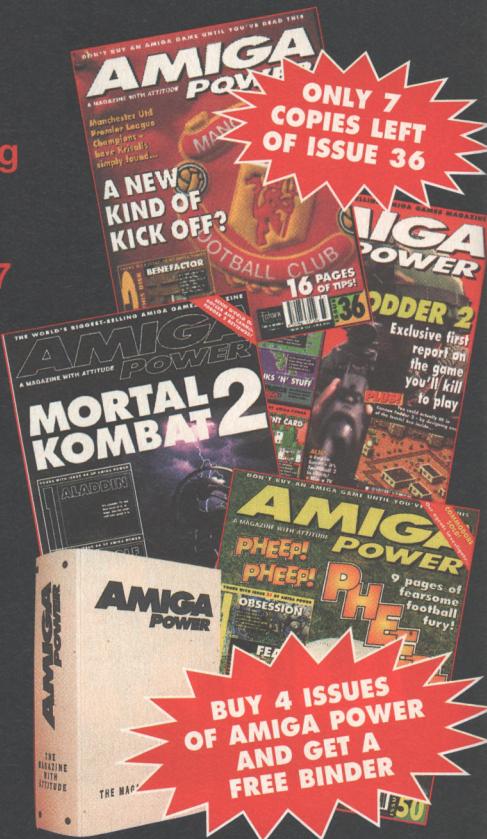


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In shock news this month, we discovered the AP vaults are emptying alarmingly quickly.

Gone are issues 37 and 1 to 35, and a fragile supply of seven issue 36s are all we can offer an AP hungry world.

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"While we scorn and condemn the pun, AP's 'Serial Packet' has given us many hours of pleasure down here in the netherworld," the First Cyclist confirms. It contains a three metre serial cable, allowing you to link two Amigas together and play head-to-head against a pal, and three top-notch games to take advantage of your new-found networking capabilities: *Knights Of The Sky*, *Lotus 2* and *Stunt Car Racer*. It will also allow you fully to enjoy *Gravity Power*, the Network Game of Champions, which appears on this month's coverdisk.

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After information about Amiga games? Then you'll need AMIGA POWER's official Every Amiga Game Ever book, which contains a review of (very nearly) every Amiga game ever – almost 2000 of them in all. "Far more than just a hastily updated version of AP24's Absolute Power feature," enthuses the Second Cyclist, "this is an enthralling reference volume which I have turned to time and again. I had no idea, for

example, that McDonald Land was originally featured in AP19."

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COMPLETE CONTROL

"IT HAS TAKEN ME MANY WEEKS TO COMPILE THIS BOOK," roars AP tipsmeister Rich Pelle. The result is perhaps the most comprehensive manual on Amiga games playing available anywhere in the world, with everything from the tiniest tip to the vastest complete solution packed into its voluminous pages. Carry it with you always. "Aaargh, I'm deaf," adds the Third Cyclist.

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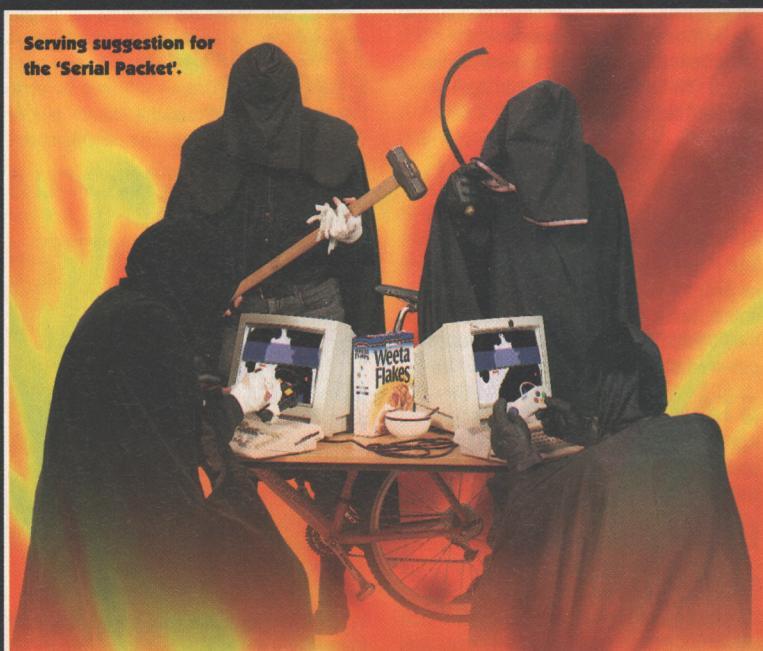
SUPER CD32 CONTROL PAD

The CD32 joypad, eh? And what's more, you only get one of them, which is no use when you want to play a two-player game. Or if it breaks. We bring you, then, the Competition Pro Super CD32 Controller. Comfortably shaped, it has a precise D-pad, nifty fire buttons, an almost entirely useless 'slow motion' facility and full auto fire,

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AP MAG 07/95

Spray bursts against the prow of the fishing trawler *Gamzenpublisher*. The hardy captain holds the wheel steady in an iron grip. A door opens, and the first mate blunders in, soaked through as if someone has thrown buckets of water over her.

She throws a bucket of water over herself and salutes.

"Bad news, sir," she reports. "The big licences have escaped through those gaping holes in the net, and Sparks says the mainland is shrieking for games."

The captain turns to face her. "There's a storm coming, Mr Mate," he says quietly. "A storm that Dr Watson may not survive. But we cannot return without new games." He gestures to lights burning upon the coast. "I have arranged another deal with our friends in yon trading town. We'll set in here to pick up conversions of popular releases on all major formats in return for giving up some of our most prized original games. I know," he counters as the first mate begins to speak, "but it is a case of..."



Just territories to be conquered and exploited. Hey – that's *Syndicate*.



Chaos Engine – absurdly, minus Preacher on the SNES. A pox upon Nintendo.



AMIGA POWER is never wrong.



There's only one Sensi, only one Sensi, if you don't count the updates. (Etc.)



This is Cam's favourite game. It is *Dune 2*.

ANY PORT IN A STORM

So – conversions then. What's it all about, eh? Well, the simplest way to imagine conversions is to think of faceless mega-global corporations buying up a 'product' (their term, not ours) and covering their investment by making the game as obvious and easy as possible, and then commanding hapless programmers to bosh out conversions for every format they can think of. And in return they expect the likes of *Skidmarks 2*.

No.

Other mags may pretend to champion the Amiga by telling you it's the best machine ever in the history of all things, and that the likes of consoles and PCs aren't fit to measure it for a suit, but we don't live in such a feeble fantasy world. We're fair and even-handed. Observe now, if you will, our level-headed balance of balance as we weigh games that started life on the Amiga against other machines' games ported to the Amiga.

THE AMIGA GAVE THE WORLD...

SKIDMARKS 2

We reckon it's a terrific racing game that gets better the more people you play it with, and in full-on eight-player linked-A1200 Cinemascope mode is utterly unbeatable. It's due to appear on (at the last count) the PC, the Mega Drive, the SNES and the Play Station. We hope the eight-player mode will survive, exactly as it didn't on the unlinkable CD32 version.

SENSIBLE SOCCER

It's appeared on the SNES and the Mega Drive, but is the Amiga version still the best? We asked *Sensible Golf* redesigner Stuart Campbell. "Yes," he said. "Well, actually, it's a close thing between that and the Mega Drive version, which was really nice, but did have stupid names instead of real footballers." There you go.

SYNDICATE

Tops on the Amiga, tops on the PC, sanitised and gutted for the SNES and unplayable on the Jaguar. Joypads for a mouse-drive game? Cretins.

CANNON FODDER

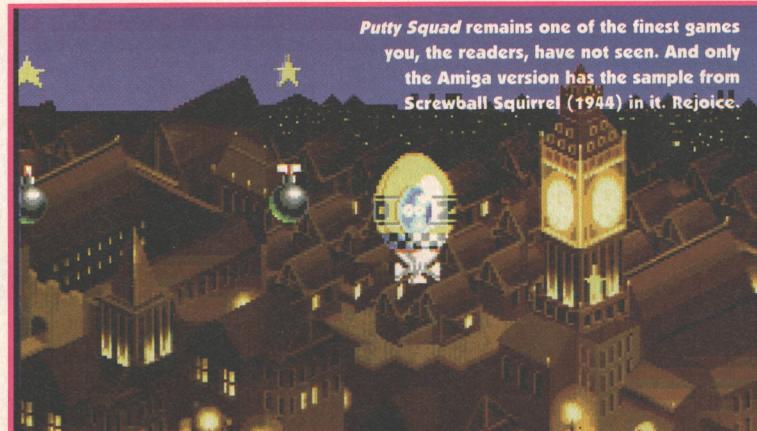
Tops on the Amiga, tops on the PC, gutted for the... hang on...

PINBALL TRILOGY

Pinball Dreams, *Fantasies* and *Illusions* have all appeared on the PC, but have been roundly trounced by the likes of *Tilt*. There are also SNES versions of the first two, but they're truly gruesome. We win.

GRAHAM GOOCH'S CRICKET

Surfaced extremely recently on the SNES and Mega Drive as *Brian Lara's Cricket*, but was substantially rewritten to make it, well, a lot more fun and playable than the Amiga version. They win, damn them.



Putty Squad remains one of the finest games you, the readers, have not seen. And only the Amiga version has the sample from *Screwball Squirrel* (1944) in it. Rejoice.

PUTTY SQUAD

An improved version (with split-screen two player mode) of this barnstorming platformer is due to appear soon on the SNES. The Amiga version won't get released until it does, OVER ELEVEN MONTHS AFTER WE REVIEWED THE FINISHED VERSION. There's a news item about it this month.

EMPIRE SOCCER

The Footy Game That Is Not *Sensi* won us over for its *Speedball* 2-in-shorts antics. But it left the PC mags cold as they deemed it unworthy of their super-powered machines. Good grief.

STARDUST

Again, ported to the PC but, being an updated *Asteroids*, was condemned as a waste of time. We're not making this up.

BUBBLE AND SQUEAK

Regarded as "Just another platform game" on the Mega Drive. Sigh.

DUNE 2

"Just as terrific" on the Mega Drive. Phew.

THE CHAOS ENGINE

We gave the world this, the finest *Gauntlet* clone there is. They thanked us universally.

LEMMINGS

It was us. We started it. Back when this was a fresh idea. Sorry.

RETURN FIRE

"One of the few titles outside the beat-'em-up genre to fully exploit the gameplay potential of playing against a human opponent. It's fast, competitive, strategic and, above all, fun. And that's a pretty compelling combination," said Edge (*The magazine that defines the future, apparently*. – Ed) ungrammatically of this brand-new 'next generation' 3DO heavy-arms game. But – oh no! – they seem not to have noticed *Return Fire* is, in fact, *Firepower*, an Amiga budget game from 1991.

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And this.



On the PC, Oddly, thi

PORT A STORM

THE WORLD GAVE THE AMIGA...

DYNABLASTER

Cannily, Hudsonsoft have made each version of their classy four-player bombfest slightly different. The Amiga port was of the original game, and so has no flashy power-ups like being able to punch a bomb over a wall. It does, however, support five players. We love it.

MICRO MACHINES

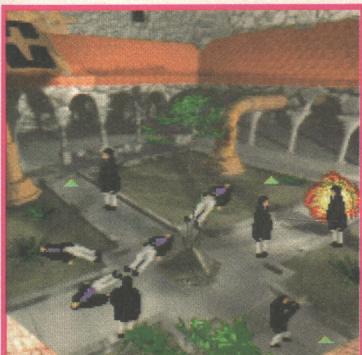
It's NES *Micro Machines* – but on the Amiga! We love it.

THE SECRET OF MONKEY ISLAND

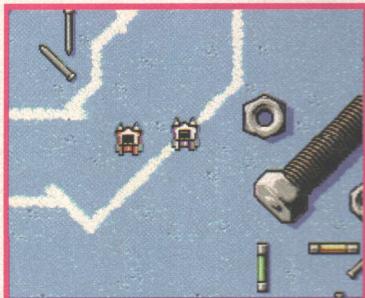
Although this might have been a simultaneous release on the Amiga, we're almost sure it started out on the PC. Whatever, we cheerfully acknowledge this to be the greatest of the innumerable PC point-and-click ports the Amiga has endured over the years. Along with its sequel, of course. And the excellent *Indiana Jones* games.

BLOODNET

And this.



On the PC, you could tell people apart. Oddly, this conversion is more pleasing.



Micro Machines – we thank Nintendo, and withdraw our wish for a pox upon them.

OVERLORD

Plucky Rowan have never let the Amiga's substantially lesser powers stand in the way of converting their enormous PC flight sims, and have always managed to make them impressive and playable. Ironic, then, that none of them have managed to be as much fun as the five-year-old *Knights of the Sky*. Once again, we win. In both ways.

MR BLOBBY

SNES owners knew it as *Super Troll Island*. We found it surprisingly not as bad as we'd imagined. But still bad.

UFO

Programmer Julian Gollop started with *Rebelstar Raiders* on the Speccy, progressed to *Laser Squad* on the Amiga, proceeded to *UFO* on the PC and then converted it back. We salute him, but begrudge its farcical slowness.

COOL SPOT

There was a period recently (thankfully apparently over) when software people thought all we wanted was another conversion of a console platform game. Its last gasp (we hope) was the grungily dull

The Lion King. One of the first (and still the best) was *Cool Spot*. We welcome it, but condemn the others.

FLINK

Look, we're warning you.

ALADDIN

Right, that's it.

INCREDIBLE CRASH DUMMIES

Biff! Thud! Kerr-ack!

EXILE

The authoritative 'arcade adventure', ported identically across from the C64 and then, years later, re-released with snazzier graphics. Both versions are lovely.

HEAD OVER HEELS

Converted from the Speccy in his spare time by a bonkers amateur programmer, because he couldn't bear the thought of the Amiga being without it. This is exactly the correct attitude to conversions, but, unfortunately, an entirely unique one.

LLAMATRON

From the ST, this caprine *Robotron* was ported by Jeff Minter because he couldn't bear the thought of the Amiga being without it. Not such a unique attitude then, but that's just one of the disadvantages of such a poorly thought-out feature, drafted in when *Behind the Iron Gate* didn't turn up. Oops.

JUNGLE STRIKE

An exciting Mega Drive helicopter game that, inexplicably, took over three years to be converted. In the intervening period a sequel was released on the consoles and Communist Russia fell.



Aladdin dances perilously close to the fires of perdition. But it's all right. Just.

AND THE WINNER IS...

Well, blimey. In the best tradition of charity quiz shows everywhere, it appears that the majority of good games on both sides means the contest must be called a draw. What a pleasing, and yet somehow immensely feeble, outcome.

Hmmm. So what conclusions can be drawn from our sample cross-porting? Even though we haven't included arcade game conversions or film licences (the worst offenders), it's obvious that porting is frequently used as a fast-buck cash-in, with little regard for the suitability of the game or the capabilities of the machine.

If only people would put their minds to converting the really good games. *Gravity Force 2*, for instance. We keep telling software companies it's fantastically good, but because it's neither a *Doom* clone nor filled with ray-traced graphics, they ignore us. And console owners would flip over *Guardian* as much as Amiga owners would be overjoyed at their own version of the SNES *Gauntlet* clone *Zombies Ate My Neighbours*. A good game should be enjoyed by as many people as possible, so as long as we're getting new ideas from other formats, we don't think you should be all that bothered if the rest get 'our' *Sensi*, or 'our' *Chaos Engine*. Give and take, right?

3DO's secret weapon exposed



Edge: defining the future

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Atari's new
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supplement enclosed
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Magazine
of the year

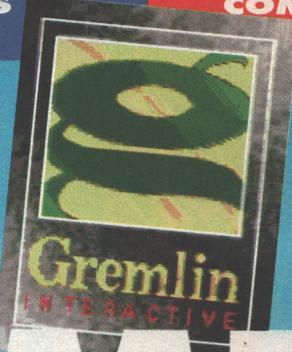


Industry awards

Issue **twenty-two** on sale now
at selected newsagents

EDIT THE SPACE/TIME CONTINUUM

IN OUR HOLISTIC COMPO! AND WIN A VIDEO PRESENTER!



61

THE GAME TIE-IN

"It will eat your life if you give it the chance" were the cautionary words Steve Faragher used to sum up *Premier Manager 3* in AP44, moments before awarding it a magnificent 83%.

"Cheating's not good (although it is fun), but never having to buy an update for a footy game is. Good, that is," he concluded his *PM3 Multi-Edit System* review months later, doling out an equally respectable 75%.

Together, these two games form one of the most POTENT MANAGEMENT SYSTEMS HISTORY HAS EVER SEEN, for with them both, you'll never have to buy update disks again.

The multi-edit system's not just about letting you cheat terribly by making all your favourite players invincible demi-

gods of the hallowed turf, oh no. Decent, honest players can use it to keep up to date with the transfer market, and ensure that they've got the most up-to-date footy manny game on the street. Towards this goal,

Gremlin have given us a complete 'keep up to date' kit to give away. What's that? you ask. We'll tell you.

THE GOODIES

So you won't miss a single match next season, there's this groovy video presenter (A TV and VCR bolted together. — Ed) featuring shuttle search and crystal clear slow-motion playback to allow you to

savour all the best bits. And to feed your footy addiction during the summer months, Gremlin are throwing in video highlights of your fave team, plus copies of *PM3* and the *Multi-Edit System*. Five runners up will get copies of the *Edit System*, and they'll be glad of it too.

THE COMPO

In true esoteric AP style, we're testing your mind rather than your ability to regurgitate facts. Here are multiple famous people, and we want you to multiply edit (or 'multi-edit') a single feature of their lives, and predict the outcome. For instance, if we'd suggested Lee Harvey Oswald, your answer could have 'edited' the Manlicher carbine from his hands and replaced it with a banana, ensuring he'd have eaten his lunch instead of dropping Jack Kennedy, and thus guaranteeing a thermonuclear war in Spring 1964. Got it? Good.

With this example showing the way, 'multi-edit' an event in the lives of the following:

1. J Edgar Hoover.
2. Michael Caine.
3. Emily Brontë.
4. Walt Disney.
5. Lulu.

This done, send your entry to Professor, Are You Seriously Telling Me Someone Is Trying To Alter The Course Of History, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW to arrive before July 31st.

THE RULES

1. Future, Pearson and Gremlin staff can't play. And neither can genuine dabblers in the dark mysteries of space and time.
2. Any entries arriving after July 31st will be ridiculed.
3. Whoever makes us laugh the most wins. It's that simple.
4. The editor's decision is final. As in 'decide.' As in 'to end, settle, or resolve.' So no talking back.

COMPLETE CONTROL

Life for you is simple. You eat, you sleep, you MELT YOUR BRAINS WITH INEXCUSABLE GAME SHOWS AND IMPLAUSIBLE SOAP OPERAS, and you play Amiga games. Life for us is not so cushy. We play Amiga games, we write about Amiga games, we GET CROSS AND PUT THINGS IN CAPITALS, and we don't stop until our heads hurt and our fingers bleed. Wishing for a better life: Rich Pelley.

