

# AMIGA

THE MAGAZINE WITH ATTITUDE

# POWER

## RAIN DEATH FROM THE SKIES

Witness Breathless. It is Doom - but on the Amiga. Or is it? Or IS it? OR IS IT?

Judgment is also passed upon Pinball Prelude, Extreme Racing and Airbus 2.

EAT DISK! EAT ISSUE 58!

### PINBALL PRELUDE

A pinball game with ten rubber balls rocketing around a dino's head at high speed pleases us. Let it please you.

**AMIGA POWER**

AND EVERYTHING WORKS ON THE A500

### SUPER FOUL EGG

We demanded a Super Puyo Puyo clone of you. You responded. Once again, we are pleased. Let you be.

### WORLD GOLF

So eager to please is the golfer here that he belabours himself with his clubs. All solely to make you like him.

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02

ISSUE

58

# FALCON



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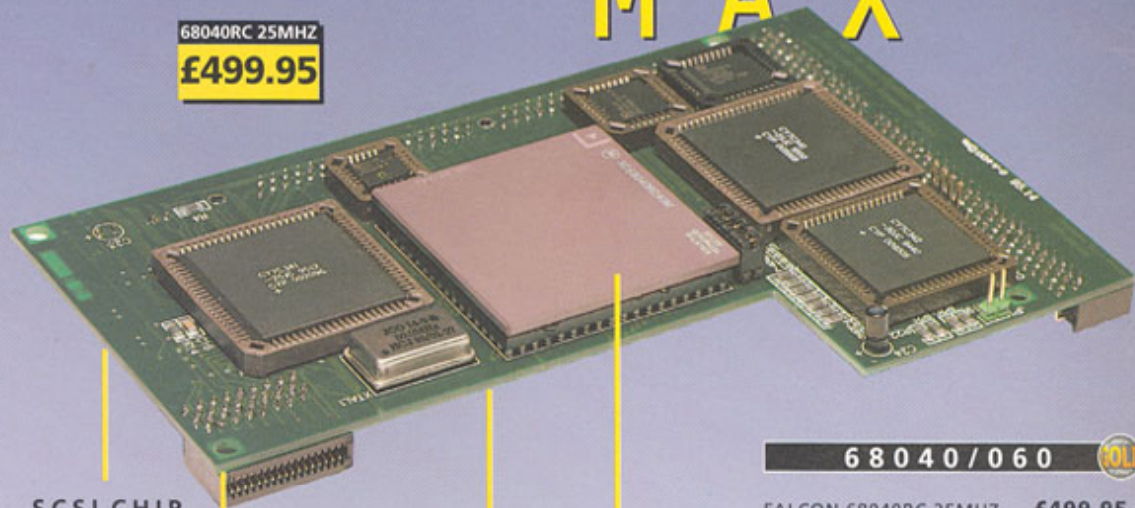
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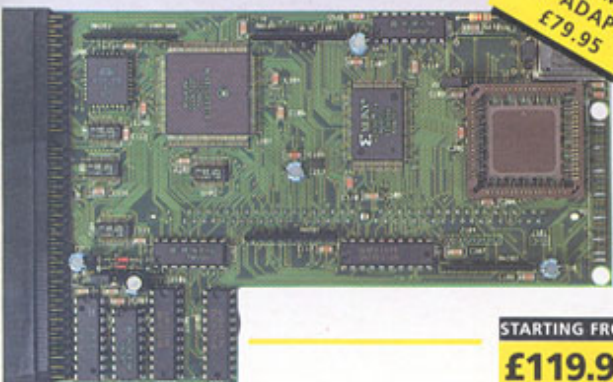
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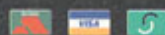
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We like to talk to people. But if they ask about tips, we are entitled to wish them dead.

Beware Pisté Bandanas™ — the Cranky Hanky™ They're multi-functional and can be worn or used to cover your head, protect your ears or face, as a handkerchief, a sunglasses-cleaner or even as a pisté map! it says here.

And, presumably, to buff a car, strangle household pests or boil a pudding. It's a piece of cloth. A PIECE OF CLOTH. God in heaven.

SUBSCRIPTIONS AND DISTRIBUTION

Cary Court, Somerton, Somerset TA11 6TB Tel 01225 442244

Annual subscription rate £40.80, post free

IT IS IN THE UK THAT ONE FINDS THE PRINTERS OF AMIGA POWER

A member of the Audit Bureau of Circulations

ABC

Registered circulation

30,486

July-December 1995

THIS MONTH WE MYSTERIOUSLY KEPT Falling over as if suffering spinal injury.

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## REGULARS

### 8 NEWS NEWS BARNEY MCGREWS

Inter-office intelligence-gathering raids, the months ahead for Amiga games and not being incredibly sorry about anything at all. Certainly not. In the slightest.

### 43 ISSUE ISSUE ALL FALL DOWN

Sweep family mementos from your shelves to make room for AMIGA POWER merchandise. Consume. Consume.

### 44 COMPLETE PETITE THE FINEST GIRL THAT YOU'D EVER WANT TO MEET

Resident long-haired student layabout C-Monster solves problems in a twinkling.

### 54 SCOOBY DOOBY DO WHERE ARE YOU

Uniquely, AMIGA POWER has NEVER made up a reader letter. You have only each other to blame.

### 58 IN THE JUNGLE THE MIGHTY JUNGLE THE LINE SLEEPS TONIGHT

Essential information disseminated. Simply.

### 64 THE BEST OF THE CARPENTERS

Buy! Sell! Fill in a form and open yourself to ridicule!

### 66 KILLER KOURSE FROM OUTER SPACE

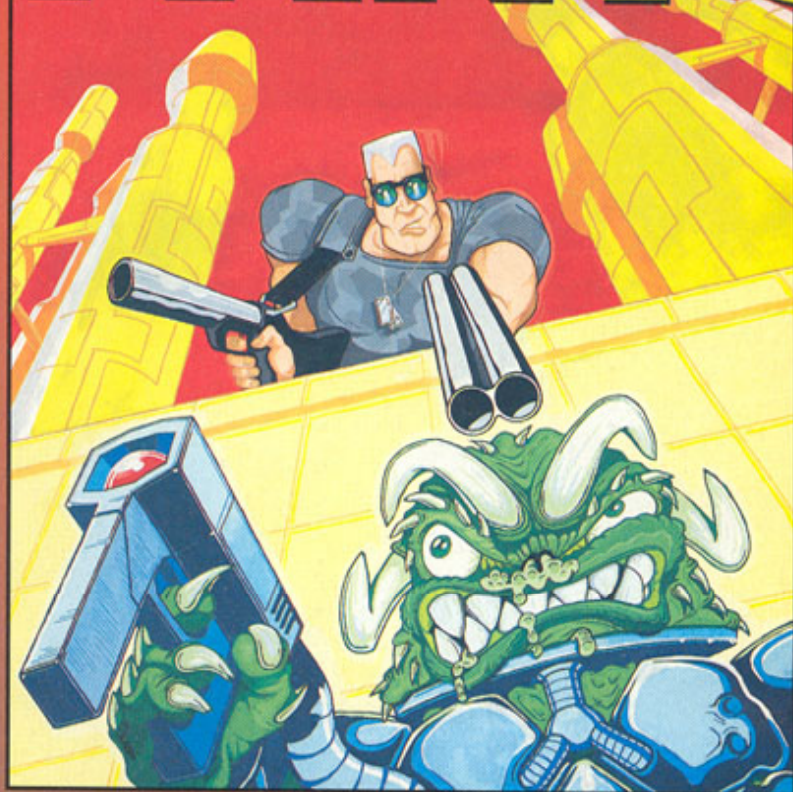
Wherein readers are invited to examine Professor Power's Marvellous Course and better themselves in body and spirit.

## LICENSED ALARM CLOCK



We recommend the Wallace and Gromit Alarm Clock. Instead of beeping it says "Morning Gromit — time for walkies" and is great! For the first week.

# PANTO



## PINBALL PRELUDE



It is only pinball games that require the title to expressly delineate the genre. Act stupid. Page 24



## EXTREME RACING

Cars have a stranglehold on the otherwise pleasant city of Bath that not even one hopping the pavement and mowing down a pedestrian can break. If only people would put aside cars for games with cars in, eh? Then everything would be lovely. Page 28.

## AIRBUS 2

Noble airline captain Jonathan Davies plays this even-more-realistic flight sim, taxis to the runway, takes off, puts on the auto-pilot, prepares and eats a seafood pizza, puts on the auto-land and presents his invoice. Page 32.



# TIME

We liked *Gloom* but griped about the lack of stairs. We liked *Alien Breed 3D* slightly better but whinged that you couldn't look up or down in it. Now, witness *Breathless*. It has stairs, and you can look up and down in it. Praise be. But wait. What is this strangely obvious error? Uh-oh. Page 20.

## DEAD Magazine

A pull-out supplement for a new Future magazine we are contractually obliged to carry. Hey, everybody! See Dead Magazine? Be sure to ("Buy" - A Publisher) it!



### REVIEWED THIS ISSUE

**FEBRUARY 1996**

#### FULL-PRICE

Airbus 320 2.....	32
Breathless.....	20
Extreme Racing.....	28
Pinball Prelude.....	24

#### PD

Alien Fishfinger.....	40
Argus.....	40

Boing '95.....	40
Mangled Fender.....	41
Manic Manoeuvre.....	41
Rockhardwilly.....	40
Teeny Weenys.....	41
Wipe Out.....	41

#### BUDGETS

Sabre Team.....	39
Skidmarks 2 Data Disk.....	38
Soccer Stars '96.....	38
USM Data Disk.....	39

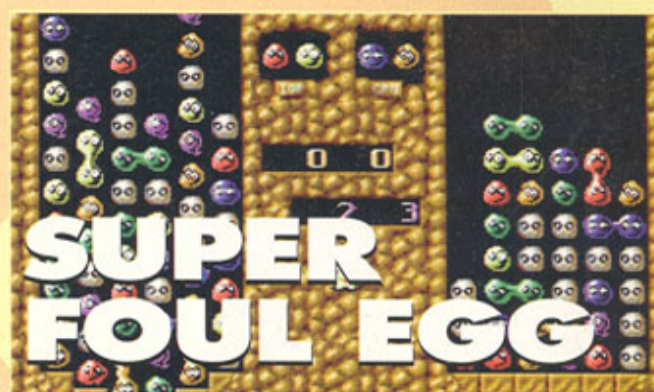
Bomb site as bullets chew out the rubble beneath our feet, we dive into a speeding car and race away. With the disks. For you.

# disk 58

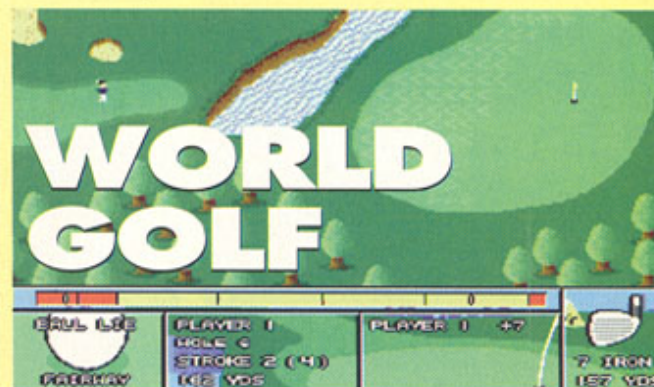
**INTRODUCING COVERDISK 58**



A pinball game to restore your faith in pinball games. Employ our demo fruitfully to feed dinosaurs, discipline rats and tumble through white water.



Simply and without fuss the second greatest coverdisk game we have ever presented. We confidently expect next month's letters to mention curs.



A resoundingly ample nine hole demo of this golf sim so new they haven't yet finished the other nine holes. And it has club abuse in it. We beam.

### PLUS! SWOS TEAM EDITOR

#### GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you do have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp; hey, it's their fault), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk 58 Returns, TIB, 11 Edward Street, Bradford BD4 7BH. Note carefully that new



## YOUR DISK AND YOU

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

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.
- The disks will automatically decompress. It's all quite foolproof. You just need 2 spare disks.
- Just to be on the safe side, though, the on-screen instructions lead you through.
- You'll have to reset your machine in order to move on to load the disks. The games can be loaded by either booting the new disks or by loading Workbench for some of them. Instructions for each game are on the disks.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

### OH NO! SOMETHING WENT WRONG!

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

AMIGA POWER Disk 58 Returns  
TIB Plc  
TIB House  
11 Edward Street  
Bradford BD4 7BH

● 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 TIB. Please.

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

# PINBALL PRELUDE

**Authors:** Effigy

**W**e like dinosaurs and were pleased to see that the so-called oviaptor has recently been vindicated.

We also like pinball, and were therefore delighted to secure a demo of a new pinball game with a big dinosaur in it. (A triceratops, dinosaur fans, although the game persists in presenting it as a sinister growling monster while the 'tricky' was a friendly herbivore AS ANY FULE KNO.)

You can read of our judgment upon the full game in this very issue, where the ingenious device of starting with an empty table and having to earn things to shoot at MAY POSSIBLY have earned it special marks. Or it MAY NOT. Read the review. And don't just look at the score either.

But anyway. Our demo gives you eight unhampered minutes of the 'past' table (there's some sort of twittish time-travel plot to the game) so you'll get to attack unruly rodents, swoon at the ten-piece multiball AND EVERYTHING. As usual, the shift keys move the flippers and the down arrow launches the ball; also, the alt keys nudge the table left and right. Press F10 during the game for the options screen. And now, some indication of what can be done. (Although we still can't remember how you trigger the rubber-ball multiball, but there you go.)



## HOW TO DO IT

The idea is to light the letters TIME LAPSE and escape through the Portal of Time. Letters are lit by ramp combos, trick combos (feeding the dino, the Skull Trick and so on) and by vanishing clocks.

- 1 Shoot the high ramps and hit the time trap to vanish the clocks.
- 2 Shoot the under loop for Splat the Rat.
- 3 Shoot the under loop to light a torch.
- 4 Hit the fire trap to light a bonfire. Light three bonfires and hit the trap again for multiball.
- 5 Get behind the waterfall to advance the footsteps.
- 6 Strike the tricky's nose to open his mouth, then shoot the open mouth for a Digestion Bonus.
- 7 Barrel out of the waterfall and instantly shoot the top right loop for the Waterfall Trick. Or whap into the skull for a Skull Trick.
- 8 Shoot the tyrannosaurus skull to increase the bonus.

# SUPER FOUL EGG

**Authors:** David and Michael Hay

**T**his is extraordinarily special. Only *Gravity Power* can command more respect as an AMIGA POWER coverdisk game, and we've already given you that. *Super Foul Egg*, alert readers may recognise, is a conversion of the immeasurably deep *Super Puyo Puyo* (also known as *Dr Robotnik's Mean Bean Machine*). Regrettably lacking in Japanese oddness, it is nevertheless an exact copy of the game, barring speeding up the longer you play without winning, and we have dibs on it solely for you, our friends.

## THE RULES

As in *Tetris* and *Columns*, shapes (egg pairs) drop from the top of the screen; he whose screen fills, loses. You have to connect four like eggs, horizontally or vertically, to make them disappear and drop a foul egg upon your opponent. (Connected eggs blend graphically for easy

identification.) The skill comes in forming further connections as the remaining eggs tumble into the empty spaces.

For every group of four you connect, one foul egg is dropped on your opponent; for every further connection (known as a chain reaction), a line. So, obviously, the more chain reactions of over four eggs you create, massively more foul eggs will be dropped. The game makes increasingly excited sounds the more foul eggs are to be dropped – typically, your opponent has one more turn to prepare before they crash down on his silly head. (He cannot, of course, connect foul eggs, but if he connects four normal eggs, any adjacent foul eggs will be destroyed.)

## THE EGGS OF GENTLEMEN

While it is tactically sound and not illegal to glance at your opponent's screen to determine whether you should be playing for a big chain reaction or playing slowly as he stewes in his own juice, it is akin to time-wasting in football and hardly sporting. Those who appreciated the Modes Of Gentlemen in *Gravity Power* will play as if their opponent were continuously about to score a level three chain reaction. We need hardly mention the hearty handshake after a game has finished.

## STRATEGEM

To know your opponent is all in *Super Foul Egg*. One who concentrates solely on making hugely profitable chain reactions can be SPEEDILY DISMAYED if you pound him with quick singles, for inevitably, a sole



foul egg will drop in exactly the most wounding spot. But, hey, first, know yourself. Challenging the computer opponents or using the practice mode with the minimal number of egg types are excellent ways to LEARN YOUR CRAFT. A500 owners are advised to push up the speed settings to compensate for your hopelessly outdated machine that we BREAK OFF OUR LEGS TO FIND GAMES FOR.

## THE TERMINOLOGY

Finally, here is a list of approved mid-game catchphrases.

**ERROR** – A slight mistake; say, landing a pair the wrong way up, or on the wrong column.

**MAJOR ERROR** – A serious mistake; for example, an Error that smothers a prepared pattern, or prematurely triggers a drop for negligible foul eggs.

**FATAL ERROR** – An almost certainly deadly mistake; usually, making a Major Error at the top of the screen.

**ORANGE! NOW!** – A plea to the gods for a desperately-needed colour. With enough urgency and volume in the voice, perhaps they will respond.

**THANK YOU, MY FRIEND** – A psychologically dispiriting nod as your opponent's foul egg permits you to place two important sets of pieces together without linking them.

**TASTE MY FOUL EGGS, YOU CUR** – The bloody battle-cry as you pull off a level four chain reaction.

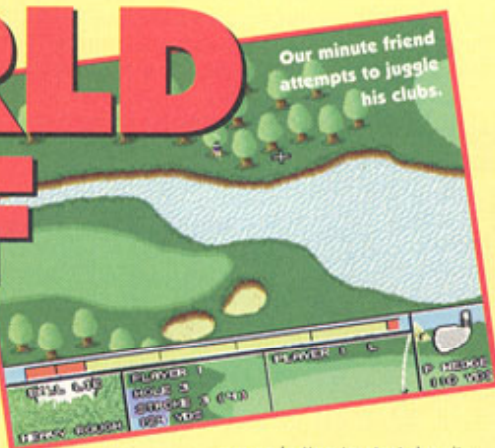


# WORLD GOLF

**Author:** David Kirk

**A**s another exclusive one to four-player demo, *World Golf* is a bit like the pitch-and-putt in Torquay, only it's set in the village of Muirfield. But with its nine holes, vast oceans of water and number of sandy bunkers, heck, it's easy to get confused.

Less confusing is the staggeringly obvious fact that *World Golf* is, indeed, golf. The intro screen describes the controls (although we roll our eyes at the patent idiocy of having to press the



mouse button to start despite the game being entirely joystick-controlled) and there's also an auto-caddy option which selects the correct club in case you're completely mad. Particularly of note is the way your golfer attempts to entertain you if left immobile by striking himself about the body and head with his club. Would that this happened in real life.

# SWOS TEAM EDITOR

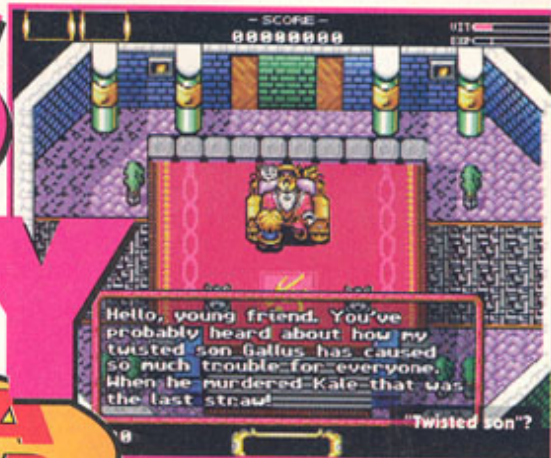
**Author:** Rune Keller

**A** small bonus program which – no! But yes! – edits the team data in *SWOS* (and, indeed, *SWOS '96*). You need to load Workbench first to use it, and you'd be well advised to examine the on-screen instructions to avoid destroying your copy of *SWOS* as efficiently as if you'd plunged it into a well. All hail David The Coverdisk Compiler who keeps putting extra things in, even though we don't understand him when he speaks.

# TRUE STORIES

To be honest with you, to tell you the truth, I can't tell a lie, I'm going to give it to you straight, I won't beat about the bush, here's the news.

# SPERIS LEGACY



**Hurrah for ersatz Japanese oddness.**

**Runs on:** A1200  
**Publisher:** Team 17  
**Authors:** Binary Emotions  
**ETA:** February

**T**he telephone rings, and is answered. Binary Emotions are working through Sunday on a horrible deadline as well. What luck.

"The game's changed considerably since the last time you saw it," says Andrew Jolly after we conclude the small-talk formalities about working through Sunday on a horrible deadline. And so it should, as the last time we saw *Speris Legacy* was in AP48. Perhaps you should start again from the beginning.

"You're a character named Cho, and you're fulfilling a promise to save the world that you made to your friend Kale, who was assassinated by his elder brother who's teamed up with a demon." A robust RPG plot. "It's a cross between straightforward fighting and *Monkey Island*-type puzzles – ones you have to think about a bit." For example? "For example, there's an inventor called Rupert who withholds a key

from you. The solution is to charge up your hyper-boots and run at him so the screen shakes and he drops it." Outright robbery. We approve.

"There are about 60 to 70 puzzles, and if you know exactly how to do them it'll still take you 10 to 12 hours to complete the game. There are eight locations in the game that act as levels, such as the Royal City, the Farm and the Caves. You have to complete a level to get to the next one, but there are always lots of little puzzles to get on with and you can return to a level later to re-explore, so you can't get trapped. There's always something to do."

We chat pointlessly about things Binary Emotions wanted to put in but couldn't because of time restraints – they hope to release a *Super Speris* 'remix' at some point in the distant future – before returning to that which is included. Secret bits, for example. Are there any obtuse pointless secret bits?

"Yes. For instance, in the caves there's a carved post. Hidden behind it is a portal, and in there is the super-sword so you can break open the strongest barrels to find pages from the riddle book."

It's *Zelda* – but on the Amiga, isn't it?

Apparently it is not.

"It was never meant to be a straight copy. That's important, because we've just read a review in (*Tea for two a-bee-bah* – Ed) that spends the whole time comparing the two." But buck up – this is the mightiest computer games magazine ever produced by human beings, after all. Bosses?

"Yes."

Atmosphere?

"It's changed graphically, and there's lots and lots of music."

People?

"There are loads of characters to talk to who give you information or clues. Without repeating the text, which you didn't like in your original preview."

Bravo. Weapons?

"Not as many as we'd've liked, but they do have power levels."

(Ghghh) passwords?

"No. You can save to disk at any point though."

Phew.

"And we've tried to balance it so you get a puzzle then a couple of good fights. And there's a big final showdown with the main bad guy, and an end sequence, and my favourite bit is Cow-Tree Island where the cows live in the trees (*Raining death from the skies* – Ed). That leads to a puzzle where you have to find the Pools Of Purity."

Stop. And it's definitely, finally, entirely finished?

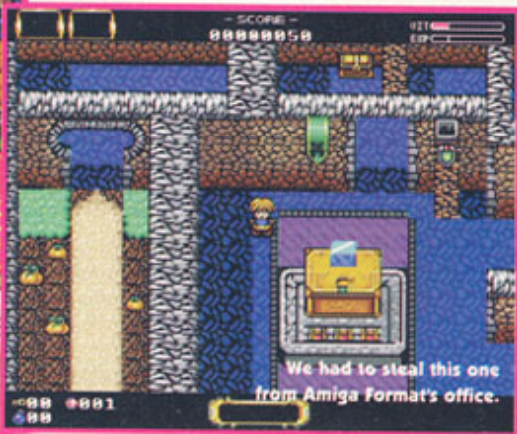
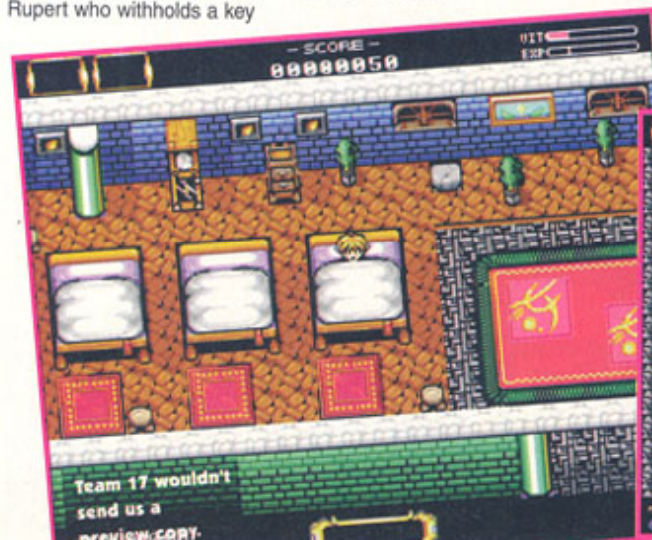
"Yes. The programmer's just fixing a bug which corrupted the screen after playing it for hours at a time." Next month?

"Yes."

We can scarcely believe it. But ringing Team 17 (diplomatically in the guise of a small boy called Ernest) brings the same answer. *Speris Legacy* may even be in the shops at this moment. But you know to wait for next month's review. Don't you? DON'T YOU?

• JONATHAN NASH

**AMIGA POWER PREVIEW**



# "AAARGHH..."

**"N**ot until February." "Ooo, no, not until March." "February. Didn't you know?" "I'm never speaking to you again."

Thus the Amiga software houses, except for the last which was Jonathan Anderson ringing us up to reiterate his position of not ringing us up. Readers, it has not been a pleasant time for the feral newshounds of AMIGA POWER. As a month for games, January delivers like a murdered Canadian postman. Hence this sort of mini-State of the Nation keeping you abreast of what's going on over the next couple of issues. Apart from the obvious.

## WATCHTOWER

**ETA:** February

The *Commando/Chaos Engine*-ish blast game previewed in AP56 and written by a splinter group from Bloodhouse, who programmed *Super Stardust*. "Next month for sure," say publishers OTM, and, "Would you like a coverdisk demo?" We would, except it's A1200-only. So we might turn them down for the sake of our A500-only readers. You never know.

## STARFIGHTER

**ETA:** March

The similarly A1200-only space game from the author of *Virtual Karting* which we've been trying to get pictures of for three months for you, our readers.

"It's still at a very early stage, and won't look anything like it does at the moment," say OTM. Couldn't we show a couple of pictures anyway?

"No. They look terrible. The programmer's actually devoting all his time to *Virtual Karting 2*." A-ha!

## VIRTUAL KARTING 2

**ETA:** March

"A1200-only. There'll be some pictures next month."

Sigh.

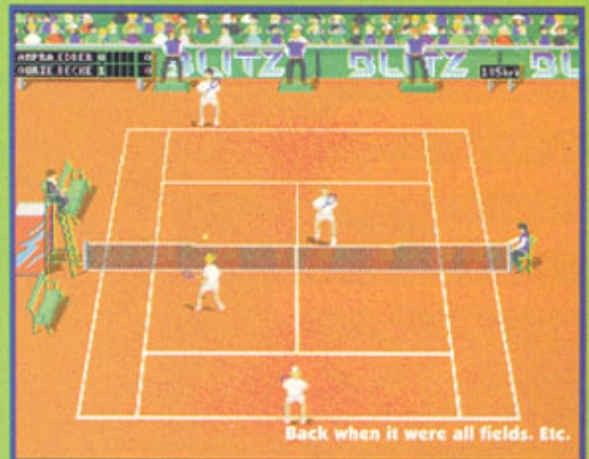


## ATROPHY

**ETA:** February  
Supposedly the most technically-advanced A1200 shoot-'em-up ever (although as AMIGA POWER recently died for an entire afternoon as we tried to install *Soccer Stars '96* to hard drive we're hardly in a position to appreciate such talk) and, again, a finished game waiting for its moment in the release schedule. The prospect of an *R-Type* clone that doesn't slow down and doesn't have the numbing über-difficulty of *Project X* fills us with delight.

## CAPITAL PUNISHMENT

**ETA:** March  
Supposedly the most technically-advanced A1200 beat-'em-up ever (at least, that's what the screens and screens of glowing text we skipped past on the demo version explained at length) and by a new group called Click Boom who're based in Canada (so we must remember to ask them what happened to *Angsf*). The game's waiting for a distributor, and we hope it's been substantially improved, because what we played was awful. But these work-in-progress PD demos are notoriously unreliable, usually showing only what was going in on that particular day. (The blurb already invites you to look out the next version.) A proper preview next issue, we hope.



## BLITZ TENNIS

**ETA:** March

Alias *André Agassi Tennis*, alias *Centre Court Tennis*. Due for release for Christmas, Guildhall tell us this Acid-affiliated (but not A1200-only – hurrah!) game went back to Germany for a slight rejig and hasn't been seen since. Now scheduled for March, but tactically likely to be put back to Wimbledon time, which must surely mean it'll lose its audience to the blissfully splendid *Super Tennis Champs*.

We will of course make every effort to alert you to changes in the zany, crazy, wackily mixed-up world of Amiga release schedules and remind you NOT to approach any game seen in a shop until you've read the review here in AMIGA POWER. Even if it has an attractively low price or offers free quality china, REMAIN ALOOF.



# WE'RE INCREDIBLY SORRY

That an issue of AMIGA POWER now costs £4.50 and has 68 stapled pages.



