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# **AMIGA**

**A MAGAZINE WITH ATTITUDE**

# **POWER**

# **EXTREME VIOLENCE**

**EXTRA! 25 PAGE GUIDE IN THIS ISSUE**  
**ABSOLUTE  
POWER**  
**YOUR GUIDE TO EVERY  
AMIGA GAME EVER.  
YOU WON'T  
BELIEVE YOUR  
EYES!**

**EXCELLENT!  
OCEAN'S FOOTY THANG  
PLUS THE HIDDEN'S  
LATEST**

**YOURS WITH ISSUE 24 OF AMIGA POWER**

**3  
SLICES OF HEAVEN**



**FA PREMIER  
LEAGUE  
FOOTBALL**  
Get stuck into this  
exclusive playable demo  
of Ocean's fab and  
'kicking' new release.

**disk  
24**

**DONG**  
A special AP  
level of The  
Hidden's groovy  
platform thing.

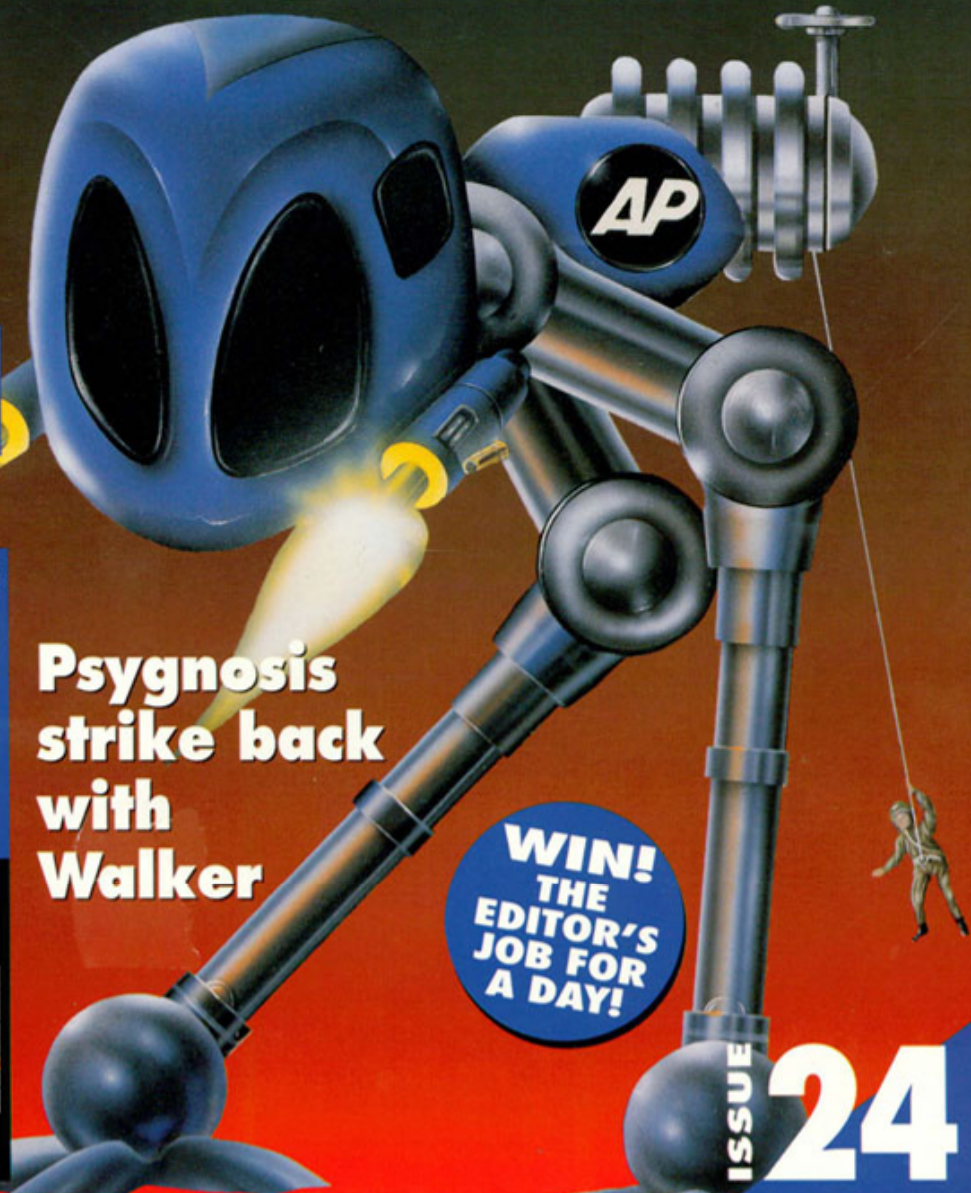


**EXTREME  
VIOLENCE**  
Utterly  
groovy 2  
player  
share-  
ware  
game!



**Psygnosis  
strike back  
with  
Walker**

**WIN!  
THE  
EDITOR'S  
JOB FOR  
A DAY!**



**ISSUE  
24**

It's here. It's big. It's the most complete reviews compendium ever. It's...

# ABSOLUTE POWER

The **AMIGA POWER** guide to every Amiga game ever, ever, ever. Ever.

You want Absolute Power? You got it. What that means is a 25-page guide to every Amiga game ever released. Improbable, but true. We've gone right back to 1985 to include every release from every single Amiga software company. That includes budget games, compilations, and all the other original and licensed games ever available for Amiga users.

Make no mistake, this is a real milestone in Amiga gaming. Nobody has ever even attempted to do this kind of thing before. And now here it is – right in your hands. With Absolute Power, you have access to more Amiga games information than anyone thought possible. You have the entire universe of Amiga games at your fingertips. Any game, any software company, any genre – they're all here. But enough of this fanfare, on with the show. Ladies and gentlemen, we give you Absolute Power...

## ABSOLUTE POWER – HOW IT WORKS

Trust us, it's dead simple. With each game we've included a mini review, a star rating out of five (with red stars for the real hits), plus references for when it was originally reviewed in **AMIGA POWER** (if at all – *BAP* indicates *Before Amiga Power*), and an availability guide. This may be a rating from 0 to 10, or it may be some handy (or not so handy) comment about where you might be able to get hold of a copy. And, er, that's it. See, we told you it was dead simple.

## EDIT AMIGA POWER FOR A DAY!

Okay, we admit it. We're not perfect, and there may be one or two games missing from this gargantuan effort. If you know of any strange, funny, obscure or just plain stupid omissions then send your own Absolute Power-style mini review(s) (complete with details on price, manufacturer, and availability) to HA! MISSED ONE, DIDN'T YOU, AMIGA POWER, 30 MONMOUTH STREET, BATH BA1 2BW. We'll pick our favourite, and if that's you then you'll get to be the Editor of **AMIGA POWER** for a day. We'll bring you over to our Bath offices, sit you in the Ed's chair, and let you coordinate things, before popping off for an extended lunch hour. It's a once in a lifetime offer, so get your reviews in by 30th April to stand a chance of gaining absolute power (for a day, at least).

### 1943

US Gold/Kiix £7.99  
BAP Availability: Good.  
Useless conversion of a quite good vertical blaster. Dire in every way. ★

### 2 HOT 2 HANDLE

Addicted To Fun £19.99  
AP8 COMP Availability: 7/10.  
Golden Axe, Total Recall, Super Off Road Racer, Shadow Warriors. ★

### 3D POOL

Mirror Image £9.99  
AP1 Availability: Rare since Mirrorsoft's untimely demise.  
Not bad, but since outclassed by Archer Maclean's version of the bar room favourite. ★★★

### 4D SPORTS BOXING

Mindscape £14.99  
AP21 Availability: No problem.  
Slower than you could possibly imagine, with an over-complex control system. Unusual, but not actually very playable. ★★

### 4D SPORTS DRIVING

Mindscape £14.99  
AP21 Availability: Good.

A basic driving game with some nice features and impressive graphics. Mediocre rather than dreadful. ★★

### 4 WHEEL DRIVE

Gremlin £29.99  
AP10 COMP Availability: 6/10.  
Lotus Esprit Turbo Challenge, Toyota Celica GT Rally, Team Suzuki, Combo Racer. ★★

### 5TH GEAR

Prism £2.99  
Availability: Very rare indeed.  
View-from-above car driving game with missiles and weapons and all that stuff. 5th gear? Barely gets out of neutral. ★★

### 688 ATTACK SUB

Empire £29.99 (on Combat Classics compilation)  
AP10 Availability: 6/10.  
Flat unimaginative looking sub-sim which lacks atmosphere. Nice 'ping' sounds, but a bit of a let-down all round really. Also available on the Air Land Sea compilation. ★★

### 7 COLOURS

Infogrames £19.99

AP9 Availability: 5/10.  
Interesting Othello-based concept, that's okay for the first few hours, but rapidly gets horribly boring. ★★

### A-10 TANK KILLER

Dynamix (Sierra) £35.75  
AP3 Availability: Not widely available.  
Gameplay suffers due to the sluggish frame rate and lack of a real flying 'feel', making this a flawed attempt at taking the flight simulation genre a stage further. ★★★

### A320 AIRBUS

Thalion £29.99  
AP13 Availability: Still kicking around.  
Too accurate for its own good. If you want to fly, go in a plane. ★

### ABANDONED PLACES

Electronic Zoo £29.99  
AP11 Availability: Low since Zoo went bust. A sequel is due from ICE.  
Let down slightly by the graphics and the control system, but D&D enthusiasts will find this FRPG well groovy. ★★★

### ACADEMY

CRL £19.95

BAP Availability: Try the classifieds for a swap.

A well-put-together spacey flight-sim shoot-'em-up (sequel to *Tau-Cet*) where you design your own space ship and then fly off and shoot stuff. Well thought-of in its time. ★★★

### THE ADDAMS FAMILY

Ocean £25.99  
AP14 Availability: Still going strong.  
Highly simplified Mario clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

### ADDICTABALL

Alligata £14.95  
BAP Availability: You'll be lucky.  
Cor blimey, a Breakout clone. As with *Arkanoid* et al, it's *Breakout* with knobs on and it's as engrossing as all of them. It does the job. ★★

### ADVANCED DESTROYER SIMULATOR

Action 16 £7.99  
AP14 Availability: Still around. Pity.  
A boat sim that never gets off the ground? Not worth eight quid. ★

### ADVANTAGE TENNIS

Empire £29.99 (on Sports Masters compilation)  
AP12 Availability: Very good.  
We're still waiting for the definitive Amiga tennis game. This is up there, but poor controls let it down. ★★★

### THE ADVENTURES OF WILLY BEAMISH

Sierra £34.99  
AP12 Availability: Still loitering on some shop shelves.  
Great plot with some genuinely funny touches of humour, but it's too straightforward and linear. ★★

### AFRICAN RAIDERS

Tomahawk/Coktel Vision £19.99  
BAP Availability: Bargain bins only.  
Unexciting race game that puts you in the driving seat in the African stages of the Paris-Dakar rally. ★

### AFRIKA KORPS

Impressions £29.99  
AP4 Availability: Who cares?  
Intelligent opponents set it apart from the standard wargame, but just because it's a wargame, it doesn't mean it has to be this primitive. ★



## AFTER THE WAR

Ubi Soft £25.99 (on Magnum: The Compilation)  
AP5 Availability: 5/10.  
Post-apocalyptic beat-'em-up that looks good but proves rather too simple. ★★

## AGONY

Psygnosis £25.99  
AP13 Availability: High.  
The mellowest shoot-'em-up around, with stunning graphics, beautiful animation and relaxed, blissed-out gameplay. The six levels won't take you all that long to get through, though, so think carefully if you're after a real challenge. Also available with the Mega Mix compilation. ★★★

## AH-37M THUNDERHAWK

Core £30.99  
AP5 Availability: Still obtainable from some stores.  
A brilliantly executed arcade-simulation crossover, which captures the frenetic helicopter feel quite excellently. ★★★★★

## AIRBALL

Prism £2.99  
AP7 Availability: Very good.  
Groovy re-release of a neat old Knight Lore-style game. A shame about the lack of bad guys though. ★★★

## AIRBORNE RANGER

US Gold £29.99 (on Super Sim Pack)  
AP7 Availability: Average.  
Vaguely tolerable Commando-style gameplay gets drowned in a sea of set-up screens and long disk accesses. Forget it. ★★

## AIR BUCKS

Impressions £29.99  
AP17 Availability: Still doing the rounds.  
Fighting for supremacy of the skies can be messy, especially when it's peacetime and you run a commercial airline. Engrossing sim but you need to make too many allowances for sloppy programming. ★★★

## AIR LAND SEA

Electronic Arts £30.99  
AP10 COMP Availability: Good.  
F/A-18 Interceptor, Indianapolis 500, 688 Attack Sub. ★★★

## AIR SUPPORT

Psygnosis £25.99  
AP19 Availability: 7/10.  
Uninspired and a chore to play, Air Support misses the mark as a strategy game and a 3D blaster. ★★

## ALCATRAZ

Infogrames £25.99  
AP13 Availability: Getting a bit scarce.  
A bit of a pain in one-player mode (you play two characters simultaneously), but much more fun with a chum around, this maze shoot-'em-up is atmospheric and addictive, if not the biggest thing ever. Not bad. ★★★

## ALIEN<sup>3</sup>

Acclaim £25.99  
AP22 Availability: 9/10.

Not a totally accurate representation of the third in the Alien saga, but it captures the feel of the films and it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun. ★★★★★

## ALIEN BREED SPECIAL EDITION '92

Team 17 £10.99  
AP21 Availability: Still topping charts.  
Great sound and graphics, hard but fun to play and packed full of atmosphere. At budget price it's a must buy. ★★★★★

## ALIEN LEGION

Gainstar £24.95  
BAP Availability: Right up there with I Spit On Your Grave.  
Horizontally-scrolling platform-cum-shoot-'em-up that's too simple to offer any real challenge. ★★

## ALIEN STORM

US Gold £25.99  
AP9 Availability: Not rare enough.  
The elements of playability which made Golden Axe so great are missing from this futuristic version. Technically adept, but sorely lacking in every other respect. ★

## ALPHA WAVES

Infogrames £25.99  
AP2 Availability: 3/10.  
Nice 3D bouncing romp. Bizarre, but endearing (in a French sort of way), it tends to feel like an executive toy, and a very expensive one at that. ★★

## ALTERED BEAST

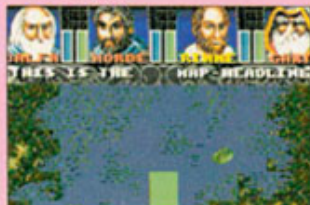
The Hit Squad £7.99  
AP9 Availability: 7/10.  
Mediocre beat-'em-up with some lycanthropic touches. ★★

## ALTERED DESTINY

Accolade £29.99  
AP7 Availability: Very scarce.  
An absorbing adventure in true American style, but it sure isn't up to Lucasfilm standards. ★★★

## AMBERSTAR

Thalion £20.99



Availability: 8/10.

Very deep and well-crafted RPG, though a little primitive on the presentation front. ★★★

## AMAZING SPIDERMAN

Empire £24.99  
BAP Availability: No chance. Probably.  
Old-fashioned platform action. ★★

## AMERICAN FOOTBALL COACH

Composer Software £14.95  
AP14 Availability: None too good.

John Madden Football without the groovy graphics, competent programming and pretty much everything else. ★

## AMERICAN TAG-TEAM WRESTLING

Zeppelin £7.99  
AP23 Availability: Yes. Damn.  
Crap wrestling game which suffers from the usual lack of game. ★

## AMIGA ENCOUNTER

Novagen £20.42  
AP2 Availability: Novagen have gone under, so it's pretty darn rare.  
It's Battlezone yet again, good old-fashioned zooming 'n' blasting. ★★★

## AMNIOS

Psygnosis £25.99  
AP9 Availability: Okay.  
Another old Williams arcade classic gets dusted down and re-interpreted (this time it's Snistar). It's already been done better by the under-rated Photon Storm, and this one's only really good for an occasional blast. ★★

## ANARCHY

Sizzlers £7.99  
AP13 Availability: Not as abundant as it deserves to be, but it's out there.  
Completely excellent Defender game with tons of no-nonsense action. And cheap too. ★★★★★

## ANCIENT BATTLES

CCS £24.95  
BAP Availability: Try the classifieds in strategy mags.  
Unusually colourful graphics for a wargame, reasonable game mechanics and compatibility with Rainbird's UMS. However, it has poor cursor control and it's not terribly state-of-the-art. ★★

## ANOTHER WORLD

US Gold £25.99  
AP10 Availability: Good, but wait for the sequel, Flashback.  
Near perfect graphics and some truly breathtaking setpieces are flawed by some frustratingly difficult levels and overall shortness. ★★★★★

## ANTAGO

Art Of Dreams £19.95  
BAP Availability: 3/10  
Cute and charming little Othello/Checkers hybrid, but it is a bit twee, and there's not much lasting interest. Neat in two player mode. ★★

## APACHE FLIGHT

Atlantis £7.99  
AP14 Availability: Fine.  
Budget SWIV-alike. Fly helicopters and shoot other helicopters. Technically competent but dull, dull, dull. ★★

## APB

Tengen/Respray £7.99  
BAP Availability: Okay-ish.  
The arcade game was mediocre and so is this conversion. Tricky control system to start, and very easy to die, but persevere and you'll be coming back for more. For about half-an-hour, at least. ★★

## APIDYA

Play Byte £25.99  
AP13 Availability: Reasonable – demand your copy now!  
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is R-Type 2), but it's definitely completely excellent. ★★★★★

## AQUATIC GAMES

Millennium £25.99  
AP19 Availability: Finite.  
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. Wait for James Pond<sup>3</sup>. ★★★

## AQUAVENTURA

Psygnosis £25.99  
AP16 Availability: Not seen on too many shelves these days.  
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. ★★

## ARCADE TRIVIA QUIZ

Zeppelin £7.99  
AP5 Availability: Still going strong.  
Depending entirely on how many of you there are, a completely pointless or fairly entertaining triv game. ★★★

## ARCHIPELAGOS

Prism £2.99  
AP7 Availability: In petrol stations everywhere (and on an old AF).  
Thoughtful but fast moving 3D puzzle game. Involving and charming game which well deserves its excellent reputation. ★★★★★

## ARCTIC FOX

Electronic Arts £24.99  
BAP Availability: Try market stalls.  
Very, old Battlezone variant. ★★

## ARKANOID – REVENGE OF DOH

The Hit Squad £7.99  
BAP Availability: Try bargain bins.  
Extra effects transform what would be a straight Breakout clone into a thoroughly compulsive classic. ★★

## ARMADA

ARC £29.95  
BAP Availability: 2/10  
Arc's enticing 3D wargame system is interesting, and the game has an unusual subject, but the whole thing fails to generate any excitement and comes across as very superficial. ★★

## ARMALYTE

Thaliamus £25.99  
Availability: Try mail order companies.  
Enjoyable in an old-fashioned sort of way, but absurdly hard and totally eclipsed by Activision's R-Type 2. ★★

## ARMOUR-GEDDON

Psygnosis £25.99  
AP1 Availability: 6/10.  
Lots of tanks, lots of planes, lots of places to go. It's deep and wide and tall, making it a natural (but slightly flawed) successor to Carrier Command. ★★★★★

## ARNHEM

CCS £19.95  
AP3 Availability: No way. No how.  
Nobody wants it anyway.  
An 8-bit classic wargame finally brought to Amiga owners, but nobody really wanted it. ★

## ARTIFICIAL DREAMS

Prism £2.99  
BAP Availability: 1/10  
It's artificial. It's dreamlike. It's alright for the price. ★★

## THE ART OF CHESS

SPA £24.95  
BAP Availability: 1/10  
It's a chess game. It looks nice. It plays nicely. It's a chess game. ★★★

## ARTURA

Prism £2.99

AP15 Availability: If you see it, kill it. Appallingly slow arcade adventure. Best left to the eight bits. ★

## ASHES OF EMPIRE

Mirage £34.99  
AP16 Availability: 8/10  
Ashes is one of those strategy games that people tend to be scared of, but it's surprisingly easy to get into and curiously addictive. Still a bit of an epic, though. ★★★★★

## ASSASSIN

Team 17 £25.99



AP19 Availability: Still in the charts.  
Over-rated but neat. Nothing really to drag it down except perhaps a lack of originality and a tendency towards Turricon-style empty sprawl. ★★★★★

## ASTAROTH

Hewson £24.99  
BAP Availability: As conspicuous as Salman Rushdie.  
Jaded old game concept tarted up with graphics of a sensationalist nature. Avoid. ★★

## ATF II

Digital Integration £24.99  
BAP Availability: 4/10  
Good old-fashioned 3D fly-and-shoot game with the added attraction of solid vector graphics, but this is no flight sim. Fun as far as it goes. ★★

## ATOMIC ROBOKID

Activision £24.99  
BAP Availability: As rare as a very rare thing.  
Plenty of levels, plenty of action but not particularly fast (and certainly not new) Reasonable, shoot-'em-up in the 'son of R-Type' vein. ★★

## ATOMINO

Psygnosis £25.99  
AP1 Availability: Fine.  
Similar to Pipe Mania in some ways – if you liked that, then try this one for size. ★★★★★

## AUSTERLITZ

Mirror Image £9.99  
AP9 Availability: Very, very, very hard to get hold of.  
Quality wargame at a bargain price, but for connoisseurs only. ★★★★★

## AV-8B HARRIER

Domark £39.99  
AP22 Availability: No problem.  
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. Even on the A1200 it's on the dull side. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★★ for A1200)

## AWARD WINNERS

Empire £25.99  
AP14 COMP Availability: Easy.  
Kick Off 2, Space Ace, Pipe Mania, Populous. ★★

## AXEL'S MAGIC HAMMER

Gremlin £19.99  
Availability: Rarely shows its face these days.

## THE FROM SMALL ACORNS AWARD

### ARENA

Psygnosis £19.99  
BAP Availability: 5/10.  
Really, really awful early Track And Field game. ★



Platform cutie very much in the Mario copy mould. Never rises above average. ★★

**BAAL**  
Psychapse £19.95  
BAP Availability: Rare, since Psychosis abandoned mid-pricers. Platform blast and follow up to Menace, this should appeal to those who enjoyed its predecessor. That should be about 12 of you. ★★

**BABY JO**  
Lonicels £24.99



AP11 Availability: Still loitering. Sweet Mario-influenced game with barrels of cuteness and lots of simple fun. It's lovable and entertaining, if technically a bit on the crap side. ★★

**BACKGAMMON ROYALE**  
Oxford Softworks £19.99  
AP12 Availability: Rather uncommon. Too thin a game to justify this price, and no use as a learning tool thanks to the horrible, confusing instruction manual. Buy a real Backgammon set, it's better and cheaper. ★★

**BACKLASH**  
Novagen £19.95  
BAP Availability: Less common than Top Trumps. Battlezone revisited. Fly your craft across a barren alien landscape and blast the living daylight out of those nasty aliens. Fab, but very insubstantial. ★★

**BACK TO THE FUTURE PART III**  
Image Works £24.99  
AP1 Availability: There are still one or two copies out there. Variety, neat animation, some decent jokes, but film licences nearly always feel too thin, and this one's no exception. Fun but slight. ★★

**BAD CAT**  
GO! £24.99  
BAP Availability: Look, it's not available. Okay? Cute(ish) pseudo-street-cred laden moggies tackle assault courses and chuck stuff at one another. Grim. ★

**BAD COMPANY**  
Prism £2.99  
AP7 Availability: High. Fairly dull shoot-'em-up with a few funny touches but nothing in the way of involving gameplay. ★★

**BADLANDS**  
Domark £19.99  
AP11 Availability: Getting scarcer by the week. A close conversion of a crap overhead-view arcade race game. So workmanlike its jeans hang over its arse. ★★

**BALANCE OF POWER**  
Mindscape/Mirrorsoft £26.95  
BAP Availability: Rare, except for an appearance on a AF coverdisk. A classic game of international power and the struggle between the USA and USSR. Absorbing, but it's a bit dated now. ★★

**THE BALL GAME**  
Electronic Zoo £25.99  
AP2 Availability: 3/10. Based on the excellent infection puzzle game, the concept is spoiled by senseless changes to the rules. Interesting, but ineptly executed. ★★

**BALLISTIX**  
Sizzlers £7.99  
AP5 Availability: Limited. Remember Crossfire, the game where you had to knock a puck into an opponent's goal by firing lots of ball bearings at it? Well this is basically an enhanced computer version of it. ★★

**BALL RAIDER**  
Robtek £19.95  
BAP Availability: Like trying to find a needle in a haystack. A good-looking but otherwise awful Breakout clone. ★

**BALLYHOO**  
Mastertronic £9.99  
BAP Availability: 7/10. Big Top fun in another well 'ard Infocom adventure. Also on Lost Treasures. ★★



**BARBARIAN**  
Kixx £7.99

AP4 Availability: Reasonable. Second rate beat-'em-up with swords, but a fair amount of fun all the same, if only for the great decapitation move. ★★

**BARBARIAN**  
Psychosis £19.99  
BAP Availability: No chance, but you weren't bothered anyway. Were you? Sort of a halfway house between Brattacus and Shadow Of The Beast, a flip-screen beat-'em-up with crappy control system and unsatisfying adventure elements. ★

**BARBARIAN 2**  
Palace £19.99  
BAP Availability: As prominent as Maria Whittaker is these days. Much the same as Barbarian (the Kixx one), but with, funnily enough, an unsatisfying adventure element tacked on to the head-chopping action. ★★

**BARBARIAN II**  
Psychosis £25.99  
AP9 Availability: Bizarrely good. It looks good and there's a generous measure of senseless brutality and fantasy atmosphere. Very repetitive and very shallow in the gameplay stakes, Shadow Of The Beast fans will love it. ★★

**THE BARD'S TALE**  
Electronic Arts £24.99  
BAP Availability: You'll be lucky (very lucky). Immense RPG. The first of the series and still highly rated by adventurers. We're not sure why. ★★

**THE BARD'S TALE II**  
Electronic Arts £24.99  
BAP Availability: See The Bard's Tale. Much the same as The Bard's Tale, really. Showing signs of age. ★★

**THE BARD'S TALE III**  
Electronic Arts £24.99  
AP1 Availability: Still out there (man). A competent and highly playable role-player, but showing even more signs of age. ★★

**BARD'S TALE CONSTRUCTION KIT**  
Electronic Arts, £29.99  
AP23 Availability: For weddings, barmitzvas, and children's parties. Well, it's a construction kit for The Bard's Tale, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unforgiving interface it uses to do it. ★★

**BASKETBALL**  
Mindscape £24.99  
BAP Availability: Hell, we didn't even know this one existed. Everything's here but the gameplay lets it down. And that's the most important bit. ★★

**BAT**  
Ubi Soft £29.99  
BAP Availability: Check out the mail order companies. Intergalactic intrigue in a novel comic book style, but perhaps a little too left-of-centre for some. Very different, and actually very good. ★★

**BAT II**  
Ubi Soft £30.99  
AP19 Availability: Very good. With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. An unusual hybrid that works well. Nice one. ★★

**BATMAN THE MOVIE**  
The Hit Squad £7.99  
AP8 Availability: 7/10. Oft quoted as an example of a film licence that's actually any good, BTM is made up of a number of good quality sub-games. It's starting to look a bit dated now, but at budget price it's still worth trying. ★★

**BATTLECHESS**  
Electronic Arts £24.95  
BAP Availability: Less available than Battlechess II. Fine game which uses creative animations to enhance the standard game. However, give it a decent opponent and you'll soon realise its shortcomings. ★★

**BATTLECHESS II - CHINESE CHESS**  
Electronic Arts £25.99  
AP5 Availability: More available than Battlechess. Cute graphics, and a new angle on the chess theme, but the animations soon become tiresome, and Chinese chess isn't half as interesting as the standard game anyway. ★★

**BATTLE COMMAND**  
Ocean £24.99  
BAP Availability: Low. Loads of missions, atmospheric solid 3D graphics (ie lots of green), plus a good mix of strategy and blasting. If you've got the self-discipline to persevere past an uninspiring start, this is (like Armour-Geddon) a worthy follow-up to the classic Carrier Command. ★★

**BATTLE HAWKS**  
Lucasfilm/US Gold £24.99  
BAP Availability: They seek it here, they seek it there...

## BALD CARTOON CHARACTER AWARD

**BC KID**  
Ubi Soft, £25.99  
AP19 Availability: Still clubbing around. Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★



A flight sim more suitable for beginners but still fun for experienced pilots. Easy to get into. ★★

**BATTLE ISLE**  
Ubi Soft £29.99  
AP9 Availability: Good. Easy to get to grips with. Looks lovely, and the intro sequence is even funny. Disk access at every turn and combat which seems to be random are a pain. ★★

**BATTLE ISLE SCENARIO DISK ONE**  
Ubi Soft £19.99  
AP18 Availability: Ditto. Isle be back. As data disks go this one is good value for money. ★★

**BATTLEMASTER**  
PSS £29.99  
BAP Availability: Almost extinct. A tired fantasy/strategy plot given new lease of life by excellent graphics and oodles of playability. Arcade junkies need not apply, despite the abundance of genocidal mayhem. Try it - you may be surprised. ★★

**BATTLE MASTERS**  
Ubi Soft £35.99 (on Strategy Masters compilation)  
AP23 Availability: Plentiful. Pleasing blend of strategy and RPG, but would have been better plumping for one style or the other. ★★

**BATTLESHIPS**  
Prism £2.99  
BAP Availability: It's out there if you really want it. Battleships on the Amiga. Three quid might seem cheap for an Amiga game, but it's expensive for a pad of paper and a pencil, which is all you need for a game of Battleships. ★

**BATTLE SQUADRON**  
Electronic Zoo £24.99  
BAP Availability: Very rare, so grab it if you see it. An excellent old example of a verbally scrolling shoot-'em-up, showing how it should be done for once. Little depth, but that shouldn't bother fans of the genre. ★★

**BATTLE VALLEY**  
Prism £2.99  
BAP Availability: 7/10. Ageing slice of gung-ho. Mmm. ★★

**BEACH VOLLEY**  
The Hit Squad £7.99  
AP5 Availability: Thankfully sightings are now infrequent. Two-a-side volleyball that's really just a poorly disguised variation on a poor tennis game. ★

**BEAST BUSTERS**  
Activision £25.99  
AP4 Availability: Still lurking unsold on some shelves. Graphically close-ish to the original

arcade version, but it tends to slow down when there's a lot happening on screen, and it's far too easy. Doesn't really compare too well with all the other Op Wolf games. ★★

**BETRAYAL**  
Rainbird £29.99  
BAP Availability: Try market stalls. Fantasy/strategy hybrid. But the game really needs several human players to make it exciting. ★★

**BETTER DEAD THAN ALIEN**  
Electra £19.99  
BAP Availability: Hasn't been seen around for many a year. Space Invaders clone which features 25 levels of ugly aliens that you'd be better off dead than being. Rewarding but dated wholesale slaughter. ★★

**BEYOND THE ICE PALACE**  
Prism £2.99  
AP14 Availability: Fine. Heavily dated scrolling arcade adventure in the Ghosts'n'Goblins mould. A bit of fun for the price. ★★

**BEYOND ZORK**  
Activision £24.99  
BAP Availability: Rare, except in Lost Treasures Of Infocom compilation. A text-only RPG that's actually quite gripping, but it's hard to convince people that text-only is any fun these days. ★★

**BIG BUSINESS**  
Magic Bytes £25.99  
AP6 Availability: Magic Bytes product is almost impossible to find. Well-programmed and a fairly original concept. Would you believe, a 'humorous business simulation'? Unfortunately, the humour is feeble-witted stereotyping, and the business part is tedious number-crunching. ★★

**BIG RUN**  
Storm £25.99  
AP11 Availability: Cluttering up a shelf at a software emporium near you. Dire coin-op conversion that falls short due to its extremely basic gameplay and over-familiar graphics. ★

**BILL & TED'S EXCELLENT ADVENTURE**  
Accolade £24.99  
AP3 Availability: Unfortunately not confined to San Dimas. In our humble opinion, a most excellent subject for a licence, but that doesn't stop it being a strong contender for the 'Weakest Gameplay In The World' award. ★★

**BILLIARDS II SIMULATOR**  
Infogrames £25.99  
AP5 Availability: 5/10. Plenty of variations, including a 'crazy pool' with an octagonal table, but neither the 2D or 3D modes allow a decent shot to be made, and the 'feel' of the sport is lost completely.



Another game which crumbles in the face of its competition, this time in the form of Jimmy White's Whirlwind Snooker. ★★

**BILL'S TOMATO GAME**

Psygnosis £29.99  
AP21 Availability: You'll be able to ketchup with this one anywhere. Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. ★★★★★

**BIONIC COMMANDO**

Koax £7.99  
AP4 Availability: A game barely alive. Not worth six million dollars. The arcade original was novel and great fun. This, however, is a terminally flawed conversion. ★

**BIRDS OF PREY**

Electronic Arts £34.99  
AP9 Availability: Good. Ish. A wider choice of aircraft than every flight sim ever put together, let down by an excruciatingly jerky screen update and controls which are as unrealistic as ever. Virtually guaranteed to hold your attention for months, if only because it takes that long to fly it anywhere. ★★★★★

**THE BITMAP BROTHERS VOLUME 1**

Renegade £25.99  
AP15 COMP Availability: As conspicuous as a Bitmap Brother. Xenon, Cadaver, Speedball 2. ★★★★★

**BLACK CRYPT**

Electronic Arts £25.99  
AP11 Availability: 6/10  
On the surface quite an ordinary RPG, but it somehow manages to entertain and enthrall to a large extent. ★★★★★

**BLACK HORNET**

Hi Tec £7.99  
BAP Availability: So, so. SWIV-like pretty blaster with very tedious gameplay. ★

**BLACK SHADOW**

CRL £19.95  
BAP Availability: Watch out for Lucifer on ice skates before. Graphically appealing vertically scrolling shoot-'em-up with a bizarre plot. Nice but dull. ★★

**BLACK TIGER**

US Gold £29.99 (on CapCom Classics)  
AP8 Availability: 6/10.  
Very okay arcade conversion. ★★

**BLADE WARRIOR**

GBH £7.99  
AP19 Availability: Very good. Possibly the most atmospheric game ever. Pretty breathtaking silhouetted graphics, with plenty of action and puzzling too. ★★★★★

**BLAZING THUNDER**

Hi-Tec £6.99  
AP1 Availability: 5/10.  
Ikari Warriors in tanks. A really dinky budget game, and a must buy for all Ikari fans with autofire joysticks. ★★★★★

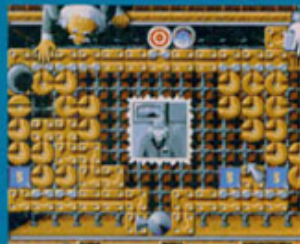
**BLINKY'S SCARY SCHOOL**

Zeppelin £7.99  
AP12 Availability: Spookily good. Zeppelin's own cute and cuddly character Blinky is a ghost with big eyes. He wanders round loads of rooms with puzzles to solve, baddies

**THE WEIRD FRENCH PUZZLER AWARD**

**BOSTON BOMB CLUB**

Silmarils £25.99  
Availability: Good, thanks to its new life on compilation. A neat twist on the sliding block type of puzzle game, but it hasn't got the longest game life ever, and the basic concept won't exactly light everybody's fire. One of the better puzzlers we've seen lately. Pleasing, fun and very French. Also available as part of the FantasyPak compilation. ★★★★★



to dodge and traps to avoid. Simple, harmless fun. ★★★★★

**BLOCK OUT**

Rainbow Arts £19.99  
BAP Availability: Available, schmavailable. Initially similar to Welltris, but far more challenging due to the true use of 3D. If Tetris (and its ilk) made you scream, playing Block Out is not medically advisable. Compulsive. ★★★★★

**BLOOD MONEY**

Psyclipse £19.95  
AP13 Availability: None too good - not for blood nor money! Dated shoot-'em-up that looked good at the time, but it's always lacked gameplay. ★★

**BLOODWYCH**

Mirror Image £9.99  
AP9 Availability: Poor, check out Legend (by the same author). Similar to Dungeon Master, but with a two-player option, this is a great game and a real bargain for FRPG fans. ★★★★★

**BLUE MAX**

Mindscape £34.99  
AP3 Availability: We don't care, and neither should you. Less techie than most flying things. Some rather spiffing sound complements the WWI feel nicely. However, the slow and sloppy main game never (ahem) really takes off. ★

**THE BLUES BROTHERS**

Titus £25.99  
AP7 Availability: Still going strong in some computer stores. So playable it's frightening. And it's funny too - shame that the two player mode is a wasted opportunity. One of the best character licences ever to appear on the Amiga. ★★★★★

**BMX SIMULATOR**

Codemasters £14.95  
BAP Availability: As good as any Codies game, ie very good indeed. It's a game which simulates a BMX and allows you to ride around on it. Very highly thought of in its day. ★★★★★

**BOMBUZAL**

Image Works £24.99 (or on issue one of AMIGA POWER)  
BAP Availability: 10/10.  
2D or 3D arcade puzzler. A bit smart, when all's said and done. ★★★★★

**BONANZA BROS**

US Gold £25.99  
AP9 Availability: Not as common as it used to be, but still on the shelves. An original(ish) theme complemented by a unique and interesting visual approach. What's there is a right laugh, but only for a limited 10 scenarios. ★★★★★

**BONECRUSHER**

Superior Software £14.95  
BAP Availability: If you find it we'll be very surprised indeed. Seems simple but wraps you up in a series of mind-twisting puzzles. It's all about collecting bones and making soap, but it'll turn a mild-mannered player into a manic obsessive. ★★★★★

**BOOLY**

Lorciels £19.99  
AP 11 Availability: Average. More novel than the average puzzler, and an interesting blend of logic, tactics and luck. Fascinating and moderately entertaining, but it's always going to be a minority-appeal kind of thing. ★★★★★

**BOROBODUR**

Thalamus £25.99  
AP11 Availability: Pretty scarce. Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. ★

**BOTICS**

Krisalis £19.99  
BAP Availability: Not buried deep enough for our liking. Absolutely dire Pong-style gameplay. Get out of here! ★

**BRAIN BLASTERS**

Ubi Soft £25.99  
AP7 Availability: Lying unsold in several shops. Well, there's a simultaneous two-player mode, but it's only really remotely playable when played solo. A sad, simplistic puzzler. ★

**BRAT**

Image Works £24.99  
AP1 Availability: Surprisingly hard to locate. Try getting it second hand. Very pretty, very smooth, very challenging, and very, very irritating indeed, especially if you hate the central character. Okay if you play it with the sound off. ★★★★★

**BRATTACUS**

Psygnosis £29.99  
BAP Availability: 0/10.  
One of the first 16-bit games ever, and boy does it show. ★

**BREACH 2**

Impressions £24.99  
AP 11 Availability: Quite rare. Loved Laser Squad? Then you'll probably take a shine to this. Stick with it and you'll find an immensely rewarding space/strategy blast with loads of levels, although the crappy graphics and some awkward quirks will deter many. ★★★★★

**BREACH 2 (ENHANCED)**

Impressions £29.99  
Availability: More abundant than the slightly creakier version.

As the original Breach, but a bit more together. ★★★★★

**BRIDES OF DRACULA**

Gonzo Games £25.99  
AP13 Availability: Bargain bins are its favourite haunt. Astoundingly crude technically, the execution and some elementary design flaws run what might have been some top Spy Vs Spy-esque vampire antics. ★

**BRIGADE COMMANDER**

Electronic Zoo £25.99  
AP4 Availability: 2/10.  
Friendlier than the average wargame, and more playable too, but with the usual crap graphics. Desert Storm scenarios make it look a bit out-of-date now. ★★★★★

**BSS JANE SEYMOUR**

GBH £7.99  
AP16 Availability: Average, at best. Average looking but extremely playable arcade adventure. And it's cheap. ★★★★★

**BUBBLE BOBBLE**

The Hit Squad £7.99  
AP7 Availability: Good. The first of the Bub 'n' Bob series that reached its zenith in Rainbow Islands. If you don't already own this, buy it now. Even better in two-player mode. Also available in the Rainbow Collection. ★★★★★

**BUCK ROGERS COUNTDOWN TO DOOMSDAY**

US Gold £30.64  
BAP Availability: 6/10.  
SSI do science fiction. Wow. ★★

**BUCK ROGERS MATRIX CUBED**

US Gold £30.99  
BAP Availability: 6/10.  
SSI do science fiction again. ★★

**BUDOKAN**

Electronic Arts £9.99  
AP3 Availability: 2/10.  
A neat, well presented but far too taxing and monotonous hand-to-hand, stick-to-stick martial arts thingy. ★★

**BUG BOMBER**

DMI £25.99  
AP17 Availability: Average. Er, well basically it's Dynablasters with twiddy bits. It's slightly better than Dynablasters as a one-player game but DB beats it for multi-player fun and good looks. ★★★★★

**BUGGY BOY**

Elite £19.99  
BAP Availability: 3/10.  
Old, but still fantastic 3D driving game - just like the classic coin-op. ★★★★★

**BUILDERLAND**

Lorciel £24.99  
AP 11 Availability: Check out those old bargain bins. Interesting and cute Lemmings derivative, but it's written in AMOS, and it shows. Good fun, but it's a shame they couldn't have hired someone to program it properly. ★★

**BUNNY BRICKS**

Silmarils £25.99  


AP19 Availability: Who cares? Breakout meets baseball meets a bunny. Bad. ★

**CABAL**

The Hit Squad £7.99  
AP7 Availability: Not bad at all. Surprisingly enjoyable Operation Wolf variant but with kindergarten graphics and no game depth. Partly groovy blasting for an hour or three. ★★★★★

**CADAVER**

Image Works £24.99  
AP3 Availability: Lookout for the shades. A nice blend of 3D graphics and adventuring in the style of Knight Lore (but it's not a classic). Also available as part of the Bitmap Brothers Volume 1 compilation. ★★★★★

**CADAVER - THE PAYOFF**

GBH £16.99  
AP 11 Availability: Medium-rare. A wonderful add-on for fans of the first Cadaver, and not a lot of use for anyone else. If you've got the original, this isn't such a bad price to pay for more of the same. ★★★★★

**CAESAR**

Impressions £29.99  
AP19 Availability: Very, very, good. Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Pretty good. Blimey. ★★★★★

**CALIFORNIA GAMES**

US Gold £30.99 (on Mega Sports compilation)  
AP18 Availability: Very available, dude. Events varying from horse-jumping to surfing with varied control system makes a pretty average alternative sports game. ★★

**CALIFORNIA GAMES II**

Koax £7.99  
AP2 Availability: 7/10.  
More of the same, really. Unexciting multi-sports action with a lot of faffing around between events. ★★

**CAMPAIGN**

Empire, £34.99



AP19 Availability: 9/10. And here's another decent wargame. Pacific Islands meets, um, some other good war-type game. Strategy-tastic, though probably still a bit much for zapping fiends. ★★★★★

**CAPCOM COLLECTION**

US Gold £29.99  
AP8 COMP Availability: 4/10.  
Strider, UN Squadron, Last Duel, Forgotten Worlds, Ghoul's N' Ghosts. ★★★★★

**CAPTAIN BLOOD**

Infogrames £24.95  
BAP Availability: Cette joue n'est pas dans les magasins. Veteran strategy adventure game with stunning graphics and addictive gameplay. ★★★★★

**CAPTAIN DYNAMO**

Code Masters £7.99  
AP18 Availability: Still hasn't been

forced back into retirement. Cute and colourful run of the mill platform game that's fun to play. Also available as part of the Super All Stars compilation. ★★★

## CAPTIVE

Mindscape £24.99  
BAP Availability: You might find it in pubs, ie behind bars. Neat icon-control system enhances an atmospheric exploration challenge, and the game system is quite similar to Dungeon Master. A genuine Amiga classic from yesteryear. ★★★

## CARDIAXX

Electronic Zoo £25.99  
AP9 Availability: There's not much chance of stumbling upon this one. A shoot'em-up with the added ingredients of (a lorr, lorr) speed and a score bar right in the middle of the play area. Beyond these 'features' there's not really anything special about Cardiaxx at all.★★

## THE CARDINAL OF THE KREMLIN

Accolade £24.99  
AP4 Availability: 6/10  
Reasonably captivating and accessible strategy, but the ridiculous arcade sequence dropped slap bang in the middle of the game almost totally destroys the atmosphere.★★

## CARL LEWIS CHALLENGE

Psygnosis £25.99  
AP17 Availability: Okay. These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed.★★

## CARRIER COMMAND

Mirror Image £9.99  
AP1 Availability: On numerous compilations only. Excellent strategy wargame shoot'em-up with elements of flight sim. Everyone should have a copy of this.★★★★

## CARTHAGE

Psygnosis £24.99  
BAP Availability: Probably only directly from Psygnosis. Excellent graphics and some nifty arcade sequences, but underneath it's a distinctly average strategy game. Despite appearances, not one for the joystick junkies out there.★★★

## CARTOON COLLECTION

Code Masters £25.99  
AP16 COMP Availability: It's everywhere! CJ's Elephant Antics, Spike in Transylvania, Treasure Island Dizzy, Seymour Goes to Hollywood, Slightly Magic.★★★

## CAR-VUP

Core Design £24.99  
BAP Availability: A bit hard to get hold of these days. Shame. As cute a game as you are ever likely to find, and with a perfectly balanced difficulty level too. It's pretty simple - more variety between the levels would've been nice - but it's a damn fine game.★★★★

## THE CASTLE OF DOCTOR BRAIN

Sierra £34.99  
AP18 Availability: Fish. If you want to expand your kids' minds

then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control.★★

## CASTLE MASTER

The Hit Squad £7.99  
AP17 Availability: Rare. Improved 3D Freescape system, and a new medieval environment in which to solve a dazzling array of puzzles. Not the prettiest game ever, and not really that different from the rest of the Freescape series. Great if you're a fan, others will wonder what all the fuss is about.★★

## CASTLES

Interplay £29.99  
AP13 Availability: Castle-tastic. Could-have-been-fun attempt at a Sim City-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any depth or realism.★★

## CASTLE WARRIOR

Delphine Software £24.99  
BAP Availability: 3/10. Looks great and sounds good too, but it moves too slow and a general lack of content lets it down.★★

## CATCH 'EM

DMI £25.99  
AP18 Availability: Okay. If you enjoyed the totally bizarre concepts of Lemmings or Goblins (and you can ignore some really horrible graphics and colour schemes) then perhaps you could make something of Catch 'Em too. Try it, you might just like it.★★★

## CAVITAS

Nite Time Games £9.99  
AP12 Availability: Not good. Sick arcade adventure, done the old fashioned way. Groovy.★★★★

## CELTIC LEGENDS



AP9 Availability: Getting a bit thin on the ground. Plenty of strategy plus plenty of action plus good presentation make for a more than passable role-playing challenge, but the ponderous computer opponent won't break any speed records.★★★★

## CENTURION

Electronic Arts £24.99  
AP2 Availability: Second hand copies only, tanks! Fairly interesting management sections with some nifty battle sequences, but two appalling arcade sections blow its chances.★★

## CHALLENGE GOLF

On-Line £24.99  
AP4 Availability: Bargain bin time. Easy to get into, and up to four players catered for. Mind-numbingly unrealistic putting sequence, and loads of unnecessary little bugs. Lack of playability makes this a seriously below-par golf sim.★

## THE CHAMP

Linel £24.95  
BAP Availability: Poor.

