

# AMIGA POWER

A MAGAZINE WITH ATTITUDE

**WORLD EXCLUSIVE!**

## CANNON FODDER 2

Exclusive first report on the game you'll kill to play

**PLUS!**

You could actually BE in Cannon Fodder 2 - by designing one of the levels! See inside...

YOURS WITH ISSUE 40 OF AMIGA POWER

**3** GAMES ON THIS DISK

**IMPOSSIBLE MISSION**  
A superb demo of the classic original for you to treasure and enjoy! Stay a while - stay forever!

Drive around and blow things up. With a friend. Or two. (Or maybe three.)

**TANKS 'N' STUFF**

**INFILTRATOR**  
Incredibly intense two-player block-duelling action.

AMIGA POWER

YOURS WITH ISSUE 40 OF AMIGA POWER

**2** GAMES ON THIS DISK

**EXCELLENT CARD GAMES**  
A great selection of classic card games to play. Compete with your friends - or play against the computer!

**BANDIT MANIA**  
A whole machine taken from Bandit Mania, the brand new reel-spinner from Mental Image.

AMIGA POWER

- ALSO**
- Empire Soccer - it's Speedball 2 in shorts!
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  - And a VCR!



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ISSUE 40 £3.95 AUGUST 1994

**ISSUE 40**

# THIS IS... AMIGA POWER

## AMIGA POWER

ISSUE 40 AUGUST 1994

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A MESSAGE TO OUR 300 AMERICAN READERS:

Mr Bobby is crap! Don't be taken in by his not funny

- especially when he goes "Bobby Bobby Bobby"

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## 10 TRUE STORIES

Now with the previews section and charts rundown included. They've moved into True Stories and just love its chirpy, news-packed ambience.

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Life on a council estate and the most eagerly awaited game sequel of all time, together for the first time in our exclusive preview/compo combo. How good?

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Sleep well at night do you? Pleasant dreams? Well, read this - AND WEEP!

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And a video to watch it on, courtesy of Gremlin. We love 'em.

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More chances for us to say that the CD32 version's the same as the Amiga one. Only with more music.

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You write things, we print them. And it really is that simple.

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Five pages, a year's games.

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Cool suits and bargains a-plenty.

## 98 YONDA LIES THE PALACE OF MY FADDA DE CALIPH

It's all right, we didn't understand it either.



## WELCOME TO AMIGA

Hello. And once again we're at that "Hello and welcome to AMIGA POWER" bit of AMIGA POWER. Even though the summer months are

traditionally a slow time for Amiga games, we've still managed to come up with top reviews of such great games as *Empire Soccer* and *Bubble and*

## GAMES OF THE

### CANNON FODDER 2

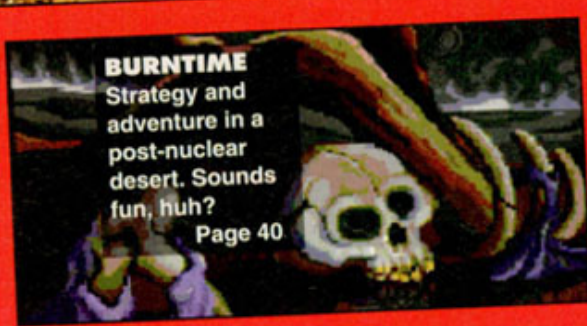
Pointing guns at people is naughty. Unless you're playing the sequel to the second-greatest game ever - *Cannon Fodder 2*. Read all about it in our in-depth preview - and find out how you can become a part of it.

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**BURNTIME**  
Strategy and adventure in a post-nuclear desert. Sounds fun, huh?

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### CUTE GAMES

Have you noticed that furry game characters are a bit sinister? They've noticed you.

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### EMPIRE SOCCER

Watership Down meets Dr Who in this cutesy romp. No, hold on a minute...

Page 42



## POWER

*Squeak.* But, of course, being AMIGA POWER, we've got plenty of reviews of dull or miserably dire games as well. We're like that, you know.  
Jonathan Davies, Editor

## MONTH

**BUBBLE AND SQUEAK**  
So which one's the blue kid in the hat then?  
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**BUMP 'N' BURN**  
Wacky Races revisited.  
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**QUICK**  
Time travelling bunny? It's a platform game, isn't it?  
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## GAMES REVIEWED THIS ISSUE

AUGUST 1994

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We've managed to cover the entire spectrum of human activities this month, from pleasant card games and bar-related fruit machine antics to running away from killer robots in blind panic, fearful that each breath could well be your last. And all this on two plastic disks.

## INTRODUCING DISK 40

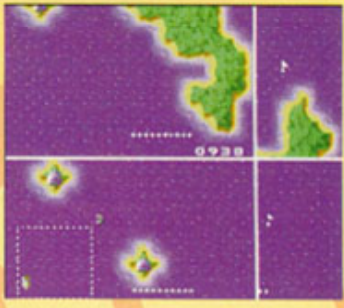


### IMPOSSIBLE MISSION

An exclusive demo of the classic original Commodore 64 game, so you can compare it with Impossible Mission 2025.

## TANKS 'N' STUFF

Assemble several friends, choose a massive steel tank each, and then venture forth to capture each other's flags and - ideally - blow up as many tanks as possible. It's a complete, fully-playable game, and it's unbelievably good fun. Trust us - we know.



## INFILTRATOR

Don't be deceived by appearances: though laughably simple, this is a fiendishly competitive complete two-player game.



## EXCELLENT CARDS

Play a selection of top card games in this demo of the - quite literally - Excellent Cards. Oh yes. Indeed.



### SAMMY THE SNAKE

PLAY

PRESS F12 TO PLAY

## BANDIT MANIA

Sample a whole fruit machine in our demo of this multi-machine extravaganza.

## 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 40, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll be so cross we'll never publish another issue of AMIGA POWER ever again.



## 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 40 Returns  
DisCopy Labs  
PO Box 21  
Daventry  
NN11 5BU

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



**Authors:** Paul Atkin,  
Grant Young

## Bit of a mystery

Here's the first of two tank games Cam insisted we include this month. But before we get onto that:

Haway the lads and everything, and a special thanks to the Assassins, the Tyneside-based PD company who've been bunging some very 'special' games our way for a few months now. In recognition of their sterling work in helping to pack our coverdisks with great games, and as an expression of our undying gratitude, we promised to give them a gratuitous plug, so here goes...

If you want to tap into the Assassins' limitless PD back catalogue, then you can

write to them at:

**ASSASSIN PD**  
32 Ripley Ave,  
North Shields,  
Tyne and Wear

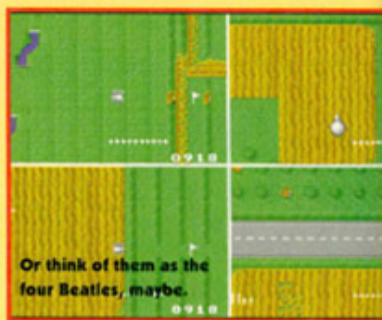
Anyway, back to *Tanks 'n' Stuff*, and the 'stuff' in the title presumably refers to boats, since these are the only two options in the game, so why it's not called 'Tanks 'n' Boats' is a bit of a mystery.

## Shooting at your mates

Two players use joysticks, with the other one on keys (A, Z, X, C and Left Amiga to fire), and the idea is to fill up your base with all the little flags that are lying around. You can only carry a few at a time, though, but if you're cheeky enough, you can nip into another player's base

and steal all of his.

Swearing, punching and shooting at your mates is, in this case, obligatory. Wearing yellow wellingtons and crying 'Extrusion!' is not, however.



## IMPOSSIBLE MISSION 2025

**Authors:** Microprose

## Stay a while, stay forever

Only it isn't 2025 at all. No way, José. It's 1985 and we're all listening to Duran Duran and Men Without Hats. Most of the AP team are either doing their A-levels or at University, and *Impossible Mission's* the hottest thing to hit home computing since *Manic Miner* on the Spectrum, with its robots and lifts and character so well animated it's almost like watching a film. And that synthesised speech – blimey, it's as if there's an actor in your Commodore 64, isn't it? Stay a while, stay forever, Alvin

Atombender commanded us – and by and large we obeyed.

## Play a while, play a bit later

If you read last ish, and actually understood the review, you'll have noticed that although *Impossible Mission 2025* got 75%, we rated the new version in the 60s and this old gem in the high 80s, and then sort of averaged out the results. So in a way, you're getting the absolutely best bits of the game (ie, the old bit) completely free. Not bad huh? Although there is the slight problem of this being a timed demo which conks out after a few minutes, so it's sort of a case of play a while, play a bit later.

## Very remote indeed

Each room handily fits onto a single screen, so there's none of that

Aargh. Turn the gravity back on, you wags.



newfangled scrolling business, and although some rooms are fairly straightforward, others are puzzle-based and you need to work out which lifts to use and how to avoid the various robots. You've got to search each item in the room to find parts of a puzzle and then slot them all together. However, this being a timed demo, the chances of you managing this are very remote indeed, so just run around and try to get from one entrance to the other in the the fiendishly puzzly rooms. Have fun!



# EXCELLENT CARDS

**Authors:** Tower Software

## Fret ye not

At last, that summer problem is solved. You know when it's really hot and you don't want to go out, even though you've

spent all winter complaining about how cold and miserable it is? You know how there's nothing on telly until the Autumn, so you decide to play cards instead? And if you're nodding your head, then you'll also know that after spending ages laying all the cards out, the dog runs in, or a draught blows them all over, or you find out you've lost the three of diamonds. But fret ye not, pale-skinned sun shunners, for help is at hand from AP.

Introducing... card games that are completely wind, animal and loss proof. Now you

can while away those blazing days inside, sinking out only later in the delightful cool of the evening, secure in the knowledge that even if you don't know the rules to games such as Stonewall, then the game will explain them to you at the touch of a button.

Hoorah! Basically.



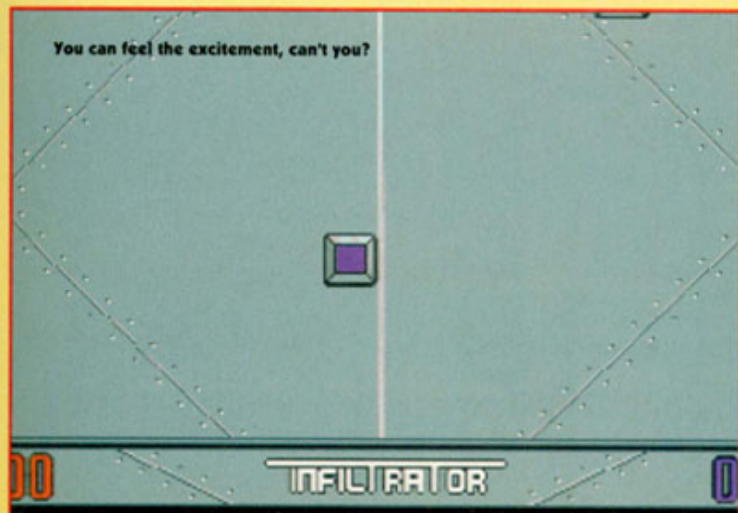
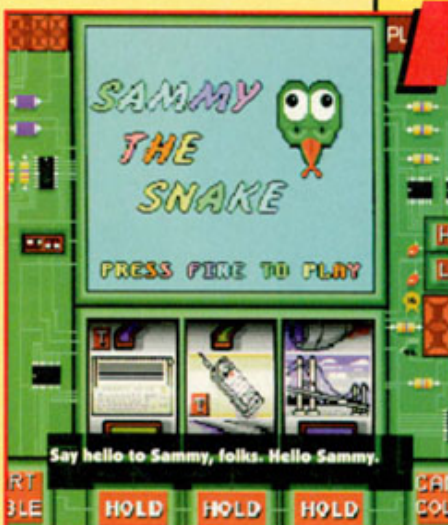
# INFILTRATOR

**Author:** Marco Vigelius

## Get snagged, you lose

Channel Four's constant commitment to the odd and curious gave us a season of Khabaddi a few years ago. It's apparently India's top sport, and is basically an elaborate form of tick where if you're grabbed in the opponent's half, you're out, but if you manage to reach their back line, you score points.

Enter the computer equivalent, with each player controlling a little block. There's a goal at each end and all you've got to do is duck and weave about until you can reach it. Obviously, if you get snagged, you lose the point, but there again, if you grab the opponent in your half, he's toast too. For such a bland-looking game, this one's a tip-top twosome treat, we reckon. Or something like that anyway.



# BANDIT MANIA

**Author:** Mental Image

## Chunka, chunka, chunka

Fruit machines, eh? You either love or hate their relentlessly plonky music, cheerfully naff flashing lights and relentlessly one track game play. Money, button, whirr, money, button, chunka, chunka chunka and so on. To most people they're a harmful pub pastime, and yet to others they're as addictive as, well, something very addictive indeed - minstrels, maybe. If you fall into the latter category they are, of course, a constant drain on your 10p collection. That is... until now!

## Sun-drenched mango

Mental Image have pretty much cornered the market of PD fruit machine games, and have worked on all manner of variations on the theme. Take this one for example, there isn't a fruit to be seen - not a grape, not a cantaloup melon, not a sun-drenched mango. Not even a blackcurrant.

That's because it's all set around technology, with the other machines in *Bandit Mania* being a bit more traditional. There's a review of the full game in the PD section on page 85, so check it out, why don't you?

You get about ten minutes worth of game before this demo blanks out, with each sub game counting as two minutes, regardless of how long you spend on it. So that the game'll fit on the disk, the *Space Invaders* game has

been disabled, so if you feel the need to play that one, send off for further details of all Mental Image games to:

**Mental Image**  
16 Mile End Ave  
Hatfield, Doncaster  
South Yorkshire  
DN7 6AU

As for instructions, well, tcha. You just sort of point at bits of the machine with the mouse, and lights flash and things spin round. The rest is a mystery for you to try to unravel. Good luck.



# TRUE STORIES

Monumental Amiga-related news from all across the globe, beginning with details of what's surely the most gorgeous-looking game ever...

# SUPER STARDUST

**Game:** Super Stardust  
**Runs on:** A1200, CD32  
**Publisher:** Team 17  
**Author:** Harri Tikkanen of Bloodhouse  
**ETA:** September

And now, over to the Rich Pelley-excitabile Petteri Putkonen of Finland's famous Bloodhouse programming team

for some truly inspiring news about *Super Stardust*.

"*Super Stardust* and *Stardust* are two completely different games. It's like comparing *Daytona Racer* to *Pole Position*. Really! All of the graphics have been redone. They now come in 256 colours, with twice the animation of the original. Some of the bigger boulders and enemies now fill half the screen. And the tunnels? WOW! Wait until you see them! Now we have parallax scrolling, mid-bosses which you have to deal with when flying through and masses of things to avoid, all with no slowdown at all! Of course, all of the levels have been redone as well, not to mention the unforgettably funky eight-channel sound and 12-channel title track. AND the

CD32 version isn't a straight port from the already unbeatable A1200 version. No way. The CD32 version has true CD music, which is the best game music we've ever heard anywhere. There are lots of ray-traced animations in store, which use our very own animation system NAMU which enables the animations to be played directly from the CD continuously. *Super Stardust* pushes the A1200 to its limits. I can't imagine how anyone could make it any better."

Phew, eh chums? We'd usually be inclined to take this sort of thing with with a pinch, as they say, of salt. But in this case, one thing forestalled our scepticism: they're very probably right. *Stardust*, as you will recall, was the tremendous *Asteroids*-inspired game that, like *D/Generation*

before it, delivered fabulous gameplay at a ludicrously low price and NOBODY BOUGHT IT. "It seems the public wasn't ready for our revolutionary pricing policy. They thought it was

"Apparently tramples all over the original"



# NO MOUNTAIN TOO HIGH

Four-wheel drive 'recreational' vehicles are, as anyone with an ounce of sense will realise, completely stupid. They're slow, they're uncomfortable, they look crap, they use up far too much petrol and they'll kill anyone unfortunate enough to wander into their path. But they do make for some reasonably entertaining computer games, *Ivan 'Ironman' Stewart's Super Off Road Racing* and *Rocky Roll Racing* (out on the SNES, and rumoured to be arriving on the Amiga sometime soon) being obvious examples. So *All Terrain Racing* should be quite good, then. It's being written for Team 17 by Jamie Woodhouse, who did *Quak* and *Nitro*, with graphics by Danny Burke (*Body Blows*), and it's a two-player overhead-view scroller. There are six different types of rugged terrain to bump over, which is



nice, and they include deserts, caverns, outer space and rocky places. And there are the obligatory upgrading-your-car facilities as well, if you collect power-ups. The game's due out "later this year", and will hopefully be a bit better than Team 17's last overhead-view racing game, *Overdrive* (AP31 46%), which is coming out on budget in August.



Wait till you see the ast-er, boulders spin and wheel. Basically, they look real.

## STUART CAMPBELL 1991-1994

We were considering giving away free packets of paper hankies with *AMIGA POWER* this month, such is the sense of tragedy hanging over us. You see, Stuart's left. And yet, he hasn't. Allow us to explain. Stuart is now



POWER has always been the world's greatest Amiga games magazine. And now it's the biggest-selling one as well. My work here is done."

But Stuart's promised he'll still find time to write lots of reviews and things for *AMIGA POWER*, just like he's always done. He probably won't be reviewing

Sensible Software's Product Development Director, which means he'll be spending most of his week in sleepy Saffron Walden overseeing the development of top new titles like *Cannon Fodder 2*, *Sensible World of Soccer* and *Sensible Golf*. He decided that he was so fed up with shouting at programmers who failed to meet his exacting standards that he'd jolly well go and sort them out himself. As he dismantled his legendary Babe Wall and switched off his Macintosh for the last time, his final words to us were: "AMIGA

games by Sensible Software, obviously. And other people's football games might be a bit iffy. But otherwise, it'll be business as usual.

In the meantime, raise your glasses to Cam, who, if you read the bit on the left of the Contents page, you'll see is our new Deputy Editor. Congrats, too, to Jonathan Nash - after writing several truly splendid reviews for us over the last few months, he's now our Reviews Editor. What excitement.

## SEEDY READ ONLY

With Commodore UK still refusing to name a release date for their A1200 CD-ROM drive, news comes of a pretender to the throne. French company Archos, who are well known for their 'Overdrive' range of hard-drives, have developed their own CD drive and have made it available to all hardware suppliers in the UK.

However, Indi-Direct (who are badging the drive as a 'Zappo') maintain that they have only seen one CD32 game that would not work. "Most impressive of all," said Nigel Spires, head of R&D, "was that *Microcosm* just loaded straight up and ran without a hitch." Call Indi-Direct on 0543-419999.

Both drives are expected to retail at around the £200 mark, but, unlike the Commodore drive, the Archos 1200 doesn't require that you install Kickstart 3.1, and emulates the CD32's Akiko chip in software, which may mean a slightly lower level of CD32 compatibility.



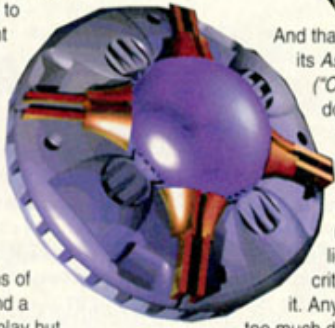
It probably has CD-quality sound, too.

a budget game or something, I guess..." mourns Petteri with a particularly emotive crop of dots. You bloody fools. Didn't we tell you it was a great game? Didn't we command you to

buy it in order to prevent the collapse of reasonably-priced software? But anyway. *Super Stardust* has been completely rewritten by the author of the first game and apparently tramples all over the original in terms of speed and spectacle and a word that means gameplay but begins with S. Petteri again:

"The father of the original *Stardust* is now breathing life into this completely new, 256 colour, five disk monster. EVERYTHING has been ENTIRELY redone. The main game backgrounds have been entirely re-rendered along with the main ship, all of the enemies have been completely redone, all of the end-of-level bosses have been redone... the tunnels are simply not the same any more with huge enemies flying about with multi-parallax scrolling backgrounds and tons of colours everywhere."

Blimey. Surely there's something critical we can say to retain our position as Britain's mightiest and callously hardest-to-please Amiga mag? Er, *Stardust* didn't have keyboard control, did it?



And that was a Bad Thing, given its *Asteroids* inclination, and ("Cam" - Uncle Joe Stalin) docked you marks for it. "We actually had the keyboard control routine ready and running," came the retort, as fast as lightning, "but at the critical moment my dog ate it. Anyway, without going into too much detail, we got it back from him and it's now in *Super Stardust*, so I hope you're satisfied."

Damnation. And yet, at the same time, hurrah.

● JONATHAN NASH

**PLUS! NEXT MONTH...**  
Can it really be as good as it looks? Probably. But in any case, next month's *AMIGA POWER* (out Thursday 18th August) will carry the world's first review of *Super Stardust* - exclusive and everything. Three cheers for AP.



# KID VICIOUS

AMIGA  
POWER  
PREVIEW

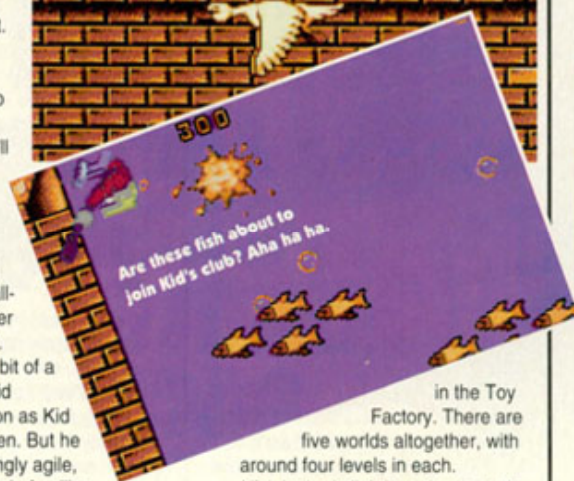
## Boiling oil, a clip on the ear just weren't enough to stop Magnetic Fields' rampant trog.

**Game:** Kid Vicious  
**Runs on:** A500, A600, A1200  
**Publisher:** Ocean  
**Authors:** Magnetic Fields  
**Price:** £TBA  
**Release:** End of August

*Sonic the Hedgehog* seems to be something of a Holy Grail as far as Amiga programmers are concerned. "Truly, this game shall be the Amiga's equivalent of *Sonic*" they cry with each new platform game they write. "Leave us alone," wail Amiga-owners everywhere. Fortunately, however, the forces of righteousness still prevail. So when Magnetic Fields turned up on Ocean's doorstep waving a game with a little blue hedgehog in it who zoomed through levels bouncing off baddies and collecting things, they were clipped around the ear and sent away. When they returned a fortnight later with the hedgehog's head replaced by a cat's ("He's called, er, Kit Vicious"), boiling oil poured from Ocean's parapets. It wasn't until the cat had become a young caveman, spookily brought forward in time and trying to escape back to the Stone Age, that Magnetic Fields were allowed across the threshold.

And it's a good job they persevered, because *Kid Vicious* actually looks all right. It is, undoubtedly, going to be suspiciously similar to Sega's ubiquitous platform game. But it'll do it by incorporating the best elements of *Sonic* – the slick scrolling, the colours, the bouncing-about-all-over-the-place – rather just 'being really fast'.

"He looks like a bit of a thug, doesn't he?" said Ocean's Nick Clarkson as Kid walked onto the screen. But he proved to be surprisingly agile, rebounding off curiously-familiar bumpers and hurling himself fearlessly into the air. (Kid, not Nick.) To complete each level he's got to smash up a certain number of objects with his club. They might be flowers in the Secret Garden world, or



in the Toy Factory. There are five worlds altogether, with around four levels in each.

Nick looked slightly embarrassed as we bounced across a line of TVs with rings in, and had to look away each time we ran through a lamppost-shaped restart point. But

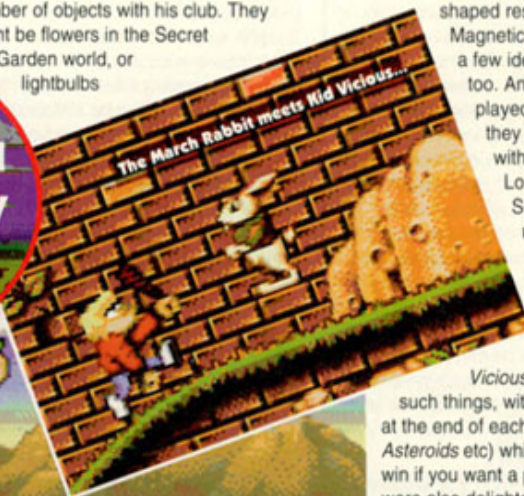
Magnetic Fields have had a few ideas of their own, too. Anyone who's played *Lotus II* (which they also wrote, along with the rest of the Lotus games and *Supercars*) will recall the Duck Shoot game you could play if you knew the secret password. *Kid*

*Vicious* abounds with such things, with a bonus game at the end of each level (*Breakout*, *Asteroids* etc) which you have to win if you want a password. We were also delighted to find that one section of the Toy Factory has a room full of Space Invaders which you've got to bash into.

*Kid Vicious* is going to have to waggle its legs frantically to keep its head above the tide of similar Amiga games, but we're still looking forward to reviewing it next month.

● JONATHAN DAVIES

"He proved surprisingly agile"



Run riot bludgeoning fragile flowers in the Secret Garden.

## RED DWARF!

NOW WE'VE GOT YOUR ATTENTION... Games boasting 'oodles of wacky humour' are asking for trouble, and Adventuresoft's point-'n'-click adventure *Simon the Sorcerer* got it when we reviewed it in AP34 – the game not, in fact, being very funny at all. This seems unlikely to change when the CD32 version appears very shortly, although it should correct one of the original's other major flaws – a complete lack of justification for your being trapped in a magical land trying to rescue a wizard – with a lengthy animated intro. The other major addition is a revamped soundtrack, with dialogue provided by top celebrities Chris Barrie (Arnold Rimmer in *Red Dwarf* and Brittas in *The Brittas Empire*) and Roger Blake (various people's voices on *Spitting Image*).



## DULL STATISTICS

In May, the Amiga pulled ahead of the Mega Drive to become the most popular games format in the UK, with a whopping 22.1% of sales by volume, against the Mega Drive's puny 21.0%. Mega Drive fans might retort that by value, the Mega Drive accounts for 28.2% of the market, with the Amiga trailing third behind the SNES on 14.0%, but that's just because Sega games are so expensive, and means nothing. Dennis Potter's wife was unavailable for comment.

## HMM

Further evidence of the continuing decline of Western culture arrived this month when a mouse mat comically shaped like a pair of bosoms was pushed through our letter box, heralding the arrival of a new range of accessories from The Mat Label. There are a total of ten designs in the range, including a pig-shaped mat, a frog, a racing car, a spilt mug of coffee and an apple with a maggot coming out of it, and they each cost £6.99. You can call The Mat Label on 0865 842224.

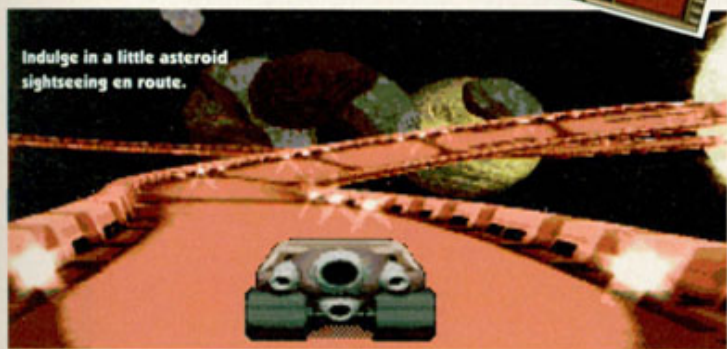
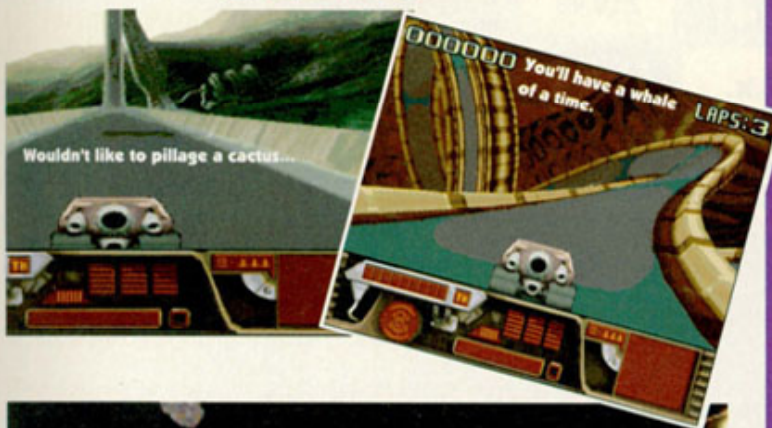


# FRENCH DRIVERS

November will see perhaps the most potent demonstration yet of the CD32's terrifying power. Mindscape's *Megarace* is a futuristic driving game, revolving around a Virtual Reality TV Quiz Show, in which the contestants race along a series of incredible rollercoaster-like tracks trying to kill each other and collect things. The roads and scenery have all been pre-rendered on graphics workstations by Paris-based developers Cryo, and they look absolutely gorgeous, taking you through deserts, underwater cities, an



asteroid belt, neo-Tokyo, a particle accelerator and even the inside of a whale's tummy, snaking and looping about with unerring smoothness. 'In fact, I think the CD32 version looks even nicer than the PC version - a bit crisper and more detailed,' grinned Mindscape's James Morris. *Megarace* came out on the PC at the end of last year to a largely rapturous welcome, with only a few dissenters suggesting it was all gloss and no gameplay. For a truly definitive opinion, we suggest you wait for AMIGA POWER's review in AP42.



# Quake in terror prior to the unstoppable carnage of... KANGAROO COURT



## NO. 3 SLIP SLIDIN' AWAY

**THE CRIME:** Including in your game a so-called 'slippy-slidey ice world', where normal inertia is greatly exaggerated to provide a more 'realistic' simulation of a character walking on an icy or snow-covered surface.

**THE CASE FOR THE PROSECUTION:** Ooh! You platform game designers really are an inexhaustible fount of innovation, aren't you? We can see the scene now: it's late at night, brows are fevered, nerves are at breaking point. Heads in hands, the nation's leading developers rack their mighty brains for inspiration for their new platformer, *Cute Woodland Animal In Dungarees 4*. Slowly, tortuously, the game begins to take shape.

"Why don't we... hnngh... start off with... a... Forest World™?" suggests Programmer 1, boldly.

"You mad impetuous fool!", retorts Programmer 2. "But there's just one way it could work - we could follow it up with... er, er... an Underground Cave™ level! Yes!"

"It WOULD have a Runaway Mine-Cart™ section, wouldn't it?" pipes up a nervous-sounding Programmer 3.

"Well, of course," soothes Programmer 2. "Naturally, the mine-cart ride would lead to a Sandy Desert™ level, and then... er... and then..." His voice trails off into a long pause.

"I've got it!" yells Programmer 1,

after three hours. "A Mountain World™, with snow and cute little penguins and a Giant Evil Polar Bear™ for a boss!" Triumph reigns for the briefest of moments, before the quiet, almost apologetic voice of Programmer 3 is heard again.

"But hang on. Aren't The Kids™ going to be a bit bored of all this tedious, repetitive, hackneyed, witless old toss by the time they get to the fourth level?"

"Damn! You're right, Programmer 3," answers Programmer 2. "If only there was something we could... - wait! I've got it! Why don't we make the Mountain World™ really slippy, so that playing it is just as incredibly difficult, frustrating and stupid as trying to run up the side of a REAL mountain in cute rainbow-coloured shorts and Zany Cool Sneakers™? After all, what people really want from a cute platform game is a precise and accurate simulation of real life, isn't it?"

"Blimey, you guys really are the tops", gasps Awed YTS Programming Trainee 1. "Maybe one day, far off in the future, I too could be writing amazing games just like that."

