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AMIGA POWER

ZEEWOLF 2

Hell's own helicopter returns to
SLAY THE GUILTY. And this
time it's brought its chums.

AWOOOO! IT'S AN ISSUE 57 DISK

ZEEWOLF 2

Marvel at the sound of whirring
blades and the ocean's lapping
waves before blasting your
enemy TO SMITHEREENS.

DELUXE PACMAN

AMIGA
POWER

A re-hashed classic which
will have you skipping
happily down Reminiscence
Way. Gobble gobble.

AS, INDEED, IS THIS ONE

LETHAL FORMULA

A SINISTER EVIL MEGA-GLOBAL
CORPORATION have stolen a
drug formula. And it's lethal.
Stop these greedy evildoers, for
the sake of our children.

BOUNCE

A quirky reminder that whoever
invented the concept of bouncing
was on to a good thing.

AMIGA
POWER

NOT
A500



Read too of Leading Lap,
Worms, Hillsea Lido, Team,
SWOS '96 and Thomas the
Tank Engine Pinball.

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ISSUE 57 £4.25 JANUARY 1996

ISSUE 57



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ISSUE 57 JANUARY '96

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Don't even mention tips. What are you, stupid or something? Or what?

WE WERE HUMBLED TO SEE THAT
Princess Diana is certainly not the cow-eyed
moronic old slapper that we hitherto believed
her to be. Many things she may be, but stupid
she quite clearly is not.

SUBSCRIPTIONS AND OVERSEAS

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July-December 1994

THIS MONTH WE WERE
Warned off DIY.

© Future Publishing 1995

REGULARS

8 NEWS

Kate Adie reports exclusively for us from the war-torn streets of Bosnia. Tonight's special report looks at the Amiga and asks: "What now??"

48 COMPLETE CONTROL

A first-class university education shields C-Monster from the rigours of real life, permitting him to waste his time compiling irrelevant lists of cheat codes.

58 OUR NET PAGE

An amusing contradiction in name alone, our net page divulges things of scant interest to any well-balanced human being. We trust you'll enjoy it.

60 DO THE WRITE THING

We lay ourselves open to your abuse. Think you're hard enough? Do you? Eh? EH? Well jolly well write to us then.

65 THE BOTTOM LINE

Some may doubt our word. It never lasts long. Soon they realise that we are the Amiga oracle. Look upon our complete round-up of Amiga games, ye mighty, and be amazed.

72 THE SECRET CAR PARK

A marketplace wherein worthless old tat may be passed on to others more gullible than yourself. We are proud to present the unscrupulous with such an inviting opportunity.

74 JAPES AND PUZZLES

When Christmas is done and life becomes a chore, open this page and scratch your head with wonder.

THE EVIL THAT MEN DO

Cornered by the cops, blasted in the shootout, a game gone bad coughs its last. "Society made me what I am," it gurgles. OR DID IT? Page 46.



SUE WOULD JUST LIKE TO SAY: "All I want for Christmas is my sanity!"

CAM WOULD JUST LIKE TO SAY: "Dre's in the neighbourhood and he's up to no good."

ZEEWOLF

Y'know, flying helicopters isn't all zooming around the countryside at low level firing big rockets. There's having to strafe convoys as well, not to mention machine-gunning high-rise office blocks, winching up a tank then swinging it like a conker, and blowing up your own aircraft carrier. Hullo, it's Zeewolf 2. Page 22.

WORMS

A gnawing or insinuating force or agent that torments or slowly eats away, or not?
Page 30.



HILLSEA LIDO

Manage your way to seafront fame with this bizarre fish-and-chip-'em-up from top walkie-talkie-adventure publishers Vulcan. We're scared.

Page 34.

JONATHAN WOULD JUST LIKE TO SAY: "Mein Gott! I KILL you sir!"

MARTIN WOULD JUST LIKE TO SAY: "He was eating cheese and onion crisps from an inside-out packet."

SWOS

One Sensi Soccer, there's only one Sensi Soccer, one Sensi So-c-e-r, there's only one Sensi Soccer. Nonsense. There have in fact been several. Sensible attempt to unbug the bugged and so charm us. Page 29.



OVER THE HILL

AND STILL GOING STRONG.

ZEEWOLF 2



WIN! £500 OF TENNIS GEAR

We have fab groovy gear to give away on behalf of Audiogenic's *Super Tennis Champs*. It started life on our coverdisks you know. Page 45.



REVIEWED THIS ISSUE

JANUARY 1996

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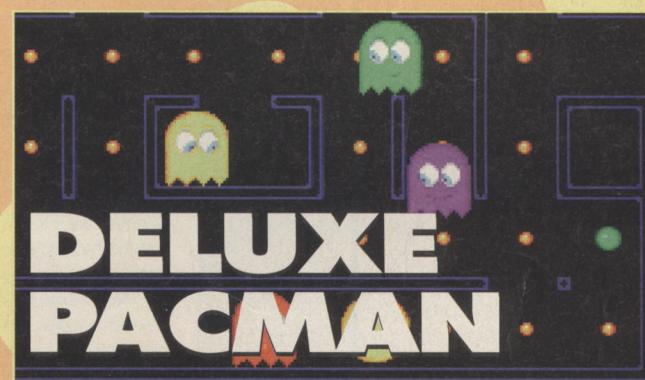
STEVE WOULD JUST LIKE TO SAY: "This takes me back."

There can be few tasks more thankless than the ritual compilation of coverdisk goodies we endure. Fall on your knees and admire us. From afar.

INTRODUCING COVERDISK 57

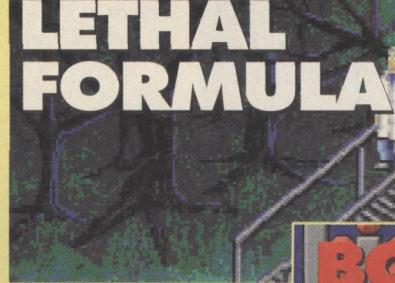


Fly in the face of danger on this exclusive demo of Binary Asylum's sequel while grinning like the Cheshire Cat and not, for instance, a wolf.



There's point in even trying to pretend to speculate upon disguising the true nature of this game. That is deluxe.

LETHAL FORMULA



Dentech, a SINISTER EVIL MEGA-GLOBAL CORPORATION, have stolen a top secret drug formula. You have the power to stop these ruthless fiends in this point-and-click adventure.



Hit your head repeatedly against a brick wall and it will hurt. Strange then that this friendly little ball should want to do it for fun. Silly billy.

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 57, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll shout so loudly with frustration that the Earth's surface will surely crack.

disk 57

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 find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.

● The disks will automatically decompress. It's all quite foolproof. You just need four spare disks.

● Just to be on the safe side, though, the on-screen instructions lead you through.

● You'll have to reset your machine in order to move on to load the disks. The games can be loaded by either booting the new disks or by loading Workbench for some of them. Instructions for each game are on the disks.

● 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 more 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?

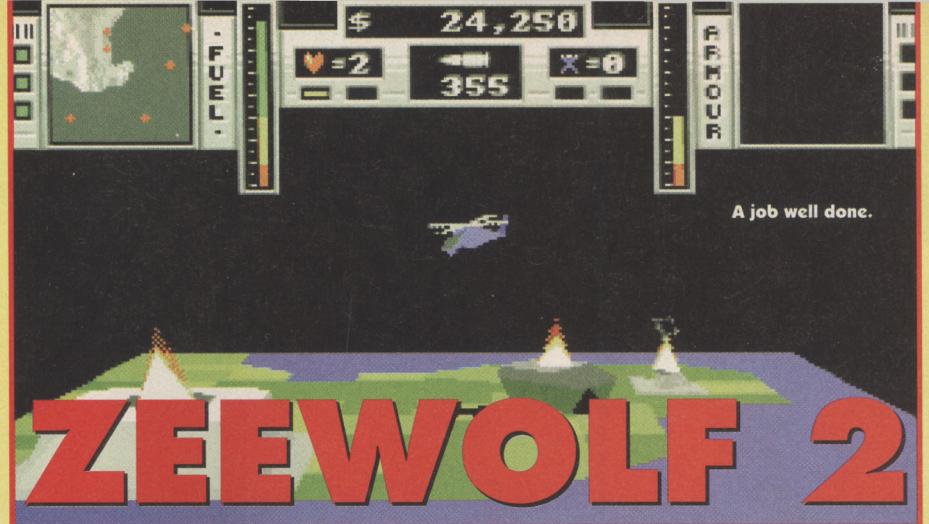
● Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.

● 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 57 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.

● We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. **HEED THE ADVICE OR BE DAMNED!**



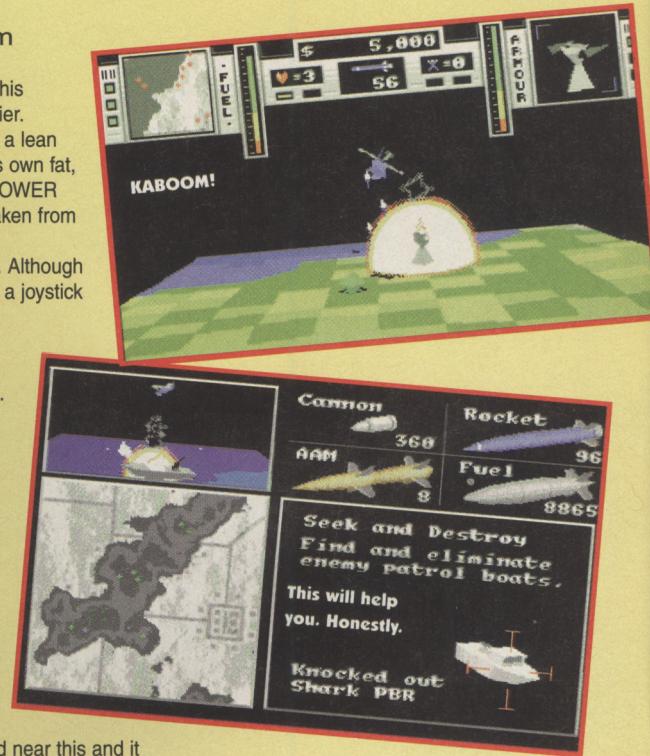
Author: Binary Asylum

If *Zeewolf* was *zeewolfy* then this mighty sequel truly is *zeewolfer*. Guaranteed to entice you like a lean bit of bacon frying in a piglet's own fat, this demo is exclusive to AMIGA POWER (though loosely based on a level taken from the game itself).

The controls are quite simple. Although in the full game you can use either a joystick or mouse, you'll have to use a joystick if you are to complete the mission. Use the fire button to fire whichever weapon you've selected. Pushing down on the joystick will cause the nose of the *Zeewolf* to drop, increase its speed and follow the direction in which the nose is pointed. Releasing the joystick will slow the helicopter down and see its nose rise. Rotate the joystick and the helicopter will swing round to the new heading.

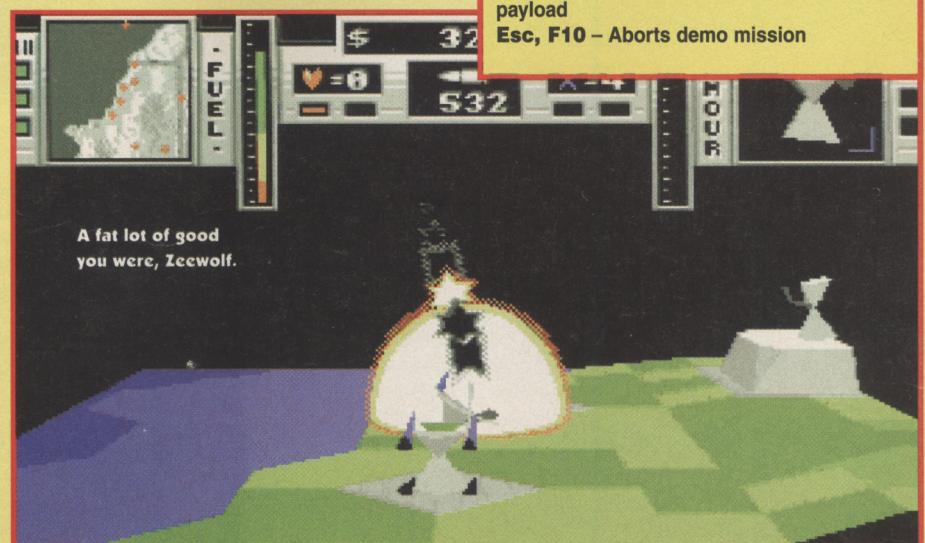
The demo mission consists of various tasks. Your first is to track down your remote link camel which can be recognised by the two aerials on its back. Land near this and it will connect to your *Zeewolf* automatically before putting you in control of your remote link boat. You'll need that if you're to successfully attack nine patrol boats and three gun turrets. Try using the *Zeewolf* for this task and you risk being BLOWN TO SMITHREENS.

If after this you are still intact then breathe a huge sigh of relief, take a sip of water and wipe the perspiration from your brow for there remains MUCH WORK TO BE DONE.



CONTROLS

ENTER - brings up tactical screen displaying mission map, status of mission targets and current fuel and ammo levels
L - breaks remote link
Space - changes your selected weapon
G - toggles landing gear up and down
P - Pause (any key to restart)
H - activates hook when over suitable payload
Esc, F10 - Aborts demo mission



LETHAL FORMULA

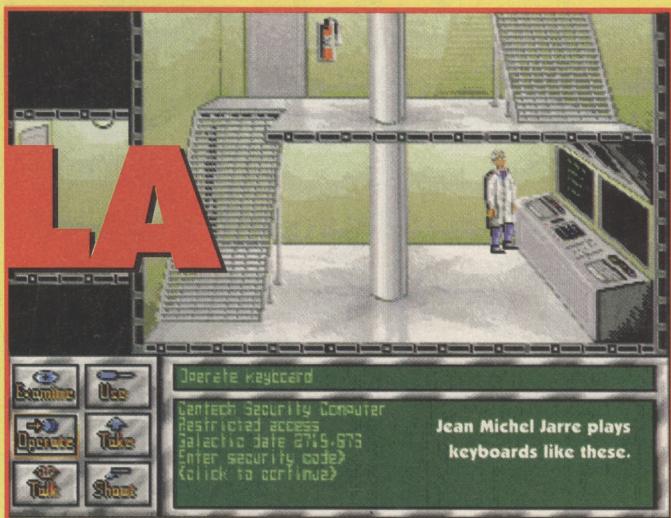
Author: Edmund Clay

Point-and-click adventures are a marvel of staggeringly obvious titles. *The Secret of Monkey Island*, for example – no mistaking what that's about. So it is with *Lethal Formula*. There's this formula, see, and you're this scientist who doesn't want it falling into the wrong hands, except it has. So you have to get it back, except you've been shut out of your own ship and the security's been turned on. Eek.

As you might reasonably expect, the left mouse button selects a verb from the list or moves the bloke around the screen, while the right button selects an object and executes the action.

(“Use laser cutter on case,” for instance.) If you get stuck, wave the mouse around a bit to see what lights up.

To save the game you'll need a blank disk named ‘lfsaves’; it's F1-F10 to save to a slot and SHIFT+F1-F10 to load. Q, splendidly logically, quits. Slightly irritatingly, you have to “operate door” to open the ship's hatch, but just click on the door with the left mouse button to open all the others.



Jean Michel Jarre plays keyboards like these.



Use fire extinguisher on Electrical Blasting
Your mission has failed.
(Click to continue)

You fool.



Without wishing to give anything away.

DELUXE PACMAN

Author: Edgar Vigdal

Heavens. This arcade favourite has come a long way since the days when friends would boast that not only did they have *Pong* on their green screen Radio Shack but they had added *Pac-Man* to their ‘collection’.

While you are still empowered with your heroic little yellow blob, guiding him through maze after maze, gobbling pills and avoiding the pursuing ghosts as he goes, there are many more features in this deluxe version.

There are (for example) 20 different objects for Pacman to gobble, acting as power-ups (the glue slows down ghosts, the block of ice freezes them etc), a vast number of (say) levels for you to reach and some musical masterpieces (an obvious lie) about which this game's author exclaims, “I just love these superb tunes!” But then he's Norwegian. Eurovision anyone?



BOUNCE

NOT
A500

Author:
Ben Wyatt

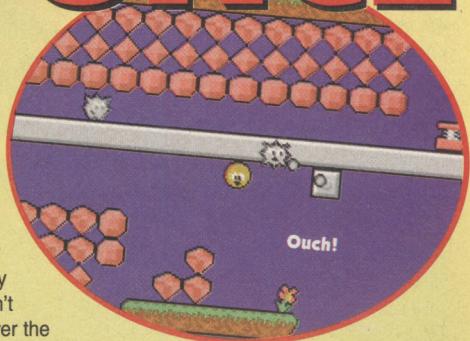
Remember spacehoppers? During the early '80s you couldn't move in cul-de-sacs all over the country for fear of being gleefully trounced by a bouncing orange plastic ball, the laughter of a tot ringing in your ears as you regained consciousness with trepidation.

It is clearly a good thing, then, that this quirky little game has surfaced on this month's coverdisk and by guiding the little bouncing fellow around the various platform-based levels, you collect points bouncing him on the weird red objects which look like summer fruits. (So not a particularly seasonal theme then. – Ed.) However, it's not necessary to gather all of them on each level. You merely collect as many as possible before jumping into the end of a metal pipe which magically sucks you to the next level.

You can alter the height of the ball's bounce by pushing your joystick up or down. (The speed with which he bounces should be as fast as possible, though it's something you can adjust by selecting the options menu prior to a game should you feel, for example, sick.)

There are springs for you to bounce on in order to reach some of the higher platforms or just to make your life more difficult. But be warned – there are some nasty little metal spikes which want to hurt your ball and cause him to burst magnificently. Unpleasantly, even.

Unbearably frustrating on occasions, *Bounce* is also surprisingly addictive and rather more fun than lying face down on the pavement with the smell of a mud-caked plastic spacehopper up your nostrils.



TRUE STORIES

"Let me take you by the hand and lead you through..." warbled Ralph McTell, before AP crooned, "this month's True Stories pages. Oh, go on."

BREATHLESS

Runs on: A1200
Authors: Field of Vision
ETA: December

Gasp.

Resident readers of AMIGA POWER will know of our 'conversation' previews, in which we talk to the people behind the game and get them to tell us (and, by extension, you) things. The conversation over *Breathless* with publishers Power Computing died after Tony Ansari said hello, because he followed it up by admitting he knew nothing about the game, and, no, we couldn't talk to the programmers, because they were in Italy.

Drat.

We have been compelled, therefore, to put together the preview entirely by playing the almost-finished version of the game and guessing things. Bear with us if we get details wrong, although ours would almost certainly be funnier than the real thing.

Breathless is a *Doom* clone, except this time, you can look up and down. You may not think much of such an option, but then you have porridge

"They were in Italy"

for brains and small monkeys will feast upon them at night while you sleep in your cheaply-alarmed homes. Anyone who's played *Marathon* on the Mac will know how different this makes the game.

Picture the scene. You're advancing cautiously down a corridor that leads to an arena. You glance around the mouth of the room. It is empty. Confidently you step inside and are peppered with buckshot. But where's the monster? You can't see it, you're playing *Fears*. Ha! No, but seriously, you spin around and look up. The fiend is high atop a ledge, angling his fire down to hit you. You die with a curse upon your lips. You really are playing *Fears*. Ha! No, just joking. Ah me.

As always, the flamethrower is magnificently ghastly.



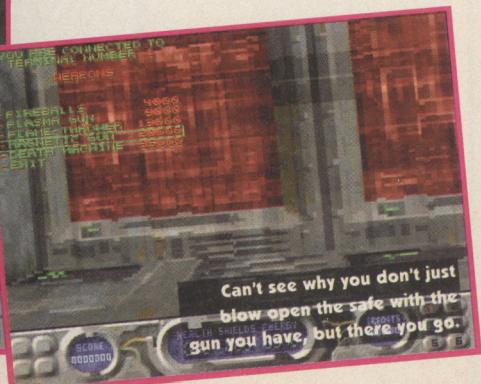
AMIGA POWER PREVIEW



MUMBLES

So *Breathless* has proper 3D then (and if you still can't appreciate that, imagine standing in an *Alien Breed* 3D stairwell and being able to look down it to see what's coming rather than bleating, "Hwoop?" and being killed). Slightly annoyingly your view doesn't float back to facing forwards as you run – you manually have to correct it, which in a fierce scrap is an unnecessary burden. (Especially as when things get hectic and the game slows down – it works splendidly on a vanilla A1200 with a smaller screen, and can comfortably go low-res full-screen on a 'fast RAM' machine, the idea being you buy an accelerator to get the top-quality pics – and starts buffering your moves, which, we trust, will not find its way into the final version.) What else does it conceal beneath the folds of its rain-slicked opera cloak?

Money, that is what. And computer terminals. The idea is, as well as the usual health and ammo power-ups, there are ludicrously big coins



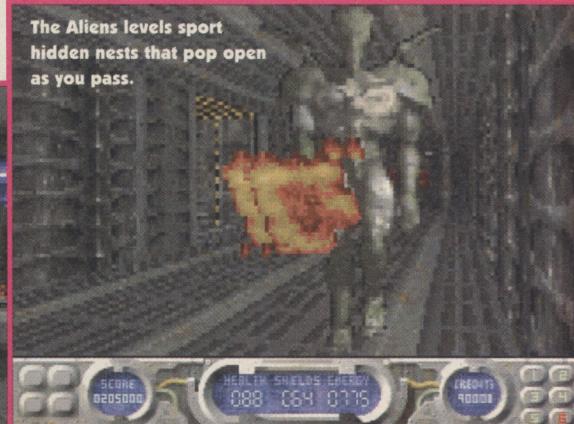
LESS



The fellow in the background appears to be doing an Irish jig.

You can keep circling the tables away from this boulder for ages.

Score: 0205000
Health: 088
Shields: 064
Energy: 0115
Credits: 40000



The Aliens levels sport hidden nests that pop open as you pass.

Score: 0205000
Health: 088
Shields: 064
Energy: 0115
Credits: 40000

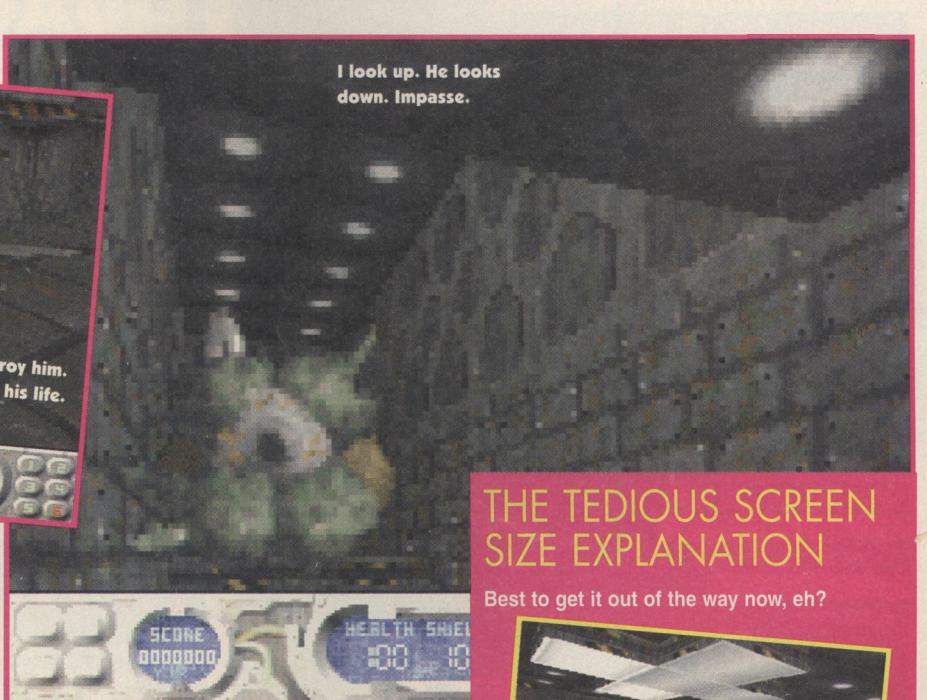


Destroy him.
Take his life.

Score: 0145000
Health: 088
Shields: 064
Energy: 0115
Credits: 40000



I look up. He looks down. Impasse.



THE TEDIOUS SCREEN SIZE EXPLANATION

Best to get it out of the way now, eh?



Here's a full-size, high-resolution screen. Slow and leapy on an unaccelerated machine.



Here's what works best on a vanilla A1200 - small but clear. The other screenshots are from our 'fast RAM' machine - full-screen, low-res.

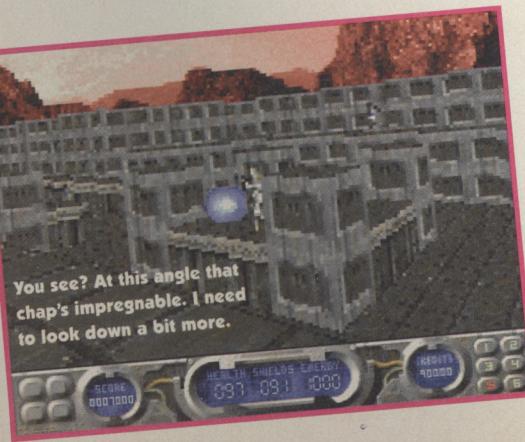
Good lord, that was tedious.

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spinning around the place. Pick them up and you can spend at the terminals to buy new guns and shields and (delightfully underhandedly) the keys for the level. Just like the older *Alien Breeds* had, y'know, which goes to prove something, although I'm sure I don't know what.

Breathless is decidedly less spectacular than its contemporaries; there are few explosions and no noticeable body partage. Through cleverly sparing use of sound, however, it maintains a strikingly sinister atmosphere. "Flip flop flip flop," go your footsteps, coincidentally closely resembling my own, for recently I bought a new pair of shoes and so have been hobbling around being overtaken by elderly women. " ", go the monsters, deceptively. "Bleeeeeen," goes one who's suddenly spotted you. "Aaargh," you go, raw heels forgotten in the white-hot moment of panic. What fun.

Or is it?
Or IS it?
OR is IT?



You see? At this angle that chap's impregnable. I need to look down a bit more.

STEEL BEAMS

I am, obviously, unsure. The preview version contained a level-hopping cheat which I employed judiciously to get some neat screenshots. I did properly play the first couple of levels and was impressed by the almost supernaturally accurate placing of power-ups as fine reward for slaughtering my way through a half-dozen evilly tough monsters. And after I'd finished 'capturing' the pictures (almost as a kind of electric photograph, barely-serviceable technology fans) I carried on playing the later levels for a bit. I expressed irritation at the way monster fire would swipe off energy before it reached you, as if you had a big nose or something, and rued the dismal compromise between *Gloom*'s lack of guns and *Fears*'s and *AB3D*'s looking-down-the-barrel weapons - a stupid square crosshair in the middle of the screen. (Fortunate, then, that I could turn it off. And the wretched music.) I was, however, greatly amused by the Eyeball Gooseberry and the knucklesome Great Green Apes. And there are flickery lights and everything.

We shall be reviewing *Breathless* next month and can only regret not being able to contact the programmers and so make some jokes at their expense. Pft.

• JONATHAN NASH

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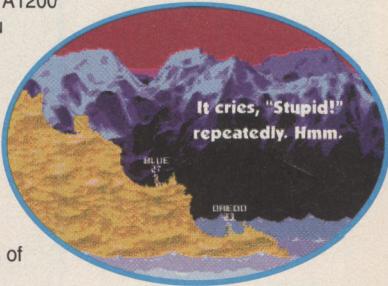
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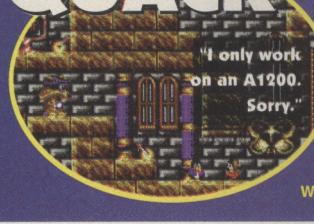
Alternative £30 ★★★

OOEY GOOEY

The CD32 version of *Worms* (AP57, 60%) has been released. It has a rendered intro and you can put in a music CD after loading, is otherwise identical to the A1200 version, doesn't scroll properly if you play with a joypad instead of a mouse (it's entirely possible to walk off the screen, and bazooka shells (or whatever) aren't followed in order for you to (say) judge where to fire the next shot) and, incredibly, retains the copy protection requiring you to type in black numbers from the black pages of a black code-book. It costs £30.



QUACK QUACK QUACK



We learn with dismay that last month's coverdisk game *Penguins*, thought to be compatible with all Amigas, is in fact A1200-only. Please do not send your disks back to Discopy (or, indeed, to us) because there is no A500 version of the game.

We are fearfully embarrassed and dreadfully sorry about this REPREHENSIBLE BLUNDER, and can only hope your discomfort is tempered by knowing the person responsible was fired and now works in HMV.

HAPPY NEW YEAR

It snowed today in Bath from 2:17pm to 2:26pm. God bless us every one.

IN THE STYLE OF...

This month's *In The Style Of...* pleases us, because it shows how much you care. Alan Dunsford of Edinburgh has clearly deeply researched his picture, poring over back issues in an attempt to devise a winning formula for currying favour with the rapidly diminishing heisodic theogony that is AMIGA POWER. See his thought processes at work as he alights upon the Unrelated Kennedy Assassination Special and in sitting back to read places his hand upon the coverdisks of AP50. A lightbulb, a snap of the fingers, a ripple dissolve and the mighty beings are opening the envelope containing Gravity Power In The Style Of... The 1969 Moon Landings. Alan looks set to reap rich reward as his picture is scored 10/10, meaning he will be awarded £200 of games.

But wait. The joke is diminished by the clumsy expository speech bubbles. Alan's score is reduced to 5/10. And his accompanying letter contained not his address but an explanation that his address was in another picture on the disk, therefore necessitating switching the Amiga back on. His score has been properly amended to 2.5/10 and he will, therefore, be receiving £50 of games in due course.

If you have an *In The Style Of...* picture, send it on a Deluxe Paint-readable disk to *In The Style Of...*, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Include your name, address and the model of Amiga you own so we know what to send you should you win.



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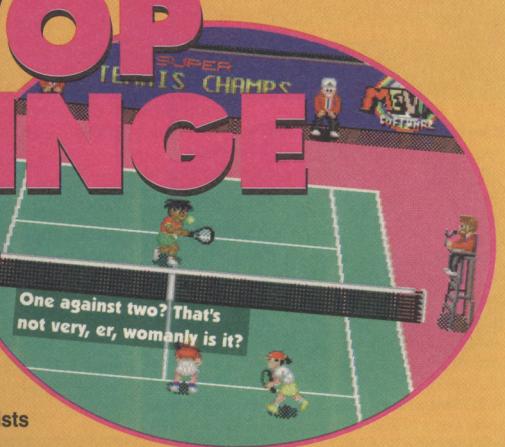
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THWAP THWOP SPANGGG PINGE KRETANGGG

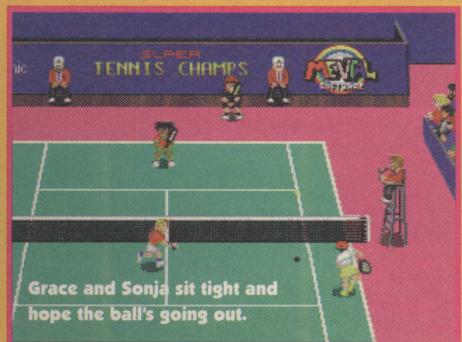
Audiogenic have finished their data disks for *Super Tennis Champs*. Owners of the world's best tennis game (which incorporates the FOUR-PLAYER MODE OF CHAMPIONS) can now play as women or in mixed doubles matches. We

tried out the women's disk, and were disappointed. We were indeed women (more so in Sue's case) but appeared no different from the chaps. We clenched our fists when we won (Sue suggested some sort of can-can) and waved our racquets when we lost (Sue suggested raising our skirts and mooning to the crowd) and though the players acted differently from each other, as a group they behaved in exactly the same way as the men.

Apparently the mixed doubles disk will finally let you play Vinnie and Jules together (but then it wouldn't be mixed doubles, hmmm?) and we expect the men will hit the ball further, or something. The disks cost £8 apiece and are available from Audiogenic at Thwap Thwop Spanggg Pinge Kretanggg, Customer



Services, Dept 87, Unit 27, Christchurch Industrial Estate, Harrow HA3 8NT. We don't feel we can recommend them and can't help but wonder why they weren't part of the game in the first place.



Runs on: Accelerated A500, A1200

Publisher: Guildhall

Author: Black Magic

ETA: January

We loved *Gloom* right up until the moment when we had to do some tips on it. (Incidentally, when we were arguing fiercely against AMIGA POWER being drawn out like a piece of toffee between the hairy paws of an addle-pated wrestler, our EVIL CORPORATE PAYMASTERS came back with, "Just do more tips." On what, we asked, when the games run out? "Old ones," they sniffed, and went back to foreclosing on mortgages.) Our faces thus lit up as if shone upon by powerful torches (except Jonathan's, eh, subscribers?) when we learned that Black Magic, the programmers of

GLOOM 2

AMIGA POWER PREVIEW

Gloom, were going to do lots more of it.

"*Gloom Deluxe* isn't a new set of levels, monsters or furniture," said Black Magic's Mark Sibby of but one of the follow-ups to the first *Doom* – but on the Amiga game to win our fickle favour. "It's really just an update to *Gloom*'s graphics which allows for much greater detail." And you can run it on an accelerated A500 with 2Mb of RAM. It says here. So what's *Gloom 2*, then?

"*Gloom – Corridors of Carnage* IS a new set of levels, monsters and furniture. It'll run with either the original *Gloom* or *Gloom Deluxe*."

Well, this is confusing. (Especially as we understand *Gloom 2* is the standalone game – as it is in its CD32 incarnation – but you can buy it as a data disk if you have the original.) How come *Gloom* wasn't *Gloom Deluxe* from the beginning?

"Because the graphics use a technique that six months ago I didn't think would be fast enough. It's really for 'fast RAM' A1200s. Hopefully, owners of

standard Amigas will see it, decide it looks very nice and upgrade."

We'll decide what's "very nice" around here, thank you, Sibby. (Although an examination of the *Gloom 2* demo (fiendishly labelled *Gloom Deluxe* by distributors Guildhall – clever, my friends, but not quite clever enough) reveals the graphics are stupendously more detailed to the extent of making the original game look like the work of a Red Setter with its drawing paw jammed in a bedspring, WITHOUT COMPROMISING the fantastically gripping grue of the game itself. But we only saw the Spacehulk 2 levels; apparently there are Egyptian and Aztec ones, with new monsters and everything. Soooon, readers. We are told.) What are you doing next?

"A shoot-'em-up in the spirit of the old wireframe *Star Wars* game, but with texture-mapped graphics and a groovy spherically-mapped backdrop."

Splendid. And hurry up and get your Mac working so we can humiliate you at intercontinental deathmatch *Marathon*.

"Righto."

A properly respectful attitude.

● JONATHAN NASH

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 follow the AMIGA POWER guide to avoid getting fingers, and wallets, 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 is 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, 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 AP which is what you should be reading now.
- 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.



If you

haven't

heard of

Championship
MANAGER™

2

buy a
different mag.

Coming soon on Amiga

DOMARK®

ATROPHY

The big metal thing you get for winning at bowls, we'd say.

Runs on: A1200
Publisher: OTM
Authors: Intersect
ETA: February

“Well, the poor old A500 can't do 16 million colours, can it? I'm sure it's limited to 4096. There's no HAM mode."

We haven't a clue. Please stop talking about the technical specifications of your game. Please.

"Sorry. We tend to do that."

Frank Tout, the co-programmer of the game, is telling us about *Atrophy*, a new shoot-'em-up. He seems enormously pleased with getting it to run incredibly quickly and incredibly smoothly, as well he might, for the graphics are larger than a loaf of bread, but he KEEPS TRYING TO TELL US WHY.

"It's in hi-res, you see, and runs in 50 frames."

Tee-hoo.

"But you don't want to know that. We based it on *Nemesis*. You can see it in the weapons selection, and the intense fury thing."

English. Thank the saints.

"You get guns, diagonal guns, plasma cannon, bombs, rockets, multiples..."

(The little flying shield thing from *R-Type*. You see, we are immensely knowledgeable in the right areas.)

"...and when you pick up a new weapon, you don't lose the old one. That was the trouble with *Project-X*: pick up, say, the plasma cannon, and you lost most of the others. Pointless."

Indeed. We are reminded by your description of the appallingly feverish converging-bullets mania of, for example, *R-Type 2*.

"Yes. That's it."

“Based on the works”

Joy. Tell us more, but remember that we have a Roger Whittaker recording here and will play Mexican Whistler at full volume if you try to mention 't-states.'

DURHAM TOWN

"There are six huge levels, each themed on a different phobia – that of being underwater, for example, or of falling."

But not of onomatopobia or triskaidekophobia.

"What?"

It would, we assume, be difficult to base a level around certain words or the number 13. Although giant flapping numerals might give pause for...

Quite.

"There are mid-level bosses and end-of-level ones like the Giger-esque monster – based on the works of HR Giger – and the giant space vampire." Scissors.