Poor gameplay, poor animation, poor boxing game.★★

## CHAMPION DRIVER

Idea £25.99  
The Hit Squad  
AP9 Availability: Smashing. An overhead racing game which knows its limitations, and works splendidly within them. Less frills than a frill-less thing, but so what?★★★★

## CHAMPION OF THE RAJ

Image Works £25.99  
AP4 Availability: 0/10. Potentially good game ruined by complete lack of playability. Arcade sequences break up the heavy-duty strategy action, and even more ridiculous disk accessing than usual in this type of thing. Crap programming generally.★

## CHAMPIONSHIP MANAGER

Domark £24.99  
AP15 Availability: Still re-entering the charts every other month. A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Krisalis' Graham Taylor Management game instead.★

## CHAMPIONS OF KRYNN

US Gold £30.64  
BAP Availability: 6/10. Formulaic RPG with nasty presentation.★

## THE CHAOS ENGINE

Renegade £25.99  
AP22 Availability: Just try avoiding it. The Bitmaps return with an absolute corker of a shoot'em-up. A cross between Gauntlet and Speedball 2, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly it's great fun to play, and the two-player mode is even more brilliant. Unmissable.★★★★

## CHAOS IN ANDROMEDA

On-Line £24.99  
AP4 Availability: Badder than bad. Lots of character interaction and plenty to do, spoiled by crap fight sequences and tiny graphics. Enjoyable Ultima-style adventure slightly spoiled by sloppy programming.★★

## CHAOS STRIKES BACK

Psygnosis £29.99  
(with Dungeon Master)  
AP 11 Availability: Good. Complex and ingenious puzzles; very user friendly; great sound. Engrossing role-playing adventure using the Dungeon Master game system.★★★★

## THE CHARGE OF THE LIGHT BRIGADE

Impressions £29.99  
AP5 Availability: Available in more cities than Florence. Ahem. Visually impressive wargame, with instant appeal and plenty of user-friendly presentation. A very brave try, but it doesn't quite reach the heights to which it aspires due to some very silly rules.★★★

## CHARIOTS OF WRATH

Energize £7.99  
AP12 Availability: Not a lot of 'em around, thankfully. Loads of subgames of PD quality. There's an Operation Wolf clone, a

Breakout game, an Asteroids clone and a couple of scrolling platform and shoot'em-up sections. A hotch-potch of poor quality.★★

## CHART ATTACK

Gremlin £29.99  
AP8 COMP Availability: As available as an incredibly available thing. Lotus Esprit Turbo Challenge, Venus: The Flytrap, James Pond, Ghoul's'n'Ghosts.★★★★

## CHASE HQ

The Hit Squad £7.99  
AP9 Availability: 6/10. Put simply, a terrible driving game, even (in fact, especially) if you liked the original coin-op.★

## CHASE HQ II

Ocean £24.99  
BAP Availability: 6/10. Well, it's not as disastrous as the first conversion, but still terminally average. It drives like a brick and looks as tired as Miami Vice.★★

## CHE: GUERRILLA IN BOLIVIA

CSS £25.99  
AP10 Availability: You might find one lurking in the underground. The first Che licence we've seen in this lethally average wargame. Only absolute beginners need apply.★★

## CHESS CHAMPION 2175

Oxford Softworks £19.99  
AP12 Availability: We'll have to check that one. Arf. Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet.★★★★

## CHESS MASTER 2000

Electronic Arts £24.95  
BAP Availability: Available knight and day. It's a chess game. It looks nice. It sounds nice. It's a chess game.★★★★

## CHESSMASTER 2100

Mindscape £14.99  
AP23 Availability: Try your local pawn shop. Ha. Fast, no frills chess for those who just want the game and no fancy extras.★★★★

## CHESSPLAYER 2150

Ubi Soft £35.99 (on Strategy Masters compilation)  
AP23 Availability: You'll have to rook around for this one. Competent, but not particularly sophisticated chess game.★★

## CHICAGO '90

Prism £2.99  
BAP Availability: 7/10. Totally forgettable trash. That's all you need to know.★

## CHIP'S CHALLENGE

US Gold £24.99

BAP Availability: Almost impossible to find these days. Lots and lots of levels and typically well thought out console-style gameplay. Good, but not the most characteristic of puzzle games.★★★

## CHUCKIE EGG

Pick and Choose £19.95  
BAP Availability: If you find it, send it to us! Amiga version of an all-time classic 8-bit game which involves picking up loads of eggs while avoiding getting pecked to death by the ducklings or their mother. Impressive backdrops and addictive gameplay make this a winner.★★★★★

## CHUCK ROCK



AP 1 Availability: Still kicking around. A first class cavern romp, with some innovation in the gameplay for once, but it's a touch shallow and easy.★★★★

## CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0

Electronic Arts £24.99  
AP1 Availability: 4/10. A veritable air force of planes to fly, with piles of options, missions and the obligatory load of external views. There's even the opportunity to fly the Space Shuttle. There's a complete lack of speed, bad disk access and naff perspective, which all put a damper on the whole affair.★★

## CIRCUS ATTRACTIONS

Golden Goblins £19.99  
BAP Availability: Very unavailable indeed. A multi-eventer set in a Big Top - trampolining, tight rope walking, juggling, knife throwing, and a trick involving three clowns and two saws. Forget it.★

## CISCO HEAT

Image Works £24.99  
AP10 Availability: There'll be some unsold copies lying around. A fun driving game, with hills and junctions giving it a bit of originality, but far too short to provide a decent amount of enjoyment. Nothing like the coin-op.★★★

## CIVILIZATION

MicroProse £34.99  
AP16 Availability: Good. The interface of this strategy thing is a living nightmare of hell, but inside that shoddy body there beats a heart

## THE NON BIO-DEGRADABLE AWARD

### CAPTAIN PLANET

Mindscape £25.99  
AP 11 Availability: Not all copies have been recycled. Um, it's ideologically sound. And the colours are nice. Terminally flawed gameplay, and seems to have been put together in a terrible hurry. No fun to play at all, and that's all that matters in the end. Forget it.★



of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

## CJ IN THE USA

Code Masters £7.99  
AP18 Availability: Too available.  
Cute elephant called CJ in a platform game. Dull, badly designed rubbish. Also available with the Super All Stars compilation, if you really do insist on playing it. ★

## CJ'S ELEPHANT ANTICS

Code Masters £6.99  
AP1 Availability: 6/10  
Maze-cum-platform action starring CJ the baby elephant. Nothing special but a long way short of being totally crap too. Also available with the Cartoon Collection compilation. ★★

## CLASSIC INVADERS

Supernova Software £14.95  
BAP Availability: You're unlikely to ever come across it. Phew.  
Shamefully crap version of the arcade game that started it all (Space Invaders, if you didn't know). There's better on PD than this. ★

## CODENAME: ICEMAN

Sierra £34.99  
BAP Availability: Not hot (ha).  
Good if you've always fancied a submarine simulator bolted onto Sierra's usual graphic adventure engine. Shame about the five disks of slow-motion action though. ★★

## COHORT

Impressions £29.99  
AP4 Availability: Averagely average.  
(Relatively) excellent graphics and helpful user-interface make things accessible, but the control system isn't as good as it should be. A fine old-beat wargame. ★★

## THE COLONEL'S BEQUEST

Sierra £34.99  
BAP Availability: 5/10.  
Mildly intriguing whodunnit, with that ever so familiar Sierra style of presentation. Hours of tedium – overpriced and over here. ★★

## COLORADO

Silmarils £19.99 (on Fantasypak compilation)  
AP15 Availability: 5/10.  
Arcade adventure with a beat'em-up bent. Slow-paced, vacuous and boring. ★

## COMBAT CLASSICS

Empire £29.99  
AP19 COMP Availability: 5/10.  
686 Attack Sub, F-15 Strike Eagle II, Team Yankee. ★★★

## COMBAT AIR PATROL



AP23 Availability: 5/10.  
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun – the most enjoyable flight sim since Knights Of The Sky. ★★★★★

## COMBO RACER

GBH £7.99

AP12 Availability: 5/10.  
Ultra-fast 3D and a track designer up the longevity of the game but the naff sound and totally ridiculous two-player option spoil it. Available as part of the 4 Wheel Drive compilation. ★★

## COMMANDO

Elite £19.99  
BAP Availability: 5/10.  
Lovingly recreated coin-op blast'em scroller that's about as fashionable as an anorak. Classic stuff. ★★★

## CONFLICT EUROPE

PSS £24.99  
BAP Availability: 5/10.  
Experience the irresistible charms of letting off an atomic barrage in this average wargame. Won't keep you hooked for very long though. ★★

## CONFLICT MIDDLE EAST

SSI/US Gold £30.99  
AP5 Availability: 5/10  
A wargame in the traditional sense, but executed very well indeed. ★★★

## CONQUEROR

Rainbow Arts £24.99  
BAP Availability: 5/10.

money. A bit like Dungeon Master with action, only not quite as good as that sounds. ★★

## COUGAR FORCE

Tomahawk £19.99  
AP3 Availability: 3/10.  
The sound, the graphics, the gameplay are all dire in the extreme. Overall, a perfect present for pyromaniacs. ★

## COVER GIRL POKER

Emotional Pictures/Storm £25.99  
AP13 Availability: 6/10.  
A completely amazing game. You'll be gobsmacked at the poor-quality pictures, astounded by the tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. ★

## COVERT ACTION

MicroProse £34.99  
AP 11 Availability: 7/10.  
Lots of atmosphere and some excellent sub-games, but could have been better programmed and could have had much better controls. ★★★

## CRACK

Linel £19.95

## THE SOFTWARE CRIME AWARD

### CRIME WAVE

US Gold £24.95  
AP 11 Availability: Low.  
Gore galore; the numerous video interludes spice it up a bit, although the actual game is dull in the extreme, and the waiting between levels is monstrous. ★



Brilliantly-designed, with the same gorgeous display system as Virus. Maybe a little too tactical, but highly under-rated nonetheless. ★★★

### CONTINENTAL CIRCUS

Mastertronic £7.99  
AP6 Availability: 5/10.  
Fast and slick race game with a couple of novel features. Well worth a play or three. Available as part of the Grandstand Collection. ★★

### THE COOL CROC TWINS

Empire £25.99  
AP16 Availability: 5/10.  
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

### COOL WORLD

Ocean £25.99  
AP 21 Availability: 5/10.  
Dull platform game with lots of flaws, clumsy character control being the main one. There's nothing special or original here, and the connection to the film is damn tenuous. ★★

### CORRUPTION

Magnetic Scrolls/Rainbird £24.95  
BAP Availability: 5/10.  
Contemporary crime thriller adventure that should keep you puzzled for months. ★★★

### COSMIC PIRATE

Palace £19.95  
BAP Availability: 5/10.  
Whisk around hyperspace and shoot aliens to build up bonus points and

BAP Availability: 1/10.  
A Breakout clone with a built-in construction set. It's too easy and the world and his dog had already done a lot better. ★

### CRACKDOWN

US Gold £24.99  
BAP Availability: 4/10.  
Superlative conversion of the arcade original but a bit limited in one-player mode. Offers nothing new. ★★

### CRAZY CARS

Fox Hits £7.99  
BAP Availability: 7/10.  
Out Run meets Buggy Boy in the first of Titus' Crazy's. In its time it was regarded as an addictive little racer, but it's an appalling pile of cack by today's standards. ★

### CRAZY CARS II

Fox Hits £9.99  
AP21 Availability: 5/10.  
An inept driving game that's been completely eclipsed by its follow-up (see below). Also available with the Super Sim Pack. ★

### CRAZY CARS 3

Titus £25.99  
AP16 Availability: 5/10.  
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. ★★★★★

### CRAZY SEASONS

Idea £25.99  
AP17 Availability: 5/10.  
Cutesy, platform puzzler featuring a pot-bellied penguin trying to save the

universe. Not exceptionally original but very playable. ★★★

## CRIME CITY

IF... £25.99  
AP11 Availability: 6/10.  
Crime adventure game which suffers from a poor storyline and weak game interface. Not worth a look. ★

## CRIME DOES NOT PAY

Titus £25.95  
AP6 Availability: 6/10.  
Terrible gameplay, pathetic humour, atrocious design, useless plot... shall we go on? I think not. Crime doesn't pay. This game is a software crime, so work it out for yourself. ★

## CRIME TIME

Starbyte £25.99  
AP9 Availability: 5/10.  
A German adventure with the added bonus of... graphics, but not very good ones, and the rest of the game is a little on the trashy side. ★

## CRUISE FOR A CORPSE

Delphine/US Gold £27.99  
AP6 Availability: 7/10.  
Superbly-designed plot, lovely graphics, and the usual compulsive quality you expect from Delphine. Predictably, there's loads (and loads) of disk-accessing, and even when you've got the solution it seemingly takes eight hours to play it through to the end. ★★★★★

## CRYSTAL KINGDOM DIZZY

Code Masters £19.99  
AP23 Availability: 6/10.  
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date. ★

## CRYSTALS OF ARBOREA

Silmarils £24.99  
AP1 Availability: 6/10.  
Strategy role playing adventure, aimed at the die-hard Lords Of Midnight fan. Some nice graphics but ultimately dull and pointless. Also available as part of the Fantasypak and Magic World compilations. ★★

## CURSE OF ENCHANTIA

Core Design £34.99  
AP19 Availability: 5/10.  
A game that could well out-monkey Monkey Island. Almost. ★★★★★

## CURSE OF THE AZURE BONDS

US Gold £30.64  
BAP Availability: 6/10.  
More formulaic RPGing in that zany SSI style. ★★

## CUSTODIAN

Hewson £19.95  
BAP Availability: 2/10.  
Extensive weaponry, a credit system and great graphics are what make this good. Well, relatively. ★★

## CYBERBALL

Respray £7.99  
BAP Availability: 8/10  
An excellent conversion of an utterly bizarre coin-op but not a lot of long-term interest. Novel, but boring. ★★

## CYBERBLAST

Innerprise Software Inc £25.99  
AP17 Availability: So-so.  
Uninspired Gauntlet clone. Scrolly, mazy, shooty thing that plays well but isn't overly interesting. ★★★

## CYBERCON III

US Gold £24.99  
AP 1 Availability: 4/10.  
Brilliant sense of 'being there'. It's not all that accessible to your average game player but well worth the effort of getting into. ★★★★★

## CYBERNOID

Hewson £19.95  
BAP Availability: Try a wanted ad.  
Brilliant flip-screen shoot'em-up with some really fab weapons, converted from a superb 8-bit blaster. ★★★★★

## CYBERNOID II

Hewson £19.95  
BAP Availability: 3/10.  
Nice shoot'em-up with a good lot of weapons at your disposal, but not as nice as the original. ★★★

## THE CYCLES

Accolade £24.99  
BAP Availability: 4/10.  
There's 15 international race tracks to go round, though the computer racers are so easy to beat that you'll end up just trying to beat yourself. ★★

## CYTRON

Psygnosis £29.99  
AP 21 Availability: 9/10.  
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze splitting up into two little robots occasionally. Lots of other options living things up, but only for a few minutes. ★★

## DALEK ATTACK

Admiral Software £16.99  
AP22 Availability: 8/10.  
Platform game with very little of the feel of Doctor Who. The graphics are very average, the scrolling is just plain awful in parts and the gameplay is unexciting. ★★

## DALEY THOMPSON'S OLYMPIC CHALLENGE

The Hit Squad £7.99  
AP1 Availability: 5/10.  
Old fashioned joystick-wagging gameplay. Even the great man's face on the box won't help it sell. ★★

## DAMOCLES

Novagen £24.99  
BAP Availability: 3/10.  
The exploration and puzzle solving concept has already been used extensively in Mercenary et al, and this is basically Mercenary with filled-in graphics – Paul Woakes fans will play it for months. ★★

## DAN DARE III

Virgin £19.99  
BAP Availability: 4/10.  
Nice loading sequence but unfortunately the whole thing goes downhill from there. Great on 8-bit, but Amiga owners should buy reprints of the comic instead. ★★

## DARK CASTLE

Mirrorsoft £24.99  
BAP Availability: 0/10.  
An utterly unoriginal platform arcade adventure with dodgy graphics and precious little gameplay. You can't buy it any more, but even if you could you shouldn't. ★

## DARK FUSION

Prism £2.99  
BAP Availability: 6/10.  
Another semi-famous blast from the past. Not very good, though. ★★

## DARKMAN

Ocean £25.99

**AP6 Availability:** It's out there. The driving section is imaginative and fun, and everything else is hackneyed, licence-by-numbers rubbish. Not quite as bad as *Total Recall* and *Nightbreed*, but not very much better either. The worst film game for quite some time. ★★

## DARK QUEEN OF KRYNN

SSI £32.99  
AP19 Availability: 6/10.  
Yet another Krynn game, just the same as every other Krynn game you've ever seen. The graphics are a bit better than usual, though. ★★

## DARKSEED

Cyberdreams £34.95



AP 22 Availability: 10/10.  
Giger-inspired graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach. ★★★★★

## DARKSIDE

Incentive £24.95  
BAP Availability: 5/10.  
Driller follow-up which suffers from the usual boring blocky look of *Freescape* games, but has more to offer than *Driller* in its challenging strategy elements. ★★

## DAS BOOT

Mindscape £14.99  
AP21 Availability: 6/10.  
The most accessible sub sim to date but that still doesn't make it particularly accessible. ★★

## DEADLINE

Infocom/Mastertronic £9.99  
AP7 Availability: 8/10.  
Written in 1982 by one of Infocom's first generation adventure game designers, Marc Blank, *Deadline* still stands up as one of the best text adventures ever written. Also in the *Lost Treasures Of Infocom* pack. ★★★★★

## DEEP SPACE

Psygnosis £25.99  
BAP Availability: Zero.  
Ambitious, but rather flat, slow and dated 3D sci fi game. ★

## DEATH BRINGER

Empire £25.99  
AP9 Availability: Average.  
Stunning parallax scrolling, plenty of tongue-in-cheek action and a wonderfully camp hero with shallow hack'n'slash gameplay and dodgy collision detection. ★★

## DEATH KNIGHTS OF KRYNN

SSI/US Gold £25.99  
AP7 Availability: 5/10.  
A great improvement on the previous 'Krynn' role-players, but compared to the mighty *Eye Of The Beholder* et al, this is very average indeed. ★★

## DEATH TRAP

Anco £24.99  
BAP Availability: 3/10.  
Unusual mix of horizontally-scrolling arcade adventure and magic, but naff

scrolling and poor sound mar the atmosphere. ★★

## DEFENDER II

ARC £24.99  
BAP Availability: 6/10.  
*Defender*, *Defender II* and *Stargate* all in one package. Only purists will appreciate the archaic graphics, one or two essential features are omitted, and the *Defender II* game is dull. Bummer. Still some *Defender* fun to be had though. ★★

## DEFENDER OF THE CROWN

Cinemaware/Mirrorsoft £29.95  
BAP Availability: 3/10.  
Graphical adventure that looks fantastic but lacks gameplay. Battling for Mediaeval Britain is involved and packed with atmosphere. ★★

## DEFENDERS OF THE EARTH

Hi-Tec £6.99  
BAP Availability: 3/10.  
Vapid and trashy with suitably crude and tacky graphics – just like the TV show in fact. ★

## DEFLEKTOR

Prism £2.99  
AP14 Availability: 7/10.  
Guide a continuous laser beam from the starting point to the finishing point of each screen by reflection and refraction using strategically placed rotatable mirrors. Better than it sounds, and fun. ★★

## DELIVERANCE

21st Century Entertainment £25.99  
AP14 Availability: 5/10.  
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★

## DEMOLITION

Prism £2.99  
AP14 Availability: 7/10.  
Poor *Breakout* clone. Boring game play and all the screens are the same. Not even worth three pence. ★

## DEMONIAK

Palace Software £29.99  
AP1 Availability: 3/10.  
Interesting attempt to reinvent the text adventure which goes some way towards succeeding. ★★

## DEMON'S TOMB

Melbourne House £19.99  
BAP Availability: 1/10.  
Novel adventure where you start out playing a prof, and then play his son when the old guy croaks. No sound, and optional graphics, but neat. ★★

## DENARIS

Rainbow Arts £7.99  
AP12 Availability: Very, very low.  
Good R-Type clone at a nice price. Not as groundbreaking as R-Type but a genuinely fun alien-slaughtering experience nonetheless. ★★

## DEUTEROS

Activision £25.99  
AP3 Availability: 4/10.  
An incredibly huge and absorbing game, with challenges that seem perfectly paced to be in tune with the developing game-skills of the average player. Visually it can be a bit of a yawn, but don't be fooled by the strategy exterior. ★★

## DINO WARS

Magic Bytes £25.99  
AP6 Availability: Extinct.  
A novel chess variant, including a great 'two players at once' option

where you don't have to wait for the other player to move. The central beat'em-up section is a bit crap, though. ★★

## DISC

Action 16  
AP14 Availability: 7/10.  
Appallingly-designed gameplay with very little actual action. A crappy *Discs Of Tron* rip-off without most of the original's good features. ★

## DISCOVERY

Micro Illusions £25.99  
AP4 Availability: 5/10.  
For a game which relies heavily on speech synthesis, the speech quality is terrible. Tricky to play and educationally dubious, this so called educational game is a bit of a flop to say the least. ★★

## DISCOVERY – IN THE STEPS OF COLUMBUS

Impressions £29.99  
AP15 Availability: 6/10.  
Ships, history, and the anniversary of Columbus' 'discovery' of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. 'Celebrate Columbus' anniversary on the Amiga'. Quite. ★★

## DISTANT ARMIES

Exocet £24.99  
BAP Availability: 3/10.  
Ten different variations of chess, all in one package. Nice graphics, tons of background information, but definitely for chess-heads only. The ideal present for the cerebral Amiga owner. ★★

## DIZZY PRINCE OF THE YOLK FOLK

Code Masters £7.99  
AP19 Availability: 7/10.  
Dizzy's most excellent adventure yet – a 'must buy' for any Dizzyheads out there. ★★

## DOGS OF WAR

Prism £2.99

## THE REALLY NICE PRICE POINT AWARD

### D/GENERATION

Mindscape £19.95  
AP16 Availability: 5/10.  
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Original and lovely. ★★

AP15 Availability: 5/10.  
*Ikari Warriors*-type shoot'em-up of fairly poor quality. Don't bother. ★★

## DOJO DAN

Europress Software £25.99



AP16 Availability: 5/10.

A better than mediocre platform-romp cum-beat'em-up thang with some shoot'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has its moments and is quite pretty to look at. ★★

## DOMINATOR

System 3 £19.95  
BAP Availability: 2/10.  
Horizontally-scrolling shoot'em-up with no redeeming features except it looks alright. Ish. ★

## DOODLEBUG

Core Design £25.99  
AP19 Availability: In good supply.  
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it gives them a run for their money. ★★

## DOUBLE DRAGON

Ocean £19.99 (as part of the *Ninja Collection* compilation)  
AP13 Availability: 8/10.  
Shoddy beat'em-up which is too easy to make it any fun. ★

## DOUBLE DRAGON II

Virgin £19.99  
BAP Availability: 3/10.  
A vast improvement on the first version, but too easy to give you any lasting enjoyment. ★★

## DOUBLE DRAGON III

Storm £25.99  
AP9 Availability: Medium.  
A very bad example of a very tired genre. The beat'em-up done just how it shouldn't be. ★

## DRAGON BREED

Activision £24.99  
BAP Availability: Rare – a shame.  
A decent, if rough-looking arcade conversion with a nifty animated main dragon sprite. ★★

## THE REALLY NICE PRICE POINT AWARD



## DRAGON FIGHTER

Idea £25.99  
AP9 Availability: 6/10.  
An unusual mixture of scrolling shoot'em-up and strategy-ish bits, although the strategy bits just get in the way, and the arcade bit hasn't been done justice. Slick, but insubstantial. ★★

## DRAGONFLIGHT

Thalion £34.99  
BAP Availability: 6/10.  
Elegantly designed, perfectly executed fantasy RPG. Over-priced, unspectacular, but (let's be fair) still reasonable fun. ★★

## DRAGON FORCE

Interstel £29.99  
BAP Availability: We ain't seen it around lately.  
Nice strategy combat sim, not unlike *Laser Squad*. Seriously average graphics and a limited number of missions, it tries hard to reach the dizzy heights of the *Squad* (and just falls short). ★★

## DRAGON NINJA

Ocean £19.99 (as part of the *Ninja Collection* compilation)  
AP13 Availability: 7/10.  
Beat'em-up with serviceable graphics but mundane gameplay and awful control. ★★

## DRAGON'S BREATH

Daze Marketing £25.99 (on *Magic Worlds* compilation)  
AP19 Availability: 7/10.  
Complicated and slow-moving fantasy strategy game in which you breed dragons. Attractive graphics and formidable spell system, but ultimately uninspiring. ★★

## DRAGON'S LAIR

Entertainment International £44.95  
BAP Availability: 4/10.  
Fantastic graphics, undoubtedly, but there just isn't a game in there. A waste of a lot of money. ★

## DRAGON'S LAIR II

Readysoft £44.95  
AP 11 Availability: 6/10.  
Really incredibly gorgeous cartoon graphics with minimal player interaction. ★

## DRAGON'S LAIR III: THE CURSE OF MORDREAD

Ready Soft £34.99  
AP22 Availability: 5/10.  
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. ★

## DRAGONS OF FLAME

SSI (US Gold) £24.99  
BAP Availability: 6/10.  
Almost instant playability – not something you'd expect from a role playing game – and consequently a bit simplistic for real *Dungeons & Dragons* fans. An excellent introduction to the new breed of fantasy RPGs. ★★

## DRAGON SPIRIT

Respray £7.99  
BAP Availability: 6/10.  
Another vertically scrolling shoot'em-up (there were so many around at the time) with an original scenario and a few extra frills, but the usual lack of thrills and excitement. ★★

## DRAKKHEN

Infogrames £29.99  
BAP Availability: Very poor.  
Average RPG. Look to *Legends of Valour* instead (surprise). ★★

## DREADNOUGHTS

Turan Research Systems £34.95  
AP14 Availability: 5/10.  
A naval strategy wargame that Jonathan Davies likes? Nurse! ★★

## THE DREAM TEAM

Ocean £24.99  
AP21 COMP Availability: 8/10.  
The *Simpsons*, *Terminator 2*, *WWF Wrestlemania*. ★★

## DREAM ZONE

Gainstar £24.95



# ABSOLUTE POWER

**BAP Availability:** 1/10.  
Not a bad adventure game with some good graphics and even a tune, but the character interaction can be limiting. ★★

**DRILLER**  
Incentive £22.95  
BAP Availability: 5/10.  
Eight-bit conversion which involves planting oil rigs on various plains of the Mitral moon. Unfortunately, the addictive qualities of the game have been lost somewhere in the conversion, and far more could have been done with it. ★★★

**DRIVIN' FORCE**  
Digital Magic £24.95  
BAP Availability: 2/10.  
Powerdrift-style gameplay, ie bloody fast graphics but naff vehicle control gives no impression of driving whatsoever. ★★

**DR PLUMMET'S HOUSE OF FLUX**  
Digital Magic £24.95  
BAP Availability: 2/10.  
Not as fun as it sounds, it's actually a bizarre Thrust variant. ★★

**DUNE**  
Virgin £30.99



AP15 Availability: 7/10  
A highly polished adventure game which is more of a strategy game-cum-animated-book. ★★★★★

**DUNGEON MASTER/CHAOS STRIKES BACK**  
Psygnosis £25.99  
AP 21 Availability: Very good.  
Standard RPG stuff packaged in a thoroughly playable and atmospheric package of two games. Dungeon Master is the old one, Chaos Strikes Back the newie, and you'll either love them or hate them both depending on your views on RPGs. ★★

**DUNGEONS, AMETHYSTS, ALCHEMISTS AND EVERYTHIN'**  
Atlantis £7.99  
AP7 Availability: 5/10.  
Billed as a humorous adventure, but it's really nothing of the sort. Appalling in just about every way. ★

**DYLAN DOG**  
Simulmondo £25.99  
AP16 Availability: 5/10.  
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. ★

**DYNAMITE DUX**  
Activision £24.99  
BAP Availability: 3/10.  
Bold cartoon graphics, but a lack of any challenge results in tedium. Aimed at less experienced gamers. ★★

**DYNASTY WARS**  
US Gold £19.99  
BAP Availability: 3/10.  
A beat-'em-up with horses and distinctly Japanese graphics, but it's a pity about the sound and ultra-limited gameplay. A road of clap. ★

**DYTER 07**  
Reine £19.99  
BAP Availability: 4/10.  
An instantly playable blast from the past in the guise of a Choplifter clone which is as predictable as the front page of The Sun. Sorry, wrong decade. ★★

**EAGLE'S NEST**  
Pandora £19.95  
BAP Availability: 5/10.  
A playable Gauntlet clone. What else do you need to know? ★★

**ECO PHANTOMS**  
Electronic Zoo £24.99  
AP3 Availability: 2/10.  
Atmospheric alien-style graphics and complex, multi-faceted gameplay give it a totally original feel, but ultimately it lacks excitement. ★★

**EDD THE DUCK**  
Zeppelin £7.99  
AP12 Availability: 5/10.  
Rainbow Islands-inspired gameplay ensures some level of interest but the whole thing just doesn't inspire, and the difficulty is placed too high for a young audience. ★★

**ELF**  
Ocean £25.39  
AP5 Availability: 5/10.  
An nice arcade adventure romp, with enough interesting little extras to make it fresh. Not a world beater. ★★

**ELIMINATOR**  
Hewson £19.99  
BAP Availability: 2/10.  
A tortuous drive through fast scrolling assault courses of colour and carnage for auto-addicts with turbos charging on adrenalin. ★★

**ELVIRA - THE ARCADE GAME**  
Flair £25.99  
AP10 Availability: 6/10.  
A highly polished Gods-ish arcade adventure that's a real joy to play, even if there's no innovation or gameplay surprise here. ★★

**ELVIRA - MISTRESS OF THE DARK**  
Accolade £24.99  
BAP Availability: 4/10.  
The graphics really draw the player in, so it's a pity that the game itself is nigh on impossible - and it takes five disks! Falls apart due to gratuitous disk swapping and infuriating gameplay. ★

**ELVIRA II: THE JAWS OF CEREBUS**  
Accolade £34.99  
AP13 Availability: 7/10.  
Dull and unexciting (surely the very last thing a game about the larger-than-life Elvira should be) million-disk adventure, and shockingly priced. ★

**EMLYN HUGHES' ARCADE QUIZ**  
Audiogenic £24.99

**BAP Availability:** 2/10.  
Just like a pub quiz machine... but with Emlyn Hughes in it (and no real cash prizes). Oh dear. ★

**EMLYN HUGHES' INTERNATIONAL SOCCER**  
Touchdown £9.99  
AP17 Availability: 6/10.  
For football on a budget this is certainly one to consider. You could do a lot worse, anyway. ★★

**E-MOTION**  
US Gold £19.99  
BAP Availability: 7/10 (on AF disk).  
Weird graphics and mindboggling gameplay set E-Motion apart from just about any other game (although it is a little bit Asteroids-y). E-Motion offers many joyous hours of swearing and frustration. Available on an Amiga Format coverdisk. ★★★★★

**THE EMPIRE STRIKES BACK**  
Vektor Grafik/Domark £19.95  
BAP Availability: 3/10.  
Four levels of wire frame frolics, a better conversion than Star Wars and more fun to play on your Amiga. ★★

**ENCHANTER**  
Infocom/Virgin £9.99  
AP2 Availability: 7/10.  
Wot, no graphics? Text only adventure from the Infocom glory days re-released on budget. Now available on Lost Treasures compilation. ★★★★★

**ENGLAND CHAMPIONSHIP SPECIAL**  
Grandslam £19.99 (on Grandslam Collection)  
BAP Availability: 7/10.  
Remember Italy '90? This is worse. ★

**EPIC**  
Ocean £30.99  
AP15 Availability: 6/10.  
Put that wallet away. The only thing that's epic about this one is how long we had to wait for it. ★

**ERIK**  
Atlantis £7.99  
AP17 Availability: 8/10.  
Wonderful little platform creation, that's just ripe for the picking. ★★★★★

**ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS**  
Re-Spray £7.99  
AP10 Availability: 7/10.  
A very simple little shoot-'em-up coin-op conversion. Loads of fun. ★★★★★

**ESPAÑA GAMES '92**  
Ocean £29.99  
AP17 Availability: 6/10.  
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

**ESPIONAGE**  
Grandslam £19.99 (on Grandslam Collection)  
BAP Availability: 7/10.  
Terrible boardgame thing. ★

**ESWAT**  
US Gold £24.99  
BAP Availability: 7/10.  
Moderately okay arcade game, but this is an awful conversion of it. ★

**EUROPEAN CHAMPIONSHIP**  
Elite £25.99  
AP16 Availability: Good.  
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate it. It doesn't look as if they did. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★

**EUROPEAN CHAMPIONS**  
Idea £25.99  
AP17 Availability: Low, thank heaven.  
A football game. Our lowest ever mark (4 percent). Nuff said? ★

**EUROPEAN FOOTBALL CHAMP**  
Domark £24.99  
AP15 Availability: 6/10.  
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★

**EUROPEAN SUPERLEAGUE**  
CDS £24.99  
AP3 Availability: Lower than a limbo.  
A surprisingly involving footy strategy thing in the Football Manager vein. A dated idea - it sounds tedious but it's actually executed commendably. ★★

**EURO SOCCER**  
Flair Software £25.99  
AP22 Availability: 7/10.  
Yet another game which fails to challenge you-know-what as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under S. ★★

**EVERTON FC INTELLIGENCIA**  
AMFAS £19.95  
BAP Availability: 6/10.  
A football fanatic's dream - a trivia quiz based on our national pastime. ★

**THE EXECUTIONER**  
Hawk £25.99  
AP5 Availability: 4/10.  
A playable enough Thrust-variant, with one or two extra bits tacked on. The core of the game just isn't exciting or different enough. ★★

**EXILE**  
Audiogenic £24.99  
AP 1 Availability: There should still be loads of unsold copies out there. Real-world physics incorporated into an arcade game, it's more of a true arcade adventure than most games bearing that tag. A great arcade adventure, but it might not be your cup of tea if you're an action fan. Voted AMIGA POWER reviewers game of the year 1991. ★★★★★

**EXODUS**  
Demonware £29.99  
AP22 Availability: 6/10.  
Very hard to get into, with no help from the manual. Loads to tackle if you can break through, but not particularly rewarding unless you're prepared for months of space exploration. ★★

**EXTERMINATOR**  
Audiogenic £24.99  
BAP Availability: Low.  
Very original arcade Op Wolf thing, well converted to retain the original's feel. Confusing initially, but once you've played it for a while it's... confusing. Fun, but slight. ★★

**EYE OF HORUS**  
Prism £2.99  
AP7 Availability: 4/10.  
Utter rubbish which only succeeds in making the Amiga look like a C64. Avoid like a pharaoh's curse. ★

**EYE OF THE BEHOLDER**  
SSI/US Gold £29.99



AP1 Availability: 7/10.  
Classic RPG, the first to take Dungeon Master's crown. Intelligent, atmospheric and wonderful. ★★★★★

**EYE OF THE BEHOLDER II**  
SSI/US Gold £35.99  
AP14 Availability: 7/10.  
Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think very carefully before buying both. ★★★★★

**F-15 STRIKE EAGLE II**  
MicroProse £34.99  
AP3 Availability: Higher than the sun.  
Graphics to make you gasp, sound effects to get your adrenalin pumping and gameplay to leave you in a quivering heap on the floor. Also available with the Combat Classics compilation. ★★★★★

**F-16 COMBAT PILOT**  
Action Sixteen £9.99  
AP21 Availability: 6/10.  
Good for its time but starting to show its age. At budget price it's worth a look. ★★

**F-16 FIGHTER ATTACK**  
Digital Integration £24.95  
BAP Availability: 4/10.  
Cockpit based on up to date specifications, laser targeting and night vision. More than just another flight sim. ★★

**F-19 STEALTH FIGHTER**  
MicroProse £29.99  
BAP Availability: 5/10.  
Strategy and accuracy bring a fresh edge to an over-populated genre. Damn fine simulation. ★★★★★

**F-29 RETALIATOR**  
Ocean £24.99  
BAP Availability: 6/10.  
A great value flight sim, with some spectacular graphics. One of the most accessible Amiga flight sims to date. Excellent stuff. ★★★★★

**F/A-18 INTERCEPTOR**  
Electronic Arts £30.99 (as part of the Air Land Sea compilation)  
AP10 Availability: 8/10.  
Despite a few limitations this is a great flight sim. Get it. ★★★★★

**FACE OFF**  
Krisalis £25.99  
AP9 Availability: 5/10.  
Reasonable graphics, some nice attention to detail, but not the game

## THE MORE FUN WITH A FRIEND AWARD

**DYNABLASTER**  
Ubi Soft £30.99  
AP12 Availability: 5/10.  
Good fun by itself, but play this in five-player mode (with the joystick adaptor included) and you'll find entire days disappearing from your life. If you've got any friends at all, this is an absolute must. ★★★★★



to show just how good ice hockey could be on the Amiga. ★★

## FAERYTALE ADVENTURE

MicroIllusions £29.99  
BAP Availability: Non-existent.  
Really, really, really old RPG. It's had its day. ★★★

## FALCON AND MISSION DISKS

Action 16 £14.99  
AP17 Availability: 5/10.  
Polished flight sim with plenty of functions and a nice easy first skill level. More in the way of action wouldn't have gone amiss. ★★★

## FALLING JEWELS

Soft & Easy £25.99  
AP10 Availability: Very rare.  
A nice variation on the Klax and Tetris themes. You'd not be badly advised to take a tumble with Falling Jewels. ★★★

## THE FAMOUS FIVE

Enigma Variations £24.99  
AP1 Availability: 3/10.  
Fairly enjoyable adventure game romp, full of Blyton-esque puzzles to solve and lashings of ginger beer. ★★

## FANTASTIC VOYAGE

Centaur £25.99  
AP10 Availability: Fantastic.  
A simple, methodical shoot-'em-up with highly atmospheric graphics. Not very hectic. ★★★

## FANTASTIC WORLDS

Ubi Soft £35.99  
AP23 COMP Availability: 9/10.  
Populous, Mega Lo Mania, Pirates, Realms, Wonderland. ★★★★★

## FANTASYPAK

Silmarils £19.99  
AP15 COMP Availability: 7/10.  
Boston Bomb Club, Colorado, Crystals Of Arborea. ★★★

## FASCINATION

Tomahawk £29.99



AP17 Availability: 6/10.  
Moderately groovy French adventure with a female central character. Tends to be a bit too linear. Some of the scenes might trouble the less liberal-minded. ★★★

## FATE - GATES OF DAWN

Rainbow Arts £29.99  
AP11 Availability: 3/10.  
Just another FRPG really, but with enough character to make it worthwhile. Far from essential. ★★

## FEDERATION OF FREE TRADERS

GBH £9.99  
BAP Availability: 7/10.  
In the grand tradition of Elite, new recruits to the FoFT attempt to make a fortune by skimming the spacelanes, trading and running missions for the Federation. Dull. ★★

## FERRARI FORMULA ONE

Electronic Arts £24.95  
BAP Availability: 5/10.  
A feature-packed race sim with huge

attention to detail. Sprite-based graphics let the racey bits down a little. MicroProse F1GP has definitely taken the chequered flag now. ★★

## FEUD

Mastertronic £9.99  
BAP Availability: 3/10.  
Wizards, eh? There are two of the blighters in this arcade adventure and they just can't seem to get along. Excellent, if basic, fun in a weird maze/puzzle hybrid. ★★★

## FIENDISH FREDDY'S BIG TOP O' FUN

Mindscape £29.99  
BAP Availability: 5/10.  
Six circus events make up this simple and tedious disk swapping exercise. ★★

## FIGHTER BOMBER

Activision £24.99  
BAP Availability: Non-existent.  
Some of the best 3D polygon graphics yet in a flight sim at a fraction of the speed of F29. There are better, faster and more exciting flight sims around. ★★

## FIGHTER MISSION

Prism £2.99  
AP14 Availability: 7/10.  
Very simple shoot-'em-up, which simply requires moving round and shooting. R-Type with fewer spills and frills, but still a few thrills. ★★

## FIGHTING SOCCER

Activision £24.99  
BAP Availability: Crap, like the game.  
Fair copy of possibly the worst arcade football game in history. ★

## FINAL BATTLE

PSS £24.99  
BAP Availability: 3/10.  
Nice 3D isometric graphics; a sequel completely unlike its predecessor. Unfortunately, the game is rendered unplayable by the impenetrable control system. Flawed. ★★

## FINAL BLOW

Storm £25.99  
AP11 Availability: Fine.  
A pretty close conversion of the coin-op, which was an absolute duffer in the first place. Not the best boxing game around (and just look at the competition!) ★

## FINAL COMMAND

Action 16 £7.99  
AP16 Availability: 7/10.  
A deeply unsatisfying adventure-type thing that isn't worth the struggle. ★

## FINAL FIGHT

US Gold £25.99  
AP6 Availability: 7/10.  
Context-sensitive controls, huge sprites, arcade-true graphics, generally an excellent conversion. Then again, it's a conversion of a fairly dull, and quite dated, formulaic coin-op. Also available as part of the Super Fighters compilation. ★★

## FIRE AND BRIMSTONE

MicroProse £24.99  
BAP Availability: 4/10.  
Excellent Ghosts 'N' Goblins-inspired medieval romp, spiced up by the addition of puzzles. Neat. ★★★

## FIRE AND ICE

Renegade £25.99  
AP14 Availability: 5/10.  
Magic Pockets, but fast and good. ★★★★★

## FIREBLASTER

Prism £2.99  
BAP Availability: 7/10.  
Another dodgy piece of arcadery resurrected on the Prism label. ★

## FIRE BRIGADE

Panther/Mindscape £29.99  
BAP Availability: 5/10.  
Wargame blessed with an extremely user-friendly game system. Complete novices will enjoy it, as well as hardened wargamers. ★★★

## FIREFORCE

ICE £25.99  
AP19 Availability: 7/10.  
Green Beret for the '90s. The 1890s, that is. ★★

## FIREPOWER

MicroIllusions/Activision £19.99  
BAP Availability: 1/10.  
Tank warfare game that's best played by two, but even then the action becomes repetitive. ★★

## FIRETEAM 2200

Internecc £29.99  
AP13 Availability: 5/10.  
Quite breathtakingly horrid-looking,

prone to become a little repetitive after a couple of hours play. ★★

## THE FLINTSTONES

Grandslam £19.99 (on Grandslam Collection)  
Availability: 7/10.  
Flintstones, meet The Flintstones - if you must. ★

## FLOOD

Electronic Arts £24.99  
BAP Availability: 6/10.  
Climbing the walls and ceilings gives a new slant on the usual platform game and the weapons are fun. The gameplay's a bit slow and there's not really that much going on. Colour is unusually dull for a cute game. Fun for a while but nothing special. ★★★

## FLOOR 13

Virgin £30.99  
AP14 Availability: 7/10.  
Tense and atmospheric sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★★

## THE HOPE IT CRASHES AWARD

### FLIGHT PATH 737

Prism £2.99  
AP3 Availability: 5/10.  
A flight sim of such appalling quality that words fail us. It got 6%. ★



and seriously dull to boot. Just another wargame, really. ★

## FIRST SAMURAI

Image Works £25.99  
AP11 Availability: 8/10.  
Stunningly well-programmed, imaginative design and inspired use of sound, all added to a classic and proven gameplay style. Simply gorgeous arcade, available with Mega Lo Mania for £30. ★★★★★

## FLAMES OF FREEDOM - MIDWINTER II

MicroProse £34.99  
AP6 Availability: 6/10.  
There's loads to do, and the whole thing looks lovely, but it works better in theory than in practice. Midwinter fans will love it, but the rest of us are likely to get bored very quickly. ★★★

## FLIGHT OF THE INTRUDER

Action 16 Supreme £14.99  
AP22 Availability: 8/10.  
Highly realistic and flexible (you can make it almost as simple as you want), and decent graphics too, although it's not immediately attractive by any means. Absorbing and entertaining, with a neat two-player link-up game. ★★★★★

## FLIGHT SIMULATORS 1 - 5

Microsoft £49.95 each  
BAP Availability: 4/10.  
Incredibly accurate simulators, although showing their age. ★★

## FLIMBO'S QUEST

System 3 £24.99 (as part of the Premier Collection)  
AP4 Availability: 6/10.  
Cute platform arcade thing with gorgeous graphics and colour, but

## THE FOOL'S ERRAND

Miles Computing £24.95  
BAP Availability: Try the classifieds.  
A puzzle game with real lastability - 80 problems to get your brain aching - but underneath the gloss, a fairly average game. ★★

## FOOTBALL CHAMP

Simulmondo £25.99  
AP17 Availability: 6/10.  
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be much better. ★★

## FOOTBALL DIRECTOR II

D&H £24.99  
AP11 Availability: Poor.  
Reasonably complex and wide-ranging strategy bash, but adds nothing new to the number-crunching of every other football manager game. ★★

## FOOTBALLER OF THE YEAR 2

GBH £7.99  
AP4 Availability: 5/10.  
Unusual variant on the football management sim where you take the player's perspective. Different and reasonably good fun, but don't expect to come back to it much after the first few goes. ★★

## FOOTBALL MANAGER

Prism £2.99  
AP3 Availability: 7/10.  
A classic strategy game that's been out-featured by practically every other game in the genre since. This Amiga version isn't half as good as even the Spectrum one. ★

## FORGOTTEN WORLDS

Kixx £7.99  
AP1 Availability: 6/10.  
A fairly enjoyable arcade romp which benefits from a two-player mode, but blows it with a nightmarish control system. ★★

## FORMULA ONE GRAND PRIX

MicroProse £34.99



AP7 Availability: Great. Everyone still stocks it.  
Breathtakingly detailed 3D and the finest driving feel yet seen on the Amiga. One of the best games of all time. ★★★★★

## FRENETIC

Core Design £20.99  
AP4 Availability: 6/10.  
You've seen this vertical blasting stuff all before, and done rather more excitingly into the bargain. ★★

## FRIGHT NIGHT

Microdeal £19.95  
BAP Availability: 1/10.  
Play the part of a vampire in this film spin-off. Astonishing visuals and soundtrack (well, for its day, which was about 1987) but never really grabs you. ★★

## FROST BYTE

Prism £2.99  
AP3 Availability: 7/10.  
Platform arcade adventure sort of thing that dates back to the 8-bits. The graphics are no better than the 8-bit version, but it's worth a look just the same. ★★

## FULL METAL PLANET

Infogrames £24.99  
BAP Availability: 6/10.  
One to four player strategy game set in the future. Too limited for the seasoned strategist. ★★

## FUSION

Electronic Arts £24.95  
BAP Availability: 4/10.  
'Interesting' multi-way scrolling blaster, notable only for being the first Amiga game by Bullfrog. ★

## FUTURE BASKETBALL

Hi Tec £7.99  
AP11 Availability: 7/10.  
The poor man's Speedball 2. Doesn't have the depth of the Bitmaps' classic, but enormous fun all the same. ★★

## FUTURE WARS

Kixx XL £12.99  
BAP Availability: 7/10.  
At the time it was a novel approach to adventure gaming, but we've seen better since. Still worth a look at budget price. ★★

## FUZZBALL

System 3 £19.99  
AP9 Availability: 6/10.  
Big, squishy and lovable - Fuzzball begs to be played. If only it was easier though - less viciousness would make all the difference. ★★

## GALACTIC CONQUEROR

Titus £24.99  
BAP Availability: No way.



Much like the feeling you'd get from driving at 100 mph on the wrong side of the motorway. Brilliant graphics and addictive shoot-'em-up gameplay. **\*\*\***

**GALACTIC WARRIOR RATS**  
Summit Software £9.99  
AP23 Availability: 7/10.  
The title's a bit misleading, because the rats are actually sitting in some sort of spherical bathysphere. Aside from that it's a multi-directional scrolling blast-'em-up which looks good and plays averagely. **\*\*\***

**GALAXY FORCE II**  
Activision £24.99  
BAP Availability: 3/10.  
An ambitious attempt at a visually stunning coin-op which ultimately fails completely. **\***

**GALDREGON'S DOMAIN**  
Pandora £19.99  
BAP Availability: 3/10.  
Fantasy RPG in the Dungeon Master vein. Great graphics and atmosphere and challenging gameplay lift it above the average RPG. **\*\*\*\***

**THE GAMES: SUMMER EDITION**  
Kixx £7.99  
APS Availability: 7/10.  
Attempts to represent absolutely loads of Olympic events and ends up spreading itself terribly thin. Tries hard, looks good but falls down in the gameplay. Also available with the Mega Sports compilation. **\*\***

**GARFIELD - THE WINTER'S TAIL**  
The Edge £24.99  
BAP Availability: 2/10.  
Brilliant Jim Davis graphics, crappy Steve Davis gameplay. **\***

**GATEWAY TO THE SAVAGE FRONTIER**  
US Gold £29.95  
BAP Availability: 6/10.  
Bog standard official D&D. **\*\***

**GAUNTLET II**  
Kixx £7.99  
BAP Availability: 7/10.  
Doesn't have the charm of the original (which didn't appear on the Amiga), but fun as a four-player game if you've got the joystick adaptor. **\*\*\***

**GAUNTLET III**  
US Gold £25.99



AP5 Availability: 6/10.  
A new angle on the arcade classic gives some novelty value, and makes proceedings sufficiently different this time around. Give us a bash on Gauntlet II, anyway. **\*\*\***

**GAZZA'S SUPER SOCCER**  
Domark £29.99 (as part of the Grandstand collection)  
AP6 Availability: 6/10.  
Truly awful football game with almost no sign of Gazza himself. And that's its best point. **\***

**GAZZA II**  
Empire £24.99  
BAP Availability: 5/10.

Juddering sprites, poor control, terrible sound - take your pick. It's enough to reduce you to tears. **\***

**GEE BEE AIR RALLY**  
Activision £19.99  
BAP Availability: Not a chance in hell. If you want to pretend you're a 1930s air ace in the American Mid-West then this is the game for you. If you want gameplay and depth then this isn't the thing for you at all. **\***

**GEMINI WING**  
Virgin Mastertronic £19.99  
BAP Availability: 4/10.  
Yet another verbally scrolling shoot-'em-up. All the usual stuff, but nothing to make you want to buy it. **\*\***

**GEM'X**  
Global (DM) £7.99  
AP19 Availability: 5/10.  
Gorgeous graphics, exquisite sound, beautifully simple mental torture. The best puzzle game to date. **\*\*\*\*\***

**GERM CRAZY**  
Electronic Zoo £25.99  
AP3 Availability: 5/10.  
Not quite as poor as Mindscape's Life & Death, but with little else in its favour. Another half-baked idea, not followed through properly. **\***

**GHENGHIS KHAN**  
Infogrames £39.99  
BAP Availability: 4/10.  
Stylish and fairly deep historical strategy game. A bit of a cliché, but 'good if you like that sort of thing.' **\*\*\***

**GHOST BATTLE**  
Thalion £25.53  
AP4 Availability: 6/10.  
The sound's quite good and the graphics are okay, everything else is utterly awful. Badly-designed and executed Ghosts'n'Goblins clone. **\***

**GHOSTBUSTERS II**  
The Hit Squad £7.99  
AP9 Availability: 6/10.  
Dreadful film licence. Uninspired and lame design, intrusive and annoying disk swapping, three incredibly thin sub-games - epitomises everything that's wrong with film licences. **\***

**GHOSTS 'N' GOBLINS**  
Elite £19.99  
BAP Availability: 4/10.  
As close a coin-op conversion as you could possibly hope for. It is a bit on the ancient side but who cares? **\*\*\***

**GHOULS 'N' GHOSTS**  
US Gold £24.99  
BAP Availability: More than a ghost of a chance.  
Excellent conversion of the arcade game. Graphics are looking a bit dated, but still respectable. **\*\*\***

**GLOBAL EFFECT**  
Millennium £29.99  
AP13 Availability: 6/10.  
Sim City goes Green, but doesn't quite cut it. Poor design logic makes it a chore. **\*\***

**G-LOC**  
US Gold £25.99  
AP18 Availability: 5/10.  
A really dismal coin-op, but that wasn't enough for the programmers of this, who went on to make it even worse. Scored seven percent, which seems a bit generous these days. **\***

**GO**  
Oxford Softworks £19.99

AP12 Availability: 6/10.  
Unsophisticated but workable version of one of the true classics of boardgaming. **\*\*\***

**GOBLIINS**  
Tomahawk £25.99  
AP16 Availability: 6/10.  
Goblins is a quirky, not to say utterly weird, puzzler in typical Gallic style. Not exactly Another World but better than Pushover. **\*\*\***

**GOBLIINS 2**  
Coktel Vision £29.99  
AP 21 Availability: Very good.  
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. Well worth a go. **\*\*\***

**THE GODFATHER**  
US Gold £30.99



AP10 Availability: Don't let anyone make you an offer you can't refuse.  
Lovely to look at, but beneath it all it's just a slow and tedious old RoboCop clone. **\***

**GODS**  
Renegade £25.53  
AP 1 Availability: 5/10.  
Lovely aesthetics, quite involved for a platform game that's not quite as good as it's made out to be. And those graphics are far too clever for their own good. Don't believe the hype, but pretty darn good. **\*\*\***

**GOLDEN AXE**  
Tronix £7.99  
AP14 Availability: Axe for it down at your local software emporium.  
Perfect arcade conversion, with every last feature implemented. There never really was a lot of variation in the gameplay though. **\*\*\***

**GOLDEN EAGLE**  
Loricel £28.99  
AP10 Availability: 4/10.  
Nice character animation, but there's no gameplay to speak of. Uninspired, uninnovative, uninteresting, and unaddictive. **\*\***

**THE GOLD OF THE AZTECS**  
US Gold £24.99  
BAP Availability: 6/10.  
The animation gives the hero real character for once, and each screen is a separate challenge. Loads of nice touches. A simpler game than it first appears, but nonetheless a totally absorbing one. **\*\*\*\***

**GOLDEN PATH**  
Firebird Gold £19.95

BAP Availability: 3/10.  
Dreary, dull and uninspired arcade adventure following the mystic quest of a medieval monk. **\***

**GOLDRUNNER**  
Prism £2.99  
BAP Availability: 8/10.  
A mouse-controlled shoot-'em-up (no, really) that looks pretty groovy and is taxing enough to be fun. It restarts from the very beginning, though. **\*\***

**GOLDRUNNER 2**  
Prism £2.99  
BAP Availability: 9/10.  
Not a great advance on the original, but at this price who cares? **\*\*\***

**GRAEME SOUNESS VECTOR SOCCER**  
Impulze £25.99  
AP10 Availability: Thigh-tastic.  
Innovative 3D graphics and some spectacular replays, but it just doesn't work as a game. Plays like Gazza with both his knees knackered. **\*\***

**GRAHAM TAYLOR'S SOCCER CHALLENGE**  
Krisalis £25.99  
AP16 Availability: Superb.  
It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying, and our favourite footy manager game so far. **\*\*\*\***

**GRAND NATIONAL**  
Elite £19.99  
BAP Availability: 2/10.  
Elite really should know better than to serve up third rate games like this simulation. Give the twenty quid to the RSPCA instead. **\***

**GRAND PRIX CIRCUIT**  
Accolade £24.95  
BAP Availability: 4/10.  
Good average driving game, but dated and surpassed by more recent releases. **\*\*\***

**GRAND PRIX MASTER**  
Dynamic £19.95  
BAP Availability: 2/10.  
Endorsed by Jorge Martinez (apparently famous on the 80cc motorcycle circuit), but handles like a Reliant Robin. **\***

**GRAND SLAM**  
Eidersoft £29.95  
BAP Availability: 5/10.  
A mouse-controlled tennis game (no, really) that's actually quite playable. The graphics are okay (for its day) but it doesn't quite make it at £30. **\*\***

**GRANDSLAM COLLECTION**  
Grandslam £19.99  
BAP Availability: 7/10.  
Flintstones, Espionage, England Champ Special, Peter Beardley Football, Saint And Greavsie, Running Man, Terramax, Trivia, Yogi, Terry's Big Adventure. **\*\***

**GRANDSTAND**  
Domark £29.99  
AP6 COMP Availability: Fair.  
Pro Tennis Tour, World Class Leaderboard, Continental Circus, Gazza's Super Soccer. **\*\*\***

**GRAVITY**  
Mirrorsoft £24.95  
AP10 Availability: Alright, s'pose.  
Startlingly original graphics, gameplay, concept and just about everything else really. A cult classic, but a bit crap these days. **\*\*\***

**GREAT NAPOLEONIC BATTLES**  
Impressions £29.99  
AP10 Availability: Alright, s'pose.  
Includes a totally worthy wargame editor, but the wargame part is actually very average indeed. **\*\*\***

**GREMLINS II**  
Elite £24.99  
BAP Availability: Don't look for it near water, or after midnight.  
Cute as hell, with graphics and sound nigh on perfect, although the game is far too difficult. **\*\***

**GRETZKY HOCKEY**  
Bethesda Softworks £24.99  
BAP Availability: 5/10.  
Fairly good overhead view ice hockey game with a wealth of detail. **\*\*\***

**GRID RUNNER**  
Llamasoft £10.95  
BAP Availability: 5/10.  
Smashing blaster in a very primitive style - more fun than most. **\*\*\***

**GRID START**  
Anco £9.95  
BAP Availability: 3/10.  
A flawed Grand Prix racing sim where the track's too narrow for overtaking. Not really among the best. **\***

**GUARDIAN ANGEL**  
Code Masters £7.99 (as part of the Quattro Fighters compilation)  
AP11 Availability: 8/10.  
A very basic horizontally-scrolling beat-'em-up distinguished by some lovely touches of humour. Good for a few hours fun. **\*\***

**GUILD OF THIEVES**  
Rainbird £24.95  
BAP Availability: Rare.  
Very tasty old-fashioned text-only RPG with static graphics. People just don't seem to like this sort of thing any more, though. **\*\*\***

**GUNBOAT**  
Accolade £29.99  
AP4 Availability: 5/10.  
A sim which actually does something different. The action doesn't really convey enough excitement, and the graphics are a little on the primitive side. **\*\*\*\***

**GUNSHIP**  
MicroProse £24.95  
BAP Availability: Rare, rare, rare.  
Ageing helicopter flight sim with numerous and varied missions and dodgy politics. **\*\*\***

**GUY SPY**  
ReadySoft £29.99  
AP17 Availability: 7/10.  
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. **\***

**HAGAR THE HORRIBLE**  
Kingsoft £25.99

## THE SAD, SAD, SAD AWARD

**GEISHA**  
Tomahawk £25.99  
AP6 Availability: 5/10.  
Tacky and fatuous 'plot', giving way to some of the most unplayable sub-games ever, with presentation of a kind that people used to get arrested for. A nightmare all round really. Originally scored 5%. **\***



AP9 Availability: 5/10.  
A good rendition of the Hagar character. Not bad at all. But nothing very spectacular either. ★★★

## HALLS OF MONTEZUMA

Electronic Arts £25.99  
AP4 Availability: 6/10.  
Almost unlimited lastability, thanks to the huge numbers of scenarios. Well put together, but still strictly for diehards. ★★

## HAMMERFIST

Activision £24.99  
BAP Availability: 2/10.  
Graphically adept arcade adventure with tons of playability and plenty to keep you going. ★★★

## HARD DRIVIN'

Domark £19.99  
BAP Availability: 5/10.  
Coin-op conversion which looks right, but the control system is completely off the rails. ★★

## HARD DRIVIN' II

Domark £24.99  
BAP Availability: 6/10.  
Refined version of the original (less bugs, a track editor, a neat 'head-to-head' option if you link two machines) but still glitchy and not a patch on the arcade machine. ★★

## HARE RAISING HAVOC

Disney £25.99  
AP12 Availability: 8/10.  
And those cartoon games just keep on coming. Hare Raising Havoc takes a more interactive route than most. It's quite funny but you'll never play it more than once. If you've got a hard drive (and you literally can't play this any other way), don't waste its memory space. ★

## HARLEQUIN

Gremlin £25.99  
AP11 Availability: 5/10.  
Loads of depth and imagination make this a classic platform game. Right up there with First Samurai, Zool and, yes, Sonic the Hedgehog. ★★★★★

## HARLEY DAVIDSON

Mindscape £24.99  
BAP Availability: 2/10.  
Uninspiring and repetitive. Born to be mild. ★

## HARPOON (WITH BATTLESET 2)

Electronic Arts £34.99  
AP11 Availability: 7/10.  
Lots of detailed boating fun, but too expensive and badly written. ★★

## HATE

Prism £2.99  
AP14 Availability: 7/10.  
Diagonally (yes diagonally) scrolling shoot-'em-up. Not bad, especially at this price. ★★★

## HEAD TO HEAD

Domark £34.99  
AP Availability: 8/10.  
F-19 and Mig-29 Super Fulcrum in one sim-tastic pack. ★★★

## HEAD OVER HEELS

The Hit Squad £7.99  
AP5 Availability: Good.  
3D isometric arcade puzzle adventure ported from the 8-bits. Our Stuart said - 'One of the best games in the world ever, and now it's on your Amiga for eight quid. Are you going to buy it or am I simply going to have to kill you?' Nuff said. ★★★★★

## HEARTS OF CHINA

Sierra £34.99  
AP10 Availability: 6/10.  
Beautiful painted backdrops and a pretty sensible control system make it an enjoyable Far East romp. Lack of speed and the need for one meg and a hard drive are a pain, as is the lack of real plot flexibility. ★★

## HEAVY METAL

US Gold £24.99  
BAP Availability: 3/10.  
Good presentation, the three arcade sections threaded together with a smattering of strategy. However, the action sequences are a bit shoddy, and the sound is pitiful. An uneven game which fails to hold interest. ★★

## HEIMDALL

Core Design £30.99  
AP 11 Availability: Reasonable.  
Stunningly pretty and atmospheric,

## HIGHWAY PATROL II

Prism £2.99  
AP14 Availability: 6/10.  
Fairly convincing 3D road graphics and lots of shiny sports cars. There's not a lot to do though. Ho hum. Averageville, Arizona here we come. ★

## HILLSFAR

SSI £24.99  
BAP Availability: lsh.  
An attempt to capture the feel of Advanced Dungeons & Dragons, with a mixture of arcade bashing and RPG adventure that partially succeeds. Almost worth a look. ★★

## HILL STREET BLUES

Krisalis £24.99  
AP2 Availability: Seek it out.  
A good feel for the TV series; characters that you can identify with. It's certainly an interesting way to handle a licence. A good next step for

Barbera Cartoon Character Collection) AP9 Availability: 6/10.  
Enjoyable platforms and ladders job with some nice bits of presentation and something approaching the proper music helping it to retain the feel of the cult cartoon. ★★★

## HOOK

Ocean £25.99  
AP15 Availability: Good (form).  
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still jolly nicely formed. ★★★★★

## HORROR ZOMBIES FROM THE CRYPT

GBH £7.99  
AP16 Availability: 7/10.  
Unusual idea; suitably spooky graphics that are let down by the dull platform nature of the game. ★★

## HOT ROD

Activision £24.99  
BAP Availability: Second hand only.  
Genuine arcade-style graphics, but not from this century. This scrolling Super Sprint isn't really especially good, frankly. ★★

## HOT RUBBER

Palace £25.99  
AP14 Availability: 6/10.  
Take-it-or-leave-it motorbike racer that looks pretty sad next to Vroom and Super Hang-On. ★★

## HOTSHOT

Prism £2.99  
AP3 Availability: 7/10.  
Strange-looking mixture between pinball and Breakout. Novel but boring. ★

## HOUD OF SHADOW

Electronic Arts £24.99  
BAP Availability: 5/10.  
HP Lovecraft's classic creation is the centrepiece of this text adventure game. No sound and only intermittent graphics detracts from the atmosphere somewhat. Potential unfulfilled. ★★