### 1. WORMS

Ocean/Team 17 £30 ★★★

### 2. SENSIBLE WORLD OF SOCCER

Renegade £25 ★★★★★

### 3. FIFA INTERNATIONAL SOCCER

Electronic Arts £30 ★★★

### 4. SOCCER STARS '96

Empire £30 ★★★

### 5. PREMIER MANAGER 3

Gremlin £26 ★★★★★

### 6. COMBAT CLASSICS 3

Empire £30 ★★

### 7. SUPER SKIDMARKS

Acid £25 ★★★★★

### 8. COLONIZATION

Microprose £35 ★★★★★

### 9. ULTIMATE SOCCER MANAGER

Anco £30 ★★★

### 10. SENSIBLE GOLF

Virgin £30 ★★★

### 11. WORLD CUP YEAR '94

Empire £30 ★★★★★

### 12. ZEEWOLF 2

Binary Asylum £30 ★★★★★

### 13. CANNON FODDER 2

Virgin £30 ★★★★★

### 14. PLAYER MANAGER 2

US Gold £30 ★

### 15. POWERDRIVE

US Gold £30 ★★★

### 16. WORLD CUP USA '94

US Gold £30 ★★

### 17. RISE OF THE ROBOTS

Mirage £43 ★

### 18. TURBO TRAX

Arcane £30 ★★

### 19. SUPER LEAGUE MANAGER

Audiogenic £30 ★★★★★

### 20. SUPER TENNIS CHAMPS

Audiogenic £25 ★★★★★

## TOP FIVE BUDGET CHARTS TOP FIVE BUDGET

### 1. USM DATA DISKS

Impressions £10 ★★★

### 2. MORTAL KOMBAT

Virgin £10 ★★★★★

### 3. FORMULA 1 GRAND PRIX

Powerplus £10 ★★★★★

### 4. MONKEY ISLAND 2

Kixx £17 ★★★★★

### 5. FOOTBALL GLORY

Hit Squad £10 ★★

## TOP FIVE CD32 CHARTS TOP FIVE CD32

### 1. IMPOSSIBLE MISSION

Microprose £30 ★★

### 2. POWERDRIVE

US Gold £30 ★★★

### 3. SUBWAR 2050

Microprose £30 ★★★★★

### 4. SUPER SKIDMARKS

Acid £30 ★★★★★

### 5. ROADKILL

Vision £30 ★★★★★

The charts are still (yawn) © ELSIPA

# Where's Your Sense Of *Humour*?

## 8.2.96

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

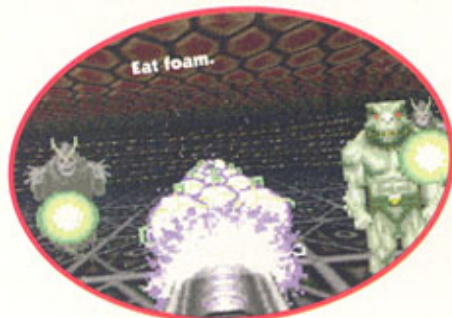
NEW! The Comedy Magazine  
**COMEDY**  
*Review*

# GLOOM DELUXE

**Runs on:** Accelerated A500, A1200

**Publisher:** Guildhall  
**Authors:** Black Magic  
**Price:** £30  
**Release:** Out now

**W**e were going to a page review of this (it's the updated version of *Gloom*, after all) but it's the same as its forebear except graphically.



And you can run it on an A500 with 2Mb of RAM and an accelerator, but the chances of AMIGA POWER readers having such a machine easily equal that of their jumping voluntarily from a window. (Recently, a certain mag's reader survey card was confused at the printers with a medical form used to test a psychiatric patient's chances of being suicidal; after the mistake was discovered, curious researchers totted up the answers to discover 38% of the mag's readership had more than once considered taking their own life, and that 96% of psychiatric patients wanted more features on adventure holidays. Consequently the mag's readers found it strangely difficult to obtain insurance, and the patients' families were bombarded with catalogues full of excitingly bearded hikers.) So here it is in news instead.

*Gloom Deluxe* is undoubtedly a prettier game than *Gloom*. It uses less colours, but has sharper graphics and a big gun so you know

where to aim. The effect lends the invigoratingly appalling projectile death marathon that is *Gloom* a slightly less abstract, strangely more realistic air and is strongly recommended to those who have not yet bought *Gloom* – especially as *Original Gloom* is one of the menu options (the others allow for tedious technical things and – laws – a VR headset) and the *Gloom 2* data disks are to arrive imminently. Grimly you must play it in a smaller window than usual to get the same running speed, but it's easily still worth 90%.

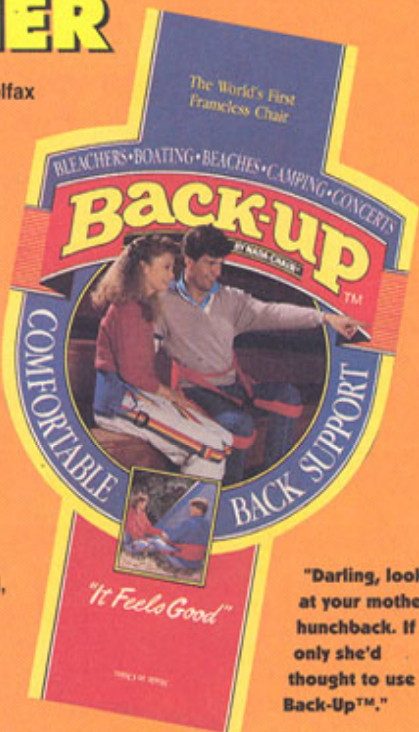
● JONATHAN NASH



(Later, following a change of career.) "Hello. I've come about the mice behind the skirting. Oh no! Aaargh!"

## MYSTERY CHIROPRACTIC CORNER

As our special friends Melfax gear up for another thrillingly meaningful publicity binge (we're betting the Enola Gay's involved somehow) we are pleased to offer for your edification the Back-Up™ posture improvement device. It's a large sling of the sort Wile E Coyote might use to fire himself into a gorge, and by fitting it around your knees it straightens your back and effectively immobilises you. It's surprisingly comfortable and works extremely well, so there go all our clever jokes. But look – these people are pointing and nothing at smiling. What fools. Ha ha.



"Darling, look at your mother's hunchback. If only she'd thought to use Back-Up™."

## DISSOLVING DONALD

A short note about *Acid Attack*, a £30 compilation of Acid games for the A1200 or CD32 comprising *Guardian*, *Roadkill* and *Super Skidmarks* that we in our attractive naivety thought we were reviewing this month right up to the point where Guildhall put it back to April, and which amuses us because it reminds us of a billious attack and pleasingly outlandish kaolin-and-morphine print ads ("My stomach was upset and I lost my job and my wife and house and went bald... then I tried Peppo-Fizz ad became a highly-paid film star"). It... actually, we've ingeniously managed to tell you everything already. That's saved some time.



Doesn't save the high scores, we said. Erk.

## Consigned To Heaven

Lounging around on pudding clouds, these things prompt warm-hearted anecdotes wherever three people meet.

### ENTRY-LEVEL GAMES

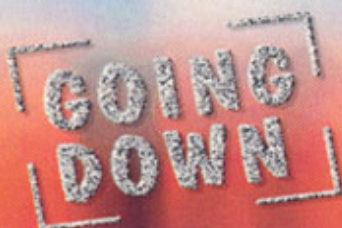
As the Amiga charges PC-like towards favouring expensive upgrades just to get games to run, we fondly remember needing no more than a competently-constructed joystick.

### PAGES 69-76

Like a worthy captain we peer out for the patrol group we despatched and try to conceal our concern.

### BARRY HUGHART

Jonathan's favourite writer. Vanished in 1991. We fear the worst.



Struggling against the safety bar and reaching futilely for a paper bag, passengers on the Bullet Train to Heck.

### PREMIERE

The magazine that printed a photo from Seven headed "Brad Pitt confronts his nemesis." Perish yelping, goofy morons.

**PEOPLE WHO MAKE OTHER PEOPLE CARRY ADVERTISING PULL-OUTS IN THE MIDDLE OF THEIR MAGAZINE**

For no particular reason.

### DENTAL SHOWMANSHIP

We don't want to see the tools you're about to put in our mouths waved merrily above us. Diploma'd clots.



It fails even to have carriages with squeaky wheels and doors that you have to keep holding closed.

## PIFFLE AND POPPYCOCK CORNER

Here is a picture of what purports to be *Ghost Train*, a new Virtual Reality game. This is piffle and poppycock. The photograph clearly shows a big green fire-spitting alien and not, for example, a plastic Dracula lurching from a cardboard coffin or a skeleton on a string. Pay no attention to this feeble hoax.

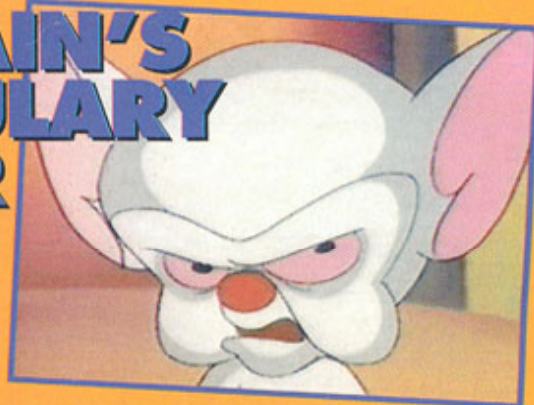
## THE BRAIN'S VOCABULARY BUILDER

Greetings, readers. I am The Brain. YES. I am here to enrich your poverty of language as part of an elaborate plan to take over the world with the aid of the redoubtable Pinky and a 68,000-ton magnet. Here is this month's vocabulary word.

**BURN (vb):** Of an unpopular consumer item (say, a can of beans), to drastically reduce costs (for example, by cutting the number of beans in a can, or, for instance, by instead

putting the beans in a packet) while drastically increasing price to "burn" remaining purchasers for the maximum possible amount before they turn to, say, lentils.

Goodbye, readers. YES.



# PROFIT BY CHEATING

There is a Telly Addicts quiz machine at large, featuring penalty video clips of Noel Edmonds pointing a box out of the screen (and, we presume, stopping the pacemakers of elderly players). The final round involves pairing double-acts and we have stumbled upon a sure-fire way to win the round and so £5. Before playing, draw a grid of five squares by four. When the machine gives you a



glimpse of the pelmanism board, quickly mark paired squares as 1, 2 and so on. You have ample time if working on half the board with a conniving partner, and that is a **GUARANTEED RETURN** of £5 on your £1 stake. A sound investment by any standards. Two goes and you have the price of an AMIGA POWER and everything.

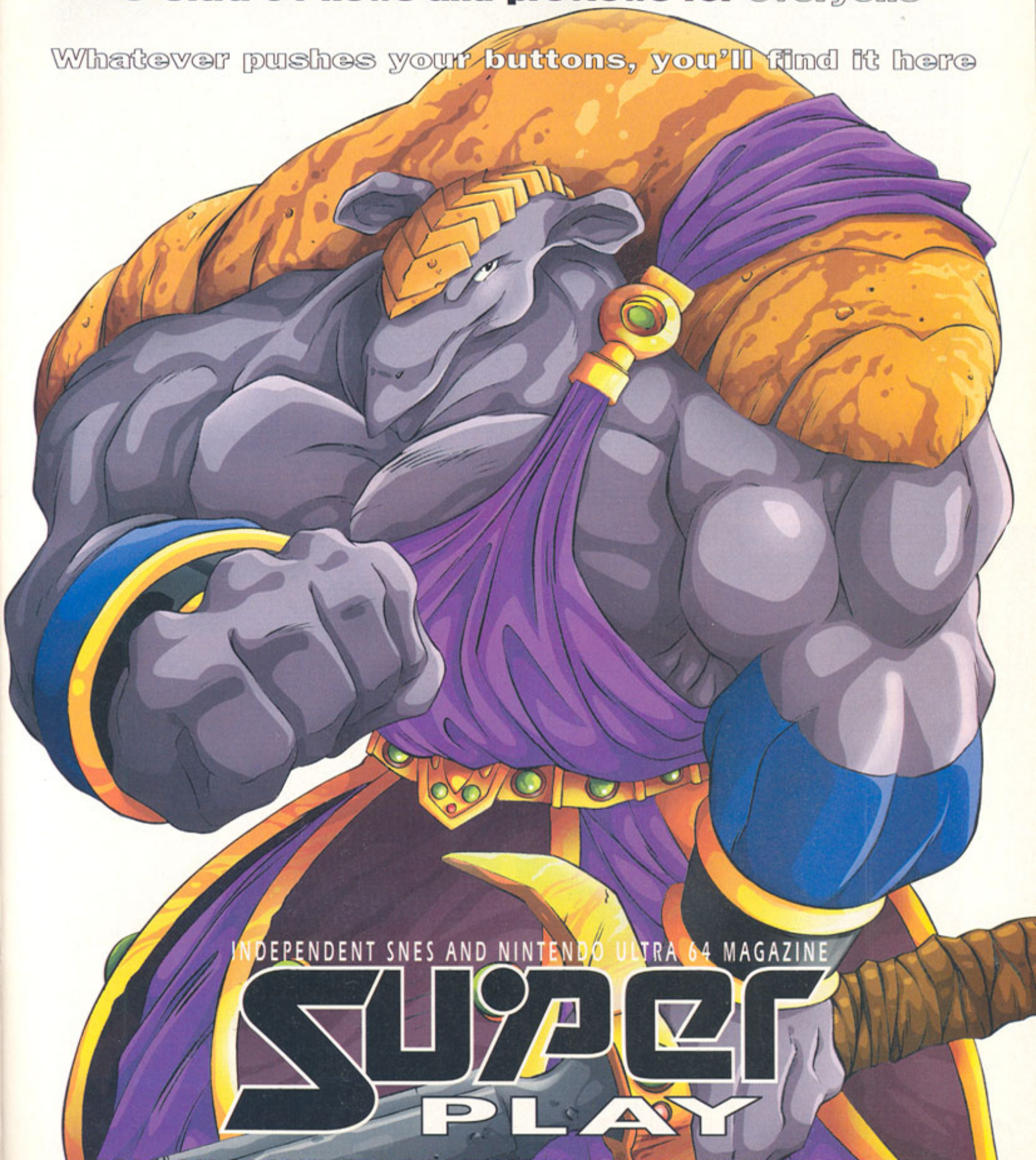
## JONATHAN ANDERSON

Amiga Tech UK has moved offices, in the process losing Jonathan Anderson, who you may recall recently abused us over the phone. We hope the new boss will have an idea how

to go about promoting the Amiga and wish Jonathan Anderson well in whatever he goes on to do. No hard feelings, eh, Jonathan? That's Jonathan with a J. As in Jobless.

- **Breath of Fire II for role-players** ● **Killer Instinct 2 for fighters** ● **Parodius 3 for shooters** ● **Civilisation for megalomaniacs** ● **Huge Yoshi's Island player's guide for completists**
- **Anime games guide for otakus**
- **Ultra 64 news and previews for everyone**

Whatever pushes your buttons, you'll find it here



INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

# SUPER PLAY

# AB3D2

**Runs on:** A1200  
**Publisher:** Team 17  
**Author:** Andy Clitheroe  
**ETA:** April

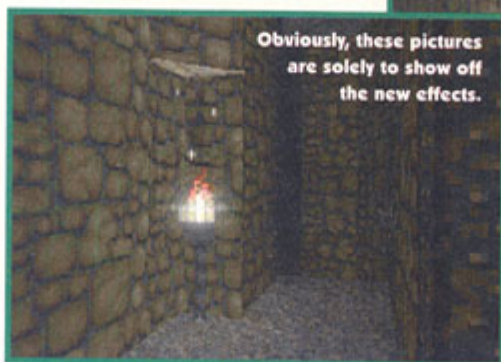
By leafing through an almost impossibly poor rival magazine, we were amazed to see pictures from AB3D2. How could this be? Our close personal

friends Team 17 hadn't mentioned it to us at all. Quickly we hurled our DataKayaks upon the FoamyInformationWaves and headed for Team 17's page. But, strangely, we couldn't get on. "Perhaps the server is down, there are too many people on it or the server HAS BEEN

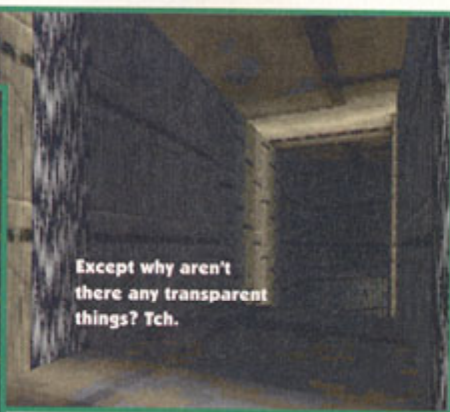
INSTRUCTED TO REFUSE YOU ACCESS" read the error message. So we pretended to be Amiga Format instead, and stole all their pictures as well. Here is a summary of the hypey information available to HyperOtakuCyberMatrix-JackingGuruOverlords.

It transpires that by virtue of a dismal plot device you find yourself on another alien-infested planet and get to kill lots of things all over again. Tinkering with his code, the programmer has this time round included windows, a level editor and (hurrah!) a map. The aliens now hunt in teams (actually, we can't remember if this was in the original) and you can LOOK UP AND DOWN. (We hope this makes a real difference to the game, having just been utterly let down by *Breathless*, and urge Team 17 to buy a copy of *Marathon* on the Mac to see the approach that should be taken. We want sniper towers, ledge ambushes and a genuine advantage in taking the high ground.)

Our resident long-haired student layabout C-Monster has been put on full shop alert, and we'll bring you the review just as soon as we can raise £30. Between us.



Obviously, these pictures are solely to show off the new effects.



Except why aren't there any transparent things? Tch.

ON SALE NOW! ON SALE NOW! ON SALE NOW! ON SALE NOW!

# SFX

Leonard Nimoy speaks in The SFX Interview

"I am Spock!"

PLUS! RALPH FIENNES IN STRANGE DAYS, THE X-FILES, THE AVENGERS' LINDA THORSON AND THE TIME TUNNEL...

## Family Ties

Peer through your curtains at the family moving in next door. They seem like nice people – John and Mary, their daughter Phyllis and her dog Mr Sparky. But maybe they're not nice people. Maybe they're part of the intricate masterplan that's been steadily unfolding throughout the generations. Perhaps we're not yet too late to wake the world up.

This month: **THE EDUCATION OF YOUR CHILDREN LINKED TO NUCLEAR DISASTER**

**ADDISON-WESLEY SCHOOL GROUP**

Textbook publisher associated with...

**CHESSINGTON WORLD OF ADVENTURE**

Theme park spoken of occasionally by...

**SUE HUNTLEY**

Well-known hippo fan and art editor of...

**AMIGA POWER**

Haemorrhaging magazine denied medical assistance by...

**SINISTER MEGA GLOBAL CORPORATION**

Stealthy moneymen behind...

**FEDERAL AND CAPITOL**

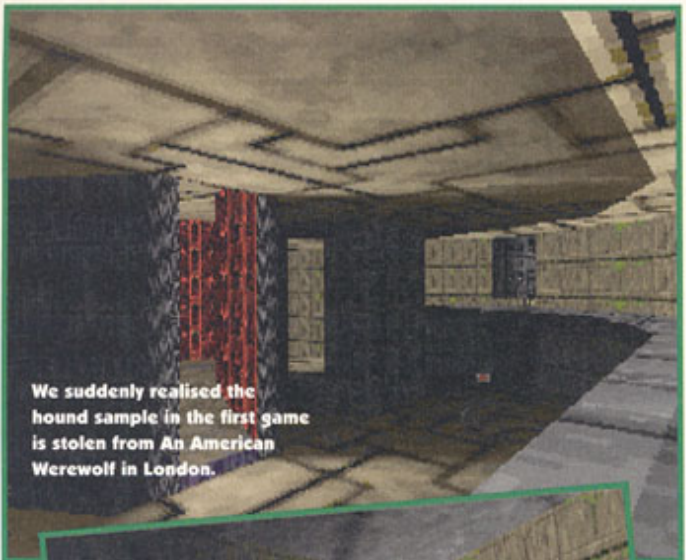
Publishing mouthpiece of...

**THE AMERICAN GOVERNMENT**

Infinitely devious organisation which...

# AMIGA POWER

## OUR NET (HALF) PAGE



We suddenly realised the hound sample in the first game is stolen from An American Werewolf in London.



The game seems to remain pleasantly dingy. We look forward to it.



Try futilely to poke holes in the world's pickiest examination of Warner Bros cartoons!

<http://www.exit109.com/~hubcity/warner/warner.htm>



Appease furious art editors with pictures of Ralph Fiennes!

<http://www.strangedays.com>



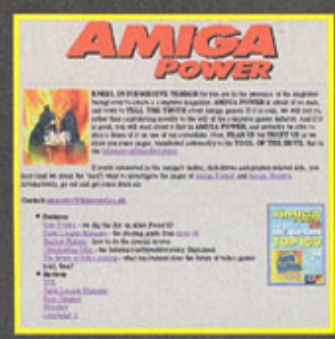
Place your bets with the Dead Pool!

<http://www.pitt.edu/~jwast8/Dead96-info.html>

## THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you follow the AMIGA POWER guide to avoid getting fingers, and wallets, burned:

- 1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.
- 2) Read the small print in the ads. If it's small, they're obviously trying to hide something.
- 3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.
- 4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.
- 5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.
- 6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.
- 7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.
- 8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.
- 9) Keep up to date: Order from the most recent issue of AP which is what you should be reading now.
- 10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards



Subscribe to the £3.99 AP and get a free game! (Apparently.)

Trust us, your friends, to rush you through Customs.



<http://www.futurenet.co.uk/amigapower>,  
[amigapower/games/amigapower.html](http://amigapower/games/amigapower.html)



# AMIGA POWER RECOMMENDS

Games guaranteed to poke out your eyes and plead with you to buy them.

## ZEEWOLF 2

(AP57, 90%)

With the surprise impact of a TV whodunnit, the sequel to *ZeeWolf* again involves flying around in a helicopter and shooting everything. This time you also get to drive tanks and pilot boats, blow up oil wells, and prevent nuclear meltdowns, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Supreme arcade fun, which ironically makes the slow A500 version all the more annoying.



## SWOS 1996

(AP57, 96%)

The lack of a wall (untimely rip't and all that) means we can hear Amiga Format a lot more than we want to. Recently they've set up a league for this, the debugged, rejigged *SWOS*. Matches happen in this manner. "Ghgh." "Yes - yes - YEEEEEESSS!" "It's my keeper! He's rubbish!" "Ha ha ha ha." "Cocky French git." "OH! MY! WORD!" "Aaarghh!" "I hate everyone and my keeper." No music is loud enough.



## CIVILIZATION

(AP57, 93%)

As civilisation collapses about one's ears, what better way to pass the remaining time until the relapse into pre-industrial feudalism than with the budget re-release of this Sid Meier game about finding bits of the world and taking them over? We're convinced one day he'll manage to link all his games together to form everything - but on the Amiga.



## SUPER TENNIS CHAMPS

(AP56%, 92%)

Slightly marred by the exemption of women and mixed doubles (you have to buy them as data disks) *Super Tennis Champs* nonetheless slouches comfortably as the Amiga's greatest tennis game. All that could be wished for is found here. And, in a way, we begat it. Please - no thanks are necessary.



## ALIEN BREED 3D

(AP56, 91%)

Besting *Breathless* with its understanding of what makes a game fun, *AB3D* remains the champion *Doom* - but on the Amiga contender. We pin a medal upon it for the world's finest explosions in a computer game without even pinching its skin for a cheap laugh.



# COMMERCIAL BREAK NO 47

(Scene: An obviously fake graveyard. The rapidly diminishing hesiodic theogony that is AMIGA POWER stands awkwardly in line, looking defiantly into camera. Long pause.)

VOICE (off): Now. Now. Go on.

FIRST MEMBER OF AMIGA POWER (mechanically): We're pleased to be able to tell you of a new magazine from Future Publishing (Voice rises) OUR SIN- (Obvious jump cut. First member of AMIGA POWER has disappeared.)

SECOND MEMBER OF AMIGA POWER: Continuing Future Publishing's tradition of spotting a market niche and filling it, *Dead Magazine* is packed with news and in-depth features for the dead.

THIRD MEMBER OF AMIGA POWER: I'm being compelled to tell you *Dead Magazine* is out on March 1st. It will cost £5. (Lips go thin.)

(Long pause.)

VOICE (off): And there's a free sample...

THIRD MEMBER OF AMIGA POWER:

That's tautology, you cretin.

VOICE (off): And there's a free sample...

THIRD MEMBER OF AMIGA POWER:

And. There's. A. Free. Sample. In. This.

Month's. Issue. Of. AMIGA. POWER.

(Smothered arguments from off-camera.

First member of AMIGA POWER is pushed into shot, wearing a burial suit and with green make-up. Walks pointedly behind gravestone. Crouches. Stands up.)

FIRST MEMBER OF AMIGA POWER:

That sounds great. I'll have one.

OTHER MEMBERS OF AMIGA

POWER: Aaarghh.

VOICEOVER: *Dead Magazine*, from Future Publishing. Out March 1st. £5.

(Everyone has walked off the set.)



## Rescuing puppies from drowning he's...

### THE DISSEMINATOR

He prints the scores from the three Amiga games magazines without judgment. You read, listen and understand. Then you do what you have to do. We place ourselves in his hands, confident we have nothing to hide.

	The One	Amiga Action	AP
ATR	85%	†88%	38%
Brutal	69%	†90%	27%
Coala	90%	89%	78%
Citadel	—	67%	67%
Dungeon Master 2	—	85%	50%
Fears	87%	92%	40%
Flight of the Amazon Queen	91%	87%	†84%
Hillsea Lido	80%	87%	54%
Hollywood Hustler	†84%	67%	35%
Kingpin	78%	84%	47%
Pinball Mania	—	†72%	11%
Speris Legacy	—	†86%	—
Star Crusader	—	90%	—
Super League Manager	52%	34%	89%
Super SF2 Turbo	—	†85%	—%
Super Tennis Champs	93%	88%	†92%
Thomas the Tank Pinball	—	81%	17%
Timekeepers	89%	†87%	82%
Turbo Trax	79%	92%	46%
Virtual Karting	—	64%	80%
Wheelspin	84%	†23%	—
Worms	94%	†94%	60%

† Later to emerge as a full game on their coverdisk

‡ Cover illustration of review issue

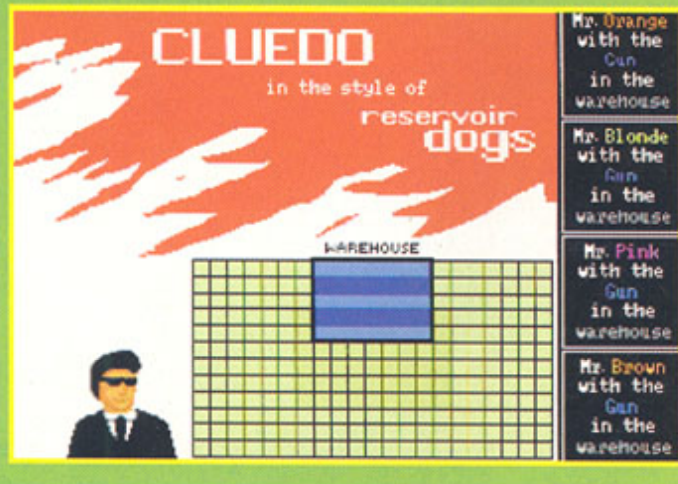
\* On sale through magazine in "special offer"

# IN THE STYLE OF...

This month's In The Style Of... have been a pitiful bunch and we COMMAND you to try harder. We also COMMAND you to wipe all pictures involving SWOS or Lemmings from your minds. Any pictures involving small footballers or lems will be instantly binned. HEED OUR WORDS.

And so to the winner. Reservoir Dogs In The Style Of... Cluedo is a funny picture, confidently executed, that displays a fine grasp of the Repetitive Punchline joke. We have no hesitation in awarding it 7/10, meaning its artist will receive £140 of games. Except we haven't the faintest idea who drew it because there's no address on the disk. We therefore reduce the winner's score to 3.5/10, meaning he or she will be sent £70 of games once we find out who they are. For heaven's sake.

If you have an In The Style Of..., send it on a Deluxe Paint-readable disk to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And tell us what model of Amiga you own.



ON SALE NOW!

# arcane

the roleplaying magazine

The Cyberpunk 2020 kids come of age in a new RPG...

## CYBER GENERATION

... and we review it

Strangeness and Charm  
Add zest to your characters

Mr Smith's Emporium  
A trans-dimensional roleplaying experience

Warhammer Fantasy Battle  
The Orcz invade your PC

SKOOL ROOLZ  
A fantastic full RPG inside!

# SLAM TILT

AMIGA POWER PREVIEW

Runs on: A1200  
Publisher: 21st Century  
ETA: April

We hope this isn't by Spidersoft, we really, really do. Apprehensively we examine the preview screens. One of the last is the company logo. It's for Liquid Design, of which we have never heard.

"They're a Swedish group. Like Digital Illusions, who did Pinball



Illusions," says Helen Nicholas of 21st Century. "Except they're nothing to do with them."