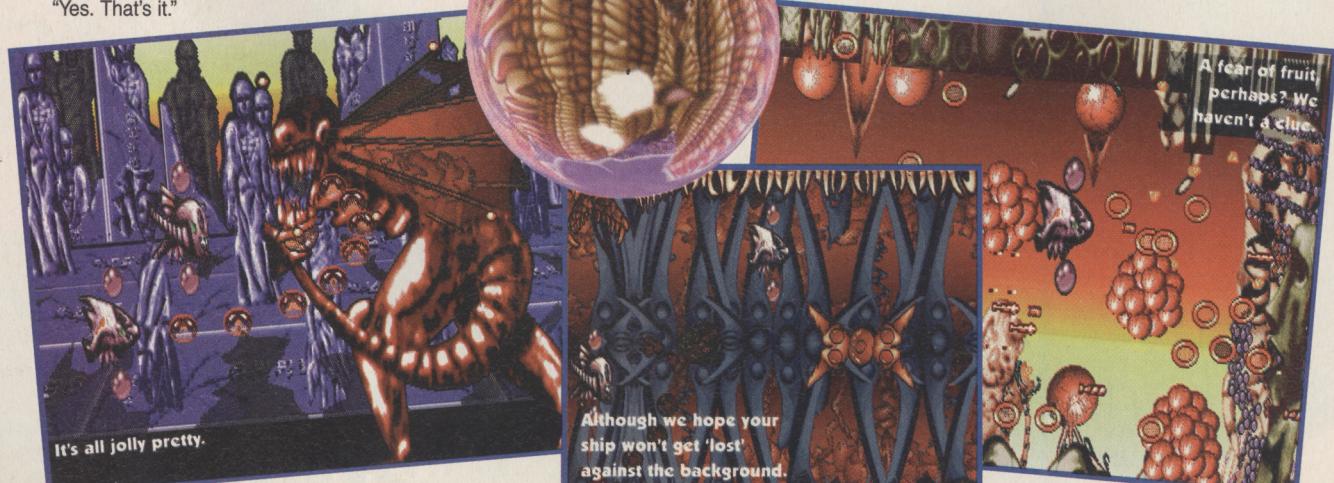
"It starts easy, obviously, but later on we throw in things like random aliens – they stick to their basic pattern, but they might turn left at the end instead of right, or something. And as is proper you don't get continues. You can trade in your weapons tokens to buy an extra life, but we expect you to succeed by skill alone."

Not a problem, my friend, we can assure you. Unleash your best – we shall beat it without pausing for a hurried lunch. Anyway, you've clearly been working on this for a dozen years. Why haven't we heard of you before? Were you biding your time? Waiting for exactly the right moment TO STRIKE?

"No, actually we've written the game in about four months. We invested five or so years in writing the engine to be the most powerful available for the A1200. The standard A1200, of course. We don't believe in having to buy accelerators just to get a game working. The finished engine's so powerful we're now working on five games at once using it. They're all in different genres, obviously."

What attractive news. Although we fear you used the word "engine" with malice aforethought. EAT WHISTLE.

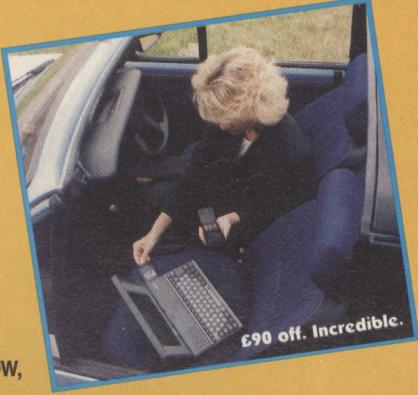
● JONATHAN NASH



MYSTERY PRESS RELEASE CORNER

We like to think we have a special friendship with Melfax (of Modem Card fame). Almost every month they send us a fat, padded envelope containing their latest publicity wheeze, each one a marvellously elaborate visual joke to which they generously allow us to crack the punchline. This month's, for example, purports to publicise the V.34 Analogue Fax Modem Card (hurrah!) being reduced in price from £350 to £260, despite including a PCMCIA Release 2.1/JEIDA 4.1 Type 2 Socket and coming complete with an "auto-sensing adaptor and cable" whose manifold powers are too great even to be hinted at. But clearly in the photograph the model has become so engrossed in using her Melfax Modem Card that she has neglected to attend to her driving, and evidently has careened onto a school playing field, scattering unwilling rugger players before her. ("Grandson privately educated but shot by own men after buying commission and ordering bayonet charge against machine-gun position? Remember his sporting achievements with the Melfax Modem Card," possibly.)

Yes, we enjoy close ties with Melfax, and can only conclude that continuing to address their publicity photographs to Matt Bielby, Editor, AMIGA POW, is a bit of a lark.



£90 off. Incredible.

Laughing at danger, he's...

THE DISSEMINATOR

Windows blow out along the block as a parcel explodes in The Disseminator's office. But the consortium of slack reviewers and THOSE WHO LIE are wasting their time. Truth is his shield.

	The One	Amiga Action	AP
ATR	85%	†88%	38%
Brutal	†69%	†90%	27%
Coala	†90%	89%	78%
Citadel	—	67%	67%
Fears	87%	92%	40%
Flight of the Amazon Queen	†91%	87%	†84%
Hollywood Hustler	†84%	67%	35%
Kingpin	78%	84%	47%
Leading Lap	—	89%	57%
Pinball Mania	—	†72%	11%
Speris Legacy	—	†86%	—
Super League Manager	52%	34%	89%
Super Tennis Champs	93%	88%	†92%
Team	†69%	20%	42%
Thomas the Tank Pinball	—	81%	17%
Timekeepers	†89%	†87%	82%
Tower of Souls	85%	73%	34%
Turbo Trax	79%	92%	46%
Valhalla/Lord of Infinity	81%	†94%	19%
Virtual Karting	—	64%	80%
Wheelspin	84%	†23%	—
Worms	—	†94%	60%

† Reviewed in the all-new The One

‡ Cover illustration of review issue

* On sale through magazine in "special offer"

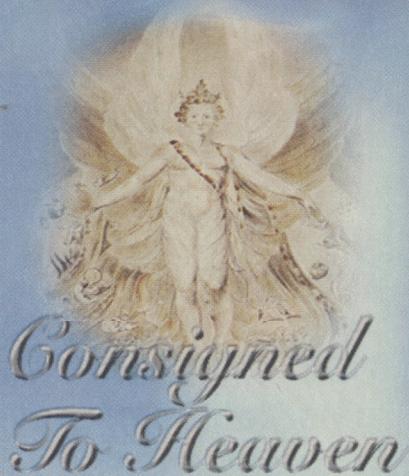
Demo CD
with every issue



Official UK
PlayStation
Magazine No. 2

On sale January 12th





Consigned To Heaven

Pressed lovingly between the dusty covers of a dead aunt's album, these are the things we miss.

PUTTY SQUAD

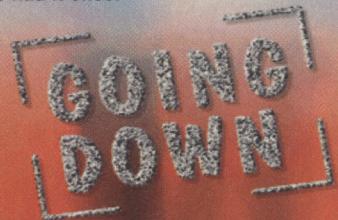
16 months ago we gave this startlingly inventive platform game sequel 91%. 16 months later and it still hasn't been released and it's likely to stay that way. Bye-bye, *Putty Squad*.

VIKING HAMSTERS

In our day hamsters leapt from 90-foot walls onto concrete, worked in a pack to bring down wildebeest and lived to be 14. Return, Viking Hamsters, and toughen up these modern milksops.

TIME

We had it once.



Flapping about on the floor like a fluttering goldfish, these are the things that cause us to fear and to hate.

OPEN-PLAN OFFICES

Whoever came up with these should be taught the error of their ways by having 6,000 people move into their house. They should then be killed to prevent breeding.

MISTIMED ASSASSINATIONS

Yitzhak Rabin was shot THREE DAYS after we finished last month's Points Of View, having had to put in as Comedy Dead Person a horse. Grrrr.

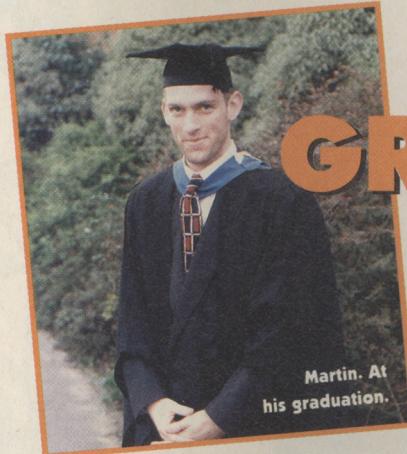
CRETINOUS READERS

If one more rings up asking about hard drives because "I couldn't get through to Amiga Format," we'll jump on their heads.



ABCD 3D

The CD32 version of *Alien Breed 3D* (AP56, 91%) has been released. It is slow, has extraordinarily unpleasant music that you can't turn off, contains no extra levels and, incredibly, retains the copy protection requiring you to type in black numbers from the black pages of a black code-book. It costs £30.



Martin. At his graduation.

PROD ED GRADUATES

Martin the Production Editor has graduated. Here is a photograph of him in evidence.

JONATHAN "A NOBODY"



A few weeks ago, Jonathan Nash was mildly surprised to be asked by Clare from Amiga Technologies UK to ring her boss, Jonathan Anderson, on his private line. Jonathan Anderson, you'll recall, is the man responsible for promoting and selling the Amiga in Britain and for bundling the machine with *Whizz* and *Pinball Mania*. Jonathan placed the call, and was verbally abused for 15 minutes. Here are the highlights.

"AMIGA POWER's been up against Amiga Technologies from day one," said Jonathan (Anderson).

Don't be ridiculous, said Jonathan (Nash).

"Reviews like *Pinball Mania* don't help. What's this – 11%? You're on another planet. I admit it's not great, but other magazines have given it from 75% to 90%."

Like we care, said Jonathan (Nash). If you're so worried about poor marks, why not put some good games in the pack?

"Look, I'll tell you the reason. They're the best games we can get for the pennies we're offering. If

you get a game like *Whizz* with your Amiga, there's an incentive to go out and buy a better one. If we don't work together to make the Amiga work, people here – and you – will be out of a job. I don't like what AMIGA POWER writes. You're out to get us."

What an incredibly insulting accusation.

"I'm telling you now, I'm never speaking to you again. And I'm writing to all the other Amiga magazines to tell them that AMIGA POWER is out to kill the Amiga. And I'm sending a copy of the letter to your publisher, and to your managing director."

Send it to us; we'd be delighted to print it.

"I don't see the point of that."

Well, at least make sure you spell my name correctly, chuckled Jonathan (Nash).

"N – A – S – H, isn't it? N for nobody – because that's what you are – a nobody. Good day," said Jonathan (Anderson).

And with that he hung up.

A BRISK WALK

Why not pause while reading this issue to take a brisk walk? It stimulates the digestion and helps clear the mind all the better to make that important decision.



from the producer of

**AMIGA
POWER**

and the creative talent behind

PC GAMER

comes a new kind of experience...

arcane

the roleplaying magazine 2
(Guns on fire as we sail into Hell)

a Future Publishing presentation.

IT WAS A TIME OF DARKNESS. IT WAS A TIME OF FEAR. IT WAS DIFFICULT TO GET A DECENT CUP OF TEA ANYWHERE IN THE LAND. THE ORCZ WERE ON THE MARCH.

IT WAS TIME FOR A NEW KIND OF HERO.

THAT HERO WAS ARCANE, A MAGAZINE DEVOTED TO ROLEPLAYING IN ALL ITS MYRIAD GUISES. COMPUTER GAMES, TABLETOP GAMES, COLLECTABLE CARD GAMES, FANTASY, HORROR AND SCIENCE FICTION, ALL WERE TO BE FOUND WITHIN ITS BRONZED AND OILY BODY.

Released across the country on Thursday December 14th

Starring STEVE FARAGHER as the kindly king, MARYANNE BOOTH as the illusionist, ANDY BUTCHER as the court scribe, RICHARD GARFIELD as the man who killed dragons and introducing JONATHAN PALMER as 'Teesmade', the stable lad. And not including JONATHAN NASH at all, anywhere, not even under an assumed name. No. Also featuring ENCOUNTERS, a ready-made scenario every month, WORLD BUILDING GUIDE, the news and whys, SKILLS & POWERS, the fab AD&D add-on and MARVEL OVERPOWER, the funky new card game and a cast of thousands.

Based on a continuing script by STEVE FARAGHER and DAN JOYCE, arcanе is brought to you with the assistance of PEARSON NEW ENTERTAINMENT, a shockingly wealthy megacorporation.
1995 somebody else

Family Ties

Sit in a park and point to a random passer-by. They may not know it, but there is a 1-in-7.6 chance their very existence is forfeit to the evil mega-global corporation that even now is being glanced at nervously by the military-industrial complex. Every event in that passer-by's life, from finding the wrong kind of milk has been delivered to being briefly taken hostage in an abortive aeroplane hijack is manipulated by divisions of clerks working to a secret masterplan. We can only try to alert the world to the terrible danger it faces.

This month: ONE-DAY CRICKET LINKED TO REGICIDE

WISDEN – Respected cricketing almanac read by...

JONATHAN NASH – Writer on...

AMIGA POWER – A mighty magazine in the hands of...

SINISTER MEGA-GLOBAL CORPORATION – Grisly producers of...

THE SWEENEY – A tough cop show based in...

LONDON – Site of the Planetarium which owns...

WARWICK CASTLE – A tourist attraction where once...

EDWARD II WAS SLAUGHTERED WITH A POKER

SFX



FREE BOOK!

THIS MONTH'S SFX COMES WITH A FREE 200 PAGE PAPERBACK, FEATURING SHORT STORIES AND EXTRACTS FROM ROBERT RANKIN, ANNE McCAFFREY, KEVIN J ANDERSON, DAVID GEMMELL, GARRY KILWORTH, GEORGE LUCAS & CHRIS CLAREMONT, RAND & ROBIN MILLER, AND TERRY PRATCHETT...

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PLUS! REINVENTING BOND FOR THE '90S, VOYAGER, TERRY PRATCHETT, MR SULU... AND WIN A DALEK!

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

AMIGA POWER RECOMMENDS

Friends, you deserve these games in all their magnificence.

SUPER TENNIS CHAMPS

(AP56, 92%)

Like one of those *trompe d'oleil* paintings (the old ones with two women drinking at a table in a pose you suddenly realise exactly simulates a giant skull and think, "What a colossal waste of energy") the tricksyng-up of *Tennis Champs* lends *Super Tennis Champs* a completely fresh perspective. Strip out all the options and you've still the most playable Amiga tennis game ever. But they haven't stripped out the options, so it has net-clipping, tourneys and THE FOUR-PLAYER MODE OF CHAMPIONS. And everything.

ALIEN BREED 3D A1200

(AP56, 91%)

The latest in a line of games to impress with its technical stupendousness, *AB3D* gives *Gloom* a bunk-up by putting in stairs, water, ricocheting grenades and rocket launchers the size of a duck on a bear. Cries out for 'fast RAM' (otherwise it tends to judder like a Kenneth More open-topped tourer) and has a terrible deathmatch game, but sheer bludgeoning excitement keeps it there at your throat like a school concert tie.

COALA A1200

(AP56, 78%)

The lack of structure to Empire's classy helicopter sim made us Remington Fuzz-Away the hair from our heads, but its terrific fights and unrestrictive approach (for example, you're a neutral observer until you shoot at one side or the other) persuaded us to buy a wig and start going to cocktail lounges again. You'll want more of the game, but what there is is intriguingly nifty.

FLIGHT OF THE AMAZON QUEEN

(AP51, 84%)

Time Warner recently asked for the seventh time if we wanted to review *Amazon Queen*. We replied, as always, that we'd already done it. They without fail were surprised, asked its score and requested we send an issue they could quote from on the box. We said we'd sent so many issues, we hadn't any left ourselves. They laughed politely and left. The game's number seven in the charts, you know.

GOOD STRONG TEA

(AP56, 88%)

A month later, and we've still not tired of Sainsbury's Kenyan Tea. Although we are on the M&S Christmas Tea at the moment. Because we consume mindlessly like cattle.

EXTREME RACING

AMIGA
POWER
PREVIEW

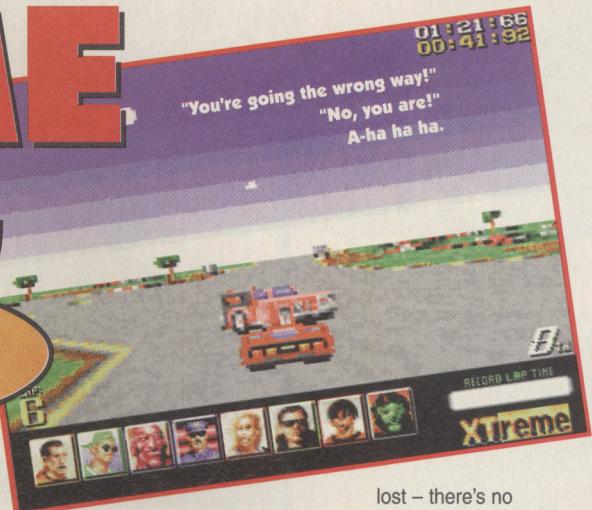
Runs on: A1200
Publishers: Guildhall
Author: Black Magic
ETA: January

People are so stupid. We received this *Street Racer/Mario Kart* clone all of a sudden from Guildhall, and hated it. The vanishing point of the horizon is

about eight feet in front of your car, so instead of memorising a course and playing for the jumps, speed-ups or mystery bonuses,

you repeatedly crash into trees as they lunge at you like a sinister clown. But then, quite by accident, we found the keys that altered the 'camera height' and 'vision depth', and after a good five minutes' concentration found a view that let us play the game properly. We have no idea whatever why *Extreme Racing* defaults to an angle that's absolutely impossible to use and trust it's just because the game's unfinished.

Anyway, a *Street Racer/Mario Kart* clone it is, with comedy cars and everything. It's furiously busy and has a four-player mode, but our demo didn't have the guns in. (Or, indeed, much else. We drove around for a bit, got



lost – there's no

indication you're going the wrong way until a car hits you in the face – zoomed around for another bit but backwards, tried to spot differences in the computer cars' driving but couldn't, and gave up.) "This version is very much a work in progress," ran the accompanying letter. We hope so, because it annoyed everyone who played it. (Then again, so did the preview version of *Guardian*.)

We have a strange tingly feeling that the finished game will turn up at exactly the same time as *Street Racer* and *Virtual Karting 2*. We'll be ready to watch the drunken brawl and congratulate the winner then run away before the police come. ("Or something." – *Everyone in the world*.)

• JONATHAN NASH

CHAIRBALL

We were amazed at the positive reaction to our Office Joust story of two months ago – you can, for example, see in this very issue pictures of AP readers interpreting the game as Student Bedroom Joust (a crime on our part second only to printing photographs of programmers, but, hey, shock is what AMIGA POWER is all about) – and your embracing of the phenomenally transparent follow-up White Collar Workers Can't Jump staggered us like the start of a big driving race. Our idle offer to tell of Chairball (the Wheely-Chair Game Of Champions) elicited a frightening response –

illiterately dozens of people wrote requesting the "rules" and suggesting we "loose the idiot." And when its readers speak, AP can only obey.

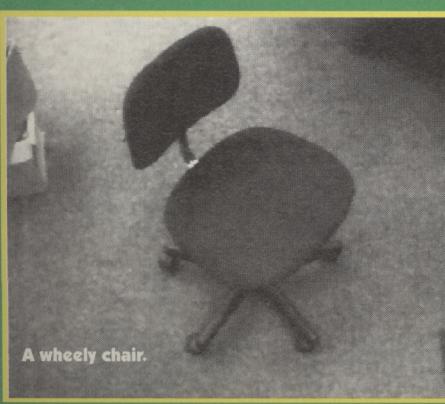
YOU WILL NEED

An even number of players.
An equivalent number of wheely chairs.
A standard wastepaper recycling wheelybin.
A poorly-ventilated office crammed with desks.
A beachball.

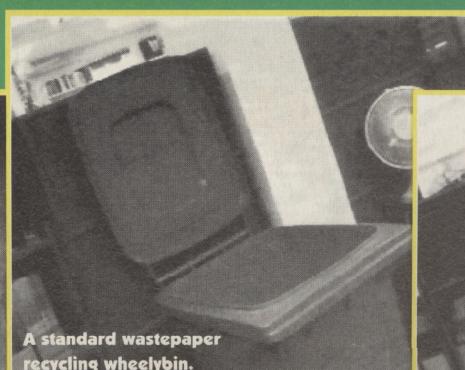
The players divide into two teams. Each player equips themselves with a wheely chair and is not permitted to move from their chair during the match. The ball is thrown into the air and must be 'dunked' in the recycling bin to score a point.

Players are free to wheel their chairs anywhere, but a shooter on the bin must be in contact with a desk by any part of their body. The opposing team must try to block a shot without violating the space directly above the bin. A prearranged number of 'bins' wins the match.

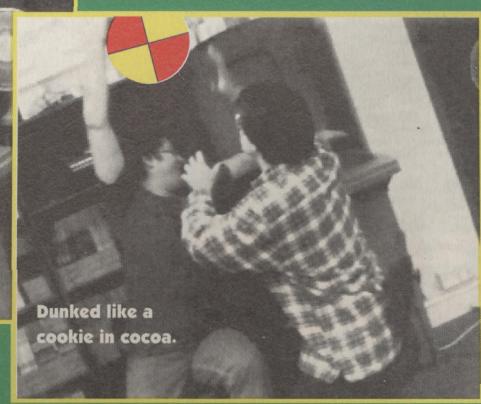
Players intending to challenge the 'chairbound' rule by springing vertically to 'plant' a 'bin' should remember that at the end of the day it is not the winning or losing that counts, but the avoiding detonating the chair's suspension and having a steel tube fired through your hips.



A wheely chair.



A standard wastepaper recycling wheelybin.

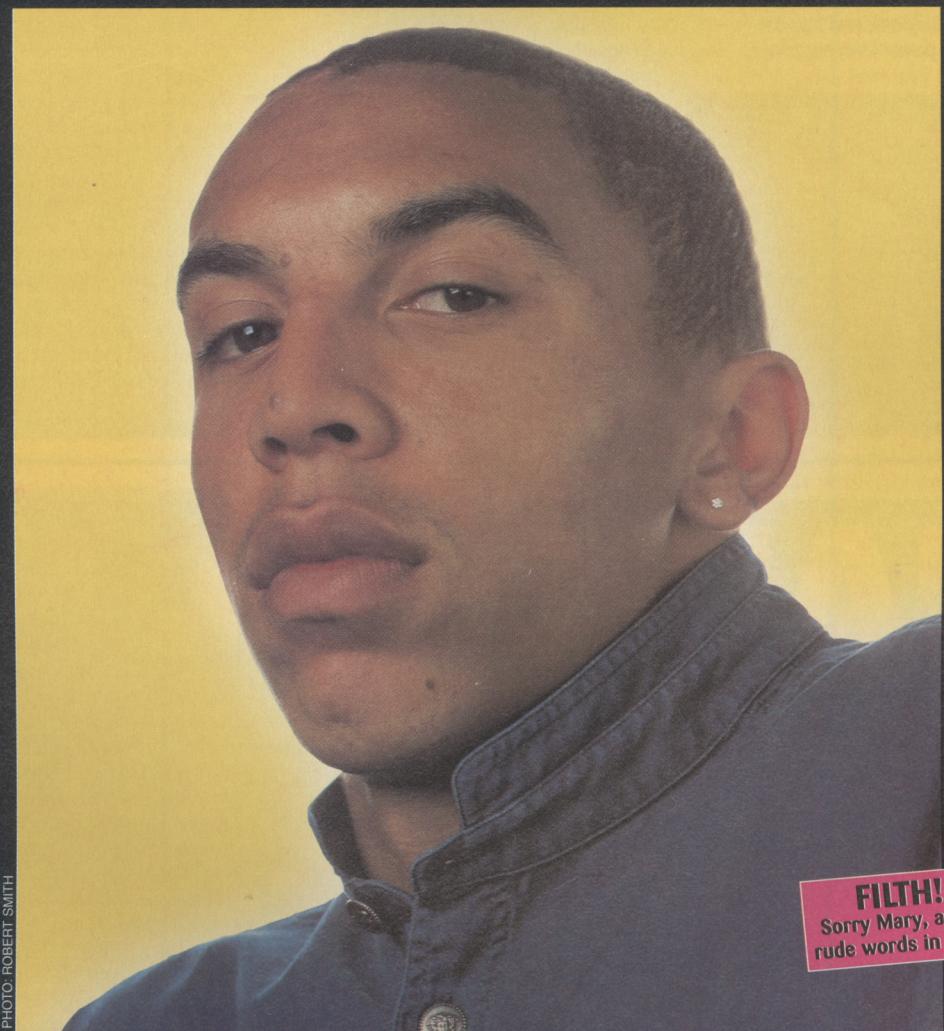


Dunked like a cookie in cocoa.

HE'S SCORED AGAINST NEWCASTLE,
EVERTON, MIDDLESBROUGH AND ARSENAL

NO WONDER CHRIS ARMSTRONG'S SMILING

READ ALL IN OUR EXCLUSIVE INTERVIEW



FILTH!
Sorry Mary, a few
rude words in here!

**TOTAL
FOOTBALL**
ISSUE 5 ON SALE NOW!

<http://www.futurenet.co.uk/outdoors/totalfootball.html>

GAMES

JUST WHAT DO WE FEAR?

SUE HUNTLEY



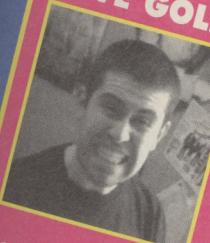
"Wasps," spat Sue. "I like bees. Bees are good. But I kill wasps whenever I can. Cockroaches too – one crawled under the toilet door in primary school and mentally scarred me forever. I like to think I've a healthy fear of pain and death, but what really scares me is getting in an accident and having to have a tube stuffed up my nose. I'd rather be left to die." What an unpleasantly grim start to the issue.

C-MONSTER



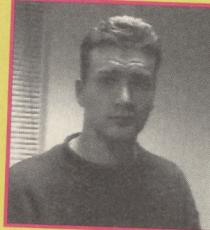
"Mine is a somewhat irrational fear," mumbled C-Monster. "What with being named after Cookie Monster, I'm afraid that Kolchak, the investigative reporter, will eventually find me, and after 44 minutes including commercial breaks I'll be chased out of a window and fall on some railings, although the story will be covered up." But Kolchak is a fictional character. "Yes, but so is Cookie Monster." Eeek.

DAVE GOLDER



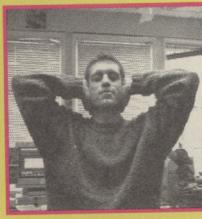
Thought executed by rusty harpoon during the Stalinist purges of the early '40s, Dave was in fact just stunned. He'd come to three months ago, in Suriname, where he'd been living as a West Yemenese fish-packer, and had worked his way back on a San Juanese minesweeper, stalling a mutiny just off French Guiana by killing the first mate in single combat. And, Dave, you fear? "Stepping on slugs in my bare feet." Blechhh.

JONATHAN DAVIES



people talking about old children's television programmes." So you fear nothing? "Nothing. Especially not – and I'd like to make this quite clear – especially not girls. At all."

MARTIN AXFORD



"I live in mortal fear of Notts County being beaten by Forest," said Martin, who plays Sunday football for a local team officially recognised as the worst in Britain, thankfully returning us to an atmosphere of light entertainment. "But more than that" – uh-oh – "I'm scared of ever losing my senses. Especially my sight and my hearing." There was a long pause. "And my speech."

TIM NORRIS



"I have a fear of certain names," explained Tim. "It's called onomatopoeia – I looked it up." And which names? "Macaulay raises a flutter, as does Colin." But these are names which any right-thinking person would shy from. What's the name that keeps your bedside lamp on at night? Tim looked uncomfortable, and his voice sank. "It's Stuart N Hardy of Sheffield," he whispered. Aaarghh.

CAM WINSTANLEY

"I'm terrified of needles," said Cam, "which is a drawback when I have to go to the hospital for a blood test. I always explain to the nurses that they'll have to wait for me to compose myself outside and then, as I stride in purposefully and ready to catch me as I fall. They always laugh it off because I'm 6'5 and 18 stone, so I always hit my head on the floor when I faint. Grrrr."

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, average games get an average mark. Crap games get single figures, average 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 give a sound mark based on the game as a whole.
4. We're hard but we're fair.
5. "I fear being ignored," said Jonathan Nash.

22



Zeewolf 2, like the original, features some premium explosions.



Enemy choppers coast gracefully into the ground. It's beautiful.

ZEEWOLF

It'll huff, it'll puff and it'll blow your house to kingdom come.

Runs on: A500, A600, A1200

Publisher: Binary Asylum

Author: In-house

Price: £30

Release: Out now

noted in the original review (90% for A1200s, 74% for A500s), the running speed's so low on anything but the 1200 as to make it little more than a demonstration of the graphics. Even on a 1200 the game slows down noticeably when the action throws explosions, rockets and numerous vehicles onto the screen, while on a 500 it practically stops.

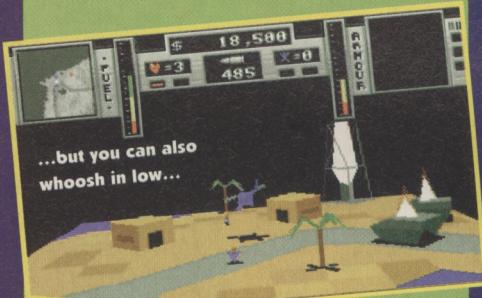
As with its predecessor *Zeewolf 2* has 32 missions based around your hi-tech helicopter. The mission objectives are strikingly similar to

EA's *Desert Strike*, and take the form of rescuing soldiers, moving equipment using a winch with the vehicle slung under the chopper, escorting friendly planes and helicopters and, of course, blowing things up. The graphics are hugely reminiscent of David Braben's *Virus*, with a multi-directionally scrolling patchwork of squares sliding in and out of the darkness that borders the play area on all sides.

The most noticeable differences between this and the original are aesthetic – the presentation and scenery clearly rejuvenated in the sequel. The screen dressing's much better, with the map and

COOL THINGS TO DO

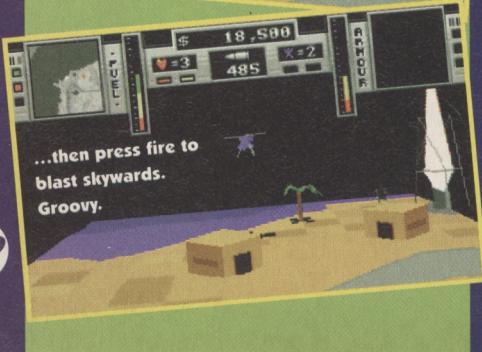
Thankfully, *Zeewolf 2* allows you to do things that aren't strictly necessary, but look pretty good anyway. For example, you can hover and land...



...but you can also whoosh in low...



...drop the landing gear at the last moment...



...then press fire to blast skywards. Groovy.

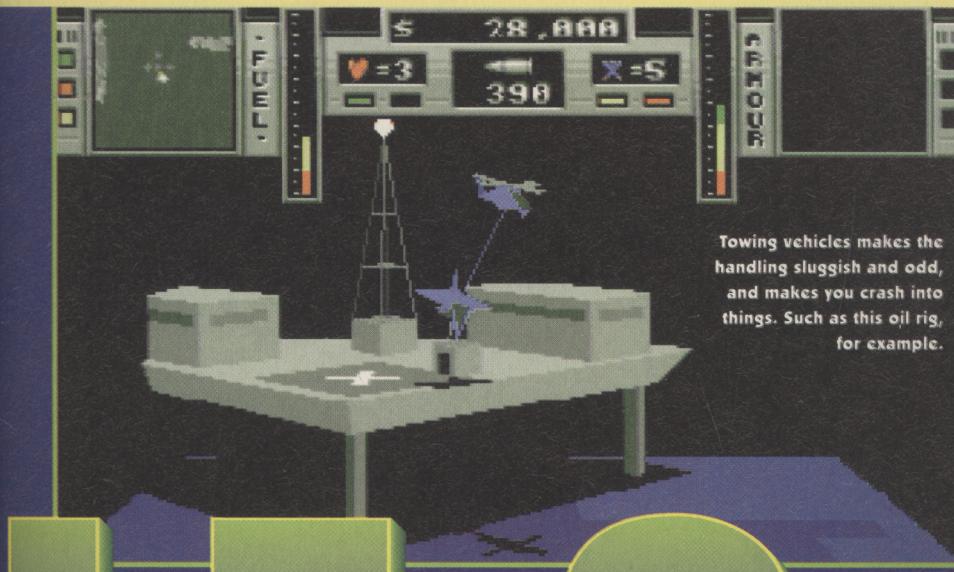
Game sequels are a right pain to review. The problem is that the second version of any game is invariably the same as the first only with the bugs removed, so everything I'd like to say was said in the first review. (Honours in this case go to Jonathan Davies in AP44, whose in-depth and exhaustive review covered *Zeewolf* comprehensively.)

You'll appreciate this makes my job more difficult, so forgive me if I moan at any great length. That aside, I want to make something quite clear from the outset. If you have an A1200, then buy *Zeewolf 2* because it's great. But if you haven't, then don't. *Zeewolf* prides itself on being compatible with all Amigas and, in the sense that it runs on them, that's true. However, as was

"In and out of the darkness"



Sadly, supporting friendly aircraft in attacks isn't as exciting as you might think.



ZEEWOLF 2



weapon boxes now bordered by a suitably militaristic display. Of this I approve. The scenery has also benefited from an extra year of thought, with the plain bunkers and huts now complemented by cottages, oil rigs, pyramids, tower blocks and other larger structures. Some of these affect the game (anti-aircraft guns, for example, are frequently mounted on concrete plinths, making them invulnerable to low level rocket attacks) but most of them just look pretty. These may be subtle improvements but the combined effect of the smoother coastlines, varying terrains and larger vehicles is impressive. *Zeewolf 2* is a visually stunning game.

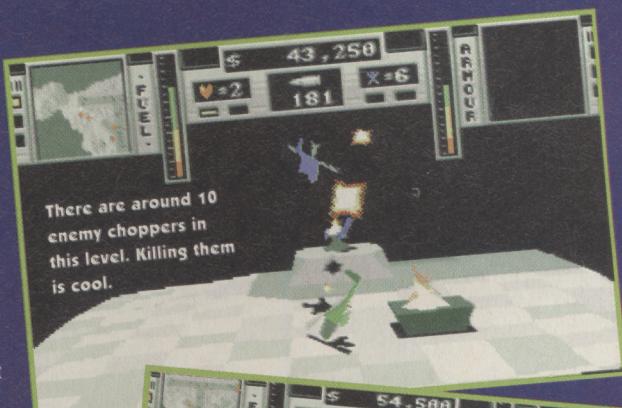
Like a piece of resubmitted homework, the obvious errors of *Zeewolf* have been corrected. Blissfully, enemy vehicles DO now vanish from the scanner once you've destroyed them, your semi-

automatically targeted weaponry NO LONGER locks on to burning hulks instead of live and mad enemies and EVERY level has a password.

After *Zeewolf* there was room for improvement and this sequel is, indeed, better – original criticisms have been heeded and in terms of sheer firepower-based shooty action, *Zeewolf 2*'s one of the best things the Amiga's ever seen.

FLOATING

Now consider this – all that I've mentioned so far amount to mere modifications. A new game requires new ideas and, in this case, it's remote-controlled vehicles. In the course of the game you can land the chopper next to a remote-link tank and control a transport chopper, a VTOL plane, a tank and a gunboat. Although not exactly a new idea (*Jungle Strike* did pretty much the same thing) it does open up all sorts of possibilities for different tactics – like driving the tank into an armoured bunker to



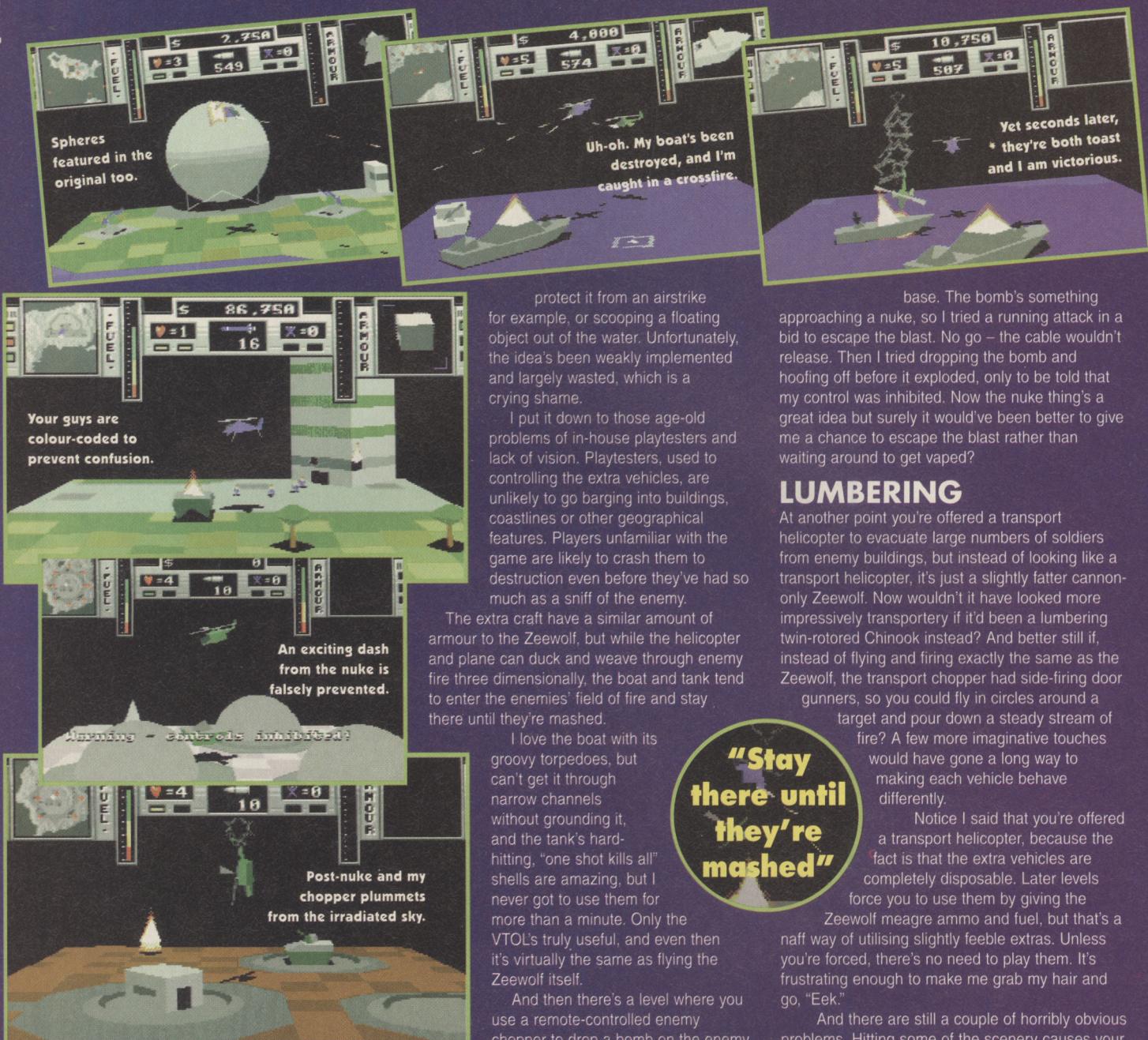
"Most of them just look pretty"



MOUSE MADNESS

Both *Zeewolf* games can be controlled two ways. For beginners, and for everyone else, I recommend the joystick/joypad option. In this mode, the helicopter flies in the direction you choose, JUST LIKE THE REAL THING. Altitude is controlled automatically and is dependent on your manoeuvre, so if you're flying low and want to turn 180° then the chopper rises, turns and dives back down again. Just like *Airwolf* in fact, only without Jan Michael Vincent.