## HOVER SPRINT

Code Masters £9.99  
AP14 Availability: 5/10.  
Hovercraft race simulation in 3D. Interesting concept, but crap. ★

## HUDSON HAWK

The Hit Squad £7.99  
AP22 Availability: 8/10.  
A film licence which actually stands up as a game in its own right. The control system can reduce some to tears. Try before you buy. ★★★

## HUMANS

Mirage £25.99



AP19 Availability: 8/10.  
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long. ★★

## HUNTER

Activision £25.99  
AP4 Availability: Not as high as it deserves.  
Stunning 3D graphics and loads to do

in this Virtual Reality lookalike. Enormously absorbing game - you'll find yourself completely captivated. Also available with the Strategy Masters compilation. ★★★★★

## HYBRIS

Discovery/Gainstar £24.95  
BAP Availability: Poor.  
Dedicated graphics, excellent sound effects, addictive gameplay - a good shoot-'em-up. ★★

## HYDRA

Domark £24.99  
AP2 Availability: 6/10.  
Roadblasters with boats. Bad graphics, tragic gameplay, unresponsive controls - avoid. ★

## IAN BOTHAM'S CRICKET

Celebrity Software £25.99  
AP16 Availability: 6/10.  
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. Ian Botham's Cricket is tedious no matter what you think of the real thing. ★★

## ICE HOCKEY

Prism £2.99  
BAP Availability: 7/10.  
As good as any of ice hockey sim on the Amiga, ie a bit crap. ★

## IK+

The Hit Squad £7.99  
AP2 Availability: 6/10.  
Even to this day, our favourite beat-'em-up - style, action, laughs, great music, it's got the lot. Also available as part of the Premier Collection from System 3. ★★★★★

## IKARI WARRIORS

Elite £9.99  
BAP Availability: 7/10.  
Classic vertically-scrolling soldier shoot-'em-up that spawned a hundred copies. A bit slow, but still full of character. ★★

## IMPACT

Audiogenic £14.95  
BAP Availability: 1/10.  
There are plenty of Breakout clones about and this is, er, one of them. Actually, it's a bit closer to Arkanoid with its power-ups and stuff and is just as addictive. ★★

## IMPERIUM

Electronic Arts £24.99  
BAP Availability: 4/10.  
One for dedicated strategy-heads only. Supremacy fans might dig it. ★★

## IMPOSSIBLE MISSION II

Kixx £7.99  
AP4 Availability: Not impossible to find.  
A challenging platform game with some fairly minor puzzle elements thrown in. A corking little game with an epic feel that belies its size. ★★★★★

## IMPOSSAMOLE

GBH £7.99  
AP4 Availability: 6/10.  
We don't like the Rick Dangerous games much, but this is Rick Dangerous without the good bits. ★

## INCREDIBLE SHRINKING SPHERE

Activision £19.95  
BAP Availability: Shrunk into obscurity.  
Exciting and challenging PacMan style game with many added features. ★★

## THE SO BAD IT'S GREAT AWARD

### HEART OF THE DRAGON

Avatar Computing £25.99  
AP2 Availability: 5/10.  
Beyond the almost impressive technical trickery lies not very much at all really. If your friend has bought it, give it a go. Then laugh very heartily at him. Entertaining in an embarrassing sort of way. ★



and it's absolutely enormous too. The cartoon-style is just gorgeous. A slick RPG game that's more accessible than the genre usually is. ★★★★★

### HELTER SKELTER

Audiogenic £14.99  
BAP Availability: Trying picking it up in the bargain bins.  
Highly original gameplay in this mad platform thing with loads of inertia. Dubious lasting appeal, but a fun little game if you fancy something a bit different. ★★

### HERE WITH THE CLUES

CRL £24.95  
BAP Availability: 2/10.  
Highly original concept (a computerised whodunit) with excellent use of digitised graphics. ★★

### HEROES OF THE LANCE

Kixx £7.99  
AP8 Availability: 6/10.  
Dungeons & Dragons game which, although not the most sophisticated in the world, is well worth eight quid, and could give you hours of fun. ★★

### HERO QUEST

GBH £9.99  
AP2 Availability: 7/10.  
Perhaps surprisingly, a highly entertaining game, and absolutely ideal when you've got game-playing friends round. ★★★★★

### HERO QUEST: RETURN OF THE WITCHLORD

Gremlin £14.99  
AP7 Availability: 7/10.  
Add-on module for fans of the original who want to take their characters into harder territory. ★★★★★

### HIGH STEEL

Screen 7 £19.99  
BAP Availability: 1/10.  
Crappy, primitive game which requires you to construct skyscrapers. Don't bother. ★

someone who's played Sim City to death and fancies a new challenge. Limited appeal, though. ★★

### HISTORY LINE

Blue Byte £34.95  
AP22 Availability: 5/10.  
Wargames don't come much better than this. A World War I strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do. ★★★★★

### HITCHHIKERS GUIDE TO THE GALAXY

Mastertronic £9.99  
AP9 Availability: 7/10.  
Finely crafted game-of-the-tv-series-of-the-book-of-the-radio-series. Also on Lost Treasures compilation. ★★★★★

### THE HI-TEC HANNA BARBERA CARTOON CHARACTER COLLECTION

Hi-Tec £19.99  
AP9 COMP Availability: 6/10.  
Yogi's Great Escape, Hong Kong Phooey, Ruff and Reddy (In the Space Adventure), Top Cat (In Beverley Hills Cats). ★

### HOI

Hollyware £25.99  
AP17 Availability: 5/10.  
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★

### HOME ALONE

Accolade £24.99  
AP10 Availability: Too plentiful.  
Atrocious gameplay, jerky graphics and terrible sound. A ludicrously unenjoyable film licence. ★

### HONG KONG PHOOEY

Hi-Tec £19.99 (on Hi-Tec Hanna



**INDIANA JONES ADVENTURE**

US Gold £19.99  
BAP Availability: 6/10.  
A friendly control system, and faithful to the movie too. One of the great adventure games of the past. ★★★★★

**INDIANA JONES AND THE FATE OF ATLANTIS**

LucasArts & US Gold £34.99  
AP 21 Availability: Groovy.  
Graphic adventure in the same vein as Monkey Island, with depth and story surpassing even the films at times. Brilliant except - the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk for this. ★★★★★

**INDIANA JONES AND THE FATE OF ATLANTIS - THE ACTION GAME**

US Gold £25.99  
AP22 Availability: 8/10.  
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

**INDIANA JONES AND THE LAST CRUSADE**

US Gold £19.99  
BAP Availability: 6/10.  
Platforms and ladders style Indy tie-in. Crap. ★

**INDIANAPOLIS 500**

Electronic Arts £24.95  
BAP Availability: 5/10.  
An immensely playable blend of true racing sim and track blast, though not as good F1GP. Also available in the Air Land Sea compilation. ★★★★★

**INFESTATION**

Psygnosis £24.95  
BAP Availability: 1/10.  
Very Alien-esque atmosphere. Harder to get into than an Ingmar Bergman film, but persevere and you'll find a pretty top-notch 3D adventure. ★★★

**INFIDEL**

Mastertronic £9.99  
AP9 Availability: 2/10.  
Another excellent (but old-fashioned) text adventure from Infocom. Also on Lost Treasures. ★★★

**INSANITY FIGHT**

Microdeal £24.95  
BAP Availability: 5/10.  
Hey. Wow. And other irony-ridden exclamations of surprise. It's a vertically scrolling shoot-'em-up. It's alright, for 1988. ★★

**INSECTOR HECTI IN THE INTERCHANGE**

Hi-Tec £7.99  
AP7 Availability: 6/10.  
An interesting but insubstantial puzzler that's not at all bad for the price, though it's no Tetris. ★★★

**INTERNATIONAL 3D TENNIS**

US Gold £29.99 (on Super Sim Pack)  
AP7 Availability: 7/10.  
Funny looking little triangle men play tennis. It works, but the gameplay is a bit slow and the ball tends to wobble. Neat but could have been better. ★★★

**INTERNATIONAL CHAMPIONSHIP ATHLETICS**

Hawk £25.99  
AP5 Availability: 4/10.  
Tons of fun for those who miss the days of joystick waggling. ★★★

**INTERNATIONAL CHAMPIONSHIP WRESTLING**

Hewson £24.99  
BAP Availability: 2/10.  
It stinks like a sweaty leotard. ★

**INTERNATIONAL ICE HOCKEY**

Impulse £24.95  
AP1 Availability: 6/10.  
Sub-standard ice hockey game. Not worth a look. ★★

**INTERNATIONAL SOCCER**

Microdeal £19.95  
BAP Availability: Non.  
Not a bad football game, enhanced by a few amusing faults like players being able to walk through other players. ★★

**INTERNATIONAL SOCCER CHALLENGE****THE HERE'S ONE I MADE EARLIER AWARD****JIMMY WHITE'S WHIRLWIND SNOOKER**

Virgin £24.99  
AP4 Availability: 5/10.  
Stunning 3D camera-style view on the action, and the actual rules and physical mechanics of the game are re-created beautifully. A veritable corker. A classic. A 90 percent. Need we say more? ★★★★★



MicroProse £24.99  
BAP Availability: 5/10.  
Soccer in 3D? A very brave attempt to do something new with a tired old game-style which unfortunately falls flat on its face. ★

**INTERNATIONAL SPORTS CHALLENGE**

Empire £29.99  
AP16 Availability: 8/10.  
Has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round. ★★★

**INTERPHASE**

Imagework £29.99  
BAP Availability: 7/10 (also appeared on an AF disk).  
Interesting concept involving dream designers and 3D a representation of a world inside a computer. Plays well too, and keeps the brain working. ★★★★★

**I PLAY 3D SOCCER**

Simulmondo £25.99



AP2 Availability: 5/10.  
The most dynamic and visually convincing representation of the sport yet. The realism is so high that you hardly ever get to kick the ball, and the 3D display system can be downright confusing. Brave, but ultimately flawed. ★★

**IRON LORD**

Ubi Soft £24.99  
BAP Availability: 4/10.  
Cinematic-style medieval epic with plenty of sub-games and atmospheric presentation. ★★

**IRON TRACKERS**

Prism £2.99  
BAP Availability: 6/10.  
How many of these obscure games can Prism release. This one is one of their more average offerings. ★★

**ISHAR**

Silmaris £29.99  
AP15 Availability: 7/10.  
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the action. ★★

**ISHIDO**

Accolade £24.99  
BAP Availability: 4/10.

Take Othello, add some Go, then throw in a few herbs and heat until brown. The result is one hot Chinese board game called Ishido. ★★★

**ITALY 90**

US Gold £24.99  
BAP Availability: 3/10.  
A wealth of teams and players; reasonable in-game graphics. A reasonable soccer bash, but frankly it's, er, 1990's game. Also available with the Super Sim Pack. ★★★

**IT CAME FROM THE DESERT**

Mirrorsoft £29.99  
BAP Availability: 5/10.  
Interactive movie-type adventure game which captures the atmosphere and feel of a 'big bug' B-movie well. ★★★

**IVANHOE**

The Hit Squad £7.99  
AP13 Availability: Fine.  
Simply unbelievable graphics and cartoon animation (we saw them and still don't believe them). Unfortunately it's far too easy to complete. ★★

**IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD**

Virgin £9.99  
AP12 Availability: Still on the road.  
As good as Super Sprint racers get. ★★★★★

**JACK NICKLAUS' GOLF**

Accolade £24.95  
BAP Availability: 4/10.  
Everything would be okay in this golf sim if it weren't for the terribly slow speed of play. There are far better golf games on the Amiga. ★★

**JAGUAR XJ220**

Core Design £25.99  
AP15 Availability: 7/10.  
Sadly this game hasn't improved on Lotus II, with a lack of driving excitement and cars on the road being two major problems. Among the better of the sprite based driving games, but Crazy Cars III is now the firm office favourite. ★★★

**JAHANGIR KHAN'S CHAMPIONSHIP SQUASH**

Krisalis £25.53  
AP2 Availability: 6/10.  
The best squash game around for the Amiga. (Not that there's much in the way of competition). ★★

**JAMES BOND COLLECTION**

Domark £29.99  
AP8 Availability: 6/10.  
Licence To Kill, Live And Let Die, The Spy Who Loved Me. ★★

**JAMES POND**

GBH £7.99  
AP12 Availability: 7/10.  
Beautifully simple gameplay to instantly hook the unsuspecting player, but it lacks any real adrenalin-pumping qualities. ★★★

**JEWELS OF DARKNESS**

Rainbird £19.95  
BAP Availability: 3/10.  
A collection of three inter-related text-only RPGs from Level 9. Includes Colossal Adventure, Dungeon Adventure and Adventure Quest. Absolutely marvellous, luvvy. ★★★★★

**JETSONS**

Hi-Tec Software £12.99  
AP13 Availability: 7/10.  
Decent enough graphics based on the popular cartoon series, but no game whatsoever. Tedious. ★

**JIM POWER**

Lonicel £25.99  
AP15 Availability: Powerfully good.  
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort - what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad. ★★★

**JINKS**

Go/Rainbow Arts £24.99  
BAP Availability: 2/10.  
A surreal mixture of Breakout and pinball combined with a good dose of ingenious humour. ★★★

**JOE AND MAC CAVEMAN NINJA**

Elite £25.99  
AP22 Availability: High.  
Horrible graphics, tragic control system and uninspiring gameplay contribute to make this a true turkey. Don't waste your cash. ★

**JOHN BARNES EUROPEAN FOOTBALL**

Krisalis £25.99  
AP14 Availability: 4/10.  
A very similar game in play to Manchester United Europe, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. ★★★

**JOHN LOWE'S ULTIMATE DARTS**

Kixx £7.99  
AP4 Availability: 5/10.  
It's a computer darts game. Hardly stunning. ★★

**JOHN MADDEN FOOTBALL**

Electronic Arts £25.99  
AP11 Availability: Mad-tastic.  
Graphically glorious, superb sound and sexy gameplay makes this the only choice American Football game on the Amiga. ★★★★★

**JOURNEY**

Infocom/Activision £29.99  
BAP Availability: Zero.

Keyword driven adventure game. Intriguing, but adventure games have moved on so far since this. ★★

**JUDGE DREDD**

Virgin £24.99



AP 11 Availability: Low. (Yes!)  
Two ancient sub-games (City Bomber and Snake, for the real oldies among you) offer a real rave from the grave, resulting in another Judge Dredd game screwed up totally. ★

**JUG**

Microdeal £19.95  
BAP Availability: We've never seen it on the streets.  
Four way scrolling shoot-'em-up which, despite unimpressive graphics, certainly makes an addictive challenge. Unfortunately it lacks the speed that would have given it the arcade feel it requires. ★★

**JUMP JET**

Prism £2.99  
BAP Availability: 6/10.  
Another awful flight sim, originally from Anco. ★

**JUMPING JACK SON**

Infogrames £19.99  
BAP Availability: 3/10.  
Stupendous music, instant addiction, cute graphics, but severely limited in the lastability department. ★★

**JUPITER'S MASTERDRIVE**

Action Sixteen £7.99  
AP 11 Availability: Good.  
Surprisingly playable race game in the same vein as Nitro and Hot Rod. It really is jolly good fun. ★★★

**KAMIKAZE**

Code Masters £7.99  
AP2 Availability: 8/10.  
A perfectly competent scrolling shoot-'em-up of slightly obvious origins (Flying Shark), but with no real life about it all. Also available as part of the Quattro Fighters compilation. ★★

**KARATE KID 2**

Microdeal £24.95  
BAP Availability: 2/10.  
A very old beat-'em-up with pretty backgrounds based on the film of the same name. Not particularly inspired, but these things never are. ★★

**KARTING GRAND PRIX**

Prism £2.99  
AP3 Availability: 6/10.  
Super Sprint clone resembling Super Grand Prix without the wealth of options or playability. ★

**KEEP THE THIEF**

Electronic Arts £24.99  
BAP Availability: 4/10.  
Excellent hack, slash and puzzle solving with some superb stylised graphics. Respectable Tolkien-esque fare, but darn dated. ★★

**KENNY DALGLISH SOCCER MATCH**

Impressions £19.99  
BAP Availability: 5/10.  
Arcade soccer game of truly awful, er, awfulness. Kenny would turn in his grave (if he was dead). ★

## KGB

Virgin £30.99  
AP 21 Availability: With this one, everybody's got a licence to sell. An adventure game that steers well clear of the well worn 'might and magic' themes. The atmospheric graphics and numerous characters give it depth, but the linear story line leaves little scope for exploration. ★★★★★

## KICK OFF

Anco £19.95



BAP Availability: 6/10.  
Awful football game which you never get to really control. Some however, real love it. ★★

## KICK OFF 2

Anco £19.99  
BAP Availability: 8/10.  
The same as Kick Off 1 plus better goals (which makes it very hard to score), so it's even less fun. Also available with the Award Winners compilation. ★★

## KICK OFF EXTRA TIME

Anco £9.95  
BAP Availability: 8/10.  
It's a data disk for... Oh, we give in. ★

## KID GLOVES

Millennium £24.99  
BAP Availability: 10/10.  
Huge amounts of fun, but no brain strain - available on the second issue of AMIGA POWER. ★★★★★

## KID GLOVES 2

Millennium £25.99  
AP10 Availability: 5/10.  
There're plenty of Super Wonder Boy influences in there but it's got nothing to do with the original Kid Gloves, and it's just no fun anyway. ★★

## THE KILLING CLOUD

Image Works £24.99  
AP1 Availability: 6/10.  
Fast-moving and pretty graphics, bags of depth, and a great creation of atmosphere, but riddled with inconsistencies. ★★★

## THE KILLING GAME SHOW

Psygnosis £24.99  
BAP Availability: 6/10.  
Straightforward fun game sharing some aspects of gameplay with Rainbow Islands. Despite unusually poor graphics, this is one of Psygnosis' best and most playable games. ★★★★★

## KING'S BOUNTY

New World Computing £25.99  
AP6 Availability: 3/10.  
Superb D&D-style adventure that's fun for everyone but the most narrow of mind. ★★★★★

## KING'S QUEST V

Sierra £39.99  
AP7 Availability: 6/10.  
Beautiful digitised graphics and a very friendly point and click interface, although only hard drive owners should bother. ★★★★★

## KING OF CHICAGO

Mirrorsoft £29.99

BAP Availability: Almost impossible to get hold of.  
One of those 'interactive movie' things. This one's set in 1920s Chicago and although the action's limited it has some entertainment value. ★★

## KLAX

Respray £9.99  
BAP Availability: 5/10.  
More scope than Tetris, better looking and sounding too; deceptive pace means it gets pretty frantic without you really noticing. If you don't have a naturally calm nature you'll chuck it out the window within minutes. A real mind-wrencher and a near perfect conversion. ★★★★★

## KNIGHT FORCE

Titus £24.99  
BAP Availability: 3/10.  
Awkward control method and little substance to this platform hack 'n' slash. Looks nice though. ★

## KNIGHTMARE

Mindscape £30.99  
AP9 Availability: 7/10.  
It's nothing to do with the TV show it's supposed to be a licence of either, and feels too much like role-playing by numbers. ★★★

## KNIGHTS OF THE CRYSTALLION

US Gold £29.99  
BAP Availability: 1/10.  
HAM mode graphics, haunting sound and (almost) a real game to boot. One for fans of every genre, and a good demonstration of the machine's capabilities. ★★★★★

## KNIGHTS OF THE SKY

MicroProse £34.99  
AP 11 Availability: Flight-tastic.  
Accessible and enjoyable to play, in a not-very-flight-simmy kind of way. Much more playable than you might expect, this was the surprise hit of the year in the AMIGA POWER office in 1991, and it's still our favourite flight game. ★★★★★

## KRUSTY'S SUPER FUN HOUSE

Acclaim £25.99  
AP22 Availability: 10/10.  
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain bickling puzzles, it's only let down by the slightly repetitive gameplay. A very good, but sadly flawed, platform/puzzler. ★★★★★

## KULT

Action Sixteen £7.99  
AP2 Availability: 6/10.  
Another wacky French adventure thing. Big, atmospheric and certainly value for money, though it takes a lot of patience to persevere. ★★★

## KWASIMODO

Robtek £9.95  
BAP Availability: Doesn't ring a bell, we've got a hunch you won't find it.  
An arcade adventure that is Utterly Awful in every important and several insignificant respects. ★

## LANCASTER

Actual Screenshots £24.95  
BAP Availability: Incredibly low.  
Fairly impressive 3D polygon graphics, but lack of variation and any real excitement means it barely gets off the ground. ★★

## LASER SQUAD

Blade £19.95

BAP Availability: Low, but worth searching out.  
One or two player tactical wargame played over a set number of turns and viewed in pseudo 3D. Simple, effective and superb in two player mode. ★★★★★

## LASERTRAIN

Big Apple £19.95  
BAP Availability: Not tall.  
You control a train of the future set in the stratosphere, while alien attack is imminent. Average. ★★

## LAST NINJA 2

System 3 £24.99  
BAP Availability: 4/10.  
Excellent 3D isometric graphics and a genuine attempt to inject some strategy into the martial arts genre. Unfortunately the game just isn't cohesive, and it plays like a pig. ★★

## LAST NINJA 3

System 3 £25.99  
AP7 Availability: 6/10.  
Polished presentation and big improvements in look, feel and plot in the ninja's third outing, but a diabolical control system and one or two flaws in execution prove irritations. ★★

## LAS VEGAS

Prism £2.99  
BAP Availability: 6/10.  
Bargain-tastic gambling (man). ★★★

## LEANDER

Psygnosis £25.99



AP10 Availability: 7/10.  
Slice after mouthwatering slice of smooth platform action. A sizeable and endearing exercise in coolness. Shallow as hell, though what it lacks in inspiration it makes up for in

management game around, it's a lot better than the worst. ★★

## LEGEND

Mindscape £30.99  
AP14 Availability: 5/10.  
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★★

## LEGEND

CRL £19.99  
BAP Availability: Not as available as the other Legend.  
Not to be confused with the good one above, this is a tedious wargame played on an island of 20 odd sectors. Cack. ★★

## LEGEND OF DJEL

Coktel Vision £24.99  
BAP Availability: 5/10.  
A mouse click adventure game which has no depth or appeal. ★★

## LEGEND OF KYRANDIA

Virgin £35.99  
AP19 Availability: 9/10.  
Gorgeous adventure, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

## LEGEND OF THE SWORD

Rainbird £24.95  
BAP Availability: 3/10.  
Nicely presented adventure RPG, spoilt a bit by the need for regular disk accessing. ★★★

## LEGENDS OF VALOUR

US Gold, £39.99  
AP23 Availability: 10/10.  
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money. ★★★★★

## LEISURE SUIT LARRY

Sierra £34.99  
BAP Availability: 6/10.  
Crap, crude, sexist rubbish. ★

## THE LICENCE TO WRITE CRAP AWARD

### THE JUNGLE BOOK

Monkey Business £7.99  
AP2 Availability: 5/10.  
Awful in almost every way, and a contender for worst film tie-in ever. ★



perspiration. Also available with the Mega Mix compilation. ★★★★★

### LEATHERNECK

Microdeal £19.95  
BAP Availability: Very, very rare.  
Four player Ikari Warriors-type jungle action. With one or two players it's OK, with four (with joystick adaptor) it really starts happening. ★★

### LEEDS UNITED CHAMPIONS

CDS £25.99  
AP 21 Availability: More available than a Goth in Leeds.  
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football

### LEISURE SUIT LARRY II

Sierra £34.99  
BAP Availability: 7/10.  
More of the same. ★

### LEISURE SUIT LARRY III

Sierra £34.99  
BAP Availability: 8/10.  
Ridiculous, over-sexed plot. Adventuring for adults. Check it out - but only if you're over eighteen. ★★

### LEISURE SUIT LARRY 5

Sierra £34.99  
AP11 Availability: 9/10.  
If you enjoyed the others in the series then you'll like this, but otherwise look to the Sunday Sport for your sleaze - it's a lot cheaper. ★★

## LEMMINGS

Psygnosis £24.99  
BAP Availability: 7/10.  
Utterly bizarre, pleasingly original and totally addictive. Invented a totally new category - the save'em-up. Lemmings rule. ★★★★★

## LEMMINGS DOUBLE PACK

Psygnosis £29.99  
AP 21 Availability: 9/10.  
If you've never heard of this then where have you been all decade? The unavoidable all time classic game of rodent rescue packaged together with Oh No! More Lemmings, which is pretty much more of the same. ★★★★★

## LEVIATHAN

English Software £19.95  
BAP Availability: You might see it somewhere.  
A 3D shoot'em-up that's well-drawn and witty but lacks the feeling of urgency and desperation you get from a good action game. ★★

## LICENCE TO KILL

Domark £19.99  
BAP Availability: 4/10.  
James Bond film licence made up of several distinct sub-games. Nicely done, but won't provide lasting interest. ★★

## LIFE AND DEATH

Mindscape £14.99  
AP21 Availability: 8/10.  
Excellent packaging (the surgical mask and gloves are wild), and some fairly amusing gameplay keeps, though as a long-term challenge it all falls apart quite alarmingly. ★★

## LINE OF FIRE

US Gold £24.99  
BAP Availability: It's reaching the end of the line.  
Imagine all the Rambo films back-to-back on fast-forward, and you have a good idea how much violence this game contains. You also have a pretty good idea of how intelligent it is. An impossible arcade conversion proves totally and utterly impossible. ★★

## LINKS

US Gold £37.99  
AP16 Availability: 7/10.  
It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★★★

## LIONHEART

Thalion £25.99  
AP22 Availability: If you're retailer sats he hasn't got it, he's lion.  
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. Dynamic and great to look at, it will keep you busy for some time. ★★★★★

## LIVE AND LET DIE

Domark £19.95  
BAP Availability: 4/10.  
An impressive action game which bears no relation to the film plot apart from a watery setting. Full of fast action and blistering graphics. ★★★★★

## LIVERPOOL THE COMPUTER GAME

Grandslam £25.99  
AP16 Availability: 5/10.  
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks real depth. ★★



# ABSOLUTE POWER

## LIVING JIGSAWS

Miles Computing £24.99  
AP5 Availability: 3/10.  
Likely to appeal only to the younger Amiga users. Quite silly and pointless all round, really. ★

## LOCOMOTION

DMI £25.99  
AP19 Availability: 7/10.  
It's so easy to grasp the basics and controls, the whole family will be able to join in. It's also a game that pushes your brain into overdrive. ★★

## LOGICAL

Rainbow Arts £19.99  
AP3 Availability: 4/10.  
The ease of play makes this a nicely accessible marble-manipulating puzzler, but the amount of time each move takes also makes it a seriously tedious one. ★★

## LOOM

Lucasfilm £24.99  
BAP Availability: 5/10.  
Great atmosphere, enhanced by the accompanying tape, booklets etc. It's certainly a lavish package. Lucasfilm strive for something different, and the results are interesting, if not totally successful. ★★

## LORD OF THE RINGS

Electronic Arts £29.99  
AP9 Availability: 4/10.  
A brilliant command system and excellent evocation of Tolkien's classic story, but everything is simply too slow and vast. Surely it could have been programmed better than this. Some great ideas, but the game just over-stretches itself. A shame. ★★

## LORDS OF DOOM

Starbyte £25.99  
AP9 Availability: 4/10.  
A crap adventure game which would have looked dated four years ago. ★

## LORDS OF THE RISING SUN

Cinemaware/Mirrorsoft £24.95  
BAP Availability: 4/10  
Strategy game set in 12th century Japan. Be prepared to be playing a long time to get anywhere. ★★

## LORDS OF TIME

Hollyware £25.99  
AP19 Availability: 7/10.  
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

## LOST PATROL

Ocean £24.99  
BAP Availability: 5/10.  
Atmospheric but lacking any-playability war strategy adventure. One for Vietnam obsessives only. ★★

## THE LOST TREASURES OF INFOCOM

Activision £39.99  
AP19 COMP Availability: 8/10.  
Zork 1 - 5, Hitchhikers Guide to the Galaxy, Suspended, Starcross, Planet Fall, Stationfall, Moonmist, Infidel, Ballyhoo, Deadline, Witness, Suspect, Lurking Horror, Enchanter, Sorcerer, Spellbreaker. ★★

## LOTUS ESPRIT TURBO CHALLENGE

GBH Gold £9.99  
BAP Availability: 7/10.  
A wealth of control options lets you make the game more arcade or simulation according to preference. Bags of 'feel'. An extremely good driving game, even more fun with two

players. Available as part of the 4 Wheel Drive compilation. ★★

## LOTUS TURBO CHALLENGE II

Gremlin £24.99  
AP7 Availability: 7/10.  
Gorgeous graphics, lashings of speed and that hard-to-capture driving atmosphere, but the lack of crashes is a bit silly, and some track maps would have helped. ★★

## LOTUS III

Gremlin £25.99  
AP18 Availability: 8/10.  
Crazy Cars 3 creams Lotus III for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of Lotus has passed. ★★

## LUPO ALBERTO

Idea £25.53  
AP3 Availability: Medium.  
Charming characters, a terribly translated manual, and goofy

## MAGIC GARDEN

Electronic Zoo £25.99



AP9 Availability: Very low. Har! An outlandish (and gnomish) Sim City-ish kind of thing (sort of). ★★

## MAGICLAND DIZZY

Code Masters £7.99  
AP7 Availability: 5/10.  
Dizzy's third Amiga adventure boasts the usual searingly bright cartoon graphics, fab bouncy music and well balanced and rewarding mix of platform-jumping and puzzle-solving. Top fun. Also available with the Super All Stars compilation. ★★

## MANCHESTER UNITED EUROPE

Krisalis £25.99  
AP4 Availability: 5/10.  
Fast, pretty, and hugely playable. Great control makes for a great football sim, still one of our favourites after Sensible Soccer. ★★

## MANHATTAN DEALERS

Prism £2.99  
AP14 Availability: 5/10.  
Bog-standard beat-'em-up - duff graphics, limited fighting moves, and very monotonous. ★★

## MANHUNTER 2

Software Projects £29.99  
BAP Availability: You'll have to hunt around for it.  
Badly-judged puzzles, awful graphics, and the arcade sequences are execrable. Dire game at a scandalous price. ★

## MANIC MINER

Software Projects £9.99  
AP8 Availability: Dig around for it.  
Pixel-perfect copy of the 8-bit original plus a pretty new scrolling version with extras for those who like to see their Amiga at work. ★★

## MANIX

GBH £7.99  
AP11 Availability: 7/10.  
Charmingly surreal, but it's just an updated Q-Bert, really. Never really gets its hooks into you. ★★

## MARBLE MADNESS

Electronic Arts £19.99  
BAP Availability: 5/10.  
A coin-op conversion where you, er, control marbles. Very addictive still, but a bit shoddy as a conversion. ★★

## MATCH OF THE DAY

Zeppelin £25.99



AP19 Availability: 5/10.

With a user interface that drives you nuts, Match comes in as a very bad management sim. It's too fiddly and lacking in action to match up to Graeme Taylor's and is mediocre at best. ★★

## MASTERBLAZER

Rainbow Arts £24.99  
BAP Availability: 6/10.  
A respectable updating of the original future-sport game (Ball Blazer on 8-bit), but despite the new features, Masterblazer looks and feels dated. Fun for a few hours, but too simplistic to hold any lasting appeal. ★★

## MAUPITI ISLAND

Lankhor £25.99  
AP4 Availability: 5/10.  
Pleasantly different, with loads of character interaction, but just too small to really justify the price. ★★

## MAYDAY LAND

Tynesoft £19.95  
BAP Availability: MIA.  
You command a team of three in a bid to gun down some international terrorists. Enjoyable and exciting for a while, but ultimately just a simple 'search and shoot' game. ★★

## MAX

US Gold £25.99  
AP8 COMP Availability: 6/10.  
SWIV, Night Shift, Turrican 2, St Dragon. ★★

## MCDONALD LAND

Virgin, £25.99  
AP19 Availability: 5/10.  
Uninspiring 8-bit NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★

## MEAN MACHINE

Code Masters £7.99  
AP8 Availability: 6/10.  
Old fashioned and top-view Formula 1 racer. Lots of fun at first but too limited to be of lasting value. ★★

## MEAN STREETS

US Gold £24.99  
BAP Availability: 4/10.  
Many different styles combine for a wide-ranging gameplay experience. Dragged down by disk swapping, but good solid entertainment. ★★

## THE MED CONFLICT

Electronic Arts £14.99  
AP12 Availability: 6/10.  
Oh, please. This is such a specialist naval wargamer's thing that we seriously doubt a more than one of you is interested. ★★

## MEDIEVAL WARRIORS

Merit (via Linel) £25.99  
AP10 Availability: 4/10.  
Enjoyable wargame with slick animated graphics, tremendous sound effects and the skimpiest of control mechanisms. ★★

## MEGAFORTRESS

Mindscape £30.99  
AP16 Availability: High.  
At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★

## MEGA LO MANIA

Image Works £30.99  
AP5 Availability: 6/10.  
Brilliant sound effects, gorgeous speech, jolly nice graphics, completely compulsive gameplay. The most accessible and arguably the most enjoyable god-sim to date. Also available with the Fantastic Worlds compilation. ★★

## MEGA MIX

Psygnosis £29.99  
AP22 COMP Availability: 5/10.  
Agony, Leander, Ork. ★★

## MEGA SPORTS

US Gold £30.99  
AP18 COMP Availability: 6/10.  
The Games Summer Edition, California Games, Winter Games, Summer Games, Summer Games 2. ★★

## MEGA TRAVELLER 1

Empire £30.64  
AP2 Availability: 6/10.  
Terrifying depth, friendly and helpful controls, great atmosphere, excellent balance of strategy and action. A neat piece of role-playing software that everyone should play at least once. ★★

## MEGA TRAVELLER 2

Empire £29.99  
AP16 Availability: 7/10.

## THE BENEATH THE SURFACE AWARD

### LORDS OF CHAOS

Blade £24.99  
AP2 Availability: 5/10.  
Great control system. Comprehensive and logical. Lots of levels equal great lastability. Very little actual action, but everyone should at least give it a try. A classic. ★★



gameplay make it ideal for kids of all ages, although the animation is funny for all the wrong reasons. Loveable but really rather crap. ★★

### LURE OF THE TEMPTRESS

Revolution £30.99  
AP15 Availability: 7/10.  
Not nearly as big as Monkey Island 2, but it's seven quid cheaper and has a lot fewer disks (and, for the xenophobes among you, it's British). You won't be disappointed. ★★

### LURKING HORROR

Mastertronic £9.99  
BAP Availability: 7/10.  
Cthulu-esque horror adventure from Infocom. Also on Lost Treasures. ★★

### M1 TANK PLATOON

MicroProse £24.99  
BAP Availability: 4/10.  
Cheaper than a real tank, but needs a lot of perseverance. ★★

### MADDOG WILLIAMS

Game Crafters £30.99  
AP12 Availability: 7/10.  
Stupendously run-of-the-mill Sierra-game clone that's more 'average' than actual 'crap' - but why not blow your £31 on something 'good'? ★★

### MADSHOW TV

Prism £2.99  
AP15 Availability: 7/10.  
Consists of four sub-games, all of which are worth no more than a couple of plays. ★★

### MAGIC FLY

Electronic Arts £24.99  
BAP Availability: 3/10.  
Very challenging, but who wants wireframe 3D in 1993? You may not find it worth all the bother of getting into it. ★★

### MAGIC MARBLE

Sphinx £19.99  
BAP Availability: 3/10.  
Guide Marvin the marble along suspended roadways within a time limit. Convoluted and tricky levels means you'll have to put a lot of effort in to get the best out of it. ★★

### MAGIC POCKETS

Renegade £25.99  
AP6 Availability: Magic.  
The usual Bitmap standards of technical excellence, and a veritable mountain of clever ideas, but everyone we've met finds it seriously boring. ★★

### MAGIC WORLDS

Daze Marketing £25.99  
AP19 COMP Availability: 7/10.  
Dragon's Breath, Crystals of Arborea, Storm Master. ★★

### MAGNUM: THE COMPILATION

Ubi Soft £25.99  
AP5 COMP Availability: 5/10.  
RVF Honda, After the War, Pro Tennis Tour, Oriental Games, Satan. ★★

### THE MANAGER

US Gold £25.99  
AP14 Availability: 7/10.  
Everything that's tedious and inept about footy management games can be found in this one. A million statistic screens and incomprehensible icons make The Manager knuckle-chewingly painful to play. ★★

### MANCHESTER UNITED

GBH Gold £9.99  
AP15 Availability: 5/10.  
Pretty hopeless football game, better as a management sim but still not much cop. ★★

A positively massive sci-fi FRPG with everything including the kitchen sink. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★

## MEGA TWINS

US Gold £25.99  
AP7 Availability: 6/10.  
Cute platform zapping romp through beautiful scenery with plenty of variation. ★★

## MENACE

Sizzlers £9.99  
AP10 Availability: 7/10.  
Ancient shoot'em-up R-Type style with lovely graphics. Frustratingly hard at times, and fairly dull too. ★★

## MERCENARY

Novagen £24.95  
BAP Availability: Rare - Novagen don't exist any more.  
3D vector graphic cross between an arcade adventure and a flight sim. You're on a search for a ship to get you off a planet wracked by civil war. Atmospheric and fab, really. ★★

## MERCENARY II - DAMOCLES

Novagen £24.95  
BAP Availability: 2/10.  
Practically identical to Mercenary I, and hence also pretty fab. ★★

## MERCENARY III

Novagen £29.99  
AP10 Availability: 5/10.  
Six different solutions, lots to explore and plenty of plot, but the 3D graphics couldn't look much more dated and the gameplay is thinner than the atmosphere on an asteroid. ★★

## MERCS

US Gold £24.99  
AP2 Availability: My, aren't there a lot of games?  
Fairly faithful conversion of the coin-op, good-looking and fast-moving but just another Commando clone. ★★

## METAL MASTERS

Infogrames £25.99  
AP1 Availability: 6/10.  
Limited, old-fashioned and repetitive robot beat'em-up. ★★

## METAL MUTANT

Silmaris £25.99  
AP5 Availability: 5/10.  
A simple concept (exploration, fighting and puzzle solving) which works well, and has a perfect difficulty curve. A middle-of-the-road game, which achieves what it sets out to do, but doesn't really astound. ★★

## METROPOLIS

Mastertronic £19.99  
BAP Availability: 5/10.  
Hideous-looking arcade adventure with the usual bizarre plot concerning lost master tapes and gloomy cities. It's sort of intriguing for a little bit but not really for very long. In the end, in fact, it all gets a bit tedious. ★

## MIAMI CHASE

Code Masters £7.99  
AP2 Availability: 7/10.  
Drive around city streets (viewed from overhead) and take out the bad guys by shooting and ramming them off the road. A mad fun classic that succeeds because of simplicity and sheer professionalism. ★★

## MICROPROSE GOLF

MicroProse £34.99  
AP11 Availability: Drive a round to

find it. Art.

Looks wonderful, and just about every conceivable variation of golf is covered. It can be a bit uninvolved, and the graphical 'fog' is unfortunate and disappointing. A great golf game which just fails to match up to the standard set by PGA Tour. ★★

## MIDNIGHT RESISTANCE

The Hit Squad £7.99  
AP14 Availability: 7/10.  
Well-balanced gameplay with a smooth difficulty curve makes it stand out from a hundred similar coin-op conversions. Actually more playable than the arcade original. ★★

## MIDWINTER

Rainbird £24.99  
BAP Availability: Try getting it second hand.  
As vast as something that is very vast indeed, with loads of strategy bits, and some very nice 3D indeed. Lords Of Midnight comes up to date, but loses a lot of its style. ★★

## MIG-29

Domark £29.99  
BAP Availability: 6/10.  
Only five missions, with little in the way of excitement. Brave, but ultimately too techie and lacking in action for most Amiga owners. ★★

## MIG-29M SUPER FULCRUM

Domark £39.99  
AP7 Availability: 7/10.  
For the serious minded flight sim fans, MIG29M offers a superior trip, which manages to avoid cloning its predecessor, although it's way short of its competitors in areas such as ground detail and action. Also on Head To Head compilation. ★★

## MIG-29 SOVIET FIGHTER

Code Masters £7.99 (on Quattro Fighters compilation)  
AP11 Availability: 7/10.  
Afterburner clone, which is to say that you're piloting a plane which flies into the screen and shoots at lots of other planes and stuff. ★★

## MINDBENDER

GBH £7.99  
AP11 Availability: 6/10.  
Like Deflektor, you control a beam of light which emanates from a fixed point on screen and is reflected around by mirrors, which you can rotate in place to alter the beam's path. Good fun, but doubtful whether it'll sustain your interest. ★★

## MOEBIUS

MicroProse £24.99  
BAP Availability: 4/10.  
An Oriental RPG that nearly makes it. Not too bad, really. ★★

## MONKEY ISLAND 2

US Gold £37.99



AP15 Availability: Still hanging around. A worthy sequel - and to be a worthy sequel to the excellent Monkey Island takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained. ★★

## MONOPOLY

Leisure Genius £19.99  
AP3 Availability: 3/10.  
A faithful version of the classic (to say the least) board-game, but who the hell wants to play a board-game on their computer anyway? Competently done, but arguably pointless. ★★

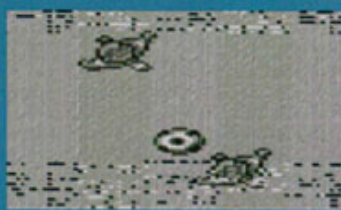
## MONSTER BUSINESS

Eclipse £19.99  
AP6 Availability: 6/10.  
Tons of character and classically simple Dig Dug-meets-Snow Bros gameplay make this endless fun for nostalgic arcade fans. ★★

## THE BEFORE THEY GOT FAMOUS AWARD

### MICROPROSE SOCCER

MicroProse £24.95  
BAP Availability: Still in the back of some nets.  
Average overhead-view football game with the added bonus of being able to play indoor six-a-side, US style. Alright, but not in the same league as Sensible Soccer. ★★



### MIGHT AND MAGIC III

New World Computing £35.99  
AP16 Availability: 6/10.  
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. The sound and animation aren't up to much but they never are. ★★

### MIGHTY BOMB JACK

Elite £24.99  
BAP Availability: 3/10.  
Sprawling levels lose the original's frantic urgency. A disaster. ★

### MILLE MIGLIA

Silmaris £25.99  
AP15 Availability: 3/10.  
A slow, mellow, vintage car-style driving game dressed up in authenticity and nostalgia. ★★

### MONTY PYTHON'S FLYING CIRCUS

Virgin Mastertronic £9.99  
BAP Availability: 4/10.  
Some genuinely funny humour, captures the style of the TV show without just rehashing it. The slightly Mario-ish gameplay makes it still fun after you've seen all the jokes. ★★

### MOONBASE

Mindscape £35.99  
AP4 Availability: 5/10.  
Entertaining and addictive game in the best Sim City tradition, but fairly short-term entertainment. ★★

### MOONMIST

Mastertronic £9.99  
BAP Availability: 7/10.  
Up to Infocom's usual (but text only)

standards. Also on Lost Treasures compilation. ★★

## MOONSHINE RACERS

Millennium £24.99  
AP1 Availability: Poor.  
Slow, graphically horrible and totally derivative. Almost as bad as Amiga Chase HQ, and you've got to admit that's pretty damn bad. ★

## MOONSTONE

Mindscape £30.99  
AP9 Availability: 7/10.  
Atmospheric visuals and sound effects create a spooky game world in which there's not enough of anything. Awkward disk accessing breaks the flow of the game too. ★★

## MOONWALKER

Kixx £7.99  
BAP Availability: More prominent than Michael's nose.  
Abysmal graphics, monumentally tedious gameplay, generally crap everything. ★

## MORTVILLE MANOR

Kylkhor Creation/Lankhor £24.95  
BAP Availability: 2/10.  
Adventure game with loads of crazy French accents. It's getting on a bit, to tell the truth. ★★

## MOTORHEAD

Virgin £15.99  
AP21 Availability: 7/10.  
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat'em-up, and it's not particularly original, but it's professional and fun. ★★

## MOUSETRAP

Prism £2.99  
AP3 Availability: 7/10.  
A fun little platform game very much in the tradition of Manic Miner, it's simple to play but tough to beat. Technically useless but challenging and fun all the same. ★★

## MR DO RUN RUN

Electrocoin £14.99  
BAP Availability: 0/10.  
Totally addictive conversion of an arcade toughie from way back. Old-fashioned gameplay from the days when you couldn't bury crap underneath a load of pretty graphics and hype. ★★

## MR HELI

Firebird £24.99  
BAP Availability: 5/10.  
Multi-directional scrolling shoot'em-up converted from the Irem arcade game. This is not in the same league as Irem's R-Type though, (partly due to not being a very good conversion) and will have you bored sooner rather than later. ★★

## MUDS

Rainbow Arts £24.99  
BAP Availability: 2/10.  
Do we really need another rugby/basketball/ violence-based future sport? Giving everything silly names doesn't make this game different to the dozen others it's just the same as. ★★

## THE MUNSTERS

Again Again £19.95  
BAP Availability: You must be kidding.  
3D moving sprites as well as platform backdrops lovingly adapted and coloured from the original TV series. Not much of a game, though. ★★

## MURDER

US Gold £24.99  
BAP Availability: 3/10.  
Highly atmospheric black-and-white look, but repetitive. If you've got plenty of patience, it's an absorbing brain-teaser. ★★

## MYSTICAL

Action Sixteen £9.99  
AP11 Availability: 5/10.  
Uninspired Gauntlet clone. Next! ★★

## MYTH

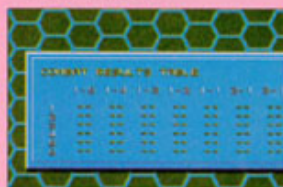
System 3 £25.99  
AP15 Availability: 7/10.  
System 3 get an 'A' for effort. Myth is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth or playability, and some of the puzzle logic is crazy. ★★

## 'NAM

Domark £24.95  
AP1 Availability: 4/10.  
Heavily researched, convincing and (dirty word alert!) educational strategic war game. Political as well as tactical decision making gives a new dimension to war games. ★★

## NAPOLEON 1

Internecc £29.99



AP11 Availability: Small.  
Historically accurate and all that kind of stuff - Boney fanatics will love it but everyone else will be left completely cold. There's no attempt made to make the game accessible, it's purely for those who already know they're going to buy it. ★★

## NARC

The Hit Squad £7.99  
AP18 Availability: 8/10.  
Great blood-spattering action, but not much else. Very dodgy on the playability front (not to say morally). Limited, and a poor conversion. ★★

## NARCO POLICE

GBH £7.99  
AP17 Availability: 7/10.  
Computer takes a 'creative' attitude towards obeying control commands. Loud and action-packed Xybots-y blaster for expert commandos. ★★

## NAVY MOVES

The Hit Squad £7.99  
AP17 Availability: 6/10.  
Irritatingly difficult Moon Patrol-type auto-scrolling sea-minefield kind of scenario, followed by a shabby platform/puzzle game section. The rewards aren't worth the effort. ★

## NAVY SEALS

Ocean £25.39  
AP4 Availability: 6/10.  
Quite good fun in a mindless arcade platform runaround sort of way. Technically unimpressive (to say the least), and there's very little to it. ★★

## NEBULUS 2 - POGO A-GO-GO

21st Century Entertainment £25.99  
AP5 Availability: 6/10.  
The winning formula of the original is at the core of the game, but the addition of power-ups ruins the



beautiful simplicity which made the first such a classic. ★★★

## NECROMOM

Line1 £25.99  
AP9 Availability: 5/10.  
Behind all the technical boasting lies a groovy little R-Type-ish blaster that's impossible without autofire. ★★★★

## NETHERWORLD

Hewson £19.95  
BAP Availability: 2/10.  
Conversion of eight bit blaster that really shifts in the firepower department despite a fairly standard scenario. ★★★

## NEUROMANCER

Electronic Arts £24.99  
BAP Availability: 3/10.  
None of the atmosphere of the book. Another patchy American stodge. ★★

## THE NEVERENDING STORY II

Line1 £25.99



AP10 Availability: 4/10.  
There're several sub-games for your money, and the licence is ideal subject material. Unfortunately this is a really dire attempt. Avoid. ★★

## NEW YORK WARRIORS

Virgin £19.99  
BAP Availability: 4/10.  
Yet another Ikari Warriors rip. You can buy much better, cheaper. ★

## THE NEW ZEALAND STORY

The Hit Squad £7.99  
BAP Availability: 7/10.  
One of the most challenging and addictive arcade games you've ever likely to play. A must buy. Also available as part of the Rainbow Collection. ★★★★★

## NICK FALDO'S GOLF

Grandslam £34.99  
AP22 Availability: 9/10.  
Fast, pretty and enormously satisfying to play, this is the best golf game for your Amiga, with only PGA Tour Golf to challenge it. There's a very accurate golf feel to it which will please fans of the game but not deter others - you'll love it. ★★★★★

## NICKY BOOM

Microids £25.99  
AP21 Availability: 7/10.  
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored. ★★

## NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin £29.99  
AP 21 Availability: Tache-tastic.  
It's a racing game, and no better or worse than many others on the market today. Not as good as Vroom by a long chalk. ★★★

## NIGHTBREED

The Hit Squad £7.99  
AP17 Availability: 6/10.  
A walking-around-killing-things game of massively average qualities. Nothing to particularly recommend it. ★★

## NIGHTBREED: THE INTERACTIVE MOVIE

Ocean £24.99  
BAP Availability: 3/10.  
Really horrible adventure-ish thing with tons of disk swapping that isn't nearly worth the effort for the superficial game. ★

## NIGHT SHIFT

Lucasfilm £24.99  
BAP Availability: Getting a bit harder to spot these days.  
Graphically innovative and full of character arcade puzzle game. A few instructions would work wonders, but the game's overwhelming charm pulls it through. ★★★

## NINE LIVES

ARC £24.99  
BAP Availability: 2/10.  
Cute and inventive platform fun, but tougher than Mike Tyson in a suit of armour. With a bazooka. ★★★

## NINJA COLLECTION

Ocean £19.99  
API COMP Availability: 6/10.  
Bad Dudes Vs Dragonninja, Double Dragon, Shadow Warriors. ★

## NINJA REMIX

System 3 £24.99  
BAP Availability: 3/10.  
Closer to what Last Ninja 2 should have been. Extremely high-quality graphics hiding a near-terminal lack of gameplay. Also available as part of the Premier Collection. ★★

## NINJA SPIRIT

Activision £24.99  
BAP Availability: 2/10.  
Fast and violent arcade conversion with no imagination or sparkle. Awful disk accessing problems. Crap. ★

## NINJA WARRIORS

Virgin £19.99  
BAP Availability: 6/10.  
Novel 'Cinemascope'-esque screen layout and the dynamic loading system is a boon but doesn't get rid of irritating swapping. Extremely repetitive action palls quickly, and the gameplay is too limited to hold the attention for any length of time. ★★

## NITRO

Psygnosis £24.99  
BAP Availability: 6/10.  
Groovy graphics, smooth scrolling, excellent car-handling in this Hot Rod clone. A practically infinite-credit system means the game has little sense of urgency, and you have to guess the course on later levels. Fun in one player mode too. ★★★

## NODDY'S PLAYTIME

Jumping Bean Company £24.99  
AP 21 Availability: Nice.  
A children's game which parents will enjoy too, it's easy to play and gives lots of learning opportunities. Lots of disk swapping makes it hard for kids

to play on their own, but it's professionally done. ★★★

## NO GREATER GLORY

US Gold £34.99  
BAP Availability: 4/10.  
No greater wargame - not. Try The Perfect General instead. ★★

## NORTH AND SOUTH

Action Sixteen £7.99  
AP2 Availability: Not bad, even after all this time.  
Hilarious French slant on the simplest sort of strategy game. It really is a joy to play. Very odd and (in the two player mode) unmissable. ★★★★★

## NO SECOND PRIZE

Thalion £25.99  
AP19 Availability: 9/10.  
Red Zone the way it should have been done - this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot. Very nice. ★★★★★

## NUCLEAR WAR

US Gold £19.99  
BAP Availability: 2/10.  
Interesting cross between Risk and Dictator that's in dubious taste. Very limited game, not really saved by the humour. ★

## OBITUS

Psygnosis £34.99  
AP 11 Availability: Who cares, eh?  
Just a dull, boring Dungeon Master rip-off. And it's over-priced. ★

## OBLITERATOR

Psygnosis £24.95  
BAP Availability: 6/10.  
An infuriating icon-driven arcade adventure with appalling collision detection that'll drive you potty. ★

## OH NO! MORE LEMMINGS!

Psygnosis £25.99  
(or £19.99 as an add-on for the original)  
AP9 Availability: 7/10.  
The same classic game it always was, but where's the imagination that gave Lemmings its character in the first place? A missed opportunity, but still a brilliant game. Also available in the Lemmings Double Pack. ★★★★★

## OGRE

Origin Systems £24.95  
BAP Availability: 1/10.  
A rather bizarre computerised wargame that looks significantly less interesting than a real dice and models wargame. ★★

## OIL IMPERIUM

Reline £24.99  
BAP Availability: 4/10.  
A one-to-four player game based on the glamorous life of an oil company tycoon. Short term fun only. ★★

## OMEGA

Mindscape £29.99

BAP Availability: 3/10.

This is one for puzzlers and problem solvers. It's your job to design and test neural cybertanks, which you then put into action. Compulsive, although let down by the presentation. ★★

## ONSLAUGHT

Hewson £24.99  
BAP Availability: 4/10.  
Lovely sound and music, lots of depth. Very confusing graphics and gameplay, and the main sequences are technically below the level of your average budget game. ★★

## OOOPS UP

Demonware £24.95  
BAP Availability: 5/10.  
Arcade fun in the Pang, er, 'tradition' that's colossally inferior to the real thing. The excellent sampled music isn't enough to save this bare-faced rip-off. ★★

## OPERATION COM-BAT

Merit Software £25.99  
AP16 Availability: Not widely available.  
It's a wargame and it's not very good. Okay? ★

## OPERATION NEPTUNE

Infogrames £24.95  
BAP Availability: 2/10.  
Sub-aquatic seek-and-destroy shoot-'em-up involving four distinct missions. Not enough to engross you time after time. ★★

## OPERATION STEALTH

Delphine £24.99  
BAP Availability: 6/10.  
More of a James Bond feel than any official James Bond game. Not too much disk taffing about either (which makes a change). Reasonably friendly to operate and an immense challenge. ★★★★★

## OPERATION THUNDERBOLT

Ocean £24.99  
BAP Availability: 6/10.  
Utterly mindless genocidal slaughterfest; perhaps the best Op Wolf style game to date. Everything you could expect a conversion of Operation Thunderbolt to be. ★★

## OPERATION WOLF

The Hit Squad £7.99  
AP1 Availability: 7/10.  
Conversion of the classic arcade shooting gallery game which basically involves shooting just about everything in sight. Sufficiently similar to the coin-op to do it justice. ★★

## ORIENTAL GAMES

MicroStyle £24.99  
BAP Availability: 3/10.  
Joystick editor makes fighting user-friendly, but so out-of-date it is/isn't (delete according to current trends) wearing flares. Also available as part of Magnum: The Compilation. ★★

## ORK

Psygnosis £25.99  
AP12 Availability: 7/10.  
This isn't a more complicated and less zappy version of The Killing Game Show at all - not! Also available with the Mega Mix compilation. ★★

## OUTLANDS

Pandora £19.95  
BAP Availability: 2/10.  
Vertically scrolling shoot-'em-up with brilliant scrolling backdrops and additional bolt on weaponry. Still pretty standard stuff though. ★★

## OUTRUN

Kiwx £9.99



BAP Availability: 4/10.  
A dog of a conversion. ★

## OUTRUN EUROPA

US Gold £24.95  
AP7 Availability: 5/10.  
A vast improvement on earlier OutRun games, the use of different vehicles adding spice. The driving feel isn't as good as it might have been, though, and the levels aren't sufficiently different. ★★★★★

## OVERLANDER

Elite £19.99  
BAP Availability: You'll be lucky to see one of these. Ah, we remember the days. When I was a lad. Etc. Better than the official Road Blasters conversion, but way too easy. ★★

## PACIFIC ISLANDS

Empire £29.99  
AP13 Availability: 8/10.  
Brilliantly exciting and tense tank sim that improves over its predecessor Team Yankee by a factor of four. A little complex for the arcade junkie, but fab all the same. ★★★★★

## PALADIN II

Impressions £29.99  
AP19 Availability: 6/10.  
A strategy/RPG that's reasonably playable, but when you get into it you discover it's got no real substance whatsoever. Still, the construction kit extends the life a little bit. ★★

## PANDORA

Frebird £19.95  
BAP Availability: 1/10.  
A game that features the alien from John Carpenter's Dark Star can't be all that bad can it? Not really, but apart from that and the amusing cartoon-cloud light sequences, there's not much hook appeal to this arcade adventure. ★★

## PANG

The Hit Squad £7.99  
AP17 Availability: 8/10.  
A perfect arcade conversion; novel two player mode and heaps of addictiveness make it the last word in cute games. ★★★★★

## PANZER BATTLES

Strategic Studies Group £25.99  
AP12 Availability: 3/10.  
Quite a bright and colourful wargame, but the icon system is terrible. ★★

## PAPERBOY

Elite £19.99  
BAP Availability: 1/10.  
This one's only fairly crap, unlike Paperboy 2. ★

## PAPERBOY 2

Mindscape £25.99  
AP17 Availability: It's still doing the rounds.  
If you want to be a paperboy, get a job delivering papers. ★

## PARADROID 90

Hewson £24.99  
BAP Availability: Rare - buy one if you get the chance.

