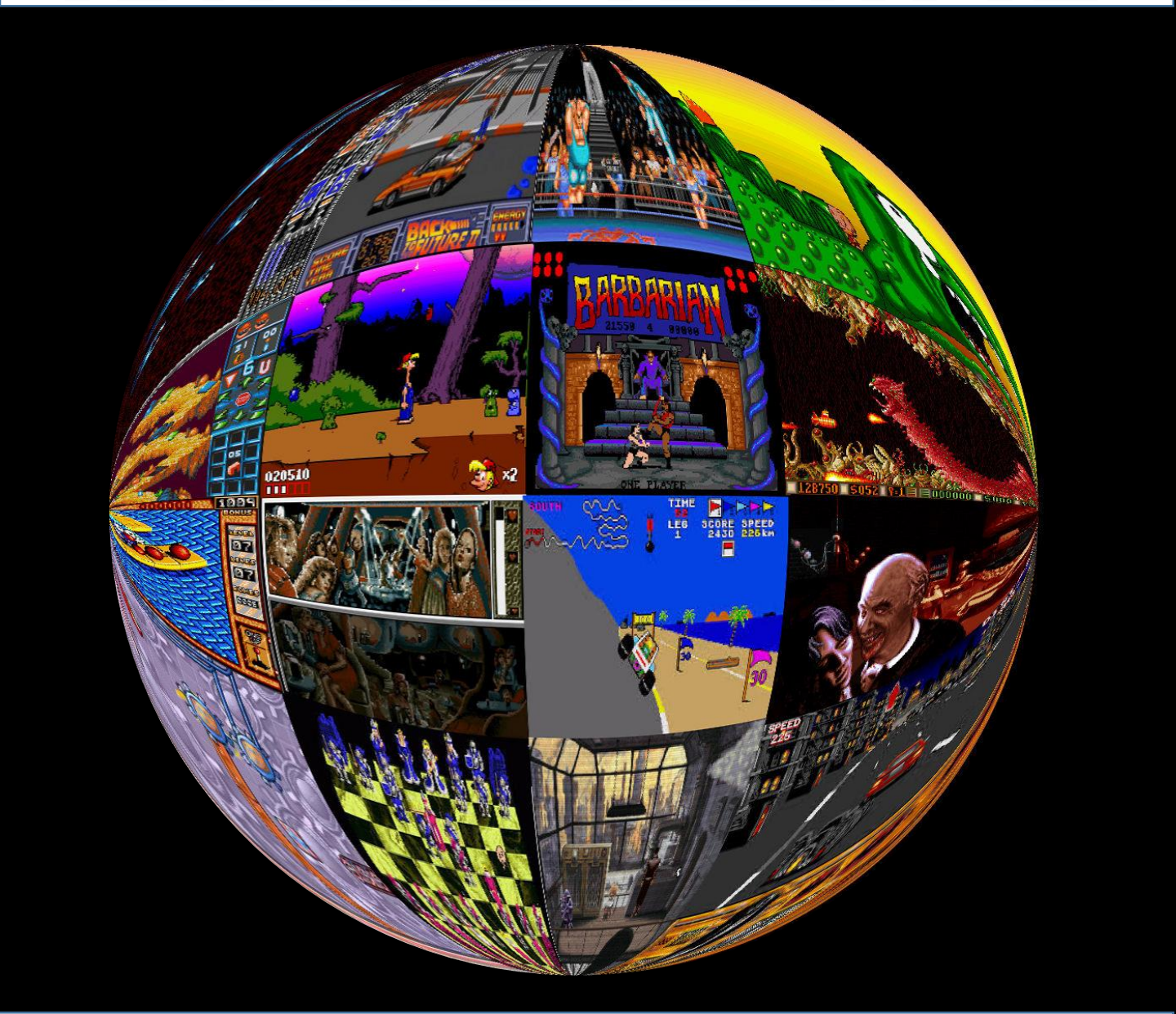
BY PAUL DRISCOLL

AMIGA

GAME GUIDE



VOLUME TWO - B

INTRODUCTION

Welcome to Volume Two of my complete low down of Amiga games. This covers the letter B, and cor there is a lot of games beginning with that letter!! But also what classic games there are, with some of my all time favourite games to be found here.

I am still having a blast putting together this, ridiculously ambitious project, to catalogue and play every Amiga game I can find. I realise of course, there are a number of online sites that have done this already, but I hope that by pooling all that knowledge in one place and making it easy to read on a Tablet or Kindle Fire will be useful to some people, who like me, like to have things to read offline at times.

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.

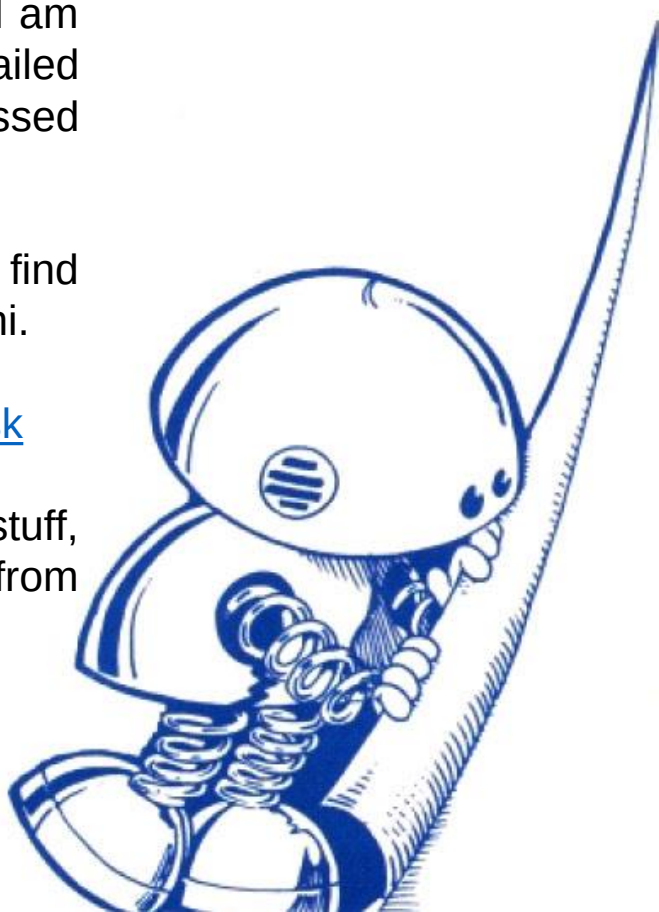
If you enjoy then all I ask is you come find me on my You Tube channel and say hi.

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)



ACKNOWLEDEMENTS

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.

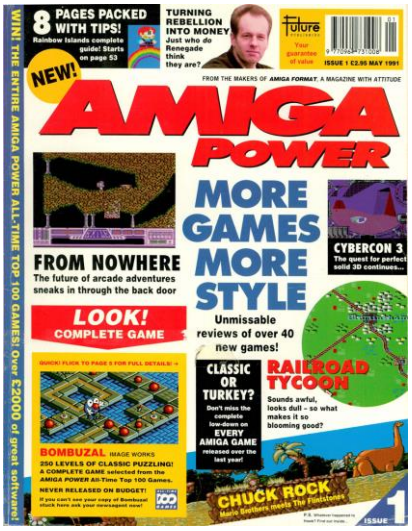
http://www.lemonamiga.com – Kim Lemons wonderful site, cataloguing all Amiga games and allowing user reviews.

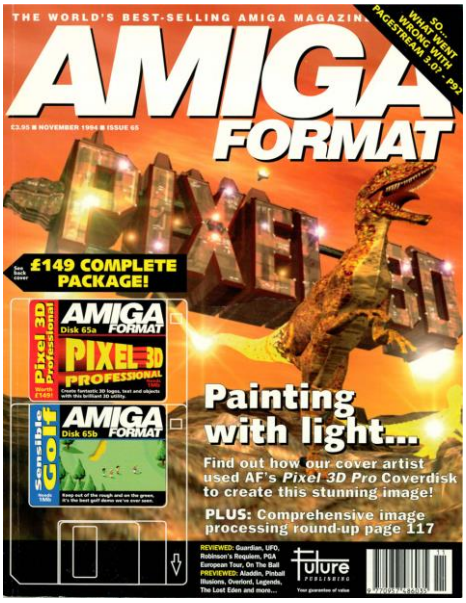
The Magazines

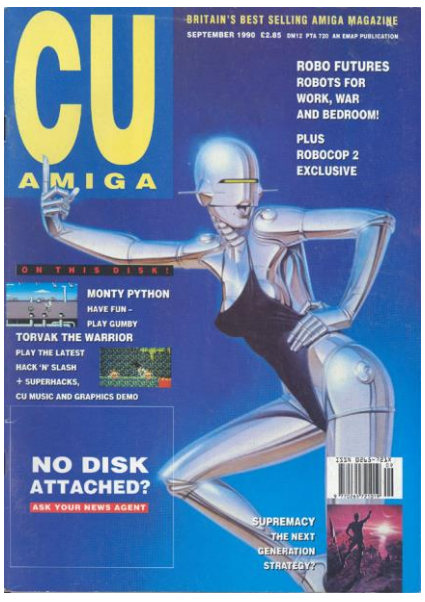
Of course the real stars of these books are the magazines and their reviewers. I spent so much time in my youth reading these magazines, and it was one of the highlights of doing this book series was being able to reread all these great magazines again.

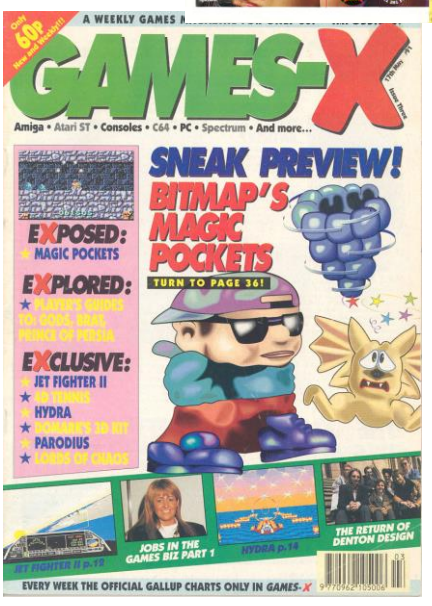
This is why I have given so much focus to the reviews, as opposed to my own views. After all these guys were the professionals and great witty writers to boot. So it was only fitting I give their views and not mine the main focus of each game.

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.









HISTORY OF THE AMIGA (part one)

To tell the story of the Amiga one must start right at the beginning of Commodore itself, and also briefly tell the story of the Atari ST alongside the Amiga as it will he explain the deep-set rivalry between the two firms, beyond being mere rivals.

Our story starts with Polish born Jack Tramiel who in a living testament to the American Dream, Jack had migrated to America shortly after World War 2, having been Sent to Auschwitz and losing his father during their time at Ahlem labor camps. So when he arrived to America in 1947 for a new start with only his wits and a willingness to work.

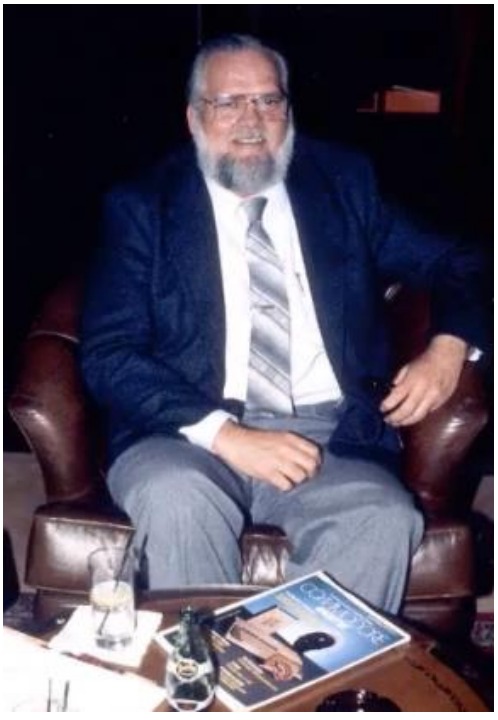
Thankfully this was a time of prosperity for America and soon after he got a job in the US military fixing office equipment. In 1953, thanks to an agreed secured loan of $25,000 from the US military, Jack bought a little shop in the Bronx area to continue to repair office equipment and specifically type writers. He called his firm Commodore Personnel Typewriters.

He chose the name Commodore after wanting to acknowledge the US military in some way, who had given him his first break and put up the loan for the shop. In 1962 Jack decided to branch out in selling electronic calculators and then manufacturing them The calculators were being well Received, although Commodore was still regarded as one of the little guys.

In the early 70's Chuck Peddle (pictured) had been working for Motorolla on the popular, but expensive 6800 chip. As impressive as that chip was Chuck had realised that at $300 the chip would have limited applications it could be used for and so wanted to design a budget chip to capture that market. Motorolla didn't like the idea however, and told him to drop the project. So Chuck left and started to work for a microprocessor firm called MOS Technology. By 1975 had designed the impressive chip 6501 and 6502 which could be made far cheaper than any of it's rivals. Jack seeing the companies potential and knowing he needed to start manufacturing chips to be competitive in the calculator market quickly bought the company outright and so renaming the company Commodore Semiconductor Group. It was during this time that Chuck Peddle convinced Jack Tramiel that computers would be the future and so he agreed for Chuck to work on designing a new computer for Commodore. That computer Chuck designed, would be completed and released in 1977 and would forever associate Commodore with the world of computing. called the Commodore Pet 2001 it was a beautiful machine that was a phenomenal success for the company, becoming the main computer used by schools across America. The Commodore Vic-20 wold quickly follow in 1980 More geared towards graphics and the home market the machine was another major hit the firm. But it was the next machine that would make Commodore the de-facto name for home computers

That machine was the Commodore 64 and released in 1982. With it's impressive graphics and wonderful SID chip to play music it was a wonderful machine for the home and especially for playing games. Consequently in the US in particular it became the main home computer of choice and out selling their main rivals the Atari 400 and 800 machines. Despite such success, in the boardroom of Commodore things weren't smelling of roses with Jack Tramiel and the CEO Irving Gould (who Jack had turned to in getting the money to by MOS) were having major disagreements on how to run the company.. In particular with Jack wishing to give his sons positions in the firm.

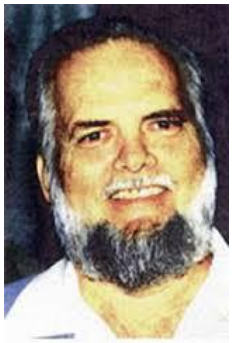
In January 1984, Jack resigned the company he had created and set up his new firm Tramel Technology Ltd (purposely misspelling his name to ensure correct pronounciation) to design a new computer to rival his old firm. After a few months, with the collapse of Atari consumer division due to the video game crash. Seeing his opportunity he bought Atari, the main rivals to his old firm.



Rewind back to the mid 70's and in Atari an extremely talented engineer Jay Miner (pictured) had joined the company. He would be instrumental in creating the TIA display hardware used in the Atari VCS (Atari 2600) and then would lead designer on the chip designs used by both the Atari 400 and 800 computers

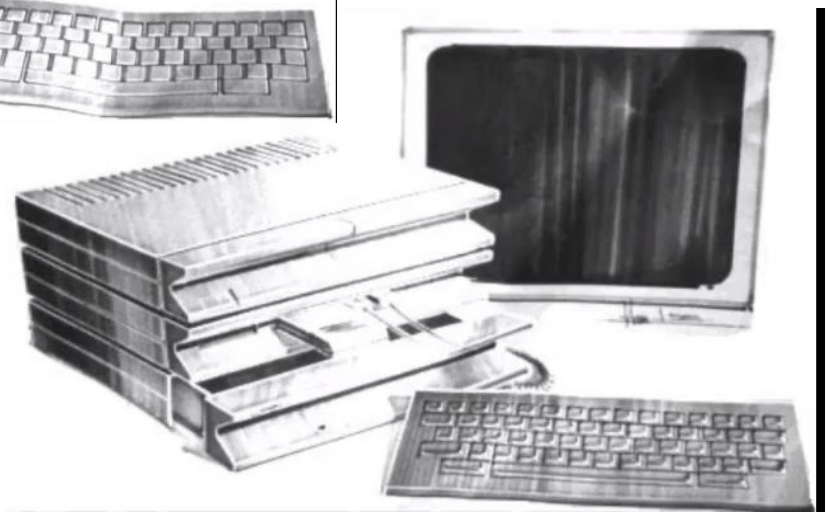
But by 1979 Jay was frustrated with both the management style and short sightedness of the company in not investing in research and development of better more powerful hardware. So he left to join a firm making pace makers. In 1982 over in Activision Larry Kaplan one of the co founders was also frustrated in the fact that the company was still only making games for Atari. So in 1982 Larry phoned up Jay asking him to join him starting a new company with the brief to design the ultimate home games console. So with David Moor as CEO and other fellow ex Atari staff they set about to design the ultimate games console. Calling the company Hi-Toro, for no other reason than High bull was a funny name they setup in a little office in Santa Clara and set about designing the Dream games Console under The project name Lorraine.

Larry Kaplan



Jay Miner

But Jay was really far more interested in designing a business computer than a games machine, seeing there being real potential to take on the IBM and Apple computers. But investors wanted a games console and so Jay would design that, all be it including much in his design that allowed it to expand and become a home or business computer very easily, should it be required.



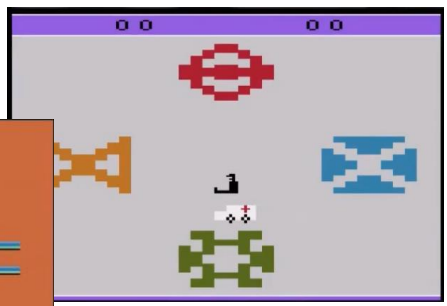
Early concept designs of the machine, that would eventually become the Amiga.

But designing a new machine for a start up company was a slow process and Larry Kaplan was beginning to get frustrated with them still so far away from seeing the fruits of their labour and some returns to their finances. To help with the finances they turned to Nolan Bushnell (he who founded Atari and had also left after the Warner take over at a similar time to Jay Miner). They offered him the position of CEO of their company, but instead Nolan turned the offer down and offered Larry Kaplan to instead leave Hi-Toro and join him on a venture instead. Larry did this and so left Hi-Toro, well very Hi-Bullshit indeed. Incidentally the venture Larry had left to join Nolan on didn't succeed and he would end up going back to Atari to work for them again. Hi-Toro need funds to keep afloat and so decided to write some games for the Atari 2600 console calling this sub company Amiga.

They created games that were nothing special and also a Joyboard peripheral that allowed you to control the onscreen action by shifting your body on the board. So a bit like the rudimentary Wii-Fit board released recently.

Sadly due to incredibly bad luck with timing, most of the games didn't sell well or even get released due to the video game crash occurring and the market going through meltdown.

Look out for Part Two in Volume 3.



THE HARDWARE

The hardware descriptions is taken from Amiga History. A fantastic website, and I personally wouldn't have a clue of all the chips and stuff in the Amiga ☺ http://www.amigahistory.co.uk

MEET THE COMMODORE FAMILY

64C PERSONAL COMPUTER†**

- Large 64K RAM memory
- Sprite graphics for games and education
- Music synthesizer built in
- High resolution graphics
- 16 colours
- State of the art low reflective beige casing
- Used with monitor or UHF TV
- Output for external amplifier
- Accepts plug-in application cartridges
- Full programmable user port
- 2 ports for joysticks, light pen or paddles
- Optional networking facilities available
- Fully compatible with 6502 assembly language
- Interface to many peripherals
- 1000's of programs available worldwide
- Ideally suited to the home, small business and education

128D PERSONAL COMPUTER**

- Built-in 1571 disk drive
- 128K RAM for advance application
- User selectable 40/80 column display
- Compatible with Commodore 64 software and peripherals
- Runs off-the-shelf CPM™ software
- Weighs approx 9 kg
- Keyboard clips neatly onto unit
- Carry handle
- Built-in power supply
- RGBI and composite video output.

PC5**

The first in a new generation of entry level low cost home/office computers.
The PC5 bring IBM compatibility into the reach of home computer buyers.

- IBM PC* compatibility to run all popular IBM PC software.
- 512K standard expandable to 640K.
- Standard monochrome text card for crisp high resolution text.
- Single 360K 5¼" floppy disk with optional second drive of 360K.
- Mounting room for hard disk option.
- Five IBM PC compatible expansion slots to let your system grow with you (one occupied).
- MS-DOS 3.2 and GW-Basic (Industry standards)
- CPU Intel 8087 floating point processor (optional)
- Parallel printer port
- RS 232C Port

AMIGA 500**

- CPU: Motorola 68000, 16/32 Bit.
- Clock Speed: 7.14 MHz.
- Co-Processors: 3 chip co-processor system for DMA, video, graphics and sound.
- Memory: 512K RAM standard, 1Mb Ram with optional internal Memory Expansion/Clock Calendar facility, externally expandable up to an additional 8 MByte (with AutoConfiguration feature), total max 9 Mb.
- ROM: 256K of Read Only Memory containing the Boot strap and low level Operating System routines (Kickstart).
- Keyboard: Integral, 96-keys including: 10 functions keys, separate numeric keypad, separate cursor keys (reverse "T" layout), help key.
- Disk Drive: built-in 3½" disk drive (capacity: 880K formatted).
- External Drives: Power supply supports one extra external 3½" disk drive (880K formatted). Floppy disk drives 5¼" (with integral power source).

- **Video Display:** 625 lines, vertical frequency 50Hz. 512 kByte video memory (chip memory) pallette of 4096 colours, 8 sprites per scanline.
- **Graphic Modes:** 320 x 256 pixels, palette of 32 colours; 640 x 256 pixels, palette of 16 colours, interlaced; 640 x 512 pixels, palette of 16 colours, interlaced.
- **Sound:** 4 independent sound channels configured as two stereo channels, soundbuffer up to 512K, 8 bit Digital to Analog converter.
- **Speech:** Built-in English text-to-speech device.
- **Power:** External power supply with ON/OFF switch.

AMIGA 1000

The Amiga range of personal computers is the ultimate in microcomputer technology. The machines will essentially set the standard for computers in the future, Amiga offers outstanding Graphics, Sound and Animation capabilities as well as providing the Power you will need to improve the quality of your work.

- 512K usable RAM for advanced applications and increased productivity.
- Expandable to 8 megabytes externally.
- Superior Graphics, Sound and Animation capabilities.
- Multi-tasking for running many applications simultaneously.
- Palette of 4096 colours.
- 4 channel stereo sound.
- Music and video synthesiser.
- Video interface (RGB/Composite).
- IBM-PC compatible — to run most popular IBM software.*

*with optional Sidecar accessory

BY COMMODORE®
AMIGA

AMIGA 2000**

- CPU: Motorola 68000, 16/32 Bit.
- Clock Speed: 7.14 MHz.
- Co-Processors: 3 chip co-processor system for DMA, video, graphics and sound.
- Memory: 1Mb (1000K) RAM as standard. Internally expandable with an additional 8 Mb, total max 9 Mb.
- ROM: 256K of Read Only Memory containing the Boot strap and low level Operating System routines (Kickstart).
- System Slots: AMIGA CPU Bus: One 86 pin slot for CPU extensions; AMIGA System bus: Five 100 pin slots with Auto-configuration feature; Secondary Bus System: Two IBM/PC and IBM/AT compatible full size slots. Two IBM/PC compatible full size slots (AT-style connectors may be added). These slots are isolated from the rest of the system. These four slots are driven by either the Amiga PC BridgeBoard (Model A2088) or a AT BridgeBoard to be announced later.
- Video Slot: One video slot for PAL encoder for composite video.

- **Power Supply:** 200 watts (for base machine and extensions).
- **Keyboard:** Detachable, 96 keys, including: 10 function keys, separate numeric keypad, cursor keys (reverse "T" layout).
- **Storage:** Two 3½" mounting locations; One 5¼" mounting location; One 3½ hard shell drive supplied as standard.
- **External Drives:** One disk drive port.
- **Video Display:** 625 lines, vertical frequency 50Hz; graphic co-processor, 512K video (chip) memory, 8 sprites
- **Graphic Modes:** 320 x 256 pixels, palette of 32 colours; 640 x 256 pixels, palette of 16 colours; 320 x 512 pixels, palette of 32 colours, interlaced; 640 x 512 pixels, palette of 16 colours, interlaced.
- **Sound:** 4 independent sound channels, soundbuffer up to 512K, 8 bit Digital to Analog converter. Low pass filter (7.5 kHz, 12 dB/Oct).
- **Speech:** Built-in English text-to-speech device.
- **Included Items:** Machine comes with keyboard, mouse, power supply, manuals and

PC10**

- IBM PC* compatibility to run all popular IBM PC Software.
- 640K RAM to run even the largest programmes.
- Advanced Graphics Adapter card for stunning colour and monochrome graphics.
  Functions as: 1. IBM colour graphics adaptor
  2. Hercules graphics adaptor
  3. Plantronics colourplus adaptor
  4. IBM monochrome text adaptor.
- Dual 360K 5¼" floppy disk drive.
- Five IBM PC Compatible expansion slots to let your system grow (one occupied).
- MS-DOS 3.2 and GW-Basic (Industry standards).
- Intel 8087 floating point processor (optional).
- Parallel port.
- RS-232C Port.

PC20**

- IBM PC* compatibility to run all popular IBM PC Software.
- 640K RAM to run the largest programmes.
- Advanced Graphics Adapter card for stunning colour and monochrome graphics.
  Functions as: 1. IBM colour graphics adaptor
  2. Hercules graphics adaptor
  3. Plantronics colourplus adaptor
  4. IBM monochrome text adaptor.
- Single 360K 5¼" floppy disk drive plus 20MB internal hard disk drive.
- Five IBM PC Compatible expansion slots to let your system grow with you (two occupied).
- MS-DOS 3.2 and GW-Basic (Industry standards).
- Intel 8087 floating point processor (optional).
- High speed DMA hard disk controller.
- Parallel printer port.
- RS-232C Port.

PC40**

- 80286 CPU (16 Bit).
- 10 Mhz processor clock (switchable to 6 Mhz).
- 80287 arithmetic co-processor (optional).
- 1 Mb RAM as standard, configured as 512K Base Memory, 512K Expansion Memory.
- 200W power supply.
- 20Mb hard disk.
- 1.2Mb floppy disk drive 5¼" — 360K second floppy disk drive optional.
- 8 fully PC/AT compatible expansion slots:
  6 slots with A62 and 32 pin connector, 16 bit bus.
  2 slots with A62 pin connector, 8 bit bus.
  3 slots occupied by — Graphics Adaptor; Parallel/Serial Interface; Hard/Floppy Disk Controller.
- RS 232 Serial interface — 9 pin sub-d connector.
- Centronics parallel printer interface.
- Real time clock/calender, battery buffered.
- Keylock-switch.
- Advanced Graphics Adaptor Card for stunning colour and monochrome graphics.
  Functions as: 1. IBM Graphics Adaptor; 2. Hercules Graphics Adaptor; 3. Plantronics Colourplus Adaptor; 4. IBM Monochrome Text Adaptor.

1802 COLOUR MONITOR

The 1802 is a high quality colour monitor designed to provide a superior colour picture to that obtainable from a home television set.

FEATURES

- Compatible with C64, C16 and Plus/4 or any home computer using composite video output.
- 36 cm high resolution display.
- Has a port for 40 column monochrome composite signals, which is displayed in green.
- Composite video input.
- Built-in audio amplifier and speaker.
- Adjustable colour, brightness and contrast.
- Easily displays 320 by 200 line resolutions designed for the high resolution modes of the above computers.
- Capable of 40 column display.
- Built-in audio amplifier and speaker for high quality reproduction of the C64's SID (Sound Interface Device) chip.
- Picture attributes such as vertical and horizontal hold can be adjusted without the need to remove the cover or see a technician, even horizontal position can be adjusted in this way.
- Comes with a cable to connect the Commodore C64, C16 and Plus/4 computers.

1541 DISK DRIVE

FEATURES

The 1541 is a compact mass storage device for the Commodore 64 (Plus/4, C 16) computer system(s). The drive features fast data access, high capacity (170K), on board intelligence, thus relieving the computer from full time drive control. The 1541 also supports several file types, such as Program, Random, Relative and Sequential files. The 1541 also, does not require any hardware 'add ons' to be used on the Commodore system and can be used in multiple. The system is also price competitive.

BENEFITS:

Once a user is using a 1541 disk drive, the operational flexibility of his/her system will increase. Self written programs will be easier to organise and locate and will load faster, as will commercial programs, compared to those on tape. The 1541 also will allow users access to data storage types, not available to tape users, allowing programs such as databases and other 'Disk Intensive' programs to be used.

1901 COLOUR MONITOR

FEATURES

- Compatible with C128, C64, C16 and Plus/4 or any device producing composite video output, as well as computers that output RGBI signals like most IBM compatible computers do. This includes the Commodore PC 10/20 series II computers.
- 32 cm colour screen.
- RGBI and composite PAL D colour input sockets.
- Separate colour, brightness, contrast, volume, RGB centering and vertical and horizontal hold controls.
- Built-in audio amplifier speaker.

MPS 1200 DOT MATRIX PRINTER

- Draft mode for quick printing of long reports Near Letter Quality for business letters • A variety of type styles, including italics, six widths and two kinds of bold printing. • High resolution graphics for charts, diagrams and illustrations. • Accepts single and continuous paper. • 120 characters per second maximum.

APPLICABILITY

The MPS 1200 is supplied with a CBM Serial personality module/interface, for C128, C64, etc. An optional Centronics parallel personality module/interface + can be used in place of the supplied CBM Serial personality module. + To be made available at a future date.

BM13 T.T.L. MONOCHROME MONITOR

FEATURES

• DIN connector for TTL level direct drive monochrome signal. • Suitable for IBM PC compatibles with monochrome text card or emulation capabilities, such as Commodore PC series (cable supplied). • Green High Resolution 30cm anti-glare, picture tube. • Vertical and Horizontal size and height controls as well as Brightness and contrast.

1201 COMPOSITE MONOCHROME MONITOR

• RCA sockets for monochrome composite signal and sound. • Suitable for C64, A500, C128 (with adapter cable) or any composite video source. • Amber 30cm anti-glare picture tube. • Built-in Speaker/Amplifier. • Controls as on BM13.

1901 MONITOR

FEATURES

• Input sockets for composite video (C64 etc.), RGBI (C128, PC series with AGA card) and RGBA (Amiga range). • Input selector switch on front. • Built-in Speaker/Amplifier. • Green screen emulation for easy viewing of text. • High quality, high contrast 32cm picture tube. • Ideally suited to high quality applications, making it particularly suited to the Amiga range. • Supplied with Amiga RGBA video cable. • Controls for horizontal centering, brightness, colour saturation, focus and volume on front panel. Vertical centering, vertical height and horizontal width on back panel.

COMMODORE FAMILY OF COMPUTERS

	Central Processor	Clock Speed	Random Access Memory	Memory Expandable To	Word-length	Keyboard	No of Keys including Mouse	Mouse	Serial Port	Parallel Port	Composite Video (1502)	RGB Analog (1081)	RGB Digital (1901)	Monochrome TTL (BM13)	Maximum on Board Resolution	Maximum No. of Colours	Inbuilt Disk Drive	Drive Capacity Formatted	Optional Disk Drive	Inbuilt Hard Disk	Operating System	Sound	Multitasking	System Configuration
64C	8510	1 MHz	64K	N/A	8 bit	Integral	66	Optional	Commodore Serial	No	Yes	No	No	No	320 x 200	16	No	—	Yes (1541)	No	Commodore Optional Geos	3 Voice Mono	No	64C Geos offer Power Supply RF Cable
128D	8510 Z80A	2 MHz	128K	640K External	8 bit	Detachable	92	Optional	Commodore Serial	No	Yes	No	Yes	No	640 x 200	16	Yes (1) 5¼"	340K	Yes (1571)	No	Commodore Optional Geos	3 Voice Mono	No	128D, Test Demo Disk DOS Shell Disk
AMIGA 500	68000	7.14 MHz	512K	9 Mbytes Extec, 1 Mbyte Inter	16/32 bit	Integral	97	Yes	Yes	Yes	Yes Mono	Yes	Yes	No	640 x 400 Interlaced	4096	Yes (1) 3½"	880K	Yes (1010)	No	AmigaDOS	4 Channel Stereo	Yes	A500 Power Supply, Workbench Disk Tutor Disk AmigaBASIC
AMIGA 1000	68000	7.14 MHz	512K	8.5 Mbytes External	16/32 bit	Detachable	91	Yes	Yes	Yes	Yes	Yes	Yes	No	640 x 400 Interlaced	4096	Yes (1) 3½"	880K	Yes (1010)	No	AmigaDOS	4 Channel Stereo	Yes	A1000 Workbench & Kickstart Tutor Disk Amiga-BASIC Hi Res Colour Monitor (RGBA)
AMIGA 2000	68000	7.14 MHz	1 Mbyte	9 Mbytes Internal	16/32 bit	Detachable	97	Yes	Yes	Yes	Option	Yes	Yes	No	640 x 400 Interlaced	4096	Yes (1) 3½"	880K	Yes (1010)	No	AmigaDOS	4 Channel Stereo	Yes	A1000 Workbench Tutor Disk AmigaBASIC
PC5	8088	4.77 MHz	512K	640K	8/16 bit	Detachable	85	Optional 3rd Party	Yes	Yes	No	No	No	Yes	IBM Block Graphics	Monochrome	Yes (1) 5¼"	360K	Yes 3rd Party	No	MS-DOS 3.2	N/A	No	PC 5 Able-1 S/W Mono Monitor GW Basic 3.2 MS-DOS 3.2
PC10	8088	4.77 MHz	640K	N/A	8/16 bit	Detachable	85	Optional 3rd Party	Yes	Yes	Monochrome Yes	No	Yes	Yes	640 x 200 Colour 720 x 348 Mono	16	Yes (2) 5¼"	360K	Yes 3rd Party	No	MS-DOS 3.2	N/A	No	PC 10 GW Basic 3.2 MS-DOS 3.2 Vset Disk Hands on MS-DOS
PC20	8088	4.77 MHz	640K	N/A	8/16 bit	Detachable	85	Optional 3rd Party	Yes	Yes	Monochrome Yes	No	Yes	Yes	640 x 200 Colour 720 x 348 Mono	16	Yes (1) 5¼"	360K	Yes 3rd Party	Yes (20Mb)	MS-DOS 3.2	N/A	No	PC 20 GW Basic 3.2 MS-DOS 3.2 Vset Disk Hands on MS-DOS

Amiga 1000

Price: $1295.00

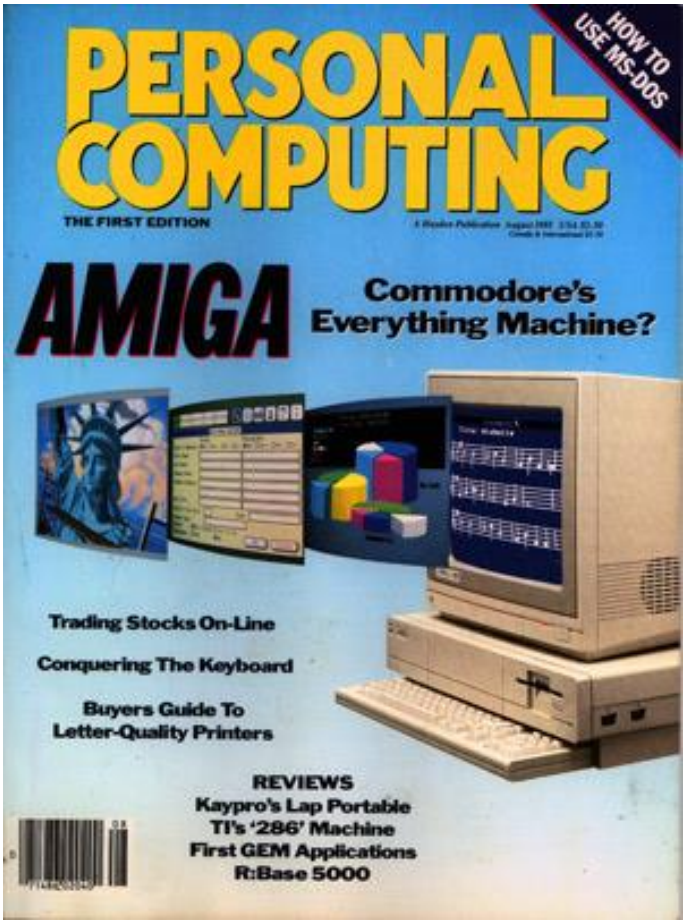
Launched: July 23, 1985
Discontinued: January 1987

CPU: MC68000 32 bit internal bus,
16 bit data bus, 7.16MHz clock speed

RAM: 256K Chip RAM as standard, expandable to 512K internally
Externally expandable to 8Mb Fast ram, 256K writable control store

A revelation when released, the Amiga 1000 had some truly stunning hardware design, a ground breaking operating system (Workbench) and a beautiful sleek design. Nice touches such as the case being elevated to house the keyboard underneath. Sadly the device didn't sell particularly well due to a confusing advertising campaign from Commodore

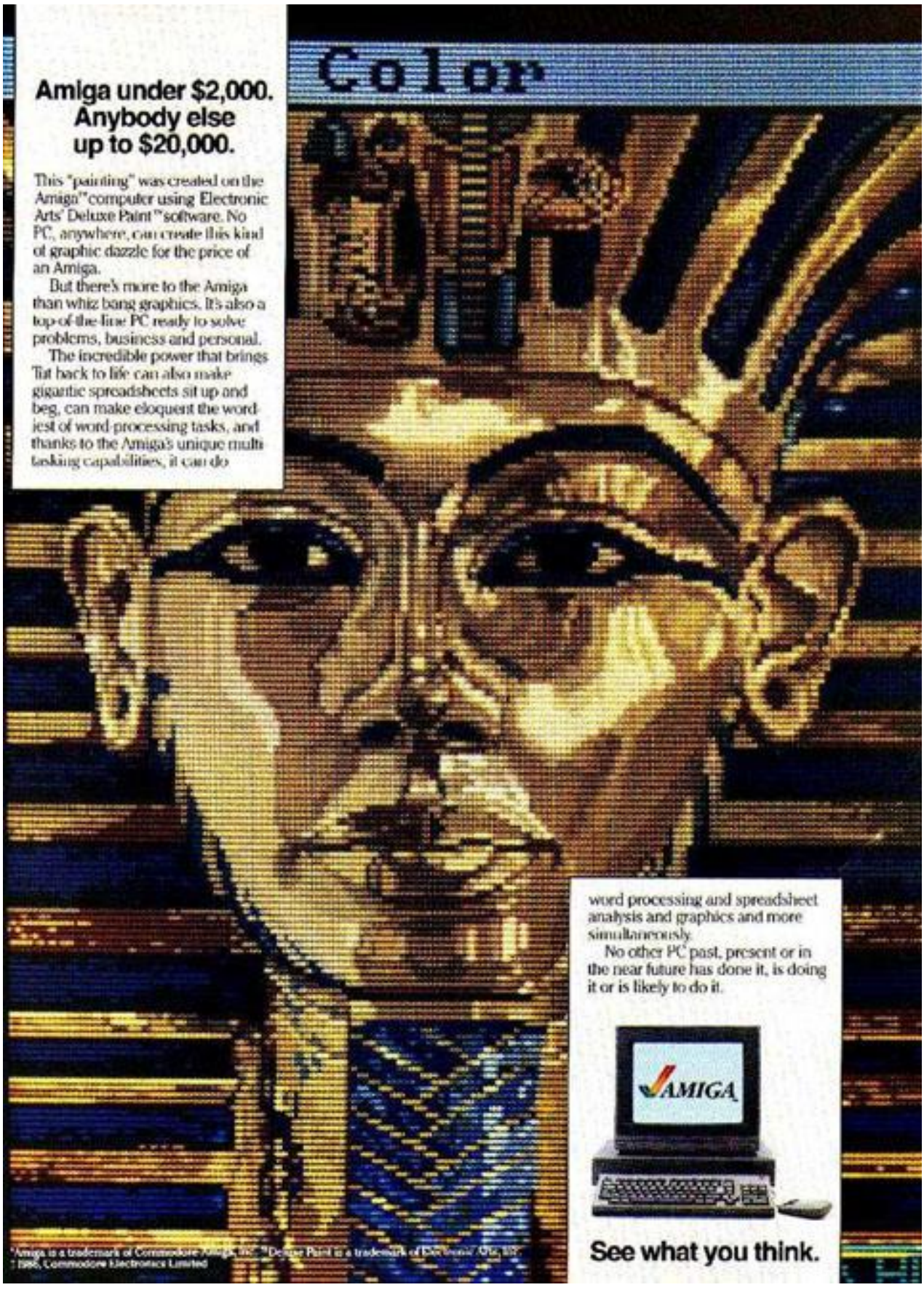
Who were advertising it as a school kids PC with emphasis on gaming. But with an asking price of $1,295 about £870 it was far more suited as a business machine, that could also offer stunning graphic capabilities for presentations and the like, with gaming simply being an additional bonus. In fact it one of the great What if? Questions… What if Commodore had handled the advertising better for the Amiga 1000? Would the Amiga and not the IBM compatible PC be the dominant force? I think the answer is still no, but it certainly would have had more impact on the business world and especially in the graphic design world.



It was an impressive highly specked out computer, light years ahead of its time, and showing its original gaming console roots, with 256kb ram and with an option to expand that to 512kb. It had a mighty 7.159 MHz Motorola 68000 CPU and ability to display 4096 colours at one time all though 16 colours was the more practical option. Sound as well hadn't be forgotten either, with it have 2 stereo channels, allowing for an unparalleled audio experience. All in all it was the Dogs nuts (maybe Mitchy's?). I conclusion in 1985 it wanted a business machine that was brilliant at multime then the Amiga was your go to machine… even beyond, dare I say The Apple Macintosh.

The game had love poured over inch of the Amiga and it showed, from it's clever, intelligent design, right down to the back of the case that had all those from the Amiga family in producing the machine… Right down to the paw print of Jay Miner's dog Mitchy. It is an attention to detail and genuine love and care of a product, sadly missing in todays world of only profits and the bottom line matter. So it must have been heart wrenching to Jay and the team when the Amiga 1000 only sold around 35 thousand machines before ceasing production in 1987. Especially when the design was so sound and that it was the confusing marketing mainly to blame.

The underside of the Amiga 1000 case that shows the love and care and pride the Amiga Team took in their creation.



Amiga under $2,000. Anybody else up to $20,000.

This "painting" was created on the Amiga™ computer using Electronic Arts' Deluxe Paint™ software. No PC, anywhere, can create this kind of graphic dazzle for the price of an Amiga.

But there's more to the Amiga than whiz bang graphics. It's also a top-of-the-line PC ready to solve problems, business and personal.

The incredible power that brings Tut back to life can also make gigantic spreadsheets sit up and beg, can make eloquent the wordiest of word processing tasks, and thanks to the Amiga's unique multitasking capabilities, it can do word processing and spreadsheet analysis and graphics and more simultaneously.

No other PC past, present or in the near future has done it, is doing it or is likely to do it.

See what you think.

*Amiga is a trademark of Commodore Amiga, Inc. *Deluxe Paint is a trademark of Electronic Arts, Inc.
©1986, Commodore Electronics Limited

Amiga 500

CPU: MC68000 32 bit internal bus, 16 bit data bus, 7.16MHz clock speed

RAM: 512K internally and 1mb model

Launch date: 1987
Discontinued: 1991
Price: Originally £499.99

In 1987 Commodore released the A500 - a cheaper version of the A1000 - which came in the "distinct" Commodore box. The basic system still used the 68000 processor, 512k ram, and OCS chipset but had got rid of the ZORRO slots in favour of a DMA slot at the side of the machine. The operating system had been upgraded to version 1.3, which included the Amiga Command Line Interface (Shell) allowing the user more functionality. This is the machine that kicked the entire Amiga world into focus and brought more people to the Amiga than has been done since.

There are two different revisions of the A500 motherboard:

500P - 'Productivity' edition - 1Mb memory (512k Chip, 512k Fast).
500C - improved version that incorporated the new Agnus chip, providing 1Mb Chip RAM (corresponds to the Amiga 2000C)

Commodore
AMIGA
MODEL 500
Commodore

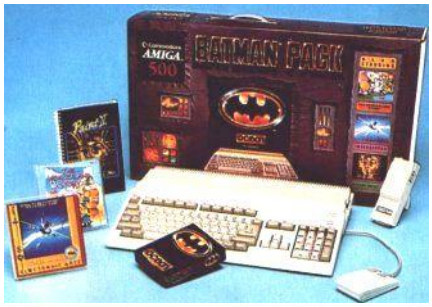
Commodore
AMIGA 500
PERSONAL COMPUTER

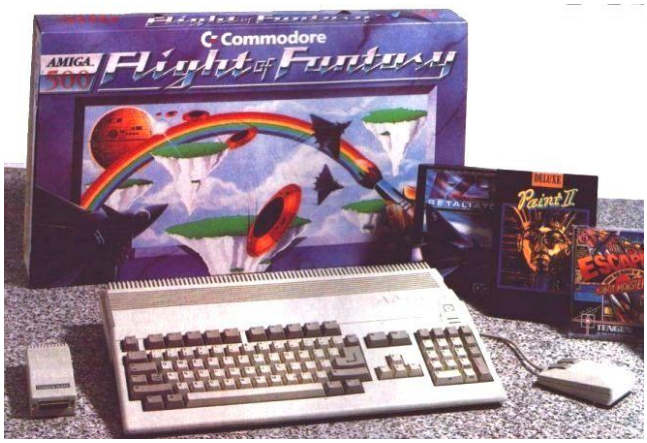
Amiga 500 Game Bundles

Released: 1987 - £399
"Your Imagination is the Limit“
Came with Photon Paint.

Released: 1989 - £399
“Tenstar Bundle“
Came with Amegas, Art of Chess, Barbarian, Buggy Boy, Ikari Warriors, Insanity Fight, Mercenary, Terrorpods, Thundercats and Wizball.

Released: Oct ‘89 – Sep ’90 - £399
“Batman Pack“
Came with Batman the Movie, New Zealand Story, Interceptor, and Deluxe Paint 2.





Released: Apr – Sep ‘90- £399
“Flights of Fantasy“
Came with Rainbow Islands, Escape from the Planet of Robot Monsters and F29 Retaliator. With excellent paint package Deluxe Paint 2.

Released: Sep ‘90 – Jul ‘91 - £399
“Screen Gems“
Came with Night Breed, Back to the Future 2, Days of Thunder, Beast 2 and Deluxe Paint 2.

ONLY COMMODORE AMIGA MAKES ALL THIS POSSIBLE.

When you first see a Commodore Amiga you'll be amazed at how much it can do. After you've seen its capabilities you won't be surprised that over a million Commodore Amigas have been sold worldwide.

That's because Commodore Amiga is the world's most advanced home and small business computer. It is also the leader in specialised applications such as Desktop Publishing, video graphic design and music.

It talks, animates, educates. Whether you're nine or ninety, student or teacher, Commodore Amiga has the software to aid learning. As well as these applications, it offers a wealth of entertainment with the latest hi-tech video games.

The potential of the Commodore Amiga doesn't stop there. Commodore Amiga has thousands of software packages available as well as a huge range of supporting magazines.

The Commodore Amiga 500 and 2000 make so much possible you're limited only by your imagination.

For further information and your nearest Commodore dealer phone (008) 023 233.

Commodore
AMIGA

JSA COM 0436

The new Commodore® Amiga® 500 is everything you never expected from a home computer. That's because we designed it to excite you. To dazzle your senses with 4096 colors and stereo sound. To unleash your creativity. To allow things you never dreamed possible in a home computer. Because until now, they really weren't.

Like built-in speech synthesis, so you'll always have someone to talk to. Pro-quality 3-D animation that lets even beginners put their ideas in motion. Colorful educational programs that make lessons fun and memorable. A complete home office with powerful spreadsheet and database programs—even word processing with WordPerfect.® And unlike any other home computer, the Commodore Amiga 500 can multi-task, so you can run several programs *at the same time.*

Hook it to your VCR with an optional RF modulator, and the Commodore Amiga 500 becomes a home video production center. Paint graphics over video images. Create moving 3-D titles. Produce your own animated feature.

And for pure fun, enter the incredible world of stereo Amiga video games. With graphics so good, major video game makers use them in their coin arcade machines.

AND NOW YOU CAN SEE IT ALL, FREE.

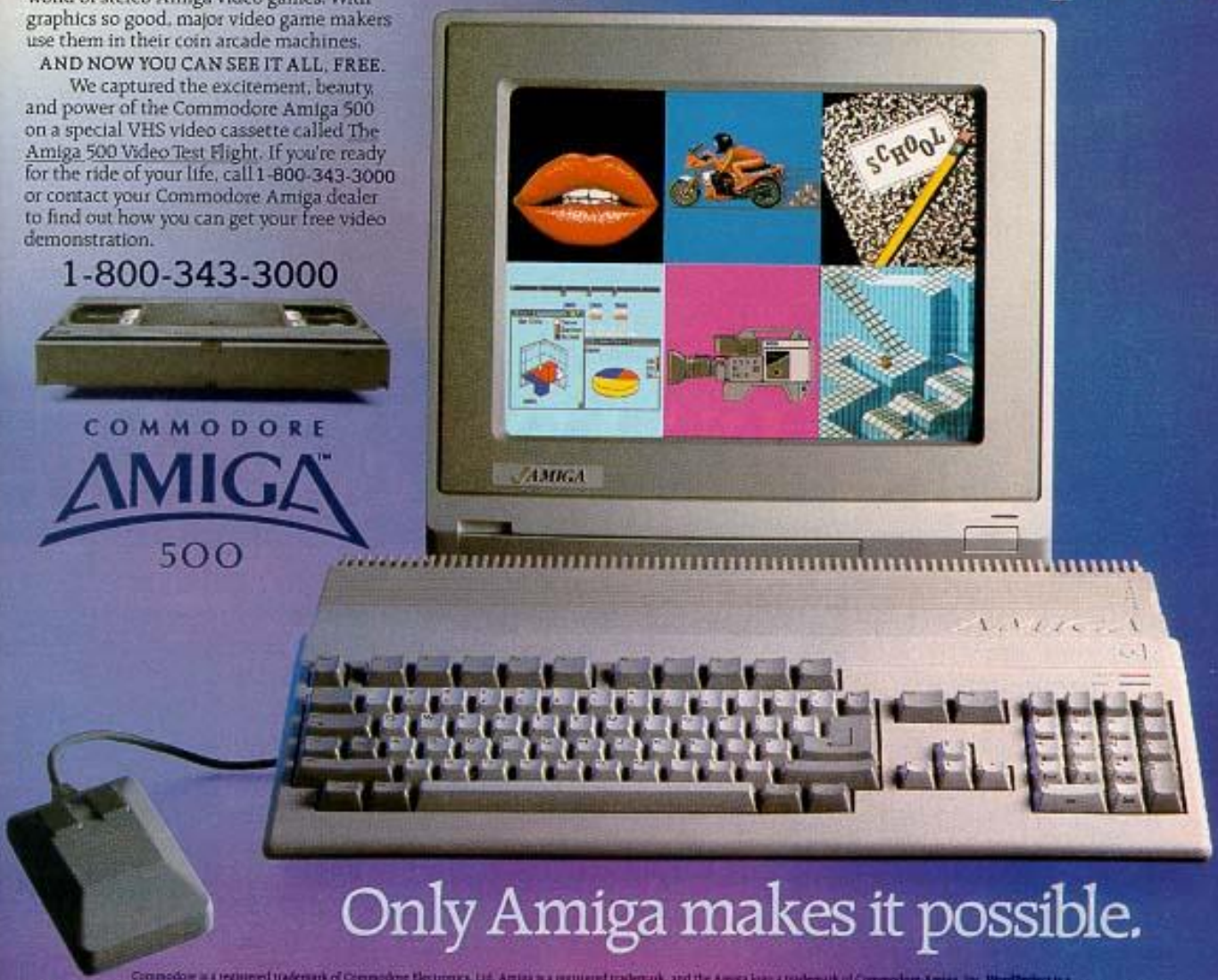
We captured the excitement, beauty, and power of the Commodore Amiga 500 on a special VHS video cassette called The Amiga 500 Video Test Flight. If you're ready for the ride of your life, call 1-800-343-3000 or contact your Commodore Amiga dealer to find out how you can get your free video demonstration.

1-800-343-3000

COMMODORE AMIGA™ 500

It talks. It animates. It educates. It's a home office. It's a video studio. It's arcade games in stereo.

It's the new Commodore Amiga 500 home computer.



Only Amiga makes it possible.

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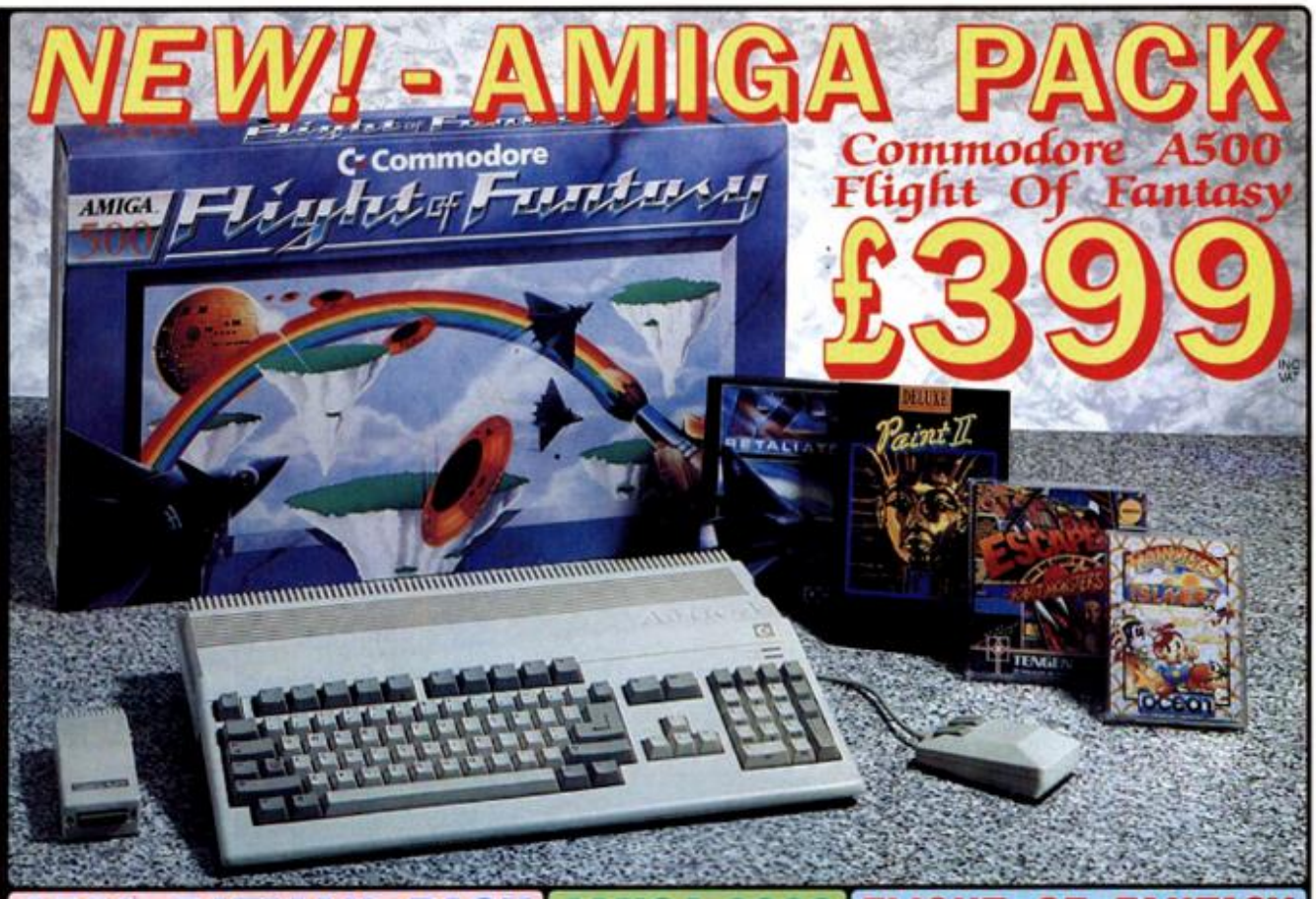
RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK



Commodore A500 Flight Of Fantasy

£399 INC VAT

A500 BATMAN PACK

The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000

For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	**£399.00**

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP
THE UK's No1 AMIGA SPECIALISTS

Amiga 2000

Launched: March 1987
Discontinued: 1990

CPU: 68000@7.14 Mhz

Ram: Memory varied according to the hardware revision. The 3.x revisions found in German models use 512Kb Chip RAM on their motherboard and 512Kb Fast RAM on a processor card.Revision

4.x, the American edition, had both 512Kb Chip and Fast RAM soldered onto the motherboard.

Amiga 2500

Launched: 1989
Discontinued: 1990

The Amiga 2500, also known as the A2500, was not a distinct model, but simply a marketing name for an Amiga 2000 bundled with a Motorola 68020 or 68030-based accelerator card.[9] The accelerator cards used by the A2500 (the A2620 and A2630) were also available separately as upgrades for the A2000. 68030 versions were referred to as A2500/30 – *Taken from Wikipedia*

Amiga 1500

Launched: 1990
Discontinued: 1991

In 1990, Commodore UK sold a variant of the A2000, the A1500, for £999. The model designation was not officially sanctioned by Commodore International. The A1500 shipped with dual floppy drives, and 1 MB of RAM as standard, along with the ECS chipset and AmigaOS 2.04. The second floppy drive replaced the hard disk drive. The A1500 had no hard disk drive as standard.

A1500s were easily convertible into A2000s by addition of a hard disk controller (and associated drive), and then simply peeling off the A1500 label revealing the A2000 label beneath.

The reason for the UK-only release may have been the existence of a desktop upgrade kit for the Amiga 500 made by Checkmate Digital and also called A1500,[8] and Commodore trying to keep the name for themselves. – Taken from Wikipedia

Commodore®
AMIGA 1500
Personal Home Computer

Amiga CDTV

Launched: June 1990
Discontinued: 1993

Sold for £699. Commodore launched a machine as ground-breaking as the original Amiga, the CDTV. It was basically an A500 in a black video-style case without the keyboard or disk drive and a CD-ROM drive "stuck on". But this was not made it special- it was the approach that Commodore took to selling the machine that set it apart from the Amiga.

Rather than a computer it was sold as a consumer device in order to compete with the Philip's CDi. It was criticised by the Amiga fraternity for the lack of expandability or support from third parties. Until recently it was impossible to upgrade the machine beyond version 1.3 of the OS. It is possible to turn the console into a fully fledged computer by adding a keyboard and disk drive . Nolan Bushnell (He who started Atari was involved and had this to say of the device… "CDTV will truly change the way people learn and are entertained. It's the real new media of the nineties.“ - Nolan Bushnell, CDTV Project Manager

The only competition was the Phillips CD-i; Even Commodore could have influenced the development of the CD market to favour their machine, right? However, the CD market was still an unknown that had different requirements to the standard Amiga. To investigate this further, Commodore hired a study group to research the area and make recommendations. This resulted in the decision to distance the CDTV from the computer, promoting it as the next generation VCR. Commodore insisted that retailers did not physically place it near to other computers. This led to mass confusion, computer people did not buy it because "it wasn't a computer", while non-computer people said it was "too much like a computer." It only sold in small numbers but did introduce the Amiga to the advantages of CD as a storage method. - Taken from http://www.amigahistory.co.uk

How about that for a game controller ☺

INTERACTIVE MULTIMEDIA DISC PLAYER
CDTV
The revolutionary new product that turns your TV into a learning and entertainment center.
CDTV
Commodore

INTERACTIVE MULTIMEDIA DISC PLAYER
CDTV
The revolutionary new product that turns your TV into a learning and entertainment center.
EXPERIENCE...
CDTV
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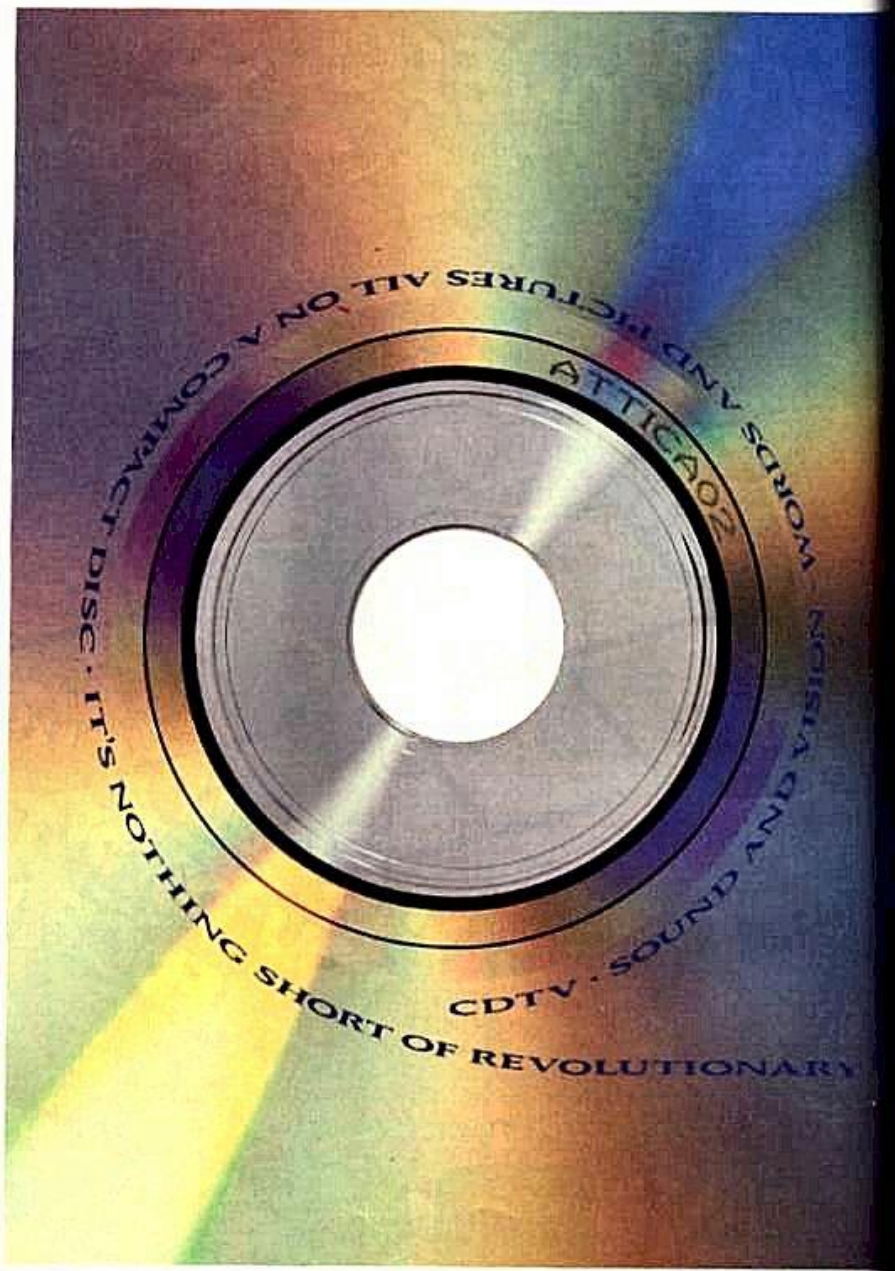


Imagine a compact disc that not only gives great quality sound. It also plays books, photographs, graphics and the written word. ▶ CDTV is like nothing you've experienced before. And it's everything you could want for entertainment, education and excitement. ⏸ Picture, for instance, a child asking the question, "Who was Martin Luther King?" ● Easy. You just turn on the TV, put in a political history CD and not only can you read everything about King's life, you'll also see his face, hear the crowds and feel the emotion in his voice as he tells you his dream. But that's only one way of looking at it. ■ With CDTV in your sitting room, suddenly your TV isn't just for watching. It's a mine of information. A book that talks back. The world's best teacher. A CD quality home karaoke. Or a most talented games player. ▶⏸ And if you're happy changing channels on your TV remote, you could work CDTV in seconds. Just select your choice of title from the 150 available and you're away. ▶ Take music. Of course, you can play your audio CDs. But by pressing the buttons on your remote, you could also play drums with Hendrix. No experience required. Or remix any of your CDs to create your own versions. If your tastes are more classical, listen to Beethoven's music while you see a picture of the composer and read about his life's works. That's multimedia in its truest sense. ▶▶ "Switch off the TV while you're doing your homework!" That phrase could soon all but disappear. Because what better way to swot up on Shakespeare than by acting in a play and speaking the part of, say, Romeo with CDTV as your prompt. ▲ For sheer entertainment, there's nothing to touch CDTV. With Trivial Pursuits, you're not just answering questions on a card. You can ask, for example, "Who is the person singing this song?" ▶⏸ Whatever your interest, whatever your age, CDTV is a totally new way of looking at every subject under the sun. ■ For only £499.99 including VAT, the price of a good CD player, you are combining fantastic CD sound with the familiarity of television. The word's going round that no home should be without CDTV.

It's a whole new ball game

Commodore CDTV

See CDTV at selected high street retailers, call 0628 770578 or post this coupon to CDTV Information Desk, FREEPOST 1389, Maidenhead, Berkshire SL6 7YA. Pack includes CDTV machine, infra red remote control, welcome disc and two free CDTV titles.

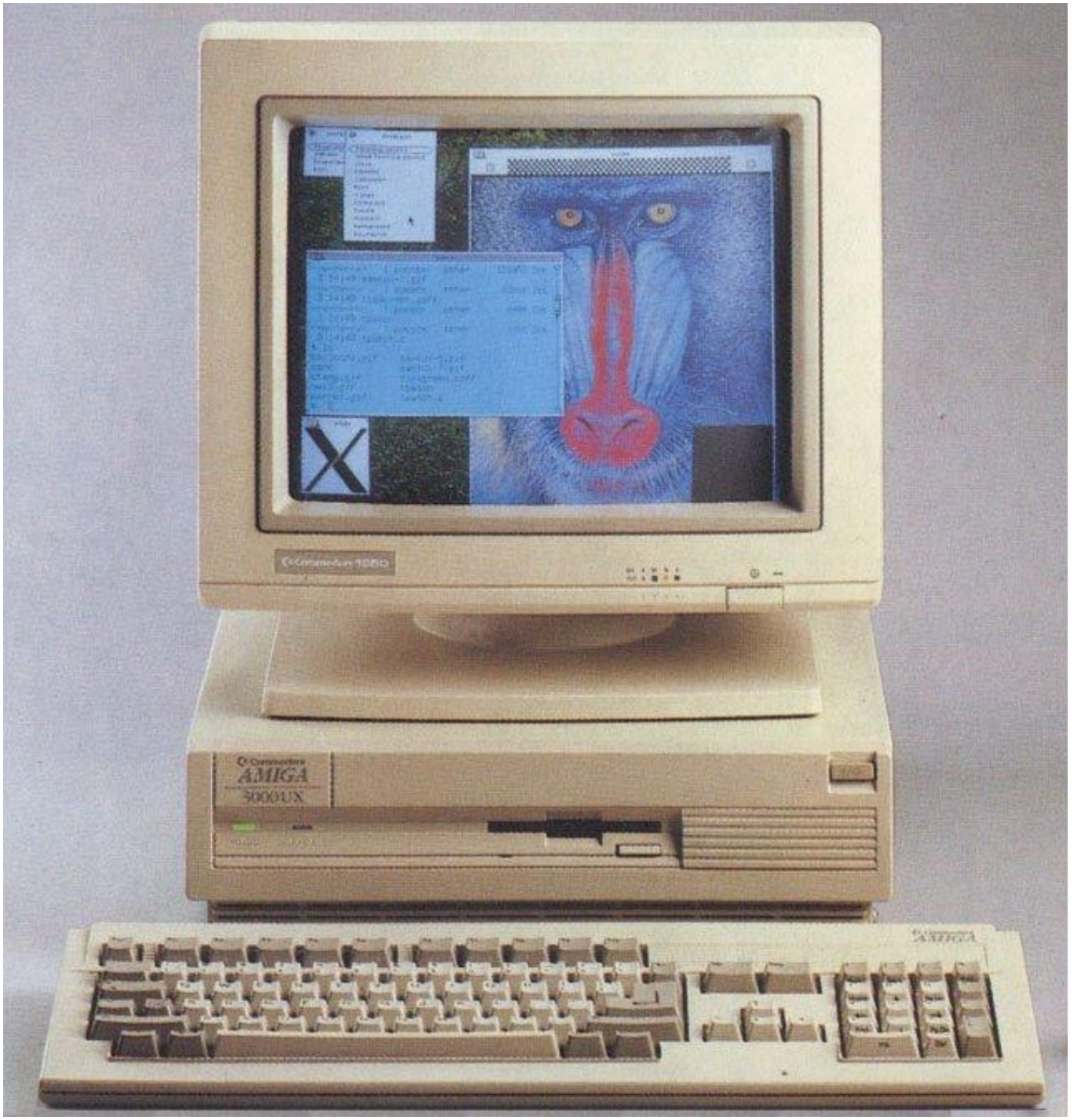
Title: Mr ☐ Mrs ☐ Miss ☐ Ms ☐ Other _____ Surname _____ Initials _____

Address _____

_____ Postcode _____

CDTV is Art, Leisure, Games, Music, Education, Politics, Sport, Languages, Atlases, Talking Books, Colouring Books, Health, Encyclopaedias, Gardening, Cookery, Fairy Tales, Simulations, Role Playing, Science, Karaoke, Entertainment.

Amiga 3000



Launched: April 24th 1990
Discontinued: 1992

The A3000 is a powerhouse in comparison to previous Amiga, it was sold as a high-end graphics workstation. For a time it was used by W Industries as the basis of their highly acclaimed Virtuality machines. At the heart of the A3000 was the powerful 68030 (described in ST/Amiga Format as a 'mainframe on a chip'). In addition the A3000 was the first Amiga to feature the new Kickstart 2 upgrade and Zorro III slots. - Taken from http://www.amigahistory.co.uk

Amiga 3000T

Launched: Oct 1991
Discontinued: 1992

In October 1991, Commodore introduced the A3000T, a tower version of their popular A3000 machine. The A3000T uses a 25Mhz 68030 processor, with a 68882 maths-coprocessor, as well as 2MB of 32-bit ram as standard, expandable up to 18MB actually on the motherboard. As it was released before SIMMs became a standard it uses Zip ram, a slower alternative. If you want an SIMM adapter, you will need to buy a device from mail order. The workstation was aimed at the professional multimedia market, as reflected in the price of the machine- $4498 for an A3000T with a 100MB SCSI hard drive, or $4998 for the 200MB version. It also came with key switch on the case. These are used in the commercial market to disable a machine when it is not being used, locking the mouse and keyboard. - Taken from http://www.amigahistory.co.uk

Amiga 500 Plus

Launched: 1991
Discontinued: 1992

This is widely known as the shortest-lived Amiga ever, lasting only 6 months until it was phased out by the A600. This was yet another of Commodores secrets with many people opening their Amigas at Christmas expecting to find a A500 only to find something much better. It looked physically similar to the A500, but updated it with 1mb of ram, Enhanced Chip Set (ECS) and Workbench 2.0 which turned the horrible blue interface of workbench 1.3 into a much more lovely grey and blue.

It also allowed the user to see files that did not have icons without resorting to the CLI and put among other things the FastFileSystem into ROM (Kickstart) allowing you to boot from FFS disks containing 880k of data.

Amiga 500 Plus Game Bundles

Released: July'92 – Sept '92 - £359
"Cartoon Classics"
Came with included Workbench 2.04, The Simpsons, Captain Planet, Lemmings and Deluxe Paint 3.

Released: 1990 - £521.70
"Class of the 90's"
Designed for schools or parents under the belief they were buying an educational system.
Came with Deluxe Paint 2, Maxiplan, ProWrite 2.5, Deluxe Paint & Deluxe Print 2, Let's Spell, Amiga Logo, Dr. T music composition software and a BBC emulator for compatibility with older education applications.

HAVE YOU SEEN THE LIGHT?

Why is it everyone wants an Amiga? Well, for starters there's the massive 1 mega-byte memory, legendary graphics and mind-blowing sound.

Then there's an incredible 2,000 games to choose from, with dozens more released each month.

Commodore

As soon as you taste the action, you'll understand why the Amiga is the world's best-selling home computer.

In fact, with Lemmings, Bart Simpson, Captain Planet and Deluxe Paint III all included in the "Cartoon Classics" pack, it really is the only choice. And to make the most of your machine, check out Amiga Format magazine. It's a wicked mix of news, reviews, advice and hot tips, showing you exactly what's what.

It's also far and away the best-selling Amiga mag.

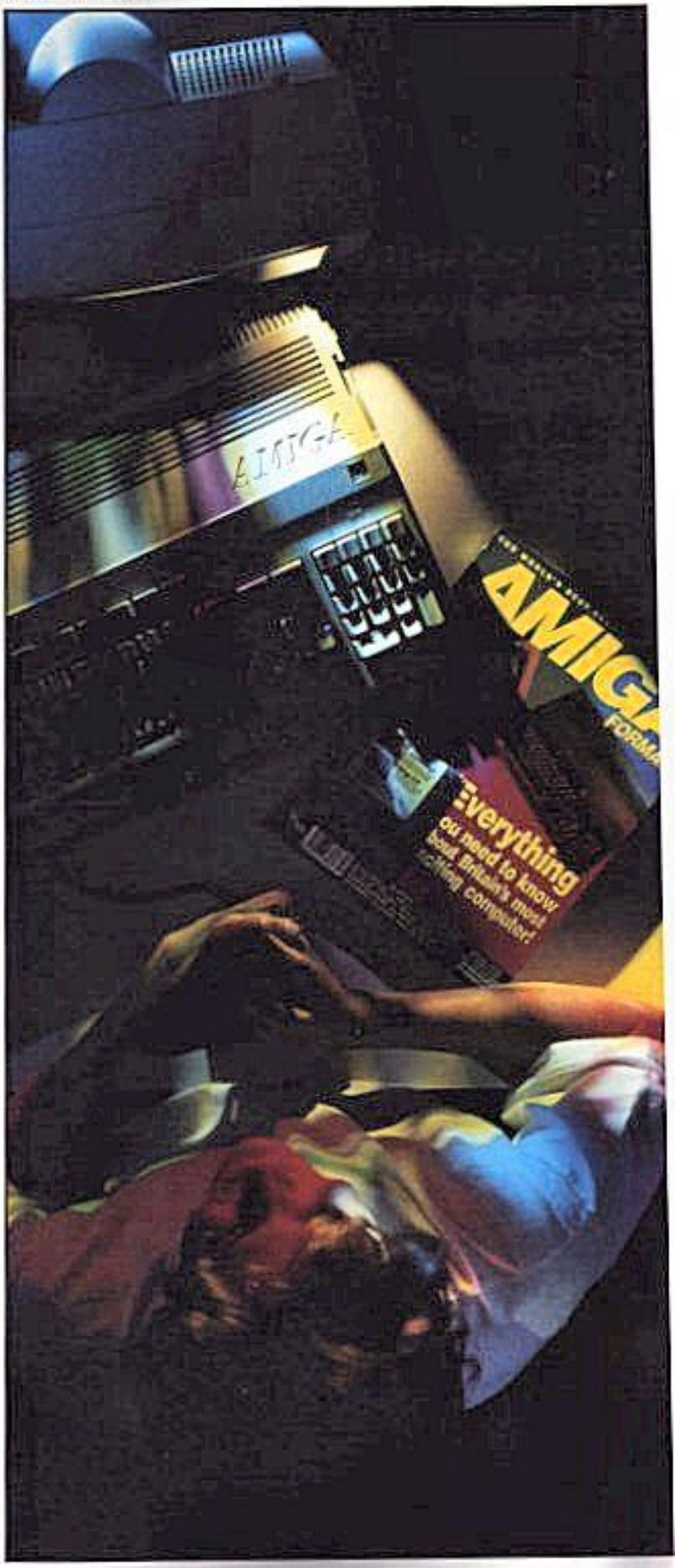
Not surprising when you see how much you get each month – over 200 pages *plus* a disk packed with exciting software. What's more, the current issue includes a free supplement especially for those considering an Amiga.

So don't get left in the dark.

AMIGA FORMAT

Get down to your newsagent for a copy of Amiga Format and the full low-down on the Amiga, or phone 0628 779678.

B R I G H T E R B Y F A R



Commodore Business Machines, Commodore House, The Switchback, Gardiner Road, Maidenhead, Berkshire SL6 7XA

Amiga 600

Launched: 1992
Discontinued: 1993

Released in spring 1992 as a replacement to the A500+, the A600 weighed just 6lbs (the smallest Classic Amiga ever!). This 14 deep x 9.5" wide x 3" high system was aimed at the console market, adding very little to the operating system or the Amiga as a whole. It only had 1mb of chip memory, ECS and Workbench 2.05. It shrunk the basic system by doing away with the numeric keypad leaving just 78 keys, and became the nearest the Amiga has to a laptop. It did, however introduce the PCMCIA slot at the side of machine allowing the use of ram cards; CD drives and disks that fitted into this port. The fatter Agnus chip as standard also allowed the addressing of up to 2Mb Chip ram as standard, with the maximum ram expansion (with PCMCIA) being 6Mb.

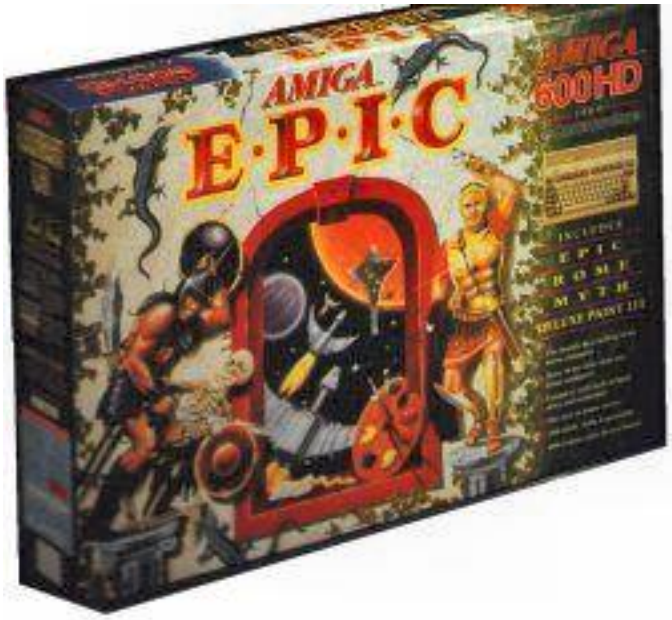
This was yet another attempt by Commodore to aim the Amiga towards the console market by selling it as a games machine with a keyboard, which didn't work. The numeric keypad was sorely missed by most Amigans who would not touch it with a barge pole. Whatever the reasons Commodore chose to produce it, it was the last of the 16 bit Amigas and was the closest we have had to a laptop yet. In fact, it forms the basis of the DIY laptop known as Suzanne.
- Taken from http://www.amigahistory.co.uk

Amiga 600 Game Bundles

Released: 1992 - £399
“Silica Systems Bundle”
Came with Silica Systems bundled Photon Paint 2.

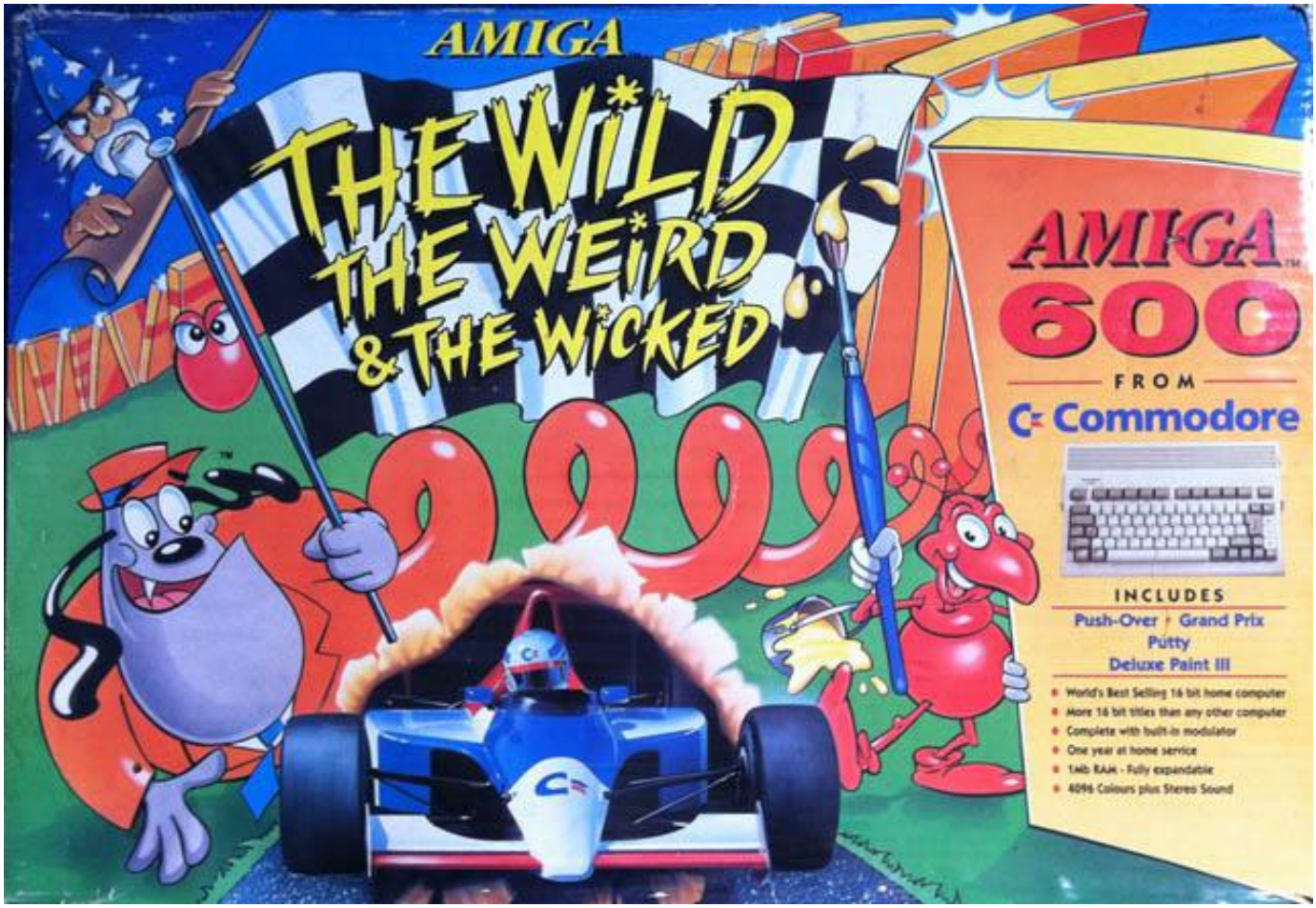
Released: 1992 - £399
“Lemmings Bundle”
Came with Lemmings and Deluxe Paint 3.

Released: 1992 - £399
“Robocop 3 Bundle”
Came with Robocop 3D, Myth, Shadow of the Beast III, Graphic Workshop, and Microtext.

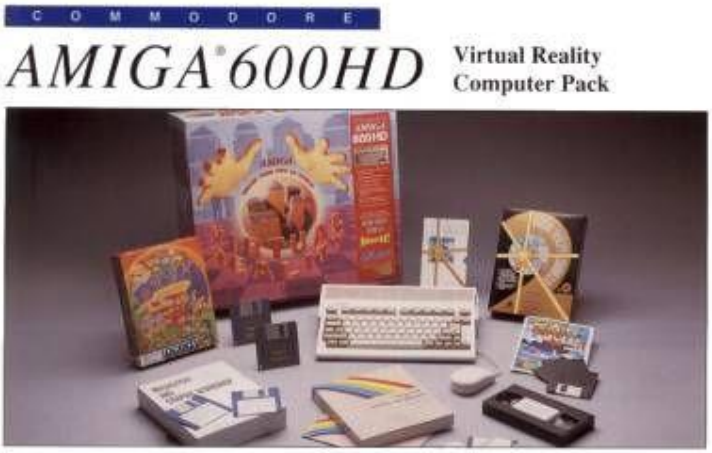


Released: 1992 - £499
“Robocop 3 Bundle”
The Epic bundle is interesting from a historical perspective, illustrating the first time that Commodore used two illustrations to sell the bundle to differing markets. Game players would be more interested in the Epic illustration, while serious users would find the Language Lab more appealing.

The bundle featured a 20MB 2.5 IDE hard drive, a word processor (possibly Wordworth) with a 5 language dictionary, plus Trivial Pursuit, Myth, Rome and Epic.



Released: 1992 - £349
“The Wild, The Weird & The Wicked Bundle”
Came with Microprose Grand Prix, Silly Putty, Push Over and Deluxe Paint 3.



Released: 1993 - £499
“Virtual Reality Computer Pack”
Came with a 20Mb Hard Drive with Push Over and Construction Kit 2.

Amiga 4000

Launched: 1992
Discontinued: 1994

In 1992 Commodore launched the most advanced Amiga yet. The A4000 used the AGA chipset to allow it to show 256,000 colours on screen from a palette of 16.8 million, as well as the new Workbench 3 that introduced the concept of among other things, datatypes. Several variants were available, all fitted with 6MB RAM, 1.76mb High-Density disk drive and a hard drive as standard.

- Taken from http://www.amigahistory.co.uk

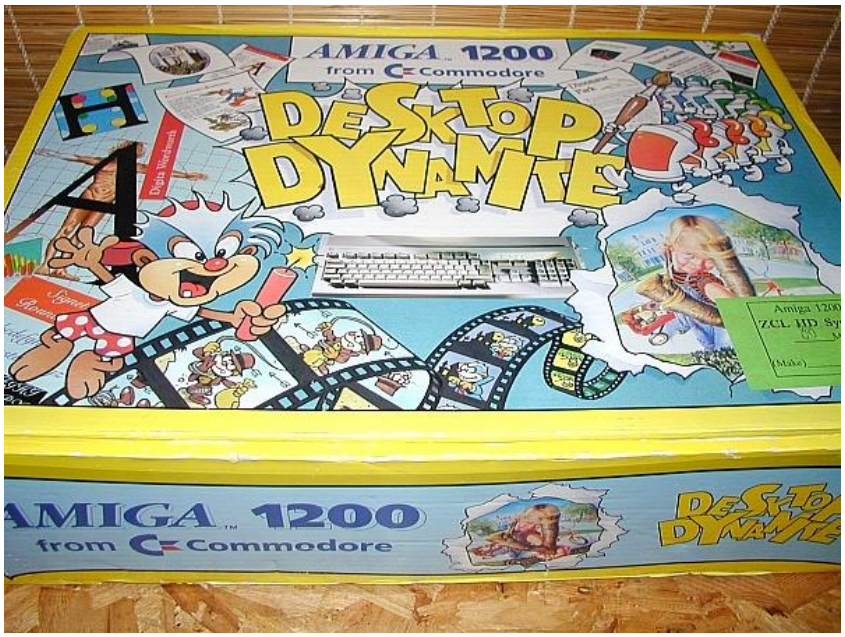
Amiga 1200

Launched: October 1992
Discontinued: 1996

In October 1992 the A1200 was launched. This took the A500 approach to computing with the "distinct" Commodore case, but including the AGA chipset present in the A4000, 2mb ram, and the PCMCIA slot from the A600. At the price of £399 it sold like hot cakes and is seen as one of the best Amigas to date. It appears to have been rushed to launch for the Christmas period with manuals claiming to give you the opportunity to upgrade from 1mb to 2mb chip ram with FPU. It is however, a darn fine machine that can be easily upgraded for most of your needs.

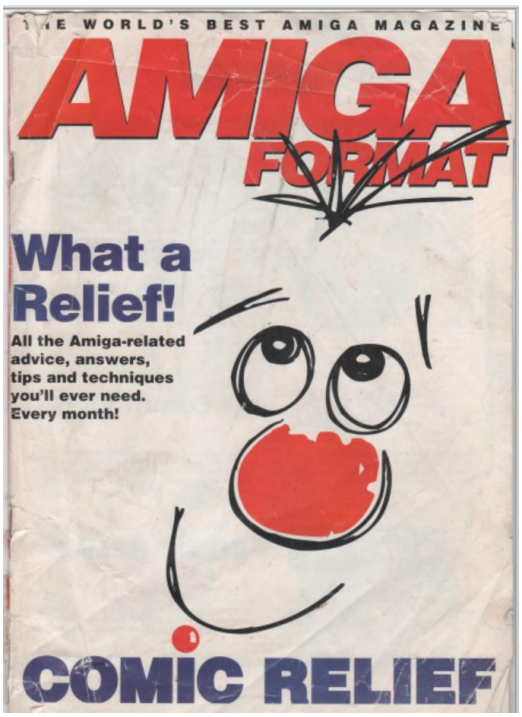
After Escom bought the Amiga during 1995 it was relaunched to mass outrage. The machine still cost £399, £150 more than it had a year previously and was not enhanced in any dramatic fashion. It was released in two versions- the Amiga Magic pack and the Amiga Surfer bundle. Unfortunately, the former was never released due to Escoms financial situation. The Escom Amigas were also struck by incompatibility problems due to a different disk drive being used, it was actually a PC high-density drive mechanism that had been altered to allow compatibility with the Amiga filesystem. Unfortunately, some games that hit the hardware directly would not run. A circuit upgrade was released free of charge that allowed users to fix the drive problem. - Taken from http://www.amigahistory.co.uk

Amiga 1200 Game Bundles



Released: 1993 - £350
"Desktop Dynamite"
Came with Wordworth 2.0 AGA, Deluxe Paint 4 AGA and Print Manager, Dennis and Oscar games,

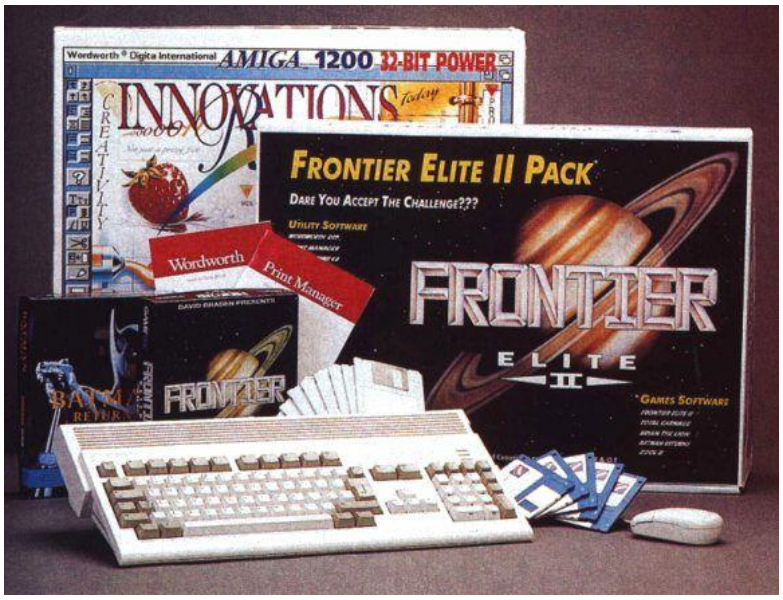
Released: 1993 - £399 (£599 for 85Mb Hard Drive)
"Comic Relief Pack"
Came with Sleepwalker and a special edition of Amiga Format.



Below is a link to that Amiga Format supplement should you wish to read it.

https://archive.org/details/Amiga_Format_Comic_Relief_1993_Future_Publishing_GB_supplement_issue_043

Released: 1993 - £299
"Race 'N' Chase"
Came with Trolls AGA, Nigel Mansell, and World Championship AGA.



Released: 1993 - £349
"Computer Combat"
Came with Elite II: Frontier, Total Carnage, Brian the lion, Batman Returns, and Zool 2, WordWorth AGA, Print Manager, Day by Day and Personal Paint 4.

Released: 1994 - £349
"Computer Combat"
Came with Total Carnage, Brian the lion and Zool 2, Wordworth v2, WordWorth Print Manager, Day by Day Planner and Personal Paint V4.

Amiga 4000T

Launched: October 1996
Discontinued: 1997

The A4000T was due for release during 1994 a few months after Commodore went into liquidation the events in April of that year resulted in around 200 units being manufactured. It was resurrected in 1995 by Amiga Technologies as the high-end Amiga system but manufacture was delayed until early 1996 when it became obvious that Escom was in serious trouble. The A4000T is basically an A4000 in a full tower case with IDE & SCSI-2 Fast controllers integrated as well as 2 video slots and shipped with a 25MHz 68040 processor. At the time production was limited and the A4000T were manufactured for a North American market at the West Chester plant whilst the European market was serviced from the Commodore assembly line in Bensheim, Germany. - Taken from http://www.amigahistory.co.uk

Amiga CD32

Launched: October 1996
Discontinued: 1997

Commodore's second attempt at the console market was later revealed to be a last ditch attempt at making a profit. Launched in Europe during 1993 it quickly grabbed a large portion of the prototypical CD market, even beating PC CD-ROM. It's US success was also cut short when the U.S. government declared that Commodore could not bring anything into the country, as they had not paid the $10 million they owed for the XOR patent infringement lawsuit. The last ditch attempt to save the company failed and Commodore entered bankruptcy on April 29th 1994. The unshipped Amiga CD32 units were were seized by the Philippine government as payment for the use of their factory.

Although these events killed the CD32 as a viable platform it remained popular for several years, demonstrating a demand for Amiga CD titles. In 1994 a third party developer launched the SX-1 and SX32, allowing owners to turn their rejected console into a fully fledged Amiga.
- Taken from http://www.amigahistory.co.uk

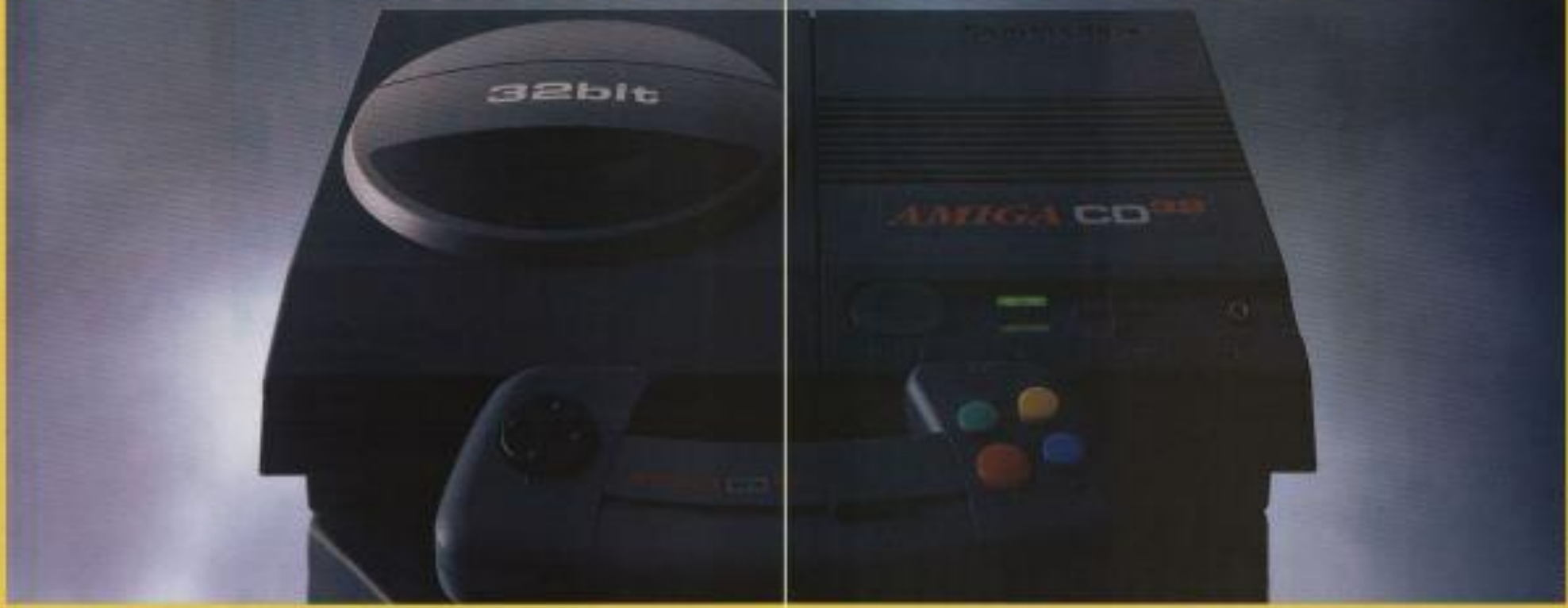
Photo from Mark Nixon

Released: 1993 - £250
“Spectacular Voyage”
Came with MicroCosm, Chaos Engine, Dangerous Streets, Oscar, Wing Commander and Diggers.

Released: 1993 - £250
“Spectacular Voyage”
Came with Dangerous Streets, Diggers, Oscar and Wing Commander.

Released: 1994 - £250
“Critical Zone”
Came with Cannon Fodder, Diggers, Liberation, Microcosm, Oscar, Project X and Ultimate Body Blows.

AFTER SEGA'S NEW BABY, AMIGA BRING YOU THE MOTHER.



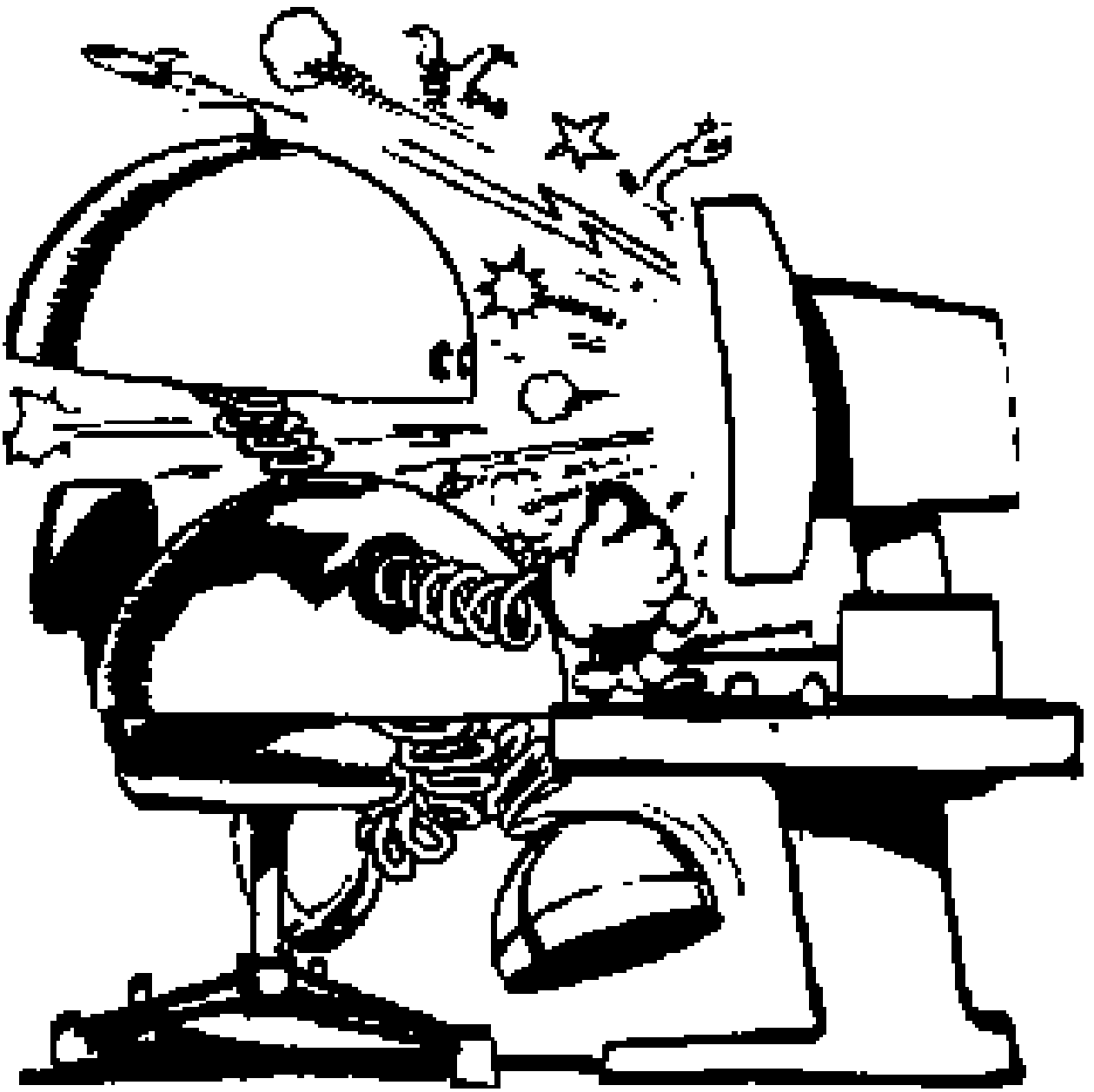
The world's first 32 Bit CD games machine. Amiga Advanced Graphics Chips. 256,000 on screen colours from a palette of over 16 million. CD (Digital) quality audio sound. Upgradable to run Video CD including feature films and music videos.* 32 Bit software for up to half the price of most 16 Bit cartridge games. Over fifty software titles available before Christmas. Plugs straight into your TV. Can play audio CD's. State-of-the-art technology. Price only £299.99 complete with two great new games. Twice as fast and twice as powerful as any other games machine you can buy. Game over.

AMIGA CD32

A cheeky pun by Commodore UK towards the end of 1993 that plays on Sega's advertising campaign 'To be this good will take ages. Sega'. The bill board was sneakily placed outside the Sega headquarters.

Pictures by Armchair Arcade

NOW ON TO THE GAME GUIDE...



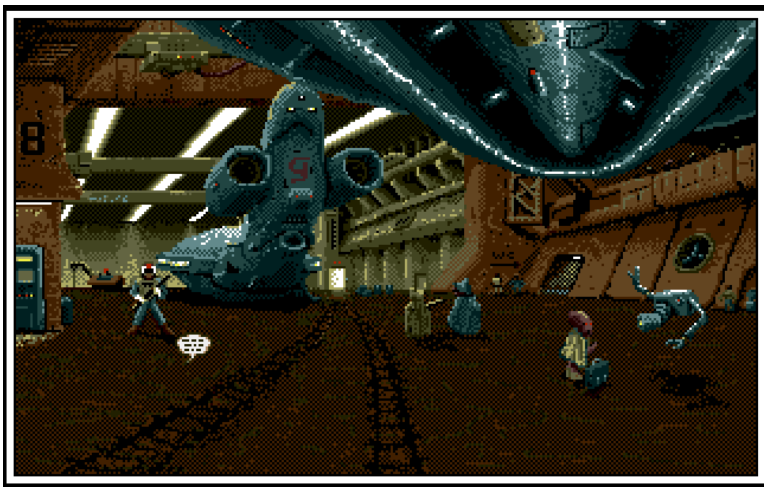
Amiga Magazine Key Guide

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.

B.A.T. (1990)
£29.99 Ubisoft /
Dev: Esprit Software Programs (ESP)
[9/10 –RPG Classic game, give a true sense of visiting and alien world. Immersive classic game]

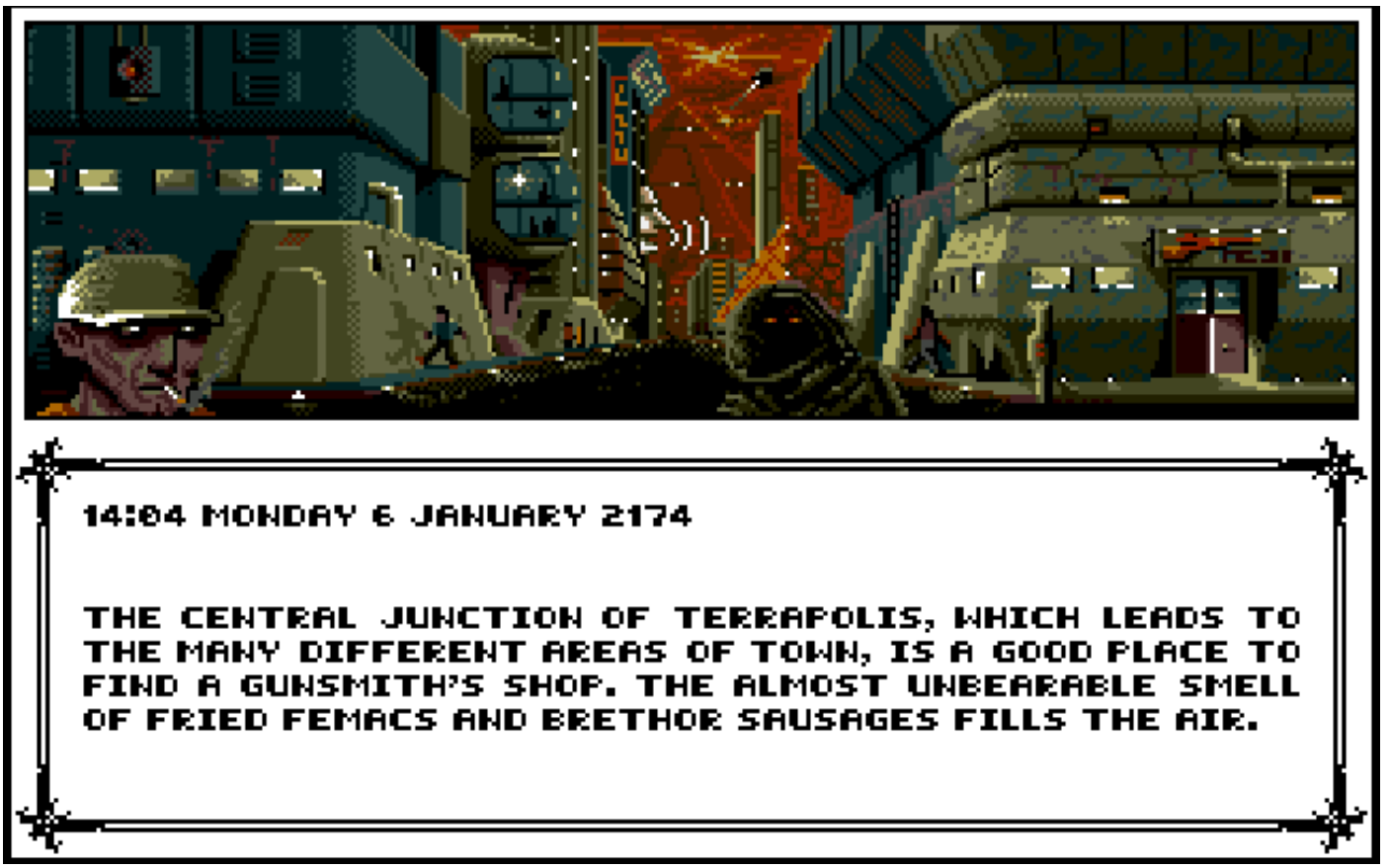
AUI : 99% - 'This is a true mega game of obvious quality and amazing depth that simply must be seen and played to death. A fantastic achievement.'



AF : 88% - 'B.A.T. is great. It's very easy to get wrapped up in the game and start to annoy the citizens of Selenia. One of the best features, though, is the fact there's no set route through the game. You can deduce, stumble on and wring all and sundry out of people, clues about what's happening with Vragnor.'

AA: 80% - 'As far as RPG games go, BAT is one of the best I have seen. The graphics are excellent and it is obvious that a great deal of time has been spent on the game. There is a high level of interaction and the cursor arrow, which changes in different modes, is a very attractive idea. Animation is fluid and realistic and the whole project reeks of professionalism. I would definitely recommend BAT as one of Ubi Soft's best products and suggest that fans of other genres give it a go.'

ZZ: 68% - ‘In this French RPG you play an agent of BAT (Bureau of Astral Trouble-shooters), on the trail of the evil Vrangor who has threatened to blow up the planet Selenia. After creating your character you can move around the game world. Control is totally joystick-driven, using icons and menus for command choices, the joystick pointer changes its shape when over specific areas of the screen, e.g. placing the pointer over a character may bring up a speech bubble. A door turns into an arrow and so on. Clicking on these ‘action’ areas may bring up additional menus. Menu and icon design is pretty logical and easily learnt. The Amiga version is, understandably, a better looking game but does retain many of the same problems as its C64 counterpart (65%, issue 68). There is far too much eating and drinking required, which ruin the flow of the flow of the gameplay. I also became confused too often, as which arrow moved me to what area. Then there’s the weird programming section that allows you to create mini BASIC-like programs which, due to the vaue manual I couldn’t understand how to use properly. On the good side, graphics are excellent with small animated ‘things’ flying around the screen now and again, giving a real alien atmosphere. This is aided by some nifty background music and plentiful spot effects. But it’s not enough to make up for a poor interface and game design.’



02:46 MONDAY 06 JANUARY 2174

AT THE START OF THE A-312 TRUNK ROAD YOU'LL FIND A WHOLE NEIGHBOURHOOD LIVING OFF THE IMMORAL EARNINGS OF CRIME AND CORRUPTION. IT'S KNOWN COLLOQUIALLY AS THE 'HOT QUARTER'.

I love the atmosphere of this game with you really feeling you are visiting a strange Alien world. The controls are sublime as well, being really innovative at the time. The comic Book style works really well along with the subtle animate sprites that bring the pictures to life. The game isn't perfect Things that do annoy, such as realism on eating and drinking is an unnecessary pain along with you often feeling a little lost. It is also a shame as well, that the puzzles to solve weren't a little better. But despite all that, I am still a huge fan of this game. As a lover of all things Sci-Fi this was one of the few games to even this day, that had enough scope and vision, to fully immerse you in its world it has created. So whether you were idly wandering around the city, starting fights with the locals, or being a tourist and taking in all the sites and exploring, who knows you may have actually tried to be a good little agent and do what you were supposed to, there was much fun and unique experience to be had. All in all a top game, let down a little by a slightly weak puzzle element. It is just a shame that games such as the GTA series by Rockstar and Bethusda's Morrowind series, don't consider doing a modern take on the B.A.T. universe, as I am sure such a game would be a major hit (certainly one I would rush out and buy).

06:42 MONDAY 06 JANUARY 2174

ASTROPORT SQUARE, TEEMING WITH PEOPLE, IS CHARACTERISTIC OF THE ENDLESS ACTIVITY OF TERRAPOLIS. THE AUTOCABS RUSH ABOUT PICKING UP AND DROPPING OFF PASSENGERS, CARRYING THEM TO AND FRO IN MINUTES.

B.A.T.

A THRILLING ROLE PLAYING ADVENTURE

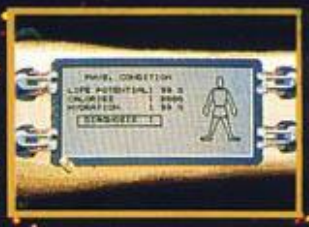
EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Astral Troubleshooters has selected you as their special agent.
Your mission : to find and destroy Vrangor, the evil genius who is threatening the people of the planet Selenia.

Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.

Pilot the DRAG, a genuine flight simulator shown in 3D.

Learn how to use B.O.B., the programmable computer implanted in your arm.



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Saddlers House
100 Reading Road
SURREY GU17 7RX
Tel. (0252) 860 299

Explore over 1100 different locations, and meet characters from 7 different species.

Enjoy the futuristic atmosphere provided by outstanding graphics and sound effects.

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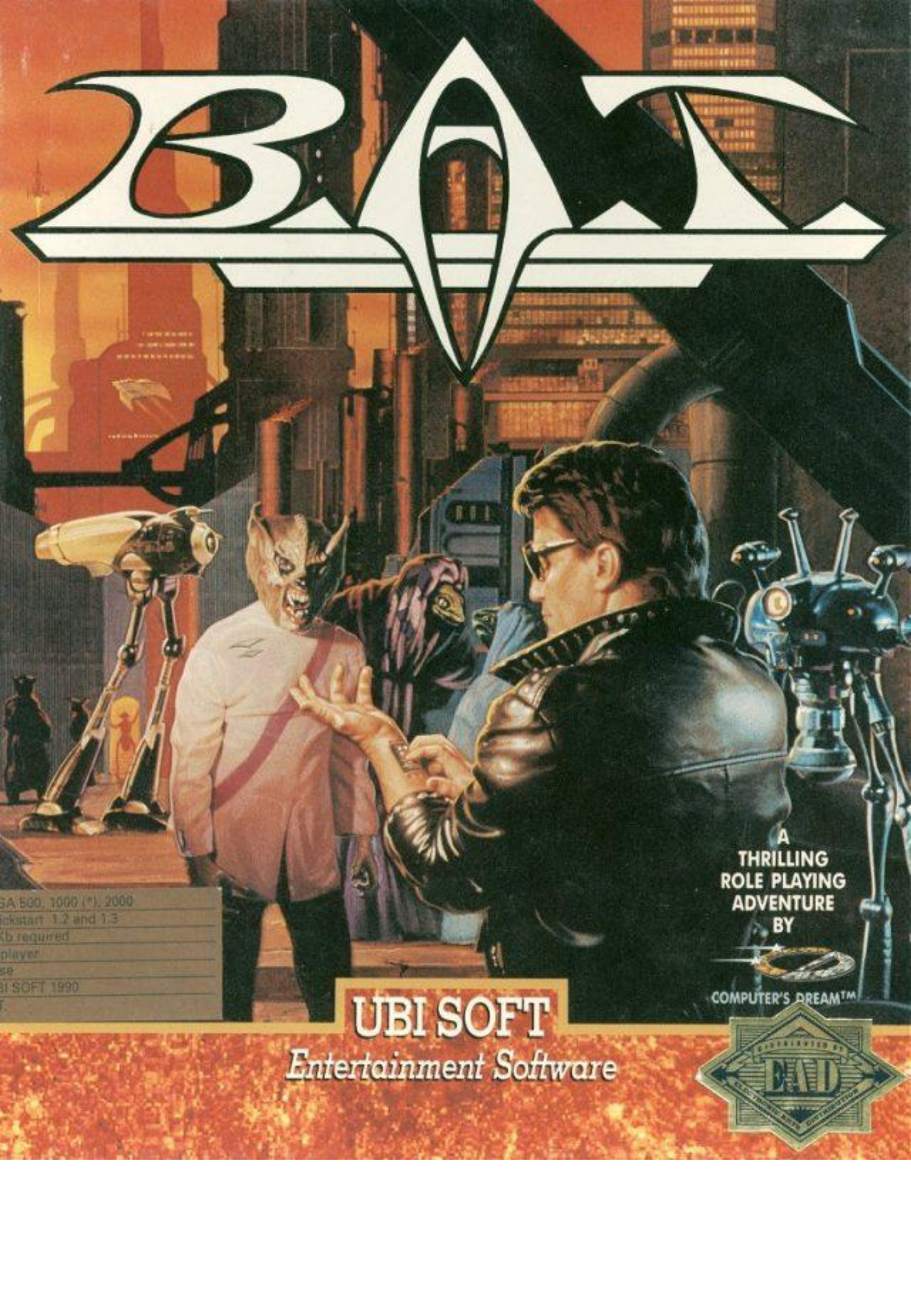

B.A.T.
A THRILLING ROLE PLAYING ADVENTURE BY
COMPUTER'S DREAM™
UBI SOFT
Entertainment Software
DAD

ATMOSPHERE

Discover an immense city,

and its

strange ambiance.