LORDS OF THE REALM

(Impressions)

Remember the extend/demolish cheat that D Austin of Ipswich mentioned in issue 49? ("Build the user four castle supplied in the game. When it is built, go to Extend Castle and extend this castle, but make it a smaller version of the user four castle consisting of one small back wall with a small round tower at both ends, two small walls, one from each tower meeting a small gatehouse, and a small building within. Click on the End Design Work icon to build this new design. Now demolish it straight away. Your stocks of stone and wood should both now be up to 60,000 tons plus," he wrote.)

Well, Mr C Fathing of Suffolk has found more than a subtle variation.

"I too have accidentally found the extend/demolish cheat," he writes, "but I do it an easier way. Build your

castle
using five stone
and three wood. When it has been
built, extend it for a couple of minutes
by way of a few extra walls, a gate
house, and a bit of a moat. Click on
End Design, and demolish it straight
away for 65,000 stone and wood.

"And there's more. Wait for a merchant to arrive. Sell 100 stone four times, then buy 2,000 of each weapon. Your gold will increase rather than decrease – and as you can see this is quicker than constantly selling stone or wood. But don't buy more than 2,500 of each, or you'll start losing bucks big time."

8 PAGES OF PERSPICACIOUS PLAYING TIPS START HERE

Base Jumpers	62	Lords of the Realm	62
Cannon Fodder 2	63	Syndicate	66-67
Death Mask CD32	63	Ultimate Soccer	
Last Resort	68-69	Manager	64-65

BASE JUMPERS

The most fun that
can be had with a
virtual parachute.



(Grandslam)

Rory Sinclair of Morayshire in Scotland has sent in every combination of letter bonuses, which ought to work in both the complete game and the fabby coverdisk demo which we gave away a couple of issues ago. And to cut not much of a story anyway short, here they are.

POINTS	DAT	Cool type bonus	5,000
0	DAZ	Agh! Danny Baker	-1,000,000
1,000,000	EAT	Food bonus	10,000
999,999	ELM	Plant trees	50,000
-20,000	ERM	Undecided bonus	1,000
-10,000	FRY	Food bonus	10,000
17	FAD	Bounce boppers	1,206
5	FED	FBI bonus	1,000
99	FBI	Feds	1000
5,003	GEM	Jewelled bonus	10,000
6	HEX	7FFFFF bonus	32,767
7	INK	Colour bonus	5,000
10,000	PEN	Writing bonus	5,000
-10,000	ILL	Not well	-20,000
-10,000	JAB	Pointy bonus	23
-10,000	PIN	Points! (Eh?)	23
10,000	KEV	Good at football	500,000
10,000	LCD	Cheap screen time	24
20,000	OAK	Plant more trees	20,000
-20,000	TAD	Small bonus	99
20,107	TIC	Toc	1,000
18	UGH	Caveman bonus	1000
500	VIP	Important bonus	20,000
20,000	WAY	Out	10,000
-40,000	WAX	Dummy	-20,000
11	YAK	Hairy cow bonus	5,000
2,002	ZAP	Ouch	23
20,000	ACT	Alas, poor Yorick	25
3	OOK	Plant more trees	500,000
50,000	POO	No swearing	16
4	FOK	No swearing	16
-20,000	FUK	No swearing	16
30,000	DAM	No swearing	16
10,000	BUM	No swearing	16

James Wilkinson who comes from Leeds would also like to take the opportunity to point your brains towards a couple of other highly interesting features.

Such as a backwards 'R', which reverses the positions of the players when they parachute from the building.

And a 'P', which gives you an extra life

And handcuffs which physically lock

the players together. Laugh! as the other players squeal in terror as you push the annoying CPU player into a pole. Scream as they do exactly the same as you. Hit the person who collected the pesky thing in the first place.

And underpants, which take the place of a random player's parachute, so when they pull their rip-cord **THEY FALL TO THEIR IMPENDING DOOM.**

And to round off, Steven Hyde of Nottingham (and soon to be *Cannon Fodder* 2 solution fame) advises you to type 'WIBBLE' on the options screen for infinite lives, and 'FLIBBLE' so that when you press HELP and type 'WIN' you will skip levels.

CANNON FODDER 2

(Virgin)

"You know what we need," I thought as I sat down at my desk ready to compile this month's Complete Control. "A complete solution to *Cannon Fodder 2*, that's what. It would help fill up the space nicely. And, of course, be useful to our readers."

So what would have been really good for the course of this introduction was if a solution to said game had magically arrived through the post the very next day, or something. But then I remembered that Cam had already covered how to complete up to mission sixteen phase two between issues 45 and 48 (before getting bored and giving up). And that last issue AP reader Alex Simms of Sunderland had taken over, supplying a walk through of missions sixteen phase three up to mission twenty. And that seeing as Steven Hyde of Nottingham had also gone to the trouble of sending in a solution, I had already decided that it might be nice to hand over to him to finish off the job.

"So, bugger that for an intro," I concluded, tiredly.

MISSION 21

Phase one

It's back to Chicago for this mission. Weave your way through the back streets towards the bottom left of the map where you'll find your tank has been parked. Get in, and get killing.

Phase two

Bomb the door and head up. Keep off the road and shoot the launcher. Then cross the motorway, shoot the launcher and go over to the hostages. Head down to the building and lob a grenade over to take out the door to the far side. Holding down both mouse buttons will lob a grenade further than usual. If you didn't know, then here would be a good opportunity to put it to the test. Send one guy back to the middle then down, rocket the launcher and shoot everyone. Take the hostages home and

use your final rocket on the turret in the top right corner.

Phase three

Go to the right hand side of the road and wait for the next civilian jeep to go past before heading down the road. Dodge behind the first building after the canal, head right until you locate the hostages, and make your way quietly down to your chopper.

Phase four

It may be only one screen, but don't let that lull you into a false sense of security, for Mission twenty one Phase four happens to be one of the toughest levels in the game. Shoot both launchers as soon as the level begins, then focus your attention on the soldiers below. Send one man with all the weapons to prevent the blithering baboons on auto from doing themselves some serious damage, then shoot the remaining launchers. After what may like seems like an eternity, the enemy will chuck grenades at you, handily blowing up the doors for you in the process. Let everybody else eat lead before bringing the other guys round to activate the pads.

MISSION 22

Phase one

Run right, shoot everyone, then collect the rockets at the end and use them to blow up the door to the top left. Run around to take out the rest of the enemy.

Phase two

Split the bottom two members of your squad along below the quicksand to the rockets to the far right, and back along to take out the doors. Then do the same with your guys at the top.

Phase three

There are three lines of exceedingly nasty enemies to take out here. The best way to do this is to walk towards them, then hastily double back on

yourself. Keep a watchful eye out for the launcher in the top right corner, and steer clear of any nasty, head-removing flying grenades.

Phase four

Blast your way over to the grenades to the left, then head back along the top to the door on the right.

Phase five

Dash over to the chopper, then quickly take care of the enemy and any heat-seekers that you may have picked up. You should now be able to complete the level at your leisure with minimal effort.

MISSION 23

Phase one

Kill the immediate enemy, then head down left. Bomb the hut, get into the jeep and drive up and left. Bomb both of the huts, drive to the bottom right and bomb the one here also. Get all but one of your troops out of the car, and send the one in the jeep to the top right, over the bridge, and leap out before the launcher has a chance to write off your vehicle. Destroying the building on the island ought to finish things off pretty much for good.

Phase two

Cross the bridge and head up. Shoot the launcher and bomb the small huts. Cautiously creep one guy along the cliff edge to the turret (watching out for the electric fence), blow up the large hut below and then the hut and turret above. Send another guy to commandeer the jeep, and drive over everyone. Get the turret to blow itself up, and before you know it you'll be tuning your ears into the 'mission complete' tune once more.

MISSION 26

Phase one

Shoot everyone before they touch shore, chucking in a couple of grenades to speed up the process if you want.

Phase two

Get in the jeep and cross the bridge, use the launcher to take out the hut, then get out and run over to the chopper, bombing the hut while on the move. Head right, land on the launcher then transfer to the tank. Blast your way out of the compound and take out the remaining huts and the turrets along the edge of the bridge.

Phase three

Get in the jeep and drive down and right. Take the chopper, and the rest should prove little problem.

Phase four

Simple this one, with only a few pointers to remember. You need the turret near the water on the right to destroy the bullet-proof hut. And you might as well use the jeep for extra speed. And forget the tank – it's utterly useless.

Phase five

Head up to the far shore, ignore the extra weapons and run left switching to rockets on the move. If the chopper hassles you, press ESCAPE and try again. When you reach the end, rocket the turret above then cross to the chopper. You need at least two men when you get there, so providing that you've done that, get the enemy chopper to chase you and with a bit of luck it'll take out all of the enemy turrets and huts for you. After a while it is likely to lose interest and hover around in the top right corner. At this point, kidnap the leader and send one over to crash into him.

Phase six

So, here we are, the last level of the game. You are probably expecting an all-out blastathon against unbeatable odds. But no. A quarter of a screen in size, this level requires you to shoot one man. He doesn't move, he doesn't fire, and he is standing right next to you. We'll leave this one to you, then.

DEATH MASK CD32



(Alternative)

We've covered *Death Mask* A1200 already last issue, but since then word has arrived in the form of the CD32 codes

from Kevin Morley of Birmingham. And as keeping them from you would be a crime equal of that of STEALING CHOCOLATES FROM THE HAND OF A SMALL CHILD, here (in no particular order) they are.

28283, 52262, 82855,

29264, 84678, 58474, 54334,

68163, 25324, 57093, 62156, 43542,

70948, 75156, 38392, 85325, 47496,

39814, 10769, 75330.

Kevin also adds:

"When trying to shoot the mercenaries with the plasma gun – fire, then if possible stand to one side and the plasma gun will fire three bolts at once.

"Look for the secret rooms as they have plenty of ammo, first-aid and some weapon power-ups.

"And most aliens, monsters, mercenaries and robots take three to four hits each to kill."

Kevin, we thank you from the bottom of our prize cupboard.

DON'T FORGET...

...before next month:
To have patted a cat.
To have helped an old lady across the road.
To have buried an item of your mother's underwear in your neighbour's garden.
And to have sent all your tips to:
Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath
BA1 2BW
You have twenty eight days to comply.



Obviously if you want to get anywhere in the game you're not only going to need money to build up your stadium but also your team as well. So forget about playing fair (you're out to win remember) and select the £5 million option at the start of the game. Now you've got some cash, it's time to use it. It's always best to build up your stadium as the first priority, because a) it's cheaper at the beginning of the game and b) if you start the improvements at the beginning of the season when you're playing friendlies you won't affect any of your normal game attendances.

Once you've got people coming into your ground, you need to get the most money out of them. So build up your merchandising and place the right shops and stuff as near to the stands as you can. If your attendances still aren't amazing try

Ooh, I know it's difficult, but seeing as you're handing out the cash, how about £5 million?

STARTING CASH

£250,000

£500,000

£1,000,000

£5,000,000

£25,000,000

£50,000,000

£100,000,000

£200,000,000

£400,000,000

£800,000,000

£1,600,000,000

£3,200,000,000

£6,400,000,000

£12,800,000,000

£25,600,000,000

£51,200,000,000

£102,400,000,000

£204,800,000,000

£409,600,000,000

£819,200,000,000

£1,638,400,000,000

£3,276,800,000,000

£6,553,600,000,000

£13,107,200,000,000

£26,214,400,000,000

£52,428,800,000,000

£104,857,600,000,000

£209,715,200,000,000

£419,430,400,000,000

£838,860,800,000,000

£1,677,721,600,000,000

£3,355,443,200,000,000

£6,710,886,400,000,000

£13,421,772,800,000,000

£26,843,545,600,000,000

£53,687,091,200,000,000

£107,374,182,400,000,000

£214,748,364,800,000,000

£429,496,729,600,000,000

£858,993,459,200,000,000

£1,717,986,918,400,000,000

£3,435,973,836,800,000,000

£6,871,947,673,600,000,000

£13,743,895,347,200,000,000

£27,487,790,694,400,000,000

£54,975,581,388,800,000,000

£109,951,162,777,600,000,000

£219,902,325,555,200,000,000

£439,804,651,110,400,000,000

£879,609,302,220,800,000,000

£1,759,218,604,441,600,000,000

£3,518,437,208,883,200,000,000

£7,036,874,417,766,400,000,000

£14,073,748,835,532,800,000,000

£28,147,497,671,065,600,000,000

£56,294,995,342,131,200,000,000

£112,589,990,684,262,400,000,000

£225,179,981,368,524,800,000,000

£450,359,962,737,049,600,000,000

£900,719,925,474,099,200,000,000

£1,801,439,850,948,198,400,000,000

£3,602,879,701,896,396,800,000,000

£7,205,759,403,792,793,600,000,000

£14,411,518,807,585,587,200,000,000

£28,823,037,615,171,174,400,000,000

£57,646,075,230,342,348,800,000,000

£115,292,150,460,684,697,600,000,000

£230,584,300,921,369,395,200,000,000

£461,168,601,842,738,790,400,000,000

£922,337,203,685,477,580,800,000,000

£1,844,674,407,370,955,161,600,000,000

£3,689,348,814,741,910,323,200,000,000

£7,378,697,629,483,820,646,400,000,000

£14,757,395,258,967,640,192,800,000,000

£29,514,790,517,935,280,385,600,000,000

£59,029,581,035,870,560,771,200,000,000

£118,059,162,071,741,121,542,400,000,000

£236,118,324,143,482,242,884,800,000,000

£472,236,648,286,964,485,769,600,000,000

£944,473,296,573,928,971,539,200,000,000

£1,888,946,593,147,857,943,078,400,000,000

£3,777,893,186,295,715,894,156,800,000,000

£7,555,786,372,591,431,789,313,600,000,000

£15,111,572,745,182,863,578,627,200,000,000

£30,223,145,490,365,727,157,254,400,000,000

£60,446,290,980,731,454,314,508,800,000,000

£120,892,581,961,462,908,629,017,600,000,000

£241,785,163,922,925,817,258,035,200,000,000

£483,570,327,845,851,634,516,070,400,000,000

£967,140,655,691,703,268,040,800,000,000

£1,934,281,311,383,406,536,081,600,000,000

£3,868,562,622,766,812,072,163,200,000,000

£7,737,125,245,533,624,144,326,400,000,000

£15,474,250,491,067,248,288,652,800,000,000

£30,948,500,982,134,496,577,305,600,000,000

£61,897,001,964,268,993,154,611,200,000,000

£123,794,003,928,537,986,308,422,400,000,000

£247,588,007,857,075,972,616,844,800,000,000

£495,176,015,714,151,945,233,689,600,000,000

£990,352,031,428,303,890,467,379,200,000,000

£1,980,704,062,856,607,780,934,758,400,000,000

£3,961,408,125,713,215,561,869,516,800,000,000

£7,922,816,251,426,430,123,739,033,600,000,000

£15,845,632,502,852,860,247,478,067,200,000,000

£31,691,265,005,705,720,494,956,134,400,000,000

£63,382,530,011,411,440,989,912,268,800,000,000

£126,765,060,022,822,881,979,824,537,600,000,000

£253,530,120,045,645,763,959,649,075,200,000,000

£507,060,240,091,291,527,919,298,150,400,000,000

£1,014,120,480,182,583,055,838,596,300,800,000,000

£2,028,240,960,365,166,111,677,192,601,600,000,000

£4,056,481,920,730,332,222,354,385,203,200,000,000

£8,112,963,841,460,664,444,708,770,406,400,000,000

£16,225,927,682,921,328,889,417,540,812,800,000,000

£32,451,855,365,842,657,778,835,081,625,600,000,000

£64,903,710,731,685,315,557,670,163,251,200,000,000

£129,807,421,463,370,630,715,340,326,502,400,000,000

£259,614,842,926,741,261,430,680,653,004,800,000,000

£519,229,685,853,482,522,861,361,307,609,600,000,000

£1,038,459,371,706,965,045,722,722,619,219,200,000,000

£2,076,918,743,413,930,091,445,445,238,438,400,000,000

£4,153,837,486,827,860,182,890,890,876,876,800,000,000

£8,307,674,973,655,720,365,781,781,753,753,600,000,000

£16,615,349,947,311,440,731,563,563,507,507,200,000,000

£33,230,699,894,622,880,463,127,000,000,000,000,000,000

£66,461,399,789,245,760,926,254,000,000,000,000,000,000

£132,922,799,578,491,521,852,508,000,000,000,000,000,000

£265,845,599,156,983,043,705,016,000,000,000,000,000,000

£531,691,198,313,966,087,410,032,000,000,000,000,000,000

£1,063,382,396,627,932,174,820,064,000,000,000,000,000,000

£2,126,764,793,255,864,349,640,128,000,000,000,000,000,000

£4,253,529,586,511,728,699,280,256,000,000,000,000,000,000

£8,507,059,173,023,457,398,560,512,000,000,000,000,000,000

£17,014,118,346,046,914,797,120,024,000,000,000,000,000,000

£34,028,236,692,093,829,594,240,048,000,000,000,000,000,000

£68,056,473,384,187,658,18

ULATE SOCCER AGER

efforts you're still not getting anywhere you might have to start buying in some talent. If you're a lowly club, buying quality is not going to be easy, so go for the older players (over 33) as they are more likely to join you. Always be sure to get yourself a decent goalkeeper and striker first. The rest can follow.

Another useful tip is not to have an oversized squad. Obviously too small a squad isn't good, but equally having too many players will mean that you won't be able to play all of them in your squad and this will adversely affect their morale. So try and make sure everyone gets a few games. Having 16 or 17 players should give you enough coverage against injury and even allow you to buy up another good player should one appear on the transfer list.

Ooh, You Are Awful

If things are still going against you, or you just fancy a bit of underhand dealing there are a couple of good ways to go about it. The easiest way of getting hold of some cash is to bet against yourself. Just play everyone out of position, pick a ridiculous formation and then sit back and watch the fun. If, on the other hand, you're after a more profitable and devious way of improving your squad, then a bung might be in order.

There are several problems with using a bung, starting with which clubs will take one. At the start of the game, the computer allocates 20% of the clubs as

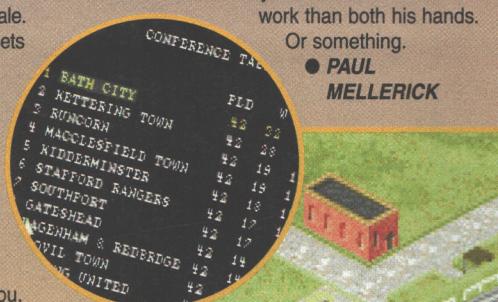
corruptible. On top of that you also stand a 50% chance of being found out each time you make an unsuccessful offer.

