

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

AMIGA POWER

A MAGAZINE WITH ATTITUDE

Want to **double** your game playing fun? We show you!

Reviewed: Tornado, Dangerous Streets, Ryder Cup Golf, Maelstrom, Pirates Gold and more

Cannon Fodder - the best playing guide you'll ever read!



YOU'RE NICKED!

Fight the law in Innocent Until Caught - review inside

YOURS WITH ISSUE 35 OF AMIGA POWER

GAMES ON THIS DISK

STATIX *There's never been a Columns game balanced on a seesaw - until now!*

disk 35

AMIGA POWER

ARCADE POOL *Playable and rolling demos of Team 17's state-of-the-art bar-room simulator.*

TETRIS PRO *The finest Amiga version of Tetris yet - with a twist!*

Future PUBLISHING
Your guarantee of value



ISSUE 35 £3.50 MARCH 1994

ISSUE 35

THIS IS AMIGA POWER

AMIGA POWER

ISSUE 35 MARCH 1994

DEPUTY EDITOR
Stuart Campbell

PRODUCTION EDITOR
Steve Faragher

REVIEWS EDITOR
Cam Winstanley

STAFF WRITER
Steve McGill

BLIMEY, IS IT 11 O'CLOCK ALREADY?
Chris Lloyd

ART EDITOR
Sal Meddings

ART ASSISTANT
Lisa Kellett

AD MANAGER
Gail Blincow

INNOCENT UNTIL CAUGHT
Michael Jackson

GROUP PRODUCTION MANAGER
Judith Middleton

PRODUCTION CONTROLLER
Claire Thomas

PRODUCTION CO-ORDINATOR
Tracy O'Donnell

PRODUCTION CONTROL ASSISTANT
Megan Doole

PAPER CONTROLLER
Fiona Deane

ADMIN ASSISTANT
Suzannah Angelo-Sparling

AD DESIGN
Michelle Trewavas

DINNER DINNER DINNER DINNER
Batman

PUBLISHER
Colin The Publisher

MANAGING DIRECTOR
Greg Ingham

PROMOTIONS ASSISTANT
Tamara Ward

CIRCULATION DIRECTOR
Sue Hartley

CHIEF EXECUTIVE
Chris Anderson

CONTRIBUTORS: Rich Pelley, Dave
Golder, Dave Green.

LINO & SCANNING: Simon Chittenden,
Jon Moore, Chris Stocker,
Simon Windsor, Jason Titley,
Mark Gover

COVERDISK: Grants Computing
PHOTOS: Rob Scott, Pete Canning.

EDITORIAL & ADVERTISING
Amiga Power,
Future Publishing Ltd,
30 Monmouth Street,
Bath BA1 2BW
Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS
Cary Court, Somerton, Somerset
TA11 6TB Tel 0458 274011

AMIGA POWER IS PRINTED
IN THE UK

A member of the Audit Bureau of Circulations
Registered circulation

ABC 54,182
Jan - June 1993

"April, April, laugh thy girlish laughter,
Then, the moment after,
Weep thy girlish tears" Sir William Watson

© Future Publishing 1994

10 TRUE STORIES
The CD32 goes from strength to strength, with the release of the Full Motion Video module. Plus some entirely gratuitous product endorsement.

13 THE GALLUP CHARTS
Cannon Fodder digs in at No.1.

16 THE SHAPE OF THINGS ETC
It's a 3D kind of month in the previews section, with Zeewolf, Heimdall 2, Legacy Of Sorasil and (natch) more.

50 WIN YET ANOTHER CD32!
We might not have one ourselves, but we're not scared to go giving other peoples' away. This month, MicroProse stump up to celebrate Pirates! Gold.

52 SUBSCRIBE! PLEASE?
Oh, go on. You get a free game and everything. It's a bargain. Honest.

54 COMPLETE CONTROL
Featuring the usual tips and cheats, The Last Resort, and a mammoth four-page Cannon Fodder special!

64 THE SECRET GARDEN
Reader classified ads, basically.

68 IN THE STYLE OF GALLERY
The second in our irregular round-ups of, for want of a better phrase, readers' art. But it's actually quite good.

72 SERIAL KILLERS
Something of a first for AMIGA POWER this month - a hardware feature (eek!). It's about playing games with a null-modem link cable, and it's great.

80 HI HO SILVER LINING
The CD32 update pages that don't actually have a CD32. How do we do it?

87 PUBLIC DOMAIN
Almost time to wave bye-bye to cuddly Uncle Dave, kids. Sniff.

83 DO THE WRITE THING
The letters pages. Alright?

91 THE BOTTOM LINE
The original and still the best.

96 BACK ISSUES/MAIL ORDER
Fill in your gaps, missus.

98 WISH YOU WERE HERE
Another beautiful and enticing postcard from an exotic and glamorous faraway location. On your Amiga.

GAMES OF THE



INNOCENT UNTIL CAUGHT
Point-and-click adventuring antics from Psygnosis.

Page 26



TORNADO
(That was a bit of a dull caption, wasn't it? - Ed)

Page 30



RYDER CUP GOLF
(It wouldn't hurt to be a bit more exciting, surely? - Ed)

Page 38



MEGA MOTION
(You don't want to hear the joke I thought of for this one. - CP)

Page 40



PIRATES! GOLD
(Um... it's Gold! It's got Pirates in it! It's - CP) (You're! Fired. - Ed)

Page 44

Right.
We've had a stern word with the circulation department, and we feel confidently able to state that the April issue of AMIGA POWER will DEFINITELY be on sale on the 17th of March. But, er, why not give it an extra couple of days, just to be safe?
Ahem.

NIPPER UPDATE

Okay kids, it's Nipper coverdisk compo update time. We've had a deluge of new entries, and our tolerance level has raised somewhat too. Any scores below 125,000 are no longer going to be entertained. Comprendy? Without further ado, here's the top ten entries in reverse order. Beat this:
127,960, Johnathon Kirkham
Kensal Green, London
130,204, Jimmy Jones,
Tonbridge, Kent
130,407, Dennis Jared,
Frinton, Essex
131,610, Ezra Matebele,

STUART WOULD JUST LIKE TO SAY: I've got a zebra by the tail and a python in my hand.

SAL WOULD JUST LIKE TO SAY: What's the point of sending this?

CAM WOULD JUST LIKE TO SAY: I didn't get where I am today.

LISA WOULD JUST LIKE TO SAY: The best magazine. The best.

OVER 300

GAMES REVIEWED EVERY MONTH. PROBABLY. WE HAVEN'T COUNTED.

MONTH



MAELSTROM
(I'm a Contents Page, I'm not supposed to be funny. - CP)
Page 34



DANGEROUS STREETS
(You're right. But the next one better be good. - Ed)
Page 42



Get your entries in before March 10, or you won't win. Simple as that.

Newcastle Upon Tyne
131,810, Simon Shutt,
Bicester, Oxon
134,960, Nathan White,
Walsall, W. Midlands
135,260, David Powell,
Braunton, N. Devon
136,310, Rob Barron,
Anytown, Somewhere
135,460, Stephen
Rogers, Claverton Down,
Bath
137,357, Paul Fuller,
Long Stratton, Norwich

GAMES REVIEWED THIS ISSUE

MARCH 1994

FULL PRICE

- Dangerous Streets -----42
- Innocent Until Caught---26
- Labyrinth Of Time -----74
- Maelstrom -----34
- Mega Motion -----40
- Pirates! Gold -----44
- Tornado -----30

A1200

- Ryder Cup Golf -----38
- Sabre Team -----75
- Simon The Sorcerer -----77
- Soccer Kid-----76

CD32

- Morph -----80
- Seek And Destroy -----80
- Sensible Soccer -----80
- Wing Commander-----80

BUDGET

- Black Crypt-----79
- Corporation -----78
- Lotus Trilogy-----79
- Speedball 2-----78
- Street Fighter 2 -----79

PD

- Caffeine Free Diet-----88
- Megamind-----87
- Nostalgium -----87
- Parattack -----88
- Polymorf-----87
- Shoot-'Em-Baddies -----87
- Toobz -----88
- Willy's Humungous Adventure-----164

So, just the one coverdisk this issue. By next month we probably won't have any at all, then the month after that YOU'LL have to start sending US disks full of the best in demos and PD classics. See how you like it then. Yeah. (Look, just tell them what's on the damn thing. - Ed)

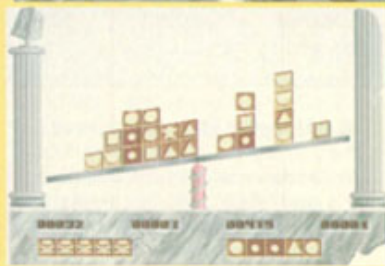
disk 35



INTRODUCING DISK 35



STATIX

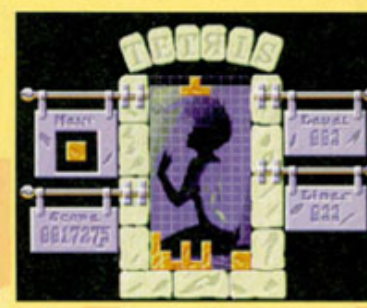


This has to be the most original twist on an old puzzle-game theme we've seen in a very long time. Not only do you have lots of falling blocks to contend with, but now even the ground on which they're landing is a danger-fraught environment. It's scary.

TETRIS PRO



Stop! You might think this is just another Tetris, but if you thought that, you'd be so wrong that it just wouldn't even be funny. This is Tetris with a difference, and it's a difference that makes all the difference. What is it? Turn the page...



ARCADE POOL



A time-limited demo of Team 17's newest release.

Um... it's pool.

You know, like in an arcade.

Can I go yet?

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 35, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll barbecue your cat and dye all your favourite clothes brown.

AMIGA POWER MARCH 1994



STEVE F WOULD JUST LIKE TO SAY: 'Can I have a bit longer to think about it?'

STEVE M WOULD JUST LIKE TO SAY: 'There IS only one team in Avastara.'

YOUR DISK AND YOU

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

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 35 Returns
DisCopy Labs
PO Box 21
Davertry
NN11 5BU

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

STATIX

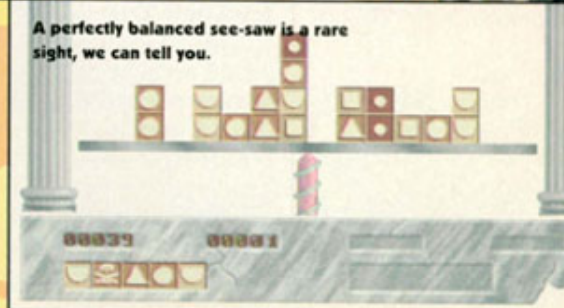


Somebody's about to lose this one I reckon. Hope it's not me.



A lovely, classical style introduction screen for a classy game.

A perfectly balanced see-saw is a rare sight, we can tell you.



Authors: Black Legend

ONE-PLAYER MODE

You'll notice a bit of a puzzley theme on this month's disk, which isn't the kind of thing we usually go for, but we hope you'll agree that these are some of the most interesting variations on the normal themes to appear for a long time, and hence well worthy of a bit of exposure. *Statix* comes to you via Kompart UK, from top Hungarian ex-demo coders Black Legend (or is that someone else? We can't remember for sure), and it's a bit of a weirdy. Check out the rules and pay attention to them before you start playing it. You know it makes sense.

The basic idea of *Statix* is much the same as *Tetris* or *Columns*. You

have to make lines of like symbols, which then disappear. The difference here is that as well as the usual danger of a big build-up causing you to lose the game (in this case, by forcing the spring at the pivotal point of the seesaw down), you can also lose if you tip the seesaw over by placing too many blocks on one side. What this means is that you have to fight your

natural instincts – you might automatically want to drop a block on one side to make a line, but doing that and making those blocks disappear might cause the other side of the seesaw to become too heavy and hit the floor, losing you the game. So it's a fast-thinking game as well as a reaction one, especially as you have to drop each block inside a time limit

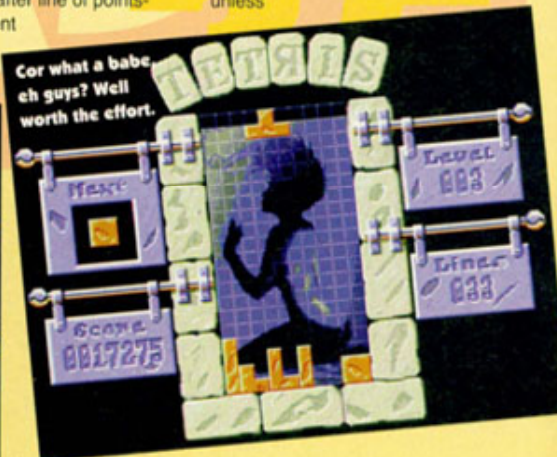
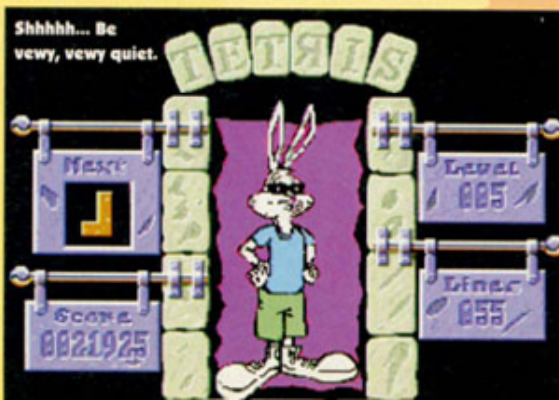
TETRIS PRO

Authors: Logic System

No, you're wrong. It's not just *Tetris* again. For a start, this is the Amiga's best *Tetris* yet, finally stealing the crown from the long-reigning *Super Twintris*. But there's more to it than that – this is a whole new

way of *Tetris*, and one which got the whole office playing the age-old game all over again. This is *Tetris* with a point – no more boring old line after line of points-building to no apparent end, but one of tangible,

reachable goals all the way through. The object, you see, is to build up pictures in the background. Every time you make a certain number of lines in the game (starting with single ones), a corresponding number of lines of the picture will be revealed. When the picture reaches the top of the game area, you've completed the stage and you get to start again with a new picture to reveal (and a new starting pattern of blocks to contend with). As you move through the levels, the requirement for picture revealing rises, until eventually (around level 70, in our experience) you get no bits of picture unless

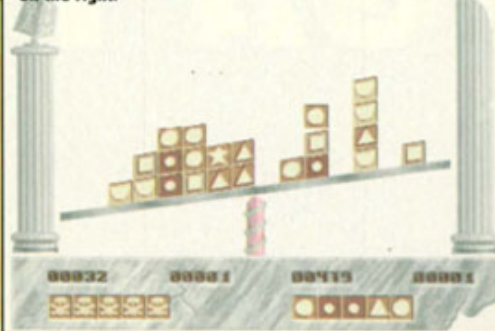


ARCADE POOL

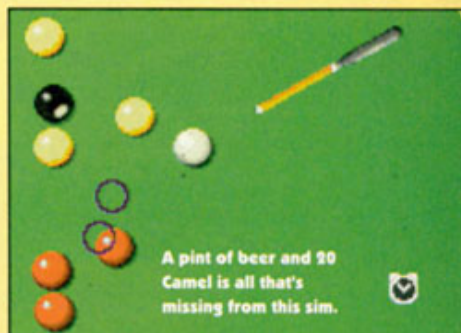


What about this for a stylish options screen?

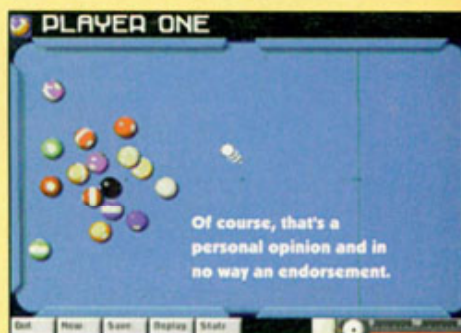
Some fairly poor planning is evident on the right.



And bingo - Mr left wins again.



A pint of beer and 90 Camel is all that's missing from this sim.



Of course, that's a personal opinion and in no way an endorsement.



Thank god there's no sign of Jim Davidson.

(represented by the bar at the top of the screen), or it'll just drop by itself, usually just where you don't want it.

TWO-PLAYER MODE

Two-player mode is a bit scary. You both play at once, the rules are the same, but you can only drop your blocks on your own side of the seesaw. The objective is to make the seesaw touch the floor on your opponent's side, but not being able to affect them directly makes things a bit tricky. What you have to do is build up your own side almost to the point of no return, then clear lots of blocks at once so that the seesaw suddenly swings massively the other way. Of course, while you're doing this, your opponent is trying to do exactly the same to you...

Authors: Team 17

We had a bit of space on the disk this month, so we've brought you just a little tiny demo of Team 17's new budget game. Or alternatively, a really big demo, depending on how you look at it. As well as playing a self-running version of two of the versions of Pool included in the finished game (there are millions, from UK 8-ball to US 15-ball, to single-player arcade versions to the classic multi-player Killer Pool variant), this demo lets you play a full-feature one-player game yourself, but time-limited to a couple of minutes. (Otherwise, what would be the point of buying it when it hits the shops later this month, eh? Answer us that, if you can.) Control is very simple, just adjust the strength, spin and aiming with the left mouse button, and when you're happy with your set-up, hit the right mouse button to actually make the shot. Or, get a few mates round and have a right old knees-up listening to the authentically Cockney sounds of the old joanna, while looking at the title screen. We recommend playing the game. NB The title screen claims that the game automatically detects an AGA chip set for enhanced graphics and sound. This is true, but (for space reasons) not on our demo. Sorry.



Thank god there's no sign of Jim Davidson.



The brightest light of all...

Can what a baby, eh guys? Well worth the effort.

you make four lines at once. Yikes. And that's not the only innovation in Tetris Pro, oh no. It's even got powerups! These come in the form of the square blocks, which have their powerup effect any time you use them to complete a line. The various types are as follows:

BOMB: Erases all blank spaces on screen, causing all the other blocks to fall into the gaps created, usually giving you a whole clutch of lines at once.
PANIC (two little arrows): Flips the screen upside down for 60 seconds. Horrible. While the screen is upside-

down, though, your scores are multiplied by three.
SPEED UP (plus sign): Speeds things up. (Natch - Ed.)
SPEED DOWN (minus sign): Slows things down.
NEXT: Toggles the Next Block indicator on or off. When the indicator is off, scores are multiplied by two.
BONUS (dollar sign): 10,000 point bonus
RESET (letter R): Resets speed, switches Panic off and switches Next on.

That's it, really. We're all absolutely hooked on this (the current target to beat is Stuart's level 78, with 500-odd lines), and we think you will be too. Tetris lives!

DIZZY PATCH

Authors: Codemasters

If you've got an old A500 with a one meg upgrade (as many of our readers do), you'll have been disappointed to find that the Christmas Dizzy demo from issue 33 didn't work on your machine. This was due to a slight oversight in our checking department, but we're now happy to bring you a small patching program which will solve the problem for you. Simply get your AP33 coverdisk, run the Patch program from this month's disk menu, and follow the on-screen instructions.



THE SHAPE OF THINGS TO COME

Here's as fine a collection of games that we probably won't see for years as we always have. (What? - Ed)

ZEEEW

Game: Zeewolf
Publishers: Binary Asylum
Authors: Andy Wilton, Andy Smith
ETA: Mid - Late 94

Briefly: One of the criticisms frequently thrown at games journals by software houses is that they don't realise just how difficult it is to write a game, never mind publish a marketable product. In some instances they have a fair point, even if you do only ever tend to hear this sort of whinging when a game has picked up a low score. But anyway.

Binary Asylum is three ex-Future Publishing (home of AMIGA POWER) journals and an ex-MicroProse programmer who are set to show the software publishing world how to do things with their 3D helicopter shoot-em-up.

The Creators Speak:

We all love helicopters at AMIGA POWER; the *Desert Strike* Apache, the *Seek And Destroy* Apache and the *Gunship 2000* Blackhawk, Super Cobra, Defender, Kiowa Warrior and surprise of surprises, Apache. That's why I was pleased to be the one ordered to reconnoitre Asylum's offices in Bath. Luckily, they're literally round the corner from the AP office, so, rather than spending half the day travelling to some remote part of the country, most of my time was spent assessing *Zeewolf* being put through its incomplete paces.

Zeewolf looks very similar to the age-old 3D shoot-em-up classic *Virus*, which took the embryonic ST/Amiga world by

"The intelligent man's *Desert Strike*"

storm a few years back. Rather than flying a spaceship though, *Zeewolf* puts you in charge of a non-specific attack helicopter. As with *Virus*, the terrain consists of an undulating patchwork landscape which has an eerily hypnotic motion.

One of the main criticisms of *Virus* was the sparsely-populated game world, but *Zeewolf's* strange world is crammed with a plethora of attack and defence vehicles; helicopters, tanks, missile launchers, swim tanks, patrol boats, mobile anti-aircraft personnel etc. There are going to be around 32 missions which can be completed according to the best strategy that the player can implement. "There is no set way in which a mission can be completed."

"*Zeewolf* could be thought of as the intelligent man's *Desert Strike*" said Andy Smith, one of Binary Asylum's founding members. "It's less linear and gives a lot more choice of action to the player".

And?

"Well for a start, unusually for a 3D game, there are 32 colours on screen at any one time." Apparently, with a 3D game, if more than 16 colours are used,



The inclusion of a gunner to make up for your accuracy shortcomings should be fun.



Looks like a big circular blast area. It's really a carefully worked out sphere routine.



Picking up tanks and transporting them to the enemy is not only fun, it's also fairly strategic.

OLF

you can expect the game to slow down at a rate of around 25 per cent.

Due to more than a couple of smart programming tricks, Andy Wilton has managed to cut the speed reduction down to around 5 per cent. In other words, you're not going to notice much difference, if any at all, while engaged in play. It runs very quickly anyway.

The landscape has some nice little touches to make it look nicer and smoother. Namely, it's colour interpolated. When Andy Smith first mentioned this to me, I looked knowledgeable wise, until finally, curiosity getting the better of me, I had to ask him just what the hell he was talking about.

"Your brain is very good at registering edges when a shape of one colour meets another shape of a different colour. The whole process is aggravated when you complicate the matter by putting motion into it. Inevitably, the whole thing ends up looking horrible. This phenomenon could have rendered *Zeewolf* unplayable.

Colour interpolation is similar to anti-aliasing ie. when two edges meet, you use a compromise colour whose value lies somewhere between the values of the two contrasting colours. This creates a smoothing effect and basically makes everything look hunky dory. If you look carefully at the patchwork on the landscape (you've got to pause it to see this) you'll see that the colour interpolation is indeed there on the edge of every adjacent shape."

Okay, what else makes *Zeewolf* stand out from the crowd? "The helicopter is the first to use inertia in its flight. The actual mechanics are derived from basic O level physics, the chopper uses translational lift to fly and acts much like a rotor blade-driven craft would in ideal circumstances."

"But this stuff is all game mechanics" stated Andy. "We know that you've got to have good mechanics, but the most important thing to us is that the game plays well. Playability is the most important factor."

There should be three types of weapon. Here we see a homing missile or two being used.



From this statement of conviction, Andy began playing the game. At the moment, control is mouse driven only. Andy went to great pains to convince me that mouse control, after the initial steep getting-used-to-curve, becomes intuitive. While I've no doubt that it does, I do remember giving up on *Virus* due to the same type of control system. I always found that in moments of panic, such as attacks from more than one craft, I inevitably over-compensated with my wrist movement and ended up crashing into the ground. You also have to keep the mouse scrupulously clean or everything goes to pot (*Also true of, say, Cannon Fodder, if we're being scrupulously fair. - Ed*).

Thankfully, Asylum accept that some slackers (such as myself) won't be capable of controlling the craft using the mouse alone. Joystick and keyboard options will also be made available at the time of release.

Andy made the flying look really easy. (*Ha. So did the authors of Jetstrike. - Ed*) As he flew, he explained that none of the missions had been finalised. There are plenty of ideas, "it's just really a case of

putting them into the game." He emphasised again that each mission will be set up in an open-ended manner allowing completion in a multitude of ways.

One of the features that he showed me as he flew was the ability to pick up allied combat

vehicles, fly with them to whatever destination you choose, and release them. "Some missions will be virtually impossible to complete unless you do this" ie. some enemy bases are so heavily defended that the helicopter wouldn't last five minutes without support.

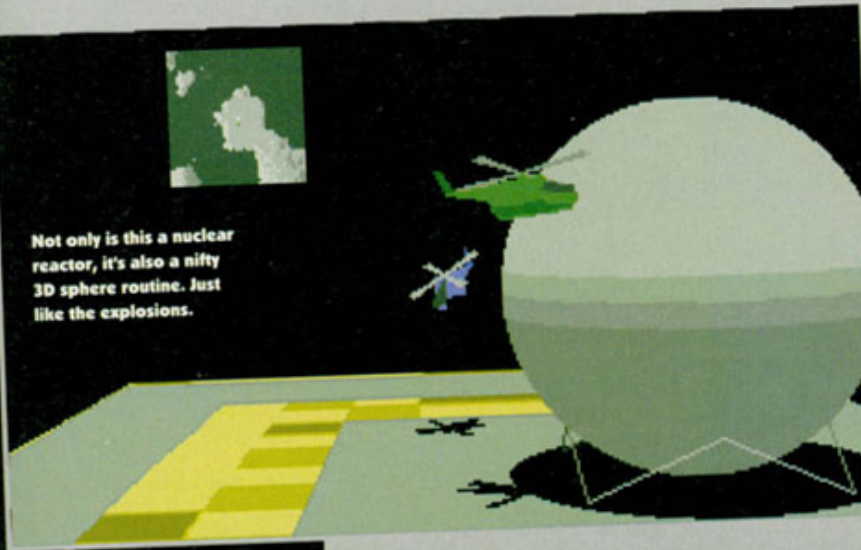
"What else makes Zeewolf stand out from the crowd?"

Verdict: The terrain is impressive, but one of the criticisms I can see plaguing the game is the vision limitation, ie you can't see very far ahead. Instead, you have to rely on the radar until you're basically on top of the enemy. At the moment firing and destroying is particularly difficult due to the accuracy needed. Andy assured me that this was being dealt with. "We're going to include some kind of co-pilot so that there will be a reasonable tolerance before a shot is considered a miss."

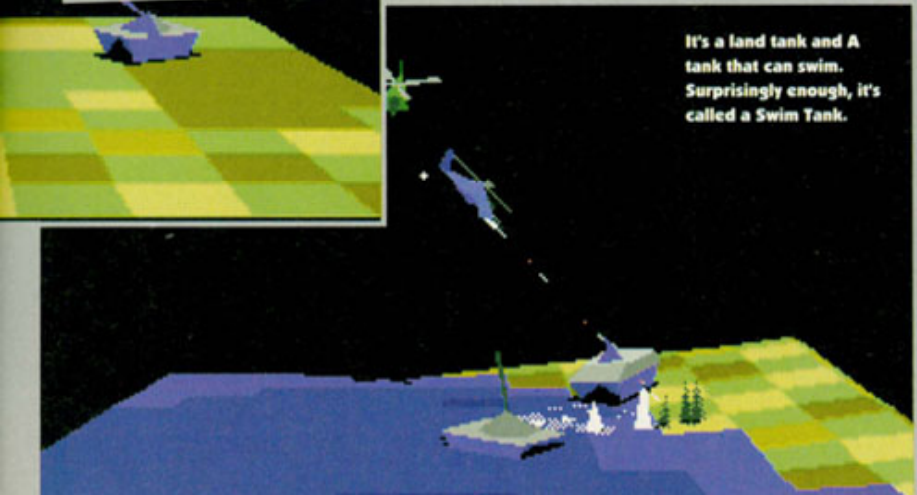
As became clear in our discussion, there are many final touches still to be put in. There's also going to be a period of intensive game testing. When pressed on a release date, Andy became a little testy. "We have to get this right. The only firm thing I can say is that it will be some time in late 94." With that ringing in my ears, all that's left to say is that it can't come soon enough for us. The more decent helicopter sims with large explosions, the better.

● STEVE MCGILL

Not only is this a nuclear reactor, it's also a nifty 3D sphere routine. Just like the explosions.



It's a land tank and a tank that can swim. Surprisingly enough, it's called a Swim Tank.



Rescuing hostages will form a part of the thirty two missions. Look, there's one there.