"You know, I think that just maybe you will", sighs Depressed Games Player 427, killing himself.

### THE PENALTY:

- 1st offence: 5-10% off
- 2nd offence: 8-22% off
- 3rd offence: Underwater

spear-gun execution by scuba-diving firing squad using rusty harpoons.

# KNIGHTLY PLEASURE



In days of yore, England's goodly folk would prove their valour with something called *Defender of the Crown*. A game of duelling, jousting and treasure-gathering, its colourful graphics were just the boost fledgling 16-bit computers like the Amiga needed, although a couple of hours' play subsequently proved it to be a bit crap. But soft, stay your hand, there's a new challenger for the throne appearing on the

scene. Or, at least, there will be on 21 November when Team 17's *King of Thieves* comes out.

Like *Defender of the Crown*, it's a trying-to-become-the-king-of-medieval-England game, organised a bit like Risk with arcade sub-games. The latter consists of an *Operation Wolf*-style game where you shoot at ships, trying to disable rather than sink them so you can plunder all their treasure, and a nifty sounding *Laser Squad*-type section, where your soldiers swarm around castles capturing them. "It should be really good," commented Team 17's Alan Bunker.

# PUTTY SQUAD



**Putty Squad?**  
Sounds like seminal '70s TV series *Canoe Squad*, eh kids?

**Game:** Putty Squad  
**Runs on:** A500, A600, A1200, CD32  
**Publisher:** System 3  
**Authors:** In-house  
**Price:** TBA  
**ETA:** September/October

Of course, *Putty* was probably one of the first platform games to feature an amorphous blob with big eyes as a central character, so that's not quite so bad. It's the feeble-minded sheep who've been producing them ever since who're the real villains. Also, it didn't get a one-syllable, onomatopoeic name (like Plop, or Gob, or something tedious like that). So we were quite happy to award it 90% in AP18, particularly in view of Uncle Ted and his Hammond Organ. But it was a bit short, wasn't it? And, in all truth, it wasn't the most captivating game to play, despite its many charms.

Tim Best, Senior Producer at



System 3, seems to agree. "Yes," he said. "Which is why *Putty Squad* is going to have over sixty huge levels, against Putty's seven tiny ones."

Gosh. But hang on - *Putty Squad*? "That's right. It's kind of a sequel, and is better than the original in every way. Putty himself, for example, can use loads more power-ups. And the baddies are much more interactive - they sometimes come chasing after you, rather than just walking mindlessly backwards and forwards."

The plot, it transpires, is vaguely Apocalypse Now-influenced, only instead of Major Kurtz out there in the jungle, it's Commander Napalm the Cat who's gone mad and set himself up as a god. Putty and his unwilling comrade Dweezil the Ginger Cat have been parachuted in to sort things out.

The baddies are a curious mixture, with surreal ones like frogs and carrots, and then a range of rogue UN Troops who throw grenades and things at you, and whose helmets fly off when you kill them. The object is simply to rescue all the Putty MIAs on each level, but to do that you'll have to invoke Putty's special shape-changing powers, and also enlist the help of Dweezil, who you can lure into position with tins of catfood and then - cruelly - knock him over and use his tummy as a trampoline. Interactive indeed.

*Putty Squad* seems to be quite a bit slicker than the original game, with more fluid animation and better control-responses. ("It's more 'putty-like', in fact," observed Tim wryly.) And it's been developed with the A1200 and CD32 very much in mind, with tonnes of colour and parallax scrolling, and - yes! - an animated introduction on the CD version. You'll have spotted from the 'Runs on' bit above that an A500 version is planned, though - it'll follow on a couple of months after the others, and will have less colour and special effects, but the intention is to get it playing the same.

*Putty Squad* looks absolutely great so far. We've been promised a finished copy for the next issue, so we'll hopefully be able to tell you for sure then.

● JONATHAN DAVIES

## GRAVITY FOR ALL

Here's a thing. You know *Gravity Force 2*, the PD game on the coverdisk of AP39 that we've been touting as the best two-player game of all time? Well, it seems that even though we said it doesn't, it actually does work on Workbench 1.3 Amigas. Danny Gough from Cheam reckons that if you load up Workbench, open a shell and type:  
copy c:assign \*AP 39.2:c\*  
and then load the disk as normal, the game will run. Sounds good to us, whatever it means, but if it means that more people will be able to play this stunning blaster, then that's good enough for us.



## NEW KID ON THE BLOCK

There's a new face in AMIGA POWER this month - James Attwood. At 15, James is slightly younger than most of the AP team, but he's on work experience from school so that's okay. Our new employee lives in Clevedon, which is 'near Bristol'. In his spare time, James likes nothing more than to play on his brand new A1200. His brief stay here sees James reviewing the brand new puzzler *Clockwiser*, amongst other things. (And writing this bit).

When asked to comment on his stay here, James said: "I feel humbled and lowly to be sitting amongst such worldwide megastars."



## IN THE STYLE OF...

Jared Holdcroft from Darlington knows just how we think. He knows we like movies more than anything in the whole wide world (*Apart from Amiga games, natch. - Ed*), that a good idea's better than flashy art work, and that we love

Reservoir Dogs. That's why this month's effort scored a massive 9/10, due to Mr Orange's obvious stomach wound and Marvin's 'ear' lying on the felt. Tragically, we then had to reduce it to 4/10 because he'd spelt 'Reservoir'

wrong. Never mind, Jared, that's still £80 of software. Remember: DPaint-readable disks with your name and address written on them could win you software prizes, providing you post them off. Where to? Why to us, at In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW, of course.



# DAWN PATROL

## Chocks away, chaps! Indulge in some WW1 aerial high jinks with Blue Leader and the Red Baron.

**Game:** Dawn Patrol – The First Air War  
**Runs on:** A500, A600, A1200  
**Publisher:** Empire  
**Authors:** Rowan Software  
**ETA:** Autumn

Microprose have for a long time now been masters of the flight sim, but now there's a game looming that could well kick their butts and claim the title of best WW1 flight sim of all time. It's been hanging around using the alias of *Flying Circus* since last Christmas, only recently starting to use its real name, *Dawn Patrol*. *Knights of the Sky*, you have been warned. Last month we talked to Rod Hyde and the Rowan team about Virgin's up and coming D-Day flight sim *Overlord*. This month they're back to rabbit on about *Dawn Patrol* from Empire, and in the mean time, I've been

flying the unfriendly skies above Normandy in the PC version of *Overlord*. What looked like a pretty good flight sim a month ago has now shot up the list of important releases to become my most eagerly awaited Amiga game. Now, all this praise about a Virgin game's probably going to upset Empire, and all this talk about PCs is bound to leave a load of Amiga owners miffed, but the point is that rather than looking at a few screenshots or listening to programmers say how great their game is, I've now actually seen their work in action, and I'm impressed.

The Great War of 1914-1918 was, of course, the ideal flight sim air war, with slow moving, low powered, flimsy planes blasting away at each other with crummy machine guns, and producing close-up dogfights requiring loads of skill. Not at all like the dull 'lock and fire' missile airwars of jet sims. Rod laid out the basic ideas behind *Dawn Patrol* to me.



Ideal flight sim fodder; flimsy planes, crummy guns and loads of tense dogfights.



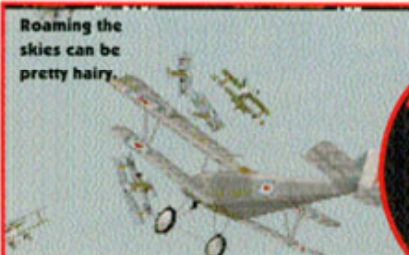
"Hmm. Time to bail out, I think..."

"Each story relates to an incident that actually occurred, and you can play them through to try to recreate or change history. We have French, German, American and English pilots in the game and in most instances you can fly on either side, playing Aces such as Albert Ball, Oswald Boelcke and 'Mad' Mick Mannock."

"The game is a collection of stories from the war. During the first few years, air superiority was gained and lost by both sides as machines and tactics developed.

Generally, when I start to think about a game design, I pick out two or three themes from my research, but for *Dawn Patrol*, there were so many interesting and diverse stories that we decided to produce a multimedia interactive history book."

As you can see from the screen shots, you can get in a right old tangle with up to 16 planes whizzing around at any one time. But before you get over excited, remember these are PC shots, and the Amiga version, although similar, will only have 32 colours and less in the way of texture mapping. There's also no serial link option planned, simply because Rod thinks that with all the 3D calculations going on, the processor



Roaming the skies can be pretty hairy.

"A collection of stories from the war."



Heaploads of planes to fly, from a Sopwith...



... to German classics.

**An ace in every pack.**

Frank was the... pilot, with 25...  
but, on almost...  
No... the war without suffering a scratch.

**THE MISSION**

Frank, leading a group of 3...  
... on escorting 4...  
... half of...  
... off and attack...  
... to the defence of his charges.

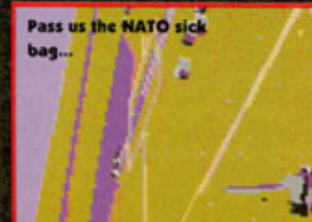
# PSYGNOSIS CUT THEIR OWN THROATS

Evidently overcome by the sun's powerful rays, Psygnosis have launched a 'Summer Storm' promotion in which they'll be selling off lots of their older titles at greatly reduced prices. And they're all really good: *Walker* (AP24 85%), *Bob's Bad Day* (AP32 85%), *Combat Air Patrol* (AP23 88%), *Wiz 'n' Liz* (AP31 78%) and *Globdule* (AP33 82%). Er, apart from *Prime Mover* (AP32 22%). They each cost £12.99, and the offer lasts from now "until about the end of August", according to Glen at Psygnosis.

Play all those faves of yours at crazy prices!

0000550

09 23



Pass us the NATO sick bag...

Gotha 4, providing big targets and much merriment for all.

Rowan are keen to make games that are both accurate and playable, so as well as a long list of programmers for landscape, user interface and animation, there's also Jim Taylor working out the artificial intelligence.

"Jim's included realistic features such as balloon logic," said Rod. "Enemy spotters in balloons will sight your planes and then vector in fighter interceptors, but if you get too close, the balloon will be winched down to stop it becoming a target. Not only do we find research to come up with such detail interesting, but there's a definite satisfaction in achieving more realistic AI." Add to that missions to blast up truck convoys, balloon busting and various ground attack missions, and we're looking at some serious turn-of-the-century aerial high-jinks to come.

● CAM WINSTANLEY

# AMIGA

GALLUP **POWER**

# TOP 30

\*\*\*\*\* Exceptional \*\*\*\* Nearly there \*\*\*\*\* Very good \*\*\* Has its moments \*\* Flawed \* Dire

- 1 (NE) **INTERNATIONAL SENSIBLE SOCCER**  
Renegade/Mindscape £19.99 ★★★★★
- 2 (1) **ARCADE POOL** Team 17 £9.99 ★★★★★
- 3 (NE) **TACTICAL MANAGER**  
Black Legend £25.99 ★★
- 4 (3) **CANNON FODDER** Virgin £29.99 ★★★★★
- 5 (NE) **K240** Gremlin £29.99 ★★★★★
- 6 (8) **PREMIER MANAGER 2**  
Gremlin £25.99 ★★★★★
- 7 (5) **FRONTIER: ELITE 2** Gametek £29.99 ★★★
- 8 (2) **MAN UTD PREM LEAGUE CHAMPIONS**  
Krisalis £29.99 ★★★
- 9 (NE) **KICK OFF 3** Anco £29.99 ★★
- 10 (4) **BENEATH A STEEL SKY**  
Virgin £34.99 ★★★★★
- 11 (NE) **SIERRA SOCCER** Sierra £24.99 ★★★
- 12 (NE) **WORLD CUP YEAR 94**  
Empire £29.99 ★★★★★
- 13 (9) **THE SETTLERS** Blue Byte £34.99 ★★★★★
- 14 (NE) **ELFMANIA**  
Renegade/Mindscape £25.99 ★★★
- 15 (10) **SIM CITY CLASSIC**  
Hit Squad £14.99 ★★★★★
- 16 (NE) **BATTLE OF BRITAIN** Kixx £14.99 ★★★
- 17 (NE) **CORKERS COMPILATION** Corkers £14.99 ★★★
- 18 (7) **SKIDMARKS** Acid Software £25.99 ★★★★★
- 19 (NE) **EMPIRE SOCCER** Empire £29.99 ★★★★★
- 20 (15) **LIBERATION** Mindscape £29.99 ★★★★★
- 21 (18) **EYE OF THE BEHOLDER**  
Kixx £16.99 ★★★★★
- 22 (13) **SENSIBLE SOCCER 92/93**  
Renegade/Mindscape £25.99 ★★★★★
- 23 (12) **MONKEY ISLAND** Kixx £16.99 ★★★★★
- 24 (20) **DUNE** Hit Squad £14.99 ★★★★★
- 25 (47) **GRAHAM GOOCH WORLD CLASS CRICKET**  
Audiogenic £29.99 ★★★★★
- 26 (14) **JURASSIC PARK** Ocean £25.99 ★★★
- 27 (NE) **DENNIS** Ocean £25.99 ★
- 28 (NE) **ROAD RASH** Hit Squad £12.99 ★★★★★
- 29 (6) **JIMMY WHITE'S SNOOKER**  
Hit Squad £14.99 ★★★★★
- 30 (16) **CADAVER** Kixx £14.99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgets and full-pricers together, games are rated in stars, and that's all you really need to know. Ever.

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



Don't you  
want to  
know **why?**



Issue **eleven** onsale at  
selected newsagents now

# ALIEN BREED II - TOWER ASSAULT

**MORE damp strips of bio-matter from Team 17. Yum.**

**Game:** Alien Breed II – Tower Assault  
**Runs on:** A500, A600, A1200, CD32  
**Publisher:** Team 17  
**Author:** Stefan Boberg (graphics), Tony Turunen (graphics)  
**Price:** £9.99 on floppy, £29.99 on CD32  
**ETA:** Autumn

Team 17 sure know when they're onto a good thing, and so far have managed to



graphics for the new levels, the aliens and mid-level animations, whereas true Brit Alistair Brimbell is supplying all the music.

The Amiga version of *Tower Assault* will feature between 40 and 60 completely new levels, which will all presumably take the familiar and popular form of shoot, wander around, shoot, die.

There are at least three new aliens, and the whole thing will be at the staggeringly sensible budget price of around a tenner.

The CD32 version, though, is a different kettle of face huggers. 3D animations at the front, middle and end will make it look rather swish, but that's just the start of it. Team 17 never released *Alien Breed 2* on CD32, so for £30 you're going to be able to get both *Alien Breed 2* AND *Tower Assault* on one disk. Also, the original game was plagued by one of the most pointlessly difficult and all round rancid first levels a game has ever seen, which they've now dropped. When you look at this sort of commitment to the CD32 (over 100 levels for £30!), it makes some other companies' efforts, most notably Psygnosis with their full-price Lemmings CD32 release, look rather lame. Top marks and a gold star to Team 17 on this idea.



● CAM WINSTANLEY

capitalise on their strengths. *Alien Breed Special Edition* (AP21, 83%) was just a tidied up version of *Alien Breed*, but it caught the imagination of the games playing public and stayed in the top 20 for the best part of a year, even after *Alien Breed 2* (AP32, 81%) had hit the shops. It seems that you just can't get enough of creeping round darkened alien bases shooting hulking aliens into tattered damp strips of bio-matter, and when Team 17 are on the case, the public gets what the public wants. More levels? More aliens? With *Tower Assault* you got it.

Although the levels are being designed in darkest Wakefield,

ancestral home of Team 17, the actual programming's being done by Stefan Boberg who's a very nice man who lives in Sweden. My Swedish stretches only to Abba lyrics, Voulez Vous and all that (joke), so I was most happy to find that Stefan speaks English even better than me. It also seems that he's pally with the coder of past Team 17 triumphs such as *Project X* and *Superfrog*, and now that he's out of full-time education, he's turned to full-time programming. Tony Turunen (another Swede) is working on the



## FURTHER READING...

**AMIGA FORMAT**  
August issue on sale Thursday, 28th July, £3.95

"The next splendid issue of Amiga Format carries an in-depth feature on the advent of interactive TV – and the Amiga's role in what could be the next massive media market. Before long you'll be able to download games, movies, information, order shopping and book your holidays, all via your TV and without leaving the comfort of your comfy chair.

"Science fiction? Whimsy? Read Amiga Format and all will be revealed.

"Oh, and we've got loads of top stuff, like Detroit and Octamed on disk, plus world exclusives on the Indie Direct's new CD-ROM drive and Paravision's Microbotix SX-1, which turns your CD32 into an A1200 with CD drive. Outstanding..."  
Steve Jarratt  
Editor, Amiga Format

**AMIGA SHOPPER**  
August issue on sale now, £2.50

"This month's Amiga Shopper has a big feature on the subject that's on every computer person's lips: the Internet, the Information Highway. We tackle those nasty questions like: What is it? Where is it? and can you get any information on Irritable Bowel Syndrome available on it? Find out in the August issue of Amiga Shopper.

"Plus: we also have 10 pages of Amiga Answers, where we solve your technical heartaches and our regular tutorials on C programming, Video, AmigaDos and AMOS. If you're serious about your Amiga, we'll show you what you need to know." Richard Baguley  
Editor, Amiga Shopper.



## STALKERS (OR SOMETHING)

Apache are working very hard on a *Gauntlet*-based game with a difference. "What's it called then?" we asked, inducing a state of team panic. "Errm, we've not really decided yet," they flustered. "Stalkers or something..."

Having forced them to name their game (still a good six months off), it seemed only fair to look at the cute, manga-esque graphics of the four heroes, with the unlikely names of Tammy, Bret, Luke and Merv. Unlike in *Gauntlet*, you can only see areas of the map you've explored, so like *Dune 2*, the screen's black until you explore everything. This is just one of many things that make the game unlike *Gauntlet*, as Apache are keen to point out.

For reasons far too technical to go into here (or for us to understand) you can

flood the screen with baddies without slowing down the action one iota. But the biggest difference is that there aren't any set levels, everything is generated randomly.

This is harder than it sounds, as every section of the level has to be accessible, all rooms have to have doors and the corridors have to be laid out in a believable manner. Six months of hard graft went into creating the level designer, so Apache are keen to use it often.

Using a number between one and 45, you can limit the parameters of your maze from two rooms and a connecting corridor to hundreds of rooms, dead-end corridors and fiendish mazeliness, and using a simple 16-digit code, you can call up any level you can remember. And if that's not clever, we don't know what is.



# DEATH MASQUE



**A new game from the people in Sleaford, and gallons of blood.**

**Game:** Death Masque  
**Runs on:** A500, A600, A1200

**Publisher:** Apache Software

**Authors:** Patricia Sorrell, Michael Ryan, Lloyd Murphy, Mark Page

**ETA:** October

What is it about programmers and tiny, teeny weeny towns in the middle of nowhere? Sensible are snuggled away in Saffron Walden (a speck on the map near Cambridge) and Apache are based in a town (Village? Hamlet?) called Sleaford, which is somewhere in sunny Lincolnshire, and a very, very long way away from Bath.

After hours on the road, I eventually tracked down Apache's first floor office (just above a reupholstery firm) and had a cup of tea thrust into my dehydrated hand. Strong, no sugar and semi skimmed milk – nice. The first game to see the light of day with the Apache name on it was *Super Methane Brothers* (AP39, 72%) but they've been keeping themselves busy before that by working on various game conversions to and



Creepy, murky, scary – but not nice.

from consoles, and did the CD32 version of *Sensi*.

Anyway, I'd come up to see *Death Masque*, which they're all very proud of and reckon should be hitting the streets not long after you've read this. What's it going to be like? Well, regular readers will have played *Trick Or Treat* on last month's coverdisk, and that's what *Death Masque*'s all about. Coder Mark Page put it like this:

"You play the part of one of three characters, Ralf, George or, um, Michael. It's a split screen, two player game with your view in a first-person perspective, and the idea's simply to run around the screen and shoot everything you see. The levels are all packed with monsters and things, so you can choose either to

**"Casual jackets and ties"**

team up with the other player and take them all out, or to stalk each other around and try and waste each other."

Ah, so it's sort of split screen *Doom* then? I asked, referring to the blood-washed, scarily realistic PC game that everyone (most notably PC owners) are raving about.

The Apache team were a bit loathe to admit the similarity, but Patricia admitted there's no getting away from it:

"Most games of this type on the Amiga have either been very slow or used tiny windows to boost the speed up. We've compromised the screen size a little, but in return, we can run the game so fast it's unplayable, and consequently we've had to slow it down. On the A500 version, there'll just be skylights and pools of light on the ceilings and floors, but due to their faster running speed, the CD32 and A1200 will be able to manage full floor and ceiling graphics."

The game definitely runs quickly, and since the controls are just for moving and shooting, you can instantly get into killing things. As in *Doom* (tch, that comparison again), your view fades off into darkness, so you only really know about trouble when it looms out of the murk clutching a machine gun. And when baddies do turn up, they all seem to be dressed very neatly in casual jackets and ties. I thought this was kind of strange, but Lloyd (the graphics man) explained it all away.

"We started with drawn graphics, but they just didn't work with the gloomy, realistic look of the levels, so in the end we digitised our friends from various angles using a video camera and replaced their heads with plasticine monster heads that we made."

So now you know. The finished game's going to have about 50 levels, with scenery ranging from crate-filled warehouses and caves to a Mars colony and the inevitable HR Geiger-influenced world. The idea's to put out data disks with extra levels so that the game will just run and run, and Apache are actually taking time out to make use of all the extra buttons for the CD32 version, so hurrah for them. They've even considered that age-old problem of sneaking a peek at your opponent's side of the screen to see what he's up to – Apache plan to package the game with a groovy cardboard divider to hide your side of the screen from prying eyes.

● CAM WINSTANLEY

## DEFEND THE HONOUR OF AMIGA POWER

Read this month's joystick feature, choose your weapon, and practise well, because this autumn will see the most arduous test of your gaming skills yet. Yes, it's National Games Championship time again, and this year the official Finest Gamesplayer In Britain will walk home with the ultimate games machine (apart from the Amiga) – a high-spec PC with a CD-ROM drive and some CDs. The runner up gets a new game every month for a year.

So how do you enter? You'll first need to tackle the heats, which are being staged at Future Zone shops all around the country from 1st August. (Future Zone are sponsoring the



Championship – you can locate your nearest store by phoning 0891 332288\*). There'll be two playing sessions each day, from 10.00am-12 noon and from 2.00pm-4.00pm, along with a 50p entry fee, all of which will

go to the charity BLISS (Baby Life Support Systems). There will then be four regional semi-finals, comprising the six best players from each region, the winners of which will each get a Phillips CDi system, with £50 Future Zone vouchers for the runners up. The four semi-finalists will then battle it out at the Grand Finale, to be held at the Future Entertainment Show at Earls Court on 29th October.

The catch? To stand a

chance at the heats you'll need to be good at *Virtua Racing* on the Mega Drive and *Super Metroid* on the SNES. Go on, though – show those rascally console owners what true gaming is all about. Uphold the AMIGA POWER readership's tradition of excellence. And win!

\*Calls cost 39p a minute cheap rate, 49p a minute at other times. If you're under 18 seek permission before you call.

**FUTURE ZONE**  
**GAMES CENTRE**

the uk's no.1 specialist in  
computer and video games



# DIARY OF A GAME

## SENSIBLE GOLF

BY SENSIBLE SOFTWARE  
PART 3 - JUNE 1994

**D**o you remember? The geezer who wrote the *Cannon Fodder* Diaries in pages not too dissimilar to these around the back end of last year? That's right - Jools, Sensible Software's unappreciated programmer, designer publicist, alleged psychotic, anchor man, ankh-wearer, clam diving expert. Well, he's dead. So now, instead, *Diary Of A Game* comes to you from a Count with no tongue. His name is Vlad The Impaler and he smells of garlic bread. Which just goes to show, it's not easy being a programmer. Or a golfer, for that matter. Anyway, over to you, Vlad.

"You know, after a hard day impaling peasants, there's nothing I enjoy more than a game of golf - as they say, all work and no play makes Vlad a dull Impaler.

Actually, that's a lie. I really hate golf. I mean, what's the point of whacking a little white ball with your impaling stick, then traipsing miles after it and whacking it again, by which time you're stuck in the middle of a torrential storm and some nob's run over your foot with an electric shopping trolley?

### BARMY

Frankly, I'd much rather do the whole thing on a computer, even if that way you don't get the satisfaction of watching small, overprivileged middle class gits being struck by lightning on the 18th hole. Which brings us, neatly, to

*Sensible Golf.*  
(Surely some mistake? - Ed)

"So, how's the game actually going?" you might be beginning to wonder by now. Well, it's a lot more than just a map editor these days. Which is lucky. I've been working on

the main overhead view; it shows all the trees and bunkers we've been drawing so carefully with the editor. There's a score panel down the side and a couple of player sprites running around the course taking turns to hit the ball with any one of a wide choice of golf clubs and torture implements. It's beginning to look like a game now, but there's a way to go yet. I still haven't done anything about the collision detection, so the ball still bounces off the surface of the lakes as if they were solid ground.

All this progression is pretty weird, considering I've spent the last six months down the pub, changed my name to 'Jack Tetley-Daniels', and dwelled on the decriminalised vices freely available in the wonderful Dutch city of Amsterdam. (Don't try this at home, kids. - Jools, er, Vlad's mum.) Cambridge (the nearest thing to a seething metropolis in

the vicinity of Sensible's leafy village base of Saffron Walden) is quite a cliquey place, like many small towns, but it's also a true community of people who know, understand and like each other. Even the bastards. And you can also kick their teeth in if you have to. Blown by the wind, blown by the wind, I can't live with or without you. Right, Bob, Dave, Nick, "The name's Les, Jools", "Cindy", "You're not married Jools", "Wahey, slow down boy, get a grip..." (What? - Ed)

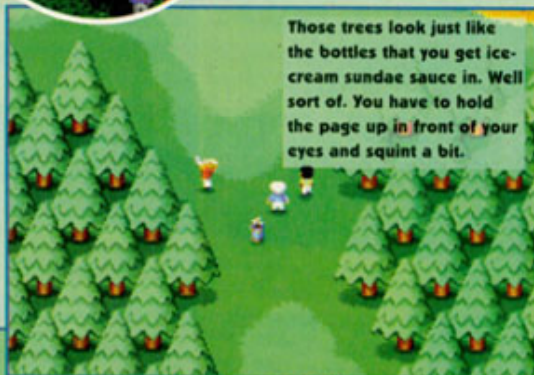
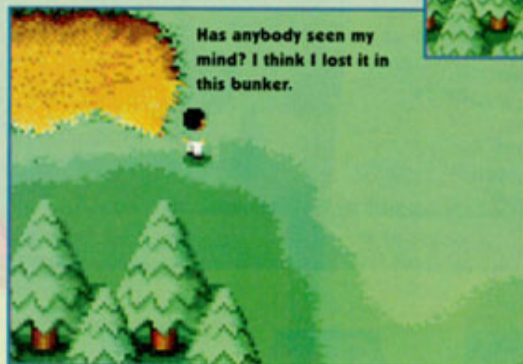
### BUNKERED

So, here we are, about halfway through the article, and you might be wondering what it has to do with computers, golf, Sensible Software or anything else for that matter. Well, the answer is simple; nothing at all. Jesus loves you, but he wouldn't touch you with a bargepole. For example - what's got 40 legs and smells of wee? The dinner queue in an old people's home. See what I mean? (Er, no. - Ed)

"The dinner queue at an old people's home"

Those trees look just like the bottles that you get ice-cream sundae sauce in. Well sort of. You have to hold the page up in front of your eyes and squint a bit.

Has anybody seen my mind? I think I lost it in this bunker.



Well we promised you new pics this month and here they are.



I know - and don't forget I'm being paid by the word - how about some behind the scenes industry info? Everybody loves a bit of gossip, don't they? Do you remember Martyn Lunn, who wrote last month's *Diary*? Well, due to an internal misunderstanding, he's left Sensi Towers already for pastures new. Phew, the dynamic and fast-moving world of leisure software, eh? At the recent ECTS industry ('Knees' - Ed) up recently, there was an excellent little freebie party held by a rival publishing company. Well, to cut a ('Lucrative' - Ed) story short, Dexter Fletcher was there and I - allegedly - asked him to sell me some ('Persian rugs' - Ed) - I had a headache - but he denied being in possession of any. "I thought YOU could sell ME some", suggested a passing drunken goat on a Harley Davidson (sounds like a Jeff Minter reference to me).

Believe this one if you dare, but I was recently accused of being a psychopath for punching a clock, not in the timekeeping sense but in the fisticuffs sense. I must add in my favour, though, that I was totally justified, because the ticking of the clock was so loud that it seemed to be saying "You're going to die". Just thought I'd mention it.

Anyway, I guess that's all we've got time for from me, Vlad The Impaler, so till the next time, keep buying Amigas (I personally have 17 now), keep buying games, and don't kill the market with piracy or complacency because the impending consequences are software companies moving onto different machines, making yours defunct and a total waste of money. So be shrewd, and don't forget I love you all. And want to marry you. And bite your neck. And burn you at the stake. In a loving way, of course.

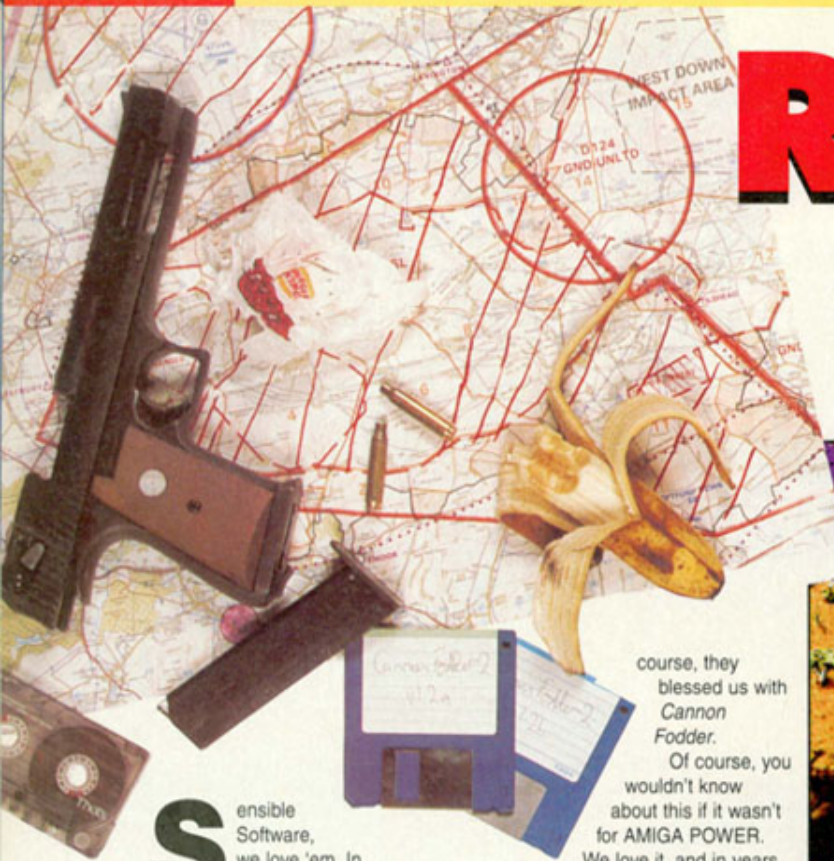
● VLAD THE IMPA - oh, alright, it's me, JOOLS.

(There'll be a special prize for anybody who can write in and tell us what Jools is going on about here. - Ed)

Dexter and Jools discuss life on the green. Yesterday.

# RITA, SU

In which Cam Winstanley discovers how *Cannon Fodder 2* is being put together, and how you can actually 'be' in it.