Get spotted engaged in illicit dealings twice and you'll get a warning (reported in the newspaper of course). A third time will result in a second warning and a fourth time will mean you out on the streets.

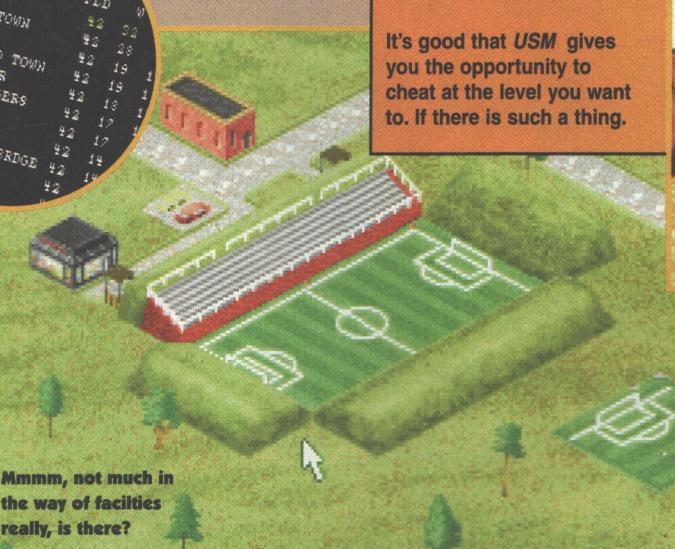
But hey. You pays your money and you takes your chances. It's a funny old game. There's many a slip 'twixt cup and lip. You get nowt for nowt in this game.

The eye of a master does more work than both his hands.

Or something.
• PAUL
MELLERICK



Mmm, not much in the way of facilities really, is there?



...and the facilities are...?

SYNDICATE

**It's a dirty job.
And Paul Mellerick
was told to do it.**

"But why?", enquired Paul. "For a couple of good reasons." replied Cam. "Firstly, the game has just been released on budget AND on CD32, so there's plenty of people who'd be interested in it. And secondly, it's a cracking game and very deep and everything, so it needs tips."

Paul thought for a while, "... fair enough, mate (*DON'T DO THAT! I hate being called mate. - Ed.*) But there's like 50 missions. How am I supposed to do that over only two pages, eh? Eh? EH?" Cam calmly countered with "Just do general tips and then leave the actual game up to the people who play it." "Cool" said Paul, and then he got on with the tips. Here they are.

I'LL HAVE SOME OF THAT, AND A LITTLE BIT OF THAT...

You'll have noticed that we've mentioned a few little factors called adrenaline, perception and intelligence. Here's a quick run down of their cause/effect balance.

● **Adrenaline:** This simply alters your speed. The more of it you use the faster you move or carry out repairs and things. Careful though, you can't use it at top whack for long.

● **Perception:** Makes you more or less aware of your surroundings and your reaction to them. Useful for accurate shooting (high setting) and for wandering around unnoticed (low setting). Try using it with a high intelligence for the best results.

● **Intelligence:** Select a high setting and you've got a top agent. Able to determine threats and select the best weapons for instance. But the agent also runs away from a threat if it hasn't got a weapons. Lower the intelligence when you need more covert (or stupid) tasks doing.

Holding down both mouse buttons whacks the API levels up to maximum, so the cyborgs will act and react to every situation of their own. Be warned though, prolonged use poisons the cyborgs and makes them slow, so be sure to lower the levels once the panic's over, to let the tolerance levels dip back down.



Everything to full whack.
Lemme at 'em.



In a rush? Have some
adrenaline then, mate.



Keep calm, and just get
on with the job. Do it!

General Tippy Bits

No really heart-stopping or game-altering tips here, just little bits to help you out as you play.

- Before you actually bother with a mission, enter the support weapons bit in research and push the cash limit to the top. This will give you some new equipment to choose from on every new mission. Until there are no more, natch.
- Make sure you've got at least one medi-kit per agent and one persuadertron in the group.
- A weapon dropped by other *Syndicate* agents will contain very little ammo but one dropped by the police or a guard will be fully loaded.
- Persuade as many enemy agents as possible to get loads of cash, and then equip your team with version 3 modifications.
- Oh yeah, and persuaded people will pick up weapons from dead people if they walk over them.

Plenty of dead
people, and it's all
your fault. And
there's more where
that came from.



- Don't use adrenaline if an agent is carrying a mini-gun or something similar.
- If you're short of cash, and you're quite far into the game, raise the tax in every country to 100% and don't start any missions until you've got some cash.
- If someone is on fire, use a medi-kit on him. Quickly. In real life too.

Right, follow those little guidelines and things should be a lot easier.

MISSION B

Are you ready for
combat then?

A SMALL TOWN IS HOLDING OUT AGAINST ALL OUR ADVERTISING CAMPAIGNS TRYING TO ENFORCE SYNDICATE INFLUENCE. THIS IS HAVING A DETRIMENTAL EFFECT ON OUR PROFITS AND SO WE HAVE DECIDED TO STEP UP THE CAMPAIGN.

AN ASSAULT SQUAD SHOULD ENTER THE TOWN AND ELIMINATE ALL ENEMY SYNDICATE ACTIVITY IN THE AREA.

OK MAP

strategic tips on
dealing with different mission briefings.

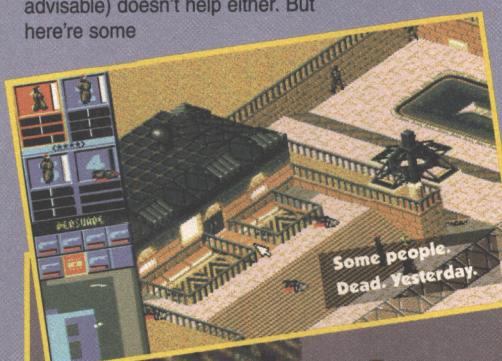
Assassination Missions

If your target is hidden, use the ever-fabulous gauss gun. Just make sure your target is on screen, so that you don't hit the wrong one. Ouch! On later missions though, just make sure at least one of you has the laser as these are substantially more accurate. And attractive.

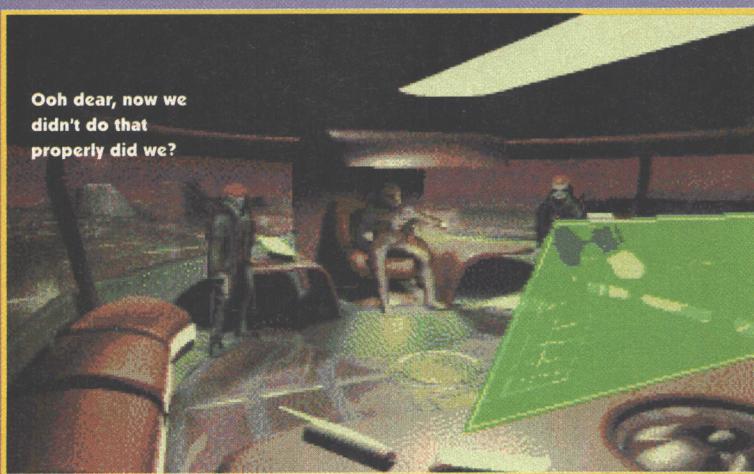
Combat, Sabotage, Assault & Reconnaissance Missions

Now these are the fun missions. Unfortunately,

Wake up kids,
we're home.



SYNDICATE



they're also the ones where the most damage to YOU can occur. So set up your team with a flamethrower, at least three mini-guns and a medi-kit. Each. And if you've got enough cash, try a persuadertron and a gauss gun for someone as well. If you can hide by the corner of a building, do. Just make sure you can still see your team and use the radar to check out what's going on. Then you can just toast whoever walks around the corner with your flamethrowers. Your mini-guns and uzis (don't forget them) can deal with the rest.

Raid and Rescue

There's only one of this type of mission in the game, and it's pretty much the same as the combat ones described above, only this time around some people need to be persuaded instead of blown away. That's the rescue part.

Persuasion Missions

Lure agents or guards away from the target before shooting them to avoid killing your objective, then get in close. Whack up the API levels if the target's in a building, and the cyborgs'll get him.



I'LL NAME THAT CHEAT IN...

You can call your company anything you like. But if fancy giving yourself an unfair advantage (all's fair in love and *Syndicate*), then these company names will greatly enhance your ability to kill lots of people and taking over lots of territories. Unfortunately most of these codes make the above tips redundant. Which is why I've put them in their own box. Clever, eh?

NUK THEM – Choose any mission you like

WATCH THE CLOCK – Game time increases

Silly name for a company I'd have to say, but then who cares when you can choose whatever mission you like.



Right, no messing this time, let's just get all the cheats in one place.



so logically, if you research something before you start a mission, find a safe spot to sit in for a while and then quit the mission using the escape button. Because of the time spent in the mission you should have completed the research. If not, do it again.

As far as the actual research goes, modify eyes, chest, arms, brain, legs and heart in that order and for weapons try heavy, assault and miscellaneous. In that order.

New Agents

You can clean up on the earlier levels with this. Persuade civilians, then police, then put all your agents up against a building with a solid wall facing out of the screen. Push up the adrenaline of the Persuadertron agent, then wait and ambush all the

ROB A BANK – Loads of what they call money

TO THE TOP – All weapons, equipment and mods available

DO IT AGAIN – Repeat a failed mission

COOPER TEAM – All the Money, Weapons, Equipment; Mods and Missions are yours

Oh yeah, and you can use these cheats cumulatively.

Remember though, cheaters are the playful pin cushions of Naughty Nick.

STUFFED?

Then you're quite right in thinking you need...

THE LAST RESORT

with Rich Pelley



If you're ever having a problem with a game, don't feel free to ring us up and ask us about it. Drop Rich Pelley a line and wait your turn like everybody else.

A picture, as I'm sure you are aware, paints a thousand words. Or so they say. My Last Resort intro, on the other hand, has only to be around a hundred and twenty words, so it wouldn't even have to be a particularly good picture to compensate for the fact that yet again I can't think of anything even remotely interesting to say. Here therefore is a picture of Hamble which, hopefully, should say it all. (If I hadn't already fired you more times than I can remember, I'd fire you again. – Ed)

LOOSE ENDS

THE HANDS OF THE MASTER COVER HIS FACE AS HIS CHEEKS BENEATH BURN WITH SHAME.

Q "In spite of following the player's guide from Daze, I just cannot find the second Robinson's body in the desert of death in ROBINSON'S REQUIEM, even after killing the mad Robinson. I am told that it is at 'the south where the road splits in to two', but a map depicting its exactly location would be lovely."

Mr Adrian Bernascone, West Sussex

Q "Could you please help me on NIPPON SAFES INC. I am stuck on Doughnuts at the Monks Monastery. I have the Jade Buddha, but do not know how to leave the Monastery."

Russel Flanders, Essex

Q "I hope you can help. I am playing FRONTIER and would like to know what I have to do to obtain the card from the President of the Swiss corp. I am Elite status, and an Earl. I assume that I have to undertake a particular type of mission

or get to a specific area in the game, but details lack me."

Phil Heaton, Warrington

Q "In BENEFACTOR I am stuck on Stones and Bones – The Ghost Key. Can you help me? Or can you? Or CAN you? Or CAN YOU? And so on."

Chris Mackenzie-Thorpe, Dartmouth

Q "And in ISHAR 3 I have got as far as completing the portal in the garden and have made my way to the new section in old town to fight the lizard men, but they do not appear. What am I doing wrong?"

Mr Adrian Bernascone, West Sussex

Q "I am madly in love with one of the girls who I work with but I am terrified of being rejected by her if I say anything. Please help me because I am so confused and do not know what to do. If I do say anything she will

JET STRIKE

Q "I'm having problems with the excellent Jet Strike. Any ideas?"
Martin Sheridan, Poole

A For starters, disregard whatever the first mission instructs. Take out the SAM and AA units with either an A10 (Warthog) or an SU-25 (Frogfoot), both of

probably laugh at me, because I look like Ichobad Crain from Walt Disney's The Legend of the Sleepy Hollow."

Phil Donnelly, Lincs

Q "And in BLOODNET I cannot find the Lockpick casing and Diagnostic Unit to make an Electronic Lockpick. A certain other magazine (that rhymes with 'Your Chum') said that you buy it from Hardarm Tacktick, but this is not so. Incidentally, the Instipigment is given to you by one of the Sid and Nancies, and is not purchased at Madam Mescal as previously advertised."

Mr Adrian Bernascone, West Sussex

Q "Is that picture in AP48 really you? You look much younger than I imagined. Anyway, I am not doing very well with JUNGLE STRIKE. I can complete levels three, four, six, seven, eight and nine, but not levels one, two and five. I know all the codes, and have browsed through Paul Mellerick's guide in issue 46 and 47. But has anyone got any alternative advice?"

Phillip Cleverley, Northants

Q "It's okay. I've finished now."
Mr Adrian Bernascone

which contain a generous supply of AGM-65 Mavericks. Next use the Tornado carrying JP233s to wreck the enemy runway and hence prevent additional enemy aircraft from scrambling. Play aggressively through the missions to take out the enemy early on, concentrating on hills and bridges – avoiding them, that is. Or at least that's what is says here.

And the codes?

Level one – TDEJQNQL

Level two – JHALMROB

Level three – RZWVUVCP

Level four – VZQRUDOP

Level five – HTETAPOJ

Level six – NFYHOTAR

Level seven – RPSREBSX

Level eight – TREFCPMJ

Level nine – XHYJMVKX

Level ten – HHSFMBQX

FLASHBACK

Q "I, on the other hand, am having trouble with the end of Flashback. Didn't you run a solution to it once?"
Mr Notmadeupletteratall, nowhere

A Indeed I did. Here's what it said.

SECTION SIX

PASSWORD – TREE

Right, up, slaughter the two aliens, pull the switch, re-charge if required, drop the receptor on the lift, tumble down the gap, run to the mid-bottom of the screen and gun down the three aliens, teleporting away if you get into trouble. Use the stone to open the door to the left, ignore the mouse, head left, pull the switch, blast the door open and pull the other switch. Kill the two aliens who appear (teleporting away to re-charge if need be), pick up the diary, call the lift, go down, right, teleport down the apparent abyss and locate the key to unlock the keylock.

CASES CLOSED

MAY THE FRUITS OF YOUR LABOURS BE REWARDED BY THE LORD AT THE GATE OF HEAVEN.

ALADDIN

Q Colin Meney of Ayrshire had found both scarab pieces but couldn't find the level two exit. Did anybody give a hoot?

A "Although you are told to find halves, the scarab is in fact divided into thirds. The first is near the extra life (Aladdin head) which you get by swinging over the two sets of spikes, heading a little to the right and then scampering up the small platforms. The second is near the final restart point (Genie pot). And to nab the last part, head past the toilet tents, over the spikes, onto the small building and jump up. Walk right from here (with all three bits) and you will successfully complete the level."

Daniel Irvine, Crawley Down

Q Ian Hughes, on an entirely different hand, was stuck in the Cave Wonders level.

A "At the beginning of this level a message telling you to 'Hit the Statues' should appear. And that is exactly what you have to do. Go to the spikes to the right of the screen and stop so that you can just see the red statue. Fire apples until it blows up, go back to the right, jump onto the water propelled platform then leap back onto the stalactites. Go to the right until you have to jump back down, and make sure that you have got over the spikes below you. You should now be standing next to the lethal lake type thing, and you should be able to spy from the corner of your eye a platform with a blue energy heart on it. Jump onto this, pick up the extra energy and make sure that you move as far to the right of the platform as possible without falling off. Jump as far to the right as you can and you should land over the lake. Later on in the level you will find more red statues, and if you hit these with apples then they will help you again. Good luck!"

Daniel Irvine, West Sussex

EOTB2

Q AP49. EOTB2. Sigh.

A "Rich – your plea for help in your saint-like quest to help other

SECTION SEVEN

PASSWORD – BOLD

Go up, zap the aliens, pocket the mice, climb up, take a running jump to avoid the falling mines, place the receptor next to the lift, ascend, activate the switch, lure the alien out of his pit towards the energy generator (to give you more room to kill him), pull the switch and teleport back down. Pick up and use the key the alien

Amiga owners has finally got to me. The problems you mentioned in AP49 are hereby solved.

Sly Pig Coleman (a fat, bearded, sweaty leather-clad German who enjoys welding and sneering?) of Derbyshire: I assume that you are talking about the door blocking your way to a pair of stairs, both leading to the Crimson Tower. If you are, you may find a suitable key in one of the beds. You will then come face to face with a wall. Insert the 'Eye, Hilt and Tongue of Talon', which you should have found with the Frost Giant King, and in Azure Towers two and four respectively.

Jonathan Reynolds of Tyne and Weir (a slick, moustachioed jazz master?): The three-by-three grid of pressure pads of which you speak require you to place an item on the four corner and middle pads to form a cross. The door will now open. It is not possible to sleep in this section – the only way you can rest your party is to exit the level via the stairs or the various portals, so it's best to come prepared in order to not have to do this. Getting out of the room with the soft centre is simply a case of dropping a droplet seed in the mushy section – many of these seeds can be found lying about the place. And, when placed in the correct niche, the jewels are used to open a secret wall. Try putting the red green and blue jewels in the southern niche, for example.

Robert Hellyer of Dyfed's problem is thankfully a little less deep. All you have to do, Robert, is to study the north wall for a secret button.

And finally, John Gaves of Kent. It's hardly surprising that you're not getting anywhere, considering that you are carrying around three large horses. If you take a closer look, you will discover that they are not horses, but horns. HEAR THAT, DEAR? HORNS. (Okay, so I typed 'horses' instead of 'horns' back in issue 48. Look his writing was terrible. It was late. – Rich) What you want to be doing is to go right back to the beginning where the 'Seal of the Four Winds' is situated. You will then be required to blow all four horns (good job that they're not horses, eh?).

drops, take the lift, climb the rest of the way, watch out for the disintegrators, stand to the left of the second lift to avoid the land mines and teleport down the shaft.

Shoot the eye, ducking beneath its fire, and teleport down once more. Venture as far right as possible, take the lift to the far left, go through the door, stand in the middle of the screen and shoot the aliens. (They only take one

which in case you were wondering you ought to be able to get from the catacombs. Seeya."

Craig Hesmondhalgh, Blackpool

DUNE 2

Q Simon and Chris Allgrove of Chichester were getting pipped to the post on the last level every time, despite of the reams of information we have previously divulged here at AMIGA POWER.

A "1) When building your base, get two spice refineries and at least four harvesters on the go as soon as possible. Achieve this by making your number one priority building a Starport. Use two harvesters on the spacefields as far away from your base as possible to deny spice to the opposition.

2) Once you have built some rocket turrets, move most of your heavy mobile units to the edge of the rock areas in the centre of the map to intercept approaching enemy units. Although you can't stop all of them, you will thin them out sufficiently for the turrets to deal with the rest.

3) Stockpile the missile tanks out of harm's way. The rocky area at the bottom right of the map is good. If they get attacked by Freemen, just run 'em down.