NAUGHTY ONES

Game: Naughty Ones
Publisher: Kompart
Authors: Melon Dezign and Interactivision
ETA: March

Briefly: It's an arcade platform game.

Not quite so briefly: It's out of the *Rick Dangerous* college of games. You guide your chap about the screen avoiding an assortment of nasties. When you've collected all the collectables the door to the next screen opens up. Simple. Sounds easy, right? Well it would be, if some devious swine hadn't set up a series of difficult jumps and convoluted paths through each screen and then infested the place with assorted malevolent nasties that troll around the screen dispensing death to all they touch. Are we put off? Not a bit, we relish the challenge. Press the fire button and a little blue ball arcs gracefully into the air and bounces around, dealing out a kicking to the various hostile inhabitants. Collect certain power-ups for more devastating weapons. Got the picture? Timing and dexterity are critical. There's a two-player mode, all you need is another joystick and a friend.

The creators speak:

Q: Who are you?

A: The team are: programmer Jacob Gorn Hansen, graphic artist Henrik Lund Mikkelsen, musician Martin Agger and producer Claus Michelesen.

Q: How did you come to be working on *Naughty Ones* and what are you going to do afterwards?

A: *Naughty Ones* has mainly been developed by Melon

Dezign, a demo group founded two years ago by Jacob and Henrik. Melon Dezign were originally a demo group and have a couple of demos under their belt, each with a distinctly melon-y theme. Previous to that they had both been involved in various demo groups. They quit the demo scene to work on *Naughty Ones*. When the game is finished Jacob is going to continue his Computer Science studies and Henrik is going to the Caribbean to find himself a wealthy wife. Martin the musician is now working in England, doing bits and pieces for English software houses, plus working as a

bartender. Interactivision and Melon Dezign have already started work on a sequel.

Q: Bit of an odd title, isn't it? Is it a result of translation or did you decide on it because it's got that sort of cute appeal?

A: Nobody can remember exactly where it came from. It is diluted from a Danish word which describes the characters you guide through the game as not being afraid of a challenge and that can also get themselves into trouble.

Q: If you were washed up on a desert island, what vital items from civilisation would you like to be washed up on the beach next to you?

A: A mobile phone, a crate of champers, an Amiga CD32 running *Naughty Ones* and Cindy Crawford.

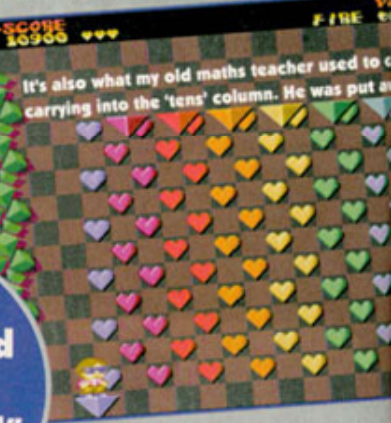


Perhaps 'The Naughty Ones' is what 'The Young Ones' is called in Denmark.



Or maybe it's another Spinal Tap reference. "Saucy Jack, he's a naughty one." And so on.

"It is diluted from a Danish word"



It's also what my old maths teacher used to do carrying into the 'tens' column. He was put off.

Q: What's going to be the

real hook of this game that'll convince people to get it rather than another cutesy platform game?

A: Great gameplay. Once people try it they will continue to play for a long time. The great thing about the gameplay is the puzzles and the feeling when you guide your chap through the five worlds of *Naughty Ones*. There are more than 75 game screens, there's a lot of game time in *Naughty Ones*.

Q: Any plans for a follow up, perhaps *Timid Ones* or *Psychopathic Ones*?

A: We are thinking about a sequel, it hasn't been decided what to call it yet.

Q: And finally, what's the naughtiest thing you've ever done?

A: Wearing my underpants inside out? No, *Naughty Ones* of course!

Verdict so far: From what we've seen, your joystick-manipulating skills are going to get stretched to their limits. You have to figure out how to reach the collectables and avoid the numerous ways to die. Timing, oh, the secret is in your... timing. Especially trying to get past the drips that fall from the ceiling and those darned horizontally-firing guns. A game from the old school, no mass of icons to wade through or complex controls to master, just straight arcade skills. Our joysticks await.

● CHRIS LLOYD



Am I allowed to use my "Am I allowed to use my 'huge melons' joke?" joke, please?



Splat! Oop, there goes another life-long friend.



"Looks like this man didn't have the guts to fight."

This picture raised a hearty cheer in the AMIGA POWER office as we realised that art was not dead - hooray!



DARK MISSION

Game: Dark Mission
Publisher: GKS Design
Authors: Stephen Haunts, Chris Bundell
ETA: March/April

Briefly: Student and programmer Stephen Haunts loves Aliens. He's seen then film innumerable times, and would dearly love to be one of the 'colonists' that gets spooked and shocked at the Alien War experience at the Trocadero in London. So intense is his dedication to the combined works of Messers Giger, Scott and Cameron that he's writing a game not so much based on as heavily inspired by them. Okay, so it's not the first or last time that someone's done this. So the questions we should be asking are how, why, where and when? Step this way to not only find the answers to these far reaching issues, but also to meet the team...

The creators speak: We caught up with Stephen's progress in creating *Dark Mission* at a bit of a crossroads. "I know what I'm doing when I play the game, but I've decided that most people wouldn't, so I'm adding a small text window to give the player more information on objects that you highlight with the mouse pointer. This makes it look more like an

adventure than an action game, but I'm aiming to have an equal amount of both game types."

Each room or open area is displayed in isometric 3D, giving the game a look very similar to *Worlds Of Legend* from Mindscape. You've only got one player though, which kind of makes you question the logic of sending a single marine to a colony that appears to have been wiped out by aliens. Thankfully though, you also start the game with all manner of fearsome nasty-blasting firepower, which helps to redress the balance between you and several hundred aliens.

Stephen again: "The adventure aspect comes in the form of solving problems, but since there's aliens all over the place, there's plenty of shooting along the way. Most of the equipment can be destroyed by gunfire too, so if you're the destructive type, you can go round and blast everything. The first problem's to stop the damaged reactors from exploding, but since there are four of them, and they're

all damaged or malfunctioning in different ways, each one requires a different approach. After that, you go on to rescue captured colonists and destroying pockets of aliens."

The PC version's already finished, but rather than just port it across directly, Stephen's changed the layouts of all the levels and come up with new missions, making the Amiga version an entirely different game based on the same game engine.

This sort of sensible thinking is part of the GKS idea, says Kevin Kennard of the new production team, GKS Design. "We think it's stupid that major software houses charge so much for games and put them in ridiculous amounts of packaging. The first thing most

people do is throw the box away and put the game in a disk box, so we've decided to produce our games with just the disks and instructions. By doing this and selling the game directly through mail order, we're going to be able to put out complete, original games at about fourteen pounds."

Stephen's just one of GKS Design's programmers, and after *Dark Mission*'s success, he's planning on coming up with a Vietnam based wargame and an ambitious 3D adventure similar to *Alone In The Dark* on the PC, launching him into a full time programming career. Good luck to him.

Verdict so far: It's early days yet, both for the game and GKS Design, but things seem to be trodding along nicely for both. From what I've seen, £14 seems the right sort of price for *Dark Mission*, and both programmer and the business people have got some good ideas about their fledgling company, so we can only hope that this new company will start to inject fresh ideas into the Amiga games scene at a time when some of the larger operators are pulling out of this market. How successful GKS are depends on the quality of their games and the depth of their commitment.

● CAM WINSTANLEY

"Complete, original games at about fourteen pounds"



Don't touch the button. DON'T TOUCH THE BUTTON!



Brian the snail was just asking for trouble.



Who was that masked stranger?

Slowly the kids gathered for another Reading festival.



"Obelix was 'ere"



Meanwhile backstage Hawkwind planned their set.



HEIMDALL 2

Far and away the most exciting location in the game.



The Creators Speak:

Loki wasn't always a baddy. Once, in myth, he actually helped Thor recover his hammer when it had been stolen by a giant. The giant was lovesick over

Odin's wife Freya. Make's sense to steal Thor's hammer and use it as ransom to marry Freya then, doesn't it?

Anyway, the point is, Loki helped Thor to disguise himself as Freya and recover the weapon. But then things took a turn for the worse. There were no state-run schools or truant inspectors in those days.

The god Loki turned bad.

In *Heimdall 2* he's running amok on Midgard, the land of humans, and Utgard, the land of giants.

The plot starts to get a bit silly from here on in. Apparently Odin stumbled across an amulet one day in a parallel world (like you sometimes do between the planes). This amulet had a magical freezing property upon the gods in that it placed them in a sort of cryogenic stasis.

Ignorant, or just plain stupid, of a use for the amulet, the gods broke it into six

pieces and threw each piece into a different portal in the Hall between Worlds.

Effectively, this action meant that the different pieces could be hidden anywhere in the world(s).

No sooner had this been done when some bright spark suggested that they use the amulet to freeze Loki. "Oh oh. We've thrown all the pieces into different worlds" the gods could be heard saying if you listened to your imagination hard enough.

Some more basic plot lines follow, such as Odin's son Baldur biting the dust trying to recover the amulet pieces. The next thing you know Heimdall's giving up his divinity again to trudge the various worlds in search of the amulet pieces. (Er, yes. *What about the game, Steve?* - Ed)

Verdict: You'll already have seen from the screenshots that *Heimdall 2* is an isometric adventure. It looks great. The palette conveys an atmospheric cartoony feel to the proceedings. The animation of the central protagonists is very amusing. The female character walks like Shaggy from *Scooby Doo* (sadly there are no *Scooby* snacks though).

The game is riddled with puzzles and nice little touches. For example, while mucking about, visiting different locations and the like, the character I controlled received a sharp blow to the head and ended up in a little cell. The only thing in the cell was a loaf of bread at the edge of the door. Outside, a little rat, or mouse or some sort of

rodent twiddled its thumbs in anticipation. Knocking the bread outside of the cell resulted in the following chain of events; the rodent eats the bread, runs up to the Northerly cell wall, jumps onto the lever located there and pulls it down. The cell door opens and ta da, you are free to go about your business. Not highly original but very well executed.

When the game is fully finished there will be over 100 locations to explore in full. And as someone once mused in a paroxysm of anticipation, "This is going to be one to look forward to." Certainly at this stage *Heimdall 2* looks like an extremely promising prospect.

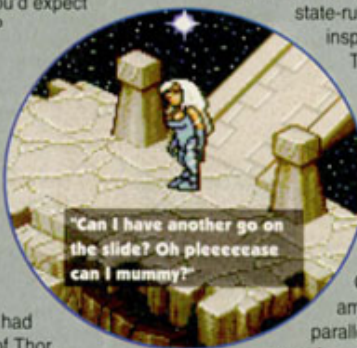
● STEVE MCGILL

"Riddled with puzzles and nice little touches"

Game: Heimdall 2
Publisher: Core
Authors: The 8th Day, Jerry O'Carrol
ETA: Early '94

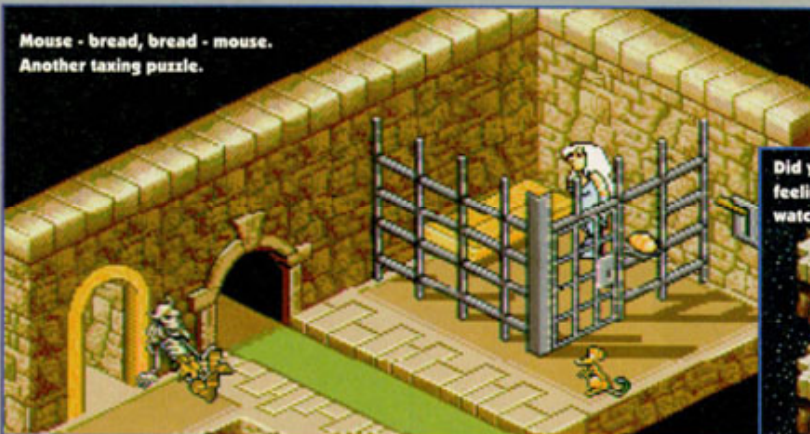
Briefly: Teutonic mythology isn't normally a subject you'd expect us to tackle in the AP office. But that all changed when *Heimdall 2* arrived from Core the other day. *Heimdall 2* is the follow up saga of the Asgardian gods' struggle with Loki, the bad apple of the pantheon.

In the original *Heimdall* game, Loki had stolen the weapons of Thor, Odin and Freya. Heimdall altruistically sacrificed his divinity to walk upon mortal lands and steal them back. Obviously, he managed the job, or there just wouldn't be the need for the sequel.



"Can I have another go on the slide? Oh pleaseeee can I mummy?"

Mouse - bread, bread - mouse. Another taxing puzzle.



Did you ever get the feeling you were being watched by something?





If this bloke's potions of health are so good why can't he do something about that eye of his? I'm afraid he looks like a bit of a rip-off merchant to me. I don't like mustaches.



It certainly is a tremendously good-looking Fantasy Role Playing simulation with a 3D isometric view. Look at all those gorgeous colours and rich textures, eh?

LEGACY OF SORASIL

First there was

Game: Legacy of Sorasil
Publisher: Gremlin
Authors: Kevin Dudley, Mike Hart, Matt Furniss
ETA: March 94

Briefly: Now whatever I do, I've not to mention *Hero Quest* or the fact that *Legacy of Sorasil* was originally going to be *Hero Quest 2*. So not even the slightest hint of heroes or quests or sequels will pass the mythical bridge of my fingertips. If you're not too sure what *Hero Quest* was about, check out AMIGA POWER issue 2 (yes, it was that long ago). Based on the boardgame of the same name, *Hero Quest* on the Amiga dispensed of the inevitable silly little cards, dice, board and miniature metal men and earned itself 80% in the process. It did all this while still managing to incorporate the boardgame's sociability factor and atmosphere i.e. you could play with up to three other players.

The Creators Speak: Steve McKevitt PR manager at Gremlin took me through the preliminaries. "It's going to be the first in the new *Hero Quest Masters* series. Inevitably, *Legacy* will be compared to *Hero Quest*, but it's got more than a few touch ups and lots of overall general improvements to make it a different game in its own right. We've improved the palette, jazzed it up a bit to improve the whole look of the game. The character selection procedure has been improved, too - you choose a party of four adventurers from a pool of eight. There's plenty of scope for a good mix."

As if on cue, Steve then showed me the character selection screen and settled for a pretty even mix of strength and

Hero Quest and now



there's not another one of it.

Who is this Ravenstock of which you speak? Looks more like a survivor from Woodstock to me.

magic; you know the kind of characters, a beefy barbarian, a staunch dwarf, a sinisterly cloaked wizard and an Elven mystic. There are others as well, like Clerics, Rangers, and, well, you get the gist.

"One of the features of the original game that has been changed is the movement system.

Originally, your movement was determined by the random rolling of an



That obligatory map in full. Wander across the plains, traverse the mighty mountains, you know the kind of thing.



Pick and choose your character from a cast of, well, literally tens. All the expected types are here; from brawn to beauty, muscle to mind and crafty to crazy. It reminds me of something...

in-built dice. Now you can move up to eight places every turn. It makes the game much less random and reliant on luck."



Each character also has 20 action points to play around with each turn. Certain actions use up more points than others. For example moving one square takes up one action point whereas searching for secret doors/traps takes up a lot more. "You soon get used to economising and planning your actions."

The action takes place in the land of Rhia which, characteristically in these kind of games, has been subjected to some rather nasty business from a big bad sorcerer who's been doing the dirty (like they do when they get bored). Yup, this time he's gone and cast a plague that's blighted the land, decimated the population, wilted the crops, stopped the production of the Sunday Post and other catastrophies of a cataclysmic nature (Crivvens! - Oor Wullie).

That's where your party come in. There are 10 perilous quests in all. They have to complete the first three in order to be able to go on to the next three. Certain objects have to be collected from the previous three quests in order to complete the next three, until you come upon the last and most perilous quest which is to kill the big bad guy. "If you knew exactly what you were doing and had collected all the required objects and artifacts, it would still take you at least ten solid hours to complete the game."

Verdict so far: With the 3D isometric views that worked so well in the original plus the jazzed-up palette, the increased depth of gameplay and the updated characters, *Legacy of Sorasil* can look forward confidently to being thoroughly 'run through' in an upcoming legendary issue of AMIGA POWER. We're sharpening our axes as I speak.

● STEPH MCGILL

"Clerics, Rangers, and, well, you get the gist."

GAMES

JUST WHO DO WE THINK WE ARE?

You heard it here first! We can exclusively reveal that after the *Mario Brothers*, *Double Dragon* and *Street Fighter 2* films, Hollywood are to produce the **AMIGA POWER** movie! As movie stars jostle for the lead roles, we speculate on who's going to be in next summer's blockbuster.

STUART CAMPBELL

As you can imagine, there's a gaping void between the views of each individual and those of the team. Stuart for instance feels that only blood-drenched

Reservoir Dog Tim Roth could portray him in a suitable mean and infinitely cool manner, where as everyone else thinks that either Iain from the *Kranksies* or diminutive flame haired Leeds United midfield maestro Gordon Strachan would be far more suitable choices to play such a tempestuous and complex character.

CAM WINSTANLEY

"Now, I know you think I'm going to say Jackie Chan, Arnie or Jean Claude Van-Damme or something but that's where you're wrong. A young Michael Caine would have done a good me, but he's past it now, so how about lanky fruit-loop Jeff Goldblum or James' little

brother?" Not knowing who James' brother is, or for that matter who James is, the rest of the team predictably went for *Big Breakfast* host Chris Evans, closely followed by *Gregory's Girl* star John Gordon Sinclair. So much for machismo.

CHRIS LLOYD

Easy going editorial high-plain's drifter Chris has moseyed into town as a bit of a hired gun for the next few months, and with his wild and swarthy looks

we'd figured Evan Dando, Iron Maiden's Bruce Dickinson or someone of that nasty noise-generating ilk, but not so. "I've always fancied being a true rogue and a cad, so someone like Leslie Phillips, Terry Thomas or David Niven would be ideal. In a long wig of course." Well absolutely.

STEVE FARAGHER

"There's only one man in the world who could do me justice, and that man's Mel Gibson," stated Steve, seconds before we laughed openly in his face. "Mel

Gibson?" we sneered, "Mel Smith more like, or after your recent all-night party antics, Oliver Reed perhaps." As the laughter subsided, we sat around and thought about this until the wee small hours until deciding that Richard Briers has the same look, accent and raw sex appeal as our Steve. And that Felicity Kendal in *The Good Life* - Phwoar,

STEVE MCGILL

"No one deals with a car chase as coolly as Peter Fonda did in *Dirty Mary, Crazy Larry*, so he'd be my first choice. Of course, he's about fifty now and would probably

need a heck of a lot of make up to recapture the rugged good looks he had in the mid-seventies, but I reckon it'd be worth it." Steve's obviously thought this one through, but the office poll came up with Gordon Jackson (Cowley from *The Professionals*) or Michael Barrymore. Strangely Steve hasn't talked to any of us since, ho hum.

DAVE GOLDER

"Oh, I'd have to say top cool dude and True Romancer Christian Slater" opined our Dave. "There's no one else to capture my pure animal magnetism." Those

of us in the office who hadn't inadvertently inhaled tea through our nostrils had a few other ideas. Tufty (the road safety squirrel of yore) was a popular choice as was the classically mean and moody Lee van Cleef, star of many a spaghetti western. "I don't think you've quite got the point" protested Dave. But sadly nobody was listening any more.

LISA KELLETT

"I thought Maid Marion looked wonderful in *Robin Hood: Prince of Thieves*, and she's got hair just like mine" commented Lisa. Fair enough, Mary Elizabeth

Mastrantonio's a good choice but can we add Ginger Lynne Allen and top manga babe Megumi from *Legend of the Demon Womb* to the list? No? Okay Mary, the job's yours. Although any comments regarding similarities between the AP office and the set of *The Abyss* will not be welcomed.

COLIN THE PUBLISHER

Diminutive, chirpy Mickey Rooney, star of *National Velvet* and *Babyface* Nelson was Colin's number one choice. "He'd be the man to capture

my easy-going, happy nature perfectly" enthused our publisher. We were thinking more along the lines of the dastardly Johnny Briggs (Mike Baldwin of *Coronation Street*) or the thoroughly inhumane Danny DeVito ourselves, but we tactfully waited until Colin had left the office before mentioning them.

SAL MEDDINGS

Sal harbours a dark and sinister secret. "I'd desperately love to be obnoxious and scathing and rude to people, but I go all red when ever I try. Roseanne Barr would be able to be as cutting as I'd like to be, but I realise I'm

not as fat as she is." This kind of surprised us all, because we'd got her down as Doris Day, fashionable coffee executive Cheryl Lunghi or pink-haired Mollie Sugden, star of the unmemorable 70's sitcom *Are You Being Served?*



INNOCENT UNTIL CAUGHT

Get dodging, ducking, diving and weaving with Psygnosis' new anti-hero, Jack T. Ladd

Game: Innocent Until Caught
Publisher: Psygnosis
Author: Divided By Zero
Price: To be announced
Release: Early March

You're not really getting the full story from the title of this latest adventure, because they've pretty much masked the gruesome fate that faces your hero. For further accuracy, the game really should be called 'Innocent until caught, tortured (a bit) and then sold piece by piece to various organ banks and hospital research facilities,' but I guess for the practical reason of it not fitting on the box, Psygnosis decided to go for the snappier-but-slightly-misleading title.

Jack discusses current ITV light entertainment programming.

Nothing intelligent is likely to come out of THAT.



Strange but true, but this is an inflatable rocket pod that fits in your pocket.

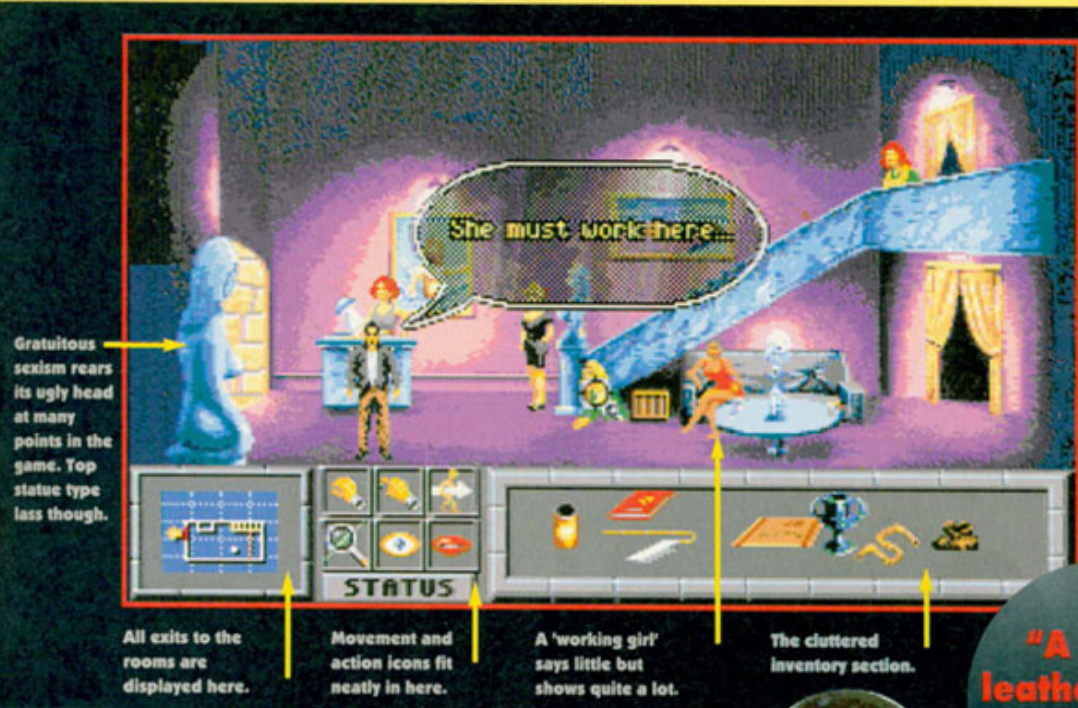
Much of the action takes place in bars, but just because we're showing it...

...doesn't mean we think you should go out and drink. Oh no. No way.

This is Alkaseltz. It's a prison planet and is very, very bleak. Bleaker than a particularly overcast and rainy day in Tipton. In February. That bad. Oh Yes.

AMIGA POWER MARCH 1994





Gratuitous sexism rears its ugly head at many points in the game. Top statue type less though.

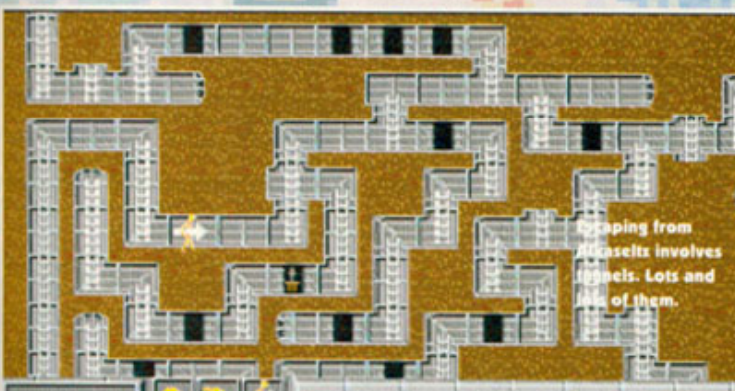
All exits to the rooms are displayed here.

Movement and action icons fit neatly in here.

A 'working girl' says little but shows quite a lot.

The cluttered inventory section.

"A cheap leather jacket and a Ford Capri"



Escaping from the maze involves traps. Lots and lots of them.



I don't have time for TV.

Stuck in a cruise liner cabin that shows only ITV light entertainment, Jack makes a wise decision.



The game's a pretty standard point-and-click graphic adventure, so there's no getting away from that tried and tested game review cliché (Number 221, review trivia fans. — Ed) about it being a *Monkey Island* clone. For anyone who spent the last decade as the prisoner of a crazy bonkers obsessive, trapped inside a wheely bin until you agreed to marry him, I suppose I'd better go over the basics of a point-and-click adventure. Advanced readers may skip the next paragraph.

MONKEY

You view the action from a sort of distant fly-on-the-wall view, watching the characters wandering about and talking.

PONY

This offends my orderly nature, but I tend to think it fits the personality of your game alter-ego, a certain Jack T Ladd. It doesn't take an Einstein to take a wild guess at what sort of person Jack is and be absolutely right, seeing as he really is a Jack-the-lad.



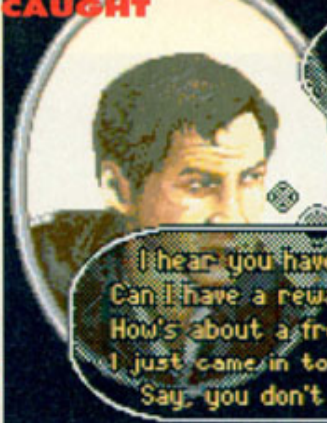
bleak: adj. 1. exposed and barren. 2. cold and raw. 3. offering little hope; dismal: a bleak future. That sums up the planet nicely. Thanks dictionary.



28

I'm NOT talking to newly-weds! No way!

It's a toss up between talking to young lovers or an old rich woman. I'd take the suicide option.



Hello again. What do you want this time?

More beer-laden macho posturing, this time to a Joanna Lumley lookalike.

I hear you have something belonging to a friend of mine. Can I have a reward for the Vase? How's about a freebie?

I just came in to admire the view... Say, you don't get many of those to the pound!



There's three ways of explaining how this curious name/profession coincidence came about, although only one of them seems in any way likely. Firstly, there's the possibility that his parents were prescient, and could predict future events. Secondly,

the name may have chosen the profession, with the young Jack buying a cheap leather jacket and a Ford Capri, and getting down to some serious wheeling and dealing. This may seem as unlikely as the first theory, but there's a historical precedent for this. It's been known for a long time that a teenage Vlad T Impaler was forced into his line of work by his parents, and that William T Conqueror invaded England only after a disastrous career as a pastry chef. Finally, and more likely, there's the distinct possibility that he was given a fairly obvious name by the

Those guns are absolutely useless. The firing pins have been filed down, they're totally outdated and virtually antique.

Tch! It breaks my heart to see weaponry treated so disrespectfully. Even in a game.



programmers so you'd be left in no doubt as to the nature of his character.