Mm-hmm. But tell us briefly of the game. "There are four tables, called Night of Demons" – already we like the slightly wrong English – "The Pirate, Ace of Space and Mean Machines. There's obviously a multiball – you can get up to four balls at once – and there are video modes as well. For example, in Night of Demons you have to move a target to shoot the werewolf. Otherwise he tears your head off."

Sorry?  
"That's the other thing – the LED animations are a bit more violent than usual. But funny. Like Pulp Fiction."

We salute your linking powers.  
"But I'm coming down next week to show you the game, anyway."

Yes, but we need to know something for the last news piece in the magazine.

"Which you've just written."  
So we have. Praise be.

● JONATHAN NASH



# AMIGA FORMAT

£4.50



**VINCENT VEGA:** And you know what they call a... a... a "Magazine with attitude" in Britain?

**JULES:** They don't call it a "Magazine with attitude"?

**VINCENT VEGA:** No man, they got the imperial system. They wouldn't know what the heck attitude is.

**JULES:** Then what do they call it?

**VINCENT VEGA:** They call it a "Big Mag" with cheese.

**JULES:** A "Big Mag" with cheese! What do they call a good read?

**VINCENT VEGA:** A good read's a good read, but they call it "Amiga Format."

**JULES:** "Amiga Format"! Ha ha ha ha! What do they call a "Whopper".

**VINCENT VEGA:** I dunno, I don't read Amiga Power.

Next Issue On Sale 18th January

Working on AMIGA POWER is becoming increasingly like starring in one of the higher-class mystery films. We'll all be sitting around a big table clasp hands in terror as the clock strikes twelve when - BLINK! - the lights go out, and when they come back on SOMEONE ELSE HAS VANISHED.

Which sort of prompted us to think, what would happen if we were cast into a desolate wilderness of our choice,

# JUST HOW DO WE THINK WE'D FARE?



### SUE HUNTLEY



The prospect of living off the land didn't worry the Queen Of Art Eds in the least. "I'd choose a jungle," she said. "There I'd befriend a hippo, because they can bite a man in half. I'd quickly fashion a saddle from vines and other natural resources, then ride around exactly like Jana of the Jungle." But on a hippo. "Yes." And biting men in half. "Yes. But only pith-helmeted hunters."

### MARTIN AXFORD



"I'd also choose a jungle," offered Martin The Prod Ed. We swiftly banned enlisting bestial assistance on the grounds it entailed Tarzan (or, indeed, Jana) being orphaned and raised by animals, which clearly hadn't happened in his case. "Might have." No it didn't. "I don't care," scoffed Martin. "I wanted to be in the jungle because I am lord of the berries and have secret berry knowledge, and am therefore able to feast on the bountiful berry crop without fear of poisoning myself. Nyer."

### JONATHAN NASH



"I'd prefer an icy wasteland," plumped Jonathan. "Doc Savage, for example, had a Fortress of Solitude in the Arctic, and I'd undoubtedly benefit from a little peace and quiet." He nodded thoughtfully, then broke free of the restraints. "IT'S ALL A LIE! THEY'RE NOT ONLY CHEATING US, THEY'RE CHEATING YOU! IS THIS HOW TO REPAY READER LOYALTY?" Bullets failed to stop him and he fled to Canada.

### DAVE GOLDER



"I'd have to choose the icy wasteland, because I'd be bound to stumble into the nearest jungle quicksand pit," said Dave. "But I'd have to insist on taking some supplies." No food or equipment, we reminded him sternly; that would be cheating. "Oh, never mind all that. Just kit me out with a selection of fashionable snowboots so I can impress any snow-bunnies I meet."

### JONATHAN DAVIES



"I'd be delighted," said Jonathan. At which? we asked. "Either. The prospect of spending a few weeks in total isolation from the rest of humanity and their wretchedly one-track conversation appeals to me greatly. In fact," he mused, "I'd do my best never to be discovered again." We left him standing strangely distant.

### STEVE FARAGHER



"No problem," grinned Steve. "I'll go for the Arctic, because I've studied survivalism under the master." What, some sort of Inuit mentor? "No, Billy Connolly. His television programme revealed that icebergs speak to you with their creaks and groans, and I'm sure they'd point me towards sustenance and shelter if I asked politely." So how do you say hello in iceberg? "Ooocork. Eee-e-eeerk," translated Steve. And AMIGA POWER? "Oh, that's the sound of a glacier sliding into the sea," he chuckled mischievously.

### STUART CAMPBELL



"It depends if there any wine-gum trees in this jungle wilderness," parried Stuart. No, we replied. "Then I'd choose an icy wasteland and wait until the survivalists had gone, then hide down a penguin burrow to elude predators and call for help on my mobile phone." But you wouldn't have your mobile phone. "Yes I would." But you wouldn't. "You think I'm going out on an ice-floe without my mobile phone? I'd be a stupid or something."

### CAM WINSTANLEY



"Now I'm in trouble either way," pointed out Cam. "I'm tall and slimy-built, which as genetic traits are fine if you're a Masai tribesman into exposing your maximum surface area for rapid cooling, but useless in the Arctic. And I drink almost constantly," he added, "which means I'd dehydrate in minutes in the jungle, feel faint, fall over and hit my head on a rock and fall prey to Sue's hippo, or something. Nope, I'd be dead meat. I'm staying in Bath." He turned to leave, leaving a young moving elderly

**HOW DOES OUR SCORING SYSTEM WORK THEN?**  
1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.  
2. The percentage scale is not 100 increments, and we use them all. Crap games get single figures, average games get 50s. Unlike other marks, 80% in AP actually means something.  
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.  
4. We're hard but we're fair.  
5. Fifth points? We'd rather not survive.





## IT'S A GIMMICK!

*Breathless* is distinct from other *Doom* - but on the Amiga games (and, indeed, from *Doom* itself) in that it boasts a looky-uppy-downy feature. Here is how it works:

You can look up!



You can look straight ahead!



You can look down!



Sadly, this plays almost no active or worthwhile part in the game, as practically all the bits you can look up or down into can be seen perfectly well in the normal look-straight-ahead manner, and being able to shoot baddies above or below you is handled automatically by nearly every other *Doom* game anyway. It is, though,

# BREA

adj **breathless out of breath; with the breath taken away from excitement.**

**Runs on:** A1200 (graphics accelerator recommended)  
**Publisher:** Power Computing  
**Authors:** Fields Of Vision  
**Price:** £30  
**Release:** Out now

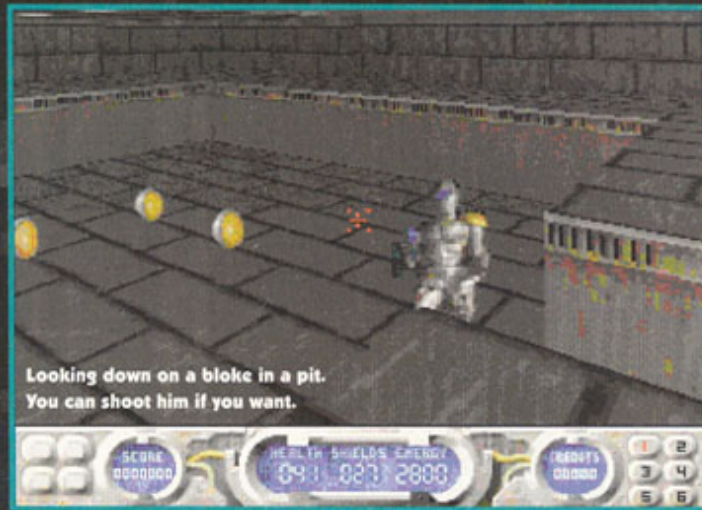
**N**ow. You might be looking at these pictures and you might be saying this: "Those idiots at AMIGA POWER - they've accidentally gone and reviewed *Fears* again. Or perhaps *Alien Breed 3D*." But you'd be wrong, so wrong, to think that. This is *Breathless*, and it's the fourth (by my counting) serious attempt at doing *Doom* - but on the Amiga. And sadly for it, it's also a *Doom* - but on the Amiga too far. And at that you might be saying "But for why, Stuart? It looks smashing", and so here are the things I would say in response:



Picture the scene: you are the fourth attempt at doing *Doom* - but on the Amiga. You have previously seen *Gloom* be fantastic and bloody, if perhaps a little heavy on the slaughter and a little light on the strategy (which is, in fact, perfectly fine, but that's another story). You have previously seen *Fears* look very lovely indeed, but commit a series of idiotic sins and end up being a bit hateful. And you have previously seen *Alien Breed 3D* be *Alien Breed* -

"Idiots at AMIGA POWER"





# AT THE LASS

but in 3D. You're trying to think of an 'angle' with which to distinguish yourself from the competition, which you've had the luxury of checking out in great depth. You think, perhaps, of this:

"Well, for a start, all previous *Doom* – but on the Amiga games have been set in pretty much the same kind of scenario, and the corridors-and-rooms-on-some-sort-of-moonbase-and-outside-bits-with-lava-pits-in-them formula is getting a bit threadbare. Perhaps I could set myself in some new and exciting kind of place – maybe a spooky mystery mansion (which would, let's face it, have a lot more reason for being stuffed with secret passageways and hidden rooms, for a start), or maybe a Victorian sewer system populated by the ghosts of drowned construction workers, or even some kind of gigantic science-laboratory maze from which the player, as a much-experimented-on and pissed-off lab rat, is attempting to escape. For example. Or, on the other hand, I could just rip off everybody else and be yet another space-station potboiler with mutated human soldiers and aliens that look a bit like the ones in *Aliens* as enemies. Yes, that'll do."

## MAGICAL MYSTERIES

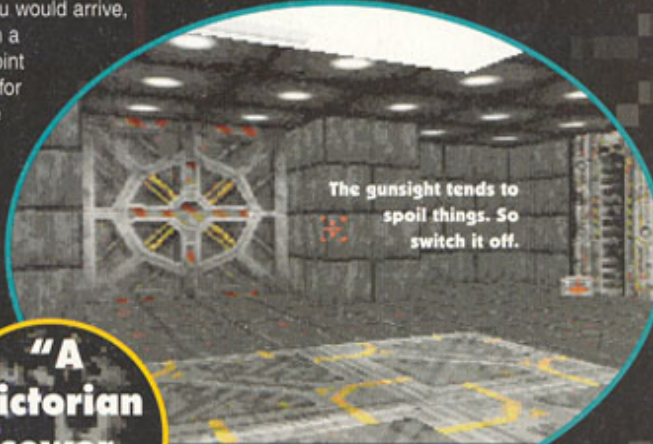
That done, you begin to ponder the magical mysteries of making it good.

"Now, the really great thing about *Doom*, the thing that really made everyone fall for it, was that it had a believable atmosphere. That doesn't just mean that it looked realistic, but also that the enemies you found there behaved in a plausible manner – they were found in the sort of places you'd expect them to be found, they would wander around quite happily going about their own business until they noticed you (so you could sometimes sneak up and shoot them in the back), and then they attacked you in a vicious but convincing way, ie they sometimes missed. Where something like *Fears* fell down was that the enemies were nearly always found just hanging around doors waiting for you to open them, or invariably all spotted you simultaneously the instant you walked into an area, as if they'd all been simply

staring all day at the spot where you would arrive, and immediately slaughtered you in a withering crossfire of infallible pinpoint accuracy. I'd better be careful that, for example, my enemies don't behave in exactly the same way as that."

But wait a minute. That could call for some careful, painstaking design.

"Actually, no, on the other hand I can't be bothered. I'll just stick 'em all behind the doors, it'll be harder that way. And to make it even harder, I'll make them attack by charging right up against the player regardless of how many times he shoots them, then



"A Victorian sewer system"





Some blokes up on a ledge. You can shoot them if you want.



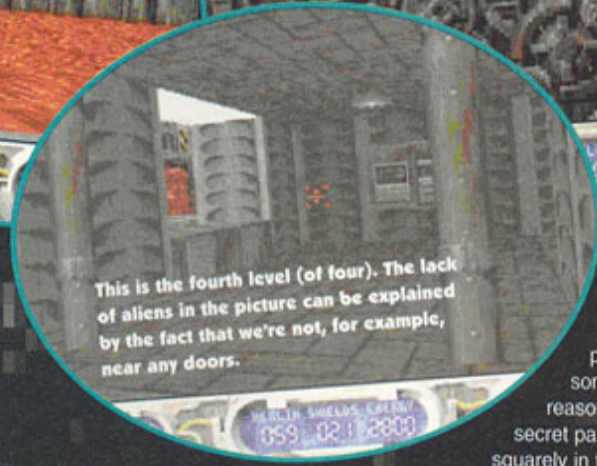
This is the smallest window size available. Do not use it, unless you are a fool.

shuffling around his body so that he has to slowly turn round, taking hits all the time, before he can get them in his sights. And I'll make sure there's nearly always three or four of them at a time, too, and with no auto-repeat on his guns, so he has to hammer at the keyboard like a demented drummer with only one drumstick. And he won't be needing any of those fancy joystick or mouse control options, either."

### HELLO GOODBYE

Right. You've got the difficulty sorted out. But there's more than one string to this particular bow – one of the best things about *Gloom* was its superb pacing. How best to ensure that the game keeps rollicking along at a cracking rate, for that constant, exhausting, adrenalin-pumping excitement?

"Hmm. Tricky. It would be terribly easy to fall into the old trap of extending the game's life by forcing the player to constantly trek backwards and



This is the fourth level (of four). The lack of aliens in the picture can be explained by the fact that we're not, for example, near any doors.

forwards over previously-explored and cleared terrain by, for example, putting switches at the opposite end of a level to the doors they open. Yes, that would be terribly easy."

But you can't, of course, just reduce the game to lots of aimless traipsing around occasionally interrupted by frantic bouts of keyboard-shattering gunfights. You'll need other stuff for the player to do – treasure and weaponry to collect, secret stuff to find, all that malarkey.

"How hard can that be?"

The only way I could possibly mess it up would be to have, for example, weapons collected by buying them from a computer terminal, like some kind of absurd flamethrower vending machine, which is clearly a stupid idea compared to finding them lying around in the aftermath of a terrible alien invasion, or stealing them from enemies you've just

killed. Or by showing the location of secret passages on the automatic map facility, somewhat defeating the object of their being "secret" in the first place. Although that would compensate somewhat in the eventuality that, for some reason, you could only open doors and secret passages by standing infuriatingly squarely in front of them, which would otherwise make looking for secret entrances an extremely tedious and time-consuming operation. I suppose."

Oh yeah. You *have* remembered the map facility, haven't you?

"Of course. What do you take me for, the kind of idiot who would have a map facility that you couldn't move around in? For example."

Well, I think that's pretty much everything covered. With a bit of luck, there's just time to have a quick check for

### "Aimless traipsing around"



There are some aliens in this picture. Look, there they are, just beside my gunsight. Honest.

### IT IS FOGGY!



It is foggy. But it is indoors.



How has this happened? Send your answers to It Is Foggy, Despite Being Indoors, For This Reason, Stuart, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, and win 20 copies of *Mortal Kombat* in a big box.



This is the lowest of the four available graphic resolutions, and the only one at which the game runs acceptably fast in a decent-sized window, even with an accelerated Amiga. (We have, of course, taken most of the screenshots in high-res so it looks nicer). It does, however, run acceptably fast in a full-screen window, so why we have a border round it here is anyone's guess. What are we, stupid or something?



# BUT STUART, THAT'S NOT FAIR

An exciting new regular, and self-explanatory, column.

"But Stuart, you can't slag it off just for having the same scenario as all the other *Doom* games in the world. They've done it like that on purpose, so it will be Just Like *Doom*."

Hitler started World War 2 on purpose. That didn't make it a good idea. You wouldn't, I trust, expect us to give him 95% for having so successfully achieved the aim of Starting A World War, when it was clearly a bit of a duff aim in the first place. So SHUT UP.

"But Stuart, I just want to play *Doom* – but on the Amiga, and I simply want to know which of the alternatives available to me is the best one, not listen to you bang on about principles of good games and stuff."

If that's all you want to know, then here's the answer: *Breathless* is the closest thing on the Amiga so far to the original *Doom*. If that's more important to you than whether it's actually a good game or not, then go and buy it, otherwise get *Gloom*. There, I've told you. So SHUT UP.

"But Stuart, 56 percent? Don't you care about the future of the Amiga?"  
Of course I do. But not as much as I care about THE TRUTH. So SHUT UP.

"But Stuart, I actually *like* trudging back and forth up and down dark grey corridors for hours and hours, occasionally blasting a few aliens who were hiding behind a door waiting for me. In real life, too."  
Didn't I already tell you to SHUT UP?



Some power-ups, in quite a scenic corridor.



Strangely reminiscent of a hospital corridor.

"Hello Gamesmaster. I'm stuck in that bit in *Zelda* where – aarrghh."

some of those obvious annoying flaws that sometimes sneak through at the end if you're not paying attention.

## HELP

So: stupid, almost illegible copy protection that's actually easier to use after you've photocopied it?

"Check."

Lava pits that you can fall into but that there isn't any way out of except dying?

"Check."

Long corridors lined on either side with lots of little vestibules that – shock! – enemies are hiding in?

"Check."

**"There isn't any way out"**



I have travelled this way before.

Bits where you have to jump down a wall that you can't get back up, but with no sign of whether or not going down might be a good idea?

"Check."

Fantastically irritating teleporters that transport you right back to the start of a level without any kind of warning, when you've just spent 20 minutes fighting your way through to them in the first place?

"Check."

Having no status screen at the end of each stage to let you know whether you've found all the secret rooms, killed all the enemies and so on?

"Check."

Only giving the player three lives, after which he must agonisingly re-do anything up to five previously-completed stages, since the game is constructed as four levels of five stages each, with passwords only available for each full level?

"Check."

Hang on. When you say "Check", you don't mean that you actually *have* included all these things, do you?

"Yes. Isn't that what you meant?"

Oh no! Your wife's going to kill you!

● STUART CAMPBELL

**UPPERS** It looks great, it's fast, it's hard, it's the closest thing yet to the original *Doom*. But on the Amiga.

**DOWNERS** But it's designed in the laziest, most witless way imaginable, stuffed full of many of the flaws that made *Fears* so unpleasant, but without the level editor that made *Fears* a bit less unpleasant. And there's no deathmatch game, either.

**THE BOTTOM LINE**  
Technically lovely, there's no denying it (even on an ordinary A1200), and easily the best attempt so far at a direct clone (albeit one done by people who've more or less completely failed to grasp the whole point of the original). But you won't care, because by halfway through level two you'll be sound asleep. In 2D, it'd be drivel, and that means that in 3D it's drivel – but in 3D. This is AMIGA POWER. Hear no lies.

**56 PERCENT**

**THE BOTTOM LINE**  
**A500** Absolutely no chance. But you could play *Gloom Deluxe*. If you had an accelerator. And 2Mb of memory.



# PINBALL

So when do we get the main bit then?

## THE PAST

The first of the three tables, Past is also the simplest. Combinations of loops, ramps and tricks will light the TIMELAPSE letters one at a time. When you've done this, you're ready to open the exit portal behind the dinosaur's tail and pop your balls through it. Rather disappointingly this removes them from play, although you do get a bundle of points for doing it. The Past is probably the most ordinary of the three tables, although the club-shaped flippers do make your life more interesting. And there are some excellent features such as the rubber ball. But then you know all this. You've played the coverdisk demo, haven't you? Right. I'll shut up then.

**INDIVIDUAL PINBALL TABLE RATING: ★★★★★**



# PRE

**Runs on:** A500, A600, A1200

**Publisher:** Effigy Software, Effigy Emporium, Station Yard, Station Road, Ruskington Lincs NG34 9HL. Tel (01526) 834020

**Authors:** Philip Sharpe (code), Valan Chan (graphics), Philip Sharpe, Ian Jenkins and Graham Cray (sound)

**Price:** £20

**Release:** Out now

**F**ew things fill my heart with such joy as pinball. Truly it is a noble sport with its flashing lights, glamorous tables, hot ballistic action and friendly multi-playerness. An evening in a public house with a few pints of ("Cream Soda" - Ed), some stirring tunes on the jukebox and a collection of close friends is greatly improved by the introduction of a pinball table. Small rivalries will surely ensue, a wager or two may be made and the grey ugliness of winter will stay safely locked outside.

Should you live as I do in a first-floor flat with a narrow rickety staircase, and, indeed, a burning van parked in the street, then a game of pinball during a quiet evening at home, perhaps after watching an intriguing documentary about elephants, is regrettably precluded. Thank heavens, then, for the trusty (if slightly battered these days) Amiga and its pantheon of pinball simulations. Of which this is another one.



# LEPRUDE

## THE PRESENT

"Modern life is rubbish" claimed Blur, and although Present isn't rubbish, it is my least favourite table. The best thing about it is the football pitch at the top left. Get a match started and there are a couple of ways of getting the ball in there where it will bounce around until someone scores a goal. Hit targets to choose a side, and if yours wins you get a big bonus. (But when your team goes ahead it's tempting just to hang on to the ball until the clock runs down.) The rest of it's mobile phones, fast food, camcorders, smileys and television. And in real life too.

**INDIVIDUAL PINBALL TABLE RATING: ★★★**



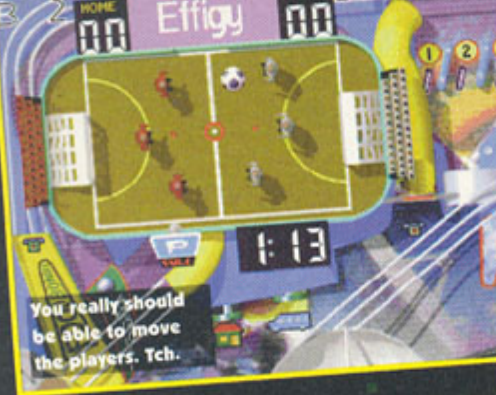
## LEPRUDE

*Pinball Prelude* is not quite like the majority of pinball games. There are things on its three tables (imaginatively named Past, Present and Future) that you would not see on real ones, innovations such as oddly-shaped flippers, impractically expensive sub-games, irregularly-shaped bumpers and an action replay. There's also a welter of lovely graphical details. The ball sinks into the water when riding the waterfall on the Past table, the misleadingly-named elastic ball (it's rubber) from the Present moves at such an alarmingly realistic pace you are forced to concentrate manically, and as a reward for hitting certain targets and loops, the droid ball on the Future table turns into a hideously disturbing blinking eyeball. Fantastic atmosphere is not lacking *Pinball Prelude*, and I can say that the Future table is unlike any I have ever seen.

The ball moves smoothly and realistically, the loops are varied and rewardingly difficult and you need to master little nudges of the flipper to access some areas of the table, but these aren't the important things. The important things are the imagination, and the fun. It's a game that's been designed with courage and wit. Examine the traditional AP table descriptions for details, but note specially the sense of adventure pervading the whole game. The instructions are terrible, which is a blessing. You have to learn a table by watching it and by saying "Oh, I see, when you shoot that loop 10 times you get to do this..." Each table has lots of unexpected bonuses and encourages you to play to see

**"Rubber from the present"**





## THE FUTURE

Far and away my favourite, and an exemplary lesson to anybody who wants to design a computer pinball game. With a hearty disrespect for the conventions of real tables, Future has droids instead of balls, lightsabres for flippers, a vertical flipper and clones instead of extra balls. The design is very atmospheric with murky, pollution-ridden areas, iris hatches that your droid falls through and what looks like an abstract junk sculpture park instead of the ordinary mushrooms. With the droids launched from the central pyramid between your two flippers, it certainly feels different. And yet it *is* pinball, and your trusty, well-honed arcade skills will not desert you here. Not even when you have ten droids flying about. This is also the most integrated of the tables, with every area being linked to success in others so that you must visit the whole table to score well. Excellent.

**INDIVIDUAL PINBALL TABLE RATING: ★★★★★**



what happens next. There's a Splat the Rat game on the Past table, for example, but also a multi-rat Rat Attack bonus beyond that. It's the joy of discovery that fuels *Pinball Prelude*.

The game is clearly well-playtested. There are options for all sorts of exotic pseudo-hi-res screens (you get to see almost the whole table at once, but it's a mite squished and bitty) and you can alter the number of multiball balls from three up to the absolute riot of ten. (This

does mean significant slowdown, but doesn't actually depreciate your enjoyment by much, especially if you're playing with ten rubber balls or smiley faces.) It'll even politely switch to hi-res for the multiball automatically and back again afterwards.

**"Sorts of exotic pseudo"**

If there's a downside to *Pinball Prelude*, it's that you can't shake the feeling sometimes that ideas haven't been followed through. The imagination and originality is highly impressive (they've gone for a genuine computer pinball game, rather than a computer game of pinball) but occasionally the game's clever when it should be fun. Finishing the Past table, for example. Shouldn't it really have led to the next one, rather than ending your game (albeit with a handsome bonus)? And while the table-football game in the Present is ingenious, wouldn't it be better if you could control the little men with the flippers (or something)? More could have been made of the features of the first two tables. (It can't be good when you manage to activate a special bonus and find yourself thinking, "Great, but what they should have done was this...") They're both sound and well-designed, but the appeal of playing does begin to wear off a little too quickly – there are instances when you're not getting to see the interesting stuff because you're locked into trying to get to see the interesting stuff. Some extra 'quick two-ball multiball' type things would have been good.

Still. A cracking pinball game.

● **STEVE FARAGHER**



**UPPERS** Original and clever design makes these tables intriguing enough to stand plenty of replaying. They look good and they play well.



**DOWNERS** Sometimes you wish they'd sacrificed a bit of cleverness for a bit more playability.

### THE BOTTOM LINE

Not as good as *Pinball Illusions*, but three absorbing, thought-provoking and (most importantly) fun pinball tables for your trusty (if slightly battered these days) Amiga. It deserves a treat, get hold of *Pinball Prelude* and set its disk drive whirring with delight. (Hang on – "thought-provoking"? – Ed.)

**81**  
PERCENT

### THE BOTTOM LINE

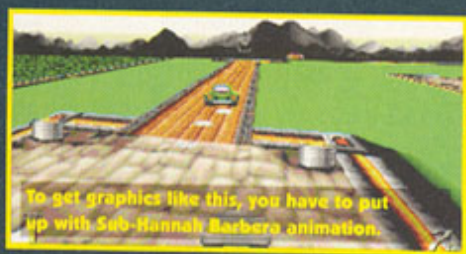
We'll let you know the instant we get a copy. Or you could play the coverdisk demo.

Apparently, the two versions are exactly the same except graphically.





If imitation is the sincerest form of flattery, consider *Mario Kart* well and truly brown-nosed.



# EXTREME

Place a sieve over this picture and you'll get some idea what it's like playing the game on an unexpanded A1200.



**Runs on:** A1200 or A4000 (hard drive strongly recommended)  
**Publisher:** Guildhall  
**Authors:** Situnna and Black Magic  
**Price:** £30  
**Release:** Out now

melodies over the note-perfect, bland virtuosity of Rush<sup>3</sup>, Bon Jovi or Magnum any day. Unfortunately, while playing *Extreme Racing*, virtuosity was the word that kept popping into my mind. Because while there's a lot to admire in *Extreme* (not, however, its typography) (*Er, which we've changed because it's abominable. Sorry. - Ed*) I kept getting visions of poodle-permed programmers in skin-tight spandex, air-guitaring and shouting "Look at the VIRTUOSITY!" It's a game that seems to have leapt into existence because the programmers want to prove their technical magnificence rather than actually trying to produce an entertainingly playable game.

**V**irtuosity. It's a word I learned to hate at university<sup>2</sup>. A word beloved of heavy-metal loving physics students who really got off on twenty minute guitar solos.

It's unashamedly an attempt to do SNES games like *Mario Kart* and *Street Racer* - but on the Amiga, with comedy cars, multiple views, an eight-player mode, textured 3D, split-screen and everything. (If you refuse to accept the existence of any other machine (sigh) imagine *Bump and Burn* crossed with *Virtual Karting*.)

**"Bashing away at chords"**

The thing is, the SNES was built with special chips designed exactly to do things like multi-player, multi-angled, multi-viewed, texture-mapped 3D racing games. And while *Extreme Racing* demonstrates highly impressively it's possible to do the effects with clever programming, it devotes so much time to getting things up and running, there's not much left for, say, the game itself.

"Self-indulgent, soulless noise," I would say.  
 "But can't you appreciate the VIRTUOSITY?" they would say.  
 "No," I would say.  
 It was as if I was supposed to listen to music just to appreciate how technically impressive the playing was. No way. Give me *The Wedding Present*, *Cast* or *The Dickies* shambolically bashing away at chords with energy and passionately singing perky little

Listen. Can you smell something? It's the faint



## 12-TRACK COPY KART

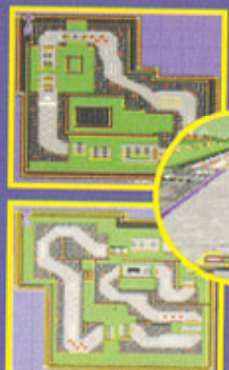
The *Extreme* grand prix circuit includes 12 tracks in six different locations. A bit like *Street Racer*, wouldn't you know...