4) Use the heavy vehicle factory to produce as many Devastators as you can. Buy all other units through the Starport, especially siege tanks and missile launchers. You can only have a certain number of units so make 'em all heavy.

5) Destroy each house in turn. Take out the construction yards first, then the rocket turrets. Protect the missile launchers with siege tanks as the defenders come out. Four launchers to each turret would seem a reasonable suggestion.

6) Finally, protect your own base by scattering cheapo tanks around it to run over the Freemen as they appear. Easy peasy lemon squeezy.

CANNON FODDER

Q "Neil Thomas was stuck on mission 8.2 back in issue 49," writes Mr Smith of Wolverhampton, stepping rather disconcertingly into

shot.) The hanging creature needs to be shot from alternate sides in between taking care of the groups of aliens. (Roll away after each shot.)

After rolling through the disintegrators you will be told what to do with the nuclear device. Pull the switch, teleport to the final screen and take the hidden lift at the right of the screen up, up and away...

my shoes for a second, "and claimed that Cam's solution was of no use to him. This is laughable – every single one of Cam's tips works with the precision of a Swiss watch. Cam is a fine, fine man toiling away without a word of complaint or a thought for himself. And if only a few more people would buy his book then perhaps he could afford a second pair of trousers and wouldn't have to wear those old, black jeans all the time.

However, looking through my disk files I found an old letter addressed to you by my evil twin, a suggestion for mission 8.2 contained within its voluminous pages. I set no store by it, but just so that Mr Thomas can eliminate this method from the list, here it is."

A "Mr Cambodian Winstanley, or The Beast as he shall henceforth be known – suggests jumping in and out of the turret to shoot the enemy soldiers who make it to the island. I think not. You'll be cut down like, er, tropical hardwood by a hungry furniture maker. Your key man is the chap who runs across the top taking out all the rocket launchers. After he's done, leave him with his back against the trees in the top left where he ought to be able to look after himself fine. (Although it might be an idea to leave another guy by the oil drums in the top right.) The job of the man who gets to the turret first is to blast the bunkers as quickly as possible with no thought for their own safety. They should easily be able to take them all out before some enemy soldier can grenade their turret – and if they buy it, the guys in the top left corner should be able to happily mop up the soldiers now that the bunker has been destroyed. Note that the bottom right bunker is a complete sodome. You can happily blast it massively, only to find that the door (which is off screen when you are in the turret) has remained in tact. Blast it, blast it again, then blast it again. Then blast it some more."

My eye sheds a tear of sympathy."

Mr Smith, Wolverhampton

And that's the end of this month's Last Resort. Please send all your questions and answers to:

The Last Resort,

AMIGA POWER,

30 Monmouth Street,

Bath

BA1 2BW

My breath, as ever, is baited.

BUDGETS

We get at least one great one every month. And so we keep going on. Hoping that one day, the whole world will be as one. In perfect harmony with us. We're still waiting.

FLASHBACK

Runs on: A500, A600,
A1200

Publisher: Kixx

Price: £17

Release: Out now

Now this takes me back. In the days when consoles dictated my existence and platform games were everything, along came this proper 'computer' game. It had been on the Amiga and was, apparently, a

bit on the good side. It was and still is. And now it's back. And I get to play it all over again. Life is good.

For the ridiculously agoraphobic, *Flashback* is very simply a platform game. But thanks to its clever structuring, puzzly gameplay and fantastic (rotoscoped) animation and graphics, it's challenging, interesting and great fun to play.

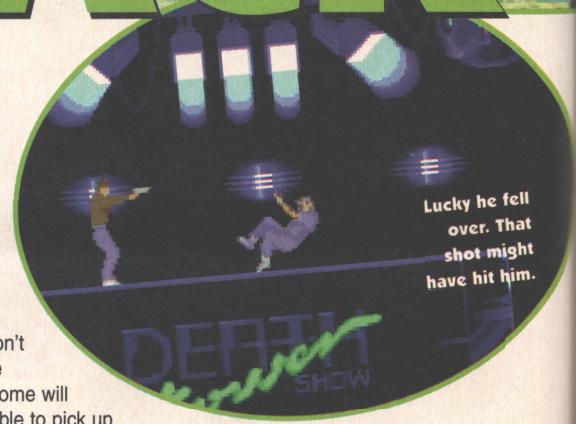
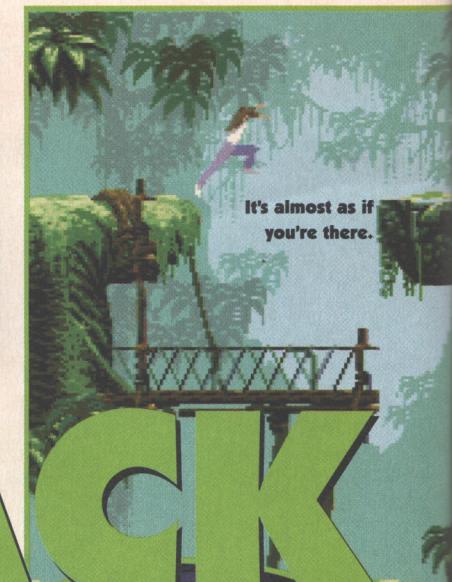
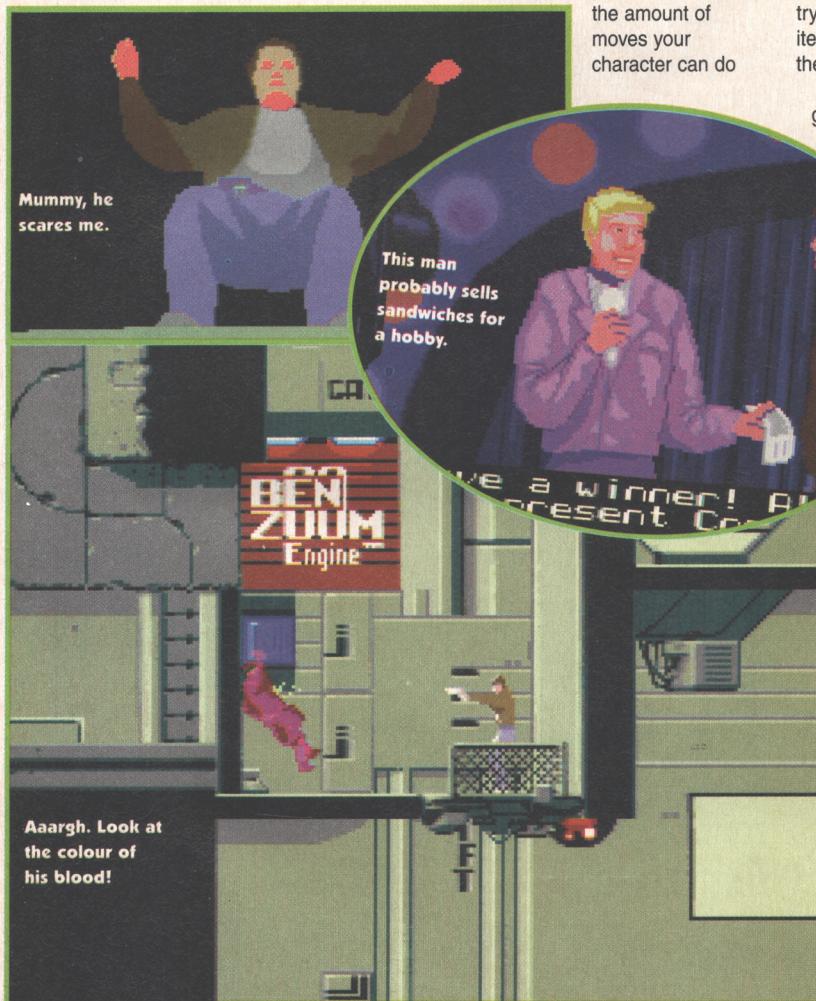
It's hard to actually put into words what about the game makes it so enjoyable. But I'll try. Right from the off you're impressed by the amount of moves your character can do

and the fact that they're not that hard to execute. Once you've sussed them out and are actually moving about the place you'll then start running into people (and more than likely the odd wall as well). Some people can help you out (to justify the games' existence you've lost your memory and you don't know what's going on), some people need your help and some will try and kill you. You're also able to pick up items, and it's up to you to work out where they need to be used.



The challenge and joy of playing the game doesn't come from doing this though, it comes from finding out what's around the corner and then learning to deal with it. And then running/walking/skulking towards the next corner. It also comes from working out how to use the lifts, where to climb, where to jump and what to avoid. This isn't a game you can just run through blindly and hope for the best. This game asks for, and rewards, your attention.

It's also a large game. Not too daunting, but big enough to encourage exploration and yet keep things on a reasonable basis. The whole look of the game, as you can see from the screenshots, also deserves a mention. More especially the cinematic sequences that build



up the plot as you get further towards the finish. The lovely rotoscoped animation also adds another element to the astounding quality of it all, watching your character pull out his gun and crawl along the scenery has an apprehensive and exciting quality that has yet to be matched in any other game.

But as I've already (hopefully) pointed out, this isn't just a pretty looking game. It's one of those rare beasts that just happens to have amazing looks and tons of playability in one neat package. And if that doesn't sound like a buying recommendation, I don't know what does.

● PAUL MELLERICK

THE BOTTOM LINE

First class quality all around. From the amazing animation to the detailed graphics. And then they decided to throw in a great game with challenge, ingenuity and most of all fun. Like I said, life is good.

92
PERCENT



Runs on: A500, A600, A1200

Publisher: Powerplus

Price: £17

Release: Out now

Hey! Didn't we review this a couple of months ago? Hang on a minute, I'll go and check... Yes, here we go. Issue 45, December. Reviewed by Cam. Mmm,

not bad, 82%. And for some reason, only six months later, it's available on budget. I suppose in a similar way to *Fields of Glory* getting a somewhat rush release on to a budget label, *Subwar 2050* might actually sell more as a budget game than a full price one. But unlike *Fields of Glory*, which was only just okay by our reckoning, *Subwar 2050* looks like a bit of a bargain.

As our Cam so articulately revealed in his review, *Subwar 2050*, although looking like a straight no-chaser sub-sim, does have a little more to it than meets the eye. And after playing it, I have to agree (and I really don't like doing that). For a start, it's common knowledge amongst people that know me or read *AMIGA POWER*, that I don't like flight sims (and this is one, in all the ways that matter), but this is different. For a start on my first go I managed to complete the training mission. Now yes, it was easy, but just by having a quick scan at the controls and checking out the on-screen info I managed it. And I like a game that does

that. Further investigation and Cam's prophecy that the game has more depth to it (yes, I know, sorry) comes to fruition.

This is only a short review because we covered in it great detail not so long ago. But to sum up, and give this review a proper chance of catching your eye, *Subwar 2050* on the surface (groan) may not appear to anything more than an underwater sub-sim, but dive (*Do that once more and you're fired*. - Ed) into it a bit more and you'll be pleasantly surprised at what you'll find.

• PAUL MELLERICK

THE BOTTOM LINE

You can just play it as a sub-sim if you like, but keep plugging away and you'll reveal so many hidden bits to the game, it's possible you won't know what to do with them. A definite bargain.

85
PERCENT

SPACE HULK

Runs on: A500, A600, A1200

Publisher: Hit Squad

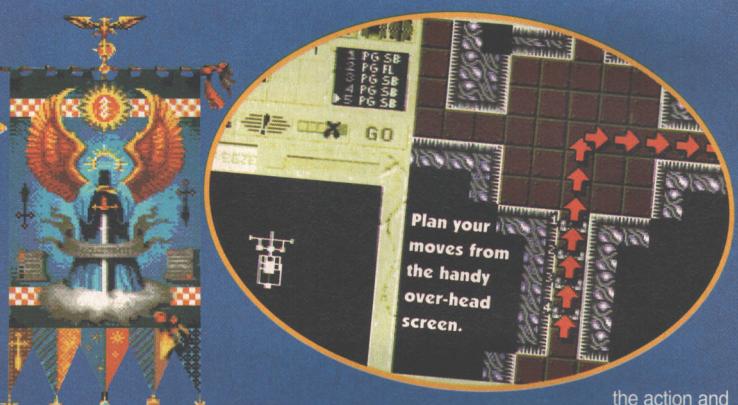
Price: £15

Release: Out now

Games Workshop are the sinister megaglobal corporation of the fantasy scene. Noticed how there's one of their shops in most highstreets? Notice how, like Macdonalds and The Body Shop (those other

notorious purveyors of homogenised totalitarianism), all the shops are identical? Even the staff look cloned. Spooky.

I dropped out of playing Warhammer just after the advent of Warhammer 40K, their much-hyped and, in my opinion, clunky and unplayable futuristic tabletop wargame system, and have been constantly surprised at its popularity. And since I was expecting a re-hash of this overrated game for the computer version, I



was surprised again at how good it is.

Space Hulk's more like *Hired Guns* meets *Dungeon Master* meets a board game, and works, as movie critics and media students are fond of saying, on many levels. Using a mouse-controlled pointer, you can guide a single armoured warrior around each deserted, Genestealer-infested spaceship in real time, blasting the monsters into bloody mounds, shooting some objects and picking up others to complete various missions. Which is fine of course, as long as you've only got one soldier.

But you've got squads of the little tinkers, and for a moment, the game teeters on the edge of the *Team Yankee* problem of all of your uncontrolled guys getting wasted. Snatching it back from this precipice is the fantastic notion of Freeze Time, which halts

the action and lets you go to the overhead planning screen to give everyone orders, allowing you to move all the squad before you're kicked back into Real Time. Because you've got a time limit to plan, the pace is kept up, and even then, it's no picnic, as the aliens close and kill with alarming speed.

The repetition of the action will get to you eventually, but it's offset for a few months at least by the fantastic atmosphere, which is improved no end by the dark corridors and flowery, almost mediaeval language of the mission briefings. Purge with fire? Don't mind if I do. As a game, it's not quite as good as *Hired Guns* (AP30, 88%), but it beats it hands down on atmosphere. I only wonder why I missed it the first time round.

• CAM WINSTANLEY



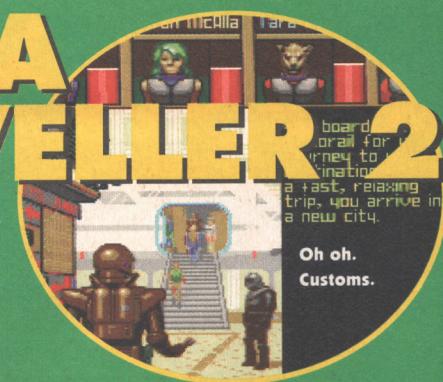
THE BOTTOM LINE

The multi-screen action and fast pace combine well with planning stages to create an atmospheric and enjoyably well thought out combat/fantasy/RPG type mishmash. Which is really far better than it sounds.

78
PERCENT

MEGA TRAVELLER 2

Runs on: A500, A600, A1200
Publisher: Action Sixteen
Price: £15
Release: Out now



Fly me to the moon, and let me wonder 'mong the stars... Nearly three years after its original release, out comes one of the more original computer RPGs that we've seen. *Mega Traveller 2* has no orcs, no stupid wizards in pointy hats and no leather-thong clad women riding barebacked on dragons, in their place we have space travel, anti-grav belts and Gauss rifles (I don't know either).

Based closely on the extremely successful, eponymous tabletop RPG (it was the first space one), *Mega Traveller 2* comes the nearest to successfully transferring an RPG to the (computer) screen. It starts with one of the most complex character generation systems ever. After 'rolling' your character's attributes you then put them through a career that gives them varied skills, weapons and other benefits. There's a huge choice of careers and you may spend years (almost literally) developing them. If you can't be bothered with all that nonsense you can always use the pre-generated characters. Fans of the pen and paper *Traveller* may like to know that this game generates fully detailed NPCs for the game that can be printed out.

The plot gives you seven years to save a planet. Now that might not sound like too hard a deadline to meet, but when you consider that you'll be exploring 117 different star systems in your quest you might have to start

thinking again. The story revolves around the 'Ancients', a race that existed some 300,000 years ago and were extraordinarily advanced. Then they mysteriously disappeared. Mysteriously. Now one of their artifacts has malfunctioned and is covering the planet Rhylanor in a poisonous goo. You must find out how to stop it.

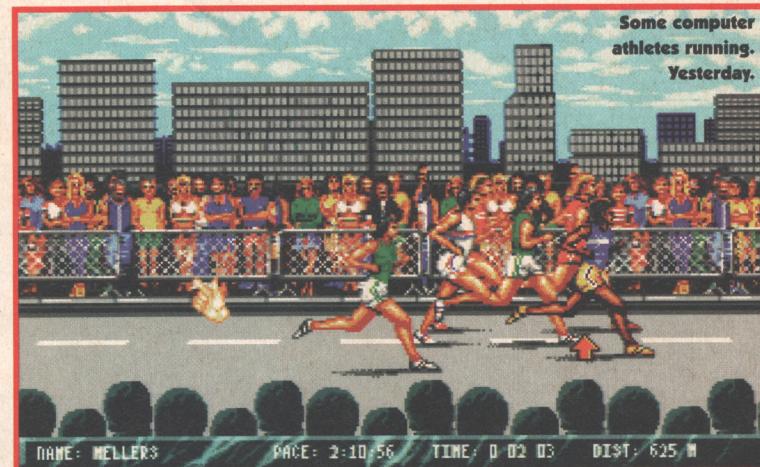
And that's pretty much it. You'll explore cities and planets, meet lots of interesting and dangerous people and zoom around in a spaceship a lot before you reach the end. The graphics are pretty poor, but functional, and the gameplay is very involving indeed. *MT2* is a great game.

• STEVE FARAGHER



THE BOTTOM LINE
MT2 has starships, futuristic weapons, alien races, trading, exploring, fighting and drinking. All that plus a detailed and absorbing plot make this a worthwhile game for anyone.

79
PERCENT



INTERNATIONAL SPORTS CHALLENGE

Runs on: A500, A600, A1200
Publisher: Action Sixteen
Price: £15
Release: Out now

Mindless sports games that involve lots of joystick wagging are okay in my book. Not the most popular opinion in computer journalism. But I remember when I used to spend hours on my Spectrum playing *Daley Thompson's Decathlon*. And I had fun. All right, so they're not stretching the boundaries of computer gaming, and yes some of them can be quite tedious, but quite a lot of them are fun. Well, I think so anyway.

Of course, gone are the days of joystick wagging and nothing else – this is the '90s after all. Some sports events can't be



simulated any other way, but nowadays these sort of games usually involve the odd strange event that tries to add a new or novel control system. In *ISC* it's diving, the marathon and the incredibly surreal (and unintentionally hilarious) show-jumping. The surprising thing though is that it pulls it off quite well.

There are enough events to give sufficient variety and with the strategy element of the marathon wrapping around the other events (you play the marathon in stages, making changes as and when you need to) it's a unique and interesting approach. I think it's fair enough to say that although this isn't an

outstanding game, it does have its good points and the show-jumping is something that everyone should see at least once in their lifetime (you'll be empty without it).