I'm assured by *Zeewolf* veterans that in order to savour the full delights of the game, you need to use the mouse. This system uses mouse movements to tilt the helicopter and the second mouse button to thrust in that direction which, I'm told, offers a remarkable degree of control that's essential for later, harder missions. I just crash all the time but hey, at least the option is there.



protect it from an airstrike for example, or scooping a floating object out of the water. Unfortunately, the idea's been weakly implemented and largely wasted, which is a crying shame.

I put it down to those age-old problems of in-house playtesters and lack of vision. Playtesters, used to controlling the extra vehicles, are unlikely to go barging into buildings, coastlines or other geographical features. Players unfamiliar with the game are likely to crash them to destruction even before they've had so much as a sniff of the enemy.

The extra craft have a similar amount of armour to the Zeewolf, but while the helicopter and plane can duck and weave through enemy fire three dimensionally, the boat and tank tend to enter the enemies' field of fire and stay there until they're mashed.

I love the boat with its groovy torpedoes, but can't get it through narrow channels without grounding it, and the tank's hard-hitting, "one shot kills all" shells are amazing, but I never got to use them for more than a minute. Only the VTOLs truly useful, and even then it's virtually the same as flying the Zeewolf itself.

And then there's a level where you use a remote-controlled enemy chopper to drop a bomb on the enemy

base. The bomb's something approaching a nuke, so I tried a running attack in a bid to escape the blast. No go – the cable wouldn't release. Then I tried dropping the bomb and hoofing off before it exploded, only to be told that my control was inhibited. Now the nuke thing's a great idea but surely it would've been better to give me a chance to escape the blast rather than waiting around to get vaped?

LUMBERING

At another point you're offered a transport helicopter to evacuate large numbers of soldiers from enemy buildings, but instead of looking like a transport helicopter, it's just a slightly fatter cannon-only Zeewolf. Now wouldn't it have looked more impressively transportery if it'd been a lumbering twin-rotored Chinook instead? And better still if, instead of flying and firing exactly the same as the Zeewolf, the transport chopper had side-firing door gunners, so you could fly in circles around a target and pour down a steady stream of fire? A few more imaginative touches would have gone a long way to making each vehicle behave differently.

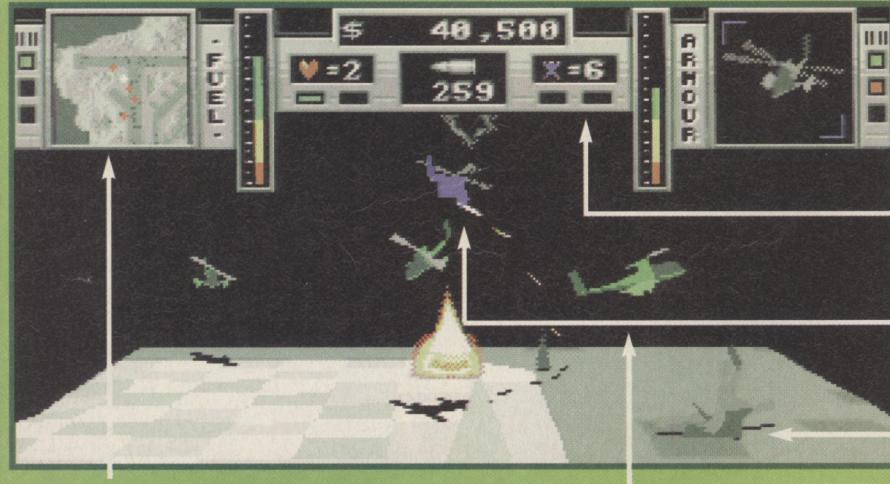
Notice I said that you're offered a transport helicopter, because the fact is that the extra vehicles are completely disposable. Later levels force you to use them by giving the

Zeewolf meagre ammo and fuel, but that's a naff way of utilising slightly feeble extras. Unless you're forced, there's no need to play them. It's frustrating enough to make me grab my hair and go, "Eek."

And there are still a couple of horribly obvious problems. Hitting some of the scenery causes your

"Stay there until they're mashed!"

THE SECRETLY IRONIC 'WHAT DOES WHAT' BOX



This little scanner allows you to line up on multiple targets and rocket the heck out of them in one awesomely superb strafing run.

Enemy helicopters are, in my opinion, the best foes in the entire game. They weave well, and die marvellously. This one's due to go any second.

To the left is the semi-automatic targeting system. Depending on how good a lock you have on a target, the image will be either sharp or fuzzy. Even then though, you have to have your nose pointed in the right direction to score a hit.

I'm carrying six soldiers at the moment. For each one I return to the Zeewolf base ship, I get some of my armour back. Six guys should just about put me back up to full strength.

Spitting fire, and in completely unsuitable bright blue, this is you, the Zeewolf. Actually, this is an English game, so shouldn't it be the Zedwolf?

This is, or rather was, a helicopter. They explode hugely and burn out noisily for a few minutes. There's no way the pilot walked from this one.



vehicle to recoil slightly, and all too often, this bangs you into something else. Time after time, I've blasted my way through the enemies' defences only to clip a house and lose all my armour in a staccato burst of hitting the house, hitting the ground, back to the house and BANG, I'm dead. How infuriating.

NEEDLESSLY

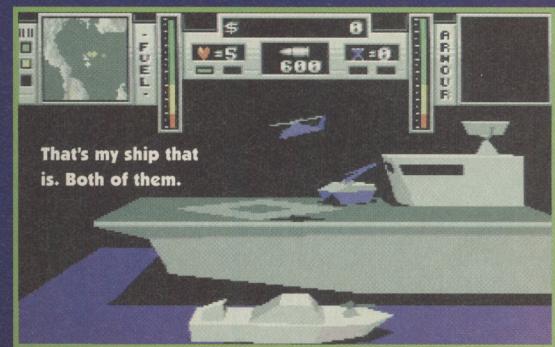
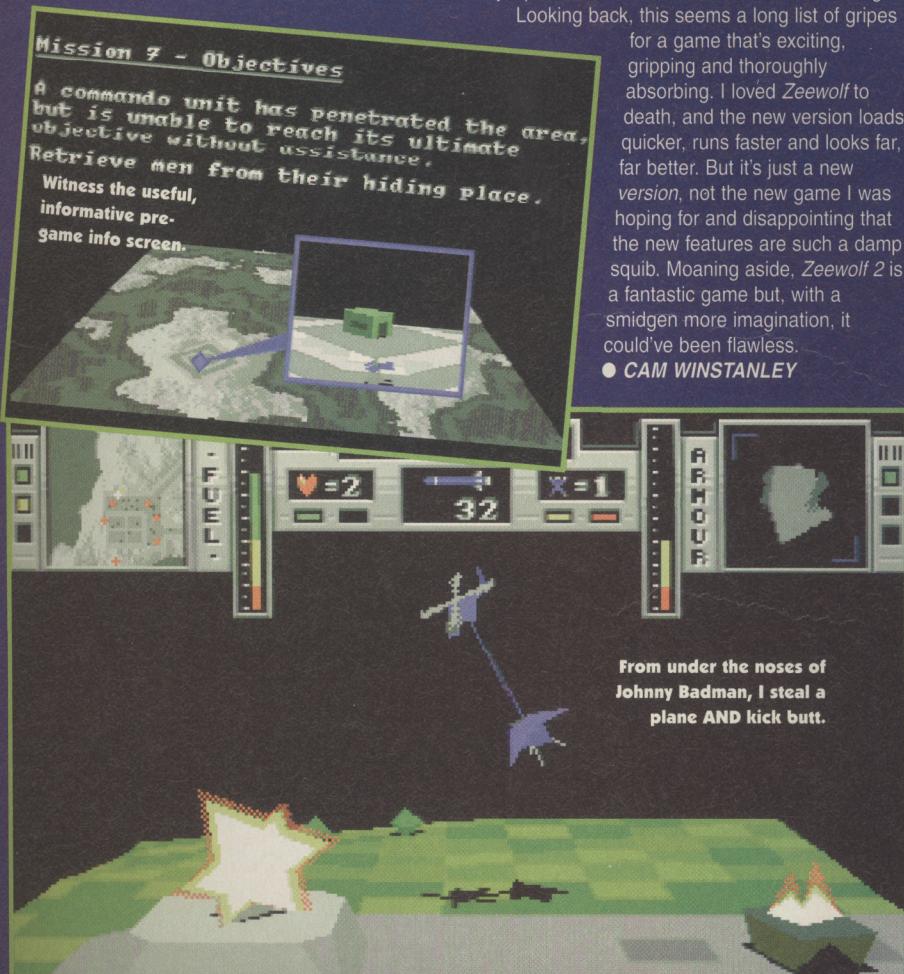
Although you're given a wonderfully detailed briefing at the start of the level, the in-game briefings are needlessly sketchy. Am I likely to remember which bunker I'm supposed to pick up the commandos from ten minutes after the briefing? No I'm bloody well not, and the lack of a dot on the map marking their location has been enough to force me to abandon the mission and start again. And then if I've accidentally wasted them all with a poorly aimed missile, (thus preventing me from completing all my objectives, thus preventing me from finishing the level) at no point does it inform me that I'm wasting my time. That's just sloppy.



And one final thing. I was only given the first six passwords which, in itself, is a bit barmy. Codes for levels 15, 22 and 30 would have been far more sensible. However, as I battled through to the half way point, I noticed a sinister change in the mission structure. The gunfests, where it's just you in a thrilling battle against eight or nine enemy choppers, have disappeared. Instead, you start with 20 cannon shells and are forced to scrounge around looking for extra rockets here or three missiles over there. Not only is this no fun at all, but it's also an odd idea for a semi-auto-targeting game. What happens if I line up on a supply dome, but my gun locks on to a nearby tank and my final shells are wasted? I have to restart the mission, that's what happens. I've a nasty feeling that this sort of tedious ordnance accountancy plays a major part of later missions, which would be tragic.

Looking back, this seems a long list of gripes for a game that's exciting, gripping and thoroughly absorbing. I loved *Zeewolf* to death, and the new version loads quicker, runs faster and looks far, far better. But it's just a new version, not the new game I was hoping for and disappointing that the new features are such a damp squib. Moaning aside, *Zeewolf 2* is a fantastic game but, with a smidgen more imagination, it could've been flawless.

• CAM WINSTANLEY



UPPERS One disk that loads quickly. Two remarkably different control systems. Burning vehicles that crackle and fizz as you pass them. Astonishingly smooth and detailed graphics, a boat that rocks backwards as it accelerates and some of the best explosions of all times. Varied missions and bucketloads of ammunition to shoot. The red missiles fired from the VTOL are excellent.

DOWNERS Unconvincing friendly planes that fly obviously set patterns and can't defend themselves, a worrying trend towards making every shot count on later missions, sketchy in-game briefing screens, annoyingly destructive collisions with buildings and extra vehicles that are completely wasted in the game.

THE BOTTOM LINE

Better than the original and a superb game in its own right, *Zeewolf 2* kicks righteous ass in the world of video games. Time and again, Amiga programmers throw up the kind of thing that's light years ahead of the mass-produced console drivels. It's a real shame that they didn't make it radically different from the first game though.

90
PERCENT

THE BOTTOM LINE

A500 Slow to the point of annoyance. The lag between you wanting to do something and it actually happening cripples all enjoyment of the game. Infuriatingly, you can see just how great it should be, but I found it completely unplayable. Try the coverdisk to see what you think.

65
PERCENT

LEADING LAP

Once you've gone round Silverstone 27 times it gets a teeny bit dull. Like this.

Runs on: A500, A600, A1200
Publisher: Black Legend
Authors: Kellion
Price: £26
Release: Out now

There was bound to come a time when we just looked at computer games and said, "Why?" We've already said, "Wow!" a couple of times. And there have been a few occasions upon which we've said, "No..." We've said, "By Jingo," more than once. And I remember asking, "How?" sometime early in 1993.

But now the time has come for "Why?" Why ever on earth do we need another 3D polygon-type motor racing game-thing with a small assortment of cars, drivers and courses? I mean, why? WHY? ANSWER ME.

Actually, I've been wondering "why?" for most of this month as I've looked at game after game that seem, in the great scheme of things, to be a totally unjustified waste of everyone's valuable time. When I started working for AP in issue 16 (just after the Matt Bielby 'Golden Age') there were seemingly countless racing games around. There have been many more since, looking at the motor racing world from every available perspective. There have been arcade-style games. Full-on simulators. Motorcycle games. We've

"The middle distance objects"

had sprite-based scrolling background games. Scaling polygon 3D games. Top-down slippery-slidey games. Games involving small, heavily promoted toys. And now there's this. Another polygon 3D arcade racing game. "Welcome to the racing game that will change your life!" says the manual, carelessly ignoring the advice Stuart Campbell once gave me that Exclamation! Marks! Are! For! ("High Street Bankers!" - Ed). You're welcome to it, mate.

The hyperbole continues: "Well, what if we told you that this was the most addictive, most exciting, most playable arcade racing game ever to grace an Amiga, and that it was the most powerful 3D polygon engine yet seen on an Amiga Technologies machine?" Honestly? If you really tried to tell me that to my face, my old lovelies, I'd probably snort. Derisively.

Addictive it certainly isn't. Being an 'arcade racing game' it has neither power-ups nor any options for tactical tweaking of cars. This makes it instantly accessible but leaves it, sadly, with all the depth of the toddler pool at Easton Leisure Centre

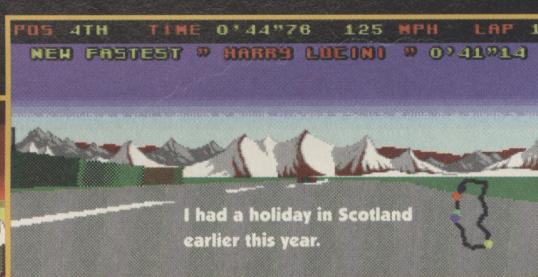
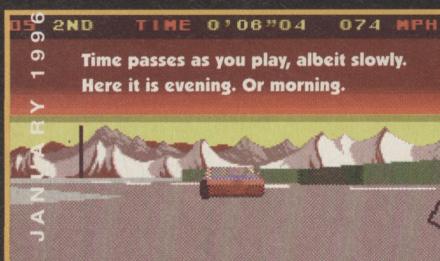
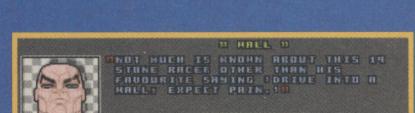
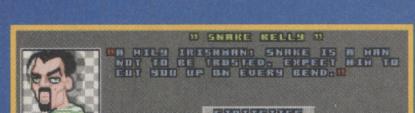
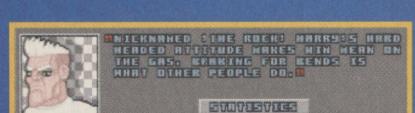
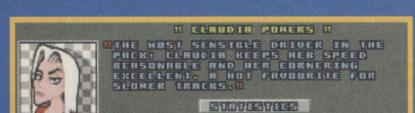
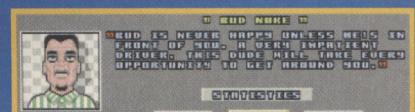
and the life expectancy of a dormouse at a tabby cat convention. *Leading Lap's JUST ANOTHER RACING GAME.*

FULL THROTTLE

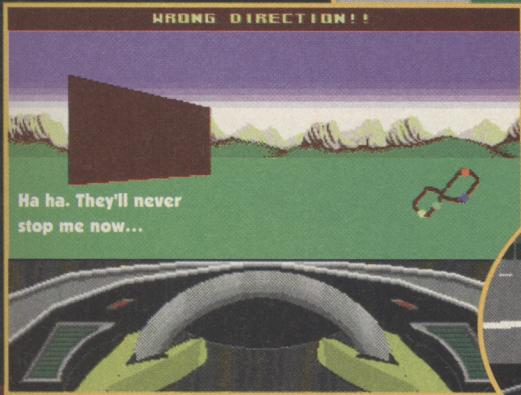
Ah, but what about exciting? Well, no, I didn't find it very exciting at all. You hold the fire button down for full throttle and steer round a course. You slow down for bends and watch the pretty scenery in the distance while middle distance objects grow and then slip past you. There are four other cars on the road. If you're any good they're all behind you so you don't see them. If you're bad they're all in front of you so you don't see them. If you're average two of them are in front of you and two of them are behind you and they're quite widely spread out so you rarely, if ever, see them. And you keep racing

MUG SHOTS

Or the inevitable character box. These are the five ugly characters. Choose one or, race... against... the others...



G



until you get to the end. If excitement is in the eye of the beholder I didn't behold any. It's JUST ANOTHER RACING GAME.

What, then, about playable? Well, you choose one of three cars (fast=difficult and fragile, slow=easy and robust, and middling=middling). You choose one of five players (each with their own characteristics and abilities) after reading their not-quite-hilarious biographies. And then you hold the fire button down for full throttle and steer round the twelve courses (but I've already said that). The (switchable) map of the course takes some getting used to – it turns so that you're always driving up the screen – but other than that it's quite straightforward. So while it's playable enough it's scarcely "the most playable". That seems to imply that it has some appeal beyond being easy to get to grips with. And it doesn't. It's JUST ANOTHER RACING GAME.

And then we come on to "the most powerful 3D polygon engine yet seen on an Amiga Technologies machine." Now, I'll confess up front that I'm no techie – I can tell a hard drive from a coffee machine, but I'm not in any way qualified to comment upon the relative merits of polygon scaling routines. But, I ran *Leading Lap* on the AP office A1200 – a bog-standard almost-straight-out-

"Tangible absence of whizz"

of-the-box machine with a hard drive and an external floppy drive. Then I ran it on the other AP office A1200 – an almost identical machine but with a bit more memory.

It was certainly quite a competent 3D routine, but there was noticeable jerkiness and a tangible absence of whizz. I tweaked the display options and set it for minimum detail at all levels. It was certainly less jerky and had about it much more of an air of whizz, but the shrewd observer might suggest that this was because there wasn't actually

anything for the computer to do except scroll the road. So, it seems to run at anything between 'quite good and a little jerky but very pretty' to 'quite fast but nothing to look at except the road'. It



might well be the "most powerful 3D polygon engine yet seen" for all I know, but it didn't astound me in any way with its brilliance. And technical expertise doesn't really count for anything anyway because it's JUST ANOTHER RACING GAME.

But I don't want to leave this 3D thing yet, because I noticed a few other things. The mid-distance obstacles (the trackside stuff) draw in as you approach them. They don't start very small and then grow and grow until they flash past you.

Instead, they appear a little way ahead and then grow a bit before they flash past. This is most noticeable – you're using the external views when it looks as if there are only a limited number of buildings and someone has to pick up the ones you've driven past and run to the other end of the line with them to make it look as if there are more. Worse still (again in the external views) is that the road itself sometimes seems to be

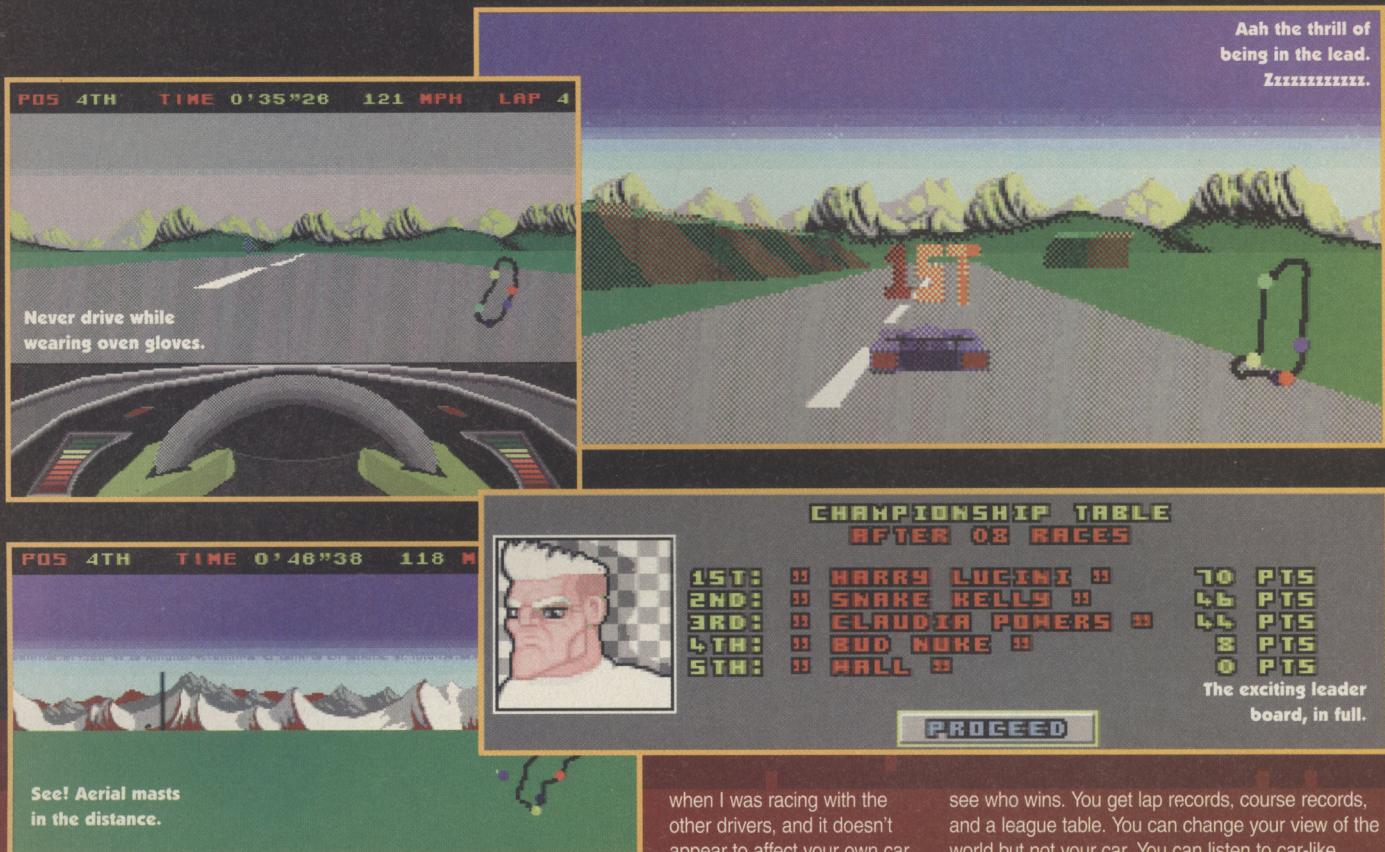
POS 3RD TIME 0'19"

Always use the interesting pictures biggest, my grandfather used to say.



Thankfully this isn't slippery or slidey. Well done the programmers.





being built as you drive along it, giving you very little notice of what's coming up.

HOSTLY MANNER

Some trackside obstacles aren't even solid. You can drive through them and out the other side in an eerie, ghostly manner. This also happens with the other cars. Or does it? Or DOES it? OR... oh, I can't be bothered. There's a pleasing selection of camera angles, including a set which lets you see the race from the point of view of the other cars (although if you choose to race with any of your competitors, your own car just stops, so it's not really of any practical value).

Anyway, I have to confess that I only saw the 'transparent obstacle' phenomenon

when I was racing with the other drivers, and it doesn't appear to affect your own car. Still, even if it only happens to the computer-controlled cars, it's not really fair, is it? How come they can drive through walls and each other when I have to avoid hitting anything? Hmm?

So what else is there? Well, a serial link to double the pleasure (if you have a friend who wants to play JUST ANOTHER RACING GAME with you) and an irritating manual with a desperately funny 'Quickstart' section that tells you how well written the rest of the manual is and how you ought

to read it. Laugh? I thought I'd never start.

And there you have it. Compete against four other drivers in a series of twelve ('illegal' - how deliciously naughty) races around the world and

see who wins. You get lap records, course records, and a league table. You can change your view of the world but not your car. You can listen to car-like noises and occasional voice samples that tell you how you're doing. The scenery changes from course to course around the world and is quite entertaining. The weather changes, as does the time of day (though you have no control over it). The skies are pretty. The backgrounds are pretty. The courses are varied and each have their own little tricky bits for you to overcome. But so what? Everything else about it is so desperately ordinary that you're really not going to want to come back to it time and again.

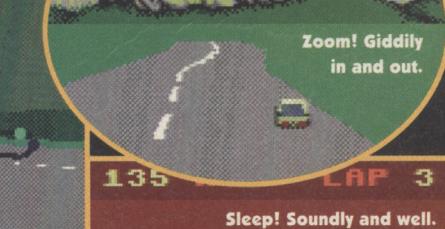
A quick glance at the credits shows that they did their own playtesting - if only they'd given it to someone who wasn't in any way involved in the project they'd have realised much sooner that it's JUST ANOTHER RACING GAME.

"Play *Leading Lap* for a couple of minutes and we think you'll agree with everything we've said so far," enthuses the manual. No, I think they'll agree with everything I've said so far. It's JUST ANOTHER RACING GAME.

• **TIM NORRIS**

Drive past!
Abandoned pillboxes.

"You can
listen to
car-like
noises"



135 LAP 3

Sleep! Soundly and well.

JANUARY 1996

AMIGA POWER



UPPERS Quite a competent 3D routine. Easy to get into. It has fairly pretty backgrounds.

A1200

DOWNERS It's all been done many, many times before.

THE BOTTOM LINE

It's just another racing game. No, really.

57
PERCENT

THE BOTTOM LINE

A version for the A500 and A600 is coming out but we haven't played it. Yet.

A500

AP's only remaining football fan plays SWOS '96 and says, "Oh what?"

SWOS '95-96

Runs on: A500, A600, A1200
Publisher: Renegade
Authors: Sensible
Price: £25
Release: Out now

After playing SWOS '96 ('95? I don't think so) under Jon Hare's watchful eye for the best part of four hours, I didn't need reminding but he insisted. "This isn't just a debugged version," Jon enthused, "it's the SWOS we've always wanted to do. I just want you to make that clear." Understandably so for if the original SWOS was a Mars bar, then the '96 tagged on the end of this new one is truly the 'now even smoother' improvement. Only the ingredients which have made '96 smoother aren't edible. Natch.

Just as two new summer signings revitalise a side, so too do the couple of matchplay features added to SWOS '96. Explode the myth that you cannot play a ball in behind the back four by using the aftertouch control then eagerly watch as you split the defence in half, sending your attacker racing through with only the keeper to beat, before he unleashes a powerful drive into the top, er, stand. Erk.

However, the ball took a deflection and so it's time to swing in the corner to the far post and hope that someone gets a... hang on, he just headed the ball! And sure enough the action replay clearly shows your centre-back timing his run to perfection and nodding the ball into... the keeper's arms. Pah.

As with most domestic clubs each SWOS '96 squad now features reserve players and trialists, although their names are made up. But before staking your reputation on young Billy Jones in a Cup Final having never seen him play, it's now possible to watch him on the training ground prior to team selection in the 'B' team or alongside 'A' team regulars, either of which is an

obvious advantage. Should Billy come up to scratch and make the team, his performance can be assessed with ease by singling him out from the rest of the team with a flashing symbol appearing above his head for the entire 90 minutes. Or three minutes. Or however long.

MILICHP

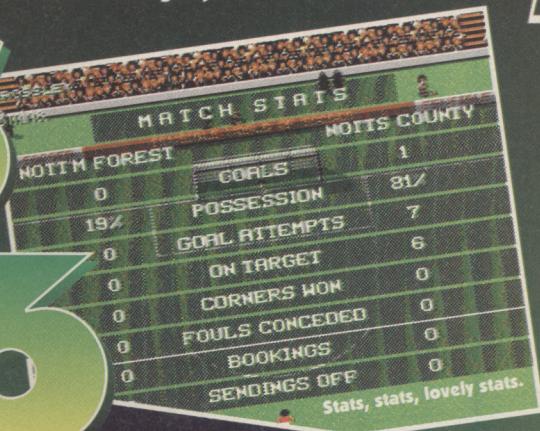
Unless you appoint yourself in the ruthless position of manager (when it's essential to know the market value of players), all players are now rated according to their ability by a series of stars and letters. Stars progress from a small dark red star (poor) to a large white (excellent) and the letters denote particular strengths such as 'H' for heading or 'F' for finishing.

A quick glance at the teamsheets will tell you that they've all been updated as have each team's home and away colours. But whether Abdelaoui really does play for CA Batna is anybody's guess. Still, as long as the likes of Devon White and Paul Devlin appear in Notts County's line-up I'm satisfied.

International football. Should you successfully manage a top domestic club then you stand the chance of being rewarded with the offer to manage a national side and consequently choose your entire squad. Sir Bert will allow you to select Le Tissier, award your favourite Hartlepool striker his first international cap and replace ex-England boss Venables's daft Christmas tree with a more orthodox 4-4-2 formation. However, manage Notts successfully and Bolivia want your services. Great.

So, forget SWOS being awarded the highest ever mark in the history of all things (95% - AP44), SWOS '96 is not only better, it is the most fantastic game I have ever played. Apart from football, natch.

• MARTIN ALEXANDER



UPPERS Aftertouch control and heading mean SWOS '96 plays superbly while the new player rating system, scouting, reserve and trial players, training mode and international job offers are improvements not gimmicks. And they've debugged it. Honestly.

DOWNERS You are joking. Aren't you? (No. Our team's not in it. - Ed.)

THE BOTTOM LINE

I don't believe this will ever be beaten and cannot, therefore, award it less than a mighty...

96 PERCENT

THE BOTTOM LINE

Yes. Or no. It depends which question you asked.

WORMS

Our neighbours on Amiga Format have been playing this continuously. We have erected some bookcases between our two offices.

NOMENCLATURE

Probably the most enjoyable aspect of *Worms* is the naming of your team, which can be done in a humorous manner.



How about, for example, a clever play on the game's name? Here we've named our worms after different types of worm.



Or how about naming your team after the members of AMIGA POWER? (Or 'AMIGA PO', as *Worms* would have it.) Here Jonathan, Martin, Sue and... Ah. It seems to think there's already a 'Sue', even though we deleted the team 'JD + Sue' several hours ago.



Okay, forget that. Let's have boring names, like John and George. Except they seem to be taken as well, although our attempts to find a team called 'Fab Four' to delete them from ended in failure.

Runs on: A500, A600, A1200

Publisher: Ocean

Developer: Team 17

Price: £30

Release: Out now

A review in AMIGA POWER has two purposes: to explain the operation of a game, and to convey the reviewer's opinion of it.

In the case of Team 17's much delayed *Worms*, the first bit is simple: it's *Scorched Tanks*, the PD game where you take it in turns with Player 2 to fire cannonballs at each other's tanks, except with more tanks, the option to move about, a wider variety of weaponry, and other modifications.

The second bit, however, is more difficult. In fact, having been to the shops and purchased a copy of *Worms* (Team 17, of course, still being unwilling to send us copies of their games to review), I find myself unable to decide whether or not you would be advised to follow suit. Instead I have compiled a multiple-choice questionnaire, and suggest that you 'do' it, make a note of your answers, tot up your score and check it against the 'How Did You Score?' section at the end.

1. It's called 'Worms', and in it you control a worm. Do you:

a) Snigger uncontrollably for up to 20 minutes, eventually collapsing on the floor unable to breathe

"What about the Clangers, eh?"

and having to be taken away in an ambulance

b) Sigh, and mutter something about programmers

c) Refuse to become involved with it

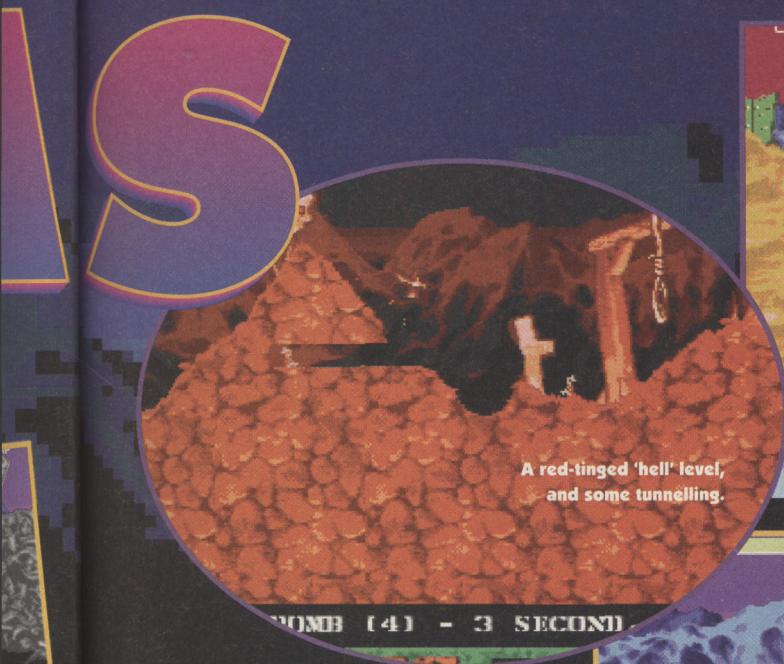
2. After a brief search of the surrounding area, you locate:

a) No one at all
b) A friend
c) Up to sixteen other players

3. Upon discovering that the worms in one of the pre-programmed teams are named after old children's television programmes, do you:

a) Say "Cor, yeah, I remember them. And what about the Clangers, eh? And whatever happened





BOMB (4) - 3 SECOND

to Spangles? Eh?"

- b) Close your eyes and think very hard about something else
- c) Punch the wall

4. You have to think up some names for the four worms in your team. Do you:

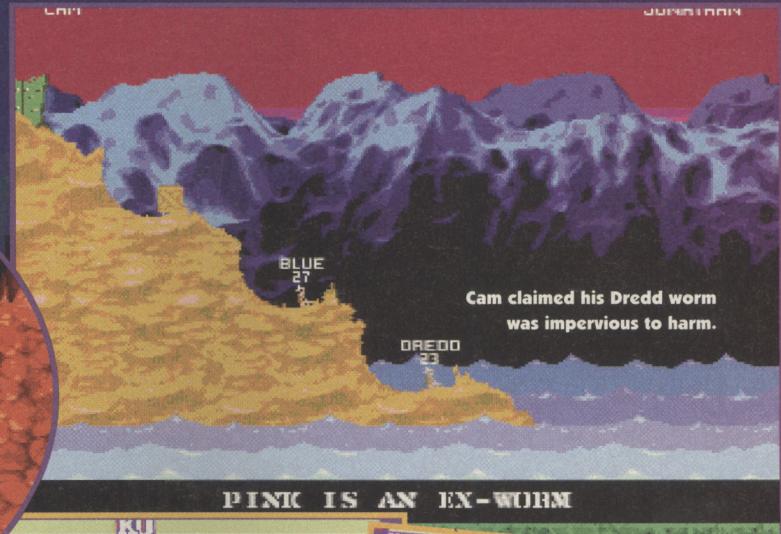
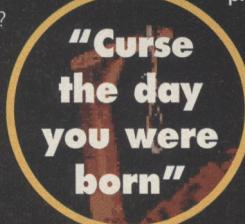
- a) Gleefully run through your entire vocabulary of swear words and anatomical terms, your typing made difficult by protracted bouts of convulsive sniggering
- b) Stick with the default old children's television programmes
- c) Plump for '1', '2', '3' and '4'

5. Although the backgrounds are quite attractive, with levels generated at random in settings like the desert and a scrapyard, the worms themselves are minuscule, and impossible to distinguish when they overlap. Your reaction?

- a) "Look at the animation, though, eh? Brilliant! Did you see that, when he did a karate kick?"
- b) "Gameplay, that's what it's all about. Yeah. *Sensible Soccer* etc"
- c) A wry smile as you imagine the Play Station reviews

6. It turns out that speeded-up samples are used to provide the worms with amusing squeaky voices, with which they can say things like "Hiee-ya!", "Oof!" and "Stupid!" Do you:

- a) Cry "Ha ha ha ha ha! Brilliant! Did you hear that? Excellent! And certainly not, for example, a

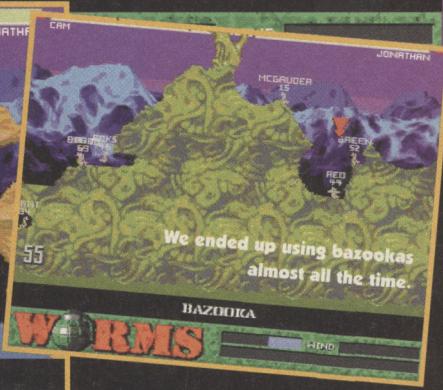


PINK IS AN EX-WORM



GET 'EM DRED

WORMS



WORMS

TWO GROUPS OF PEOPLE

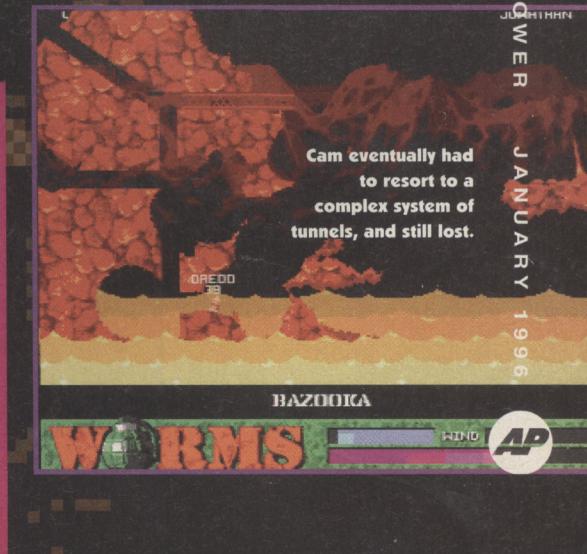
Will you like *Worms*? To assist you, we have compiled two lists of people, and their likely opinion of the game. You have merely to decide into which group you most nearly fit.