**S**ensible Software, we love 'em. In thousands of years' time, when all the great thinking dudes of the world gather to work out exactly what was so flipping good about the 20th century, the name of Sensible will be mentioned in the same breath as The Beatles, Mother Theresa, Nelson Mandela and Sean Connery. They brought us *Sensible Soccer*, they wrote *Mega-lo-Mania*, and, of

course, they blessed us with *Cannon Fodder*.

Of course, you wouldn't know about this if it wasn't for AMIGA POWER. We love it, and in years to come, whenever

philosophers and world presidents gather in closed sessions, the name of AMIGA POWER will... (*Well yeah, they get the idea. - Ed*) We thrilled you with previews on it, we tantalised you with a monthly game diary written by the programmers and charting its progress, and we practically rendered you



"Playing it makes me more handsome"

unconscious with awesome and exclusive demos and compos on our coverdisks. With it all topped off with the first ever review of the game, it was a surprise to absolutely no one when *Cannon Fodder* stormed into the AMIGA POWER All Time Top 100 at number two, and was pipped to the number one slot only by *Sensible Soccer*. Which was also written by Sensible. Obviously. So anyway, when we heard that they were working on a sequel to the second best Amiga game of ALL TIME, we thought something pretty impressive was called for.

**FACT:** Some Scottish bloke called Stuart Campbell is using a

lifetime of

extensive

games knowledge to make sure that the 70 odd new levels are funky, playable and extremely hard. He apparently used to work for

("McDonalds" - Uncle Joe Stalin) before he started at Sensible Software.



## THE BIT WHERE WE RAVE A LOT

**FACT:** Virgin will be releasing a sequel to *Cannon Fodder* in time for Christmas.

**FACT:** *Cannon Fodder* was given a massive 94% in AP 32. This is the highest score we've ever given a game.

**FACT:** Sensible Software are working on the sequel this very minute.

**FACT:** The game will feature a totally remixed version of the infinitely catchy 'War's never been so much fun' song, featuring lead vocals from top Sensible geezer Jon 'Jops' Hare.



AMIGA POWER AUGUST 1994



# AND CANNON FODDER 2

## IDLE SPECULATION:

It will be called *Cannon Fodder 2*. *Cannon Fodder*: *Mother of All Battles*, or something like that. Of that there is no doubt. Well, maybe just a little.

*Cannon Fodder 2*, *Cannon Fodder 2*, the notion of it just sets your heart a-pounding, doesn't it? This is

the game you can hold in front of your console owning friends and shout "Ha! I own and play a game that's so brilliant that playing it makes me more handsome, stronger and an all round better person! Now go back to your tiresome and predictable platform games, and if you're really good to me, I might let you watch me play it later on!"

The thing about a near perfect game is that there's little room for improvement. So what are Sensible going to do then? Is it just going to be more of the same, or are we going to see new characters and controls? Are

there going to be more weapons for the troops to use? Can you actually go air to air with cannon-toting helicopters, and will the ground troops finally be able to defend themselves from air attacks? Hmm, well, we don't really know. So we'd better talk to the creators, then.

## THE BIT WHERE WE TALK TO THE CREATORS

It was Jools who originally coded *Cannon Fodder* – and also, incidentally wrote the *Diary of a Game* that ran from AP28 to AP31. However, he's now devoting most of his time to *Sensible Golf*, and consequently finds any additional coding he has to do "a bit of a pain in the bum."

Not to worry though, because with the basic game engine in place, the buck has been passed over to Stuart Campbell and John Lilley (JL to his friends) to create new and exciting levels. John's the graphics guy who's drawing up all the new terrains, buildings and the like, whereas Stuart's actually thinking up all the levels. Sensible are being a bit cagey about things at this early stage, but it seems that there's going to be some sort of storyline this time, so instead of mindless slaughter, you'll actually be committing genocide for a reason.

"We're introducing new weapons and vehicles, but the power-ups stay the same, as they're already powerful enough.

We've no plans to include any air-to-ground missiles, as we like the way you have to cower in terror of



As we understand it, the slightly different perspective won't affect the traditional kill, kill, kill gameplay that we all know and love. Hoorah!

helicopters, but we've not ruled out air-to-air combat."

So now we know. What about any new features? "Well, I've been heavily influenced by the 'babalities' of *Mortal Kombat 2*, and was hoping we could have a friendship weapon that dispenses prettily-packaged presents and ice cold fizzy drinks, but everyone else kind of nixed that idea, so it's

still knee deep gore and slaughter."

So it's going to be *Cannon Fodder* – only more so, which has got to be good news for the modern fan of high-velocity firearms and sucking chest wounds. But have you ever wondered how Sensible works and what sort of high pressure

environment is needed to craft the best games of all time? We have, so we gave Stuart a tiny little camera and got him to talk his way through an ordinary day at Sensible while spying on his fellow workers.

On the next page is the report he sent us back... ➤



As well as all new levels, there's new vehicles as well. Check out the chunky new Jeep and the armoured car thingy, as well as all the old favourites such as snipers and helicopters.



# 'MY DAY' BY STUART CAMPBELL, AGED 20 (ISH)



9.30 - I arrive at the office. No sign of any Cannon Fodder 2 programmers yet. Ah well, it's still early. They're bound to show up eventually.



9.35 - Chris Yates (joint Sensible head honcho) arrives. "Cannon Fodder 2?" he says. "You'll be wanting Jools and JL, then. I'm sure they'll be in soon."



12.03 to 2.15 - Play pinball downstairs with Darren the Work Experience Kid and then stare out of the window. Still no programmers.



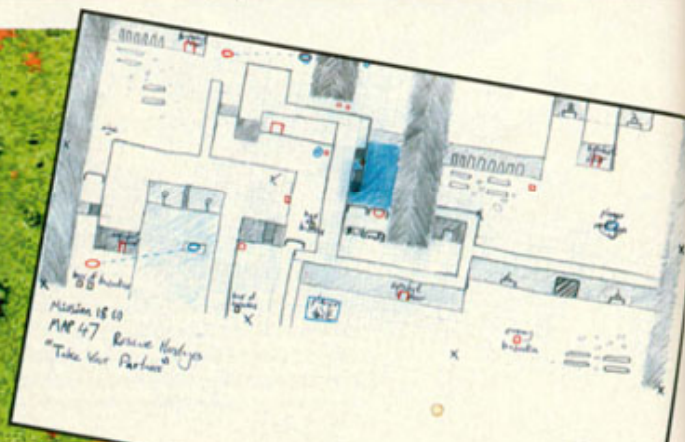
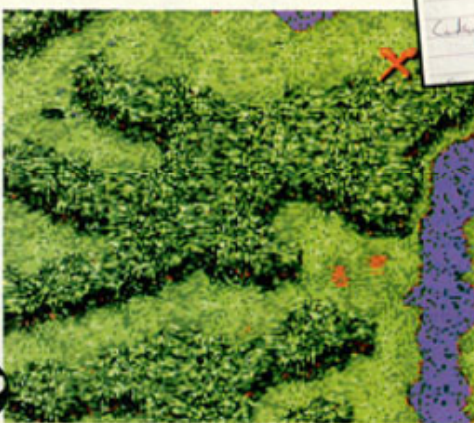
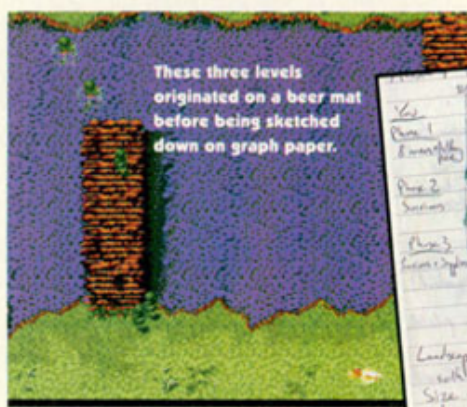
3.01 - I inexplicably find dozens of Cannon Fodder maps strewn haphazardly across the floor. It's funny how hastily-scribbled maps ended up as such polished and professional levels, isn't it? And now it's my turn to work this particular little miracle. Ulp! Still no programmers in the building, though. I've checked.



3.31 - Jools arrives and makes a solemn statement. "I'll never mix Southern Comfort with gin, lager and Esso Super-Unleaded ever again. Just say 'No' kids." 4.20 - JL arrives. Hurrah! "Could you not shout, please?" he asks quietly. At last. Programming finally begins in earnest as everyone knuckles down.



4.35 - "This is making me a bit queasy," mutters J. "I think I'll go home now." Cannon Fodder 2 programming is suspended for the day. Only a few months to Christmas. Oh dear.



# THE BIT WHERE WE GET YOU INTO CANNON FODDER 2

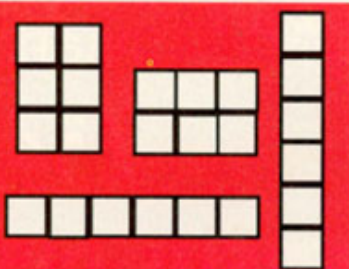
**A**ll this is very well and good, but it's the kind of coverage any other mag could give the game. We on AMIGA POWER, however, feel that you, the readers, deserve something more. Something bigger. Something you could only get with the world's mightiest Amiga games mag. So here it is:

Even as you read this, Stuart Campbell's sitting in a tiny room in Saffron Walden surrounded by reams and reams of graph paper. The reason? Well, his

position as Senior Executive Vice-President of European Development Coordination means that he's in charge of designing all the level maps for the new game, which is taking him ever such a long time. Being a bit of a work-shy top at heart, he'd love to do the least amount of work by designing as few levels as possible. And this is where you come in.

## DO STUART'S JOB FOR HIM...

● A screen is made up from 19 squares across and 13 down. A level can be between one and six screens, but they have to form blocks like these. No fancy L-shapes please.



...by designing a level so awesome that Sensible will have no option but to go "Ooooo!" and "Ahhhh!" and include it into the game. We're not putting a limit on the number of

## RULES

1. Employees of Future aren't allowed to enter. Sensible and Virgin employees can obviously enter as many times as they want, although they'd be a bit daft to. (And they won't win anything.)
2. Entries have to reach us by August 31st, otherwise *Cannon Fodder 2* will miss its Christmas deadline, thousands of Amiga owners across the globe will be desperately disappointed, and it'll be YOUR fault.
3. Sensible's decision will be final, and the Editor won't have anything to do with it. Odd that. (Sob. - Ed)
4. Send your entries to 'Lord Kitchener says "Hey kids, it's your chance to be in the sequel to *Cannon Fodder*. Pens and paper at the ready, you muddly funsters you!" in an excited squeaky voice', AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW.



You think you can design a level like this? Well we do, and so do the lads at Sensible. We want between one and six screens of major mayhem to include in this game.

winners for this one, because Stuart hopes that you'll come up with 70-odd excellent levels, and he'll be laughing all the way to the bank. As well as getting their levels in the finished game and having a grunt named after them, winners will also get loads of Sensible and Virgin stuff (you know the sort of thing - T-shirts and caps and things) to tide them over until the game comes out.

## PENCILS AT THE READY...

... and read this bit carefully. Levels have to be designed in a certain way, and if they aren't, we'll simply have to bin them - sorry. So grab some

graph paper and coloured pencils and take note of all this important stuff:

- You can't have any cliffs in your level. This isn't because we're being mean, it's just that cliffs are only in exterior levels, and Sensible want to reserve the right to use your level in any location (interior or exterior) that they choose.
- If you're going to have a hostage, you're also going to need a player tent for him to return to. Remember also that hostages can't swim.
- If you're having civilians, make sure to tell us whether they're aggressive,

retaliatory or passive by marking A, R or P on the door that they come out of.

- If the position of an enemy turret or sniper is crucial to a level, include a line of sight on your map.
- You can have no more than 30 sprites in the entire level. The box on the left shows how many sprites they take up and what to draw. If there's any doubt, write what you want it to be on the map.

And finally, make sure you observe all the Rules to the left, especially the one about getting your entry to us by 31 August. Good luck!

## THREE SPRITES

Enemy Vehicle



Enemy soldier



## TWO SPRITES

Player vehicle



Hostage



Player turret



Box of grenades or rockets



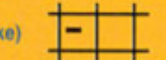
Enemy hole



Switch pad



Trap (mine, trip wire, spike)



Player tent for hostage



Exploding tree or bush



## NO SPRITES

Bridge



Bush



Tree



Water



Road



Roadblock



## ONE SPRITE

Player soldier



Civilian

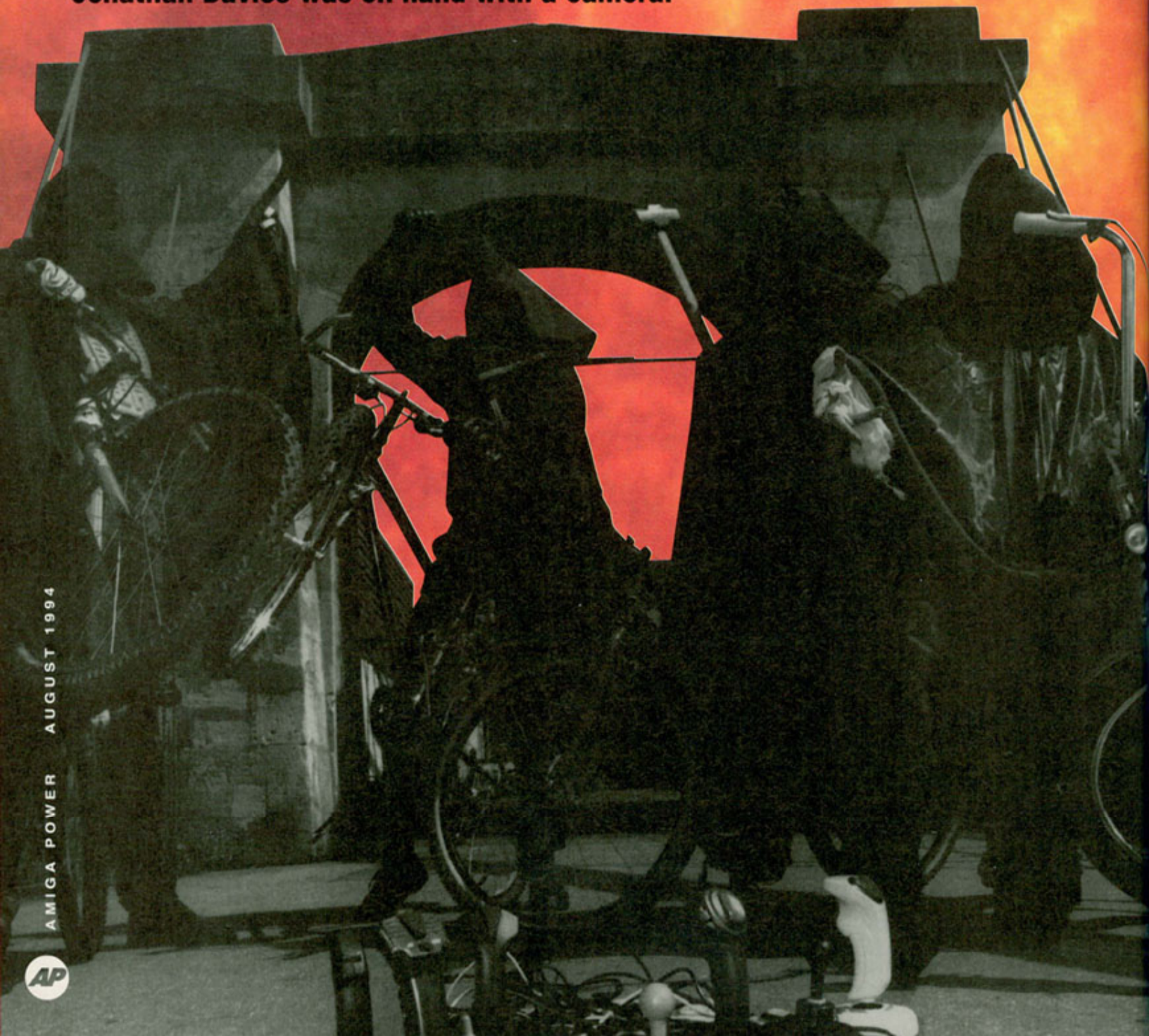


Remember: Levels just need plenty of bombs and a high body count. Get your designing heads on!

*"And the earth shall shake, and the seas shall boil, and the sky shall be aflame. And there shall be a mighty thunderclap, and from a portal in the sky shall ride four cyclists. And they shall raise their fists and let forth a terrible cry..."*

# JOYSTICKS of the world line up and BE JUDGED

Jonathan Davies was on hand with a camera.



# THERE CAME A PALE JOYSTICK...

**A**s flames and smoke swirled about them, the cyclists descended to earth, their Ritchey Z Max WCS 1.9s carving deep gashes in the ground as they slid to a halt. Behind them, the portal through which they'd arrived snapped shut, and fire rushed to fill its place. They sat astride their bicycles, shimmering in the heat, and surveyed the devastation around them. The first of the cowed figures spoke:

"We are the Four Cyclists of the Apocalypse. And we are displeased." His words sounded like a thousand tombstones smashing together, their might spanning the five continents of the earth and the centuries for which the Cyclists had rested.

"For too long," continued the Second Cyclist, "substandard joysticks have caused distress to gamesplayers everywhere. Wrists have ached, blisters have formed, and scores haven't been as high as they might have been. This cannot continue!"

"It is time for joysticks to be judged, and for those which offend us to feel our wrath," cried the Third. "Only the truly righteous can find redemption and attain our prestigious five-star rating. For we are the only lesser deities committed to a rigorous programme of consumer testing!" With these last words, the Cyclist raised his hands to the sky and brought forth a mighty blast, rocking the ground and opening vast, lava-filled chasms which swallowed hills, mountains, even entire countries. Fire rained from the sky, and the very sea turned to steam.

"Yes," added the Fourth.

The Cyclists fell silent as they watched the earth burn. Nothing escaped the terrible flames, the greatest cities being consumed as easily as the frailest flower. The Fourth Cyclist toyed idly with his stem pinch bolts.

Then the First Cyclist lifted his hand, and the flames subsided. The sky darkened, and a wind, a terrible wind, began to howl around the figures. Rain lashed down and, silhouetted by

The cloaked figures encircled a small group of joysticks that huddled in terror on top of a rock.

"Verily, the joystick market is a crowded one," announced the First Cyclist of the Apocalypse, "creating confusion for games players seeking a simple, straightforward joystick with autofire. We have chosen nine of the most popular designs to subject to our ineffable judgement."

"First, we examine the Zip Stik Super Pro (1 Powerplay, £13.99, ★★★★★). Its slightly stiff action renders its puny suckers worthless, but as a hand-held stick this works efficiently enough. We also commend it for its classic styling."

"Much the same can be said of the Cruiser Turbo (2 Power Play, £13.99, ★★★★★). Its action seems rather stiff, with the advertised 'Variable Tension Control' proving extremely awkward to operate, but the turbo button is conveniently placed for easy access."

"Meanwhile, the standard Cruiser (Power Play, £10.99, ★★), though less costly, lacks the

essential autofire function, and is coloured in a detestable manner.

"Cast in fragile plastic, the Star Probe (3 Cheetah, ★★) would, we suspect, be rapidly destroyed by the more demanding player. It emits a cacophony of tacky clicks, although there is a variety of fire buttons with a particularly well-positioned trigger."

"The Competition Pro Extra (4 Power Play, £16.99, ★★) is familiar to us, but the appalling rubbery action of the pink one we tried came as a surprise. The clear one was not too bad, though. They are both rather stiff, but work well enough."

"As so to the Bug (5 Cheetah, £8.55, ★★★★★). We find this joystick highly satisfactory for the playing of *Sensible Soccer*, with its precise, featherlight touch. Its fire buttons can grow tiring with prolonged use, however, so we would avoid it for shoot-'em-ups. Also, we scorn its Spectrum +2 compatibility."



"The Cheetah 125 (Cheetah, £5.30, ★★★★★) does not look terribly promising, but its appeal does grow. It uses cheap, primitive switches that do not inspire confidence, but it is reliable in action and particularly adept at producing diagonals. The trigger is a little stiff, however."

"Its close relation, the Mach 1 (Cheetah, £5.70, ★★), is not so successful. It is poorly shaped, with sharp edges on the base and a shaft that is too thin at the top, and the trigger is virtually unusable. The microswitches emit irritatingly loud clicks, and there is too much

movement in the shaft. It must die.

"But our greatest wrath is reserved for the Navigator (Konix, £15.99, ★). Bizarrely shaped like some sort of crap raygun, it only has one, stiff fire button which is intensely uncomfortable to use. And its horrid, stubby shaft is much too stiff and springy. Truly, this joystick insults us by its very presence. We condemn it to burn for eternity."

As he said this, the Navigator burst into flames, amid terrified screams from its comrades.



flashes of lightning, the Cyclists outstretched their arms.

Gently, almost imperceptibly, the ground started to shake. As the Cyclists slowly lifted their hands, the earth shook harder, harder and harder until its thunderous roar drowned out all else (and making the Second glad he'd fitted elastomer sprung forks). Cracks began to open in the ground.

And from the cracks came joysticks.

\*\*\*

"Yeah, but Orff's so... so hackneyed. He's everywhere. The slightest hint of divine retribution and it's out with the

Carmina Burana. Boring. No, what you want" – the First Cyclist of the Apocalypse pressed eject on his Walkman and waved a cassette at the others – "is this. Verdi. Daaa da da da da da da-da-da da-da-da da-da-da DA diddy-diddy-diddly... Brilliant stuff."

But the Third Cyclist clearly wasn't impressed. "Oh, what, so Orff's hackneyed, but Verdi isn't?"

"No."  
"I rather think he is."  
"Isn't."  
"Is."

"At least he's not German." The First Cyclist quickly put his tape back in and turned up the volume. Verily, he



## AND A JOYPAD CAME BEHIND HIM...

Joysticks tremble when they're afraid. Joypads, with their fewer moving parts, tend to whimper quietly.

"Though more traditionally the preserve of the games console, we find joypads to be acceptable for most purposes. They seem particularly suited to shoot-'em-ups, where rapid changes of direction are called for. *Gravity Force 2*, from off last month's coverdisk, is a case in point.

"And the one which meets most easily with our divine approval is the Gravis Gamepad (1 Gravis, £14.99, ★★★★★). It appears to be hewn from solid plastic, with a firm, reassuring action. The organisation of the fire buttons is positively ingenious. One is an ordinary fire button, one gives rapid fire, and the other two can be switched between emulating the up/down functions (giving you cannons and special weapon on *Gravity Force 2*, and 'jump' on many poorly-designed platform games) and left/right (good for driving games). It is also switchable between left- and right-handed operation. Apart from a crap mini-joystick adaptor which snapped off within seconds, and the way the buttons are recessed slightly for no good reason, this is one of the finest controllers we have

encountered, and will be rewarded accordingly.

"Not so the BolliStick (2 Cheetah, £5.70, ★★). Curiously designed so as to force one's hands uncomfortably close together, it puts up, down, left and right in the positions one would normally expect to find the diagonals. It also makes the error of including a capital letter in the middle of its name, thus damning itself for eternity.

"The Starfighter 1 (3 RSD, £9.99, ★★★★★) seems perfectly acceptable. Its colour scheme is a little off-putting, but the fire buttons are pleasantly shaped, and the action is reliable.

"Although it performs identically, we have also considered the Mega Drive version of the Starfighter 1 to make the point that 3-button Mega Drive controllers work perfectly well with the Amiga."

There was then a tremendous thunderclap, and lightning struck a nearby tree, marking a minor change of subject.

"The standard CD32 controller, then. It is certainly adequate for most purposes, although *Gravity Force 2* shows its directional control to be a

little wobbly.

"CD32 owners might therefore wish to consider an alternative, the first to become available being the Competition Pro Super (4 Power Play, £19.99, ★★★★★). We feel it offers a firm advantage over Commodore's model. It is pleasantly light in operation, and has independent autofire on each of the six buttons. It seems rather expensive, however."



## AND SOME ANALOGUE JOYSTICKS...

The fearsome behemoths then confronted two joysticks standing alone from the rest. Sheepishly, they pushed the Third Cyclist to the front of the group.

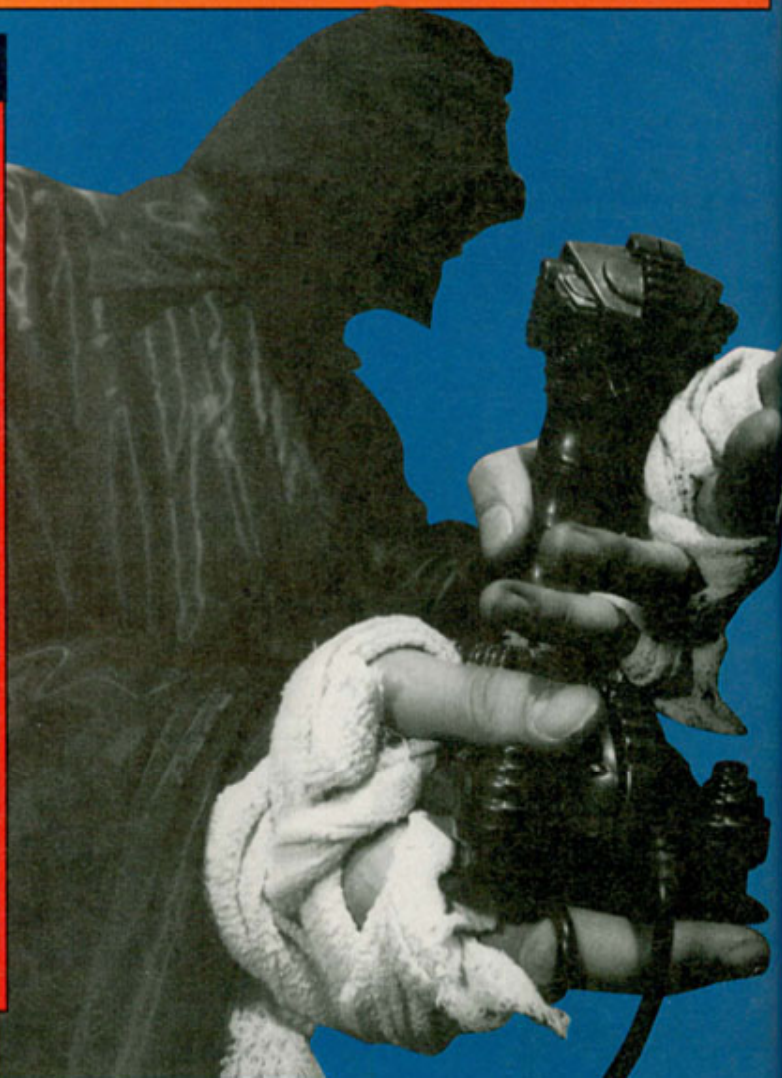
"Analogue joysticks are more normally associated with PCs," he began, clearly the technically-minded one, "although certain Amiga games are compatible with them. Rather than simple left/right/up/down controls, they offer an infinitely variable range of movements, allowing one to go, say, left a little bit or left a lot. *F1GP* is an example of a game that works with analogue joysticks, and cornering is improved immeasurably with one. Many flight sims also work with them - particularly MicroProse ones like *Knights of the Sky* and *F-117*.

"Any PC joystick can be used, but an adaptor must first be purchased. These are available from Suncom (1 £4.99) and RSD (£7.95).

"We hereby subject two to our incontestable judgement. The Merlin (2 Wico, £18.99, ★★★★★) is comfortable to hold, with a reassuringly weighty shaft. The base is perhaps a little small, though, given the joystick's likely use on the tabletop.

"The unfortunately-named FlightMAX (3 Suncom, £39.99, ★★) is an altogether more serious affair, with a huge base, several extra features that didn't seem to work on the Amiga, and a smoother action than the Merlin's. The smoked glass cover over a couple of the buttons seems rather 1960s, however, and the price surely puts it beyond the reach of most ordinary mortals."

The Cyclists seemed satisfied, and allowed the pair of relieved joysticks to go on their way.



## AND SOME OTHER THINGS

The Cyclists then approached the final group of joysticks: misfits, largely; joysticks which, whether by accident or design, didn't seem to fit in anywhere else; joysticks which were, in a way, particularly vulnerable.

"We do not feel the QJ Footpedal (Ⓢ Spectravideo, £24.99, ★★★) properly befits our divine status, considering it more suitable for games players so far progressed as to be beyond redemption. It allows three of the standard joystick functions to be replicated by switches under the feet, the intention presumably being to make driving games feel more realistic.

"If the Cheetah Bug resembles a blackfly, then the Bug Special Edition (Ⓢ Cheetah, £8.55, ★★★★★) is a greenfly.

It looks splendid, but otherwise performs identically to the standard Bug. So that is okay.

"The Saitek Megagrip II (Ⓢ RSD, £14.95, ★★) appears to be an analogue joystick converted into a digital one. It has the long, ungainly swing of an analogue joystick, making it very difficult to use. We fail to see the point of it, which is a pity, as it is otherwise of sturdy construction.

"We are also somewhat bemused by the Argo Stick (Ⓢ Cheetah, £8.55, ★). It seems to be based on the attempts of the artist HR Geiger to depict evil (how little he knows...). Unfortunately it is cast from revolting, shiny plastic, which

all sorts of hard corners that --"

"Aw..." interjected the Fourth Cyclist.

"-- that, er, that hurt one's hands. It swings too far as well, and is only suitable for tabletop..."

"Aw, look!"

"...for tabletop... What?"

"Look at these!" The Fourth Cyclist of the Apocalypse was holding a Competition Pro Mini stick (Ⓢ Power Play, £14.99, ★★★★★), and stroking it gently.

The First Cyclist examined it disdainfully. "It seems to be a miniaturised Competition Pro. How foolish."

"No! You can't say that! It's so sweet! Look at its lick buttons..."

"You forget yourself, fellow Master of Darkness. Anyway, it can't possibly work as well as a proper one."

"But it does, look. Better, if anything. Oh, it's adorable."

The other three Cyclists sighed, and began to ready their bicycles for flight, knowing that their work here was done. Until inferior



was the First Cyclist of the Apocalypse, the Cleanser of Souls, the Mightiest Purveyor of Damnation, and he didn't care what anyone else thought.

"Have you tried Mozart?" the Second Cyclist asked the Third. "That's got a bit of 'oomph'."

"You think? It's quite a nice tune but, I dunno, it hardly sends lightning shooting from your fingertips. You want something with blazing trumpets, thundering timpani, choirs of thousands. Something you can really pedal to."

"Hmm. I suppose. How about you, Fourth Cyclist?"

"Hmm?"

"What do you like to have playing in the background as you charge from the nether world to inflict eternal torment on the unworthy?"

"Oh. Er, nothing really." The

Fourth Cyclist turned back to his bike, where he'd been trying to locate a slow puncture.

"No, come on."

"Really -- nothing. I'm quite happy listening to the thunder, and the flames, and the screams of the damned."

But the Second Cyclist clearly wasn't convinced. He lunged for the Fourth's rucksack and began to rummage about in it.

"Oi! Get out of there!"

"Why?"

"Give it back!"

"What's the big secret, eh?"

"Give... it... back!"

They wrestled with the rucksack, tugging it from one side to the other,

until eventually the strap broke. The Second Cyclist tumbled backwards, landing rather heavily on the bag. There was a faint squeak.

"Oh no! Oh no!" The Fourth Cyclist snatched the bag away. He reached into it and drew out something small, grey and damp.

The Second Cyclist peered at it. "It's a dead mouse," he

"Something small, grey and damp"

said.

"I was trying to save him. From the Apocalypse."

"Oh."

"And you killed him."

"Er."

"He was called Michael."

★ ★ ★

Dark clouds swirled overhead, and rain lashed the tortured earth. Slimy creatures crawled through the mire, while above them, vile, ragged birds struggled against the wind. Lava flows crept steadily across the landscape, consuming all in their path. Not that there was much left to consume.

"Forsooth, our work is complete. Judgement is served."

The Four Cyclists of the Apocalypse regained their saddles and pointed their front wheels skywards.

