

INTRODUCTION

Welcome to Volume One of my complete low down of Amiga games. This covers the letter # and A.

To answer your question : Yes I realise the mammoth, monumental task I have set myself here, and yes to answer your next question, I probably am a bit mad.

But I am loving doing this, as I its making me spend time with all those lovely Amiga games of my youth and discovering classic gems, that I never knew existed.

Anyway I hope you enjoy, the book is totally free and done simply because I am enjoying putting it together and had failed to find any book out there that focussed on the gaming side of the Amiga.

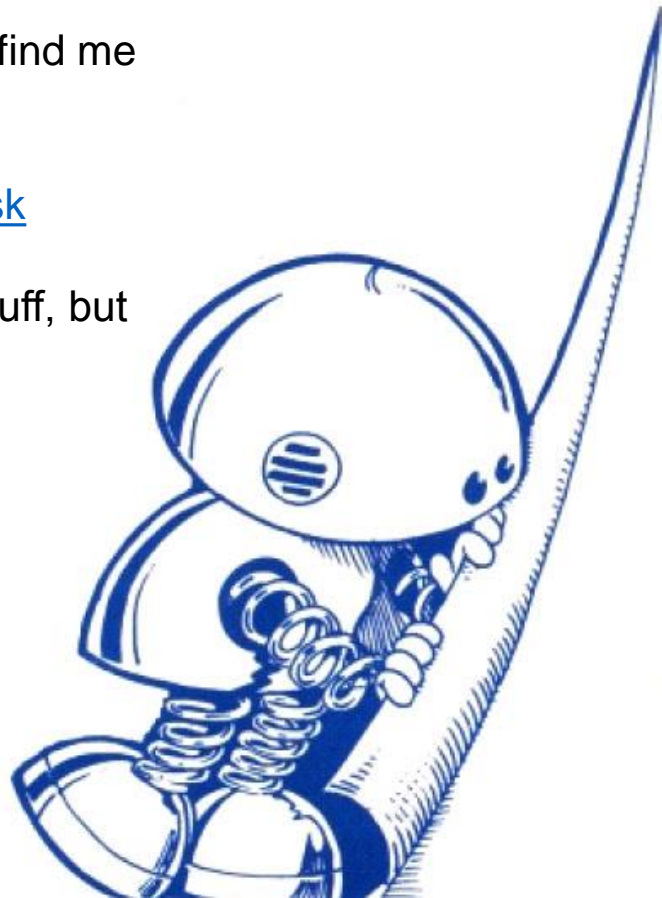
If you enjoy then all I ask is you come find me on my You Tube channel and say hi.

<https://www.youtube.com/user/TheDrisk>

I don't make money from any of this stuff, but it's still nice to have feedback from everyone.

Hope to speak to you soon

Paul Driscoll (AKA TheDrisk)



ACKNOWLEDGEMENTS

I love retro gaming, and one of the things I particularly love is the retro community and how nice everyone is.

Special greets go out to...

<http://www.retrogamesquad.com> – A great US podcast and a really friendly close nit community. Particular greets go out to the Alex, Jon, Jeff, Madsdk, Trantor and Yakuza963.

<http://retroasylum.com> – A great UK podcast and great community. Thanks everyone there for giving a UK based retro gaming hub for people like me to be part of.

Of course this book has pooled on the fantastic work and efforts of the following websites...

<http://amr.abime.net> – An amazing scanned catalogue of all those Amiga Mags. I can't thank the site enough for keeping such an important part of the Amiga history alive, and has bought me countless hours of re-reading the magazines of my youth. (I just wish you added scan of all the adverts as well).

<http://hol.abime.net> – The definitive go to place for all Amiga related stuff. This fantastic collection is immense.

<https://www.youtube.com/user/cubex55> - This person recorded entire play throughs of most Amiga games and is a fantastic place to go to see a game in all its glory.

<http://www.mobygames.com> – An authoritative gaming database that has been my go to place to find out what did people go onto do after the Amiga days. They also have some box art and adverts that HOL (Hall of Light) don't have.

<http://www.exotica.org.uk> – A wonderful resource, I love their Box Scan collection and that they don't watermark everything.

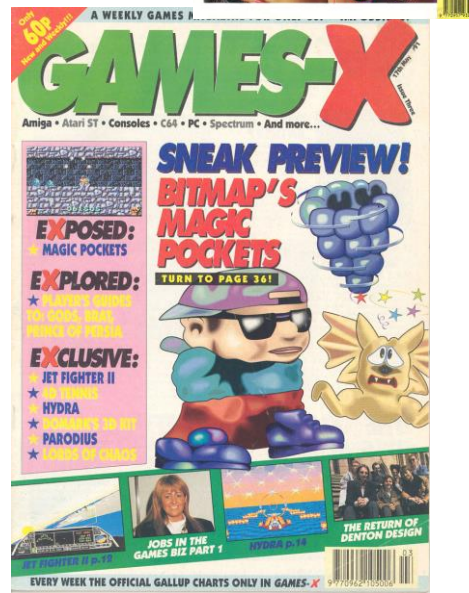
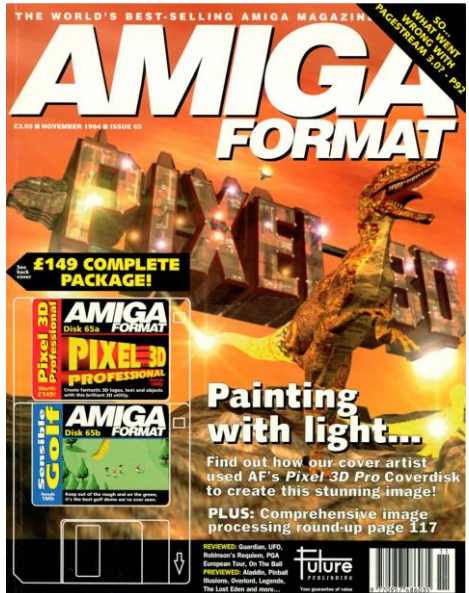
<http://www.lemonamiga.com> – Kim Lemons wonderful site, cataloguing all Amiga games and allowing user reviews.

The Magazines

Of course the real stars of these books are the magazines and their reviewers. I spent so much time in my youth reading these magazines, and it was one of the highlights of doing this book series was being able to reread all these great magazines again.

This is why I have given so much focus to the reviews, as opposed to my own views. After all these guys were the professionals and great witty writers to boot. So it was only fitting I give their views and not mine the main focus of each game.

I wont site particular reviewers or magazines as there was so many...but I wish to thank all these magazines for helping me in my youth make gaming choices with where to spend my pocket money.



SO WHO AM I?

I remember the first time I saw an Amiga. I had been invited around a friend of mine, who had excitedly told me they had a new machine. You know the kind of friend, the one who's parents had divorced and overcompensate with lavish and extravagant gifts. It must have been back in 1989 and he had got the impressive Ten Star Amiga Pack. An impressive line up of ten games of many genres (Buggy Boy, Terrorpods and Thundercats were definitely our favourites of the time). But it was another game he put on first, and from that moment onwards I was in love with the beige beauty that was the Amiga...



< The **Tenstar** bundle
a great collection...

1. Amegas
2. Art of Chess
3. Barbarian
4. Buggy Boy
5. Ikari Warriors
6. Insanity Flight
7. Mercenary
8. Terrorpods
9. Thundercats
10. Wizball

That game was Super Hang-on and I was simply blown away with the arcade perfect port (or so it seemed to me at the time). Now you must understand that prior to seeing this Amiga game I had only my humble (but well loved) Spectrum +2. So to suddenly see this game running in my mates



room, I just new right there and then, that I had to have an Amiga myself. It would take me a year to scrimp, save, beg and annoy my parents, before they finally relented.

In fact they said that they were so impressed (or was that worn down?) with my reasoned argument and preparation in pitching why an Amiga would be beneficial to my school work, future self and my Dads finances (who loved his gadgets, so I knew I had support there), that they helped put the money up. So finally the day arrived, and it was here I made my first blunder. You see during 1989 I had been drooling over the brilliant Batman bundle which had the Brilliant, Batman the Movie, New Zealand Story, Interceptor, and Deluxe Paint 2.



Now that was some line up of top quality games to own. But by September 1990 when I was ready to buy my machine, there was a new pack that looked extremely Impressive. In our local Dixons shop, they had on permanent loop in the shop window the impressive game Intro Back to the Future 2 and I would drool in the window, knowing that this was going to be the pack I was going to buy. In retrospect it was a bad choice, with all the games being poor. Along with Back to the Future 2 (which proved to be a naff game), there was Shadow of the Beast II a gorgeous to look at, but another dud of a game.



Then there was the rather Compelling, in that it's so bad its kind of good game The Nightbreed (based on a Clive Barker film) that had been turned into a series of really bad mini games. But by far the last and worst game on the pack was Days of Thunder, based on the Tom Cruise film about stock car racing. Still at least it still had the brilliant Deluxe Paint 2 (a paint package series that still to this day is my favourite paint package for drawing).

But it didn't matter, with my poor choice, as soon I had a stack of game classics sat on my shelf. From the brilliant blaster Xenon 2 and Speedball 2 from the Bitmap Brothers , to quirky classics like Shuffle Puck Cafe, Zany Golf and later Lemmings, and Superfrog to name but a few.



This is why I love the Amiga. The Spectrum may have been my first love, as I took my first tender steps into gaming, but it was the Amiga, which won my heart throughout my teenage years, showed me the ropes as I truly learned computers and that illusive world of gaming.

And what an alluring world of gaming it was on the Amiga, with it caught at that perfect moment in time, when games finally had the hardware to offer impressive titles or the improved versions of games loved on the 8-bit world, but it was still a time, where gaming hadn't become too professional and so able to keep that bedroom coder or small team where madness, originality and ability to experiment was still able to flourish. Before the suits and financiers finally rolled in and sapped and drained all originality from the gaming world. It was a time when anything seemed possible, when the tools you had at your finger tips such as Deluxe Paint were the same used by the pro's, a time where you honestly could believe it possible to become one of those bedroom coders, if only you put in the effort. It is a world sadly lost to us now in this console centric world, where game creation seems a distant and alien world to most kids of today

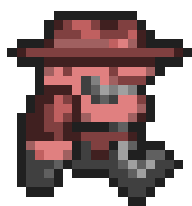
These books is my love letter to that time. I wanted to give comprehensive look at the Amiga and those involved, a time I know special to many people, who like me spent many happy hours making their way in the world of gaming, before deserting her, as we moved over to the world of PC's or the new exciting Play-Station and Saturn consoles.

I hope you enjoy this book as much as I enjoyed writing it, and fondly hope that with in its pages you will find many things interesting and insightful, combined with many happy nostalgic fuelled memories.

About the Author?

I am a nobody really, just someone who had an Amiga back in the day (still do) and has continued to have a passion for all Retro Gaming ever since. I now have amassed quite a collection of retro goodness and confuse my friends with why when I have a perfectly good Xbox 360 sat on the shelf, does it gather dust, in favour of cranking up one of my retro systems. My answer is always the same. I love the immediacy of older games. I hate with modern games, that often I have to put in hours of my time to get to the point of getting past the introduction levels. I also hate, that when I finally do decide to crank up my Xbox 360 I have to wait an hour as Microsoft does another friggin' update. Sadly in my gnarly and grumpy older form (aged 36) and now a family man I can't give that much time in one sitting on the main TV, without the wife grumbling is there anything on the TV?

...yes it's my blimmin' game, cant you see!! 😊 and it is a battle that I lose well before most modern games have even gone past the intro. But its not just the gaming element of retro that I love, I also enjoy learning the history of video gaming, piecing together how such an important part of my life fitted together. To learn more about the companies, the people and the games, that were cherished in our youth. I also see how important it is, when you look at early film and how 90% of all silent films have been lost and 50% of all films with sound, have been lost, due to no-one taking the time to keep hold of such titles for preservation. This is why I am so thankful to so many, who take the time to create emulators and store copies of these games and also those who put considerable effort researching and storing every facet of retro gaming. After all we are still fortunate enough for video gaming to still be so young, where many of its pioneers, visionaries and game creating Gods are still among us, and able to give a first hand insight in to their time in the industry (it is just so sad, that many of these gaming heroes remain so allusive).



Yes Retro gaming is a great hobby and as hobbies go, very cheap and varied, with the only down side being the space it can take up (unless you go down the emulator route). You may be interested that I have attempted once before to tell the story of video games in some detail, and still I believe the most detailed video game history guide (in video format) that I have seen...

Check out my You Tube channel on :-

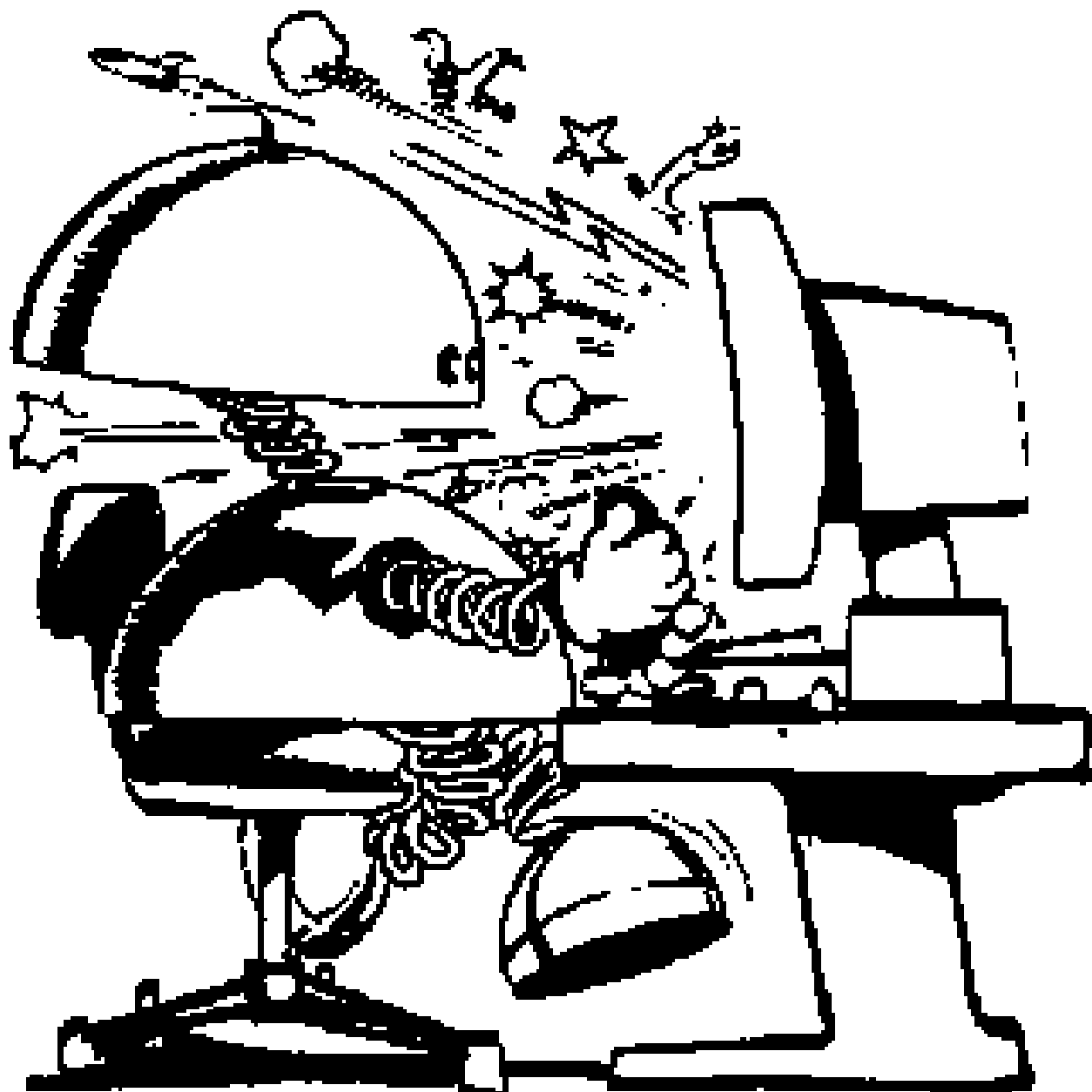
www.Youtube.com/TheDrisk

Episode 14 incidentally of this series is a massive multi-part episode covering all things Amiga.

In this book I intend to make it a multi volume release as it will be a mammoth task writing about all the games I could lay my hands on. Of course I had to make rules to limit the already Olympian task ahead of me. I have decided not to do Public Domain games unless very, very good. Also any games that were not translated into English also have been left out. Finally I have decided (as you can see) to write these books in PDF, but to be easy to read on a tablet or a Kindle Fire.

Anyway, I hope you enjoy....

NOW ON TO THE GAME GUIDE....



Amiga Magazine Key Guide

Key	Full Magazine Name	Publisher	Country Published
A32	Amiga CD32 Gamer	Paragon Publishing	UK
AA	Amiga Action	Interactive Publishing Ltd; Europress Publications	UK
AAP	Antic's Amiga Plus		
ABY	Amiga Buyer's Guide	Jeannie Lawrence Publishing	UK
AC	Amiga Computing	Europress Publishing	UK
ACAR	Australian Commodore and Amiga Review	Saturday Magazine	Australia
ACE	ACE: Advanced Computer Entertainment	EMAP	UK
ACGUIDE	AC's Guide to the Commodore Amiga	PiM Publications	USA
ACT	Amiga Active	Pinprint Publishing Ltd	UK
ACTECH	AC's Tech for the Commodore Amiga	PiM Publications	USA
ACUS	Amiga Computing US Edition	IDG Media	USA
ADU	Amiga Down Under	Fromont Holdings Ltd.	New Zealand
AF	Amiga Format	Future Publishing	UK
AFC	Amiga Force	Europress Impact/Impact magazines	UK
AFUN	Amiga Fun (UK)	MC Publications	UK
AGZ	Amiga Game Zone		USA
AHC	Australian Home Computer G.E.M.	Saturday Magazine	Australia
AHOY	Ahoy's AmigaUser	Ion International Inc.	USA
AP	Amiga Power	Future Publishing	UK
APoV	Amiga Point of View	abime.net	
APRO	Amiga Pro	Aceville Publications	UK
ARES	Amiga Resource	COMPUTE! Publications Inc	
ASHP	Amiga Shopper	Future Publishing	UK
AT	AmigoTimes	Sama Software Inc	Canada
AUAG	Australian Amiga Gazette	Australian Amiga Gazette	Australia
AUI	Amiga User International	Croftward	UK
AW	Amiga World	IDG Communications/Peterborough, Inc	USA
AZC	Amazing Computing for the Commodore Amiga	PiM Publications	USA
CCI	Commodore Computing International	Antony Jacobson	UK
CFC	Commodore Force	Europress Impact	UK
CHZ	Commodore Horizons	Sunshine Books	UK
CMG	Commodore Magazine	Commodore Magazine Inc.	USA
Co16	Click On 16 Bit		UK
CPP	Commodore Power/Play	Commodore Magazine Inc.	USA
CU	CU Amiga	EMAP	UK
CVG	Computer + Video Games	EMAP	UK
EDGE	Edge	Future Publishing	UK
GM	The Games Machine	Newsfield	UK
GMAST	Games Master	Future Publishing	UK
GX	Games-X	Europress Interactive Ltd	UK
INFO	Info	Info Publications Inc.	USA
MANIA	Amiga Mania	TNT Mailfast	UK
MEGZ	MegaZone		Australia
NCE	New Computer Express	Future Publishing	UK
O	The One	EMAP Images	UK
OCP	Ocean Power		UK
OST	The One for ST Games	EMAP Images	UK
OZ	OZ Amiga		Australia
PAU	Professional Amiga User	Gareth Powell Publications	Australia
PDOM	Public Domain	Future Publishing	UK
RAMPAGE	Rampage	Jengrove Enterprises Ltd	
SHS	Shareware Shopper	Europress Publications	UK
ST+	Strategy Plus	Strategy Plus Inc (US edn); Foxray Ltd (UK edn)	USA, UK
STAF	ST Amiga Format	Future Publishing	UK
YA	Your Amiga	Argus Press Group	UK
Z	Zero	Dennis Publishing	UK
ZZ	Zzap	Newsfield & Europress Impact	UK

[R] prefix means its a review based on the game review when it was re-released on budget.

'Allo 'Allo –Cartoon Fun (1993)
 £24.95 Alternative Software
 [4/10 – Nice atmosphere
 marred by poor game play.]



AC : 65% - 'If you like corny platformers, French accordion music and have a soft spot for Rene's sausage. Go for it. Reassuringly expensive? Hardly!'

AF : 53% - 'A bit much asking £25 for this and the two player is the biggest joke here.'

O : 45%- 'Listen very carefully. I shall say this only once: 'Allo 'Allo is crap.'

AP : 37%- 'Shamefully shoddy stuff for a full price game.'



AMIGA ALL MODELS

ALLO 'ALLO
CARTOON FUN!

1 OR 2 PLAYERS

THIS GAME COULD BE YOURS FREE!
 FIND THE SECRET ROOM AND PRICE YOU PAID. PLUS RUNNER UP PRIZES INSIDE!

ALTERNATIVE SOFTWARE

1 OR 2 PLAYERS

WACKY CARTOON FUN!

This is without doubt one of the best platform arcade romps to come to your computer. Packed with madcap humour, action and addictive gameplay.

- Huge multilevels!
- Full 360 Multi-directional scrolling!
- Over 900K of stereo music and sound effects! The most spacious sound around!
- Fully animated backgrounds some with 8 layers of parallax!
- 1 or 2 players (2 player option has simultaneous gameplay)
- Different game variations for 1 or 2 player options

• Lots and lots of cartoon characters each with their own humorous styles.
 • Well over 1 meg. of stunning graphics

So come on! Join our heroes on their quest to find Loh Lake and genuine lost art treasures in this wacky cartoon caper!

© 1982 David Craft and Jeremy Lloyd
 Licensed by BBC Enterprises Ltd.

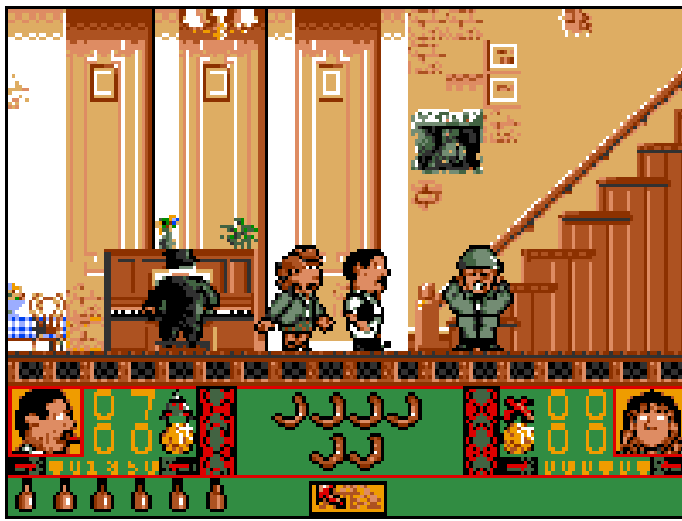
ALTERNATIVE SOFTWARE
 UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE,
 PONTERFRACT, WEST YORKSHIRE WF8 2LN
 FAX: 0977 790243

All Program Code, Graphics and Gameplay
 © Alternative Software Ltd 1993

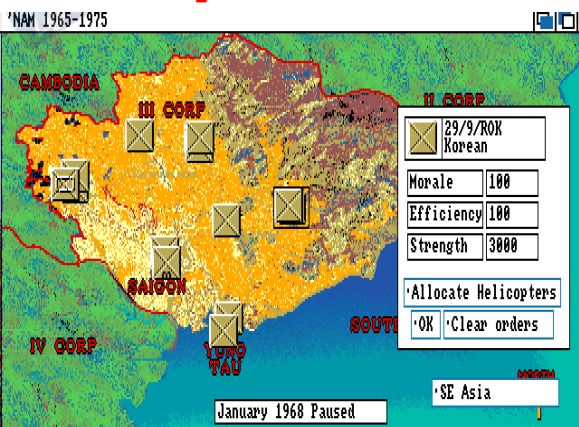
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Based on the brilliant David Croft long running TV comedy that ran from 1982 to 1992, so on the game release the show had run its course and was seen as a bit old hat. Like the TV show the game is set World war 2 in occupied France and follows the exploits of beloved café owner Rene who's just trying to make his way in the world and the fearless resistance leader Michelle. The games atmosphere is great really capturing the TV show and chock full of great cartoon versions of all the cast.

The music as well is suitably catchy if not annoying after ten minutes play but does add to the ambience. The main trouble with this game is unfortunately the game play which plays more like an 8bit budget platformer as opposed to its full price, 1993 release. The game is full of difficult to avoid enemies and sprawling dull maze like screens as you hunt for items. It still is worth a play if you loved the show and if you can find a cracked version with a cheat then it makes this a much more enjoyable experience..



'Nam – 1965 - 1975 (1991)
 £24.95 Domark
 [8/10 – Great Strategy Game, if a little dry and difficult. Not for strategy newbies.]

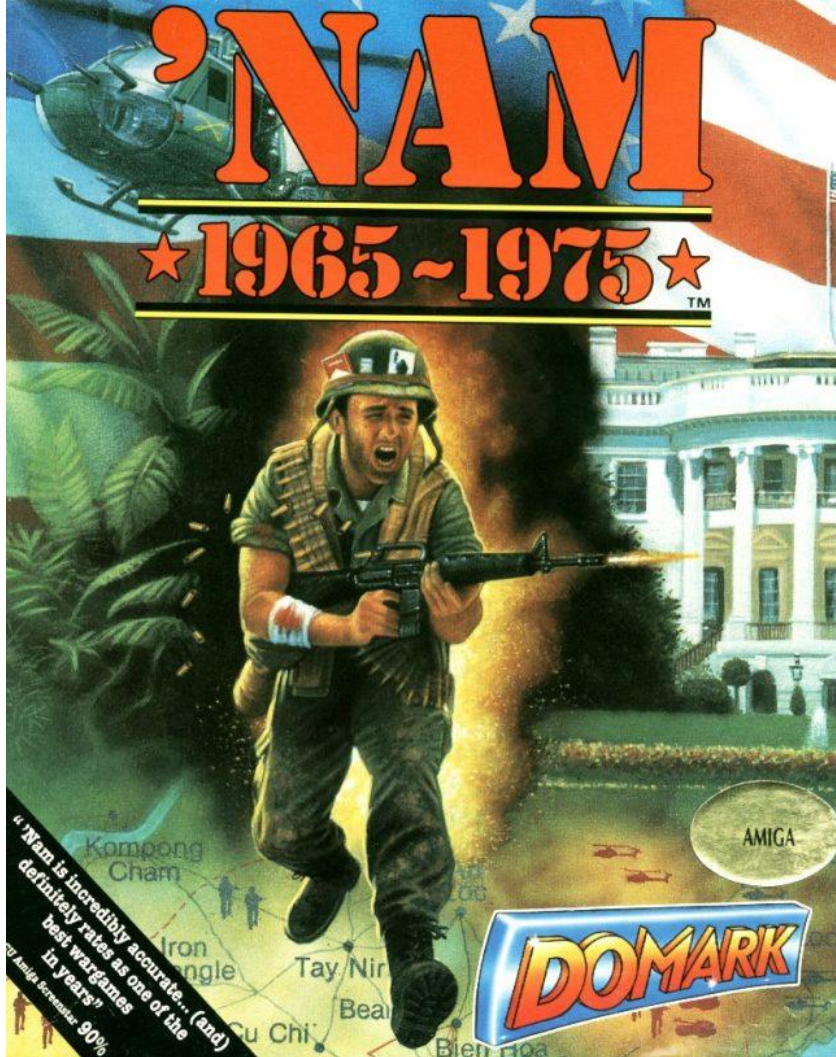


CU : 90% - 'Completely absorbing, wargamers will love it!!.'

AF : 88% - 'Political problems add spice to a good strategic war-game.'

AP : 69% - 'A well thought out and potentially challenging war game that's let down a bit on the technical side of things.'

O : 77% - 'It's a challenge that anyone with an interest in strategy or manipulation of history should take up.'



Designed by an Oxford University history student you know right from the beginning you are going to be in for an accurate depiction of the war. The game doesn't disappoint with it covering not only the war affair but the politics and even drug taking of the troops. The game play is a little dry on the strategic side of things and perhaps like the real war of which it is based it is easy to get confused and lost. However for those with time on their hands and an interest in this period of history there is much to learn and enjoy about this game.

1000 Mille Miglia (1991)

£25.95 Simulmondo

[3/10 – Racing in the 1930's is novel fun but you will soon tire of the game .]



AP : 53% - 'Slow old fashioned driving game dressed up in historical authenticity. Great for fans of slow old cars, of dubious worth for the rest of us..'

AF : 51% - 'True its all very neat, with digitised piccies from that era, period typefaces and reasonable 3D, but the cars handle like whales and every time you go over a particularly brittle twig you stop for repairs.'

Based on the famous Italian endurance race through the Italian countryside. The real pull of this game is that the game is set from 1927 through to 1933 and featuring real cars and drivers of the period. It is a period much skipped over by video game racing games and so it is nice to play a racer a little bit different. The game also runs rather smoothly as you begin the race and your initial impression is that it's not too bad. However ten minutes in as you watch the same scenery roll past you realise you have had enough and reaching for another game. Worth a play for the curious but best avoided for the rest.



1869 (1991)

£25.95 Flair Software /

Dev: Max Design

[6/10 – Sail the seven seas, get out the rum and start singing those sea shanties.]



AA : 68% - 'I suspect that many such fans would be disappointed with 1869 as it stands. It has all the basic elements for a really good game, but doesnt expand on them anywhere near enough to really captivate interest, and unfortunately falls a bit after too few hours – a real shame.'

AF : 90% - 'One of the best multi-player games you can get that only needs one Amiga.'



1869

- ↳ Experience at first-hand the era of great political and economic change, the exodus from the old British Empire, to the finding of a better life in the new world. The age of the great Clippers and their struggle for survival against the gradual domination of the steam ship.
- ↳ Accurate historical simulations of the period between 1854 and 1880, including major events such as the American Civil War, revolts and the opening of the Suez Canal.
- ↳ All the basic technical and economic innovations, as well as developments in the ship building industry are simulated and bear authentic influences on the market place and it's trading characteristics.
- ↳ Plan your route taking into account the weather, seasons, and sea currents. Buy or build ships to cater for your expanding needs.
 - Brave heavy storms!
 - Visit exotic places!
 - Motivate your crew, maintain your ship to achieve record times!
 - Collect useful information in the quay-side bars!
 - High gains often necessitate taking big risks!
 - Be on your guard, the sea shows no mercy!
 - Recognise the signs of the times and react accordingly!
 - Carry out trading with astute merchants!
- ↳ A very extensive and innovative trading game for 1-4 players.
- ↳ Over 60MB of excellent graphics with hundreds of animations and a 25 stunning soundtrack.
- ↳ 140 page hand-book full of historical facts and sea-faring anecdotes.
- ↳ Voted an award winning game already in Europe. ASM HIT, AMIGA & PC AWARD HIT, AMIGA JOKER, AMIGA FORMAT GOLD HIT

INSTRUCTIONS IN

PUBLISHED AND DISTRIBUTED BY
FLAIR SOFTWARE LTD, THE SMITHYSIDE,
PONTLAND, NEWCASTLE NE20 9BD
PRODUCED BY MAX DESIGN

Set in the exciting sea salty world of 19th Century sea fairing world, the where the age of sail is king and world wide trade was at full height. In the game you run a trading company and its up to you to buy and sell goods across the globe whilst avoiding pirates and make a tidy profit. Essentially its Elite but with sail ships. Its quite enjoyable really and stock full of history of the period providing you put in the effort. It really does however befit from a hard drive installation (playing from floppy disk will make you cry) and the manual to the game is needed otherwise you will be pretty lost on how to play the game.



1943: Battle of Midway (1989)

£25.95 Go! / Dev:Probe

[1/10 – An unforgivable, terrible conversion of an arcade classic.]

AA : 15% - 'An awful conversion of what is supposedly a fine coin-op. This official sequel to the equally dire 1942 is slow, generally unplayable and nowhere near as good as other horizontally scrolling shoot em-up budget titles such as Xenon II.



As a huge fan of the coin-op and with a soft spot for probe I was looking forward to what the powerful Amiga could do with such a game (see Banshee for what the Amiga can do when pushed). Unfortunately this looks to be a lazy 8bit port of which the 8bit versions were really bad as well. The game is not only a mess visually being all crammed in a tiny window but is incredibly slow making it almost unplayable. Another messed up Coin-op conversion by U.S. Gold then (Go! Was their Premier name to differentiate it from the standard products).



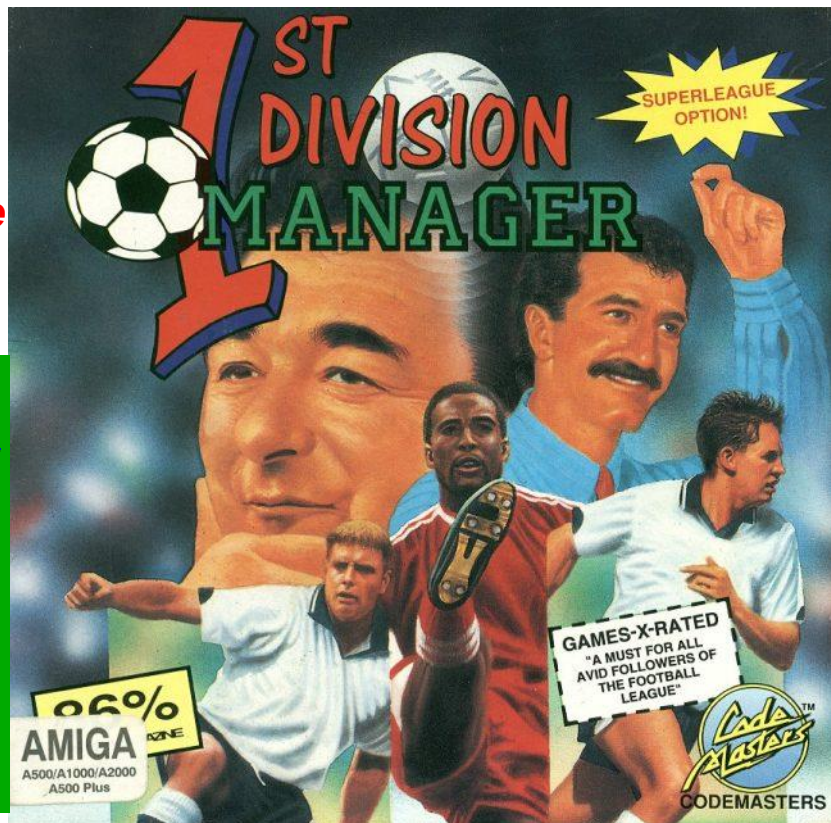
1st Division Manager (1991)

£7.99 Codemasters /

Dev: Cirrus

[5/10 – Average but a nice light hearted take of football management.]

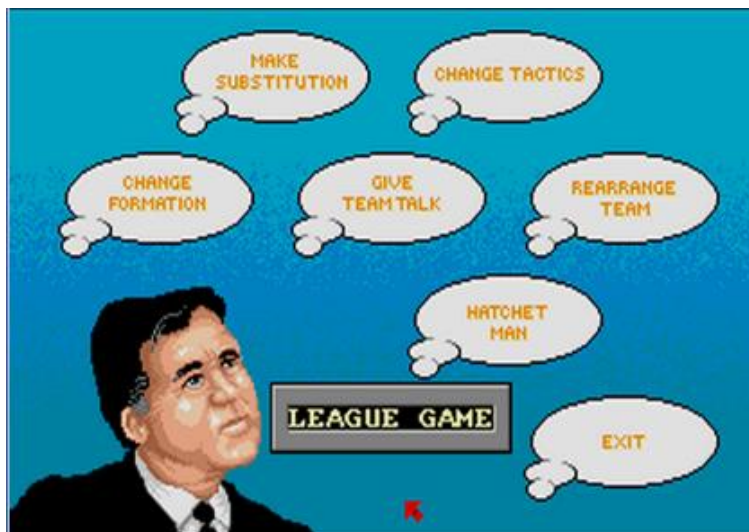
COTTEE GOES FOR THE LOB...



A Codemaster favourite game of the 8bit world and Developed by short lived developer Cirrus (with the coder Chris Chapman who went on to Sensible Software to help do Mega-lo-Mania and Sensible Software.). It is not a bad game really being a little light on the tactics front and the fact that you can really make any changes during the game makes it far too basic for any staying power. Having said that if you just want a football management sim that requires more luck than skill with little to think about then its worth a play.

AF : 66% - 'It's a mouse controlled text heavy clicking session spliced with the odd graphic as you make your do or die choices. When you're happy, its of to the pitch-side to watch what looks like Kick Off guys as they rush around during bouts of goal-mouth action. You can't control them, you can only sit helpless as they cock up every chance that comes their way.'

AA : 53% - 'Football management with presentation! Instead of lots of text you're treated to an actual game of football! It'll never catch on.'



3D Construction Kit (1991)

£49.99 Domark / Dev:

Incentive Software

[9/10 – *The development tool which was the Minecraft of the day.*]

AF : 91% - 'The highly powerful set of tools, combined with amazing ease-of-use, make this an unrivalled game creation system.'

AA : 90% - 'There are so many options and possibilities, you could well find yourself creating a whole new world.'

O : 93% - '3D Construction Kit is on of the best 16bit utilities to appear – ever!'

AP : 80% - ' It's not for the faint-hearted (or faint walled) but it achieves what it sets out to do very well.'

GX : 5/5 – 'The editor is very easy to use and the speed of the graphics is highly commendable.'



In the late 80's all gamers dreamed of the day when virtual reality would come to fruition. During this time there was only one developer that gave anything close to this brave new world. Incentive Design would wow the 8bit world with first Driller in 1987 and quickly followed with Dark Side, Total Eclipse and Castle Master. So in 1991 when they released a development kit to actually make such games kids like mean were breathless with excitement. The tool was impressive especially on the Amiga where there seemed no limit to the Worlds you could create. It was expensive and really needed a better manual, but for those willing to spend the time this was a wonderful creation tool and one I would love to see updated for modern PC's.



3D Construction Kit

- ★ Build and create your own Real Time walk through Virtual Worlds.
- ★ Includes ready made environments to edit.
- ★ Features the Freespace 3D Graphics System.
- ★ Complete with comprehensive manual.

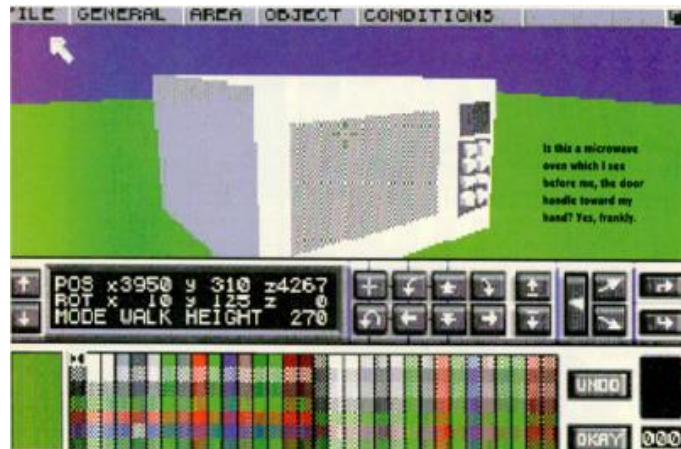

incentive
 SOFTWARE
 ZEPHYR ONE, CALLEVA PARK, ALDERMASTON,
 BERKSHIRE RG7 4QW
© 1991 NEW DIMENSION INTERNATIONAL LTD., ZEPHYR ONE, CALLEVA PARK, ALDERMASTON, BERKS. RG7 4QW



3D Construction Kit 2 (1992)

£39.99 Domark/ Dev: Incentive Software

[8/10 – Same as the first one, but by 1992 the world had moved on.]



AA : 88% - 'Everything you might want out of a 3D Construction kit is here, but I have my reservations nonetheless, mainly because of the speed and the manual.'

AF : 78% - 'Don't believe the hype about it's easy to write a commercial-quality game with it, because it aint.'

AP : 80%- 'This is an improvement in many respects, but a sideways step in others. And viewed in isolation, its a neat but expensive – way to create 3D games.'



3D CONSTRUCTION KIT 2.0

A VIRTUAL REALITY PRODUCT

If you like to delve a little deeper than most, then this is the product for you. Welcome to the world of 3D Construction Kit 2.0™ where virtual realism becomes a reality. 3D Construction Kit 2.0™ is the only virtual reality package available for the home computer. Developed alongside professional VR products, it offers a wide range of facilities including:-

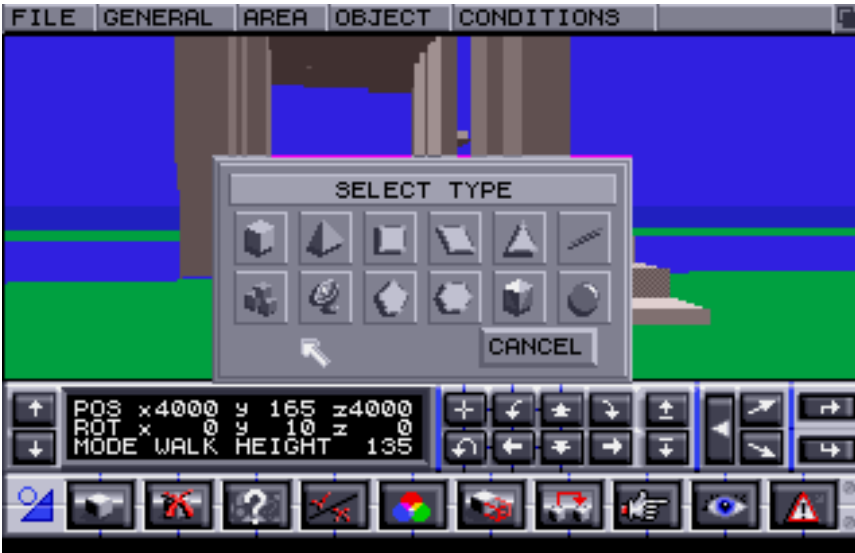
- 3D shape designer/manipulator
- Sound effects manipulator
- Game design utility
- Print out/screen dump option
- Animation programmer
- Computer VCR playback function
- Clip art library with colour catalogue

INCLUDES FREE TUTORIAL VIDEO

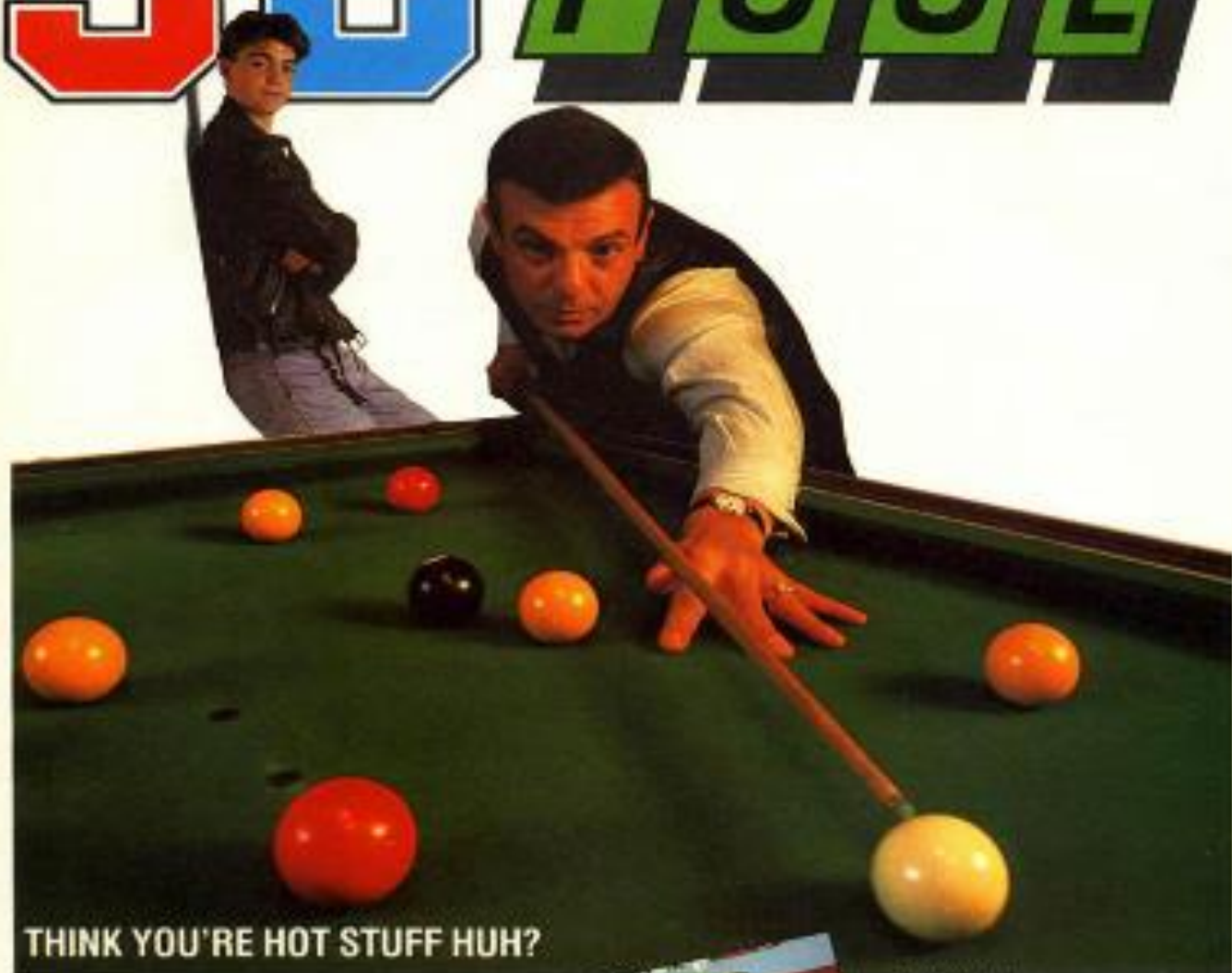
We know how frustrating it is to be a creator of software and have to wade through a huge instruction manual just to get started. So we've included a short tutorial video to get you up and running quickly and give you a taste of what 3D Construction Kit 2.0™ is all about. Starting from scratch, the tape will show you how to create, manipulate and animate objects, design ambiances and even 'train' your own 'giant'. You'll also get a glimpse of some of the fantastic results that can be achieved once you've had a little practice.

Designed and Programmed by Incentive Software
© 1992 Dimension International Ltd. IBM PC Screenshots
Domark Software Ltd., Ferry House, 31-37 Lucy Road, Putney, London SW13 1PH

What a difference a year makes. This was essentially the first game with a slightly posher looking user interface. The trouble was by 1992 gaming had come on leaps and bounds as developers learned the Amiga system., and so what had seemed as visionary only a year before was beginning to look severely outdated to everyone. The development tool is still a lot of fun if fiddly though, but I still find myself drawn to the original (mostly because that was the one I have spent the most time with).



3D POOL



THINK YOU'RE HOT STUFF HUH?

Well here's your chance to prove it.

European champion 'Maltese Joe' Barbera is waiting to rock 'em up and blow you out.

Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real game with the champ. Full details in every box.

Cue up for a shot at big Joe.



BBC screen-shot



BBC screen-shot

POCKET 3-D POOL ON ...

Atari ST.....	£19.99
Amiga.....	£19.99
IBM.....	£19.99
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Commodore 64 Disk.....	£12.99
Amstrad Cassette.....	£8.99
Amstrad Disk.....	£14.99
Spectrum.....	£7.99
MSX.....	£7.99
MSX Floppy.....	£9.99
Archimedes.....	£19.99



A LEGEND IN GAMES SOFTWARE



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London WC2A 1PS.
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3D POOL

A Stunningly realistic true to life 3D pool simulation.
The first 3-dimensional computer pool game that lets you
view the table from almost any angle.

Eine erstaunlich realistische Poolbillard-
Simulation in lebensechtem 3D.

Das erste dreidimensionale Poolbillard-
Computerspiel, bei dem Sie den Tisch aus
fast jeder Perspektive sehen können.

Una fenomenale simulazione
del 3D pool fedele alla realtà!

Il primo computer game di pool
che ti permette di vedere il tavolo
da quasi qualsiasi angolo.

Mit Deutscher
Anleitung
Struktur-
Believe
Compass

April '91

© 1989 AARDVARK SOFTWARE
Published by FIREBIRD Software

Screen shots are only intended to be illustrative of the gameplay and not the
screen graphics which may vary considerably between different hardware in quality
and appearance and are subject to the computer's specifications.

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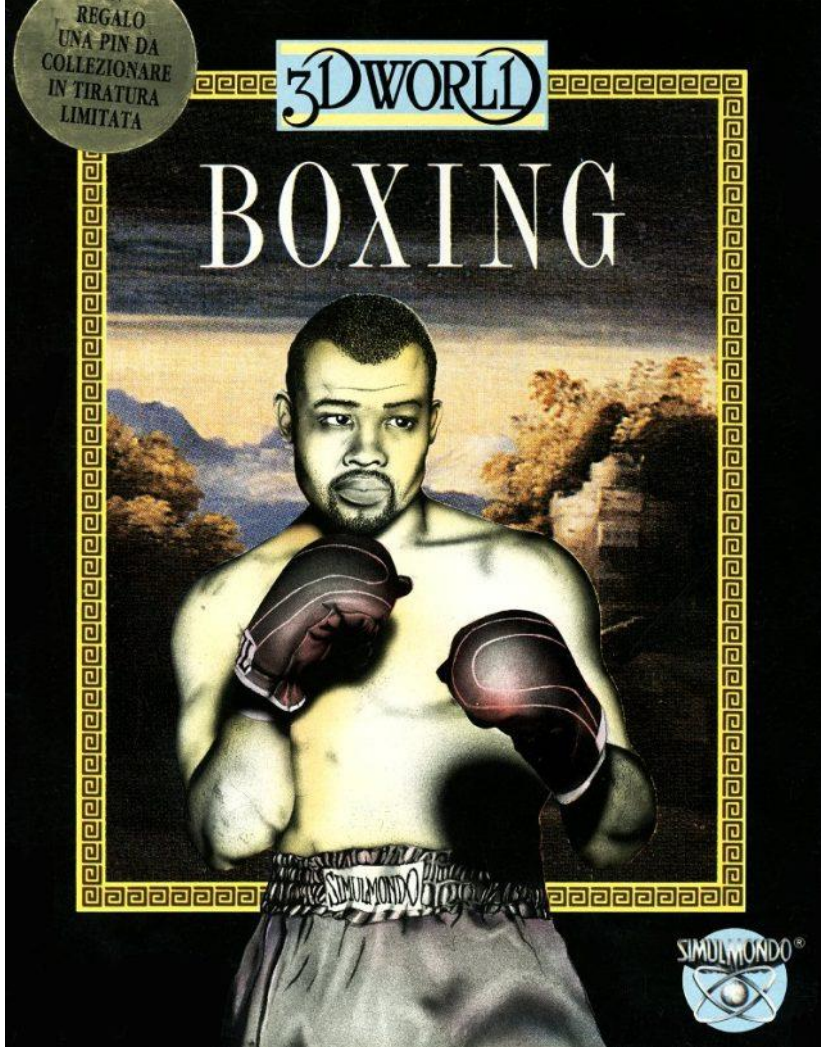
© 1989, CMA MIRA, INC. Compatible

3D World Boxing (1992)

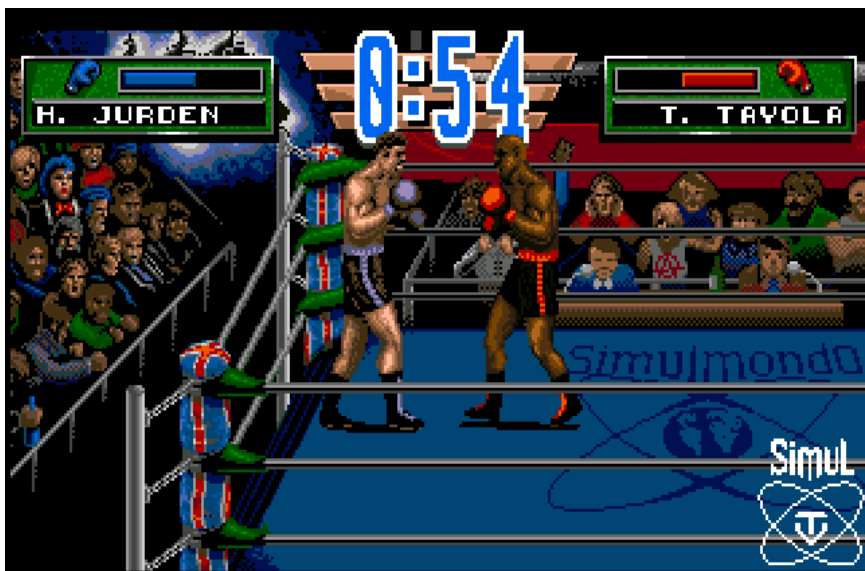
£24.95 Simulmondo

*[1/10 - Really, REALLY bad.
No gameplay to speak of.]*

AP : 11% - 'Terrible boxing game. In 3D. Summed up neatly by the eight pages of irreverent history about boxing and the paragraph at the end telling you to hold down fire and waggle the joystick.'



Italian developer Simulmondo really came out with some terrible games on the Amiga. I take it because they were based in the beautiful province of Bologna and so were probably too busy out in the sunshine than actually playing the tripe they were producing. Of all the titles



they did though this is perhaps the worst. The game looks very pretty (until it starts to move) but it has literally no game play what-so-ever to speak of. Try to avoid this game at all costs

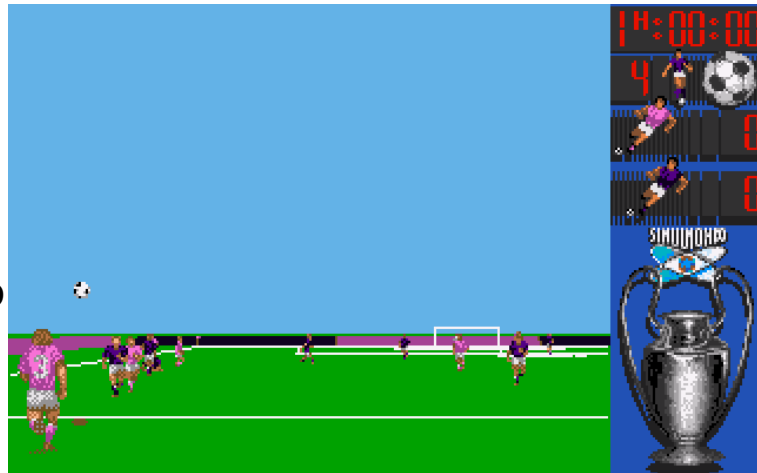


3D World Soccer (1992)

£24.95 Simulmondo

[3/10 – Interesting viewpoint, but not really playable.]

Not to be confused with Simulmondo's I Play: 3D soccer. On boot up and after what seems like a life time of swapping the two disks and going through incredibly slow menus you are finally get into the actual game itself (and if like me already in a n impatiently bad mood. But at the start the game ibegins to win you over with the nice isometric viewpoint and for the first five minutes you will be quite impressed with how ahead of the curve it was in the looks department. Sadly though you then quickly realise that the controls are terrible, being extremely limited and so making the whole game a rather pointless exercise. I am afraid another dud by the Italian developer.

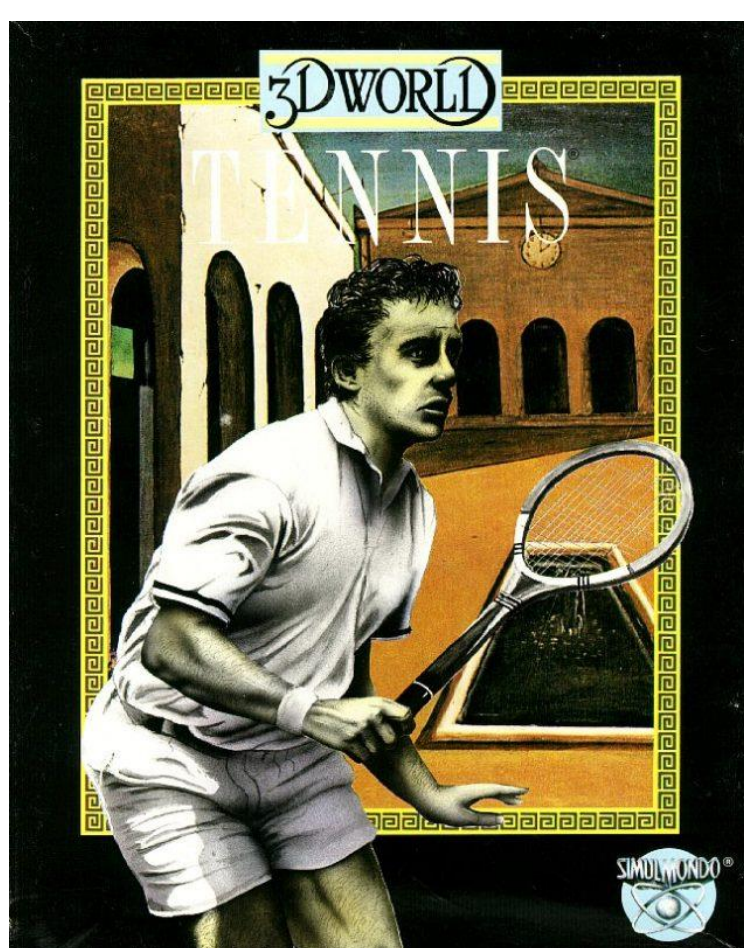


3D World Tennis (1992)

£24.95 Simulmondo

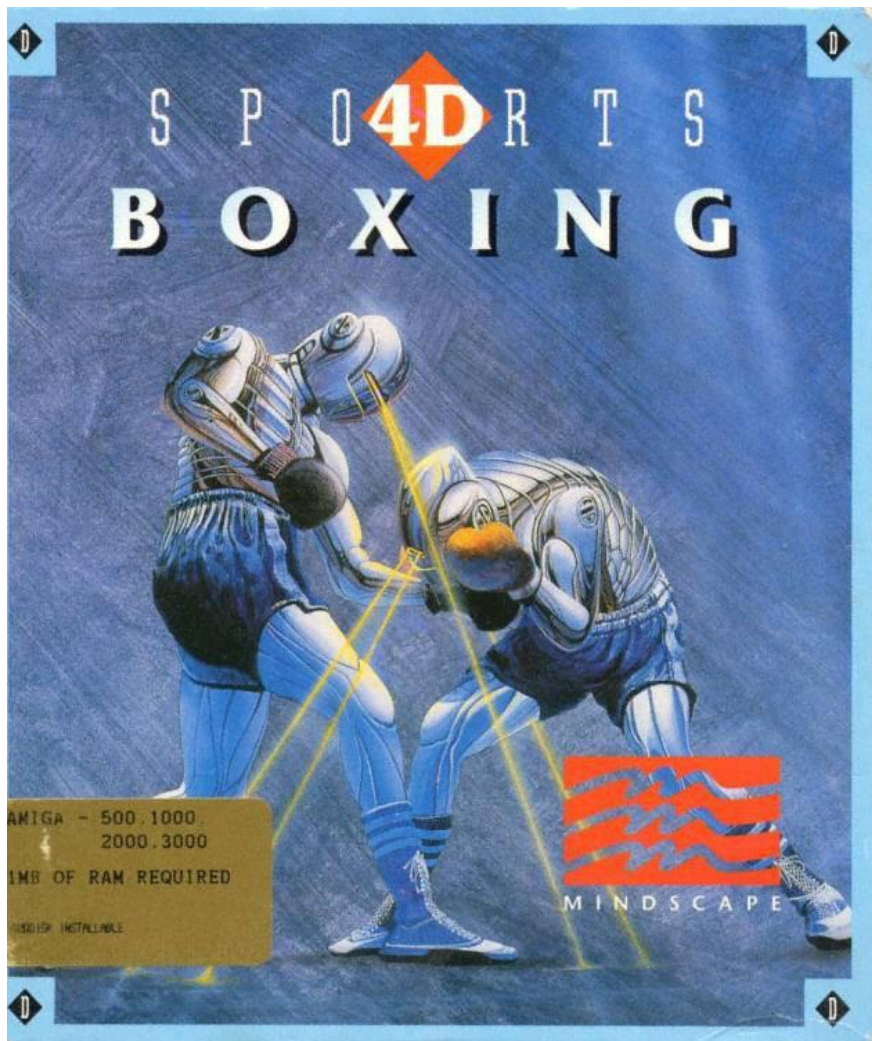
[4/10 – Not one of the better Amiga tennis games around.]

AP : 67% - 'Surprisingly attractive mix of management and actual tennis that has you picking fights with various people around the world to improve your form (you start off such a poor player that you can't cross the court in time to reach the shots) before taking part in one of the big tournaments. The tennis bits well done, with an unusual viewpoint (behind your player but scaling as you run in and out) and some nicely generous collision detection on the ball, and the management stuff helps flesh it out. Yes. I like this one.'



One of Simulmondo's better games. It plays ok but the beginning point of your players skills makes progress a slow and frustrating one. Also to note that it doesn't emulate very well without tweaking it as it runs far too fast. In summary there are far better versions of tennis out there on the Amiga.

4D Sports Boxing (1991)
£24.95 Microprose / Dev:
Distinctive Software
[4/10 – An ok game but too slow on the Amiga. Try the PC port instead.]



O : 84% - '4D Sports boxing is a competent boxing simulator.'

CU : 83%- 'lack of any realistic damage being inflicted on the faces of fighters detract hugely from the feeling of actually being ringside.'

AC : 80% - 'Mindscape have taken a risk with a game like this, and its almost paid off. .'

AF : 79% - 'the best implementation of the noble art so far.'

AP : 40%- 'Respect is due for the unique approach, but its all to no avail. A comprehensive simulation with poor playability's as much use as a chocolate mouth-guard.'

AA : 39%- 'Each fight can be won by simply activating your joystick's autofire and pushing forwards



S P O 4D R T S B O X I N G

Mindscape and award winning developers DSI bring a new era of games to your home computer - with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real.

"Good evening Ladies and Gentlemen. Welcome to the packed car park of Mindscape Palace on this beautiful summer evening for a fabulous night of Championship Boxing.

The crowd are going wild as the champion and challenger step into the glare of the TV lights...we can hardly hear the announcer as he introduces the fight to the thousands who have turned up for what promises to be a night of pure sporting genius...lets go over live to our commentary team down at the ring side for a blow by blow account of tonights big fight"

4D Sports Boxing puts you right in the thick of the fight with some stunningly realistic polygon graphics that really pack a punch.

Modelled and simulated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and save a camp of ten of your own boxers - you dictate how tall, how heavy, and how strong they are. Next you train them and build them up into lean, powerful fighting machines - then it's time to enter them into their first fight.

You control every move of the boxer with a full range of punches, moves and some very fancy footwork. It is up to your skill and determination to box your way up the championship ladder and bank the winnings for every successful fight.

- Fight artificially intelligent opponents.
- Simultaneous 2 player fighting mode.
- Detailed and smooth polygon graphics.
- 4D Sports Vision video replay system lets you re-live the best punches of the fight.
- 9 user selectable and positionable camera angles.
- Digital sound effects and music scores.



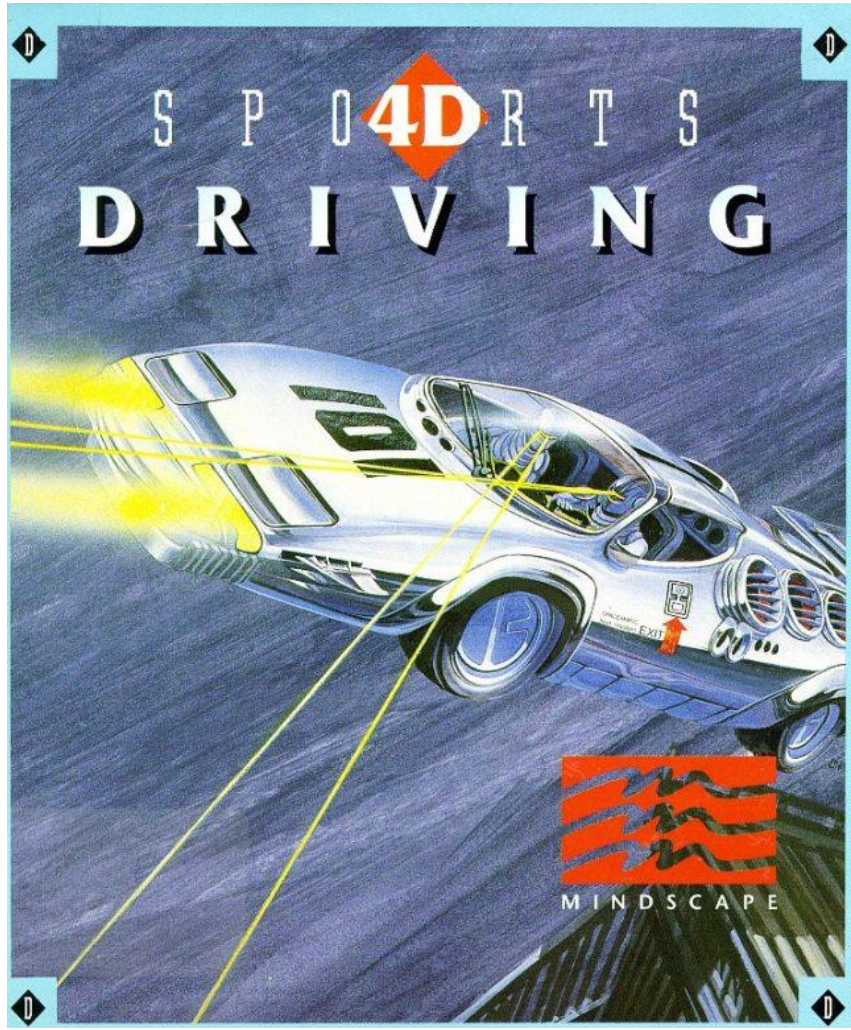
© 1990 Distinctive Software Inc. All rights reserved.

IBM PC screen shots. Other formats may vary.



Boxing games are sparse on the Amiga and so compared to many this is one of the better ones (but that's not saying a lot). The 3D boxers are impressive with how they move but to be honest it's all too slow with the Amiga not up to the power of the PC game of which it is ported. If you want to try it then give the PC game a go instead. Love the box artwork though...very cool.

4D Sports Driving (1992)
£24.95 Microprose / Dev:
Distinctive Software
[4/10 – Another game too slow on the Amiga. Try the PC port instead.]



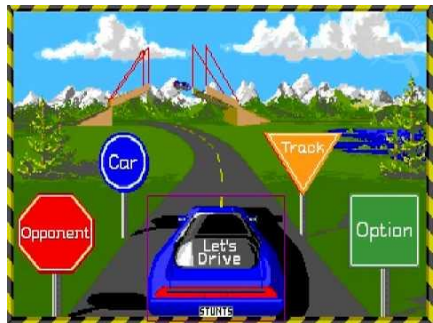
O : 78%- 'With a choice of 12 of the worlds most exciting cars, tracks to give seat-of-the-pants driver a hernia and your very own track designer, 4D Sports Driving offers exceedingly good variety, if nothing else...'

CU : 75%- 'Its not as instantly playable as Stunt Car Racer, but its certainly fun nonetheless.'

AA : 74% - 'Hard Drivin' fans will adore Mindscapes equivalent and others will find a competent/racing formula.'

AP : 69% - 'Hard Drivin' with knobs on. Features galore give a much needed shot in the arm.'

AF : 33% - 'If programmers had spent a little more time getting the graphics smooth and the cars controllable, they might have had a half decent game on their hands. As it is, this is wholly awful 4D indeed. Try 4th rate.'



Also known as Stunts...Developed by Distinctive Design who would go on to do the beginning of the Test Drive series (the first two not very good ones). This game is another that was so much more playable on the PC than the Amiga with it being far to slow and jerky and so making the cars uncontrollable. Tweak emulation setting or find the PC game and there is some fun to be had in this title. Otherwise avoid.



	25th Anniversary Lamborghini Countach	Done Next Last Auto Colour
	Mid Engine, Rld Drive DOHC V-12 5160cc, 400 HP 0-60 4.7 sec Top Speed 183 MPH Price \$150,000	



Skid Vicious

Age: 34 Height: 6'0
 Years Experience: 20
 Expertise: All

Problems: None

Background: He learned the trade outrunning cops in New York. Age has mellowed his driving habits, if not his personality, so that he has become the best driver at the proving ground. It's best not to actually speak with him.

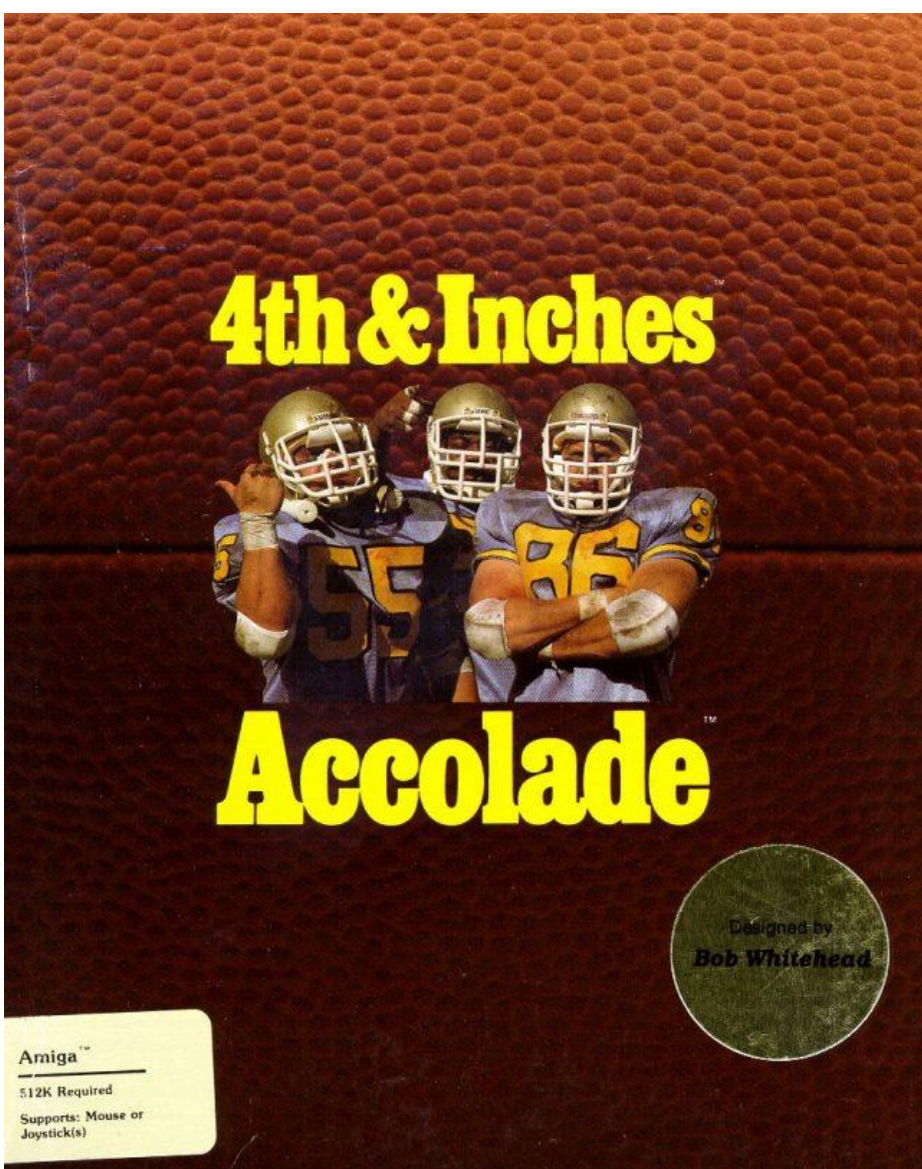
Last Next Clock Car Done



4th & Inches (1988)

£24.95 Accolade

[1/10 – Not aged well, go play John Madden's American Football.]



AA : 87%-

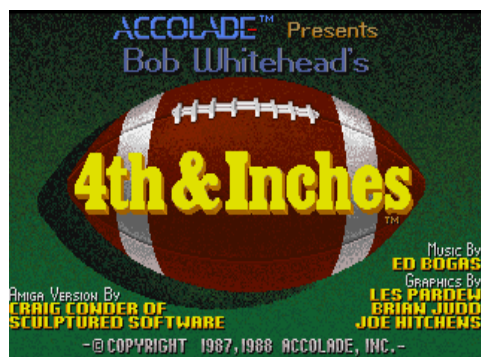
'Everything you would expect to see in an American Football game.'

AC : 71%- 'makes you want to play it, even though the tunes make you want to join the Neighbours school of acting.'

ZZ : 69% - 'An accurate no-nonsense sports simulation with a slightly disappointing no-frills approach.'

AF : 42% - [R] 'John Madden American Football beats it hands down.'

AP : 3% - [R] 'Just crap with no redeeming features whatsoever. This gives American Football a bad name, and you'd be infinitely better off saving up the extra fifteen quid for John Madden's.'



WHAT THEY SAID ABOUT...

Accolade

HardBall!

Accolade

"An absolutely incredible sports simulation"

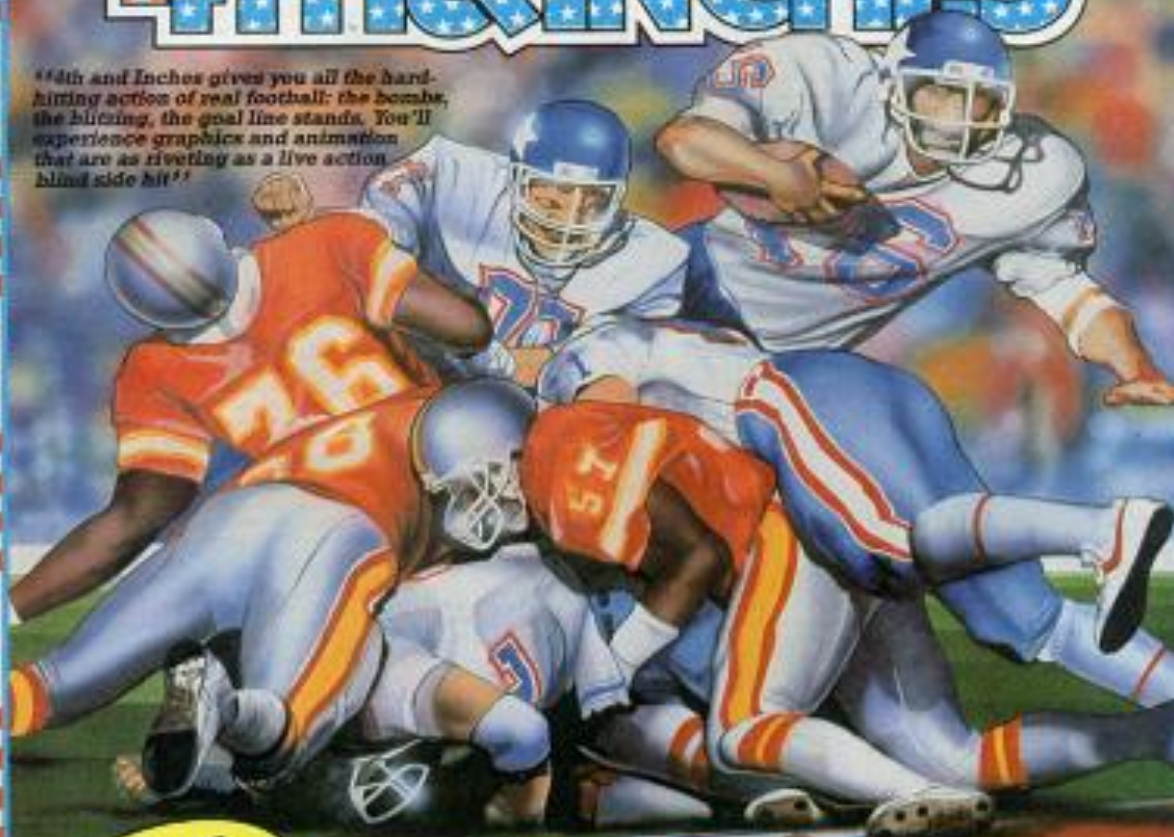
"Sets new standards in gameplay, depth and animation" *Zzap 64*

"The playability, design, variety and exceptional realism make this a sports simulation to remember" *Atari ST User*

WHAT THEY WILL BE SAYING ABOUT

4TH & INCHES

"4th and Inches gives you all the hard-hitting action of real football: the bombs, the blitzing, the goal line stands. You'll experience graphics and animation that are as riveting as a live action blind side hit!"



NOW FOR
AMIGA & IBM PC
£19.99

"It's hard to imagine that there can be anything more exciting for the home based football fan, even from the game's premier spectacle... the **SUPERBOWL**!"

"Winning at 4th and Inches demands all the moves of the League's premier quarterback plus the tactical genius of a veteran lead coach!"

CBM 64/128
£9.99
cassette
£14.99
disk



STRATEGY!



TACTICS!



ACTION!



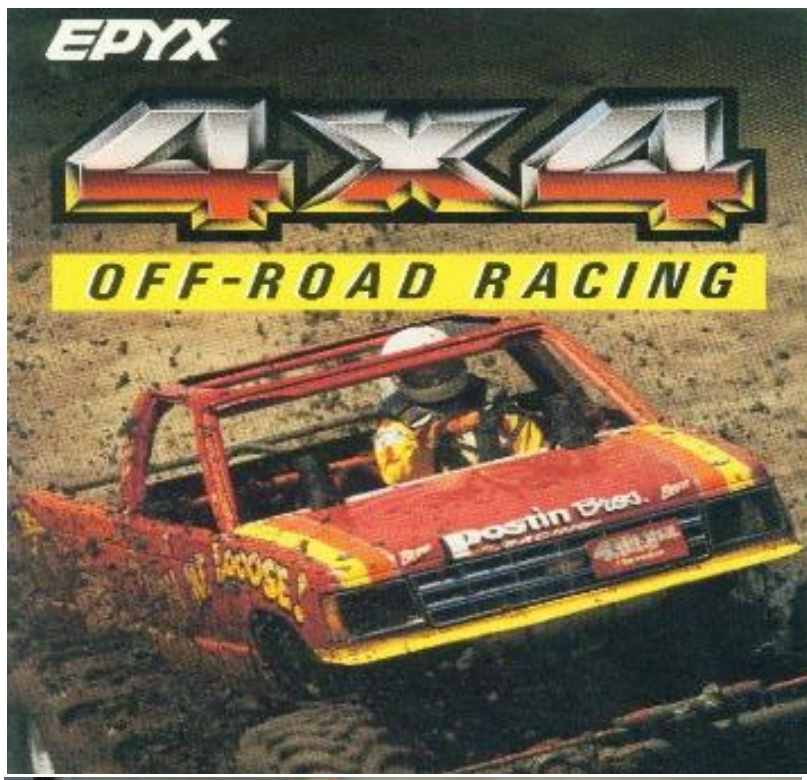
U.S. Gold, Units 2/3,
Ridford Way, Ridford,
Birmingham B6 7AX,
Tel: 021 356 2388

It's interesting to see the change in reviews scores only a few years later to show how much better John Madden American Football was than the competition (on the Amiga at least). For myself I always struggle reviewing American Football games as the sport just leaves me cold with far too many stoppages and complex tactics rather than all out action. This game may have been reasonable back in 1988 when released, but by 1992 it was already seen as ancient when Electronic Arts came along and showed it how its done.

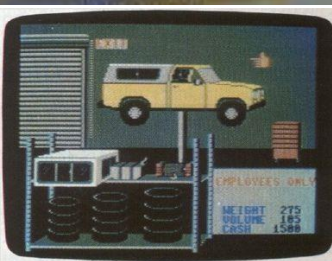
4x4 Off Road Racing (1988)

£24.99 Epyx

[0/10 – Use your Floppy disk as a coaster instead of playing this mess.]



In the early days of the Amiga game companies were only focussed on 8 bit platforms with the Amiga simply as a an after thought with no consideration of what could be done with all that hardware power. This game is even worse as on the C64 of which it was based it was seen as a poor Buggy Boy clone and a terrible. game. But when said game is then ported to the Amiga with no real improvements (but still hike up the price to £25_ then that's a complete travesty.

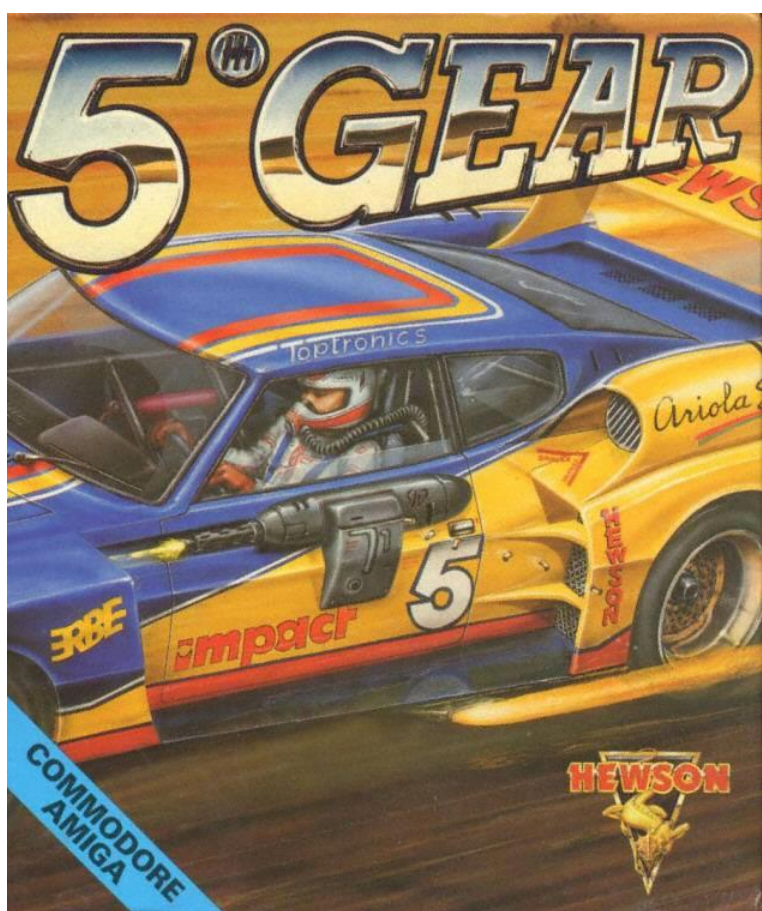


5th Gear (1990) £19.99

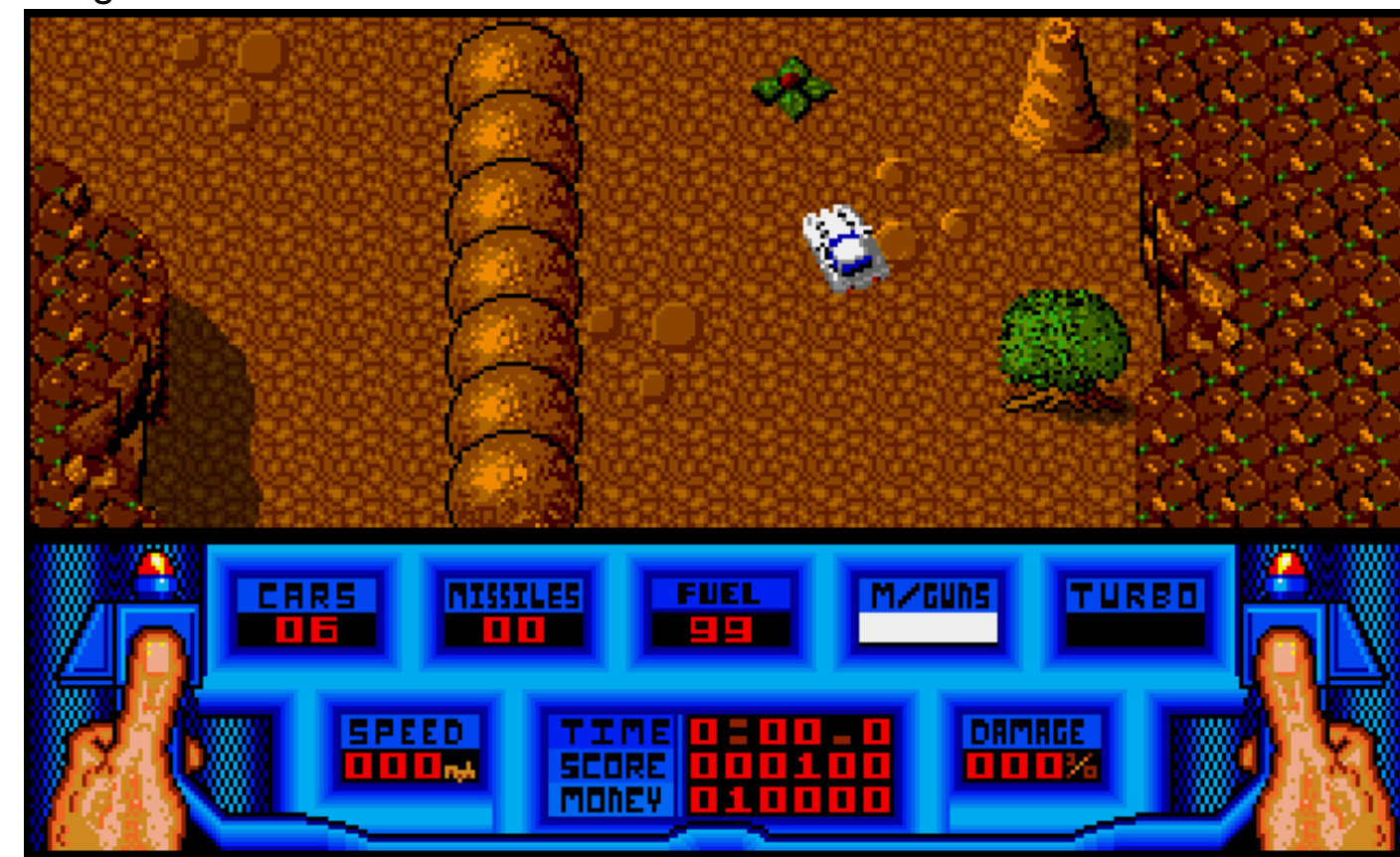
Hewson / Dev: Microwish

Software

[1/10 – A game to drive you to frustration!!]



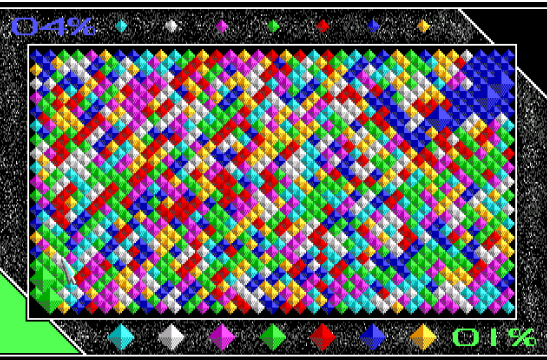
I can't understand how Microwish could take such an exciting idea as illegal futuristic racing with guns and turn it into a frustration fest with controls like a shopping cart were you can even negotiate the tracks at a near stand still and then combine that with you restarting the whole damn race every time you crash. Yet another God awful game best forgotten about.



7 Colors (1991)

£25.99 Infogrames

[5/10 – An OK puzzle game that takes a while to get your head around.]

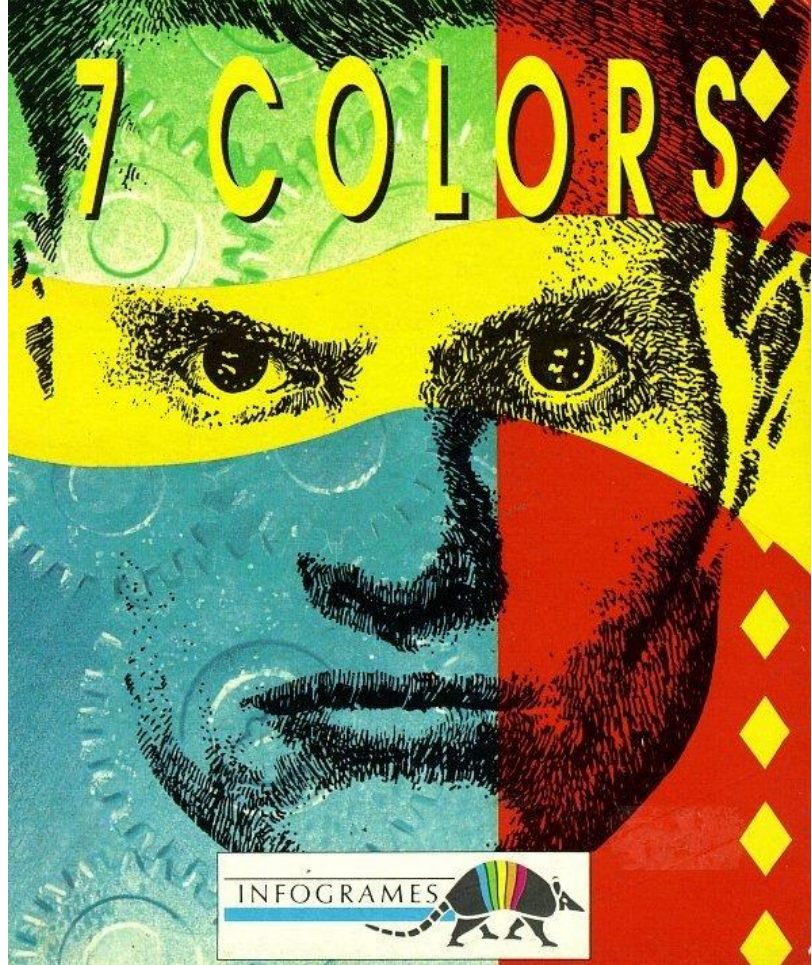
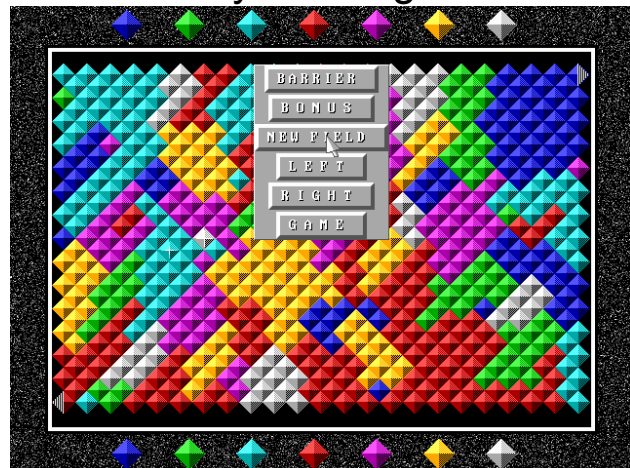


CU : 66%- 'Original and playable but lacks lasting appeal..'

AF : 64% - 'well put together but doesn't pull players in. Those seeking a quietly-taxing board game will love it..'

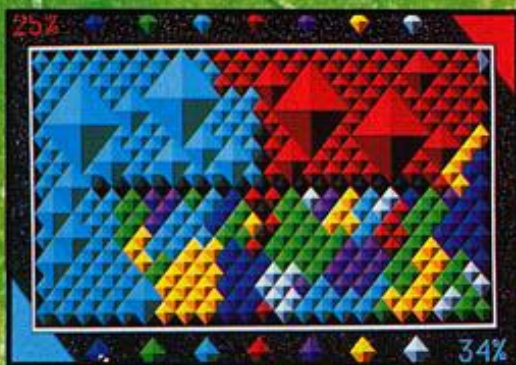
AP : 47% - [R] 'Sort of alrightish, but still not really worth the reduced asking price. It's not even noticeably weird.'

GX : 3.5/5 – 'Its a great game with possibilities The question remains however, as to whether it can grab the software buyers imagination.'

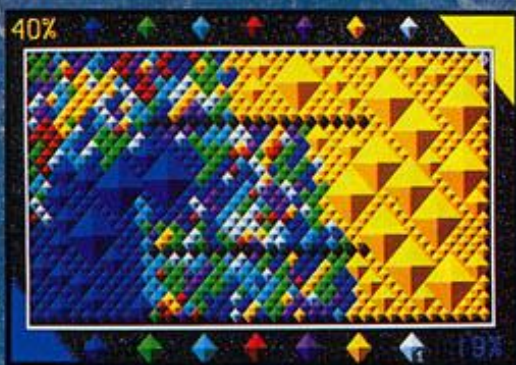


One of those games puzzle really difficult to explain but let me try... The board is made up of randomly distributed diamonds of 7 different colours. Starting from the opposite corner to your opponent you must then click on a diamond to change your colour (but not your opponents colour) then it will colour in any adjacent diamonds of the same colour and any miscellaneous colours surrounded by your colour will also change as well. The purpose is then to continue until your or your opponent has won over half the board. Very confusing to play and it will take a few hours to really get what's going on. Is it worth your time to learn? Not really. Not bad but there are far better puzzlers out there.

7 COLORS



Your strategy: defensive or aggressive as you wish.



Your weapon: an alliance of the colours.



Your aim: to conquer the territory.

PARTICIPATE IN THE WAR OF COLOURS

"In a terrain composed of a myriad of coloured diamonds I'll challenge you to conquer most of the territory. You will need strategic skills and quick reflexes to succeed in this thrilling battle. May the best man win!"

- ◆ 1 or 2 players
- ◆ Screen editor included
- ◆ Endless games
- ◆ Single or tournament mode
- ◆ Network version (on PC only)

Available on
ATARI ST & STE
AMIGA
PC & COMPATIBLES

© INFOGRAMES 1991
Original idea and program:
GAMOS Ltd.

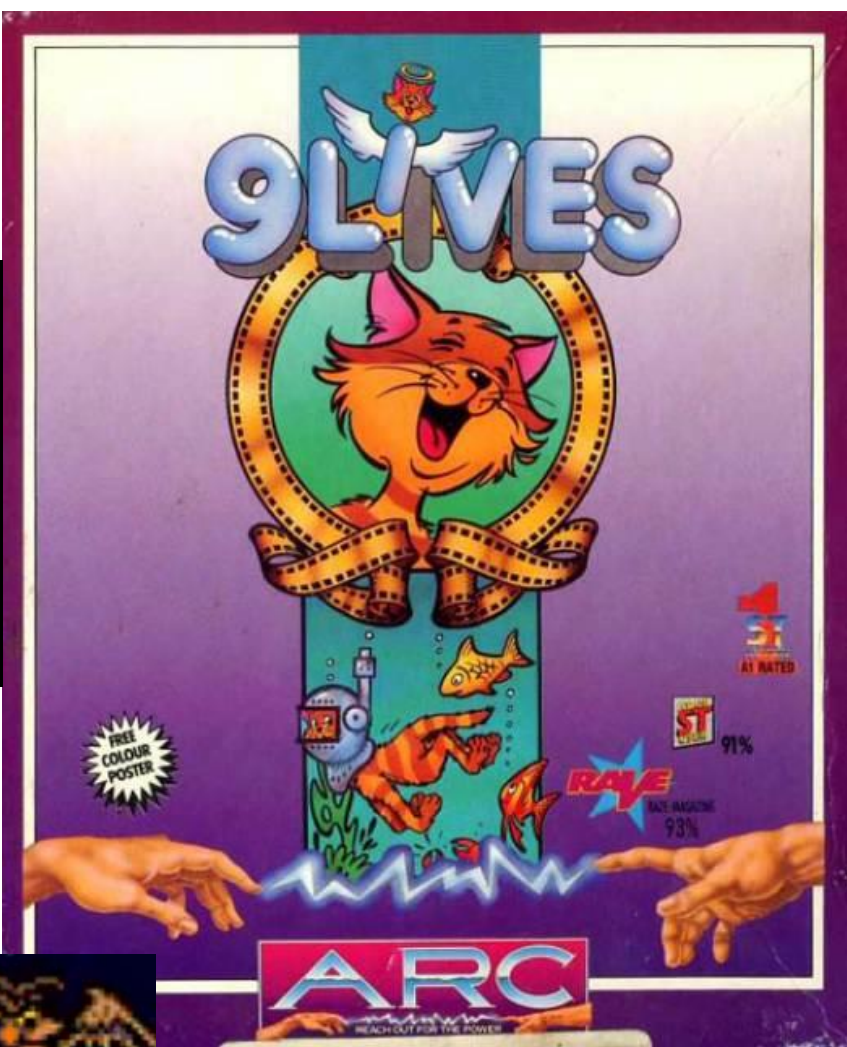
INFOGRAMES



9 Lives (1990)

£24.99 Arc Development

[2/10 – Nice sound and graphics ruined by a rubbish game.]



AA : 80%- 'will have you hooked for ages. Very cute and very playable. Nine lives is just what we needed.'



Designed, written co musician and co drawn by Simon Butler (He who did lots of the Ocean graphics (Addams family and Elf) this is very much his game and also shows why he stuck to just drawing from now on. The first thing that strikes you is the quality of the music that perfectly suits the style of game (not surprising as Martin Walker who has done everything from Thunder-hawk AH-73M to Spindizzy Worlds worked on the music for this game.). The graphics as well look stupendous, full of humour and well animated. Unfortunately that's were the good things to say about the game dries up. Clearly Simon's main skill wasn't his programming or game design and it shows as the screen judders making the whole game an unplayable mess.

IT'S WACKY IT'S CATCHY.....

Bob Cat has a girl in every town, but there is one who's special to his heart; Claudette cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his queen.



- Four Massive Levels with Hundreds of Rooms
- The Ultimate in Playability
- Stunning Animation - Dozens of Characters
- Original Game Soundtrack
- Amazing End-Game Scene
- Quatre niveaux massifs avec des centaines de salles
- Le summum de la jouabilité
- Animation sensationnelle - Des dizaines de caractères
- Bande sonore de jeu originale
- Phase finale du jeu sensationnelle

9 LIVES

Bob Cat a une fille dans chaque ville, mais il y en a une pour qui il a un faible : Claudette cat. Claudette a les plus gros yeux que vous ayez jamais vu et Bob voudrait en faire sa reine. Bob s'en va chanter sa chanson nocturne, mais arrive juste à temps pour assister à l'enlèvement de sa bien-aimée dans un filet par deux des hommes du Savant fou. Quelles horribles expériences le Savant réalisera-t-il sur les pattes de sa minette ? Bob pourra-t-il la sauver à temps ?

Bob Katz hat ein Girl in jeder Stadt, aber eine liegt ihm besonders am Herzen: Claudette Katz. Claudette hat die größten Augen, die man je gesehen hat und Bob will sie zu seiner Königin machen. Also zieht er los, um sein Nachtlied zu geben und kommt gerade noch rechtzeitig, um zu beobachten, wie zwei Leute des verrückten Wissenschaftlers mit seiner Geliebten im Netz davoneilen. Was für grauenhafte Experimente will der Wissenschaftler an dem äußeren Katzentraulein durchführen? Kann Bob sie noch rechtzeitig retten?

Bob Cat ha una fidanzata in ogni città, ma la sua preferita è Claudette Cat. Claudette ha due grandi e dolcissimi occhioni e Bob sta facendo di tutto per conquistare il suo cuore. Ecco dunque Bob che parte per andare a farle la serenata, ma arriva proprio in tempo per vedere che la sua amata viene trascinato in una rete da due scienziati pazzi. Quali orrendi esperimenti eseguiranno gli scienziati sulla beniamata micetta? Riuscirà Bob a salvarla in tempo?

.... IT'S MORE THAN UP TO SCRATCHY

Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the mad Scientist's men. What horrendous experiments will the Scientist carry out on old cutie paws? Can Bob save her in time?



- Vier riesige Spielerebenen mit hunderten von Räumen
- Der Gipfel der Spielbarkeit
- Atemberaubender Spielverlauf - Dutzende von Charakteren
- Original Soundtrack
- Phantastische Spielszene
- Quattro difficilissimi livelli con centinaia di stanze
- Il più recente e divertente gioco
- Eccezionale animazione - dozzine di caratteri
- Effetti sonori originali
- Incredibile scena finale



IT'S WACKY
IT'S CATCHY.....

.....IT'S MORE THAN
UP TO SCRATCHY.

9 LIVES

Bob Cat has a girl in every town, but there is one who is special to his heart; Claudette Cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his Queen. Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the Mad Scientist's men. What horrendous experiments will the scientists carry out on old cutie paws? Can Bob save her in time?

Discover new wonders of animation around every corner and new levels of endurance in your joystick hand.

The platform game is back and how! 9 Lives contains some of the greatest animation ever seen in any computer game. Its playability is amazing the desire to rescue the curvaceous Claudette Cat will keep you mopping for hours on end.

- Four massive levels each featuring over a hundred rooms.
- Stunning animation.

- The ultimate in platform playability.
- Original game soundtrack.
- Includes FREE colour poster.

ARC
REACH OUT FOR THE POWER

REACH OUT FOR THE POWER OF ARC
ATARI ST · CBM · AMIGA £24.99

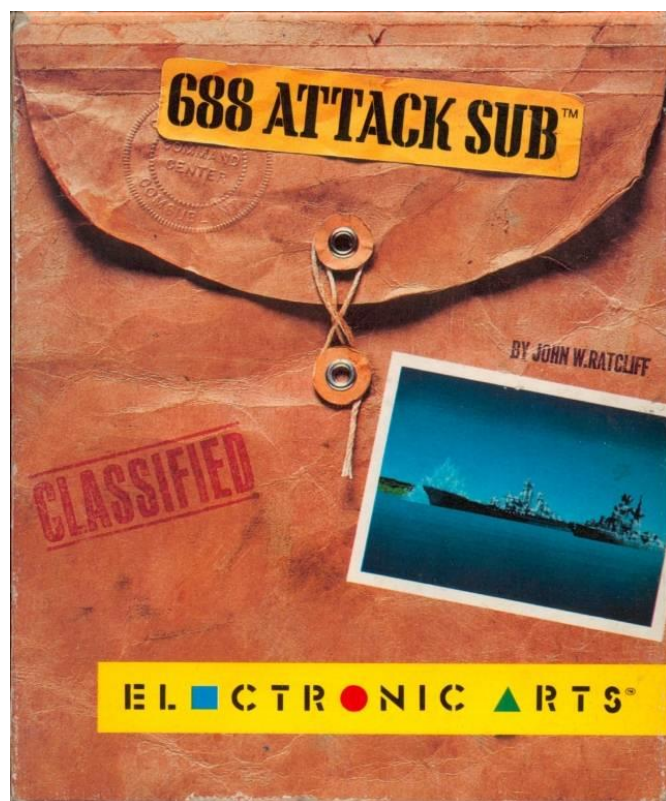
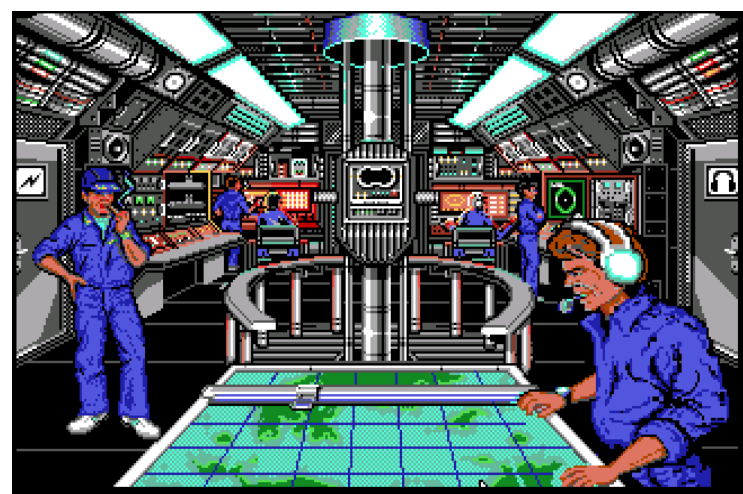
ARC, P.O. Box 555, Slough SL2 5BZ.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer specifications.

688 Attack Sub (1990)

£24.99 Electronic Arts

[7/10 – Enjoyable Sub Sim, well worth a play.]



AC : 80%- 'excellent way to acquaint yourself with the claustrophobic atmosphere of underwater warfare'

AF : 86%- 'You have to be a certain kind of person to enjoy a sub sim: someone who likes to think about their actions and doesn't mind waiting a few minutes for things to happen. Sub sims rely on building tension and 688 does it beautifully.'

CU : 86%- 'I had a lot of fun playing this and soon I was hooked. It's nowhere near as involved as Red Storm Rising.'

AA : 80%- [R] 'Once familiarised with the controls, most will be impressed with all the game has to offer, though a fair gripe is that the action is stunted to some extent by the laboured mission controls.'

AP : 58%- [R] 'thrills and atmosphere are in short supply - You never get the feeling you're actually sitting at the helm of a submarine. Silent Service 2 would be a much better alternative.'



Submarine simulators aren't for everyone as for the main they can be quite dull with not much going on and all rather slow. Out of the submarine simulator games out there this is perhaps one of the most accessible and the one most gamers will have tried. The game does a reasonable job with it with it being a pretty solid game that will offer some enjoyment if you are prepared to put the effort in to learn how to play it.

Delegate to your crew
Donnez des responsabilités à votre équipage
Verteilung der Aufgaben an die Mannschaft

Take Command!
Prenez les commandes!
Sie sind der Kapitän!

- Unerreichter Realismus, 3-D-Grafik und atemberaubender Spielablauf
- Sie übernehmen die Kontrolle über ein amerikanisches U-Boot der Los Angeles Klasse oder ein sowjetische Alfa. Ihre Einsätze führen Sie in Krisenherde auf der ganzen Welt
- 10 verschiedene Szenarios mit unendlichen Spielmöglichkeiten

- Nouveaux standards de réalisme, graphiques en 3D et excitation
- Prenez les commandes d'un sous-marin de classe Los Angeles américain d'une valeur d'un milliard de dollars ou d'un Alfa soviétique top secret dans les points stratégiques les plus célèbres du monde.
- 10 scénarios différents avec possibilités de jeu

New standards of realism, 3D graphics and excitement
Command a billion dollar US Los Angeles class submarine, or a top secret Soviet Alfa hot-spots
10 different scenarios with infinite play possibilities

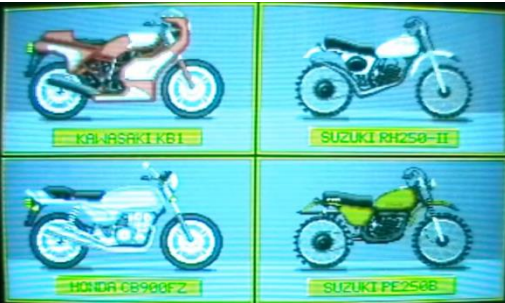
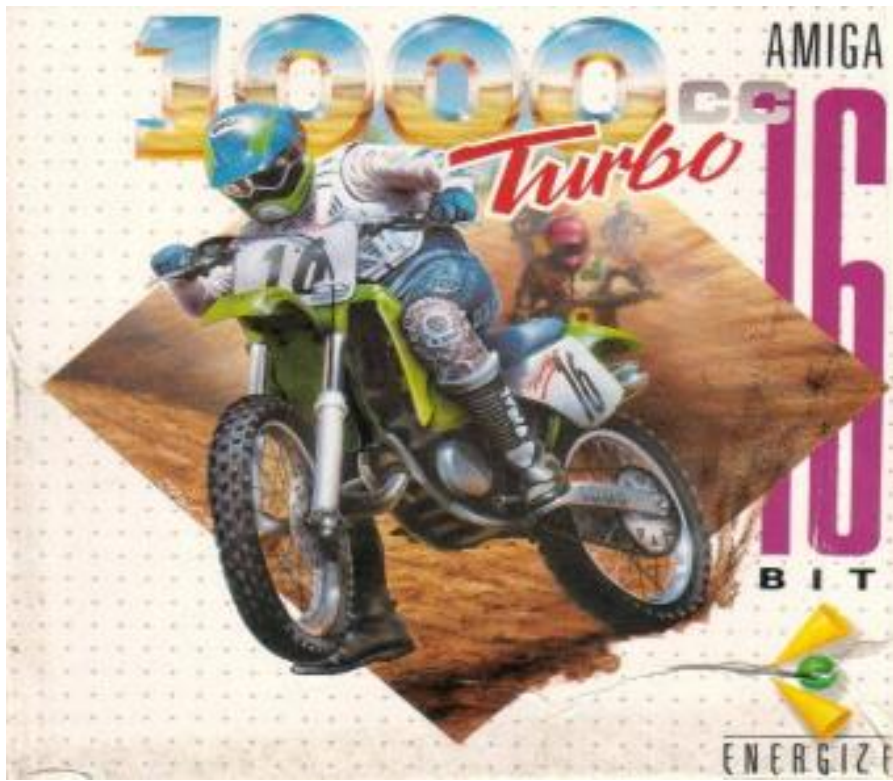
Cutting edge technology, like 3D sonar contour mapping
Technologie de pointe telle que carte sonar en 3 dimensions
Absolute Spitzentechnologie, z.B. 3-D-Sonar-Konturkartographie

ELECTRONIC ARTS

Screenshots represent IBM version, we think the Amiga version looks even better!
Ces photos d'écran représentent la version IBM. Nous pensons que la version Amiga est encore mieux!
Die hier gezeigten Bildschirmfotos stammen von der IBM-Version - auf dem Amiga sieht's noch toller aus!