Persistence will probably not pay off, as your technique gets good enough eventually to win every event with your eyes closed, but you can have up to four players and you can select which events you want to play, so it's as friendly as possible. But as I said I like this type of game. This is one of the better ones.

• PAUL MELLERICK



THE BOTTOM LINE
A large variety of events with a not-too-complicated control system and a practical, user-friendly set-up. Oh, and the show-jumping section is amazingly surreal.

71
PERCENT

the excitement's infectious!



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**Issue 73
Out Now!**

PD

There's a bit of debate going on at the moment as to whether PD should be over a nice little spread to make it easier to read, or put on two single pages (as it is this month). Sue doesn't like it like this. Paul Mellerick doesn't care either way. Can you help?

CARD GAMES

17 Bit Software

The name of the game gives it away, really. You've got two classic card games to play, Poker or Black Jack. And you've got \$100 to

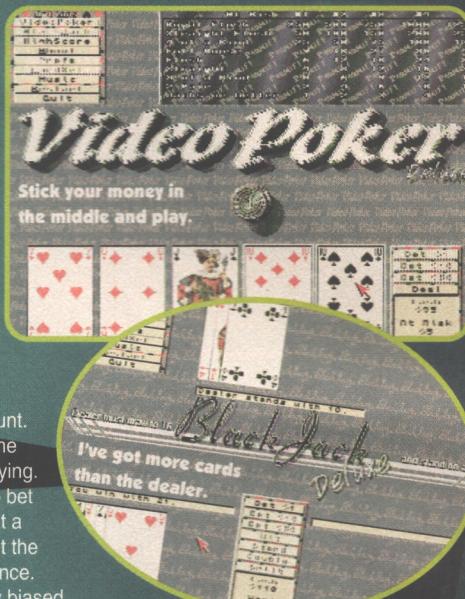
play with. You can bet anything up to a maximum of \$5 per game, with varying rewards depending on what game you're playing and what you're holding. Betting \$5 while playing poker and holding a royal flush for instance will pay you \$1250. But if you get 21 in black jack you only get \$12.50 for your \$5 stake.

But it's easier to win in Black Jack than it is in Poker. So the choice is yours. You can switch between the two games at any point, without having to restart, so you don't lose the money in the bank and the whole idea of the game is to just keep going until you run out of money or you decide to quit while you're ahead.

The games move along at a

fair pace which decreases the amount of boredom this type of game usually has in abundance. And the presentation is great as well, with some really nice cardsets as an added bonus. Unfortunately the game has some annoying restrictions and is ridiculously difficult.

The game does have an option to allow you to bet anything up to \$50 in one game, but only (I'm assuming) after you've reached a certain amount of money in your account. And after a while, betting just the \$5 is both frustrating and annoying. Just once I'd like the chance to bet the whole lot, or try and combat a losing streak with a big win. But the game doesn't give you the chance. Added to that a seemingly very biased computer opponent (on the Black Jack section) and the game very quickly loses a lot of appeal. It still plays a mean (or should that be stingy) game of cards, but needs some more user-friendly options to be a real must-buy.



THE BOTTOM LINE:
Nicely presented and initially lots of fun the game restricts you too much and is a tad too hard. Fun, though. ★★★

PSSST

Success. And what a lovely sweet smell it is. Even if it does have dodgy blue petals and a yellow centre.

P1000710

H1000000

0000000 P2

17 Bit Software

Quick, run for your lives, it's another Spectrum 'classic' game. Hang on a minute, this one is in colour. With proper graphics and everything. It's still the same game, but at least we don't have to put up with all those 'nostalgic' monochrome graphics. This might be worth a look.

And yes, I was right, it is worth a look. The game is incredibly simple and will take only a few lines to explain, so here goes. There's this plant, which you need to make grow to its full height. And there are loads of horrible bugs out to stop it. You, in turn, have got to stop them. You do this by spraying/shooting them with all sorts of differing spray cans which are helpfully placed at the side of the level. You can only hold one can at a time, so make the right choice for the right bug.

As with (almost) all the simplest game ideas, it's great to play. It's mindless, easy to play and pure fun. It's also very smooth, benefits greatly from the nicely drawn and attractive graphics



and it almost seems a shame to destroy the cute(ish) bugs as they fly about the level. Almost.

THE BOTTOM LINE:
Simple. Fun. Buy. It. Soon. ★★★

OBSTICKLE

F1 Licenceware

There's a cute feel to this month's PD section. All the games are full of bright colours and bouncy characters. Okay, so *Card Games* isn't exactly cute, but

there are loads of colours in it. Anyway, the award for cuteness and the sheer amount of garish colour used

in a game for this month, goes to *Obstickle*. Look, it's sick. Still, the game's pretty good, so we'll let it off. Possibly.

But what exactly is *Obstickle*? Hah, easy question. It's a bounce-around-collect-the-presents-and-find-the-exit game. You control the amount of bounce with the joystick and even have the opportunity to deaden the impact if things are getting out of control. As you

progress through each level you'll come across more hazards and even things that will help you out. Trampolines are a very under-used addition to computer games, I think.

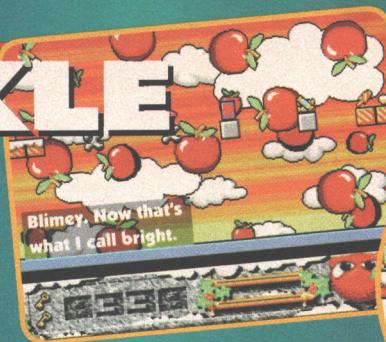
Unfortunately the game has a couple of problems. Firstly, the inertia and control of your little ball-type object is a bit off, and causes some very dodgy movements as you struggle with the joystick to get it to do what you want. And secondly, the pace of the game is a bit slow, and playing it's a little tedious. Still, with a password for every

level, at least you can

progress through the game without those annoying seen-it-and-done-it-before feelings.

THE BOTTOM LINE:

Not stunningly original or innovative but it's good, clean fun that just suffers slightly from some small niggles. Well, I thought so anyway. ★★



SPRINGTIME

17Bit Software

Oh, this is good. In fact, I'd go so far as to say that this is a really original little game and I've never seen it anywhere before. Anywhere. Ever. And I've seen a lot of games in my time. What's so clever about it then?

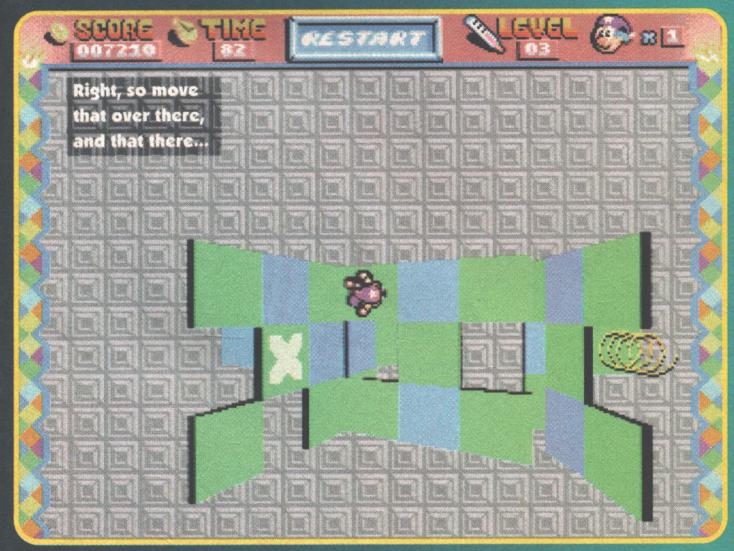
Well, it's a puzzle game. And although it's really simple, it's a cunning and fiendishly tricky little game. To complete a level (and there are loads) you must get the spring to land on the square marked with the 'X'. But each level is a sort of 3D maze in which you move the different sections around by walking into walls and rotating them in the direction you're moving. You can move them around in all sorts of directions, and it's up to you to find the

solution to each level.

After a couple of goes you've got to grips with what's going on, and confusion is quickly replaced by a feeling of bewilderment as you try and get to grips with working in 3D. It's a novel idea and one that is sure to keep you going for a very long time indeed.

THE BOTTOM LINE:

A cracking idea, very well executed. It's always exciting to see an original idea coming through on the Amiga. Which is why we've gone and stuck it straight on our cover disk. ★★★★



GLASSBACK 2: THE DOLE YEARS

17Bit Software

I'm not going to witter on for ages about this one, it's a very simple game and fun to play. Your character, for some unexplained reason, likes climbing ladders and running over TV shaped boxes that have stars flashing in them. Thing is, once he's



on a level he has to collect ALL of these stars before he can walk through the door. And these levels aren't just one screen big, oh no. And with those flashing stars hidden in loads of awkward places this isn't as simple as it seems. Add to that a few blokes wandering around that take off your energy if they touch you and you can see exactly why you need that electric-thing that stuns people for a couple of seconds.

It's pretty basic, but well designed, easy to control and because there's no continue option or password system it's a bit tough too. That does mean you can get bored of doing the first few levels over and over again. Which is a bad thing. Still, you have been warned.

THE BOTTOM LINE:

It's quality programming and simplicity lift this above the usual mediocre PD fare. But only just. ★★★

WHO? WHERE? HOW?

Right. So you've read the reviews. Don't believe a word of what I'm saying and reckon you quite fancy playing them yourself, do you? Fine. If you want to know where to get them from, ring the following companies for more information. 17 Bit Software are on (01924) 366982 and F1 Licenceware can be contacted on (01392) 493580.

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DO THE write thing

"GOD I'M SAD"

Dear Magazine of Champions, I see the quality of games has dropped in recent months with *Whizz*, *Super Loopz* and *Akira*. Do you realise that the average score for new games in AP49 (using the A1200 rating for *TFX* (which stands for *Tactical Fighter eXperiment*) was just 46.5%? I worked that out, God, I'm sad. And then the EVIL GLOBAL MEGACORPORATION software houses complain that no one buys their Amiga games any more.

Talking of evil (sorry, EVIL) global megacorporations, I see Future have subjected you to sessions of rigorous brainwashing. By this, I mean the pen-pals bit in the Garden. Remember when you first started a reader ads section? "No sado lonely hearts," you said. Yet now, that's exactly what it is. Oh well, at least AP49's coverdiscs were great. Keep it up. **Dave, Newcastle-upon-Tyne**

We're becoming bored with *The Garden That Time Forgot* as we did with *The Secret Cavern* before it. **EXPECT CHANGES SOON.**

"CITIZEN NASH"

Someone wrote me some hate mail after my e-mail address was published. Do you have to publish e-mail addresses? If I were Citizen Nash I might get paranoid. **Tim Pag.....**

PAGE DEAD STOP THE SUN IS RISING ON THE CREAKING DOCKYARD STOP tjp4@leicester.ac.uk

"ARTHritic TORTOISE IS BEYOND ME"

Dear AP I'd like to gripe at various software houses via your glorious publication. My moan is, quite simply, that the humble Amiga, A1200 included, is NOT a PC, and never will be. Quite why these nefarious institutions are 'converting' games onto hundreds of disks which need 4-8 Mb RAM and obnoxious amounts of hard drive space to end up with a shell of a game with a running speed of an arthritic tortoise is beyond me.

I see that *TFX* has finally arrived on the Amiga. Hmm, bet that's really fun to

play. The Amiga will really have a great time updating texture-mapped graphics while maintaining the illusion of flight, so why bother? *Gunship 2000*, *FA16/18 Falcon*, okay so they're old, but they feel right. These games flow, are playable and, most importantly, are fun. Okay, so *TIE Fighter*'s a great game on the PC, but what a compromised load of ("Saucepenny" - Ed) it would be on the A500 or A1200.

So, Mr Software House, if Sensible, Bullfrog, the Bitmap Brothers, Acid and many others are still releasing great, long-lasting games on our machine, which after all, are going to determine the future of our beloved Amiga, why go for the fast buck releasing crap rehashes of PC software? Keep up the unbiased reviewing, **Ian Wickes, Farnborough**

After the monthly deluge of 'When's X-Wing coming out on the Amiga' letters, it's good to see someone thinking logically about the problems of processing speed. Even the A1200's pretty puny compared with Pentium processors, so the chances of games like *Bioforge* even running on an Amiga are minimal. Of course, it's not just hasty PC conversions that insult Amiga owners. With softies chucking out rubbish like *Mr Blobby*, *ATR* and *Ruffian* before they jump ship and head for the PCs, you've more chance of wasting your money than ever before. You're better off letting us waste our money and then telling us about it. **Trust us.**

"POIROT-LIKE END OF CRUISE"

Dear AP, All right, which one of you is it? Which smug, arrogant, copyright-breaching git is attempting to infiltrate the teletext pages under the name of our Bob? You'd better own up, none of you are going home until you tell me.

Yes, I'm referring to the person who's become a semi-regular on *Digitiser* and going by the name of Bob the Hamster. This might be all right, but the letters aren't the least bit funny and have a similar smell to *Dangerous Streets*. No, really. (*I like them*. - Jonathan)

I'm now going to wave my finger at

The summer is here. It is official. Leaves have returned to the trees, Birds are singing sweetly. A sickly, yellow smog hangs over our major cities and Ford Cortinas burn gently in the breeze. The Amiga has returned to our high-streets. Probably.

● **Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.**

"THEY END THEIR EPISTLES"

You're doing it again, aren't you? You're trying to make me fail Maths A-level for the second time. I mean, there I was working away, and then all of a sudden, I'm writing to you on the back of an almost postcard-sized portion of an Easter egg box containing a kick-ass version of Little Red Riding Hood.

I blame SUBVERSIVE SUBLIMINAL MESSAGES hidden throughout the mag. Also, when people write in and use CAPITAL LETTERS TO DEMAND INFORMATION, making you think 'hurrah, here's a guy with attitude,' why do they end their epistles with a wimpy crap 'please'? Losers. Their letters should not be printed. Goodbye. **Hair, Team 4 1/2, Stafford.**

You will pass your maths A-level this time. **WE COMMAND IT.**

"PURCHASING TURGID RUBBISH"

dear amiga power (and persons working thereat), Do you think it is possible to influence potential game-buyers with subliminal messages in your reviews? It would mean that people, instead of purchasing Turgid rubbish like *Cliffhanger*, *Dracula* and other 'gems' would be persuaded to buy classic titles like *Sensible Soccer*. **rici** l2walsh@compapp.dcu.ie

You forgot the apostrophe. **3/10.**



Aaaaww. We love you, Real Bob.

"DRA FORA"

Dear AP I find my manage exactly the some for Reading, you travel games I'll write the crime of Sec exploit someone they show disability showing from my morning. Commod Bosch. Is the war? wholeheart Chris Bla PS Please Twist and German v incoming

We don't space, ar the future entirely d

"POT MOST"

Dear Do, Happy? C mine just had been had gone it and ord down, but Can you i Saturday Ed had n picked up heavy. Th crime. The work, stea police stat Home and officer! Th sell a stole go round i garden, yo this one) a

But a saying any "Cheer up (But none Sue) Why you to and doesn't co but has m POWER, i

Post potato, an any share is measure are prepar trying to go many crap probably c pubs prior

What how the Pe to do this e

"DRAWING SOME FORM OF DISABILITY"

Dear AP,

I find myself wondering just how you manage to review a game and come to exactly the same conclusions as I do. Is it some form of Time-Warping, Mind-Reading, Inverse Thought Control™? Do you travel forwards in time, see what games I've bought, copy my opinions and write them all down, committing the awful crime of temporal plagiarism?

Secondly, I'm sick and tired of the exploitation of remedial players. If someone can't complete *Cannon Fodder*, they should be drawing some form of disability benefit, not forced to buy a book showing them the way.

Thirdly, a large weight has been lifted from my over-worked shoulders this morning. I read on Sky Text that Commodore has been bought by the Bosch. Is this their way of saying sorry for the war? If it is, then I forgive them wholeheartedly.

Chris Blake, Co Antrim

PS Please don't worry about offending any Twist and Shout (kraut) readers, my German wife censors all my outgoing and incoming mail.

We don't dabble with the fabric of time and space, and have vowed never to do so in the future. The past, however, is an entirely different proposition.

"POTATO AND THE MOST IMPORTANT"

Dear Do,

Happy? Oh well, never mind. A friend of mine just moved into a new house that had been empty for a while. The front lawn had gone wild, so he dug it all over, raked it and ordered some rolls of turf to lay down, but someone stole them overnight. Can you imagine that? Waking up on Saturday morning to find some ("Bigger" - Ed) had nicked your lawn. Have you ever picked up even one roll of turf? Very heavy. This was obviously no opportunistic crime. There's probably a national gang at work, stealing to order. Victims sitting in police stations looking through copies of Home and Garden and shouting "That's it, officer! That's my rockery!" Where do you sell a stolen lawn anyway? You can hardly go round pubs with it. No, if you steal a garden, you obviously need (sorry about this one) a good fence.

But anyway, I had no intention of saying any of that. I just meant to say "Cheer up, at least you've got your lawn." (But none of us do. - Ed) (Except me. - Sue) Why I'm actually writing is to alert you to another conspiracy theory. It doesn't concern computer games directly, but has made Amiga Power, sorry, AMIGA POWER, its unwitting accomplice.

Post Office privatisation is a hot potato, and the most important thing is that any share offer is well supported. Success is measured by how many backbenchers are prepared to risk fraud convictions trying to get extra shares and by how many crap people with beards - and probably called Alan - will talk about it in pubs prior to the launch.

What is needed are figures telling how the Post Office is booming, but how to do this eh? How do you 'force' people

suddenly to post thousands more letters? Answer: you plant adverts in AMIGA POWER.

Walk with me. Issue 49. "Hi! I'm a 15 year old girl who likes grunge and computers. Please write to me!" Two days later, the fire brigade has to be called to a house in Kent to dig out the occupants. They have been buried under four tons of mail and are found to be employees of the Post Office.

The same issue also has "14 year old girl looking for male pen pal. I like music, Red Dwarf and Star Trek. Please send photo." Note the 'send photo' ploy to increase the cost of postage, and witness the fact that I couldn't get into a post office anywhere in the West Midlands for two weeks because they were all jammed with hyperventilating adolescent boys.

The same issue again, 'Tina Unknown,' a 'Crazy female, 16' specifies "No sad people!" Oh they're clever at the Post Office, you've got to admit that. Remember the 'stay away if you're likely to be scared' line attached to all Jaws posters? Classic double bluff.

In summary, the Post Office is preying on hormonal imbalances to increase its profits and distort its turnover in the run-up to privatisation. Placing false adverts in AMIGA POWER or selling crack to schoolchildren - there's no difference really, is there?

Winston Churchill, Wolverhampton

We really ought to start paying this guy, you know.