WHISTLE

The game starts off with Jack being told that unless he pays his back taxes within a month, then the IRS are going to hack him up (in a literal sense). This is a bit of a downer for Jack, for although he's a wheeler-dealer, he's an astonishingly good one, and his back taxes add up to the combined national debts of most South American countries. Faced with a mere 28 days to cough up with (quite literally) a

mountain of cash, what would be the first thing you'd do?

Right, you'd head straight down the pub, wouldn't you? (Only if you were over 18, and then only for purely social reasons and in moderation. - Politically Correct Ed) Being set in the future, Jack heads for the nearest seedy bar planet, and it's here that his adventures begin. Since he's been frisked by the IRS people, the only thing he's got with him is the tax demand, but thankfully there are plenty of things lying around, and loads of people who may, or may not be helpful.

Now, if you're thinking of buying this game, the last thing you want is to be told the entire plot, so I'll stick to generalisations rather than story-line specifics. For a start, the game's broken up into lots of little sub-adventures. Much of the first bit on the planet Tayte revolves around Jack's frantic efforts to get a drink, which isn't as easy as you might think. Separating him from a cool lager are all manner of obstacles, not least his complete lack of money. In his quest for beer, he must talk to several, er, ladies of the night and frequent an, um, house of ill repute. In fact, the entire Tayte chapter is a tad bawdy and boysy, and at many points along the way (most notably the 'You don't get many of those to the pound comment) you'll be frantically dialling for the euphemism police.

JAM

The episodic nature of the game works



And so do we. bearing in mind it's a prison, it's bound to be full of (Simp! -Ed.)

I know what's in that bucket...



Call this high security? This cell's literally full of holes. Pathetic.



It's a sign that says "Subway".

Can

AMIGA POWER MARCH 1994





Inevitably, Jack gets involved with the villain's beautiful daughter.

although you can go for quite a while without being interrupted, when you do get some change disk prompts, everything dissolves into a horrible flurry of inserting five or so disks in rapid succession. *Innocent Until Caught* is hard-disk installable however, and so those of you with fixed mass storage media will be completely unaware of this problem.

Main gripe number two is that the mouse

pointer's a bit fiddly. Part of this is to do with the pointer moving slowly, so there's a slight lag between you moving the mouse and the pointer reacting, and part of it's because of the pixel-perfect positioning needed to pick up certain objects.

BOAT

So to sum up, *Innocent Until Caught* is a big, funny adventure and quite obviously written by and for males who have some difficulty working out the difference between sexy and sexist. There again, when you're following the antics of a leather jacketed, 100 percent Ladd, I suppose a bit of excessive, red-blooded, stare-down-the-cleavage leering is perfectly in order. Possibly.

● CAM WINSTANLEY

comes on ten disks, and is absolutely massive. In two days of non-stop playing, I completed only ten percent of it, and then used the handy cheat code (only available to us reviewer types) to look at the rest, and from the various disjointed bits that I saw, I can exclusively reveal that if you do everything right, you not only pay off your back-taxes, but also get the girl and save the galaxy. Not a bad tally for an inter-planetary Essex boy.

BRAHMS

As you'd imagine, with ten disks, there's an awful lot of disk swapping, and unfortunately, this is where it falls down. *Beneath a Steel Sky* managed to keep the swapping down to changing a single disk over whenever you entered a new section of the game, and

"Get the girl and save the galaxy"

because it breaks up the flow, and also allows massive shifts in location. This might seem a bit odd, but if you think about it, films, books and other great forms of mass entertainment do this all the time. You don't have to see Luke fly all the way to Dagobah to get the message, do you? Of course you don't, all you need to see is him getting in his X-Wing and then chatting to Yoda, and you get the message. In the same way, when we see Jack involved in a bar fight, and then see him in prison, you can get the message that bad things have happened to him in the intervening period. This slightly more filmy method of story telling allows Jack to leap from planet to starship to planet to floating city without going to the tedium of him finding the correct change to buy a

ticket every time. The game



Coming soon to a small town night club and computer game near you. Nice jacket.



You've got to admit, Jack's tax bill's a bit of a doozy. Like my Visa statements.

Angie!
My favourite little girl!

Jack's first landfall is here, on a planet full of two-credit hookers, bikers, bars and bad people in cool looking raincoats. Not entirely unlike Wigan on a Friday night in fact.

ON THE OTHER HAND

In my many years in the business I've been offered a lot of scripts like this. I've usually read them carefully, winced at their immaturity, phoned my agent and taken the ludicrous amount of cash that I've been offered. *Innocent Until Caught* would be a fine vehicle for my talents and I would be happy to become involved in the project. Finally I'd like to thank all the people who've made this text box possible - Stu for thinking of it, Steve (love ya!) for editing it, Cam for being there ...

● HARRISON FORD

UPPERS It's huger than a helium filled huge thing, and a lot more episodic than most adventures, so you get lots of little triumphs throughout the game, and consequently it's more filmy. Locations across the galaxy and a nice line in humour.

DOWNERS A very slow mouse update and pixel-perfect clicking are the main ones, but there's all the usual problems associated with adventures - mammoth bouts of disk swapping, similar to *Monkey Island*, blah, etc.

THE BOTTOM LINE

Although it's a funny and absorbing adventure game that'll take you ages to finish, it really doesn't tread much new ground in either content, presentation or plot. And its got some naff jokes. But what the hey, it's still a worthy way to soak up the unproductive midnight hours.

81

THE BOTTOM LINE

A1200 It may just be me, but the number of disks per swapping session seems fewer on the A1200. If I'm imagining this, then it's exactly the same. Sorry.

One day all flight sims will be built like this. And Amigas will run twice as fast.



TORNADO

PLANES, TRAINS AND ARMOURD FIGHTING VEHICLES

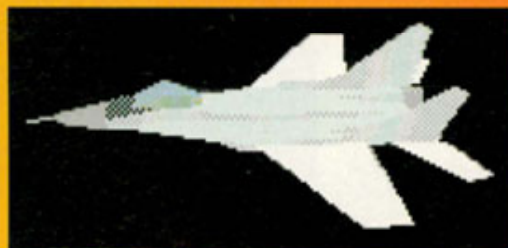


Tornado has some champion 3D shapes. Most of the impact is lost as you flash past at hundreds of miles an hour desperately trying to arm the right weapon and avoid the incoming missiles.

The hero of the piece, the ground attack version of the Tornado. Designed to fly fast and low, deep into enemy territory and deliver pin-point accurate attacks on anything that annoys you. Every home should have one.



MiG-27 flogger ground attack aircraft. Since the break up of the Soviet Union they're available in Exchange and Mart for around ten grand, no questions asked.



MiG 29 Fulcrum, a decidedly dangerous plane. It's fast and manoeuvrable and more than a match for a Tornado in a dog-fight.

The MiG 31 Foxhound that put NATO into a bit of a flap when first unveiled. Very fast, but not very manoeuvrable.



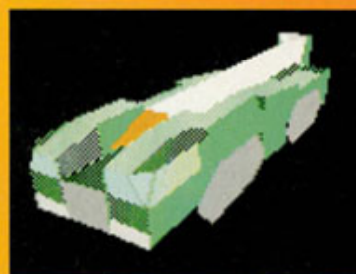
The ZSU-23 sporting four radar-guided 23mm cannon which are more deadly than guided missiles at close range.



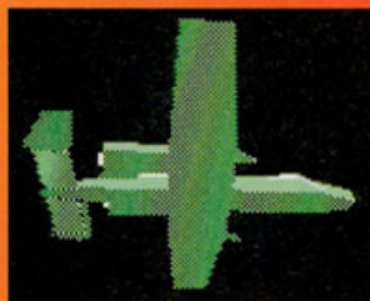
Top Soviet tank, the T-80. Easy meat without air cover or AA support.



The huge, Mi-24 Hind helicopter gunship, faster than an Apache, but not nearly as sexy looking.



The infamous MAX 543 complete with SCUD missile. Not always an easy target, as the Allied forces discovered during the Gulf war.



An American A-10 Thunderbolt, specially designed for close support. It's Gatling gun can turn tank columns into long, thin scrapyards in short order.

Game: Tornado
Publishers: Digital Integration
Authors: In house
Price: £34.99
Release: Out now

Gulp, look at the size of that manual, well over 300 pages. And I'm are going to have to read it too, it's that sort of game. No fiddling about with the program until it looks like it's working properly. It tells you not to be overwhelmed by the huge manual in the first paragraph of the introduction, thanks guys. If you think that's bad, take a butchers at the control summary sheet. It starts off small, and then folds out a couple of times to become big, printed on both sides with well over a hundred keyboard commands.

Tornado bills itself as a flight simulation of unequalled

authenticity and I have no reason to argue. It's deliciously complex with loads of buttons to press and little dials, lights and multi-function displays to look at. Time to settle down with a plentiful supply of sugar products and plod through the instructions before you can

start crashing successfully. There is a quick start option so that you can start crashing straight away, but it's best to slowly digest the instructions and learn how to do it properly.

TOTAL BIGGLES

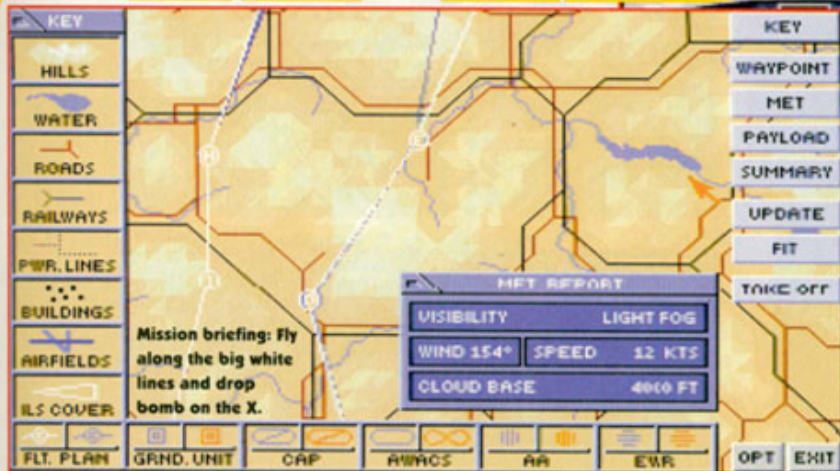
You don't just take off and fly toward the enemy, shooting as you go. Like the real RAF, missions are very carefully planned

The missile with a mind of its own, the Alarm fired in indirect mode zooms up and hangs about on a parachute scanning the ground for a suitable target, a Happy Eater for example.



MADDO

The view from the pointy end. The ground is set at maximum detail, sadly too slow to play on most machines.



affairs. The route, weapons and targets are all programmed into your crate before take off. Along with a simulator and training missions there are dozens of full combat missions to fly as well as campaigns. All the missions on the Amiga version are pre-programmed for you, despite a long section in the manual about designing your own ones. You get to fly about all over the place destroying a wide variety of hardware in various foreign fields.

The first important job is to give yourself a suitable name, ready to earn the admiration of your commanders and colleagues by killing lots of the nasty foreigner types that are bent on world domination, or something or other. They're up to no good

anyway. Although the aircraft and weapons are realistically portrayed, the enemy country remains firmly anonymous.

GINGER

Flight control is with either mouse, keyboard or a digital or analog joystick. The pause button and control summary sheet are totally indispensable. Everything seems to have at least three operating modes. You don't just hit the fire button to let loose with a weapon. Even simply firing your cannon at another plane requires you to select air-to-air radar mode, arm air-to-air weapons, select the cannon and pick a target by clicking on it with the mouse on the air-to-air radar display. You can now start blasting, which the other chap has



A laser-guided bomb glides silently towards the target.

probably already been doing for a while.

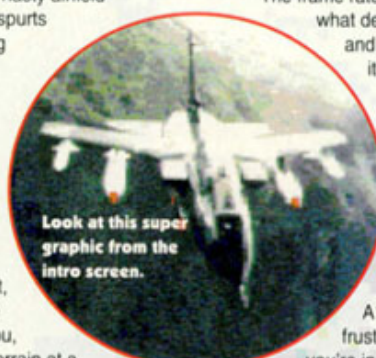
The real Tornado has a two man crew and *Tornado* includes the rear navigator seat, where you control weapon selection and navigation. You need to flip between the pilot and navigator quite a bit. Your weaponry consists of: General Purpose bombs, retarded GP bombs, ALARM air-to-ground missiles, Sidewinder air-to-air missiles, laser guided bombs, cluster bombs and the JP 233, a huge, nasty airfield attack weapon that spurts concrete-penetrating bombs and mines. (Also known, euphemistically, as a 'runway denial bomb' - Cam) For each weapon you need to learn a different delivery method. The autopilot is excellent, it'll practically fly the entire mission for you, even following the terrain at a set height. Without it the game would be a different kettle of bananas. Turn it on and concentrate on planning ahead, firing weapons and doing your nails.

The outside 3D world is chock full of roads, housing estates, petrol stations and garden sheds. The hills even have a pretty textured effect. Flying at 200 feet over the busier sections is a treat. At altitude it looks much like every other flight sim, big green ground and big blue sky.

W.E. JOHNS

Right got the picture? A huge, awe-inspiring flight sim with more features than a video shop and more buttons and dials than a Flash Gordon spaceship. When you get airborne you hit the big snag, speed.

The frame rate varies depending on what detail level you've set and what is on screen, but it's never very quick, making fast manoeuvring very tricky. It's all too easy to overshoot and go spinning all over the shop. The smart textured ground effect is the first to go. On an A1200 it's playable, but frustrating. On an A500 you're in for a hard time controlling the kite. Aiming the laser bombs is particularly difficult, if not



Look at this super graphic from the intro screen.



Unfortunately you haven't got time to admire the spiffing external views, you're too busy taking part.





SITUATION

- 1 IDS - MILITARY BASE ATTACK
- 2 IDS - WEAPONS FACTORY
- 3 IDS - RUNWAY STRIKE
- 4 IDS - POWER STATION NIGHT ATTACK
- 5 IDS - SUPPLY CHOKER POINTS
- 6 IDS - ENEMY REPAIR CENTRE
- 7 IDS - BATTLEFIELD SUPPORT
- 8 IDS - LOCATE AND DESTROY SUPPLY TRAIN
- 9 IDS - EWR NIGHT ATTACK
- 10 IDS - COMMS TOWER AND BRIDGE
- 11 IDS - POL STORAGE COMPLEX
- 12 ADV - CAP AND INTERCEPT
- 13 ADV - NIGHT INTRUDER
- 14 ADV - STRIKE



Mission

MAP **WAR ZONE 1**
 Missions, loads of them, buildings to blow up, runways to crater, trains to derail and aircraft to shoot down. OPT

For no very good reason there is a library of digitised pictures of the contestants.



button pushing to be done, and if you use the autopilot, not much actual flying.

There's a natty two player mode for machines linked by serial leads.

(See page 72! - Ed) You can annoy

friends by shooting them down beyond visual range with Sky Flash missiles before they've even looked up how to turn on the radar and ECM.

TALK ME DOWN

There is no easy way to land, even with the Instrument Landing System, it's a pain. You can screw up a perfect mission right at the end. A little cheat wouldn't go amiss. Some hotkeys for the weapons will go down a storm too. Trying to do a quick

ALARM missile launch while on a bombing run isn't easy with all the keys to navigate your way around.

Some people are going to flip over *Tornado*. There are loads of high tech controls to handle and after a while the part starts to get to you. You know, a superbly-trained, hideously brave and drop-dead

handsome pilot chap flying a state-of-the-art flying machine dedicated to completing a dangerous mission. Ahem, more material for analysis methinks. The only real fly in the ointment is the speed of



"Zoom, wheeee, neeeaaaar."
 "Caruthers, will you shut up back there!"



From the navigator's seat you guide your weaponry with pin-point accuracy using the thermal imaging camera on the right.

impossible. The box has "Accelerator card recommended" on it, they're not kidding.

The *Tornado* wasn't built for close-up dog-fighting, which is a pity because it's one of the fun parts of any flight sim. It's flippin' difficult as well, jets don't have the wind-in-the-hair feel of prop planes. It's all instruments, radar and missile lock. Mostly all you see of the other planes is a frame or two as they flash past.

UP THERE

Once you learn to navigate around the keyboard functions and learn to survive a mission or two the game starts to come to life. There is an undeniable thrill about swooshing over a target very fast, very low and dropping something highly explosive on top of it. Ahem, rich pickings for psychological analysis there. The game's a mix of planning and strategy, coupled with a few frantic minutes over the target. There's lots of

"Annoy your friends by shooting them down"

things, it's just too slow on a A500, unless you can put up with the jerky update.

Tornado is an ambitious program. It sets out to be complete simulation of the Tornado GR4 and F3, as far as possible. It contains all the features you would expect and more. Despite the initial intimidation the manual and the number of different commands cause, it's decidedly playable. If only it wasn't so slow.

● CHRIS LLOYD



UPPERS An admirable wealth of technical detail and depth of gameplay. Fly this successfully and you can half believe you could fly the real thing. Excellent navigation and autopilot systems make getting to the target easy. *Tornado's* a flight sim aficionado's dream.

DOWNERS Too complex for its own good at times, you can get bogged down with the control systems and miss out on the flying business. The fixed missions lead to a lack of flexibility and more weapons wouldn't go amiss. The biggest downer is the slow and jerky update, unfortunately making the aircraft a pig to control at times.

THE BOTTOM LINE

Amongst the crowd of flight sims *Tornado* stands out as being one of the most technically impressive and accurate with bells and whistles galore. The 3D world is detailed and looks superb. Not easy at the start but takes you further.

78

THE BOTTOM LINE

Exactly the same game **A1200** but now thankfully faster and hence more playable. It really needs an A1200 from the off.

82

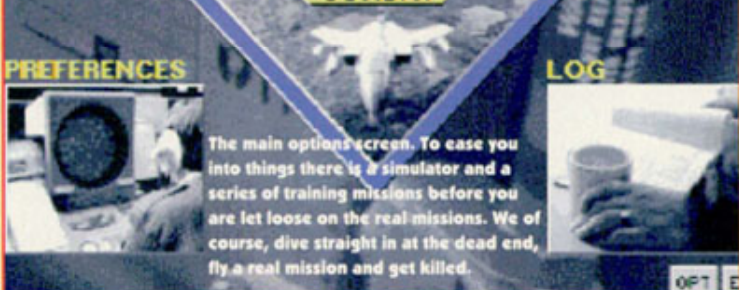
SIMULATOR



TRAINING



COMBAT



PREFERENCES



LOG



The main options screen. To ease you into things there is a simulator and a series of training missions before you are let loose on the real missions. We of course, dive straight in at the dead end, fly a real mission and get killed.

ON THE OTHER HAND

I'm sorry, but it's just too slow for me to bother getting to grips with it. At times the speed of frame update makes the game feel so disjointed that you wander off to make a cup of tea in between encounters. As for what this does to the controls, well the speed makes it impossible to accurately fly or control your guided weapons systems. The whole game could do with a good rethink so that it was more Amiga friendly. A lot of people will get enjoyment out of the incredible detail though. Definitely one for propeller-heads.

● STEVE FARAGHER

MAELSTROM

Game: Maelstrom
Publisher: Empire
Authors: Andy Hook,
 Glenn Wilson
Price: £34.99
Release: Out now

The plot of *Maelstrom* reads like a tired old synthesis of Dune, Star Wars and Lord of the Rings. You know the kind of thing; there were frightful galaxy-wide wars in the past, people speak about them in hushed tones they were so terrible, yawn; the planet you've become Overlord of is basically just a huge slab of the most important mineral/rocket fuel (spice anyone?) in the galaxy, zzzzz; a big bad kick-ass-out-of-the-small-guys evil empire is swallowing up the free planets and putting them under its ghastly thrall, snoresville Arizona.

You were originally an agent for the Empire, on a reconnaissance mission to find out the best method of conquering the planet. Suddenly, in an Arnie Schwarzenegger Running Man change of heart, you switch your loyalties and decide to help out the inhabitants of Harmony (the fuel laden planet that sounds like a hairspray). Naturally enough, as planets under imminent threat of takeover tend to do, they appoint you, the turncoat enemy, as Overlord of the whole place. And that's where the game begins.

THE ECONOMIST

You sit at an Executron 1200 fully automated holo-desk. It is your interface with the cabinet of five, who run the most important facets of Harmonious life, namely; military, mining, research and development, secret intelligence networks and all the rest.

At first the control panels and method of interfacing with them (clicky point click

A long time ago in a galaxy far, far away an extremely large

click) seems like walking through a heavy fog while wearing badly misted-up glasses. Eventually though, through the blindness of confusion, tunnel vision, endless messages and a million different buttons to press, the gestalt falls into place (the completeness or wholeness of the game takes form).

Many of your decisions depend on the quality of the communications you receive. It is worthwhile taking note of what is happening and relating it to the bigger picture.

Basically, you're a budget juggler, personnel hirer and firer, secret agent and military commander all in one.

Your income can come from many sources, the primary area, naturally enough, is mining (basic spaceship fuel component).

From the mining panel you can survey areas, set up mines, and predict, or even work out, what your future budgets are going to be and plan accordingly.

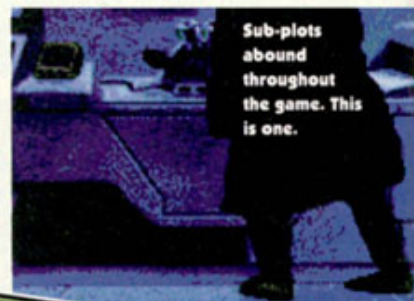
As in real life, the quality of the work being done depends on the number of staff you have and the ability of your managers. Which is why the hiring and firing (personnel) panel is so important. It's worth checking out who's available at any one time; the perfect replacement for someone lacking in effectiveness may pop up at just the right moment.

Because of the large number of personnel you have to deal with, it can get to be a pain ensuring that you've got the most efficient teams for the job and constantly monitoring them.

You can get away with inefficient teams but you won't earn as high a profit in return as is possible. It can mean the difference between having enough of a space fleet to repel the invaders or becoming yet another notch in the big bad empire's belt. And that brings us on to the military.

GUNS & AMMO

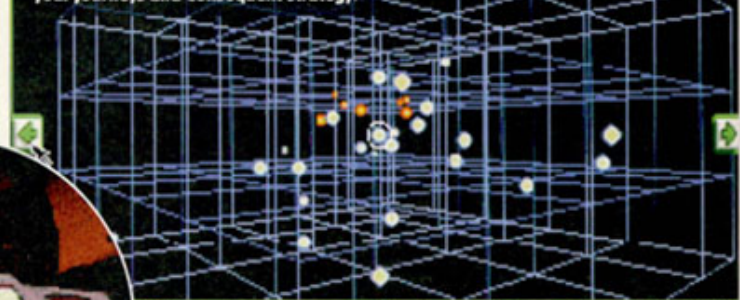
The military section is probably the most interesting of the lot. From here, you get to build spaceships. Ships consist of a hull, weapons systems, defence systems and computer systems. Each hull has limited slots for each type of system; a Fox stealth ship only has space for one weapon, three defence and one computer system, whereas a Dragon mother ship holds up to five weapon, five defence and three computer systems.



Sub-plots abound throughout the game. This is one.

"They appoint you as overlord of the whole place"

The space sector map helps you plan your journeys and consequent strategy.



Atmospheric pics abound. Here we see a control panel.



The first of the big tests arrives with this guy. Be prepared.

AVAIL STAFF	00250
STAFF WAGE	00020
DECT WAGE	00120
LAST POLL	85
MONTH BUDGT	00036000
EXPENSES	00028737
INCORE	00045310

YOU HAVE HAD YOUR TIME TO DECIDE, AND DESTINY CAN BE DENIED NO LONGER. YOU CAN EITHER ALLOW ME TO LAND AND ASSUME MY RIGHTFUL POSITION AS THE RULER OF HARMONY

GRID OFF ZOOM OUT ZOOM IN

VID GOV AIL SIN RES MIN MAIN SAV EXIT

Buy military hardware from here.

STATS	HULL	WEAP.
	DEF.	
01	VOLE	H-01
02		
03		
04		
05		

COST 1060000

HOLD BUY SELL REPAIR

VID GOV AIL SIN RES MIN MAIN SAV EXIT



ROOM

computer game was created by madmen.

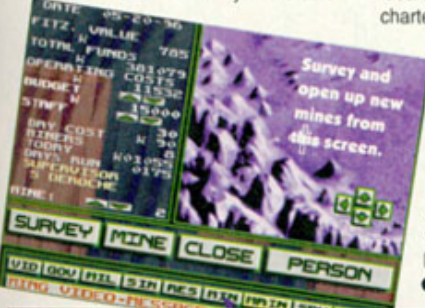
You have complete freedom to choose the systems you want to equip the hull with. It has to be admitted that system choice stimulates the imagination. Again, making sure that you've got the proper personnel is important. There's no point in handing over a state of the art battleship to rookies fresh out of college.

Your ships can be sent out on various missions of peace, reconnaissance and out and out skullduggery. And talking of skullduggery brings us neatly on to the Secret Intelligence Network panel.

The head of this section looks like Yui Brynner with biker shades on. He don't take no crap and he's willing to kick butt whether it be on his home planet or on other systems. Of all your budgets, this area is the one that is most likely to pay dividends. You can destabilise other planetary governments and safeguard your own.

NEW SCIENTIST

There's no easy link from the last panel to the Research and Development panel other than that it is no less important than any of the other



panels. Breakthroughs in weapons, mining defence and computer technology can be made here. Anything good can earn you revenue or give your spaceships the edge if you choose to arm them with your new discoveries.

So there it is. I've hardly scratched the index of possibilities that exist with this game. I'm aware that much of the review has been a description rather than a criticism but due to the size of the thing, I couldn't really think of a better way to do it. It comes on six disks and is hard drive installable. It would be a real pain to play on a floppy based Amiga. Even with the hard drive some of the wait times are plain irritating.

Maelstrom has lots of budgets to be balanced, wages to be paid, credits and deficits to be audited, strategies against competitors to be thought out and implemented etc. Not everybody's idea of fun admittedly, but if you're a chartered or registered accountant, an RPG player, someone who loves football management games or just someone who misses the yuppie days of the eighties, buy this now. If you're a normal human being with a daytime occupation and a life and have got a spare eight hours to kill every day of your life then give it a try, you might like it. Then again you might not.

● STEVE MCGILL

OHM, WHO



ARMOR UGOD
Need something developed, see this man. Okay.



E SYBARRITE
Elysia Sybarite here, is a kind of super secretary.



M FREDRICKS
This bald guy is the head of Intelligence.



R GERSCHEN
Need a military ship, contact fatty here.



N RINCHRIST
Look out, it's a loose DPaint IV tutorial.



Part of a small sub-plot. We put this picture here because it looks good.



ON THE OTHER HAND

You can look at all the best points of this game - the combination of storyline with number crunching, the little graphic interludes and the variety of different game styles, and think it's clever. But then you play it and realise it doesn't hang together. It's Buck Rogers - Accountant of the 31st Century, and although it looks pretty, it's still an office sim, only with people with silly names and spaceships. But then maybe this is the sort of thing to set your pulse racing - Saddy.

● CAM WINSTANLEY

JANE'S FIGHTING SHIPS

Mongoose: Like its namesake, very hard to hit.



Gryphon: Close to being as good as the Dragon. No cigar though.



Bear: Excellent all round ship. Able to absorb lots of damage.



Vole: This is the standard type of military cruiser. Worth it.



Shark: Fast deadly efficient battle ship.



Hawk: Fast and dependable. Military economical.



Ox: As slow as its name implies. Virtually indestructible.



Lemming: Mother ship. Holds three computers. Handy.



Swarm: Five ships for the price of one. Murrah.



Fox: Stealth model. Relatively cheap. Good.



Dragon: Strongest, most deadly, top of the line model. Accs High.



UPPERS: In depth and intriguing once you've spent the initial eight hours it takes to get into the game. Always lots to do. Game plays on without you which can be useful, if only to test different strategies.



DOWNERS: Very slow to play from floppy. Control system could have been implemented in an easier fashion. Takes a long time to familiarise yourself with everything that is important in the game. Undo feature has been missed out; wait until your research project is 97% finished and then you accidentally hit 'cancel'.

THE BOTTOM LINE

Very in depth. Lots of flesh to get your teeth into. It just doesn't quite have the hook that the average games player will be looking for.

72 PERCENT

THE BOTTOM LINE

The A1200 packs that extra punch that makes the game look slick and keeps it fast enough to engage your interest fully.