■ Be entranced by **graphics, sound effects** and an atmosphere that are out of this world !

■ Visit over **1100 different places** including restaurants, gunsmiths, discos, hotels, arcades, parks, etc...

■ Feel free to stop someone on the street to get information or just to say hello.

■ **Enjoy freedom of action** with total control through the mouse.

ADVENTURE

Embark on an amazing mission,

using B.O.B. and

creating your own character.

You're actually one of **B.A.T.**'s agents, and a new mission awaits you. Vrangor, a top scientist, and Merigo, a small-time crook, have announced their intention to set off nucturabiogenic bombs in Terrapolis, the largest city on Selenia. The ultimatum leaves the government only 10 days to evacuate the city and draw up a deed of ownership in Vrangor's name. Beyond this time limit, Selenia will be blown out of the galaxy. The countdown has begun, and it's up to you to play and foil Vrangor's evil plans. Don't forget : THE FATE OF TERRAPOLIS LIES IN YOUR HANDS !

■ Learn how to use **B.O.B., the programmable computer** implanted in your arm.

■ **Create your own character** or choose a pre-created character in this magnificent role-playing game.

ACTION

Experience fierce battles.

Pilot the DRAG.

■ Meet strange characters from **7 different species** : Killer Robots, Stickrobs, Glokmups, Kradokids, etc...

■ Pilot the DRAG, a **genuine flight simulator** shown in 3D.

■ Explore the dark, damp **corridors** to search for clues.

0 08888 0382

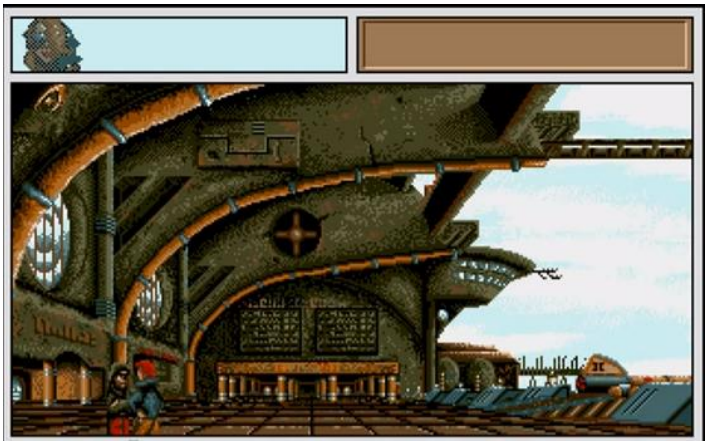
UBI SOFT

Entertainment Software

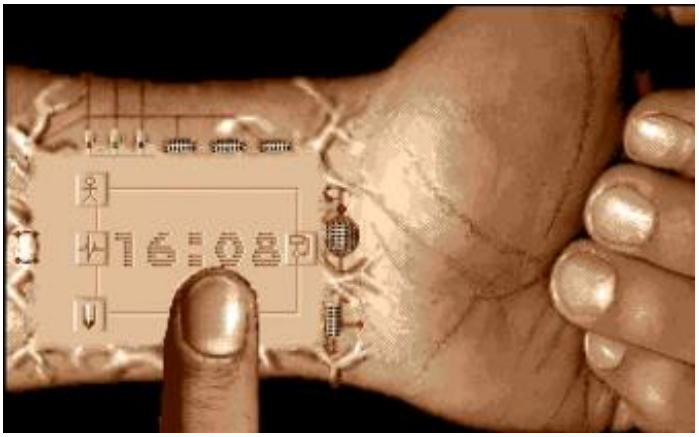
B.A.T. 2 – The Koshin Conspiracy (1992)

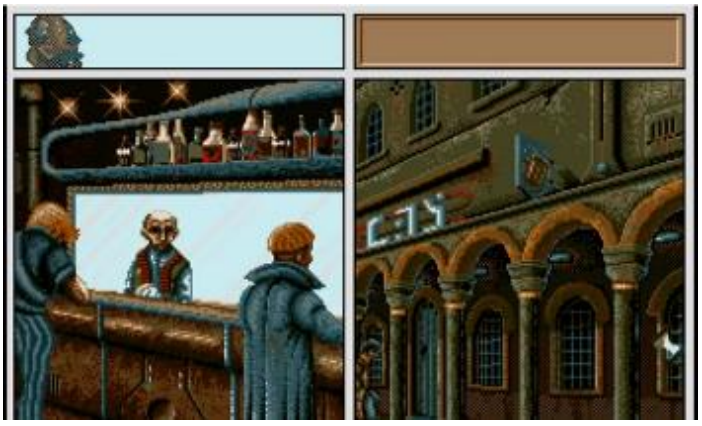
£29.99 Ubisoft / Dev: Esprit Software Programs (ESP)

[9/10 –Even better than the first game, with even more to see and do, and a far better story.]



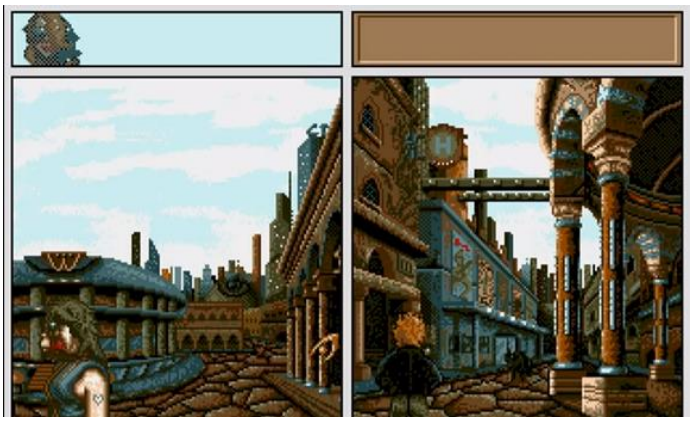
AF : 84% - ‘There are over 400 animated sequences, the colours of the city change as night falls to a dingy blue grey; overall BAT II looks very, very nice. There’s enough detail to hold your attention even if you’re not getting very far, if say you are a novice to adventuring. This is the sort of game you get lost in, it’s so huge it’s difficult to know where you’ve been and where to go next. But if enjoy immersing yourself in tomorrows word, playing a modern-day Sherlock Holmes then BAT II will keep you from the horrors of the real world long enough to maybe forget for a while.’

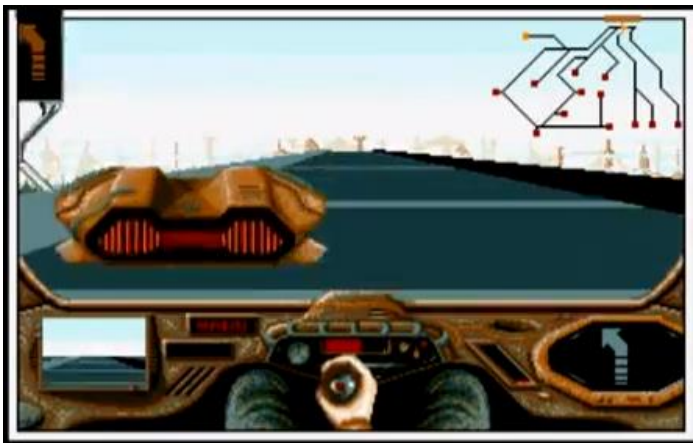




O : 84% - ‘Very nice indeed. I’ve got a lot of time for games with a decent storyline and a nice bit of atmosphere, and this has both. The main control system is easy to use and the city is nicely mapped out so that you don’t have to plod back through tons of locations to return to a specific location. People are milling around all the time giving excellent opportunities to chat or even steal. I particularly enjoyed stealing things from innocent thick plebians – the poor citizens of Roma II – and then selling it back to them at a bargain price, but that’s the kinda guy I am.’

Developer ESP did the unthinkable in 1992, with them actually releasing a sequel that bettered the original in almost every way. This time you are on planet Shedishan, in the city Roma II to help a fellow agent prove that the Koshans are taking over the essential spice mines. But as good as the story here is, it's the immersive graphics and sounds that really pull you in, as you wander around the massive city (its so big you have to drive around to see all of it). Like its predecessor, this is a tough RPG. But for novices, even, just sight seeing is great fun. A top-top classic.





PC VGA

Part 2 of the B.A.T. saga takes place in Roma 2, the capital city of Shedishan, a planet in the B8 system. This time you are Jehan Menasis, an agent of the famous Bureau of Astral Troubleshooters. Your mission: crush the unscrupulous KOSHAN which holds an almost complete monopoly of the precious Echiatone 21.
Will you make it?

AMI

B.A.T. II

•The Latest Creation From COMPUTER'S DREAM™

The Thrilling Role Playing Adventure continues on ST, Amiga, and PC.

PC VGA

PC VGA

➢ Three playable coin-op videogames.

➢ A complete 3D-modelized pl net system with 4 flight simulator

ATARI ST

PC VGA

➢ A new generation organic computer including a parallel language compiler.

➢ A new architectural moveme known as "High Tech Paradox". biogame with 200 independe characters.

➢ Confrontations with gladiators and street fighters (2 options: strategy or arcade).

➢ A new sound system which pr vides an extremely realistic soun atmosphere (on Atari ST, compa tible with your MV16 sound ca tridge).

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North Finchley,
London N12 OBT
081 343 9055

BAT II

The Latest Creation From

COMPUTER'S DREAM™.

A Thrilling Role Playing Adventure

AMIGA

5043577

500, 500 +, 600, 1000, 2000, 2500, 3000
Kickstart 1.2 or more
1 Mega required
1 Player
Mouse required
Contains 5 disks
BAT II

UBI SOFT
Entertainment Software

ATMOSPHERE

200 independent characters
200 personaggi autonomi

An extreme realism
Un realismo spinto all' estremo

ADVENTURE

3 arcade games
3 giochi di arcade

B.O.B, a new generation
B.O.B seconda generazione

ACTION

Via Express

Confrontations with gladiators
Combattimento tra gladiatori

A complete 3D-modelized planet system
Un sistema planetario in 3D

Part two of the BAT saga takes place in ROMA 2, the capital city of SHEDISHAN, a planet in the B8 system. The Confederation of the Galaxies has contacted the Bureau of Astral Troubleshooters. The KOSHAN holds an almost complete monopoly of echiatone 21, a very precious material.

The BAT responds by sending Sylvia Hadford: To lure the KOSHAN she takes on the role of a wealthy holder of property securities of the largest echiatone deposits.

A short while later, Sylvia is the victim of a murder attempt, so a new agent is sent: Jehan Menasis... In this case, you.

- A huge game with more than **200 screens**.
- A new sound system which provides an extremely realistic sound atmosphere.
- **4 flight simulators**.
- A car race (Via Express).
- Confrontations with street fighters where two options are available: **either strategy or arcade**.
- Confrontations with gladiators.
- **BOB, a programming computer** on your left arm.

La seconda parte della saga dei giochi BAT si svolge a ROMA 2, principale città dello SHEDISHAN, pianeta del sistema B8. La Confederazione delle Gallassie, ha contattato il Bureau of Astral Troubleshooters: La KOSHAN detiene effettivamente il quasi monopolio dell'echiatone 21, materiale molto prezioso.

Il BAT spedisce Sylvia Hadford: il suo ruolo consisterà nello sparcciarsi per una ricca detentrice di titoli di proprieta del più grosso giacimento di echiatone.

Poco tempo dopo Sylvia è vittima di un tentativo di assassinio. Viene inviato in missione un nuovo agente: Jehan Menasis... Cioè voi .

- Un gioco immenso che comporta più di **200 disegni**.
- Un nuovo sistema di gestione degli effeti sonori che permette di ottenere un realismo acuto.
- **Quattro simulatori di volo**.
- Una gara di automobili (Via Express).
- Dei combattimenti di strada che comportano due opzioni: **strategia o arcade**.
- Dei combattimenti di gladiatori.
- **BOB, un computer programmabile** sissato al vostro braccio sinistro.

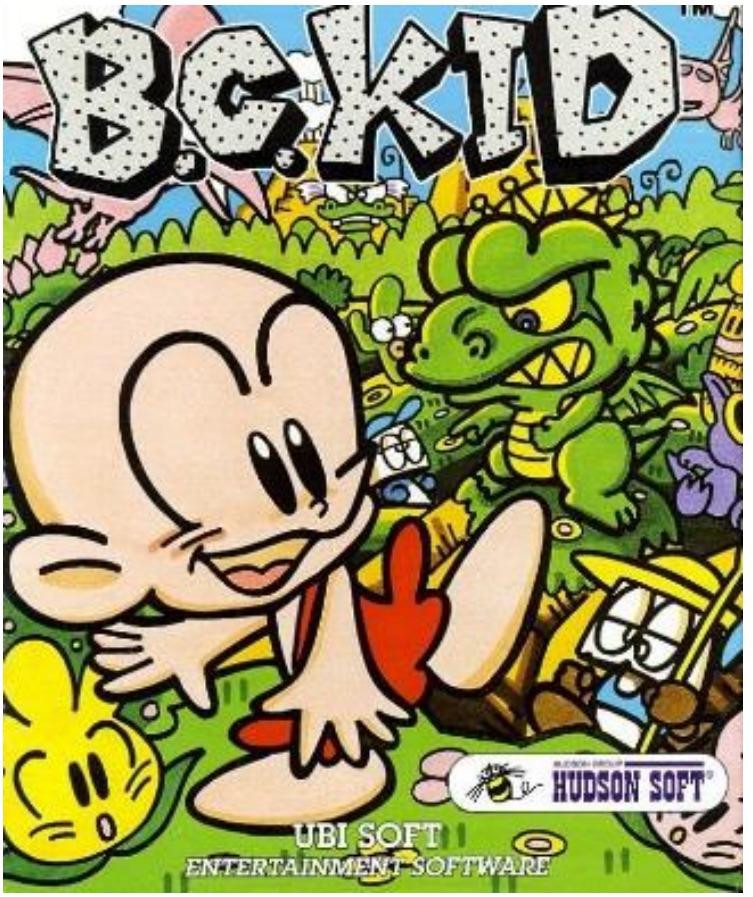
UBI SOFT
Entertainment Software

5041310

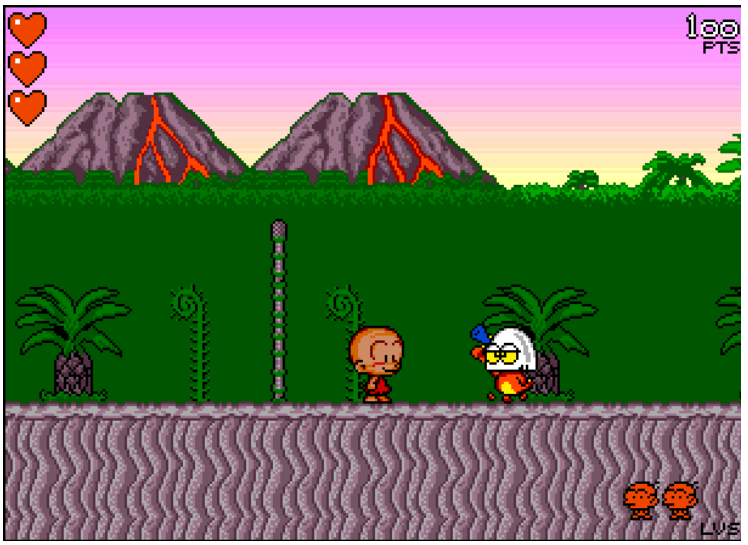
B.C. Kid (1992)

£25.99 Ubisoft & Hudson Soft / Dev: Factor 5

[9/10 – Stunning conversion of a PC Engine classic.]



CU : 93% - 'if you enjoyed Chuck Rock then you'll get a kick out of BC Kid – but Ubisoft's offering is definitely the superior game, thanks to the ingenious game design which always offers something new for each stage. What this all amounts to is one of the most enjoyable platform romps I've played for a long, long time. Forget the likes of Fire and Ice, The Addams Family or Parasol Stars – if you're into platform games, then this is the essential purchase to make. You won't be disappointed.'



AM : 92% - 'displaces Fire and Ice as best platform game. BC Kid could be described as the first real console-type game for the Amiga.'

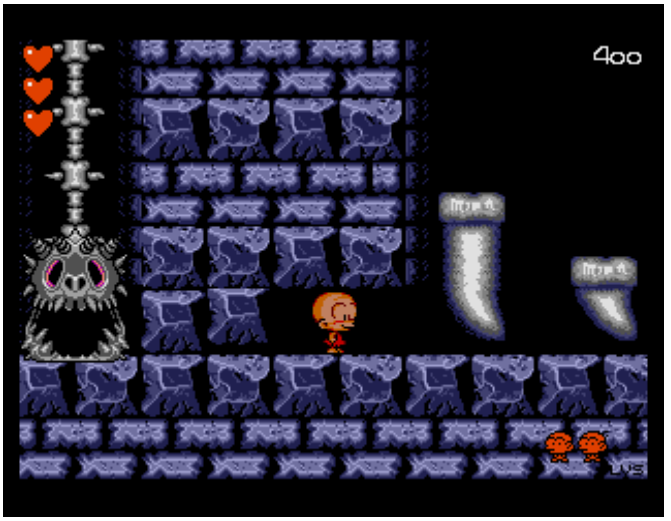
AA : 90% - ‘I would say this is certainly one of the most enjoyable games of this particular genre, and you can call me Susan if it isn’t so.’

AP : 89% - ‘A doozy. Although apparently all rather simplistic, it has to be rated this highly because not only is it one of the most well-rounded and complete games ever seen on the Amiga, it’s completely loveable too.’

O : 83% - ‘not going to woo the type of gamer who buys games simply to impress his mates, but for aficionados of good old-fashioned playability it’s a must.’

AF : 70% - ‘A reasonable conversion, plenty of playability is marred by blockyness and no level codes, no sound effects and poorly tied in music. A stocking filler for platform fans.’

Factor 5 have done a fantastic job bring the PC Engines PC Kid (or Bonk in the US) across to Amiga. A kind of Prehistoric Charlie Brown, that uses his hardy head as a weapon, and loves his spicy kebab meat. This is one of the few games that actually feels like a console game. Some may argue that its too simplistic, but that's part of its charm. On the Amiga platform games don’t come much better than this.



B.C. KID™

Screen shots on Amiga

APRES SON SUCCES SUR CONSOLE, LE GAMIN PREHISTORIQUE S'ATTAQUE A VOS MICROS...

Sa tête disproportionnée fait de lui un spécialiste des coups de boule, qu'il distribue généreusement au cours de 5 énormes niveaux: sur terre, mer et même dans l'estomac d'un monstre préhistorique!

. Une multitude d'astuces et de passages secrets, plus délirants les uns que les autres.

. Retrouvez tous les éléments et la jouabilité de la version console.

BC KID IS A TINY BIG-HEADED PREHISTORIC LAD whose dear girlfriend has been kidnapped by nasty dinosaurs. To find her he will wander through various worlds including the stomach of a gigantic diplodocus and other delirious set ups.

. Brilliantly converted from the PC Engine by Factor 5, the team renowned for Turrican.

. Extremely colourful graphics with hilarious cartoony looks.

. Excellent gameplay, fast smoothing scrolling.

. A splendid variety of boss stage monsters and baddies.

CU AMIGA 93% **CVG 93%** **AG POWER 89%**

NACH SEINEM RIESENERFOLG AUF KONSOLEN SETZT DER URZEITKNIRPS ZUM STURM AUF IHRE RECHNER AN...

Mit seinem übergroßen Kopf kann er hervorragend zuhauen - und das muß er auch in den fünf langen Levels, ob zu Lande, im Wasser oder im Bauch eines Ungeheuers!

. Zahllose Kniffe und Geheimgänge lassen Sie nicht zur Ruhe kommen.

. Die einmalige Spielbarkeit und das tolle Konsolengefühl werden Sie begeistern!

DOPO UN GROSSO SUCCESSO SU CONSOLE, QUESTO ESEMPLARE PREISTORICO SI ATTACCA AL VOSTRO COMPUTER...

La sua testa sproporzionata fa di lui uno specialista dei colpi di testa che distribuisce generosamente nel corso di 5 larghissimi livelli: per terra, per mare e persino nello stomaco di un mostro preistorico!

. Una moltitudine di astuzie e di passaggi segreti, uno più spassoso dell'altro.

. Ritrovate tutte le caratteristiche e la giocabilità della versione console.

HUDSON GROUP
HUDSON SOFT®

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UBI SOFT
ENTERTAINMENT SOFTWARE

5041358

B.C.KID

BC KID is a tiny big-headed prehistoric lad whose dear girlfriend has been kidnapped by nasty dinosaurs. To find her he will wander through various worlds including the stomach of a gigantic diplodocus and other delirious set ups.

- Brilliantly converted from the PC Engine by Factor 5, the team renowned for Turrican.
- Extremely colourful graphics with hilarious cartoony looks
- Excellent gameplay, fast smooth scrolling
- A splendid variety of boss stage monsters and baddies

"This is such a brilliant game that if you pass it by you deserve to be eaten by one of the monsters in BC KID's world! Don't think — buy!"
CVG 93%

HUDSON SOFT

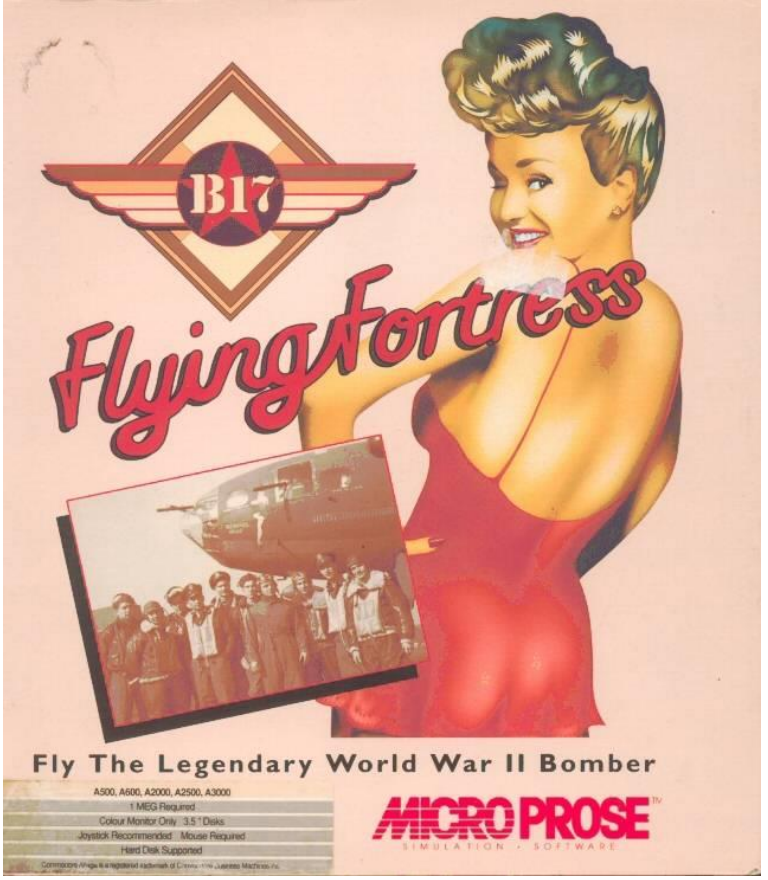
UBI SOFT LTD.

Finchley House — 707 High Road — North Finchley — LONDON N12 0BT — Tel: (081) 343 9055

B17 Flying Fortress (1993)

£39.99 Microprose Software

[8/10 – Atmospheric flight sim, That's a bit different from the norm.]



AF : 91% - 'a game that will last and last, which is why it earns itself the coveted Amiga Format Gold award. Once you get into it, the challenge of getting your crew more experienced, without getting them killed will keep you coming back for more, time after time. Your crew can retire after 25 missions, but you'll probably want to start off a new one. If you're after a quick thrill, you won't find it here. But if you're looking for something that is accurate and atmospheric, this is the one to get.'

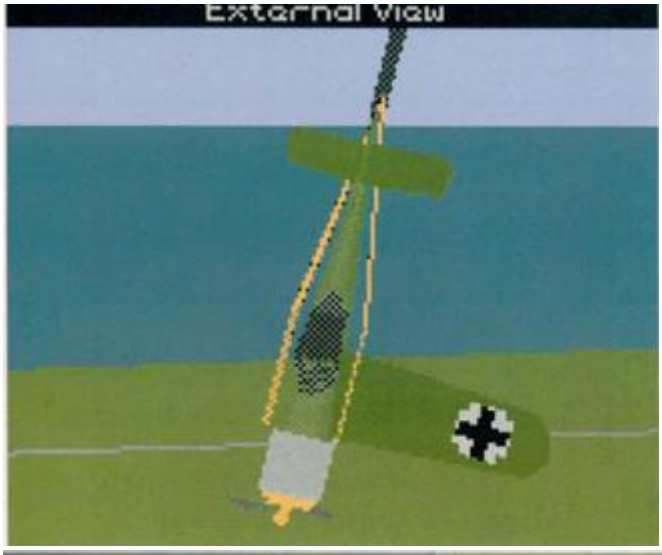
O : 84% - 'won't appeal to everyone. Some gamers will not appreciate the amount of time it takes to get into the game or the relatively slow pace of the action..[sic]..But if you prefer a more comprehensive simulation which is crammed full of detail and has as much people management and strategy as killing things, then this is the game for you.'

AP : 83% - ‘A flight sim that has more to offer than just flying around occasionally shooting things, and as such it’s recommended highly. Only the price should put you off.’

AA : 73% - ‘You cannot fault B17 either in the technical or realism department. Where it does fall down though is the gameplay. There is just not enough to keep the interest of anyone but the most die-hard simulator fans.’

AC : 69% - ‘Good graphics, sound and a fearful level of difficulty don’t translate into a coherent, playable game. If you enjoy the realism on offer, though, you won’t get bored quickly.’

CU : 68% - ‘A disappointingly uneventful flight sim, sadly lacking in excitement.’



A flight sim that little bit different, with you flying a big World War 2 bomber plane. It's a fantastically researched and chock full of atmosphere and spiffing gameplay. One of the things that made this game unique was you having to look after your crew of people and keep their morale up, let alone keeping the alive. It's a tough game and certainly a challenge, but for those up to it, there is quite an enjoyable experience to be had here.

The best way to play this game these days is to buy the game on www.GOG.com (Good old Games). It is the superior PC version to the Amiga and so of course missing all the disk swapping.

The flying experience you'll never forget

Flying Fortress

Command the famous B-17 bomber in the aerial campaign over Occupied Europe.

In the Spring of 1942 the United States 8th Air Force landed in Britain. Its task: to mount the air offensive in German occupied Europe: striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17, The Flying Fortress. Now, MicroProse brings you the complete simulation of the Second World War's legendary aircraft.

Flying Fortress is a flight simulation that soars above all others. You'll be dazzled by the graphic detail and period atmosphere. From customizing a bomber with your choice of 'nose art' to the breathtaking air combat sequences, MicroProse has launched the flying experience you'll never forget!

- Learn to fly the huge four-engined bomber, in squadron formation, using the highly-detailed cockpit instrument panel.
- Command the ten man crew over a complete 25 mission tour of duty.
- Identify strategic targets and operate the famed Norden bombsight.
- Manage the eight gun positions and defend the Flying Fortress against the might of the Luftwaffe.
- Navigate across Europe taking off from an authentic airfield in eastern England.
- Allocate your crew to their specialist jobs and, when the need arises, move them around the Flying Fortress to perform any other essential tasks.

MICROPROSE

MADE IN THE UK. IBM Screen shots shown. Actual shots may vary.
MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Gloucestershire GL8 8LD. UK. Tel: 0666 504 326. © 1992 MicroProse Ltd.
USAF Photographic Collection, National Air & Space Museum Smithsonian Institution.

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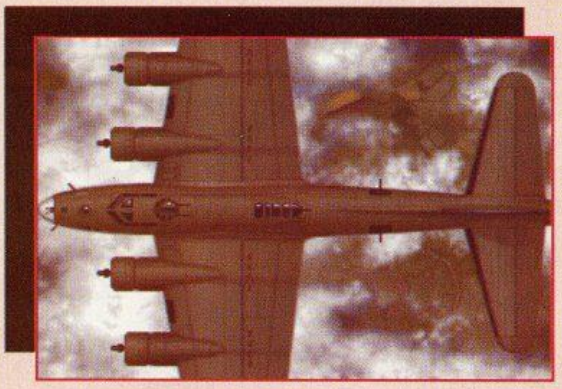
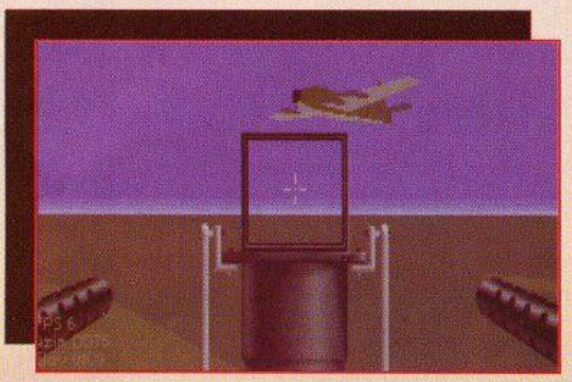
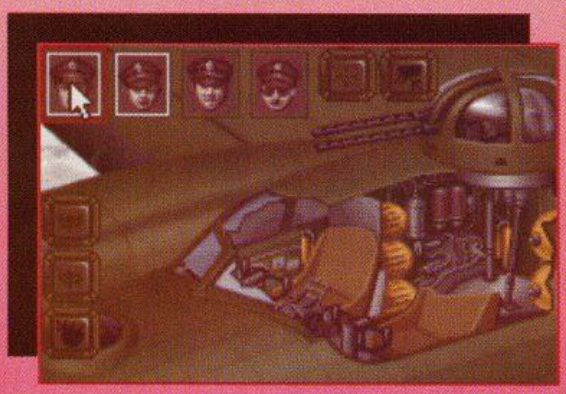
B17 AMIGA







B17 Flying Fortress

It's a flying experience you'll never forget

In the Spring of 1942 the United States 8th Air Force landed in Britain. Its task to mount the aerial offensive in German occupied Europe. Striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17. The Flying Fortress.

Now MicroProse brings you the simulation of the legendary aircraft. Bristling with defensive armaments and a crew of ten, your B-17 will penetrate deep into Europe, flying in Group formation escorted by P-47 Thunderbolt single-seater fighters. Ploughing through lethal flak, taking on the might of the Luftwaffe, staying in bomb run formation to deliver ten 500lb bombs on target.

Fly 25 combat missions to historically accurate locations. Perform take offs and landings using highly detailed, fully functioning cockpit controls. As commander you must take responsibility for your crew. Assess their strengths and skills, and be ready to take over as bombardier, navigator, radio operator, engineer, co-pilot or gunner.

MicroProse B-17 Flying Fortress. It's a flying experience you'll never forget.

MICROPROSE
SIMULATION • SOFTWARE

B-17 Flying Fortress.
Released first on IBM PC Compatibles, followed by Commodore Amiga and Atari ST.

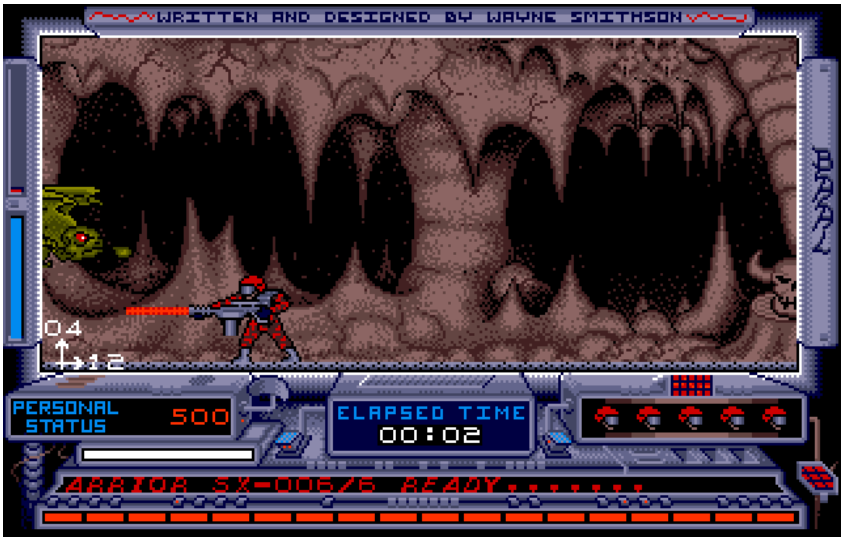
MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. UK. Tel: 0666 504 326.

Hall Of Light

Baal (1988)
£19.95 Psyclapse/ Psygnosis
[2/10 –terrible to play, avoid it.]

YA : 77% - 'I'm really enjoying this game – it's one I want to finish but, perversely, once I do finish it, I'll want to find other ways of doing it. The eight way scrolling is smooth enough, the sonics are compulsive enough – so go for it.

ACE : 730/1000 - 'Large colourful graphics, plenty of good animation, and a nice dose of shoot 'em action make Baal a pretty reasonable shoot 'em up'



I really hate this game, the graphics are nice enough, but to play it is a total mess, with gameplay being totally non existent. Avoid this at all costs.

BAAL

★ An addictive mixture of strategy and arcade action.
★ 8 way ultra-smooth scrolling through 3 distinctive domains containing multiple levels.
★ Over 250 highly detailed screens, superb graphics and sound effects.
★ More than 100 monsters and 400 traps.

The future of the world lies in the hands of an elite squadron of men. YOU are the leader of the Time Warriors. Can you save the earth from the evil BAAL?

His army of undead have stolen an awesome weapon of destruction, a War Machine.

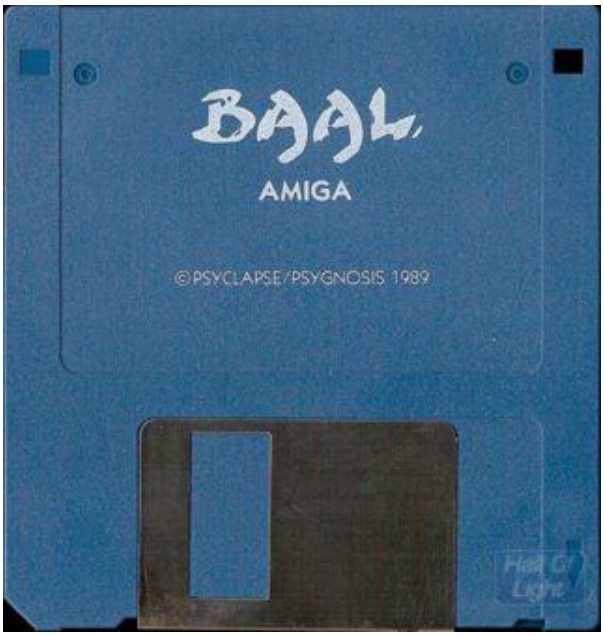
As leader of the ultimate battle fighters, your quest is to invade BAAL's domain, fighting off his monstrous demonic beasts to retrieve the War Machine . . . but . . . you must kill BAAL in the process.

Can you succeed? There is no option . . . the alternative is literally 'Hell on Earth'.

© PSYGNOSIS LTD. 1988
MANUFACTURED IN THE UK

Screen shots are from the Amiga version.

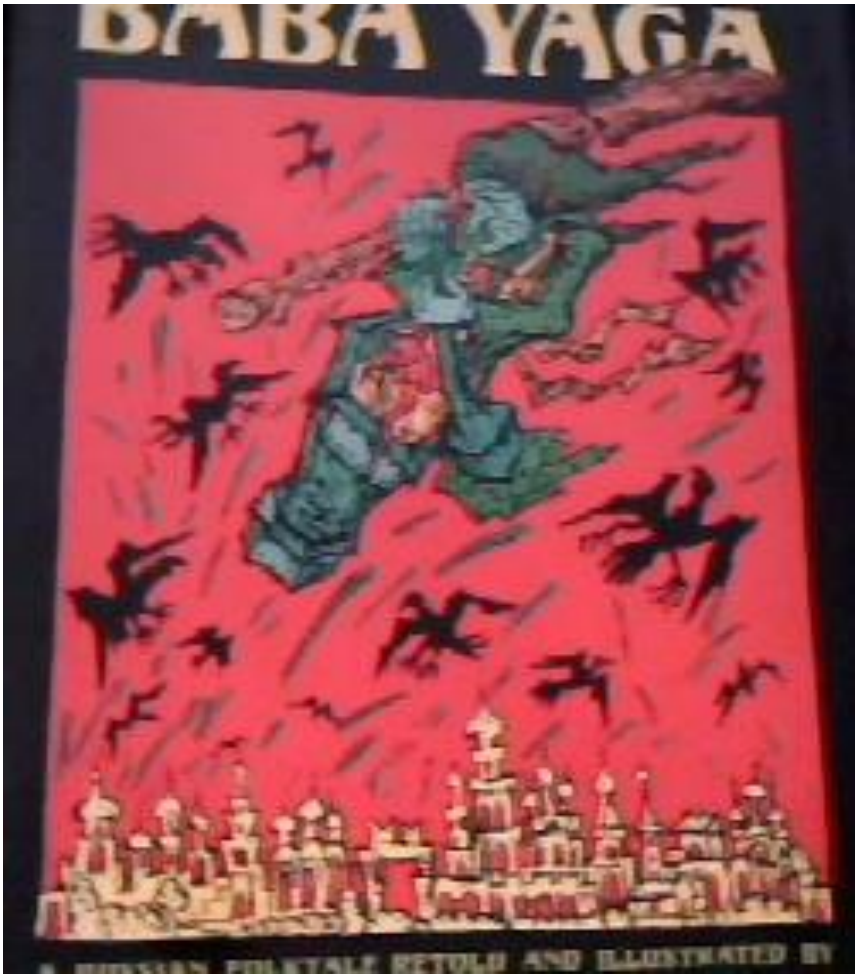
PSYCLAPSE



Baby Yaga (1991)

£??.?? Cocktel Vision

[5/10 – A story book and Platform game for kids]



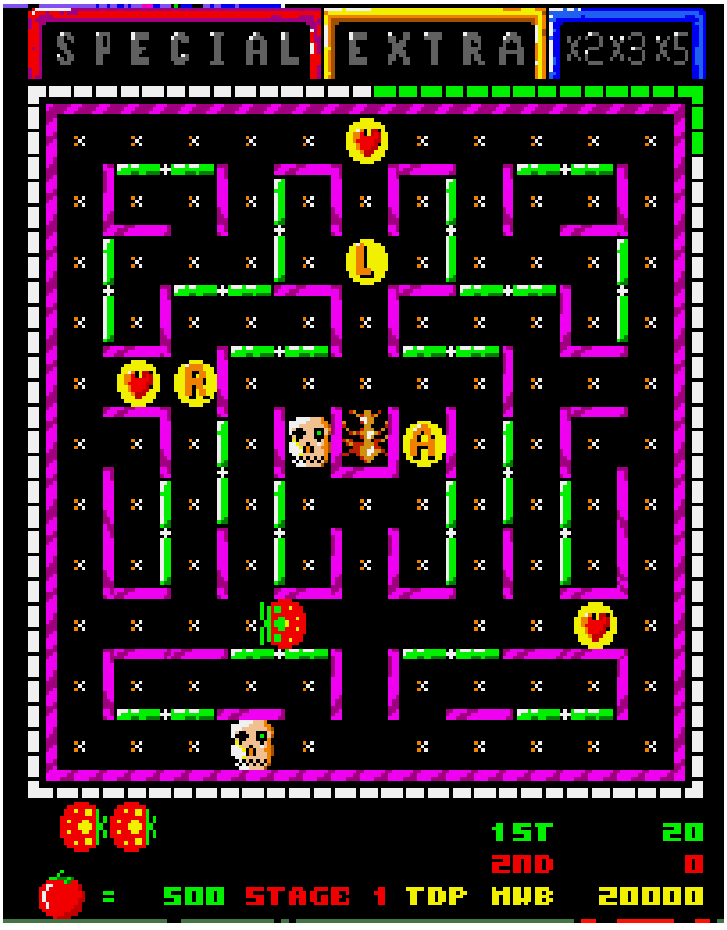
Done by the same people who did Abracadabra. This is essentially the same game, just with a different storyline. So like that game, if you are aged between 3 and 5 then you might enjoy it. It's a pity the collision detection is a little ropey, making some deaths unfair in my opinion.

Baby Bug (1989)

£??.?? Linel / Dev: 1001 Software Developments

[4/10 – Good port of a pretty dull arcade game.]

A half decent Ladybird Bug arcade game clone. Ladybird was an obscure 181 arcade game, that had you dashing around munching all the dots and avoiding the bugs (so basically Pac Man) One thing that was unique however was the rotating green doors that when pushed would change the layout of the maze. So all in all a competent clone, but of a decidedly average and ancient arcade game, that makes this really only Public Domain worthy.

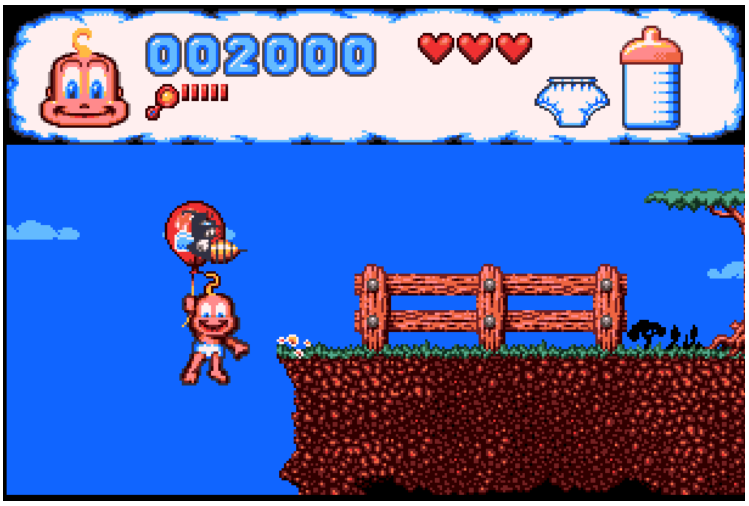


Baby Jo in Going Home (1991)

£25.99 Loricel / Dev : Imagex

[5/10 – A really disappointing platform game.]

AA : 85% - 'Loricel have come up with a game that is both cute in appearance while extremely addictive and highly playable.'

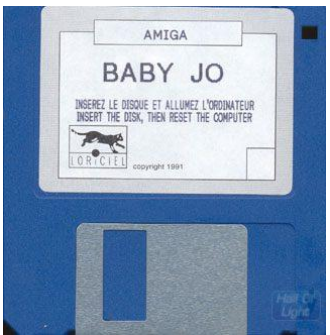


AC : 70% - 'another average platform game. Loricel have tried vey hard but it doesn't compete with the likes of Magic Pockets and Robocod.'

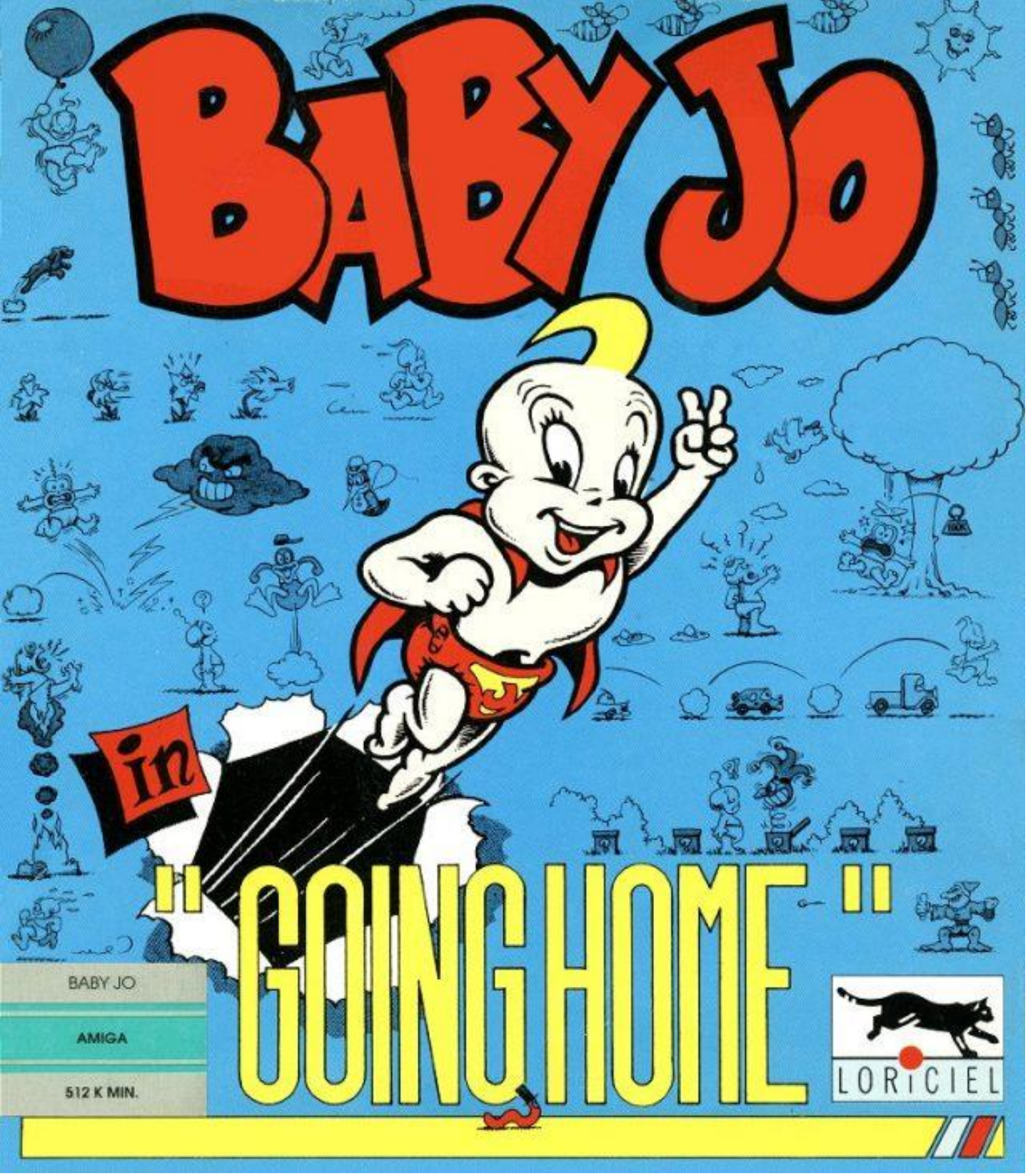
GX : 3.5/5 - 'a competent platform game with an appealing cuteness factor. However this doesn't distract from the fact that there are better games on the market.'

AF : 58% - 'Although the appearance is very sweet, with some amusing animation, the control method and overall game feel is sadly lacking. Proof that you can't get by with cutesy graphics alone.'

AP : 49% - 'Endearing, full of odd comic touches, and distinctly French – but not really much of a game. For Shame.'



Back in the day, I really wanted this game, with me thinking the game looked gorgeous. Sadly whilst there a looks are there and loads of neat weird French touches. Sadly it's all let down by the controls (particularly the inflexible jump). This makes this game far too frustrating to play. Which is a real shame as if that had been sorted out, this game could have been good fun. All in all a missed opportunity.


BABY JO
in
"GOING HOME"
BABY JO
AMIGA
512 K MIN.
LORICIEL

ENFIN SUR VOS ECRANS !

NOW AVAILABLE ON YOUR SCREENS !

Photos d'écran Amiga

Le Super Héros

The Super Hero

BABY JO

Une explosion d'arcade, d'humour et d'action ! !

Un scénario désopilant truffé de gags et d'embûches ! !

Une animation et un game-play renversants ! !

An explosion of humour and action in an irresistible arcade game ! !

A hilarious screenplay bristling with gags ans traps ! !

An amazingly lively game-play ! !

POUR PERDRE LA RAISON UN SEUL REMEDE

"GOINGHOME"

FOR LOSING YOUR SANITY, THERE'S JUST ONE ANSWER

L'irrésistible jeu d'arcade à posséder absolument !

The new must in arcade games !

Jésus Martinez

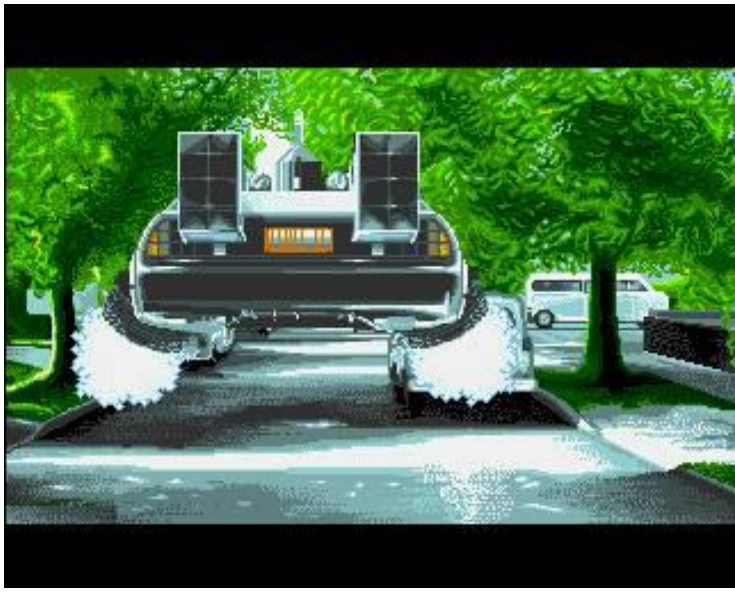
IMAGE X

3 327491 521164

Back to the Future Part II (1990)

£24.99 Mirrorsoft / Image Works

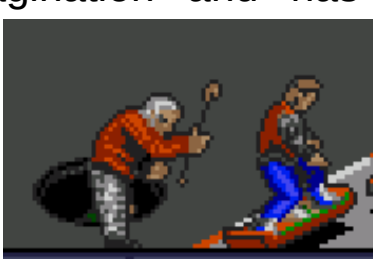
[3/10 – Nice graphics, but zero gameplay.]



CU : 75% - ‘The two outstanding features of this game are the intro sequence featuring the Delorean car shooting off into the space time continuum and a neat rendition of the theme (which owes a lot to the original composer). Though it’s adequately presented, Back to the Future II doesn’t gel together as a complete game.’

ZZ : 64% - ‘there are five sections but the first is enough to put you off. In theory it’s an interesting cross between Metrocross and Paperboy, but in practice energy is lost quickly, cars appear out of nowhere and nw lives begin at the start of the level..[sic]…An uninspired conversion of a dazzling movie.’

AA : 57% - ‘For such a blockbusting feature, I was quite disappointed at this feeble effort. It seems to me that although a lot of time was involved in the development of this game, it still lacks in imagination and has wasted.’



When buying my Amiga, this was the game that made me go for the terrible Screen Gems bundle. It was all based on that stunning intro, that my local Dixons had on all their displays. When the game starts up, initially it looks impressive with cool futuristic graphics and easily recognisable sprites and backgrounds from the film. But as you begin to play it you soon find yourself frustrated, with the game being unfairly tough and scream inducing, at the beginning of level restart points. I played this game non stop Back in the day, as I was convinced the game would improve, once past level one. When I finally managed it, I was depressed to find that level 1 was the best level. The second level is a naff overhead puzzler, that has you escape without seeing members of Jennifers family. Kind of like the hospital mini game In Cinemaware's It came from the desert, only nowhere near as fun, and quite fiddly here really. Then in level three you are in the alternate 1985, where it has you stumble through an dull, basic, and incredibly hard beat-'em-up. This for me is the most annoying level. Level four has you complete a slide block puzzle...a totally weird thing to throw in and although ok to play, it doesn't fit in at all with the game. Finally in level five you find yourself back in 1955 in a level pretty much identical to first level but with a 50's theme instead. In summary, the game is bad, being for the most part unplayable and far too tough. All this is a real shame as the first and last level have some stunning art work in them and so could have been so much better.

BACK TO THE FUTURE!

TEXACO
SCORE
TIME
YEAR
BACK TO THE FUTURE II
ENERGY

THIS TIME IT'S
REALLY REALLY PERSONAL
JAWS
SCORE
TIME
YEAR
BACK TO THE FUTURE II
ENERGY

SCORE
TIME
YEAR
BACK TO THE FUTURE II
ENERGY

SCORE
TIME
YEAR
BACK TO THE FUTURE II
ENERGY

Biff Tannen's
PLEASURE PARADISE
CASINO
SCORE
TIME
YEAR
BACK TO THE FUTURE II
ENERGY

AUTO
SCORE
TIME
YEAR
BACK TO THE FUTURE II
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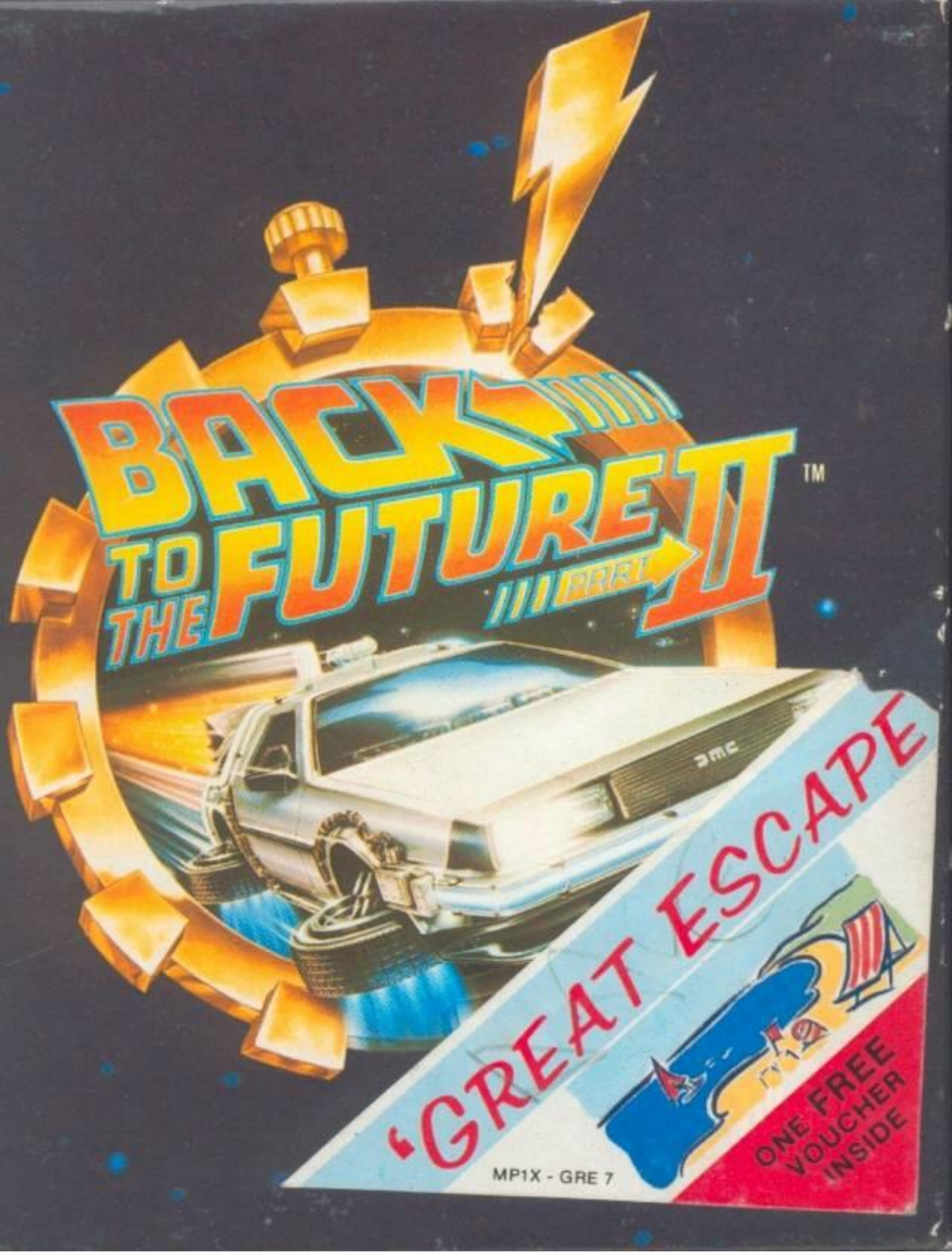
SCORE
TIME
YEAR
BACK TO THE FUTURE II
ENERGY


BACK TO THE FUTURE II
PART
TM
DMC
'GREAT ESCAPE
ONE FREE VOUCHER INSIDE
MP1X - GRE 7

BACK TO THE FUTURE II

IT'S TIME TO GO BACK . . .

Great Scott! Returning from the year 2015, Doc Emmet Brown has some bad news for Marty McFly . . . His future's in danger unless he can put things right.

Guide Marty through five levels in this exciting interpretation of the smash-hit film. Can you assure a safe future for Marty? Or will Biff ensure there's no future at all?

ES IST ZEIT ZURÜCKZUKEHREN . . .

Lieber Gott! Als er aus dem Jahre 2015 zurückkehrt, hat Doc Brown schlechte Nachrichten für Marty McFly . . . Wenn er nicht das Richtige tut, ist seine Zukunft gefährdet.

Führe Marty durch fünf Level in dieser spannenden Interpretation des Smash-Hit-Films. Kannst Du Marty eine sichere Zukunft bieten? Oder wird Biff dafür sorgen, daß es überhaupt keine Zukunft gibt?

IL EST TEMPS DE REPARTIR . . .

Mon dieu! Doc Emmet Brown, de retour de l'année 2015, a de mauvaises nouvelles pour Marty McFly . . . Son avenir est en danger à moins qu'il n'arrive pas à arranger les choses.

Vous guidez Marty à travers cinq niveaux, dans cette passionnante interprétation du célèbre film. Pourrez-vous garantir à Marty un avenir sauf ou laisserez-vous à Biff le soin de s'assurer du contraire?

- *Take on Griff and his gang in a daring hoverboard race through Hill Valley.*
- *Nimm Griff und seine Bande mit auf ein waghalsiges Hoverboard-Rennen durch Hill Valley.*
- *Vous affrontez Griff et sa bande dans une course de hoverboards à travers Hill Valley.*

- *Eh ah! It's chaos back in 1985. Can you stay alive long enough to put things right?*
- *Versicht! Im Jahre 1985 herrscht immer noch Chaos. Kannst Du lange genug am Leben bleiben, um die Sache zu retten?*
- *Tiens, tiens! C'est l'anarchie la plus totale là-bas, en 1985. Arriverez-vous à survivre le temps qu'il faut pour rétablir l'ordre?*

- *It's back to 1955 to put a stop to Biff's plan. But first there's this little lot to unravel. And be quick about it – time is short!*
- *Zurück ins Jahr 1955, um Biffs Plan ein stoppen. Zuerst mußt Du noch ein paar Kleinigkeiten erledigen, aber beeile Dich, denn die Zeit ist kurz!*
- *Vous êtes de retour à 1955 pour mettre un terme aux dessins de Biff, mais d'abord, il y a ce petit problème à résoudre. Vite – il n'y a pas de temps à perdre!*

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Image Works, Twin House, 18 Southwark Street, London SE1 [illegible]

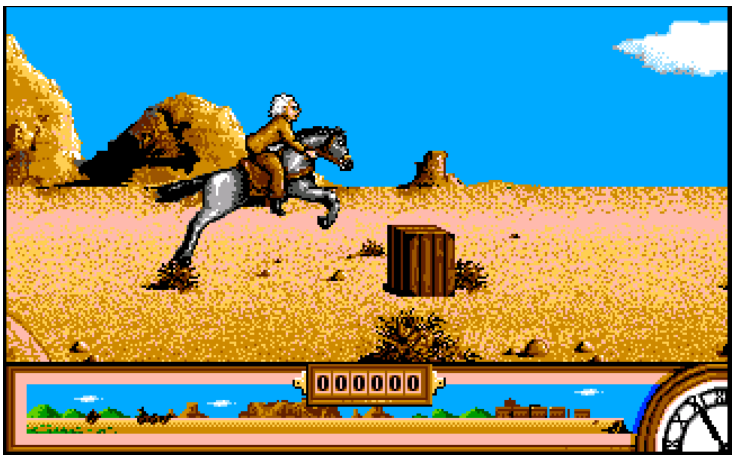
Back to the Future Part III (1991)

£24.99 Image Works /
Dev: Probe Software
[5/10 – Simple arcade game fun. Will keep you entertained for a Little while.]

CVG : 85% - 'BTTF3 is a nice attempt at capturing the humour and atmosphere of the movie, but none of the sub-games have the depth to keep the player hooked for very long.'

AF : 82% - 'the various section on its own are fun, which means that even if you do finish, you can come and play your favourite section on its own for a laugh! This makes for a fun game which has enough variety to make it fun for a while and is worth dragging out for a quick bash even when completed.'

ZZ : 81% - 'isn't quite a classic, but it's got lots of variety and playability.'



AA : 78% - ‘Games that are film licenses have a reputation of being poor quality, often rushed out to make as much profit as possible. Thankfully Imageworks have resisted the temptation to scoop up piles of cash and have produced a reasonable game. Each of the four sections is reasonably well executed and relates well to the film. Graphics and sound are atmospheric, drawing heavily on the motion picture for inspiration. This game is well worth a look if you enjoy arcade style games.’

AP : 76% - ‘I feel a bit ashamed of myself for it, but I really enjoyed this. Probably the second best movie license game ever.’

CU : 71% - ‘BTTF3 is a huge improvement over the first two licenses. Unfortunately a good games player could probably complete this within two hours of buying it. Easy, and fun, this is a game for the kiddies

What we have here, is the good old fashioned kind of movie license game. So a group a vastly different mini games hobbled together, that roughly tell the story of the film. As movie licenses go, this is one of the better examples, with each of the sub games being enjoyable enough (even if not particularly original). The first level has you play the Doc as you ride a horse to rescue Clara from falling off the ravine. This is my favourite game and has you simply jump, duck and shoot, to avoid all the falling luggage and wildlife. Then you have an overhead shooter, reminiscent of the arcade game Gunsmoke. The third level has you play a shooting range and finally you have a pie throwing shootout. All in all simple fun, for a couple of hours.

BACK TO THE FUTURE PART III
™
IMAGE WORKS

BACK TO THE FUTURE III™

1885 WAS NEVER LIKE THIS! The time-travelling adventures of Marty McFly and Doc Brown step up the pace for this, the final and most exciting instalment in the Back To The Future trilogy!
Stranded in Hill Valley back in the Wild West days of 1885, you play both Marty AND Doc in a frantic race against time to return to 1985 – not easy with Buford "Mad Dog" Tannen and his gang of gunslingers standing in your way!
Re-live the excitement of the movie with four thrill packed action sequences taken directly from the film, complete with digitised scenes from the movie and the original music score!

1885 N'A JAMAIS ETE AINSI! Les aventures de Marty McFly et Doc Brown, les deux voyageurs à travers le temps, atteignent leur apogée dans cette ultime et passionnante partie de la trilogie du Retour Vers le Futur!
Vous êtes coincé à Hill Valley, dans le Wild West de 1885: vous jouez, à la fois, le rôle de Marty ET de Doc et vous êtes engagé dans une folle course contre la montre pour retourner à 1985, ce qui n'est pas facile avec Buford "Mad Dog" Tannen et sa bande armée qui vous barrent la route!
Revivez l'émotion originale avec ces quatre séquences d'action palpitante, prises directement du film et comprenant des scènes digitalisées et la musique originale!

1885 WAR NIEMALS SO! Die Abenteuer der beiden Zeitreisenden, Marty McFly und Doc Brown, erreichen ihren Höhepunkt in diesem letzen und spannendsten Teil der Trilogie "Zurück in die Zukunft"!
Deinem Schicksal überlassen, befindest Du Dich in Hill Valley im Wilden Westen des Jahres 1885. In den Rollen von Marty UND Doc versuchst Du, in einem hektischen Kampf gegen die Uhr, wieder nach 1985 zurückzugelangen. Dies ist keineswegs einfach, denn überall wird Dir Dein Weg von Buford "Mad Dog" Tannen und seiner Bande Pistolenhelden blockiert!
In vier spannenden Action-Sequenzen, die dem Film direkt entnommen wurden, kannst Du nun den Nervenkitzel des Movieoriginals noch einmal miterleben – komplett mit digitalisierten Szenen aus dem Film und Originalmusik!

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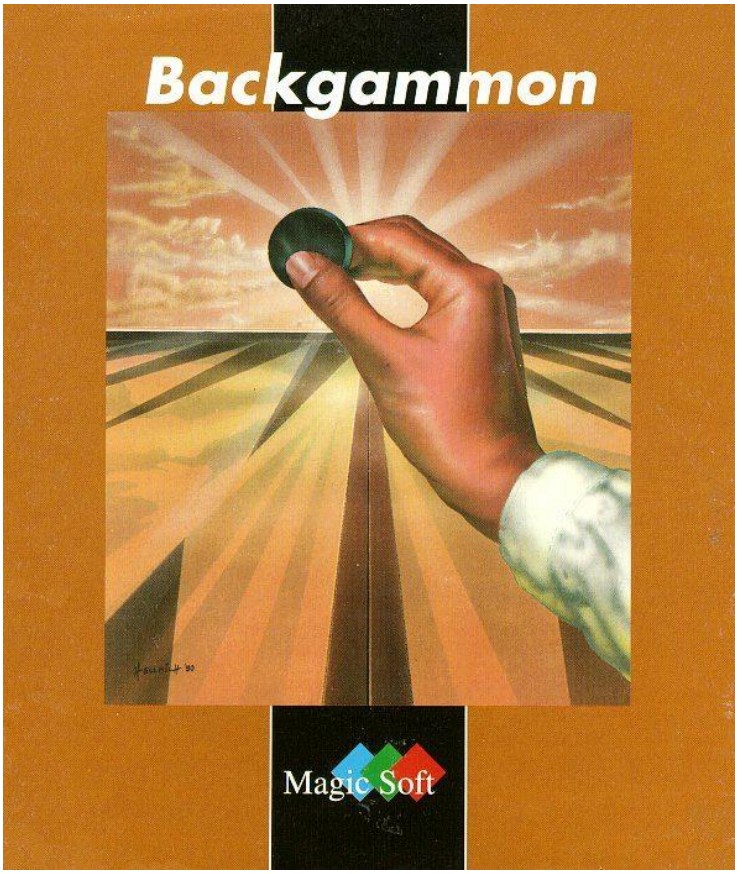
Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454. Fax: 071-583 3494. Screen Shots: Amiga version. MP1X-BTF1

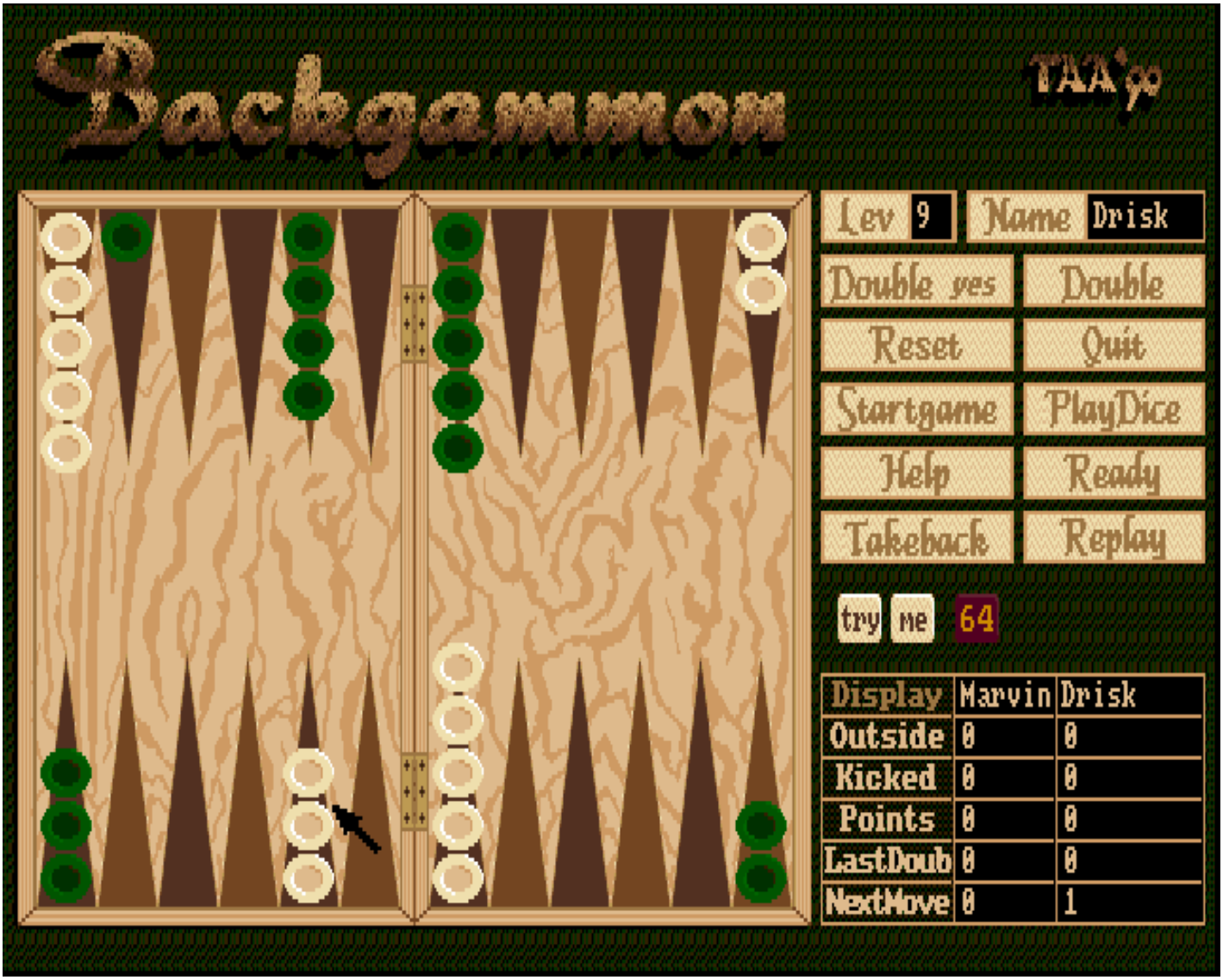
Backgammon (1991)

£24.99 Magicsoft / Dev: TAA

[3/10 – Offers a poor game of Backgammon.]

The game is Backgammon, which is a board you either like or you don't. Sadly I don't, having said that on playing it (even knowing the rules) I found this a poor version. Try Backgammon Royal instead, if you want to find a decent Backgammon game.





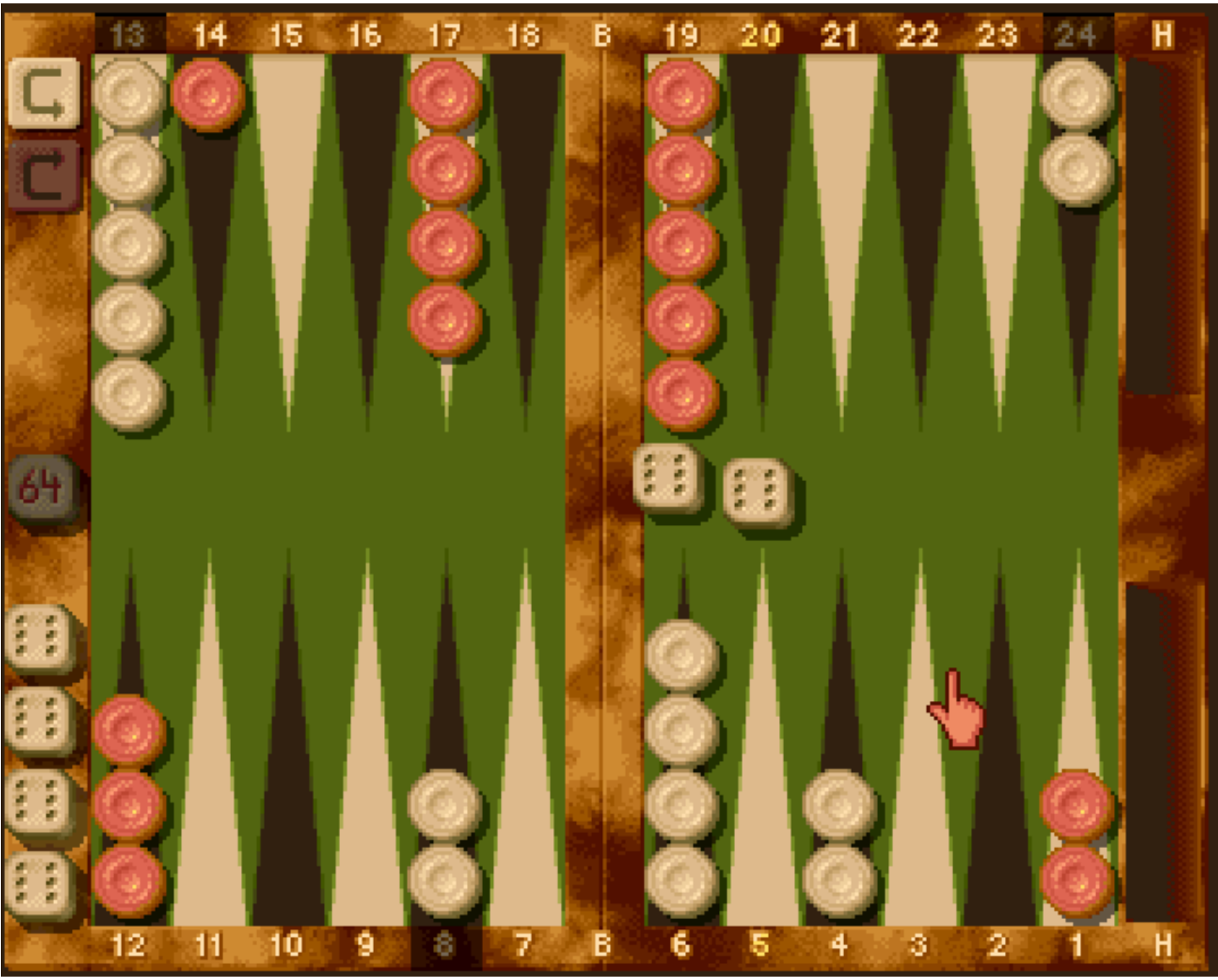
Backgammon Royal (1995)

£??.?? Wolf Software & Design

[7/10 – Nice version of the game.]

Backgammon is the oldest 2 player board game, over 3000 years old and invented in Mesopotamia. This is an enjoyable version, that does the job, if offering little in the way of options. Backgammon is a game well worth learning (apparently) and this is a great way to play it. Incidentally I have given a link below of a great introduction (done by a kid) on how to play the game.

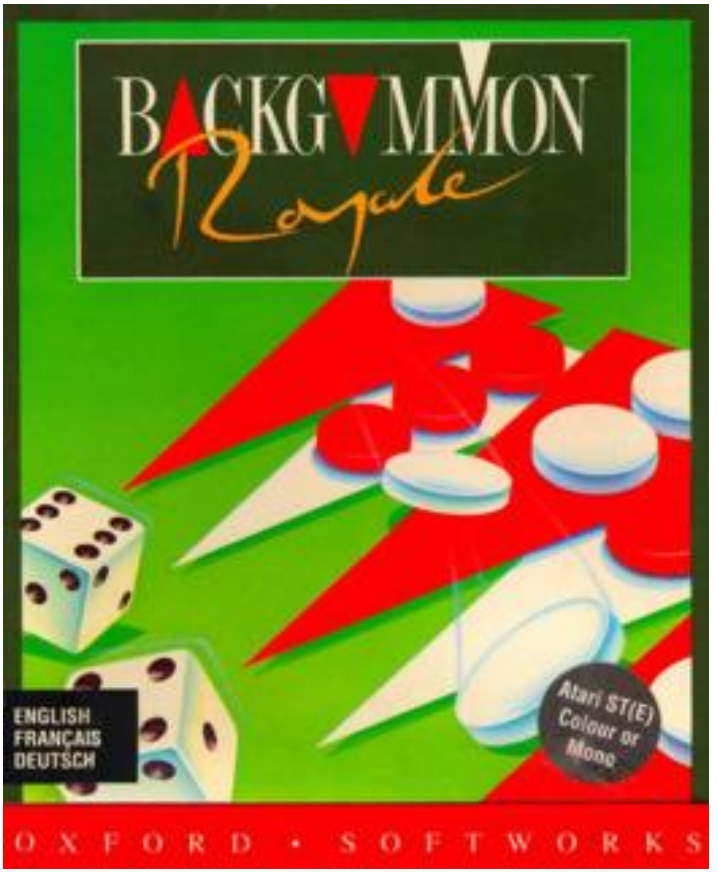
http://www.youtube.com/watch?v=LkS09YJECxw



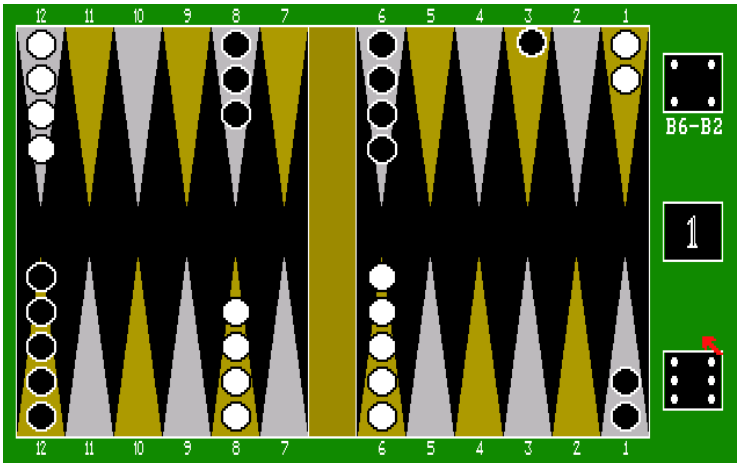
Backgammon Royale (1991)

£24.99 CP Software / Dev: Oxford Softworks

[6/10 – Basic to look at, but plays a good game.]



AF : 78% - 'Backgammon Royale, like Go, attempts to bring a board-based classic to the small screen. Featuring neat, if unimpressive opponent screens where you can size up the next player, and a strong line-up of strategies. It has a host of other features which include a history option, where you can retrace a game from the very first move. It is best played between two humans, but the computer controlled opponents are a good way of brushing up your game, or learning new tactics.'



AA : 75% - 'Well there's not a lot you can say – it's Backgammon. The graphics are quite poor, but even if they were amazing it wouldn't make the game any better. But to people who like this type of game that won't matter. If you're the sort of person who likes a relaxing board game, then this is the game for you and that's why it has been given a Recommended.'

AP : 45% - 'All the bits are there, but it seems a little pointless. And the manual is terrible.'

Another good version of the game but extremely basic to look at. I still prefer Backgammon Royal (see previous game).

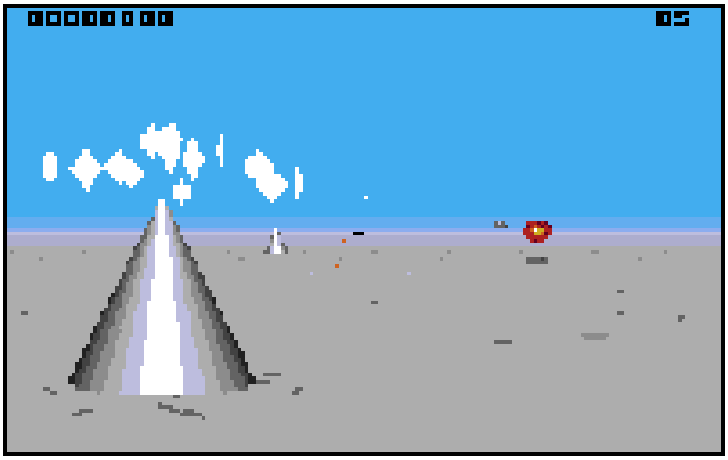
Backlash (1987)

£19.95 Novagen

[3/10 –Technically good but rather pointless to play.]

CU : 8 /10 - 'Novagen's Backlash is how Paul Woakes has been spending his time since writing the acclaimed Mercenary. And it hasn't been wasted. If you like your shoot 'em ups served neat and simple with no frills, then put Backlash on your list of essential purchases.'

Simple shooter, by coding genius Paul Woakes (he of Mercenary fame), technically speaking the game is impressive, with it moving frantic and fast. But sadly without any structure to the game and no feeling of progress it is a game you will quickly tire of. Check out Amiga Encounter instead as that is a similar game to this he did in 1991 and plays a much more enjoyable game.



BACKLASH
AMIGA
by Paul Woakes
NOVAGEN

BACKLASH™

by Paul Woakes

A fast-action arcade game. Solid 3-D graphics. Full-screen animation. Stunning realism. The 16 bit stretched to its limit!

REQUIRES JOYSTICK

Un jeu de salle d'attractions à action rapide. Graphismes tridimensionnels. Animation écran total. Réalisme étonnant. Le 16 bits expioité au maximum!

CONDITION MANCHE A BALAI

Schnelles Action Spiel für Spielhallen. Massive 3-D-Graphik. Volle Bildschirm-Trickfilme. Verblüffender Realismus. 16 Bit, bis zu den Grenzen ausgenutzt.

BENÖTIGT EINEN JOYSTICK

Programme	Paul Woakes
Graphics Data	Mo Warden
Programme Assistant	Peter Pachla
Design Assistant	Martin Stallard
Sound Effects	Michael Rooke
Music	Simon Berry
Illustration	Lee Clarke

5 013755 033112

MADE IN ENGLAND

NOVAGEN™

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NOVAGEN™

AMIGA

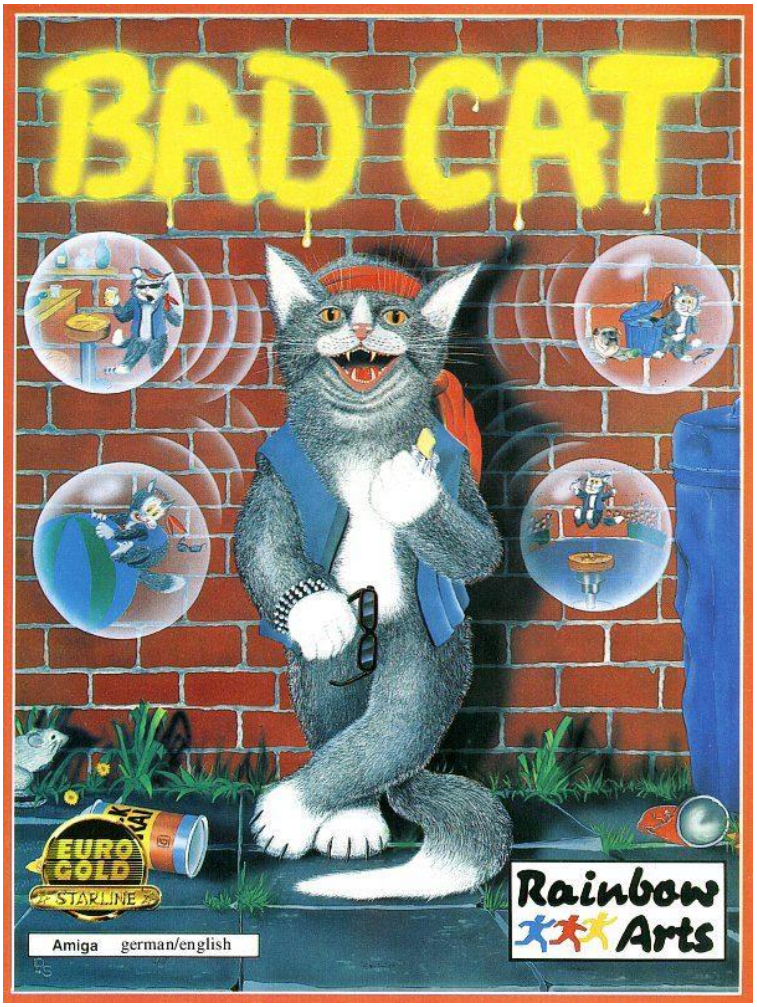
BACKLASH™

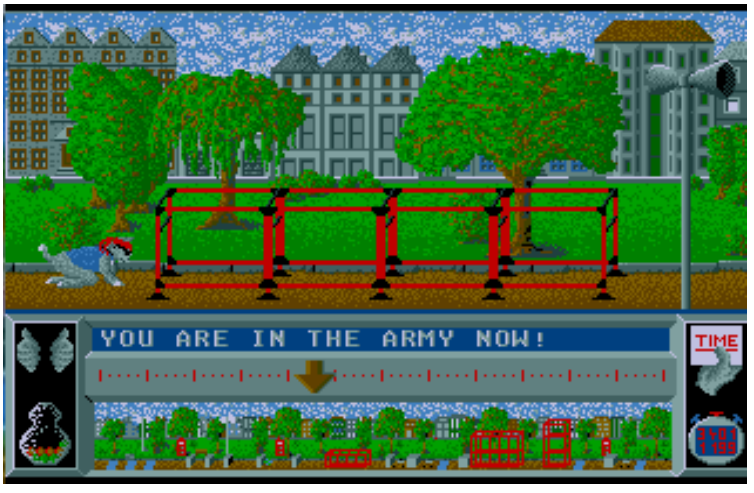
Bad Cat (1987)

£24.95 Rainbow Arts

[2/10 –Olympic style game where you play a cat!!!.]

Reminded me of a poorly done Combat School clone, where you play a cat. Sadly the controls are very jerky and slow, so best to avoid this, unless You loved it on the C64 and want to play a prettier version of the game.





BAD CAT

Los Angeles 1984.

Die Stadt rüstet sich für die olympischen Sommerspiele.

Große Leute halten ebenso große Reden, alles ist gerichtet für die Besuchermassen.

Doch da sind noch die streunenden Großstadtkatzen, die, bisher von allen mißachtet, nun eine Konkurrenzveranstaltung organisieren, die so schnell nicht vergessen werden soll.

Überall in der Stadt treffen sich wilde Katzenhorden, um die ausgefallensten Wettkämpfe zu veranstalten.

Wird Bad Cat seinen Namen alle Ehre machen?

It's the year 1984 and Los Angeles prepares for the Olympic Summergames.

The dignitories and celebrities prepare their speeches, preparing for the huge crowds who are expected to attend.

But, there are still the straying city-dweller cats — despised by all. The infamous cats are well known for they are planning their own competitive games.

Will Bad Cat live up to his name?

EURO GOLD
STARLINE

© SOFTGOLD 1987

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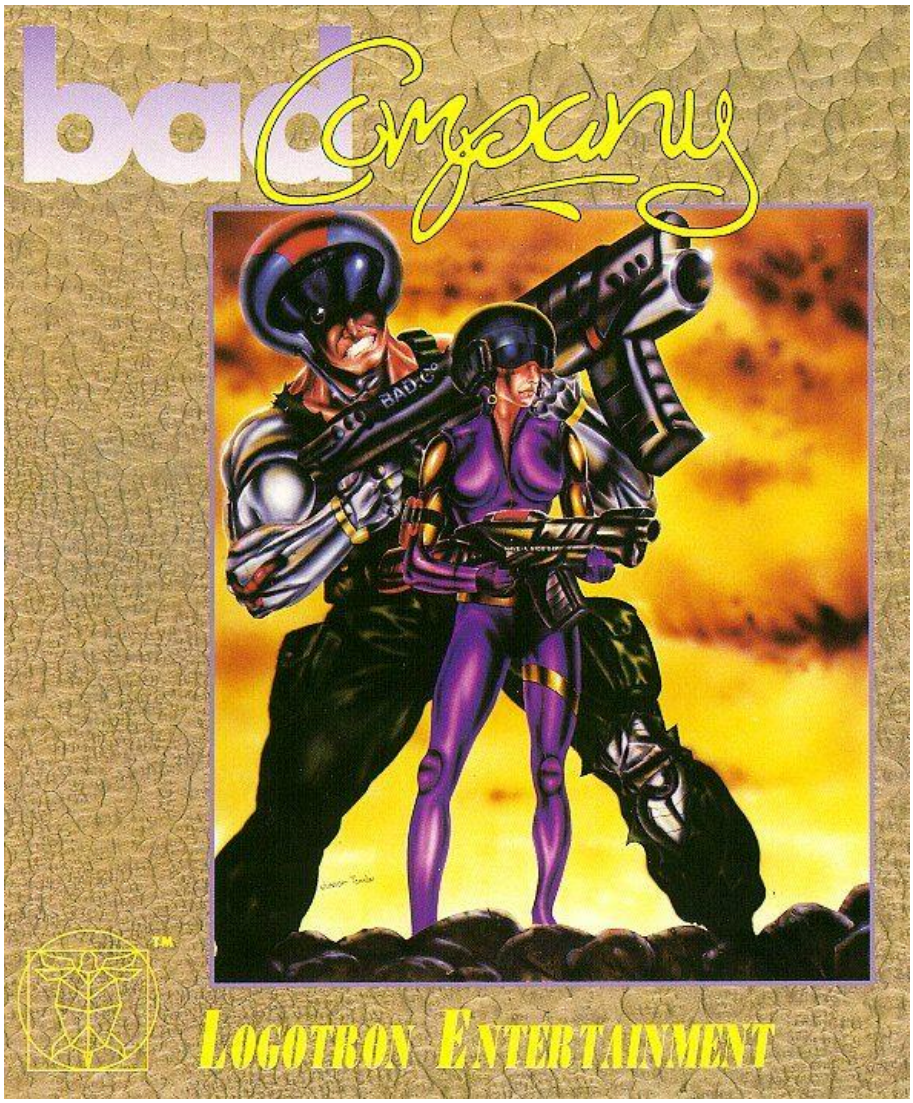
Bad Company (1990)
£24.95 Logotron /
Dev: Vectordean
[6/10 – Cabal meets Space Harrier, in this interesting blast 'em up

Z: 72% - 'Movement ranges from slow to sluggish and the sound is disappointingly thin for an Amiga version… [sic]…Basically this is Space Harrier with lead boots on.'

AF: 71% - 'Simple blasting fare that's fun for a while but soon becomes tedious. It is addictive at first, however, and although not as much fun as something like Operation Thunderbolt or Space Harrier, it will nonetheless keep you entertained and playing for a reasonable while.'

ACE: 620 /1000 - 'lacks an overriding objective or series of mini-objectives to sustain interest. Pretty and all as it is you soon tire of the simple pleasure of wasting things.'



AP: 44% - [R] ‘Fairly dull shoot-’em-up with a few funny touches but nothing in the way of involving gameplay. And it’s really nothing like Space Harrier either.’

A rare misstep by Steve Bak and with graphics by Chris Sorrell (both did the James Pond games). This looks pretty enough, but by having you stuck on the ground, as opposed to flying around, really saps the enjoyment from this game. The characters are all to sluggish as well, so you don’t get that adrenalin kick so important in shooters of this type.

Bad Dudes Vs Dragon Ninjas (1988)

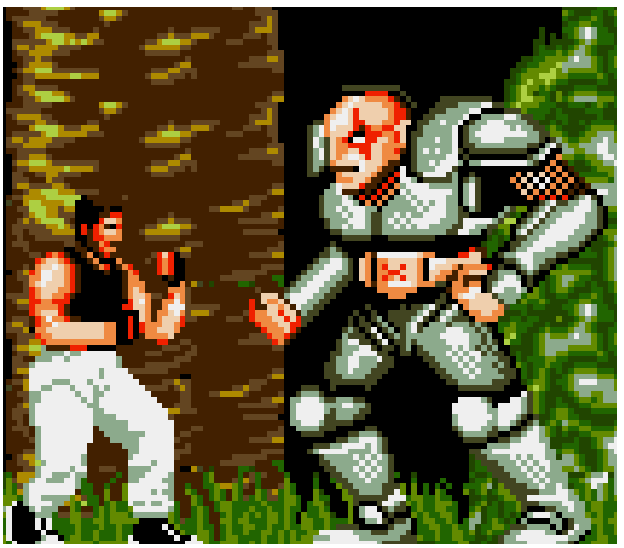
£24.95 Imagine

[3/10 – Missing jump control makes the game next to impossible to play]

CU: 73% - ‘with nice big characters, but the animation, in particular, is ropy; you can kick into thin air and still floor a nearby Ninja; during face to face combat you appear to dematerialise. Body contact ought to mean body contact, shouldn’t it? That said it’s a competent beat ‘em up with more than its fair share of action, detail and interesting settings. A fair enough game which could do with just a little more pep.’

AP: 4% - [R] ‘Respectable conversion of a duff game ruined by a quite unbelievable programmer cock-up. Did anyone ever play-test this? And why didn’t any reviewers notice? What’s the world coming to? Literally unplayable past level one.’

Playing through level one of this game, I was mightily impressed. It all ran smoothly, looked fantastic and as someone who had only played the 8-bit versions of this game back in the day I was ready to give top marks. Then you got on to level two and three and a glaring omission becomes apparent in the game, you see whilst the developers have included a jump up function there is no diagonal jump available (the manual says jump up and then left or right, but that doesn't work). This results in the game being next to impossible to play especially on the later levels. Its so sad that such a fault has slipped through the net on this, as despite that one vital thing it is a good conversion.



怒りの鉄拳に、すべてを賭けろ!

The Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress – some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant and the Green and Gruesome Giant Ninja – who has a disconcerting habit of suddenly multiplying into an army!

Dans votre lutte pour la suprématie, vos adversaires se trouvent être quatre types d'assassins Ninja maléfiques, des lanceurs d'étoiles dont les talents sont variés et dangereux. Également, des Lutteuses acrobatiques et des Chiens de garde vicieux sont décidés à gâcher votre journée.
Pour progresser à la fin de chaque niveau, vous devez vaincre le Maître Ninja – voici quelques exemples de ces superhumains infâmes. Un Obèse Souffleur de feu, un Géant portant une Armure, et le Géant Ninja, vert et horrible – qui a l'habitude déconcertante de se multiplier en armée!

Ihre Gegner in Ihrem Kampf um die Herrschaft sind vier Arten von sternenwerfenden Mördern des bösen Ninjas, die viele gefährliche Kampfarten beherrschen. Außerdem trachten Ihnen noch akrobatische weibliche Kämpfer und bösartige Wachhunde nach dem Leben.

BAD BUDES VS.

DRAGONNINJA

Imagine

..the name of the game

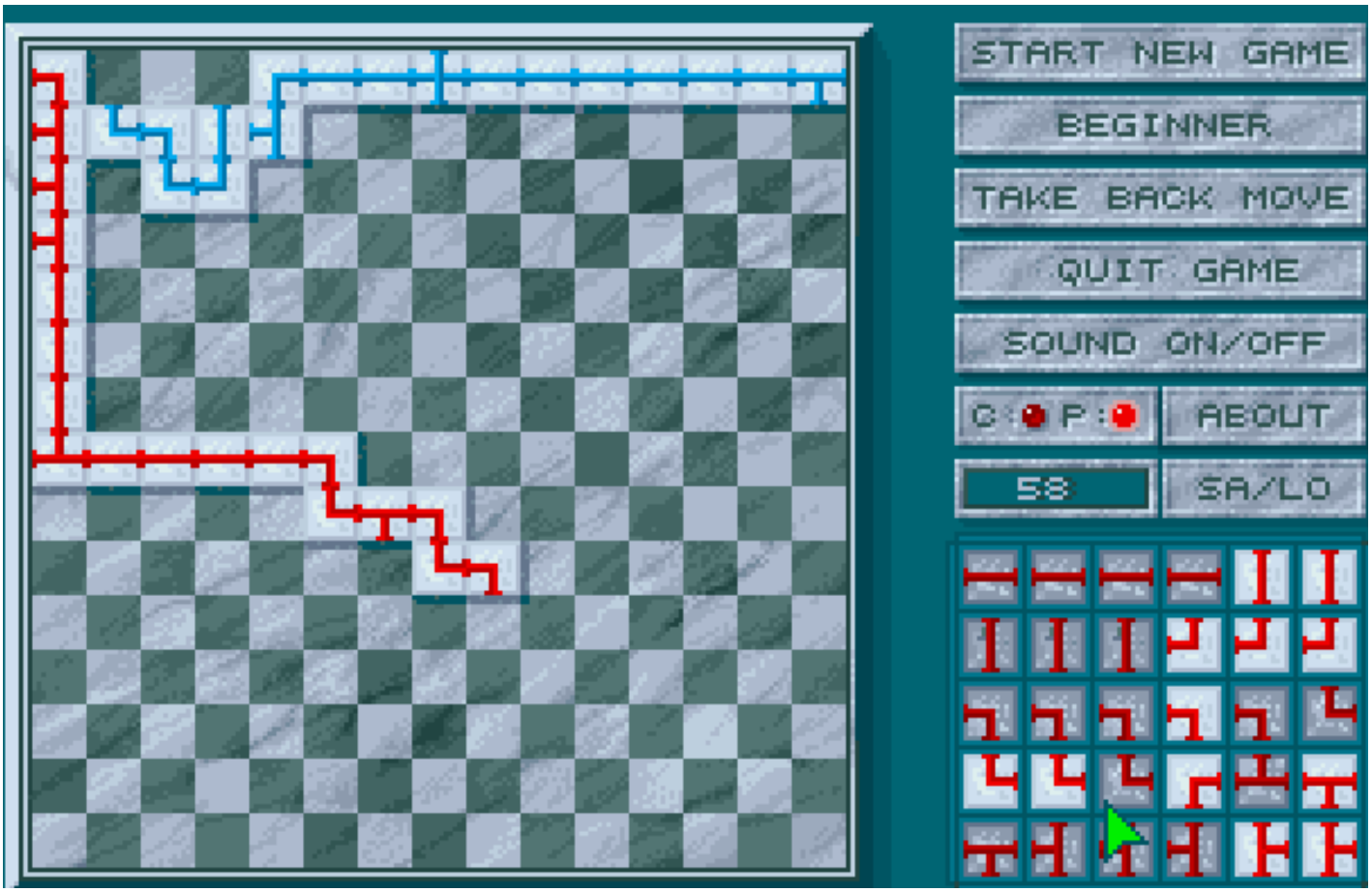
Imagine is a registered trademark.

Bad Vibes (1990)

£??.?? Vesaliasoft

[2/10 – nice music, but basically a flawed puzzle game.]

I like a nice puzzle game, so when I first booted this up, I was looking forward to one I hadn't heard of before. Sadly the game is far too easy and so fundamentally flawed as a puzzler. The game reminded me of that paper game boxes, that I used to play in Primary school. Basically you would draw a line on graph paper and so would your opponent and the purpose was to get across to the other side. This version makes things a little more interesting by you only having so many shapes to choose from, meaning you must choose your shapes wisely, to allow you across, whilst blocking your opponent. The trouble is this is all far too easy to block the opponent and so win the game. Sadly a puzzler that fails simply to work.



Badlands (1990)

£19.99 Domark /Dev: Teque Sofware

[6/10 – Good port of the arcade game, more fun as a two player game.]

CVG : 92% - ‘Badlands is fun all the way and with two players participating, it’s a feast of explosive thrills and high speed motorway malarkey. Recommended without hesitation.’

ACE: 780/1000 - ‘This is just a straight rehash of Atari’s earlier Super Sprint with guns and seriously lacks the bounce ‘n’ bash fun aspect of Ironman. While it is well programmed and fun for a while (especially with a friend to shoot at) there is nothing here to really grab your attention unless you’re a committed fan of the genre.’

AA: 77% - ‘Badlands is a little too similar to the original Supersprint, and adding futuristic backdrops wasn’t enough to advance the genre another step. However as in its ageing predecessor, the gameplay is every bit as addictive and, although it isn’t as good to look at as Off-Road, it more than matches in terms of gameplay.’

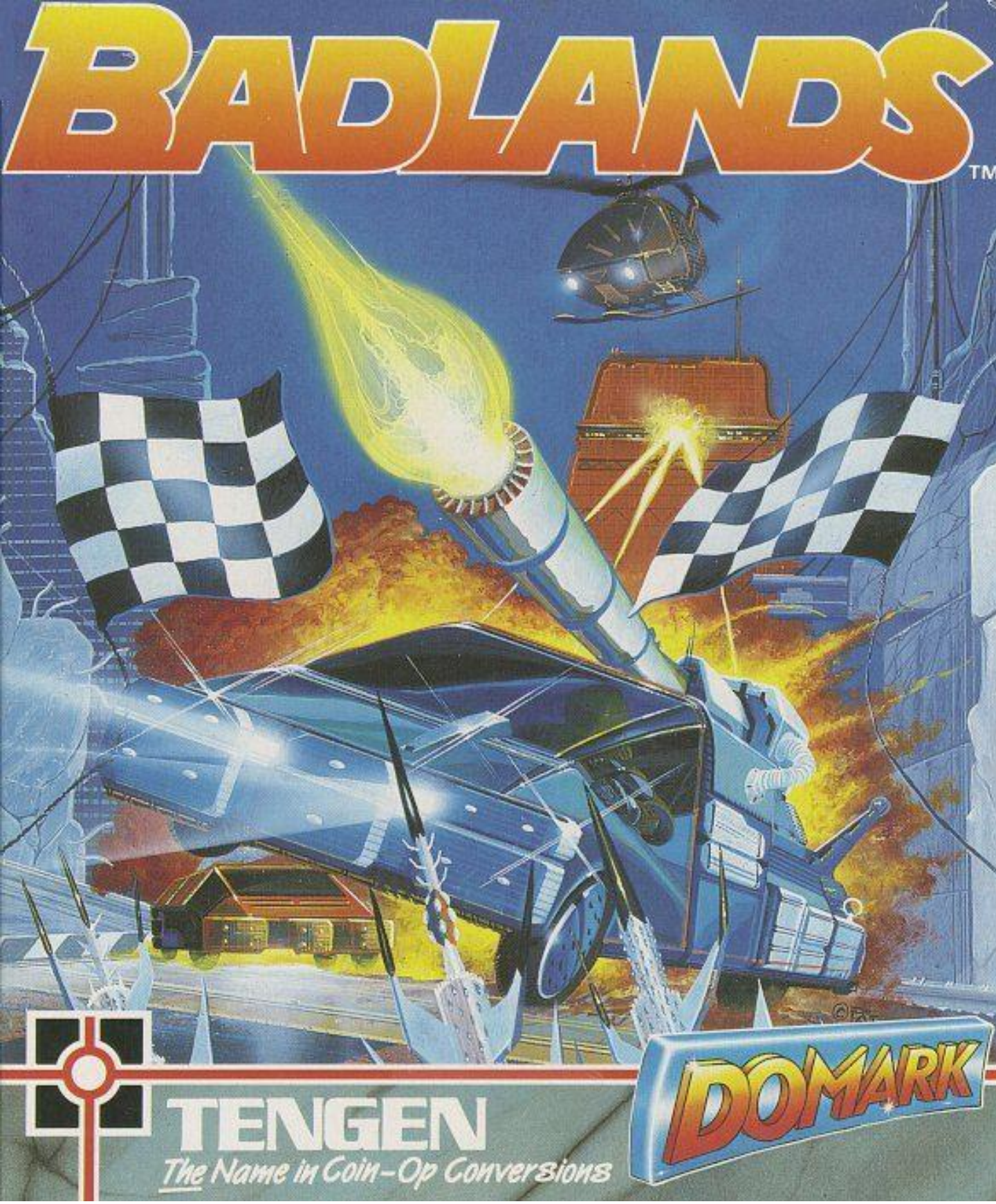
YA: 75% - ‘Badlands is a let down. Oh, me and my mates will dig it out every now and then for a ten minute game, but even with graphics ported straight from the coin-op, and decent sound effects, there seems to be something missing in the gameplay department

ZZ: 62% - ‘a fun two-player game, but it’s really no advance over the ancient Super Sprint. The only new aspects are the ability to shoot and the additional hazards ..[sic]..You can’t really blame the programmers (Teque London) – they’ve done a good job converting a rather crusty coin-op.’

AF: 46% - ‘a fun little arcade game, but, unfortunately, has a rather short half-life. There just isn’t enough variety.’

I am a huge fan of developers Teque (they became Krysalis Software by the way), and this is a top port of the arcade game. Sadly though this means it shares all the flaws of the original game. The main issue is lack of variety and slightly twitchy controls, but still, despite this it still fun for a little while.

BADLANDS™



TENGEN

The Name in Coin-Op Conversions

DOMARK

BADLANDS™

From the creators of the classic Super Sprint comes Badlands – a fabulous conversion of the popular coin-op.

It's been 50 years since the nuclear disaster and a new sport has evolved in the arid wastelands known as the Badlands. Sprint Racing with a killing touch is the sport – a destructive battle between armoured cars. It's all out war on the track as players blast the drone cars and each other to finish first.

Aggressive and dangerous, in the Badlands only the ruthless live to tell the tale. Customise your racer with extra missiles, speed, tyres, turbo boosts and shields. Avoid oil spills and a host of hazards to race the eight unique tracks which become more dangerous as the level of difficulty increases.

Badlands: For one or two players – its ruthless, destructive and great fun!

Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Programmed by: Tengen London Ltd

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Amiga & Atari ST screenshots

TENGEN
The Name in Coin-Op Conversions

DOMARK

Badlands Pete (1990)

£19.99 Arc Development

[4/10 – Nice graphics let down by a bad game.]

AA: 67% - ‘The Strip-A-Motion works well, I commend Arc for that. If you can keep at this game, you may be the next gun slinger of the west!’

Like many Arc titles, I am always left with that frustration that their games could have been so easily so much better, if they just put some effort into the gameplay basics. It’s a great concept, set in the Wild West and having you as a bounty hunter on a serious of missions as you wander around the town. The graphics and sound are endearing throughout and really adds to the charm of the game. So with so much right and fun it is a shame that the controls to get around is so poor.

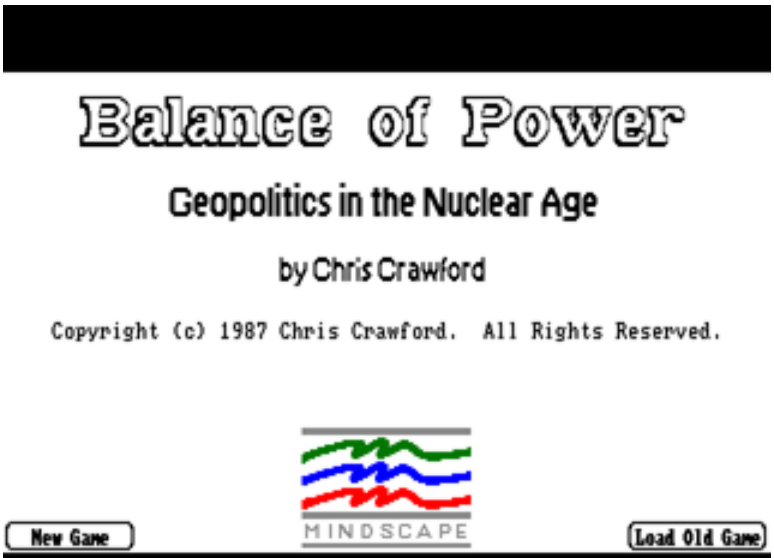
Balance of Power (1987)

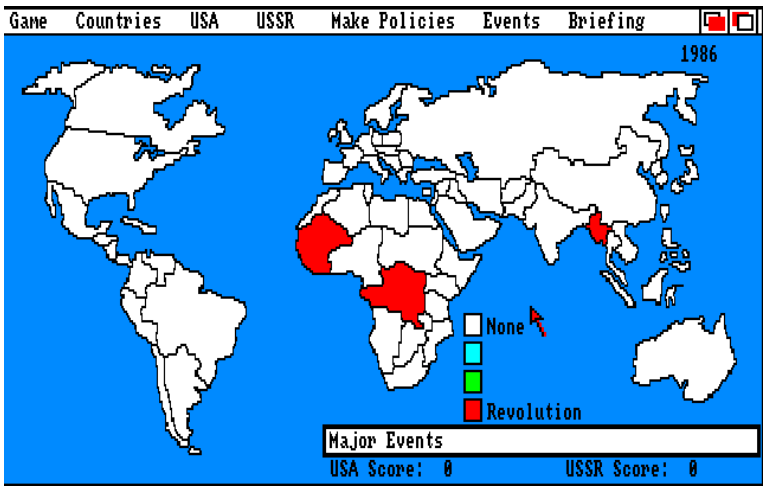
£24.99 Mindscape

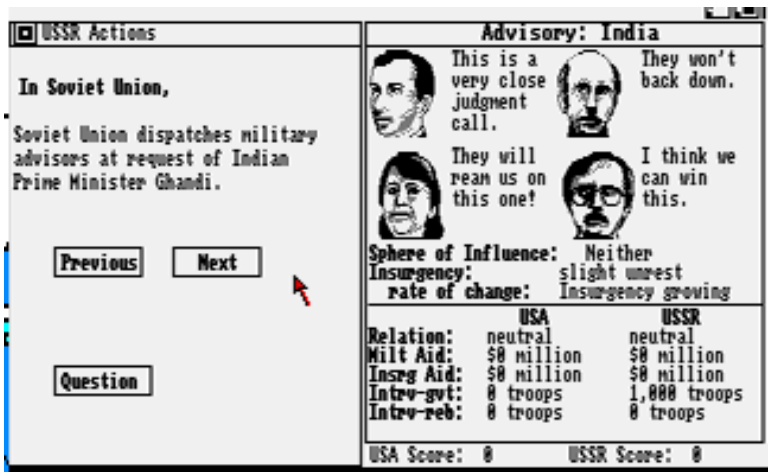
[9/10 – A Stunningly involved and accurate global politics strategy game.]

AC: 88% - ‘In the final multipolar level Balance of Power gets closest to reality with the computer calculating the reactions and decisions of all 80 countries. In fact it is quite uncanny. The results at this level were accurate enough to write a newspaper article which wouldn’t have looked out of place at the time. If this sort of simulation can get so close to actual events, perhaps we should send Bush and Gorby an Amiga each and let them get on with thermonuclear war in the comfort of their own palaces.’

APoV: 80% - ‘Although the scenario is anchored in the world of politics of the 1980’s, Balance of Power’s gameplay should still satisfy megalomaniacs who are better causing global-thermonuclear-war on their Amiga than anywhere else.’