"MY ABSOLUTELY 100%"

Hey,

I read my absolutely, 100% pristine issue of AMIGA POWER from two years ago the other day. I read Do The Write Thing and what do I see? A letter from none other than Isabelle Rees, aged 15. Now is it me, or has Isabelle Rees been aged 15 for close to two years?

I think your global megacorporation has made her up to increase INTERESTING ELEMENTS in your already FULL TO THE BRIM postbag. Yeah, that's it, you made her up. She is a fictional character who doesn't exist.

James Mitchell

No address there, James. Maybe YOU don't exist. Maybe WE made YOU up. Makes you think, doesn't it?

"ORGANISATIONS AND GASP"

How's life?

My cousins just happen to be playing a tank game on their Sega. Heh heh!

Now I've got them really confused by chanting "Hooray! Tankie! Tankie!" It doesn't translate very well.

Hmm, it's quite worrying. My brother's started going on about "sinister organisations" and (gasp) Disney. Just goes to show - Jonathan Nash is DANGEROUS. I'm not really sure what I'm on at the moment, and this letter's a reflection of that fact. Actually, I'm lying, I

ISABELLE REES LETTER

DO know what I'm on. Or at least, brother dearest has a theory. Y'see, I'm a newly diagnosed asthmatic, and he reckons I've been ODing on my inhaler.

(Some pages later. - Ed) ... and believe me, I know a lot of the APers out there. Mainly the crazier ones. In fact, I'm gonna be meeting a load of them in a couple of weeks' time. Yay!

(And on a bit more. - Ed) ... I get a lot of accusations of not, in fact, being Isabelle Rees at all, but an impostor! Well, if I'm not Isabelle Rees, then who is? That's what I'd like to know!

(And one final point. - Ed) ... I feel really guilty. It's ages since I've bought an Amiga game, and can't see myself doing so in the near future. Whee! Farewell then, and take care.

Hugs,
Isabelle, L'elf

Eight sides of writing, and that's all we could salvage from it.

"OF MINE KLANGER"

Dear AP,

A friend of mine, named Klanger McMartin, had a good idea for a new computer game, which he's hoping will be published through Vulcan. The game is to be entitled *Valhalla - Rich Pelley Edition*, and subtitled 'The Third Ever Amiga Speech Adventure Game. Ever. Programmed by us.'

Imagine the realism. On level one, your task is to hand in a month's work to Simon The Publisher. You go to Bath and stumble into the Future Publishing building, where everything is painted brown. Guide Rich to Cam, and Cam asks "Where is your work?" and totally realistically, Rich replies "IT'S IN MY POCKET." On level two, Rich goes to the beach at Weston-super-Mare. His friend's mum asks "Where is the car?" and Rich responds "THERE'S NOTHING THERE." Will Shatner and Klanger McMartin

This, of course, only makes sense if you read us every month.

"LOST THE PLOT WELL STARGATE"

Dear AMIGA POWER,

Oh, it's a laugh, isn't it? Your continual criticism of Stargate has become just about the funniest thing in AMIGA POWER for ages. And the reason it's so amusing is that the film makes such a good analogy of AMIGA POWER. Both have lush, gorgeous visuals, both have trite dialogue, both have the occasional annoying actor/writer (Cam is AP's answer to Melody Maker's Everett True - and this is NOT a compliment) and both have lost the plot. Well, Stargate just never really had one. But if you put those varied parts together, you come up with a whole which makes for quite an entertaining couple of hours. But I don't think you'd go back and enjoy either of them again.

So please, keep on kicking Stargate. Watching someone unknowingly slag



Nina Morris from Warrington sent us a letter on notepaper headed with this. We haven't dared read it yet.

themselves off is SO entertaining. And please stop those "We are the greatest beings ever to produce a magazine" comments. They have now got well beyond a joke and have now just become annoying and smug.

Gary Morgan, London

Joking? Who said we were ever joking?

"CORRECT THESE OBVIOUS FLAWS"

Dear AP,

I have discovered another bug in SWOS which I believe no one else has found. No matter how hard I try, I cannot get Eric Cantona to run towards the crowd and kick someone in the chest. Not even when I'm playing against Crystal Palace at their ground. Also, I can't get Roy Keane to stamp on Gareth Southgate of Crystal Palace. We can only hope that Sensible are reading this letter and will correct these obvious flaws.

Daniel Irvine, Crawley Down

"USING COMPLEX HAND SIGNALS"

Dear People,

I'm afraid you're all wrong. Stargate is not crap. Well, at least not when it's compared to the Film of Middle-Aged Champions, Four Weddings and a Funeral. The utter crapness of this film makes Stargate look like it put three Oscars on the mantelpiece of everyone who was involved with it. We're talking about a film in which the funniest scene is where the cast are in church and one woman is singing out of tune, and Hugh Grant has to make her shut up using complex hand signals. At least Stargate has some decent special effects in it. And Isabelle Rees DOES NOT EXIST. So there.

Yours blah blah yacketty-shmacketty, James Mitchell

Although we all agree that Hugh Grant is the Devil's smug little brother, the AP team is split right down the middle on this one. JD, Jonathan Nash and Sue all liked it, while Cam, Paul and Steve loathe and despise everything from the twee middle-class setting to the predictable ➤

line-up of plummy-voiced cliched characters wheeled out to impress the gullible and shallow American audiences. Being democratic, we chose to victimise Stargate, as everyone agreed that it was a huge waste of celluloid.

"YOU PEN THE GLORIOUS"

Dear AP,
Here's a little suggestion of something to do in the summer months as the number of games dwindles and you all get bored with nothing to review. Instead of giving us a boring joystick round-up, why not treat us to an insight into the strange and mysterious offices of the mighty AP, showing us where you work and thereby bringing your loyal readers somehow 'closer' to you.

You could print a nice picture of yourselves in front of your desks, INCLUDING THE TERRIBLE FORM OF J NASH HIMSELF, and show us, the lowly public, what influences you as you pen the glorious document that is AP.

Oh, and is it true that Cam's sister's name is Wendy Winstanley? If so, may I say that it is the greatest name ever in the history of all things, and if I am ever to change my name (and my sex, natch) then that is what I'll change it to.

Yours, Gareth Roberts, St Helens

You want MORE self-indulgent stuff in AP? Even we baulk at the prospect. And how come you know Cam's sister's name? Did we mention it in the magazine? Or are you just a reader of the world-famous Bolton Evening News, her employer and Local Newspaper of Champions?

"SHOULD SPEND LESS TIME"

If David Braben thinks he is pushing back the bounds of Astrology by suggesting his model for stable three body interaction then he should think again. I not only suggested that, but wrote a computer simulation to prove it for my A-level physics project. Maybe he should spend less time stargazing and put more effort into the next incarnation of *Frontier*. Thank you. That is all.

Dave McGlashan – The Smiling Software Engineer
se1dmg@dmu.ac.uk

"HE HAS A BLUE HAT"

Dear AP,
A small poem: Ode to AP

It mentions games occasionally,
And is quite good.
Do you like mud?

The peeps seem okay,
But they may not be.
They have corrupted me!!

I know fear,
He is my friend.
He has a blue hat,
And eats ice cream.

Thanks for listening, reading or whatever.
Remember... USE YOUR BRAIN.
P.M.Scholes@brad.ac.uk

Try telling that to Jack Kennedy.

"EARS WITH ASSORTED GUNS"

Dear AMIGA POWER,
In AP49, I noticed a couple of Milton Keynes jokes. Now I don't wish to sound picky here, but don't you live at the wrong end of Southern England to be making cruel (if vaguely justified) pokes at the desert wasteland that is Buckinghamshire's favourite New Town? That privilege should be left to me, who lives three stops down on the railway in a quiet little village with just two shops and a post office.

I've always marvelled at the Syndicate-like monotony of Milton Keynes – the impossibly complicated road system where you have to go around in a huge circle through the city to just cross the road, the Blade Runner-esque buildings, the abundance of roundabouts, the teams of overcoated cyborgs armed up to their ears with assorted guns and explosives, etc. And many pointless trees in the middle of nowhere.

Daniel Bolger, Leighton Buzzard

Well, you've persuaded us. No more Milton Keynes jokes.

"CONFISCATED AND PIECES OF RHUBARB"

Dear AP,
I intended to be the first person to send you an e-mail about a serious subject. Unfortunately, that subject was the eating habits of the tree farming people of the lower regions of the Andes and that would be of little use to you... errrr... sorry!

Pizza Tycoon? Are they taking the Jimmy Riddle?!? What next? Public toilet management simulation? I know I would buy it!

For all those seriously considering sending in messages about the all-time top 100 which are similar to this: Why did you put _____ at number ____? It is a load of rubbish/it is far better than that* followed by a pathetic reason.

Anyone sending letters like that should have their elbows confiscated and pieces of rhubarb forced into their rect... errrr... nose! Which is particularly nasty as rhubarb is very stringy!

Rob "Rob Brown" Brown!
*Delete whichever applies ("Where applicable", surely? – Ed)

Tim Norris used to tell us "Exclamation! Marks! Are! For! ("Tankie tankers" – Ed)!!! We pass on this friendly advice.

"THE ROSY GARDEN THAT WAS"

Dear AMIGA POWER,
While flicking through back issues of AP, an alarming truth came to my attention. It is so alarming that I feel the urge to USE CAPITAL LETTERS. In the early issues of AP, the cover logo always used to be coloured red, reflecting the rosy garden that was the Amiga games scene. Recent issues however have had black cover logos, possibly representing the DARK AND GLOOMY PIT into which the Amiga games scene has fallen. IS THIS TRUE? Yours Benefactor-is-actually-quite-good-ly Ben Bulbeck, Southbourne

What do you think?

"RISE OF THE BLOODY"

Hi guys and gals at AP,
Why do APs come TWO MONTHS LATE!
I just got the February issue and because of this, I went out and bought:

1. FOOTBALL GLORY and discovered it was crap.
2. WILD CUP SOCCER and discovered it was VERY crap. Oh and on my A500 it has a very annoying BUZZING sound through all the matches. BUG!
3. ROBINSON'S REQUIEM and discovered it was CRAP.
4. Of course *Rise of the BLOODY Robots* and found it CRAP.

These purchases would not have been made if only your mag was two months earlier than it is. NNNHHH!

Alan
Whitehead@kumear.megalink.com.au

You silly man.

AND ANOTHER THING...

My quest is this – to find an Amiga game in Florida. T minus two days to the flight. Will update you on progress. Write soon.

Jim the Jet-setter,
Boroughbridge

Tell Rich Pelley to stop lying about *Mortal Kombat 2*. Everybody knows you can only morph into one character.

Robert Hill, Blackpool

Everybody it seems, except Probe, who sent us the tips. Oops.

You're concentrating more and more on A1200s and PC conversions. You're just weedy pigeons and you can call me Susan if this isn't so.

Matthew Charlton, Cambridge

As soon as softies start releasing A500-only games, we'll concentrate on them instead. Good enough for you? And get your own jokes.

Have you noticed that some of Amiga Format's reviews have capital letters? I smell a lawsuit coming on...

Much obliged, Martin Trusty,
K947342@atlas.kingston.ac.uk

Just to say, in the newsgroup comp.sys.amiga.games people have started Sensible Software bashing. Have a look for yourself....

Stu,
stuart@tomonet.demon.co.uk

Ah'd jest lahk tuh point owt that Ah'm doin' a nationwahd tore a yore contray maghty soon, an' if y'all ud lahk tuh bah tickets, thurz a dang few left. Now have fun y'all, ye hear, and never say a bad word aginst yore momma

Randy, Nashville
Randy_Travis@nashville.ten.us

We prefer Bubba Bo Bob Brain.

Pleeease keep up the good work and don't raise the price any higher.

"GREATEST THING EVER EVER"

Dear AP

How dare you! You know what I'm talking about. The person who consigned *F1GP* to number 34 in the All-Time Top 100 should be slapped around the face with a wet lamppost. It is the greatest thing ever. Ever ever. You get the picture. Oh yeah, your Web page is a bit of a rip-off too – it's just the mag articles so far. But I am still shocked by the coolageness of it.

Yours so-shocked-at-the-awesome-insults
Chris Appleton
chris@fuchal.demon.co.uk

We still have not wrested control of our 'Web pages' from THOSE WHO ARE NOT US. But we have plans for when this happens. Plans that shall undoubtedly call upon all Cam's oft hinted at powers of wrangling pyrotechnics.

Stephen Clark, Glasgow.

We're really, really sorry.

Your mags crap!!
Michael,
msb2@student.open.ac.uk

Our mag IS crap. Or our MAG'S crap.
3/10.

I've got a terrapin called Macready. He's named after the helicopter pilot in John Carpenter's The Thing.

Jason Clauson, Romford

That's nice.

Remember to be nice to other people. They outnumber you 5.5 billion to one.

David Markham-Jones, aka The Honk

Both Ren and Stimpy and the so-called Animaniacs crumble into feeble non-existence when compared to the awesome might and power of... The Tick!

Stuart Walsh, Stockport

Naaah. It worked better as a comic.

If the world is round, how does one ever expect to use a spirit level with any degree of accuracy?

Puzzled frown from Richard Walsh,
I2rwalsh@CompApp.DCU.IE

Conspiracy!

AND THAT ADDRESS,

don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
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Or e-mail us at: ampower
@futurenet.co.uk, but we'll only
reply in these pages, okay?

OBSSESSION

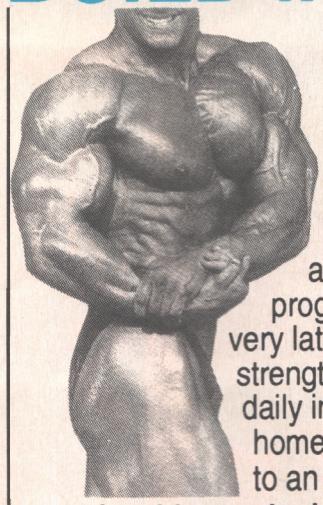
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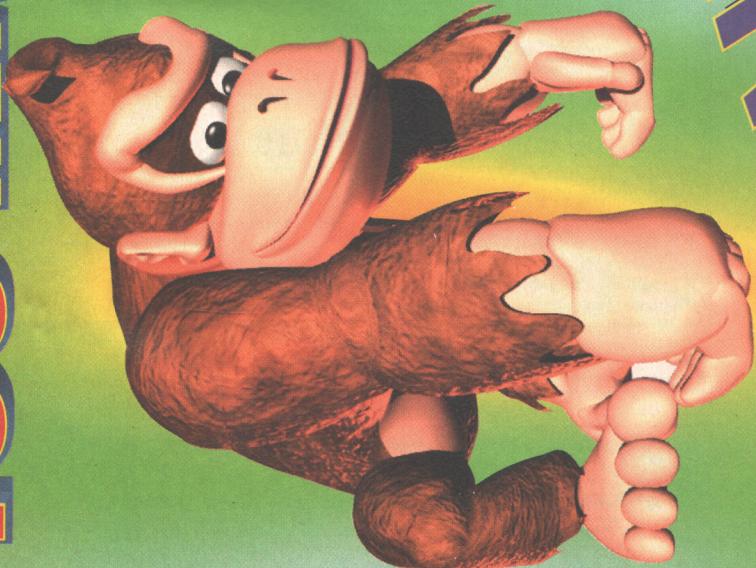
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AMIGA POWER

THE BOTTOM LINE

Pick up the game. Find the reviewer. Combine the game and the reviewer. You will get a review. Take it to the Bottom Line. Put it there for readers to marvel at. You have finished the adventure.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Monkey Island ★★★★ Bloodnet
★★★★ Nippon Softs Inc ★★★ Cosmic Spacehead
★★ Elvira ★ Leisure Suit Larry 5

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 CW - Cam Winstanley • DG - Dave Golder • JD - Jonathan Davies • JN - Jonathan Nash • CL - Chris Lloyd • RP - Rich Pelley
SC - Stuart Campbell • JA - James Attwood • PM - Paul Mellerick • SF - Steve Faragher • SM - Steve McGill • RD - Richard Doidge

AKIRA

Ice £30 (£35 CD32)



AP48 16% JD
Petifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophes of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★★

ALADDIN A1200

Virgin £30



AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-Cool Spot platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though. ★★★★

ALL-NEW WORLD OF LEMMINGS

Psygnosis £30



AP46 50% JD
Peculiar re-embrace of the sadly fussy original *Lems* rather than the make-amends sequel.

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 every game we've laboured over, considered carefully and marked accordingly in the last year.

Larger graphics, less icons and only three Lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect Lem positioning, exactly overlapping Lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is much more fun. ★★

ANTS

Kellion £TBA



AP49 23% CW
YOU ARE THE ANTMMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, in Greek, you've beaten it. An impressive idea indeed, but body death is an attractive alternative to playing the game it has spawned. ★★

ATR

Team 17 £25



AP48 38% JN
Overdrive 2 via Tower Assault, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with ATR you can thrill to the experience of driving blind, coming off at unadvertised corners and getting

trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scolded off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences can't help. Buy the similar but friendlier and grandly more fun *Micro Machines*. ★★

BANSHEE A1200

Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee. ★★★★

BASE JUMPERS

Grandslam £26



AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'sness'. It's a two-stage game for up to four players. First you scramble aloft a vertical platform building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap

off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite being the straitjacketed plunge to death) and causing hearty guffaws whenever it's played, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickness in the multi-player mode and no-thanks of the one-player game. What a shame. ★★★

BATTLETOADS

Mindscape £20



AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BLOODNET A1200

Gametek £35



AP47 90% JN
Initially repellent but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though. ★★★★

BLOODNET A500+

Gametek £30



AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper. ★★★★

BUBBLE AND SQUEAK

Grandslam £20



AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of. ★★★

BURNTIME

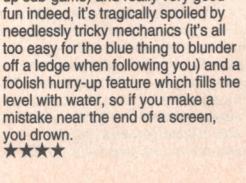
Kompart £30



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CANNON FODDER 2

Virgin £30



AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimy realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens in blazin' purple planets 'feels' wrong for the game.