A1200



THE RYDER CUP

"The crowd grows silent as young golfing sensation Cameron Winstanley steps up to the tee. As usual he's looking very stylish in his camouflage gear. Hold on, what's that he's pulling from his jacket? It's a gun!!

A1200 VERSION

Game: The Ryder Cup
A1200

Publisher: Ocean

Authors: Dave Harrison,
James Shaw, Tony
Meredith

Price: £34.99

Release: Out Now

Hold on a minute, golf games aren't supposed to look this good, it's all too lush and gorge. To use a handy reference point, it's very much *Ishar 2 - The Golf Game*, with minutely detailed courses fading off into a hazy horizon. Desert courses look hot, leafy courses look cool and verdant and at any moment, it seems likely that goblins will stumble out of the trees (*Rough* - Ed). Unsurprisingly for a game based around sensible trousers, they don't.

TEED OFF

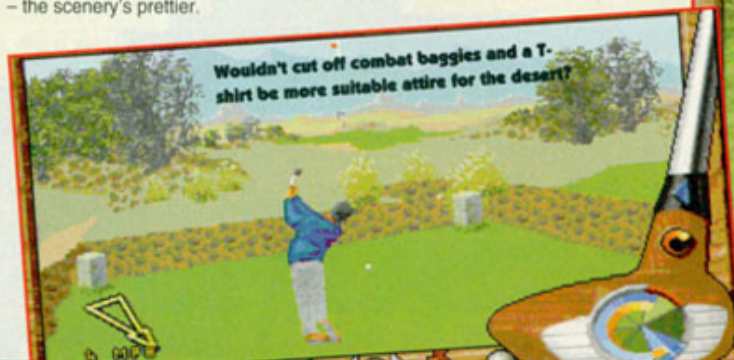
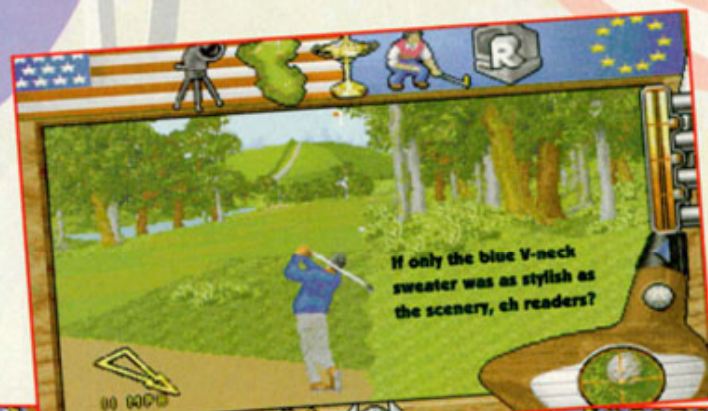
I don't like real golf for many reasons, not least because I've only played it a couple of times. Although I had a fun time, I decided that next time I feel like going for a walk and playing a game, I'll take a frisbee and tramp around Cheddar Gorge - the scenery's prettier.

Then there's my burning hatred of golfers. I'm not a particularly nice man, but I reserve a special dark place in my obsidian black heart for people who insist on ruining the countryside with their silly, sprawling golf complexes, and then erect 'Private Property' signs so you can't even walk across them. I live for the day that I can drive across St Andrews in Bigfoot the Monster Truck on the last day of the Open, screaming profanities at those assembled.

FORE!

It's odd then, that I'm a bit of a fan of golf games, because whereas golf (the dumb pastime) is a bit cheesy and naff, golf games are oddly compulsive. I put it down to the fact that since the action's split nicely into brief moments of activity and little or no sound, you can watch TV and play it at the same time. But I digress.

Most golf games take forever to draw the course, but in this, it appears instantly, and



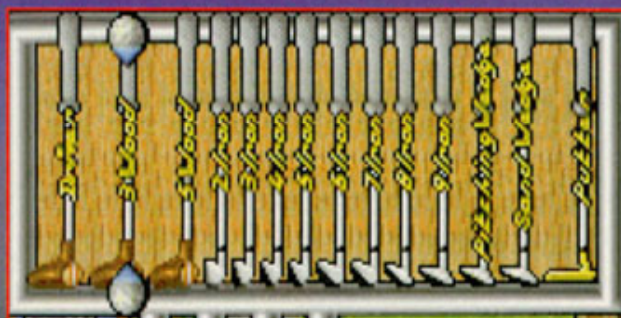
The power bar and sight combo's my fave method.



Power and slice show up nicely with this option.



Putting's an over-simple matter of selecting power.



Real golfers (damn their corrupt souls) make choosing clubs sound like some sort of religious deal, but woods hit further than irons. Is that hard?



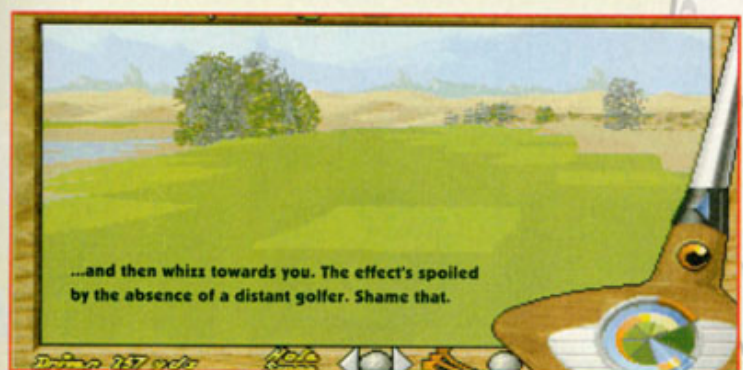
A fairly self explanatory one. Did I ever say I hate golfers?
 even when you look around, it scrolls in either direction. This is most impressive, especially since the graphics aren't compromised at all by this rapid update.

Another great idea is the control method, or rather methods, because there's three of them. There's the standard golf game method of winding the power up, and then getting the shot to go straight by clicking on a line, which is a great system for when you want to deliberately curve the ball, but I prefer the second system, which uses a power bar and a little moving sight aimed at a golf ball. The third method's like most dart games use, with the sight wobbling randomly across the golf ball, but I'm not a fan of that at all.

CADDY SHACK

The automatic caddy offers up the bat ('Club'. - Ed) it thinks suits your position best, but once you've played a few games, you tend to learn what'll be best. It's unfortunate that once you've mastered the controls, there isn't a harder 'professional' mode to work on, because it quickly gets easy to easy to knock the ball into the little hole thing ('Cup'. - Ed) with a few lives remaining ('Under par.' You just can't get the staff these days - Ed.)

Once you've taken the shot and the ball sails off, you can choose to watch it from the golfer's view, or from a slightly more exciting reverse angle. This positions you somewhere between the hole and the golfer, and you get to see the ball whistling past you, but curiously in this view, you don't get to see the golfer in the distance,



AMIGA POWER editorial versus the rest of the world. Not a chance.

which is a bit confusing. Equally odd is that even though you're the only human within 20 miles of the ball, each strike of the ball is accompanied by claps and cheers. Scary.

MASHIE

There's an option to over-fly the course, which is supposed to give you a clearer impression of the holes, but since this flight path's in a series of stills it's all horribly confusing and next to useless.

The game's centred around the Ryder Cup, which is a yearly affair between America and Europe. The names of the players are familiar, but you can stick in your own names amongst the Seves and Woosies. Up to four players can compete as part of either team, and there's plenty of variation over the four days. As well as the singles matches, there are foursome



Taa-daaa! Here are the four courses in all of their splendid glory. It would be better with six.



What about an anorak, flares and Dr Martins? That would be a great new look.

too easy as the lie of the green only affects the speed, but not the direction of the ball, so there's no need to aim the ball slightly up a slope to curl it round.

Maybe it's because the game's concerned about getting the feel of the Ryder Cup tournament right, whereas I'm into playing flashy (and obviously arcade inspired) computer golf, but after a few days, I've stopped admiring the scenery, and started wishing that it was a lot more exciting. And my hatred for golfers is burns unabated.

"Knock the ball into the little hole thing"

games, where two players work as a team with an option to take alternate shots on the same ball, which could lead to all sorts of fallings out if you take it too seriously.

HUNGRY

All the team game options and nice graphics in the world can't hide Ryder Cup's flaws though. Four courses simply aren't enough, and they're not particularly challenging. For most of the holes, it's simply a matter of whacking it as hard as you can, and I was disappointed to see a distinct lack of tree-lined doglegs that require careful mid range shots. Another great golf game trick is to put the hole on an island, testing your power control, but again, there's very little of this sort of thing.

The way the ball bounces is often baffling, with it either stopping dead or whooshing onwards, but maybe balls do that in real life, I don't know. The putting's

● CAM WINSTANLEY

UPPERS **A1200**
 Up to four players, a good variety of team and single player options and the 'thrill' of participating in the Ryder Cup. It updates quickly and looks fantastic, and three different control options let you choose how you play it.

DOWNERS Four unchallenging courses make for a limited game life, the flyover view's useless, and I'm not entirely won over by the game mechanics (the ball movement looks especially awful). It's all a bit too linear in fact - too 'hit and hope'.

THE BOTTOM LINE
 It's a game that looks better than it plays, and that seems to be aimed at the golf enthusiast rather than sports sim fans. If you're after a single golf game, I'd tend to go for Nick Faldo, but due to the team game, this would make an ideal addition to any golf fan's library. Frankly though the price is just a little too high for this kind of thing.

77 PERCENT

ON THE OTHER HAND

I agree with Cam about how linear the putting is, there really is nothing to do but get the power right. However the shot making around the course is as complex as you want it to be, including hooks and slices. This game is great fun if you play the Ryder Cup. You get a real feeling of competition and the option for two of you to play in a team against two computer players is far and away the best. I'm going to be trying to keep this copy for myself.
 ● STEVE FARAGHER





Game: Mega Motion
Publisher: Black Legend
Authors: Extend Productions
Price: TBA
Release: Out now

game, isn't even the whole story. But I reckon I've wasted enough space in introduction already, so I'll start by telling you about the game and why we decided that chain reaction set-'em-up was the best we could do.

CLACKERS

There are 100 levels, broken up into four categories; easy, average, difficult and very difficult. Each level is a screen in size. See the grabs on this page to get a better idea of what the game looks like.

You control a 'thing'. That's right, I know I get paid loads and loads of money to write these reviews, but 'thing' is the best word I can think of to describe what you control; a thing (unless of course I called it a frenetic kinetic mimetic, and get fired again).

Now this 'thing' usually consists of two spheres connected by a rod. It's not always two spheres and one rod though, sometimes there's more spheres and rods (and there's always one rod less than the total number of spheres - so there you go). Again, if you're having difficulty following me, look at the pictures again.

You have to guide this 'thing' toward the exit on the level. This is not as easy as it may sound. For a start, there are fiendishly placed obstacles of varying degrees of difficulty to traverse and negotiate. To complicate things, there's a time limit which you can overstep. If you do, however, you don't earn as high a bonus on level completion. Doesn't sound

Mega Motion is one of those games written to deliberately annoy irritable staff writers on deadline. For a start, even categorising it is pretty difficult. Is it a puzzler? Yes. Does it involve an element of strategy? Yes. Do you need to be relatively dextrous to play it? The answer is again yes.

So what's the problem, you may be thinking. Well, it's like this. How often do you hear the phrase 'dextrous puzzley strategy game' being banded about? Not very often I'll tell you. I even went to the trouble of checking through every single magazine published by Future ever and still only managed to find the phrase once. And that was in a beta copy of Amstrad Action's personal subscription advertising pages: The phrase was eventually dropped because they decided it just wasn't going anywhere.

Now, bearing in mind that I haven't yet come up with a definition of Mega Motion, I'll tell you what we (we being the collective mind of AMIGA POWER) came up with. We decided that it was a chain reaction set-'em-up. That, as someone somewhere would say, if they saw this



THOSE 'THINGS' IN FULL

	Blocks like this are the basic obstacle you will come across.		They're nice and pretty, but also deadly.
	Just in case you have trouble reading, this is the exit.		These blocks can be pushed out of the way, but watch out where you do so.
	You'll want to be able to go on and on. Hit this and you get an extra life.		You need bonuses and here they are.
	Part of the chain reaction set-em-up.		Something's happened to the rod between these spheres. Which is a pity.
	One's a lock, the other's a key. Keys open locks. So guess what's next.		This is a slightly larger 'thing'. You can get bigger ones.

As you'll see from some of the screenshots accompanying these pages, the constituent components of the game all reside in this very boxout. Fiendishly, when you put them in different combinations, they add up to one heck of a game.

Hang on a minute - what's all this about? Eh? I don't understand. Where's the gun? Where's the platforms? What sort of a game is this?

MEGA MOTION



The switch block hasn't been triggered yet. Look right.

"Develop your sense of eidetic imagery"

like too much of a problem so far, does it? Well, added to all this 'reach the exit' trickery is the motion of the 'thing' itself. It constantly rotates around a fixed axis. The fixed axis being one of the spheres that constitute the 'thing'. Follow me so far? I do hope so.

CRADLE

Using the mouse, you can change which sphere constitutes the fixed axis. Ergo, you can move your 'thing' in any direction by constantly fixing the free rotating sphere. If you don't follow me so far, let's try again (*Yes please. - Ed*). We'll start with the simplest 'thing', one made up of two spheres. One of the two spheres is always fixed and the other sphere rotates in a 360 degree around the fixed sphere.

Incidentally, you can change the direction of this rotation by clicking the right mouse button, clockwise or anti-clockwise; very handy when bashing bashable obstacles. To move, you wait for the free sphere to rotate round to the direction required and fix it with your left mouse button. Repeat these actions and you'll move, no problem. Get the hang of this, and you're well on the way to complete control (*I'm well on the way to a headache. - Ed*).



Heavy Metal freaks will like the amount of skulls in this game.

blocks and extra lives, score bonuses and rocks and stones.

Right, I've reached here and haven't actually told you what I think of the game. I like it. It's one of those games that baits you, hooks you and pulls you in. At first, you play it with a detached indifference, thinking "well it IS pretty novel". The next thing you know, you're sweating pints trying to work out the best approach. For example, on level 30, it's a matter of experimenting and finding out where the killing walls are going to appear when the skull icons explode. Then you have to plot an appropriate route home.

So there you go. *Mega Motion* will be a turn off to shoot-em-up and platform fans. It should hook anyone else. It's different, original and a bit strange. It'll also help develop your sense of eidetic imagery (I fell asleep with a mental picture of another method to use to complete level 30). Luckily there is a

It's been triggered here and as if by magic the wall has gone.

password system to let you return to particularly difficult levels.

There's just time for me to give a quick mention to the sound. It's nice. The 'thing' sounds like a third octave D sharp being played on a piano keyboard when you move it. All in all, the sound adds to the fun whereas the music soundtracks drive you to distraction. Got it? Good.

I'm not going to say rush out to the shops and buy *Mega Motion* now. It's an acquired taste. But me for one, I'm going to have lots of fun until I finally complete the whole game and that'll take a while. It's a challenge, that's for sure.

● STEVE MCGILL



CHAINS

Get to grips with the motion on the easy levels. Then concentrate on the obstacles. Checkout the boxout for some more info on these obstacles. Some are just plain blocks that have to be bashed with your free sphere a set

The chain reaction is well on its way. You have to follow from...

...behind and beat it on the straight to the exit.

Did you know Kilmarnock beat Ayr United 2-1 in the cup?

In this particular grab, I haven't managed to beat it. Hence, no exit.

number of times. Others are bombs which set up chain reactions by blowing up neighbouring blocks (hence our chain reaction set-'em-up categorisation).

There are skulls which create solid diamond-type walls. If you hit these walls, the colliding sphere dies. Obviously, if your 'thing' only consists of two spheres, you lose a life. More spheres than that means you may still live.

Sometimes there are plain walls that can't be bashed out. Hope is at hand with the switcher blocks. These reveal secret doors and remove some unnecessary walls. Sometimes though, it isn't always good, they can also reveal the nasty type of secret walls. Other little goodies include keys and the locks that they open, mover

ON THE OTHER HAND

Well, it's not very controversial, but I agree pretty much totally with Steve in that it's a bit of a one hit game, but I can forgive it since it's good fun. Newtonian physics feature strongly too, which is always something I like to see in a game. It plays well but looks mediocre, but who'd prefer it the other way round? Only cretins, I dare say.
● CAM WINSTANLEY

UPPERS It's pleasant that *Black Legend* are producing original games. Level of challenge is nicely balanced. Even if you reach a level that you find impossible, the hook's strong enough to keep you trying.

DOWNERS There's only one way to do some of the puzzles, which means that you won't be coming back for more as soon as you've done one once.

THE BOTTOM LINE
Mega Motion presents an unpatronising challenge to anyone willing to accept it.

75 PERCENT

THE BOTTOM LINE
No difference. It's not a **A1200** game that relies on flash graphics or speed. So who cares?



DANGEROUS STREETS



Pay attention! Stuart

Game: Dangerous Streets
Publisher: Flair
Authors: Micromania
Price: £25.99
Release: Out now

Will you do something for me, chums? If you get this game in your CD32 bundle, or if you somehow come by a copy in some other way (God forbid that you should actually go out and deliberately buy it), will you do me a favour? Will you IMMEDIATELY take the CD out of its case, make five or six big scratches across the surface with a nail or a Stanley knife, then take a hammer and smash it into lots of little pieces (it'll break easier if you've scratched it, you see), then flush them down the toilet. Or preferably burn them to little twisted melted lumps, then flush them down the toilet. Whatever you do, DON'T be tempted to play it first. Not even once. Because if you do, I'll tell you what'll happen.

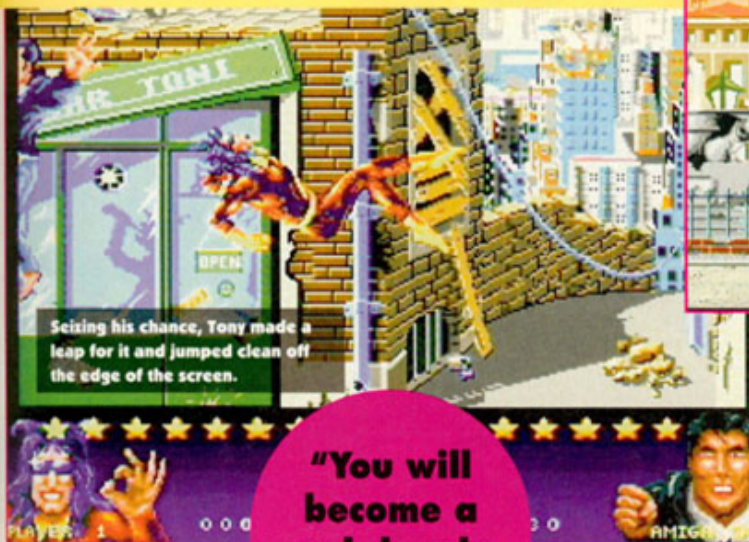
SPLIT SIDES

First, you'll laugh so hard that your brain will be starved of oxygen and you'll lapse into a coma, but that's alright because medical technology is very advanced these days and they'll probably be able to revive you without too much trouble. After that, though, you'll stick the game in the bottom of your game drawer

(NO! BURN IT! BURN IT AND SMASH IT! DESTROY IT! NOW!) and forget about it. Then, one night weeks or months into the future, you'll be out with some of your mates, maybe down the pub or at a party or something. You'll get a bit drunk. You'll bring a couple

has got a very important message for all of us.





"Did anyone ever tell you you've got a really cute belly-button? Ouch."

"You will become a sad, lonely alcoholic"

of your chums back to your house for a cup of coffee or a last couple of lagers or whatever. Suddenly, in your alcohol-addled state, you'll have a great idea. "Hey, I've got this really funny game," you'll slur, "Get a load of this!" You'll load up *Dangerous Streets*. You'll start to play it, as you all giggle in that pathetic, hysterical way. After a minute or two it'll dawn on you that no-one else is laughing any more. Your friends, suddenly sober, will be gaping at your new state-of-the-art games machine with barely-concealed disgust. All at once they'll remember that they have to be up early for work/college/school/washing their hair in the morning, make their excuses and hurriedly leave. They will never speak to you again. They will tell everybody they know. You will be shunned by society, lose your job, and probably your home. You will become a sad, lonely alcoholic. Finally, wasted and withered, lost and unloved, you will die in a cold gutter, of shame. Don't let it happen to you. Just Say No.

I know what you're thinking. You

think I'm exaggerating, don't you? I'm not. This game – and I'm not joking – could single-handedly destroy the credibility of the CD32, beyond repair. It's the *lead game* in the bundle that most people will get their machine in (it's actually called the 'Dangerous Streets Pack', for God's sake), and hence probably the first one they'll play. If they then tackle *Oscar* and the actually-quite-good-ish-but-none-too-friendly *Diggers*, they'll probably take the machine straight back to the shop there and then and demand an SF2-pack SNES and two hundred quid back. You're not going to believe how dreadful this is, but I'm going to try to explain it to you.

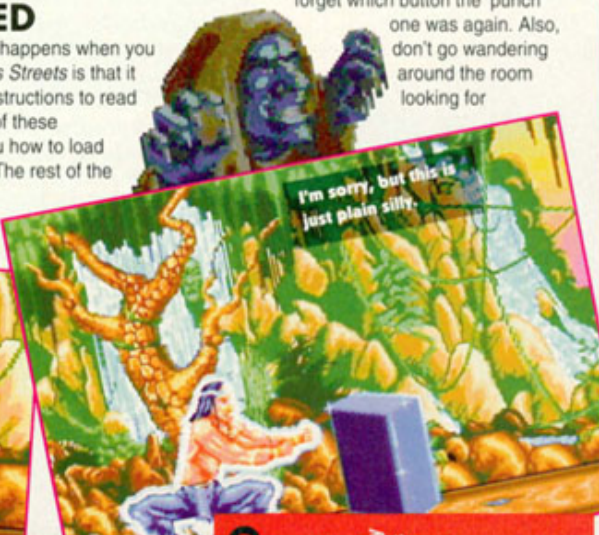
CRUCIFIED

The first thing that happens when you load up *Dangerous Streets* is that it gives you some instructions to read through. The first of these instructions tell you how to load the game. Jesus. The rest of the instructions reprise the ones

printed in the manual, which is to say they give you not even the most elementary idea whatsoever of how to actually play the game. Which button punches? Which button kicks? Why does the blue button have the same effect as pressing 'down' on the pad, but only half of the time? These, and any other questions you might have about the control of the game, remain unanswered. Then you start playing the game and you realise why. You don't need them.

GO ON – HIT ME

Pick a character, any character. Walk up to the computer opponent and press the punch button (hit them all, and you'll discover that the yellow one is the one which actually appears to launch any kind of useful attacking move). You'll score a hit, probably. It's important that you try not to be distracted at this point by the spectacularly dismal animation or the eye-wateringly poor backgrounds, as they'll only make you lose concentration and forget which button the 'punch' one was again. Also, don't go wandering around the room looking for



THIS GAME MAKES MY FLESH CRAWL

These are the eight characters in the game. When you play in Tournament mode, your next opponent is selected by a random spotlight flashing across the screen. If it ends on someone you've already fought, the game simply picks someone else and tells you (in a truly unpleasant, badly sampled accent, by the way) you're going to fight them anyway. Rather than, say, making the spotlight actually flash onto the new character, or anything complicated or difficult like that. How crap is the programming on this game? Crapper than I'm allowed to say, that's for sure.



ON THE OTHER HAND

Oh dear, this review is starting to look a little vitriolic. It's not completely, totally awful if two players approach it sideways with no preconceptions, and then suddenly play strictly for laughs. Making sense of the fighting moves takes a while and you can spend as much time wrestling with the dodgy programming, as you do with your opponent. There are some imaginative moves, colourful, if amateur, graphics and completely stupid characters. I laughed, a bit. Alright, it's crap.

● CHRIS LLOYD

the badly-tuned crackly radio which appears to be broadcasting the sound of someone with really bad laryngitis hacking up a throatful of watery phlegm into a broken microphone from underneath some thick blankets. That's the game sound, that is. (And simply try to ignore the dire 1970s Euro-pop background music.) Fix your attention firmly on the screen, and continue to hit the yellow button. Although there's no visible or audible difference between successful and unsuccessful hits, eventually your opponent will buckle and fall to the floor, seemingly arbitrarily. You have won a round. Repeat the process once more and you'll have won a bout. Repeat the process again, but this time against a different character (there are eight, and you have to fight them all, including a bout against yourself, as is traditional. Although it's not quite as traditional for your clone to be dressed in exactly the same colours as you and hence completely indistinguishable, but hey, let's not be nit-picky). Try to retain your suspension of disbelief as one of your computer opponents suddenly changes into a solid rectangular block of steel as a defence, or inflicts their 'Hair Gel Attack' on you. Take a moment out to wipe the tears of mirth/disbelief/embarrassment from your eyes, in case you impair your vision in later years. Decide that now would be a good time to stop playing before you do yourself an injury of some sort, or have an accident in your trousers. Go round to Flair's office. Laugh hysterically until they call the police.

● STUART CAMPBELL

▲ **UPPERS**
Get out of here.

▼ **DOWNERS** Abysmal graphics (they might look alright here, but wait till you see them move), woeful sound, staggeringly bad animation, incomprehensible control, and it tells you the loading instructions after you've loaded it up. I killed my first four opponents on the middle difficulty level simply by hammering the yellow button repeatedly, without even looking at the screen. Oh, and you really ought to get a load of the artwork in the manual as well.

THE BOTTOM LINE

The worst game you're ever likely to see on the CD32. If you've never played *International Rugby Challenge*, probably the worst game you're ever likely to see in your life. Don't let anyone who owns any other kind of games machine see it, we'll never live it down. Definitely worse than *Doofus* (4%, AP33), so...

3

PRINCINI

THE BOTTOM LINE

A1200 owners with more £10 notes than brain cells can waste them both on a floppy version which is much the same. A500? Look, you don't want to know...

PIRATES!

Can we resist saying something stupid like 'ahoy mateys'? No, thought not.



GOLD

THERE'S MORE THAN ONE WAY TO FIGHT A PIRATE



FENCING: *Street Fighter 2* this isn't. You get three attacking moves and a block, and control response is so delayed that your only hope of success is to hammer away at the attack buttons and jiggle the joystick in random directions and hope for the best. You can improve your chances by selecting 'swordfighting ability' from a list of special characteristics at the start of the game, and you can choose different swords, but otherwise it's pretty much hit-and-hope stuff of the easiest kind.

"Being a pirate brings problems of its own"



NAVAL COMBAT: This is a more interesting, but sadly also incredibly slow-moving. You have to manoeuvre your ship around to bring your side-mounted cannons to bear on your opponent, and either batter them into submission with cannonballs or ram them and launch a boarding party (which basically takes you to the fencing section). The problem is that if you're commanding a slowish ship it can take you all afternoon to get within firing range, especially if the enemy's not keen to engage. Realistic? Almost certainly. Tedious as hell? You betcha.



LAND BATTLE: I've tried this a dozen times, studying the manual ever-closer every time, and I still find it mostly incomprehensible. Your forces are divided into two, with control switching between them for increased strategic potential, but the best strategy seems to be to charge straight at your target and attempt to plough through the opposition before they can overwhelm you with their (usually) superior numbers. Succeed, and you're back to the hand-to-hand bit again anyway, hurrah.

Game: Pirates! Gold
Publisher: MicroProse
Authors: In house
Price: £29.99
Release: Out now

So, it's *Elite* time again, is it? It seems that a couple of times every year, someone somewhere releases a game that's David Braben's original BBC Micro classic in every single way except the setting, and this year's no different. *Pirates! Gold* is a game that's actually been around for years in one form or another (the original, distinctly similar, *Pirates* came out on budget from Kixx not long ago), but the formula is older than time itself, practically. You travel around between a large number of locations (this time ports in the Atlantic), you trade various items between towns, you can pirate other traders' ships and steal their goods, you can perform all sorts of missions (carry messages, rescue hostages, so on and so forth), and your ultimate aim is to move up a ranking

"Second page of the review? I see no second page of the review."



Well, it's a map, isn't it?



Every port you visit looks the same, and has the same things in it. It's a bit like McDonalds, really.



A salty sea-dog, yesterday.



1

The governor's mansion is where you'll be offered Letters Of Marque, errands or missions to perform, rewards for captured enemies and so on. It's also where you'll get the chance to meet lots of babes, who you can try out your pirate charm on, with varying results.