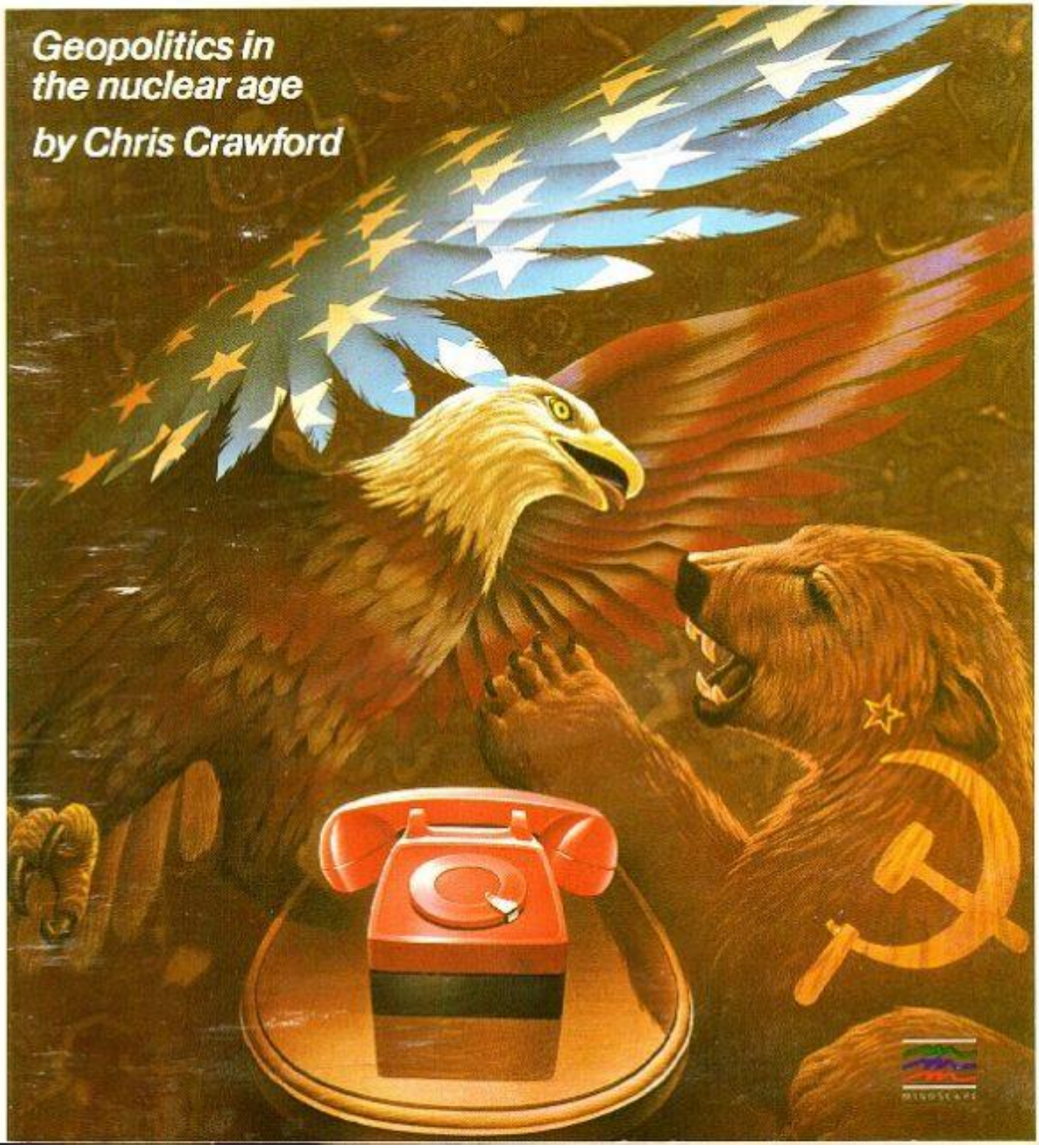


Now they don't make games like this anymore, here we have an incredibly intelligent and realistic game covering world politics and putting you in control of either the USA or USSR superpowers. Starting in the 80's you must make political decisions such as offering foreign aid through to sending in troops, whilst avoiding a full blow world war that would undoubtedly result in nuclear war. The game is very slow to play, but it is uncanny in how everything responds so accurately when you play it. If you have lots of patience, an interest in World history and current affairs or just love strategy then this is the game for you.

BALANCE OF POWER

Geopolitics in the nuclear age

by Chris Crawford



BALANCE OF POWER

Geopolitics in the nuclear age — *by Chris Crawford*

It has been more than forty years since the first nuclear bomb exploded. In that time, the shape of the world has changed dramatically. The power to destroy civilization rests in the hands of the superpowers and now, as either the President of the U.S. or as the General Secretary of the U.S.S.R., you have total responsibility for your nation's course. To succeed, you must enhance your country's prestige without infringing too much on your adversary's interests. If you play the isolationist, you will find yourself alone in a world dominated by your opponent. If you are too aggressive, you could unleash the war that annihilates humankind—and both sides lose.

Balance of Power uses a huge statistical database, a meticulously detailed display of the world, and advanced artificial intelligence techniques to put you in command of one of the world's superpowers. You have vast amounts of information available as you press your country's interest and resist the pressure of the other side. Noted game designer Chris Crawford has created a model of the world which will entertain, educate, challenge, and perhaps frighten you in ways no computer game has ever done before.

Features

- Covers the eight years from 1986 to 1994
- Advanced database allows an accurate portrayal of the world and its politics
- Advanced artificial intelligence routines create a versatile and varied computer opponent
- Includes four increasingly challenging levels of play
- Offers one- or two-player games
- Includes world maps that illustrate:

Resources	Major events
Well-being	Insurgencies
Violence	Diplomatic relations
Political Rights	Treaties
Civil Rights	Spheres of Influence
	...and more

- Helps develop an intuitive understanding of the forces that shape our world

ALERT™

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00932

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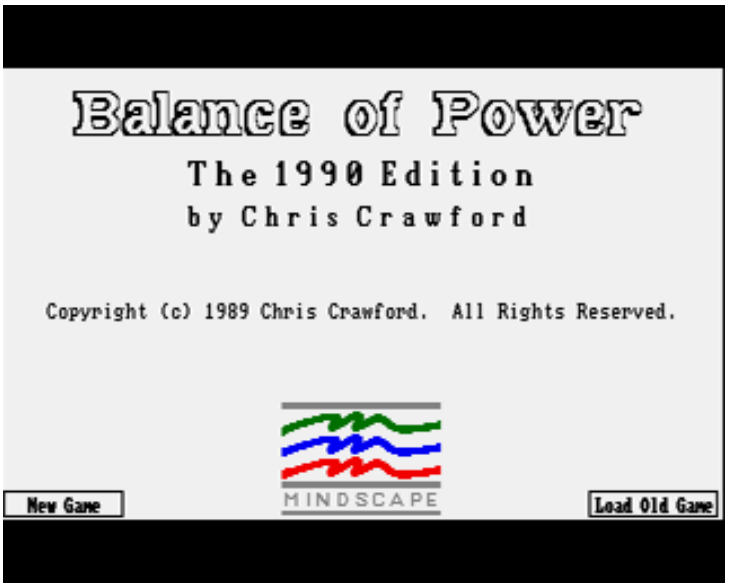
3444 Dundee Rd.
Northbrook, IL 60062

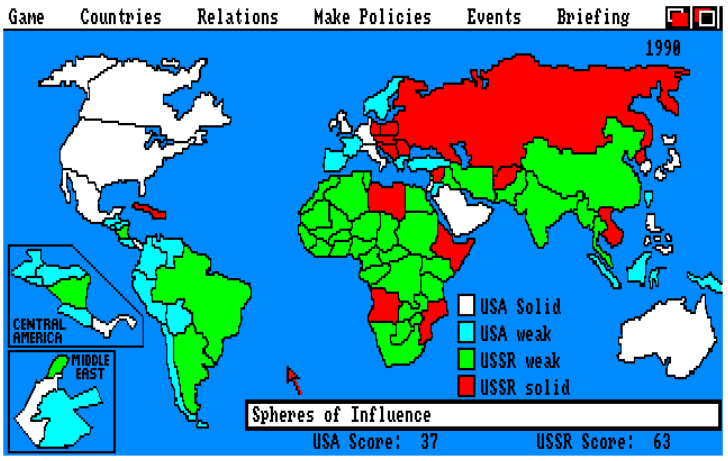
ISBN 0-87085-197-7

Balance of Power – 1990 Edition (1990)

£24.99 Mindscape

[9/10 – A subtle improvement over the original.]





ACE: 960/1000 - 'To attempt to summarise all but the most basic mechanics of this simulation cannot be covered in any great detail here; it takes the 91-page instruction manual to do them justice. Suffice to say this is a strategist's dream. The sheer size and scope of the simulation mean that it is possible to become totally immersed in the proceedings; single turns can take hours to digest and implement.'

CU: 93% - 'If you've ever wanted to make the Super Power decisions, like invading Pakistan to help Afghanistan organising a trade embargo with Britain (if you're American), and answer all thos little 'if' questions that have bugged you, then this is for you.'

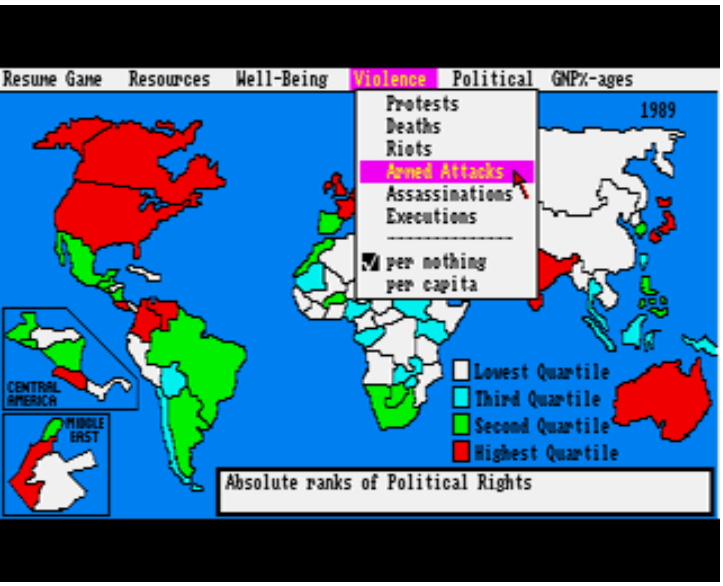
ZZ: 90% - 'A complex and involving game which will demand a lot of time to fully master.'

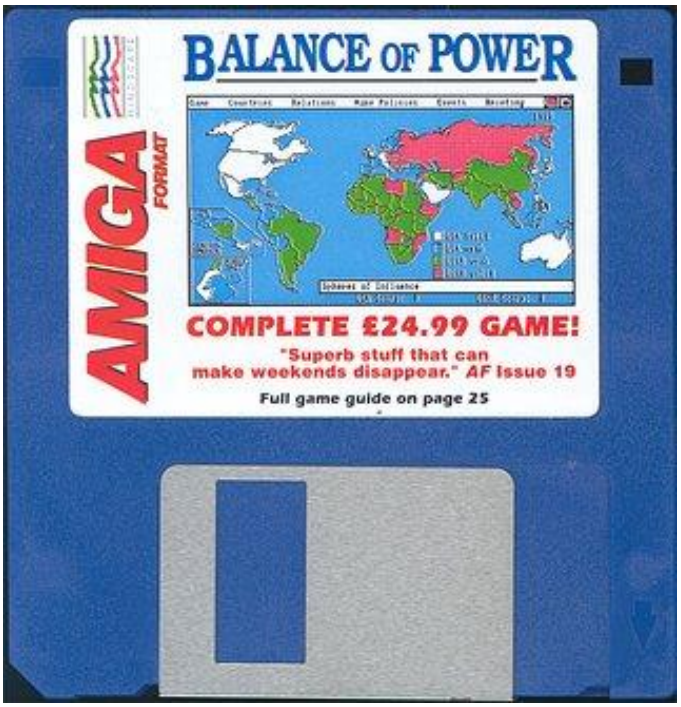
GM: 89% - 'If you enjoy strategy there's nothing else which comes close. This is the ultimate strategy game.'

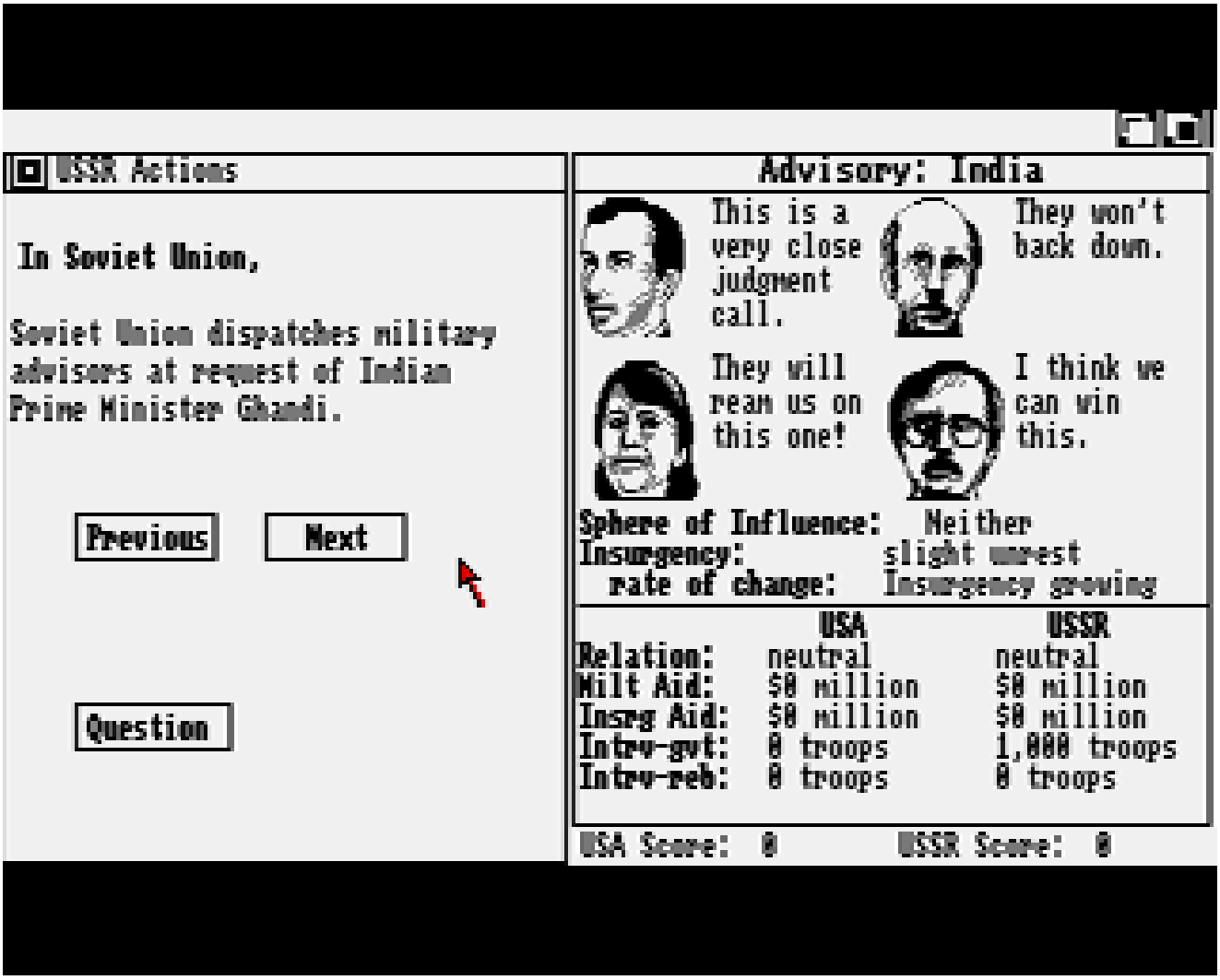
O: 84% - 'hard to fault in terms of design, presentation and execution. Even the 98 page manual makes fascinating reading. An outstanding piece of strategy gaming – especially in two-player mode (even without a modem option). Worthwhile even for those who own the original.'

A subtle update of the original, with more updates of events up to 1989, an inclusion of a crisis advisory board, an expansion the countries included in events increased from 62 to 80. Finally the MultiPolar skill level, allowing the non-superpower countries the ability to play their own war games.

The full game came free with Amiga Format Episode 23





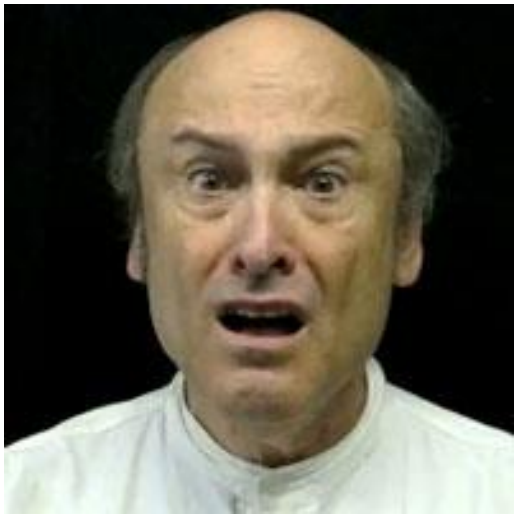


I only played this classic game when it was given free with Amiga Format in June 1991 (issue 23). I absolutely adored the game, really being blown away by how real it all seemed. It was best played as a two player game and I have many happy memories of me and my mate passing the disk to each other after school to do our next move, as we both went hurtling to total destruction. Chris Crawford (pictured) is a brilliant visionary, who has spent his 20 plus years in the industry pushing human concerns in games and having interpersonal relationships in games. Always pushing the boundaries, it is sad that he has not made more games in his career. I would personally love to see a Kickstarter project by Chris, particularly to do an update version of this game, as in todays world I think it would make this game an even more fascinating experience.

I can only hope that Chris will come back into the games industry and be given more of a chance in producing some of his interesting theories on game design into practice, as his strong views and criticisms of the industry are absolutely accurate, in my mind. I truly feel Chris is one of the few people in the gaming industry who can truly expand what gaming is capable of and finally help the game industry actually grow up (anything that would offer anything beyond the constant spewing FPS, driving and sport games, would have my vote).

*** ADDENDUM Chris did do a Kickstarter campaign in 2012 for Balance of the Planet which was a serious environmental simulator, which sadly failed to make anywhere near the 150,000 asking price. Chris puts this down to him marketing it incorrectly. For a fascinating insight into Chris Crawfords mind then it is well worth watching this interview with him…

http://www.youtube.com/watch?v=3BPERIDSxKo



You have ignited a nuclear war.
And no, there is no animated display of a mushroom cloud
with parts of bodies flying through the air.

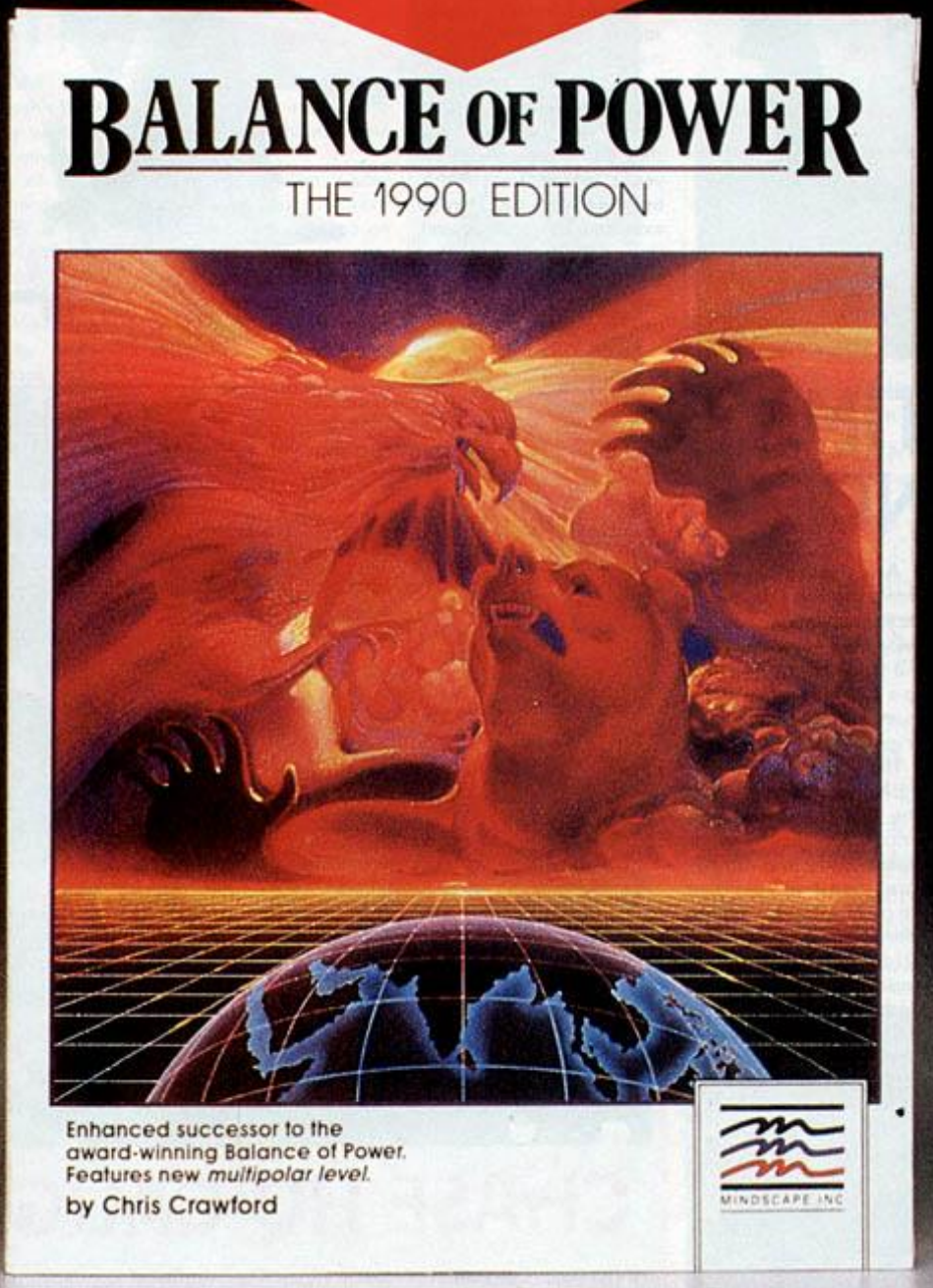
We do not reward failure.

END

ABOUT TIME!
WAIT TILL YOU EXPERIENCE...

BALANCE OF POWER

THE 1990 EDITION



★ The ultimate simulation of global leadership in a nuclear age.

★ Assume the role of either the President of the USA or the General Secretary of the USSR.

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★ All up-to-date information. The real world as it is in 1989.

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★ "Crisis Advisory Group" feature and much much more!

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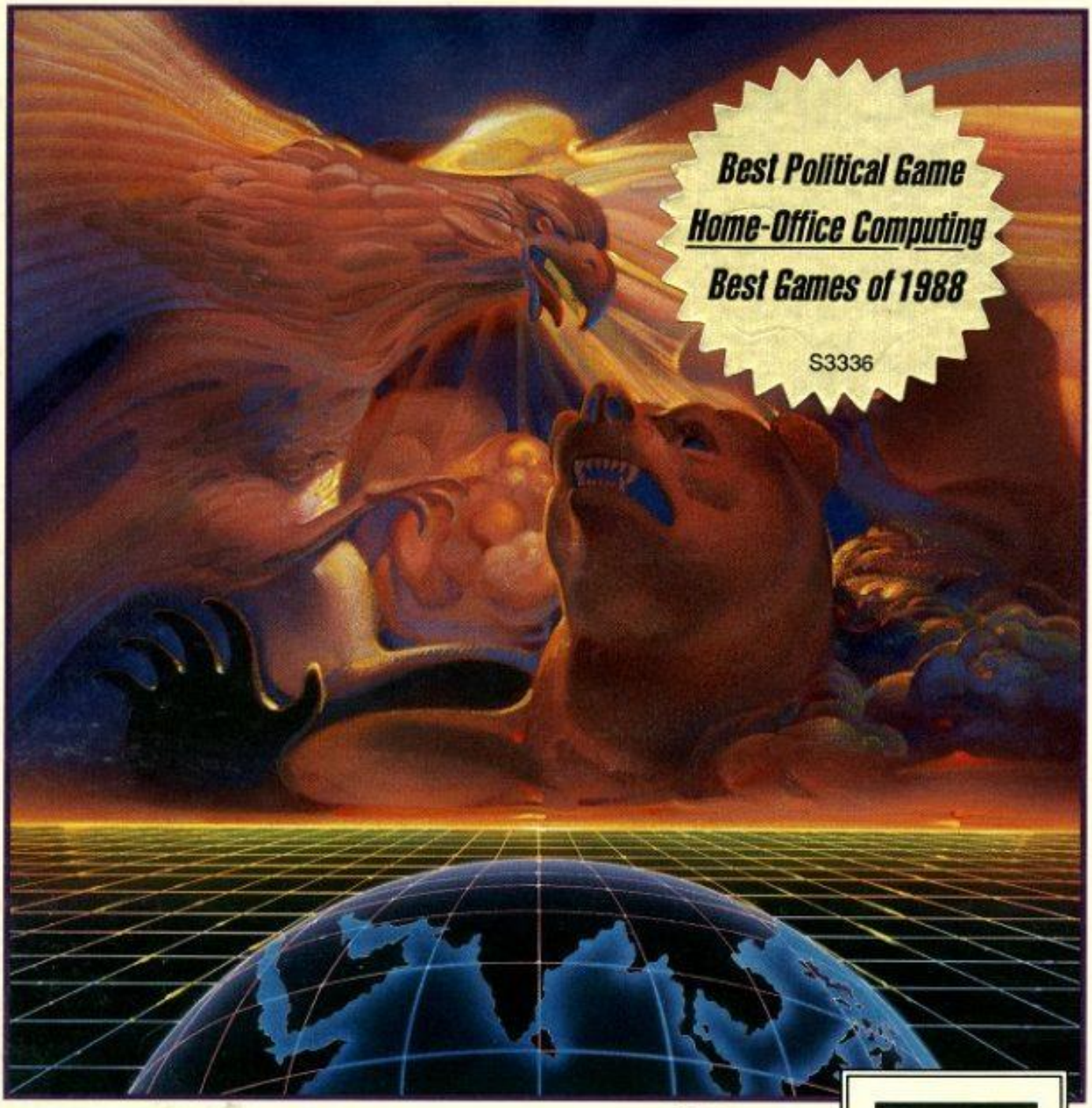
BALANCE OF POWER

THE 1990 EDITION



Enhanced successor to the award-winning Balance of Power. Features new *multipolar level.*

by Chris Crawford

Amiga™
512K
Single drive
Kickstart 1.2
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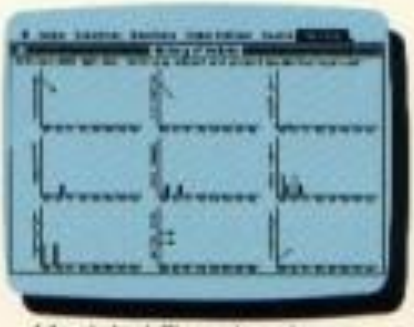
MINDSCAPE INC

BALANCE OF POWER

THE 1990 EDITION

by Chris Crawford



Macintosh™ version shown

It has been several years since the release of the original **Balance of Power.** In that time the political voices in the world have changed dramatically.

Now, in response to popular demand, master game designer Chris Crawford gives us **Balance of Power: The 1990 Edition**—a new and enhanced game of global politics and power struggles. Featuring a new multipolar level, this game allows 80 countries to ship weapons and troops and fight wars; your challenge as a superpower is to monitor their policies and use your influence—at times to the point of diplomatic crisis—to protect your interests.

New Features

- Covers eight years from 1989 to 1997
- Simulates real world political struggles in the nuclear age by allowing interaction among 80 countries (formerly 62)
- Allows 4 levels of play, from Beginner to the complex Multipolar level
- Utilizes a vast and **updated** database and faster processing capabilities
- Includes a 4-person on-screen "crisis advisory" group for counsel in crises
- Enhanced with non-nuclear war feature for smaller countries
- Includes both 1- and 2-player games

Balance of Power has been recognized as the definitive computer political strategy game:

"the most sophisticated strategic simulation in America, other than Pentagon war games"—**New York Times Magazine** Dec. 29, 1985

"...everything a good game should be—challenging, cerebral and thought provoking"—**Personal Computing**

1986 Game of the Year Award—**Family & Home Office Computing**
"a brilliant simulation of political, military and financial themes (that) demonstrates the hazards of nuclear brinkmanship..."

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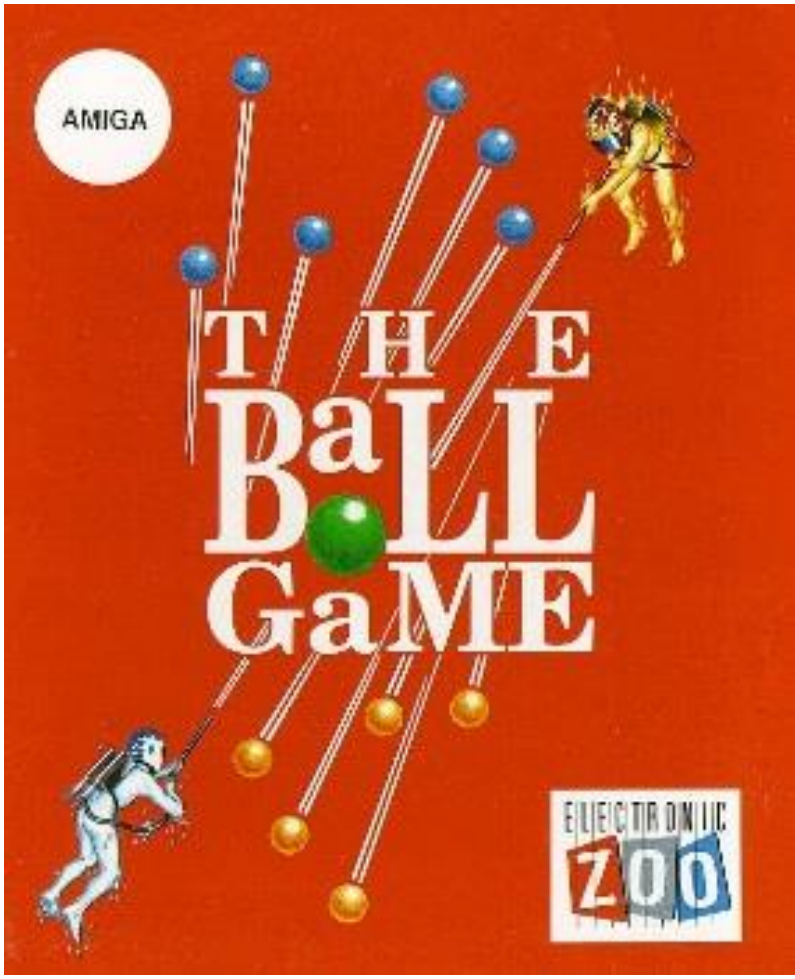
BAL/POWER ST

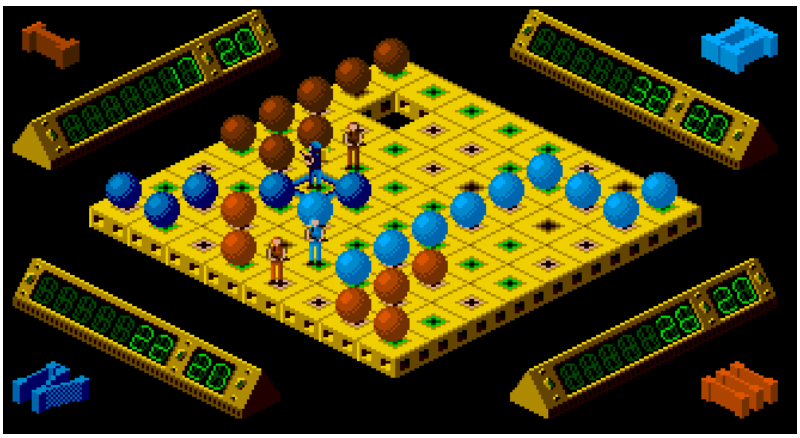
ISBN 0-7911-0360-9

B10215GR

The Ball Game (1991)

£24.99 Electronic Zoo /
Dev : Esprit Software Program
[4/10 – Flawed board game]





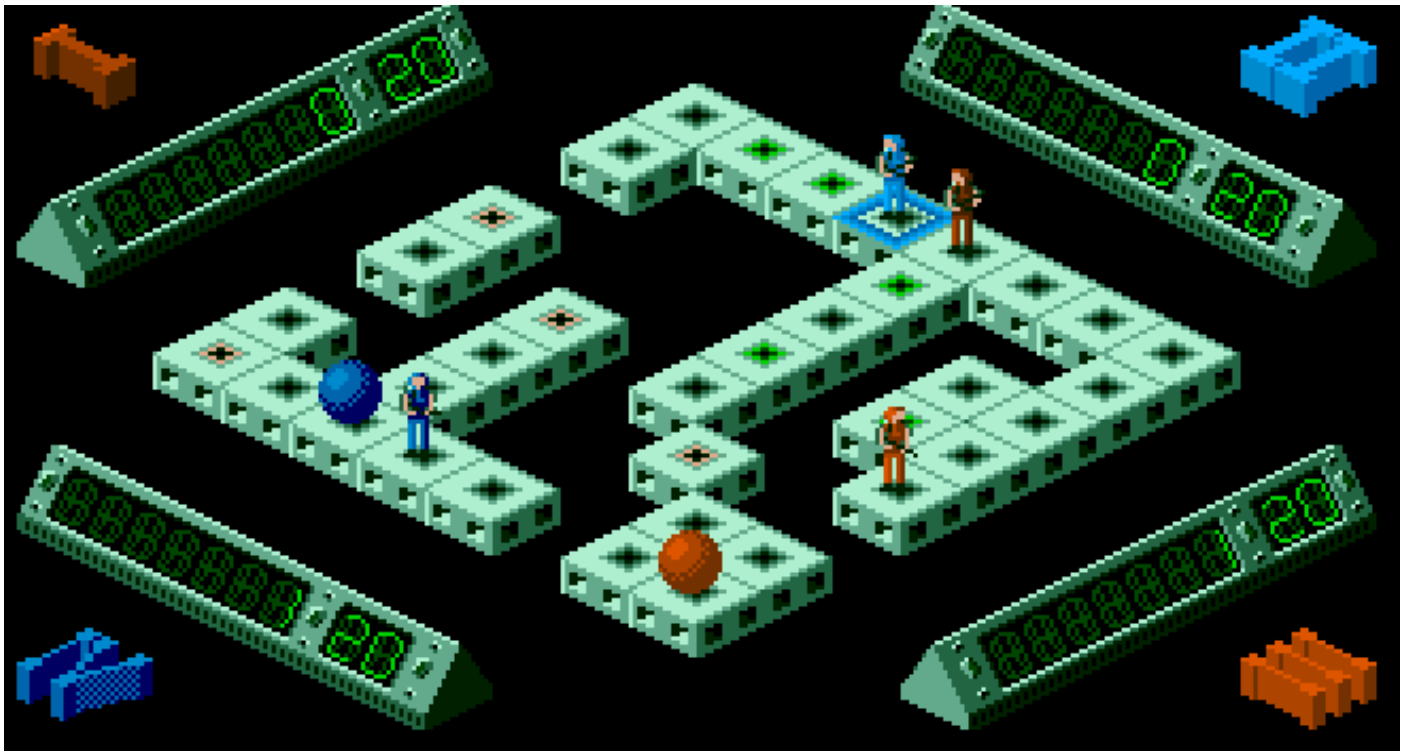
O: 60% - ‘The aim of The Ball Game is to dominate a Chequers-style board game with counters of your colour. It’s played in turns, with each of the four players laying one of their coloured counters at a time. Much like Othello, under special circumstances whole blocks of the opposition’s counters can be changed, taking points from them and rewarding you. Straightforward graphics and simple rules, mean this is a game that is won with the mind, not joystick speed. Victory is tough, even against human opposition, but it lacks the classic edge of Othello and the thrill factor of more traditional computer fare. An interesting diversion, The Ball Game offers nothing really new, just a dependable board-game challenge.’

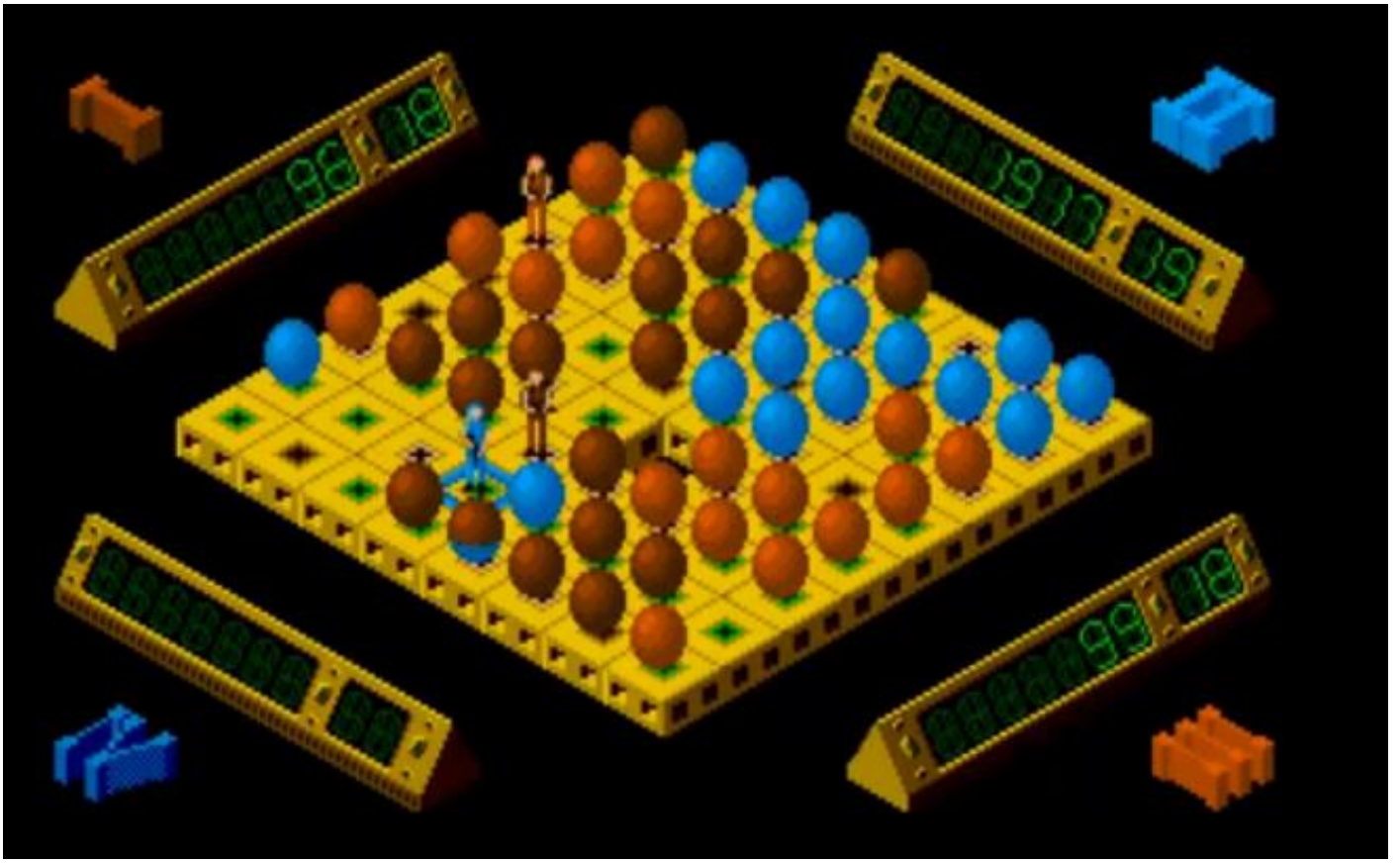
AA: 60% - ‘quite different from any other puzzle game on the Amiga, the four player mode is greatly appreciated, but the unbelievably slow and repetitive gameplay lets it down’

AP: 56% - ‘Good fun with lots of pals, but struggles to hold the interest when played against the computer. An interesting game design, slightly ineptly executed and not really worth the daft asking price.’

GX: 2 /5 - ‘You may enjoy playing The Ball Game initially, but I can see the instant appeal soon wearing off due to the games repetitive nature.’

Done by the same development house who did the brilliant B.A.T. games this is an interesting but ultimately flawed Game, with its general premise being dull. It is kind of like Othello only nowhere near as good. Maybe I am missing the games subtleties, but I think not, ultimately a puzzle game best left forgotten.

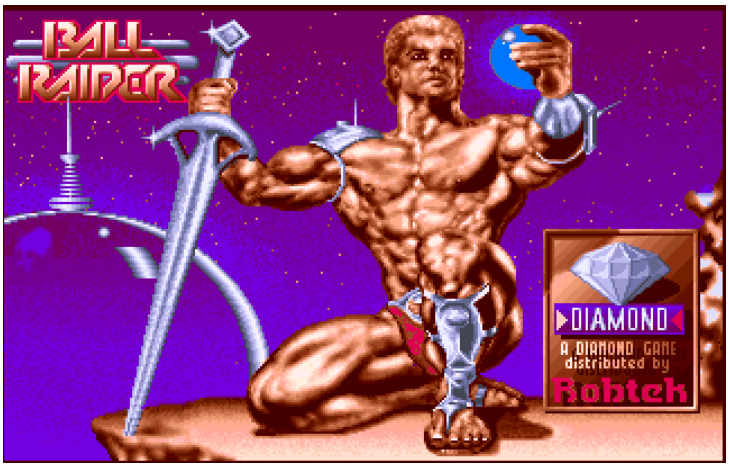


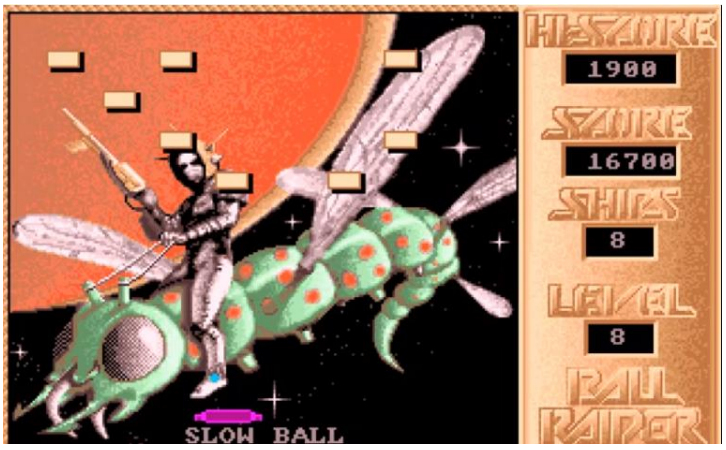


Ball Raider (1987)

£19.95 Diamond Software / Dev : Robotek

[3/10 – Gorgeous artwork, let down by difficult, joystick only controls.]





AUI: 7/10 - 'by no means bad and it has it's fans at A.U.I. At £19.95 it might be considered pricey.'

CU: 5/10 - 'doesn't have anything like the number of extra features which made Impact and Arkanoid such interesting variants on a very old game format.'

ACE: 357 / 1000 - 'There are some tricky screens to clear and your job's not made any easier by having to use a joystick to control your bat. A good looker that unfortunately has no gameplay.'

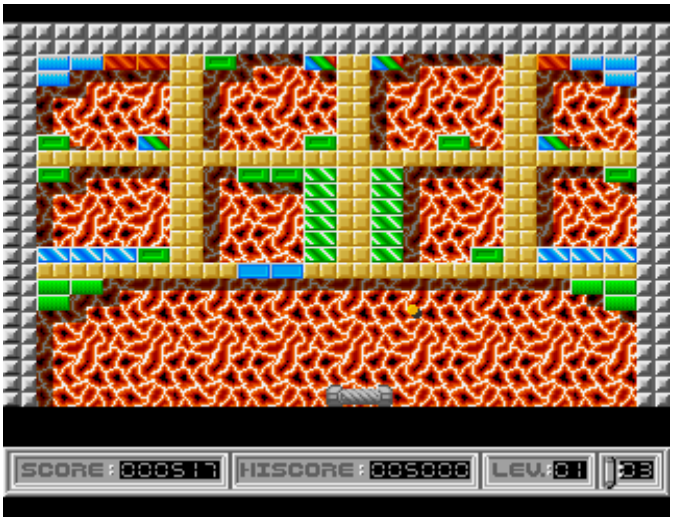
CVG: 29 / 40 - 'Can't really say much more it's just Breakout.'

My first question with this game is why on an Amiga would you do a bat 'n' ball game without using the mouse as the controller? It is a real shame as it is the controls which is the main thing wrong with this game, that and speed and size of the ball making it too difficult. Artwork is sublime, but great looks do not a great game make.

Ball Raider 2 (1988)

£19.95 US Action / Dev : The Incredible Trio

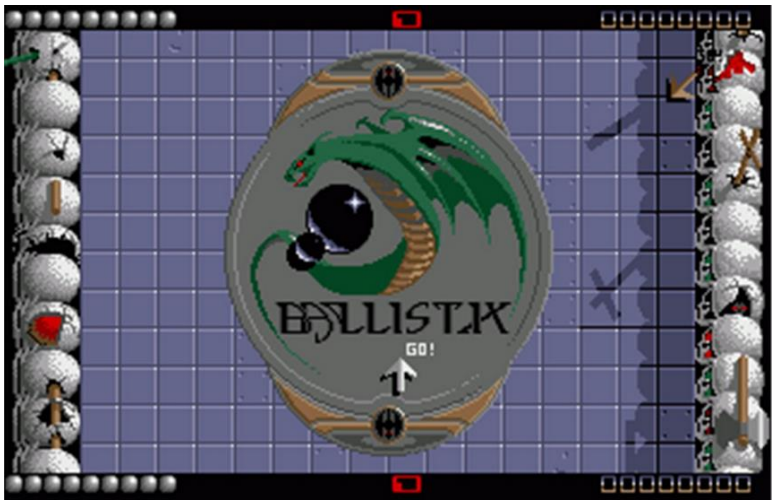
[5/10 – Enjoyable if uninspired bat 'n' ball game. Have given an extra point for the level designer though.]



Totally different to the first game, sadly gone are the gorgeous Sci-Fi artwork of the first game and in it's place are cookie cut Arkanoid graphics. At least this time the controls are via the mouse and it now plays a good game (although fiendish brick layout). Level designer raises this slightly above the other clones. All in all some fun here for those looking for a challenge, but for others stick to Arkanoid instead.

Ballistix (1989)

£19.95 Psyclapse /
Dev : Reflections
[4/10 – Doesn't really work as a game.]



GM: 84% - 'A high-res picture unfolds impressively to introduce the game, which has quite disappointing graphics. The bas-relief pitch tiles (which vary in colour from pitch to pitch) are adequate, and have some interesting character graphics, but the arena graphics which surround it are almost scruffy. A pleasant array of samples back the fast, smooth scrolling play nicely.'

YA: 80% - 'a stunning game – lots of excitement, great graphics, unusual gameplay and so on. What is even more worthy of note is that this is Martin Edmondson's first Amiga game, following two well received BBC games. The same team are now working on a multi-level sideways scrolling blaster. I can't wait.'

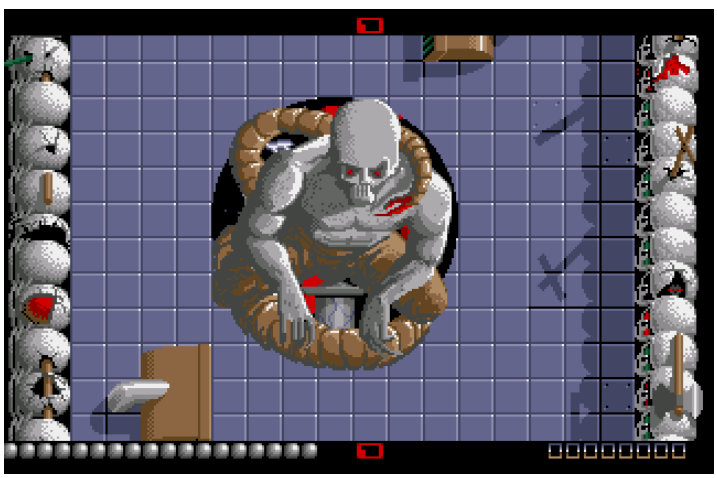
ZZ: 77% - 'When you see this for the very first time you think 'ah, Speedball'. Actually, it's nothing like it. It's practically the same as that old Crossfire boardgame, in fact. And while it's enjoyable for a while, play (just bouncing balls off a puck, into a goal) begins to get samey after a bit. It's nicely presented – with a big list of options- and sports some pretty graphics and clever sounfd effects'

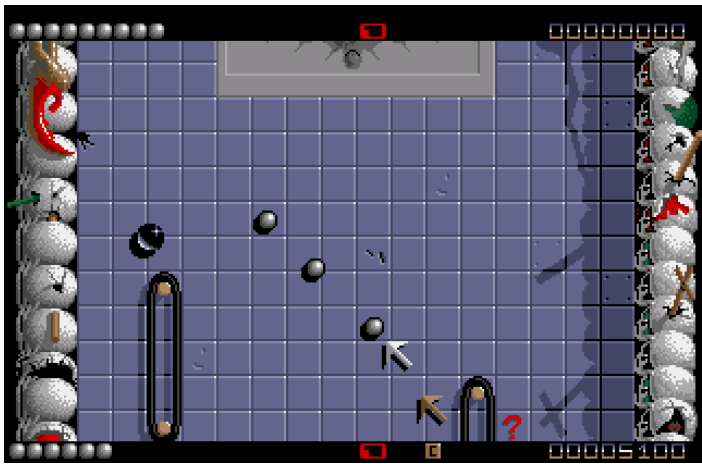
CU: 76% - ‘up to the usual excellent standards of Psygnosis’s releases, but being based on a game that’s about fifteen years old, it’s hardly likely to be original. We’re waiting for the computer version of Mousetrap next.’

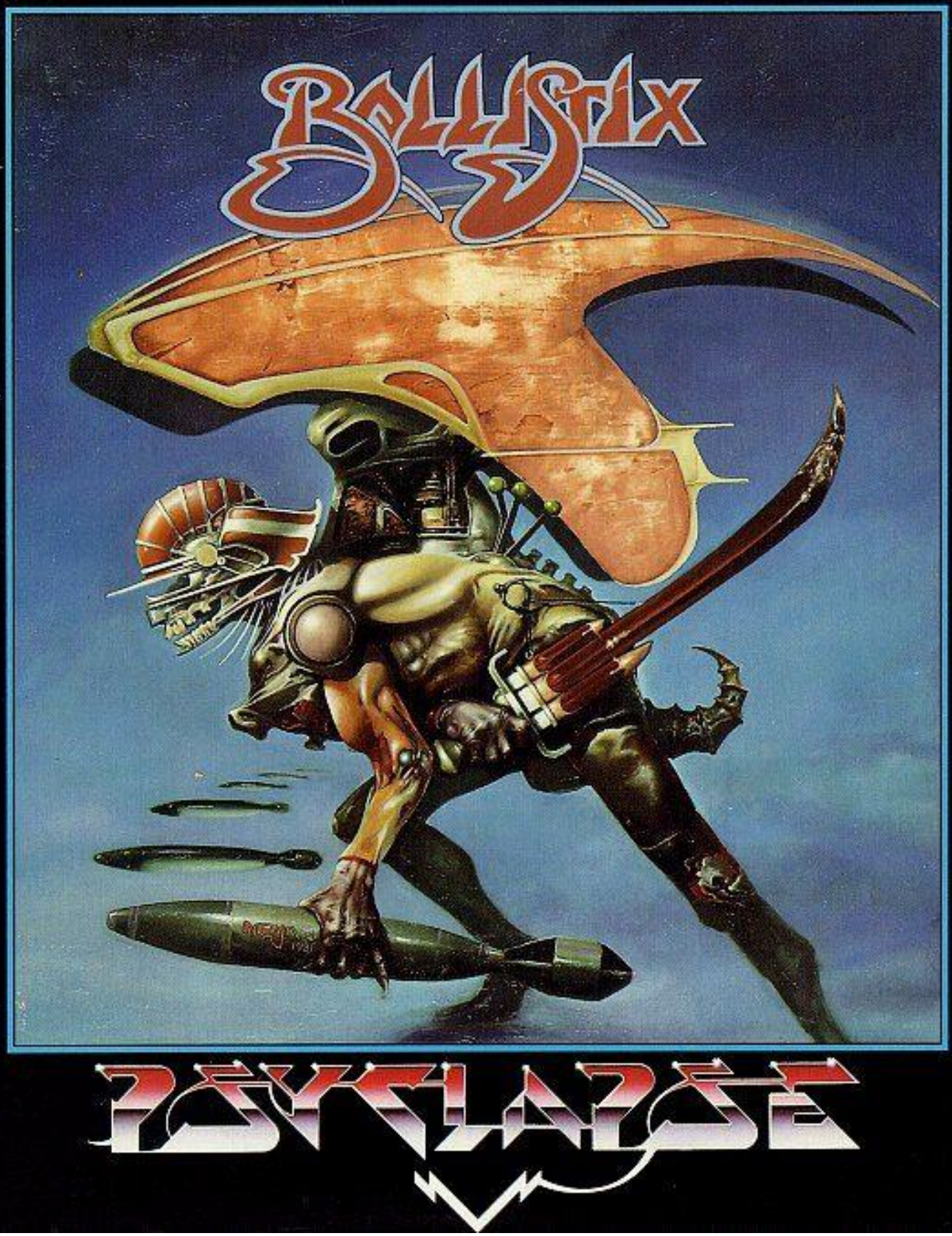
ACE: 686/1000 - ‘Graphics are great, as are sound effects, but it’s not got the compulsion or gameplay to rate as anything more than reasonable’

O: 64% - ‘playable enough in the short term but lacks that vital addictive quality which brings you back for more.’

Whatever you may say about developer Reflections games having lack of gameplay, the same can’t be said for the graphics. This was their first Amiga games after Martin Edmondson had had some success with Strykers Run 1 and 2 on the BBC. This game is very much like the old board game Crossfire, except here you can actually move the gun around the board. The trouble is the controls to aim your gun aren’t that great and soon you lose interest.. Much like the board game itself.. At least with the board game you cold make little ramps and see how far you could shoot the ball bearings. Overall as a 2 player game you may get some short term enjoyment (all be it as little more frantic luck than skill) otherwise you will soon be board after 10 minutes of play.







PSYCLAPSE

BALLISTIX
It's a whole new ball game!

Sick of silly old soccer? Tired of pathetic pinball? Then you need a dose of *Ballistix* - the fastest, wackiest, toughest ball game yet to appear on a computer. *Ballistix* just explodes with excitement, puzzles and an amazing **130 different screens** of frenetic action on the PC, Amiga and Atari ST (the C64 version has 64 different screens).

The aim of the game is simple; score more goals than your opponent to win the match. Doing it is a different matter as **splitters** fill the screen with dozens of balls **tunnels** hide them from view, **bumpers** bounce balls all over the show, fiendish **red arrows** speed them up to almost impossible velocity, **magnets** pull them away from your control, and much, much more.

Ballistix is incredibly flexible, too. You can play against the computer or another player, set the speed if you can't stand the pace, rack up bonuses that will get you extra goals and then, at the end of an exhausting game, set your name in pride of place on the high-score table.

Ballistix is definitely not a game for wimps. It's tough, fast, challenging and incredibly competitive - in fact, it's just the kind of game you like.

PSYGNOSIS LTD. 1989
MANUFACTURED IN THE UK

Screen shots taken from the Amiga version

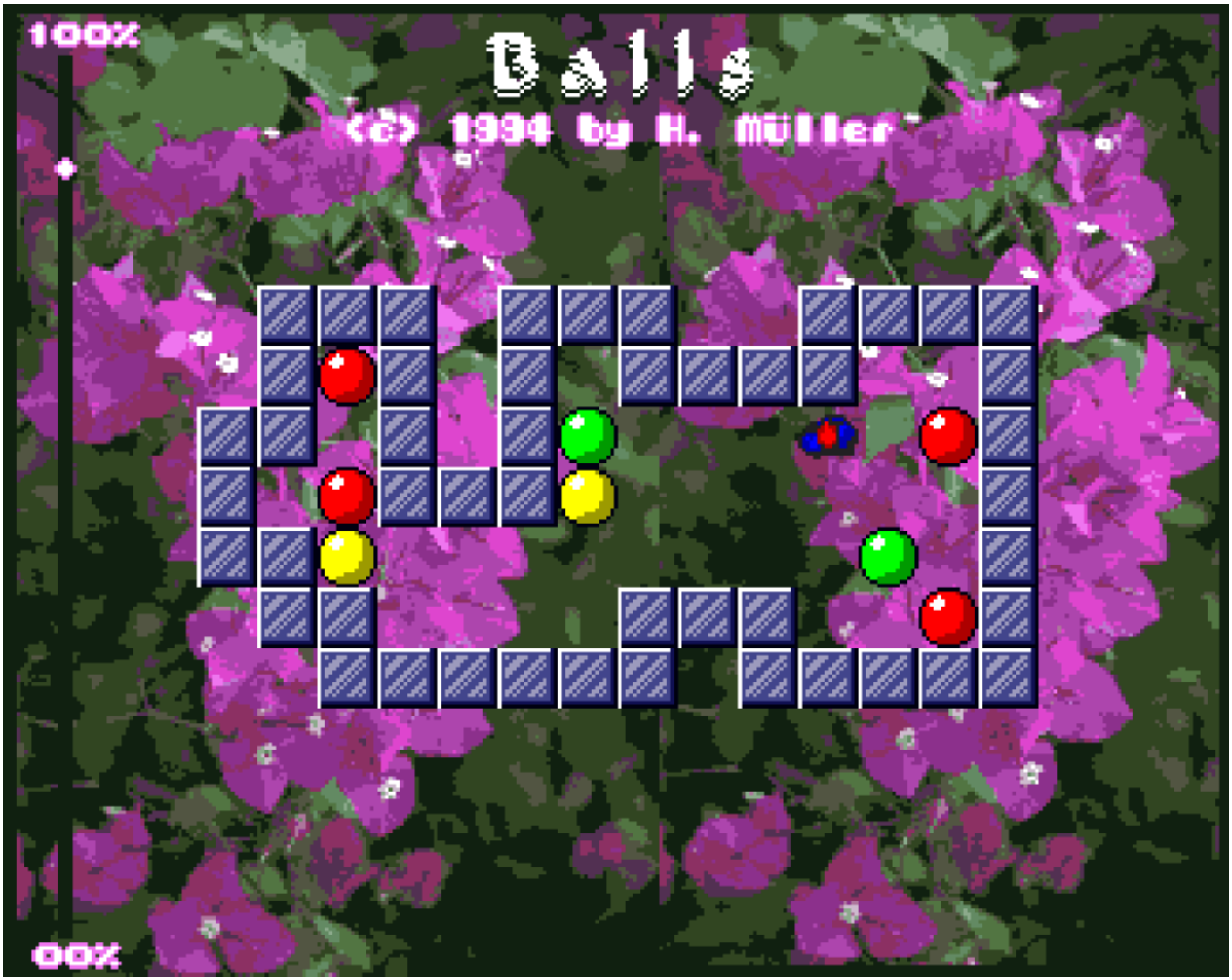
PSYGNOSIS

Balls (1994)

£FREE Public Domain

[7/10 – fun block pushing puzzler.]

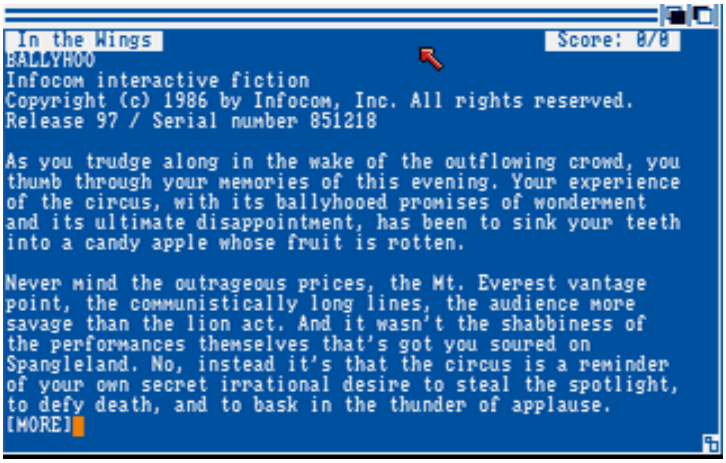
An enjoyable puzzle game which has you walk around and match up the same colour balls to make them disappear, some of the later levels can get quite taxing. The only slight criticism I personally have, is that I get frustrated with puzzle games with timers, and the time is far too tight for later levels.



Ballyhoo (1986)

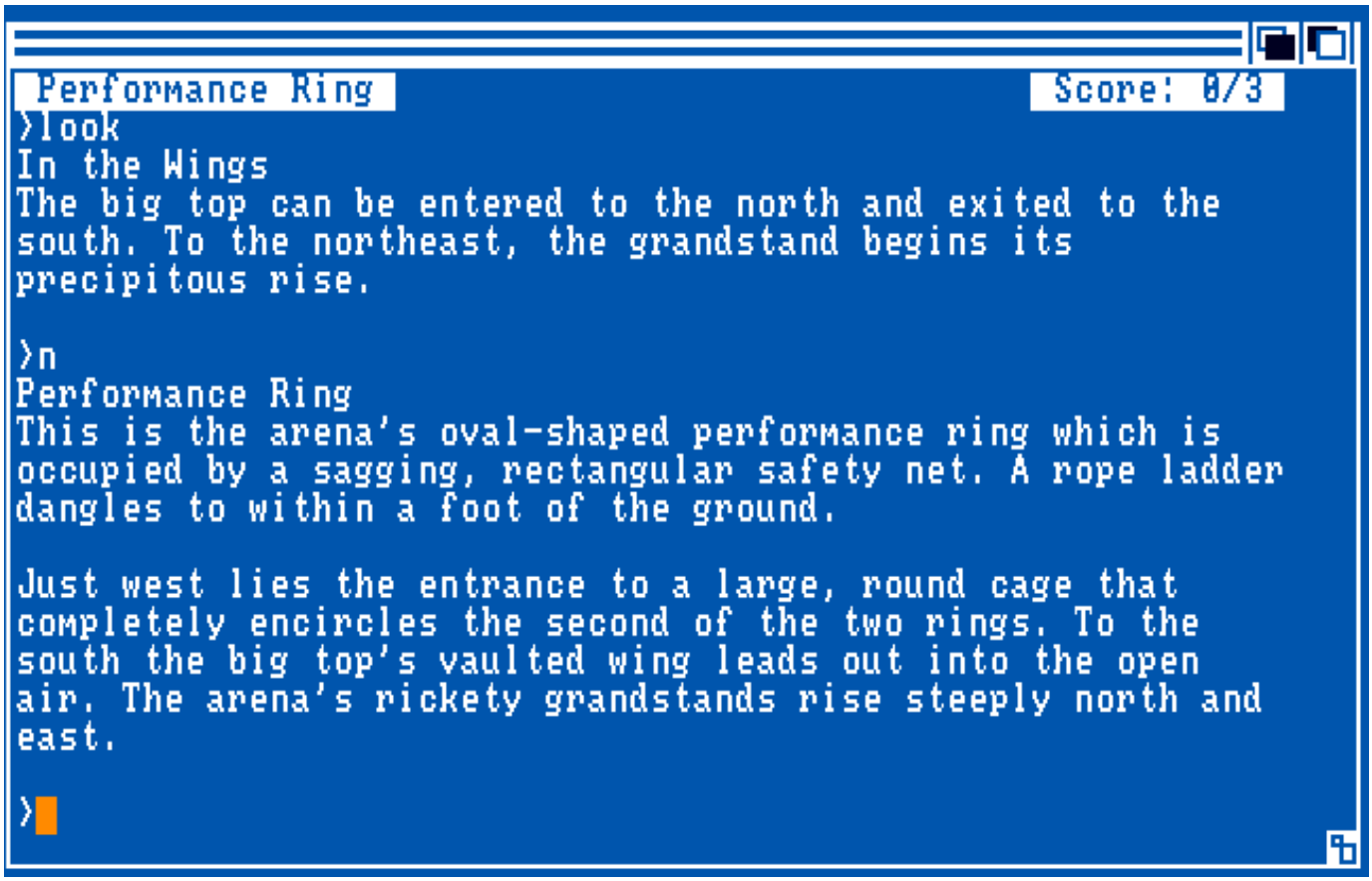
£29.99 Infocom

[9/10 – Deep, involving text adventure, one of Infocoms best.]

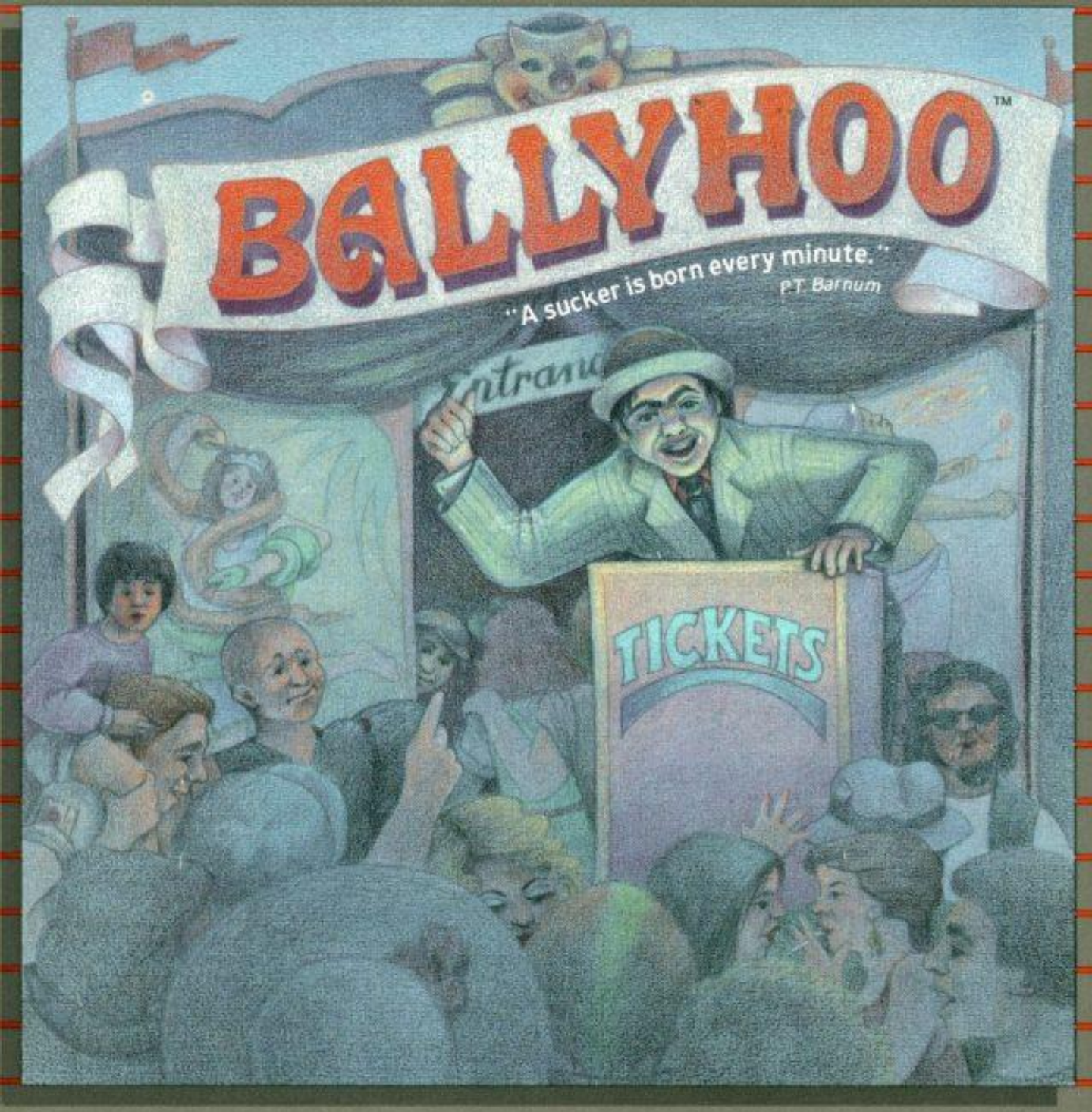


AF: 90% - [R] 'Hanging around after the circus has finished it's show, you hope to catch a glimpse of some behind-the-scenes performances. Instead you are drawn into a dangerous situation when the circus owner's daughter is kidnapped, and you try to find her. One of my favourites, Ballyhoo has a quite excellent plot which is highly realistic and charged with atmosphere.'

< Free balloon that came with the game.



A good introduction into the world of Interactive Fiction. Done by Jeff 'O Neill who sadly only did this and the game Nord & Bert. It is an engaging murder mystery and whilst not Infocoms best work, it is exceedingly enjoyable never-the-less.



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MYSTERY

STANDARD LEVEL

SOFTWARE FOR YOUR
AMIGA
(3½" DISK)
IM4-CO4

Ladies and gentlemen! Children of all ages! Now appearing in every BALLYHOO package: your BALLYHOO disk; a program for The Traveling Circus That Time Forgot, Inc.; a Dr. Nostrum's Herbified Extract trade card; a colorful balloon; and your ticket to the circus!

Spangleland! Sawdust and glitter, buffoons and cotton candy! It's a place where your wildest dreams can come true! At least, that's what you think . . . until you get behind the scenes at the big top. Then you learn how easily sweet dreams can turn into nightmares.

Beyond the spangles lies a seedy world of deception and crime. Exploring the tattered corners of the circus lot, you overhear a conversation about the owner's daughter. It seems she's been kidnapped, and the hired gumshoe couldn't find the nose on his face. Good samaritan that you are, you start poking around on your own.

But watch your step. As the night progresses, you realize you're in as much danger as the little girl. For the kidnapper is lurking right there on the lot, trying to set you up for a permanent slot in the freak show.

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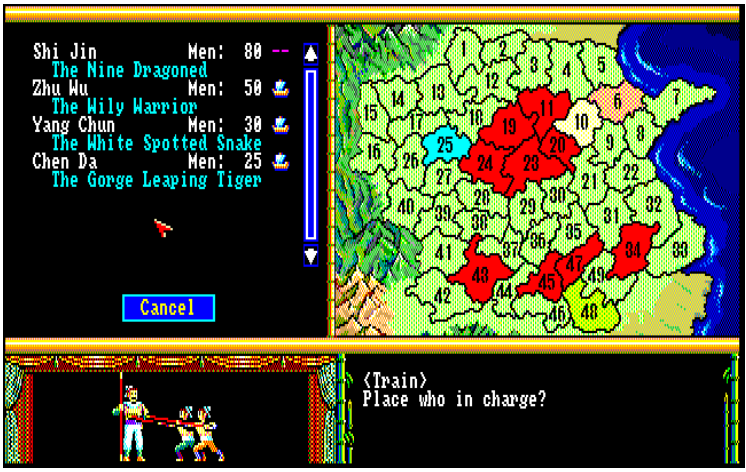
Bandit Kings of Ancient China (1991)

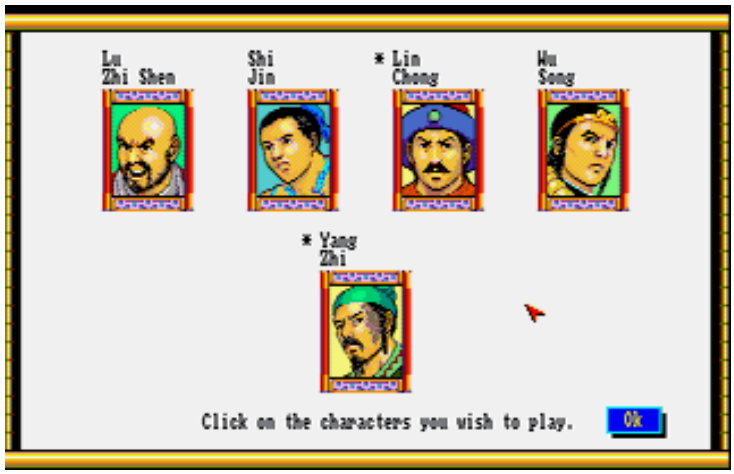
£24.99 KOEI / Infogrames

[7/10 – Impressive turn based strategy game that is very involving.]

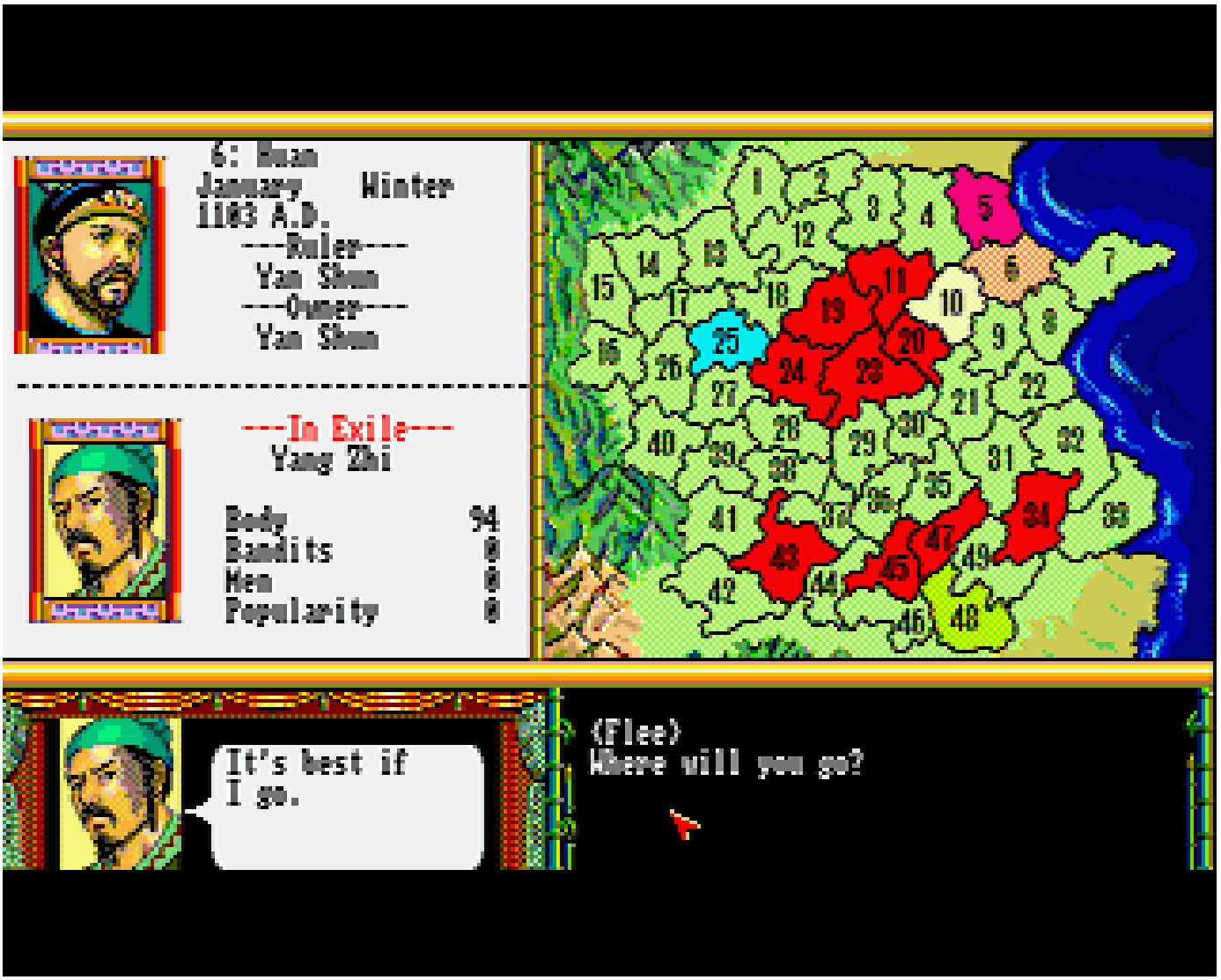
ZZ: 90% - ‘The attention to detail is a wonder to behold, the subject matter is refreshingly original, the computer opponent very good indeed and the graphics, whilst not state-of-the-art, are pleasingly detailed. Koei continue their high standards with the release of Bandit Kings – very addictive.’

AA: 85% - ‘Bandit King is the second in the new series of historical strategy games from Infogrames. It uses a similar control system to the initial release, Genghis Khan, and any comments made about that game also hold true to Bandit Kings. The depth contained in the game is amazing and despite the fact the manual is over 100 pages thick it is possible to start play straightaway as the control system is very accessible. Bandit Kings is slightly inferior to the previous release but is still an outstanding game. Highly recommended for any strategy enthusiast.’

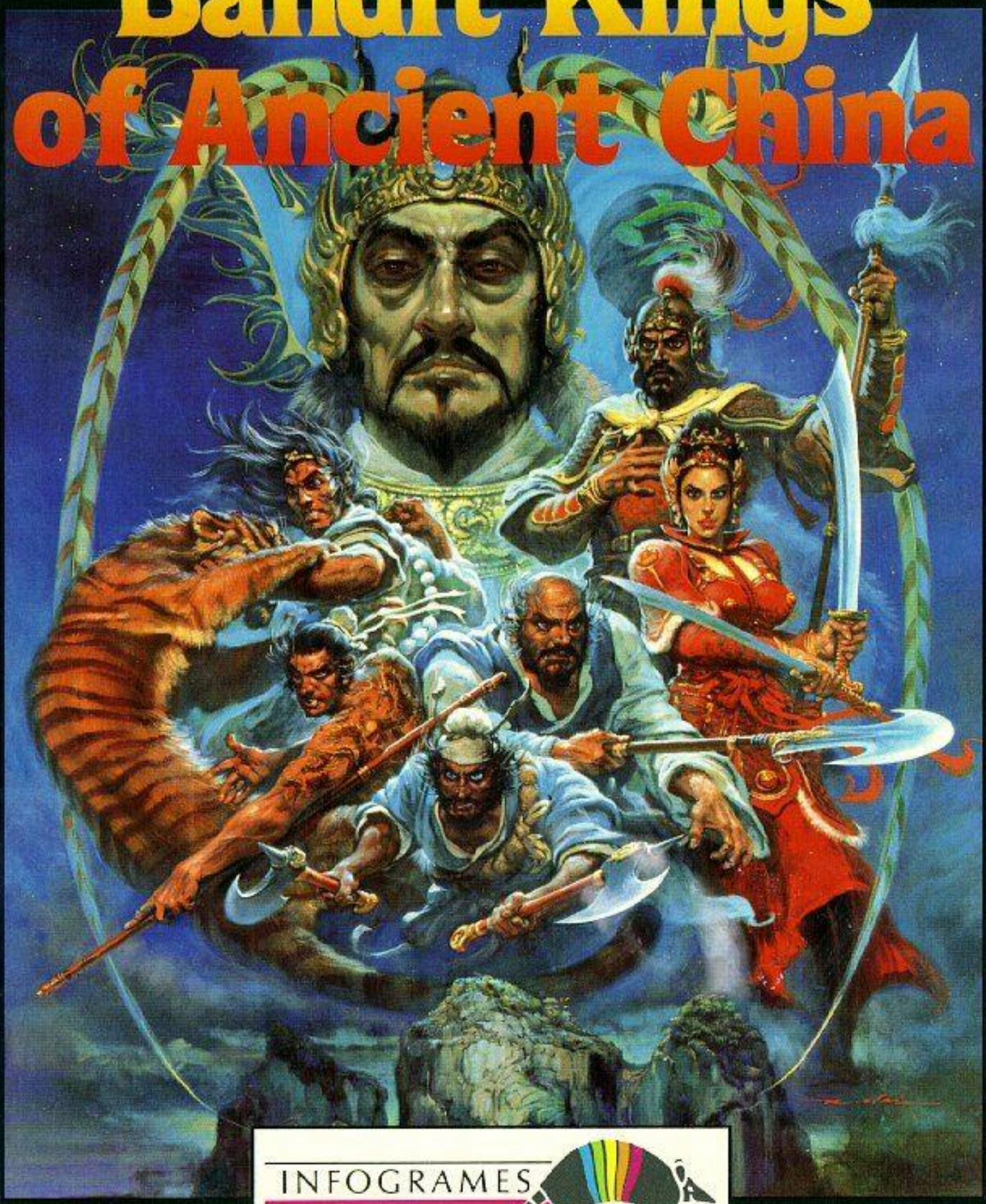




Koei, now famous for its Dynasty Warrior series, used to be synonymous with turn based strategy games, that not only covered warfare but all facets of ruling a people. This is a highly detailed and engaging game, all be it one that will take you a while to learn. The period of 11th Century feudal China wont be everyone's tastes but as detailed turn based strategy games, that mixes politics, ruling your people, diplomacy and warfare, this can't be beaten.



Bandit Kings of Ancient China



INFOGRAMES

Bandit Kings of Ancient China

At the dawn of the 12th century, Goo Qiu, the evil and greedy minister has seized all imperial authority.

The Emperor has one last chance to restore the glory of days past - a desperate gamble to find the last great hero in China: that's you!

As a Bandit King you will defeat Goo Qiu's soldiers in impressive battles from the monsoon-beaten plains to the icy steppes of the North.

As a fine diplomat, you know which prefects to choose, with whom to ally and to which subterfuges to resort in order to mislead the enemy.

Though supreme ruler of your land, you must however be mindful of your population's cohesion. Would it be better to train your men, trade fur for gold, build towns or promote agriculture? So many decisions, and more, to take !!

Experience the tingling thrills of power with "Bandit Kings of Ancient China", the impressive historical simulation.

- 1 to 7 players.
- 4 different scenarios.
- A cast of 255 characters.
- 5 game levels.
- Save and resume options.

A l'aube du 12ème siècle, Goo Kiu, Premier Ministre diabolique et tyrannique, trahit son propre Empereur, Hui Zhong, et s'empare du pouvoir.

Justicier en exil, au service de l'Empereur, vous incarnez pour la Chine entière le héros de la dernière chance qui affrontera Goo Kiu.

Guerrier redoutable, vous mènerez des batailles sanglantes jusqu'au cœur des steppes glaciales du nord de l'Empire et vous triompherez des hordes de soldats rebelles.

Fin diplomate, vous savez vous entourer de précieux alliés et vous ne reculez devant aucun subterfuge pour tromper l'ennemi.

Seigneur sur vos terres, vous êtes cependant à la merci de votre peuple qui à tout moment peut vous délaisser. Alors, quelles décisions prendre ? Armer vos hommes ? Construire les cités ? Relancer l'agriculture ? Echanger des fourrures contre de l'or ? Et bien d'autres actions encore à découvrir...

Simulation historique grandiose, Bandit Kings of Ancient China vous procurera à coup sûr le frisson du pouvoir !

- 1 à 7 joueurs.
- Quatre scénarios différents.
- 255 personnages historiques.
- 5 niveaux de jeu.
- Sauvegarde des parties.

Zu Beginn des 12. Jahrhunderts betrog Goo Qiu, der niederträchtige Minister, den chinesischen Kaiser um seine Macht.

Sie stellen des Kaisers letzte Hoffnung dar, Goo Qiu in seine Schranken zu verweisen, und den Frieden wiederherzustellen.

Als in Verbannung lebender Verfechter der Gerechtigkeit bekämpfen Sie in furchtbaren Schlachten Goo Qius Schergen und Soldaten, von den grünen Tiefebenen bis zu den eisigen Steppen des Nordens.

Als feiner Diplomat wissen Sie Ihre Männer zu wählen, Bündnisse zu schließen und alle Mittel zu verwenden, um den Feind zu täuschen.

Als Herrscher über Ihre Länder müssen Sie Ihr Volk weise regieren. Was ist besser: die Soldaten zu bewaffnen, Pelze einzutauschen, Städte zu bauen oder den Ackerbau zu fördern? So viele Entscheidungen und noch mehr warten auf Sie.

Mit "Bandit Kings of Ancient China", der großartigen, historischen Simulation werden Sie spüren, was Macht bedeutet.

- 1 bis 7 Spieler.
- Vier verschiedene Szenarios.
- 255 historische Gestalten.
- 5 Spielelevels.
- Sicherung von Partien.

Screenshots from MSDOS version - © INFOGRAMES 1991 - MADE IN FRANCE

Bandit Mania (1994)

£6.99 Mental Image

Software Design

[4/10 – Pretty, but dull Fruit machine simulator.]

AP: 61% - ‘Take this simple test: play the coverdisk, and if you want more when it cuts out, look up Mental Image’s address on the coverdisk pages and send off for the full game. I did, and I wont.’

Three fruit machines are on offer, Noughts and Crosses is the worst of the three being very basic, then you have Technology, that has a game of Pontoon. Finally there is World Tour, which at least has additional features. Sadly they all are pretty dull to play.

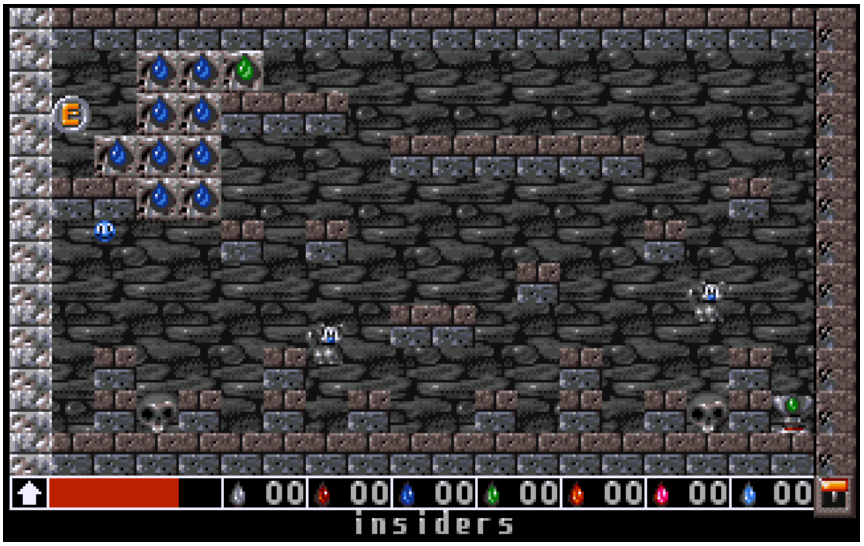
Bangboo (1995)

£??.??

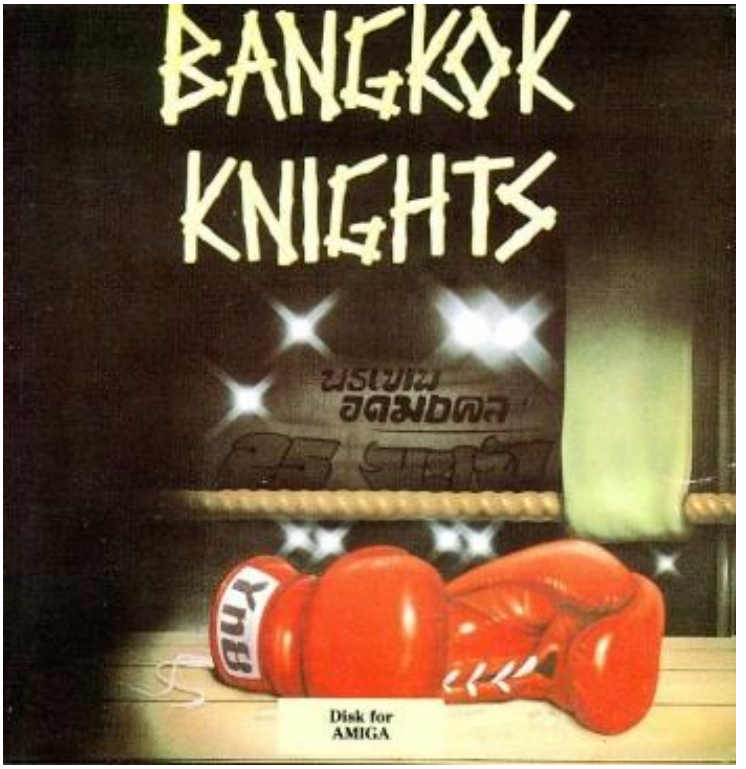
Millenium

[4/10 – Simple platform puzzler that fails to excite.]

Simple game which has you bounce a ball around the level clearing all the same colour blocks. Pots of paint allow your little bouncy chum to change to that colour and so allow other blocks of the same colour also be destroyed. The puzzle element comes in as you ensure you can reach all the blocks and clear them in the right order. Would have made a nice PD game.

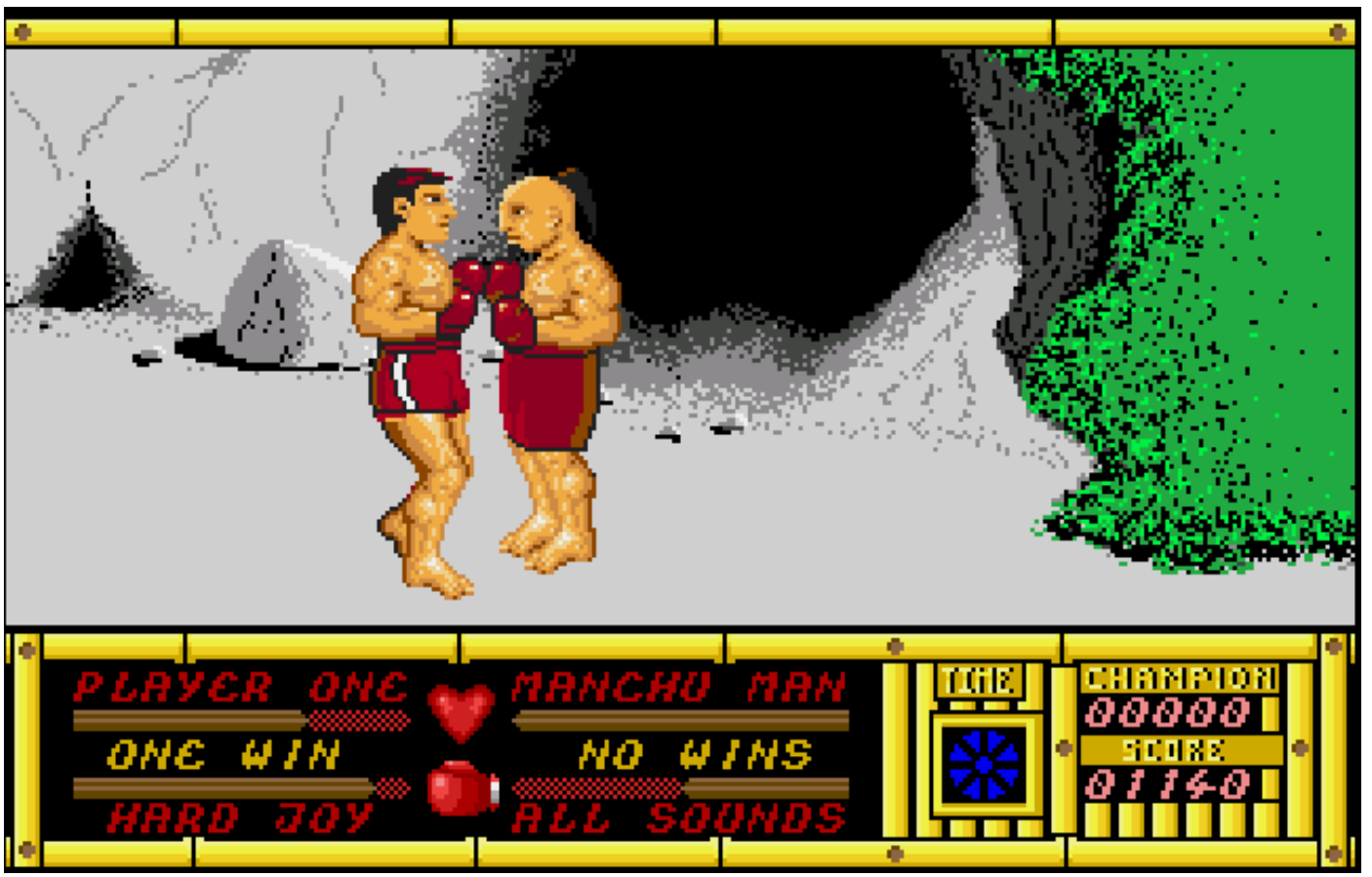


Bangkok Knights (1989)
£24.99 Activision /
Dev: System 3
[1/10 – Honestly the worst beat 'em up I have played.]



AA: 48% - 'a very poor conversion from the original C64 version. Although the sprites are of better quality, they are poorly animated, and the gameplay relies on repeating the same move until your opponent falls down.'

Asking £25 for this tripe is the only amazing thing with this piece of turd. Simply a terrible game with no involvement or subtlety of moves, beyond pummelling the fire button. The fact that System 3 genuinely thought they could charge

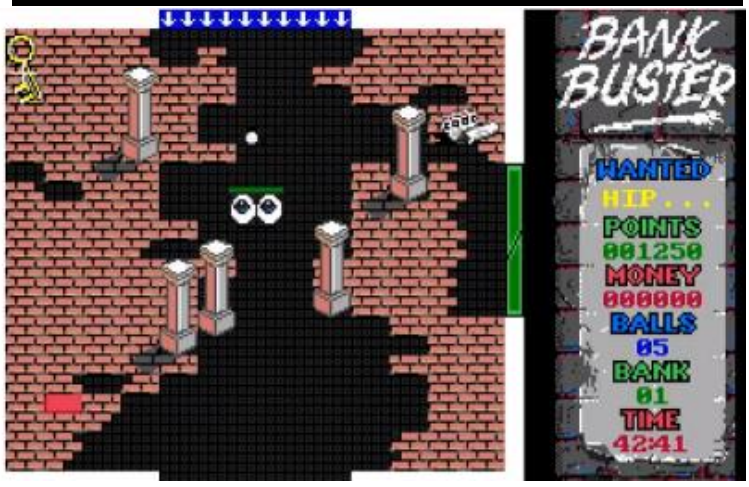


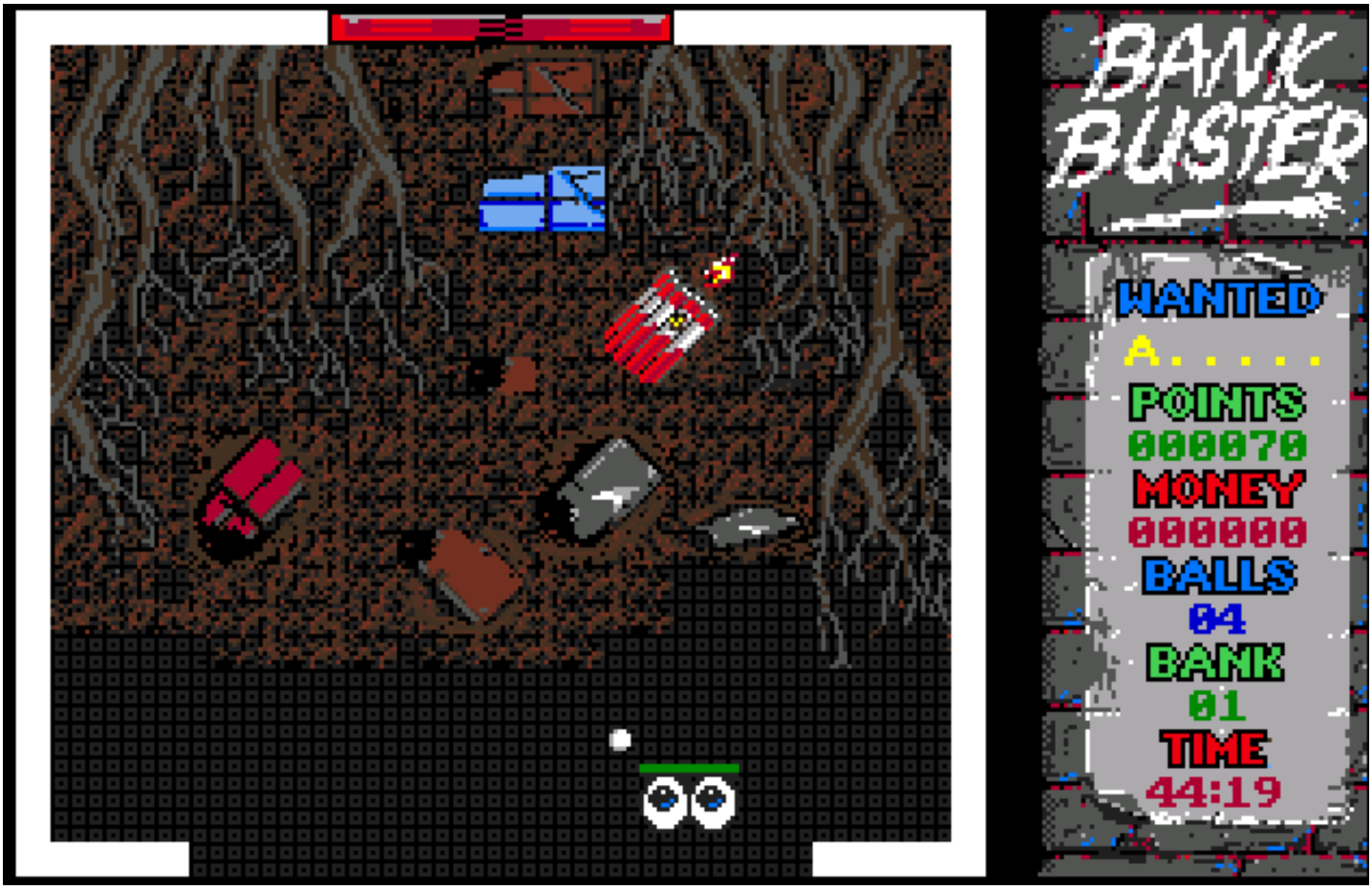
Bank Buster (1988)

£??.?? Methodic Solutions

[4/10 – Really nice idea for a bat 'n ball variant, but missing the gameplay.]

This is a great idea for a game, take Breakout, but allow your bat to move in all directions and then have you use the ball to Tunnel you way to all those riches, its bursting with ideas such as having to grab keys, triggering dynamite to open doors and avoiding triggering alarms. Sadly its all let down by terrible collision detection making the game more annoying than fun. So easily good have been so much better.





Banshee (1994)

£25.99 Core Design

[9/10 – Best 1942 clone of all time, a great shooter.]

CU: 91% - 'An incredible shoot 'em up, one that will a classic some day.'

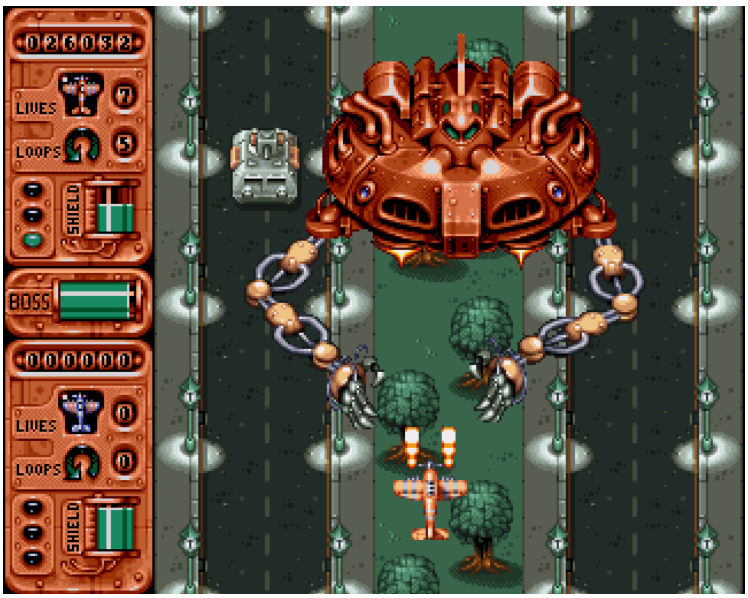
AF: 90% - 'This is a real shoot-em-ups' shoot-em-up. Banshee tells it like it is: you kill things Full stop. Just boot up and shoot up. What more can you ask for?'

AP: 89% - 'Well, it's certainly no mental challenge, but frankly that's half the fun. Banshee's just a good, honest, rip-roaring, barnstorming powerhouse of a blast-'em-up, which is all it ever tries to be. Take out your brain and put to one side. Tweak your reaction glands to maximum response, and just get shooting.'

AC: 89% - 'Well I do like this game and the weirdest bit is , I've never been a fan of shoot-'em-ups! They usually bore me to bits, but Banshee has that elusive quality that drags you in. Each level reveals new challenges which are genuinely demanding, anf the learning curve is just right. You get plenty of power ups at the start and then things slowly but surely start to get more and more frenetic, until you a literally gasping for breath. Get another player involved for even more fun, as the game gives you two power ups each time and you can only collect the ones that match your planes colour. This means hat both players build up their ships at the same rate and over the top Armageddon scenarios are always around the corner. There are some bad points, it has to be said. The sheer volume of enemies can be literally overwhelming at times, and single players are going to have an almighty struggle on their hands to finish it. It is also highly aggravating to lose a life and have your hard earned power ups swiped from you, often placing you up the creek minus paddle situation. Niggles aside, this is an intense and extremely satisfying game that should tempt any games fan with an ounce of adrenalin in their veins. The Harvey Keitel of shoot-'em-ups.'

O: 89% - ‘The Amiga was at the back of the queue when the great Gaming God handed out mindless shoot-’em-ups. Apart from the odd notable exceptions, Xenon 2 and SWIV, Amiga gamers haven’t really had a chance to relive the old days when it didn’t seem out of place to break a few joysticks in the name of a good blast. Core Design, not always the re-writer of history books but usually the purveyor of quality games, has come up with a blaster to test everybody’s fire-button finger with Banshee. The game’s a great roller-coaster ride to herll, and it takes the concentration to keep the cool-hand and clear head even for the most hardened game player.’

AA: 86% - ‘As far as out and out shoot ‘em-ups go you could do a lot worse than Banshee. Superbly detailed and atmospheric graphics help to create a scene which duplicates the storyline perfectly, and the smooth vertical and horizontal scrolling ensures the action never lets up for a second. It may be little more than a souped-up version of 1942, but that doesn’t stop it being a damn fine game.’



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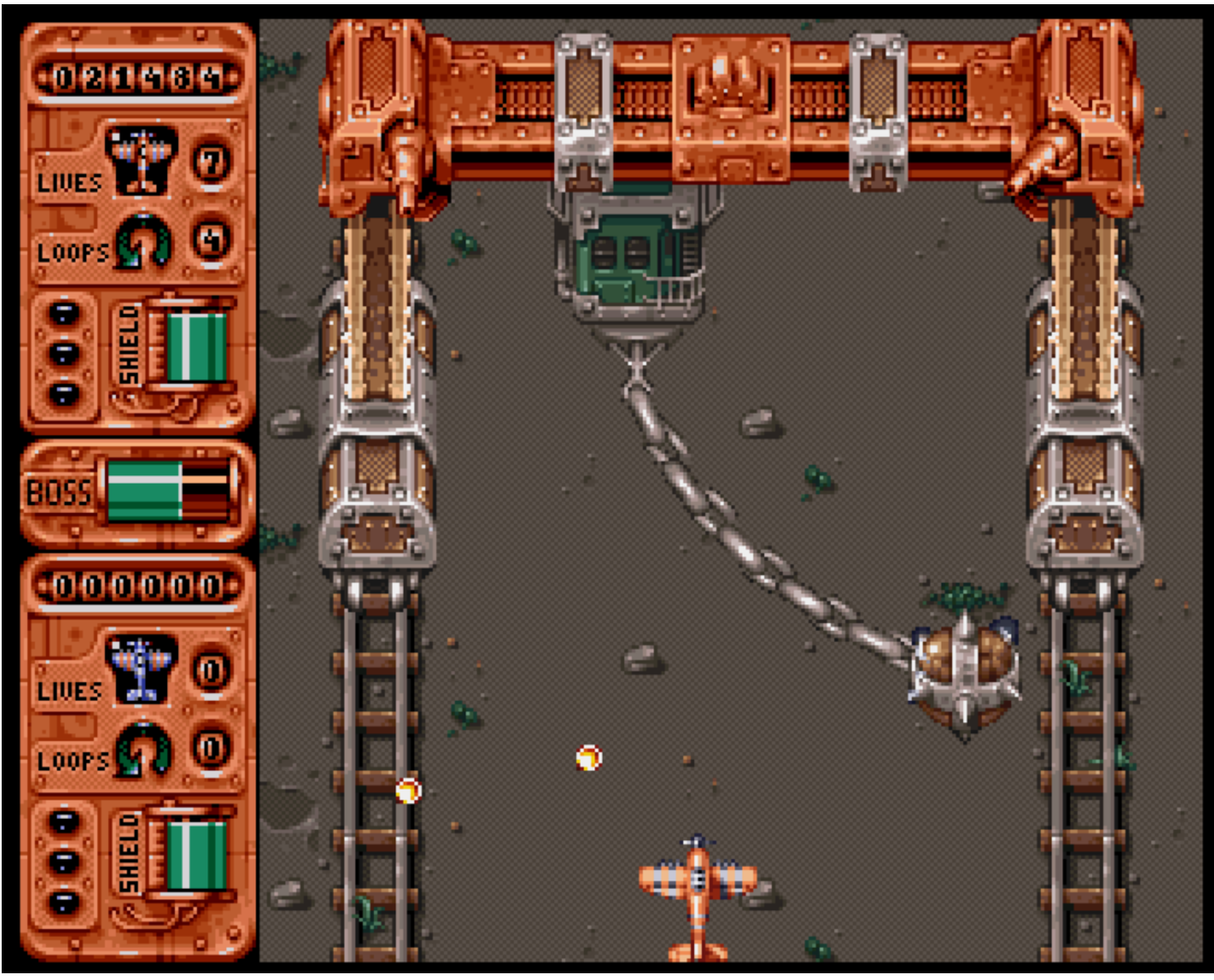
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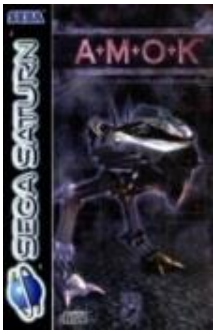
Banshee is in my mind the greatest shooter on the Amiga, don't get me wrong I love Xenon 2 and SWIV and for when those games came out I have probably played them more. But looking subjectively I believe Banshee is the winner. The game runs beautifully and has some brilliant end of level bosses in it. But for me it's the humour throughout, from the little soldier guys, to crossing polar bears, that make the game so charming. In fact more than once it brought to mind the Metal Slug games, such is the humorous touches. There are things that do annoy slightly in the game however, the levels run on far too long in my opinion and the graphics although detailed could do with throwing a few other colours than a variant of brown. Also the attack waves are sometimes unavoidable and missing the get out path always there in a Cave written shooter for example. But still this a brilliant game that is a bona fide gaming classic and should be played by all Shoot-'em-up lovers.

Banshee was developed by a trio of immensely talented individuals, it was their first published game as well. There was Søren Hannibal on coding (pic. top right), Jacob Andersen (pic. middle right) on graphics and the immensely talented musician and Core regular Martin Iveson (pic. bottom right), who has done, well pretty much every game Core did, highlights for me on the Amiga is his Chuck Rock 2, Bubba 'n Stix, Heimdall 1+2 and Jaguar XJ220, Of course one must mention his seminal work on most of the Tomb Raider games. After Core Design they would leave and create short lived developer Lemon and create the enjoyable game AMOK for the Sega Saturn. It was a good game but sadly the Saturn struggled and so they would part ways. Søren would join Shiny Entertainment and work on the Enter the Matrix game and Jacob and Martin would help set up Retro-Moto. with Jacob staying and being instrumental in the hugely successful Hit Man series.



ALIENS HAVE INVADED YOUR WORLD...GO MAKE 'EM REGRET IT!

BANSHEE

Take a classic arcade game. Add a whole heap of seasoning in the form of stylish, state-of-the-art graphics and four MASSIVE levels of up-to-date action. Stir in an Alternative Dimension, exquisitely evil aliens and a heavy-sprinkling of mucho-big guns 'n' power-propped planes. Leave to simmer on an incandescent heat and wait for the best BLAST in light years.

TOP DOWN VERTICALLY SCROLLING VIEW! CHOICE OF THREE DIFFICULTY LEVELS! FULLY ROTATING RAY-TRACED ENEMIES!

Available on: Amiga 1200 and Amiga CD32

CORE DESIGN LIMITED

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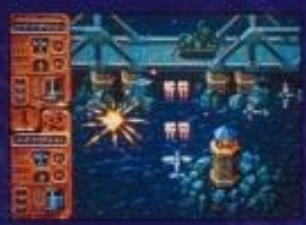
BANSHEE

BANSHEE

A 1200 AGA SPECIFIC

CORE DESIGN LIMITED



BANSHEE

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TOP DOWN VERTICALLY SCROLLING VIEW! CHOICE OF THREE DIFFICULTY LEVELS! FULLY ROTATING RAY-TRACED ENEMIES!

Prenez un jeu d'arcade classique. Ajoutez-y un fort assaisonnement de graphismes stylés et à la pointe du progrès, ainsi que de quatre ENORMES niveaux d'action trépidante. Mélangez-y une autre dimension et quelques aliens délicieusement maléfiques. Saupoudrez abondamment d'armes de gros calibre et d'avions à hélice. Laissez mijoter sur feu incandescent et attendez la meilleure EXPLOSION depuis des années lumières.

ECRAN A DEFILEMENT VERTICAL! TROIS NIVEAUX DE DIFFICULTE! ENNEMIS EN RAYTRACING ENTIEREMENT PIVOTANTS!

Das Rezept für Action satt: Man nehme ein klassisches Shoot-'em-Up, gebe vier RIESIGE, nervenzerfetzende Levels hinzu und würze mit fantastischer Grafik von Übermorgen. Man quirle eine turbulente Parallelwelt, vertrackt fiese Aliens und eine kernige Mischung erlesenster Waffen und Flugzeuge hinein. Optimal vermengen, auf Nuklearflamme sieden lassen und den rasantesten Ballerspaß der Galaxis abschmecken!

SUPERSCHNELLER SENKRECHTSCROLLER! WÄHLT AUS DREI SCHWIERIGKEITSSTUFEN! VOLL ROTIERENDE GEGNER IN RAYTRACING!

Prendi un classico arcade. Aggiungi un pizzico di grafica di classe e all'avanguardia e quattro ENORMI livelli per un'azione tutta nuova. Mischiare con una Dimensione Alternativa, degli alieni profondamente malvagi e il fuoco senza tregua dei cannoni mucho-grandi e gli aerei a elica. Lascia cuocere lentamente a fuoco vivo e preparati a gustare la migliore AZIONE degli ultimi anni luce.

VISUALE A SCORRIMENTO VERTICALE DALL'ALTO IN BASSO! SCEGLI TRA TRE LIVELLI DI DIFFICOLTÀ! NEMICI RAGGIO-TRACCIATI A TUTTA ROTAZIONE!

3-10 ✓ 11-14 ✓
15-17 ✓ 18+ ✓
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2 PLAYER OPTION

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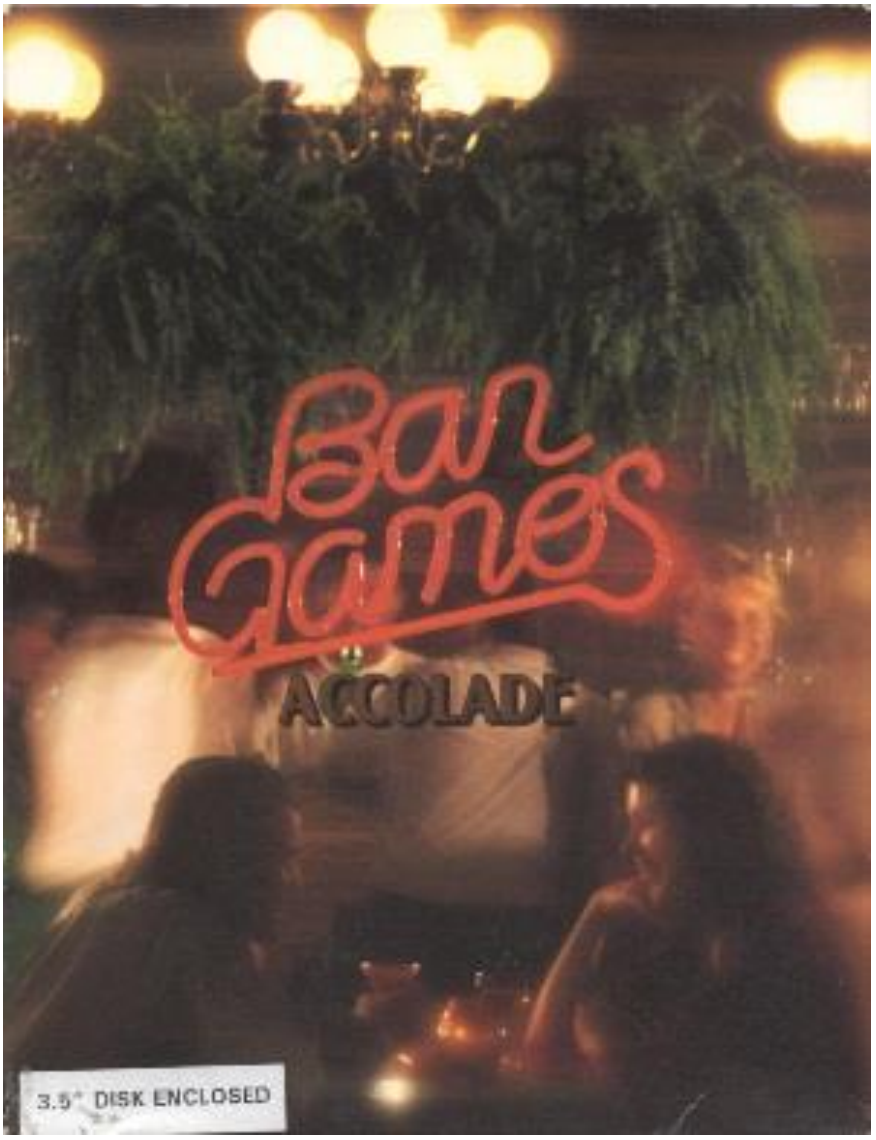
5 020717 200413

Bar Games (1990)

£24.99 Accolade

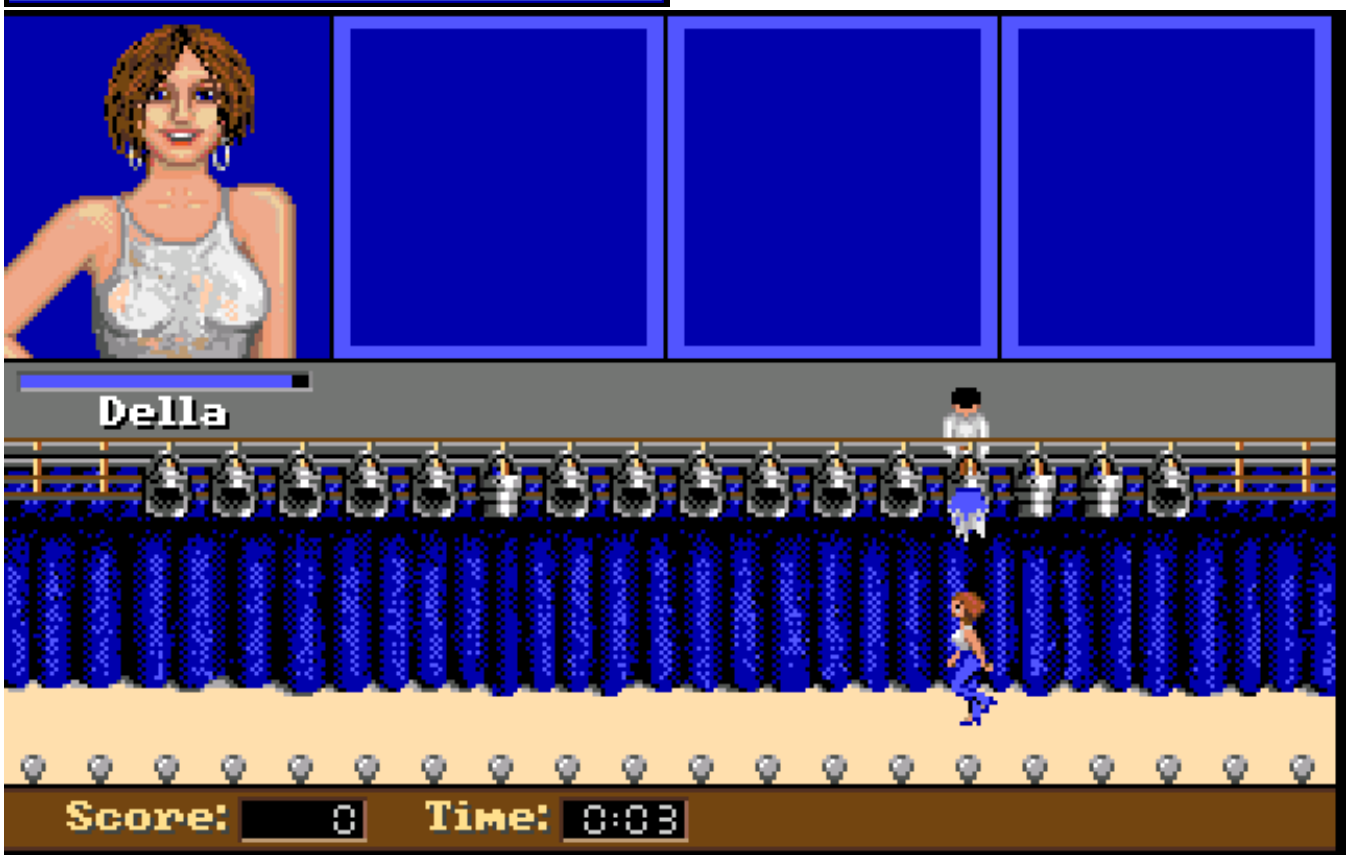
[6/10 – A fun set of mini games.]