## THE STANDS THE TEST OF TIME AWARD

### NEBULUS

Hewson £19.99  
BAP Availability: 5/10.

Truly innovative gameplay and graphics which wouldn't look out of place in an arcade. The climb up/fall down routine makes it almost too addictive for safety. Classically simple design makes for a game that won't let go once it gets its hooks into you (which will be about two minutes after you pick it up). ★★★★★



Nothing compares to *Paradroid*. A seven year old game idea, and it still wears the floor with most of the competition. ★★★★★

## PEGASUS

Gremlin £25.99



AP8 Availability: 6/10.

Two different genres for your money – Rastan-type slasher and R-Type-ish shoot'em-up. Neither game style is very well executed, making it unexciting and generally lacking in character. ★★★

## THE PERFECT GENERAL

Ubi Soft £34.99

AP16 Availability: 6/10.

Just when you thought it was safe to generalise about war games being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other. ★★★

## PETER BEARDSLEY'S FOOTBALL

Grandslam £19.99 (on Grandslam Collection)

BAP Availability: 7/10.

Another appalling football game, this time with a sideways view. ★

## PGA TOUR GOLF

Electronic Arts £24.99

AP1 Availability: 6/10.

Excellent presentation, comprehensive, and easy as pie to get into, but there's a limited amount of scope to any golf game. Also available in the *Sports Masters* compilation. ★★★★★

## PGA TOUR GOLF COURSE DISK

Electronic Arts £14.99

AP11 Availability: 6/10.

Three new courses for one of the best golf games ever. If you like the game, then it's a must otherwise you're wasting your money. ★★★

## PHANTASM

Prism £2.99

BAP Availability: 6/10.

Nothing to do with the movie of the same name. We're not sure if that's a good or bad thing. ★★

## PHOBIA

Image Works £24.99

BAP Availability: Dead and buried.

Run-of-the-mill horizontally scrolling shoot'em-up. ★★

## PHOTON STORM

ARC £24.99

BAP Availability: 5/10.

Incredibly frantic blasting experience, but not really one to buy if you want to show off your shiny new Amiga's snazzy graphics. Inspired by but not as good as, *Williams'* awesome *Sinistar*. ★★★★★

## PICK'N'PILE

Ubi Soft £19.99

BAP Availability: 5/10.

Fascinating mix of *Puzznic* and *Boulder Dash*, but there's not enough variation to sustain it for long. ★★

## PINBALL DREAMS

21st Century Entertainment £25.99

AP12 Availability: 5/10.

'But it's only a pinball game'. Yeah, and a Ferrari F40's only a car, but what the hell's that got to do with anything? Gorgeous. ★★★★★

## PINBALL WIZARD

Anco £19.95

BAP Availability: 2/10.

The only reason to play this one is to see how impressive modern pinball games have become. Well, that's a bit mean, but this looks so left-behind by *Dreams* and *Fantasies*, you won't believe it. ★★

## PINK PANTHER

Gremlin £19.99

BAP Availability: 3/10.

A rather tedious arcade adventure starring everyone's favourite big cat (well, some people prefer Clarence the Lion but there's never been a *Daktari* computer game). Doesn't use the Amiga's graphics or sound potential at all well. ★★

## PIPE MANIA

Empire £9.99

AP22 Availability: 5/10

Very original, slightly abstract, and deceptively fast-moving for a puzzle game, it either hooks you from minute one, or goes completely over your head. Also available on the *Award Winners* compilation. ★★★★★

## PIRACY

ICE £29.99

AP23 Availability: 7/10.

Trading game with crap beat'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth, and generally nothing you'd really want to spend any amount of time playing. ★

## PIRATES

MicroProse £24.95

BAP Availability: 4/10.

More addictive than this kind of game usually is. Needs more depth. ★★

## PIT-FIGHTER

Domark £24.99

AP7 Availability: 5/10.

The 3D effect and digitised sprites aren't entirely convincing, and gameplay is very shallow, resulting in a close-ish conversion of a pretty thin arcade game. Also available on the *Super Fighters* compilation. ★

## THE PLAGUE

Software Business £19.99

BAP Availability: Bleak.

Lovely pictures with crap sound and frustrating gameplay. Not quite extremely awful, but getting there. ★

## PLANETFALL

Mastertronic £9.99

BAP Availability: 7/10.

One of Infocom's earlier sci-fi adventures. Great. Also on the *Lost Treasures* compilation. ★★★★★

## PLAN NINE FROM OUTER SPACE

Gremlin £34.99

AP18 Availability: 7/10.

Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. ★

## PLATOON

Hit Squad £7.99

Availability: 6/10.

Subtitled *The Lost Patrol*, it's not as bad as you'd expect. ★★

## PLAYER MANAGER

Anco £19.95

BAP Availability: 5/10.

Excellent mix of football playing and management, but bugged to hell. It's got all the faults of *Kick Off* and some more besides. When it works, quite good. ★★

## PLOTTING

Ocean £24.99

## THE GURT LUSH MINT JAM AWARD

### PINBALL FANTASIES

21st Century Entertainment £29.99

AP19 Availability: 5/10.

More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★



BAP Availability: 7/10.

A puzzler with cute graphics that gets samey after a while. A charming little game, but eventually dull. ★★

### POLICE QUEST 2

Sierra £34.95

BAP Availability: 5/10.

It's such a realistic sim that half the game is form-filling. Too much like a tedious day at the office. ★★

### POOL

Virgin £25.99

AP19 Availability: 9/10.

The follow up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you haven't then get this instead. ★★★★★

### POOLS OF DARKNESS

US Gold £30.99

AP14 Availability: 5/10.

A next to useless bog standard RPG. Could put newcomers off for life. ★

### POOLS OF RADIANCE

US Gold £30.99

AP14 Availability: 6/10.

Go for *Eye Of The Beholder 2*, you know it makes sense. ★

### POPEYE 2

Alternative £7.99

AP17 Availability: 7/10.

A character-packed rehash of *Donkey Kong* that's taxing enough to give you hours of fun before the repetitiveness gets to you. ★★★

### POPULOUS

Electronic Arts £24.99

BAP Availability: 7/10.

Totally unique gameplay and smooth 3D isometric graphics add up to a game with depth and sparkle. An essential for all open-minded Amiga owners. Also available on the *Award Winners*, *Strategy Masters* and *Fantastic Worlds* collections. ★★★★★

### POPULOUS WORLD EDITOR

Electronic Arts £14.99

AP10 Availability: 5/10.

The ability to customise the classic *Populous* game – as far as editors go, this one does the job well enough. ★★

### POPULOUS II

Electronic Arts £29.99

AP8 Availability: 8/10.

An absolutely wonderful game, the only flaw in which is the similarity to its predecessor. If you didn't buy *Populous*, though, don't ven think about missing this. ★★★★★

### POPULOUS II: THE CHALLENGE GAMES

Electronic Arts £14.99

AP 21 Availability: 7/10.

Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. ★★

### POW

US Action £29.95

BAP Availability: 2/10.

One of the better *Op Wolf* games around, where South American recruits die in their thousands for your interest and enjoyment. ★★★

### THE POWER

Demonware £7.99

AP23 Availability: Powerfully good. Heaps of levels and a screen designer keep lasting appeal up, and the music is excellent. It's a touch derivative though, and lacks that indefinable something that makes a puzzle game great. ★★★

### POWER DRIFT

Hit Squad £7.99

AP9 Availability: 7/10.

Has all the tracks, characters, and secret features of the arcade original, but the graphics can get very confusing, and the gameplay isn't really up to much. ★★

### POWERDROME

Electronic Arts £14.99

BAP Availability: 3/10.

Fun and occasionally breathtaking 3D hover-race game, complete with pit stops and craft looking a bit like *Cylon Fighters*. ★★

### POWERMONGER

Electronic Arts £29.99

BAP Availability: 7/10.

The brave new face of wargames which looks suspiciously like *Populous*. Despite these similarities, *Powermonger* really is an excellent game in its own right. ★★

### POWERMONGER: WW1 EDITION

Electronic Arts £14.99

AP12 Availability: 6/10.

Gives the original game a shot of much-needed character, but beyond that it doesn't really add anything to the original. ★★

### POWERPLAY

Arcana £19.95

BAP Availability: 3/10.

Novel approach to the pub quiz genre,

with Greek gods wandering around a board taking each other as and when you answer correctly. ★★

### PP HAMMER AND HIS PNEUMATIC WEAPON

Demonware £25.53

AP3 Availability: 7/10.

Nicely old-fashioned platform action. Plenty of scope for double entendres too, but annoying niggles and a tendency towards over-complication spoil it a bit. Good, but it could easily have been a lot better. ★★★

### PREDATOR

Hit Squad £7.99



AP3 Availability: 7/10

A straightforward horizontally scrolling shoot'em up, distinguished only by some wonderfully atmospheric sound. Sadly lacking in gameplay. ★

### PREDATOR 2

Image Works £25.99

AP2 Availability: 4/10.

Dull film tie-in that's not very filmy, but suspiciously like *Operation Wolf*. Not varied enough to be interesting. ★★

### A PREHISTORIC TALE

Thalion £24.99

BAP Availability: 3/10.

80 levels of rather tedious egg collecting in this basic platform and ladders game. ★

### PREHISTORIK

Titus £25.53

AP3 Availability: 4/10.

Similar, but suffers in comparison, to *Toki* and *Chuck Rock*. Instantly likeable game, but it's not really an essential purchase. ★★★

### PREMIERE

Core Design £30.99

AP17 Availability: 8/10.

At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. ★★★★★

### PREMIER COLLECTION

System 3 £24.99

AP4 COMP Availability: 5/10.

*Ninja Remix*, *Ik+*, *Flimbo's Quest*, *Tusker*. ★★

### PREMIER MANAGER

Gremlin £25.99

AP22 Availability: Footy-tastic.

Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process. ★★★★★

### PRINCE OF PERSIA

The Hit Squad £7.99

AP21 Availability: 7/10.

Phenomenal animation, loads of atmosphere and some good old-fashioned gameplay. Control is initially tricky, and getting sent to the start of a level every time you die is always annoying. Technically stunning and great fun at the same time. ★★★★★



## PROFLIGHT

Hi Soft £39.95  
AP4 Availability: 4/10.  
Terrifyingly accurate - possibly the most accurate flight simulator ever. Miles too realistic to be any fun to play. Still, it's less expensive than a real flying lesson. ★★

## PROJECTYLE

Electronic Arts £9.99  
AP3 Availability: 6/10.  
Incredibly fast action, lots of depth if you want it and terrifyingly competitive in multi-player mode. ★★★

## PROJECT X

Team 17 £25.99



AP13 Availability: 7/10.  
We thought this was going to be a contender for best shoot-'em-up ever, but we were wrong. Slick and brash and arcadey, but also dramatically under-playtested. ★★★

## PROSPECTOR IN THE MAZES OF XOR

Prism £2.99  
AP7 Availability: 7/10.  
Boulder Dash style maze puzzler. ★★

## PROPHECY

Mirage £25.99  
AP17 Availability: it WILL be in your local shop.  
Very, very like Super Wonder Boy only not as good. ★

## PROTECTOR

Prism £2.99  
AP3 Availability: 7/10.  
This has to be the worst Defender clone of all time. ★

## PRO TENNIS TOUR

The Hit Squad £7.99  
AP17 Availability: 6/10.  
If only you got to hit the ball more, then this would be excellent. As it is, you'd need a lifetime of practice to sort out the control system. Available in the Grandstand Collection. ★★

## PRO TENNIS TOUR 2

Ubi Soft £24.99  
BAP Availability: 6/10.  
Possibly the most realistic sports sim to grace the Amiga, with features galore, so if you hate the real thing, you won't go for this. ★★★★★

## PSYBORG

Loricel £25.99  
AP14 Availability: Try picking it up cheap from your local.  
Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin. ★★

## PUFFY'S SAGA

The Hit Squad £7.99  
AP17 Availability: 6/10.  
Dated looking mazy-collect-and-shoot-'em-up that's fun to play in parts, but that's annoying and jerky at times. ★★

## PURSUIT TO EARTH

Exocet £19.95  
BAP Availability: 1/10.  
Reminiscent of arcade classic Gyruss, but completely crap. ★

## PUSHOVER

Ocean £25.99  
AP14 Availability: 7/10.  
Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-topping game on the Amiga, though. ★★★★★

## PUTTY

System 3 £25.99  
AP18 Availability: 8/10.  
One of the Amiga's most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around, even if it won't take you very long to finish it. ★★★★★

## PUZZNIC

The Hit Squad £7.99  
AP15 Availability: 9/10.  
Classically simple and very addictive, not to mention original, but it's infuriatingly tough on later levels. Don't be put off by the useless graphics, this is a wonderful brain teaser. ★★★★★

## PYRAMAX

ARC £19.99  
BAP Availability: 3/10.  
The 'Generation Game' conveyor-belt screen is funny, but that's about it. Don't waste your time. ★

## QUADRALION

Prism £2.99  
BAP Availability: 6/10.  
Strangely strange thing, originally from the same software house as the very odd Xor. ★★

## QUATTRO FIGHTERS

Code Masters £7.99  
AP 11 COMP Availability: Okay.  
Mig 29 Soviet Fighter, Kamikaze, SAS Combat Simulator, Guardian Angel. ★★

## QUADREL

Loricel £24.99  
AP1 Availability: 4/10.  
Dull to play, this is one of the least appealing puzzlers ever. Buy some graph paper and coloured pens. ★

## QUANTOX

Prism £2.99  
AP3 Availability: 7/10.  
Dead simple shoot 'em up with lots of little bonus games to halt the repetition. Original, fun, and thoroughly cheap. ★★

## QUEST FOR GLORY II - TRIAL BY FIRE

Sierra £40.85  
AP2 Availability: 4/10.  
Incompetently programmed, dreadfully-designed, staggeringly-overpriced trash. Avoid. ★

## QUEST OF AGRAVAIN

Code Masters £7.99  
AP16 Availability: 6/10.  
Dull platform romp featuring a cute knight and lots of mediocre gameplay in this formula Codie game. ★

## RACE DRIVIN'

Domark £25.99  
AP13 Availability: 6/10.  
A better effort than Domark's original Hard Drivin' conversion, but still uncomfortably prone to wildly over-sensitive control. Still, if you liked the arcade game you'll etc. ★★

## RAGNAROK

Mirage £34.99  
AP23 Availability: 8/10.  
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the price tag. ★★

## RAILROAD TYCOON

MicroProse £29.99  
AP1 Availability: 5/10.  
Very slow to get into (and very slow even when you do get into it). If you've got a lot of time to invest in it, well worth a look. Sim City is still the better of the two, though. ★★

## RAINBOW COLLECTION

Addicted to Fun £19.99  
AP6 COMP Availability: 8/10.  
Rainbow Islands, Bubble Bobble, New Zealand Story. ★★★★★

## RAINBOW ISLANDS

The Hit Squad £7.99  
AP15 Availability: 9/10.  
Incomparably playable, massively cute. If Winona Ryder was an Amiga game she'd be Rainbow Islands. Not actually a flawless conversion of the coin-op (no simultaneous two-player mode for example), but who cares? The best. Available in Rainbow Collection. ★★★★★

## RALLY CROSS CHALLENGE

Anco £19.95  
BAP Availability: 3/10.  
Well-programmed Super Sprint clone that's great fun with multiple players. One of the best in the field. ★★

## RAMBO III

Hit Squad £7.99  
AP4 Availability: 6/10.  
Worse than the movie, and that's saying something. ★

## RAMPAGE

Activision £24.99  
BAP Availability: Rare.  
Converted from the arcade game where you and two pals get to trash cities and eat innocent people in your guises as huge, Godzilla-esque monsters. A good larf while it lasts, but very little fun for one player. ★★

## RAMPART

Domark £25.99  
AP 21 Availability: Building up.  
Great fun in the two player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

## RANX

Ubi Soft £24.99  
BAP Availability: 4/10.  
Brilliantly presented but ultimately limited comic strip beat-'em-up. ★★

## RBI TWO BASEBALL

Hit Squad £9.99  
AP4 Availability: 8/10.  
Excellent simulation of baseball, and beautifully presented to boot, though not all that hot on lasting appeal. Very good, but a bit limited, and not quite a classic. ★★

## REALMS

Virgin £29.99

AP9 Availability: 6/10.  
An interesting and slickly presented variation on the Kingdoms theme. The great battle sequences really make the game but there tends to be just too much routine realm-keeping. Also available in the Fantastic Worlds compilation. ★★★★★

## RED BARON

Dynamix £34.99  
AP12 Availability: 4/10.  
On a few thousand quid's worth of PC kit this is a reasonably exciting WW1 flight sim. On the Amiga it's one of the crappiest bits of crappy old crap there's ever been. Only for those of you who find snails thrillingly fast. ★

## RED HEAT

Hit Squad £7.99  
AP6 Availability: 6/10.  
Duff sub-games compete with terrible controls for the worst feature in this dismal film tie-in. As for good points, there aren't any, and the only reason it's got one star is because we can't give less. ★

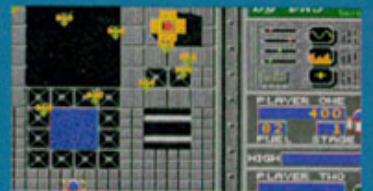
## RED STORM RISING

MicroProse £24.99  
BAP Availability: 4/10.  
Unbelievably realistic, the best of its kind, but with an almost total lack of moving graphics. ★★

## THE BARGAIN-TASTIC AWARD

### PLUTOS

Prism £2.99  
AP3 Availability: 5/10.  
In gameplay terms, this plays better than the legendary Xenon 2, being a vertically scrolling space blaster. Graphics are a bit duff though. ★★



## RED ZONE

Psygnosis £25.99  
AP19 Availability: 6/10.  
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss. ★★

## RENEGADE

Hit Squad £7.99  
AP12 Availability: 5/10.  
To call this a third rate Double Dragon would be slurring the name of third rate things everywhere. Avoid. ★

## RENEGADE LEGION INTERCEPTOR

SSI/US Gold £24.99  
AP 11 Availability: Poor.  
Military hardware a-go-go gives it instant RPG appeal, but the strategy isn't deep enough, and the action sequences are way out of date. ★

## RESOLUTION 101

GBH £7.99  
BAP Availability: 5/10.  
Extremely fast 3D Battlezone-ish shoot-'em-up, plenty to do with very basic graphics. Just a little bit too repetitive. ★★

## RETURN TO GENESIS

Firebird £19.95  
BAP Availability: 2/10.  
Aging horizontally scrolling shoot 'em up. Good if you want to relive your childhood. ★★

## REVELATION

Krisalis £19.99  
BAP Availability: Minimal.  
Neat idea - a puzzle game based on safe cracking, but it's too complex to just pick up and play - bad news for a puzzler. Not bad, but could have been better presented. ★★

## RICK DANGEROUS

Kixx £7.99  
AP9 Availability: 7/10.  
Repetitive and pretty darned tedious platform game, where death comes so quickly and unexpectedly that it's a total frustration thang. ★★

## RICK DANGEROUS 2

MicroStyle £24.99  
BAP Availability: 5/10.  
Action packed, immensely playable and better paced than Rick 1, but really not all that dissimilar, and still packed with far too much in the way of unforeseeable danger. ★★

## RISE OF THE DRAGON

Sierra £34.99  
AP7 Availability: 6/10.  
Atmospheric Blade Runner-style first-person adventure which combines digitised photos and comic-book presentation, though you really need a hard drive, and it's not the most complex adventure ever. Brave, different and involving. ★★

## RISK

Leisure Genius £19.99  
BAP Availability: 4/10.  
Very good translation of the board game, with loads of options, varying talented computer players, and the Amiga doing all the tedious calculations. It's just not as much fun as the little plastic armies on a proper board. ★★★★★

## RISKY WOODS

Electronic Arts £25.99  
AP15 Availability: 5/10.  
Lacking variation and depth, Risky Woods does compensate with plenty of frenzied, and atmospheric platform action. On a par with Leander, it's a good buy for fans of the genre, but by no means a must. ★★

## ROAD RASH

Electronic Arts £25.99  
AP19 Availability: 8/10.  
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thinness of the original game. Good fun, but very simplistic - you'd be a lot better off with Crazy Cars 3. ★★

## ROAD WARS

Melbourne House £9.99  
BAP Availability: 1/10.  
Essentially you travel along alien roads in a vehicle made from the bottom of a Subbuteo player and use your skill and lasers to try to keep the highways open. The control system is horrid, though, and the end result isn't all that appealing. ★

## ROBIN HOOD

Millennium £25.99



API Availability: Average.  
Witty and cheerful, making you love it almost in spite of itself, but the tiny graphics can get irritating, and there are lots of silly little quirks. ★★★★★

## ROBIN HOOD: LEGEND QUEST

Code Masters £7.99

AP20 Availability: 9/10.

Gods-rip-off arcade adventure with Maid Marion, tunnels, blah, blah, etc. Honestly, what's the point? Available on Super All Stars compilation. ★

## ROBIN SMITH'S INTERNATIONAL CRICKET

Challenge £25.99

AP5 Availability: 2/10.

Typically laughable graphics and lots of tables in this very average management game. Fine for the more forgiving cricket fan, but a waste of time for the rest of us. ★

## ROBOCOD

Millennium £24.99

AP7 Availability: 7/10.

Wit, console-style graphics and gameplay hide behind a barrage of visual jokes, though it could have been a little 'tighter'. More popular than it really deserves. ★★★★★

## ROBOCOP

Hit Squad £7.99

AP13 Availability: 7/10.

RoboCop moves tediously from left to right and shoots everything in his path. More like half-man, half-duff game, and very little to do with the movie. ★

## ROBOCOP 2

Ocean £7.99

AP22 Availability: 8/10.

Great graphics, generally excellent presentation, but let down by awkward controls and some infuriating gameplay traits. ★★

## ROBOCOP 3

Ocean £25.99

AP10 Availability: 7/10.

Impressive and deservedly a great success. Some of the best 3D driving and shoot-'em-up action yet, but although it's large, there isn't as much here as a good number of 3D games. ★★★★★

## ROBOSPORT

Ocean £29.99

AP 21 Availability: Mediumly average.

Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be. ★★

## ROBOZONE

Image Works £25.99

AP9 Availability: Low - thankfully.

Three totally different elements (Killing Game Show variant, Dungeon Master style sub-game, and R-Type-esque scroller) in one game none of which are done at all well. ★

## ROCKFORD

Melbourne House £19.99

BAP Availability: Ask your granny.

A Boulderdash-sequel puzzler involving the pushing around of blocks and the gathering of treasures within a set time limit. Not really anything about which to get too excited, but a nice and slick example of the genre. ★★

## ROCKET RANGER

Mirror Image £9.99

AP1 Availability: 2/10.

Good graphics in a game rendered unplayable by excessive disk swapping. Finding a game in here can seem a bit tricky sometimes. ★★

## ROGUE TROOPER

Krisalis £24.99

BAP Availability: 3/10.

Fairly entertaining arcade adventure with devious but logical puzzles and an excellent free collectors' comic. Unfortunately, you've only one life. A single mistake and you're all the way back to the start of the first level. (Aaarrrgh!) ★★

## ROLLING RONNY

Virgin £25.99

AP7 Availability: 4/10.

Cute, console-style graphics and easy-to-grasp platform gameplay give Ronny instant appeal, beneath which lies not very much at all. ★★

## ROLLING THUNDER

US Gold £24.99

BAP Availability: 5/10.

A pretty decent coin-op conversion of a horizontally scrolling platform shoot-'em-up thing. It's okay for a quick blast now and again but it doesn't really have much in the way of long-term appeal. ★★

## ROME AD 92

Millennium £25.99

AP19 Availability: 8/10.

This Robin Hood-ish strategy adventure's quite fun at first as the story unfolds and your quests start. If only a little more were happening it would be a cracking little adventure. ★★

## RORKE'S DRIFT

Impressions £19.99

BAP Availability: 2/10.

Authentic table-top wargame sim, with no sound, few options, and irritating gameplay. ★

## ROTOX

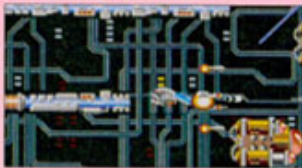
US Gold £24.99

BAP Availability: 2/10.

The Rotoscope graphics work very well. But the game itself doesn't. ★

## R-TYPE

Activision £19.95



BAP Availability: 3/10.  
Stunning game that they said couldn't get any better... until R-Type 2 came out. ★★★★★

## R-TYPE 2

Activision £25.99

AP4 Availability: Really quite good. 99 percent arcade-perfect, and a beautiful and addictive shoot-'em-up in its own right, but off-puttingly difficult, and a bit slow in places. ★★★★★

## RUBICON

21st Century Entertainment £25.99

AP13 Availability: 4/10.

Bland horizontally-scrolling shoot-'em-up, too far behind the pack to be really worth buying at this price. Nice weapons, though. ★★

## RUGBY COACH

D & H Games £24.99

AP10 Availability: 3/10.

It makes a change from football coach games, but it's not exactly drastically different from them. There's nothing fundamentally wrong with it, except that it's a management game. ★★

## RUGBY - THE WORLD CUP

Domark £25.99

AP8 Availability: 6/10.

Fast, slick and frenetic Kick Off-inspired action, and brilliant as a two-player game. It sacrifices a lot of realism in the quest for flowing play, though, like penalties for a start. An excellent rendition of the sport which puts playability before authenticity to great effect. ★★★★★

## THE RUNNING MAN

Grandslam £19.99 (on Grandslam Collection)

BAP Availability: 7/10.

Crap. Next. ★

## RUN THE GAUNTLET

Hit Squad £7.99

AP4 Availability: 6/10.

Shows its age in that the TV show that inspired it no longer exists. A multi-stage sports sim viewed from above, you'll have about as much fun playing it as an asthma sufferer with a didgeridoo. ★

## SABRE TEAM

Krisalis £25.99

AP19 Availability: 7/10.

Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be a really good Laser Squad-y wargame thing. If only it wasn't for that damned slowness. ★★

## SAFARI GUNS

Infogrames £19.99

BAP Availability: 1/10.

Operation Wolf without the violence. Sound like a bad idea? It is. ★

## SAINT AND GREAVSIE

Grandslam £19.99 (on Grandslam Collection)

BAP Availability: 7/10.

It's a quiz game. It's crap. ★

## SAMURAI: THE WAY OF THE WARRIOR

Impressions £29.99

AP14 Availability: 6/10.

Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninjas everywhere. ★★

## SARAKON

Virgin £19.99

AP5 Availability: 3/10.

Brilliant Shanghai-inspired gameplay make this a strategy classic, although slightly indistinct symbols can occasionally confuse matters. ★★★★★

## SAS COMBAT SIMULATOR

Code Masters £7.99

AP11 Availability: 7/10.

Passable Ikari Warriors clone, with a horizontally scrolling beat 'em up bit thrown in for good luck. Available on Quattro Fighters compilation. ★★

## SO CUTE YOU'LL PUKE AWARD

### RODLAND

Storm £25.99

AP1 Availability: 5/10.

A magnificent conversion that actually improves significantly on the original coin-op. Loveable and extremely addictive, you couldn't ask for a better platform arcade game. Too-cute-to-be-true graphics, wonderful presentation, a near-perfect arcade game in the traditional sense. ★★★★★



### SATAN

Dynamic £19.99

BAP Availability: 1/10.

Spookily similar to Black Tiger. The game that put the 'age' in 'average'. ★★

### SCOOBY-DOO AND SCRAPPY-DOO

Hi-Tec £7.99

AP8 Availability: 8/10.

All the best element of cutesy console platform classics come together to make this a joyful and magnificently entertaining game, and it's on budget too! Buy it, or spend the rest of your life crying. ★★★★★

### SCRAMBLE SPIRITS

Grandslam £19.99

BAP Availability: 2/10.

Dismal conversion of a bog-standard vertically-scrolling shoot-'em-up. ★

### SECONDS OUT

Prism £2.99

BAP Availability: 7/10.

Horrific boxing sim. Don't waste your three quid. ★

### THE SECRET OF MONKEY ISLAND

US Gold £25.99

AP2 Availability: 8/10.

Pleasing puzzles and great dollops of - oh yes! - genuinely witty humour come together to form something very glorious. An all-time classic. ★★★★★

### SECRET OF THE SILVER BLADES

US Gold £30.99

BAP Availability: 4/10.

More outdated RPGing, you should know which one to buy, by now. ★★

### SECOND FRONT

US Gold £30.64

BAP Availability: 4/10.

Accurate, but rather tedious looking wargame. ★★

### SENSIBLE SOCCER

Renegade £25.99



AP15 Availability: You can't avoid it. An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour - buy it! ★★★★★

### SENSIBLE SOCCER 92/93 SEASON

Renegade £25.99 stand alone/£3.95 upgrade

AP 21 Availability: It's everywhere. The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goal keepers are better and the teams' skill levels have been tweaked, making the game tougher. ★★★★★

### SEARCH FOR THE KING

Accolade £34.99

AP3 Availability: Pops up in Tesco's occasionally.

Superb Elvis gags and attention to detail mean graphic adventure fans will take to it immediately though there's still a long way to go before it competes with the likes of Monkey Island. ★★

### SECONDS OUT

Prism £2.99

AP3 Availability: 7/10.

Standard boxing game where you're transparent and (hopelessly) tougher than your opponent. Inoffensive, mindless, violent fun. ★★

### THE SENTINEL

Firebird £19.95

BAP Availability: A rare gem.

Avant-garde strategy game converted from the popular 8-bit version. It's all too strange to describe here, but if you like thinking, and can find it, it's definitely worth getting. ★★★★★

### SEYMOUR GOES TO HOLLYWOOD

Code Masters £7.99

AP19 Availability: 6/10.

Seymour, like Dizzy, appears in numerous ho-hum platform puzzler games, and this is just another one. Also available on the Cartoon Collection. ★★

### SHADOW DANCER

US Gold £25.99

AP2 Availability: 6/10.

A good conversion of a mediocre arcade game, sort of one Ninja and his dog, that's at best a bit of variation from your normal shuriken 'em up. ★★

### SHADOW OF THE BEAST

Sizzlers £9.99

AP13 Availability: 8/10.

Incredible graphics hide limited and dismal gameplay in this walk-about-and-kill-people game. ★★

### SHADOW OF THE BEAST II

Psychosis £34.95

BAP Availability: Beastly.

Jaw-dropping graphics, and, er, um... that's it. Your first few games will be shorter than the accessing pauses between them. £34.95? Get out of here! ★★



## SHADOW OF THE BEAST III

Psygnosis £29.99  
AP18 Availability: 7/10.  
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two Beast games and there's no free T-shirt (that's a big plus, by the way). ★★★

## SHADOW SORCERER

US Gold £27.99



AP8 Availability: 6/10.  
Very different to the usual SSI orcs-slashing fare with a disjointed plot and badly thought-out playing system that means it never really gets going. Neither as playable as *Hero Quest* or as hardcore as *Eye Of The Beholder*, *Shadow Sorcerer* falls uncomfortably between two stools. ★★

## SHADOW WARRIORS

Ocean £24.99  
BAP Availability: 3/10.  
Very tough and completely unrewarding. Available on the *Ninja Collection*. ★

## SHADOWLANDS

Domark £29.99  
AP11 Availability: 6/10.  
Lovely 3D isometric dungeon romp, which uses its light and dark effects as an integral part of the gameplay. The pace is a tad sluggish at times. ★★★★★

## SHADOWWORLDS

Krisalis £29.99  
AP19 Availability: 8/10.  
Space age sequel to *Shadowlands*, with a similar graphics system but even groovier gameplay. Still a bit slow, though. ★★★★★

## SHANGHAI

Activision £19.99  
BAP Availability: *Zilch*.  
Based on an ancient Chinese tile game, so you know it's going to torture your mind, and it does. Friendly presentation too, and the multi-player against-the-clock games are action-packed enough for the most frenzied blasting fan. ★★★★★

## SHARKEY'S MOLL

Zeppelin £7.99  
AP4 Availability: 5/10.  
It's *Operation Wolf* set in an American 30's gangland setting, and although the gameplay's fine, the graphics are a bit unappealing. ★★

## SHERMAN M4

Action 16 £9.99  
BAP Availability: 7/10.  
Interesting real-life scenarios, and less techie than some tank sims. Just a very limited version of *Battlezone*. ★★

## SHINOBI

16 Blitz £7.99  
AP7 Availability: 4/10.  
Fun to play for all you armchair Ninjas, and a great, if graphically ugly, conversion from the arcade. An ideal buy for any *Shadow Dancer* fans. ★★

## SHOCKWAVE

Digital Magic £24.99

BAP Availability: A real rare bird. Lightning fast arcade quality *Afterburner/Star Wars* graphics with tactical sections that kind of get in the way. ★★

## SHUFFLEPUCK CAFE

Respray £7.99  
AP6 Availability: 6/10.  
Computerised version of the air hockey games you see at the seaside. A simple, but perfectly formed game that's good for eons of play time, but no two-player mode is a bit of a downer. ★★★★★

## SHUTTLE

Virgin £30.00  
AP19 Availability: 5/10.  
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. ★★

## SIDEWINDER

Melbourne House £19.95  
BAP Availability: 2/10.  
Vertically scrolling blaster from the prehistoric times of the Amiga. Still pretty good though, with some sharp graphics and butch sound. ★★★★★

## SILENT SERVICE 2

MicroProse £34.99  
AP1 Availability: 7/10.  
Engrossing and accurate simulation that could well take over your life. If you're not into military strategy though, this has little chance of changing your mind. ★★★★★

## SILKWORM

Mastertronic £9.95  
BAP Availability: 6/10.  
R-Type but with helicopters. And not as good. ★★★

## THE SIMPSONS

Ocean £24.99  
AP5 Availability: 7/10.  
A good licence AND a good game though it doesn't really rely on the *Simpsons* theme, and a bit too complicated for Bart's younger fans. Available in the *Dream Team* compilation. ★★★★★

## SIM ANT

Ocean £34.99  
AP14 Availability: Simply fantastic  
Some of the most appalling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it. ★

## SIM CITY

Infogrames £24.99  
BAP Availability: *Middle of the road*.  
Amazing, seminal god sim, endlessly engrossing and completely absorbing. The word 'classic' could have been invented for *Sim City*. ★★★★★

## SIM CITY ACCESSORIES

Action 16 £9.99 each  
AP16 Availability: 6/10.  
A terrain editor for *Sim City* that holds your attention for about a minute, and

two new 'Architecture' disks that don't change the actual game at all but make it look a bit different. ★

## SIMEARTH

Ocean £34.99  
AP17 Availability: 7/10.  
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

## SIMULCRA

MicroStyle £24.99  
BAP Availability: 5/10.  
Mad, frantic, moronic 3D blast. A hyperactive classic. ★★

## SIRIUS 7

CRL £24.99  
BAP Availability: 2/10.  
No thought, no imagination, no game, no fun. Almost as action-packed as *Xenon 2*. In pause mode. ★

## SKATE OR DIE

Electronic Arts £24.99  
BAP Availability: 2/10.  
*Ski Or Die* but without snow. ★

## SKIDZ

GBH £7.99  
BAP Availability: 7/10.  
Fairly horrific 'game' from *Gremlin's* dodgy period. ★

## SKI OR DIE

Electronic Arts £24.99  
AP1 Availability: 5/10.  
*Skate Or Die* but with snow. Fun (for a while) with friends, but basically an old fashioned, patchy collection of unimpressive sub games. ★

## SKULL AND CROSSBONES

Domark £24.99  
AP1 Availability: 3/10.  
It's all reasonably true to the coin-op, pity it was so crap then. You'd have more fun being keelhauled. ★

## SKWEEK

Loricel £19.99  
BAP Availability: 4/10.  
99 levels of puzzly, fun and very French game. ★★

## SKYCHASE

Mirror Image £9.99  
AP6 Availability: 6/10.  
A two player, split screen, 3D dogfighting game that's good for about 20 minutes, and then feels a bit of a chore to play. ★

## SLAYER

Prism £2.99  
BAP Availability: 6/10.  
You can't really go wrong for three quid. Can you? ★★

## SLIDERS

Palace £25.99  
AP5 Availability: 3/10.  
Clean 3D isometric graphics, with loads of sporting and *Marble Madness*

overtones thrown in for good measure with an overall result that's less enjoyable than it sounds. Buy yourself *Spindizzy Worlds* or *Speedball 2* instead. ★★

## SLEEPING GODS LIE

Touchdown! £9.99  
BAP Availability: Excellent.  
Wander round a bit, solve a few puzzles and shoot things up in this empty, slightly sad adventure game. The first person, solid 3D graphics are unusual, but you really shouldn't waste your time. ★

## SLEEPWALKER

Ocean, £25.99  
AP23 Availability: Very good - what a relief.

Gorgeous Lemmings-meets-Sonic arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though - buy it 'cos it's a corking little game. ★★★★★

## SLIGHTLY MAGIC

Code Masters  
AP16 Availability: 6/10.  
Colourful graphics, Czechoslovakian-cartoon music and irritating logic problems in a dreary platform adventure. Slightly tragic more like. Available in the *Cartoon Collection*. ★

## SLY SPY-SECRET AGENT

The Hit Squad £7.99  
AP17 Availability: 5/10.  
Wafer thin but superficially enjoyable Bond-esque romp. Probably one for younger players. ★★

## SMASH TV

Hit Squad £9.99  
AP22 Availability: Smashing.  
At last - an Amiga version of the classic arcade game. A lifetime of gross-out ultraviolence awaits. A disappointing conversion, but still a fair game. ★★

## SOCCER PINBALL

Code Masters £7.99  
AP18 Availability: 7/10.  
It's okay for about a minute, and then you realise how tatty it is. If you want a pinball game, get *Pinball Dreams*. ★

## SOOTY AND SWEEP

Alternative £7.99  
AP17 Availability: 6/10.  
Yes really, it's true. Nice graphics in this tedious, tedious game. Even the youngest of readers would get more fun out of torturing ants with a magnifying glass. ★

## SORCERER

Infocom/Mastertronic £9.99  
AP6 Availability: 7/10.  
For those of you who don't remember, all adventure games used to be like this one. A text only game, no skills, no graphics, and it's fun. Also on *Lost Treasures* compilation. ★★★★★

## SPACE 1889

Empire £30.99  
AP9 Availability: 5/10.  
Another fine game in the *MegaTraveller* mould, with a wonderfully imaginative plot. It's a touch too complicated and getting started is a pain. ★★★

## SPACE ACE

Empire £25.99 (on *Award Winners*)  
AP14 Availability: 7/10.  
Looks great, but plays infinitely worse than its sequel, which plays as well as a ruptured bagpipe. Available (but why would you want it?) on the *Award Winners* collection. ★

## SPACE ACE II - BORF'S REVENGE

Empire £34.99



AP10 Availability: 6/10.  
It looks pretty, and it's moderately entertaining for the first three minutes, and then you'll finish it inside three hours. Disappointed, ridiculously small, gameplay-free, stupendously priced, immensely frustrating trash. ★

## SPACE CRUSADE

Gremlin £25.99  
AP12 Availability: 7/10.  
Excellent boardgame conversion which does away with all that faffing around with bits of plastic and dice, but doesn't lose any of the features of the original. Very classy. ★★★★★

## SPACE CRUSADE: THE VOYAGE BEYOND

Gremlin, £24.99 (stand alone) or £14.99 (data disk)  
AP23 Availability: 6/10.  
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically. ★★

## SPACE GUN

Ocean £25.99  
AP12 Availability: 5/10.  
*Zappy Operation Thunderbolt* clone, but nowhere near as good. Fun with a *Trojan Light Phaser*, but not much else. ★★

## SPACE HARRIER

Elite £19.99  
BAP Availability: 1/10.  
3D coin-op blast from the past. Neat, but slim. ★★

## SPACE RANGER

Mastertronic £9.99  
BAP Availability: 4/10.  
A horizontally scrolling *Defender*-ish shoot-'em-up where you have to rescue cute furry animals. Nothing special, really. ★★★

## SPACE ROGUE

Origin (Mindscape) £29.99  
BAP Availability: 4/10.  
Seen *Elite*? You've seen this. It's so like *Elite*, it's practically criminal, but nowhere near as good. ★

## SPACE STATION

Prism £2.99  
AP3 Availability: 7/10.  
Anyone with a low thrill threshold might find this platform adventure just a teeny bit interesting. ★

## SPEEDBALL

Mirror Image £9.99  
AP1 Availability: A bit scarce.  
Eerily similar but not as good older brother of *Speedball II*. If you're going to like this, then you'll be much more impressed by the sequel. ★★★★★

## SPEEDBALL II

Image Works £24.99  
BAP Availability: 8/10.  
The ultimate future sport game - fast, brutal, enormously playable. The *Bitmaps*' finest moment. We still play this even today. Also available on the *Bitmap Brothers Vol 1*. ★★★★★

## THE MUCH BETTER THAN IT LOOKS AWARD

### SHADOWWORLDS

Krisalis £25.99

AP19 Availability: 5/10.

Enormous fun to play, *Shadowworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★★



## SPELLBOUND

Psychapse £24.99



BAP Availability: 7/10.

Almost no in-game sound, practically nothing in the way of action. Hugely boring arcade adventure thing that's overpriced by £20. ★

## SPELLBOUND DIZZY

Code Masters £7.99

AP20 Availability: 8/10.

More dated romps from this enduring, if rather tired character. The biggest Dizzy game to date, so good news for you Dizzy fans. ★★

## SPELLBREAKER

Mastertronic £9.99

BAP Availability: 7/10.

Another Infocom classic. Also on the *Lost Treasures* compilation. ★★★★★

## SPIDERMAN

Empire £24.99

BAP Availability: it'll take a superhero to find this one.

Web on! Puzzly platformer with pretty wimpy graphics, but that still manages to capture the feel of the comics. ★★

## SPIKE IN TRANSYLVANIA

Code Masters £7.99

AP16 Availability: 6/10.

An uninteresting exercise in collecting objects and avoiding mediocre baddies. Available in the *Cartoon Collection*. ★

## SPIRIT OF EXCALIBUR

Virgin £24.99

AP1 Availability: 3/10.

If you've got a few hours to kill while you're waiting for a train, this is a game that you can load up without fear of it causing you to miss it. (On the other hand, standing on the platform might be more fun). Available in the *Strategy Masters* compilation. ★★

## SPINDIZZY WORLDS

Activision £24.99

BAP Availability: Poor – so check those classifieds very carefully. Another example of an 8-bit classic brought bang up to date with a sprawling play area and loads of new features. The bizarre controls take time to get to grips with and the graphics could be better. Superlative game design, and total addiction make this a masterpiece. ★★★★★

## SPOILS OF WAR

Interneccine £29.99

AP14 Availability: 4/10.

Tedious rubbish. Being a wargame isn't an excuse for it being programmed to sub-'86 standards. ★

## SPORT'S BEST

Loriciel £25.99

AP16 COMP Availability: 6/10.

Panza Kick Boxing, Tennis Cup, Turbo. ★★

## SPORTS MASTERS

Empire Software £29.99

AP23 COMP Availability: 5/10.

Indianapolis 500, Advantage Tennis, PGA Tour Golf, European Championship 1992. ★★★★★

## SPOT

Leisure Genius £25.99

AP3 Availability: 4/10.

Brilliantly-designed Othello-based board game which still manages to offer something new and different (and even supports up to four players). ★★★★★

## SPY VS SPY 2

Wicked £9.99

Availability: 7/10.

More or less as good as the first one, ie very. ★★

## SPY VS SPY 3

Wicked £9.99

Availability: 7/10.

Inevitably, the third in the series makes a mess of the formula. ★★

## THE SPY WHO LOVED ME

Domark £24.99

BAP Availability: Snoop around for it. Easily the best Bond game so far, and

BAP Availability: 4/10.

Repetitive but instant 3D blasting appeal, and extra depth for those who want it. Still one of the best Star Wars-inspired releases on the Amiga. ★★

## STAR GOOSE

Prism £2.99

AP7 Availability: 6/10.

Highly short-term enjoyable scrolling shoot 'em up. ★

## STAR RAY

Prism £2.99

AP7 Availability: 7/10.

Defender clone with lush backdrops and gorgeous graphics. ★★

## STARUSH

Ubi Soft £25.99

AP14 Availability: 6/10.

Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. ★★

BAP Availability: 6/10.

Lovely graphics, a helpful software autofire option, and a challenging difficulty curve lift this out of the morass of horizontal zappers. It's a bit too tough for most, and the power-ups are unexciting, but it's one of the few sideways-scrolling shoot 'em-ups that you really should own. Also available on Max compilation. ★★★★★

## STORM ACROSS EUROPE

SSI (US Gold) £24.99

BAP Availability: 6/10.

Playing the baddies makes a change, but it takes ages to get into, and the graphics are primitive. ★

## STORMBALL

Millennium £24.99

AP2 Availability: 3/10.

Utterly dire game design, no feeling of speed or excitement, highly confusing and largely pointless. ★

## STORM MASTER

Simaris £25.99

AP11 Availability: 5/10.

Another Kingdoms game, but there's lots more to do than in *Realms*, and plenty of variation to the gameplay as well. Also available in the *Magic Worlds* compilation. ★★★★★

## STRATEGO

Accolade £25.99

AP7 Availability: 3/10.

An engaging strategy bash for one player at least, it adheres to the rules and appearance of the board game remarkably well, but the fact that it can only be a one player game takes all the fun out of it. ★★

## STRATEGY MASTERS

Ubi Soft £35.99

AP23 COMP Availability: Good.

Hunter, Populous, Chessplayer 2150, Battle Masters, Spirit of Excalibur. ★★

## STREET FIGHTER

Kixx £7.99

AP4 Availability: 7/10.

Stop, then read this carefully. This isn't THAT game, it's the first one, the incredibly slow, badly animated, completely K-Mart version that was so pitiful that they had to release a sequel. Avoid, even if you have to saw your arms off to get away. ★

## STREET FIGHTER II

US Gold £27.99

AP22 Availability: Fine.

The coin-op conversion that everyone was waiting for, *SF II* is without doubt the best beat-'em-up on the Amiga except for *JK+*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A good two player game, less fun for one. ★★

## STREET HOCKEY

Gonzo Games £24.99

BAP Availability: 1/10.

Mind-bogglingly unplayable, completely confusing, technically inept. Generally useless all round. Stupidously dire. Appalling crap. Not that good at all, really. ★

## STRIDER

US Gold £19.99

BAP Availability: 4/10.

Close, mellow and groovy arcade conversion where most things that move can be considered hostile. ★★

## STRIDER 2

US Gold £24.99

## GET IT OR GET A LIFE AWARD

### SPY VS SPY

Wicked/EDOS £7.99

AP14 Availability: 8/10.

Classic 064 conversion

featuring those pointy spies from Mad magazine. Killing your friends has never been so much fun. ★★★★★



a fun *Spy Hunter* clone into the bargain, though not something you'll play for months, due to a mere six levels. ★★

### STACK UP

Zeppelin £7.99

AP5 Availability: 7/10.

Undeniably ripped off from Columns, only the blocks fall in rows rather than columns. Suitably different from Tetris to offer all manner of different problems, and boasting lovely Oriental music, this one's a definite must for puzzler fans. ★★★★★

### STARBLADE

Palace £24.99

BAP Availability: 2/10.

Original concept, naff all sound-wise, technically nothing to shout about. Run-of-the-mill stuff. ★★

### STAR BLAZE

Prism £2.99

AP7 Availability: 6/10.

Pseudo-3D shoot 'em up that looks like a Speccy game. ★★

### STARCROSS

Mastertronic £9.99

BAP Availability: 7/10.

Starcross – yeah, that was quite good. Also on the *Lost Treasures* compilation. ★★

### STARFLIGHT

Electronic Arts £9.99

AP3 Availability: 4/10.

Fly round the galaxy trading with the people you decide not to kill, and, um, that's about it really. Sort of a soft-boiled version of *Elite*. ★★

### STARGLIDER

Rainbird £24.95

BAP Availability: 6/10.

3D vector shoot-'em-up strategy space action and all that kind of stuff. It's all very mid-'80s, but neat. ★★

### STARGLIDER II

Rainbird £24.99

### STATIONFALL

Mastertronic £9.99

BAP Availability: 7/10.

Infocom's sci-fi partner to *Planetfall*. Also on the *Lost Treasures* compilation. ★★

### STEEL

Prism £2.99

BAP Availability: 6/10.

Word association time: Cold, tough, smooth, mill(?), toecaps(?), blue, cheap, average. ★★

### STEEL EMPIRE

Millennium £29.99

AP11 Availability: 6/10.

A decent blend of strategy and shoot 'em up which generally works, but poor graphics and sound spoil it a bit. An enjoyable, but thin, futuristic wargame. ★★

### STEG THE SLUG

Code Masters £7.99

AP15 Availability: 7/10.

Obvious budget material, but great fun all the same. Top stuff for hermaphrodite lovers everywhere. Also available on *Super All Stars* compilation. ★★

### STELLAR 7

Dynamix (Sierra) £24.99

AP3 Availability: 6/10.

Appealingly old-fashioned blast from the past in the form of (yet another!) up-dated *Battlezone*. Satisfyingly mindless – but that's both a strength and a weakness. ★★

### STEVE MCQUEEN WESTPHASER

Loriciel £25.99

AP10 Availability: 3/10.

Almost reasonable graphics and some cute bits (it's possible to shoot the clothes off people) in a pretty hopeless shooting-gallery style gameplay. ★

### ST DRAGON

Storm £24.99

BAP Availability: 6/10.

It's everything that's bad about sequels, and bears all the hallmarks of a rush job. Very little advance on *Strider*, and shoddily presented. ★

## STRIKE FLEET

Electronic Arts £29.99



AP9 Availability: 4/10.

Military freaks will enjoy the number of missions and the amazing array of hardware, discerning gamers will be disappointed by the shallow nature of the gameplay. ★★

## STRIKE FORCE HARRIER

Mirror Image £9.99

AP1 Availability: 2/10.

Flight sims always seem to show their age, and this one looked a bit dated back in May '91. It's still quite playable though, and probably quite quaint for nostalgia buffs. ★★

## STRIKER

Rage £25.99

AP15 Availability: 8/10.

Fast moving and immediately playable, but it's just a bit too sophisticated for its own good. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★

## STRIKER MANAGER

D&H Games £24.99

AP5 Availability: 3/10.

Statistic frenzy with absolutely no gameplay whatsoever. Could push the boundaries of computer games backwards by ten years. ★

## STRIP POKER 2+

Anco £14.95

BAP Availability: 2/10.

You don't want it. Trust us. ★

## STRIP POKER DELUXE

CDS £24.99

AP8 Availability: 3/10.

The poker game is rubbish, the graphics are flickery. If you want to see pictures of naked women there are better, cheaper and (arguably) less sad ways of going about it. ★

## STRYX

Sizzlers £7.99

AP6 Availability: 5/10.

Great if you like running and collecting things – and you've had that lobotomy. ★

## STUN RUNNER

Domark £24.99

BAP Availability: 3/10.

The music isn't entirely crap, but with hopelessly slow graphics and a terminal lack of excitement, it's all a bit dire. We'd rather see a great conversion of *Galaxians* than someone make a pig's ear of a game they knew they couldn't convert. ★

## STUNT CAR RACER

Kixx £7.99

AP9 Availability: 6/10.