3

This is where all the real action happens - you recruit crew here, catch up on all the latest gossip, buy bits of treasure maps from drunken old sea-dogs, and find all manner of low-life who you can challenge to hand-to-hand combat in order to extract rewards or information from them. Just like my local.

5

Cap'n Blackbeard gets his make-up box out again.



2

The only reason for going here is to divide up your plunder. You have to do this fairly regularly, or the crew gets terribly disgruntled and leaves. When you divide up, all your ships except one are sold, all your goods are sold, and all your crew disappear with their ill-gotten gains, so you have to start recruiting and plundering all over again. You do get to increase your personal fortune, though, and you get the chance to move up a difficulty level, where both the risks and the rewards are greater.



4

Buy and sell goods here. Beware, though, if you develop too bad a reputation, the merchant may refuse to trade with you. And if you can't buy food to keep your crew fed, you'll run into trouble sooner or later...

system by earning cash and doing daring deeds. *Elite*, in other words.

Otherwise, you can probably pretty much guess what's going on in this one for yourself. You start off with a ship and a few gold pieces, and you have to recruit a crew and decide on your strategy. You can be a respectable businessman or a ruthless pirate, or you can combine the two by buying 'Letters Of Marque' from one of the four national powers represented in the game (England, France, Holland and Spain), which basically allow you to do pretty much anything you like without any come back. Like *Elite*, being a pirate brings problems of its own (many traders will refuse to trade with you, and you may be fired on when you try to enter ports), but essentially you won't get anywhere fast by playing the good guy.



"I'll teach them to call me 'Stumpy'..."

of the game's main drawbacks - for a game where fighting is so important (perhaps too important - you can sometimes win a battle where you're outnumbered 20 to 1 simply by overcoming the enemy leader in a swordfight), the fighting sequences are the weakest bits of all. There are three basic types, a one-on-one battle with an opposing captain/guard/whatever, a naval tussle between war ships (obviously), and a strategy-ish bit where you attack a town by land, using your entire crew. The latter two

usually lead directly to the one-on-one swordfight anyway, though, so you'll see plenty of that whatever happens. Unfortunately. Check out the box opposite for the full low-down on all the styles of conflict, but take it from me, they let things down somewhat.



5

Go here to repair any of your vessels damaged in battle, or sell any surplus ships for ready cash.

BLACK HEART

One way or another you're going to have to get blood on your hands, and this is one

STORMY

The other thing that knocks a big hole in this actually-rather-nice offering is the sailing

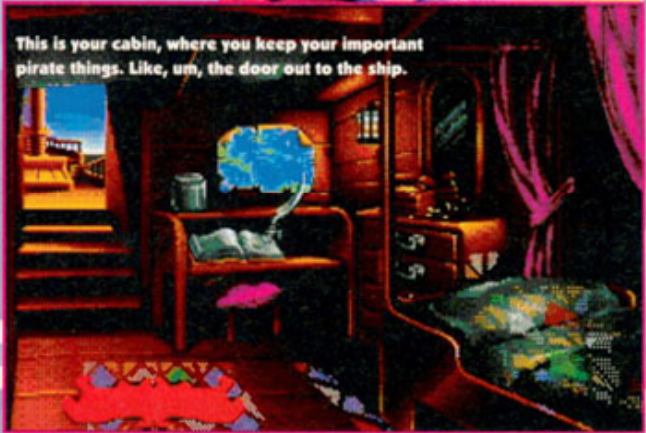


I don't know what they're so pleased about - 74 men on one sloop is a bit of a tight squeeze.

Stumpy's party
Crew: 74 men
Cannon: 8
Gold: 1700 pieces
Food: 55 days
Crew is pleased
Goods: 0 tons
Sugar: 0 tons

Ships: Sloop

Press RED button to continue...



This is your cabin, where you keep your important pirate things. Like, um, the door out to the ship.

YOUR COMPLETE A-Z OF ANYPORT, CARIBBEAN





realism. Your crew always travels at the speed of the slowest ship (you build up a fleet throughout the game by capturing other vessels – you can't just buy them, which is another reason you don't get anywhere without fighting), and because they're sailing ships, you're at the mercy of the wind. Try to sail a fleet of warships across the width of the game map (as you must sometimes do) with the wind against you and you'll be stuck looking at a tiny sprite against a background of plain blue for anything up to 10 minutes at a time. There's no speed-up-time facility (well, you can fiddle with your sails but to pretty minimal effect), you can't just set your course and go for a cup of tea, you actually have to sit there doing it and it's unbelievably, astoundingly, knuckle-chewingly, boring. This, finally, was the thing that made me give the game up in disgust after a pretty thoroughly gripped weekend, and if something had been done about it we'd have been looking at at least 10% on the final score.

PAST, TENSE

If you can't be bothered going to all the trouble of building an impressive career for yourself, though, there's an alternative.

The game comes with half-a-dozen historical preset scenarios, a bit like the ones you get in *Sim City*. Here you can put yourself in the boots of one of a number of real-life pirates and see if you can make a better job of their various situations than they did themselves, which is both an interesting diversion and a good idea if you just want to play a relatively short and snappy game with an obvious finishing point, rather than the open-ended empire-building of the main format. Even that, though, can be played in one of six different time periods, each of which hold their own different opportunities and dangers.

HAR, HAR, HAR

These options, along with the different ways in which you can approach the game (do you go for a small party of fast ships, picking off juicy fat targets and pillaging every port you enter, or amass a massive and powerful armada of slow-moving but heavily-armed war galleons and simply steamroller all opposition, sailing the seas with holds rammed with gold, but risking discontent and mutiny amongst your crew? Do you serve your chosen government faithfully and become a

respected captain, or attack anything that moves and earn a fearsome reputation, but have to always be watching your back for pirate-hunters after the fat bounty on your head?) is what makes *Pirates! Gold* so engrossing.

COME CLOSER

There's more to *Pirates! Gold* than this – you have to charm the daughters of island governors in search of a wife (to improve your social standing), rescue kidnapped members of your family by retrieving jigsaw pieces of maps from vanquished foes, keep your crew happy by regularly dividing up your spoils, search for buried

UPPERS Engrossing atmosphere, and though you're doing much the same things all the time, it never actually feels repetitive. The historical campaigns are a nice option, too, and you can save your game to the CD32's built-in memory. Nifty sound and intro sequence, obviously.

DOWNERS Sailing across half of the Atlantic against the wind for 10 minutes to get to a different location is more tedious than you could possibly imagine. The fighting sections are, er, basic.

THE BOTTOM LINE

A couple of glaring and unnecessary flaws stop this from being quite as much fun as it ought to have been, but mostly because of the excellent atmosphere it's still a generally pleasant way to while away a few CD32-ing days. *Pirates! Platinum* should be a corker.

74 PERCENT

treasure, all the usual piratey kinds of things – but essentially it's a pretty simple framework inside which you'll never find yourself short of something to do. It's hard to put down once you're into it, but a few of those long journeys, or seeing an hour's hard work go down the drain because you forgot to save and then arbitrarily lost a swordfight, will soon have you swearing never to load it again. Shame.

● STUART CAMPBELL

ON THE OTHER HAND

Unlike Stuart I enjoyed the fighting and discovered that with some practice I was able to develop into a good swordsman and an excellent general (as well as a modest one). Although I have to agree that sailing long distances can be rather dull there's always the possibility of a chance encounter to liven up your day. I've played this game in all its versions and the glamour doesn't seem to concern me. It would be nice, however, if they tinkered with the game mechanics a bit for their new versions, rather than just tarding up the graphics every time. A few more options would make the game worth buying for those who've seen it on other formats.

● STEVE FARAGHER

FANTASTICALLY FURIOUS FENCING FUN

Still, even if the game feels like a series of extended justifications for getting into swordfights, at least it's not boring. After all, look at all the different places you get to have them in...



Sadly you can't make them walk the plank or anything fun like that when you win.

Er, not that you could make them walk the plank from outside a tavern (right) anyway.



Oddly, whatever nationality your opponent, they all say 'I surrender!' in English when you beat them.

COMPLETE CONTROL

Rich Pelley is a bit like a toaster. Each month we hand him over the Complete Control mailbag (the bread), and a few days later he magically pops up with the answers.

HIRED GUNS



Hired Guns in its four-way splendour.

(Psygnosis)

Phew – that *Hired Guns* stuff we printed last issue really was of the highest calibre. You really would think whoever sent them in deserves a big prize. And indeed such a prize will be elicited – if, erm, whoever provided the tips could just let me know who he or she was.

BADDY TIPPERY

The majority of baddies are pretty lethal. Seemingly cute little lizards, beavers and foxes may not inflict much damage, but still poison humans. The druids (in grey) and priestess (in red and green) will fire at you. Only the small puppy (action games only) is truly safe, and hence should be blown away with the biggest gun you can lay your hands on. All monsters can, and will, negotiate stairs (so bear this in mind when scarping), but many won't follow you through doors (but be warned – they can if they want to).

PROJECTILE WEAPONS

Best used for backup more than anything. The best ones to have are the Assault rifle, Auto gun, Mini gun, Super covert, Grenade launcher,

Imperial Auto and the Mounted Machine gun. Anything else isn't really worth the bother. Don't overload on ammo, one clip per gun is enough to get you out of a tight spot. You should be using a laser by now anyway.

ENERGY WEAPONS

Of course the snag here is that (along with the Assault rifle and Rocket launcher) once wet they are rendered useless. Not to fret though – the way to get around levels which need to be executed underwater is to use a Watertight or Part Waves spell.

For power without mass, you can't get better than a Particle Beam rifle or a Neutron Flux cannon. The Disrupter cannon is located in the second temple; collect it if you will, but remember that it is only effective in a large area and should not be fired in close proximity to other party members. Take all laser packs that you come across – you will be using a lot. Flamers are affected by water, but a Good Thing is that you can fire them through a force field and kill monsters on the other side. Sentry guns are a nice extra, but have no special uses and so should be sacrificed in a having-too-much-to-carry situation. They save you ammo, but in contradiction to the manual, it is possible to get shot by one.

MULTIPLAYER ADVICE

Locate an object that from experience you know another player is likely to seek out. Pick it up, place a mine underneath and hide! Their greed always gets the better of them.

(Chortle.) Another sneaky move is to hang around at the top of a lift shaft and when somebody gets in the lift, nudge a block over the edge. They'll be dead before they reach the top!

Coming in to land in the worst nightmare you ever volunteered for.

THEATRE OF DEATH



(Psygnosis)

Jasper Druif of Holland ("You ain't much, if you ain't Dutch," Jasper reminds us) sent

in a slightly more coherent version of the codes we printed in issue 32 and a cheat (with in fact proves to be more useful than all the passwords put together).

Enter, then, the password as SHED SOFTWARE and a message will appear informing you in no uncertain terms that you now have unlimited ammo, air strikes and so forth.

BOB'S BAD DAY



Some days you shouldn't get out of bed.

(Psygnosis)

"Here is the level codes for Bob's Bad Day," says Tim of Lincoln. Let's just hope that his game playing is slightly more accurate than his grammar. Here's a select few to help you out.

Level 15–WDPDEWOF Level 20–VDPEFWNG
Level 25–TCKFGXQH Level 30–SEAGGVPH

Level 35–RCKHXXOI Level 40–QEAIIVNJ
Level 45–ODPJWQK Level 50–NDPKKWPL
Level 55–MEALLVOM Level 60–LFFMLUNM
Level 65–JBFNMYQN Level 70–IDPONWPO
Level 75–HDPPOWOP Level 80–GFFQPUNQ
Level 85–EDPRWQR Level 90–DEASQVPR
Level 95–CFFTRUOS Level 100–BEAUSVNT

DON'T FORGET

TIPS COME IN EVERY SHAPE, FORM AND SIZE – BUT AS LONG AS THEY'LL FIT THROUGH THE AMIGA POWER LETTER-BOX WE'LL BE GLAD TO RECEIVE ANYTHING AND EVERYTHING. PLEASE WRITE TO: COMPLETE CONTROL, AMIGA POWER, 30 MONMOUTH STREET, BATH BA1 2BW.

BRUTAL SPORTS FOOTBALL

(Millenium)

Here is some useful advice for the game-playing man's *International Rugby Challenge* from Matt Smith of Bristol, with a final password from Rob Newton of Prestwich.

BONUSES

RABBITS: Charge towards the goal in a zig-zag fashion and run it in.
WALKING BALLS: Run into the goal mouth and wait for the ball to follow.
ICE CUBES: Use when the opposition is nearing your goal or when near the centre line. They are also useful if you want to give another player a good kicking.
TORTOISE: Boot the ball away instantly!
LIGHTNING: Use this only when you're not in possession.
BUBBLE: Charge!
BOMBS: Run to the goal mouth and tap fire, but be careful if you have the Rabbit, because you can run into your own bombs. And never (ever) hit a man with Bombs on. It isn't nice.

PLAY TACTICS

At the start of a match, run your uppermost player over to punch his opposite. When the screen re-centres itself, dive on the centre forward, stomp on his legs and the ball should be yours.

SCORING

When facing a trickier computer opponent, kick off his goalie and kick the ball from halfway between the centre and the line to its right and the ball should land cleanly in the goal. When a chum is brought in, locate a sword, take it to his corner, wait for a suitable player to arrive and hack the man down – keep this up for long enough and you wipe out the entire team! Dragons are an easy opponent (boot the ball down the pitch and punch anyone who gets in the way), Rhinos are slightly harder (play for goals) and Goats can be a real problem (defence – in the form of hitting and stomping on as many of the the opposition as possible – is the key).

PASSWORDS

First League, Assassins vs. Berserkers:
ZXXXVF2IY
22QBNSMNP

Top League, last game of season with a ten point lead (so you don't even have to win), vs Berserkers:
HCZB203MQ
YNTYMKRRR
MESSIAH—
And there you have it.

Surely the ref will have to call it off with the pitch in that state. Someone could get hurt.



MORTAL KOMBAT

(Virgin)

We Amiga owners don't get very many opportunities to laugh in the face of our console-owning counterparts. Unless they have a silly haircut, of course. (Which most of them do – perhaps Dixon's offer some sort of discount). Or they've got their jumper on back to front. Or, more relevantly, if they bring up the topic of *Mortal Kombat* in conversation; marketed primarily as the next big thing for Sega and Nintendo owning beat-em-up fans, it ended up playing like the proverbial dog compared to the spanking Amiga version. Stanford Young of Fife is here to help out with the Death moves, along with some gameplay advice from Graham Purkins of Scotland and vital info from David Low of London on how to reach Reptile.

KANO

PLAYING AGAINST: This chap is good in the air and good on the ground, but his special moves can be easily avoided with concentration.

PLAYING AS: The cannonball move must be performed in close vicinity to player two or you might find that a lot of the time it is blocked and your nose is shoved into the back of your head!

DEATH MOVE: HEART ATTACK. Push the joystick away from the opponent twice and press Fire. You must be standing right next to your opponent to execute the move.

CONTROLS



RAIDEN

PLAYING AGAINST: Raiden is the Ken of *Mortal Kombat* – a good all-rounder, but with no magic strategy to adopt to guarantee success. If he teleports, try a roundhouse kick as soon as you notice him trying to pull one off, and you should catch him as he re-materialises.

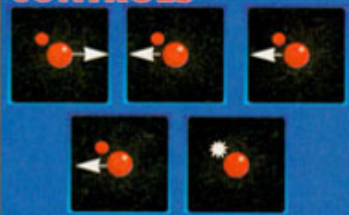
PLAYING AS: Watch out because when Raiden has been knocked down he

takes slightly longer to get back up on his feet, and the computer enjoys leg-sweeping a character after they have fallen. A few torpedoes, by the way, go down nicely.

DEATH MOVE: HEAD BANG.

Push the joystick Towards, Away, Away, Away and Fire. Again you must be close to whoever you are fighting.

CONTROLS



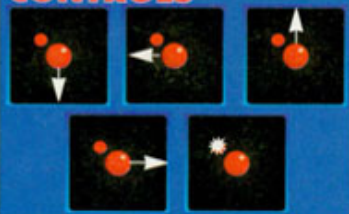
LIU KANG

PLAYING AGAINST: From a distance is the best way to tackle this chump. This will give you time to react when he thinks he'd like to try out his special move. You probably didn't want to get close anyway. He's an ugly mother, and rather too fast for you to block.

PLAYING AS: Supersonic kick a couple of times in a row – especially effective vs. Goro.

DEATH MOVE: HELICOPTER SPIN KICK. Stand about two inches away from whoever's about to get it Move Down, Away, Up, Towards and Fire.

CONTROLS



SCORPION

PLAYING AGAINST: Easy to beat on early levels, he has a tendency to try and stick a large spear down your throat before giving you a rather sore chin. The best way to see to him is to get in close (where his special moves are least effective). Be ready to duck and don't forget that the harpoon can be blocked. Pull off a successful block and a couple of flying kicks will go down well.

PLAYING AS: Use the harpoon, uppercut your foe and perform a hefty fly-kick topped off with a roundhouse. This takes almost half their life in one go.



Rollin', rollin', rollin'...

Teleport punches are annoyingly sneaky for any opponent as too.

DEATH MOVE: HELLFIRE POWER. Position yourself about two inches away. Pull Down, Down and Fire.

CONTROLS



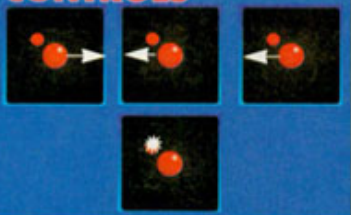
SONYA BLADE

PLAYING AGAINST: Keep your distance as she's a gal with a long reach. Mind her leg throw – it's particularly nasty. And another thing, don't jump around too much or she'll Superman you.

PLAYING AS: Be wary of the leg throw – upside down in a hand stand is rather a vulnerable position! Her speed and back-breaking leg toss can prove fatal.

DEATH MOVE: KISS OF DEATH. Standing anywhere you fancy, move the joystick Towards, Away, Away and Fire.

CONTROLS



SUB ZERO

PLAYING AGAINST: In combat Subby behaves much the same as Scorpion. As he fires his ice weapon, block it and let rip with a flying kick preferably before he has had time to recover.

PLAYING AS: Freeze your opponent, uppercut him or her, and re-freeze the sucker – this is easy and extremely effective. Your ice weapon is particularly good in defence against Raiden's Torpedo, freezing him in mid flight. Both Sub Zero's and Scorpion's special moves are excellent against Goro as you can keep your distance and inflict maximum damage.

DEATH MOVE: HEADPIECE: Move in as close to your stunned opponent as you feel comfortable and then move your stick as follows; Towards, Down, Towards and then hit the Fire button for execution.

CONTROLS



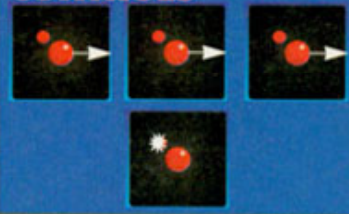
JOHNNY CAGE

PLAYING AGAINST: Mind this lad's uppercut. And if you are roughly half the screen apart and he doesn't seem to be advancing, a shadow kick may well be heading in your general direction. It can be avoided though by using a block then a leg sweep.

PLAYING AS: A shadow kick followed by a flying kick won't do much for your opponent's spirit. His vast range of moves if used in the correct order can make him a real winner.

DEATH MOVE: Towards, Towards, Towards and Fire.

CONTROLS



GORO

Keep your distance (Goro has a long reach and won't say no to an opportunity to grab your head and pound you in the face several times) and duck any fireballs that come your way (get hit and wave goodbye to a third of your energy). All kicks are effective, sending him sliding back along the floor. Scorpion's harpoon, Sub-Zero's ice and Liu Kang's Supersonic kick are the most effective Special Moves.

SHANG TSUNG

The only people he will change into are Goro and yourself. As you have beaten Goro and your twin, this should be of little worry to you. Make a mental note to duck the several green fireballs he unsportingly fires at you at the beginning of the fight.

REPTILE

To meet Reptile: Start a one player game and play as usual until you've reached the pit. Look at the moon in the background – in order for Reptile to appear there must be something flying across it. You must then win twice over your (computer) opponent and execute the death move at the end and bingo! Reptile will appear. Remember that it is no use trying to block his attacks as this still drains energy. Reptile has both Sub Zero's and Scorpion's special moves. And he's lightning fast!

Don't forget to send in your tips – see you all next month.



CANNON

Right then, there's no time to waste on wibbling, so I'll just say that seeing as *Cannon Fodder's* so popular at the moment, this is the first of a series of tips pages, so if you've worked out solutions of later levels, send 'em in and get your name in print.

GENERAL STUFF

Use Available Cover: The best way of staying alive is to keep out of the line of fire, so if you can take out enemies by lobbing grenades over trees, do it.

Take Out Huts Quickly: It's no use just blasting away at enemy grunts, because as long as the huts are intact, they'll keep on coming.

Charge Rocket Launchers: The best way of dispatching rocket launchers is to take a single soldier with no grenades or rockets, and click directly on your target. As long as he's moving, the rockets will land behind him, and you can easily get into shooting range. If you try this with an entire team, the tail-enders always get blasted.

Give It Up: If you've lost too many of your guys, and really don't think you can finish the

mission, then press ESC. Your remaining troops live to fight another day, and you restart the mission with a full team. They'd thank you for it if they could.

MISSIONS 1-7

You can't manage these on your own? Well stay in the playground where you belong, and leave the heavy stuff to the big boys. These missions let you pick up the skills necessary for survival,



MISSION 8.2

at the mine between the bridges blows them up, usually taking a few guys with them (3), but beware, the wrecked bridge is booby trapped with spikes. Rocket the two huts and then take out the guys at the top right (4). Stay a distance away and use grenades, as the approaches to their section are also booby trapped.



and nothing more. Things start to warm up from here on in...

MISSION 8

Phase 1

Enemy troops pour out of the huts really quickly, so you've got to take them out ASAP. Switch to rockets immediately and head for the two huts. Hide round the corner (1) and shoot the first few soldiers, then rush in and take out the rocket launcher (2). Shooting

Phase 2

Shoot the first rocket launcher (1) then hide behind the ruined huts. Split the team up and send one guy to grenade (2) and then rocket (3) the launchers across the water. Once these are dead, send two or three guys over to the far side of the water (4).

Walk the remaining soldier up to the palm tree and barrel (5), where two rocket launchers will self destruct. By moving fast you can shoot the remaining two launchers on the island (6). Pull him back and leave him to defend himself.

With the other three, charge the next bunker, shooting the launcher, then go round the front and grenade the next launcher (7). Head round the back to the next bunker and take out the final launcher (8). Make sure everyone nearby is gunned down before crossing the water, and then shoot everyone again before getting in the turret (9).

Fire at as many bunkers as you can, and at any long range troops. It's easy to blow yourself up if you aim too



MISSION 8.1



FODDER



MISSION 8.3



MISSION 8.4



close to yourself, so to be extra safe, jump out and shoot anyone who makes it to the island.

Phase 3

It's a long, drawn out approach to a pretty intense battle, but watch out for the booby traps along the way (1). Assuming you get all four guys to the oil drum(2), split them into two groups, leaving one lot with all the grenades and rockets. Take the other two to pick up the 50 heat seeking rockets that are hidden behind a bush(3).

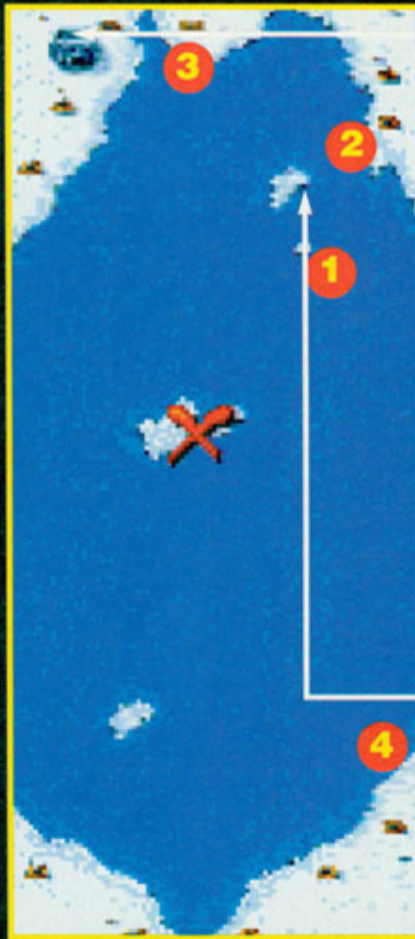
Head them back to the drum, but don't regroup. I tend to send one man forwards to take out the rocket launchers (4) and then take him to the native hut side of the river to missile the small hut and cause as much damage to the doors of the huts as he can. Okay, he's going to get killed, but if he manages to take out three huts, then it's worth it.

Send in the remaining grenade guy to do the same thing, and when it's all softened up, bring up the heat seekers. Their main advantage is being able to fire long distances over huts, so blast the huts, but leave a few enemy troops alive, head past the base, avoid the spike and wander along the back path. At the end is a tree(5), which has a four star general power up behind it. Not bad!

Phase 4

Shoot the soldier coming out of the tunnel, then grenade the hut over the trees (1) and blow up the jeep (2). Go and retrieve your jeep (3) before bombing the hut, and then send one guy down to shoot the three launchers (4), taking out the furthest away one with a rocket. If you put all four guys in the jeep, only two or three ever make it out of it, so leave one on the cliff top to provide covering fire, and then jump the jeep into the water (5). Make sure that everyone in the jeep forms only one unit, so they'll all get out at the same time when the jeep sinks. Head straight for the far side and grenade both the hut (6) and the rocket launcher over the trees (7). Run

MISSION 9.2



straight past the gun turret, and KEEP MOVING until you reach the far side (8), and then shoot the remaining rocket launcher. Cross over and head down the bank until you can grenade the jeep, and then head over to man the turret (9) and blow up the bunkers, using the same tactics as in phase one. Simple eh? No, I didn't think so either.

firing skidoo, so leap into it, and position yourself so that the enemy turrets shoot up the huts rather than you. You can only do so much damage like this, so park up, get out and blast the remaining turrets and enemy skidoo, picking up the extra grenades in the centre only if you absolutely have to.

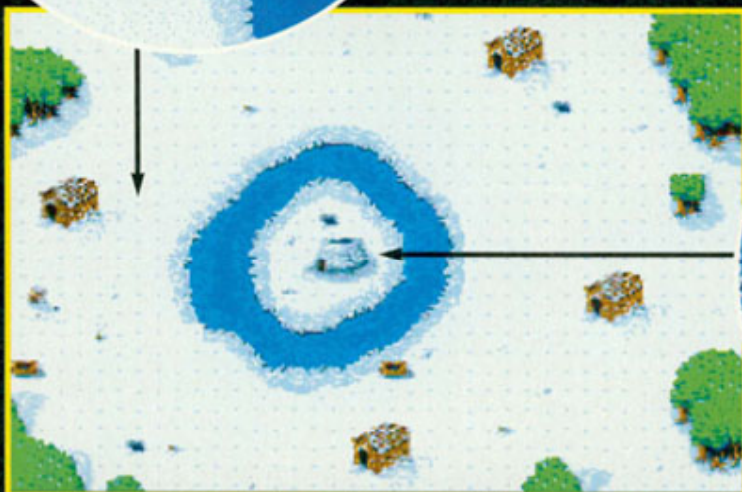
MISSION 9 Phase 1

It's fairly obvious that you haven't enough bombs to blow up all the buildings, but you do have a rather natty cannon

Phase 2

Head to the top right of the map, aiming for the little island.(1) You'll need lady luck on your side during the approach, as the gun turret's sometimes a lot more accurate than other times, and could well blast you while you're still in the water. As soon as you touch land, rocket the first turret (2), and then work round the turrets anticlockwise. You can either use the turret (3) to blast the blockhouse and enemy gun positions, but I prefer hiding behind the blockhouse until it gets shot up, and then taking out the turrets with grenades. Either way, you'll have cleared the top half, and finishing the level's a simple matter of swimming to the bottom right (4), taking out the remaining turrets with grenades and generally killing anyone that's left.

MISSION 9.1



MISSION 10 Phase 1

The enemy are pretty sharp on this level, so watch out for incoming grenades and rapid gunfire. You've got enough ammo to



MISSION 10.1

complete this one, so don't be fooled into going for the rockets near the first hut (1).

Simply head clockwise round the compound, sticking to the road. Keep moving and blast all the huts, but look out for the rocket launcher on the roof of the large hangar at the bottom (2). The helicopter's not armed, but drops off soldiers all over the place, but you can easily rocket it whenever it lands. This one's a simple arcade blaster and shouldn't give you any problems at all.