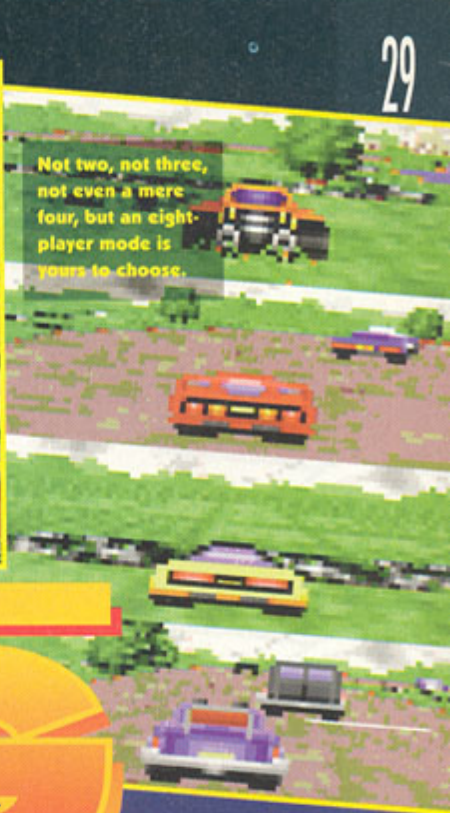
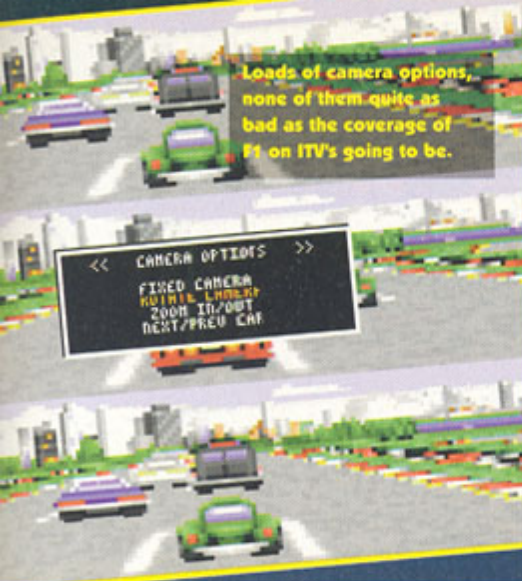
**FORBIDDEN CASTLE**  
 Sharp corners, some water that might represent a moat, a few turrety looking graphics and falling blocks that'll crush you.



**GRASSLANDS**  
 Large swathes of green. Which, presumably, is grass. Or maybe astroturf. The crossroads can get very confusing. And metal-strewn.



**TOXIC REFINERY**  
 More Port Talbot than *Blade Runner*, with loads of green gunky stuff and ramps.



# RACING

sound of ephemeral physics students chanting, "Virtuosity."

## KILL EVERYONE

Mechanically, *Extreme Racing* makes a credible go of it. All the key elements of *Street Racer* or *Mario Kart* (or, indeed, to a lesser extent *Virtua Racer*) are there. You get 12 reasonably well-designed tracks, two each for the six locations. You have a choice of eight different comedy cars, each with its own comedy driver. There's a selection of single races, championship races, a racing season or a deathmatch in which everyone tries to kill everyone else. (Although, slightly oddly, that's more or less what you do all the time, since your car is always armed. Can't pass that comedy driver in front? Shoot him! Still. Not to complain, or anything. And you can turn the guns off completely if you want. If you're mad or something, say.) Pick-ups are dotted around for weapons or power-ups, or cash to soup up your engine if you're playing a season. You can alter the viewpoint effortlessly all

the way from a below-the-exhaust angle with the horizon six inches ahead of you right the way to a spot-the-rust-around-the-sun-roof angle with the horizon stretching majestically into the distance. There's also a camera that records your race from in front, behind or the viewpoint of the following car. There are bystanders to run over, jumps and obstacles, and a cheat mode to turn the cars into sheep. There's a link option for all eight players, or four on a single machine, although this does get a little cramped.

But. And it's a big but.

## BUT

Told you so. You needn't bother with most of the options unless you've a real high-end big-box Amiga - on an unexpanded A1200 you'll need to use the dithering option which makes the game look as if it's being played through a tea-strainer.



Even then it's annoyingly sluggish, with controls about as responsive as that girl I met down The Swamp the other week. You have to anticipate corners by rote rather than instinctively, the 'feel' is terrible, and it's a brave man who uses an engine booster. Fiddling options to speed things up acceptably means such a small screen or so low quality a picture it robs the game of the impressiveness that made it worthwhile in the first place. (And, bizarrely, the difference in speeds between the smallest screen size with the slowest frame rate and the largest screen size with the fastest frame rate is hardly visible to the human eye.)

For completeness, we tried it on an accelerated A1200 and while it was, indeed, excitingly nippy it didn't take very long to realise two-thirds of the viewing angles are stupidly unusable. It's a case of look-what-we-can-do rather than look-what-we-can-offer-you. Or VIRTUOSITY.



### FLOATING CITY

Lots of roads on stalks, not much evidence of buildings or a city of any sort. A bit like the M5 through Birmingham. Except not as smoggy and a bit more pink.



### ROAD CIRCUIT

More crossroads, and lots of oil patches which allow from some gut-wrenchingly queasy spinning-around-in-a-3D-landscape-type graphics.



### TROPICAL ISLANDS

Gimmick of the level - you can drive on the light blue bits. They're shallow water you see. Gosh.

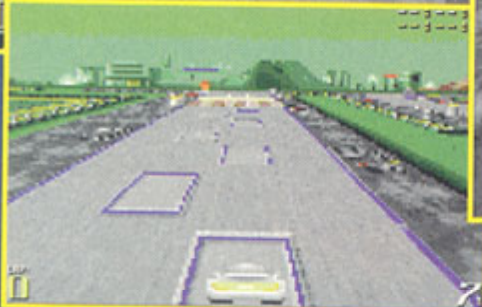


# WE FAILED THE AUDITIONS FOR MARIO KART, Y'SEE...

- BOWE**  
Vehicle: Orange buggy  
Special powers: None  
Inspired by: The Banana Splits.
- Aikaro**  
Vehicle: Red phallic-style thing  
Special powers: None  
Inspired by: Akira.
- DENTAKU**  
Vehicle: Yellow sports car  
Special powers: None  
Inspired by: Wishful thinking on the part of the programmers.
- WEAZEL**  
Vehicle: Truck  
Special powers: None  
Inspired by: Too many late nights watching Sky Sports.
- BRAD**  
Vehicle: Green Beetle  
Special powers: None  
Inspired by: Herbie Rides Again
- KURZON**  
Vehicle: A Lotus with fibreglass bits stuck on to give authentic '70s SF look  
Special powers: Smart bomb which destroys all the other cars. No, only joking.  
Inspired by: One of Dax from Star Trek: Deep Space Nine's previous hosts. Maybe. Or not.
- DAVINA**  
Vehicle: Something akin to to Barbie's camper van. Only more pukey.  
Special powers: None  
Inspired by: Penelope Pitstop
- ROZZA**  
Vehicle: Saloon-style American police car  
Special powers: To arrest illegal gatherers with rhythmic leanings.  
Inspired by: The Blues Brothers



Different angles, different screen heights and widths ... some, it has to be admitted, not quite as playable as others.



## FIDDLING

Once you're over the wow factor, there's little to keep you going back to *Extreme Racing*. It's almost more fun fiddling with the options\* than it is playing the game. The controls (surely vitally important in a racing game) aren't delicate or feedback enough, especially when compared to the likes of *Super Skidmarks*. They're functional, and the game provides a few moderately diverting thrills if you can be bothered to master them, but you don't get the feel of them, just learn to live with their limitations. Weaving across the track with agility and grace is not an option. Equally poorly, there's no difference between the cars except in the graphics. They all handle as clumsily as one another and have no idiosyncratic defining weapons or special powers. *Extreme Racing* desperately needs some character. The comedy\* vehicles add nothing to the game and might as well be different-coloured Volvos.

But let's be fair. Let's imagine you've persevered with the controls. Let's suppose you didn't want to identify with any of the characters or form a fondness for a particularly loony car. Let's speculate that you are, in fact, ideally suited to *Extreme Racing*. You'll still be disappointed. For a game that relies so heavily on guns, the weaponry on hand is frighteningly lame. Yellow missiles pop out of your car barely visibly, and you don't get to see people crashing into your mines because, obviously, they normally go off behind your back. And while the tracks are intelligently designed (no impossibly tight 90° bends, for example) they're rarely exciting, hardly spurring you on to best the one-player mode.

Multi-player mode then. As I've said, you can have up to eight players on two linked machines, but it's all strangely hollow and uninvolved. You're still racing on those intelligently designed but rarely

exciting tracks, you're still using guns that go plib rather than KERPOWWW! and there's still little of the thrill of the kill, except now your human victim's more likely to be ruining his tea-strainer than working up any kind of fun grudge at your blowing him off the road.

*Extreme Racing* is more a game for Amiga programmers than for, say, racing game players. It's competent, but you've absolutely no reason to choose it over any of its contemporaries. For texture-mapped driving you're better off with *Virtual Karting* (although similarly stylish-but-hollow, it handles better and offers more excitement; wait for the March sequel and you get a multi-player mode as well) and for manic racing action you're better off with *Super Skidmarks*. Hell, *Stunt Car Racer's* still a lot more fun than *Extreme Racing*. Although it does manage to be better than *Street Racer* on the SNES\*.

● DAVE GOLDER



### UNEXPANDED A1200 OWNERS

- UPPERS** Loads of options, technically impressive, superb graphics.
- DOWNERS** That you won't appreciate because you're clearly meant to have spent hundreds of pounds on accelerators or extra memory. On a standard A1200, you're condemned to a sluggish tea-strained game.

### THE BOTTOM LINE

The same competent but unexceptional game, except scuppered by downgraded graphics, a slower running speed and even muddier controls. Buy *Skidmarks 2*.

59 PERCENT

### EXPANDED A1200 OWNERS

- UPPERS** Loads of options, technically impressive, superb graphics. It is *Mario Kart* – but on the Amiga.
- DOWNERS** Except it isn't. Ropy controls, bad typography and lack of atmosphere annoy like a picnic wasp, and the feebly unexciting weaponry is stupid. Playable enough, but it should have been so much more fun. It feels rushed.

### THE BOTTOM LINE

Slavishly tries to recreate a console genre and, running on an expanded A1200, it largely succeeds. But there are far more playable games around with a modicum of the programming trickery.

69 PERCENT

\* I've been dying to get in the 'more options than a maths GCSE multiple choice paper' list before in my PD section and b) it's a crap gag

\* This is obviously comedy in the Carla Lane



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If you have any comments about the magazine, write to me at the address below. I'd love to hear from you. Who knows - you might be in our first-ever letters page!

Your editor,

*Robert*

Write to me,  
**Robert Melhuish**  
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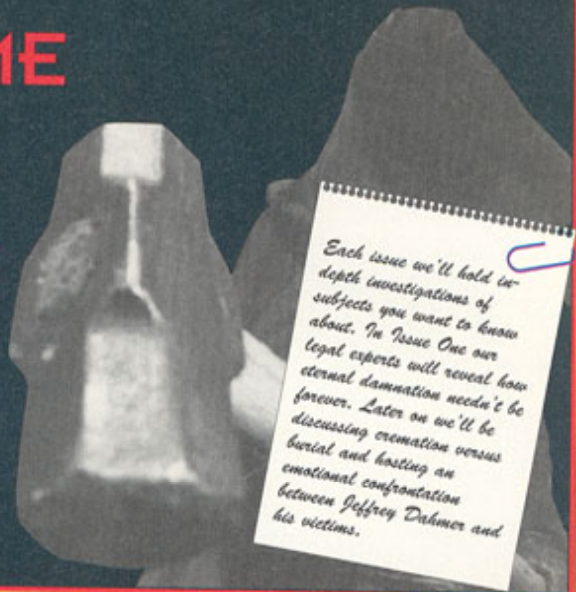
ISSUE ONE

# SPECIAL REPORTS

## WELCOME TO HELL

You've been a sinner, and now you're going to pay. But is the system playing fair? Dead Magazine investigates...

© DEAD Magazine



Each issue we'll hold in-depth investigations of subjects you want to know about. In Issue One our legal experts will reveal how eternal damnation needs to be forever. Later on we'll be discussing cremation versus burial and hosting an emotional confrontation between Jeffrey Dahmer and his victims.

# FICTION



## "SMART JEEBY" By PG Wodehouse

Splendid except over the gate of a madhouse or some pulled up the curtains to reveal the gaily bedecked rooms. "Look at it, James," muttered Bertie, desperately considering himself with a pillow. "we are in bed, you know?" "Indeed, sir," replied James importantly. "But you'll recall you have arranged to meet Mr. Barmingham at your club." Bertie shut down the bed as indignantly as if James had lifted the covers and rearranged around with an umbrella. "Good lord! Not kindly Barmingham. The man's an old. He's been banned from every club in town. I must have been absolutely stupid. Why didn't you say so, James, old man?" James inclined his head slightly as he helped Bertie

Each issue will feature new, exclusive fiction by some of the world's most famous writers. Issue One has a complete story by PG Wodehouse - his first for 21 years.



## DEAR DORIS

If you have a problem, write to DORIS STOKES, DEAD MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW. Doris regrets she cannot enter into personal correspondence.

Dear Doris,  
My husband and I were recently murdered and sorry that we left many things undone. How do we tell our daughter that we hid her inheritance in the chimney of our cottage?  
Yours,  
Mrs M Dunham

Doris says: Rattle a few glasses and make those fall off the mantelpiece. That usually does the trick.

Dear Doris,  
I'm your grandnephew? He writes to me, and I've no

Whatever your problem, our panel of experts under Doris Stokes will be able to help.

Doris says: Just request it from your local body library. It might take a few days though - remember, the librarians have the whole of history to look through!

Dear Doris,  
Do you have an address for Laurel and Hardy? I'm a great fan of theirs and would like to take the opportunity to write to them now I'm dead too.  
Yours,  
Mr J Bridcombe

# ADVICE

# AUSTEN-TATTOUS

## THE DOROTHY PARKER INTERVIEW

When one thinks of Jane

Austen, one imagines a prim figure, holding herself as ladylike as one of her heroines. You couldn't be further from the truth. Jane stomps into the room late, trendily leather-clad, and flops sloblike into her chair.

"Well, you have to move with the times," she explains with a beaming smile. There's no



Each issue of Dead Magazine will be packed with exclusive, in-depth interviews with some of history's most famous people. In Issue One, Jane Austen talks about Northanger Abbey 2 and that TV serial, and Ian Palach explains exactly what he was protesting about.

"Seriously, I thought it was okay. More fun than the movie version, that's for sure." She sighs. "You're supposed to laugh at the jokes, you know. I hate being held up as a great author and having my books analysed. Just, you know, enjoy them. That's the idea." The reason for the interview is, of course, to promote Northanger Abbey 2. Why's the sequel taken so long to write? "Well, I wanted to take

# CONTACTS

## DEAD FRIENDS

- **SPORTY** teen seeks pen pal. Must be into Blur, hiking, necrophilia, writing poetry and rugby. Box 650!
- **GRADUATE** MALE, 170, gsnr, likes eating out, seeks some. Box 660.
- **ROHEO** seeks Juliet. Box 670!
- **BROTHER** where art thou? Box 680!
- **MISUNDERSTOOD** wife-slayer would like another chance. Come back Hattie. Box 690!
- **PTE** Spigot is looking for Dunderdoff to swap war stories. Good job we didn't miss each other at El Alcazar!!! Box 100!
- **GIRL** seeks boy. Anyone considered. Box 101.

We all know how hard it is making new friends when you're dead. So here's a discreet fun section to help you look for a penpal and maybe find a little romance!

# CELEBRITY INTERVIEWS

## Get a Life!

what's hot and what's not in the world of Dead culture! You daren't be seen with



**PAGE 3**  
Where To Go  
Restaurants and clubs



**PAGE 32**  
What To See  
Movies and Theatre



Explore the best Dead nightspots in our regional pull-out section. With Estee Lauder on fashion, Leslie Halliwell on movies and River Phoenix's chillin' club round-up. Plus - Kenneth Cope in the TV interview, Randall and Hephzibah Deceased

# REGULAR FEATURES

## BREAKING

Discover the best ways to handle those embarrassing reunions in *Hi Honey I'm Home*. Read of true love overcoming terrible hardships in *Breaking Up*. And take a light-hearted look at accident victims in *Getting Your Own Back*.



168 happy years together, Megs and Missin Lander thought huge would last 10 months ago Megs horrifying discovery, chaotic change of Wilson together become inexplicably dead - and he was ing up. Medical experts are led by Wilson's pison. "It's so rare. We only study six stand recorded cases our entire lives," said Dr. Lander, the reformed weised poisoner. "We see assistants trying to

track down involved like soft ash in um. Wilson was per our faith in Jesus," says Megs.

# COMPETITIONS

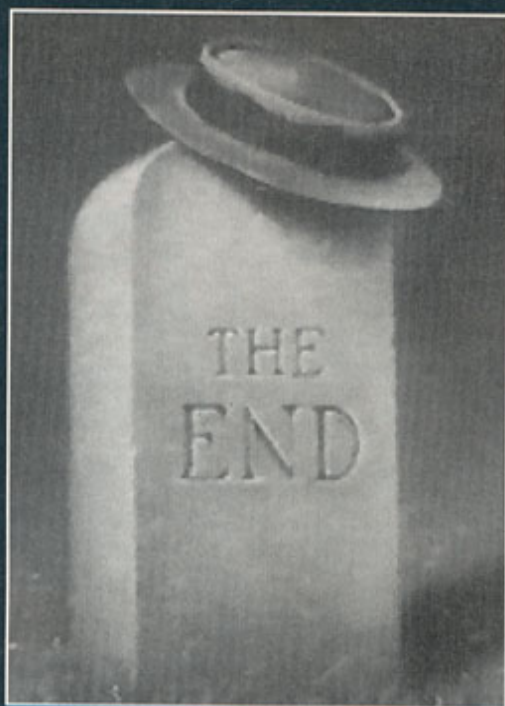
## BE THERE OR BE SQUARE!

The turn of the century's still four years away, but they've already been planning the party for a millennium both they're already calling The Greatest Party Ever. Just look at this line-up: **Music** from Young Elvis, Sachmo and John Lennon (without Yoko Ono) plus a specially composed Year 2000 symphony from Taklovsky! **Charity** softball with Austens vs Victims and **Houdini** vs Molemen! **Houdini** performs his greatest escape! **DEAD MAGAZINE** has 5,000 pairs of tickets you have to do to win one is to answer this simple question.

In Issue One, there's a chance to win one of 10,000 invitations to the Year 2000 Greatest Party Ever. Simply **EVERYONE** will be there, and with Dead Magazine, you can too!

Plus Ken Saro-Wiwa on motorbikes, Peter Cushing on 50 years at the top, Xiaoping on politics. And much more!

# ON SALE MARCH 1ST



# NO!

## DEAD Magazine

Collector's launch issue  
on sale March 1st

WITH FREE VIDEO!



"There's one on your tail, Blue Three! Break left!"



# Airbus A320 2

have names like EGGP and EBBR) a number of passengers (up to 150) and fuel and cargo loads. (This is on the simulator, anyway – in 'career' mode much of this is decided for you.)

Then it's into the cockpit, and you must activate the flight systems by entering the transponder code. 300, say. Now press 4 to start the left engine, 6 to start the right engine, enter NAV1 and NAV2 codes (which "can serve as VOR or as ILS and includes DME", apparently), set the ADF, move the flaps to position 2 by pressing F2, release the parking brake with B, press 8 to increase the thrust, taxi onto the runway, press 8 to get 100% thrust, lift off at 137 knots, press F4 and Return to activate the auto heading control, set the pitch to 12-15 degrees, press F9 to retract the landing gear, switch on the EFCS with E, adjust the power to 92-94%, set the heading, wait for a very long time until the ILS becomes active, press Return to switch on the autopilot, wait for the plane to touch down on the runway automatically, press 0 to reverse thrust, press Space to brake, and wait for the plane to come to a standstill.

## GEORGE KENNEDY

This is doing it the easy way, of course. As you become more proficient you can ignore things like the automatic landing system and perform your own landings, being scored according to how close you came to the ideal touchdown speed, attitude and so on. And you'll have to study the supplied approach charts to determine the ideal approach pattern for each airport.

Airbus connoisseurs will welcome new features like the more realistic cockpit layout, the electronic flight information system, the option to use an analogue joystick, the radio communication (text-only, sadly), the

ones – and the mildly improved scenery.

The point is, though, that professional airline pilots are paid around £80,000 a year to do this sort of thing, along with a generous pension package. They probably find the actual business of flying modern airliners rather dull, instead gaining job satisfaction from crew camaraderie, the opportunity to visit cities around the world, the glamorous uniform and the £80,000 a year. There's none of this in *Airbus A320 2*, and to pay £30 in order to sit there all evening staring at multi-function displays and D-AIRBs strikes me as madness.

There might be 110 airports to land at, but they all look, by any reasonable measure, identical, and simply involve variations in the bearings and things on your instrument panel. Every conceivable electronic flying aid may well be included, but they just mean there's even less for you to do, and you've got to disable as many of them as possible if you're not to be reduced merely to flipping the brakes off and on before take-off and after landing. And, even with far better presentation – exterior views would give you a much more convincing sense of being in control of an airliner, with perhaps a tracking view across the tarmac towards the plane as you climb aboard, and sampled radio chatter would also help – it's hard to imagine an airliner sim ever being any fun. (Except if you could play a slimy



"A little girl in need of a liver"

Performance (in percent)	Reasons
Bank _____ : 88	GEAR SINK RATE OFF RMY
Vert. Speed _____ : 8	
Heading _____ : 8	
Nr. of Touchdowns _____ : 1	"Come on... come on..." DAGGA DAGGA DAGGA!
Final I/D Point _____ : 8	
Fuel Calculation _____ : 99	
Communication _____ :	
Overall Rating _____ :	

elegant captain who has to foil a mid-air hijack attempt. And your passengers could include a little girl in need of a liver transplant and a pregnant woman. And your auto-pilot wouldn't work, so you'd have to draw on your limited medical knowledge to help them, returning periodically to the cockpit to prevent the plane from banking into a death dive.)

*Airbus A320 2* is all the bits of TFX or F-19 you'd normally switch off. While there are certainly people who will buy and enjoy it (the original *A320* sold alarmingly well, particularly in its native Germany), it is beyond even the mighty beings of AMIGA POWER to comprehend them.

● JONATHAN DAVIES

- ▲ **UPPERS** Good engine noise. Fits upon one disk and starts swiftly. Concise but helpful manual. Seemingly accurate.
- ▼ **DOWNERS** Jerky mouse movement. Horribly tedious.

**THE BOTTOM LINE**  
An even more faithful simulation of the Airbus A320.

24 PERCENT

**THE BOTTOM LINE**  
Runs smoothly with all the detail turned on.

A1200

# BUDGETS

The Amiga games market, deluged with fantastic games once more, casts off its hand-me-downs to the poor. Or eager new A1200 owners.

# SOCCER STARS '96

**Runs on:** A500, A600, A1200 (except *On The Ball* and *Kick Off 3* which are A1200 only)

**Publisher:** Empire

**Price:** £30

**Release:** Out now

SENDING packets of crisps, Oxo cubes and cans of warm ("Larger" - Ed) in the post has never, in all my life, been deemed normal practice, especially when the recipient hates cheese and onion flavour, is vegetarian and drinks ("Thinners." No, hang on. - Ed.) And why would anyone want to? To put an AMIGA POWER reviewer in a more favourable frame of mind for when a bundle of football games arrived perchance? FOOLS. Do they not realise that the mighty beings of AP can't be bought off with ill-advised promotional gifts? Well no, obviously not. But anyway.



Soccer Stars '96 features four games split neatly into two halves of football management sims and arcade action, in a bid to cater for Amiga footy fans' various whims. However, after an analagous 22½ minutes play the substitutes were already warming up.

Though full of good intentions and stats, what *Premier Manager 3* isn't is fun. Faced with the challenge of leading a Vauxhall Conference side to the title in your first season is a trifle daunting and the fact that I was constantly required to change tactics for each match (against an opposition I had no chance to view beforehand) was particularly frustrating. As a sim, it's without doubt a very competent attempt at recreating the management side of the game. As a game, however, it is faintly rewarding and often a chore.

Though in a similar mould, I much preferred *On The Ball* with its graphical interludes and running textual commentary during each match. Having so few teams to choose from was annoyingly restrictive and I didn't appreciate not being able to offload players more than a couple of times during the season. The team editor is an attractive feature of the game but once I'd written over Manchester United with Notts County information and awarded each player the highest possible skill rating I became acutely aware that it was a novelty. And they wear off.

As a player/management bundle and it being half-time (in my increasingly tiresome analogy) you are now afforded the chance to strip off your tracksuit and join the action. *FIFA International Soccer* is certainly the

on the Amiga and for a console conversion is remarkably similar. Unfortunately then, that this version plays like Ian Dowie. I seemed able to exert little control over my players who were more interested in being flash harrys, with their backheels and overhead kicks, than they were in success. Short passing movements à la national sides were replaced by the kick-and-rush style more akin to some lower Endsleigh Division sides. Lumme.

In a bid to mock the saying "save the best for last" *Kick Off 3 - European Challenge* is a game not even Forest fans deserve. If this were a perfectly healthy domestic animal, I would still demand that it be put down. Names comically misspelt (on purpose, I am assured), a general reluctance to accept Pele's apt description of football as "beautiful" and its A1200-only limitation are crimes against each living soul on this ball of dirt. Except the practice mode is fun.

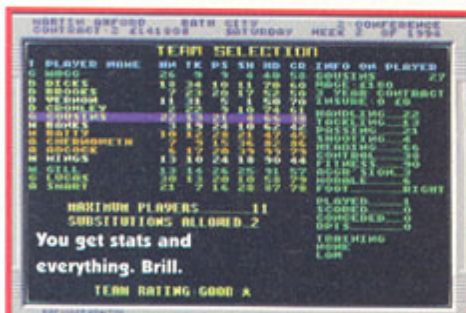
And that's it. Some good build-ups let down by poor finishing, exciting attacking moves stifled by solid defending and few individual performances worthy of note.

● MARTIN AXFORD

## THE BOTTOM LINE

There is nothing in this bundle to threaten *SWOS '96* as the mightiest footy game on the Amiga. And not even a Notts County season ticket could persuade me otherwise.

62 PERCENT



# SABRE TEAM

**Runs on:** A500, A600, A1200  
**Publisher:** Kixx  
**Price:** £10  
**Release:** Out now

Seeing this again's a bit of a shock, partly because it was released the month before I started working on AMIGA POWER, partly because I thought it had already been released on budget, but mainly because after playing the A1200 version so much, I'd forgotten just how annoyingly slow the original was.

A beefed-up version of the classic *Laser Squad*, *Sabre Team* puts you in charge of a squad of SAS type goons and leaves you to tool them up and send them to their inevitable

deaths. Like *Laser Squad*, what you can see is determined by what your men can see (turn your back on a terrorist, for example, and he'll vanish off screen) and like *Laser Squad*, movement and actions burn up valuable action points, leaving you to judge whether running away's more important than shooting back.

The mechanics of the game are brilliant, as anyone who's played the A1200 or CD32 versions will tell you, but it's the implementation of this version that lets it down, as once you've moved your guys, the computer has to move the baddies, and that can take a long, long time.

Now although you expect a slower pace



with a tactical game, and although I remember happily playing this version years ago, the slack pace just annoys me now, especially when *Laser Squad's* also available on budget, is virtually the same game and much, much faster. Okay, so the graphics of *Sabre Team* are nicer but, ultimately, so what?

● CAM WINSTANLEY

### THE BOTTOM LINE

A wonderfully visual and hugely absorbing game almost terminally flawed by a slow running speed. Either get used to playing through the night, or simply buy *Laser Squad* instead.

51 PERCENT

# SUPER SKIDMARKS DATA DISKS

**Runs on:** A500, A600, A1200  
**Publisher:** Acid  
**Price:** £15  
**Release:** Out now



**S**uper Skidmarks is one of the finest Amiga games around. So said Cam in issue 48 and while

Jonathan and Sue agree, I've never been quite as keen. But it was me who was lumbered with reviewing these pointless data disks and, needless to say, I didn't much like them.

Like the *Super Tennis Champs* data disks we featured last month, there is no reasonable explanation why these 'new' *Skidmarks* features weren't part of the game in the first place. Twelve tracks which look more like the doodles of an infant, three poignantly pathetic championships and two unnecessary skill levels for fifteen smackers is embarrassingly shambolic.

If Acid had (say) added characters with different skills, new vehicles, tracks with brand new terrains or anything which added something different to the original it might have made this venture worthwhile. They haven't and it isn't.

### THE BOTTOM LINE

If you are unbeatable on the original and love the game dearly then you'll enjoy the fresh challenge of twelve new tracks. I'm not, I don't, I didn't.

35 PERCENT

# USM DATA DISKS

**Runs on:** A500, A600, A1200  
**Publisher:** Impressions  
**Price:** £10  
**Release:** Out now



**A**s with any footy game there seems little point in releasing update disks halfway through the season. Big money transfers have usually been surpassed, players have been ruled out for the rest of the season and certain players' form has altered sufficiently to render the updates worthless. Tsk.