1000cc Turbo (1990)
£12.99 Impressions
/ Dev: Max Designs
[3/10 – Poor Super
Hang On clone.]



It plays ok-ish, being reasonably smooth but nothing compared to most of the driving games on the Amiga. The biggest problem I have is the tiny game window of which you have to play within. When the Amiga has so many great racers to choose from this one is simply left still on the starting line.

3001 – O'Connors Flight (1990)

£???.?? Rainbow Arts

[0/10 – Waste of a floppy disk.]

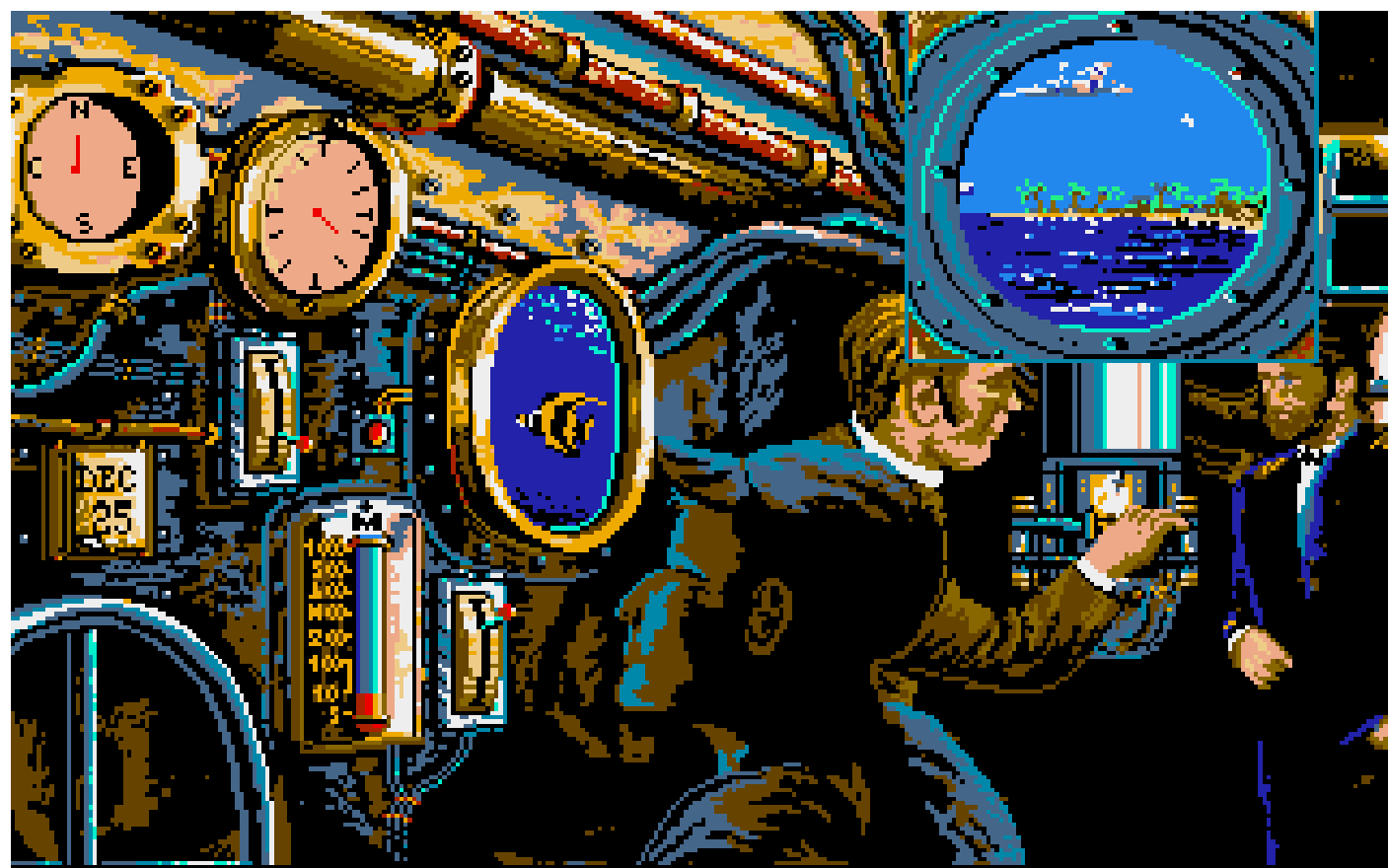


A space strategy game that's ill thought out and as dull as dull thing in dull-ville Arizona. Amazed that this title made it to a commercial release. Wasn't even worth the effort of me putting the game in to my Amiga.

20000 Leagues Under The Sea (1989)

£19.95 Coktel Vision

[2/10 – A Weird French adventure (and not the good kind of weird).]



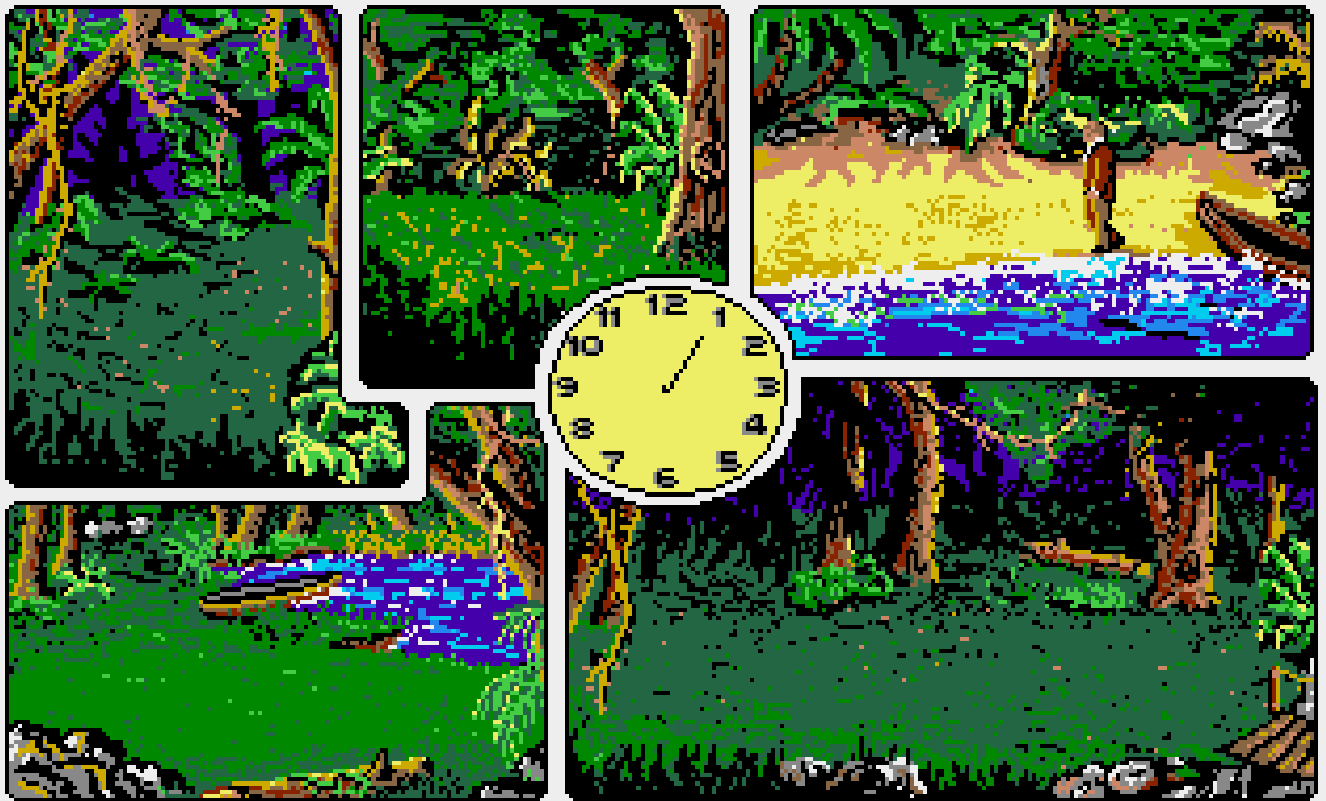
AF : 78%- 'Overall a very good game spoiled by long waits and a lack of a save option.'

O : 59% - 'This one doesn't quite make it, but maybe next time starting with game design first and then doing fabulous pictures might finally produce a marvellous game.'

AC : 15% - 'text is pathetic, even allowing for translation, and the gameplay is dire. Best place for this game is 20,000 leagues under the sea.'

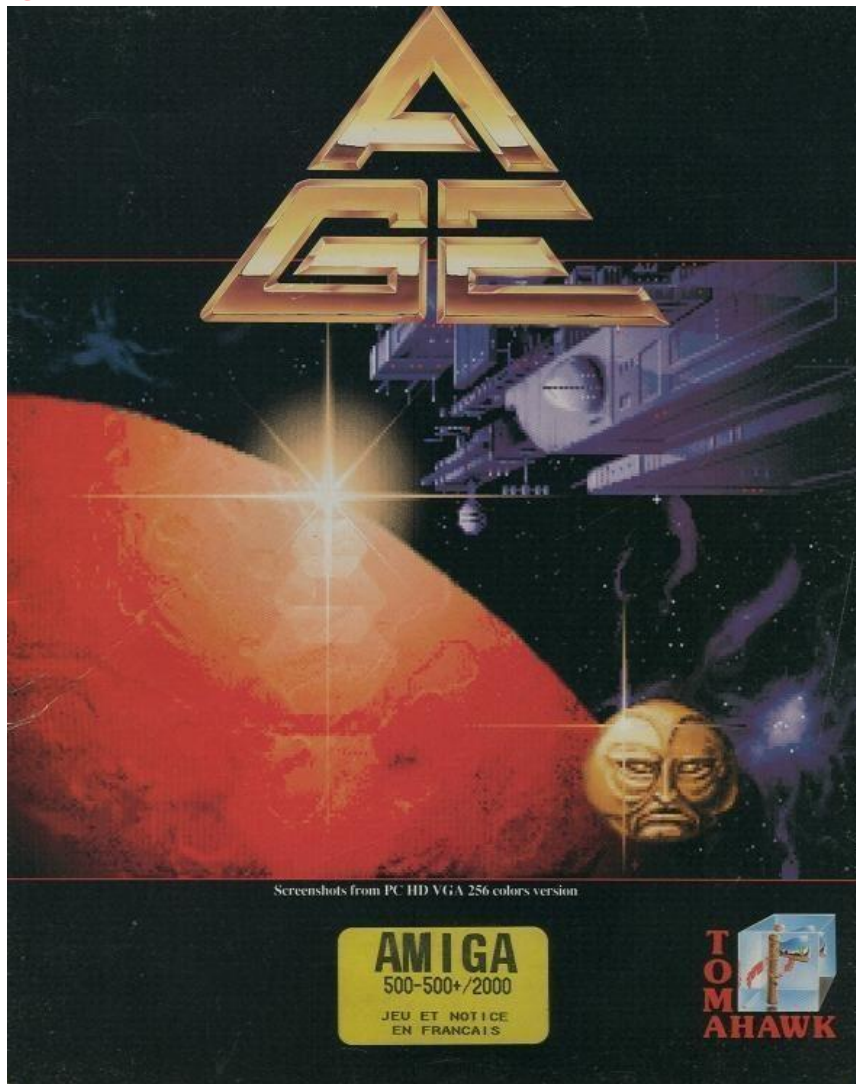


When it comes to video games the French are a weird lot. It's usually the good kind of weird of which has made the gaming world so much the richer. Coktel Vision is one of these good weird companies, producing Fascination and the Gobliin games. Unfortunately this game based on the famous Jules Verne book, is the bad kind of French weirdness. You know you have reached strange-ville when the game starts up with a full blown Opera as the music. Sadly the game deteriorates from there being a mere picture story book interspersed with really bad and ill thought out arcade sequences.



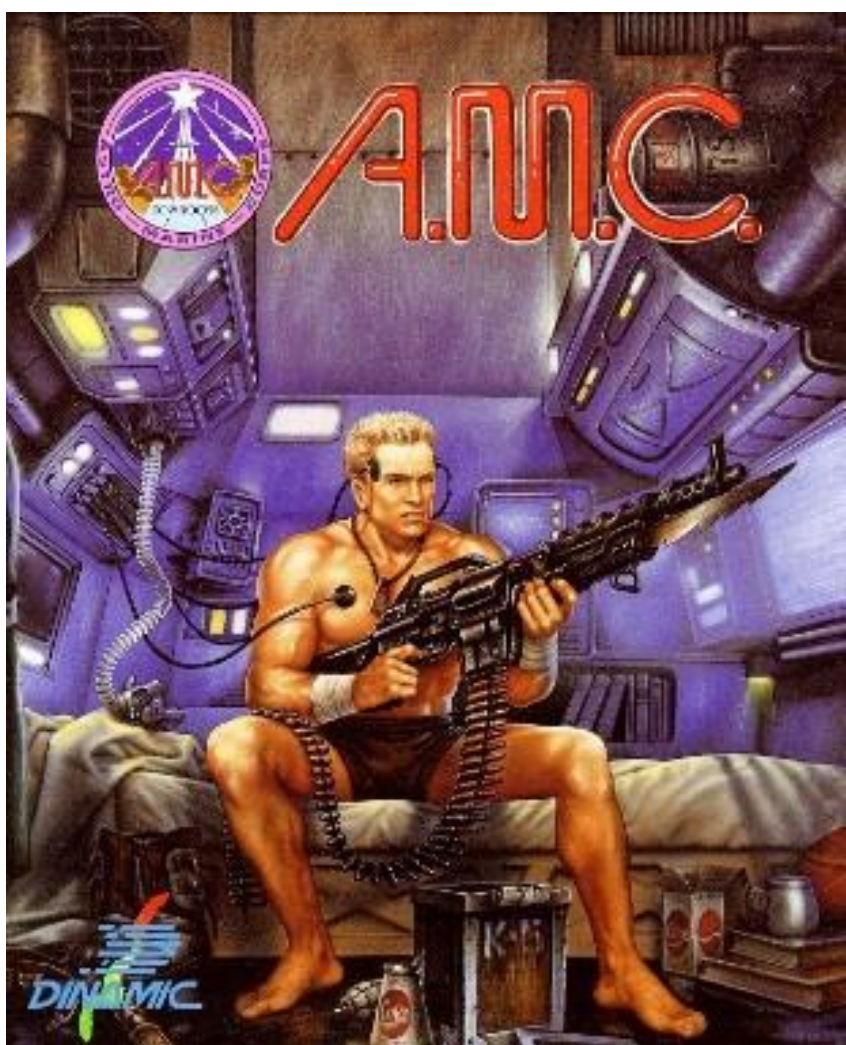
A.G.E (1991) £19.95 Coktel Vision / Dev: Tomahawk
[3/10 – Messy Space Trading sequel.]

A.G.E. Or Advanced Galactic Empire is the sequel to the also never heard of Galactic Empire game also done by developer Tomahawk who are most famous for their adventure game Fascination. The game is a space trading game working as a kind of poor Elite clone mixed in with an attempted personality of the game Captain Blood. For me at least this game didn't really work for me. Perhaps its because I was weaned on the superior Elite and so couldn't get anything from this game. Nah I suspect its because this games naff.



A.M.C. (1990)
£19.95 Dinamic Software /
Dev: Creepssoft
[5/10 – Simple fun Run-n-Gun marred by frustrating level restarts each time you die.]

ACE : 739/1000 – Featuring 18 in-game tunes, a huge selection of suitably ugly monster sprites and a polished horizontal scroll with an extra vertical scroll thrown in. A.M.C.'s technical merit is obvious.'
AA : 49% – 'The gameplay is bland and shooting the aliens gets very boring.'
GM : 42% – 'It's repetitive, clichéd and unnecessarily difficult. Many better stroll-along shoot-'em ups are available on budget.'



A.M.C. Or Astro Marine Corps to its friends isn't too bad. Maybe its because I have been playing some terrible games in compiling this book but I really enjoyed this game (although finding a cracked version with a trainer helps the enjoyment no end). It plays quite well with only the gun direction being a little messy at times on the joystick controls. It looks great and scrolls nicely enough for an early run-n-gun blasters on the Amiga. The tunes incidentally are pretty good and genuinely adds to the game experience. So why only 5 out of 10? Well its a shame that after getting so much right with the game, that the developers would undermine all their hard work with frustrating restart points that have you have you restart the whole level each time you die. Which when combined with loads of trial and error jumps and hidden nasties makes the game much more frustrating than it has to be. Still its a fun alternative if you fancy a quick simple 8bit style blaster but with better graphics (and have got bored of the Turrican games).



 20 races of aliens subdue the galaxy. You command the ASTROMARINES, the elite corps of space security, equipped with the most sophisticated weapons... GOOD LUCK!

 20 races d'alienigenes soumettent la galaxie. A vos ordres se trouve le corps d'ASTROMARINES, l'élite de la sûreté spatiale, douée d'armement le plus sophistiqué... BONNE CHANCE!

 20 razze di alienigeni sottomettono la galassia. Ai tuoi ordini c'è il corpo degli ASTROMARINI, l'élite della sicurezza spaziale, dotata delle armi più sofisticate...BUONA FORTUNA!

 20 Rassen von Fremden unterwerfen die Galaxis. Deinen Befehlen gehorcht des Korps der ASTROMARINES, die Elite der Weltraumsicherhe ausgerüstet mit den spitzfindigsten Waffen... VIEL GLÜCK!

 20 razas de alienigenas someten la galaxia. A tus órdenes está el cuerpo de ASTROMARINES, la élite de la seguridad espacial, dotada del armamento más sofisticado...¡SUERTE!



C-44

A-10 Tank Killer (1991)
£24.95 Dynamix/Sierra
[5/10 – An OK flight sim thats too sluggish to really enjoy.]

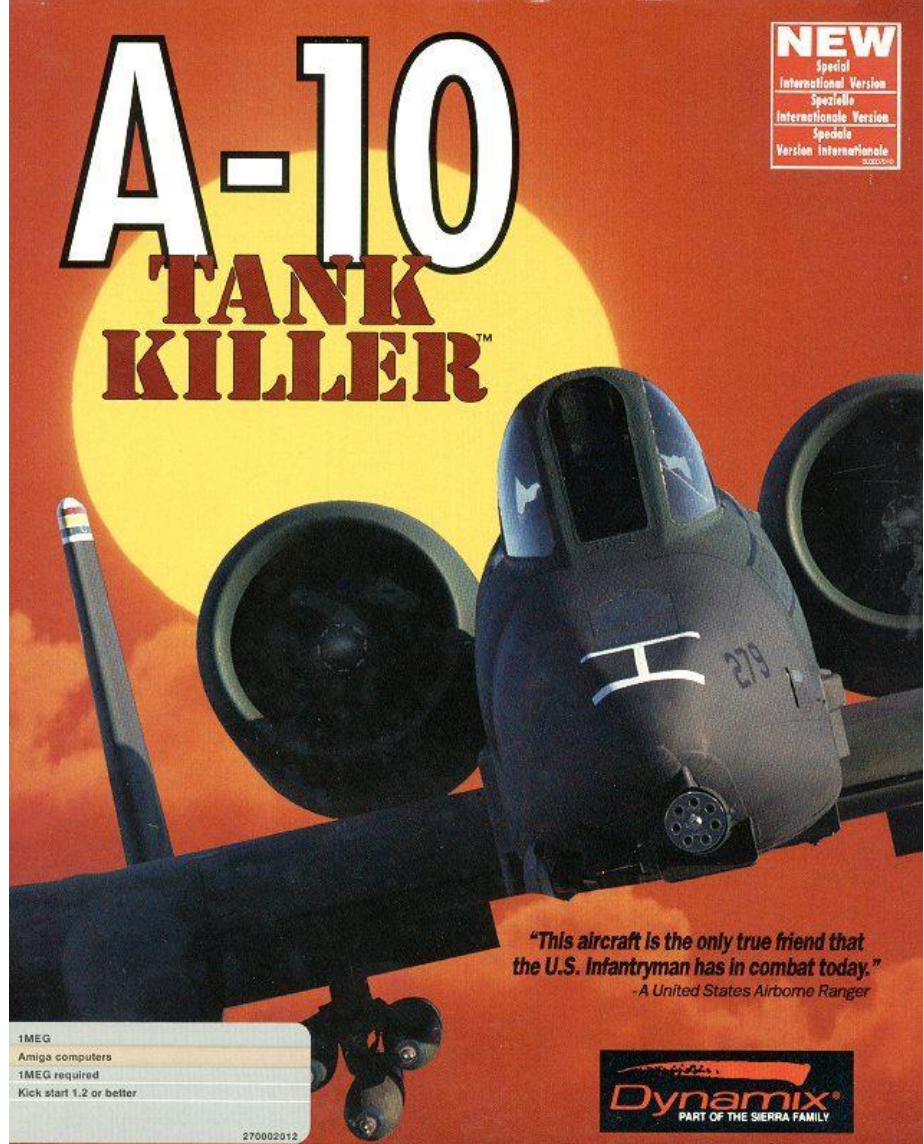
ZZ : 90%- 'the action appears more realistic and you end up with a real knot in your stomach when you hear 'I'm hit! I'm hit! And you watch your wingman turn in to a ball of fire. A-10 Tank Killer is thoroughly recommended – it is pure entertainment.'

AF : 75%- 'best viewed as a luxury addition to any Amiga air force as it lacks the necessary speed to cut it with front-line fliers.'

AA : 75%- 'A package of mixed quality that leaves me feeling that more could be made of it. For flight sim fans only.'

AC : 70%- 'Its just a shame Dynamix hadn't managed to get things running at a slightly faster frame rate. If they had A-10 Tank Buster would have been one hell of a game. As it is, it can often leave you frustrated.'

AP : 68%- 'If only they'd put a turbo on the 3D graphics routines (which is apparently what the PC version feels like), I'd be giving a mark somewhere in the eighties, but they didn't so I won't.'



One genre I really miss in today's console-centric marketplace is the flight simulator as I can imagine with today's PCs you could do some brilliant remakes of some of the better Amiga flight sims. A-10 Tank Killer would be one that's pretty low on the that list to be remade being one of the less popular titles that came out for the Amiga. There is nothing particularly wrong with the title its just too slow for the humble Amiga to cope with and so sadly making the game a bit annoying to play. Oh its 1mb only Amiga's by the way as well.

25 Tons of Flying Mass Destruction

Experience the A-10 Thunderbolt II



High resolution graphics and digitized live actors add new levels of realism.

In *A-10:TANK KILLER*, you take command of the ugliest, most indestructible and devastating plane ever built, the A-10 Thunderbolt II, affectionately known as "the Warthog."

Fly low and dirty through smoke-filled battlefields, ripping apart enemy tanks with your 30mm "tank killing" cannon. The battle comes up fast and furious as you skim the ground to support friendly troops. Take hits that would cripple any other aircraft and laugh when a wing or engine gets blown off during battle. Intercept radio messages, get strategy tips from Jake, your co-pilot, and take your stomach on a 3-Dimensional roller-coaster ride it'll never forget.

How much can you handle?

- Seven different missions, each one in tank-blowing solid-filled 3-D.
- One of the most complex character intelligence systems ever developed. In this game, the battle starts with or without you!
- Incredible explosions! Big tanks make a big boom.
- Unique character interaction system. Radio messages, crew talk and animated briefing/debriefing with your CO all bring the reality and depth of game play to a new level.
- Campaign Continuity. In Campaign mode, the goals of each mission are connected. So...screw up early on and you're gonna pay for it later!
- Easy-to-use control systems including on-line help in the form of your co-pilot, Jake.
- 10 camera viewpoints: 3 internal and 7 external including Victim and Engagement views that take you outside to watch the devastation from a distance.
- VCR Interface™. With the push of a button, at any time during play, you have complete control over World Detail Levels, Viewscreen Size and other game play references.
- Full musical score adds a new dimension to simulation combat.



3 Space™: Light source shaded 3-D. Includes mountains, rivers, canyons animating vehicles and gradient fill skyline.



Actual digitized A-10 cockpit and realistic controls really put you into the action!



Digitized explosions so realistic they'll rattle your teeth. This is combat flying as only an A-10 pilot can experience it.

Dynamix
PART OF THE SIERRA FAMILY

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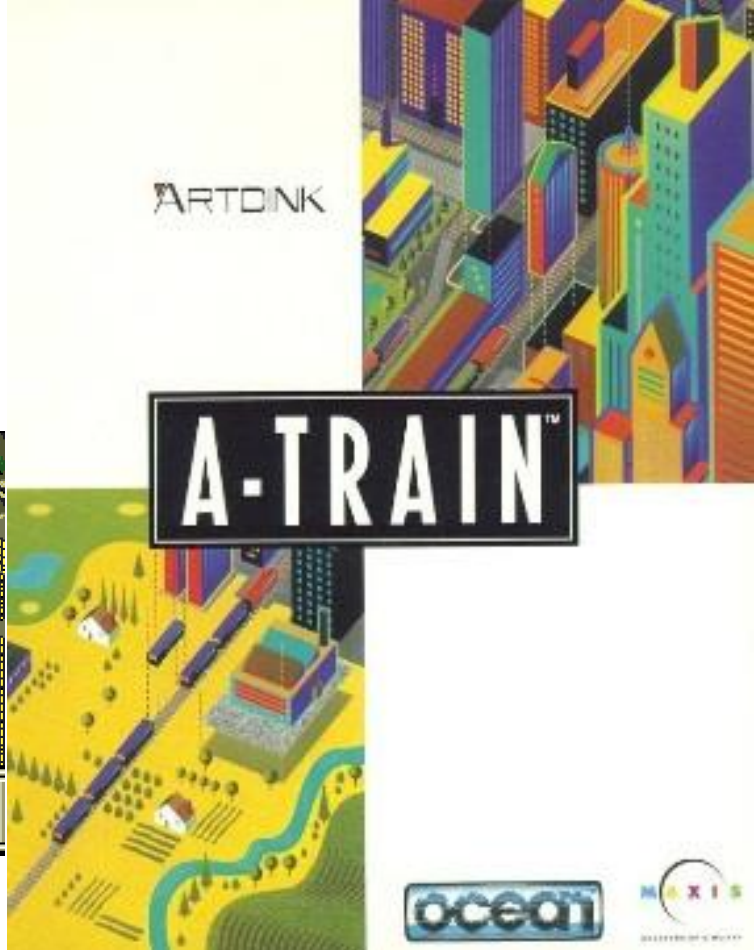
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A-Train (1992)

£34.99 Ocean / Dev: Artdink & Maxis

[9/10 – A great strategy game, for those who loved Sim City and those who love trains]



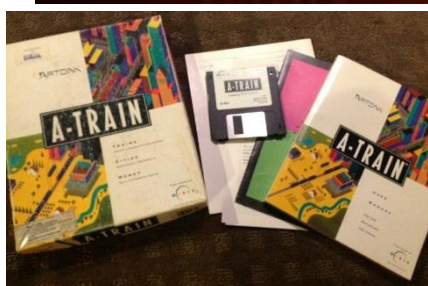
AC : 85%- 'It does take some getting into, but once you've mastered the basics and your trains are puffing away, A-Train is the type of game that can easily turn into an obsession.'

AF : 84%- 'I really do like this game. Once you've started, it's difficult to stop. There are plenty of possibilities, and no one 'correct' way of winning. As many successful solutions exist as there are possible paths for the tracks.'

AA : 84%- 'Exciting graphics and tons of gameplay leads A-Train to near the front of strategic simulations. Regardless of the in-game music more befitting to the mystery of Mean Streets or the sleazy downtown exploits of a Larry adventure. A-Train grasps you by the collar and pulls you into its world of big business and concrete sandwiches. Appealing to the last detail, Tycoon addicts will be more than happy to at last have another alternative to their favourite game.'

AFC : 84%- 'Lovers of complex strategy will find plenty in A-Train. As well as building a new network, there are five problem scenarios to keep you burning the midnight oil. But do be warned: it takes a long time to get on the right track.'

AP : 82%- 'Apart from the speed issue, these are all really minor gripes. A-Train has to be one of the best strategy games around, and it's open-ended nature means you never have to stop playing. You have to care about what you are doing, but luckily A-Train gives you so much freedom to do what you want that you do start caring about the cities, whether you want it or not. As with Sim City, you can just keep going until you get bored of playing with your massively complicated computerised train set.'



I loved this game back in the day, and still do. In many ways it seemed a more personal version of Sim City, as it had far better graphics (at the time) than that game. There was also something deeply satisfying building your rail tracks and watching the little trains trundle along. It is a slow game and one that you have to spend time with to learn its intricacies, to get the most from it. All in all a 1st class product with free soggy sandwiches. (I am also in the minority it seems who actually liked the music.)



A-Train – Construction Set (1993)

£34.99 Ocean / Dev: Artdink & Maxis

[8/10 – A virtual trainset for those who just want to build and play with trains.]

An add on pack that allows you to play the game as just a train set. Just build your city and watch your trains rattle around the tracks. Fun to build, but really dull watching those trains (just like real train sets then 😊)



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Train Registry																													
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A320 Airbus (1991)

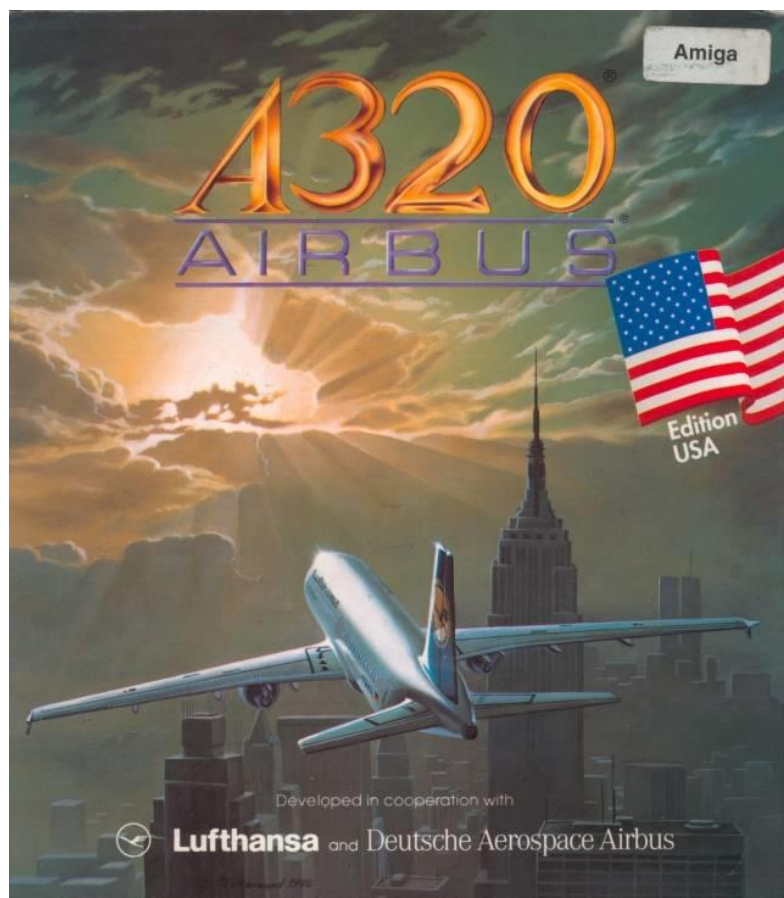
£34.99 Thalion

[6/10 – Good purist simulator, for those who dream of being a pilot.]

AA : 92%- 'Graphically, its smooth, there's plenty of ground surface detail and the instrumentation is clear and well laid out. Sound is limited, but the engine effects are staggering. A complex sim for a serious enthusiast.'

AC : 92%- 'smooth graphics, realistic flying and good effects make this the Amiga simulator which others are going to be judged against.'

O : 87%- 'what it tries to achieve it succeeds at: its realism and atmosphere are second to none.'



CU : 81%- 'Its both extremely detailed and accurate, but unless you're really into this kind of 'hard-core' sim, you could find the appeal quickly wanes. Had there been a disaster mode..[sic]..the game would have much greater appeal. '

AF : 78%- 'You'll enjoy it. But a game its not, so don't expect excitement.'

AP : 66%- 'Okay. So it's impressive in its attempts at authenticity but this one is strictly for the aviation buffs. Definitely not light entertainment – arguably not really a game at all.'



A bit of a cheat I know but I have combined up all the variants in one as there was additionally the Europe and US edition with different scenery. There was also A320 Airbus 2 which had some minor tweaks but not enough to warrant its own separate review. This game was, back then the closest a person could get to being a commercial pilot on the Amiga. The game is therefore really, really dull. But for flight spotters and enthusiasts this was a dream come true.

A320[®]

AIRBUS[®]

The A320 AIRBUS USA EDITION is a dedicated stand-alone product. Ownership of an A320 Europe Edition is not required.

The A320 USA EDITION features improved flight physics and control, and a vast map area to overfly, including the West



The A320 simulator has been developed in cooperation with Deutsche Lufthansa and Deutsche Aerospace Airbus and Jeppesen.



and North-Eastern seaboard of the continental United States. The A320 AIRBUS USA EDITION was designed by RAINER BOPF. Mr. Bopf is a high ranking Luftwaffe officer, and pilot. He, by virtue of his background, is dedicated to producing the most realistic flight

Experienced "AIRBUS pilots" will instantly recognize many of the unique features that made A320 AIRBUS EUROPA EDITION the best selling Flight-simulator in Europe. Beginners are well catered for with the comprehensive Training-Mode, which acts as an introduction to the rigorous demands of precision flying at the Duty-Mode level. The A320 AIRBUS USA EDITION features over 240 airports and more than 700 navigational aids, for a more challenging experience with no limitations.

simulations available. The targets that he has set himself with this version of AIRBUS, are: Improved flight-physics, control and clearer methods of navigation. He has spent over four and a half years on the AIRBUS series development, and the results continue to show.



This box contains:

- 1 Pilot manual detailing navigation, operation of this product and background information on becoming a commercial pilot
- 1 Reference manual with training flight examples
- 4 High Altitude Enroute Charts featuring over 240 airports in the continental USA, 300 Jeppesen Approach Charts for ILS or VFR Approaches
- 1 A320 Airbus poster

This software has been created by Thalion and is intended to be used on home computers for entertainment purposes only. It has no connection whatsoever with any software used for the operation of "AIRBUS 320" aeroplanes or "A320" cockpit simulators used for pilot training.



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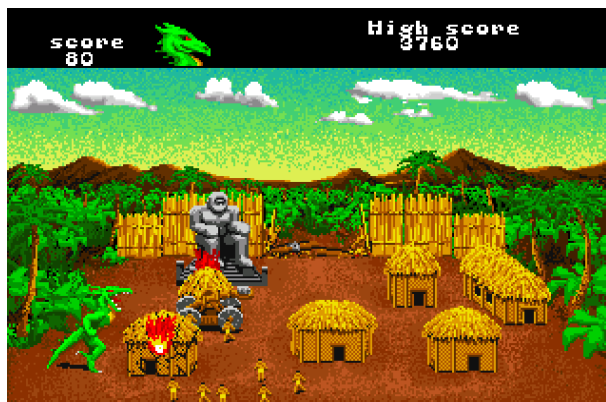
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Aaargh! (1988)

£29.99 Melborne House /
Dev: Sculptured Software

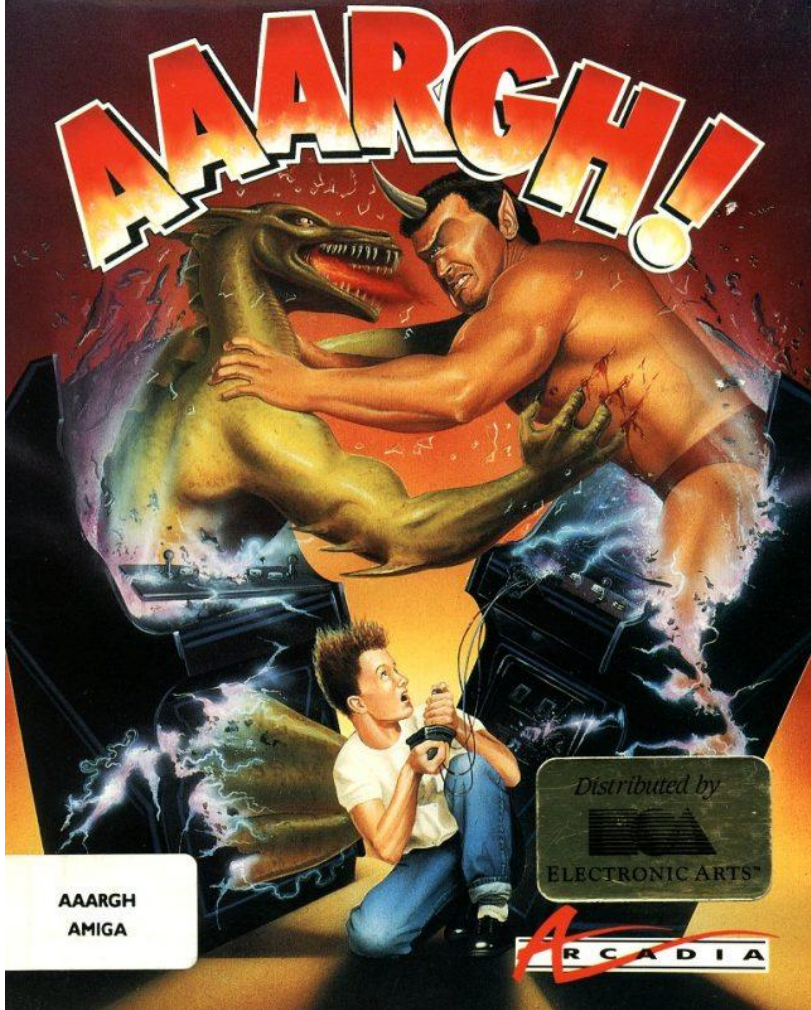
[7/10 – A fun Rampage
clone, that even offers a
bit more variety to the
arcade hit.]



ZZ : 87%- 'An extremely
playable and fun game,
marred only by its ease of
completion.'

AC : 67%- 'Aaargh! Really
is a solid piece of
entertainment. The graphics
are superb. The sampled
roars and grunts enhance
the theme of mindless
destruction.'

GM : 65%- 'Unfortunately
the game is far too easy
once the monster contest
has been mastered and
without a two-player option
soon becomes repetitive.'



Its tempting when you boot this up is to
scream Rampage clone and in many ways
it is. But in a lot of ways (on the home
computers at least) this was far
superior...offering 11 different areas to
stomp, smash and bash your way through.
The graphics were great for the time, being
full of nice touches that bring your monster
of choice to life. In the game you can be
either a Godzilla like lizard or a giant ogre.
Both monsters offer little change to actual
game play, but at least with such varying
screens to smash your way through there
is plenty to keep you going for a while. The
purpose of each screen is to smash all the
buildings to find an egg. Once found you
end up next in a fight with the other monster
before going onto the next screen. You will
tire of the game and really miss the fact
there is no two player option. But for whilst
it lasts this is a worth while bit of fun.

**Abandoned Places –
A Time for Heroes (1992)**
£19.99 Electronic Zoo /
Dev: ArtGame
[6/10 – Tough RPG
thats showing its age
now.]

AC : 93%- 'Abandoned Places is a stonking game, the gameplay is there, the atmosphere is there.'

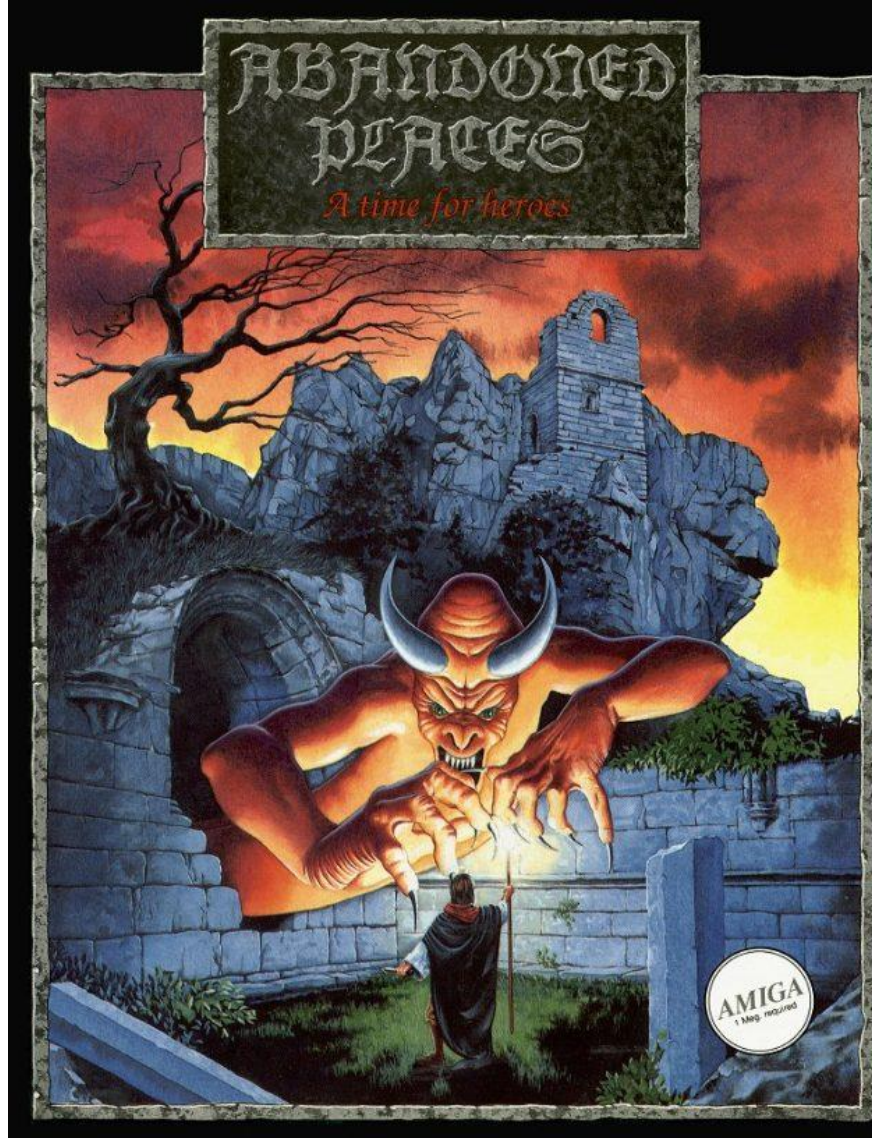
CU : 83%- 'all the essentials that makes a worthwhile RPG. Check it out if you are after a real challenge.'

AA : 82%- 'for players who want a tough, lengthy challenge, inexperienced or new adventurers will probably find the task daunting and a tad inaccessible.'

AP : 80%- 'I would have liked more gloss on the graphics and a tad more finesse on the control system, but the D&D enthusiast will find it a reet riveting role.'

AF : 80%- 'a solid dungeon romp, and has frilly bits too! Its blends of styles and pace will not be to all

RPGer's taste, but for those who are willing to play a game for its own sake will be rewarded with a playing schedule that will takes months to complete.'



Abandoned Places 2 (1993)

£34.99 ICE / Dev: ArtGame

[6/10 – A Prettier sequel with similar game play to the first.]



AF : 87%- 'a worthy game. Other members of the Dungeon Master genre should beware: Abandoned Places 2 is fast approaching top spot.'

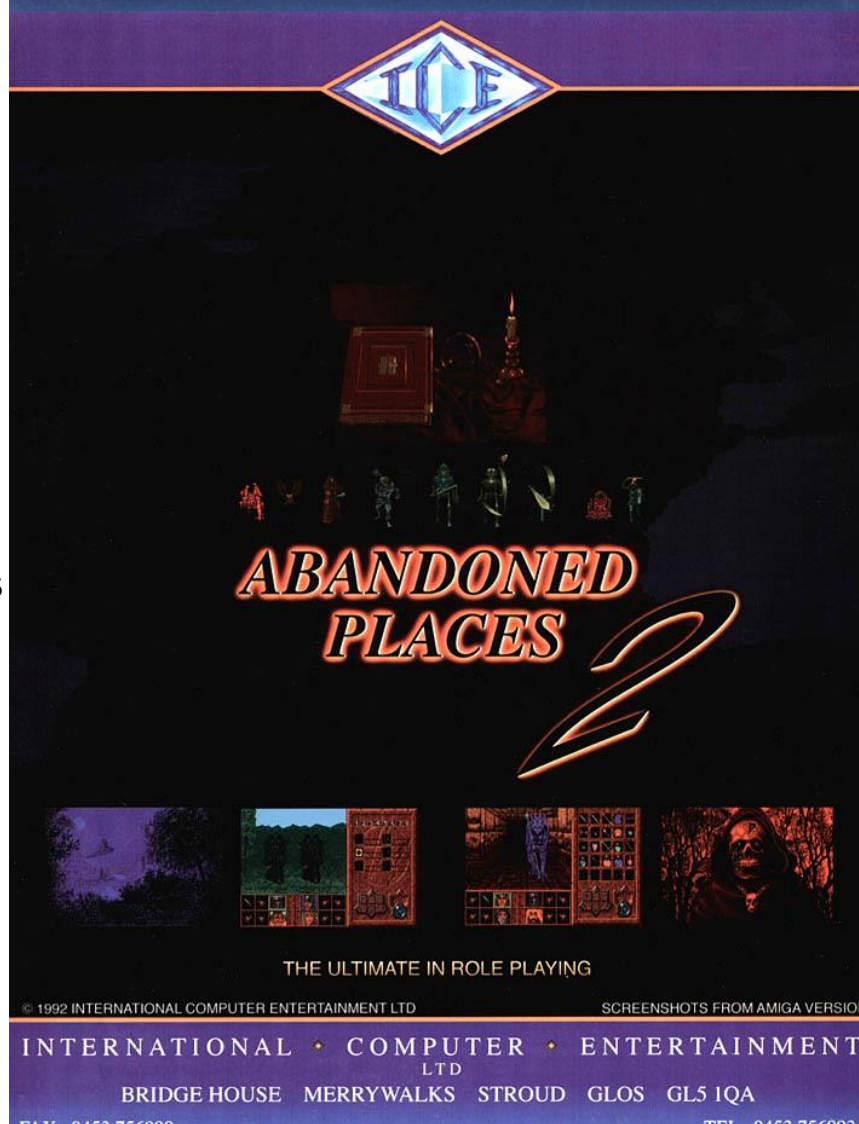
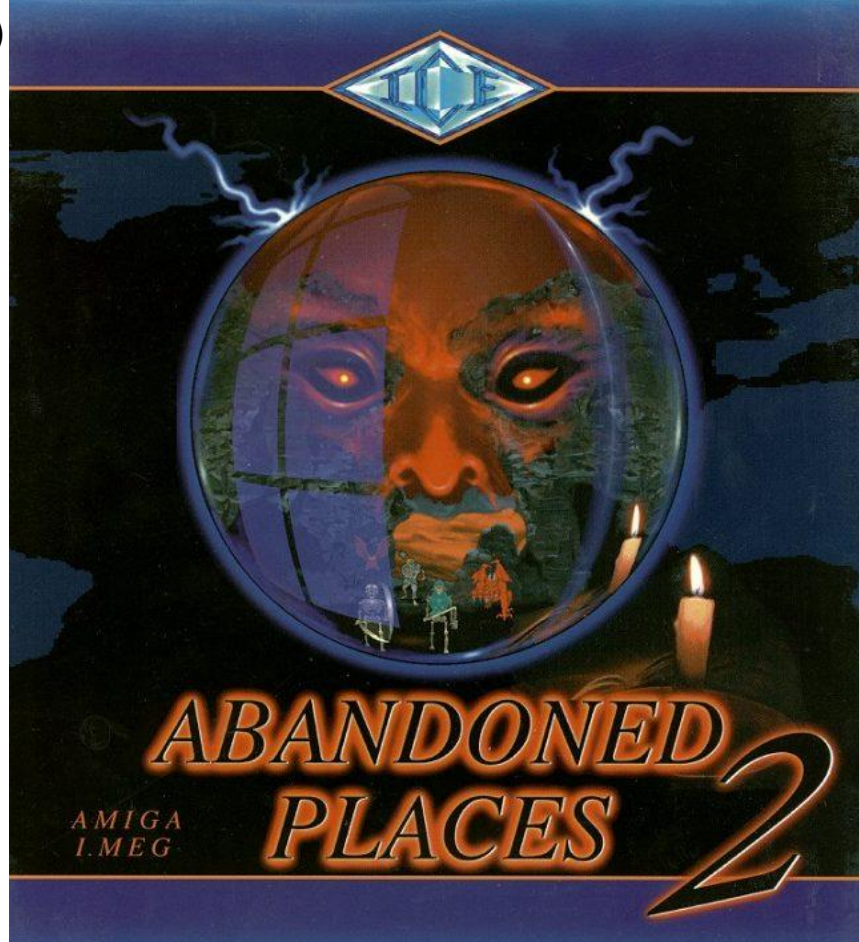
CU : 87%- 'at long last comes another RPG to set your pulse racing.'

AC : 79%- 'Games of this kind are very dated – but hey some people still prefer flares, and since this is such a large game, there is great depth and scope for adventure D&D fans.'

O : 77%- 'Unoriginality aside, Abandoned Places 2 is a competent RPG which will satisfy the more traditional adventurers.'

AP : 58%- 'Its not a bad program as such, but its certainly not the cutting edge of RPG technology.'

AF : 40%- 'Its huge (over 30 levels), but as James keeps telling his girlfriend, 'size isn't everything'.'



More of the same with nicer graphics but no other improvements to speak of over the original. This was a shame as by 1993 the Amiga world had been introduced to Eye of the Beholder which was a far better RPG game to play. Worth playing if you loved the original or fancy an alternative to the standard go-to Amiga RPG games.



ABANDONED PLACES 2  **ABANDONED PLACES 2**



Four hundred years after the death of Bronagh Prince of Evil, Pendugmalhe his creator has returned to take revenge on the kingdom of Kalynthia. Dowgen leader of the ancient order of Arbitron has reconvened the order to protect the innocent and recall the ancient heroes. Kuhalk the Sword of life emerges from the conjurers circle to revive the ancients, who have been frozen for the past 400 years. Your quest is to lead the heroes throughout their journey and confront Pendugmalhe in the desperate battle that is to take place in the third dimension.

Experience magical 1/2-bright graphics, magical spells animating around you, sounds which brilliantly create the atmosphere and monsters that will make your hair stand on end. AP2 is superbly crafted and technically brilliant; but all you really need to know is that it is a truly wonderful game.

FULL OUTER WORLD



Explore the vast reaches of AP2, from Dungeons and forests, to cities and castles



The atmosphere grips you as the wonder and magic of AP2 unfolds around you



Awaken the mystery of the ancients and revive the heroes who must save Kalynthia

HARD DISK INSTALLABLE

1/2-BRIGHT GRAPHICS



Uncover the secrets of the villagers and buy provisions to sustain you on your journey



Forests are enchanted and dangerous move quickly to the towns for shelter



Travel through treacherous dungeons confronting danger in many different forms

HUGE DUNGEONS

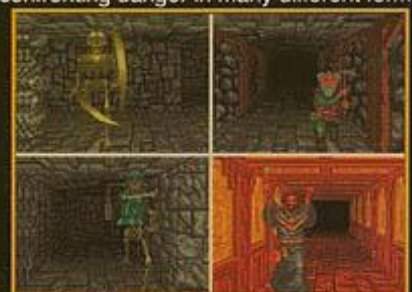
MASSIVE PLAY WINDOW



The vast outer world is far from friendly



The unsuccessful receive a special visitor



Hordes of foes in many different dungeons

SUPER SMOOTH CONTROL

ANIMATED SPELLS **FULL MOUSE CONTROL** **INSTANT SPELL SELECTION**
OVER 32 PRE-DEFINED CHARACTERS OR PLAYER DESIGNED CHARACTERS

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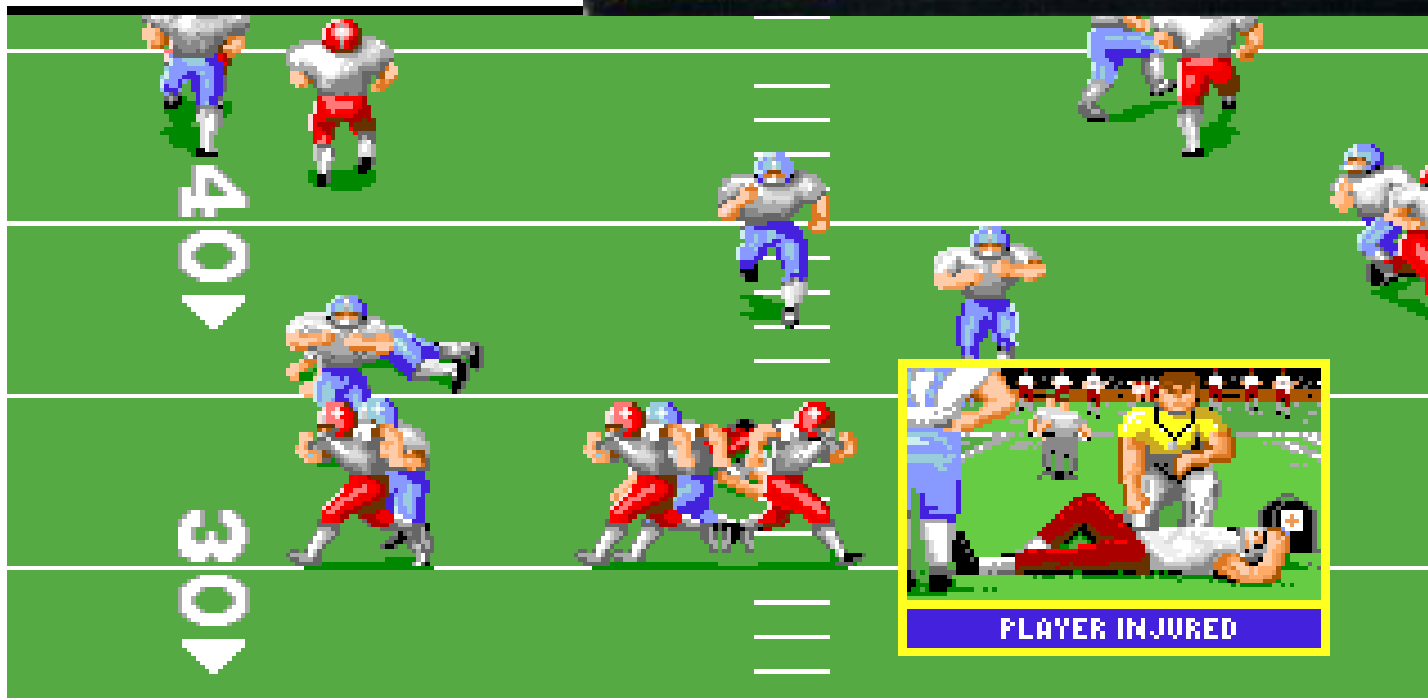
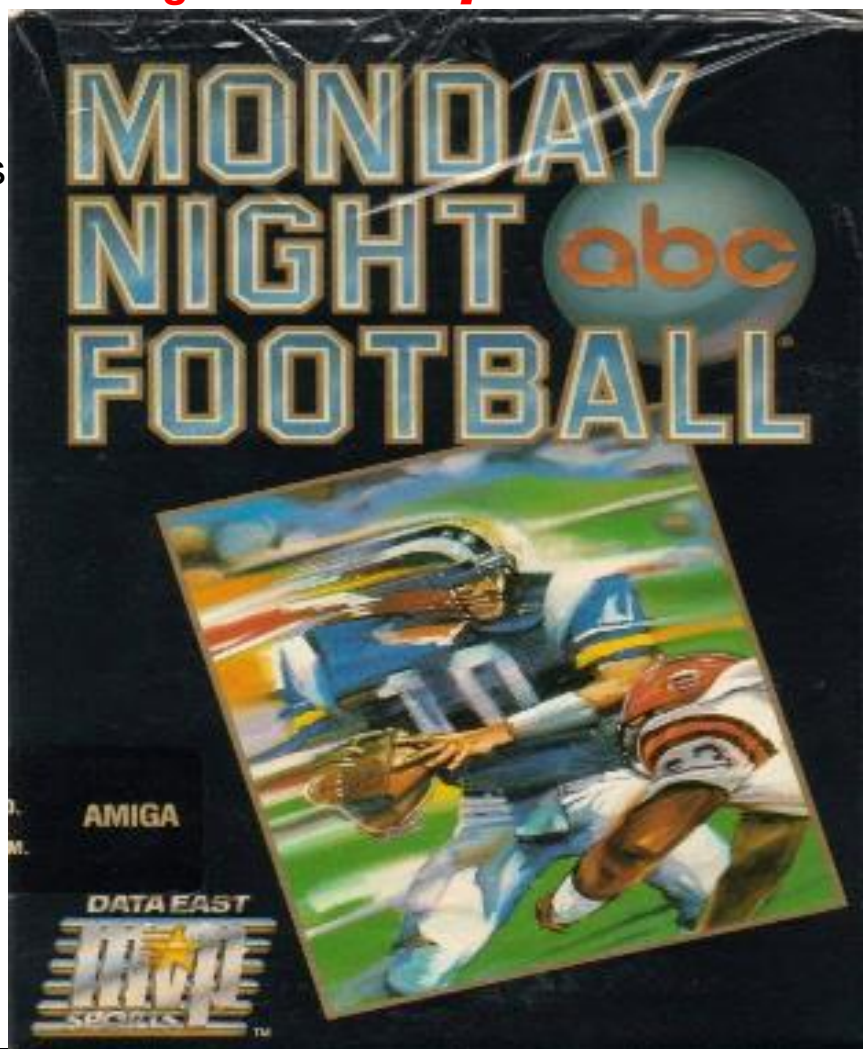


ABC Monday Night Football (1991)

£24.95 MVP Sports / Dev: Monarch Development

[5/10 – Average American Football game.. I think?]

Oh goody its another American Football game to review (cough)...I have always been left a bit cold with the sport with it always stopping just when things might be getting good..Give me Rugby any day. To be honest I find it difficult to review this (hence the middle of the road score. It has impressive speech when I tried it and after lots of clicking around on the tactics board I eventually got to play the damn thing. Movement seems ok and looks nice and perhaps if I actually understood what the hell I am supposed to do I might actually enjoy it all the more.



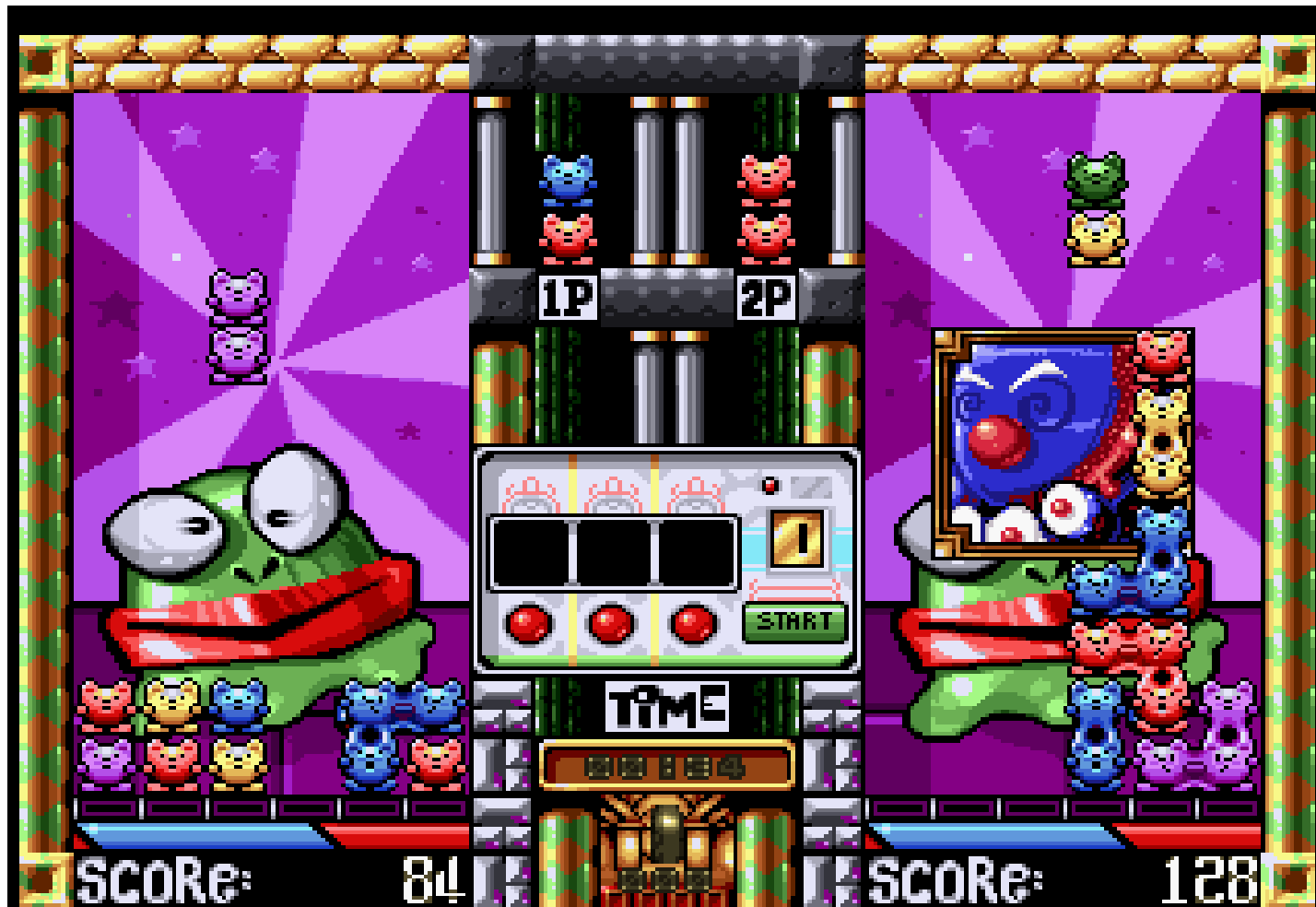
Abduction (Minskies) (1996)

£24.95 Guildhall / Dev:

Binary Emotions

[7/10 – Impressive Puyo
Puyo clone.]

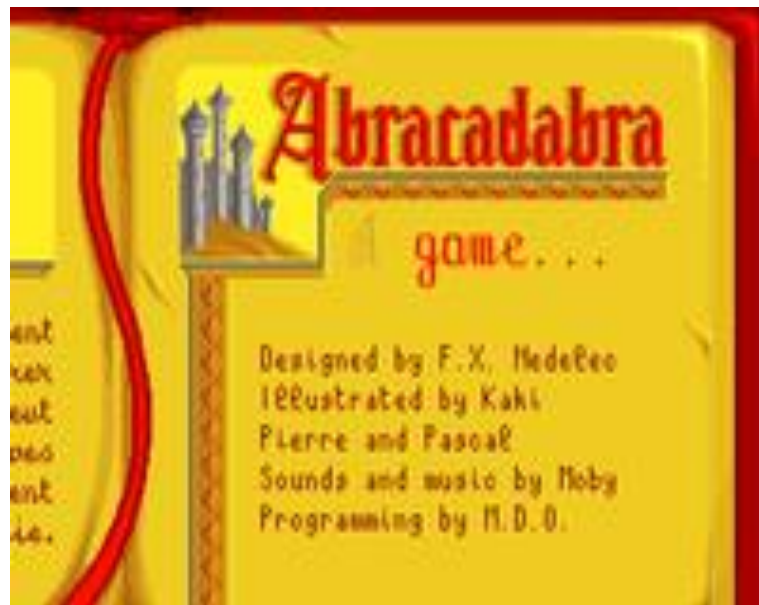
Impressive Puyo Puyo clone (or Dr Mario if you prefer) where by same colour blocks must be joined together to make them disappear. The game is for the A1200 only and its a shame that when this came out the Amiga was as good as dead and so this game made no real impact. Not original and disk swapping is really annoying (why 3 Disks for a puzzle game?) but get past that and there is some fun to be had.



Abacadabra (1991)

£24.95 Coktel Vision

[5/10 – Cute game designed for young children (3 – 5 years).]



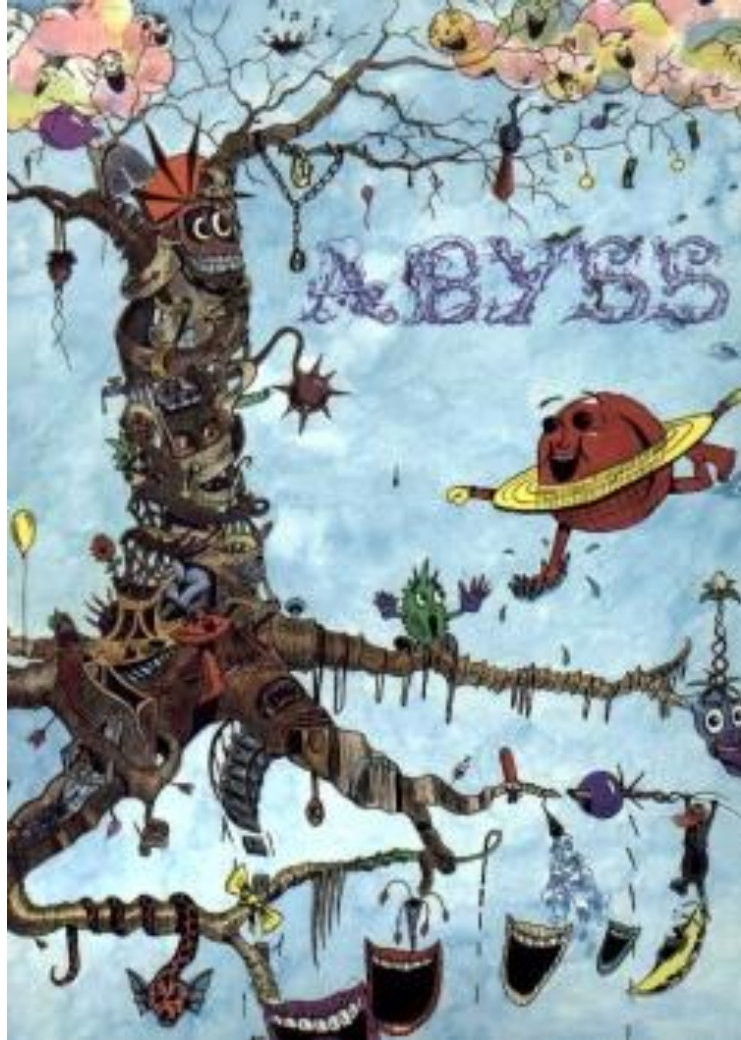
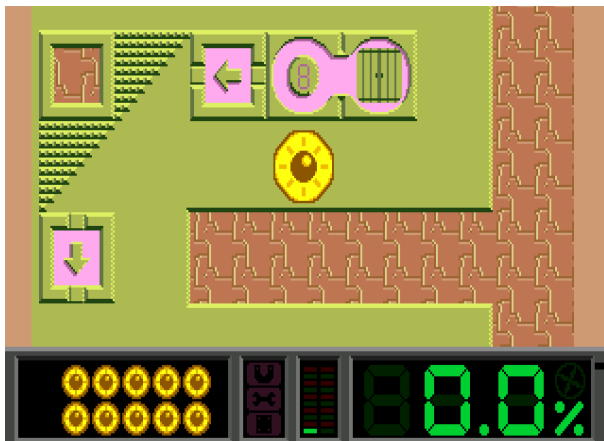
An interactive children's book with a some very basic platforming action. Its all rather cute with some nice touches like choosing the outfit colours and hair colour of the main hero and naming him. I can imagine a 3 – 5 year old enjoying this for a little while at least.

Abyss (1991) £?????

Free Spirit Software / Dev:

Syntheticat

[0/10 – Terrible and pointless game]

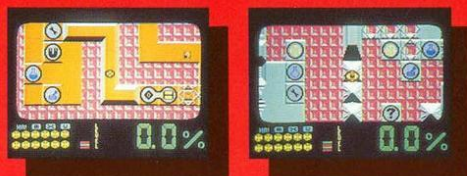


I Cant believe this was a commercial release... even worse than the worst public domain games, with dull gameplay and the worst sluggish controls I have ever come across.

ABYSS

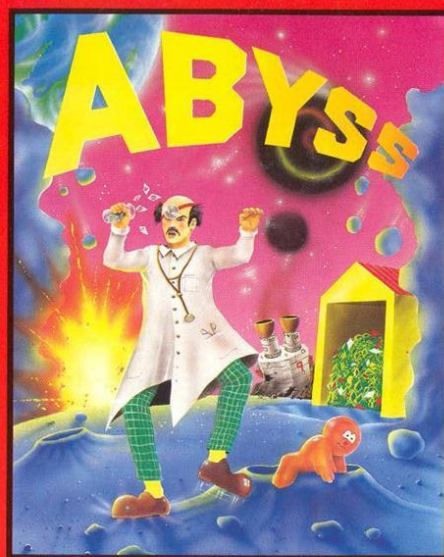
von Karsten Kekert

Vielleicht das seltsamste (aber auch beste) Spiel, das Ihnen je begegnet ist: Bringen Sie „Hustenbonbons“ zu ihren Zielorten, aber hüten Sie sich vor den tückischen „Fieshüpfen“.



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ABYSS



KINGSOFT

C-64/128

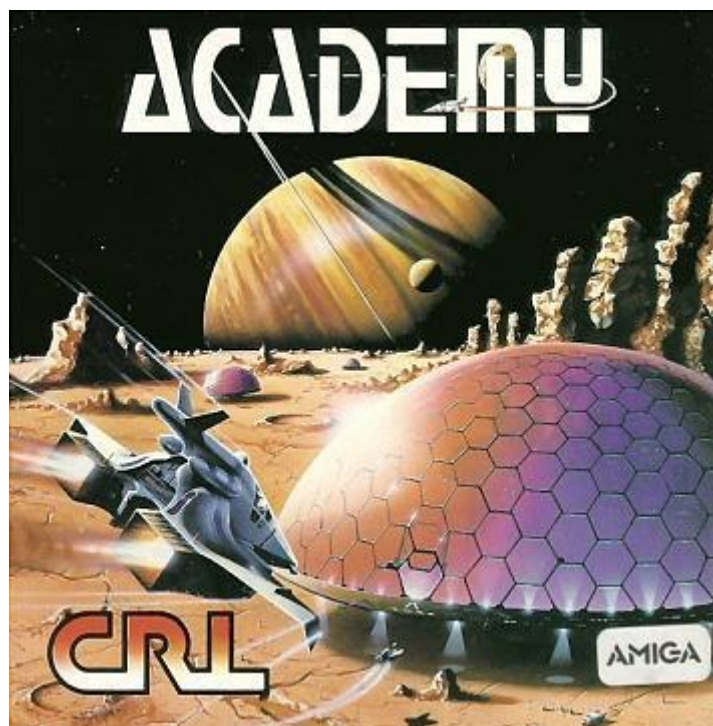
C-64/128

Academy : Tau Ceti 2 (1988)

£???.?? CRL / Dev: Comtec

[3/10 – a weak 8-bit port on the Amiga]

Tau Ceti was a huge game on the 8-bit computers so there was quite a buzz with this to see what could be done with the sequel and all that extra power that the Amiga could provide. Sadly the developers offered nothing over the 8-bits offering a lazy port, with only the speed being much better over the 8-bit machines. The game its self isn't that great wither with you in the space cadet training academy who must go through 20 missions of increasing difficulty from blasting alien ships to stopping a melt down of a nuclear reactor. All in all its a bit of missed opportunity .



Access Denied (1994)
£12.95 Solo Software
[1/10 – Bad]

AF : 15%- 'so much promise, so little delivered. There are good PD games around that are more fun, will last longer and are a whole load cheaper. Access Denied? I wish it was.'



Couldn't agree more with Amiga Format...
This game is a waste of a floppy disk.

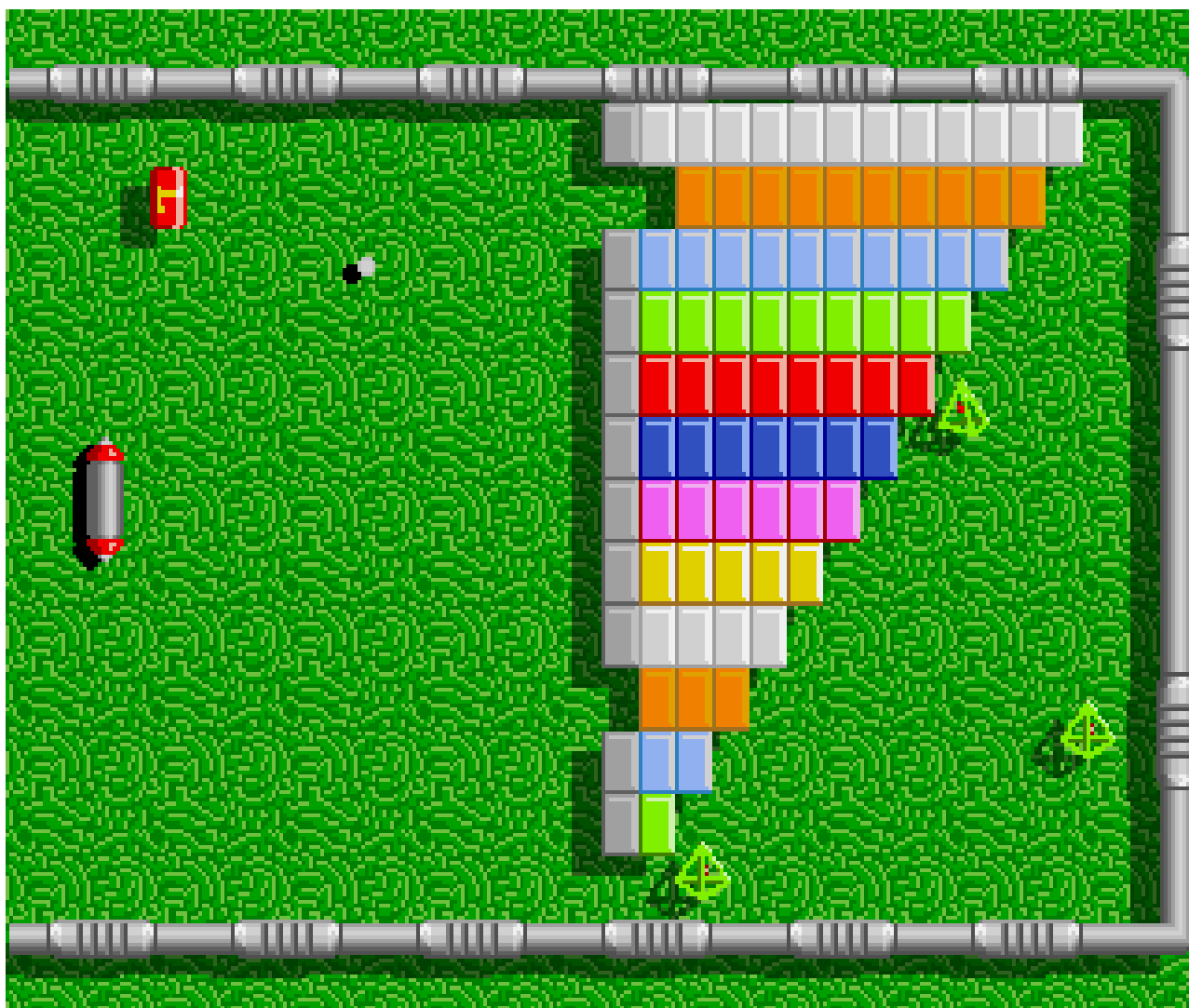
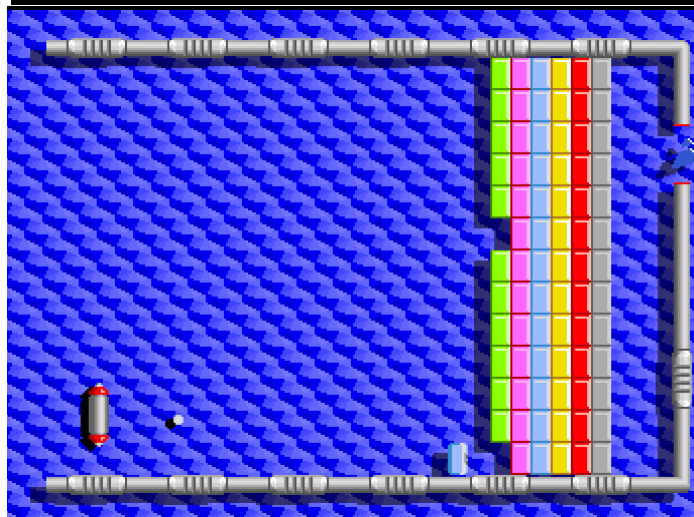
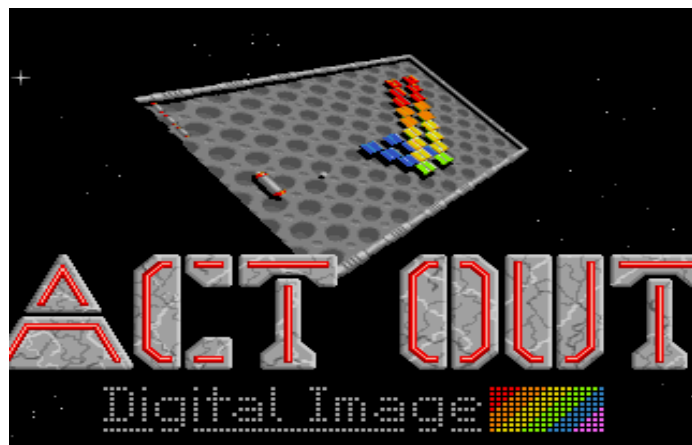
Act Out (1994)

£???.?? Digital Image / B.S.G.

Cologne

[4/10 – Arkanoid Clone on the Horizontal making tough to play.]

Pretty to look at Arkanoid clone that placing things on the horizontal. I hate the fact that it is on the horizontal as it makes it difficult to play (although perseverance will make it easier I promise), still when there are games like Giganoid on the Amiga not to mention classics like Arkanoid 2 this all seems (to me at least) all a bit of a pointless exercise.



Action Cat (1995)

£???.?? 1001 Software Developments

[5/10 – Polished platform game. More home-brew than commercial]



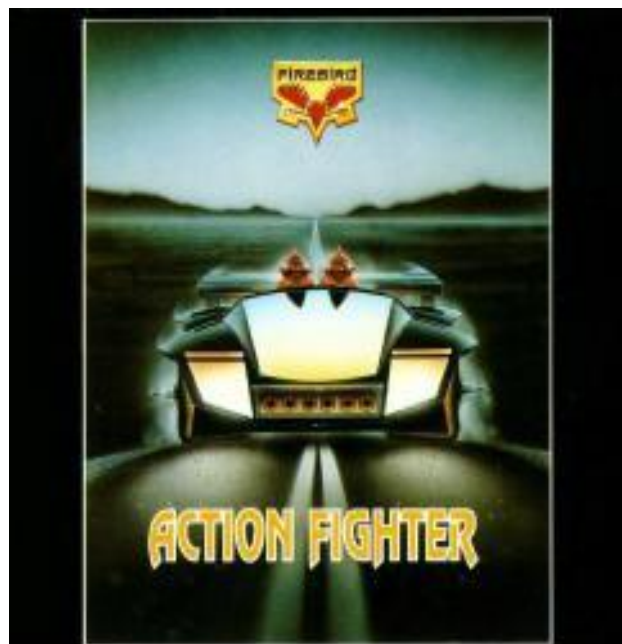
Pretty platform game that's basic fun, it looks really nice and plays ok. But the game feels far more Public Domain quality (all be it a really good one) than a full commercial release, especially in 1995. Definitely some fun to be had for the curious, especially if like me you hadn't heard of the game before.



Action Fighter (1988)

£24.95 Firebird / Dev: Core Design

[5/10 – Enjoyable Arcade Port of the Sega arcade classic.]



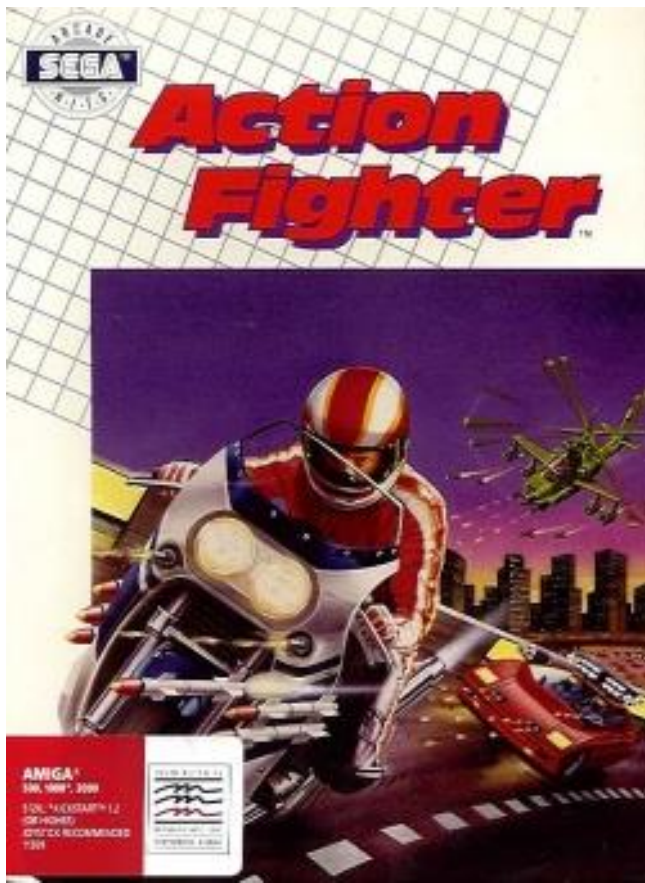
AC : 87%- 'Everyone needs at least one shoot-em-up in their software collection not written by the Bitmap Brothers – make sure its this one.'

CU : 82%- 'A fun game and one well worth getting hold of if you just want something fast and destructive.'

ZZ : 35%- 'Graphics and sonic presentation is banal, whilst playability is frustrating and unrewarding.'

AF : 67%- [R] 'held our interest for quite some time. The screen size, however is tiny and sometimes after death you are placed in a no-escape situation.'





Interesting for being Core Designs first game. (Core went on to create many classics including Tomb Raider). The game is a nice port of the Sega arcade classic Action Fighter, which itself is a shameful Spy Hunter clone. It runs very fast and is extremely enjoyable, although the small screen sometimes makes it difficult to not crash. Still its a fun game and a pretty solid conversion of the coin-op, well worth a play.

Take to the streets. Or take to the skies.

Because Action Fighter is the incredible, transformable combat vehicle.

You start out on a customized cycle. Built with enough speed and power to jump over water and overtake enemies.

Then, by finding the right parts along the way, you'll change your cycle into a supercharged, state-of-the-art sports car.

Next, add two turbojets to make your car airborne. And take to the skies.

Down typed-up helicopters and jet spaceships from above.

And no matter which vehicle you're manning—or who you're after—get ready to stand by for action!

SEGA™

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Above...Here is in game for the actual arcade game for comparison.

Action Stations! (1991)

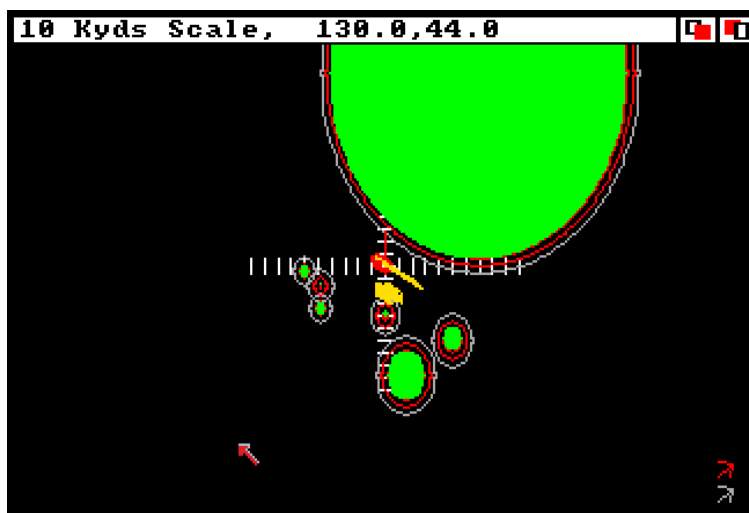
£29.99 Storm Computers

[6/10 – Dull for most people, but those with an interest this is very authentic.]

ZZ : 81%- 'as it is Action Stations! Can ve recommended for anyone interested in naval warfare.'

AF : 70%- 'The big fault is that the game runs too slowly. It does seem to calculate everything from the ocean currents prevailing to the hair-loss suffered by each Captain but does it need to be so slow?'

Originally developed by Conflict Analytics in the States and written by an active-duty US naval officer, you just no authenticity is the order of the day. This is a full on tactical and surface-combat naval simulator for battles from 1922 through to 1945 and is based on the war game system actually used by the US naval war college. Consequently what we have here is a very dry, dull simulator for the masses but for those who have dreamed of being a naval Admiral then this is probably the most authentic title you can find to recreate that experience. The fact that you have loads of scenarios to play and that you can build your own as well will have loads of replay value for those into this style of game.



NAVAL SURFACE COMBAT TACTICAL SIMULATION 1922-1945

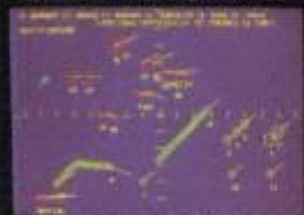
Battleships, cruisers, destroyers, shore batteries and many other naval units engage in deadly, exciting War at Sea!

ACTION STATIONS! is unique — a combat modeling system designed by an active duty naval officer to test computerized tactical decision support systems has been adapted into a commercial simulation of unparalleled accuracy and authenticity.

THIS IS NOT A TOY! Developed from a huge data base, including the U.S. NAVAL WAR COLLEGE "FIRE EFFECT SYSTEM" from 1922-1945, this game is authentic, detailed, sophisticated, challenging — and FUN!



Menus in windows format, easy access to get information and give orders.



Battlelines engaging, while destroyers lay smoke.



Control guns by director or local control, automatic or manual modes.



Scroll and change scales to "zero in" on the action!



One of 21 different status boards and orders screens.

FEATURES:

EASY TO PLAY: An effortless menu system allows you complete control of your forces.

SIMPLE OR SOPHISTICATED: Take full command, or delegate some actions to "computer subordinates".

AUTHENTIC SCROLLING BATTLE PLOT tracks your forces and enemy units. This is not a "squares" game, but what you would expect in a warship's Combat Information Center.

21 DISPLAYS/STATUS BOARDS gives you a clear, instant access to information on individual units and your entire fleet.

DETAILED, THOROUGH TREATMENT of smoke, starshells, flares, searchlights, radar, shore batteries, stack gasses, aircraft recce and spotting, burning oil slicks, capsized hulks, weather, MORE!

A wily, cunning computer opponent, or play a friend.
Seven levels of difficulty

ACCURATE "DETECT TO ENGAGE" SEQUENCING for gunnery. Control guns in local control or by gun director, manual or automatic.

TORPEDO FIRE CONTROL COMPUTER similar in precision to WWII models. Authentic "torpedo spreads", tracked to less than a yard.

SHIPS ARE MODELED EXHAUSTIVELY: 42 hit zones, 14 armor locations, list and stability, counterflooding, fires, breakdowns and repairs, damage control, engineering capabilities, flooded or exploding magazines, much, much more.

BUILD SCENARIO capability to make your own scenarios. **GENERATE SCENARIO** program allows you to direct the computer to create an infinite number of new situations! Plus a **SAVE GAME** feature to store games in progress.

SHIP CLASSES: Superbattleships to PT Boats! U.S., German, British, Italian, French, Japanese, Dutch and Russian fleet units. Many "design only" classes — the German H-44, Japanese Kii, American IV-2 and Montana, much more.

Command ships individually or in formations

GUNNERY CALCULATIONS include 31 "rate of fire" and "accuracy" factors controllable by the player - armor penetration model includes angle of shell fall, incident angle of hit and individual characteristics of 69 gun types.

Four mission types: Strike, Battle, Escort, Raid

ACTION STATIONS! includes:

- 160 page manual
- 30 "ready" scenarios
- 180+ ship/unit classes

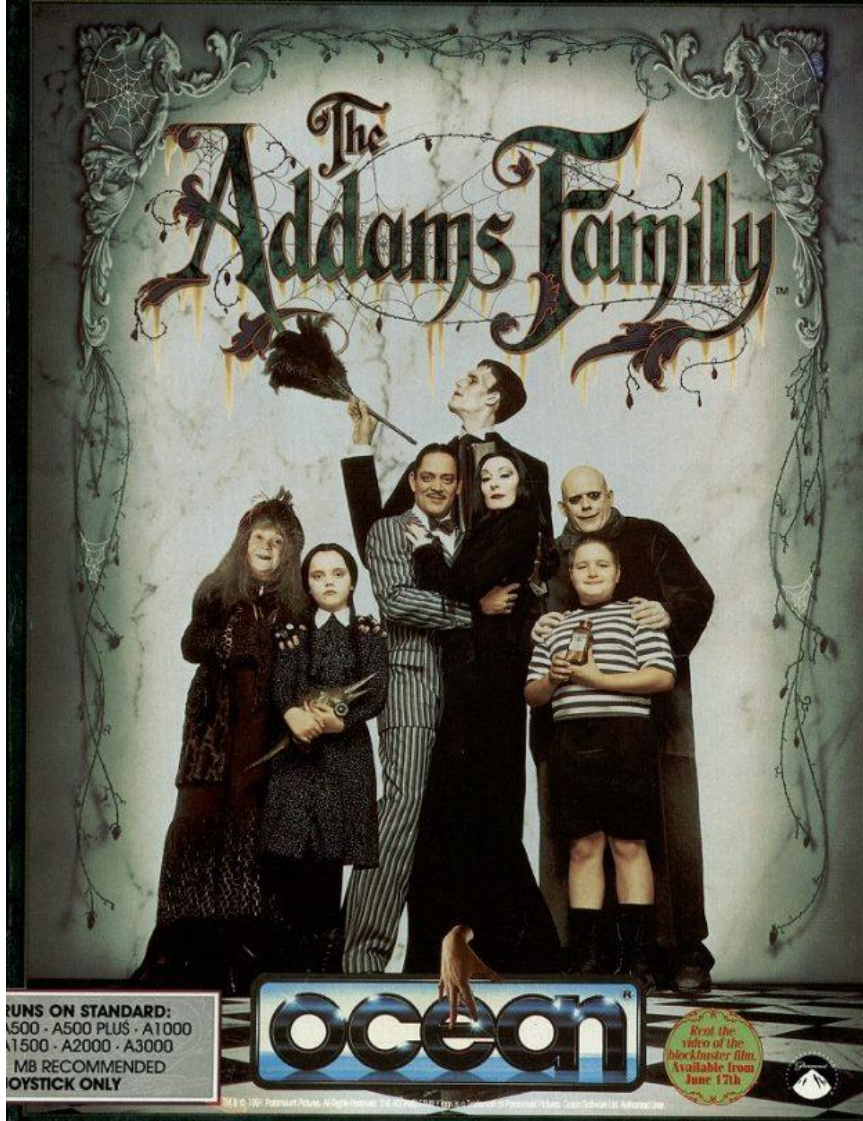
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LONDON · SW18 4TG · ENGLAND · TELEPHONE · 081 870 4941

Addams Family (1992)

£25.99 Ocean

[8/10 – A great Mario clone which will keep you playing for absolutely ages .]



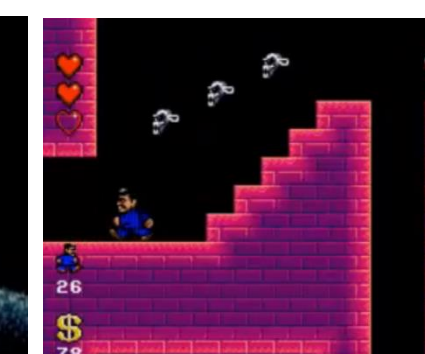
CU : 95%- 'Steal a copy if you have to, but this is an essential addition to every Amiga software library. At last! The Amiga equivalent to Mario.'

AA : 94%- 'the entire game is presented perfectly. Despite the tendency to raise your blood pressure a bit it is, nevertheless, a superb game that everyone should own.'

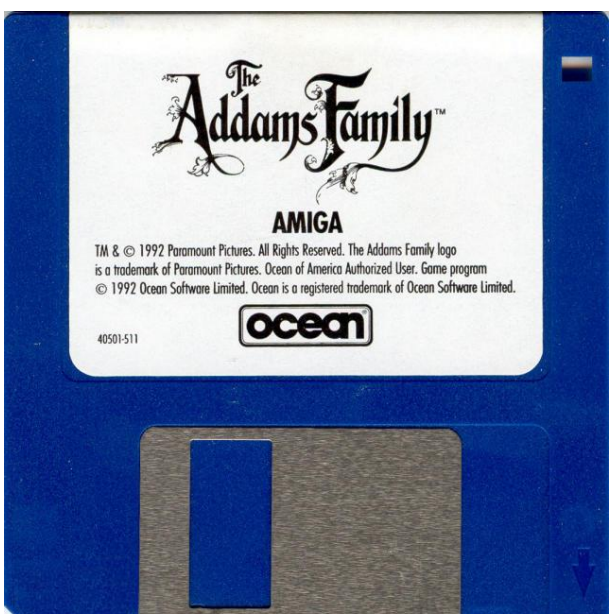
AC : 91%- 'You'll keep coming back to it, simply because the game is so huge. The fact that you can input codes to return where you left off does help matters. I was addicted within minutes and it's not often that happens.'

O : 90%- 'Indeed, the biggest criticism of the game is that in some places, you can't help but raise your eyebrows at the eer, "similarity" of some of the problems facing Gomez and those facinf our favourite Brooklyn plumber..'

AP : 88%- 'One of the – if not the -most together console style games on the Amiga yet.'



Based on the 1991 film of the same name this has you play Gomez who must rescue each member of his family which has been spirited away by an assortment of delightfully eclectic range of nasties. The game is huge with loads of secrets to find and reminds of Mario brothers throughout (but if you are going to steal, steal from the best). It may not compare with many console platformers but on the Amiga this really did impress. The game is only missing the backgrounds of the SNES release. it never the less plays brilliantly and still up there with one of the best Ocean original games they ever released.



*Creepy,
Kooky,
Ooky,
Spooky!*



Screenshots shown here from the Amiga version. Amiga is a registered trademark of Commodore International.

Morticia Has Been Kidnapped!

Uncle Fester has lost his memory and has fallen under the spell of Abigail Craven, a conniving character who is anxious to lay her greedy hands on the Addams' hidden fortune. Having recruited a misled Uncle Fester, and assisted by her cohorts, Tully and The Judge, she manages to capture and imprison the other members of the Addams Family within the huge Addams Mansion! Only Gomez can save the day by freeing his son Pugsley, his daughter Wednesday, and Granny—and by restoring Uncle Fester's memory. Accomplishing these tasks is daunting enough, but then Gomez must seek out Morticia in the underground vaults of the Addams Mansion and confront the evil Judge in a kooky and spooky climax!

TM & © 1992 Paramount Pictures. All Rights Reserved. The Addams Family logo is a trademark of Paramount Pictures. Ocean of America Authorized User. Game program © 1991 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited.

The
Addams Family™

ocean



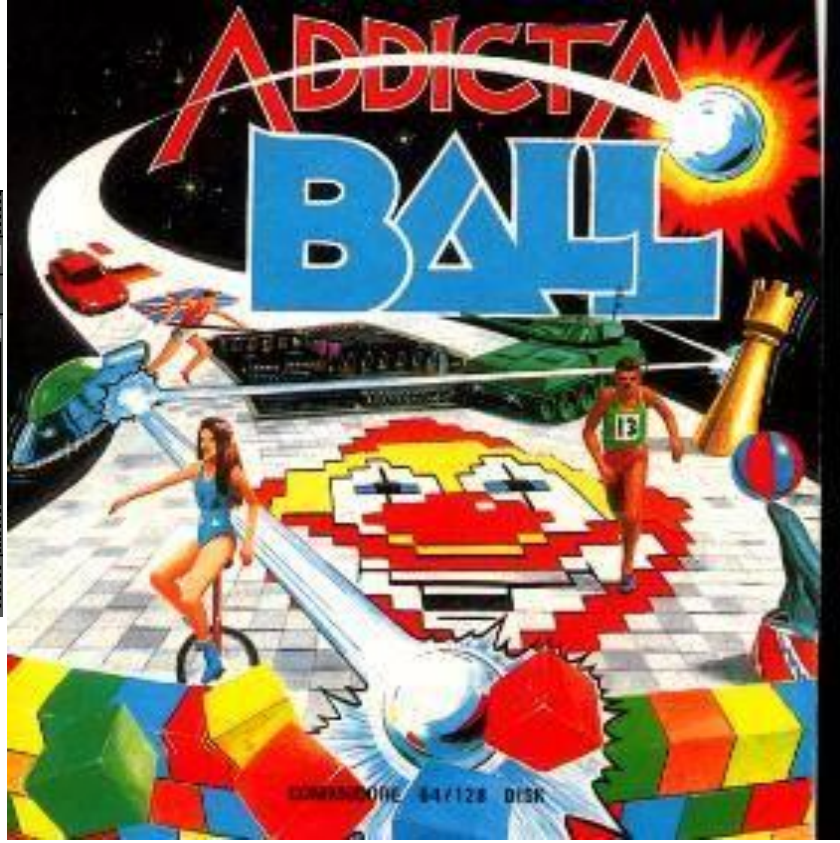
0 20295 40501 4

AMIGA 500, 1000, 2000, 3000: 512K
REQUIRES KICKSTART 1.2 OR 1.3;
COLOR MONITOR REQUIRED,
JOYSTICK REQUIRED; 1-PLAYER

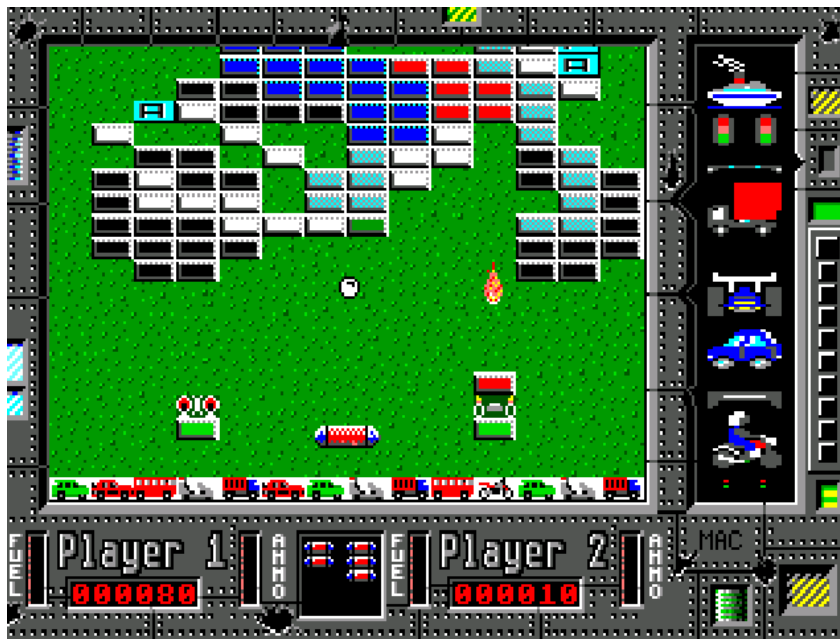
Addictaball (1988)

£???.?? Alligata Software

[2/10 – Breakout/Arkanoid clone, nothing special]



Well here is yet another Breakout clone, well kind of this have the blocks move slowly downwards and a shield of blocks along the bottom to give you some defence. | The problem though is the layout of the blocks (of which the first level is a prime example) the lower blocks are so low that at the beginning of the level you are limited to the tiny middle bit of the playing field until the break through, often causing unfair deaths. The game is full of this kind of ill thought out levels, making this one best left forgotten about.



Adrenalynn (1991)

£7.99 Loricel / Dev: Exponentia

[3/10 – *Speedball clone only nowhere near as good*]

AF : 63%- 'each bout is like a cross between pool, pinball and Speedball (Bitmap Bros future-sport). Its limited fun, the graphics are OK and you'll either be brilliant at it or you'll give up.

AA : 71%- [R] 'At times things get a little frantic and it is very easy to lose track of what's going on.'

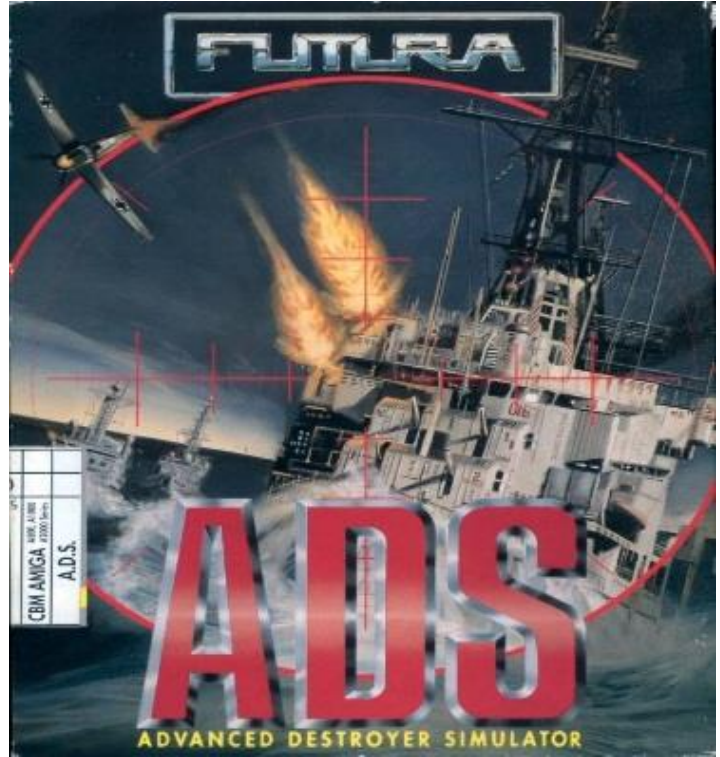
O : 54%- [R] 'impressive soundtrack aside, Adrenalynn comes across more like a piece of highly polished PD rather than eight quids worth of software.'



In the game you control one robot and you must run the ball into the goal. To add a bit more there are power ups and you can fire bullets to help get the ball. It all moves at quite a pace with most of the time you simply thinking what the hell just happened? The game does improve a lot when playing two player but still its a poor reflection of the far superior Speedball games.



ADS – Advance Destroyer Simulator (1991)
£24.95 U.S. Gold / Dev: Futura



AA : 83%- 'ADS is worth looking at, especially if you want a simulator that will tax you grey matter without being too technical.'

AF : 68%- 'ADS falls between the two stools of true sim and action arcade, but still remains a fun, if limited diversion.'

AP : 48%- [R]
'Lacking action and depth, this is one 'boat' sim that never really gets off the ground. Even at £7.99, its not really worth wasting time with.'



Written by Futura (better known for their game Panza Kick Boxing) this game has you take the high seas of a Destroyer class of Battleship. The is more arcade than sim, which I actually prefer, the problem is that it isn't really fast paced enough for that market with long periods of inactivity. Not a bad game in summary, just one were I wished the developers decided whether they were doing a simulator or an action game. As it stands this sits messily in-between.

ADS

ADVANCED DESTROYER SIMULATION

1942, le conflit entre la France, l'Allemagne et l'Italie fait rage depuis des mois.

En Méditerranée et dans l'Atlantique Nord, les forces navales belligérantes s'affrontent dans des combats acharnés et sans retour.

Au commandement de votre destroyer, réussissez en 15 missions différentes à détruire les forces navales et aériennes ennemies.

Pour vous y aider, une multitude d'options sont à votre disposition : cartes détaillées, rapport des avaries, lances torpilles, poste de D.C.A., etc.

A.D.S est une fantastique simulation de combats maritimes réalisée avec les nouveaux algorithmes de FUTURA en 3D faces cachées temps réel.

Grâce à une recherche historique poussée, alliée à des graphismes superbes, ce logiciel est époustouflant de réalisme.

Bateaux de guerre, civils, avions et sous-marins, tout est là. A.D.S. DES HEURES ET DES HEURES DE SIMULATION AVEC UN LOGICIEL EXCEPTIONNEL.



PHOTOS ATARI

1942, the battle between France, Germany and Italy has been going on for months.

In the Mediterranean and the North Atlantic, belligerent naval forces face each other for an unrelenting battle.

With the control of your destroyer, succeed beating the naval and air forces in 15 different attacks.

Multiple options are available to help you : detailed charts, failure reports, torpedo launchers, anti-aircraft stations, etc.

A.D.S is a fantastic sea-battle simulator, using new algorithms offered by Futura in 3-D and in real time.

You will find this software astoundingly realistic, thanks to in depth historical research and superb graphics.

ADVANCED DESTROYER SIMULATOR



GRUPE LORICIEL

© 1990

Advanced Fruit Machine Simulator (1991)

£6.99 Codemasters

[5/10 – Does what says on the tin.]



I remember playing this game, more on the Spectrum than the Amiga, buying it for my Mum on mothers day when about 13 years old (how bad is that!? (Sorry Mum)). This game is identical to the 8-bit release but with much prettier graphics (by veteran Damon Redmond who went on to do Dizzy : Crystal Kingdom, Kwik Snax, Cosmic Spacehead and the Amiga port for Desert Strike.). The game itself is nothing spectacular but then its not trying to be...What you have here is a straight fruit machine simulator, nothing more, nothing less. Of course using virtual money is never going to capture the down the pub real money one arm bandits but then you aren't going to lose money either. Not bad for a budget game and a worthy diversion of your time.

AMIGA

A500/A1000/A2000

- SKILL & REPEAT CHANCES
- 4 COIN BOXES
- SKILL NUDGES & SHUFFLES
- £100 JACKPOT

SEAL
OF
Quality

This seal Officially
Guarantees that
CodeMasters has
approved the quality
of this product!



THE ACTION STARTS HERE



THE ULTIMATE FRUIT MACHINE SIMULATOR!
Skill and Repeat Chances galore, Shuffles, Free Spins, Hyper-Nudges, Skill-Nudges, Hidden Fortune, Mega-Trek, Turbo-Skill, Double & Treble Fruiter, winner-Spinner, 4 Coin Boxes with Coin-Box Super Scanner and Skill-Coins, and £100 Jackpot Race!

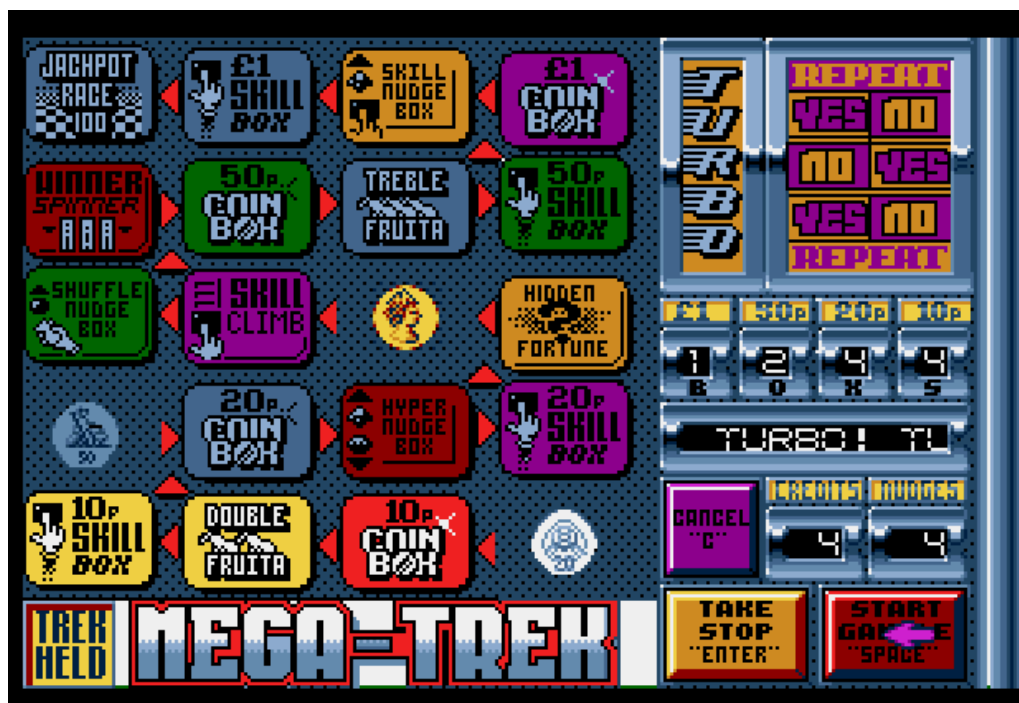


THE ULTIMATE FRUIT MACHINE SIMULATOR!
Abilita, Centinaia di opportunita, Mescolate d'azzardo, Corse, Colpi Veloci, Colpi d'Abilita, Fortune nascoste, Mega Trek, Abilita-Turbo, Fruitier Doppio e Triplo, Corsa del vincitore, 4 Scatole per Monete con un Analizzatore Super e Monete d'abilita e 100 Corsa al Monepremi



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Advanced Ski Simulator (1990)

£19.99 Codemasters

[3/10 – Extremely basic Ski arcade game.]