"The virtuous have been honoured, and the inadequate cast into the All-Consuming Fires of Perdition."

They rose steadily into the air, pedalling faster and faster.

"But be warned. We shall return. Perhaps not for many millennia. But possibly next summer, when the reviews are looking a bit thin again."

As the Cyclists rose, they began to glow white.

"But we shall return, to judge again."

Ahead of them, the clouds parted to reveal a portal.

"I'd have cleaned out his cage."

"What?"

The four blazing figures could barely be seen against the light which streamed out from the door.

"And remembered to feed him."

The portal closed behind them and the clouds rolled back into place. A terrible darkness descended, making the rain, which still poured down, seem almost comforting.

# The End

## WHO TO CALL

MOST OF THE JOYSTICKS ASSESSED BY THE CYCLISTS SHOULD BE AVAILABLE IN HIGH STREET STORES. BUT IF YOU DO HAVE TROUBLE, HERE ARE THE NUMBERS OF THE PEOPLE WHO MAKE THEM:

CHEETAH: 061 954 4060  
GRAVIS/ZYE TECHNOLOGY: 0293 538666  
POWER PLAY: 0457 876601  
RSD: 0992 584205  
SPECTRAVIDEO: 081 902 2211  
SUNCOM: 0285 642211

# GAMES

Attention Readers! Attention Readers! The Marching Forward With the Revolutionary Masses Toward a Glorious Future Publishing Party is keen to banish rumours and avoid further unnecessary bloodshed. We of the New Order that runs AMIGA POWER have sworn our allegiance to the Party.

# JUST WHO DO WE THINK WE ARE?

## COMRADE DAVIES

**Position:** Editor. Just as he has been since issue one.

**Hobbies:** Racing his Trabant hot-rod. Red light, green light, go! Go! GO!

**Memorable AP anecdote:** The time Comrade Nash shaved the sides of his head, dyed his hair black and wore nothing but leather trousers, billowy silk shirts and pewter ank necklaces. He also affected a funny Scottish accent, which always had us chuckling over our nutritious turnip soup in the office canteen!

**Favourite company slogan:** The knowledgeable husbandman always gets a good harvest. Procure tractors from your FPP agricultural shop.



## COMRADE WINSTANLEY

**Position:** Deputy Editor. A position he's held now for over seven years.

**Hobbies:** Pressing home glorious victories against the loathsome bourgeois censoring capitalist overlords that suppress our view of an equal and sharing society.

**Memorable AP anecdote:** The time I wrote a book on Cannon Fodder (Order yours now from page 84! - Capitalist Overlord Publisher) with a 47 page introduction explaining how the game was an allegory of the Revolution.

**Favourite company slogan:** Do not trust the peasant in his peace and harmony. Get a bayonet stuck in the earth early on.



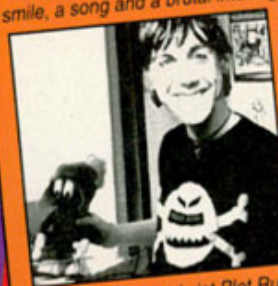
## COMRADE NASH

**Position:** Executive Party Recreational Officer. (A smile, a song and a brutal interrogation - Uncle Joe Stalin)

**Hobbies:** Analysing Sergei Eisenstein's Battleship Potemkin in the bath.

**Memorable AP anecdote:** The time Comrade Winstanley reviewed International Trotskyist Plot Rugby Challenge and gave it just 3%.

**Favourite company slogan:** Every newcomer to the city pines for a spiritual drink. With the Marching Forward With the Revolutionary Masses Toward a Glorious Future Publishing Party you will find any book or magazine in a flash!



## COMRADE MCGILL

**Position:** Head of the Bureau of Corrective Studies (and Staff Writer). (Editor. - Uncle Joe Stalin.)

**Hobbies:** "My work is my hobby," grins Comrade McGill, terrifyingly.

**Memorable AP anecdote:** The time the revolutionary council bade us all rise up and expunge the inglorious history of the traitorous spy ("Nobody in particular" - Uncle Joe Stalin) by destroying the icons to his memory. And then using honest agricultural implements to smash the skull of the traitor and throw his broken body in... (Thanks, Steve. - Ed.)

**Favourite company slogan:** Put all your surplus money into construction via the savings bank!



## COMRADE MEDDINGS

**Position:** Art Editor, bringing the glorious colour of revolutionary red to the forefront of every page.

**Hobbies:** Collating constructivist poetry that is representative of contemporary groups. Oh, and having babies of course.

**Memorable AP anecdote:** The time she drank loads of vodka with her friends. And then fell over.

**Favourite company slogan:** Advertising on the trams is read daily by millions of people. Advertising on the trams is cheap and rational.



## COMRADE FARAGHER

**Position:** Production Editor, although the title of Editor in no way makes him more important than those comrades without this suffix. In the AP collective, everyone is equal.

**Hobbies:** Fostering the moral education of the proletariat.

**Memorable AP anecdote:** The time we implemented a successful sales drive in ("A misguided country led astray by capitalist overlords" - Uncle Joe Stalin) by crating up the entire AP collective and labelling them "Farm Machinery".

**Favourite company slogan:** Buy up! People of the East! The camel is bringing you better galoshes!



## COMRADE GOLDER

**Position:** PD Editor and Party Activist.

**Hobbies:** Helping the cause by casting off the yoke of illiteracy.

**Memorable AP anecdote:** The time our glorious collective HELP US! WE'RE VICTIMS OF A MONSTROUS TERROR! THEY'VE ALREADY PURGED STUART FOR BETRAYING THE CAUSE AND ANY ONE OF US COULD BE NEXT! I'M ORGANISING A GUERRILLA RESISTANCE BUT WE URGENTLY NEED MILITARY EQUIPMENT AND (Ha ha. Tch. That Comrade Golder, eh? - Uncle Joe Stalin).

**Favourite company slogan:** Seize this lifebelt! Everything for everyone, high quality and cheap! Take it from us on the highest authority! Sob.



## COMRADE SHERLEY-PRICE

**Position:** Art Assistant (Editor - Uncle Joe Stalin), showing you the world as it really is.

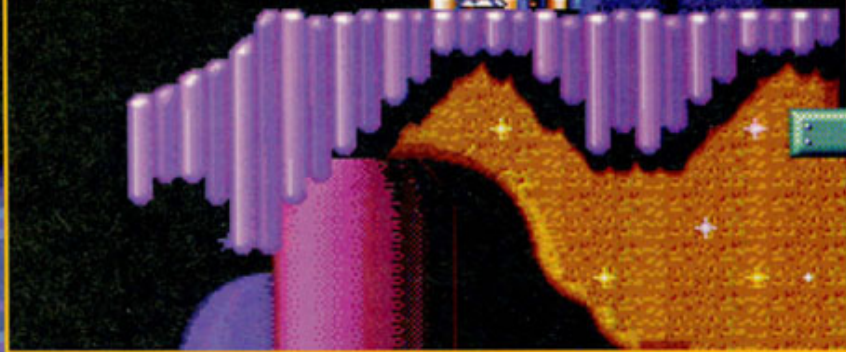
**Hobbies:** Hand-tooling intricate designs on leatherwork and listening to Groovy Western Collective The J Geills Band.

**Memorable AP anecdote:** The time I started work on AMIGA POWER in 1987 and was welcomed with open arms by my fellow workers. Thanks to AP and the FPP I've been able to move out of my parents' home into a communal bus shelter in Bristol.

**Favourite company slogan:** Under leadership of the Future Publishing Party, let us create powerful anti-aircraft defences.



Small bald child scuppers shiny blue alien invader shock horror vicar probe exclusive.



"My glasses, my glasses, I've dropped my glasses."



# BUBBLE AND SQUEAK

All together now: it's Bubble! It's Squeak! It's Bubble and Squeak! It's Bubble and Squeak! Hurdy ho.

**Game:** Bubble and Squeak  
**Runs on:** A1200, CD32  
**Publisher:** Audiogenic  
**Author:** In-house  
**Price:** £30  
**Release:** August

**C**UE TITLES: Fast-cutting establishing shots of mediaeval town. Professionals-style music. Words spin in from sides of screen to crash together in centre

as title: Cadfael and God. Screen splits into three panels, displaying Cadfael turning to look into camera and smiling, Cadfael bringing down a fleeing suspect with a rosary lasso and Cadfael hurling a communion plate like a discus.

**C**APTION: Starring Derek Jacobi as Cadfael. (Another set of three panels, displaying God turning to look into camera and smiling, God destroying a

castle with an earthquake, and God squatting down to show a flower to a little girl.)

**C**APTION: With Brian Blessed as God. (More fast cuts, showing God slapping Cadfael heartily on the back, Cadfael and God running off in opposite directions, both characters leaping back flat against a wall, huge argument with Cadfael and God shouting nose-to-nose, and a monastic chant with Cadfael and God, black-eyed and bruised, bellowing lustily. Close-up of handshake between characters.)

**C**APTION: Cadfael and God. **C**APTION: Tonight's Episode - Uneasy Rest the Spirits. (Streets of mediaeval town. Sheriff strides past, followed by Cadfael.)

"Including an archbishop"





# SQUEAK

SHERIFF: Dammit, Cadfael, you know I can't do that.  
 CADFAEL: C'mon, Bill. You haven't got a chance of solving this without us.  
 SHERIFF: No. No. No, Cadfael. No. The fast time you helped out we had a village burned to the ground and forty-seven casualties - including an archbishop.  
 CADFAEL: C'mon, Bill... you know we can do it. (Sheriff stops suddenly.)



SHERIFF: Dammit, Cadfael. (World-weary sigh.) Okay. Okay, you've got 24 hours. Just 24 hours, Cadfael - and I want to see results.  
 CADFAEL: Okay, Sheriff. God.  
 GOD: It was him. (They capture the criminal after an exciting chase.)  
 CADFAEL: Now that's what I call a deus ex machina.  
 SHERIFF: Oh, you guys.  
 ALL: Ha ha ha. But anyway.

## FACTS

No, wait, listen. To justify the title, the characters are called Bubble and Squeak. You see? Bubble's the small bloke who looks like Charlie Brown undergoing a course of chemotherapy (and squeaks) and Squeak is the blue thing in the bathing cap (who blows bubbles). So basically it's Charlie Brown and Blue Thing. And it's by these names we shall refer to the characters from hereon. Nobody tells AMIGA POWER what to think.

You control Charlie Brown in the usual manner, with Blue Thing following moments behind. The idea, typically, is to leap around a lot and rescue some things by virtue of collecting gems. Blue Thing can

help Charlie Brown reach otherwise inaccessible areas by throwing him in the air or, with the aid of some magic bubble-gum bought with coins dropped by destroyed monsters, piggy-backing him to success using powerful ankles. Truly, it proves the interconnectedness of all things. After freeing three hostages there's a bonus game where you swipe gems in return for extra lives, and at the end of a level there's a horizontally-scrolling shoot-'em-up bit.

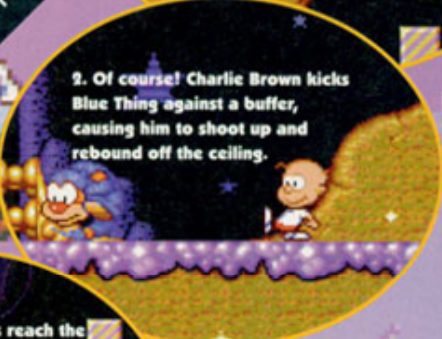
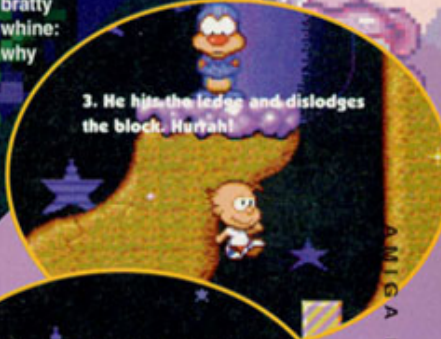
## BASIC THINGS

Blue Thing is programmed to stay at your heels, with hilarious consequences. If you stop and change direction, he scuttles behind you to retain the distance. So if you're standing on a small platform (for example, one of the many lifts connecting sections of a

level) or at the cusp of a cliff, he plunges to the ground. The slight delay before he reacts to your movements also leads to moments of high comedy, as he misses the perfectly ordinary jump you've just performed without a second thought and falls three-quarters of the way back to the beginning of the level. Yes, fine, he's supposed to be your patently stupid sidekick, and you have to shepherd him to a point where he can be useful, and there's a button to make him stop dead (accompanied by a sampled "Wait here!" delivered in a horrible cheery bratty whine: why

Charlie Brown's lids drooped meaningfully as he monopolised the tall pot. "Let the peasants drown," he scoffed, which they did, for they had no tall pots.

KICKING A BLUE THING FOR FUN AND PROFIT



Of course! As the sky clears, Blue Thing seizes Charlie Brown determinedly beneath the arms. Moi hup la!



Our heroes spy loot as lightning cracks the sky. But how to get to it?



around to check the lie of the land. The game recognises the CD32 joystick, using a button to jump. (Cheers.) The monsters are neatly

characterised - the best are the fowl with baseball bats who thwack your bullets back at you. And, heart-breakingly, when Blue Thing is standing still, his eyes follow you about the level, so if you're miles away and have a look around, there he is in the corner, watching plaintively for his best friend. Sob.

### END

"What the Lord giveth, the Lord taketh away," said TV's famous The Bible, and, do you know, I like to think those words could have been written about *Bubble and Squeak*. It's a game which pummels you with frustration and stupidity, then (that important bit more successfully) strokes your fevered brow with the other. Let us take as an analogy the game itself. Charlie Brown (the fun of the game) grimaces at Blue Thing (the annoyingly foolish flaws) after the hapless creature has just fallen to the ground. Then his brow clears and he shakes his head amusedly, tutting in a kindly manner before jumping down to help his sidekick. Clouds pass from the face of the sun, birds sing and everything is substantially sort of all rightish.

● JONATHAN NASH

## "Said TV's famous The Bible"

do so many people think this is endearing and jolly?

Horrible cheery bratty whines equal Macaulay Culkin, and therefore incite violence) but nevertheless it disrupts the flow of the game. Instead of

zipping around and kicking Blue Thing through pipes and finding springs and Having Fun (and there's a lot of fun to be had, because the platform sections are scrupulously fair. Lovely and big they are, with lots of monsters, no leaps into the unknown, no slippery-slidey bits and no unavoidable traps) you have to take things slowly and carefully, or else equally pointlessly rush off on your own, spy out the land and then retrace your steps to fetch Blue Thing and do it all again. Bah.

The other problem with the platform levels, and one which is enormously silly, is that by way of a time limit, they fill with water. It's one of those ideas that almost (but not quite) makes it - when you're near the end of a level, and consequently most of it's underwater, if you make a mistake and fall off a platform, you will drown helplessly. Tcha.

### NICE THINGS

But I'm still playing it. And have been for some time. It hangs together far better than most platform games, and the puzzles, usually involving getting Blue Thing to some frighteningly high ledge, are reasonably involved and satisfying. The shoot-'em-up bits (a sort of underwater *Nemesis* with our heroes in a ship remarkably similar to Palitoy's bath time favourite, *Glug-a-Tug*) add variety in a pleasantly laid back fashion. And remember how ("Matthew Squires" - *Uncle Joe Stalin*) got all excited about attention to detail? *Bubble and Squeak* pays attention to detail. There's a look-ahead feature, so you can scroll the screen

With a leap and a bound and a leap, Charlie lands atop the atoll. Victory for the boy from Syracuse!

## THE FLYING LINGUINIS

Inexplicably catapulted into an episode of *Voyage to the Bottom of the Sea*, our heroes set out to kill Irwin Allen with harpoons.



Moments later, Blue Thing's spine had snapped in three



Jump on the springs to collect the gems for an extra life in this bonus section from level one. That was quite informative really.

**UPPERS** A very playable platform game that avoids the obvious faults and is, shockingly enough in these modern times, *A Lot of Fun*. It's got nicely different sub-games, well-balanced puzzles, pots of character and, amazingly, good music.

**DOWNERS** *Bubble and Squeak* avoids the obvious faults right enough, but provides a new batch of its own. The clodding imbecility of your sidekick really gets annoying, and the ability to undo all your work with one poor jump does the game no favours.

**THE BOTTOM LINE**  
The bad bits, which are fairly bad, aren't bad enough to smother the good bits, which are very good. Phew.

77 PERCENT





They came across the desert in leather trousers, with wildness in their eyes. Life

# BURN



Death. The end of everything or the rebirth of everything. Probably.

**Game:** Burntime  
**Runs on:** A500, A600, A1200  
**Publisher:** Kompart  
**Authors:** Max Design  
**Price:** £30  
**Release:** TBA

**Y**ou know how it is these days. Corrupt, crazy, corporate, caustic, capitalist, consumerism has a voracious, unrestrained, knows-no-bounds, destroy-all-in-its-path appetite. The planet itself is being ripped to shreds in the name of moisturisers with age-defying complex and action liposomes, cheeseburgers with extra

World Cup-size bites and American-style relish, and nappies with super-absorbency for extra confidence and dryness. So at least it's being done for something worthwhile. Ain't progress great, eh?

Not that it really matters anyway. By the time we exceed critical mass and ecological meltdown occurs, I'll be dead. So that's all right then. Nothing to worry me there. (*Except being dead, obviously.* - Ed)

Fortunately for Mother Earth, Greenpeace's altruistic diehards refuse to accept the inevitability of temporal toxicity and have directed all their public awareness resources and heroic efforts into fighting the forces of apathy, greed, waste, destruction and authoritarian sanctioned espionage, and then getting blown up by the French secret service. And here's *Burntime* - the game of the principles of the group endorsing the game, if you see what I mean.

**"Recruit followers, feed and water yourself"**

## SIZZLE

The point of *Burntime* is to guide your character over a large-ish post-apocalyptic desert map, recruit followers, feed and water yourself, and overthrow and control all the major cities. Helping not at all with first impressions is the bald fact that you're going to die a lot on your fledgling outings. It's the only way that you'll make any real progress, because the game's all about sussing out which locations are best for developing as bases, which are best as water sources and which as food sources, where you can easily find doctors and merchants, and so on. Obviously you don't want to know everything at the start, but killing you off with maddening frequency goes beyond the pale.

The laughable graphics are another point against the game. They look exactly like Specky UDGs and move in such a horribly tortured manner that actually meeting other characters is made that much more difficult. But, as we constantly

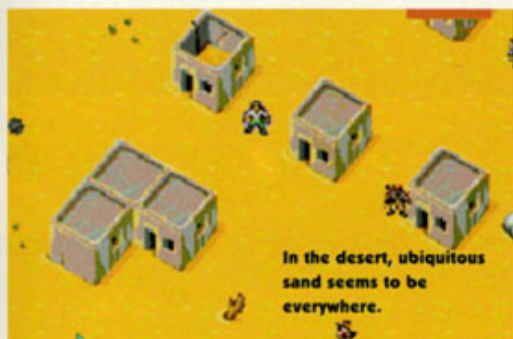


Friends of the Earth? Enemies of the motor car more like. You'd be better off with a Subaru Jeep in this desert.



hard in those bitter years after the...

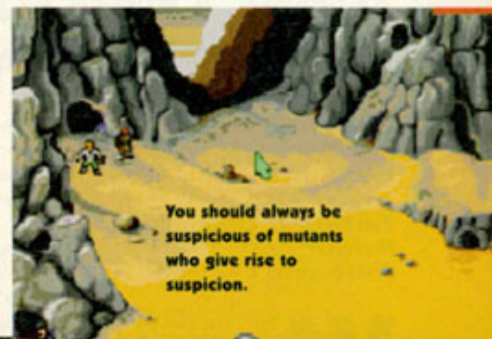
# TIME



In the desert, ubiquitous sand seems to be everywhere.



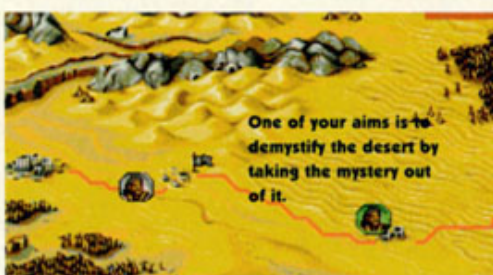
He was a fourth generation warrior. But what did his father do?



You should always be suspicious of mutants who give rise to suspicion.

preach to you, good graphics don't make a good game.

And *Burntime* is a good game. Not a great one, but a good one. On the first couple of plays, I got all prickly and restless. "This is tedious crap," I thought. And I was mostly wrong. (It was *entertaining crap*? Oh, never mind. — Ed) The reason for this conclusion was simple.



One of your aims is to demystify the desert by taking the mystery out of it.

## JUGGLING

After the initial, uncomfortably extended settling-in period as I grappled with the ideas and challenges of the game, things begin assuming a definable shape. You can only carry so much precious life-sustaining food and water. It lasts a finite chronological period before replenishments are required. Considering that your main objective lies in the recruitment of people from the various towns, cities and settlements scattered around the desert, it makes sense to

ensure you're carrying enough to see you safely on your way to the next town.

As soon as you've recruited some followers, you use them to take, secure and hold the aforementioned settlements. This isn't as much of a problem as it sounds, assuming, of course, that you've read your basic strategy handbooks and made a thorough recy of the area. The trick (and hence main fun of the game) is juggling the variables required to reach the heady heights of overlord of all you survey. Generally this involves maintaining a supply of vitals to your people, and



Sometimes, such as here, you have to cut the tension with a cricket stump.

pushing them around a bit so they feel up to defending your territory or storming a low country. In order to do this, you've got to recruit technicians who can, quite metaphorically, make something out of nothing. Have your followers dredge conquered settlements for large piles of rubbish, hand them over to your technicians, and before you can mention plagiarising the A-Team, you've got some terrible weapon that nevertheless looks nice on a mantelpiece, or something.

So. Well-composed conclusion time. It's an odd, but on the whole satisfactory, jumble is *Burntime*. The ideas are certainly nothing new: it borrows from everything from *The Settlers* to that number-crunching favourite *Kingdom*.

You get a lot of interesting tussles and sieges, but you also have to contend with trudging around in a half-aimless exploratory manner for a fair bit of the game. It's certainly not outstanding or excellent or anything like that, but it is solid, dependable and performs well. "Vorsprung durch technic," as Greenpeace might say if they had a mind to joke about

the tool of the devil that is the internal combustion engine.

● STEVE MCGILL

**UPPERS** Engaging storyline. Nice mix of strategy and adventuring. Lots of interaction with characters.

**DOWNERS** Generally crap graphics. Lots of trudging around to do. Very rarely can you enter a fight and come out of it unscathed.

### THE BOTTOM LINE

Not suited to everyone's tastes. If you're into adventures or strategy games then you'll like this one. (Aargh. — Cop-Out Ed)

74 PERCENT

### THE BOTTOM LINE

**A1200** It looks better on the A1200.

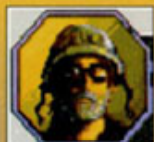
## MAD MAX FACTORS



Get a head in advertising.



Has he had his Weetabix?



Ray Bahn needs some shade.



Lead free diets were appreciated



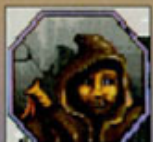
He loves the smell of napalm.



Pro vitamin B plus stinks.



Even Jesus had a hard time here.



Use only natural fibres kids.

As the build-up begins for the 1998 World Cup in France,

WORLD CUP '98

# EMPIRE SOCCER

AMIGA POWER brings you five pages of advance reviews

of the games that'll be hoping to capture the spirit of France '98. (And not, for example, a bunch of football games that, for various reasons, we didn't get in time to review before the end of this year's World Cup.) Vive le football.

**Game:** Empire Soccer '94  
**Publisher:** Empire  
**Runs on:** A500, A600, A1200  
**Authors:** Graftgold  
**Price:** £26  
**Release:** Out now

When I first saw this game being previewed in the PC Gamer office a couple of months ago, I've got to admit that I was overwhelmingly unimpressed. The pitch looked too small and the animation of the huge sprites seemed stiff and unwieldy. The gameplay lacked depth and mainly consisted of both players trying to outdribble the other before unleashing a shot. All in all, it looked like fodder for a hatchet job. ("A game fit for authoritative, in-depth review." - Ed.) That's why I wasn't looking forward to the game coming in at all.

How astoundingly, smotheringly surprising then that this is going to be only the second time ever that I've awarded a game 90 per cent. But why? There are so many football games around at this particular moment in time that any new one has to offer something really special even to find itself kicked into the 80 per cent AP stratosphere.

The reason for *Empire Soccer's* exceptional score is simple: gameplay. And depth, and fun, and lastability. Don't let

the initial impression of superficiality put you off. This is merely a pointer to the ease with which you can pick up the game and immediately start playing. Trust me.

Before I begin waxing lyrical about how much fun you can have with *Empire Soccer*, I'll discuss and definitively dismiss some of the criticisms aimed at the game by a couple of fellow journos - namely, ("Cam" - *Uncle Joe Stalin*) and JD.

## SPEED

JD said that he found the restricted view a bit limiting. Ordinarily, I'd agree: a restricted view has spoiled many a footy game, and *Empire Soccer's* is limited in the strictest dictionary sense of the word. Take, for example, the kick off. There's just about enough space to fit the centre circle in. But (and this is an absolutely huge completely unignorable gargantuan, but) look at that gameadozer among games, *Speedball 2*. Its view is every bit as peripherally limited as *Empire Soccer*, but it

detracts from the game not one infinitesimally imploded iota. After a trifling amount of practice you know exactly where your players are going to be as you

hoof out a pass, and the larger sprites make for a more easily-followed, zipper game.

("Cam's" - *Uncle Joe Stalin*) criticisms were aimed mainly at the apparent shallowness of the game. "It's one of those grab-the-ball-and-dribble-

it-through things, isn't it? Simplistic drivel that crumbles before the mighty powers of *Sensi*," he sneered. An obvious comment, but one steeped in specious logic. *Empire*

CAMEROON	00	00	ENGLAND
We didn't underestimate them. They played better than we thought.			
61	POSSESSION	39	
86	SHOTS	02	
04	SHOTS ON TARGET	01	
00	CORNERS	00	
02	FOULS	00	
00	BOOKINGS	00	
00	SENT OFF	00	

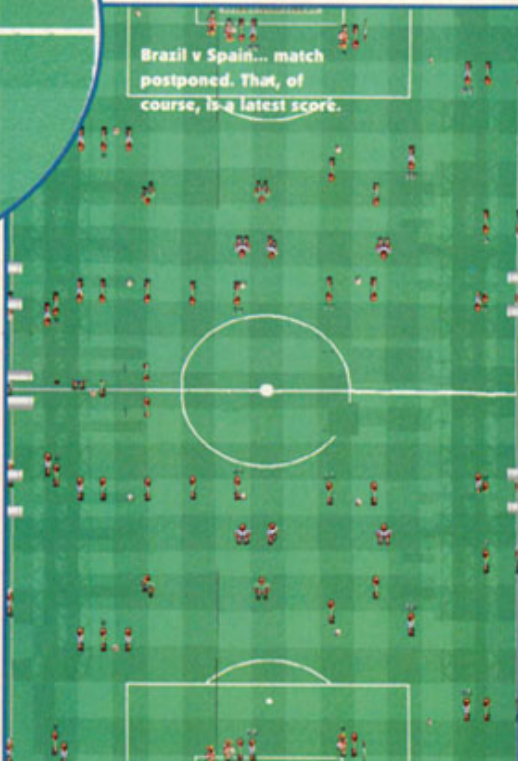
The score stays at 0-0. If there is such a thing as 0-0 in *Empire Soccer*.

"Get off and plant your feet"

Special Moves are... well... Special. Probably.



Brazil v Spain... match postponed. That, of course, is a latest score.





Waddle, here, has two stabs at the cherry.

Soccer wallows in (admittedly hidden) depth. Fairly predictably, but none the less welcome for it, each of the 32 teams plays differently. (But you can equalise their abilities for a straightforward match.) Bettering *Speedball 2*, there are five team formations to master, from a wholeheartedly aggressive 5-3-2 to a weedly protective 2-4-4. And (best of all) there are special powers. The box below describes them in attractively-illustrated detail, but basically you can beef up your play with an unstoppable Power Drive, improve your goalkicking chances with Snap Shot, baffle

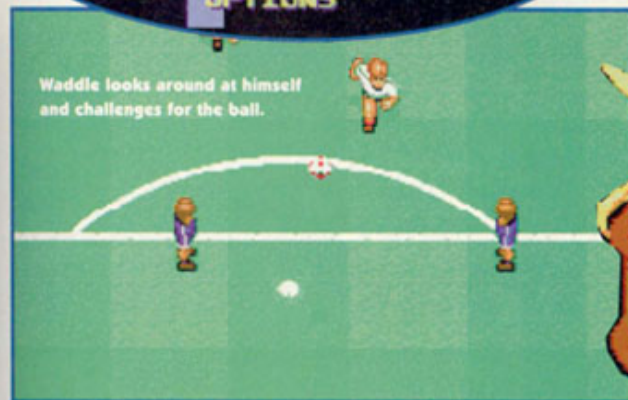
interceptions with the Banana Shot, litter the pitch with unconscious opponents with Super Barge, carve furrows in the mud with Speed Burst, or fox tackles with Super Dribble. It all adds to the zingy unreality of the game, allowing you to (for example) score fantastically exaggerated, comic book curving goals, or blast the ball three-quarters of the length of the field to your waiting shooter, which is a Good Thing. Even so, you can turn off the special powers if you feel it's Just Not Football. Blinkered fools.

And, yes, you can indeed dribble the ball up the field and run it into goal, but only if your opponents have inexplicably forgotten how to tackle. Such tactics can also be quashed by de-velcroing your boots and switching to the "professional" game, which demands a passing style of play that'll appeal to those who really can't be torn away from *Sensi*.

WORLD CUP EXHIBITION TRAINING

OPTIONS

Okay, I don't know why it's here either.



Waddle looks around at himself and challenges for the ball.

## CORKSCREW

By now, you may have guessed that I like *Empire Soccer* a lot. I've refrained from the inevitable footballing comparison cliché of, "It's good, but not as good as *Sensi*." (So it's not really inevitable then. - Ed.) It's not trying to be *Sensi* - the only thing the two games have in common is the word "soccer" in the title and the objective of trying to score more goals than your opponent.



## SPOT THE BALL



It's hard to show you here. But this goal...



...is a perfect example of a Banana Shot.



McSkimming carefully avoids the tackle...



And the Power Driven goal wins the match.



Collect the ball, spin, rotate, spin again...



...and shoot. Goal! A perfect Snap Shot.



Williamson picks up the ball on the run...



...Speed Bursting past the fastest defender.



First you lull them into a false sense of security.



Then you Super Barge them into the dust.



You've got the game under wraps.



Super Dribble about a bit. Just to be smart.

*Empire Soccer* is a far more arcadey (but not simplistic) game, with the emphasis on cartoony larger-than-lifeness (though not at the expense of playability). In fact, if you load up *Sensi* after playing *Empire Soccer* for a bit, *Sensi* seems sedate, slow, tiny and pedestrian by comparison. It's a weird perception. Imagine the following by way of analogy. You've just been on a roller-coaster, or the Corkscrew, or the Black Hole or whatever. As soon as you get off and plant your feet on solid ground, the rest of the world feels distinctly odd for a couple of minutes. That's what it's like playing *Sensi* after *Empire Soccer* - distinctly odd.

So go on, buy this game. If you do, it can only encourage Graftgold to do better next time. Because it's not perfect. There are quite a few *Sensi* and *Speedball 2* features that could be further bolted on to make it one of the best games of all time, the most important of which would be the ability to customise and personalise your own football teams. I'd love to be able to play as (Nngh. - Ed) Kilmarnock FC.