On looking at the game box, you probably already skipping on to the next game, but don't as this game is simple and great fun. If ever there was a game crying out for a remake on the iPhone it would be this. The game is basically bar related y mini games all thrown together to an enjoyable whole. The first game Liar's dice, a complex bluffing game where you must bid on how many of the same number on the dice is made up of your and your hidden opponents hand. It doesn't really work here too well, as despite her thought bubbles its not easy to see if she is bluffing or not.

Wet and Wild is my favourite game and has you pouring buckets of water of the lovely walking beauties to get their T-shirts wet. It's a fun game and great for a good laugh.

Last order has you pour pints and then judge the power you slide the beer to the various patrons. This is also loads of fun and one that can be mastered. Air Hockey is good, but let down by only being keyboard controlled so a little sluggish. Finally Pick-up Artist has you try to chose the right lie to say to pull. It's an enjoyable diversion but too random really. All in all fun little diversion if not one to hold your attention for too long.



"WANNA GET LUCKY?" Cruise into the hottest bar in town. • Here, men are men and the women are glad of it. Pick-up lines slice through the charged air faster than a beer sliding across a counter-top. And games of skill and chance are enjoyed while the big-screen blares out the cable sports network. • *Bar Games*™ takes you there...sits you right down on your favorite stool. Partake in 5 classic saloon games while sharing a cold brew and hot conversation. • Relax. It's happy hour. Cheers.

Liar's Dice

Your opponent is a beautiful barmaid. Lay down your bet, then shake, rattle and roll. Don't be fooled by her "girl-next-door" looks...and don't let her small talk persuade you. "Three 2's," she's shrewd and knows the game.

5 great Bar Games!

Designed by Gene Smith.

Pick-up Artist

Their mothers warned them about guys like you. Try and charm 3 of the most tantalizing women in the bar. If you're lucky, they may chat...even go out on a date. If you're unlucky, the only thing you'll pick-up is the tab.

Air Hockey

Dates may get better looking near closing time, but air hockey only gets tougher. Challenge 4 local legends (2 men, 2 women). Each has their own style of play. Don't let this gorgeous goalie distract you. Keep your eye on the puck.

Wet 'n Wild

Only the classiest establishments employ 8 men *and* 8 women for a *wet t-shirt contest*. 8 rounds. No stopping for falling buckets or vengeful contestants. Do your darndest to douse this doll. (Caution—a cold shower may be required.)

Last Call

11:00 p.m. You're the bartender and a mob of thirsty patrons wants a drink... now. Fill 'em up and slide 'em down. As fast as they order, you've gotta deliver. The harder you throw, the farther they go. Crash! Oops...another mug bit the dust.

Actual game screens from IBM PC EGA version of the game. Other versions may vary. © 1989 Accolade, Inc. All rights reserved. IBM is a registered trademark of International Business Machines, Inc.

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Barbarian : The Ultimate Warrior (1988)

£19.95 Palace Software

[7/10 – Good 2 player fun.]

CUSR : 9 / 10 - 'Barbarian on the C64 was great; this 16-bit incarnation is even better. It's graphically superior, a lot faster and smoother, and the use of sampled sound effects ice a beautifully prepared cake. One for the collection, methinks. Gangway boys, I want to give Williams another thrashing.'

CVG : 36 / 40 - 'it's the little things that make Barbarian so great; the way the victor kicks the loser's corpse and flourishes his sword, the grotesque mutant, the gorgeous sound samples. All that's missing is music, but who cares? Unless you have a weak stomach, you should tie on your loin cloth, sharpen your sword,
and dash out to the nearest Bazaar for a copy of Barbarian right away.'

AC : 77% - ‘a good game and somewhat addictive. A bit more detail in the characters wouldn’t have gone amiss. This must be the last in the series of two guys beating each other up in very nice scenery. It’s wearing a bit thin, but no doubt someone will come up with yet another scenario with different graphics and surprisingly familiar gameplay.’

ACE : 419 / 1000 - ‘the game itself shouldn’t take you longer than a week to complete. The two-player option does little to pep up the interest level, so though the games amusing in the short term, there’s nothing much here to make you want to come back to it time and time again.’

I like many, bought this game on the Spectrum and purely for the buxom Maria Whittaker featured not wearing much, on the box (she was also a page 3 favourite in the Sun newspaper). The guy incidentally was Van Wijk or better known to us Brits as Wolf from the UK show Gladiators. But once we had peeled our eyes from the box and the poster and actually started to play the dam thing, we found it was actually a great game. The Amiga version is simply the best version of this game and so if you loved it on the 8-bit machines then this is the one to play. In single player it has you play a hero who must go through 8 Barbarians and defeat the evil wizard Drax and rescue Princess Mariana. Its all good fun with a surprising range of moves that can be pulled off from a single joystick with one fire button. Of course it was the difficult to pull off, but ultimately satisfying move, of the spinning head chop that we would always try to pull off. In gaming there is little better than the satisfaction of watching the head of you opponent thud to the floor and watch the little green mutant kick the head off the screen and drag the corpse away. All in all the game is a lot of fun, of course as a 1 player game you will quickly get board, but as a two player game this is still loads of laughs. Definitely one game to crank up and enjoy. Incidentally in America this game was released under the naff title Death Sword

BARBARIAN
01325 1 01125
ONE PLAYER

BARBARIAN
14550 7 07650

Thanks big boy.

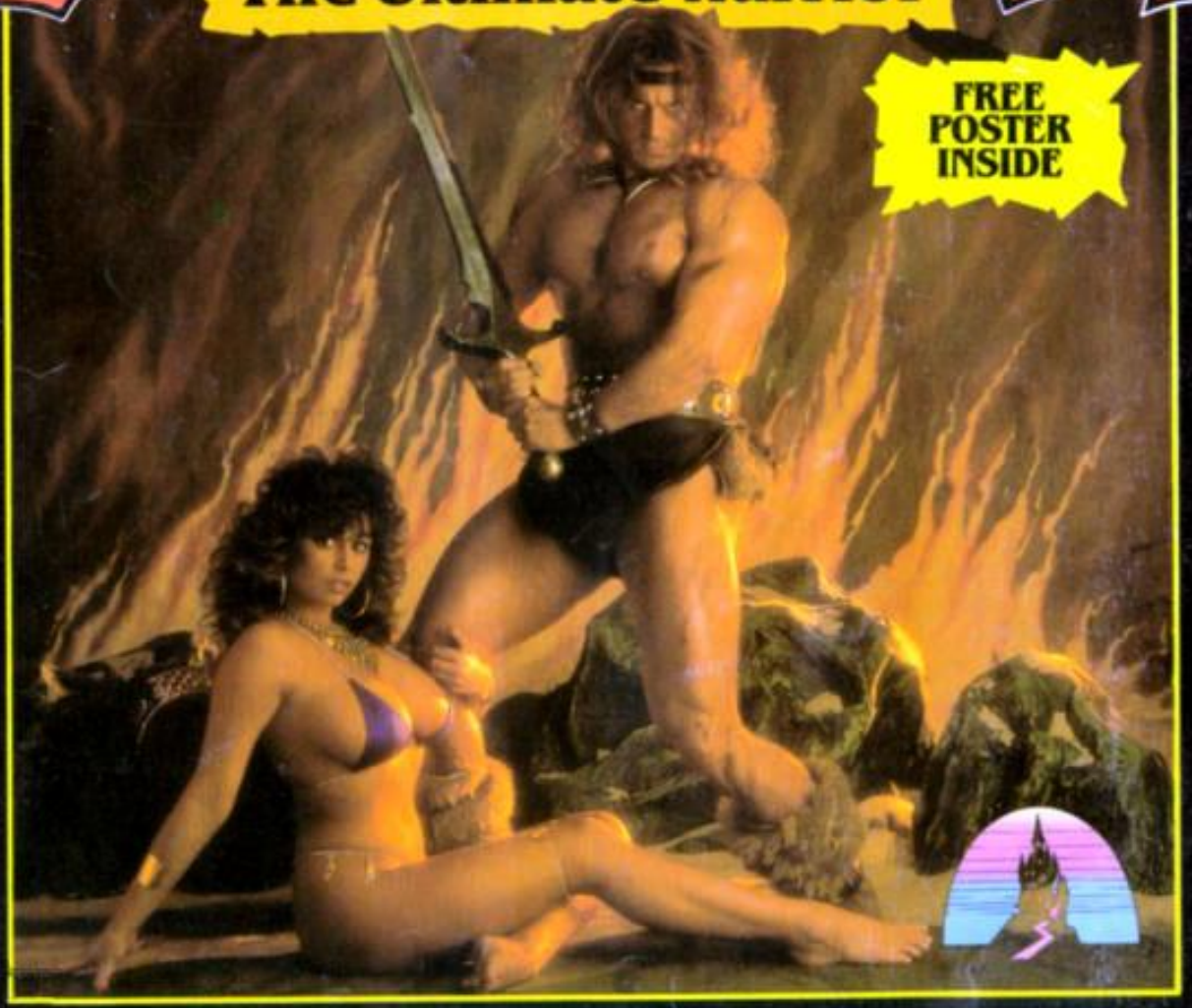
BARBARIAN
10250 4 03925

The Ultimate Warrior

BARBARIAN

The Ultimate Warrior

FREE POSTER INSIDE



AMIGA

"...and lo, a mighty warrior shall come from the frozen wastelands of the north, and he will stand alone against the forces of darkness..."

The Book of Death

Actual screen shots from the Amiga

5 013518 010879

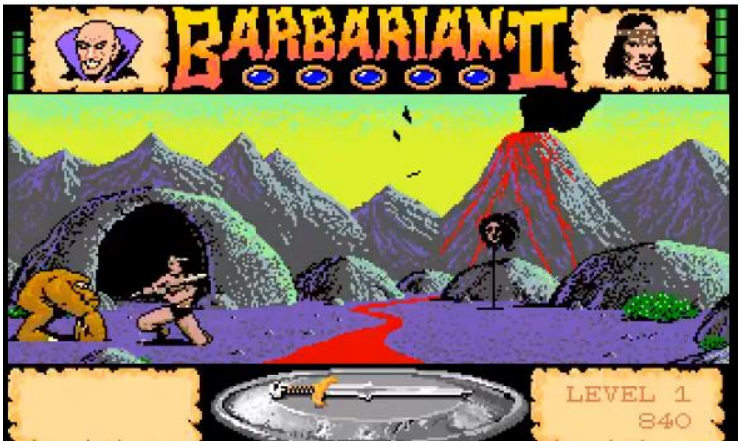
PALACE SOFTWARE

Barbarian II : The Dungeon of Drax (1989)
£24.99 Palace Software
[5/10 – More variety, and fun still, but it loses out in the playability stakes, being far too tough.]

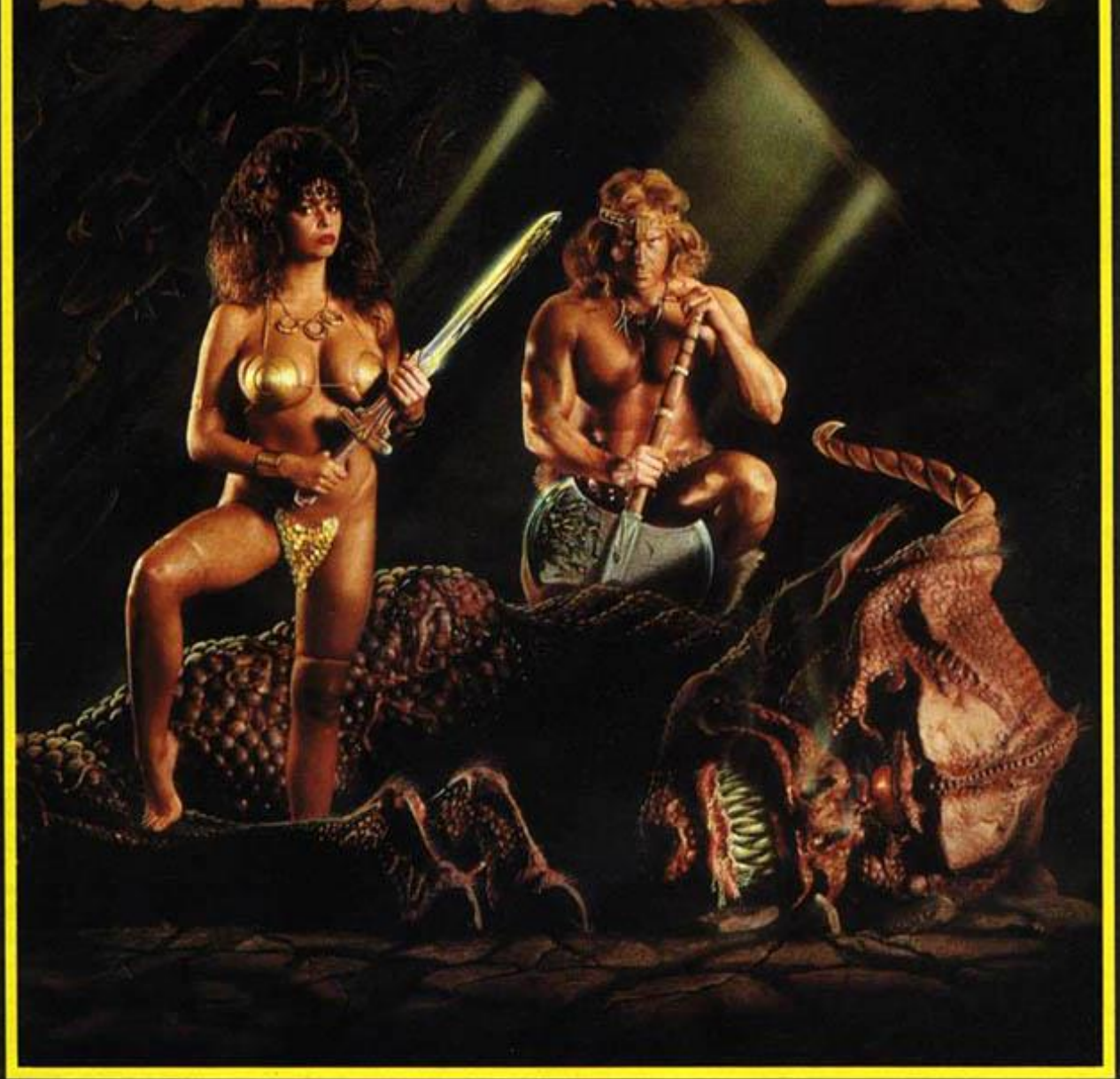
CU : 86% - ‘There is something undeniably 8 bit about Barbarian II. It’s conception and gameplay are tried and tested, but that really doesn’t put me off, its too well executed. It’s still a must for fans of decapitation everywhere.’

CU : 82% - ‘Simple, direct hack-and-slay action mixed with maze navigation, Barbarian II is as fun on the Amiga as on any other format.’

In the sequel Palace have thrown everything into it. Now you can play the Princess you rescued in the first or the Barbarian again and make your way through a maze of evil nasties (mutant chicken is the most vicious though). As a fan of the first game, I should love this, but I don’t. I find the gameplay all wrong this time around and it’s all, far too frustrating to play. In the US it’s known as Axe of Rage.



BARBARIAN·II
THE DUNGEON OF DRAX



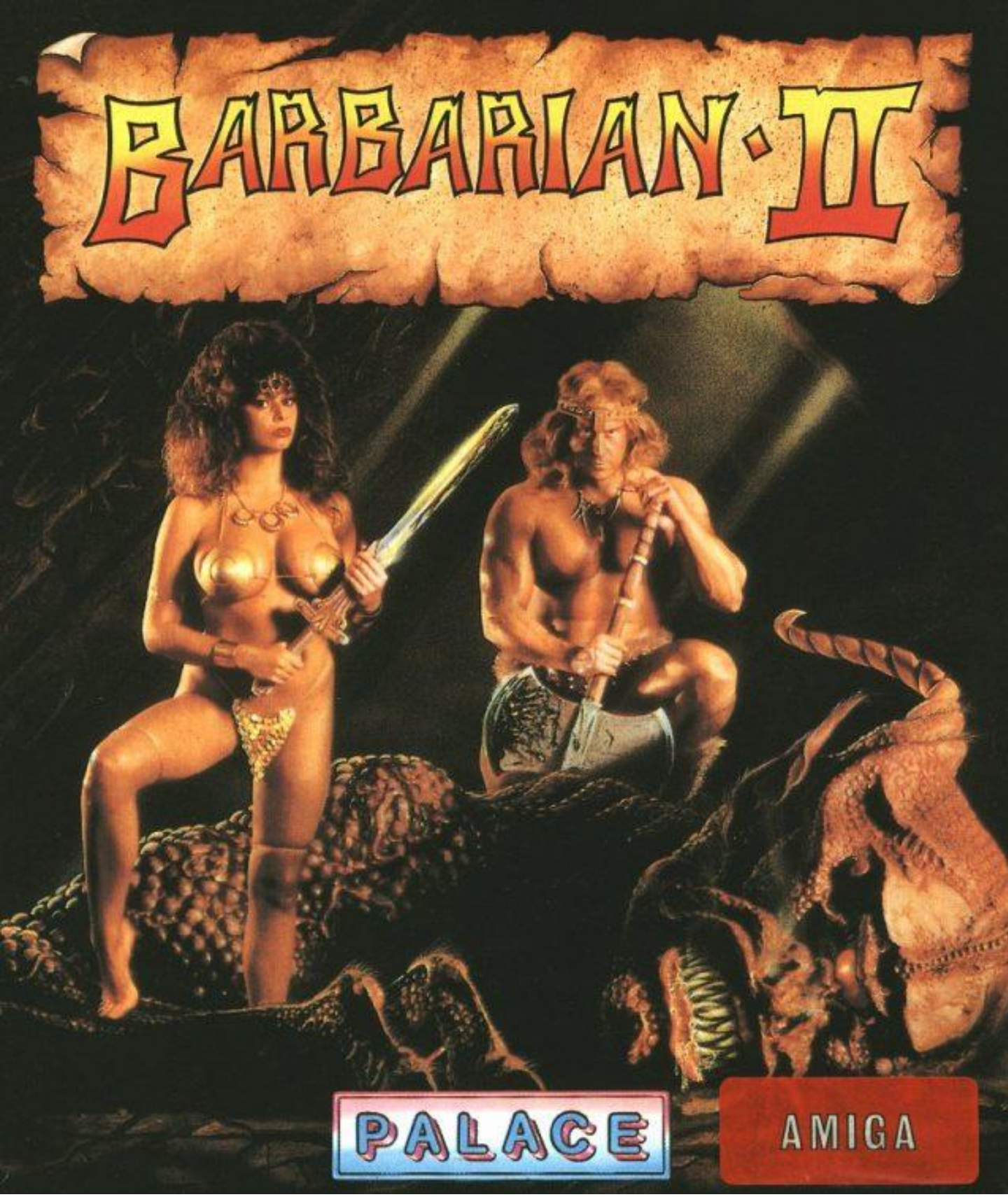
Spectrum Version

Amiga Version

C64 Version

Check your local stockist for availability. In case of difficulty, available by mail order from: Palace Software, The Old Forge, 7 Caledonian Road, London N1 9DX.
Send cheque or postal order for £9.99 (C64, Spectrum, Amstrad cassette), £12.99 (C64 disk), £14.99 (ST, Amstrad, Spectrum disk), £19.99 (Amiga) plus 80p P&P. Access and Visa holders telephone 01-278 0751. Subject to availability.

PALACE


BARBARIAN·II
PALACE
AMIGA

Alternative Box Design when published by Ocean.

Barbarian (1987)

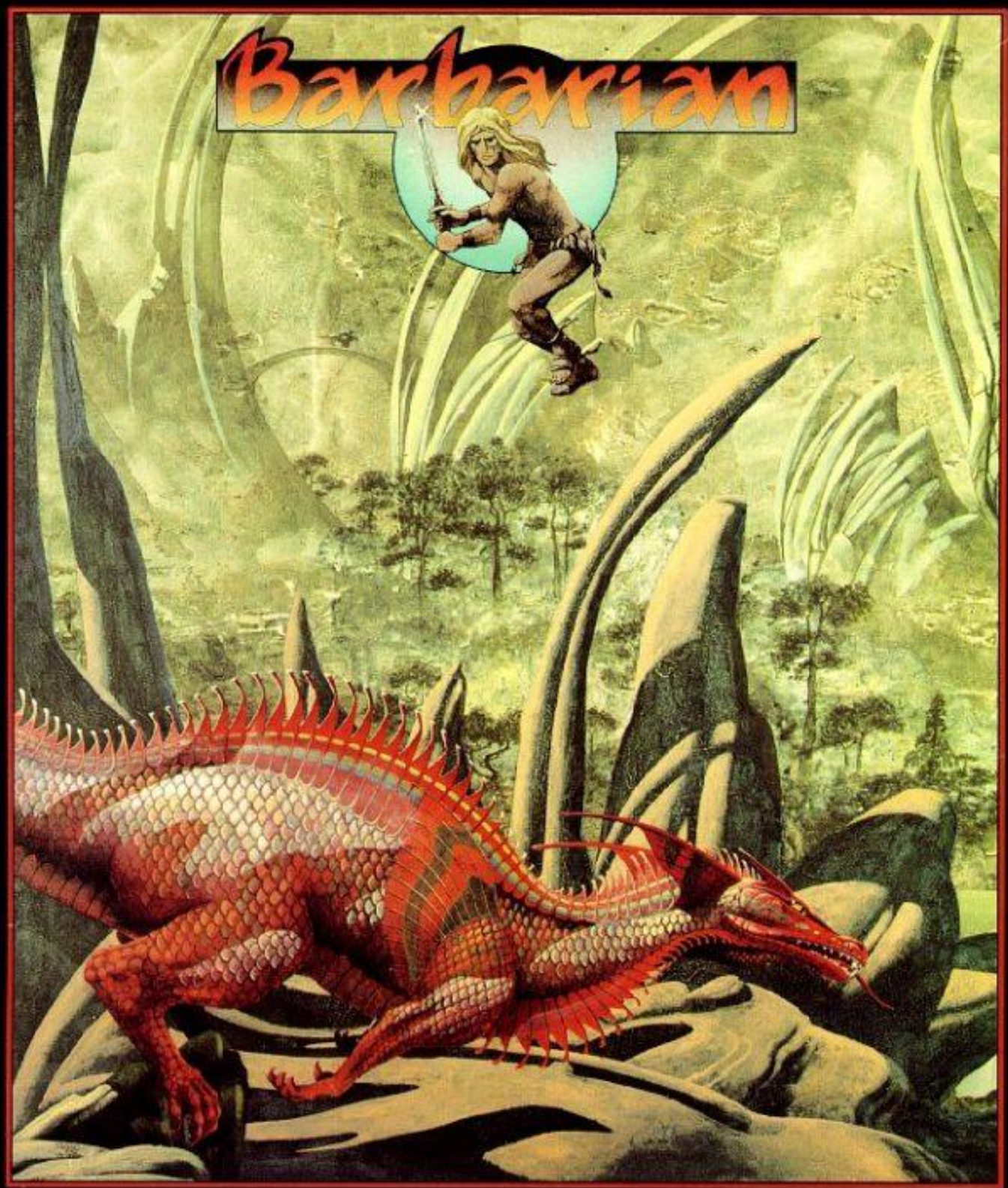
£24.95 Psygnosis

[5/10 –Interesting control method, that doesn't work.]

GM : 87% - 'Brilliant, great, wonderful and quite good too. Hegor stalks the caverns in very realistic fashion, hair waving, weapon at the ready and slightly crouched in preparation for anything. He needs to be! Necron's denizens are everywhere, attacking with axes, arrows and magic, but just wait till you see the dragon…! Perhaps booby-traps are a little unfair, as there are no warning of their presence, and coupled with the lack of save game facility can become tedious. But the urge to continue remains throughout. The large area to explore, the wonderful sound effects and marvellous graphics all add up to a success for Psygnosis.'

CUSR : 6/10 - 'a game with major flaws that, if you can be bothered to make the effort required, can be quite rewarding.'

An experimental control method was used in this game, where you control the player by using the mouse to click on the corresponding icon. It just doesn't work with you feeling not engaged and more often than not dying because of the control scheme and jerkiness of the hero, rather than making a mistake. When you combine this with blind traps that kill you, it all ends up annoying as opposed to thrilling you. The sequel is far better and shows how this control system can work, although before being to harsh on this game, remember this was released way back in 1987.


Barbarian

BARBARIAN

Can you become Hegor the famous dragon-slaying, monster-mangling Barbarian?

Are you the warrior who can enter the fearful realms of the underground world of Durgan, a world terrorized by the evil Necron?

Can you handle the adventure, the frenzied attacks, the hidden traps, the gruesome death dealing monsters?...

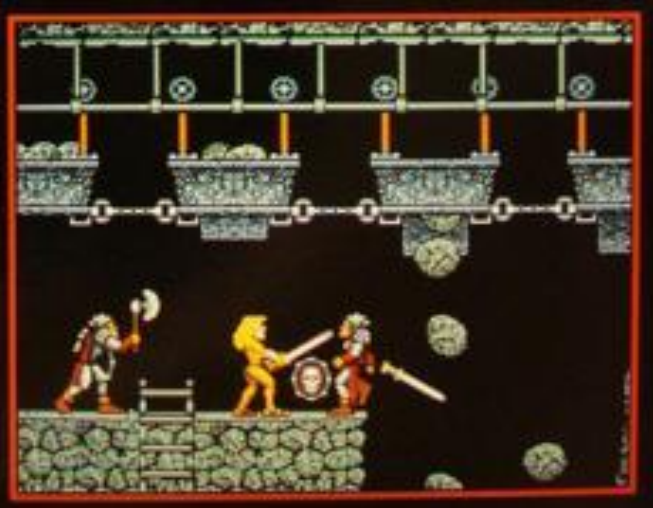
Your quest; to destroy the lair of the accursed Necron. Your prize; the kingdom's crown.

Your task is awesome! You must live on your wits, conquer your innermost fears, use every skill and weapon available to you.

Hideous perils await. Can you survive?...

Are you Hegor the famous dragon-slaying, monster-mangling Barbarian?

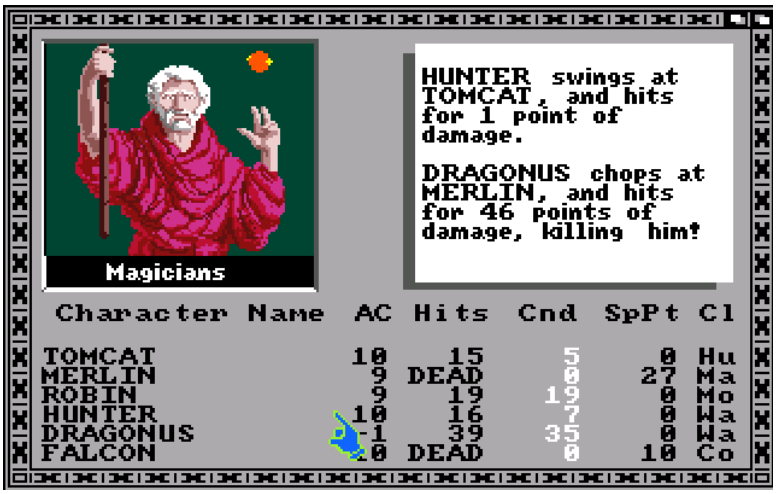
© PSYGNOSIS LTD 1987
MANUFACTURED IN THE U.K.



The Bards Tale: Tales of the Unknown (1986)

£24.99 Electronic Arts /
Dev: Interplay Productions
[6/10 – Historically important but hasn't aged well.]

AC : 84% - 'Slightly more puzzles would enhance the appeal of this adventure.'



For those who love the game then the Amiga is probably the best version to play it on, the visuals are great considering its age and for an old skool RPG it's a great little title. But for me it's a little too old and simplistic, and although I will sing from the roof tops of the games historical importance, I don't think it has aged particularly well So all in all a great title back in the day that lay the ground works for much more impressive RPG's to follow such as Dungeon Master and Eye of the Beholder.

(No I.D. required for half-elves.)

When the Going Gets Tough, the Bard Goes Drinking.

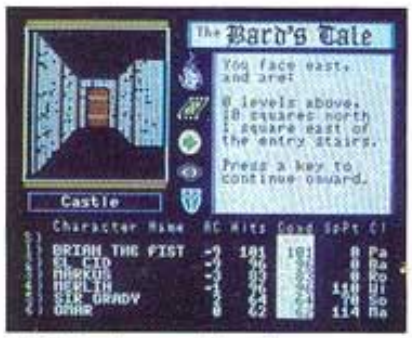
And the going is tough in Skara Brae town. The evil wizard Mangar has cast an eternal winter spell. Monsters control the streets and dungeons beneath. Good citizens fear for their lives. What's worse, there's only one tavern left that serves wine.

But the Bard knows no fear. With his trusty harp and a few rowdy minstrel songs he claims are magic, the Bard is ready to boogie. All he needs is a band of loyal followers: a light-fingered rogue to find secret doors, a couple of fighters to bash heads, a conjurer to create weird allies, a magician for magic armor.

Then it's off to combat, as soon as the Bard finishes one more verse. Now what's a word that rhymes with "dead ogre?"

4 classes of magic user, including wizard and sorceror. 85 new magic spells in all.

128 color monsters, many animated. All challenging.



Full-color scrolling dungeons. 16 levels, each better than the one before. 3-D city, too.

Optional use of characters created in Wizardry® or Ultima III.®

The Bard's Tale™

from

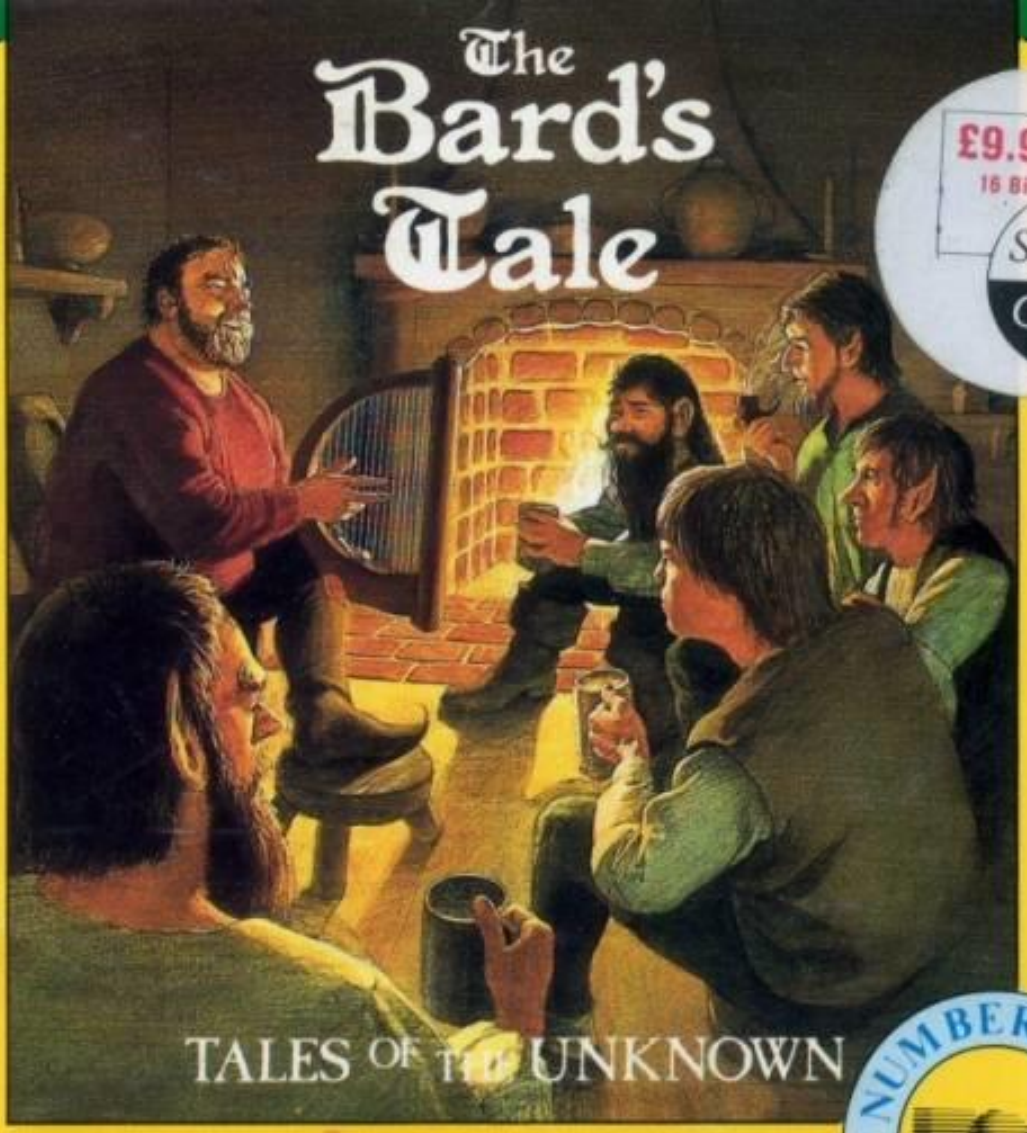
ELECTRONIC ARTS™

Ad scanned by Rob Huston from a *Compute's Gazette* magazine

AMIGA

512 K

The Bard's Tale



TALES OF THE UNKNOWN

£9.99
16 Bit
Software Classics

NUMBER ONE IN THE USA

Interplay Productions

Michael Cranford

ELECTRONIC ARTS

"THEY DISBELIEVED MY WIND DRAGON...THEY POSSESSED MY GREATER DEMON...NOW IT'S UP TO THE BARD AND HIS MAGIC FIRE HORN..." First you explored the city. Then the cellars and sewers below. Now you're trapped in Harkyn's Castle. 7 levels conquered and still 9 to go...Command 4 different classes of Magic User: Conjurer, Magician, Sorceror and Wizard, each with unique spells. And the Bard who makes magic with his music. 85 spells in all. But choose well – the wrong spell and you're history...Pushes the power of your computer to its limits. So it's fast. It's big. And there's plenty of power for 3-D scrolling, full colour mazes, amazing sound effects and animated colour monsters. Excellent game design. Each level is demanding – and different. There are more monsters, mazes, "specials," logic puzzles, & magic items than you've ever seen in a game like this before.

THE RED DRAGON

85 MAGIC SPELLS

3D SCROLLING CITY MAP

16 DIFFERENT MAZES

These screen shots represent C64 version. Other versions may differ

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Home Computer Software

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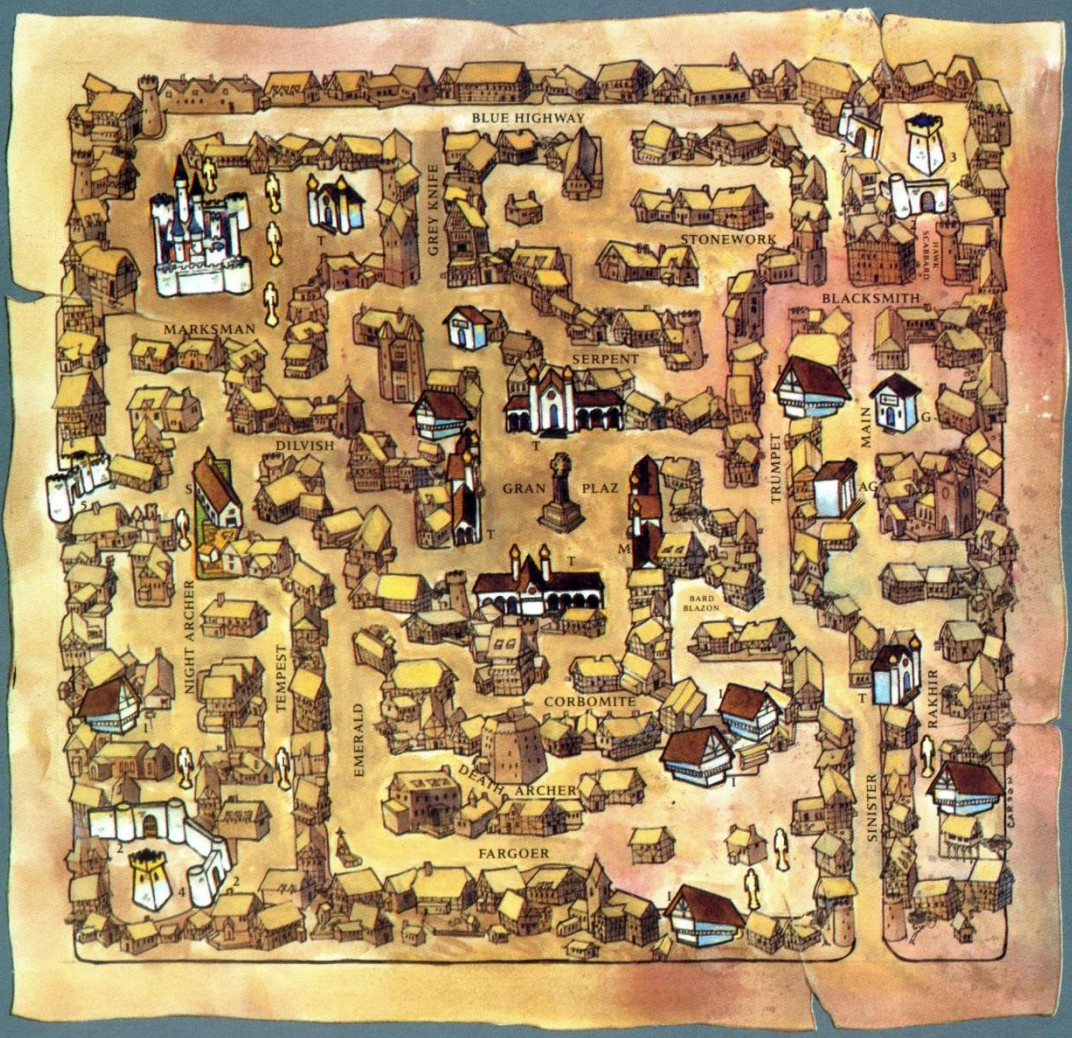
THE BARD'S TALE VOL 1 ELECTRONIC ARTS

15

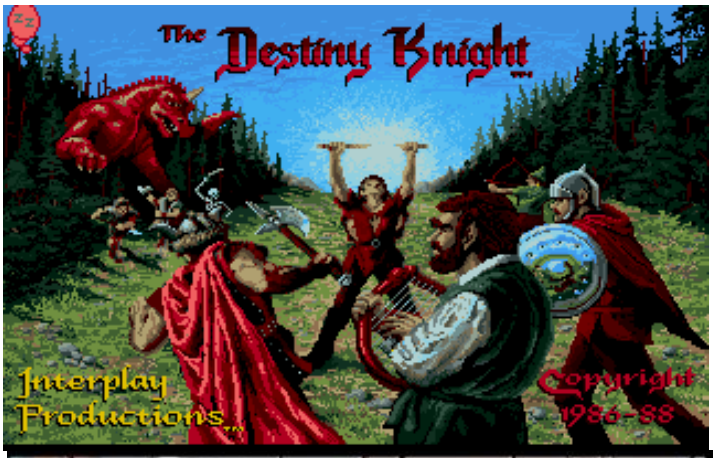
AMIGA

Shara Brae


BLUE HIGHWAY
GREY KNIFE
STONEWORK
BLACKSMITH
MARKSMAN
SERPENT
DILVISH
GRAN PLAZ
TRUMPET
MAIN
NIGHT ARCHER
TEMPEST
EMERALD
CORBOMITE
DEATH ARCHER
FARGOER
SINISTER
RAKHIR
BARD BLAZON

The Bards Tale 2 : The Desitiny Knight (1988)

£24.99 Electronic Arts /
Dev: Interplay Productions
[6/10 – Better than the first game in the series.]



ACE : 920 / 1000 - 'Gameplay is enhanced by the complexity of the scenario. First there's the large map. Then there are numerous different character classifications and levels'

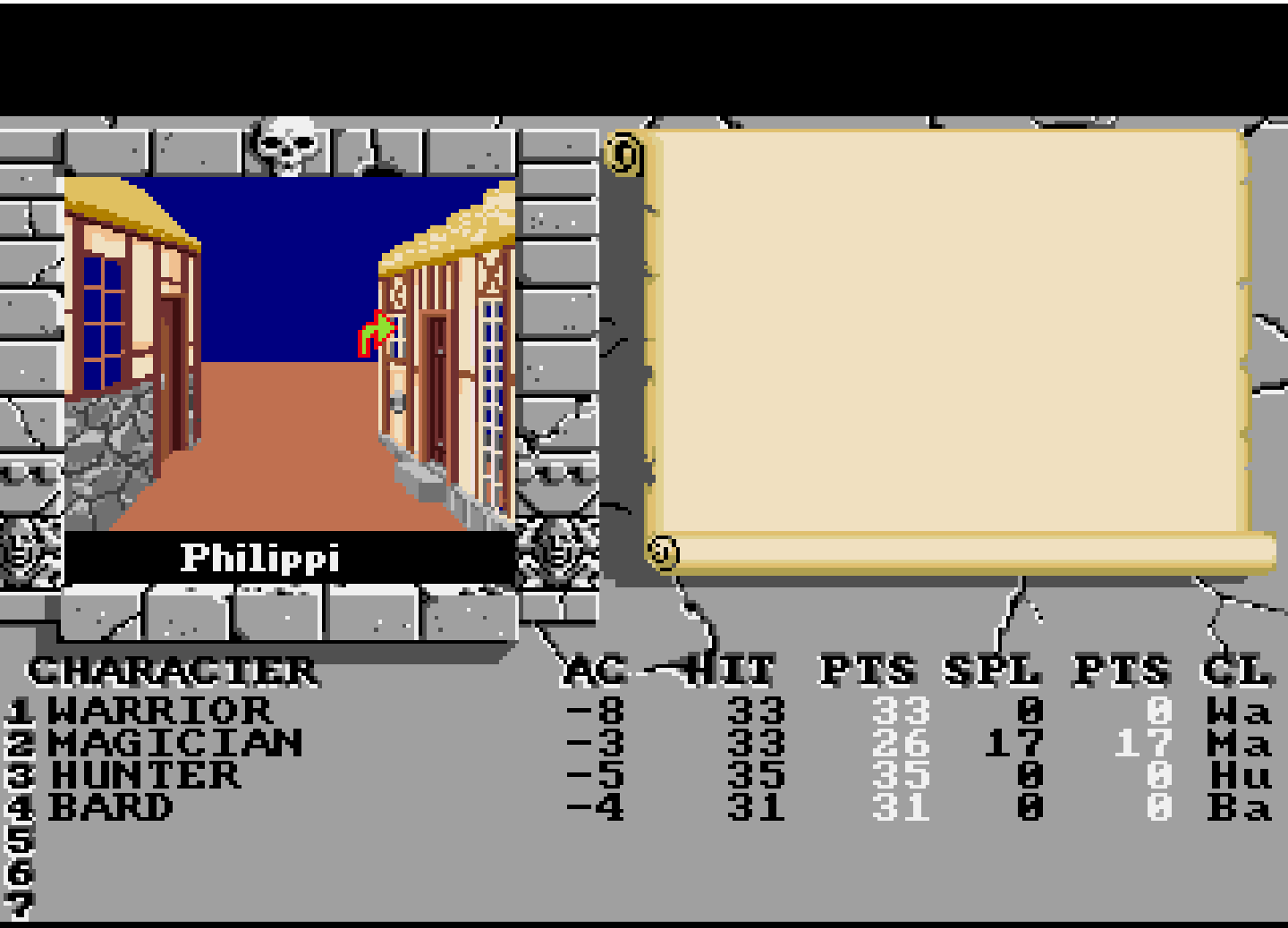
AC : 87% - 'A good mix of tactics and cerebration.'

ZZ : 80% - 'probably the best role-playing game you can get-so far-for the Amiga. It's very well presented and a lot more challenging than The Bards Tale I and while the plans for an Amiga version of Dungeon Master have been shelved, probably the only game that will improve on it is the Bards Tale III. So – loaf on down to your nearest Amiga stockist and get it.'

YA : 79% - 'Definitely a game that benefits from the Amiga. The little animations that accompany the pictures of each character really help the atmosphere, and the screen is very pleasing to contemplate – it's not half as soothing looking at the C64 version. Definitely my favourite game of the month. I'll probably still be playing it this time next year!'

GM : 76% - 'While the heart of the game remains disappointingly unchanged and the disk access during encounters is still present, there are little extras which add much to the game: the scroll which actually scrolls when messages are displayed, the graphic animation and the flame which appears when torches are lit, all make the Amiga Conversion of the Bard Tale II, The Destiny Knight a very entertaining game to play.'

Essentially more of the same, although this is a much bigger world to explore and now also includes ranged combat. It is definitely an improvement over the first game, but still is one that is definitely showing it's age. Of the three games in the series this is my favourite though.



THE DESTINY KNIGHT™

AMIGA 500, 1000*, 2000
512K-*Requires Kickstart 1.2
Mouse required
Blank disk required
BARD'S TALE II: DESTINY KNIGHT 1313

ELECTRONIC ARTS™

Michael Cranford
Interplay Productions

When The Going Gets Even Tougher...

Another wolf! Your magic sword cleaves him mid-snarl, and he drops in a fur-pile at your feet. There's a slime-ball conjurer just out of reach who'll keep summoning these slobbering missiles until your sword arm drops off. Unless you can figure out a way to get at him.

When you put Mangar out to pasture, all you really wanted was a bottomless mug and an ace up your sleeve. So what are you doing out here in the gnarly wilderness, knee-deep in wolf meat, itching to put an arrow through the Adam's apple of some spell-caster?

It must be your Destiny.

50% Bigger Than Bard's Tale

- More animated color monsters—over 100 kinds of monsters in all.
- Dozens of new spells—79 in all.
- 25 dungeon levels.
- 6 entire cities.
- A vast wilderness to explore.
- A bank and casino.
- More strategy in melee encounters—the weapons and spells you choose depend on the enemy's range.
- Summon and name monsters to become a permanent part of your party.
- A Sage to give you clues.
- Six different guilds for saving games.
- Optional use of Bard's Tale characters. Bard's Tale experience not required.

Between the six cities lies an immense wilderness. It's a mapping challenge never before seen in a fantasy game, and a whole new way to get lost.

A new class of magic user, the Archmage has 8 powerful spells like Heal All, Fanskar's Night Lance, and the legendary Mangar's Mallet.

There are 25 different full-color scrolling mazes like Fanskar's Castle.

Electronic Arts provides a limited 90-day warranty on the recording media. See warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided AS IS. Screen shots represent the Commodore 64 version only. Other versions may vary. Made in U.S.A. Commodore is a registered trademark of Commodore Business Machines, Inc.

ELECTRONIC ARTS™

THE WILDERNESS
EPHESUS
COLOSSE
TANGRAMAYNE
PHILLPPI
CORINTH
THESSALONICA
SAGES HUT

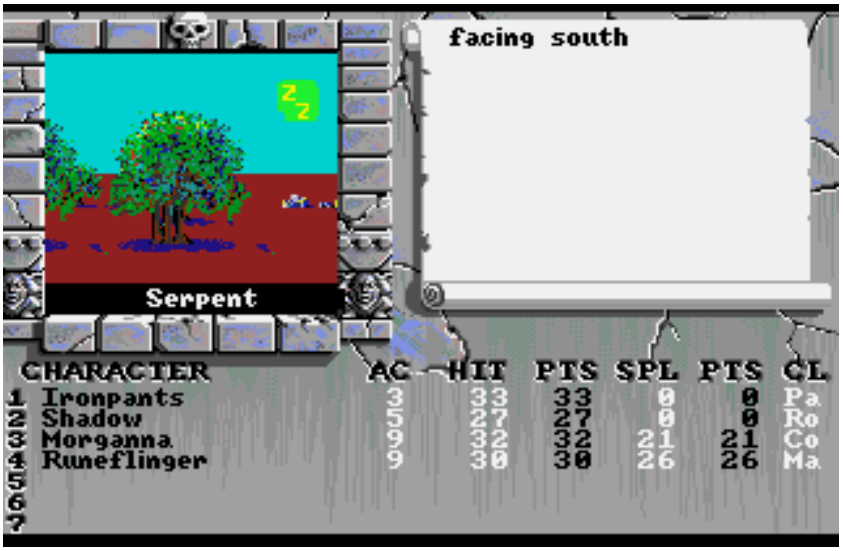
The Bards Tale 3 : The Thief of Fate (1991)

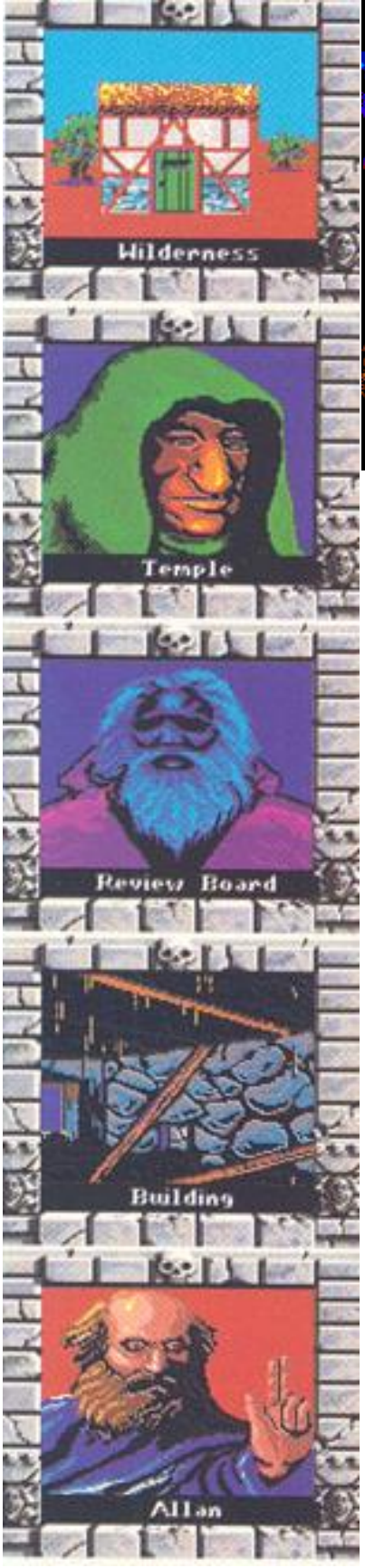
£24.99 Electronic Arts /Dev: Interplay Productions

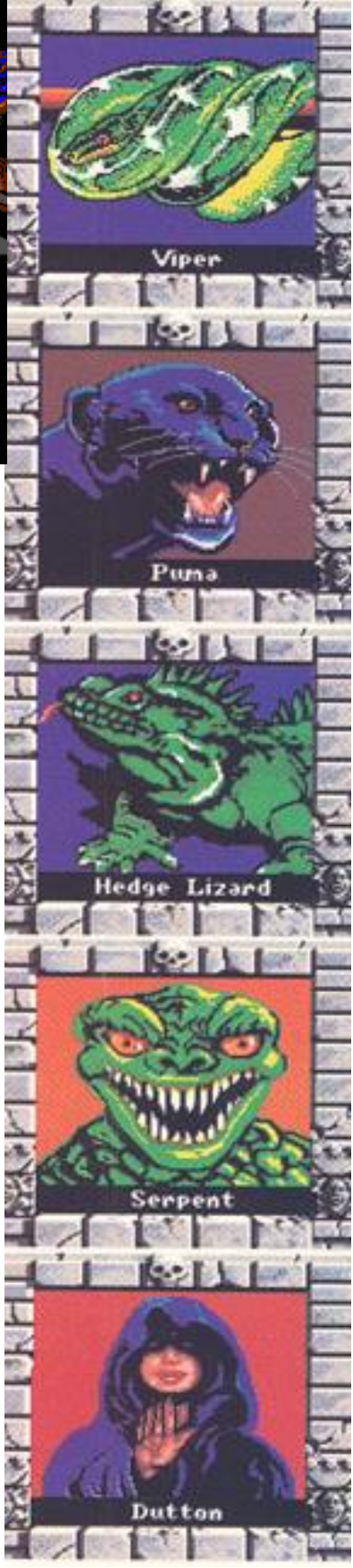
[6/10 – Worse graphics but bigger game than others.]

CU : 89% - 'This is definitely the best in the series. It's playable and very absorbing. Let's just hope that this isn't the last we're going to see from the singing Bard.'

AA : 81% - 'I don't think there's anyone out there who is a bigger Bard's Tale fan than me. But even though I thoroughly enjoyed the two previous games in the series I must admit that Bard's Tale III is a little bit of a let down. We all know that graphics and sound aren't necessary in this type of game, but the graphics in BT3 aren't even as good as the ones in BT1. However the gameplay has been improved and thanks to the better story line there's a little more brain work involved. A good game that many people will enjoy.'







AF : 69% - 'The map area is fairly large, but the features within that landscape is limited. The foes crop up regularly, and it would be a serious problem if they were unavoidable, but you can be selective, and only pick on the weaker monsters. A well executed example of the genre, Bard's Tale III lacks tension. Nice graphics, but limited and repetitive gameplay means it is only really for beginners and fans of the series.'

AP : 67% - 'A competent and highly playable role-player in the classic tradition. What was excellent five years ago, however, is in serious need of an overhaul in 1991.'

Graphically this is a step backwards, with Electronic Arts getting lazy and deciding to just use the PC graphics touched up slightly. Gameplay wise, of the trilogy this is the most accomplished of the trio, being a huge gaming world and far better realised plot for you to follow. But by 1991 this game was already severely dated, and when compared to such titles as Dungeon Master and the Eye of the Beholder games, there really is no competition. Overall if you have fond memories of playing this back in the day (especially if you played this or the others on PC or another format) then the Amiga is the best versions to play of these games. Otherwise only those who love their RPG, seriously old skool should need apply.

THE BARD'S TALE SERIES OVER 500,000 SOLD

THE BARD'S TALE

STAR PERFORMER

THIEF OF FATE

SPECIAL OFFER

ELECTRONIC ARTS

Colourful, animated graphics bring monsters to life.
Graphiques animés, colorés apportant la vie aux monstres.
Animierte grafiken lassen die monster lebendig erscheinen.
Grafica animata e a colori rende realisticamente i mostri.

- 80 dungeons throughout seven dimensions to explore and unravel.
- Over 13 character classes, 100 spells and 500 different monsters.
- New powerful Chronomancer and Geomancer spellcasters.
- Compatible with Bard's I and II characters.
- No previous experience is required.

- 80 donjons en 7 dimensions à explorer et à découvrir.
- Plus de 13 classes de personnages, 100 sorts magiques et 500 monstres différents.
- Les nouveaux jeteurs de sorts puissants Chronomancer et Geomancer.
- Compatible avec les personnages Bard's I et II.
- Aucune expérience préalable n'est demandée.

- 80 Labyrinthe auf sieben Ebenen, voller Rätsel und Geheimnisse.
- Mehr als 13 Klassen von Charakteren, 100 Zaubersprüche und 500 verschiedene Monster.
- Neue mächtige Chronomancer- und Geomancer-Magier.
- Kompatibel mit den Charakteren aus Bard's I und II.
- Keine Vorkenntnisse erforderlich.

- 80 prigioni sotterranee per sette dimensioni da esplorare e in cui districarsi.
- Oltre 13 tipi di personaggi, 100 incantesimi e 500 mostri diversi.
- Chronomancer e Geomancer, nuovi e potenti strumenti per ammaliare.
- Compatiblile con i personaggi di Bard's I e II.
- Non è necessario avere alcuna experienza.

Screenshots represent PC version

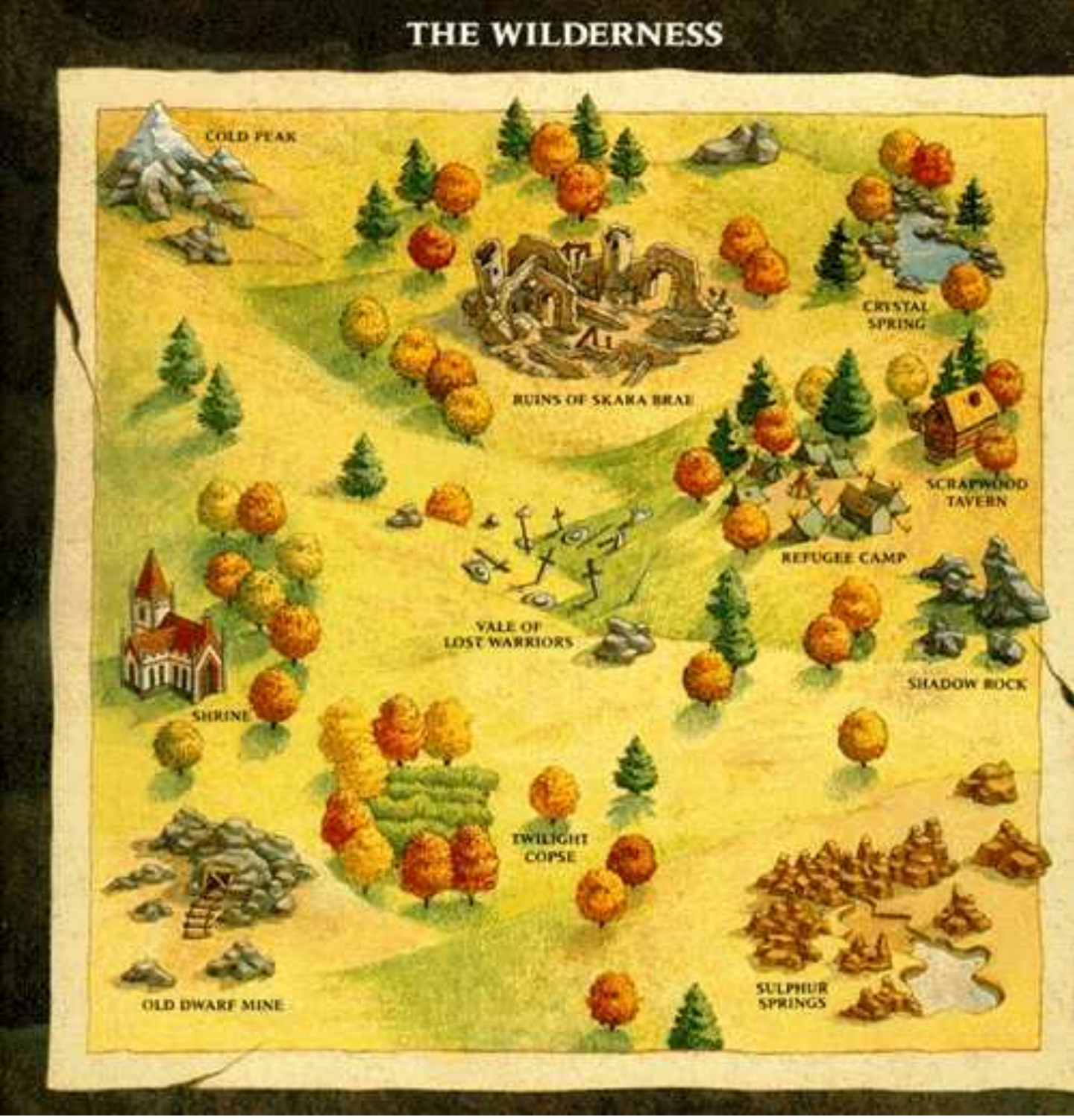
ELECTRONIC ARTS

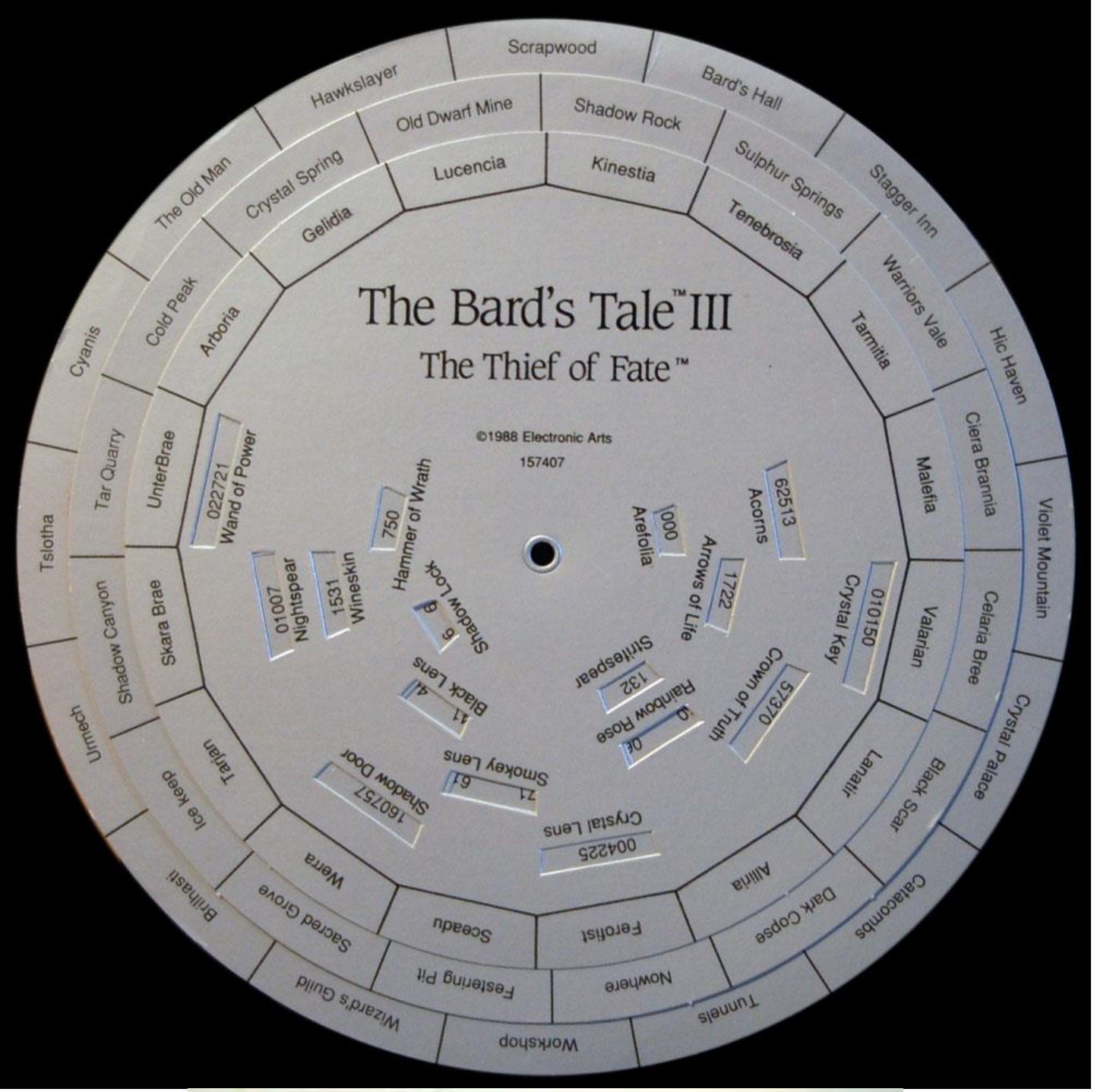
Fight through and explore over 80 full-coloured, scrolling mazes.
Tracez votre chemin et explorez plus de 80 labyrinthes défilants, pleins de couleurs.
Kämpfen Sie sich durch mehr als 80 farbenprächtige scrollende labyrinthe.
Combattete, esplorandoli, attraverso oltre 80 labirinti a colori, che sfilano su schermo.

New auto-map feature helps guide you through multi-level dungeons.
Nouvelle fonction de cartographie vous permettant de vous guider dans les donjons à plusieurs niveaux.
Die neue automatische Kartographie-Funktion hilft bei der Erkundung der mehrstockigen Verliese.
Nuova funzione di mappa automatica vi guida attraverso le prigioni sotterranee multilivello.

A menagerie of kings, goblins, witches and warriors await you.
Une ménagerie de rois, de lutins, de sorcières et de guerriers vous attendent.
Eine Menagerie von Königen, Kobolden, Hexen und Kriegern erwartet Sie.
Vi attende un serraglio animato da re, folletti, streghe e guerrieri.

THE WILDERNESS




The Bard's Tale™ III
The Thief of Fate™
©1988 Electronic Arts
157407
Scrapwood
Bard's Hall
Stagger Inn
Hic Haven
Violet Mountain
Crystal Palace
Catacombs
Tunnels
Workshop
Wizard's Guild
Brilhasti
Ice keep
Urmech
Tslotha
Cyanis
The Old Man
Hawkslayer
Old Dwarf Mine
Shadow Rock
Sulphur Springs
Warriors Vale
Ciera Brannia
Celaria Bree
Black Scar
Dark Copse
Nowhere
Festering Pit
Sacred Grove
Werra
Tarjan
Shadow Canyon
Skara Brae
Tar Quarry
UnterBrae
Cold Peak
Arboria
Crystal Spring
Gelidia
Lucencia
Kinestia
Tenebrosia
Tarmitia
Malefia
Valarian
Lanatir
Alliria
Ferofist
Sceadu
Shadow Door
Black Lens
Shadow Lock
Hammer of Wrath
Wand of Power
Nightspear
Wineskin
Arefolia
Acorns
Arrows of Life
Crystal Key
Crown of Truth
Rainbow Rose
Stritespear
Smokey Lens
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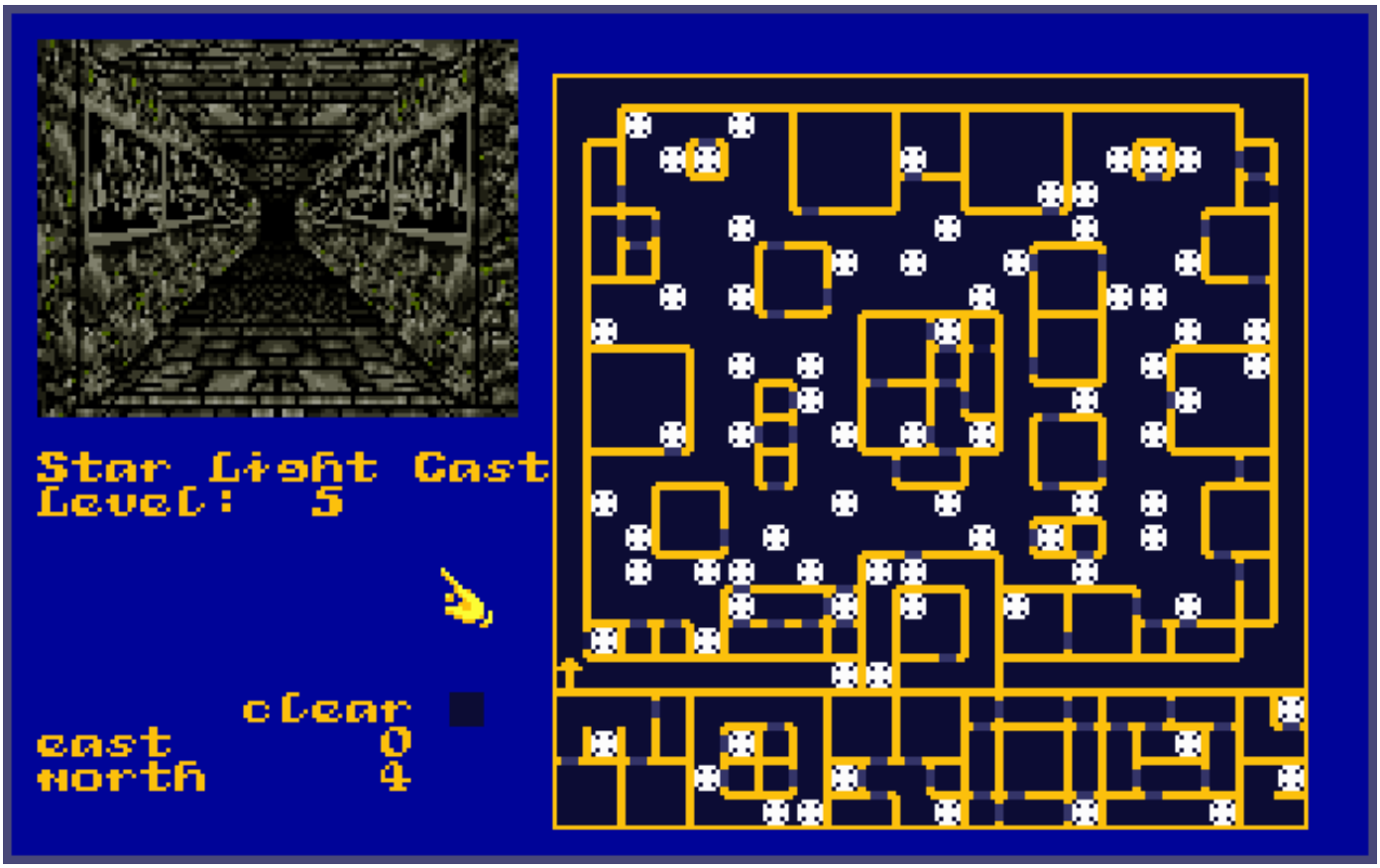
THIEF OF FATE
THIEF OF FATE

The Bards Tale : Costruction Kit (1991)

£29.99 Electronic Arts /
Dev: Interplay Productions

[7/10 – Good construction kit, that's easy to use., if a little too limited and fiddly to insert your own graphics.]

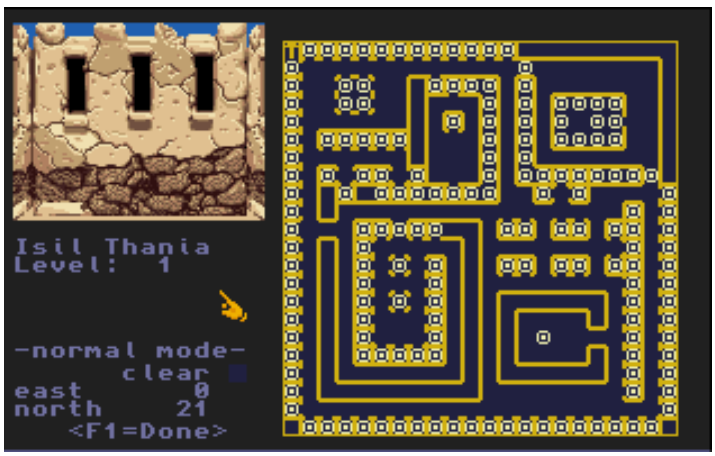
AA : 80% - 'The level of detail in the Bard's Tale Construction Set has to be it's major plus point. You can alter nearly every single aspect of the game world, thus bringing about a tremendous feeling of satisfaction when you see the finished product working. Ease of use is a vital aspect here and you cannot fault this as within half an hour you will have pretty well completed the dungeon. If you are tired of the Bard Tale RPGs, this may be what you need.'



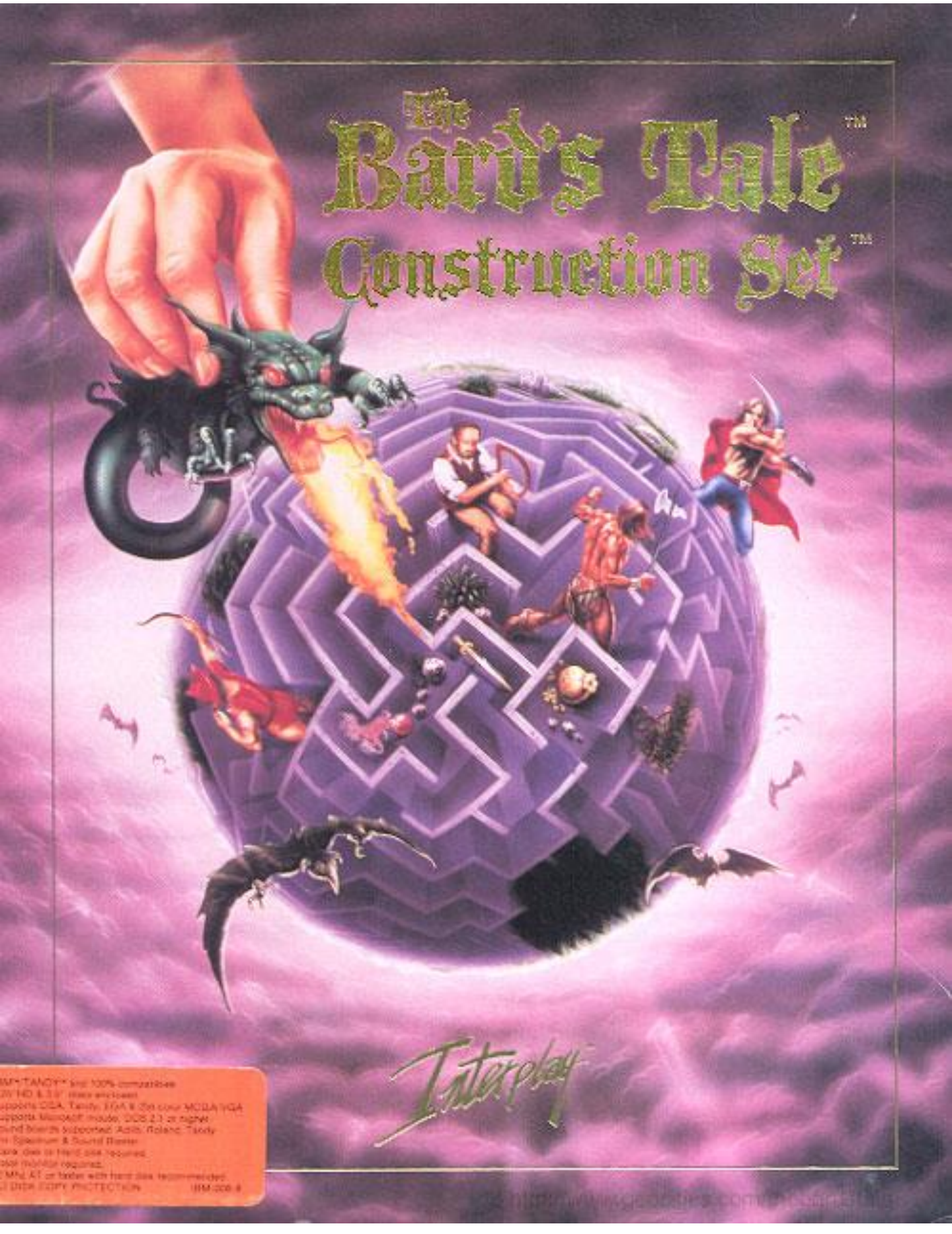
CU : 75% - ‘This game creator is much easier to use than most of the others I have come across, which means that with a bit of effort you will be able to create a finished game. The ‘downside’ is that all the games will look the same. All creation requires perspiration, and to create a game which really has something different in it you will need to spend a long time wrestling with the more awkward aspects of the package, namely the graphics and the ‘special’ logic sections. This type of open-ended software is what computers are all about. It is unlikely that you’re ever going to create a game which will make you money, but the weeks of creative fun contained in the box will be it’s own reward.’

AF : 66% - ‘As far as it is, BTCS is a good piece of software that does its job well, but you can’t help feeling that an Eye of the Beholder 2 Construction Set would have been a better idea.’

AP : 62% - ‘Well, it works, and the guts of The Bard’s Tale are a pretty goof basis on which to build your own RPGs. Only pretty goof, mind. You won’t be writing the next Legend, I’m afraid. Not with this. It’s not cheap, either.’



Pretty good construction kit, which will have you making your own adventures in no time. Although if you want to deviate from the cookie cut elements then it becomes a lot more involving.

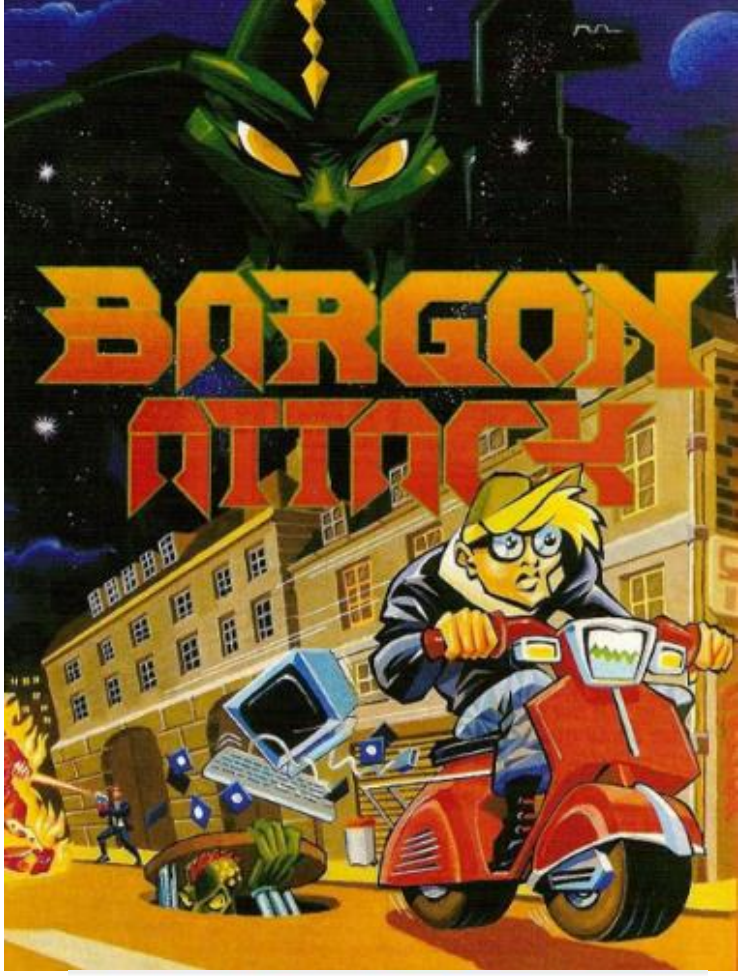


Bargon Attack (1992)

£24.99 Coktel Vision

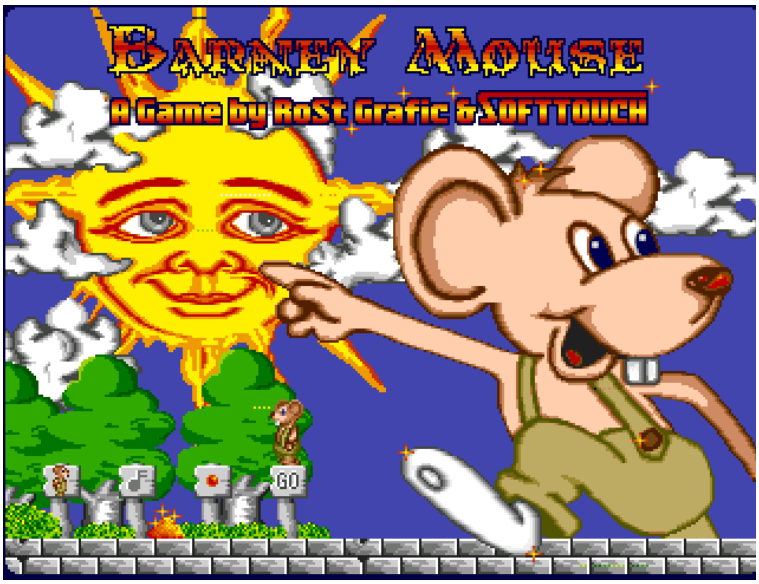
[6/10 Quirky French adventure done by the same team who did Facination.]

Interesting French adventure game that most in the UK won't have played before. Not at Lucas Art or Sierra quality with clues not always that logical, but for adventure fanatics well worth a play though.



Barney Mouse (1989)
£??.?? Kingsoft /
Dev: SoftTouch

[2/10 – Really naff platform puzzle, definitely one best to avoid.]



you try to collect the keys and junk, and stop yourself reaching for the ejecting to try another game.

Baron Baldric – A Grave Adventure (1992)

£24.95 Electronic Arts /
Dev: Animation FX

[2/10 – Impressive animation in a terrible game.]

The intro is great and the animation of your player is genuinely impressive. But the game is completely dire, basically this is what happens when you take an obviously talented artist Lindsay Whipp who clearly isn't as skilled at coding nor game design.

Barravento – O Mestre da Capoeira (1993)

£??.?? Hitek Software

[2/10 – Nice animation, offset by bad Gameplay.]

Animation is quite fluid and impressive, but sadly the gameplay leaves a lot to be desired, with

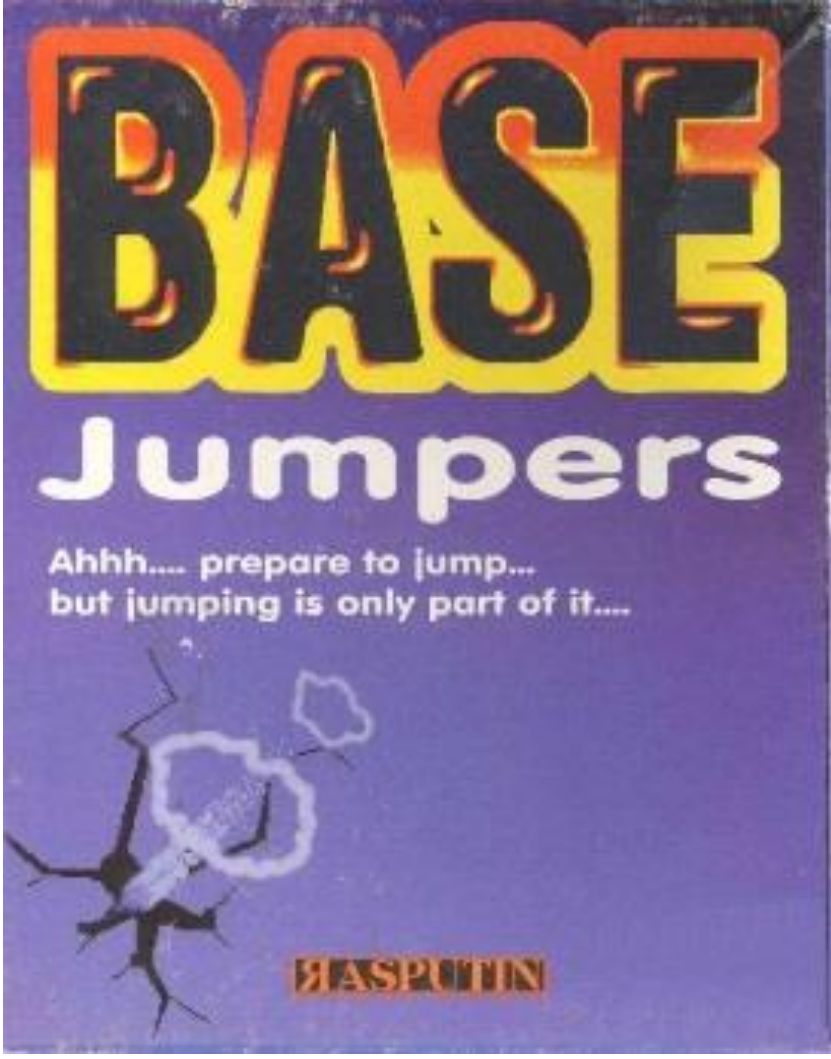
Repeated pummelling of the joystick more than enough to win a round. A poor beat ‘em up then, but by no means the worst on the Amiga.

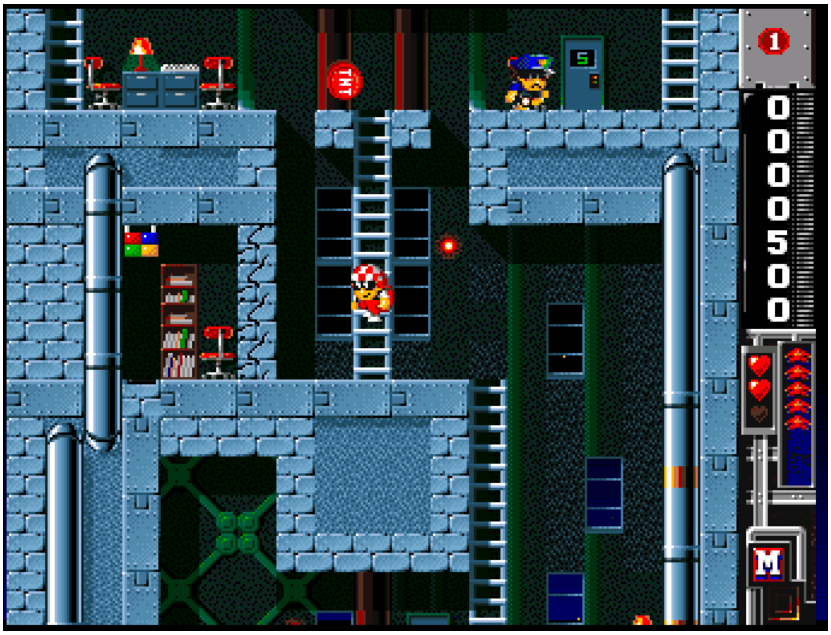
Base Jumpers (1994)

£25.99 Rasputin /
Dev: Shadow Software

[8/10 – Great idea for a simple platformer and well executed. Mega fun as a multi player game .]

AF : 73% - ‘Base Jumpers is somewhat tedious in one-player mode, lacking depth and variety of plat, but when friends are involved it can be a gas, particularly when four players are fighting it out on screen. Players who scroll off the bottom of the screen shoot forward, losing points in the process and the subsequent shoot-out is more involving because the computer’s ‘shuists avoid argy bargy. But Base Jumpers shouldn’t be a full-price game. Knock a tenner off and recommendation is forthcoming. Too pricey for simple pleasures. Verdict : Simple, yet quirky and enjoyable platform fare, if somewhat costly.’





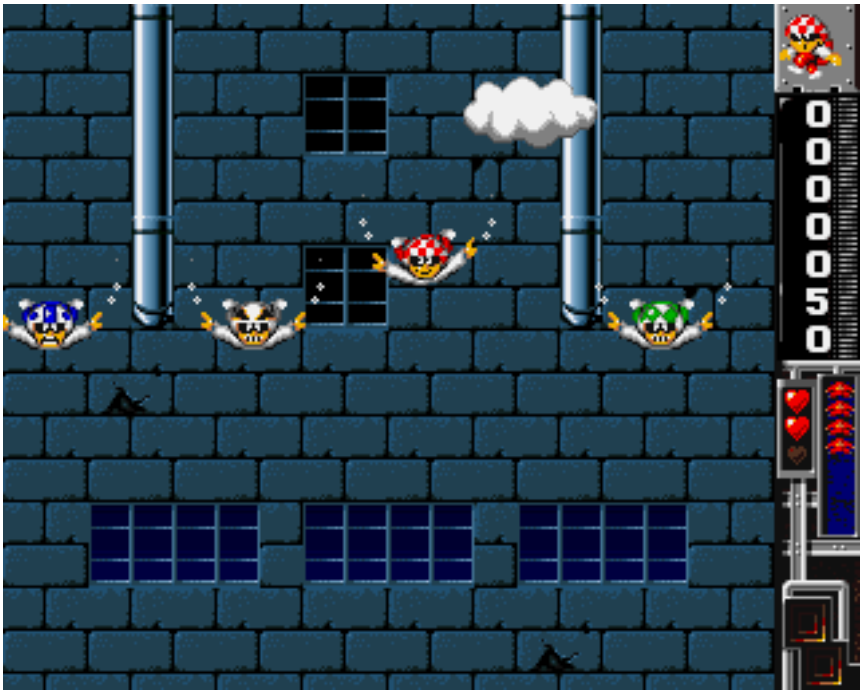
AP : 70% - ‘Base Jumpers is flawed. It just doesn’t work at all as a one-player game – it’s a bit like going bungee jumping with no-one watching to see how brave you are. And you run out of lives too quickly in multi-player games. Pretty soon there’s only one player left, and he’s not going to want to continue on his own after he knows he’s won. And despite the bonus bits and pieces packed into it, it feels too flimsy to justify the £26 being asked. So although Base Jumpers filled our hearts with joy for a couple of hours, pretty soon we were beginning to get disgruntled. We liked it a lot, and it’s made us laugh more than any other game this month, and there are secret recesses of it that we are yet to explore. But it’s not a game we will be returning to all that often.’

CU : 70% - ‘Base Jumpers’ sick sense of humour is appealing, but its lack of gameplay variety and basic audio-visual presentation means that its £29.99 asking price is too high.’

AA : 70% - ‘undeniably tedious for one, but you’ll have a fair bit of fun if you can scrape a couple of friends together.’

AC : 70% - ‘a great game, it’s original, which instantly earns it extra Brownie points, it’s fun and it doesn’t take itself too seriously. I don’t know how long the game would last you but it really does come into its own when you have the multi-player option on, and for a competitive game with a bit of humour you can’t go wrong.’

O : 69% - ‘a quirky offering, but not quite hitting the mark.’



Based around those nutters who break into buildings climb to the roof and dive off to free fall and then parachute at last minute. This has been turned into a joke filled platform game followed by a free falling avoid objects level as you do your jump. It's a great concept for a game and well executed. I really loved this game. I totally agree with everything the reviewers of the time have said, but thankfully in todays world where the full price cost is no longer a consideration, there is a lot of fun to be had here, especially if you get some chums over. Not perfect by any means but if you want a basic, fun, multiplayer treat that will get the competitive juices flowing then this is a good one to reach for.

BASE Jumpers

Ahhh.... prepare to jump... but jumping is only part of it....

Prepare yourself for the ultimate adrenaline buzz. Rasputin offers YOU the opportunity to join in the worlds most dangerous sport. Base Jumping!

Climb a variety of tall structures, such as skyscrapers, castles and Egyptian tombs then, well, jump off! He who pulls his parachute last will be the first to land although leaving it too late can be an extremely flattening experience! Have you got the guts to take part? (The more guts you have, the more impressive the accidents!)

Travel the World, avoid the local authorities, find tall buildings and then jump off the top of them! Life has never been so much fun!

- Loads and loads of Levels
- Jump off with FOUR other players!
- Really cool cartoon graphics.
- Groovy music (especially on the CD versions).
- Literally hundreds of secret codes and bonuses.
- At least eleven sub-games including Snow Boarding, Pong, Breakout and Jousting!
- Fast, simple and addictive gameplay.

Serious fun for 1-4 players

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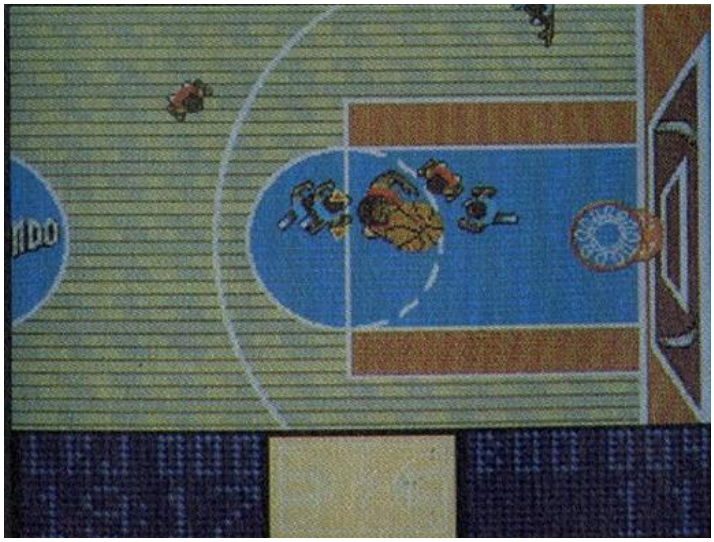
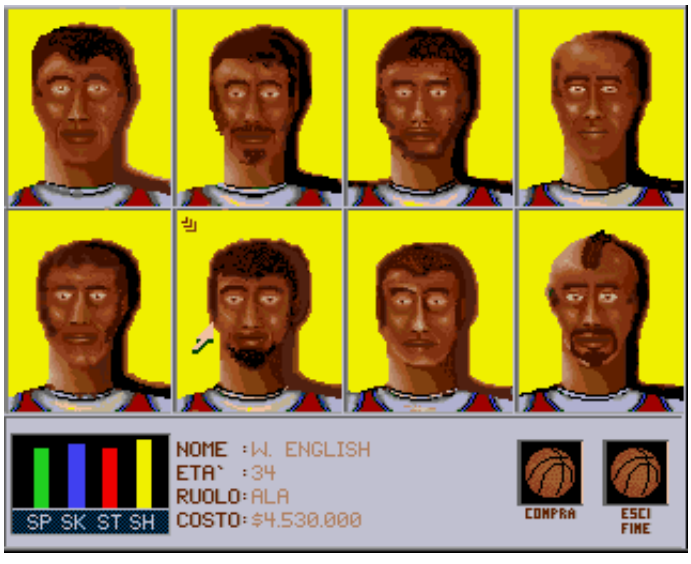
Rasputin Software. 38-40 High Street, Green Street Green, Orpington, Kent. BR6 6BJ.

The Basket Manager (1990)
£25.99 Simulmondo

[2/10 – Dull basketball team player manager game.]





GM : 51% - 'You're actually a basketball team and have a few million dollars to spend on buying eight players, either professionals or rookies, but pros are very expensive. Matches are shown from above on a scrolling court and passes can be made straight ahead or directed with use of a swinging arrow. Player portraits are pretty similar to each other, all equally scruffily drawn. The pitch is neatly done and scrolls well. Sprites are reasonable in definition but mediocre in animation, and effects are just the repetitive thwack of a bouncing ball on court and one or two garbled ref shouts. Unless memory fails me, this is the first basketball game to use a plan view, so it's a shame playability is so very ordinary. It's a pain to get into the game – as copy protection, you have to put the names and fees from the manual to half of the faces you pick onscreen (tedious). The court is way too small, a brief dash and you're already at your opponent's basket, and controls are sometimes unresponsive.'

There I was excitedly ready to play a simulator of a manager of a sweat shop factory, making basket's in some tropical country and had become a basket case loon himself…Now that would have made a good game…Sadly this is simply a basketball manager game and a not very good one at that. Actually I am being too British, it's terrible turd and a waste of a floppy disk. Yet another Simulmondo crap game cockup then.. I do wonder why, in the many games the publisher developed, pretty much all of them were dire? Maybe in being Italian they were too busy at the vino and in the sunshine as opposed to stuck learning how to write a decent video game.

Batman : The Caped Crusader (1988)

£24.99 Ocean /Dev: Special FX

[7/10 – enjoyable enough if far too difficult and illogical with the puzzles.]

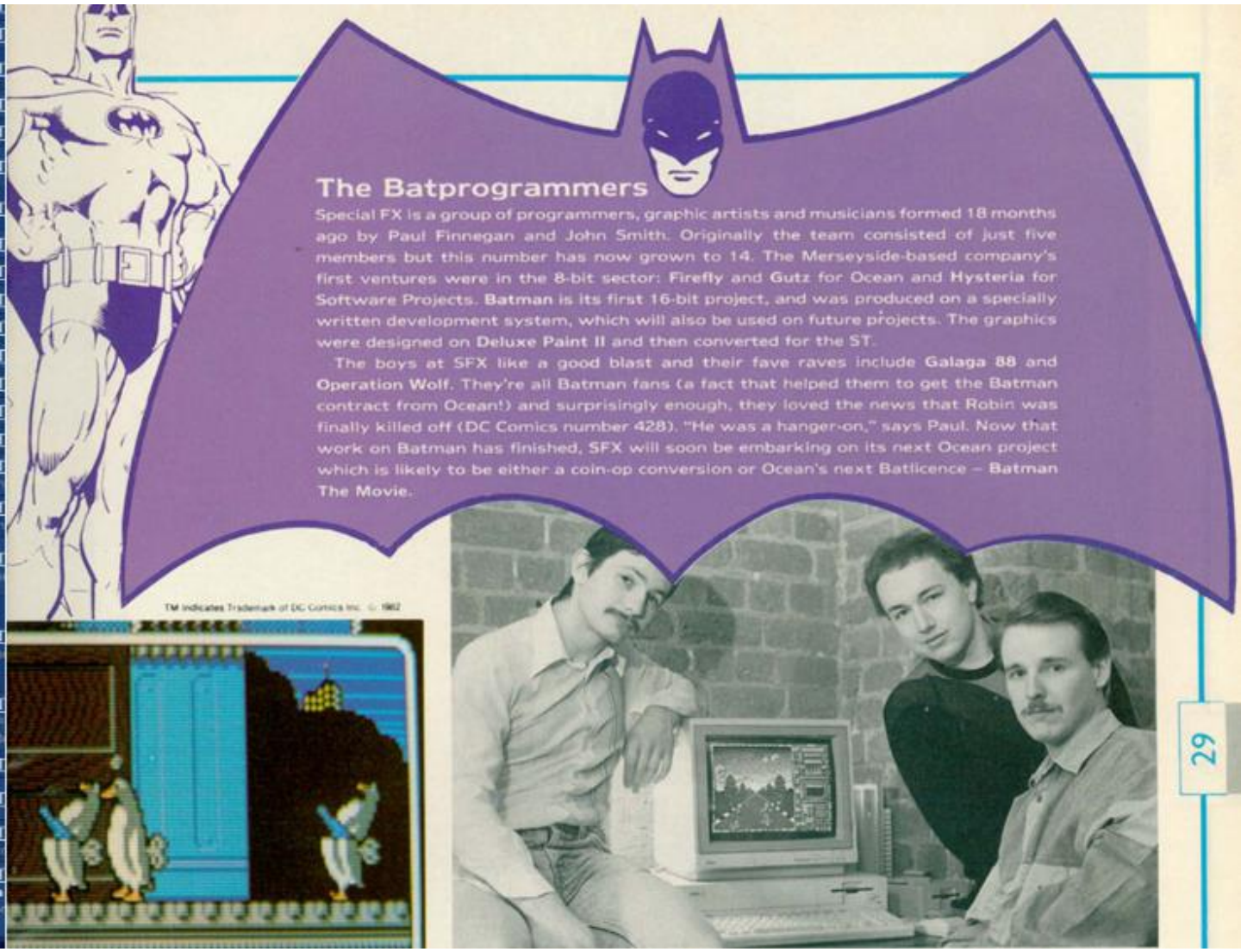
YA : 85% - 'Batman features some very nice animation and graphics, as well as a respectable remix of the TV series theme which, although well done, does grate after a while (thank God you can switch it out). All in all a damn good game. I look forward to Ocean's next one.'

O : 84% - 'Not so much a game as two games, each housed on a separate disk and each completely playable in its own right. It's impossible to decide whether the characters or the backgrounds are more striking – each are superlative. The gameplay is frustratingly difficult, in fact it's precisely as this sort of game should be, causing hours of searching and punching and puzzling. The frame overlaying technique is highly effective, as the
gradual build up of previously visited screens does wonders for creating a real environment. The lack of a Robin character and the obscurity of some of the puzzle solutions are the only drawbacks that I can find in this otherwise superb license.'

GM : 74% - ‘The Dark Knight returns to 16-bit, Graphic definition is identical to ST but colours are subtler. The Batman music remix uses some nice sounds and with a few sampled sound effects, the soundtrack is very effective. This is the best presented version yet of this comic license.’

CU : 89% - [R] ‘Batman has a great deal to offer: a snazzy soundtrack, good animation and interesting gameplay. However the puzzles are very difficult to solve and the lack of Splat! Pow! When Batman biffs somebody make it a trifle disappointing. A must for big kids.’

Holy cow Batman, its a Ka-Pow!, Splat! of a hero game based on our favourite psycho hero, who dresses us as a Bat. This is an impressive stab at the license and based more on the TV show as opposed to the darker Tim Burton films. Its all good fun, with a cheat on, but far too hard without. Batman needs to the gym more as I swear my granny can hit harder, with many of the henchman taking far too many hits before they are knocked unconscious. Also the puzzles in the game (of the pick up object and use elsewhere variety) are often far too illogical. Still the game really does portray the comic well and with two totally separate adventures there is lots to do. A Bird in the Hand has you pit yourself against the Penguin who has set up an umbrella factory. Batman soon unearths this is a front for his real plot to take over the world with his army of clockwork penguins and A Fete worse than Death has you take out the Joker who has kidnapped Robin! It is all good fun, but far too frustratingly tough and definitely shows it 8bit basic routes.



The Batprogrammers

Special FX is a group of programmers, graphic artists and musicians formed 18 months ago by Paul Finnegan and John Smith. Originally the team consisted of just five members but this number has now grown to 14. The Merseyside-based company's first ventures were in the 8-bit sector: **Firefly** and **Gutz** for Ocean and **Hysteria** for Software Projects. **Batman** is its first 16-bit project, and was produced on a specially written development system, which will also be used on future projects. The graphics were designed on **Deluxe Paint II** and then converted for the ST.

The boys at SFX like a good blast and their fave raves include **Galaga 88** and **Operation Wolf**. They're all Batman fans (a fact that helped them to get the Batman contract from Ocean!) and surprisingly enough, they loved the news that Robin was finally killed off (DC Comics number 428). "He was a hanger-on," says Paul. Now that work on Batman has finished, SFX will soon be embarking on its next Ocean project which is likely to be either a coin-op conversion or Ocean's next Batlicence – **Batman The Movie**.

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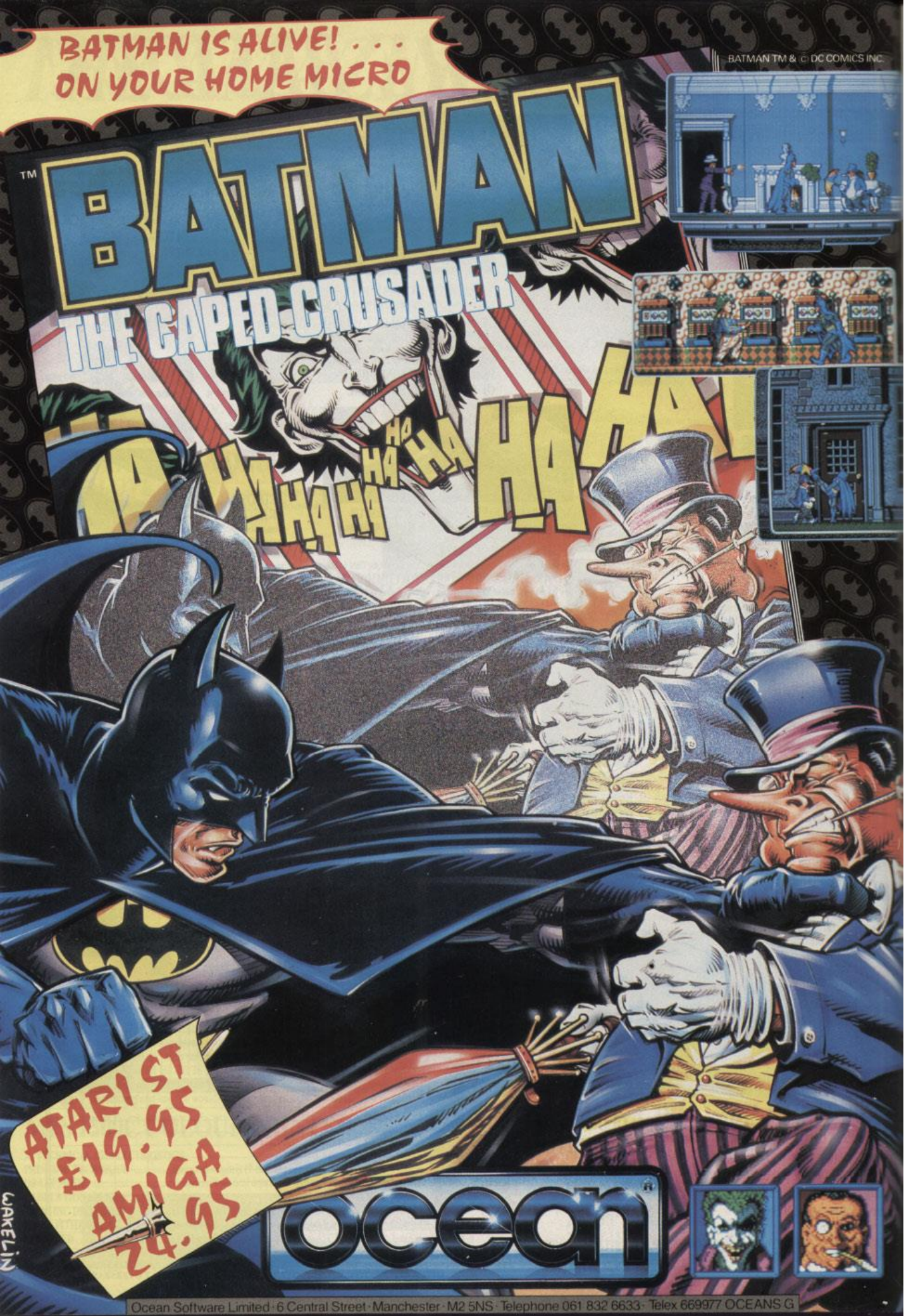
BATMAN™

THE CAPED CRUSADER



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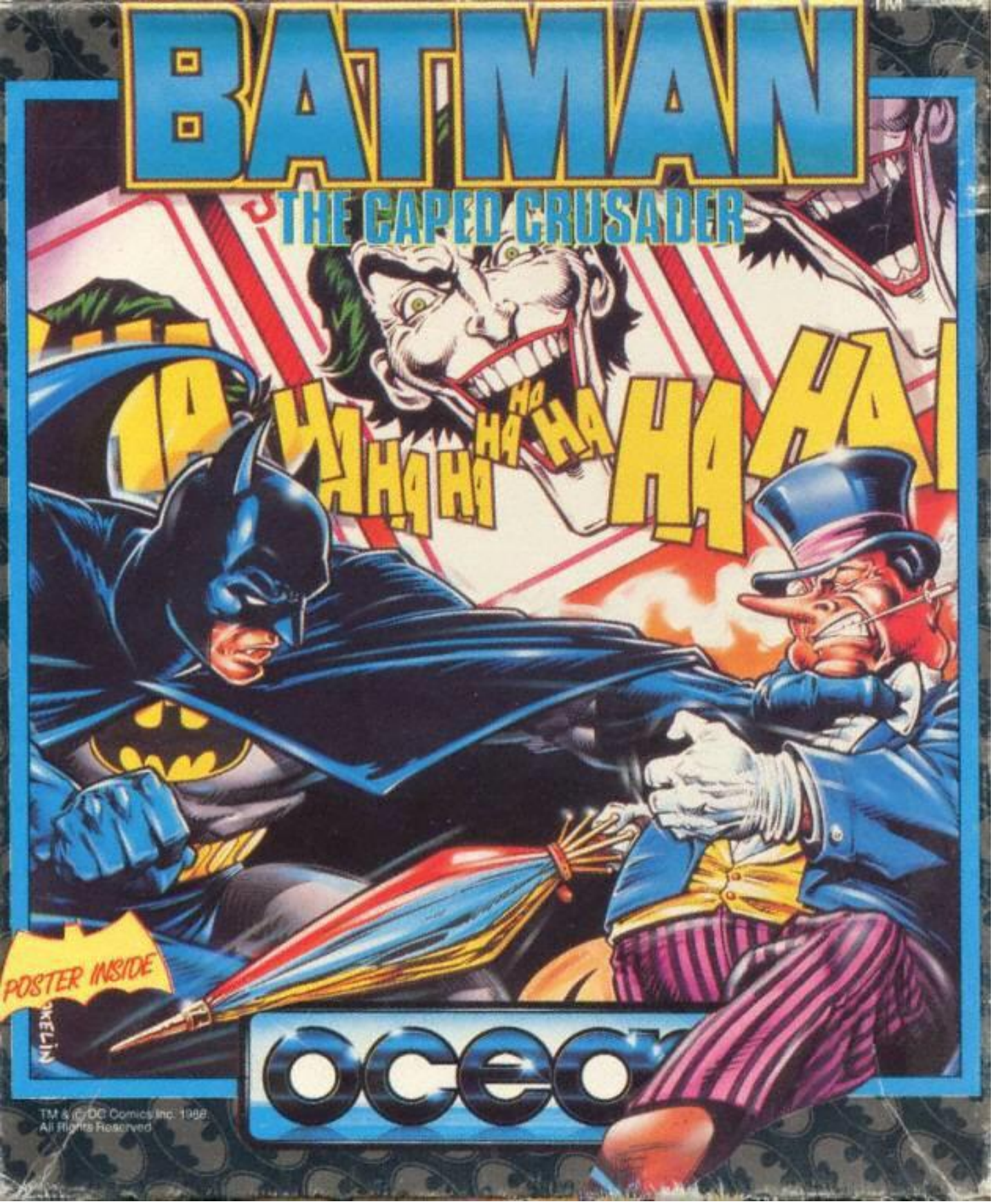
BATMAN

THE CAPED CRUSADER



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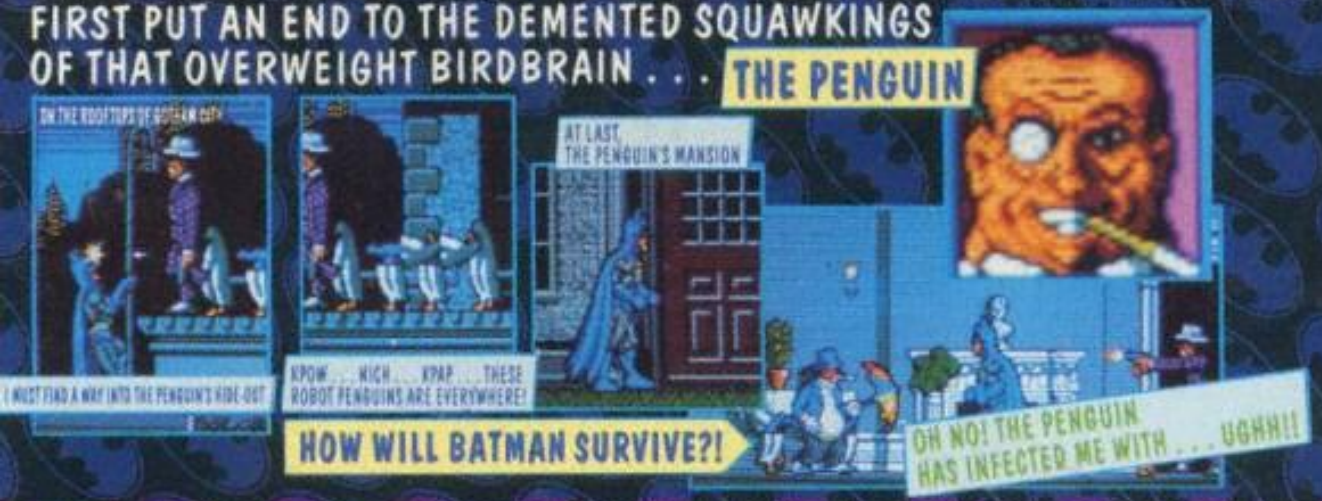
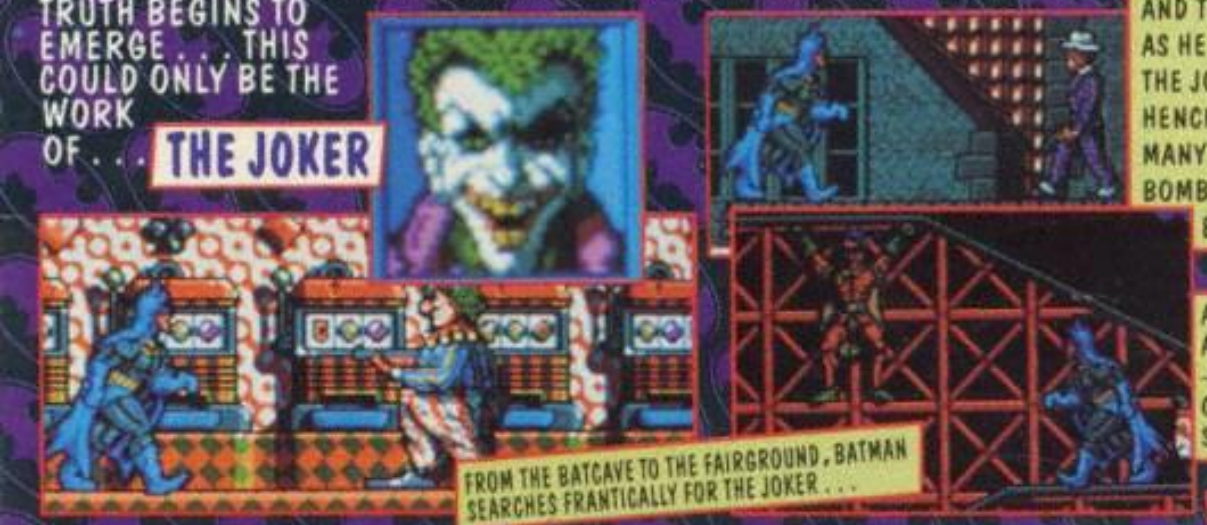
BATMAN™ THE CAPED CRUSADER

GOTHAM CITY . . . THREATENED NOW BY THE LAWLESS EXPLOITS OF THOSE TWO ARCH CRIMINALS – THE PENGUIN AND THE JOKER. THE SITUATION IS BECOMING CRITICAL . . . IN THE BATCAVE BATMAN FIGURES OUT A PLAN TO FIRST PUT AN END TO THE DEMENTED SQUAWKINGS OF THAT OVERWEIGHT BIRDBRAIN . . . THE PENGUIN



LATER AT THE GOTHAM CITY FAIRGROUND BATMAN HEARS THE CRIES FOR HELP OF HIS COLLEAGUE ROBIN . . . BUT WAIT . . . THE FAIRGROUND . . . THE GHOST TRAIN . . . . . THE FUN HOUSE . . . . . AN AWESOME REVELATION. A TERRIFYING TRUTH BEGINS TO EMERGE . . . THIS COULD ONLY BE THE WORK OF . . . THE JOKER



GOTHAM . . . die Stadt wird von den gesetzeslosen Machenschaften zweier Erzgauner bedroht – der PINGUIN und der JOKER. Die Situation spitzt sich immer weiter zu . . . in seinem geheimen Versteck arbeitet BATMAN einen Plan aus, um zunächst dem wahnsinnigen Geschrei dieser übergewichtigen Vogelhirns ein Ende zu setzen . . . des PINGUINs.