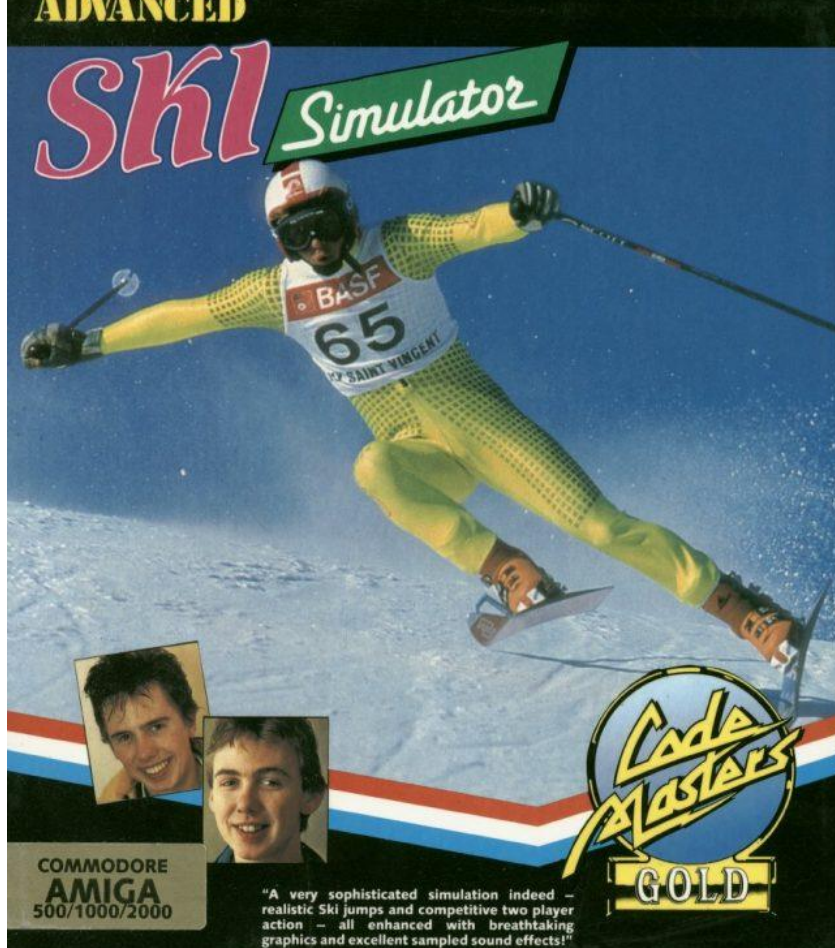
ACE : 540/1000 -

'Codemaster's budget piste-em-up makes it onto the big machines with a slightly-altered title and a major price increase. You

can compete against either a friend or the computer as you race down several slopes, each against a time limit. Good fun but pricey.'

GM : 50% - 'virtually identical to Professional Ski Simulator-released for the Spectrum for £1.99 well over a year ago.'

ZZ : 37% - 'I mean £19.99 for what is basically a souped up 8-bit budget game with a bit of sampled sound – come off it guys! Only think about purchasing Advanced Ski if you're into verbal insults.'



Reading the box and you would be forgiven in thinking you were about to play the best game of all time and that the Oliver Twins (who did the 8-Bit original game and Dizzy) are the greatest game designers of all time. On starting up the game however you realise what you have here is half of Horace goes skiing with nicer graphics. Reviewers of the day were right to lambaste the product for the ridiculous hiked asking price over the 8-bit machines, but thankfully today we don't have to worry about the price and only look at the game itself. On playing it its strangely compelling in that undefinable isn't it crap..oh I will have just one more go, quality. If like me you have fond memories of the 8-bit title and what to play the best looking version of that game then this is the one to play. For others its probably best to avoid.

ADVANCED

Ski Simulator



Some of the features of this great game:

- **Fast Downhill sections and Moguls!**
- **Compete with a friend or the computer**
- **Seven ski resorts to race through**
- **Amazing wipe-outs and crashes with real life sampled sounds!**
- **Realistic jumps with controllable landings**
- **Off-Piste Deep Snow skiing.**

Advanced Ski Simulator is the best skiing game around - it's captured all the excitement and atmosphere of the Alps! "This simulation is so good, it's just like being on the slopes!"

Einige Möglichkeiten dieses großen Spiels

- **schnelle Abwärtsfahrten**
- **spielbar mit einem Mitspieler oder dem Computer**
- **7 verschiedene Abfahrten**
- **amüsante Stürze und Zusammenstöße mit realistischen Geräuschen**
- **realistische Sprünge mit kontrollierbarer Landung**
- **Tiefschneefahrten**

Advanced Ski Simulator ist zur Zeit das beste Schispiel, es beinhaltet alle Spannung und Atmosphäre der Alpen.

"Diese Simulation ist so gut, daß man, das Gefühl hat, selbst auf der Piste zu stehen!" - Crash Magazine

2 PLAYER ACTION



SLALOMS!



WIPEOUT



BLACK RUNS . . .



Code Masters
GOLD

CODEMASTERS QUALITY GUARANTEE

This game has passed all of our strict playability, graphic, musical and manufacturing tests, and is of the high quality expected from CodeMasters.

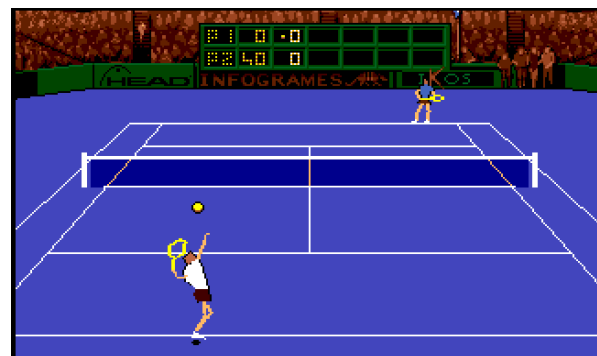
Published by The CodeMasters Software Company Ltd.,
PO Box 6, LEAMINGTON SPA, Warwickshire, ENGLAND. CV33 0SH



Advantage Tennis (1991)

£25.99 Infogrames

[7/10 – *Nice Tennis game with occasional frustrating controls*]



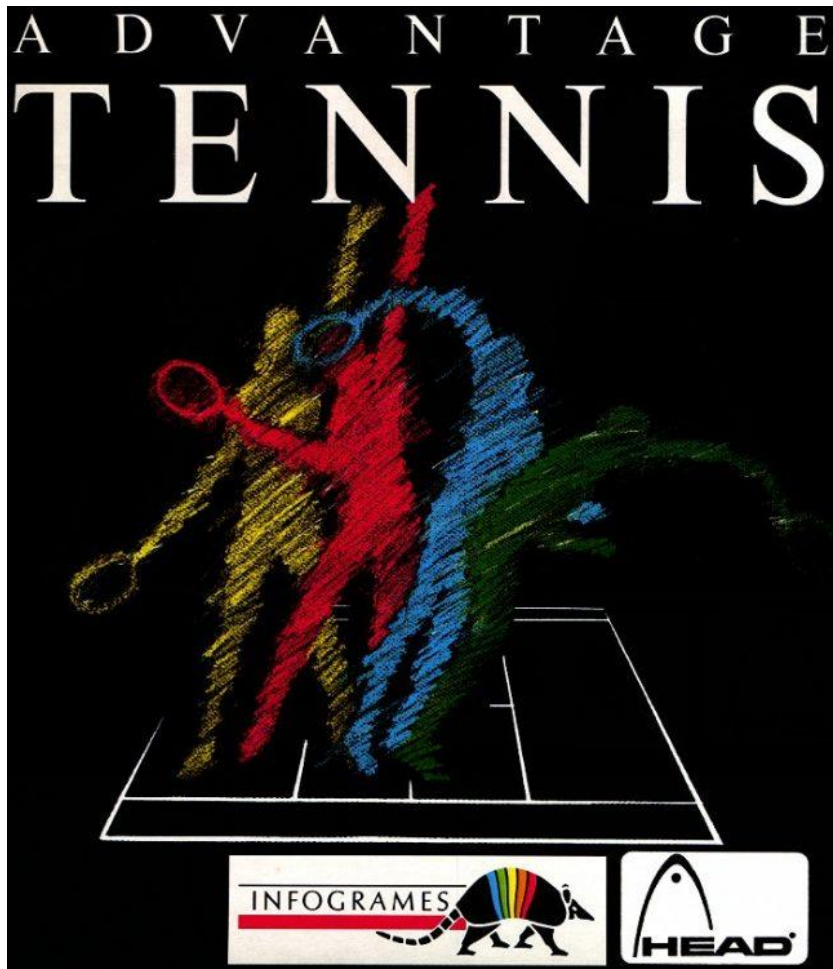
CU : 91% - 'I have always been a fan of the Tennis genre, and up until now always considered UBI's Pro Tennis Tour and the Palace game as the best on offer, with their innovative Advantage Tennis,

though, Infogrames have lobbed those out of the court and are seeded number one as far as I am concerned.'

O : 74% - 'falls short of competing with Pro Tennis Tour 2, so common sense will tell you which one to buy.'

AP : 69% - A fairly good looking tennis game, and it has its moments, but ultimately it's just frustrating and a tad dull.

This is not bad really, with fluid animation and for the most part smooth. It plays well in the most part but interspersed with control glitches where you player doesn't always respond right away. This sadly stops the game just short of being a classic. Pro Tennis Tour 2 still is my favourite tennis game on the Amiga but this would definitely be in my top three.



Adventure Construction Kit (1986)

£25.99 Electronic Arts /

Dev : Fantasia Systems

[7/10 – Impressive Game
creator tool]

Most people who have heard of this creation tool will have been on the C64 and not the Amiga, with it coming out very early in the Amiga's life and so not making much of an impact. This Amiga version is almost identical but with nicer graphics and a demo game Galactic Agent thrown in. The tool works quite well and allows you to write your own basic game in next to no time.



Play 8 Great Adventures. . . Or Write Your Own



Rivers of Light—A new Stuart Smith epic

Set at the dawn of human history in Ancient Egypt and the Near East, this new epic adventure from the author of "Ali Baba" and "Return of Heracles" embraces a map containing over 140 different regions and rooms, plus a cast of hundreds and enough challenging and ingenious puzzles to delight even the most demanding adventurer.

7 complete mini adventures

There's a simple tutorial adventure for first timers, plus one mystery story, one original adaptation from *Alice in Wonderland*, a historical drama (you help Washington cross the Delaware), and 3 more called "Deep Dark Dungeon", "In the Nazi Castle" and "Save the Galaxy".

3 basic construction sets included

You get a Fantasy Set, a Spy/Mystery Set and a Science Fiction Set. Each comes with graphics, music and sound effects, a wardrobe full of creature and character costumes, and a prop room crammed with objects and special effects. Do as much or as little work as you like. Build the whole adventure yourself or ask the computer to do it for you.

A canvas as big as your imagination

Each adventure can contain up to 500 different creatures, one main map and up to 15 map regions with up to 16 "rooms" and 300 props per region, plus up to 335 different text messages to give your adventures texture and depth. Use the parts in the 3 basic construction sets or make your own.



About our company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a ninety-day warranty on the recording media. See limited warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided AS IS.

Adventures of Maddog Williams (1991)

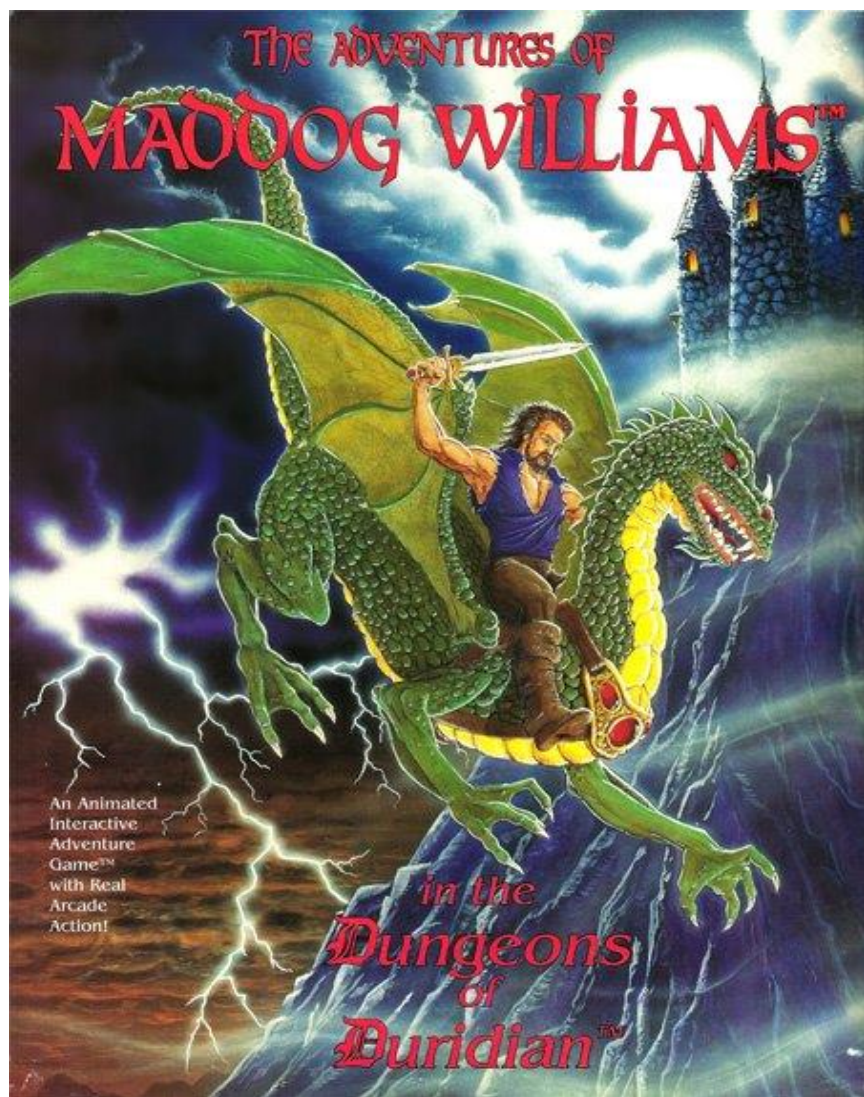
£29.99 Game Crafters
[6/10 – After Monkey Island this game didn't stand a chance]

AC : 88% - 'a wonderful creamy little Pontefract-cake of a game. The puzzles are tricky, but always blindingly obvious in the end, and the graphics set off the atmosphere perfectly.'

AA : 85% - 'I bet a lot of you out there have already looked at the screen shots from Maddog Williams and decided that it doesn't look anywhere near as good as the Sierra Games. Well although the graphics may not be comparable, the gameplay is and there is plenty of it.'

AF : 72% - 'The storyline is well written, containing all the quirky humour that you have come to expect from games of this format.'

AP : 47% - 'If you really put your mind to it you could probably enjoy this. Face it though: there are much better ways of spending the money.'



Fun adventure although by no means a classic, let down by the amateurish graphics and sometimes frustrating puzzle design. Worth a play if you are looking for a fresh challenge after playing all of Lucas Arts and Sierra's games.



Adventures of Quik and Silva (1991)

£N/A Public Domain

[8/10 – Great Run-'N'-Gun that plays homage to lots of video games.]

AP : 5/5 – 'There is an impressive variety of levels, each with their own individual character, and the accompanying music doesn't, for once, make you reach for the 'sound off' option. None of it is very original, but it's all done with such style and polish it's well worth checking out.'



When I started out on this book I wasn't going to do PD games (games given free), as the task was insurmountable already without doing the home-brew games as well. But I have realised that some of the better PD games should be included as often they were far better than commercial releases. New Bits on the Rams title is one such game. It's awesome, being a polished but standard run-N-gun game. What makes it even more special is that the game is chock full of cameos or references from loads of video games, and part of the fun of the game is not just playing it but spotting all of the references and wondering what the next level will bring. A worthy classic and one that puts many commercial development houses to shame. But the question is who are the New kids on the Ram? Is Andreas Breebruck actually Andrew Braybook. (Rainbow Islands, Fire and Ice)? Is Markus Kohlmann actually Mark Coleman (Bitmap graphics artist Xenon 2, Gods, Magic Pockets)? Certainly Chris Hülsbeck is a famous Amiga musician doing everything from Apidyas music through to Great Giana Sisters (not to mention countless arcade ports). So it would seem unlikely to me that such an esteemed musician would work on a free game with two total unknowns who happen to have similar names and roles to two very famous artists. But I will leave it to you to decide.

Adventures of Robin Hood (1991)

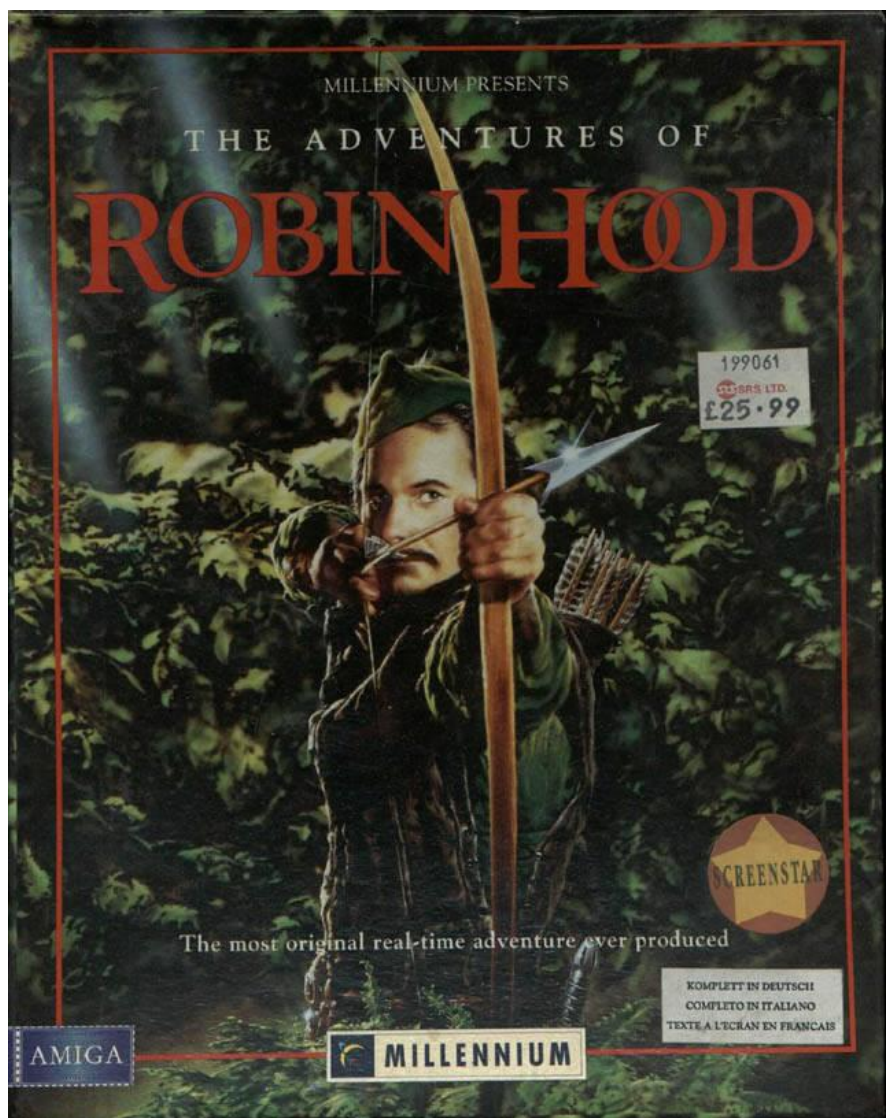
£25.99 Millenium

[6/10 – *Ambitious open ended adventure let down by a weak storyline*]

CU : 86% - 'Robin Hood is a huge game, attractive to the eye and ear and immensely playable. Richard Joseph's music and sound effects enhance the medieval atmosphere. Top-notch isometric adventure that's a belter.'

AA : 83% - 'After 15 minutes I was hooked and desperately trying to the sad people of

Sherwood Forest. The only annoying aspect of the game was the scrolling which is far too slow and jerky. However it fails to take away the enjoyment of what is a playable and humorous arcade strategy game.'



AF : 80% - 'Despite the richness of the gameplay, it falls short of being a classic. Millennium have spent time developing this new style of game and unfortunately the plot doesn't have the depth and complexity equal to the game system.'

AP : 79% - 'An adventure in the true sense of the word. Fun, exciting, challenging and there're a few laughs along the way, That said, there are enough glaring imperfections to keep it firmly outside the classic bracket.'



An ambitious game that was released at the same time of a certain Kevin Costner film to maximise the profile. The general story of the game is that you play Robin Hood who must win back the castle of Sherwood Forest. The game is quite sweet really with it allowing a total open ended world for you to explore. The trouble is with it being open ended, means many people (myself included) got hopelessly lost.

MILLENNIUM PRESENTS

THE ADVENTURES OF

ROBIN HOOD



The ancient castle of Nottingham, once home to Robin, Earl of Loxley,

has been taken over by a new Sheriff, and Robin Hood has been outlawed. Higher taxes, harsh punishments and gold-hungry merchants are making life a misery for the local peasants. In this fascinating blend of history, legend and imagination you will take the part of Robin - avoiding capture by the Sheriff's guards, recruiting and directing your band of Merry Men to help the oppressed and regain your rightful inheritance. The whole of Sherwood Forest lies before you, as you discover and interact with the characters and places of legend, forming and changing events. Your mission is daunting - there are many wrongs to be righted.



- Unique real-time adventure system - years in the making!
- Isometric 3D perspective - look down on a changing world and interact with its characters
- Iconic control mechanism and real speech interaction - listen in on conversations
- Atmospheric music and sound effects by Richard Joseph
- Perform acts of heroism and benevolence to gain the trust of the people



Amiga screen shots

© 1991 Millennium/Brainware
Distributed by U.S. Gold Limited



Millennium, St. John's Innovation Centre
Cowley Road, Cambridge CB4 4WS



Das uralte Schloß von Nottingham, einst Heim von Robin, dem Grafen von Loxley, ist von einem neuen Sheriff erobert worden, der Robin Hood für vogelfrei erklärt hat. Erdrückende Steuern, verschärfte Strafen und habgierige Kaufleute machen den einheimischen Bauern das Leben zur Hölle. In dieser spannenden Kombination von Geschichte, Legende und Phantasie übernehmen Sie die Rolle von Robin. Entgehen Sie den Häschern, scharren Sie treue Gefährten um sich und ziehen Sie in den Kampf, um die Unterdrückten zu befreien und Ihr rechtmäßiges Erbe zurückzuerobern. Vor Ihren Augen entfalten sich die legendären Schauplätze des Sherwood Forest. Sie interagieren mit den Gestalten aus der Geschichte, um die bestehenden Verhältnisse zu ändern und Gerechtigkeit walten zu lassen eine Herausforderung für alle, die auf Abenteuer aus sind!



L'ancien château de Nottingham, jadis demeure de Robin, Comte de Loxley, est devenu la propriété d'un nouveau Shérif et Robin Hood a été mis hors-la-loi. Impôts plus foids, punitions sévères et marchands avides d'or font de la vie des paysans locaux un véritable supplice. Dans ce fascinant mélange d'histoire, de légende et d'imagination vous prendrez le parti de Robin - en évitant d'être capturé par les gardes du Shérif, en recrutant et commandant votre bande d'hommes joyeux pour aider les opprimés et regagner votre patrimoine légitime. Toute la forêt de Sherwood s'ouvre à vous, tandis que vous découvrez et influencez sur les personnages et les lieux légendaires, formant et modifiant les événements. Votre mission est décourageante il y a de nombreuses injustices à réparer.



L'antico castello di Nottingham, un tempo dimora di Robin, Conte di Loxley, è stato espugnato da uno sceriffo nuovo, e Robin Hood è stato dichiarato fuori legge. Tasse più alte, condanne molto severe e mercanti assetati di oro stanno rendendo la vita difficile agli abitanti del luogo. In questo insieme affascinante di storia, leggenda e fantasia voi impersonerete Robin - cercando di non farvi catturare dalle guardie dello sceriffo, reclutando e dirigendo gli uomini dell'Allegria Compagnia per aiutare gli oppressi e riguadagnare l'eredità che vi spetta. L'intera foresta di Sherwood si estende di fronte a voi, scoprite ed interagite con i personaggi e i luoghi della leggenda, creando e modificando gli eventi. La vostra missione è audace - ci sono molti torti da riparare.



Adventures of Willy Beamish (1992)

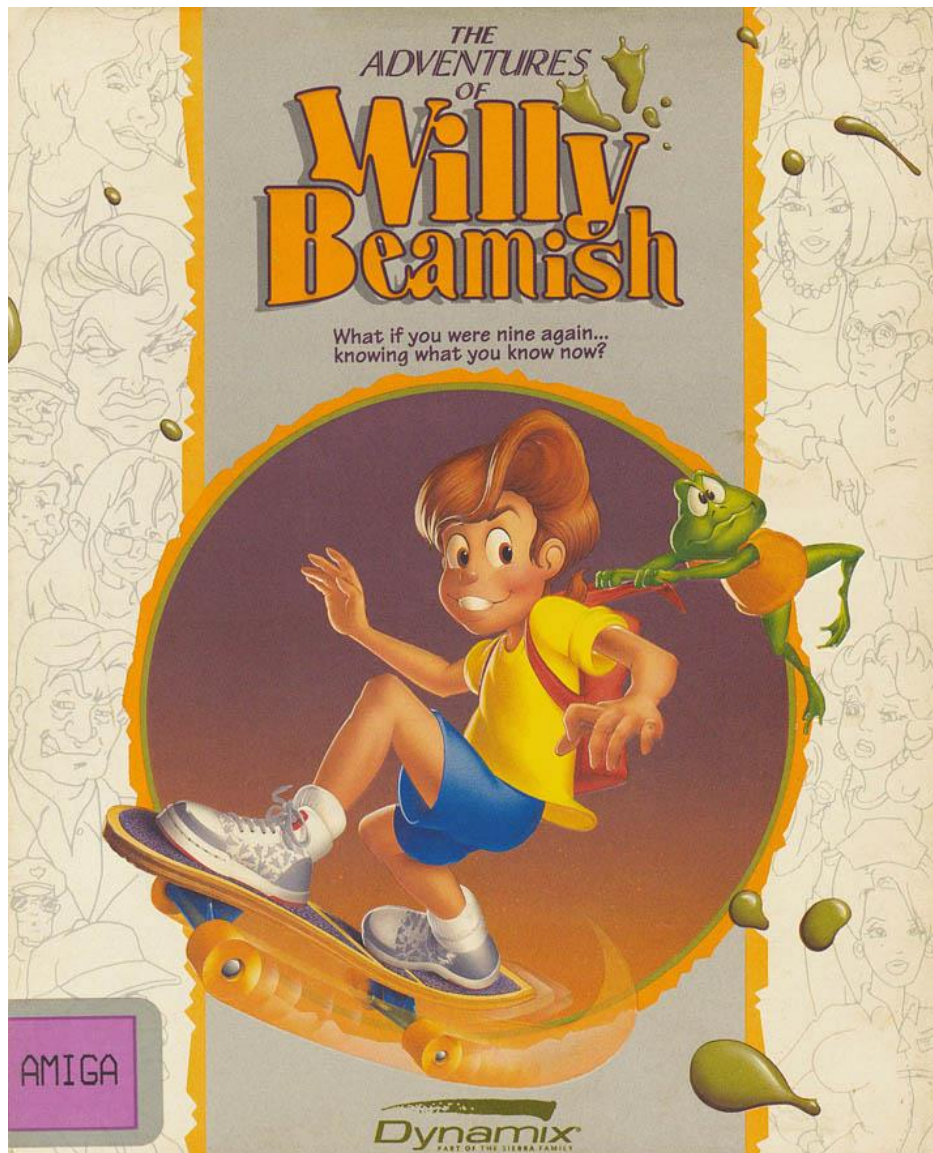
£34.99 Dynamix

[6/10 – Enjoyable adventure need to be played on a hard drive to really enjoy.]

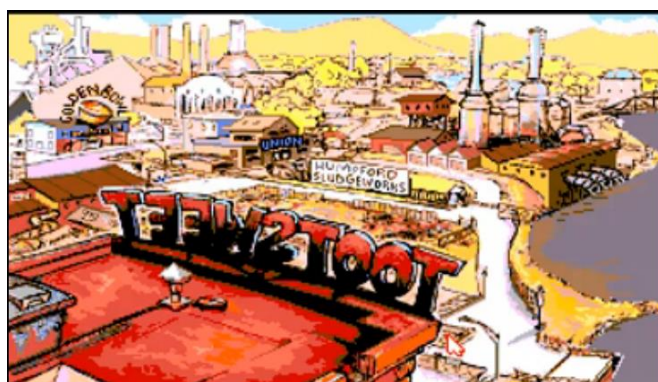
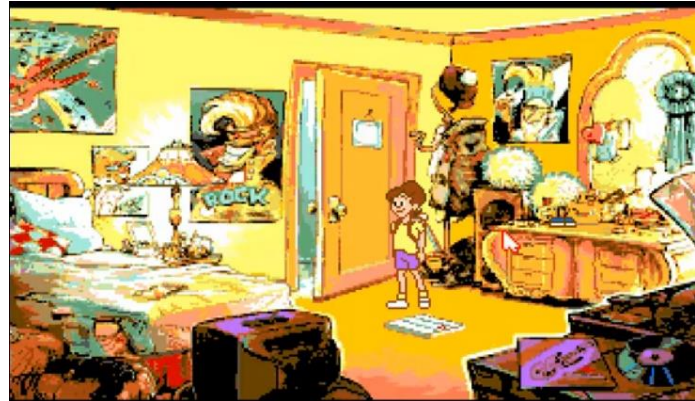
O : 84% - 'not only does it look good and sound good, it also plays well. You can do what YOU want, go where YOU want, and basically do anything and everything that comes to mind.'

AP : 69% - 'not as engrossing or flexible as Hearts of China. One for the younger player (but how many of them have access to one meg Amigas with hard drives?) Kind of fun, but at £35 quid a throw you really want a bit more. I guess it's more suited to the PC really.'

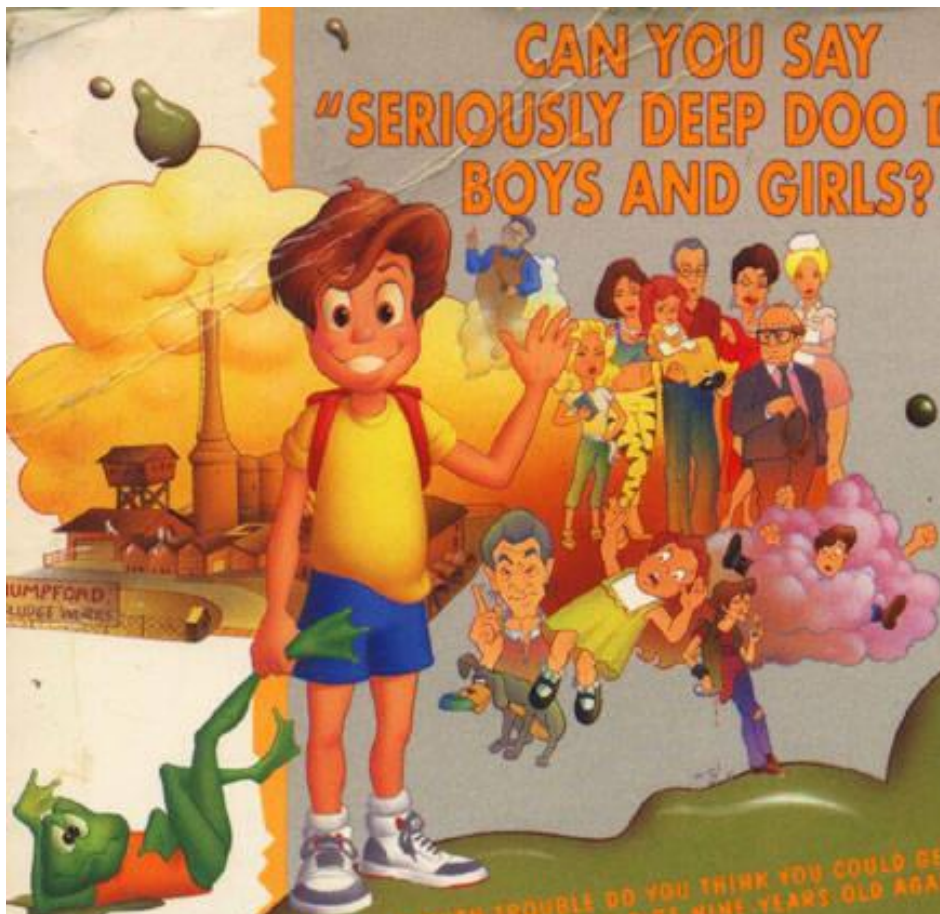
CU : 48% - 'Promising adventure but a poor conversion.'



When this game came out I really wanted to play this game so badly with it striking me as the true cartoon game. But it was too arduous with the disk swapping to be worth its while and I soon tired of the game. Since then I have played the PC game version and my verdict is that its a nice idea of playing the life of an 9 year old but annoying in that you can die or get in trouble simply by trial and error or simply walking in the wrong room. This game is full of things like that which makes an interesting idea in all a bit of wasted opportunity.



CAN YOU SAY "SERIOUSLY DEEP DOO DOO" BOYS AND GIRLS?



Smell, creep and investigate your way through more than 50 locations... including such popular hangouts as the plumber's bar and detention hall.

EA GAMES / GIGAWATT

JUST HOW MUCH TROUBLE DO YOU THINK YOU COULD GET YOURSELF INTO IF YOU COULD BE NINE YEARS OLD AGAIN... KNOWING WHAT YOU KNOW NOW?

REMEMBER...

Your tag-along little sister... Just how hard would you have to push to get her owing to do a loop?
Ancient Mr. Glass' English class... Hey kiddies, can you spell "cardiac arrest"?
Good 'ol mom and dad... Dump 'em fast, dump 'em now, look out and blame everything on your sister.
Welcome to the terminally cute, seriously warped world of Willy Beamish. You'll face neurotic yuppie parents, teachers pushed over the edge, a ghostly grandfather back from the grave, the baby-sitter from hell, a pet jumping frog on steroids and a plot to blow the city's sewer system sky high. It's chaotic, it's juvenile, it's definitely deranged and you're gonna love every minute of it.

Jeff Tunnell, the creator of *Heart of China™* and *Rise of the Dragon™* brings together animation talents from *The Little Mermaid*, *Johnny Quest* and *The Simpsons* for a wise-cracking, eye-popping chance of a lifetime... *The Adventures of Willy Beamish™*.

FEATURING a seriously mental cast of characters, an easy-to-use point and click interface, traditional cell animation, hand-painted backgrounds, truly wicked puzzles and an outrageous original soundtrack.



Jeff Tunnell



Push your way through, push your teachers... You won't get your luck. Go too far and you'll be in a military school.

EA GAMES



Your pet frog brings a mean, green, jumping machine. Take care of him and he'll take care of you.

EA GAMES

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African Raiders-01 (1989)

£19.99 Coktel Vision / Dev: Tomahawk

[3/10 – *Paris-Dakar Rally sand racer, that's very dull to play.*]

AF : 68% - 'overall is very fast and it boasts good gameplay: but it's not the most exciting of race games and offers little new apart from the map-reading aspect and a couple of new hazards. Still it's well worth a look.'

GM : 53% - 'If you've a sand fetish by all means take a look, but others are most likely to find it mildly more interesting than counting grains of the stuff.'

CU : 51% - 'nice graphics, average sound and dispenses with all those fiddly bits other games are obsessed with. Sadly, repeats of Howard's Way are more interesting.'



Set in the Paris-Dakar rally, what you have here is five stages to the game, with the purpose to get from A to B in the shortest time possible. To be honest the game only comes into its own if you have the map that came with the game as you can use that in combination with the pursuit helicopter giving you update grid references combined with the dashboard compass to work out the best route. Without the map it all becomes all too easy to get totally lost. In summary nice idea with the map, but a totally dull snore-fest of an experience.

**After Burner [UK Version]
(1988)**

£24.95 Activision / Dev:
Argonaut Software

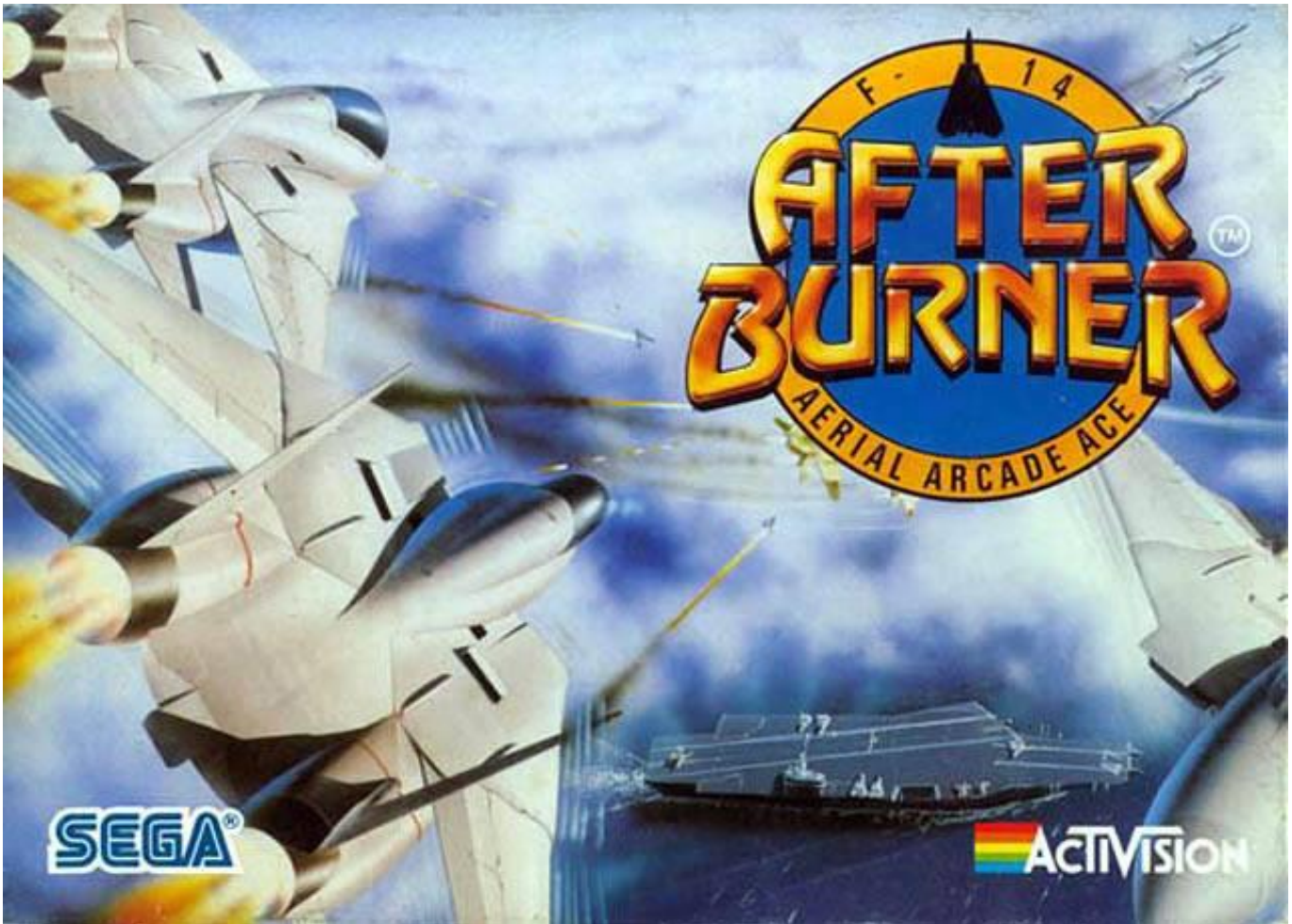
*[3/10 – A painful conversion,
play the US port instead]*

YA : 78% - 'All in all then a first
class shoot-em-up.'

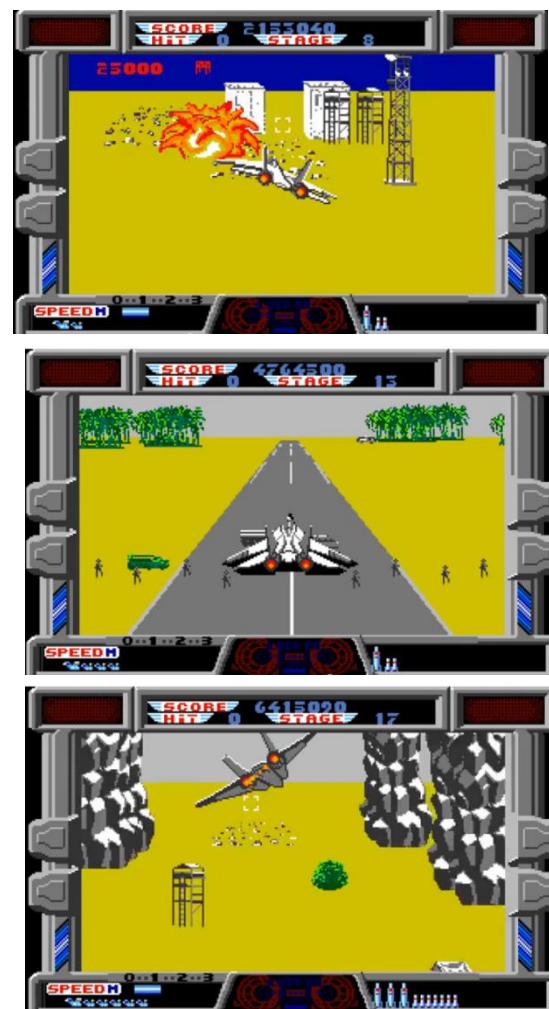
AC : 45% - 'Activision may be the
winner in the battle of the licenses,
but it is the games-player who
loses the war.'

CU : 59% - [R] 'Afterburner bears very little
resemblance to the arcade
version.'

CU : 31% - 'Long awaited it may be but
lets hope no-one's holding their
breath because there's no R-Type
miracle here Afterburner is a dog.'



Back in 1988 when Activision won the rights to make all the home ports of Afterburner for the princely sum of somewhere between £100K - £250K they must have been jumping for joy...what with After Burner being the most successful arcade game of that year. They chose UK developer Argonaut Software (famous then for the well received Star Glider games and now-a-days for the development house who taught Nintendo 3D with them creating the 3DFX and Starfox game). So on the face of it, it should have been a success story with the power of the Amiga really able to capture the arcade game. Sadly though this game is a slow, glitchy mess, a travesty that looks to be made for the 8-bits (poor versions at that) and then shoe horned on to the 16-bits. Check out Sega's own published version a year later in the US to see a better example of what the Amiga was capable of. (nice music on this one though. Also option for playing it using the mouse is a nice touch.)



AFTERBURNER
METAL ARCADE ACTION

SHAKE...RATTLE...ROLL IT...

AFTERBURNER - You've played the arcade **smash** - now experience the white-knuckled **realism** of a supersonic **dogfight** at home! Using your heat-seeking **missiles** and laser anti-aircraft **fire**, can you be **top gun** against a seething supersonic **swarm**?

Experience brain-numbing **G-forces**; bones **rattling** with the body-jarring **pitch** and yaw... **scan** with your **radar**, **lock on** your target and **FIRE!**

AMIGA SCREEN SHOWN

ATARI ST SCREEN SHOWN

WD 588 AMIGA

47875 80588

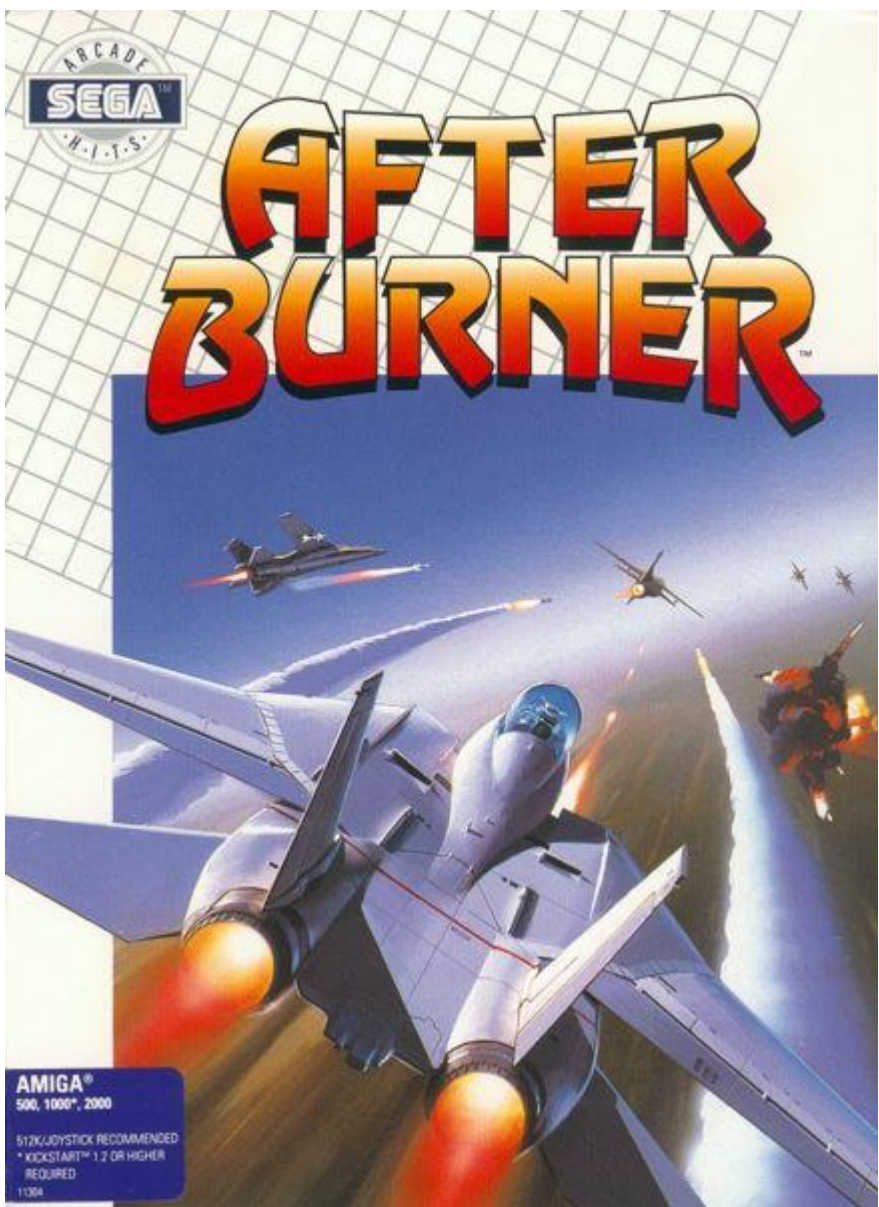
AFTERBURNER, SEGA © are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under license from Sega Enterprises Ltd, Japan.

Marketed and Distributed by Mediagenic Ltd. Activision is a division of Mediagenic Ltd.

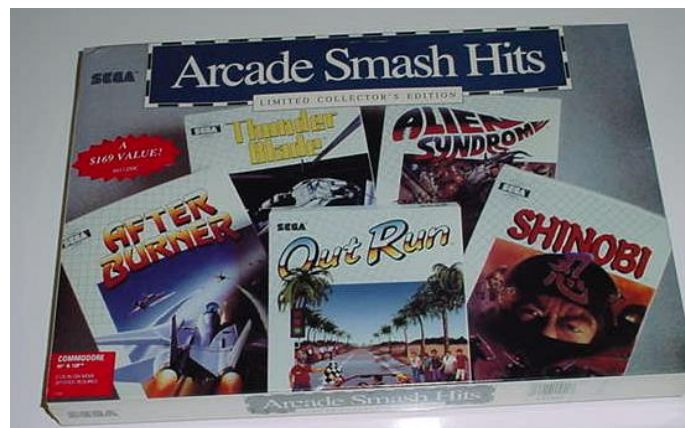
ACTIVISION SEGA

After Burner
[US Version] (1989)
\$???.?? Sega /
Dev: Weebee Games
[7/10 – Impressive
arcade conversion
using the Amiga's
power much more]

For those under a rock since the 80's or so young that you may not be aware of games played in the 80's I best explain what afterburner is. This was a faux 3D shooter that had you control a F-14 Tomcat fighter that had to blast everything on the screen. Not much of a story but an exhilarating ride in the arcade (especially in the arcade machine that spun upside down). It was a massive hit with the game perfectly recreating the spirit of the film Top Gun that was the favourite film of the time. As Activision had only bought the rights to distribute Afterburner in Europe on the home computers, Sega therefore decided to go it alone and publish their own home conversions in the US.



This US version is infinitely better than the UK one being much faster and smoother and of course using much more of the screens. The graphics as well impress as it captures the look of the arcade parent quite well. I was a huge fan of Sega's arcade games (still am) and so I was keen to get the arcade games for the Amiga after recently upgraded from the Spectrum that couldn't cut the mustard in recreating the arcade games at home. Thankfully back in the day I only had the US version of the game as I was bought a brilliant compilation of Sega arcade games which had this on it, so I was mercifully unaware how lucky I was to escape the UK mess that most gamers were having to play. Only thing I really miss over the UK version is the option to use the mouse to control your F-14 Tomcat fighter plane.



After The War (1989)

£19.95 Dinamic

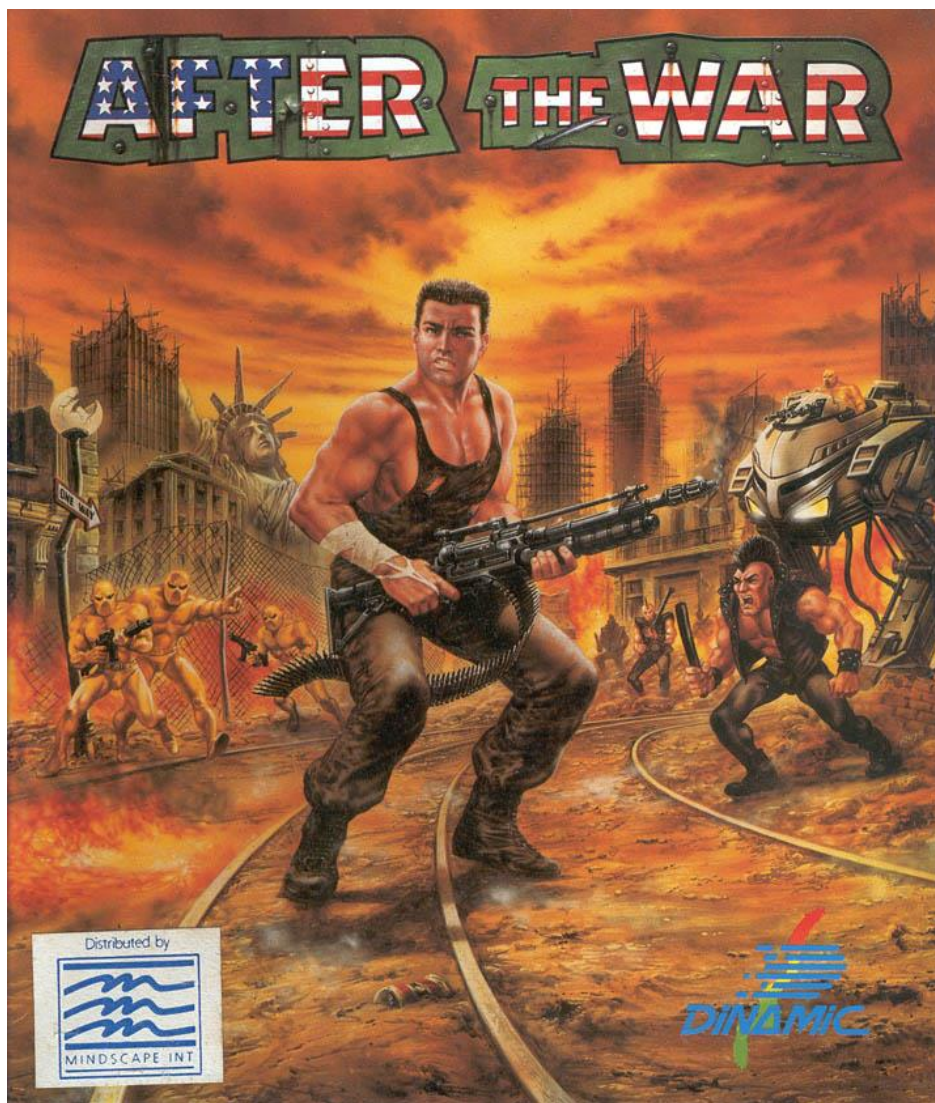
[7/10 – *Repetitive, tough, but fun, scrolling beat-'em-up.*]

AA : 80% - 'Before you assume that After the War is another dull beat 'em-up, think again, because some of the best graphics and animation all combine to make After the War one of the best, if not the best beat 'em-ups at the moment...[sic]..you could do far worse than by After the War if you want a simple kill 'em game.'

ACE : 740/1000 -

'Scrolls nice 'n' smooth and makes tremendous use of the Amiga's colour palette. Possibly the prettiest beat 'em up to date.'

GM : 71% - 'With so many beat-'em-ups around, one of average playability and similar gameplay is best left alone.'



CU : 63% - 'controls are amazingly unresponsive anyway, Come on, this is supposed to be an action game!

ZZ : 61% - 'Beat-'em up addicts, at least could enjoy this one although they need to be good'

Nice if repetitive scrolling beat-'em up set in the futuristic post Nuclear New York world of 2019. Its a fun Robocop arcade style game that. is of rock hard difficulty (mostly because the controls are a little unresponsive. It does however have graphics and animations that really impresses. Worth a game, just don't expect it rock your world

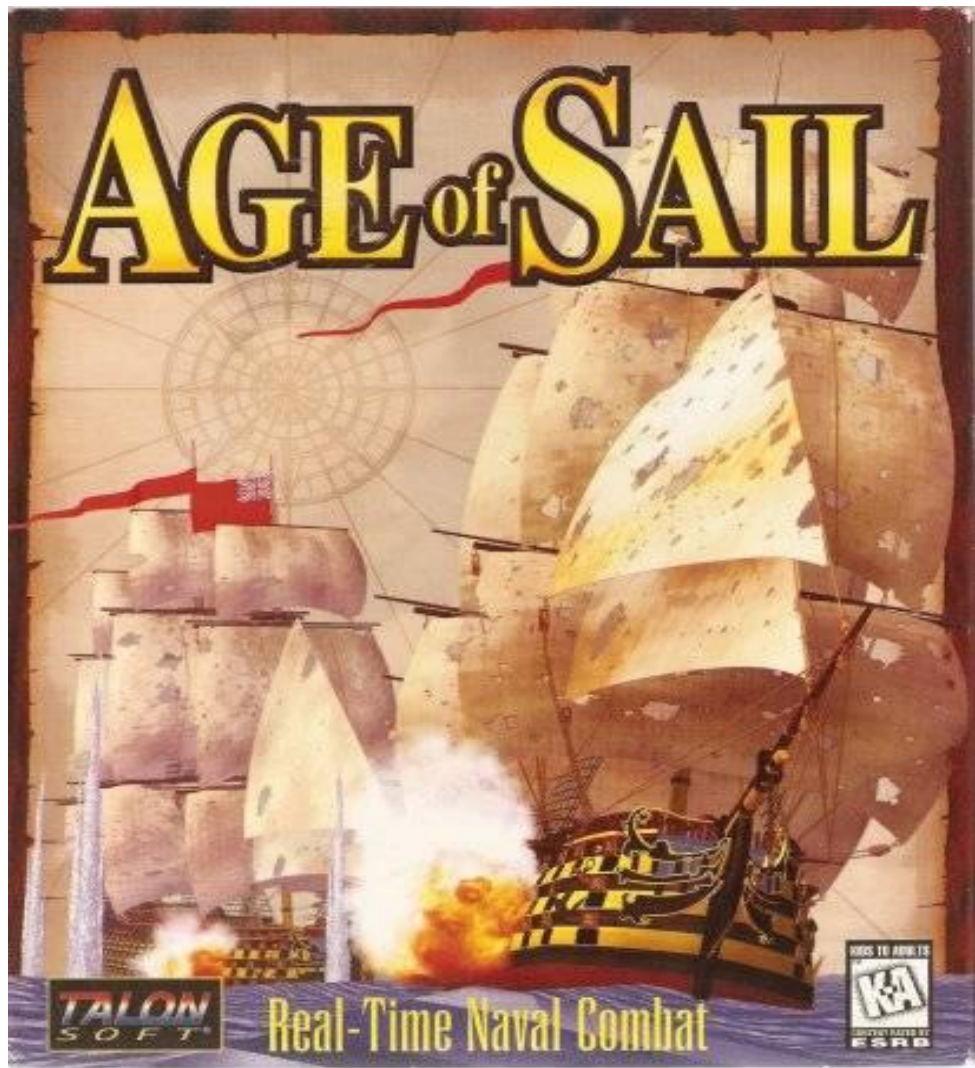


Age of Sail (1987)

£25.95 Conflict
Recreations / Dev:
Talon Soft

[1/10 – Dull with
terrible graphics a
game, designed for
the PC.]

This is the humble
beginnings of an
obscure but well
received series on the
PC. Set in the 18th
Century it has you
take to the high seas
to trade or play out
battles and make you
way in the world.
Unfortunately in the
first game its left all to
your imagination



making the game an interesting oddity best left on the PC. If you like
the sound of the game, try the sequel on the PC instead.

```
Age of Sail (c) 1987 Conflict Recreations, Inc. Shipbuilder [X] [O]
Gun Specifications For Gun At Position 0
1. Min Brg 0
2. Max Brg 0
3. Max Range 0
4. Load Time 0
5. Men Assigned 0
6. P.R. (probability of a kill/hit) 0
7. Damage Points 0
8. Optimum Number of Men to Man 0
9. Load Time Factor 0
10. Type of Cannon 0
11. Loadout 0
12. Status (ie 'L' = Loaded) D
13. Copy to another gun position
14. Select next gun position
0. Return to Main Menu

Type the number of the specification you
wish to change and press RETURN.
```

```
Age of Sail (c) 1987 Conflict Recreations, Inc. Shipbuilder [X] [O]
*** GUN POSITIONS ***
2 27 16 15 4 0
30 29 18 17 6 3
32 31 20 19 8 8
34 33 22 21 10 9
36 35 24 23 12 11
38 37 26 25 14 13
39

Type the position number of this gun,
or 99 to return to the Main Menu, and
press RETURN.
```


Agony (1992)

£25.99 Psygnosis / Dev: Art & Magic

[7/10 – *Beautiful audio and visual treat, with pretty good but basic gameplay*]

Z: 87% - 'All in all, Agony's a luscious, painfully fab game, but perhaps the best thing about it is the fact you don't get a free Roger Dean T-shirt. (Just Joshing).'

AA: 86% - 'Raising the standard of in-game graphics to a new level. Agony illustrates that awe inspiring animation sprites can be combined with a high degree of success.'

CU: 85% - 'Perhaps not a classic, it should still be given shelf space by anyone devoted to blasting games.'

O : 84% - 'A technically brilliant game that serves the genre nicely.'

AP: 78% - 'Not the most demanding shoot-'em-up ever, but relaxing and enjoyable enough to play that you'll stick with it even after you've finished it. As long as you turn the volume down.'

AF: 60% - 'There's no excitement, no addictive qualities whatsoever and at the end of the day no game. You would have thought Psygnosis had learnt its lesson after Shadow of the Beast II, but no, all the ironically titled Agony seems to be is a £26 demo that looks like a peacock but plays like a stoat.'

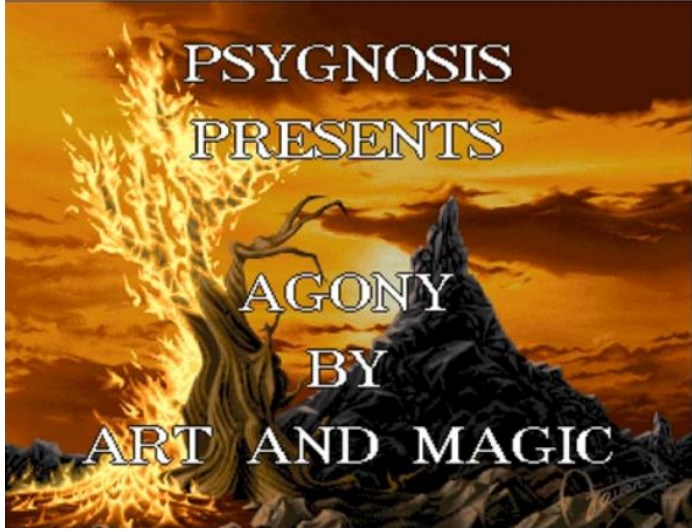


You are Alestes in his distance-devouring form of a mystical owl, and as such you must battle your way across six beautifully animated but deadly dangerous levels. This game is truly a piece of art and simply wowed back in the day (even today it still impresses). If truth be told the gameplay isn't up to the same quality, although not terrible by any means. Its just a shame Art & Magic didn't do a sequel where more time was spent on the gameplay mechanics and adding depth to the game and so making this a true classic. It is also a shame that Belgiun based Art & Magic and the talented people involved only did two games for the Amiga (first one being Unreal (not the famous PC game) on the Amiga before this). The graphic artists Franck Sauer (who went on to do the visually stunning PC game Outcast) and Marc Albine should particularly be commended for the beautiful graphics throughout the game (all done in Deluxe Paint 3) that still goes down as one of the most visually stunning shooters ever released. Originally called Twilight but renamed Agony so it would appear at the top of retailers lists being the letter A. On signing to Psygnosis they decided to switch to an owl as a main character, this was not imposed to us by Psygnosis, they were looking for a flying animal to match with the graphical design of the game, and when they signed with Psygnosis, they liked that company so much they thought the elegant beauty of an owl seemed a good fit (Incidentally there is a great website done by Franck himself that covers all about this game (and others) on <http://francksauer.com>).





REYNOLDS





'Amazing'
93% Génération 4

AGONY

'Stunning'
90% Games-X

Pit your magical powers against an equal but opposite mystical force. Use your sorcery and fighting skills to battle through six graphically - excellent levels, each infested with hordes of beautifully animated conjured-up creatures. Pick up potions and spells to help your valiant struggle to find the secret of Cosmic Strength.

Experience four layers of incredibly-smooth parallax scrolling, animated backdrops, a massive play area, hundreds of on-screen colours, unbelievable gameplay and an exorbitant sound track all expertly mixed together and skilfully cast to bring you a spellbinding brew of computer gaming action.

Experience Agony with no pain!

Mesurez vos pouvoirs magiques contre une force mystique adverse et d'égale puissance, en mettant la sorcellerie au service de votre esprit de combativité pour franchir les six niveaux d'une extraordinaire qualité graphique, tous infestés de véritables hordes de créatures imaginaires superbement animées.

Potions et formules magiques vous aideront dans votre vaillante lutte pour percer le secret de la Force Cosmique.

Faites l'expérience des quatre couches de défilement parallactique incroyablement lisse, des arrière-plans animés, de l'immense zone de jeu, des centaines de couleurs, d'un incroyable scénario et d'une fabuleuse animation sonore, qui ont été soigneusement dosés pour vous offrir un fascinant jeu informatique.

Agony: Une expérience sans douleur!

Instructions en Français

Messen Sie Ihre magischen Kräfte an einer gleichen, doch entgegengesetzten mystischen Macht. Benutzen Sie Zauberei und Kampfgeschick, um sich durch sechs grafisch exzellente Niveaus hindurchzuschlagen, jede von ihnen vollgepackt mit Horden wundervoll bewegter, magisch heraufbeschworener Kreaturen.

Sammeln Sie Tränke und Zaubersprüche, die Ihnen bei Ihrem heroischen Streben nach dem Geheimnis der Kosmischen Stärke helfen.

Erleben Sie vier Ebenen unglaublich weichen parallaxen Rollens, Zeichnerickhintergründe, eine massive Spielzone, Hunderte von Bildschirmarten, ein unglaubliches Spiel und einen exorbitanten Soundtrack, alles fachmännisch gemixt und sorgfältig geschnitten, um Ihnen einen faszinierenden Cocktail von Computerspiel-Action ins Haus zu bringen.

Erleben Sie Agonie ohne Schmerz!

Mit Deutscher Anleitung

Prova i tuoi poteri magici contro una forza mistica uguale ma opposta. Usa le tue stregonerie e le tue abilità per combattere per sei livelli di eccellente grafica, ognuno infestato da orde di creature splendidamente animate, che ti appariranno come dal nulla.

Raccogli pozioni e incantesimi per aiutarti nella tua coraggiosa lotta per trovare il segreto della Forza Cosmica.

Esperimenta quattro livelli di scrolling a parallasse di una fluidità inaudita, con sfondi animati, un'area di gioco enorme, centinaia di colori su schermo, un gioco incredibile e un sonoro assolutamente troppo, il tutto miscelato con grande sapienza e abilmente realizzato per portarti una mistura avvincente di gioco per computer tutto azione.

Prova l'Agonia senza soffrire!

Istruzione in Italiano

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MANUFACTURED IN THE UNITED KINGDOM



Air Bucks (1992)

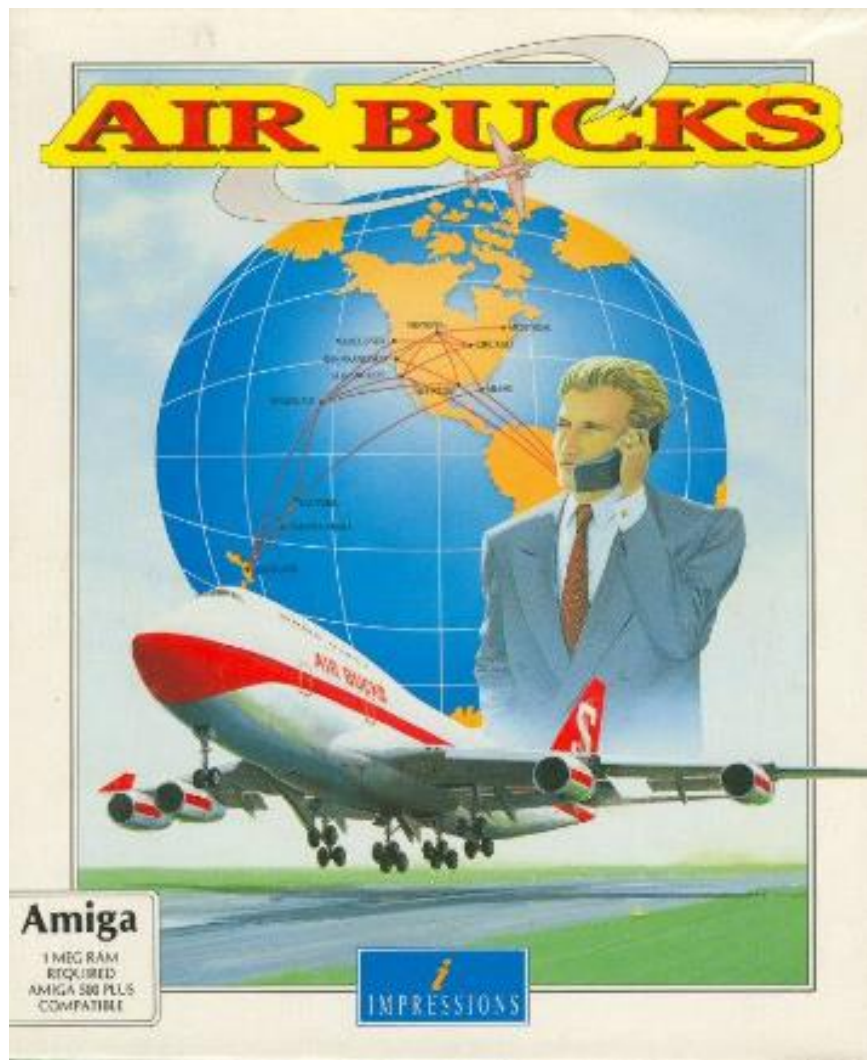
£25.99 Impressions

[5/10 – *Ok for those one or two people interested to play it.*]

AA : 75% - 'I would suggest that Air Bucks isn't intricate enough to attract your attention for months to come.'

AF : 72% - 'basically Air Bucks is a game that will have plenty of appeal to those people who enjoy fiddling with profit and loss ledgers'

AP : 70% - 'Dodgily programmed, but with honourable intentions, Air Bucks infuriates me. It's a neat little game, but a fight to persevere with the menu system is the main challenge.'



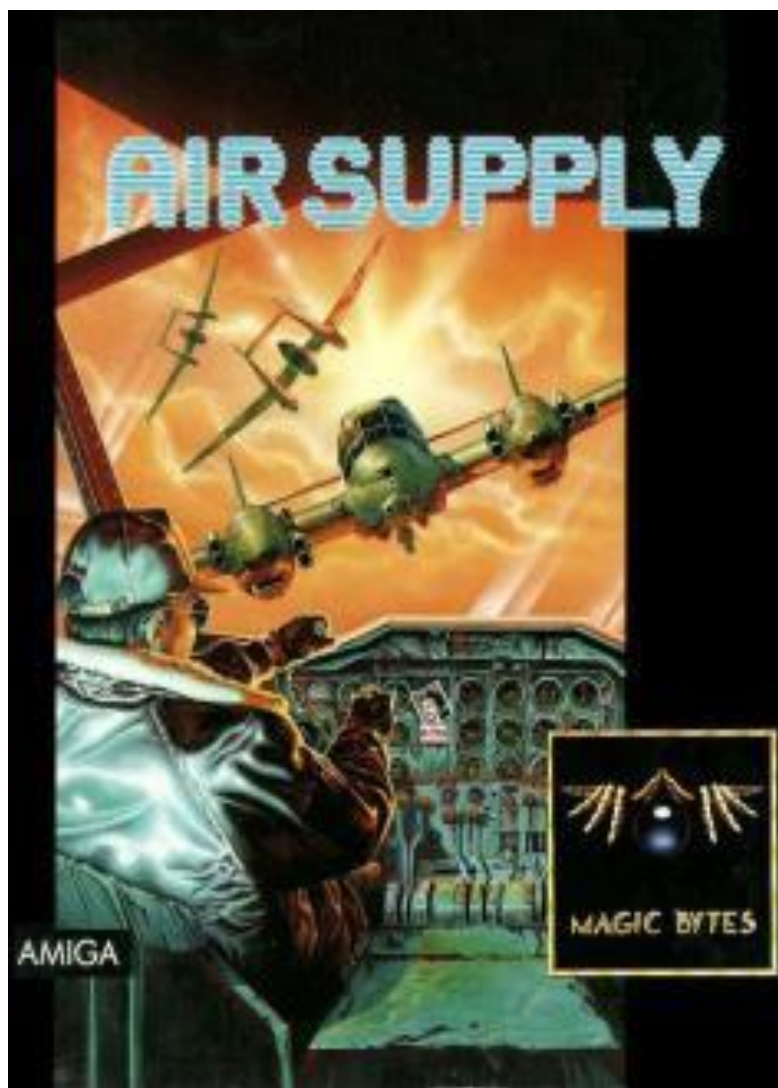
We have all dreamed of running a multi-national commercial flight company, right?...no? Me neither, but there must be some of those people out there else the game Air Bucks wouldn't have come into existence. As it stands it plays OK, providing you have lots of patience and time to play it. For myself I found it a total snore-fest but then I have no interest in the subject matter. Having said that I do know of others who loved this game. A game not for everyone but those one or two people out there who like the sound of the game then this game may be fun for a little while.

Air Supply (1990)

£25.99 Magic Bytes

[1/10 – *Bad shooter, unfairly tough*]

Pretty much an uninspired shooter which has quite a cool Space Invaders game thrown in. Apart from that pretty much a waste of space, being really unfairly tough and generally annoying.

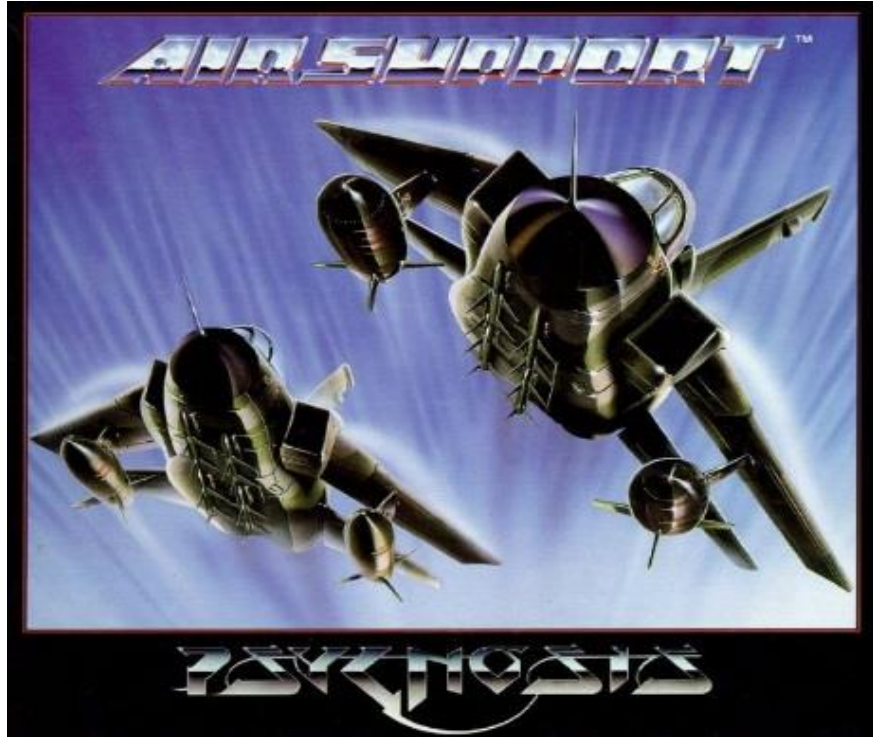


Air Support (1992)

£25.99 Psygnosis

[3/10 – *Weird mix of strategy and action that fails at both*]

AA : 88% - 'To produce a game in wire-frame is a daring move, but this has succeeded. It can be watched in 3D using 3D glasses which is extremely impressive. The scenario itself may wear a little thin after a while but there are plenty of different missions to keep you going provided you give the game some time. Learn to play and devote effort to Air Support and you will be richly rewarded.'



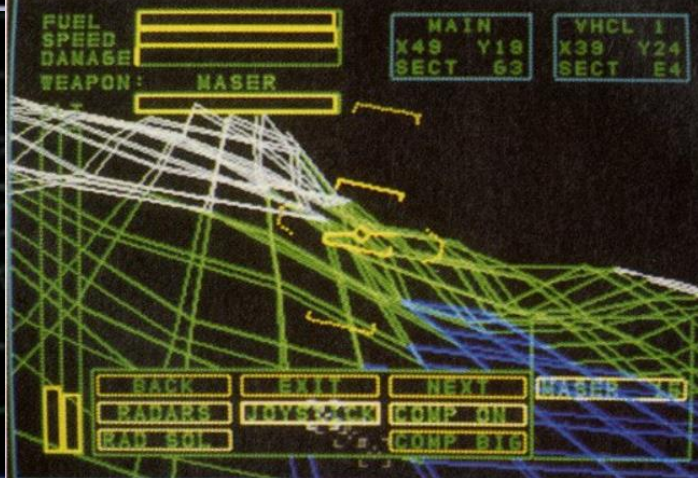
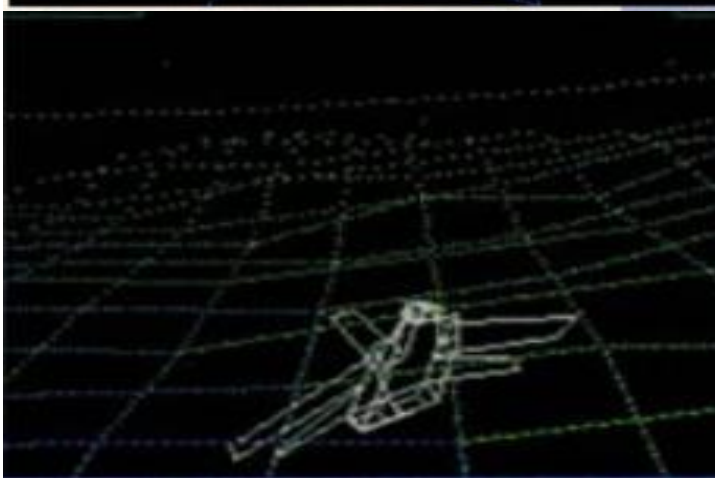
AF : 62% - 'simply has no hook. An ambitious project, I can't help feeling that it was finished years ago and has merely had pointless features (like the 3D) added to pad it out.'

AP : 55% - 'Air support just doesn't hit the mark either as a serious strategy game or fun 3D blaster.'

O : 54% - 'is it a strategy game? Is it a 3D combat game? It simply can't decide so it tries to do everything at once and, as a result, ends up doing nothing particularly well. For deja vu fanatics only.'



Erm I like the computer speech in the game, and if this just stuck to the action bits, and was a souped up Battlezone game, it would be great. Sadly its not, and there is so much chaff to sift through to get to the good bits that its not really worth your time.



Air Warrior (1990)

£34.99 On-Line

Entertainments / Dev:

Kesmai

[3/10 – *Badly aged flight sim*]

AM : 88% -

'Unfortunately the only way to any real action out of the game is through a modem, at a fair old whack. Air Warrior is therefore something for a toy for the well off, what with On-Lines computer time fees, telephone bills, and original outlay (15 hours not withstanding). The idea could turn out to be dangerously addictive, for those who can afford it, and who are prepared to lash out in the name of having serious fun.'



AIR WARRIOR

Includes:
Air Warrior Flight Manual
Air Warrior Training Guide
Simulator/Terminal Software
Supplementary Graphic and Sound data disk(s)
A1 Map of European Theatre/
A1 Spitfire Poster
£30 On-line flight Connect
Modem offer

...best flight simulator ever." Amiga Format.
"thrilling...the greatest experience in flight simulator history." PC Format.
"game dynamics impossible to duplicate in conventional computer simulation." Omni.

AMIGA
V22 or V22BIS

On-line



A rare oddity ahead of its time with it being geared towards online play dogfights for those who could afford it. There is a nice selection of planes you can fly here and no doubt to play the game on-line with virtual dog fights would have been a hoot. But now-a-days its a game best ignored.

AIR WARRIOR



Fly the most accurate flight simulator ever created. Fly against the most deadly opponent known, real people! From bi-planes of WWI to jets of the Korean War, know what it was really like to fly. Air Warrior simulates the world of the real ACE.

Includes:

- Air Warrior Flight Manual.
- Air Warrior Training Guide.
- Simulator/Terminal Software.
- Supplementary Graphic and Sound data discs.
- A1 Map of European Theatre/A1 Spitfire Poster.

WHAT THE MAGAZINES SAY

- "...best flight simulator ever." Amiga Format.
- "thrilling...the greatest experience in flight simulator history." PC Format.
- "unparalleled...amazing...huge" NCE.
- "game dynamics impossible to duplicate in conventional computer simulation." Omni.
- "incredibly realistic flight simulator." What PC.

Vehicles modelled:

- P51D Mustang, A6M5a Zero-Sen, Spitfire Mk IX.
- Bf 109G-6, Focke Wulf 109A-8, P38-J Lightning.
- F4U-1D Corsair, Yak 9D, Ki84 1a Hayate, B-17 G Flying Fortress, B-25J Mitchell, A-26 B Invader, Mosquito Mk XVII, Ju88 A-4, C47 Skytrain, M262 A-1a Strumvogel, F-86F Sabre, Mig 15, Fokker Dr. 1 Tri-plane, Sopwith Camel, Spad S.XIII, Fokker Dr VIII, Bristol F.2B Brisfit, Jeep, T-34 Tank, Flakpanzer IV "Fireball", Truck.

Air Warrior includes: Two comprehensive manuals, Campaign Map, Terminal/Off-line Trainer, Data disks, Free Host membership. £30 of connect credit. Amazing Modem offer.

On-line

642a, Lea Bridge Road, London E10 6AP.
081-558 6114 Host 081-539 6763.

Screen graphics may differ between formats.

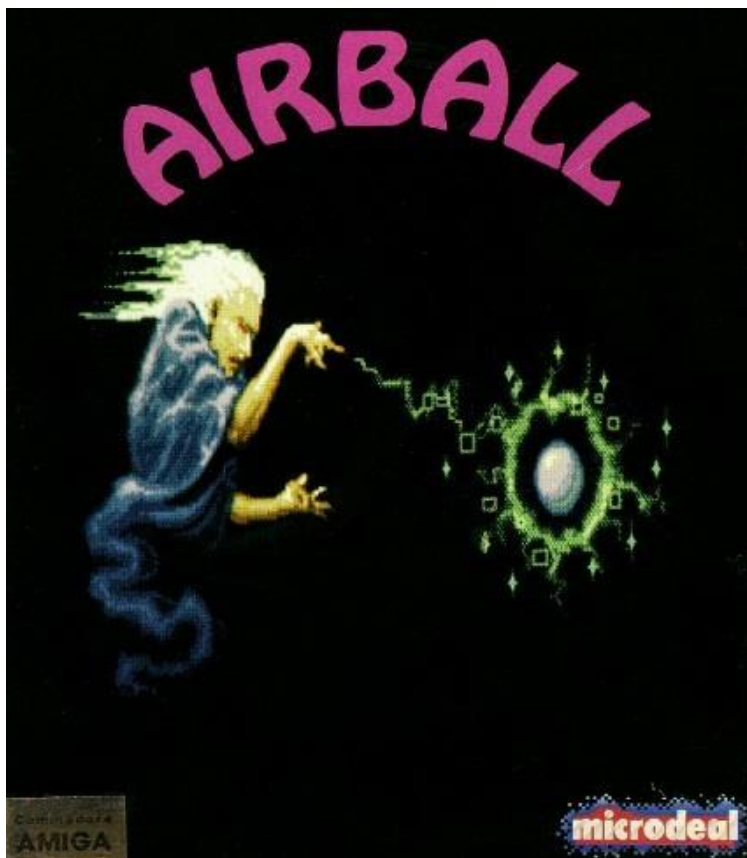


Airball (1989)

£19.95 Microdeal

[5/10 – Basic but fun
Knightlore Clone]

YA : 72% - 'There's just not enough variety or machine-stretching coding to make it much more than a curiosity. A shame that, because the programmers have talent, the rooms are well designed, the music pounds along pumping your adrenalin - It just doesn't lead anywhere.'



The basic story is that you are boy who is turned into a bubble by an evil wizard and must find a spell book to help turn himself back. The main mechanic therefore is that pumps dotted around act as energy and can be refilled (although frustratingly you can put too much air in and pop). Its all very much like the Spectrum game Knight Lore. It plays well enough and looks quite pretty for what it does. The music is really nice as well in the game. The big problem is the gameplay is very unforgiving with the controls being counter intuitive which in a game such as this is unforgivable really.



AIRBALL

Amiga & Atari ST Versions by: Edward Scio
IBM Version by: Timothy M. Purves



← The wizard's mansion.



A dangerous room. ➤

"Now you're really in trouble" said the Evil Wizard. "I'm turning you into a ball of air and sending you into my mansion, with over 250 rooms, to search for the Spellbook that may give you the clues on how to transform yourself into a human again. It's not as easy as it sounds, for you, as the ball of air, have a slow leak, and you'll need to jump on an air pump in some rooms to remain inflated. Take heed, for if you pump up too much you will burst! If you are lucky enough to find the book in these rooms, you'll next have to pick up the objects I've left, such as: crosses, tins of beans, a Buddha, a dragon statue, a pumpkin, a flask, and even crates that you'll need to get over treacherous obstacles! This is your one chance for survival", he cackles.

"Sounds easy" you laughingly boast to the Evil Wizard.

"Oh! Does it now?" He sneers. "Well, I'm also putting spikes in these rooms that will take your breath away, as well as killer pads on the floor. You have no chance for success... Hee! Hee! Hee!"



← A room of certain doom.

Look out for the killer pods! ➤



United States
576 S. Telegraph
Pontiac, MI 48053
(313) 334-5700

microdeal

United Kingdom
Box 68 St. Austell
Cornwall, PL25 4YB
0726 68020

Airborne Raiders (1989)

£24.95 Microprose / Dev:

Imagitec Design

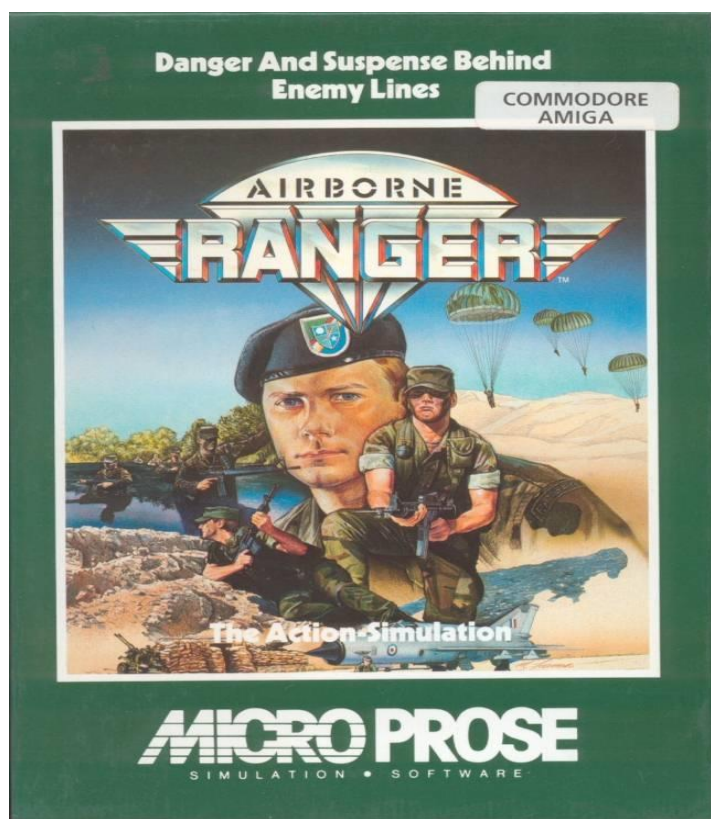
[3/10 – Disappointing port of a C64 classic]

This is a legendary game on the C64. So there was a lot of hope that something special would be done for the Amiga and Atari ST. Sadly the game is actually inferior to its 8-bit game in every way.

Amiga Graphics



C64 Graphics



Another Simulation From The Creators of F-15 Strike Eagle and Gunship



You are a member of the elite corps selected for your courage, ingenuity and special skills to go on the most dangerous missions. Parachute behind enemy lines armed only with a machine gun and hand grenades.

Airborne Ranger is a fast-paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. You can run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Whether rescuing hostages from a terrorist prison or infiltrating the headquarters of an enemy unit, every mission takes careful planning and pinpoint execution. Drop caches of weapons and first aid supplies, outmanoeuvre the enemy, then locate the pickup zone in order to reach safety. Airborne Ranger is an exciting combination of action, danger and suspense.

AIRBORNE RANGER FEATURES

- Simulation of action behind enemy lines
- 12 exciting missions
- Full-scrolling 3-D graphics
- Various terrains to encounter
- Multiple enemy threats
- Modern weaponry
- Comprehensive documentation
- Endless hours of constructive entertainment

SCREEN SHOTS MAY VARY



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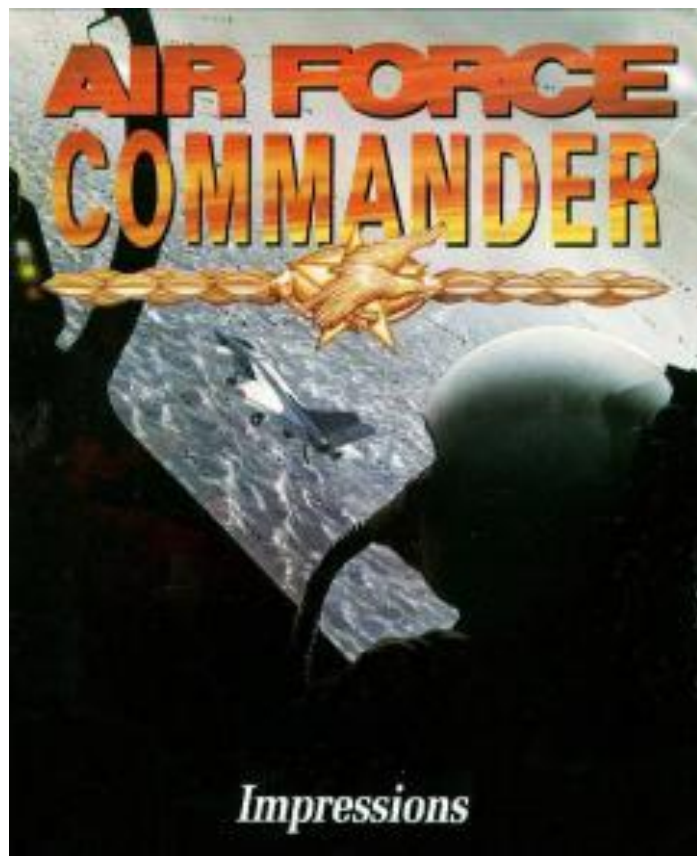
Air Force Commander (1992)

£25.99 Impressions / Dev: Golden Sector Design

[4/10 – Nice idea, badly done]

AF : 69% - 'This is a complex and intriguing simulation which despite some gripes, is worth the considerable effort required to get the most from it.'

CU : 48% - 'It's really sad to think that so much imagination has gone into the overall design and so little into its execution.'



The first thing to make you aware of is Air Force Commander isn't a flight simulator, instead it has you in the command centre controlling your pilots to victory. It's a great idea but full of frustrating elements such as planes flying into one another as opposed to dogfighting all detract from the experience. The biggest problem though with this game is that you spend pretty much all of your time staring at a dull map with a confusing control scheme to control it all. If you are willing to invest time in this and like the subject matter then you might enjoy this. Incidentally the developer also did the highly popular Caesar game.

Akira (1994)

£24.99 ICE

[1/10 – One of my favourite Anime films turned into a painful mess of a game. Avoid this at all costs]

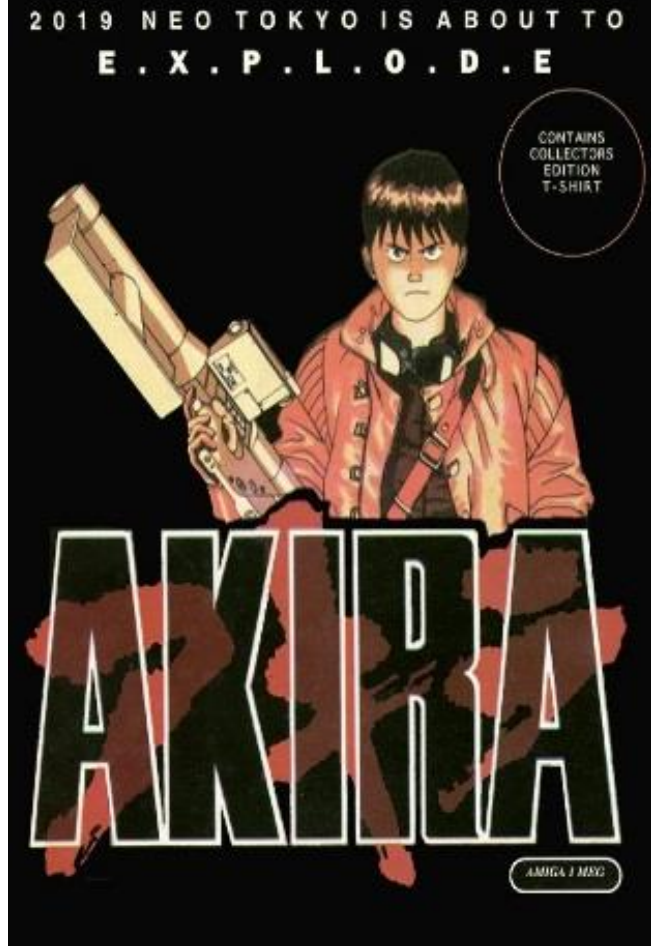


AC : 36% - 'The levels are designed to provide maximum frustration rather than longevity, and it wasn't long before I was tearing my hair out...[sic]...The In-game music made me feel drowsy, the poor graphics became tedious and I felt rather cheated by it all.'

AF : 18% - 'An eagerly-awaited pile of unmitigated, dated, shabby tosh. Go home.'

CU : 18% - 'there's no excuse for releasing something which in my opinion is awful. Just when movie tie-ins were getting really good.'

AP : 16% - 'Quite how such a spectacular film has been turned into such an utterly wretched game isn't entirely clear, especially given the supposed involvement of the film's production company.'



Based on the fantastic Anime film of the same name I was, like many really looking forward to the release of this game. Its a terrible game, with it having a mixture of frustrating bike sessions and even worse platform sections. I often wonder with games during the 80s - 90's how some like this could turn out as bad as they did? Total travesty that never should have been released.





2019 NEO-TOKYO IS ABOUT TO E.X.P.L.O.D.E.

30 YEARS AFTER WORLD WAR 3,
KYOKO A MUTANT CHILD TELLS OF THE
APPROACHING CATAclySM.

THE COLONEL STORED CAPSULE 7 WHICH
CONTAINS MUTATION 28, BETTER KNOWN AS
AKIRA, DEEP BELOW THE OLYMPIC STADIUM AT A
TEMPERATURE CLOSE TO ABSOLUTE ZERO.

WHEN TETSUO MAKES HIS WAY TO THE
STADIUM AND THE AKIRA PATTERN
BECOMES STRONGER,
IT IS CONFIRMED THAT
AKIRA'S BRAIN IS GIVING OFF
PSIONIC WAVES!



KENEDA IS THE LEADER OF THE CAPSULES,
HIS BIKE IS THE ENVY OF ALL, KENEDA
LEADS THE GANG AGAINST THEIR RIVALS
THE CLOWNS.



KENEDA AND RESISTANCE MEMBER KEI,
MAKE THEIR WAY THROUGH THE SEWERS
WHERE THEY ARE ATTACKED BY THE
MILITARY AND FLYING BIKES.



TETSUO IS TAKEN BY THE AUTHORITIES AND
EXPERIMENTED UPON BY THE TEAM THAT LEAD
THE AKIRA PROJECT. A MATCHING PATTERN IS
FOUND BETWEEN TETSUO AND AKIRA AND AS
THE EXPERIMENT CONTUNUES TETSUO
MUTATES AND IS NOW
OUT OF ANYONE'S CONTROL.



DURING A BATTLE BETWEEN THE
GANGS TETSUO, KENEDAS CHILDHOOD
FRIEND, LOSES CONTROL OF HIS BIKE AND
JUST MISSES HITTING
ONE OF THE ESCAPING
MUTANT CHILDREN.



KENEDA MANAGES TO GRAB A BIKE AND
FLIES AWAY, TAKING KEI ON THE BACK. THEY
MAKE THEIR WAY THROUGH THE TUNNELS
GUIDED BY KYOKO, WHO HAS POSSESSED
KEI, IN ORDER TO USE HER TO FIGHT
AGAINST TETSUO.



TETSUO ESCAPES FROM THE HOSPITAL
BLASTING EVERYTHING IN HIS PATH WITH
PSIONIC ENERGY.



TETSUO THINKS HE CAN CONTROL HIS NEW
POWERS BUT HE IS WRONG.

**RECOMMENDED
FOR AGES
12+**



TETSUO MUTATES INTO A HIDEOUS
BLUBBLERY MASS. TETSUO IS TOTALLY OUT
OF CONTROL. THE MUTANT CHILDREN BEG
AKIRA TO RETURN AND SAVE THEM THE
WORLD FROM WHAT TETSUO HAS BECOME.
KENEDA MUST BATTLE TETSUO IN THEIR
FINAL CONFRONTAION.

TAKE THE ROLE OF

KENEDA - LEADER OF THE CAPSULE GANG &
TETSUO - CHILDHOOD FRIEND OF KENEDA
AND MEMBER OF THE GANG
IN THIS INCREDIBLE GAME BASED ON
AKIRA



© 1997 AKIRA COMMITTEE

© 1994 INTERNATIONAL COMPUTER ENTERTAINMENT LTD



SCREEN SHOTS MAY VARY

MADE IN THE UK

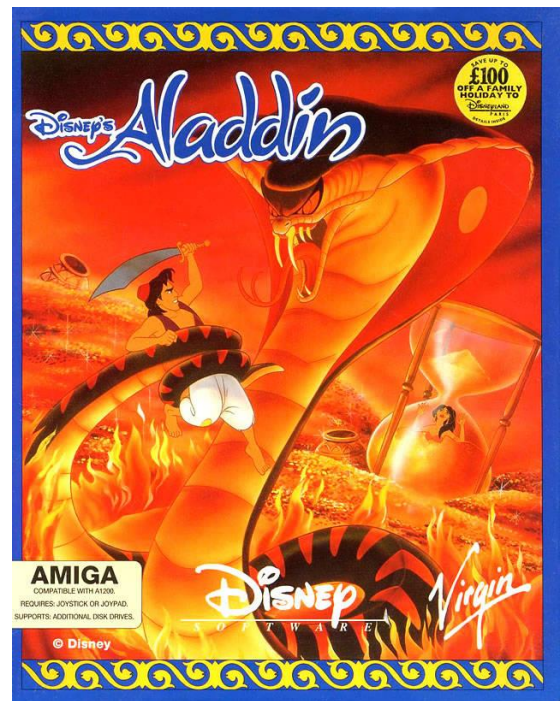
INTERNATIONAL COMPUTER ENTERTAINMENT

I.C.E.

Aladdin (1994)

£29.99 Virgin Interactive

[9/10 – One of the best film tie-in games of all time. Brilliant platformer]



AA : 92% - 'looks and plays just like its console counterpart, and its yet another excellent platformer.'

AF : 90% - 'As you progress through market, on to desert, past dungeon and cave, the challenge becomes tougher yet never frustratingly so. Aladdin truly is a lovely game.'

CU : 90% - 'OK it may be a little on the easy side, but that doesn't deter from the playability. It's an excellent conversion of the Mega Drive version, that's fast and fun.'

O : 90% - 'I reckon once I finished it, I'll be playing it again. And you can't say that about many games.'

AP : 86% - 'Takes a couple of much-abused genres – the film licence and the platform game – and really shows what can be done with them. Don't expect it to put up too much of a fight though.'

Left in the expert hands of coding God John Twiddy you always new Aladdin (based on the Disney Film) was going to be something special. John incidentally had already made a huge name for himself with him doing all the Last Ninja games and then he had wowed Amiga owners with such impressive hits as First Samurai, Cool Spot and Putty Squad. But in my mind this really is one of his best, perfectly capturing the spirit of the film whilst being a great platforming romp to play. The MegaDrive version is better than this, but never the less, this stands as one of the best Amiga platform games released.



Disney's Aladdin



Hang on to your carpet for ACTION and FUN! Aladdin slashes his shining scimitar to fight through Agrabah, escape from the Sultan's dungeon, survive the fiery Cave of Wonders, snatch the Genie's lamp and save Princess Jasmine from the evil Jafar!

Accrochez-vous à votre tapis volant si vous voulez de L'ACTION et du DIVERTISSEMENT! Avec son cimenterre étincelant, Aladdin se défend dans les rues d'Agrabah, s'échappe du cachot où l'a emprisonné le sultan, parvient à sortir de l'impressionnante caverne des merveilles, s'empare de la lampe merveilleuse et délivre la princesse Jasmine des mains du cruel Jafar!

Halt Dich an Deinem fliegenden Teppich fest, und sause mitten in die absolute ACTION und den totalen SPASS! Aladdin zieht seinen glänzenden Säbel, um sich seinen Weg durch Agrabah freizukämpfen, aus dem Kerker des Sultans zu fliehen, die brennende Höhle der Wunder unversehrt zu durchqueren, die Wunderlampe zu erbeuten und Prinzessin Jasmine vor dem bösen Dschafar zu retten!

Stendi il tuo tappeto e preparati ad AZIONE e DIVERTIMENTO! Aladdin sfodera la sua luccicante scimitarra per combattere in Agrabah, scappare dal sotterranei del Sultano, uscire vivo dalla Caverna delle meraviglie, rubare la lampada del Genio e salvare la principessa Jasmine dal malvagio Jafar!

¡Súbete a esta alfombra cargada de ACCIÓN y DIVERSIONES! ¡Blandiendo su reluciente cimentera, Aladino se abre paso por Agrabah; huye de las mazmorras del sultán; sale vivo de la terrible Cueva de las Maravillas; secuestra al Genio de la Lámpara y salva a la princesa Yasmín de las garras del malvado Yafar!



Disney
SOFTWARE

Published 1994 by Virgin Interactive Entertainment (Europe) Ltd.
Disney Characters, artwork and music © The Walt Disney Company.
Screenshots may be taken from a different version.

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD.
338A LADBROKE GROVE,
LONDON W10 5AH, UK.

Virgin

ALADDIN - AMIGA



5 028587 010002



ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice ci-jointe.

Aladdin's Magic Lamp (1989)

£9.99 Newline Software

[5/10 – Enjoyable twee shooter, well worth a play]

ZZ : 69% - 'Definitely a budget product, the game is unusual and has its share of niggly problems. That said, Aladdin is also addictive and certainly passable way of wasting a few hours.'

I really enjoyed this game, its suitably bonkers and has great sound with a bouncy tune and spot sound effects that really adds to the game. The graphics also, are nice enough and do the job.

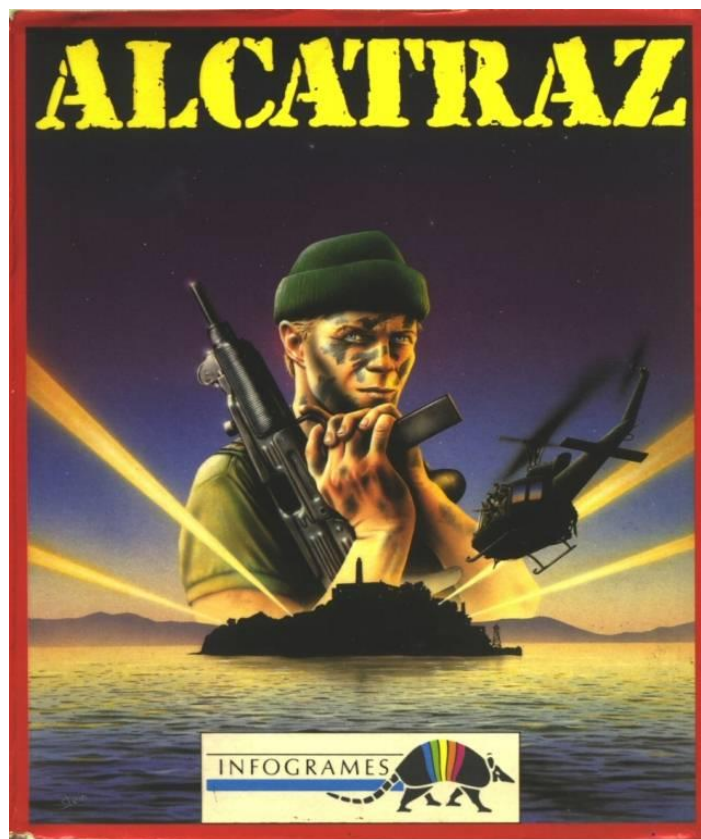
What I really like is its a bit of a throwback to the really old blasters where it was one shot at a time and the wave patterns are just small pockets of enemies. Its not for all gamers especially those who like things action packed but for a simple blaster you could do a lot worse than this obscure little gem.



Alcatraz (1992)

£25.99 Infogrames/
Dev: 221b Software
Developments

*[7/10 – Enjoyable stealth action
game, play 2 player to get the
most out of it though]*



AA : 81% - 'Alcatraz isn't a bad game but because of the gameplay hasn't been developed sufficiently over the years, it won't be the massive smash that everybody has been expecting for so long.'

AC : 81% - 'The scrolly shooty bits are absolutely brilliant, and the 3D bits are not quite as good, but still fun. All in all a reet groovy little blaster and one that should keep you happy on a wet weekend. Well worth a look.'


AF : 76% - 'There is nothing too revolutionary about this game, but the two-player option is a lot of fun. There are some very nice touches in the game particularly when it switches to an Operation Wolf-style environment.'

AP : 73% - 'A smooth two-player beat-'em-up romp with braincells. Three independent missions form the backbone for bags of Alcatraz atmosphere and respectable action. Don't underestimate the need for two players though – it's not much fun on your own.'


Done by the same team that did the brilliant Hostages game, this is their sequel to that game, and it does improve on the original, but perhaps not enough for the 4 years that have passed between the two games. Never the less I have fond memories of this game and as a two player co-op game its really good fun. Its full of cool game mechanics as well, like being able to use the scenery at key points to hide in the shadows. My only gripe is the gameplay isn't honed enough being at times frustrating with too many times having unavoidable deaths. Still get a mate around and play this and you will both have a good laugh.






 Alcatraz has already sheltered the biggest mafia gangsters, but not one as ruthless as the boss of the drug cartel, Miguel Tardiez, who took refuge with his men in the former prison. Your mission consists of capturing the dealers, burning all the stocks and destroying the secret laboratories... There, where all the others have failed, you must be successful. In case of problems, do not count on anybody to help you!

- ▲ SONORIFIC GAME PLAY
- ▲ 1 OR 2 PLAYERS SIMULTANEOUSLY
- ▲ 100 % DANGER

 Alcatraz avait déjà accueilli les plus grands truands de la mafia mais aucun n'était du calibre de Miguel Tardiez, chef du cartel de la drogue, réfugié avec ses hommes dans l'ancienne prison. Votre mission consiste à capturer les trafiquants, à brûler tous les stocks et à détruire les laboratoires secrets... Là où tous les autres ont échoué, vous devez réussir. En cas de problème, ne comptez sur personne!

- ▲ GAME PLAY SONORE
- ▲ 1 A 2 JOUEURS SIMULTANES
- ▲ JEU 100 % DANGER



 Alcatraz beherbergte schon die größten Mafiosi, aber keiner, der so ruchlos war wie der Kopf des Drogenkartells, Miguel Tardiez, der sich mit seinen Mannen in der ehemaligen Strafanstalt verschanzt hat. Ihre Mission besteht darin, die Dealer festzunehmen, alle Lager zu verbrennen und die geheimen Laboratorien zu vernichten. Dort wo andere scheiterten, müssen Sie sich durchschlagen; im Notfall rechnen Sie mit keiner Unterstützung!

- ▲ GAME PLAY FÜR LEISE SOHLEN
- ▲ 1 BIS 2 SPIELER GLEICHZEITIG
- ▲ 100 % ACTION

Screenshots from ATARI ST - © INFOGRAMES 1990 - MADE IN FRANCE

IN OUR COLLECTIONS - DANS NOS COLLECTIONS



Hostages
COLLECTION DANGER



Metal Masters



Murders In Space
COLLECTION MURDERS



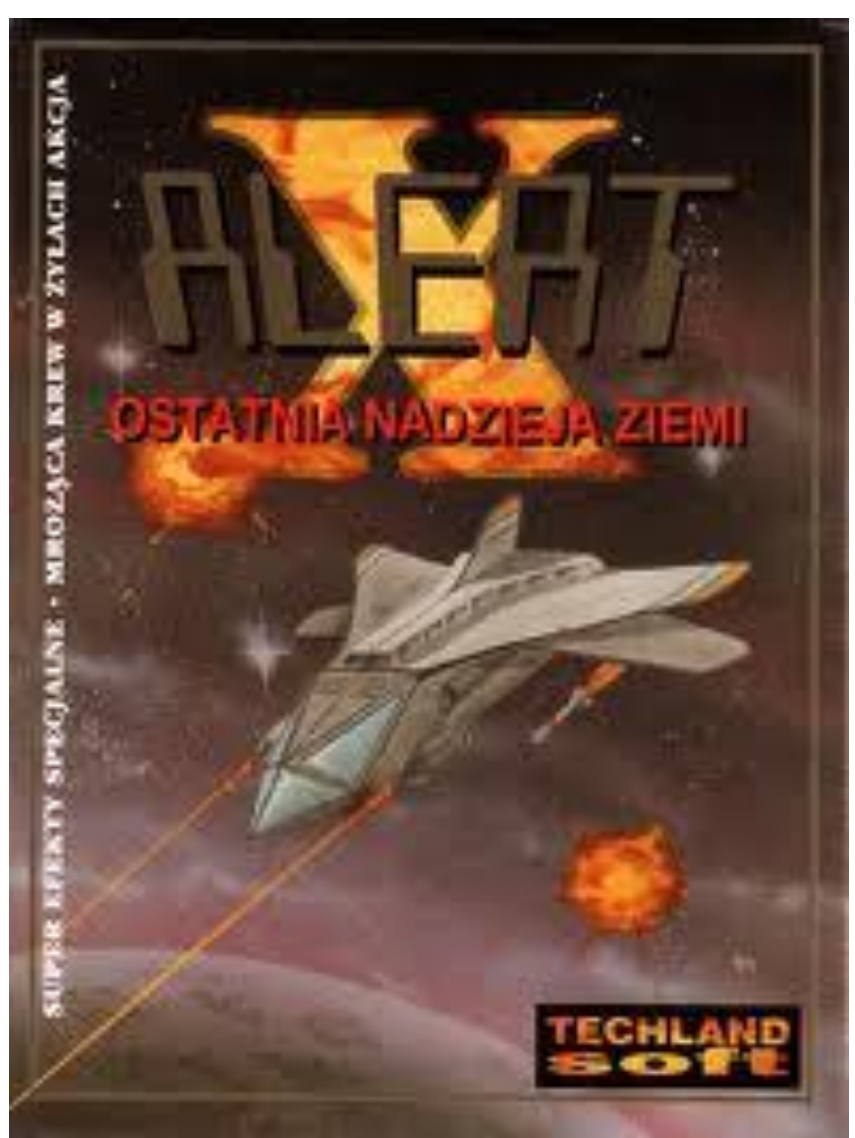
3615
INFOGRAMES

Alert X (1992)

£???.?? Techland Soft

[3/10 – *Great music, poor shooter*]

When the music started up on this game, I thought it was going to be another hidden gem. When the music started up on this game, I thought it was going to be another hidden gem of a game, with the music being one of the best in any Amiga game. Sadly when the game starts up the graphics are all quite functional and bland, perhaps in keeping with the functional but equally bland gameplay. It runs smoothly enough but the ship you control is clearly too big for the play area and so makes it unfairly tough. Worth loading for the music just don't hit fire to start the game.