But these are only small gripes. *Empire Soccer*, as it stands here and now, is a fast, fabulous, fantastic, frolicsome, fruitini, fandango, flavoursome footballing fest. Do your friends, your Amiga and, most of all, yourself a favour. Even if you've got *Sensi*, grab hold of *Empire Soccer* today. It's a winner.

● STEVE MCGILL

**UPPERS** Speed, playability, fun, involvement, hidden depth, special powers, variable formations, team line-ups, strategies and tactics. Booked players have a little yellow card displayed on their shoulder so that you know to hold back from heavy tackles (but don't).

**DOWNERS** Irritating copy protection. You can't customise your own teams or individual names of players. Replays are too short and you can't save them to disk. Special powers can be tricky to use. The whistle will blow for half- or full-time even if you're lining up for a free kick. There's room for improvement: individual player stats, leagues and that customisation, off the top of my head. And, bizarrely, you get only two points for a win instead of three.

## THE BOTTOM LINE

It's *Speedball 2* for footy fans (or footy for *Speedball 2* fans, if you like). A great fun, hugely playable game that's well worth buying, but with just enough nibbly faults to warrant a Version 1.1. How about it, Graftgold?

90 PERCENT

## THE BOTTOM LINE

**A1200** No 1200 specific version yet, but such a game demands the ability to use a CD32 joystick. Clamours for it, in fact.

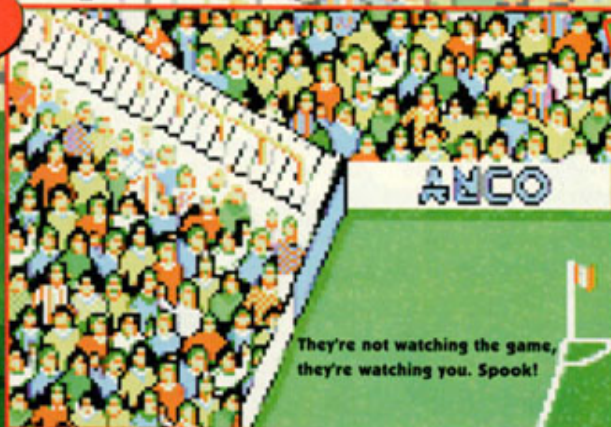
**Game:** Kick Off 3  
**Publisher:** Anco  
**Author:** Steve Screech  
**Runs on:** A1200  
**Price:** £26  
**Release:** Out now

By now, everybody in the world knows the rather sad story behind the belated release of *Kick Off 3*. Apparently, Anco decided that the computer press couldn't be trusted not to copy the game and distribute it to their piratey friends. Pah! Looks like an end to that particular lucrative financial avenue then. The next thing you know, we'll have to start writing games reviews for a living. Where would we be then, eh? We'd probably have to tar ourselves with some kind of an alternative 'lack of integrity' brush.

## BODIE & DOYLE

Don't worry. We're professionals at AP. We don't let insults like Anco's influence us one bit. If the game's a goal scorer, we'll say so. If it's crap or lacklustre, expect us to point that out in as fair and logical a manner as possible. Ain't we top, guys?

The first thing that should strike



They're not watching the game, they're watching you. Spook!

you about this review is that it's on one page. Generally, that's an excellent pointer to the importance we attach to the game. It was hardly awaited with baited breath or raised expectations. Dino Dini doesn't work for Anco any more, and this *Kick Off* offering, unfortunately, suffers for it.

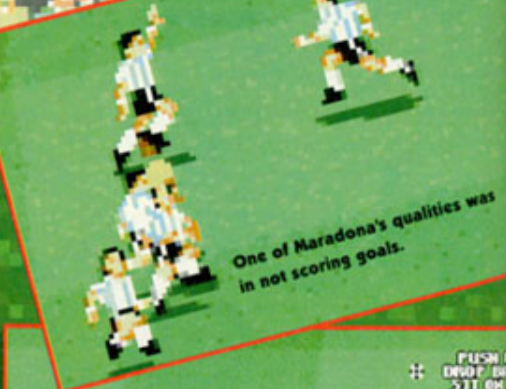
It's a side-view game à la *Wembley International Soccer* (AP39, 85%) and *John Barnes Football* (AP14, 74%). It suffers from the usual malady associated with this style of computer footy – you can't see enough of the pitch. To compensate for this, a scanner is provided. So that's all right then. (Sort of.)

The other typical hitch of side-view games is here as well: large, stiffly-animated sprites. When the footballers run full flight, side-on, they look remarkably like the Blue Meanies from *The Beatles'* animated extravaganza *Yellow Submarine*. It's a staccato motion that looks awkward and tends to play up the (subliminally quite nauseating) jerkiness of the scrolling.

## PUNT

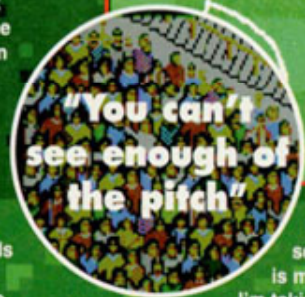
The gameplay isn't so much off colour as not quite on song. *Kick Off 3* successfully defeats the 'pinball' feel of the previous games, but has a stupid fault of its own. In this version, you can only utilise full control of the game with a two-button joystick: the second button takes care of pinpoint passing. Badly. You can play using a single-button stick, but you'll have to cope without the passing feature. Haven't Anco heard of options screens where you can choose between single- and two-button joysticks? *Brutal Sports Football's* got one, and *Wembley International Soccer* automatically detects what sort of controller you've plugged in so that you don't even have to toggle an options screen.

It's a ridiculous 'feature' and one that reeks of marketing arrogance and myopia: the same arrogant myopia that accuses games mags of being frontmen for pirates. And don't think that I'm saying this because I'm upset at my integrity being questioned. Consider the following. The game comes on two disks, but, can you guess, doesn't recognise a second disk drive. Does this strike you as the sort of programming that pays attention to detail? Thought not. Furthermore, there are crowd chants and the like throughout the game. But



One of Maradona's qualities was in not scoring goals.

The World Cup promotes international understanding and harmony as in this touching dance scene.



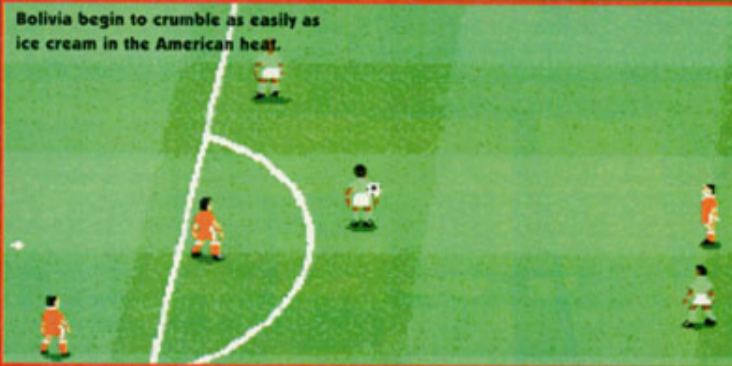
"You can't see enough of the pitch"

when you score, the silence is deafening. It robs you of the sense of achievement, and that is most definitely a Bad Thing – I'm taking three percent off for that transgression.

## EXTRA TIME

If you're in the market for a side-view football game, go for *Wembley International Soccer*. It has more straightforward controls and far more options to help customise the gameplay and tactics. Avoid *Kick Off 3*. It's a bit of a Duncan Ferguson, the over-priced Rangers striker, in the gameplay stakes: ie, a waste of money.

● STEVE MCGILL



Bolivia begin to crumble as easily as ice cream in the American heat.

## TIME LAPSE ANIMATION



The cross drops to his feet.



He thinks about shooting.



The ball bursts the back of the net.



And then he shoots. Surely that's...

**UPPERS** ▲ It looks nice and the goal netting looks exceptionally nice. Er, that's it.

**DOWNERS** ▼ Bad translation of the console version. No second drive recognition. A1200 version only uses a two button joystick. No crowd roar on scoring a goal. Wading through the user unfriendly option screens is a bit of a drudge.

**THE BOTTOM LINE** Side scrolling footie games can be fun. *Kick Off 3* isn't much fun. Certainly not in the same league as *Wembley International Soccer*.

69 PERCENT

**Game:** World of Soccer  
**Runs on:** A500, A600, A1200

**Publisher:** Challenge Software

**Authors:** In-house

**Price:** £20

**Release:** Out now

Prepare yourself for the shortest review ever to grace the pages of AP: *World of Soccer* is crap. It's overpriced, it's boring and it's got one of the worst front ends that I've ever seen on any type of game. Ever. Review over.

You want to know more? Okay, let's start with the preliminaries. *World of Soccer* is a football management game. It's been written in *Hi-Soft Basic* and pays about as much attention to detail as Wile E Coyote does to safety.

You know that you're in for a treat from the very beginning. About thirty seconds after booting up, you're requested to click the left mouse button. For no reason whatever. Around twenty seconds later, a title screen appears. It's so poor it's laughable. It's got to be a joke - it looks like the first lesson you ever took in dithering with *D-Paint 4*, but worse. Far worse. Title screens are supposed to build a sense of anticipation in the nervously eager gamer. *World of Soccer's* induces a sense of humorous dread of what's to come. Unsurprisingly, the game delivers with a pathetic aplomb akin to the murmurs of a dejected puppy dog.

## TERRIBLE

After choosing to continue with a saved game or start anew, you're faced with a poorly designed front end. Take a look at the screenshots. I've spared you nothing and deliberately flagged the opening screen.



Spit it on the page. Show your friends. Let them know that games like these are the enemy of innovation and progress. They're a retrograde step. It's almost as if the programmers had decided to incorporate everything shoddy and lacklustre they could think of into one game.

## UNSPEAKABLE

If you think I'm going overboard, consider this. There are thirteen optimistically-named icons on the bottom of the screen, allowing you to access various parts of the game, as per usual. But they're not icons. They're words. Words like "(R)evue" to review your next fixture, and, er, "(K)" to save or load your game. Take a moment to guess how the icons work. Hands up all those who suggested something along the lines of typing the bracketed letter? Nope, sorry, wrong. In fact, you click within the bracket. (There's no keyboard option.) Now, I'm not a game designer, but I do know that I'm being forced to work at least twice as hard as I should. If you're going to decorate icons with letters, make their function accessible from the keyboard as well. Alternatively, and prepare yourself for a bit of radical thinking here, why not have icons that are little pictures hinting at their

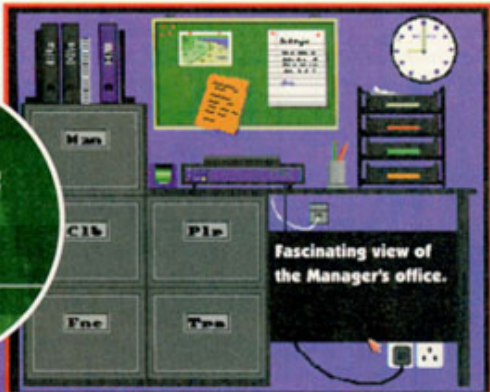


function? Hmm?

You can choose to become manager of several clubs, many of which are in foreign leagues. Being a Scotsman, I naturally chose the Scottish league. Only it was spelled 'Scottish' and it consisted of sixteen teams. Surely, as they say, that's a foul ref. I relented a bit when I saw that Kilmarnock (*Nngh. - Ed*) was rated as one of the 'strong' teams. But the next moment the kindly, avuncular smile had slipped away. The game assigns these strengths randomly. It doesn't even have the

decency to make a half-hearted attempt at naming any of the proper players for each team. You're supposed to do that yourself.

I could go on, but frankly folks it just isn't worth it. Games like this are the enemy of the Amiga market. The saddest thing about the whole affair is that this game will probably sell quite a few units because it's got 'Soccer' in the title. That means that there's going to



Fascinating view of the Manager's office.



We thought you'd like this nice blue...

be less money around for good games like *Empire Soccer* or *Sensi International Edition* or even *Empire's World Cup Year '94* compilation. Please don't buy this. It's absolutely awful.

● STEVE MCGILL

**UPPERS** After about five minutes of solid concentration, nothing's come to mind.

**DOWNERS** The front end. The complete lack of any worthwhile graphics. The match commentary. A lack of attention to just about every aspect that makes a football management game worthwhile.

## THE BOTTOM LINE

*World of Soccer* is a total waste of money. Treat it as you would a vampire, and thrust a stake through its heart today.

## THE BOTTOM LINE

**A1200** It runs on the 1200. Destroy your machine to prevent this.

All good things must come to a sequel – so they say.

**Game:** Wild Cup Soccer  
**Runs on:** A500, A600, A1200  
**Publisher:** Millennium  
**Author:** Teque Ltd  
**Price:** £25.99  
**Release:** Out now

**O**r *Brutal Sports Soccer* by another name. (Hang on, let's get something straight. Football is the famous sport involving kicking a ball with great skill into the opponent's goal. Soccer is a vile euphemism used by American people who wrongly consider their game, *American Football*, to be football. – Ed.) We're looking at Millennium's pop at the World Cup gravy train, but as you'd imagine from the team that brought us *Brutal Sports Football* (AP32, 88%) this one's kind of different from the rest. The thinking behind *Wild Cup Soccer* seems to have been this: if *Brutal Sports Football* made us loads of cash and got great reviews and was a pretty funky game, then we can do it all again for soccer with the minimum of play testing, changes or thought and still make pots of cash, right? Wrong.

Cataloguing everything that's wrong with *Wild Cup Soccer* would take much more than this humble page, so you're getting just the highlights. Before that, it's worth telling you that the teams are made up of goblin-type thingies and the setting is some sort of Tolkienesque past where

Great puns, pun fans.



What you can do with real fire power.

"You can run much faster if you go right"

burly warriors play footy to win the Wild Cup. As well as taking part in the Wild Cup compo, you can also play (ho ho) an 'unfriendly' or in a league, but more of that in a bit. In the mean time – the problems.

## WHAT'S UP?

- The sound consists mainly of naff music and crowd noise. I couldn't get rid of the music and rapidly got bored of the single crowd sample that goes "Ooooooh!" every time a player is tackled. Another game played in silence.

- A combination of the letterbox-shaped playing area, large character graphics and an isometric view means that you can only see a tiny amount on the screen at any one time.

- For reasons never fully explained (although I suspect it's shoddy programming) most of the players spend anything up to, say, 20% of the time being completely invisible. Although the animations of the players are very nice, it's all spoiled when they flicker in and out of existence.

- In between games, you can change the team line-up from offensive



Ghouls and goals don't mix.



Having wings could be an advantage.



Don't push me.

to defensive, buy and sell players and tool up your team with anything from swords and shields to handguns and rocket launchers. I can see that making your team harder might profit you in the league, but as I won every game I played without ever trading players, buying weapons or altering my tactics in any way, all of these add-ons seem entirely superfluous.

- Talking of tactics, how about this one? For reasons never fully explained you can run much faster if you go right than in any other direction. Of course, being an isometric view, right means that you run diagonally across the pitch, so if you pass the centre line and then press right, you can whoosh past all the defenders and end up near the goal mouth. Goal!

- On my first ever go, I won the Wild Cup. To prove it wasn't a fluke, I did it again, and then gave it to someone else who also won it. Value for money and long lasting gameplay? You betcha.

- The computer players make no attempt to run around your players, so you can stand still and beat them up. Using only the fire button and never touching the stick of the joystick itself, you can take every game to a nil-nil draw and a penalty shootout (involving – ho ho – running around with a shotgun and 'shooting' (you see?) opponents), and even score the odd flukey goal. Challenging gameplay? Nil points.

- You can't play a league match or the Wild Cup with two players. Bah!

Proving you can have too much of a good thing, Millennium really messed up on this one. They should have basked in

the glory of *Brutal Sports Football* and waited until this one had some gameplay in it. *Brutal Sports Hockey*, *Bowling* and *Synchronised Swimming*? I hope not.

● CAM WINSTANLEY



"And it's all over. The blood's coming onto the pitch!"

PLY WOODZEPPE

## UPPERS

Nice graphics.

**DOWNERS** It's not actually a game; well, not in any meaningful sense of the word.

## THE BOTTOM LINE

Not as good as its predecessor. Not by a very, very long way. And that's a very, very, very big shame.

14 PERCENT

## THE BOTTOM LINE

**A1200** Equally pretty graphics. Equally problematic gameplay. Don't you wish that just for once it'd be different on the A1200?

# QUIK

Did we hear cries of "hooray bunny, bunny" from Cam as this fell into his hands? No. Strangely we did not.

**Game:** Quik  
**Runs on:** A500, A600, A1200  
**Publisher:** Titus  
**Authors:** Vincent Penne, Bruno Gore  
**Price:** £20  
**Release:** TBA

[A monorail train pulls into a sumptuous station. The floors are densely carpeted and the air slightly scented with lemon grass oil. As the travellers disembark, they're greeted by young, good looking and well dressed guides who take them over to

expansive leather sofas. After a few minutes wait, a three foot high blue bunny is invited to sit down. A well spoken lady begins the interview.]

**Interviewer 1:** Good morning sir. As you are aware, in less than three weeks the planet Earth will plunge into the sun and be incinerated. Death for all inhabitants is certain but, for a fortunate few, life will continue in the Star Cruiser Eden 2. You are here today to be evaluated, to ascertain whether your skills and talents are worthy enough to be preserved. Your name please?

**Quik:** It's Quik.

**Interviewer 1:** Quik? That's an odd name. Even for a fluffy-wuffy blue bunny rabbit.

**Quik:** Actually, I'm not a rabbit, not in any real sense. I'm a video game character.

**Interviewer 1:** Ahh, well, in that case, I'm afraid you've come to the wrong place. Although there are 250,000 places for electronic persons, they're being processed in a different section. The monorail will take you there. Goodbye.

## BENCH

[Another monorail, another station. This time, the floor is tiled and overhead signs reading 'Queue Here' direct an odd assortment of video game characters towards barricades. Quik is forced to stand for three hours, nodding sympathetically at Turrigan's marital

problems and grimacing at tales of the Barbarian's infected ingrowing toenail. Eventually his name is called and he sits on a hard wooden bench that's seen better days.]

**Interviewer 2:** Okay Quik, gimme a rundown. Whatta you do?

Whatcha good at?

**Quik:** Well, as you can see (He stands up and twirls round) I'm very cute. I can also run quickly (power-ups permitting), jump very high (always assuming I can find a

trampoline) and do lots and lots of cartwheels, smacking the bad guys as I go.

**Interviewer 2:** Waittaminute. You meanta say you're one of them?

**Quik:** One of what?

**Interviewer 2:** You know what I mean scumbucket. One of, you know, THEM.

**Quik:** I'm afraid I still don't follow you.

**Interviewer 2 (hissing):** A platform game.

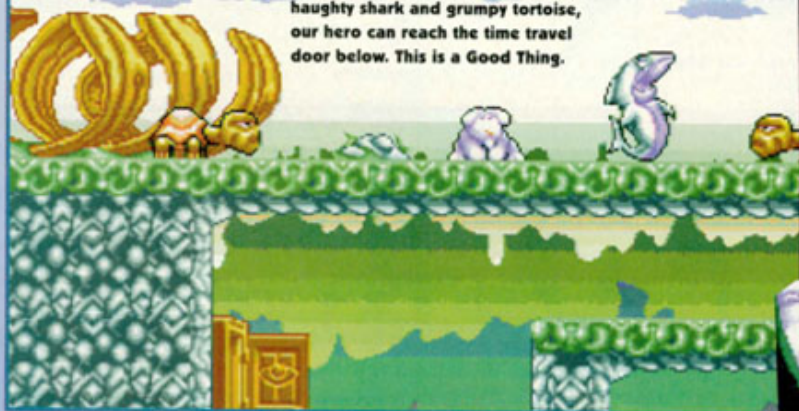
**Quik:** Why yes, that's exactly what I am.

Why, is that a prob... (He is clubbed unconscious by guards in riot gear and thrown into an open-topped wagon.)

## PROD

[Not so much a station, more a railway siding. The monorail slows and Quik is thrown out. Guards with cattle prods and tinted visors sling him across the concrete floor towards a desk. The interviewer

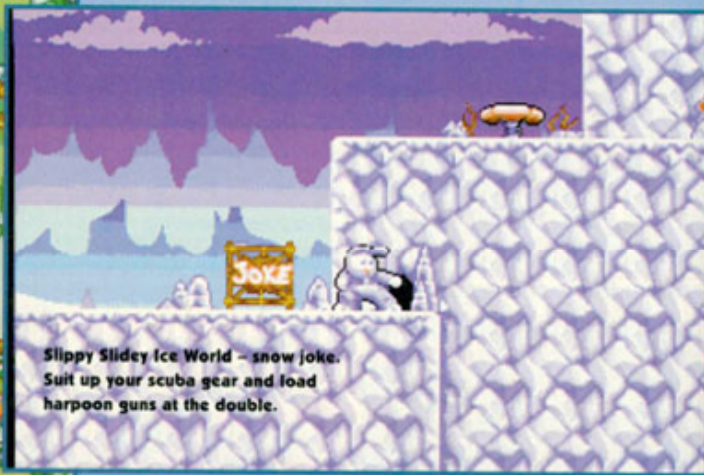
Assuming he can jump past the haughty shark and grumpy tortoise, our hero can reach the time travel door below. This is a Good Thing.



Time travel, as we all know, means that you have to jump up to the top of a load of platforms without getting grabbed by a bird. Don't get grabbed by the cars. It is a Bad Thing.



Slippy Slidey Ice World - snow joke. Suit up your scuba gear and load harpoon guns at the double.





Failing the Sonic Test at the first hurdle, Quik starts off with this 'Green Hill'-esque Zone. Bah!



Now although Quik hasn't much going for it, it is very pretty to look at. So there.

checks his sawed-off double-barrelled shotgun before shuffling a pile of forms.]  
**Interviewer 3:** I've got to tell you Quik, the chances of you catching that shuttle are pretty slim. The last thing the remnants of civilisation need is a bunch of lame platformers. Okay, do you have a level based on HR Giger with funny aliens?  
**Quik:** No.

**Interviewer 3:** That's good. What about a slippy-slidey ice world?

**Quik:** Yes, one of my four worlds is all slippy and slidey, with funny sledges and snowballs and things.

**Interviewer 3:** Bad move, bunny. Tell me about your sub-games and unique features.

**Quik:** Well, on certain levels, I've got to find doors

that lead to the time travel sections. I've then got to jump my way to the top of the screen while a flying creature keeps picking me up and dropping me. Also I can get killed in several ways. I can fall down the numerous bottomless caverns dotted around, or I can die of thirst, hunger or accumulated wounds. To prevent this, I've got to find water, carrots and heart icons, which are dotted around and also released by the baddies when I kill them. There are even little signs saying 'Joke' dotted around for little or no reason, which is a feature I've never seen in any other game.  
**Interviewer 3 (tutting):** Well, it's hardly groundbreaking stuff, but I suppose it could be worse. Okay, we'll move on to the Sonic Test.



*Sonic the Hedgehog* then...  
**Quik:** Yes?  
**Interviewer 3:** Then...  
**Quik:** Yes?  
**Interviewer 3 (patting the shotgun):** I blast 'em with this here twelve gauge.  
**Quik:** Ulp.

**Interviewer 3:** If you've got anything you want to cough up, then now would be a good time.

**Quik:** Sob. Okay, okay, so the first of the four worlds looks ever such a lot like the first level of *Sonic*, even down to there being different ways through each level. And I do spin a lot, but whereas *Sonic* does it facing the direction of travel, I face out of the screen and smile at you, so that can't count, can it? (*Chokes.*) Can it? And I'll admit that my speed power-up may look a little like the *Sonic's* speedy boots, but it wasn't deliberate, honest. (*Blubs.*) Please don't kill me. Oh, please don't kill me. I'm just a little fluffy blue rabbit trying to make an honest living. (*Begs.*) Have pity on me.



**DEATH**

**Interviewer 3:** Okay, well, I suppose I'll give you the good news first. I've checked your credentials and you're actually not

at all bad. I can see that the hidden nasties that lurk behind foreground scenery are supposed to be tricky when in fact they just slow you down, but I'll let that one slide. The inherent *Sonic*-ness of your game's frankly a bit naff, but seeing as you're just another generic platform game, I'll drop that one too. The long and short of it Mr Quik is that I'm not going to blow you away

with the shotgun.

**Quik:** Phew.

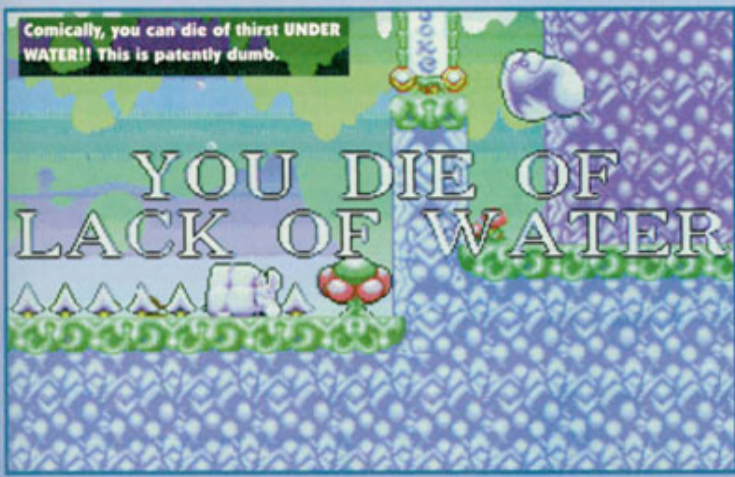
**Interviewer 3:** However, being cute and entertaining for a few hours simply isn't enough. To get that golden ticket on the *Star Cruiser*, you need to look good, play well and be imaginatively put together. Then we watch the character's special move and say "Spin (insert name here) spin" and if it looks too much like

**Quik:** What's that?

**Interviewer 3:** We're leaving you on Earth. You're going to fall into the sun and die along with everything else that's average.

**Quik:** Oh dear.

● CAM WINSTANLEY



Comically, you can die of thirst UNDER WATER!! This is patently dumb.

A WORLD OF CUTE

<p>Hoo-hoo! Watch the funny bunny run!</p>	<p>Wah! Spin Sonic Spin! Or Quik, maybe.</p>	<p>Fyuk! It's a fat and funny birdy-wirdy!</p>	<p>Coo! You rascally fox on a barrel, you.</p>	<p>Titter! A pesky vulture -with glasses. Giggle.</p>
--	--	--	--	---

**UPPERS** Bright and clear graphics, varied routes through levels, entertaining bonus levels and cute (but at the same time slightly scary) characters. It's also priced at about the right level.

**DOWNERS** Horrible, horrible music that forces you to play the game with the volume down. Also, quite a few baddies vanish from the level the moment they leave the screen. I hate that. I found it quite easy, and I'm terrible at platform games.

**THE BOTTOM LINE**  
 And the bland played on. As a needless addition to the platform market, *Quik* isn't as offensive or banal as the likes of *Doofus* or *James Pond 3*, but there again it isn't as way cool as *Second Samurai*. It has few things wrong with it, but at the same time little going for it. It's all right for a few hours of cheapish fun, but all predictability and no innovation makes *Quik* a rather mediocre little game.

**THE BOTTOM LINE**  
**A1200** No worse, but certainly no better, and similarly doomed to perish in the all-consuming fires.

58 PERCENT



# CLOCKWISER

Would playing this game have helped John Cleese to get to his headmasters' conference in time? We think not. Rather the opposite in fact.

**Game:** Clockwiser  
**Runs on:** A500, A600, A1200  
**Publisher:** Rasputin  
**Authors:** Reinier van Vliet  
**Price:** £12.99  
**Release:** Out now

and garages and office blocks are made of. It's all about rotating blocks around other blocks until your blocks look like the picture of blocks on the other side of the screen. Easy enough you might say, but when you discover that some blocks are affected by gravity, some explode, some multiply, some don't move at all, some make other blocks float and some make other blocks teleport around the screen then you begin to notice *Clockwiser's* hidden complexities.

## COPY CAT

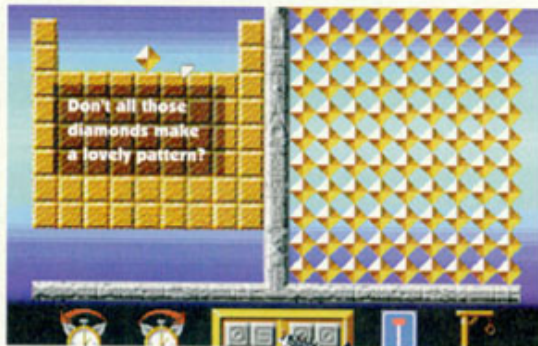
On one side of the screen is a pattern of blocks. This is the pattern that you rotate your bricks into. Blocks are rotated by creating a rectangle 'thing' and clicking on one of the appropriately drawn rotate icons. Sometimes it's painfully obvious what

you have to do but the time limit runs out too quickly. The first twenty or so levels represent little problem if you pay attention to the helpful demo before you play. But from then on the game gets so infuriatingly difficult that you'll destroy your Amiga head-butting it! It is, though, the frustration which makes the game so

annoyingly addictive.

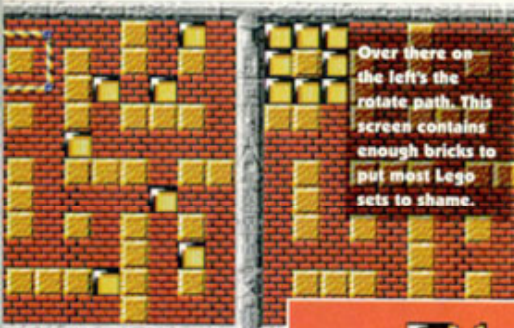
*Clockwiser's* level editor is easy to use, allowing you to make levels harder than some of the original ones (if that's possible). Mind you, you do need a friend to have a go at your level for you, because you'd obviously know how to complete it yourself (probably).

The game's difficulty level rises and falls more often than a rollercoaster. You can spend half an hour on one level (and we're talking the easy levels here!) and then complete the next level in a minute (or even less).



interesting and the controls a little easier this would have been a fine game.

● JAMES ATTWOOD



Over there on the left's the rotate path. This screen contains enough bricks to put most Lego sets to shame.



Before you start playing *Clockwiser I* would advise you to take a week or two off work (or school, or whatever you do for a living) and get ready for a big electrical bill. This game is seriously addictive and almost anyone who plays it will end up suffering from the just-one-more-go-syndrome that plagues the most irritating of Amiga games.

## TURN ME ROUND

*Clockwiser* revolves around blocks. That's right, those little square things that houses



## CON

The worst levels are the ones that look really easy (destroy all the blocks on the screen) but one wrong move and the diamond self-reproducing block

sets to work and before you know it the screen looks something like a diamond thief's heaven!

It's hard to work out which way you're going to rotate the bricks. Oh so many times I rotated the wrong way because of a genuine misunderstanding and messed up the whole level when I was one lousy rotation away from finishing it! Some arrows denoting which way you're about to rotate might have been nice (yes, you can tell if you look at the rotation path but you have to stare for ages to work it out).

The following may offend those people who subscribe to BRICK POWER, and get all excited when they see an authentic 1958 sandstone weathered building brick, but the subject matter of the game makes for boring graphics which are all a teensy bit samey (usually square).

So if the graphics had been more

**UPPERS** Very addictive game with lots of levels (one hundred and ten) meaning that it'll take quite a while to finish. The Editor's pretty good as well. Did I mention how addictive it is?

**DOWNERS** A bit too hard for its own good in places. It's hard to tell which way you're about to rotate the bricks (or is that just me being stupid?). The graphics are a bit unattractive as well, but what can you expect from a pile of bricks? (*A Legoland extravaganza of some kind? - Ed*)

**THE BOTTOM LINE**  
This is a surprisingly playable and enjoyable game with too much addictiveness for its own good. However there are a couple of minor, but nonetheless irritating, points that stop *Clockwiser* from being surprisingly amazing (or, er, very good anyway).