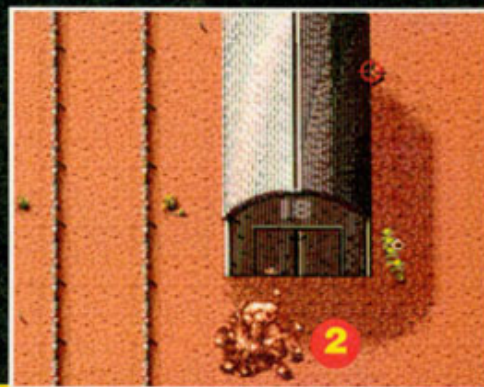
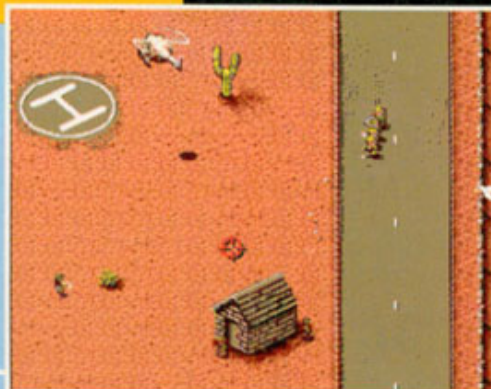
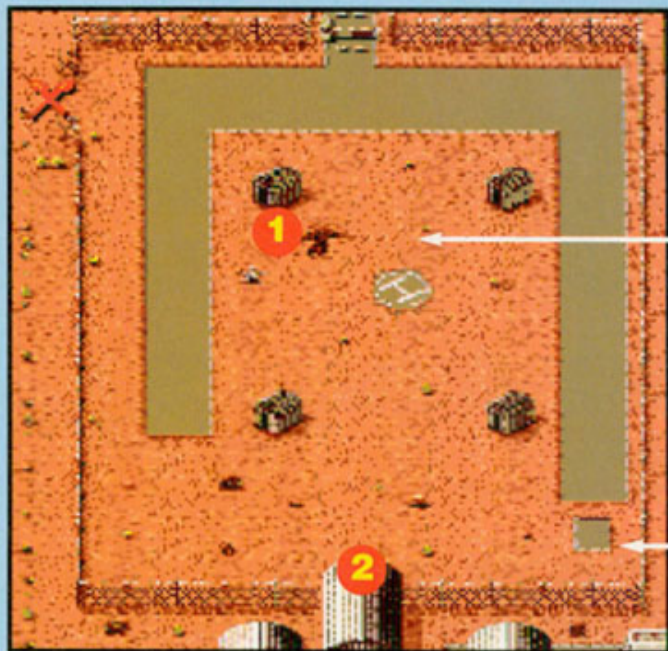
Phase 2

This is another blaster, although it's a bit more intense. The turret at the beginning makes things pretty tough, but look on the bright side - it does help you to blow up the huts.

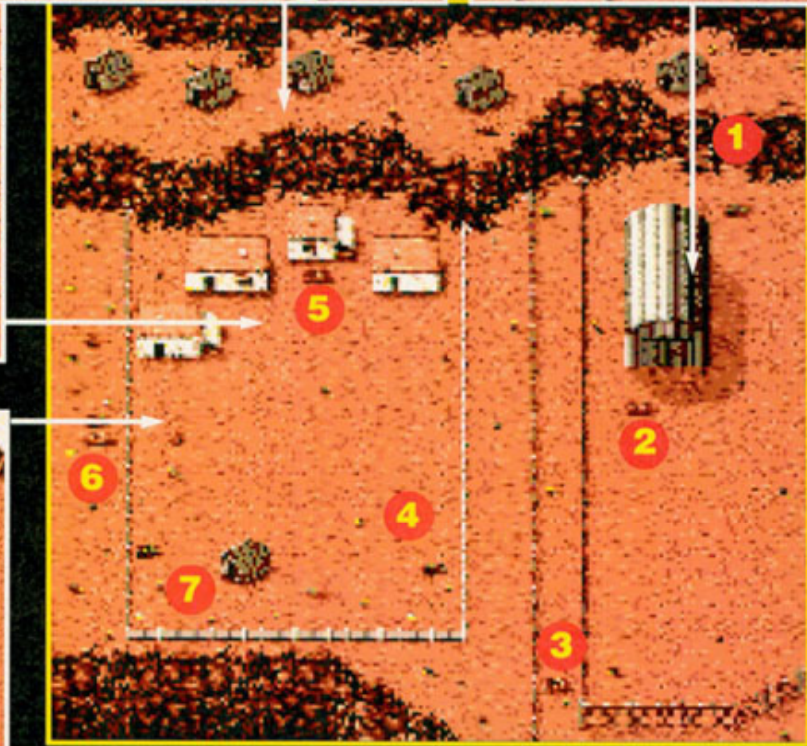
Tread carefully across the bridge as it's booby trapped with spikes, and then pop round the corner of the hut and take out the turret. Blasting the next one rips open the fence, letting you through into the next compound. Be very careful at the next bit, because even though the rocket launcher's on the far side of the fence, there's a good chance that the exploding fence will take you out. Head up to the end of the fence and then bomb the turret, then collect the extra rockets and blast the next turret. That just leaves a hut in the compound to destroy and you've finished the phase.

Okay, up to mission 12 next month I think, but like I said at the beginning, any more tips would be appreciated. So until next month, show no mercy and disregard human life, people. Have fun.

● 'COMMANDER' CAM WINSTANLEY



MISSION 10.2

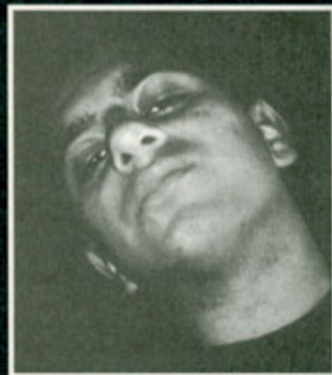


TROUBLED?

Then you need...

THE LAST RESORT

with Rich Pelley



Would you buy a used car from this man? Would you let him babysit your children? Well, nor would we, but for Amiga games, Rich Pelley's your bloke.

Stumped? Flummoxed? Stuck In A Rut? Trowned? Frustrated? Perplexed? Befuddled? Stymied? Mystified? Useless? Pathetic? Ignoramus? Bone Idle? Dim Witted? Abysmal? Slackbrained? A Bit Crap? Dismal? Loser? Unhappy? Witless? Tragic? Bamboozled? Up The Creek? Troubled? If any of these terms apply to you, then you really do need... (Medical attention? - Ed) The Last Resort.

UGH!

Q "Haven't got any codes for UGHI, have you?"
Jeremy Haddingam, Coventry

A Indeed I have.

One-player, 'easy':
Level 10 - PROFJRJGUMBY

Level 20 - SPANISHINQUISITION
Level 30 - THECATSATONTHEMAT
Level 40 - WALLYWIGGIN
Level 50 - STILLNOTGOODENOUGH
Level 60 - CHANNELJUMP
Level 69 - ALBATROSS

Two-player 'easy':
Level 10 - MYDOGHASNOSE

LOOSE ENDS

Problems, problems. You think you've got problems? So have these readers. And I can't help them.

Q "CANNON FODDER, mission 19, the first and only phase. I can't destroy the buildings, ground guns or even get to the chopper on the building centre. Not even repeatedly hitting my mouse does any good."
Tom Wood (age 15), Lancs

Q "Please could you help with the secondary mission on HIRED GUNS. I can get as far as entering the portal with the inscription:

NEW
WNE
NWE
SN

outside, and I have tried following these directions forwards, backwards, top-to-bottom and inside out. I can find the key, but just can't exit the level."
Mr A Hinchliffe, Bridlington

Q "I've ground to rather an embarrassing halt in a rather old game called BATTLETECH. I have fought the last training battle (and won) and have scoured the entire planet looking for the Starport, but I just can't find it. Ou est?"
Habeeb Mustafa, Plumstead

"PS Oh, and did you know that in HIRED GUNS, if you type in AMIGA your characters will be invincible?"

Q "I am rather baffled on planet two of CAPTIVE, Troddo. I've been wandering around it for ages looking for an entrance but to no avail. I have finished the first planet Butre, killed the professor, collected the space probe and blown up the generator room. Is there something else I should have taken/brought on Butre to help me at Troddo? I've tried looking in

Mindscape's hint book, but to tell the truth I didn't find it at all helpful."
Robert Lilly, Balham

Q "In INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE the bit which has got me foxed is when there are six skulls to play in the catacombs and you refer to Abbess Hildegard's obscure musical notes in the computerised Grail Diary. I just cannot for the life of me work out the correct combination. It's driving me loopy."
Gerard Lee, Dumbreck

Q "Having spoken to Father Fabiani about everything in CRUISE FOR A CORPSE, gone round to the ship talking to everyone again and searching through all the rooms, no matter how long I take to do all this, he's always still there when I get back!

What is it that I haven't done?"
Tricia Tranter, Bolton

Q "The useful advice given in earlier issues of AP has got me to the Dragon's Lair in DRAGON QUEST. The problem is that I cannot find the dragon nip which you are supposed to use to kill the dragon. Where do I find it? I thought I had located and searched every room on my travels. Is it something to do with the items I am carrying? I was not able to open the door with the code wheel message on it. I am not sure whether this has any significance."
Robert Lilly, Balham

Q "In LEMMINGS 2 I've been stuck on level 1 of Sports for months. I only have one bomber and three flame throwers so how do I do it?"
Tricia Tranter, Bolton

Q "In SEYMOUR GOES TO HOLLYWOOD, I cannot find a use for the bouncy ball, the dollar piece, the magic potion, the mallet, the pair of rubber gloves and the sharp dagger. Can you?"
D Jefferies, Andover



Level 20 – JIMMYGREAIVES
 Level 30 – THELARCH
 Level 40 – RUMPLETWEezer
 Level 50 – ITSAMANSLIFE
 Level 60 – MIMMO
 Level 69 – MRBELFIT.

RAINBOW ISLANDS

Q "Sad I know, but I can't get past the end-of-level baddy on island 4, and I can't get hold of issues 1 or 2 to check out your complete guide for any help either."
 Nick Williams, Barking

A Issue 2 tells you to "simply move across the bottom of the screen firing repeatedly and avoiding the clowns as they bounce," but that's not actually how I did it. If you're good at the level, then try to have gained fast and at least double (but preferably triple) rainbow powers before you meet the Big Clown Boss. If you stand still in either bottom corner then you are actually safe (because he is too big to bounce into you), but you'll need to jump to fire at any small clowns that may be coming your way, and at the Big Clown himself as he passes.

FLOOD

Q "Codes?"
 Richard Bullows, Leicester

A Yep.

Level 1 – Frog	Level 22 – Reed
Level 2 – Year	Level 23 – Lime
Level 3 – Quif	Level 24 – Quid
Level 4 – Long	Level 25 – Wing
Level 5 – Word	Level 26 – Flee
Level 6 – Fred	Level 27 – Giga
Level 7 – Wine	Level 28 – Head
Level 8 – Grip	Level 29 – Loop
Level 9 – Trap	Level 30 – Sing
Level 10 – Thud	Level 31 – Joux
Level 11 – Frak	Level 32 – Pink
Level 12 – Vine	Level 33 – Gogo
Level 13 – Jump	Level 34 – Lets
Level 14 – Nill	Level 35 – Quad
Level 15 – Four	Level 36 – Brill
Level 16 – Grip	Level 37 – Eggs
Level 17 – Zing	Level 38 – Hens
Level 18 – Jing	Level 39 – Nail
Level 19 – Lido	Level 40 – Soap
Level 20 – Pool	Level 41 – Foam
Level 21 – Hate	Level 42 – Meek.

CANNON FODDER

Q "I can't get very far in this at all. I know this sounds a bit rubbish, but are there any cheats or level codes?"
 James Burniston, Nottingham

A First stop for you, young man, should be our epic no-punches-pulled *Cannon Fodder* tips. Where are they? We've just had four pages of them, you dummy.

Alternatively, just go to the Save screen and type in **JOOLSRIP** as your saving filename. A message will then flash up – 'Cheat mode activated' – and you'll find that your lead trooper has become a sharp-shooting 4-star general. Thanks to quite literally dozens of readers for drawing our attention to that one

CASES CLOSED

Check this out! We've certainly managed to shut up an impressive number of readers this issue.

F/A INTERCEPTOR

Q Matt Bainton of Bristol had apparently been trying to destroy the carrier sub for five years.

A "Er, you're not supposed to! You only have to destroy each aircraft that takes off from it (five in all, if memory serves). And don't forget that if you are too close to the sea they'll never take off, so give them some room. Moreover, if you take too long about it, the sub will launch a cruise missile straight up your bum."
 Kostos Giannakos, Athens

SYNDICATE

Q Darren Crawford of Bromley was at risk of going completely insane in Columbia.

A "Use two cyborgs, each armed with a flamer, a medikit and an awful lot of patience! (Scanners and miniguns are optional.) Mop up any nearby enemies, hijack a car and drive it outside the complex to exchange it for an ambulance. Motor back to the city, sending one cyborg to collect the parked car, and (by placing the car in front of the ambulance and using the group icon) drive both vehicles back to where the doctor is waiting.

Get the ambulance driver to drop a medikit on the pavement and walk up to the doc, then get back into the car and drive off ahead. The doctor will hopefully walk up to the ambulance, wait a second, get in and pull away. He is going to the big building at the far south point (to the left of the play area) so you can either head straight there, or abandon the car at the gates and take the rest by foot (this is what I recommend). Follow him into the building and – hey presto! Mission complete!"
 Matthew Fox, Middlesex

A "And by the way, don't bother with all that 'two medikits and energy shields' rubbish you printed in issue 30 when tackling the Atlantic Accelerator mission – there's a far easier way. Send in four cyborgs with V3 body armour each with four lasers and four gauss guns. Group the agents together at the back of their starting point and send out a single cyborg, laser drawn, to take out the first couple of waves, letting a few rockets into buildings now and then to take out entire attack squads. The enemy will come to you, so keep

scanning to keep an eye on the situation, and if ammo runs out, you can simply exchange for another cyborg. Eventually when all the enemy have been roasted and toasted, head for the buildings at the top right of the complex and look for a lone man running in circles inside a building. Go inside, blow him away and ta-daa! Mission complete!"
 Matthew Fox, Ruler of the World

SHADOWWORLDS

Q Chris Aldersey of York had found a display screen reading:

Light Sensor
 Activates Door

and just didn't know what he was supposed to do with it.

A "Walk up to the door and switch the lights on. Click the mouse on your head and move the light so that its beam is directed to the upper corner behind you. Shine it onto the red switch that you see and the door will then open."
 Matt Collier, Liverpool

LEGEND OF KYRANDIA

Q Re: Issue 32, Oliver Heppelk of Granthorax, trouble with locating Topaz.

A "The Topaz is the yellow gemstone. Mix it with the yellow flower (a tulip, I think) to make the yellow potion, and mix this in turn with the red potion in the Crystals of Alchemy to make the orange potion."
 Mark Godwin, Ulverston

Q Re: issue 32, John Richardson of Hampshire, problems with the Golden Dish.

A "You must place the sunstone, the garnet, the sapphire and a ruby into the Golden Dish. (I think this is the correct combination. If not, try varying the gem colours – it may be random.) When correct, the dish changes into a golden flute – use this later on in the game."
 Mark Godwin, Ulverston

FASCINATION

Q Neil Grendan of Hastings couldn't have been more stuck if he was placed in a strait-jacket and left to stand in a bucket of concrete.

A "In the lobby, take the key ring, give it to the receptionist and collect the locker key. Talk to Rob and Priscie, who will give you a lamp. Have a coffee and keep the sugar for later. Give Priscie the hat from the drinkers' bar, under which is a switch which will reveal the pendant hidden in the pool.

Now go to the Quantum lab. Your room will get ransacked, but vital clues are left behind."

L Thimbleby, Torpoint

LEMMINGS 2

Q It appears we may have been having our legs pulled by Gary Jenkins of Sidmouth when he said he couldn't do Beach level 8. I went on holiday to Sidmouth once, by the way. I was five, and I got badly stung by a wasp on the beach who'd flown into my Cornetto.

A "1. Why are you stuck on this? 2. Here's the solution. When the lemming reaches the little grass platform thingles, make him a hopper. That's it. Good grief, I've got things to do, y'know. Now gimme the answer to this and there'll be no hard feelings. I'm stuck on a Circus Land level, the one with just one screen, the two cannons and the trampet."
 Joseph Robertson, Roberton

DESERT STRIKE

Q Stephen Gillard of Lincolnshire sent in a query ("I can protect all the oil fields except the last"), obviously having previously heard that this was the place to write to with just such a problem.

A "To protect the final oil field you must fly upwards along the sand dunes by the beach until you come to a concrete bunker (like the secret agent's housing on level one). Wait a few seconds and if they haven't already, six or so soldiers will run out of the bunker and start waving their arms at you like demented palm trees. You must pick these guys up – suitably quickly if you possess the power winch, situated near one of the oil fields – and then fly back to the oil fields and search around a bit until you find a cross such as the ones on the landing zones. Land here and the men will run out and protect the final oil field leaving your hands free to tackle the next mission."
 David Burgen, Derby

You should be well aware of what The Last Resort's about by now – answering (and asking) game questions – so please send all and sundry to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. You can even mark your envelope 'Question' or 'Answer', too.

SERIAL

Do you see that bit at the back of your Amiga that's marked 'Serial Port?' Did you ever wonder what it was for? No, we didn't either and the way things were, we were never going to find out either. You see, AMIGA POWER's a games mag, and we pride ourselves on knowing absolutely nothing about the technical aspects of computing. We feel that it focuses our minds on the games if we regard the internal workings of computers with a certain amount of religious fear and awe, but when Steve McGill turned up, all that was to change.

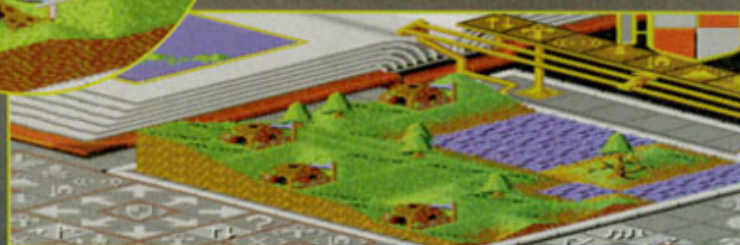
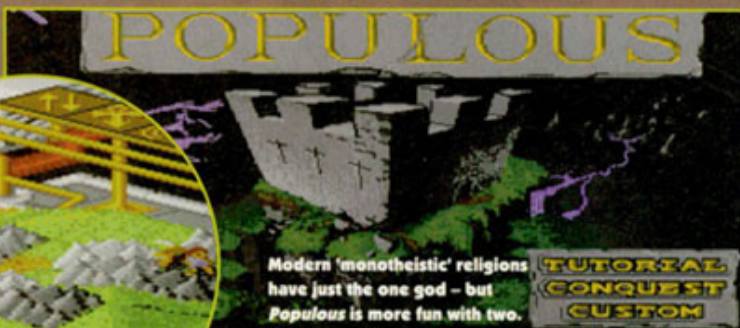
You see, Steve's an Amiga owner's Amiga owner, using his machine for all those practical purposes that we tend to shy away from. As you'd expect, his talk of "serial port links" and "null modem leads" fell on deaf ears, until he did the obvious thing and showed us what you can do with a null modem link and a couple of computers. And what can you do? Why not tell the readers, Steve...

STEVE EXPLAINS ALL

An RS-232 null modem lead consists of three separate wires enclosed in a piece of PVC, soldered onto the proper pins of a couple of female 25-pin 'D'-sockets. The data sent down the lead between the computers consists of information about the game position and so on, plus some synchronisation signals to make sure everything doesn't crash. But the point is that you don't have to worry about what's going on, just that the whole thing works when you've got it connected.

Bear in mind that, depending on the software, it doesn't necessarily have to be another Amiga that you're hooking up to. In fact, my first experience of linked games was with my trusty old Atari 1040ST and an A500. I used to play *Stunt Car Racer* and *Falcon* against my girlfriend to see whose turn it was to make the tea and stuff like that.

Are null modem leads easy to get hold of? Not quite. We found it almost impossible to track one down in Bath that was capable of doing the job, and on one of my regular weekend jaunts to Tottenham Court Road in the Big Smoke, it was the same story. In fact, the only direct hit materialised with the Silica shop, but they wanted £12.95 for a cable that was only 1.5 metres in length, which really is feeble. I once sold 25 metres of cable to someone who wanted to play *Populous*



against his next door neighbour, but an ideal length's about 4 metres, and it's easy to make your own.

For once, we'll tell you - anyone out there who wants to know about it should drop a line to "Steve! I really need to know more about this super exciting serial link stuff, so let me know immediately." We really need to gauge how much interest there is out there. If you're not interested, we'll sulker for a bit, say a lot of spiteful things about you behind your back and then, finally, we'll take the hint.

TECHNICAL INTERLUDE OVER

Get all that? Okay, grab a friend, fork out a measly pittance on a cable, dust off some of your old games, and get down to some serious head-to-head action. Here's the run-down of the good ones, in exactly the same order as we thought of them, complete with details of how infinitely better they are as linked games.

STUNT CAR RACER

Kixx
Classic racing game from Sir Geoff Crammond that, despite its simple graphics and age, is still one of the finest Amiga games around. The concept's simple - drive as fast as you can along scarily narrow rollercoaster tracks, bump the other racer off as often as possible and try to avoid wrecking your car on those nightmare leap into space.

Serial killer: Defines the term 'competitive.' Why didn't Sir Geoff offer us this in *F1GP? 8/10*

POPULOUS 1 & 2

Electronic Arts
Be a god for the day and impose your divine wrath and fiery judgement on any non-believers, while the opposing player does the same to your guys. Poor mortals - all they want to do is build



Then there's Alcoholics Anonymous - the 'Fourth Emergency Service'. Hmm.



KILLERS

houses, raise crops and breed, and they end up getting drowned or chopped up.

Serial killer: There's something worryingly gratifying about knowing that it's your friend's followers that you're bumping off, instead of the computer's, but your god-like status distances you from that one-on-one feeling. **7/10**

KNIGHTS OF THE SKY

Microprose

World War 1 dogfighter that relies entirely on your seat-of-the-pants flying skills and

machine guns. The engine splutters if you try and climb too quickly, you stall at the simplest manoeuvre and your gun jams all the time – in a word, it's brilliant. The slow, unwieldy planes do nothing but add to the appeal of possibly the finest combat flight sim of all time.

Serial killer: The twisting, turning dogfights can last for ages, testing both players' pilot skills to the (blue) max, and on two A1200s, it runs at an almost unbelievable speed. **10/10**



Now, the RAC could become The New Knights Of The Road...

RED BARON SIGHTED YOU
A BULLET CAUSES MINOR DAMAGE
YOU DAMAGED HIM!

...if they jousted over the central reservations of motorways.



There's no doubt that Bullfrog deserve to be lofted shoulder high and given a rousing three cheers for their monumental contribution to serial linked games. Games such as *Populous 1* and *2*, *Powermonger* the forthcoming *Theme Park* are all based around the idea of clouting your mates, and to date, the only Bullfrog Amiga game that isn't playable over a serial link is *Syndicate*, but that's so

Peter's picked a perfect pitch of, well, excellent two-player games. (Sorry.)

damn cool we can sort of forgive them. I chatted to the head of Bullfrog, Peter Molyneux, about why he thought they were the undisputed kings of the links. The conversation went like this:

Why do you make your games linkable?

Peter: The first reason's practical, as we test games by playing them against each other, so the programming for two-player games is one of the first things to go into any project. By battling against each other, we can gauge how tough and

smart to make the artificial intelligence for the computer player, which we then implement later on in production.

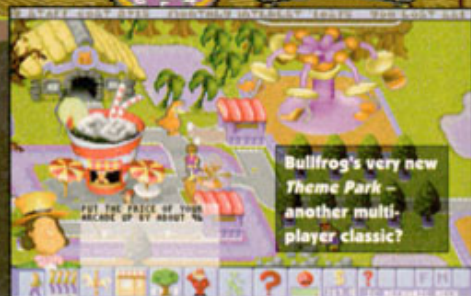
The other reason's a simple marketing one – playing against someone else is always more enjoyable than going up against a computer, and it makes sense that if we're using multi-player links in our development stage, we should also make them commercially available.

What's next from Bullfrog?

Peter: Sticking with the god-game idea, but trying something new with it, we're releasing *Theme Park*. Like the others, it can be played single player, but it'll come into its own in the serial-linked mode. You're given a plot of land and have to construct rides so exciting that you'll break your competition. Two players can either work together on the same development, or build rival theme parks on the same plot. It'll be great!

Which way do you see yourself going in the future?

Peter: We believe that multi-player games are the future of video gaming, and are firmly committed to being a part of this market. Even as I speak, we're developing an eight-player version of *Populous* for the USA, which will be playable across fibre-optic links. This set-up's based on a housing estate in Japan, in a place called Itsibachi, or something. *Populous* is released in Japan by a sprawling corporation called Masawa,



Bullfrog's very new Theme Park – another multi-player classic?

who, among other things, also build houses. They decided to link up about 5,000 houses in this estate, and include a free computer with every house. And guess what? You get *Populous* for free, meaning that you can play against any one of your 4,999 neighbours.

Um, okay. Thanks Peter.

Peter: No problem whatsoever. Bye.



It's all the fun of the fair – without the hassle of leaving your chair.



The 'Theme' of this 'Park' is clearly medical curiosities. And houses.



Maybe these 'little people' are other human players. Or maybe not.

THROUGH YOUR END PARK PLANNING ONE OF THE LITTLE PEOPLE HAS GOT COMPLETELY STUCK. FIND OUT WHERE AND HELP THEM



**CEPRIT
TURBO
SE**

MAX SPEED: 160 MPH
0-60: 4.7 SECONDS

MAX POWER: 254 HP
MAX TORQUE: 361 LB FT



Tornado captures the whirlwind pace of jet combat, but biplanes are more fun.



Lotus 2: split screens and serial links enables four-way action.



TORNADO

Digital Integration

This month's release shows that fast jets and missiles sort of take the fun out of dogfighting, and needing an A1200 to run the game at an acceptable speed's a bit of a drag, too. Still, it's an in-depth and complex modern flight sim.

Serial killer: Unfortunately, on a link the game runs even slower, and long-range missiles mean that combat's often just at extreme radar range. **-2/10**

SKIDMARKS

Acid Software

Rock and rollin' off-road, full-contact race game that doesn't so much test your racing skills as your proficiency in bumper cars. The actual game's a wonderful affair, which makes it all the more annoying that the extensive amounts of disk swapping and loading time eventually drive you nuts.

And it crashes too often to be feasible fun. **Serial killer:** You've the added options of four human players, or two players (each with a full screen), making it an ideal pop-and-pretzels party game. **5/10**

LOTUS 2

Gremlin

If you don't like split screens, but still want to race against your arch-rival, you can. Not quite as much fun as racing over a circuit, but still a great blast.

Serial killer: At the very extreme, using the split-screen and the serial link, you can have four people playing. Now there's no excuse for your Amiga not to be the centre of some good wholesome 'nowt taken out' family fun. **9/10**

HARD-HITTING (AND DECISIVE) EDITORIAL BIT

Now despite all this "Wouldn't it be wonderful...?" stuff, you'll have gathered that there aren't actually that many games that make use of the serial link option. We decided to find out why. Gremlin's *Lotus 2* had the option, but *Lotus 3* didn't, and it's obvious that war games, sports sims, RPGs and shoot-'em-ups would be brilliant if both you and a friend could take control.

We canvassed the softies, planning on having a section of quotes, but everyone said pretty much the same thing, which was summed up rather neatly by **Jon Hare of Sensible Software:**

"We realise that *Cannon Fodder* would be a brilliant game on a serial link, but we could never afford the time to do it, as it would be hard to change the programming from one player to a serial-linked game, which would have delayed the finish date even more. We've got a policy of not doing things like A1200 versions, because if we can improve a game in any way, we'd have managed it in the standard version, and quite frankly, we'd much rather be doing new projects.

"The main problem is that serial linked games are great for set-ups like us and your magazine, where you've got

loads of computers in the same room, but they've never caught on because most people only have access to one Amiga."