It pleased me considerably, therefore, to see that this set of disks didn't just update player's names (there's an edit facility for that anyway) but also introduced the Italian league to *USM*. How it annoyed me, then, when I discovered no attempt had been made to capitalise on the latest addition. The graphics remain unchanged, the currency used in transfer deals is still pounds (and not, for instance, lire), the newspaper reports are in English and watching the dots which were Inter and Juventus play was hardly the cultured, entertaining football I'd expect from them. But perhaps I'm being secretly ironic. (Or just facetious. - Ed.)

### THE BOTTOM LINE

Exactly what they claim to be. Not essential stuff yet still worthy of release. Just.

58 PERCENT



# PD

Well, here's something you won't get in those flashy Next Gen console mags. A PD page. Stick that in your cart slots and smoke it. Oh yes, the Christmas Dunkirk spirit has well and truly gotten to Dave Golder.

## ALIEN FISH FINGER

17-Bit Software  
Shareware  
(registration £4)



I'm sure the title is hilariously funny. To the author. And perhaps a couple of his friends. Or maybe his mum. But call me an old traditionalist and lock me in a room with Stephen Fry if you must, but I always liked names that had something to do with the game. Then again, perhaps I never made it far enough into the game. Perhaps fish fingers do indeed become pivotal to the plot. Or perhaps it's all some huge pun about getting battered.

Because a lot of battering takes place in this nifty little platform shoot-'em-up number. The flip-screen action provides an air of nostalgia, but never gets in the way of the action as you wander around alien mines blasting everything that moves and picking up anything that doesn't. It's all pretty by-the-book stuff with few surprises, but it plays efficiently, provides a decent control mechanism and has a nice line in minimalist graphics.

Fun, but insubstantial.  
★★★



## ARGUS

17-Bit Software



Good grief. The last thing the world needs is a non-SEUCK game that looks exactly like a SEUCK game.

The only difference between this and the usual vertically-scrolling, shoot-'em-up tedium SEUCK has ever managed to produce is that you don't have to wait ten minutes for the game to realise you've died for the last time and dump you. Blockily-drawn Argus is tedious, repetitive and, quite frankly, a waste of time. ★

## ROCKHARDWILLY

17-Bit Software



No prizes for guessing what the star sprite looks like in this godawful game. Gosh my sides were a-splitting (I think it was the contents of my stomach trying to find a quicker exit).

So, having got over the dire central joke, what we have left is... um... pretty dire. A flip-screen platformer with the minimal amount of imagination either graphically or in terms of gameplay. You guide your phallic hero through a series of stultifyingly dull rooms collecting what look like ice-licolies (but I have a sneaking suspicion might be condoms) and avoiding various forms of death. Completely and unquestionably dreadful. And I refuse to do any nob gags because I'd drag myself down to the depths of this game. ★

## BOING '95

17-Bit Software

While playing these PD games I make notes as I go along, you may be unsurprised to hear. Most of the time these notes are enough to jog my memory, but not in

every case. Boing '95 is one of the exceptions. So, since I can't be bothered to load it up again - here are those notes in full. Make of them what you will.

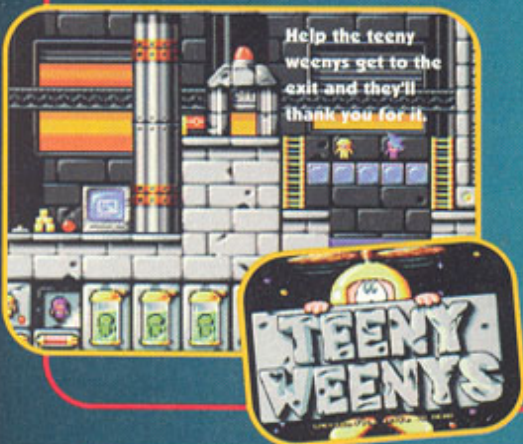
- Bouncy springy puzzly thing.
- Lots of sharp pointy bits.
- 10 levels (0-9) - chooseable... weird idea!
- Requires control skills but controls are good fortunately.
- Gets a bit silly by "Death Trap"
- Wind!!!
- Scribble, scribble,



- something unreadable.
  - A few graphical glitches.
  - (Well, it IS PD)
- ★★★



# TEENY WEEENYS



## 17-Bit Software Four-level demo

**B**ack in my day, when Jim Henson still did the voice of Kermit and Big Bird was a little egg, Sesame Street used to do a song about co-operation. Perhaps they still do. Haven't seen it in years. Honest. *(They do. - Ed.)*

Anyway, co-operation is the name of this game. (Its subtitle, at least.) It's an ingenious timed puzzler in which you have to get varying numbers of little spacemen to the exit. Each of



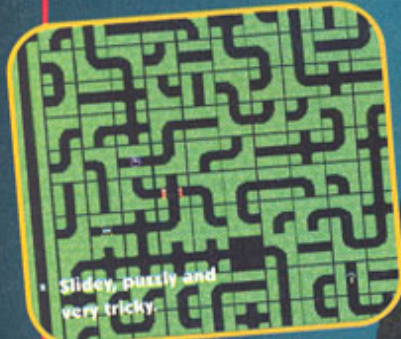
them will start the platform-and-death-trap-laden levels with a number of items – bombs, blocks, ladders – and more are available to be picked up, if you can help the little fellows to reach them.

The only way to get all your men to the exit is by getting them to help each other. And the solutions aren't always obvious. This is about logical thinking rather than joystick dexterity.

Helped by decent, responsive controls and polished graphics, these four sample levels should have a good few Amiga gamers parting with money for the full version.

★★★★

# MANIC MANOEUVRE



## Your Choice Licenceware

**C**all me thick if you like (I won't hear you – you don't know where I live) but I reckon this must be just about the most impossible PD puzzler I've ever come across. *(Me too. - Martin.)*

The concept is intriguing, sure enough – basically *Pipemania* meets one of those slidey puzzle games. You have to slide the blocks around to create a clear path from one corner of the playing area to the opposite one, before the truck at the bottom of the screen gets into gear and drives straight into a brick wall.

Now, I don't mean to whinge, but I would like some kind of learning curve. When I clicked on easy level I didn't expect about 40 blocks to contend with.

Nice idea. It's just a pity you need to be a genius to play it. The graphics are rubbish, too. ★★★

# WIPE OUT

## Your Choice Licenceware

**N**ow this is what PD should really be about. The game's no great shakes – an above viewed, parallax scrolling shoot-'em-up – but it plays well, looks good and IS TOTALLY FREE. No demo levels or dismantled features here.

Basically a sci-fi flying saucer attack type thing, the object of *Wipe Out* is to, er, wipe out all the other flying objects on each level. The

arenas often appear to be empty, but a radar helps you locate the enemy.

Controls are slightly weird, but after a while pursuing enemy UFOs quickly provides decent amounts of shoot-'em-up action.

While *Wipe Out* is slick, it's repetitive and doesn't stand up well to sustained bouts of play. Maybe a deluxe version could rectify the problem (he says hopefully). ★★★★★

# MANGLED FENDER ARMORED COMBAT EDITION

## 17-Bit Software

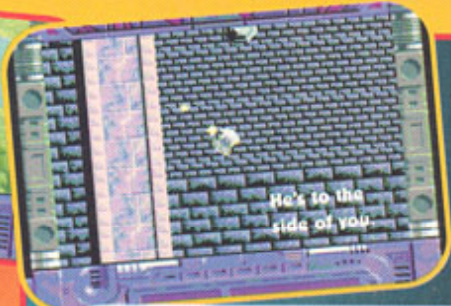
**M**angled *Fender – Armored (sic) Combat Edition* is one of those PD games that tries really hard. It looks great. It looks like something really special. You get this really good feeling about it. Right up until the moment when you actually start to play the thing.



For a start it's a simultaneous six-player arena game in which various tanks slug it out until only one is left (don't worry friendless people of the known world, because all or any of them can be computer-controlled). The selection screen lets you spend dosh on traction, missiles, extra speed and other things that make you think you're in for something good. And it takes almost as long as a Speccy tape game to load – there must be some serious software on that disk, you might think.

But no. It's more likely the author's just not a very economical programmer. Because the game is, ultimately, a bit feeble. The tiny screen area and ridiculous controls (you have to move in turns) make it a frustrating experience.

With friends it provides short-term, low level transient thrills. Against the computer – forget it. Shame really, especially as it's proper PD and you get the whole kit and kaboodle for free. ★★



## WHERE? HOW MUCH?

Reading like a telephone directory this month, here are those numbers: F1 Licenceware (01392) 493580, 17-Bit Software (01924) 366982, Online PD (01704) 834335 and Your Choice PD (0161) 811 8994.



# POINTS OF VIEW



**BREATHLESS**

**PINBALL PRELUDE**

**EXTREME RACING**

**AIRBUS 2**

**GLOOM DELUXE**

**SUPER FOUL EGG**

**AMIGA POWER**

**MARTIN AXFORD** Where's the football? ★★

A-ha ★★★★★

Dribble, tap ★

Kick, tap, kick ★★★★★

Goal! ★★★★★

Tap, tap, dribble

**JONATHAN NASH** I object ★★

I protest ★★★★★

I take umbrage ★

I object and protest ★★

I object to protesting ★★★★★

I resign

**CAM WINSTANLEY** Not as good as snowboarding ★★★★★

Neither was this ★★★★★

Last month, that is ★★

They didn't credit me ★★

Still, I went to Switzerland ★★★★★

They didn't. Ha ha

**STUART CAMPBELL** Lifeless ★★

I've played-it-less

Gameless ★

Visionless ★★

Victoryless ★★★★★

Futureless

**FRANÇOIS MITTERRAND** Bonjour, mes petits ★★★★★

Repêchez ★★★★★

Qui a coupé le fromage? ★★★★★

Je sais mort ★★★★★

"I am dead" ★★★★★

Aaargh!

## FOR THE THIRD MONTH RUNNING...

# NEXT MONTH

ON SALE 2ND FEBRUARY

We're going to stick our necks out and promise you a review of *Speris Legacy* in next month's **AMIGA POWER**. We might even have reviews of *Legends*, *Championship Manager 2* and *Primal Rage*. As promised in previous issues. *Slam Tilt* may also appear. Soon. But no promises, mind.



# COMPLETE CONTROL

Is elusive. Right now, my dominion over these tips is absolute. But after handing him my copy, Jonathan gleefully scrawls all over it in crayon. Yet complete control doesn't lie with Nash. Mr The Publisher can cut his income with a stroke of his expertly manicured hands. But he's also impotent, his actions governed by AP readers. Who send in these tips. So no one is in control. We're all going to die.

# THEME PARK A1200

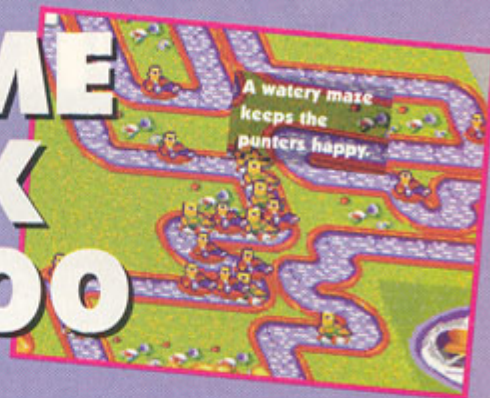
(Bullfrog)

Anthony Perryman (the Kentish man's Kentish man) has a whole Volvoful of special talents. My personal favourite is his uncanny ability to fit two fascinating tips on a single side of a tiny notepad, as he did with the *Skeleton Krew* missive and this diamond-encrusted Wunderhint for Bullfrog's fairground sim.



Come the final judgment, he shall surely be rewarded.

"Enter your nickname as MIKE and when playing the game press C for £100,000. Press I to see all the rides, Z to make all the rides available, and X to make all the facilities available as you might have guessed. Now have fun."



# ALIEN BREED 3D

(Team 17)

It's as if the Lord looked down from heaven one day, saw that the AP mailbox was descending into the realm of scarlet-daubed sin and in an attempt to chastise us opened the floodgates of paradise, sending out a plague of venomous *Alien Breed 3D* letters to cause great lamentation and gnashing of teeth of certain AP freelance tip compilers. Perhaps the best of these letters were from two elderly Glaswegians known only as Martin Booth and Jon Court, who slipped a full set of level codes into a ironed brown envelope and sent it skimming across the ever-efficient mail system. By placing IIIIIII (that's 8 "I"s, people) at the end of each of these level codes you'll simultaneously complete them and gain an impressive armoury of high-explosive devices.

KLLKFFFF IOMPBIEN OKOEACFP  
KPKOEPPPO PLKKMBOO FOICJPO  
CCAEMHPO PPKIKKPK DDKOGELL



JEKLGJLL FICOHOOF DFIEHOOK  
GBKMKFPK OOKOKMOP LKKOPCPP  
EPKELLLO

For a slightly different story, Glasgow's Scott Smyth announces: "By changing the last eight characters in the level code, you can define the amount of ammo. Typing Z each time (and ignoring their sinister morphing into Js) will equip all your TOOLS OF THE DEVIL with ammo. Except the shotgun. DAMNATION." (Oh, and we want the third set of maps by Monday, C. - Ed.)

# SKELETON KREW A1200

(Core)

You can say several things about the man Kentish folk know as Anthony Perryman. Some notice that his initials are identical to the world's premier games leaflet. Others notice his love of writing important words in capitals. A select few know of his beloved A1200, which he polishes daily to prevent dust smirching its smooth lines. But the assembled crowds of AP shall know him for tipping this questionably-talented blaster.

"Go to the character selection screen and type in I WOULD RATHER BE WATCHING FOREST. (Pah! - Martin.) Press SPACE. Choose your character. When the level has loaded, press escape to find yourself whisked away to the main menu. At the bottom it should say "Cheat Mode Active All." Now go down to 'option' and press right on your joystick. This will spring you into the level select menu, allowing you to twiddle. Once you've selected a level, go to



## 10 PAGES OF PREMIUM PLAYING TIPS START HERE

Alien Breed 3D .....44, 46-49  
Frontier.....53  
Indy and the Fate of Atlantis.....52  
James Pond.....45  
Monkey Island.....

Penguins.....45  
Skeleton ("C" - Ed)rew A1200 .....44  
Super Tennis Champs.....50-51  
Theme Park A1200.....44

# JAMES POND

(GBH)

With the hype surrounding Mr Bond's latest jaunt into the Technicolor world of cinema blasting our cerebral nodes from every direction, I feel sure that budget sales of this veteran pseudo-platformer will soar as it gets irresistibly dragged into the media whirlpool in a similar way to cobwebbed Beatles albums selling due to some old Lennon demo tape being

started up and pushed on the public. (Lennon wouldn't so much turn in his grave as rot at such a rate that, if properly harnessed,

could be used to bore a second Channel Tunnel). Anyway here's a wee tip from Stratford homeboy Harry Fox. Harry?

"Here's a nifty cheat I found when I was playing on *James Pond*. On the first level free all the lobsters, then go back to the home pipe, but don't enter it. Now swim to the green seaweedy bit to the left, and you'll be whisked away to level six. The more ambitious among you can do a similar thing by leaping out of the water and landing on the rock at the far left to get transported to level eleven." Blimey.



# PENGUINS

(Scott Hayne)

It's heartening to find a programmer brave enough to buy into the rock-and-roll outsider myth, standing proud on his code-mountain and spitting at corporate whores who'll prostitute their intangible dreams for a regular wage and a warm office. Scott Hayne didn't sell this rather fab puzzle/platformer/avian sim to a major house, risking it all instead to bring you the 82%-rated game directly for £7. I urge you to buy it from Scott at 29 Argyle Road, Weymouth, Dorset DL4 7LX. This has been a public service announcement. And these are some level codes. Which you're welcome to.

KATAGA	TAIAOA	RAEAMA
BAXAUA	TAQAQA	YAEANA
TAEAWA	IAWAMA	MANACA
UAYAEA	SAIAEA	UAEAMA
XAUAEA	BAUEEA	UAEANA
TACAIA	YAEANA	JARAUU
VAIAUA	JAFANA	NAEAOA
UAEAMA	JAEIUA	MAQAIA
UAEANA	IAEANA	BAEIUA
IAEAMA	EAUEEA	EAIACA
UARAEA	UAEAXA	BAXAOA
BAZAIA	UAWATA	PAEUAU
YAEAZA	UARANA	ZAYAWA
CAAADA	UAEAMA	IAZABA
ZAIAUA	YAZAMA	UATAMA
DAEANA	UATABA	YAYAEA
MAEALA	ZAMAWA	UAWAMA
YAWAMA	NAZUAU	BAZAMA
MANAUA	RAJAXA	HAGAGA
MACAZA	YAHAMA	

Use YCHMRM to get to level 60 with all eggs collected.



# WORMS

(Ocean/Team 17)

I may be wrong (there is, after all, a first time for everything), but the point of this column is to remove unwanted frustration from your gaming habits, metaphorically holding your hand while you go to the toilet at playschool. Usually it's a game blocking your progress which causes you to tear huge chunks of your hair out, but in Team 17's *Worms* a major cause of rage is the incessant nature of the squeaky samples. Hence the appearance of this slightly techy tip from Wales's Laurence Meynell, in which the cheeky Dyfed lad tells us how to pick and mix our samples:

(1) Get some decent weapon/explosion/expressions of surprise samples from a PD library



or something. (2) Use the Workbench utility Multiview to examine the sample files on the *Worms* disks. They're in a drawer called TWENGLISH on disk 2. Be sure to Show All Files. (3) Rename your samples to the Team 17 names. (4)

Copy across your samples, replacing the Team 17 ones.

It is important to only use samples Multiview can use, and samples which are longer than the original do tend to be out of synch with the graphics."

A little suggestion from me too: if you're going to experiment with your disks be sure you're using a back-up copy. This'll save tears later.



# DON'T FORGET

There's one thing I like to find in my mailbox, before I delve into my voluminous bowl of Wheaty flakes, and that's tips. Or money. If you can help me in either case, don't be shy. Send cheques to: Complete Control, AMIGA POWER, 30 Monmouth Street, BATH BA1 2BW. Or send me an ElectroJournal at [hs4kmo@bath.ac.uk](mailto:hs4kmo@bath.ac.uk)




# ALIEN BREED

Part Two

# 3D

## KEY TO MAPS:

- Blue lines – partitions or structures within room
- | or | Partitions or tunnels or drops from ledges
- Red bar on wall – switch
- Red block – lift or platform or teleport pad
- Black lines – solid walls on partitions
- A barrel
- ▲ A fire-jet
-  Stairwell, staircase
- B ...or other letter, door which opens with this letter key

MK – Medikit	SG – Shotgun
GL – Grenade Launcher	PG – Plasma Gun
RL – Rocket Launcher	CL – Pulse Rifle Gun
SA – Shotgun Ammo	PA – Plasma Gun Ammo
GA – Grenades	RA – Rockets
YP, GP, RP, BP – Yellow, Green, Blue, Red Pass	

(Where not written)

**Breeds named after characters in My (So-Called) Life? Lordy.**

## MORE GENERAL TIPS: Monsters

I trust you were all as disappointed as I when Comrade Nicholson daubed this *Doom* – but on the Amiga game's fearsome denizens with the names "Breed 1" and so on. I'll quickly paper over this questionable decision by naming them all after the delightful characters who populate the greatest cancelled drama ever, My (So-Called) Life.

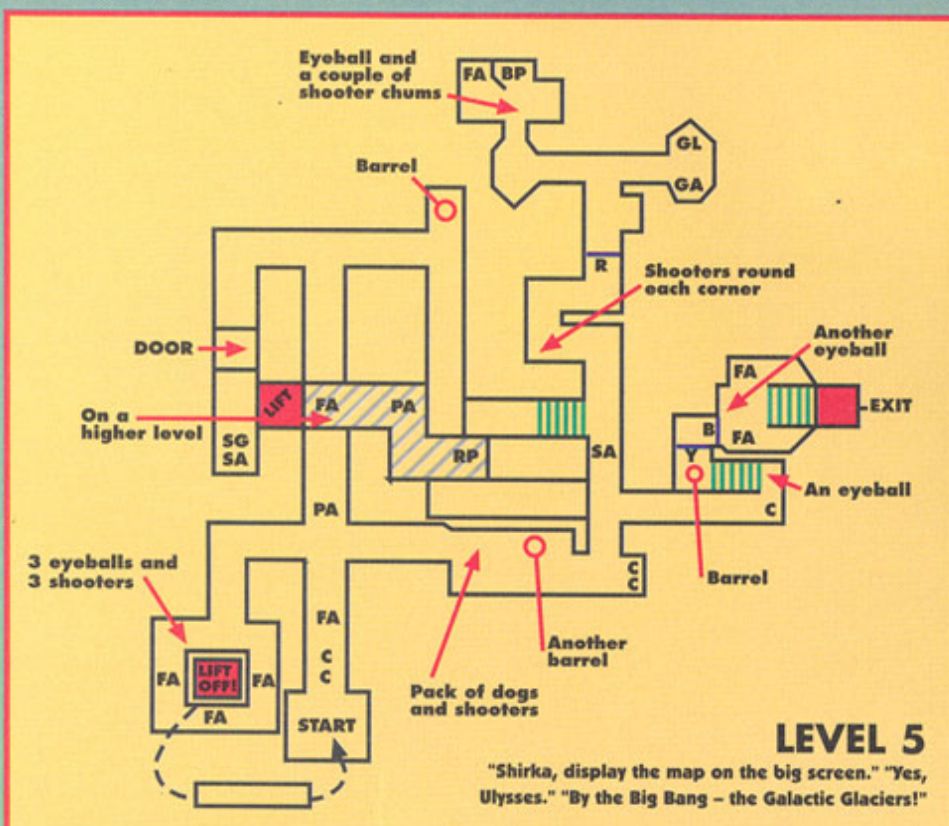
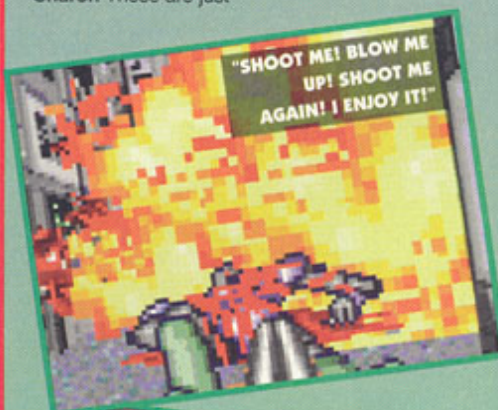
**Rayanne** These demon dogs were previously known as Breed 1. While not much of a danger, note that their attack pattern is a zig-zag run towards you, leading them to collide with the walls and stop for a vital second or two. This is the correct time to apply liberal firepower, remembering not to use the plasma gun as it shoots too high.

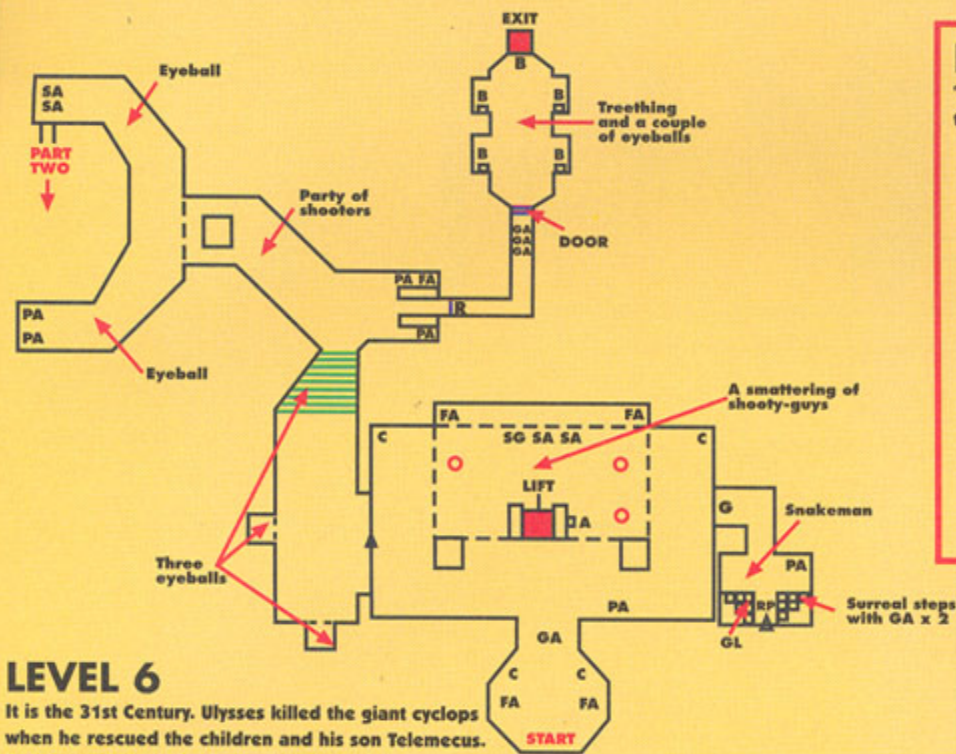
**Danielle and Ricky** The guards. These used to be Breed 2 and Breed 3 respectively. It is ill-considered to attempt to run past a hunting party of these, as they are much more manoeuvrable than the larger foes, and will blast you with ease.



**Brian Krakow** The flying eyeball monster previously known as Breed 4's fearsome presence can best be overcome with the appliance of plasma. Note that when they are flying it's ridiculously difficult to hit them with a grenade, as usually it'll overshoot. Avoid this faux pas by kneeling. **Jordan Noxious.** This is the only phrase to describe these snake-bodied slug-beasts. They tend to waddle about randomly, causing most of your shots to miss, only halting to loose a burst of incandescent plasma. It's best to avoid them, and easy to do so as they're lunkish and slow. If you want a fight, use the plasma gun at medium to long range, or ambush them with the shotgun.

**Sharon** These are just





## LEVEL 6

It is the 31st Century. Ulysses killed the giant cyclops when he rescued the children and his son Telemecus. But the ancient gods of Olympus are angry.

glorified, mucous-daubed tree stumps, who nature has allowed to shoot off tiny flying eyeballs. It's actually the eyeballs which are more deadly, so be sure to shoot them before they strafe you with vitriolic bodily fluids. A single shotgun blast or a couple of pulse rounds should deter them. Plasma blasts are ineffective as the eyeballs are such a small target, so save the plasma gun for the stumps themselves. Also a few direct rocket hits can be useful.

**Graham** These humanoid creatures appear dressed in a sartorially elegant red uniform which I, for one, feel will be swinging down Paris catwalks this coming summer. Until then remove their presence with a brace of shotgun blasts.

**Patty** This is the experimental weapon on Level 8. She's viciously nippy, charging over to you and loosing a spread of grenades like she hadn't a care in the world. A ludicrous number of rockets are required to destroy her, a task not made any easier by having to use hit-and-run tactics. Exploit her Achilles' Heels of stupidity and a Dalek-like inability to climb stairs.

### Moving

**Kneeling** By dirtying the knees of your combat trousers you'll reduce the range of your grenade launcher, increasing its effectiveness in the more intimate situations.

**'Taking' Corners** Don't blunder about like an unemployed ac-TOR in a Donald Duck suit. Sidestep out from a corner to scan for hostiles before advancing. Heed the advice of Dave Prowse, TV's Green Cross Man, and look both ways before crossing T-junctions. I'll be advising you to 'take' many corners, so practise until you're pleasingly perfect.

## LEVEL 5: SYSTEM PURGE

Level Code:  
**HJCCIAOLNHHHPLGN**

You instantly get ambushed by a Danielle, so start the level with a shotgun in hand by pressing 2 on the plot screen. Hold your position for a while and a couple of hidden barrels of Danielles will be waiting

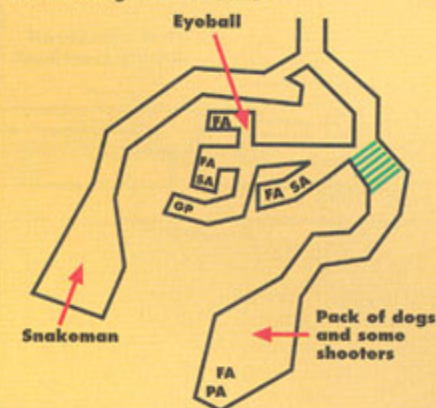
your sights. Discipline them and jog down to the T-Junction, 'take' it, head left and go up in the lift. Across the second bridge you'll spy the Red Pass, but before you grab it, face left, kneel down and sidestep onto the bridge. Blast the barrel and, before the explosion fades, return to cover. Get the key, head back and jump off the bridge in front of the lift.

Perambulate to the corridor where the barrel was and charge down it, shooting the Danielle at the top of the first junction. There's a Krakow at the end who's blocked by the bridge and is easily lured into the passageway. Plasma him and go back to the first turning. Go along, 'take' the T-junction and go left. Ascend the staircase, blasting the Danielles beyond each corner. Go through the Red Door, kill the Danielles and Rickys, and the floating Krakow. The game usually crashes around now unless you've entered the room and hugged the left-hand wall, only turning right at the far end. So do so. Snatch the Blue Key and return to the T-junction, going right.

The next major challenge is the where the corridor drops into a Krakow-packed room. Don't bother with these, but stay up top and pick off the Danielles. When the floor's clear, jump down, slam into the central column and press space. While the column descends, run round it and get the health bonuses. When the teleporter is visible, step upon it. Pick up the Yellow key and skip onto the other transporter. You'll find yourself back at the level's start. Head towards the exit (being wary of the new set

## LEVEL 6 PART 2

"Mortals! You defy the gods? I sentence you to travel among unknown stars."



of Danielles who have appeared), explode the barrels, open the Blue and Yellow doors, liquify the Krakow and exit.