Später auf dem Gelände des Jahrmarktes von GOTHAM vernimmt BATMAN die Hilferufe seines Gefährten ROBIN . . . doch warte . . . der Jahrmarkt . . . die Geisterbahn . . . der Irrgarten . . . alte, furchtbare Erinnerungen . . . BATMAN erkennt die schreckliche Wahrheit . . . das kann nur das Werk des einen sein . . . des JOKERs.

GOTHAM city . . . maintenant menacée par les exploits diaboliques de nos deux criminels de l'arche – le Pingouin et le Joker. L
Batman imagine un plan destiné à mettre fin aux piailleries démentes de ce poids lourd à la cervelle d'oiseau . . . le Pingouin.

Plus tard à la foire de Gotham City, Batman entend les appels à l'aide de son ami Robin . . . mais attendez . . . la foire . . . le
horrible révélation . . . une terrible vérité commence à se faire jour . . . cela ne peut qu'être l'oeuvre du Joker.

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Batman: The Movie (1989)

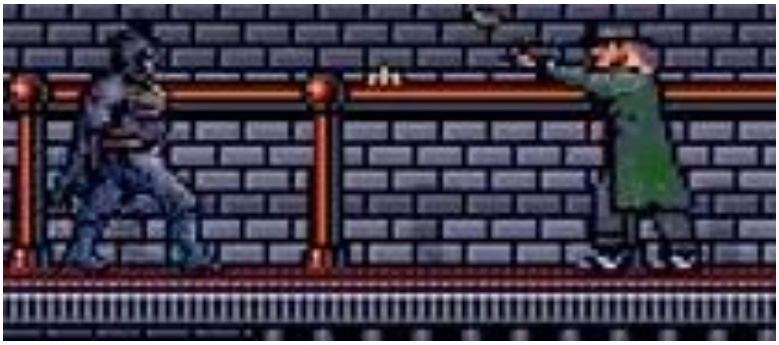
£24.99 Ocean

[8/10 –One of the best Movie tie-ins of all time.]

ZZ : 97% - ‘The fantastic thing about Batman is that it really is an Amiga game and not just a conversion. The first level is a better challenge, but the Batmobile section – well words fail me – the 3-D effect has more speed and detail than I thought possible. The sound effects are good but it’s the music that really got me excited – the Batmobile section has a stunning rock track and the batcave a panic inducing up-tempo tune. Overall unbelievable!’

GM : 96% - ‘The music is stunning. Its frantic pace in the poison Identification scene, along with the pounding track accompanying the Batmobile escape have to be heard to be believed. The graphics aren’t slacking either.’

CVG : 93% - ‘Superb graphics and sound and great five part gameplay carry off Ocean’s best game of the film yet.’



ACE : 922 / 1000 - ‘Ocean are to be congratulated for putting so much effort into an excellent arcade game – especially when, given the Bat-hype, even Bat-shaped Space Invaders would have won them the number one slot on all formats. Proves that cynical commercialism does not always triumph over high personal and professional standards.’

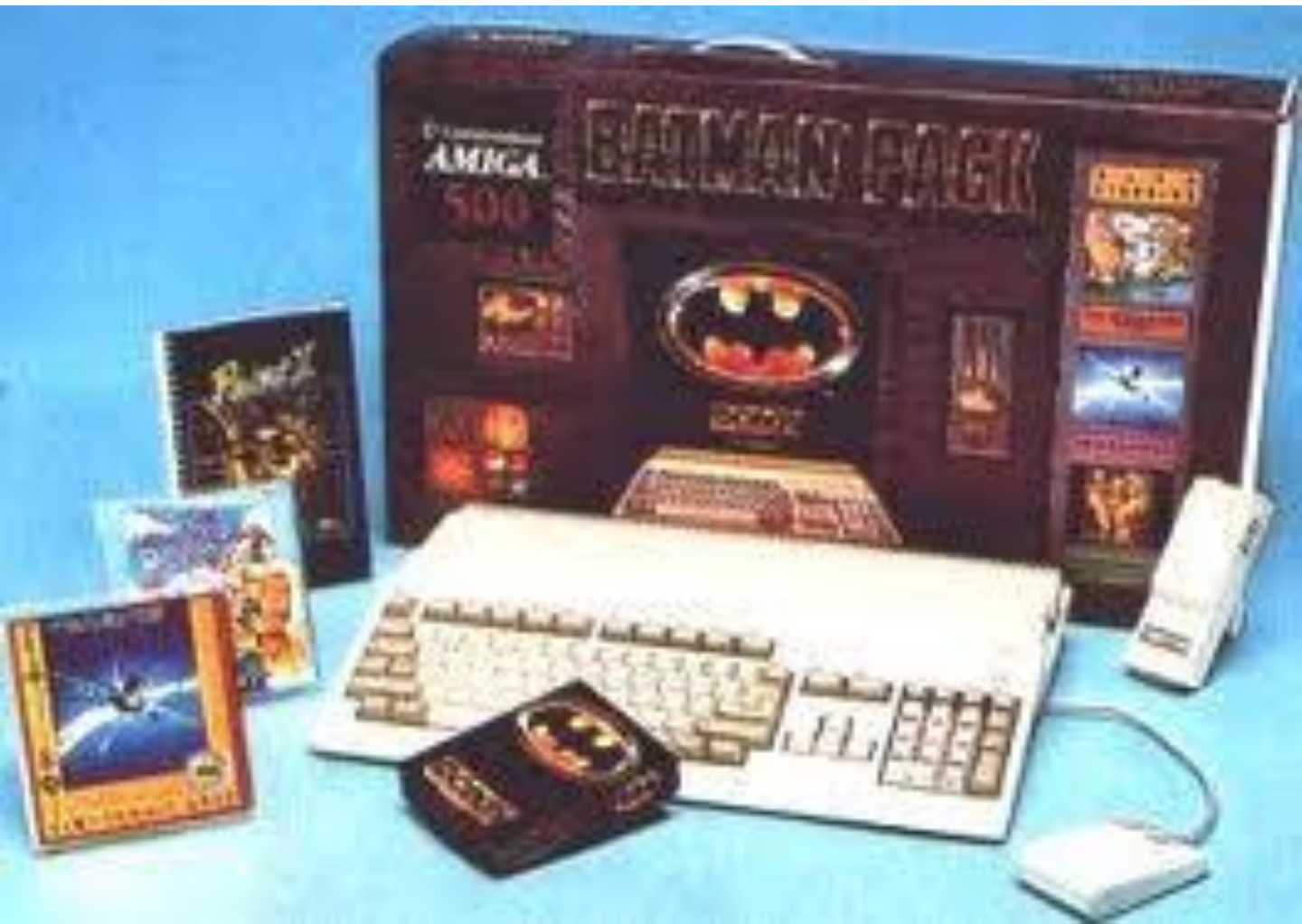
AF : 90% - ‘The five sections hang together well as a game. Each one is tricky and takes some mastering. It’s unfortunate that if all lives are lost you have to restart from the chemical factory, but that certainly proves a challenge. It’s edge of the seat excitement that grips you solidly. It’s addictive, certainly, and though it’s also frustrating at times and you could tire of it after a while, Batfans will not be disappointed.’

CU : 88% - ‘a tremendous game, it follows the plot closely but doesn’t sacrifice any gameplay. The graphics are of a high standard throughout and very well designed. The theme tune contains samples from the film and has a very funky feel to it. A highly playable and entertaining game.’

AA : 82% - ‘For everybody who’s worried that the game might be a bit of turkey, don’t worry, it’s worth the money.’

O : 82% - ‘out of the five sections, only three are really worth while: the driving section looks and feels nice, but they both lack substance and depth, while the third section is laughably simplistic. But forget these criticisms and bury yourself in the first and last swinging sections which are as enjoyable as any stand alone platform game.’

Based on the massive 1989 hit film. This was one of the first Amiga titles, that was built specifically with the Amiga in mind, prior to that most games were up scaled ports from the 8-bit machines or lazy ports from the Atari ST. The game impressed and was also a playable title, truly showing what the Amiga was capable of, with the driving and flying sections included in the game that was nothing like anyone had seen at home before. The game was the first game to truly bring the Amiga machine to an affordable level with a price drop to £399 and the impressive Batman Pack.



Mike Lamb

John O'Brien

Alan Short

Batman the Movie had some of the cream of Ocean and some of the best Spectrum coders working on the game. On coding there was **Mike Lamb** who had already made a name for himself on the Spectrum doing the brilliant Target Renegade and the impressive Spectrum conversion of Robocop. Also on coding duties there was **John O'Brien** who had amazed the gaming world with his Chase HQ conversion on the Spectrum. In fact the routines he wrote for that were pretty much re-used for Batman's Bat-Mobile driving and Bat-Wing flying sections (incidentally he now works for Sony on the Little Big Planet Games, and did a lot of the Lego games for Travellers Tales (including Lego Batman). Finally on coding you had **Alan Short** On graphics you had **Dawn Drake** and also **Bill Harbison** who both had both done the Spectrum graphics for Target Renegade and Chase HQ respectively. Finally you had on music duties you had C64 maestro **Jonathan Dunn**) who did the Addams Family music and Total Recall on the C64. and finally there was **Matthew Cannon** who also did the music to the game Elf.

Dawn Drake

Bill Harbison

Matthew < Cannon

Jonathan Dunn >

TM

BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city – BATMAN.

A CRASH Smash

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C+VG HIT!

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as elusive as a dream.
High above the seamy streets of GOTHAM,
he is a criminal's nightmare.
The only hope for a desperate city...

BATMAN™

A LEGEND HAS RETURNED

BATMAN est l'ombre de la nuit, insaisissable comme un rêve. Au dessus des rues mal famées de GOTHAM, il est le cauchemar de tout criminel. Le seul espoir pour une ville désespérément perdue – BATMAN.
LA LÉGENDE EST DE RETOUR.

BATMAN ist ein Schatten in der Nacht, schemenhaft wie ein Traum. Hoch über den dunklen Straßen von GOTHAM ist er der Alptraum aller Verbrecher. Die einzige Hoffnung einer verzweifelten Stadt – BATMAN.
EINE LEGENDE IST ZURÜCKGEKEHRT.

FREE
BAT STICKER INSIDE

Featured above: film stills from the Movie and screen shots from various computer formats

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Batman Returns (1993)

£14.99 GameTek /
Dev: Denton Designs

[2/10 – really awful cash-in.]

AF : 48% - ‘lacks excitement and atmosphere and it seems the money was spent acquiring the license rather than on the game itself. Graphically, it’s poor and even though around a tenner less than most games, it’s still a tremendous disappointment. Batman himself is small and extremely tough to control, and by jove, the in-game music is appalling. Very sad.’

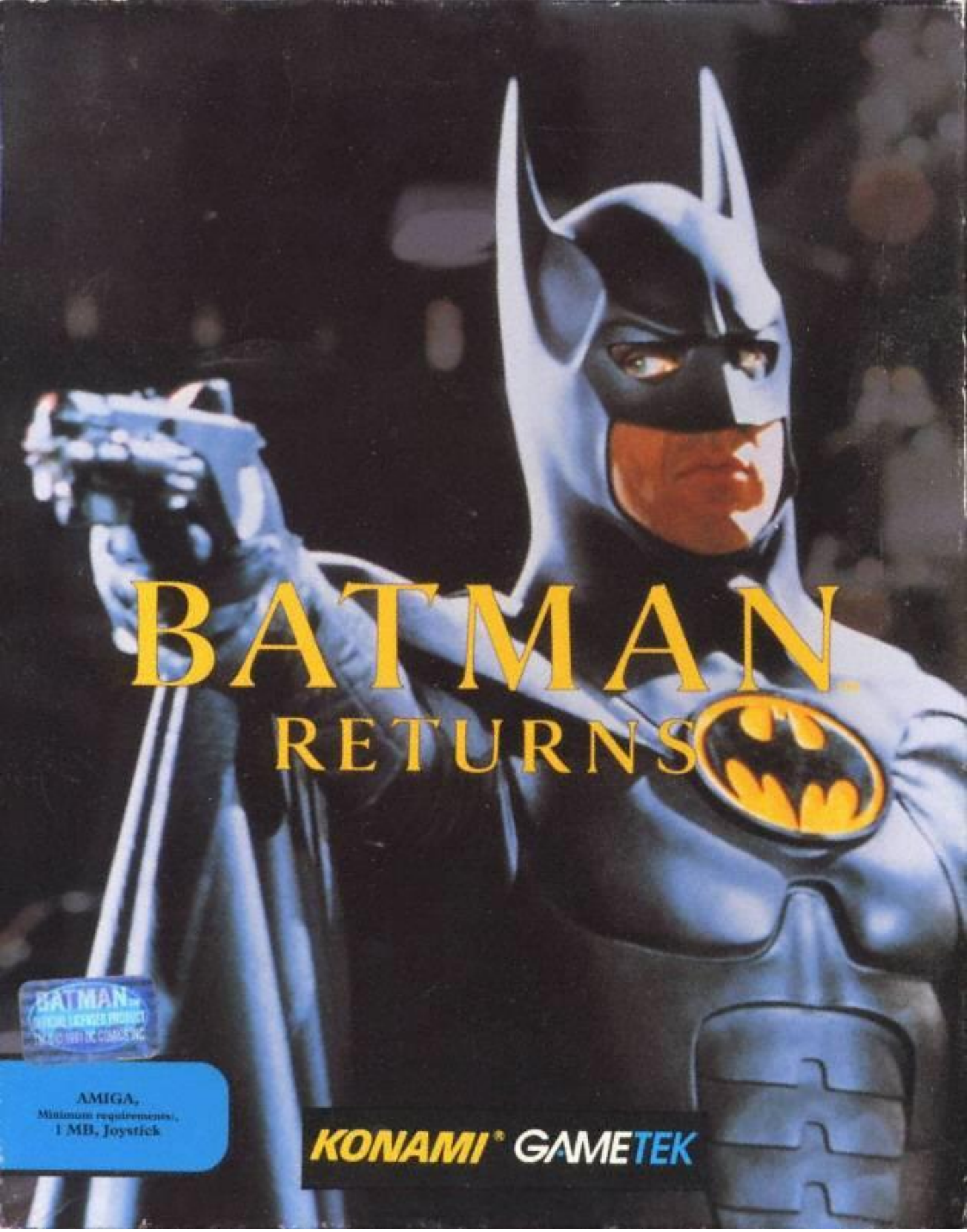
O : 29% - ‘I hope you don’t intend to retire on the profits you’re not going to make from this embarrassing, embarrassing game. Sob.’

CU : 19% - ‘It would be easier for me to pull a double decker bus out of my bottom than it would be to recommend this game. Don’t bother with it.’

AP : 15% - ‘Shoddy half-baked rubbish. Get it out of my sight. Now.’

I really don't get Denton Design's, they have done some of my favourite games of all time with The Great Escape and Where Time Stood Still on the Spekky, and yet John Heap (pictured), the same person who did those all time classics could release a turd like this (no that's an insult to turds). (Roy Bannon also did the game lets share the blame here).

On to the game, well it's a scrolling beat 'em up that's, repetitive, dull, unplayable mess, with dodgy sprite collisions. The graphics are also weedy, but functional and actually some of the backdrops are quite pretty (if you are able to get off the first few screens - I had to cheat) … even so a game of dire and painful tedium.



AMIGA,
Minimum requirements:
1 MB, Joystick

KONAMI® GAMETEK

The bat symbol shines across the sky to call the Dark Knight.

A flying kick disarms one of the Penguin's gang, choose your moves to despatch the rest.

The Batbelt can store your batarangs, batdisks, cat repellant and other weapons.

Gotham City is in trouble. Partner with Batman to salvage the City from the Penguin. Straight from the hit movie **"Batman Returns"**. Help Batman put a stop to criminal activity battling **Catwoman**, the evil members of the **Red Triangle Circus Gang.** And the the hideous **Penguin**.

BATMAN HAS RETURNED IN STYLE!

Rien ne va plus à Gotham City. Joignez-vous à **Batman** pour sauver la ville du complot abominable du Pingouin. Guidez le héros avec des mouvements rapides et réalistes, dans des scènes très vivantes, tirées de l'excellent film **"Batman: Le Défi"**. Aidez Batman à mettre un terme à toute activité criminelle en affrontant la **Catwoman**, les membres diaboliques de gang **"Red Triangle Circus"** et l'horrible **Pingouin**.

BATMAN EST DE RETOUR, DANS TOUTE SA SPLENDEUR!

Gotham City steckt in Schwierigkeiten. Mache dich zusammen mit Batman auf, um die Stadt vor der eiskalten Verschwörung des Pinguins zu bewahren. Steuere ihn mit schnellen und lebendigen Bewegungen durch aufregende Szenen direkt aus dem Kassenschalger **"Batman kehrt zurück"**. Hilf Batman, die verbrecherischen Aktivitäten zu stoppen, und bekämpfe **Catwoman**, die elenden Mitglieder der Zirkusgang **"Rotes Dreieck"** und den scheußlichen **Pinguin**.

BATMAN IST WIEDER DA — UND, ZWAR IN BESTFORM!

Stilt-walkers are a formidable enemy.

Use the train to help you defeat the Penguin's accomplices.

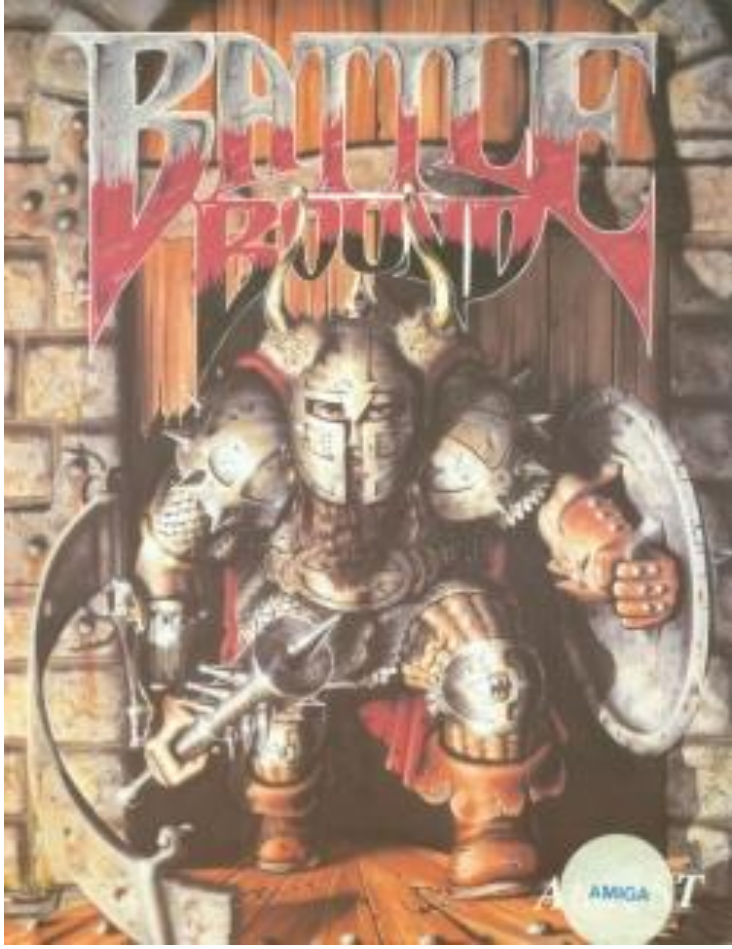
Penguin arrives on the Gotham rooftops.

KONAMI® GAMETEK

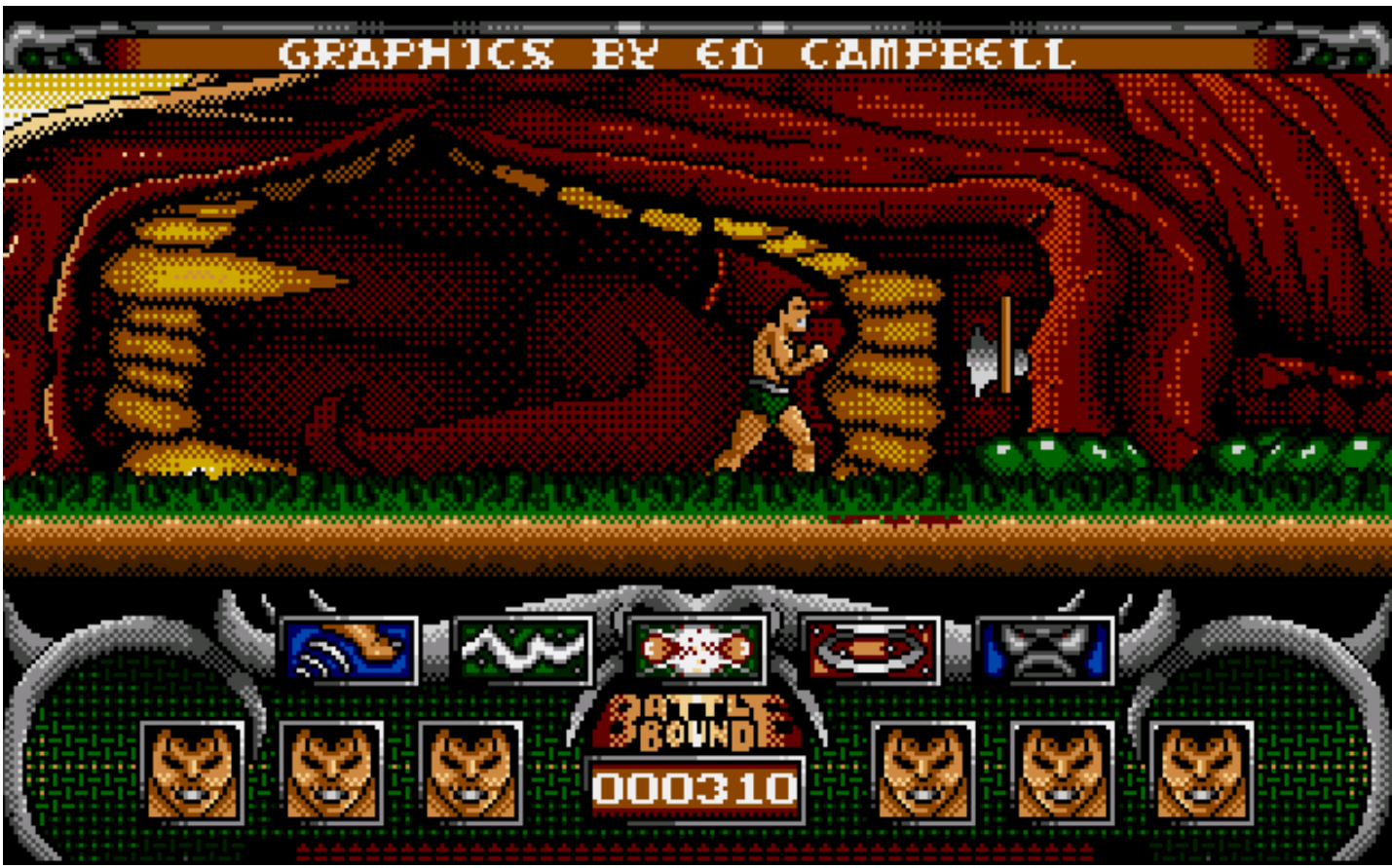
Battle Bound (1991)

£14.99 On-Line Entertainments / Dev: The Warp Factory

[1/10 – A lazily written game.]



Coded by Martin J. Bysh a coder I personally absolutely detest (he did the terrible Teenage Mutant Hero Turtles Amiga arcade conversion) a lazy work for hire, who despite being offered some Amazing titles to do conversions of on the Amiga , all were terrible to mediocre. He clearly seems to have taken no care in any of his games (as long as he got paid). This game is a scrolling-by the numbers-beat 'em up is as bad as all the other games he did. (Ok the Viz game he did was alright.)



Battle Chess (1988)

£24.99 Electronic Arts / Dev: Interplay Productions

[9/10 – Chess with animated pieces, a classic.]

AUI : 9 /10 - ‘an excellent program that will appeal to players of all ages and levels. Not only are the graphics and sound effects superb, but it also plays a MEAN game of chess!! Highly recommended.

CUSR : 85% - ‘Maybe as a chess program, it’s not the best ever on the Amiga, but it’s definitely the most interesting and certainly the most fun.’

ZZ : 85% - ‘An astounding piece of entertainment software and a cracking good chess game to boot.’

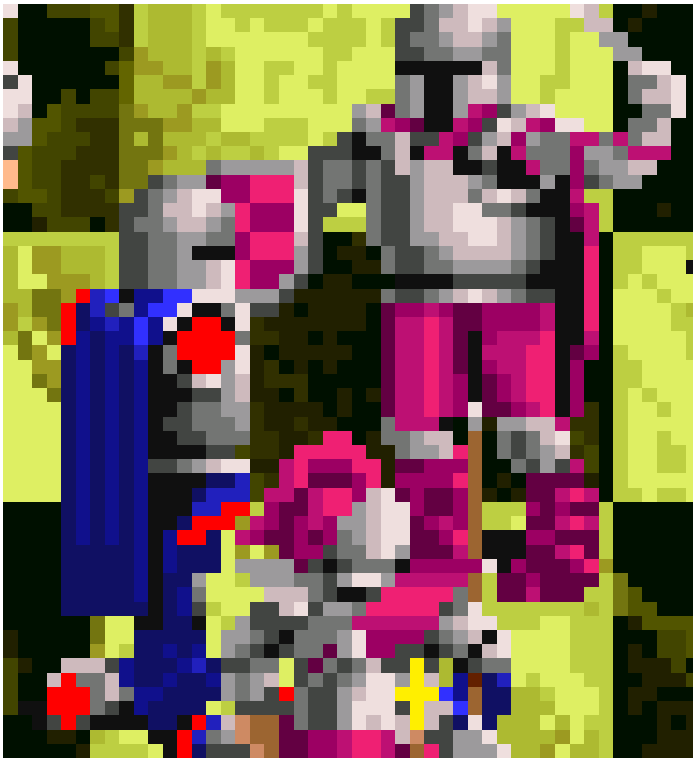
CVG : 84% - ‘a game built around a gimmick, and like all gimmicks the novelty does eventually wear off. After a while I found that I was spending more time studying the 2D board.’

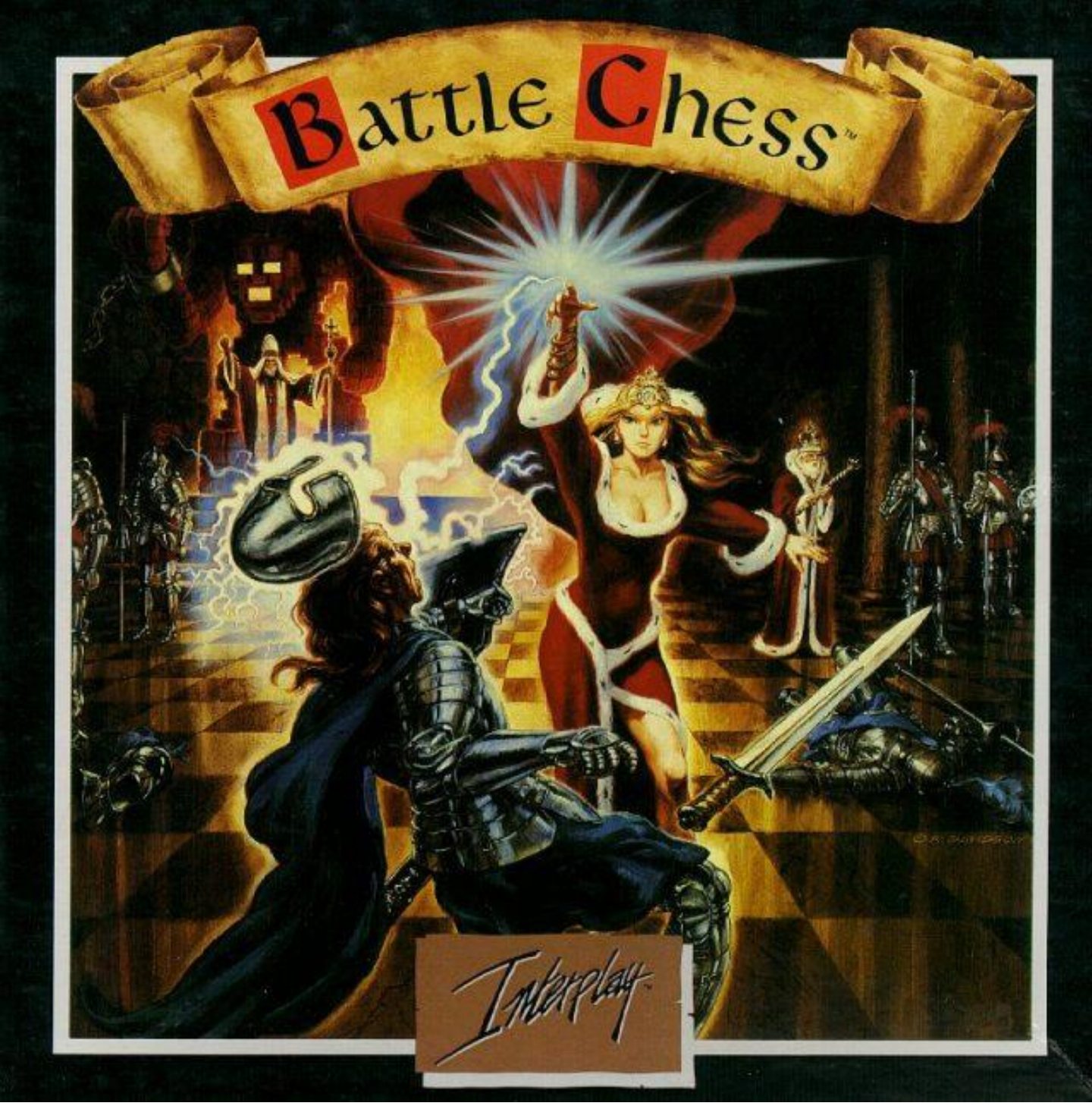
O : 84% - ‘best game of its kind on the Amiga, even surpassing Chessmaster 2000. If you’re a chess fan, you should go out and buy this game immediately. If you’re not, you should buy it anyway.’

GM : 83% - ‘The animation and high definition graphics have to be seen to be believed, figures walk around the screen, fight and perform various actions with incredible realism. Animation is exceptionally good, attention to detail doubly so and the 400K of sampled sound effects match the graphics quality. Unfortunately, time taken by some combat sequences can prove tiresome, especially with the Amiga’s less than fast disc access. Use of 2-D option is the answer to this but the game loses its charm as a result.’

AC : 77% - ‘although will prove a worthy opponent for the majority of casual players, it falls short of the high standard set by Chessmaster 2000 on the Amiga and Psion Chess on the ST.’

I love playing chess, ever since our rather eccentric headmaster had everyone at my primary school learn the game. Of all the chess games, this is the one I that I like to turn to when I want a bit of fun. It plays a pretty good game of chess and the animations are all varied, imaginative and humorous. Of course you will tire of it after a bit, but that's when you turn to a more serious chess game (Chess master 9000 on www.GOG.com is my favourite) Incidentally GOG also has the special edition of this game, for the PC on sale there. A worthy classic and a lot of fun, even if the temptation to sacrifice a piece to see a particularly fun animated exchange is always there.




Battle Chess™
Interplay™

It took 2,000 years for someone to make chess better.

The most challenging game on earth comes to life in Battle Chess.™ An entire medieval world at war is reflected on the checkered field.

Everyone who's ever had a knight take a pawn has seen that capture as more than one piece replacing another on the board. In players' minds, the bold knight, resplendent in his armor of silver or ebon, sallies forth and slays the foul footsoldier. Combat, mortal combat, is the heart and soul of chess, but this aspect of it can only live in the mind's eye...

Lots of computer chess games capture the basics of chess. Only Battle Chess™ combines a magnificent chess logic system with colorful and dramatic three-dimensional animations.

THE STUNNING 3 DIMENSIONAL VIEW BRINGS A LIFE AND REALISM TO THE GAME. IT RETURNS THE FEELING OF A REAL CHESS BOARD TO THOSE WHO'VE NEVER GOTTEN USED TO FLAT SCREEN GRAPHICS.

© 1988 Interplay Productions. Package illustration by Kevin Davidson. Interplay Productions is a registered trademark of Interplay Productions, Inc. All rights reserved. Amiga is a trademark of Commodore Business Machines. Amiga screens shown. Screens may vary depending on computer system. This program is sold AS IS. Interplay, 1575 Corporate Drive, Costa Mesa, Ca. 92626. Distributed by Medalgenic. MP-002-02

Interplay

Animated 3-D or traditional 2-D overview of the action.

Advanced 3-D animation and digitized sound effects.

Over 4 megabytes of animation.

Play against the computer or your friends, or let the computer play against itself.

Modem capability for long distance games.

10 levels of play challenge even the most sophisticated player.

Opening library of 30,000 moves.

Two artists were made as mad as Paul Morphy doing this game.

KNIGHT VS. KNIGHT NEVER LOOKED SO EXCITING. EACH PIECE HAS ITS OWN UNIQUE METHODS OF ATTACKING ANY FOE.

THE 2 DIMENSIONAL SCREEN GRAPHICS PROVIDE CLARITY OF VISION AND EASE OF PLAY.

ALL THIS AND BRAINS, TOO. BATTLE CHESS™ ISN'T JUST EXCITING TO WATCH, IT'S SMART ENOUGH TO PLAY GREAT CHESS.

BATTLE CHESS

Albert Einstein -

"...master chess grips its exponent, shackling the mind and brain so that the inner freedom and independence of even the strongest character cannot remain unaffected."

There is a darkness over the battlefield. The wind sighs gently and there, in the distance, comes the flash of lightning and the rumble of thunder. With a sudden gust of wind, your warriors appear: the King, the Queen, two each of Bishops, Knights and Rooks, and before them all, a row of Pawns. Waiting, your King turns to you, ready to order his servants forward to their deaths in your battle to rule the field.

"...meisterhaftes Schach fesselt den Spieler, nimmt seinen Verstand und sein Gehirn gefangen, so daß die innere Freiheit und Unabhängigkeit selbst des stärksten Charakters nicht unberührt bleibt." - **Albert Einstein**

Dunkelheit liegt dem Schlachtfeld, es weht ein sanfter Wind und von weit her nähert sich ein Gewitter. Mit einem plötzlichen Windstoß erscheinen Ihre Krieger: Der König, die Königin, je zwei Läufer, Springer und Türme sowie eine Reihe von Bauern vor all den anderen. Warten Sie, bis sich der König Ihnen zuwendet, bereit seine Diener in den Tod zu schicken, um die Schlacht für Sie zu gewinnen und die Herrschaft über das Gebiet zu erlangen.

"...le Maître des Echecs interprète la partie, enchaîne esprit et intellect à un degré tel que la liberté et l'indépendance de son opposant, aussi fort soit-il, ne peuvent qu'en être affectés." - **Albert Einstein.**

L'obscurité pèse sur le champ de bataille. Le vent gémit légèrement et là-bas, au loin, en perçoit les éclairs et le grondement du tonnerre. Dans une rafale de vent soudaine, vos soldats se dressent: Roi, Reine, Cavaliers, Fous, Tours, tous précédés d'une rangée de plons. Le Roi se tourne vers vous, ses serviteurs sont fin prêt pour une bataille qui sera peut-être sans retour...

AMIGA CD32

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

Interplay
The Barn - St John's Yard
Main Road - Tyfield
Oxon OX13 5LW
Tel (0865) 390029

COMPACT disc DATA STORAGE

5 026102 005090

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3-10 ✓ 11-14 ✓
15-17 ✓ 18+ ✓
ELSPA

This product is exempt from classification under U.K. Law.
In accordance with The Video Standards Council Code of Practice
it is considered suitable for viewing by the age range(s) indicated.

BATTLE CHESS
AMIGA CD32

Battle Chess II – Chinese Chess (1991)

£25.99 Electronic Arts / Dev: Interplay Productions

[9/10 – XiangQi or Chinese chess brought to the Amiga a good opportunity to be able to play a board game little known in the West]

CU : 87% - ‘good to look at and more importantly , taxing on the little grey cells.’

AA : 86% - ‘chess players and new players alike should find the Chinese variant interesting and challenging. Those interested in classic strategy games Battle Chess II should be on top of your shopping list.’

GX : 4/5 - ‘anyone who enjoys a game of chess and fancies something just a little bit different could do worse than getting hold of a copy of this.’

O : 85% - ‘Be warned, the computer opponent plays a tough game – even on Novice level – which can cause quite a few headaches to those of us who aren’t exactly familiar with the new rules (i.e. everyone) – and it may therefore take some time for the player to get to grips with them. ‘

From Games-X

Counsellors may move one point diagonally in any direction

Pawns may move a single point forward until they cross the river. After crossing they can also move left or right

Cannons can move any number of squares, either vertically or horizontally and may jump over other pieces

Rooks can move any number of unobstructed points either vertically or horizontally

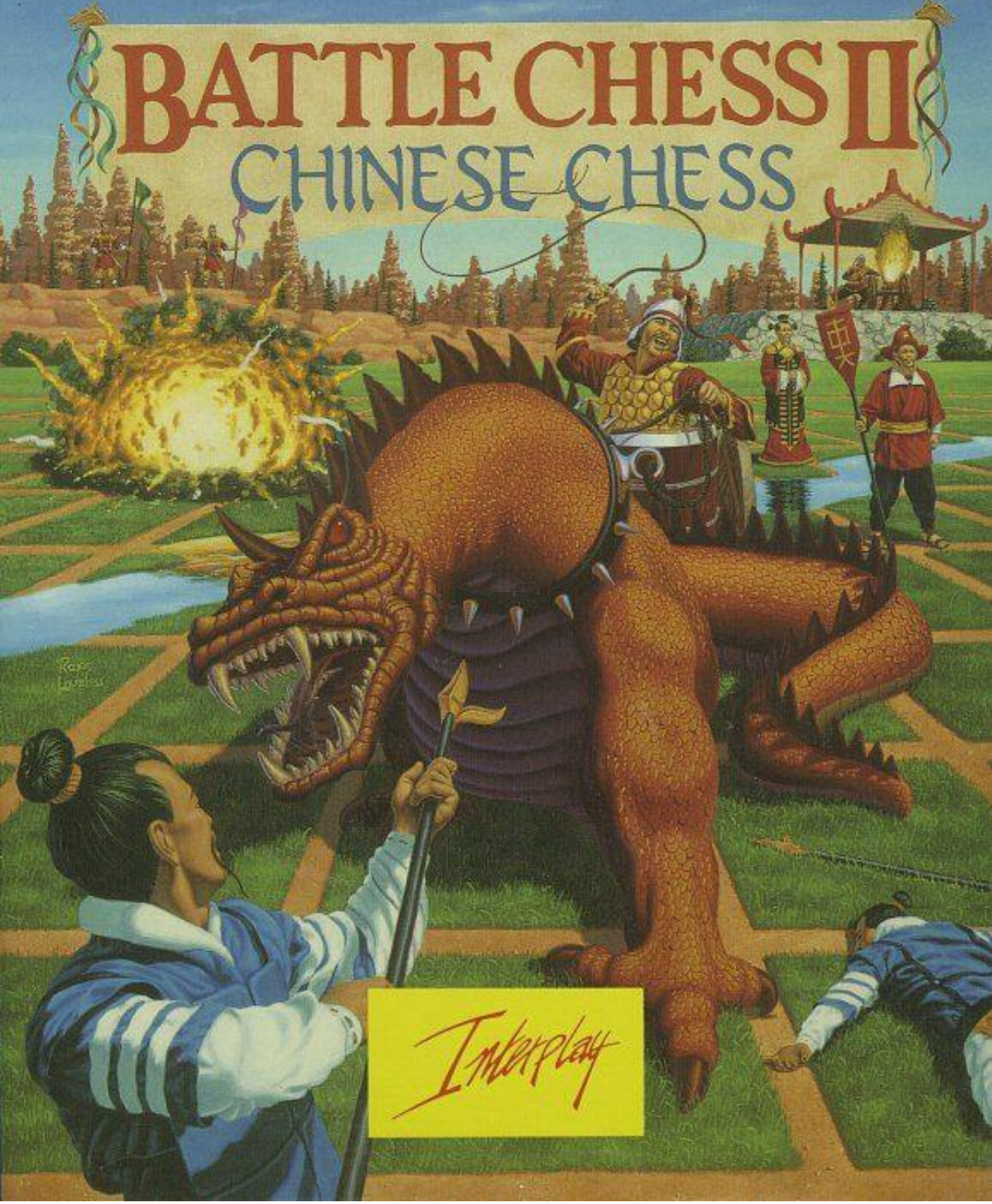
Ministers may move two points in a diagonal direction

Knights may move one point forward, backwards, left or right, followed by one point diagonally

AF : 76% - ‘the game is more ruthless and barbaric than chess. Pieces are traded a lot earlier and because there are fewer pieces the whole game is generally quicker to play.

AP : 48% - ‘Boring, slow and irritating. Only the most fanatical chess fiends will squeeze any real pleasure from this oddity.’

Good opportunity to play a little known (in the West) variant of Chess. It is an enjoyable board game if you take the time to learn, although it is still not a patch on Western Chess in my opinion. The other thing to note, is that some of the animations take ages to load and so its far better to play it on a hard drive (or download the PC version on GOG).


BATTLE CHESS II
CHINESE CHESS
Interplay

Battle Command (1990)

£25.99 Ocean /
Dev: Realtime Games

[7/10 – A thinking-man's Battlezone]'

AF : 90% - 'not only fun but it can be played as either a one-off blast or an ongoing sequence with disk saved victories, BC has a depth of entertainment often lacking in high-tech shoot-outs. The number of missions may be a hindrance in the long term, but some of these are incredibly tough. The game binds strategy, sim and shooting together brilliantly. It has enough abjectly weird locations to make exploring the world fun and there is an excellent range of firepower that promotes real experimentation. You will find learning the strategies behind Battle Command is only half the fun and being in control of the battle is even better.'

ZZ : 90% - ‘A playability-packed tactical/arcade stunner!’

CVG : 90% - ‘will have armchair tacticians gibbering like loonies. If you’re after a game this nature, look no further – this is the best one!’

ACE: 899/1000 - ‘This isn’t meant to be a rigorous future war simulation – the game is slanted more towards fun and action than some sort of pseudo-accuracy – and it succeeds admirably. It may just be Battlezone for the 90s, but at least it’s a thinking person’s Battlezone.’

YA : 88% - ‘a fast action shooting game, with a little strategic thought as you fight your way across the map full of enemies, and variety in the form of various missions. Realtime are right to say this isn’t a sequel to Carrier Command, because it isn’t. Instead Battle Command is highly playable, largely exciting 3-D action bonanza.’

CU : 82% - ‘a very good game, though slightly superficial. Don’t expect a simulation, expect a fast, thinking man’s shoot ‘em up.’

AA : 80% - ‘an option to rotate the turret and gun without turning the tank would have been useful. Although there is a lack of missions they are difficult and offer more than a few hours of play.’

Enjoyable action shooter, that at the time had graphics that really impress. It is still fun today, but expect a challenge, as for what it lacks in the number of missions it more than makes up for in being a tough game to beat.

ENTER FIRST INTO BATTLE... LAST TO LEAVE

Battle COMMAND

ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

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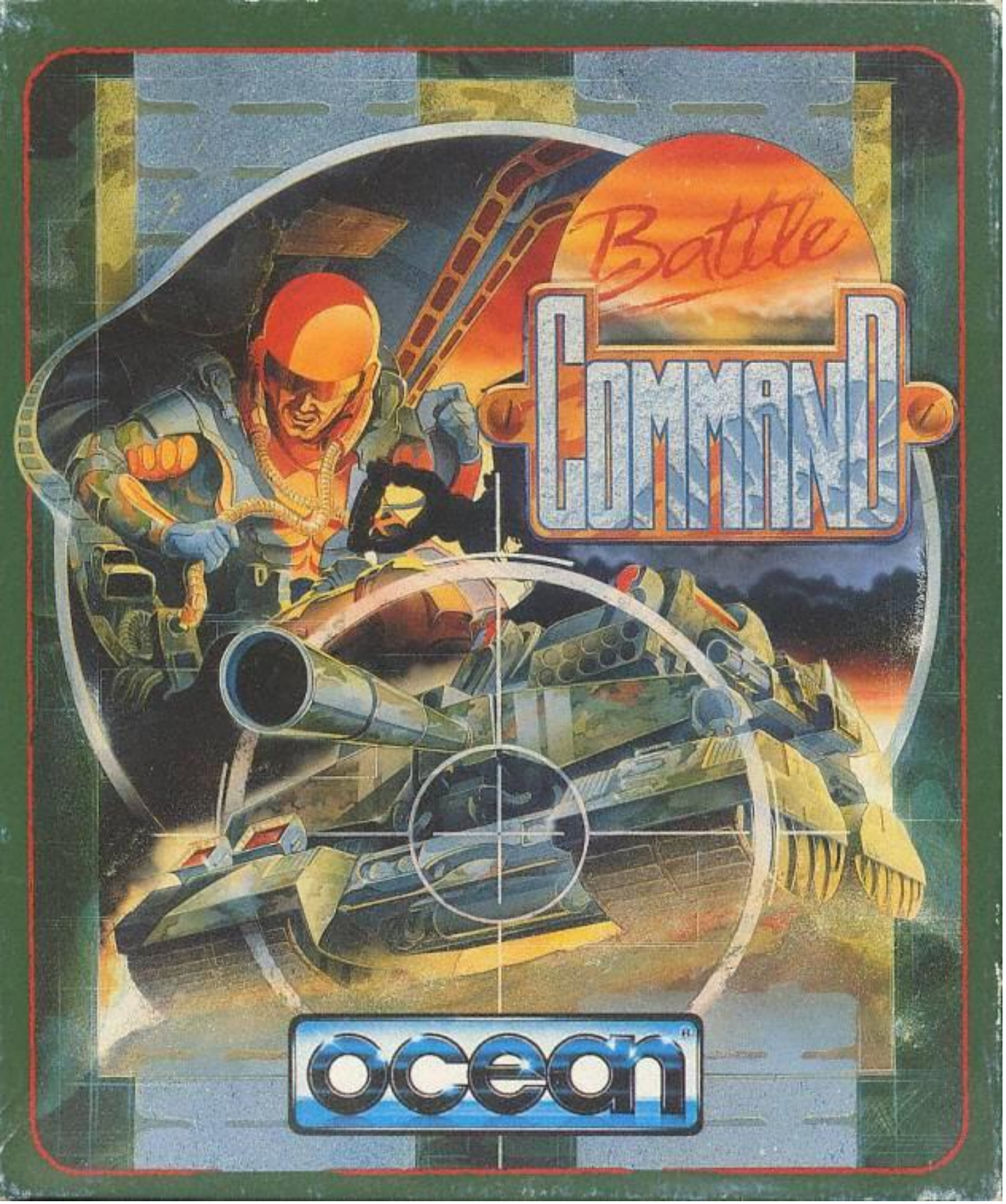
Telex: 669977 OCEANS G · Fax: 061 834 0650


Battle
COMMAND
ocean

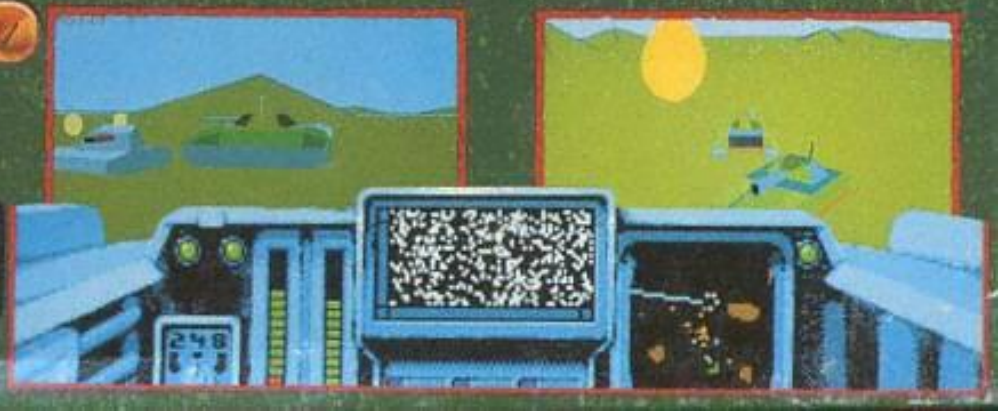
FIRST INTO BATTLE...

Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions in the ultrawar, fought between two dominant races of the New World. Such are the defensive capabilities of each side, any offensive moves are, by necessity, "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and out of hostile territory and armed with the most advanced weaponry the Northern scientists can devise.

Dans le futur, vous contrôlez un "Mauler" un char d'assaut dans une des 16 missions de l'ultra - guerre qui se livre entre les 2 races dominantes du Nouveau Monde. Les capacités défensives de chaque côté sont telles, que toutes les offensives sont, par nécessité, des actions "derrière les lignes", opérées par des troupes d'élite aux commandes de véhicules spécialement conçus pour ce genre de raid. Le Mauler est le tout dernier vehicule de ce type - capable de pénétrer et d'être évacué des territoires hostiles et équipé de l'armement le plus avancé mis au point par les chercheurs du Nord.

An einem unbekannten, fernen Ort tobt ein zermürbender Krieg zwischen zwei mächtigen Völkern. Du mußt mit einen 'Mauler' Kampfpanzer in 16 verschiedenen Missionen Dein kämpferisches und strategisches Können beweisen.
Wegen der guten Verteidigungsanlagen sind Frontangriffe aussichtslos. Daher werden Angriffe fast ausnahmslos knapp hinter den Linien von Eliteeinheiten mit speziellen Fahrzeugen ausgeführt. Der Mauler ist die neueste dieser Maschinen - ausgestattet mit den wirkungsvollsten Waffensystemen, die jemals von der Rüstungsindustrie entwickelt wurden.

...LAST TO LEAVE



Battle Command

ocean

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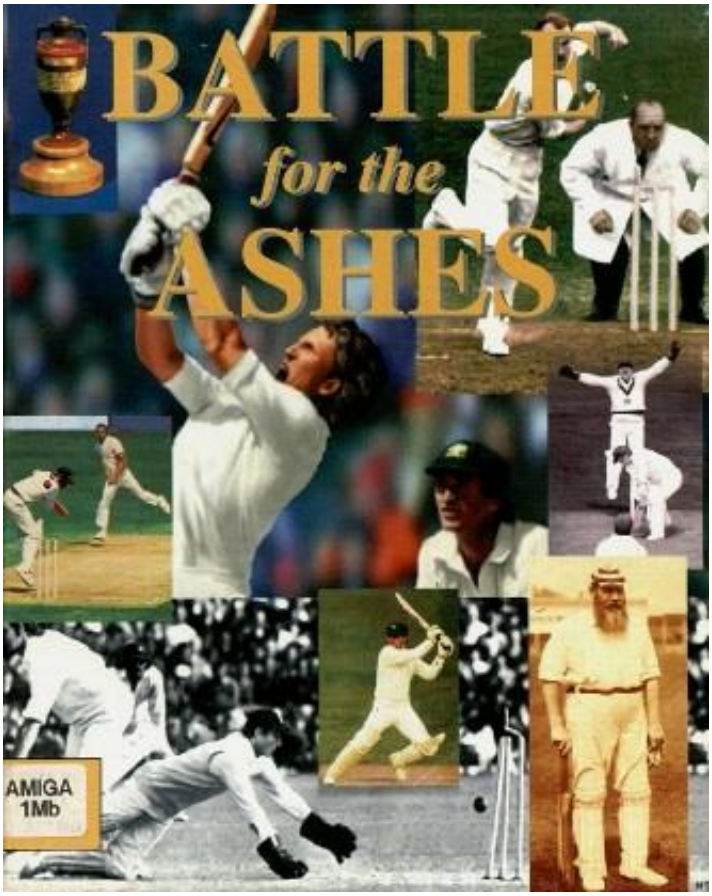
Battle for the Ashes (1995)

£9.99 Audiogenic

[7/10 – Budget Release of Graham Gooch with less options. Bit of a cash in.]



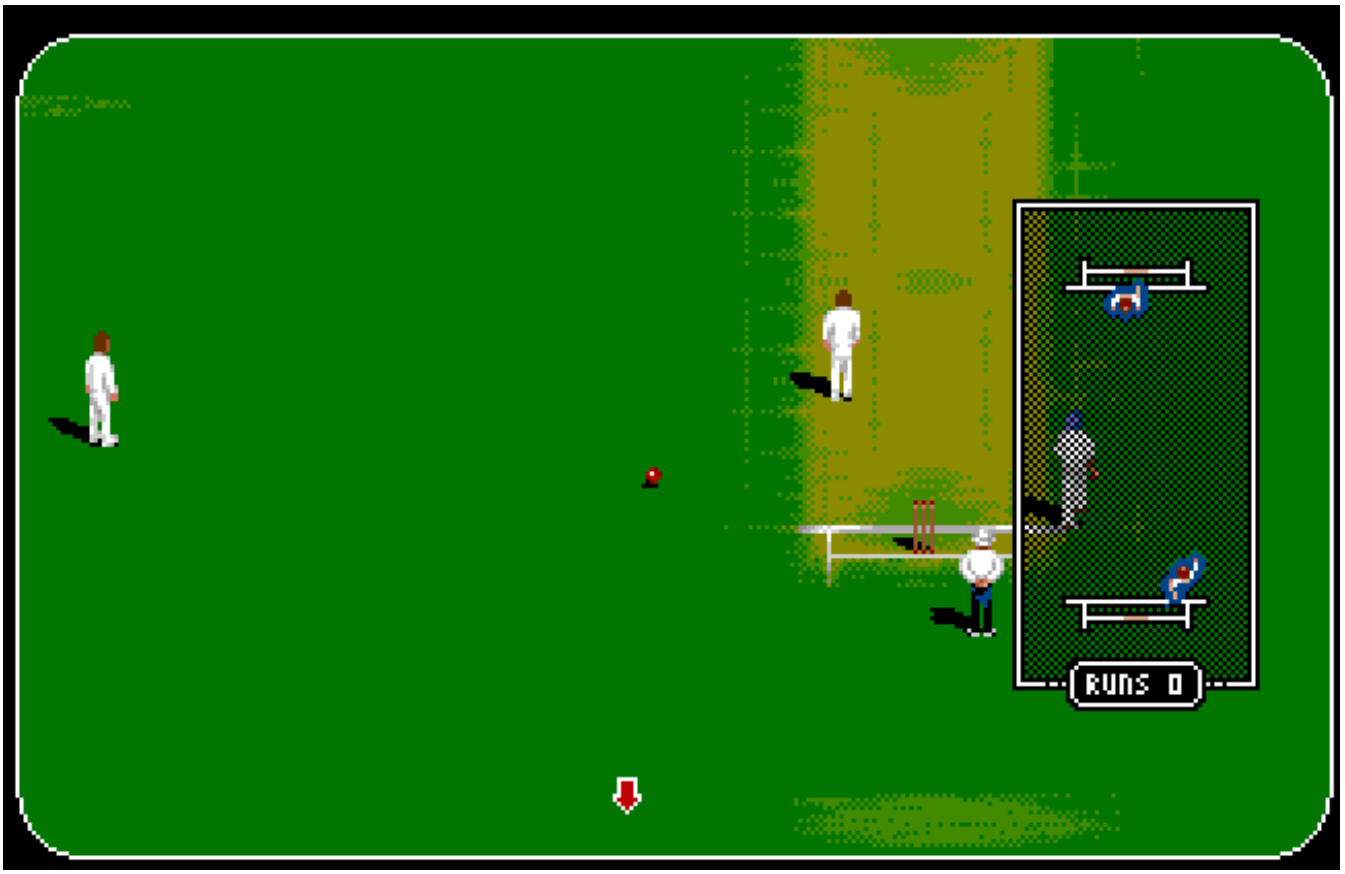
AA : 87% - 'Other than the inclusion of the up-to-date Australian and English test sides, it's Graham 'nice moustache' Gooch all over again. Battle For The Ashes is equally as absorbing as the original Goochy effort, abd people who've missed the previous incarnations can't go wrong for a tenner!'

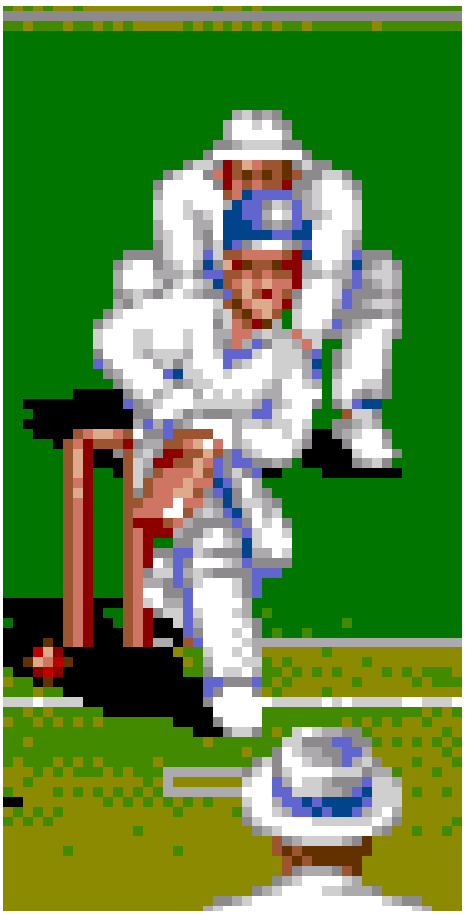
AF : 70% - 'is Graham Gooch Cricket with its wings clipped – because you can only play a five day Test match between England and Australia and you can't edit the teams..[sic]..it's not bad at the price, but it reeks of blatant cashing in.'

O : 70% - 'released as a tester for those players who perhaps weren't brave enough to fork out the original £29.99.'

AP : 65% - 'The latest in the best series of cricket games you can buy. But for gawd's sake don't if you already have one of the previous games. It's annoyingly flawed fun. I want another go, but I know it will only make me angry. What am I to do? I don't know. Help.'

Budget release cash in to tie-in with the Ashes. now-a-days its best to go to the original full price release Graham Gooch World Class Cricket game as it's identical to this but with more options. Have included this purely for completion sake. Still it is a hell a lot better than the 2013 Ashes game recently released by the Aussies. ☺





Battle Isle (1991)
£29.99 Ubi Soft /
Dev: Blue Byte

[9/10 – One of the best turn based strategy games.]

AF : 90% - ‘The programmers, Blue Byte, have reinvented the war-game genre making a game fit for heroes. It’s simple but possesses real gameplay depth. The basic principals take minutes to learn, but are sharpened and refined in each successive scenario. The tanks and troops are extended chess pieces and the landscape is your board, it is your ability to use them effectively that is the appeal of the game. This graphic and gameplay mix ensure war games will never look the same again.’

O: 88% - ‘retains all the best elements of traditional, board based strategy games, but adds the accessibility offered by a computer.’

AA : 87% - ‘UbiSoft have taken the basic strategy game principle and produced a game that not only looks good but also plays well. From the second you pick up the joystick you are in total control of the action. A quick flick through the manual is all you need to understand the game and start playing, the impressively large number of different units and battle fields will keep you interested for a long time to come. Whether you are new to strategy games or a seasoned warrior take a look at Battle Isle.’

CU : 85% - ‘Engrossing strategy game that’s easy to play.’

AP : 78% - ‘An enormously promising and brave idea which hasn’t quite come off. It’s not quite as deep as it might have been or as others would have you believe, but the basic problem is that by the time you get into it, it’s all become so slow and repetitive and unfair that you just want to give up again.’

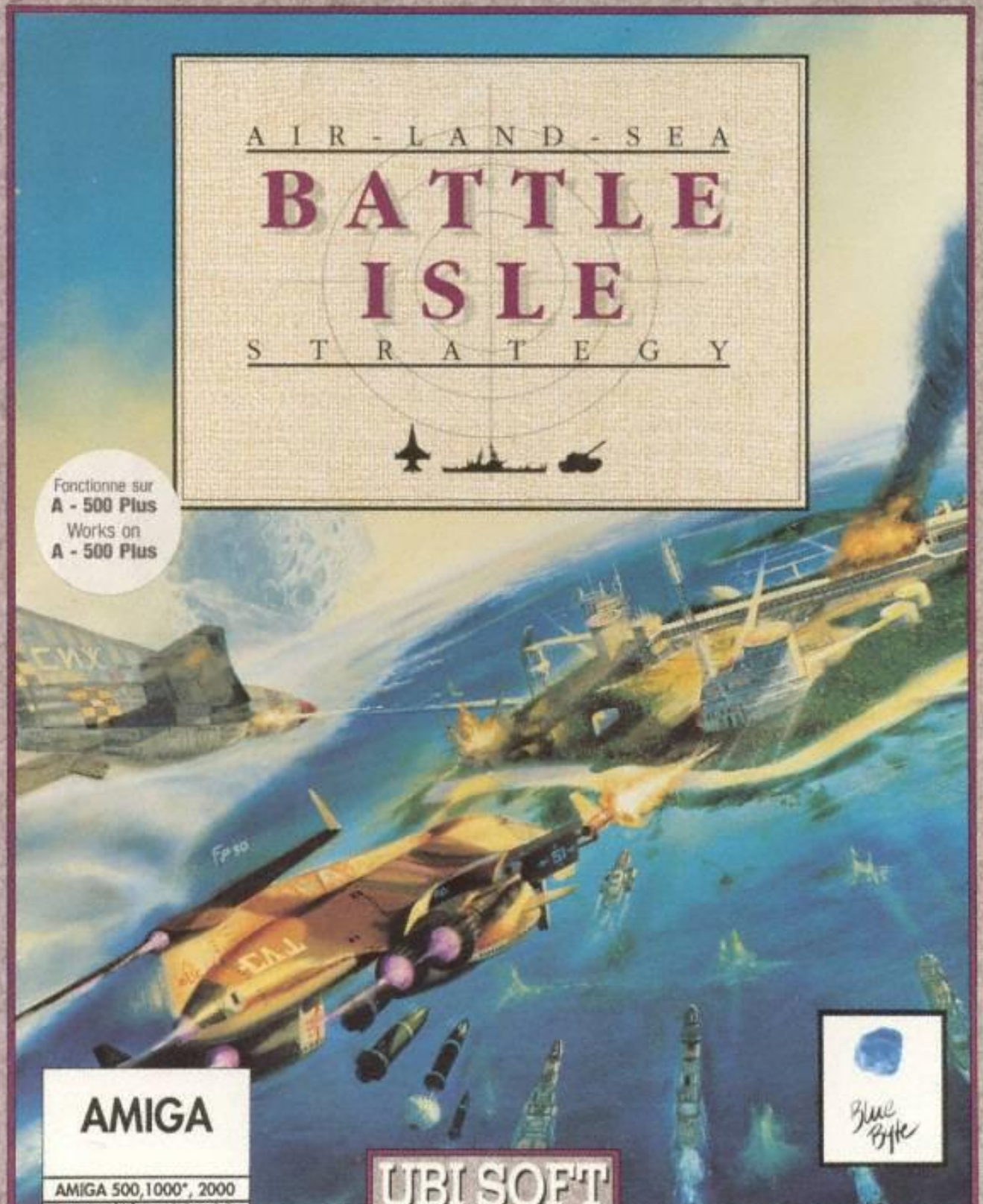
I love turn based strategy games and this, on the Amiga is pretty much the best. Back in 1991 it was a revelation to suddenly see a good strategy game with great visuals and music as well. Even to day it plays really well and is in many ways reminds me a lot of Famicom Wars or Advance War games. Great game that should be played if you love accessible war games. Be warned the computer takes ages to play.

AIR - LAND - SEA

BATTLE ISLE

STRATEGY

Fonctionne sur
A - 500 Plus
Works on
A - 500 Plus



AMIGA

AMIGA 500,1000*, 2000
*requires kickstart 1.2 or 1.3
Supports Workbench 1.3
512 K required
Joystick required

BATTLE ISLE

UBI SOFT
Entertainment Software

AIR · LAND · SEA

BATTLE ISLE

STRATEGY

- Prepare your defence against possible attacks.
- Attention! L'ennemi approche. Préparez votre défense.

- Will the offending Scorpion tanks "take out" the opposing regiment.
- Les "Scorpions" vont-ils anéantir les "Providers"...

- Capture your opponent's weapons factory.
- Toute prise de bâtiment est stratégique!

- "No enemy in sight". What is the next move?
- Aucun ennemi en vue. Que décider?

"Not only does the superb presentation put this game far above most others of its genre, it has been designed with the general gamesplayer in mind, and is very accessible and highly playable." Laurence Scotford - *THE ONE*

"Unlike most strategy games, Battle Isle is extremely easy to understand, enabling you to become quickly absorbed in its enthralling and intriguing game play." - *ST ACTION*

"This is definitely a war game with a twist." - *CU AMIGA*

FEATURES:

- Play in one or two player mode
- Appeals to all levels: beginner to expert
- 32 unique levels: 16 maps for one player mode, another 16 maps for two player mode, plus two secret map missions!
- Wide variety of units to control: from infantryman to aircraft carriers
- More strategy than chess

"L'utilisation est très simple, et le plaisir de jeu très grand. Battle Isle rentre dans cette catégorie de wargames / stratégie réussis et rares." - *JOYSTICK*

"Les graphismes sont parmi les meilleurs pour ce type de jeu et une excellente ambiance sonore accompagne le joueur... En bref, un logiciel qui tient toutes ses promesses." - *GEN 4*

"Jeu complexe, très visuel et facile à manier; Battle Isle place sous votre contrôle diverses unités terriennes, aériennes et navales pour un combat passionnant. C'est un petit bijou!" - *TILT*

CARACTERISTIQUES:

- 32 niveaux de jeu: 16 cartes dans l'option 1 joueur et 16 autres cartes dans l'option 2 joueurs plus 2 missions secrètes
- Jeu accessible aussi bien aux débutants qu'aux joueurs confirmés
- Une stratégie plus poussée que celle du jeu d'échecs
- Possibilité de jouer seul ou à deux simultanément
- Différentes unités allant du fantassin au porte-avion

All'estremo limite dell'universo il pianeta Cromos è scosso da un conflitto tra gli androidi del Sistema Skynet e i druller, popolo umanoide. Dopo una sconfitta sanguinosa, la sopravvivenza dei druller è minacciata. Resta loro un'ultima speranza : trovare uno stratega capace di radunare l'armata e di dirigerla abilmente. Pare che un individuo di tale levatura si trovi sul pianeta terra. Il conto alla rovescia è cominciato.

Screen shots on Amiga.

UBI SOFT
Entertainment Software

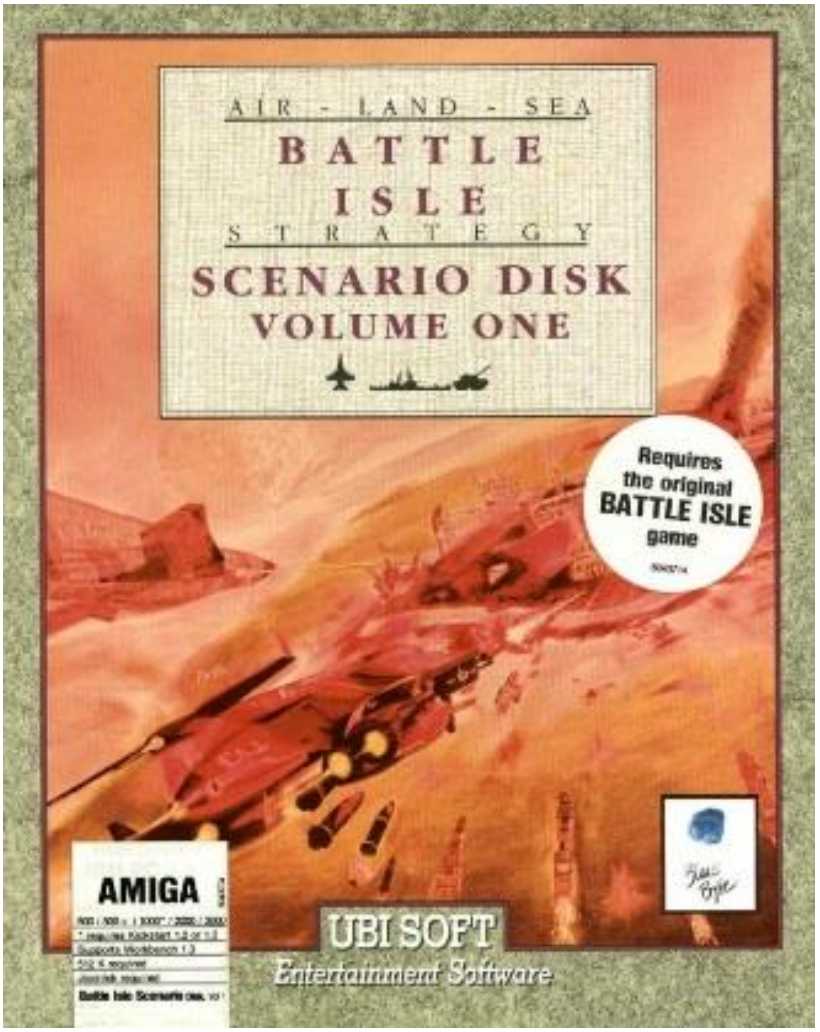
Battle Isle – Scenario Disk

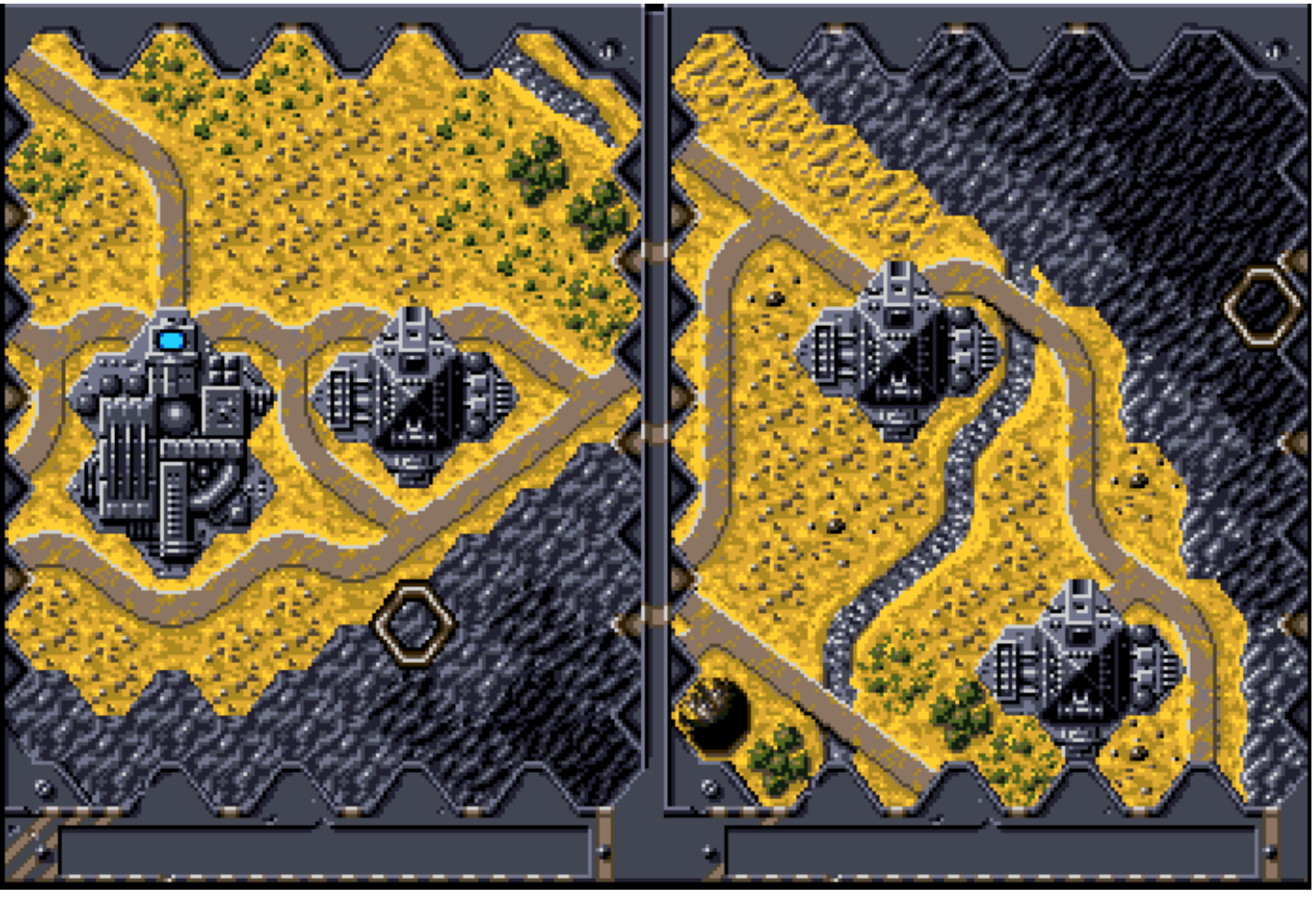
Volume One (1992)
£19.99 Ubi Soft /
Dev: Blue Byte

[9/10 – Good data disk to the original game.]

AP : 78% - ’34 new maps (25 for the solo mode, and nine for two player games), plus plenty more subtle bits and pieces such as larger maps than in the original game.’

More of the same so if you loved the original then you will love this game. If the original failed to win you over however then there is nothing new here to do that.





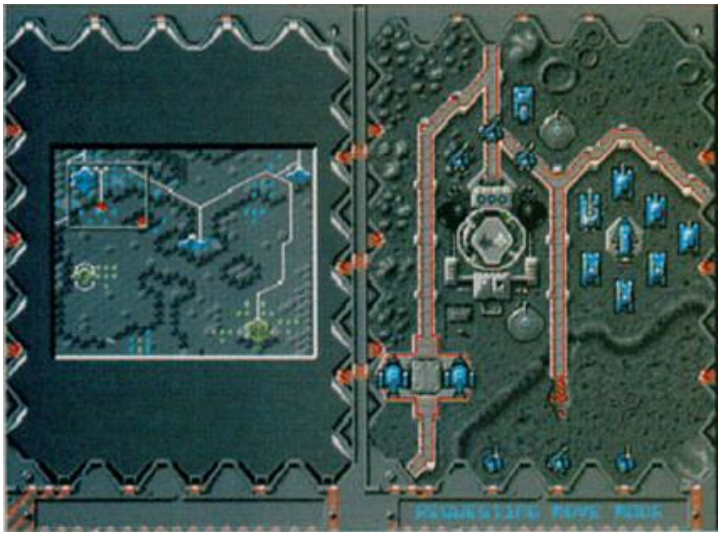
Battle Isle ’93 – Scenario Disk Volume 2 - Moon over Chromos (1993)

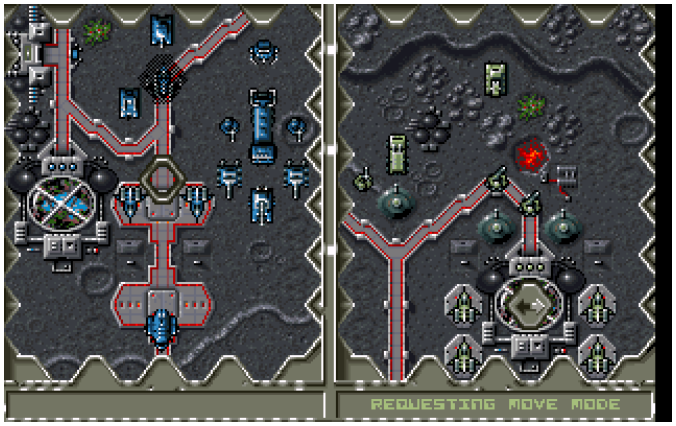
£25.99 Kompart / Dev: Blue Byte

[9/10 – New troops and environments for this data disk to the original game.]

CU : 85% - ’With Battle Isle 2 due for release later this year, The Moon of Chromos is simply a stop gam measure to satisfy those people who can’t bear to wait. However, the game-play has been tweaked in many areas so it’s not just a glorified expansion disk. There are enough differences to make it feel like a new game, and I’m certain that Battle Isle fans will enjoy this game as much as they enjoyed the original!’

Another great expansion to the Battle Isle game/





Battle Squadron - The Destruction of the Barrax Empire! (1989)

£24.99 Electronic Zoo

[9/10 – Polished and well executed shooter. One the best blasters on the Amiga.]

AC : 109% - 'Xenon II scored the perfect 100 per cent. How can we express that Battle Squadron is even better? Hmm I'll show you how.'

O : 90% - 'Take my word for it, gameplay wise everything is outstanding. In fact, don't take my word for it – plug a joystick or mouse into the other port and play along with me because there is a simultaneous two-player mode. Note the way the ships handle – good isn't it? Release your special Nova missile and watch the awesome firepower waste those alien scum bags. Marvel at the crafty aliens, the brilliant attack waves and the amount of on screen action..[sic]..Battle squadron is so addictive that you just can't stop playing'

GM : 87% - 'in the genre of visually bright and addictive shoot'em-ups, it certainly deserves to be right up there at the top of the heap.'

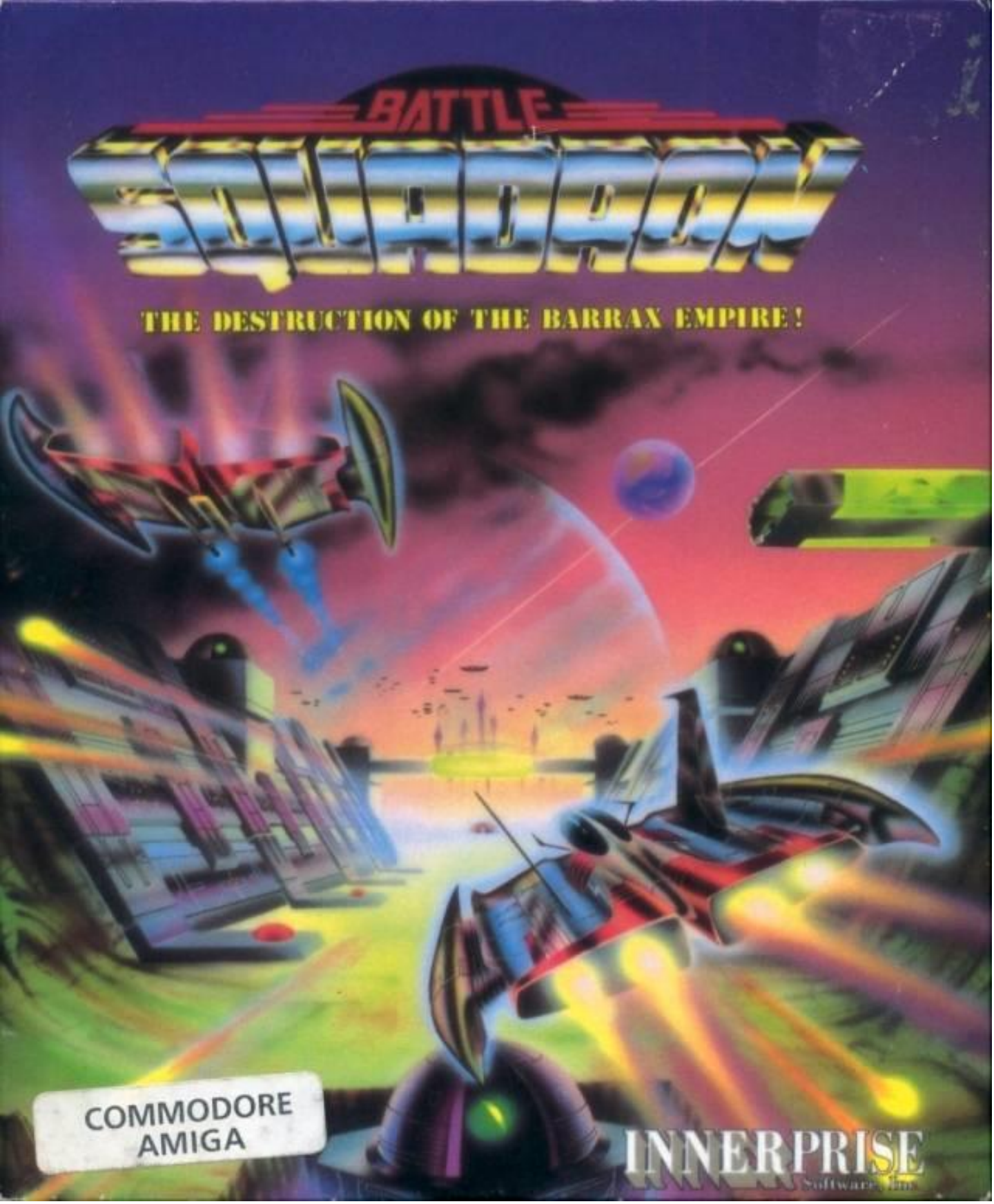
GM : 867 / 1000 – 'must go into the top three Amiga shoot 'em ups, along with Xenon II and Silkworm – not to be missed.'

ZZ : 85% - 'what's best about Battle Squadron is the excellent simultaneous two-player mode which gives it an edge on most vertical scrollers – two players mean twice the fun.'

AF : 82% - 'an excellent example of how to write a shoot-em-up.

O : 80% - 'there is no sense of progression as in, say Xenon 2. As is the case with most games, the two player mode is a lot more enjoyable – and it lasts a lot longer. But due to the lack of variety, solo players aren't likely to be compelled to fight it out to the end.'

A truly stunning Amiga shooter that really puts you through you paces and has everything you could wish for in a vertical shooter on the Amiga. I actually do prefer it to Xenon 2 (playability wise) and if it wasn't for SWIV and later blasters this would my blaster of choice on the Amiga.'


BATTLE
SQUADRON
THE DESTRUCTION OF THE BARRAX EMPIRE!
COMMODORE
AMIGA
INNERPRISE
Software Ltd.

The Destruction of the Barrax Empire...

A whirling Barrax ship darts out from the recesses of a dark spiral cave and attacks from the left. You bank hard to escape, but a "chameleon" attacker suddenly appears on the right. The battle is just beginning and this will become your easiest challenge! The toughest opposition awaits!

The year is 2400 A.D. You have led the squadron to the home planet of the Barrax Empire, prepared to avenge their devastating attack on Earth. Armed with weapons specifically designed for this alien environment, you hope your combat skills are up to the task!

Actual screens may vary.

From the Designers of Hybris!

- Single player or two-player simultaneous arcade action.
- Smooth vertical *and* horizontal scrolling across more than 30 continuous minutes of varied background graphics.
- Dozens of unique spinning, darting and scrambling air opponents.
- More than 25 different ground emplacements that send "smart" bombs and missiles your way.
- Over 25 completely new weapons that flash, burn and explode and help make your mission a success!

Unbelievable Arcade Action!

- Joystick-sizzling, mouse-melting excitement — you'll need lightning reflexes and amazing tactical skills!
- Spectacular digitized sound effects - you'll hear every collision and explosion!
- Spellbinding special effects — flashing lights, glowing aliens and sparkling backgrounds!
- Glittering 3D graphics with true depth-of-field!

INNERPRISE Software, Inc.

DISTRIBUTED BY EUROPEAN ELECTRONIC ZOO

Battle Trucks (1995)

£9.80 Base 2

[1/10 – Unplayable pap, written in AMOS no idea why Richard thought he could sell this game?]

AF : 18% - ‘Imagine a version of Micro Machines with cars that are too big, travel too quickly, and are too difficult to control, then you’ve just about mastered the idea.’

In 1995 the Amiga was as good as dead and new games on the machine were few and far between. Some individuals took it upon themselves to write games at home and publish themselves. This was one of them. It is TERRIBLE avoid.

Battle Valley (1989)

£19.99 Hewson /
Dev: Creative Thought

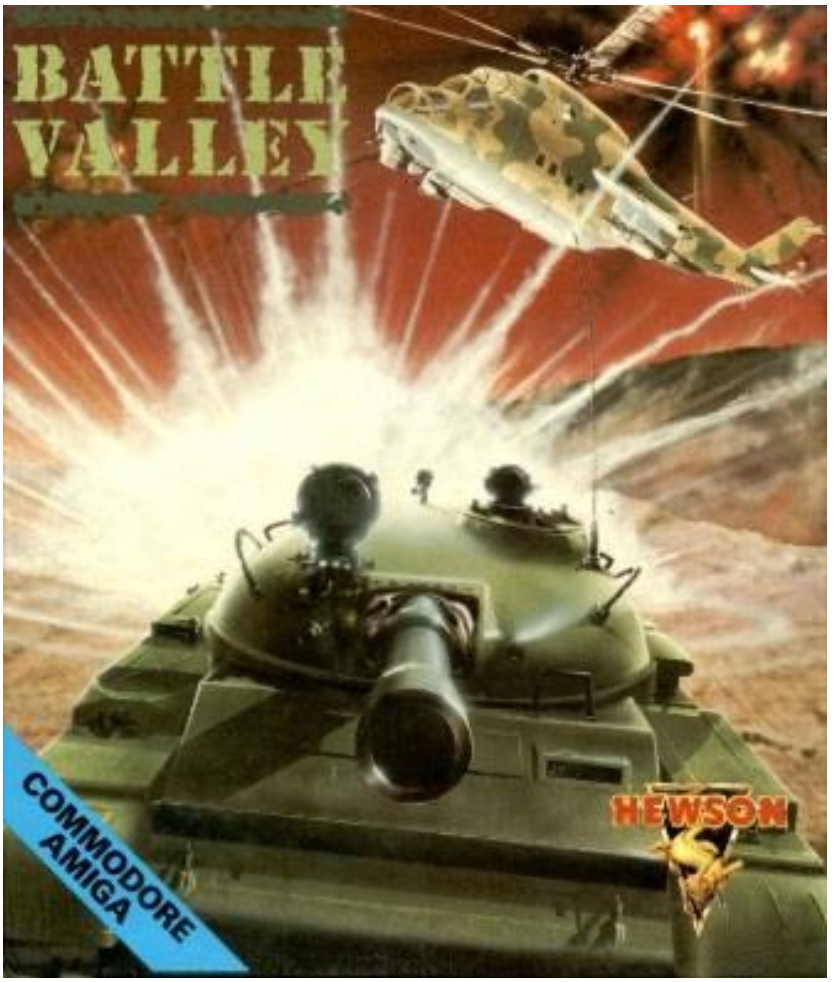
[4/10 – Poor Silkworm clone, that today is best forgotten]

AC : 83% - ‘Isn’t actually bad; it’s quite clever inside, but dull on the outside, and consequently unremarkable.’

ACE : 815/1000 - ‘a deep and challenging arcade game. The time factor and strategic elements add a very welcome ‘thinking’ dimension to this smooth and colourful shoot ’em up.’

AUI : 7/10 - ‘The continual count down and the race against time makes this rather addictive.’

CU : 54% - ‘The game does have a few definite virtue, however, a different – if not entirely successful – gameplay which is nice to see and keeps the interest up for a reasonable amount of time.’



GM : 53% - ‘A couple of tears back Battle Valley was an 8-bit budget game but Hewson have obviously seen fit to resurrect it as a 16-bit title. The real question is why. It was great as a neat, cheap blast but there isn’t sufficient depth or challenge to hold attention long today so pricing is dubious. Scrolling is fine, backgrounds unobtrusive and sprites neat and detailed; effects are average samples. Simple gameplay and nonchalant adversaries mean Battle Valley is somewhat less enthralling. For real action in the same vain, get hold of the excellent Silkworm.’

Nice enough to look at, but extremely basic to play. This is essentially an inferior clone of Silk Worm and so you a probably best sticking with that.

Battlehawks 1942 (1989)

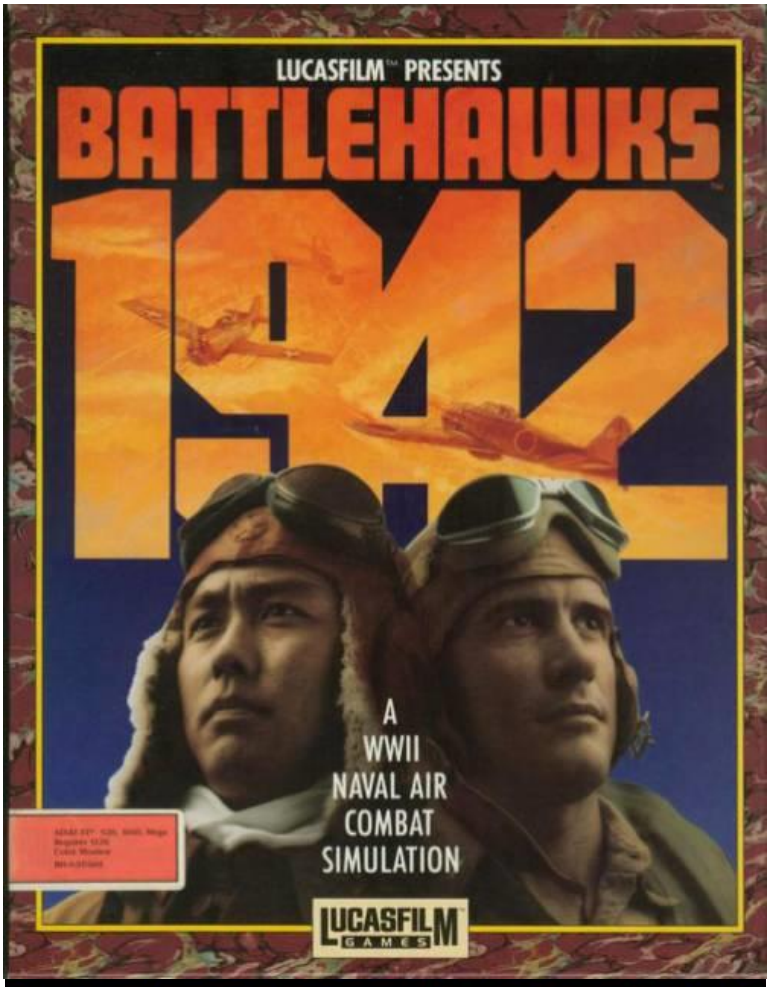
£24.99 Lucasfilm Games

[7/10 – Good action fuelled simulator game.]

CU : 935/1000 - ‘Terrific fast and colourful graphics plus some impressive and atmospheric sound effects all combine to ensure you keep coming back to this again and again.’

ZZ : 90% - ‘A well implemented technically impressive and above all, fun piece of software, which will keep both sim freaks and blast fans quiet for some time.’

AUI : 9 / 10 - ‘A major factor in Battlehawks I particularly like – is the feeling of being part of a team. Other flight simulators set you in the role of a lonesome cowboy, whereas Battlehawks gives you the impression that you are part of a posse. Fellow, computer-controlled aviators may actually help you in a mission, engaging bomber escorts, for example. I can heartily recommend, Battlehawks to any one, including Flight Sim enthusiasts, who is after something a little different.’



YA : 81% - ‘handling of these planes seem quite accurate. In fact frustratingly so I was stalling my plane with mind numbing consistency to begin with but, as with most things, practice makes perfect (well a little better at least).’

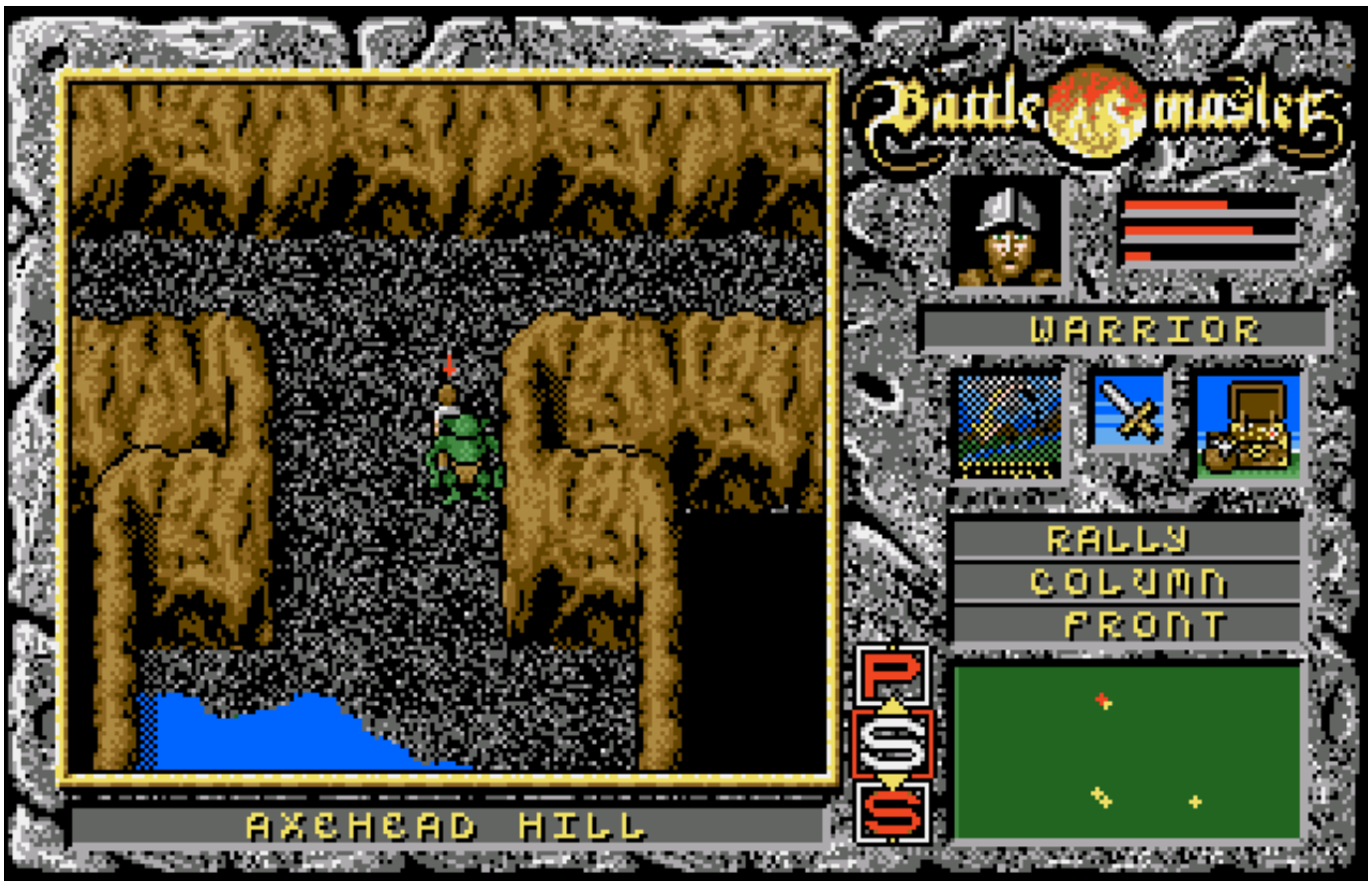
CUSR : 71% - ‘It is quite fun to play, but as the frills wear thin the level of enjoyment falls rapidly. Not a worthwhile investment, but worth getting your rich mate to buy so that you can play round his gaff.’

Showing its age now, but a good fun World War 2 simulator that will take a while to learn.

In early 1942, American planes were no match for my Zero. I was a hawk in a flock of geese — soaring, looping, pouncing, destroying. I was truly saddened for the brave men in those sluggish planes. All too soon, the planes got better..."
"My first burst of tracers skimmed the Val's tail. Just as I corrected my aim, he dove. I followed, and my Wildcat's cannons took his plane apart by bits and pieces. Suddenly, he pulled up and bailed through his shattered canopy. Moments later, the Val exploded..."
BATTLEHAWKS 1942™
Rich in historical detail and thrilling in graphic realism, Battlehawks 1942 gives you a heart-pounding experience of the four naval air battles that turned the tide of World War II in the Pacific: Coral Sea, Midway, Eastern Solomons, and Santa Cruz Islands.
FIF AUTHENTIC JAPANESE AND AMERICAN PLANES
F4F Wildcat and A6M Zero fighters.
SBD Dauntless and D3A Val dive bombers.
TBF Avenger and B5N Kate torpedo bombers.
SCRATCH ONE FLATTOP!
EXCITING FEYER'S EYE PERSPECTIVE
High resolution digitized planes and ships.
True-to-life flight and combat dynamics.
Unique "instant replay" feature.
DOGFIGHT DELUXE!
OVER 30 WHITE KNUCKLE COMBAT MISSIONS
Historically accurate situations and strategies.
Torpedo, dive bomb, escort and intercept missions.
Decorations awarded for skill and valor.
ZERO HOUR!
LUCASFILM GAMES

Battle Master (1990)
£29.99 Personal Software Services

[5/10 – Doesn't satisfy action or strategy gamers.]



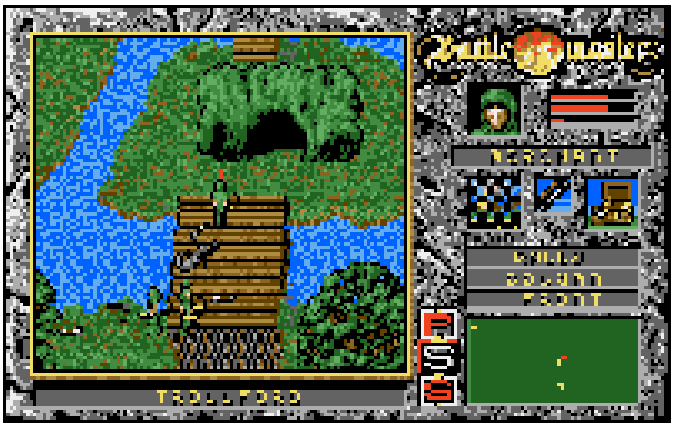
AF : 83% - 'Take a plot that's longer in the tooth than a dragons incisor and then apply a unique approach to turning it into a game. It's not as static as Laser Squad and more appealing than anything in the Ultima vein. It has a good sense of humour too, thank goodness.'

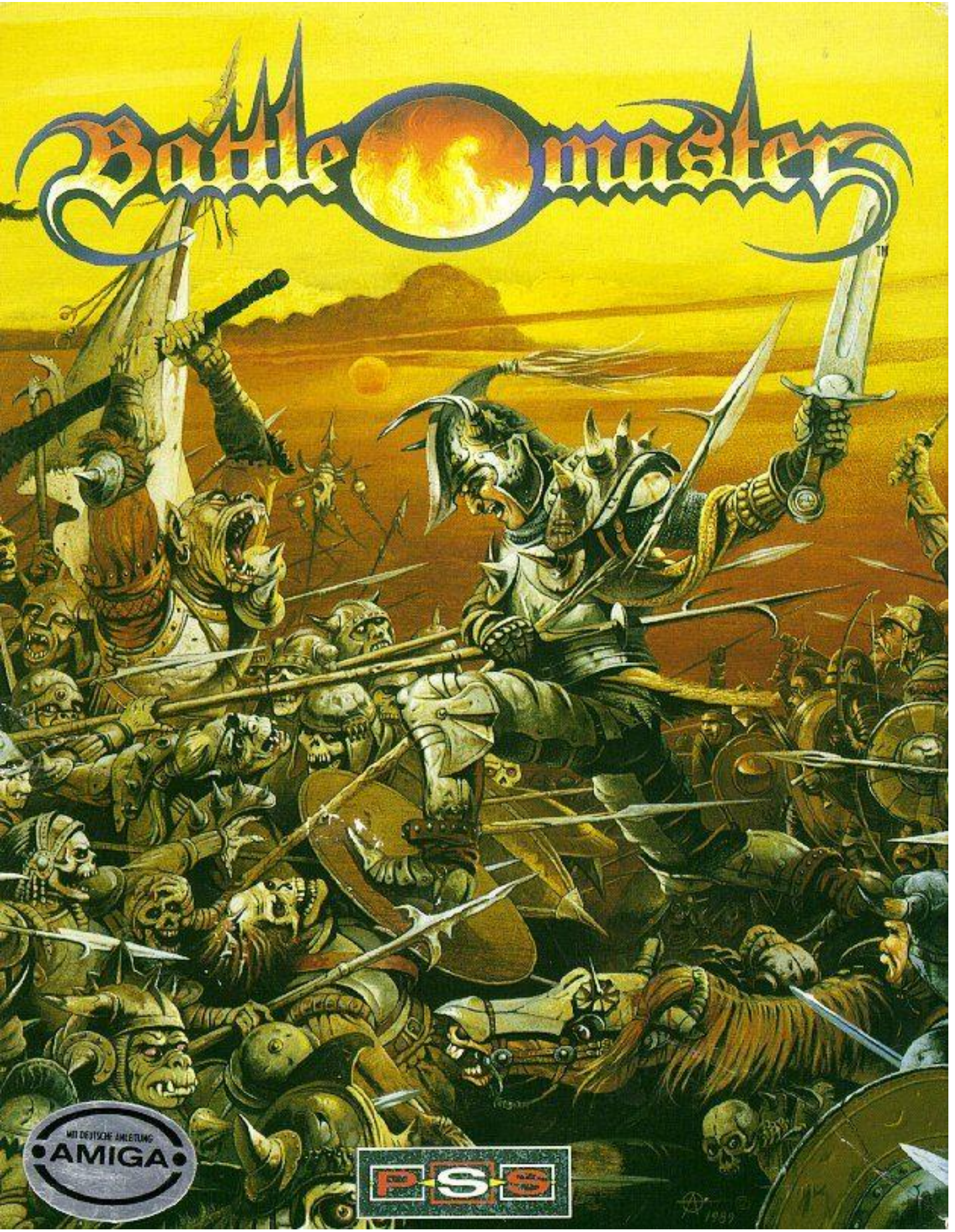
AA : 77% - 'PSS have managed to combine strategywith RPG in Battle Master to create a superb game that has you addicted from the word go. There's plenty of variety and the playing area is huge, with villages, mines and castles all waiting for you to explore them. The graphics are pretty good and make the game even better'

YA : 76% - ‘A very colourful game that its not enough of anything to make it really worth playing.’

ZZ : 58% - ‘too little depth with too little tactical meat to be considered by anyone but Gauntlet fanatics, who would, in turn, be disappointed with it as a true arcade game.’

I can really see what PSS were trying to do here (a kind of Zelda meets Laser Squad), but sadly it doesn’t come off. The action is all too haphazard and random with the controls and the strategy is all far too basic. Therefore you end up with a game that pleases neither camp. Not a terrible game by any means, but one that hasn’t stood the test of time.

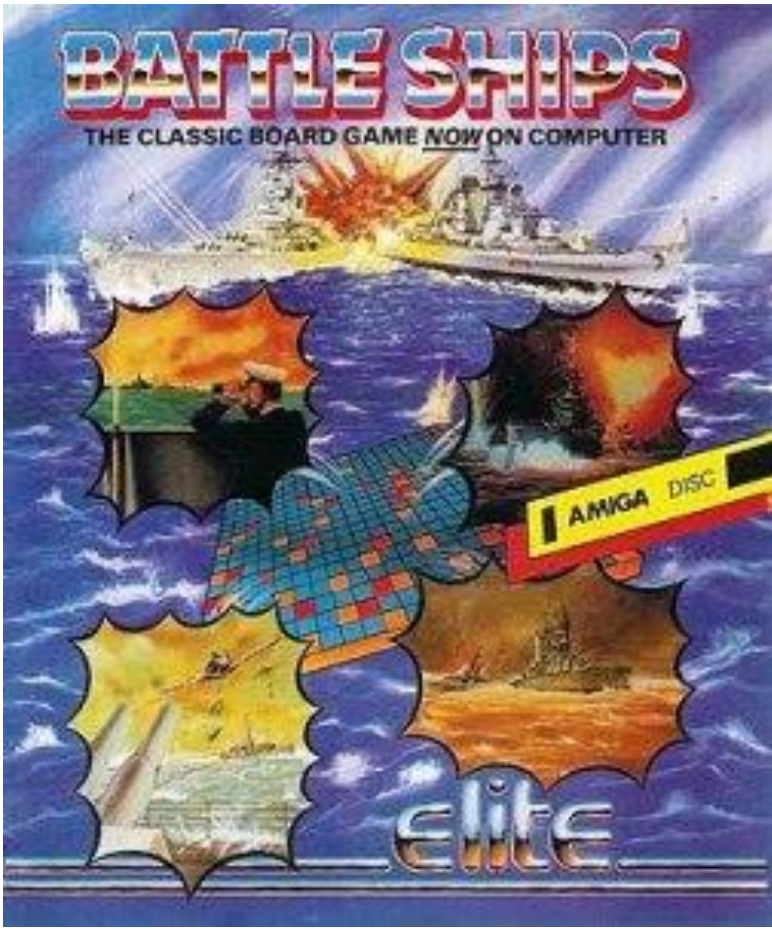



Battle Masters
MIT DEUTSCHE ANLEITUNG
AMIGA
PSS

Battleships (1987)

£19.99 Elite

[6/10 – Does the game Battleships as well as one could hope for.]

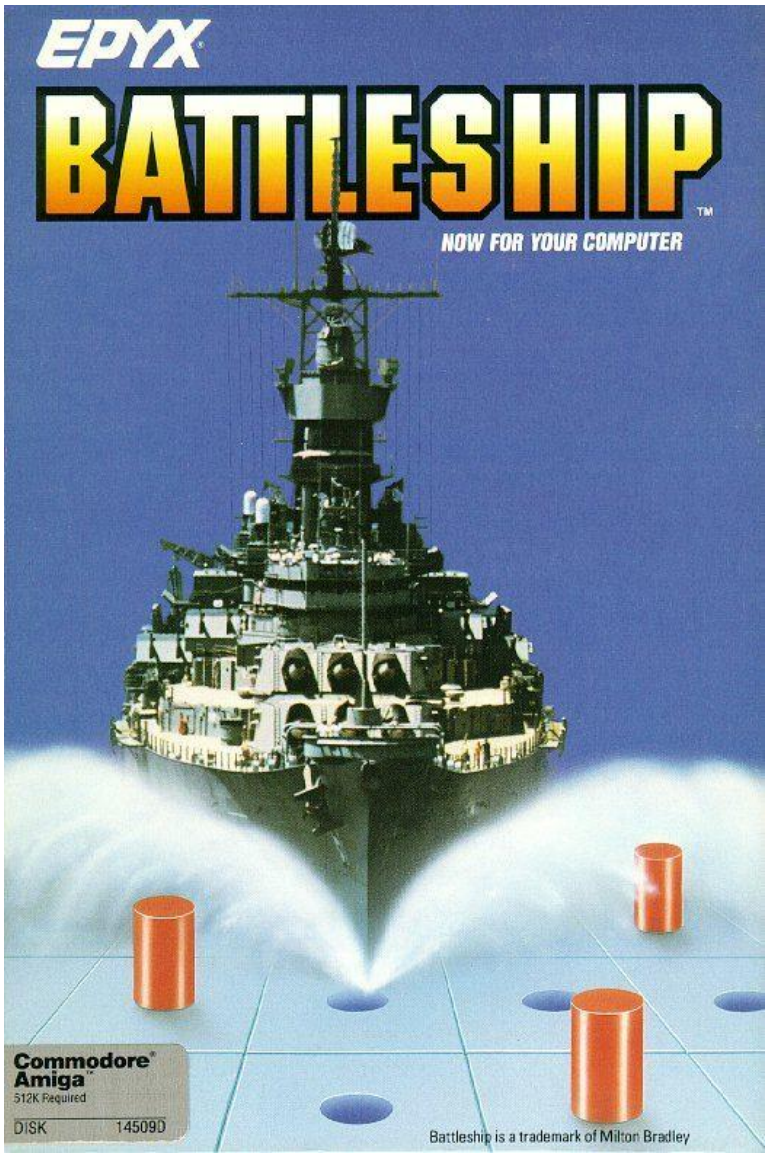


CUSR : 6/10 - ‘a slightly more polished version of the game you could by for a couple of quid except its going to cost you twenty in this format. Take my advice, but the cheapo when it appears and put the rest towards a C64 emulator.’

ACE : 523 / 1000 - ‘a simple game that you’ll probably play for years to come – but never get too exited’

CVG : 61% - [R] ‘A good translation but only entertaining until the novelty wears off.’

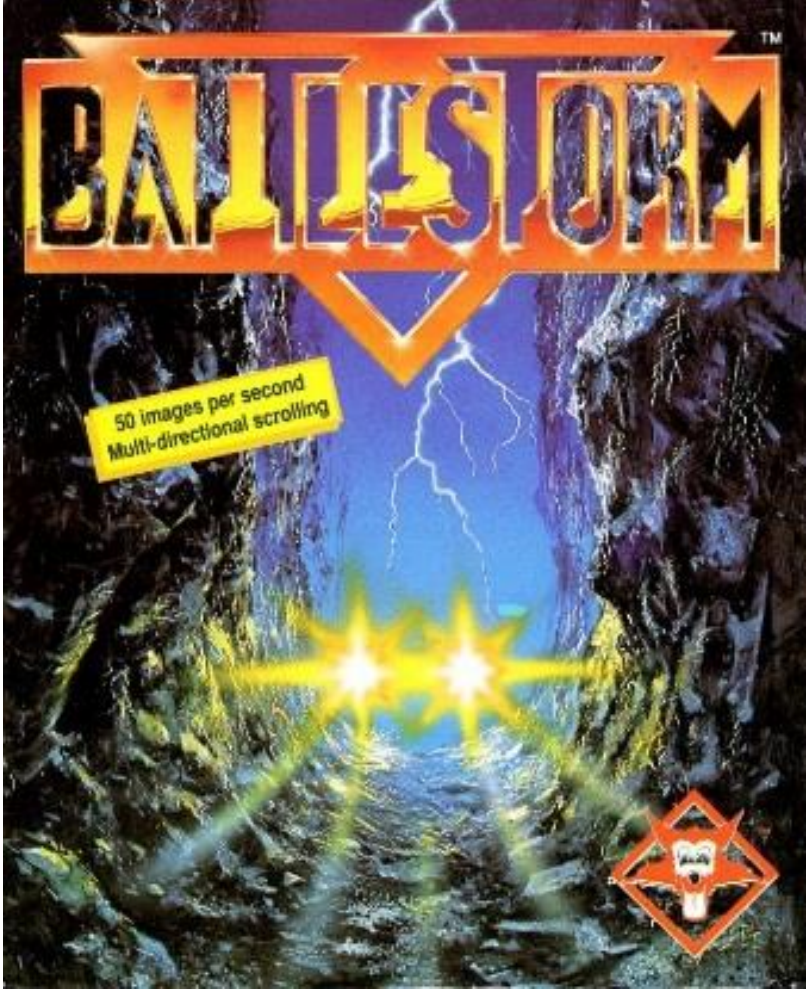
Although not worth £20 or even £10 back in the day, nowadays it is worth your time as cost is no longer a factor. This is a professionally done game of the pen and paper battle ships game, with the added benefit of doing 24 shots at a time and having those shots lessen as more of your ships are sunk. Of course this game was always about luck, so don't be surprised if your interest wains. Still for a small diversion, when you are looking for some simple fun, then this game is the one to go for.