The argument that no-one owns two computers was used by almost everyone. It would make sense if you were talking about some fancy piece of kit, but the fact is that the Amiga's got a massive user base. Let's face it, if you've got an Amiga, the chances are that you know someone else who's got one.

But, when this attitude prevails, how can punters discover the fun of linked games? Look at *Virtua Racing* in the arcades. A good game on its own, but fantastic when racing against other people. The 'adrenalin pumping' cliché really does apply here. It takes games out of the dark realms of kids' play and into the well-lit heavenly lands of sport.

All the games we've listed here are head-to-head games, but serial linking two computers opens up all sort of exciting possibilities, not least the completely overlooked option of having two players co-operating. It's all idle speculation, but that's never stopped us before, so let's take a look at what we're all missing.

BRIEF ENCOUNTER

Parting may be such sweet sorrow, but in many games it'd be a blessing. Unless you use a split-

screen, existing two-player games limit your movement to the confines of the screen. Imagine classic combat games like *Syndicate*, *Cannon Fodder*, *The Chaos Engine* and *Alien Breed* on two separate full-screen-display Amigas, with the various players (or teams) wandering off independently, setting ambushes and attacking from opposite sides in a classic pincer movement - pretty droolsome stuff, huh?

UP, UP AND AWAY...

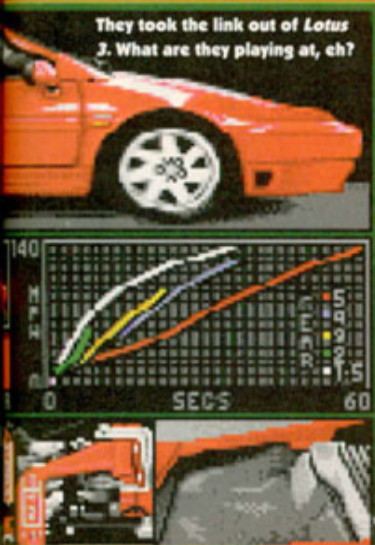
Lots of planes have a flight crew of two, so why don't games make any use of this idea? Having one player as the pilot of a ground attack Tornado, for instance, would leave him to dodge

flak, swoop over targets and blast away at air threats while the second player concentrates on electronic countermeasures, plotting the flight paths and dropping camera-guided bombs through people's chimneys.

Or imagine a *Gunship 2000*-type game, with the pilot flying the helicopter while the gunner identifies, tracks and destroys targets with missiles, rockets and cannon-fire. *Seek And Destroy* has something like this, but a lot more could be done. Call me a callous, jingoistic war-boy tech-head (*Cam, you're a callous, jingoistic war-boy tech head. - Ed*) but by freeing up the pilot to just fly, you could recreate in amazing detail all the fascinating gizmos that make modern warfare so interesting. If only, eh?

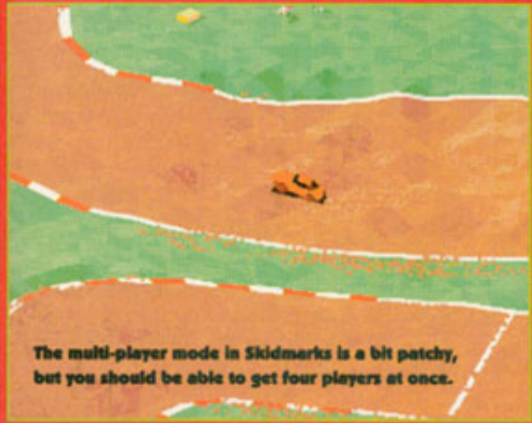


They took the link out of Lotus J. What are they playing at, eh?

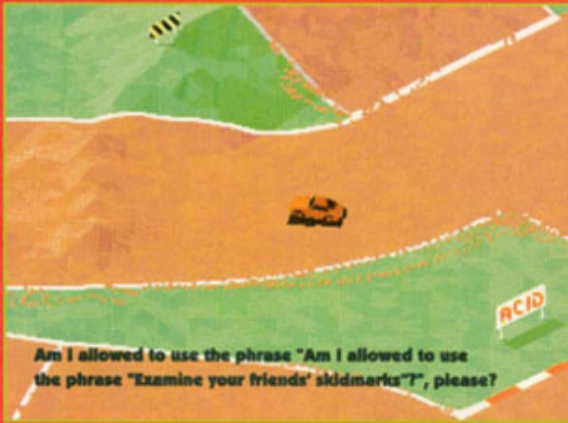


Linked arcade games are a growing trend. Witness *Super Street Fighter 2*, *Galaxians 3*, *F1 Exhaust Note*, *Run And Gun*, *Air Rescue*, *CyberSled*, *Outrunners*, *Steel Talons*, *Suzuka Eight Hours*, *Flying Aces*, *Grand Prix Star 2*. Need we say more? People are beginning to wake up to the potential. Pay a visit to the Trocadero in London or any arcade sporting one of the games on my list to see which games are the most popular and fun to play.

So our message to the softies is to reappraise the Amiga market. It's still the most innovative by a long shot, despite



The multi-player mode in Skidmarks is a bit patchy, but you should be able to get four players at once.



Am I allowed to use the phrase "Am I allowed to use the phrase "Examine your friends' skidmarks?", please?"

what press releases from Nintendo and Sega might imply to the contrary. The Amiga is in a state of non-specific flux at the moment - serial-linked games could bring about a creative evolution if marketed and promoted properly.

When was the last time you saw a game being promoted on the strength of the fact that you could serial-link it?

GETTING CABLE

MicroProse have been very good at producing games with this kind of implementation. But where was the promotion? Nowhere, that's where. They could have put a special offer on the appropriate cables and had that as the screaming headline on their magazine adverts. But, alas and alack, it was not to be. Which is a shame.

We're still being blinded by the science of super new hardware, too. Seemingly, unless your game platform is capable of shifting fifty-five million instructions per second, then it just can't cut it. Now that's a load of old grillocks.

Yes, certainly, the games market is technology-led. But it's weird. In marketing terms, the A500 and A600 could be said to be at the mature stage in the product life-cycle in terms of hardware sales.

In software terms, it's going through what can be described as a second generation of innovation.

And that's the crux of the matter. Thinking about the people who make up the Amiga-owning market, it has more

than its fair share of innovators and 'early adopters'. On the whole, you're older, smarter, more independent of mind and more sociable (if that doesn't sound like a contradiction in terms) than console owners. That's why, as a rule, the best games always come out on the Amiga first.

Demis Hassabis, the genius-type chap who won a programming place with Bullfrog through AP, used to regularly visit a friend of his at weekends to play *Populous* using a serial link (see the box below).

While it probably couldn't be said that Demis is a typical Amiga owner, he does belong to a typical subgroup of dedicated, intelligent, non-obsessive gamers. Like you, probably.

That's where we have it over the consoles. Bullfrog tried to implement a link when they converted *Populous* to the Megadrive. They had to take it out. It was too dangerous. Potentially, it could have blown the circuitry of the connected machines.

The story's basically the same with the Super Nintendo. There are currently no concrete plans to implement console link games, although there are a few multi-player joystick adaptors popping up nowadays. So, linked games can give the



Virtua Racing - one of the first serious multi-player racers, and still one of the best, if you want to ask our opinion.



Despite its name, Run And Gun is a fast-paced basketball sim. So now it doesn't matter if you're only four feet tall.

Amiga a much-needed edge in the marketplace. Commodore, or any of the independent software companies, just don't have the marketing muscle to face either of the console giants head on.

What's more, certain linked games only need one copy of the game to enjoy it on two machines: *Stunt Car Racer* being the first example to come to mind. Rather than losing income, this could generate greater sales produced by people clubbing together to buy a title.

By now, you may have realised that here at AP, we like linked games. Due, mostly, to the fact that they make everything much more 'human'.

But the bottom line is that it's up to you kids. If you're happy playing with yourself, then fair enough. But you really do deserve to be tarred with the 'anorak' brush. Remember that it's your Amiga and your money that you give up when you pay for a game. Nothing in this world is as powerful as an idea whose time has come. Demand linked games. Catch the idea! ●

HOT WATER TANK

There's a natural divide in tank games between the driving and the shooting, and it's practically impossible to do both of them at the same time. Games such as *M1 Tank Platoon* from MicroProse and *Empire's War In The Gulf* get round this by using maps to navigate, which leaves you free to get on with all the exciting 'flashing out with leaden death' stuff, but you still tend to either move without firing, or fire without moving. However, with a driver and a commander controlling a single tank simultaneously, you could speed right into the thick of it and get blasting away with impunity.

For added realism, the commander would have a heavy machine gun, all-round views from the top

hatch and a more limited view from the gunner's seat, while the driver could be fed information from computer-controlled observation helicopters. With the driver swerving around to avoid incoming fire, it'd be simple for the commander to sight up and blast away with the main 120mm gun. Kapow! Scratch one bad guy.

ME, MYSELF, I

The idea of MUDs (Multi User Dungeons) has been around for quite a long time now, but they've always depended on modem telephone links, which not many people have. But with a pair of serial-linked computers, you could enjoy this kind of interactive dungeon romp at a fraction of the cost. *Hired Guns*

from Psygnosis shows the potential for multiple simultaneous players, but the problem with that is that the screen's split into quarters. With two-player options, first-person games such as *US Gold's Legends Of Valour* would be tremendously improved, as you'd not only have increased muscle in scraps, but the action would also take up the entire screen.

With each player having a first-person view, you could have pretty spiffing boxing games, or sword fencing, or even beat-'em-up-type fighting situations. It's worth thinking about, we reckon.

PLEASE, SIR GEOFF...

Bring out *Formula One Grand Prix* with a serial link option. Oh go on. Please.



THE LABYRINTH OF TIME



Lanterns, laundry chutes and tasteful wallpaper have never been interesting. And still aren't.

Game: The Labyrinth Of Time
Publisher: Electronic Arts
Authors: Bradley W. Schenck and Michal Todorovic
Price: £24.99
Release: Out Now

There's a scene in the top teen comedy Ferris Bueller's Day Off where Ferris is telling the audience about where his friend Cameron lives. I can't remember the exact wording, but it's something along the lines of "It's very beautiful, and very cold, and you're not allowed to touch anything," which is oddly fitting to *The Labyrinth Of Time*. Sure, it looks fantastic, but if you try and play it, you'll find it's a cold hearted little beast.

DRAB-U-LIKE

Being an adventure, there's absolutely no getting away from going into the stupid story line, so here we go. You start off as just another sad commuter with a dull job and a dull life. This monologue of the drabness of contemporary urban existence is portrayed in a series of black and white photos, but then, as they're fond of saying in comic books - It happens! Unfortunately for you, 'it' turns out to be nothing very exciting at all, just a text box telling you that it "feels like you've been pulled in a direction you never knew existed," so instead of getting the feeling that you've been wrenched into an alternative reality, it's as exciting as bumping your head on one of those little bobby things that hangs from the roofs of tube trains.

The main difference to your view is that everything's now in wonderfully rendered, ray-traced and texture mapped 3D computer graphics, a change that's explained by some computer generated guy. He's the spirit

'This is as strange a maze as ere men trod.' Or something like that, anyway.

of some dead Greek dude, who's been forced to construct a maze that will cause the end of all humanity, indeed, the entire known universe. Or something.

The thing about this start is that it's instantly low-key, so you're reading that the world's going to end, but all you're looking at is the inside of a subway train. It hardly fills you with a sense of urgency and danger, and that's how you feel for the rest of the game. The world's ending, huh? Okay, just let me get my coat, I'll be with you in a minute.

SLIDESHOW

You move around by clicking on arrows, but since the view just jumps from one glorious still picture to the next, it seems like you're looking at someone's holiday snaps. Here's one of the aging hotel lobby, there's the art deco cinema, on the left's a wild west town and here's a palace of ice floating in the sky. Hmm, great.

The fact that it's all computer graphics makes everything look sterile, a feeling that's highlighted by the complete lack of anything to do. I found that I could pull the chain on a toilet and open the laundry chute, but that I couldn't look down it, and when I put my only possession (a 25 cent coin) into a slot machine, it just told me that I'd wasted my money. Is that supposed to be funny?

WHERE AM I?

The game boasts 275 locations and 180 images, and plays on both the CD32 and CDTV, but it's just too dull. Trudging round empty mazes was popular about a decade ago, and adding flashy graphics to this limp formula isn't fooling anyone. The only thing that's exciting about this is that it shows you what the CD32's capable of in terms of graphics and CD sound, so if you're a shop owner,

"Pulled in a direction you never knew existed"



I'm left wondering why they didn't just take photos of locations like these.

In a subway car, facing west



The raison d'être for this room is so you can look at the toilet and pull the chain. Wow.

a hotel, facing east



Yet another example of a great but pointless picture.



The first interactive bit in the game, and it rips you off. Tchh.

You insert a coin in the slot.



it's probably worth sticking this on in your window to attract passing trade. My advice to everyone else is to wait until they include some kind of gameplay into this sort of flashy package.

● CAM WINSTANLEY

UPPERS Brilliantly rendered pictures and atmospheric music

DOWNERS Useless 80's adventure gameplay, no character interaction (no characters come to think of it) and no puzzles

THE BOTTOM LINE

Nice video, shame about the song. Despite having lovely visuals, the gameplay's stuck in the 80s and the idea behind it's so much of an adventure cliché that you wonder why they even bothered. If you're after something to show your granny how good the CD32 is, then go for it. If on the other hand, you want some enjoyment or challenge, steer well clear. It really is hopelessly dull.

47



More pretty but dull pictures. And it doesn't get any more interesting than this.

Isn't it odd that all the terrorists die in exactly the same neat position?



over this one and massively improved the original, although to just look at it, it

seems exactly the same as the first version. Okay, there are loads of pretty stills that flash up between missions, but the improvements (he said mysteriously) lie elsewhere.

PROFESSIONALS

Sabre Team is a variant of that old gem *Laser Squad*, but with real people and situations (Er, Cam... - Ed). You're given a team of up to four SAS types, who are sent in to deal with various situations, usually of the rescue-the-hostages-and-kill-all-the-terrorists variety. The action's viewed from an isometric view, and you can always see your men because once they enter a room or building, the exterior walls vanish, to be replaced by lines on the floor.

There's also an impressive line-of-sight arrangement which highlights figures (be they terrorists, hostages or fellow team members) in other rooms, providing you've got a clear view of them through open doorways or windows. This means you can shoot terrorists from long ranges should they make the mistake of standing near windows, but more of that in a moment. The action's broken down into the smallest elements possible, so playing the



game's like watching the SAS storming the Iranian Embassy in extreme slow motion. Each team member has a number of action points, which is determined by their state of health (the more bullet hits, the fewer points) and also by how much equipment they're loaded down by.

Walking, changing weapons, picking things up, shooting, and even pulling the pin out of a stun grenade all take up action points, and you've quickly got to learn to use them wisely (And not, for example, use up your last action points pulling the pin out of a grenade then not having any left to throw it with, so it blows up in your hand and wipes out half your team. Right, Cam? - Ed). If you use them all in your round, and then a terrorist finds you in his round, you're dead meat, but if you leave enough to shoot him, then you get the opportunity to drop him before he gets you. Even rescued



hostages get action points, but with their hands tied behind their backs, all they can do is run.

TARGET

The line-of-sight rules are crucial to gameplay, as it means that every open door you pass could place you in a terrorist's field of fire. Also, what your troops can't see in their field of vision, you don't see, so it's vital to make sure that your team are arranged so they're looking in different directions, otherwise terrorists tend to blast you. Although the graphics are detailed and worthy of an arcade game, the appeal of *Sabre Team* is the

amount of thought that you've got to put into executing your raids.

Okay, all this goes for the original *Sabre Team*, but what makes this ten times more playable is that it's so fast. The first version took about five minutes to move the terrorists and hostages, which meant half the time you were twiddling your thumbs, but in this version, it's cut down to a few seconds, which means that a game takes about an hour, rather than the evening that it used to require. It's a game that makes you think, but is also exciting, and the only criticism I've got is that it's only got five missions, which isn't enough. I'd buy it and pray for Krisalis to bring out data disks, because with more missions like this, you could play for ever.

● CAM WINSTANLEY



Check out the bulging lats, those fine pecs, the big gun.

A1200 VERSION

SABRE

TEAM

Who wants to really crouch in a bush with a gun, scared witless, when you can pretend?



UPPERS **A1200**
Great sound and music, speedy gameplay and fine graphics all round.

DOWNERS Although the music's great, it would be nice to be able to turn it off and leave the sound effects. Only five missions is a real shame, it needs more.

THE BOTTOM LINE
It's a must for anyone like me who's seen that crappy Lewis Collins movie *Who Dares Wins* and thought it was fab. Absorbing, strategic, gung-ho firearms-based antics.

89

PERFECT!

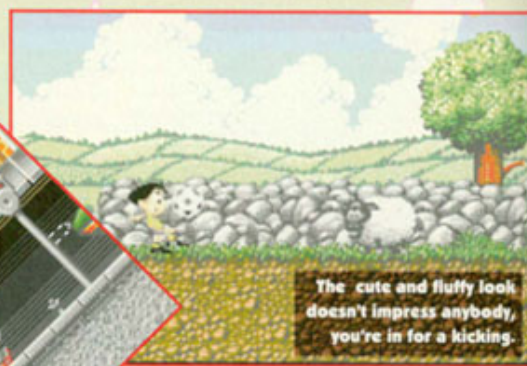
SOCCER KID

A1200 VERSION



This green and pleasant land, grass, trees, rolling hills, giant mutant killer goldfish...

Confused from his fall, the kid still hasn't grasped the concept of kicking.



The cute and fluffy look doesn't impress anybody, you're in for a kicking.

It look's like an open goal

Game: Soccer Kid A1200
Publisher: Krisalis
Authors: Niel Adamson, Nigel Little and Matt Furniss
Price: £29.99
Release: Out now

Right, this game's got a footbally theme so let's get all the pathetic football humour out of the way in the first paragraph. At the end of the day, you'll be sick as (*No, let's not.* - Ed)

The World Cup has been stolen by space aliens, broken into five pieces and scattered over the earth. It's up to you, a small boy with a large football, to find all the bits and make footy fans happier. Oh well, who needs a believable plot anyway? Off you go through five scrolling levels, full of power-ups and baddies, big and small. Your only weapon is your, apparently deadly, football.

BALL CONTROL

You don't just kick it along the ground, either. Press the fire button and you start bouncing it up and down on your foot. From here you can do headers, kick it in all directions and stand on it and jump up, for those difficult, out of the way platforms. Unlike an awful lot of platform games you don't jump on the baddies to kill them, only your football can do that. So don't accidentally jump on them in a panic, like I did, a bit, at first.

The ball kicking business is brilliant. You have enough control to do skillo shots without it being horribly complicated. It bounces around most pleasingly. If you

lose it off the screen then holding down the fire button teleports it back to your feet. You can jump around without your ball but you've no way of dealing with nasties, feeling almost naked. Along the way there are the usual extras to collect, often imaginatively represented by sweets, apples and ice cream cones.

"Skateboarders, tourists and even spitting sheep"

GOOAAALL!

Instead of a horrible maze of platforms it's a straightforward left to right, with occasional diversions up and down to collect something juicy. There are some real villains here too, skateboarders, tourists and even spitting sheep. You can race for the end or hang about collecting everything for those points. You can earn bonus points for doing trick shots.

What's new for the A1200? It's now hard drive installable and noticeably more colourful, without most of the nasty stippling effects of the ordinary version. It is still thirty quid and that's still a lot of money, so it's a good job it's a smart game. Playability? It's got bags of it, and then some more that wouldn't fit into any of the bags.

● CHRIS LLOYD

and yes, he scores!



A pretentious mountain biker shouts bingo numbers as the Kid knocks him off his bike.

"I 'ad that Soccer Kid on top of my cab once."



UPPERS A1200
 ▲ An original platform game. Gasp, staggers back in amazement. Looks good, moves well and very playable, some great bouncing and lots of things to collect.

DOWNERS
 ▼ you'll be sent back to the start of each level slightly more times than is you might wish. Not as fast-paced as it could be and rather linear.

THE BOTTOM LINE

Who can help but be charmed by the Kid and his big football? A touch above the usual platform genre antics. Which is just as well really.

85 PERCENT

The dragon, inevitable really, oh and he breathes fire too.

Game: Simon the Sorcerer
Publisher: Adventure Soft
Authors: Simon Woodruffe, Alan Bridgeman and Mike Woodruffe
Price: £39.99
Release: Out now

SIMON THE SORCERER

A1200 VERSION

The boy in the hat is back and it's as stupid a pointy, purple thing as it ever was. Simon the Sorcerer is enhanced, so the rumour goes.

Use melon on sousaphone. Obvious really, don't know why I didn't think of it before. *Simon the Sorcerer* has appeared in A1200 enhanced guise sporting more colours. Everything else is pretty much the same. It's a classic point and click adventure game from the *Monkey Island* mould. Off to a good start for me then, I love all the mucking about in a fantasy world, talking to strange new friends and trying to figure out what object goes where. The interface is as simple as it can get, the manual takes all of four pages to explain how to get going. You click on a verb at the bottom of the screen and then on the screen to do it, easy-peasy.

EAT ME
 The game has stupendous, rich graphics. There's plenty of animation as well, characters jiggle about, birds flying by, streams bubble and the like. If you stripped all the visuals away you'd be left with a fairly standard adventure not a million miles away from *Colossal Cave*, the great text adventure from the mists of time. The puzzles range from the pretty damn obvious if-you-don't-get-them-you're-a-thickie type to it's-the-last-option-so-I-may-as-well-try-it type. Some objects are very small or used in obscure ways. It's funny, it made me laugh out loud a few times, although a lot of the humour is puerile or forced. There are loads of in-jokes to get and characters and situations swiped straight from fairy tales.

The plot? Who cares, some stuff about rescuing a kidnapped wizard. Games like this

Cue some rather tedious two-headed creature humour.



Simon, cunningly disguised as a dwarf.



Before you can ring the bell you need to get the clapper from the blacksmith.

"You can't die, you just get stuck"

are a series of puzzles that make you feel clever when you solve them, play it all the way through once and that's it. You can't die, you just get stuck. It's a fairly non-linear in places, you can work on more than one puzzle at once. You can also find yourself wandering over a large area totally at a loss as to what to do next. The puzzles tend to be of the use the object in the right place in the right way sort. It soon turns into a collect everything and use everything in every location job.

DRINK ME
 The text appears at a set speed, you can't step through it so you have to keep your eyes on the screen in case you miss something. The longer sections of chat and animation can be skipped, but it gets tedious at times. Simon plods about everywhere, a little faster than if the game were running on an A500 but not much. Played from the multitude of floppy disks the disk accessing

soon gets to be a bore. It needs a hard drive. *Simon the Sorcerer* adds nothing new. A lot of work has gone into making sure it looks pretty, and it does. It's the kind of game that makes an ideal counterpoint to manic platformers and shoot-'em-ups. You can play it at any speed you like. As graphic adventures go this one is nearer the top of the pile than the bottom.

● CHRIS LLOYD

UPPERS Lush graphics, easy gameplay and plenty of puzzles. Sometimes quite funny as well. Will keep you off the streets and out of trouble for some time. No maze!

DOWNERS Nothing ground breaking here, a straightforward adventure that takes perseverance. Some tiny objects to find and not a lot of game beyond the plot line.

THE BOTTOM LINE
 Yet another big graphic adventure with a corny sense of humour. Underneath the flash visuals it's really very simple stuff. Find object, use object, find object, use object...

73

NOW BETTER ON COLOURS THAN EVER

The only enhanced feature of the A1200 version of *Simon the Sorcerer* are the graphics. Instead of 32 colours, the artists have 256 colours to play with. They have a richer feel to them. Some screens are more obviously improved but as a whole the effect is quite subtle.



The ordinary version running on an A500, 32 colours available and they have been well-used. Looks pretty good to me.



The A1200 version, what a difference eh? No honestly, there are a lot more shades and things if you look closely.



BUDGETS

You don't have to be mad not to buy some of the top-value Amiga games now available on budget labels - but it helps! But seriously, this month's cheapo round-up sees the long-awaited low-price debuts of *Speedball 2*, *The Lotus Trilogy* and, er, *Street Fighter 2*, so what are you hanging around looking at this dull bit here for?



CORPORATION

Game: Corporation
Publisher: Corkers
Price: £9.99
Release: Out now

This game set something of a record - I managed to kill myself without ever getting out of the elevator where you start, while 'practising' with the controls. Anyway, *Corporation* has you infiltrating a cybernetics factory to retrieve the embryo

of a rather nasty, not to mention illegal, genetically-engineered killing machine.

Take your pick of six agents and equip them with a suitable collection of gadgetry and off you go on a high-tech dungeon bash. The graphics are first-

baddies. Objects appear as little domes on the floor: you have to walk up to them and select the Look icon to see what they are. The viewing window moves smoothly enough, but the game has the usual 3D problems of lining up with the doors squarely, so there's lots of sliding along the walls and spinning around on the spot. Most of the complex is pretty bare, loads of empty rooms and corridors.

As usual the occupants have thoughtfully sprinkled useful equipment around the gaff. Among your weapons are neat image-intensifying, thermal image and infrared goggles - lots of pretty colours. Trying to stop you are a bunch of human, robot and genetically-engineered blobs with nothing better to do than injure you at ever opportunity. Life, eh?

The controls are a bit fiddly at first and some simple tasks are frustratingly awkward. Your character also seems to need constant supplies of sugary drinks. I dunno about you but I can usually last more than five minutes without one. There are some nice touches, infrared beams, security cameras and nutty repair robots.

The final paragraph is here already and it's tempting to look in the official AP book of game review sayings. I've already been told off for the one in *Simon The Sorcerer*. Er, fans of this style of game will love it. Damn, damn, damn.

● CHRIS LLOYD

THE BOTTOM LINE

More difficult to get into and more fiddly to control than it should be. Some great touches and lots to explore. But where are all the Orcs?

74
PERCENT

SPEEDBALL 2

Game: Speedball 2
Publisher: Kixx
Price: £9.99
Release: Out now

So what's this one all about then? Well, it's exactly the same as five-a-side football, only with nine men on a side and players holding the ball instead of kicking it. You know how you can bounce the ball off the walls in five-a-side? Well, you can do that here, but the metal walls are studded with stars that you can hit for extra points. And since the ball is chromed steel too, it

can be charged up so it'll electrically discharge through the next player who touches it. Oh, and all the players are decked out in body armour, since it's not only permissible to hurt the opposing players, it's actively encouraged, in a 'points get awarded for it' sort of way. Yup, pretty much exactly the same as five-a-side football.

Any game with this much violence sounds pretty tempting, but since this one's from the Bitmap Brothers, you'd expect it to

Dress them up. They're your puppets.



Take That! show off their fab new dance.

be pretty special, and lawks a lawdy, that's exactly what this is. How shall I compare thee to a summer's day? Let me count the ways...

● There's the thumping techno soundtrack that's worthy of nightclub and radio airplay. Some day all game music will be this good.

● There's the incredible context-sensitive fire button control that does everything you want it to. If you're near the ball, it'll make you jump for it, it makes defenders smack the nearest opponent, the ball-holder throw the ball and the goalie do things that make you shout "Surely that's a foul, ref?" out loud. It isn't, because there aren't any rules. Or a ref, come to think of it.

● There's the snappy game-time consisting of dazzlingly fast and furious halves, with intervals for robots to scrape the fallen off the cold steel floor.

● There's the manager option which allows you to convert your winnings into tougher players. The transfer market's brimming with

rabid pitbulls of men aching to gouge eyeballs for the good of your team.

It's the football game that could only ever exist on a computer screen and that not only dazzles the eye, but also sets your heart pumping. The two-player option fills my head with the sort of superlatives that most reserve for *Sensible Soccer*. *Speedball 2*'s conversion onto loads of different machines and consoles shows what a winner it is, but we had it first on the Amiga, and now we've got it for a tenner, so ner-ner-ner-ner-ner to them.

A complaint? Oh alright then. The players only have a thin coloured headband to show who's on which team. Since everything's whipping about at such a pace, it's hard to see which are your guys, which gets a bit annoying. Other than that, it's one of the tip-toppest games of all time.