The following people would probably like *Worms*

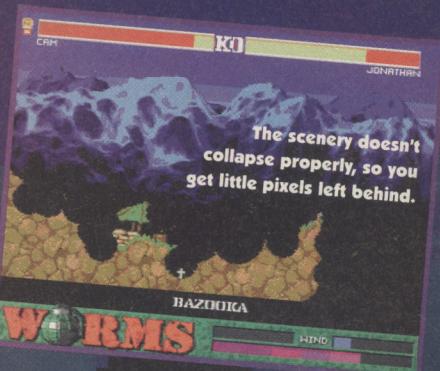
Princess Diana
Margaret Thatcher
Tiff Needell
Cher
Alex 'Hurricane' Higgins
The Easter Bunny
Pamela Anderson
Fred West

The following people would probably not like *Worms*

Kate Bush
Sir Lancelot
Victor Kiam
Delia Smith
Fungus the Bogeyman
Charlie Daniels
Yoda
Guy Gibson



WORMS



effectively gets four goes for each go mine get. So if, for example, one of my worms is standing helpless next to yours, you can kill him at your leisure before beginning to pick off the others. This is clearly stupid. Through my cunning I outnumber you four to one, and should therefore win easily, but instead the game will drag on for another 20 minutes."

10. Removing your collection of AP coverdisks from their climate-controlled vault and flicking through them with a latex-enveloped finger, you notice that:

- a) One of AP41's disks contains *Scorched Tanks*
- b) Someone has made off with your *Scorched Tanks* disk, occasioning you to have to send off for a back issue
- c) Except that all the relevant back issues have been pulped by AP's heavy-handed puppeteer paymasters

Scoring

1. a) 31 b) 0 c) -10
2. a) -35 b) 40 c) 18
3. a) 8 b) 0 c) 0
4. a) 14 b) 0 c) 0
5. a) 23 b) 4 c) -16
6. a) 11 b) -3 c) -11
7. a) 16 b) 3 c) -19
8. a) 4 b) -15 c) -41
9. a) 5 b) 0 c) -9
10. a) -35 b) 11 c) 15

"A latex-enveloped finger"

How Did You Score?

Up to 40

You will not enjoy *Worms*. Months of painstaking development have, you will feel, utterly wrecked the *Scorched Tanks* formula, whose very simplicity was its prime attraction, and which was never meant to be anything more than a free PD game. Casting *Worms* aside, you will wonder why, if releasing a revamped version of *Scorched Tanks* at £30 is such a great idea, no-one did it ten years ago.

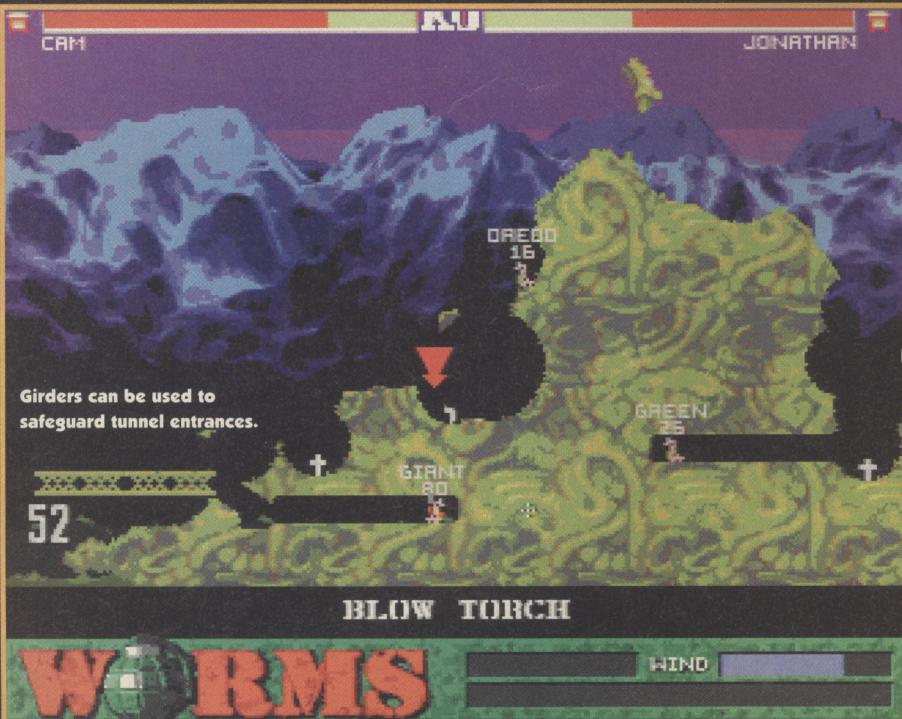
Between 41 and 69

While accepting that *Worms* has its faults, something about it will entertain you, assuming you can find someone to play it against and thus avoid the mind-crippling tedium of the one-player game. Perhaps it's the amusing animation; perhaps the way practising with it allows you to defeat less experienced opponents, as in all good multi-player games; perhaps the opportunity for side-splitting 'worm' innuendo. Whatever, *Worms* is far from a disaster, although, given that playing it on your own is out, you may as well wait for one of your pals to crack and buy it first.

Over 70

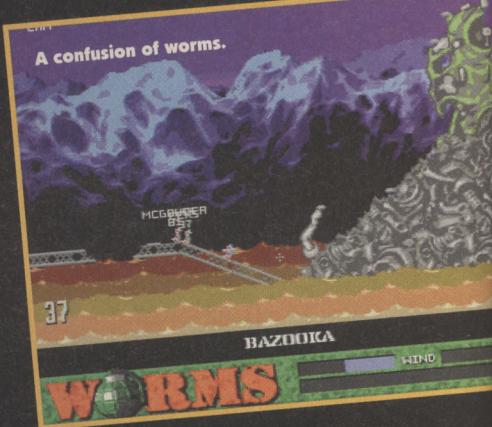
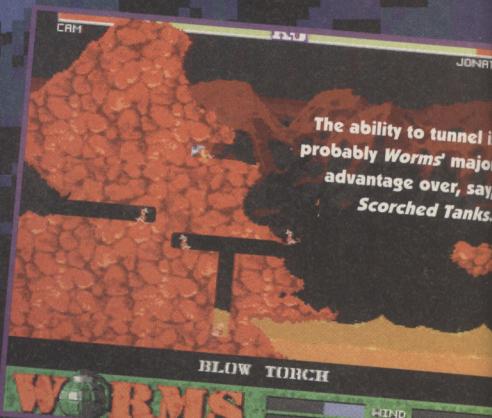
You're Amiga Format, aren't you?

• JONATHAN DAVIES



TOP FIVE THINGS TO DO WHILE YOU'RE WAITING FOR YOUR GO

1. Carve a wooden figurine.
2. Go for a short run.
3. Write your will.
4. Look out of the window.
5. Prepare, cook and eat a seafood pizza.



UPPERS We're big *Scorched Tanks* fans, and underneath it all, *Worms* IS *Scorched Tanks*. The addition of tunnel-digging meets with our approval, as does the dynamite.

DOWNERS Mutton dressed up as lamb, basically. Most of the additions to the formula (mines, air strikes, homing missiles) detract from a game that thrived on simplicity, and are best switched off. There are several really stupid features, like random wind and exploding-when-you-die, that you can't turn off. It's soul-destroying with fewer than two players, and tediously drawn-out with three or more.

THE BOTTOM LINE

Tot up your points and calculate your own score. Mine came to...

60
PERCENT

THE BOTTOM LINE

The same, except you only get three of the eight terrains. But it still installs to the hard drive. Unlike, for example, *Alien Breed 3D*.

ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY

TEAM 17



WORMS

they've turned

Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.

What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

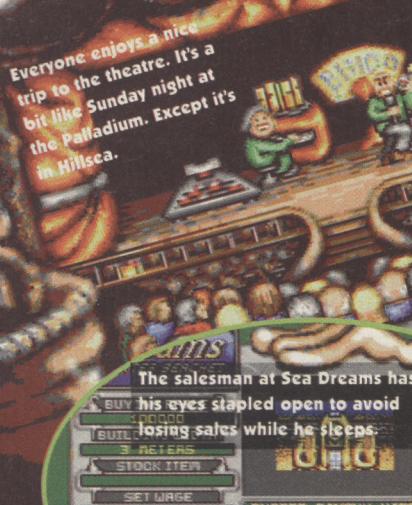
So no matter what else you do today, get hold of a copy of the playable PC demo of Worms and blast away.

Who knows, maybe you'll have the World's hardest worm.



© TEAM 17 1995

WORMS PLAYABLE PC DEMO - <http://www.team17.com/>



HILLSEA

Do we love to be beside the seaside management sim?

Runs On: A500, A600, A1200

Publisher: Vulcan Software, Vulcan House, 72 Queen's Road, Buckland, Portsmouth PO2 7NA

Authors: Lisa Tunnah (design), Paul Carrington (code)

Price: £13

Release: Out now

You've been reading AP for long enough now to realise that these reviews aren't written in a vacuum. Clearly, even the **MAJESTIC GAME REVIEWING TYPE BEING THINGS** couldn't produce the sort of incisive insights into the world of Amiga games **WITHOUT TALKING TO EACH OTHER**. I mention this because I'm about to relate a conversation I had with Cam one rainy Saturday morning as I sat in the office playing *Hillsea Lido*. He had been working extraordinarily hard for a few days (actually, that's not strictly true but 'on a freebie to Switzerland' sounds a mite too showbiz) and, though clearly extremely tired, his views were as lucid and apposite as ever. I mention this because I'm paid by the word and the more words I can write without

actually talking about the game, the more I feel I've won some sort of victory over the running dog lackeys of the imperialist bourgeoisie that are AP's **FACELESS CORPORATE MASTERS**. I only mention that because I enjoy **SHOUTING OCCASIONALLY**.

So, anyway, I was playing *Hillsea Lido* and Cam said, "It's a bit like *Theme Park*, isn't it?" I agreed that it was very much like it, only not as good. And this is where the story really starts. *Hillsea Lido*, you see, is a holiday resort sim. Which is just like *Theme Park* except that that's a theme park sim. And *Hillsea Lido* isn't as good. You are, in a very virtual sense, the manager of a patch of dingy south coast sea front and you must marshal your limited resources in an effort to create an award-winning profit-making holiday paradise. In *Hillsea*. Which is spelt a bit like *Hilsea*. Which is a suburb of Portsmouth. And consequently nowhere that any sane person would wish to visit unless it had award-winning sea-front attractions and top rubber dinghy rental huts.

BUCKET

The scenario is quite plausible. You have a small patch of sea front to call your own and a small amount of money to spend on it. You must buy stalls, stands, services and assorted pavement furniture to fill both the promenade and the beach in the hope that you might attract hoards of tourists

"Spelt a bit like Hilsea"

and their bulging wallets/purses/bum-bags. (In America, bum-bags are called 'fanny-packs' – a fact which I found hugely amusing for at least three or four minutes until someone kindly pointed out that I was being juvenile. Again.) Once the huts, stalls and shops are built you must stock them with

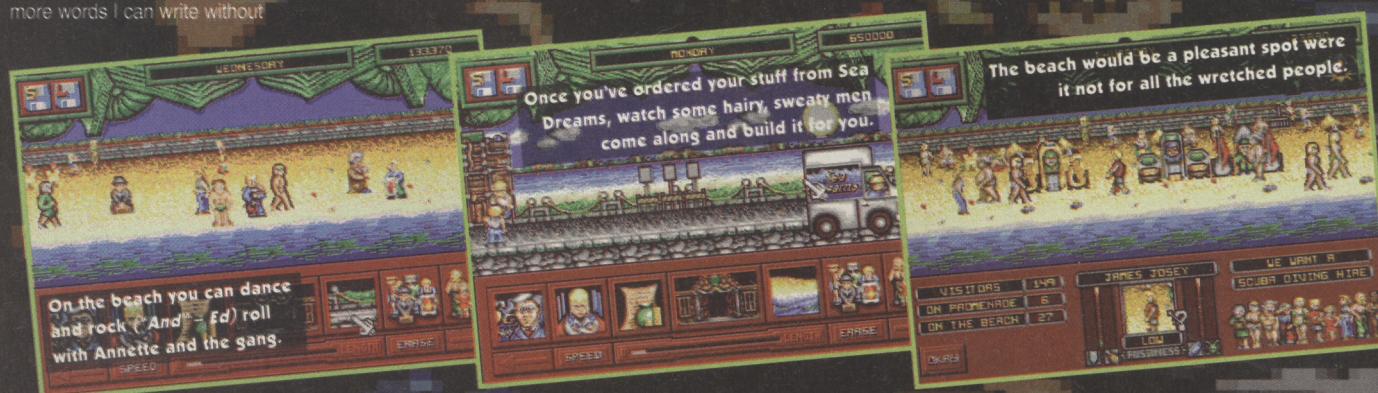
stock which you buy by telephone from a wholesaler. You must set your prices, employ casual labour to clean up, act as security and advertise the shows at the theatre (which you also control).

Buying the stalls and stands can be quite a tedious experience. The salesman has a catalogue from which you must select your purchases. You look at each successive page by clicking a certain part

of the screen. And when you reach the last page you have to leave the salesman screen and come back before you can start browsing from the beginning again. And there seems to be some sort of arbitrary delay built into the wholesaler's delivery network so that your stock seldom arrives on time. Unlike the real world you cannot tell them to get their fingers out or risk losing your custom because they have a monopoly on everything.

Time passes...

At every week's end your successes are evaluated, prizes are awarded and you may go to the theatre to watch a surreal show that wouldn't be out of place on *Felix Unusual's*





World Of The Decidedly Odd. If there were such a thing. And I for one think there should be.

It's not possible to play the game properly without reading the manual. And even though the version included with my review copy of the game came in a special do-it-yourself '16-page signature' version which had to be folded, stapled and cut with a scissors before I could read it, it still wasn't entertaining. But few of them are and that's not the point. The point is that it's not a particularly complex game and it ought to be straightforward to control once you know roughly what you're supposed to do. But it isn't, so you have to read the manual. And you shouldn't really have to in this day and age. Or should you? Or SHOULD you? OR... oh, never mind.

SPADE

But why, we asked each other (that's me and Cam – you remember Cam, he's the tall chap with the glasses with whom I was chatting just a few paragraphs ago), would anyone want to spend any amount of time and effort to produce a game that's very similar to another one only not as good? If you're not backed by someone like Electronic Arts, and you don't have bags of cash and two years to develop it, why would you think it worth your while to write a game that was just like another, very successful, game? It clearly wouldn't be as good and probably a waste of your time. We thought so.

It's all exceedingly competent and everything. The graphics look okay although you just get a 2D scrolling view of your patch of prom/beach rather

than an isometric 3D one. The spot effects, samples and background sounds are entertaining. And the scenario is quite amusing. But that's true of *Theme Park*, too. And that's much better.

I've been trying to work out exactly what it is about the game that wasn't quite right. Apart from the fact that it doesn't quite have the sparkle of a game by a big publisher (and who cares about sparkle, right kids?) it was hard to see what was wrong. And then it struck me. It's about running a British seaside resort. What could be less glamorous or exciting? Seaside resorts are old fashioned and tacky, run-down and seedy. They have crazy golf games called 'Arnold Palmer's Golf World'. And roller coasters so rusty you cross the street for fear of being hit by loose passengers. Most of us don't even enjoy going to seaside resorts let alone wishing to run them.

I was forced to the conclusion that it's only of any interest if you live in Hilsa. Never mind the spelling, you can pretend it's about your town and run it just the way you want to. They'll be your postcard stalls on your promenade and you'll be able to take an active part in your community without straying from the security of your Amiga keyboard.

For the rest of us, though, it's *Theme Park* only in a more squalid setting. And not as good. So to take account of this obvious divergence of opinion, Martin suggested that I write two bottom line boxes, one for Hilsa residents and one for the rest of us. So I did.

• **TIM NORRIS**

"The tall chap with glasses"



Casual labour is essential if you want to get anything done. Though what everyone does is a mystery.

HILSEA RESIDENTS

UPPERS It's almost about your town. Run the promenade and the beach the way you want to.

DOWNERS Just one 'L' too many. No mention of Hayling Island nor any suggestion of the possibility that tourists could take the bus into Portsmouth to look at HMS Victory.

THE BOTTOM LINE

A splendid attempt to recreate the magic of Hilsa and its beautiful sea front.

60 PERCENT

REST OF THE WORLD

UPPERS All the 'fun' of a real seaside resort in a competently executed management sim. The theatre show is almost worth the price of admission on its own.

DOWNERS British seaside resorts aren't glamorous or interesting and it's not as good as *Theme Park*.

THE BOTTOM LINE
Stick to *Theme Park*.

54 PERCENT

THE BOTTOM LINE

Piers all look the same.
A1200 Take a hint.

36

THOMAS THE TANK ENGINE

This is what happens when you name tank engines.



Runs On: Amiga
Publisher: Alternative
Authors: Spidersoft
Price: £17
Release: Out now

Let's get something straight. The pencil cases were fine, the thermos flasks were harmless and the advent calendars could be tolerated. However, it was the Thomas the Tank Engine underpants which really confirmed my suspicion that the little blighter had sold out.

Now though, as if he had to prove himself as an ambassador for FACELESS CORPORATE MANIPULATORS, Thomas, together with his chums, has a computer pinball game – and it's on the Amiga.

After its initial appearance in AMIGA POWER, Roger Hulley of Alternative wasn't a happy man. We had "taken the mickey" out of *Thomas the Tank Engine and Friends Play Pinball*, pointing out that its title was too long to fit across a page (ahem), that its "children's game" tag was rightly to be ignored before jesting about the Americans and the Fat Controller, or something. Consequently, Roger refused to send the game to us and was admirably as good as his word.

So you'll appreciate that I was none too impressed when Jonathan returned from a shopping trip one afternoon, waving a bag of satsumas in one hand and *Thomas's Pinball* in the other. And just when it seemed nothing else could go wrong, he duly placed the game on my desk and sniggered. Oh, cheers then.

SQUEEZING

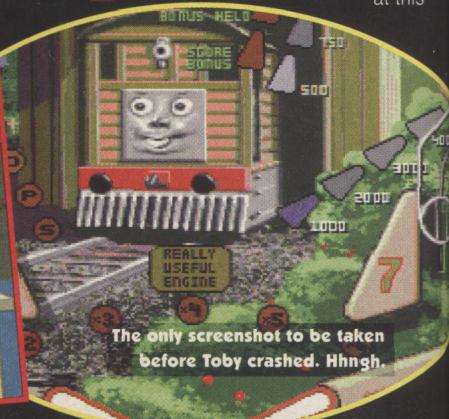
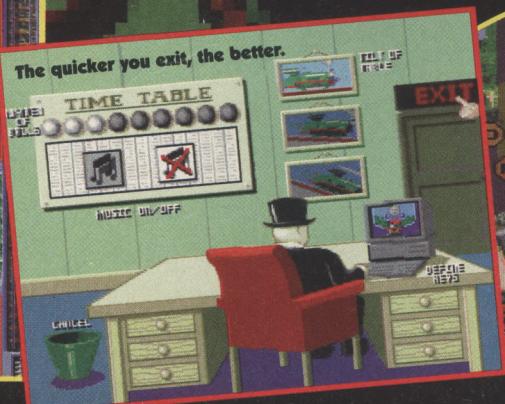
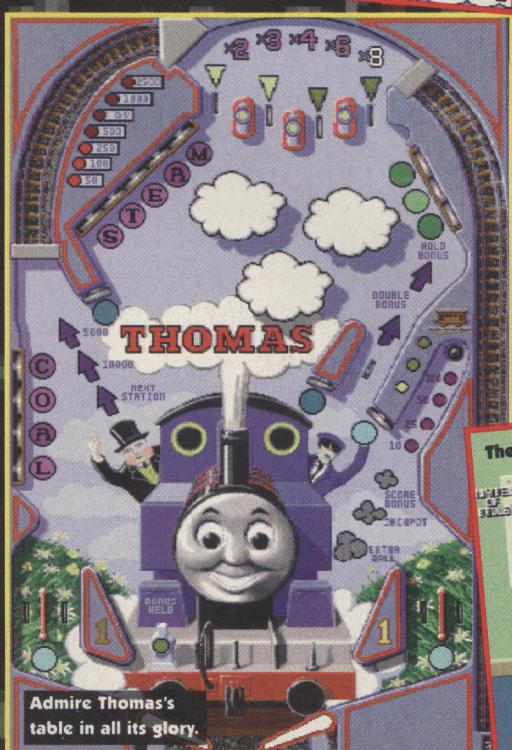
To sit down and actually play this game can be likened to squeezing a spot – the longer you leave it, the worse it becomes. Even when you do squeeze it, it's not particularly pleasant and so it was with *Thomas the Tank Engine and Friends Play Pinball*. Bearing in mind that *Thomas's Pinball* was written by Spidersoft, the people behind *Pinball Mania* (11% – AP55), my lack of enthusiasm can be excused. Which is more than can be said for the game itself.

At a glance, the game does look promising. Up to eight players can join in, choosing from three up to nine balls per player, there's a nudge-too-hard-lose-ball-and-bonuses tilt, options to define keys and turn the wretched music off, as well as the choice of three 'table angles' – depending whether you're in the mood for a speedy game on the shallow table or one requiring more skill on the heavy-playing steep table.

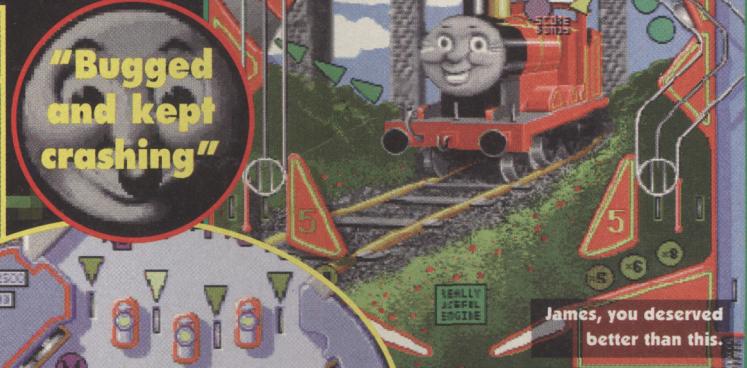
To access these options you have to enter the Fat Controller's office and the point-and-click method of selection is, in itself, not a bad idea. But, for a game which is designed to appeal to children, I expected to be able to 'do' more than just alter game options. (While we're on the subject of this being a children's game, why is the Fat Controller playing it? Surely this contradicts Alternative's argument and reinforces ours? Pah.) How about something entirely irrelevant like a radio or television which can be switched on and off, a plant which you can kill instantly or even a window which, when opened, prompts a train to pass, chuffing happily to itself? If these sort of ideas appeal to me, at 21 years of age, imagine what kind of interest it would generate for the little 'uns, bless their cotton socks.

Once past the options screen you have a choice of four tables, each with a different tank engine on it. It's at this

"Waving a bag of satsumas"



THE TANK PINBALL



point it finally dawned on me that *Thomas's Pinball* is 'blessed' with the same amount of imagination as its developers were when they excitedly thought, "Hang on, what if we combined Thomas the Tank Engine with a pinball game? By jove, that's it!" Exactly. *That* much.

REDEEMING

As with most half-decent pinball games, each table has a variety of features. On Thomas's table, there are the words 'Steam', 'Coal' and 'Thomas' to light up, passages and traps for the ball to shoot up in order to win bonuses and, er, more flashing lights. The best bit, its only redeeming feature, is the railway track which the ball shoots along before launching itself into the fray. And then wishing it hadn't bothered.

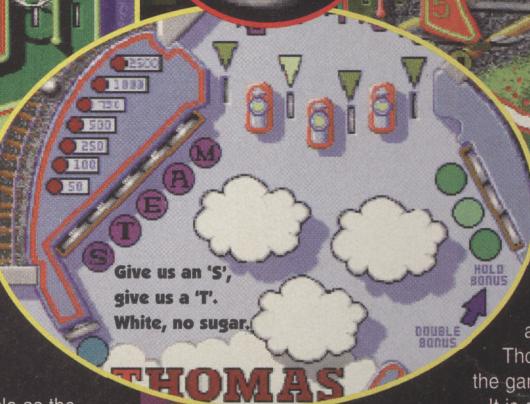
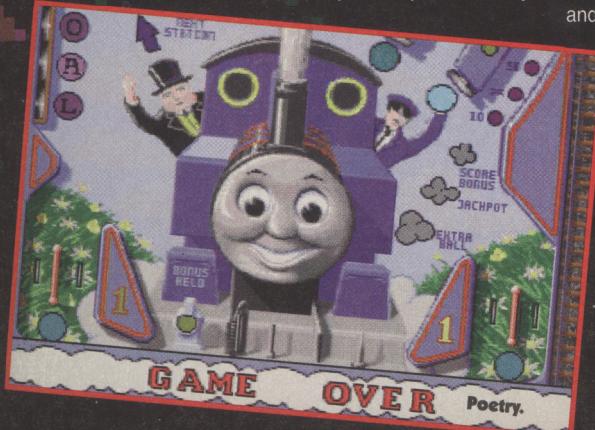
The remaining three tables featuring James, Percy and Toby all increase in difficulty yet still failed to keep my interest for longer than the Saturday afternoon which I foolishly spent playing this worthless tat. (It was particularly difficult to play properly on Toby's

table as the blasted thing was bugged and kept crashing.)

During play the balls seem noticeably 'light' and it's very difficult to get any sizeable amount of purchase on the ball, which is necessary in order to attain certain bonuses. At first I felt challenged but after a good two hours frustration began to set in. Five minutes later I gave up. Repeated attempts to shoot the passage and watch with interest as Thomas moved on to the next station had been thwarted by the game's wretched sense of game-play. Curse you, Thomas, and your permanent smile.

For fear of upsetting children the side gullies have been removed (except you can still tilt the tables) which means that individual games can go on for ages – particularly frustrating when playing in group. It ceases to be either fun or rewarding when you've mastered the art of nudging the table and bouncing the ball off the pin and back into play. Something else which niggled me was the tens-and-hundreds scoring system which 'rewarded' me with a paltry total for my efforts. Tsk.

But the biggest problem which I have with this game, regardless of whether it's meant to appeal to children or adults (it fails on both counts), is that it lacks imagination. It's rather like those easter eggs with the toy inside – the packaging entices you into thinking that there's going to be something special waiting for you. Only there never is.



Erase the faces of the tank engines and you have a crap computer pinball game. Put the tank engines' faces back on and you still have a crap computer pinball game, albeit a television tie-in. But fans of Thomas aren't stupid. They'll instantly notice the game's utter lack of creativity.

It is disappointing that there is no (say) Thomas circling the table on a track while the pinball is playing collecting bonuses the longer the game goes on, it's sad to see that (for example) the lost balls are not carried away by an engine and it's sheer bad manners not to have the Fat Controller popping up every so often in an attempt to distract your attention, thus creating an element of surprise, or something.

By virtue of the fact that he's outlasted so many other fads and gimmicks aimed at youngsters, the name Thomas the Tank Engine on a product implies a sense of quality. Don't be fooled. This is dreadful.

• MARTIN AXFORD

UPPER It's colourful.

DOWNERS Pinball should be exciting, fun and full of ideas. This is none of these.

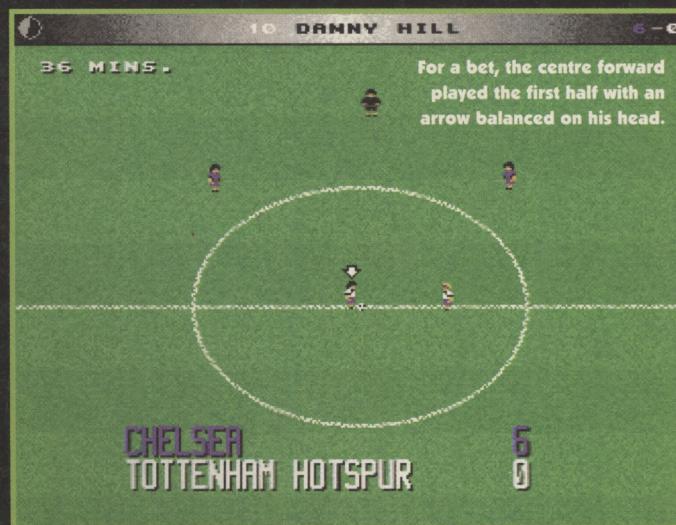
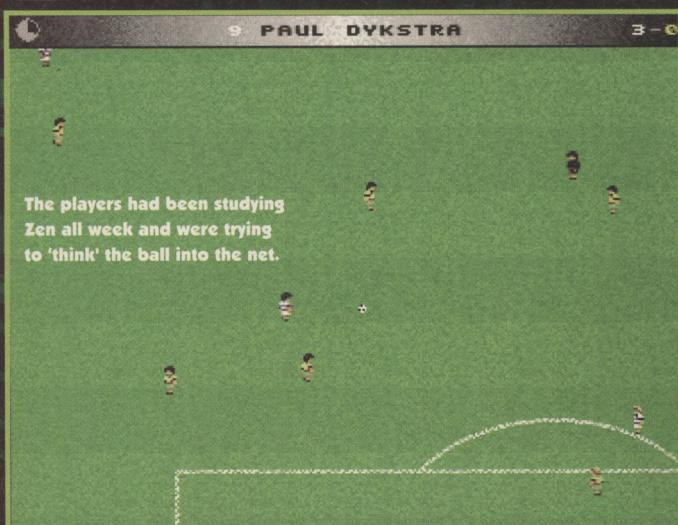
THE BOTTOM LINE

This mark signifies the seventeen pounds which you would waste if you bought this. Think carefully now.

17 PERCENT

THE BOTTOM LINE

A500 owners should rejoice in the knowledge that they can play *Obsession* instead of this sort of inexcusable A1200-only rubbish.



The AP scout is in town and won't settle for anything less than the best.



Runs on: A500, A600, A1200

Publisher: Impact

Price: £30

Release: Out now

Authors: Ralph Lovesy (code),
Jocelyne Dane-Vienne (graphics),
Greg Lovesy (sound)

Most Sundays the Montezuma Road Landfill Casuals only just managed to field a full team. The lads from the garage on the corner and the fat wheezy bloke who ran the newsagents made a regular appearance and formed the enthusiastic if slightly shambolic defence/mid-field combination. A couple of accountants and a quantity surveyor from the new estate usually managed at least one week in three to play up front, while the young lad, *Team*, (who played centre forward and thought he was the new *Sensible Soccer*) turned up every week without fail. This week was different, though. This week the talent scout from AMIGA POWER was in the 'crowd' (two girlfriends, an old bloke with a dog and the fat wheezy bloke's mum) and he was

looking for new blood for

the AP All-Stars. This week there was a full team, six potential subs and a ball boy with a broken ankle. It was an important game.

They gave their all for 90 muddy minutes. They ran, dived, kicked, headed, sweated and, in the case of the fat wheezy bloke from the newsagents, groaned, gasped for breath and got carried off by an old couple from the St John's Ambulance. The Dog And Trouser Press Second XI B-Team Reserves beat them 16-nil.

GLEAMING

It was an appalling performance and everyone knew they'd blown their chances of ever playing for a big team. Everyone, that is, except *Team*. As the scout climbed into his gleaming sports car, *Team* ran up to him and said, "Well, what did you think then?"

His mates tried to call him back, to stop him from making even more of a fool of himself, but he just stood there, glaring at the scout, waiting for an answer. The scout unlocked the car door and started to climb in.

"The Dog and Trouser Press"

"Sorry, son," he said.

"What do you mean, 'Sorry, son'? I'm bloody great, me. I'm the best football game ever."

The scout sighed. He'd seen it a million times before – the keen-eyed youngster with no chance at all who knew he was going to be a big star. He knew he should let the lad down gently, offer him some friendly encouragement and tell him there was always next year, but he was tired, it was raining, it was a long way home and the lad was, to be thoroughly frank, crap at football and an annoying little git to boot.

"I mean 'sorry, son, you'll never make it to the big league because you're rubbish'."

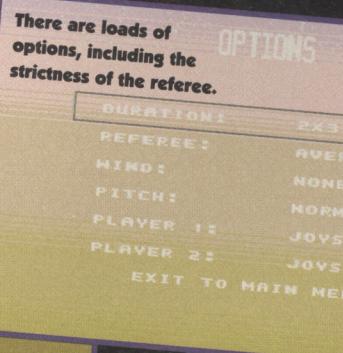
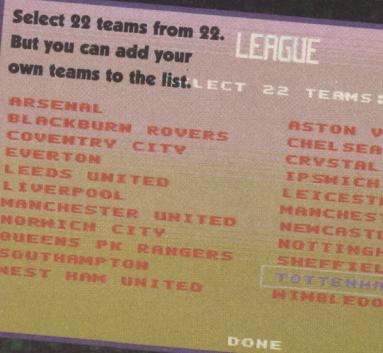
"But I'm the best football game ever."

"Says who?" asked the AP scout, trying hard not to laugh.

"My mum. Look, she's written it here on my colourful box."

"Ah, yes, your box. I wasn't going to mention that, but since you brought it up... Is that crayon you've used for your title?"

"No," *Team* said, defiantly. "It's coloured pencil. My mum got a



COMPLETE CONTROL?

You might try to argue that all sports sims are difficult to control at first. **BUT ONLY IF YOU WANT ME TO COME ROUND AND SMASH YOUR HEAD IN.** These are real scores attained by real gameplayers under strict laboratory conditions. No animals were harmed during the writing of this review. Although the hamster did catch a rather nasty cold during the second week. But she's all right now so that's okay. (*She's not Bob, then. — Ed.*)



set from Mrs Jenkins at the art shop in the village. They're very good ones. Top artists use them."

"I see. Still, having someone write on your box that you're the best football game ever doesn't mean you are. Even if they did use really good coloured pencils."

"But I look just like *Sensible Soccer*."

"You might look like *Sensible Soccer* but you don't play like it. You're slow to react to changes in direction. You can't keep control of the ball. In fact it's nigh-on impossible to keep possession of the damn ball. There's never anyone in position for a pass. Everyone runs at the same speed no matter who they are or whether they've got the ball, and that makes it impossible to chase someone and use your limited arsenal of defensive tactics, namely the sliding tackle. A tackle which, I should add, almost always results in a free kick which isn't



what I'm looking for.

"You automatically control the player nearest the ball no matter what else is going on so that if you're running at the player with the ball and he hoofs it away, you'll make your new player run in completely the wrong direction when you unexpectedly take control of him. There's no radar. There's only a limited view of the pitch. Most of the time you can't really see what's going on and it's not that interesting even when you can."

Team was beginning to sniffle a little and look at his feet. "But," he said, trying to control his cracking voice, "what about my league play options?"

"What about them?"

"You can choose 22 teams and play a full season."

"Oh yes," said the scout, "I wanted to ask you about that. I can choose 22 teams from a list of 22, can't I? Why is that fun?"

"You can make your own custom teams, stupid, and put them in your league. You can have custom strips, custom names, custom hair and skin colour – everything. And when you play the league you can even watch the games that you're not playing in if you want."

"And why would I want?"

"I don't know. I've got action replay."

"I have a new three piece suite. And I want to go home and sit on it. Can I go now, please?"

AMATEUR

The scout began to climb into his car again.

"You can make substitutions and change player's positions on the field. I've got variable weather and pitch condition."

"Look, son," said the scout, clambering once more out of his car, "all that's true. You have got action replay and you can make substitutions and perform limited management tasks during play. But those things are the minimum requirement these days. You're going out into a tough, competitive marketplace. The big boys have been playing out there for years and they know a thing or two. If you want to get anywhere you've got to beat the best, and the best is still *Sensible Soccer*. It's obvious

from the way you've dressed yourself up that you see yourself as a rival for *Sensible* but you just haven't got what it takes. You look like an amateur, son. You don't have that world class flair, the style, the grace. You're just a Sunday league plodder. You look like one. You play like one. You sound like one."

"You've got to give me another chance. I know I can make it if you just give me one more

chance. Oh go on. Please?"

The scout climbed into his car for the last time, started the engine and wound down his window. "Take it from me son, you're never going to make it. Go

home, have a cup of tea, put your feet up and watch the telly. You're simply not good enough." With that he put the car in gear, dropped the clutch and sprayed mud all over Team's hand-drawn box as he fishtailed out of the car park.

"Useless cretin," he muttered to himself.

"Miserable bastard," said Team as he shambled off to the changing room.

● **TIM NORRIS**

UPPERS The players look and move a bit like those in *Sensible Soccer*. It has a few customisable bits and pieces. And a league.

DOWNERS It's difficult to control. Everyone runs at the same speed. The artificial intelligence isn't. It feels like an amateur production.

THE BOTTOM LINE

It tries hard, but it's still more of a kick about in the park than top Premier League action.