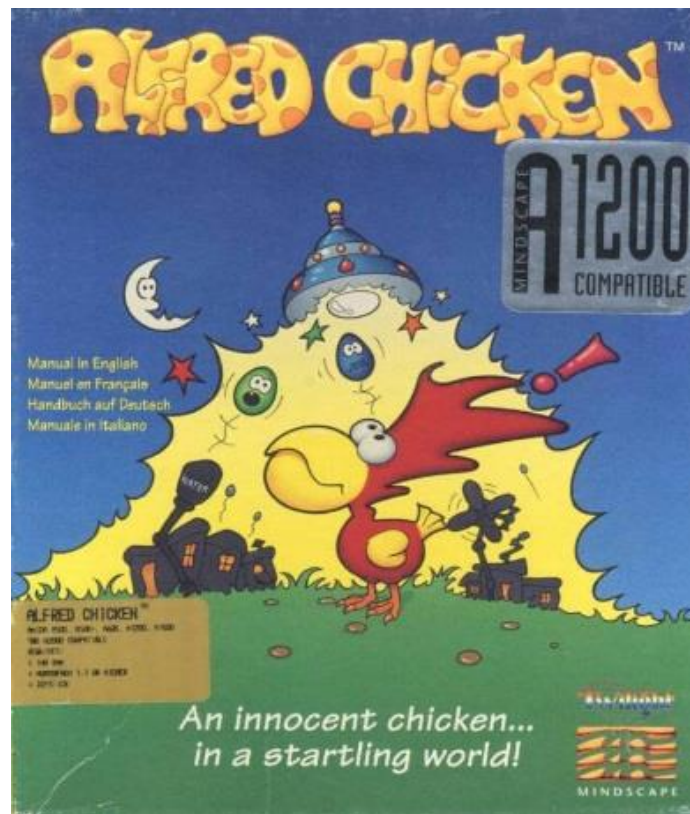


Alfred Chicken (1993)

£25.99 Mindscape /

Dev: Twilight

[7/10 – Simple, but fun platformer. I Cant help wanting more from it though]



AFR : 87% - ' A pristine platformer – no frills but lots of fun.'

AC : 86% - ' Alfred's the cock with the lot, the chicken who's kickin'. Lots of platform fun and frolics for all Rhode island Reds. Alfred's tastier than a McChicken and will last a lot longer.'

O : 86% - ' Let's hope there are more platform games like this, where playability is placed high above pushing the machine to its limits – Alfred Chicken is a top game and no mistake.'

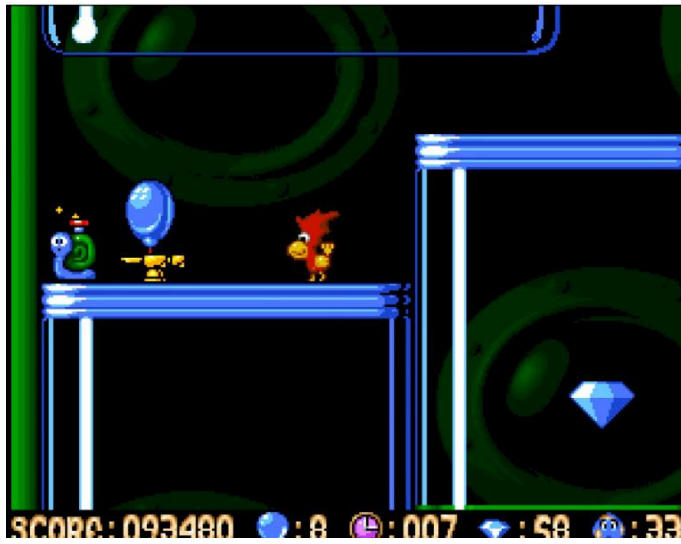
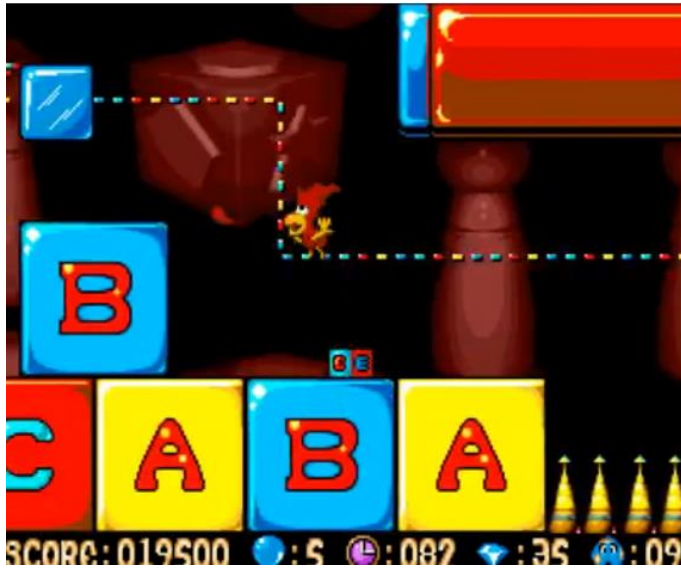
AA : 74% - ' I enjoyed playing Alfred Chicken, but I just couldn't get away from that ever so slight feeling of disappointment.'

AP : 70% - ' A fabulous hero and pleasantly different feel, but it gets boring more quickly than it probably should. It doesn't look much like a mid-'90s Amiga product, either. Id place it about mid-way in the platform *pecking* order (you're so fired its unbelievable – Ed)

CU : 70% - ' had all the makings of a classic platform game, but sadly a few niggles have left the gameplay slightly irritating.'

AF : 62% - ' It's big bold and bouncy, but that's about all there is to recommend this rather aimless and pointless romp. Poor controls & easy levels.'

Undoubtedly the best thing about this game is music maestro legend David Whittaker's music with its happy bouncy tune. But the game isn't too bad as well with it all playing rather sweetly if not exactly bursting with ideas. Still as a lover of platform games I still find much enjoyment in this classic. *'Don't egg-spect this to knock you down with a feather', and you will find much to 'cluck' about.* - Sorry (cough)



Oh no! The evil Meka-Chickens have egg-napped Billy Egg and his brothers for their terrible cloning experiment! And they've taken Floella too!

This is no yolk. As the world's only chicken with a bionic beak, Alfred is whisked off to a multitude of bizarre lands to pluck his friends from the clutches of their foul captors.

Scramble through 11 transdimensional levels facing the likes of Byron Snail, Mag-Mine, Grim Blocker and the Terrasawus. Beat the Meka-Chickens, snatch back the eggs, and lay their plans for world domination to rest!



Alfred Chicken...
Eggs sing his praise



Is it a bird?
Is it a plane?



Billy Egg -
The innocent victim



Free that balloon!
Watch that snail!



The foul, fiendish
Meka-Chickens

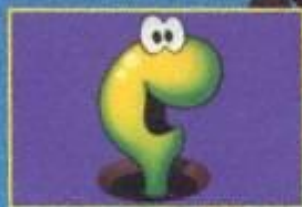
"THE BEST CHICKEN GAME EVER"
NMS

"PLATFORM PECK 'EM UP...
EGGS-PERTLY DONE"
DIGITISER, CHANNEL 4



Mr Pekles - Master of
flower technology

"A BIRD OF IM'PECK'ABLE CALIBRE"
SUPER XS



Clyde the Worm

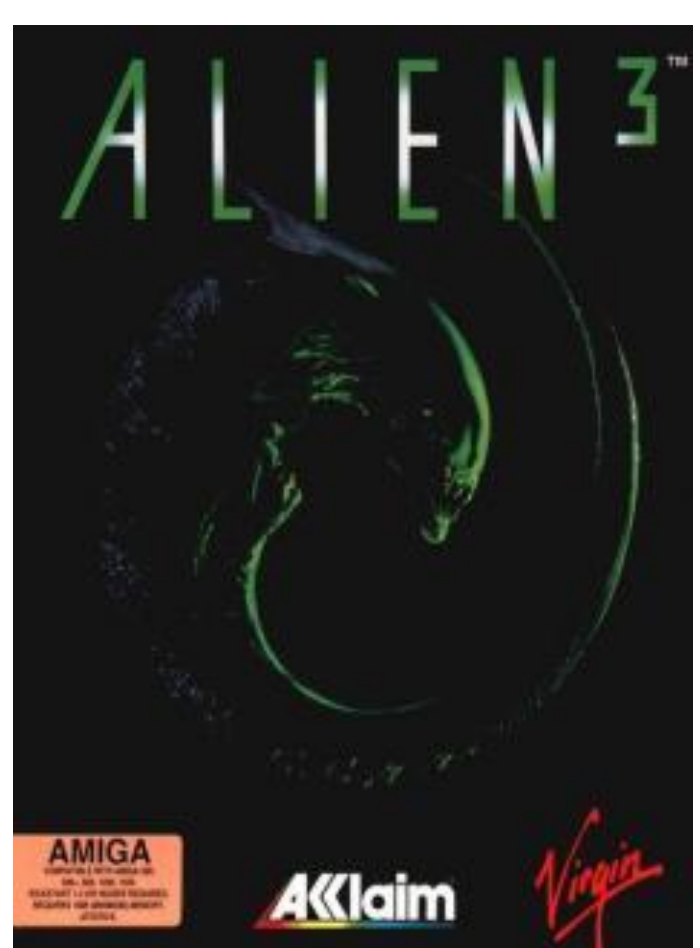
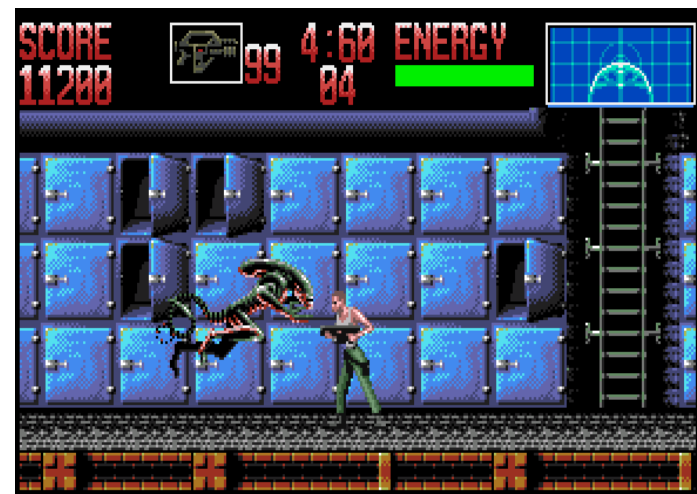


There's a 'Fry-Up'
waiting in Wood World!

Alien 3 (1992)

£25.99 Virgin Interactive /
Dev: Probe Software and Eden
Entertainment

[7/10 – Playable , but a poor
rushed port]



CU : 92% - 'Alien 3 is definitely very challenging. There's plenty to shoot, lots to explore and the backgrounds vary enough to hold your attention. It has the atmosphere of an Aliens film as you never know when one's going to leap out at you. This is one of the best movie-to-game conversions I have seen. - Playable and atmospheric platform blast.'

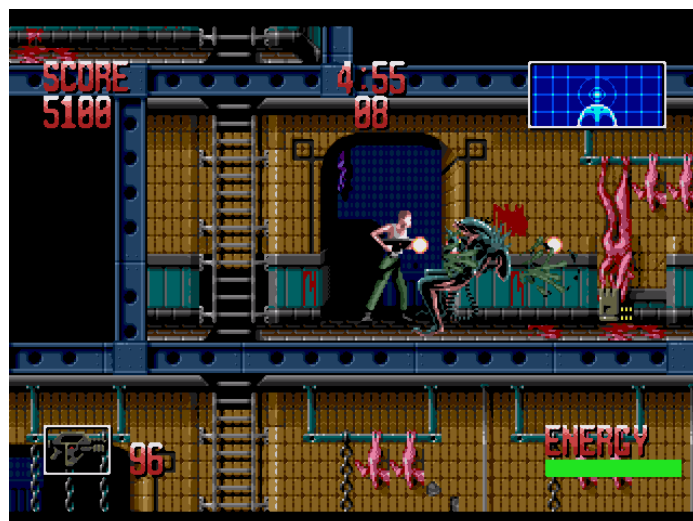
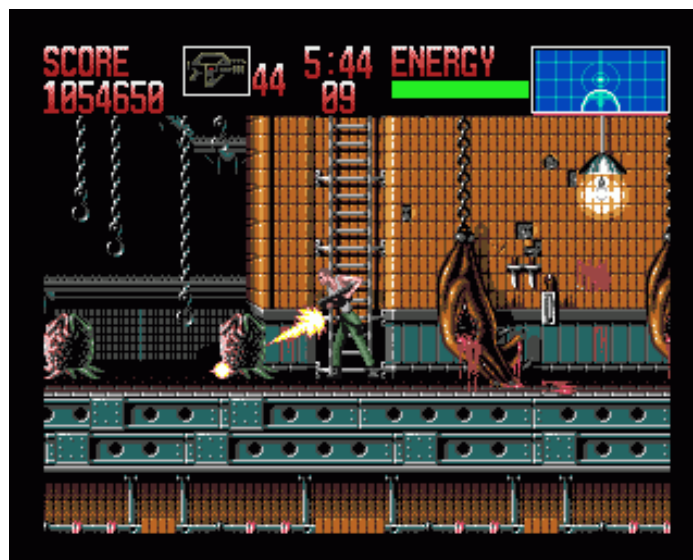
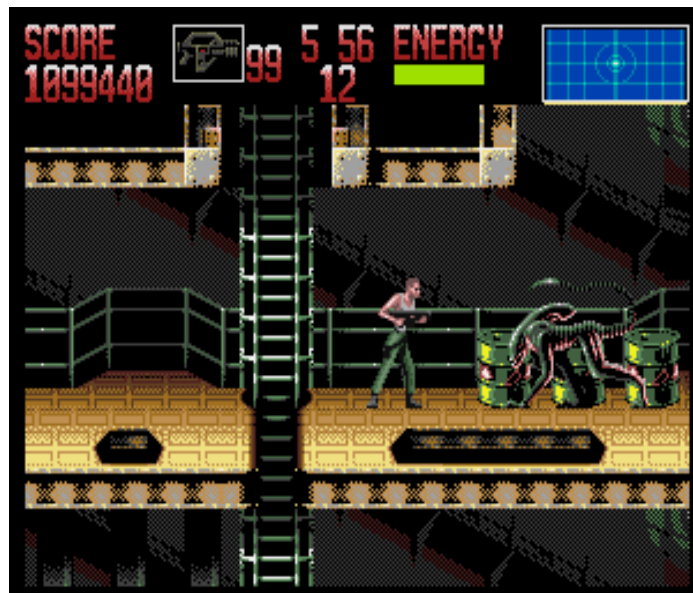
AP : 85% - 'A very good quality blast and a decent representation of the Alien films. Recommended.'

AC : 85% - 'Alien 3 is my kind of game. It features great atmospheric graphics, fairly decent sound, good playability and is packed with tons of violence. A bog-standard platformer, but quite literally oozes atmosphere.'

AA : 78% - 'the control method is a bit awkward at times. Alien 3 wont appeal to the impatient among you, and the need for maps will put off most action freaks. But I am sure there must be some of you out there who, like me, really quite like it.'

O : 74% - 'If you're after an Alien 3 game, you'll not find it here. What you will find is an above-average action game that wont turn many heads but worth a look never-the-less.'

AF : 70% - 'No the whole game seems as though it had to be rushed out to meet a tight deadline, which is a shame because with a relatively small amount of work it could have been a great shoot-'em-up. There is a good game in here somewhere, but faced with the lack of variety, sound and overall atmosphere, it just won't leap out and grab you..'

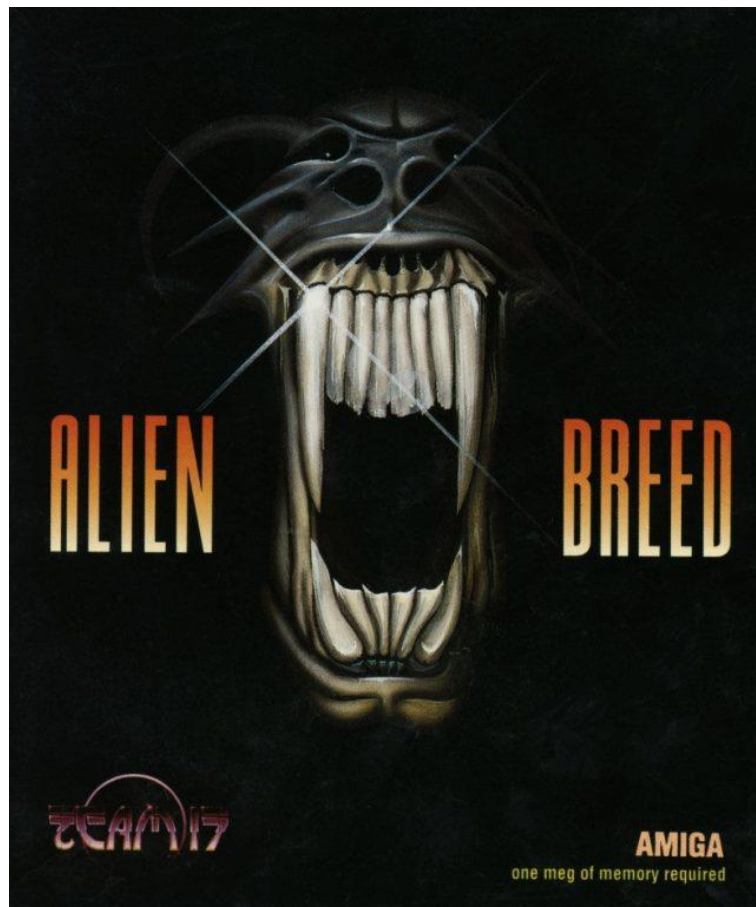


Probe farmed out the port of the Amiga to Eden Entertainment, a team full of veteran Amiga artists who on the face of it should have put together an top product, really showing what the Amiga can do. Sadly this port feels rushed out and can't hold a candle to the console counterparts (especially the SNES). Its a real shame as the game is almost there, it plays nicely enough (but nothing to write home about), but its the graphics, which looks like a lazy lift from another platform, and the non existent to 8-bit sound that leaves you cold (Matt Furniss who did Arabian Nights amongst other great music what happened?). Its just so frustrating as a little bit of love on this title could so have easily turned it in to one of Amiga's finest games. If you want to see what this could have been, play the SNES version, otherwise it's only for those who want the nostalgia kick of playing it on the platform they played it back in the day.

Alien Breed (1991)

£25.99 Team 17

*[8/10 – Brilliant shooter
oozing atmosphere,
Gauntlet + Aliens + Amazing
Talent = Alien Breed]*



AC : 91% - 'Firmly in the tradition of Gauntlet and Crackdown, but with the action and atmosphere of the Alien movies. Alien Breed is a game worthy of selling your family for. Tippex the 'Breed' but off the box and just pretend it is Aliens. Buy it this instance.'

Z : 91% - 'the graphics really are superb, with some fab touches like the flickering computer display. The sound's really atmospheric, too – from the deadly roar of the machine gun to the beautiful in-game speech. The Gauntlet theme has been tried and tested, but Alien Breed is definitely the best I've ever tested.'

AP : 82% - 'A very sophisticated game exploiting the ability of the Amiga to its fullest in both looks and gameplay (it's one meg only, incidentally) and proves to be great fun to play – especially with two players. Team 17, ex PD people, have got the visual side and basic ideas spot on – they just need to work now on making their games ever so slightly less exasperating.'

CU : 90% - 'Six levels may not seem a lot, but the game will take some time to complete. With scores of powerups, varied and atmospheric backdrops, superb SFX and a neat scenario, it looks like Team 17 have come up with a winner.'

O : 90% - 'Alien Breed is a classy product, very professional and very enjoyable.'

ACE : 875/1000 – 'Despite the incredibly-high difficulty of the last levels, it won't take forever to see all six (levels).'

AA : 87% - 'the development team has created a game that runs at 50 frames per second with 32 colour sprites. Inspiration derives from the team's favourite movies games and movies. There should be no doubt in your mind about the quality of the game as, these guys are talented!'

When Martyn Brown successful owner of the main Public Domain outlet 17 Bit looked at the quality of games being released commercially, and then looked at the far superior quality of what the demo scene was producing, for free, it was clear to him that getting the Demo scenes finest, together and get them to write a game, would blow the competition out of the water. So he looked across the Amiga Demo scene world and got the brilliant graphic artist Rico Holmes and immensely talented musician Allister Brimble. Then he got some of the most amazing Amiga coders of all time Andrea Tadic, Peter Tuleby and Stefan Boberg and set to work on their first game. Their first game was the beautiful but flawed game budget game Full Contact, and the commercial gaming world must have started to shake in fear. but when their second game Alien Breed came out at full price, the other developers and publishers on the Amiga must have begun to blub tears and run to mamma. Alien Breed is a wonderful update of the game Gauntlet set in the world of the Alien movies, in all but name. The thing that strikes you with this gem is how it still impresses today and still plays amazingly well it all plays. Like most games of this type its more fun as a two player game, but that's not to say you can't have lots of fun solo as well. A true Amiga Classic that still shows why the Amiga was such a wonderful machine. The only reason I gave the game 8 and not 9 is because of the '92 special edition (see next game).

ALIEN BREED

LOADING...

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ALIEN BREED


ISRC-4 was situated near the red giant Gianor and was the last place they wanted to go. As the retros fired and the craft began it's approach path, Johnson and Stone prepared for duty, not knowing quite what to expect. There was something strange about the eerie silence that shrouded the station, something was obviously very wrong... Slowly the crafts wings folded and gently docked into shuttle bay 2, they opened the airlocks and walked straight into the midst of an Alien Breed.

FEATURES

- * Eighteen massive and hugely challenging levels
- * Tough missions and objectives to face
- * Varied range of evil Alien creatures to overcome
- * Technically stunning conversion from the Amiga Classic
- * Simultaneous 2 player option
- * Fantastic graphics and sound
- * Supports Adlib, Soundblaster, Roland & Internal Speaker
- * Digitised speech (Soundblaster only)
- * 256 Colour graphics, smooth scrolling action

 ISRC-4 befand sich in der Nahe des roten Riesen Gianor und war so ziemlich der letzte Ort, an den sie jetzt wollten. Sie feuerten die Bremsraketen des Raumfahrzeugs ab und begaben sich auf den Anflugweg. Johnson und Stone bereiteten sich auf den Einsatz vor und wußten nicht recht, was sie erwartete. Irgendwie kam ihnen die unheimliche Stille, die die Forschungsstation umgab, komisch vor. Irgendetwas war hier offenbar überhaupt nicht in Ordnung... Langsam wurden die Tragflächen des Raumfahrzeuges abgeklappt und sie fuhren gemächlich in das Landedock 2 ein. Sie öffneten die Luftschieusen und standen plötzlich einer Schar Außerirdischer gegenüber, der Alien Breed

 ISRC-4 était situé près du géant rouge Gianor. Ils n'avaient vraiment pas envie d'y aller. Les retros de leur engin s'allumèrent et il commença son approche. Johnson et Stone se préparaient, ne sachant pas tellement à quoi s'attendre. Le silence total qui enveloppait la station avait une qualité étrange. C'était évident que quelque chose de grave s'était passé... Lentement les ailes de l'engin se replièrent et il atterrit doucement dans la baie 2. Ils ouvrirent les sas et se retrouvèrent en plein milieu d'une race inconnue.

 Lo ISRC-4 era situato nei pressi della gigante rossa Gianor ed era l'ultimo posto dove i nostri eroi sarebbero voluti andare... Appena i retrorazzi si accesero e la nave iniziò la sua fase di attracco, Johnson e Stone si prepararono per lo sbarco, senza aspettarsi ciò che li attendeva. Qualcosa di strano si celava nell'irreale silenzio che avvolgeva la stazione, qualcosa che preludeva ad un orribile incontro... Lentamente le ali dell'astronave si ripiegarono ed essa si posò gentilmente sulla piattaforma numero due; gli uomini allora aprirono i portelli e si avventurarono proprio nella tana degli alieni...



TEAM 17

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Wakefield, West Yorks. England.
Tel: 0924 201846.

ATTENTION

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nécessite des précautions
d'emploi particulières qui
sont détaillées dans la
notice ci-jointe.



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Alien Breed '92 Special Edition (1992)

£10.99 Team 17

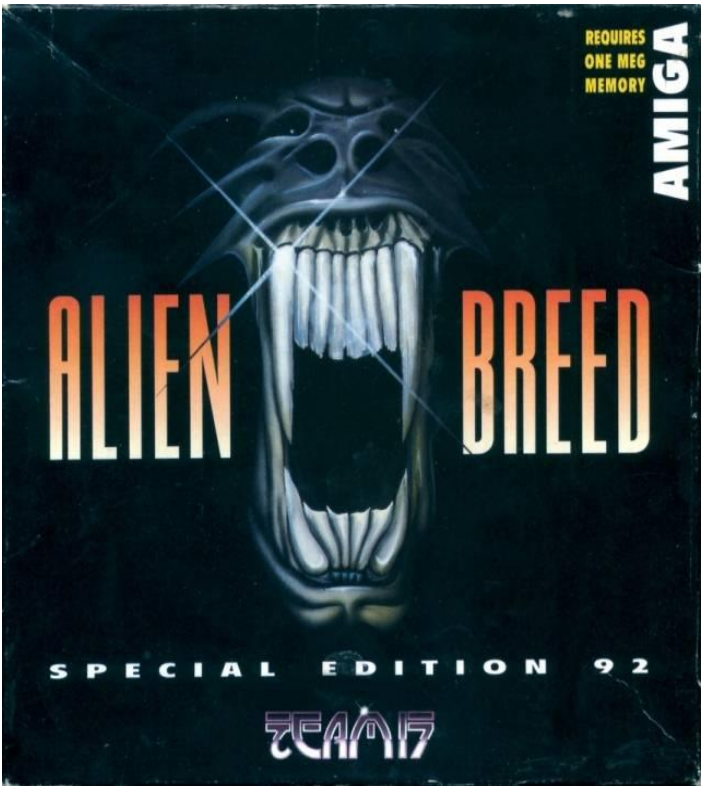
[9/10 – The original, but with more levels & a password system]

AF : 91% - 'Well designed and programmed to the last detail, Special Edition is suitable for newcomers and Breed veterans everywhere.'

O : 88% - 'If you didn't pick up Alien Breed the first time around then clear off and buy this Special Edition now.'

AF : 87% - 'For those of you who haven't got the original, and if you enjoy a good shoot-em-up, they don't come much better than this. If you do already have the game, I would advise you to think seriously about getting this version – it really is quite a lot better, and really a snip at on 11 quid. Buy it now or buy it later.'

AP : 83% - 'I'd have bought it without hesitation at the original price so it's even better on budget. A must buy.'



You have to love Team 17. Not being content to just re-release their titles for budget. They listened to the criticisms raised on the full price release and improved the game. The updates are quite considerable really with the game being double the size and better laid out, they also added a much needed password system so you can start off from the level you last reached. Other tweaks are far more subtle such as slightly tougher Aliens and the story fleshed out a bit more. All in all making a great game even better.

ALIEN BREED

SPECIAL EDITION 92

Encounter spectacular arcade action as you take on the might of a terrifying Alien army that has infested a Federation Research Station.

Featuring...

- Twelve massive and hugely challenging levels.
- Tough missions and objectives to face.
- Varied range of evil Alien creatures to overcome.
- Technically stunning Amiga-only program.
- Full screen, 32 colours, smooth-scrolling action.
- Digitised speech.
- Superb stereo 4 channel sound-effects.
- Incredible music.
- Powerful weaponry system.
- Simultaneous 2 player option.



For one or two players, this stunning new edition of the now classic "Alien Breed" game features huge levels, new missions and much, much more - that represents a supreme challenge to new and old players alike.

Note: this is a different edition to the full priced "Alien Breed" game, which is now no-longer on general release, nor is it the advertised sequel called "Alien Breed 2" which will be available during 1993. This version features twice the number of levels, game amendments and new missions/aliens - it DOES NOT require the original Alien Breed game to play and is a stand-alone product.

TEAM 17

Prospect House, Borough Road, Wakefield, West Yorkshire WF1 3AZ



Alien Breed 2

– The Horror Continues (1993)

£25.99 (AGA £29.99) Team 17

[7/10 – Persevere through level 1 & its still a great shooter, just far too tough.]

AC : 92% - 'I don't need to tell you twice to buy Alien Breed 2 because its so good. Fans of the original will fall deeply in love with it and want to have its children while newcomers will wonder why they ignored the first effort. The Teamies are going from strength to strength, and at the moment look completely unbeatable.'

CU : 87% - 'Alien Breed 2 is a massive game with dozens of extremely challenging levels. It's still not easy and you're still going to be pushed to finish this one in an afternoon. But what the hell? It's so much fun to play, you really don't mind wasting a week or three.'

O : 91% - 'Alien Breed 2 truly is one of the best arcade blasters available and terrific fun to play.'

CU : 83% - 'AB II is not without its faults. For one thing the game is too tough. Although there is a choice of two difficulty levels there's no perceptual difference between them..[sic]..'Slick fun, but also very tough.'

AF : 87% - 'It's not wildly original – you trundle along shooting everything in sight; but it's slick and it's fun and yes, it's hard too. In two player mode its a joyous romp. Thoughts of pick-up sharing fly out the window as you zoom around, spraying bullets with wild abandon



AP : 81% - 'It's typical of Team 17 to bring out a vastly enjoyable game with some glaringly obvious flaws in it, as that's what they seem to do. Alien Breed fans out there (and seeing how it's been selling, there must be millions of you) are going to love this, and they'll probably take what I see as 'far too hard' as 'intensely challenging'.

In many ways this is much better than the original. There is far more variety here, in the level design and what you need to do. It is just a real pity therefore that Team 17 decided to put a horrid, truly terrible I level at the beginning. This is where you must make it to the building complex with an unending stream of attack helicopters (a slow opening like they did with 92 special edition, would have been much better in my opinion). To open with such a tough, unfair level must have turned many gamers away (I know I nearly did, back in the day). But thankfully its a short level, and once you get into the complex itself things improve immeasurably. You will now be back on familiar territory again, full of rooms and doors and lots of aliens to blast. But I warn you now this game is **TOUGH** with a capital T and will have you screaming bloody murder more often than not.



ALIEN BREED II


THE HORROR CONTINUES


Experience state of the art coin-op style action in this thrilling 1 or 2 player blaster! Join the Interplanetary Corps on a Space Federation mission to rescue a remote planet colony that lies under siege from a deadly Alien Force! Non stop action, superb audio-visuals and addictive gripping gameplay combine to make Alien Breed 2 another Team 17 Classic!


This is the stunning sequel to "Alien Breed", one of the best selling and most popular Amiga games ever!

Game Features:

- * Stunning Full Colour Graphics
- * Super smooth scrolling (50Hz)
- * Different Weapons and power-ups
- * Incredible Speech & Sound FX
- * In game computer system
- * Massive play area over 14 zones
- * Many different missions and strategies
- * Huge array of Aliens and hostile forces
- * 1 player with simultaneous 2 player option
- * Select from four different game characters

 Erleben Sie mit diesem Spiel, das von einem oder zwei Spielern gespielt werden kann, aufregende High-Tech-Action nach Art der Münzautomaten! Gehen Sie als Mitglied des Interplanetaren Korps auf Weltraummission, um eine abgelegene Planetenkolonie zu retten, die von einer todbringenden Armee der Außerirdischen belagert wird! Mit seiner Nonstop-Action, den exzellenten akustischen und optischen Effekten und packenden Spielfunktionen, denen man sich einfach nicht entziehen kann, hat Alien Breed 2 das Zeug zu einem Weiteren Team-17-Klassiker.

 Provate l'azione tipica dei più moderni videogiochi a gettone in questo eccitante gioco mozzafiato per 1 o 2 giocatori! Unitevi all'Interplanetary Corp in missione per conto della Federazione Spaziale con il compito di salvare la colonia di un remoto pianeta che è assediata da una mortale forza Aliena! Azione senza pause, effetti audiovisivi superbi, uno svolgimento del gioco avvincente è che non stanca mai, tutto ciò si combina per fare di Alien Breed 2 un altro classico di Team 17! Questo è lo sbalorditivo seguito di "Alien Breed", uno dei più venduti e celebri giochi Amiga!

 Laissez-vous tenter par ce jeu d'arcade dernier cri et palpitant à 1 ou 2 joueurs. Joignez le corps interplanétaire dans une mission de la Fédération spatiale pour sauver une colonie d'une planète éloignée assiégée par une force mortelle d'extra-terrestres. Alien Breed 2, c'est un jeu excitant et passionnant, une action ininterrompue et aussi de superbes moyens audio-visuels. Alien Breed 2, un autre classique de Team 17. C'est la suite géniale de "Alien Breed", l'un des best sellers et des plus populaires des jeux Amiga qui n'ait jamais été.



TEAM 17

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ATTENTION
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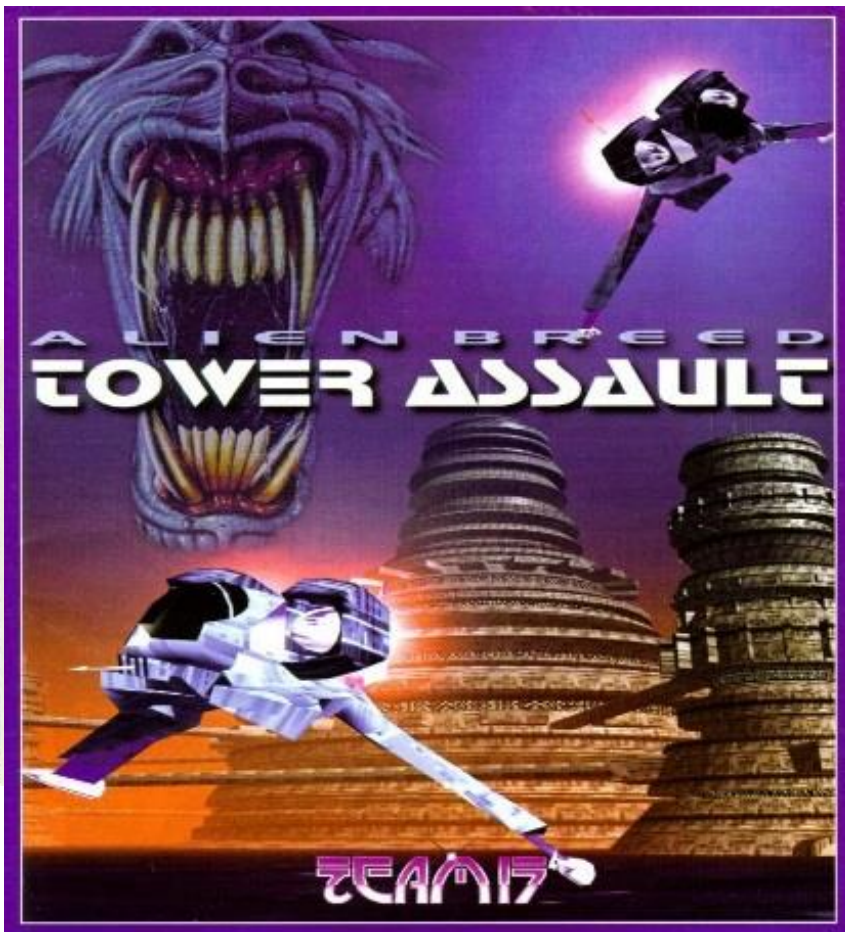
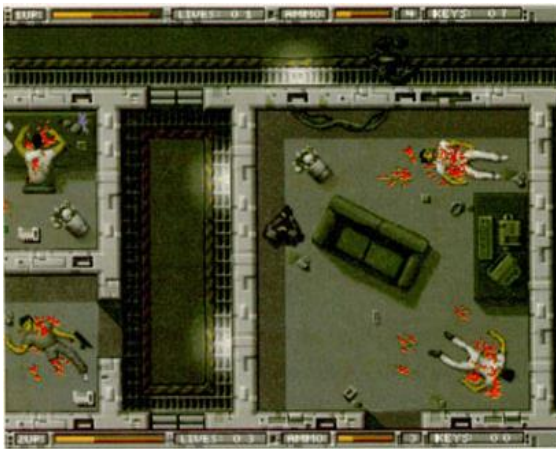


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**Alien Breed 2 –
Tower Assault (1994)**

£19.99 Team 17

**[9/10 – Still too tough,
but excellent 2
player shooter.]**



AA : 91% - 'probably the best Alien Breed game to date. The first one was superb, the second lost it a bit for me, but Team 17 are back on form with this.'

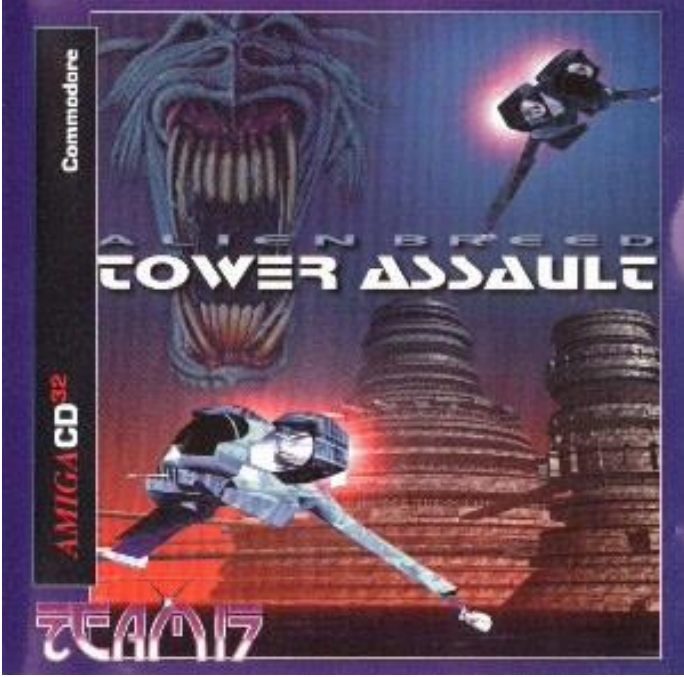
AF : 83% - 'Tower assault rates as the best Alien Breed yet. I didn't like it much as a one-player game – it was too hard. But as a two-player game, it's compulsive, fantastic to play and one of the best blasts seen this year.'

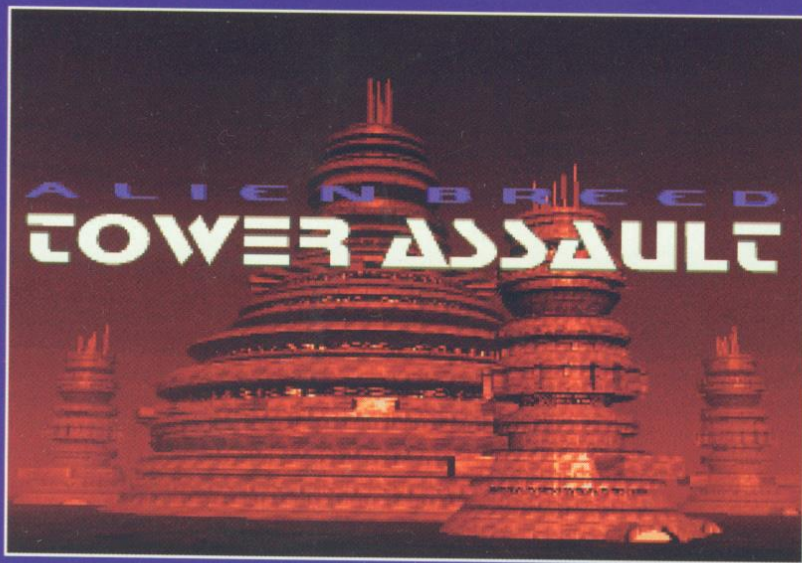
CU : 86% - 'A excellent finale to a classic game series.'

AP : 46% - 'A whole week of playing (including two stoical seven-hour sessions) has done nothing to alter my opinion that Tower Assault is a horribly dishonest and utterly funless game.'



Coming on a whopping four disks, this was Team 17's final foray into the 2D Alien Breed games and this is the best of them all. Its absolutely massive with 55 levels and 275 methods of completing the game (according to the developers). Also it has neat features like using the 2nd button on the joystick to activate retreat mode, making the game a much more tactical one as it lows you to make a controlled retreat. Again though it is a rock HARD game and frustratingly has an awful (still not as bad as Alien Breed 2 though) opening level again, with it outside again. Its a bit of a maze and full of annoying tiny bugs, big auto guns that you cant destroy and bad collision detection on the mines. But again get a mate around and persevere on to level two onwards and you will have much to enjoy. A fitting finale to the 2D Alien Breed series.





In the depths of space a holocaust has occurred. Intelligent and hostile alien life-forms have taken over the Military Research Unit in the planet Azarin 2E. Chaos and destruction have been wrought on the innocent colonists.

Now it's your job to reclaim the station for humankind. Travel through the tractless voids of space, then endure over 50 levels of Alien blasting mayhem. Watch your ammunition and energy levels in preparation for the showdown with the Alien Queen.

- Fantastic new 'retreat' mode, fire as you back off
- Over 50 huge levels of Alien blasting
- Non-linear game sequence - Over 250 ways to complete the game
- New aliens - Cocoon aliens, invisible aliens and more
- Dark levels where you can only spot the Aliens by their baby-blue eyes!
- CD version feature stunning 3D space-opera animation
- CD version includes 17 extra levels (Alien Breed 2)



In den Tiefen des Weltalls ereignete sich eine Massenvernichtung. Intelligente, feindlich gesonnene außerirdische Lebewesen haben sich der Military Research Unit auf dem Planeten Azarin 2E bemächtigt. Über die unschuldigen Kolonisten ist Chaos und Zerstörung hereingebrochen.

Nun ist es Deine Aufgabe, die Raumstation für die Menschheit wiederzugewinnen. Nach einer Reise durch den öden Weltraum gilt es, über 50 Levels im Kampf mit den wild entschlossenen Aliens zu überwinden. Die Munition und der Energiestand muß bei der Vorbereitung für den Kampf mit der Königin der Aliens stets überprüft werden.



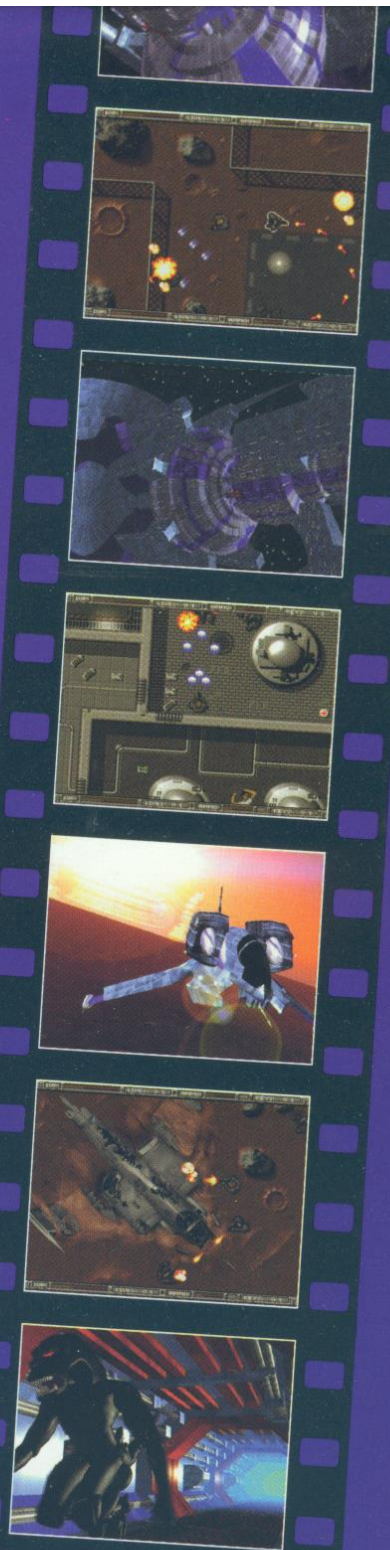
Dans les profondeurs insondables de l'espace, un holocauste s'est produit. Des formes vivantes hostiles dotées d'une intelligence ont pris le contrôle du département des recherches militaires sur la planète Azarin 2E. Les colons innocents se sont vus infliger chaos et destruction.

C'est à vous maintenant de récupérer la station pour le bénéfice de l'humanité toute entière. Voyagez dans les profondeurs de l'espace, puis résistez aux catastrophes explosives infligées par ces extra-terrestres sur plus de 50 niveaux. Attention à vos munitions et à vos niveaux d'énergie et préparez-vous bien au grand duel qui vous opposera la Reine des extra-terrestres.



Nell'immensità dello spazio ha avuto luogo un olocausto. Una forma di vita aliena, intelligente e malvagia, si è impossessata dell'Unità Militare di Ricerca operante sul pianeta Azarin 2E. Sui poveri coloni innocenti si sono abbattuti il caos e la distruzione.

L'umanità si è rivolta a voi come i salvatori, e la vostra missione è quella di riconquistare la stazione. Viaggerete attraverso gli spazi infiniti per poi cimentarvi in oltre 50 livelli di lotta accanita contro gli alieni. Assicuratevi di disporre di munizioni ed energia sufficienti prima di lanciervi all'inseguimento della Regina degli Alieni.



ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice ci-jointe

For Ages - Pour Ages - Para Años - Für Jahre - Per Anni

3-10 11-14

15-17 18+



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Internet : team17.demon.co.uk

* Screenshots have been taken from various formats. (PC & Amiga)

Alien Breed 3D (1995)

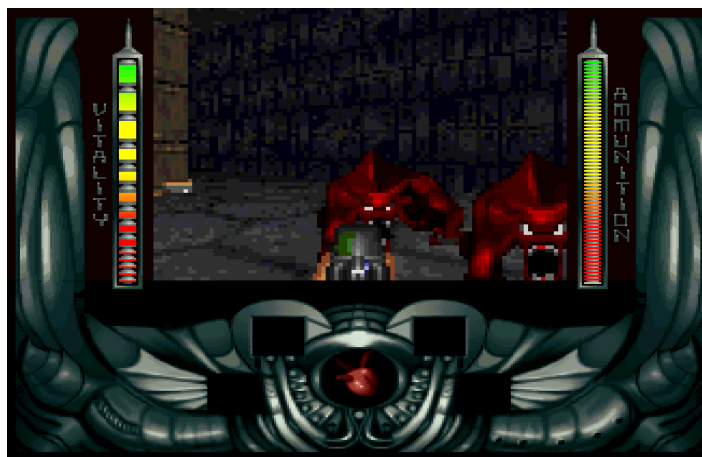
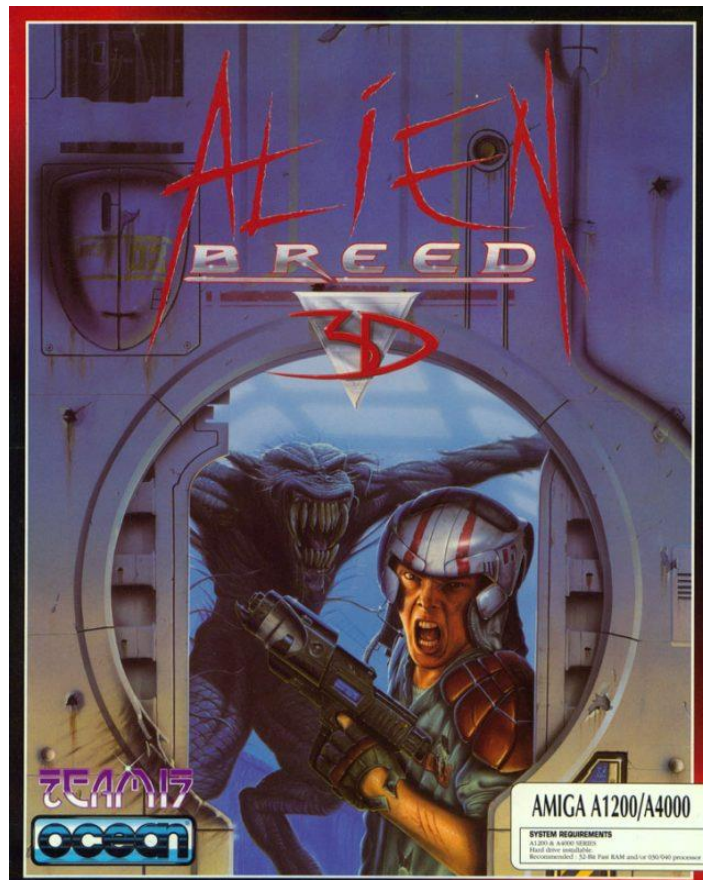
£29.99 Ocean / Dev: Team 17

[8/10 – Best Doom clone on the Amiga]

O : 94% - 'so, what is it like then? Hmmm, it's actually bloody good. It is the best of the Doom clones on the Amiga 1200 by far, and is far more like Doom than any of the others.'

AF : 93% - 'They said people bought PCs to play Doom. People should buy A1200s in droves to play Alien Breed 3D. One of the finest Amiga Games ever.'

CU : 93% - 'current star of the show as far as Amiga 'Doom' clones are concerned. And if you happen to have a mate with an A1200 and a serial cable it's probably the best two player combat game on the Amiga.'



By the end of 1995 the Amiga's days were truly numbered, as main format for home computing becoming the PC. One game that had done more than any other, to show the PC as a viable gaming platform for action junkies, was Doom, and so causing many a gamer to make the switch. Consequently many Amiga developers of the time tried their best to recreate that 'Doom' experience on the humble Amiga. Out of all of the Amiga Doom clones released, this was my favourite, with it running brilliantly on the A1200 Amiga. It may look ugly in the screenshot, but seen in motion the visuals aren't too bad. It all runs smoothly and all extremely playable. Yes of course its not a patch on Doom on the PC (not even Wolfenstein 3D for that matter), but for a fun 3D blaster on the Amiga, there can be a lot of fun to be had. Its just a shame that Team 17 didn't make it look more like an Alien Breed game as opposed to a Doom clone.

BREED

Over the last four years, the Alien Breed saga has become legendary amongst Amiga owners... now the series culminates in quite spectacular fashion... Alien Breed is now in 3D!

Transported to a spectacular 3D environment, you must outwit the ferocious Breed once more, but this time the added dimension of "being there" brings you even closer to the disgusting creatures than ever before!

Prepare to meet thy doom!

- Hard-Drive installable.
- Detects 32-Bit fast ram for increased speed.
- 16 huge game levels (more on CD32/CD-ROM).
- Solid filled 3D enemies!
- Enlarged, full screen game option.
- Optional 8 channel surround-style sound.
- Serial link option - play as a team or against each other!
- Spectacular and ultra-powerful weapons to find and use.
- Atmospheric audio effects (digital audio on CD32/CD-ROM).
- Use keyboard, mouse or joystick (Full CD32 pad support).
- Fast, real-time generated 3D environment - even on a basic A1200!
- Detects 030/040 processors/accelerator boards for super-smooth 3D updates.

3D Engines features

Floors, ceilings, 4096 colours, depth shading, gouraud shading, staircases, transporters, doors, exploding aliens, real 3D rooms, different height platforms, lifts, moving floors, rippling water and much, much more... the definitive realtime 3D engine for the Amiga!



Longlands House,
Wakefield Road,
Ossett,
West Yorkshire,
WF5 9JS

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For Ages - Pour Ages - Para Idades - Für Jahre - Per Anni

3-10	11-14	15-17	18+
X	✓	✓	✓

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ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice ci-jointe.



Alien Breed 3D 2 : The Killing Grounds (1996)

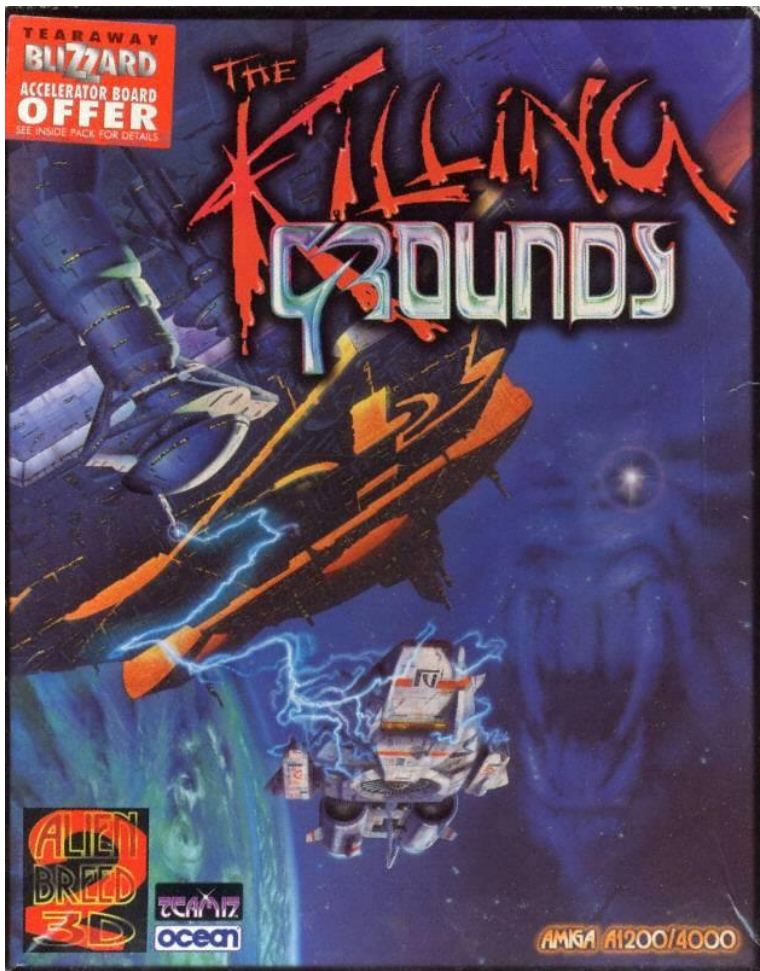
£29.99 Ocean / Dev: Team 17

[7/10 – Impressive on a, to the max A1200, but still not as much fun as to playing Alien Breed 3D]

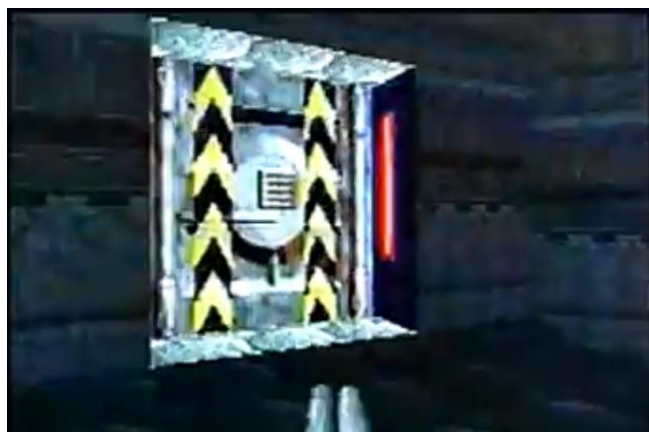
AP : 98% - 'Best game ever on the Amiga – bar no game that has ever been on the Amiga!..[sic]..With games of this quality, there's no reason why the Amiga can't conquer the PC!'

AF : 96% - 'No it's still not as polished as Doom II or Quake, but then you don't have to spend £2,000 on a machine that will enable you to play one of those games. What you get is a bloody good approximation of those two games with the same level of excitement and tension, but with slightly less polished graphics...[sic]..Better then Alien Breed and Breathless simply because of the extra features. Glorious stuff.'

CU : 92% - 'Beautiful but flawed. Could have hit the ten.'



When you read the reviews of this game, you can almost smell the desperation in the reviewers words, trying to believe the Amiga will start to fight back. When by 1996 most of the world had moved on to PC's or home consoles. As for the game, it's too ambitious really, being far too slow, unless you max up everything on A1200. Thankfully by the power of emulation this is quite easy to do and let you play the game as it was meant to be played. Still even with it running smoothly, the game still isn't as much fun as the first Alien Breed 3D game as it has lost its simplicity of the first game.



THE KILLING GROUND

THE MOST TECHNICALLY ADVANCED 3D GAME EVER PRODUCED FOR THE AMIGA!

After the nightmare escape from Orisis III, Commander Reynolds had fallen into a coma. Waking in a secure medical unit of an Earth force Battle Cruiser, he finds himself once again cast into the grasp of the breed, but this time on their turf.

Your objective: Infiltrate and blast your way through Alien filled levels to discover their plans and destroy them all.

- High Res 1-1 pixel (030 and above/Fast RAM required).
- Normal Res 2-2 pixels (Any AGA A1200).
- 16 levels over three different environments all with tasks or missions to complete.
- Comprehensive level, sound and graphics editor, giving infinite playing possibilities.
- Moving light sources (Gouraud shading).
- New highly advanced CPU enemy intelligence.
- In-game Hologram Auto Map, rotates 360°.
- 10 powerful weapons to pick up.
- Fuel powered rocket pack to jet yourself to high gantries and hidden areas.
- 8 channel surround-style sound.
- 3D rendered Aliens and Guard Robots to blast.
- Hard drive installable.

Deutsch

16 Levels in drei verschiedenen Umgebungen mit Aufgaben und Missionen, die bewältigt werden müssen.

Umfassender Editor für Levels, Sound und Graphik für unbegrenzte Spielmöglichkeiten.

10 starke Waffen verfügbar.

Aliens und Wachroboter in 3D-Format müssen ausgeschaltet werden.

Kann auf die Festplatte installiert werden.

Français

16 niveaux répartis dans trois environnements différents avec des tâches ou des missions à accomplir.

Editeur complet de niveaux, de sons et de graphiques, pour vous permettre de créer des possibilités de jeu infinies.

10 armes puissantes à ramasser.

Mutants et Robots-gardes 3D à faire sauter.

Peut s'installer sur disque dur.

Italiano

16 livelli suddivisi in tre ambienti diversi, da completare dopo aver portato a termine vari compiti e missioni.

Editor completo di livello, suono e grafica, che offre infinite possibilità di gioco.

10 potenti armi da raccogliere.

Alieni e robot da eliminare, riprodotti in 3D.

Hard drive installabile.



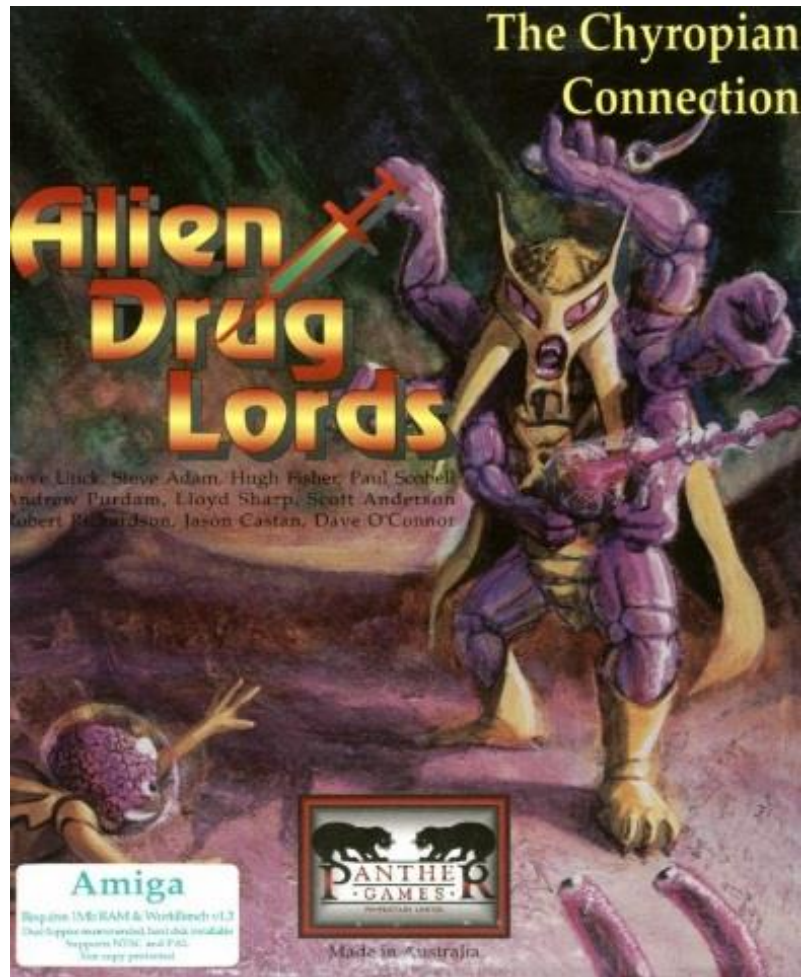
Alien Drug Lords

- The Chyropian
- Connection (1991)

£25.99 Panther Games

[0/10 – Cool name, terrible adventure game]

I really couldn't make head nor tail of this game to be honest, with me clicking to pay a bribe then watching an nuclear explosion and being asked did I want to play again? I didn't, but said yes in the spirit of the book. After more random clicks I got a bit further, but still none the wiser, at what the hell was going on . I have included it simply for completion and it having such a cool game title.



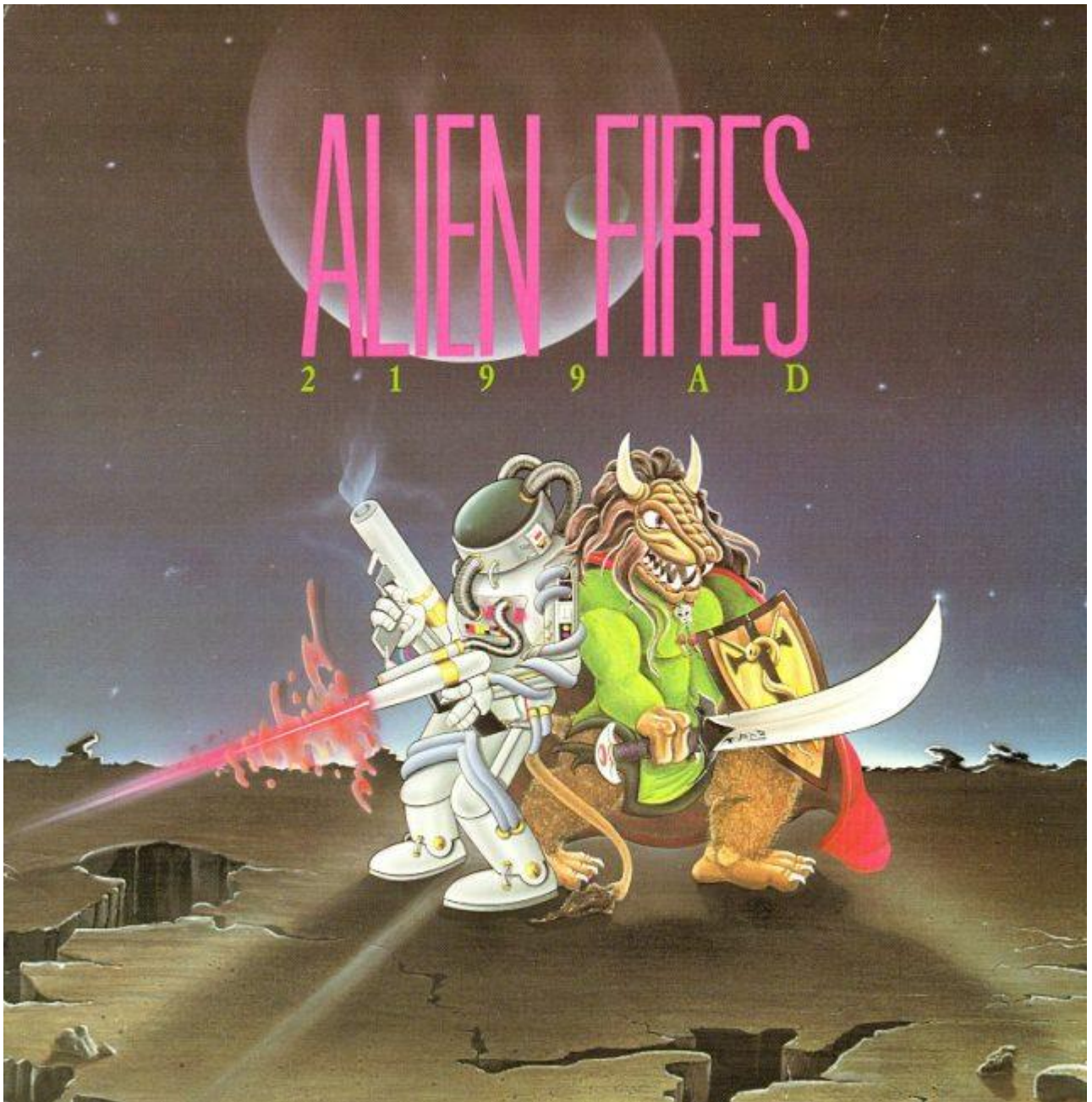
Alien Fires : 2199 AD (1988)

£25.99 Paragon Software

[1/10 – Dull 3D Mazegame. Not Amiga worthy even in 1988]



This basically has you go down endless corridors and then fighting the dice roll D&D style. Full of computer chip speak it feels a game that was even dated back in 1988. Best avoid this game.



ALIEN FIRES

2 1 9 9 A D

TIME LORDS

An immortal race of beings responsible for protecting the temporal balance of the universe from chaos and destruction.

Alien Fires uses every ounce of the Amiga's power to create a state-of-the-art visual and aural sensation, with colorful full-screen 3 dimensional computer graphics, digitized music and sound effects. It is an experience of incredible realism and sophistication that takes you through time and space to a new dimension in entertainment.

Play the part of a Time Lord in this imaginative new series of role-playing adventures. Alien Fires — Part I, 2199 AD, takes you into the distant future, in search of a great man and an awesome device capable of twisting the very fabric of time itself.

512K AMIGA REQUIRED



Jagware Inc.
2-288 Montreal Rd.
Ottawa, Canada
K1L 6B9 (613) 744-7746

Made in Canada

ALIEN FIRES, 2199 AD © Copyright 1986 by Jagware Inc.

Alien Legion (1989)

£24.99 Gainstar /

Dev: Pegasus Software

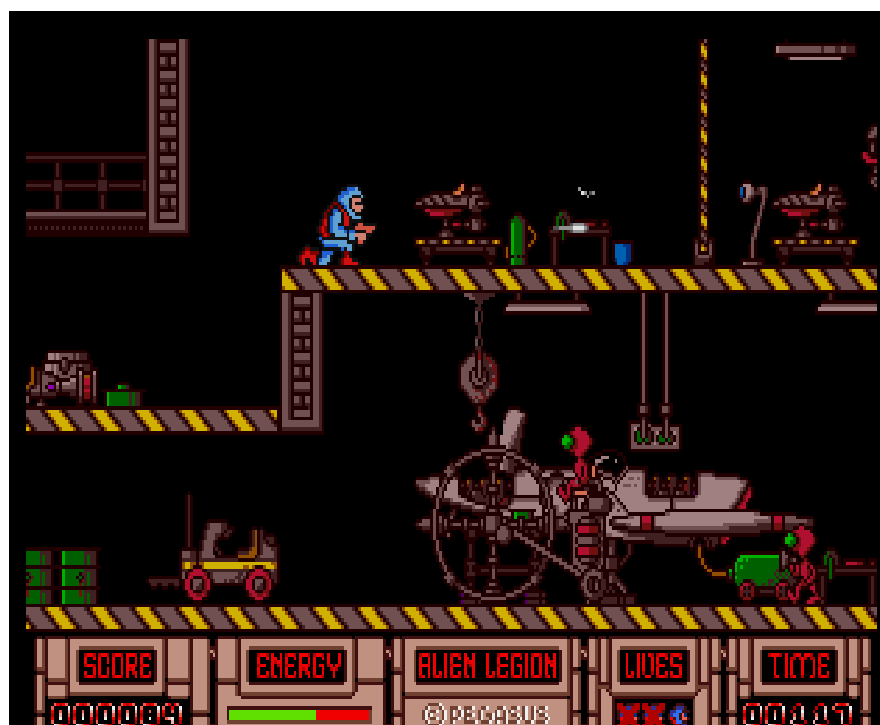
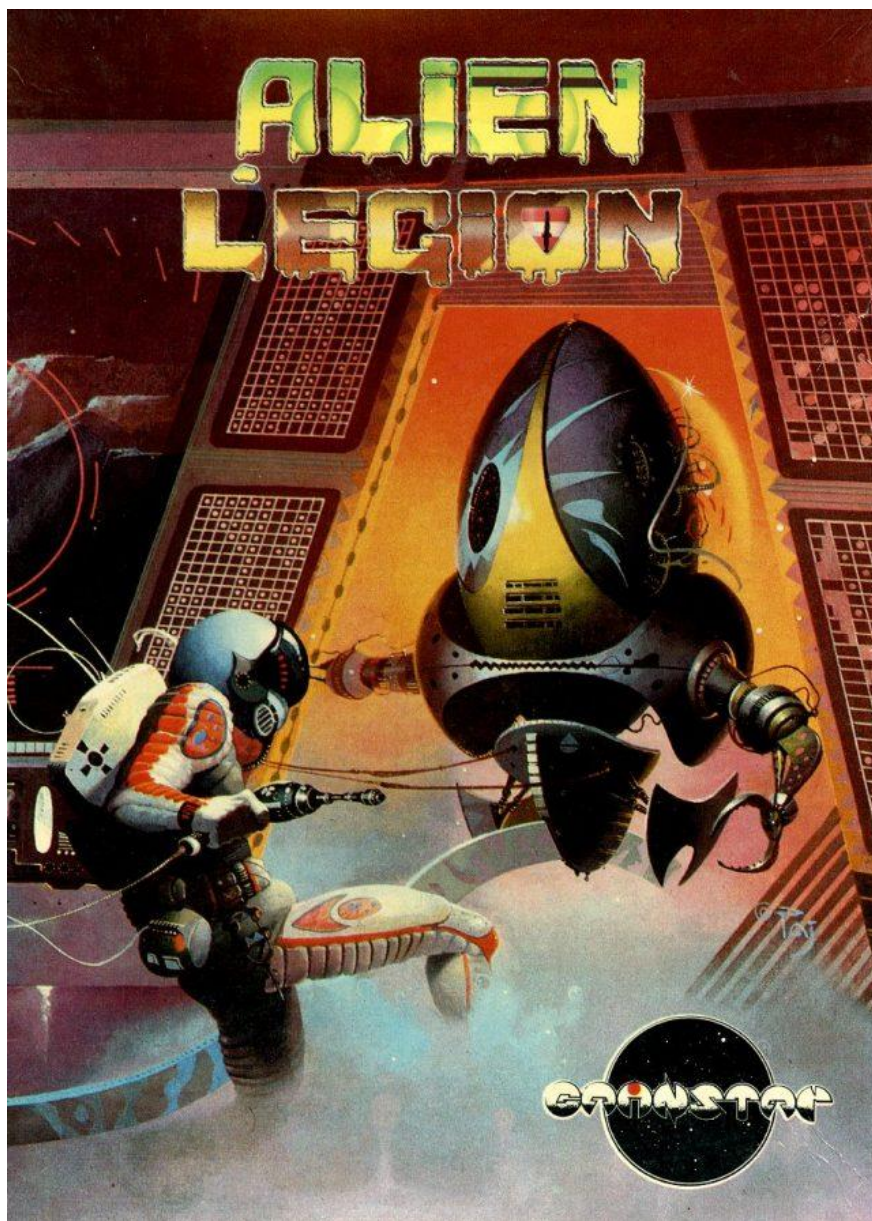
[5/10 – Cute basic
run-'n'-gun blaster.]

CU : 77% - '..main appeal of Alien Legion is visuals for me. No metallic super graphics its true, but there's a sort of cartoon quality to the game.'

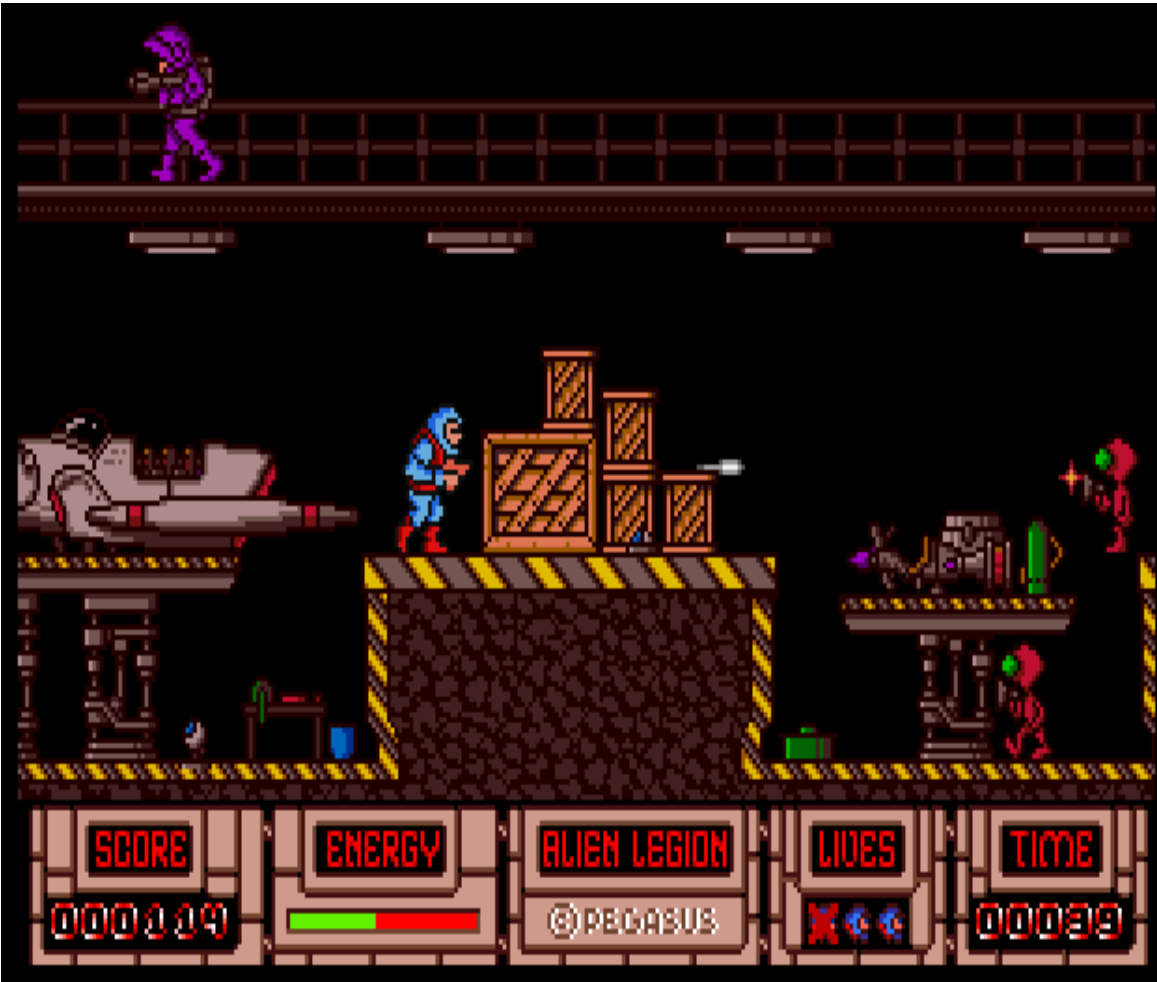
AF : 52% - 'Not a bad game, it looks and sounds all right and it'll take a while to work through four levels: but it's simple and adds nothing new to this genre of game.'

YA : 49% - 'In fairness the game plays well and the graphics and sound do the job. It's just a shame the concept was a little on the dull side.'

GM : 36% - 'A mediocre Exolon-type game that fails to deliver enough to warrant the price tag.'



Not a bad little game, especially love the cartoon visuals. It is certainly not a full price quality game though, but worth having a quick go on it. Its blimin' annoying when the whole game reloads when you die.. grrrrrr...annoying much?



Alien Storm (1991)

£25.99 US Gold / Dev:

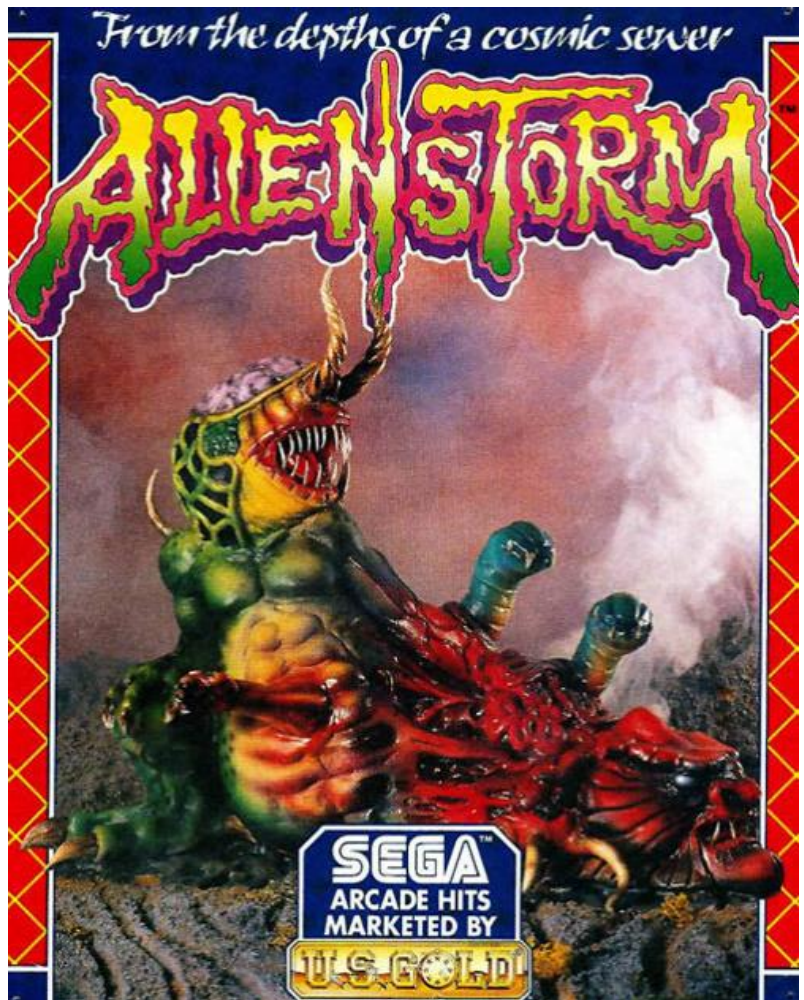
Tiertex

[5/10 – Average port , but some 2 player fun to be had]

AA : 83% - 'The graphics, while not brilliant, are incredibly bold and ensure that a coin-op feel is generated. The only real problem is the difficulty level which, unfortunately, is set too low. After a few plays I was very close to completing the game and therefore any arcade enthusiasts will find it too easy.'

AF : 59% - 'Alien Storm isn't that bad, it's just not that good! The coin op was mindless but fun, the conversion is mindless and only occasionally fun. Playing with a friend does stretch the lasting appeal out a bit, and make life easier, but it can't carry the weight of a full game.'

CU : 59% - 'an incredibly average two-player game that's as disappointing to look at as it is to play.' - 'Another taudry coin-op conversion fails to deliver.'



AP : 54% - 'A tedious Golden Axe clone lacking originality and gameplay. OK, the graphics look great, and the overall presentation is in fact very slick. But fighting the aliens is too brawlish and haphazard – the novelty soon wears off. Treat this game as you would a gun-toting alien oozing down the street...'

GX : 3.5 / 5 – 'The game plays relatively well and the difficulty factor is OK. Unfortunately there just isn't enough variety for it to become one of the most addictive challenges around. However it's the arcade original, rather than the conversion that let's this game down.'

I was a big fan of the Sega arcade game back in the day, and for the most part this is a reasonable port, although not even worth to buff the shoes of the mighty Mega Drive version. The game was basically a mindless scrolling beat 'em up in the style of Golden Axe, but this time had you control an elite trio of Alien exterminators who must go rampaging across the city and taking out all the alien scum. My fondest bit of this game was the demo levels interspersed among the levels that switched the proceedings to a shooter. It was in these sections you could let rip and destroy the electronic shop or local superstore, laying its stock to ruin as you took at the aliens. Seeing the carnage caused in these sections will always stay close to my heart. So all in all an average port, that does the job but could have been an awful lot better, play it for nostalgic kicks if you played this version back in the day, else find the Mega Drive or Arcade game itself.



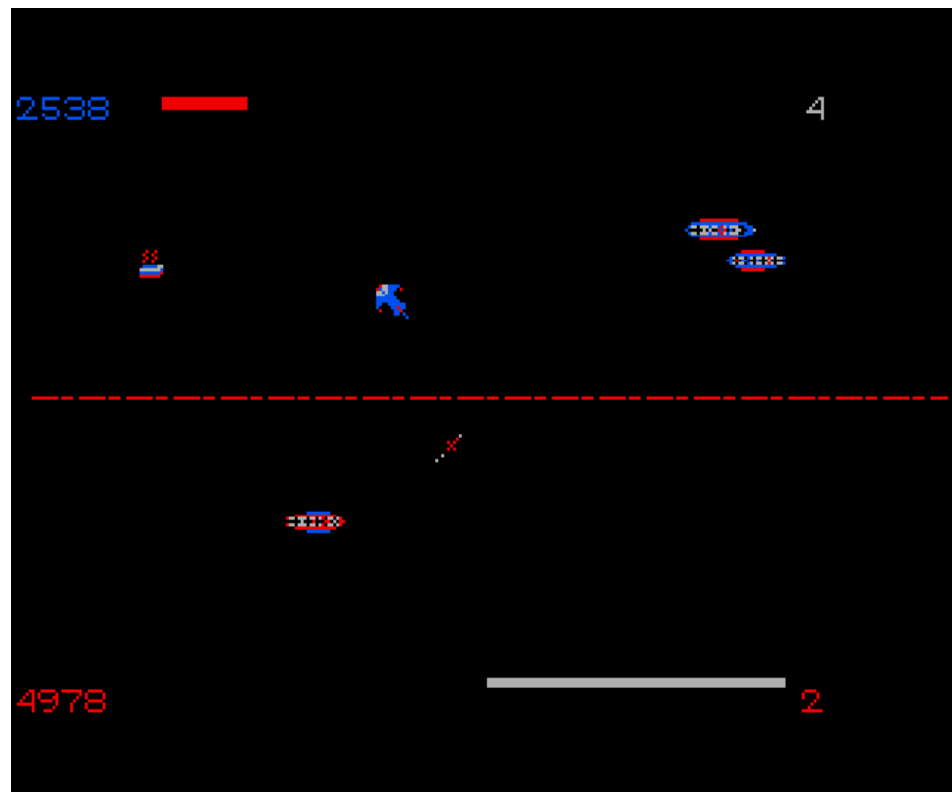
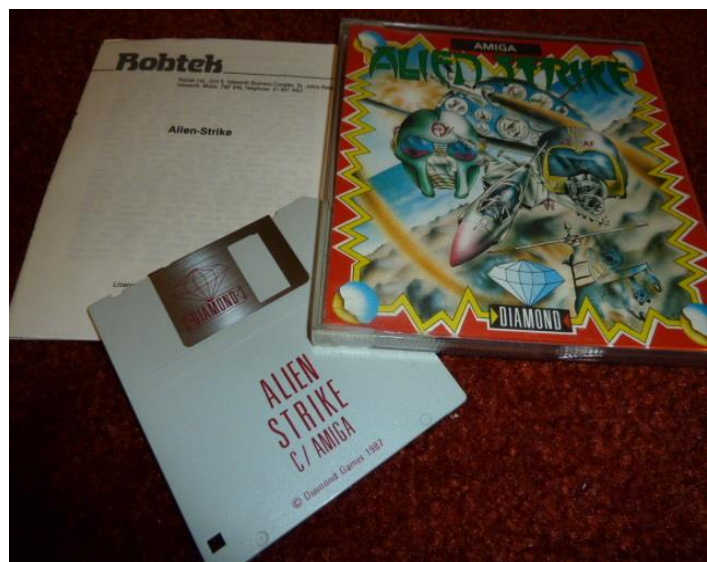
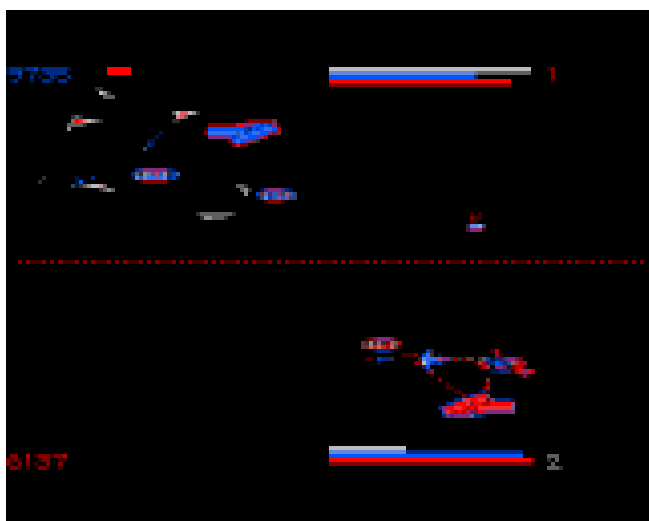


Alien Strike (1987)

£???.?? US Gold / Dev: Tiertex

[2/10 – Poor shooter, those marks are purely for the music]

I love the intro music and when the William Tell overture kicks in, I was expecting to have found another gem of a game. Sadly the game it self is a bit of a naff old school blaster, that sadly doesn't play very well.



Alien Syndrome (1988)

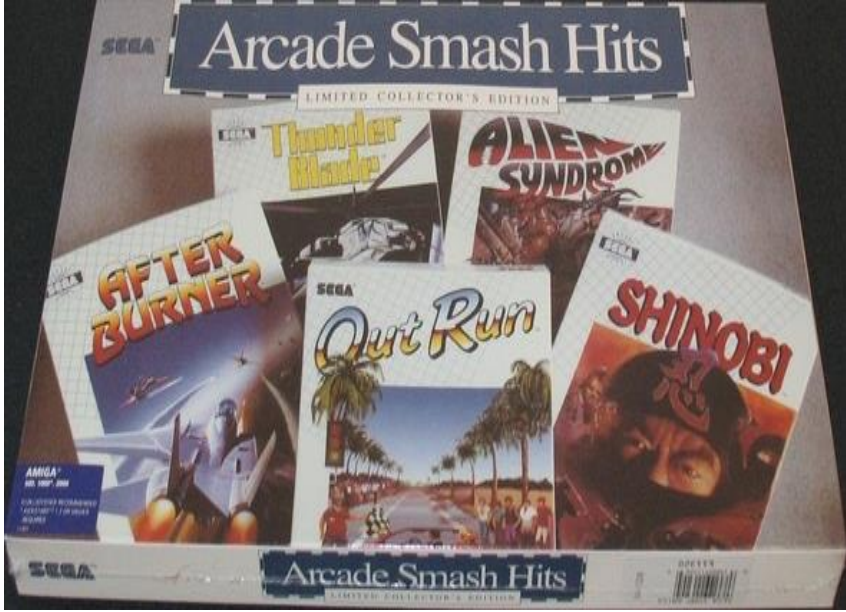
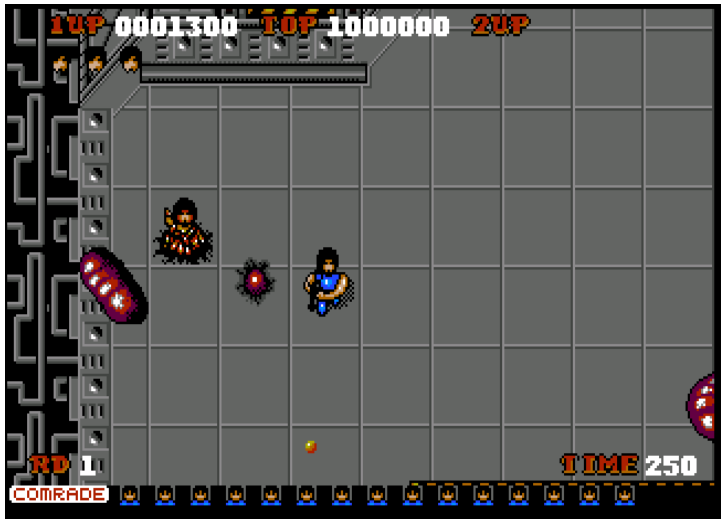
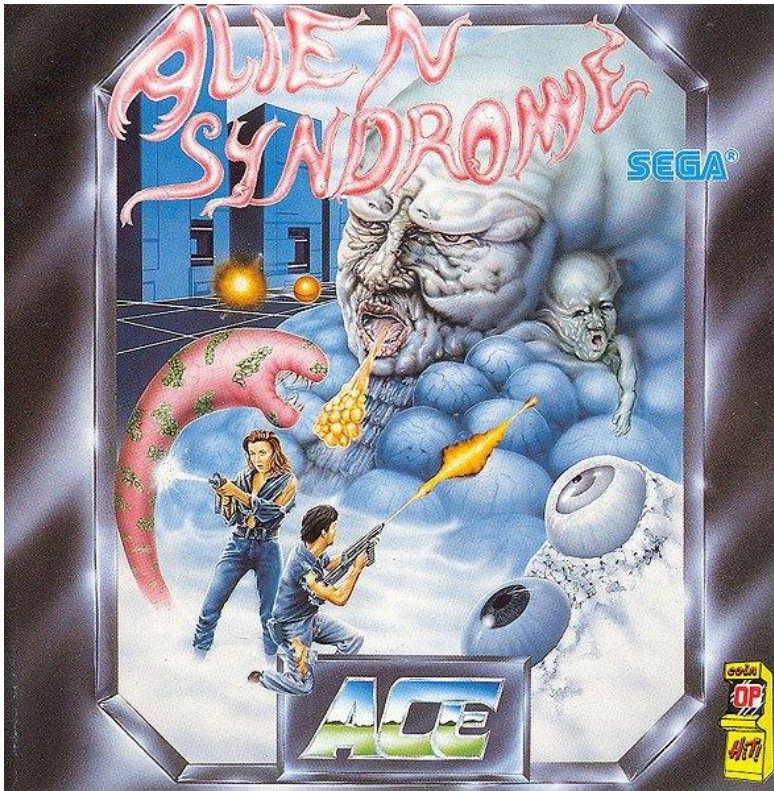
£19.99 ACE / Dev: Softek International

[8/10 – simple, fun blaster this is up there with the best]

Aww man, this was part of that Sega Smash Hits compilation box I used to own back in the day (see pic bottom right).

The compilation was my favourite of all time and had many gems within it, but it this was this one I think I played the most. Based on the little known Sega arcade game, it was basically Aliens, but with worm like jelly beans to shoot. All this, as you frantically ran around the space station rescuing all the hapless people caught in the Alien goo, and then escape before the timer ran down, only to then find yourself hurled in a great boss battle.

In many way this was an early Alien Breed and I am sure Team 17 must have been inspired in some ways by the game. Overall the graphics maybe simple (but then so is the arcade game) but this is a solid port and great fun as a 1 or 2 player game.





Alien World (1992)

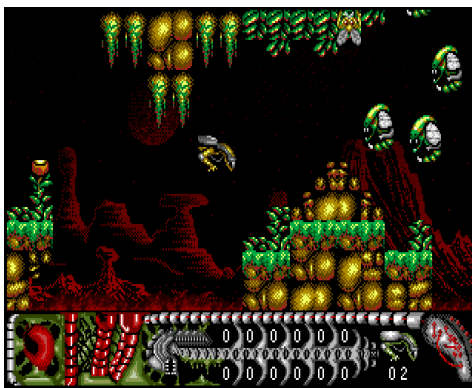
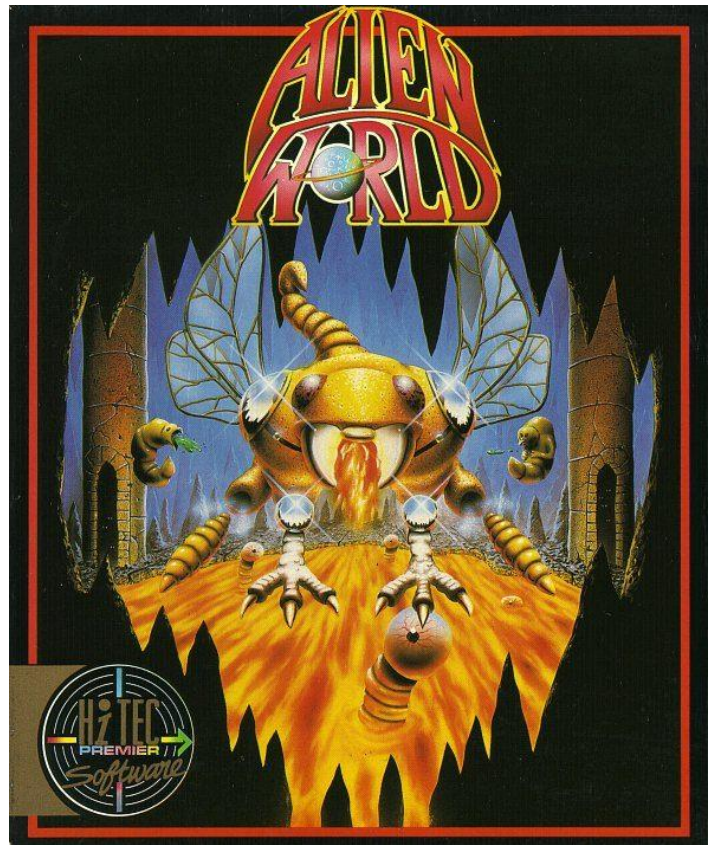
£12.99 Hi-Tec Software /

Dev: Pal Developments

[5/10 – Enjoyable, budget, horizontal blaster]

AA : 71% - 'Scrolling is slow and the action isn't frantic enough. Alien World falls into an average, non-spectacular bracket.'

Who'd have thought it, hey? A Hi-Tec game not based on a Hanna Barbera cartoon, but here it is. You have to feel sorry for the guys at Hi-Tec given impossibly tight deadlines, they were expected to churn out budget games in an endless factory line of titles. Considering this they really did churn some half decent games really. Alien World, by the same developers who did Hi-Tecs best game, Scooby Doo and Scrappy Doo, have produced quite an enjoyable horizontal blaster. Sure its not going to win awards and the winged creature losing height constantly meaning you have to constantly re adjust frustrates a little. But overall its an enjoyable little budget blaster and a worthy diversion.

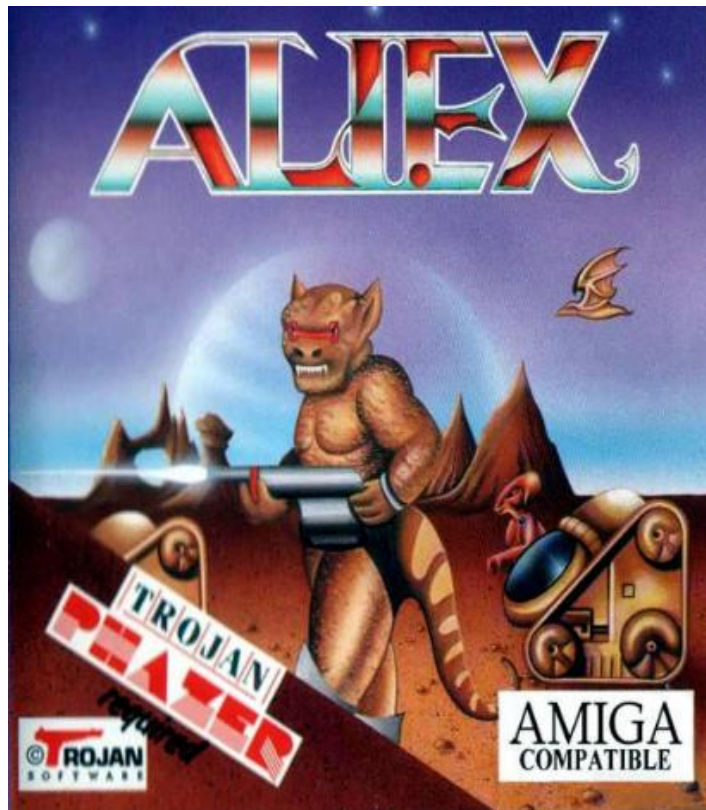


Aliex (1992)

£24.99 Trojan Software / Dev:
Software Creations

*[5/10 – basic and fun, does
need gun to play]*

There was only a handful of games released that would work with the Trojan phaser. Of them this was definitely the best, being a simple shooting range for you to blast away at the aliens. The game has nice graphics throughout although not amazing gameplay is more than enough for you to have some light gun blasting action. A basic shooting range game, that is sadly difficult to play today, unless you have a CRT TV and the gun peripheral.



All New World of Lemmings (AKA Lemmings 3) (1995)

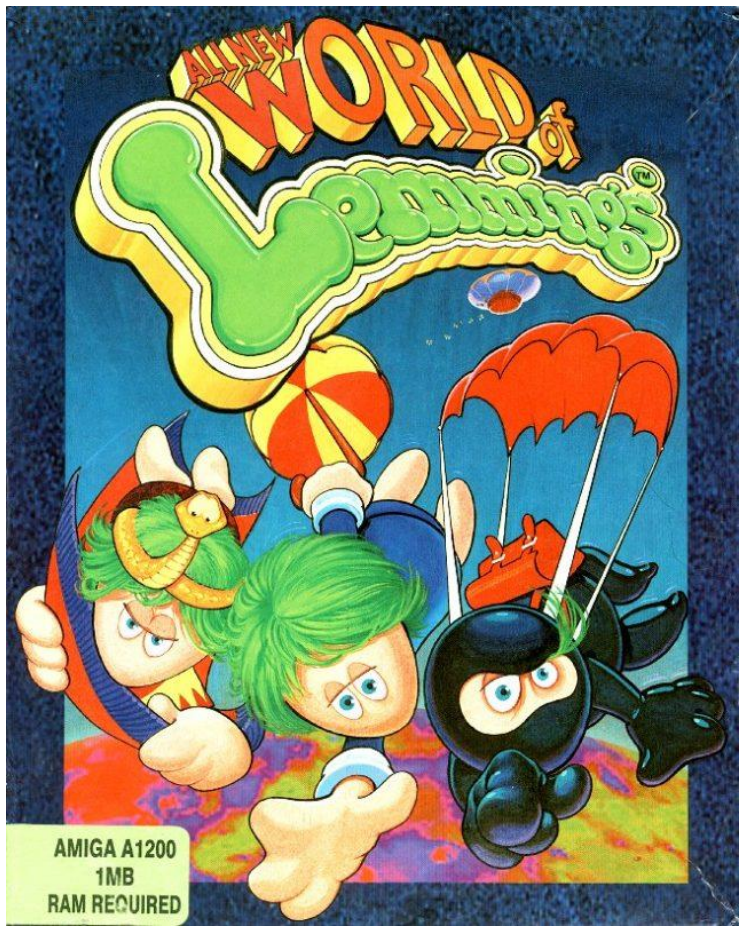
£29.99 Psygnosis /

Dev: DMA Design

[8/10 – Great puzzler in the Lemmings series]

O : 89% - 'there are now only three Lemmings tribes instead of 12. Actually, that's not quite true; there are 12 tribes, but only three show up in the game. You see Psygnosis is intending to bring another three updates for the game, starring the Highland, Future and Sports tribes we all know and love. To me this seems a bit of a con, but to counter it there are 30 levels in each tribe. So, it depends on how much you love the variety'

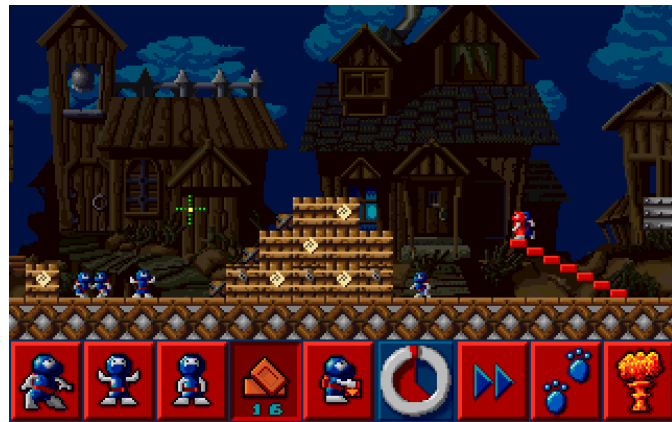
AP : 50% - 'If this is the direction in which the Lemmings series is heading, its difficult to see how it's going to survive. Incredibly, practically all the good things about Lemmings 2 have been thrown away in favour of the fussy, deliberate stupidities of the original. Some clever ideas can't save it. Lets cross our fingers for the forthcoming Paintball Lemmings, eh?'



AC : 88% - 'Psygnosis have come up with an emotion-filled puzzler that will delight any Amiga gamer with a fondness for those suicidal, green-haired Lemmings who just don't seem to go away.' extra tools and larger command boxes. Good luck to them.'



CU : 88% - 'once people see this I wouldn't be surprised to see the whole Lemmings phenomenon pick up again and deservedly so because this game is definitely the best so far.'



AA : 87% - 'The question remains however – how much longer will people keep forking out their readies for these tiny geezers? The first instalment isn't too bad though there's some pretty testing stuff for these three tribes to plough through.'



AF : 70% - 'you might have concluded that I, Stephen Nomiddlename McGill didn't like this game very much. And you'd be right, I hated it. But in terms of objectivity and professional reviewer-ship, it has to be admitted that it isn't a terrible game. In fact many Lemming converts are going to love the various changes such as the inclusion of animals, then extra tools and larger command boxes. Good luck to them.'





They're back!

Lead three Lemming Tribes

- Egyptian, Classic and Shadow

- as they attempt to tame new homelands.

Featuring 90 levels of enhanced Lemmings gameplay, larger Lemmings in crazy costumes, new objectives and, for the first time, bad guys to be confronted!

Ils sont de retour ! Conduisez trois tribus de Lemmings (égyptienne, classique et ombrée) à la conquête de nouveaux territoires. 90 niveaux de jeu amélioré, des Lemmings plus grands aux costumes complètement fous, des objectifs nouveaux et pour la première fois, des ennemis à affronter !

Sie sind wieder da! Drei Lemmingstämme

- aus Ägypten, der Antike und dem Schattenland

- brauchen auf ihrer Suche nach einer neuen Heimat eine führende Hand. 90 neue Lemmingrätsel mit noch mehr Spielspaß, größeren Lemmings in lustigen Kostümen, neue Aufgabenstellungen und erstmals gefährlichen Gegnern!

"Sono tornati! Guidate le tre tribù di Lemming

- gli Egiziani, i Classici e gli Ombrati - nel loro

tentativo di colonizzare nuove terre. Con 90 livelli

di gioco migliorati, Lemming più grandi in costumi

sempre più bizzarri, nuovi obiettivi e, per la prima volta, dei cattivi da fronteggiare!"

¡Han vuelto! Dirige a tres tribus de Lemmings

- del mundo egipcio, clásico y de las sombras

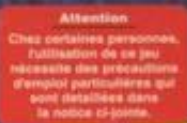
- en su misión de exploración y conquista de nuevas

tierras inhóspitas. All New World of Lemmings presenta

90 niveles de juego aun más divertidos; Lemmings más

grandes ataviados con sensacionales atuendos y, por

vez primera, malos a los que enfrentarse.



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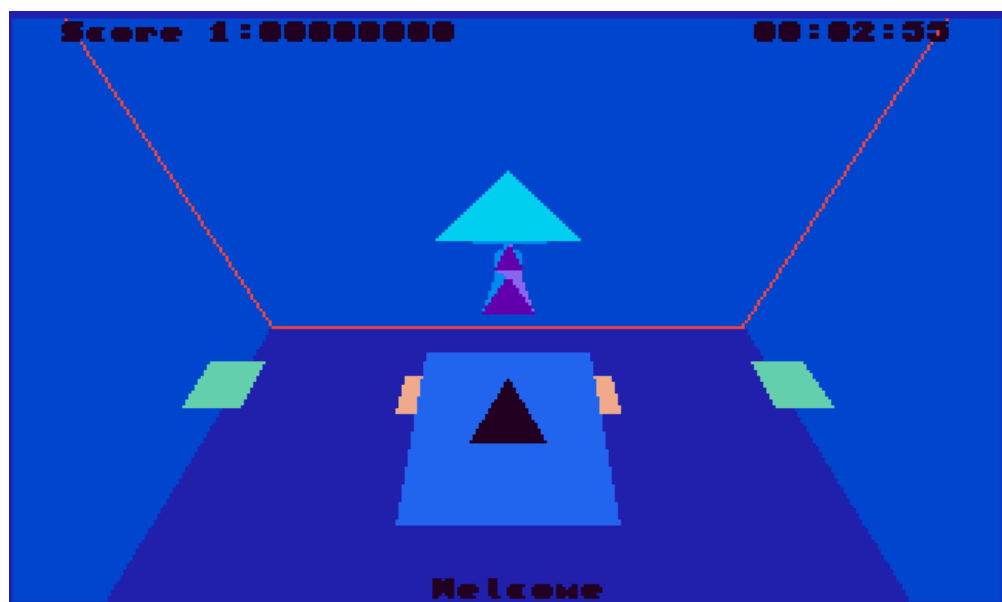
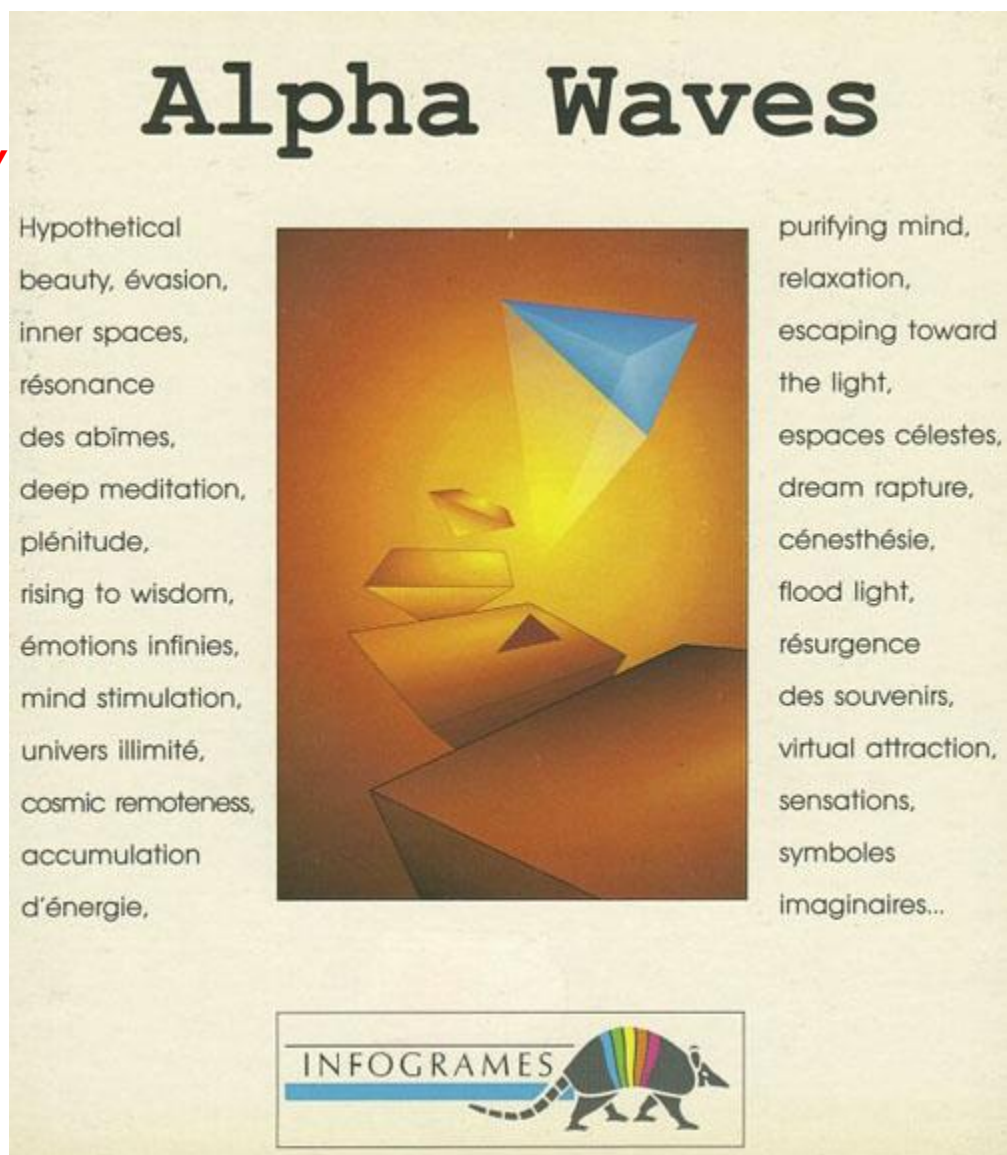
PC Screen shots © CIMA Design production presented by Psygnosis.