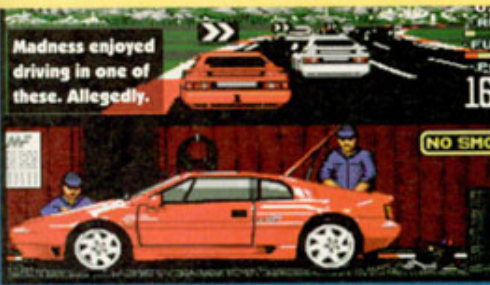
● CAM WINSTANLEY

THE BOTTOM LINE

Compatible with the A600 and A1200 for the first time, it's football with an attitude and a body count, and the kind of thing programmers should come up with more often.

92
PERCENT





LOTUS TRILOGY

Game: Lotus Trilogy
Publisher: Gremlin
Price: £29.99
Release: Out now

Well. It's absolutely unlikely that you don't own one of the *Lotus* games. If you don't, well, here's your chance to find out what we were shouting about. *Lotus Esprit Turbo Challenge* is not the most realistic driving game in the world. But it was definitely the most fun at the time of its release, especially when played against a human opponent utilising the now familiar split-screen display.

You'll get used to the courses after a while, plus the computer-controlled cars are a bit dull, following a fairly predictable left-to-right, right-to-left drifting pattern. Nevertheless, they're useful in a two-player race as they inevitably obstruct the leading car and give the other player a much-needed chance to catch up.

Later courses make it vital to visit the pits for fuel. Tactics and judgement come in here. You've got to guess how much fuel to take on to see you through the last lap or couple of laps. Get



it wrong, you'll run out of fuel in front of the winning post. Gripping stuff indeed.

Lotus 2 promised to be better than the original and didn't quite deliver the goods. Instead of racing on courses, you raced over stages. Human opponents could be left twiddling their thumbs if they didn't pass the stage markers, which took a bit of the fun out of racing. The sound wasn't as good as the original. Crashes into barriers at the side just didn't happen. It was too easy to complete every course in one sitting, apart from maybe the last one. But the ability to choose the control method and the inclusion of a serial link option were very welcome.

Last and by all means least is *Lotus Turbo Challenge 3*. Bolted on to the main game engine was a course designer which, theoretically, could create thousands of different courses. Somehow though, this version doesn't manage to be as good as either of its predecessors.

So there you go, *Lotuses 1* and *2* are both available on budget. If you missed them first time around and are looking for some entertaining race games, this pack is very good value. If you already own any of the titles, give it a miss.
 ● STEVE MCGILL

THE BOTTOM LINE

Lots of top race action to be had. Interestingly, it lets you take an objective comparison of all three games in one fell swoop. Not one of these games will work on an A1200.

82 PERCENT

BLACK CRYPT

Game: Black Crypt
Publisher: Hit Squad
Price: £12.99
Release: Out now



Maatok, Lothar, Estoroth and Kaolic. With names like that in the introduction and a title like *Black Crypt*, you know exactly what to expect. Take every cliché from every Middle Earth fantasy and put them into a big pile, mix well and develop into a first-person dungeon exploration game and this is what you get.

Black Crypt is basically *Dungeon Master* redone – again, with the same sort of interface, all mouse-controlled. You know the score: your chaps clump around a dungeon collecting conveniently-left-about equipment, and clobbering anything that gets in the way. You get a fighter, a cleric, a druid, and a magic-user. Acts of violence on the locals earn experience. Gain enough and your characters' abilities go up a level and you are able to inflict more damage in more interesting ways.

The dungeon is crammed with the usual kit: levers to pull, magic force-fields to dispel, scrolls to read, sliding walls to discover, hordes of gibbering inhabitants to pacify and far too many teleports for my liking. It's a straight bash through the 28 levels to the end. There's even a cluebook at the back of the manual. Well, not so much clues, more of a complete solution. If you get stuck, it's tempting to cheat, but nothing spoils an RPG more than knowing what's around the next corner.

Black Crypt somehow lacks atmosphere. It's easy to get into and plays well, but it's all a bit formulaic. The graphics and sound are well up to the job without being exceptional. Certain sad individuals who while away the early hours trapped in the bowels of the earth grappling with spell books are going to love it. The rest of us will probably just like it quite a bit.

THE BOTTOM LINE

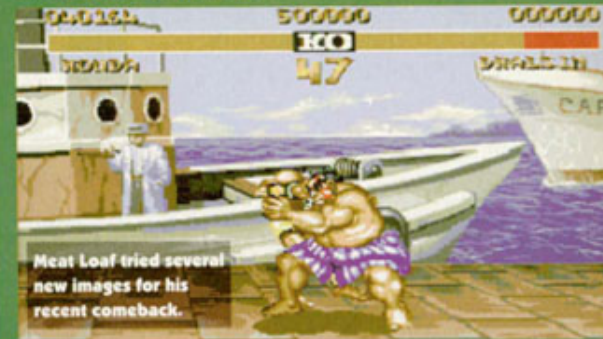
By the vorpal sword of Kevin! This is indeed a mighty quest into the depths of the Middle Earth Role Player Game dungeon. It does what many have done before and makes no significant improvement. Still pretty groovy though.

77 PERCENT

● CHRIS LLOYD

STREET FIGHTER 2

Game: Street Fighter 2
Publisher: Kixx XL
Price: £14.99
Release: Out now



Come on if you think you're hard enough – *Street Fighter 2* is back and it's cheaper than ever before. It's made international stars of the contestants: Eddy Honda, Chun Li, and (of course) Ken, bouncing back after that messy divorce from Sindy. The formula is simple. Pick a character, fly to an exotic part of the world and try not to get your head kicked in.

Real violence is a thoroughly sad business, and conversely beat-'em-up games are strangely good fun. You can't help feeling a certain satisfaction at landing a good head-butt. There are eight characters, each with various fighting moves and special moves. These require some dextrous (if not near-impossible) joystick work. Of course, the Amiga-controlled opponent has no such problems.

The sprites are big and varied, but there aren't enough frames to give any smoothness to the moves. One second your character is standing still, the next thing they're at full stretch. Nevertheless, this game is going to give you joystick an intensive work-out. In the heat of battle it's easy to start wrenching the thing about, desperately trying to connect your foot with your opponent's head. You have been warned.

Two-player mode is where it's at, two finely tuned athletes poised over their chosen control methods in a battle of wits, strategy and skill. Well, it would be, if the response wasn't so sluggish. At times luck seems to play as large a part in landing a good bone-cruncher as skill does.

As beat-'em-ups go *Street Fighter 2* leaves a lot to be desired. It may be world famous, but it's only good for a quick waggly. Save your real fighting for something a little more controllable.

THE BOTTOM LINE

Slow, jerky, difficult to control, and getting the special moves to work can be frustration city. It's reasonably good fun thwacking your friends in two-player mode, though.

62 PERCENT

● CHRIS LLOYD



HI-HO SILVER LINING

Stuart Campbell takes a few more CD32 games down to Boots and tries them out on their demo machine. We'll get our own one day, he's sure.

WING COMMANDER

Electronic Arts, free in CD32 'Dangerous Streets' bundle

I have to confess to not having played the original versions of *Wing Commander* to any noticeable degree, so it was with the fresh and eager eye of a novice that I approached this CD version. (And boy, was he annoyed to lose it). And the impression it left me with was "Is this what all the fuss was about?". You get lots of scene-setting filmy bits, lots of hanging around in bars talking to people, and a tiny little bit of game where you fly around in space shooting at semi-distinct opponents who fly at you in big jerky leaps. It's a bit like the dogfighting in *Elite*, only slower and less playable.



Where tired pilots rest after a hard day's looking for gameplay in *Wing Commander*.



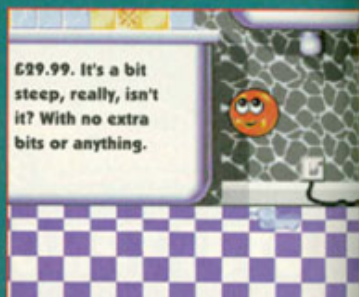
It's a bit like *4D Time Gate* on the Spectrum, but not quite as complicated. And with more awkward controls. Or *Code Name MAT*, maybe.

Much of the time I simply couldn't figure out what was actually going on, and the horribly complex control layout didn't help much either. I'm reliably informed by several trustworthy people that this is really good fun when you get into it, but I just haven't got that much time, y'know? The sound's nice, though.

THE BOTTOM LINE

Er, is that it? Still, at least there's one game in the CD32 bundle that looks half-way impressive, and that's got to be good.

60
1812314



MORPH

Millennium, £29.99

This is in every meaningful way exactly the same game as the A1200 version we reviewed in AP30 (87% from an unusually exciteable Jonathan Davies), even to the extent of not using the extra joypad buttons for anything sensible. There's nothing more irritating than knacker your left thumb on one of those knobby

SEEK AND DESTROY

Mindscape, £29.99

Oh dear, what's gone wrong here, then? I spent a good ten minutes fiddling with this, poring over the instruction manual and going 'It doesn't work, it won't do anything at all!', before a sudden flash of inspiration led me to try plugging my joypad into the wrong port and bingo, off it went. Yep, the dopey clots have actually managed to make the game work through the hitherto-completely-untouched-by-human-hand joypad port two. Tch. Get past this elementary cock-up, though, (I wouldn't like to be in Mindscape's returns department over the next few weeks) and you'll find exactly the same game as the ordinary Amiga

SENSIBLE SOCCER

Renegade, £24.99



Luckily, you can't hear the new title music in this screenshot.



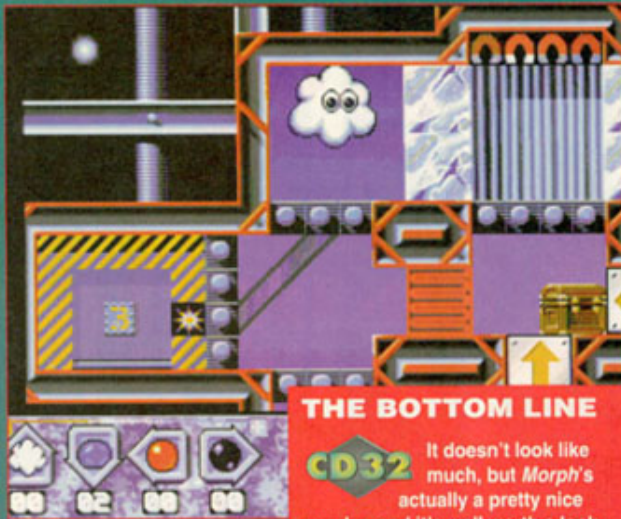
Or in this one.

Oh dear. *Sensible Soccer*, but without the gloriously cheesy Captain Sensible music, without the replay and

highlights facilities, without the save facility (unless you've got a floppy drive hooked up), and with, inexcusably out-of-date team data (Cantona still at Leeds, for God's sake!) and some largely inferior new crowd sounds. There's no obvious



lumps on the edges of the CD32 joystick to make Morph bounce up and down, while having three perfectly good fire buttons going completely unused under your right thumb. Otherwise it's a pleasantly cerebral puzzler, spoiled a bit for me by zooming in so close to the action that you can't get a very good overall picture of what's going on. The graphics can be a bit unclear in places, leading to some nasty shocks when apparently harmless scenery turns out to be a deadly broken bottle or somesuch, and I'm not sure how long it'll last (my first go saw me completing half of the 36 stages without really trying), but despite these niggles it's a cheery and enjoyable effort with a lot of character.



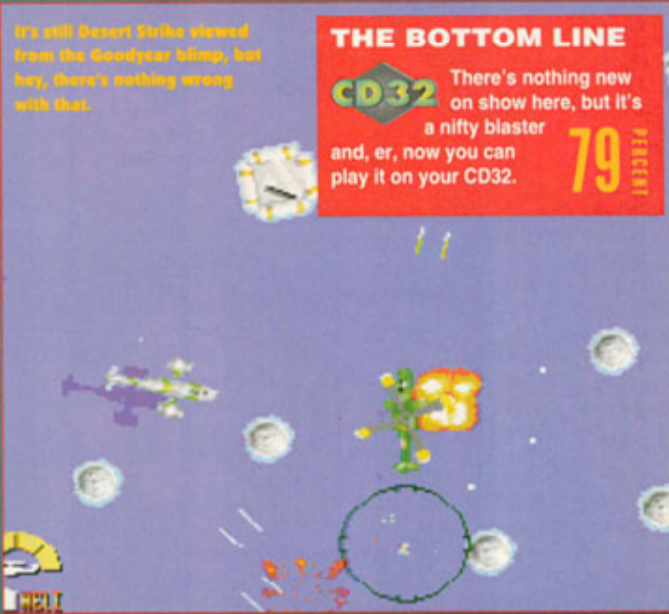
That Jonathan Davies, he's getting so soft in his old age. He should have stuck to rugby. (Oh my aching sides. - JD)

THE BOTTOM LINE

CD32 It doesn't look like much, but *Morph's* actually a pretty nice puzzler, and it's well worth a look. Sorry, did that sound a bit wishy-washy? It's that kind of game.

78 PERCENT

one (79% in AP32), except with intelligent use of the joystick buttons to make it a good bit easier in play (switching weapons, for example, is now just a matter of cycling through the available ones with the top buttons instead of having to lunge at the function keys). There's still far too many loading pauses, badly structured ones at that (loading pause, mission briefing, loading pause, actual mission, loading pause etc), which break up the flow of the game quite badly, but put up with those and you get an entertaining and well thought-out shoot-'em-up, a bit like a zapper *Desert Strike* with better sound.



It's still *Desert Strike* viewed from the Goodyear blimp, but hey, there's nothing wrong with that.

THE BOTTOM LINE

CD32 There's nothing new on show here, but it's a nifty blaster and, er, now you can play it on your CD32.

79 PERCENT

reason for the missing replays (the CD32's got twice the memory of an ordinary Amiga, and plenty of buttons to trigger the replay with), the lack of save is more understandable but no less annoying (especially for me, as the mighty Aberdeen have been taken out of this version and now can't be put back in without laboriously entering all their details via the joystick every time you load the game, and the sound, which feels somehow less context-sensitive now, has a slight but tangible detrimental effect on the atmosphere. Sorry about the construction of that last sentence, by the way. No use has been made of the extra buttons, and the CD32 controller is far from perfect for the speedy precision needed in this particular

But you can spot the lack of the mighty Aberdeen in this one.

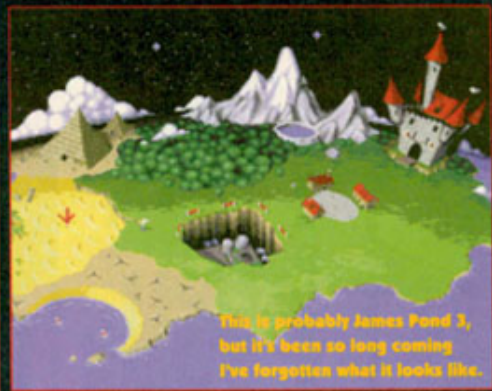
game in the first place. The impression you're left with is of by far the poorest version of *Sensible Soccer* to date (out of the eight or so I've played). Of course, that still means it's superior to 95% of all the other computer and video games in the world, but it could have been an awful lot better on the CD32 than this half-baked effort.



THE BOTTOM LINE

CD32 The fact that it's basically just a straight port of a CDTV version doesn't excuse the disappointing features on show here, but *Sensible Soccer's* still the best game of all time and it's pretty hard to scupper it, however hard this incarnation tries.

90 PERCENT



This is probably James Pond 3, but it's been so long coming I've forgotten what it looks like.

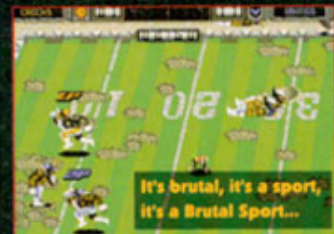
ON THE 'WAY'

There're lots more CD32 games coming up to boost your ever-swelling collection in the next month or two, although still mostly direct ports of Amiga games rather than glamorous CD32-specific blockbusters. Mindscape will be following up *Seek And Destroy* with *Fury Of The Furrries* very shortly, and Millennium have a veritable tankerload of stuff in the pipeline - *Brutal Sports Football*, *James Pond 3* (yeah, right), non-violent platformer *Pinkie* and a much-enhanced version of extremely old political strategy game *Balance Of Power* should all be out by the end of March.



Fury Of The, er, Small Graphics, more than

Our old chums at Alternative have plans, too - they're going to be the first firm to make use of the huge storage capacity of compact discs by sticking a whole load of old games onto one CD at compilation price. The Famous Collection (for such is its name) will feature *Huckleberry Hound*, *Popeye*, *Galactic Warrior Rats*, *Bully's Sporting Darts*, *The Munsters*, *Sooty And Sweep* and *Postman Pat*, and should be out before April for a moderately reasonableish £29.99. This is something we'd like to see more of (old titles in large numbers on compilation discs - after all, you could fit several hundred ordinary Amiga games onto a CD), so let's hope the idea catches on. With, let's be frank, rather better games than *Huckleberry Hound*. Also, Interplay aim for better luck on their second foray into the market (after last month's disappointing *Castles 2*) with the forthcoming *Battlechess* and *Dungeon Master 2*. More



It's brutal, it's a sport, it's a Brutal Sport...



But is it Football? I think not.

info as we get it. Oh, and a quick last word on a game which we've just started playing all over again in the AP office - *Speedball 2*. Renegade promise the future-sport all-time classic on the CD32 in the next few weeks. We're waiting eagerly by the letterbox already, listening for the postman's steps.



PD

Would you trust someone who puts Calamity Jane in his top 10 all-time films to review PD? Strangely, AMIGA POWER does. But they refuse to publish something like 'Dave Golder gets whip-cracking away on the latest batch of PD' for fear of losing credibility. It's all very sad, really.

87

POLYMORF

Polymorf
PD
NBS/PD Soft

Calm down, Red Dwarf fans. This game has nothing to do with the classic Red Dwarf episode. Non-Red Dwarf fans can calm down too, safe in the knowledge they're not going to have to suffer a review packed

with, 'smoke me a kipper' and 'we'll always have parrots' references - don't you just hate the way Red Dwarf fans speak in quotations from the series?

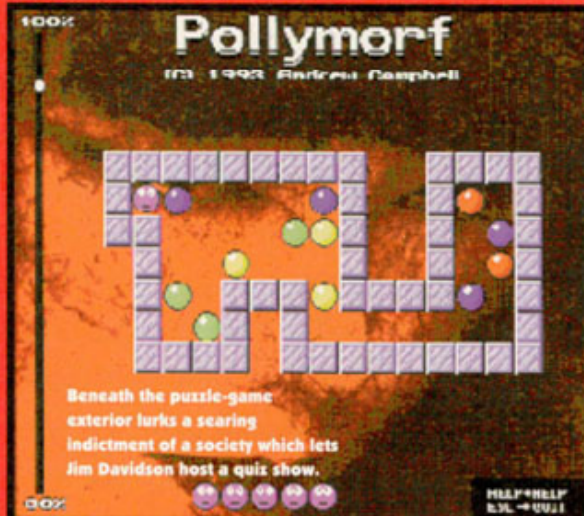
In fact, I'm not sure why this is called *Polymorf* at all. Things explode and vanish, sure, but they don't 'morf'. The main character looks like he should, but he doesn't. All he

does is move balls around weirdly-shaped rooms in an attempt to get two of the same colour next to each other, at which point they vanish.

It's all very much like the classic game *Bulldozer* (so a friend with a CPC - don't laugh - informs me). The concept is simple enough, but it's far from simple to play. The balls are always arranged in such a way that one false move means you're completely stuck - if a ball ends up on a wall, you can't get behind it to push it out; if it ends up in a corner, it can't move at all.

The execution of the game is top rate. The controls are logical and responsive, the graphics are polished (but don't stray into 'what-the-hell's-going-on-flashy-demo-effects territory) and the puzzles have been ingeniously worked out. My only gripe is that it does get a bit too hard too quickly. But that might be because I'm thick.

VERDICT: This game is guilty, M'lud. I'm not sure what of, but I've always wanted to use that line in this verdict, and as this is my penultimate column, I thought I'd better while I had the chance. ★★★★★



Megamind
PD
PD Soft/NBS

Anyone remember the puzzle game *Mastermind*? That was the one that had nothing to do with the television series (except for the slight hint of a black chair on the packaging).

It was a memory game in which player A placed four colour pegs behind a little

MEGAMIND

screen to form a secret code which player B had to crack. Player B would place four pegs on the board, and Player A would then tell him how many of those pegs were the right colour, but in the wrong place, and how many were the right

colour and in the same place as the pegs in the code. From this Player B would attempt to deduce the correct code. Player A meanwhile would get very

Code-cracking calculations.

bored, because Player B was taking such a long time, and would nip out to make a cuppa at which point Player B sneaked a look at the secret code. Player A would come back into the room at this precise moment to ask where the sugar was kept, see Player B cheating, and kick his head in.

This computer version is a lot safer, because the computer is Player A and it doesn't get bored. Actually the game is brilliantly suited for computerisation, and *Megamind* is a very good version, with some very slick presentation.

VERDICT: This is a... beep, beep, beep - I've started so I'll finish... pretty damn good puzzle game. ★★★★★



NOSTALGIUM



Nostalgium
PD
PD Soft/NBS

I take it this game is called *Nostalgium* because it is supposed to evoke memories of those simple but classic shoot-'em-ups of yesteryear - *Defender*, *Scramble*, *Phoenix*. Well it does. It makes you wish you were playing them instead of this pile of steaming sports socks.

You pilot a ship along a horizontally-scrolling screen. Well when I say pilot, I use the word reservedly. You can go up and down, but that's it. As

you fly along you have to avoid crashing into other ships, shoot any enemies that fly your way and bomb buildings for extra fuel (I never did understand the logic behind that).

The basic concept is sound enough, and many great games have been based on it. This isn't one of them. It's not awful, but it's getting on that way. Trite graphics, dull enemies and repetitive action all add to the boredom factor.

VERDICT: Get *Caffeine Free Diet* instead. ★★

SHOOT-'EM-BADDIES



Shoot-'Em-Baddies
Shareware £6
NBS

If after *Zombies*, all other mouse-controlled shooting gallery style programs seem a bit tame, then *Shoot-'Em-Baddies* is positively house-trained. It's not bad, but I wouldn't use the word exciting in its vicinity either.

The format is that you start off with enough money to buy a fairly basic gun, and then if you

survive the first shoot-out you get some more money to buy a better gun. And so on.

The main problem is that your targets are so small and the graphics so grainy it's hard to spot them immediately. In fact, I wasn't impressed by the graphics at all. They've had some effort put into them, sure, but they just don't suit the game.

It's also so difficult, you get bored with it. Very quickly.

VERDICT: There are some much better shooting-gallery style games around. Check out *Zombies* for a start. ★★



What's in a name? In this case virtually the complete description of the game.

PARATTACK

Parattack
PD
NBS/PD Soft

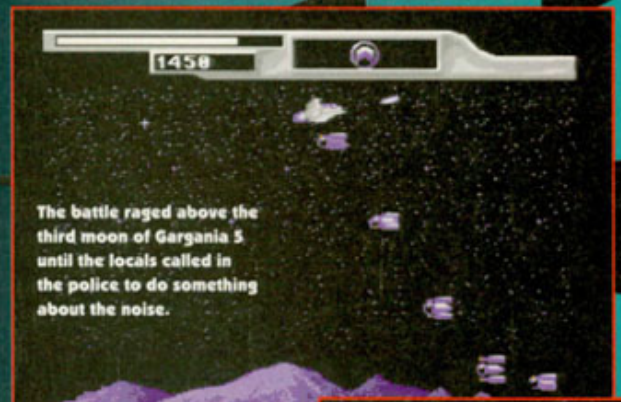
Look, I'm sorry. This game reeks of 'conversion of the 8-bit classic' but I can't remember the darned game if it is. *Bomber* in reverse is about the best I can come up with.

You have a swivelable gun turret at the bottom of the screen and a number of bullets. Aircraft fly overhead. If you

shoot them down, you get extra bullets. What complicates matters though, is that little paratroopers fall from them. If the para's reach the ground they dump their parachutes and start attacking your gun turret. When there are enough of them to overwhelm your defences, then the war's over for you, bud.

VERDICT: A shoot-'em-up that's fun for a while, but woefully repetitive. ★★

CAFFEINE FREE DIET



The battle raged above the third moon of Gargania 5 until the locals called in the police to do something about the noise.

Caffeine Free Diet
PD
NBS

If you want to do a classic-style PD shoot-'em-up, then take a look at CFD - it gets the formula just right. It does a darned fine imitation of *Scramble*-style blaster and adds a little gimmick of its own. In this case the gimmick is that when your ship flies up or down it doesn't remain horizontal - it's nose raises or dips.

Okay, it's a pretty pointless gimmick, but it does give the game that little extra bit of character. Apart from that it's all the usual horizontal scrolling, enemies that attack in increasing complex waves and power-ups. Your ship is also affected by gravity, which takes extra piloting skill, and when enemies hit you it saps your energy as



opposed to killing you outright. Okay, it's about as original as an episode of Steven Spielberg's *Amazing Stories*, but frankly, I don't care. It's fast it's fun and it's relatively bug-free.

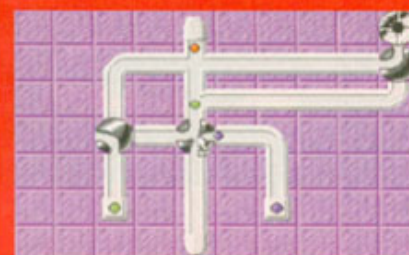
VERDICT: Not the greatest game you'll ever play, and about as intellectually stimulating as a *Carry On* movie, but what the hell? It's a decent shoot-'em-up that's well worth a blast. And that's what we like at AMIGA POWER, yessirree ★★ ★★

TOOBZ

Toobz
Shareware (not specified)
NBS



I'm sure it was supposed to be a right at Nether Wallop. We're just going round in circles.



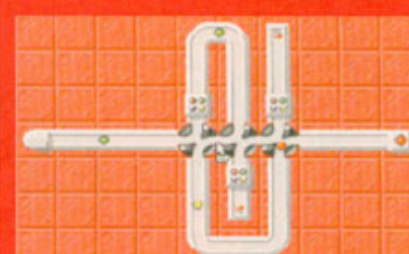
No, it's definitely a left then a right, or is that a right then a left? Is this a map the right way up?

I'm not averse to the odd moan about shareware. I still reckon that too many people use it as a way of making a fast buck from sub-standard games. But when it produces a game like *Toobz*, which is of commercial quality (albeit budget commercial stuff) but doesn't have a price tag to match, you've got to admit that shareware is a concept worth having around.



Quick, down this slip road. This is the one. Ah, nope, this is just the Membury services.

Okay, I'll admit it. I loved *Toobz*. It's a superb, fast-paced puzzler in which you have to guide balls around networks of tubes to the exit tiles. You have to get a certain number of balls to the exits to complete a level and there are complications, the most important of which is that only balls that go through the correct exits count - red balls have to go through red exits, yellow balls through yellow exits, etc. And when a ball goes through the correct exit, the colour of that exits changes.



Ah, I recognise this bit. This is definitely the Barnet by-pass. Or is it Silverstone?

And that's only the start of your problems. The intersections in the pipe networks can be rotated to make the balls go in different direction, and you have to try and switch these around with split second timing. And there are loads of other tiles with various effects that have to be taken into account, most annoyingly the one that changes the colour of all the balls.

VERDICT: Ah, this is the bit where I have to say some more. Right, well if you like *Pipemania* and *Painter*, you'll love this (clichés'r'us). ★★★★★

FREE WILLY?



The new, Improved Willy's Humungous Adventure. Would you swap it for two of your old versions?

Free Willy?
Blimey, somebody actually listened to me. I reviewed a game called *Willy's Humungous Adventure* back in issue 33, said some nice things about it and gave it a decent mark. One of the things that I did criticise however was the lack of variety in the graphics. Guess what? The author, Matthew

Woodroof, has actually gone back and improved the graphics. He's also added a difficulty option. What a splendid man he is.

Why am I bothering to mention this? Er, well, I forgot to mention last time that the game is only available direct from Matthew himself (silly me, I'll forget my own, er... thingy soon), and it costs £3.50 (£6.50 if you want the AMOS source code as well). For your dosh you also get a couple of little 'zines from this generous gentleman, which

can't be bad (well it could be but I'm not paid to review 'zines - I know my rights). So for a slice of this fine puzzling action send your cheques (made payable to M Woodroof) to: 278 Priests Lane, Shenfield, Brentwood, Essex CM15 8LD.