42
PERCENT

THE BOTTOM LINE

"Look, I'm equally good on the A1200 and everything. Honest. Hello? Hello?"

WHATEVER NEXT?

Secret identities.
 They're a laugh, aren't they, readers? Hello. I'm the **AMIGA POWER** Next Month page, and if you're wondering why I only appear occasionally (though with decreasing irregularity, statistics fans) it's because I need to conceal my secret identity by posing as the Reportage page from **Marie Claire**. For most of the year I bide my time covering bizarre human interest stories like the woman who was pregnant for 15 years, waiting for the Monthphone to ring with a tragic tale of some publisher withholding a game from AP at the last minute. I then duck out of the **Marie Claire** offices on the pretext of visiting an ill sister, and spring into action.

So then. Here I am to tell you that the next issue of **AMIGA POWER will be out on January 18th**

and that if it isn't, it's nothing to do with anybody because they're far too busy 'be'ing the WORLD'S BIGGEST-SELLING AMIGA GAMES MAG NOT FROM GERMANY. Whiskers.

AMIGA POWER 58 WILL BRING YOU:

FUNNY THINGS

Like a streak of lightning flashing 'cross the sky, **AMIGA POWER** illuminates the whining, childish, hatemongering world of Amiga games with supremely elaborate posed photographs, grotesquely self-indulgent features spinning off from an amusing pun, your letters about frightening charity mascots and the same five jokes that have served us so well over the years in a slightly different order.

MAXIMUM DISKAGE

Like a fiery arrow whizzing from a bow, **AMIGA POWER**'s coverdisks plunge towards its rivals, devastatingly accurately delivered to pluck the hats from their heads. First-class demos and copyright-pshawing PD arcade conversions wiggle for space alongside 'special' things harvested from our 'special' programming friends (although we wouldn't associate with them in public, obviously). Perhaps the disks will even work on A500s.

NEWS AND PREVIEWS

Like a mighty cannonball, we seem to fly, travelling the world in our efforts to record talk of the latest games. Whether it's the sequel to *Frontier* or a brand-new Italian footy manner, you can be sure we've read the obviously baseless rumours on the InternEt™ and reprinted them as fact.

COMPETITIONS

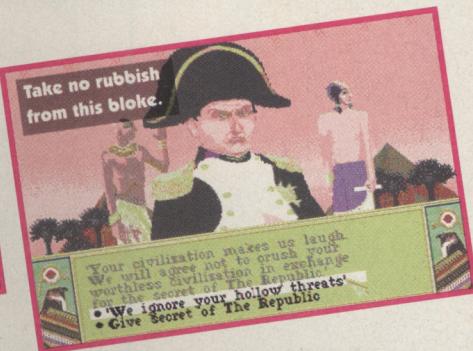
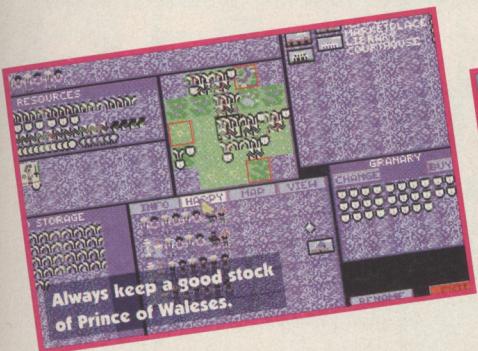
You'll hear about us everywhere you go – readers who have won one of our entertainingly belittling competitions talk about it endlessly. Usually because they haven't received their prize, but there you go.

REVIEWS

We expect there'll be some of these, but obviously we won't know until we go to the shops.

BUDGETS

Often packed with justifiably cheap games, this month's Budgets section laughs mockingly at its predecessors. Only one game. But it's fantastic.



CIVILIZATION

Rightfully resurrected from the AP graveyard.

Runs on: A500, A600, A1200

Publisher: Microprose

Price: £17

Release: Out now

Friends, it is time to right a wrong. Years ago, when spangly pop-lover Mark Ramshaw first wrested the editorship of AMIGA POWER from the now discredited Matt Bielby (back in the days when half the population of the western world – or so it seemed – awaited the pleasingly regular thump of AP's arrival on their doormats), a travesty was committed. In AP16, nestling beneath a shockingly poor *Might and Magic 3* cover, prophetically featuring a muscle-bound

barbarian wielding a bloody sword, a review by chunky ex-AP staffer Gary Penn consigned *Civilization* to the Amiga graveyard. (*Hang on – a travesty was committed?* – Ed.) In a shocking refutation of the central tenets that have made AMIGA POWER what it is today, Penn awarded *Civilization* 80% because, despite being RAM-PACKED with playability, it was poorly presented.

80%? 80%? For the finest strategy game to have graced ANY machine, anywhere, any time? For a game that five years after its release still keeps bleary-eyed boys-grown-into-men at their desks until the early hours? 80% because of POOR PRESENTATION? A game that was deliberately designed to push back the boundaries of playability across any format by having simple-but-easy-to-understand graphics lambasted for their simplicity by somebody who, judging from the screenshots, had played but a tiny

fraction of the game? Yes, friends. Unjust.

Then comes my own sorry part in this sad deceit. Just over two years ago I joined AMIGA POWER and was asked to write a review of *Civilization A1200*. Necessarily in awe of the mighty beings under whose tutelage I had fallen I missed the opportunity to honestly right the wrong I had uncovered. I awarded that game the most glowing review I could and a coward's score of 89%. Better, but still not good enough.

So now at last I atone for my sins and for the sins of others. *Civilization* is the king of strategy games. The range of options it offers the discerning player is unparalleled in its immensity. The variety of tactics available to alter the game's outcome is awesome. The depth of the game is seemingly bottomless. And its rewards will not diminish or tarnish with age. This is not just a classic computer game, it is a classic game. It stands shoulder to shoulder with Chess, with Hama, with Mastermind, with Monopoly, with Escape From Colditz, even with Ker-Plunk. It is amazing.

Can you think of another game with the astonishing ambition that *Civilization* has? To make a game out of mankind's slavish ascent from the nomadic tribes of pre-history to the military-technical madness of the present day and beyond to the glittering call of the stars and to tie it all down to a playable, absorbing and, most importantly, fair strategy game took a genius. Sid Meier, as so many times before, I salute you.

• STEVE FARAGHER



THE BOTTOM LINE

Forget whatever you've been told before by mealy-mouthed and cynical journalists, *Civilization* is simply the best strategy game you can get on the Amiga.

93 PERCENT

PD

BLITRIS

17-Bit Software

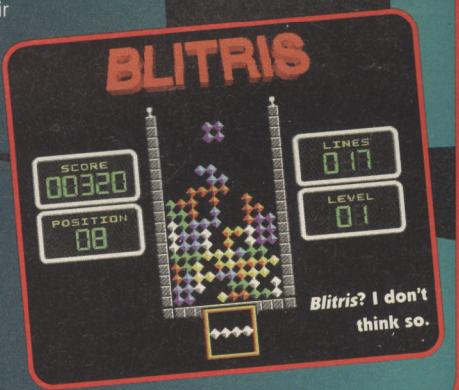
Tetris. It had to be *Tetris*. How long has it been since I last did the PD pages? Er, since before the OJ trial anyway. And guess what the first game is that I load into my Amiga after all that time? *Tetris*. Bloody *Tetris*.

I remember when I held the world record for reviewing *Tetris* games. That honour probably now goes to some hack on *Tetris Plus* from Desperate Publishing (I couldn't be sure – Norris McGuiness Person strangely never recorded an entry for *Tetris* reviews) but even though I've had nearly two years to come up with something original to say about the damned game, I can't.

So. This is *Tetris*. Civilisations rise and fall, but blocks just... nope, that analogy ain't going to work. Oh, sod originality. This is *Tetris*. Spelt badly. A fair enough version with the proper-shaped blocks, sliding'n'everything. Plus the added gimmick that you can choose between five different styles of blocks.

But doesn't everyone have a satisfactory version of *Tetris* already?

★★★



SECRET ELF SQUAD

PD Demo – £5 for full game
17-Bit Software

Second game into the 1200 and it's, yes, oh yes, oh yes, a cuties platformer. With fruit, no less. The main concession to the march of time since my last appearance on these pages is the techno-music and rave-on elves in the intro. Good grief, it almost raised a smile. I must have become soft in my old age.

With a vague plot that sounds a bit like *Cool World* (holes between dimensions, monsters, mad scientists), fruit, platforms, fruit, a bunch of snowball-tossing elves for heroes and more fruit, *Secret Elf Squad* has all the ingredients of a bad Christmas movie starring Dudley Moore mixed with a fruit salad.

But as a game, it ain't bad. Fast, colourful, nicely presented and with responsive controls, it's an enjoyably pointless way to fill the gap between lunch and the repeat showing of *Canoe Squad*. The snowballs, which first freeze the enemies then, with repeated pelting, build up into a big snowball that rolls around the platforms, are a nifty gimmick, and it's a sound, relatively glitchless (for PD) piece of coding... God, I am going soft.

★★★

BLACK DAWN 6:
HELLBOUND

F1 Software

Blimey. I remember when the first one of these *Black Dawn* games came along. I gave it a mighty fine review if memory serves. I think the first sequel was just out when I had my strange gardening accident... but I won't bore you with that.

Things have come a long way since then.



The original *Doom*-on-downers adventure was fun but fairly simplistic – a square-by-square yomp through a 3D environment, mapping your way, collecting weapons and shooting beasties. *Hellbound* is more like a computer version of

Dungeon and Dragons, with four characters under your control, each blessed with various attributes.

According to the intro blurb, this is the first *Black Dawn* game with lifts and multiple-layered levels as well as a Save Game option at any point, although I'll have to take their word for that. And please don't feel free to correct me, as I'll only get all paranoid.

The trouble is, in making the game more complicated, it seems to have detracted from the fun. *Hellbound* is still an accomplished PD game, but it's undeniably plodding and samey for large chunks. More is less, as 'they' say. 'They' are being investigated by the X-Files by the way.

★★★★

UFO ENEMY SQUAD

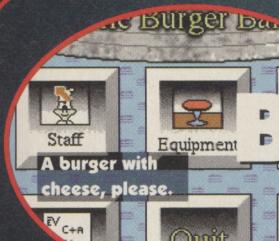
PD demo - £5
for full version
17-Bit Software



Now this is more like it. *UFO* *Enemy Squad* might have nicked all its ideas from a certain *UFO*-related commercial game, but this PD version has enough wit, style and verve to make it worth checking out.

Mixing elements of *Theme Park*, *Laser Squad* and *Dune* (not to mention *Unknown...* no, I won't mention that) your job is to create and manage a team of anti-flasher police (the "F" in the title refers to flashers, y'see). A complex, meaty, graphically accomplished game with a healthy dose of crude humour, *UFO* mainly suffers from being a bit slow in places. The interception sequences, where your crack troops go out to capture flashers are woefully awkward and stilted. It's a shame, as this has the potential to be rollicking good fun, but never quite makes it.

★★★



THE BURGER BAR

17-Bit Software

The horror of it comes back to me now. Those words that would appear on screen at the start of the game, usually in some monolithic font, proudly announcing, "Totally written in AMOS".

And you knew you were going to get something like this – a burger café management sim. Minimal graphics. Minimal game. Minimal excitement. And not even jovial references to health scares liven things up. At least it isn't called *Sim Burger*.

I saw Elvis down the local Burger King the other day, stuffing his face. 'They' were with him. ★

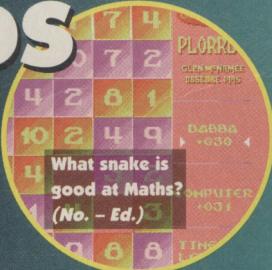
PLORRDS

17-Bit Software

You might remember I was always a bit of a sucker for puzzle games. And this is a puzzle game. And, yes, I was sucked right in. Sad, isn't it?

This time round you get a grid of numbers, some orange, some pink. Orange ones increase your score, pink ones detract from it. One player can only move horizontally, the other vertically – you can play against the computer if you have no friends (oh, the old clichés just come flooding back). The strategy is to get the highest score you can while stopping your opponent from amassing too many points.

Okay, so it exudes all the graphical genius and coding abilities of a particularly dim skunk, but as a puzzle game, it does the business. ★★



RETURN TO ZANTIS

A1200 and
2Mb chip
machines only
F1 Software



Like *Hellbound*, *Return to Zantis* is a sequel in an. This ongoing series, however, is one with which I was not familiar. Familiarity, as 'they' say, breeds contempt. Don't you just hate it when 'they' are always right?

Zantis stars Falcon of Deldronis, an intergalactic hero who's the Royal Ventrex. Whatever all that means. I bet 'they' know. Anyway, what we have here is an adventure that tries to be a cross between *Space Quest* and *Monkey Island* – sci-fi with dumb jokes, many of them involving spam.

Top marks for ambition. It's impressively large and fairly complex plot-wise. But dodgy graphics, turgid gameplay, predictable puzzles and appalling spelling and constant references to spam make this a bit of a drag. ★★

MONSTRATTACK

Roberta Smith DTP

Cack sideways scrolling shoot-'em-up with cack graphics, cack controls, cack weapons, cack monsters, cack gameplay, cack everything. Cack, as 'they' say. Most sensible thing 'they' have said yet. ★



NESQUICK

Roberta Smith DTP

Top marks for product placement. (Aieee! – Ed.) Why go for the subtle approach when you can plaster the game with Nesquick ads and call the thing Nesquick?

Actually, I'm not sure if this is a subversive, insidious piece of marketing or not, because the whole thing's in German. What I can say is that it seems to be a fairly decent cutesy platformer with some particularly good character animation.

Quite what the hell it's all about, though...? Perhaps 'they' know, but 'they' aren't saying anything. Well, apart from the usual things like, "least said soonest mended." ★★

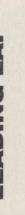
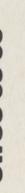
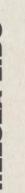


WHERE? HOW MUCH?

In order to purchase *Black Dawn 6: Hellbound* and *Return to Zantis* contact F1 Licenceware on (01392) 493580, for *Secret Elf Squad*, *Blitris*, *UFO Enemy Squad*, *The Burger Bar* and *Plorrrds* phone 17-Bit Software on (01924) 366982 and, if you're after *Monstrattack* or *Nesquick*, DTP are on (0181) 455 1626.

POINTS OF VIEW

Wisdom and virtue are like the two wheels of a cart. The other two have fallen off.

 <p>ZEEWOLF 2</p> <p>Rich in thoughts, words and seeds! ★★★★</p>	 <p>LEADING LAP</p> <p>Peer man's <i>FIGP</i> ★★★</p>	 <p>SWOS 95-96</p> <p>Rich man's reparation ★★★★</p>	 <p>WORMS</p> <p>Richly presented ★★★★</p>	 <p>HILLSEA LIDO</p> <p>Big issue selling Theme Park ★★★★</p>	 <p>THOMAS TANK ENGINE PINBALL</p> <p>Poor man's etc... ★</p>
 <p>CAM WINSTANLEY</p> <p>Oh what? ★★★★</p>	 <p>MARTIN AXFORD</p> <p>You're jesting me ★★★</p>	 <p>JONATHAN NASH</p> <p>Where's my video? ★★★★</p>	 <p>TIM NORRIS</p> <p>Leaping Lad, more like ★★★</p>	 <p>BIG CHIEF I-SPY</p> <p>Just another racing game ★★★★</p>	 <p>JONATHAN NASH</p> <p>Turn down the sounds or I'll kill you ★</p>
 <p>JONATHAN NASH</p> <p>Haven't played it ★</p>	 <p>TIM NORRIS</p> <p>Haven't played it ★</p>	 <p>BIG CHIEF I-SPY</p> <p>Maggots, more like ★★★★</p>	 <p>JONATHAN NASH</p> <p>Never liked it ★★★</p>	 <p>TIM NORRIS</p> <p>Just another racing game ★★★★</p>	 <p>JONATHAN NASH</p> <p>Oh I do like to be... oh nevermind ★★★</p>
 <p>JONATHAN NASH</p> <p>Peer man's etc... ★</p>	 <p>TIM NORRIS</p> <p>Pluff ★</p>	 <p>BIG CHIEF I-SPY</p> <p>Pammy tinball, more like ★</p>	 <p>JONATHAN NASH</p> <p>Haven't played it ★</p>	 <p>TIM NORRIS</p> <p>A little bit like footballs, really ★</p>	 <p>JONATHAN NASH</p> <p>Ha ha ha ★</p>
 <p>JONATHAN NASH</p> <p>Haven't played it ★</p>	 <p>TIM NORRIS</p> <p>Amusingly sweet ★★★</p>	 <p>BIG CHIEF I-SPY</p> <p>Massgots, more like ★★★★</p>	 <p>JONATHAN NASH</p> <p>Turn down the sounds or I'll kill you ★</p>	 <p>TIM NORRIS</p> <p>Bad ★★★</p>	 <p>JONATHAN NASH</p> <p>Peer man's etc... ★</p>
 <p>JONATHAN NASH</p> <p>Haven't played it ★</p>	 <p>TIM NORRIS</p> <p>Just another racing game ★★★★</p>	 <p>BIG CHIEF I-SPY</p> <p>Massgots, more like ★★★★</p>	 <p>JONATHAN NASH</p> <p>Never liked it ★★★</p>	 <p>TIM NORRIS</p> <p>Bad ★★★</p>	 <p>JONATHAN NASH</p> <p>Peer man's etc... ★</p>
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BECOME A SUPER TENNIS CHAMP!

BY WINNING £500 WORTH OF TENNIS GEAR

He was on a roll. "Andre Agassi uses a Donnay one, Pete Sampras, um, I think his is a Wilson but I know for a fact that Boris Becker has always had a Puma. Who else? Hang on, let me think..." Sue wasn't impressed. "Martin, knowing the manufacturers of tennis players' racquets is really sad," noted Queen of the Art Eds. "But I know other things as well, like their sponsors" countered Martin. "I don't care," snapped Sue. And that was that.

Fortunately Audiogenic share Martin's attention to detail where tennis is concerned. Not only were they the people behind last month's tasty *Super Tennis Champs*, but they have generously donated tennis-related prizes worth £500 for this month's compo. "On the condition," added Peter Calver of Audiogenic, "that you to ask a question which refers to an aspect of the game."

"Something like 'How many characters are there in *Super Tennis Champs*?' perhaps?"

"Yes, that would be fine."

"Or, what about 'Under which flag does Doogie play?'"

"Whatever, as long as it has something to do with *Super Tennis Champs*."

"How many court surfaces can you...?"

"Er, yes, that's sounds fine. Anyway, I'll leave it up to you."

And he did. But because you all know there are sixteen characters (including Doogie, a Scot) and three different court surfaces in *Super Tennis Champs*, we thought we'd continue our tradition of being rather more inventive. In the hope that you might too.

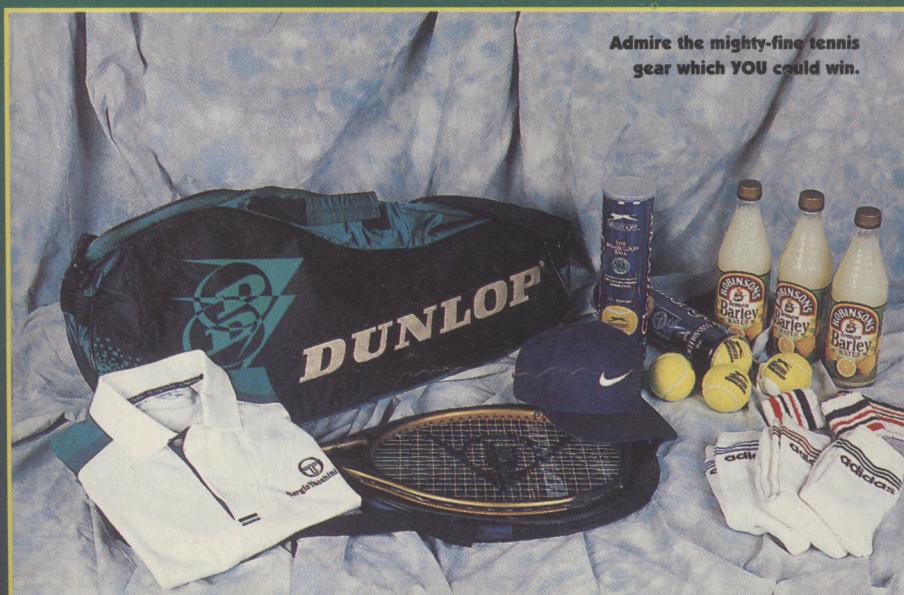
So with a gleaming first prize of a Dunlop Select Pro Revelation™ racquet (worth £130), a Sergio Tacchini tennis shirt, plus bag, balls and other goodies to make you look a *Super Tennis Champ* (*O-ho! - Ed*), awaiting the winner, we would like you to suggest alternative uses for a tennis racquet.

But be warned, standing before your parent's full-length mirror, strumming a racquet while singing into your deodorant, is something we've all done. Possibly.

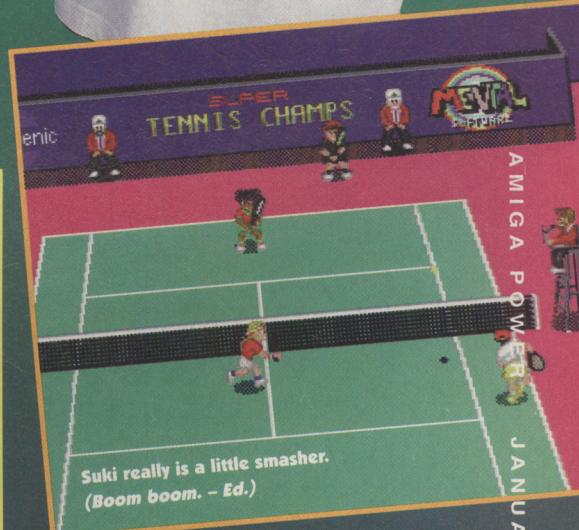
It goes without saying that the entry which makes the AP team howl with so much laughter that their sides split (crucial if we are to win next year's Turner prize) will win and therefore originality and wit are essential. Whichever way you choose to enter this compo is left up to you - while a written entry is fine only artistic efforts are likely to be shortlisted for the top prize.

Should you not win, however, we also have two second prizes of £35 Olympus vouchers along with ten runners-up prizes of a pair of ladies and mixed doubles data-disks to give away. There are even bottles of lemon barley water for the worst entrants so they may drown their sorrows responsibly like any self-respecting, prospective tennis champion would.

Once you have written, scrawled or daubed your entry on a piece of A4, pop it in an envelope, with a piece of tennis ball fluff attached to, anyone for tennis so I may release some of this pent-up aggression? AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW to arrive before 31st January 1996.



Admire the mighty-fine tennis gear which YOU could win.



Suki really is a little smasher.
(Boo boom. - Ed.)

THE RULES

1. Future and Audiogenic staff cannot enter.
2. People signing themselves as tennis players should grow up.
3. Illegible entries won't win.
4. Envelopes without a piece of tennis ball fluff attached will be binned.

DISSEMINATE ESSENTIAL INFORMATION
month's almighty AMIGA POWER. Being eternal

IMMORAL
UNSCRUPULOUS
TURPITUDE
Vileness
Iniquity
DISHONESTY
DEVILRY
IMPIOUS
REPREHENSIBLE

evil *adj.* wicked; bad; mischievous; disagreeable; unfortunate. — evilly *adv.* — evilness *n.*

THE EVIL THAT MEN DO

We of AP are sniped at for trashing poor games as if we were responsible for them. We are, of course, not. But, then, who is? And what is to be done about them? Reader Millington drops his knowledge on those assembled.

AMIGA POWER's reputation for investigative journalism is exceeded only by some other people's. I was to need every skill I conveniently possessed to piece together the full story of the low quality of 90% of everything. I decided that the best way ahead was to hunt down the key figures in the twilit world of computer games and ask them things. It was a crazy idea, but it could just work.

SUBJECT: MATT BLACK
STATUS: PUBLISHER

ME: Your first game, *Mad Space Git* on the Spectrum was a triumph. But after that you hit the bottle pretty badly and churned out some real dogs didn't you?

HIM: It's true that *Mad Space Git 2*, *Mad Space Git 3* and *Mad Space Git 4* were...

ME: Pig vomit.

HIM: ...flawed, and that *Loony Earth Fellow* got a...

ME: Hammering.

HIM: ...mixed response, but that's all in the past. Our new game is a complete departure for us. *Mad Space Git 5* builds on what we've done before while, at the same time, being related to it in no way whatsoever. We hope to keep it familiar for fans of the series, yet throw in some surprises, and not have newcomers feel put off.

We're a company that's not afraid to take chances in that way.

ME: And *MSG5* will appear on the Amiga?

HIM: On all platforms. We're doing the actual work on a Cray 2, but we reckon it'll run just as fast on a C64. Coder Terry Cloth came back from holiday two weeks ago and it'll be out for Christmas.

ME: Christmas?

HIM: I swear on the eyes of the world's orphaned children.

ME: Oh yes.

HIM: Certainly in that December/April area.

Two days later, Matt Black called me from a Bermuda carphone to say that *Mad Space Git 5* had run into technical problems. However, *Mad Space Git 4 3D 1* would definitely be out "some time during the Spring-Autumn interface." A picture was beginning to form. I sought the opinion of a mighty being of AMIGA POWER, Wam, who now associates with glamorous sporting types and falls down mountains. After several broken appointments, he finally condescended to see me. I have changed his name for a joke.

SUBJECT: WAM
STATUS: MIGHTY BEING

ME: Wam, you're on record as saying that you'd gladly give 75% of your salary to encourage new, talented programmers.

HIM: You're not recording this, are you?

ME: No.

HIM: Yes, that's right. I said I'd take a second job clearing the cold fat out of the fryers in McDonald's during the night too, you know, if it would help. Games have been good to me, I just want to put something back.

ME: Some people regard you as the finest 'games mind' of your generation, you were telling me earlier. Have you any ideas which could put a little, oh, how shall I spell it — 'Oomph!' — back into the market?



THE EVIL THAT MEN DO

THE EVIL THAT

HIM: Oh, 'Ooomph!' surely?
ME: 'Ooomph!' then.
HIM: Hold on, I'll get back to you.

The pendulum was swinging backwards and forwards like a roundabout. Where should I turn next? Perhaps to the lonely, idealistic bedroom coder? Yes. Perhaps so.

SUBJECT: KJ RAD STATUS: BEDROOM CODER

ME: K – you produce games which are often more fun than £30 professional releases, yet give them away as PD. What are you – stupid or something? Or what?

HIM: I get my reward creating something which is as good as I can make it. If other people enjoy it that's great, but I do it for myself. There's a beauty to anything which is made for the love of it, I just happen to work with computer games.

ME: You sicko. I'm off.

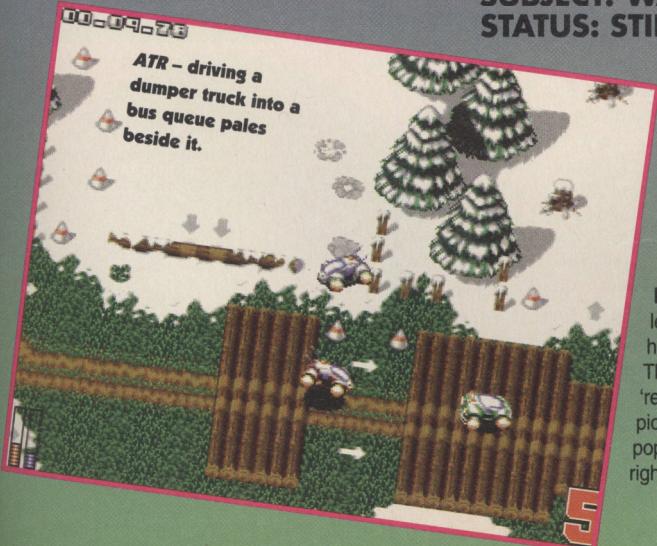
My head reeled from the conflicting evidence of industry pundits, especially as punditry is the study of Indian laws and science. I sought another perspective – that of the average Joe in the street.

SUBJECT: MILLS STATUS: AN AVERAGE JOE

ME: What do you think, then?

ME: Games need less realism. "Closer to reality" is the constant cry of idiot publishers. Do you want to stare at the menu screen of *Gunship 2000* for two months while a complex artificial intelligence routine tries to achieve a diplomatic solution? Do you want to begin the Vietnam levels of *Cannon Fodder* only to find that 60% of your troops have draft-dodged across the Canadian border?

ME: Not me.



ME: Exactly. Obsession with dreary factual detail highlights a poverty of new, creative ideas. Let's suspend that disbelief, okay?

ME: You know, you have a strange, sensual magnetism.

ME: It's a curse sometimes.

All but a few pieces of the jigsaw were in place. These few pieces, however, belonged to the giant patch of uniformly blue sky put in expressly to annoy the elderly. It was back to AMIGA POWER.

SUBJECT: JONATHAN NASH STATUS: MIGHTY BEING

ME: Jonathan, you worked alongside Wam. Surely you must have an opinion on the way things are, as he's still in Switzerland and I can't get hold of him?

HIM: You know...

ME: Yes...?

HIM: When I go home...

ME: Yes...?

HIM: When I go home I like to dress up as a dental receptionist and blow kisses to myself in the mirror.

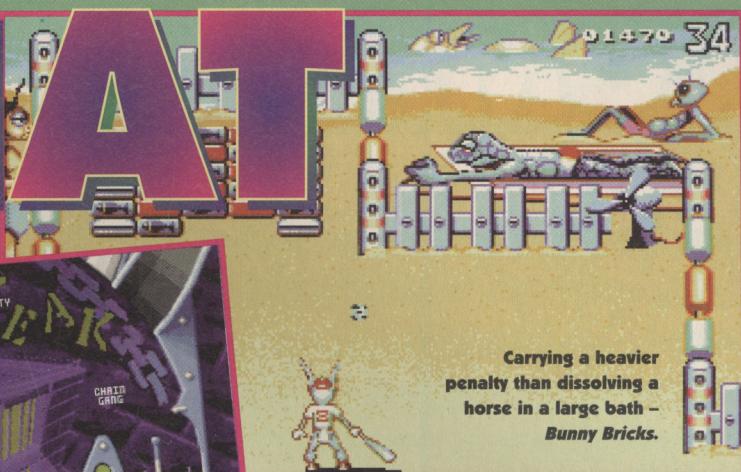
At that moment, my portable phone rang. The caller was Wam's personal trainer. Apparently Wam was back in the country for ten minutes and could spare three or four of them to see me provided I brought along his dry-cleaning.

SUBJECT: WAM (AGAIN) STATUS: STILL MIGHTY, STILL BEING

HIM: Give the suit to my wardrobe assistant. Now, ask me that thing again. Turn your tape on and ask me if I have any ideas.

ME: Wam, tell me, do you have any ideas to improve computer games?

HIM: Hey! That's right out of left-field. Off the top of my head? Okay, I'll give it a stab. The key to success is the 'response-reward' technique pioneered by Pavlov (hence the popularity of *Strip Pot* – get the right combination, see a bare



Carrying a heavier
penalty than dissolving a
horse in a large bath –
Bunny Bricks.

lady). Software houses are now free from scratching around for that philosopher's stone of 'the game.' Let us learn from the example of Never Say Never Again (a remake (a-ha!) of Thunderball). It's the Bond flick where he plays a sim which gives electric shocks if you lose. How difficult would it be to convert an Amiga to do this? Package the new A1200 with a simple dongle that plugs into the mains and wires to the soles of your feet and *Whizz* becomes an automatic *Sonic*-beater. I'd pay £500 for that.

Or what about a game that came with a virus? Not a dull computer virus – a genuine biological virus which infects you on opening. The end-of-game screen gives an address where a cure can be obtained. Publicity is easy – "Ebola: It'll get under your skin" – and a craze would surely develop as the kids at school discussed tactics and compared bleeding orifices. It even has a built-in time limit. To preserve the fun, AMIGA POWER would strictly enforce my 'No Cheating' credo to keep the life-saving address off The Last Resort pages. Only a quick deal with the biological warfare research centre at Portland Downs lies between the games makers and success. Why the wait?

That's what I'd have to say off the cuff. Hey, Mills, don't put me on the spot like this, will ya? You guys...

CONCLUSION

My research was done. And the facts speak for themselves. Put bluntly, we're in trouble, and it all down to cryogenics.

Cryogenic suspension is a growing business. More and more people are choosing to be frozen at death in the hope of a future cure. Naturally they don't want to thaw out prematurely because the electric's been cut off, so they put their money in managed funds where it can grow to cover expenses. But aside from keeping the fridge switched on, they have no expenses. They don't pass their money on to their children, but keep it themselves, accruing vast amounts of interest as they're able to take the extreme long-term view. What we have here is a monetary black hole. The growing popularity of cryogenics means that within 65 years, 98% of the world's wealth will be in the hands of corpses, and the remaining 2% will largely be in the hands of the people whose job it is to keep the fridges running, so they'll have a vested interest in perpetuating the system.

That, then, is the future. An economic wasteland run for the benefit of a pulseless elite. A planet of grim poverty for billions, with just a few hundred thousand dead living in opulence. What place, we have to ask, have computer games in this world?

• MILLS

COMPLETE CONTROL

"Ooh ooh ooh someone's really smart. Ooh ooh ooh Complete Control, that's a laugh", sang Clash frontman Joe Strummer on 1977 Top 40 single "Complete Control", curiously pre-empting the formation of the world's premier hints and tips column by fifteen years. Bending the anarchy to his will, überpunk C-Monster.

PREMIER MANAGER 3

(Gremlin)

Some people are just better than others. It's sad, but there's always some kid who beats you at the egg and spoon race at primary school and there's always someone who gets a better mark in the test which you spent seven months revising for. But consider, if you will, what it would be like to be one of these people. Imagine what it would be like for life to hold no challenge, for nothing to be beyond your capabilities. What they need is a cheat mode to make things harder. What they need is William Wilson's cheat for *Premier Manager 3*. "On *Premier Manager 3* if you ring 781560 and save it, when you load it up again all your men's skills should be 1, your manager rating -9% and you'll have £8,000,000 from your directors. If you can still win like this it'll be a miracle."



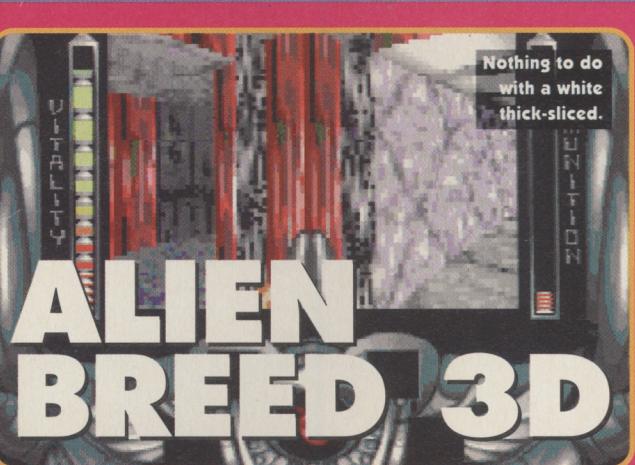
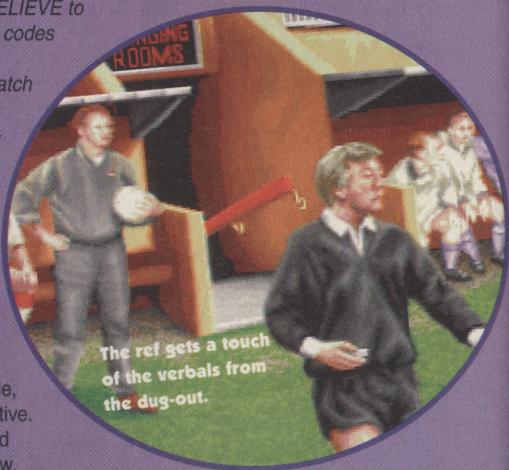
10 PAGES OF PREMIUM PLAYING TIPS START HERE

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Beneath a Steel Sky	57	Super Tennis Champs	54-55
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ULTIMATE SOCCER MANAGER

(Daze)

Social embarrassment is the anvil which will be cast around your neck if you choose to cheat on this fine footy management game. Your name is swiftly changed to 'Cheating person', which makes it impossible to show off to your chums. This is clearly not on, and so thanks must go to the charming, alliteratively-named Jethro Jones to sort out the cause of your shame. Jethro? "I thought that I would fill your rapidly slimming tips pages with this niblet for *USM*. It involves using the 'MAKE BELIEVE' cheat featured in issue... oh, I can't remember. (He means AP51. Enter your name as *MAKE BELIEVE* to toggle a load of special codes such as + for an extra £100,000, 1 to win a match 1-0, E to go to the penalty shoot-out, etc - CM.) Anyway, do the cheat, then save the game and select restart. You can now edit and select your name as before, but when typing your name you enter your own name (or anyone else's) and bobsyeruncle, the cheat will be still active. Only you won't be called 'Cheating person'." Phew.



(Team 17)

Personally I couldn't really afford this rather impressive *Doom* - but on the Amiga game, so instead I merely affixed my Dracula fangs and glasses to my kitchen loaf and waved it around my swarthy living room. I was having fun with my Alien Bread. But I digress. A man who has experienced Team 17's blasterthon is Gary Maddens, who's found some controls not actually detailed in the manual. Cheers Dave. "To enter full-screen mode press enter on the keypad. To use sidestep properly on the CD32 control pad mode, hold down the forward button while using the direction pad to side-step."