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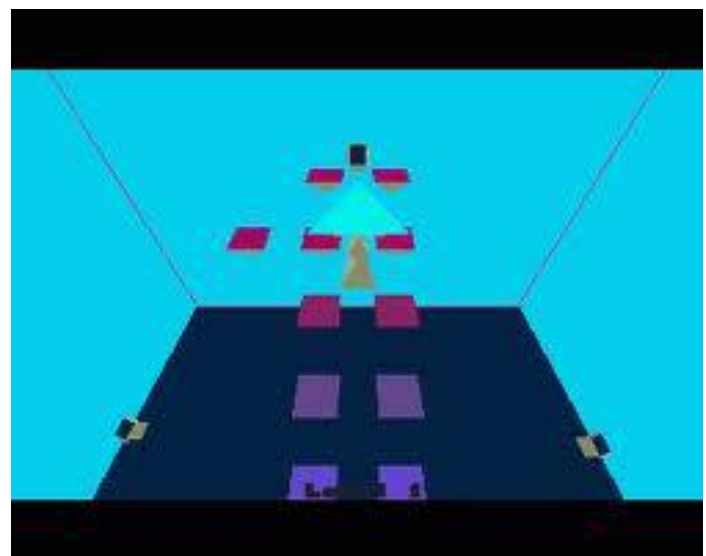
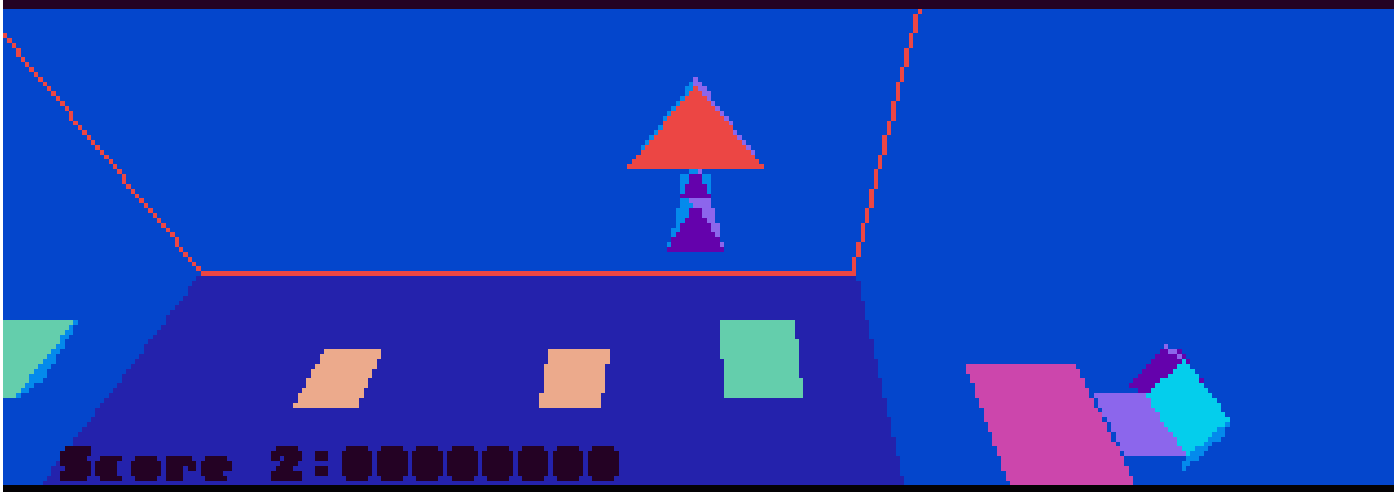
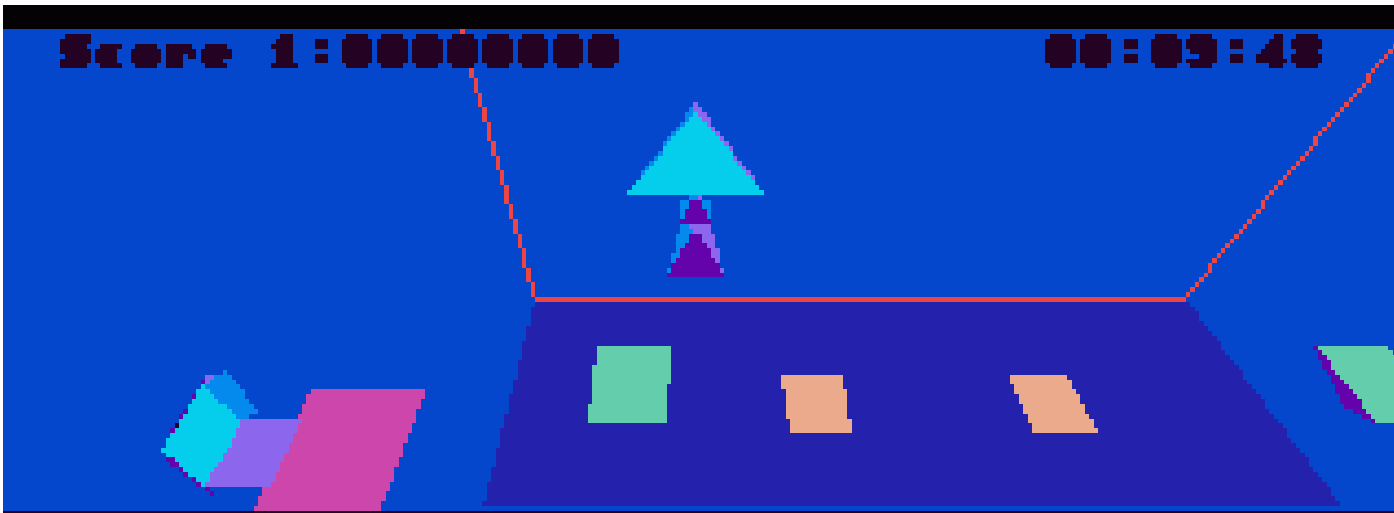
Alpha Waves (1991)
£25.99 Infogrames
*[5/10 – Weird ,
simple, but strangely
compelling]*

AF : 70% - 'Alpha Waves still stands out as a weird 3D game. You control a polygon top which is viewed from behind. Hanging in 3D space are coloured trampolines, which form a trail to an exit. You have to bounce the top out of the exit. With a 'fire' thrust control the entire world is rolled around using the joystick, which behaves like a drunken camera, pivoting and then righting itself. The only constant from which your relative position can be judged is a light sourced shadow. Very good to watch, it follows very much in the footsteps of E-Motion and Vaxxine.'



AP : 60% - 'A great bit of French fluff. Great to come back to, but far from compulsive (and by no means essential).'

Strange game this (Its a French game, so its a given :-). Bounce from trampoline to trampoline, using your thrust, until you get to the exit. If miss a jump then is find a trampoline on the floor and start climbing again. That's it basically, the 3D is nice and smooth and the whole game is strangely compelling, with it all be so sedate and weird. Worth giving it a play and bathe in all that lovely French game weirdness.



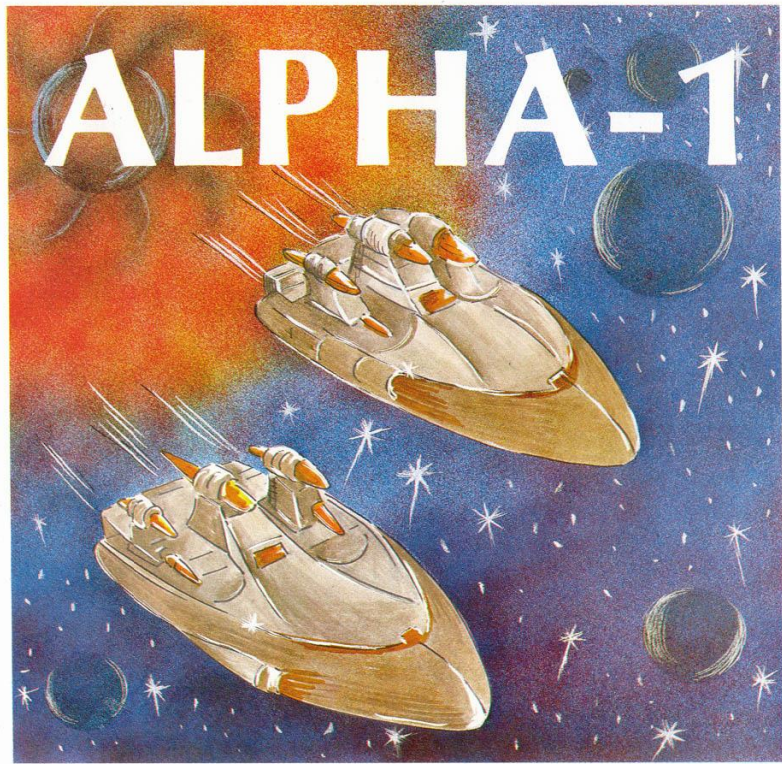
Alpha-1 (1988)

£???.?? ECP

[5/10 – Half decent, R-Type clone, but slower.

Actually a bit of fun really]

I had never heard of this game before. It's basically a basic horizontal shooter, R-Type clone which runs at a lot slower pace. Its a rock hard game that will eat away at your lives in no time. All in all a very basic shooter, that never the less remains a bit of fun to play.



ECP
Entertaining
Australia

AMIGA



Altered Beast (1988)

£24.95 Activision /

Dev: Software Studios

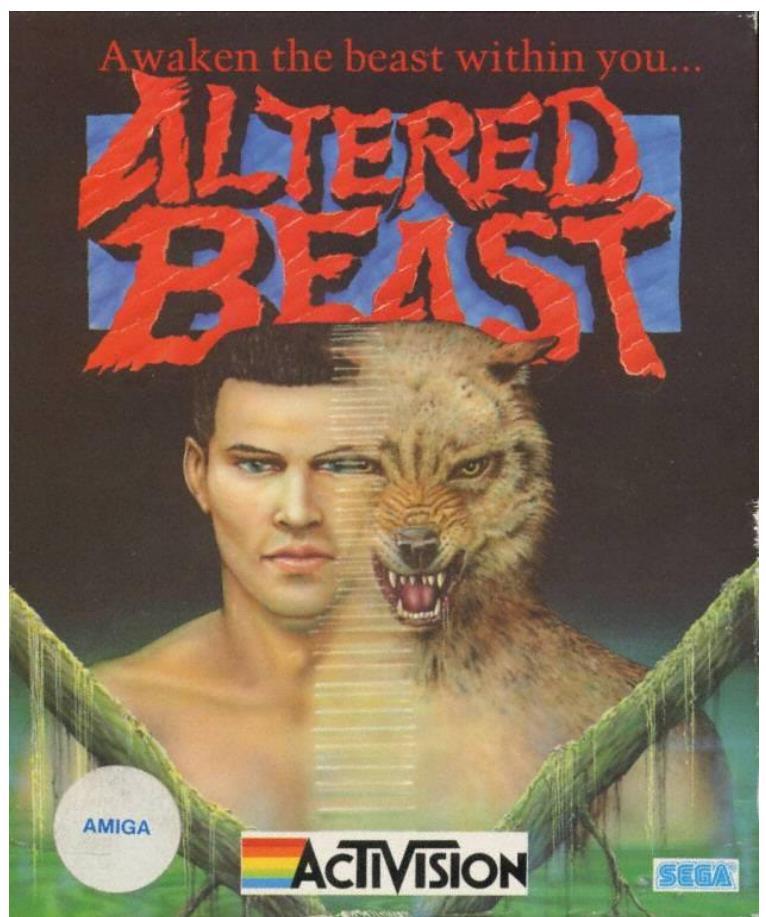
[4 / 10 – *Mediocre port of a dull arcade game*]

CU : 87% - 'All things considered with the difficult nature of the conversion, Activision have done a sterling job in retaining all the original features – and the two player mode makes for a very neat conversion.'

ACE : 825 / 1000 – 'This game is probably at its best when the two-player option is selected, but if you play on your own you should still find yourself making some headway after a little practise. If you don't like beat-'em-ups then there is not much here to interest you. If you enjoyed the arcade original, however, then you will not be disappointed by Activision's effective conversion.'

AC : 82% - 'someone could have done a better job of the graphics. Nevertheless, it is sufficiently playable to warrant investigation.'

CVG : 69% - 'All the features of the arcade game, but the gameplay is slow and the controls are sluggish.'



ZZ : **68%** - 'A good conversion of a mediocre coin-op.'

AP : **54%** - [R] 'Okay if you are really desperate for a beat-'em-up and you've already got Final Fight, but otherwise don't bother.'

AA : **40%** - 'This is no more than a laborious beat-'em-up that requires very little skill and plays like a brick.'

AF : **33%** - 'below average game that fans of the original will sadly be disappointed with.'

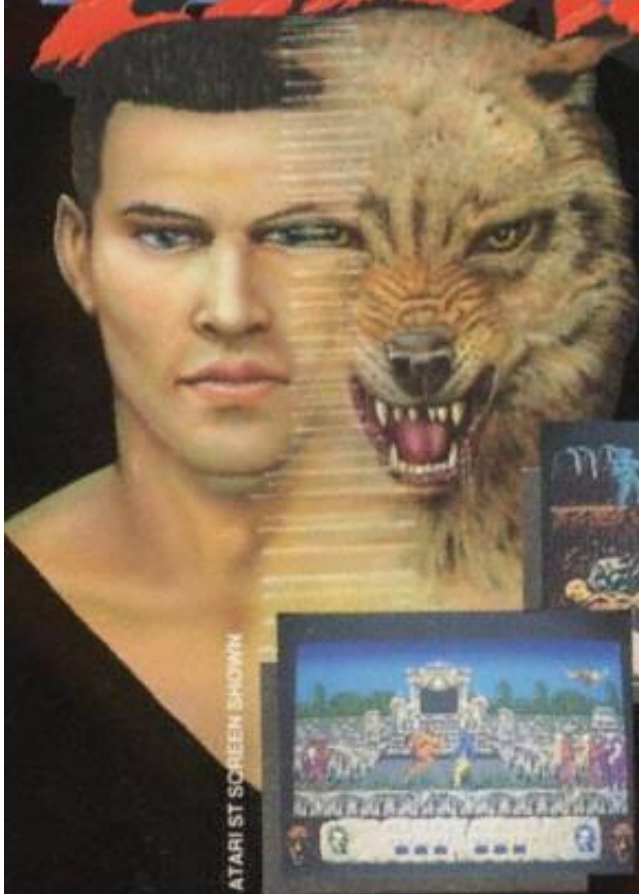
GX : **1.5 / 5** - 'If you like your games slow, uninteresting and boring then this is the one for you. Otherwise you'd be a lot better off looking elsewhere'

I was never much of a fan of the arcade original, finding it little more than Karate Champ in new Emperor clothes, so dull repetitive gameplay. The one (and only) thing the arcade had going for it was the lush graphics. So when home ports came along and they couldn't recreate those graphics, that just left the uninspiring gameplay, and the poor game began to show through the cracks. In summary the Amiga game is a mediocre port, of a dull arcade game, and so really only for those who fondly remember playing this port back in the day...For the rest only the Arcade game itself is the one worth playing.



Awaken the beast within you...

ALTERED BEAST



ATARI ST SCREEN SHOWN



Zeus has called upon you!
Only a brave and fearless warrior can save his beloved daughter Athena, from the cunning clutches of Nef, evil Lord of the Underworld.
Risen from the grave, you are presented with Supernatural powers beyond this world. Collect the 'mystical' spirit balls and transform into an awesome array of creatures – as Strongman, punch and kick harder than ever before, as

WereWolf and WereTiger rip the flesh of the demons of hell and as Bear, knock out your enemies with one bad breath!

You hear the distant cries of the beautiful Athena and as the terrors of the Underworld tighten their grasp, the beast within you rises to face the final battle!!

Marketed and distributed by Activision (UK) Ltd.

 **ACTIVISION**



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Altered Destiny (1991)

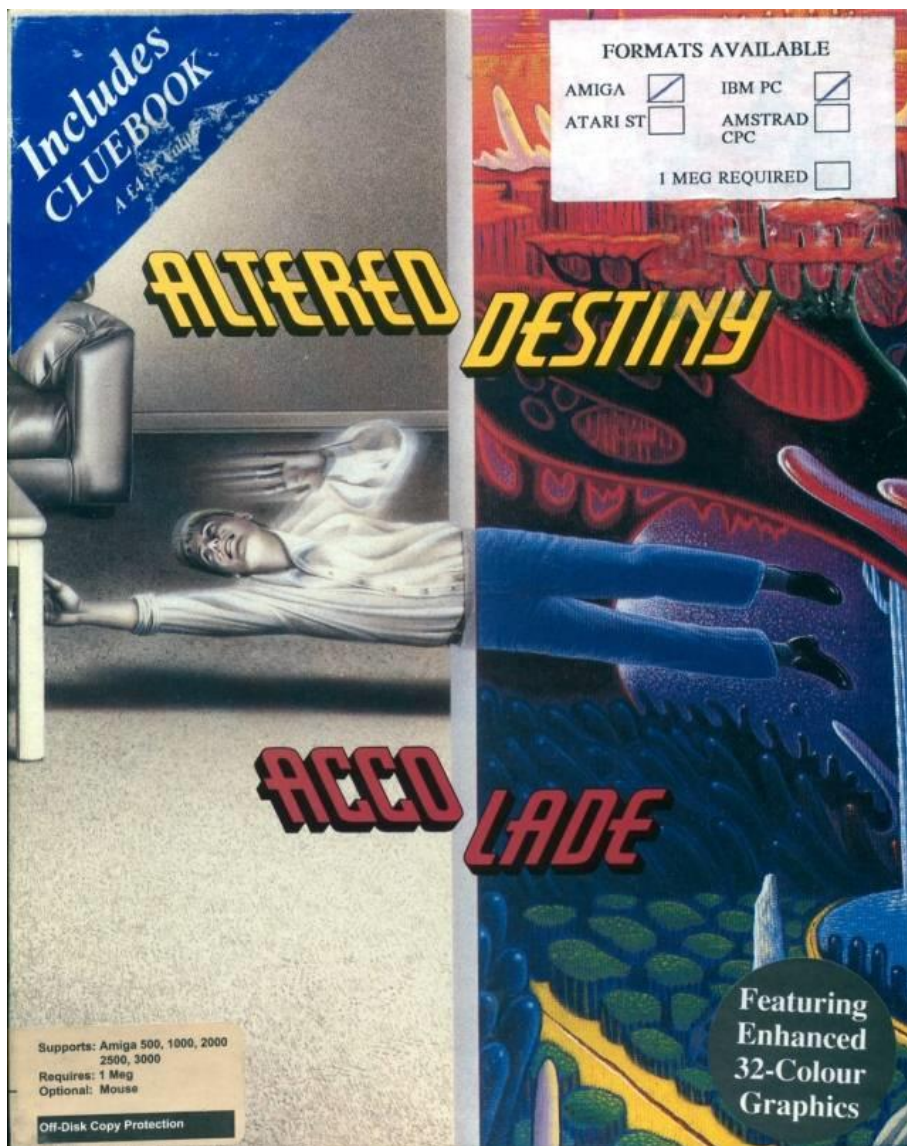
£29.99 Accolade

[4 /10 – *Not a bad adventure, but its all far too slow*]

CU : 87% - 'this is an old-style graphics adventure with enhancements, and for that reason it will only appeal to the type of person who reckons 'they don't make them like they used to'. Others will breathe a sigh of relief.'

AP : 73% - 'Nothing new – and if you'd shown it to me five years ago I'd of said the same thing – but as it's as absorbing as these big American graphic adventure quest games always are.'

AF : 54% - 'Monkey Island kept the pace up, Altered Destiny shoots itself in the foot'. [sic]. Buy Monkey Island Instead!



The first thing strikes you with this game, is that the game takes blimin' ages to load, with you going through three disk swaps without even reaching the game. The second thing that hits you is how painfully slow it all is, with going to a new screen a minute wait at least and the main hero, walks slower than an old arthritic snail, taking it easy. But (and its a big BUT) if you can handle all of this slow pace then the adventure isn't half bad, kind of being like a Space Quest game. Play if you have lots of time to kill and run out of adventure games to play.



"...will push the envelope of adventure gaming!" — Computer Gaming World

One minute you're just a guy eating nacho-flavored popcorn. The next you're sucked through a TV into a fantastic alien world filled with exotic landscapes and life-forms. ▶ Welcome to the surprising new destiny of P.J. Barrett. ▶ Follow P.J. through a marvelous universe of acid pools and frags, quirts.

An Animated Graphic Adventure™



Our Hero, P.J.



Weird Woods

THIS DEFINITELY ISN'T KANSAS.



Isle of the Diviner



The Boiling Pits



Align the Metal Sheper



Order of the Jewel



Canyons of Fear

and hubboxes, and floaters. There's a deep mystery here that only he — with your help — can solve. Put away the reality you've known. You won't be needing it on this trip. ▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶
Written and designed by Michael Barry, Creator of *Infernal* and *Suspended*, Author of *The Eternal Enemy*.

Actual game screens from IBM PC/MOGA version of the game. Other versions may vary.
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The best in entertainment software.™

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ALTERED DESTINY
AMIGA



5 020622 003031

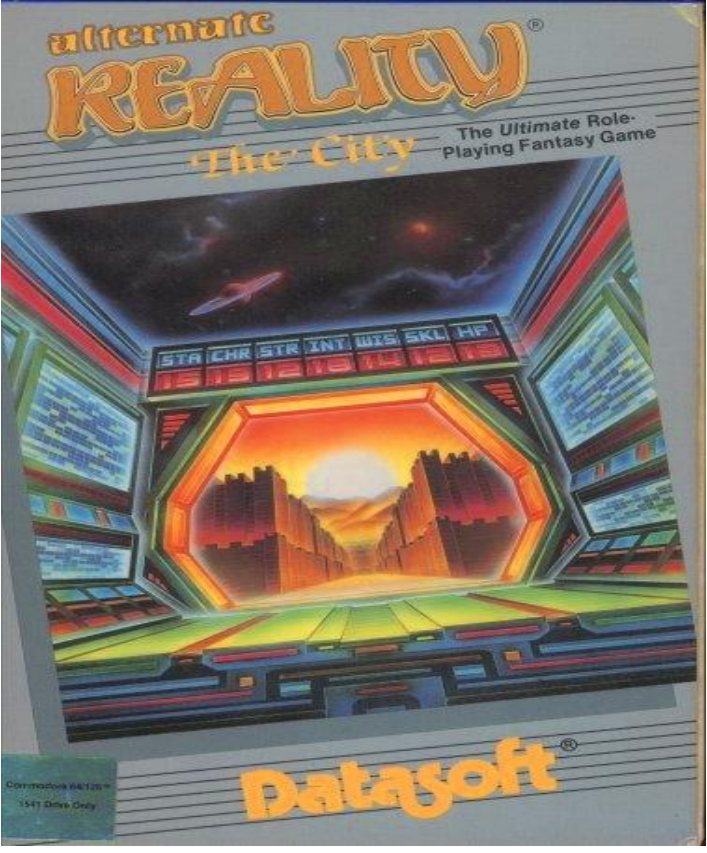
Alternate Reality : The City (1988)
£19.99 Datasoft /
Dev: IntelliCreations
[4/10 – Old school C64, 8-Bit RPG, stuck on the Amiga]

AA : 71% - 'Scrolling is slow and the action isn't frantic enough. Alien World falls into an average, non-spectacular bracket.'

ACE : 749 / 1000 – 'Indifferent graphics are not really relevant in this case, where the gameplay is all, yet they do affect the initial appeal.'

YA : 71% - [summarised]
 'There are three main problems... Mapping in 3D is tough and secret doors are impossible to spot.. At start of game you will keep dying and be frustrated, finally there are lots of areas where access is denied (this is because additional extra modules are planned to be sold).'

GM : 70% - 'The City will obviously appeal to RPG enthusiasts. Whether it will succeed with a wider audience is open to question however.'



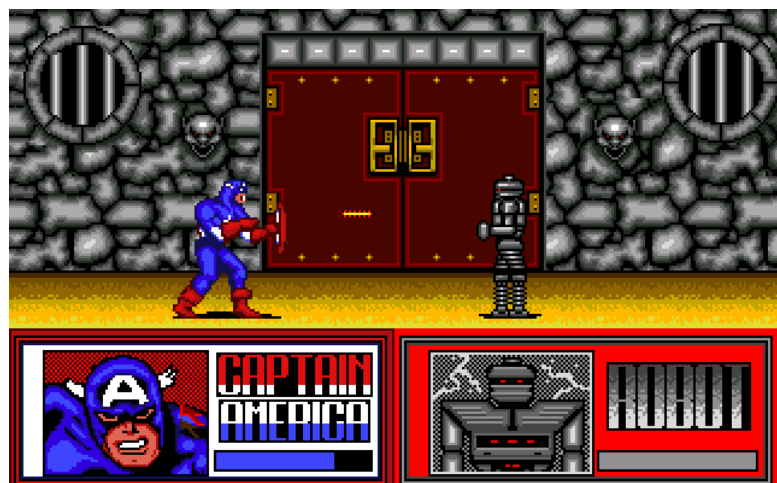
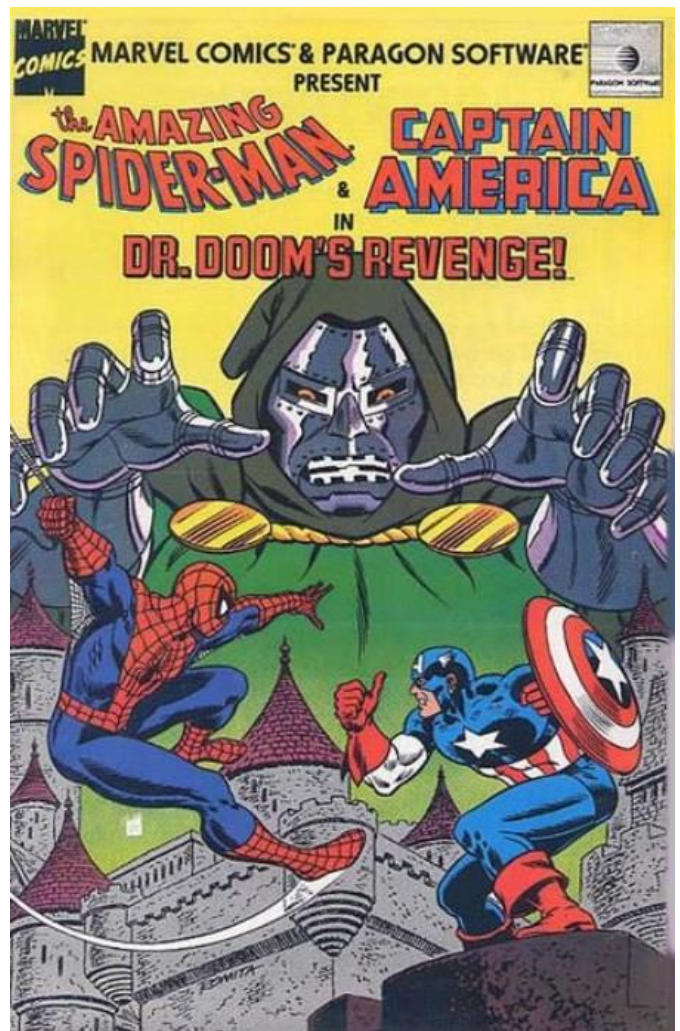
Port of a C64 RPG game, and it really shows. By 1988 the Amiga had already been graced with Dungeon Master and against that game this looks terrible. But if you loved the C64 game and want to see a better version with quicker load times, and none of the double sided tape faffing around, then this is the game port for you.

Amazing Spider-Man and Captain America in Dr. Doom's Revenge! (1988)

£19.95 Empire / Paragon Software
[2/10 – Waste of a great license with bad animation, a dull game]

AA : 43% - 'In all my time as a games reviewer, I cannot remember seeing a game as decidedly average as this. Whilst the graphics are passable and instantly recognisable, the character animation is diabolical. Both Spidey and Captain America limp around like Quasimodo, and coupled with scrolling an 8-bit owner would wince at, any interest sparked by the intro screens is killed. The gameplay consists of very limited fighting and jumping moves, and I reckon reading the free comic that comes with the game will last you longer than playing it.'

I think the Amiga Action review summary above, summed it up nicely. A really badly put together game that isn't worth your time. Look at Amazing Spider-Man below for a far better super hero game.



DR. DOOM'S REVENGE!

List of Super Villains
* GREY GARGOYLE
* HOBGOBLIN
* EDUARD LOBO
* SATROC
* RAFFIA
* MACHETE
* ELECTRO
* BOMB
* GOOGALL
* BOOMERANG

The evil genius Dr. Doom has stolen a U.S. Nuclear missile, and now threatens to detonate it over New York City if his demands aren't met.

In this unique, interactive comic-book arcade game, you guide Spider-Man and Capt. America through Dr. Doom's fortified castle, where danger lurks in each corridor. As Spider-Man, you'll scale walls and spin webs; as the super-soldier Capt. America you'll learn just how useful the famous star spangled shield can be. Together, Spider-Man and Capt. America will need all their skills and special powers to stop Doom.

But Dr. Doom is not alone, he has created an army of robotic guards, and assembled the most formidable group of super villains ever. You'll have to face the lightning blasts of Electro and the exploding Jack-O-Lanterns of the Hobgoblin. You'll have to dodge the deadly charges of the Rhino and evade the razor sharp blades of Machete. Should you survive all this, you'll then face Doom himself — a madman obsessed with revenge!!

Game features include ...

- ★ Over thirty challenging arcade sequences, with varying levels of difficulty from novice to expert!
- ★ Each character takes advantage of his own individual combat techniques and weapons!
- ★ Realistic sound effects and an exciting musical score!

MARVEL
COMICS



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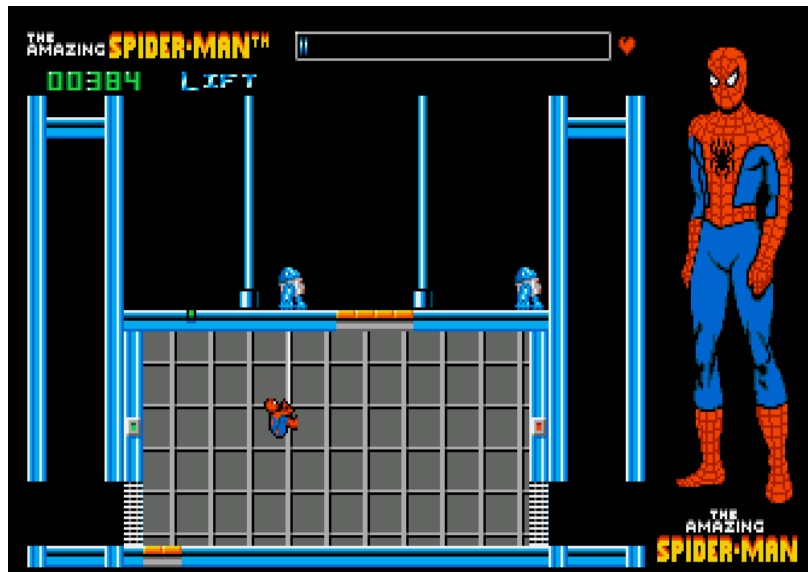
EMPIRE SOFTWARE - 4 THE STANNETS - LONDON NORTH TRADE CENTRE
BAGLON - ESSEX - SS15 8DU - PHONE (0294) 541126

Amazing Spider-Man (1988)
£24.95 Empire / Dev: ODE
[5/10 – C64 game port of a
weird use of a licence]

AF : 77% - 'The characters though small, are tolerable, the puzzles are solvable and progress possible. It's packed full of intricate switching, jumping and webbing manoeuvres..[sic]..Spider-Man is no revolution, just a cracking platform puzzle challenge that can hold it's masked head high with pride.'

AF : 74% - 'One thing you can say about Spider-Man is he is small, very small. Fortunately, the size of our super hero does not detract from what is a very competent platform game.'

ZZ : 74% - 'Uhm a dull C64 game really.'



After the travesty that was Dr Doom's Revenge! Empire decided to have another stab at the license. This time, things concentrate just on every ones favourite web slinger. This game is a lot better but still only average. The main problem is how ricolous it all looks with Spidey just a tiny little sprite on the screen and clambering over everything. I could hear my Marvel fan, comic book heart scream out. But if you can get past this and forget Empire have screwed over the Marvel license again, then there is a little fun to be had.

The game is simplicity itself walk on all the furniture and up the walls and avoid bad guys, press switches to open doors, so allowing you to go in other rooms and so it all again. Actually some of the puzzles are a little more than that, but you get the idea.

All in all an average C64 port that hasn't been changed enough for the Amiga machine. Still, try to see the game as a Spider-Man parody and there is some enjoyment here to be had.





the AMAZING SPIDER-MAN

The evil Mysterio™ is a master of illusions and Hollywood special effects. When he lures Spider-Man® into a movie studio to rescue Mary Jane Parker™, he has Spider-Man right where he wants him!

Spider-Man is fighting on Mysterio's turf — six movie sets packed with robots, electrified floors, doors that aren't really there and walls coated with a chemical that keeps Spidey's webs from sticking! Mysterio has even turned gravity upside-down and sideways in some of his scenes!

Spider-Man needs your help to stay alive and figure out the series of switches that turn Mysterio's tricks on and off. Your goal is to guide Spider-Man to the studio's executive suite where Mysterio is holding Mary Jane.

- Spidey walks, crawls, climbs walls and ceilings, shoots and swings from webs, and uses his famous "spider-sense" to avoid danger.
- Over 250 screens packed with action.
- Strategy and surprises in every scene!

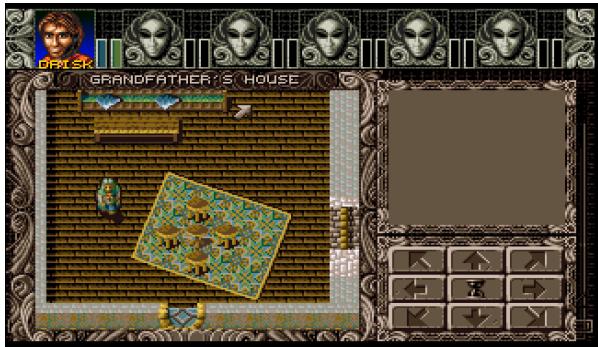
PARAGON SOFTWARE™



Ambermoon (1993)

£34.99 Thalion

[9/10 – Very impressive RPG game, with wow 3D.]



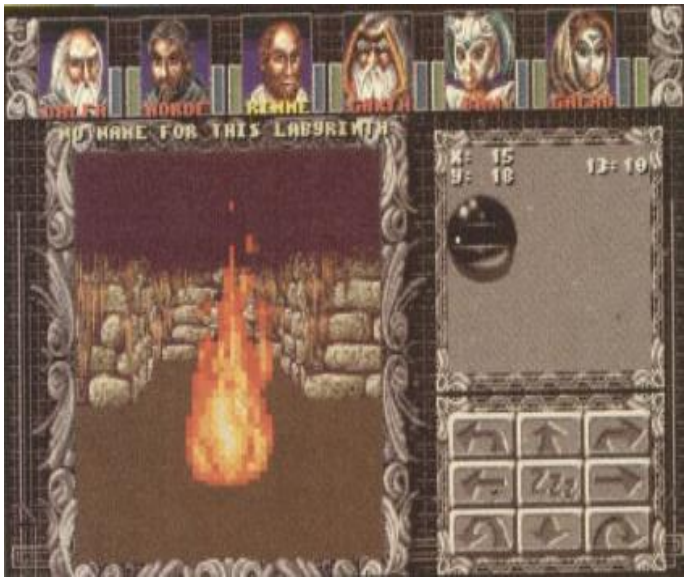
O : 84% - 'graphics are excellent – remarkably reminiscent of those in Flink. Or unremarkably, when you learn the same people were involved. Although I was looking forward to 'dissing' it somewhat, I have to concede that Ambermoon is – even after all this time – one of the best RPGs around.'

AC : 81% - 'If you don't possess a hard drive, Ambermoon will probably drive you insane through disk swapping. That aside, Ambermoon is a classy romp in times of old, and a must for lovers of hacking and slaying.'

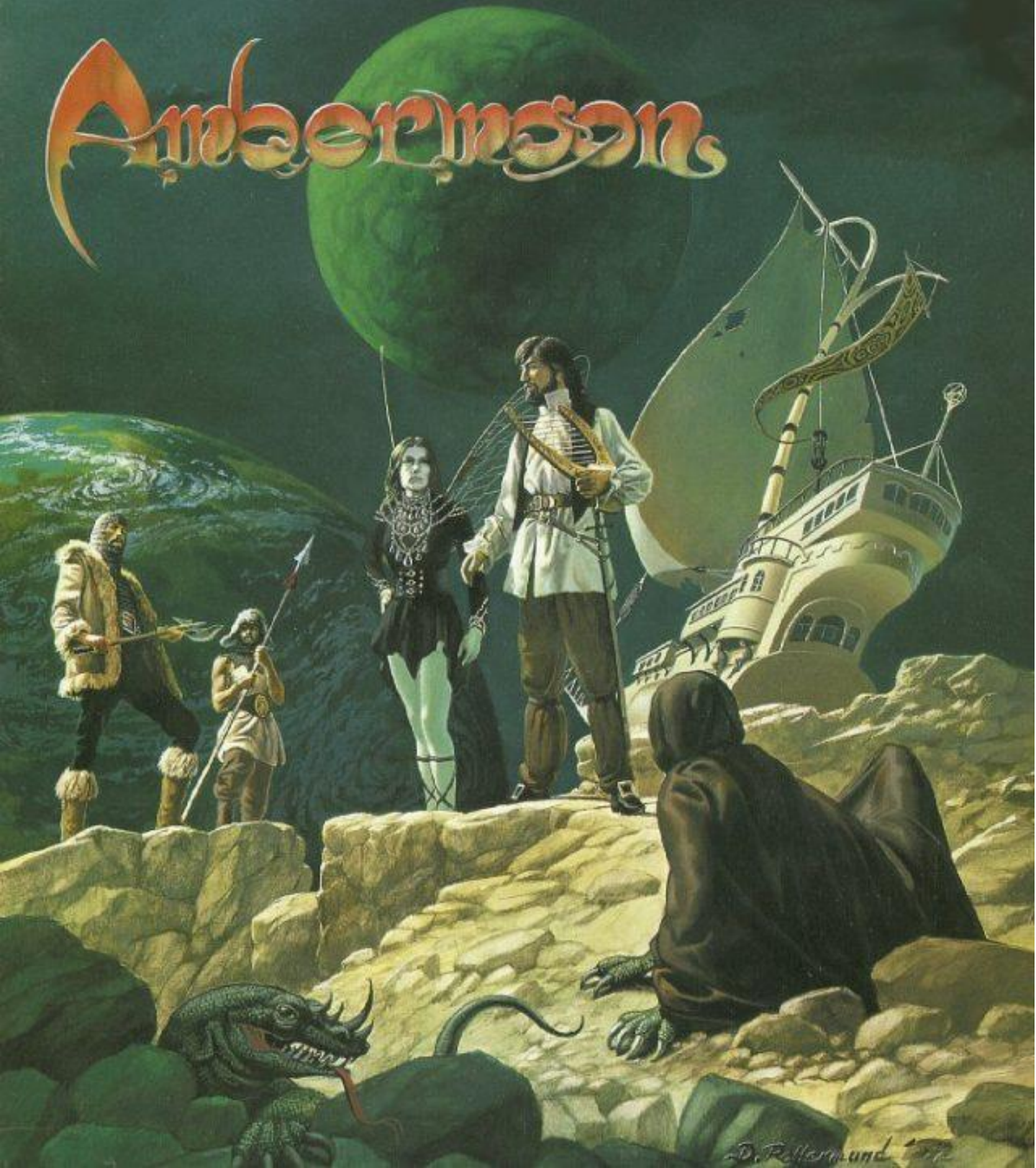
AF : 79% - 'A truly beautiful game that could have offered some trend-setting features, but unfortunately didn't.'



Cor blimey... 9 disks, 10 if you include the save disk you have to create to play. This is definitely one to play on the hard drive.. even emulating 4 disk drives still involves a stack of disk swapping. Still if you do get this working and willing to put some time into it this game will richly reward you with a great storyline and very impressive graphics. The game shows a mix of Zelda like overhead viewpoint, but its when you enter a town or dungeon that it really knocks your socks off. These in smooth 3D, really add to the immersion and you make your way around and was I believe a first for texture mapped 3D to show on the Amiga.



Ambermoon



Amberstar (1992)

£29.99 Thalion

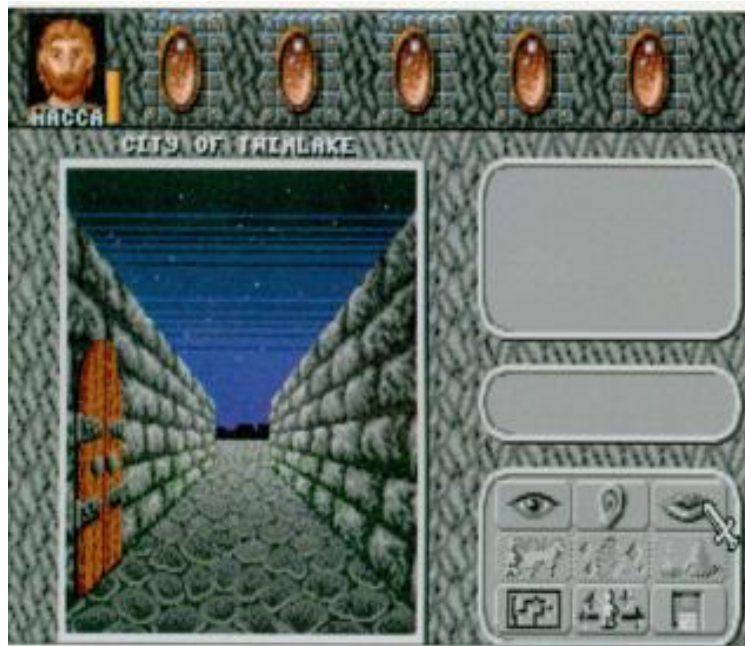
[8/10 – Good RPG but for RPG veterans only.]

AA : 91% - 'a dream come true for RPG fans, especially if you have no hard drive. Sound, graphics and playability can't be faulted and the size of the game isn't in question. You'll be playing this until the Dragons come home.

AF : 81% - 'lose sight if casual players or beginners who need an initial 'pow' factor'

O : 78% - 'Amberstar isn't going to appeal to everybody – although with a little more design forethought it might have well done – but ardent RPG fans should easily get their money's worth out of it.

CU : 65% - 'There is plenty to do in Amberstar, unfortunately most of it is very repetitive. It is a game to be played by people who enjoy sprawling, to-ing and fro-ing games which take a long time to get into and get satisfaction out of.'

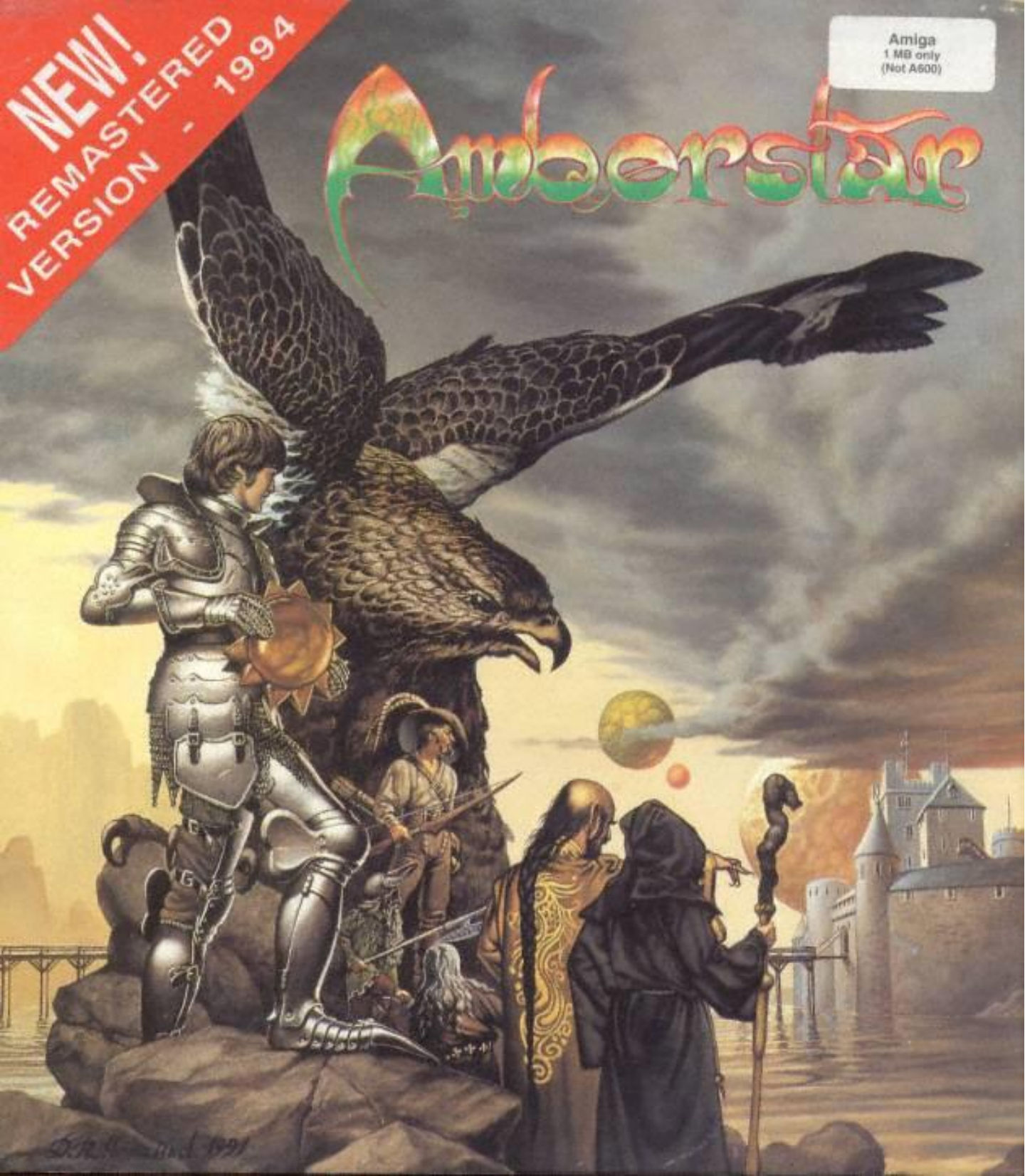


Amberstar is an impressive old skool RPG game and one of the best on the Amiga. But be warned you need to install to your hard drive as the disk swaps really annoy here. Also this is not a casual RPG game, which means you have to put a lot of time into this game to really get immersed and enjoy the story.

NEW!
REMASTERED
VERSION - 1994

Amiga
1 MB only
(Not A600)

Amberstar



Amberstar

AMBER STAR



5 024991 000004

AMIGA

Thalion, the innovative developer of fantasy role playing games, presents AMBERSTAR, the follow up to the successful epic DRAGONFLIGHT. Part one of the AMBER trilogy is set One thousand years ago, when the world of Lyracion was almost

destroyed by a mortal man. A man who had combined his mortal being with a demon lord; Lord Tarbos, God of chaos. No one could match his power, until the twelve magicians, using the magical amberstar, cast a great spell, forever banishing Tarbos to

the third moon of Lyracion. Now the danger has returned. The black magus Marmion is trying to free Tarbos from his eternal prison, and has commenced the long ritual. No one realises the great danger that threatens Lyracion, no one but you!



Travel through the world of the Amberstar, exploring the planet of Lyracion, and interacting with its inhabitants. Encounter fierce warriors, gruesome monsters, fabulous treasures and ingenious puzzles. Your intellect and ability will be tested to the full, in your quest for the fabled AMBERSTAR.



AMBERSTAR is a classic role playing game, of enormous size.

AMBERSTAR FEATURES:

- Captivating storyline
- Over 150 maps, both bird's eye perspective and 3D dungeons and cities
- Intelligent automapper with automatic saving
- Complex dialogue system with many characters
- Three spell classes with a total of over 90 spells
- Over 1.5 MB of superb graphics
- Atmospheric musical score
- Harddisk installable
- Uses all available memory (at least 1 MB required)
- Includes large full color map of Lyracion



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Amegas (1987)

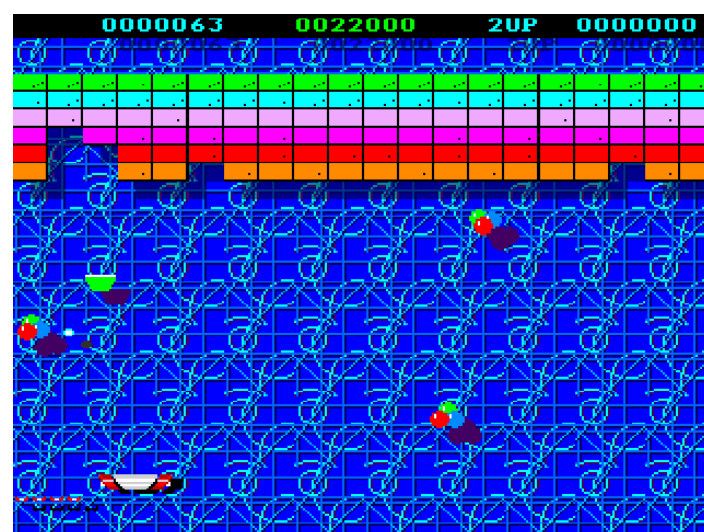
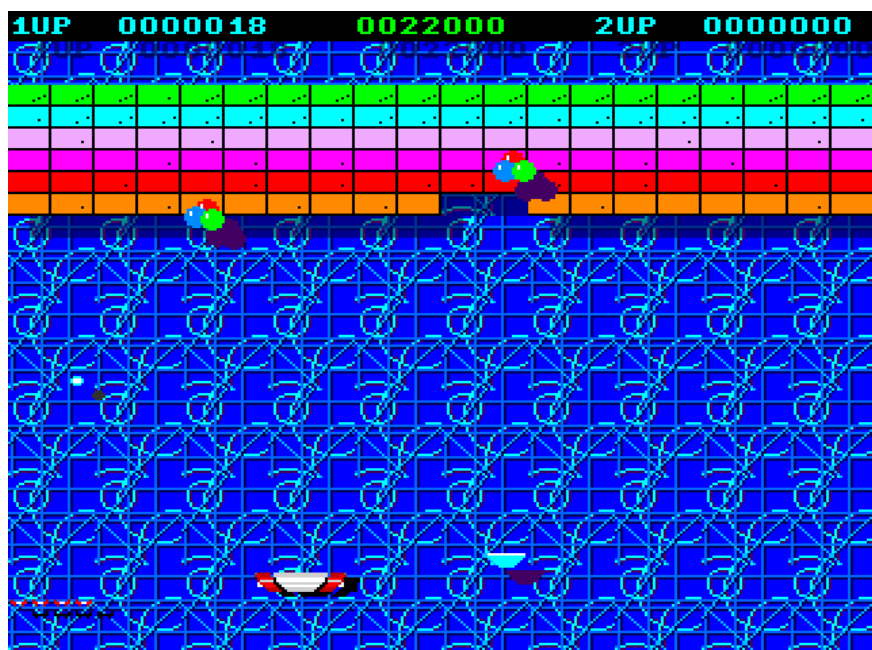
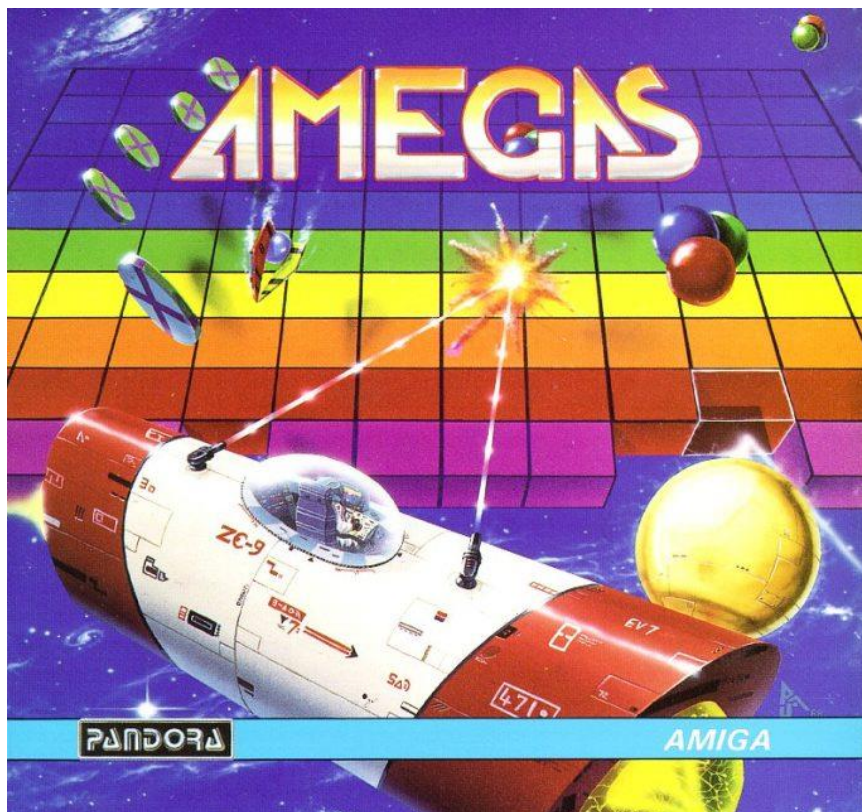
£24.95 Pandora /

Dev: ReLine

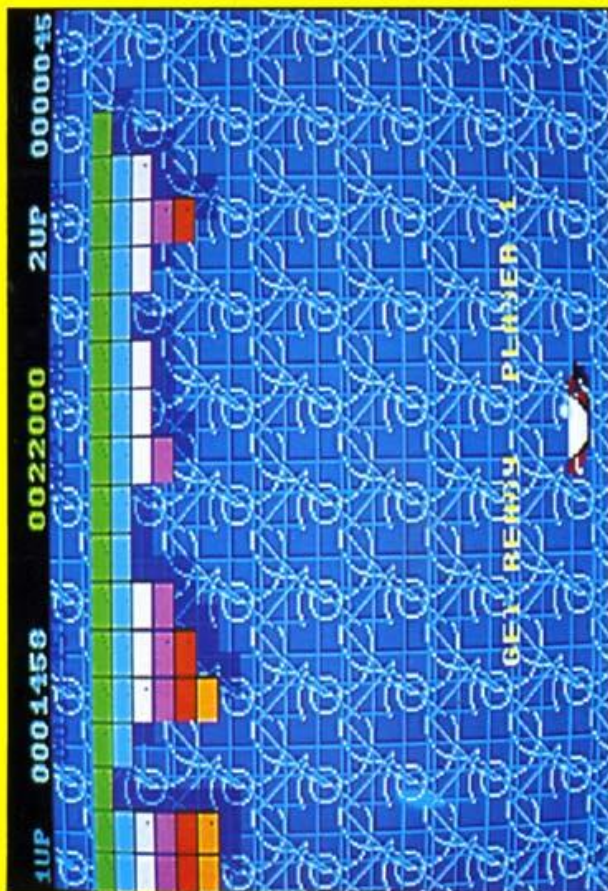
[5/10 – Breakout clone
that hasn't aged well]

Z : 79% - 'Amegas
excels 'cos it's
addictive and has the
advantage of using
the mouse with two
'fire' buttons. At five
quid Amegas is a
brilliant bargain and a
half.;

When the game came
out on the Amiga this is
quite impressive really.
Being very smooth and
technically sound. But
it's the gameplay where
things really are let
down, the ball speed
based on where it hits
the bat and poor
collision detection
really frustrates. Try
Giganoid instead.



AMEGAS



Amegas is the most up-to-date version of the arcade classic Break-out, featuring 40 levels, spectacular graphics and a superb soundtrack. Very similar to the original version, the player controls the moveable bat at the bottom of the screen. This is used to bounce the ball, in order that it collides with a wall at the top of the screen, thus obliterating sections of the wall one by one. When the wall is completely destroyed, the player is transported to the next level. Collecting the coloured blocks that cascade from the wall provides the player with special powers, including an expanded bat, multiple balls and lasers. Amegas offers great fun for all arcade game lovers!

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Exclusively licensed for inclusion in the Amiga TenStar Games Pack.

AMEGAS



TENSTAR
1
PACK

AMEGAS

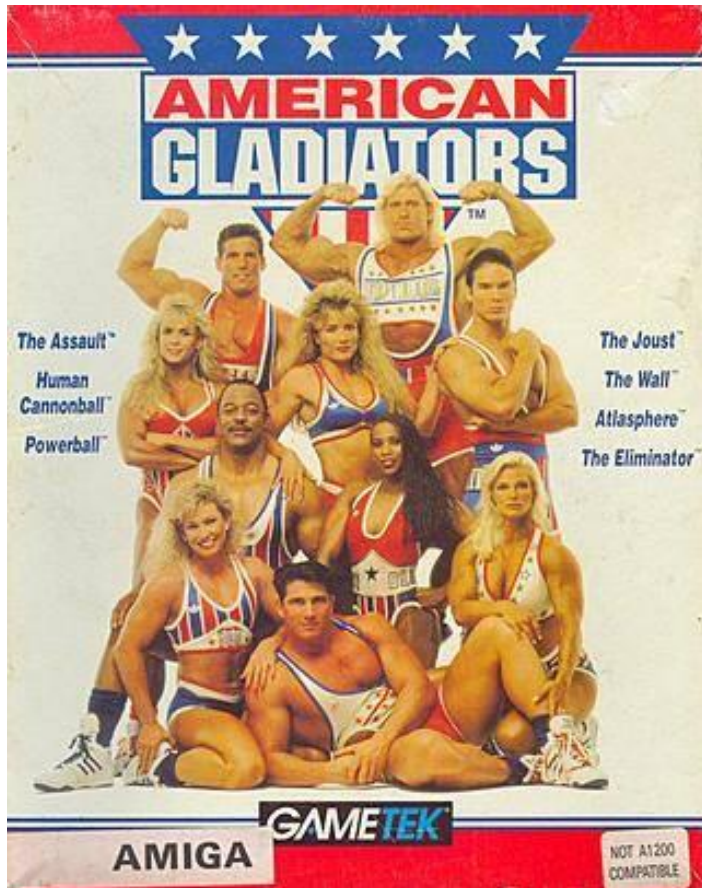
By Pandora

PANDORA

American Gladiators (1992)

£19.99 Pandora / Dev: Imagitec
[4/10 – Simple events best played in 2 player]

AA : 80% - 'Load up American Gladiators and you will struggle to understand why it has got more than 15%. Play it for half an hour and you will begin to see why. The appeal of Yankee Glads lies in the fact its a simple, no-nonsense all out action game.'



AMIGA SCREEN

Television's most innovative sporting event, AMERICAN GLADIATORS™ is now bigger than life in this all-new home computer version. All the action, drama, and competitiveness, right down to the personalities of the real-life Gladiators have been captured from the show that the NEW YORK TIMES has called "...a video game come to life..."

IBM PC SCREEN

Seven events including THE WALL™, THE JOUST™, THE ASSAULT™, HUMAN CANNONBALL™, ATLASPHERE™, POWERSBALL™ and THE ELIMINATOR™ all captured with digitized sound, and 256 color photography taken right from the television show. NITRO™, ICE™, LAZER™, THUNDER™, GOLD™, TURBO™, ZAP™, LACE™, BLAZE™ and GEMINI™ are here and ready to psyche you out of your game. Do you have the strength, speed and concentration to put them in their place?

AMIGA SCREEN

IBM PC SCREEN

GAMETEK

GAMETEK (UK) LTD, 5 Bath Road, Slough, Berkshire, SL1 3JA, UNITED KINGDOM

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Based on the original US TV show. (I used to watch the UK one and had a crush on the tasty Gladiator Jet.) The game has you carry out a variety of events against trained athletes (Gladiators). Average game, but a nice alternative to the usual Olympic style events are here. But like all games of this type...It only really works in 2 player.

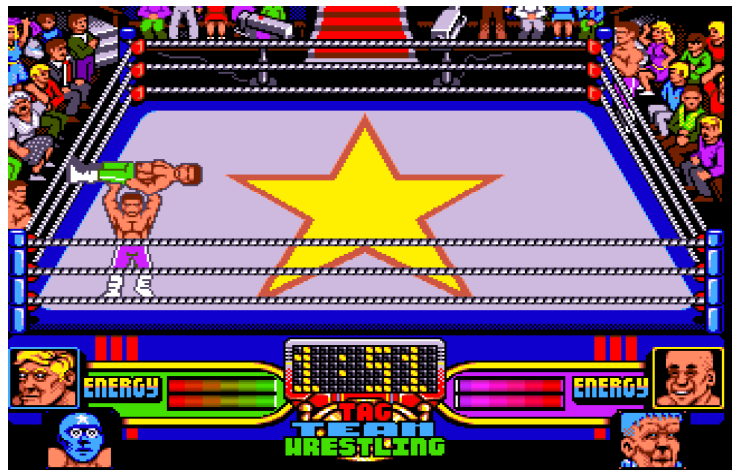
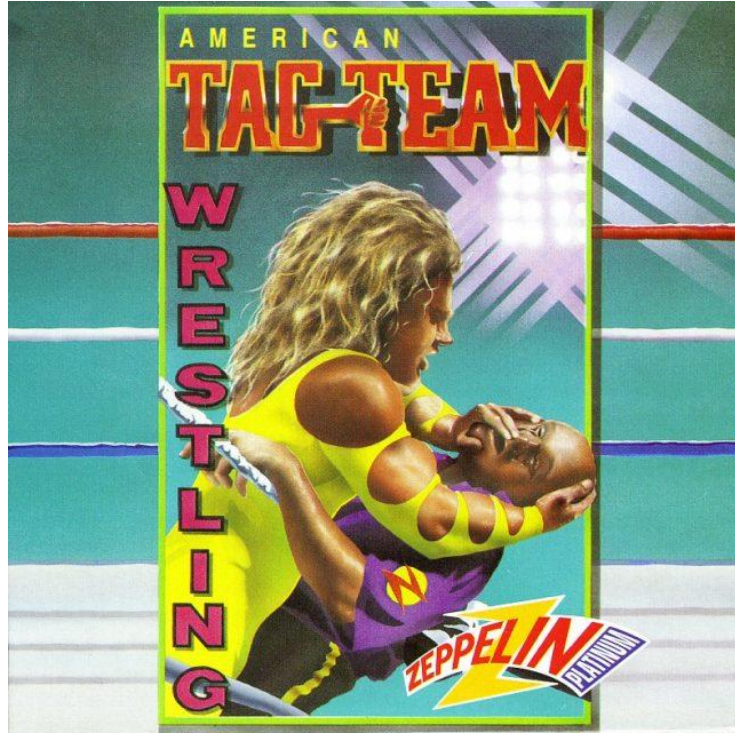


American Tag Team Wrestling (1992)

£7.99 Zeppelin

[3/10 – Controls are too basic, for game to be fun]

AP : 23% - 'A poor man's WWF Rampage, and we gave that 18 percent. The only good thing you can say is that (while WWF is marginally better) you'd only be wasting eight quid if you bought this one.'



Wrestling games for the most part just don't work in games. Especially on computers where you only have one fire button. The only reason that WWF licensed games sold by the bucket load, back in the day, was because they allowed kids mad on WWF a chance to control their favourite wrestler. Take that away and the gamer is left to see the shallow, weak game underneath. Best to leave this one.



AMERICAN

TAG TEAM

WRESTLING

Incredibly realistic ring action featuring a line up of the World's best Tag Team Stars, makes *American Tag Team Wrestling* the ultimate Wrestling Simulation!

Featuring: One or Two Player Options, Full USA Tag Team Wrestling Rules, Enjoyable Joystick Controlled Gameplay based on Skilful Use of Wrestler Energy (No Wagging!), Multi-Star Team Selection, ALL of the Official Wrestling Moves, Realistic Ring Action, World Champion Tournament Options, Multiple Rounds, Grudge Bouts, Referee Decisions, and lots, lots more!!

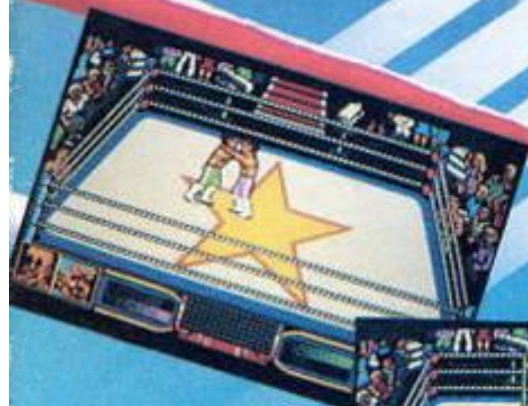
16 BIT SCREENSHOTS

WRESTLING



073085

AMIGA



Amiga Encounter (1991)

£??.?? Novagen Software

[7/10 – Solid Battlezone clone. Basic fun to Play]



A little known gem by Paul Woakes (He who did the Mercenary games) This is essentially a solid version of the Atari arcade game Battlezone. It plays nice and smoothly and is quite addictive, if rather shallow fun. But then sometimes a basic arcade blaster is all we want. Yes I definitely recommend this.



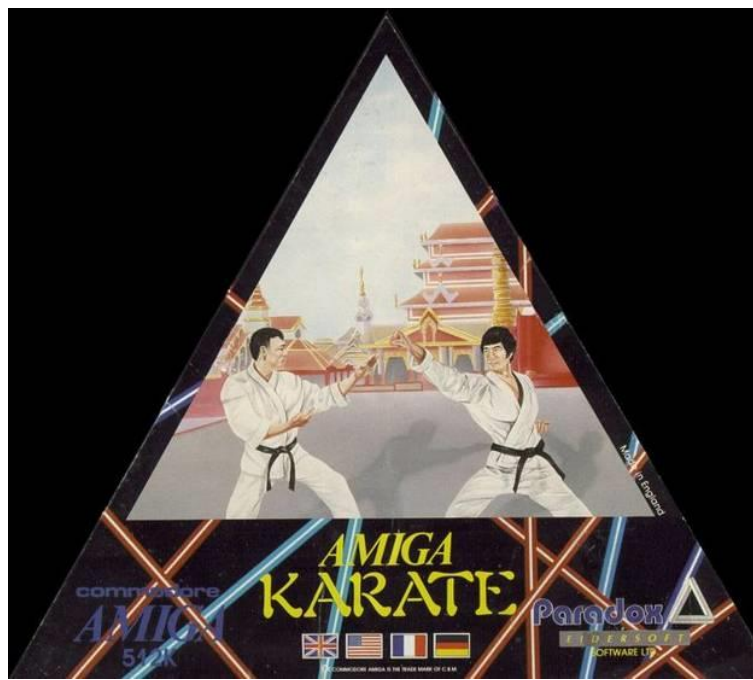
Amiga Karate (1987)

£??.?? Eidersoft /

Dev: Paradox Software

[2/10 – A terrible, beat-em-up]

A terrible IK+ clone, with absolutely no playability. But never the less, it's an important game in Amiga history. Why? Well this was the game where the guys behind The Bitmap Brothers first met up on this game and so decided to start their own development house, and boy are we thankful for that.

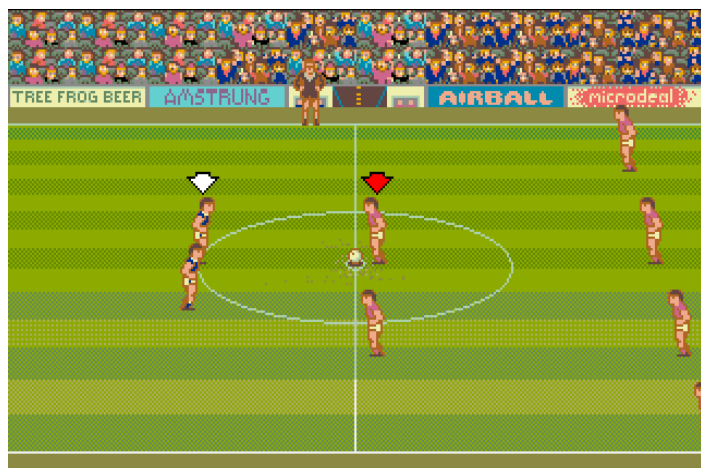
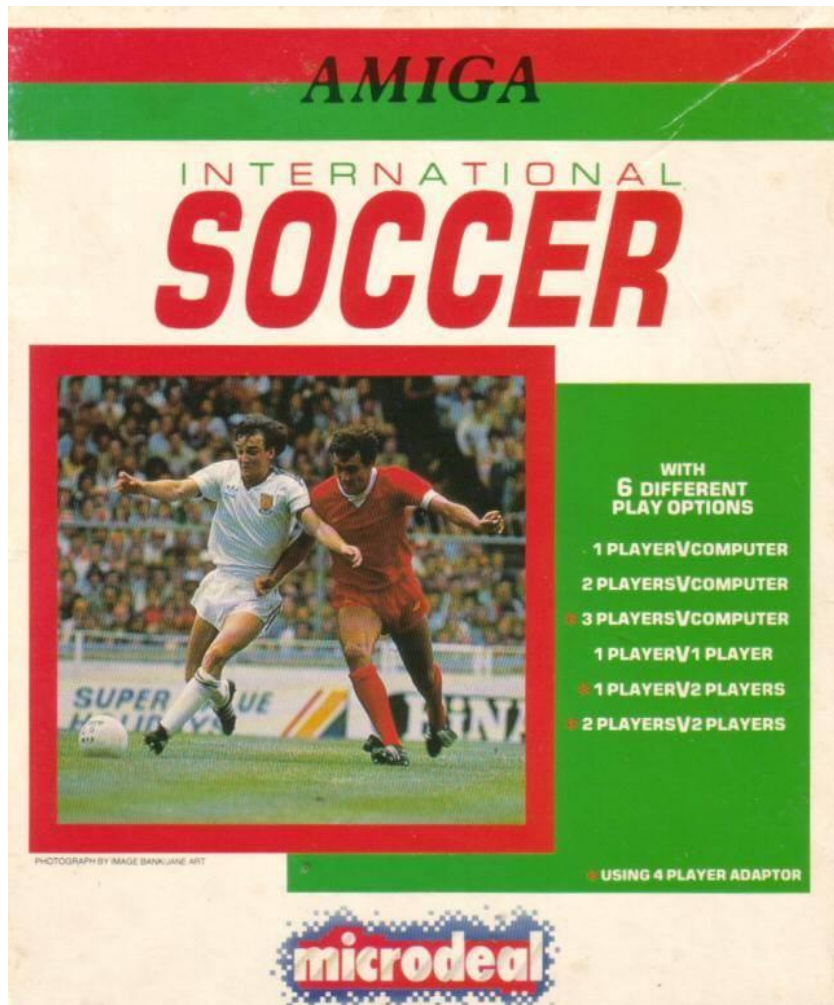


Amiga International Soccer (1988)

£19.95 Microdeal

[3/10 – *Early Amiga football game, shows its age*]

AC : 54% - 'While without a doubt the best soccer action game, at the same time it is a long way off from being the definitive soccer simulation. If you are desperate for some football action for your Amiga then give this a try.'



Back in 1988 this was probably the best Amiga game available. Thankfully then Kick Off came along and changed all that. Today a game best forgotten.



AMIGA

INTERNATIONAL **SOCCER**

PROGRAM E. SCIO GRAPHICS P. LYON MUSIC P. SHIELDS

If you're a soccer fan, then Microdeal's International Soccer's the game for you. Superb Hi-res graphics, plus team colours, wind, weather and nightplay options, can give you a really hard match with highly competitive play. One or two players can play against each other, or against the computer, or with the optional Microdeal 4 player adaptor 3 players can play against the computer or 2 against 1 or 2 against 2. Animated supporters, electronic scoreboard and on screen refereeing, keep the gameplay fast and furious. Don't get left outside the ground - Amiga Soccer's playing!



AMIGA COMPUTING October 1988 said

"Microdeal's attempt at international Soccer is by far the best"

"without doubt the best of the soccer action games"

(Colour only - 1,2,3 or 4 joysticks required, optional 4 player adaptor available.)

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Pontiac, MI 48053
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Amnios (1991)

£25.99 Psygnosis / Dev : Flying Chicken Software.

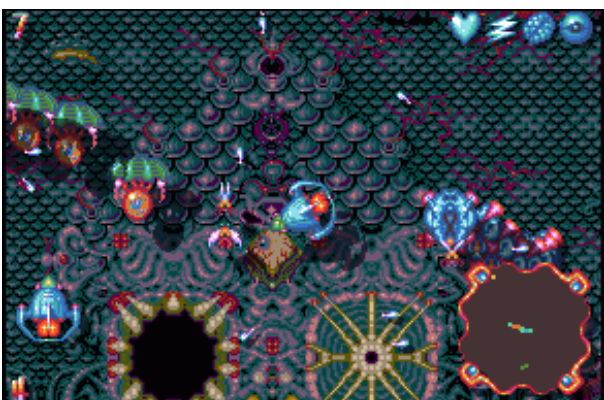
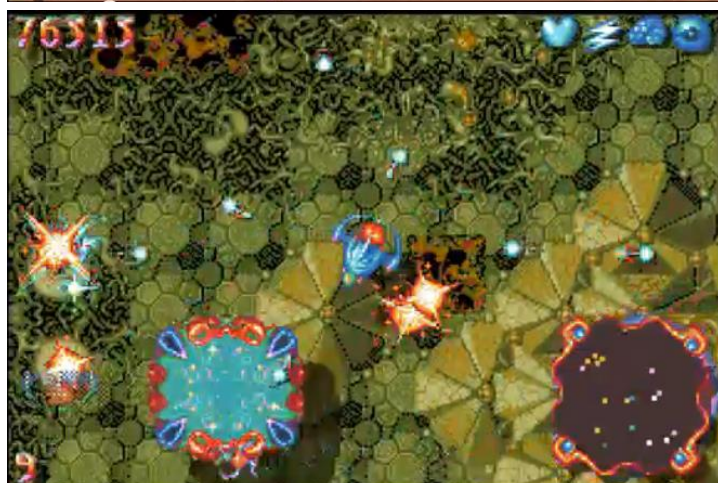
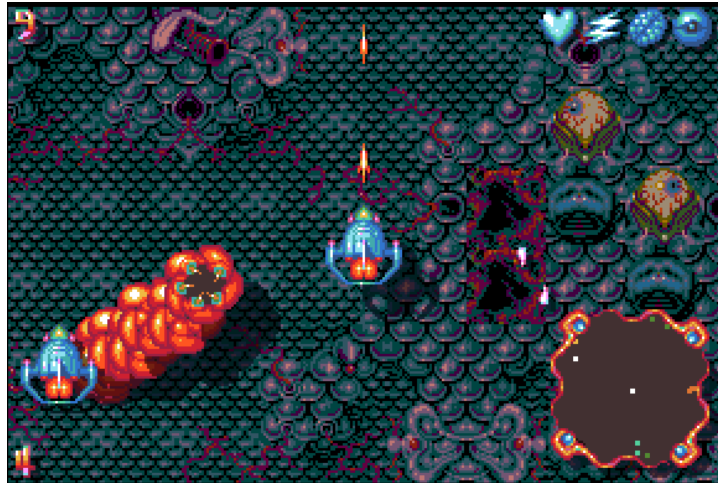
[8/10 – *Frantic overhead shooter, that a lot of fun.*]

AA : 93% - 'For a start the multi-directional scrolling is superb and fast. Even with the screen chock-a-block with moving sprites the game doesn't slow down. On top of this the gameplay is superb. Its simple enough for a beginner to handle but the strategies that must be developed for the later levels will keep even the mist battle hardened warrior coming back for more. Put simply Amnios is the best shoot-'em-up that has been released for some time.'

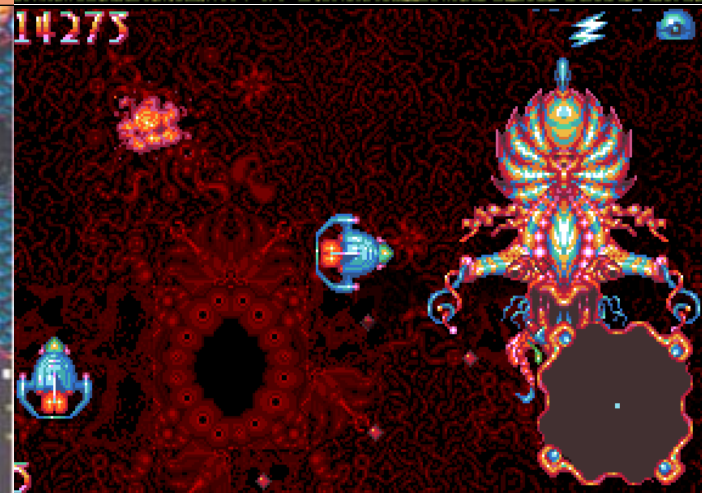
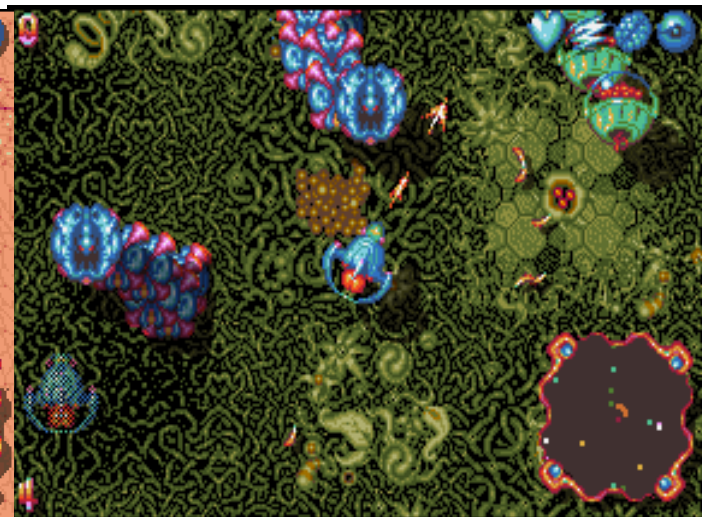
CU: 88% - 'A little expensive for what it actually delivers, Amnios is still an incredibly playable shoot 'em-up...
Rootin' tootin' big time shoot 'em up action.'

AP : 76% - 'Neat but overly complex (and over-priced) shoot-'em-up. The graphics despite their beauty, just get in the way a little too much'

AF : 61% - 'What's needed is fluid joystick control and some absorbing gameplay, two points which Amnios unfortunately lacks. If the idea behind the various game elements had been properly executed then Amnios would have been interesting, but they haven't, so it's not.'



The purpose of the game is to frantically fly around and rescue all the humans, or destroy all of the evil Amnios aliens into oblivion. Once done you are thrown into an end of world boss to finally rid that world of the alien parasite and it then off to another planet. There are 10 worlds in all and they all have a different look to them. All in all this is a well put together shooter, all be it one that is frantic and as tough as old boots. The graphics are great and the alien foe is imaginative. The game seems cluttered at times, but for me that added to the games charm.



AMNIO



PSYKNOSTIS

AMNIO5

Alive and Killing!

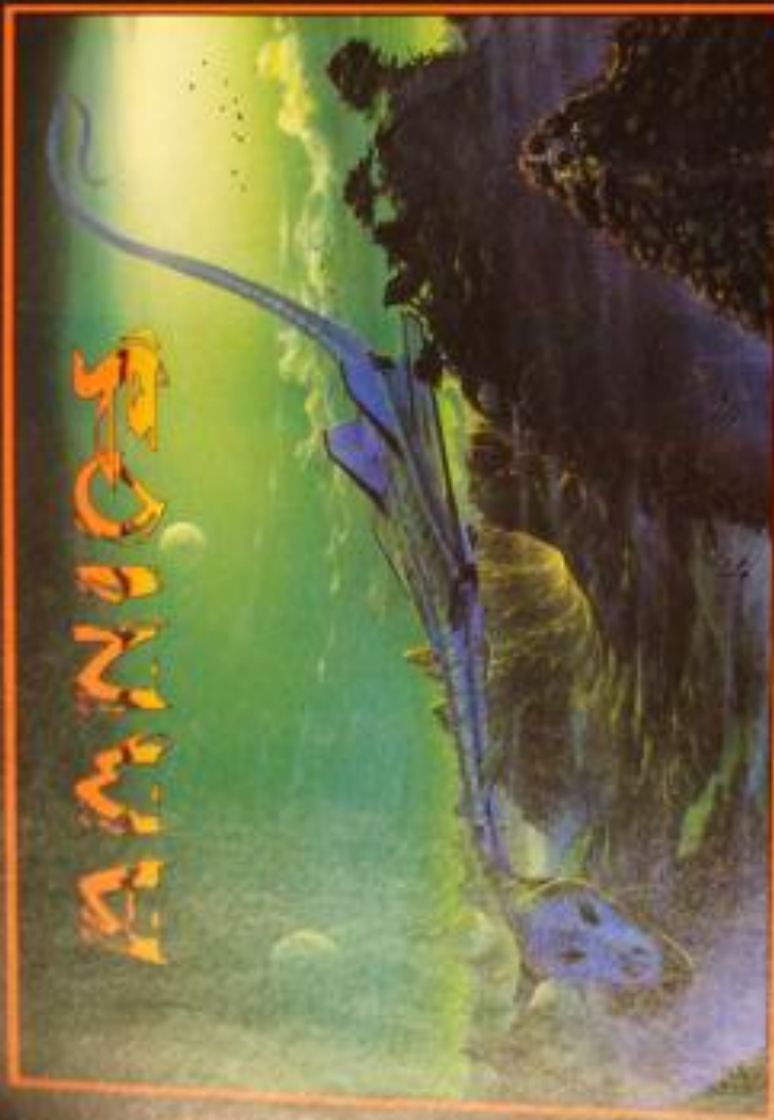
"Put simply, AMNIO5 is the best shoot-'em-up that has been released for a long time".
— Amiga Action - 83%

Penetrate the living hell that is Amnio5. Counter your comparatively diminutive ship against the merciless might of ten living, breathing planets in an audacious endeavour to rescue imprisoned members of your own persuasion.

Pick up indigenous DNA and utilise it to fabricate enhanced weaponry to abet your pestilential quest.

AW, forget the Bull! Just get in there and save the World!

Screen Shots from the Amiga Version

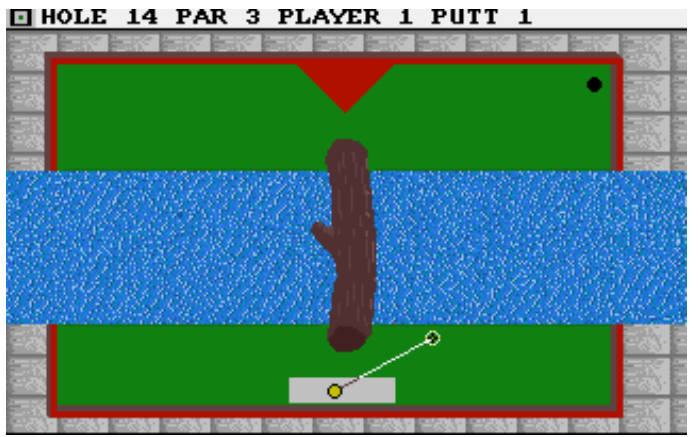
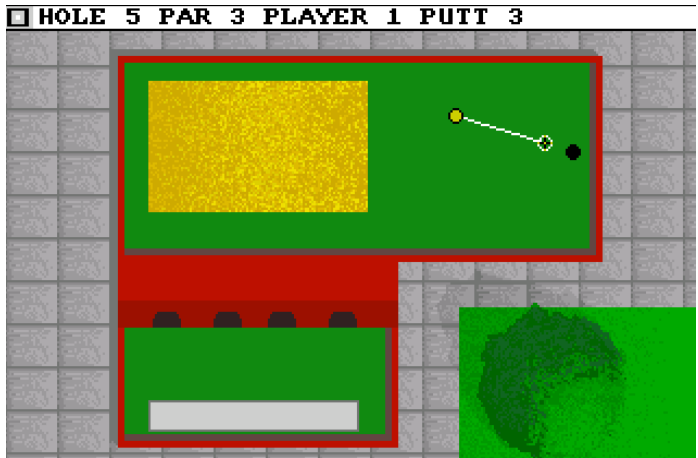
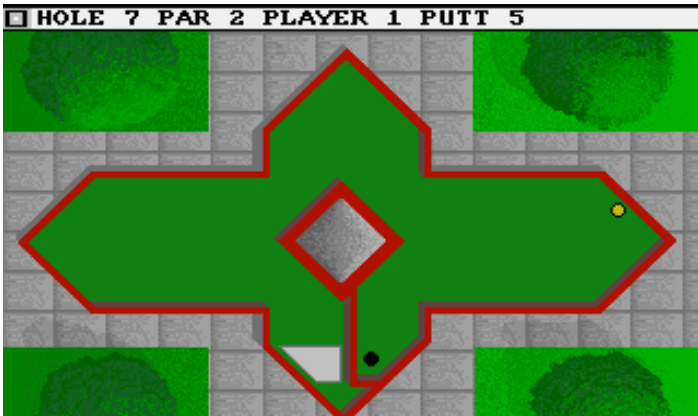
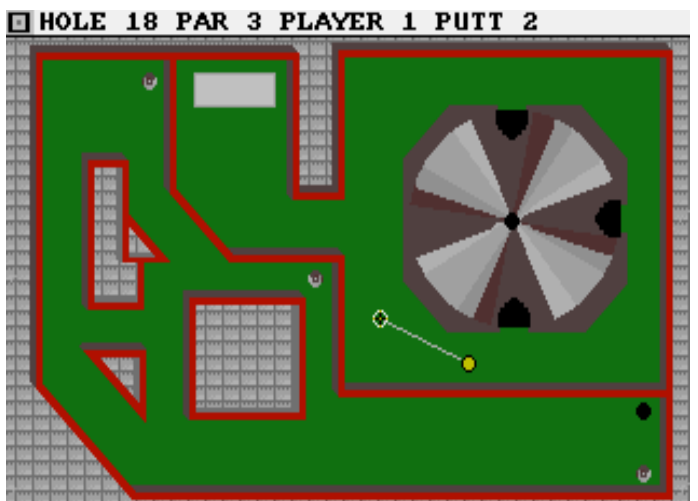


Amy Putt Classics, The (1988)

£25.99 Digitek Inc.

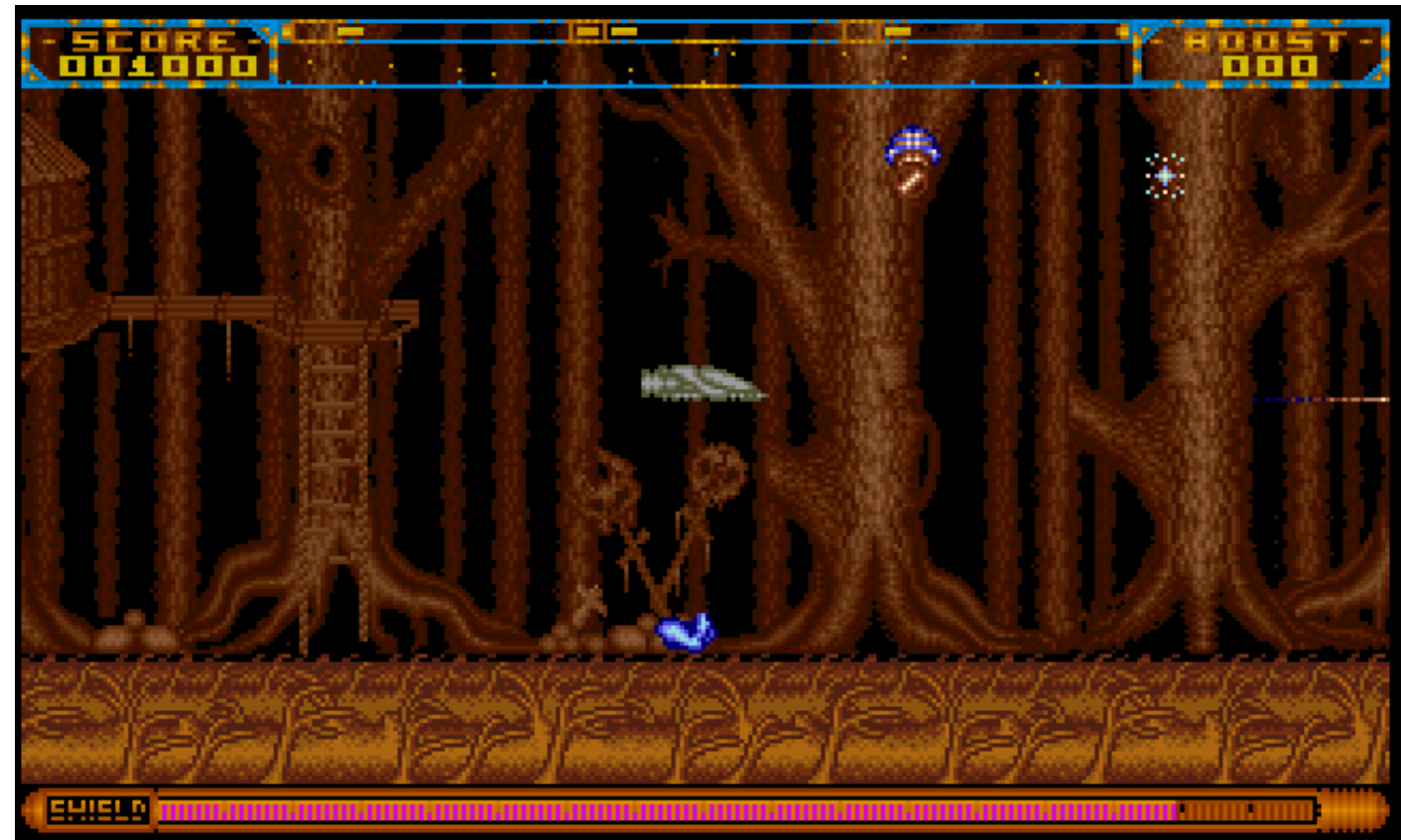
[6/10 – basic looking, simple but fun crazy golf game.]

A really basic looking crazy golf game, that is surprisingly fun and addictive to play, especially when playing it with real people. The levels are all nicely varied and despite a power bar that is very difficult to judge, there is still a lot worthwhile distraction available here. There was also a data disk available to buy for the game, with even more courses should you tire of these.



Anarchy (1990)
£19.99 Psyclapse

[7/10 – Good update of the arcade game Defender]



CVG: 92% - 'A roaringly good defender game that's a bargain at twenty sovs.'

AA: 72% - 'Anarchy is pure blasting which requires very little thinking but a healthy trigger finger – simple and mindless, but I love it.'

ZZ: 37% - 'radar display is barely usable. For a slick Defender variant on the Amiga, go for Logotron's StarRay, otherwise dig out C64 Dropzone.'

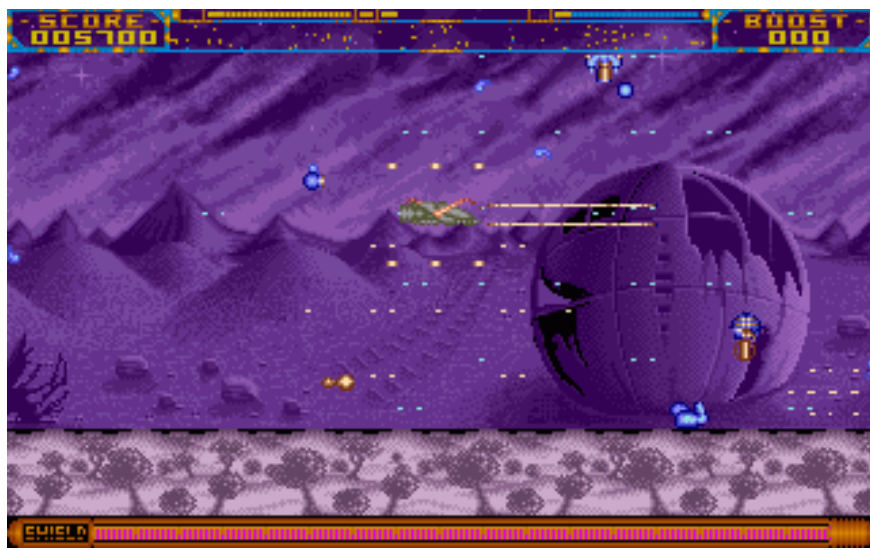
AA: 92% - [R] 'Being a Defender clone, the speed at which this happens is relentless. Even in times of anarchy, the screen update and the playability is never beyond doubt. Defender fans, miss at your peril.'

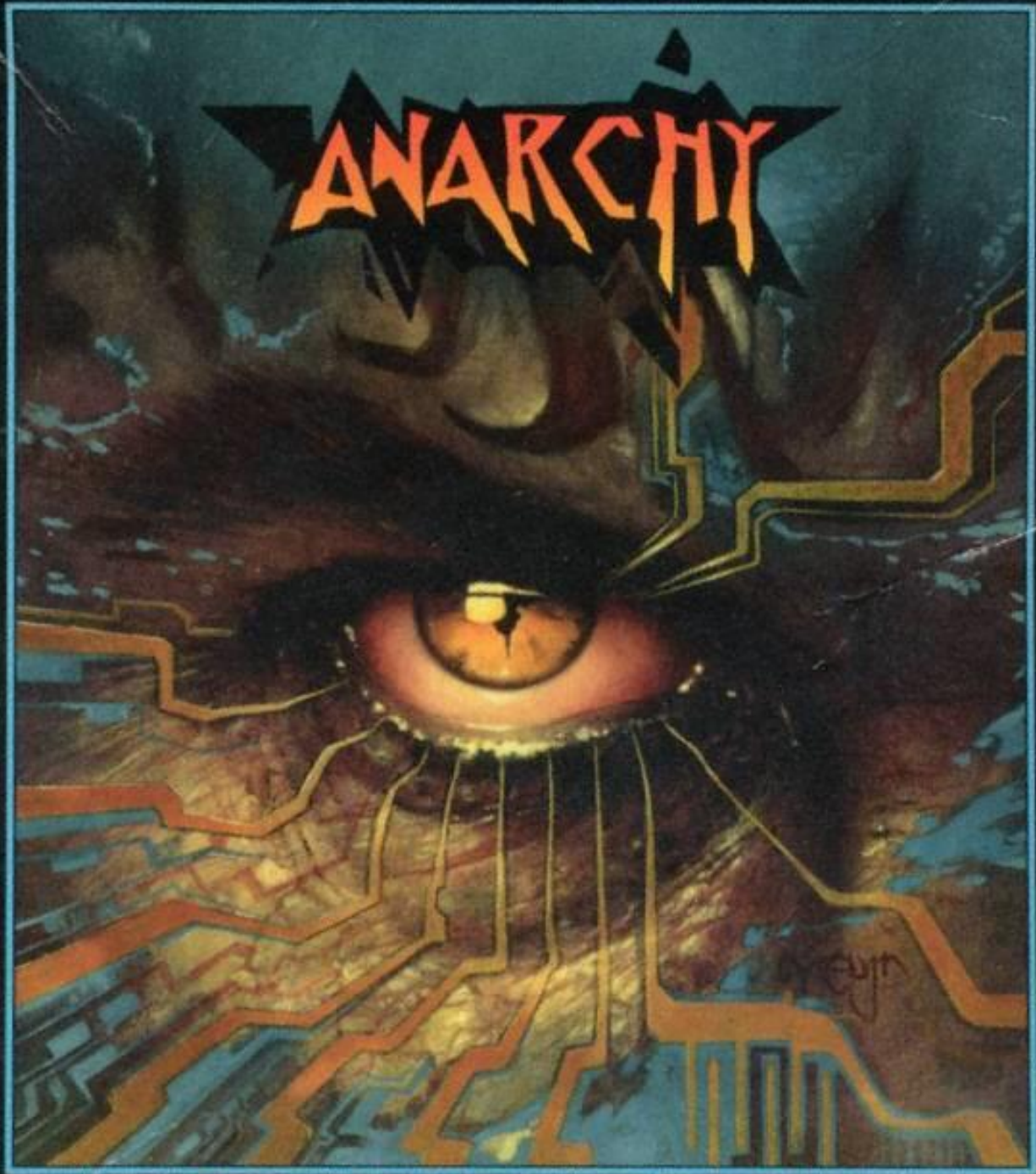
AP: 90% - [R] 'If you have ever been a Defender fan, this game will blow you away. You really should have bought it the first time, but don't miss it twice.'

AF: 76% - [R] 'It's pretty true to the original Defender, but that was only because there was nothing better at the time. Luckily Anarchy has been jazzed (and speeded) up sufficiently to make it more 'now'. If you've got to have a Defender game, have this one.'

O: 71% - [R] 'competent and playable shoot-'em-up. It's fast, playable enough and, now that it's a more suitable price, probably the most sensible option if you are looking for a game of this type. As for me, I still don't think you can knock Star Ray.'

I personally never gelled with the game Defender, always find it too fiddly, and just wishing all the aliens to hurry up and abduct all the people so I can fly home for a nice cuppa'. This is that game Defender and a damn fine version to boot, with it all running as smooth as a babies bottom, and even today it truly impresses, when compared to many versions of this ilk. The intro music is really cool as well. All in all a definite gem for Defender fans and for those like me who wasn't a fan of the original, it is almost good enough to convert you to it. Give the game a go.





REVELATION

ANARCHY

"Whether you liked or loathed Defender, you'll love Anarchy. The speed at which the screen scrolls is frightening, the number of aliens, bullets and other miscellaneous objects that are animated simultaneously is absolutely remarkable. Anarchy is the best version of Defender ever."

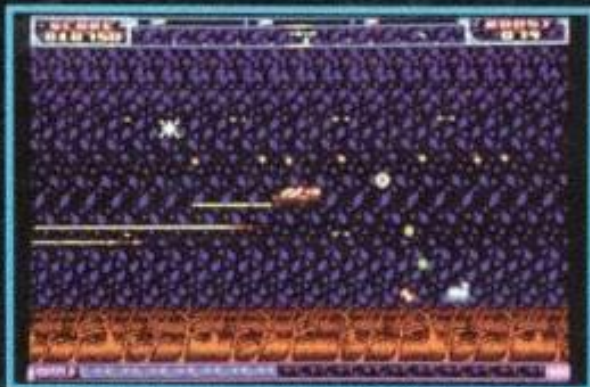
ST FORMAT.

FEATURING

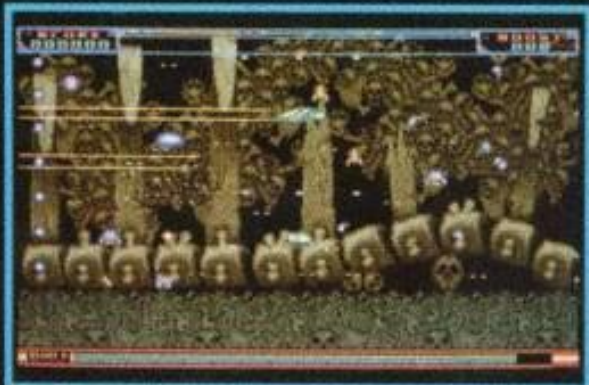
Full screen horizontal, 4 level parallax scrolling. Arcade running speed (50 frames/sec) on Amiga and Atari ST. 48 colours on screen at once. Up to 80 aliens attacking simultaneously. Full screen animation sequences totalling over 450 screens. 4 channel sampled soundtrack. Saveable top 50, Hi-Score table.

FAST, FRANTIC, FURIOUS GAMEPLAY

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Atari ST Screen Shot



Amiga Screen Shot



Amiga Screen Shot

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The Ancient Art of War in the Skies (1993)

£34.99 Microprose /

Dev : Evrywhere

[6/10 – interesting idea, but too slow to get into]



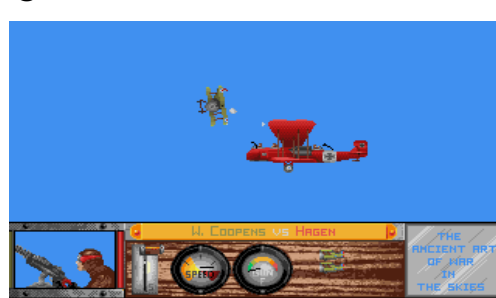
AF: 87% - 'This game is extremely well designed and easy to get into. The writers have managed the difficult task of producing a game which relies on strategy but doesn't get bogged down in all the technical details of commanding a conflict.'

AC: 79% - 'successful moulding of two normally separate genres. The strategy is engaging and the arcade action is a blast.'

O: 73% - 'It's just a shame that the lack of pace is likely to put some people off, as there's a cracking game underneath.'

AP: 92% - 'It's no classic, but it's undeniably entertainment and challenging war game, let down terribly by the amount of disk swapping involved. Hard Drive owners will see the game as it is meant to be.'

AA: 61% - 'What you are left with is your usual run of the mill strategy game and let's face it there are too many of those already.'



Interesting idea, taking World War I and mixing in strategy with arcade sections. But I find it all far too slow pace for my liking. Also you need to play this on hard drive, as loading time is immense.

The Ancient Art of War in the Skies

The World War I Strategy & Action Game



Amiga A500, Plus, A600, A1200, A2000, A2500, A3000

Requires: 1MB RAM (1.5MB with hard drive) • Colour Monitor

Supports: Hard Disk • Keyboard • Joystick • Mouse

3.5" Double Density Disks

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SIMULATION • SOFTWARE

The Ancient Art of War in the Skies™

The World War I Strategy & Action Game

by Dave Murry, Barry Murry, Joe Gargiulo & Dee Dee Murry

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Taking full control of all World War I air forces, you'll fight thrilling historical and fictional battles. All based on the time-tested strategies of *The Art of War*, the authoritative war strategy book written by the ancient warlord Sun Tzu 2500 years ago.

Dispatch fighters and bombers on strategic missions from your airfields. Bomb crucial targets to move the battle front into enemy territory. Jump into wild dogfights and thrilling bombing runs at any point in the battle. And even more fun, create an infinite number of action-packed campaigns with an incredible campaign editor.

The Ancient Art of War in the Skies™ from MicroProse. World War I has never been more fun.

Challenge enemy bombers and fighters in death-defying aerial dogfights!



Carry out your strategic plans using a stunning 3-D scrolling map!

Jump into the bombardier's seat to devastate factories, bridges and airfields!



Match wits with legendary military minds like Kaiser Wilhelm II, Baron Von Richthofen, or even Sun Tzu himself!

Actual Screens May Vary.

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IBM PC screen shots shown. Actual shots may vary. Made in the UK.



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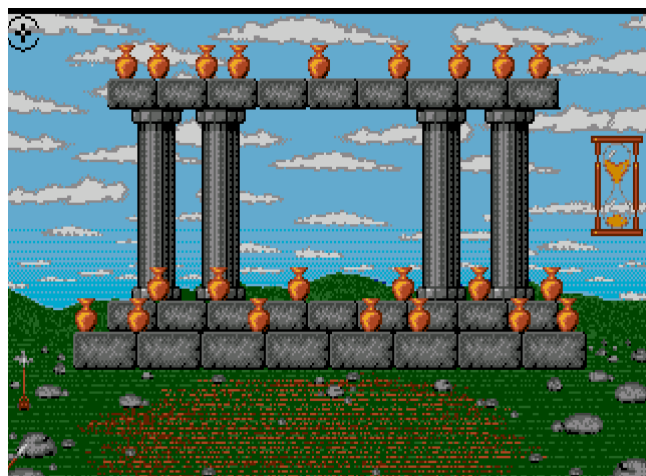
ANCIENT ART AMIGU

Ancient Games (1991)

£24.95 Energize / Dev: Golden Sector Design

[2/10 – Nice idea, let down by terrible controls]

Done by the team behind the well received Caesar game. This is an interesting idea, probably dreamed up whilst other members were doing a modern Olympics game, International Olympic Championship. This game instead looks at the Olympics in Ancient times. I suspect that none of these events were actually done. But never the less its a cool idea. Sadly, cool ideas do not a good game make. This game is horribly let down by its weird control scheme, making the whole thing a missed opportunity.

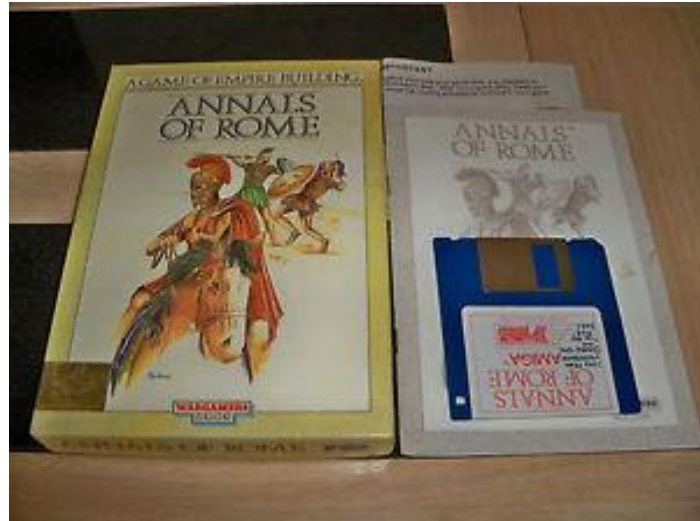
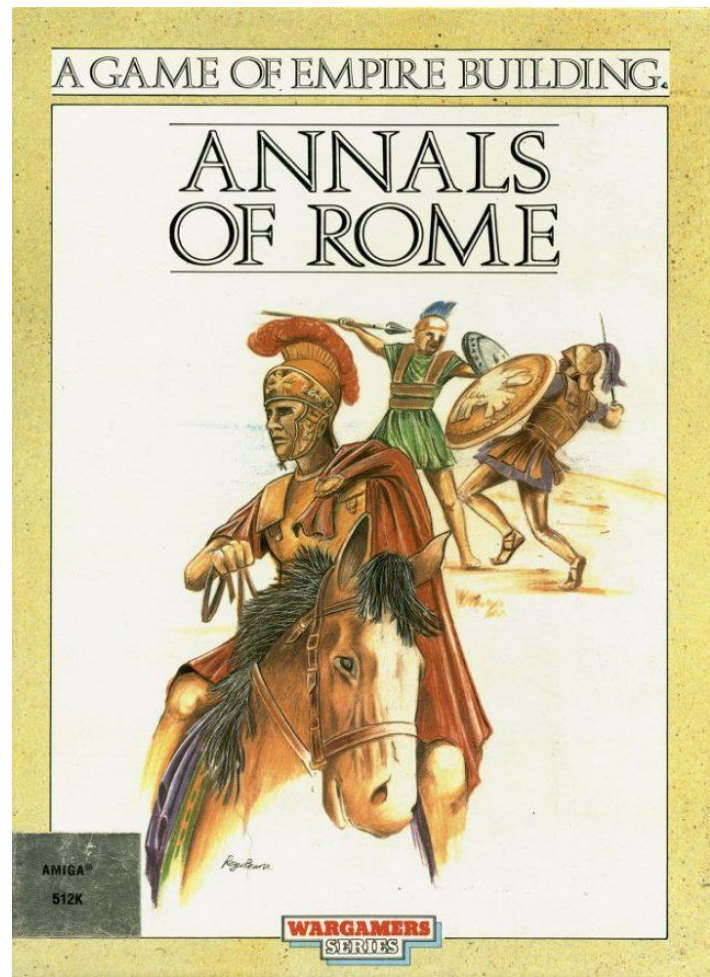


Annals of Rome (1988)

£24.99 PSS

[6/10 – Enjoyable strategy game]

GM: 89% - 'Annals of Rome certainly provokes thoughts and questions, particularly as how Rome survived so long with the the threat of barbarian attacks all around. Considering the games potential depth, players interaction is limited. At times the player watches the action unfold and can do nothing. Disappointing, considering the Amiga potential.'



PSS back in the day, was synonymous with strategy games on 8-bit systems, and creating such hits as Austerlitz, Conflict Europe and Waterloo. This game also is pretty well done, although, perhaps like real Emperors, too much is out of your hands. Definitely worth a play though, if you like games like this.