Only a dozen roller-coaster tracks make for limited gameplay, but this has a ridiculously addictive hook. Racing down narrow courses hundreds of feet above the ground



never seemed like such a great idea.  
★★★★

### SUMMER GAMES & SUMMER GAMES 2

US Gold £25.53  
AP18 Availability: 6/10.  
16 joystick-wagging events with the predictable ones as well as things like skeet shooting and kayaking. Available in the Mega Sports compilation. ★★

### SUPAPLEX

Avton 16 £7.99  
AP14 Availability: 7/10.  
The Boulder Dash game style makes a comeback, but all the magic has been removed and the levels are poorly designed. Buy one of the half dozen PD Boulder Dash games that are better than this. ★

### SUPER ALL STARS

Code Masters £24.99  
AP20 COMP Availability: 6/10.  
Magicland Dizzy, CJ in the USA, Captain Dynamo, Steg the Slug, Robin Hood: Legend Quest. ★★

### SUPER CARS

GBH £7.99



BAP Availability: Super.  
A truly great Super Sprint game that's actually handles and plays better than its (supposedly) better sequel. Overhead view racing's been around for a long time now, but rarely looked this good. ★★★

### SUPERCARS 2

Gremlin £9.99  
AP20 Availability: 7/10.  
Two player mode and power-ups actually make this worse than the first Supercars. It's simply too frustrating to be addictive. ★★

### SUPER FIGHTERS

Ocean £25.99  
AP20 COMP Availability: 6/10.  
Final Fight, Pit Fighter, WWF Wrestlemania. ★★

### SUPER GRAND PRIX

Code Masters £6.99  
AP2 Availability: 7/10.  
Up to four player Super Sprint clone, with the added option of racing a JCB, Chieftain tank or even a Sinclair C5. There's even an action replay. You can get much better now, though. ★★

### SUPERHEROES

Domark £29.99  
AP8 Availability: Fine and dandy.  
The Spy Who Loved Me, Last Ninja 2, Indiana Jones And The Last Crusade: The Action Game, Strider 2. ★

### SUPERLEAGUE SOCCER

Impressions £24.99  
BAP Availability: 4/10.  
Crap footballing action leaves this one lagging behind the competition by 20,000 leagues. ★

### SUPER MONACO GP

US Gold £24.99  
AP1 Availability: 6/10.  
Well-programmed and fun, even though it bears very little resemblance to the coin-op. A good racing game, but don't expect the arcade. ★★★★★

### SUPER SCRAMBLE SIM

Code Masters £7.99  
BAP Availability: 6/10.  
Early but fun bike thing from the author of Supercars and Lotus. ★★★

### SUPER SEGA

US Gold £29.99  
AP8 COMP Availability: Not too good, but still in some shops.  
E-SWAT, Golden Axe, Super Monaco GP, Shinobi, Crack Down. ★★★★★

### SUPER SIM PACK

US Gold £29.99  
AP7 COMP Availability: 5/10.  
International 3D Tennis, Italy 1990, Airbourne Ranger, Crazy Cars II. ★

### SUPER SPACE INVADERS

Domark £25.99  
AP8 Availability: High  
Incredibly slow, and closer in play to the original Space Invaders than the coin-op it's supposed to be a conversion of. ★

### SUPER SKI

Prism £2.99  
BAP Availability: 6/10.  
Very dodgy French sport sim. ★

### SUPER SKI 2

Microids £24.99  
BAP Availability: 5/10.  
Reasonable sequel to a very dodgy French sport sim. ★★

### SUPER SKWEEK

Lonicels £19.99  
AP3 Availability: 6/10.  
Pac-Man for complete and utter lunatics. Manic, silly, touching, very French, but not as endearing as the original Skweek. ★★★

### SUPER TETRIS

MicroProse £29.99  
AP17 Availability: 5/10.  
Tetris with knobs on. But why? It's no better than Super Twintris and you can get that for nothing. ★★

### SUPER WONDER BOY

Activision £19.99  
BAP Availability: If you've got one, send it to Stuart Campbell.  
Great game in the Mario vein, but with less enemies and more depth. Perfect difficulty curve lets you get just a little bit further every go. ★★★★★

### SUPREMACY

Virgin £29.99  
BAP Availability: Hard to find these days.  
Galactic empire-building with some smart graphics with number based gameplay that renders it all completely uninteresting. For accountants only. ★★

### SUSPECT

Mastertronic £9.99  
BAP Availability: 7/10.  
Text-based whodunit from Infocom. Marvellous. Also on Lost Treasures Of Infocom compilation. ★★★★★

### SUSPENDED

Mastertronic £9.99  
BAP Availability: 7/10.  
Innovative text adventure, where the player controls four droids, each with different senses. Weird but excellent. Also on Lost Treasures. ★★★★★

### SWAP

Palace £25.99  
AP5 Availability: 4/10.  
Puzzle game that fails to inspire any emotions at all. It's not good, it's not bad. It's just a bit bland. ★★

### SWITCHBLADE

Knox £7.99  
AP2 Availability: Good, but go for the sequel instead.  
Gorgeous to look at, but thoroughly dated platformer. Starts off fun but rapidly gets irritating and dull. ★★

### SWITCHBLADE II

Gremlin £9.99  
AP19 Availability: 9/10.  
Gorgeous console-like graphics, tried-and-tested gameplay, packed full of detail and lovely touches, if just a little too simple. One of the finest Amiga platformers. ★★★★★

### SWIV

Storm £9.99  
AP19 Availability: Still easy to get, thank heavens.  
Looks good, sounds good, comes with a neat two-player option – and all in one (massive) level too! Frantic and fabulous – one of the best shoot-'em-ups we've seen. ★★★★★

### SWORD OF HONOUR

DMI £25.99  
AP18 Availability: 6/10.  
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of The Last Ninja. Very slow and boring. ★

### SWORDS AND GALLEONS

Idea £25.99  
AP2 Availability: 4/10.  
Easy to complete and the stupid omission of a save game option. A minority interest sort of affair. ★★

### TAI-PAN

Ocean £19.95  
BAP Availability: Very rare.  
A mid-'80s-style mishmash of styles, this is an arcade adventure sailing sim and trading game based on James Clavell's novel. The control is awkward and some of the animation is a little on the dodgy side, but it does have some entertainment value. ★★

### TANGLEWOOD

Microdeal £19.95  
BAP Availability: 2/10.  
An early science fiction RPG with robots, a lost mine on another planet and loads of puzzles. One of the first RPGs to dispense with text input. ★★

### TAU CETI

CR £19.95  
BAP Availability: You'll be very lucky to get hold of this one.  
Space-age flight-sim shoot-'em-ups were all the go in the mid-'80s and this, er, was one of them. It's pretty good fun and is very well put together. It was available as a twin pack with its sequel, Academy. ★★★

### TEAM SUZUKI

GBH £7.99  
AP16 Availability: 7/10.  
Very fast, with some pretty hairy track views. Unintentionally hilarious replay

feature and it's insanely sensitive to control. Enough fun to keep you playing until you can at least stay on the road for five seconds at 60mph, but a bit too unrealistic, and No Second Prize does it all much better. Available in the 4 Wheel Drive compilation. ★★

### TEAM YANKEE

Empire £29.99  
BAP Availability: 6/10.  
The action slant on the standard tank sim makes it more immediate and accessible but what a pity it lacks depth and excitement. Available in the Combat Classics compilation. ★★

### TEENAGE MUTANT HERO TURTLES

Mirrorsoft £24.99



BAP Availability: Thank heavens it's low.  
It doesn't have the word 'Ninja' in the title but even that doesn't save it from being utterly awful in every way. You'd have more fun playing with a real turtle. Or a real mutant. ★

### TEN GREAT GAMES

Ubi Soft £30.99  
AP8 Availability: Reasonable.  
Ferrari F1, Rick Dangerous, Pick'N'Pile, Night Hunter, Carrier Command, Satan, Superski, Chicago 90, Pro Tennis Tour, Xenon 2. ★★★★★

### TERMINATOR 2

Ocean £9.99  
AP1 Availability: 8/10.  
You get exactly what you'll be expecting – Another Movie Licence With Lots Of Sub-Games And No Depth. Only one of the sub-games has any real merit of its own, and the rest are even worse than the norm for this kind of thing. Available in the ironically-titled Dream Team compilation. ★

### TERRAMEX

Grandslam £19.99 (on Grandslam Collection)  
BAP Availability: 7/10.  
A multi-national pick-up-and-use arcade adventure concerning the search for the missing Professor Eyestrain. It looks awful and lacks substance, playability and everything else. ★

### TERRORPODS

Psygnosis £24.95  
BAP Availability: Try getting a second hand copy.  
Space-trading-strategy-action-shooty-thing with neat graphics and the sort of gameplay you expect in space-trading-strategy-action-shooty-things. It's engrossing and challenging, if a

little hard to get into, and generally worth a punt. ★★

### TENNIS CUP

Lonicels £24.99  
BAP Availability: 5/10.  
Great sampled sound, the split screen is a good idea, but there's a terrible pause between pressing fire and anything happening. Good tennis sim, but nothing remarkable. ★★

### TERRY'S BIG ADVENTURE

Grandslam £19.99 (on Grandslam Collection)  
Availability: 7/10  
Terry's Big Pile Of Cack, more like. ★

### TEST DRIVE

Accolade £24.95 (on Test Drive Collection)  
BAP Availability: 6/10.  
You are a test driver and you get to take some fab sports cars out for a spin. Not bad for its time. ★★

### TETRIS

Infogrames £19.99  
AP2 Availability: 5/10.  
Probably the worst version yet seen on the Amiga, and that's saying something. Completely stinky. (Stick with the PD versions). ★

### THAI BOXING

Prism £2.99  
BAP Availability: 7/10.  
Awful, primitive beat-'em-up. ★

### THEIR FINEST HOUR

Lucasfilm (US Gold) £29.99  
BAP Availability: 2/10.  
Loads of options will keep you at it almost as long as the real war in this atmospheric game. Let down by poor graphics and little detail. ★★

### THEIR FINEST MISSIONS

US Gold £15.99  
AP7 Availability: 3/10.  
A handy missions prolog for Their Finest Hour, sure to prolong game life. It's really only for lazy people who can't be bothered to construct their own missions with the editor in the original game, though. ★★

### THEME PARK MYSTERY

Image Works £24.99  
BAP Availability: 3/10.  
Great feel, looks and sounds lovely. Games which mix adventures with arcade sequences always suffer for it, and this is no exception. ★★

### THEXDER

Sierra £19.99  
BAP Availability: 1/10.  
Punchy, run-around-a-maze type blaster from the fledgling days of the Amiga. Like many games of this period, this conversion doesn't really tax the computer's capabilities. ★★

### 3D CONSTRUCTION KIT

Domark/Incentive £49.99  
AP2 Availability: Fairly.  
Creating your own games (or simply designing little worlds) is great fun, but it's pretty slow too, and making anything really worthwhile gets very complicated. Expensive and of limited appeal, but if you've always itched to create a Freespace game you can't really complain. ★★

### 3D CONSTRUCTION KIT 2

Domark/Incentive £49.99  
AP21 Availability: Very.  
A few new features, but essentially more of an update than a sequel. ★★

## YOU COULD MAKE THIS AT HOME AWARD

### TANGRAM

Thalion £25.53

AP4 Availability: If must have it, grab it while you can.

Perfectly adequate computer translation of the classic Oriental puzzle, unfortunately it's a really dumb idea for a conversion, and the extras (time limit and suchlike) are intrusive and pointless. Getting a real wooden Tangram set would be more fun, as well as much cheaper. Another example of right game, wrong format. ★



## THUNDERBLADE

US Gold £24.99  
BAP Availability: 3/10.  
Passable conversion of the helicopter arcade blaster. Lots of explosions and very little content, just like the original really. ★★★

## THUNDER BURNER

Loricel £19.99  
AP10 Availability: Too damn available. Thoroughly disappointing rubbish with no challenge whatsoever. ★

## THUNDERJAWS

Domark £25.99  
AP8 Availability: 5/10.  
A poor-to-middling Rolling Thunder-ish coin-op turns into an appalling Amiga game. A waste of time and money. ★

## THUNDERSTRIKE

Millennium £24.99  
BAP Availability: 5/10.  
Defender for the 3D generation, this was an absolute PC classic, so why is the Amiga conversion so appalling? Thunderstrike? More like Chunderstrike. ★★

## TIE BREAK

Ocean £24.99  
BAP Availability: 4/10.  
More of a simulation than a Pong game. Whoever thought up the 'scrolling court' idea should be shot. Hideously complex control makes this one more hassle than it's worth. ★★

## TILT

Code Masters £7.99



AP9 Availability: 5/10.  
Fun and addictive reaction-testing maze game, that's not really something you'll come back to after you've made a bit of progress. ★★

## THE TIME MACHINE

Activision £24.99  
BAP Availability: Nigh on impossible to get hold of.  
It's nice to play a game that doesn't have 10,000 screens for a change. Gets frustrating having to do everything ten times, however, and it's too clever for its own good. ★★

## TIME SCANNER

Activision £24.95  
BAP Availability: 5/10.  
Ancient multi-level pinball game, lots of good points, but ruined by unrealistic ball movement. Buy Dreams or Fantasies instead. ★★

## TIME SOLDIER

Electrocoin £24.99  
BAP Availability: 0/10.  
Bad coin-op conversion with repetitive gameplay, but plenty of action. ★

## TIP OFF

Anco £24.99  
AP10 Availability: 5/10.  
A decent (but uninspiring) simulation of basketball. There's a decent coaching option and it's also rather playable as an arcade game, but the control isn't as intuitive as it should be. ★★★

## TITAN

Titus £24.99  
BAP Availability: 2/10.

Looks like a maze game viewed from above, until you realise that it owes much more to Breakout, with your bat and ball progressively trashing the maze. Good stuff. ★★★

## TITANIC BLINKY

Zeppelin £7.99  
AP8 Availability: 6/10.  
Average platform puzzler in the Dizzy mould. It's cute and, er, alright if you like that sort of thing. ★★

## TOKI

Ocean £25.39  
AP3 Availability: 6/10.  
The (latest) definitive coin-op conversion, but the game is simply too small. What's there is brilliant, if only there was more of it. ★★★★★

## TOURNAMENT GOLF

Elite £24.99  
BAP Availability: Who cares?  
Authentic arcade port of a game that no one ever played in arcades. Completely average golfing yawnerama. ★★

## TOWER FRA

Thalion £24.99  
BAP Availability: We've never been able to find it.  
Yes, you guessed it, it's an air traffic control tower simulation. Not as boring as it sounds. Good training for the next generation of air traffic controllers. ★★

## TOWER OF BABEL

MicroStatus £24.99

## NO WONDER THEY WENT BUST AWARD

### UNDER PRESSURE

Electronic Zoo £25.99  
AP8 Availability: 3/10.

Well, if you like the look of Psychosis games, you'll like the look of this although the execrable walk-and-shoot gameplay would bore a five-year-old. If it's supposed to be a joke, it's very funny. If it's supposed to be an enjoyable game, it's a very bad joke. ★



### TOOBIN'

Respray £7.99  
AP2 Availability: It's still littering shelves everywhere.  
Rad dudes on inner tubes floatin' down the river in this lacklustre and distinctly blocky looking conversion of the coin-op. ★

### TOP BANANA

Hex £25.99  
AP11 Availability: Bunches of 'em all over the place.  
Tries to be Rainbow Islands and fails horribly. Scrappy and annoying, it's the Amiga equivalent of 'The Word.' ★★

### TOP CAT

Hi-Tec £7.99  
AP5 Availability: 6/10.  
Vacuou game featuring the guy close friends get to call TC. Taxing only for players of about nine or under. Available in the Hanna Barbera Cartoon Character Collection. ★

### THE TOP LEAGUE

Ubi Soft £30.99  
AP8 Availability: 6/10.  
Speedball 2, Rick Dangerous 2, Falcon, Midwinter, TV Sports Football. ★★★★★

### TORNADO GROUND ATTACK

Energize £7.99  
BAP Availability: 5/10.  
Gloomy, slow and lumpy horizontal blaster that looks like a 1984 Spectrum game, only not as good. ★

### TORVAK THE WARRIOR

Core Design £24.99  
BAP Availability: 3/10.  
Unresponsive control and a talentless hero cripple the Rastan-ish gameplay, over shadowing the beautiful and gloomy graphics. ★

### TOTAL RECALL

The Hit Squad £7.99  
AP18 Availability: 6/10.  
Solid but unexciting, with a fair bit of gameplay variation. No feel for the movie. (And couldn't they afford the rights to use Arnie's real face?) ★★

BAP Availability: 1/10.  
Engrossing, enthralling, but a bit slow paced. Highly cerebral, but lacking in action (well, not totally lacking). The VCR-style control panel is intriguing, and actually adds to the game. ★★

### TOYOTA CELICA GT RALLY

GBH £7.99  
AP15 Availability: 5/10.  
A lot of effort has been taken to get an authentic feel here, and there's not much space for gameplay. Perhaps too good a simulation to be much fun. Available in the 4 Wheel Drive compilation. ★★

### TRANSARCTICA

Silmars, £29.99  
AP23 Availability: 7/10.



Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. ★★

### TREASURE ISLAND DIZZY

Code Masters  
AP16 Availability: 5/10.  
Dizzy gets stranded on a platform-ridicent desert island and does lots of predictable Dizzy-esque things. The first Amiga Dizzy game, and the most charming. Available on the Cartoon Collection. ★★

### TREASURE TRAP

Electronic Zoo £24.99  
BAP Availability: Lower than a very low thing.  
Graphics convey well the feel of being in a rusting hulk underwater. Adds an arcade adventure element to the Knight Lore genre, with the horribly confusing perspective this entails. ★★

## TERRY'S BIG ADVENTURE

Grandslam £19.99 (on Grandslam Collection)  
Availability: 7/10.  
Relatively fun. Honest. ★★

## TURN IT

Kingsoft £19.99  
BAP Availability: Very poor.  
An intriguing and pretty Shanghai variant. Well worth checking out. ★★

## TURRICAN

Rainbow Arts £24.99  
BAP Availability: 4/10.  
Exceptional playability, and some great weapons, but the sprawling layout of levels means the game can become unfocussed. If your joystick hasn't got autofire, forget it. Having the 'continue' send you right back to the start of a (huge) level doesn't help much either. ★★

## TURRICAN 2

Rainbow Arts £24.99  
BAP Availability: Uncommon.  
Enjoyable mindless blasting, but basically still just Turrican. ★★

## TUSKER

System 3 (Activision) £24.99  
BAP Availability: 5/10.  
Nothing actually wrong with it. Nothing new or interesting either. Depressingly average. Available in the Premier Collection. ★★

## TV SPORTS: BASKETBALL

Cinemaware £29.99  
BAP Availability: 2/10.  
Usual Cinemaware presentation and graphics and with an outrageous price. No gameplay and poor control make this a terrible buy. ★

## UGH!

Play Byte £25.99



AP15 Availability: Not as easy to find as you'd expect.  
A laugh and a half, Ugh! offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★

## ULTIMA I-III

Origin (Mindscape) £29.99  
AP 11 Availability: Okay.  
The first three great, but ancient RPGs from Lord British. ★★

## ULTIMA IV

Origin (Mindscape) £29.99  
AP 11 Availability: 4/10.  
Huge, excellent, but very primitive RPG. ★★

## ULTIMA V

Origin (Mindscape) £29.99  
AP 11 Availability: Fairly low - try shops with stocks of older titles.  
The scope and depth of Ultima V goes way beyond other role-playing adventures, even previous Ultima releases. Shame about the graphics though. ★★

## ULTIMA VI

Mindscape £30.99  
AP13 Availability: Quite good-ish.  
Worth searching out.

Not the kind of thing for RPG virgins to start on, or for anyone without a hard drive even to consider, but this is currently pretty much the state of the art for Amiga role-playing. Enough to keep you going for months. ★★★★★

## ULTIMATE GOLF

Gremlin £9.99  
BAP Availability: 6/10.  
The curious graphic style is distracting, and the sound is dire. It's an interesting and realistic golf sim, but unlikely to fare well against the competition. ★★

## ULTIMATE RIDE

Mindscape £24.99  
BAP Availability: Ultimately quite unavailable.  
Another failed attempt at the simulation accuracy/fun game balance. ★★

## UNIVERSAL MILITARY SIMULATOR

Rainbird £24.95  
BAP Availability: 3/10.  
The Universal Military Simulator is a 3D wargame which allows combat on a user-definable terrain. It was something of a ground-breaker in its day and was supposed to herald a new dawn in computer wargames. It didn't. ★★

## UNIVERSAL MILITARY SIMULATOR II

Rainbird (Microprose) £34.99  
AP3 Availability: 4/10.  
Fight every battle from any time period in this comprehensive battle sim game. Not particularly stunning graphics and an unfriendly player interface make it all a bit techie though. ★★

## UNREAL

Ubi Soft £24.99  
BAP Availability: Unavailable as hell.  
Nice looking, and good variation in gameplay too. A cut above your average hack-'em-up. ★★

## THE UNTOUCHABLES

Hit Squad £7.99  
AP13 Availability: Fair.  
A well respected film game with lots to do throughout, but it's a shame that it didn't plough all its efforts into one super-level, instead of breaking it up into sub-games. ★★

## UTOPIA

Gremlin £29.99



AP6 Availability: 6/10.  
The appeal of this kind of city-building thing is timeless, and the war side gives it a new dimension but neither side is particularly well-designed, and it can easily end up a touch on the dull side. A good game, but it needs a lot more depth to make it a true classic. ★★

## UTOPIA: THE NEW WORLDS

Gremlin £14.99  
AP14 Availability: 7/10.  
Er, some new worlds for Utopia. They're okay, really. ★★

## VAMPIRE'S EMPIRE

Magic Bytes £19.99



**BAP Availability:** 1/10.  
Totally uninspired arcade puzzler featuring The Count himself. Not one for the Hall Of Fame. ★

**VAXINE**  
US Gold £24.99  
**BAP Availability:** Rare.  
Beautiful-looking, original and imaginative shoot-'em-up, but so very, very (very) hard that you'll tear your hair out. ★★★★★

**VECTOR CHAMPIONSHIP RUN**  
Impulse £24.99  
**BAP Availability:** 3/10.  
Pretty speedy, but uncontrollable. What's the point in a game you can't play? (cf Rhetorical Questions For Journalists, Vol 1) ★

**VEKTOR STORM**  
Inova Games, £29.99  
**AP23 Availability:** 8/10.  
Scruffy-looking version of beautiful arcade game Tempest, prone to speed-up and slow-down and sticky control. Tempest was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★

**VENGEANCE OF EXCALIBUR**  
Virgin £30.99  
**AP13 Availability:** Reasonably low. Hurrah.  
Not 500+ compatible, which is outrageous. Otherwise, an attractive, but pretty average RPG romp which doesn't significantly improve on its unimpressive predecessor. ★★

**VENUS THE FLYTRAP**  
GBH £7.99



**AP12 Availability:** 7/10  
Pretty colour-graduated backgrounds and excellent animation. The P-47-esque bonus round gives variation. It's good fun, but lacking in challenge. Available in the Chart Attack compilation. ★

**VIDEOKID**  
Gremlin £9.99  
**AP24 Availability:** 8/10.  
Mega Twins gets a bit of a revamp and guns in this cutesey, multi-directional scrolling thing. Themed levels and gillions of power-ups make for a fair fun-fest. ★★★★★

**VIKINGS**  
Krisalis £25.99  
**AP16 Availability:** 5/10.  
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy-to-use interface. It's a bit like Defender Of The Crown without the action sequences but with some kind of magical addictive ingredient thrown in instead. ★★★★★

**VINDICATORS**  
Domark £19.99  
**BAP Availability:** 3/10.  
Zoom around alien space stations and blow 'em up in either one or two player mode. Oh, yeah, you do it in tanks. Very slowly. ★★

**VIOLATOR**  
Code Masters £7.99

**AP4 Availability:** No problems with this one, and now in a Quattro pack.  
A polished and quite accomplished vertically scrolling blaster, in the 'little helicopter blasts everything in sight' style. ★★★★★

**VIRTUAL REALITY 1**  
Elite £34.99  
**AP5 COMP Availability:** 6/10.  
Stunt Car Racer, Midwinter, Carrier Command, Starglider 2, International Soccer Challenge. ★★★★★

**VIRTUAL WORLDS**  
Domark £29.99  
**AP5 COMP Availability:** 6/10.  
Total Eclipse, Castle Master, Driller, The Crypt. ★★★★★

**VIRUS**  
Firebird £19.99



**BAP Availability:** If you see it, bag it.  
Totally original game featuring fantastic stylised 3D graphics. Compulsive and unique. ★★★★★

## BEAUTIFUL YET POINTLESS AWARD WINNER

**WHIRLIGIG**  
Firebird £19.95

**BAP Availability:** Very rare - a real collector's item.  
Despite gripping gameplay and some incredible graphics - 3D light-sourced polygons in a scrolling space environment - this game manages to perform like a dog. A real shame, because the game looks so bloody nice. Programmed by Mike Singleton's Maelstrom team, this was one of their few arcade outings on the Amiga. It was no wonder they went back to the adventure land to create epics such as Midwinter II and Ashes Of Empire for Mirage. ★★★★★

**VIZ**  
Tronix £7.99  
**AP15 Availability:** 7/10.  
Very true to the comic ie shallow and limited. The jokes only really work the first time you see them. Fun race game while it lasts, but after the first couple of hours you've seen all it's got to offer. ★★

**VOLFIED**  
Empire £25.99  
**AP8 Availability:** Mediumly average.  
Qix was always a brilliant game, and this extremely close coin-op conversion adds to it without overwhelming it. The limited number of screens cuts down on its potential lifespan though. ★★★★★

**VOODOO NIGHTMARE**  
Palace £24.99  
**BAP Availability:** 3/10.  
An average game with clear, sharp graphics, but maddeningly sensitive controls. ★★

**VOYAGER**  
Hit Squad £7.99



**AP9 Availability:** 6/10 (given away with some Amigas).

Enjoyable and highly atmospheric Battlezone clone with plenty going for it. ★★★★★

**VROOM**  
Ubi Soft £25.99  
**AP12 Availability:** 7/10.  
The missing link between FIGP and Lotus 2, Vroom straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without it. ★★★★★

**WACKY DARTS**  
Code Masters £6.99  
**AP3 Availability:** 5/10.  
It's a darts game, it's not particularly wacky, and it's way too easy. ★★

**WACKY RACES**  
Hi-Tec £7.99  
**AP8 Availability:** 6/10.  
Great fun for oldies on a nostalgia trip. Basic 2D fun, but what they hey, it's sweet in a cheap and cheerful kind of way. ★★

**WARHEAD**  
Activision £24.99  
**BAP Availability:** Almost impossible to find - a real shame.  
A bit like Elite without all the boring trading bits, and a battle-related story

line thrown in as well. Fantastic music. Well worth a look. ★★★★★

**WANDERER**  
Activision £19.99  
**BAP Availability:** Minus one billion.  
Interesting but flawed real 3D game from Design Design who later became Walking Circles. ★★

**WARRIORS OF RELEYNE**  
Impressions £29.99  
**AP16 Availability:** 4/10.  
Technically sound, but completely uninspiring fantasy wargame. ★★

**WARLOCK THE AVENGER**  
Millennium £24.99  
**AP1 Availability:** 4/10.  
Playable and quite engrossing scrolling arcade adventure romp of an 8-bit game in 16-bit's clothing. ★★

**WARZONE**  
Prism £2.99  
**BAP Availability:** 6/10.  
Even more tedious than its full price namesake. ★

**WARZONE**  
Core Design £20.99  
**AP2 Availability:** 6/10.  
Graphics have a degree of character to them, and it's pretty tough, but adds very little to the hackneyed Ikari Warriors format. Competent but deadly dull shoot-'em-up that you've seen a dozen times before. ★★

**WATERLOO**  
Mirror Image £9.99

**AP6 Availability:** Lower than new ABBA albums.  
Classy recreation of one of the more popular battles that unfortunately takes as long as an average presidential term of office to play. Tactical warfest. ★★★★★

**WAXWORKS**  
Accolade £34.99



**AP22 Availability:** 8/10.  
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. Too many mazes for its own good, but there're also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★★★

**WEB OF TERROR**  
Impressions £19.99  
**BAP Availability:** Low.  
Almost unplayable, and even then totally frustrating and not impressive in any way. ★

**WEEN**  
Coktel Vision, £29.99  
**AP19 Availability:** 7/10.  
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status. ★★★★★

**WELLTRIS**  
Infogrames £24.99  
**BAP Availability:** 6/10.  
The kind of addictive game that people spend decades playing, but if you didn't like Tetris, don't even think about it. ★★★★★

**WHITE SHARKS**  
Demonware £24.99  
**AP2 Availability:** 5/10.  
Exceptionally good graphics, novel 'choose-your-own-power-ups' weapon system, if a little too fast to have any decent feel, and incredibly unimaginative. The game that put the 'bog standard' into 'bog standard shoot-'em-up'. Duff. ★★

**WHO FRAMED ROGER RABBIT**  
Infogrames £29.99  
**BAP Availability:** 4/10.  
The high visual standard you'd expect from Disney, and a great soundtrack, but the disk swapping's a nightmare and there's only three sections to the game. ★★★★★

**WILDLIFE**  
MD Production £19.99  
**BAP Availability:** 1/10.  
An ideologically sound idea, but an Operation Wolf game without shooting is like swimming without water, and hey, no one really gets hurt in video games anyway. ★

**WILD WHEELS**  
Ocean £25.99  
**AP7 Availability:** Wildly average.  
More like Mediocre Wheels, really. Attractive presentation and competent programming make Wild Wheels an appealing prospect, though the actual concept is remarkably shaky, and simply proves unplayable. ★★

**WING COMMANDER**  
Mindscape £34.99  
**AP 21 Availability:** 5/10.  
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups. ★★★★★ (for the A1200) ★★ (otherwise)

**WINGS**  
Cinemaware £29.99  
**BAP Availability:** Sightings are kind of infrequent.  
Authentic WW1 feel, but with ludicrous disk swapping and very little gameplay, it's far too simple, and too expensive for what it is. ★★

**WINGS OF DEATH**  
Thalion £24.99  
**BAP Availability:** 4/10.  
More fun than Xenon 2, though not as pretty. The range of power-ups is good, even including power-downs! ★★★★★

**WINGS OF FURY**  
Broderbund £24.99  
**BAP Availability:** 2/10.  
Elements of flight simulation bring a little depth to the action, and the graphics have a lot of character. Strongly reminiscent of the budget game Skystrike, with 8-bit graphics and not much to recommend it. ★★

**WINNING TEAM COMPILATION**  
Domark £29.99  
**AP2 COMP Availability:** 5/10.  
Klax, Escape From The Planet Of The Robot Monsters, Cyberball, Vindicators, APB. ★★★★★

**WINTER GAMES**  
US Gold £24.99  
**AP18 Availability:** 6/10.  
Plenty of varied fun with figure skating, free skating, speed skating, hot dog aeriels, ski jump, biathlon and bobsled. Available in Mega Sports compilation. ★★

**WINTER OLYMPIAD 88**  
Tynesoft £19.95  
**BAP Availability:** Not too available, as the title suggests.  
Another Big-Event-Cash-In-Game (oh no, another game genre name). This one will hold your attention for a few minutes, but not much more. ★★

**WINTER SUPERSPORTS 92**  
Flair £25.99  
**AP15 Availability:** Okay.  
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★

**WIPE OUT**  
Gonzo Games £19.99  
**BAP Availability:** 3/10.  
A light cycles game in 1990 was hardly the peak of innovation (in fact it wasn't even the peak of innovation in 1980). Poor graphics, sound (and most everything else) but a fun game nonetheless. ★★

**WITNESS**  
Mastertronic £9.99  
**BAP Availability:** 7/10.  
Another brilliant murder mystery adventure from Infocom. Also on Lost Treasures compilation. ★★★★★

## WIZKID

Ocean £25.99



AP15 Availability: Fine.  
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like Breakout and Pengo. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least).  
\*\*\*\*\*

## WOLFPACK

Mirrorsoft £24.99

BAP Availability: Keeps its head below water.

Sub sims never score highly on the thrillometer, and this one is no exception. Not as overly techno-biased as many in the genre, but still not one to recommend to the hardened action junkies. \*\*

## WOLFCILD

Core Design £25.99

AP10 Availability: 5/10.

A Switchblade derivative, with Strider thrown in. Although it looks good, both movement and scrolling are jerky. A lifeless, uninspiring run of the mill hack 'em up. \*\*

## WONDERLAND

Virgin £24.95

AP2 Availability: Sightings are getting rare.

An evocative telling of the classic Lewis Carroll tale utilising a pretty advanced user-interface, but unless you've got a very powerful Amiga with a screen that can handle interlace, the whole thing is very unwieldy. It's not got the best parser in the world either. Also available in the Fantastic Worlds compilation. \*\*\*

## WORLD CHAMPIONSHIP BOXING MANAGER

GBH £7.99

AP20 Availability: 5/10.

A football management sim - only with boxers instead. Lots of pretty pictures with tedious gameplay do not a great game make. \*\*

## WORLD CHAMPIONSHIP SOCCER

Elite £24.99

BAP Availability: Most shops are familiar with it.

Very good copy of the coin-op (sob) ie poor playability and you never get two seconds on the ball. \*\*

## WORLD CLASS LEADERBOARD

Kixx £9.99

AP6 Availability: Medium rare.

Great golf game that's been overshadowed by bigger and better versions. Available in the Grandstand collection. \*\*

## WORLD CLASS RUGBY - THE FIVE NATIONS

Audiogenic £25.99

AP14 Availability: 6/10.

Dramatically-improved version of the earlier game (World Class Rugby), right up there with Rugby - The World Cup for playability and action. The 3D second-person perspective view (a la John Madden Football) is neat, too.  
\*\*\*\*\*

## WRATH OF THE DEMON

Readysoft £29.99

BAP Availability: 3/10.

Cheaper than Shadow Of The Beast II, but almost exactly the same in every other respect. If you liked SOTB II you'll already have bought it, so you won't need this then. \*\*

## WRECKERS

Audiogenic £24.99

AP3 Availability: Seems to have disappeared down a black hole.

Some refreshing game ideas add a new angle to the old 'aliens-overrun-space station' story, but the whole thing feels far too much like an 8-bit game - right down to the colour schemes. All the elements of a good game are there - they just haven't been tied together properly. \*\*

## WWF EUROPEAN RAMPAGE

Ocean £25.99

AP22 Availability: Good (which is very bad).

Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. Don't bother. Also available on the Super Fighters and Dream Team compilations. \*

## WWF WRESTLEMANIA

Ocean £24.99

AP10 Availability: Good (which is bad). There's a complete absence of WWF's sparkle and a lack of fluid, stimulating grappling action. There's disappointment in store for grapple fans and WWF viewers alike. \*

## XR35

Anco £9.95

BAP Availability: 2/10.

Aaaaaaargh! Yet another horizontally scrolling shoot-'em-up (surely there can't be many more). It looks great but plays sloppily due to over-sensitive controls. \*\*

## XENON

Melbourne House £19.99

BAP Availability: 3/10.

Great conversion of the coin-op vertically scrolling shoot-'em-up. Crap game in its own right. \*\*

## XENON 2

Mirror Image £10.99

AP3 Availability: 8/10 (compilation)

An audio-visual banquet hung around

the skeleton of a very ordinary (but pretty tough) vertically scrolling blaster. Available on Bitmap Brothers Vol 1 compilation. \*

## XENOMORPH

Pandora £24.99

BAP Availability: Very low.

Lots of lasting appeal, lots of depth, but pretty weak sound. It's sprawlingly big, but still good stuff. \*\*

## XIPHOS

Electronic Zoo £24.99

BAP Availability: No way.

Silky smooth and subtle, but takes far too long to get into the action. This one's only for the dedicated space trader. \*\*

## XYBOTS

Domark £24.95

BAP Availability: 5/10.

Split screen two player arcade conversion of the seminal 3D maze game. Garish graphics, but great fun nonetheless. \*\*\*\*

## YOGI'S GREAT ESCAPE

Hi-Tec £7.99

AP9 Availability: 6/10.

Horizontally scrolling platformer with Mario tinged gameplay. Extremely addictive, and Yogi and Booboo are in there too. Available in the Hanna Barbera Character Collection. \*\*\*\*

## YOGI'S BIG CLEAN-UP

Hi-Tec £7.99

Not reviewed Availability: 6/10.

A bit like Yogi's Great Escape but bigger and better. Surprisingly smart, Boo-Boo. \*\*\*\*

## YOLANDA

Millennium £24.99

BAP Availability: No chance.

Racy soundtrack, but poor graphics, and some annoying pixel-perfect platform positioning make it just too hard. \*

## ZAK McKRACKEN AND THE ALIEN MINDBENDERS

US Gold £24.99

BAP Availability: Try getting a used copy from somewhere.

One of the earliest adventures in the now familiar Monkey Island mould. Dodgy graphics tend to spoil many of the great gags. \*\*

## ZARATHRUSTA

Hewson £24.99

AP 11 Availability: Scarce. The Thrust gameplay is timeless, and it's been updated with 1990s graphics, resulting in something very special indeed. \*\*\*

## ZIRIAX

The Software Business £24.99

AP2 Availability: 3/10.

Pretty Scramble variant that's seriously overloaded in the difficulty department. \*\*

## ZOOL

Gremlin Graphics £25.99

AP18 Availability: You can't avoid it.



Heralded as a Sonic beater, though not quite that good. But still kicks the ass of most platformers. \*\*\*\*

## Z-OUT

Rainbow Arts £24.99

AP2 Availability: 1/10.

Horizontally scrolling shoot-'em-up. Not too different to R-Type. \*\*\*

## ZORK

Virgin £9.99

BAP Availability: Now on Lost Treasures.

Classic text-only adventure that'll keep you entertained for weeks. \*\*\*\*

## ZORK II

Virgin £9.99

AP2 Availability: Rare, but now on Lost Treasures compilation.

Surreal text-based adventure game. It's a beauty. \*\*\*\*

## ZORK III

Virgin £9.99

AP2 Availability: 8/10

Bigger and more elaborate adventure than its predecessors. Only worth considering if you can lock yourself in your bedroom for months. \*\*\*\*

## ZYCONIX

Accolade, £24.99

AP19 Availability: Easily obtainable.

Decent mix of several puzzle-game standards. \*\*\*

## MEDIOCRITY PERSONIFIED AWARD

### ZONE WARRIOR

Electronic Arts £25.99

AP7 Availability: 2/10 (That's 2 too many.)

Well, you don't see many games of this style anymore, but that's a bit of a blessing really. Even the programmers of this trashy arcade adventure must have been left with an empty feeling.

Avoid it at all costs, this is the kind of game which wrecks lives. \*



# SOCCER KID

WHILST ON HIS QUEST TO FIND THE MISSING WORLD CUP, SOCCER KID FINDS TIME TO RELAX AND ENJOY A GOOD GAME OF FOOTIE.....



# THIS IS AMIGA POWER

**AMIGA  
POWER**

ISSUE 24 APRIL 1993

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TA11 7PY Tel 0458 74011

AMIGA POWER IS PRINTED  
IN THE UK

A member of the Audit Bureau of Circulations

Registered circulation

ABC

60,184

January - June 1992

LINDA WOULD JUST LIKE TO SAY:

'Ooh look, baalambis, Mummy'

STUART WOULD JUST LIKE TO SAY:

'Take your hat off, boy, when you're talking to me'

TIM WOULD JUST LIKE TO SAY:

'Don't threaten me with a dead fish'

DAVE WOULD JUST LIKE TO SAY:

'Are you a Benny tied to a stick?'

JACQUIE WOULD JUST LIKE TO SAY:

'I've never heard anything so ridiculous in my life'

MARK WOULD JUST LIKE TO SAY:

'After that, you'd better enjoy it'

LISA WOULD JUST LIKE TO SAY:

'Does anybody want a banana?'

AMIGA POWER comes to you from Future Publishing, home of Amiga Format, ST Format, Amiga Shopper, Mega, Super Play, Your Sinclair, Commodore Format, Amstrad Action, Sega Power, TOTAL! and GamesMaster magazine.  
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Will peace and love, in the shape of charadee release *Sleepwalker*, overturn hate and violence, in the shape of ultra-nasty beat-'em-up *Street Fighter II*?

## 44 THE SHAPE OF THINGS TO COME

*Battletoads! Again!* *World Class Soccer! Again!* (Sort of). *Little Divil! Again!* And some genuine new stuff, as well.

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## 77 COMPLETE CONTROL

*Indiana Jones And The Fate Of Atlantis* - the final part of the complete solution, plus *Alien Breed 92* maps, *Dark Seed* tips, and lots more insurmountable problems surmounted by Big Jonathan Davies.

## 87 THE A1200 DISSECTED

Gary Penn gets out his screwdriver and delves deep into the innards of the machine they're all calling, for entirely obvious reasons, the Amiga 1200.

## 97 INSERT BAD 'ROCK' JOKE

Win some extremely tasty hi-fi kit courtesy of AMIGA POWER, Core Design, and a neanderthal used-car salesman.

## 102 PUBLIC DOMAIN WITH DR DAVE

Some more fab games that'll cost you less than a British Rail sandwich, presented by Average-Sized (But Lovely) Dave Golder.

## 106 DO THE WRITE THING

Readers - what would we do without 'em? Throw these pages away, for a start.

## 112 SUBSCRIBE TO AMIGA POWER

You said we should bring the price down. We went one better. Turn to page 112 now and find out how to get copies of AMIGA POWER for free!

## 114 IN THE STYLE OF...

It's back! For a special interactive one-off performance, AP's answer to Bobby Davro asks - is there life on Mars?

## GAMES OF THE MONTH



### LEMMINGS 2

We're not kidding - this really is it this time.

Page 54



### BODY BLOWS

It's better than *SF II*, but does that mean it's any good?

Page 58



### A-TRAIN

*Sim City* with trains? Wasn't that *Railroad Tycoon*?

Page 64



### CREATURES

Is it another classic 8-bit conversion success story?

Page 69

## ABSOLUTE POWER

We toyed with the idea of sawing a woman in half, we even considered the possibility of making the Statue Of Liberty vanish, but in the end with settled for this... Absolute Power. The aim is to review every single Amiga game ever released, give a star rating and an availability grading (except this month's that is). In the process we uncovered blasts from the pasts such as *Whirligig*, *Plutos*, and *Leathernecks*. Never heard of 'em? Never mind, Absolute Power is here to give you the rundown on these and - yes! - every other Amiga game ever.

And hey! - you could win the Editor's job for a day.

(We really hope you enjoy this feature, not only because we're very, very proud of it, but also because half the staff are now in psychotherapy because of it).



### ZOOL A1200

The same great game, but now with pretty backdrops!

Page 90



# OVER 300

GAMES RATED IN EVERY ISSUE!

## MONTH



### WALKER

But why didn't they just call it 'Mass Murderer' instead?

Page 60



### CHUCK ROCK II

Another dose of prehistoric frolics from Core.

Page 70



### SLEEPWALKER A1200

Money left after buying that A1200? Give it to charity.

Page 91

## 87 A1200

Yes, we know we were supposed to do this last month, but we thought we might as well wait until we could tell you absolutely everything you could ever need to know about Commodore's latest addition to the ever-expanding Amiga range. What'll it do? What software can it run? Who's going to be writing games for it? All of these questions, and possibly some other ones, answered.

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---------------	----

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## NEXT MONTH...

Hey, you're only reading the contents and already you want to know about next month? Well, the May issue will feature reviews of *Universal Monsters*, *Desert Strike* (no really), and *Abandoned Places 2*. There'll also be the latest news on the fab Amiga Format Live show (though no Tim N or Mark R). Wow, can you really wait until 8th April for it?

Frankly, even we don't know how we manage it, but this month, yet again, we've managed to cram more stuff onto one coverdisk than most of our competitors do on two. Disk 24 offers you football, platform action and, well, extreme violence. Read on and discover...

# disk

24

33

## AND THIS IS DISK 24



### FA PREMIER LEAGUE FOOTBALL

Long awaited in the guise of *World Class Soccer*, Ocean bring Audiogenic's game bang up-to-date with a Football Association licence.

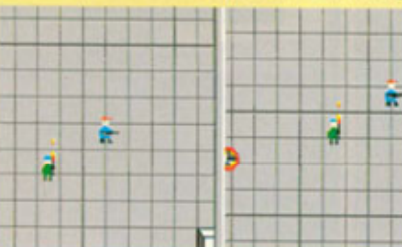


### DONG

The Hidden have written several great AP coverdisk games, but now they've gone professional. Check out their first effort with four - count 'em! - full levels of duck-related larks and japes.

### EXTREME VIOLENCE

Tying in closely with this month's cover theme, a great two-player shareware blaster. Kills, thrills, and spills in this split screen thang.



### GOT A FAULTY DISK?

Oh no! Are you sure? Before you go any further try, the procedures described in the panel over the page. If, after all that, you do have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 24, Diskcopy Labs, Unit 2+3 Omega Technology Centre, Drayton Fields, Drayton, NN1 1FR.



## 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.**

- All of this month's games are one meg only.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- It really is that simple.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

● Have a good time.

## OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like'.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem, to: AMIGA POWER Disk 24 Returns, Diskcopy Labs Unit 2+3 Omega Technology Centre Drayton Fields Drayton NN1 1FR
- We really hoping 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. We've tried, we really have, but we're just crap at it. So send it Diskcopy Labs. Please.

## FA PREMIER LEAGUE

**Publisher:** Ocean

NB DUE TO CIRCUMSTANCES BEYOND OUR CONTROL, FA PREMIER LEAGUE IS NOT COMPATIBLE WITH THE A1200. WE APOLOGISE FOR ANY INCONVENIENCE. NORMAL SERVICE WILL BE RESUMED AS SOON AS WE WORK OUT WHAT 'NORMAL' IS.

**W**e gave you *Sensible Soccer*. We gave you *Sensible Soccer Meets Bulldog Blighty*. We gave you – ah. Those would appear to be all the football games we've given you.



**Examining that winning somersault in close detail. Mmm.**

Just about time for another one, in that case, don't you think? *FA Premier League Soccer* is in fact the long-awaited *World Class Soccer* by Audiogenic under a different name, and there's an in-depth preview of it on page 44, so enough plot. What you get here is a demo of the overhead-view version of the game, featuring a titanic tussle between a couple of teams whose players might sound a bit

## EXTREME VIOLENCE

**Shareware**

**W**ell, it's like this. There's you and this other guy in a big arena. You and the other guy, you don't like each other much. So you decide to kill each other. And that's that.

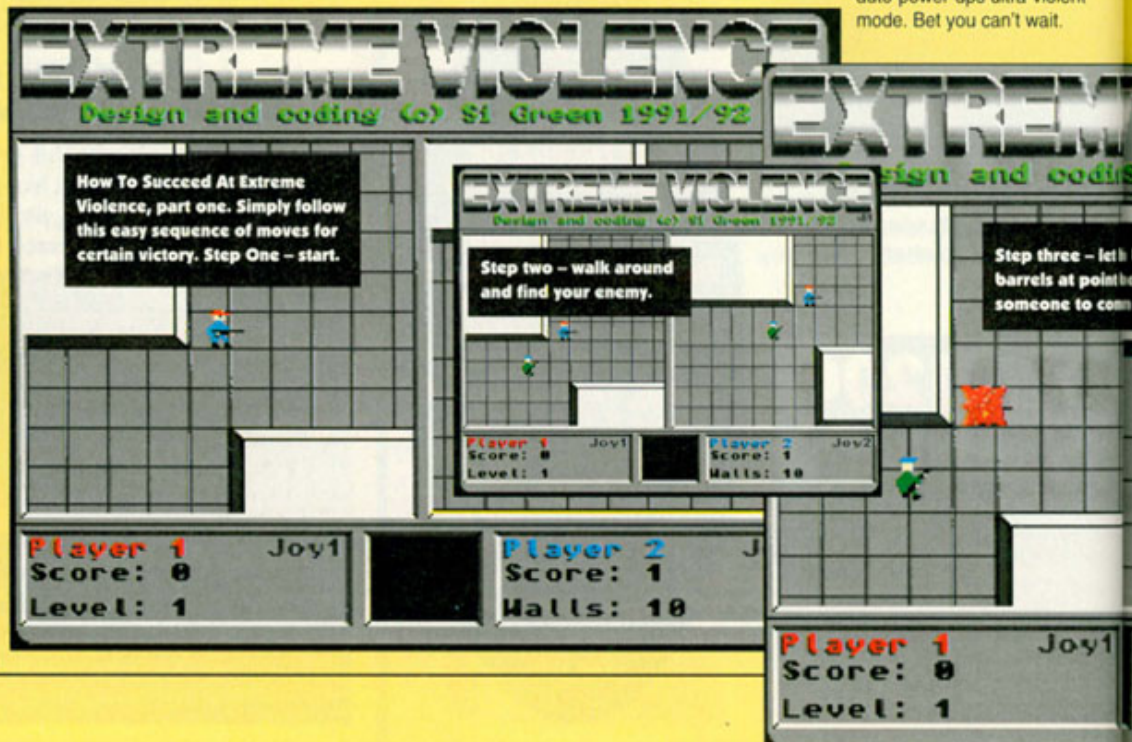
## THE RULES

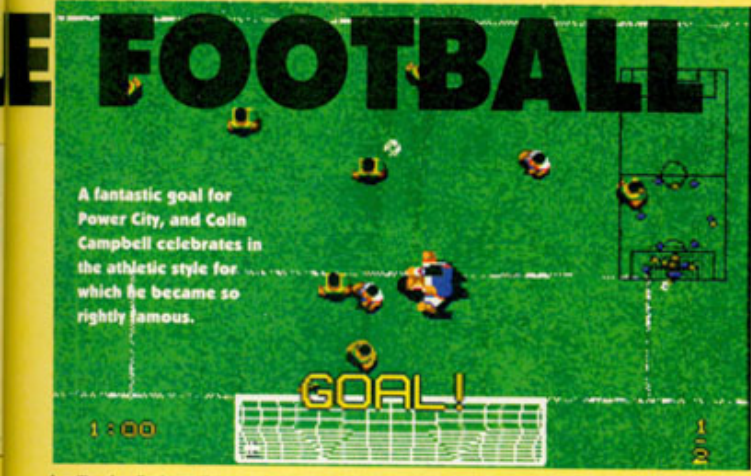
Each player has a gun which can fire one bullet at a time. If you fire again while a bullet is on screen, it'll disappear and be replaced by your new bullet. You can pick up various power-ups (speed-ups, big

lasers, radar invisibility and so on), and – oh. Those would appear to be all of the rules. It's kill or be killed, folks.

## COMING NEXT MONTH!

Er, if we remember this time, that is – the secret codes that let you play the special auto-power-ups ultra-violent mode. Bet you can't wait.





A fantastic goal for Power City, and Colin Campbell celebrates in the athletic style for which he became so rightly famous.

familiar (well, they did to us, anyway). It's a football game, so we'll just get straight on with the instructions, shall we?  
Obviously, moving the joystick around causes your player to run in one of the eight compass directions. After that, it gets a bit more complicated. While running in one direction, holding the fire button down determines the power of the kick. If, while holding fire down, you centre the joystick and release, the ball will travel at half height. If you pull in the opposite direction to the direction you're running, you'll do a lob. If the joystick isn't centred when the fire button is pressed, a crosshair will appear on screen, which the kick will go to unless the crosshair is

too far away. (The crosshair always moves away from the player, so effectively controls strength).  
With the joystick centred, a short tap on the fire button will pass the ball straight to the nearest available team-mate, in the path of the direction you're moving. If you move the joystick through the various angles, you can flick quickly through several possible receivers.  
Note that passes or kicks only actually happen when you release the fire button. Fire also automatically controls headers and sliding tackles in a context-sensitive kind of way. The rest of the little subtleties, well, you can work those out for yourself. ●

# ENCE

## CONTROLS

Player two uses joystick 2, player one can use joystick 1 or the keys Q, A, O, P and Space, but (ahem) there's a bit of a bug in the keyboard-reading routine if you're using an A1200 so we'd advise you to stick with the stick.  
Enjoy yourselves. ●



The power-ups you'll be using - learn them well.



Later levels mean more walls to hide behind and creep around.

# OLEN



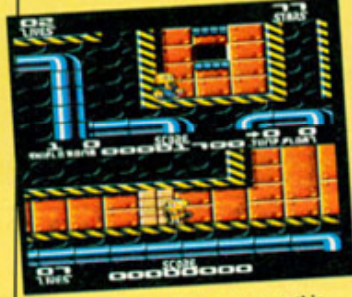
Alien Breed? Psh! We've got all the 'imminent meltdown' thrills we need right here, thanks.

Publisher: DMI

This has to be one of the best demos we've had on the disk in ages. No less than FOUR full levels of duck-tastic platform action and a simultaneous two-player mode are yours for the taking in this latest corker from our veteran coverdisk maestros The Hidden. Dong's a bit different, though - it's the boys' first commercial game, to be published by DMI in a couple of months' time at a recession-busting £15 price point. This early demo comes with, like we said, four levels, but the real thing will boast over 100, as well as a whole slew of extra features not yet implemented. But you don't want to know about those, you want to know about the ones which are...

## ADORABLE CREATURES

You play Dong (a duck). For entirely superfluous reasons which haven't actually been thought of yet, you're collecting Star Crystals. These gem-like crystals litter the various levels of Dong's world, including the Sub-Aqua zone which we present here for your delectation. To travel through the four stages of this incarnation of the Sub-Aqua zone, you must collect every Star Crystal and escape through the exit. Some Star Crystals are hidden away in Davy Jones-style lockers, and to access these you'll have to open up the lockers by flicking switches located elsewhere in the stages. Sounds good so far, doesn't it?



Sonic 2 players might have seen this two-player mode somewhere before.

Right - exploding duck alert!



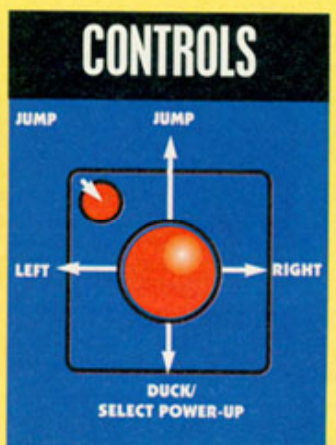
Left - Dong was always a shy duck, and rarely came out of his shell.

## AND YET, STILL MORE

Switches, eh? Star Crystals, eh? Platforms, eh? There's something missing here, and I think it's power-ups. Luckily, Dong comes complete with a tasty set of power-ups. There's a shield which protects our boy with a hard-boiled shell for a limited period of time, a smart bomb which does smart bomb-type things to all visible baddies, and a couple of other ones (superjump and the ability to float on the otherwise deadly toxic water found throughout the levels) which you shouldn't have to worry about in this demo.

You cycle through the power-ups by moving the joystick down, and use the selected one by holding down and pressing fire. Power-ups can be found just lying about, or salvaged from the debris of slaughtered enemies.

And, er, that's it. ●



## GOOD IMPRESSIONS

Impressions have a reputation for their quality wargames, and for fans of the genre there's good news in the shape of three exciting new releases from the company.

First up we have Edward Grabowski's *The Blue and the Gray*, a Micro Miniatures American Civil War simulation. It's a campaign war game stretching over a map from the Mid-West to the East Coast and from Florida up to New York, and it features an easy to use point-and-click control system. Chris Bamford, Development Manager at Impressions, said "Our last mini-war game was called *Samurai*, and was a big success. The gameplay involves lots

of little figures who fight fully-animated battles, and there are three levels of map to view as well." It should be available in May.

When *Two Worlds War* is another strategy war game, this time between two planets and set in 2121. "Despite the title it's less of a war game. It's a sci-fi game where most of what you do is not actually fighting but allocating resources - farms, factories, research centres and so on. You can then design and build different military units, and the fighting takes place over three different locations, your planet, the enemy's and the space in between." *When Two Worlds War* will be available in March.

Finally, *Rules of Engagement 2*, follow-up to the highly successful... well, guess. "The core of the game will be very recognisable," says Chris, which should please fans of the original. Described as a real-time, strategic space combat game, it includes a mission and campaign builder, and you can even design the solar system within which the battles will take place. It'll be available around summer time.



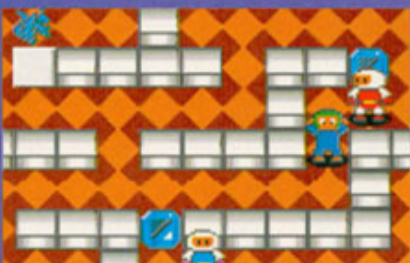
## ATOM SMASHER - THE CODES!

Oops! Like all other humans, we on AMIGA POWER are predictably fallible, and so forgot to print the codes for ATOM SMASHER, the fab game off issue 22's cover disk. Hundreds of phone calls (well, over twelve) have prompted us to rectify this most heinous error.

First up is a plain old cheat - type in CATHERINE ZETA JONES on the menu screen and it'll say 'Ready.' Start the game normally, then use 'S' to skip levels, 'L' to toggle infinite lives on or off, and 'I' to toggle invulnerability. The code for the level editor is ZANALEE: ESC - Return to main menu. DEL - Totally blanks the selected depth. M - Toggles between BLOCK and BADDIE mode. G - On depth 2, toggles graphic style through Metal, Rock, Snow, Brick, Krypton. [ and ] - Toggle through existing levels. F1/F2 - Play level in 1/2 player mode.

### Designing a maze

Each level consists of three layers, and pressing 'D' will go through them. Depth 0 is where the backgrounds are designed, depth 1 is where the ice, mud and mines go, and depth 2 is where you actually design the maze. On depth 2, pressing 'SPACE' takes you to the block select screen, where you can select any block by pressing fire. This then puts you in BLOCK MODE (which



appears at the bottom right of the screen) where you can place the block by pressing fire again.

### Placing characters

Select depth 2 and press M to go into BADDIE MODE. Position both players by pressing '1' and '2' at the desired positions. You can toggle

through the baddies using the comma and full-stop keys, and can place them using fire, or replace existing baddies by first selecting the space, and then adding your preference. Baddie characteristics can be changed by placing the cursor over it and then using the arrow keys: UP - Increase baddie speed.