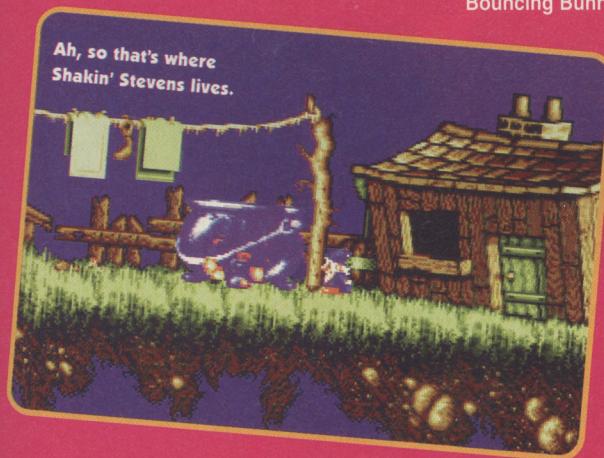
Actually I lied. I've played *Alien Breed* loads, and here are my codes up to level 10. Where I got stuck. Though I am progressing. KMGPFPNHNHFFFFF MIEOFGFLHNPPFFFF KPKOFPPPPFPahn Hucciaolnhhplgn PEICMMPBONNFFFF KCcoiholbomjnnhn PPKKJLOLPJPJEFN BDIOCEPLKNPILHb DGAEDNOKPJLNHEFD

WIZ'N'LIZ

(Psygnosis)

Writing the hints and tips pages of AP has provided me with an insight into the eternal wonder that is human nature. By swiftly dividing my mailbox into piles of Questions for Last Resort, Answers for Last Resort and Complete Control stuff, it's evident that those seeking advice outnumber the kind Samaritans several-fold. And they're often rude, which I find upsetting. But even among the altruists there are individuals who soar above the majority. Shelley Critchley is one such person.

This flower of youth wrote out, in her beautifully curved handwriting, 91 recipes for top two-player platformer *Wiz*



(“And”, you wretch – Ed) Liz. I type out this column for the narcissistic glee which possesses me when I see my name in print, as well as the small pile of money which is pushed towards me by EVIL GLOBAL PAYMASYERS. She did it for no discernible reward, without even resorting to the pitiful code I used to shorten my task. The girl is angelic. Her list, however, is not.

THE CODE: Banana=B, Strawberry=S, Apple=A, Cabbage=C, Orange=O, Potato=P, Cherry=Ch, Lemon=L, Mango=M, Carrot=Ca, Pear=Pe, Mushroom=Mu, Onion=On, Avocado=Av, Lime=Li.

THE SPELLS: (1) B+S=Magic Diamond (2) B+A=Star Shop (3) C+C=Basher (4) B+O=Nothing (5) B+P=Hint Shop (6) Ch+Ch=Bouncing Bunnies (7) A+S=50,000 Points (8) L+M=75 Stars (9) Ca+S=Points Doubled (10) O+Ca=Rabbits (5000 points) (11) P+Ca=20 seconds (12) B+Ca=50 Stars (13) Ca+Ca=Sound Test (14) On+P=Not a sausage (15) Ch+M=1 Second (16) L+S=Painting (17) Ch+P=Mine land skipped (18) Ca+Pe=Rabbit Wars (19) Le+Ch=Rubbish (20) S+C=Rabbits (1000 Points) (21) O+C=Joke (22) Mu+Mu=Sapphire (23) Pe+On=Upgraded fruitio (24) Mu+C=Wabititious (25) Pe+B=Stars are tripled (26) O+A=Random fruit (27) A+C=5,000 Points (28)

S+O=Tomato game (29) Pe+A=Wiz is Liz, Liz is Wiz (30) Ch+C=Shadow levels (31) On+S=Song (32) M+B=Temple land skipped (33) Pe+P=Gold Rush (34) A+C=Time Doubled (35) M+P=Emerald (36) Ch+B=Rave (37) O+P=Snake alive (38) P+A=Clock stop (39) M+S=Spin Wheel.

(40) Ch+Ca=1 Star (41) Pe+Pe=Finders Keepers (42) P+P=Woodland skipped (43) A+On=Ruby (Magic) (44) O+M=20 Seconds (45) L+B=Extra time (46) Pe+S=Ping Pong (47) On+C=5 Seconds (48) M+C=25,000 Points (49) B+C=Soile (Hmm? – Ed) on Shop (50) Pe+Ch=175 Stars (51) L+L=Bonus Swap (52) Av+L=1 Star (53) Mu+Ch=Level skipped (54) Ca+M=No fruit today (55) Mu+Ca=No fruit today (56) P+C=Practical joke (57) S+S=10 seconds (58) On+B=Raining bunnies (59) Ch+S=Stars doubled (60) S+P=Rabbits (2,500 points) (61) Ch+A=150 Stars (62) B+L=90 Stars (63) L+Pe=Get one star, get one free (64) On+On=No dying rabbits (65) On+L=5,000 points (66) Mu+On=A cheeseburger (67) A+L=100,000 points (68) Ca+P=20 seconds (69) Pe+Ca=Rabbit wars (70) Ap+Ca=5,000 Points (71) Pe+L=See above (72) Av+S=Double bonus round (73) Ch+L=Cheat (74) Mu+A=Fruit returner (75) M+M=Get a (What? – CM) (76) Li+P=Get on free (77) M+B=Templeland skipped (78) Ca+L=80 Stars (79) Av+P=Snowland skipped (80) C+B=Sale now on! (81) L+S=Painting (82) M+Pe=100 Stars (83) L+O=Take a cherice (84) Ch+Pe=175 Stars (85) L+P=Guess those words (86) L+O=Take a chance (87) Mu+L=1 second and 300 Stars (88) On+Ca=Fruit life (89) On+Le=100,000 Points (90) On+B=Raining bunnies (91) C+Ca=Nothing.

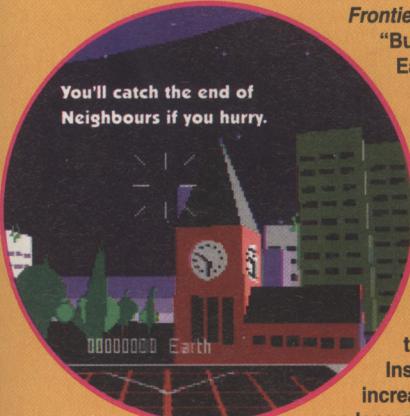
FRONTIER

(Gametek)

People often perambulate up to me in the street and say, “Hey! C-Monster! How many ears does Dave Braben have?” And, because I’m sane, I always retort, “Two. He’s human. What are you, stupid or something?” Obviously this is really annoying, so it’s lucky that Matthew Bennet of West Brom chose to deliver a cheat for the aforementioned programmer’s *Frontier*. Cheers Matt.

Buy a rubbish ship, like an Eagle Mk 3, then purchase the necessities (the Scanner for example). Buy one ton of rubbish, then fly into space. Click UNDERNEATH the jettison icon. You will hear the appropriate sample, but your load won’t have been released into the cold bosom of space. Instead your cargo space increases. You can do this for as long as you like.”

You’ll catch the end of Neighbours if you hurry.



(Renegade)

It's a well-known rule that men named John Royston who are in their early teens are the people games collapse before like a pack of butter facing a blowtorch. Proving the theorem this month is a Lancashire lad who, at a mere thirteen years, has given us this fine set of level codes. Use them well, but enter your name as Matt Broughton first. (Matt Broughton. What a TV detective he was. No, hang on. – Ed.) DMFGDLM RGTGRBL DTGGDLBBKHMNTM CKDTGSP HPRMTKK BNJTFPS JTPCDKD KCCTSGF SLLTKMT NBBTPFG GVGTDGB GVKTILVR.

DON'T FORGET

Hints, tips, playing guides, complete solutions, information morsels, recipes for success, love bundles and Christmas cards. I want them all. Just slam on a stamp and post them to: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or you can enter my private e-mail world at bs4kmg@bath.ac.uk

"We should do a guide," suggested Jonathan, deftly concealing a holiday booking form.

ALIEN BREED 3D

KEY TO MAPS:

Blue lines – partitions or structures within room (can sometimes pass over/under these)



Partitions or tunnels or drops from ledges



Red bar on wall – switch



Red block – lift or platform or teleport pad



Black lines – solid walls on partitions



Teleport



Arrival point from teleport 1



Stairwell, staircase



Secret doors or switch-operated walls



MK – Medikit



GL – Grenade Launcher



RL – Rocket Launcher



SA – Shotgun Ammo



GA – Grenades



YP, GP, RP, BP – Yellow, Green, Blue, Red Pass

(Where not written)

GENERAL TIPS

Monsters

Since I'm not au fait with *Alien Breed* terminology, I thought I'd better explain my slightly immature expressions for all the creatures encountered before level six. **Breed 1** Nasty red crawlies things that you may need to crouch to shoot. Using a shotgun cartridge or four pulse rifle shots will see them off.

Breed 2 Standard alien guards. Again, one shotgun blast or a good pulsing will stop them.

Breed 3 These elite guards carry plasma guns which are faster in projectile velocity and firing rate than yours, the cads. They take two to four shotgun blasts, and they're often placed in high or distant sniper positions to take advantage of their precise aim.

Breed 4 Despite being gifted with the incredible power of unlimited flight, these cacodemon/beholder-styled eyeball monsters much prefer to sit in the air above your head. One well-aimed rocket or several plasma bolts will put them to rights.

Guns

Pulse Rifle Yes, it's rubbish, but the clips are plentiful and you'll often find yourself sitting above a room of red crawlies with all the time in the world to obliterate them. It's also useful for testing the computer's occasionally errant targeting when you're not sure if the monster is within your sights. Save ammo and improve your level codes by resorting to the pulse rifle.

Shotgun A double-barrelled pump-action? How very odd. Nevertheless it is your workhorse, and you should default to it. Now, get off my planet.

Plasma Gun No built-in autofire but a high potential firing rate



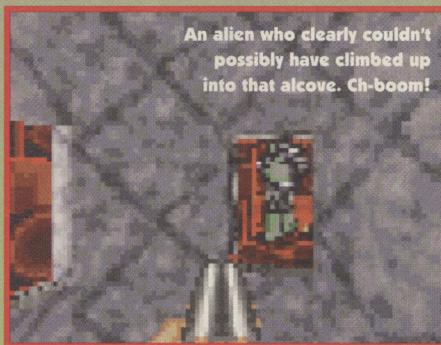
nonetheless. Excellent at short-to-medium range, despicable at long range.

Grenade Launcher You've doubtless discovered, to your detriment, that grenades can rebound. However, the physics model is sufficiently advanced that you can bounce shots diagonally off a wall to shoot round corners, or zig-zag them down a corridor to reduce their range. The blast damage decreases dramatically with distance, so when dropping them down shafts try to lure the bad guys directly underneath beforehand or you'll waste your shots.

Rocket Launcher As with the grenade launcher, one direct hit is worth a dozen near-misses.

Mappage

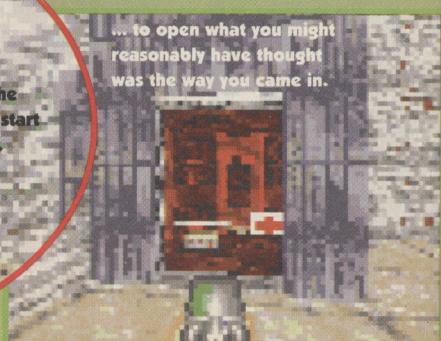
The maps may strike you as being slightly, er, out of scale in certain areas. That's because my religious beliefs require me to practice an unorthodox, freeform style of cartography that attempts to capture the spirit of the level's design, rather than its precise measurements. Unfettered by the constraints of scale and ratio, I've created a map that shows more detail where it is important, and less where it is not.



"It's... a... med-i-cal
plaaazaaa." Etc.

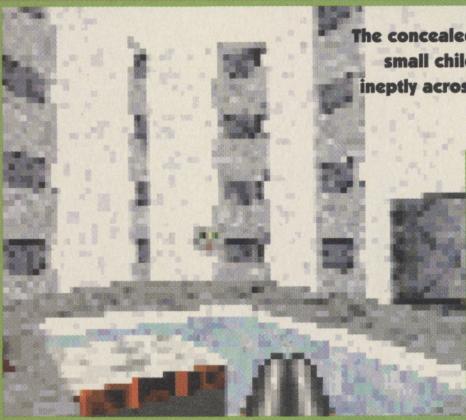


... to open what you might reasonably have thought was the way you came in.

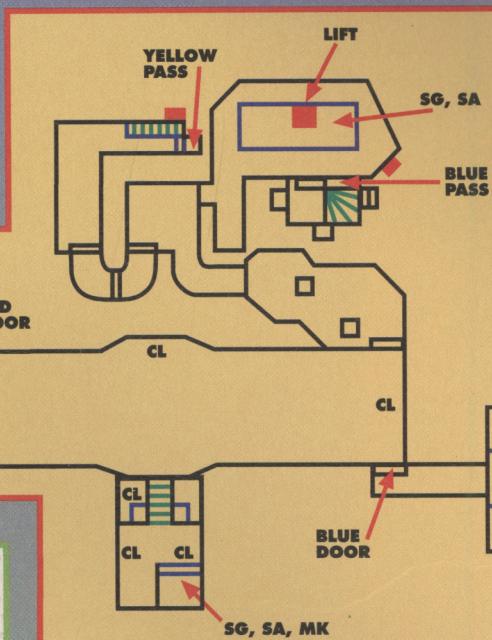
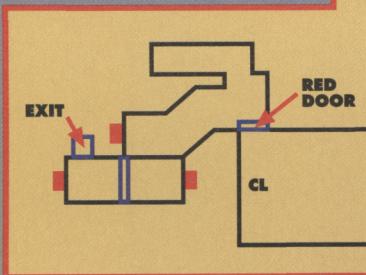


Part One

3D



The concealed lift. And a small child swimming ineptly across the lanes.



LEVEL 1

"As I entered the complex, I realised I was no longer alone." Or something.



Barrels are useful. Employ them.



AB3D teaches you to get your retaliation in first.

Duckage

When crouching you cannot run or climb steps. You should be made aware that if you try to move into a low space or tunnel, you will automatically crouch. However, you will need to deliberately stand up when headroom allows.

LEVEL 1 - THE GATE

Level Code:
KLKFFFFNFFFNFFF

Two ledges flank the staircase to the wide entrance ahead of you: a switch concealed on the outer face of the rightmost column will open the door to the

right of your starting position. Put aside that toy you're currently brandishing and help yourself to the game's first shotgun. The medipak will help you to leave the level with full energy.

The level's second shotgun – accompanied by some timely ammunition – is in the pool. Once you've secured the area (crouching helps to shoot any Breed that have fallen in), take the plunge yourself and collect the goods. To escape you should look for a raised tile on the floor of the pool,

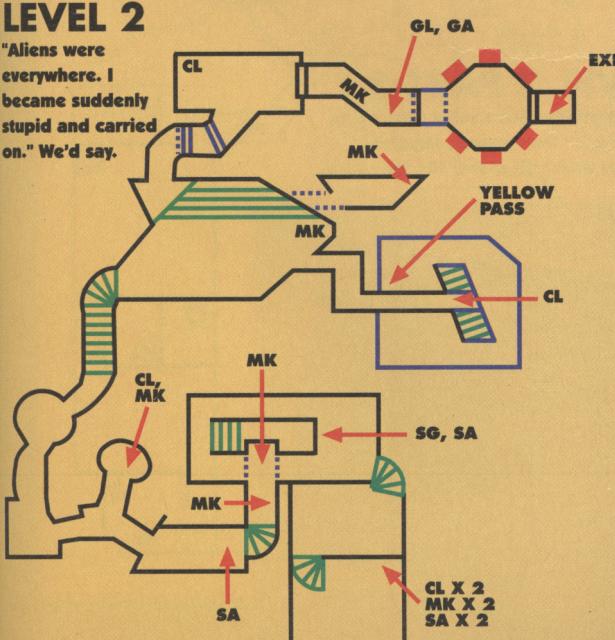
stand on it, then press your Operate key to be lifted high and dry.

Hitting the switch on the wall by the pool will reveal a spiral staircase to the blue key. The red panels you see above you are really moving platforms: a tripswitch on the top step will cause two of them to sink. Be prepared to swing around and greet the two guards who wait, with inscrutable alien patience, to ambush you. Alternatively, drop off and run outside the moment you grab the key. They won't follow.

Backtrack to the long hall's blue security door. The red pass is on the far side of the next room, and once you've opened the door at the end of the corridor you can pull back to take out the crawlies with the pulse rifle at leisure. Hang on to the side of the corridor while edging forward to shotgun the guards

LEVEL 2

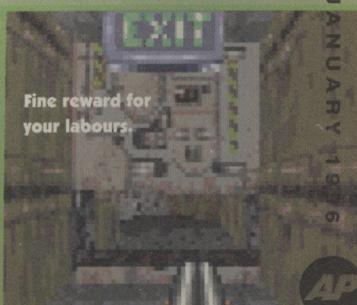
"Aliens were everywhere. I became suddenly stupid and carried on." We'd say.



Skip about in the central area to dodge fire.



The final room is a bit cheeky.



Fine reward for your labours.



Another blue key.

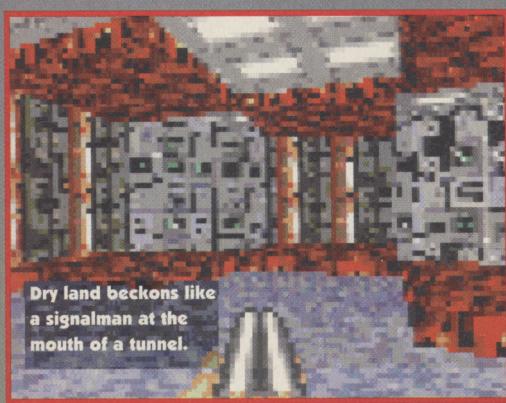


and out of sight.) Throw both switches at the far end to open the exit booth.

LEVEL 4 - COURTYARD

Level Code:
KPKOEKPLHGEFBDHP

The escape route for this level requires you to find the green pass, then yellow, then blue, then the red



Dry land beckons like a signalman at the mouth of a tunnel.

pass in that specific order. Eyeball monsters dominate this level but, thanks to its open design, you should always be able to lure them out to a wide spacious area where your speed and agility will give you an advantage.

You may encounter sniper fire when collecting the green pass, as a guard patrols a landing high above you on the opposite wall. Other than that the room is safe, so move back up the steps and wait for the guard to show itself. Two staircases rise on either side of the blue security door. The left staircase, crawling with well-armed guards, terminates in a landing with a narrow door that opens onto the courtyard with two yellow doors. Replenish your shotgun at the tip of its crazy red overhang. Back on the landing, you should also find the very same sniper you wasted earlier.

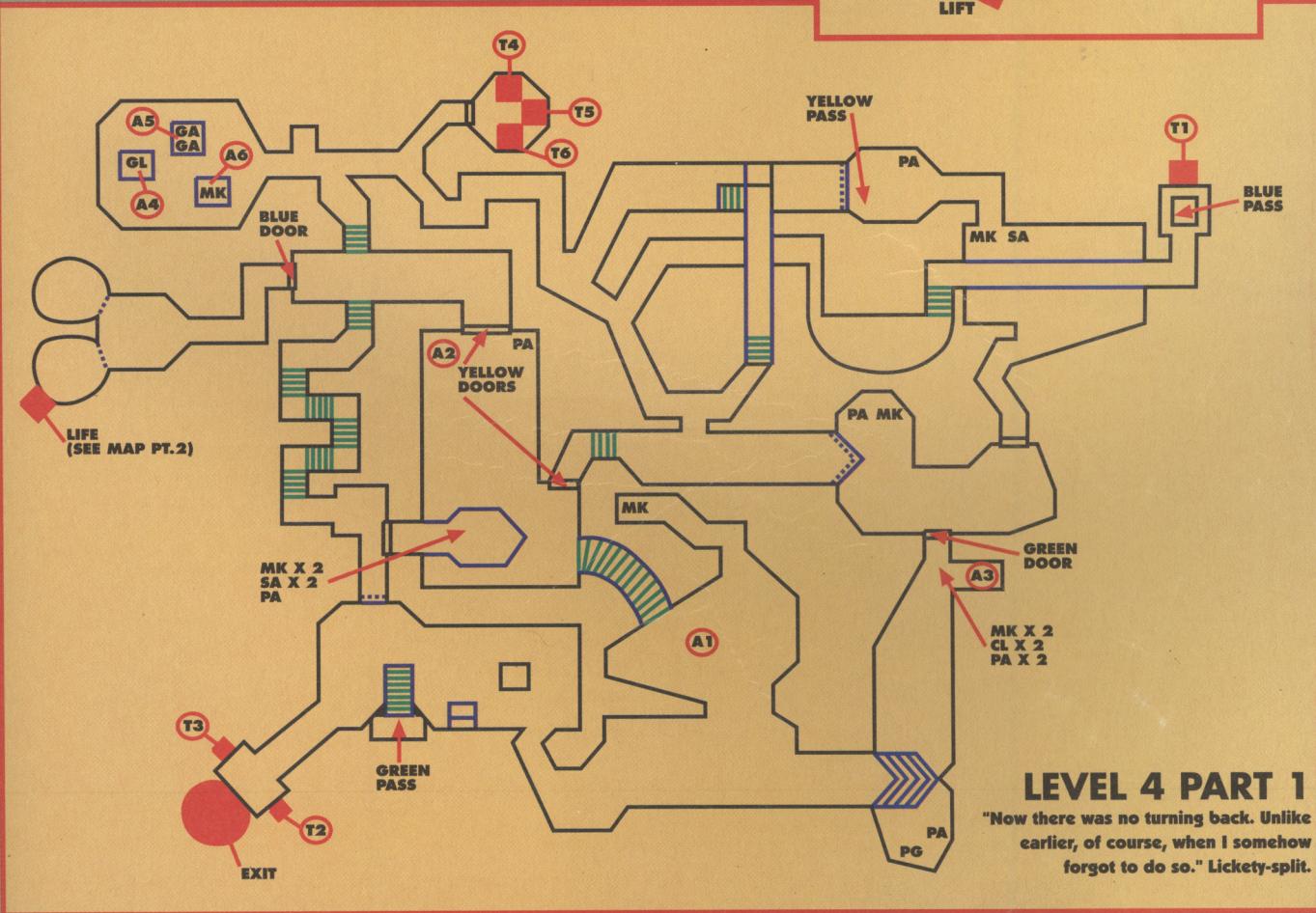
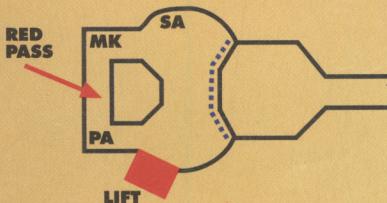
Head up the right staircase and look left. The cubbyhole you see is provided for sidestepping. The room beyond features three large

blocks, and a medipak is clearly visible on top of one of them. There's a chamber nearby with a self-shutting door, and each of the three teleport pads inside will transport you to the top of one block.

The red pass has a deceptively strong alien defence, but with judicious detonation of the barrels on the upper level you can weaken the stronger guards without wasting too many shots. Having cleared the lower level, you may find it advantageous to rush the lift and storm the upper level.

• ZY NICHOLSON

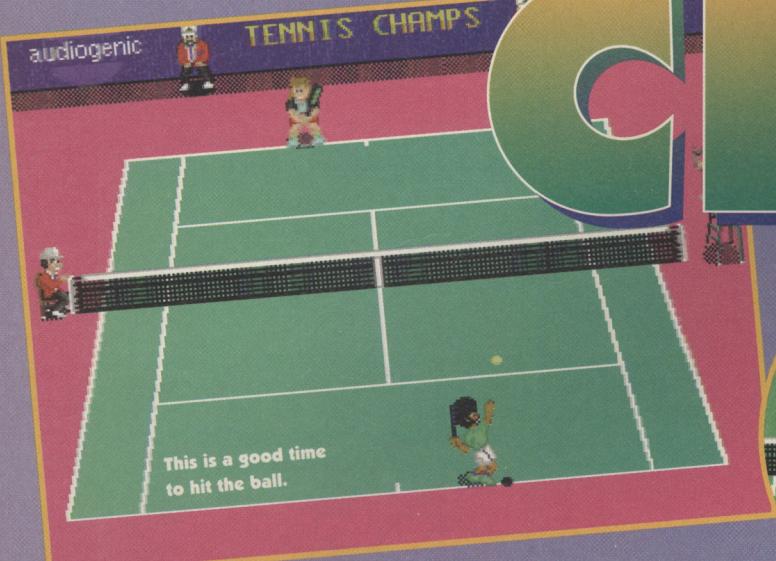
LEVEL 4 PART 2



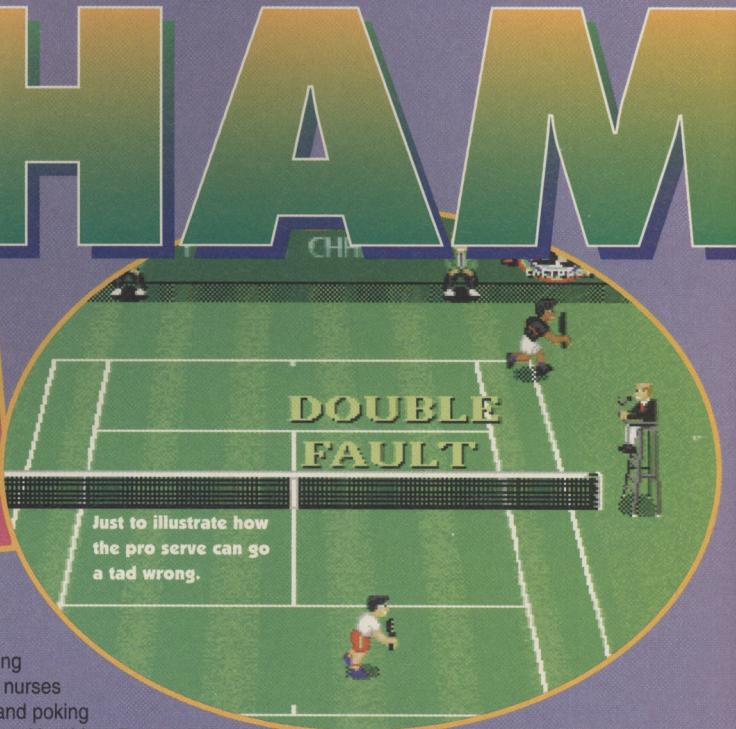
LEVEL 4 PART 1

"Now there was no turning back. Unlike earlier, of course, when I somehow forgot to do so." Lickety-split.

SUPER T CHAMPS



Your only excuse is that every Tennis Champ has a coach.



Throwing a brick at Neil Marsh, playing doctors and nurses with Samantha Perry and poking Andrea Laurie's bottom with a blunt Pop-a-Point™ pencil are a few things I can remember about my days at infant school.

I would have done anything to continue living that life of luxury and avoid making the step up to Primary School where Mr Henley taught, as he was the teacher TO BE FEARED. The sort who, when you asked if you could go to the toilet, would ask you to repeat the question to the entire class before bellowing, "I don't know. Can you?" A-ha. A-ha ha ha.

When I think of Mr Henley now, two things spring to mind. I regret not urinating all over his shoes (as I nearly did) and I'm still haunted by his tiresome story about Percy Verance. Percy was a farmer who often had a bad harvest. But he kept trying until his harvest was bountiful, hence the name Percy Verance. And you know what? There's a little bit of Percy in all of us. But if you're still reading this, I'll assume the moral of that story has fallen on deaf ears and will therefore get on with these blessed tips which (like Jonathan) I detest.

PRO SERVE

I briefly considered giving hints on the easy service mode, such is the patronising nature of these tips, but if anyone is incapable of guiding a little target around the service box then perhaps it's time to forget the whole shebang.

Let me begin by saying the sooner you master the pro mode the better. Few games will be won

against human or computer opponents if you're still using the easy mode. You'll appreciate that swerving the serve is a distinct advantage but let's not get ahead of ourselves.

In order to serve the ball in, throw it up and hit it just before it drops past the white line at the back of the service box on your side. It is not necessary at this stage to use any directional movement as the ball, when hit, will automatically land in provided you haven't moved your player before serving. The resulting serve will be a deep one to your opponent causing him to return down the line or cross-court. Return your player to the centre of the court once you've served and you'll still have time to reach the ball – but only if you avoid committing yourself to either tramline.

Directing the serve can be hazardous. Placing too much emphasis on the direction of the serve will result in you hitting the ball into the crowd or the opposite side of the court so don't assume that heaving left on the joystick will result in a perfect unreachable serve even if you've moved your character to the far right. It won't.

You swerve the ball by moving 'up' or 'down', and if you're not careful you'll trigger this when directing the serve. So unless you can afford to look extremely stupid in front of friends buy a lock for your door and experiment in private. Find time to practice the serve too. Ho ho ho.

RETURNING

The majority of computer opponents will either serve directly down the centre or wide to your backhand or forehand. Standing near the tramlines should accommodate the variety of serves you'll receive, though players of Mac's calibre are likely to slice their serves which come and go before

TENNIS

PS

you've had a chance to even wobble your cellulite in anticipation.

A shot which, I've discovered, reaps bountiful rewards is the topspin return down the line. This often causes your opponent to slice their return directly to you, enabling you to use a topspin cross-court shot to claim your point before theatrically taunting your foe.

When returning, avoid the slice (this is pounced on with relish by net-players), the lob (usually smashed with unerring accuracy to the corner you're not in) and a normal shot straight to your opponent (because that's just plain silly).

RALLIES

So you think you can hold a rally with your opponent now? About time too. The trick to winning rallies is to anticipate your opponent's next shot. Obvious as that may sound, if you are at the net and have successfully returned a couple of balls, fired at your upper torso, it's likely that your opponent will lob you. So don't just stand there and flap like a beached seal, move back.

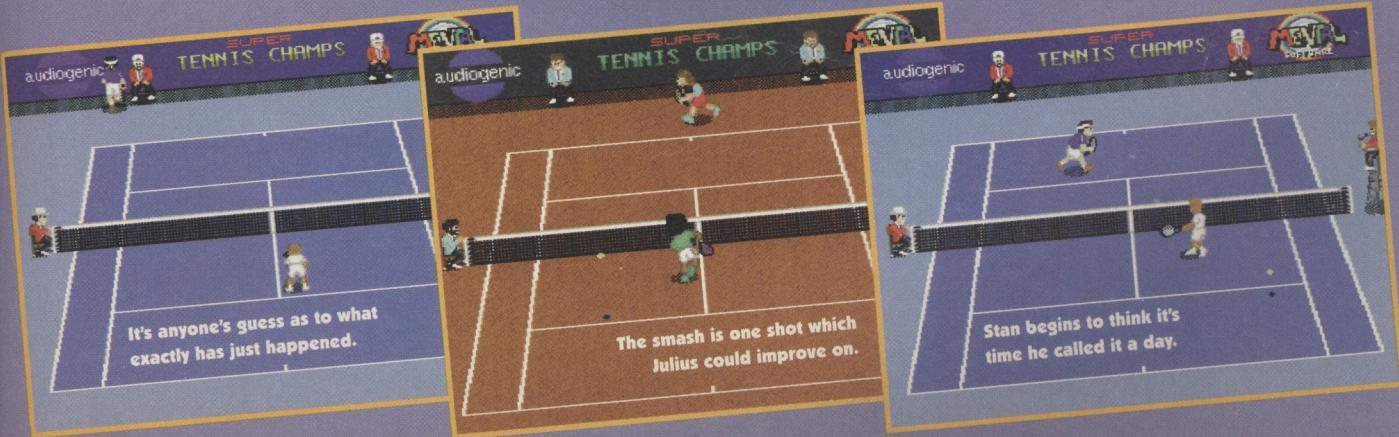
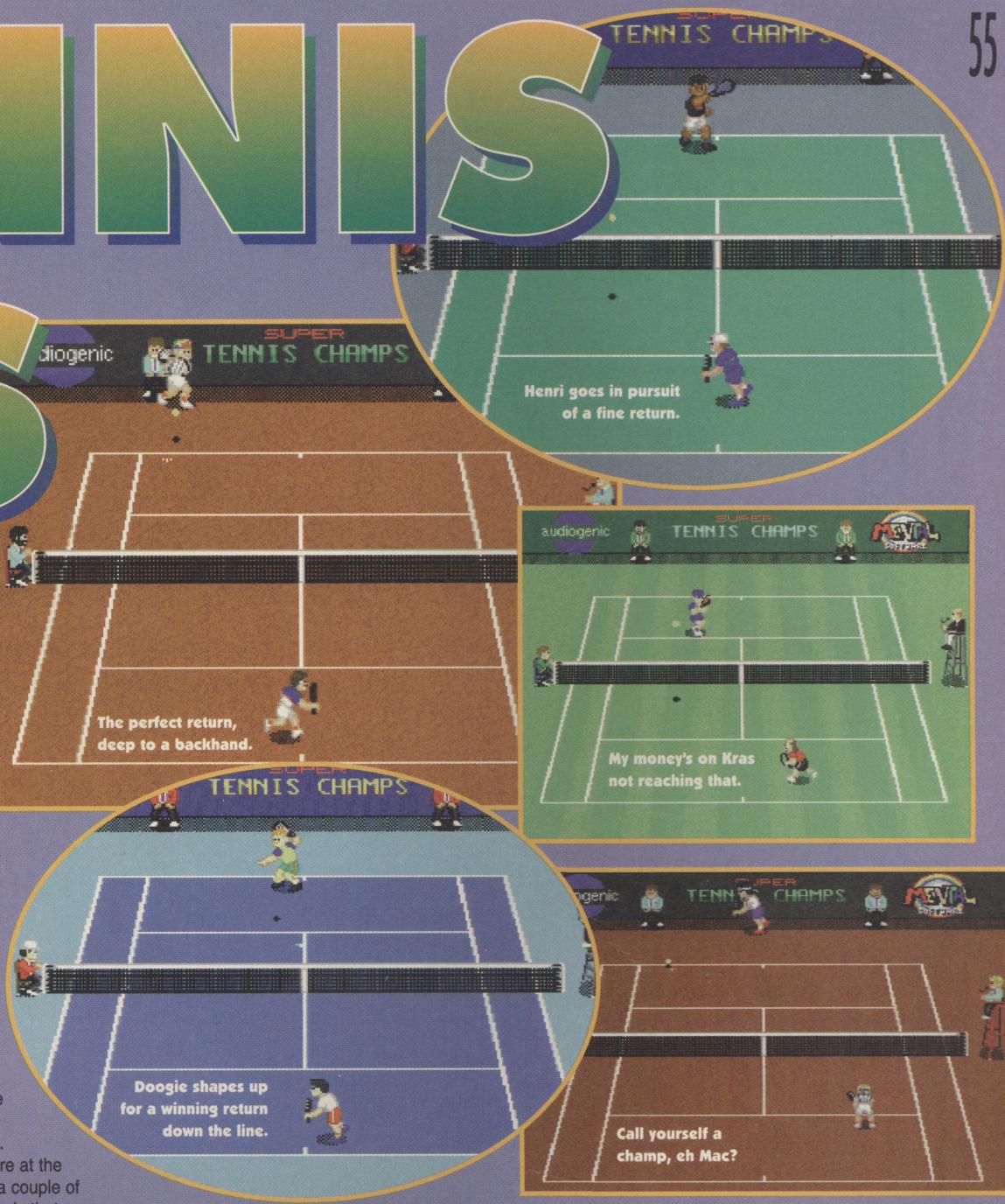
Only approach the net if you are confident you can win the point within the next two shots as holding the net is a vulnerable position. You'll be passed from all angles if you don't heed this advice. Also, don't even attempt to play a sliced shot from the baseline or when approaching the net. You'll witness the ball either hit

the net or travel way beyond the baseline.

When rallying with the likes of the big-hitting Greg, Mac and Chuck try to draw them into the net with a dinky drop-shot before lobbing them. While you could try beating them at their own game, which has its rewards, it's likely you'll only take only the odd point off them. So, er, not much of a reward then.

NEXT MONTH: Friends. Nothing to do with the sickly sweet American sitcom but, y'know, those people who call round to see if you can come out to play. They have their uses, believe me, and you'll need a few to exploit the *Super Tennis Champs* tippery next month when I'll be examining the doubles game. In great detail. But I jest. Natch.

• MARTIN Axford



TWONKED?

Then you need...

THE LAST RESORT

with C-Monster



Loved by the poor, loathed by the rich, the middle classes remain indifferent in their opinion of the young ragamuffin that is C-Monster.

LOOSE ENDS

IS IT JUST ME, OR DOES "LOOSE ENDS" SOUND RATHER PAINFUL?
ANYWAY, PLEASE HELP THESE CHAPS. THEY NEED YOU.

Q "On ZAC McKRACKEN, I don't know how to get past the force field on Mars. Can you help? And where are the yellow crystals?"
Martin Doherty, Manchester

Q "On day 4 of THE ADVENTURES OF WILLY BEAMISH I have given the T-shirt to Dana to get her to go to the frog jump, stick a plunger on Louis's face and then run off. But I cannot win the competition, despite having given Horns some 'Slam Dunk Cola'. I suspect that I need to give the flies to turbo-frog, but I get caught every time I try and get them.
HAYLP ME!"

James Wilkinson "Sword" (Hnngh. - Ed.)

Q "I'm stuck on Renegade's VIROCOP. How do I defeat the final boss (the green virus)? What attack pattern should I use? If I put my fist through the monitor will it work?"
Rameses Pok, Australia

Q "I am the owner of an A1200, and would be most grateful if you could publish the passwords for CRYSTAL KINGDOM DIZZY."
Jack Skaife

Q "Back in issue 52 in part 1 of the FLASHBACK complete solution (section 2), you said that on the middle platform I should take a running jump to reach the top platform, but I always fall short. Can you help?"
David Walker, Dunfermline

Q "I am stuck on WIZKID. I have found Dracula on the graveyard level, but the location of the cross I need to kill him with has eluded me. It has been six months. HELP!"
Lewis Packwood, Herts

Q "Can anyone help me on THE HITCHHIKERS GUIDE TO THE GALAXY? I am on the Vogon spaceship. How do you convince the door on the Heart of Gold that you are an intelligent life form?"
Dave Heffron, Glasgow

Q "I'm stuck on UNIVERSE. I can get into Silphina's house, but a guard bursts into the room and catches me before I can open the bedroom door. Please tell me the code for the door or how to open it."
Robert Fleming, Surrey

I'm not really sure that this is legal, even though the AP crowd are attempting to persuade me it's all perfectly innocent. I've been handed a colossal pile of post, which I am told I must open. Having never seen so much post in my life, I'd usually jump at the chance of having a peek but none of it is addressed to me. They say Rich won't mind because he's on a pilgrimage, before mumbling a host of bewitching statements. So although there is still a little voice inside my head trying to call me back from the abyss, I've succumbed to the voyeuristic thrill of it all. I just hope that Baby Jesus will forgive me.