Another World (1991)

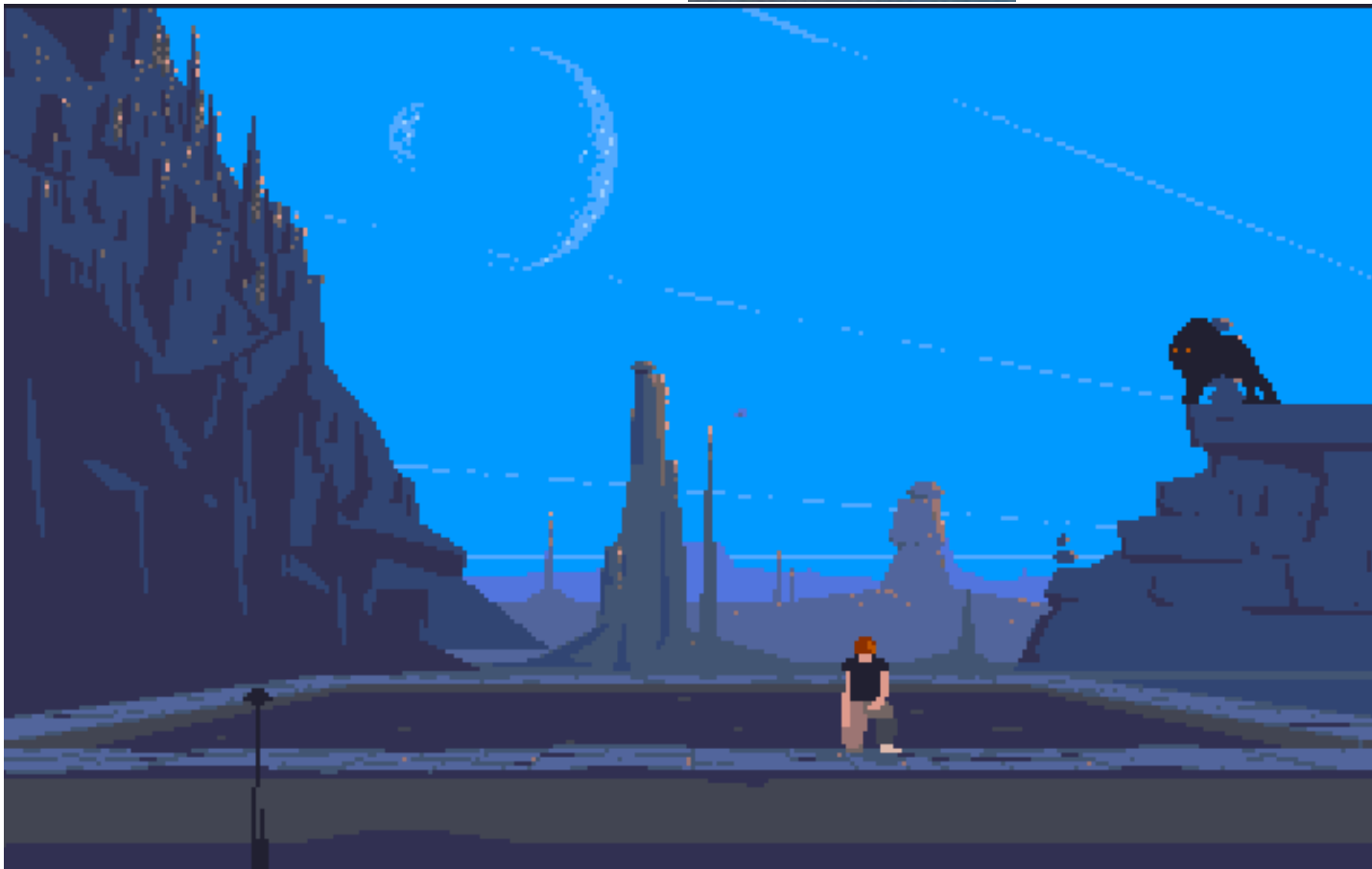
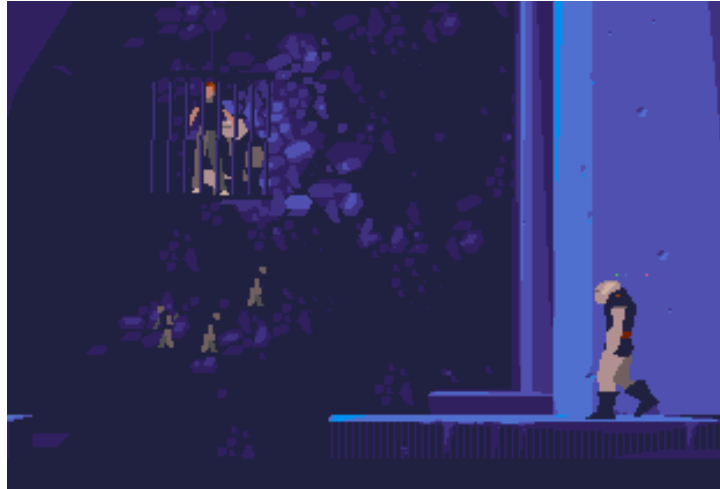
£24.99 US Gold /

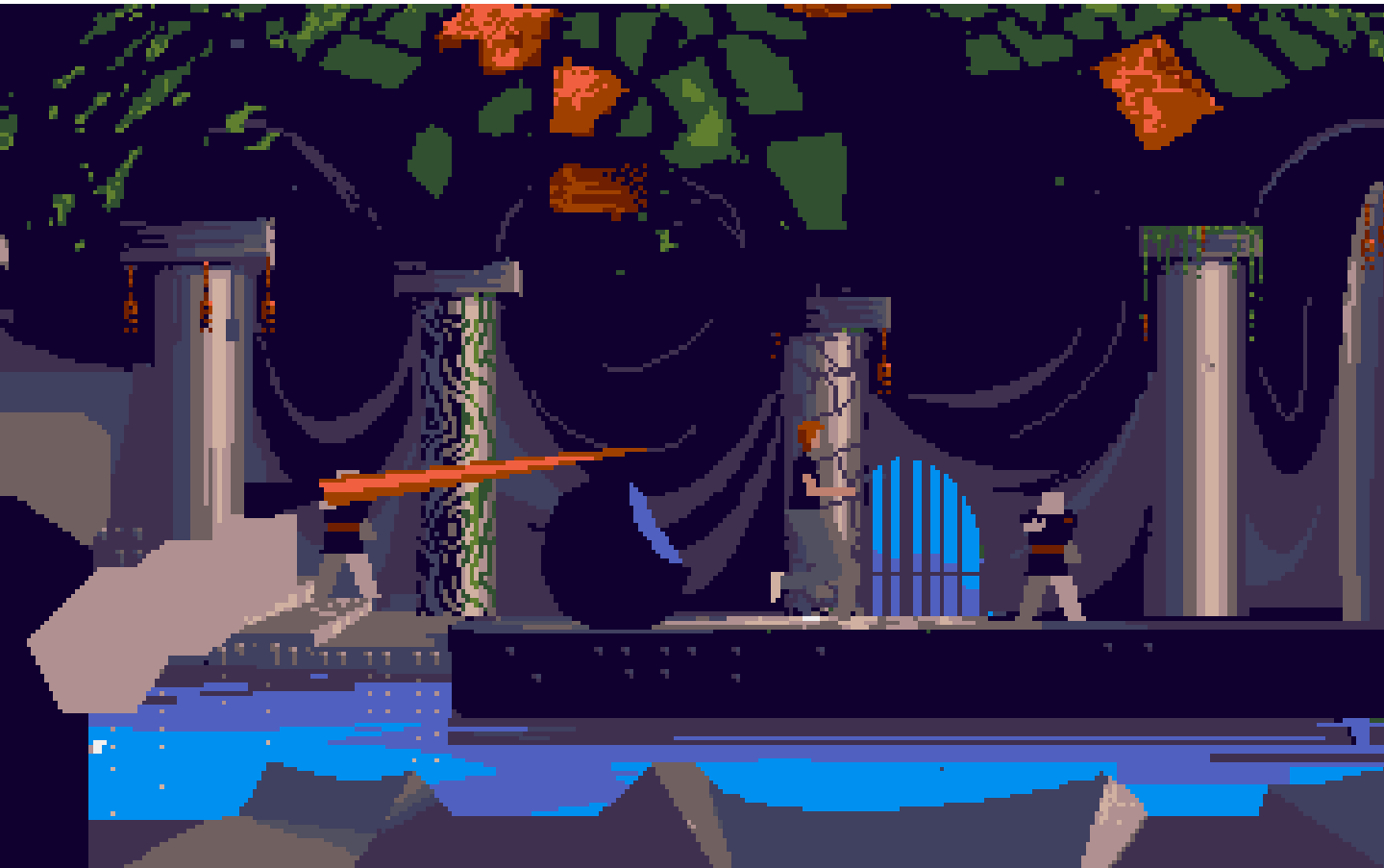
Dev: Delphine Software

[9/10 – *A true piece of Art, its short game, but fab*]

O: 93% - 'The whole thing smacks of Dragon Lair, but with one major advantage: you constantly have full control over your central character. Another World is a superb product, extremely classy and very, very playable.'

CU: 91% - 'comes on only two disk and most games players will sail through the first three levels. The ease of play, coupled with a code system that allows re-entry from your last exitm make the whole thing a very short-lived, if rewarding, experience.'





AFC: 90% - 'Perhaps the only word that can describe my reaction on first seeing Another World is 'awe-struck'.'

Fantastic, well animated graphics with an astonishing variety of full-screen, atmospheric film sequences to set the scene – It just has to be seen to be believed.'

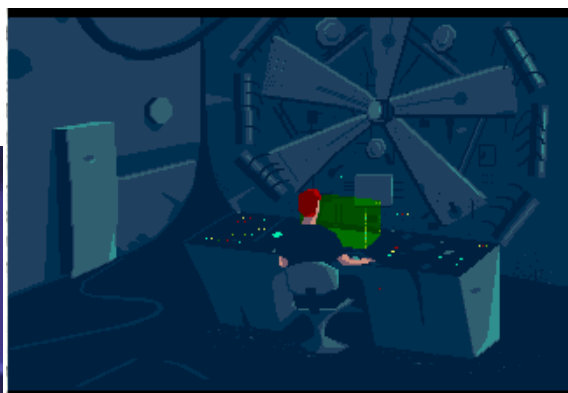
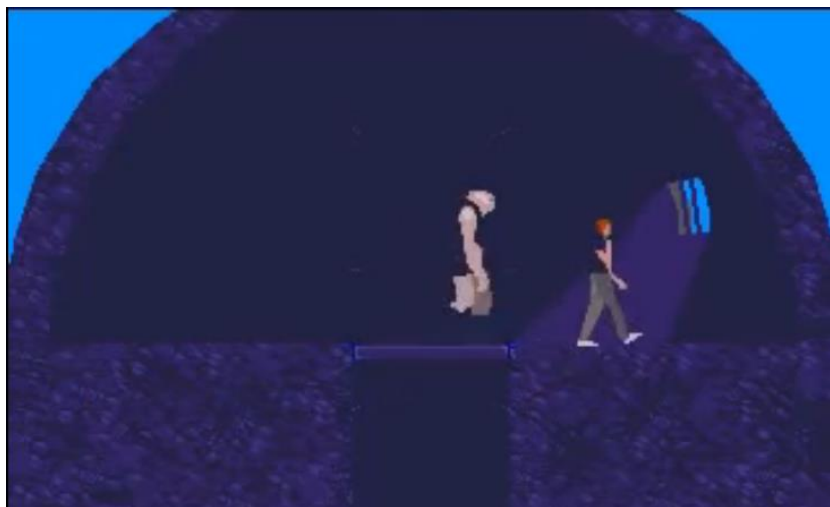
AC: 90% - 'Great presentation, complimentary sound effects and captivating cinema-style gameplay – what more is there to say? If you found Cruise for a Corpse too cerebral to get to grips with, then get your hands on this barnstormer.'

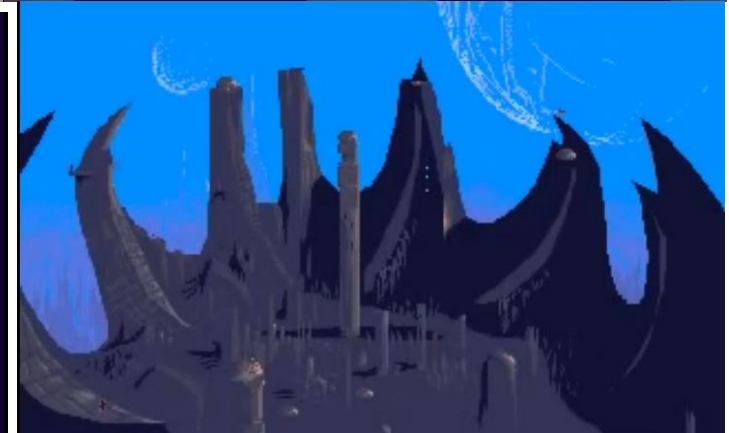
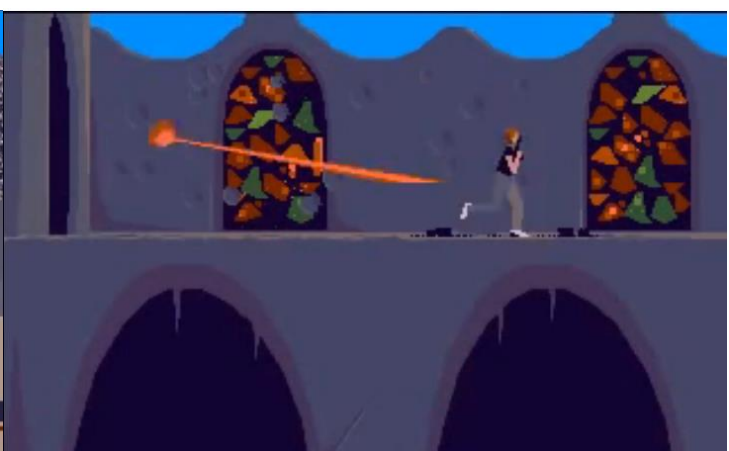
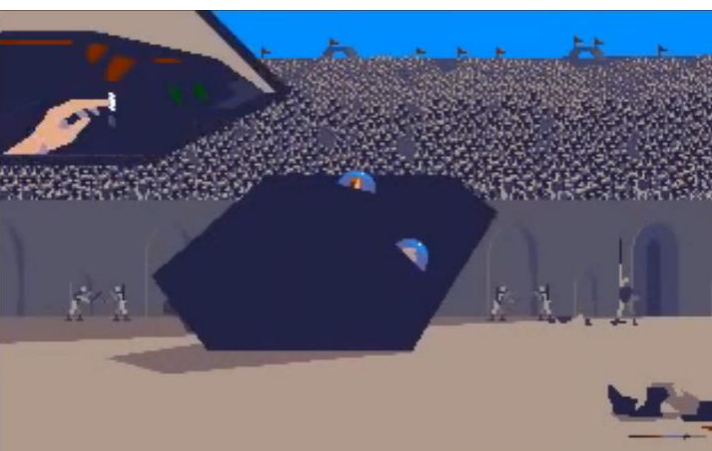
AA: 89% - 'simple enough for anyone, instantly addictive and varied enough to keep you going for days. Without a doubt Another World is a superb game that should be in everyone's collection. Buy it now!'

AF: 82% - 'For all its glory Another World is still a game first, and it is here that it sometimes found wanting. For the most part it excels, but it fails in a few key gameplay areas. It is worth buying, just for the power of the effects and the sweetness of its finer game moments. Be warned though, there are times when you'll really begin to hate the French.'

AP: 78% - [R] 'Another World was once lovely, but time has slowly faded its charm.'

Eric Chahi (pictured), had already made a splash with the well received Future Wars adventure game. But for his next game he would truly wow, with a stunning Piece of gaming art, and a damn fine game to boot. Another World or Out of this World (as it was known in the US) has our hapless scientist accidentally flung to a strange Alien World. The game very much follows the Prince of Persia style gameplay, with lots of trial and error gameplay, thankfully combined with you always restarting and a level password system. I adore this game and

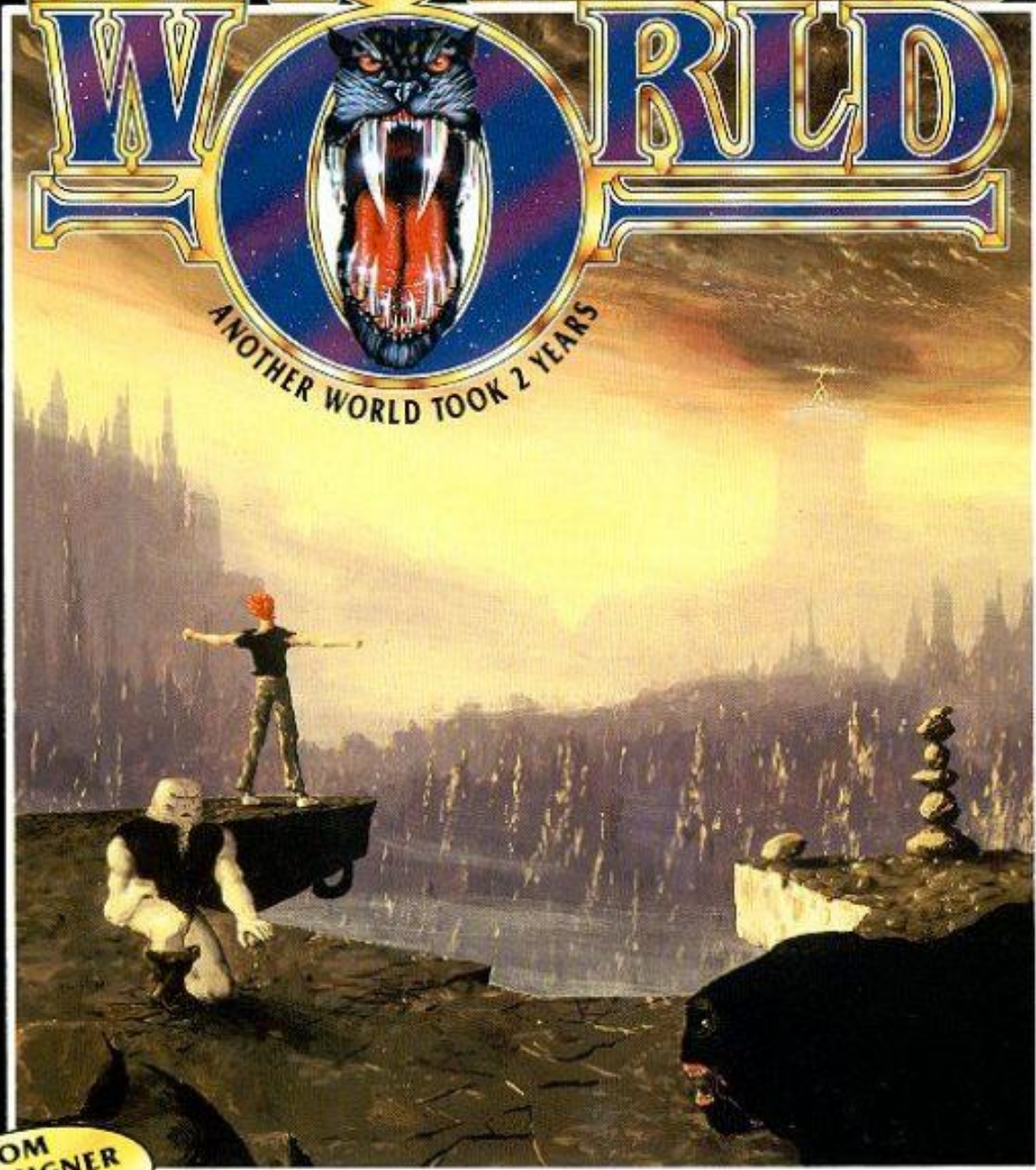




IT TOOK 6 DAYS TO CREATE THE EARTH

ANOTHER WORLD

ANOTHER WORLD TOOK 2 YEARS



FROM
THE DESIGNER
OF FUTURE
WARS

U.S. GOLD

Delphine Software

ANOTHER WORLD

A brand new animation system combines with atmospheric graphics and superb music to bring you another top-class Delphine adventure...
... ANOTHER WORLD

Young scientist Lester Chaykin never in his wildest dreams imagined that it could happen..... but it did. While experimenting with sub-atomic particles, his laboratory was struck by lightning - teleporting him into another dimension. A strange world nothing like earth, where he must call upon all of his intelligence, training and resources to survive.

- Designed and programmed by the designer of the best selling Future Wars graphic adventure.
- 2 years development have led to a revolutionary new polygon animation technique, featuring fluid, flowing animation of characters and objects.
- Special effects offer a "cinema" style of gameplay: * Zoom * Panorama * Close-up shots.
- Main character is joystick-controlled, adding to playability and giving a real sense of player interaction.
- Superb music mixed in Delphine's in-house recording studios

• Entwickelt und programmiert von Eric Chahl, Schöpfer des Bestsellers Future Wars.

• 2 Jahre Entwicklungszeit für die neue revolutionäre Polygon-Animationstechnik, die einen flüssigen fließenden Bewegungsablauf von Personen und Objekten ermöglicht.

• "Tilmähnlicher" Spielablauf durch Spezialeffekte wie: * Zoomfunktion * Panorama-Ansicht * Nahaufnahmen

• hervorragender Sound: mixed und recorded in den - Tonstudios von Delphine.

• Progettato e programmato dal creatore dell'avventura grafica campione di incassi Future Wars (Guerre Stellari).

• Due anni di sviluppo hanno portato ad una nuova tecnica di animazione a poligoni, caratterizzata da un'animazione di personaggi ed oggetti fluida e scorrevole.

• Effetti speciali offrono una giocabilità stile cinema: * Zoom * panorama * Primi Piani

• Il personaggio principale è controllato da joystick aumentando così la giocabilità e dando una reale sensazione di interazione al giocatore.

• Musica superba mixata negli studi di registrazione della Delphine.



Screenshots from Amiga and Atari ST versions



Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between formats in quality and appearance and are subject to the computers specifications,

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IT TOOK 6 DAYS TO CREATE THE EARTH

ANOTHER WORLD

ANOTHER WORLD
TOOK 2 YEARS



Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between formats in quality and appearance and are subject to the computer specification.

Screen shots from Amiga formats.

AVAILABLE ON:
Atari ST, Amiga,
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FROM
THE DESIGNER
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A brand new animation system combines with atmospheric graphics and superb music to bring you another top-class Delphine adventure...
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Antago (1990)

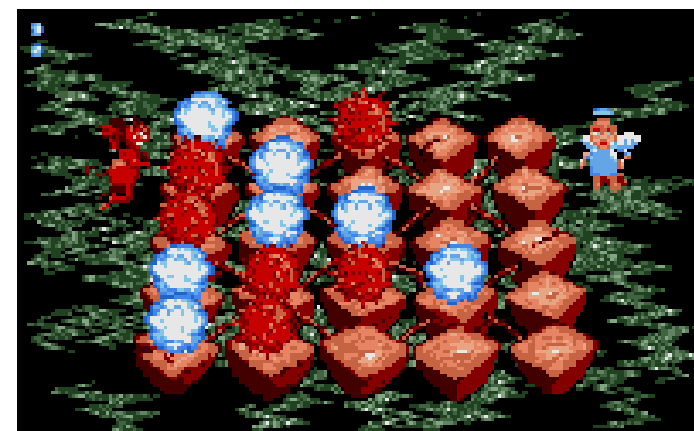
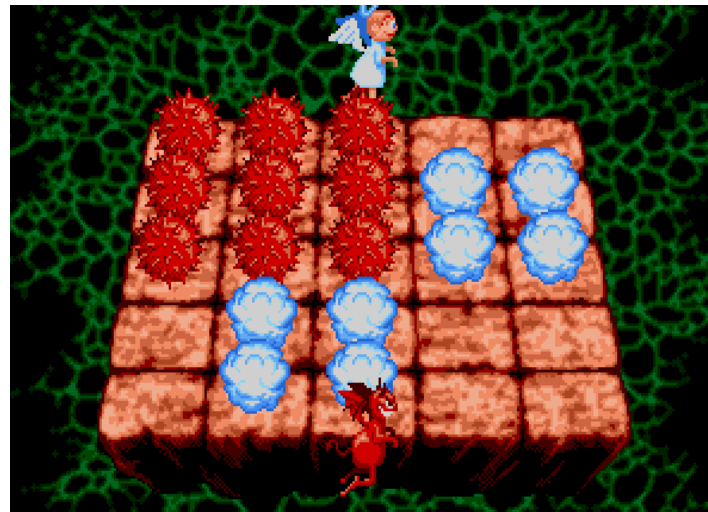
£19.99 The Art of Dreams

[8/10 – Great fun board game, a lot of fun]

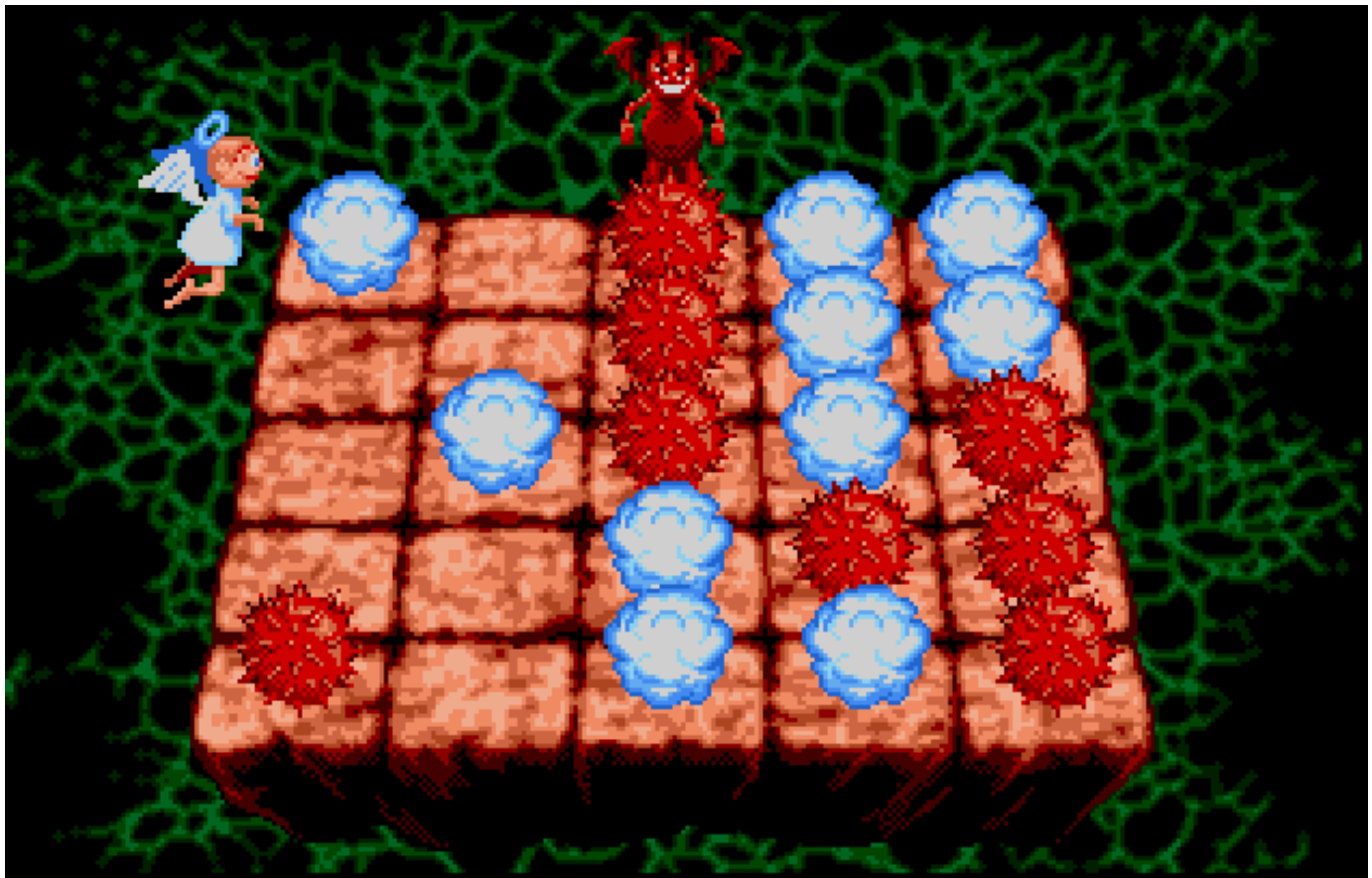
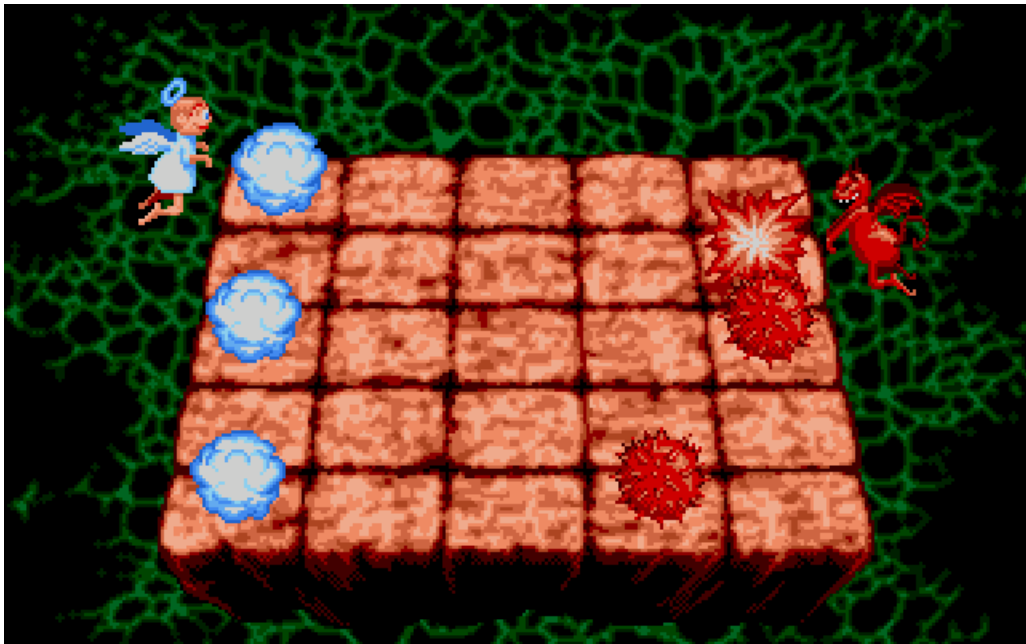
CU: 85% - 'Antago's addictive. It captivates and won't let go. It's a game you can play many times and never want to put down. The two player mode is even better. If you have a friend to play against don't miss it. One of the most enjoyable strategy games since chess.'

AF: 65% - 'Undeniably cute and instantly playable, Antago's destined to be an occasional game rather than a lasting passion.'

AA: 46% - 'A basic variant on the age-old tic-tac-toe theme, Antago's simplistic gameplay and pretty graphics makes it the perfect game for the younger games player.'



The final battle of good versus evil has arrived, in the showdown of a Connect 4 like game. Well kind of, you play either the the Angel or the Demon and you must cast your piece on one of the outside squares. If there is a piece already there then it will push all the others on one. The winner is the player to get five in a row. Its a simple but compelling game, with much enjoyment to be had, made all the more pleasurable thanks to the nice graphics and humour..Each time you push your opponent out the way still makes me mile. A great unique board game, that is worth your time. Play this forgotten gem today.



Apache (1990)

Free Team 17

[4/10 – Nice Choplifter clone freebie from Team 17]

Given free with Alien Breed 2 and Body Blows Galactic, this is a simple choplifter clone. Its not going to win awards, but for a freebie game thrown in, its a pretty solid little game. The parallax scrolling gives a wonderful sense of depth, and although controls are a little sluggish it still plays well enough.



Apache Flight (1992)
£7.99 Atlantis / Dev : Minds I
[3/10 – a budget, poor
clone of SWIV]

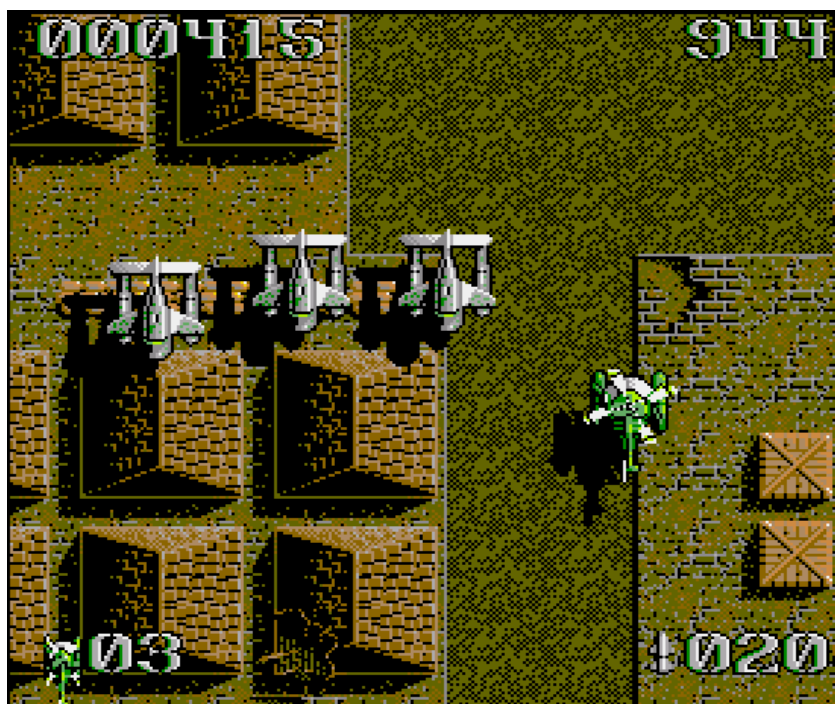
CU: 87% - 'isn't likely to win awards for originality or style, but plays quite well and offers a tough challenge which is well worth eight quid.'

AF: 69% - 'Overall, it's playable but where's the jeep?'

AP: 47% - 'You've seen this before so many times you could probably write the game in your sleep. Technically alright but dull, dull, dull.'

AA: 34% - 'The game could have been challenging and more enjoyable. But as it stands, it's too irritating.'

Found it incredibly slow and juddery, with vomit inducing graphics. Combine that with unfairly tough gameplay (you cant hit some ground troops but they can get you) and you have a game best to avoid.



APB. All Points Bulliten(1989)
£19.95 Domark / Tengen / Dev :
Walking Circles

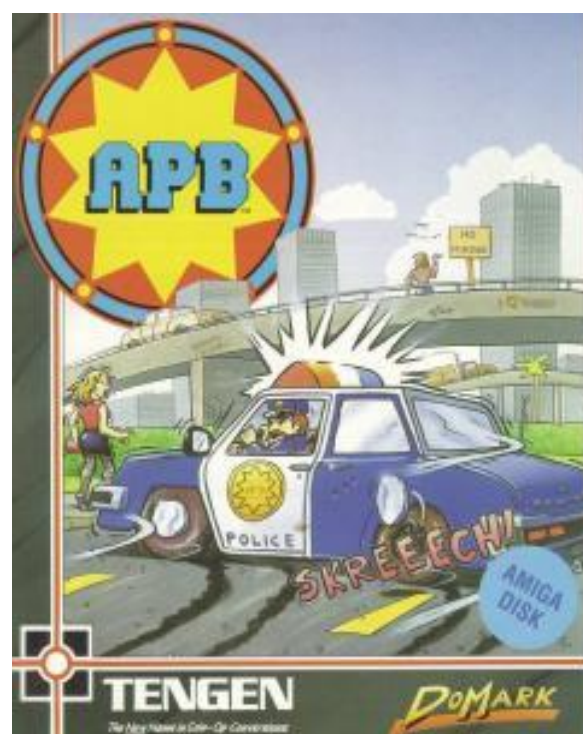
[8/10 – Top arcade port, if not really pushing Amiga]

AC : 92% - 'For once, fans of the arcade machine – and that includes me – can feel right at home. It's not much of a stretch of the imagination to say that it's identical.'

ZZ: 89% - 'An immensely playable coin-op loses none of its addictivity on the Amiga.'

CU: 82% - 'An entertaining conversion of a great arcade game. By no means as good as it could have been, but fun nonetheless. Worth buying.'

AF: 87% - 'The arcade game was good and so is the conversion. The control is a little tricky to start with and it's very easy to die, but persevere and you'll find it becomes a lot more enjoyable'



Apidya (1992)

£25.99 Blue Byte

/ Dev : Kaiko

[9/10 – Best horizontal shooter on the Amiga]

AP : 92% - 'A wonderfully satisfying blast – the best in years. Forget the rest of the new wave of shoot-'em-ups (and yes that includes Project X and Agony, both reviewed in this very issue). The shoot-'em-up renaissance starts here!'

AF : 90% - 'An excellent game. It deserves a Format Gold because, although it's a style we've seen a 100 times before, it looks so good, it plays beautifully and it's polished until it shines.'

CU : 80% - 'Two-years in development, Apidya is an engrossing blast. It's intriguing design means you're actually getting five mini-games in one, which can't be bad. It's not going to set the world on fire, but it's no damp squib either.'

APIDYA



TEAM 17



PUSH START BUTTON!

A KAIKO INTERNATIONAL PRESENTATION



AA : 80% - 'Graphical originality and smooth scrolling, with plenty of enemies, provide many of the necessary ingredients for a top rated shoot 'em-up. While Apidya does possess these attributes, it lacks the vigour and truly explosive power of the likes of Project X. Punchy sound effects are missing, and being stripped of certain weapons when you die leaves you feeling a little overpowered when back in the action. The second player, because he can't power up, seems to be there just for the ride. Apidya needs streamlining with a few extra thrills here and there.'

O : 79% - 'lacks the graphic sophistication of, say, Project X, but it packs a rock-hard sonic punch and there's enough solid action to keep you going for a fair while.'

APIDYA

Revenge is sweet when it's the life of your lover at stake...

After the vile sorcerer, Hexaa, had tortured your beloved partner to near death, you awake the magic of your grandfather's talisman to summon the forces of light to help you defeat the sorcerer and find a life-saving antidote. You are Ikuro and you are the only one who can commit the necessary deeds... live off your wits, live off your instinct but, most of all, live off your sacred love for Yuri.

As the ancient talisman transforms you into a beautiful bee, such beauty is darkened by the burning passion to hurt, maim and destroy Hexaa and his evil army of insects and wildlife. Your insect bite is deadly... but are you?

FEATURES

- Superb horizontally scrolling shoot'em-up.
- Gameplay over 5 fantastic worlds.
- Incredibly Large end of level guardians.
- Power-up with missiles, bombs, automated clones... the list is almost endless.
- Simultaneous two player action!

AMERICA GOLD
A genuinely mind-blowing experience!

TEAM 17

6 St Johns Square,
Wakefield,
West Yorkshire,
WF1 2QX, England.
Tel: +44 (0)924 201846

ATTENTION
Chez certaines personnes,
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nécessite des précautions
d'emploi particulières qui
sont détaillées dans la
notice ci-jointe.

3-10	11-14	
15-17	18+	

This product is exempt from classification under U.S. Law
It complies with The Video Standards Council Code of Practice
It is considered suitable for viewing by the age groups indicated



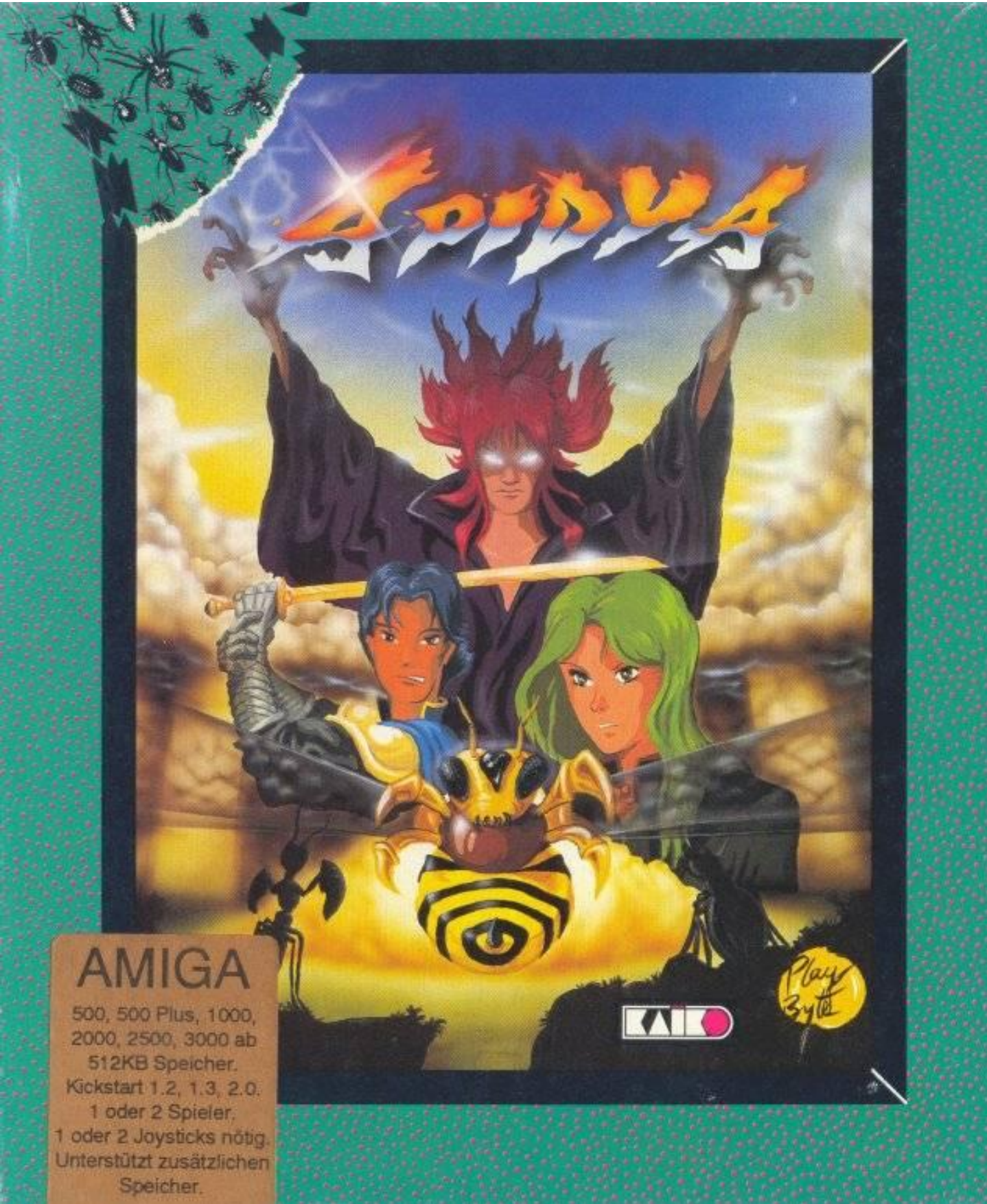
Called Apidya, as a nod to the latin word Apidae for bee like insects. The game was a superb, console quality horizontal blaster. That still today goes down (in my opinion) as the best horizontal blaster on the Amiga. Looking at the Japanese Manga intro and Japan title page, you'd be forgiven for thinking this was perhaps based on an obscure Japanese shooter. In fact though it was made by the cool German developer Kaiko, who obviously were a huge fan of Japan Manga, as shown with their other game Gem-X.

Being inspired by the arcade game Insector X and Gradius, the ex Rainbow Arts employees set about designing a naturalistic inspired shooter and giving Apidya its unique look. The game was awesome, and critically well received, but commercially it suffered due to it initially only being released in Germany, with the important UK market being delayed until much later, when Team 17 took on the publishing duties. Of course by then most people had already found their way to a pirate copy and had played the game to death.

All in all, this is a deserved classic, and one that really should be played more by everyone. I just hope the immensely talented boys (Peter Theirot on coding , Frank Matzke on graphics and musician Chris Hueslbeck come together again and do an Apidya sequel on Xbox Arcade (Pleeeaaase :-), love you forever x)







AMIGA

500, 500 Plus, 1000,
2000, 2500, 3000 ab
512KB Speicher.

Kickstart 1.2, 1.3, 2.0.

1 oder 2 Spieler.

1 oder 2 Joysticks nötig.

Unterstützt zusätzlichen
Speicher.

Original Box Art on first release... Most people in the UK will have played the Team 17 re-release.

AMMBA



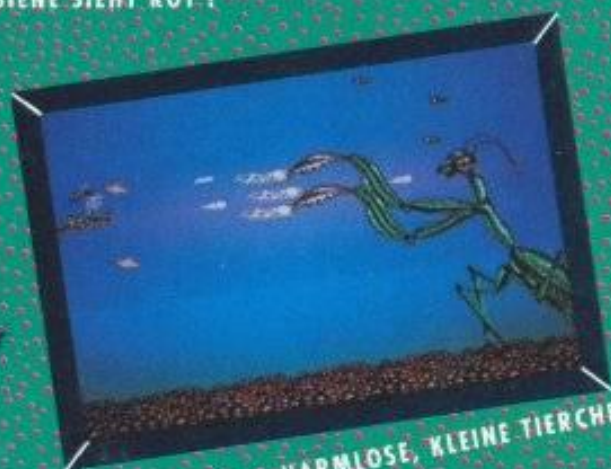
EINE BIENE SIEHT ROT !



OH ! EIN MAULWURF ?



AUGE UM AUGE, STACHEL UM STACHEL !



INSEKTEN ? HARMLOSE, KLEINE TIERCHEN ?



EINE FLEISSIGE BIENE
MAL NICHT BEIM HONIGSAMMELN !

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4330 MÜLHEIM-RUHR

Apocalypse (1994)

£25.99 Virgin Interactive /

Dev : Miracle Games

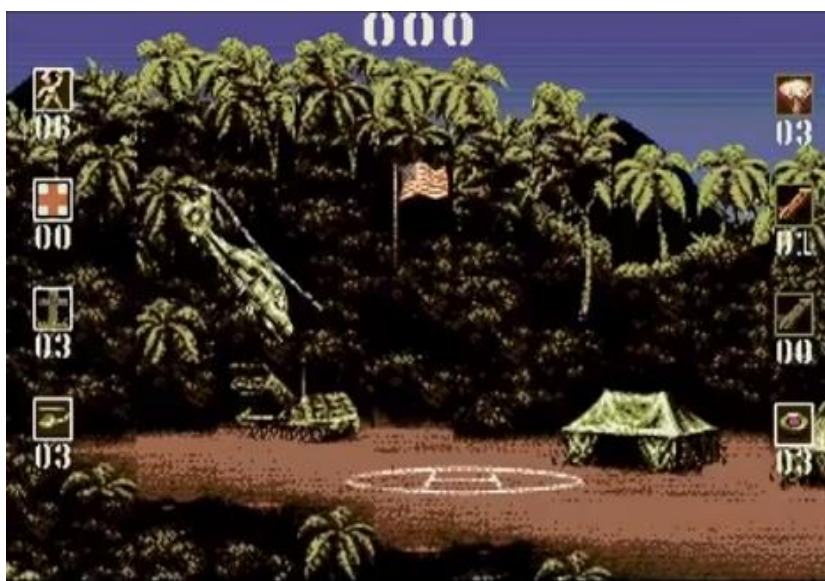
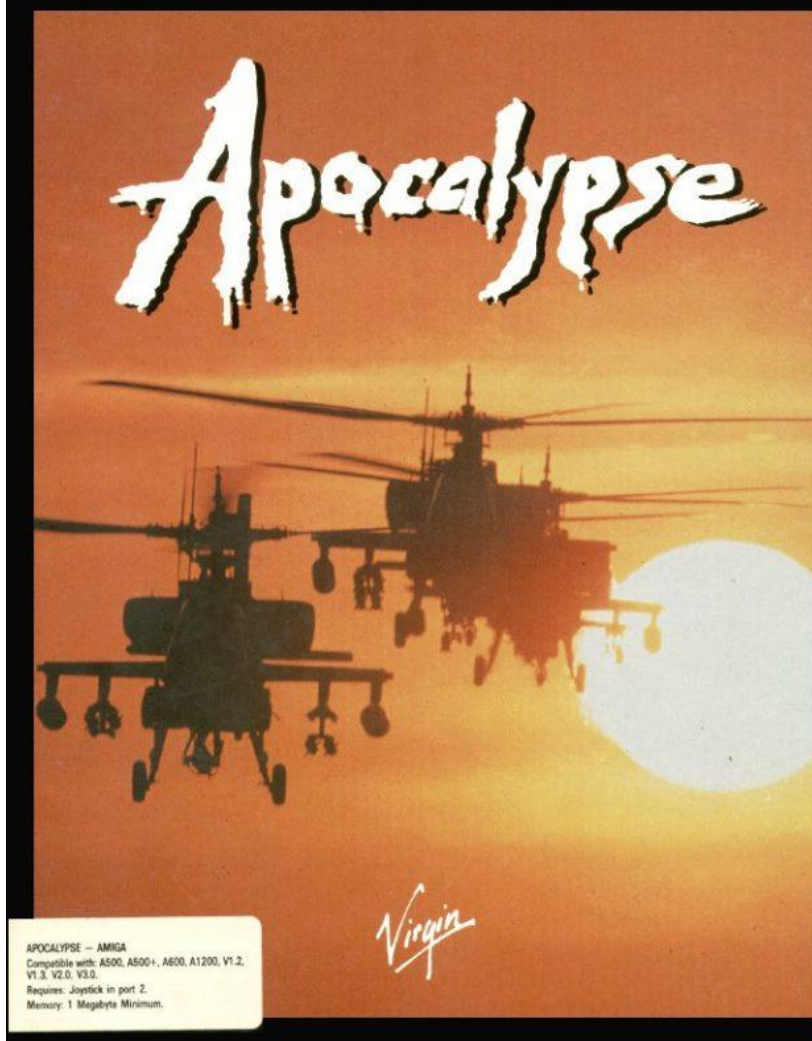
[6/10 – Nice Choplifter
update, but tough & short.]

AF : 86% - 'The sort of game you'd happily tackle with a stack of ten pence pieces, Apocalypse is a sexy, rip-roaring, shoot-em-up with a strong element of tactical awareness. Very good.'

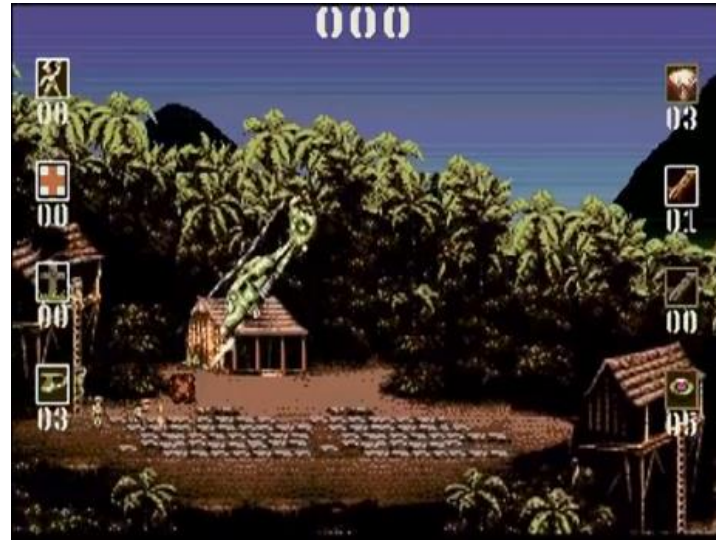
AF : 81% - 'In an ideal world, Apocalypse would have come with twice as many missions and a password facility, making it a game I'd have no hesitation recommending. As it stands, what's there is excellent but you may become bored with the first two missions before you get the most out of it.'

AP : 80% - 'Overpriced at 30 quid, undoubtedly, but a deeply enjoyable game all the same, and well worth at least 81%.'

AC : 66% - 'let down by the fiddly control system, and although the helicopter is easy to fly, the Fire button serves the same function for both weapons and changing direction resulting in firing accidentally – sometimes at your own men. More depth in the gameplay, rather than just an advanced shoot-'em-up, would have benefited the game, and a save game option would have removed some of the frustration. However it is graphically brilliant and the realistic sampled sound effects make the game stand out above others in this genre.'



CU : 49% - 'I like a challenge but this is nothing but unplayable and frustrating. Anyone who has ever played football with a deflated ball will appreciate how I feel about Apocalypse. It's slow, hard and you can barely get the thing into the air. I was hoping for a lot but despite its undoubted good looks it's a bit of an empty shell.'



Being an update of Choplifter essentially. This game has you control your helicopter, rescue your soldier and kill and destroy everything else, all in a very Apocalypse Now inspired story (complete with bald, Brando-nutter). In the first thing that strikes you, is the nice graphics. The next thing that strikes you is how tough the damn game is. Although once you learn to take out the gun instalments, this gets a bit easier. After a lot of practice and learning the level, you will make your way through it. Sadly there is only 5 levels in the game, and so just as your getting into the game, it's suddenly all over.

Apprentice (1990)

£19.99 Rainbow Arts

[8 /10 – *Solid platformer, with loads to see and do.*]

GM : 90% - 'The game is tough, but attractive enough to keep you addicted. Although not up to the high standards of Rainbow Art's Turrican, Apprentice does have a good deal of puzzles which give it the long term appeal that the former game may have lacked. Apprentice is a classy creation that wouldn't look out of place on your software shelf.'

YA : 80% - 'It's a great little game that cries out for a map and platform freaks will love it.'

ZZ : 77% - 'The graphics are neatly detailed albeit a touch dull – the mushrooms appear in every Mario clone it seems – but heaven is a nice touch with clouds on rails. The familiar running about and leaping gameplay is nice as well, with all the extra features combining well with some good puzzles. I particularly liked the sweeping broom which throws crates back at you. At £20 there's little to complain about apart from the absence of new ideas. Worth a look as probably the best of recent Mario clones.'



ACE : 685 /1000 – 'On the face of it, Apprentice doesn't break any barriers. Indeed, it may well get lost in the wash of console-style games – a breed this definitely fits right into – by being a little too ordinary. A fun game to play, but by no means and outstanding product.'

AA : 67% - 'Apprentice could have been a really good platform romp. Unfortunately, due to some blocky graphics and some basic use of colour, it looks like a second-rate budget game. This is a pity as below this dull exterior lurks a playable little game, and what it lacks in originality it certainly makes up for in length and addictivity. The addition of secret rooms and puzzles adds to its appeal, making it worth a swift look.'



This is exactly why I am doing this book, to find hidden gems such as this. As a self confessed platform freak. I really jelled with this Mario clone. From the moment it booted up and the great Chris Hülsbeck music kicked in (yes him again), I was won over. This game is a bit like Mario but with you picking up or kicking crates instead to kill the baddies. The crates are also used as simple puzzle solving...such as chucking it in the water to get across a river etc. All in all, a great little gem of a game. It's big as well and chock full of secrets and hidden worlds to find. If like me you love platform games, then look past the dull graphics and give this game a go.



Approach Trainer (1995)
£29.99 Extender
[6 / 10 – Good
Commercial
Sim, If its your thing.]

If you are a plane junkie and the idea of landing a commercial jet is a wet dream to you, then this game is for you. It all looks extremely realistic, and therefore you really need to spend hours pouring over the flight manual before even booting the game up. Incidentally, pressing random keys, causes sirens to go and plane to crash :-)

Approach Trainer v1.66

..the ultimate approach & procedure simulator

- Unrestricted flights between airports
- Variable weather conditions
- Long & short approaches, overshoots & undershoots.
- Day & Night approaches.
- Improved Precision Approach Position Indicator
- New & Improved Navigation
- Excellent flight physics
- Full analogue joystick support

Experience the exhilaration of flying & landing at over 50 of Europe's most significant commercial airports!

"Undoubtedly the best Amiga Flight Simulator available today."
Amiga Action

"A very competent and professional Civil Flight Simulator."
The One

Includes A Full Pilots Manual Includes ILS Approach Charts

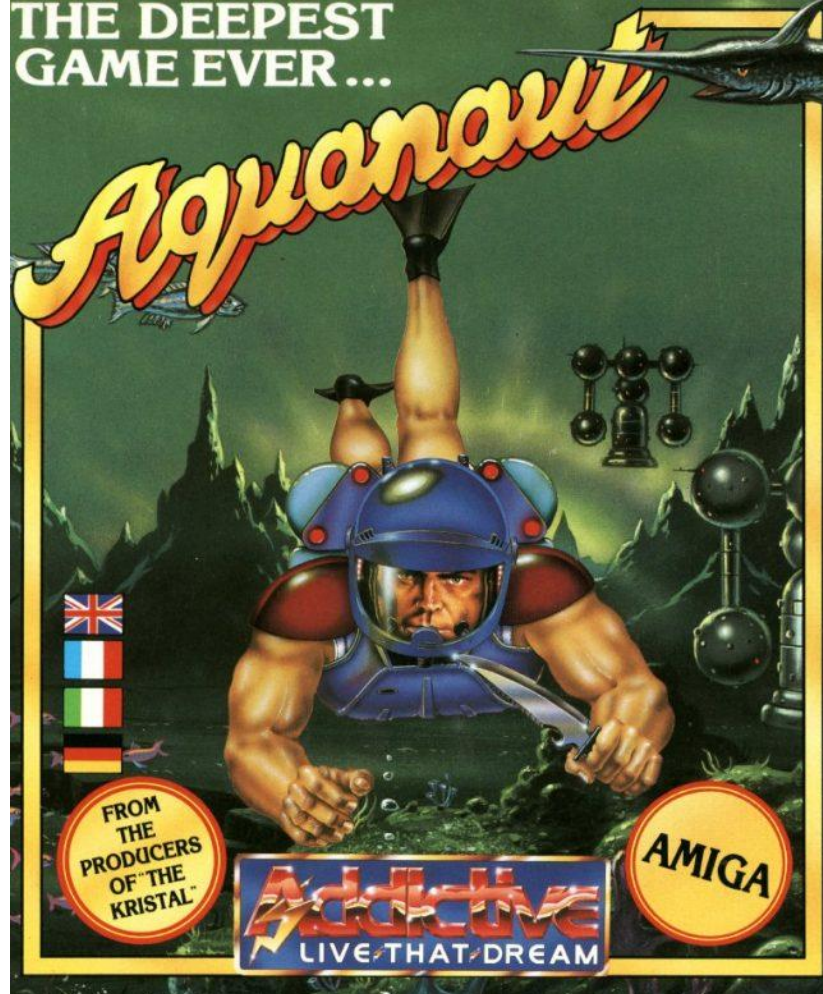


Fissionchip Software
[8/10 – A thoroughly entertaining, imaginative game]

CU : 83% - 'there's more than enough in the way of idiosyncrasy – bizarre-looking sprites and unusual puzzles – for many hours of satisfying gameplay. The game looks lovely, too, The only thing which really lets it down is its rather mundane soundtrack.'

ACE : 746 / 1000 – 'an entertaining, pretty and absorbing game, certainly better than the Kristal'

AC : 75% - 'By far the best feature of the game is the sound. A palpable sense of atmosphere is created. The effects of bubbles rising through the depths is a nice touch. Overall, although Aquanaut is not dangerously persuasive, there is a lot to it and it should survive at least until you have saved up enough to buy another title.'



A pulp Sci-Fi tale, where you play a secret agent who must destroy aliens who have taken refuge at the bottom of the sea. The game has three sections to it, which you can choose to play at the start. Section one has you scuba dive your way through the ocean, taking on mutant sharks. It all looks gorgeous, especially how everything is animated. Section two, has pulled through a worm hole and into an underwater, maze like cave. Finally it off to section three which is a dry land romp, being a mixture of standard run-'n'-gun and Dizzy like adventure. I have a lot of love for this game, adoring the look of it and little touches, like unique and humorous death screen, describing how you kicked the bucket. It has it's fault, your movement is a little unresponsive, being the main one. But it all plays with such charm, and put together with such love, that it's easy to look past all its faults and love this forgotten gem of a game.



The Aquatic Games

– Starring James Pond and the Aquabats (1992)

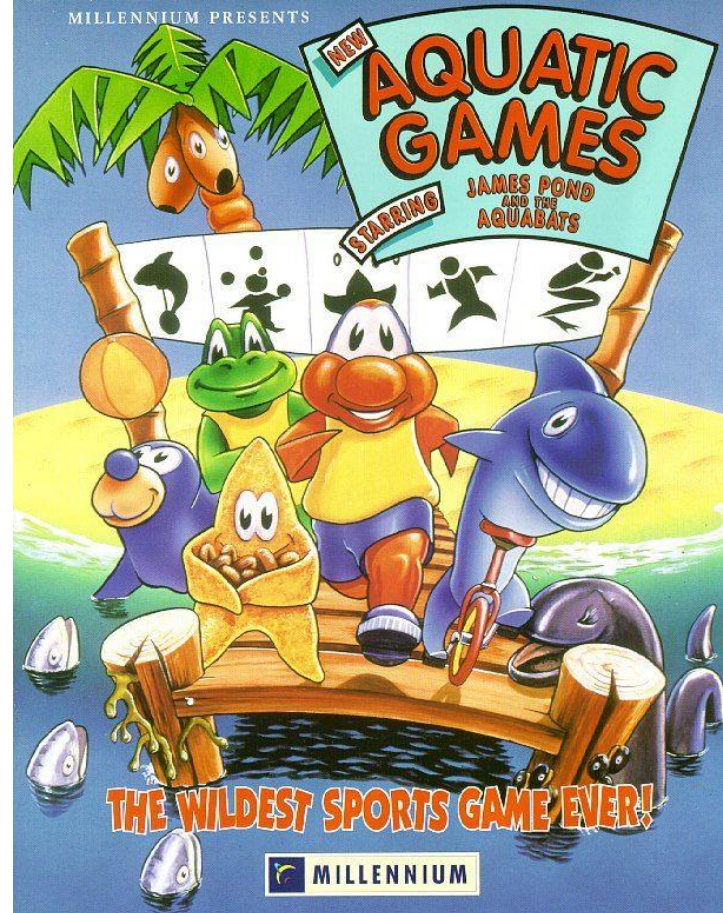
£25.99 Millenium /

Dev: Vectordean

[8/10 – Great multi-player game]

AF : 86% - '...so yes, as highly recommended as Robocod did in Amiga Formats December Issue last year, but for completely different reasons. If you are a sociable type of person who likes to play games with your friends, then you really shouldn't miss out on the chance to try test your sk-gills with James and friends.'

O : 84% - 'Some debate here at The One over this game. Opinions vary – some say that the game is too simple, others that it holds together nicely in a well- balanced, fun package. Fortunately I belong to the latter camp and although some of the events are no more than the Waggl-O-Mania game we gave away a few months back, I think that Aquatic Games has enough humour and nice touches to warrant a purchase by all but the most sophisticated gamers.'



AC : 80% - 'I liked Aquatic Games a lot – graphically they're sound and the FX are quite amusing in places. It's a nice change from run-of-the-mill sports games. I also thought the practice options were a hell a lot better than normal. Instead of the usual one practice mode there are three different levels, so if you're a real slowy like me you can go on the thicky level first. Well thought out and good fun.'

AA : 72% - 'Sadly this product doesn't live up to the James Pond name. Playability-wise, it isn't for the experienced gamer but youngsters may enjoy the title a lot more. As for someone like myself, things are perhaps just a little easy. I'd suggest it's a definite one to try out before handing over your hard-earned cash.'

CU : 67% - 'I really wanted to like Aquatics as Robocod ranks as one of the best platformers I have played. Sadly, though, this undersea exercise program just doesn't cut the mustard and sadly wastes the character's potential.'

AP : 60% - 'It's the best joystick-waggler of this year's crop by quite a way. It works reasonably well, and it's nice to pick up every now and again, but there's only about half a day's entertainment (three-quarters if you've got your mates round) in this at best.'

Me and my mates loved this game back in the day, with it being a great party game to play as everyone tried to out-do one another. The game is a Track and Field style Olympics game, but with all the events having a suitably fishy theme. Be warned though, like most games of this type, it is designed to destroy many a good joystick. The game is a major departure of the typical James Pond style game, and many may rightly accuse game using the James Pond name merely as a cash in. I think this would be unfair as the game stands well on its too feet, and although many of the events seem simple, that is exactly what is required in a party game such as this. Incidentally this is a Steve Bak only game, with Chris Sorrell (creator of James Pond, taking a back seat on this one.) All in all a fun, well done party game.





< 100m
Splash



Kipper
Watching
>



Feeding
Time >



<
Long
Jump



< Shell
Shooting

Hop,
Skip &
Jump >



Unicycle
Race >



< The
Bouncy
Castle



<
Leap
Frog

Incidentally Steve Bak is a UK coding God, having been Initially a miner for 16 years, he switched to computers aged 31 after a mining accident cost him the tip of his finger. With programming he really excelled, starting on the Acorn Atom and publishing games for Micro-Gen. It was on the Dragon 32 machine he really began to his stride, single handedly keeping the system a live with his series of well received Cuthbert games. But it was on the Atari-ST where Steve really showed his God like status, by proving that the ST could do vertical scrolling with the game Gold Runner (when at the time it was thought impossible). He then equally proved that horizontal scrolling was possible as well with Return to Genesis. Thankfully Steve then switched on to the Amiga and teaming up with Chris Sorrell on the creation of the James pond games.



The Aquaventura (1992)

£25.99 Psygnosis

[5/10 – Simple, dull,
underwater blaster]

O : 75% - 'The big black mark against Aquaventura is that Graffold's Simulcra did this sort of thing much better and a lot faster two years ago on the MicroStyle label so if the concept of Aquaventura appeals then you'd be much better scouring the bargain bins for that instead.'

AF : 60% - 'things just get more and more samey since the only real difference between levels is the amount that needs to be done for their completion. Ultimately there isn't much incentive to complete the game once you've died on level nine and have to start again from the beginning.'

AA : 70% - 'Buck's fizz and vigour is not apparent but instead, slow action and minimal graphical effects sink Aqua into the depths of disappointment. There is a certain attraction of having the freedom to hunt down what you want, but it diminishes, leaving a product four years behind all the other games currently available. Aqua is not going to do Psygnosis' great reputation any justice.'

CU 60% - 'the game might give satisfaction to younger players who won't notice that there's no depth to it. Once the purchaser has played the game for an evening and glimpsed the true nature of the beast, though, they'll realise that it is, like the end-of-level snake, just a load of balls.'



AC : 51% - 'Given the amount of time this game has been in production, it's ridiculously weak. On my fifth go, I reached level four – that's half-way through the game, fact fans – and was getting fairly sick of playing the same game level over and over. And you would be, especially after paying full price for it. Watch this sink without a trace. Very poor indeed.'

AP : 38% - 'As an ambient relaxation tool this does okay. As a game it gets dull by the sixth play. If it is ambience and relaxation you're after, try fitting a coloured light bulb.'



In true Psygnosis fashion, this has a great opening intro, followed by not a lot of game. In Aquaventura you basically must fly underwater and blast everything in site... which is fine, but it is all rather sedate and a little dull. Taking 4 years to make this game falls sadly in the average category. It all runs smoothly enough and initially it is great fun...The main gripe though is there simply isn't enough variety to excitement to win you over. Worth a play, (even if its just for the intro) just don't expect to be still playing the game tomorrow.



AQUAVENTURA™



AMIGA
A500, A500
plus, A600,
A1000, A1500,
A2000, A3000
512k required

REVIEWS



The humans have been the
expectations have run high!
For four years it's been a time players have been awaiting this, the release of the decade. Now, be still your beating heart,
for here it is.

Aquaventura

Being alone isn't a powerful enemy race, you and your one-man ship must fight through eight danger zones, each swimming with alien things. The zones are connected by a tunnel which you must skillfully navigate while avoiding or destroying giant, long-necked crit. Make it through the tunnel and you are rewarded with energy and weapon replenishment ready for your battle in the next zone.
Featuring smooth, animated, tiled polygons expertly combined with impressive 3D sprites, Aquaventura breaks new ground and proves to be well worth the wait.
Aquaventura: The danger patch in your software collection.

Les bruits courent!

L'attente se fait longue!

Depuis quatre ans, les passionnés de jeu sur ordinateur attendent ceci, la sortie de la décennie. Maintenant, gardez votre cœur battant, car voici.

Aquaventura

En combattant seul une puissante race ennemie, vous et votre vaisseau à une place devez vous battre contre huit zones de danger, dans lesquelles grouillent des créatures venues d'ailleurs. Les zones sont liées par un tunnel où vous devez naviguer habilement tout en évitant ou en détruisant les appareils ennemis qui pèsent sur. Réussirez à passer le tunnel et vous êtes récompensé par de l'énergie et un rapprovisionnement en armes, prêt pour votre combat dans la zone suivante.
En présentant des polygones peints légèrement animés et habilement combinés avec d'impressionnantes files en 3D, Aquaventura arrive et prouve qu'il vaut bien le coup d'attendre.
Aquaventura: La tâche dure de votre collection de logiciels.

Seit Jahren redet man davon, die Geschichte kennen keine Grenzen!

Die Spannung ist dem Bersten nah!

Vier lange Jahre Warten. Computergamer auf das Ereignis, das Jahrzehnte wartet ist es soweit, der Moment ist gekommen, hier ist.

Aquaventura

Alein im Kampf gegen mächtige feindliche Wesen müsst du dich mit deinem Einmannschiff durch 8 Gefahrenzonen, die nur so von auferstehenden Drogen wimmeln, hindurchschlagen. Die Zonen sind durch einen Tunnel verbunden, durch den du dein Schiff geschickt lenken und dabei die feindlichen Patrouillenfahrer meistern musst. Wenn du den Tunnelabschnitt hinter dich bringst, wirst du mit Energie und Ersatzwaffen belohnt — gewappnet für die nächste Zone.
Die liebend gestaltete Animation geläufiger Vögelchen, meisterhaft kombiniert mit phantastischen 3D Kobolden, macht Aquaventura zum Behrntschieser unter den Spielen, auf deren es sich zu warten gelohnt hat.
Aquaventura: Das Software-Abschauer auf dem Wasser.

Se ne è parlato tanto!

Le aspettative si sono fatte spaventose!

Per quattro anni i palati di videogiochi sono stati attesi di questa l'uscita del decennio: Adesso calmate i battiti del cuore, perché è arrivato.

Aquaventura

Solo, in lotta con una potente razza nemica, tu e la tua nave monoposto dovete combattere per otto zone pericolose, ognuna con sciami di esseri alieni. Le zone sono collegate da una galleria che devi navigare con destrezza, evitando o distruggendo le pattuglie di natanti nemici. Se ce la fai in galleria, vieni premiato con un rifornimento di armi ed energia, pronto a battaglia nella prossima zona.
Con i suoi poligoni solidi, scorrevolmente animati, abilmente combinati a ragguardevoli sprite a 3D, Aquaventura apre nuovi orizzonti e dimostra che è valsa la pena aspettare.
Aquaventura: La parte dura della tua collezione di software.

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Manufactured in the United Kingdom



Arabian Nights (1993)

£25.99 Krisalis

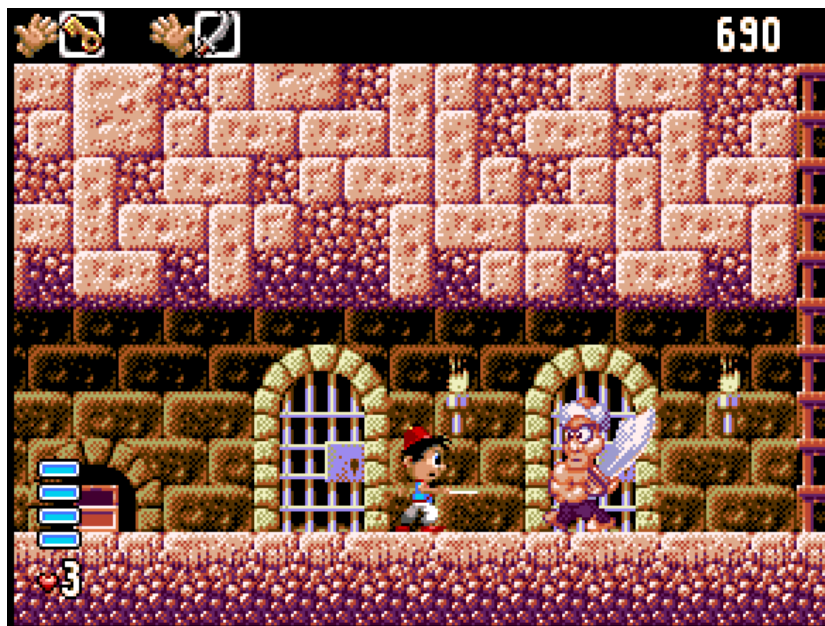
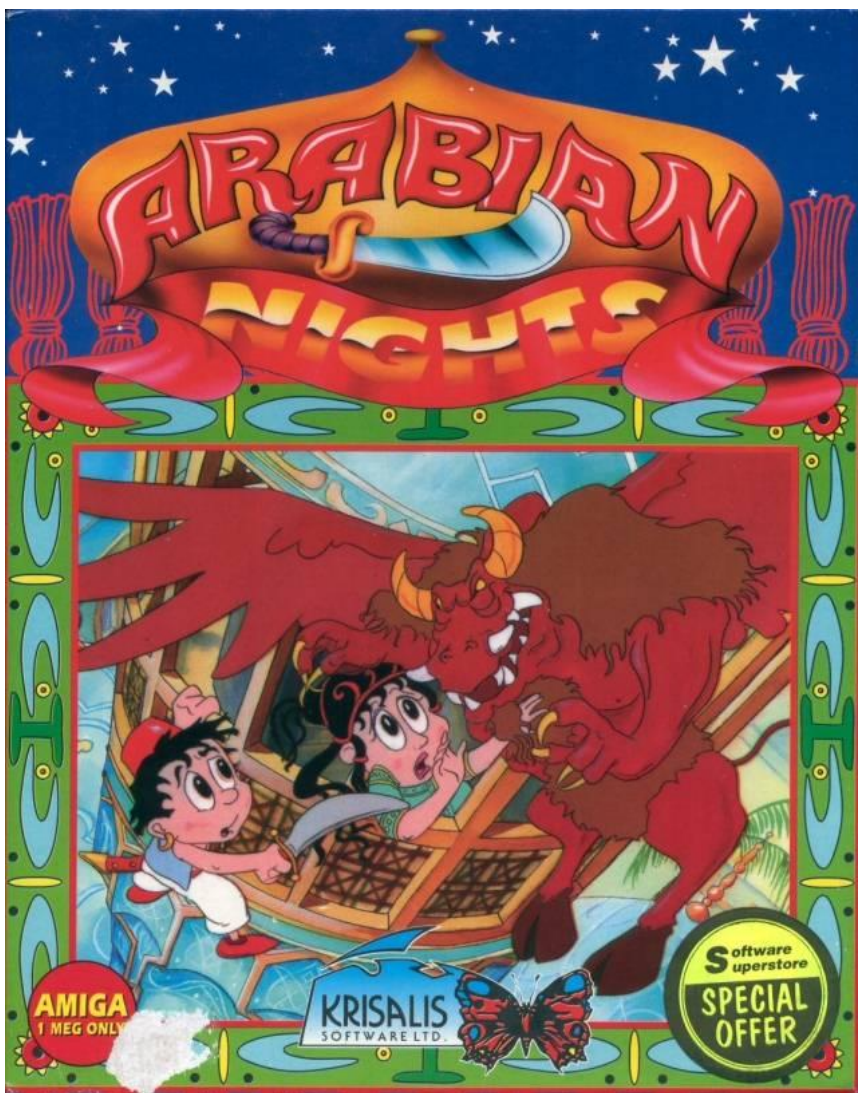
[9/10 – A top Amiga Platformer]

O : 90% - 'this is a superb game which will definitely take some cracking'

CU : 86% - 'An above average platform romp, but lacking in long term challenge.'

AFC : 85% - 'plays well, due to the thoughtful design of the levels and the flexibility of control – you sometimes need to crouch and slide under low platforms, or climb up and down ropes. It's by no means a masterpiece, but a good game that'll give you plenty of fun-filled nights.'

AP : 83% - 'It's cute, fast, difficult enough, frustrating and yet completely addictive. Never before has death been so easy to get over. And it is sooo sweet. If cute makes you puke – stay away, and if dying too often depresses you'



AA : 82% - 'A fine example of a slickly programmed attractive platform puzzler. Arabian Nights wont set the world alight but it's still neat, crisp and competent. My main grip is the difficulty level which is too easy and although the puzzles are a pleasure to solve, they're ultimately very basic. Even so, this will satisfy many and is a step forward for Krisalis' Amiga games reputation. And it's all to the soundtrack of some funky Middle Eastern tunes, too!'

AF : 80% - 'Much of the gameplay seems familiar but as a mixture of different ideas and style this works really well. There is plenty of atmosphere, built up by the music and effects, which make the game pretty addictive.'

Being a wonderful mix of a Mario style platformer and a Dizzy game (where you solve simple puzzles), there is simply loads of charm with this game. It all looks gorgeous as well with lots of character to all the sprites as you make your way around the levels. The sound is by Matt Furniss is also spot on adding to the game considerably. All in all there is a lot to love about this top game, and so I heartily recommend you give this game some time





1670



119280





ARABIAN NIGHTS - Sinbad Junior works for the "fair and just" Caliph as an apprentice gardener tending to his incredibly excessive palace gardens. Today however he gazes upon another beautiful flower - the Princess Laila as she stands on a balcony high above the gardens.

Away in an eerie floating castle dark deeds are at hand. The evil Vizier, in his dastardly plan to rule the kingdom, has dispatched a demon from the nether regions of hell to kidnap the princess and cast a mighty spell over the kingdom.

As Sinbad stares up at the balcony a dark shape descends from the sky, mauling and clawing at Laila. Laila screams and the demon lifts off clutching the beautiful princess. Sinbad makes a desperate leap to grab the claw of the monster, but is left on the balcony flat on his back.

As the demon disappears into the clouds Sinbad is surrounded by the Caliph's guards and hurled into prison on a charge of sorcery. Now, taking on the role of Sinbad Junior, you not only have to escape the palace dungeons, but rescue Laila from the evil Vizier.



ARABIAN NIGHTS - Sinbad Junior ist beim "gerechten" Kalif als Gärtnerlehrling für dessen unermesslich große Palastgärten angestellt. Heute starrt er jedoch gebannt auf eine andere bildhübsche Blume - die Prinzessin Laila, wie sie hoch über Gärten auf einem Balkon steht.

Unterdessen sind in einem unheimlichen, schwimmenden Schloß finstere Mächte am Werk. Der böse Wesir, der den niederträchtigen Plan hegt, das Königreich zu beherrschen, hat einen Dämon aus der Unterwelt losgeschickt, um die Prinzessin zu rauben und das Königreich zu verhexen.

Als Sinbad zum Balkon hochstarrt, stürzt sich vom Himmel eine dunkle Gestalt mit ihren Krallen auf Laila herab.

Laila schreit, doch der Dämon schwebt mit der wunderschönen Prinzessin in seinen Krallen davon. Sinbad versucht verzweifelt mit einem Satz, die Krallen des Monsters zu packen, fällt aber auf den Balkon zurück.

Als der Dämon in den Wolken verschwindet, wird Sinbad von den Wächtern des Kalifs umringt und, der Hexerei angeklagt, ins Gefängnis gesteckt. Nun ist es Ihnen in der Rolle von Sinbad Junior überlassen, nicht nur aus dem Palastgefängnis zu entkommen, sondern auch Laila aus den Händen des bösen Wesirs zu retten.



ARABIAN NIGHTS - Sinbad Junior lavora per il Califfo "giusto e onesto" come apprendista giardiniere, occupandosi degli enormi giardini del suo palazzo. Oggi, tuttavia, sogna guardando un altro fiore meraviglioso - la Principessa Laila, mentre questa si trova su un balcone in alto sui giardini. E lontano, in uno spaventoso castello fluttuante delle forze demoniache sono al lavoro. Il cattivo Vizier, poiché vorrebbe governare il regno, ha inviato un demone dalle regioni distanti dell'Inferno a rapire la principessa e mettere così un incantesimo malvagio sul reame.

Mentre Sinbad guarda in alto verso il balcone, una figura scura discende dal cielo, afferrando Laila con le sue unghie.

Laila grida ed il demone si solleva con la principessa meravigliosa tra le zampe. Sinbad fa un tentativo disperato di afferrare la zampa del mostro, ma non ci riesce e cade indietro sul balcone.

Mentre il demone scompare nelle nuvole, Sinbad viene circondato dalle guardie del Califfo e gettato in prigione, accusato di essere uno stregone. Ora, assumendo il ruolo di Sinbad Junior, non solo dovrete fuggire dalle prigioni del palazzo, ma dovrete anche liberare Laila dal diabolico Vizier.



ARABIAN NIGHTS - Sinbad junior, qui travaille comme apprenti jardinier pour le Califfe "connu pour sa grande bonté", s'occupe de l'entretien des jardins du palais qui s'étendent à n'en plus finir. Aujourd'hui, cependant, il contemple une fleur plus belle encore, la princesse Laila, debout sur son balcon surplombant les jardins.

Au loin, dans un sinistre château flottant au milieu de brumes angoissantes, les forces du mal se déchangent. Le diabolique Vizir, qui a manigancé un plan ignoble pour s'emparer du royaume, vient d'envoyer un démon issu des profondeurs de l'enfer pour enlever la princesse et jeter un puissant maléfice sur le royaume.

Alors que Sinbad a les yeux fixés sur le balcon, une forme sombre tombe du ciel et se jette brutalement sur Laila en la griffant.

Laila pousse des cris d'effroi et le démon s'élève dans les airs, retenant la belle princesse captive entre ses griffes. Sinbad bondit sur le balcon et tente désespérément de saisir les griffes du monstre mais il retombe sur le dos.

Tandis que le démon disparaît dans les nuages, les gardes du Califfe cernent Sinbad et le jettent en prison sous l'inculpation de sorcellerie. Maintenant, à vous de prendre la place de Sinbad junior. Vous devez non seulement vous enfuir des donjons du palais mais aussi délivrer Laila de l'emprise démoniaque du Vizir.



All Screen Shots From Amiga Version
It is illegal to Copy or Lock-Up this Data
© Krisalis Software Ltd., Tenque House,
Aisling Yard, Downs Row, Moorgate, Nottingham,
Tel: 0709 322290

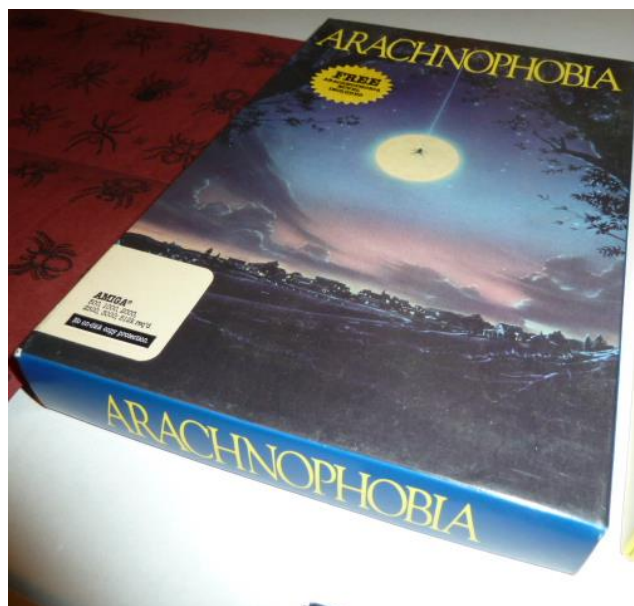


Arachnophobia (1991)

£25.99 Titus Software / Dev:
BlueSky Software

[5/10 – Spider hunting, let
down by dodgy controls]

Not being particularly fond of our 8-legged chums, I gave, both the game and the Disney film that its based upon a wide berth on its release. But I am a big brave boy now (honest), so here it goes. What we have here is a basic arcade shooter, going into peoples houses and killing all the spiders, before moving on to the next. Its all rather basic fun and only let down by the controls not always being as responsive as one would like.

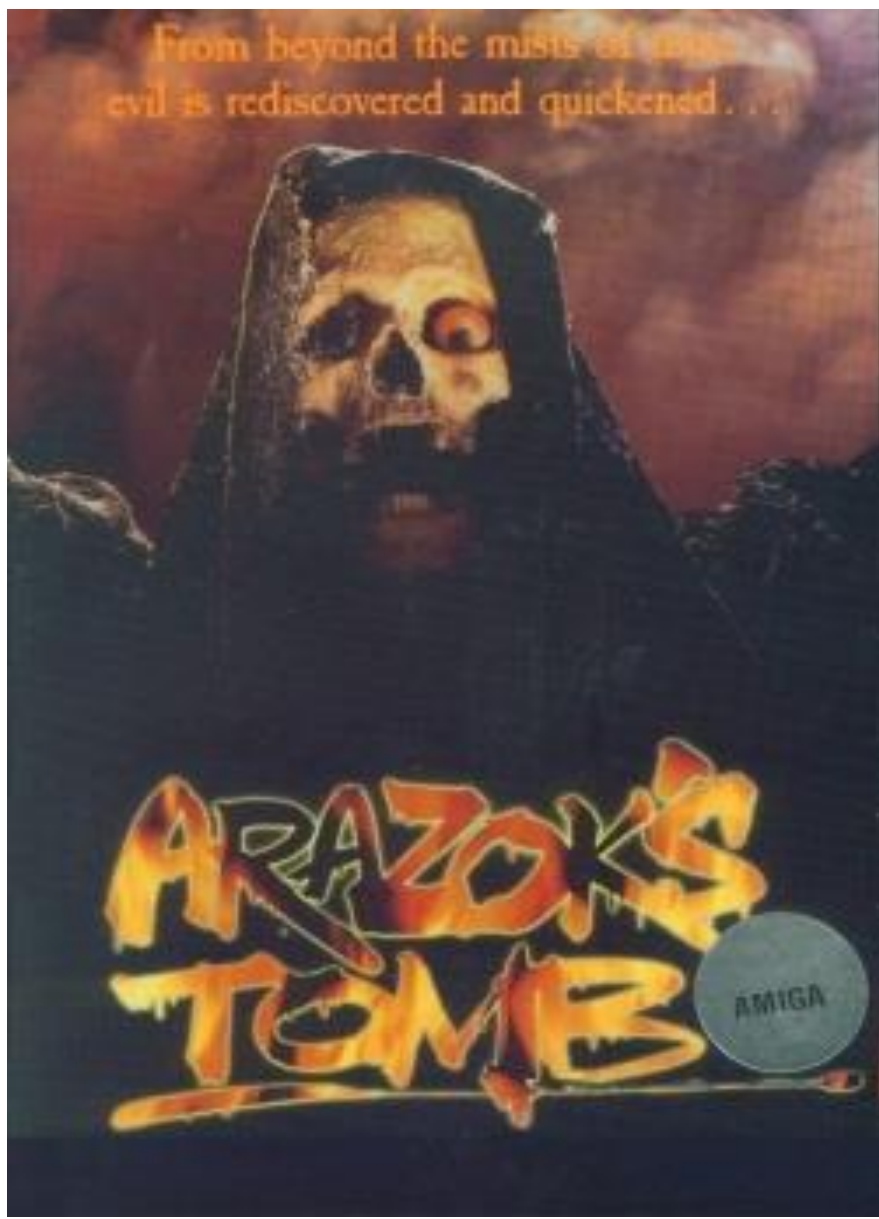


Arazok's Tomb (1987)

£???.?? Aegis

[4/10 – Text adventure game with nice graphics]

This is a traditional text adventure with impressive graphics. Sadly the adventure is pretty poor and the parser used is pretty weak. Not a travesty but there are many better examples out there in the genre.



Arazok's Tomb



GO NORTH...
You are in a clearing with dense, impenetrable forest all around with the exception of a path heading south. You see a Druid-like statue here.



Arcade Fruit Machine (1992)
£6.99 Zeppelin Games
[4/10 – Average Fruit Machine Simulator]

Another budget fruit machine simulator, this does the job, and incidentally has great intro music. But it may be the nostalgia talking, but I much prefer Codemasters Advanced fruit machine to this. Overall I found this game a bit dull.



16-BIT SCREENSHOTS

ARCADUE **FRUIT MACHINE**

Arcade Fruit Machine combines all of the features of top gaming units in one intelligent piece of interactive software. A mixture of quick reactions, skill and some luck are necessary to clear out the sophisticated Cash'n'Grab machine!

Featuring: Animated introduction and winning sequences, reverse start, gamble, cancel, multi-holds, forward start, feature stop, win lines, skill stop, feature held, shuffle, bonus holds, cash pot, repeat, nudge pot, win spins, pick-a-win, numbered fruits, fruit step, money to points conversion calculations, accurate fruit machine logic, plus lots more!!

Fruit Machine

5 016414 073061

AMIGA / PLUS



Arcade Pool (1994)

£9.99 Team 17

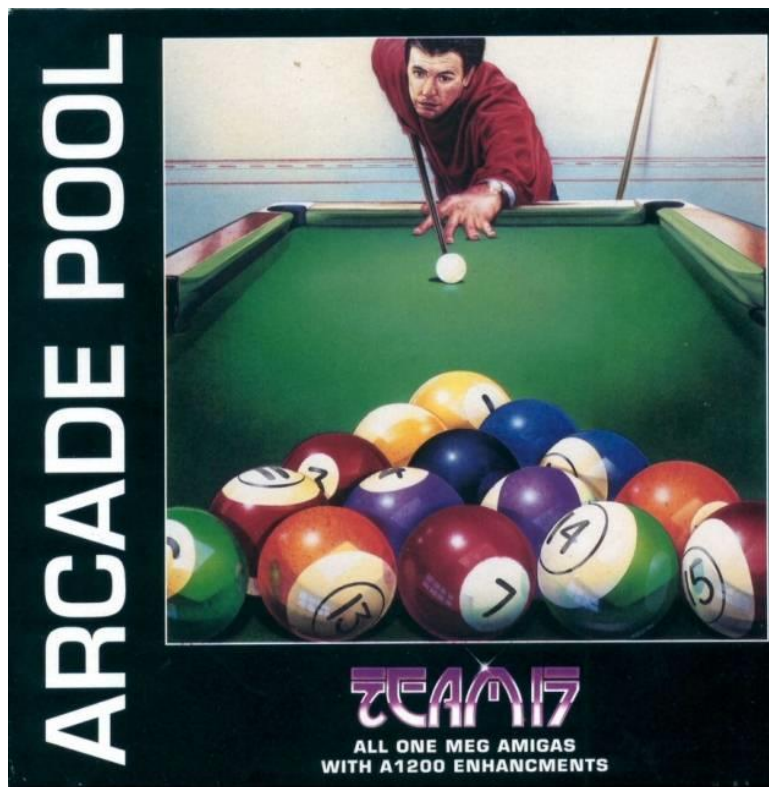
[9/10 – Best Arcade style pool game I have ever played]

AF : 94% - 'so good it could have been called Sensible Pool. If there's a more playable new game released in '94 for under a tenner then I'll , I'll, I'll go to the pub. Buy it.'

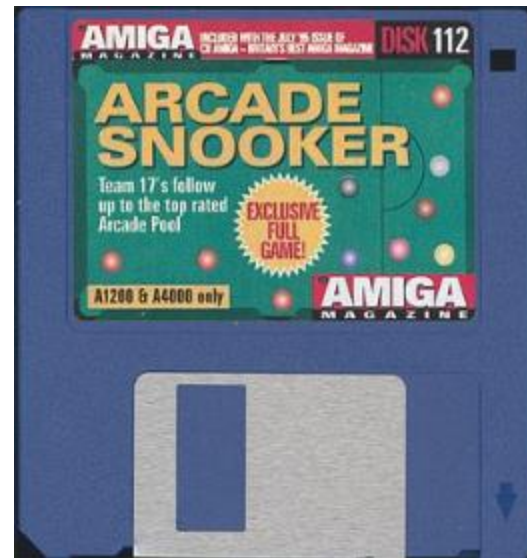
CU : 82% - 'a big thumbs-up for this groovy budget offering and a warm round of applause for Team 17 for not ripping-off the kids. Let's huddle together and bond shall we.'

AV : 80% - 'It doesn't quite deserve the platinum award, but for snooker and pool fans this is a must. Purists will obviously still love Jimmy White's Whirlwind Snooker and Archer Maclean's Pool, but Arcade Pool is a perfect compliment to both of these games.'

AP : 60% - 'The basic game engine's solid enough, though not as staggeringly slick as some are claiming. But the algorithms (or whatever) behind the computer players are utterly unconvincing. And the 'Arcade' tag is no excuse for that.'



I love overhead pool games, finding them far more accessible and fun to play. Of all the ones I have played (on any system) this is definitely my favourite, with it having great controls and a real feeling of weight behind all the balls. This game also has loads of different options from UK 8-Ball, US 9-Ball, Survivor (or Killer - pot any ball each go else lose one of three lives), US 8/15 Ball (pot in order of American numbered balls), Custom 8-Ball (allowing you to tweak the rules), 9-Ball challenge (9-Ball but scored on performance), Trickshot and Speed Pool (Against the clock). So there is loads to keep you going here for ages. In fact the only variant it doesn't do is Snooker...and that was given away as Arcade Snooker on CU Amigas July 1995 magazine. Of course its all better with other players, with some of the computer players, frustrating at times, like all games like this. But overall this is solid, fun and chock full, of stacks of options. The CD32 version even had sound recordings of being down the pub. You know I miss the days when Team 17 used to come out with games other games than Worms (sigh).



ARCADE POOL



Rack'em-Up!
Superb 8-Ball action!



Blue baize option for
authentic US feel!

Rack'em-up and shoot for glory in this stunning Pool simulator featuring superb ball animation and authentic digitised sound effects

- * Different game types include US 8-Ball, 9-Ball, Straight-Pool, Speed Pool etc
- * Many game options such as rule modifications, US/UK Ball set, Baize Colour
- * Auto-detects and uses AGA chipset for improved graphics on A1200/A4000
- * Multi-player capability and varied CPU opponents to challenge
- * Easy to control and brilliantly playable

TEAM 17

Marwood House, Garden Street,
Wakefield, West Yorks. England.
Tel: 0924 201846.



ATTENTION

Chez certaines personnes,
l'utilisation de ce jeu
nécessite des précautions
d'emploi particulières qui
sont détaillées dans la
notice ci-jointe.



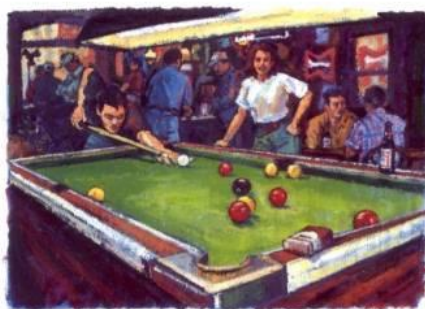
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Archer Maclean's Pool (1992)
£25.99 Virgin Games
[9/10 – Best Pool game on the Amiga]

AA : 91% - 'There are definitely enough new features in Pool to warrant another purchase, especially if you are one of the few who didn't buy the original. I believe this game is an improvement on Jimmy White's which probably stems from the fact that pool is a more accessible game than snooker. The high standards of graphics remain – Archer Maclean has spent the time well.'



ARCHER MACLEAN'S



From the author of
JIMMY WHITE'S WHIRLWIND SNOOKER

POOL

POOL - AMIGA
Compatible with: A500, A500+, A600, A1500,
A2000, B2000, A3000 & A4000.
Memory: 512K minimum.
Requires: Mouse.



O : 90% - 'Those who really got into Jimmy White's may find Pool too limited for their tastes but, on the other hand, if you found Snooker just a little too daunting to really get into, Pool is undoubtedly the game for you. If forced to make a choice, my own personal preference would be Pool, if only because it's a lot more fun than Snooker, period. And I get the feeling that over the next couple of months, the game's inevitable chart success will prove that a lot of people feel the same way.'

AF : 89% - 'So instead of going down the pub one evening when it's pouring with rain, get some beer and a few mates and spend the evening playing this. You're guaranteed a great game, and you won't have arguments about who's providing the 20-pence pieces...'

CU : 88% - 'To all intents and purposes, Pool is almost identical to Whirlwind Snooker, which is why I can only recommend this to you if you (a) don't have the previous title or (b) loved the first one so much you want more of the same.'

AC : 88% - 'it's a bit of a scorcher to while away those long winter nights. So get that cue out, chalk it up or do whatever you normally do to it, and prepare to shoot some pool.'

AP : 82% - 'if you are new to the Amiga, or so crap at knowing a good game when you see one that you don't have a copy of Whirlwind Snooker, then this is undoubtedly the better of the two to invest a few bob in (if only because Pool is essentially a better and more exciting game than Snooker), but for everyone else, and that has to be the vast majority, this is an unnecessary luxury, and there's precious few of us can afford those these days.'



Coding genius, Archer Maclean, was already a house hold name legend in 1992, having produced such gems as IK, IK+ and Dropzone and of course Jimmy Whites Whirlwind Snooker. This is essentially the latter game but now playing Pool instead of Snooker. Consequently its a great game, made even better for most, as people tend to find Pool much more accessible than Snooker. All in all, probably the best computer pool game that has ever been released... with all subsequent titles, really being this but with better graphics.

ARCHER MACLEAN'S

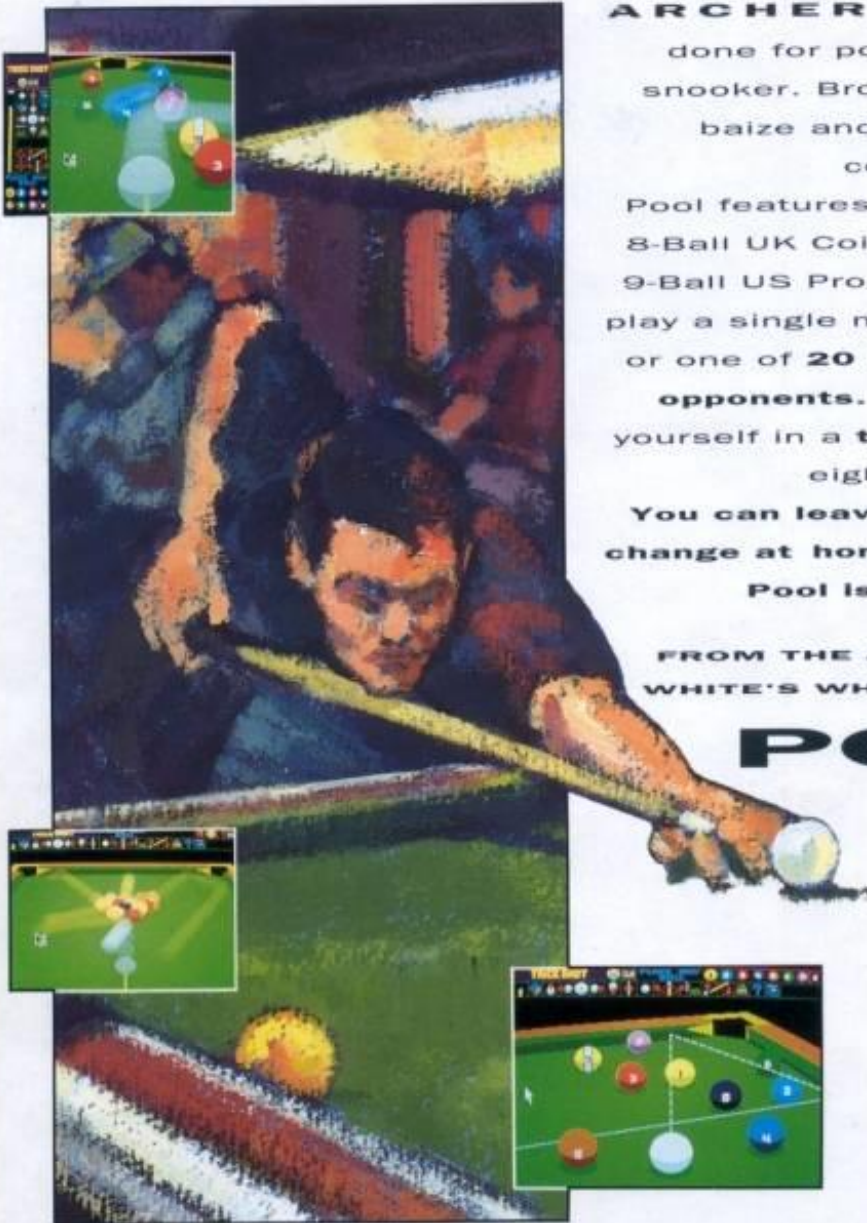
done for pool what he did for snooker. Brought it balls, rules, baize and all to the home computer.

Pool features **three sets of rules:** 8-Ball UK Coin-Op, and 8-Ball and 9-Ball US Pro. You can practice or play a single match against a friend or one of **20 computer-controlled opponents**. Or why not involve yourself in a **tournament** as one of eight players?

You can leave the cue and small change at home. Archer Maclean's Pool is all you need.

FROM THE AUTHOR OF JIMMY WHITE'S WHIRLWIND SNOOKER

POOL



FEATURES

- 8-Ball & 9-Ball Play • Coin-Op & Pro Rules • 8-Player Tournaments
- Special Trick Shot Table • 20 True Computer-Controlled Opponents
- Fully Interactive Televisual Display.



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Archipelagos (1989)

£24.99 Logotron /

Dev: Astral Software

[7/10 – I Know many who love this, I just don't get the game myself.]

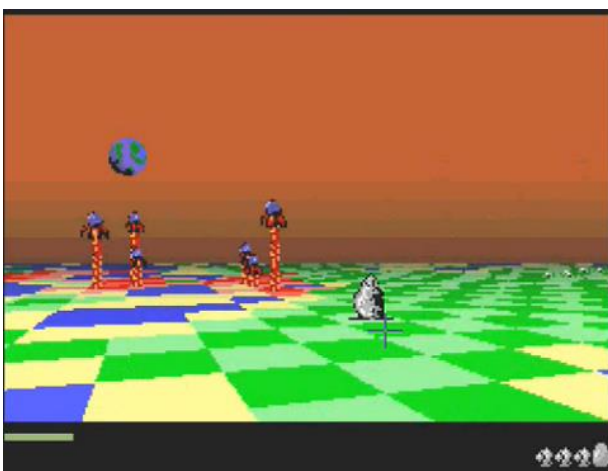
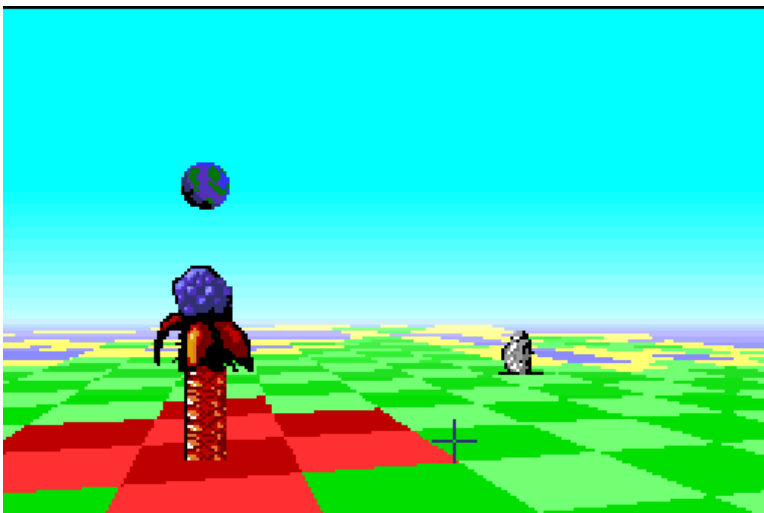
ACE : 910 / 1000 – 'A fantastic game which blows away the cobwebs of traditional games playing.'

ZZ : 90% - 'One of those games that you can't get into quickly but once you've experienced it you just don't want to let go. The strange nature of the game and the totally hypnotic accompanying music creates a totally weird and immensely convincing atmosphere which (in my opinion at least) beats The Sentinel hands down. Just start the game and listen to hear what I mean. Gameplay is significantly better with considerable variety in the foes lurking on the islands, a better sense of progress, a better feeling of achievement and at last true incentive to progress. Great stuff.'

CUR : 79% - 'game doesn't live up to expectations. Don't get me wrong, I'm not slugging it, it's good, and worth trying out, it's just not what it could have been.'

CVG : 77% - 'A nicely polished game, with lovely graphics, atmospheric music and a very good instruction manual, but gameplay, which on occasion is a little tedious, lets the side down somewhat.'

AP : 80% - [R] 'An involving and rather charming game which well deserves it's excellent reputation. Get it now.'



In all honesty I never really got the hang of this game (still haven't a clue), but then I could never make head nor tail over its prequel the Sentinel either. I know loads who adore this game and I am sure if all the destroying rocks, and what I am supposed to do, made some sense to me I would like this (yes I have read the manual and still haven't a Scooby – yes I am that thick) I shall give the game 7 as I know many Who love it and get it (but for me really my mark actually is ??WTF??).



ARCHIPELAGOS



94 % RATING
AMIGA
COMPUTING
"EXCELLENCE"

AMIGA

LOGOTRON ENTERTAINMENT

ARCHIPELAGOS



Atari ST screen shots

Imagine a game without violence, yet as chilling as abandoned places where people have died and never returned.

Imagine a 3D world, yet the only forces are those that come from the ground.

Imagine the danger of a tormented soul, carried aloft by nothing greater than the wind.

Archipelagos is a completely new sort of game. It offers 9,999 living landscapes, in 3D, with continuous smooth movement and scanning.

It is so extraordinary it defies classification. It is the experience of the metaphysical.

Archipelagos is conceived and coded by Astral Software.

LOGOTRON LTD, DALES BREWERY, GWYDIR STREET, CAMBRIDGE, CB1 2LJ



LOGOTRON
RECREATION



Archon (1985)

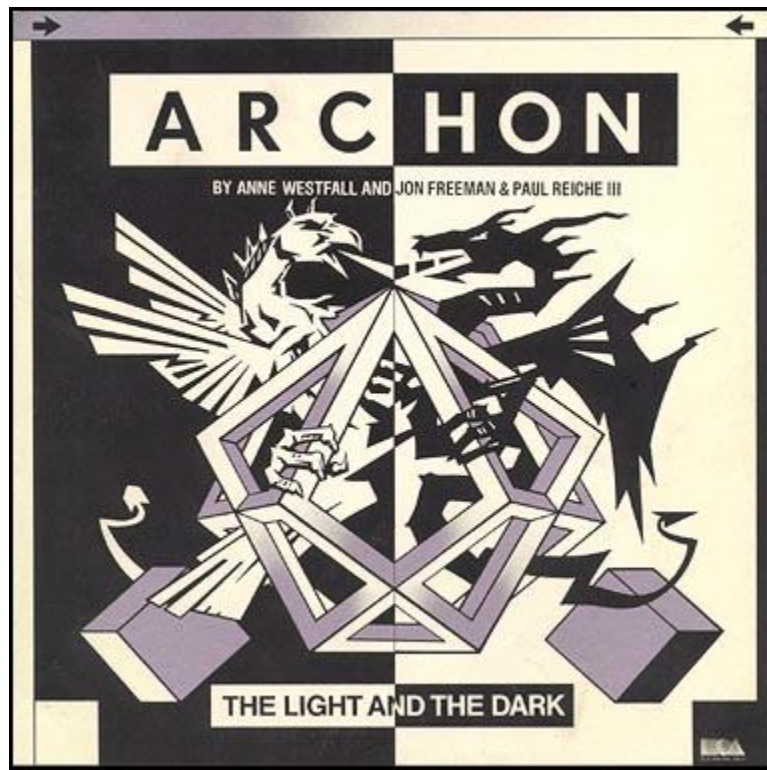
£24.95 Electronic Arts /

Dev: Free Fall Associates

[7/10 – *Interesting variant on Chess, with bells on.*]

Interesting variant of chess and a game well worth investing the time to learn to play. Like chess though you will really have to put the effort to learn the game. So if you love things like chess, fancy a new challenge and want to play a great strategy game then give this a go.

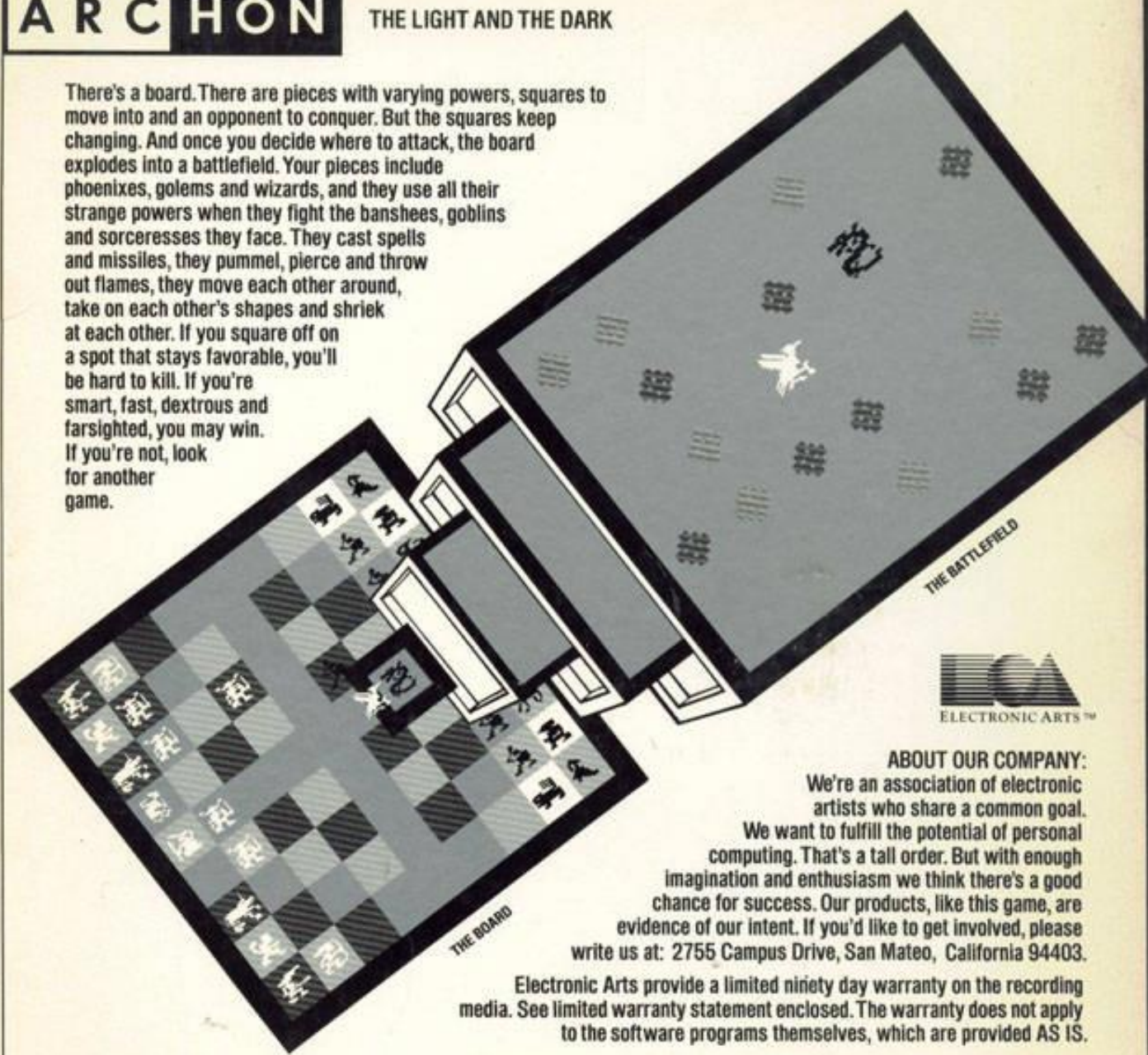
*Note the game will only work on an Amiga 1000 unless you get the Archon Collection or a version that has the fix for A500.