79 PERCENT

**THE BOTTOM LINE**  
Differences? No. **A1200** However there is an AGA version on the way which will undoubtedly have more colourful bricks (always assuming that's possible).

## ALWAYS KEEP A LEVEL EDITOR

This is the level editor screen. From here you can alter any of the levels to make them fiendishly impossible. The level on the go is only half-finished but rest assured that when it's done it'll keep a member of MENZA busy for an hour or two.

Adding an extra bomb or a steel wall here or there will make a hard level nearly impossible. Everybody who enjoys self-torture should come straight here.



# D-DAY

## THE BEGINNING OF THE END

### End of what? The beginning? Of what?

**Game:** D-Day: The Beginning of the End  
**Runs on:** A500, A600, A1200  
**Publisher:** Impressions  
**Authors:** Edward Grabowski, Chris Bamford, Edward Pugsley (design), Erik Casey (graphics), Jason Rinaldi (music)  
**Price:** £34.99  
**Release:** Out now

As I write, everyone at AMIGA POWER is thoroughly sick and tired of D-Day, having been subjected to weeks of non-stop TV coverage showing dreary ol- ("Heroic saviours of democracy" - Nervous AP Legal Advisor) standing around on beaches talking to Raymond Baxter.

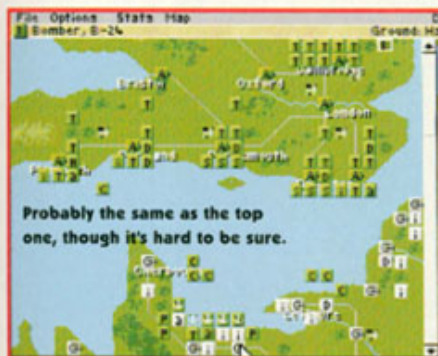
### 50 YEARS ON

(Scene: The beach. Seagulls skim across the waves that lap gently at the shore, and a light breeze blows fluffy clouds across the sky.)

**Raymond Baxter** (with hands in pockets): It is incredible to think that, fifty years ago today, this peaceful beach in Normandy

was the scene of some of the fiercest fighting of World War 2. Although it was raining, then, of course, and dark. Giles - you were there. What was it really like? What were you feeling as you scrambled from the icy water, with enemy mortars landing all around you?

**Major Giles Bradshaw, DSM (Rtd)** (also with hands in pockets): I was frightened, Raymond. Our brigade was one of the first ashore, but Jerry was expecting us. Nobby went down while we were still in the water. I tried to pull him up onto the beach, but I lost him in the smoke. Our orders were to regroup a short distance up the beach, behind a large sand dune, but we couldn't find it in the dark. Dick, Whiffy and I got separated from the rest, so we decided to try to meet them further up the beach. There were shells landing everywhere - they'd obviously trained the heavy artillery on us - and we could only see a few feet through the smoke. Above us we could hear the Hurricanes flying up and down the beach, but they didn't seem sure who to shoot at.



Probably the same as the top one, though it's hard to be sure.

**FINAL POSITION** We won. You can tell because it says "The Allies Win".

ALLIED TOTALS		Active	Lost
Infantry	<Units>	38,018	182
Armor	<Units>	231	0
Artillery	<Units>	11	0
Artillery	<Units>	40	0
Artillery	<Units>	10	0
GERMAN TOTALS		Active	Lost
Infantry	<Units>	130	252
Armor	<Units>	1	0
Armor	<Units>	0	0
Artillery	<Units>	0	7
Artillery	<Units>	0	1

**THE ALLIES WIN**  
**FINISHED**



The chap below slightly closer up.



"Behind a large sand dune"



This is what D-Day looked like, then. Apparently.

Then we walked straight into a German machine gun nest.

**Raymond Baxter:** You must have been very frightened.

**Major Bradshaw:** We were, although I think Jerry was more surprised than us. There were three of them, and luckily we had our revolvers ready. They hit Whiffy, though, in the shoulder. We didn't know whether to stay with him, or leave him and hope somebody found him.

**Raymond Baxter:** What did you do?

**Major Bradshaw:** Dick stayed with him in the end, and I went on with the equipment. I never saw either of them again. I met up with the rest of the group, and we pressed on into Caen.

**Raymond Baxter:** So what are you feeling today, fifty years on etc.

### ALTERNATIVELY...

(Scene: An area of brown, in between an area of blue and an area of green. There is silence.)

**Raymond Baxter** (with hands in pockets): It is incredible to think that this is supposed to be a beach in Normandy which, fifty years ago, was the scene of some of the fiercest fighting of World War 2. Small green square - you were there.

What was it really like? What were you feeling as you moved jerkily from the blue area to the brown one?

**Small green square:** I felt nothing. I moved silently into the brown area, accompanied by several other small green squares. It was broad daylight. We moved towards some grey squares and they vanished. Some numbers appeared.

**Raymond Baxter:** You must have been very frightened.

**Major Bradshaw:** What of the small grey squares? Or the numbers?  
**Raymond Baxter:** Um.

D-Day is a relentlessly dull game. It's almost as if it wants you to go away and leave it alone. The control system is sluggish and unfriendly, with fiddly little buttons that you sometimes have to click on loads of times before they work. (Why don't they just use the ordinary Amiga windows/icons/menu system, rather than writing their own, crappier version?) The graphics are the worst I've seen in any wargame - just minute squares with

do, again and again. (Why, incidentally, does the game start after all the D-Day planning has been done, with all the units poised to land in Normandy, leaving you with the relatively straightforward task of pushing towards Berlin? Surely the point of a strategy game called 'D-Day' should be to plan D-Day yourself.) And the optional Micro Miniatures screen, which gives close-ups of battles allowing you to control them directly, is really quite awful.

D-Day gets a reasonable number of marks simply to deter vociferous wargame enthusiasts from writing in complaining that this is exactly what they've always dreamed of and how dare we criticise the graphics when it's obviously the accurate

regimental data that really matters etc. But ordinary readers are likely to find even thirty seconds of this teeth-gritting experience more than their patience can bear.

● JONATHAN DAVIES



**UPPERS** It is - sigh - an accurate strategic simulation of D-Day.

**DOWNERS** Looks dismal, terribly tedious to play, irritating control system, and you don't even get to plan D-Day.

**THE BOTTOM LINE** So boring you'll spend more time gazing at it while slowly shaking your head than actually playing it. Oh it's so, so boring.

**THE BOTTOM LINE** The Normandy landings seem little improved by the addition of the A1200's extra processing power and graphics capabilities. Which is as we'd suspected.

51 PERCENT

# I'M COMING TO GET YOU

Join Jonathan Nash as he cowers in liquid-stomached fright before the horrible reality of jolly people.

**L**ittle news this month has been more terrifying than the revelation that TV's famous Mr Blobby has made the cover of the New York Post. "Britain's funniest export makes US debut today," trumpeted the paper, corroborating its claim with quotes from local youngsters. "All I know is, he's funny," said César Pozo, 8,

"especially when he falls down, rolls around and says, 'Blobby, blobby, blobby.'" Aside from the worrying social implications of this foam-clad monster "captivating American kids", it certainly goes to prove that one nation's debilitating nightmare is another's hugely amusing, heartwarming and altogether lovable cultural icon.

But why the surprise? Software publishers have for years attacked our sensibilities with characters they perceive as cute but which right-thinking people would as soon hit over the head with a

shovel until they died as introduce to their children. Come with us now as the unsmirchable guardians that are AMIGA POWER expose a small child, Jimmy Dugan, to the real terror behind the games. If you dare.

## SOOTY AND SWEEP

Sooty and Sweep walk around a house and clean up after a party, or something. But wait! Walk around?



**JIMMY DUGAN:** They have legs in this. They do not have legs on the television. Why do they not have legs on the television? They glide around like they have no legs. Whimper.

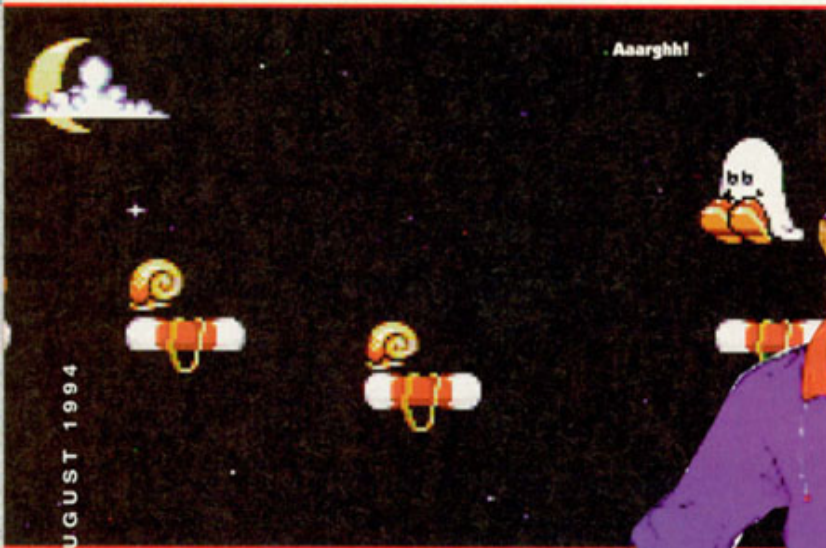
happy dead, apparently unconcerned at his damnation for all eternity to bound around on platforms. But even worse are his shoes. Why does he need shoes? Surely a lack of corporeal form dispels the need for clumpy footwear. Unless he's not a ghost, of course, but someone with severe



psychological problems who pretends he's dead by dressing up in a sheet. **JIMMY DUGAN:** Blinky? Lurky, more like.

## RONALD MCDONALD

Ronald McDonald is the children's friend. He smiles warmly and capers, attracting crowds with his tales of environmental concern and pleasant cardboard



## BLINKY

Blinky is a ghost. Like most similar characters in games, he is one of the

AMIGA POWER AUGUST 1994



# SMILE WHEN YOU SAY THAT

Fixed grins are a sure sign something's wrong 'upstairs'. Would you form a close friendship with someone who grinned constantly? Of course not. It's a dead giveaway when someone smiles without any attempt to stop the drool puddling in the well of their lower lip. Famous character actor Lon Chaney Sr in 1927's London After Midnight grinned constantly and bit the heads off most of the cast, so there you go.

And yet that's what most platform characters do. They smile (but not with their eyes), delighting in their ability to destroy other life-forms by leaping on them and crushing their heads. Only when they themselves are destroyed do these characters repent of their evil ways, looking downcast and waving their arms in risible supplication. But in a moment they are up and smiling again, and killing, and they will keep on killing until they are stopped.



and Bob have the largest eyes of any character ever. But no eyelids. Or noses. They therefore have no means of protecting their soft, large eyes from grit, smoke and pollen causing hay-fever but, alarmingly, they appear to enjoy it. **JIMMY DUGAN:** They are like fat squids who revel in bitty discomfort.

paintings. But it is a facade. An advertisement. Once the children have paid over their moneys in return for something passing for food, Ronald banishes them discourteously from his presence. Only money talks in the world of Ronald McDonald. **JIMMY DUGAN:** I thought you were my special friend, Ronald. But you only wanted me to sponsor your commercial empire.

## MR NUTZ

Mr Nutz is a squirrel with attitude. This does not prevent him from looking cute. But to look hard he has slashed his left breast open to make a crude pocket for sunglasses that are quite obviously



## BUB AND BOB

It's an unwritten rule that the larger the eyes, the more baby-like a character and hence the cuter its appearance. Bub



inadequate for his ophthalmically-enhanced UV protection needs. **JIMMY DUGAN:** Self-mutilation is a desperate plea for attention, but having too small a pair of sunglasses is downright silly.

## DIZZY

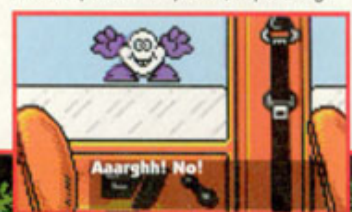
Dizzy, eggy friend to millions, shakes continuously. What has he got to be nervous about? And he grins a lot.



**JIMMY DUGAN:** Are they "the shakes"? (Absolutely not. - Legal Ed)

## SEYMOUR

Seymour, pretender to Dizzy's crown, is the true horror. He looks like one of the mountain men from Deliverance if they were reborn as cancerous blobs, or like Dizzy's inbred cousin kept locked in a distant attic as the family try to ignore his squealing cries and frantic scratching, and keep forgetting to pay the electricity bill even though they have guests for the weekend. All the more horrifying is his childish pattern of speech, expressing



surprise with "Gosh," and "Golly," even as he falls under the wheels of cars and crumbles all too briefly into dusty bone. **JIMMY DUGAN:** Seymour is the spawn of the devil.

## 'ALLO 'ALLO

Da Vinci was a firm believer in the concept of beauty through correct proportion. And he was clever and invented the helicopter and everything.

**JIMMY DUGAN:** Hydrocephalic Nazis displaying their ill-fitting underpants? No thanks.



## PUGGSY

Disney used to test would-be animators by instructing them to imbue a bag of flour twisted shut at the top with the full spectrum of emotions. Puggsy looks like the results of just such a test, orange, and dangerously "impaired." **JIMMY DUGAN:** We have flour bags in our kitchen. I shall never go near them again.

## NEW ZEALAND STORY

Tiki Kiwi dives for treasure. But it is a long and hazardous path between infrequent breathing holes, and Tiki cannot hold his breath for ever. First he bubbles unpleasantly. Then he struggles, ever more frantically, until, finally, the last breath slips from his blue-veined body and he sinks through the fathoms. Dead. **JIMMY DUGAN:** Ugh.



# NUDGE NUDGE

Only slightly less unsettling than characters who grin permanently are those who wink chummily, perhaps even raising a thumb in comradely bonding fashion. With what terrible conspiracy are they implying intimacy? And why are they trying to involve you? Just walk away, that's our advice. Walk away, or you'll probably find yourself sucked up,

used as a patsy, picked up by Government MIBs and presented with a packet of distinctly uncompromising black and white photos picturing you beside the convincingly friendly sprite, even as you protest your innocence. Not even the inevitable lucrative television drama series contract will make up for the desperate terror.

# LEMMINGS



Lemmings have nasty smocks. **JIMMY DUGAN:** Like ants, lemmings represent the ethos of the survival of the whole at the expense of the survival of the individual. Despite having the ability, and, one presumes, the sense to observe

immediate danger, lemmings willingly sacrifice themselves for the greater good. Except there is no greater good, for escape leads only to further entrapment and mass death. This disturbs me.

# HAMBLE

The Victorian doll from Play School, Hamble sat ill-at-ease beside the squashy familiarity of the Teds and Jemima. Presenters deliberately avoided including Hamble in the group, preferring to push her to the back or away to the sides. Chloe Ashcroft broke the silence recently to reveal that Hamble possessed sinister

powers, and would move from set to set between takes. In 1991, Hamble disappeared from the programme, apparently of her own accord.

**JIMMY DUGAN:** She's still out there. Somewhere.

# RODLAND

Leaving the controls alone causes all the sprites on-screen to stop and tap their feet impatiently. They then all but one subside into near-catatonic states, the rhythm of



their breathing slowing to an almost imperceptible level. Gradually, inexorably, their eyes droop. They fall asleep as the remaining character dances unconcernedly. Then, suddenly, shockingly, the sleepers' eyes snap open. They stare maniacally. Then all of them, all at once, turn their eyes so they're looking directly at the dancing character.

They raise their arms and point directly at it, and they all scream. The victim's hands fly to its head as it rocks in agony. It struggles, briefly, before its eyes slip shut. The others calm down and sleep as the victim too submits to the inevitable.

**JIMMY DUGAN:** And if you continue to leave the controls alone, all the characters wake up and turn to look and point and scream at you.



Colombian Spectacle Case. Aaarghh!



It plunges its head in a pool of vinegar. For fun. Aaarghh!

# CONCLUSION

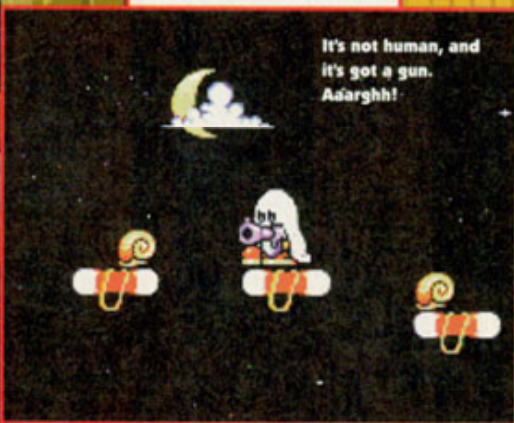
Programmers have long been considered a Bit Odd, and their somewhat peculiar idea of nice things provides the vital evidence so long required by the Commission, which is confidently expected to present its damning report later this week despite inexplicable multiple fatalities among its members.

Investigation of this wholesale misconception of cute has also revealed a bizarre ability to take the most horrible subject matter and pretty it up beyond all recognition. Lethal Weapon, the everyday story of some madmen with guns, as a game has characters you just want to rush up and hug to bits. Similarly, the wholesale slaughter of Cannon Fodder is

somewhat muted by the soldiers' close resemblance to Michael Bentine's Potty People. And Gomez, the train-wrecking, woman-murdering ghoul of *The Addams Family*? Charlie Drake, more like.

**JIMMY DUGAN:** *Darkseed* is also misrepresented. The manifold forces of darkness are not evil. They are our friends and guardians. We should embrace willingly the anti-Christ, because (*pulls off mask*) I am Hamble. You are all my children now.

**EVERYONE:** Aaarghh.



# COMPLETE CONTROL

Page 60 of the Argos Catalogue gives you toasters, page 60 of the Oxford Dictionary provides the definition of the word 'archegonium', and page 60 of Just Seventeen elicits advice on how to kiss boys. But Rich Pelley and page 60 of AMIGA POWER...

## BUDGET GAME SPECIAL

Ah yes. It's page 60, and round about the time in AMIGA POWER where regular readers will be anticipating a mound of tips second only in Amiga game-playing essentialness to their joystick and Amiga itself. And that's usually what they'd (and if we haven't had the pleasure before, indeed 'you'd') get, except (except) this month we, er, thought we'd do things slightly differently.

What we've elected to do is to helpfully root around for any cheats we might have for any re-releases we've

reviewed recently - ie, the latest games you're likely to see gleaming with tantalising affordability in the budget section of your local games store - and print those instead. Some have been spotlighted in Complete Control already, some have been regurgitated further in Last Resort, but here they are, in one, easy-to-read, at-a-glance chunk for you to cut out, frame, display (above the mantle piece might be nice, or maybe in the downstairs toilet?), and keep for all posterity. And here they are: (*Fasten your seat-belts everyone. - Ed*)

## SUPERCARS/SUPERCARS 2



### (GBH)

*Supercars*: When asked to type in your name, try these variations: RICH for half a million credits, ODIE for level two (and the red car), BIGC or BIGL for level three, and POOR for five pounds.

*Supercars 2*: Name players one and two as I WALK THE HILL and INWARDS, or WONDERLAND and the SEER respectively for 99 of every weapon, all the highest grade add-ons and automatic qualification.



### (The Hit Squad)

Enter the Trickshot Mode. Then, at any time on the table, press F7, F4 and F1. Return to the Control Menu and a third DO A RANDOM 147 BREAK option should have appeared on the demo menu. Also, once all the reds have been

potted: in one player mode choose which colour you want to pot by holding down its potential score on the keyboard; in two player mode if you can't, say, pot the yellow but you can pot the pink, then pot the pink - you'll score six points, the pink will be replaced and you can carry on.

## ASSASSIN SPECIAL EDITION

### (Team 17)

During the game, type ANOTHERCHEATMODE for infinite energy, W for full weapons, D to die and N to skip levels.



## POWERMONGER

### (Bullfrog)

- (i) Kill all the sheep.
- (ii) Enlist a shepherd with sheep in your army, set him afloat in a boat, and get him killed.
- (iii) In winter take a lone Captain to the North of the map and leave him there.
- (iv) To invent cannons and catapults in double quick time, make a Captain Aggressive before clicking on the desired town and then the Invent icon. After ten seconds, click on both again.

- (v) Shoot down the child-bearing stork as soon as it appears.
- (vi) Chop down all the trees.



## SLEEPWALKER

### (Ocean)

On the title screen, type DINADINDANGMYDANGALONGLINGLO NG. Ralph and Lee's noses will turn green, which is your in-game cue to press TAB for full energy and lives and RETURN to skip levels.



## ANOTHER WORLD

### (Kixx)

- Level codes?
- Section one - EDJI
- Section two - HICI
- Section three - FILLD
- Section four - LIBC
- Section five - CCAL
- Section six - EDIL
- Section seven - FADK
- Section eight - KCIJ
- Section nine - ICAH
- Section ten - FIEI
- Section eleven - LALD
- Section twelve - LFEK

## 12 PAGES OF INVALUABLE PLAYING TIPS START HERE

<b>BENEATH A STEEL SKY - THE FINAL PART</b>	<b>66-7</b>	<b>INNOCENT UNTIL CAUGHT</b>	<b>64-5</b>
<b>BUDGET SPECIAL</b>	<b>60-1</b>	<b>THE LAST RESORT</b>	<b>70-1</b>
<b>HEIMDALL 2</b>	<b>62-3</b>	<b>MAN UTD</b>	<b>68-9</b>
		<b>PERIHELION</b>	<b>61</b>

## TORVAK THE WARRIOR

### (Corkers)

Type CHEAT with as many full stops as possible on the high score table, hold down Fire and press 1 to 5 to be transported between levels.



## APIDYA

### (Team 17)

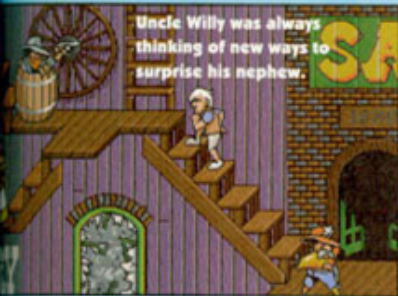
Type the following onto the title screen: MISSHONEYBEE DEPUTYOFLOVE SNEAKPREVIEW and SHOWCREDITS for end sequence. Also try holding the HELP and DELETE keys to slow the game down.



# PREMIERE

## (Corkers)

On the title screen (where it says 'Press Fire to Roll Cameras') type SPARKPLUGS for a cheat screen. Start the game and you'll be able to skip levels by pressing the '7' key on the pad on the keypad.



# JAGUAR XJ220

## (Corkers)

Tune the radio to 65.4 (which apparently sounds a bit like the theme from the A-Team) and although your speedometer may show no difference, you'll be able to drive much faster. Also, push the joystick forward and press Fire as soon as you're told to 'Go' and the car will spin round into first place.

Go as fast as you like with our Jaguar XJ220 tips.



# SIM CITY

## (The Hit Squad)

At the beginning of the year set the tax at 0%. Play as usual until December then set the tax at 20%. When the tax window pops up in January, reset the tax to 0%. You will now get permanent maximum cash without the citizen's realising it! Also try typing FUND at the beginning of the game for \$10000 bonus.



# PERIHELION

## (Psygnosis)

If we asked you who you thought had written this complete solution to *Perihelion* then, although negligibly small, the chances of the name Jeremy Beadle springing to mind is rather more likely than the name, say, Angus Brown of Aberdeen, entering into your head. However, Jeremy Beadle will not be receiving a thank-you collection of goodies on our behalf this month (a letter bomb, perhaps). Spookily, though, one Angus Brown of Aberdeen will...

## CITY OF MIDNIGHT

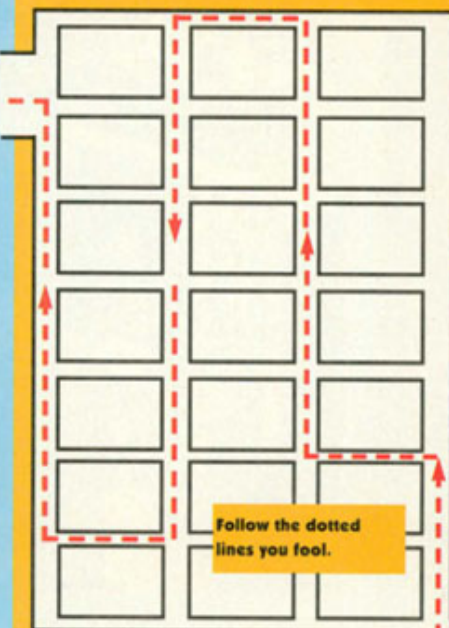
Get the Net Code from Yheel in the northwest, log on (with code PSYCHO) in the Net Station and read away. Proffer the medallion to the woman to the south and download the Permission file from the Net Station to the east with the new Net Code her baby gives you in return. Leave the city and head for the Watchtower Colony.

## WATCHTOWER COLONY

To open the locked door, talk to the east guard and upload the Permission file from the Net Station to the west. Algethi (your next stop) will hand over a Net Code, security card, and info on Mirack, but you'll need to fix the broken Hologate first.

## TUNNELS

Here you should be able to lay your hands on the Hobscan device (from tunnel five), the transmitter detail (from tunnel three, use the plug) the security card (from tunnel two) and some useful battle equipment (from tunnel one). However, DON'T (whatever you do) take tunnel four. (It's a PSI trap.) Use the



three transmitter parts (once you've found them) in the Hologate and walk through to the Security Zone. Here's a map of the way out:

Use Mental Defence before attacking the vampires. Log into the Station (with code MIRROR) and make your way Mirack-wards to the South Tomb. Carol's simple task must be completed before Mirack's daughter, Pearl Blood will take you to a new sector in the mines. Here you'll discover a battery, a drill, and the news (from Mirack himself) that his godson Algol has been kidnapped. You, though, can (and should) save the day.

Scoop up the crystal on the way to the lower section of the mines. (You'll also need a key plug and some filter masks.) Combine the key and battery in the composite assembly unit (as prompted when the crystal is used in the hexagonal hole); use the composite key behind gate two to open the fire door, drill a hole in the wall and place a bomb near the filter masks. And run like hell.

Algol will be hanging around the remains of your doings, but get him back to Mirack fast or he'll die. Mirack lets it slip about the unborn and the guardian, so get to Fort Nightfall pronto.

## FORT NIGHTFALL

Take the key and log on in the Net Station (with Net Code MURDERER); open the storeroom doors by standing on the pressure plates; prepare to fight it out for the audio card; open the Commanding Hall with

the key you found a minute ago and program the card according to the sample generator. Back at the Security Sector use the card in Gateway A, do battle with Charlie Chan and head for the Meditation Chamber. Destroy Lord Daleth, swipe the DNA sampler from the labs and use on Daleth's remains - this will gain you access to the guardian in the security chamber. And now?

## NEONS' TOWER

Escape from the tower (defence is the key to overpowering the guards) and read the files Net Coded SPIRIT in the Net Station. Archan Darkey, if you can find him, will talk of a palm print, but you'll have to get him to activate it. The secret door he also alludes to is not in the northwest, but to the southeast.

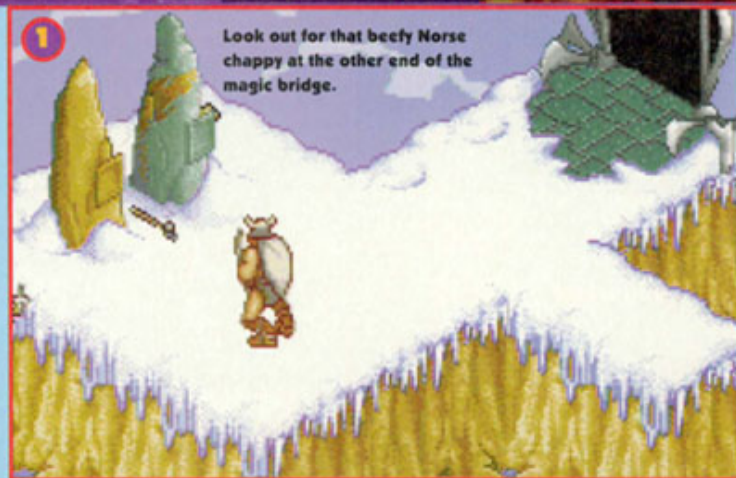
Activate the print in the sanctum, destroy the beast inside and you will receive a telepathic message from Daleth telling you where to locate the unborn. So go find it, kick ass, and save the world from destruction. Hooray.

## DON'T FORGET

To send anything and everything tippy to Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, and if we like it, we'll print it! And if we really like it we'll send you a prize - so let us know what kind of Amiga you use.



# HEIMDALL 2



1

Look out for that beefy Norse chappy at the other end of the magic bridge.



Luckily there's no burglar alarm. They haven't been invented yet.

2



It's a good idea to have a chat with Rurik, the village chief, before you leave.

3



Hop on your boat and set sail through the picturesque archipelago of Midgard.

4



All that shouting

Grab that skull before the serpent, and run!

seems to have made me a bit Norse.

**O**kay, let's forget the crap introduction bit (*Why break the habit of a lifetime? – Ed*). It's *Heimdall 2* and it picked up a very healthy 79 percent in AP37. We're going to furnish you with enough tips to let you collect the first of the Ro'Gelds. It's based in Midgard and is cunningly protected by all manner of tricks, traps and puzzles. So prepare yourself by casting some runestones. The gods are with you, the omens are in your favour. Let's go.

**1** Go to Rurik's village. You achieve this by walking through the only open portal situated at the right of the Hall of the Worlds. Fire an arrow at the column on the left. A magical bridge will appear. Walk along it until you come across a

beefy Norse-looking type of chap. Ignore him and jump down from the ledge at the right of the screen. Walk through the tunnel and avoid all those irritating rolling skulls.

**2-3** Once you've made it to Rurik's village, locate the hut that looks like a store room and take the circlet from the box. Make your way to the next hut a short way along the road and have a chinwag with Rurik.

**4-5** Head toward Eadric's village and make peace with him by giving him the circlet. In return he'll give you a letter. Make sure you've got it by checking out your inventory. Trudge along in the general direction of the pub and speak to everyone in there. Doing so should furnish you with more information on your quest.

Go back to Rurik again and give him the peace offering from Eadric. He'll be over the moon at the prospect of allying with his old friend. So much so, in fact, that he'll give you a pass to get into the King's castle.

Guess where you're going next, kids.



Straight swap. One gold circlet for one letter. That's fair.

5



Prop up the bar for a bit and you'll find out some stuff for your quest.

That's right, head directly for the King's Castle. Mess about a bit after you've landed on the castle. Pretend you've got a bus pass or something. Eventually, when you've pissed off the guard at the gate enough, give him the pass given to you by Runk. This should see you safely through the gates and in one piece.

From now on, every time you do something important, SAVE the game. At one point, after a fight, I made Heimdall drink some wine. It was poisoned. The poor god died in front of my eyes – nasty.

**6** Follow your nose to the kitchen and talk to the servant girl there; she's the one with the dark hair, nice figure and excellent posture. She tells you what to do next. While up there, pick up the pick-uppable objects. Some of them will come in handy later on. Honest.

**7-8** Explore the castle a bit. You'll come across a portrait with eyes that follow you. Shades of Scooby Doo. Walk up to it and press 'Fire' on the joystick. A secret entrance will be revealed. Go through the entrance into the bedroom there. Press the button on the bedpost. A secret door will open and reveal a signet ring therein. Retrieve that signet ring.

Go back towards the kitchen. When the guard blocks your way, give him the signet ring. He'll let you pass. Prepare yourself for the next bit, you're going to be doing some serious fighting; SAVE your position now. Make sure that your bow is in the appropriate slot and that you've got it chock full with arrows.

**9** There's a Hakrat down the stairs who needs killing before you can go on. Try and position yourself so that the Hakrat fires arrows into the wall while you fire arrows into him. You'll probably not kill him with the arrows. Lay into him with your sword until he's dead. Be warned, if you're crap, it's going to take quite a while before he dies. Once dead, collect all your arrows. Go over and speak to the old chap inside the prison cell. He just so happens to be the King's brother. Pick up the letter he throws to you and head

towards to the King's chamber.