LEFT/RIGHT - Decrease/increase the rate at which baddies drop hazards, from 01 (a hazard every move) to 99 (every 99 moves). 00 means it'll never drop anything.

DOWN - Increase drop speed by 10. Pressing '9' will change the speed at which the baddies will then appear.

Once you've placed all the initial baddies, pressing RETURN takes you onto the QUE screen, where you can place up to 50 replenished ones. Pressing '0' will change the time between these baddies appearing.

Any new levels can now be saved on a blank disk by returning to the main menu and selecting the SAVE option. Simple, n'est-ce-pas?

## MORE HUMANS

If you've got through *Humans* and you're gagging for more, why not go for *The Human Race - The Jurassic Levels*, Mirage's new follow-up. It gives you 80 more levels that are apparently the toughest yet, and will be available as both a data disk which you can use with the original and also as a stand-alone version. The levels feature more dinosaurs, more tribesmen and even more chaotic terrains for you to overcome, though you still have all the objects from the original game at your disposal. It'll be available very soon at £19.99 for the data disk or £29.99 for the stand alone version.

## REVEALED! THE SHADY PAST OF TV GLADIATOR WOLF!



Taking our cue from those tacky news snippets on The Word, we're delving into gossip territory. Take a very close look at the beefcake on the artwork from the old Palace hack-'em-up *Barbarian*. Yes, it's none other than Wolf, of

musclebound TV series *The Gladiators*. We just bet he doesn't have that one in his portfolio. Er, that's it really.

## I'M INNOCENT I TELL YOU!

Strange but true, Psygnosis are working on a new adventure for the Amiga called (eek!) *Innocent - Until Caught*. Representing something of a departure for the company (ie it's not a cute puzzle/platform game),

Nik Wild, Producer of *Innocent - Until Caught*, explains: "*Innocent - Until Caught* puts the player in the role of Jack T Ladd, having just been captured by the Intergalactic Revenue Service, who promptly give you a huge tax bill. It's then up to the player to go off and find a way to pay it. As the plot unfolds you realise that there's more to the IRS than meets the eye."

From this simple beginning a series of events and twists of fate take the player into deeper and deeper water, from planet to planet, etc, etc. Psygnosis are keeping the visual side under wraps, but if the actual game can match the storyboarding, then we could be looking at something really interesting. Following the PC version, the Amiga game is slated for an April release.

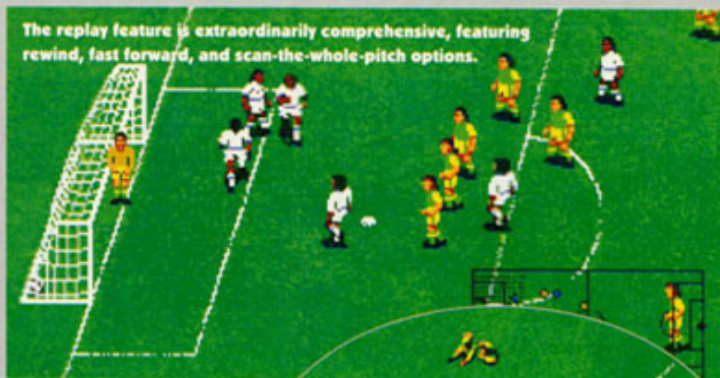
## FOOT NOTE

New from Spectravideo is a nifty new game controller which you play with your feet. Designed to be used in conjunction with your existing controller (joystick or joy pad), it's apparently particularly useful with flight and racing simulations. It's got industrial-standard micro switches and costs £24.99.



# THE SHAPE OF THINGS TO COME

If these aren't the most intense previews ever written, then the devil doesn't scuba dive. Stay hungry...



The replay feature is extraordinarily comprehensive, featuring rewind, fast forward, and scan-the-whole-pitch options.

And here's that other viewpoint. As you can see, it's a bit spacier, and it feels lots faster, too.



## FA PREMIER LEAGUE FOOTBALL

**Game:** FA Premier League Football

**Publisher:** Ocean  
**Authors:** Audiogenic (Graham Blighe)  
**ETA:** April

**Briefly:** Hey, MTV generation, anyone remember issue 14? Anyone? If you do, you'll recall our giant preview of (what we thought would be) last summer's big football game releases. Included in the superbly-written feature (*That's enough - Ed*) was a game called *World Class Soccer* by Audiogenic, which claimed (or

rather, the company's boss did on its behalf) to be 'a much better game' than the then-forthcoming *Sensible Soccer*.

WCS was a thematic sequel to Audiogenic's excellent (at the second attempt) *World Class Rugby*, and boasted a Unique Selling Point in the form of a two-perspectives approach, giving the player a choice between overhead-view *Sensible Soccer* style and *Manchester United Europe*-esque sideways-on horizontal scrolling, with the viewpoints switchable at any time, even in the middle of an action replay.

Sadly, despite being pencilled in for an August release, *World Class Soccer* suffered a succession of setbacks, and ended up not getting released at all. Now the code's been bought up by Ocean, along with a useful FA Premier League licence tag, and with a few last little bits of fiddling, the game should finally see the light of day any minute now. We'd normally shout 'Hurrah!' at this point, but I've got a bit of a sore head and can't be bothered.

**The Creators Speak:** So, why isn't it coming out on Audiogenic any more? Over to that firm's Peter Calver. "We thought we'd written the best football game around, but the honest truth of the matter is that the Audiogenic name didn't really carry the credibility to bypass the huge *Sensible Soccer* hype and get it to Number One, however good it was. The Ocean name, conversely, we knew could get it to Number One even if it maybe wasn't the most brilliant game ever.

"The bottom line is that on Ocean, the game's likely to sell four or five times as many copies, and that's what we want. While our royalty will obviously be much smaller, we'll probably still make as much money from the increased sales, without having to take on loads of marketing staff who'd have nothing to do for most of the rest of the year. We employ about 25 people at Audiogenic, but only two aren't directly involved with software

development, and we're happy to leave the marketing to a firm like Ocean with their massive clout in that department.

"As for the game itself, I think it's the best football game ever, simply. We've taken all the best features from the other games in the genre, along with several completely new ideas of our own, and I think the double viewpoint enables us to strike the right balance between a realistic look - which I think *Sensible Soccer* lacked - and playability,

which it certainly had. *Sensible* was a good game, but I think a lot of people went a bit overboard on it. I think this could win over both *Sensible* and *Kick Off 2* fans - it's done so already with one of our testers, who simply didn't think a better game than *KO2* was possible. And Graham Blighe, the game's programmer, has been writing football games almost exclusively for five years now, so he knows his subject, too."

**Verdict So Far:** The version we saw still had an awful lot of tweaking to be done and barring a particularly exceptional miracle it's not going to be a *Sensible*-beater, but there're a lot of very neat features and there's still a gap in the market for the second-best football sim. Promising, but when Ocean took it away, I loaded *Sensible Soccer* up again...

● STUART CAMPBELL

"We thought we'd written the best football game around"

Um... here's, er, some players near the middle of the pitch. Sideways.



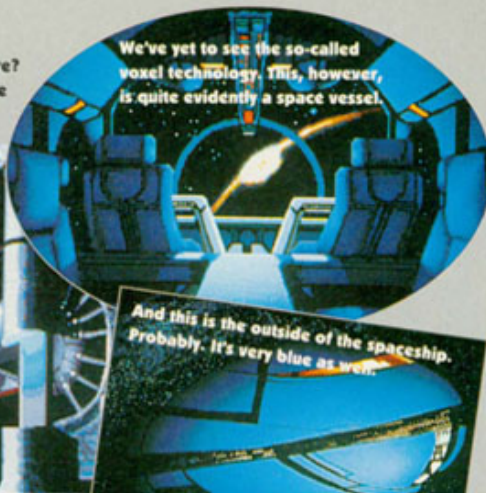
Another chance to see that great goal from the top of the page, but this time from above.





OK, so these screen shots are from the PC version, but apparently the Amiga version will look very similar.

There's a very blue look to this, isn't there? Picasso once had a blue period (when he had lots of blue paint to get rid of).



We've yet to see the so-called voxel technology. This, however, is quite evidently a space vessel.

And this is the outside of the spaceship. Probably. It's very blue as well.

# CYBERRACE

**Game:** CyberRace  
**Publisher:** Cyberdreams  
**Authors:** John Krause, Gary Vick, John Hagerman, Eric Enroth, Syd Mead, Louis Johnson  
**ETA:** September 1993

**Briefly:** Coming later this year from Cyberdreams, the company who brought you *Darkseed*, is this futuristic racing game. It's set in the future (naturally), where a furious space-war is raging between the Terran and Kalidasian empires. Rather distressingly, this particular war is ripping a hole in the very fabric of the galaxy (or at least leaving a bit of a untidy mess). So, the more environmentally-aware civilisations in the area force the two aggressors to settle their differences on the race track. The *CyberRace* track in fact.

You play Clay Shaw, one of the niftiest racers in the galaxy. He's also a pacifist, so the Terrans have kidnapped his girlie in order to force him to participate in the races. You're racing to save your loved one and the existence of your planet. Heavy.

It sounds exciting, but what's also interesting is the use of a new graphics technique called "voxel-based rendering technology". A voxel is evolved from a pixel, but it describes depth as well as the graphical point on screen. Sounds spooky, but it should offer much more realistic landscapes than the pyramid-shaped shaded polygons we're used to.

**The Creators Speak:** Voxel technology also enables landscapes to be based on existing topographies. As John Krause, Chief Technical Officer and programmer, explains: "Imagine a race set on the planet Mars, that utilises the actual satellite-based data of that planet's landscape, and you get an understanding of the exciting possibilities that voxels represent."

I asked James Lamorticelli, Managing Director of Cyberdreams UK, whether it's really just a standard racing sim that's simply set in the future. "No, it's half racing sim, half adventure game. The voxel technology has been used to create over 10 different race tracks, each with different scenery, but between the races you can update your vehicle, buy weapons, interact with other characters and even have romances. There'll also be cinematic sequences and digitised speech in the game."

One man who's evidently responsible for much of the cinematic quality of the game is 'Visual Futurist' Syd Mead, whose credits include design work on many science fiction films including *Blade Runner*, *2010 (Another Space Odyssey)*, *Aliens* and *Tron*.

Says Mead, "*CyberRace* has everything I like going for it. The technology in the world of games fascinates me." The rest of Cyberdreams

Clay Shaw, whatta guy. Racer extraordinaire, saviour of the planet and awesome lover.

It was a typical (and red) evening at the Kalidasian student bar.



are extremely pleased to have him work on the project also. James Lamorticelli said, "He has a very acute futuristic sense of concepts and design. For this game it ties in very well."

The screen shots shown here are all from the PC version. Are they actually part of the game, and will they look the same on the Amiga? "The screen shots are from the adventure part of the game. We haven't shown any of the voxel technology yet, except at the CES in Las Vegas, but

we'll be unveiling the voxel-based graphics in the UK at the ECTS show in April. As for the Amiga version, it will have a consistent look with the PC version, just as *Darkseed* did."

**Verdict So Far:** Well, everybody at Cyberdreams is very enthusiastic about the game, and it looks like it's going to have a lot to offer. *Darkseed* was an extremely professional game, and if we can expect the same from *CyberRace* we're in for a real treat. We're all looking forward to it here.

● TIM TUCKER

"Half racing sim, half adventure game"

"Clay, these are the guys you'll be up against." "Ah, well you see, there's a bit of a problem. I've got this video that needs taking back to the shop..."



"No, we're not lost. They said it was the blue building on the right after the blue steps. Or was it before the blue steps?"



Litil Divil's path is fraught with danger at every turn. You're going to have to find the right weapons and tools on the way too.

**Game:** Litil Divil  
**Publisher:** Gremlin  
**Authors:** John McLaughlin, Tommy Rolfs, Dominic Regan, Philip Plunkett, Nichola Sedgewick, Aidan Walsh, John Moore  
**ETA:** April

**Briefly:** After three years in the pipeline, Gremlin's next little monster (literally) is finally set to hit an Amiga near you in April. It's the story of Mad Mo and his discovery that the Lost City of the Underworld is in his cellar. Obviously, he has to take a look, but unfortunately he makes the mistake of pausing to drink some water from a pool before the gate to the Underworld, and it turns him into a little devil. Or Litil Divil if you will. Now his task is to get through the City of the Underworld to the Fountain of Normality and recover his normal shape.

The game consists of five levels, containing puzzle rooms connected by tunnels and corridors. To make things worse, Litil Divil is being followed by a being called the Entity, and if you take too long solving puzzles he catches up and tortures the unfortunate Litil Divil.

**The Creator Speaks:** I spoke to John McLaughlin, part of a big team of people working on the game in Ireland. The screenshots look fantastic, rivalling the *Dragon's Lair* games in quality, but is the gameplay going to be as lacking as in those games too? "No, there's far more control than that. We felt that *Dragon's Lair* looked great, but there was no game in there. With *Litil Divil* you have complete control of the character, you can move him in all directions, it's going to be an awful lot more playable."

Are the tunnel sections of the game standard platform-type gameplay? "No, they're 3D scrolling corridors, more in the vein of *Dungeon Master*. You control the character using a



It looks like a mermaid princess. Litil Divil's luck may have changed here, but somehow I doubt it.



It's a variation on an old English game called tennis. Except the net's made of a spider's web, and the participants don't look human.

Now this is the kind of spider that you can't just wash down the plug hole. No, this one's more likely to need a reasonably large explosive placed under it.



You know you're going to need that thing at some point, but how are you going to get at it? Jump!

# LITIL DIVIL

joystick and there are pits, flames, hands reaching out and punching you, it's a real challenge. There's also treasure to be found and some of the pits lead to secret chambers where you can get bonuses."

What about the puzzle rooms? "They will be from a completely different viewpoint. There are 40 different rooms in the game, which are split about 50/50 between puzzle and arcade-style rooms.

They serve two purposes, some to get through them and open doors to get to the rest of the maze and others to get objects that

will help you later in the game. One of the levels features a 3D maze with different gameplay again, so there's going to be a good deal of variety in the finished game."

The Litil Divil looks appealing as a game character. "Yes, we've given him a personality all his own. For instance if you accidentally bang him into a wall he'll turn round and shake a fist at you and if you do something good he'll jump all over the place in excitement. Stuff

like that adds appeal to the character."

So how come it's taken such a long time to develop? "Well, the design took a long time to fall into place, we wanted to get it looking really good. What we're trying to do is present a high quality game with exciting graphics on a scale that nobody has really done before. We feel that the quality of this game will be unprecedented."

**Verdict So Far:** It certainly looks gorgeous, and it appears that the gameplay won't suffer because of it, as in some other games. The variety and sheer scale of the game certainly look very impressive indeed, and perhaps Litil Divil himself is a new game hero in the making.

● TIM TUCKER

**"You have complete control of the character"**



Well, what would you do? It's a real toughie, because she looks like an interesting girl, but there's a swinging steel blade above her.

It's a puzzle room, but just looking at it I can't even tell what the puzzle is, let alone the blimmin' solution.



There's loads of treasure here, but there's also a bit of a problem getting to it.





Left: This beautiful still screen is typical of Silmarils. Bleeding French, always outdoing everyone else. Still, it's rather nice.



This close-up gives me a sense of the massive scale of the game's graphics. I can't see the tree, but I can see how big it is... sigh.

Left: The playing screen. Note the lush 3D graphics in the main window.

# ISHAR 2

**Game:** Ishar 2  
**Publisher:** Silmarils (Daze)  
**Authors:** Michel Pernot and Pascal Einswieller (programming), Jean Christophe Charter and Eric Galand (graphics), Fabrice Hatecloque (music)  
**ETA:** May

**Briefly:** It's the sequel to Ishar. What this means is another slice of Tolkien-esque role-playing, with control of several characters on a mission to destroy a new evil madman who has enslaved the population with mind-controlling drugs.

**The Creators Speak:** We asked Silmarils' General Manager whether Ishar 2 was an extension of the original game, or a new game in its own right.

"It's a considerable development on Ishar. We've taken the feedback from players around the world and incorporated these with our own new ideas about how to build on the original. As a result, Ishar 2 features automapping and instant access

to game saving. "The graphics are deeper and lushier too, and the control system is easier. Plus, the playing area is much larger. We've also added graphical set-pieces (such as when you sail from island to island), made the towns bigger, put set-pieces into the overall plot, and developed graded landscaping techniques."

So, how do they work exactly? "It's an interesting effect, but to be honest it's very boring to explain. It's much better when you actually see it in action."

Well, that's an honest answer. Obviously Ishar 2 faces stiff competition

from Legends Of Valour. How do you rate your chances?

"Valour is an excellent game, but it can't be directly compared to Ishar 2. In the Ishar games we've adopted various graphical and programming techniques to achieve a desired effect, which is to give a visual and gameplaying equivalent of a Tolkien novel, rich in dreamlike fantasy images, colour, sound and plot... we think that the techniques and style we've used achieve this effect.

Those in Valour, excellent though they undoubtedly are, would not."

Finally, how do the combat, role-playing, and puzzle-solving elements

come together? Is Ishar 2 a hack-and-slash kind of thing, or are we dealing with a brain teaser?

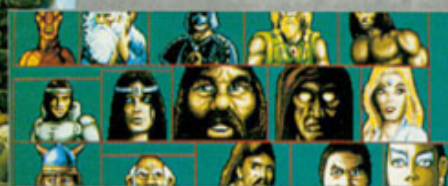
"It certainly contains a lot more combat and exploration than in the first game, but the plot is the most important element, unfolding as you get deeper into the game. I should mention at this point that the character psychology is very sophisticated in Ishar 2. The characters have a large degree of independence – the team members will actually fight and kill each other, disobey orders, betray you, steal from you, or alternatively indulge in remarkably altruistic behaviour over and above the call of duty. This adds a sophisticated management element just not matched in other RPGs."

**Verdict So Far:** Ishar 2 is shaping up to be big and beautiful. As to whether it can compete in these days of Captive 2 and Legends Of Valour, we're not so sure. Still, the character system sounds intriguing, and RPG games rely on plot structure and ease of use, which Silmarils seem keen to get right.

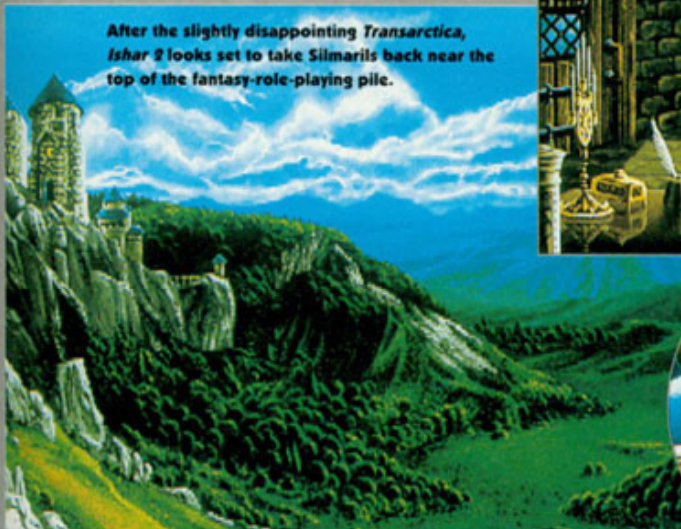
● MARK RAMSHAW

**"Rich in dreamlike fantasy images and plot"**

**More smart scene setting with well gorgeous graphics.**



Here's a look at some of the characters who'll be appearing in the game. A dodgy bunch or what?

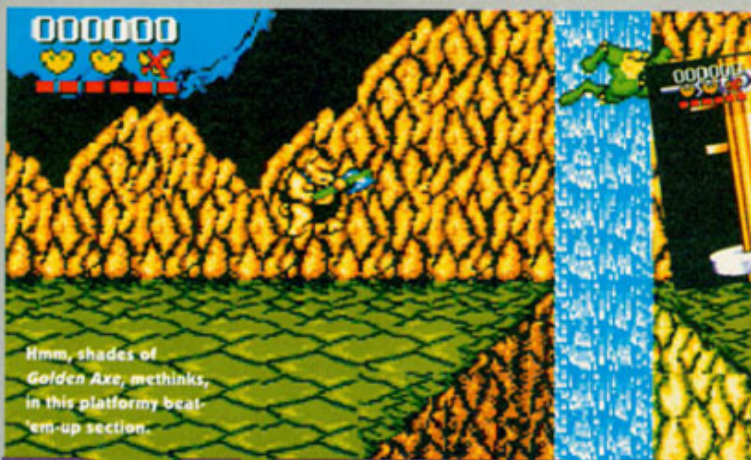


After the slightly disappointing *Transarctica*, *Ishar 2* looks set to take Silmarils back near the top of the fantasy-role-playing pile.



To be honest, we're not quite sure what relevance this scantily-clad female has to the game, but being sexist males (some of us anyway), we figured it was too good a shot to waste. So here you are – enjoy.





Hmm, shades of Golden Axe, methinks, in this platformy beat-'em-up section.



Ah, the hard-to-describe bit with the revolving cylinder. Obviously you can't see it move, but such are the limitations of the magazine format.



# BATTLETOADS

**Publisher:** Mindscape  
**Authors:** (Programming) John Meegan, Andrew Kerridge, David Shea, (Art) Ian Faichnie, Steve Leney, Jeff Gamon  
**ETA:** Mid April

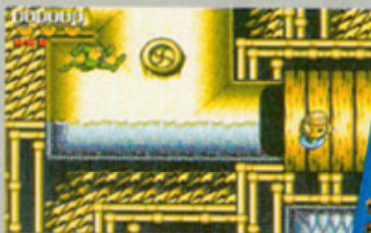
**Briefly:** Horned toads, warty toads, cane toads, battle toads? Not generally regarded as an important species in the natural history world, these go-getting gargantuan greeny meanies are set to change the course of galactic history by doing, well something incredibly galactically historic.

Already pretty popular on the Nintendo systems, *Battletoads* was due to come out before Christmas but, as so often happens, was put back and back. Now that it's (hopefully) back on line for an April release, we asked Mindscape's James Morris to tell us about the story behind this long running Amiga conversion job.

**The Creator Speaks:** First up is that firm favourite question in game previews - why isn't it out yet? "We completely underestimated the amount of

coding involved in this project," admits James. "We originally had two people working on it, but as soon as we realised the scale of the problem, we upped the team to six. One of the reasons behind the size of the game is the amount of graphics that have been done for the toads themselves. Depending on their situation, they've got all manner of different expressions, so if they're fighting they look mean and when they're scared they show it. The toads actually look like toads too, with short bodies and long legs, so when they move, their actions look different from the more human characters in the game."

"The game itself is made up of 12 levels, and there's a terrific degree of gameplay variation in these. There are flying levels, several platform levels, race sections and the last section's a sort of climb-'n'-beat-'em-up around a revolving cylinder." On the last one, the toad stays static on the screen, and everything else whizzes round to give the impression of the cylinder revolving. It's all very impressive. The variation means that in effect you get several games for



Leaping through septic tanks is just one of the downsides of toad life.

It's a cruel world when the frog gets the girl, and I just write about it. Sob!

your money, as on one level you're clutching the handle bars of a bizarre one-wheeled motorbike, and on the next you're racing through a series of lift shafts trying to get to a bomb before a rat does. Weird.

Mindscape are producing the Amiga version of *Battletoads* on licence from RARE, who did the original NES and Gameboy versions, so are there going to be any surprises for the Nintendo-playing public? "Actually - no. RARE have been very strict in laying down the law for this



I DON'T LIKE THE LOOK OF THIS.

conversion, from style sheets on how the toads look, run and fight, through to specific details on the layout of each level. RARE are very proud of their game and are keen to keep any version of it up to the same standard as the original."

**Verdict So Far:** There's no way that *Battletoads* can get away from its console origins, being predominantly a platform-based game, but there's a range of gameplay and novel ideas in this one that serves to separate it from your regular ho-hum conversion.

Whether the end result plays in a fluid manner or just as a series of unconnected sub-games, or if the game lives up to its hype, still remain to be seen.

● MARK WINSTANLEY

"If they're fighting they look mean"



Snowman pans out hero toad shock! Raymond Briggs should hear about this immediately.

Flailing around, hanging onto the handlebars, just doesn't look cool. It's suddenly become clear just why Harley's have seats.



# YO! JOE!



Joe can pick up and use anything he finds lying around on his travels. But who left an unattended chainsaw in the road?



As this touching group pic suggests, there's a simultaneous two-player mode, featuring Joe and the bandana-ed chap in the middle. Dunno about their pal, tho'.

**Game:** Yo! Joe!  
**Publisher:** Hudson Soft  
**Authors:** Scipio  
**ETA:** May/June

**Really briefly:** Wahey!  
**Briefly:** Stop press! Plonking unassumingly through the office letterbox the day before this issue's deadline came a little envelope with a Hamburg postmark. Uninterested, but desperate for something to do that wasn't the Absolute Power supplement that we'd spent the whole of the previous week on, we listlessly prised the envelope open. A little flutter of excitement flitted across our hearts as the Hudson Soft logo peeked through the torn paper – could this be a new game out of the blue from the authors of amazing all-formats software like *Eric And The Floaters*, *Stop The*

*Express*, *Air Zank*, *BC Kid* and *Dynablasters*? Apparently so. Suddenly a ruck developed as we all tried to rip the disks out of the envelope and stuff them in the disk drive at once. 10 minutes later, the *Body Blows* review found itself a page lighter and the screen-grabber went into overdrive.

We really thought you should see this.

Yes, I know this sounds a bit on the appallingly and unprofessionally pre-biased side, but when you've been in this biz as long as we have, a development team who can be relied on to produce top-quality games every time, a team who really seem to love games as well as know how to program them, becomes something of a

goose-and-golden-eggs situation. Despite being disgracefully overlooked in the various end-of-1991 awards, German team Hudson Soft haven't been discouraged. They're planning to build on last year's success with *BC Kid* and the incomparable *Dynablasters*, and the first game lined up is *Yo! Joe!* – a platformer with something of the look of Titus' excellent *Blues Brothers* and *Titus The Fox* and just a tiny little bit of the feel of *Prince Of Persia*.

There's nothing especially big or hard or clever or different about it (as far as we know – the demo version came with practically no info and it was too late for us to get any before the mag went to print, but we'll keep you up to date as soon as we find out more), but it plays like a dream (y'know, one of those really good ones about flowers opening up and trains and tunnels and stuff) and we love it already. And that's that. Shame about the stupid name, though.

**The creators speak:** German, so we couldn't get any good quotes in time for this last-minute hold-the-presses preview. Sorry.

**Verdict so far:** We've been unnaturally excited ever since we saw this one. Hudson Soft, to the best of our knowledge, haven't produced a bad game since about 1984, so May can't come soon enough for us.

● STUART CAMPBELL

"Shame about the stupid name, though"



It's that compulsory parallax-scrolling-fly-around-a-bit bonus subgame again!



After a hard day chainsawing punks in the street, it's nice to get home and put your feet up.

This Egyptian level's awash with groovy touches, like the long slides and the mummies with pin-up pics of babes inside their sarcophagi – but it's mostly just fun.

Joe can hang on platforms like in *POP*, slide down them like *Strider*, or swim like this.

A touching tribute to *First Samurai* in this level – but with Molotov cocktails.



# GAMES

We had a bit of a problem this month, in that we've actually got more reviewers than we've got games to review. In fact, such was our staff surplus, we had to sack three of 'em.

## JUST WHO DO WE THINK WE ARE?

### MARK RAMSHAW

And now he's gone, gone, gone... Yep, the man they all called Mark 'y Mark' Ramshaw is off to entertain the MTV generation on our sister mag Sega Power. "It's much more important to me than being the editor of a computer magazine," he said, yesterday. Mark, you're fired. Get out.



### LINDA BARKER

...and hello, Samantha. Er, or something like that. Luscious, pouting Linda (23) likes "crazy golf, plastic flowers, Nancy Sinatra records and being the editor of really sexy games magazines", which is handy because she's our new Number One man. We know you'll all love her.



### STUART CAMPBELL

...unlike this bald Caledonian git who we somehow didn't manage to get rid of when we spring-cleaned Mark and Tim off to pastures new. If anyone wants to make us any offers for him, anything above two packets of Quavers should just about do it.



### TIM NORRIS

Tim, the man who put the 'super' into 'supercilious', was tempted away from his spiritual home by the irresistible lure of another sister mag, Amstrad Action, where he'll be the 'sort of' editor. When asked to comment, he said "Go away and leave me alone, you silly little children." No change there, then. Bye, Tim.



### JACQUIE SPANTON

Jacque's a bit down at the loss of two teammates. "I don't know what I'll do without Mark twiddling parts of his anatomy all day and Tim calling me a stupid tart. I'm really upset. I don't think."



### MARK WINSTANLEY

Of course, now that Mark R's gone, we won't have to call Mark W by different names in the office to differentiate the pair of 'em any more. So it's farewell to Mr Tall, cheerio to "Oi, Lanky", and au revoir to "Where's the Big-Gun-Fetish Kid gone?" It's sad, really.



### TIM TUCKER

Tim T's got a few different names too. "Yes, Bitsy Pookums, Snoogy Woogy will be home soon," is what we frequently hear him murmur softly into his office phone. Quite why he should want to tell the Speaking Clock this, though, is frankly just something we'd rather not pry into.



### LISA KELLETT

Poor old Lisa. She was so sick of people taking the mickey and making Olivia Newton-John jokes that she took her life savings and went out and got extensive plastic surgery. And changed her name. And got a bit taller. Oh, alright, Lisa's left as well. But we've got a new Lisa. So that's all right.



### GARY PENN

Unlucky Gary had a bit of a mishap this month. While visiting the theatre, he tripped and knocked over a fellow patron, who turned out to be famous songstress Sarah Brightman. An embarrassed Gaz said - hang on, didn't we do this bit last month?



### DAVE GOLDER

Top psychedelic ambient drone combo drummer Dave has been practicing his paradiddles and ticking his hi-hats as usual. Bizarrely, though, he's been doing it down a coal mine. "I couldn't help it, I'm very impressionable," he said. Come the revolution, Viz'll have a lot to answer for.



### RICHARD LONGHURST

Blimey, there isn't very much space here to write interesting stuff about Richard. It's a bit ironic, because Rich has done lots more interesting stuff than Jonathan, who's got loads of room, but it just won't fit in this little



### JONATHAN DAVIES

Good grief, there's enough space to write a bleedin' novel in here. Wargame specialist JD's had quite a quiet month really, except for one exciting moment when he single-handedly rugby-tackled a mugger who'd stolen some old granny's purse in a shopping centre, earning a hearty commendation from the police and a feature on the local evening news. Oh God, it's useless, no-one'll ever believe this. Can I go now?



How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think. We give a single percentage mark and a few summing-up sentences.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. Third points? Old hat, guv.





This Beach level is one of the horizontally-scrolling-only stages, just like the original.

# LEMMINGS



The world of the Shadow Lemmings is a dark, mysterious place, full of secrets and spooky subterranean goings-on.

range of distinctive behavioural patterns.

had ever seen at the time, and it was really cute and imaginative and brain-teasing and all that stuff, but frankly after I'd seen the first 20 screens I couldn't be bothered any more. It was repetitive, needlessly frustrating, and too big and sprawling for its own good.

In many of the original *Lemmings* levels, the solution to a screen would be comparatively easy to work out, but then you'd have to race around the screen with a mouse (never the most reliable controller for fast-moving action at the best of times) with split-second precision and pixel-perfect accuracy to actually put your plan into operation. Tim N covered the point pretty comprehensively in his *Lemmings Double Pack* back in issue 21, but it's still worth repeating, because it really spoiled *Lemmings* for many players, me included.

The other thing was that because *Lemmings* didn't have anything you could describe as a plot, the motivation you needed to get you through a 100-level game was in pretty short supply - when your only reward for completing a really tortuous screen is another, slightly harder, one, it's easy to just get cheesed off and

## They're back - and this time they're bringing their new

**Game:** Lemmings 2 - Tribes  
**Publisher:** Psygnosis  
**Authors:** DMA Design  
**Price:** £29.99  
**Release:** Out now

Christmas market (where were all the big titles this year? *Street Fighter II* made it, but the competition was practically non-existent) to avoid rushing out an imperfect product, Psygnosis have kept us waiting until now. So, was it worth it? Right, that's enough tension-

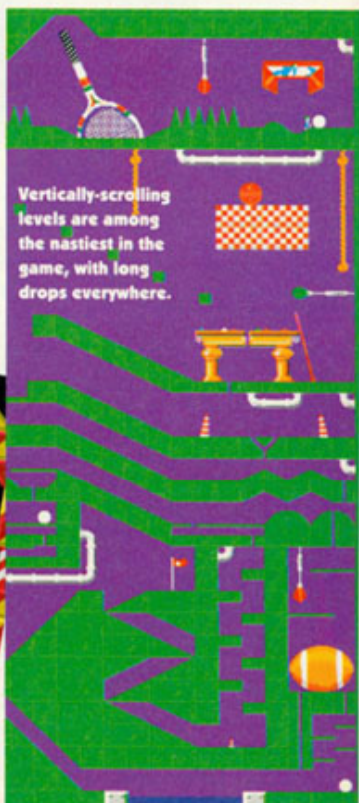
building. *Lemmings 2* is, perhaps surprisingly, brilliant. I say 'perhaps surprisingly' because I for one got bored with the original *Lemmings* very quickly. Oh sure, it was the most original thing the Amiga

**Y**es, we know it might seem a bit hard to believe, but they've finally finished it. Bravely passing up a sitting-duck



The Circus Lemmings are a particularly athletic troupe. Boing!

The sweetest feature is the musical Attractors - check out the bagpiper, complete with Highland Fling Lemmings.



Vertically-scrolling levels are among the nastiest in the game, with long drops everywhere.



# 2 - TRIBES

give up. So, there you have the basis for my upcoming thesis, *Lemmings - Why It Was Actually A Pile Of Old Cack, Not A Fab Classic Like Wot Everyone Said*. Next up, my coming-right-now dissertation, *Lemmings 2 - Why, Despite Being Basically Exactly The Same Game As Lemmings 1, It's Utterly Fabulous*.

**"But then came the Prophecies"**

up and stuff, don't actually make the slightest difference to how it plays? Wrong. The plot is perhaps the biggest single factor in making *Lemmings 2* such a better game than its parent. With that in mind, then, maybe I ought to give you a quick synopsis. The concept in *Lemmings 2* is that the lemmings you saved at the end of *Lemmings* went away to live on Lemming Island. When they landed, they split up into 12 tribes and went to live on different parts of the island, each taking with them a piece of the magical talisman which protected them from evil. As the generations passed, the lemmings developed different abilities to cope with the different terrains on which they'd settled, and everyone was happy. But then came the Prophecies, predicting impending disaster for Lemming Island. →



## LEMMINGS 2 - WHY, DESPITE BEING - OH, NEVER MIND

So there's a plot. Big fat hairy deal, eh? Surely plots, while being very nice to read while you're waiting for the game to load

## WE'VE GOT 12 TRIBES

### POLAR

Stand by for lots of exceptionally poor 'piste' gags, missus.



OK, so there aren't just the boring old Norwegian lemmings to play around with any more. The crux of *Lemmings 2* is that there are now 12 different races of the little furry darlings, and they break down a bit like this.

### HIGHLAND

Hoots mon, jings, crivvens and och aye the noo, there's a gratuitous racial stereotype loose about this hoose. Complete with ginger beards.



### SPACE

Lemmings... In... Spaaaaace!



### CIRCUS

Big top larks ahoy, with loads of trampolines and cannons. Mmm-mm.



### CAVELEMS

Wee prehistoric lemmings, showing just how little evolution has affected the species.



### CLASSIC

The boring old Norwegian lemmings, as seen in the original game.



### SHADOW

Mark W's favourite tribe - SAS lemmings with bazookas. Need we say more?



### MEDIEVAL

Solve problems the old-fashioned way - with brute force and torture implements.



### SPORTS

Including the massively impressive pole-vaulting lemming.



### BEACH

More sandy antics, but this time of the candy-striped hut and palm tree variety.



### OUTDOOR

Well, it's a load of lemmings outdoors, really, isn't it?



### EGYPTIAN

Sandboys abound in this tribe, digging through the desert in search of tombs and suchlike.



The only chance of survival was to evacuate the island on a giant flying boat, but the boat couldn't fly without the power of the re-united talisman. Each tribe must then take their piece of talisman to the centre of the island and join together as one lemming race once more...

Okay, so that's the plot. So far, so unremarkable. The thing about this plot, though, is that it allows for a game structure that's a work of genius. Each tribe has to work through 10 levels to

get their piece of talisman, but they don't have to do it in sequence. At any time, you can switch between tribes and have a go at getting a different one a little bit further on if you're having problems with your first choice. This means that you have to be completely flummoxed at 12 separate points before you're completely stuck. At any point you can save the current state of the game out to disk (no more passwords, which means everyone's going to have to play through the levels for themselves, and a bloody good thing too), so

methodically working your way through a couple of levels at a time should get you to the end fairly soon.

Hold on, though. Isn't that going to knock the lasting appeal on the head a bit? Well, no. First off, the levels ARE tricky enough ('fairly soon' in this case is going to be measured in weeks, not days) to provide a serious challenge, and there are still 120 of them. But more importantly than that, solving a level in *Lemmings 2* isn't the be-all and end-all any more. Unlike *Lemmings*, where you either succeeded or failed a level, now there are varying degrees of success.

Y'see, you don't have an unlimited lemming supply any more. Each tribe starts off with 60 of the little critters, and the number you save on one level is the number you start with on the next level. If you save the maximum number possible on any screen, you get a gold medal, with silver and bronze trophies for lesser achievements. If you complete a tribe with gold medals all the way through, you get a gold talisman piece, but if you've sacrificed lemmings unnecessarily you'll only get a silver or bronze talisman piece. Hence, you can finish the game (your final talisman can be made up of any combination of gold, silver and bronze sections) without getting anywhere near the maximum level of success - you'll keep going back again and again trying for that elusive all-gold talisman that really separates the game stars from the also-ran second-raters.

*Lemmings 2* even makes it easy for you to try that, too. At any time in a tribe, you can go back over levels you've completed and try them again in order to get a few more lems through. What all this means is maximum user-friendliness without compromising the game's difficulty, and it's lovely. I'm sick of games that treat you like a bit of dirt on the bottom of their shoes - *Lemmings 2* makes everything

**"Causing all nearby lemmings to stop and dance"**

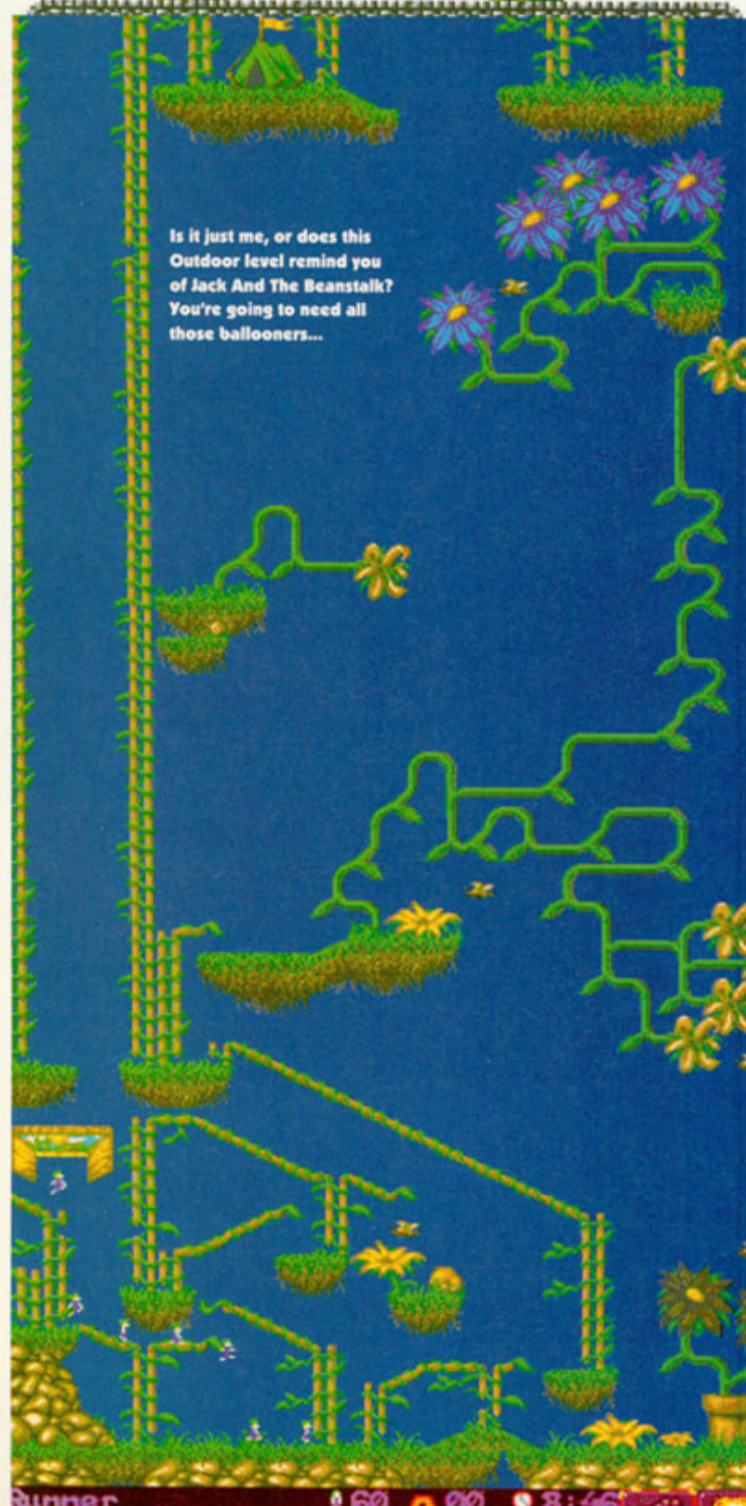
easy except actually solving the problems, and that's exactly the way it should be.

And I haven't even really mentioned the game itself yet - better get on with it. While the basic concept of *Lemmings 2* is identical to *Lemmings 1* (get the lems to the exit by using their various abilities), it's a lot more fun this time around, mostly because there are so many different breeds of lem. Some are simple variations on the original species, but some are fairly revolutionary, and the kind of things that bring a smile to the face of even a jaded, grouchy, cynical old git like me.

Examples? How about Superlemming, who dons cape and 'S' shirt and flies through the air towards your



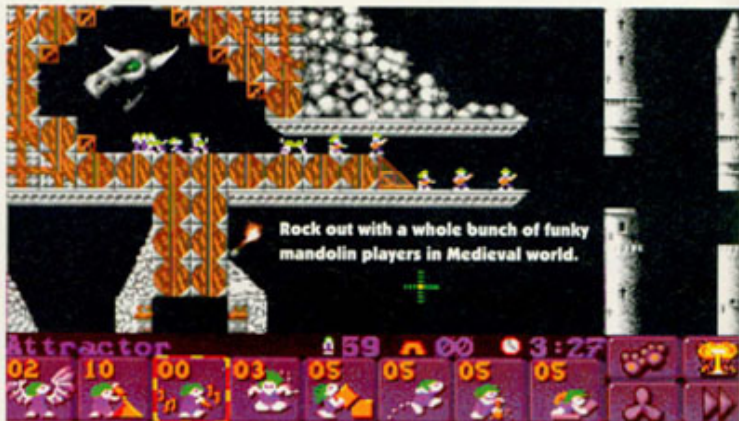
Is it just me, or does this Outdoor level remind you of Jack And The Beanstalk? You're going to need all those ballooners...



Left: Select a bunch of lems to practice with, just for fun.



Classic Lemmings inhabit a world that'll be strangely familiar to Lemmings veterans.



Rock out with a whole bunch of funky mandolin players in Medieval world.





Y'know, if DMA Design weren't Scottish themselves, I'd have knocked about 20% off for all this Nessie-and-whisky-and-bagpipes stuff. A lucky escape for them there, then.



What's holding that beach umbrella up, then?

cursor, and can be guided around indefinitely until he either connects with the cursor or hits a solid obstacle? Or there's the amazing Polevaulter Lemming (pretty self-explanatory, this one), or the Attractors, who fulfil the same function as the old Blockers, except by playing musical instruments and causing all nearby lemmings to stop and dance on the spot. Each tribe has its own Attractor, from the mandolin players of Medieval times to the Highlands' (what else?) bagpiper. I could go on (and on), but I won't. All in, there're 52 kinds of lemming, which means repetition and tedium need never rear their ugly heads.

And don't think that having all these new skills to learn is going to be a daunting prospect, either – the four

same as it ever was. But while *Lemmings* was a bit of a grind to actually play, you won't stop enjoying this till it's finished, and probably not even then. It's lovely, it really is.

● **STUART CAMPBELL**

**UPPERS** The addition of a plot and a goal works wonders, as does being able to play any one of 12 levels at any one time. The carrying over of lemmings means you've always got something to aim for even after you've finished the game, and getting the ultimate-victory gold talisman will take you a very long time indeed. The characterisation of the different tribes is great, too, giving the lems tons more personality than before.

**DOWNERS** Though much reduced, there's still the odd instance of 'I've worked this one out but I keep missing things by one pixel and it's driving me MAD!', and the old huge-mass-of-lemmings-making-it-impossible-to-select-the-right-one problem is still present and annoyingly incorrect.

#### THE BOTTOM LINE

A much more coherent game than the original (yet much more varied at the same time), with a veritable cornucopia of lovely little touches and extras to boot. A serious progression, designed for maximum entertainment and minimum frustration. I love it, and if there's a more guaranteed or deserved Number One this year, I'll eat my breakfast.

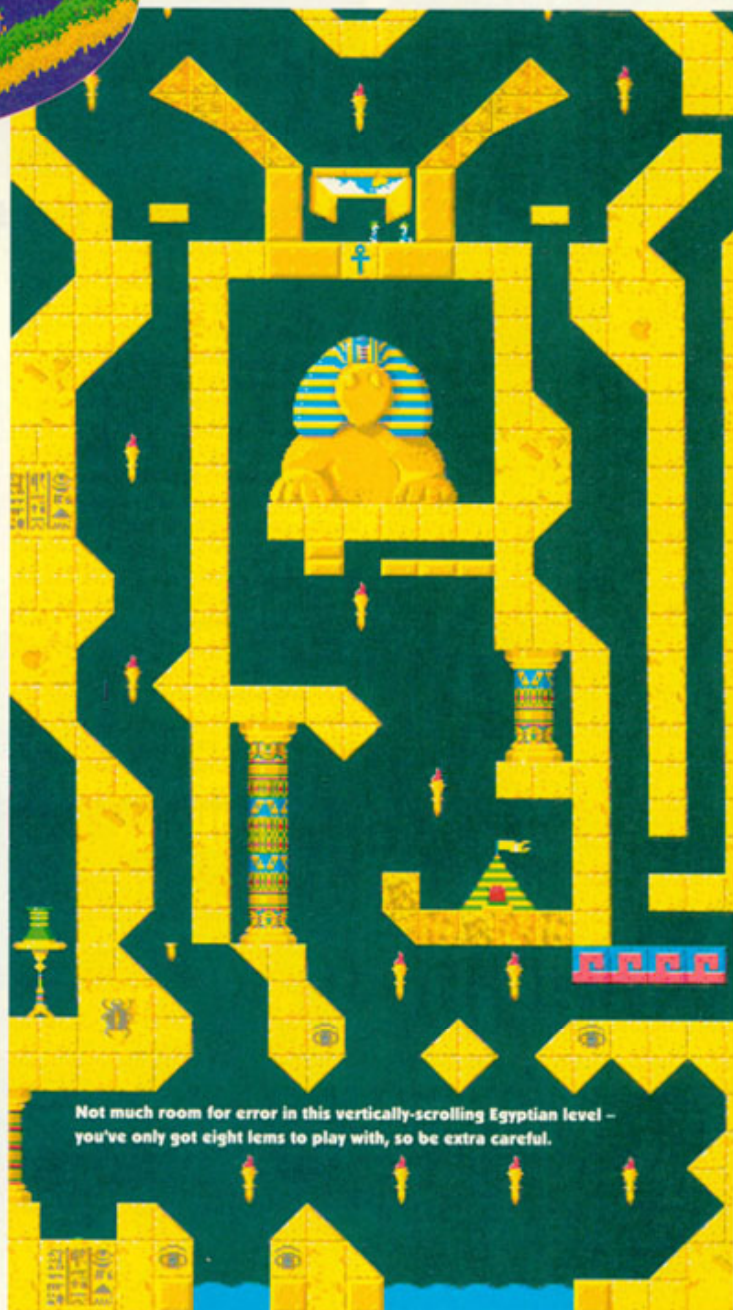
92 PERCENT



Moonbase antics aplenty in another Space-tastic suicide scenario.

training levels where you can experiment with a custom-chosen selection of lems will ensure that you are fully conversant with all the abilities at your disposal before you start the game in earnest. These practice options come in very useful – having so many different possibilities means there are a lot more directions for you to think in when you're trying to work out the puzzles (but don't panic, you don't have to work through every kind of lemming every time – you only get a few types for each screen).

That's about it for the game, though – multi-directional scrolling and new abilities and landscapes aside, it's the



Not much room for error in this vertically-scrolling Egyptian level – you've only got eight lems to play with, so be extra careful.



Dan throws bolts of energy at people and he's from Boston. We're not suggesting that the two go together, you understand. He's a gang rebel and all-round hard geezer, so don't spill his pint.



Nik is Dan's brother and has all the same moves. Apparently they hate each other, which is probably why they're constantly trying to beat each other up.



Junior is a failed boxer. Failed because he got banned, not 'cos he's no good. He's got some nifty whirlwind punches and an iron uppercut.



Lo Ray is a converted Buddhist monk. That is, converted from being a peaceful fan of inner contemplation to a talented martial artist intent on kicking people's heads in.



Dug is fat, but never call him that or he'll hit you with his battering ram, super slam or earth tremor moves.



Kossak is mean. He has the perturbing feature of never seeming to be affected by an opponent's blows.



Mike looks like a very normal guy, but do you call being able to turn into a tornado normal? He's also got a strange whirlwind punch.



Maria, the girl from Spain. She's like an aerobics teacher from hell, with her split kicks and a special move known as the flamenco fury.



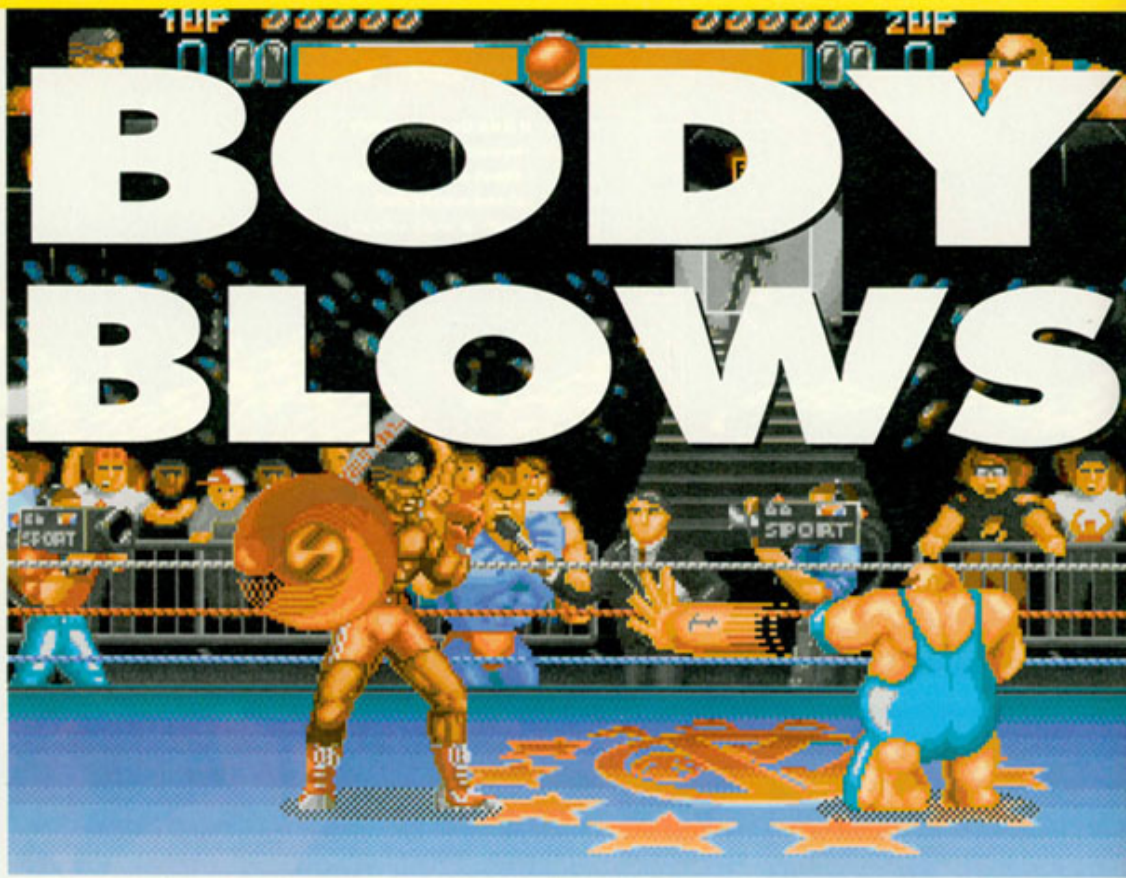
Max is the big boss whom you have to face after you've beaten all the other characters (he can't be controlled in the two-player game).



Yit-U, the speedster. This guy is quick. Quicker than, er, a very quick thing. His special move is known as the Speed of Light because it's so fast.



Ninja is well-disguised by his balaclava, but as if that wasn't enough he can also



## Oi! You! Street Fighter II! Would you care to step outside?

**Game:** Body Blows  
**Publisher:** Team 17  
**Price:** £26.99  
**Authors:** Danny Burke, Cedric McMillan, Stephen and Gary Nicholas, Allister Brimble, Christopher Brimble, Rob Northen, Nik Harbor, Alex Garnier, Martyn Brown  
**Release:** Out now

There's no way we're going to get through this review without mentioning *Street Fighter II*, so let's get it over with. It's obvious that this is influenced rather heavily by its mighty predecessor. The way you can vary locations, the special moves the characters have, and even some of the poses they strike. Now we've said it, just

bear in mind through the rest of the review that, er, it's like *Street Fighter II*, okay?

In the one-player game you can only choose from four of the characters available. You've got Nik (who'll you'll be familiar with if you tried our demo of the game on last month's coverdisk), Dan (his brother), Junior or Lo Ray. You fight each of the other characters one by one, until you finally reach the hardest character, Max, a real tough cookie who only exists under CPU control.

There's a game options screen where you can set difficulty levels, timing (which can be off if you feel like thrashing it out until one of you is down), and

location. The locations can be chosen from a list including the Shaolin Temple, the Building Site, the Ninja's Cavern, Inside the Office, the Russian Lab, the Costa Brava or the Wrestling Arena.

**"You can get to grips with the controls right away"**

These all look impressive, and feature background animations too, which apparently really matters to a lot of people. Why? Surely in the midst of a heated combat you can't be thinking "Oh, that bloke waving his hand is really good." I dunno, people demand the strangest things. Anyway, the feature's there if you feel the need to concentrate on it, but I reckon that after a while the backgrounds only get less important, and you spend more time concentrating on how to break some noses.

### THE RUSSIAN LAB

It's Dan and Kossak having a good go at each other. Let's hope that Kossak doesn't win, or we'll have to put up with that horrible laugh and smug moustache of his.