Rather more importantly, *Cannon Fodder 2* is

BUBBLE AND SQUEAK

Audiogenic £26



AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up *Stupid Blue Thing*'s intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty. ★★★★

BUMP 'N' BURN

Grandslam £26



AP40 70% SM
A great idea – *Mario Kart* in the style of *Wacky Races* – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing. ★★

BURNTIME

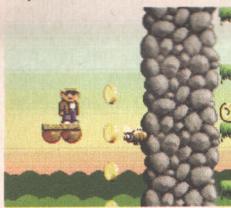
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outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so. ★★★★

CHARLIE J COOL
Rasputin £20



AP43 45% PM
A below-average platform game. ★

CLOCKWISER
Rasputin £13



AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego X*, really. But not quite. ★★★

CLUB FOOTBALL:
THE MANAGER
Teque £30



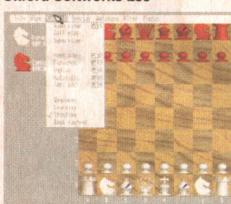
AP43 52% PM
A 2%-above-average football management game. ★

THE CLUE
Neo £30



AP43 60% JD
Who remembers *Dodgy Geezers*? (They're only nice lads at heart.) How about *They Stole a Million*? Well, here's the Amiga version. Recruit a gang, burglar a building and get away with it, but spend most of your time in taxis and ruin the controls. It's a Germanish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest. ★★

COMPLETE CHESS
SYSTEM
Oxford Softworks £35



AP45 81% SF
Chess. ★★★★

CRYSTAL DRAGON
Black Legend £30



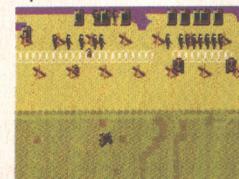
AP44 38% PM
Pick an RPG, any RPG – it's more likely to be better than this redundant *Dungeon Master* clone. ★★

DAWN PATROL
Empire £35



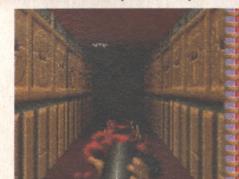
AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hng) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky*. ★★★★

D-DAY
Impressions £35



AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map. ★★

DEATHMASK
Alternative £26 (£30 CD32)



AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddling easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-

peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls. ★★★

DRAGONSTONE
Core £30



AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old hermit/present collected herb/receive travel spell school, secret areas essential to the game and an uninviting swords-and-strawberry plot. Take it or leave it; we care for neither. ★★

DREAM WEB
Empire £35



AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★★

EMBRYO
Black Legend £26



AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*; ie, 3D *Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26



AP40 90% SM

If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story *Football Crazy*-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994. ★★★★

DRAGONSTONE
Core £30



AP46 49% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable. ★★★

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EXILE A1200
Audiogenic £30



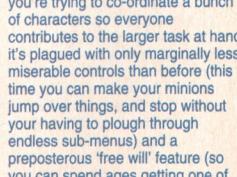
AP49 89% CW
Prettied-up (and CD32 joystick-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the controls, go for the otherwise identical original, now out at £15. ★★★★

EXTRACTORS CD32
Millennium £30



AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes. A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal. ★★★

FIELD OF GLORY
Microprose £30 (£35 AGA)



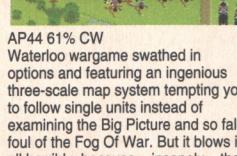
AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmm. ★★

FOOTBALL GLORY
Black Legend £26



AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game of football (aside from the idiot ploy of having the computer opponents 'slip up by rocketing the ball into their own net or something, rather than playing poorly') pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound. ★★★

GUARDIAN A1200
Acid Software £30



AP47 90% JN

While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it IS *Guardian CD32* but on the A1200. ★★★★

GUARDIAN CD32
Acid Software £30



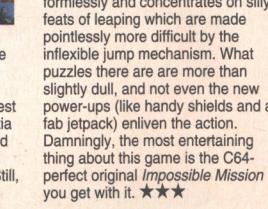
AP47 65% Sloppy bop sections let out batting Graham Gi sensible fl lovableness: AP47 65% JD *Defender*. In first-person 3D. On the CD32. Buy it. Because you know we're right. ★★★★

IMPOSSIBLE MISSION
2025
Microprose £35



AP42 81% The control accessing t original ver air and air-t have here b Good Thi have been i musical nur everything, Humanity. A the same m realistic pla engine nois laughingly h charmingly obviously d graphics an excellent fu

JUNGLE
Ocean £28



AP47 79% JD Almost-but-not-quite platform game with much to command it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge. ★★★

INCREDIBLE CRASH
DUMMIES
Virgin £26



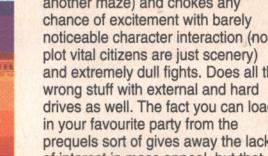
AP45 77% J Console act switch them and then sw get bored. J conversion c console acti have got aw for that med 40 or so leve similarity be briefings; yo shoot somone. A to command break up the just doing the different heli (like having t your own fue ha ha) drag i action game, in short dose

ISHAR 3
Daze £33



AP41 50% CW Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-pilot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming

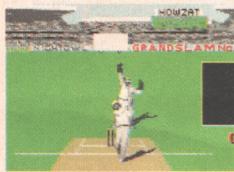
KICK OFF
Anco £26



AP40 69% S At least they' the absence spelt the end this series. B The game for button joystic pass accurate genuinely sic graphics and

tedium of it all. ★★

IT'S CRICKET
Grandslam £27



AP42 65% PM

Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. Graham wins on lovability. ★★

JET STRIKE CD32
Kompart £26



AP42 81% CW

The control problems and disk accessing time, which foisted the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun. ★★★★

JUNGLE STRIKE A1200
Ocean £28



AP45 77% JN

Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels - a-ha ha) drag it down. A great console action game, and as such best taken in short doses. ★★★★

KICK OFF 3
Anco £26



AP40 69% SM

At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinballly feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby

(silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it. ★★

KICK OFF 3
EUROPEAN CHALLENGE

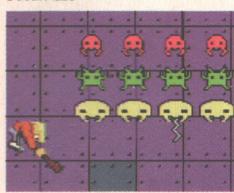
Anco £30



AP46 55% PM

A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition - *Wemblyers* and *SWOS* - make it look even worse second time around. ★★

KID CHAOS
Ocean £26



AP41 71% JD

Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crest-over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unsightly traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr. ★★

KINGPIN
Team 17 £13



AP48 47% PM

Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless - all the clever samples and glitz effects aside, it's a devastatingly boring piece of fluff. And the computer opponents appear always to do the same thing. ★★

KING'S QUEST 6
Sierra £35



AP41 70% JD

Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the clodish control method despite three years having passed since Part 5. ★★

LION KING
Virgin £30



AP46 59% JD

Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion. ★★

LITL DIVIL CD32
Gremlin £30



AP46 63% JN

Giltzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any *Amiga* bashed game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2*'s just a novelty alternative to the mighty *Shadow Fighter*. Intrusive笛声 swapping and sparser sound on the A500, but the A1200 version's entirely accurate to the arcade machine. ★★★★

LORDS OF THE REALM
A1200

Impressions £35



AP44 82% RP

Extremely professional peasant/castle wargame where you have to keep everybody happy and then kill hundreds of people in a neighbouring county because they looked at you funny. High feeling of involvement and gratifyingly complicated, but it's not going to win any converts to the cause. ★★★★

MAN UTD - THE DOUBLE
Krisalis £30



AP49 58% PM

Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager* 3-like editor. Fiddle all you want with the teams, admire the new player transfer section, become terribly angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy mannequin game? Or *SWOS*, of course. ★★

MARVIN'S MARVELLOUS ADVENTURE A1200

21st Century £30

AP45 26% RP

No unexpected monsters, no end-of-level bosses, no unsightly traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first



ON THE BALL WORLD CUP EDITION

Daze £30 (£33 AGA)

go. A wracking shame. ★

MORTAL KOMBAT 2

Virgin £30



AP41 85% SF

At last - someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match titple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wins list. ★★★★

ON THE BALL LEAGUE EDITION

Daze £30



AP43 71% SF

The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foeing! ★★★★

OUT TO LUNCH A1200

Mindscape £25



AP39 76% JD

Despite being a platformer, and despite having a *Slippy-Slidey Ice World* on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, though. (But still bad.) ★★

OBSESSION

Merlin £30



AP50 78% JN

Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told. ★★★★

PGA EUROPEAN TOUR GOLF

Ocean £26 (£28 AGA)



AP43 84% JN

Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though. ★★★★

PINBALL ILLUSIONS

A1200

21st Century £30



AP43 89% JD

It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chickened one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*. ★★★★

PINBALL ILLUSIONS

CD32

21st Century £30



AP50 90% PM

Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joystick. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three. ★★★★

PINKIE

Millennium £26



AP48 20% JN

Promising platform game with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slay it with a rusty hatchet. ★

POWERDRIVE

US Gold £30

Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the



problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway. ★★★★

PREMIER MANAGER 3

Gremlin £26



AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thinkingly solid fun. ★★★★

PUTTY SQUAD A1200

System 3 £30



AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not. ★★★★

QUIK

Titus £20



AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed. ★★

REUNION (AGA)

Grandslam £35



AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach,

concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish build things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxeth – you'll love it. ★★★★

REUNION A500

Grandslam £35



AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended. ★★★★

RISE OF THE ROBOTS

Time Warner £40
£43 A1200, £35 CD32



AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential visibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32

Acid/Vision £30



AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though. ★★★★

SENSIBLE WORLD OF SOCCER

Renegade £30



AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi*, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things. ★★★★★

ROBINSON'S REQUIEM

Daze £35

AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in



AP46 91% CW
trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE

Renegade £26



AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small child packs a machine-pistol, the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armoured-plated and fire-barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for. ★★★★

RUFFIAN

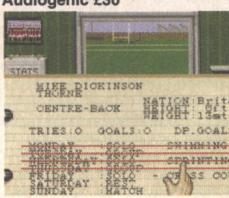
Grandslam £20



AP50 10% JN
A platform game of barely credible terribleness. ★

RUGBY LEAGUE COACH

Audiogenic £30



AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though. ★★★★

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SHADOW FIGHTER

Gremlin £30



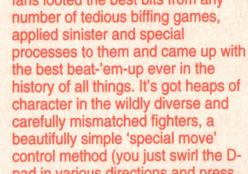
Exactly the same game as the A1200



AP46 91% CW
A textbook example of how to do a game properly, except nobody'll take any notice. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force* 2 of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. Lots of disk swapping though. ★★★★

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AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small child packs a machine-pistol, the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armoured-plated and fire-barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for. ★★★★

RUFFIAN

Grandslam £20



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone even more disappointing for being worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but who cares? ★★★★

RUGBY LEAGUE COACH

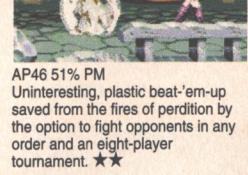
Audiogenic £30



AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joystick to make their character recover. Tish. ★★★★★

SHAQ FU

Ocean £26

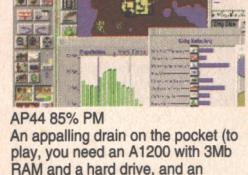


AP46 51% PM

Uninteresting, plastic beat-'em-up saved from the fires of perdition by the option to fight opponents in any order and an eight-player tournament. ★★★★

SIM CITY 2000

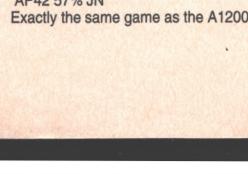
A1200 Maxis £40



AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3MB RAM and a hard drive, and an interface-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit. ★★★★★

STARLORD

Microprose £35



AP43 51% SF

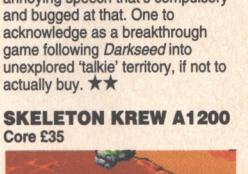
Conquer-the-universe larks-a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★★★★



AP48 89% SF
choose your Skidmarks r one-player r point. The m equipment gets, with o screens: people. And option. It's a adds hi-res modes, fast ability to cor play a track. ★★★★★

SKELETON KREW A1200

Core £35



AP42 89% SF

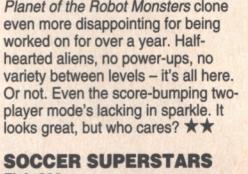
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever well.

And *Wembley International Soccer* is in there. Hard to get into at first, and continually having to set up training

schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners. ★★★★★

SKELETON KREW A1200

Core £35

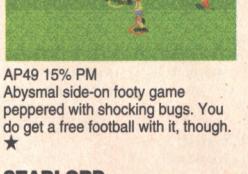


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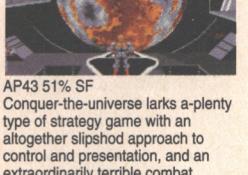


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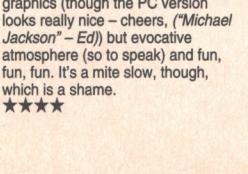


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SUPER LEAGUE MANAGER AGA

Audiogenic £30

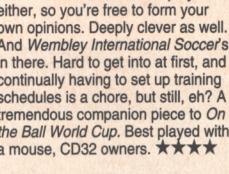


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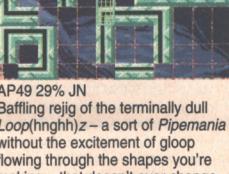


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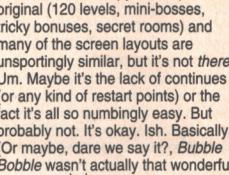


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choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope. **★★★★★**

SUPER STARDUST A1200
Team 17 £30



AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a great game, if you see what we mean. **★★★★★**

SWITCHQUIZ
Switchsoft £29/£37



AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying *Smash!* & *Nicey* samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. Data disks are promised for the future, but even so *Trivial Pursuit* still rules the roost as far as stupid quiz games go. **★★**

SWORD OF HONOUR
Megatronics £20



AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG. **★★**

TACTICAL MANAGER 2
Black Legend £26



AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches. **★**

TFX A1200
Ocean £40



AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. It's surprisingly absorbing, with a good range of missions. Ghastly on a standard A1200, with overwhelming amounts of disk swapping (often just to see a redundant 'story' picture) and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard. Certainly a sim rather than a game. The mark's for the A4000 version. **★★★★★**

THEME PARK
Electronic Arts £30



AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversell chips to the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt. **★★★★★**

THEME PARK A500
Electronic Arts £35



AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing. **★★★★★**

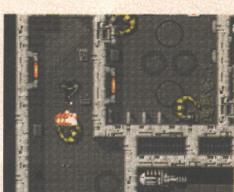
TOP GEAR 2
Gremlin £26



AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1, F1GP* and the mighty *F1* itself. **★★**

TOWER ASSAULT

Team 17 £20
AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower*



Assault is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-alignment of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games. **★★★★**

TOWER OF SOULS A1200
Black Legend £30



AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. **★**

UFO
Microprose £35



AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.) **★★★★★**

ULTIMATE PINBALL QUEST
Infogrames £30



AP39 61% JD
No it isn't. **★**

ULTIMATE SOCCER MANAGER
Daze £30



AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'. **★★**

AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. **★★★★**

UNIVERSE
Core £35



AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. **★**

VALHALLA - BEFORE THE WAR
Vulcan £35



AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstrung would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. **★**

VITAL LIGHT
Millennium £30



AP48 11% CW

Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Almost unbelievably there's no facility for planning ahead, which is surely the most basic requisite for a puzzle game. The two-player and tournament options add nothing. Repetitive and boring and horrid. **★**

VOYAGES OF DISCOVERY
Kompart £30



AP44 61% JD
No it isn't. **★**

WEMBLEY INTERNATIONAL SOCCER
Aldogenic £26 CD32/A1200



AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but rather sadly it's all let down in the end by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joystick, which you can do on the A1200 version as well. **★★★★★**

WHIZZ
Flair £26



AP49 41% RD
Ostensible isometric-3D platformer which turns out, in fact, to be a game. Ridiculous time limits rob you of the chance to go exploring, the fact you 'spin' attack is not only ineffective against certain monsters but TAKES AWAY SOME OF YOUR ENERGY is extremely silly, and the semi-sentient controls frequently decide you didn't really want to go that way and correct your foolish mistake. Could have been great. **★**

WILD CUP SOCCER
Millennium £26



AP40 14% CW
How to kill a good idea about football with a strapping dose of violence.

Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or dead. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. **★**

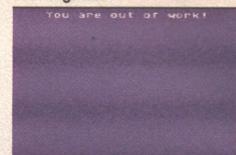
WORLD CUP CRICKET MASTERS
ESP £25



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine. **★★★★★**

to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game. **★**

WORLD OF SOCCER
Challenge £20



AP40 5% SM

It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'. **★**

WORLD CUP USA '94
US Gold £26



AP41 20% SM

Terrifyingly awful overhead-view footie game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year. **★**

X-IT
Psygnosis £20



AP47 80% CW

Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with many a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, and this is a good one of them. **★★★★**

ZEEWOLF
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine. **★★★★★**



SOFTWARE

● *FIFA, Football Glory, Super Stardust* £10. *Club Football, Soccer Kid, Elfmania, Championship Manager '94, European Champions, Goal!* £7. **Darren O'Neill (01788) 570157**

● *Cannon Fodder* £9, *Skidmarks* £6, *Power Drive* £5, *Sleep Walker* £5. All boxed. Buy them all for £20.

Chris Castleden (01892) 833165

● *CD32 Liberation* for sale, as new, £14. **Julian Boreham (0114) 245 4586 after 6pm**

● *SWOS, Zeewolf, F1 Masters* £15 each. *A1200 games: Sabre Team, Lords of the Realm, Chaos Engine, On The Ball: World Cup, Pinball Fantasies* £15 each. Mint condition.

Anthony Peel (01983) 866900

● *Blade of Destiny, Battle Isle '93, Mortal Kombat, Corporation, Wrath of the Demon, Curse of Enchantia, Pinball Fantasies, Chuck Rock, Alien Breed, First Samurai, Mega-lo-Mania*. All boxed *A500/600, £3-£20*.

Dead-Man Henderson (01271) 867431

● 7 RPGs for £5 (including *Legends of Valour*), *Syncro Express 2 & 3* £16, 56 magazines and over 100 coverdisks for just £40.

Ryan Morse (01908) 605295

● *Sensi 92/93, Cannon Fodder, Brutal Football, Mortal Kombat* plus more, all £5. **Simon Beaumont (01823) 320071**

● *Cannon Fodder* £10, *Populous 2, Enchantia, Mega-lo-Mania, First*

Samurai, Apidya, Sim City and more, all between £5-10.

Neil Johnson, 24 The Tarters, Sherston, Wilts, SN16 0NT

For sale: *Goal!* £11, *Graham Gooch* £10, *Premier Manager* £5, *Sleepwalker* £10, *Flashback* £18. Or £42 the lot. All boxed.

Mark Welberry (01205) 368022

Elfmania, Cruise for a Corpse, Top Gear 2, Zool 2, Rise of the Robots, Winter Olympics, Man Utd PLC, Tornado, European Champions, M1 Tank Platoon and Desert Strike £10 each.

Matthew Willis (01642) 784704

Over 25 top games for sale. All originals, in very good condition, low prices. Send for list (100% reply)

Vincent King (01204) 417048

HARDWARE

● Amiga 1200, accelerator (GVP), 120Mb hard drive, extra disk drive, printer, midi int, sound sampler, software, mags, £700.

Simon Tyler (01277) 230016

● SNES with 7 games (*SF2 Turbo, Super Tennis, Zelda, Starwing* etc...) and 3 joypads. As new, £100 ono.

Paul Stuart (0116) 238 6822

● A1200 80Mb hard drive, external drive, 14 months on site warranty, joysticks, mouse, software etc.

Blimey Cooke (01733) 348866

● A500, +2mb, printer, monitor, extra disk drive, loads of games. Offers around £500.