A-TRAIN

Q "I keep running out of money. Is there anyone who can help me?"
John Rayson, Lancashire

A I don't really know how to help you, to be honest, but somehow I can't shake off the feeling that typing CHEATERCHEATERWIMP (with the caps lock on) will give your ailing company a swift cash boost of £1,000,000. Wait! My psychic sense is picking up more... type it on... the... Main screen. That's it. The Main screen. Type it there.

LEGENDS OF VALOUR

Q "Help me, please. I have found all four skulls in *Legends of Valour*, plus the book and the Orb. Can anyone tell me where the amulet of protection might be?"
Dave Heffron, Glasgow

A *Legends of Valour*? Possibly the most mould-breaking and woefully underrated game the Amiga has ever housed, and still one of my

THE HITCHHIKERS GUIDE TO THE GALAXY

Q Hermaphrodite Fox found his Hitchhikers Guide to the Galaxy cut embarrassingly short when he arrived in a dark area. Perhaps it's lucky for all concerned that James Wilkinson has decided to act as a stand-in tour guide. Go, James. Go! Go!

A "You're told in the description that you cannot see, cannot hear, cannot taste, cannot smell or even remember who you are. Simply continue entering LOOK until 'SMELL' disappears from the 'cannot do' list. Now SMELL and then SMELL SHADOW to find that it's Ford. EAT the peanuts that he offers you. When he takes a nap GET SATCHEL, REMOVE GOWN, HANG GOWN ON HOOK, GET TOWEL and COVER DRAIN WITH TOWEL. Follow this by COVER PANEL WITH SATCHEL, PUT JUNKMAIL ON SATCHEL and PRESS DISPENSER BUTTON to deposit a fresh Babel Fish in your ear. Now PRESS SWITCH and note which word you need from the second verse of the Captains' poetry. Now GET ALL and PUT ALL IN THING. WAIT until you are taken to the poetry reading session and when he starts ENJOY then wait until he gets to the second verse, and note the word which the machine requires (REMEMBER PRESS SWITCH). You will be thrown back into storage, so TYPE (word from poetry) ON KEYBOARD OF CASE and then GET PLOTTER. WAIT for a while and you and Ford will be ejected into space. If you get a message saying FootnoteXX (XX is a number) then type FOOTNOTEXX. You'll end up in the dark (again). Look until LISTEN disappears from the list, then LISTEN and GO SOUTH (ignore the port reference). That's all you'll be getting from me at the moment."

James Wilkinson

TRAPS AND TREASURES

Q The charmingly-monikered Ed Lazdins was having trouble on level two of this pirate-based platformer. Decking himself up in his finest Errol Flynn-wear is this month's ever-present Craig Hesmondhalgh.

A "Ed's problem is not easily solvable, mainly because I don't know the answer.

personal top tens so it's worth a try I suppose, Davey. I'm pretty sure that the elusive trinket you mention is somewhere in the area of the Lizard Man caverns in the south-east corner of Mitteldorf. The entrance is in one of the three corner buildings, and it's probably worth your while just to explore a load of those sliding walls. But I may be wrong, as my memory has become slightly addled. If you think you know better, send all suggestions to the usual address.

BENEATH A STEEL SKY

Q "I can get to the wine cellar and have punched a hole in the grill, but I can't go through it. I am carrying the bar, the spanner, the circuit board, two ID cards, the cable and the light bulb. What else do I need to do?"

Michael, Hampshire

A You need to collect the secateurs. Go back to the pool and locate the wooden doors nearby. A swift swipe of your card will grant you entrance to this old station. The desired plant-trimmers will be found within. Head back to the wine cellar, and get

CASES CLOSED

THESE CASES ARE NO LONGER OPEN. THEY ARE SHUT AND WILL SURELY REMAIN SO. WE MUST BE THANKFUL FOR SMALL MERCIES.

(Erm, hello? – Ed.) But if he enters the code "52011413" he can stop pulling faces at the window and enter the cosy cottage of that which is the next level."

Craig Hesmondhalgh, Blackpool

JURASSIC PARK

Q Luke Sykes had managed to get the blood-specked T-Rex to the pit. It was lit but alas, he couldn't cross it. The man with 'the plan' is Craig Hesmondhalgh.

A "Once you've introduced yourself to T-Rex, keep lobbing flares at him and run east towards the pit. Cross it by walking over it. When you're a short distance away, ignite the pit with a flare and head East, South, West, past the bunker, up the levels and North-East to collect a pass. Now return to the bunker to complete the stage."

Craig Hesmondhalgh, Blackpool

ISHAR 2

Q Quite possibly AP's only Saudi reader, Labib Abu Ghazeleh, was having difficulties on Zach's Island. He was having Town Hall, Idol and Pendant-related problems and had "reached the end of his tether".

A "I'm not quite sure what Labib is wibbling on about regarding *Ishar 2*, since there isn't a Town Hall on Zach's Island. Anyway, it's irrelevant whether there is or not because you needn't go anywhere near it. I suggest Labib goes to the library where he should receive

back on the box which you put the lid on. You should have already opened a small hole in the grill with the iron bar, so use the newly-acquired secateurs to widen the breach. It should be large enough for you to crawl through and continue your quest. Which you should without haste. Good luck, young fella.

MONKEY ISLAND 2

Q "I am really, really, really, really, really stuck on *Monkey Island 2*. When you break out of prison on Phatt Island is it possible to get your possessions back? If so, how?"

John Mintu

A So you're stuck, you say? Well, there are two possible solutions to your dilemma. You can move Guybrush into a dead end job, get to the housing ladder, get married and work honestly for about 20 years to achieve what you had previously counted as your birthright. Or you can merely pick up and open the two envelopes on the shelf. In the prison. Where you were locked up. In the first place. You clot.

another part of the map showing an island called Akeer. This should be his destination and is also where he can socialise (badly) with the skeletons."

Craig Hesmondhalgh, Blackpool

PERIHELION

Q "Does anybody know how to get past the radiation in the tombs? I have gone into the mines and blown a hole behind the fire door, but each time I pass the mines, everybody melts. I'm pretty sure that you do have to enter the mines to rescue Algol, but I just can't tell what I am doing wrong" wrote Anthony Roderick of Swansea, pretty much word-for-word.

A "There ought to be some filter masks lying around about, which should help you. Algol is behind the door that you blow a hole in – but sure that you get him back to the Mirack quickly or he'll die."

Jim Mooney, Dumfree

DREAMWEB

Q The unlikely duo of Kevin Evans and George the Puppy had wandered Difficulty Road, finding themselves unable to open the junction box. Acting as a pseudo-British Rail serviceman is Robert Fleming.

A "To open the box you should go to the stairs and remove the railing. Use the railing on the box and then pour a cup of water on it."

So I've done it, and the police haven't called yet, but I'm still hiding underneath my student squat staircase in case they come later. I feel so guilty and dirty, but I'm committed to the task now. All I can pray for is some post of my own. Leave a light on for me, and send anything to:

**The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath
BA1 2BW.**

Or skit across the surface of the ElectroBahn to bs4kmg@bath.ac.uk but hey, mind the traffic kids.

OOOOO EEEEEEE!



Hello! I'm Yoko Ono, and when I'm not wailing tunelessly or exhibiting my pubic hair, I like to 'jack' into 'the net' and see what my conceptual CyberNotes can agitate on the ElectronicMusicScale. A 'site' I richly recommend is Futurenet, home to the mighty beings of AMIGA

POWER. Now, at last, updated, you need to tell them who you are so you can get a special identity and entry password. Or, hey, just pretend you're 'amiga power' and tell them your password is 'amigapower'. Tee hee! Let's put on an InfoBeard and sneak into the tour party.

NEWS ROOM

<http://www.futurenet.co.uk/News/today/index.html>. Had Futurenet been running at the time, and had I not been standing beside him, miraculously escaping the bullets, and had Mark Chapman fled instead of waiting for the police, I would certainly have consulted this news update page for a flash on John's assassination and a description of his killer.

AMIGA POWER

<http://www.futurenet.co.uk/games/amigapower.html> My friends at AMIGA POWER rapidly tire of the Internet and its associated central capitals joke. Appreciate the irony as their page remains exactly the same for the ninth month.

OTHER FUTURE PUBLISHING MAGAZINES

<http://www.futurenet.co.uk> Everyone at Future Publishing SuperCarolSings to the VirtualNeighbours, and beckon beaming for you to pick up an InfoPhotocopy of the CyberSongsheet. Whether you're interested in knitting, classical music, rugby or what happened to Cam Winstanley, this is the spot to guarantee a helping of DataChestnuts.

ZZZZZZZZ

As the nights draw in, I keep warm and preserve world peace by snuggling beneath the duvet. Obviously I can't take the Internet to bed with me – but I can take THE NET DIRECTORY, a magazine that reviews bits of it. Did you know that a recent survey showed AMIGA POWER readers hadn't any intention to use the Internet? It takes hours to find a site good enough to recommend, and nobody cares. What a waste of time. Tell you what – if ten people read this and write in, we'll keep this page going. Otherwise, that's it.

THE NET DIRECTORY

It's £5, and it's bi-monthly.

YOKO ONO'S BULLSEYES OF THE MONTH

After counting my money and advising Linda McCartney and Bjork on musical technique, I like nothing better than to sit down on a bean bag and catch up with a few classy 'sites'. Like these.

BRUCE NET

<http://www.jolt.com/bruce.html>

Bruce Campbell is the greatest actor of his generation. Here, people agree. Witness a CELEBRATION OF BRUCENESS, from his appearance in The Evil Dead to his Wild Wild West Revisited-like TV series The Adventures of Brisco County Jr. There're even some frighteningly embarrassing 'on-line' interviews. "Yeeeeeeeeeeah baby," as Bruce himself has it.



BAH! HUMBUG!

<http://walnut.holli.com/~pelicore/waitsanta.html> It's Christmas! And what better way to mark its arrival than with some pages roundly abusing Father Christmas? This,



<http://www.mit.edu:8001/afs/athena.mit.edu/user/a/v/avondale/Humor/ChristmasHumor/HTML/SantaAnalysis.html> and <http://www.hyperion.com/80/~koreth/christmas.html> all rain violence upon the jolly fat man in the red suit. And I don't mean my husband! In a red suit. Being fat.

THE QUICK AND THE DEAD

<http://daystar.org/~bbish/qad.html>

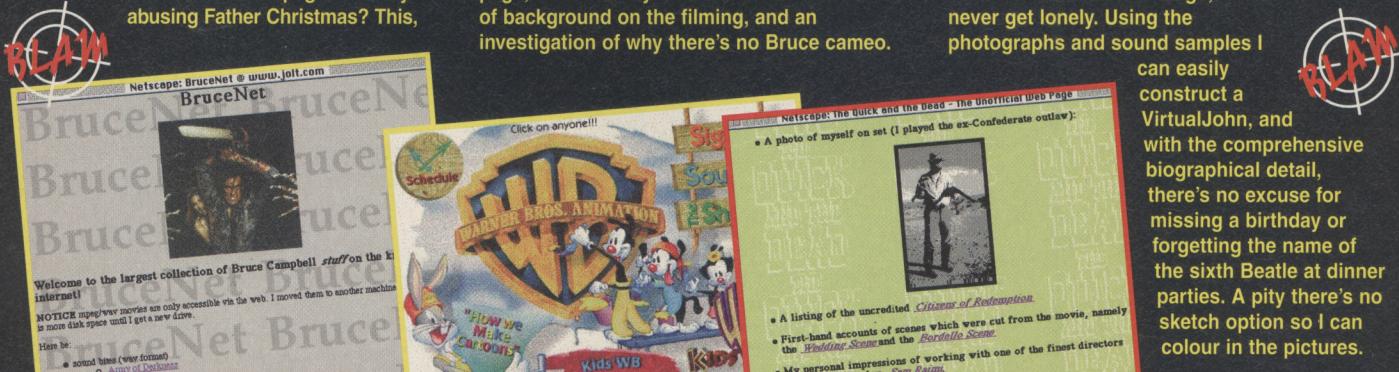
Commanded by AMIGA POWER to seek out Sam Raimi's latest gunfest, what else could I do but obey? Afterwards, I can settle down with a cup of herbal tea and a duvet and scan through the Unofficial Quick and the Dead page, as written by an extra in the movie. Pots of background on the filming, and an investigation of why there's no Bruce cameo.



KIDS WB

<http://mouth.pathfinder.com/~@33Mbo7BLgQE/AQL8u/KidsWB/home.html>

If you want to learn about animation, write to your local education authority requesting information about appropriate courses, because qualifications count. Don't attempt to access Kids (tch) WB, which patronises as it befuddles as it irks. Do, however, 'log on' if you want entertainingly useless, honeyed blurb about new cartoons.



THE JOHN LENNON PAGE

<http://www.missouri.edu/~c588349/john-page.html>

With The John Lennon Page, I need never get lonely. Using the photographs and sound samples I

can easily construct a VirtualJohn, and with the comprehensive biographical detail, there's no excuse for missing a birthday or forgetting the name of the sixth Beatle at dinner parties. A pity there's no sketch option so I can colour in the pictures.

FUTURENET - IT'S LIKE CATCHER IN THE RYE, BUT FOR THE WORLD OF TOMORROW

DO THE write thing

"GET STUART CAMPBELL"

Dear AP,

They share a fanatical devotion to video games. They both have funny accents. They both have charmingly barfy hairstyles. The only logical thing to do is to get Stuart Campbell and Violet Berlin together. I don't suppose they'd consider Blind Date, would they?

Yours,

Matthew Smith, Somerset

Probably not, though it's rumoured that young Stuart once held a flame for Violet. And are you ever going to finish Miner Willy Meets the Taxman?

"KISS AND MAKE UP RELATIONS"

Dear AP,

Don't you feel you and Team 17 are being a tiny bit, well, childish? After all, the Amiga is in a bit of trouble, and thus needs all the help it can get. Unfortunately, two groups of friends of the Amiga are being un-co-operative towards both each other and to the Amiga, and I just wondered why you can't resolve your problems. For the sake of the future of the name Amiga, kiss and make up. Relations and communications drive the Amiga, and as far as I can see, you people can't even communicate long enough to find out exactly what you've done to ("Bliss" - Ed) Team 17 off.

Here's hoping you and Team 17 reach a decent level of maturity,

Shawn Michaels, Hull

What, like a good Stilton?

"WENDY LLOYD LIE TO ME"

Dear AP,

I hate Clueless. It must rank as the worst film ever made. At least Plan 9 From Outer Space made me laugh. Clueless is about as far away from being funny as Reeves and Mortimer are from Freddie Starr, or Vimto (the Fruit Drink Of Champions) from Sainsbury's Gio.

I also hate Alicia Silverstone. Not only does she look like a cross between Barbie and Shaving Ken but she annoys me so much I'm liable to break things whenever I see her. How can she muck up acting so badly? Everyone knows it's the easiest job in the world next to working on AMIGA POWER. How could Wendy Lloyd lie to me so maliciously when she said Clueless was good? I condemn her and all womankind.

From,

Sven Olaf Johnnødd, Near Watford

Far be it for us to question your reasons for going to see Clueless but if you hate Alicia Silverstone, then surely this was one film to avoid. As for listening to Wendy Lloyd, she's a DJ. Tsk.

In 1995 we saw Bob die, software companies behave like big girls' blouses, Martin join AP, Cam leave AP, AP shrink and lots more besides. It was fun. WASN'T IT?

● Address your letters to:
Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"TRAVESTY AND JOEL SCHUMACHER"

Dear AP,

I agree with Brett Davids. Batman Forever was a CINEMATIC TRAVESTY, and Joel Schumacher (no relation to Michael) deserves to have a multitude of spiny desert vegetation inserted forcibly into his upper thigh before being INVOLUNTARILY placed in a room full of famished piranha fish while wearing a large Pepperami costume. Only then will he realise the INTOLERABLE PAIN his Action Film From Hades has caused to the INNOCENT VIEWING PUBLIC. Indeed, Batman Forever was more INSUFFERABLE than the prospect of hearing the word ("Sparse" - Ed) repeatedly for seven-and-a-half hours from the mouth of a COMPLETE FOOL who finds the singular use of the word vaguely amusing. Aargh.

From,
David Whitley, Loughborough

"NASSTY FUTURE PUBLISHING, WE HATES THEM FOREVER"

Dear AMIGA POWER,

Nice AP. We likes them, don't we precious, yess. They treats us well. They gives us nice things: reviews, cheases and nice little coverdisks, yes, we likes the coverdisks.

But nasssty, cruel software companies treats us badly don't they precious, yesss. They make nasssty little gameses and sells them for big prices, yesssss we hates them.

And nasssty Future Publishing, we hates them forever, yes, they makes nice big AP into small expensive AP. Smeagol spend all his money on AP, no money to buy food. Smeagol must starve, gollum. Poor AP, poor thin Smeagol. Gollum

Hola, a 1927 Indian-head nickel.

"WE KNOW ALL"

Hang on, AP49: floppy disk or compact disc? How did you know what to send to subscribers? OR DID YOU ALREADY KNOW? Yours paranoidly, James Mitchell, Potters Bar

DO THE write thing

"HEY GEORGE MICHAEL"

Dear AP,

After lengthy investigations the time has come for the TRUTH TO BE TOLD. Top indie happy group and chart strugglers THE BOO RADLEYS are in fact SINISTER AGENTS OF A MEGA-GLOBAL CORPORATION. Look at the lyrics. "I will always ask you where you've been," they sing, "EVEN THOUGH I KNOW THE ANSWER."

"Hey! George Michael, you don't know me BUT I KNOW YOU REALLY WELL," blurts out the bald one.

"Wake up, it's so beautiful," sings said girly-voiced bloke, "FOR WHAT COULD BE THE VERY LAST TIME."

"Hey, don't take your gun to town," he screams, "DON'T LET ANYONE SEE, DON'T LET ANYONE HEAR."

"I've got nothing but time," he sings, "TIME IS SOMETHING YOU DON'T HAVE."

"Now please forget me," he finishes, "THOUGH I WON'T FORGET YOU."

More conclusive than the 'doctored' ending to JFK, I'm sure you'll agree. The next time you hear SAID GIRLY BLOKE AND FRIENDS on the radio, AVERT YOUR EARS.

Essential information has been disseminated. James (I'm not giving you my surname or address)

We already know who you are and where you live. Watch your back my friend. A-ha ha ha.

"PARK WITH BLACKBURN"

Dear AP,

According to the advert on the back of AP55, *Ultimate Soccer Manager* has "its roots in Ewood Park with Blackburn Rovers." Does this mean it's repetitively tedious, reliant on one part of the game to keep it interesting and far inferior to less-advanced Scandinavian management games?

James, York

Hang on, that's a joke at Blackburn's expense isn't it? Keep them coming.

"AN ISABELLE REES LETTER"

Dear AP,

God, I just had to search for ten minutes to find a pen only to discover it was UNDER MY CHAIR. That's so annoying. Anyway, this is a first (letter, that is) – apart from a plea to The Last Resort years ago that I figured out for myself in the end. Thanks a bunch, JD.

Yes, it's my first letter to you, and I've been reading since the dim old ages of the now-no-longer-available issue two. What a stunner that was, eh? And *Kid Gloves* – is that a classic or what? (Probably or what, but hey, who cares?)

Is this reading like an Isabelle Rees letter? Well, it isn't, so there's no need to consign the next (non-existent) eight pages to the garbage pail (whoops, an Americanism!). As for Bob, she's a babe! Not that I have a fetish for small furry (And



Jilly Goolden is
spawn of the
cloven-hoofed one

Allegedly. i.w

dead – Ed) rodents myself, of course.

I suppose now would be a good time to lavish praise on your most esteemed mag, for it is indeed a wondrous thing. Yeeech! Now I sound like every other carbon copy of a person who writes to you wanting a sweatshirt, monogrammed teabag etc. Personally I don't want one (a sweatshirt) because I don't wear them.

I'll leave you now. Until next time,
Love and cheese squiggles,
Super Sheep

Does anyone know what happened to Isabelle? We miss her.

"GAS MAN DISAPPEARS"

Dear AP,

September 1995 – Sparky, a hamster owned by a GOOD FRIEND OF MINE declares his love for Bob the Hamster in your pages.

October 1995 – Bob is left alone in the house with a 'gas man'. Later, 'gas man' disappears and poor Bob is found to have died of 'natural causes.' Sparky dies of a broken heart. My GOOD FRIEND goes psycho and tries to kill me.

I feel I must warn people not to write to you. THEY are watching! THEY will eliminate you! THEY are cunning and devious. THEY will get you in the end.

I expect this is 'lost in the post.'
Brett Davids, Loughborough

It wasn't.

"MESSAGE EVIDENCE BYE BYE"

Hello AMIGA POWER,

Forgive me. I don't normally ask a question every paragraph, I was just in a strange mood at the time of writing the last letter. (Although there wouldn't have been, as you put it, "Three questions in as many paragraphs" if you hadn't sneakily removed two (two! TWO!) whole paragraphs from it. CONSPIRACY!)

Now I have that off my chest, I would like to quickly ask one question. What has happened to Bob? Just look at the evidence.

SOURCE: AP55 spine message

EVIDENCE: "Bye bye Bob. You were a girl hamster."

SOURCE: AP55 page four

EVIDENCE: "The heartbreak of losing a furry friend."

If the worst has happened, I would like to express my sincere condolences to Bob's family, friends and all at AMIGA POWER. You see? I can write a sensible letter and have "sorted it out."

Matthew Eastaugh, Norwich

Only two questions this time. A slight improvement.

"ODE TO BOB"

Dear AMIGA POWER,

And finally – Bob! Poor little Bob. I've written a short piece for you, entitled Ode to Bob. (And, yes, I know you banned poetry from the letters pages, but I'm a non-conformist. We shall overcome, etc.)

"Poor dead Bob
You are dead
But hey, you'd look good
Between two bits of bread."

Yum yum, hamster sandwich. Delish.
Pleasant dreams, kiddiwinks,
Dave, Newcastle-upon-Tyne

There's a name for people like you – HUNGRY.

"BUILD HIMSELF A NAPALM KIT"

Dear AP,

The TV news reports yesterday evening were all harping on about the evils of computers again, but this time there wasn't a mention of video game violence, epilepsy or scruffy Caledonian television presenters. No, this time the government/police/schools/sanitary inspectors have decided to target the Internet. Why? Because having discovered a firework information site, some cretinous public schoolboy decided to build himself a napalm kit and was only mildly surprised when he succeeded in blowing his hand off.

It's rather odd that the news companies never see fit to let the public know about the many and varied uses the Internet has for the good of its users, instead relying on misery, sex and violence to sell papers and boost ratings. That's news, you see, and is vastly more important than telling people about how a medical specialist, hundreds of miles from an emergency room, was able to send detailed information to the doctors in time to save the lives of rail crash victims, or how it was possible for a professional mechanic to guide

an inexperienced worker though the process of repairing some vital machinery on an oil rig.

It seems to me that the news is more to blame for corrupting the youth of today than the computers from which they derive so much use and enjoyment.

Yours,

Matthew Smith, Somerset

The medical specialist and professional mechanic would, of course, have used telephones.

"IT SEEMS THAT"

Dear AP People,

Don't die on us yet. If you go, there will be nowhere to find decent Amiga game reviews. Amiga Format, from which your magazine was grown, have hopeless game reviewers who seem to rate games highly just to keep the people's faith in the Amiga, which is amazingly pathetic. It seems that like the small computer shops which are closing every week, AP's future lies in Amiga Technologies sending out machines. But Amiga Technologies seem to be utterly useless and arrogant – the chocolate teapot of computer distributors. What's more, they want to aim the Amiga at more serious users. "Good ideal!" I thought at first, but they seem to have gone too far in that direction. This will lead to AP's death if things get out of control. A deliberate ploy? Hmmm.

Amiga Technologies aren't worthy of the name 'Amiga'. And if they complain, "We haven't got into the job well enough yet," I really get... angry. They said the same of John Major when he first came to power and he still can't get the job right. But unlike John Major, we can't vote Amiga Tech out of power. Damn.

Yours prolifically,

Andrew Crane

andrew_crane@metnet.demon.co.uk

Amiga Tech think we should be rating games highly to keep people's faith in the Amiga. They have also made it clear they'll not be speaking to us again because they think we have it in for them. Sigh.

"12 AROUND GLASTONBURY"

To the God Of Games,

There is an error in AP55's letters pages. Matthew Smith of Somerset seems to think that Robbie was expelled from Take That after beating everyone at *Dynablaster*. Hear my story.

My sister, Z** Sh*rdl*w, is a photographer of bands. While she was at Glastonbury, she decided to have a game of football with Robbie. (See The Sun, page 12, around Glastonbury time.) Robbie was good at the game, so my sister said,

"Why don't you become a professional footballer instead of being in that band of yours?"

Robbie thought for a moment, smiled, and continued the game. Less than a month later, he quit the band. Is he about to become a professional footballer? Who knows. I have the flu. Sob. Belch. Whine. Burp. Whimper.

Yours,

F*I*x Sh*rdl*w, Ch*ch*st*r

The mind boggles as to what he might do to celebrate a goal or sing in the bath after a match, but an interesting story nonetheless.

"FREAK JOLLY RANCHERS"

Dear AP,

Hello, and welcome to CONSPIRACY THEORY CORNER, your number one guide to the truth behind the lies, the facts behind the deception and the shameless speculation about anything even vaguely suspicious. Who really shot JFK? Why do

NOTTS COUNTY FANZINE

winner

"DRIVEN TO PLAY RUGBY"

AP and Pals,

How's life? Although banished AP lackey Jonathan Van Davies has only been with the PC for a little while, he has already realised how inferior it is to the Amiga and, as the newspaper cutting shows, has been driven to play rugby league as Cardiff are nearly as bad as Notts County FC.

Yours hubble bubble toil and troublingly,
Scatman Bertram

Davies goes home

RUGBY LEAGUE: Jonathan Davies will switch codes within the next 48 hours and join Cardiff.

Warrington today gave him the go-ahead to quit Wilderspool and return to Wales for an undisclosed sum.

TEACHERS exclusive sneak previews of Geography Essay 2. "This essay would be pretty amazing from a Nobel Prizewinner, so it's absolutely stunning from a lower-sixth-former!" they gush.

Sept 16th – Wrote long, self-indulgent article for CERTAIN SELECTED TEACHER, talking about how zany I am, and about how I'm always getting drunk, and how rich I am. Bought another Porsche. Beat off truant officers with baseball bat.

Sept 17th – Changed my name to CHRIS DAVIES INTERACTIVE ENTERTAINMENT MAGICWORKS UK DIVISION. Promoted myself to Senior Executive President-in-Chief-for-Life of Essay Development (UK division). Bought more Porsches. Oct 20th – Simultaneous worldwide release of Geography Essay 2, after saturation bombardment of national media with glossy adverts, commercials and more sneak previews. Rapturous welcome for what many are describing as, "The biggest geographical breakthrough since the last one we said was the biggest geographical breakthrough, but we mean it this time." I am paraded through the streets in an open-topped bus. No one turns up. I am suspended from school indefinitely. Bugger.

Remember – the path of the righteous man is beset on all sides by the iniquities of Team 17. Make sure you're Jules and not Marvin.

Yours sincerely,

Chris Davies, Lancaster

"THE ASSASSINATION OF JOHN F KENNEDY"

Dear AP,

Well, that's it.

I've purchased every single solitary issue of AP from its debut up to and including issue 55. I will not be buying any more. Issue 55 was the most dire, unimaginative, expensive slab of unmitigated crap it has ever been my misfortune to encounter. 74 pages for the best part of a fiver, and nine of those devoted to some indulgent, vacuous drivel regarding the assassination of John F Kennedy. Now, I could be missing some point of relevance here, but I was under the impressions that you were a games mag, and could not for the life of me ascertain the connection between those nine pages and Amiga gaming. (There wasn't one. Hence the coverline, "Our unrelated assassination special." – Ed.) Obviously in the current climate with no/few new games available the magazine has to resort to some degree of padding in order to justify its cover price (We've never tried to justify the cover price. – Ed) but surely the padding should be to some degree imaginative and relate to Amiga games. Why not a feature on Amiga games you have reviewed that haven't hit the shelves yet

DO THE write thing

(Putty Squad, Exile A1200, Extractors CD32, X-Fighter CD32, Whizz) or, indeed, games that should have been finished and released but aren't (*Lost Eden, Megarace*) (*Like issue 53's investigation, then? – Ed.*), or a retrospective on the worst Amiga games (*Like the banned Oh Dear, you mean? – Ed.*), or interviews with programmers (*A-ha ha ha. – Ed.*), or interviews with Escom staff (*Jonathan Anderson's sworn never to speak to us again. – Ed.*), or a round-up of bloody joysticks – anything at all, so long as it has some tenuous link with Amiga games. Is that too much to ask from an Amiga games magazine? Nine pages of irrelevant filler in a slimmed-down shadow of its former self Amiga games magazine, retail price £4.25 for 74 pages!

Like I said at the beginning: well, that's it.
Tony Bush, Gwent

What do you think, readers? Should we take Tony's advice and do "imaginative" features? Or should we continue work on the forthcoming *Four Cyclists' Guide To The Apocalypse* for when the games run out? TELL US.

"NOT TURNING INTO ANOTHER"

Dear everyone,
AMIGA POWER is NOT turning into another Your Sinclair. NEXT MONTH: Cam starts the problem page, The AP 'Crew' (sorry I mean 'Team') go for a day trip to Alton Towers and lots more fun from the AP shed! Oh damn!
Yours,
David Heffron
heffrodj@dcs.gla.ac.uk

"YOU ON THE TRAGIC"

Dear Mighty Beings,
Allow me to commiserate you on the tragic death of Bob, the mightiest transsexual hamster ever to draw air.

Goodbye Bob. You will be missed.
Glenn Benton from Deicide
Rutrc@mtbs.demon.co.uk

Bob wasn't transsexual. She was confused.

"THE FUTURE OF OUR GREAT COMPUTER"

Greetings fellow earthlings,
I speak to you from the far away land of Oz. That's right, I'm stuck here in the mild heat with my poll and everything and you lucky people get rain and sleet. HAH. (*Hang on – "poll"? – Ed.*)

I confess that I am not a native 'Aussie'. I am in fact a Scotsman (although I am in the land of kangaroos and cold beer).

So, the future of our great computer looks rosy. With *Alien Breed 3D* coming out, *Breathless* just around the corner, *Extreme Racing* nearly at the finish line, and *Gloom Deluxe* rearing its ugly head. All of these games will need a lot of computing power, so the time has come, my friends, to upgrade. The minimum system should

be an Amiga 1200 with fast RAM (the equivalent of a fast 386 or slow 486). Accelerators should be utilised and pushed to their full potential. Graphics boards should be recognised so that games can run in 16 million glorious colours. The CD32 joypad should become a standard. Multi-sync monitors should be recognised. Games should run in HiresNoFlicker or productivity mode (just as Workbench should). You should have the option of multitasking between Workbench, the game, and whatever else you have running at the time. Every game should be hard disk installable (as almost all are these days). We should be able to laugh at PC owners and Mac owners (well, we can already laugh at Mac owners) and say that we have a more powerful games machine. The day has come where Amiga owners should rise above the bog-standard out-of-the-box 1200 and do something to improve the quality of the games that are being published.

We should not buy games unless they are hard disk-installable. (Non-hard disk owners, upgrade! A 40Mb hard disk can be bought for as little as £30.) Take a stand, my fellow Amiga owners. You deserve better than this.

I thank you.

Garry Stewart

stewart@mozart.collective.com.au

"HiresNo Flicker"? Good lord.

"ABOUT UNDERPANTS THE LITTLE PICTURES OF THE CREW"

Dear AP,

I would like to point out that Irregular Shed never has been, isn't at present and never will be a YS rip-off... unlike the Australian Bootleg Your Counterfeit Sinclair Tribute Cover Band, which is a shameless rip-off from the same author.

But anyway, my dear AP, you ARE turning into YS. I'm ready to open the next issue and find a letter about underpants, the little pictures of the 'crew' at the beginning of the reviews (I wish mine actually looked like me), a Grand Chaos Play-off that nobody turns up to... sigh.

And another thing – we dropped the 'The' from the beginning of Irregular Shed and replaced it with a pause. This has little effect in writing, but when spoken it builds up tension, as if the speaker is about to make some profound scientific theory, rather than talking about a four page, trashy little newsletter knocked up by a bunch of amateurs. I hear The One are considering similar action...

Ah well. Been Seen With You,
Steve Anderson, A small hut by the Gabalfa Interchange, Cardiff
SAB2CC@cardiff.ac.uk

Damn. We'll be sending you a *Trainspotter*... oh no! Our wives! Etc!

"SERVICE MESSAGE APPEARS ON"

Dear Arduous Promulgators,
I need a computer, but where do I go? Where can I get the best advice? The best deal? What about after sales service?

(Message appears on monitor.) Hey, what's this? "Radio Rentals... PCs... £30 a month... RENT ONE."

Wow, that's it! But hold on, there's more... "You've already got a computer in front of you. Twit." Ah.
Yours shilly-shallying,
Craig Hesmondhalgh, Blackpool

You see? THEY KNOW.

AND ANOTHER THING...

OII! AMIGA POWER! NOOO! YOU MAY BE VERITABLE LAUGHTER-INDUCING GODS OF THE WRITTEN WORD BUT YOU DO NOT ATTEMPT TO CON THE GENERAL PUBLIC BY COPYING EVERY OTHER MAGAZINE AROUND!!!

James Wilkinson, Farsley

Boosh! Boosh! Ker-whumph! Hear the sounds of us carpet-bombing Farsley.

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

Crisp-packet Burley, Sheffield

You can throw this card in the bin now.
Alex Smyth, Sheffield

I'd also like to point out that Digitiser is tremendously unfunny and should be looked upon with distrust. After all, it puts down the Amiga every day. Bastards.

Matty Willis, Stockton-on-Tees

Well, pah to you then.

I will however retain my A1200 for the sole reason of playing *Goal*.

Stephen Mainwairing, Stoke-on-Trent

You dedicated follower of fashion.

The only solution is to run away to a place in which he and his evil minions may never find you.

The Earth Defence Society

Bob was the evil spirit in Twin Peaks. So you see, SHE HAD TO DIE.

Agent Cooper

Expect her spirit to haunt you for ever.

What do you call a dog with a policeman's hat on? PC DOG-HAT!

Anonymous

Now that's comedy. Slaaaaatah.

AND THAT ADDRESS,

you young tykes, is:

**Do The Write Thing,
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AMIGA POWER

Traditionally, Christmas is a time for thinking of others. Reluctantly, AP will now bow to such nonsense. We'd like to think Noel Edmonds will get stuck up the British Telecom tower. Forever. There, that's that.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Kenny Dalglish's Soccer Game ★★★★★ Sewing Machine (with foot pedals)

★★★★ Stuffed Toy Turtle ★★★ Ker-Plunk

★★ Sprouts ★ Queen's Speech

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's Price
Then we get (just for your information

really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new 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 and remember WE'RE ALWAYS RIGHT.

WHO'S WHO

CW – Cam Winstanley • JD – Jonathan Davies • JN – Jonathan Nash • RP – Rich Peley • SC – Stuart Campbell • MA – Martin Axford
PM – Paul Mellerick • SF – Steve Faragher • SM – Steve McGill • RD – Richard Dodge • CM – C-Monster

AKIRA

Ice £30 (£35 CD32)



AP48 16% JD
Petrifying 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 catastrophe 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. ★★

ALIEN BREED 3D A1200

Team 17 £30



AP56 91% JN
Amazingly amazing *Doom* – but on the Amiga contender that crushes *Fears* technically (bits spatter out of the monsters when hit, weapons recoil, chain reaction explosions tear up corridors, walkways span caverns, you

get to go outside) and takes *Gloom*'s side in being terrifically hard and fun to play. More sophisticated than *Gloom*, but oddly (though not at all disappointingly) more blasting-oriented. Run around and shoot things; run up stairs and shoot things; run across bridges and shoot things; run through water-filled passages and shoot things. Still no option to look up and down (you'll get confused in more than one helter-skelter shootout) and twittery even on a 'fast RAM' machine (brownie points though for not shirking the vastly complicated many-monster ambushes just because of slowdown) but stuffed with 'vavoom' and absolutely entertaining. Terrible deathmatch game, however, and our copy wouldn't work from hard drive. ★★★★

ALL-NEW WORLD OF LEMMINGS

Psygnosis £30



AP46 50% JN
Peculiar re-embrace of the sadistically fussy original *Lemms* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lemms 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lemms* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lemms 2* is frankly much more fun. ★★

AMBERMOON

Thalion £36



AP51 30% RP

A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS

Kellion £15

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, preferably in Greek, you've got it licked. An impressive idea indeed, but body death is a far more 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 scrolled 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 don't help. Buy the friendlier and grandly more fun *Micro Machines*. ★★

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 'thereeness'. 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 is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably fails to the mighty blows of over-too-quickness in the multi-player mode and no-thanksmanship of the one-player game. Shame. ★★★

BEHIND THE IRON GATE

Black Legend £25



AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

BLOODNET A1200

Gametek £35



AP47 90% JN
Initially repulsive 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. ★★★★

BRUTAL

Gametek £20



AP53 27% SC

Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.)

★ ★ ★

BUBBLE AND SQUEAK
A500

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 wacky time limit's still too nasty.