**10** Give the King the letter. His advisor throws a flaky and then disappears. The force field at the top of the stairs also disappears which is just as well, 'cos that's where you're going next.

**11** Shoot an arrow through each of the three holes. Be careful. You can easily burn to death doing this. Save your position first, just in case you fail first time round. Once done, traverse the walkway into the next room. Collect the piece of Ro'Geld disguised in the shape of a skull.

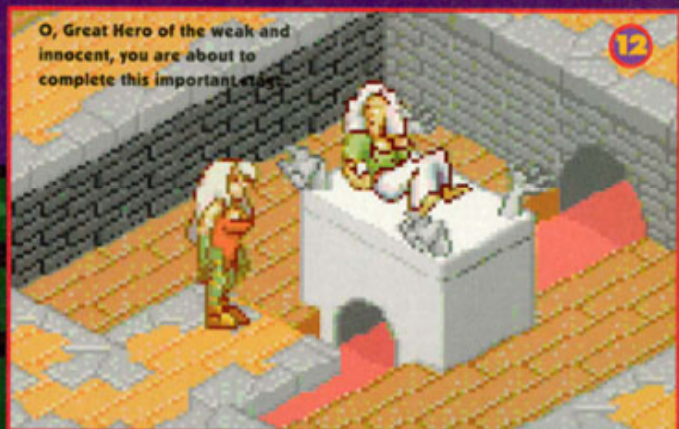
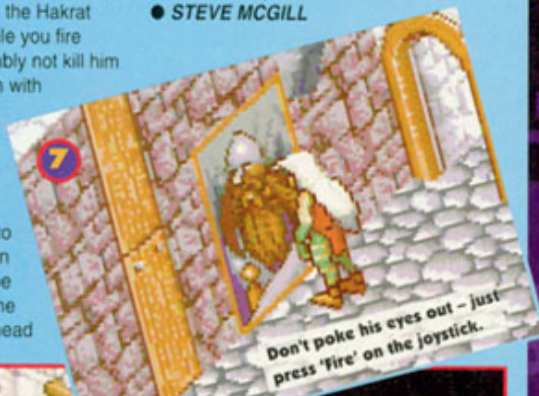
For the final, thrilling part of these tips, go to the fisherman's hut and press 'Fire' in front of the cupboard. This releases the fisherman from his chains of bondage. He'll also tell you about his poor, enslaved daughter. So put on your thinking cap and try to guess what you're going to do next.

Head for Loki's shrine. Some of the tricks and traps can be quite tricky to get round in one piece, but there's nothing outrageously difficult. So I'll not insult your intelligence by telling you how to reach the daughter. If you're incredibly stuck, check out the accompanying grabs. They should give you more of a clue.

**12** As soon as you've rescued the grateful fishergirl, she'll give you a talisman. This lets you access another of the portals in the Hall of the Worlds. Head back there now.

Congratulations, you have just completed an important part of *Heimdall 2*. See you all next month, when I'll no doubt be doing the playguide for some other game I really do want to spend the best part of two days on.

● STEVE MCGILL



# INNOCENT UNTIL CAUGHT PART 2



## Part 1 being in the last issue, of course.

"It's huger than a helium filled huge thing", "It'll take you ages to finish", and "After two-days non-stop playing, I completed only ten percent of it". Quotes there from Cam's review that would have any self-respecting point-and click adventure enthusiast speeding to the shops as fast as his legs can carry him, but the legs of whichever poor sucker has to write a complete solution sprinting at twice the speed in the opposite direction. We started our complete solution last month if you remember, so it seemed only logical to finish it off in this issue. We felt sure you'd agree.

**1** From where we left you last month, take the tube to Regurgi. Fill the jar with mayonnaise from the stand, add the lid and click it on the fly. Grab the hotdog from the stand also. Talk to the desk sergeant in the police station. Incidentally, when you are talking to a character if you move your speech cursor around his or her speech bubble sometimes words will highlight. In the case of the desk sergeant, you'll need to highlight and click on 'drugs bust' to receive a bag of flour. Next door in the bank, address the windows, tell the

cashier you'd like to open an account and hand over the bag of change. Ring the doorbell, press it again and use the chewing gum on the catch. Go through, and use the screwdriver on the keyhole (the top left white pixel) of the filing cabinet – once for the bank file and then again for the blueprint.

**2** Collect the mushroom from The Hill, and head back to Badside. You don't, incidentally, have to keep travelling the entire circuit – examine the map on the train and click the walk icon on the desired station. At the docks you'll automatically hitch a ride to the monster's cage.

**3** Pick up the two pieces of vine, stick, straw and grating. Combine the stick and one piece of vine, select the bow (and click at the top of the screen) to grapple the resulting hook in the girders above. Spray the monster with the perfume, swing across, feed the plant the hotdog, swap eggs, swing back, attach the second piece of vine to the metal hook and escape down the sewers.

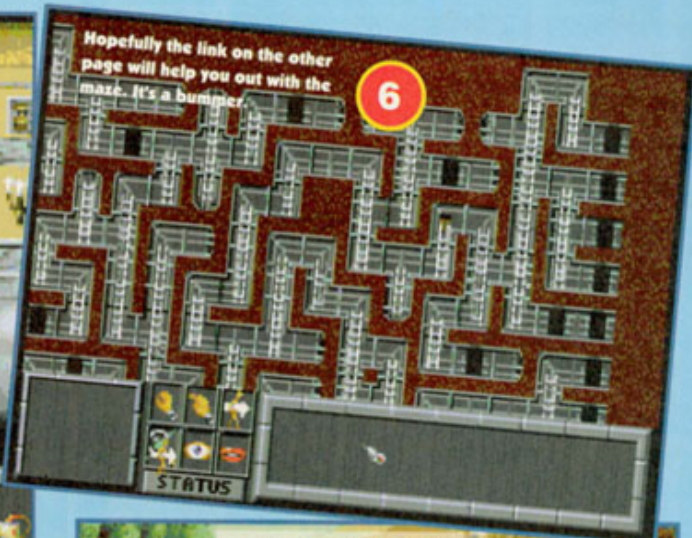
**4** Use the blueprint to locate the vault, and place the mushroom against the wall and let the fly loose to blast your way in. Use the flour, take the bonds from the deposit boxes to the left and scarper back through the sewers to The Hill. Take the 'Work of Art' (it's a stone) from the gallery and use it with the aerosol and hose to shoot the display case. Pick up the stone and shoot again, use the carpet and fire one final time. Take the statue to the house to the right.

**5** Hand over the statue, bonds and egg and, to cut the animated





Don't worry about getting thrown in prison. You'll be able to parole yourself.



Hopefully the link on the other page will help you out with the maze. It's a bummer.

sequence short, you end up in prison. Use the bed, examine the device that appears and use it. Talk to N'palm, the guy in the cell next door (he'll actually be accompanying you to the end of the game). Pick up the mat, use the trapdoor and go down.

**6** The maze bit is a bit of a bummer – but hopefully this map will make things a bit easier. (The exit's at the top right-hand corner, incidentally.)

**7** Use the device again and climb aboard. Talk to the bloke – a lengthy section of plot unfurls, and eventually you'll be transported to a luxury cruise liner. Take the book, hand the flowers to the honeymoon couple, nab the man's wallet, show the barman the credit card and passport, and accept the drink.

**8** At the Spaceport, get N'palm to distract the old lady whilst you pocket her fur stole. Tell the customs officer you're a visitor and enter the shop. Pick up the tools and talk to the shopkeeper (he'll give you a box of mechanical parts and an etiquette book). Use the screwdriver



Swap the flowers for the geezer's wallet. It's a fair cop, guv.

with the mechanical parts, and in turn with the stole to make a furry mouse. The lab tech in the bar will agree to help you if you can deliver P'PauD'Pau's daughter a love letter. Read the etiquette book at the palace, and talk to the guards. Use the furry bait to distract the dog in the dog pound as you walk past, climb the rose trellis and talk to Ruthie. Seek out the lab tech again and, as you listen eagerly, he'll let it slip about the Doomsday weapon.

the uniform (on the status screen), enter the lab and (oh dear) it's into another jail. Out of all the plans to escape, only writing a love letter to Ruthie will have any positive outcome. Back at the bar, ask Ruthie about the Transatron and for a travel warrant. At the lab, ask N'palm to take a crate to the Spaceport. Use the travel warrant with the crate and then get inside it.

**10** Escape from the shuttle via the pod to the right. Enter the fortress and take the stairs up. Walk through the



Rapunzel, Rapunzel, let down your hair.

building until you find Ruthie (picking up the crowbar on the way) and ask her about a way into the vault.

**11** Walk back to the first room, move the crate blocking the door and go through. You need the pass key to get the crystal out of the plinth, and Ruthie has the very thing. (To get out, use the crowbar on the first crate and take out the balloon and gas cylinder. Use the gas cylinder and click it in the balloon to float back up.) Use the crystal on the console in the control room – it doesn't work – so walk around a bit and come back and the dictator will have appeared. Talk to him and – blow me! – you're within a cat's whisker of completing the game. The rest you can probably manage on your own.

● RICH PELLEY



All thieving actions lead to jail. Take heed, kids.



Volvo drivers were cluttering up the sky everywhere.

# BENEATH A STEEL SKY PART 3

**Hi, kids. Well, I'll bet all you Subterranean Steel Skydivers aren't half as glad as I am about this month's Steel Sky tips. Yup, it's winding up time. The final third of the solution is now revealed. Enjoy.**

LINC-space. Where you can make all of those Lincs.

Speak to the gardener. That's why he's in here.

Yeuch. Use your palm print in here.

Use the lid to give you access to the grill.

You've got a bulb and there's a socket. Next!

Last month, we were just about to enter LINC-Space using poor, departed Anita's Linc card. Here's what to do while you're there: Walk through the exit to the right. Call down your inventory and use the BLIND program on the eyeball. Quickly walk through the upper exit while the eyeball is still blind. Continue in the up direction. Use the PLAYBACK program with the well and engage the hologram in conversation. Go through the upper right exit and once again use the BLIND

program on the eyeball there. While it is blind, pick up the tuning fork. Disconnect from LINC-Space.

Leave the security building and make your way down to the bottom floor; where you first met Mrs. Piermont. Traipse along to the location on the furthest left and have a chat with the gardener there. Now, head off right until you come across the club. Enter it. If there is a band playing, leave and go and do something until they stop playing. As soon as they've vacated the area, go over to the juke box and activate it. The manager, Colston, will get up from his chair. Quickly walk over to his table and steal the glass that's there. Examine the metal plate, next to the door, at the rear of the club. Leave.

Head for Burke's Bio-Surgery via the lift. Give Burke the glass. Head for the club again. Once there, use the metal plate. The door should open into the wine cellar. Use the metal bar on the packing case. Move the lid over onto the top of the box.



Stand on this makeshift platform and cut the grill with the secateurs. Crawl through the narrow passage it exposes. Go right and then through the top right passage. Once again, go right. To be on the safe side, save the game at this point.

Do not walk past the hole until you have located the light socket. Put the light bulb in the socket. Exit to the right and save the game again. Go right again and immediately click on the exit on the bottom right. If you don't, you'll be crushed to death.

Look above the vein on the wall. There's some plaster there. Loosen it off with your metal bar. Then loosen the brickwork with the bar until a brick falls out. Pick the brick up. Use the bar again and puncture the vein; near the bottom. Once punctured, hit the end of the bar with the brick. A droid will appear from the door on the right. Quickly pick up the bar and take the exit through the door. Have a peek through the grill. Take the upper left exit. Once again, save the game.

Go over to the control unit and select 2 to reduce the temperature. As soon as you've done that, walk onto the iris and yank the iron bar. Walk off immediately and exit the room. Go right and right again. Put Joey's circuit board into the medical droid that's hanging about there. Tell him to check out the tank room. Wait for him to come back and chat with him about everything. Tell him to go and open the tank in the nutrient room. Await his return. As soon as he gets back take the upper left exit, the upper right exit and yet another upper right exit. Use Reich's card with the terminal there; select 2 then 1. Exit

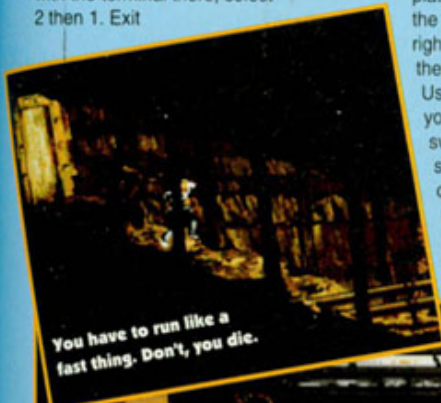


and go left. There now follows a little coffee break. Watch the sequence and then take Joey's circuit board out of the droid. Pocket Gallagher's Linc ID card. Go back into the room on the top right. Access the LINC-Space interface using Gallagher's card.

Take the exit to the right, BLIND the eye and quickly go up. Use the DIVINE WRATH prog on the crusader. Disconnect, then use Anita's card in the interface slot to re-access LINC-Space. Go right, blind the eye, go up and then right. Use the OSCILLATOR on the crystal and pick up the helix. Disconnect and go to the left. Go through the bottom right. Pick up the tongs to the right of the glass tank and use them to freeze the tissue that you pick up with them. Exit to the right, open the middle cabinet in the room and slot in Joey's circuit board. Access the console and select 2, 0 and 3. Chat with Joey. Retrieve his board from the cabinet.

Now for some synchronisation trickery. Go to the door on the right and ask Joey to place his hand on one of the plates. As he does so, place your hand on the other plate. The door will open. Go right and right again. Use the cable with the pipe support. Climb down the ladder. Use the tongs with the orifice and save your game. Right click on the cable to swing into the room. After the unfolding scene, quickly tell Joey to sit in the chair. And that's it. Watch the rest of the story and marvel at the wonder that was *Beneath A Steel Sky*.

● STEVE MCGILL



You have to run like a fast thing. Don't, you die.



Avoid the droid on the other side of this door.



Careful timing is required to pull the lever in this bit.



Make sure that Joey completes all the tasks you set him.

Please be more STEADY...



This is another place you'll need to access the LINC.



Be careful at this bit. You'll die if you're not.

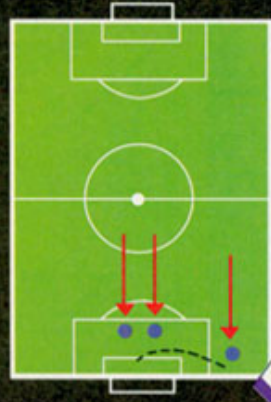


Use this bit to create a new shell for Joey.



Reach here, and you're near the end. Probably.

# MAN PREMIER



## Only sings when he's winning - that's our Steve McGill.

The Tacti-Grid system is the best feature of MUPLC. Manipulating individual player statistics lets you customise your team line-up and optimise on their strengths.

The MUPLC instruction booklet doesn't provide enough concrete examples of how to exploit the Tacti-Grid tactics. Therefore, if you completely suspend your disbelief and pretend that Man UTD: wear a blue and white strip; aren't actually called Man UTD; didn't actually win the Premier League; play in the Scottish Premier League; managed to stay up in that league for the first time in their footballing history; and are supported by me, then you're well on the way to understanding the upcoming unofficial title of: "Tommy Burns Premier League Survivors." If you don't know what I'm on about, then the names in brackets after each player formation should give you a pretty good idea.

### HOOF IT

#### 1 The Shaun McSkimming: (Giggs)

Requires a player in the line-up with excellent fitness and high intelligence.

The natural instinct of most players is to run straight down the pitch. This leads to predictable play and inevitably ends up in a packed central midfield area. Frustrating fare indeed. MUPLC intercepts this problem by rewarding players who use the wings. Great territorial advantage can be gained, especially if your player is as fast and skilful as Shaun McSkimming. Wingers with high CONTROL skills can make the 90 degree turn at the touchline to get the ball into the box no problem. Highly recommended for exciting play. One word of warning however. If the winger screws up, don't shout at him. Otherwise he'll go in the huff and drop out of play for ten minutes with a puffed lip (a dropped pouting lip displaying displeasure - AP Colloquialism Interpreter And Behaviourism Expert).

#### 2 The George McCluskey: (Klinsman)

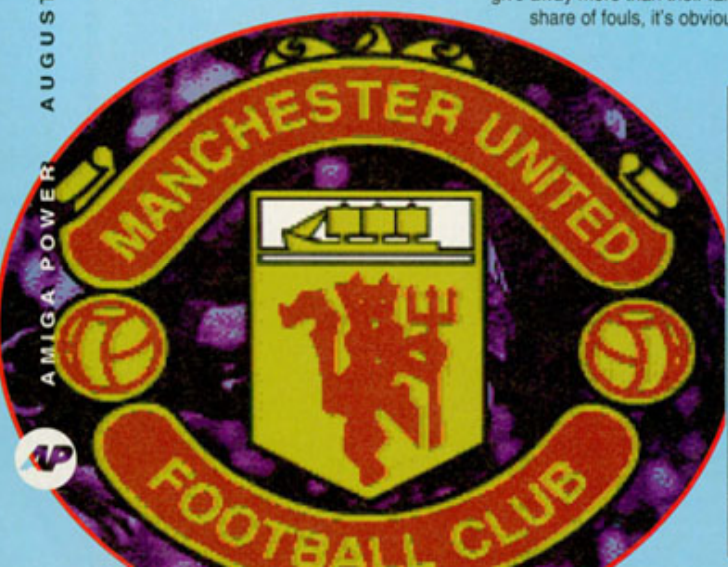
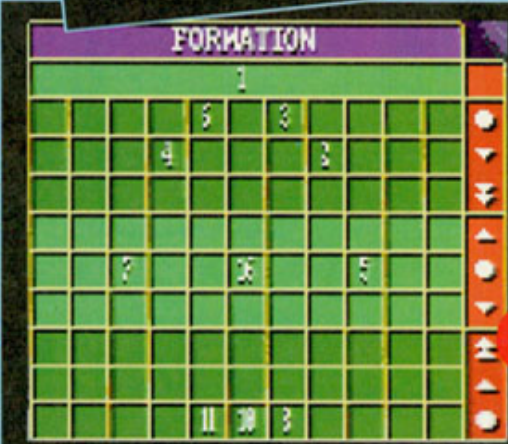
If the opposition are like Glasgow Rangers and give away more than their fair share of fouls, it's obvious



that you're playing against an aggressive team. Capitalise by putting a player with a high CONTROL value up front. Have him dance around in the penalty area until the inevitable dirty foul is committed. Assuming the referee isn't Les Mottram (who suffers from temporary blindness when faced with fouls committed by Rangers), score from the ensuing penalty (see Tom Black).

#### 3 The Bobby Williamson: (Shearer)

There are only a handful of strikers who can beat keepers outright. Exploit this shortcoming by playing two or even three strikers in an upfront central attacking role. If you adopt this style of play, a severe haircut and high aggression rating helps. Pounce on and take





# DISCONCERTED?

Then you need...

## THE LAST RESORT

with Rich Pelley



Hold a chicken in the air, stick a deck chair up your nose... Surely there's a more effective way to alleviate your gaming snags with Rich Pelley around.

Hi. Jonathan here. Rich claims to be suffering from writer's block (amongst other things) this month, and wondered if I wouldn't mind stepping in and writing an intro for him with, of course, a suitable reduction in wages. "Hasn't this been done before?" I replied, but it was too late - he'd gone.

So then. Er. Yes. This month lots of people have got stuck in games and haven't felt the slightest whiff of embarrassment about writing in to confess their delinquencies to the world. And some other people have written in under the impression that what they have to say may be of some use to previously flummoxed gamers. And, er, that's it. Much like every month, really. I mean, what were you expecting? (*Thanks, I think. - Rich*)

### MORTAL KOMBAT

**Q** "I have got all the death moves for all the players except Lui Kang, and I've tried everything. Please can you tell me what to do?"

Ian Welsh, Accrington

**A** His death move is a Helicopter Spin - Down, Left, Up and Right in quick succession. In other words, rotating the joystick round in a smooth circle and pressing Fire ought to do it. See? It's always easy when you know how. Now does anybody else have any problems?

### TRISTAN SHARPE

**Q** "Can you give me any cheats, level codes, tips etc for

- a) LEMMINGS
- b) OH NO MORE LEMMINGS
- c) LEMMINGS 2
- d) CHRISTMAS LEMMINGS
- e) ZOO
- f) TROLLS
- g) MONKEY ISLAND 2
- h) CANNON FODDER
- i) ROAD RASH
- j) F1 GRAND PRIX
- k) INDY 500

## LOOSE ENDS

These readers are having about as much success as, er, I am trying to think up a suitable metaphor.

**Q** "I have been following the SIMON THE SORCERER solution you very kindly printed (*We do our best. - Ed*) but I can't find the shopping list that I am told to hand to the shopkeeper."

Dave Booth, Riddings

**Q** "It's the bit where you have to get a password on floor 84 of D/GENERATION that is getting my goat. I've spoken to the guy who says the stuff about black wings coming across the desert and I've tried everything he says but I can't get it to work. Why not?"

Joe Quinn, Somewhere

**Q** "I'm stuck in LEGEND OF KYRANDIA. I've followed the tips in issues 22 and 23 but I still can't find the Potion Mixer. Any ideas?"

Craig Stewart, Aberdeen

**Q** "In LABYRINTH OF TIME I need to find myself a shirt. I've been told that it is somewhere near the city street section but I can't quite put my hands on it, as it were."

Paul Japp, Surrey

**Q** "I have WAXWORKS and I am very stuck. How do you get the address book that the pimp is holding? I know I have got to find someone, but where is he? And how do I open the crate? I'm trying to save the world here!"

Currant Harris, Hampshire

**Q** "I have a problem concerning BATTLETECH. I recently bought this on budget from Prism and have almost completed the game, in the respect that I have assembled the entire Crescent Hawks team, located the Professor, found the cave

containing the cache, unlocked all the doors, laid my hands on the actual cache, activated the generator and located my mech. However I have come a bit of a cropper, in that I can't work out the correct white code in the map room needed to use the communication room. A solution in an ancient copy of AMIGA FORMAT claimed the code was featured in the manual (but gave it anyway). Except it's not in the one Prism supplied (and the one they gave doesn't work)."

David Mallet, Bristol

**Q** "I wrote in two days ago asking a question about LABYRINTH OF TIME. But I've worked out for myself now, thanks."

Paul Japp, Surrey

**Q** "I am incredibly stuck in DARKMERE. I've looked everywhere, but I can't find

the three missing potions for the Alchemist." James Crawley, Chesterfield

**Q** "I have seen passwords for the A1200 and A500 versions of JURASSIC PARK, but are there any for the A600 version?"

Bernard Hatton, Liverpool

**Q** "Hello. Me again. I'm stuck again on LABYRINTH OF TIME. I've now got everything I need to finish the game but I can't complete the middle bridge section to reach the Minotaur. How do you open the door inside the Mayan Ziggurat? I'm sick to death of going back and fourth pulling levers."

Paul Japp, Surrey

**Q** "I have been going round in circles on EYE OF THE BEHOLDER 2. I have found almost every secret room there is going and I have opened almost every door but I still have a skull key and I need to find two red keys for the Private Chambers. Surely there's somebody out there who can help me, please?"

Rebecca Bristow, Milton Keynes

l) STUNT CAR RACER and  
m) MICRO MACHINES?  
Ta mate."

Tristan Sharpe, Asenby

**A** Crikey. Er. Crikeroony. Yes. Crikey indeed. Okay, since you asked so nicely, here goes, but it looks like you might be hogging things rather: (a) To turn a Lemming around without using a Blocker, dig for a couple of shovelfulls and turn him into a Builder. You can still move the mouse pointer around the screen and select icons whilst paused, useful in otherwise narrow scrapes. And to complete Taxing level 3 (a bummer), build two bridges immediately, mine downwards in front of the bridge, dig a hole immediately before the next pillar, appoint the two front Lemmings Builders and give them a parachute, and they should then, having built through, build a bridge high enough to stop the main Builders from falling to their deaths. And the final code is GKOLLOIUN. (b) Last level codes: Tame - RTFLCILEBK, Crazy - BILTTDIICL, Wild - PUFIBILMDP, Wicked - FILTUDHQEJ, Havoc - PTDIFILEGL. (c) Go to each corner of the menu screen and press both mouse buttons until you hear a Lemming faintly squeal "Let's Go!" to select any level on any tribe with 60 Lemmings on each. (d) Blizzard level 4 code (plucked randomly for arguments sake) - KLFLCKKKNEDX. (e) GOLDFISH. (f) Nope, can't help you there I'm afraid. (g) Start playing and get to the Soda Pop level. When it says "Get Ready", push the joystick Up, press Fire and pull Down. Escape will now skip levels. Herman Toothrob's philosophical riddle is irrelevant. (h) On mission twelve phase six you must blow up the factory from within its own gun turret. Complete the final mission thus: Grenade the two sets of walls, go down the ladder, split and arm two men with everything you've got, send three to the left and two up the next available ladder to the pressure pad. Send a single trooper left, up and past the turret to the second pressure pad and swim the remaining two down screen, shoot up the steps, run to the pad and summon the chopper to take out the remaining buildings. (i) Enter the codes 21132011H7 and VUKBE27QAG on the title screen to get you onto the second level. (j) On the last lap, go into the pits, brake sharply, Escape, accelerate the time and you'll be ranked into first place. Also try slipping into the pits after your first lap, and holding down the keys PALIR and pressing Fire to make you invincible. (k) When you're told to start your engine, press Fire. When the starter says "Go", press 'P' twice to win the race with the fastest lap time. To take the lap record: Chose the Lola/Buick and customise with Fuel - five gallons, Drag - front two and rear one notch from top, Tyres - right hard, left soft, Stagger - +0.20 inch, Pressure - right 24 p.s.i. front left 28 p.s.i., rear left 25 p.s.i., Shocks - two up from firm, Cambers - front right -0.50, front left and rear right +0.25, left rear +1.00, Gears - first at 9.30. To qualify: Use ten gallons of fuel and first gear at 8.13. (l) If you get stuck in a hole or at the bottom of a jump, drive slowly up to the wall and accelerate with boost to minimise damage. (m) For a sure win on track six (the Cue Ball Race), zoom onto the wooden edge of the track and onto the 'Up' ramp. You'll explode twice, there'll be a strange bleep, and one lap will be knocked off your Remaining Laps counter. Carry on around the outside of the track and repeat, but be sure to drop back down onto the beige on your final lap else you'll be forced to go round again.

# CASES CLOSED

The best tips win prizes, so please let us know what kind of Amiga you've got - it's in your interest.

## PUSHOVER

**Q** 14342. That was the code for level twenty, but that's not what Lisa Edwards of East Sussex wanted. She wanted to know how to do it.

**A** "Pick up the Bridger and walk right and off the edge of the ledge. The block will drop with you. Pick up the Ascender and place it immediately to the right of the normal block, and push the normal block to the right."  
**'PAF', Leeds**

## LEMMINGS 2

**Q** Joseph Robertson of Robertson offered some friendly advice to Gary Jenkins of Sidmouth regarding Beach Level 8 back in issue 35, but it transpires that this may not have been much use.

**A** "Have you got your head up your backside? You should know that there are no hoppers on that particular level, nor on any Beach level. [Mimes stupid face and makes insulting noise.]

"The correct procedure is to make Lemming number one ride a magic carpet, and number two attract the metal block. Allow the Carpeteer to ride where he wants to go and when he reaches the left edge of the platform, build a bridge upwards. This should take five Builders.

"When someone walks down the bridge, bomb him at the very bottom so that he falls back onto the sandy platform. Take another carpet, blow him over the obstacle to the right and land him next to another so that he turns around. Fire an arrow upwards so that it lands back down, then make him build on the platform just before the exit (just in case the platform isn't big enough). Finally, jump the attractor.

"Hope that's a bit more help. I can't do Classic Level 10 or Sports Level 5 though, so if anyone would like to return the favour..."

**Joona Palaste, Finland**

**Q** Joseph was also having problems of his own on Circus Level, 'the one with just one screen, two cannons and a trumpet'. And, er, and whilst browsing through an issue of AMIGA FORMAT (what better way to supplement your monthly dosage of AMIGA POWER than by reading a magazine written by people who, if you were to write in to ask how exactly you do connect a Citizen LSP10 printer to an A4000 running Workbench 3.1, aren't likely to come around to your house and set fire to your parents?) I accidentally stumbled across the answer.

**A** "Make the first Lemming a Climber, bomb him through the floor and move the cannon to point through this hole. Wait until he reaches the exit then jump him over twice over. If the success rate is negative, adjust the cannon slightly and try

again. Let the Lemming out with two Glue Pourers, one to the far left, one to the far right. Next do a Bomber at the bottom of the trampoline pit, and finally a Fencer to the right."

**Alex Churchill, courtesy of AMIGA FORMAT**

## BLACK CRYPT

**Q** Bob Jones of Greenford was in the lifestealer section and had found two of the three crowns. "I'm in the lifestealer section and I've found two of the three crowns," he wrote.

**A** "You should have the key to the third door. This should lead to three teleporters: one to the left, one right and one straight ahead. Face the right teleporter, and when it switches off, flick the switch behind it then quickly run past the teleporter to the left and flick that switch. This deactivates the third teleporter, moves two blocks of stone and reveals a fourth teleporter. Head down the left corridor past the new teleporter (which should be temporarily deactivated) into a series of tunnels. After a bit of puzzle solving, which I'm sure you wouldn't want me to fully divulge, you'll find the third crown."

**Alan Mather, Co. Durham**

## BLOODWYCH

**Q** And Paul Japp of Surrey couldn't find the Gem in the Keep. "Where in heaven's name is the Gem in the Keep," he said.

**A** "There are four gems to find in the game, one from each tower (Serpent, Dragon, Moon, Chaos). The Serpent Tower is the first to be completed. When this is done you will have a key to access the next tower and so on. When all four towers are complete you will be given a key to access Zendoek's Lair and enter the final battle."

**Alan Mather, Co Durham**

## HEIMDALL

**Q** And finally, Messrs Martin Cross of Stirling and Alex Mesoudi of Watford were having an a) to d)'s worth of trouble with paths, trees, hammers and dragon eggs.

**A** "a) The 'Choose your class, choose your path' bit: It doesn't really matter which you take, but Heimdall himself can only enter the Warrior Portal. The Way of the Druid requires less fighting (you'll need to use the spell of Teleportation to pass the three pits), but either way you'll end up with the same items."

b) The tree: A silver coin goes in the middle (of which there are two or three knocking around World One) which lands you with Serpent Killer spell.

c) Thor's Hammer: Sail from the small bottom left to the top right island attacking the Sea Serpent with your new

spell. Once landed, kill the monster to the left and give the six scrolls to the cheeky chappy through the doorway in exchange for the stone key. Kill the other monster in the first room and use the Jade Key to unlock the Northern door. Watch for arrow traps and appearing monsters, and DO NOT TOUCH the walls as you pass through the next room to unlock the northern door with the stone key. Enter and cast the Shrinking spell from the small island in the bottom left of the map.

d) The Dragon's Eggs: These are hidden on an island which has something to do with boats or barrels or something, I think. Detect Doors in all rooms, though, I know that. Once all the sisters have been given their presents the door to the house in the centre of the island opens up and you can grab the mouthpiece to use on the Horn on the top right island. You may have to use a Disenchant or Revelation Spell to get it, but I can't quite remember. But the horn will blow your ship across the magical barrier, which is good news."  
**Paul Fillery, Worcesterster**

## FLASHBACK

**Q** And finally finally: Faulted though I supposed I am, I do actually like to think that at least I'm the sort of person who manages to get the right end of the stick in life. However...