Battlestorm (1991)

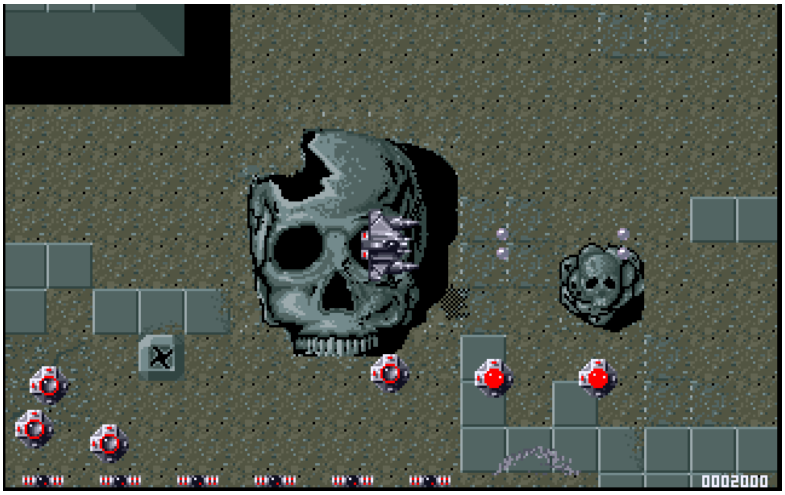
£24.99 Titus Software

[6/10 – Technically good blaster let down by average gameplay and dull graphics.]

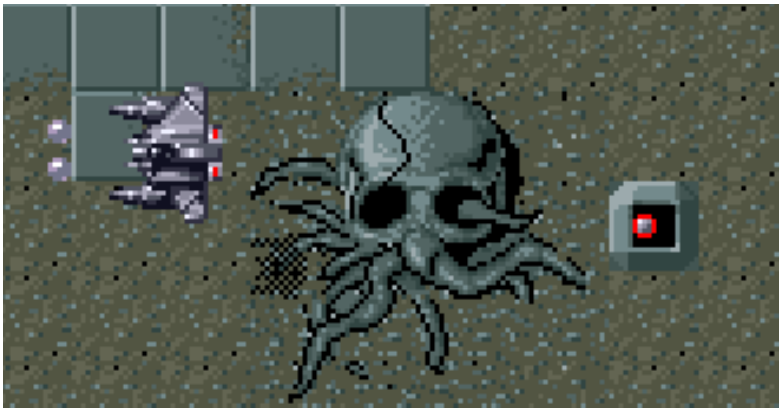


AF : 83% - ‘It may not have the breadth and grandeur of a game like SWIV – it remains a rather plain game to look at despite the silky scroll, and there could have been a bit more to it – but it does make up for this with the dimensions of its playing area.’

AA : 83% - ‘If you are an action fan it is definitely worth taking a look at this one. Hopefully Titus will continue to improve their products as they have done here.’



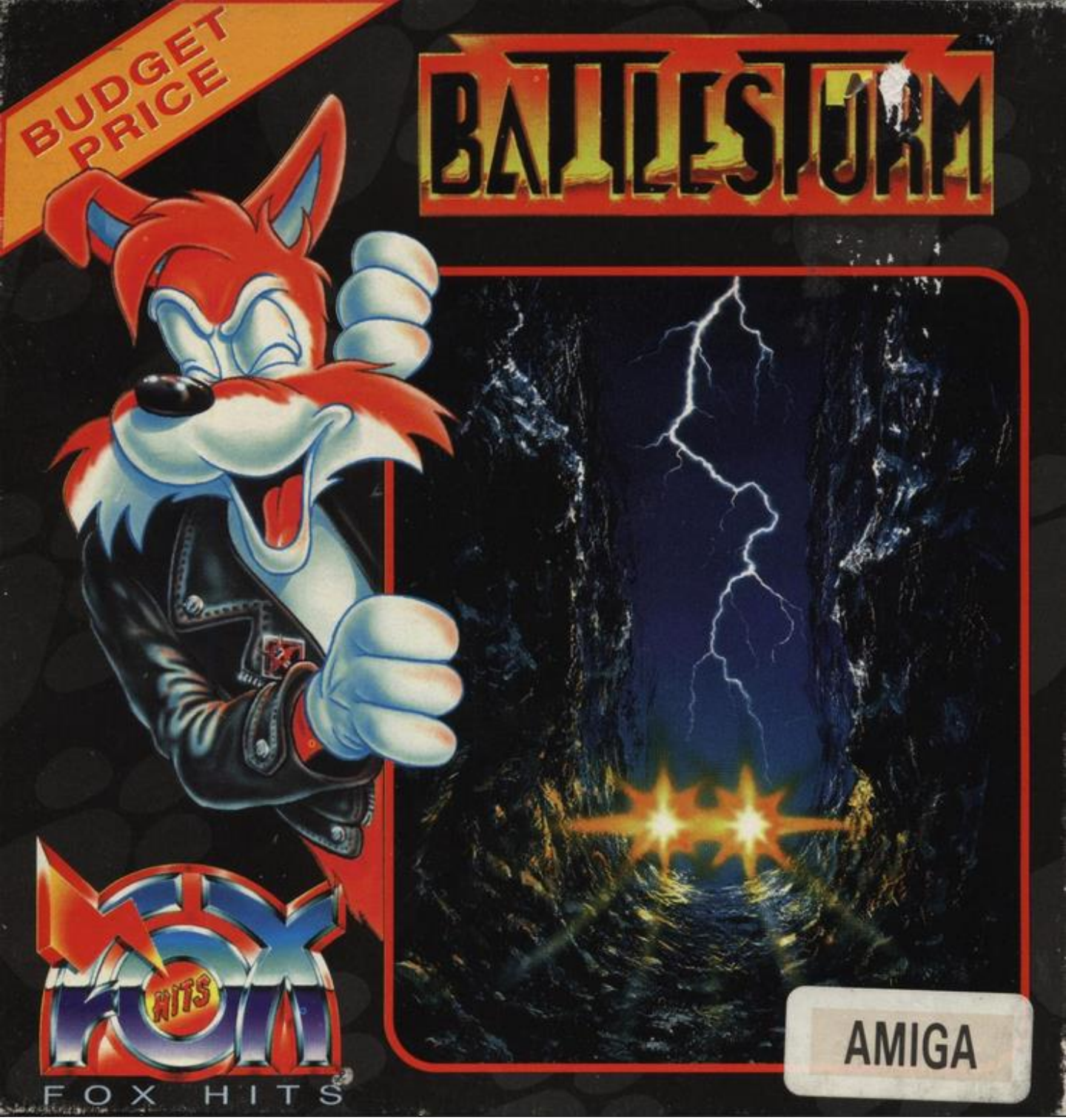
AA : 75% - ‘Boasting 50 frames a second screen update, Battlestorm is at first sight a good, smooth, shoot ‘em up. What lets it down are the dowdy colour schemes and unspectacular power-ups and enemy sprites.’



CU : 63% - ‘An easy, uninspired and unsophisticated blaster’

AUI : 60% - ‘Although Battlestorm scores highly on tech-specs, the design is dated.’

From a technical stand point you cant fault the title, the scrolling is as smooth as a babies bum…the trouble is that most of the game looks like most of the contents of a babies bum as well. Also there is little of anything different new or exciting, meaning it quickly becomes dull and repetitive.


BUDGET PRICE
BATTLESTORM
FOX HITS
AMIGA

BATTLESTORM

FOX HITS N° 11

After years of exploring the distant corners of the universe, you return to your home planet to discover that an alliance of four Alien civilizations has eliminated your people. At the controls of your shuttle, you set off in pursuit of the BATTLESTORM, an army of Aliens responsible for destroying your world. YOUR HOUR OF VENGEANCE TOLLS.

Nach Jahren der Ausbeutung der letzten Ecken des Universums kommst Du nach Hause auf Deinen Planeten zurück und entdeckst, daß 4 außerirdische Zivilisationen Dein Volk eliminiert haben. Als Kommandant Deines Raumschiffs stürzt Du Dich in die Verfolgung des BATTLESTORM, einer Armee von Außerirdischen, die für die Zerstörung Deiner Welt verantwortlich ist. DIE STUNDE DER VERGELTUNG HAT GESCHLAGEN !

Après de longues années d'exploration aux confins de l'univers, vous revenez sur votre planète natale et découvrez que 4 civilisations d'Aliens ont anéanti votre peuple. Aux commandes de votre chasseur d'interception, vous vous jetez à la poursuite des BATTLESTORM, véritables Léviathans de l'espace qui abritent les responsables de la destruction de votre monde. L'HEURE DE LA VENGEANCE A SONNÉ.

Dopo anni di esplorazioni negli angoli più remoti della galassia, torni al tuo pianeta natale per scoprire che una coalizione di quattro razze aliene ha massacrato la tua gente. Al controllo della tua astronave, ti lanci all'inseguimento della BATTLESTORM, un'armata di alieni responsabili per la distruzione del tuo mondo. E' GIUNTA L'ORA DELLA VENDETTA.

FOX HITS

3 417240 612110

BATTLESTORM AMIGA

S95 : 43 24 27 77

TITUS LTD. United House. North Road. LONDON N7 9DP.
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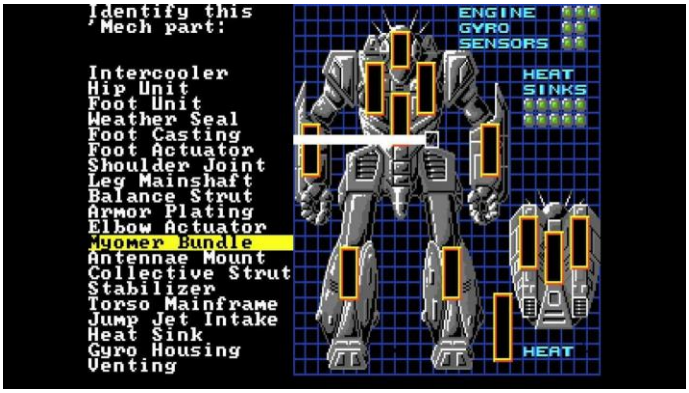
Made in the E.E.C.

Battletech : The Cresent Hawk's Inception (1989)

£24.99 Infocom / Dev: Westwood Associates

[9/10 – Great involving mix of adventure, RPG & Strategy.]



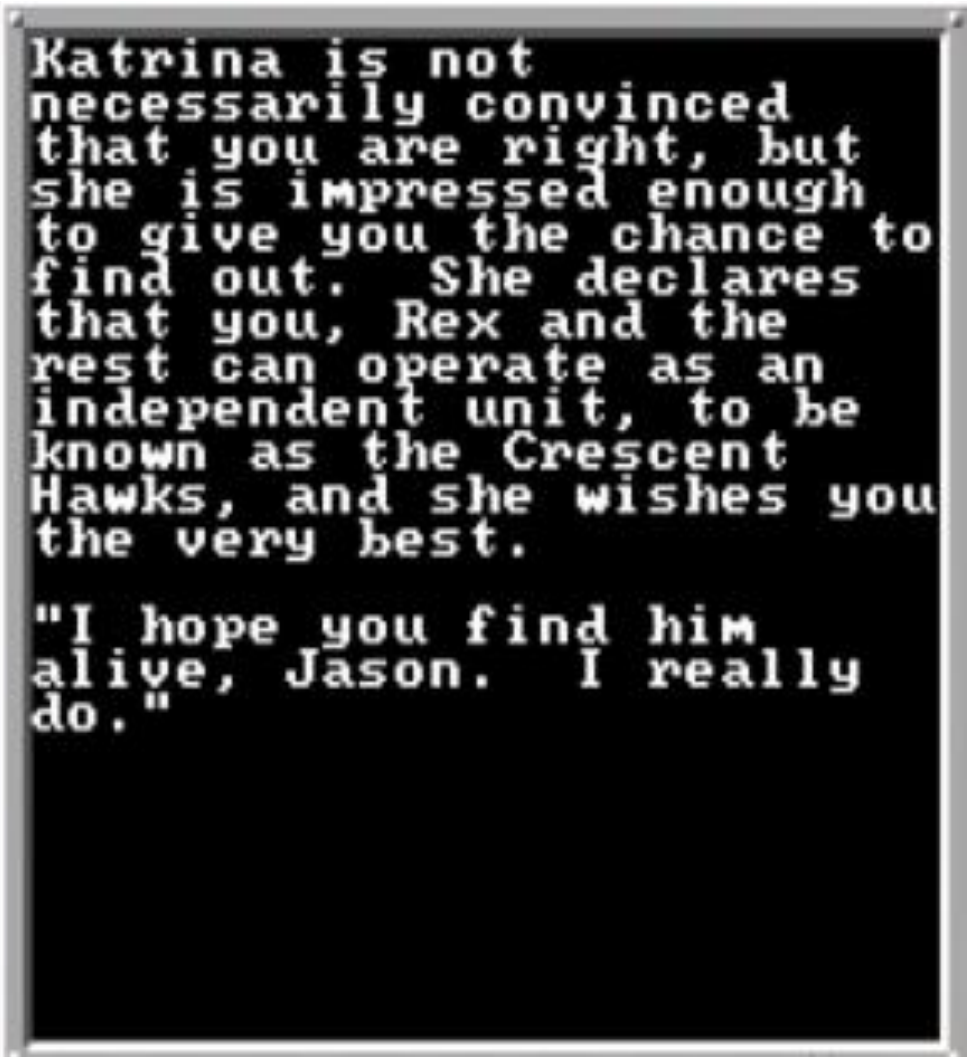
CU : 81% - 'Battletech's strongest features is the way you can easily get drawn deep into the game. This is as accessible as most shoot 'em ups and avoids most of the pitfalls this sort of game falls into. Don't expect blinding graphics or aural excitement, but you'll probably spend more time on this than most games.'

ACE : 805/1000 - 'does not have quite the level of puzzling you would expect from an Infocom game, but it combines the 'Mech combat and quest elements well. The only problem is that because the game is addictive you may solve it quickly, and it only has limited replay potential.'

YA : 68% - 'a curious mix of strategic combat, adventure sequences and role-playing character and party development all based on a successful science fiction board game.'

ZZ: 45% - 'Battletech is based on the RPG of the same name. If you're a dedicated fan of this you'll probably get some enjoyment out of the computer version, but I would prefer the real RPG with a few friends instead of watching a few splodgy sprites fire 'messages' at each other!'

Very involving and engaging game based on the board game and pen and paper RPG of the same name. In this game it is set in the 31st Century and has you play 18 year old Jason Youngblood who is training to be a Mech Warrior (a pilot of a massive military robot). This game takes you right through all his training and then on to a series of missions. Done by the same team who did Eye of the Beholder, It is a game that you need to invest a lot of time in, but if you do, and look past the poor graphics you will be richly rewarded with an engaging game. Of course it does help that I was a big fan on the board game and so was already a fan of the game, before I even first booted it up, back in the day. All in all a delightful mix of adventure, RPG and strategy that all works wonderfully and a story that will reward those with patience and time on their hands. For the rest of you the game will just seem tediously slow and with bad graphics.



BATTLETECH I

THE CRESCENT HAWK'S INCEPTION

by Westwood Associates

SOFTWARE FOR YOUR
AMIGA
(512K; 3½" Disk)

INFOCOM
RPG
ROLE PLAYING GAME

20 lethal tons of massive fighting power are primed for battle and you're in control

The 31st century is a desperate time. Five Successor States are hopelessly locked in a mortal struggle for power. In this era of endless war, the powerful, death-dealing BattleMechs are valued higher than human life.

You are 18-year-old Jason Youngblood, and fate has given you a terrible gauntlet to run. Abruptly wrenched from the intense drilling of 'Mech warrior training, you are plunged into real battle with deadly Kurita warriors. Savage experience is now your unforgiving teacher, and the very survival of The Lyran Commonwealth demands you learn the ruthless precision of battle strategy quickly.

Can you, the son of legendary 'Mech warrior Jeremiah Youngblood, steel yourself for the greatest challenge of your life?

BattleTech characters and events come alive on your screen in animated close-ups.

Authentic BATTLETECH combat is yours to command

The Master Storytellers of INFOCOM have joined forces with FASA, the creators of BATTLETECH, and the computer wizards of WESTWOOD ASSOCIATES to bring you an unparalleled adventure.

- *Exciting, animated role-playing action*
- *All new, richly detailed story set in the world of the Successor States*
- *Emotive outtakes in the Japanese comics style increase the realism*
- *The Arena, a gladiatorial module, sharpens your battle skills*
- *Plan your own battle tactics, or let the computer determine strategies for you*
- *An enormous geography to fight in: more than 4 million individual locations*
- *Your BATTLETECH package contains the game disk, Player's Guide, Weapon and 'Mech Recognition Guide, and full color poster*

You're in command: you choose your weapons and your targets for each member of your fighting unit.

Experience the thrill of battle as you move your 'Mechs across the far-reaching terrain of Charo IV.

ISBN 0-87321-456-0

0 51051 01456 0 WD-IF2-07

INFOCOM

125 CambridgePark Drive, Cambridge, MA 02140

Available for IBM and 100% compatibles, Apple II series, Commodore 64/128, and others. For full availability, call 617-576-3190.

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Distributed by MEDIAGENIC

G-IF2-02

Battletoads (1989)
£20.00 Mindscape / Copyright Rare
[1/10 – A really terrible port.]

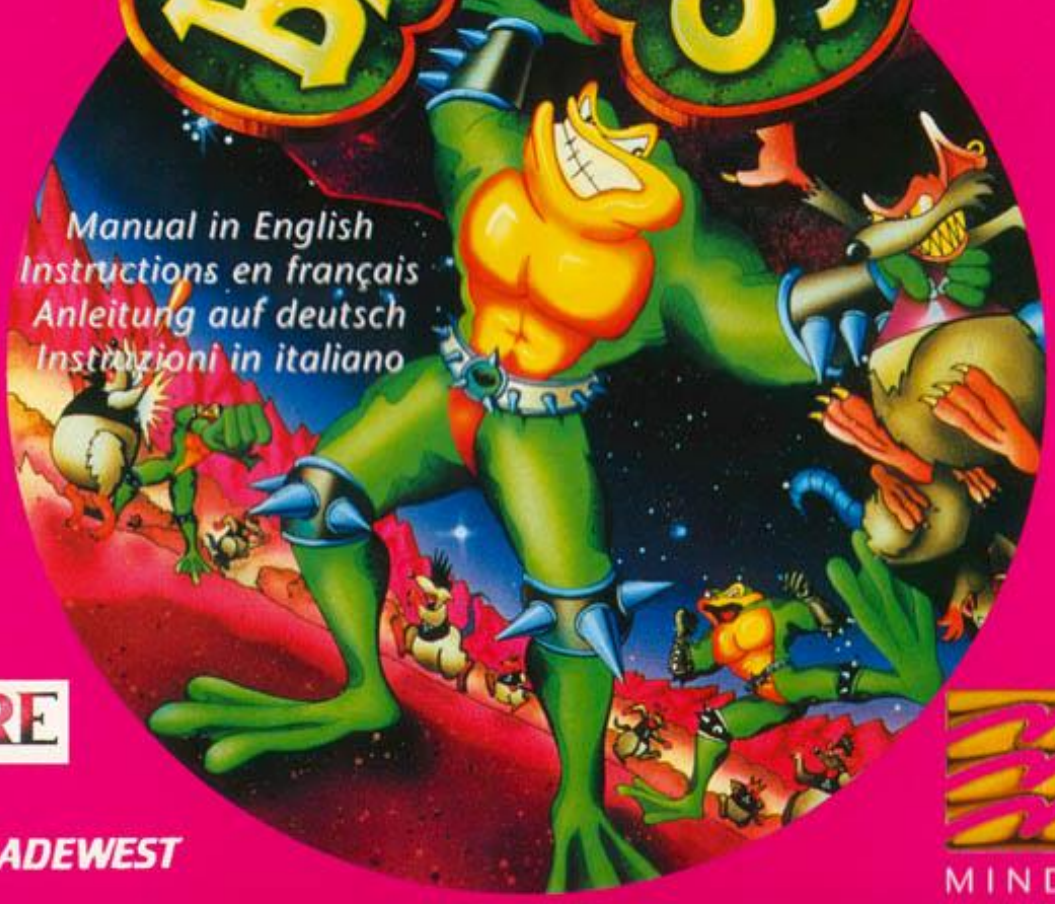
AP : 9% - ‘There is absolutely no fun to be had playing Battletoads on the Amiga. It’s chronically badly-programmed, and the only reason you’d ever carry on playing past your first game is to see what all the levels look like. Quite frankly, this never ever should have been released.’

Simply a terrible port of an alright NES game by Rare. This did have some good names in the team who put this together, so I can only assume it must have been a last minute rush to make this mess of a game.

AMIGA CD32™

Commodore

BATTLETOADS™



Manual in English
Instructions en français
Anleitung auf deutsch
Instruzioni in italiano

RARE

TRADEWEST

MINDSCAPE

Beach Volley (1989)

£24.95 Ocean

[8/10 – Fun and varied, but tough to master.]

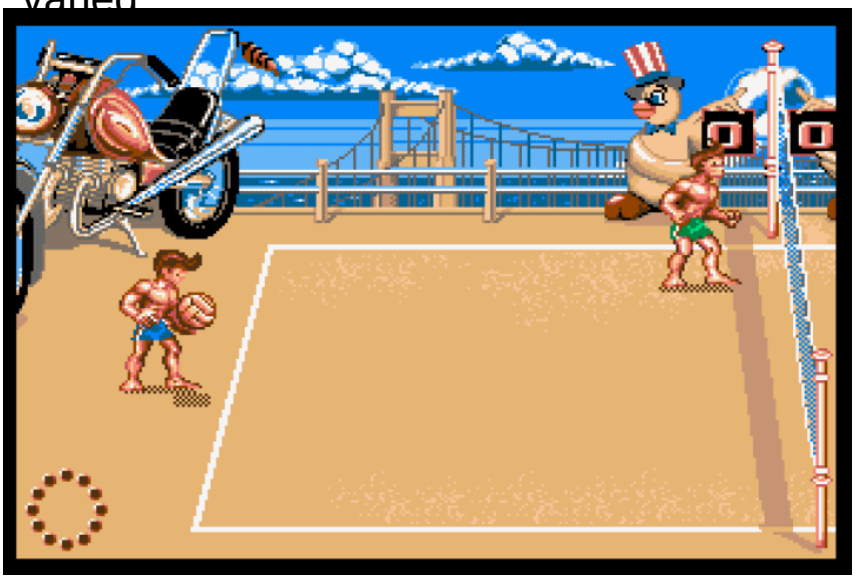
AP : 88% - 'It's got nice big sprites, dayglo colours, and it's actually rather good.'

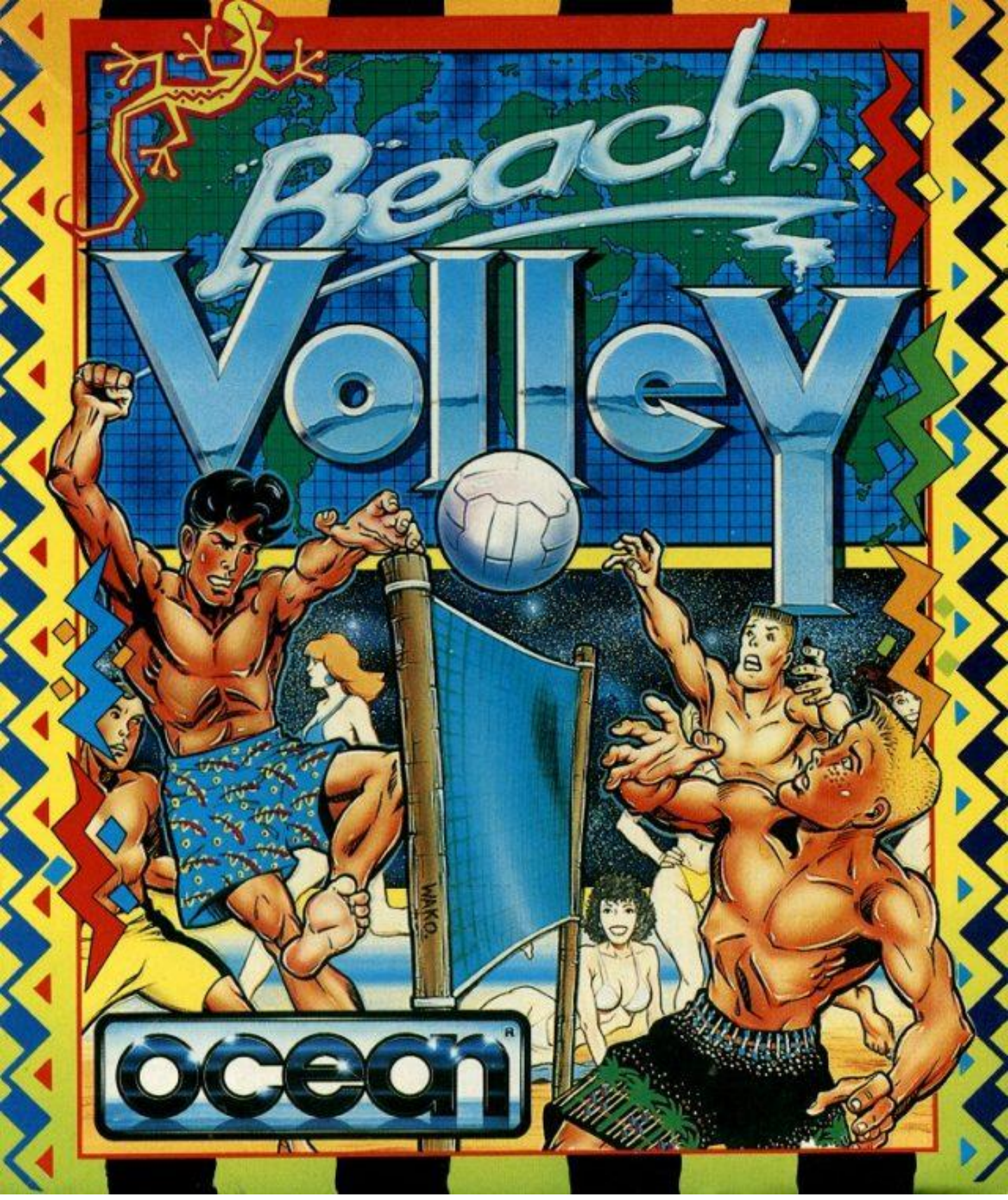
O : 88% - 'The reason why Ocean's Beach Volley is such fun to play is all down to its simplicity – there's no messaging here, just straightforward Volleyball action from start to finish. The control mode is tricky to get to grips with, but once you have the hang of it it's very instinctive – so if you make a mistake you know it's you and not the control method that's at fault. The graphics are of a very high standard and add to the overall feel no end. They're simple enough, but just oozing with style and humour, from the nude models on the beach to the player's quiff hairstyle!'

YA : 85% - 'It is challenging, and strangely addictive. The fact that for this review I kept playing long enough to reach the stage where I was good enough to sometimes win at the lower levels and progress to later venues must mean something. It's not a game with any real depth to it but it can provide a good deal of fun.'

ZZ : 88% - 'even in one player mode, the sheer playability and great cartoony sprites make for a highly enjoyable game.'

I really enjoyed this, its only fault in not being that accessible and one instead you must invest time in, to be any good. But invest that time and you will have one of the best volley ball games around, with the courts and characters wonderfully varied

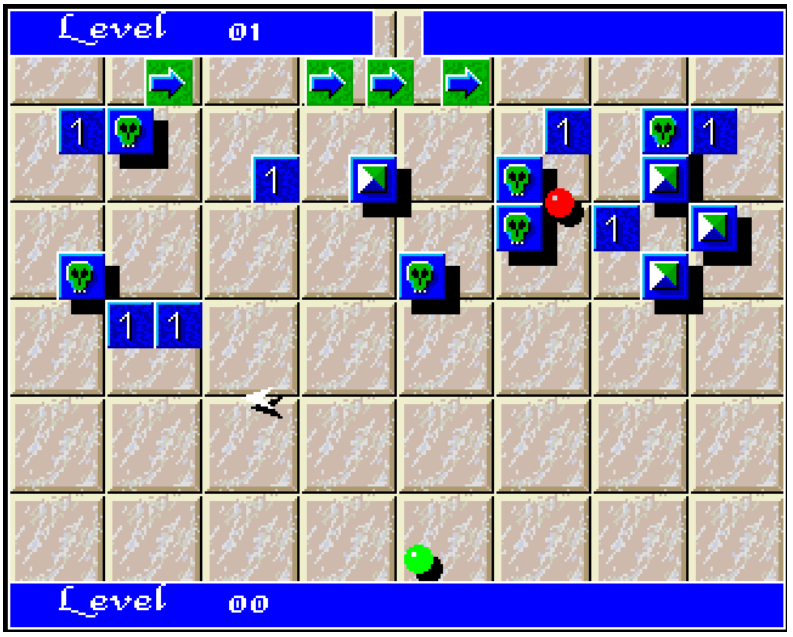


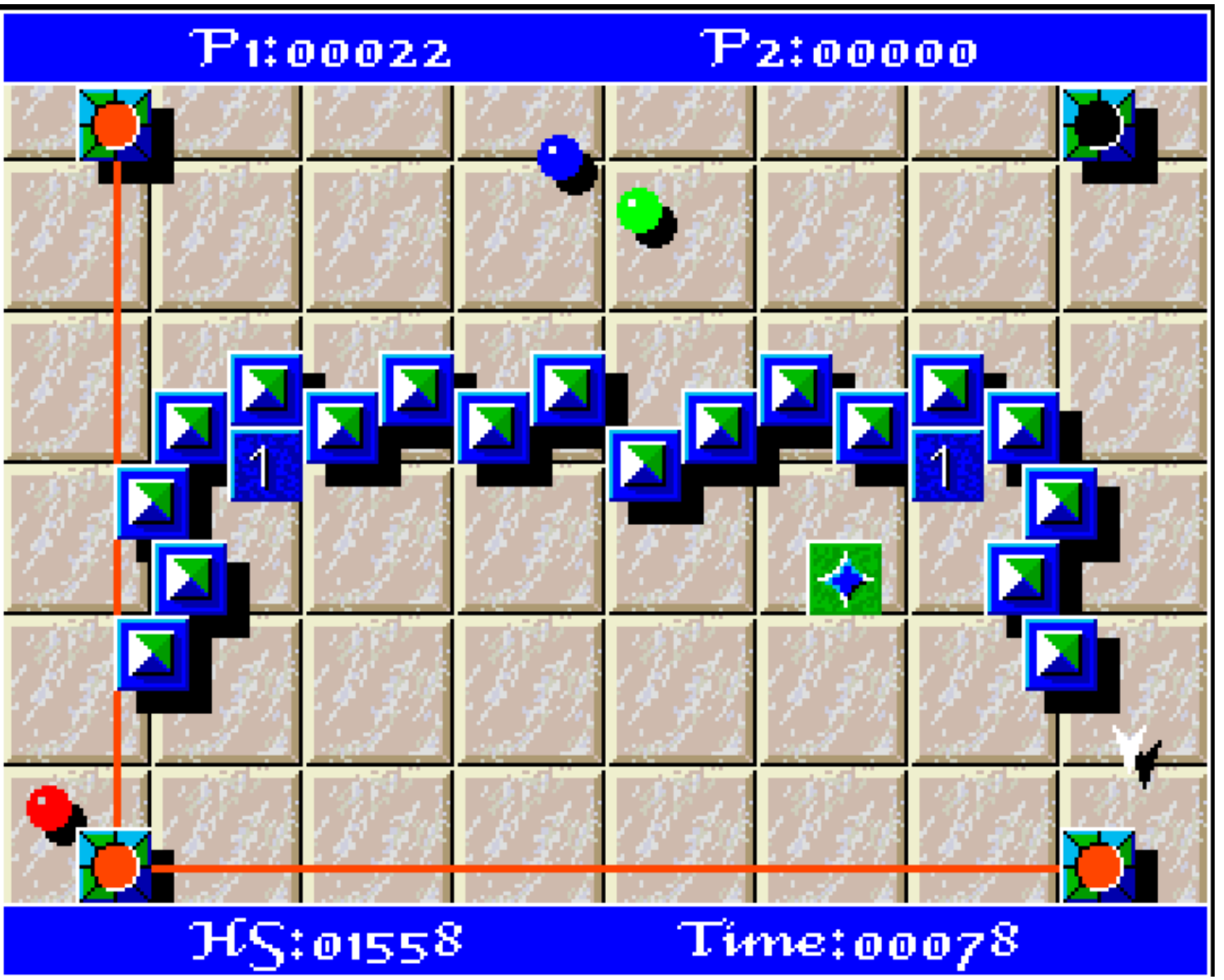

Beach
Volley
WAKO
ocean

Beam(1989)
£24.99 Magic Bytes
[7/10 –Frustrating and addictive action puzzler.]

GM : 72% - ‘For the first few levels of Beam it makes you realise how in cuss words your vocabulary is..[sic]..Although tough at the outset, Beam provides a fairly stiff challenge to those willing to persevere with the frustrating controls.’

YA : 55% - ‘I still can’t decide whether I like Beam much, or not. I can’t help feeling a vague sense of disappointment which I think is caused by the unimaginative design of the different levels. On the other hand, it provided a certain degree of mental stimulation and was quite entertaining for a good number of hours.’





Wow this game frustrates the hell out of you… The purpose of the game is to pilot an Asteroid looking ship around by hitting the first lit up power cell, you ship then turns that colour. Hit another power cell and it will join the two with a laser, connect all the power cells and then you can escape through the exit to the next level. Your problem is the controls are purposefully bad, with your craft continuing in a given direction until you press the fire button to stop you also need some thought (especially on the later levels) that you cannot cross a laser beam once in place. All in all it's a fun game, let down by being really tough and having no password select.

Beamrider(1998)
£14.99 Epic Marketing
[4/10 – clumsily executed puzzle game. .]

AF : 83% - ‘The basic premise of the game is this: you have a cannon (though there could be more, depending on the level) that periodically fires a beam of coloured light, the colour depending on the colour of the cannon. This beam of light needs to be directed towards the colour coded exit through a series of mirrors and other gadgets, and all this needs to be done within a strict time limit. The mirrors and other gadgets..[sic]..A fine brain tease with plenty of challenge. You can even get a mate to join in on the teamwork mode. Very good, but not a classic.’

Not a game I personally gelled with…I have always hated puzzle games with timer countdowns and one that is so severe makes the game annoy rather than encourage play. The random smiley faces as well makes it all rather unfair as well. IA nice idea clumsily executed.

Beast Busters(1992)

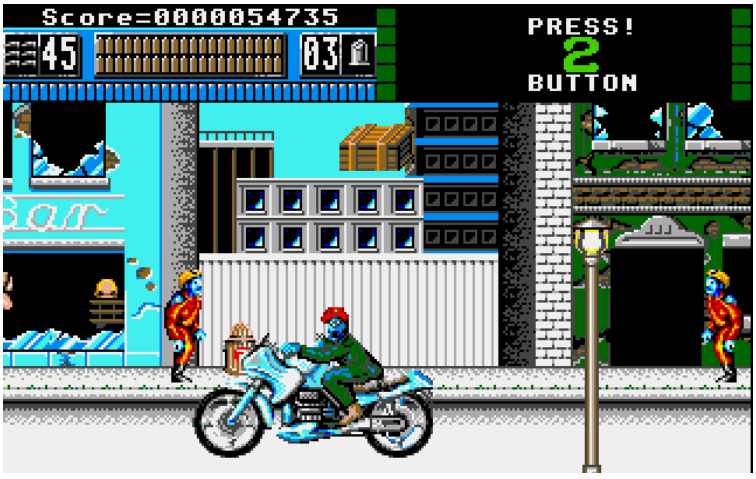
£24.99 Activision /
Dev : Images Design
[4/10 – Weedy conversion of an average arcade game.]

CU : 87% - ‘a fine conversion which doesn’t house an ounce of originality, but is one of the best of its kind.’

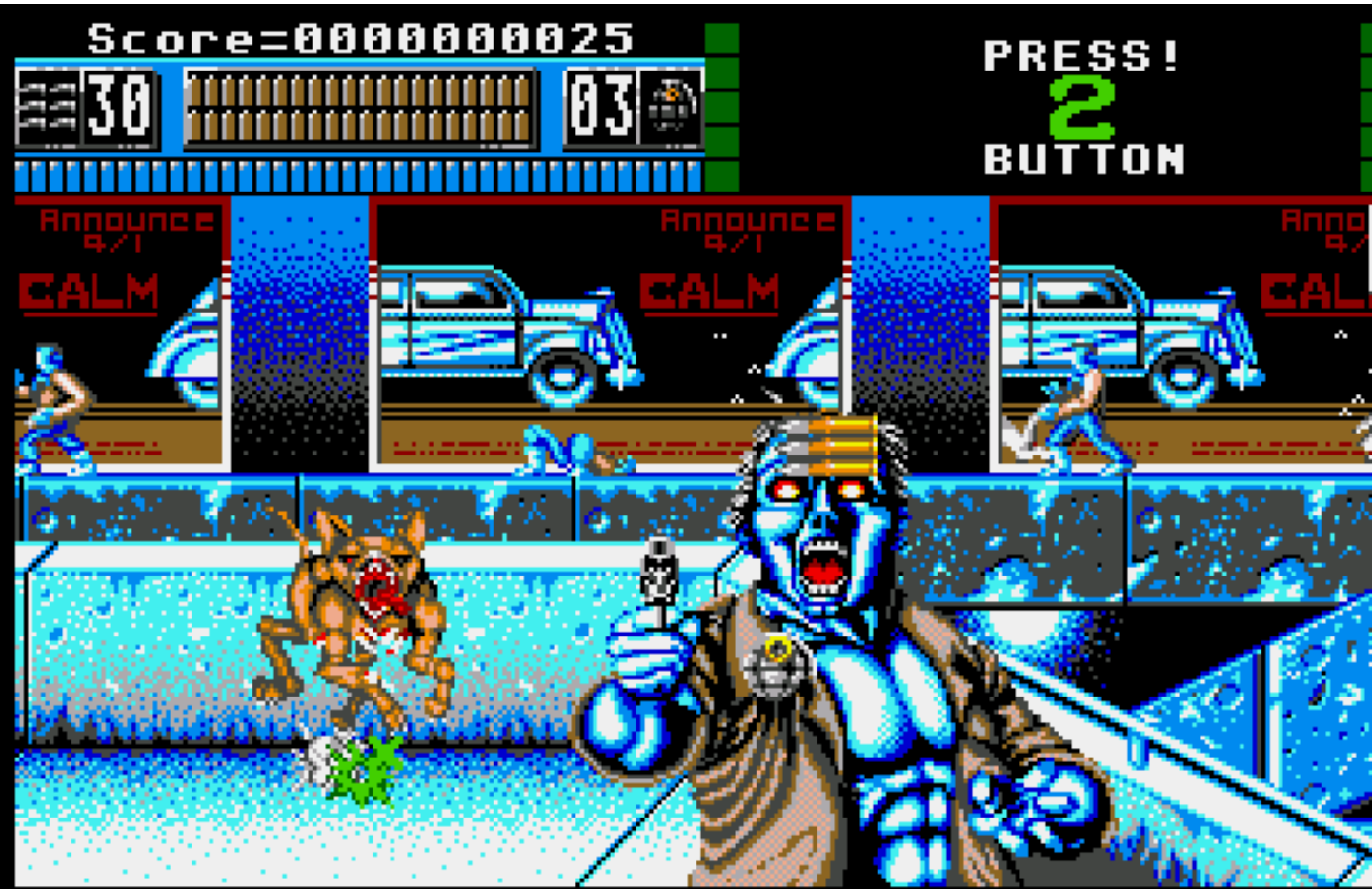
ACE : 702 /1000 - ‘A robust conversion of the gun mounted coin-op which features good graphics and sound. However, the control method is rather fiddly, and those who’ve already got a couple of these types of games in their collection might find that the unoriginal gameplay becomes dull very quickly.’

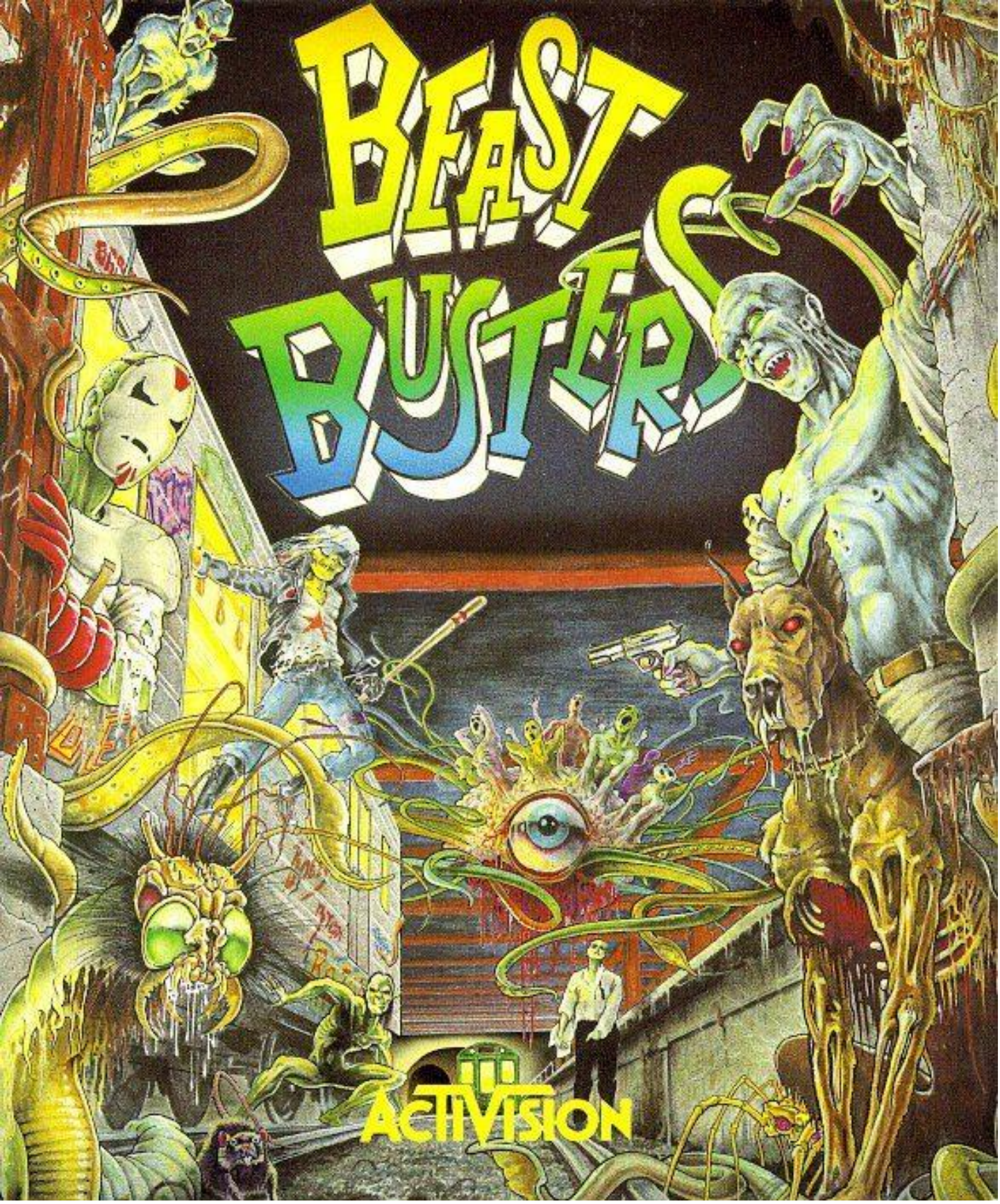
AP : 62% - ‘Technically flawed (it slows down when there’s a lot happening)

AF : 41% - ‘A disappointing conversion of a fun game.’



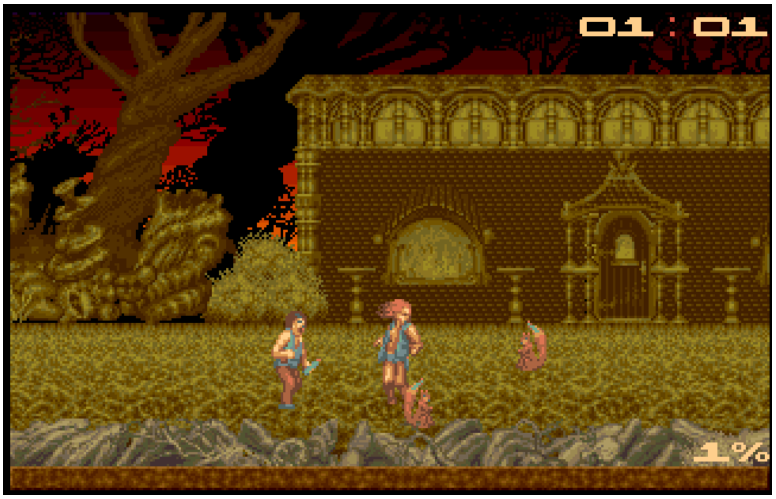
Back in 1989 the arcades was awash with the ever popular gun shooters swarming the arcade market with Taito and it's Operation Wolf and Operation Thunderbolt being the best examples of this era. Beast Busters by SNK tried to ride the craze as well with its own blaster, which interestingly had you take on zombies and glorified its gore. It would be a formula picked up again years later by Sega with the massive hit House of the Dead. Sadly Beast Busters in the arcades was mediocre at best and on this weedy port, whilst not terrible makes the game even more a dull game to play.




BEAST BUSTERS
ACTIVISION

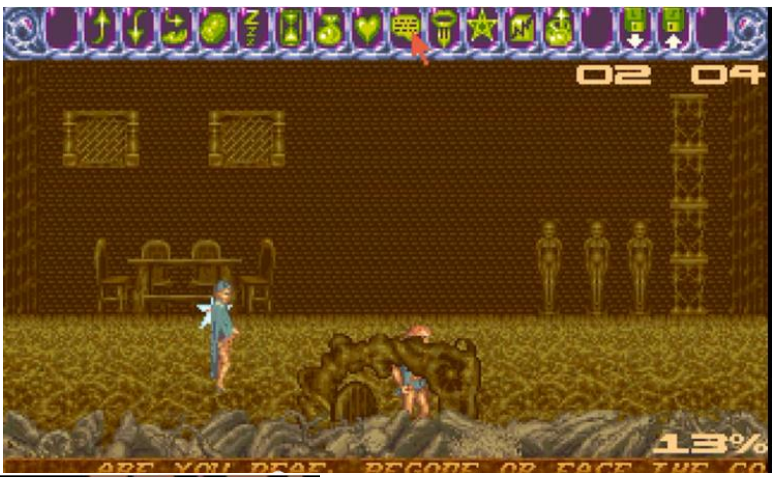
Beast Lord(1993)

£19.99 Grandslam /
Dev : W/S Design
[5/10 – Average Beast game clone.]



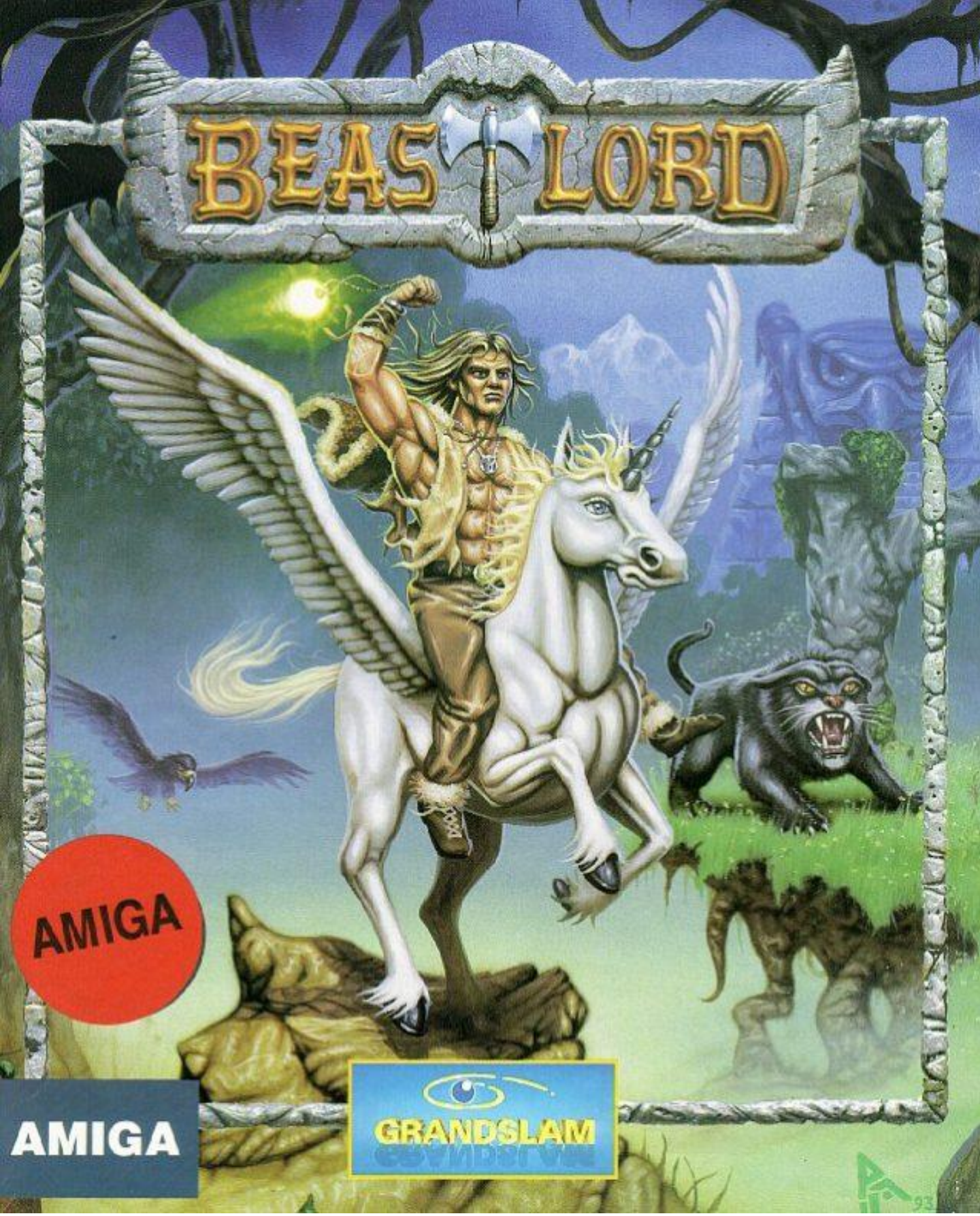
O : 80% - ‘Beastlord reminds me of Elf and Shadow of the Beast, due to the need to tackle individual problems by using the right object with the right thing, with the odd fracas thrown in for good measure. Other than that, it doesn’t offer anything new to the player. Even so, it’s still a good game to play, mainly due to the number of creatures and characters that are there to be beaten up – me violent? – and the size of the levels.’

AA : 53% - ‘There will undoubtable be a handful of people who like this, but I am sure they will be around in very limited numbers.’



CU : 51% - ‘The controls are a little suspect, to say the least. The control of the main character feels slack and unresponsive, and the mouse-controlled bank of options makes the game impossible to play with a hand held joystick. It isn’t bad, and touches like the ripple effect caused by the cloak bring it up above the average mark, but only just.’

The main problem with the game is the mouse controlled actions such a picking up and using items which results with you getting control-tied and often in a mess. It doesn’t help that the game itself is also rather dull and quickly becomes repetitive as well.


BEAST LORD
AMIGA
GRANDSLAM
AMIGA

GRANDSLAM PRESENTS A DIFFERENT KIND OF ARCADE ADVENTURE!

Guide the Beastlord through an unknown land on his quest to find the guiding light.

Game Features Include: Multi level parallax scrolling. Fully animated cartoon sequences. 3 huge levels. Easy to use point & click interface. Realistic combat sequences. Digitised sound effects.

GRANDSLAM PRÄSENTIERT EIN NEUARTIGES ARCADE ADVENTURE!

Begleite den Beastlord auf seiner Reise durch ein unbekanntes Land auf der Suche nach dem führenden Licht.

Spiel Eigenschaften Beinhalten: Mehrfach-Ebenen Parallax Scrolling. Voll animierte Cartoon Sequenzen. 3 große Welten. Einfach zu bedienendes 'point & click' Interface. Realistische Kampfszenen. Digitalisierte Sound effekte.

GRANDSLAM PRESENTE UN NOUVEAU STYLE DE JEU ARCADE-AVENTURE!

Accompagnez le Beastlord dans sa quête de la Lumière et aidez-le à traverser des contrées inconnues.

Caractéristiques du Jeu: Scrolling différentiel multi-niveaux. Fantastiques animations. Séquences de combat réalistes. Sons digitalisés.

GRANDSLAM PRESENTA UN TIPO DI ARCADE ADVENTURE DEL TUTTO INEDITO!

Guida Beastlord nel meandri di una terra sconosciuta alla della luce guida.

Caratteristiche di Gioco: Scrolling parallattico multi-strato. Fantastiche sequenze cartoonesche animate. 3 livelli di difficoltà. Interfaccia 'punta e clicca' di facile utilizzo. Realistiche scene di combattimento. Effetti sonori digitalizzati.

SCREENSHOT

SCREENSHOT

SCREENSHOT

GRANDSLAM

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RECYCLED PACKAGING

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Beavers (1993)

£25.99 Grandslam / Dev : Arc Developments

[5/10 – Get past level one for a surprisingly fun platform game.]

O : 84% - ‘Beavers is very nearly flawless. There’s just one thing which prevents the game from getting a stupendously high mark that’s the layout of a few of the levels’

AA : 84% - ‘Beavers may well have been rendered among the also rans if it wasn’t for the one or two neat touches and the overall frshness of the game.’

AF : 75% - ‘Beavers isn’t a marvellous game, but it is competently written and introduces another likeable character. But looking at legends such as Sonic (who, to be fair, is hardly very much further along the evolutionary scale), it feels as though Grandlam could have made so much more of their invention.’

AP : 71% - ‘It’s all very sweer and everything, but inn the wake of platformers like Arabian Nights and Flashback, it’s all just a little too simplistic. Perfectly nice, but I fear it’s destined to be lost to history fairly swiftly.’

AF : 70% - ‘Gameplay-wise it’s a;; pretty standard stuff from thereon in: shamelessly shallow fun, jumping from platform to platform while dodging a plethora of nasties. These range from cute little Frankenstein lookalikes to sharp-suited bears with revolvers.’

AC : 65% - ‘Beavers really is nothing new and will undoubtedly go down in history as just another, dare I say it, platform game! The gameplay is perhaps a little simplistic and control unresponsive. For money there are better options available.’

Playing the first level with the forced scrolling is enough to turn many away from this platform game, in some ways that’s a shame .as although this platformer falls squarely into Average category (with a capital A) it does a reasonably fun game. A game that wont ever win awards but does what it set out to do.

BEAVERS

NOW AVAILABLE ON AMIGA

Is BEAVERMANIA about to come to an abrupt halt? Help Jethro defeat the fiendish plans of the Rabbits, rescue his wife and sustain Beavermania in this fast action arcade game.

AMIGA SCREEN SHOT

GRANDSLAM

ARC DEVELOPMENTS

JOINT PRODUCTION

AMIGA SCREEN SHOT

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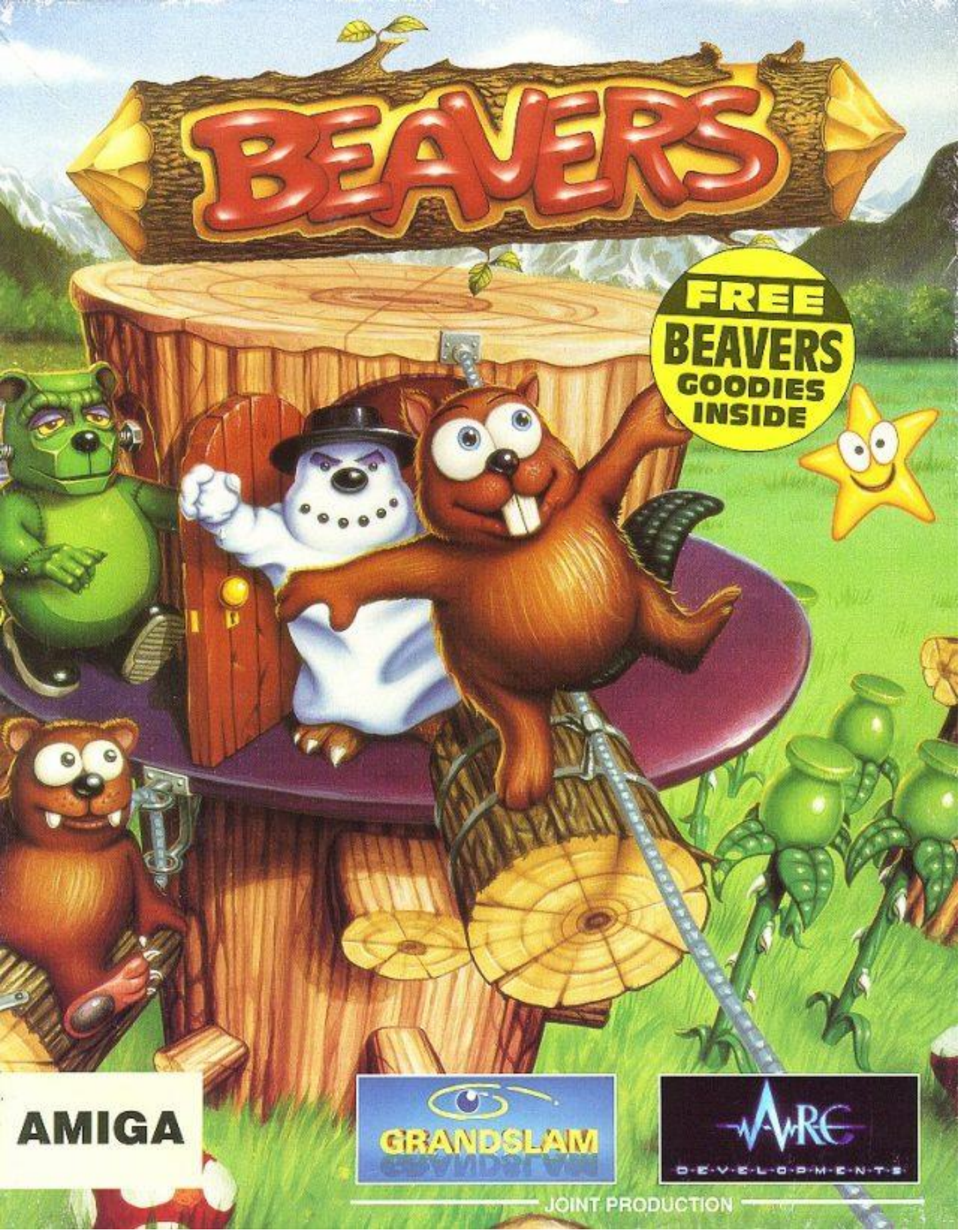
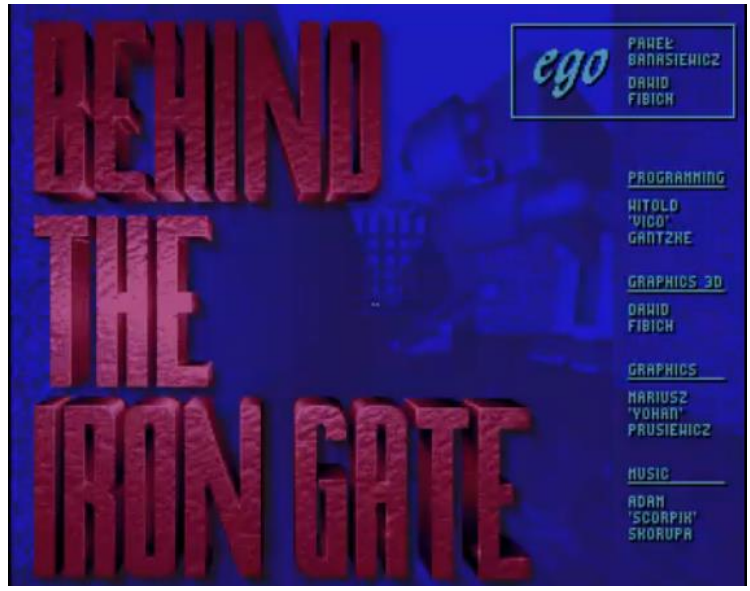

BEAVERS
FREE
BEAVERS
GOODIES
INSIDE
AMIGA
GRANDSLAM
ARC
DEVELOPMENTS
JOINT PRODUCTION

Behind the Iron Gate (1995)

£24.99 Black Legend /
Dev : Ego

[4/10 – Amazing to see speed of it all on a humble A500. But not much of a game.]



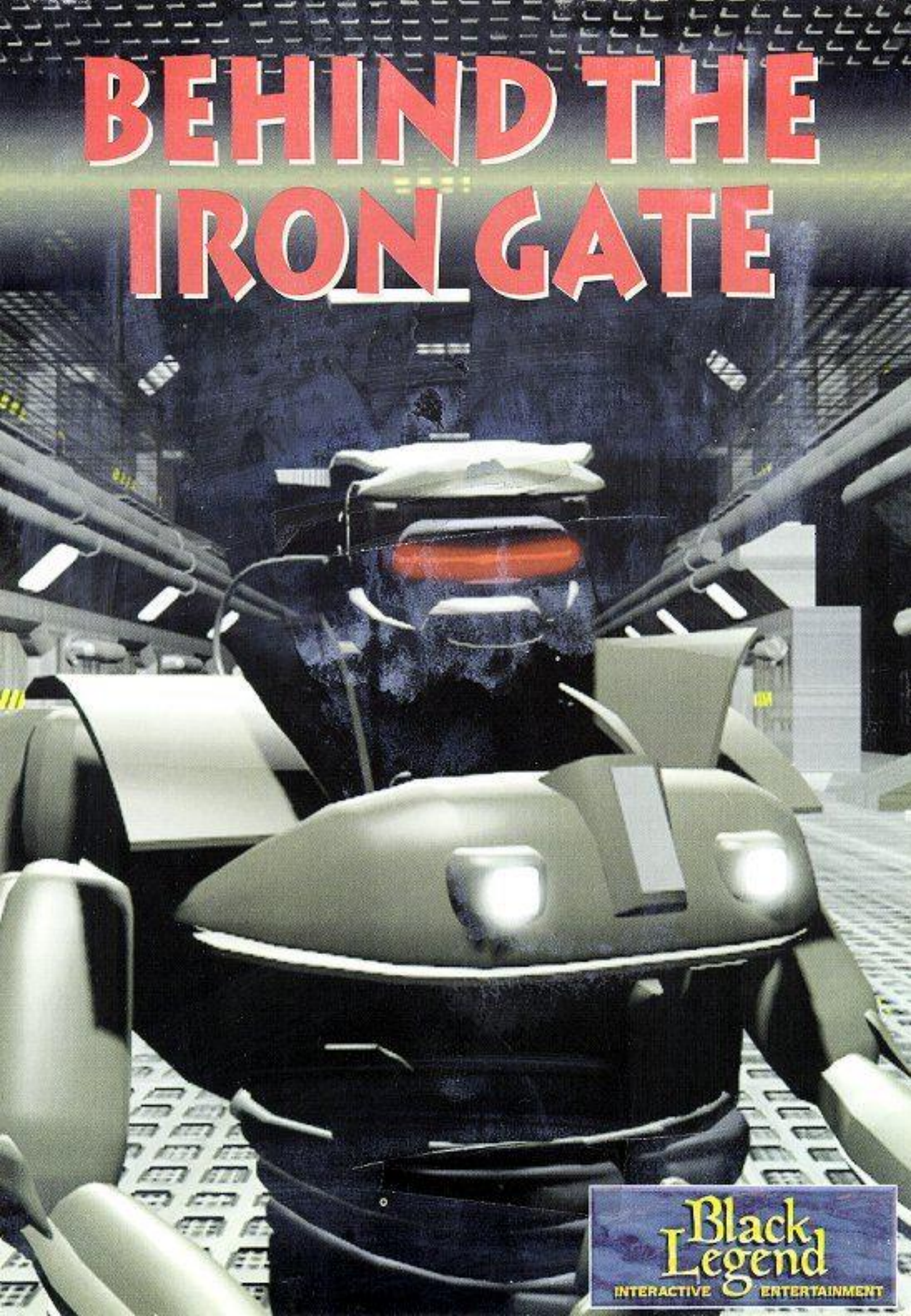
O : 78% - 'BTIG will never match Doom, so don't expect it to – and if you've got an AGA machine, look elsewhere for your thrills. But if you fancy a nice bowl of atmospherics, with a spoonful of weapons and trinkets sprinkled on top then Iron Gate should keep you going.'

CU : 75% - 'Fast scrolling RPG marred by messy controls.'

AP : 55% - 'It's a noble effort to try a Doom style game for standard Amigas, and this almost works. Unfortunately, it's let down technically by not enough screen detail and that combines with some wholly irredeemable game flaws to make later levels a chore rather than challenging. You'll have fun for a bit, but end up leaving BTIG at the back of the toy-cupboard.'

When you play this game, you cannot believe the technical prowess of the programmers, who have managed to get such smooth running 3D corridors on the humble A500. Unfortunately there really isn't much of a game here really, and what there is won't hold your attention for long.

BEHIND THE IRON GATE



Black Legend
INTERACTIVE ENTERTAINMENT

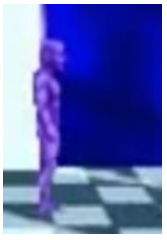
Beneath a Steel Sky (1994)

£34.99 Virgin Interactive /
Dev : Revolution Software
[9/10 – Superb Adventure game, although best to play on PC via GOG.com nowadays..]

CU : 95% - ‘A genuinely enjoyable experience, and one where there are so many ways to play it. I can definitely see myself returning to this one after I have completed it, just to find out what I’ve missed. Simply one of the best adventures ever released on the Amiga.’

AF : 94% - ‘a massively intense and atmospheric adventure which will keep you on tenterhooks right until its final startling conclusion. Utterly brilliant.’

O : 93% - ‘I could if I wanted to, sum up Steel Sky in just one word: Superb. Reasons for this? Well, take the amazing incidental animations, for starters. Steel Sky is a real eye-opener...’

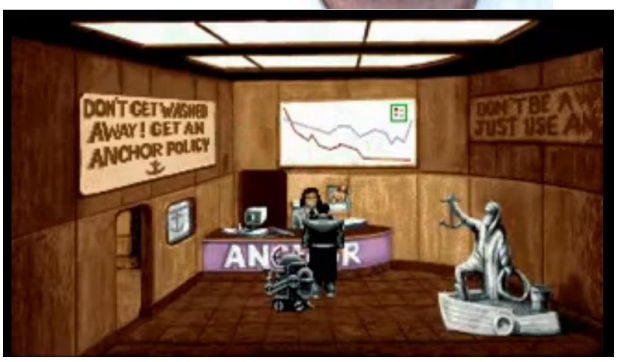


AP : 86% - ‘With as much care and attention taken on the storyline as the graphics. Steel sky is an example of what an adventure game should be like – funny, enthralling and convincing. There aren’t any jumps in logic in story line, or stupid coincidences that propel you through the story. Read as little as possible and you will genuinely be surprised as the story unfolds. Hard disk owners can add another five percent for the speedy location jumps.’

AC : 85% - ‘Revolution have surpassed the amazing Lure of the Temptress with their latest adventure and I congratulate them on making such a fine adventure game. If it doesn’t go to the top of the software charts then I think there is simply no justice in this world.’

A fantastic adventure game done by Revolution Software, who are best known today for the brilliant Broken Sword games. I adore any adventure game Charles Cecil's Revolution software produces…

This game is set in a futuristic totalitarian state and has you play a man (Foster) who was orphaned and abandoned out-side a giant metropolis and brought up by savages… All is well until until the police of the regime bundle you in to a helicopter. The helicopter begins to plunge into the city…and it is here the story begins.



I adore this game from its genuinely funny dialogue, to great puzzles and storyline. On the Amiga in retrospect it was a tough game to play though with loads of disk swaps of the 15 disks. The best way to play it on the Amiga is by the CD32 release. As this has no disk swaps and added well recorded dialogue. Now-a-days though it is the PC version you should play and by a generous bonus Charles Cecil has given the whole game completely free on www.GOG.com. So there is no excuse not to play this brilliant game today.

Light bulb

I COULD have caught a
nasty COLD!

...to make the name Ken
SYNONYMOUS with
DORKS!

I've got a weird
reading from my
SCANNER...

Computer Graphics & Animation
Stephen Oades, Adam Tween, Steve Ince &
Paul Humphreys

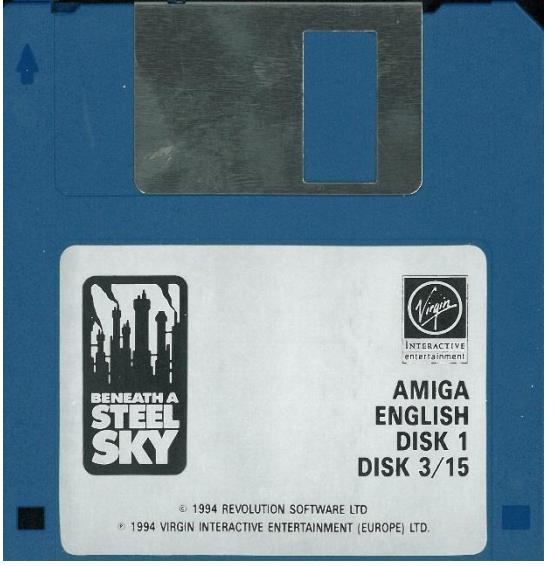
AMIGA CD32

Commodore

BENEATH A STEEL SKY

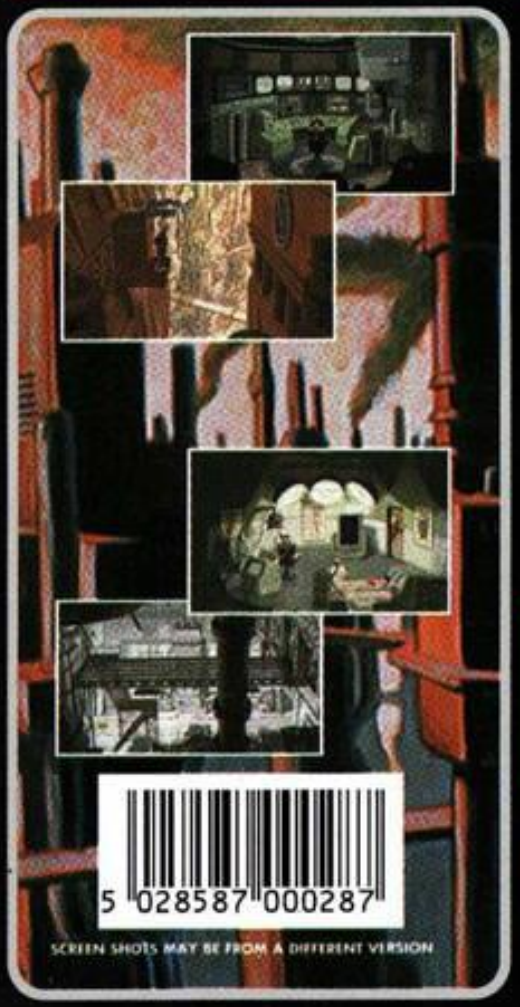
Virgin

ENGLISH • FRANÇAIS • DEUTSCH



AMIGA CD32

Commodore



BENEATH A STEEL SKY

Featuring Revolution's innovative Virtual Theatre system, Beneath A Steel Sky is a gripping science fiction thriller set in a bleak vision of the future.

Robert Foster is an innocent outsider stranded in a vast city where oppressed civilians live and work in soaring tower blocks... while the corrupt, covetous and rich lie underground, shielded from all pollution.

Alone, save for a robot circuit board, Foster must fight for survival... and discover the sinister truth behind his abduction.

COMPACT disc

ATTENTION

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

3615 VIRGIN GAMES

MADE IN ENGLAND

Virgin

3-10 ✗ 11-14 ✗ 15-17 ✓ 18+ ✓ E.SPA

REVOLUTION

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD.

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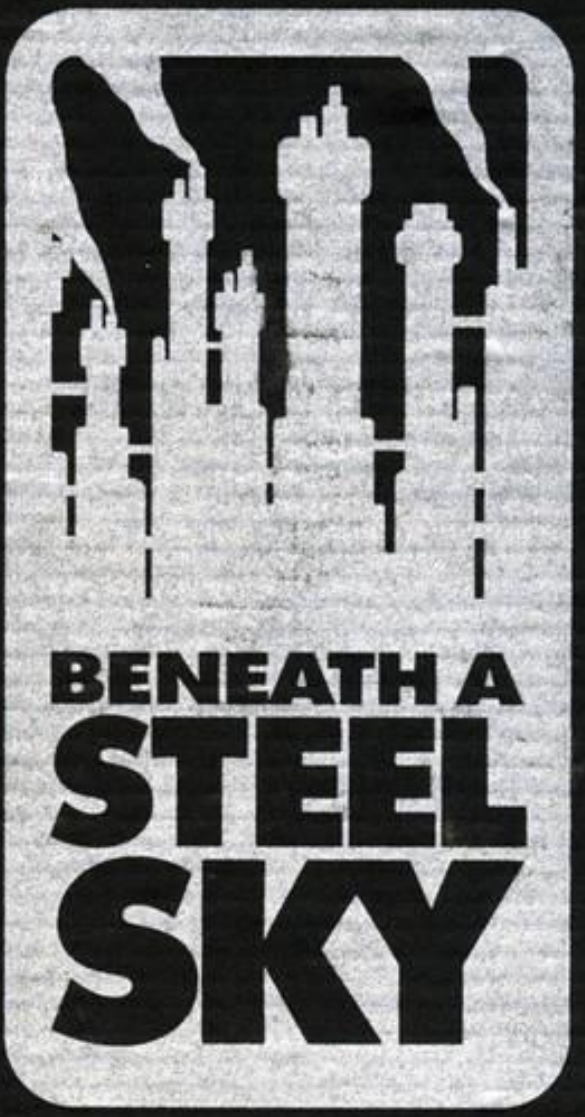

REVOLUTION
SOFTWARE

Virgin

Featuring Revolution's innovative Virtual Theatre system and stunning artwork from award-winning comic-book artist Dave Gibbons, Beneath A Steel Sky is a gripping science fiction thriller set in a bleak vision of the future.

Robert Foster is an innocent outsider stranded in a vast city where oppressed civilians live and work in soaring tower blocks... while the corrupt, covetous and rich lie underground, shielded from all pollution.

Alone, save for a robot circuit board, Foster must fight for survival... and discover the sinister truth behind his abduction.

BENEATH A STEEL SKY PC ENGLISH

5 013715 045612

Virgin

REVOLUTION

SCREEN SHOTS MAY BE FROM A DIFFERENT VERSION

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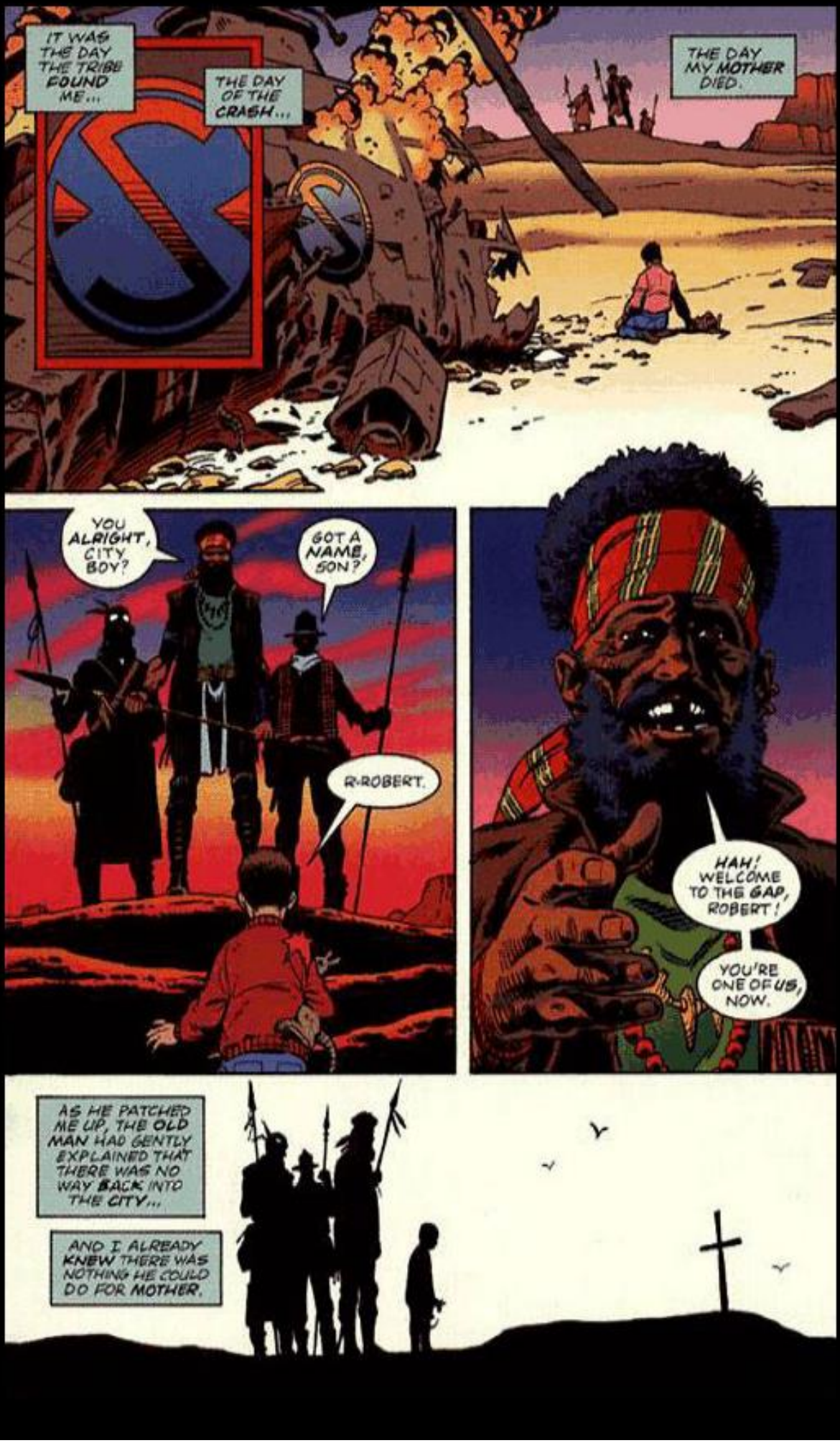
Free David Gibbons comic included with Beneath a Steel Sky game

OH, MY SON, I FEAR...
I FEAR THE EVIL WANTS YOU!
THAT WAS WHEN JOEY PIPED UP--
FOSTER! SENSORS DETECT INCOMING AUDIO SOURCE!

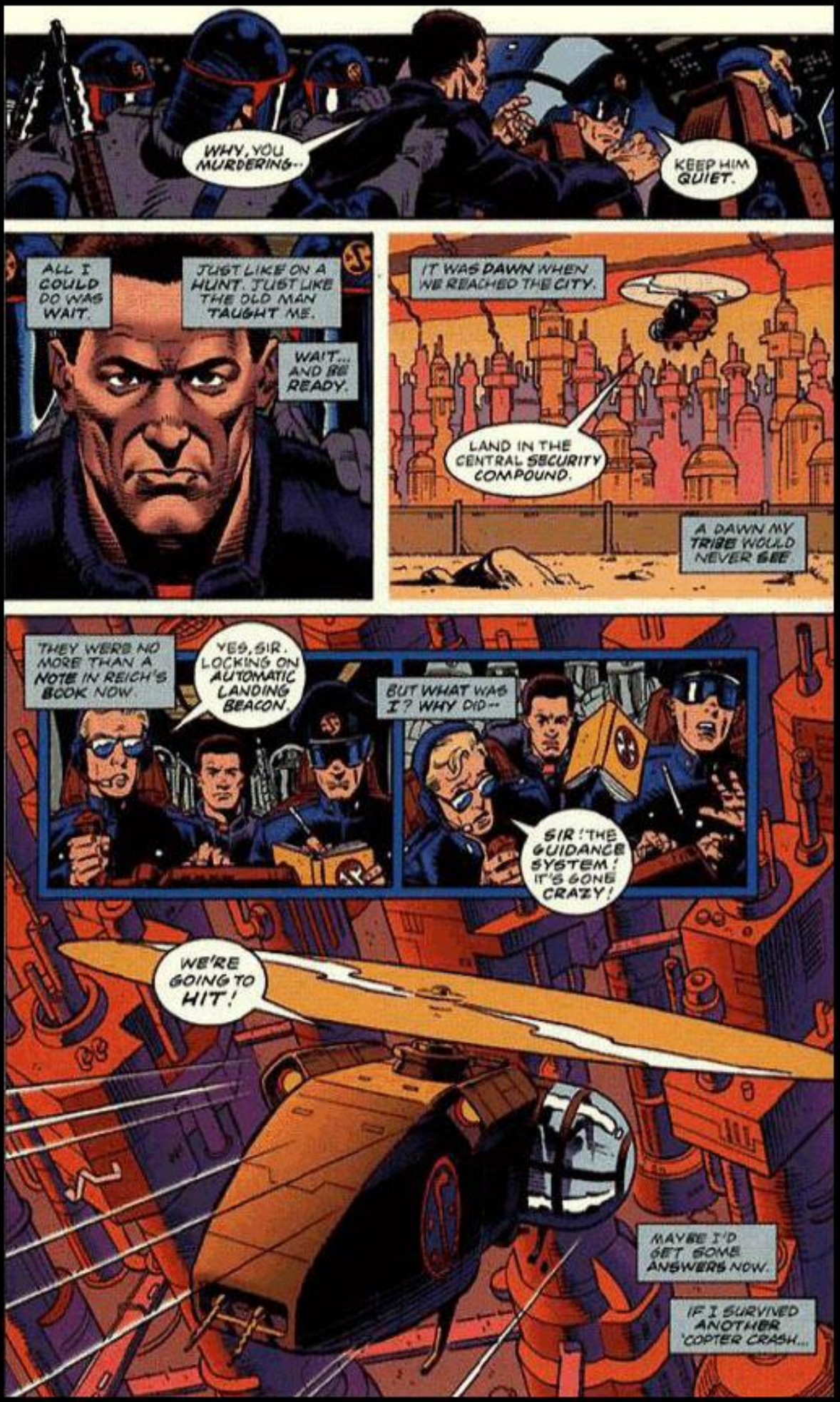
THEN THE REST OF US HEARD IT, TOO.
THE EVIL! THE EVIL IS NEARLY HERE--
WHUP WHUP WHUP
IT SOUNDED MORE LIKE A 'COPTER THAN A DEMON.
KWHUMPH!
BUT, NEXT THING, ALL HELL LET LOOSE ANYWAY--
RUN, FOSTER! RUN! HIDE FROM THE EVIL!
AIEEE!
BUDDA BUDDA
FOSTER! >KZZT< H-HELP!
KCHANG
BUDDA BUDDA
BETTER >KZZT< MAKE MY >TZZKT< NEXT BODY MOVE >KTZ< FASTER, FOSTER...
HE WAS ONLY A ROBOT, BUT, WELL, I LOVED THE LITTLE GUY.
THEN, AS SUDDENLY AS IT STARTED, THE SHOOTING STOPPED.
WHUP WHUP
>TZZTZ<

THERE WAS A MOMENT'S SILENCE AS THE COPTER CUT ITS ROTORS, THEN--
WHOEVER IS IN CHARGE HERE, COME FORWARD--
NOW!
ONLY A FOOL WOULDVE ARGUED WITH THAT FIREPOWER.
I--I AM THE LEADER OF THESE PEOPLE... WE ARE PEACE-FUL--
BRING HIM HERE.
AT ONCE, COMMANDER REICH.
WE'RE LOOKING FOR SOME-ONE.
SOMEONE WHO DOESN'T BELONG HERE...WHO WASN'T BORN IN THIS GARBAGE DUMP...WHO CAME FROM THE CITY AS A CHILD...
WE WANT TO TAKE HIM HOME AGAIN.
MY MIND RACING, I REMEMBERED WHERE I'D SEEN THAT SYMBOL BEFORE...


IT WAS THE DAY THE TRIBE FOUND ME...
THE DAY OF THE CRASH...
THE DAY MY MOTHER DIED.
YOU ALRIGHT, CITY BOY?
GOT A NAME, SON?
R-ROBERT.
HAH! WELCOME TO THE GAP, ROBERT!
YOU'RE ONE OF US, NOW.
AS HE PATCHED ME UP, THE OLD MAN HAD GENTLY EXPLAINED THAT THERE WAS NO WAY BACK INTO THE CITY...
AND I ALREADY KNEW THERE WAS NOTHING HE COULD DO FOR MOTHER.

HIS TRIBE WAS POOR, BUT THEY TREATED ME LIKE ONE OF THEIR OWN...
I LEARNED HOW TO SURVIVE, HUNTING IN THE WASTELAND THEY CALLED THE GAP...
AND SCAVENGING FROM THE CITY DUMPS.
AS THE YEARS PASSED, I FORGOT MY LIFE IN THE CITY
HAH!
DISCOVERED NEW TALENTS...
I'M YOUR >KZZT< FRIEND ... CALL ME >TZZT< JOEY.
AND GOT A SECOND NAME.
THIS IS WHAT WE'LL CALL YOU, NOW YOU'VE COME OF AGE, SON! WE FOUND YOU, FOSTERED YOU...
LAGER
BEER
SO THAT MAKES YOU ROBERT FOSTER!
...WASTED ENOUGH TIME!
GIVE US THE RUNAWAY OR WE'LL SHOOT EVERYONE... STARTING WITH YOU, GRANDAD!
THE OLD MAN HAD BEEN RIGHT, FOR ONCE...

IT WAS ME THEY WANTED.
NO, MY SON! DON'T LET THE EVIL TAKE YOU! RUN!
DNA SCAN CONFIRMS IT'S HIM, SIR.
EVIL HAD COME TO THE GAP, JUST AS HE SAID.
TAKE HIM.
BUT HAD THE OLD MAN SEEN WHY IT WANTED ME?
OR WHAT IT WOULD DO NEXT?
IT WAS TOO LATE TO ASK HIM NOW.
LEAVING DESTRUCTION ZONE, COMMANDER REICH.
GOOD. DETONATE--
MUCH TOO LATE.


WHY, YOU MURDERING--
KEEP HIM QUIET.
ALL I COULD DO WAS WAIT.
JUST LIKE ON A HUNT. JUST LIKE THE OLD MAN TAUGHT ME.
WAIT... AND BE READY.
IT WAS DAWN WHEN WE REACHED THE CITY.
LAND IN THE CENTRAL SECURITY COMPOUND.
A DAWN MY TRIBE WOULD NEVER SEE
THEY WERE NO MORE THAN A NOTE IN REICH'S BOOK NOW.
YES, SIR. LOCKING ON AUTOMATIC LANDING BEACON.
BUT WHAT WAS I? WHY DID--
SIR! THE GUIDANCE SYSTEM! IT'S GONE CRAZY!
WE'RE GOING TO HIT!
MAYBE I'D GET SOME ANSWERS NOW.
IF I SURVIVED ANOTHER 'COPTER CRASH...

Benefactor (1994)

£24.95 Psygnosis / Dev: Digital Illusions

[7/10 –Puzzle Platformer that although not to my tastes I can see why many like it.]

AA: 90% - ‘Looking at the screenshots you could be forgiven for thinking that it doesn’t look much of a game. However, scratch a little beneath the Lemmings-like surface and you will be rewarded with what is undoubtedly a fascinating and enjoyable platform/puzzle hybrid. Superb animation and constant surprises make Benefactor well worth a score in the nineties, and well worth an accolade. There’s definitely more to Digital Illusions than just pinball.’

AA: 87% - ‘Quite an original platform puzzler, with plenty of long-term addiction.’

O: 85% - ‘I will say that since Lemmings arrived on the Amiga, many games of a similar style have been and gone without really achieving the same heady heights of technical excellence and great design. Benefactor, possibly the least Lemmings-like of the genre so far, gets the thumbs-up from me for being one of the most original and entertaining puzzle games around.’

AC: 80% - ‘Benefactor is the bestthing Psygnosis have released for a long time. It feels like a montage of Flashback (the US Gold title) and Psygnosis’ very own genocidal pets, the Lemmings – indeed there’s a Lemmings tribute level on the Egyptian world. Both the graphics and sound have been implemented very well. The variety of both location and puzzle aspect of Benefactor makes it an engrossing challenge.’

AF: 68% - ‘Not a bad puzzle game, but a fair way from being a great one. Some nice ideas and gorgeous visuals and let down by a general feel of ‘yeah, so’ ‘

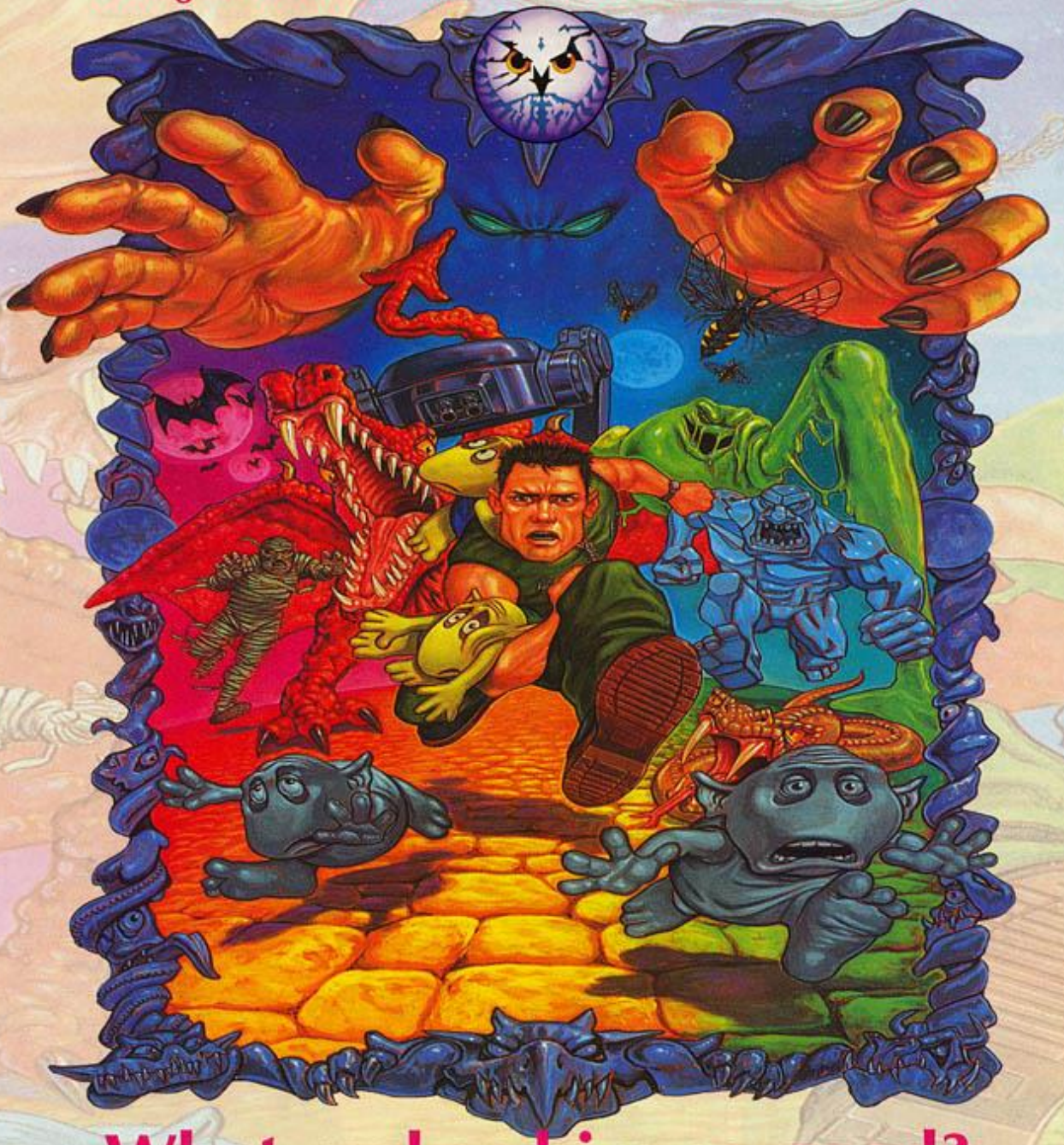
AP: 57% - ‘For every level that’s fun to do, there’s one that annoys the hell out of you, and for each nice touch in the game, there’s a Bad Thing to go with it. More often than not, the silly things get in the way of enjoying the game, and if we ever do a Complete Control section on it, count me out.’

Benefactor done by Digital Illusions , best known in the Amiga days as the people who did those brilliant Pinball Games (Pinball Dreams, Fantasy and Illusions). Of course Digital Illusions are best known as DICE (Digital Illiusions Creative Entertainment) yes that brilliant company who did all the Battlefield games and my favourite Need for Speed Hot Pursuit oh and Mirrors Edge. In fact Thomas Anderson who coded this game worked on the recent Battlefield 4 game and music maistro Olof Gustafsson is credited with Midtown Madness 3 and the first two Battlefield games.

Anyway on to the game itself well Amiga Computing was kind of right with it reminding a lot of Flashback. In it you must negotiate the levels platforms, with a certain puzzle in the where to use objects you pick up and how to get to certain platforms. For me though I really don't like the weedy tiny graphics and so for me as good as many find this game I just didn't gel with it.

BENEFACTOR

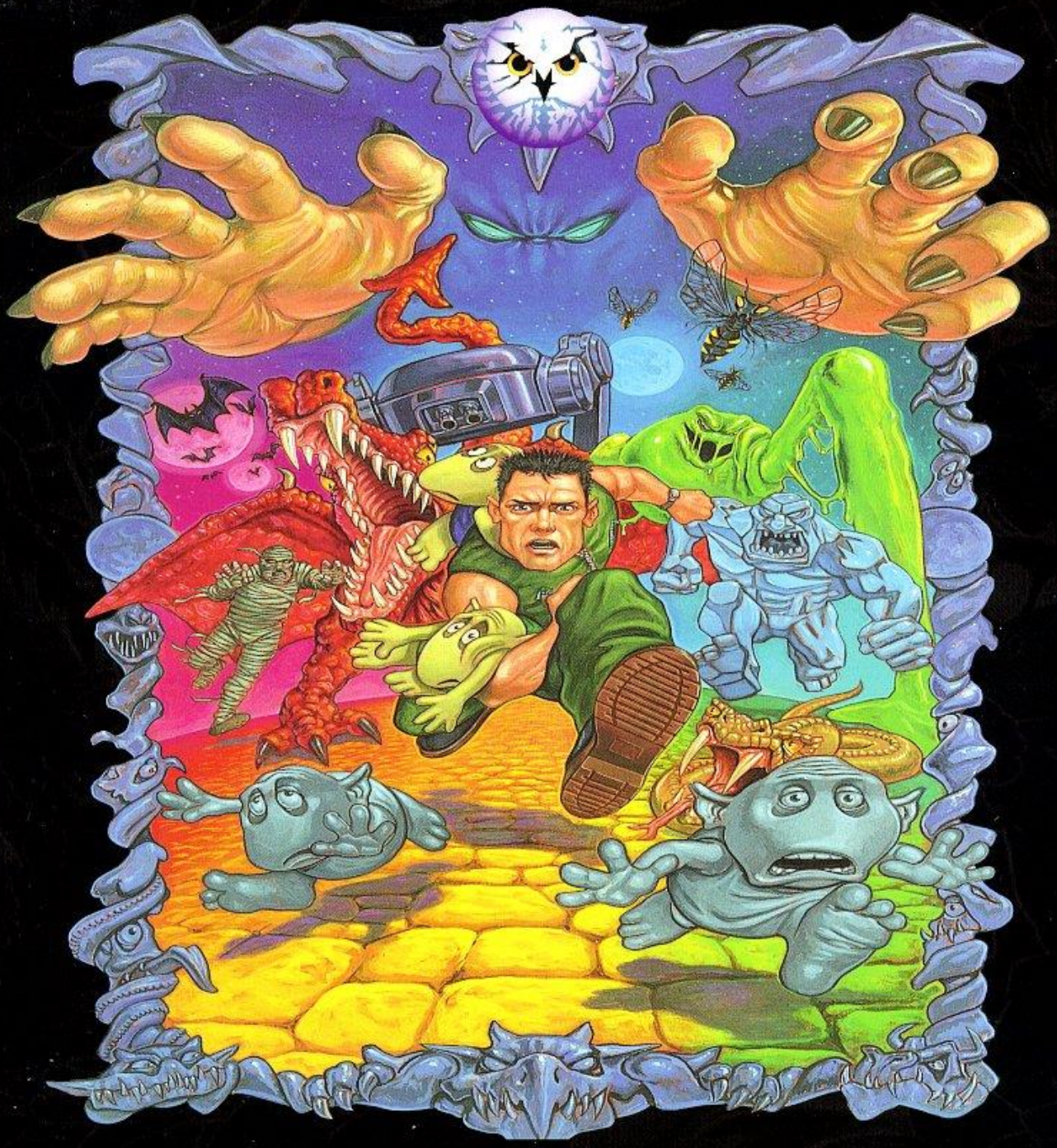
Roving rescue action from the creators of 'Pinball Fantasies'



What makes him so good?

PSYGNOSIS

Psygnosis Ltd, South Harrington Building, Sefton Street, Liverpool L3 4BQ



BENEFACTOR

Commodore
AMIGA CD32™

PSYGNOSIS

BENEFACTOR

What makes him so good?

Enigmatic. Mysterious. Dynamic.
That's Ben E. Factor, a rugged adventurer who's always ready to lend a hand.

Compelling. Engrossing. Addictive.
That's Benefactor, a devilish brain teaser of a game with level after level of roving rescue action.

The Benefactor's features include:
- Stunning, rotoscope-style graphics and a haunting music score
- 60 fiendishly-well designed levels
- Dozens of disgustingly animated monsters
- Unique widescreen player perspective allowing bigger and more complex levels

Pas de panique, il débarque!

Enigmatique. Mystérieux. Dynamique.
C'est Ben E. Factor, un aventurier débrouillard toujours prêt à donner un coup de main.

Créé par Digital Illusions, les créateurs de Pinball Fantasies, Benefactor comprend:
- Des graphismes fouillés de style rotoscopique et une musique haletante
- 60 niveaux de difficulté croissante
- Des douzaines de monstres répugnants animés
- Une perspective de vue unique permettant l'affichage de niveaux plus grands et plus complexes

Proche du légendaire Lemmings par son concept, ce jeu vous assurera des heures et des heures de jeu, seul ou en famille, pour mieux combiner réflexes et réflexion...

Ein Held der Superlative

Rätselhaft. Mysteriös. Dynamisch.
Das ist Ben E. Factor, ein rauher Abenteurer, immer bereit, einzuspringen, wo Not am Mann ist.

Faszinierend. Ansteckend. Ein echtes Erlebnis.
The Benefactor ist ein Spiel, das jeden in seinen Bann zieht und Action am laufenden Band bietet.

Haben sich für The Benefactor die folgenden Dinge einfallen lassen:
- Fabelhafte, rotoskopische Grafiken und atmosphärische Musik
- 60 unerhört groteske Ebenen
- Dutzende von gruselig animierten Monstern
- Einmalige "Breitleinwand"-Spielerperspektive, damit die massiven, komplexen Ebenen so richtig zur Geltung kommen

Cosa lo rende straordinario

Enigmatico. Misterioso. Dinamico.
Stiamo parlando di Ben E. Factor, un ardito avventuriero sempre pronto a dare una mano.

Suggestivo. Avvincente. Irresistibile.
È The Benefactor, un gioco dai rompicapi più impegnativi con livelli caratterizzati da azioni di salvataggio durante viaggi erranti.

Le caratteristiche di The Benefactor comprendono:
- Grafica stupefacente e una colonna sonora indimenticabile
- 60 livelli straordinariamente ben progettati
- Decine di mostri incredibilmente animati
- Prospettiva eccezionale di schermo ampio per il giocatore che consente di accedere a livelli più grandi e complessi

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Moby Games

mobygames.com

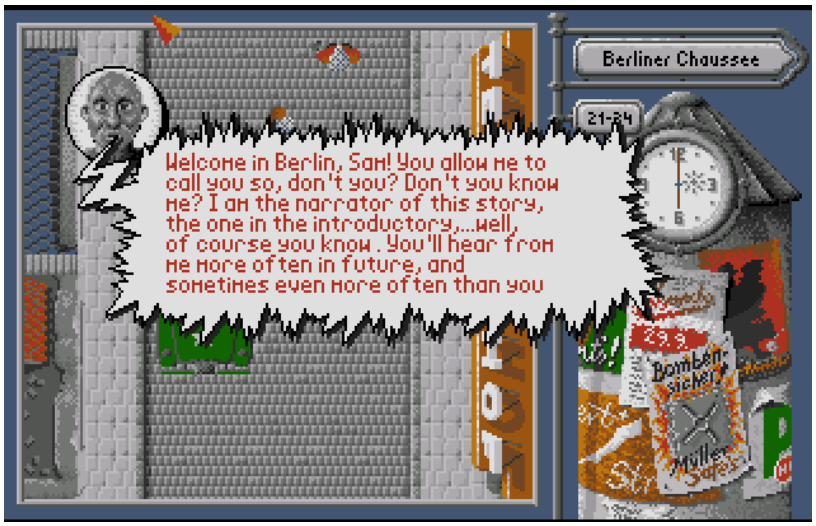
Berlin 1948 (East Vs West)

£24.95 Rainbow Arts /
Dev: Time Warp software
[4/10 – To s.]

ZZ: 35% - East vs West is a boring game apart from the intro and the few laughs you might get when reading the poorly translated manual. They can blow themselves up as far as I am concerned.'

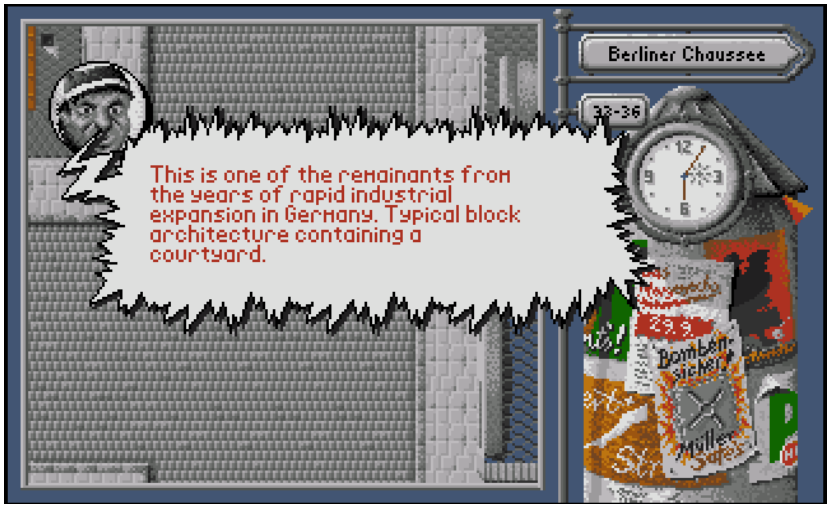
On watching the intro I was really looking forward to playing this. Especially when I saw also it was developed by Time Warp Studios (they who did Great Giana Sisters, although no one who worked on this game worked on that classic title). Anyway the games premise and setting is really cool. It is set in Berlin after the war where Berlin is divided between the Allies and the Russians. You play an American agent Sam Parker who must search and find a rogue Nuclear bomb before the Russians get those hands on it.

When the game starts it all starts to go down hill however. Everything is mouse driven, which should



Make intuitive. Sadly no, the game instead brings up a dizzyingly complex array of icons each time you interact with something, and that is after a huge disk loading wait time, not to mention constant disk swapping.

All this is a pity as I feel there is a probably a great game somewhere in here, just waiting to get out. It is just that it is smothered under bad interface design and coding. There is for instance a great tongue and cheek humour to it all that I really liked.



Think of it as badly coded Grand Theft Auto that isn't any fun to play and full of repetitive city blocks and nothing clear with what to do.

As it stands though this is a game best seen as a German curio and best forgotten.

In 1989 the Wall cracked...
...in 1948 a nation cracked..

As a nation is torn apart in one of the greatest political tragedies in modern history, this is only but a backdrop for a far more sinister event that has taken place.
An atomic bomb is found missing from a British base and is believed to be headed to the Soviet forces. As a lone American agent, you must scour the city questioning the military police and occupying forces and interrogating the shadowy figures of the underworld, in your mission to recover the bomb before the Cold War takes a much more dramatic twist.

REAL TIME ACTION • BIRD'S-EYE-VIEW • PERSON TO PERSON COMMUNICATION • HIDE AND FOLLOW ROUTINES • MOVIE LIKE ANIMATION.

Amiga, Atari ST, IBM PC – £24.99

INCLUDES A UNIQUE SYNCHRONISED AUDIO VISUAL HISTORY OF THE EVENTS LEADING UP TO THE COLD WAR

FREE

East vs West BERLIN 1948

Screen shots from Amiga version.

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A Time Warp production for Rainbow Arts

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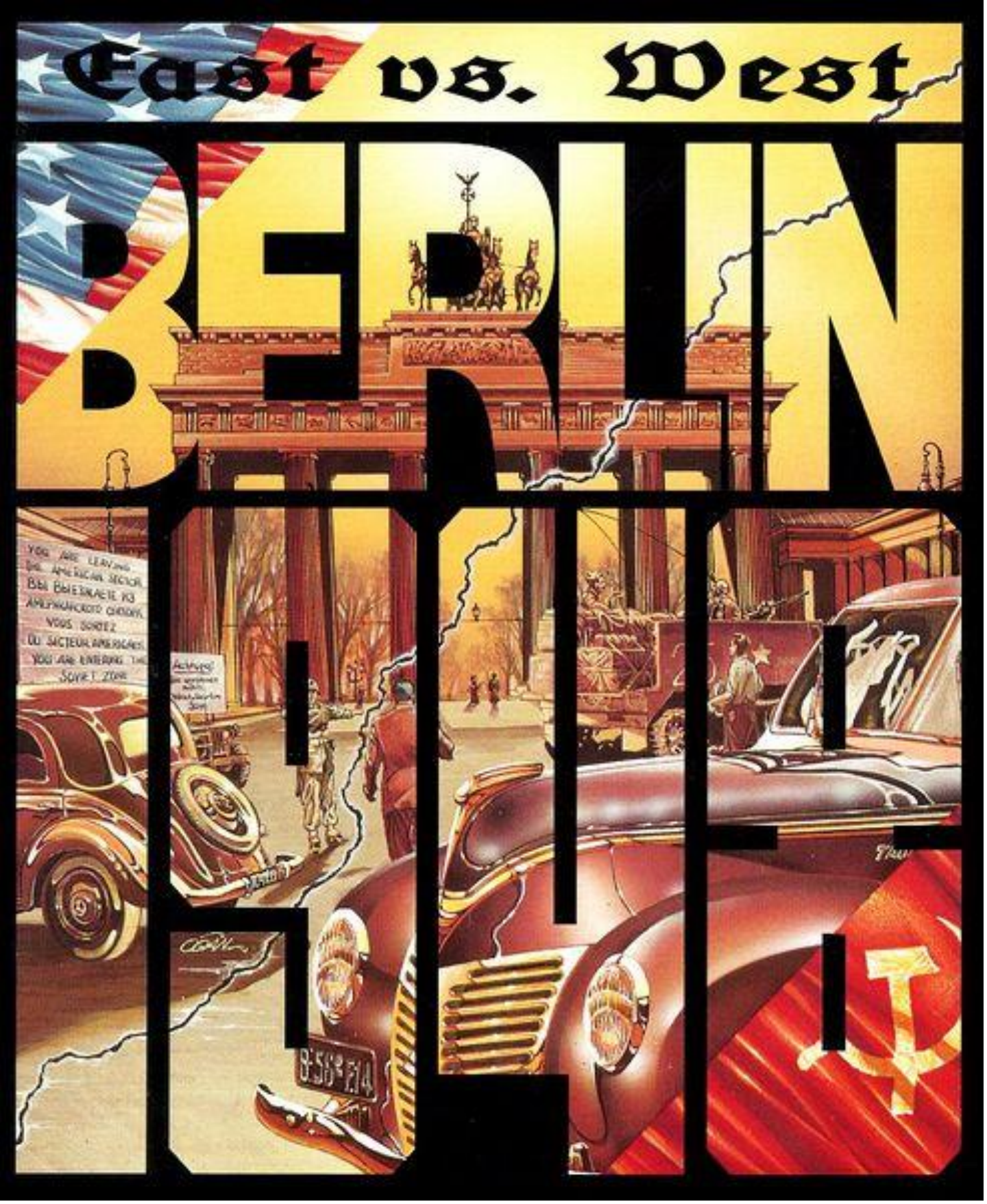
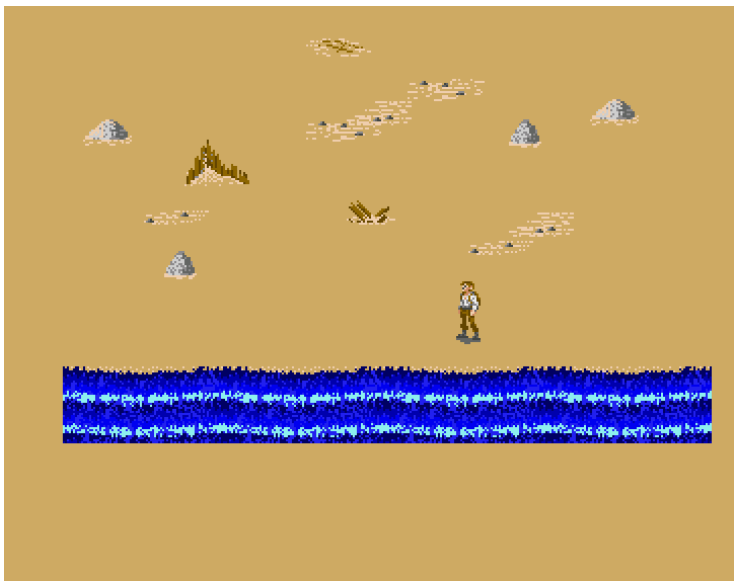
Rainbow Arts
BERLIN 1948
A MISSING ATOM BOMB IGNITES THE COLD WAR...
YOU ARE LEAVING THE AMERICAN SECTOR
VOUS SORTEZ DU SECTEUR AMERICAIN
YOU ARE ENTERING THE SOVIET ZONE
AMIGA 500, 1000, 2000
Requires Mouse, Color Monitor and 512K


East vs. West
BERLIN
BERLIN
YOU ARE LEAVING THE AMERICAN SECTOR
VOUS SORTEZ DU SECTEUR AMERICAIN
YOU ARE ENTERING THE SOVIET ZONE

Bermuda Project

£24.95 MirrorSoft /
Dev: Graphicfinal
[4/10 – Graphical adventure with not much of a story.]



AC: 72% - If Bermuda Project were text only it would be probably very run of the mill. The graphics and simplified mouse commands change it into an entertaining game that most will enjoy. Enjoyable entertainment. No real depth.'

CUSR: 4/10 - Later on in the game there's a jeep to be found, but even that has no petrol in it so you'll have to go off searching for some as well. Personally I couldn't be bothered, mainly because it is so fantastically boring, there is simply no compulsion to solve the puzzles. The entire game is played in complete silence, apart from an irritating woosh when you get near the coast. Graphically it is also pretty poor. The main spite is quite nice, but the scrolling is slow and jerky and the backdrops are sadly lacking in detail.. The mouse control is also frustrating indeed. Controlling your hero is a tiresome process, as is using the menu system. All these faults ass up to a very unprofessional attempt at a game only die-hard arcade adventure fans should consider looking at.'