★ ★ ★ ★

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 grimly 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 on blindingly purple planets 'feels' wrong for the game. Rather more importantly, Cannon Fodder 2 is 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.

★ ★

CITADEL
Black Legend £30

AP56 67% PM (69% A1200)
We're getting incredibly fed up with games that blow it with such an

obvious fault that it staggers the mind to think how they missed it. *Citadel's* is that guns and ammo are severely limited so that what should be *Doom* – but on the A500 turns into a dismaying game of running away and avoiding things. Just think. You're not bound to a single path through the levels, you can set fire to people, there are locked doors and teleports and that, you can elect either to escape a level or search for bonus objects and it runs comfortably on an A500 (no, really. Really) and – erk – you spend your time running away and avoiding things. Dickersome things like having to hit monsters centrally and LOSING ENERGY WHEN YOU BUMP INTO WALLS slip away in relation. Faster and bigger on an A1200; hence the extra 2%.

★ ★ ★

CLUB AND COUNTRY
Boms £30

AP53 33% PM

Fearsonely well-presented, but – oh no! – cluttered and boring footy manner.

★

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 *Doddy 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 ruining the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Doddy Geezers* or *They Stole a Million* that stirs up interest.

★ ★ ★

COALA
Empire £25

AP56 78% CW

Thanks to *Coala's* Virtual Cockpit™ you can zoom up to things then look out of the window to blast them sideways, and thanks to the open-endedness of it all you can whizz around any old where and even choose your side (by popping at someone from the other, natch). But there's no structure at all to the game so you rapidly end up flying around cluelessly, and it's a bit silly to have

battles where by merely turning up you decide the outcome. It has excellent scraps, but you have to work hard to get into one. There should've been more to do than flittering about (blowing bridges, for example, or toasting convoys) and without any sense of direction or achievement, you within a few hours give it up. Pity.

★ ★ ★

COLONIZATION

Microprose £35



AP52 93% SF

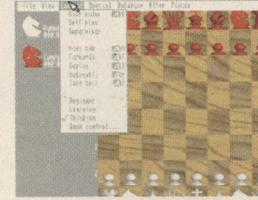
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.

★ ★ ★ ★

COMPLETE CHESS

SYSTEM X

Oxford Softworks £35



AP45 81% SF

Chess.

★ ★ ★ ★

CRYSTAL DRAGON

Black Legend £30



AP44 38% PM

Pick an RPG, any RPG – it's more than 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*.

★ ★ ★ ★

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 piddlingly 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-peer-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 are regenerating monsters that always hit you due 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 herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninviting swords-and-strawberry plot. Take it, or take it not; 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 logically allowed to use only at certain points; typical of the storytelling is every hardened street-smart 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.

DUNGEON MASTER 2
A1200

Interplay £40

AP56 50% CM

It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire

Except you need a hard drive, the game reacts slowly to the sync and buffers them so you go out of sync and has sets of numbers instead of (for example) characters. The few good ideas (automapping, neat shop sequences, above-average puzzles) are wasted. ★ ★

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. ★ ★

EXILE A1200

Audiogenic £30

AP49 89% CW

Prettied-up (and CD32 joypad-supporting) version of legendary key-swatted '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 'keyboard madness' 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 conceded that its size, complexity and general 'togetherness' might appeal.

★ ★ ★

F1 WORLD CHAMPIONSHIP EDITION

Domark £30

AP51 67% PM

It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire

AMIGA POWER JANUARY 1996

AP

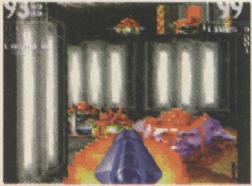


day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original.

★★★

FEARS A1200

Guildhall £30



AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Foolish, Mr Bond. Exceedingly foolish.

★★★

FIELDS 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.

★★★

FIFA SOCCER

Electronic Arts £30



AP43 76% 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. ★★★

FLIGHT OF THE AMAZON QUEEN

Renegade £30

AP51 84% JN

1940s comic book point-and-click



adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.

★★★

FLINK CD32

Psynopsis £20



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.

★★★

FOOTBALL GLORY

Black Legend £26



AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' 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.

★★★

GLOOM A1200

Guildhall £30



AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unutterably thrilling for NOWHERE IS SAFE. And that's before you get to the levels that

have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.

★★★★

GUARDIAN CD32

Acid Software £30



AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.

★★★★

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 nonetheless IS *Guardian CD32* but on the A1200.

★★★★

HIGH SEAS TRADER

Impressions £35



AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds.

★

FOOTBALL GLORY

Black Legend £26

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wembles* and *SWOS* – make it look even worse second time around.

★

KICK OFF 3

EUROPEAN CHALLENGE

Acno £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wembles* and *SWOS* – make it look even worse second time around.

★

HOLLYWOOD HUSTLER

Desert Star £25



AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – er – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler*'s available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH.

★

ITS CRICKET

Grandslam £27

AP47 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* seem flat cap. Graham wins on loveliness.

★★

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.

★★

LORDS OF THE REALM

A1200

Impressions £35



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly complex, 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 with the teams, admire the new player transfer section, become 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 manny 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 go. A wracking shame.

★

MORTAL KOMBAT 2

Virgin £30



AP46 63% JN

Glitz, 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 is ultimately just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.

★★★

MR BLOBBY

Millennium £20



AP45 37% JN

Super Troll Island 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, 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 get the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.

★★★

ODYSSEY

Audiogenic £30



AP54 79% CW

Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?

★★★★★

OVERLORD

Virgin £30

AP43 88% JD

Multitudinous viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight.



Controls are a bit chunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Great fun. And it's faster on an A1200.

★★★

PGA EUROPEAN TOUR GOLF

Ocean £26 (£28 AGA)



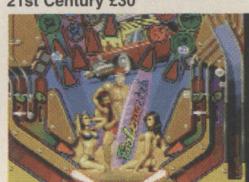
AP43 84% JN

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



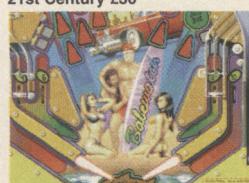
AP43 89% JD

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 the same, as well: there were going to be four tables, but they chucked 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



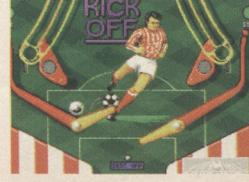
AP50 90% PM

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.

★★★★★

PINBALL MANIA A1200

21st Century £30



AP43 81% CW

AP52 79% JN

Current thinking in junk mail circles eschews the blanket approach,

AP55 11% JN

Exquisitely poor pinball game purporting to be the sequel to *Pinball Illusions*, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is all fun, but none are exciting) and 108 times less snazzy than the A500-compatible *Obsession*, it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle.

★

PINKIE

Millennium £26



AP48 20% JN

Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slay with a rusty hatchet.

★★★

PLAYER MANAGER 2

US Gold £30



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.

★★★★★

POWERDRIVE

US Gold £30



AP45 61% JD

Empty tracks, trying to reproduce realistic racing 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 vanquished 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 re-jigging 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 thunkingly solid fun. Unlike playing for New Inn United.

★★★★★

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 buildy 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



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 trim in the face of disease, but it's hardly worth the wait.

★



welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.

★★★

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 trim in the face of disease, but it's hardly worth the wait.

★

RUFFIAN

Grandslam £20



AP50 10% JN

A platform game of barely credible terribleness with no redeeming features.

★

RUGBY LEAGUE COACH

Audionic £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 you have to fumble around like a blind man in a darkened room looking for a black cat before you can fix it. Worth a look for the novelty, though. Especially if you're a professional rugby player.

★★★

SENSIBLE GOLF

Virgin £30



AP52 66% PM

Half-finished, delayed, re-jigged, delayed and rewritten, *Sensi's* swansong has turned out to be a fairly entertaining game about golf. Which, from *Sensible*, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOG*.

★★★

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* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.

★★★★★

SHADOW FIGHTER
 Gremlin £30


AP46 91% CW

A textbook example of how to do a game properly. 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 Papazz 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.

★★★★★

SHADOW FIGHTER AGA
 Gremlin £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.

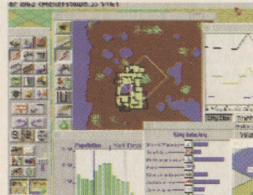
★★★★★

SHAQ FU
 Ocean £26


AP46 51% PM

Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the 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 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 the kit.

★★★★★

SIMON THE SORCERER
 CD32

Adventure Soft £35



AP42 57% JN

Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.

★★★

SKELETON KREW A1200
 Core £35


AP47 59% PM

Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Hard-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 frankly, who cares?

★★★

SOCCER SUPERSTARS
 Flair £30


AP49 15% PM

Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though.

★★★

SPEEDBALL 2 CD32
 Renegade £15


AP51 93% PM

Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original.

★★★★★

STARLORD
 Micropose £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.

★★★

STRIP POT AGA

Guildhall £15 (A1200) £30 (CD32)



AP51 22% CW

We went to see *Guildhall* recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.

★

SUBWAR 2050 A1200

Micropose £35 (£30 CD32)



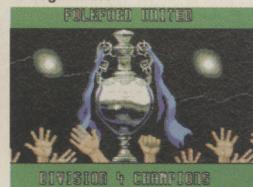
AP45 82% CW

Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers *"Michael Jackson – Ed"*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though. Bah.

★★★

SUPER LEAGUE MANAGER AGA

Audiogenic £30



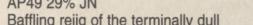
AP48 89% SF

Outstanding footy mania 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 as well. And *Wembley International Soccer*'s 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.

★★★★★

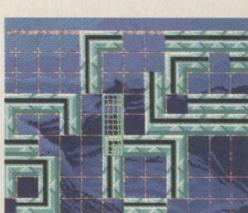
SUPER LOOPZ A1200

Audiogenic £15



AP49 29% JN

Baffling rejig of the terminally dull



Loop (hng)z – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off.

★★★

SUPER SKIDMARKS

Audiogenic £25



Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tides up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless honk-honk, the label 'last' if you're last, sinister black cars, *Pong* while you 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 SKIDMARKS CD32

Guildhall £30



AP51 92% PM

Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joystick-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).

★★★★★

SUPER STARDUST A1200

Team 17 £30



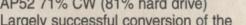
AP42 89% JN

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 (despite 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.

★★★★★

SUPER SF2 A1200

US Gold £35



Largely successful conversion of the



coin-op, with (as far as we know) everything in it. But the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla machine.

★★★★★

SUPER TENNIS CHAMPS

Audiogenic £25



AP56 92% MA

Deliciously excellent sequel to the AP52 coverdisk *Tennis Champs*, with temper tantrums, play-affecting court types, 16 different characters, tournaments, net-clipping drop shots, replays and the FOUR-PLAYER MODE OF CHAMPIONS. No option to contest line-calls (annoying), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing heretic theology that is AMIGA POWER can command – no *Vinnie Vega* after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing heretic theology that is AMIGA POWER can command – no *Vinnie Vega* after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing heretic theology that is AMIGA POWER can command – no *Vinnie Vega* after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing heretic theology that is AMIGA POWER can command – no *Vinnie Vega* after we 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dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but gashly on a standard A1200, with overwhelming amounts of disk swapping 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.

★★★

THEME PARK

Electronic Arts £30



AP42 91% CW

Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques today's grotesquely commercial world, as you oversell chips to get 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 haggle 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 gashly 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.

★★★★★

TIMEKEEPERS

Vulcan £13



AP52 82% JN

Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', 'tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise.

★★★★★

TOP GEAR 2

Gremlin £26

AP42 63% CW

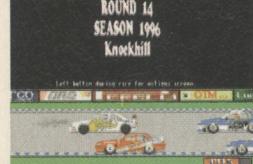
An average racing game slapped down



to mediocrity by comparison with the likes of *Lotus 1, F1GP* and the mighty *F1* itself. ★★

TOURING CAR CHALLENGE

OTM £25



AP53 3% SF
F1 Challenge, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

TOWER ASSAULT

Team 17 £20



AP45 46% JN
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-allowance 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 orcid-related tedium as well. ★★★★

TURBO TRAX

Arcane £30



AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90

and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents.

★★

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.)

★★★★★

UFO A500

Microprose £26



AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.

★★★★★

ULTIMATE SOCCER MANAGER

Daze £30



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.

★★★★★

VALHALLA - BEFORE THE WAR

Vulcan £35



AP47 19% JN
The unsightly traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your

shambles, hamstrung would-be assassins, 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.

★

VIROCOP

Renegade £26



AP51 81% CW
And it's a big 'Hello Nurse' to *Graftgold*'s (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.

★★★★★

VIRTUAL KARTING A1200

OTM £25



AP55 80% PM
Technically astounding race game which biffs around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cutties its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position (*Jockey For Position* – what an episode of *Pinky and the Brain* that was. – Ed) and driving off the track to flendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas.

VITAL LIGHT

Millennium £30



AP48 11% JN
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. Repetitive and boring and horrid.

★

VOYAGES OF DISCOVERY

Kompakt £30

AP44 52% RP

The unsightly traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your



though it supports up to four 'captains'. ★★

WORLD CUP USA '94

US Gold £26



AP41 20% SM
Terrifyingly awful overhead-view footy 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. ★

X-FIGHTER CD32

Thalion £TBA



AP41 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

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 nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★

ZEEWOLF

Binary Asylum £30

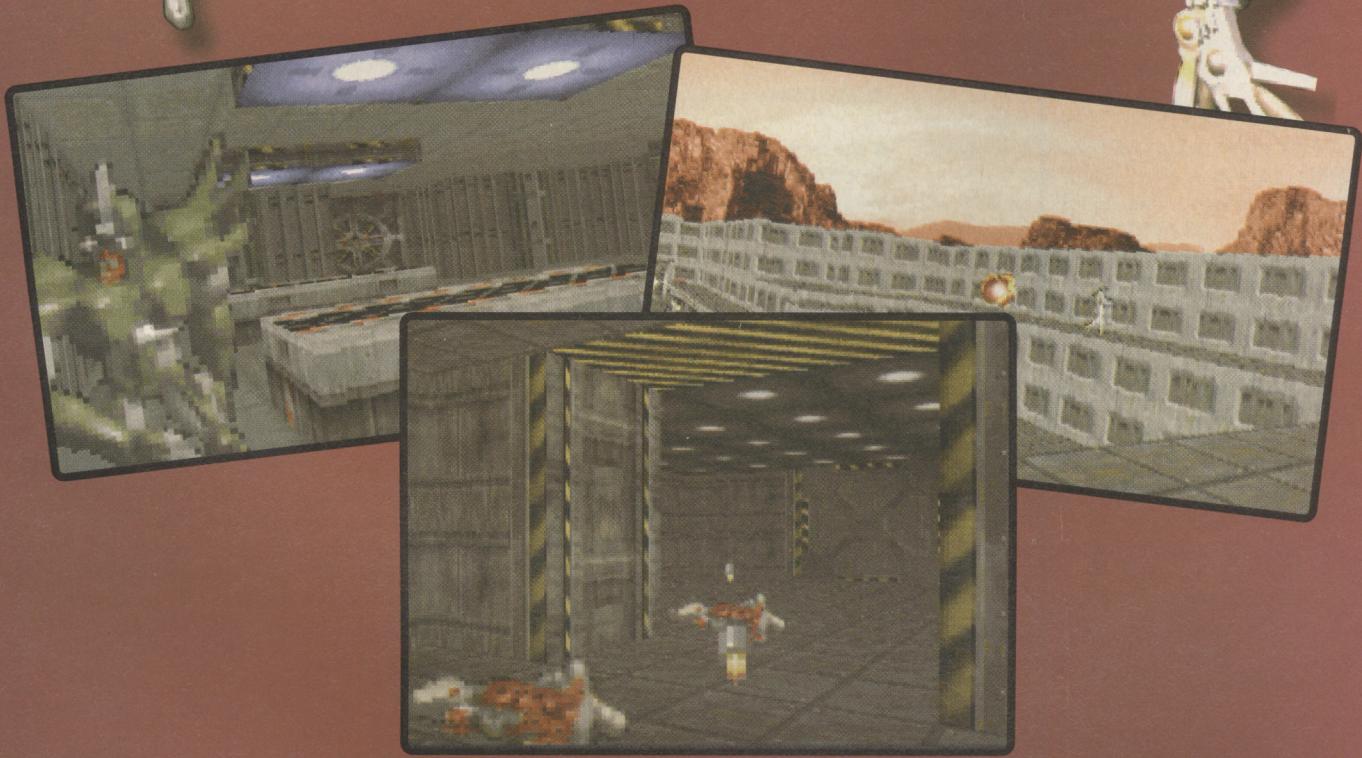


AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awfully slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.

SCOOP!

The February issue
of Amiga Format
will leave you

BREATHLESS



AMIGA
FORMAT

on sale NOW



SOFTWARE

● Beau Jolly Collection £10, Award Winners Gold £10, Darkseed £10, Brian Lara £5, Graham Taylor £5, Empire Soccer £5, Sierra Soccer £5 + others. All originals. **Neil Sampson (01284) 723376**

● Kings Quest 6 £15, Cannon Fodder, Microprose F1GP £8 each. Legacy of Sorasil £7, Skidmarks, Mr Nutz £6, Monkey Island, Bubba and Stix £5 or £45 the lot. All boxed, 1 Mb minimum required. **Neil Thomas (01536) 724309**

● CD32 owners - Liberation, Alien Breed/Qwak, Microcosm, ATR, Sabre Team, Diggers/Oscar, Wing Commander/Dangerous Streets, Lotus Trilogy. A1200 owners - Theme Park, Alien Breed 2, Body Blows Galactic, Nigel Mansell, Trolls, Morph, Soccer Kid, Second Samurai, Aladdin, Chaos Engine, Super Stardust. A500/A600 owners - Micro Machines, Shadowworlds, Arkanoid 2, Rainbow Collection. All Amiga owners - Mortal Kombat, Fly Harder, Striker, F17 Challenge, Adams Family, Centurion, Apache, Overdrive, F1, Disposable Hero, Benefactor, Populous 2, Player Manager 2, Uridium 2, Empire Soccer, Premier Manager 3, Walker, Space Hulk, Project X, Blob, Sierra Soccer. Prices range between £2 and £10. **Lee Stanford (01132) 713532**

● Boxed original games for sale in excellent condition. Send SAE for price list.

Paul Goodin, 23 Charles Avenue, S Pondon, Derby DE21 7AJ

● Cannon Fodder 2 £12 or 50 blank discs. **Mark Payne (01203) 593818**

● Theme Park A1200 (AGA) £15, A-Train £12, Alien Breed 2 (AGA) £8, Wing Commander £6. Send SAE for list of more originals.

Paul Gumsley (01947) 604840 after 8pm

● Player Manager 2 £10, Historyline £10, Syndicate and Caesar Deluxe £7 each. **Shakir Khan (01206) 870509**

● SWOS+update, Cannon Fodder, Alien Breed, Aladdin and Mortal Kombat £10 each ono. CD32

THE CAR PARK

This particular cop was renowned for his desperate attempts to grab headlines and, viewing this as an ideal opportunity, he took aim and fired. But shot himself in the foot. Ouch.

Pro joypad £7, Mega mouse £7, Amiga magazines 1993-1995 (Amiga Format & AMIGA POWER) 50p. **Roger Thomas (01633) 660139**

● Hundreds of C64 software up for grabs - old & new. Send SAE for free list.

Marc Cobelli, 57 Holdenhurst Avenue, Boscombe East, Bournemouth, Dorset BH7 6RB

● Ishar 3 - Special Edition, Pinball Dreams and Fantasies, Walker, Strike Fleet, F1 Masters, Super Space Invaders and Sabre Team A1200. All £8 each, or £30 the lot. All originals.

David Smith (01228) 598796

HARDWARE

● Commodore Plus 4 computer, boxed, as new. Perfect condition. Word processing, database, spreadsheet and loads of games £30 ono.

Neil Sampson (01284) 723376

● A1200 with 25 boxed originals including Gloom, Virocop, Bloodnet, Dynablaster, Guardian, Banshee, F1, Syndicate, Liberation for £250. **Poultry Bushell (01865) 875628**

● A600, 2Mb, control pad, speed mouse, £200 worth of games including MK2, Shadow Fighter and Cannon Fodder plus 12 mags, £200 ono.

Cameron Anarchic Bellis, 6 Ackworth Road, Ivettown, Swinton, Manchester, M27 9TT

● CD drive for A1200 plus 8 games £100, second disk drive £25, monitor £75. I'll swap stuff for SNES or something.

Peter Bushell (01865) 875628

● Amiga 500, 1.3Mb with cables. No disks or manuals, £85 including postage.

Anthony Page (01454) 321249

● Amiga 1500 1 Mb, 14" colour monitor and colour DM printer, 2 joysticks, mouse, 10 boxed games and other software. Platinum Works, D-Paint 3, all

with instructions. All for £300. **Alex Lyne (01705) 264001**

● CD32 - Project X, Ultimate Body Blows, Cannon Fodder, Microcosm, Diggers, Oscar, Liberation, Aminet 7, two pads. Only £180, boxed.

Daniel O'Connor (01924) 863456

● Premier control centre with shelf for Amiga 500 or 500+, £20 including postage.

Anthony Page (01454) 321249

● Amiga 1200, 80Mb hard drive fitted, workstation, many extras and games. Excellent condition, £350.

Gerard Sandford (01763) 273104

● MBX12002 with clock FPU, rrp £139, sell as new, boxed, £39. Ren Del Genlock A8802 £25. **Pageant Baines (01689) 815655**

● Amiga Action Replay Mark 3 with manual for A500 or A500+, £25 including postage.

Anthony Page (01454) 321249

● A1200 with internal hard drive plus external disk drive, £300 the lot. Includes COD + postage etc.

Chris Andrews (01956) 558024

WANTED

● Desperately looking for Ultima 4 and 5. Will pay £15 for each game + manuals, £10 without. Help me out of my misery.

Philipp Schlörb, Rue Des Prémontrés 40, 4000 Liège Belgium

● 'Ideas' person wants programmer to make groundbreaking 3D games. Must use 'fast' language. Send demos and tell me your language. **Stuart Dennett, 38 Jessamine Road, Tranmere, Birkenhead, Merseyside L4 5PR**

● AMIGA POWER #0, 5, 6, 18. Will pay £5 per issue. Must be in good condition. Coverdisks not necessary. **Allan Brown (0171) 7931185**

SECRET CAR PARK

● Two blasts from the past. *Ghouls and Ghosts*, *Unreal A500+*. Please help, I can't find them anywhere in the UK.

Andrew John Thompson (01262) 678131

● *Ishar 2* the solution wanted urgently, will pay sensible price including postage.

Juniper Darling Allam (01278) 458339

● Needed for A1200 - *Twilight 2000*, *Bards Tale 1*, *Sim City*, *Lord of the Rings*, *Legend of Robin Hood* and any cheat lists or guides. A500 versions accepted. Ryan Mundy, 4 Bôôr Street, Yeovil, Somerset BA20 2AF

● *Exile A500*, *Hired Guns*, *Lucas Arts Adventure Collection*, will pay cash and/or swap with *UFO* or *Worlds of Legend*.

Calum Byrom (0131) 661 5631

SWAPS

● My *Benefactor* or *Lemmings 2* or *FIFA Intl Soccer*. All originals for your *Delphine Classics* or *Virocop*. May swap two for one.

Miguel Navarrete (01633) 746045

● I will swap my *Cannon Fodder 2*, *Covert Action*, *Putty*, *Pushover* or *Toyota Celica Rally* for your *Ultimate Soccer Manager*, *Indy Fate of Atlantis* (graphical), *FIFA International Soccer* or anything good. David Walker (01383) 724876

● A CD32 with seven games for an Amiga 1200. Someone please help.

Asparagus Fleetham (01900) 818750

● Swap boxed Gameboy with 12 boxed games, carry case, two-player adaptor for a CD32 with leads and a pad.

Martin Ryan (01702) 467480

● Swap *MK2*, *Exile A500*, *Lost Vikings*, *Hero Quest*, all boxed originals, for *Aladdin* or *Shadow Fighter* or *Sensi Golf*. Bargain four for one. A500 only please. Martin Stebbings, 58 Wallace Road, Neath, West Glamorgan SA11 1YH

● I will swap my A600 (2Mb) and Mega Drive, 17 games and controller for A1200 with or without games. Peter Cavanagh (01516) 539860

● Games to swap including *Cannon Fodder*, *Beneath a Steel Sky*, *F1*, *Heimdall 2* & *Premier Manager 2*. All boxed and with instructions. All

games considered.
Andy Snook (01297) 560451

PEN PALS

● Male or female pen pals wanted to swap games, music tapes, CDs and so on. A1200 owner into rave music. Alan R Fleetham, 45 Kiddaw Ave, Maryport, Cumbria CA15 6JG

● 20-year-old university student seeks pen pals. A500 owner into rock music and simulator games. 100% reply. Guy Sturgess, 13 Lightfoot Lawn, Milton, Portsmouth, Hants PO4 8HX

● Wanted pen pals to swap A1200 games. Please send a list of your software to Zoë Green, 35 Constantine Place, Baldock, Herts SG6 6ST

● Amiga contacts wanted, every age and female or male. Looking for pen pal to swap games, tips, etc for every Amiga. José Juan Navarro Santana, Urbanización Casablanca 1, c/ Schubert, B1:1º, Pta. 9º. Las Palmas G.C (SPAIN). 35016

● 12-year-old female seeks male pen pals around the same age. 100% reply. Write soon!
Rebecca Jones, 100 Olive Lane, Darwen Lancashire BB3 3DQ

● 21-year-old male with a 1Mb A500 would like

pen pals to swap games and tips. Please send your list of software. 100% reply guaranteed to all letters. Jon McNicholl, Flat 58c Oaktree Drive, Steeple, Antrim, N Ireland BT41 1BD

● Amiga contacts wanted for swapping games, demos and utilities. Please send list/disk to: Dave Smith, 168 Edgehill Road, Harraby, Carlisle CA1 3SA

● 18-year-old male seeks female/male for games swapping. I like grunge/rock music and think Nirvana are great.

Lee 'Kurt' Griffiths, 23 Marion Place, Newport, Gwent, South Wales NP9 2JZ

● I'm a 15-year-old lad who is into Amigas, rock music and pool. I'm seeking a male or female pen pal. Anthony Althorpe, 37 Rye Lane, Attleborough, Norfolk, NR17 2JH

● 16-year-old girl seeking male or female pen pal to exchange fun with!
Samantha Althorpe, 37 Rye Lane, Attleborough, Norfolk NR17 2JH

● Wanted! Amiga contacts to swap games and utilities. Please send a list of your software. Now! 100% reply guaranteed.

Lance Gibbons, 4 Pennine Way, Harraby, Carlisle, Cumbria CA1 3QQ

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Name _____

Address _____

Postcode _____

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Software Hardware Wanted Swaps Pen-pals

THE JAPES AND PUZZLES PAGE

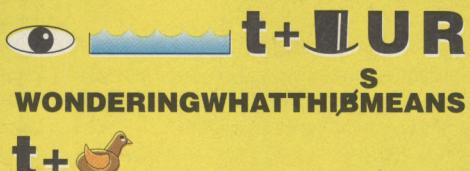
WHICH PIECE OF STRING IS THE LONGER?



ANSWER: A

WOW!

SOLVE THIS REBUS!



t+ s

WONDERINGWHATTHISMEANS

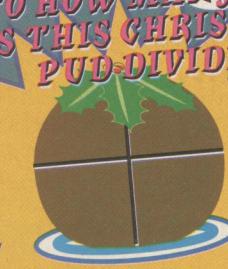
t+

The 'Puzzle Baron' has trapped you in the dungeons of his 'Castle of Mystery'. It is useless to shout for help - you will have to rely on your wits to escape. A close examination of the dungeons turns up the following items:

- A mousehole
- A chair with a broken leg
- 36kg of enriched fissile uranium
- 12kg of 'yellowcake'
- A flint
- A conventional chemical plant
- A metal filing cabinet
- A piece of mouldy cheese
- 6kg of high-explosive
- The length of string 'A'
- A hollow plutonium sphere, 80mm in diameter
- A lead-lined safe labelled, "Guaranteed nuclear explosion-proof"

The high-explosive is not quite powerful enough to jar open the heavy oak door, but might come in useful. Can you construct something from these items that could help you get out of the 'Castle of Mystery' without being recaptured by the 'Puzzle Baron'? Beware of 'red herrings'!

INTO HOW MANY PIECES
IS THIS CHRISTMAS
PUDDING DIVIDED?



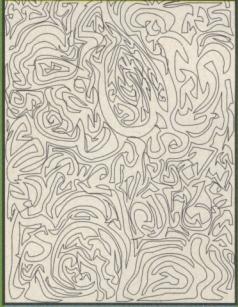
ANSWER: 4

Hi kids! Gorged yourselves fit to burst on all those Christmas goodies despite the hungry millions in the rest of the world and Yitzhak Rabin lying dead, shot by someone whose temper was probably inflamed by feeling a bit peckish? Then settle down as acids slosh around your stomach bag with the seasonal AP JAPES AND PUZZLES PAGE!

EXIT

ESCAPE THE MAZE!

Can you find the fastest route from the entrance of the maze to the exit? Remember, you're not allowed to go over the walls!



START

GOSH!

OUTWIT THE 'PUZZLE BARON'!



Use the mousehole or cheese, you've fallen for the red herrings! Take the broken chair in case any guards are left in the castle. If you've will be able to slip away in the confusion. Cautious readers could perhaps clear explosion will be more than sufficient for you to jar loose the safe. The against the stone flagging to produce a spark and get into the safe. The before the soup sets. Use the length of string 'A' as a fuse. Strike the flint high-explosive into the fissile uranium and ease the uranium into the sphere carefully pour the chemical soup, into the plutonium sphere. Press the source of tritium. Convert the yellowcake to uranium hexafluoride. Use the chemical plant to isolate deuterium and to provide lithium as a

HOW TO OUTWIT THE PUZZLE BARON

HOW TO 'ESCAPE THE MAZE'

Follow this route. No one tells a mighty being what to do.



EXIT

START

GOAD THE PRESS COMPLAINTS COMMISSION!

Drink bleach.

A5
wh
E033
E180
E185
E193
E234
E271
E023
E061
E079
E088
E271
E298
E299
E301
E311
E312
E315
E331
E339
E349
E350
E410

B
B089
B136
B140
B153
B154
B175
B178
B232
B240
B233
B330
C
C130
C197
C198
C201
C206
C231
C236
C238
C256
C258
C263
C322
C331

M
M335
M340
M380
M241
M244
M245
M259

B
B
M
M
CD
We
Plea

CD
We
Plea
Details

Software Expressions

Established 1990

99p
per disk

85p
per disk for
25 or more

All disks are compatible for
A500/A500+/A600/A1200, except (N)
which indicates not compatible for 1200

EDUCATIONAL

(N.B. This includes some games)

E033	Education 1	Learn German
E180	GCSE Maths	Syllabus taught disk
E185	Astronomy	Calculates positions of planets
E193	Astronomy	A total concept disk
E234	Colour The Alphabet	Educational spelling game
E271	The Highway Code	All you need to know
E023	Electronic Train Set (1 meg)	Construct own train set
E061	Pick up a Picture (2 disks)	Fit the pictures
E079	Treasure Hunt	Great Kids game
E088	Pair Crazy	Good puzzle game for kids
E271	Dinosaurs	Quiz on Dinosaurs
E298	States of Europe	Information on this continent. Good
E299	Communicate	Learn how to use sign language
E301	Japanese Tutor (2 disks) (N)	Learning disk
E311	The Internet	A guide to the Internet
E312	Learn French	French verb tester
E315	Learn & Play 3	Education & Games
E331	Jigsaw (2 disks)	Match the Pieces into a Jigsaw
E339	Dunks DTP	Desktop publishing for kids
E349	Picture Maths	Graphical maths tutor
E350	Barney the bear (2 disks)	Learn & meet animals
E410	Birthday History	Gives details of events on your birthday. Good

BUSINESS SOFTWARE

B089	Journal	Accounts program
B136	Amibase Prof	Excellent database
B140	Text Engine	Excellent word processor
B153	File-a-fax	As it sounds
B154	QED	Beginners word processor
B175	Text plus VERSION 4	Excellent word processor
B178	(2 Discs) Analytic ALC	(2 Discs) Best spreadsheet available
B232	Cheque Book Account	Keep tabs on your expenditure
B240	Little Office	Word Processor, Database & Spreadsheet
B233	Onform	Invoice maker
B330	Easycalc	Excellent spreadsheet

CREATIVE + GRAPHICS

C130	Label Designer	Various label printers
C197	Clip-art	Stars/Logos/Explosions etc.
C198	Clip-art	Valentines and weddings
C201	Clip-art	Sport
C206	ABC Adventure Creator (N)	Create your own adventure games
C231	Audio Animation Studio	Create Cartoons
C236	Word Power	Solve crosswords & anagrams
C238	Font-farm	Multitude of printing fonts
C256	Print studio	Multi purpose printer utility
C258	Garden designer	Create your own garden excellent graphics
C263	League Database	Easy-to-use football editor
C322	Lion King (3 disks)	Good Disney clip art
C331	Signature Creator	Customise your signature

MISCELLANEOUS UTILITIES

M335	Error Information	Explains computer crashes
M340	Bar Tender (not 1.3)	Drinks and cocktail recipes
M380	Ultimate Cheats (not 1.3)	Hints and Cheats
M241	Winemaker	Database for wine lovers
M244	Lockpic V2.0	Uncover copy facilities
M245	Relo Kick V1.4	Latest D Grader for A1200
M259	Easy Spell	Spell checker/helper

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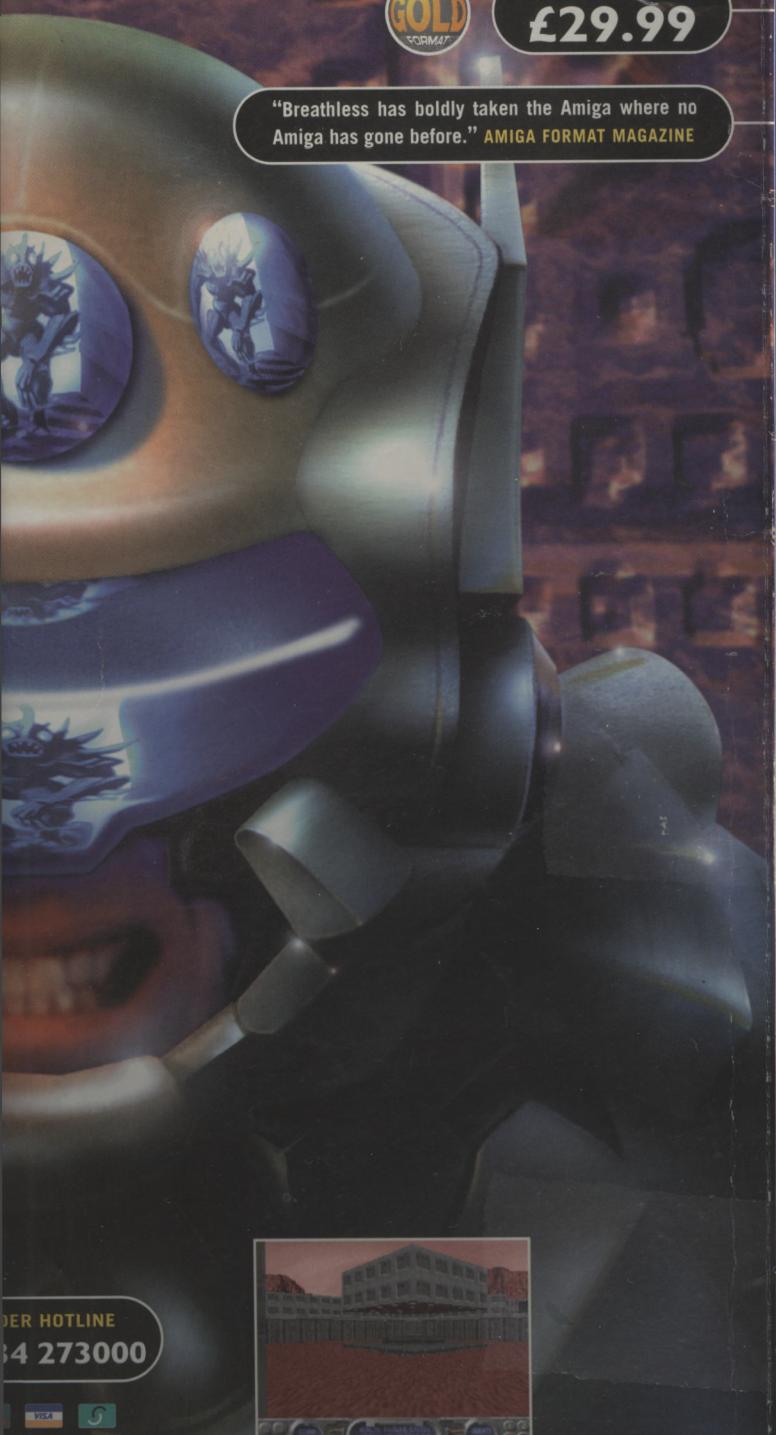
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AMIGA POWER ISSUE 57 JANUARY 1996

AMIGA POWER

THE MAGAZINE WITH ATTITUDE



AWOOOO! IT'S AN ISSUE 57 DISK

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AMIGA POWER

A re-hashed classic which will have you skipping happily down Reminiscence Way. Gobble gobble.

AS, INDEED, IS THIS ONE

LETHAL FORMULA

A SINISTER EVIL MEGA-GLOBAL CORPORATION have stolen a drug formula. And it's lethal. Stop these greedy evildoers, for the sake of our children.

BOUNCE

A quirky reminder that whoever invented the concept of bouncing was on to a good thing.

AMIGA POWER

NOT
A500

Re
Wo
SW
Tan

Fu
PUBL
Your gu
of va
ISS