## LEVEL 6: THE MINES

Level Code:  
**PEICMPPBONNFFFF**

Stay up top and use the shotgun to blow up the barrels. Head to the lift, kneel down and crawl into it. Activate the lift but jump out so it descends without you. Now jump down and kill the Danielles. Open the large door on the left of the chamber with the button. Get the health bonuses on the ledge by running towards the thinnest part so you'll clear the gap.

There are three Krakows in the room who usually mill around but occasionally stick together. Use the low doorways as cover, or race through blasting them with the plasma gun. Whatever, make sure you're using the plasma gun before you drop into the half-circle gully beyond. Run left, underneath the Krakow. Grab the plasma ammo from the dead end, spin on the spot and kill the following monster. Work your way round to the doorway, being wary of the second Krakow.

In the sewer, be careful to 'take' all the corners as there are Danielles swaggering everywhere. Go left, then right, then left at the crossroads for the green key. (The other paths lead to ammo and bonuses if you need them.) Return to the sewer entrance and go right. Run past the Jordan and hurl your sludge-encrusted body into the teleporter. Stop instantly, because you appear on a ledge.

Spring back to the green door and go through it. Kill the Jordan and get the passcard by climbing onto the side ramps and jumping off behind most

Stand like a tree and become fit.







**Dosi-dos, marriage and tennis doubles. Three things for which a partner is a prerequisite. Well, almost.**

# SUPER CHA

**F**ifty-four identical rectangular wooden blocks never struck me as a very good idea for a game. But Jenga™ is exactly that and because it's not a game I'd ever consider buying for myself, I bought it for my family instead. And then spent my entire Christmas holiday playing it. Good-o.

For the Jenga™ virgins among you the objective of the game is to take it in turns to remove one wooden block from a tower – stacked eighteen stories high, each level consisting of three blocks – before replacing it on top of the increasingly wobbly monument. The winner is the last person to successfully remove and replace a block. The number of players rather depends on how many people you can fit around a table without one of them prematurely knocking the tower over by sneezing, jogging the table leg or fingering the tower heavy-handedly at length as though it were a bomb. (*Who? What? – Ed.*)

There are only four members of the Axford clan who are eligible to play Jenga™ (Douglas the cat being the fifth) and my Mum didn't want to. Which left me, my brother Nick and my Dad. Only I AM KING JENGA and so it was between the others as to who would lose. But my Dad only played once (and lost), so it was always Nick. Heh-heh.

As with any lengthy and irrelevant introductions, there is usually a point which I rock towards, so tenuous link fans can now relax as I reach one in all its sumptuousness. Playing Jenga™ on your own isn't much fun. Tennis is likewise. So grab some unassuming friends as I act out the part of Saint Peter and lend you my keys for you to unlock the golden gates and enter the heavenly abode of doubles tennis tippery.

## TAKE YOUR PARDNER BY THE HAND

Actually, if you have no unassuming friends to grab, rejoice. Instead of being an inadequate and pathetic soul you are afforded the privilege of being

able to read these doubles tips in the comforting knowledge that they are for your eyes only. And your computer doubles partner. Where would be the logic in providing tips for those of you who are fortunate enough to be able to utilise the FOUR-PLAYER MODE OF CHAMPIONS? Exactly. There wouldn't. So only read on if you while away your hours playing doubles alone.

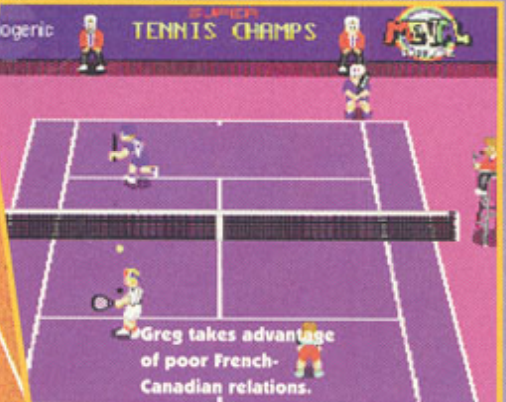
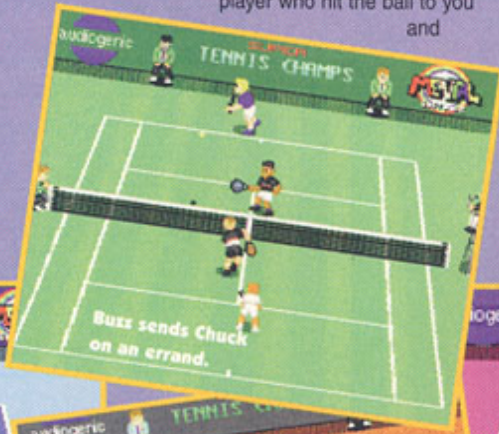
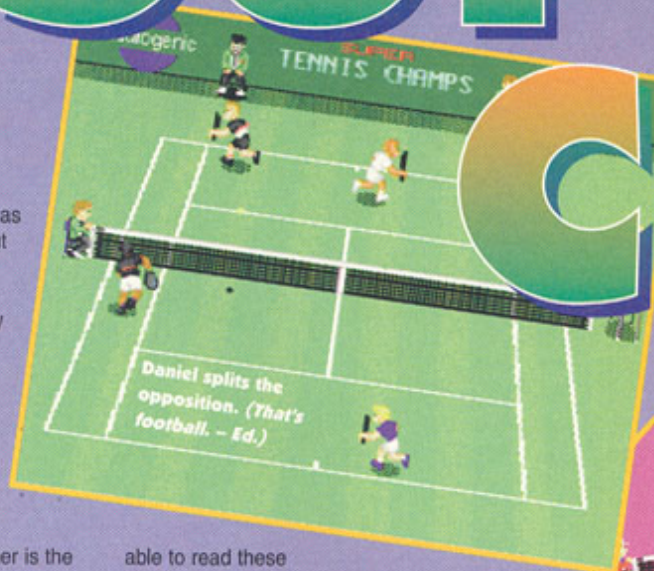
Once you've served, the ball is often returned to the feet of your computer friend which usually guarantees something approaching a rally. (All doubles partners are proficient so if you do lose then the finger of blame should be pointed firmly at your own chest. And blaming a computer player seems a tad feeble anyway, don't you think?) Then the ball tends to zoom back down the line before it's thwapped cross-court to your own good self. The chances are that your goofy opponents are still in their original positions and that neither of them are right at the net. Use a topspin return to the player who hit the ball to you and

then hover mid-court. Always keep an eye on the whereabouts of your partner, remaining on the side of the court which he or she isn't covering, and never commit yourself to the net. The lob is a common feature of the doubles game. You've been warned.

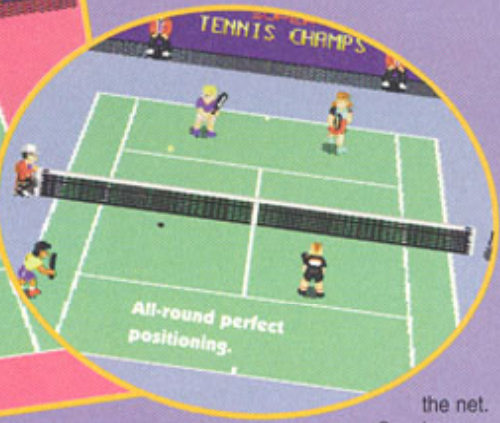
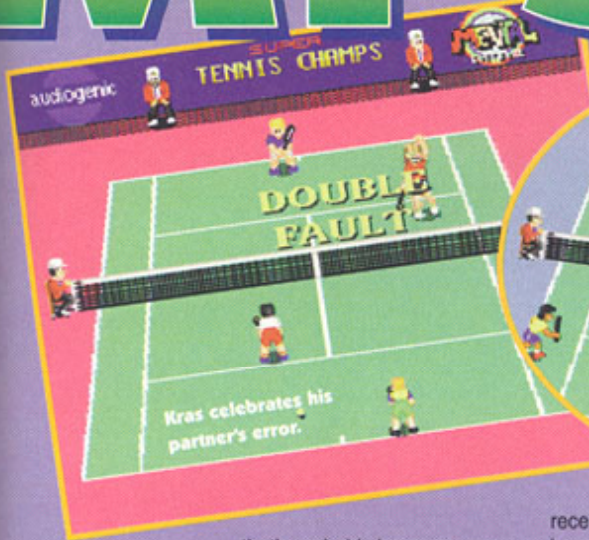
You'll discover your partner has an overriding obsession with the ball, relentlessly chasing in a manner similar to that of a member of our dear Royal Family pursuing some ugly old trog. Frequently nipping across and trying to take your shot for you is his way of telling you just how crap you are. When this happens it leaves one area of the court free allowing your opponents to take advantage of the vast acres of space. So cover it.

## YOUR LAWFUL WEDDED WIFE

Successful doubles players are usually those with vast experience. Pam Shriver, for example, was knocking around the professional tennis circuit for yonks picking up all sorts of doubles titles. Though



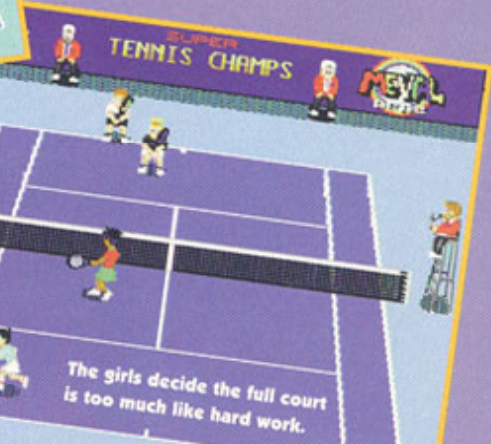
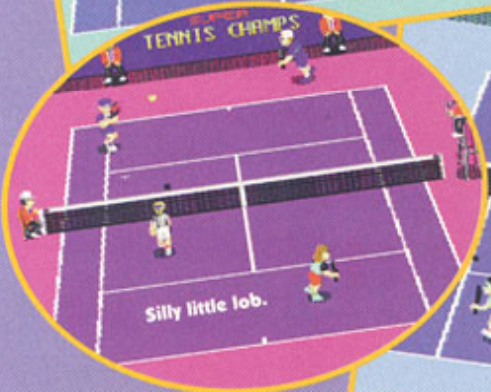
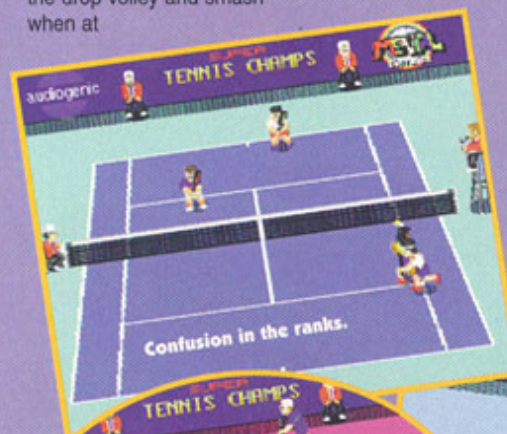
# TENNIS CHAMPS



that's probably because, erm, her partner was Martina Navratilova. Erk. Recognising a bad example when I've written one, here's another: Martina Navratilova. Not only did she have vast experience, she also had a solid repertoire of shots. In the singles game there is a tendency to rely heavily on the topspin shot and its direction. Playing doubles requires much more skill and so you'll need to utilise the full range of shots. The lob is particularly useful in doubles, along with the drop volley and smash when at

receiving the serve, direct a lob back over your net-bound opponent. There, an easy point. If you find yourself at the net with the ball coming straight at you smash it, quite obviously, away from your opponents. Another easy point. (Smash directly at your opponents and the ball is guaranteed to return with twice the ferocity.) Should you be accompanied at the net by the three other players, swing the racquet furiously in an attempt to win a rather more tricky, and entirely luck-dependent, point. And don't wimp out by retreating to the baseline because, zwoosh, the ball will pass you with unerring accuracy before you have the chance to so much as say fluff. Flu. Bless you.

So there you have it. A comprehensive, yet seemingly ironic, guide to playing tennis doubles alone. Now go and do yourself a favour - treat yourself to an adaptor and some human friends and experience *Super Tennis Champs* the way it's meant to be played in the FOUR-PLAYER MODE OF CHAMPIONS. It's better than country-dancing.  
 ● MARTIN AXFORD

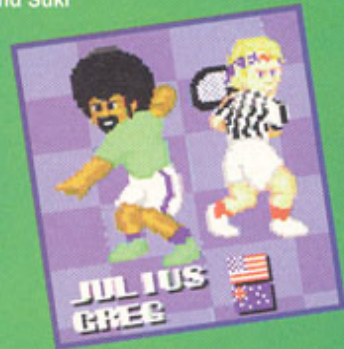


## THE GOOD, THE BAD AND THE PLAIN CRAP

After many painstaking days of lengthy and thorough research, here is AMIGA POWER's definitive guide to those doubles partnerships on *Super Tennis Champs* which you are advised to select, to avoid or to ignore beyond all reasonable doubt.

### GOOD DOUBLES PARTNERSHIPS

- Julius and Greg
- Helga and Jody
- Stan and Mac
- Daniel and Chuck
- Fran and Suki



### PARTNERSHIPS WHICH SHOULD BE GOOD BUT AREN'T

- Sonja and Grace
- Henri and Synex
- Buzz and Ayrton
- Gabby and Marie
- Roger and Carlos



### BAD PARTNERSHIPS

- Doogie



# INEBRIATED?

Then you need...

## THE LAST RESORT

with C-Monster



In a bid to free your constipated gaming skills from their frustrated bowels, C-Monster pretends he's a doctor and prescribes your fibre.

## LOOSE ENDS

**XENOPHOBIC SPECIAL! MORE FOREIGNERS THAN USUAL. SEND YOUR "COMING OVER HERE STEALING OUR JOBS AND TAKING OVER OUR HINTS COLUMN" LETTERS TO ANYBODY BUT US.**

**Q** "In ISHAR 2, I'm on the verge of going mad trying to find the magic shield to protect me from the fire-breathing creature on the last island. I know it's somewhere on the tree island, but where? Answer me or SUFFER THE WRATH of the rubber chicken."

**Kotrine Myra and Berta (the rubber chicken), Norway**

**Q** "I'm really stuck in EYE OF THE BEHOLDER 2. I have the four horns and I passed the test, so all my characters' first hands have a cross on them. Then I went to the cleric's private chambers which are on the first floor. I'm unable to open the door there. The shape of the lock appears only once on that level and it's round. Where is the key? There is also a green shield I can't pass. When I click on it, the computer pronounces that "the shield protects what lies beyond." How do I open it? Can anyone help me? I shall be grateful for your help."

**Xavier Lawrence, Switzerland**

**Q** "Does anyone know any good combinations for any of the characters in that rather good beat-'em-up SHADOW FIGHTER?"

**Antibiotic Lawrence, Switzerland**

**Q** "I am totally stuck on EYE OF THE BEHOLDER 2. Please could you tell me the answer to the riddle that goes "items born of greed, are what I need, one for each

year, and one less to fear." What is the item needed and where can I find it?" (*I believe it's coins, though I'm probably wrong. - CM.*)

**Ed Tobin, Derby**

**Q** "I can't work out how to save JETSTRIKE A1200 to disk, as the AGA version does not use the password system that was in the original. I can't trace Rasputin Software or find a phone number for them."

**Mark Hibbit, Surrey**

**Q** "I've summoned the Demon and broken the curse of Middeldorf in LEGENDS OF VALOUR, and only need to find our beloved king. But I can't. Help!"

**Tim Burgess, Manchester (Though he's probably just some kind of charlatan. - CM.)**

**Q** "Someone help me on SUPERFROG. My progress has been firmly halted in space - world 6, level 4. The first three doors are easy to open, but the switch for door four refuses to go green, and I can't even find the final door. Am I supposed to find a secret passage or what?"

**Steve Ryatt, Middlesex**

**Q** "In SPELLBOUND DIZZY I don't know how to get past the spare ore crusher, the dark room (where you're gobbled) or the machine at the top of the windy shaft. Is there anybody who can shed some light on the matter?"

**Andrew Sears, Reading**

This brace of pages works in a similar way to a young traveller visiting a wizened Zen master. You arrive, full of questions about the world in which you find yourself stranded, and put forward a tentative query. I smile serenely, realise I haven't the faintest clue, then run into my meditative cave to contemplate the problem.

Contemplation is another word for leafing through faded journals and contacting fellow elders. Sooner or later an answer is found and we all leave happy. Except I leave with more money. Heh-heh.

### INDIANA JONES AND THE FATE OF ATLANTIS

**Q** "I have managed to get into the Atlantean maze, have used the statue head with the lava fountain and squashed the guard with the sentry statue. I have collected the eel sculpture, but have no Orichalcum to use in it."

**Chris Armstrong**

**A** Use the bread with the cold cuts to make a sandwich. This acts as an ideal bait for the rib cage, which should be placed in the crab room. This should catch you a crab. Now return to the lava room, where you should use the cup with the pedestal and the statue's head with the plaque (as, indeed, you have). Take the cup of lava you collect back to the machine room, fit the bronze spoked wheel to the front of the machine, pour the lava down the funnel and prepare to accept the deluge of Orichalcum beads. I suggest that you now remove the wheel and take a stroll to the sentry room. Upon arrival place one bead in the fish's head, a second in the eel sculpture and a third in the statue's mouth. Break on through to

## JUNGLE STRIKE

**Q** "About a week ago I purchased *Jungle Strike*. After shooting, hovering and blowing things up until level five I have come to a complete halt. The mission is too ("Rigger-dig-digging" - CM) hard. Please could you give me the passcode to get to campaign six."

**Chris Troy, Northampton**

**A** Tapping out a the code 'WSDVNHCF3VF' to the rhythm of a Swedish Bossa Nova should open the dread portal of the Snow Fortress.

## MONKEY ISLAND 2

**Q** "In the antique shop on Booty Island I appear to have clicked on something and the bod at the counter said it was a (I forget now) Century map. He said I could have the map if I found him the figurehead to the Mad Monkey. The book *Great Disasters of Our Century* (from the Liberia) claims it sunk at 39°N, 87°W. These co-ordinates are on the map, but Captain Dread won't sail there as it's in the forbidden (Insert random shape here)."

**Neil Thomas, Northants**

**A** You need to hire that delightful Captain Kate's treasure hunting vessel (on Booty Island). Alas, the mercenary chappy demands a hefty payment for the privilege. You'll need to win the spitting contest on Booty to put up the cash. First set sail for Scabb Island, where you should purchase a yellow and a blue drink, then mix them. Yet again cast yourself into the waves and return to the sunny shores of Booty. Fire the cannon, then wander off to the contest. While the charming host is away cheat blatantly by picking up the flags. (Note that the crowd stand immobile whilst you perform this dastardly crime. Whatever happened to civic duty, eh?) Use your straw to drink a little of your bilious emerald cocktail, making your saliva nice and thick. Now swiftly enter the competition, and time the expulsion of your mucus-gobbet so it coincides with the wind blowing down the course. This is easily judged by the brisk flagging of scarf attached to the statuesque woman in the hat. If performed correctly you should win the prize, which is just enough to charter Kate's craft. Phew. Do so and set sail to the Mad Monkey's co-ordinates.

Upon arrival dive into the icy abyss and spend a few minutes marvelling at an aquatic animated extravaganza. Soon you'll hit the seabed, where you should stroll to the figurehead and wrest it free. Now go over to the anchor and give it a swift pull. Your enlisted seaswoman should help you up. Head back to Booty and deliver the figurehead to the shopkeeper. A map piece is yours.

## MORE MONKEY ISLAND 2

**Q** "I have blasted away the cement on the big X and have fallen to the bottom. It's pitch black and there are only broken bits of treasure to ehlp me. Can you help me to get out?"

**Michael Hastings, Nottingham**

**A** Surely, young fella. Move your cursor slowly around the room, imagining you're a particularly fragile old lady to create the correct aura of trepidity, until you register the light switch. I feel sure that even the odour-wreathed child who shared your formative years will be able to work out what your next step should be.

## CANNON FODDER 2

**Q** "I'm thirty-two years old, an avid gameplayer and I need the level codes to *Cannon Fodder* 2. It's one of the best games ever, but I can never get further than Mission 5. This is a real cry for help. Please find it in your heart to help me."

**Mark Hazell**

# CASES CLOSED

EINSTEIN. DARWIN. GALILEO. THIS LOT, TOGETHER THEY ARE GREATEST MINDS IN MANKIND'S BLOODY HISTORY. WE'RE REALLY NOT WORTHY.

## NIPPON SAFES INC

**Q** Cleveland's Chris Stanton destroyed a sign which led him to question where to place the fragments. Trust Alex Smyth to whip up a trifle of Zen advice for his consumption.

**A** "He'd just ripped up a sign and was wondering where to stick it. Well, don't. Go to the left of the prison (where the fast food joint is) and use the sign to flag down a car (there's no need for cardboard and lipstick). The car will then take you into the city, where the game proper will begin."

**Alex Smyth, Sheffield**

## FRONTIER

**Q** Experts in physics claim that outer space is a vacuum, preventing sound from travelling. We must wonder how Intergalactic Tip-Missionary Alex Smyth heard Nick Williams' cry for help. He was having trouble with contract killings, as his employers were "very disappointed" with his work. This is something I can empathise with.

**A** "Your employers are very disappointed for one of two reasons:

1) You killed the wrong person. Make sure that you are topping off the right chap. Always check the ship's registration number with the one in the mission description. Also, don't hang around the space dock for too long waiting for your target to come out, because he may realise he's in danger and decide to stay at home or leave early. Try to get there no more than a day before your target is due to leave. Sometimes he'll try to flee as soon as you arrive, so keep an eye on those registration numbers. If you have the bugged version of *Frontier*, your target may not turn up, or even exist. But that just makes me laugh. It's best to follow your target into hyperspace (use your hyperspace cloud analyser to find their destination) then kill

them mercilessly. If you do it near a base you'll receive a criminal record and the cops will do their 'serve and protect' bit all over your face.

2) You didn't get back in time. This is the same with all missions. If you don't get back in time you won't be paid and you'll fail the mission. Use your noggin loaf and check to see if you'll have enough time BEFORE you accept the mission."

**Alex Smyth, Sheffield**

## ISHAR 2

**Q** It seems that AP's only Saudi reader, Labib Abu Ghazleh, is especially popular with AP's assorted hordes as a letter arrived for him this month from Kotrine Myra and her rubber chicken, Berta (both of Norway), offering an alternative solution to his dilemma than the one provided by Craig Hesmondhalgh last issue. Next issue we can expect a poll on who is right.

**Q** "You have to find the key to the town hall, and to do this you must travel to the tree island. Go to the extreme north-west and talk to the dying girl. She'll give you the key, but you'll have to hurry back to Zack's Island. Go to the town hall and use the key in the door, pick up the idol and return it to the monk."

**Kotrine Myra and Berta (the rubber chicken), Norway**

I received but two Choristers cards this year, so it was only your gaily coloured letters that kept my spirits up as I stumbled around my snowy hollow, my tears crystallising into ice-kissed diamonds as I realised I would have to gather slightly less wood to heat my hovel. Send me your letters. Heat my heart, while also heating my hearth.

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

or send a DigitalEmotionCapsule to my wonderfully private address [bs4kma@bath.ac.uk](mailto:bs4kma@bath.ac.uk)

# DO THE write thing

**Aren't letters brilliant? Don't you think the way you can get a friend at the other end of the country to read a bit of paper with your writing on the next day is brilliant? Brill.**

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

### **"I HAVE NAMED HER BOB"**

Dear AP,  
I now have a new hamster. She is a smoked pearl and is a month old. I have named her Bob in memory of the greatest rodent celebrity the world has ever produced. It's what Sparky would have wanted. RIP Sparky. RIP Bob. Hello new Bob. Incidentally, Bob has the sex drive of a rodent nymphomaniac. Her needs are deserving of gratification. Any desperate male hamsters should contact the unfeasibly attractive and increasingly large Bob through the hallowed pages of AP.  
From,  
**David Whitley, Loughborough**

*We feel strangely squalid.*

### **"WHAT ABOUT THE RABBIT"**

Dear AMIGA POWER,  
On the cover of AP57, why is the Zeewolf helicopter in space? Surely everyone knows that such a craft would be all but useless outside the Earth's atmosphere? And what about the rabbit? Wouldn't it asphyxiate? And why's it tied to a rocket? What's it done? What's it doing there anyway? There aren't any in the game, are they?  
Oh, I've cut myself. Oh.

Yours confused,  
**Craig Hesmondhalgh, Blackpool**

*It's a wolf. Obviously.*

### **"MALICIOUS FABRICATIONS THAT FORMS HIS PLAYING"**

Dear Do,  
Arrrrrrgggggh! You're not going to believe this. I was in town on Saturday (I expect you believe that bit incidentally. The whole thing falls apart otherwise), and I walked into what was formerly Games Zone, but has now been given the pleasantly awful name Electronics Boutique.

I cast my eyes across the book selection - by the way, if you wish to sell a PC book, just be as insulting as possible; paraphrase the standard manual but call it Windows For Bumbling Panicky Ham-Fisted Tiny-Attention-Spanned Easily Confused Retards - and what did I see? The Cannon Fodder Playing Guide by Cam Winstanley, 2nd, that's right, SECOND! edition. Suddenly the room seemed to empty of air, my eyes rolled and my legs gave way beneath me. I would have probably hurt myself quite badly, but luckily I fell upon a small child.

Now my recollection of the original trial was that the judge - despite the two million signatures which I handed over to him calling for the rope - gave Winstanley a suspended sentence on the condition that he underwent therapy. "Camomile Winstanley, you sick freak," I recall him saying, "Dr Grimes assures me that with counselling, group work, sleep-deprivation and high dose of untested drugs, you may become, if not a useful, then at least not such a malevolently diseased member of society. I trust him. Because we went to the same school. But, let me say, if I should ever see you on your own and have access to a car jack..." (Three ushers had to restrain the Right Hon McGill at this point.)

Yet now it appears that Winstanley has not only failed to comply with the order to hunt down and destroy all remaining copies of the collection of malicious fabrications that forms his playing guide, but he's actually PRODUCED A SECOND EDITION.

I beg you, kill him.  
Yours, frankly astounded,  
**F Astounded, Wolverhampton**

### **"I PERFORMED FAIRLY WELL"**

Dear AP,  
I thought "Bugger it, I'm not sitting here for another half an hour." I am of course referring to the initiation ceremony involved in getting on to Futurenet, which I performed fairly well until the thing told me to wait "a few moments". Half an hour later, slightly bedraggled and bloody well bored, I thought "Bugger it, I'm not sitting here for another half an hour" and stopped the thing. Hence me writing to you. By the way I have never to this day received a whiff of my Cannon Fodder 2 prize, 'won' over two years ago by my efforts in the 'design a level competition'. It's a shame, really. I may e-mail you again soon (hurrah!) but, probably not (unrestrained hurrah).

**Daniel Bolger**  
[daniel@colouruk.demon.co.uk](mailto:daniel@colouruk.demon.co.uk)

*Remember, kids, just say no to grimly sinister Futurenet registration pages with the username 'amigapower' and the password 'amigapower.'*

### **"YOU'VE NEVER PUT A BIG V"**

I was sorting my AP back issues today, and now the spines read GAME OVER. Well, not really,

it's more like GAME OER. Still, creepy, eh?  
**Paul Freitag, US Amiga Owner #12**  
[vidgeek@earth.execpc.com](mailto:vidgeek@earth.execpc.com)

*We were originally planning to spell out AMIGA AAARGHH on the spines. But that, of course, would have required knowing we were losing the spine more than, for example, three days before it happened.*

### **"A PENSIONER I AM"**

Dear Sir,  
I am writing to express my deep concerns over your mailbag and especially your replies to people's missives. When readers submit letters to you, as I did, the last thing which they want is to be made fun of.

That's exactly what you did last issue with the name at the end of my letter. I felt that I made some valuable and constructive comments, it's just a pity that you didn't think so.

You must understand that as a pensioner I am not one of your younger readers and do not wish to be treated as such. I'm certainly not some snotty-nosed teenager computer freak who spends every hour God sends in front of the computer screen, as some of your regular readers seem to be, so a bit more respect would be nice.

Your responses are not of the sensible and mature variety which I have come to expect - nay, demand - from a Europress Publication. (*Good God and all the angels in heaven. - Ed.*) Perhaps it is time you grew up a little and took your responsibilities more seriously, instead of turning the letters page of each issue of AP into a farce. Yes I want entertaining and informative replies, but certainly not the "we are mightier than thou" responses which you seem to have adopted.

I hope you'll change your attitude in future as I'm seriously contemplating not buying AP any more if the improvements aren't met.  
Yours faithfully,  
**Chris Burley, Sheffield**

*Then don't write using JUST AN INITIAL. You idiot.*

### **"LEAVE IT OUTSIDE IN YOUR GARDEN"**

Dear AMIGA POWER,  
Here's a handy tip for all those greedmeisters out there who crave a magazine with bulging pages.  
1) Purchase one AMIGA POWER priced ("£4.50" - Ed) from any respectable newsagent.



# DO THE write thing

# SCIENTIFIC EVALUATION winner

temperature of -2° celsius.

3) By the morning your magazine should have grown by four times its original size.