Tom Hart (01474) 872199 after 5pm

● Amiga A1200 boxed, 2½ years remaining new-for-old on-site warranty. 100+ disks, joystick, mouse, mat, £260 ono. **Dean Hurt (01289) 308442**

● Amiga A1200, external drive, over £250 of games (including *UFO, Theme Park, SWOS, Premier Manager 3*) and still under 5 year guarantee. Excellent condition £290.

Calum Roberts (0191) 882 0124

● A1200, second drive, sampler cartridge, two joypads, mouse+mat, 4 full disk boxes, mags, £450 ono.

Paul Ainsworth (01292) 288145

● Super Nintendo with 3 games (*Super Mario 4, F-Zero and Addams Family*),

excellent condition, all boxed with instructions, £85 ono.

Chris Elias (01943) 607076

● 1084 Commodore colour monitor £80 ono and games with loads of extras £75 ono or swap for MegaDrive/SNES.

Oliver Wilson (01282) 696205

● A500+, 30 games + coverdisk games (including *Theme Park & Lemmings 2*), 2 joysticks, mouse, mat and accessories.

Jonathan Jones (01202) 420547

● A1200 for sale. CD-ROM, 170Mb hard drive CD32 joypad, joysticks, mouse, loads of software, monitor, null modem, boxed with manuals, £650 ono.

Rory Smith (0115) 931 2742

● A1200, loads of original games including *F1GP, Syndicate, Theme Park*. Also TT2 Sampler and MIDI interface. All for £250 ono.

Barrie Turner (01562) 754582

● Amiga 600 with 2Mb, plus over £450 worth of games and accessories. Sell for £250 or swap for SX-1 and keyboard.

David Wilson, 34 Pollokshaws Road, Glasgow, G41 1PX

● A1200, external drive, scanner, mouse, mat, £1000 worth of software, games, demos, mags. Sell for £450.

Ian Ferandes (0181) 656 6509

● A1200, Philips 8837 monitor, two joysticks, steering wheel & pedals, £500 worth of games only £440 ono.

Julian Smith (01403) 211435

● A600, 2Mb, two mice (one optical), two joysticks, second disk drive, £600+ of games plus *DPaint 3, Quartet* and *Music-X Jr* (all boxed originals), £300 ono. **John Doherty (0161) 273 7138**

● Amiga 500, 1Mb, mouse+mat, joysticks, lots of AMIGA POWERs, boxed with manuals, many games, £170. **Robert Addison (01642) 781005**

● A500+, mouse, joystick, over 20 games, over 100 demo disks, tons of mags, £200. Also Mega Drive, Menacer, 7 games, £50.

Lloyd Read (01245) 473650

The

Groaning and roaring as they crash through the dense jungle they come. "Anybody want to buy an A500?" they moan. "15-year-old boy, likes computers and games, seeks mad girl for Heavy Metal appreciation," they grumble. Truly it is the revenge of the dinosaurs.

WANTED

● *Dynablaster* and joystick expansion for A500 desperately needed!

Matthew Bolton (01580) 850518

● *Gobliiins 3*. Will buy or swap for Amiga games or CD32 games. Originals only please.

Ian Thorpe, 1b Allenby Road, Ramsgate, Kent, CT12 6BB

● Wanted: *Bloodwyck, Dragon Breed, Lionheart, Blade Warrior, Little Computer People, Lord of the Rings, Defender of the Crown*.

Adam Allardyke (01224) 630309

● A500, 1Mb wanted desperately. Low prices please.

David Starnes (01825) 840702

● *Panza Kick Boxing*, original only with manual. Will pay £10 for it.

John Williams (01505) 814400

● *Moonstone*, boxed original. Will pay £15 or swap for *Rise of The Robots* A1200.

Matthew Lawrence (0175871) 2674

● Wanted – *Marble Madness, Barbarian* (Hegor version). Name your price. Please mail quickly. Restless.

Roland Pok, 103 Kambrook Road, Caulfield, Victoria, Australia

SWAPS

● Swap my *On The Ball: League Edition* or *F1GP* or *SABRE Team* or *Space Hulk* for either *SWOS* or *Premier Manager 3*. Maybe swap 2 for 1.

Matthew Beresford (01469) 540473

● My *Theme Park CD32* or *Liberation CD32* for your *Simon the Sorcerer CD32* or *Base Jumpers CD32*.

Ben Jewitt (01423) 503796

● Swap *Frontier* for *Theme Park* (A500) or *PGA European Tour Golf* or *Beneath a Steel Sky*.

David Smee (01222) 810909 after 5pm

● My *Premier Manager 3 A1200, Syndicate A1200, Simon the Sorcerer*

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Garden That Time Forgot

A1200 for your Theme Park A1200, On The Ball: World Cup Edition, Nippon Safes Inc. & Innocent Until Caught.

Allan Brown (0171) 793 1185

● Mega Drive & Mega CD with 17 games (6 cartridges & 11 CD games) and loads of demos to swap for CD32 and A500/A500+ or CD32 with a reasonable selection of games.

Anthony McNamara, 10 Grovefield Lane, Freston, Boston, Lincs.

● I have Syndicate, Curse of Enchantia, Sensi 92/93 and Chaos Engine. I want Cruise for a Corpse, Darkseed & Historyline 1914-18.

Keith Mackenzie (01506) 439792

● CD32 Liberation, Lamborghini US Challenge for Beneath a Steel Sky, Tower Assault or Mega Race. 1 for 1.

John Cooper (01236) 425761

● My Theme Park (500/600) for your Dreamweb, Indy Jones: Atlantis (adventure) or Beneath a Steel Sky. All A600 originals please.

Matt Lodge, 1 Hall Farm Cottages, Hoveton Hall Estate, Hoveton, Norwich, NR12 8RJ

● CD32 games to swap. Bump 'n' Burn, Labyrinth of Time, Heimdall 2 and Premiere. Anything considered.

Peter Nelson, 144 Rolands Walk, Castlefields, Runcorn, WA7 2LB

● I want Monkey Island 1 or 2 or Sim City for Sensible Soccer V1.1, Premier Manager 2 or Viz.

Marc Farmer (01268) 520823

● On The Ball: World Cup Edition for Theme Park (A500), Detroit or The Settlers. Also Premier Manager 2 for Nick Faldo's Golf.

David Marlow (01733) 897086

● SEX! Now I've got your attention, I'll swap my SNES with 8 of the best games and two controllers (worth £400) for your Amiga 1200 as new with some games.

Simon Morgan (01974) 261585

● My Zool & Chaos Engine for your Indy: Fate of Atlantis or Monkey Island.

David Williams (0181) 319 2943

● Swap my Chaos Engine and £3 for your Hired Guns. My Zool and £2 for your Monkey Island 2.

Daniel Funnell (01277) 362970

● Swap my Theme Park and Mortal Kombat for your Shadow Fighter or one of the above for Frontier.

Adam Craig (01561) 362475

● My Trolls (A1200) for your The Clue or Sabre Team (A1200).

Phillip Branch (0151) 346 1065

● CD32 Little Devil, Jungle Strike, Microcosm, D/Generation, Super Stardust, Lotus Trilogy, Nick Faldo's Golf.

Joseph Robinson (01900) 62565

PEN-PALS

● 13-year-old girl seeks pen pal, male or female, 12+. Hobbies include playing computer games, listening to music, gossip and sport.

Sally Funnell, 'Hollyoaks', The Street, High Ongar, Essex, CM5 9NH

● Hi! I am a 15-year-old girl looking for unsual male or female pen pals. I love grunge music, the Rocky Horror Picture Show and Red Dwarf.

Lily Ledward, Wickhampton Farm Barn, Low Road, Wickhampton, Norwich, NR13 3PA

● Pen Pals wanted who like football management and strategy games and indie music with an A1200. I will reply to all letters.

Stuart McNeil, 8 Tay Mouth House, 14 Harold Street, Dorer, Kent, CT16 1SQ

● Hi, my name is Thomas, I'm a nine-year-old boy and I'm looking for a male pen pal aged 9-10. I own an A500+.

Thomas Hillier, 49 Newleaze Park, Broughton, Gifford, Melksham, SN12 8PL

● 17-year-old A1200 owner from Norway seeks British pen pals. Interests include Rave, Amigas and swapping. 100% reply.

Anders Jacobsen, Fonias lies gt 14, Mosjøen, Norway, N-8650

● 23-year-old Amiga owner seeks male or female A500, A1200 owners to swap games, PD, etc.

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Telephone Number _____

Software Hardware Wanted Swaps Pen-pals

July 1995



James Blythe, 3 Canterbury Avenue, Ely, Cambs, CB6 3DW

● Hi! Wacky 11-year-old Glasgow Rangers fan wants male or female pen pal (11-13) who likes Amigas or football. 110% reply.

Chris Jarvie,

24 Mossneuk Drive, Mossneuk, East Kilbride, G75 8XQ

● I'm a 14-year-old girl, looking for males and females as pen pals. My hobbies are listening to music, talking on my CB, having fun with my mates and, of course, reading AMIGA POWER.

Mandy Nicholls, 31 Medbourne Close, Blandford Forum, Dorset, DT11 7UA

● Positively lovely A600 owner seeks similar humanoid beings for game swapping, music, graphics, 1000% reply.

Stephen Reed,

33 Egerton Road, South Shields, Tyne & Wear, NE34 0QH

● I am 14 3/4-year-old male looking for other male pen pals all over the country. If you are 14-17 then get writing and I guarantee there will 100% reply.

Darren Smith,

32 Ajax Close, Grimsby, South Humberside, DN34 5QR

● 16-year-old lad in need of friends. Must be into hip-hop/rap and Amiga demos.

Griff, 12 High Street, Willington Crook, County Durham DL15 0PA

● I would like to hear from any other Amiga owners interested in games, utilities and demos. Age open!

Carlos Martin, P.O. Box E84, Queen Victoria Terrace, Canberra, ACT, Australia, 2600

FOR CANDIDATES IN SOCIAL STUDIES

WESTMINSTER AND COUNTIES
Joint Examination Board

PAPER 322 SOCIAL STUDIES 1400-1630

Tuesday 17th June
Afternoon: 2.5 hours

Candidates should answer one question from section A and two each from sections B and D. Candidates should NOT attempt to answer questions from section C.

SECTION A

1. Prove, using diagrams where appropriate, how all life can be expressed through the medium of computer games.

As proof of the theory that all life can be expressed through the medium of computer games, I shall now describe how all life can be expressed through the medium of computer games, using diagrams where appropriate. The computer game I have chosen is *Skidmarks 2*.

As Heidegger expressed in his 'Treatise' of 1788, life "can be broken into six distinct experiences" – nature, leisure, politics, news, entertainment and theological conflict. I shall cover each in turn.

NATURE

DeGauss contests "there is nothing of so much splendour in nature/Than bovine elegance." Wilson "agrees" ('In Consideration of Themes', 1927). With *Skidmarks 2* the scholar can analyse both the DeGaussian elegance of "the genetrix who nuzzles/Encouraging puzzled calves/To further their careers in the field of m(ilk)echanical endeavour" and the stark simplicity of Wilson's "a cow apart."

LEISURE

Humorously alluding to the stereotypical image of the British holidaymaker, options

POLITICS

Skidmarks 2 allows for complex models of political systems. Diagram A uses the introductory screen, generally regarded to have multiple layers of meaning, to recreate Holbein's famous cartoon. If one takes into

in *Skidmarks 2* recreate the "higgly-piggly huddle-muddle" (Spenks) of the traditional 'trip to the seaside'.



LEISURE



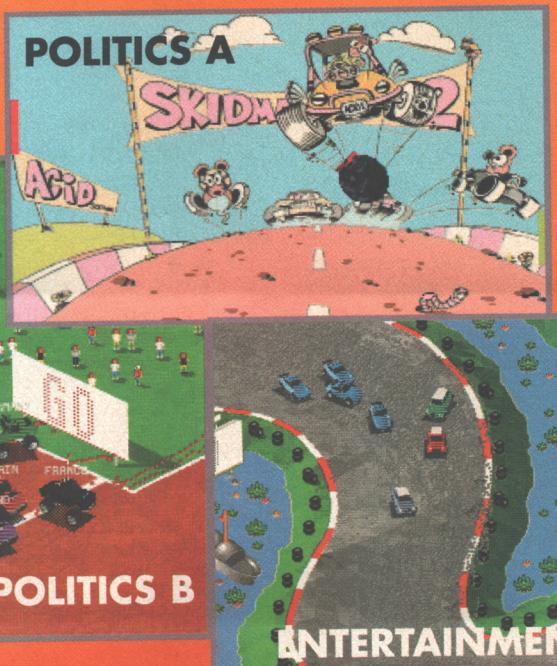
account the position of the paddles (literally, 'left' and 'right'), the symbolism of the globe ('world') is devastating. Diagram B, conversely, employs the 'car rename' device to comment pointedly on European unity. Who will be the winners, and who the losers, in the race between hegemony and nationalism? All is told here.

NEWS

Education experts concur that the best way to interest students in subjects is to present them in a contemporary format. Witness the recent BBC1 'News 45' series of reports, which I thought were an excellent idea and will certainly have inspired a new generation to investigate the marvels of history. With *Skidmarks 2* one can easily recreate 'living



news'. The diagram shows the end of a 'living news' sequence of Ayrton Senna's tragic high-speed crash.



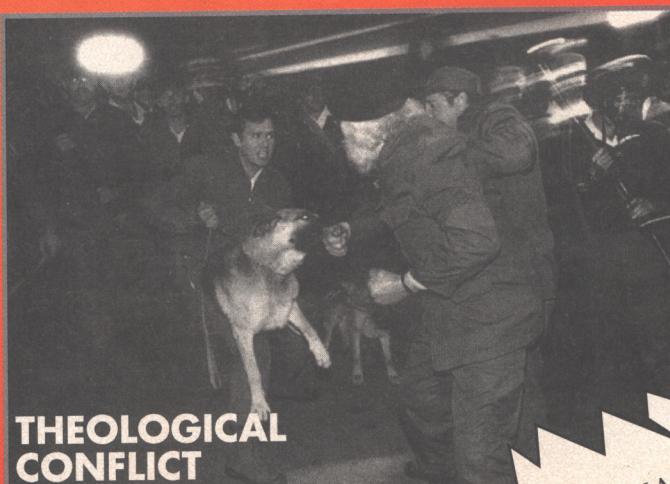
ENTERTAINMENT

All-in-one 'multimedia' computers are the future of technology. *Skidmarks 2* embraces this concept, as can be seen by this clip from the famous 1967 caper movie starring Michael Caine and Noel Coward, *The Italian Job*.

THEOLOGICAL CONFLICT

Is the game *Skidmarks 2*, *Super Skidmarks*, or even, heaven forfend, *Super Skidmarks 2*? As this tense scene shows, such questions of belief divide followers so fundamentally that, regrettably, violence is their only solution.

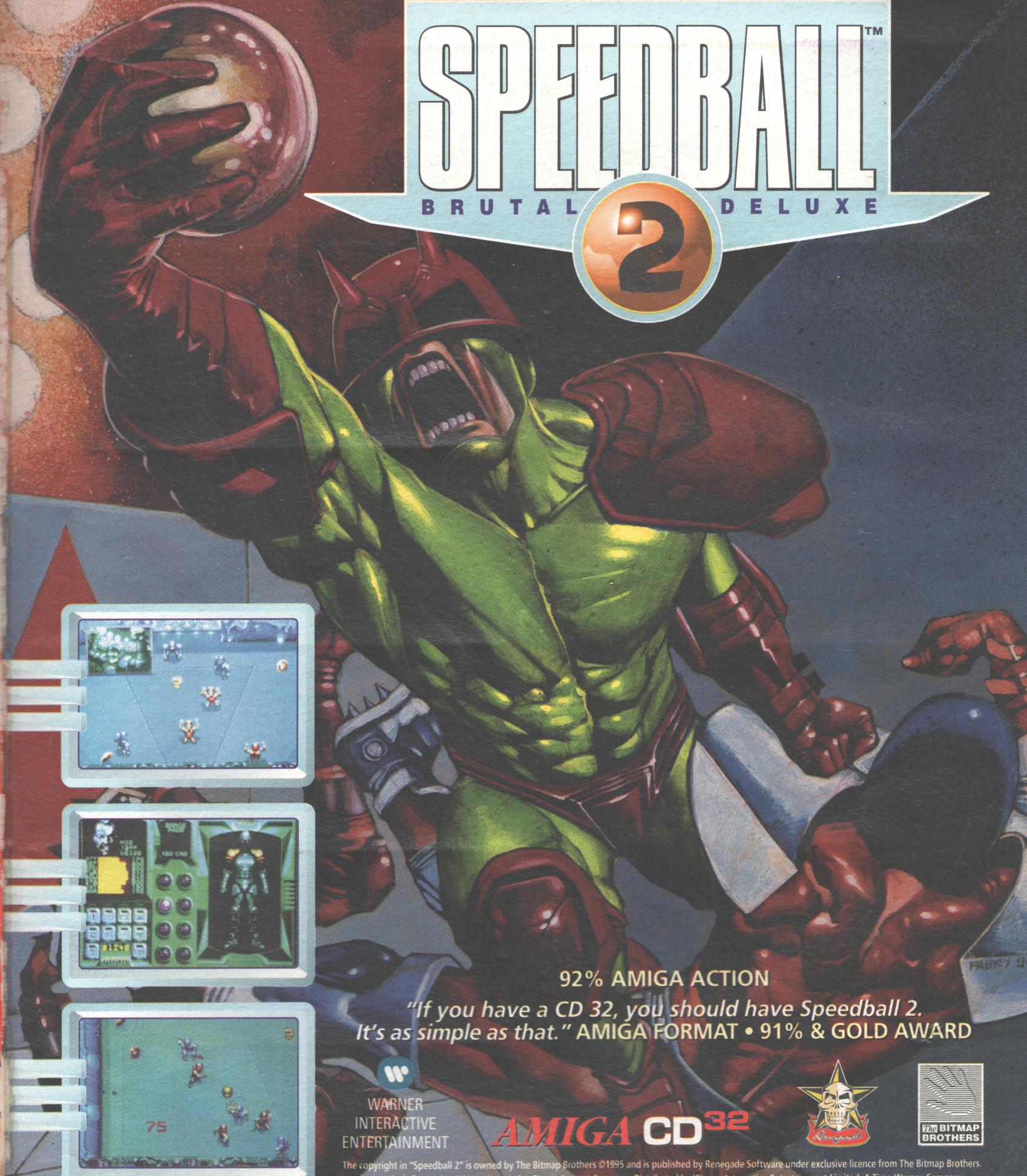
In conclusion, I would say that *Skidmarks 2* provides more than adequate proof of the theory that all life can be expressed through the medium of computer games, using diagrams where appropriate.



THEOLOGICAL CONFLICT

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2

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WARNER
INTERACTIVE
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AMIGA CD³²™

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