ARCHON

THE LIGHT AND THE DARK

There's a board. There are pieces with varying powers, squares to move into and an opponent to conquer. But the squares keep changing. And once you decide where to attack, the board explodes into a battlefield. Your pieces include phoenixes, golems and wizards, and they use all their strange powers when they fight the banshees, goblins and sorceresses they face. They cast spells and missiles, they pummel, pierce and throw out flames, they move each other around, take on each other's shapes and shriek at each other. If you square off on a spot that stays favorable, you'll be hard to kill. If you're smart, fast, dextrous and farsighted, you may win. If you're not, look for another game.



ABOUT OUR COMPANY:

We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at: 2755 Campus Drive, San Mateo, California 94403.

Electronic Arts provide a limited ninety day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS.

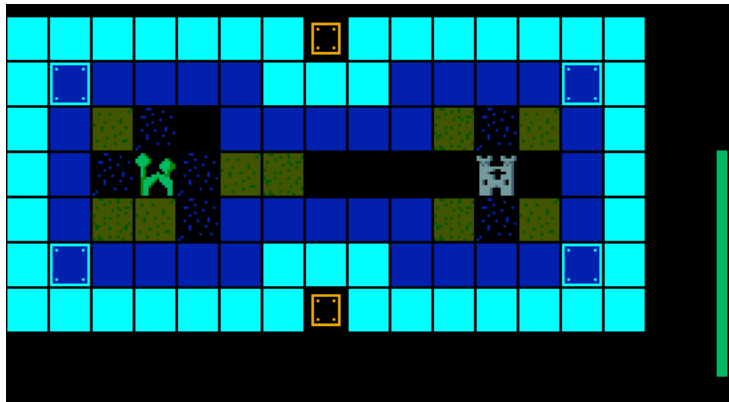
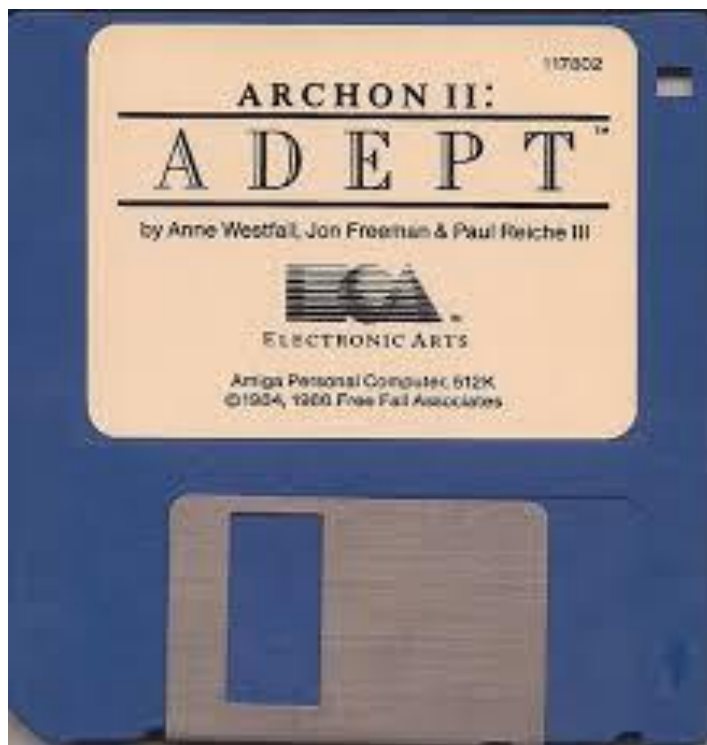
Archon 2 : Adept (1988)

£24.95 Electronic Arts / Dev:

Free Fall Associates

[5/10 – Impressive sequel but not as much fun]

Interesting new strategy game, this time based on the four elements. Kudos to Free Fall Associates for coming up with a new strategy game rather than prettify the original. The game isn't as good as the original but a nice new challenge anyway.



ARCHON II:

35
\$59.95

A D E P T



Amiga
512k
1 or 2 players
1 or 2 joysticks

JOYNEK

ELECTRONIC ARTS™

FREE FALL
ASSOCIATES



BATTLE OF THE MAGES



The Age of Archon is ending. Mighty wars of magic rage and monsters roam the elements hungry for power and prey. The doom of Apocalypse shadows all.

THE BOARD



Amidst swirling elements, an Adept of Order conjures a Gorgon to send against an enemy Siren. That's a power point they'll fight for. At least, sometimes it is. And Order needs more power. Desperately. It won't be easy. Sirens love water. That's why Chaos put her there.

THE BATTLEGROUND



Board becomes arena and strategy explodes into action. The Siren's deadly song begins instantly to drain her adversary's life force. The Gorgon will need all of its own incredible speed and vicious power at close range. There's no such thing as a long battle with a Siren.

The Unique Archon Blend of Strategy with Arcade Action.

Different Battlegrounds for Earth, Water, Air, Fire.

12 Different Conjurable Monsters.

4 Conjuring Adepts on Each Side

1 or 2 Players with a Computer Player that Gets Tougher as You Do.



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Arctic Fox (1986)

£24.95 Electronic Arts /

Dev: Dynamix

[5/10 – One of the oldest games on the Amiga]

One of the oldest games on the Amiga. Amazing in its day, but today it comes across as slow juddering Battlezone clone. Not terrible, just been superseded by more recent games.



ARCTICFOX

BY DYNAMIX



AMIGA PERSONAL COMPUTER
512K; Requires Kickstart 1.2
Joystick Recommended
Mouse Optional

ARCTICFOX

1100

ECA
ELECTRONIC ARTS™

Have tank. Will travel.

THE ARCTICFOX

Deadly tank of the near future. You command its bone-crunching power on a rescue mission to the Arctic wastelands. The odds? Lousy.



THE REALITY CHECK

You get it all. A three-dimensional battlefield. Accurate simulation of tank movement. Gut-wrenching stereo sound effects. Arcticfox feels so real you'll want to park it in your garage.

Your two on-screen hands work the controls and weaponry—including cannon, guided missiles, mines, forward and aft viewscreens, and radar.



The enemy. Faceless, soul-less killers. They outgun you 1000 to 1. But you have the Arcticfox.



Erupt from ambush like the wrath of God. Match your strategic genius against theirs.



The Heart of the Beast. Enemy headquarters. Until you shut it down, you haven't done the job.



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Arena (1985)

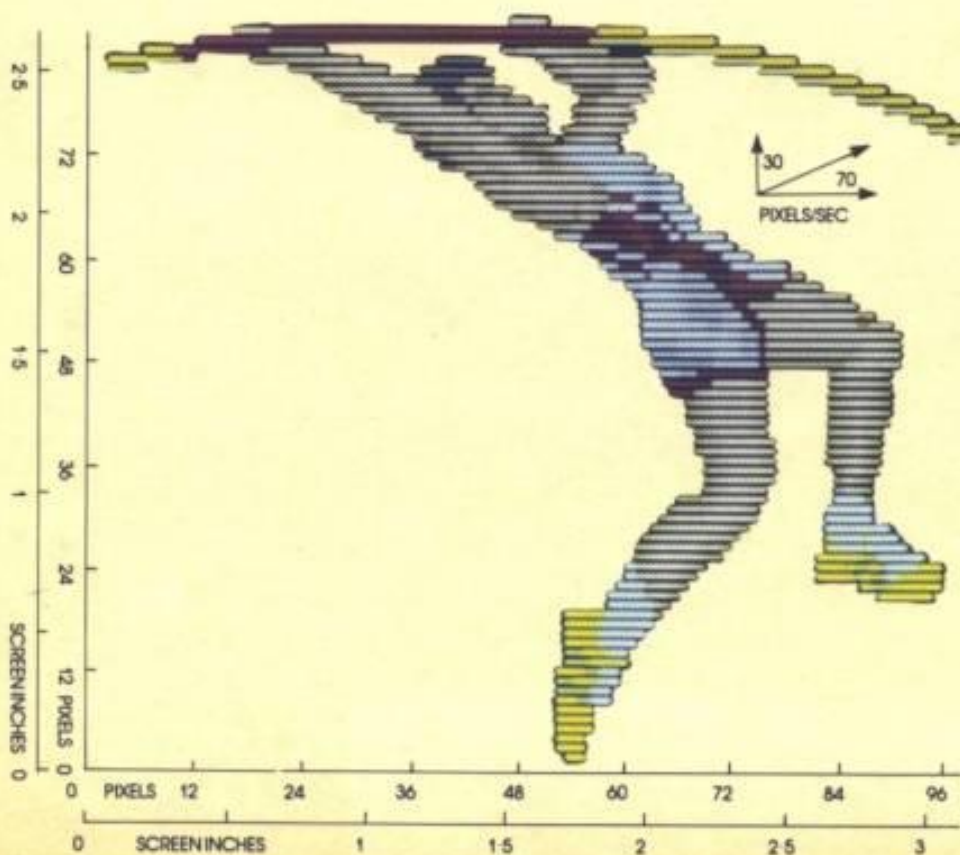
£24.95 Electronic Arts / Dev:
Dynamix

[1/10 – Early Psygnosis game]

A very early Psygnosis game based on the Olympics. It looks nice and has quite a bit of humour, but plays as well as dead badger.



A R E N A

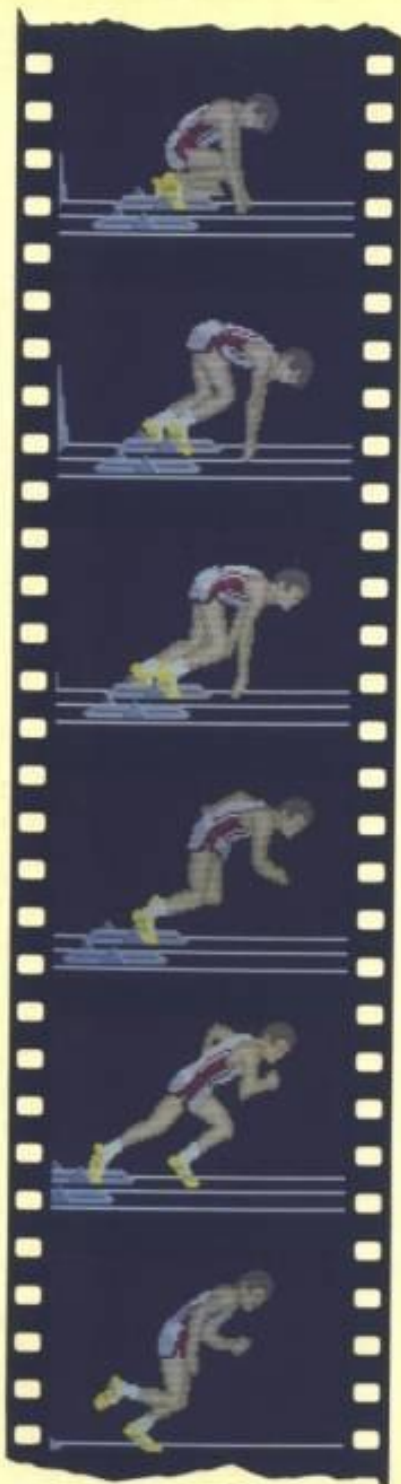


PRODUCT PROFILE

Arena: The classic sports simulation. Humour, competition and multi player rivalry, enhance what can only be described as graphics of unsurpassed realism. Become an athlete, compete with your friends, only the most skilled will ultimately win. There are six fiercely competitive events: the 100 metres, pole vault, high jump, long jump, shot put and javelin. Points are awarded as in a decathlon event. The images portrayed on the cover of this package are true screen images taken from a standard monitor. (The image on the left is 1.5 times actual screen size.) No other product has ever managed to capture the power of the 68000 to achieve this quality of real time animation.

A game from the Psygnosis Family Entertainment Series.





Sequence duration approx. 0.7 seconds.

This film strip portrays the character start sequence from the 100 metres event (actual animated images).

A R E N A

TECHNICAL SPECIFICATION

Minimum memory requirement	512K
Number of players	up to 4
Number of events	6
Average screen speed of character	64 pixels/sec
Average size of character in pixels (w x h)	56 x 80
Average size of character in screen inches (w x h)	3 x 3.5
Product source code and source data size	5140K
Graphics binary data module size	259K
Executable code module size	67K
Sundry data module size	120K
Number of text phrases	197
Packaging front cover scale	1.5:1.0
Average duration of play for 4 players completing all events	2.4 hours
Programming effort	1890 man hours
Colours per screen	16 (ST) 32 (Amiga)
Colour screen size in pixels (w x h)	320 x 200



A Still From The Javelin Event.



© PSYGNOSIS LTD 1986
MANUFACTURED IN THE UK

Arena 2000 (1992)

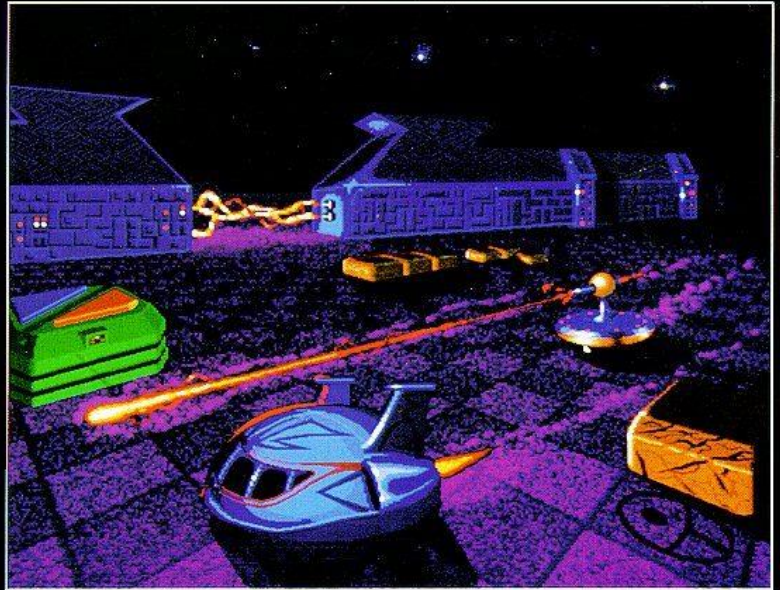
£24.95 Data Becker

[1/10 – *Weird action puzzler.*

Not worth your time

Run and press the outside buttons to make key blocks to be used on the coloured tiles. Waste of time really.

ARENA

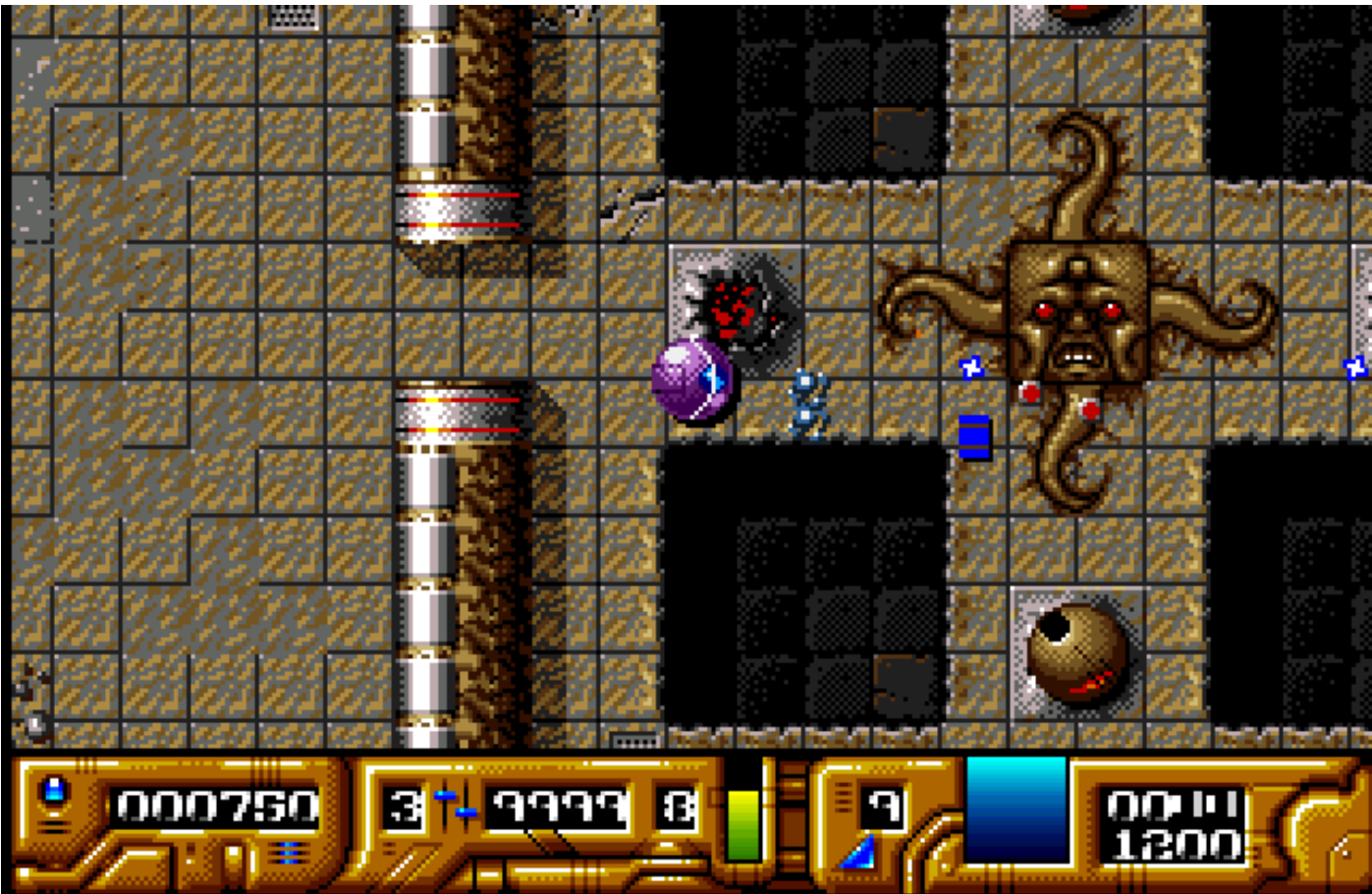
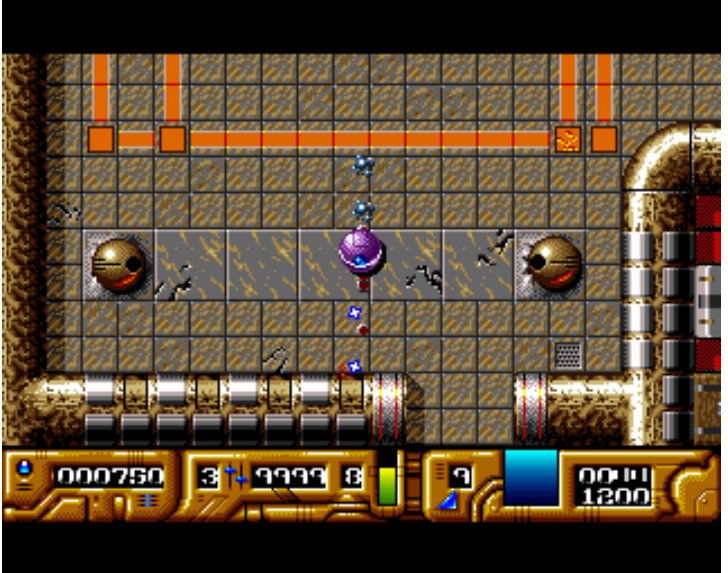


Argonaut (1992)

£???.?? Mikev Designs

[5/10 – *Competent, if average blaster.*

Seems to be a slightly earlier, less polished version of Galactic Warrior Rats with different graphics. A basic, Alien Breed-like shooter. If you like the GW Rats game then you will like this as well.



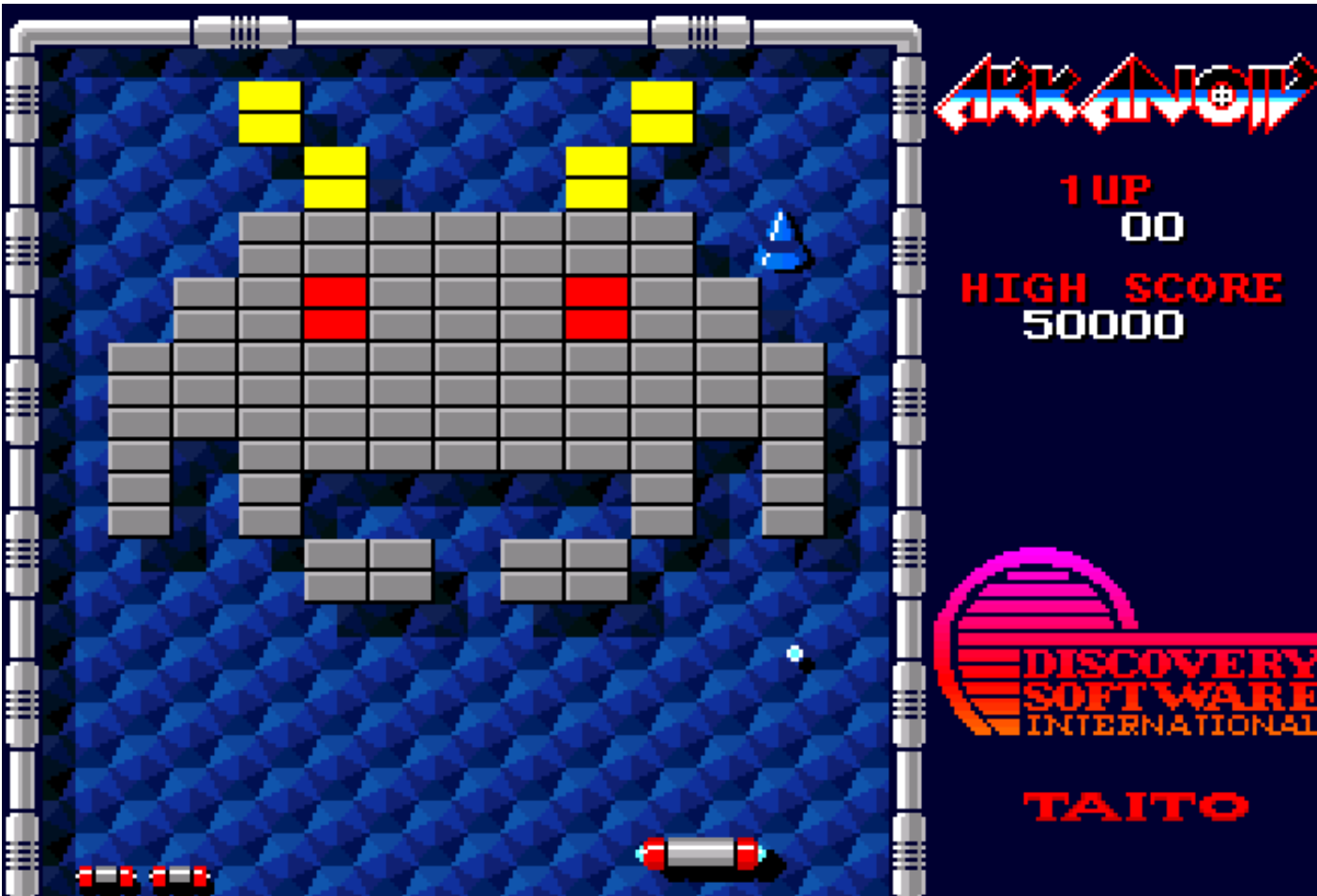
Arkanoid (1987)

£24.95 Discovery Software

[9/10 – Great port, incredibly playable but 'n ball game]

AC : 75% - 'When all is said and done this is still, Breakout, but that does not detract from its being a very playable game.'

CVG: 31/40 – 'If you're lucky enough to have an Amiga, this should be near the top of your list.'



This is by far the best port of the arcade game I have played. Not only that, but the fact that its on a mouse and that the speed of the control has been tweaked to perfection, means that in all honesty its even better than the arcade emulation of the game. So if you love bat 'n' ball games, then give this game a go. An early Amiga classic.

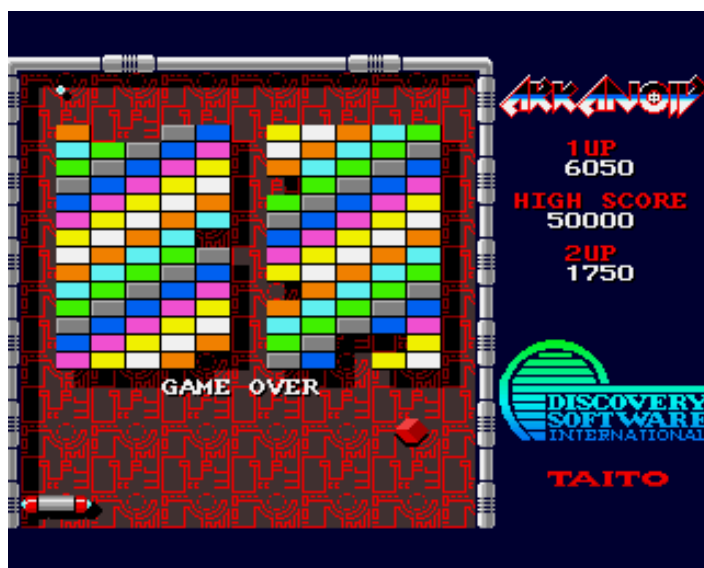


ARKANOID® for the COMMODORE-AMIGA

TO START:
Amiga 1000: Turn on your Amiga and insert your Kickstart 1.2 disk in the Amiga's internal disk drive. When the workbench prompt appears, eject the Kickstart Disk and insert your ARKANOID Disk.
Amiga 500,2000: Turn on your machine and insert your ARKANOID Disk at the workbench prompt.
 If your Amiga is already running you can start ARKANOID simply by holding down the CTRL key and both Amiga keys at the same time with the ARKANOID disk in the internal drive.
 The game will load automatically and go into DEMO mode.

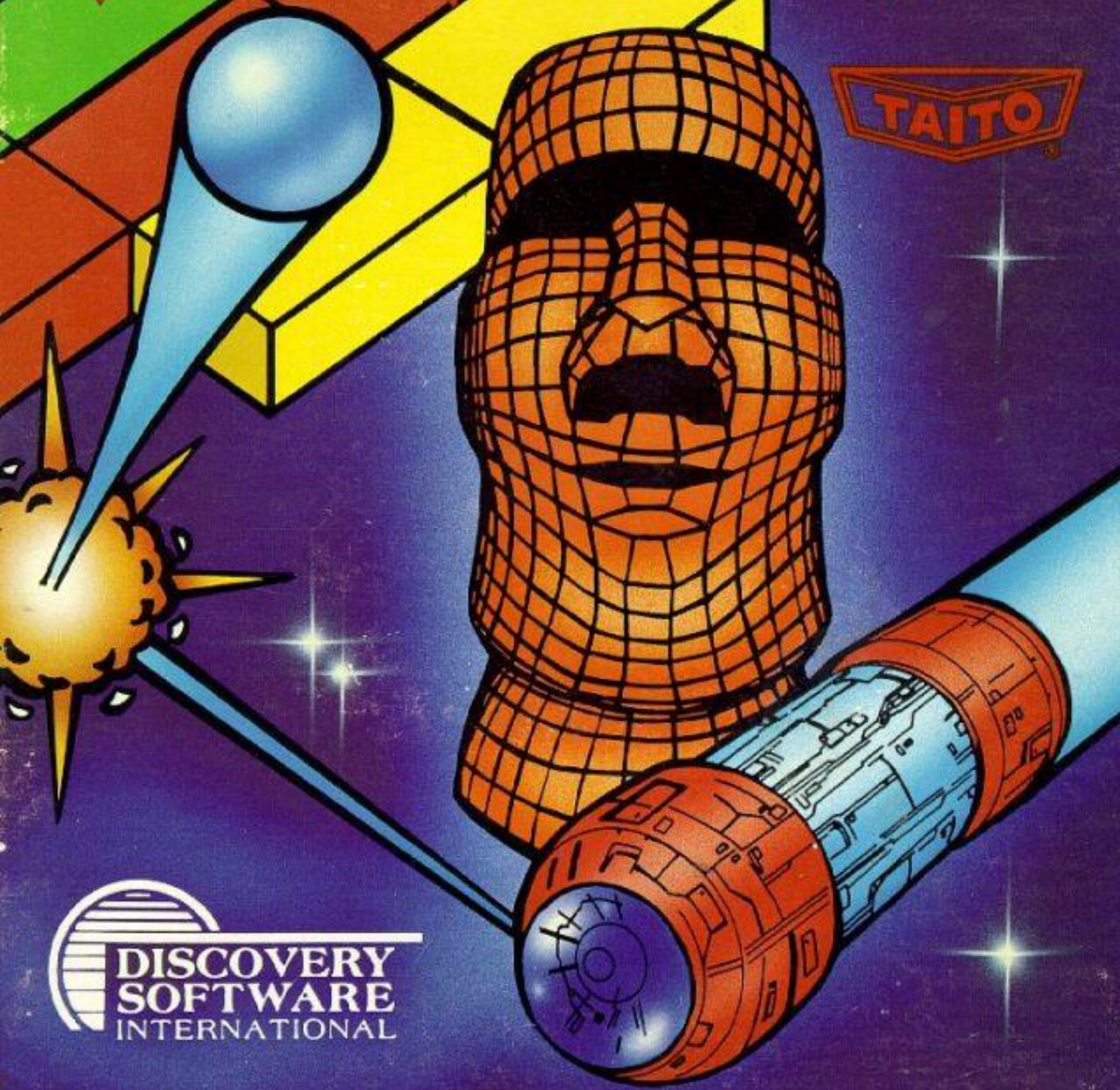
TO PLAY THE GAME: Press the F1 key to start ARKANOID for one player or press the F2 key for a two player game. When the game starts, use the mouse to move your Vaus under the Energy Ball. You can reinforce your Vaus by catching the spinning Power Capsules which drop from the top of the screen. Losing your Energy Ball kills the Vaus so be careful! Try to clear as many levels as you can. **GOOD LUCK!**

KEYBOARD COMMANDS: The SPACEBAR pauses and un-pauses the game. NUMBER keys 1-5 select the Energy Ball's starting speed. The A key will switch the Audio off and on.



WIZARD

TAITO



 **DISCOVERY
SOFTWARE**
INTERNATIONAL

Experience the Full Potential of Amiga™

ARKANOID®

THE #1 COIN-OP ARCADE BLOCK-BUSTER COMES HOME!

Unleash the amazing power of your Amiga™ with the game that delivers the *challenge*, the *speed*, the *fun* you've been waiting for. ARKANOID® is a breakthrough in arcade realism. Level after level you'll be astounded by breathtaking animation, digital quality stereo sound, and dazzling game play. ARKANOID® is the first game to take full advantage of the awesome sound and graphic capabilities of the Amiga™. You're in control. Ready yourself for the **ultimate** test of skill. ARKANOID® will push you to the limit . . . and beyond.

- 32 Sizzling Levels and then . . .
- Variable Skill Levels - Easy to Impossible!
- Requires NO Additional Hardware
- Digital Quality Stereo Sound
- Compatible with all Amiga™ models: A500, A1000, and A2000
- Arcade-style High Score Table and Self Playing Demo Mode

Discovery Software is committed to producing state of the art software for state of the art microcomputers. Other DSI products you need include: Marauder II®, GRABBIT®, DX Series®, Diskworks®, Amnix®, and more

Hardware Requirements: Amiga™ computer with 512 RAM.



163 Conduit Street Annapolis, Maryland 21401 (301) 268-9877

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THE ERA OF THIS STORY IS UNKNOWN IN THE VAST REACHES OF SPACE THE STARSHIP ARKANOID CARRIES ITS PRECIOUS CARGO, 4.5 MILLION HUMAN BEINGS IN A STATE OF SUSPENDED ANIMATION-SURVIVORS OF A BRUTAL ALIEN ATTACK, AS THEY SEARCH FOR A NEW HOME AMONG THE STARS.

SUDDENLY A DRONE FIGHTER DESTROYS THE ARKANOID'S UPPER DECK!

KA-BLAM

WE'RE UNDER ATTACK!

ITS CONTAINMENT WALL BREACHED, THE SHIP'S MAIN FISSION REACTOR BEGINS TO OVERLOAD. GAMMA RADIATION FLOODS THE ARKANOID.

THE RADIATION!

DON'T WORRY! THE SUSPENSION PODS WILL PROTECT THE PASSENGERS ...

... BUT WE'VE GOT TO GET HELP!

THE EMERGENCY SHUTTLE VAUS EJECTS AND BREAKS THROUGH THE BARRIERS THAT SEPARATE OUR UNIVERSE FROM THE STRANGE FORMLESS VOID OF WARP SPACE!

MEANWHILE ...

... AND LAUGHS.

... IN AN EXTRA-DIMENSIONAL FORTRESS A LONE FIGURE WATCHES ...

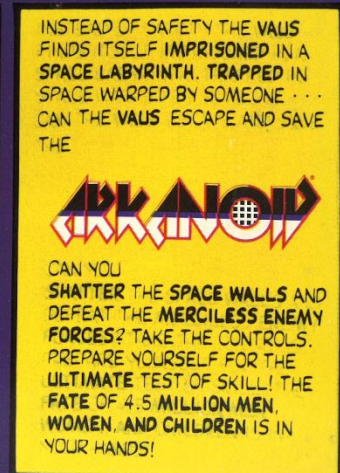
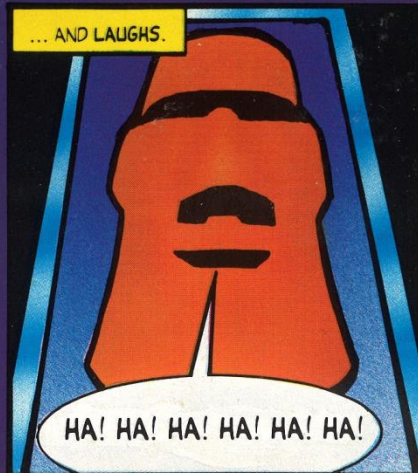
HA! HA! HA! HA! HA! HA!

INSTEAD OF SAFETY THE VAUS FINDS ITSELF IMPRISONED IN A SPACE LABYRINTH. TRAPPED IN SPACE WARPED BY SOMEONE ... CAN THE VAUS ESCAPE AND SAVE THE

ARKANOID

CAN YOU SHATTER THE SPACE WALLS AND DEFEAT THE MERCILESS ENEMY FORCES? TAKE THE CONTROLS. PREPARE YOURSELF FOR THE ULTIMATE TEST OF SKILL! THE FATE OF 4.5 MILLION MEN, WOMEN, AND CHILDREN IS IN YOUR HANDS!

SOMETHING'S WRONG ... WE'RE COMING TO A DEAD STOP!



Arkanoid – The Revenge of Doh (1988)

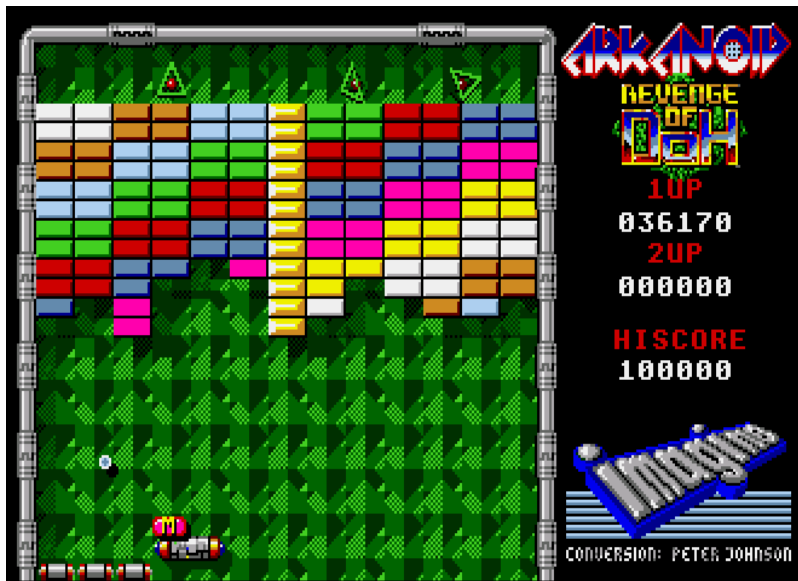
(A.K.A. Arkanoid 2)

£19.95 Imagine

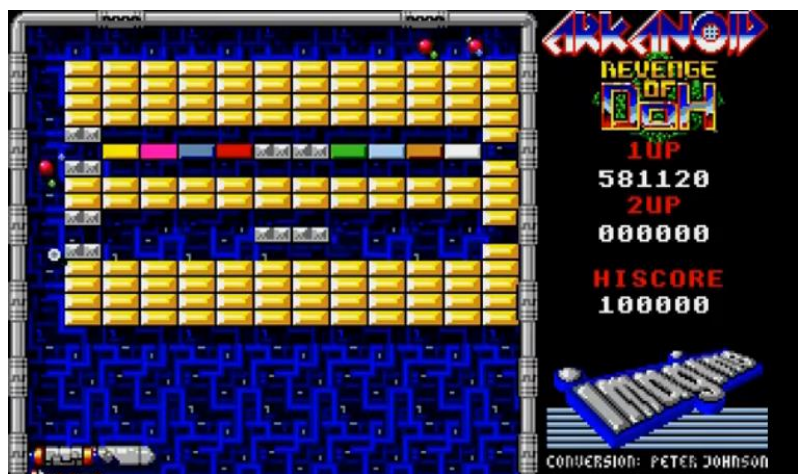
[6/10 – An OK port, but the first game is far superior]

AC : 72% - 'What the heck, it's still a good game. And so it should be – it was converted from the Taito coin-op by Peter Johnson an old hand at conversions.'

CU : 73% - [R] 'Arkanoid II is playable and fairly entertaining but nonetheless dates.'



I found this grossly inferior to the original game. The graphics are a little dark and dull and the controls are ever so slightly sticky, making it a much more frustrating game.



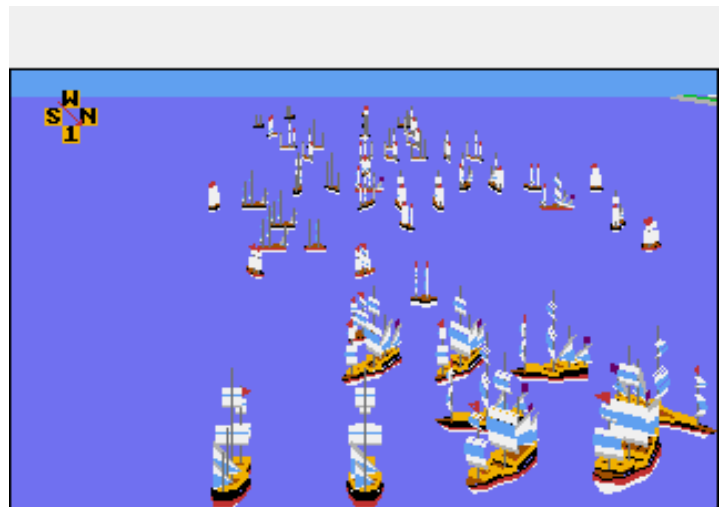
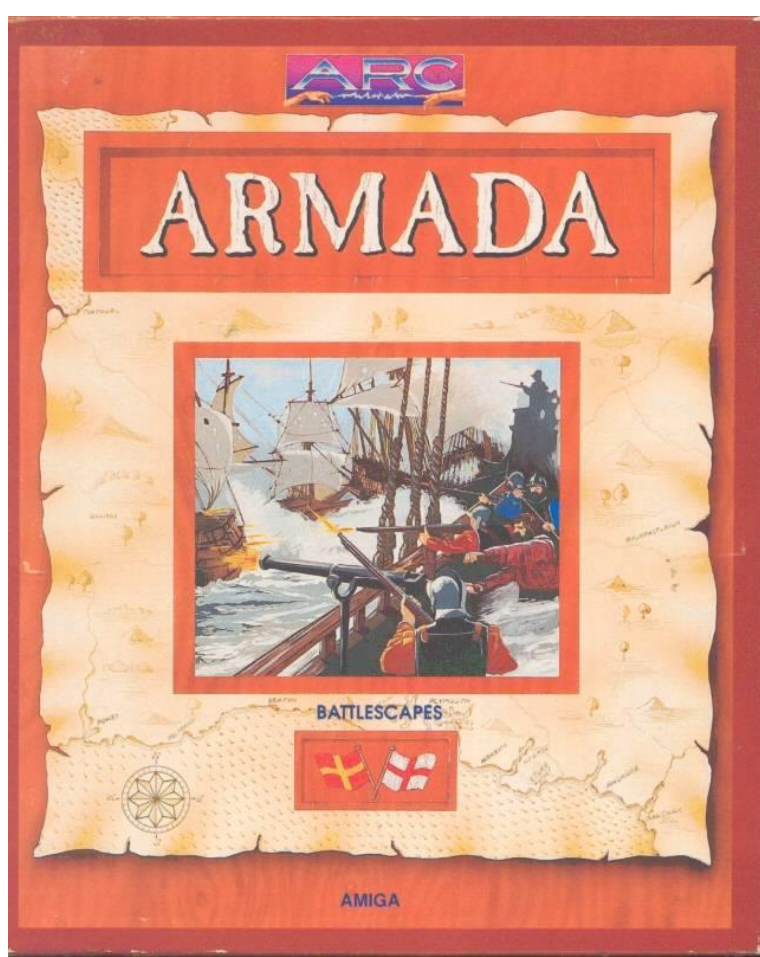
Armada (1989)

£29.99 Arc Developments /
Dev : Turcan Research
Systems

*[6/10 – good real-time
historical battle simulator]*

AF : 82% - 'Unless you spend a lot of time with this game, you're not going to get the best from it. Work needs to be put in during the game and unless you're a real wargame fan you're best looking for something else. If you are a wargamer though, you'll enjoy the chance to fight a decent sea battle and it's well worth taking a look at for that reason. It's not as good as the earlier game Borodino, but it's a nice change and certainly no disappointment.'

CU : 81% - 'Armada is more a new scenario than a new game system. Definitely release of the month for people who have experienced and enjoyed its predecessor.'



Dr. Peter Turcan, released a number of well received strategy games. They all used the same game engine, which was a very flexible one at that, offering scenarios from the Napoleonic wars, through to this the sea battles between the English and the Spanish in Elizabethan England.

One of the key draws of these games was that it was all in real time in 3D and could even be only from the point of view of the commander. Today's gamers may find the open text parser to give the orders as cumbersome, but back then it really made you feel like a commander of the time. All in all this is the kind of game where it will take days of pouring over the manuals and then days of learning how to play it well. But put the effort in and there is some real enjoyment here. It's nice to see that Dr. Turcan (a PhD in Computer Science) is still creating games for Microsoft in the US and has worked on such hits as Jetpac : Refuelled, Eets :

Chowdown
and Hexic 2.





ARMADA

by Dr. Peter Turcan

The full story of the Spanish Armada is a fascinating piece of history. Starting as a great adventure it ended as a human tragedy on a massive scale. This simulation attempts to capture five days of the Armada's journey, the five days it took for the huge fleet to make its way from south of Plymouth to the Isle of Wight.

The Armada was a very real invasion threat to England, but the clash of politics, religion, intrigue and misunderstanding was also very real. This, the second in Atari's BattleScapes™ series offers you the chance to take the helm as Lord Howard, defending the English coastline against the attacking Spaniards, or even re-write history by leading the invasion fleet against the likes of Howard, Drake, and Frobisher.



SCREEN SHOTS FROM ST VERSION



- 60 page manual including the full history of the battle.
- Unique 3D representation of the battle.
- Revolutionary communication system which realistically recreates how orders can be misinterpreted down the chain of command.
- Historically and geographically accurate laminated map to log details of the battle.
- Free "write on - rub off" BattleScapes™ pen.
- One and two player modes.

DA 8001

Artwork by Mark Whiffen

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ARC, P.O. BOX 555,
SLOUGH, SL2 5BZ

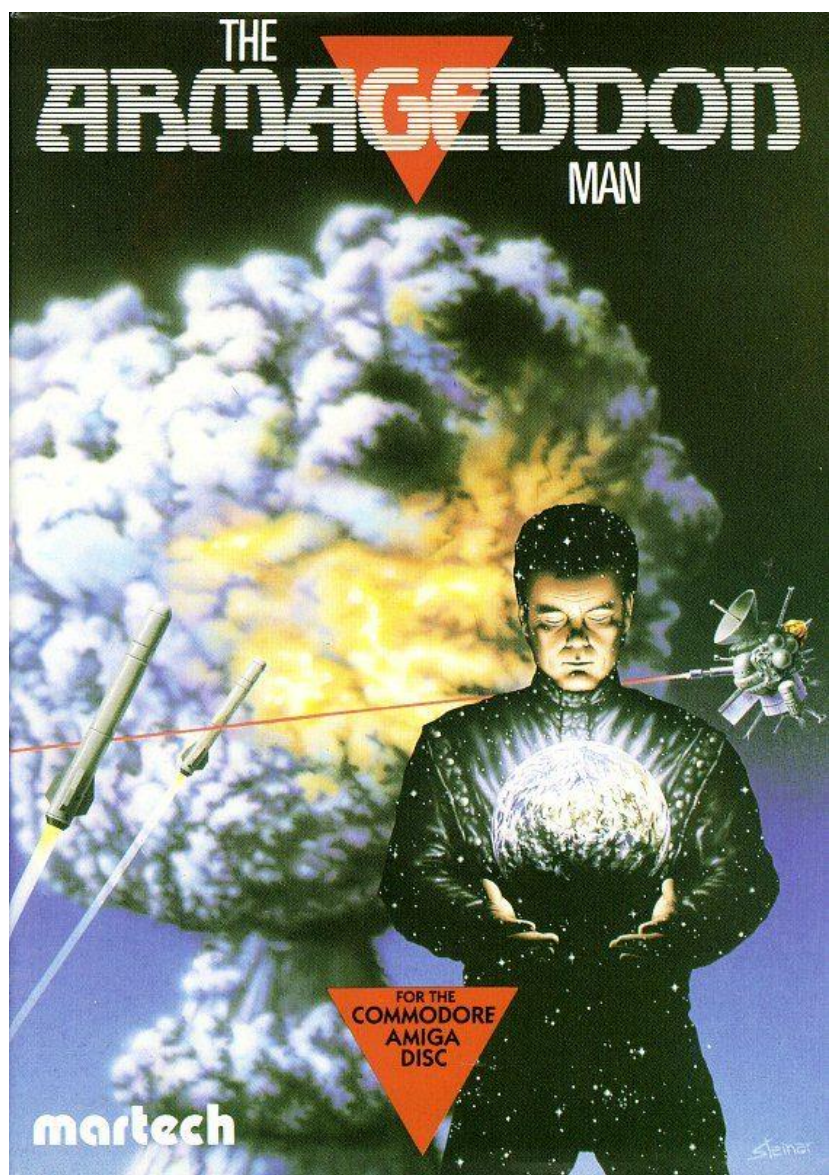


REQUIRES COMMODORE AMIGA
WITH COLOUR MONITOR (OR TV)
AND A MINIMUM OF 512K

The Armageddon Man (1988)
£24.95 Martech
[5/10 – Simple Strategy
game.]

CUSR : 8 /10 - 'A game like this stands or falls on it's gameplay, and there isn't enough to let this compete with a game like Balance of Power. Still, if you're a fan of world crises, you should enjoy this, for a short while at least.'

GM : 54% - 'Its more luck than skill that's involved in making the right decision...[sic]...The graphics are a great improvement on the 8-bit versions, although some extras are a little irrelevant (such as the cat.) Shame the strategy is as unpredictable as the 8-bit game.'



Like a simplified version of Balance of Power game, not without it's charm. I just wish there seemed more skill involved to do well in the game.



Armalyte – The Final Run (1991)

£25.99 Thalamus /

Dev: ARC Developments

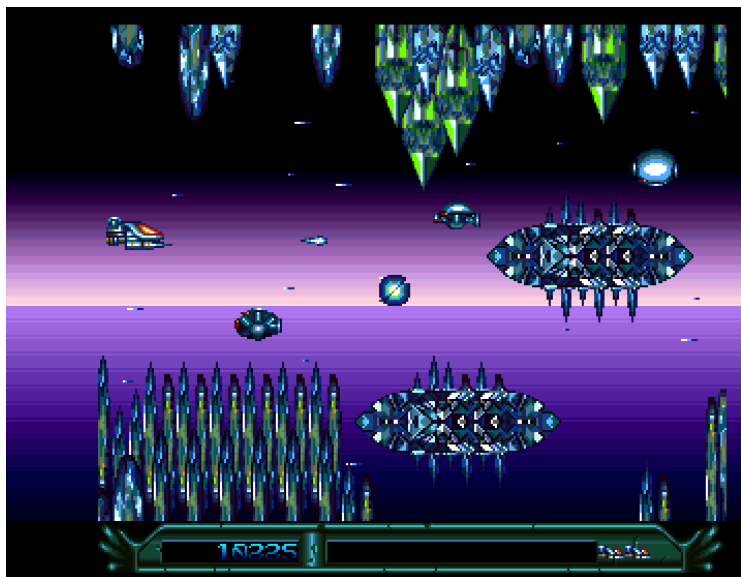
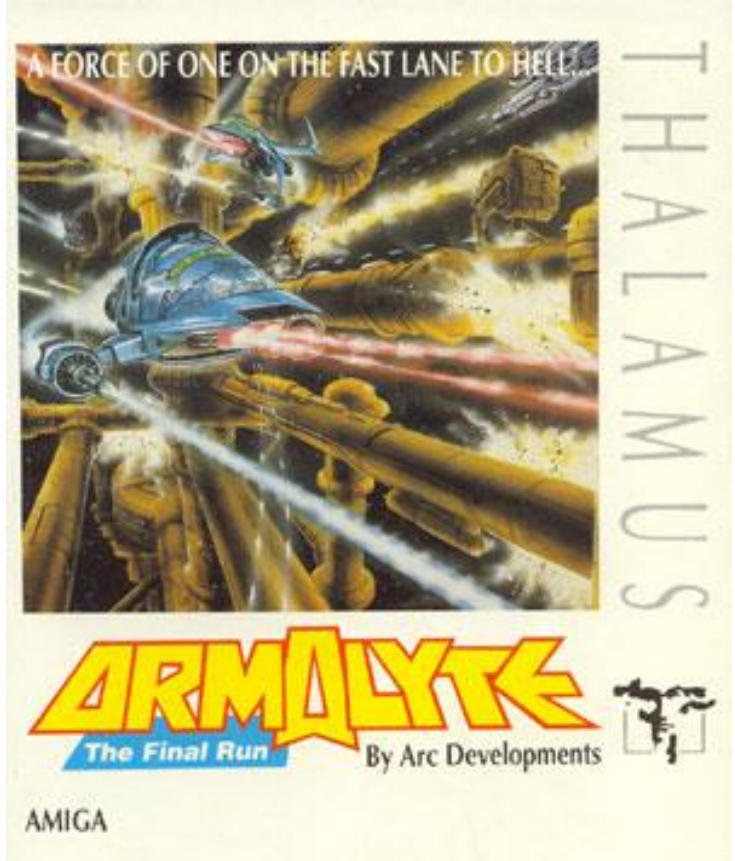
[5/10 – Good port of the C64 classic.]

AC : 88% - 'This game is a conversion from the c64 original, and they have managed to maintain the standards that made that version so playable. If you miss buying this you may well be laughed at by small children.'

AA : 80% - 'Being a massive fan of the original C64 Armalyte, I was really looking forward to the Amiga conversion. Unfortunately I must admit to being slightly disappointed. This is no improvement over the 8-bit version and in terms of advancement, it offers us 16-bit players nothing new in terms of gameplay or features..[sic].. Armalyte is still enjoyable, which will give the ardent shoot-'em-up fans a very hard time indeed.'

CU: 70% - 'A solid but unremarkable shoot 'em up...'

AP : 58% - 'Sloppy and inadequate shoot-'em-up, but still appealing to die-hard fans of the genre. Pretty, but not nearly good enough to compete with the best.'



AF : 51% - 'It is quite a struggle to get the ship to respond to the controls, so movement just doesn't feel right. Armalyte's programmers, Arc also wrote R-Type II, which is a much better game than this will ever be.'

GX : 2.5 / 5 - 'Graphically it isn't brilliant, but the scrolling is good enough and the dubious collision check actually improves it. Unless you're the ultimate shoot-'em-up fiend, leave a wide berth.'

If you liked the C64 original then worth a play, but for others it's an mediocre, rock hard, blaster.



A FORCE OF ONE ON THE FAST LANE TO HELL...

THALAMUS

OUT
NOW
ON
AMIGA

ARMALYTE

The Final Run By Arc Developments



AMIGA and ATARI ST £25.99

Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261

YOU'RE ON YOUR OWN!

Your ship may be state-of-the-art — but can one small craft survive the mighty savagery of the Aalans? You have no choice: you're the only survivor of Armalyte Force — destroyed on the fringes of Delta Space. And if you don't eliminate the alien horde Earth will die. Enter the forbidden zone — give 'em hell! Armalyte is classic shoot-'em-up action on five stunning levels of annihilation galore — a brilliant blaster to knock others for six!

Armour-Geddon (1991)

£25.99 Psygnosis

[7/10 – A great arcade sim, that's not aged well.]

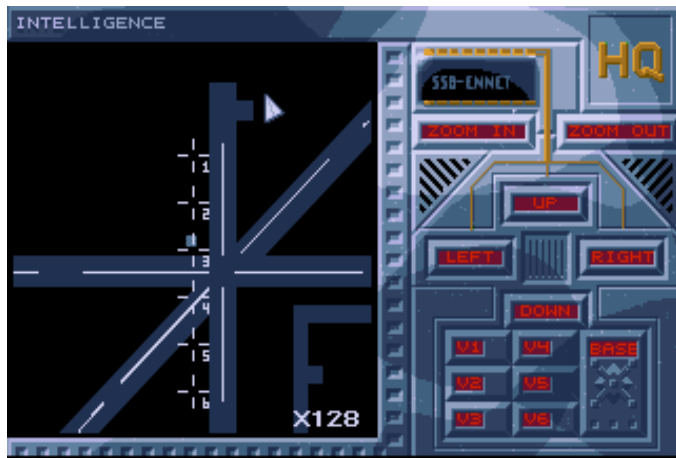
ZZ : 94% - 'Armour-Geddon is great fun to play and well worth a look even if, like me, you wouldn't usually touch military sims with a long range missile!'

AP : 87% - 'I can't see Armour-Geddon making anything like the impression of encouraging the level of devotion Carrier Command did (we've seen a bit much since then) but it's an excellent game in a very similar genre nonetheless.'

AF : 85% - 'Armour-Geddon is a well-structured six-mission multi-sim blast. The game has to be studied thoroughly if the vehicles and abilities are to be fully exploited as both the sims and the foes are unforgiving. The player who can build and drop the neutron bomb will have to be perfect; good just won't cut it. Armour-Geddon though, lacks the initial focus needed to pull players through this very necessary learning curve naturally. These skills alone however, once mastered, allow you to discover a tough, mixed genre, game.'



CU : 81% - 'the 3D graphics barely cut it. Psygnosis' three-dee generator certainly doesn't compete with the likes of Digital Image Design (F-29 Retaliator) or Realtime Games (Battle Command)..[sic].. A melt-down mix of sim and shoot 'em up action.'



A clever strategy sim, that lets you take control of lots of different crafts. It can all be very daunting, the first time you play it but as you put the effort in it will all begin to gel. A tough, But rewarding classic title. That has admittedly not aged particularly well.

ARMOUR-GEEDON



ЗНАКОМСТВО

ARMOUR-GEDDON

Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth. All unprotected life will be wiped out.

You select and control up to six diverse hi-tech vehicles at once in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

Featuring a sophisticated head-to-head serial link enabling 'being-there' realism between two players.

Armour-Geddon: Strategy and simulation synthesized to perfection.

Après l'Holocaust: Des êtres assoiffés de pouvoir veulent prendre le contrôle de la terre. Ils développent un rayon-énergie avec l'intention de le faire réfléchir sur la terre par un satellite construit à propos. Tout être vivant non protégé sera éliminé.

Vous sélectionnez et contrôlez jusqu'à six véhicules à haute technologie dans une course contre le temps pour chercher et détruire les lignes d'énergie des ennemis et si possible mettre hors combat leur générateur de rayons.

Construisez votre arsenal en recueillant les ressources des ennemis qui vous aideront à développer et créer vos propres systèmes d'armement.

La connection sérieelle tête-à-tête sophistiquée permet un réalisme 'vous-y-êtes' pour deux joueurs.

Armour-Geddon: Stratégie et simulation dans une synthèse parfaite.

Nach dem Holocaust: Machtthungrige Wesen wollen die Kontrolle über die Erde. Sie entwickeln einen Energie-Strahl und haben vor, ihn von einem extra dafür gebauten Satelliten auf die Erde zurückzuspiegeln. Alles ungeschützte Leben wird dabei ausgelöscht werden.

Sie wählen und kontrollieren bis zu sechs verschiedene High-Tech-Fahrzeuge auf einmal in einem Wettlauf gegen die Zeit, um feindliche Stromleitungen zu suchen und zu zerstören und wenn möglich ihren Strahlengenerator außer Gefecht zu setzen.

Schaffen Sie sich Ihr eigenes Arsenal, indem sie feindliches Werkzeug sammeln, das Ihnen hilft, Ihre eigenen neuen Waffensysteme zu entwickeln und zu bauen.

Mit einer raffinierten Kopf-zu-Kopf seriellen Verbindung gibt es 'Dabeisein'-Realismus für zwei Spieler.

Armour-Geddon: Strategie und Simulation zur Perfektion verschmolzen.

Il Dopo Olocausto: Una entità assetata di potere vuole il controllo della Terra. Essa ha costruito un raggio di energia che intende far rimbalzare su un apposito satellite per colpire la Terra. Tutte le forme di vita inermi saranno spazzate via.

Seleziona e controlla fino a sei avanzatissimi veicoli diversi alla volta, in una corsa contro il tempo per cercare e distruggere le condotte di energia del nemico, e infine distruggendo il generatore del raggio.

Accumula il tuo arsenale raccogliendo risorse del nemico per aiutarti a sviluppare e creare nuovi sistemi d'arma.

Con un sofisticato collegamento seriale testa-a-testa che permette un realistico 'esserci' tra due giocatori.

Armour-Geddon: Strategia e simulazione sintetizzati alla perfezione.

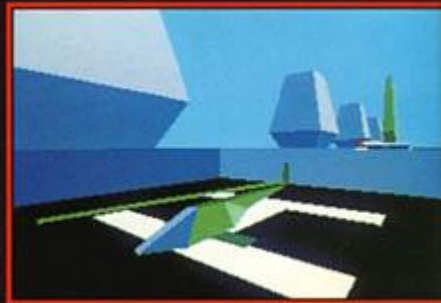
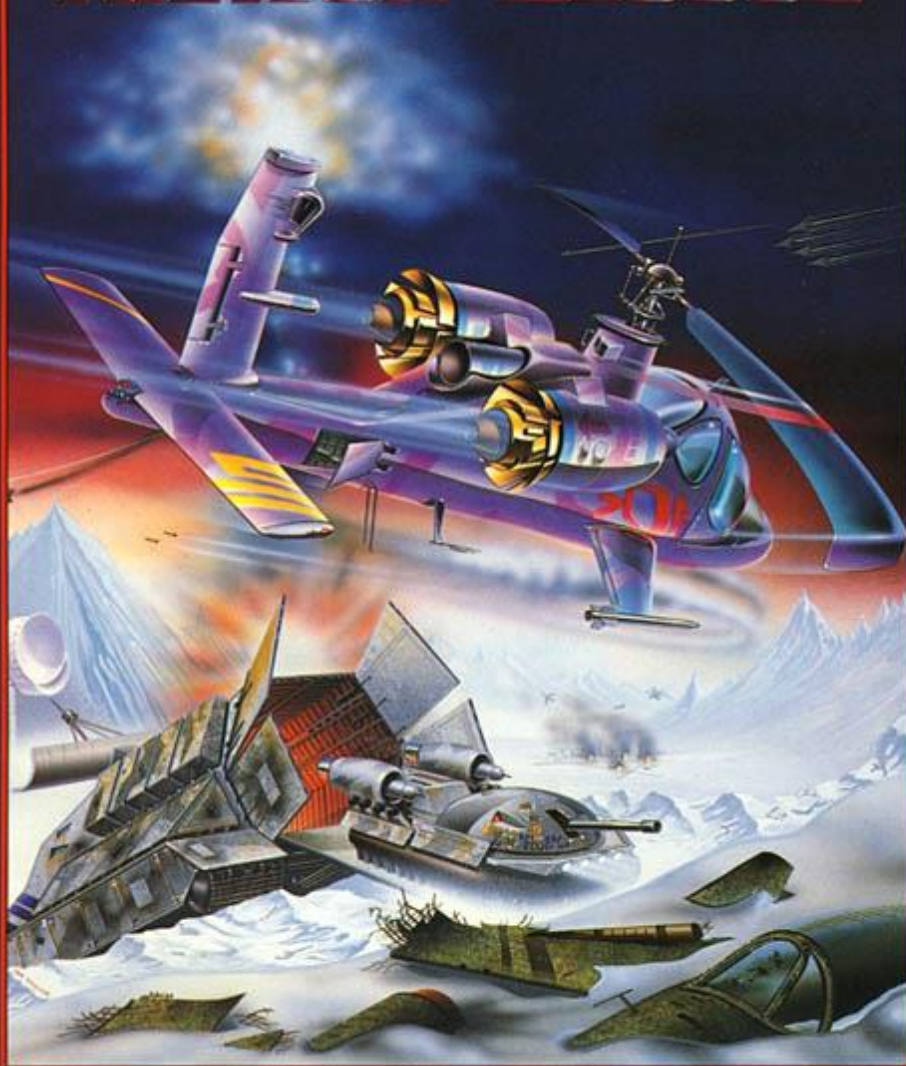
SEEING IS BELIEVING

Screen shots from the Amiga.

© PSYGNOSIS 1990 MANUFACTURED IN THE UK.



ARMOUR-GEDDON



ARMOUR-GEDDON

Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth. All unprotected life will be wiped out.

You select and control up to six diverse hi-tech vehicles at once in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

Featuring a sophisticated head-to-head serial link enabling 'being-there' realism between two players.

Armour-Geddon: Strategy and simulation synthesized to perfection.

Screen Shots from the Amiga version.

SEEING IS BELIEVING

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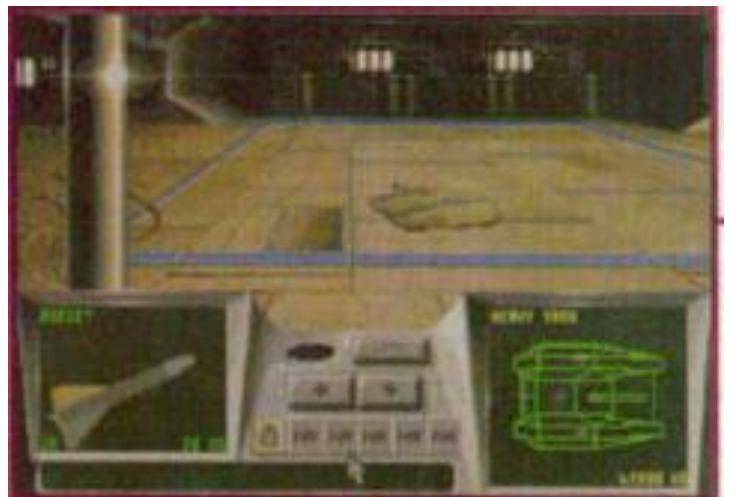
Armour-Geddon 2 : Codename Hellfire (1993)

£25.99 Psygnosis

[8/10 – A great sequel that improves over the original]

AF : 87% - 'The balance between shoot 'em up action, strategic manoeuvres and the economics of inventions is superb, making it an all-round game that has something for everybody. "A bit like juggling plates, only fun.'

CU : 80% - 'Challenging, in the sense of very hard work at times but also good fun. It could take you a very long time to get even near completing this classic sim / strategy combination.'



AC : 71% - 'Psygnosis have come on a long way since Armour-geddon. While Codename Hellfire resembles the original Armour-geddon graphically, the similarities end there. Perhaps the largest improvement is the mission generator, in the original, your craft had one overriding objective, find the atom bomb (a must at kiddies parties). Now the campaign is staged through a variety of missions, with each mission having objectives which collectively meet the overall criteria for victory. The conflict has left munitions and raw materials at a minimum, so a mission asking for the capture of a refinery or manufacturing plant will have very positive effects on the war effort. We could compare aspects of Armour-geddon 2 with its older brother all day, but how does it stand up in the face of other releases? The answer is pretty well, Armour-geddon 2 is a large title with many aspects to it, if you're hungry enough for it. It's not the type of title you can just pick up and go for a trundle around in, because you won't last two minutes. If you're to be successful then you need to plan tactics, while thinking ahead about what equipment to research and develop. It's this aspect that puts Armour-geddon ahead

AP : 57% - 'Being complex and tactical, it's sort of Carrier Command for the 90's complete with flash graphics and loads of great vehicles. Unfortunately it's difficult to get into and even harder to stick with.'



An Impressive sequel, that is more impressive in every way to the first one. It is still a really tough game and definitely one that you have to invest lots of time to get anywhere. So if you were a fan of Carrier Command and games of that ilk and have lots of free time on your hands, then there is definitely some fun to be had here.

Army Moves (1988)

£14.95 Imagine /

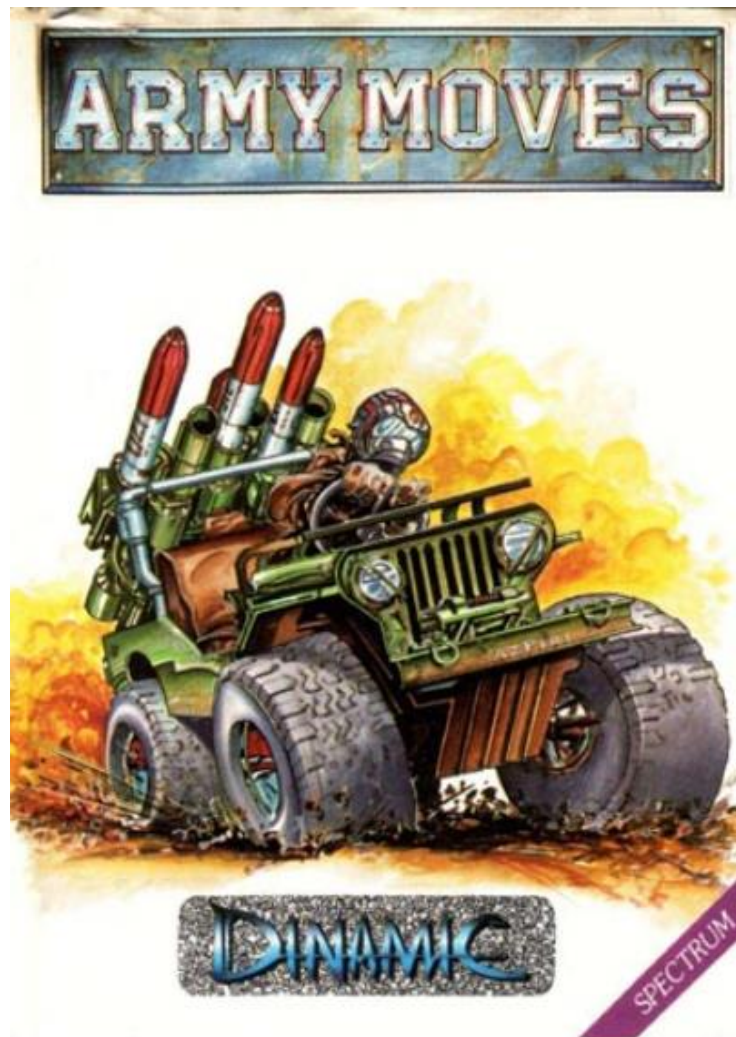
Dev: Dinamic Software

[2/10 – Impossibly tough, poor conversion, poor game]

CUSR : 4 /10 - 'ultimately a terminally boring game.'

O : 36% - 'extremely difficult and frustrating...[sic]...Masochists are amply catered for here. The more discerning games players are advised to steer clear.'

GM : 32% - 'Poor graphics and sound combined with incredibly tough gameplay make Army Moves a below average shoot 'em up.'



Poor 8-bit game that has been converted and made even worse, by being much tougher to play. Music is catchy though.



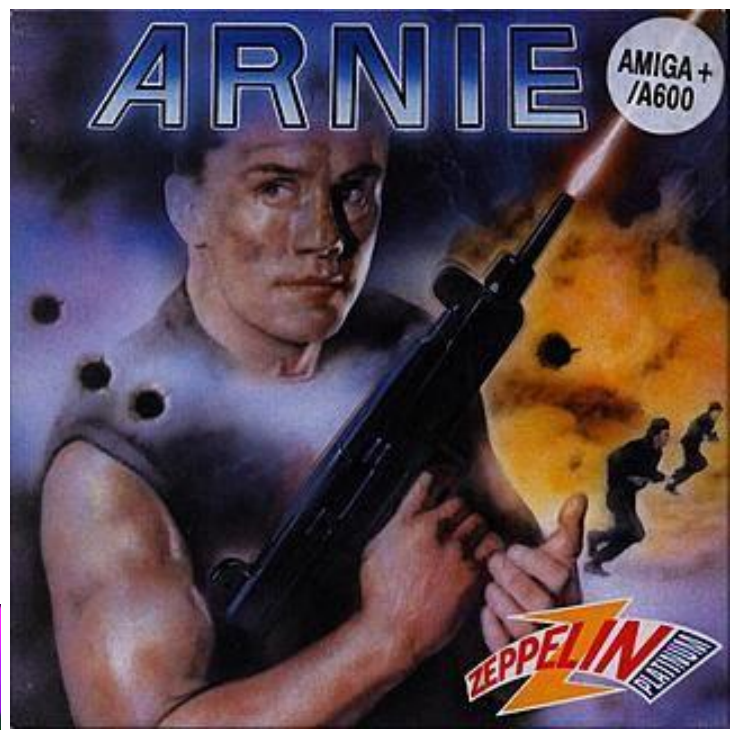
Arnie (1992)

£7.99 Zeppelin Games /

Dev: Realms of Fantasy

[4/10 – Basic run ‘n’ gun that’s
Pretty poort really.]

AF : 44% - ‘all been seen before.
Many, many times before, And
much better too. There isn’t
anything that should make you
play Arnie’



Another poor 8-Bit game converted to the Amiga and sold for more money. Essentially Green Beret like run ‘n’ gun but allowing you to choose your warrior, with very similar names to top action heroes of the time. Even on budget it wasn’t worth your time. There is a certain basic charm to it all, which you may enjoy. Not worth your time really, still it entertained me for a couple of minutes.

Arnie 2 (1993)

£7.99 Zeppelin Games

[1/10 – unplayable pap, far worse than the original]

Oh dear, whilst the first Arnie game was a mediocre, but simple run 'n' gun, its sequel is an isometric mess of a game. The issues are many and numerous, but top of the list is the shoddy controls and poor collision detection.

Of course that not including the shoddy graphics that looks like its been drawn by a particularly unartistic, blind badger. Avoid!!

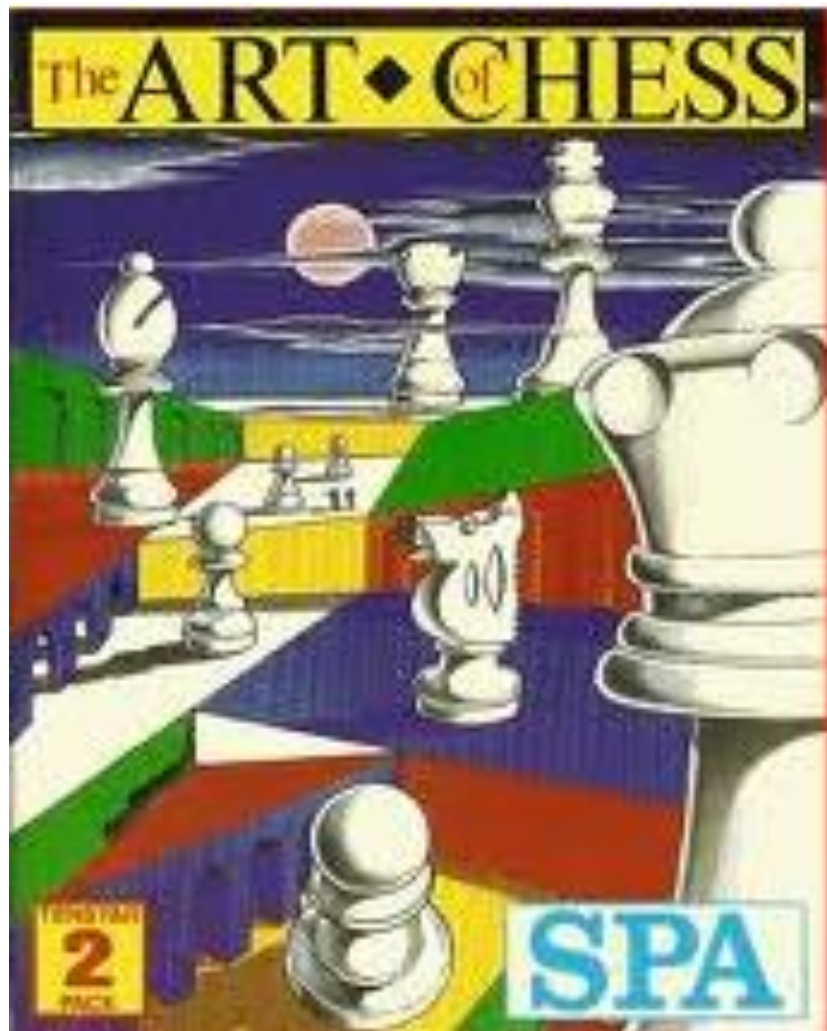


The Art of Chess (1987)

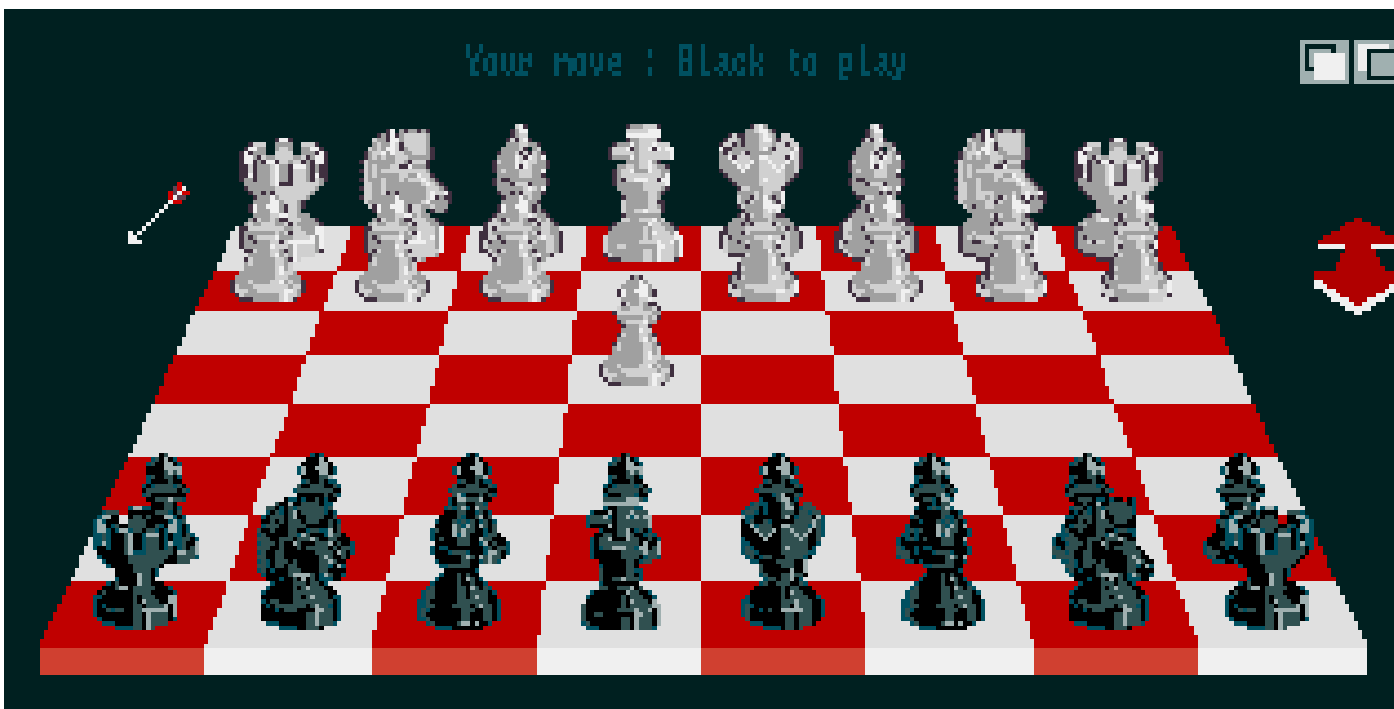
£24.95 SPA

[5/10 – A competent chess game]

ACE: 702 /1000 - 'has some very attractive features which make it well worth a look, but sadly it is let down by a lack of attention to the details of display.'



Basic chess game, not as good as Chessmaster. Came free on the famous Tenstar pack bundle.



The ART ♦ Of CHESS



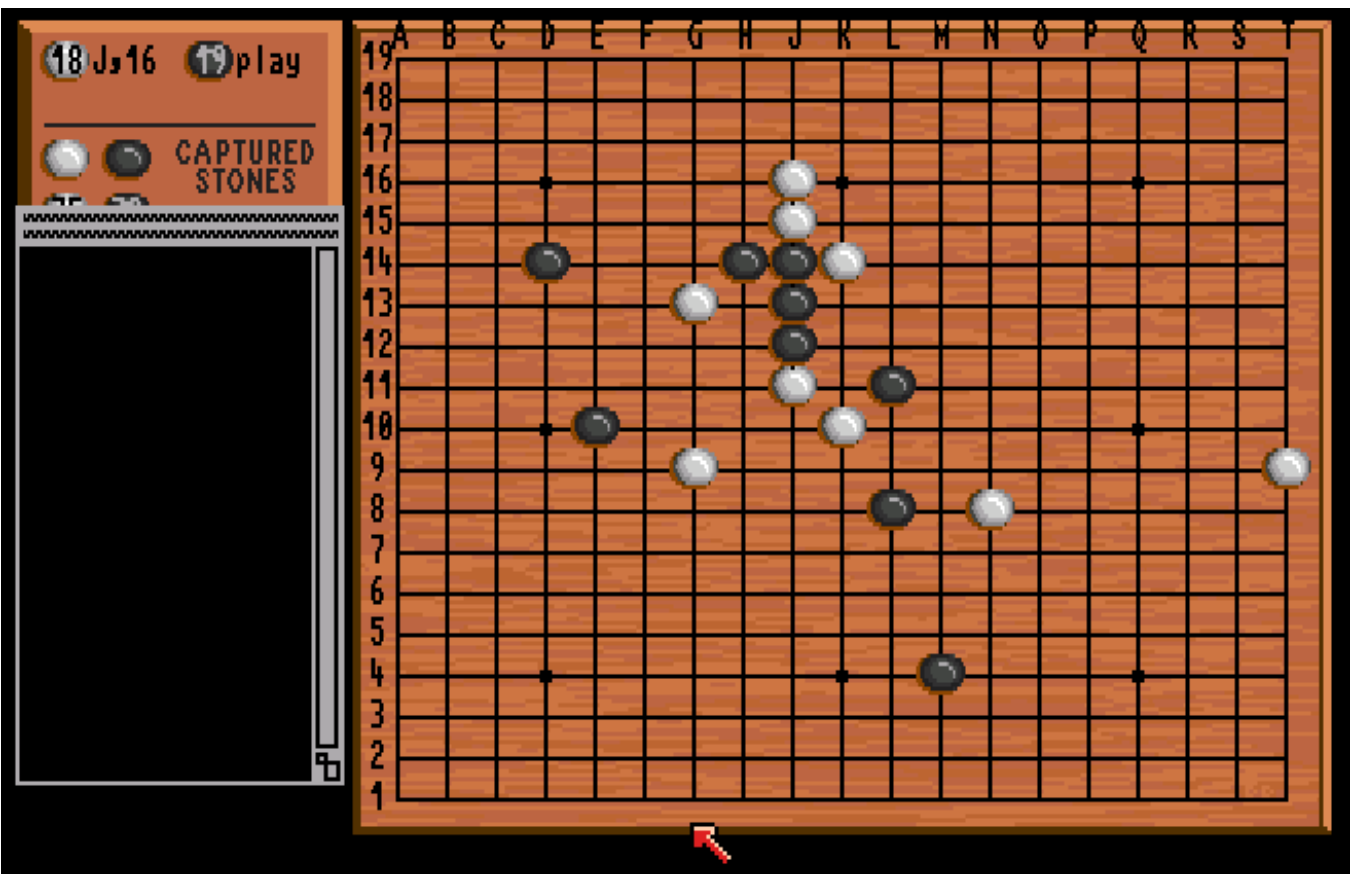
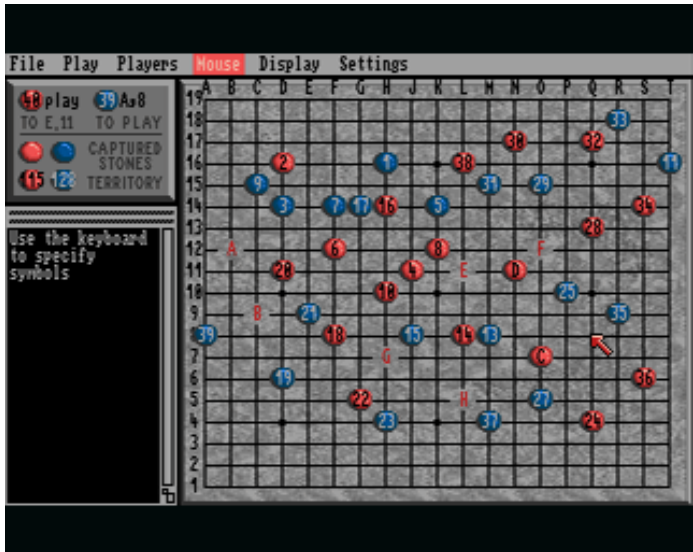
For chess players everywhere, Art Of Chess is one of the best chess programs available. Displayed in fabulous three dimensional graphics, as well as in standard 2-D overhead format, movement is facilitated by using the mouse and dragging the pieces into position. There is a time travel gadget to the right of the board, enabling you to move backwards and then forwards through the game and to continue from any point. This is a great game for chess beginners and the competent players who want to try out new strategies. There are various skill levels including tournament level, making Art Of Chess suitable for everyone from novice to Grand Master!

© SPA 1987.

Exclusively licensed for inclusion in the Amiga TenStar Games Pack.

The Art of Go (1987)
£24.95 A-Squared Distributions
[5/10 – A competent version of the board game Go]

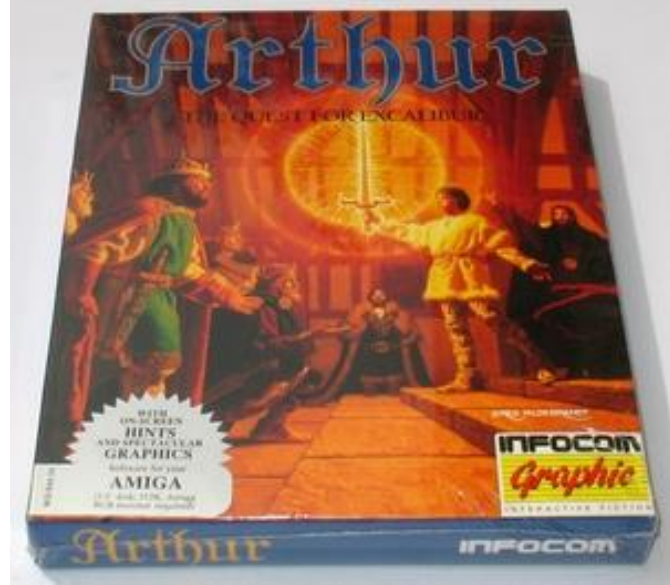
Erm it's the board game Go....zzzzZZZZZ...snort..ehh.. what?...oh it's you...ok...it Go..you want more?...Erm it plays alright I guess...but nothing special....can I go back to sleep now?



Arthur – Quest for Excalibur (1989)

£29.99 Infocom

[8/10 – Great text adventure, maybe a little short]



ZZ : 94% - 'great puzzles, some attractive graphics and a superb vocabulary and parser, plus the odd touch of humour, Arthur has all the ingredients to make a first-class adventure. A must for all fans.'

GM : 92% - 'another cracking Infocom adventure. Clever design, excellent parser and wonderful text make the adventure thoroughly enjoyable. Grab yourself a cup of cocoa and spoil yourself.'

CVG : 91% - 'One of the best text-only adventures yet released – definitely one for traditional adventure fans to watch out for.'



Churchyard, behind gravestone St Anne's Day, Compline
church entrance lies to the east, and just west of you is a large
gravestone. A stone wall encircles the churchyard, but there is
an ironwork gate in the wall to your south.

>w
You walk around behind the gravestone. The churchyard lies to
the east.

>|

AC : 83% - 'highly polished example of the state of the art in adventures. Yet unless one is very careful with the hints, it can be over far too quickly.'

CU : 83% - 'Written by Bob Bates, author of Sherlock: The Riddle Of The Crown Jewels, Arthur is an original story in its own right, very loosely based on the legend. The game itself is another example of the highly professional products we have come to expect from the world's masters of adventure.'



I love text adventures, finding it gives a much deeper sense of immersion than the graphical point and click. I thoroughly enjoyed this finding it well written, nice graphically and a good story. A good introduction in to the world of test adventure games.'

Arthur

THE QUEST FOR EXCALIBUR



WITH
ON-SCREEN
HINTS
AND SPECTACULAR
GRAPHICS

Software for your
AMIGA

(3.5" disk; 512K; Amiga
RGB monitor required)

GREG HILDEBRANDT

INFOCOM

Graphic

INTERACTIVE FICTION

"Whoso pulleth out this sword of this stone, is rightwise king born of all England."



Arthur: The Quest for Excalibur adds an exciting new dimension to the timeless Arthurian tale while preserving all of its original richness and grandeur.



Captivating color graphics combine with the richness of Infocom's storytelling to bring you unforgettable entertainment.

INFOCOM™

125 CambridgePark Drive,
Cambridge, MA 02140

Arthur: The Quest for Excalibur is available for IBM and 100% compatibles, Macintosh, Apple II series, and Amiga.

Manufactured and printed in U.S.A.
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Warranty information enclosed.
Arthur: The Quest for Excalibur is a trademark of Infocom.

Distributed by MEDIAGENIC.

G-IL1-02

In the days before Camelot, when magic and evil rule England, a sword sheathed in stone appears in a quiet churchyard. Engraved upon it are the words which form your destiny. For you are Arthur, the son and true heir of the High King, Uther Pendragon.



But there is more to asserting your claim than wresting free the sword. The sword in the stone disappears – stolen by the evil King Lot. To win it back, you must develop the kingly qualities of wisdom, chivalry, and experience, qualities that will also prove you worthy of the throne. And you must do it all within three days, or Lot will usurp your legacy.



You are assisted by Merlin the Enchanter, who grants you the power to transform yourself into a variety of animals. Now you can explore the kingdom as no one has before: from the sky, from rivers and lakes, from on – and under – the earth. How you use this power, and how you solve the myriad puzzles that confront you, will determine your success in your quest.

- Merlin's crystal ball reveals helpful hints.
- The *undo* command lets you rescind even the most foolhardy of decisions.
- Optional on-screen mapping gives your quest direction.
- A medieval Book of Hours has been magically cast into each and every *Arthur* package, along with the game disk and complete instructions.

Now prepare to claim your birthright as king born of all England. It's your chance to live the legend.



Screen shots shown are from the Macintosh II.

ISBN 0-87321-471-4



0 51051 01471 3 WD-IL1-07

Artura (1989)

£19.99 Gremlin Graphics

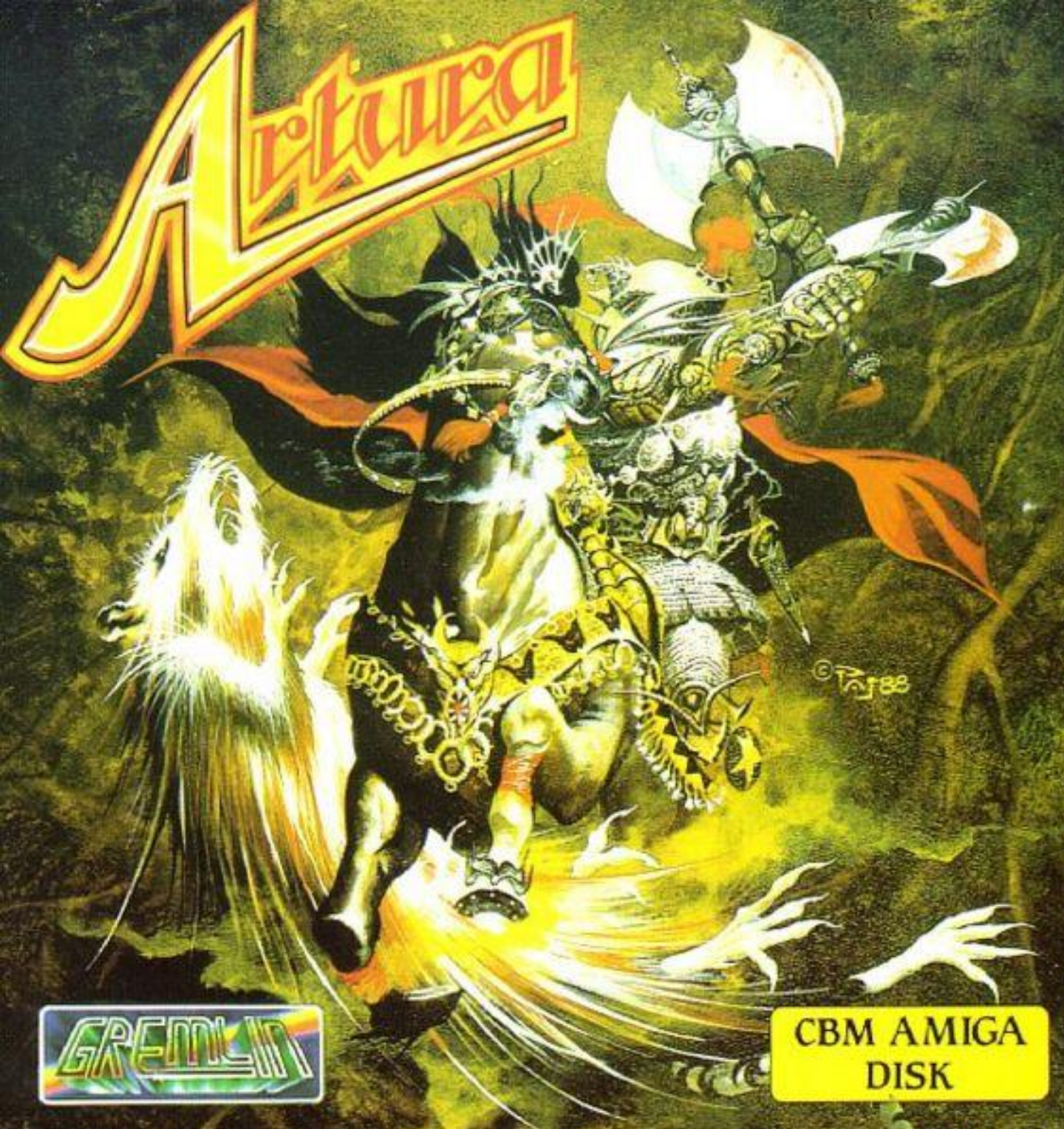
[1/10 – Truly dire arcade adventure game]

AP : 30% - [R] 'I don't think it would be too unfair to label Artura as, well, a bit of a steaming great pile of an arcade adventure really.'

Oh dear, a truly terrible game, even bad on the 8 bit machines. A total mess and a blot on Gremlins good name.



Alucard



GREMLIN

CBM AMIGA
DISK

Ashes of Empire (1989)

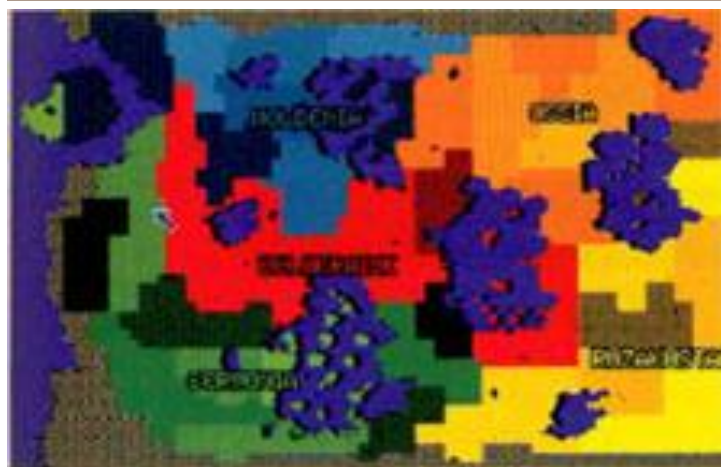
£34.99 Mirage / Dev: Midnight

[7/10 – Impressive scope, let down by repetitive gameplay. Midwinter 3 in all but name.]

AA : 93% - 'it's gigantic, there are plenty of different things to involve yourself with and it's the most innovative adventure style gam I've played in ages.'

AC : 93% - 'Fans of Midwinter will be addicted for months on end.'

AF : 85% - 'the attractive presentation and comfortable interface cannot disguise the lack of depth in the gameplay itself. While the background is vastly expanded on the excellent Manual, the actual in-game options seem to remain limited to talking to the right people in the right places at the right time and (al)locating resources upon demand. Encounters remain abstract and somewhat superficial. The subtleties of higher diplomacy will be missed by veteran strategists spoilt by the Koei range or by Balance of Power.'



AF : 81% - 'There is so much to see and do in Ashes of Empire that it's hard not to be impressed. If you cut your teeth on Midwinter, then this is your next logical step. Personally I think that Ashes far outstrips Maelstrom's previous games in terms of game task and content, but I can't help feeling that a revised appearance for the 3D scenes would have made it even better. As good as the 3D sections are, it tends to weaken the excellent overall strategy bent – as does the character interaction sequences. However, despite these weak links. Ashes of Empire is another deserved hit for Mike Singleton's Maelstrom and an excellent release from newcomers Mirage.'

AP : 80% - 'Even though Ashes is a complicated game, it's surprisingly easy to get to grips with it. There's plenty of gripping gameplay waiting to be discovered, but there's also a nagging feeling that it's not quite as much fun as it should be.'



O : 80% - 'Everyone knows that Mike Singleton games are enormous. Indeed, it no longer seems to be a problem for Mike to make his games impressive. It seems more of a task for him to break down the awesome strategic under-taking of playing one of his games into chunks which your average gameplayer can manage. So, being possibly the most "epic" of his games yet, Ashes has presented him, one would expect, with his biggest problem. And in places it shows. Such work has gone into making all the complex stats and cause & effect game logic seem accessible, that occasionally Ashes feels very much like two distinctly different games. On the one hand, when the player is consulting his Commodities screen and scouring the landscape for important characters on the rather frightening landscape, it feels like a really big, tough strategy game. But, on the other, when the player is clicking through his hit/plead/trick/hypnotise icons in order to win over a particular character, the game feels like the most basic adventures. But for all this Ashes of Empire is a truly impressive game, filled with all the elements that one always associates with great software. Fans of Mike's other work will no doubt jump at the chance of tackling his biggest, and probably most challenging game to date. Likewise, anyone convinced that they have a better solution to the problems in Eastern Europe than our glorious leaders should give it serious consideration.'





Mike Singleton (pictured) was a veteran in the industry and his death in 2012 is a great shame to the gaming world. He is perhaps best known for his amazingly ambitious spectrum games such as Lords of Midnight, Doomdarks Revenge and War in Middle Earth. He then continued his ambition across to the Amiga, ST and PC which such fondly remembered gems as Midwinter, Midwinter 2 : The Flames of Freedom and Starlord. In some ways though this is perhaps his most ambitious game, and in many ways Midwinter 3 in all but name. The concept is compelling as well, having you acting as a political leader, trying to bring stability to Eastern Europe after the collapse of communism. Yet playing it, I felt there was something missing, with you essentially doing repeated tasks again and again for each province, a process you can soon tire of. Still if you are a fan of MidWinter or any of Mike's other games then this is well worth investing your time into. (please note that tracking down the manual is a definite must, to get the most from this game.)



ASHES OF EMPIRE



Richard Taylor

INSTRUCTIONAL
VIDEO
INCLUDED

AMIGA

1 MEG ONLY
JOYSTICK ONLY
ENGLISH VERSION

MIRAGE



MIDNIGHT

In a modern world, what happens when empires fall.....

Inspired by the tumultuous events in Eastern Europe, Mike Singleton and his team have created Ashes of Empire, his biggest game yet. Ashes is a complex fusion of adventure and strategy which places demands on all your powers of diplomacy and intelligence.

As you enter the heartland of your one-time great adversary, you must select a tactic to bring order to chaos, while at the same time avoiding the initiation of a nuclear conflict by an embittered and desperate people, mistrustful of your intentions.

- Full free movement in a 3-D environment of 2.8 million square miles.
- 9,000 locations.
- Over 6,000 unique characters.



".....you're in for the campaign of your life"
Amiga Format.

"Ashes of Empire is set to be the most talked-about and innovative adventure game of the nineties."

Amiga Action.

"For players with a keen political interest, it's a must!"

Amiga Format.

".....I couldn't recommend another game as highly as this."

Amiga Mania.



Amiga screen shown. Actual screens may vary.



MIRAGE



Assassin (1992)

£25.99 Team 17 /

Dev: Psionic Systems

[6/10 – A poor Strider clone, polished but lacking good playability.]

O : 92% - 'I've racked my brains to think of some serious adverse criticism to make of Assassin but, despite a mild grumble about occasionally empty-looking backgrounds, I can't think of any. To put simply, Assassin is yet another Team 17 masterpiece. Is there no genre that Team 17 can't come out top in. If they Don't stop now everybody else in the software industry might as well give up and go home.'

AA : 91% - 'What sets it apart from the rest is the effortless control you have over the main character and the bewildering array of atmospheric graphics and aural. Combine all this with the fine difficulty curve (a huge problem with Project-X) and a technical achievements list as long as your arm, and you're looking at another slick Amiga arcade game which shouldn't be overlooked.'

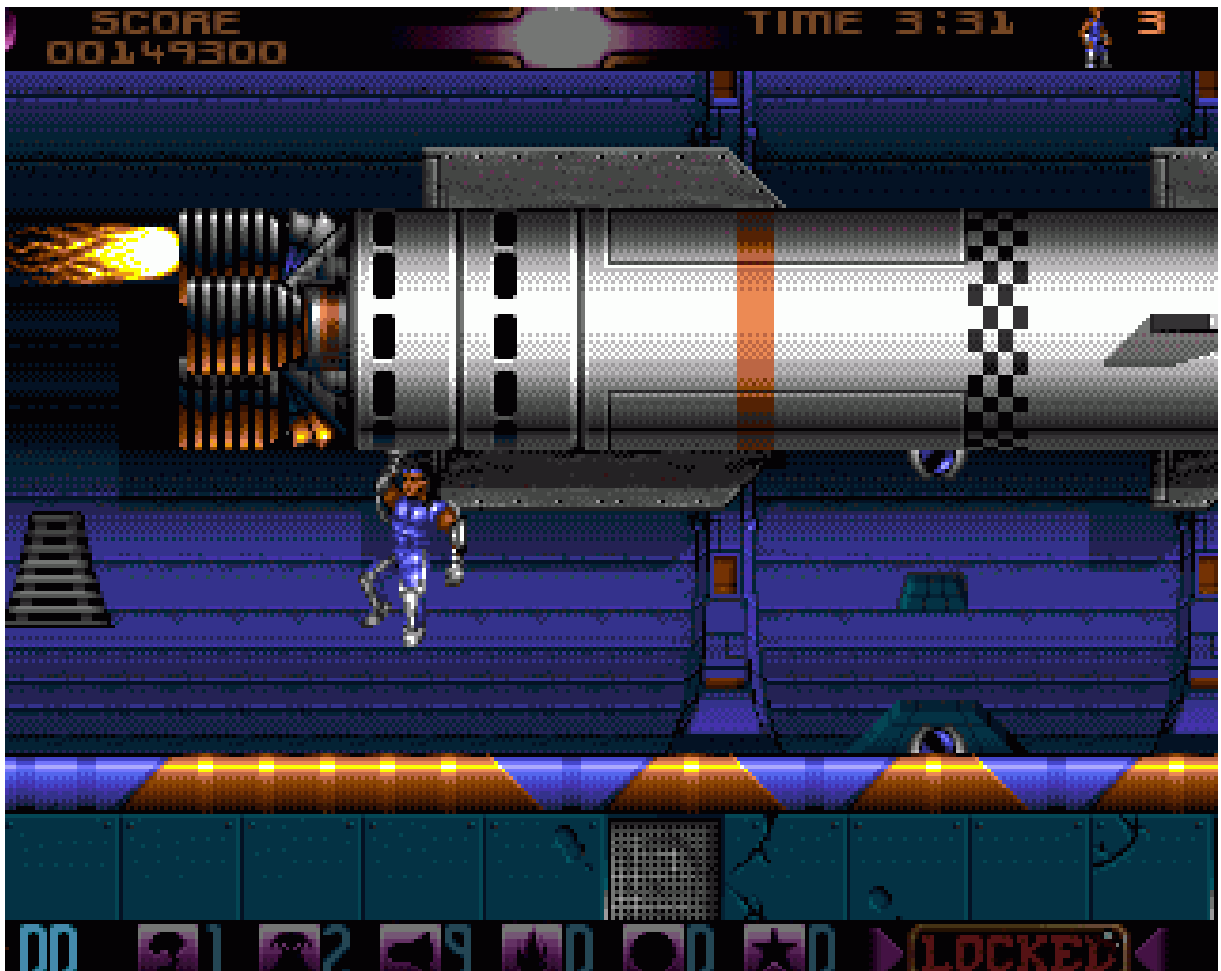


AP : 89% - 'Here you have a game not far off perfect. This is a contender with class – the trouble is that When the game reaches this kind of standard it has no competition. Assassin has effortlessly climbed and somersaulted to the top of the heap.'

CU : 89% - 'An excellent action packed arcade romp.'

AF : 85% - 'Few people are going to see all of the 1,500 screens which make up the game, which is a shame since the artwork and sound are excellent throughout. Several hours of fascinated play time with Assassin leaves you saying to Team 17 'Come on guys, we're only human!' Then again hidden delights are scattered all over, which help you on your way so the game becomes easier, an more enjoyable, with time..[sic]..A very hard game to play, but at least you are getting your moneys worth.'

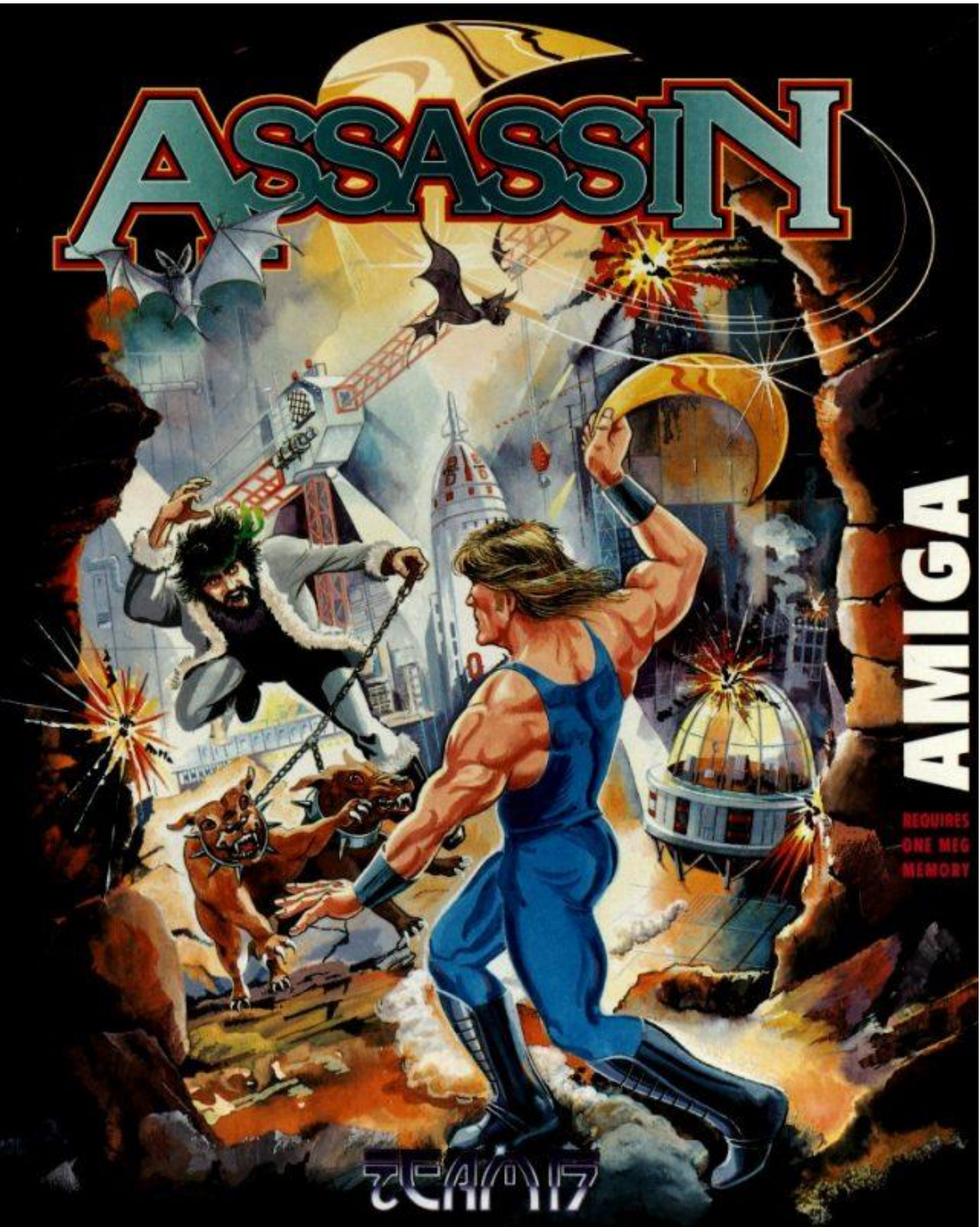
AC : 85% - 'top notch graphics, nice FX, difficulty setting and a choice of how many lives to begin with. It's an extremely appealing product nevertheless and should make fans of arcade adventure-style shooty-uppies very happy for a good while.'



Whilst I would be the first to admit this is an impressive and polished game, I never gelled with the game, both back in the day nor playing it now. I just find too many annoyances such as unfair deaths. It does improve with play as you give time over to the game though, and as you battle your way through there is much to see and do. Still it's probably best to play the budget Special Edition of it.



ASSASSIN



AMIGA

REQUIRES
ONE MEG
MEMORY

1987

Assassin – Special Edition (1994)

£10.99 Team 17 /

Dev: Psionic Systems

[9/10 – Plays totally different to original. Fixes everything wrong, now it's a brilliant, bona-fide classic]

O : 92% - 'the Team 17 gang have taken the chance to make the hero a bit more butch and give him a gun – an Assassin : Bodie Edition, if you will. Well, apart from the most obvious change, the rest of the game has been tweaked substantially in several key areas. Most noticeably, the previously-huge levels have been broken up into a series of smaller stages, which means you don't have to restart from a far and distant point any more! This is a major plus in this rereleases favour and it's really good to see Team 17 obviously listen to the criticism their games receive.'