4) Take your AMIGA POWER with improved proportions and brag to your friends with the knowledge of a job well done.

You'll need a chisel to prise open the iced pages, but hey, who's being fussy? Morons.

Chris "Lankmeister" Luke, Exeter

If the weather turns mild, the icebox in your fridge will do the trick.

## "WHY NO A500 COVERDISK GAMES?"

To AP,  
Why no A500 coverdisk games?  
The Brewery of Ruislip

## "ALWAYS BEMOAN THE INCLUSION"

Dear AP,  
When I bought my A1200, the main reason that I paid nearly £300 for it was the fact that it contained the AGA chipset that allowed me to play games with greater graphics than the limited A500 and A600. While I sympathise with the people who do not own A1200 machines (Dominic Miller of AP56, for example), I cannot understand why they always bemoan the inclusion of A1200 demos on the cover of your magazine. If I'd wanted to play games with limited graphic capabilities, I would have bought a second-hand A500 and saved a lot of money, wouldn't I?

Sod Dominic Miller and his regressive outlook - I bet he has a haircut like the blonde woman out of ABBA.

Yours,  
Robert Maxwell's Swimming Instructor,  
Long Eaton

We don't exclude A500 owners deliberately ("We're bound by what software houses are writing for" - Everyone in the world), but we're not proud of (for example) the only game on AP56's coverdisks A600 owners could play being Plorrrds. REST ASSURED that POLICIES HAVE BEEN IMPLEMENTED. Witness our sincerity in this month's (excitingly splendid) coverdisks working on everything.

## "FOR MY BOYS"

Dear AP,  
I hope you can help me. In AP55 the PD game, Sinister Theme Park, mentioned

## "COMPARED TO THE 19TH CENTURY"

Dear AMIGA POWER,  
It has come to my attention that many of the local fish in the water spanning the south coast of Britain have had a substantial decrease in their overall length compared to the 19th century average. This could be caused by a variety of reasons, none of which I know. However, I thought you might. Do you?

Adam Prindmore  
asp195@soton.ac.uk

Prolonged bouts of post-war commercial overfishing, increased waste dumping at sea and

offshore gravel dredging of spawning sites have conspired to reduce both the number and quality of the breeding stock. It's interesting you mention the 19th century, for there are parallels in that era's big game hunting: all the largest Alpha males were shot for their tusks, fur, horns, etc, resulting in the lesser males breeding and producing smaller offspring. Perhaps another contributing factor is the widespread use of the contraceptive pill resulting in such a massive release of oestrogen-rich sewage into the harbour that all marine life has also stopped producing young, as has happened in New York Harbour. Basically, it's mankind messing things up. As usual.

I have been writing to 17-Bit Software but they don't know the game. During the daytime I am not able to phone England because I am at work. Do you have the name and address of the software company I can write to to get the game. What's the price? I want to buy it for my boys. Thank you for a very good magazine.  
Yours Sincerely,  
Bent Neilsen, Denmark

17-Bit Software? Didn't Team 17 spin off from them? YOU SEE? YOU SEE THE CONNECTION?

## "INHABITANTS OF THE FRUIT BOWL"

Dear AP,  
I thought it should be brought to the attention of the AP readership that a certain home shopping catalogue is currently circulating throughout the postboxes of Britain, trying to persuade people to give money to the National Kidney

Research Appeal. While this is undoubtedly a worthwhile cause, they are unlikely to receive any support as the pages of their booklet are littered with utterly shameful tat.

Included within the range of delightful items you can purchase are the Smooth Guy Ironing Board Cover, which miraculously transforms the mundane job of ironing into a world of fun and hilarity, the Portable Loo for those times when you just can't wait and the ingenious Banana Tree which helps you keep those overripe bananas safely away from the other inhabitants of the fruit bowl. Curiously, however, the notion of simply placing the bananas in a separate dish seems

Puncture kit not included.

**Your Own Portable Loo!**

Heavens.

Never be caught out again! This portable urinal is 10" long and made of unbreakable polyurethane with spill-proof cap and feminine adaptor. A must for the elderly or bedridden and children on long trips. Great for busters, campers and travellers. Always keep one in your car. For male or female - young or old.

Portable Urinal 2 For 21134 £5.95 £9.95

not to have occurred to the manufacturers, who insist that it is "not a gimmick."

These supremely useful items are accompanied by a charming new cartoon character, who has presumably been created to provide a cheery mascot for the charity. Going by the name of Sidney the Kidney, this lovable little creature consists of a human kidney with arms, legs and a permanently smiling face and is quite the most macabre thing you are ever likely to see. Coming soon in this series are Bart the Heart, Tarquin the

Talkative Tumour and Nigel the Pancreas that Never Shuts Up. Good grief.  
Yours,  
Matthew Smith, Somerset

Has anyone received sample packets of Sunsweet Prunes through their letterbox? They're relaunching prunes. We kid you not.

**Ingenious Banana Tree!**

And not a coat-hanger.

This Banana Tree is not a gimmick - if you've ever wondered why greengrocers hang bananas away from other fruits, it's because, as a banana ripens it emits gasses which accelerate the ripening of any adjacent fruits. That's why you end up throwing away over-ripe fruit which has all next to the bananas in the fruit bowl. So your fruit will now last longer and you'll save money as well. Place a fruit bowl on top of the base to create an attractive centrepiece on your table or sideboard. Can also be used for grapes.

Banana Tree 29210 £6.95

**Brighten Up A Dull Job**

Yes, we're tempted.

Let our Smooth Guy brighten up your day as you slave away with a hot iron. Smooth Guy is an ironing board cover in fully washable 100% cotton with adjustable drawstring. Great fun - yet really practical. Large 50" x 18 1/2"

Smooth Guy 29105 £5.95  
2 Or More 29106 £4.95 EACH

## "FOOTPRINTS OF THE POST OFFICE"

Dear Do,  
On the morning that December AP was published I was awoken by a strange noise; a sort of low frequency boom which seemed to come from all around me. Dashing to the window, I heard it reverberate around the sky and die into silence.

It had puzzled me until just now, when I reached The Secret Car Park in AP57 and read "Sexy blonde female into hardcore looking for... shall know that I had been..."



from my sleep by the sound of 20,000 adolescent boys simultaneously exploding. I smell the footprints of the Post Office in all this – we have spoken of such things before, have we not? Still, I have other sheep to shear today.

Are you aware, Do, of the sheer depth of the corruption within the AP team which works for you? I realise it's your way to give them a largely free rein to fill the space around you, but, come the 4am police sledge hammers on the door, you can bet you'll be the one they leave to carry the can. 'Competitions' have long been a scam for lining their own pockets. Their cupboards bulge with software culled from In The Style Of, for example. But this one is, well, so blatant I defy anyone to read it without spluttering out their tea and doing a Peter Glaze double-take.

"Win a day carting with the AP team." They get OTM to pay for their wild racing hijinks, and their only attempt, their only distracted shrug in the direction of the camouflage is to say that – if you win – YOU CAN GO WITH THEM. What, I inevitably ask, next? The first person out of the hat gets to see photos of Cam's Black Legend-sponsored trip around Hong Kong's film studios. "To 'celebrate' the release of their new platformer, Gremlin have put up the entire collection of MGM cartoons from the '40s – just answer these three questions and YOU could be the person who gets to carry them back to Jonathan Nash's house..."

I know, Do, that you want AP to set an example for the young people of this country. Please stop this open graft now. Don't worry about being left with the tickets on your hands, incidentally. I'll be happy to use them for you – I've been looking for an opportunity to wear my new racing scarf. Your looking-forwardly,

Isadora Duncan, Wolverhampton

*Silence, or we'll shoot you with these Gloom-embossed BB guns! That we've bought.*

### "THIS LITERARY GIANT"

Dear AP,

Is this the one and only without his N? If it is, the rest of humanity must quake at the thought of this literary giant in their midst.

Yours quakingly,  
Chris Cotton

*It is, we fear. Or even, it is. We fear. Yes. That's rather clever, actually.*

### "HARDLY ANY GAME DESERVES LESS THAN 65%"

Dear Ami Power,

There I was searching through mags for *Extreme Racing* previews when I found the AMIGA POWER one. Oh well, they didn't like it. Fair enough. But wait! What are those reasons? The horizon was wrong? It was a work in progress? EH? So, just to clear some things up...

The horizon/camera stuff is a matter of taste. People disagree how it should be set up so we set it up more for lower end machines, but kept it fully adaptable so you could set it how you want. To criticise us for giving people a choice was below the belt. If we had set it to look good, it would have played crap on some machines, and vice versa. With the choice there you can set it how you want. You can also change the resolutions and the screen sizes to pretty much whatever you want.

### JACK NEEDS A NEW LOOK

Since inheriting £30,000 the Duckworths have put in bids for shops, cars and houses. Vera's got a smart engagement ring, and there's been smoked salmon for tea. So isn't it time of specs? His glasses belong in a museum!

Stuart Hardy  
S Yorks  
Nitwit.



It was also a work in progress, that's why it was in your preview section. To slam it because of this was grossly unfair and predisposes readers to thinking it's crap (which no other magazine or tester seems to think). Sure, if you don't like the full game because it isn't playable then say so. But this was a preview and should have been treated as such instead of having a very unfair piece written about it. People like us and Manyk and Mark Sibly are trying to keep

going on the Amiga while everyone else defects, but with comments like this you affect sales in quite a big way and so we will all end up going onto the PC as well.

The worst thing is that I have stood up for some of AP's reviews in the past, but in the last few months it has just got silly. By giving an average/poor game silly low marks you ensure the game doesn't sell enough to keep people in their job. You always get dodgy games coming out, and you review them as such. But hardly any game deserves less than 65%. I always thought that maybe you weren't biased as some other mags

## OFFICIAL REPLY winners

### "JONATHAN ANDERSON"

Dear AP,

After reading your interview(!) with Jonathan Anderson in AP57 I got so damned angry I'm writing to a mag for the first time ever.

If Mr Anderson is looking to blame someone for killing off the Amiga, I suggest he looks nearer home. After deciding to try to stick with the Amiga during 1995 I eventually managed to buy a new A1200. Imagine how hacked off I was when I found half my games wouldn't load, as in their wisdom Amiga Tech had decided to change the disk drive. No more *Cannon Fodder*, *Sensi Soccer*, *Zeewolf*, *No Second Prize*, *Stardust* or *Virocop*. But, joy of joys, I CAN play *Whizz* and *Pinball Mania!* To rub salt into a festering wound, two of the games in the accompanying Chaos Pack also refused to load. Since the arrival of my wonderful new Amiga, getting on for £200 of software is now crap.

Also, some moron decided to put a 3-amp fuse in the plug. After everything suddenly died I returned the power pack to Silica, not wishing to invalidate the warranty. They were very good and sent it back with a 13-amp fuse in.

I tried several times to ring Amiga Tech to tell them how overjoyed I was but no one answered.

Is it any wonder Mr Anderson has a private line? Perhaps he would care to comment on why several of the best games ever on the Amiga are now but fond memories to new 1200 owners.

Despite all this I am still sticking with Amiga, consoling myself with *Alien Breed 3D* and *Gloom*, which load (thank god). Dare I say it, I love the Amiga. But imagine someone upgrading from a SNES or a Megadrive. They hold no such loyalty and it is bad service and bad games which could kill off the Amiga, not bad reviews.

Jonathan Anderson, reply IF YOU DARE!  
Ian Barrett, Branston, Lincoln

### "JONATHAN ANDERSON"

I thought I'd make my first letter of 1996 an offer of moral support, being the season of goodwill and all that. I refer of course to the quite frankly disgraceful attitude of Amiga Technologies and, more specifically, their boss Jonathan Anderson, as revealed in the transcript printed AP57.

While I have no doubt that the writers of AMIGA POWER are capable of dealing with puerile insults from incompetent businesspersons (even if they look like Ian Hislop), I really don't see why it should be necessary. These days, where the Amiga sits ill at ease next to the luxurious

tures of the Playstation and Saturn, it needs all the support it can get. I find it somewhat unlikely that an Amiga games magazine, whose writers rely solely on the machine staying alive to keep their jobs, would be "out to get it." I can only assume, therefore, that Mr Anderson, having made a gargantuan cock-up of relaunching the Amiga, is simply looking for someone else to blame for the lack of sales so that he won't be held up for ridicule by the Amiga-owning populace and magazines. Unfortunately he chose AMIGA POWER to be his scapegoat. This ploy will fail to work on regular AMIGA POWER readers who know that the only reason these people act in such an obnoxious manner is because they don't like the truth being told, but it could well do some serious damage to AP's future if the industry start to think that you are trying to sabotage them. I can only express my sincere hope that AMIGA POWER will emerge unscathed from this cynical attempt of corruption and continue to tell the truth well into 1996 and beyond. Long live AP!  
Yours,

Matthew Smith, Somerset

*We contacted Jonathan Anderson, and he said this: "I will not be responding to any letters you receive. However, I am happy to respond to Mr Barrett and any other readers of AMIGA POWER provided they write to me directly at Amiga Technologies UK, 6 Bridge Avenue, Maidenhead, Berkshire SL6 1RR." Obviously, there's nothing more we can do. Be sure to let us know what he says, so we can pass on the information to other readers and save you all time and money.*

# DO THE write thing

are, but you seem to be going to the other extreme now. I really don't understand how you and Format can differ in previews/reviews by such huge amounts. Sure, people have different opinions but mags should be printing an 'average' opinion.

Anyway, the full version is on its way and we hope you like it. By all means criticise aspects of gameplay you don't like. But at least be fair about things like the screen options which are one of *Extreme Racing's* best aspects - not enough Amiga games companies bother with such options.

Finally, when you got the preview you were completely free to call or e-mail me about things you didn't like. That way I could have changed stuff for you to improve the game.

Anyway, I really do hope that you give the full game a decent play, and slaughter those chaps at Amiga Format. All we ask for is a fair review. I hope that's not too much to ask.

See Ya,  
Alex  
alex@teeth.demon.co.uk

*You're incredibly wrong about almost everything. And we did call to check about the camera thing, but you were out. Teach us to do our news section at the last possible minute, eh?*

## "WEE LIL NOTE"

Just a wee lil note to say Merry Christmas to my fave magazine! Have a great holiday!  
Love and hugs,  
Isabelle, L'Eif

ISABELLE  
REES  
LETTER

Hurrah!

## "EH EH EH"

Dear Space Cadets,  
Total Football and why it annoys me so:

The inexcusable fleecing of many of Future Publishing's 'quality' magazines would be a less bitter pill to swallow if the resulting considerable and idle coffers were reinvested in the magazines in question.

But no.  
Instead, we get a veritable cornucopia of useless, redundant titles entering a market already aflood with a smorgasbord of near-identical and often superior publications. And, in a bold attempt to add insult to injury, poelarming my already gormless pocket, they have the iron neck to put something like "FILTH! Sorry Mary, a few rude words here!" on the cover.

Really? So footballers saying "tiff" or "bum" is going to make me buy the thing, is it? Eh? Well? Is it? Eh? Yes, I'm talking to you. Eh? Eh? EH?

Then they have the nerve to take pages out of AMIGA POWER to advertise the thing. Are they TAKING THE PISS, OR WHAT?

BASTARDS! There, they can put that in their pipe and smoke it.  
Yours precariously,

*It's all genuine. Total Football isn't for minors, and WH Smith insist on a prominent warning if you use certain words. (None of the ones you've used, we hope.) The sticker, therefore, serves the purpose of alerting parents to the magazine's content and was never intended to advertise the wretched thing.*

## "ACTING LIKE A SMALL CHILD"

To AMIGA POWER,  
Would you please SHUT UP about Bob? It's gone on for so long now that it's getting too boring to bear anymore. Honestly, it was an allegedly confused/transsexual, now dead of natural causes, hamster. What more can you say? PULL YOURSELF TOGETHER! It was A HAMSTER! The AP staff and 90% of the readers are acting like a small child whose pet has just been killed by an overdose of spiked Robinsons Hamster Drink™ after finishing the sex change operation and then throwing itself off a mechanical w... Er, just finish it.  
The Brewery of Ruislip

## "BOB IS ALIVE"

Dear AP,  
Bob is alive! I saw her working behind the checkout at Woolworths. In Grimsby.  
Ta ta,  
Alex Smyth, Sheffield

## "JOB IT WAS"

Dear AP,  
I've just watched The Italian Job. It was great. You were right.  
From,  
Lee Stanford, Belle Isle

*Petition for a letterbox version.*

## "FEATURES AND THE FOUR CYCLISTS"

In reply to Tony Bush (AP56), what is a nine-page JFK Assassination Special in an Amiga magazine if it isn't imaginative? I think you at AP should do both so-called "imaginative" features and the Four Cyclists' Guide To The Apocalypse. Whatever that may be. (You'll find out. - Ed.)  
So long, dear friends,  
Matthew Eastaugh, Norwich

## "PEOPLE ARE TERRIBLY IMPOLITE TOWARDS YOU"

Dear AP,  
Hello! How are you? I ask because I think people are terribly impolite towards you. They use your pages as a sinister form of mass communication and yet completely ignore how you may be feeling. The public is using you and will cruelly abandon you when you have outlived your usefulness. I won't. I am a true friend. You can count on my support and sympathy at all times.  
From,  
David Whitley, Loughborough  
PS Give our magazine, Life The Universe And Everything a plug, will you?

*Who knew?*

## "SINISTER THEME PARK"

Dear AP,  
The cheat in *Theme Park* to get to *Sinister Theme Park* is a big lie against the Amiga gaming world and I therefore condemn you to hell.  
Yours heavenly,  
God in co-operation with his agent in Holland

*We'd have gotten away with it if it hadn't been for you meddling omnipotent beings and your agents*

# AND ANOTHER THING...

The disappearances of Cam and Paul.  
Dave, Wideopen

Thanks for the jacket. But a cigarette burn-resistant model would have been better.  
James Mitchell, Potters Bar

*Which of the sinister figures in that Superman anti-smoking ad was Nick O'Teen, anyway?*

I sit among bras in M&S because I'm just a panty.  
The Lee H Oswald of Ruislip

*Apply for our floorplan that avoids the sinister 'security' cameras.*

I've found a secret chamber in *Gloom*.  
Heinz, Holland

*And in Gloom Deluxe then. Ah! Ah! Ah!*

I am on Vulcan's mailing list as a result of buying *Timekeepers*.  
Shirley Baker, Bristol

It's more of a purple than a dark blue, but thanks anyway.  
Brett Davids, Loughborough

*You're most welcome.*

It's my 21st on the sixth so could I have a big kiss from Sue and warm, manly handshakes from the rest of you please?  
Matthew Sorge, Basildon

*Keep your distance, you groupie.*

Please don't get rid of the Net Page.  
Matthew Eastaugh, Norwich

*Nine other people? Quickly now. Too late.*

Why no pictures of Jonathan Nash? Is he really that gruesome or is he just imaginary?  
John Simpson, Chesterfield

*He's imaginary. (Oh no! - Jonathan.)*

# AND THAT ADDRESS,

don't forget, is:

**Do The Write Thing,  
AMIGA POWER,  
30 Monmouth Street,  
Bath BA1 2BW.**

Or e-mail us at:  
**ampower@futurenet.co.uk,**  
but we'll only reply in these  
cases, please?

# THE BOTTOM LINE

The opportunity for the mighty beings at AP to wallow in porcine indulgence and recommend pig films which you should see immediately, if convenient, watch, or avoid totally rarely presents itself. Until now.

## THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★ Babe ★★★★★ Delicatessen  
★★★★ The Hour of the Pig ★★ Leon the Pig Farmer  
★★ Razorback ★ A Private Function

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...

The top bit is easy:  
GAME NAME  
Publisher's Price  
Then we get (just for your information

really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red

ones to show which ones are real 'must buys'). And there you have it - all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year and remember WE'RE ALWAYS RIGHT.

### WHO'S WHO

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

### AKIRA

Ice £30 (£35 CD32)



AP48 16% JD  
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

### ALADDIN A1200

Virgin £30



AP44 86% JD  
A handsome conversion of the Mega Drive game, which plays sticky and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-Cool Spot platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though. ★★★★★

### ALIEN BREED 3D A1200

Team 17 £30



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

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

### ALL-NEW WORLD OF LEMMINGS

Psychosis £30



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

### AMBERMOON

Thalion £36



AP51 30% RP  
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

### ANTS

Kellion £15

AP49 23% CW

YOU ARE THE ANTMMASTER, and you must command your ants to



impressive idea - sort of *Sim Ant*, but good - but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've got it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

### ATR

Team 17 £25



AP48 38% JN  
*Overdrive 2* via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people 'unhappy' instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines*. ★★

### BASE JUMPERS

Grandslam £26

AP47 70% JD

Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'sness. It's a two-stage game for up to four players. First you scramble



*Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★

### BEHIND THE IRON GATE

Black Legend £25



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

### BLOODNET A1200

Gametek £35



AP47 90% JN  
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleeefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands installation to a hard drive though. ★★★★★

### BLOODNET A500+

Gametek £30



AP50 89% JN  
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's PE otherwise

**BRUTAL**  
Gametek £20



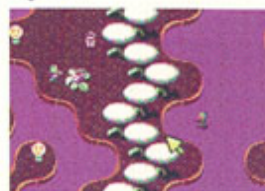
AP53 27% SC  
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.) ★

**BUBBLE AND SQUEAK**  
A500  
Audiogenic £26



AP45 83% JN  
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joystick as well. But the watery time limit's still too nasty. ★★★★★

**CANNON FODDER 2**  
Virgin £30



AP44 89% CW  
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, Cannon Fodder 2 is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so. ★★★★★

**CHARLIE J COOL**  
Rasputin £20



AP43 45% PM  
A below-average platform game. ★

**CITADEL**  
Black Legend £30



AP56 67% PM (69% A1200)  
We're getting incredibly fed up with

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

**CLUB AND COUNTRY**  
Boms £30



AP53 33% PM  
Fearsomely well-presented, but – oh no! – clotted and boring footy manner. ★

**CLUB FOOTBALL: THE MANAGER**  
Teque £30



AP43 52% PM  
A 2%-above-average football management game. ★

**THE CLUE**  
Neo £30



AP43 60% JD  
Who remembers Dodgy Geezers? (They're only nice lads at heart.) How about They Stole a Million? Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruining the controls. It's a Germanish text adventure disguised as a point-and-click, and it's only the fact they didn't convert Dodgy Geezers or They Stole a Million that stirs up interest. ★★

**COALA**  
Empire £25



AP56 78% CW  
Thanks to Coala's Virtual Cockpit™ you can zoom up to things then look out of the window to blast them sideways, and thanks to the open-endedness of it all you can whizz around any old where and even choose your side (by popping at someone from the other, natch). But there's no structure at all to the game so you rapidly end up flying around

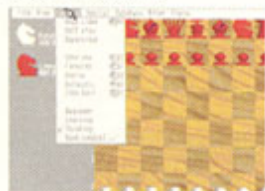
battles where by merely turning up you decide the outcome. It has excellent scraps, but you have to work hard to get into one. There should've been more to do than filtering about (blowing bridges, for example, or toasting convoys) and without any sense of direction or achievement, you within a few hours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

**COLONIZATION**  
Microprose £35



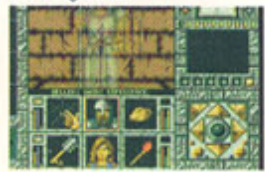
AP52 93% SF  
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500. ★★★★★

**COMPLETE CHESS SYSTEM**  
Oxford Softwareworks £35



AP45 81% SF  
Chess. ★★★★★

**CRYSTAL DRAGON**  
Black Legend £30



AP44 38% PM  
Pick an RPG, any RPG – it's more than likely to be better than this redundant Dungeon Master clone. ★★

**DAWN PATROL**  
Empire £35



AP47 80% JD  
WW1 Overlord follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hgh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, Dawn Patrol nonetheless pales beside the magnificence of Knights of the Sky. ★★★★★

**DEATHMASK**  
Alternative £26 (£30 CD32)  
AP47 62% SF (69% CD32)



it for not being Doom. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls. ★★

**DRAGONSTONE**  
Core £30



AP46 49% CW  
SNES Zelda, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninviting swords-and-strawberry plot. Take it, or take it not; we care for neither. ★★

**DREAM WEB**  
Empire £35



AP46 24% JN  
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very The Clue-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

**DUNGEON MASTER 2**  
A1200  
Interplay £40



AP56 50% CM  
Spook. Eek. And, indeed, yikes. Seven years after Dungeon Master, they've

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

**EMBRYO**  
Black Legend £26



AP43 62% CW  
Potentially staggering 3D flight sim (sort of like Guardian: ie, 3D Defender) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

**EXILE A1200**  
Audiogenic £30



AP49 89% CW  
Prettied-up (and CD32 joystick-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D Doom, sort of single-player Gravity Force 2, it's all about flying around with real physics and shooting things and solving (occasionally unlaughable) puzzles. Quite fabulous. If you can cope with the keyboard madness controls, go for the otherwise identical original, now out at £15. ★★★★★

**EXTRACTORS CD32**  
Millennium £30



AP50 62% CW  
Sequel to Diggers that hasn't learnt from the original's mistakes. A Lost Vikings sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal. ★★

**F1 WORLD CHAMPIONSHIP EDITION**  
Domark £30

AP51 67% PM  
It's F1 again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve





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

#### FEARS A1200

Guildhall £30



AP54 40% JN

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

#### FIELDS OF GLORY

Microprose £30 (£35 AGA)



AP44 61% CW

Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm. ★★

#### FIFA SOCCER

Electronic Arts £30



AP43 76% CW

Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable. ★★

#### FLIGHT OF THE AMAZON QUEEN

Renegade £30

AP51 84% JN

1940s comic book point-and-click



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

#### FLINK CD32

Psychosis £20



AP47 79% JD

Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge. ★★

#### FOOTBALL GLORY

Black Legend £26



AP45 66% (68% A1200) PM

The coincidental Sensi lookalike that, while playing a largely acceptable game of football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with SWOS. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound. ★★

#### GLOOM A1200

Guildhall £30



AP52 90% JN

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

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

#### GUARDIAN CD32

Acid Software £30



AP43 90% JD

Defender. In first-person 3D. On the CD32. Buy it. You know we're right. ★★

#### GUARDIAN A1200

Acid Software £30



AP47 90% JN

While Guardian A1200 may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS Guardian CD32 but on the A1200. ★★

#### HIGH SEAS TRADER

Impressions £35



AP51 22% SF

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

#### HILLSEA LIDO

Vulcan £13



AP57 54% (Hilsea residents 60%) TN

Sub-Theme Park end-of-pier sim with fish and chip shops instead of burger bars, dinghy hire instead of teacup rides, and spectacularly odd theatre shows instead of rides exploding entertainingly. Competent, but not as good as Theme Park, so contravening Law 10 of Kangaroo Court. Tsk. ★★

#### HOLLYWOOD HUSTLER

Desert Star £25



AP54 35% PM

Neat idea for a poker game – play

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

#### ITS CRICKET

Granslam £27



AP47 65% PM

Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to Graham Gooch's World Class Cricket sensible flat cap. Graham wins on lovableness. ★★

#### JUNGLE STRIKE A1200

Ocean £28



AP45 77% JN

Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. Jungle Strike is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses. ★★

#### KICK OFF 3 EUROPEAN CHALLENGE

Anco £30



AP46 57% PM

A couple of cosmetic changes, proper sound, more teams and sided-up controls. The competition – Wemblers and SWOS – make it look even worse second time around. ★★

#### KINGPIN

Team 17 £13



AP48 47% PM

Cheap, pleasantly-presented but predictably tedious ten-pin bowling

game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, Kingpin is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike. ★★

#### LEADING LAP A1200

Black Legend £26



AP57 57% TN

Well-intentioned first-person racing game with dozens of tracks and five special-car characters, but it's JUST ANOTHER DRIVING GAME. Essentially it lacks 'oomph' (or, indeed, 'vavoom!'); specifically, why not play F1GP (for realism) or F1 (for 'whizz')? There'll be an A500 version along shortly, we are informed. ★★

#### LION KING

Virgin £30

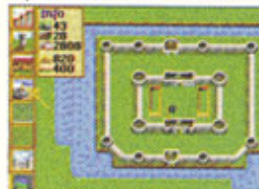


AP46 59% JD

Virgin's follow-up to Aladdin. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion. ★★

#### LORDS OF THE REALM A1200

Impressions £35



AP44 82% RP

Extremely professional peasants/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly complex, but it's not going to win any converts to the cause. ★★

#### MAN UTD – THE DOUBLE

Krisalis £30



AP49 58% PM

Man Utd Premier League Champions with a FIFA-ish 3D perspective and a Premier Manager 3-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy munny game? Or SWOS, of course. ★★

#### MARVIN'S MARVELLOUS ADVENTURE A1200

21st Century £30

AP45 26% RP

No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical



to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

### MORTAL KOMBAT 2

Virgin £30



AP46 63% JN  
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashing game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, MK2 is ultimately just a novelty alternative to the mighty Shadow Fighter. Invasive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine. ★★

### MR BLOBBY

Millennium £20



AP45 37% JN  
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Stodgy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad. ★

### OBSESSION

Merlin £30



AP50 78% JN  
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of Pinball Fantasies. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the

A1200 version with multiball in a few months, we are told. ★★

### ODYSSEY

Audiogenic £30



AP54 79% CW  
Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and - hrrgh - lives. Generally lovely, but if only, eh? ★★

### OVERLORD

Virgin £30



AP43 88% JD  
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Great fun. And it's faster on an A1200. ★★

### PGA EUROPEAN TOUR GOLF

Ocean £26 (£28 AGA)



AP43 84% JN  
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though. ★★

### PINBALL ILLUSIONS A1200

21st Century £30



AP43 89% JD  
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good

three tables. All good stuff, natch, but no vast improvement over Pinball Fantasies. ★★

### PINBALL ILLUSIONS CD32

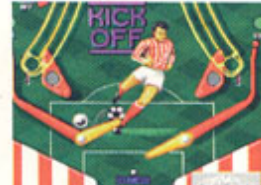
21st Century £30



AP50 90% PM  
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joystick. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three. ★★

### PINBALL MANIA A1200

21st Century £30



AP55 11% JN  
Exquisitely poor pinball game purporting to be the sequel to Pinball Illusions, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is at all fun, but none are exciting) and 108 times less snazzy than the A500-compatible Obsession, it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle. ★

### PINKIE

Millennium £26



AP48 20% JN  
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★

### PLAYER MANAGER 2

US Gold £30



AP53 35% PM  
Fearsomely in-depth but - oh no! - clogged and boring footy manner. ★

### POWERDRIVE

US Gold £30

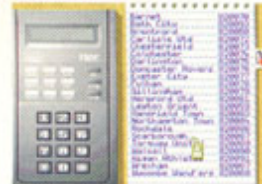


AP45 61% JD  
Empty tracks, trying to reproduce realistic car handling with a joystick,

the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway. ★★

### PREMIER MANAGER 3

Gremlin £26



AP44 83% SF  
Zenith of stats-based footy many games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, PM3's sole gimmick is its SWOS-like adjustable player positions. But unlike SWOS you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thoughtfully solid fun. Unlike playing for New Inn United. ★★

### REUNION (AGA)

Grandslam £35



AP43 81% CW  
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. Reunion's a bit like that (except it's not rubbish) - it's a Dune-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth - you'll love it. ★★

### REUNION A500

Grandslam £35



AP45 81% PM  
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended. ★★

### RISE OF THE ROBOTS

Time Warner £40 (£43 A1200, £35 CD32)



AP45 5% JD  
Words cannot fully convey the extent to which Rise of the Robots is the poorest full-price release ever in the

complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deal woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

### ROADKILL CD32

Acid/Vision £30



AP45 84% JD  
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent Super Sprint, using the old futuristic game show play to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh? ★★

### ROADKILL A1200

Guildhall £25



AP52 79% JN  
That two-player mode, eh? We'd have welcomed it. O-ho. Roadkill A1200 is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though. ★★

### ROBINSON'S REQUIEM

Daze £35



AP43 39% RP  
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable because the cheat mode active, because then you can cut out the endless parambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

### RUFFIAN

Grandslam £20



AP50 10% JN  
A platform game of barely credible terrible with no redeeming features. ★

### SENSIBLE GOLF

Virgin £30

AP52 66% PM  
Half-finished, delayed, rejigged,



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

### SENSIBLE WORLD OF SOCCER

Renegade £30



AP44 95% JD  
Sensible Soccer, but with management, but for Sensible Soccer fans. It's not Sensi meets On The Ball World Cup, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old Sensi that (of course) you know and love, but this time you're allowed to huddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.