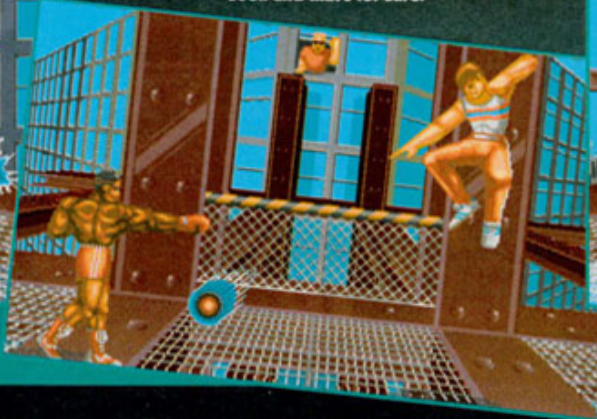
No, Dan hasn't chopped his legs off - that's not allowed. It's Kossak's special move.





Max is the last guy you face in one-player mode, and he's tough. This move looks a bit familiar...

Max shoots an energy bolt of his own. Junior hasn't spotted it by the looks of things, but he's going to feel it soon and that's for sure.



Max is not only rock hard and full of energy bolts, he's also fast, as this action shot proves.

THE BUILDING SITE



This is a highly recommended match-up: Lo Ray versus Yit-U. They're both fast, and they've both got interesting special moves - the result is an exciting all-star combat spectacular.



There's a problem with one-player beat-'em-ups, though - they're not normally that much fun. This, however, is so much better than your standard one-player fighting game. It's intelligent and tough, and reacts to moves you make very quickly. It'll last you a while in one-player mode alone, and even when you've got through all the other characters in the game, you've got the ultra-tough Max to contend with at the end - plus a special surprise if you get that far.

But where the game really takes off, as you may well imagine, is in two-player mode. This gives you all the characters to choose from (see left), and all the locations are available to you too. What's most impressive about *Body Blows*, in either one- or two-player mode, is that you

can get to grips with the controls right away. There are 21 moves for each character, but control is so instinctive that it doesn't take long to sort them out, and they really do feel like controls rather than pointless joystick exercises which have a tenuous relation to the action. However, there's a great deal of perfecting moves, combinations and counters that you can work out, so the game has a lot of lasting interest in it too.

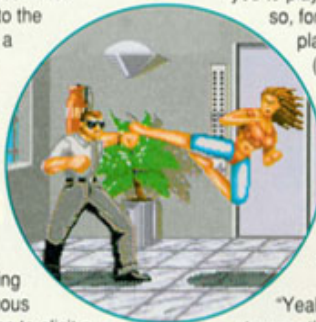
The special moves are accessed really easily, which is a godsend. Instead of having to go through some tortuous wrist bending manoeuvres to elicit a useful manoeuvre, it's simply a case of holding down the fire button until the level is reached in your special move box. Anyway, the game's so fast that you hardly get the time to launch into special moves, so using them is very satisfying.

The programmers have ironed out a few things which playtesting revealed as frustrating in beat-'em-ups. For instance, a few overly sensible (ie boring) people play an excessively defensive game, just standing back with their guard up to protect themselves and letting loose the

odd attack. Now, for those of you who are this obsessed with winning, you should be told that it is BORING BORING BORING. *Body Blows* makes this technique unusable because, after the first block you make, the blows start counting and taking off your energy. So you're gonna have to fight, you wimps. Hurrah.

There's also the problem with beat-'em-ups that when someone gets cornered and floored, they're often finished. Their opponent stands over them and kicks them just as they're recovering. Not in *Body Blows*. If any character is knocked down, he or she can't be attacked for a short period while recovering. It's a great feature which reduces frustration and makes the game more fun to play.

Two-player *Body Blows* is, quite simply, endless fun. The backgrounds are not varied by the game - if you want a new location you have to choose one from the options menu, which is brill because it stops all that needless disk swapping when you just want to get on and fight. (In one-player mode the locations are varied by the game). You can continue with the same characters or choose a new pair, and there's a menu option which allows you to play Character vs Character,



so, for example, you can both play the Ninja character (and both of you can laugh at each other's silly-looking crab walk). No more arguments along the lines of

**The AP office, earlier. Here Jacquie takes on our Publisher Colin.**

"Yeah, but your character's stronger than mine".

Taking the multi-player aspect of the game even further, there's a Tournament mode. Here four or eight of you fight it out in a series of rounds until there's only one left. Well smart, and you can even all choose the same characters if you want.

We've already said that it's like *Street Fighter II*, but there's a lot of originality in the game too. You won't have seen characters like Mike before, and you have to experience Yit-U's Speed of Light move to believe it - it's awesome, I can tell you. The characters all seem to be evenly

matched, if one is stronger than another then his speed is significantly reduced and so on. There are plenty of candidates for 'favourite characters' anyway.

I can't recommend this game enough. Graphics aside, it plays absolutely brilliantly, just as a beat-'em-up should. It's so much better than *Street Fighter II* in nearly every aspect that its similarities can be forgiven. Just try this game once and I don't believe you'll put it down. Highly recommended.

● TIM TUCKER

**UPPERS** Stunning graphics, sound that actually gives the impression of a fight, awesome speed, background animations, and playability by the bucket load. Character vs Character is a bonus too. Good one-player game, but the multi-player options are where it's really at, let's face it.

**DOWNERS** Er... (Oh, come on, there must be something - Ed). It comes on three disks. But there's a hell of a lot on there and they're sensibly arranged to minimise swapping, so that doesn't really count. Not having a distinct location for each character, like *SFII* does, costs it atmosphere points, too. Lastly, it's a bit too close for comfort sometimes - Buddhist monk with flame power, two brothers with the same powers (including fireball-throwing), huge strong Russian bloke, boxer, thin token girl with spinning attack move, etc. Then again, you could just say that it makes *Body Blows* just the way *SFII* should have been done in the first place.

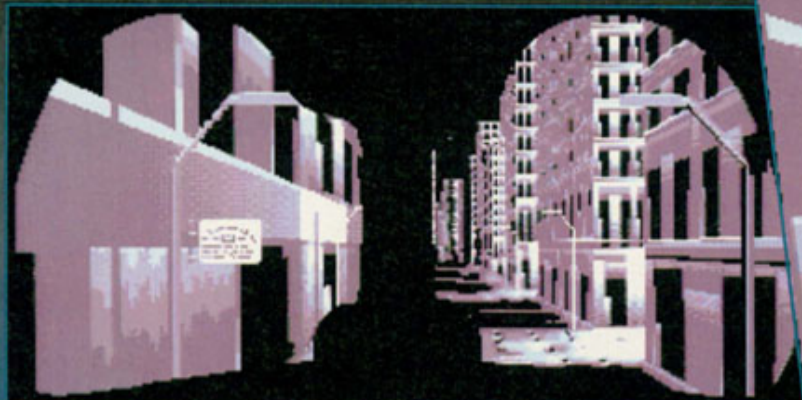
THE BOTTOM LINE

Get it. Now. Whatever you think about beat-'em-ups, get this one and you'll change your mind. A true corker of a game, with undeniable influences, but a feel and playability that are all its own. I've been waiting for this for a long time.

89

PERCENT





As well as mowing down attacking waves of enemy stormtroopers, Walkers can also be used to benefit the community. Witness this sequence...

A youth is spotted fleeing the local convenience store with 50 B&N and a Snickers bar down his shirt front.



Not so fast, evil shoplifter. Let's see how forty rounds of copper-jacketed shells affect your klepto ways.

## STEPPING OUT

**Game:** Walker  
**Publisher:** Psygnosis  
**Authors:** DMA Design  
**Price:** £29.99  
**Release:** April

**F**rom the Encyclopedia Parallelium ('builds week by week into a pile on your carpet'), three extracts on the Great War:

### 1. THE HISTORIAN'S VIEWPOINT

With the advent of time-displacement equipment, mankind reached a new level of madness. Temporal war wrecked the

past as opposing sides struggled to undermine their enemies by planting bases further and further back in history. Transporting enough troops to combat this threat through the time gates proved to be an impossibility, so the Walkers were devised. These huge armoured machines were each piloted by a single, dedicated

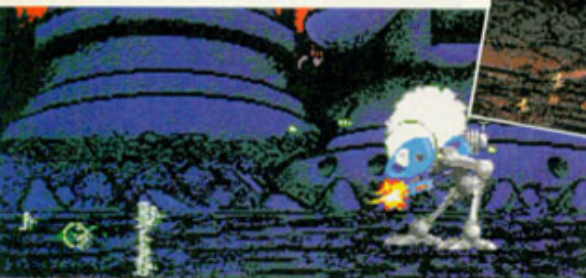
soldier, each one desperately trying to turn back the tide of the enemy hordes.

### 2. THE SOLDIER'S VIEWPOINT

War is hell? Who ever said that, man? War's only hell when the batteries go flat on your Walkman, and don't you forget it.

Mess with the best, die like the rest, in war the first casualty is everyone else, an' that's the truth. In times like these, I quote Ferris Bueller quoting John Lennon: 'I don't believe in Beatles, I just believe in me.' A good point there - after all, I've got dual 50-calibre cannons.

The rules of engagement are pretty



Explosions and a high body count - what more do you want from a game?



# WALKER

It lives! It walks! It kills! It's side-scrolling slaughter that's far from pedestrian.

Monster trucks and even hang gliders muscle in on the action, but they invariably end up leaking their bodily fluids into the cold, damp earth. Die, suckas!





Die, scum! Mah hah hah – let's see you try and nick a packet of crisps now. Not so hard without your mates, are you?

Unusually for shooty games, you use the mouse to direct the targeting monacle around the screen, and use either the arrow keys (or Z and X) or a joystick to move the walker across the screen. This works fine with a Bug joystick, as you can hold it in one hand, but for bigger ones, you'd better stick with the keys.

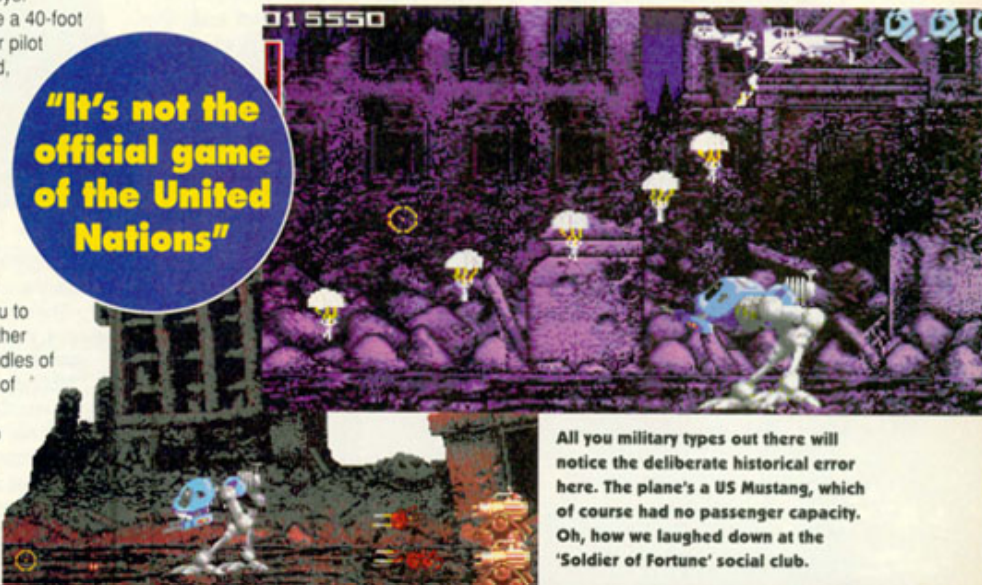
On your side, you have a 40-foot high walking robot, with your pilot stuck away safely in its head, his itchy and slightly sweaty thumbs on the fire buttons. Against you is ranged a sizable proportion of the Great Armies of Our Time, ranging from WW2 vintage, through modern, post-apocalyptic and futuristic nasties. Regardless of their position in time, it's up to you to make them all history, by either blasting them into small bundles of bloody rags or, for the sake of variation, stomping all over them and treading them into the ground.

Needless to say, your enemies aren't going to take this sort of abuse lying down, and there's almost

no limit to the methods their attacks take. From the ground, soldiers jump out of trucks, motorbikes drive by, human waves stand around waiting to get chopped up by you, and trains chuff merrily along. Occasionally a particularly determined guy will try and plant a bomb on your power-

plant by climbing a rope, but you can usually shake him off. From the air, paratroops descend, choppers flit around, hang gliders drop things on you and strange futuristic 'things' do strange, futuristic things. There are even attacks from off screen, with bombers raking →

**"It's not the official game of the United Nations"**



All you military types out there will notice the deliberate historical error here. The plane's a US Mustang, which of course had no passenger capacity. Oh, how we laughed down at the 'Soldier of Fortune' social club.

simple. One – Cut no slack. Two – take no crap. Three – kill all prisoners. Time wars aren't so bad, I suppose. You get to travel lots and the hours are pretty good. I like my uniform, the pay's not so hot, but I just luurrrve my walker. Just look at it, man, is that bad or what? When ya see me an' my gleaming blue beastie comin' down the street, don't even bother running, you'll only die tired. Is that cool? Am I a heart-breaker an' a life-taker? You betcha. I'm a certified stone-cold killer, an' I've got the papers to prove it. I'm tellin' ya cuz, I'd cuss my mom out for the sheer heck of it. An' stories, I've got THIS many of 'em. I remember back in '57, it was a real hell-storm. The bad guys just kept on comin', man, I really thought my gun-barrels wuz gonna burn out, but eventually I ended up killing so many it wasn't even funny any more. Life's like that.

**3. THE REVIEWER'S VIEWPOINT**

Takka-takka-takka-BOOM!! Die, verminous hang-gliding scum! Eat cannon fire, mutant bikers! Just three of the many things I've said during numerous games of Walker, and to dispel any false notions you may have about the game: it has no strategy, it has no variation, it's not the official game of the United Nations. It's great.

You control the walker through four time zones, each consisting of two levels, and you kill things. It's as simple as that.

**WALK IT LIKE YOU TALK IT**

This shows your gun heat. They're cool at the moment, so get firing you girl.

As well as firing rocket barrages, the pilot also plays his stereo really loud, so kill him.

This shows the state of your shield. It's still in the green, so you've still got ages to maim people.

In a feeble attempt to even the odds, the boys bring up some seriously large firepower.

You're locked onto this target, so the guns will track its movement.

This is completely defenceless, so you blow it up for a spot of comic relief.



Gun Temp Nominal

DANGER Look ON

Shield Low

Yeah, so there's cannons to the left of you, cannons to the right of you, cannons in the front and the... hold on, is a computer mag really the right place for poetry readings? I tend to think not.



the screen from (presumably) several thousand feet, their passing marked only by a laser-sight appearing on the ground, and a huge zeppelin makes a brief appearance just long enough to explode in one of the meatiest 'Whumphs' in video game history.

You only get three Walkers, each of which is protected by a pretty flimsy shield, so you've got to keep on your toes and run around avoiding the worst of the incoming artillery. Also, there's no point in spraying the kill-zone with indiscriminate fire, as

your guns quickly overheat and jam. And you just kill everything, except for the little horses that wander around, get in your line of fire, and generally make you feel bad every time you off one of the little darlings (as well as costing you energy).

Such a simple, and some may say boring, concept is brought to life by some awesome graphics. The Walker itself boasts 81 frames of animation, so just about every conceivable head position is covered, and even though the soldiers are tiny, they blow apart most impressively in a spray of visceral gore. Also, vehicles don't just vanish when you blast them, instead you've got to reduce them to



increasingly twisted hunks of junk to clear the screen.

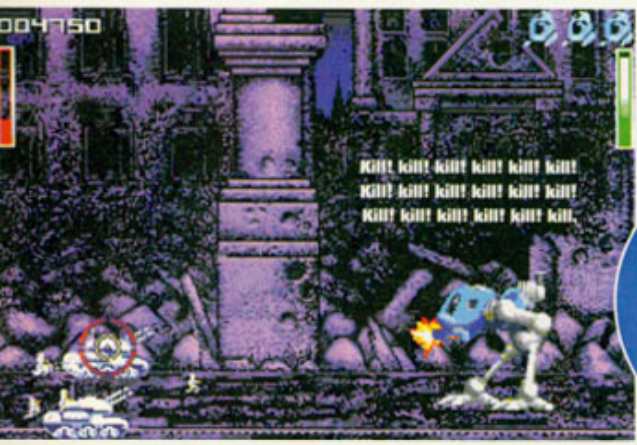
The sound's brilliant, with screams, gunfire, ricochets and even a tinny little speaker playing boppy tunes from a chopper's radio as it fires off rockets at you. Cranked up suitably loud, you get that 'warzone' feeling, and only the inclusion of a free napalm-scented scratch'n'sniff card and your neighbour firing an AK-47 over your head could possibly increase the feeling of really being there.

For the sake of objectivity, it's time to

wrap up with some criticism, but since I love everything that's in the game, I can only really comment on what's not. The major downer is that there's virtually no attempt at variation in gameplay, with every level consisting of you blasting your way through to an end of level encounter (the platform section which originally alternated with the shooting bits in the game has been scrapped). In fact, that's the only downer I can think of, although it's kind of an important one. I mean, for thirty quid you might be expecting more than eight levels of pretty much the same thing. This said, I can't see that many people will be howling for their money back, as there's a lot to be said for this kind of slick, polished, high-class slaughter. It really is my kind of fun. Now, where did I put that magnifying glass, there's some ants on my window sill, and the sun's just come out. (Fade to maniacal giggling...)

● MARK WINSTANLEY

**"Slick, polished, high-class slaughter"**



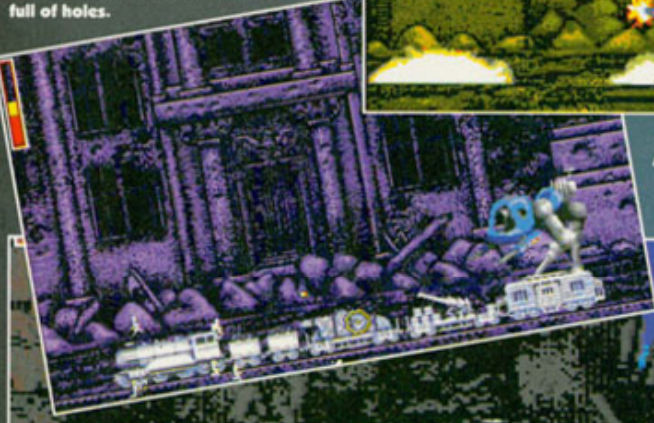
A graphic example, here in the future world, of strange futuristic things being particularly strange and futuristic. Note the classical dome-based architectural features.

Below: The modern (ish) era with lots of familiar war toys of today and tomorrow. Here, A-10's do their best to ruin your day.



And finally there's the obligatory weirdo post-apocalyptic setting, where mankind cobbles together used machinery à la Mad Max.

Here in war-torn WW2 Europe, you do your best to make the train go chuff-chuff, hiss-hiss, urg-urg by filling it full of holes.



PLENTY OF TIME TO KILL

**▲ UPPERS** One track gameplay. Kill, KILL, KILL!!! Awesome pyrotechnics, both visually and aurally, and the general battle noise add so much that playing with the sound way up is a must. The Walker itself is a piece of sheer brilliance.

**▼ DOWNERS** One track gameplay. Mowing down hordes of vulnerable humans (but not the horses, remember) isn't everyone's idea of a good time, and that's all *Walker* has to offer for your 30 (30!) quid.

**THE BOTTOM LINE** It's got no power-ups, no smart bombs, no extra bonus levels, but I just can't get enough of it. I've never seen things explode so credibly or soldiers die so needlessly and gratuitously. Okay, so the gameplay's simple and repetitive, but it's yet to lose its appeal, and I've been playing various versions of this for months now. What's here is flawless, but what stops it getting 90-odd is its one dimension-ness, shortness and expensiveness.

This city may look healthy, but something's wrong. If you're not careful traffic jams start to occur with alarming frequency, and the centre of the city begins to break down. Your mission, should you choose to accept it, is to tune the network to make sure the city doesn't disintegrate.

Goods are stockpiled next to the factories until a freight train comes to take them away.

If only you still owned the plot of land under this skyscraper. It's now worth an unimaginable amount of money, and you sold it for a couple of bucks at the start of last year. What a dope.

The freight trains chug merrily around the track, shuttling raw materials hither and thither and generally keeping themselves busy in a Thomas the Tank Engine kind of way.

# A-TRAIN

A strategy game with trains, but this one's got more to offer than most model railways.



**Game:** A-Train  
**Publisher:** Ocean  
**Price:** £34.99  
**Authors:** Artdink/Maxis  
**Release:** Out now  
**Other details:** One meg required. 512K fast RAM required for high-res mode.

**C** hoo choo train keeps riding, we'll be together, together, riding on a train. The Pasadenas, eh? Don't you just love 'em? No? Come on, somebody out

there must do, their dance act was great even if the music wasn't up to much. OK, so you might not admit to having the album, but several thousand of you must own the classic single Riding on a Train. And that artificially conceived and really rather tenuous opening brings us neatly on to A-Train, which, ironically, could definitely do with some help from the Pasadenas because its music is so dire.

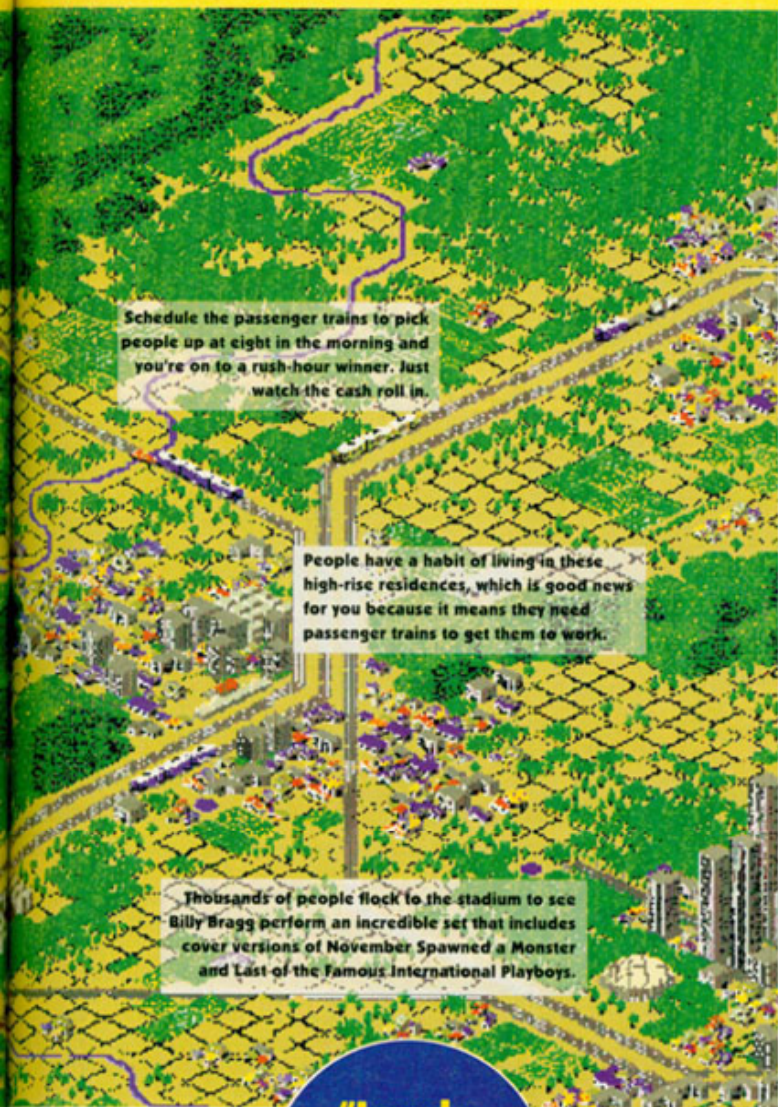
Crank up the volume and you're treated to plinky plonky synthesised tunes that makes lift muzak sound like a symphony. The sound effects aren't much

better, just pitiful chugging noises and not so much as a 'choo choo' in sight, or rather, in ear shot. Glad I got that off my chest, because the usual tirade against strategy games is that they all look terminally boring, but that criticism can't be levelled at A-Train. If, say, you happened to be organising a politically incorrect Miss World-style pageant to find the sexiest, most gorgeous



WORK		EXIT	
This Month's Rate		Credit Limit:	1,770,000
1 Year	6%	Interest:	384,000
2 Year	7%	Due Date:	04/10/04
3 Year	8%	Loan Request:	1,600,000
		Debt Total	
		1 Yr	2 Yr
		3 Yr	

When night falls, the city sleeps, but if your scheduling is up the spout your trains will carry on tooting around running up the costs without picking up any passengers.



Schedule the passenger trains to pick people up at eight in the morning and you're on to a rush-hour winner. Just watch the cash roll in.

People have a habit of living in these high-rise residences, which is good news for you because it means they need passenger trains to get them to work.

Thousands of people flock to the stadium to see Billy Bragg perform an incredible set that includes cover versions of November Spawned a Monster and Last of the Famous International Playboys.

**"Lovely, long, slender, pulsating beasts"**

looking strategy games, *A-Train* would be up on the cat-walk flaunting its slender curves for all its worth. OK, so it might not win the competition, but it would make a very noble third place, well ahead of the likes of *Civilization*, but just behind putting beauties such as *Mega Lo Mania*.

But why does it look so good? Well, it's mainly down to the level of visual detail. There are all sorts of buildings, and they're all clearly depicted on world maps that are several screens wide and several screens deep. There's everything from shanty town huts, to sky-scraping, er, sky scrapers, as well as golf courses, amusement parks, apartment blocks, ski resorts, factories and, of course, numerous trains. Ah yes, the trains. I knew there had to be a reason for all this. The

trains. What can you say about trains that hasn't already been said? They're lovely, long, slender, pulsating beasts that like nothing better than entering dark tunnels at high velocities (*Steady on - Ed*). And they break down a lot.

But the trains in *A-Train* are different. They never break down and they never go into any tunnels. In fact, they don't exhibit much train-like behaviour at all, apart from the fact that they travel along train tracks and keep stopping at stations to pick up people and freight. So what are these trains for, and what's the big idea behind the beautiful but audibly offensive *A-Train*?

Well, at the most basic level, the main idea is to make money, and lots of it, which you do by building railroads and cities, in a sort of corruption of Maxis' own

If you try to do something daft, one of your advisors pops up to tell you not to do it. Daft things include crossing the road without looking both ways, not wearing a vest, and yelling "Come on San Marino" when in the middle of the main stand at Wembley.

It's point and click all the way as far as ArtDink are concerned, so let's take a quick tour through the sort of sticky substances you'll be dipping your mouse into. You can't just plonk these buildings down anywhere (well you can, but it won't do any good), you should think about the relationships they have with each other and take it from there.

	Model: EF65-24	Type: PASSENGER	Capacity: 500
	Formation: 3 Cars	Speed: HIGH	Non-Stop: YES
	Model: RR III	Type: PASSENGER	Capacity: 600
	Formation: 3 Cars	Speed: HIGH	Non-Stop: YES
	Model: KIN 30000	Type: PASSENGER	Capacity: 460
	Formation: 2 Cars	Speed: LOW	Non-Stop: YES

**Buy train** - Browse through the Argos catalogue of the train world and buy one of 19 different trains.



**Build Factory** - Supplement the supply of raw materials by building factories. You never know, they might even turn in a profit.



**Amusement Park** - All the fun of the fair, complete with Sudden Impact death sequence.



<table border="1"> <tbody> <tr> <td>Railroad</td> <td>Stocks</td> <td>01 Apr 88</td> <td>Mon</td> <td>8:00</td> </tr> <tr> <td>Boat</td> <td>Bank</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Subsidiary</td> <td>Satellite</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Growth</td> <td>Gene</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Railroad	Stocks	01 Apr 88	Mon	8:00	Boat	Bank				Subsidiary	Satellite				Growth	Gene				Cash	244,884																																																																													
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Growth	Gene																																																																																																		

**Schedule** - Just a tad important, this one. Use it to plan all your train times and routes.



**Build Apartments** - Not content with rough shacks, the people in the city prefer the flats in the apartments.



**Ski Slopes** - They rake in the cash, but are no use in summer, so sell them in February.

**Build Station** - Big station, small station, it's up to you. Big ones are more expensive, but they have a wider field of influence.



Assets			
		Market Value	Property Tax
Railroad Assets		2,947,850	147,392
Subsidiaries	10	3,582,460	179,100
Stocks	0	0	0
Real Estate	95	280,000	14,000
<b>Total</b>		<b>6,809,310</b>	<b>340,492</b>

Revenue		Expenditures	
Railroad Operation	8,417	Railroad Operation	2,196,306
Subsidiaries	89,808	Subsidiaries	30,104
Subsidiary Sales	0	Subsidiary Profit Share	3,271,600
Stock Sales	0	Stock Purchase	0
Real Estate Sales	0	Real Estate	176,900
Stock Dividends	0	Commission	0
Interest Income	0	Interest Paid	0
<b>TOTAL</b>	<b>98,225</b>	<b>TOTAL</b>	<b>5,674,706</b>
Profit/Loss	<b>-5,626,765</b>	Income Tax	100
Cash	973,292	Total Tax	240,696

The balance sheet provides a summary of all the other figures. Expect to take a huge loss in the first year because it costs a fortune to set up the railroad.

	Sales (This Term)	Profit (This Term)	Market Value	Commission
Factory	2 of 2	5,082	1,432	380,320
Go! Course	0 of 0	5,082	1,312	354,720
Apartments	8 of 8	5,082	1,070	270,160
Warehouse	0 of 0	5,082	1,322	368,320
Lease Building	0 of 0	5,082	1,352	398,120
Hotel	0 of 0	5,082	1,432	380,320
Station	0 of 0	4,158	1,068	353,220
City Market	0 of 0	2,310	600	291,420

Your subsidiary businesses can earn as much money as the railroad. Here, the apartment blocks are beginning to show a real profit.

So you want to be an entrepreneur? Well, you need a good head for figures because *A-Train* throws them at you with absolutely no apologies. Here's a few important ones to watch out for.

Dept:	Sales (Today)	Cost	Profit/Loss
Sales (Today)	1,801,851	1,994,000	-192,149
Sales (This Month)	137	495	-358
Sales (This Term)	5,427	2,191,428	-1,663,571
Switches	5,427	2,191,428	-1,663,571
Rail Length	1	0	0
Stations	5	0	0
Cur	0	0	0

Keep a sharp eye on the railroad operating costs. If the figures on the right are in red you need to change the trains' scheduling.

## MONEY'S TOO TIGHT TO MENTION

main money maker *SimCity* and *MicroProse's Railroad Tycoon*. There are six scenarios to play through, but the first is probably the best place to start. Scenario the First is called New Town. You load up the map and across the top right-hand corner runs a train track that brings people and raw materials in to the city from outside. I use the term 'city' in its loosest possible sense, because to start off with, the fledgling New Town is just a couple of shacks.

To turn New Town into Big, Brash and Bustling Town, and make lots of money into the bargain, you have to build a railroad. Laying the track is a simple, if slightly annoying process. Click on where you want the route to start and extend the rails across the landscape. Don't worry about planning permission - you're in charge of the place and because you're totally evil any houses that happen to be in the way are automatically flattened. So, the track's in place, you slap a couple of stations at either end and then select some trains from the 19 passenger and freight locos available. You start the whole thing running and you lose money. You lose lots of money because there aren't any people on the passenger trains and there aren't any goods for the freight trains to carry. And this is where the city-building side comes in.

Not only do you create the railroad, but you have to construct cities to provide goods and people who will want to use your trains. The people need places to live, places to work, places to shop and places to have fun. The more efficient your rail network is, the more of them you can provide and the more money you make. As well as earning money from your (hopefully) profitable railroad, you earn money from subsidiary businesses such as apartments, factories and resorts. It's not long before you realise that all the businesses feed off each other, and none can survive independently.

*A-Train* is undoubtedly a complex simulation. The difficulties of creating an efficient rail network are a real, but enjoyable, headache to start off with, and once you've got your trains running smoothly you have to switch your focus to the finer points of city building and all its myriad complexities. The success of each subsidiary depends on which other subsidiaries are nearby, so, for example hotels do well when they're near to ski

No worries here with leaves or llamas on the tracks - the 08:15 Chattanooga Choo-Choo is ready to roll.

resorts. But it doesn't stop there. You have to remember that you're running a corporation, which means you've got to keep a keen eye on the bottom line, and if you make too much profit in a year you'll be clobbered with income tax. Throw in the stock market for good measure and you've got one hell of a strategy game.

It's not without its flaws, however. Even on the highest speed setting the game chugs along like a clapped-out steam engine, which means you often have to leave the game running for long periods before any big changes occur in your city. If you're patient then it's bearable, but there's a good chance that the slow pace could put you off altogether.

Then there's realism, which is always a thorny subject when it comes to computer games because by their very nature they're works of fiction. But that doesn't mean they can't try to be realistic. *A-Train*

has its realistic bits, such as the bank and stock market which are only open 9-5 Monday to Saturday. If you want to borrow money or buy shares outside these times you can't, you just get a message saying you have to wait until they open. This sits uneasily with your God-like ability to pluck entire apartment blocks from thin air and plonk them down pretty much wherever you choose. You can also switch a train of 500 passengers from one line onto another. Where do all the people go?

Apart from the speed issue, these are all really rather minor gripes. *A-Train* has to be one of the best strategy games around, and its open-ended nature means you never have to stop playing. You have to care about what you're doing, but luckily *A-Train* gives you so much freedom to do what you want that you do start caring about the cities, whether you want to or not. As with *SimCity*, you can just keep going until you get bored of playing with your massively complicated computerised train set.

● RICHARD LONGHURST

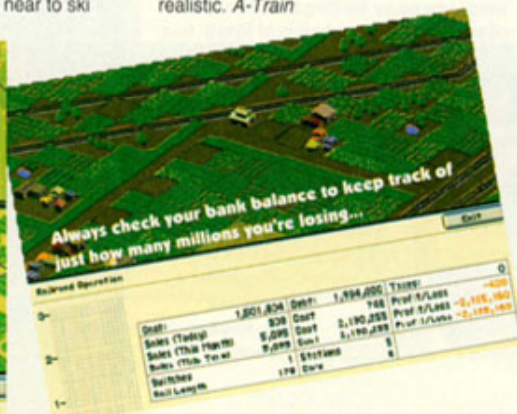
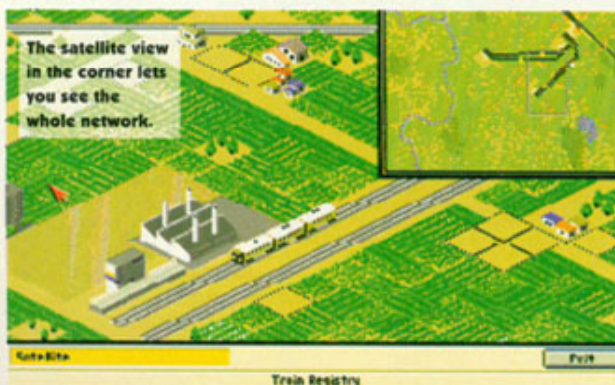
▲ **UPPERS** Potentially a never-ending game that provides a stern test of your brain power. Clear graphics in low-res mode, even better in high-res, and very little disk swapping even on single-drive machines.

▼ **DOWNERS** The music, the sound effects and its slow pace. Worth persevering though.

## THE BOTTOM LINE

Has to be one of the best strategy games available on any computer format, despite speed problems. Groovy.

82



# CREATURES

So how well does the C64 smash hit shape

**Game:** CREATURES  
**Publisher:** Thalamus  
**Authors:** Amiga version by WJS Design  
**Price:** £25.99  
**Release:** Late March

**M**mm. Nice Thalamus intro sequence, anyway. *CREATURES* (an acronym for Clyde Radcliffe Exterminates All The Unfriendly Repulsive Earth-ridden Slime, trivia fans) is a

give us his professional opinion? Over to you, Dave.

"I think the thing about the C64 version was that it was really nicely programmed, with lovely graphics and smooth scrolling and all that stuff. On the Amiga, all that's very ordinary, and all you're left with is the actual game, which ends up being exposed as a bit ordinary. It IS basically the same game, but it's not so cute (I don't know why), it seems slower, and the jumping is really odd. It just doesn't seem to work on the Amiga. In fact, it's really quite tedious, isn't it?"

You know, he's right. *CREATURES* is a horizontally-scrolling (but only in one direction – so there's no going back over all those bits you've missed here) platformer, featuring six (count 'em!) levels of walk-along-a-bit-and-occasionally-shoot-things antics. In between these platform levels comes the game's Unique Selling Point – the torture sequences.

These single-screen levels involve one of your little fluffy chums about to be horribly maimed with a chainsaw or big gun, unless you can somehow save them inside a tight time limit. Dubious taste?

Well, maybe a bit, but the fact that the torture screens are by far the best bits of

up on the Amiga?

the game allows you to forgive any wee moral qualms you might have. It's harder to forgive how awful the rest of it is.

Now, you might be thinking I've skipped a bit on game detail here. Sadly, I haven't. That's all there is. You trudge slowly through unexciting scenery. Blocking your way are lots of baddies. Most of them need a million or so shots to kill, which you often have to administer one at a time, by standing on the very edge of a platform (ie seemingly completely in mid-air), jumping up, getting a hit in and then repeating the whole procedure for the next year-and-a-half. Some of them are indestructible (although they may look identical to other, destructible, ones), which forces you to manoeuvre past them, usually with little more than two pixels of

space to play with.

Even with the unfriendly and unforgiving controls, this isn't especially hard most of the time, so long as you go very slowly, making the game even duller.

Pixel-perfect precision jumping is required from the first level onwards, which wouldn't be so bad if it didn't mean you having to stand on thin air so much, but it's just another one of the elements which, when all mixed in together, makes *CREATURES* one of the most downright unenjoyable games it's been my misfortune

to play in quite a while. Like, did someone forget somewhere along the line that all this is actually supposed to be fun?

You want a tin lid for it all? How about annoying sound – average music, drowned out by staggeringly loud effects (which you can switch off if you like, but that's not exactly the point, is it?) and interminable disk accessing? This ruined my day, I can tell you.

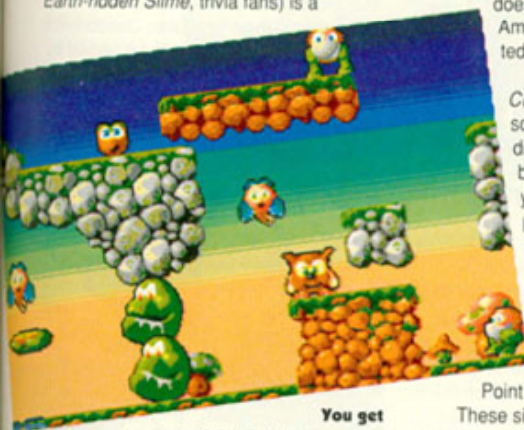
● **STUART CAMPBELL**

"Unfriendly and unforgiving controls"

Is our hero a tad smug-looking? Well yes, frankly. But ultimately, there's very little for him to be smug about.



There will come a time when the garden pea will have evolved to these epic proportions to provide food for all.



You get to control the little brown chap in the middle there. Cute, isn't he?

game which comes to us via the C64, on which format it was one of the most popular games of recent years.

Immediately, a thought came to me. Why not get esteemed AP contributor and Production Editor of Commodore Format, Dave Golder, to take a look at the Amiga incarnation and write half my review for – er, fill us in on a bit of background and



Standing improbably on the back of a bat, our hero makes his way down to bore the cat with his fire breathing trick.



▲ **UPPERS** The torture screens are quite fun in a frantic, urgent sort of way.

▼ **DOWNERS** The main game is utterly tedious, frustrating, completely lacking any kind of depth, and ridiculously small.

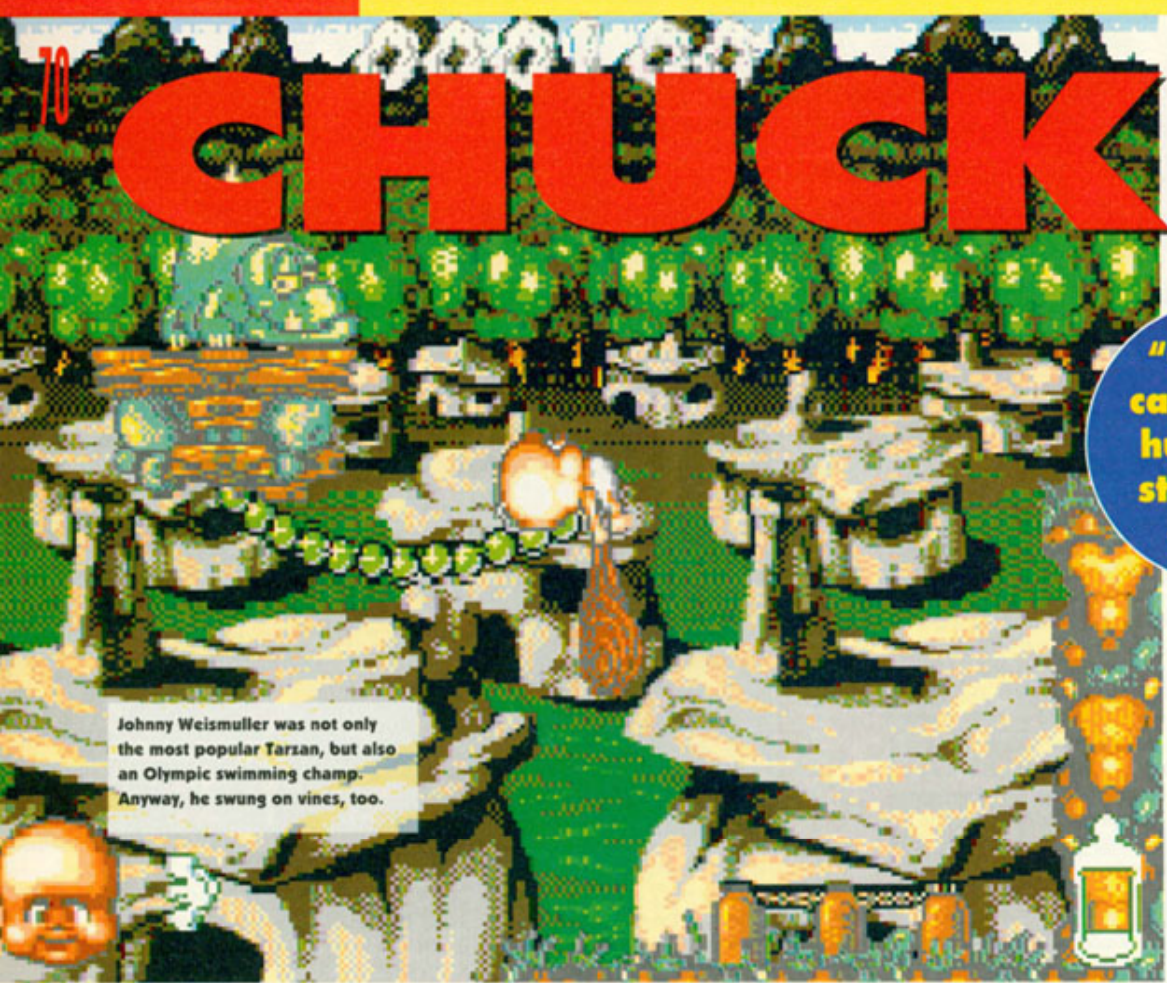
## THE BOTTOM LINE

What a disappointment. I'd been expecting a great old-fashioned 8-bit-type arcade game, and got a tenth-rate *Risky Woods* clone instead. Horrible, in all the wrong ways.

20

PERCENT





Johnny Weismuller was not only the most popular Tarzan, but also an Olympic swimming champ. Anyway, he swung on vines, too.

"Cartoon capers and humorous stone-age antics"

to rock your baby.

Flintstones theme tune, which is, suppose, a good indication that the game promotes a fun and frolic atmosphere of cartoon capers and humorous stone-age based antics. Well, I think so. SoC takes place some time after the end of the original Chuck Rock - based on the age of the infant concerned I'd say about 18 months later. Ol' Chucky, you may remember, spent most of his time going 'Unga-bunga' while he threw rocks at dinosaurs and belly-butted his opponents into submission. However, since his victory over the evil Gary Gritter, he's turned into not just a successful businessman, but also a father. Chuck's been building cars, and his Fjord (oh dear) motor company is now a rival to the world's biggest car producer, Datstone (oh dear) which only happens to be owned by the aforementioned Gritter chappie. Several particularly poor igneous-and-sedimentary-related puns later, we

### Prehistoric platforms! It's One Million Years BC, and time

**Game:** Chuck Rock II  
**Publisher:** Core  
**Authors:** Dan Scott, Robert Churchill, Richard Morton  
**Price:** £25.99  
**Release:** Out now

popular culture than the more refined, dignified bit that's considered much more worthy and that parents send their children to expensive public schools to acquire. I can, for instance, sing along to the opening credits of Top Cat (apart from the line after "close friends get to call him TC," but who in the world knows that one?), but when it comes to the lyrics for 'Carmen' or 'The Marriage of Figaro' or even 'Hello Dolly' for that matter, I really don't have the foggiest. Unless of course they've

been used in an ad campaign. With my brain inundated by this trash culture, with the most important Bill and Ted in my life being neither Shakespeare nor Roosevelt, it's hardly surprising that when I've been playing *Chuck Rock II - Son of Chuck* (hereafter referred to as SoC), I've found myself singing the

Any regular viewers of that entertaining and informative program *Sesame Street* will notice the subtle Big Bird influence here.



### SURVIVAL OF THE CHUBBIEST

AMIGA POWER APRIL 1993



A few meaty smacks about the face and neck, and the purple nasty's pretty hacked off, with plenty of plasters, a black eye and months of expensive dental bridge-work ahead of him...



This dino may be cute, but he's also a bit too big to pick on poor little Junior who, he's soon to discover, is a tad tougher than he looks...

But no self-respecting soon-to-be-extinct oversized reptile's going to take this sort of abuse without dishing some out. Take that, you horribly cute and precociously violent pink infant.



# CK II

discover that Chuck's been kidnapped and Gritter's demanding that his wife signs over the deeds of Fjord or else. This demand comes in the form of (yet) another rock gag, when an inscribed stone slab is hurled through the window - tied to a brick. Needless to say, no son of Chuck's going to take this sort of criminal pressure lying down.

So the game's all about getting daddy back and, just like the original, you've got to haul Chuck junior's bod through all manner of obstacles in numerous horizontally-scrolling levels. "Oh yeah," I hear the more cynically jaded of you out there exclaim, "that sounds just like *Chuck Rock*. In fact that sounds suspiciously like any one of the hundreds of cute, scrolling, platform games that have flooded the games market and limited the choice for us, the Games Players Of The World." Well, loath though I am to admit it, you may have a point. In Computer-Land the chances are that if you threw a brick off a building, you'd kill at least seven cute platform games and no one would even stop to look. Platformers are so numerous because they're so popular, and if you loved the original then I'd say you're going to love this one. Okay, so it's pretty derivative, but what the heck - it's great fun.

Before this gets bogged down in a general discussion about the merits and

problems of platformers as a game genre, I'll cut back to the *Son of Chuck*. Graphically, *SoC* excels, with all manner of cute goodies, baddies and incidental characters, and some monstrously huge dinosaurs that are so lovable that you get a lump in your throat and an oppressive feeling of guilt when you first hit them. Junior starts off in the caveman suburbs, which is where the inevitable Flintstone comparisons are at their height, with suitably cavemanised cars and all manner of Bedrock-esque items littering the screen. There's also what must be the hugest creature ever to feature in an Amiga game, so big in fact that you've only got enough time to check

**Check out Mr Wiggy's rug looking stunned in the foliage.**

out its toe-nails and knees before it's flattened the fat bloke (who cops it on nearly every level) and strutted off the screen.

Junior is a miniature comic masterpiece, with goodness knows how many frames of animation. He wobbles along as he drags a huge club, yells as he swings, balances on the club to avoid ground attacks and throws a real tantrum every time he loses a life, complete with tears and ground beating. All this care and attention to detail is thankfully spread over the entire cast of characters. There are sharks, surfing green dudes, and the added bonus of Mr Wiggy, whose



**A sharp crack on the head will force this critter quite literally to stick his neck out on your behalf.**



**Flexing his pecs, this bemused bimbo gives you a bunk up.**

**This little dino rivals Junior in the cute stakes, and also runs pretty fast too, bless its stumpy legs.**

**Looks can be deceiving. This huge Venus Fly-Trap turns out to be a decent guy by spitting you out.**



## BIODIVERSITY A-GO-GO

dislodged mop is quite capable of going on independent killing sprees. There are even some politically-incorrect chesty cavebabes who perform what can only be described as a bust-attack on the startled

infant. Any nasty that takes a few hits to dislodge invariably gets redrawn, so when you bash a small dinosaur and discover it's a guy in

a Godzilla suit, he loses first his monster head, then his entire suit, which leaves him embarrassingly naked. Oh how I laughed. No really, I did, I think little touches like these are what raise slick products like this from normal, dumb, run-of-the-mill platformers.

From the suburbs, you spend an entire level on the back of a huge purple Nessie-type monster, clubbing at flapping fish and pterodactyls, and taking time out to avoid being drowned by perching on the feet of a huge bird. Then it's through →

**This attack comes too late though, and a final bash finishes the big guy off, leaving him to tell his pals down the boosier that there must have been ten of 'em, and apply for dentures.**



**Which one of these situations is worse: being splattered by obscene bird droppings, or being hassled by a weirdo whose lifestyle is heavily influenced by naff 1970s Japanese monster movies?**





Next up in the baby-tantrum sequence is all that embarrassing and noisy moaning and wailing that generally happens in the pet-food aisle at Tesco's.



Finally there's the sulky stage, which is usually overcome by promising the infant sweets and a cuddle. It's up to the independent Junior to sort himself out and carry on.

Anyone with their own infant, or kid brother or sister, will recognise the tell-tale trembling of the bottom lip that precedes a wobbler of colossal magnitude.

## THE CRYING (PART OF THE) GAME



Tightrope-walking baby dinosaurs and exploding sparrows – now there's something you don't see every day.

jungles, waterfalls, a few pretty stunning volcano levels, up and down a cliff face and finally into the Datstone car plant to face the last few bad guys and have a tearful reunion with Pa Rock.

All this adds up to about 16 levels, which doesn't sound that many compared to games with hundreds of screens, but there's plenty of variety within each location. In the volcanic section, for instance, the first level's a

straightforward platform section, with plenty of falling rocks and flames, while on the second level you have to set Junior's club on fire. Why? You just do, Okay? Finally, level three has Junior frantically climbing a tree as it rapidly descends into molten lava. At the top of this there's yet another one of the now famous huge monsters. See? Comic fun a-plenty.

As well as all these variations, there are also a few subgames thrown in. Usually these are pretty second-rate affairs that seem to have been added because there was some space left on the disk, but these are actually quite good.

Not good enough to stand on their own, that would be too much to expect, but they perform the task required of them – to provide a bit more variety. There's a river race which is one of those 'waggle the joystick very quickly' things where you hope the race finishes before the joystick disintegrates in your hand. Later there's my personal favourite where you knock apples out of a tree so a dog can eat them. If you manage it in the time limit, you're rewarded by the dog going green and barfing all over the place, which appealed to my sense of humour, then finally

there's a carving section. You know that bit in *Street Fighter II* when you have to trash the car within a time limit? Well this is the same, only you've got to carve a stone block into a statue by finding the sequence of bashable lumps.

Okay, so it's summing-up time, and a quick glance below will show you that all's well in the world of *Chuck Rock II*. By their nature, platform games tend to be a bit samey, but there's enough little touches in this to make you laugh, cry or go through a plethora of human emotions. A big three-handed thumbs up.

● MARK WINSTANLEY

In an impromptu self-defence move, Junior alters his nappy contents to avoid being consumed.



Watchdog states that 76% of prehistoric accidents were caused by stupidity.



"Plenty of falling rocks and flames"



Above: It's a banana, a monkey and a cute kid. Do you really need me to do this?

In a dynamic example of the problems of obesity, the fat bloke wobbles his way to an early, and wide, grave.

**UPPERS** A good blend of basic platform action combined with puzzle elements. Cartoon graphics good enough to raise a smile, and some massive end of level bosses.

**DOWNERS** Many of the levels are very linear, forcing you along a single path through the game.

### THE BOTTOM LINE

A worthy successor to *Chuck Rock*, but not really that different in gameplay from the original. Everything's incredibly slick and there's enough variation to stop it getting repetitive. All in all, it's very much *Chuck Rock* with knobs on (and a bit of extra speed), making it a must for most people and a try-and-buy game for owners of the original.

# COMPLETE control

That Jonathan Davies, eh? Never too tired or busy to help out the confused and misguided. What a chap!

## ASSASSIN (Team 17)

We'll quote this tip, from Alex Hutchinson of Melbourne, Australia, verbatim: 'I was getting a bit annoyed at the way the game kept telling me "You'll never defeat Midan". So, being the smart ass that I am, I entered my high score as Midan. The game told me I was a Fat Little Git, and I thought that was that. However, when I played another game and got to the third level before dying, I chose to restart level one. It didn't restart at level one, though, but level three. So this cheat allows you to restart on whichever level you died on instead of having to go back to the start. Pretty nifty, huh?'



## LETHAL WEAPON (Ocean)

Level codes, eh? You can't beat them. Here are some from Justin Gill of Insch:

- Mission one: KSIIFL
- Mission two: ECYOIR
- Mission three: FLRSKB
- Mission four: UEOASF

Justin also points out that if you jump on to the notice board next to the mission one entrance and push up, you'll be able to collect four extra lives.

There are lots of cheat keys, too, which were unearthed by someone whose name unfortunately seems to have become detached from their letter. They each involve holding down three keys at once.

- ALT-Y-I - Turn off sprite collisions
- ALT-Y-K - Increase ammo
- ALT-Y-L - Increase lives
- ALT-Y-M - Remove sprites and platforms
- ALT-Y-N - Correct sprites and platforms
- ALT-Y-Q - Game completion credits
- ALT-Y plus one of 1 to 0 - access various areas

## ATOM SMASHER (AP Disk 22)

'I've found a cheat,' says Stephen Murphy of Fazeley. And indeed he has. It's activated by typing 'CATHERINE ZETA JONES' on the title screen, whereafter you can press 'I', 'L' or 'S' during the game for invulnerability, infinite lives and level-skipping respectively.

There's a level editor, too, adds Don McKie of Hull, which is accessed using the code 'ZANDALEE'. For full details, see this month's True Stories.



## ROAD RASH (Electronic Arts)

Enter the following into the code screen, suggests Philip Greenslade of Grantham:

21132 011H7  
VUKBE 27QAG

You'll then be on level two with the Diablo bike and £41 million.

RESULTS SERVICE		
3252	MYCOMBE HAMD'ERS	1-3 KETTERING TOWN
444	GATESHEAD	2-0 HELLING UTD
2411	YEOVILL TOWN	3-1 NORTHMICH VICT
869	RUNCORN	1-1 MITTON ALBION
1184	STAFFORD RANGERS	0-3 BATH CITY
1515	ALTRINCHAM	1-1 BOSTON UTD
1200	KIDDERMINSTER	2-2 BROMSGROVE
1359	SLOUGH TOWN	2-1 TELFORD UTD
622	STALYBRIDGE CLTD	1-1 FARNBOROUGH TOWN

## PREMIER MANAGER (Gremlin)

We revealed one handy phone number (753423) last issue. Here are four more:

- 250967 - sets TK to 99
- 000123 - sets PS to 99
- 220769 - sets SH to 99
- 781560 - sets everything to 99, and gives you £20 million

## PLEASE WRITE!

If you've got any tips for Amiga games, send them in. The address is: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.