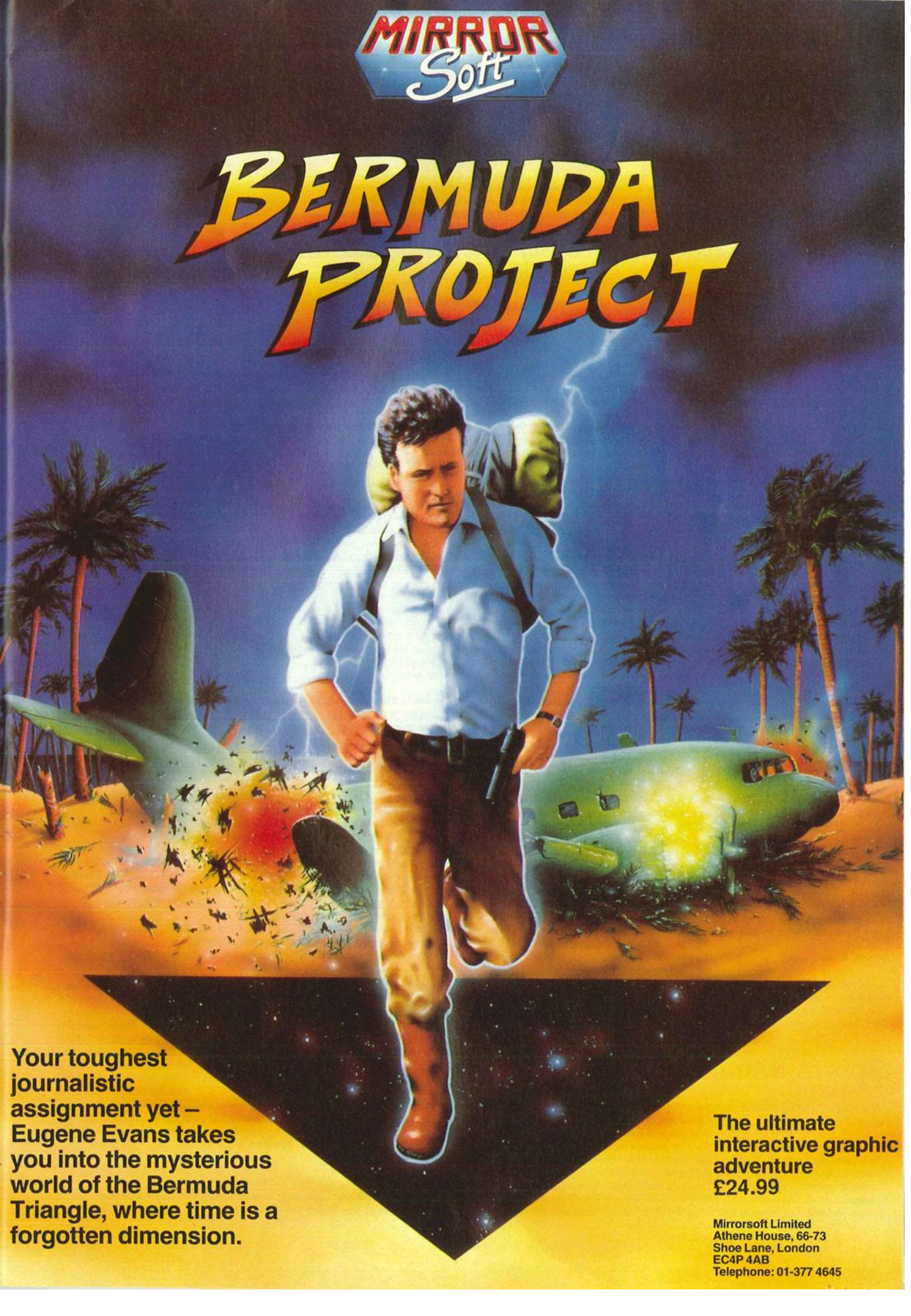
GM: 60% - ‘Although the graphics are poor and the sound effects sparse it has some degree of depth and arouses sufficient curiosity to keep playing for a short while.’

GM: 60% - ‘Bemuda Project comes through, with my only reservation being the pop up menu/text routine which is so fussy. Other than that I can not fault it as it entertained me no end.

Written by Eugene Evans. For those not around at the time, his name was quite big a few years earlier to this game release having been a perceived whizz kid in the press for his £35,000 salary and free Ferrari whilst working for the ill fated Imagine Software (who went spectacularly tits up on a BBC TV documentary Commercial Breaks (see here to watch http://www.youtube.com/watch?v=Yt9BsZCifgU)

Incidentally Eugene went to the US and still writes games with him involved most recently with the Warhammer Online games and Dark Age of Camelot. Actually Retro Gamer did an interview with him and he came across really humble and admitted he never deserved the Whizz Kid praise with it more being a publicity stunt by Imagine.

Anyway this game was in development hell for 18 months before finally limping out. For its age its not too bad, just not a very engaging story, resulting in you walking around aimlessly not entirely sure what to do.


MIRROR Soft
BERMUDA PROJECT
Your toughest journalistic assignment yet – Eugene Evans takes you into the mysterious world of the Bermuda Triangle, where time is a forgotten dimension.
The ultimate interactive graphic adventure
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EC4P 4AB
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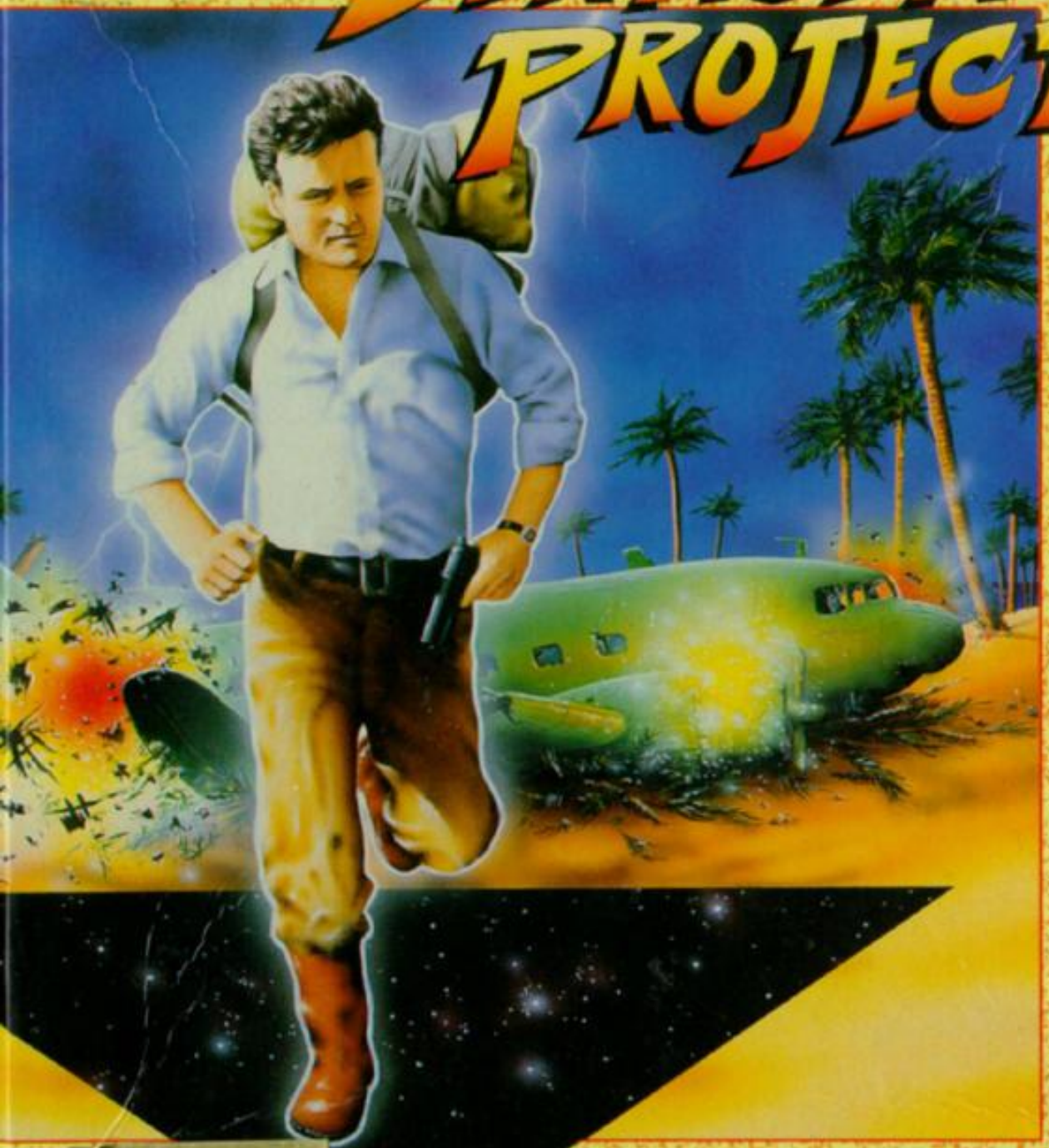
BERMUDA PROJECT



AMIGA

MIRROR Soft

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BERMUDA PROJECT

It's your toughest journalistic assignment yet - investigating the spate of unexplained disappearances in the Bermuda Triangle. And the going gets even tougher when you are forced to land your plane in the Triangle's deepest wilderness.

In this mysterious region, time is a forgotten dimension. Its inhabitants are quite isolated from the rest of the world; their civilisations have developed along unfamiliar lines. Their tools, machinery and way of life is utterly different to any we know.

If you are to avoid falling victim to the forces of the Triangle, you must escape this ultimate time trap. You will need help from its strange communities - but beware their motives in assisting you.

The price of failure is a lifetime - and beyond - in limbo.

ATARI ST

ATARI ST

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BERMUDA PROJECT ST

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Best of the Best : Championship Karate (AKA Panza Kick Boxing Gold)

£24.95 Loriciel /
Dev: Futura

[8/10 – Reboxed Panza Kick Boxing with only a different final stage thrown in.]

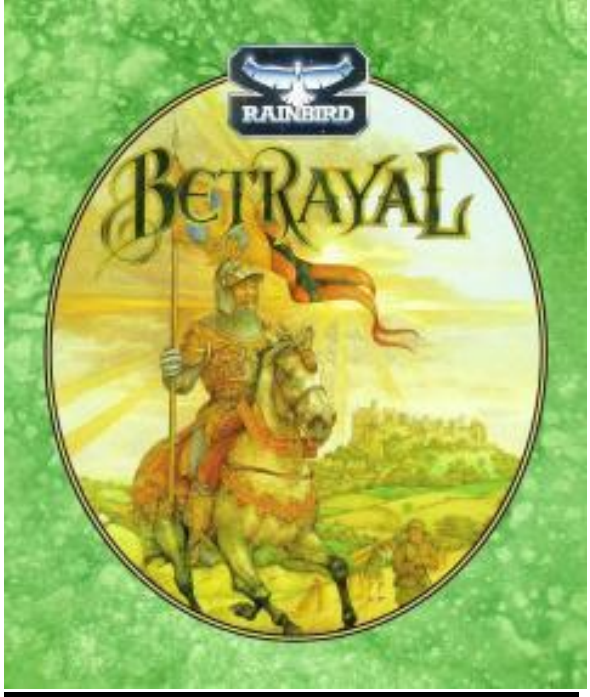
ACAR: 91% - ‘ Best of the Best Championship Karate is almost a reproduction of my old favourite, Panza Kick Boxing. In fact, it’s the sequel, subtitled Panza Gold Edition. Everything is the same – the crowd, the referee, the moves and everything else. The only difference is an advance stage at the end. When you’ve won a certain number of fights, you will be invited to participate in a Kumate. For the uninitiated, let me suggest you take a look at the movie Blood Sport, featuring Jean Claude Van Damme. Here’s a quick definition – a kumate is a fight with no referee and no rules. Your only aim is to make your opponent hit the ground and stay down before you do…[sic]..Best of the Best Championship Karate has pretty good graphics – the only problem is it is too similar to the original Panza Kick Boxing. The animations of your moves is excellent. Complex moves are a little slow, though actions are fast and well drawn. The sound of feet and hands connecting to mid-rift, leg or head are also well done. There is also a plethora of options and moves plus a fair few opponents to fight against. There is also training which directly affects your attributes like reflexes, strength and resistance to your opponent attacks. If you haven’t already realised. I absolutely love Best of the Best Karate Championship. It has depth which other games of this genre lack. The addictiveness and reality also surpass the rest of the class.

mobygames.com

Betrayal (1990)

£29.99 Microprose

[6/10 – Fun strategy game where you play the villain.]



ACAR: 91% - ‘ Graphically the game is superb, and the package carries a very well-written manual that explains all the intricacies of the plot. The fight routines are displayed with huge sprite figures that wield their weapons exceptionally well, and die beautifully. One review cannot hope to present how entertaining betrayal is, just go out and buy it and see for yourself.’

AF: 84% - ‘Betrayal must be played by at least three players to be fully appreciated. Play it alone and you have to be beat three experts immediately. The complexity of the game makes it initially tough, but after a few abortive wars and stupid errors, it’s possible to start some really messy backstabbing political battles. The more the game is played, the clearer it becomes no one route leads to victory and that the possibilities for betrayal along the way are endless.’

CU: 75% - ‘Decent enough strategy but probably wont last.’

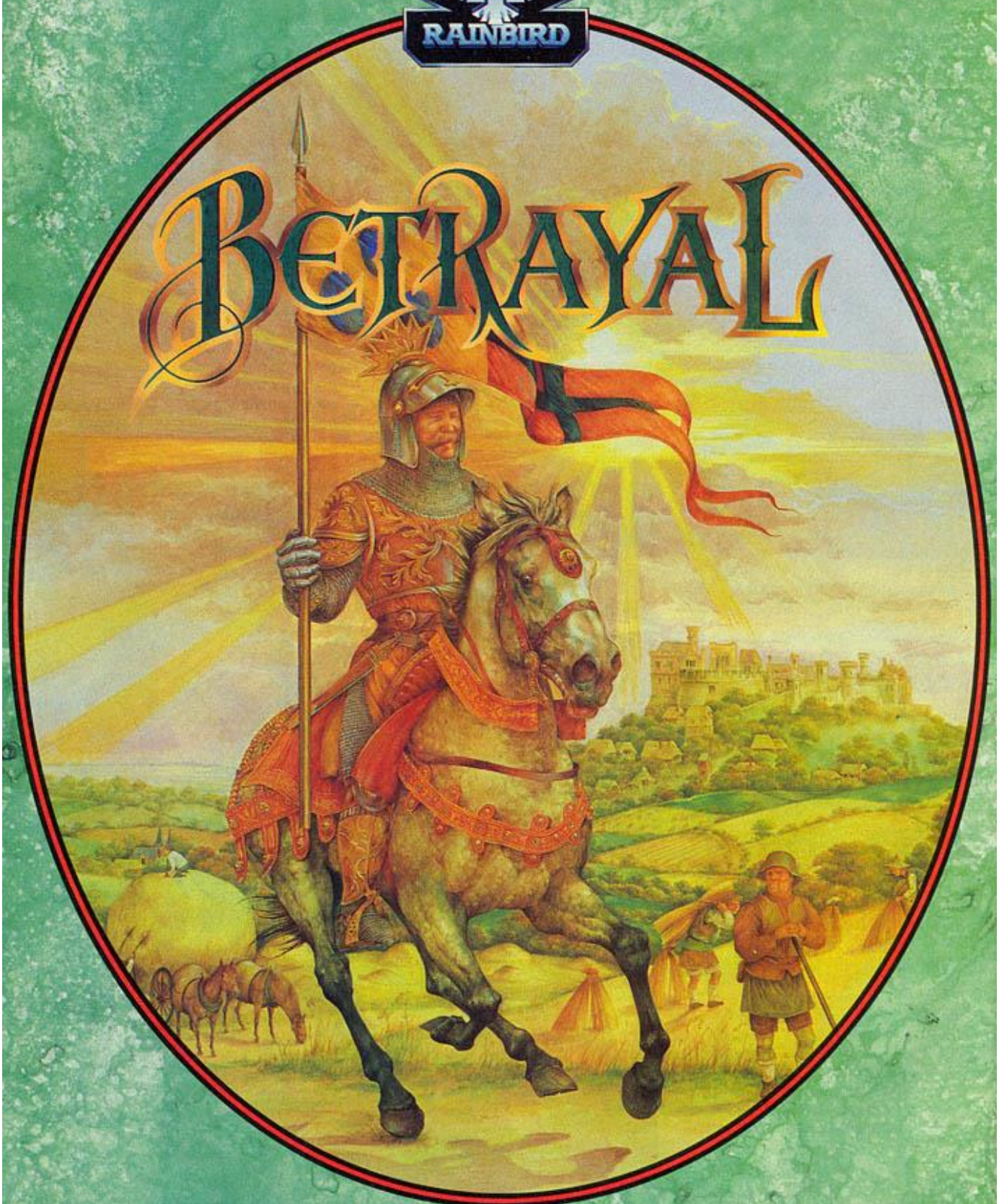
AA: 74% - ‘a good game that requires a bit of strategic thinking. The four different levels are certainly taxing and if you start on the hardest level you’ll certainly have a few problems becoming ruler of the land. It really makes a change to be a bad guy, and it’s great fun organising assassinations and various nasty deeds. Betrayal is a must for strategic people out there who are fed up with playing mister nice guy.’

ZZ: 70% - ‘The combat is far too simplistic and lacking any skill or judgement to be of any use to anybody. It reduces the game to a lottery. Frustrating, as combat is an important area of the game. What a shame.’

Not a bad little strategy game. Of course it hasn’t aged that well and as Zzap 64 Magazine mentioned the combat isn't overly strategic. Still all in all there is definitely some fun still to be had if you remembered this back in the day or like strategy games.

RAINBIRD

BETRAYAL



A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T ONE OF THEM

MASTERS OF STRATEGY

www.gamesdbase.com

BETRAYAL

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T ONE OF THEM

A new barrel of fine Welsh ale had just been broached. The royal palace's smoky dining hall resounded to cheery voices. To one side of the top table a harpist and a minstrel were struggling to be heard above the commotion caused by two dogs snarling over a bone in a corner.

Eating slowly, I leant forward to catch the breathless whisper of a rival knight.

"They came in at a run, baying like wolves. Four wild-eyed barbarians ready to cut, gouge, pulverise and kill anything that moved."

That news was indeed music to my ears. My forces' attack on his wealthiest town had met with success. Financially weakened, militarily broken, and politically bankrupt, he could no longer hold influence at Court.

So long as no evidence of my wrong doing remained. So long as the Gods blessed the crops of my harvest. So long as the rumours of the capture of my brother were true. The throne was mine.

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.

Amiga Screenshots shown. Actual shots may vary

The bloodiest battles yield the greatest spoils. Strategically extend your bounds, reduce your rivals' resources, and tighten your stranglehold on the peasants of the land.

Betrayal involves a long, hard, ruthless struggle, starting with the economic management of your lands and cultivation of your locks, culminating in the honing of your military strategy and execution of political subterfuge.

The West Marches is a corrupt land ruled by immoral leaders. You are one of four Knights with a lust for power. And in the pursuit of power, the end justifies the means.

Develop a mastery of political subterfuge, gaining places for your Courtiers at the palaces of the King and Bishop, ready for the coup which will make you the master of Betrayal.

The towns provide your power base. Manage them successfully, and harvest the bounty needed to buy, bribe and fight for ultimate power.

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Game copyright 1990 Pluggo Electronic Services Ltd.

RAINBIRD

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326. Made in the UK.

BETRAYAL AMIGA

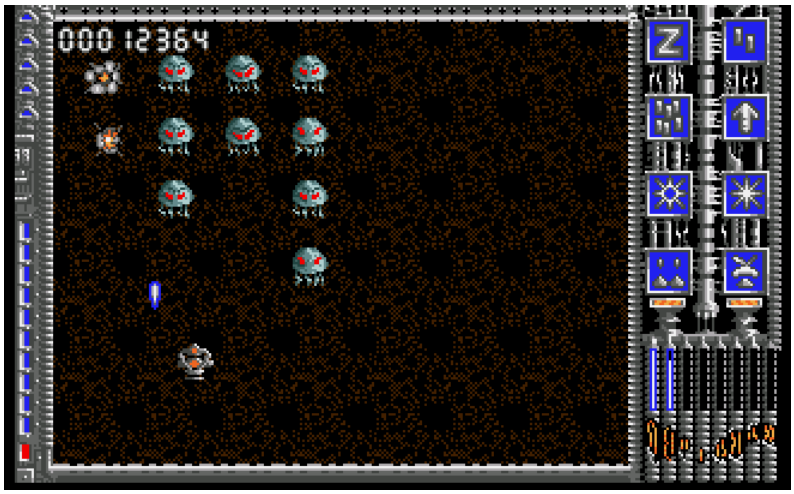
5 012439 115113

Better Dead than Alien (1988)

£19.95 Electra Software

[8/10 – Really fun Space Invader clone that uses the mouse.]

GM: 81% - ‘ Backdrop scrolling is jerky, control is distinctly sluggish but gameplay remains highly addictive due to the great password system. The Amiga’s superior sonic capability is exploited with an ‘argh’ every time the Argo is hit, and generally very good sound FX throughout.’



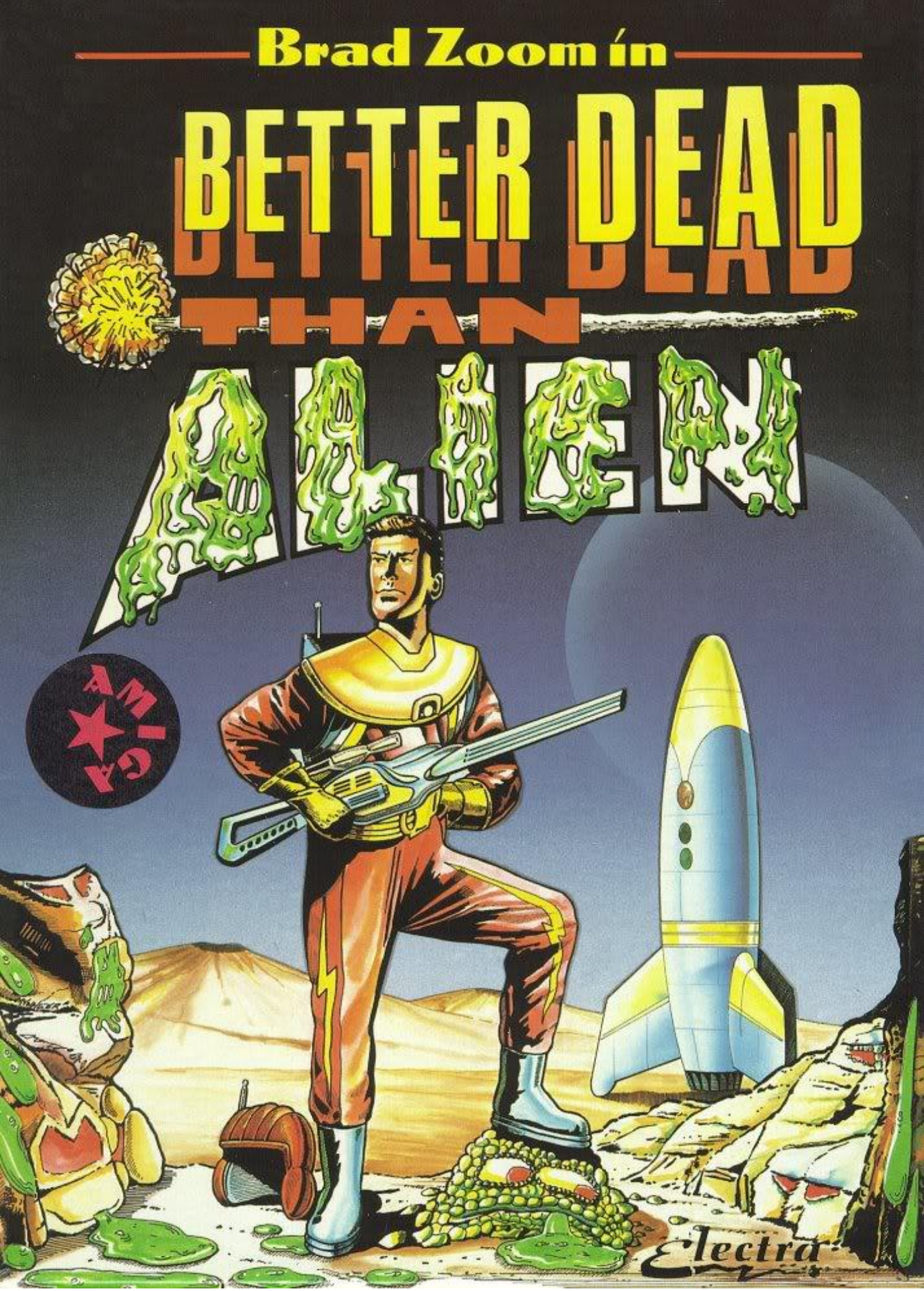
ZZ: 72% - ‘Space Invaders with add-on weapons and greater manoeuvrability is a surprisingly enjoyable game. It is a little overpriced.’

AC: 48% - ‘The game was developed as a spoof and as a result the programmers may have neglected the important Aspect of lastability.’

ACE: 458 / 1000 - ‘The action is all very predictable and adds nothing new to the pack of shoot-em-ups that already exist. A simultaneous two-player option makes progress easier, but doesn’t add greatly to the action. The graphics aren’t even much to shout about. Strictly for shoot-em-up freaks who like a tough, if unexciting challenge.’

CU: 4 /10 - ‘in my opinion, the programmers have concentrated more on producing a game with a sense of humour than a playable one, and the end result is little more than unispiring.’

Written by ex Oxford Digital Entertainment programmer Jason Kingsley, who had worked on the brilliant Hunt for the Red October game and Trivial Pursuit games. I owned this back in the day and personally couldn't disagree with the reviewers more. It is a Space Invader style shooter, but with ship, controlled by the mouse able to move anywhere. It is this mouse fast precision control which makes this game for me. Also with 75 levels there is quite a bit of variety into the mix. The level password system as well removes any frustration as well and makes you want to battle through to the end. So in summary, definitely not worth the full price back in the day.. But a fun enjoyable basic shoot em' up that still holds up well today.


Brad Zoom in
BETTER DEAD
THAN
ALIEN
GAMMA
Electra

BETTER DEAD THAN ALIEN

Prepare to do battle as you and galactic hero Brad Zoom face the most revolting life forms ever to pollute the universe.

Watch with horror as sickening waves of malformed mutants threaten to obliterate freedom and democracy.

Risk your lunch as you and Brad choose between decency and annihilation.

It's up to you.
Better Dead than Alien!

- *Multi-level action.*
- Razor graphics.
- *Searing sounds.*
- Simultaneous dual player mode.
- *Keyboard/mouse/joystick*

Free Brad Zoom Comic inside

Full instructions enclosed

MIEUX VAUT ÊTRE MORT QU'EXTRA-TERRESTRE

Prépare-toi à combattre, avec le héros galactique Brad Zoom, les formes de vie les plus répugnantes qui aient jamais pollué l'univers.

Sois le témoin horrifié de l'arrivée par vagues de mutants difformes qui menacent la liberté et la démocratie.

Risque ta peau tandis que Brad et toi choisissez entre la dignité et l'apocalypse.

Cela dépend de toi.
Mieux vaut être mort qu'extra-terrestre!

- *Action à plusieurs niveaux.*
- Graphismes fantastiques.
- *Bruits terrifiants.*
- Mode à 2 joueurs simultanés.
- *Clavier/Souris/Joystick*

En cadeau a l'interieur: la B.D. Brad Zoom.

Les consignes completes sur la [illegible]

LIEBER TOT ALS AUSSERIRDISCH

Sie sind Brad Zoom berühmt in der ganzen Galaxis und Held unserer Geschichte.

Alles könnte so ruhig und nett sein, wenn da nicht diese notorischen Querulanten wären, die sich vorgenommen haben, den galaktischen Frieden den Garaus zu machen.

Also, lassen Sie Ihre Stulle im Henkelmann und sorgen erst einmal für Ruhe!

Und zwar schnell!
Lieber tot als außerirdisch!

- *Multi Level Action*
- Wahnsinns Grafik
- *Irrsinns Sound*
- Simultane 2 Spieler Modus
- *Steurung mit Tastatur, Maus und Joystick*

Außerdem: 1 Brad Zoom Comic

Vollständige Anweisungen sind in den beifügten Blattern gedruckt

Electra

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EmuMovies

Beverly Hills Cop (1990)

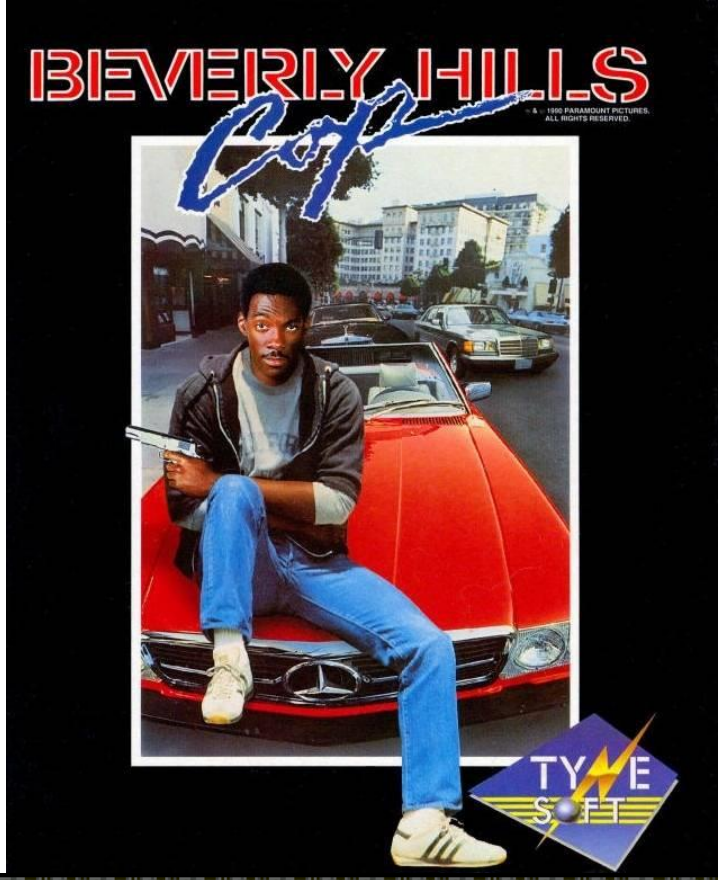
£24.99 Tynesoft

[1/10 – Terrible Film license, nice intro music though.]

ACE: 740/1000 - '[ST Review] Nothing special, with the exception of the driving section which boasts graphics to rival Hard Drivin'. Entertaining, with good presentation, but no adrenalin rush here.'

GM: 57% - 'Five quid more for the Amiga version! Why?! It's certainly no better than the ST version. The action kicks off to a good start with a decent rendition of the Harold Faltermeyer theme, but apart from the driving section with its polygon graphics, I feel the machine isn't trying. Beverly Hills Cop is a game that, unlike the film, at the end of the day doesn't deliver the goods.'

ZZ: 42% - 'Promising ideas are spoilt by poor implementation.'



This is a terrible game. Things start well with on the intro with veteran music maestro David Whittaker doing a fantastic rendition of the Axel F music. Then the game starts and you are stuck in a terrible Robocop Arcade style arcade warehouse. Except the mechanics are all broken with it really difficult to wrestle the sluggish controls. Battle your way through this then you get to drive a broken shopping trolley.. Well it's supposed to be a Mercedes but it certainly doesn't drive like it. Then on to a bad shooting section in a mansion garden and just as you are losing the will to live you enter a house to a shoddy 3D section and then the best most wonderful thing happens…The game ends and you can go back to the lovely intro music again. A really bad game.

BEVERLY HILLS Cop

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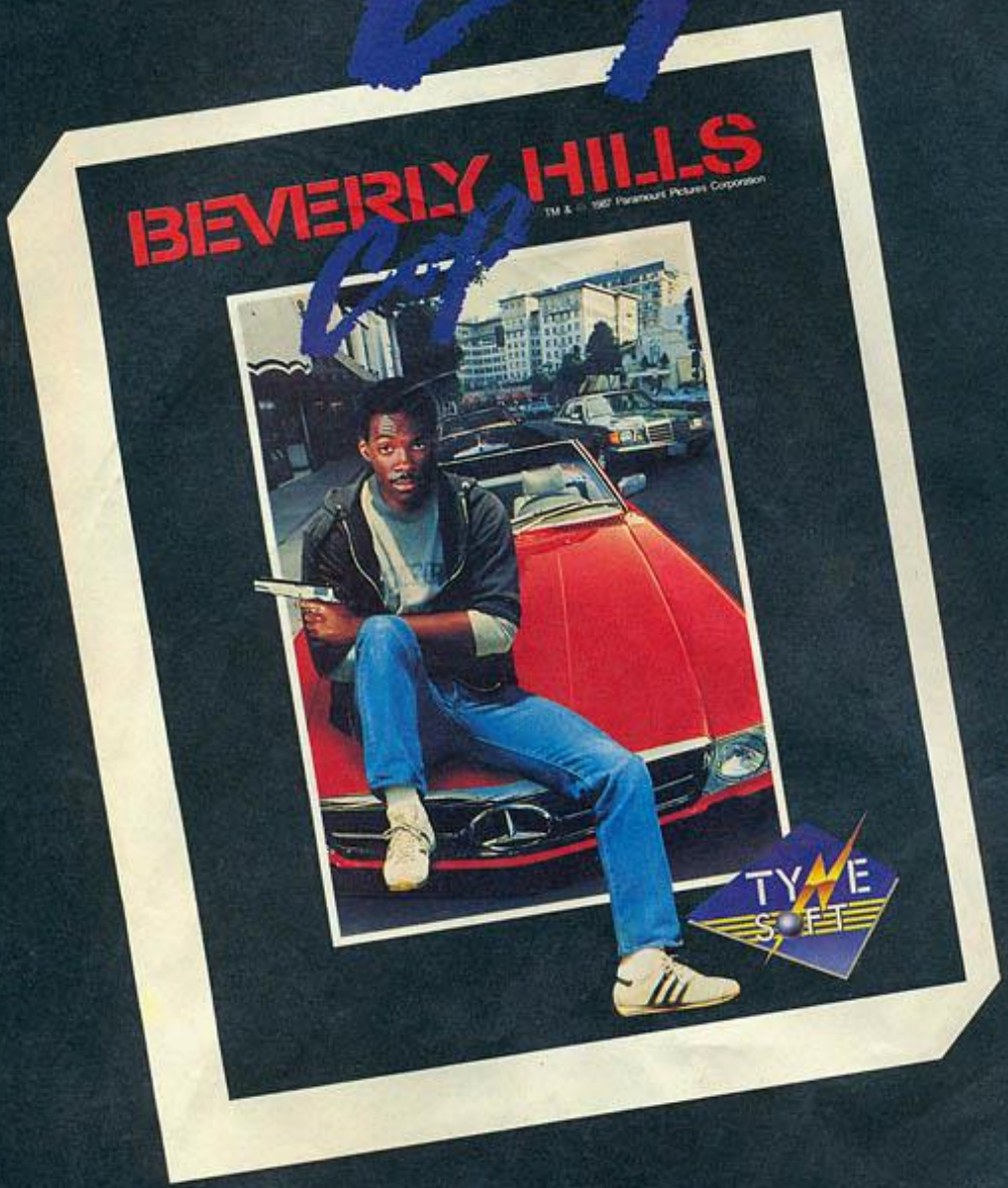

Look out, Beverly Hills
Here comes Axel Foley !

The hero of "Beverly Hills Cop" and "Beverly Hills Cop II" is back in Beverly Hills - and this time he's working on a case that's a real stumper! He's going to stop the crime of the year, unless an army of trigger-happy gunmen stop him first !

You'll roar down crowded city streets, race against time to stop a daring robbery, stalk armed killers, hunt for clues to a bizarre crime, and fight for your life again and again in this high-speed action adventure starring the fast-talking, quick-shooting detective.

TYNE SOFT

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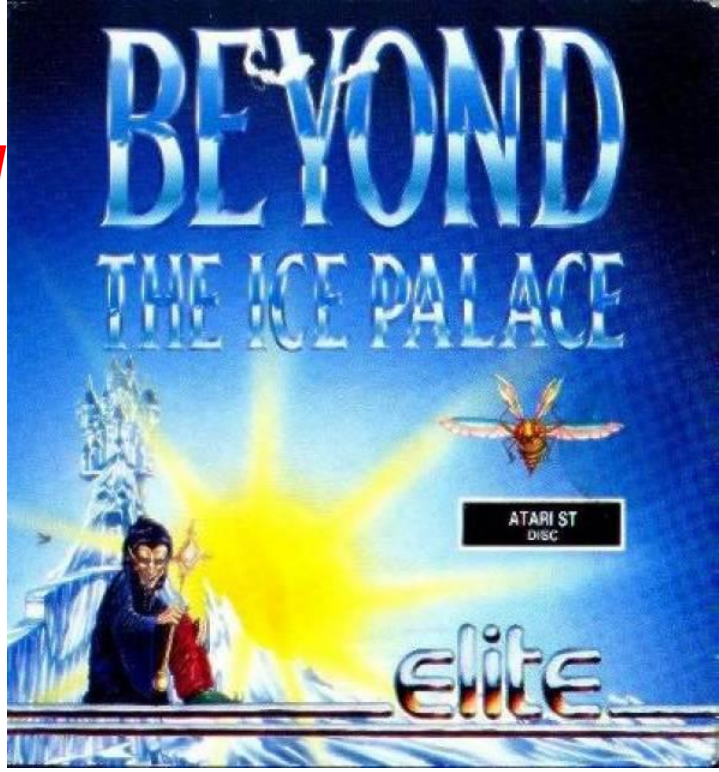
Tynesoft Computer Software Ltd., Addison Industrial Estate, Blaydon, Tyne & Wear NE21 4TE. U.K. Tel: (091) 414 4611

Beyond the Ice Palace (1988)

£24.99 Elite

[6/10 – Rock hard 8 bit platformer.]



GM: 78% - 'Hybrid combination of Ghost 'n' Goblins and Thundercats in gameplay, Beyond the Ice Palace takes the successful key elements of the two former titles and mixes it all up in one tough multiway scrolling arcade adventure...[sic]…On the Amiga, like Buggy Boy, the game is a near direct conversion from the ST. All the features, caverns, level layout, graphic and sonics have been recreated. Somehow during the translation a slight judder has crept into the scrolling, which, while noticeable, doesn't affect gameplay. The graphics hardly push thre Amiga, although, nicely detailed and using sensible colours, they're still only slightly improved, smoother 8-bit characters running around. Likewise, the Amiga sound quality is similar to the ST version, a touch better in effects and tune. The high – bordering on the frustrating – difficulty level of the other versions is still present, leaving little margin for player error. Even nine lives don't seem enough as the action is constant…[sic]…no way original in design or as a game idea, its playable fast-paced, addictive, demanding and generally very enjoyable.'

ZZ: 70% - ‘A slightly above average Ghosts ‘n’ Goblins game.

CUSR: 6/10 - ‘Overall the excellent graphics just about make up for the mediocre gameplay, and the spirit’s lair is sufficiently large to provide a challenge, both to hardened gamers and mappers, who should have a whale of a time trying to get all this down on paper. Not a bad game, but I get the feeling that an Amiga owner who splashes out £25 quid on this may feel just a teensy but cheated.’

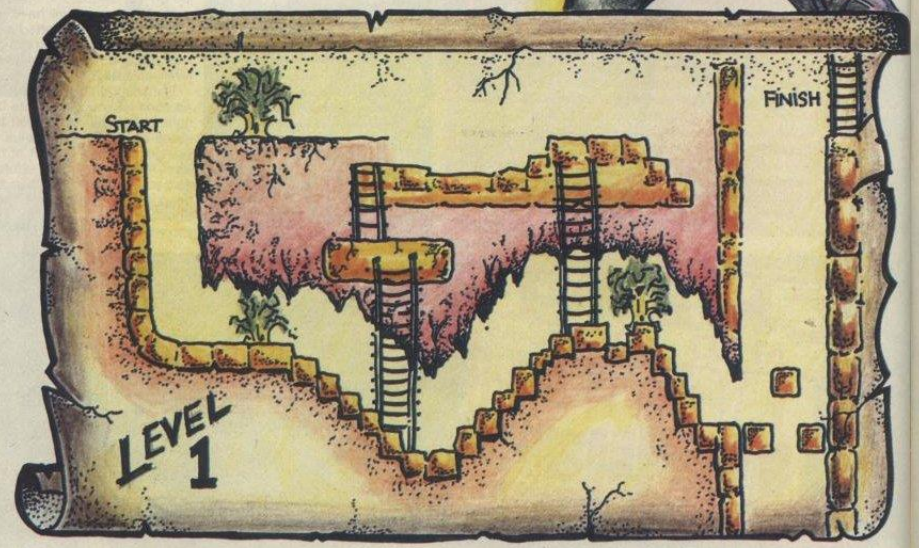
AP: 53% - **[R £2.99 Prism]** ‘Nothing special, but a bit of fun for the price.’

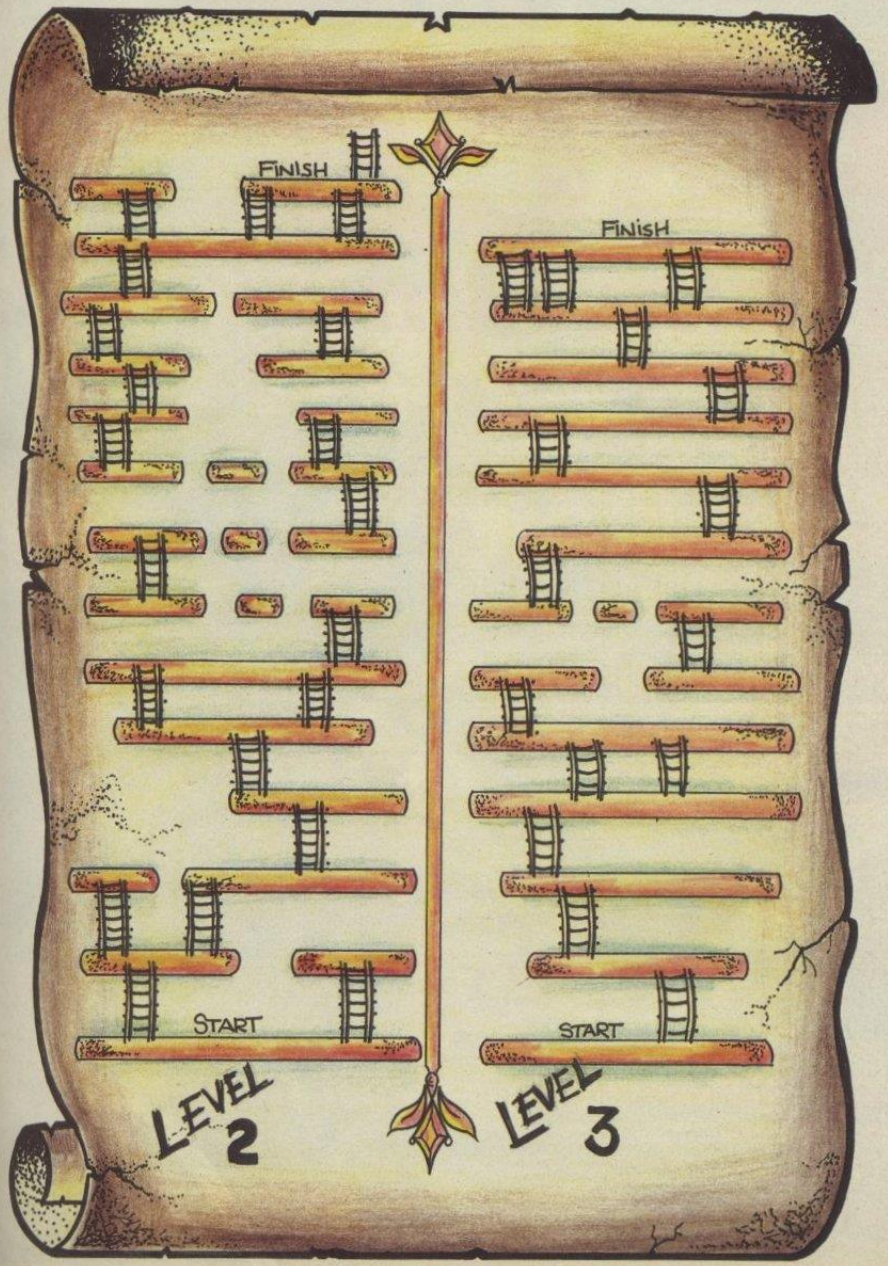
CU: 38% - **[R £2.99 Prism]** ‘It looks and plays like an 8-bit game, and it has all the lasting appeal of a bag of chips, but I suppose for three quid it isn’t bad.’

O: 1/10 - **[R £2.99 Prism]** ‘a completely unplayable and unjoyful game. Don’t get it – unless you want a good laugh!.’

I used to love this game on the Spectrum. It hasn’t aged fantastically well and is impossibly tough. But for an hour of your time those who want to reminisce or see how rock hard games used to be then give this game a whirl.

BEYOND THE ICE PALACE





BEYOND THE ICE PALACE

Beyond the Ice Palace and to the North, legend tells of a mystical land where strange creatures dwell. It is a land of fantasy and magic, of goblins and ghosts, of good and evil.

Recently, there has been great upset in the balance of good and evil in these lands. The forces of evil have been burning down the forests, destroying the homes and lives of the simple woodcutters.

One night, a meeting was held between the ancient and wise spirits of the woods. A decision was made to appoint a single person to be responsible for returning the balance to the lands once again by banishing the evil back from where it came. They blessed a sacred arrow with the powers of the woods, which would summon a spirit in times of need, and shot it into the air; whoever found the arrow would find themselves in an adventure of fantastic importance . . .

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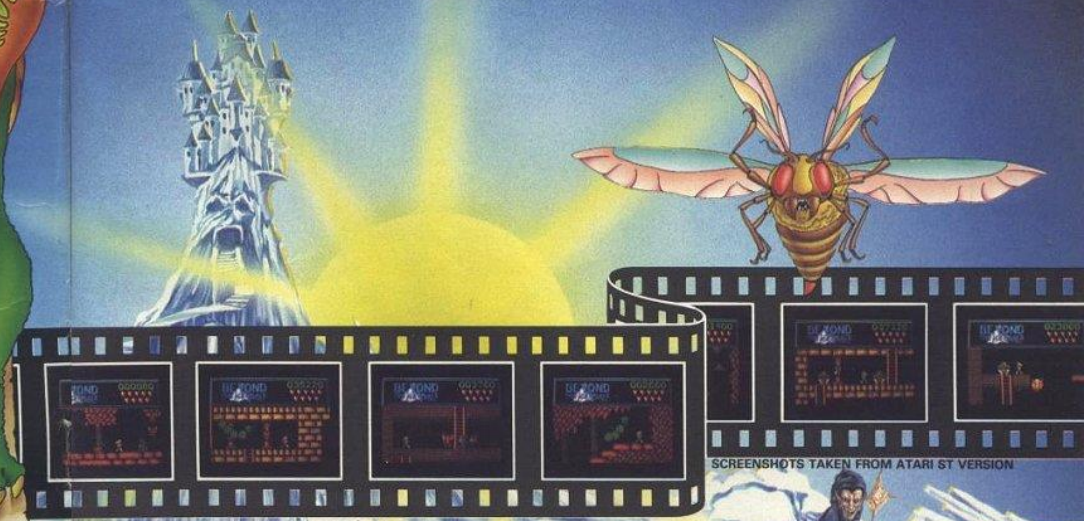

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Amstrad/Schneider	Disc	£14.99
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Commodore 64	Disc	£11.99
Atari ST		£19.99

Elite

Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS12 6DY England Telex 336130 ELITE G

Beyond Zork(1987)

£24.99 Infocom

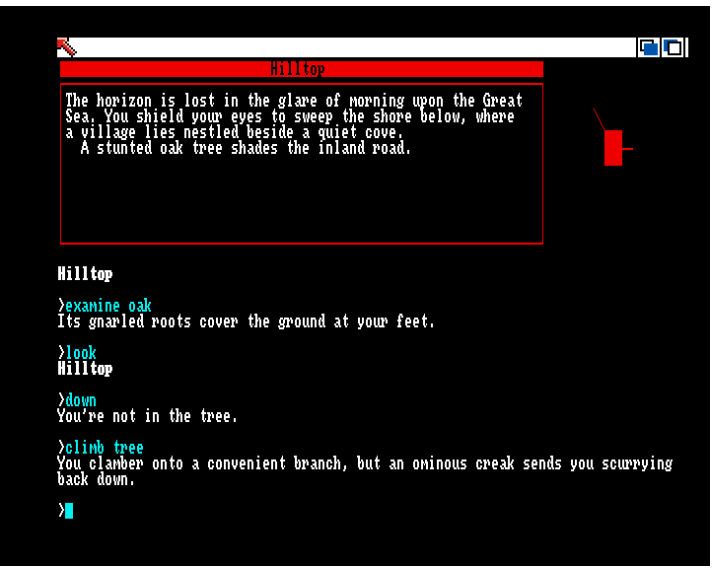
[9/10 – Beautifully written text adventure. On of the best.'

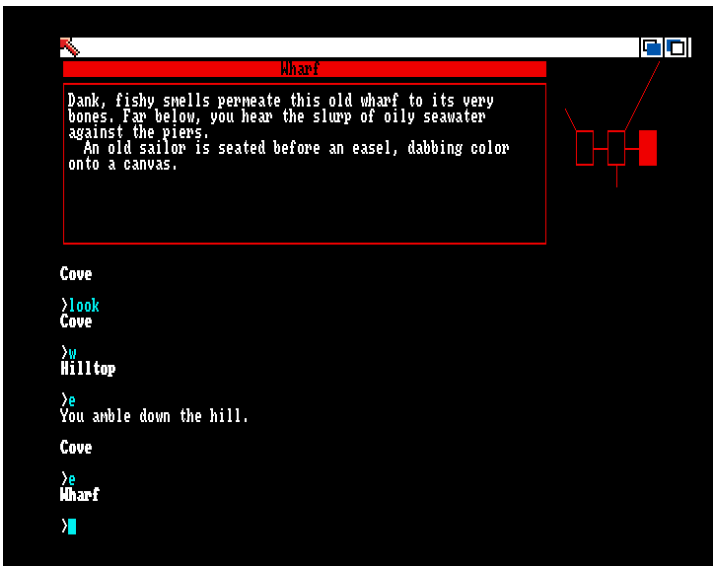
ACE: 920/1000 – [Atari Review] 'enjoyable blend of traditional adventure and role-playing. You've got all the character interaction, parsing, and exploration aspects of an adventure combined with the challenge of manipulating objects for trade and fighting as well as solving puzzles. And of course you must develop your character ot die in the attempt. The combination of the two styles gives a game of great depth, with numerous sub-plots, challenges, and diversions.'

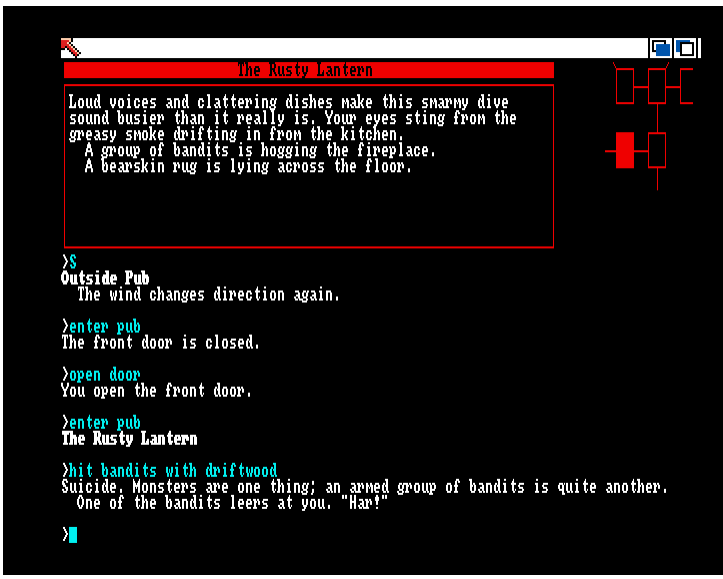
CUSR: 9/10 – ‘Beyond Zork is a clever combination of an Infocom text adventure with a D&D type role playing game. I am not sure that the combination works well. Nevertheless, the game is a must for all Infocom fans, (the name alone should ensure that) for it is better than a number of their titles, particularly some of the more recent ones.’

GM: 87% – ‘I like this new style of game, the changes made to the infocom format are neat and work very well. The inclusion of the role playing elements add a little more spice to the standard text adventure, and with extra sprinkling of realism, Infocom are really cooking.’

AF: 85% – **[R]** ‘An update on the original Zork story, this casts you as a peasant who must seek out fabled treasure known as the Coconut of Quendor. The usual Zork rules apply generally, but here you actually alter the attributes of your player before you begin, in a sort of RPG style. Unlike other Infocom games, Beyond displays a map which shows your immediate area.’

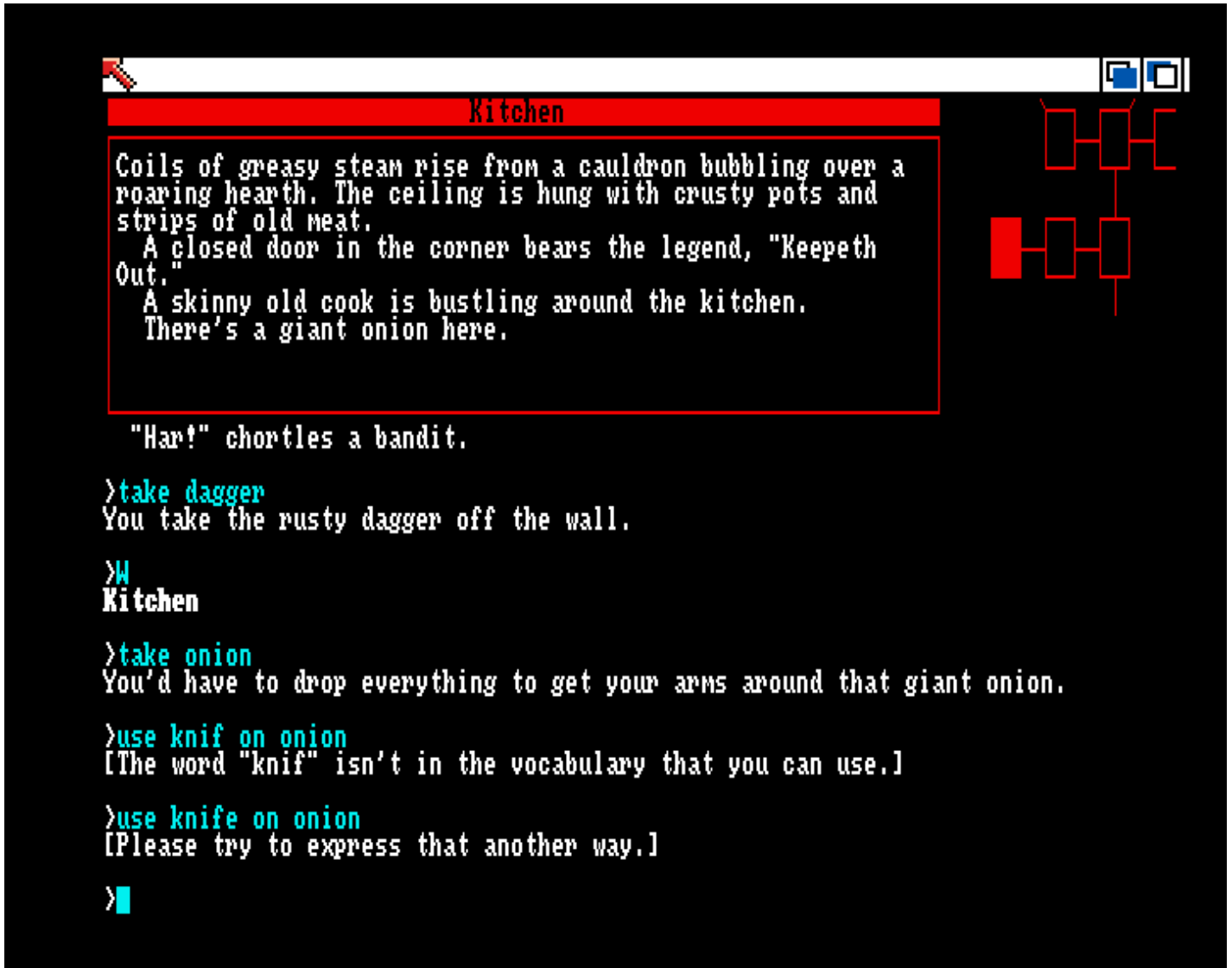


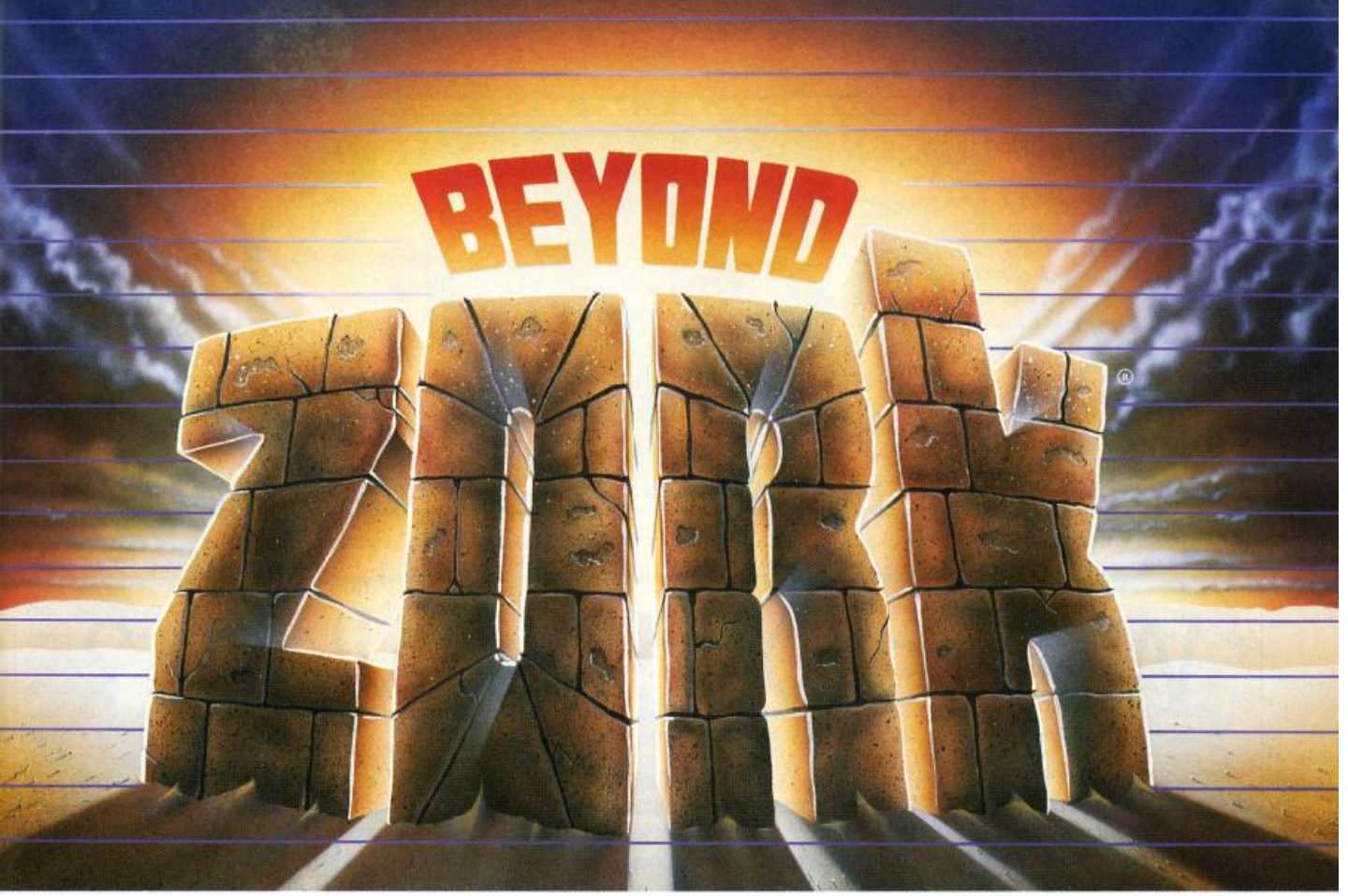




I love text adventure games and especially Infocom games. This is also one of my favourite (Ballyhoo slightly pips it to the post). The writing is fantastic, I mean really, really good. Written by Brian Moriarty (pictured) who had already made a name for himself at Infocom with titles, Wishbringer and Trinity., before going to Lucas Arts and working on Loom.

The map on the top right of the game works really well allowing you never to feel lost of where the exits are. Yes I really like his game. The game also featured on the Lost Treasures of Infocom compilation and can be picked up today on www.GOG.com in the Zork Anthology. So if you love text adventures then there is no excuse to immerse yourself in this there is no excuse.





The *Zork Trilogy* has become a legend in its time, selling nearly one million copies! Now the legend continues with an extraordinary new Zorkian universe that breaks ground in computer gaming. For the first time, the character-building and combat of role-playing games joins the masterly prose and puzzles of Infocom's interactive fiction.

Beyond Zork's sophisticated new interface makes interaction more natural than ever, plunging you into a world teeming with magic and peril. The vast and varied Southlands of Quendor come alive as you seek fantastic treasure and combat the vicious monsters who haunt the streets and wastelands.

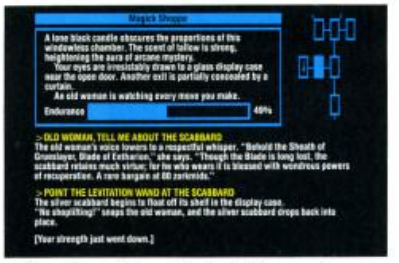
Challenge yourself to a quest that's far beyond anything you've ever experienced. *Beyond Zork.* The incredible new interactive story from the master storytellers at Infocom.

INFOCOM™

125 CambridgePark Drive, Cambridge, MA 02140

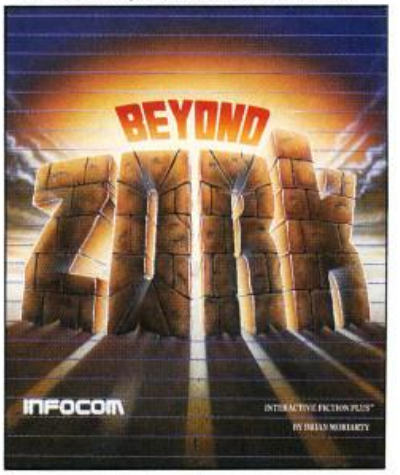
Beyond Zork *is available at your local dealer for the Apple II series, Macintosh, Commodore 128, Amiga, IBM PC and 100% compatibles, and Atari ST. To order direct, call 1-800-262-6868. Coming soon: Apple IIGS.*

Zork *is a registered trademark of Infocom, Inc.*



One glance at Beyond Zork *will show you that it's unlike any interactive story you've seen before. On-screen mapping. Window displays. A character that grows in strength and power. You get all the excitement of role-playing games, skillfully blended with the fabulous puzzles and award-winning prose of Infocom's interactive fiction.*

Screen shown is for the Commodore 128 version.



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Distributed by Activision (UK) Ltd.

SOFTWARE FOR YOUR
AMIGA
(3½" DISK)

INTERACTIVE FICTION PLUS™

BY BRIAN MORIARTY

www.gamesdbase.com

THE LEGEND OF ZORK CONTINUES WITH AN EXCITING NEW STYLE OF INTERACTIVE FICTION.

The Zork® Trilogy has sold nearly one million copies, making it the most popular entertainment software product ever! Now, Infocom introduces an exciting new Zorkian universe that's bigger and better than ever. Beyond Zork blends the puzzles and fine prose of interactive fiction with the combat and character-building of role-playing games, and enhances the whole with an incredible new interface.

Dread times have befallen the Kingdom of Quendor. The wizards have mysteriously disappeared. The Enchanter's Guild Hall lies in ruins. Villages are abandoned, drunken men mutter strange tales, and vicious monsters haunt the streets and wastelands. Now it falls on you, a lowly peasant, to unravel the meaning behind these ominous events. Will you accept the challenge?

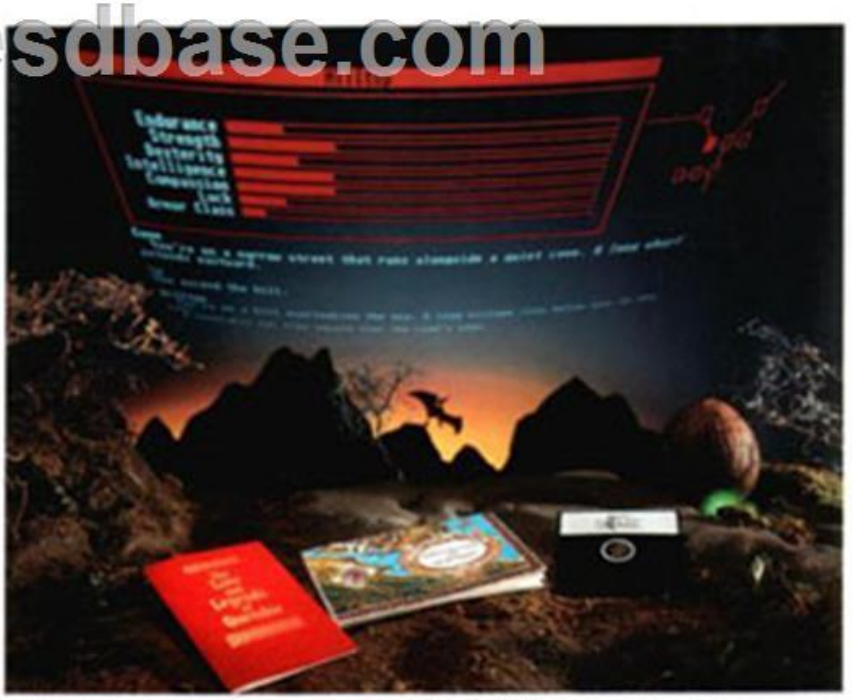
Of course you will. For you're a hardy adventurer, ready to confront the most fearsome foe. And in *Beyond Zork*, you have an arsenal of new weapons and abilities at your disposal.

You start by designing your own character. Choose from such diverse attributes as strength, endurance, compassion, and luck, or let the computer select for you. As you venture onward, your character will evolve, reflecting your success in your quest.

Beyond Zork's sophisticated new interface makes interaction more natural than ever. In the heat of battle, the special function keys let you strike the decisive blow with a single keystroke. There's even an on-screen map to chart your progress!

As you grow in experience and abilities, you realize that you're being prepared for a great task, a task of which you know nothing . . . as yet. Your search for the answer will lead you deep underground, where unspeakable monsters guard the world's most fabulous treasure—the fabled Coconut of Quendor.

Beyond Zork was written by Brian Moriarty, award-winning author of *Wishbringer*™ and *Trinity*™. Fans of Infocom's fantasy series will recognize characters and locations from previous stories, while old and new players alike will enjoy exploring the Zorkian landscape as their challenge increases and their character grows in strength and power.



Your adventure begins as soon as you open your BEYOND ZORK package. Inside you'll discover your BEYOND ZORK disk, a lavishly-illustrated edition of *The Lore and Legends of Quendor*, and a fabulous map.

ENTER THE WORLD OF THE MASTER STORYTELLERS.

Interactive fiction is a lot like your favorite book, using words to tell a story that progresses through time. The difference is that YOU are the main character. The story comes alive as you go places, meet people, outwit opponents, and tackle a wealth of puzzles and predicaments.

Journey to a place limited only by your imagination—the world of Infocom's interactive fiction.

The BEYOND ZORK screen shows not only the vividly descriptive prose Infocom is famous for, but a map that changes with your location in the story and a window displaying the room description, your possessions, or your character attributes.
Screen shown is for Commodore 128 version.

INFOCOM

125 CambridgePark Drive,
Cambridge, MA 02140

Infocom interactive fiction is available for most personal computers.

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Warranty information enclosed.
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ISBN 0-87321-367-X

128-AT2
SD-128

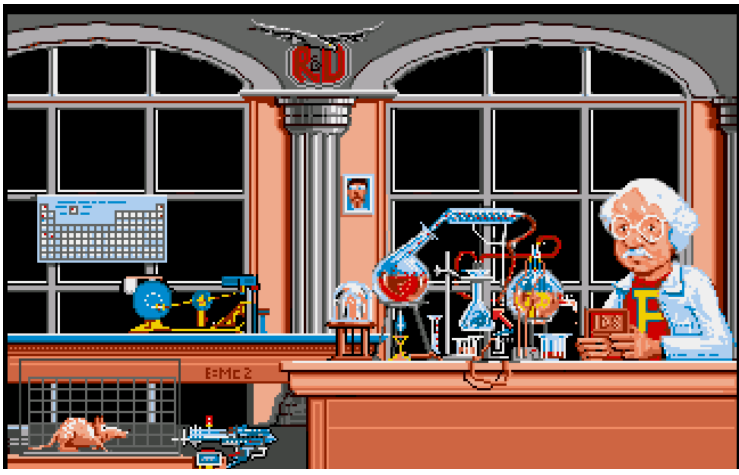
Big Business (1991)

£25.99 DigiTek Software / Dev : Off the Wall Productions

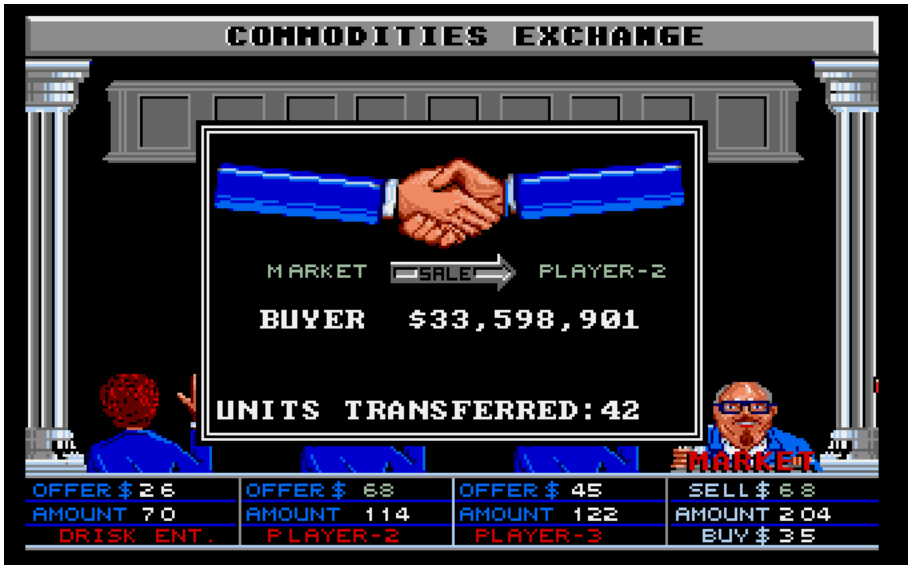
[4 /10 – Lightweight business simulator.'

O: 81% – 'Don't dive into Big Business expecting something along the lines of Wall Street Stock Market Simulator or anything like that. Endless number crunching and the sort of data that make tax inspectors go weak at the knees are definitely out. The emphasis is on fun not figures (apart from the secretary's). In fact, this game's limitations are, in one sense, it's saving grace…[sic]…What you can expect is a few, solid hours of entertainment at a time, not a quick blast between meals.'

AA: 67% – 'Initially, Big Business is quite good fun and it really comes into its own in the multi-player mode. However, this is probably due to the humorous graphics, because after a while boredom sets in due to the repetitive nature of the gameplay. The high price is another stumbling block and it would have been better suited to the budget market.'

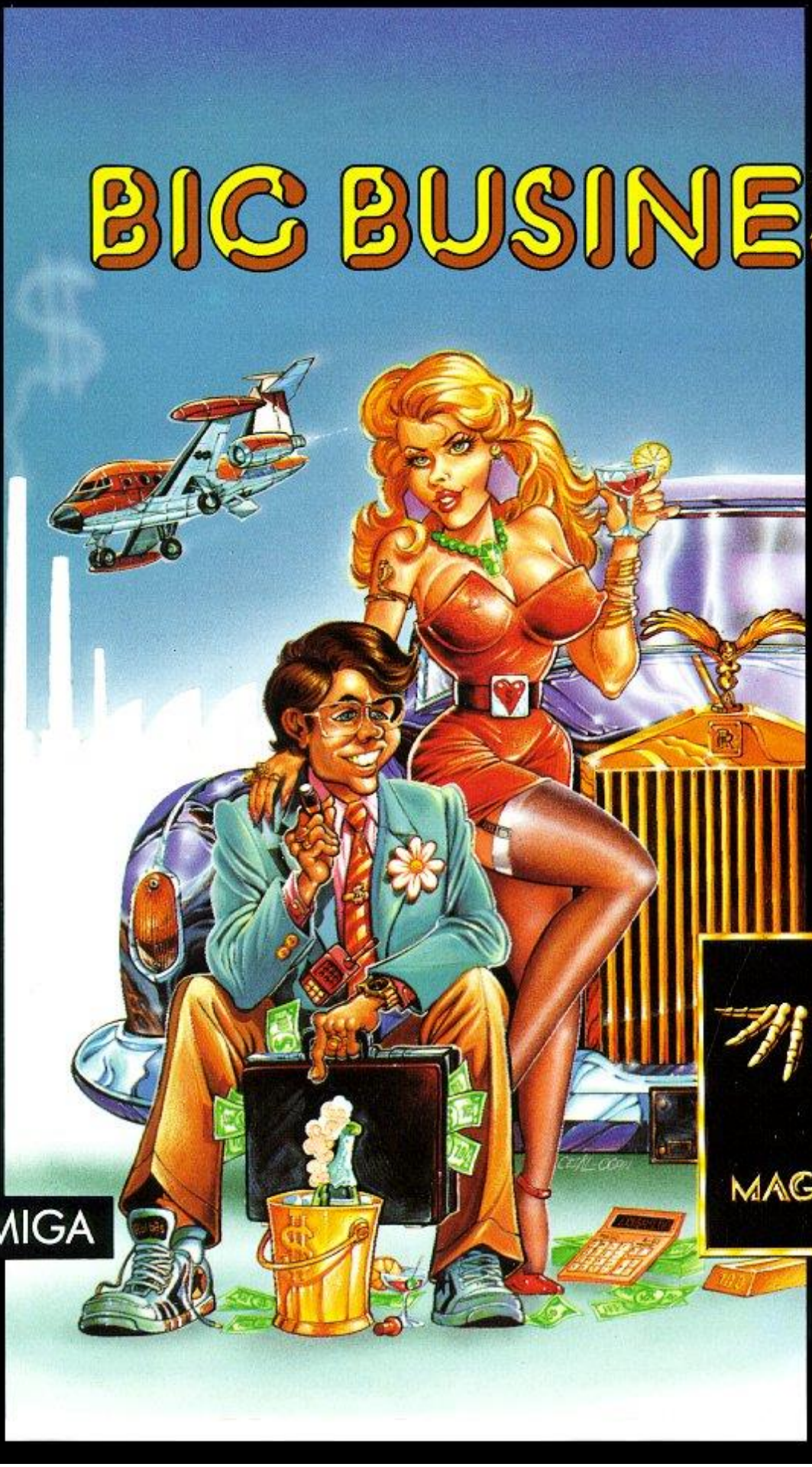


O: 40% – ‘A pretty grim affair all round, which shouldn’t really have left the drawing board. It would be just as effective running on a Psion Organiser.’



A business light simulator which for me didn’t have enough oomph for me to get into it. Alright if you learn the ropes, but in truth probably won’t hold your interest for wrong.

BIG BUSINESS

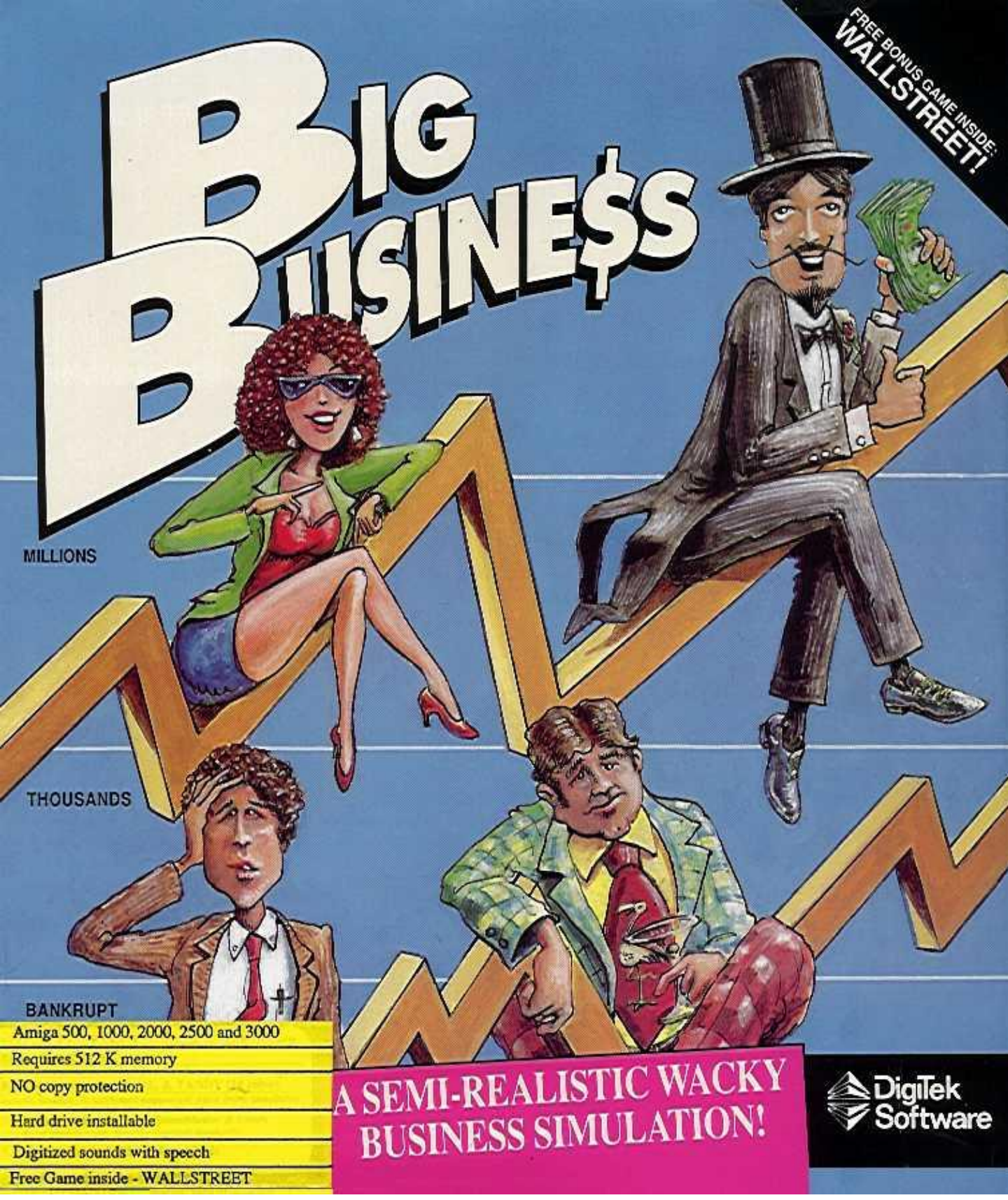


AMIGA

MAGIC BYTES

BIG BUSINE$S

FREE BONUS GAME INSIDE: WALLSTREET!



- Amiga 500, 1000, 2000, 2500 and 3000
- Requires 512 K memory
- NO copy protection
- Hard drive installable
- Digitized sounds with speech
- Free Game inside - WALLSTREET

A SEMI-REALISTIC WACKY BUSINESS SIMULATION!

DigiTek Software

BIG BUSINE$S

A SEMI-REALISTIC WACKY BUSINESS SIMULATION!

Have you ever wondered how it would be to run your own corporation? Did you ever wish you were in your boss's shoes? Or do you just want to prove you can compete against two other players in a match of strategic whiz and business skill?

If you answered one of the above questions with YES, *this game is for you!*

BIG BUSINESS is a not so serious simulation of a large manufacturing corporation. Three players, each starting off with equal assets and marketing the same product, compete to acquire the greatest net worth by the end of the game. Players must make decisions on how much money to spend on advertising, research and development or raw materials; at which price to sell the product; whether to build or close factories and at what capacity to operate the factories; and whether to borrow money or repay outstanding loans.

You can initiate takeovers, detect and catch opponent's spies, start law suits and create worker's unrest in your opponent's company.

You don't have to be a business genius to enjoy this game. With its beautiful graphics and excellent game play, its fun for everyone!

FEATURES:

- Choice of 20 different product groups and occupations
- Playable alone (against two computer opponents) or with up to three players together
- Loading and saving of game status at any time possible
- NO on-disk protection
- Digitized sounds

IBM VGA and AMIGA screen shots shown

Your Board of Directors!

Meet Salesman Slick in his favorite hangout.

Tinker in the Research Lab!

Its a DONE DEAL!

PLUS FREE BONUS GAME:

WALLSTREET

Realistic stock market simulation complete with individual portfolio database and educational stock market trivia.

Big Game Fishing (1991)

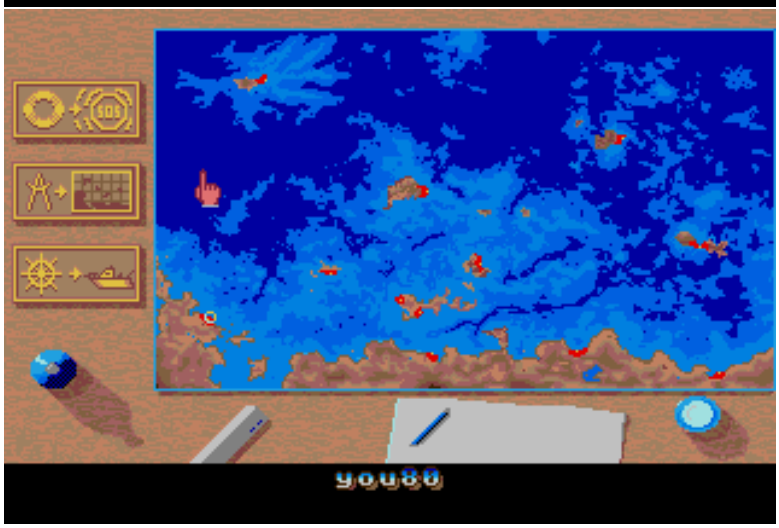
£25.99 Simulmondo

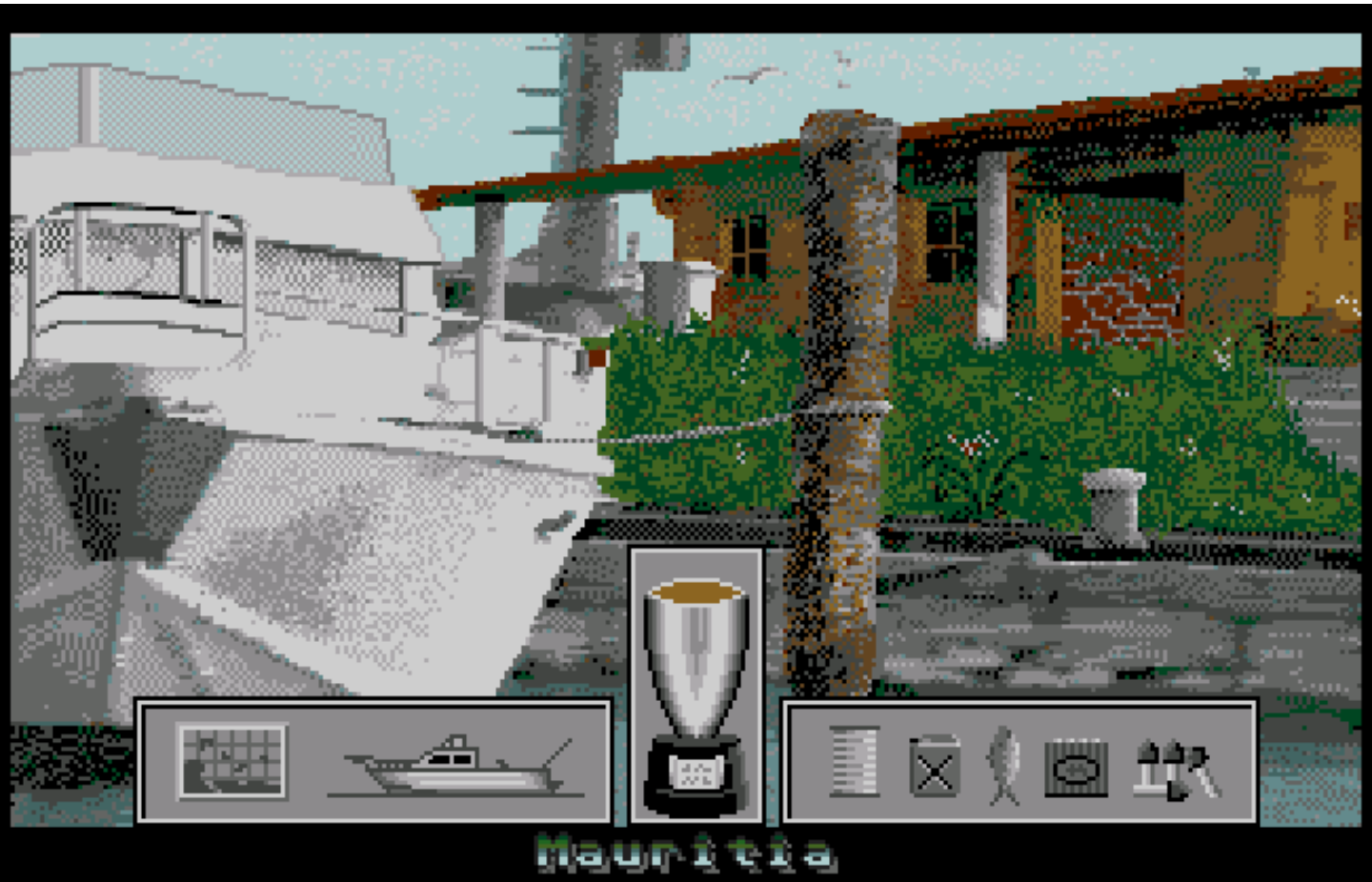
[0 /10 – Waste of a floppy disk.'

AP: 3% – 'Review from the Hit for Six compilation.'

Ok another terrible Simulmondo game..Man does this company go down as the worse game developer of all time?

The game is mind numbingly tedious, non intuitive and simply not very good. Even if you like fishing games avoid with all costs.



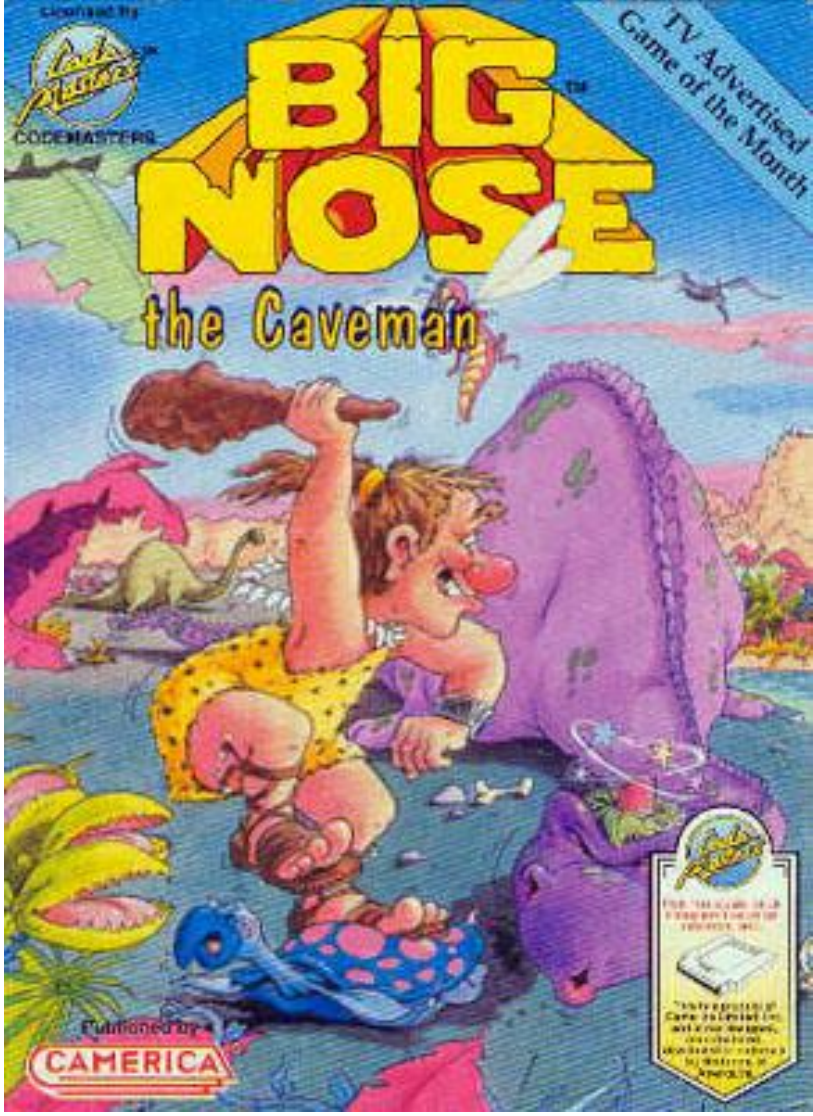


Big Nose the Caveman (1992)

£9.99 Code Masters / Dev: Optimus

[5 /10 – basic but fun platform game for kids.'

AFC: 34% – 'Basic arcade bash-'em-up with lots of cutesy dinosaurs to splatter about. Some variety in the levels.'



Very basic platformer, plays nicely enough if hardly a classic. Basically involves wandering around, bashing critters and…err..that's it. Still for the young kids it was aimed at, there is a lot of basic fun to be had here.

BIG NOSE™ the Caveman

ORWILLE

BIGNOSE

RIPPER

STINGER

SIDNEY

THE SHOPS

DEVILS SWAMP

SPIKE'S SHOWDOWN

BIG TROUBLE!

PARADISE ISLAND

STANLEY'S SHOP

SQUIRMER

Bignose whacked the huge purple dinosaur *THUMP!* It's gigantic head plunged to the ground... *"All this action"* Bignose thought, *"and this is only the start of my adventure!"* Bignose will encounter many more weird and wonderful creatures in his prehistoric world - giant turtles, huge poisonous mosquitoes, sabre toothed tigers, erupting volcanoes, bonzo birds, massive scorpions, magic spells and flying potions, special weapons, super speed spells, power clubs, levitate potions, time freeze scrolls and THE MYSTERIOUS WITCH DOCTOR! Meet all these things and more on Paradise Island, Monster Island, Terror Island, Chaos Island and in The Dead Sea! ***THERE'S JUST SO MUCH TO DO- IT'S ABSOLUTELY INCREDIBLE!***

SPIKE

SABRE

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0 69667 07401 4

Big Run(1991)

£25.99 Storm /
Dev: The Sales Curve
[6/10 –Straight forward basic racer. Playable enough.’

O: 65% – ‘Aside from graphics, it’s really no different to any other bog-standard racing game available. Of course it’s no worse either. There’s a certain raw playability about a racing game that dispenses with all the frills., but unfortunately Big Run doesn’t provide us with it. It is playable, but not to an extent that’s going to see you coming back time after time. Big Run is just one of the many applicants to the average conversion line.’

AP: 61% – ‘Extremely basic gameplay and over-familiar graphics make this pretty dull going.’

AC: 60% – ‘With nothing new to add to the glut of racing games on the market, Big Run is destined to vanish without making too many ripples in the software pond. If this had been released two years ago we’d have loved it to death, but in these modern Technicolor times, it just doesn’t cut the proverbial mustard. Just another driving game when all’s said and done.

AF: 58% – ‘With only six stages to work your way through you’d expect a bit of a challenge. Actually each stage is relatively easy and you’ll complete the entire game within a day, leaving you with a pretty box and vey little else.’

AA: 17% – ‘You’ll regret even booting the game in your Amiga. Aaagh! Trash it! Burn it at the stake! I can’t take it any more., get it away from me.’

Based on the bog standard Jaleco racer from 1990. I had quite a bit of fun with this arcade racer. Sure it is all very basic and too easy, but the handling is responsive and for while it lasts it is enjoyable enough for what it is.

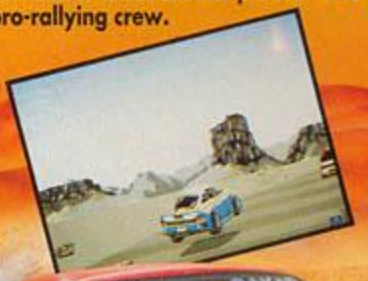
Arcade graphics for comparison.

STORM
SALES CURVE

"HIT THE ROAD!!"
"WHAT ROAD?"

BIG RUN

Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.
Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess.
No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.



Screen shots from Amiga version.

"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X

"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down". ST Action

Available: January 1992
Amiga £25.99 • Atari ST £25.99

The Sales Curve Ltd,
50 Lombard Road,
London, SW11 3SU
Tel: (071) 585 3308.

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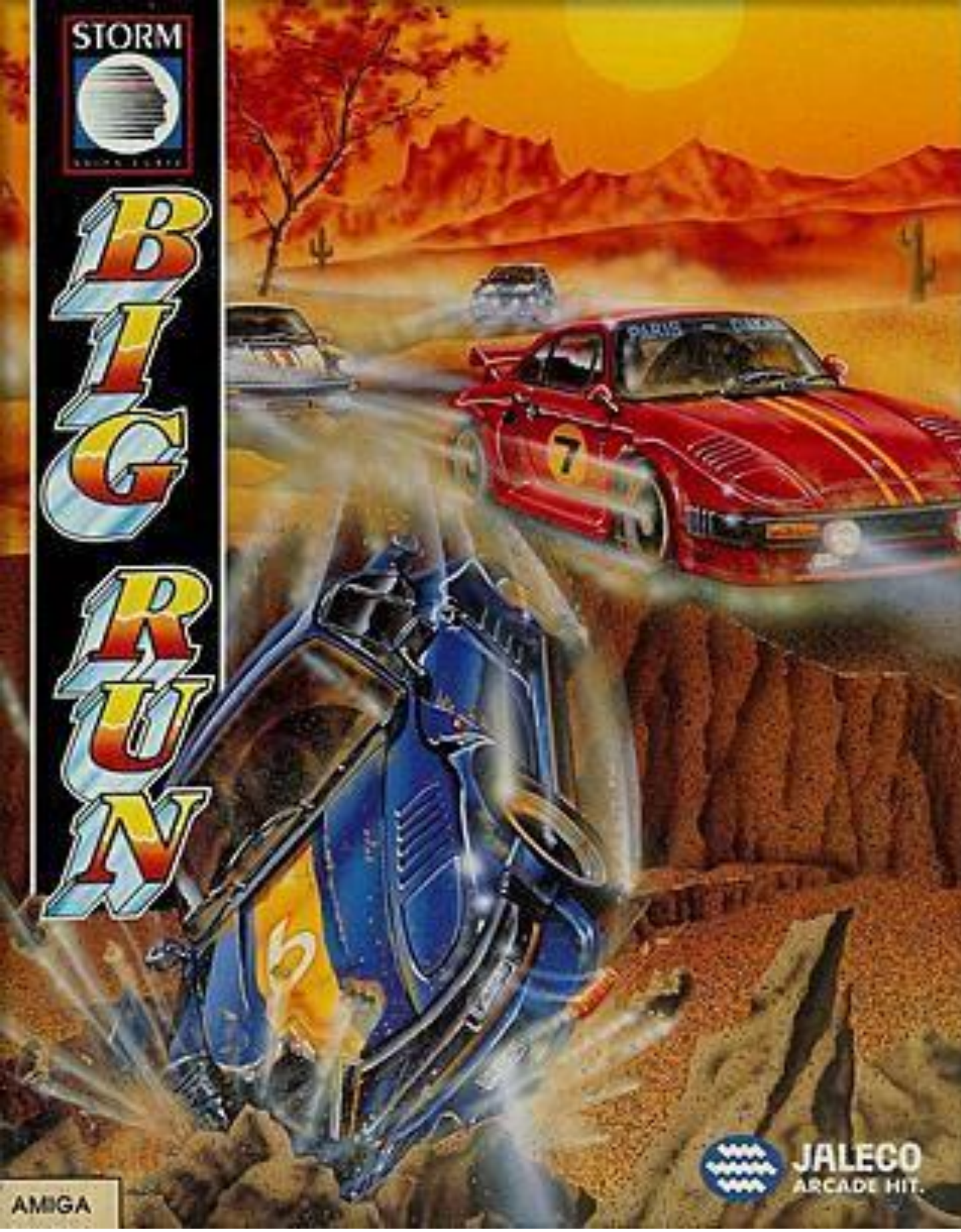
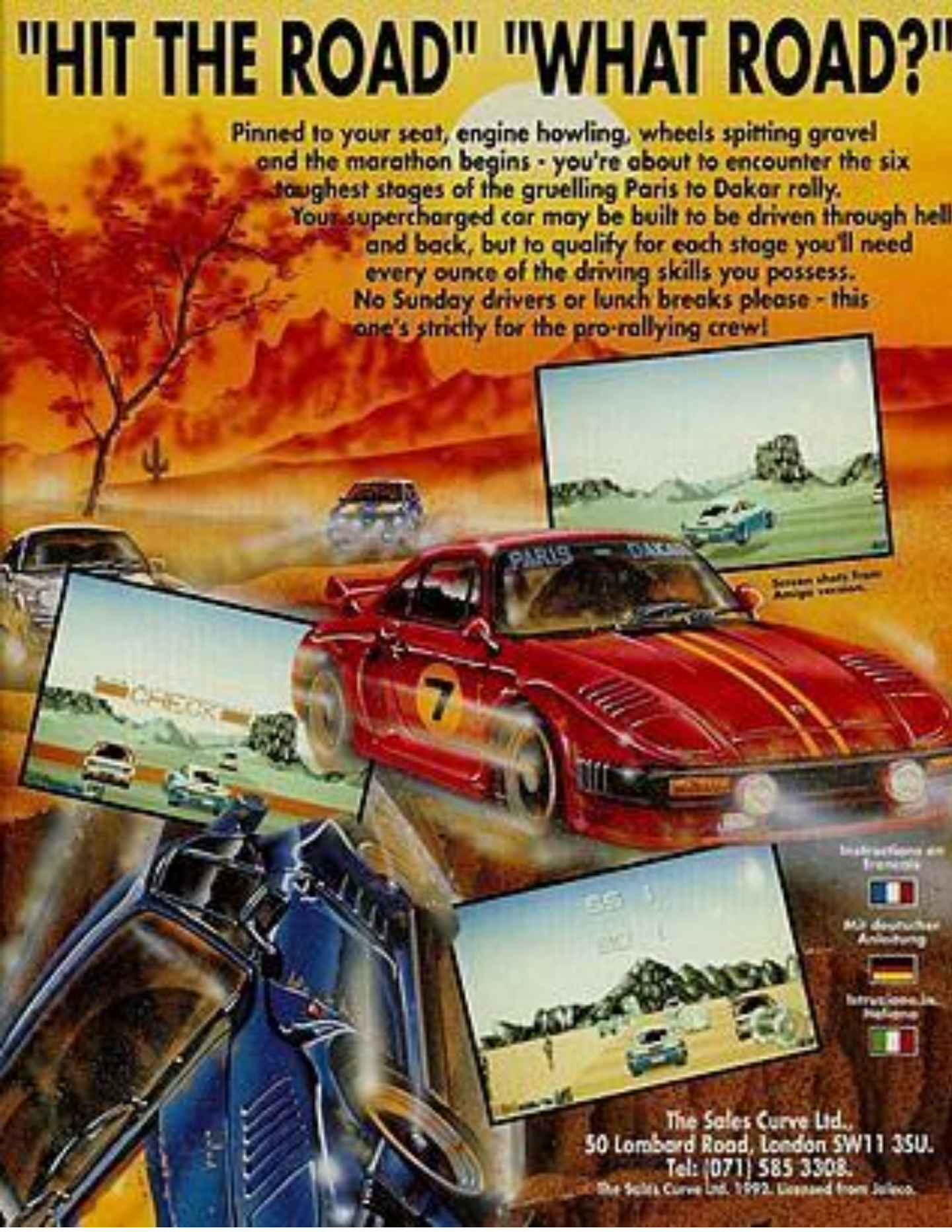

STORM
BIG RUN
PARIS
7
JALECO
ARCADE HIT.
AMIGA

"HIT THE ROAD" "WHAT ROAD?"

Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally. Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew!



Instructions en francais

Mit deutscher Anleitung

Istruzioni in Italiano

The Sales Curve Ltd.,
50 Lombard Road, London SW11 3SU.
Tel: (071) 585 3308.

The Sales Curve Ltd. 1992. Licensed from Jaleco.

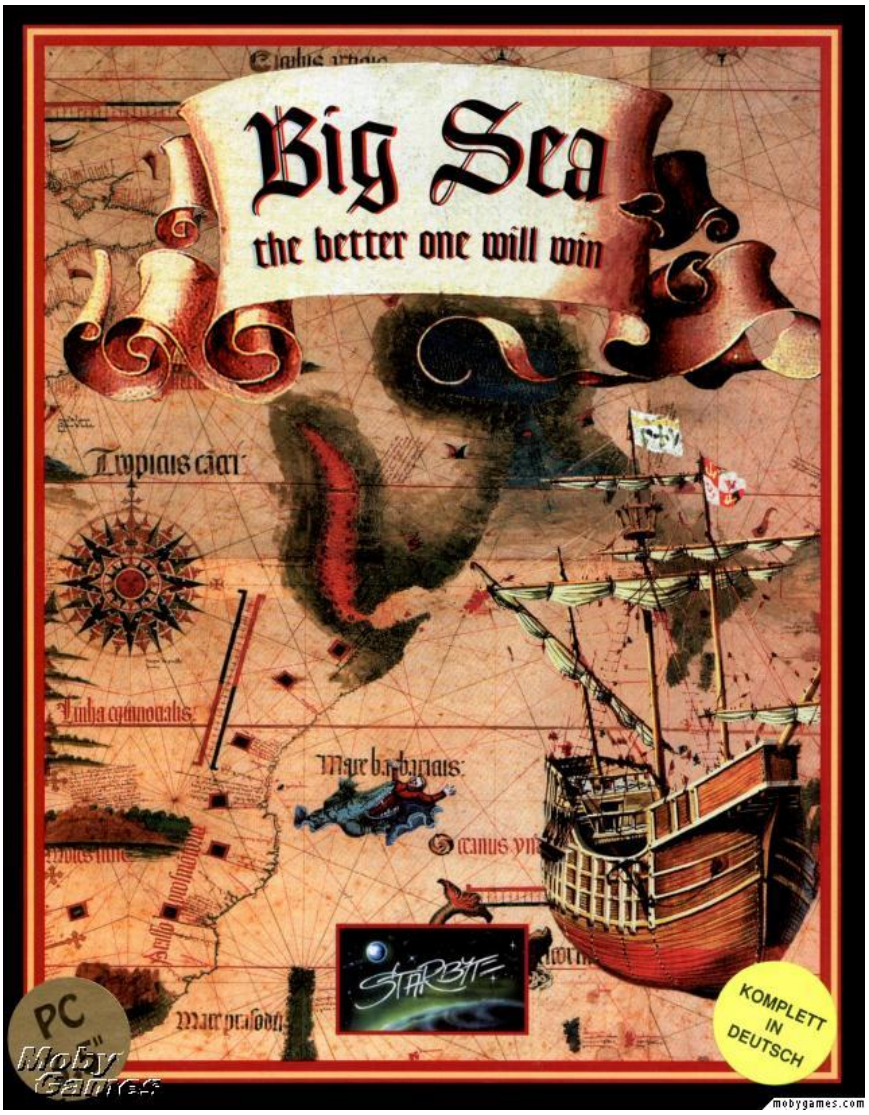
Big Sea (1994)

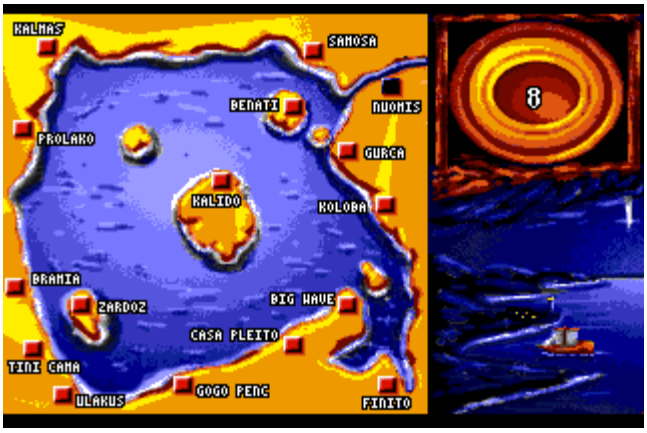
DM 89 Starbyte Software / Dev: Generation

[1/10 –Messy to navigate, dull game, with lots of disk swaps.]

Joker : 65% – ‘Review was in German so couldn’t tell what it said.’

I really didn’t get on with this game. The convoluted menu system, that requires a friggin’ disk swap with everything you do.. But battle through all that and you to can discover the lack of any game underneath. Dull and pointless…erm but got quite ok sounds and music in it.





Bill and Ted's Excellent Adventure (1991)

£24.95 Capstone /
Dev: Off The Wall

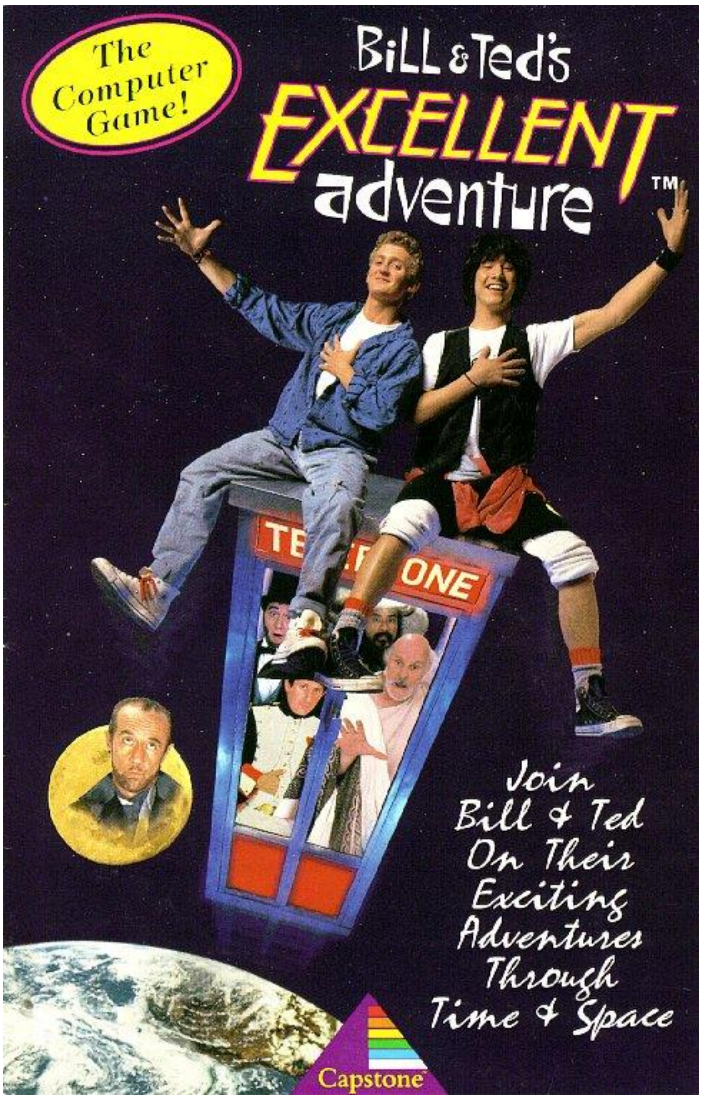
[4/10 – Cute, but with no puzzles or little dialogue. There is little to hold your attention.]

AUI: 80% – 'The game contains digitised shots from the real movie, and four levels of difficulty, with some pretty graphics and lots of whacky situations! Is Beethoven really Val Halen in disguise? How do you get Michael Angelo off the ceiling? How do you get Joan of Arc to cool down while she is burning at the stake, and does Mary Antoinette eat cakes while she is dieting? All this and more will be revealed, but remember for juniors only, Dad must not go near it.'

AP: 58% – 'The whole thing is just too undemanding and unspectacular to merit the asking price. It would be ideal for the younger players, but older dudes really needn't bother – it just isn't excellent enough to really cut it.'

AF: 58% – 'Bill and Ted could have been 'triumphant', as the movie has scope for a radical adventure game, but this is little more than a frantic scavenger hunt.'

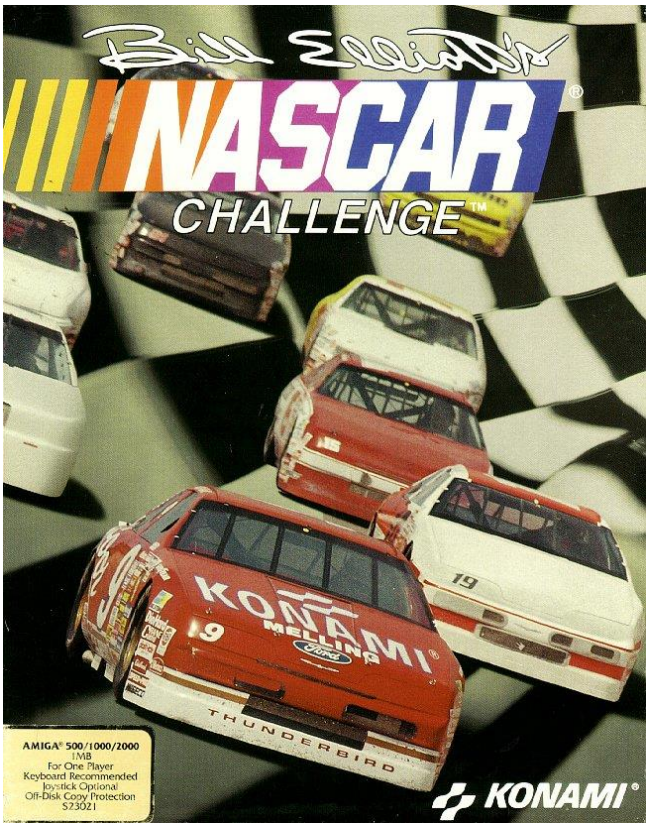
CU: 57% – 'Too easy to compete, for real fans only.



I love the Bill and Ted movies and it annoyed me that pretty much all the games released for the film were for the most part terrible (Gameboy game not included as that was brilliant). This one isn't a terrible game, just far too basic , not only in the puzzles, but the next to no dialogue (to important staples in adventure games) in the game. All in all it makes the game a painfully tedious exercise in making your way through the game… with it missing both challenge, or a world in which to lose yourself in. Young kids might enjoy, maybe, but I doubt. For the rest its only for the nostalgic or daft people compiling an Amiga Game encyclopaedia to play.

Bill Elliot's Nascar Challenge (1991)

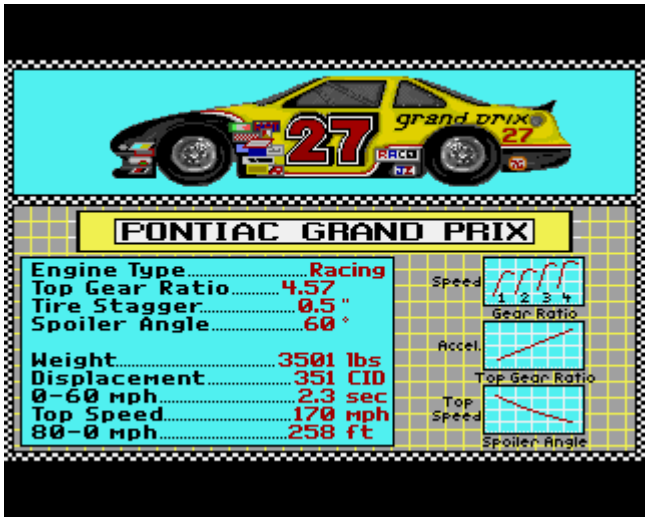
£24.99 Gametek/
Dev: Distinctive Software
[2/10 – Slow and dull.]



AA: 68% – [R] 'The game plays far too slowly to anything close to a feeling of being supposedly the most dangerous racing experience ever. There's nothing here that hasn't been done better before, and no one but the most desperate racing game fanatic will get many laughs from accepting Bill's challenge.'

AF: 50% – [R] 'How does it race? Well like a lot of other average racing games but I couldn't face the 300 laps of some of the tracks – it gets heavy going. The controls works well after a bit of practice but on some circuits it can get a bit tedious because it's so easy.'

Distinctive Software, who had made a name for themselves with the Test Drive 1 and 2 games and 4D Sport driving handled the Amiga conversion of Konami's game. This game is pretty poor, being far too slow and dull to drive. If you have played the Days of Thunder game or 4D Sports Driving you will know exactly what to expect from this (i.e. not a lot). All in all best avoiding this game really.



Bill Elliott's

NASCAR® CHALLENGE™

DO YOU HAVE RACING IN YOUR BLOOD AND ICE IN YOUR VEINS?

Strap yourself into the roll cage of a Chevy Lumina, Pontiac Grand Prix or Ford Thunderbird. Then get ready to go head to head with Bill Elliott and a field of NASCAR's finest.

Every facet of NASCAR racing has been compiled to bring you the most realistic stock car simulation available — speed, acceleration, drafting, slingshotting, handling, aerodynamics and maneuverability. The action is so authentic you'll feel the groove in your fingers.

Push man and machine in practice runs, single races, or in the grueling Championship Season.

Supports Ad Lib™, Sound Blaster™, Roland MT-32™, and Tandy® sound boards.

Konami gives you the truest depiction of NASCAR racing with bit map scaling that provides the most detailed images available.

Konami® introduces the only NASCAR® endorsed stock car simulation that turns your disk drive into a pit pass to the most authentic racing environment available. Co-designed by Winston Cup Champion Bill Elliott and Distinctive Software™ — developer of Test Drive™ and The Duel™ — this is a test of your mettle and milliseconds on the banked ovals of six official, perfectly scaled NASCAR tracks like Daytona, Talladega, Bristol, Darlington, Michigan and Atlanta. Or the two twisting road courses of Sears Point or Watkins Glen. All with bit map graphics plus a scaling technique, creating graphics so detailed you can actually read the car's make when you go bumper to bumper.

On-screen statistics tell you course length, maximum banking and the total number of laps in each race. With this vital data, adapt your car to each unique track by adjusting gear ratio, transmission, spoiler angle and tire stagger. Depending on whether you're racing or qualifying for pole position, you must also decide which type of engine to use. But "dial in" your car carefully. One miscalculation could send you reeling into the wall.

When you think you have the right stuff, drop the hammer on NASCAR's finest field of racers — including Bill Elliott himself — in single races or compete for the Cup in the Championship Season.

For 1 player.