AF : 87% - 'The sprite moves fluidly, jumping around in a similar fashion to a breakfast show fitness host and with three difficulty levels you can gradually take on a tougher challenge. It's not wildly sophisticated action but it is incredibly playable.'

AP : 79% - 'It doesn't seem like the classic it used to be and that's a shame.

There's a great motto – if it aint broke, don't fix it. In this instance Team 17 would have done well to heed it.'

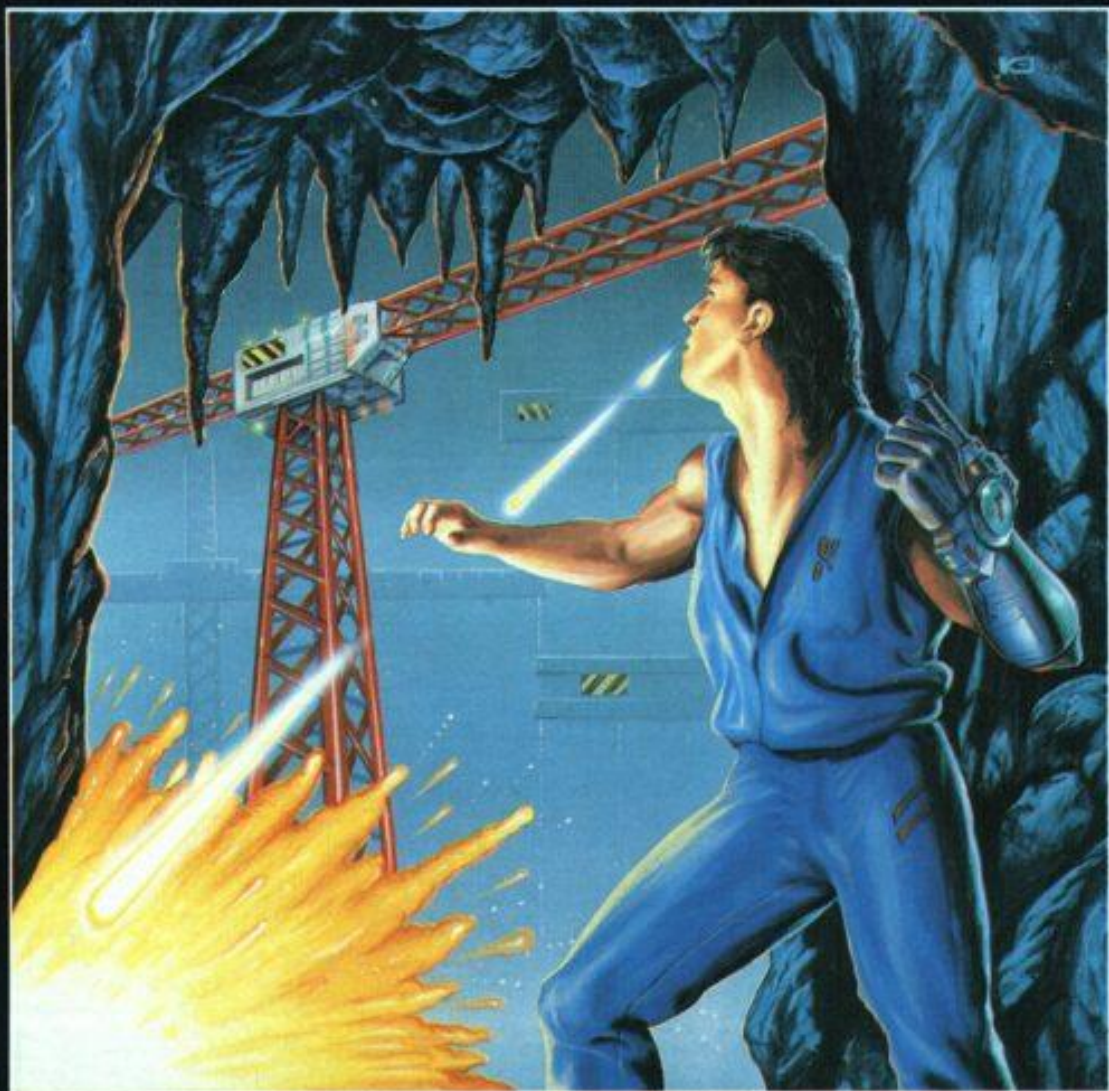


Out of all the things I love about the old Team 17 (not new) -and it's a lot. Was there willingness to listen to criticism and then fix everything in the budget release. For this, they have done wonders making it more of a sequel than an update. Everything playability-wise feels right now, and what felt clunky and wrong in the original has been replaced with perfection. My only regret was that after feeling burned with my purchase of the full price game (back in the day) I never looked at this budget release until years later. So if you like the Strider games and like Switchblade 2 (and that ilk) then this is definitely one game to play.



ASSASSIN

SPECIAL EDITION



CLASSIC
ASSASSIN
ONE MEG AMIGA

ASSASSIN

SPECIAL EDITION



You are the Assassin, a highly skilled, super athletic hit-man. Armed with a powerful arm-mounted gun, you have been given the job of infiltrating the vast subterranean base which the arch villain Midan has made his own.

The action takes place over four huge zones and features an incredible array of Midan's twisted minions - all intent on your immediate destruction!

Can you overcome seemingly impossible odds and make it to Midan's secret lair and lock horns with the arch villain himself? With skill, cunning and guile, you just might pull it off...

Game Features:

- Brilliant Audio Visuals
- Super smooth scrolling
- 200 Frames of animation on Assassin leap, run, climb, duck, swing and fire with ease!
- Amazing array of special weapons
- Lots of powerups, bonuses and special features
- Explosive end of level action!
- Game spans over 1,000 screens of arcade action!

TEAM 17

Marwood House, Garden Street,
Wakefield, West Yorks, England.
Tel: 0924 201846.



ATTENTION

Chez certaines personnes,
l'utilisation de ce jeu
nécessite des précautions
d'emploi particulières qui
sont détaillées dans la
notice ci-jointe.



Astaroth – The Angel of Death (1989)

£24.99 Hewson

[4/10 – A frustratingly difficult, old skool arcade adventure. I liked the graphics though.]

ZZ : 90% - 'An extremely challenging arcade adventure sporting incredibly detailed graphics.'

GM : 83% - 'Astaroth is a tough and challenging collect/shoot-'em-up that should be considered.'

CU : 71% - 'a very dull game to play. The element of exploration is there, but because of the very limited nature of the backdrops you never really feel you are getting anywhere..[sic]..short on graphics and short on variety. I'd say this game is lacking a little, wouldn't you?'

AF : 41% - 'Astaroth is a jaded old game concept tarted up with graphics of a sensationalist nature to add some much needed interest. Bit of a sheep in wolf's clothing really.'



The game involves you going into the underworld to destroy the evil she-devil Astaroth. As a huge fan of Pete Lyons artwork (Killing Game Show, The Godfather, Amnios and Airball (to name a few)). I was really looking forward to seeing what he would do with such an interesting theme. All in all graphically and certainly musically, its all very nice (especially when you consider it's age). it's just a shame that all the screens are so repetitive and the levels so dull and uninspired, that you will have given up and put it away in its gorgeous artwork box.



ASARAT



beware
The Angel of Death

HEWSON

Astate: La Malédiction des Templiers (1990)

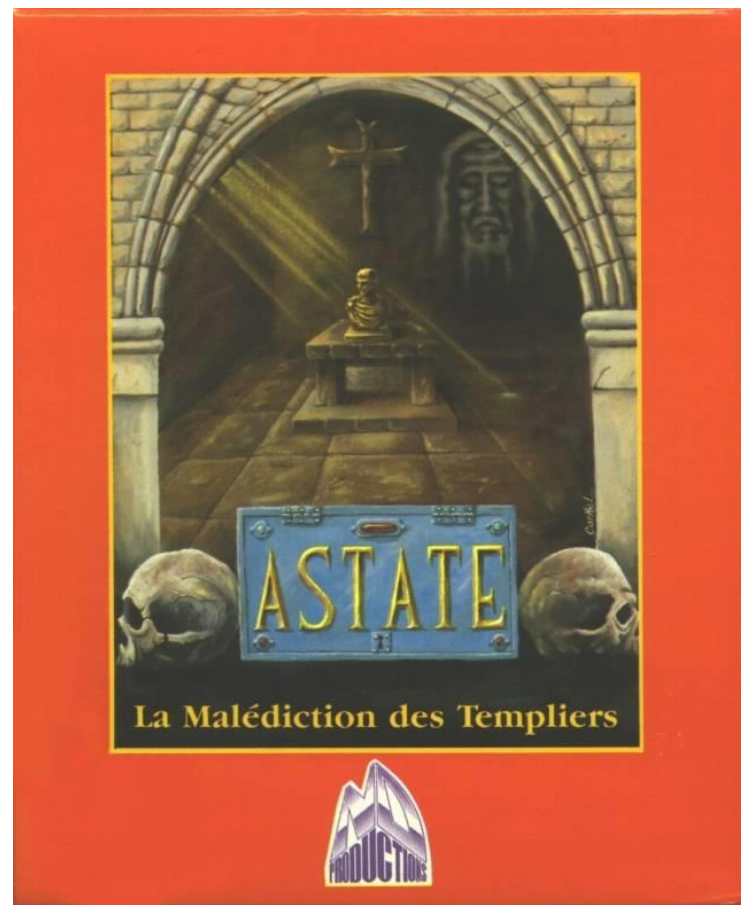
£19.99 New Deal Productions /

Dev: Calypso

[3/10 – Like Myst with no puzzles or interactivity]

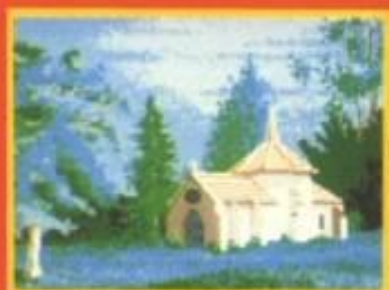
GM : 53% - 'a fruitless wander around a few countryside screens.'

AA : 41% - 'the game soon lost my attention and there is nothing there to warrant me going back to it.'



The game involves pointlessly wondering around a series of nicely drawn pictures to find a statue. You have six control icons chosen by the right mouse that allows you to interact with the screen and err, that's it. All very French weird and dull.





A complete new concept, concise –without useless text– this great computer game with stunning graphics and sound will amaze you! Venture forth into a world of more than 50 different places such as traps, labyrinthes, dungeons, chapels, etc. And it will tug at your heartstrings, tantalizing your emotions! This top adventure game will also allow novices to participate, to the fullest extend, in this exciting archeological enigma!



D'un concept entièrement nouveau, sans textes inutiles, ce très grand jeu d'aventure aux somptueux graphismes (plus de 50 lieux différents : oubliettes, labyrinthes, donjons, chapelles et autant de superbes musiques !!), donnera aux passionnés du genre, leurs plus grandes émotions. Ce hit des jeux d'aventure permettra aussi aux non-initiés de participer pleinement à cette passionnante énigme archéologique.



Ein vollkommen neues konzept für dieses spiel ohne unnötigen text. Abenteuer mit einer unwahrscheinlichen graphik. Mehr als 50 verschiedene orte, labyrinte, schlusstürme oder orte ohne wiederkher, und das alles mit musikuntermalung alles für einen spieler um 20 zittern. Ein hit also dieses spiel mit dem auch unerfahrene in die rätsel der archeologie einsteigen können.

Copyright NEW DEAL PRODUCTIONS Décembre 1989
26, rue Lenain-de-Tillemont 93100 Montreuil-sous-Bois
Tél.: (1) 48.70.86.94



PROGRAMMER
Constantin SOTIROPOULOS

GRAPHIC ARTIST
Didier CACKEL

MUSICIAN
Jim CUOMO



Screen from Atari version

Asterix im Morganland (1987)

£19.99 Cocktail Vision

[2/10 – Poor use of a license]

Even though an English version of the game doesn't exist, I felt I had to include this, not because it's a good game (it isn't), but because as a fan of Asterix I had to show both games done by Cocktail on the Amiga. This was their first attempt. Part interactive comic and Pac-man it is, all in all a pretty dire game and you can see why the game wasn't translated back in the day. A lazy game and A poor use of a license with great potential.



Asterix : Operation Getafix (1989)

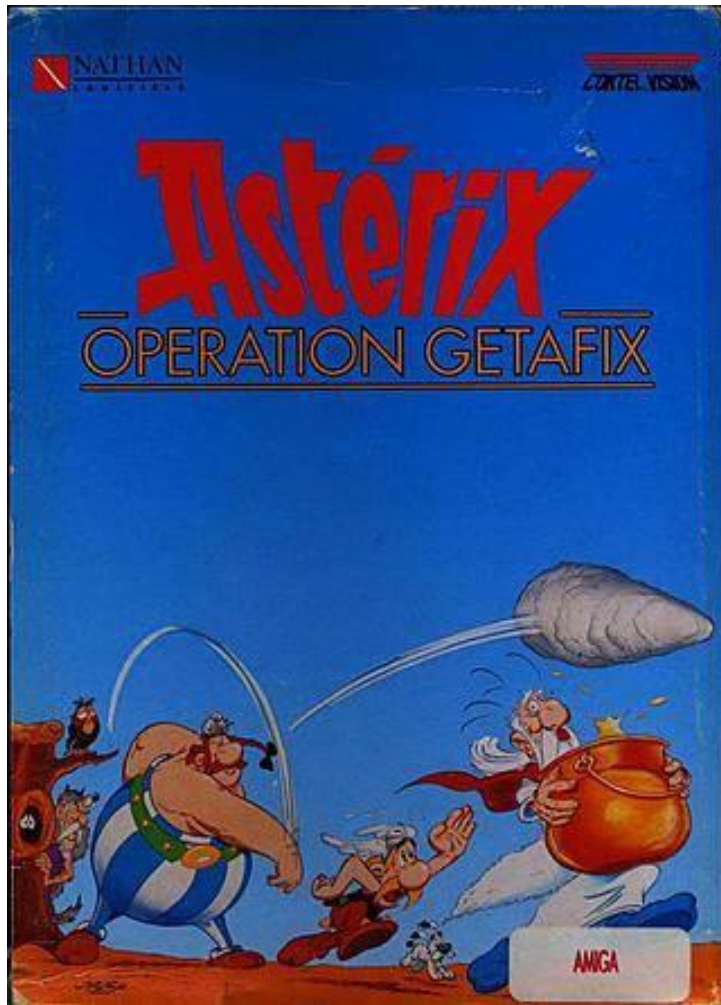
£19.99 Cocktail Vision /

Dev: Nathan Programmes

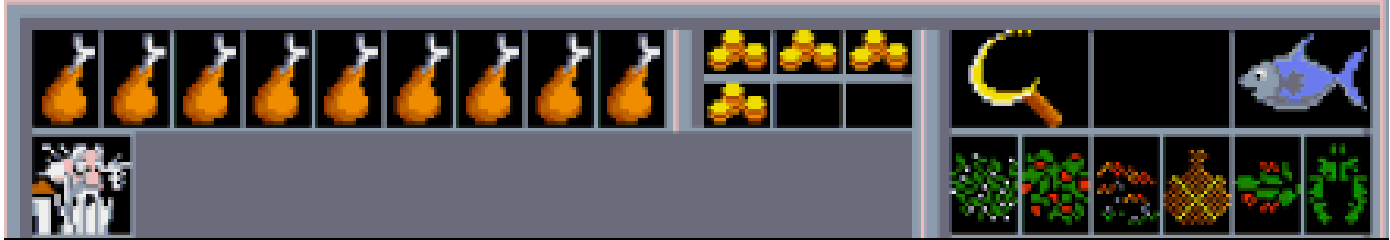
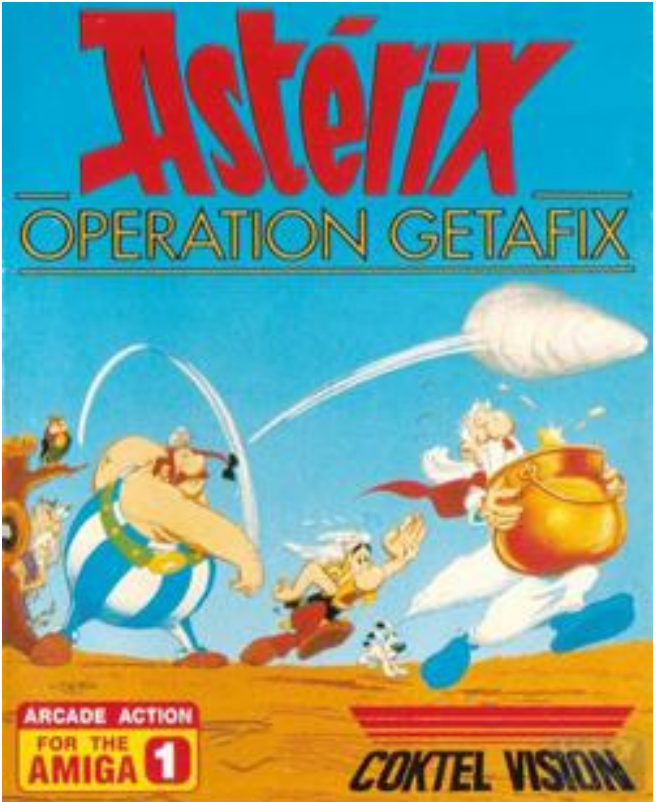
[5/10 – very basic
arcade Adventure.]

CU : 72% - [R] ‘a fun game with cheerful colours and graphics. Unfortunately, the sounds are limited, the best part being the quirky intro music – is it supposed to be Galic? To be played with a cheeky grin and a school uniform.’

Z : 70% - [R] ‘..pity their game is so crap. It’s all to do with collecting the ingredients for Getafix’s secret potion. Ingredients can be picked up from the wood or bought in the villafe. To get extra money, Asterix (that’s you) can play dice with the Romans or the sooth sayer, but first he’s got to trick his way into the Roman camp. Sounds good, dunnit? But it doesn’t really hang together, and there’s not enough screens. So if you like Asterix, buy the books they’re cheaper.’



As a big fan of the Asterix comics, I was looking forward to seeing what the Amiga could do with my 2nd favourite Gallic chum (my first has to be Obelix). The game graphically is great, really well drawn and animated, perfectly capturing the look of the comics. It's a shame therefore that the developers forgot to include a game, with this being little more than a few screens and very simple puzzles... A crying shame.



Asterix

OPERATION GETAFIX



ASTERIX OPERATION GETAFIX

Getafix has been hit on the head by an enchanted stone. You must help him to find the formula for the magic potion by looking for the various ingredients which are hidden in a forest infested with wild boar and in a fearful roman encampment.

Throughout the game you try all the different possible combinations: the results are often quite unexpected. Action and strategy combine to form an explosive cocktail in this great game inspired by the new film: "The Enchanted Stone".

**ADVENTURE AND ACTION
JOYSTICK AND KEYBOARD**

- © 1989 Copyright Nathan Logiciels/Coktel Vision
- © 1989 Copyright Albert Rime/Gosney-Uderzo



ASTERIX OPERATION GETAFIX

PANORAMIX ha ricevuto un menhir sulla testa. Dovete aiutarlo a ritrovare la formula della pozione magica, cercando i vari ingredienti nascosti sia in una foresta infestata dai cinghiali che in terribile campo romano.

Via via, provate tutte le combinazioni possibili: il risultato è spesso imprevedibile. Azione e furbizia costituiscono la miscela esplosiva di questo supergioco ispirato dalla nuova pellicola: "IL COLPO DEL MENHIR".

**AVVENTURA ED AZIONE
JOYSTICK E TASTIERA**



NATHAN
LOGICIELS

COKTEL VISION

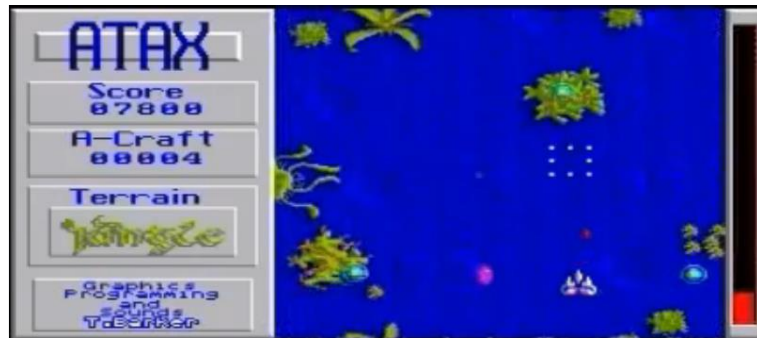
Atax (1988)

£14.95 Eclipse Software

Design / Dev: Ramware

[2/10 – Terrible shooter, really amateurish]

AUI : 4/10 - 'Everything is so puny in this game! Your ship is minute, your lasers are nothing but dots and the aliens rate as some of the weediest ever seen!'



To be released in 1988 on the Amiga, with such poor graphics and an amateurish look is unforgiveable really. A dire shooter through and through.



ATAY





ATAX

In the darkest years of the Government's oppressive reign, one man had dared to oppose the system.

His only weapon? A small attack craft called ATAX capable of low level skimming advances on the planet surface.

Flying through hostile terrain and under attack from the Government's Guardians you must reach the gateway, each one guarded by an evil assailant.

However, it is only by breaking through each gateway that you can enter the Governmental Labyrinth and face the final chilling conflict.



Anleitung
Deutsch

Instructions
en Francais
English
Instructions

© All rights reserved. ECLIPSE

Unit 4, Stannets, Laindon North Trade Centre,
Basildon, Essex SS15 6DJ
Tel: (0268) 541126. Fax: (0268) 541126



A.T.F. 2 - Advanced Tactical Fighter 2 (1990)

£24.99 Digital Integration /
Dev: Swift & Bezan

[6/10 – Action and Sim game, that seems to leave both gamer camps left feeling short changed.]

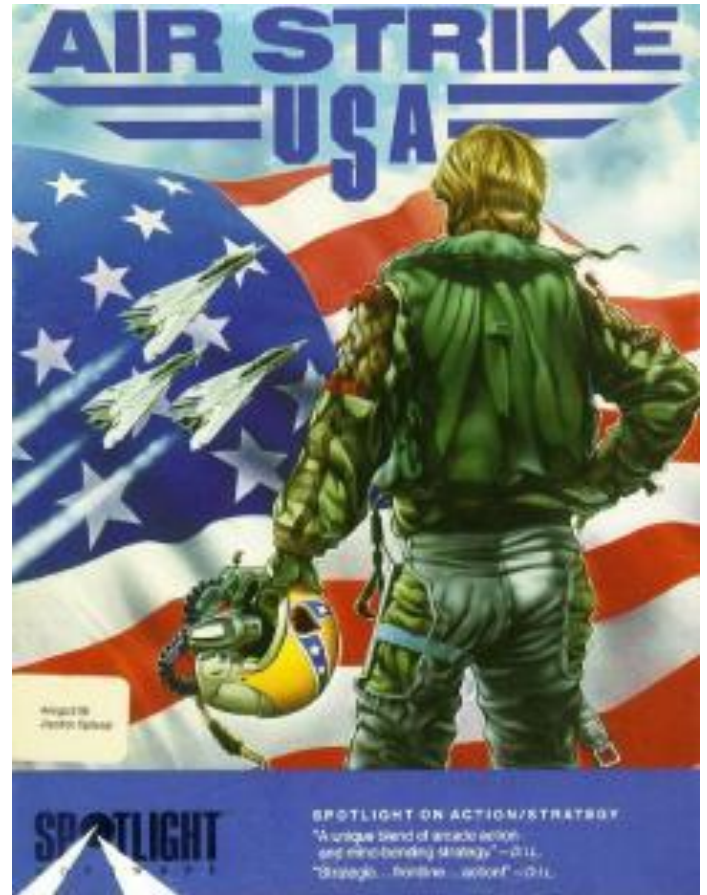
AA : 76% - 'mixes elements of both shoot 'em ups and flight simulators..[sic]..most people should get some enjoyment out of ATF II. The controls are user-friendly and simple enough to get to grips with, whilst the graphics are of reasonable quality. Sound tends to let the game down being little more than spot effects.'

AF : 74% - 'It's enjoyable for the first few games. Your interest will still wane though. But if you enjoyed Space Harrier, forget it if F-16 was your bag.'

ZZ : 46% - 'The old ATF did well on the Speccy, combining nice fast graphics with a modicum of strategy and sim details, but it is hardly a £25 product. The 3D is unimpressive with minimal variety..[sic]..A dated cross between a sim and a shoot-'em-up that doesn't quite come off due to limited gameplay.'



I was a huge fan of the first ATF game on the Spectrum and this is essentially the same game as that, but with nicer graphics. The problem is, that whilst on the humble Specky the gameplay had seem so polished and impressive, on the Amiga it felt positively out dated. Digital Integrations more serious sim efforts F-16 Combat Pilot and Tornado are far more worth your time. Incidentally the game was called Air Strike in the US.



ATF II

ADVANCED TACTICAL FIGHTER II



ADVANCED TACTICAL FIGHTER II

Straordinaria combinazione di azione arcade
e strategia ad altissimo livello.
Oltre la tecnologia moderna: vola nel futuro con ATF II...

Disponibile per Atari ST, Amiga e IBM/PC

LEADER
SOFTWARE

D
Digital Integration

Atomic Robo-kid (1990)
£24.99 Activision / Dev:
Software Studios

[7/10 – Good little blaster, tough but fun]

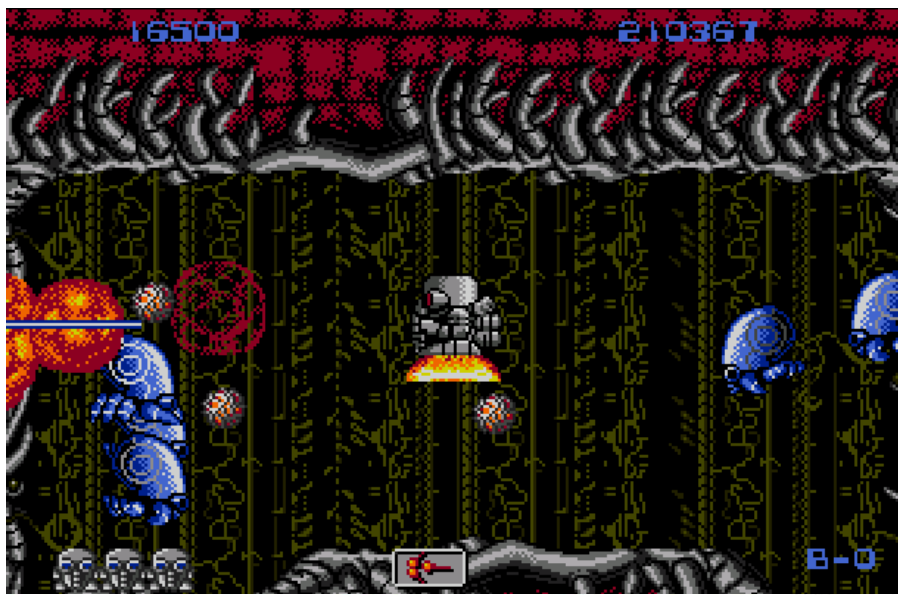
CU : 86% - 'This comes as recommended as a great source of mindless fun with a few surprises thrown in, but to be honest I think I'd buy any game with a title like Atomic Robokid.'

Z : 85% - 'good, straightforward, value-for-money stuff'

AA : 85% - 'the game is brilliant. The action is fast and furious, and there's a good supply of levels all set at just about the right difficulty to stop you from beating it too easily. Whatever you plan to buy make sure Atomic Robo-Kid is on the top of the list, I guarantee that you won't regret it.'

CVG : 81% - 'It's a no-no for novice blasters. If you are up to it, take a look, but don't expect too much.'

AF : 75% - 'a straight forward shoot-'em-up. Rattle the fire button, kill the aliens and blast your way through the various levels. It scrolls past merrily, offering more and more targets. And it's good enough to return to time after time.'



Kind of Cybernoid meets R-Type. It is a solid port of an obscure arcade game. It plays all very nicely really, with frantic blasting fun, combined with quite nice music. Like the arcade game of which it is based, It's not going to win awards in originality. But for a simple ten minute diversion arcade blast, you could do far worse than this on the Amiga.

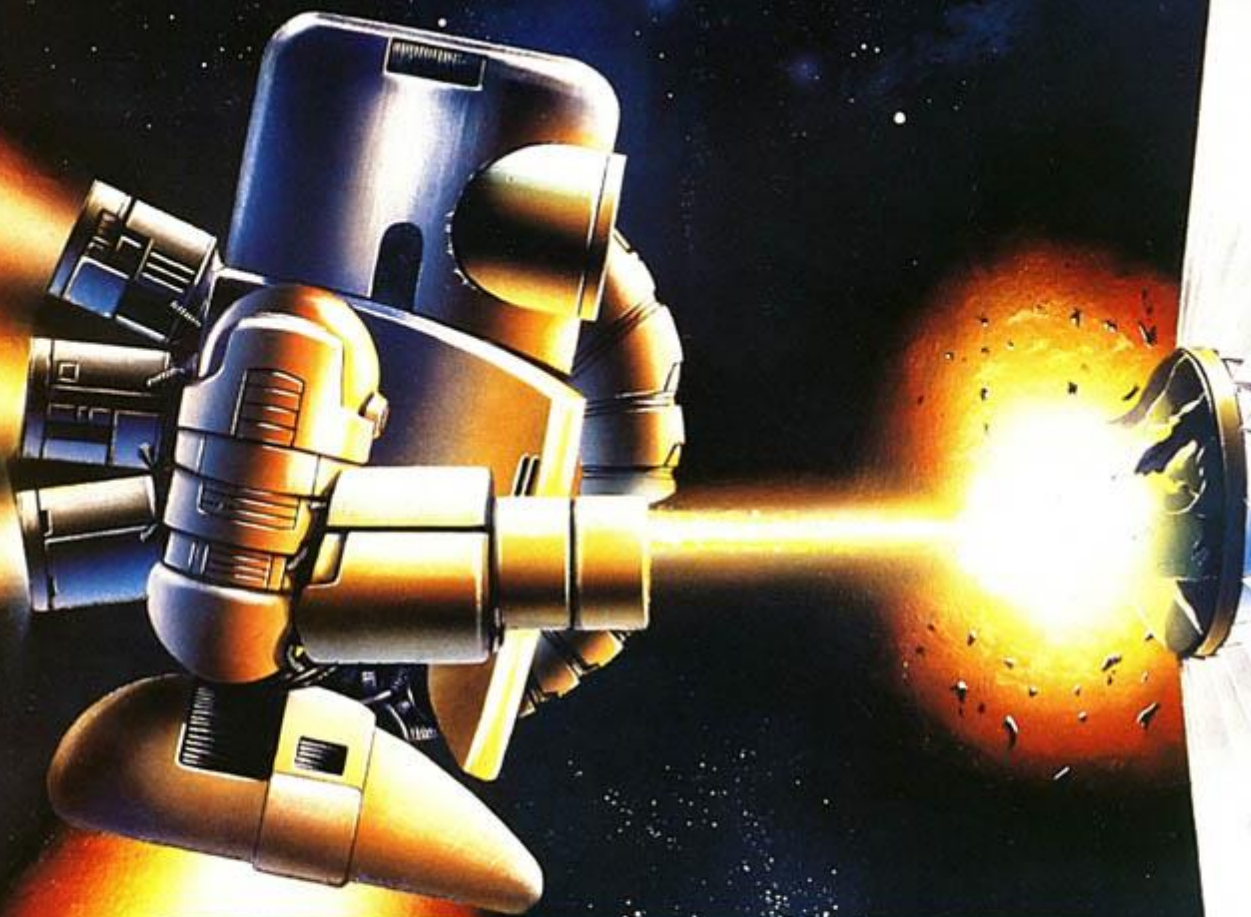


ATOMIC ROBO-KID

"BRILLIANT GRAPHIC TOUCHES-TOTALLY BRILLIANT AND EXCEEDINGLY TOUGH GAMEPLAY-A POTENTIAL CULT HIT OF THE YEAR"

-Commodore User

AVAILABLE ON ATARI ST, COMMODORE AMIGA, COMMODORE 64



ACTIVISION

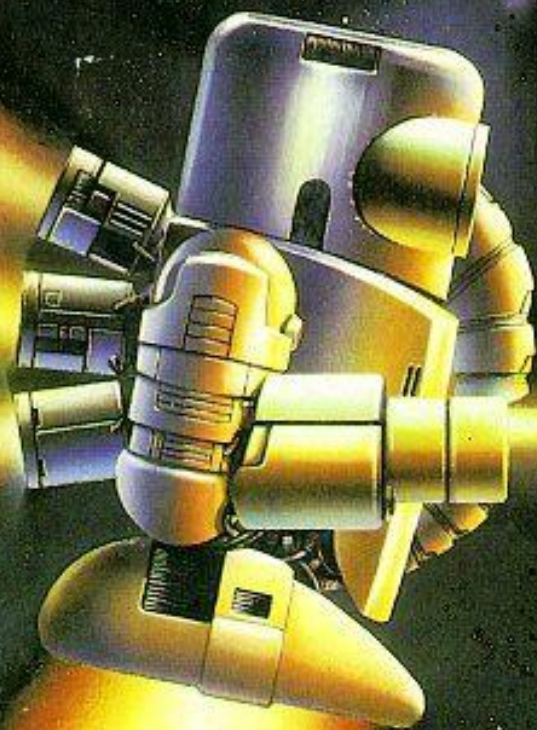
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ATOMIC ROBO-KID



AMIGA

 **ACTIVISION**



ATOMIC ROBO-KID

UFL
UNIVERSAL FAMILY LIVING

THE CUTEST BRAVEST ROBOKID IS HERE!

The Atomic Robokid has just graduated from the Universal University of Space Combat and is on his first mission-to travel deep into enemy territory and destroy everything that gets in his way.

Trundle through subterranean passageways sprinkled with metal and bones, black and rubbery blobs, floating space mines and fighter satellites. Jet through mazes of terrifying terrain and get caught in a cube with a horrific hybrid!

**This kid will go where no man dares to go.
Are you brave enough to go with him?**



ACTUAL GAME SCREENSHOTS



ACTIVISION

OZI SOFT



0 47875 80118

Atomino (1991)

£25.99 Psygnosis/

Dev: Play Byte

[7/10 – *Enjoyable puzzle game for a while.*]

CU : 77% - 'The graphics and sound are simple enough, but the gameplay that's the clincher. Once picked up you won't be able to put it down.'

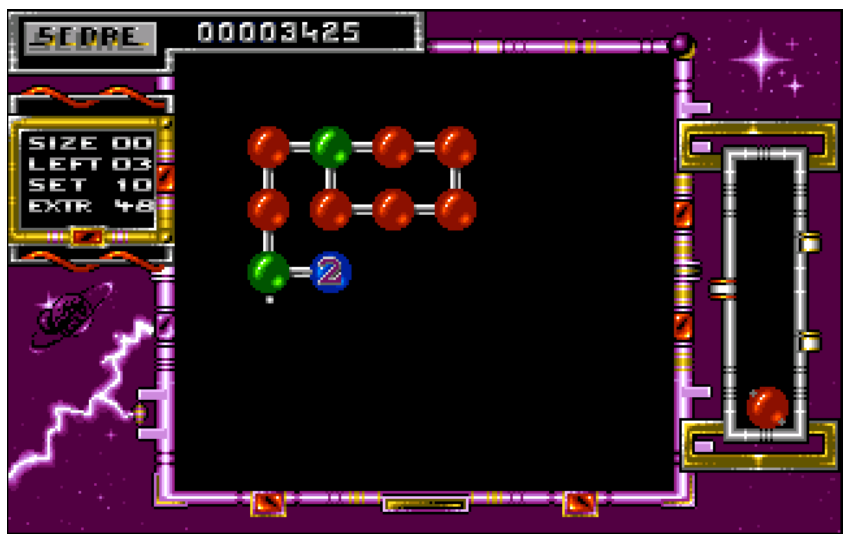
AA: 76% - 'The gameplay is interesting and easy to get to grips with, although I feel the lastability is questionable.'

AC : 75% - 'Atomino is one of those games that doesn't look brilliant. As you can probably see from the screenshots, the magic of Atomino is in its addictiveness. But you will be surprised at just how challenging it is.'

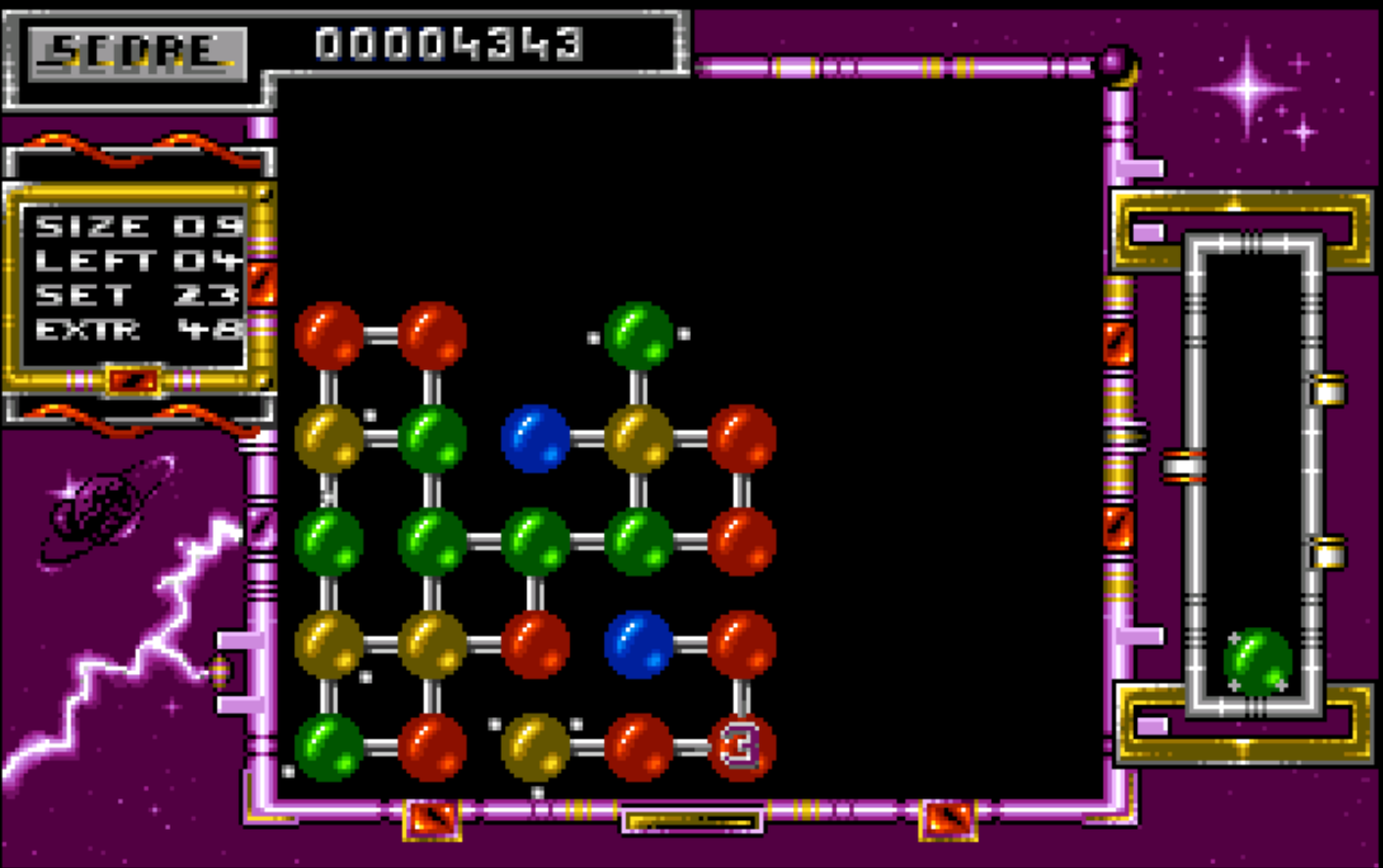
AF : 72% - 'If you're looking to add a good-quality puzzle game to your collection, then Atomino has much to recommend it. Unfortunately it doesn't quite have the hook that makes a good game into an essential buy.'

AP : 66% - 'Interesting and different, but not really very compulsive, and at the end of the day compulsiveness is the main criterion for puzzle games. Buy Gem-X first, then think about Atomino...'

GX : 5/5 - 'offers taxing gameplay coupled with well defined graphics and great sound to match.'



Quite an enjoyable puzzle game really. Reminded me a little of dominos. In the game there are 4 different atom with 1 to 4 connectors. To clear a molecule structure you have to simply make sure there are no empty connectors. Once done the connected structure will fade away.



ATOMINO



Psygnosis and their Molecule Madness

Against the clock, you use your chemical tendencies to build molecules out of atoms provided.

And don't be surprised if the very atom you *don't* need will be the one you're given to use next . . . Pray for a Joker Atom!

If you don't look like a mad scientist now, you will by the time you've tackled **ATOMINO!**

Up and Atom!

Screen Shots from the Amiga Version

PSYGNOSIS, FREEPOST LIVERPOOL L3 3AB, UNITED KINGDOM



Play
Zyt

ATOMINO



AMIGA
512k required

EUROPE &
AUSTRALASIA
PAL VERSION

PSYCHOASTIC

ATOMINO

DO YOUR LEVEL BEST!

Level 10 – build your molecules around the screwed-down atoms.



Two fixed atoms – both have to be connected to four other atoms – are stuck on the playboard along with a couple of immovable objects . . . just to make things interesting

A Two-er here won't help much, but it'll do until a better one comes along.

Psygnosis and their Molecule Madness

Against the clock, you use your chemical tendencies to build molecules out of atoms provided.

And don't be surprised if the very atom you don't need will be the one you're given to use next . . .

Pray for a Joker Atom!

If you don't look like a mad scientist now, you will by the time you've tackled ATOMINO!

Up and Atom!



If you thought Level 10 was tough . . . !

Screen Shots from the Amiga Version



Both fixed atoms are now part of the molecule, there's just a couple of spare connections to use up now . . .

A Four-er here to replace the Three-er and it's next-level time!

Yeahhh! A piece of cake, gimme the next level!



© PSYGNOSIS 1991

MANUFACTURED IN THE UNITED KINGDOM

Atomix (1990)

£24.99 Thalion/

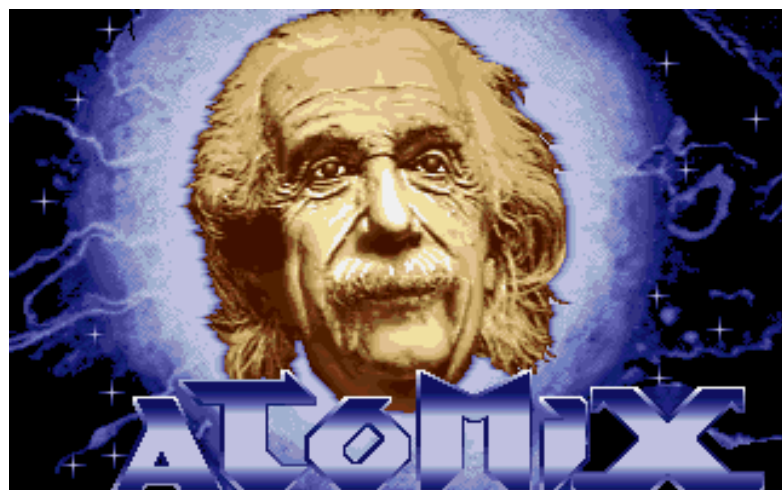
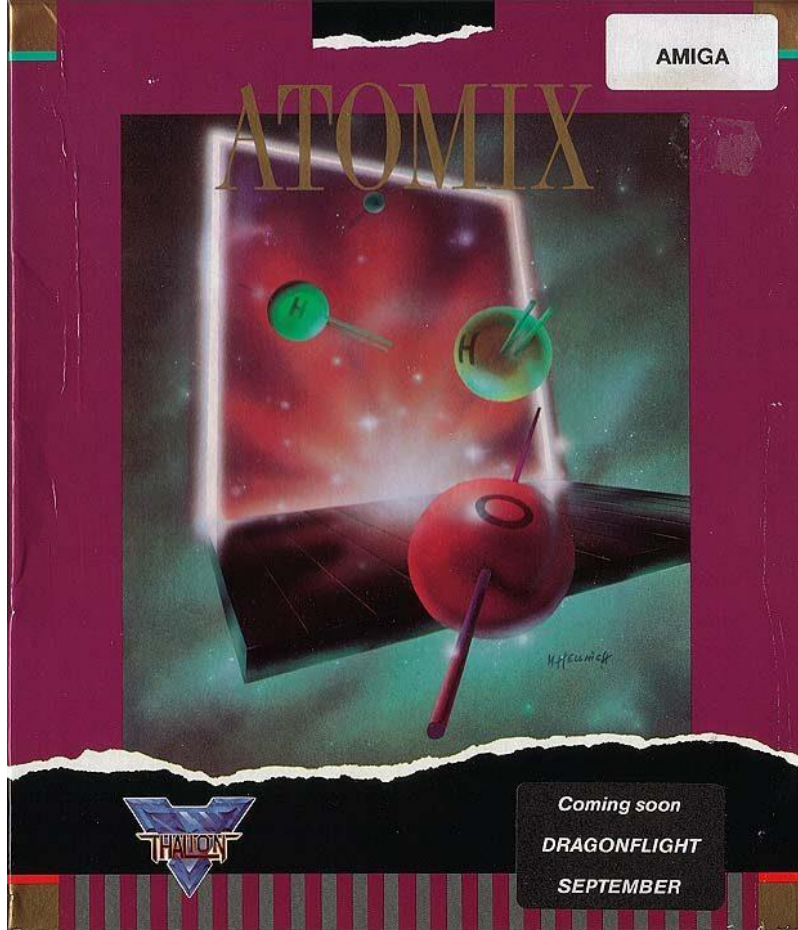
Dev: Soft Touch

[8/10 – Great puzzler, with some real tough ones near the end. Well worth a play if you love a good puzzle.]

AC : 81% - 'Atomix is without doubt one of the most frustrating and enjoyable games I've played in a long time. So good is this game that this review only just got written (oops, sorry!). Despite the lack of password or save game options, I predict that this will be one of those play, and play, and play again games.'

CU : 79% - 'Not a must in everybody's collection, but definitely worth checking if you want to have fun damaging your brain. With 35 levels to play, it's certain to do just that.'

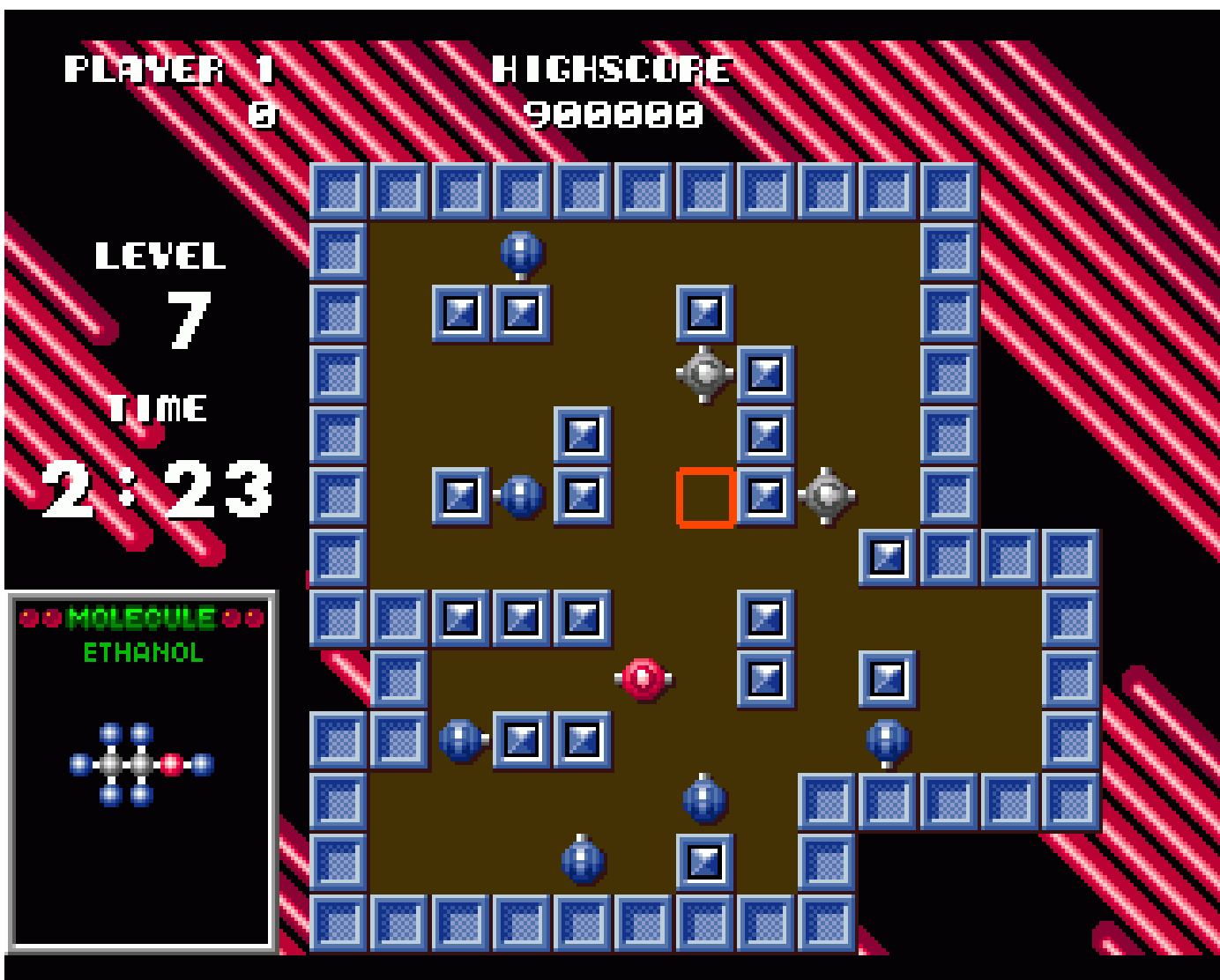
ZZ : 76% - 'It's incredibly satisfying completing a molecule and impossible to leave the game until you have finished it. In fact it isn't that difficult to complete'



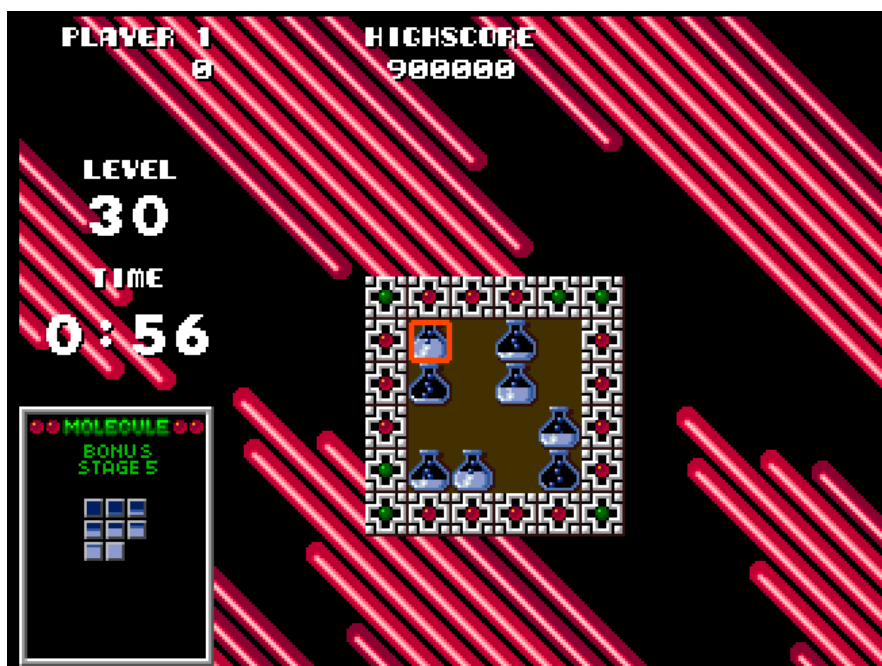
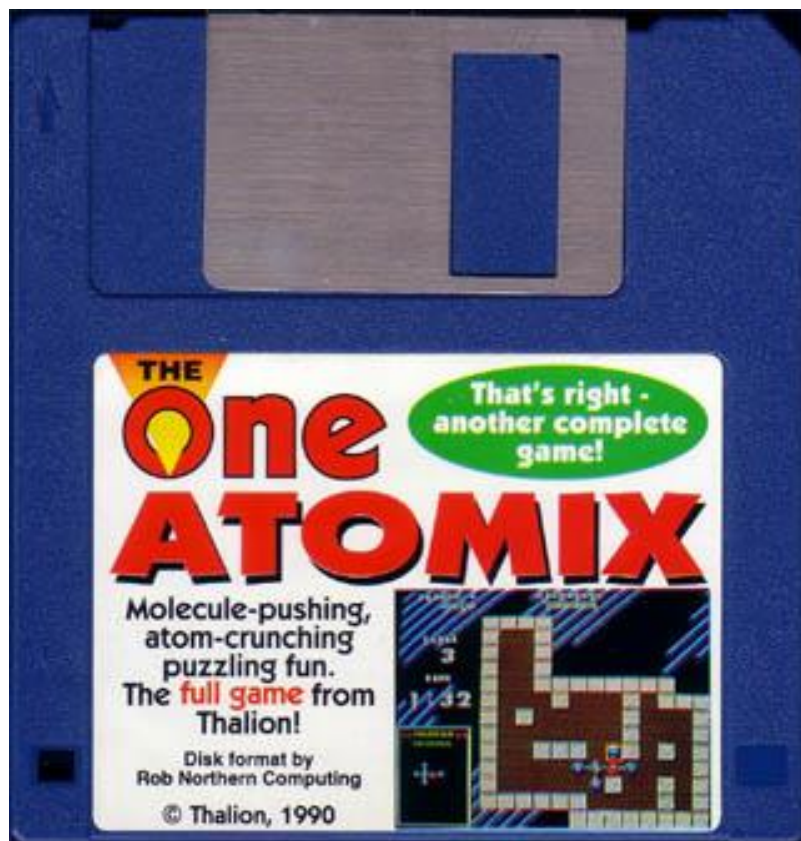
Z : 75% - 'It requires the same sort of mind as those little tile games where you were supposed to form the words GOAT, RULE, DIET and CAB within a square frame by sliding the bits around. It's intriguing at first but a bit repetitive until you get the passwords to skip to the real humdingers from level ten onwards.'

GM : 73% - 'A great picture of Albert Einstein, backed by a moody but plain tune, leads to a very bland looking game. Colours are few and not very detailed. Atomix's design is an old one. It's already been used in Entertainment International's Leonardo and Logotron's Xor. The game is fine, but it's all been done before.'

AF : 61% - 'Neat, simple, highly addictive and very playable. A great little game that fans of Xor and Pipe Mania will love. All it needs is more levels, because once you get into it you'll find it far too simple to complete.'



Another good brain-teaser puzzle game for you. This one have you sliding around items to fit to the same layout as given in the bottom left. The rub is however that objects will continue to slide in that direction until it hits a wall or another object. Consequently you get some real taxing levels later on that will have you scratching your brain as you try to work out the order. There are only 30 levels in the game, but if you love puzzle games, then this is definitely one to try. It's also seemingly indorsed by Albert Einstein (surely they wouldn't use his face without permission ;-)) and they don't come more highly recommended than that. Also given free on Issue 31 of The One Magazine.



ATR (All Terrain Racing) (1995)
£25.99 Team 17

[8/10 – Polished, overhead race, a lot of fun, but one you need to spend time with to master it..]

AC : 89% - 'it's got the looks, the features and the speed to take the chequered flag, Go forth and spend your money.'

AA : 88% - 'All Terrain Racing has been on the way for quite some time now and thankfully it's been well worth the wait. I liked Overdrive and this was even better. If you can't wait for Skidmarks 2 then this will tide you over more than adequately.'

CU : 85% - 'Overdrive with go faster stripes!'

O : 85% - 'When you first buy ATR, you'll find it annoying, but when you get into the game, it just gets better and better. Highly polished, well-presented, nicely-executed. Great.'

AF : 70% - 'This isn't the game we were hoping for. With a little more care and attention on the courses this could have been jolly. As it is only one of the four sets of tracks stand the test (Ed – They mean the ports tracks). Decent circuits 10 per cent more; as it is, it just 'aint good enough.'



AP : 38% - 'ATR manages, astonishingly, to be less exciting than Overdrive, and is an embarrassment alongside Micro Machines and Roadkill. A stunningly poor game.'



Another Team 17 classic, this time in the overhead arcade racer genre. Now I know a lot of people who don't like this game. But I think, in truth, these are people that haven't put the effort in to get the most from the game. This is a game that on the face of it seems to have frustrating tracks, but that's the point. These are tracks you must learn to do well in. In many ways this gives the game more lasting appeal than many like it. There is a great feeling mastering a track and then trouncing your mate on 2 player. Good solid Arcade Racer that is recommended.



ATR

All Terrain Racing

TEAM 17

Commodore Amiga

ATR
All Terrain Racing

SYSTEM REQUIREMENTS

ALL AMIGAS - A500, A500+, A600, A1100, A1500, A2000, A3000 & A4000
- 1 Megabyte of RAM required

ATR

All Terrain Racing



Welcome to the definitive top-down arcade racing game - welcome to ATR. Whether in the exciting single player arcade mode or the simply fabulous simultaneous two player battle mode, we guarantee you'll burn serious rubber! If wanton destruction is your idea of fun, then why not strap some serious firepower to your car and blow the opposition off the road!



Bienvenue sur le jeu de courses ultime, en décapotable, pour galerie. Bienvenue sur ATR.

Dans son mode palpitant pour galerie, à un joueur, ou dans sa version bataille, tout simplement fabuleuse, à deux joueurs en simultané, nous pouvons vous garantir que ça va sentir le caoutchouc cramé!

Si ce qui vous branche, c'est la destruction gratuite, pourquoi ne pas monter une solide puissance de feu sur votre voiture? Vous pourrez faire disparaître toute opposition de la route!



Willkommen zu dem Arcade Spiel offener Rennwagen schlechthin - willkommen zum ATR.

Ob Sie nun im spannenden Einzelspielermodus oder im faszinierenden Wettkampfmodus zweier Spieler simultan gegeneinander - wir garantieren Ihnen, daß die Reifen qualmen werden!

Wenn Sie an mutwilliger Zerstörung Ihren Spaß haben, dann rüsten Sie Ihren Renner mit Feuerkraft aus und fegen Ihre Gegner von der Strecke!



Benvenuto ad ATR: l'ultimissimo eccezionale gioco arcade di corse d'auto a tetto scoperto.

Ti garantiamo che brucerai più d'una gomma sia nella entusiasmante modalità ad un giocatore che nella favolosa battaglia a duelli!

Se il vandalismo è il tuo vero divertimento perché non ti carichi la macchina di armi micidiali per far sbalzare gli avversari fuori strada!

FEATURES

- Super smooth scrolling arcade action
- Gorgeous graphics throughout
- Brilliantly balanced one player arcade mode
- Fantastic simultaneous two player battle mode
- Six exciting 3D style terrains to race across
- Over 40 competitive tracks with many unique features
- Huge variety of pick-ups & bonus features
- Use missiles, homing missiles & mines to deter other drivers!
- Select from three different vehicles to race
- Utilises advanced software masking to produce a brilliant 3D feel
- Increasingly competent CPU drivers, great difficulty curve
- Saves all lap records and top scores
- Limited disk-access for non-stop action
- Many configurable functions to tailor the game to your desires

All Terrain Racing

As much fun as you can have on four wheels without breaking the law!

TEAM 17



TEAM 17 SOFTWARE LTD
6 ST JOHN'S SQUARE
WAKEFIELD
WEST YORKSHIRE
WF1 3JX

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CIX : team17@cix.compulink.co.uk
INTERNET : team17.demon.co.uk



ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice ci-jointe.

11+ 12+ 13+ 14+ 15+ 16+ 17+ 18+ 19+ 20+

3-10	✓	11-14	✓
15-17	✓	18+	✓

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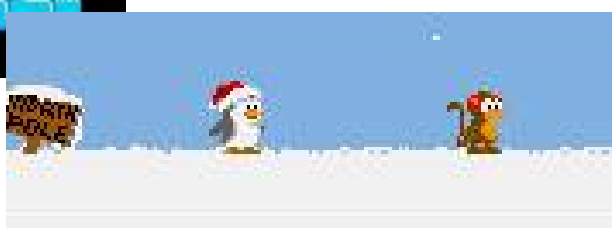
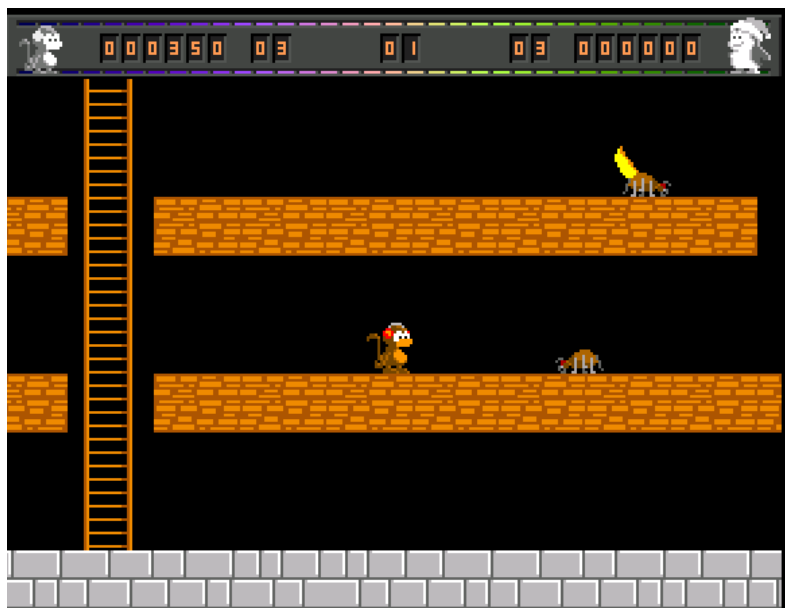
This product is exempt from classification under UK Law
in accordance with The Video Standards Council Code of Practice
It is considered suitable for viewing by the age range(s) indicated!

Aunt Arctic Adventure (1988)

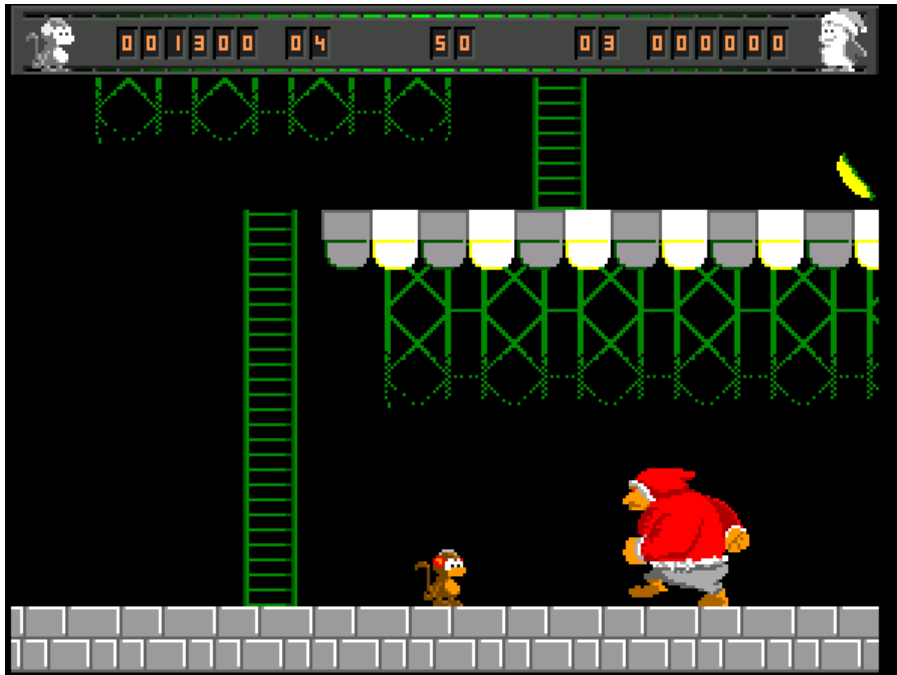
£19.99 Mindware

[6/10 – Great cute characters let down by way too difficult gameplay.]

AA : 49% - 'Artic Adventure is very similar to an old game on the 64 called... Montezuma's Revenge. The gameplay is the same but the puzzles seem to lack something. Although the game is quite good fun at first it soon becomes repetitive. Aunt Artic Adventure has got the basis of a good game but it is more suited for a budget release.'

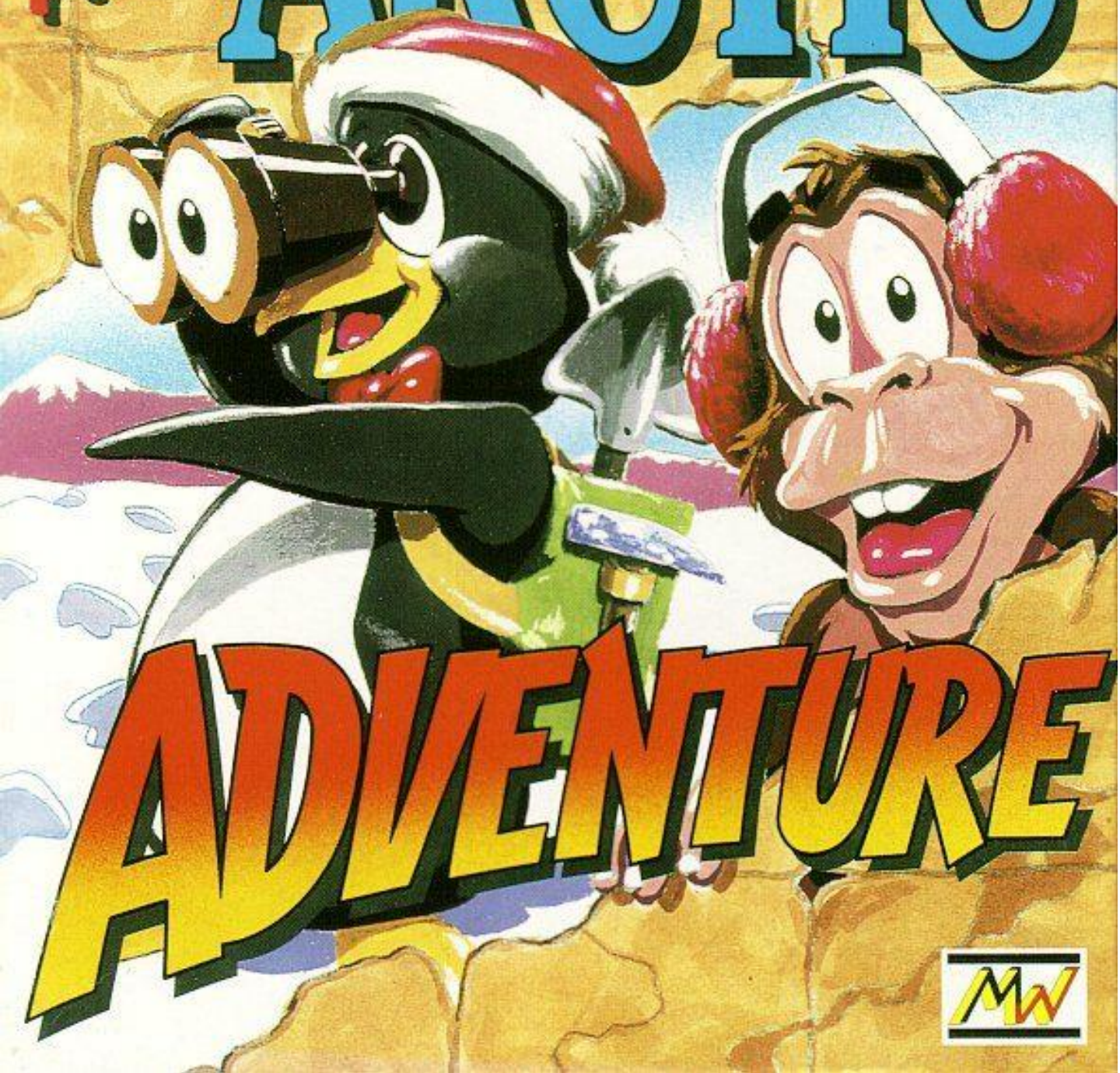


I was really torn, with giving this game more, you see Charlie Chimp or Pete the Penguin (if two player) have to go down as some of the best darn game characters of all time... They are sooo cute. The music as well is top notch. The problem is that the game is Platinum plated rock hard and desperately unforgiving. With the collision detection particularly cruel and the jumping not that great. Also it's a little samey with you having To collect all the Bananas in the Level (or fish for player 2). But look at the 'ickle ear muff wearing monkey...I want one... In summary a REALLY cute but frustrating platformer.



Aunt

ARCTIC



ADVENTURE

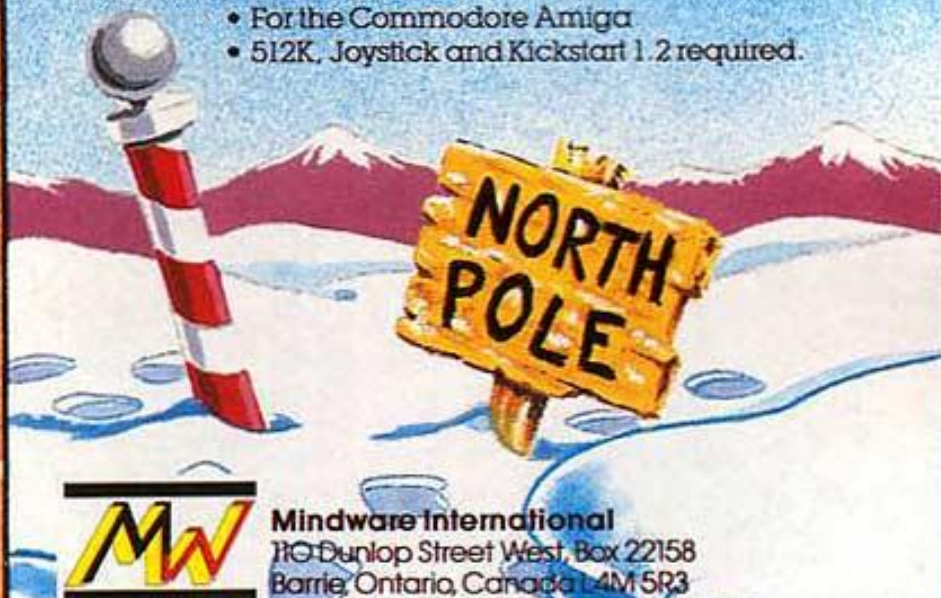


Aunt Arctic Adventure

plots you, Charlie the Chimp, and your friend Penguin Pete against Big Borus, the circus owner who has kidnapped your Aunt and forced her to work as a circus performer in the Arctic. In order to save your Aunt from this chilling, frightful scenario, you and your friend must negotiate 50 intricate, extensive levels of mentally challenging, surprise filled, action packed adventure. Along the way you will encounter hostile eskimos, nasty penguins, and countless other types of diabolic creatures whose only interest is to stop you dead in your tracks before you can rescue your Aunt.

Features:

- One or Two Player Competition or Team Play
- Multiple Skill Levels and Handicap Levels
- Play Using Joystick, Mouse or Keyboard
- High Score Save and Reset Features
- True Arcade Quality Stereo Sound and Music
- 50 Levels of Action, Each Level is 4 by 4 Screens Large
- Exciting Innovative Gameplay, Player Must Solve Logic Puzzles as well as have Quick Reflexes
- For the Commodore Amiga
- 512K, Joystick and Kickstart 1.2 required.



Mindware International
110 Dunlop Street West, Box 22158
Barrie, Ontario, Canada L4M 5R3

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PACKAGE DESIGN: Light Illusions

Austerlitz (1989)

£24.99 PSS / Dev: Turcan
Research systems

[7/10 – Solid wargame, but for strategy purists only.]

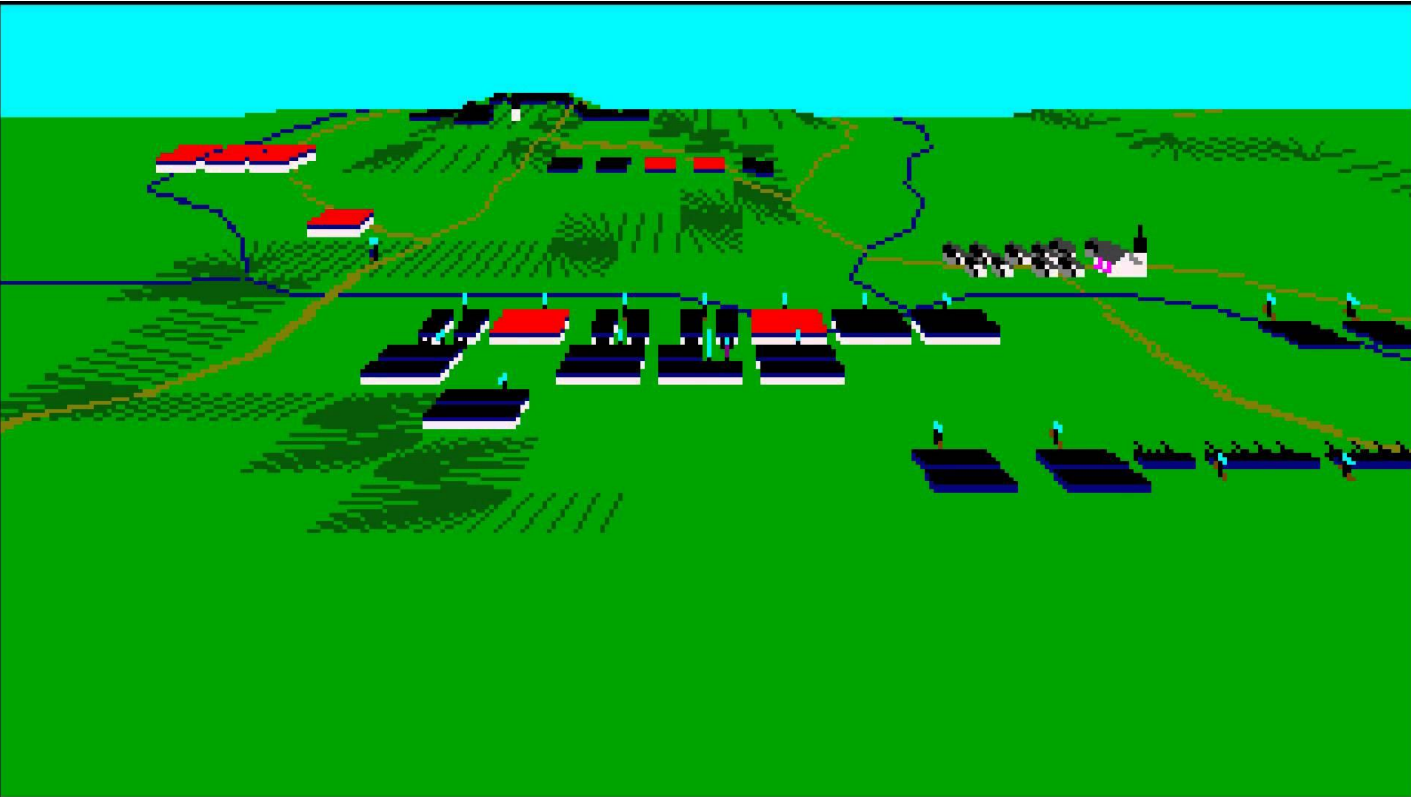
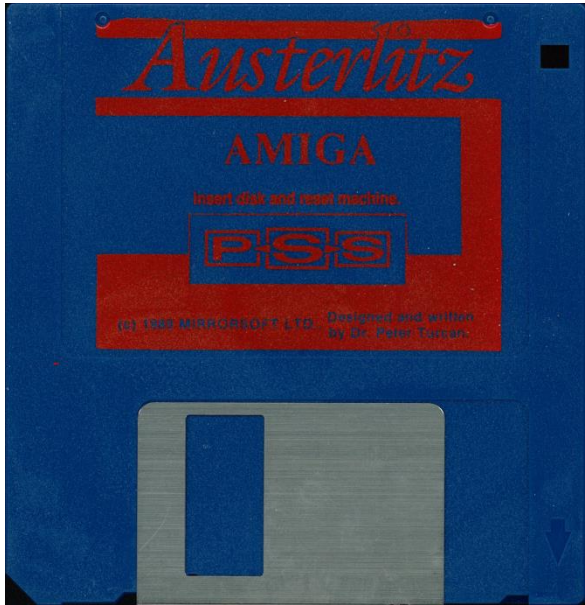
AF : 91% - 'This wargame provides a real challenge. Novices may be better off looking elsewhere, but anyone who wants to play a serious game and is prepared to put in the effort needed to play the game well will find it very rewarding. If you liked Eaterloo, you'll find this a worthy follow-up.'

AC : 91% - 'To my knowledge this series is the only worthwhile simulation of Napoleonic warfare and I only hope it will continue.'

AP : 44% - [R] 'You needn't worry about the intricacies of head to head combat – and underneath is plenty of solid gameplay and historical detail. But typing in orders and then sitting around for hours on end waiting to see the results just isn't for your average citizen. Patience is definitely called for, something which Napoleon buffs presumably have endless supplies of. They'll see this as quite a purchase, while the rest of us would be advised to keep our bargepoles firmly sheathed, and give it a heartfelt 'Not tonight Josephene (or whatever).'



Another Dr Turcan wargame and that can only mean, realism and only for purists, who love their strategy games as realistic as possible. One of the great unique aspects of this game, is like the real commander you can't directly affect your troops, instead as the real generals had to, you must send out messages to your subordinates and direct the battle. This makes the game realistic, but a game which involving a lot of time to play. Still for those into historical warfare and with time on their hands there is much to enjoy here.



Austerlitz

'By the author
of
Waterloo'
MPIX-AUS 7



REC. PRICE ~~£ 0.00~~
Castle Price
£ 9.99

~~£ 0.00~~
Castle Price
£ 9.99

... to experience the ~~...~~ and Glory
that was the battle of Austerlitz!





Screen shots taken from ATARI ST version



Austerlitz

The date is the 2nd December 1805. The place is a few miles east of Brunn in the province of Moldavia. Ranged across the barren Pratzen heights are the forces of the Austro-Russian army. Facing them, between Santon Hill and the River Bosenitz is Napoleon's Grand Armée. The greatest battle ever to be fought by France's 'Little Corporal' is about to begin.

Using a unique system developed by Dr. Peter Turcan, AUSTRERLITZ gives you the opportunity to relive that battle. The battlefield is represented on your screen in incredible 3D graphics. You can actually observe your troops as they move and fight their way across the terrain.

Your orders are written out for your Corps Commanders, just as they would have been at the actual battle, and then relayed by messenger riders. Of course, orders might be reinterpreted, ignored, or even fail to get to their anticipated destination, and even if they do arrive, it all takes time - exactly the sort of problems faced by Napoleon and the Russian Czar Alexander on that cold winter day.

Play AUSTRERLITZ, and take up the challenge that gives you the chance to rewrite the history books!

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Mirrorsoft Limited, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 01-928 1454.

Written and designed by Dr Peter Turcan. Illustration by Peter Curzon

Australo Piticus Mechanicus (1988)

£24.99 Rainbow Arts / Dev: Hack & Slay Team

[4/10 – Incredibly basic, but a surprisingly fun Wonderboy clone.]

By no means a good game, but strangely compelling all the same in it's simplicity. Worth a 5 minute play of your time.



AMIGA

AUSTRALO PITICUS
MECHANICUS



Auto Duel (1988)

£24.99 Origin Systems

/ Dev: Micromagic

[7/10 – Exciting idea and fun to play, crying out to be remade by Rockstar games.]

A futuristic driving game, based on Steve Jackson's board game Car Wars, worth looking at today as it was designed by "Lord British" Richard Garriot, he of the Ultima Games fame. It is a surprisingly open world, with lots of events and tasks to do as you increase your standing in this futuristic Mad Max like world. One thing that kept running through my head when playing this was Grand Theft Auto and imagining what Rockstar could do today with such a cool game idea.



You are now dead!

AUTO DUEL

**SURVIVE THE
21ST CENTURY DRIVING TEST**



Drive aggressively and give way to no one.

AutoDuel is a fast-paced, strategy rôle playing adventure set in the year 2030. A time when the American highways are controlled by armed outlaws, and when danger lurks around every bend.

Your aim is to earn fame and fortune. Compete in spectacular auto dogfights in true gladiator style – the prize money will buy you a powerful custom-built vehicle equipped with lethal weapons, including lasers, machine guns and flamethrowers. Undertake lucrative courier runs for the American AutoDuel Association or become a vigilante of the open road. Somewhere on your travels between 16 cities are the vital clues you will need to complete the final mission.

Only the most cunning road warriors are enlisted by the FBI to drive out the ultimate evil force. Will you gain honour and entry into the elite circle of AutoDuellists?

AutoDuel. Pick up the gauntlet. Available on disk for the Apple, Commodore 64, Atari, Atari ST and Amiga. Prices from £19.95.

Based on the award-winning Car Wars board game by Steve Jackson.

THE JOINT VENTURE IN EUROPE



AUTO DUEL

BY LORD BRITISH AND CHUCKLES



A futuristic, fast-paced strategy role-playing game by Lord British and Chuckles.
Based on the CAR WARS® board game by Steve Jackson.

ORIGIN
SYSTEMS INC.

AUTODUEL[®]

Enter the world of tomorrow, a world of futuristic freeways where the right of way goes to the biggest gun. Somewhere within the 16 cities and outlaw-infested highways of AutoDuel[®], are the clues you will need to complete the ultimate mission.

Do you have the tactical skills and hair-trigger reactions required of an AutoDuellist? Prove yourself. Step into the arena on Amateur night. Only your driving proficiency and marksmanship can earn you the right to custom-build your combat vehicles.

The AADA (American AutoDuel Association) will offer you courier missions for prestige, for money. The FBI and the Underworld will vie for favors, but watch out! You'll quickly realize you need a clone to survive. The final gauntlet will test your AutoDuellist skills.

**The challenge of AutoDuel[®] awaits you.
Are you ready?**



340 Harvey Road, Manchester, N.H. 03103

AutoDuel is a registered trademark of Steve Jackson Games, Inc.
Lord British is a trademark of Richard Garriott.
Car Wars is a registered trademark of Texas Instruments.

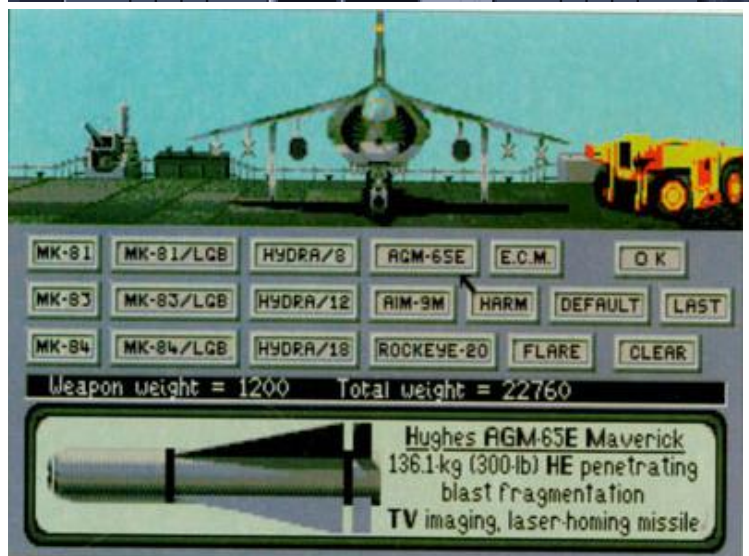
AV-8B Harrier Assault (1992)
£24.99 Domark / Dev: Simis & The Kremlin

[4/10 – Far too slow on The Amiga. A tough and unforgiving flight sim]

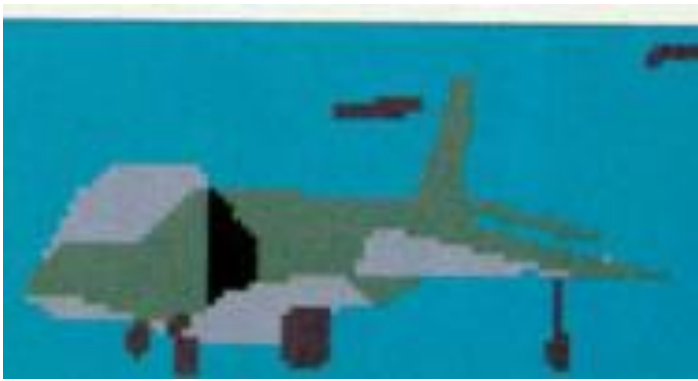
AC : 65% - 'Planes as a general rule are a right pain in the botty to fly – ask anyone who's been on Krypton Factor. To combat this fact, most programmers make flight that bit easier, but this is not the case with Harrier Assault. The flight model is very realistic indeed so if you want a challenge, you've got one. Harrier is very good fun once you get into it but I think it is fair to warn A500 owners that it is deadly slow unless you have an accelerator.'

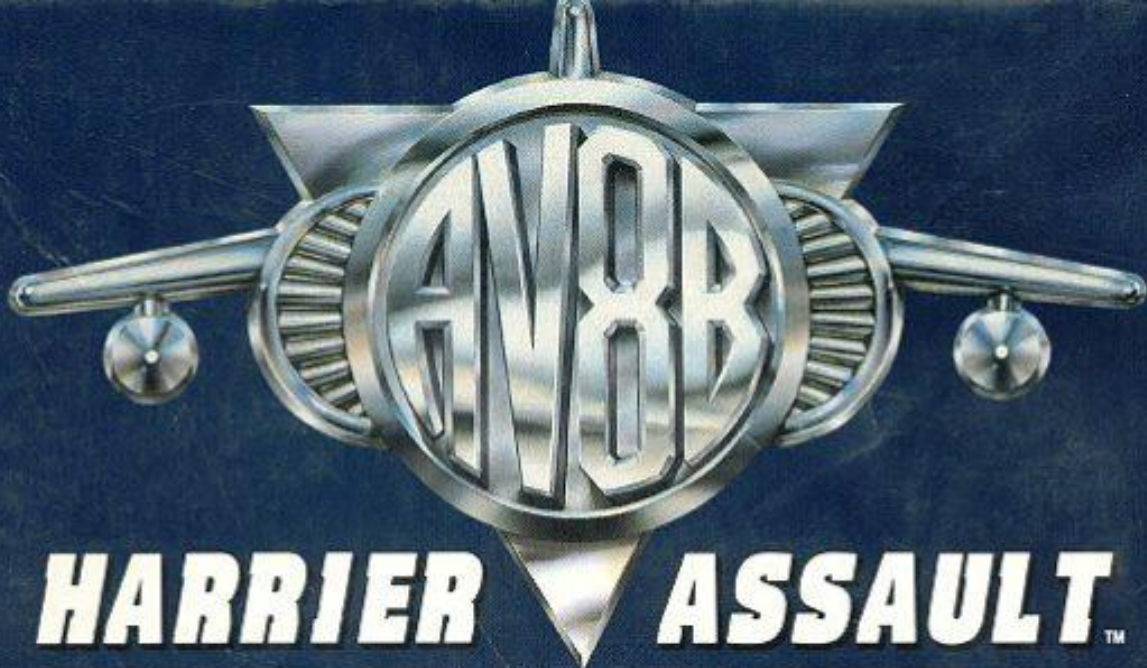
AA : 52% - 'I was eagerly awaiting the release of Harrier Assault but my hopes for expecting the best aerial simulator on the Amiga have been dashed. That's not to say that Harrier Assault is a particularly naff flight sim or anything, it's just that it could have been better with a little more care and attention. Editing the missions, the most laborious and time consuming part is made even worse by the constant screen update which interferes with the mouse pointer. If Domark want to beat the flight simulation experts such as MicroProse, Rowan and Electronic Arts, they are going to have to do much better than this.'

AP : 47% - 'You'd have to be dangerously obsessed with the idea of a Harrier simulation to get any fun out of this at all. The slow speed and no-frills approach hopelessly outweigh its good points.'



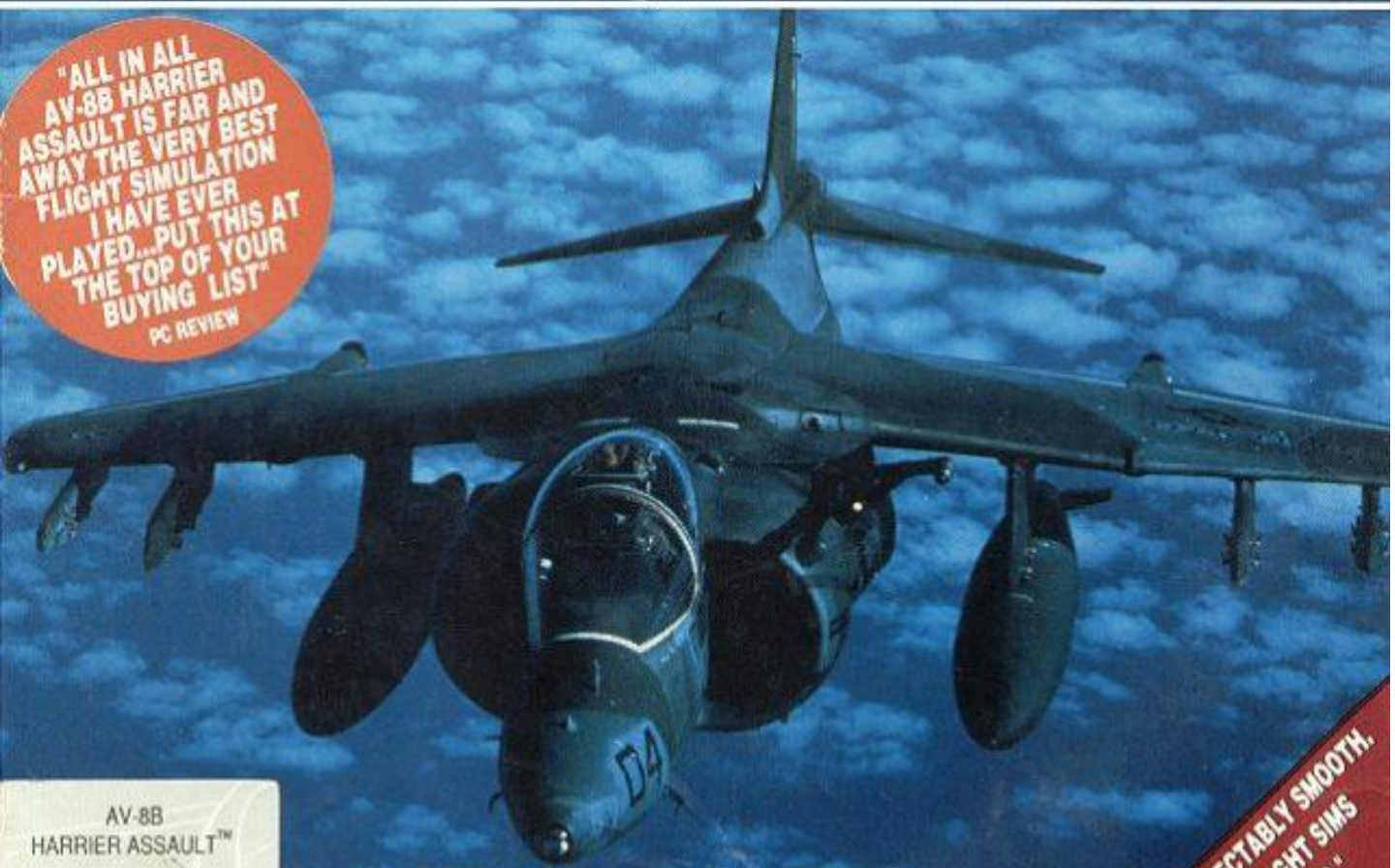
A highly realistic and detailed flight sim that is rock hard to play due to it's emphasis on simulator as opposed to gameplay. If you are up to the challenge and have a pimped out Amiga then you can have some enjoyment here. But for the rest of us then its best to look elsewhere at the other many, far more accessible flight sims available on the Amiga.





HARRIER ASSAULT™

"ALL IN ALL
AV-8B HARRIER
ASSAULT IS FAR AND
AWAY THE VERY BEST
FLIGHT SIMULATION
I HAVE EVER
PLAYED...PUT THIS AT
THE TOP OF YOUR
BUYING LIST"
PC REVIEW



AV-8B
HARRIER ASSAULT™

AMIGA
1 Meg only
68020 recommended
Joystick compatible
Mouse compatible

DOMARK

DOMARK

"EXTREMELY FAST, DELECTABLY SMOOTH.
ONE OF THE BEST FLIGHT SIMS
I HAVE EVER PLAYED."
— PC FORMAT —

Awesome (1990)

£34.95 Psygnosis /

Dev: Reflections

[8/10 – A nice collections of arcade blasters glued together to an impressive whole. Worth a play for the intro alone.]

ACE : 900/1000 - 'With well designed sprites Graphics and the smooth rotational scrolling it really impresses, the 3D sections moves so fast it wouldn't look out of place in your local arcade. You'll be stunned by the intro sequence, and if you thought Beast 2's was good Awesome's will take your breath away. As usual there is a lot of disk accessing which proves annoying but if you possess a second drive or memory expansion you will suffer less.'

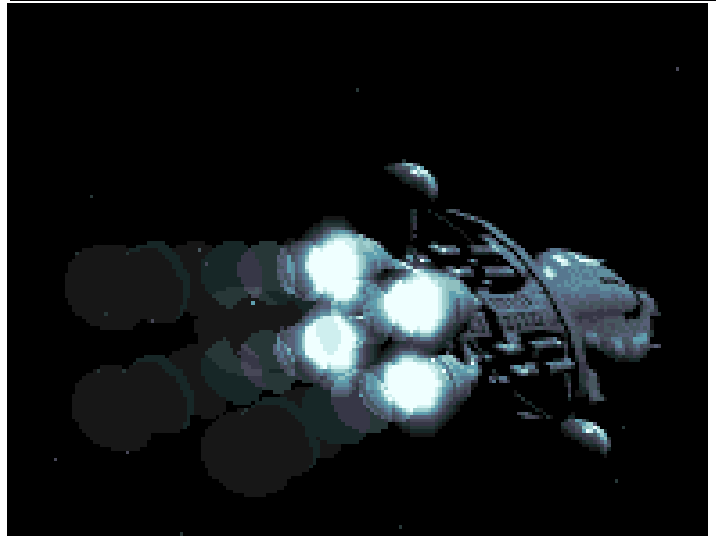
CVG : 81% - 'I had a good few hours of fun with Awesome but after that, even the nice graphics weren't enough to keep me playing. It's another tremendously stylish package From Psygnosis, but as far as gameplay goes, Awesome is a little disappointing.'

AA : 84% - 'The only problem I can find with Psygnosis is that with all the brilliant games they are bringing out people won't be able to buy them all – although I think it would be a good idea to make the T-shirt optional and reduce the price.'



ZZ : 79% - 'The programmers of Beast II are after your dosh again, with another technically impressive intro, T-shirt and an odd remix of familiar game-styles. Asteroids, Space Harrier, Parallax and Elite are all called to mind..[sic]...there is an impressive variety of enemies which provides a big incentive to keep coming back. On the other hand only the space combat is particularly playable, the rest is a bit tired and unoriginal. All in all a mixed bag, worth a look from shoot-'em-up fanatics looking for something a bit different.'

By Reflections, who did the Beast games on the Amiga and went on to do the highly successful Destruction Derby and Driver games on the Playstation. I really enjoyed this game. It's basically a string of different arcade shooters, strung together to tell a story of your Starship Elapidiae as you scramble for fuel from planet to planet so you can finally leave the Otaria system before she blows. One thing the screen shots don't show you is how gorgeous it all moves and with great 3D explosions and with such varied missions taking from Asteroids, Xenon, Space Harrier and overhead walking shooter sections like Ikari Warriors, so you never tire of what the game throws at you. It is perhaps too tough but for a solid, varied and impressive blaster, this is worth your time.'





AWESOME



AWESOME 'T' SHIRT ENCLOSED

An original unique
Roger Dean
Design

AWESOME

Your galaxy is about to self-destruct! You have to get out before it explodes but fuel for your ship is an incredibly rare, unaffordable commodity. You need tons of it to make your escape . . . an' you ain't got it.

Precious fuel can be procured only through undertaking missions for federation government and by swift and clever trading between the eight planets in your doomed galaxy.

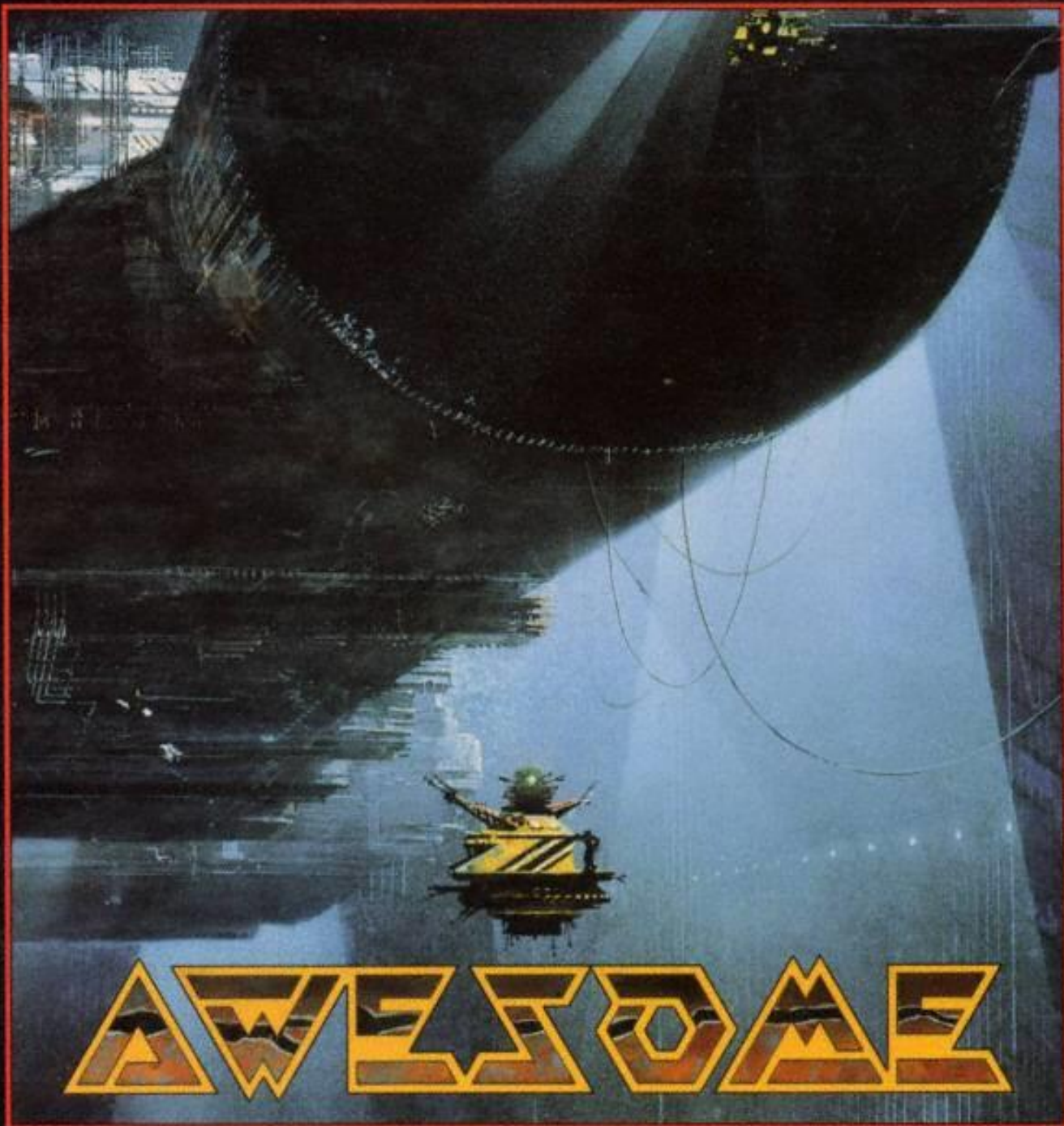
Fighting off waves of pirates, attacking police convoys and dicing with death to mine asteroid fields as you journey through space you then face colossal creatures and a horde of aliens before you get planetside. Make it to the surface and it's a manic dash on-foot to the planet's underground complex.

Only when safe inside can you trade, earn fuel and buy enhancements for your ship to give you more chance of surviving your next venture into space.

From the creators of *Beast* and *Beast II* comes this awe-inspiring combination of shoot-'em-up action and trading stratagems. Featuring innovative hyperspace sections, full-screen aliens and a whole galaxy to explore: *AWESOME* will take you beyond the final frontier.

Screen shots from the Amiga

SEEING IS BELIEVING



AMIGA

512k required

EUROPE &
AUSTRALASIA

PAL VERSION

PSYGNOSIS

AWESOME

From the creators of *Beast* and *Beast II* comes this awe-inspiring combination of shoot-'em-up action and trading stratagems. Featuring innovative hyperspace sections, full-screen aliens and a whole galaxy to explore: *AWESOME* will take you beyond the final frontier.

Par les créateurs de *Beast* et *Beast II*, maintenant cette terrifiante combinaison d'action tirés-les-dessus et ruse commerciale. Avec ses sections innovatrices de hyper-espace, des créatures plein-écran et toute une galaxie à explorer, *AWESOME* vous portera outre la dernière frontière.

Von den Schöpfern von *Beast* und *Beast II* kommt diese furchterregende Kombination von Knall-sie-ab Action und listigem Handel. Mit neuartigen Hyperraum-Sektionen, Vollschirm-Kreaturen und einer ganzen Milchstraße zum Erforschen: *AWESOME* bringt Sie über die letzte Grenze hinaus.

Dai creatori di *Beast* e *Beast II*, arriva adesso questa terrificante combinazione di azione spara-e-fuggi e stratagemmi commerciali. Con sezioni innovative di iperspazio, alieni a tutto campo e un'intera galassia da esplorare: *AWESOME* ti porta al di là dell'ultima frontiera.

SEEING IS BELIEVING

Screen shots from the Amiga.

© PSYGNOSIS 1991 MANUFACTURED IN THE UNITED KINGDOM



Axel's Magic Hammer (1989)

£19.99 Gremlin Graphics/
Dev: Core Design

*[5/10 – Average platformer,
basic, fun, if mediocre]*

AF : 67% - 'The trouble is that all possible variations on the platform game have been tried, so any new release has to be something really special.

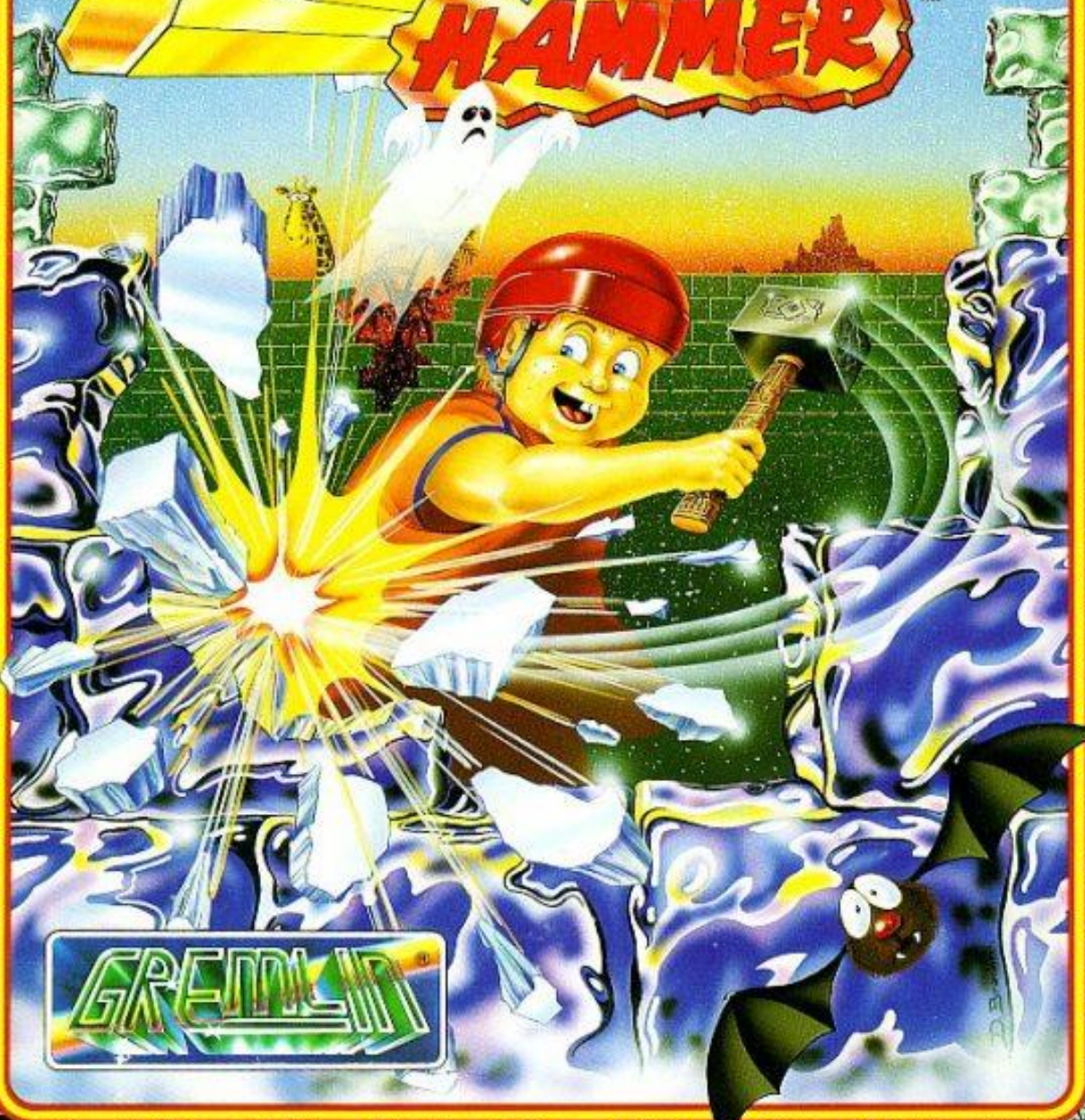
Axel's magic hammer is by no means a terrible game – the gameplay is lively, the graphics and sound jolly and the atmosphere cute – but it doesn't quite have that spark which raises it above other games in the field.'



Another early Core Design game and an reasonable stab at doing a fun, flick screen platformer. The graphics incidentally was done by Terry Lloyd, who would help do the graphics for the Rick Dangerous games (of which this is similar). There is nothing too wrong going on here, and if you fancy an old skool style platform game on the Amiga then there is a lot of fun here. Just don't expect it to rock Your world.



AXEL'S MAGIC HAMMER™



GREMLIN



Use the power of 'Axel's Magic Hammer' as you travel 8 mystical lands covering 200 screens. Smash your way through 8 levels of hammer havoc as you battle against 30 alien lifeforms hell bent on your destruction.



Utilisez le pouvoir du marteau magique d'Axel pendant votre voyage qui vous emmène dans 8 pays mystérieux couvrant 200 écrans. Defoncez à tour de bras avec votre marteau pour réussir l'épreuve des 8 niveaux tandis que vous devez affronter 30 formes de vie d'ailleurs acharnées à vous détruire.



Benutzen Sie die Kräfte von Axels Zauberhammer während Sie acht mystische Länder mit 200 Screens durchqueren. Schlagen Sie sich durch 8 haarsträubenden Levels mit Ihrem Hammer. Stellen Sie sich gegen 30 außerirdische Lebewesen, deren einziges Ziel Ihre Vernichtung ist.



Usa il Martello magico di Axel nel tuo itinerario tra otto terre mistiche che si estendono su 200 videate. Fracassa tutto per 8 livelli di martellate, mentre lotti contro 30 forme di alieni decississimi a distruggerti.



Screen shots from various formats.

Y COMPRIS INSTRUCTIONS FRANÇAISES, MIT DEUTSCHER ANLEITUNG, ISTRUZIONI ITALIANE COMPRESSE.

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Well that is volume One. I hope you enjoy and look out for Volume Two where I will go through all the Amiga games beginning with the letter B. I also plan to include part one on the history of the Amiga and a complete detailed low down of every Amiga system released (and there were a lot).

Anyway if you enjoyed then please go on to my You Tube channel www.Youtube/TheDrisk and say Hi. I don't make any money from that website or anything, I only ask simply because its nice to have some feedback, especially when one has put so much effort into something.

Alternatively .. Look for me on the Forums.. My name is always TheDrisk and I can usually be found on either

<http://community.retrogamesquad.com> or
<http://retroasylum.com>

Hope to see and speak to you soon.

Paul Driscoll
(AKA The Drisk)