# ALIEN BR

What a tough game huh? Still stuck on deck three? Still dying before you get to the next lift? Help is at hand - we've got all the maps and stuff you need, all you have to supply is the skill to put all this info into effect.

First of all, here are the level codes. To use them you need to find

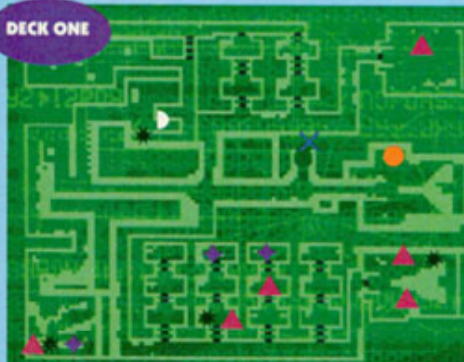
an Intex console, log on and then type them in at the main menu screen.

We've not marked every single item on these maps, only places where there's lots of keys, ammo and such like.

Good luck then people, lock and load!

XXDFA - Deck 2  
RTHAA - Deck 4  
LAEER - Deck 6  
UYTTA - Deck 8  
PPEAB - Deck 10

## DECK ONE



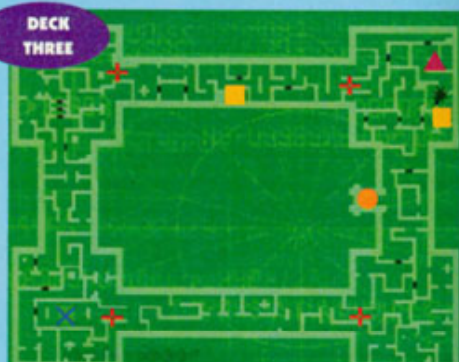
This one's just to get you in the mood. All you've got to do is find the lift, so it's a good opportunity to grab as many keys, ammo and credits as possible. Remember to balance the number of keys used to open doors against the benefits of any room contents.

## DECK TWO



As you head down, the last thing you want is to have aliens dropping down on you, so you've got to blow the top two decks. Simply knock out the power domes, and then run for the lift. You've only got a minute so make sure you shoot up the closest power dome last.

## DECK THREE



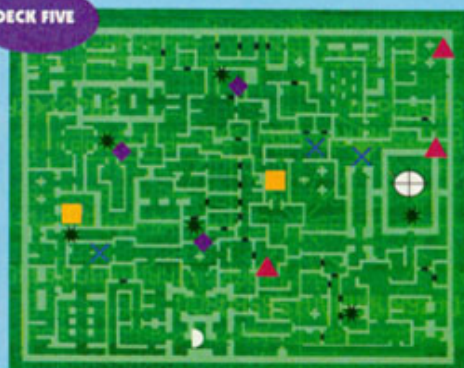
All these explosions have messed the base up, so to prevent any secondary blasts, you need to close all the fire doors by shooting the door controls. Make sure you don't block yourself in by ending up on the wrong side of a blast door.

## DECK FOUR



This is a simple one - all you have to do is get to the next lift. Watch out for the one-way energy shields that block many of the doors. If you try to go against the arrows, you'll be fried.

## DECK FIVE



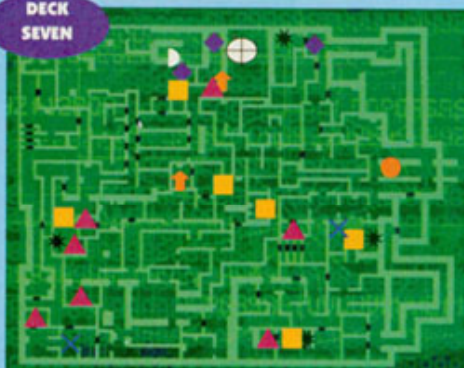
It starts getting tougher from now on. The face-huggers make their first appearance. They're small and fast, so keep an eye out for them. There's an alien queen, so make sure you've bought some impressive firepower.

## DECK SIX



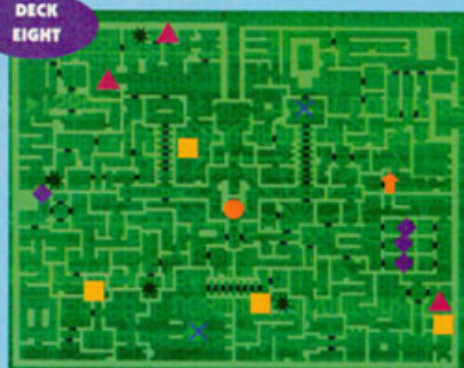
This is another good chance to grab more goodies. Get the extra life from the top left of the map, but watch out for the booby-trapped one near the deck lift - the level will blow seconds after you pick it up.

## DECK SEVEN



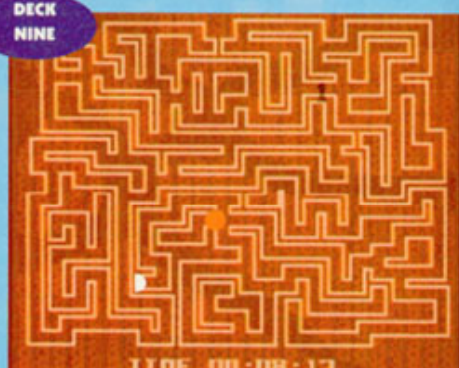
There's a real ugly critter here, but, by way of consolation, you can also pick up an extra life and masses of ammo. Waste the nasty, and press on.

## DECK EIGHT



The lift's been damaged, so find duct three and use that. The wormy things jostle with the blue-eyed bugs for the title of most repulsive creatures on this level.

## DECK NINE



This is just a race against time, and (thankfully) there are no bugs to contend with. If you don't get to the exit in time, the level will blow up and take you with it.



# BREED '92

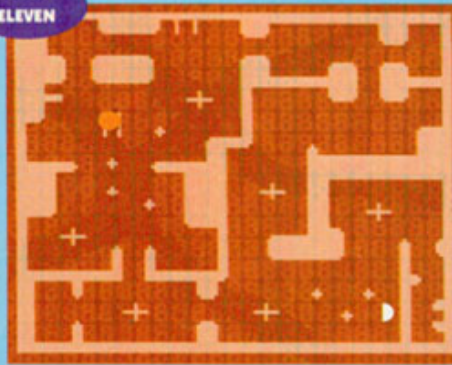
79

## DECK TEN



You've got to destroy the power dome to start a reactor meltdown sequence that'll destroy the entire base. Once again, blast the dome, then hoof it grandstyle back to the lift.

## DECK ELEVEN

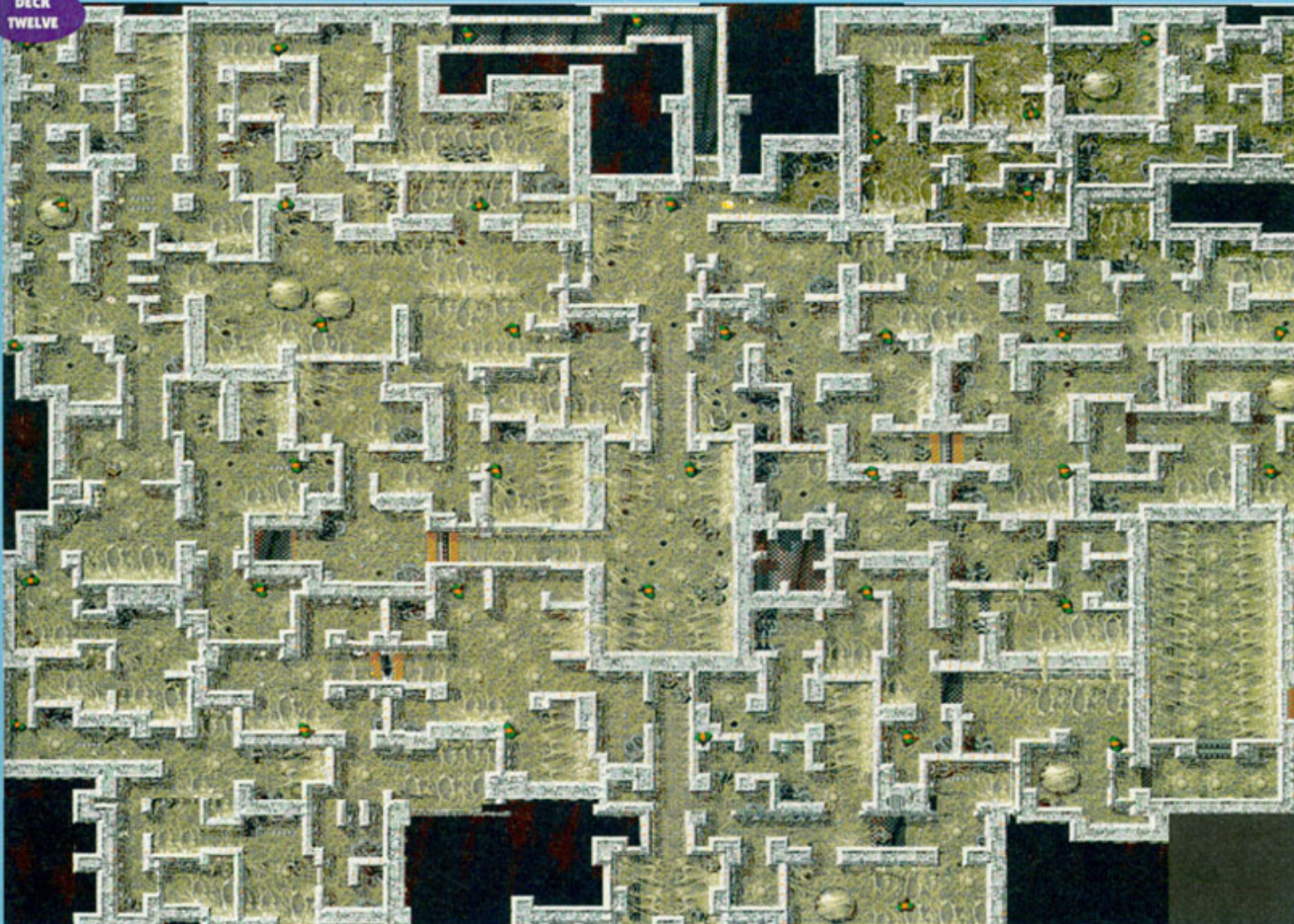


This one scares me. Just shoot at anything that moves and fumble your way through the dark to the exit lift. If you hang around any longer than you need to, you'll use up all your precious ammo and die. In that order.

## KEY CODE

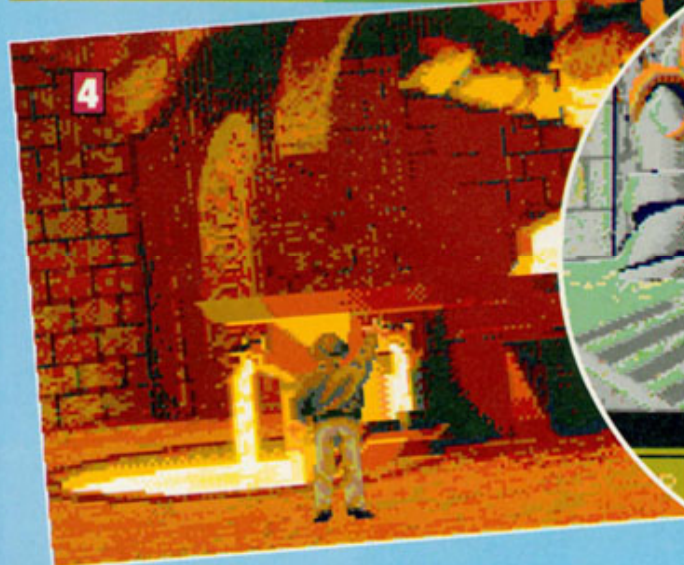
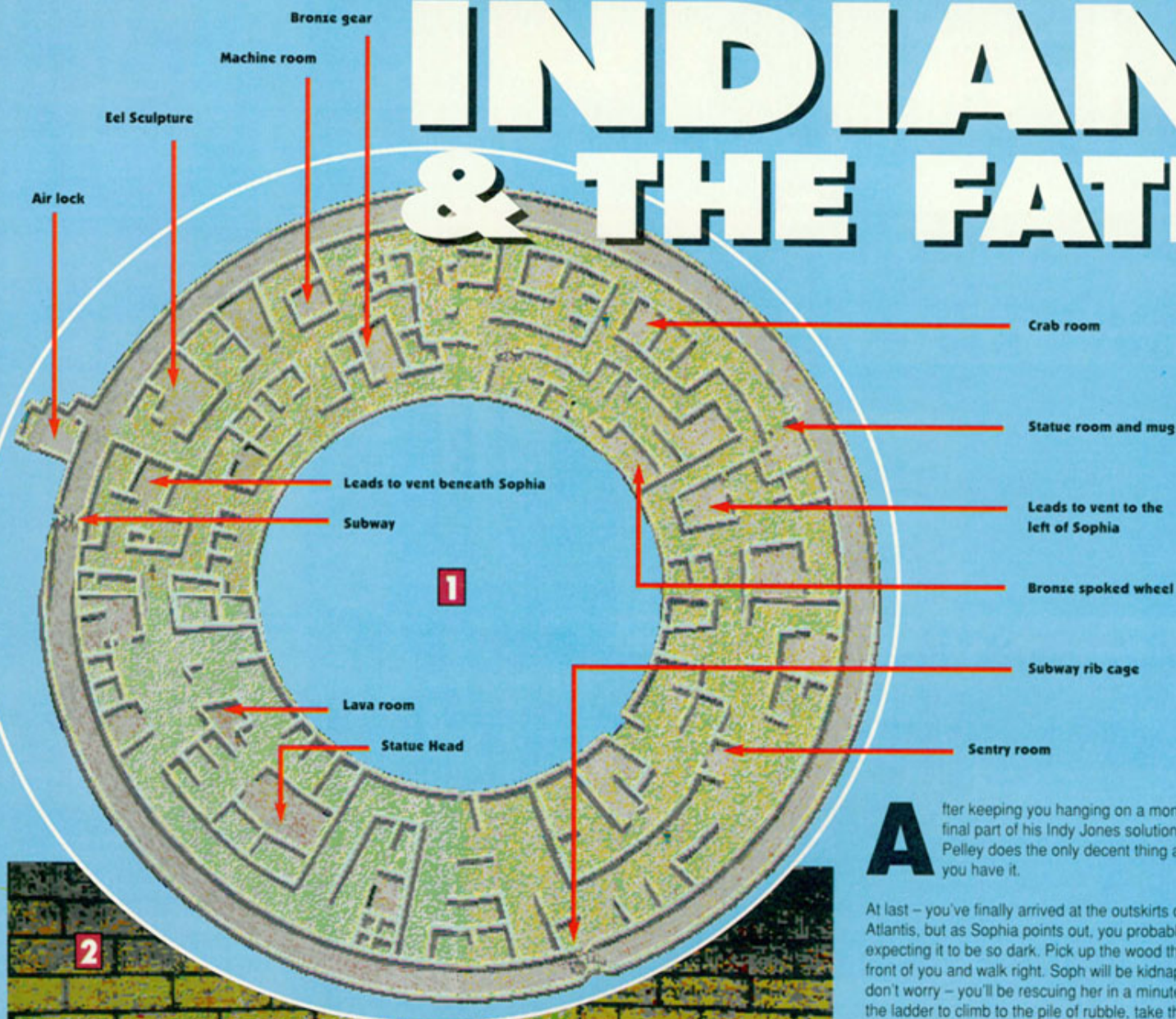
- - START
- × - COMPUTER
- ▲ - KEYS
- \* - AMMO
- - FIRST AID
- ◆ - MONEY
- ☺ - POWER DOME
- ✦ - FIRE DOOR
- - EXTRA LIFE
- ▶ - LIFT
- ⊕ - ALIEN QUEEN

## DECK TWELVE



And finally... the hatchery. Alien the movie is pretty evident in this last bit, where the bad bugs have taken over the whole show. Kill as many as you can, then head towards the lift and a confrontation with the biggest, nastiest alien queen of the whole bunch. Kill her (easier said than done), and hurrah for you, it's game over time. There's little else to do apart from try out the *Alien<sup>3</sup>* game, and sit around and wait for *Alien Breed 2*.

# INDIAN & THE FATE



**A**fter keeping you hanging on a month for the final part of his Indy Jones solution, Rich Pelley does the only decent thing and lets you have it.

At last – you’ve finally arrived at the outskirts of Atlantis, but as Sophia points out, you probably weren’t expecting it to be so dark. Pick up the wood thing in front of you and walk right. Soph will be kidnapped, but don’t worry – you’ll be rescuing her in a minute. Use the ladder to climb to the pile of rubble, take the metal rod from the left stone box and stick in an orichalcum bead for a handy torch. Place the three stones on the spindle, set them to the opposite of last time, stick a second bead in the statue’s mouth and walk on through, not forgetting to take the ladder and the three stones with you.

- 1** The outer circumference of Atlantis should prove rather less of a mundane task with help from the enclosed map. It allows you to locate objects and rooms immediately.
- 2** Still keep an eye out for the guards – avoid them whenever possible, there isn’t really much point in trying to fight one of them.
- 3** When you arrive in the left vent of the dungeon, use an orichalcum bead in the Sentry statue to take care of the guard. Next, walk clockwise around the outermost passageway to the subway in the third quadrant. Use the bread with the cold cuts to make a sandwich which in turn can be used to bait the rib cage. You’ll be needing the crab you catch with this contraption from the crab room later.
- 4** In the lava room, use the cup with the pedestal and the statue’s head with the plaque to collect a cupful of lava.



# A JONES OF ATLANTIS

**5** Take this back to the machine room, fit the bronze-spoked wheel onto the front of the machine and use the cup with the funnel at the top. And would you believe it? Orichalcum beads! Don't forget to pick up the spoked wheel again, and head off for the sentry room.

**6** Here, use one orichalcum bead in the fish head, and a second with the eel sculpture. The eel heats up and, as you throw it into the pool, it will evaporate all the water. Use one more bead in the statue's mouth, the door opens, and go on through to the dungeon.

**7** You can't rescue Sophia yet, but in the mean time pick up the machine part and head off for the canal. Use the trapped crab to remove the octopus, wade over to the raft and stick a bead in its mouth. Float down the canal to the left, using the appropriate stone on each spindle to open the gates. The steps that you'll find three screens away lead to a crescent-shaped gear and an open cupboard.

**8** Close the cupboard and take a look at the inscription – this is very important, and refers to the sentry statue guarding the inner ring of Atlantis which you will reach if you continue left along the canal. The moon represents the gear you've just picked up, the star represents the bronze gear, and the circle in the middle of the four diagrams refers to the bronze-spoked wheel and the machine part.

**9** Now go to the sentry statue left along the canal and prop the ladder against its side to take a look at its chest plate. You want the statue to move its left hand (to your right) so that it releases the chain. Place the wheel and machine part in the middle, the two gears as shown in the inscription and pop an orichalcum bead in the hole. Next, use the left chain with the left bronze hoop, and activate the statue so that he moves his right (your left) hand and opens the door. Pick up the hinge pin and give it to Sophia back at the dungeon who will be able to use it to brace the cage when you lift it. Reclaim the pin, and venture in to the inner circle of Atlantis. At the lava pool take a look at Sophia's chest and drop a bead into the hole. As the necklace starts to heat up, use it with the gold box. Collect the sceptre from the right and follow Sophia as she wanders round to the hulking machine.

**10** The inscriptions on the wall outside and the floor inside hint as how to operate the machine, but in truth it is nothing more than inserting and pushing up the pin and the sceptor into the left and right slots and using a bead in its mouth. Once travelling, reposition the left lever into the middle slot and pull both down.

Note the position of the stones on the wall of the gigantic lava room – and set the stones accordingly when you arrive at the heart of Atlantis. Kerner appears and the conclusion starts to unfold – what ever you do, don't give in to the professor's demands and you'll be watching the end credits before you can say (well, shortly after picking the all important phrase of) "For your sake, I hope this doesn't work." ●



# D A R K R I K

Lost your way in *Darkseed*? Fear not. Man about the

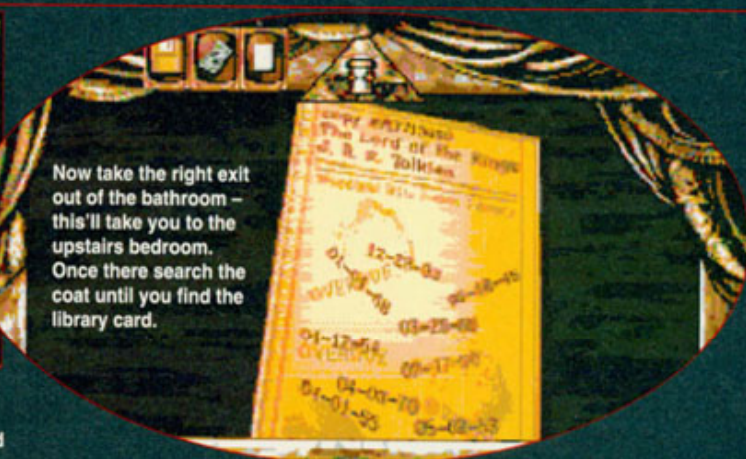
## DAY ONE

1



Mike wakes up with a severe headache, and is in no fit state to do any sort of adventuring. So to get him sorted out move Mike into the bathroom. Once there, change the pointer to a hand, click on the mirror to open the cabinet and Mike will take one dose of aspirin, then click on the shower to freshen up.

Now take the right exit out of the bathroom – this'll take you to the upstairs bedroom. Once there search the coat until you find the library card.



2



Go back downstairs via the other door, and take the left exit out of the Entry hall. On the desk in the study there's a blueprint which shows two secret passages – one in the study and one in your bedroom. Open the secret door which is located on the right hand wall.

The door behind you closes so open it again, climb the ladder, pick up the rope, and exit via the other secret door back into your bedroom. Once there re-open the secret door. If the doors are closed they'll cause problems later.



Depending on how much time you've taken, the doorbell may be ringing. Go outside the house and pick up the parcel on the porch, then head back upstairs and into the attic.

3



In the attic push the chest nearest the window by clicking three times on the right hand side of the chest. Now pick up the watch and wind it up. This will enable you to keep the time. Now that the chest has been moved step out on to the balcony and attach the rope to the gargoyle. This provides a second means of access into the house.



Use the rope and enter the garage from the rear, using the door on the right. Open the boot of the car and retrieve the crowbar. Then get inside the car and take the gloves out of the glove compartment.

Walk round to the front of the house and read the paper that is lying on the pavement. Go back inside and once again go to the attic, where you should open the right-hand trunk with the crowbar. You'll find some interesting reading inside. From here go back outside and right into the Woodland hills.



After I moved into this house I got some terrible headaches. I started seeing things that back and forth before my eyes. Something terrible is going on. I found my answers on the Other Side, but I grew so fearful that I moved the mirror into the garage, afraid they would come through to attack me. Who are these Ancients? Why do they want so badly to come to our world? If only

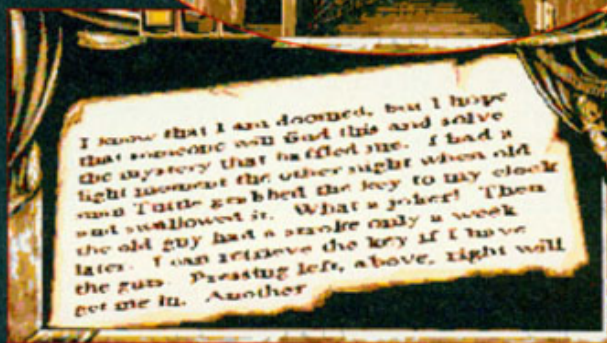


# SEED

haunted house, Joe Humphries, shines a guiding light.



Once in town, enter the grocery store and buy a bottle of Scotch with the money that you already have in your inventory. You will now meet Delbert. After that highly interesting conversation leave the store and keep heading right until you reach the library. Enter the library and pick up the bobby pin on the floor, then give the lady behind the counter the library card that you retrieved right at the start of the game. She will tell you to head to aisle C. Once there click on the green book. Remember the combination to Old Man Tuttle's crypt.



Leave the library and go back to your house, then leave via the left-hand exit. Go through the graveyard to Tuttle's tomb. Open the tomb using the combination from the library book. Once inside go through the door to the urn room, find Joe Tuttle's urn and retrieve the key. Go back home, open the clock case in the living room and read the name plate. Now go back to bed, ending Day One of your adventure.

4

As always, start the day with a cool shower and a quick aspirin. After a bit of time wasting (try listening to the car radio) a missing fragment of the mirror will arrive at the front door. This should be placed in the mirror to complete the portal to the dark side. Now step back and take a running jump into the mirror.

Once you're accustomed to the tasteful colour scheme take the door on the right. From here enter the room on the left. Take a look at what is on the table. Now use the door on the right. Step into the turbo-lift to re-materialise on the next level. Head left to the observation deck. There's a switch on the wall behind the two doors (you just exited via the one on the left). Use the gloves to activate it so you don't electrocute yourself. Return to the turbo-lift and then to the room with the skulls.

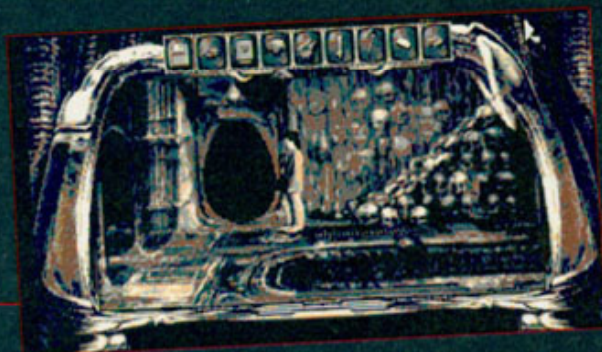


DAY TWO

5

Go through the newly-appeared door. Keep going left until you find the shovel. Return to the mirror portal and cross over. Take a trip to the graveyard and exhume John McKeegan. Read the journal that he gives you. Meanwhile, the police have staked out your house and soon you'll find yourself in prison. Don't worry as you have the Get Out Of Jail Free card but, before the next trip to the dark side, you need to stash some of your stuff. Leave the gloves, the money, and the pin under the pillow. Then grab the tin cup from the cot, and rattle it on the bars. When the guard comes hand him the card. The police should set you free in plenty of time to meet Delbert at the back of your house, so on the way out steal the policeman's gun.

That's as much as we're going to divulge for now. Tune in next month for more revelations in the wonderful world of Giger.



Zool posing for the intro to the next James Bond film.

Here normally harmless things like bananas cause harm.



# ZOOOL

## ENHANCED 1200 VERSION

Can Zool possibly get any better?

**Game:** Zool Enhanced 1200 Version  
**Publisher:** Gremlin  
**Authors:** George Allan, Ade Carliss, Patrick Phelan  
**Price:** £25.99  
**Release:** Out now

**Z**ool – Ninja of the Nth dimension, hedgehog-beater and self-proclaimed mascot for the Amiga – caused a sensation last year, hitting the charts big time and staying at number one for a Bryan-Adams-ly long time. At last a character to give Amigans someone to champion, and supposedly one who could beat up both Sonic and Mario in a fight (if any of them actually existed).

For those of you who have been living in a bubble for the last year, Zool is a platform game covering six

different worlds, with three stages to each world. Zool himself is your man, and you control him on his quest to get off a planet that he's crash-landed on.

The standard version of Zool impressed many with its speed and scrolling, so presumably this version is even more

Zool gets to the nuts and bolts of the matter. Ho ho.

impressive. What does it have to offer over its predecessor then? Well, on loading you're treated to a very impressive intro screenshot

which obviously makes use of the extended palette of the A1200, but this has nothing to do with the game and is really of only passing interest.

Once into the game itself, you're aware of the two main additions to this enhanced version. The first is a much more

colourful background with parallaxing effects to boot. All the levels are given this enhancement, with graphics that suit the theme of each world. Now, it's questionable as to whether this is really an enhancement. Personally I don't give a damn whether something has excellent parallaxing effects unless it enhances the game itself, and I'm sorry to say that it doesn't in this case. Quite the reverse in fact. They may look pretty in these screenshots but, on the early levels especially, they're incredibly cluttered when they're scrolling and it makes it harder to see what's actually going on in the game.

This is a matter of taste perhaps, but when the screen gets full of sprites it seems that even the A1200 can't cope

with it all, and the animation drags a little. I was expecting the game to run a lot smoother and faster than its un-enhanced predecessor, but it didn't. In fact, it even seemed a bit slower in places, presumably because of the extra colours and backgrounds it has to deal with.

You'll remember that I said there were two enhancements. The other is the sound, which benefits from a few extra sound samples – the bees hum now, the drums thump, things pop all over the place. Well, you know, it's fine but it didn't particularly enhance my enjoyment of the game.

Zool itself is a great game, but I actually enjoyed this 1200 version less than the original. The enhancements are purely cosmetic, and in some parts of the game actually detract from the gameplay. The original runs on the 1200, with a few glitches, but you might be better off going for it instead of this.

● TIM TUCKER



### THOSE DIFFERENCES IN FULL



Compare them for yourself. On the left we have the 1200 version which has a lot more going on in the sky. Above is the original, where it's just, er, blue.

**UPPERS** **A1200**  
 More colourful backgrounds with parallax, and extra sound effects. And a lovely picture of Zool at the beginning.

**DOWNERS**  
 In places it doesn't play as well as the previous incarnation. When the screen gets busy it noticeably slows down, and the scrolling backgrounds strain your eyes after a while.

**THE BOTTOM LINE**  
 It's not enhanced, it just looks a bit better – and even that's a matter of taste, as I prefer the less cluttered graphics of the original. Zool's a great game, but so much more could have been done with the A1200 version. There could be a lesson in this for anyone preparing games for the A1200.

78

APRIL 1993

### COMPATIBILITY

- RUGBY: THE WORLD CUP** Domark (X Crashed)
- SPACE CRUSADE** Gremlin Graphics
- SPINDIZZY WORLDS** Activision
- TURRICAN** Kixx
- VROOM** UbiSoft

**ALMOST (NO, BASICALLY)**  
 They loaded so far but didn't actually reach a playable stage. If you tried

- playing these games on your new 1200, you'd be very upset indeed!
- ASTEROIDS** Public Domain
- BUBBLE BOBBLE** The Hit Squad
- DUNGEON MASTER FTL** (Mirrorsoft)
- E-MOTION** US Gold
- F-29 RETALIATOR** Ocean
- HERO QUEST** Gremlin Graphics
- INDIANA JONES AND THE LAST CRUSADE** Lucasfilm Games (US Gold)

- MEGA LO MANIA** UbiSoft
- MOONSTONE** Mindscape
- NEW ZEALAND STORY**
- OFF-ROAD RACER** The Hit Squad
- POPULOUS** Virgin Games
- PROJECTYLE** Electronic Arts
- SPEEDBALL 2: BRUTAL DELUXE** Electronic Arts
- SUPER OFF-ROAD** Renegade
- TOP SECRET** Virgin Games
- Public Domain

- FORGET IT**
- AH37 THUNDERHAWK** Core Design
- BART VS THE SPACE MUTANTS** Ocean
- BATMAN THE CAPED CRUSADE** Ocean
- CARRIER COMMAND** Mirror Image
- CYBERCON 3** US Gold
- CHUCK ROCK** Core Design
- CRUISE FOR A CORPSE**

AMIGA POWER

# SLEEPWALKER

## ENHANCED 1200 VERSION

It's got more colours, but what else?

**Game:** Sleepwalker  
**Publisher:** Ocean  
**Authors:** CTA Development  
**Price:** £25.99  
**Release:** Out now

gave it the thumbs up and a score of 84%. Now we all know it's for charity and if we slagged it off we'd be seen as uncaring and unfeeling baby slaughterers. So I looked forward to the 1200 version with great anticipation.

For those who missed the original review, here's a quick recap. There's this kid called Lee, who's prone to sleepwalking, and he sets off on this particularly dangerous nocturnal romp.

You control the actions of his pet dog Ralph who's trying to save the poor kid's life as he encounters

As you play you see Ralph go through a lot of pain and frustration. But as long as the kid's alright, then everything's cool.

The 1200 hasn't been around too long, but already we're starting to see software companies taking it seriously.

First Zool, one of the better selling Amiga games of last year, and now Sleepwalker, which is certain to be a smash hit.

Stuart reviewed Sleepwalker last month and



### THOSE DIFFERENCES IN FULL



Apparently the 1200 version on the left has eight more colours than the original above. Can you spot them? There's definitely a blue in there, and a lighter blue.

DEUTEROS  
 FINAL FIGHT  
 FIRE AND ICE  
 FIRST SAMURAI  
 HEIMDALL  
 HUNTER  
 IK+  
 JAGUAR XJ220  
 JIMMY WHITE'S WHIRLWIND  
 SNOOKER

Delphine (US Gold)  
 Activision  
 US Gold  
 Renegade  
 UbiSoft  
 Core Design  
 Activision  
 The Hit Squad  
 Core Design  
 Virgin Games

KID GLOVES  
 KICK OFF  
 KILLING CLOUD  
 KLAX  
 LOTUS ESPRIT TURBO CHALLENGE  
 LOTUS TURBO CHALLENGE II  
 LURE OF THE TEMPTRESS  
 MIDNIGHT RESISTANCE

Amiga Power  
 Anco  
 Mirrorsoft  
 Respray  
 Gremlin  
 Gremlin  
 Virgin  
 Ocean

MIG-29 FULCRUM  
 PANG  
 PARADROID 90  
 PLOTTING  
 POPULOUS  
 POWERMONGER  
 PREMIERE  
 RAINBOW ISLANDS  
 R-TYPE  
 R-TYPE 2  
 THE SENTINEL

MicroProse  
 The Hit Squad  
 Hewson  
 The Hit Squad  
 Electronic Arts  
 Electronic Arts  
 Core Design  
 Ocean  
 Activision  
 Activision  
 Firebird

SHADOWLANDS  
 SHADOW OF THE BEAST  
 SPEEDBALL 2  
 STREET FIGHTER 2  
 STUNT CAR RACER  
 SILKWORM  
 SUPERCARS 2  
 SUPER TWINTRIS  
 SWIV  
 TOKI  
 WARHEAD

Krisalis  
 Psynosis  
 Mirror Soft  
 US Gold  
 MicroProse  
 Virgin Games  
 GBH  
 Public Domain  
 Kixx  
 Ocean  
 Activision



Ralph gets walked over again - he won't get fed otherwise.

lethal hazards. As you must ensure that he doesn't come to any harm, and also that he doesn't wake up.

In essence it's a platform game given an original slant with the idea of saving Lee. It's very funny, and the game is filled with humorous hazards awaiting the boy, and indeed Ralph. It's also a tough game - it really will take a while to complete, and the later levels especially get really nasty.

So what has this 1200 version got to add to an already excellent game? Well, the presentation of the non-1200 version was superb - the intro sequence and animations between levels are impressive and tastefully done. In this 1200 enhancement you get the same sequences but in 256 colours instead of 32. That's a lot more colours, but to be honest it really isn't that noticeable, and anyway it's got nothing to do with the actual gameplay. So let's move on to the game itself.

Well, again it's a case of more colours, but this time only eight more than the original's 16. It's the backgrounds that benefit from this, but it doesn't really make any difference to your enjoyment of the game. The original was impressive enough, and this is just slightly more so. Oh, and there are some new sound effects courtesy of the 1200's ability to store more samples in memory. Again, nothing to astound you.

Perhaps we're approaching this all wrong, expecting tremendous

countless potential as the game itself and the other as a cut-down for the less powerful Amigas. This seems to be the case here, and other software companies are talking about producing games this way in the future. Which is fine, but I must admit I was hoping

there'd be a bit more from a game aimed at the new mean machine. When you put a 1200 beside a 600, it's hard to believe that the only difference in the gameplay will be an extra eight colours. And it's a bit depressing if it is.

● TIM TUCKER

**UPPERS** A great game, that hasn't been mucked around with. Er, more colours and more sounds.

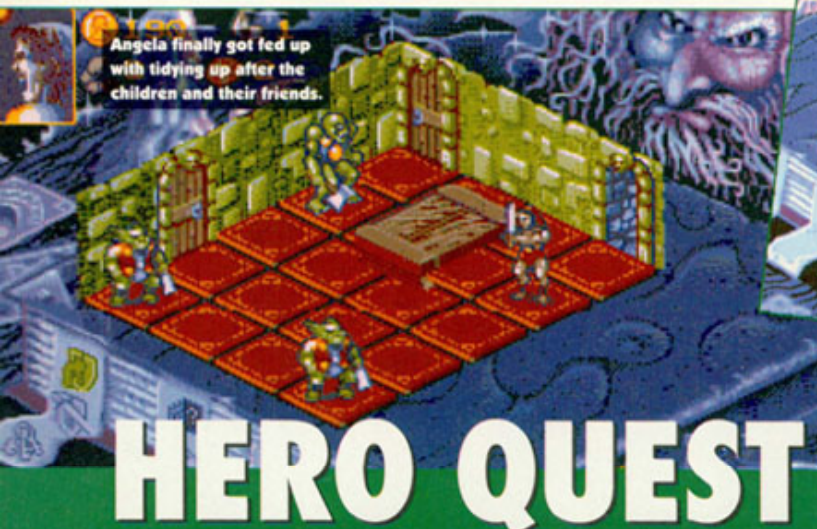
**DOWNERS** It's only eight more colours and the sounds don't make that much difference. It's actually no better as a game than the standard Amiga version.

**THE BOTTOM LINE** As with the normal version, this is a very good game that's worthy of your cash, so if you've got a 1200 then get this. However, if you haven't got a 1200, get the less enhanced version and console yourself with the fact that you're not missing much.

84 PERCENT

# BUDGET

There was a time when the word 'budget' meant 'cheap', 'low cost' or 'economical'. And, in all honesty, it still does. Here's this month's round-up of games which are noticeably less expensive than so-called 'full price' ones.



Angela finally got fed up with tidying up after the children and their friends.



Jim and Bill found it hard to surf properly with their boards strapped together.

## HERO QUEST

**Publisher:** Gremlin  
**Price:** £9.99  
**Release:** Out now

Creating a fantasy atmosphere is easy – you know, take a wizard, an elf, a barbarian and a dwarf, give them names with too many consonants and then bung them on some half-baked quest. As long as they've all got beards and silly costumes then everything's cool.

*Hero Quest* is based on a board game, but don't get the wrong idea here. It's got all the stock fantasy ingredients and totters precariously on the cliff edge of cliché, but it's also a cracking good game.

It actually looks like a board game, with the game area divided into squares and your pieces placed upon them. You can choose to play up to four characters (see opening paragraph for cast), or up

Bill and Jane weren't speaking after an argument about the housework.

to four of you can play a character each, and this multi-player option really brings the game to life. The game consists of 13 quests, which you have to tackle in order, and after you've completed a quest you can save your character to disk along with all the treasure and weapons they've amassed *en route*.

The gameplay involves the computer equivalent of a dice throw, represented by a spinning coin which stops when you click the mouse button. You can move your piece any number of squares up to the value on the coin, and you are also allowed a



Roger was so distressed by his new friend's tailoring he just threw up his arms in horror.

search for traps or treasure, or an attack on a monster during your go. Searching the room can reveal secret doors which are often essential for you to get through the quest. If you take on a monster then you have to sit back and watch as the computer deals with the battle. Suffice to say it involves throwing skulls and shields, and if you have more skulls than your opponent has shields you get to clobber (and often eradicate) him.

Treasure takes the form of money (which you can spend on more weapons and tools), or magic potions for extra strength, speed, and so on. If you're playing with a wizard or an elf you're also given the choice of a few spells at the beginning of the game, all of which are very handy. Don't waste them, however, because you only get one shot with each. If you're the barbarian or the dwarf you're a lot better at fighting monsters.

It's all wonderful fun, whether you're a fantasy fan or not. It manages to keep you engaged all the way through, and the quests are varied enough to prevent you getting bored. Criticisms – well, the later quests could be a little harder, and there are only 13 of them. Also, it's a shame that casting spells isn't accompanied by an animated scene – I was dying to see how the fireball spell blew away my opponent. But none of this detracts too much from what is a very absorbing board game conversion.

● **TIM TUCKER**

### THE BOTTOM LINE

An excellent game which should appeal to fans of the original board game and newcomers alike. It'll keep you going for some time, and now it's under a tenner there's no reason why you shouldn't buy it. Highly recommended.

86  
PERCENT



By concentrating very hard, the bad dudes were able to float above the ground.

## VIDEOKID

**Publisher:** GBH Gold  
**Price:** £9.99  
**Release:** Out now

Poor old Billy, there he is, plonked down on his sofa for a night of fun-but-mindless video viewing, when all of a sudden, a magician casts a spell that draws him into the video he's watching. This, in itself, isn't cause for us to pity Billy – he could end up bopping with the Blues Brothers or might even have had the good fortune of watching Debbie Does Dallas at the moment of the spell. But no, his nocturnal viewing consists of horror, sci-fi, gangsters, westerns and of course the obligatory medieval movie.

There's enough to this flimsy storyline to hang a game onto – lots of 'You must battle through your tape collection to free yourself' stuff. At first glance it looks like it's going to be another one of those cutesy platform games, but once it gets going, you find that the kid floats around unencumbered by gravity. One problem arises here because although you can drift around at your leisure, the screen scrolling has a firm idea of where it wants to go. So, if you're careless, you end up trapped in a room until you're squashed against a wall and the edge of the screen.

The emphasis is on blasting all of the themed baddies, be they cowboys or knights, and to help you there's no end of power-ups that offer you lasers, missiles, flame throwers and the like. Battle your way to the end of the level and you're

'I know,' thought Jim, 'I'll hide behind this really thin cactus.'



treated to some of the hugest and cutest bosses I've ever seen, and there's some great samples that liven up the sound track throughout.

Hardly original though, is it?

● **MARK WINSTANLEY**

**THE BOTTOM LINE**

It looks and sounds wonderful, but apart from the graphics being different, there's not much variety in gameplay between the levels, and you'd have to be an embittered shoot-'em-up type to play through all the twenty levels.

**74 PERCENT**

**TERMINATOR 2**

**Publisher:** The Hit Squad  
**Price:** £7.99  
**Release:** Out now

The only conceivable ray of hope for this otherwise lamentable game is the series of digitised stills and animated sequences from the film that are dotted throughout. They're actually quite impressive, in a



Repairmen were troubled by an outbreak of violence from vending machines.

clutching-at-straws kind of way. If, that is, you don't mind the extensive disk-accessing that accompanies each one, and you're not afraid to be reminded of the awful mistake you quite possibly made in going to see the film in the first place.

The game itself is another story. There are just eight forlorn-looking levels, and even that's stretching it a bit. Three of them are more or less identical (sorry excuses for beat-'em-ups where the best tactic is to hold the joystick to the right and keep pressing fire), two are just the same idea with different graphics (sliding block puzzles), two more are identical both in concept and quality (feeble vertically-scrolling driving bits, where the only reason you keep crashing is because you're so close to the top of the screen that by the time an obstacle's scrolled into your path it's too late to do anything about it) and the last is the worst walking-along-shooting-things game I've played for a very long time.

I'll (not) be back.

● **JONATHAN DAVIES**

**THE BOTTOM LINE**

Quite a good conversion of the film, in that it's just an assembly of special effects and little else.

**30 PERCENT**

**RBI TWO BASEBALL**

**Publisher:** The Hit Squad  
**Price:** £7.99  
**Release:** Out now

With the baseball season about to begin (in April) this would seem like a jolly good time to release a baseball game and, as the only person in the office with an interest in baseball, it was pretty inevitable that I would be asked to take a look at it.

So, it's like this, you see. There are these nine blokes and they wear trousers that are too short and they wear big gloves on the wrong hand and... (Is this baseball or the Masons? - Ed) Anyway, it's America's national sport. There have been countless attempts to capture its magic on a variety of computer formats and this is, well, one of them.

It looks good (as good as these things ever look, anyway) and it sounds okay (in a not too impressive kind of way). There are lots of cute scoreboard animations which are amusing the first few times you see them: a chicken comes on when you hit a foul ball (think about it, I haven't got all day), a safe drops from the sky when you're safe - that kind of stuff.

As a two-player game it's rather entertaining. The problem, though, as with every baseball game I've ever seen, is that as a one-player game it's grim beyond dreams of awfulness. The computer never makes any errors. When you pitch at it, it smacks the ball out of the park. When you hit the ball yourself, one of its outfielders is there to catch it and chuck it to first base before you've even started running. Is this fun? No.

If you're lucky you might get a run before your three men are out, but when the computer comes in to bat it's there for



Browne was hampered in his batting efforts by the string hanging from his bat.

the duration and you abandon the game by the time its score's approaching 20.

And that's that, really. It's one of the best baseball games I've ever played on any format, but since it suffers from that fatal the-computer-never-makes-a-mistake-and-that's-really-annoying-frankly flaw, it's not going to have mass appeal.

● **TIM NORRIS**

**THE BOTTOM LINE**

It's one of the better baseball sims but it'll drive you absolutely spare in no time at all unless you play it with a similarly talentless mate.

**61 PERCENT**

Mr Lesley realised that this contract would test his landscape gardening skills to the limit.

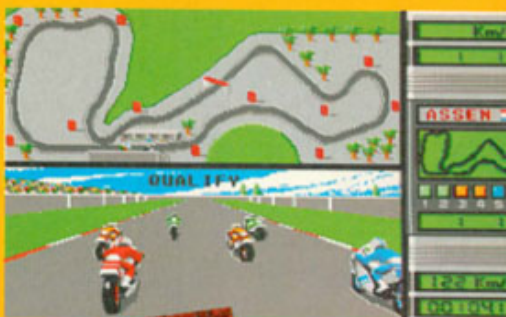


**ACTION SPORTS**

**Publisher:** Microids  
**Price:** £29.99  
**Release:** Out now

This review barely needs introducing, except perhaps to say that there are four of them. The 'action sport' games, that is. And they're all French.

*Advantage Tennis* is the only one I'd ever heard of before, so it might be a sensible place to start. It's one of those weird-looking tennis games that uses vectors and polygons rather than sprites, giving the players a curious 'stick man' appearance but leading to some superbly fluid animation. The players look uncannily realistic as they run around the court, and there are lots of neat touches, like when the winner of a match tosses his racket into the air. The only snag is the controls, which are based on the principle that the computer does most of the



Clearly, this was no time to pick up hitchhikers.



Steve's famous one-legged serve inspired fear in all who faced it.

opponents. (Oh, and trying to score goals.) It's slickly executed and

easy to get the hang of but, even with the help of the scanner, you can't really see enough of the playing area on the screen to make it work, and much more could have been made of the violence side of things.

'Essential' isn't really the word to describe this compilation. While all four games are competent, none are outstanding, with *Advantage Tennis* probably being the best of them. (And that's also available on another recent compilation - *Sports Masters* - with three much better games.)

● **JONATHAN DAVIES**

**THE BOTTOM LINE**

These aren't games you'd ever consider buying separately, but they just about work as a compilation. Sort of.

**64 PERCENT**





You know, there's no such thing as a free lunch – but there is such a thing as some free software. If your desire for new games isn't matched by the size of your wallet, Dave Golder is here to recommend some delicious new delicacies from the Public Domain.

## CRAVE

**NBS**

Where do they get these names from? Yeah, I know that's something your granny always says about the latest beat combos on Top of the Pops, but you've got to admit, the titles of some PD programs are just plain bizarre.

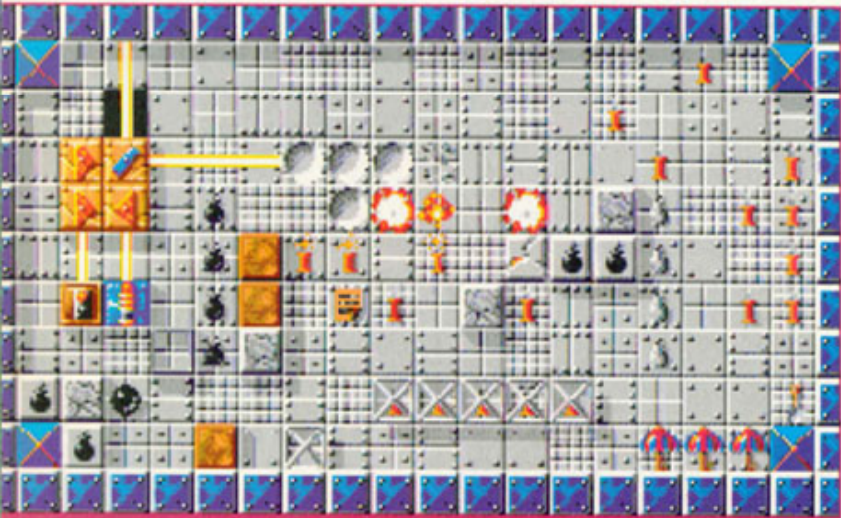
*Crave* sounds like it should have something to do with uncontrollable lust, so perhaps you might expect a vampire-based game – wisely cashing in on Coppola's latest? Nope. It's a two-player

tank duel. Oh well, that explains it. There are so many of the darned things in PD today they've run out of sensible names to call them.

As the genre goes, *Crave* is one of the best-looking and most feature-packed examples around. There is a set of ready-designed arenas, plus an edit option where you can design your own. There is an impressive range of obstacles you can use, including mud, which slows the tank down, and oil, which makes it slip sideways, along with trees, wall, craters and a whole load more. You can also decide how many shots it'll take to kill your



In the future, arguments will be settled by people firing guns at each other. In tanks.



## OXYD

**NBS Shareware**

Now, following on from *Crave* and *Furmyre*, you might think *Oxyd* is a pretty daft name as well. But in fact it does tie in with the game, which is about opening little pods to let out oxygen. It's all to do with some convoluted plot about aliens sucking the atmosphere out of some planet (hey, is that a subliminal green message there?) but you just need to know that this is a great-looking, snazzy little puzzle game.

Your objective on each level is get all the pods open simultaneously. You do this by bouncing at them using a mouse-controlled marble. The trouble is, they come in different colours, and will close after a few seconds if there isn't already a pod open of the same colour. In other words, if you open a red pod you have to find the other one quickly before the first one closes.

Matters are complicated by whizzy things that'll kill you, huge ravines you could fall down, lasers which you need to activate and direct to blast down walls in front of unobtainable pods, bombs, remote-controlled doors, and loads of other puzzley-type stuff. On the plus side there are loads of pick-ups to help you out, such as umbrellas and dynamite.

It's a very polished game. There are level codes, a save game option, a timed game option, and the opportunity to turn the music off (ah, relief). Most of the levels are bigger than a single screen and, what's more, there are loads of them.

**VERDICT:** If puzzle games are your cup of tea then this really is an Earl Grey among games. (OK, Earl Grey might not be everybody's cup of tea – but it is for connoisseurs.)  
**RATING:** ★★★★★ 1/2

opponent, which can be from one to ten.

The Canyon is a bit different, and is basically a tug of war, where you can prove you can waggle faster than a mate.

There's one problem, though. The controls are muddier than a mud wrestler taking a post-match mud bath. I don't know whether it's supposed to be inertia, but getting the tanks moving is a tortuous business, while slight, accurate movement is impossible to achieve.

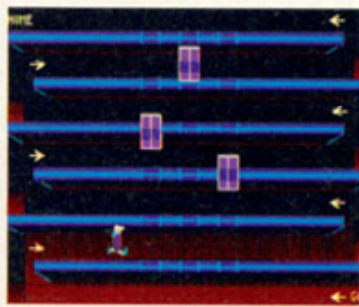
**VERDICT:** Shame about the unresponsive controls, otherwise it would be one of the best of its kind.  
**RATING:** ★★★

## ELEVATION

**Touch'n'Go PD**

At last! A name which tells you something about the game. *Elevation* is, indeed, about getting your sprite from the bottom of the screen to the top.

You do this by running backwards and forwards and along platforms. You're automatically whisked up to the next platform when you reach the end of the one below. To make things more challenging, blocks whizz up and down the screen – and some really ingenious blocks do both. These you have to avoid (even though they look like those continuous-loop paternoster-lifts, they are not short cuts to the top). Higher levels have more



You get up, and nothing gets you down. (Well, apart from all those nasty blocks.)

blocks, and, er, that's about it.

Generally the graphics are functional but uninspired, although the main sprite is a pretty appealing chap with very odd legs. And when you lose all your lives you're chucked out of the game and you have to reload, if you really feel the urge, which I doubt.

**VERDICT:** A game of timing which it takes very little time to get bored with. Variety? It's dead, and Bud Flanagan is turning in his grave.  
**RATING:** ★★

## FURMYRE

**NBS**

A complete nonsense name: *Furmyre*. An acronym, perhaps? Or inspired by Greek legend? I don't think so. What's for certain is that it's a (cue fanfare) *SEUCK* game which is usually an acronym for Samey,



Out of all the possible directions you can shoot in, upwards is still very popular.

Entirely Unoriginal, Crap, um... Kiln-fodder (OK, maybe that was a bit desperate).

*Furmyre*, though, at least shows a modicum of gameplay sensibility, with a decent difficulty curve, and it looks pretty funky. The graphics aren't as weedy or insipid as they usually are – they're beely, full-bodied and boldly colourful. The nasties appear to have had some thought and imagination put into them as well.

But, when all is said and done (except it isn't because I've got a bit more to say), it's still a *SEUCK* game, and still scrolls relentlessly upwards. It's one of the better ones, sure, but there's never going to be an essential *SEUCK* game.

**VERDICT:** A better than average *SEUCK* game. Enough said.  
**RATING:** ★★★

Contacts: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA  
Tel 0983 821983.  
*Touch'n'Go*, 7 Crescent Road, South Woodford, London E18 1JA.



# POINTS OF VIEW

Six brains acting as one - just how like-minded are the AMIGA POWER team? Here's where you find out...

							
LEMMINGS 2	BODY BLOWS	WALKER	A-TRAIN	CREATURES	CHUCK ROCK II	ZOOL A1200	SLEEPWALKER A1200
Nearly a classic *****	Haven't played it	Better than the movie *****	Station *****	Haven't played it	Acka-jacka-boom-boom *****	Overrated and over-paralaxed ***	Neat - what a relief *****
Deeply smashing *****	Haven't played it	Total carnage - I love it! *****	Haven't played it	Really really very bad indeed *	Impressive and fun *****	Significant improvement *****	Insignificant improvement *****
Peachy swell *****	Haven't played it	War - what's it good for? ***	Haven't played it	Quelle décongéance *	Yabba-dabba-doo *****	Just nicer all round really *****	What improvements? *****
Rodent-istic *****	Haven't played it	Death-istic *****	Haven't played it	Nice torture but... *	Prehistoric-istic *****	Still don't like Zool ***	Sample-istic *****
The best green hair game of '93 *****	Haven't played it	KOH! KOH! KOH! KOH! KOH! KOH! *****	Haven't played it	You can have more fun with Bio-Tek *	Rock-istic *****	Prettier than before ***	Little change to a great game *****
Loads of new ideas *****	Very little wrong with it *****	Good but too limited ***	Haven't played it	Haven't played it	Oh no - another great platformer *****	Prefer the original ***	No better than before *****
<b>MARK RAMSHAW</b>	<b>TIM TUCKER</b>	<b>TIM TUCKER</b>	<b>TIM TUCKER</b>	<b>TIM TUCKER</b>	<b>TIM TUCKER</b>	<b>TIM TUCKER</b>	<b>TIM TUCKER</b>

ON SALE 8TH APRIL

# NEXT BACK IN A FLASH MONTH

The marvy May issue of AMIGA POWER will be positively pulsating with all the latest reviews including *Abandoned Places 2*, *Universal Monsters* and, finally, *Desert Strike*! All this and the latest news on Amiga Format Live. How do we do it?