### SENSIBLE WORLD OF SOCCER 1996

Renegade £25



AP57 96% MA  
SWOS - but debugged, and with a few extra things such as controllable headers, ability stars and updated stats. It's back, and this time it works, as it were. Our highest mark ever in the history of all things, plus one.

### SHADOW FIGHTER

Gremlin £30



AP46 91% CW  
A textbook example of how to do a game properly. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the Gravity Force 2 of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely.

### SHADOW FIGHTER AGA

Gremlin £30



AP50 92% PM  
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joystick to make their character recover. Tish.

### SHAQ FU

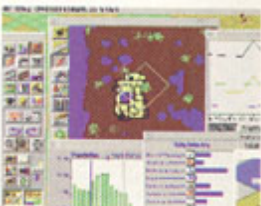
Ocean £26



AP46 51% PM  
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.

### SIM CITY 2000 A1200

Maxis £40



AP44 85% PM  
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interface-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from Sim City, and then multiply it by 2,000. A worthy companion piece to Theme Park, if you've the kit.

### SKELETON KREW A1200

Core £35



AP47 59% PM  
Sub-standard Escape From the Planet of the Robot Monsters clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels - it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but frankly, who cares?

### SOCCER SUPERSTARS

Flair £30



AP49 15% PM  
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it though.

### SPEEDBALL 2 CD32

Renegade £15



AP51 93% PM  
Yes, it's Speedball 2 again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original.

### STRIP POT AGA

Guidhall £15 (A1200) £30 (CD32)



AP51 22% CW  
We went to see Guidhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.

### SUBWAR 2050 A1200

Microprose £35 (£30 CD32)



AP45 82% CW  
Intriguing mixture of Syndicate plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice - cheers ("Michael Jackson" - Ed)) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though. Bah.

### SUPER LEAGUE MANAGER AGA

Audiogenic £30

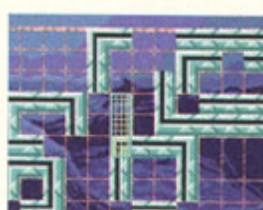


AP48 89% SF  
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic." It might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And Wembley International Soccer's in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to On the Ball World Cup. Best played with a mouse, CD32 owners.

### SUPER LOOPZ A1200

Audiogenic £15

AP49 29% JN  
Baffling rejig of the terminally dull Loop(h)gh(z)z - a sort of Pipemania without the excitement of gloop flowing



through the shapes you're making - that doesn't ever change except for getting faster. Dull bonus games finish it off.

### SUPER SKIDMARKS

Acid £25



AP48 86% (91% A1200)  
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and ties up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, Pong while you choose your options. Super Skidmarks rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.

### SUPER SKIDMARKS CD32

Guidhall £30



AP51 92% PM  
Like the A1200 version, but for only two players. You do, however, get a demo of Guardian, a fantastic joystick-compatible Defender and the Roadkill movie (though, oddly enough, with a scene missing).

### SUPER SF2 A1200

US Gold £35



AP52 71% CW (81% hard drive)  
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla machine.

### SUPER TENNIS CHAMPS

Audiogenic £25

AP56 92% MA  
Deliciously excellent sequel to the



temper tantrums, play-affecting court types, 16 different characters, tournaments, net-clipping drop shots, replays and the FOUR-PLAYER MODE OF CHAMPIONS. No option to contest line-calls (annoying), no Vinnie Vega after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but - and here we speak with all the authority the rapidly-diminishing heresodic theory that is AMIGA POWER can command - one of the most deep-down gosh-darned fun games we have seen during our mighty lives. The Super Skidmarks of tennis games.

### SWORD OF HONOUR

Megatronix £20



AP40 58% PM  
'Odd' Exploding Fist Plus-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.

### TACTICAL MANAGER 2

Black Legend £26



AP50 25% PM  
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches.

### TEAM

Impact £30



AP57 42% TN  
Try-hard Sensi clone with customisable bits (a variably-evil ref springs neatly to mind) but which misses the point - players all run at the same speed whether they've the ball or not, for example, and it's incredibly difficult to control. Buy Sensi. Or SWOS, obviously.

### TFX A1200

Ocean £40



AP49 62% (85% A4000) JD

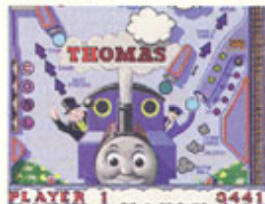
of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but ghastrly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard. ★★★★★

**THEME PARK A500**  
Electronic Arts £35



AP44 91% CW  
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Life*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing. ★★★★★

**THOMAS THE TANK ENGINE PINBALL**  
Alternative £17



AP57 17% MA  
Amazingly poor pinny licence from the people behind *Pinball Mania*. "For children," which makes it all the worse as there's no excitement and no evidence of imagination. Instead of, say, making trains move around or the Fat Controller steal your ball, or something, you get to turn on lights and then some more. Of them. ★

**TIMEKEEPERS**  
Vulcan £13



AP52 62% JN  
Startingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise. ★★★★★

**TOURING CAR CHALLENGE**  
OTM £25



AP53 3% SF  
*F1 Challenge*, a PD race management game, but with different graphics, and £25. They've even left in the nitroton

option, although it's utterly without use. Monstrous. ★

**TOWER ASSAULT**  
Team 17 £20



AP45 46% JN  
*Alien Breed* was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey - it's so atmospheric. The Casino Royale of Amiga games. ★★

**TOWER OF SOULS A1200**  
Black Legend £30



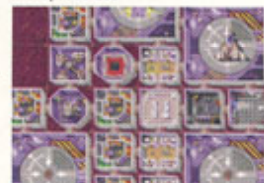
AP50 34% SM  
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

**TURBO TRAX**  
Arcane £30



AP53 46% JN  
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents. ★★

**UFO**  
Microprose £35



AP43 75%/85% CW  
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens

move, though, and you really have to play it from hard drive. (Hence the two marks - the lower's using floppy.) ★★/★★★★

**UFO A500**  
Microprose £26



AP51 36% (66% hard drive version) CM  
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version. ★★/★★★

**ULTIMATE SOCCER MANAGER**  
Daze £30



AP50 84% SF  
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy munny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★★

**VALHALLA - BEFORE THE WAR**  
Vulcan £35



AP47 19% JN  
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. ★

**VIROCOPI**  
Renegade £26



AP51 81% CW  
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard disk, incontestably

But - oh no! - somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting. ★★★★★

**VIRTUAL KARTING A1200**  
OTM £25



AP55 80% PM  
Technically astounding race game which bills around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cutties its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position (*Jockey For Position* - what an episode of *Pinky and the Brain* that was. - Ed) and driving off the track to fiendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas. ★★★★★

**VITAL LIGHT**  
Millennium £30



AP48 11% JN  
Appelling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid. ★

**VOYAGES OF DISCOVERY**  
Kompakt £30



AP44 52% RP  
Takey-torny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'. ★★

**WORMS**  
Ocean/Team 17 £30



AP57 60% JD  
*Scorched Tanks*, but 'clever', which loses it almost everything it had in the first place. Entirely unnecessary extra weapons! Random wind to make everything randomly harder to hit randomly! Exploding dead worms severely damaging, for example, the worms who killed them! Extraordinarily strung-out games where you comfortably outnumber your opponent but his remaining worm gets a go

tedium with more than two players as you wait up to 15 minutes for your turn! Play serviceably using only the bazooka and grenades! Excellent tunnelling bits! Amiga Format have stopped playing it now. ★★

**X-FIGHTER CD32**  
Thalion £TBA



AP51 60% JD  
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

**X-IT**  
Psygnosis £20



AP47 80% CW  
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★★

**ZEEWOLF**  
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD  
Terrific helicopter arcade game that looks like *Zorch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine. ★★★★★

**ZEEWOLF 2**  
Binary Asylum £30



AP58 90% (65% A500) CW  
Still the excellently excellentest chopper blast game, sprucer than the original, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Remote link vehicles are the just-enough-to-justify-the-2 Sequel Gimmick (drive a tank! Pilot a boat! Etc) but they're not properly exploited, and there are some foolish annoyances (being bounced between buildings, the fantastically fantastic mid-air chopper battles being dropped for limited-ammo missions later on) which make you wave your fist a bit. Drop two stars for the tortoise A500





# THE CA

**Jackie was a big fan of Oswald. He was all that her late husband was not. He was alive. She sent Ruby with flowers. "You shouldn't have," exclaimed Oswald. "I didn't," replied Jack.**

## SOFTWARE

● *Ruff & Tumble, Theme Park, Second Samurai, Mortal Kombat, Arabian Knights, Night Shift*, £5 each. All originals, many more. AP issues 21-54 with cover disks.

**Ezra Matebele (0191) 2737322**

● Amiga 1200 complete with boxed games. 22 titles plus, £88 the lot or send for list.

**Andrew Nisbet (01506) 844202**

● *Premier Manager 2, Cannon Fodder 2, Beau Jolly Set, Champ Manager Italia '95 and Ultimate Soccer Manager*, all £12. *Tactical Manager, Football Glory and Man Utd Plc*, all £8. *John Madden* £5. All open to offers.

**Gene Hadley (01708) 375461**

● Boxed originals – *A-Train and Construction Set, Skidmarks, Ultimate Soccer Manager, Microprose GP, SWOS, Premier Manager 2 and 3, Premier Manager Multi Edit System, Police Quest (Amiga), Off Road (Mega Drive)*.

**Chris Phillipson (01912) 648983**

● *Gloom, Guardian, MK2*, £15 each. *Gunship 2000, Alien Breed 2 1200*, £12 each. *Fly Harder, Morph 1200*, £7 each. *Sleepwalker, The Killing Cloud, Arcade Pool, Microprose Grand Prix*, £4 each. Will consider swapping for good games.

**David Bishop (01205) 369653**

● *Man Utd Double* £13, *Burntime* £7, *Premier Manager 2* £7, *Wing Commander* £15, *Empire Soccer '94* £10. **Andrew Haslett (01483) 823624**

● *Flight of the Amazon Queen* £15, *Monkey Island 2* £12, *Innocent, Nippon Sales Inc, F1 World Championship* £10, *Secret of Monkey Island, Loom, Indy and Last Crusade, Adventures of Robin Hood, Cadaver* plus data disk £7, *Hook* £6, *Morton Strikes Back (AGA)* £5. Phone for more.

**Richard Burke (01623) 792058**

## HARDWARE

● CD32 with SY-1, 2 disk drives and keyboard (making it an A1200 with CD drive). Comes with 35

CDs including Video Creator and disks including Wordsworth 3.1. All boxed, £400 ono.

**William Thompson (01484) 850040**

● Internal 2.5 inch Conner hard drive. 84Mb of space, as good as new. The perfect upgrade option for an unexpanded A1200. Phone me for price checking. (Portuguese replies preferred.)

**Pedro Fonseca (+ 351 1) 4373274**

● Amiga 1200 2Mb, joypad, mouse, utilities, games and 9 months warranty, £230.

**Aardvark Harris (01732) 359429**

● A1200, two joysticks, mouse, disk box, 20 games all boxed originals, *SWOS, UFO, Combat Classics 3*. And tons of mags, £270 ono.

**Andrew Cross (01654) 767271**

● A500+, GVP 52Mb hard drive plus 4Mb fast RAM plus Kickstart 1.3/2.04 sharer. (o/s compatible with higher machines) £250 the lot.

**James Howard (01243) 861575**

● Amiga 500+ with *Lotus 1*, two *Dizzy* games, *Populous, Promised Lands, Sleepwalker, Shadow Fighter* and *Monkey Island 2*, £100.

**Jamie Vick (0181) 948 1581**

● A1200 plus external floppy, boxed, one year old. Games, Wordsworth 3, WW3 reference library, £450 ono. **Tip-toe Every Carnell (01890) 771262**

● Cheap 1200 accelerator – Microbotics M1230xA 40 Meg, 8Mb Simm, 40Mb FPU, very fast, only £340 ono. Boxed and cost over £700 originally.

**Mark Baddeley (0151) 200 1067**

● A600, 1Mb, approx 70 disks, games include *Bubba and Stix, Populous 2, Frontier, K240, Dune 2*. All leads, mouse, joystick, can be seen working, £150 ono. **Keith Kinsey, Flat 1a, Oldfield Road, Harlesden, London NW10 9UD**

● CD32 with 2 pads and 18 games (*Sabra Team*

*PGA Euro Tour, Chaos Engine, Roadkill, Banshee, Liberation, Tower Assault, Alien Breed SE, Qwak*, plus 9 others) £200 ono. Or swap for A1200 Overdrive CD Rom drive (or other Amiga CD Rom drive). Also if you have a 4Mb or 8Mb Simm and require a new/replacement board, I have an FPU RAM board for A1200, 33Meg with clock, to sell for £80 ono. Lastly, has anyone got the *Killing Gameshow* (or demo of the intro) for sale? **Lee Stanford (0113) 2713532**

● Supervision, hand held games system, boxed with 15 or so games, batteries included, only £30 ono. **David Bishop (01205) 369653**

● Amiga 1200 with mouse and power pack £280 ono. **Mightily Jumpy Ruddle (01985) 217268**

● Amiga 1200, 2Mb RAM, 250Mb hard disk drive, external disk drive, joystick and over £2500 worth of software, including word processors (*Wordsworth 2 and 3*) plus loads of games. Excellent condition £500. **Simon Speight (01443) 480157 (evenings)**

● Sega Mega Drive 2, two control pads, 4 games (Including *Super Street Fighter 2, NHL '94*), boxed as new £75.

**James Caygill (01604) 768259**

● CDTV 1Mb, infra-red controller, mouse, all manuals, boxed as new. Games include *Award Winners* games pack, *4D Sports Driving, Pursuit To Earth, Pro Tennis, Fighter Bomber* plus a few more. Worth £500 will sell for £350 ono. **Graeme McCall (0141) 641 7534**

## WANTED

● I am in desperate need of the following three games for my A500. *Obliterator* (Psygnosis 1988), *Barbarian* (Psygnosis 1988), *Menace* (Psygnosis 1988). I will pay top notes for *Obliterator*. Also required, *IK+* (System 3).

**Wayne Goward (01237) 424881**

# SECRET CAR PARK

● Anyone remember *Parasol Stars* or *Gods*? Willing to pay £10 for each game.  
**Mark Gibbins (01892) 665343**

● I must have your copy of *Run the Gauntlet*, *Brides of Dracula*, *Wacky Races*. Will pay good money or swap for *Liberation*, *Mortal Kombat*, *Top Gear* etc. **Chris Smalley (01446) 746735**

● Will pay £5 to £10 for any of the following games for A500 with upgrade: *Hook*, *Marvin's Marvellous Adventure*, *Bubble and Squeak*, *Ruffian*. Must be boxed originals please.  
**Gordon and Helen Spencer (01302) 785357**

● Wanted for the Amiga 1200, a 2Mb Fast RAM memory expansion, must be in full working order, in good condition and for sale at a very cheap price. If you have one for sale please write to:-  
**Lance Gibbons, 4 Pennine Way, Harraby, Carlisle, Cumbria CA1 3QQ**

● Any Nintendo games (note: not Super Nintendo games) especially *Super Mario Bros* games, except *Mario 3*. **Andrew Haslett (01483) 823624**

● Wanted desperately, *Bards Tale 1* or *2*! Please put me out of my misery.  
**Peter Cowan (01902) 22686**

● *Elvira*, good price paid for working game.  
**Ant Jolly Smith, 9 Rubery St, Darlaston, Wednesbury, West Midlands WS10 8HZ**

● An Amiga 1200 with joystick, mouse and mat, with just a Workbench disk, for under £180.  
**Peter Lynch, 12 Glandore Park, Knocknaheeny, Cork City, Ireland.**

## SWAPS

● Swap my CD32 with 16 games for any SNES games or an A1200. Send your lists now.  
**Craig Graham, 13 Cadboll Road, Invergordon, Ross Shire IV18 0HR**

● I will swap my *Ultimate Soccer Manager*, *History Line*, *Theme Park*, *Super Skidmarks*. All for *Lotus 1*, *Supercars 1*, *Jimmy White's Snooker*, *Barbarian*. Must be compatible on 1Mb A500. Phone fast!  
**Sean K Lenton (01604) 721901**

● Any swaps considered for *Super Stardust*, *Micro Machines*, *A-Train*, *F1* and *International Sensible Soccer*. **Nigel Allcock (0121) 323 3650**

● Will swap my *PGA Euro* (500), *Faldo's Golf*, *Covert Action* and *Lemmings 2* for *Sabre Team* (1200), *Stable Masters 2* or *Putty Squad* (1200). Must be boxed originals.  
**Stephen Ryan (0161) 763 4560**

## PEN PALS

● Groovy 21-year-old looking for female pen pal, especially English babes who like Blur and Oasis. PS Looking for lurrve.  
**Mark O'Brien, 177 Bellfield St, Denniston, Glasgow, Scotland G31**

● 15-year-old female wants male pen pal between 15 and 20. Likes indie and rock music. Owns Amiga 2000, 3000, 4000 and CD32. Wants pen pal to swap solutions for adventure games.  
**Emma Victoria Dickenson, Maplewood, 4 Low Farm, Bradbury, Co Durham TS21 2ET**

● I am a 15-year-old lad who seeks a female, 13+ who is fun and a laugh. 100% reply, send photo if possible.  
**Chris Phillipson, 26 Richmond Terrace, Walbottle, Newcastle Upon Tyne NE15 8JN**

● 15-year-old male seeks pen pal, male or female. My hobbies are playing football and playing computer games.  
**Thomas Butler, 43 Walker Avenue, Fyfield, Essex CM5 0RG**

● Amiga contacts wanted by 24-year-old male A1200 owner. Male or female, UK only.  
**Mark Tomkinson, 28 Bude Close, Paulsgrove, Portsmouth PO6 3JF**

● Hi I'm 19 and looking for pen pals to swap A1200 games. Send your list to:  
**Zoe Green, 35 Constantine Place, Baldock, Herts SG7 6ST**

● 22-year-old male, into sci-fi, Manga, computing and writing. Seeks pen pals of any description from anywhere.  
**Andy Gillett, 52 Upper Bloomfield Road, Odd Down, Bath BA2 2SB**

● Amiga 1200 contacts wanted. 100% reply. Send your disk list for mine, any ages welcome. Lots of software.  
**George Thompson, 49 Doonbeg Drive, Rathcoole, Newtownabbey, N Ireland BT37 9HV**

● Female pen pals worldwide wanted. I am a 22-year-old male interested in about everything.  
**Matthew Fyffe-McFadden, 46 Causeway End Park, Lisburn, Co Antrim, N Ireland BT28 2HX**

● I'm a 15-year-old male who is into indie music and anything except rave. I'm seeking male and female pen pals of a similar age as me. 100% reply.  
**Graham Smith, 14A Innisfayle Gardens, Belfast, N Ireland BT15 4GJ**

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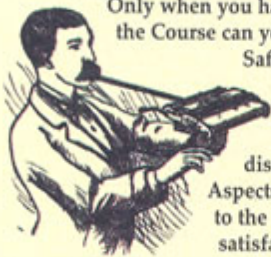


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The PROFESSOR maintains a Private Laboratory in which he Expertly blends Mysterious Herbs of the Orient to produce a strange Concoction rich in caffeine and natural Tannin, the wonder drug of the Modern age. Here he also Prepares his secret All-Natural Sweetener known as Shergar that many are hailing.



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During his Travels in the Orient, PROFESSOR POWER became privy to many arcane secrets. The PROFESSOR is the only Occidental to have been Entrusted with this Most Valuable aid to Pep and only through his Course can patients Experience its Wonderful Effects.



#### ON THE RUN

This is not a part of the PROFESSOR's Course, but is in fact a Colloquialism for the process of being chased by the Police as a Wanted Criminal. The PROFESSOR's Clients, who count among their Number several Crowned Heads of Europe (few of Whom have Died) are Strongly Advised against going On the run as they will Surely be caught by our Vigilant police Force and accrue a Number of Years in Prison, unless they have Completed the Course, whereupon they Stand an Excellent Chance of escaping.



Readers of this publication Wishing to Take advantage of PROFESSOR A POWER's Marvellous Course should Apply in person to the Professor at his chambers situated above MRS STREWN's inn, or at his Chambers situated upon the Third floor of BARDAY DOODY's hostelry, or at his Travelling Wagon to be found in the

environs Dependant upon the Unwelcome Attention of CONSTABLE JOHN CLEVES SYMMS who is an oaf and a buffoon and has not the Sense GOD gave him to Persevere with the PROFESSOR's Marvellous Course instead Quitting at the first Sign of negligible Spasm.

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- Ad007 American Star Trek (2 drives, 2 disks) (N) Graphic adventure
- A072 Star Trek Game (N) The Next Generation
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- Ad523 Boomin Eck (not 1.3) Professional looking platform game
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- Ad222 Neighbours Adventure (2 disks) Bring Paul Robinson to court
- Ad245 Iron Clads (2 disks) Graphic adventure
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- Ad421 Glassback II Very good platform game
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## ARCADE + PLATFORM

- A535 Deluxe Gallagher V2.51 (not 1.3) Excellent spacewars
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- A011 Blizzard Horizontal shoot 'em up. High quality
- A252 Leaping Larry Jump up the escalators
- A512 Transplant Asteroids game
- A165 Super Skoda Car racing game
- A520 The X Mass Project Simplistic shoot 'em up
- A529 Egg Scramble One of the best platform games. Limited levels
- A209 Games Galore Ten (N) 14 excellent games
- A214 Parachute Joust Fight for parachute on descent. V. good
- A221 Revenge of Mutant Camels Good. Similar to Centipede
- A524 Assassins 245 Pacman + 3D
- A526 Assassins 247 China Challenge 2, Moose Drive and Antimatter
- A527 Assassins 248 (not 1.3) Air Fight, F-Ball and Mattix
- A531 Assassins 249 Trooper, Cundrum and Revolver
- A534 Assassins 250 All-rounder, bobble and quadrille
- A243 Tetren Excellent Tetris clone
- A247 Quiz Master Quiz which includes Editor
- A255 Amos Games 5 games including Glassback
- A327 Tetris Pro Tetris game with exceptional variants
- A333 Icerunner (N) Recom. Brilliant platform game. 10 out of 10
- A338 Project Buzz Bar Excellent Asteroid type game
- A340 Depth Charge Submarine game
- A341 Earth Invader The best Space Invader game
- A433 Harry Haddock Really good platform adventure
- A434 Amiga Boy Console games on Amiga!
- A443 Nimble! New Addictive graphical platformer
- A502 Cyberman 3D Pacman game. Excellent
- A503 Chanaques (2 disks) Like Lemmings. Good
- A504 Rebellion Asteroids shoot 'em up

## STRATEGY + WAR GAMES

- Sim013 Bullrun (N) American civil war game
- Sim513 Bridge The card game
- Sim102 Simulation 1 (1 meg) Recommended. 5 games including Metro
- Sim124 Napoleonic Warfare High quality simulation
- Sim528 Battleships Classic game, computerised
- Sim143 Card Shop Well presented card games
- Sim217 Act of War Excellent strategy games
- Sim218 Roulette Casino classic
- Sim220 Sub Attack (N) Also landmine & bomber
- Sim224 Strategic Games 3 excellent games
- Sim410 Island Excellent board game. Build hotels & money
- Sim414 Diplomacy (N) Classic, similar to Risk
- Sim415 War (N) Top quality 8bit strategy
- Sim428 The Shepherd Populous clone
- Sim444 Ultimiated Quiz Pub quiz clone
- Sim505 Scrabble Board game, computerised

## SPORT

- Sp170 Amos Cricket (N) 'Owzati!
- Sp208 Grand Prix Simulator (N) Excellent
- Sp256 Slamball Management game of US football-type sport
- Sp263 Soccer Cards Simplistic league-based game
- Sp299 Top of the League Addictive football management game
- Sp307 18th Hole (2 disks) Excellent golfing game
- Sp325 Mister Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
- Sp337 Super League Manager 2 Updated soccer management game
- Sp372 Road To Hell Well produced racing game
- Sp376 Unsensable Soccer Good football game
- Sp429 A Day at the Races Simple horse racing game
- Sp530 Sport Challenge Hype Olympics, lots of events
- Sp532 Friday Night Pool Pool playing simulation
- Sp533 Poker Mania Good Poker simulation

## A1200/A4000 ONLY

- U422 Balls AGA Excellent lottery helper
- U235 Sleepless Nights Compilation of A1200 utilities
- U324 Lottery Winner AGA Helps you to win!
- U334 AGA Killers Updated virus killer
- U399 Graphic WorkBench (2 disks) Hard drive to install
- U508 Videotracker 2 AGA demo creator
- U285 Fairlight 29 meg of graphics on one disk
- U289 State Of Art Famous, quality demo
- U290 Raving Mad Me High quality music video
- U291 Lethal Exit Stunning demo
- D300 Technotrack II Move rave music
- D305 Tina Small Slideshow of model
- D310 AGA Mansell Nigel Mansell slides
- D315 Minomist Rave Great dance demo
- D509 Phoebe Cates High resolution slideshow
- E214 A Beginners Guide Learn all about WorkBench 3.0
- E300 Speak & Spell Good for learning youngsters
- G321 AGA Klondike (3 disks) Excellent patience card game
- G322 Giger Tetris Tetris clone
- G339 AGA Megaball Brilliant breakout game
- G372 Mad Fighter 2 player Street Fighter game
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- G442 Excellent Card Games III Restricted AGA version
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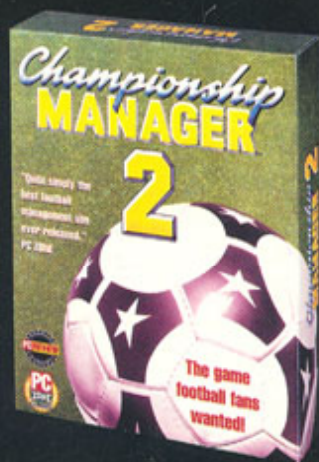
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