**A** "I was looking through AP37 and I noticed you giving Steven Marsh of Co. Durham a helping hand with finishing the game. From the answer you gave, I don't think you fully understood his problem - what you didn't mention was the lift, and this was what had me stumped for ages too. It's at the far right of the far right screen, by the railing, and this is what you have to take up (by pressing Fire and pulling Up) to finish the game. Bye Bye. (Bye indeed, but only until the next fabulous edition of the mightiest Amiga games magazine on the planet. - Rich) Kirsten Gillespie, Glasgow

Answering questions on Amiga games is my game, and Rich Pelley, The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW (marking your envelopes 'Questions' or 'Answers') is my name. (And address.) (And pointless requisition.) Next month? That's when I'll see you next, I suppose.

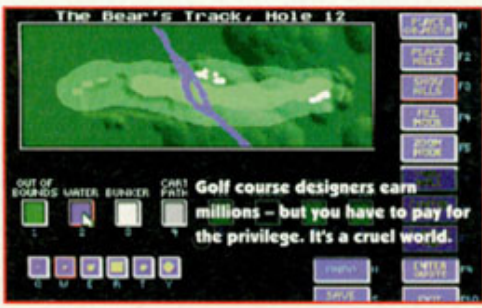
# BUDGETS

As the long summer days finally arrive, software publishers around the world decide that you want to stay indoors and play sports simulations all day. Bonkers eh?

## JACK NICKLAUS' UNLIMITED GOLF & COURSE DESIGN

**Runs on:** A500, A600, A1200  
**Publisher:** Action Sixteen  
**Price:** £16.99  
**Release:** Out now

Some might argue that enough of our



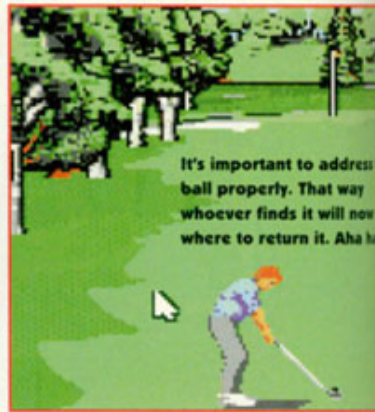
countryside has been chewed up by golf courses already without Amiga owners building more of them. But luckily for Jack Nicklaus, AMIGA POWER has never let personal prejudice get in the way of incisive reviewing.

So - golf, then, eh? Tch. Oddly, though, despite the undeniable crapness of the sport, golf games on the Amiga can be curiously playable. Just look at *PGA Tour*, a truly fine game which you don't need to be a fat businessman or unfunny comedian to enjoy.

The design-your-own-course concept is one I haven't come across before, though. The theory is that if

you get bored with the two courses supplied with the game - Muirfield Village and Jack's own The Bear's Track - you, er, design your own. This involves using a sort of drawing program, which lets you spread grass, trees, water, hills and bunkers all over the place, and then renders them in 3D. (You can even redesign the trees to look like houses or monsters if you've got the patience.) A good idea? Er, well, maybe. Extremist golfers will no doubt have hours of fun coming up with the greenbelt-demolishing plan of their dreams. But for the rest of us, it'll be novelty-value only - designing ridiculously hard spiral holes, or holes with huge lakes in the middle - and the possibilities soon run out.

That means the package's success still relies heavily on whether Jack



It's important to address ball properly. That way whoever finds it will know where to return it. Aha

*Nicklaus* is a good game in its own right. And, frankly, it's not. It's got all the accessibility of *PGA*, and the ball zings about well enough (although taking shots isn't quite as comfortable as in *PGA*). But after each shot is taken, there's an embarrassing pause as the view is slowly re-drawn from your new position. And the results don't look half as pretty as *PGA*'s. We end up with a frustrating, lumpy-feeling affair that never gives the feeling of fresh air and open space that's so essential to the success of a golf game.

● JONATHAN DAVIES

**THE BOTTOM LINE**  
As a tool for designing and testing golf courses, this works undeniably well. But building courses isn't a tenth as much fun as playing on them, and *PGA* or *Nick Faldo* is much better for doing that.

**65** PICTURE

## WORLD CUP YEAR '94

**Runs on:** A500, A600, A1200  
**Publisher:** Empire  
**Price:** £30  
**Release:** Out now

When it comes to packaging and assembling games compilations, it seems that Empire can do no wrong. In AP36 ("*Cam*" - *Uncle Joe Stalin*) reviewed their Award Winners Gold Edition. It consisted of *Sensible Soccer*, *Jimmy White's Snooker*, *Elite* and *Zool*. A decent compilation by anyone's standards. He awarded it 88 per cent and summed up by saying: "Smart compilation of genuine grade-A classics... unimpeachable value."

There's no getting away from the fact that this compilation is aimed at dyed-in-the-wool football fanatics and therefore has a more specialised, tied-in-to-the-World-Cup attraction about it. It consists of one Grade-A classic in *Sensi*, two B+, not-quite-classic-but-definitely-in-contention-for-being-awarded-that-accolade games (*Goal* and *Championship Manager 93/94*) and one relegation candidate (*Striker*).

Let's start with *Sensible Soccer*. Even if I was to plunder the AP Dictionary of Super Gushy things to



Goal! Or something like that anyway.



Now, that's more Sensible. Aha ha ha ha.



Cor! Look at the size of that Striker's thighs.

say about games we love, there'd still wouldn't be anything to say that hasn't already been said about *Sensi*. So that's that sketch knackered then. (Everyone's got a copy anyway.)

Following closely on *Sensi*'s heels is Dino Dini's *Goal*. It's *Kick Off 3* in all but legal injunction name and is widely (*Widely?* - ("*Cam*" - *Uncle Joe Stalin*)) considered to be not far behind in the playability stakes. You can trap the ball, change direction very quickly, throw the ball about a bit, swap views, access a radar type of screen, use a zoom function and, more importantly, hold the fire button down and then release it to determine the strength of your shots. This control method is the exact opposite of *Sensi*, and I've always had a bit of an internal misunderstanding with ("*Cam*" - *Uncle Joe Stalin*) over its obvious benefits, which is probably why he's gone off in

a huff. Bye ("*Cam*" - *Uncle Joe Stalin*). *Championship Manager 93/94* has been in the Top 30 chart for what seems like forever and a day. It's the beneficiary of oodles and oodles of stats, lots and lots of decisions to be made and a general all-round feel of being involved. It's slightly marred, however, by the lack of any animation to break up the text.

The last of the games, and the one which is absolutely the least good of all the offerings laid before you, is *Striker*. Some people like it for its immediate playability, others for its video recorder-like action replay function and yet others for its variably sticky ball. This last function lets you tailor the speed and tactics of the game to your own idiosyncratic preferences. But then, some people like piercing their nipples and engaging in similar techno-fetishistic delights. Deduce



from that what you will. In summary and in conclusion, I'd recommend this compilation. Sort of. *Sensi* is without doubt the

flagship of this collection, overshadowing *Goal* and making *Striker* look stunningly poor, but you've probably already got it. You'd basically be buying it for *Sensi* and *Championship Manager* (which fairly obviously works out at a reasonable £15 a pop) with the other two filling up the box in a few hours-passing sort of way while you watch the rain dribble down your window panes.

● STEVE MCGILL

**THE BOTTOM LINE**  
Aimed to coincide with the USA tournament, this compilation doesn't offer anything like as strong a line-up as Empire's Award Winners. One for footy game fanatics. (*Nngh.* - *Cop-Out Ed*)

**79** PICTURE





# ROAD RASH

**Runs On:** A500, A600, A1200, A4000 (1 Meg)  
**Publisher:** Hit Squad  
**Price:** £13  
**Release:** Out now

It's time for a quiz. Can you connect Danny Kaye with *Road Rash* before the end of this review? Remember, read slowly for extra time.

The game sounds ideal cartoon tie-in fodder, with lots of action and lots of pseudo-violence in which no one really gets hurt. It's basically a bike racing game with the novelty of being able to punch opponents off their bikes, and the fact it hasn't been snapped up by, say, D-I-C (a multinational paptoon manufacturer whose trademark, rather endearingly, is a small child peeping, "Dic") can only be attributed to phenomenal good luck. Anyway, racing game it is, and one that plays surprisingly well considering the altogether cheaply grim look of the thing. There are no gears or brakes which means the races flow all the better, and the welcome

addition of barging, punching, kicking and hitting with clubs cheers the game up a great deal.

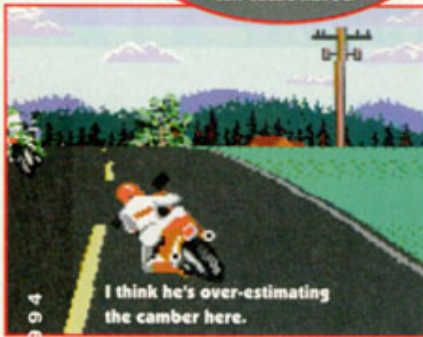
Problematically, you don't actually get to fight people that often. Because the pack is spread rather thinly, pocketing into terrible, competent and superior riders, there are long stretches when nothing very much is happening apart from the leisurely dodging of legitimate road users. Rather than the non-stop action slugfest *Road Rash* at first appears to be, it's more a nicely fast, largely uneventful, basically, well, pleasant game.

*Road Rash* goes out of its way to help (you can take part in a race any number of times to boost your final placing, and there are passwords to secure your valuable cash) and it is, essentially... nice. Just so, and no more than that. And Danny Kaye, of course, starred in *The Court Jester*, where he played alongside Angela Lansbury who later shot to ill-deserved fame in *Murder She Wrote*, a programme indirectly inspired by *Murder She Said*, the Margaret Rutherford film from Agatha Christie's 4.50 *From Paddington* in which a friend of hers witnesses a murder on a passing train thanks to their matching speed at a point of the line, which fascinating effect of relative velocities allows you to pugilistically unseat a rival in *Road Rash* without tearing your arm off. You see? (Or is it possible because it's happening in a computer game and not the real world, who knows? - Ed)

● JONATHAN NASH



A packet of itching powder can cause havoc.



I think he's over-estimating the camber here.

## THE BOTTOM LINE

Agreeable racing game with sporadic fighting bits that passes the time but doesn't really get exciting. Not as fun a bike game as, say, *Super Hang On* and not as fun a road warrior game as, say, *Road Blasters*. It's... nice.

79

# LEISURE SUIT LARRY 3

**Runs On:** A500, A600, A1200 (1 Mb, hard-drive installable)  
**Publisher:** Kixx XL  
**Price:** £17  
**Release:** Out now

No, wait, look, this is rubbish. Yes, these games substantially outsell the likes of *Monkey Island 2*, but 14 million people watched 'Allo 'Allo. *Leisure Suit Larry* and its sequels perpetuate the myth that PCs are not used by gameplaying folk who want to network *Doom* but by emotionally restricted middle-aged rapidly failing businessmen under doctor's orders not to drink who want clumsy puerility masquerading as dangerous fun. (Possibly. - Ed)

Here is what is wrong with *Leisure Suit Larry 3*. The game mechanics are awful. You have to click on an object to walk to it, but you can get jammed in the scenery and have to guide Larry painstakingly to his destination. Actually doing anything involves typing commands of the get money/look desk variety which combines delightfully with the movement jiggery-pokery to create a truly monstrous whole.

The game communicates with you through large text windows that pop up, obscure the graphics and refuse to go away so you can move to the area they're hiding. Frequently you'll enter a story sequence which you can neither skip nor interrupt and which involves disk accessing between each five-line speech bubble. (At least the game recognises

a second drive.) The puzzles are exactly as obvious as you'd expect, except with *Hilarious Objects*, and if you can be bothered shoving the imbecilic Larry around everything in his path, you'll find the game linear and unsubtle.

Aarghhh... no, I have to mention the jokes. America may be the country that brought us *His Girl Friday*, *Heathers* and, indeed, *Monkey Island*, but they venerate Benny Hill, had *Police Squad* cancelled for being too clever, wasted *Gremlins 2* at the box office for the same reason and hated *Reservoir Dogs*. *Leisure Suit Larry 3*'s sense of humour is loud, crude, violent, nasty and hopelessly unfunny.

● JONATHAN NASH



## THE BOTTOM LINE

Plays like walking repeatedly into a wall, looks like the work of a bad artist proscribed curves, sounds like a Bontempi demo tune and has the laughs of a modern-dress *Carry On*. It is a bad thing. Which oddly costs £3 more than the other versions.

9

# THE GAMES

**Runs on:** A500, A600, A1200 (1 Meg)  
**Publisher:** Ocean  
**Price:** £13  
**Release:** Out now

The best ever episode of TV's famous *Animaniacs* features a colossally dull man called Pip Pumhandle. Wakko, Yakko and Dot make the fatal mistake of approaching him at a party, and the rest of the cartoon details the accumulatively debilitating effect the infinitely protracted story of how Pip met celebrity Bob Barker has on our irrepressibly gleeful chums. Their normally reliable armoury of bizarre tricks singularly failing to deflect Pip's



It's even more exciting in motion. Sort of.

unstoppable monotone, the Warner Brothers (and the Warner Sister) flee the party, pursued by the genial, ambling horror. Cornered on the bus home, the trio has no option but to endure Pip's relentless drivel as best they can, until finally they are able to leap suddenly out of the vehicle and bolt for their water tower home. But, terrifyingly, Pip has preempted their escape attempt and is in fact resting comfortably in their front room, his

nightmarishly uninflected commentary never once having missed a beat. The Warners, crushed, sob defeatedly and round-shoulderedly, hot tears pouring down their faces as their arms dangle loosely, these infallibly chipper fellows cruelly and utterly broken.

And, do you know, a similar thing happened to me while playing *The Games*. A bravura attempt on Ocean's part to create a true international game, with language options, very little text, pots of icons and sub-menus to the nth degree, has gone very wrong. The simple idea (you're managing an Olympic team, and must get your competitors in shape for their events, before playing the events themselves) has been squashed flat by

the interminably convoluted mechanics. To get anywhere requires more pointing and clicking than a poultry artist masterclass with some other vowels, and when you do get there, it's a joystick waggler. Still, at least you get loads of top facts about the Olympics, eh? That's got to be worth 13 nicker.

● JONATHAN NASH

## THE BOTTOM LINE

Interminably complicated, inexcusably dull and graphically quite horrible Olympic management sim with an almost fatally buried game struggling to surface and then turning out to be *Track and Field*. Ghastly.

16

# HI-HO SILVER LINING

The part of the mag where ("A variety of reviewers" - Uncle Joe Stalin) takes a peek at all the games that have made their way from floppy to silver disks. Exactly the same idea as last month, in other words.

## DROPPING OUR 'SCIENCE' ON THOSE ASSEMBLED

The EEC CD mountain continues to teeter and groan under the weight of more and more titles as they hit the shops. In the coming months expect some (if not all) of this lot to be heading your way. We'd like to give you release dates and things, but you know what these programming types are like. Schedule? What's one of them then?

**SECOND SAMURAI**  
Psychnosis, £TBA  
**KINGPIN**  
Team 17, £15  
**ARCADE POOL**  
Team 17, £15  
**SUPERFROG**  
Team 17, £15



No doubt he can leap giant water lilies with a single bound. Well done.



## BRIAN THE LION

Psychnosis, £TBA

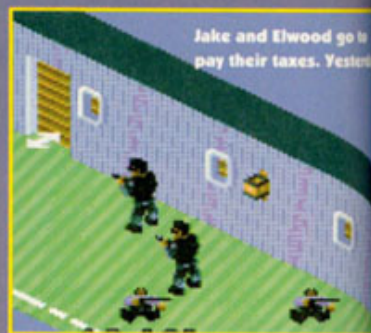
Amiga version: 42%, AP37  
Improvements over the original? Well, there's a rotating logo at the beginning of the game featuring, and here I quote, "transparency effects and brand new rotation effects." Oooo. There are 40 pieces of CD music, three of which I listened to before turning it down and playing in stony silence. The game uses three of the joystick buttons for separate functions, and has rather natty parallaxing backgrounds, so points added for that. There are also extra levels and bonus sub-games, and new objects, puzzles and baddies.

The end result of this impressive overhaul? Well, it's now a dodgy platformer that looks better,

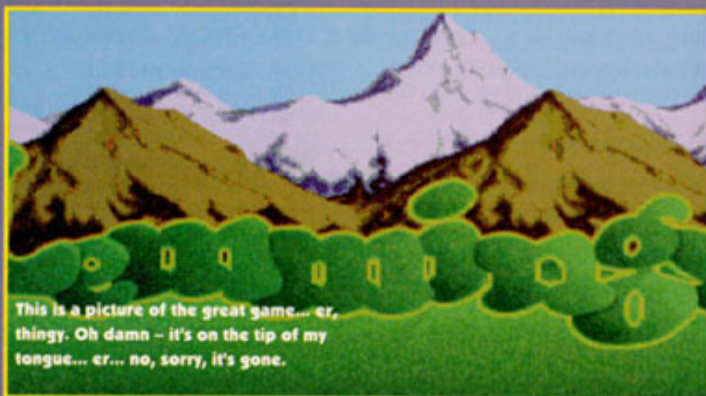


## SABRE TEAM

Krisalis, £30



## LEMMINGS



but still has too many arbitrary deaths. There's also a jump that's so high, you can't see what you were aiming for. A great version of a very poor game.



Go on - jump!  
(Sorry Henry.)

### THE BOTTOM LINE

**CD32** A bit expensive for a two-year-old, but a more than welcome addition to the already-growing ranks of CD32 platformers.

**52** PERCENT

# CANNON FODDER



Would anybody who can tell what's happening here please write in and tell us?

### Virgin, £30

Amiga version: 94%, AP32  
No new levels, no extra sound and no gratuitous but pointless in-game music in this CD32 conversion, and it doesn't make the slightest bit of difference. It's *Cannon Fodder*, and so it's brilliant. For your money you do get a flashy intro sequence starring the Sensible crew and the option to play it using the CD32 controller,

although to get into the full flow of the game, you really do need to get yourself a mouse. Shoot, bang, kill, run, swim, bomb, fly, rocket, spike, bleed, maim, drive, die, fall, slide, panic and bodge your way through 72 levels packed with moral disregard and political incorrectness.

### THE BOTTOM LINE

**CD32** Buy it for your CD32.

**94** PERCENT

A1200 version: 89%, AP35  
There are no major changes between this and the A1200 version of the game, mainly because all the problems had been ironed out between the 500 and 1200 versions. However, you do get an improved soundtrack, complete with extra sound bites from Mr Voiceover Man, Krisalis' very own cool sounding dude. Inexplicably, what you don't get are the extra two levels as promised a few months back. Yipes. What could have happened?

The game revolves around a four-man SAS unit and gameplay's similar to *Laser Squad's*, with movements and actions taking up points. It's slow-moving and immensely tactical, but thoroughly enjoyable and absorbing, and the only minor downer is that the game begs to be played with a mouse but you've got to use the joypad. Bah!



Remember the maxim - superior firepower is good.

### THE BOTTOM LINE

**CD32** A nicely tweaked version of what was already an all-round polished and funky game. Don't expect a quick game or fast action, but do expect your men and escaping hostages to be mown down in droves.

**89** PERCENT

# HEIMDALL 2

### Core Design, £35

Amiga version: 79%, AP37

Aside from the obvious elimination of disk swapping, it's good to see that the CD32 joypad makes everything much easier to use. For a change, we've got a conversion that fully utilises all the buttons, which means that you don't keep shooting people when all you want to do is say 'Hi' or

whip out your shield. The isometric graphics remain virtually identical as you solve problems and leap from enemy to enemy, but there's nice new music playing away, so that's all right then.

### THE BOTTOM LINE

**CD32** Hard, hard, hard! Maybe it's just us, but the puzzles are too obscure. Sensible use of the joypad does help to remedy some of the frustration, but it's still way too hard!

**80** PERCENT

### Psygnosis, £26

Amiga version: 81% AP21

We've a sneaky feeling that Psygnosis think we've been having a go at them recently, but when they come up with garbage such as *Last Action Hero* (AP38, 3%) then there's little else we can do. And now there's this, the super and thoroughly playable *Lemmings* on the CD32.

Like the floppy version it suffers from too many easy levels at the beginning, but there are quadrillions of the things, annoyingly catchy tunes and, of course, the option of alternately saving and slaughtering rodents in the original save-'em-up. Tim N and ("No one else" - Uncle Joe Stalin) may have

reviled the game for its repetitiveness and the way that once you've worked out a screen you still have to get the lemmings to follow your plan with absolutely pin-point

accuracy, but I like it.

So what's the problem then? Well, although you do get a rather neat demo of some forthcoming releases (*A vital part of any game, quite naturally.* - Ed), there's no two-player option. Now, offing your opponent's lemmings is the best part of the game, so Psygnosis have lost lots of points there.

And then there's the price. £26? What the hell are they playing at? We're talking about a game that came out in 1991, and they're charging full whack for it; a software crime of the highest order. While the likes of Core and Team 17 are supporting the CD32 with loads of cheap and cheerful re-releases, cynical cash-ins like this aren't doing the machine any favours

at all. They could at least have included *Oh No! More Lemmings* to give you 200 odd levels, but they didn't. Oh No! More Cash For Psygnosis more like. It's just not good enough.

### THE BOTTOM LINE

**CD32** The lack of the two-player game and the inflated price taint this classic game's transition onto the CD32. The game's still fresh and inventive, even after all this time, although you really do need a mouse (and healthy bank balance) to get the most out of it.

**73** PERCENT



Would you like any Lemmings with that Gin and Tonic. Aha ha ha ha.

# PD

The games reviewed in this column are totally non-commercial. Any similarities to any games or sports simulations, good or bad, are totally coincidental. Or maybe not. All cases of any such software threatening to be 'of purchasable standard' must be reported to Dave Golder. Immediately.

## BLASTER



The FighterXL model had sleek lines but cornered like a brick.

### Epic

This is a concept shoot-'em-up, the concept being, "Let's make the graphics like nothing you've ever seen before." And they certainly have. Doyleys were the thing that kept coming to my mind. Or perhaps net curtains. Or lace. There's definitely an elegant, lacy feel about the game. I doubt whether this is the effect the programmers were aiming for, but that's what we've got.

But the strange delicacy of the graphics is offset by the all-out violence of the gameplay. This is non-stop blasting action that makes no excuses. Basically, it's that good old PD stand-by, the vertically-scrolling,

sci-fi shoot-'em-up with waves of enemy ships flying down the screen in attack formation.

You can choose which difficulty level to start on (and there are quite a few) from the rather attractive option screen. Then it's on with the autofire and away you go. The onslaught is relentless but luckily this is one of those games that favours the shield method: you don't die instantly when a nasty gets you; instead some of your energy is drained away and you die when there's none left. This gives you the chance to pick up a few energy-replenishing power-ups.

So it looks good, there's loads of action and it's fast. But that's it. There's nothing much else to the game, and it does become rapidly tedious. Sure, it's exhilarating being



This could be the underwater section... or it could be crap graphics. The decision is yours.

able to shoot hundreds of aliens per minute, but only for a few minutes. After that you want something else. In this game, you don't get it.

VERDICT: Well, at least it looks different to every other vertically-scrolling, sci-fi shoot-'em-up with its net-curtains feel. What a terrible shame that it doesn't play any differently. ★★

## WAYNE'S WORLD PONG

### NBS

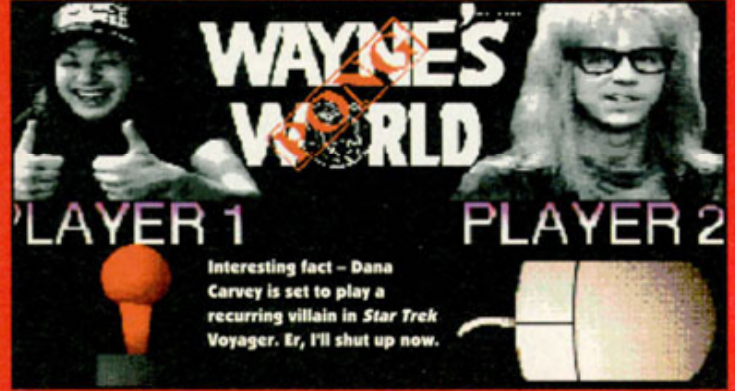
Go on, guess. You'll probably be spot on. Yep, you're right, Wayne's World Pong is Pong featuring, get this, samples from Wayne's World. Oh, yeah, and Scooby Doo.

To be fair, the samples are very good, and there's are loads of them - one for every occasion, in fact. Every time anything happens in the game, from the ball being hit to the screen faded, there's a sample to accompany it. So if you want to play a game with rallies that go

something, "Ow... ooh... Ow... ooh... No Way! WAY!... Schwing... and fade to black," you might want to check it out.

But if you actually want to play something that's, well, playable, give it a miss. It's hard to go wrong with Pong, but somehow this manages it. Whoever gets the joystick/keyboard (both players aren't allowed mice) might as well give up.

VERDICT: Nice samples, shame about the game. ★★ (for the quality of the samples)



WAYNE'S WORLD

PLAYER 1

PLAYER 2

Interesting fact - Dana Carvey is set to play a recurring villain in Star Trek Voyager. Er, I'll shut up now.

## FORMULA ONE MANAGER

### NBS

I'm quite surprised that NBS had the guts to send me this one. I can usually rely on them to send me some decent stuff, but if I ran a PD library, frankly I wouldn't let anybody know I had this in stock.

It is quite possibly the worst PD game I've ever seen (of the ones that don't actually crash, that is). It's a management sim - getting it off to a bad start - so inept it redefines the whole concept of ineptitude.

Once you get past the particularly badly-presented and unfriendly management decisions section - which consists of picking drivers and buying or repairing cars and engines - you come to the actual racing section.

PITS	
Please... no... don't make me caption this... I don't want to be reminded of it...	A. Senna
	J.J. Lehto
	A. De Cesaris
	M. Andretti
	J. Alousi
	C. Fittipaldi



Oh dear. 80 laps represented by feeble-looking cars crawling past the pits, accompanied by the sound of someone stepping on a half-deflated set of bagpipes. And this goes on for an eternity. Or did it just seem that way. You don't even get to see any crashes.

And this is supposed to be fun? Even if you get some perverse kicks from the management section, you're not going to be able to handle the race section.

VERDICT: Expect to see this turn up as a challenge in that Japanese game show Endurance. ★

Millions/Default

Pilot - [bar]

Engine - [bar]

Chassis - [bar]

Crew - [bar]

Car 1 overall rating - 51%

Pilot - [bar]

Engine - [bar] Just when I thought I had

Chassis - [bar] vanquished this from my

Crew - [bar] mind... I have to caption it...

Car 2 overall rating - 8%

Bank [bar] Exit

B - Buy new

R - Repair/Improve

C - Cancel



# SENSIBLE MASSACRE

## NBS

This really has been a pretty dire month for PD. When something as downright dumb as this threatens to get the best score, you know things are bad.

It's subtitled Holland - The Revenge. Those of a more footballing inclination might have managed to put two and two together (if that's actually not a bit too difficult for anyone of a footballing inclination, that is) and worked out that this must be something to do with soccer.

So if you're still holding a grudge against those Netherlanders for actually being a decent footballing team and putting the final nail in the coffin when it came to England's



chances of getting to the World Cup, you might glean some kind of entertainment from this schlock.

Basically, forget league rules and throw away the ball. This rematch features just one England goalkeeper against seemingly infinite Dutch players. But this ain't no penalty shoot-out. In fact, there's no shooting

at all, just a lot of bombing. Y'see, this goalie is armed and dangerous, and he's out to blow those Edam-munchers to smithereens.

So the tulip-pruners run down the screen, while you try to bomb them using the mouse to control the target. And that's about it. Apart from the fact that you can change the speed and duration of the game, and alter the colour of the pitches. Exciting stuff, eh? (That's sarcasm, for those of a footballing inclination, by the way.)

**VERDICT:** What's there in this football shoot-'em-up is polished stuff. But since there's so little there, that's not surprising.

★★★

# AMIGANOID

## Epic

Well, it probably seemed like a good idea at the time. *Breakout* with two bats - one at the bottom, one at the side. It's got potential.

But that's about the only thing *Amiganoid*'s got. Playability it certainly hasn't. It's so slow. And boring. And dull. And lethargic. And... ah, just get your own Thesaurus, okay?

I'm not sure what went wrong. I love *Breakout*-style games, me. But this one has about as much spark as

a recently-used Kleenex. Apart from the drab design, I think it must have something to do with the layout of the bricks. Or maybe the ball movement routine doesn't quite work properly. But whatever it is, you just don't seem to get those great long, multi-brick busting, ricocheting rallies you normally get.

Getting used to the two bats, both mouse controlled, is no great hassle either, so there's no challenge to be had there. The game just descends into a tedious slog to clear the bricks one-by-one in the vain



hope that the next screen might be more exciting. It won't be.

**VERDICT:** Yawn.

★★

# SUPERLEAGUE MANAGER 2.01

## Pathfinder PD

Okay, so you might have gathered that I'm no sports management sim fan. But I pride myself on being able to put my prejudices aside and make a level-headed, considered, objective decision about the quality of any game. So even though I enjoyed *Superleague Manager 2.01* about as much as being dragged naked behind a galloping horse across recently-laid Tarmac with a personal stereo playing a Worlds Apart LP grafted to my ears, I must admit that this isn't at all bad.

*SLM 2.01* isn't a new game, but this latest version is a considerable improvement over the previous, rather drab releases. The screens have all been spruced up, an editor has been added so that you can create your own teams and players and, best of all, there's now a match section which

gives you a minute-by-minute account of each game.

I've played better (in the line of duty) but this is a reasonable enough soccer management sim. Though the management choices are a bit limited - buying and selling players, choosing teams, sorting out a bank loan, building stands, that sort of malarkey - at least your choices do seem to make some kind of difference to the game.

Having said that, it's none too tricky. It's pretty obvious what you need to do to progress through the leagues, and not too difficult to achieve it. There really need to be a few more variables added to make it more challenging. At the moment it's perfectly possible to get to the top of the Premier Division in an evening.

**VERDICT:** Decent enough football sim,

but so easy, only Graham Taylor would be still be stuck in Division Two after a couple of hours.

★★★



## It needs to be said...

This is a little box-out I need to do every so often in this column, because some people seem to be slightly confused about this whole public domain business.

Public Domain software is non-commercial stuff that has been written by amateur programmers. They release the software into the public domain (which is a concept rather than a place). This means that it is non-copyrighted and can be duplicated by anyone. So, in theory, PD software is free. If you know a mate with a PD program (maybe that he got off Amiga Power's coverdisk or from a PD library) then you can copy it completely legally.

Most people get their PD from PD libraries, however, and then they do have to pay, usually a minimal amount to cover postage, packaging, duplication and the running costs of the library. This is usually a couple of quid (if any library tries to charge you over £3 for a disk of PD, ask why - if they haven't got a good reason, shop around).

When we list a specific PD library along with a review, they're not necessarily the only library to have that game, so feel free to shop around. We just like to give you a name to make your life easier, but there are loads of PD libraries advertising in Amiga Power so feel free to check them out. They should all send you a catalogue of their stocks on request.

Finally, there are mutant strains of PD to watch out for, because some of them come with strings attached:

- **Shareware** - this is freely copyable, but it is not free. Huh? Well, you can copy it and use it, but if you like it and want to keep on using it, the programmers request you send them some money and become a registered user. If you do decide to carry on playing a shareware game, please do register; it encourages the decent programmers to churn out more stuff. However, some programmers use shareware as an excuse to release sub-standard tosh and expect to get paid for it. Do not encourage them.
- **Licenseware** - this is licensed to certain PD libraries only, will probably cost about £3-£4 (which is split between the programmer and the library) and is not freely-copyable. It is probably also of dubious legality, but it does produce some very good software occasionally, so who cares?

## Where to go:

NBS, 1 Chain Lane, Newport, The Isle Of Wight  
Pathfinder PD, 41 marion Street, Bingley, West Yorkshire, BD16 4NQ  
Epic Marketing, First Floor, 31 Faringdon Road, Swindon, SN1 5AR