KONAMI®

You can win it or lose it right here. Choose between seven different maintenance options and watch as your realistic pit crew scrambles to save seconds.

The VCR mode has the most comprehensive instant replay system, allowing you to tape and play back the race action from six camera positions (with zoom) including the never before seen tower perspective with fluid horizontal/vertical movement. You can even view the action from the competition's eyes. All of which can be seen in slow motion or frame by frame.

Actual game screens from an IBM® PC/VGA version; other formats may vary.
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0 83717 25021 0

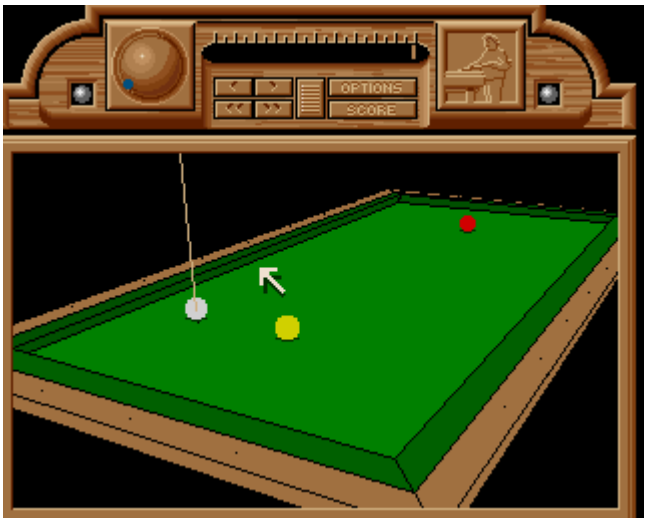
Moby Games
mobygames.com

Billiards Simulator (1988)

£19.95 ERE International

[3/10 – Rudimentary Billiard simulator.]

ACE: 819 / 1000 – Billiards simulator is a very competent piece of programming, and is very enjoyable to play. Well worth having a look at if you are interested in sport.'



YA: 42% – 'There is a whole host of other parameters that can be altered to tweak the game as you see fit. These include adjusting the gravity of the balls ranging from the Moon to Jupiter. All these options are very nice but I can't see anyone using them after a bit of initial experimentation. Billiards with no pockets on the table and in Martian gravity! Don't call us, we'll call you.'

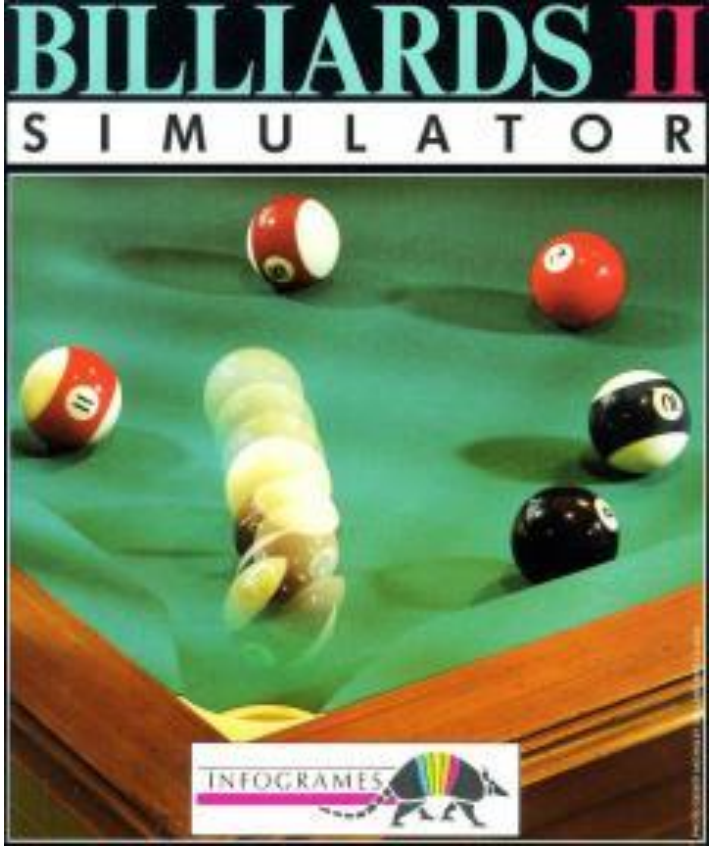
AC: 35% – ‘The graphics are reasonably good, particularly on the menu screens, and there are recognizable effects and an excellent jazz piano soundtrack which plays before the game. But they don’t make up for the poor gameplay and lack of realism.’

Man I love the intro music on this game. On starting the game though it all went horribly wrong. The first thing that struck me is the missing something from the table, six in fact, being the pockets. A quick Google search later told me that there is a variant of Billiards played on a “Carom” table that has no pockets. One scores by getting the cue ball to glance off one object ball onto another. This is different from pocket billiards table (the one I knew) where object balls must be hit into the pockets. All in all this makes for a really dull game to play. The overall mechanics aren’t too bad and if you are a huge fan of “Carom” Billiards as opposed to normal billiards then go knock yourselves out with this. For me however I will stick with Jimmy Whites snooker, thank you very much, I like my pockets ☺.

Billiards Simulator 2 (1991)

£25.99 Infogrames

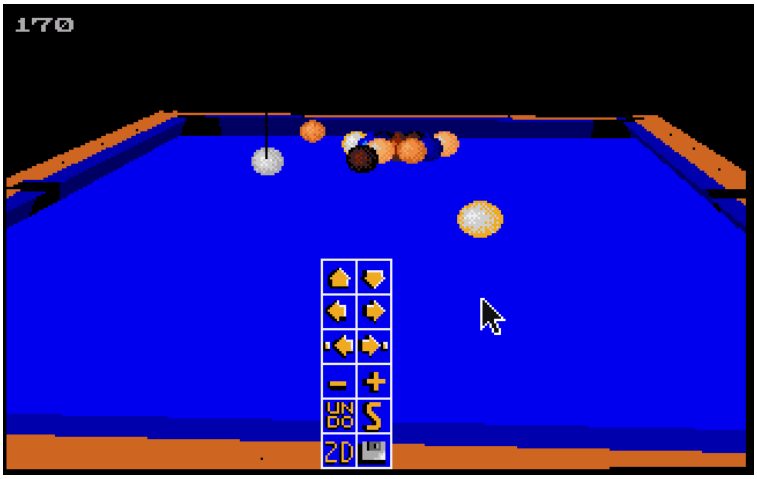
[6/10 – Competent Billiard simulator..]



AA: 75% – ‘It’s pretty easy to sum up Billiards II. If you like Billiards and Pool then you will love this. The 3-D view makes the game very attractive and extremely realistic. But unfortunately this game won’t appeal to everyone, and the more blood thirsty among you will probably find it very boring. For the more placid games player.’

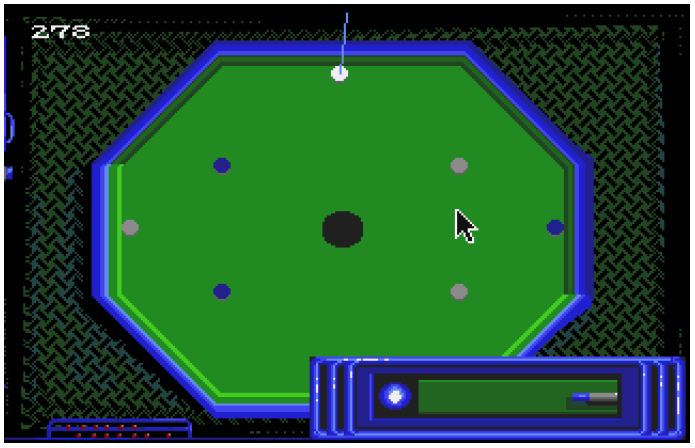
CU: 70% – ‘Here you are given a choice of three types of games: French Billiards, which uses three balls; American billiards, a 15 ball game; and futuristic billiar.ds, basically a couple of fun games played on odd-shaped tables.’..[sic]…’On the ball billiards sim which will test your skill.’

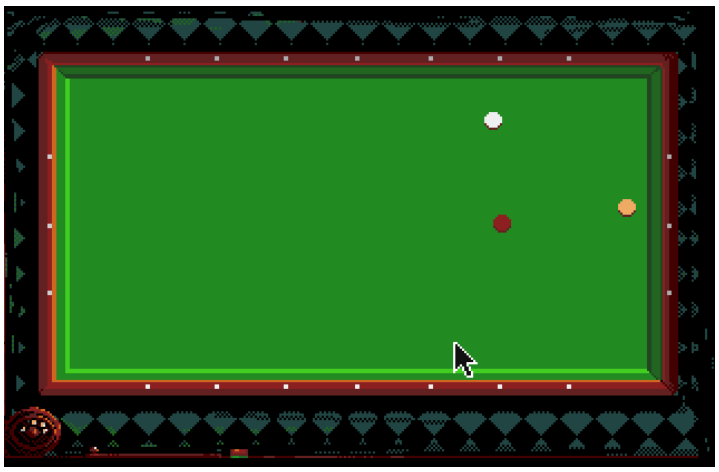
AF: 58% – ‘looks rather scrappy and dated next to Virgin’s somewhat slicker product.* If you have to play a game based on the old ‘green’ table, it has to be said that Jimmy White’s your man. The variety and options offered here can’t compensate for Jim’s class.’

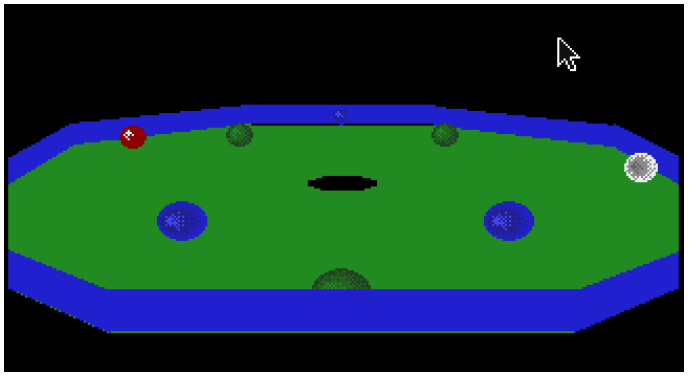


AP: 47% – ‘Might just about be okay if there weren’t any other 3D pool/snooker games around. But there are, so it’s not.’

GX: 3.5 / 5 – ‘If you are looking for a nice relaxing game with something slightly different thrown in then this is definitely the game for you.’







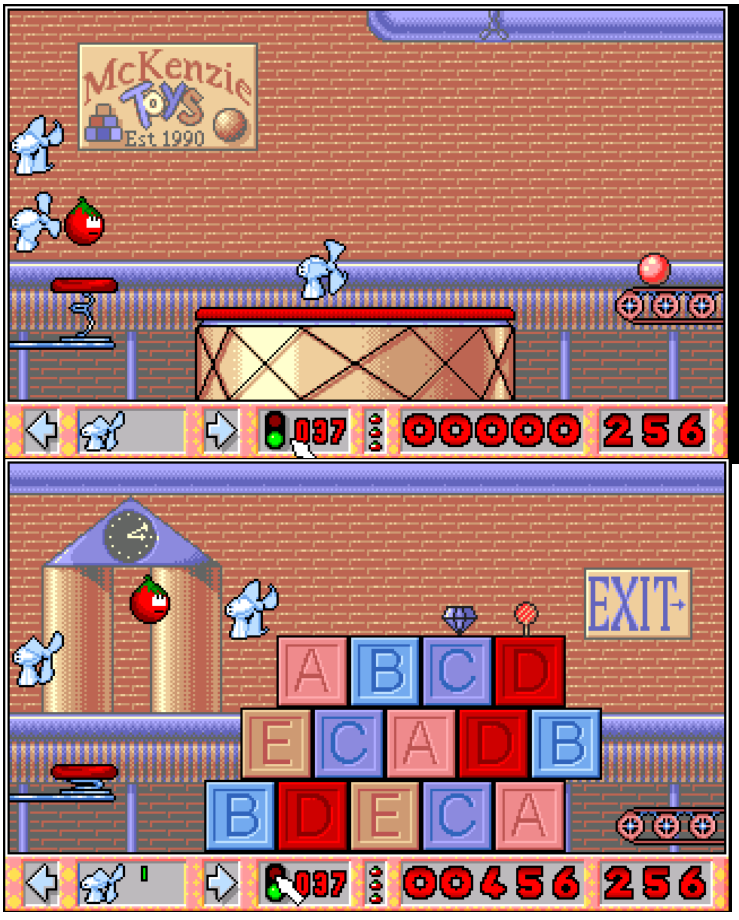
The problem is that by September 1991, the World had seen Jimmy Whites Whirlwind Snooker by Archer Maclean. So against that, this game is incredibly crude to look at and play. Which is a shame as it does a reasonable, no frills, game of billiards with three different variants (French Carom, American Pockets Billiards and Futuristic hexagon tables). So if you love the game of Billiards over Snooker or Pool, or simply curious to give Billiards a go, then this is worth a whirl. For the rest of us best to play better table games like Jimmy Whites.

Bill's Tomato Game (1992)

£25.99 Psygnosis

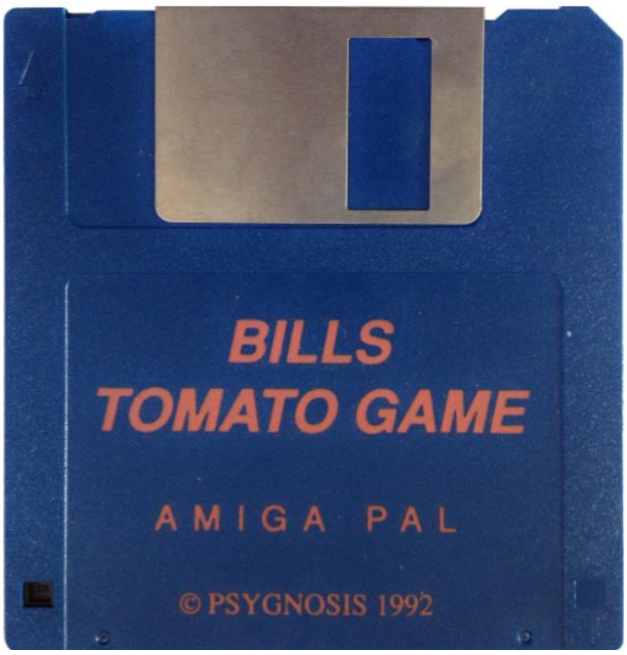
[7/10 – Fun, original puzzle game.]

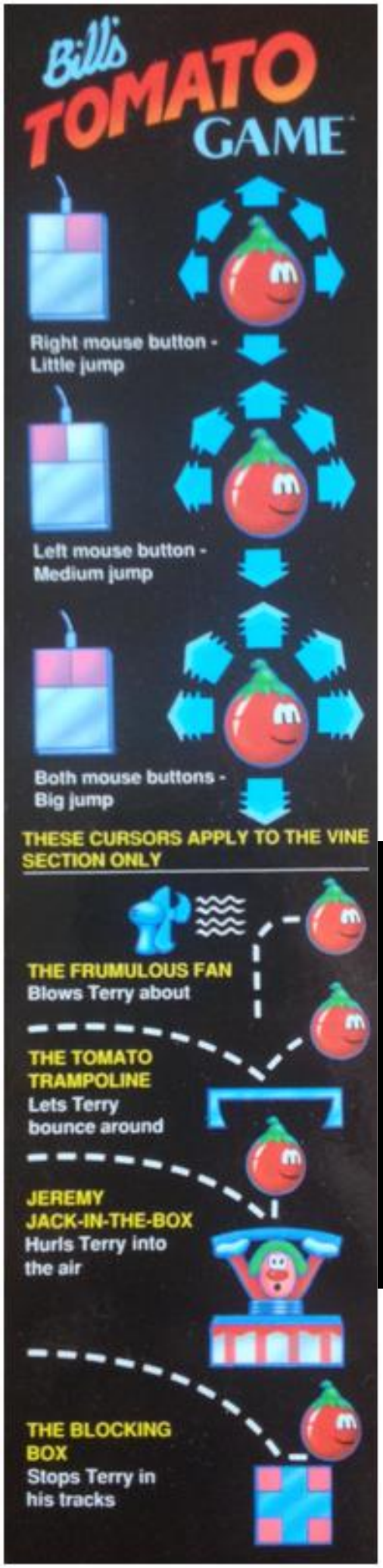
AUI: 90% – 'BTG is a surprisingly addictive game. There are lots of nice amusing additions to finish off the rough edges, including some really nasty ways to die. Maybe the music will get on your nerves but if it does, it's easily switched iff. And there is a password system to save a shred of your sanity. Destined to become a cult classic.'



AF: 88% – 'Altogether, Psygnosis have managed to do something original once again. There's no chance of this ever being as successful as Lemmings, but for many an hour of taxing distraction you could do much better than this.'

AA: 88% – 'Bill's Tomato Game is certainly a strange little title and one which provides a much needed injection of originality into the puzzle genre while we all desperately wait with baited breath for Lemmings 2. Bill's Tomato Game is great fun to play and doesn't suffer from the high boredom level which most puzzle games suffer from when tou come unstuck. This really is a case of forcing yourself to have one more go at that frustrating last level. It's ripe and ready for you to pick.'

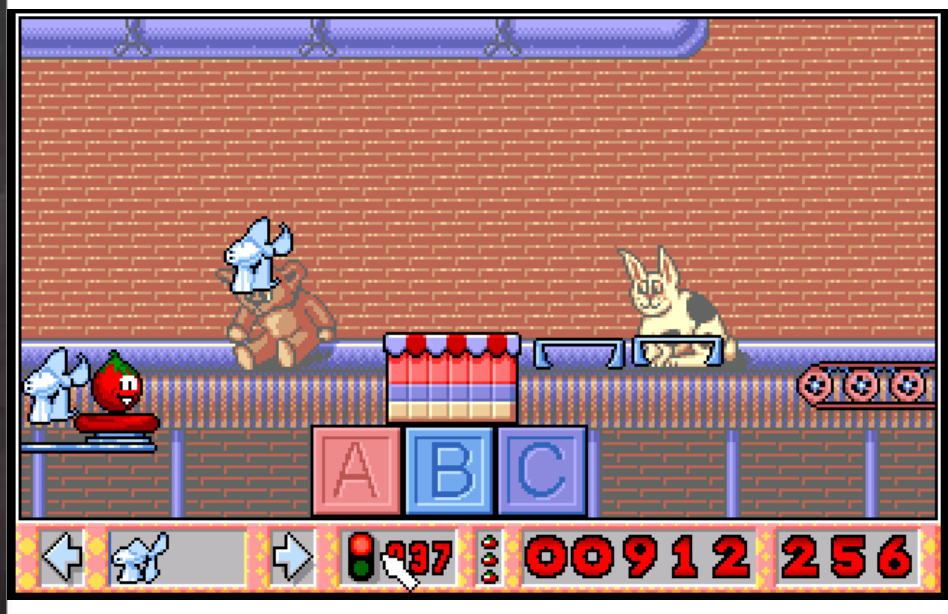




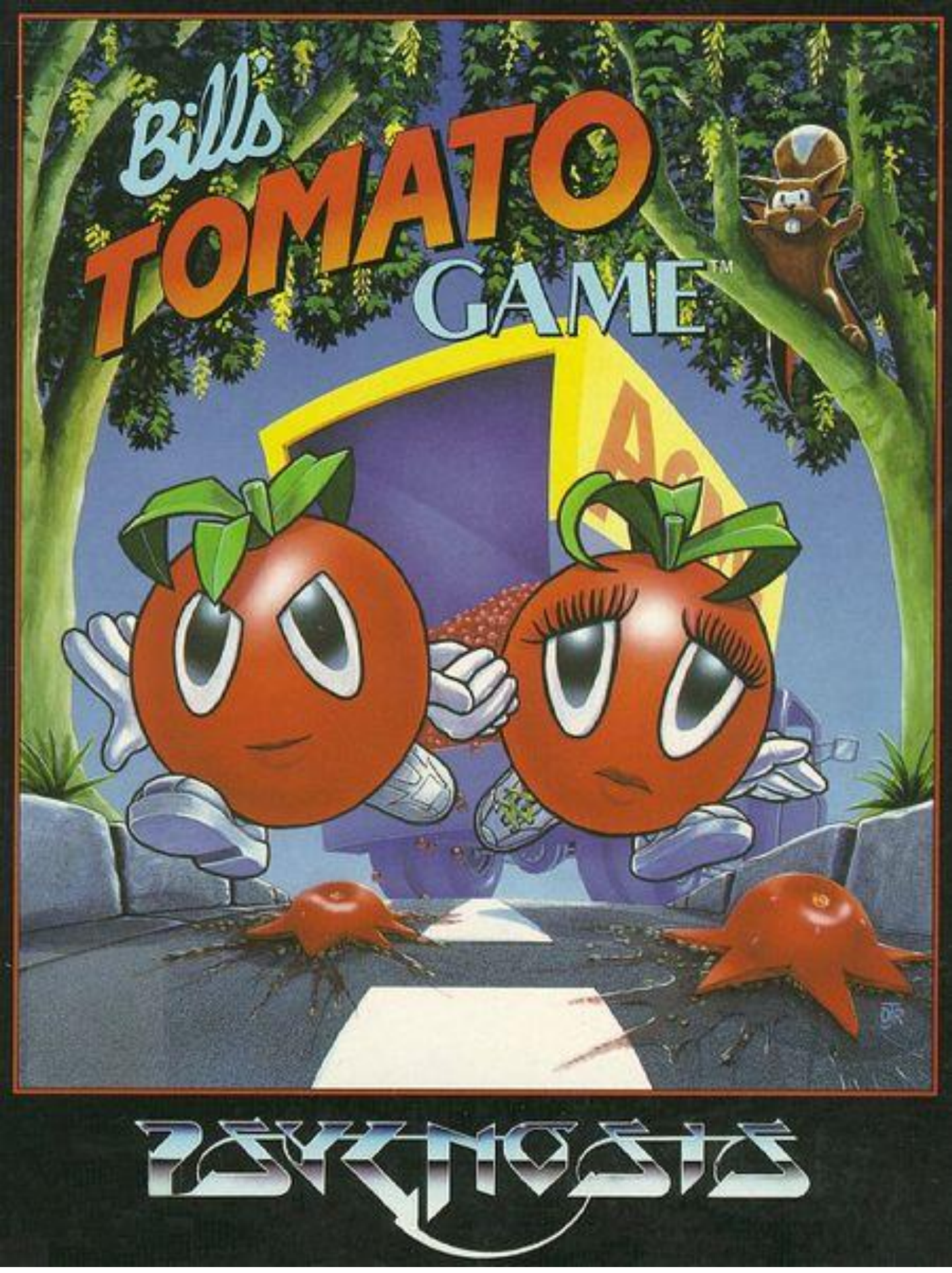
O: 82% – 'I wasn't expecting much from Bill's Tomato Game so it is with some surprise and a great deal of pleasure I can report that, although it doesn't rank as one of the best puzzle games ever, it still is a fine, fine game.'

AP: 81% – 'If you liked Lemmings, and you're looking forward to Lemmings 2, then you're sure to like this. Puzzle games need new ideas to make them interesting, and this has got plenty.'

AC: 80% – 'So is Bill's Tomato Game any good? Well, yes and no. Yes, because of the original idea, the great graphics and delightful little tune. No, because after a while it does get a bit monotonous and a little boring.'



Named after Psygnosis employee Bill Pullan who did the Aquaventura game and went on to do Mace Griffin : Bounty Hunter and the MotorStorm games for Sony and still works at SCE (Sony Computer Entertainment). In this game you play Terry the tomato and it has you place a variety of objects on the screen to help Terry arrive safely to the exit at the other side of the level. Once you feel you have everything in the right place, then you hit the traffic light button and see if you have helped Terry the Tomato one step closer on his journey or turned him into ketchup. I really like this game, there is a password system and so you seldom get frustrated and it can get quite a brain teaser as the levels progress. One game this does remind me of is the PC game “Impossible Machine”. Still if you like puzzle games then this is a real beauty and one that would make a great little touch screen game on phones and tablets.


Bill's
TOMATO
GAME™
PSYGNOSIS

Bill's TOMATO GAME™

Meet Terry & Tracy, an everyday pair of walking, talking tomatoes caught up in a totally unfeasible tale of rivalry, evil squirrels and mystical lands... oh and, erm, love!

INGREDIENTS

Tracy and Terry are the cream of the tomatoes. Apart from being particularly ripe and squashy specimens, they're both in love and determined to escape from the lorry taking them to the Purée factory so they can run away together and get married.

And so, after being hurled into the back of the delivery truck, they make their move, slipping quietly out of the back and squopping (animals hop, tomatoes squop!) away to happiness. Whatever could go wrong???

Well, as it happens, lurking in the trees along their path, an evil squirrel was eyeing up Tracy's plumb form and decided to take her for his own. Just as the two love birds were passing by a tall vine, the squirrel struck, whisking Trace away from Tez and carrying her away to his vine-top abode.

Terry saw red. His skin puckered and his little crown of leaves trembled with anger. So, off he dashed in pursuit of the rascally rodent to win back his sweetheart...

And you thought tomatoes couldn't climb trees!!!

Tracy et Terry Tomato sont amoureux - le problème c'est qu'ils se trouvent à l'arrière d'un camion qui les amènent à l'usine de purée! Ils s'échappent donc en sautant du camion et ont l'espoir de vivre heureux loin de tout. Cependant, leur bonheur tourne court lorsque un méchant écureuil enlève Tracy et l'emmène dans sa cachette haut perchée. Et donc Terry part en poursuite...

Tracy und Terry Tomato sind verliebt. Eigentlich kein Problem - nur daß sie in einem LKW auf dem Weg zu einer Ketchup-Fabrik sitzen. Nach einem beherzten Sprung von der Ladefläche des Lastwagens hoffen sie auf eine gemeinsame glückliche Zukunft. Ein böses Eichhörnchen entführt Tracy auf den Gipfel einer Weinrebe und Terry startet mit seiner Verfolgung...

Tracy e Terry Pomodoro sono innamorati - il brutto è che sono anche su un camion che li sta portando alla fabbrica di conserva! E quindi se la svignano alla chellichella, scivolando giù dal camion e dandosi alla fuga, verso la felicità. Lo loro felicità è, però, di breve durata, quando un malvagio scoiattolo rapisce Tracy e se la porta nella sua tana sopra la vigna. Ed ecco che Terry si lancia alla riscossa...

For best before date - see base **95g e**

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PSYGNOSIS

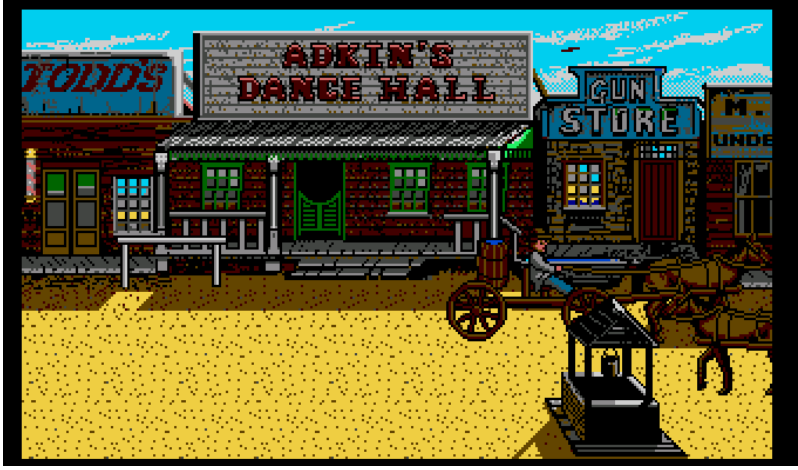
Bill's TOMATO GAME™

More Puzzling than a Picasso!
Crazier than a Cabinet Minister!!
Saucier than a Bull in a Blender!!!
Meet Terry & Tracy, an everyday pair of walking, talking tomatoes caught up in a totally unfeasible tale of rivalry, evil squirrels and mystical lands . . . oh and, erm, love!
Over 100 levels, puzzles galore, 45 tunes, more than 2MB of graphics!
Ketchup with Bill's Tomato Game at your local games store now!

PSYGNOSIS

Billy The Kid (1991)
AKA Legend of Billy The Kid

£25.99 Ocean /
Dev : Level 9 Computing
[1/10 –simply a really bad game.]



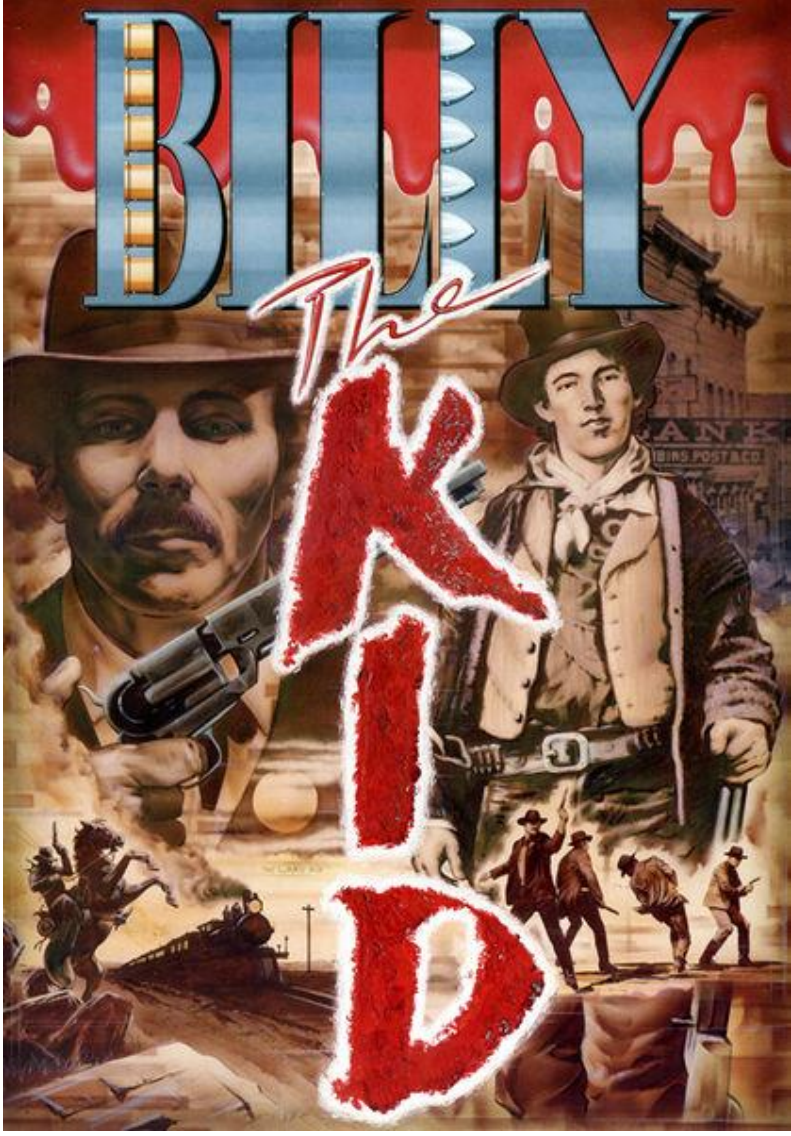
Man this is a terrible game. The first thing that strikes you is there is about 4 disk swaps just to start the damn game. Then you choose your fighter and endure even more disk swaps… Then after walking painfully slow around different locations you decide the game is total junk and put it in its amazing box art. It such a shame as the graphic are nicely done and the sound.. Its just the important bits.. The game play and slowness of it all that turns this all into a painful experience.

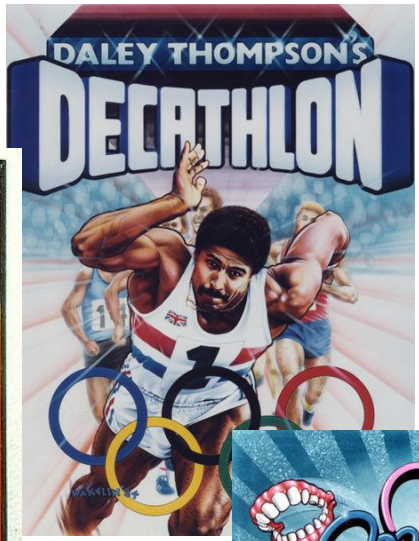
Incidentally the box art work by legend **Bob Wakelin** who is credited with the fantastic Ocean logo and some of the most fondly remembered box arts. The Billy the Kid box was Bobs favourite of all his art works.

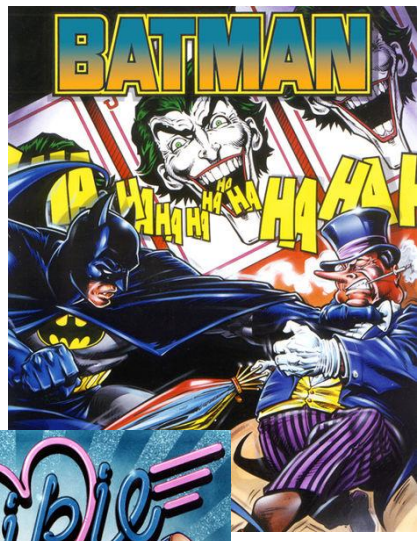
It was just a pity the game was terrible,

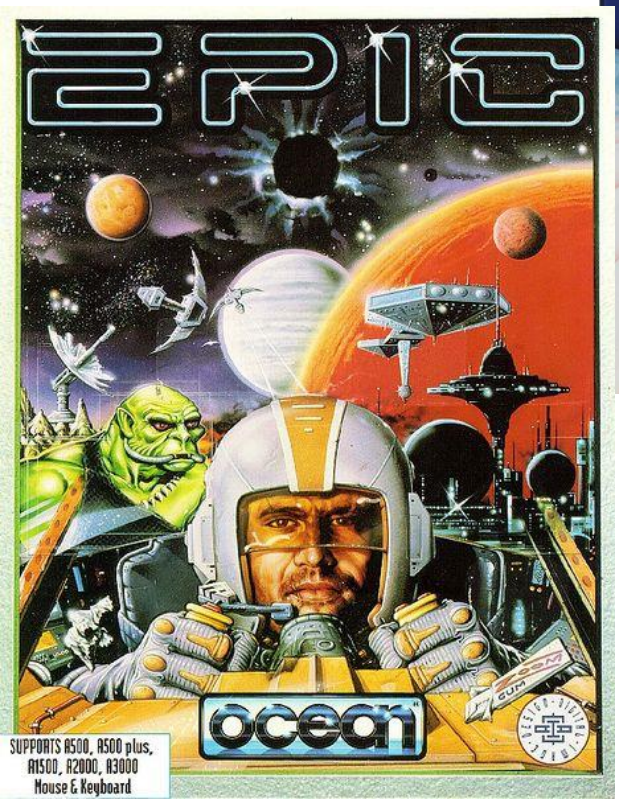
"A couple of times the guys at Ocean said to me 'Look Bob, this game really isn't very good so we need an extra special cover.'

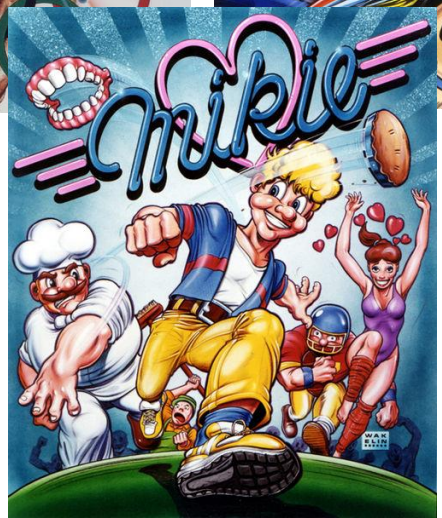
I suppose I should feel guilty for it."
- Bob Wakelin











BILLY The KID

"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF, OR HIS EX-BEST FRIEND, SHARP SHOOTING, LAW ABIDING PILLAR OF THE COMMUNITY, SHERIFF PAT GARRETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS SHOWDOWN - **BUT THAT'S JUST THE WAY OF THE WEST.**

ocean

ATARI ST
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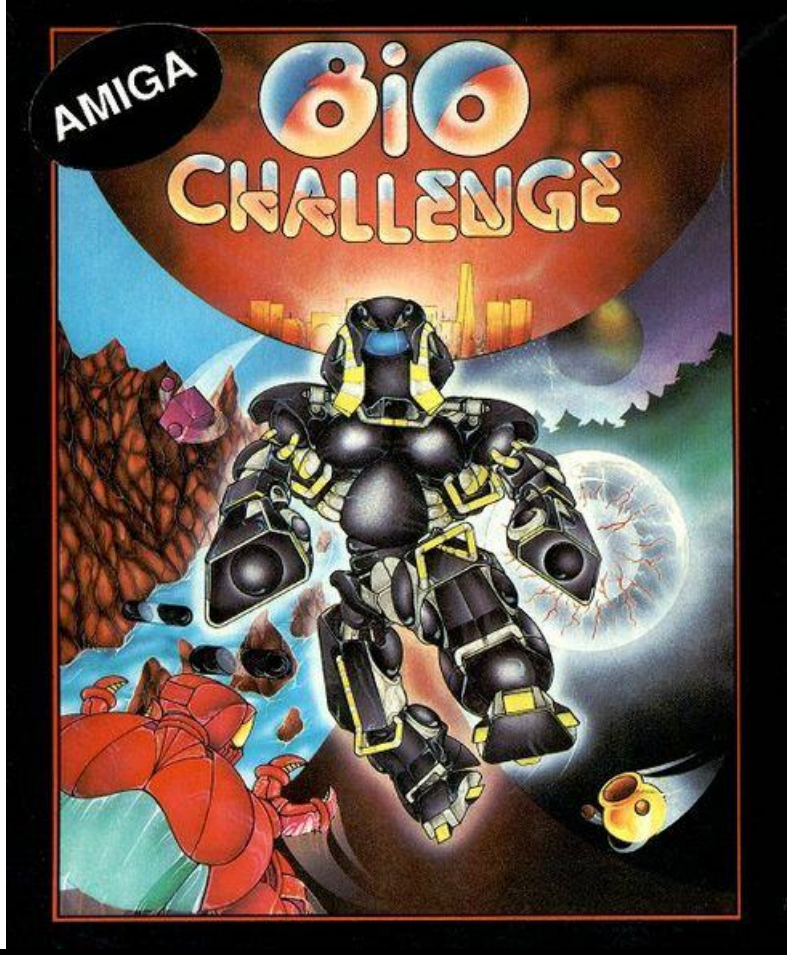
Bio Challenge (1989)

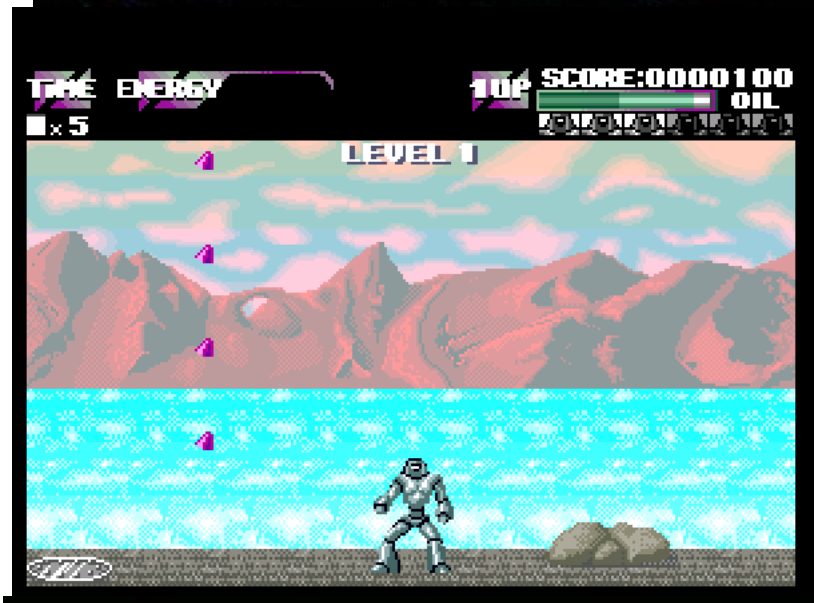
£25.99 Palace Software /
Dev : Delphine Software

[6/10 –Slickly done original shooter/non shooter, that you will either love or hate.]

ACE: 919 – ‘This strategic shoot-em-up – but without the shooting – sounds a lot more complicated than it actually is. Once the mode of play becomes familiar the action proves extremely addictive, the game is nicely balanced to provide a continual challenge.’

CVG: 88% – ‘Fabulous music, unusual gameplay and exotic graphics make up for a basic lack of variation in the gameplay. Addicts of arcade adventures with the accent on tactics rather than the trigger-finger should find this a challenge worth meeting.’





ZZ: 84% – ‘Far off in the future, mankind is becoming weaker with every generation as their gene structures struggle to keep up with the environment. A race of robot frames with human brains are the only hope for the future. At present they’re undergoing rigorous testing in the bio challenge. The special test dimension consists of six levels, each of which can contain up to six planets. Your objective is to collect four pieces of an amulet, obtained by destroying enemy robots, by crunching them by dropping a power slab onto them. Once this has been done a special guardian must be destroyed (using ammunition collected on previous levels) to allow access to the next level.’

O: 82% – ‘The first impression that Bio Challenge gives is of being merely well presented and not much of a game, but a few minutes work is rewarded by the first nipping bite of addiction.’

CUSR: 75% – ‘Bio Challenge is definitely worth a look. It isn’t the most absorbing game you’ll have ever played, and there might have been just a little bit more to do. It’s nevertheless an impressive release, and it’s quite the cutest post holocaust game I’ve seen in a long while.’

This is **Paul Cuisset’s** first game on the Amiga. He would go on to do Future Wars, Operation Stealth, Cruise for a Corpse and Flashback games. It also featured **Denis Mercier** on graphics and **Jean Baudlot** brilliant music (both would work with Cuisset on many of his games including Flashback.

Therefore with such a high pedigree of developers it is interesting to see how they started out. This game is weird but at the same time compelling , with game mechanics that completely flies in the face of standard shooters prior to this game and since. As much as I commend a game developer trying something new, in this instance I personally didn’t feel it worked and instead had wishing they had stuck to doing a traditional blaster. In summary, I know there is some who adore this game and whilst I am not one of them, I can see why there are others that do. This is definitely a Marmite game and worth you giving some time to it, to see which way your bread is buttered.

BIO CHALLENGE

For
Atari ST
Amiga

DELPHINE
SOFTWARE

PALACE SOFTWARE

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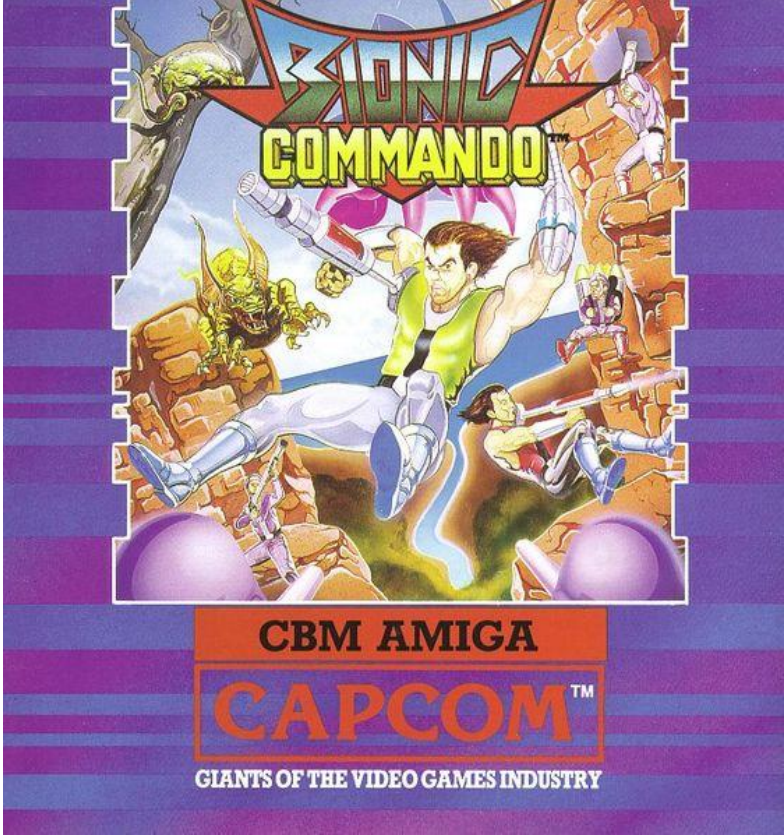
Bionic Commando (1988)

£24.99 Go! [US Gold] /
Dev : Software Creations
[4/10 –poor conversion, of an over rated arcade game. Nice music though.]



ZERO: 81% – [R] 'As well as blasters and bombs this short-arsed commando also has a bionic bit, Nah, stop laughing you cheeky gits – it's his arm and it can be used as a sort of rope and grappling iron to get onto higher platforms. (Much like the caped crusader in his later game.) Still, it's not really my cup of tea – challenging and popular in its time, but not for me, though.'

CU: 80% – [R] 'It's very fast. The only real problem is the scrolling. Unlike the lovely 64 version, the Amiga game uses the dreaded push-flip-scroll. But hey, when you've got a game as good as this one, who care?'

AUI: 8/10 – 'Despite its quirks, Bionic Commando is really excellent fun. It can be quite frustrating at first but stick at it and you will be glad you did. For it possesses the quality of first rate gameplay that will bring you back to it again and again.'

CUSR: 7/10 – 'It has to be said that Bionic Commando has been translated really quite well from the coin-op. The graphics are close, but not that impressive in their own right (the coin-op wasn't too impressive in the first place). The scrolling seems to have been a botched job. Rather than continuous scrolling, keeping the main sprite in the centre, it works on 'walk a bit-scroll-walk a bit-scroll' technique that can at times be quite infuriating. In direct contrast to the average graphics, the sound has to be some of the best I've heard on the Amiga so far. There is no FX, but each level has it's own tune, and level one particularly has a wonderful jolly bit of salsa featuring some excellent instrument samples. In terms of gameplay BC isn't the most rewarding game I've played, but it's still enjoyable enough to hold your interest for a good while to come, as 'just one more go' addictiveness is certainly in evidence.'

AF: 81% – [R] 'A classic coin-op comes crashing to Earth. Basic sprites, glitchy control and crushingly twee music conspire to ruin a good platform/combat game. It strangely draws the interest though, in the way many really duff games do.'

ZZ: 35% – 'Play the C64 version if you can, but if you can't, that's still no excuse for wasting money on the Amiga version.'

AP: 30% – [R] 'Terminally flawed conversion that isn't worth considering unless you're a real masochist. More of a Chronic Commando than a Bionic Commando.'

Terrible arcade conversion, that is actually inferior to the 8bit versions. Interestingly the coder of this (**David J. Broadhurst)** went on to do Assassin on the Amiga for Team 17 and did the mightily impressive Bubble Bobble, so it wasn't through lack of skill..One suspects this was rather a rushed out game and it shows. As mentioned in the reviews the only saving grace is the music.

Original arcade graphics for comparison.

BIONIC COMMANDOS

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Biplanes AKA Salmon-Pink Max (Ozone Friendly Version) (1990)

£FREE Public Domain /

Dev : Peter Mason

[8/10 –Simple, Free and a brilliant 2 player game.]

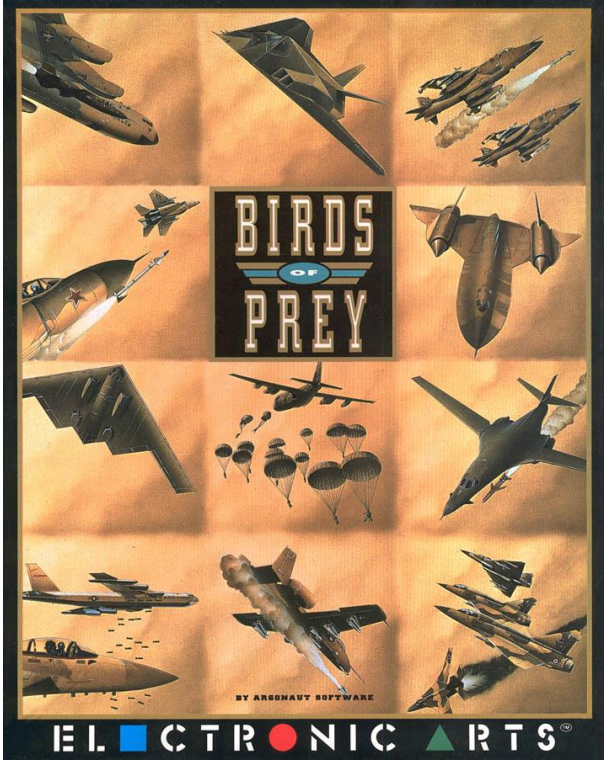
I have given it the name that most people remember it a, which is Biplanes. Salmon-Pink Max was actually the sequel...Both games were identical apart from the sequel allows you to play the computer and the original was only two player.

The game itself is simplicity itself.. Basically an update of Combat on the Atari it has you control a biplane with the express purpose of shooting you opponent out of the sky. That is it pretty much, but man is it addictive and as a two player game will soon have you and your opponent screaming at each other, as friendship is forgotten and competition takes over. I love this game.

Birds of Prey (1990)

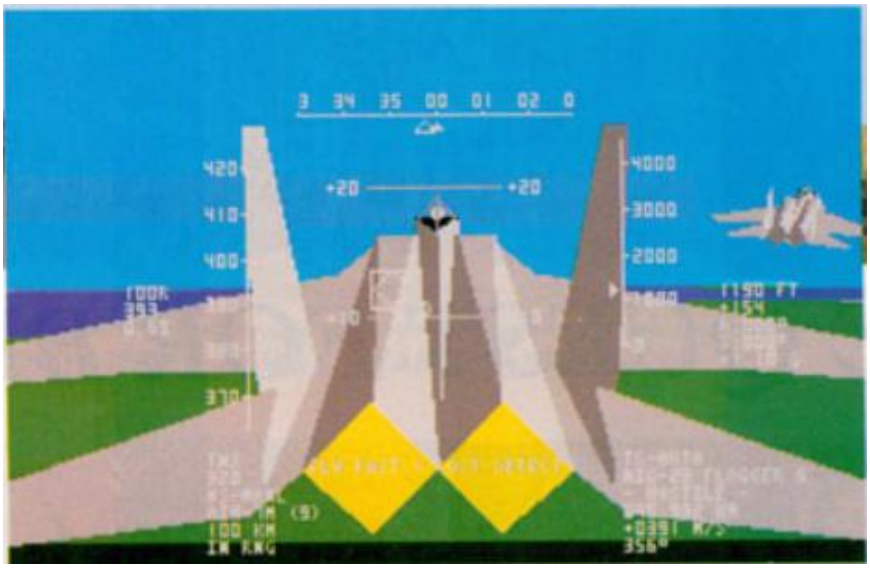
£34.99 Electronic Arts /
Dev : Argonaut Software

[7/10 – Ambitious game. Too ambitious for the Amiga though. Best to play it on PC.]



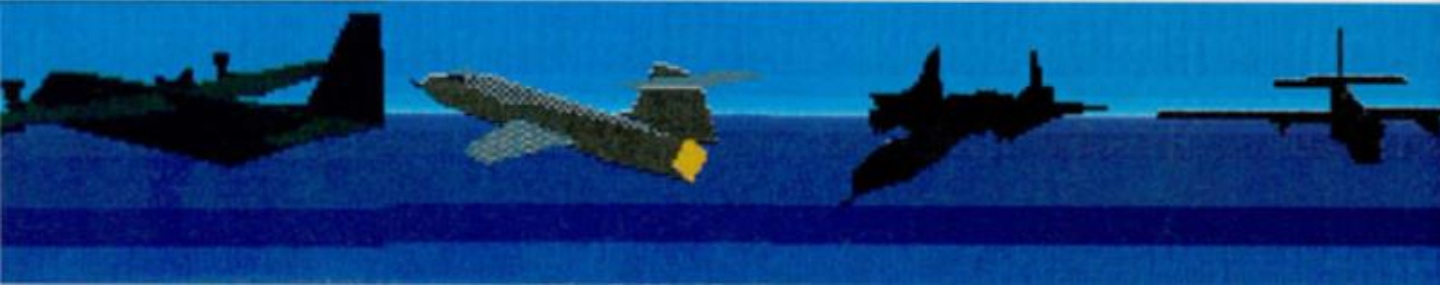
CU: 94% – 'takes flight simulators about as far as they can go on the A500. You'll certainly not be stuck for choice with this sim. A game you must not miss.'

AC: 94% – 'easily the most addictive and playable flight game on the market. Realism buffs will be advised to go for Flight of the Intruder or ProFlight, but those of us born with the need to stuff Mavericks down the throats of computer-generated bad guys will lap up this game like a starving cat and bowl of catnip-flavoured cream.'



Zero: 90% – 'may be as hard to get to grips with as climbing Mount Everest with an anvil sellotaped to your forehead, but strangely enough that's part of the fun.'

AF: 88% – 'There is so much in Birds of Prey that flight-sim fan could disappear for weeks. Campaign scenario works well, the background detail is very strong and the variety of planes is, of course impressive in the extreme. Graphics are strong, especially the planes themselves, and the levels are set so that both beginners and hardened pilots can have fun. Letting it down is the frame rate. The graphics aren't smooth enough and there is an annoying jerkiness. It might be understandable, but it isn't forgivable. The lozenge control system would work so much better if the update rate was better. As it is, they combine to be irritating at the moments when you need to be clear-headed and quick.'

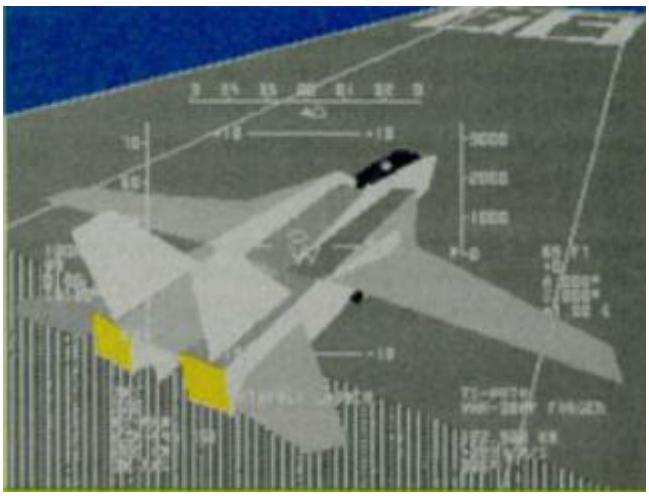


O: 90% – ‘has much to offer aircraft enthusiasts who want an opportunity to ‘fly’ more exotic types of plane, but the rest of us will find more enjoyable fare elsewhere.’

AA: 86% – ‘Birds of Prey is the most thorough flight sim out today. Everything related to air combat is included in depth and detail. It manages to create the computerised, dehumanised, feel of modern air combat extremely well. The downside of this means that it is complicated and definitely not something for the casual player who doesn’t want to spend hours reading the manual.. My only complaints are that 30 routines are jerky when you have the detail turned up and to have a chance of controlling the plane you MUST use an analogue joystick. Any flight sim fan should buy this.‘

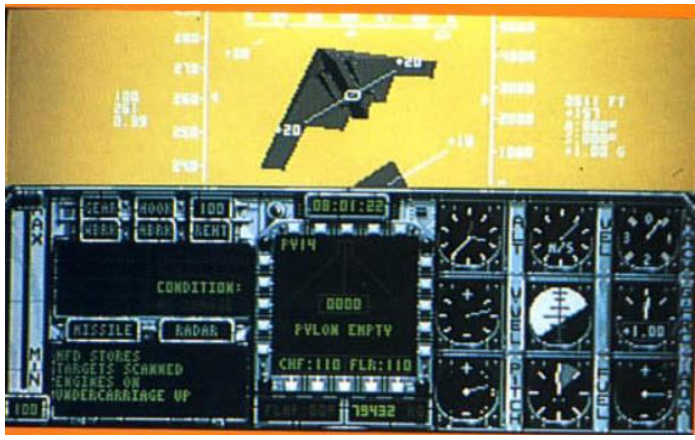
AP: 81% – ‘Certainly the most complex flight sim to date, and quite possibly the most enjoyable to play – it’s virtually guaranteed to hold your attention for months. But, at the risk of labouring the point, those darn jerky graphics will ruin it for many.’

GX: 4 /5 – ‘Overall it is a superb release which will appeal to the more experienced flight buff with many hours of computer flight time under their belt.’



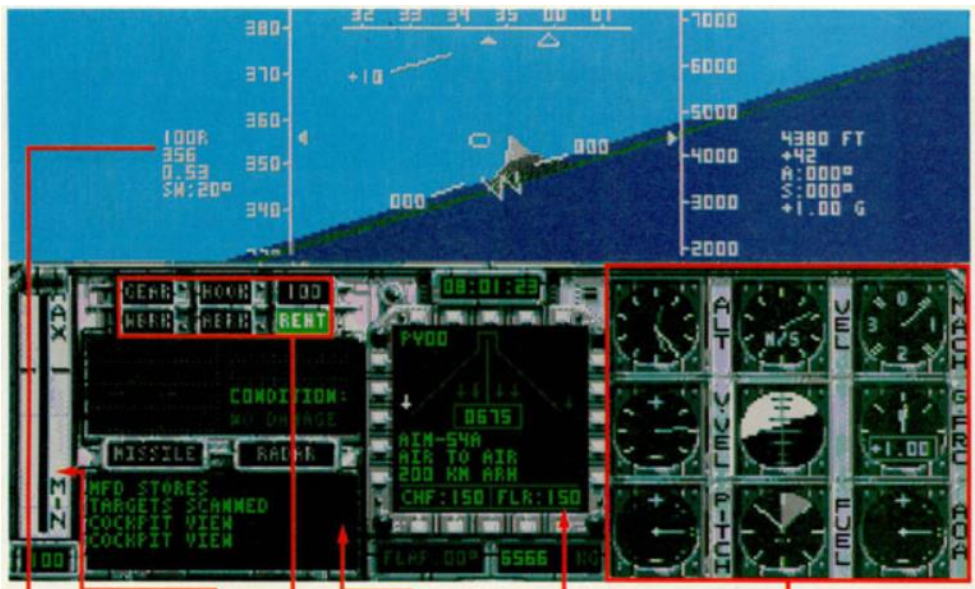
Argonaut Software is of course these days more famous for creating the 3DFX chip for Nintendo and working on Star Fox and Stunt FX. In fact Peter Warnes who did the graphics engine on this would be the main person (alongside Carl Graham) were the two main people behind the 3D game engine of Star Fox.

This is an incredibly ambitious game with an impressive roster of 40+ aircraft to fly in the game. Of course most of them to me at least felt mostly identical to fly and the cockpit inside is also identical. Never the less, when this came out for those who had the patience this game was wonderful..but for myself as a kid I simply found it too much a chore to play and dull. As an adult I am impressed at what Argonauts managed to achieve on the humble Amiga but still find it too slow to play. Try the PC version instead of this.



JEZ SAN AND THE ARGONAUTS

The team behind *Birds Of Prey* is Argonaut software. Headed by industry veteran Jez San, they've been responsible for games such as *Starglider 2*, *Afterburner* and *Days Of Thunder*. *BOP* was originally scheduled for a 1990 release under the name of *Hawk*, but other projects, team changes and 'acts of God' all contributed to an extraordinarily hefty delay. . Coder Chris Humphries has been with the game from square one, starting work on it way back in the summer of '89. Innumerable other programmers have chipped in on various stages, adding names such as Peter Warnes, Giles Goddard, Ian Crowther and Herman Serrano to an extremely long list of credits.It's highly unlikely that we'll ever see a sequel.



Head-Up Display – essential info appears here, saving you from rooting around in the instrument panel. It has various modes, such as bomb aiming and navigation.

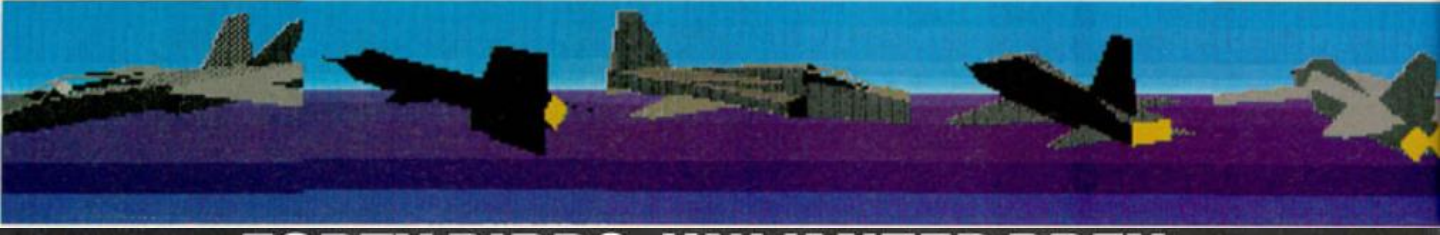
Throttle – you know what this does, don't you?

Warning Lights – keep you informed of any missiles that may be tracking you.

Confirmation Display – messages appear here when you select certain functions, just to let you know (erm) that you have.

Damage Display – Multi-Function Display – if you can find the right key, this can be switched to display radar, navigational information, weapons status or a map of the area you're flying over.

Dials and Things – here's where you find all sorts of miscellaneous performance figures, artificial horizons, speeds, heights, angles and other terrifying facts and figures.



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NATO and Soviet forces have engaged in an all-out war campaign. Armed with 40 front line aircraft, your mission is to devastate the enemy's land, sea and air forces while protecting your own. But your enemy is unpredictable and constantly on the move, repairing and replenishing his forces and carefully planning his next attack. Birds of Prey is a unique simulation of modern warfare. You'll not only experience every aspect of modern air combat but you'll also discover the pure power of 40 fighting aircraft.

Les forces de l'O.T.A.N. et soviétiques se sont engagées dans une guerre totale. Fort de 40 avions au-dessus de la ligne de front, vous aurez pour mission de détruire les forces terrestres, navales et aériennes de l'ennemi tout en protégeant tés vôtres. Mais l'ennemi est imprévisible et sans cesse en mouvement, réparant et reprenant des forces et planifiant minutieusement sa prochaine offensive. Birds of Prey est une simulation de la guerre moderne unique en son genre. Vous découvrirez non seulement les différents aspects des batailles aériennes modernes mais aussi la puissance à l'état pur de 40 avions de chasse.

NATO und sowjetische Kräfte sind in einen massiven Konflikt verstrickt. Bewaffnet mit 40 der besten Kampfflugzeuge, besteht Ihre Aufgabe darin, das feindliche Territorium sowie die See- und Luftstreitmächte zu vernichten und dabei die Verluste auf der eigenen Seite möglichst gering zu halten. Doch der Gegner ist unberechenbar und ständig in Bewegung, er regeneriert sich, holt Nachschub und plant seine Angriffe mit voraussicht. BIRDS OF PREY ist eine einmalige Simulation der modernen Kriegsführung. Hier haben Sie nicht nur die Gelegenheit, sämtliche Aspekte des Luftkampfes kennenzulernen, sondern auch die schiere Kraft von 40 gemeinsam eingesetzten Flügzeugen mitzuerleben.

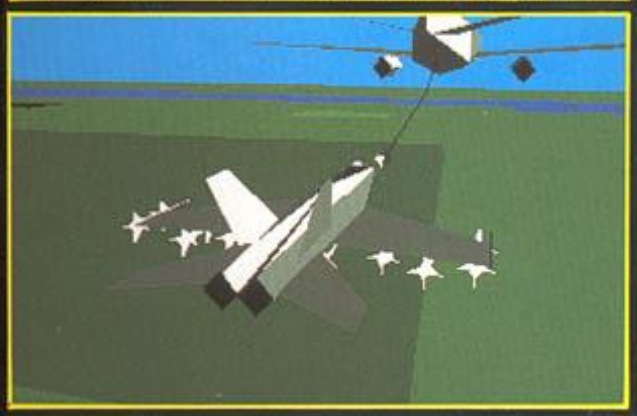
La NATO e le forze sovietiche si scontrano in un'accanita campagna di guerra. Con 40 aerei di prima linea, la vostra missione è quella di devastare le forze aeree, di terra e di mare del nemico, e di difendere le vostre. Ma le mosse del nemico sono imprevedibili, dato che egli si sposta continuamente, per riparare e rifornire le sue forze e preparare l'attacco successivo. Birds of Prey è una straordinaria simulazione della guerra moderna. Non solo sperimenterete di prima persona ogni aspetto delle battaglie aeree moderne, ma scoprirete inoltre la potenza di 40 caccia.

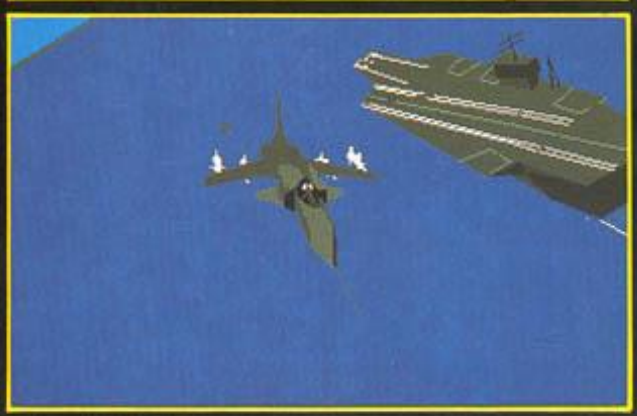
- Accurate flight dynamics and weaponry for all 40 planes • Play 12 individual scenarios or an ongoing war campaign comprised of "integrated" missions • Choose from NATO or Soviet forces • Launch your attack from aircraft carriers and land airbases • View the action from allied or enemy aircraft at any time

- Dynamique de vol précise et armes pour les 40 avions • Jouez 12 scénarios individuels ou une campagne de guerre en cours • Choisissez soit les forces de l'O.T.A.N. soit celles de l'Union Soviétique • Lancez vos attaques depuis des porte-avions et des bases terrestres • Visualisez à tout moment les événements depuis les avions alliés ou ennemis

- Präzise Flugdynamik und Waffensysteme für alle 40 Flugzeuge • 12 individuell gestaltete Szenarios oder eine durchgehende Kampagne • Möglichkeit, auf Seite der NATO oder der Sowjetunion zu spielen • Angriffe von Flugzeugträgern oder von Bodenstützpunkten aus • Betrachtung der Geschehnisse von einem alliierten oder einem gegnerischen Flugzeug aus

- Dinamica di volo e armamenti realistici, per tutti i 40 aerei • Giocate in 12 scenari distinti oppure in una campagna continua di guerra • Scegliete tra le forze NATO e quelle sovietiche • Sferrate l'attacco da portaerei e basi aeree a terra • Controllate l'azione dalla parte degli alleati o del nemico, in qualsiasi momento



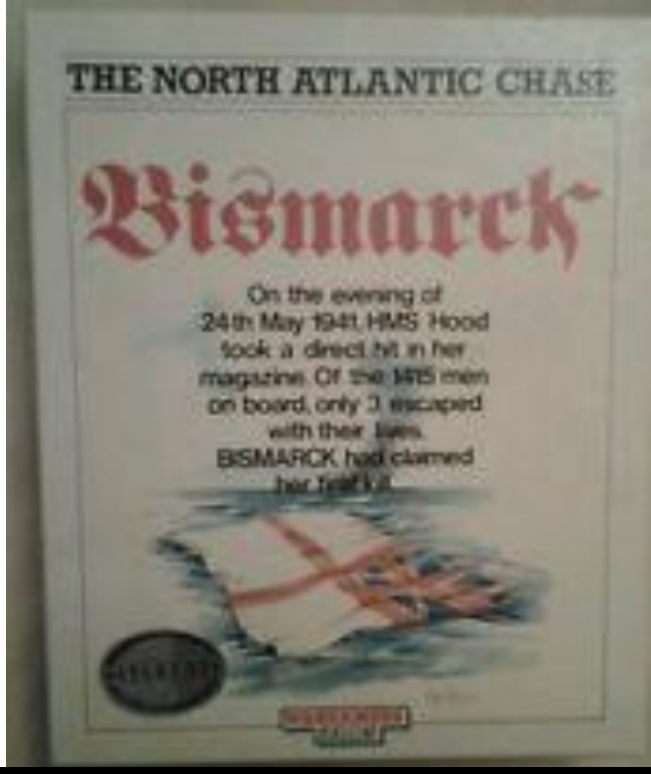


Screen shots represent Amiga Version. Amiga is a registered trademark of Commodore-Amiga, Inc.

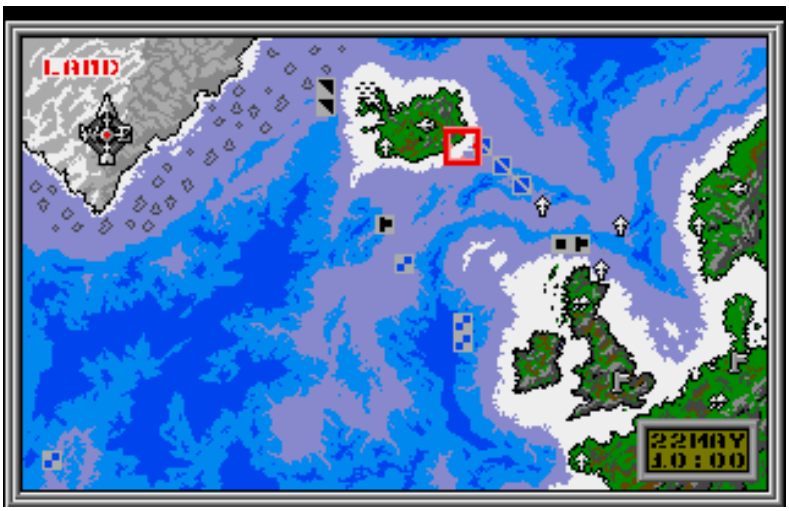
Bismarck (1988)

£24.99 PSS /

[3/10 – Light weight arcade strategy game..]



ACE: 540 /1000 – 'The pride of the German Navy (the Kreigsmarine) in 1941 was the monstrous Bismarck, which not only became fit for operation in May 1941 but also sank in the same month. Now is your chance to recreate or reshape history as you become commander of the British forces assigned to sink the ship, or the German commander desperately trying to flee into the Atlantic. It's a simple wargame with the famous PSS arcade sequences. Nicely presented but game's very limited and won't be absorbing for long.'



Not to be confused with the Dreadnought data disk by Dr Peter Tuscan. This is instead quite arcade blaster that has you simply finding the shop and then shooting it. This is a game better known on the 8 bits and perhaps on those machines the simple game play is engaging enough. But on the Amiga I didn't feel there was enough here to keep me entertained at all.

Battle for Midway, Battle of Britain, Theatre Europe, Falklands '82, Iwo Jima, AND NOW -

Bismarck

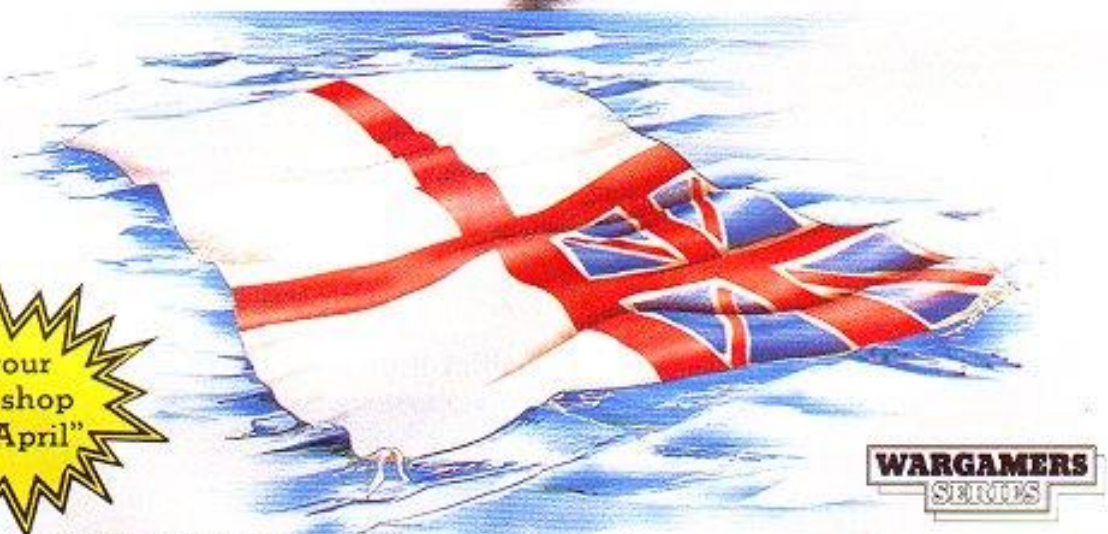
MAIN MAP

COCKPIT VIEW

On the evening of 24th May 1941, HMS Hood took a direct hit in her magazine. Of the 1415 men on board, only 3 escaped with their lives. BISMARCK had claimed her first kill.....

AIR RECON MAP

BRIDGE VIEW



"In your local shop 10th April"

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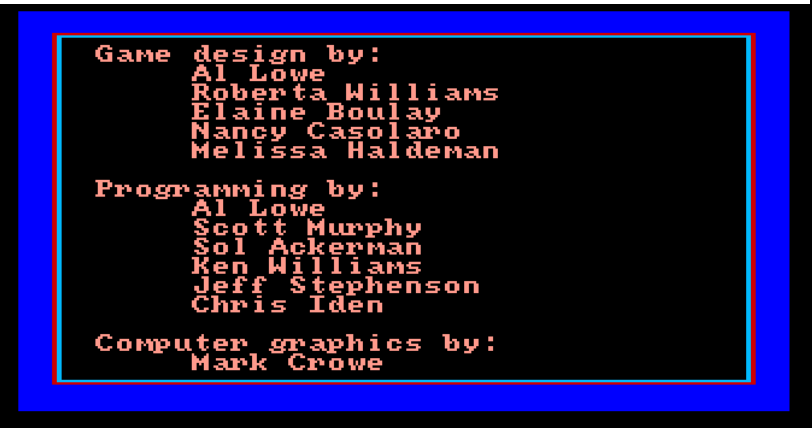
The Black Cauldron (1987)

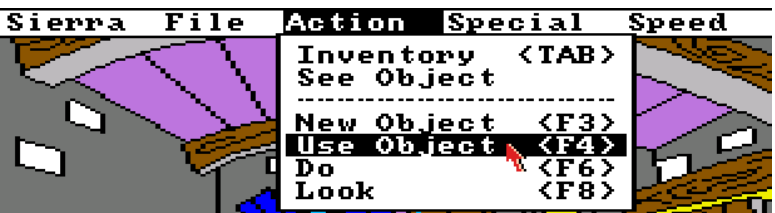
£29.99 Sierra

[6/10 – Light weight arcade strategy game..]



Interesting game, having the cream talent of Sierra all working on the game. There is Al Lowe (Leisure Suit Larry games), Roberta and Ken Williams (Sierra Founders and creator of the Kings Quest games), Scott Murphy (Space Quest Games) and Mark Crowe who did almost all the Space Quest graphics.

This is an adventure game designed for kids (5+) and is in many ways a lot better for it with a clean no typing interface that works really well ..in many ways this is where adventure games have come around today. With this game limited to Do, Look, Use and See Objects. Remember this was a whole two year before Lucas Arts Maniac Mansion. A simple fun adventure and definitely well worth your time.



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PERSONAL COMPUTER SOFTWARE

THE BLACK CAULDRON

A 3-D ANIMATED ADVENTURE GAME

512K
Amiga computers
512K required
Kick start 1.3 or better

SIERRA®

THE BLACK CAULDRON

"My power will not die; whosoever uses the Black Cauldron for evil will be all-powerful, for my blood will flow with his, and together we will either rule the world or destroy it." So cursed the evil king as he was thrown alive into a crucible of molten iron, where he was captured in the form of a great black cauldron.

Find the Black Cauldron and defeat the forces of the wicked Horned King by destroying the cauldron's magical powers, removing it forever as a threat to humankind.

Travel through eerie forests. Swim swift rapids and alligator-infested waters. Penetrate even the dark halls and dank dungeons of the Horned King's castle!

Take counsel from Dallben, mightiest enchanter in all Prydain. Explore with the beautiful Princess Eilonwy, faithful Gurgi, and would-be bard Fflewddur Fflam.

The closer you get to the Black Cauldron, the more precarious your position will be. Eventually you will have to face the Horned King himself. With you, brave adventurer, rests the fate of the world.

Black Crypt (1992)

£25.99 Electronic Arts /
Dev: Raven Software
[8/10 –Good Dungeon Master clone.]

AA: 93% – ‘Black Crypt is a very atmospheric addition to the growing range of role playing adventure games on the Amiga. Eye of the Beholder and DM fans will lap it up, while Captive freaks will probably find the control interface a little annoying to begin with. It’s not badly designed or cumbersome, just different to what myself and others have been used to after playing Tony Crowther’s efforts. Graphically superb, the icons and objects are thorough, the 3D is convincing and the screen size is larger than usual. Addictive from the off, and no doubt very challenging in the long run.’

O: 92% – ‘…The control interface, it’s so intuitive that five minutes into the game you won’t even notice it. That’s important, because in a game of this type you want to concentrate on enjoying getting your head around the puzzles or giving the wandering monsters what-for, not struggling with an over complex spell system. What finally tips the balance in Black Crypts favour is the delicate line between mental effort and combat and the superb the plot leads you through the game. It wont trip beginners up too much, but neither will experienced players stroll through it unhindered. What more can I say except buy it?’

CU: 90% – ‘The puzzles are pitched at exactly the right level, the control system is easy-to-use and the atmosphere generated incredible. Although it’s highly derivative of several other title, Black Crypt is a must buy.’

CVG: 90% – [R] ‘Originally released by Electronic Arts, Black Crypt is the only real alternative to SSI’s Eye of the Beholder. There are huge mazes to negotiate and loads of slavering beasties to batter. An excellent RPG.’

AP: 85% – ‘Its parts are individually ordinary and yet together they somehow mange to entertain and enthral to a large extent. A fine Fantasy Role Playing romp which will please both novice and veteran. It may even convert a few cynics like me.’

AC: 85% – ‘Overall, Black Crypt is basically Dungeon Master with knobs on. The level of difficulty might put a few of the less experienced RPG fans off, but for the conquerors of Dungeon Master and its ilk, this is definitely the game for you.’ The graphics make it instantly like-able, and playability-wise you can’t go far wrong. It’s not a classic, but it’s much better than some of the other rubbish on the market.’

AF: 78% – ‘ A competent role-playing game which just isn’t really innovative enough to provide a sufficiently new challenge.’

This was Raven Software's first game who of course went onto work so well with Id software and go on to produce Hertic and Hexen games and then go onto do such gems as the X-Men Legends and Marvel Ultimate Alliance and Quake 4 to name but a few.

What we have here is a really good Dungeon Master clone. It doesn't offer anything particularly new and isn't as good as Eye of the Beholder.. But if you like this kind of game then this you will find much enjoyment with this.

"BLACK CRYPT" - IF YOU LIKE YOUR DUNGEONS DRIPPING WITH MONSTERS.

The "Black Crypt" ™ positively oozes with twenty five of the most hideous and despicably cunning monsters.

They await you in a dozen plague-ridden inter-connecting dungeons, on 20 spell binding levels.

The most heinous among them is the Dark Lord Estoroth, who, many centuries ago, had been banished from the land by four Guardians with awesome supernatural powers. In the process, the Guardians and their weaponry had been lost.

Now Estoroth is back, seeking a ghastly revenge against a defenceless people.

Your task is to lead an intrepid band of adventurers to retrieve the mystical artifacts that may hold the power of the four Guardians and provide your only chance of saving the world from evil.

The "Black Crypt" is the most electrifying fully animated dungeon adventure, with exceptionally detailed rotating point-of-view perspective.

It features real-time combat and spell-casting, all in 64 colour extra half-brite Amiga graphics.

But be warned, you enter this breeding ground of evil at your own peril. And hopefully not on a full stomach.

£25.99
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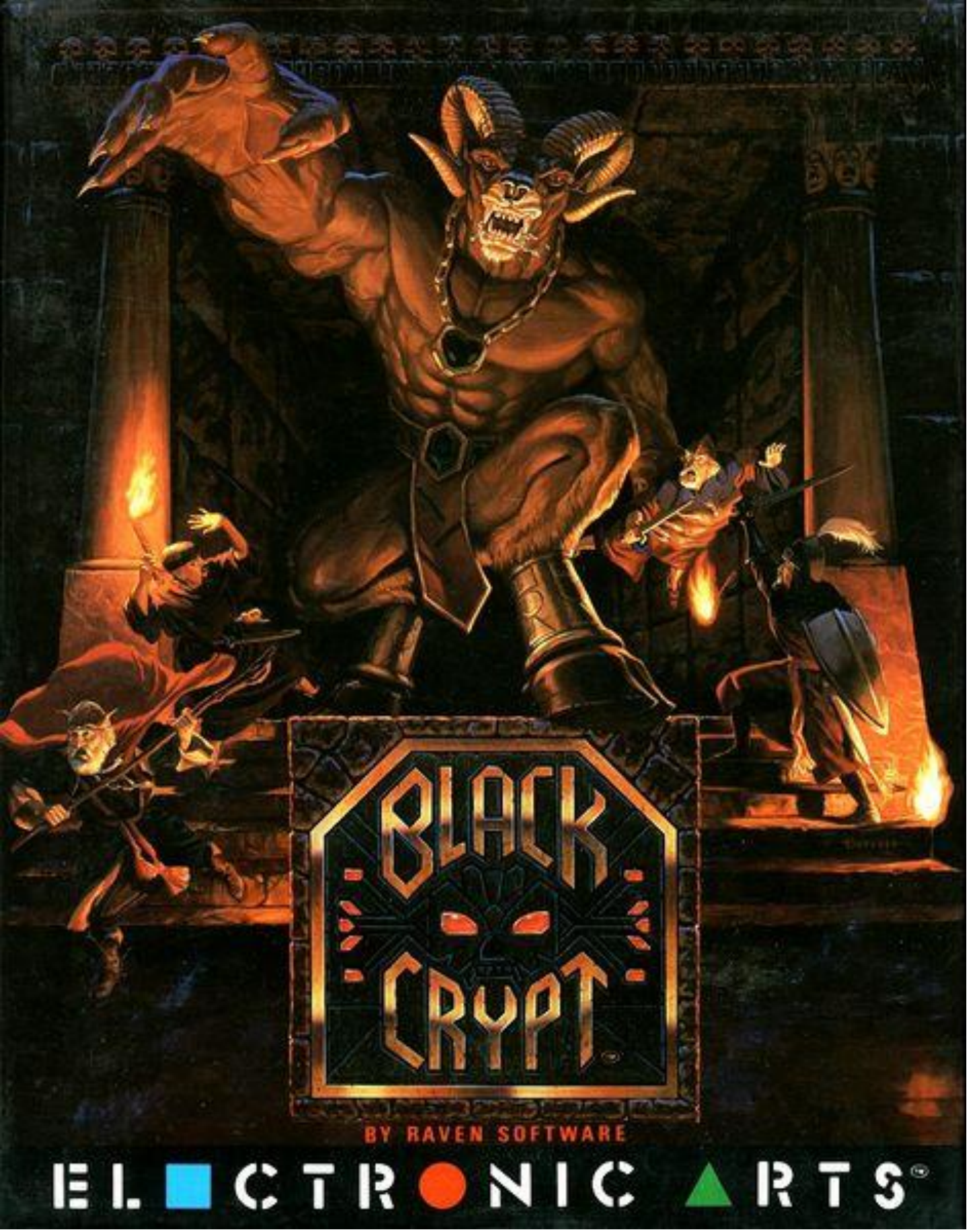
BLACK
CRYPT
BY RAVEN SOFTWARE
ELECTRONIC ARTS

SUMMONED FROM THE HEART OF HELL

Years ago he was banished from the world. Now the dark lord Estoroth is back with a legion of hell's unholiest fiends. Their mission – blood revenge! Your brave band must recover the lost relics that alone can seal Estoroth and his infernal terrors in the Black Crypt. But be warned...you've never met such clever killers.

- *Unique monsters ambush, roam, hunt and hide*
- *12 dungeons, 20 levels including special underwater level*
- *64 colour extra-half-brite graphics*
- *Auto-mapping feature*
- *Over 50 fully animated spells and effects*
- *Digitized sound effects and musical score*

RETOUR DES ENFERS

Il fut banni du monde il y a de nombreuses années. Estoroth, le seigneur des ténèbres, est de retour avec une légion de monstres les plus diaboliques qu'on puisse imaginer. Leur mission: se venger par le sang! Votre bande de héros doit récupérer les reliques perdues que seul Estoroth et ses hordes infernales peuvent enfermer dans la crypte noire. Mais gare à vous...vous n'avez jamais rencontré de tueurs aussi roublards.

- *Des monstres uniques en leur genre posent des pièges, rôdent, chassent et se cachent*
- *12 cachots, 20 niveaux y compris un niveau sous-marin spécial*
- *Graphiques Extra-Half-Brite en 64 couleurs*
- *Fonction de mappage automatique*
- *Plus de 50 sorts et effets entièrement animés*
- *Effets sonores et partition numérisés*

HERAUFBESCHWOREN AUS DER TIEFE DE HÖLLE

Vor vielen jahren wurde er aus der Welt verbannt. Jetzt ist er wieder zurück, der dunkle Herrscher Estoroth. Zusammen mit einer Legion der schrecklichsten Ausgeburten der Hölle. Mit einem Ziel: Blutige Rache zu nehmen! Deine tapfere Bande muß die verlorenen Reliquien finden, die allein Estoroth und seine infernalischen Gesellen in die Schwarze Gruft einsperren können. Doch nimm Dich in acht...mit diesen Ausgeburten der Hölle ist nicht zu spaßen.

- *Es wimmelt von schauerlichen Monstern, die im Hinterhalt lauern und durch das Gelände streifen...*
- *12 Verliese, 20 Ebenen, einschließlich eines speziellen Unterwasser-Niveaus*
- *64-farbige Extra-Halfbrite Graphik*
- *Automatische Kartographierungsfunktion*
- *Über 50 voll animierte Zaubersprüche und Effekte*
- *Digisound-Effekte und misikalische Untermalung*

IL RICHIAMO DALL'OLTRETOMBA

Dopo un lungo periodo di esilio dal mondo, Estoroth, signore delle tenebre, è tornato con una legione di servi infernali. Per quale missione? Una vendetta spietata! Il vostro gruppo di intrepidi avventurieri deve ritrovare le reliquie perdute, le uniche che possono rinchiudere Estoroth e i suoi seguaci infernali nella Cripta Nera. Ma fate attenzione...non potete neanche immaginare quanto siano intelligenti questi assassini!

- *Imboscate, inseguimenti e caccia spietata contro i mostri*
- *12 sotterranei, 20 livelli tra cui uno sott'acqua*
- *Grafica Extra-Halfbrite a 64 colori*
- *Mappe automatiche*
- *Più di 50 incantesimi ed effetti di animazione*
- *Musiche ed effetti sonori digitalizzati*

ELECTRONIC ARTS®

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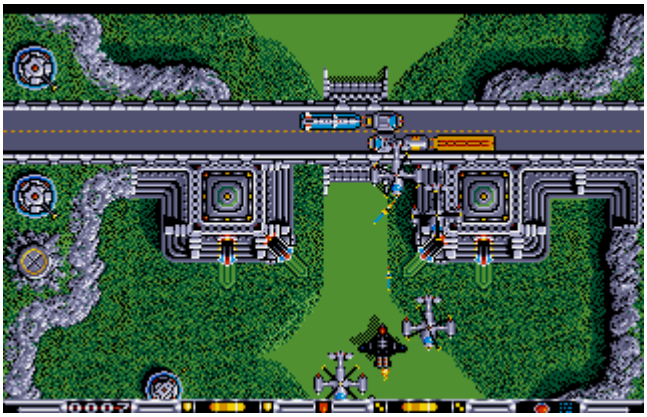
Black Hornet(1991)

£7.99 Hi Tec Software

[4/10 – Generic shooter that feels like its running through treacle.]

AP: 38% – 'Pretty blaster with game play so crushingly tedious that I'll personally buy anyone who can play it 10 times in a row without suffering permanent psychological damage a pint. Mind you the Ed likes it.'



Dull generic shooter, that although it plays ok, constantly feels like you are flying through treacle as everything is so slow. Screams of rush port of a predominantly C64 game to cash in on the 16 bit market. All in all this is one best to avoid.

Black Lamp (1988)

£19.95 Firebird

[3/10 – Nice graphics, let down by frustrating gameplay.]

GM: 85% – 'Jolly Jack the jovial jester appears as if by magic on the Amiga. His quest is to rid the medieval kingdom of monsters and dragons by collecting nine magic lanterns. His may also gain the bonus of marrying the princess if he is successful. The Amiga conversion is the same standard as the Atari ST game (reviewed in TGM004, 86%) with colourful cartoon characters and detailed backdrops. Basically a platforms and ladders variant, and while still highly enjoyable, Black Lamp could be have been improved for the Amiga. Music comes in the form of a speedy Greensleeves tune- which grates after a while – and accompanied by suitable sound effect.'

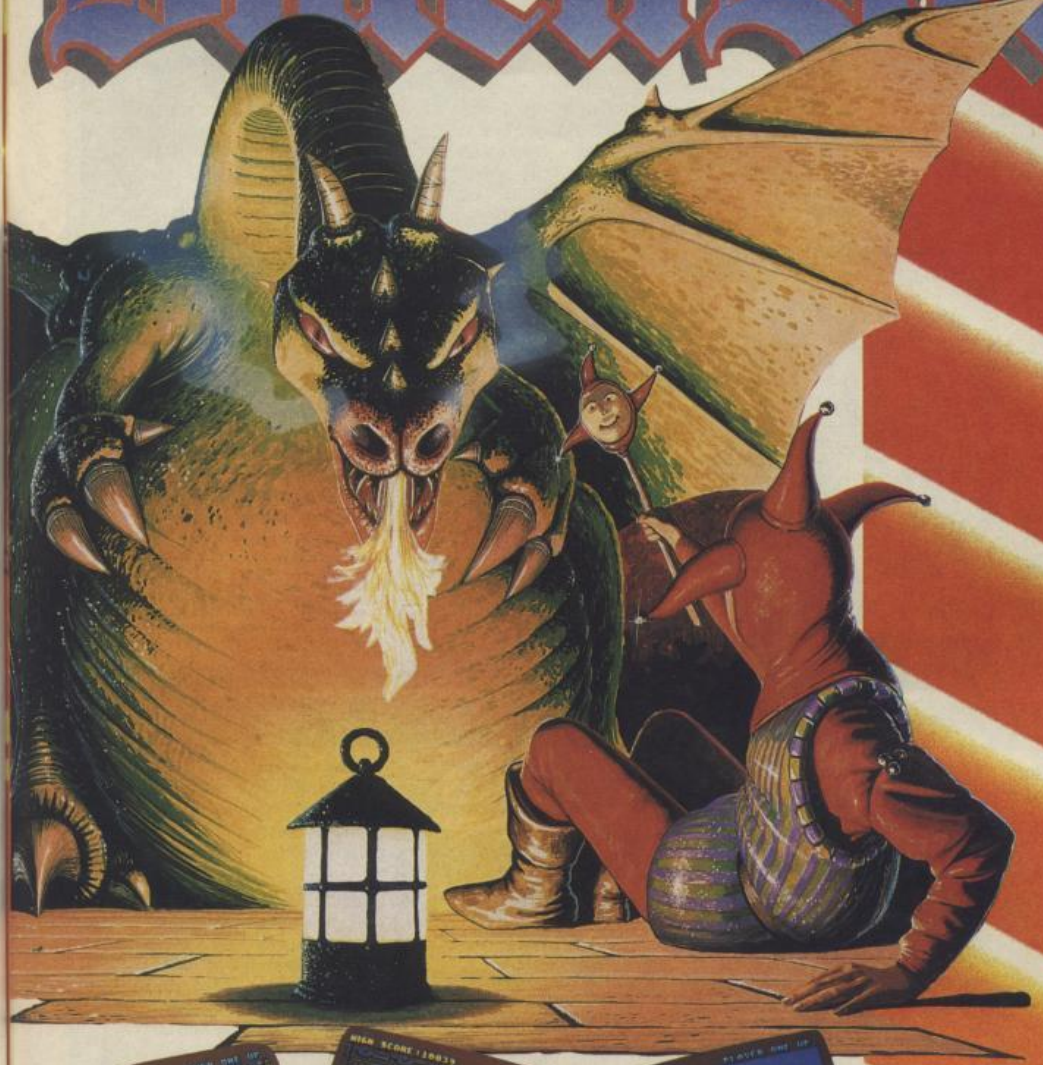
ACE: 825 /1000 – 'This pretty, musically pleasant little arcade adventure gains quite a bit on its way over from the ST, but not in the one respect it was so desperately lacking in, namely game-play. Running round flip-screen castles and scrolling outdoor scenes makes a nice start, but when it's just about all there is, you're entitled to feel disappointed. Sorcery packed a good deal more game into a far smaller map, and that one came out years ago.

CUSR: 7 /10 – ‘I was very impressed by Black Lamp. Unlike a lot of Amiga games these days, this really does manage to provide a long term challenge that arcade-adventurers and mappers alike should revel in. Well worth a look or a splurge, even.’

YA: 50% – ‘This game is good to play, but it could have been oh so much better had someone put a bit of effort into the conversion, and at least improved the screen a bit.’

Graphically this game isn’t too bad with cartoon cute characters throughout..which is a real shame as the game play is complete travesty with an unending swarm of beasties coming at you and a really fussy ladder climbing making it next to impossible to climb ladders unless you are perfectly lined up. The fact this got such good reviews back in the day shows us either how far gaming has come or how much less corrupt the gaming press now is.

BlackLamp



Screen Shot taken from Atari ST

Screen Shot taken from Atari ST

Screen Shot taken from Atari ST

Are you prepared for the adventure of a lifetime?

Dare you switch on "The Black Lamp" and begin your journey through the enchanted land of Allegoria?

You'll need plenty of courage and cunning, to fight your way through an evil host of superbly animated characters and animals.

Skull dropping buzzards, evil eagles and spitting witches do their utmost to stop you in your quest to find the enchanted lamps, and ultimately The Black Lamp, guarded by the wicked dragon.

Succeed and your reward is the hand of the beautiful Princess. Fail, and the price you pay is life itself.

Out now on Spectrum Cassette £7.95, Amstrad Cassette £8.95, Disc £14.95, C64 Cassette £8.95, Disc £12.95, and Atari ST Disc £19.95.

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A LEGEND IN GAMES SOFTWARE

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Black Magic (1989)

£19.95 Procovision

[7/10 - Enjoyable if basic platformer that is really fun to play.]

GM: 59% – 'The year is 1402, the place is the kingdom of Urus, a quiet and prosperous land. Or rather it was until the day the wicked sorcerer Terius thundered in with his minions to plunder the kingdom's wealth, which he hid in 70 locations. The only hope of counter attacking is Venzius, Urus's most famous sorcerer.

Each level is split into the upper and underworlds, with two ways to compete each level. The first is to collect all the diamonds spread across the playing area, depositing them in baskets scattered around (you can only carry four gems at a time). Or you could try your hand at destroying the variety of minions inhabiting the above ground platforms and subterranean caves (once you've found a weapon). Helpful items include shovels for underground digging, a safety screen (sort of smoke screen), shot power, special shot (these rebound off of obstacles) and lightning. When a weapon is picked up an energy bar in the status panel appears, as the current weapon is fired this bar diminishes, though collecting strawberries scattered around replenishes this. When either one, or both tasks are completed on each screen the sorcerer turns green, informing you that the exit should now be found. A pleasant tune plays throughout Black Magic, and although graphically the game isn't any great shakes, it's pretty playable. As with most games governed by a timer a touch of the old angst sets in, but look you might like it.'

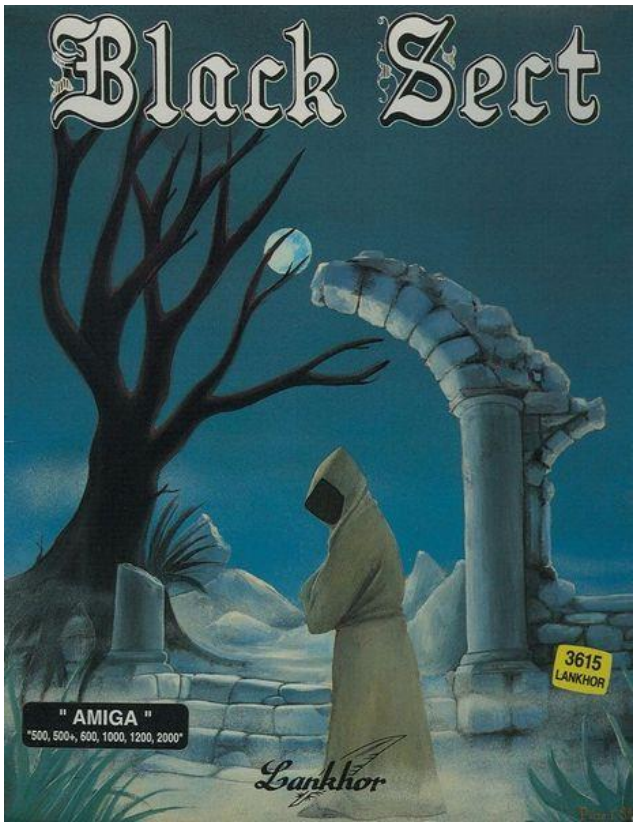
I really enjoyed this game and it was a total surprise as well with myself never having heard about it before playing it for this book. It reminded me an awful lot like a Public Domain game level of quality.. But once you look past the basic graphics you in fact have a highly playable, solid, unique platformer that had me playing for quite a bit as I pushed my way on to each level. The only thing I didn't enjoy was the games timer…although find a trained version of the game and that annoyance can be bypassed with infinite time.

Yes I definitely recommend this game.

Black Sect 1993)

£??.?? Lankhor

[8/10 - Beautiful RPG game that is well worth your time...But Unfortunately its only in French]



I Really I shouldn't include this game as it only came out in French and not English. But sometimes a game is so good that rules have to be broken and I simply just had to include it even if was simply a nod to its existence.

Developed by Lankhor (the development house that came out with Vroom) this is instead a highly polished Dungeon Master RPG like adventure., that will have you wishing you paid attention more in French class at school, instead of drawing bears, moustaches and onions on all the pictures of French people in your study book (or was that just me?) Anyway this is a game well worth your time with.

The game is chock full of atmosphere as you try to work out what happened in a small Yorkshire village in the moors. Rock hard but never one where you die and feel cheated.

Also only 5000 copies were ever sold so if you happen to see this then pick this up quick.

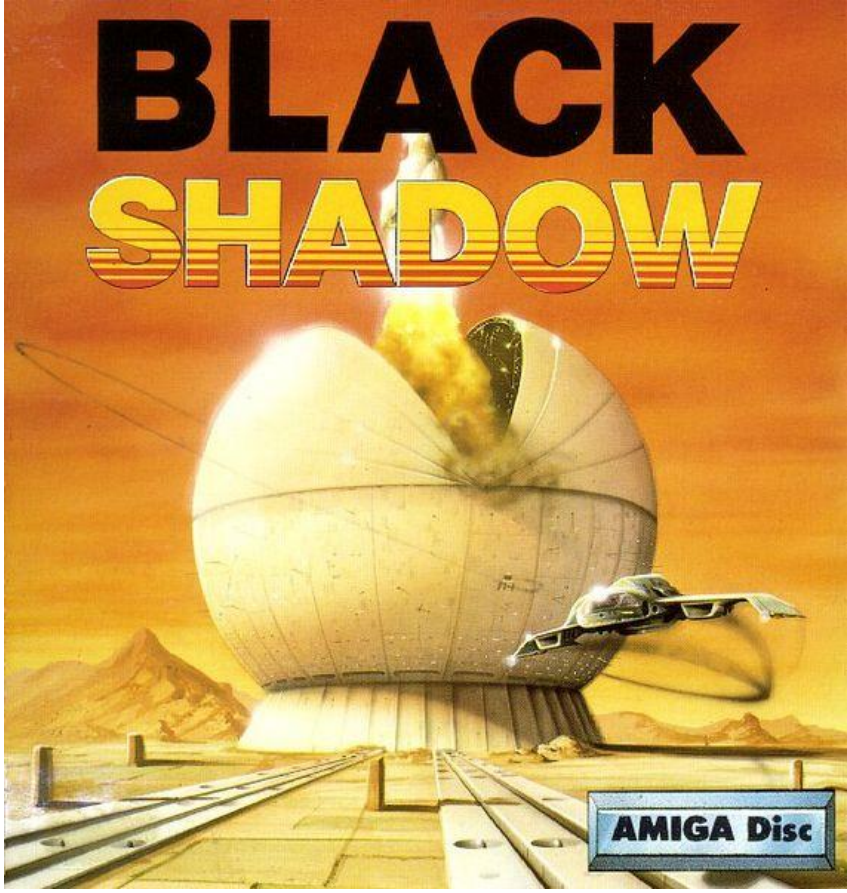
Black Shadow (1987)

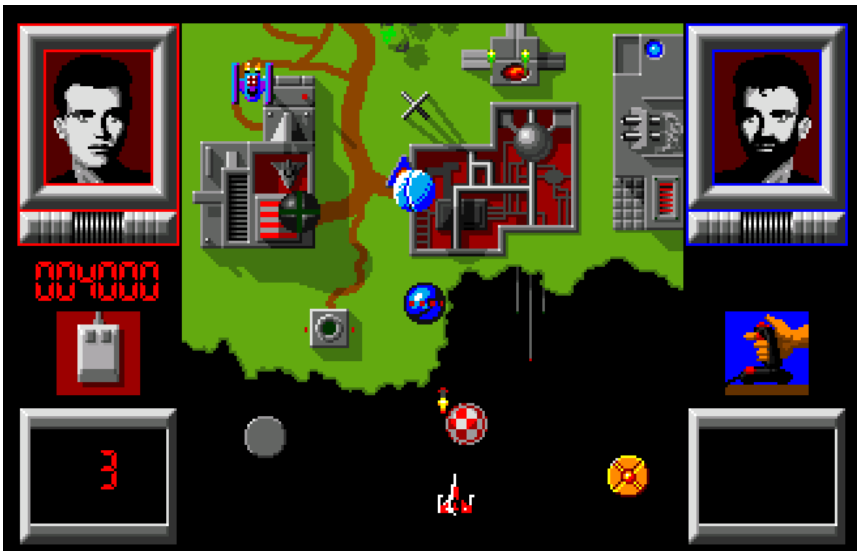
£19.95 CRL

[4/10 - Very basic shooter. With bad controls and speed.]

ACE: 701 /1000 – ‘Crikey! A monster asteroid is threatening to put Earth into a permanent eclipse. Its up to you (and a friend if you wish) to stop it by flying across a vertically-scrolling landscape and destroying the military bases, industrial units and solar hyper reactor. Black Shadow is very pretty, murderously difficult and extremely playable but it’s just another shoot-em-up with no outstanding features.’

CUSR: 7 /10 – ‘The initial difficulty may, however, put off most people. If it was slightly faster and had a bouncy soundtrack to blast with ,this would almost certainly have been a Screen Star. Unfortunately it hasn’t so it aint. Nice try though.’



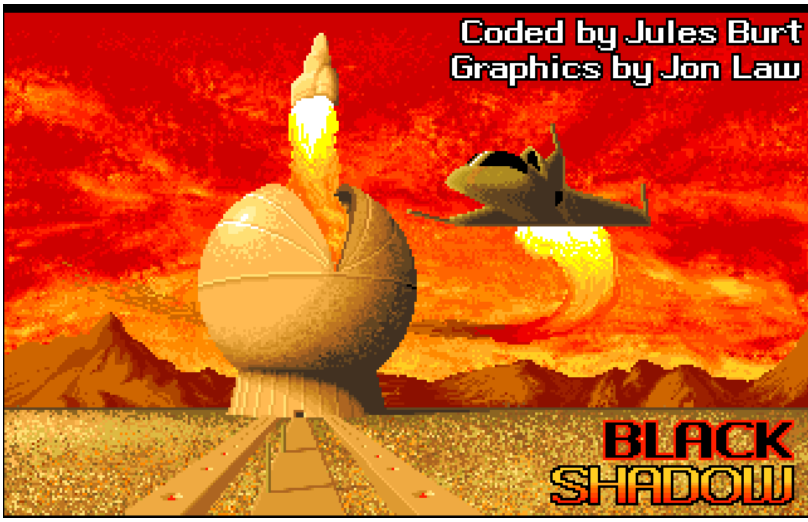


AUI: 6 /10 – ‘As the first 16-bit release from CRL, Black Shadow is not to be despised. They have decided to go for an easily recognisable theme which is understandable. However to compete with the likes of Insanity Fight and Xenon, any similar games will have to be of a very high standard. Black Shadow, whilst being a respectable release, just is not really in terms of graphics or gameplay in the same league as these.’

GM: 28% – ‘Black Shadow makes a good impression with its title page, music and smooth options screen; but once in play it proves a disappointment. Mouse control is erratic and, while a joystick is better, it doesn’t make up for the persistently irritating gameplay. The strength of the alien attack might be bearable if you had a decent spacecraft with which to do battle, but this is not the case. The ship is slow to respond, it cannot fire unless its previously fired two bullets have disappeared, and it is restricted to moving inside less than half the total screen. With only average game graphics, poor sound FX, lack of originality and too-tough gameplay, Black Shadow is not recommended.’

Game Machine (GM) magazine has hit the nail on the head perfectly with their review. Jon Law who did the graphics for this would go on to do a far better job with Desert Strike and Space Hulk games and would go on to work for Blitz Games and Rebellion.

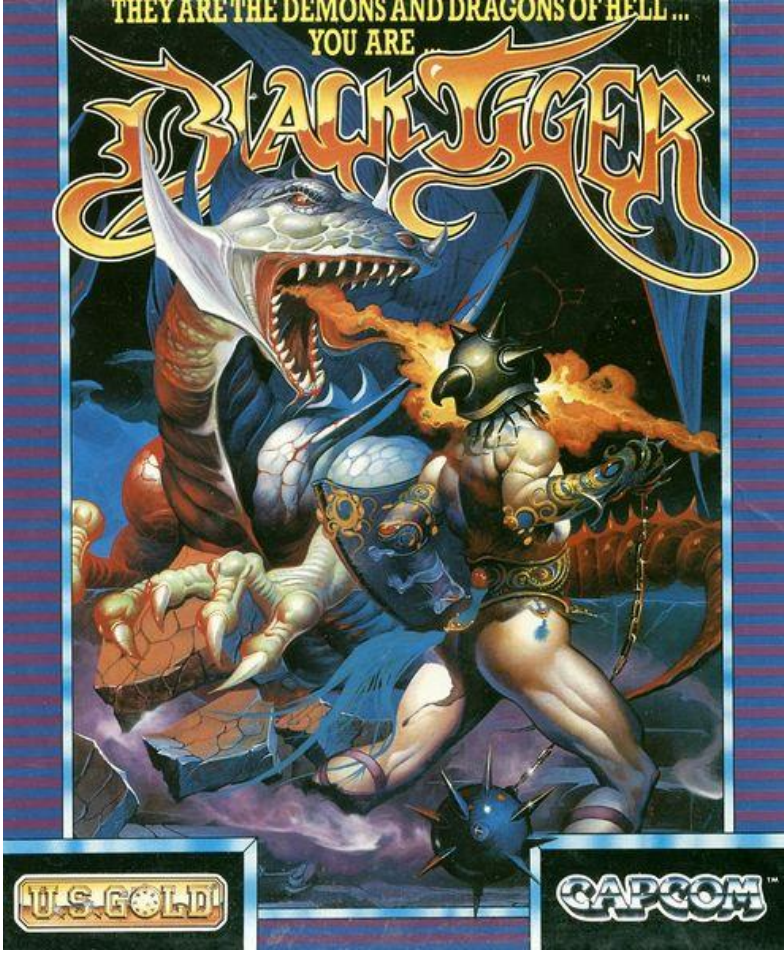
This game is unfortunately unplayable pretty much and is best forgotten about.



Black Tiger (1989)

£19.99 US Gold

[4/10 – Poor scrolling and controls make it a poor arcade conversion.]



GM: 84% – ‘the graphics are the same, bold and colourful (the 16-Bit code was taken from the arcade machine, so they should look good). The action is as fast and frenetic, but sadly there isn’t much improvement in the sonics department.’

CU: 73% – ‘One of Black Tiger’s major failings is the lack of action and smoothness in the gameplay. This is always one of the problems in arcade conversions. Whilst this was overcome in games like Strider er and Forgotten Worlds, Black Tiger falters quite badly with a complete mismatch of speed and action. This is not one of the outstanding conversions of all time, especially when you compare it to some of the competition which appeared pre-Christmas, particularly Ghouls ‘n’ Ghosts to which is closest in character. Pretty average in all respects.’

AF: 71% – ‘Control of the main character is fiddly at first, which a one-strength jump which cannot be controlled mid-air. However, Black Tiger bears enough of a resemblance to its coin-op parent to content most devotees, and although this unashamed ST port-over is a far cry from the class of US Gold’s previous Capcom conversions, it still manages to entertain to a reasonable degree.’

AC: 68% – ‘The game is playable enough, Nice graphics, nice sound, a bit old-headgear now, but a prime example of the genre in all it’s graphical splendour.’

ZZ: 63% – ‘A dull and uninspired coin-op gets a bland conversion.’

Another terrible coin-op conversion. Graphically it is identical to the arcade original.. But with terrible scrolling and painfully slow gameplay results in you having t o endure a frustration fest of a game. It is so frustrating that the Amiga was subjected to so many lazy Atari ST ports in its early years.

It is particularly annoying in this instance I have such fond memories of the arcade game and it deserved a much better version than given here. Track down the arcade original on Capcom Classics Volume 1 (PS2, Xbox) to play it as it was meant to be played.

THEY ARE THE DEMONS & DRAGONS OF HELL – YOU ARE THE....

Available on: **CBM 64/128** cassette & disk. **Amstrad** cassette & disk.
Spectrum 48/128K cassette **Atari ST. CBM Amiga.**

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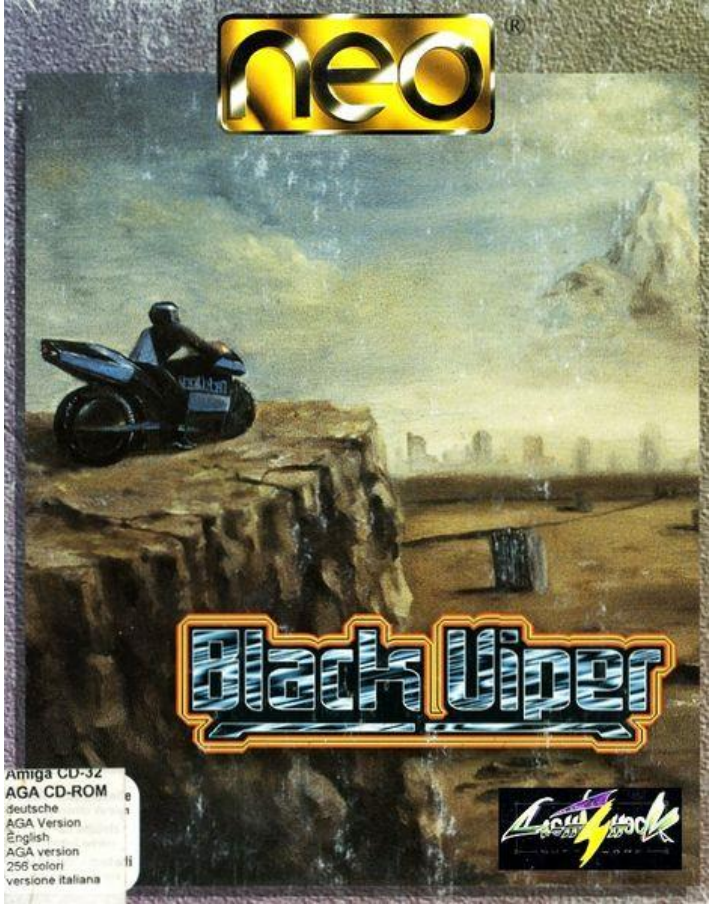
Black Viper (1996)

£19.99 Neo /
Dev : Light Shock Software

[4 /10 - Fast game engine but lousy game play.]

Amiga Active : 3 /10 – ‘I have to wonder why anyone woulf use precious days, weeks and months programming it, let alone playing it. Whilst it is easy to play, Black Viper looks awful and is very repetitive – for die-hard retro fans only.’



Released after the Amiga had imploded in 1996 this game is almost a really nice racer and shooter. It runs really fast and smoothly and the controls are all responsive enough. Unfortunately though that is when the good things to say about the game stops. Its main faults is that there is too much traffic and too small a width for the road to make negotiating traffic a pleasure as it is in say Road Rash. Also the tracks whilst pretty are repetitive and dull. All in all a great game engine showcasing a bad game, which is a pity as I love as many good 2D racers as possible.

Blackjack Academy (1987)

£24.99 Micro Illusions

[7 /10 - Very good Blackjack simulator.]

Info: 4 /5– ‘more than just a good blackjack simulation, it is a school for learning playing & betting strategies, and card-counting. There are many useful options including prevalent rules for Vegas, Reno, Atlantic City, etc. and custom rules to enable matching any real (or imagined!) casino. You may play up to 5 players, and speed of play is variable. Nice graphics and sound, but needs customizable card-counting system (so you can practice the system you choose), and high-speed robot players (so you can assess a given system’s performance). Recommended.’

YA: N/A – ‘As a simulation, the Academy is superb and anyone who enjoys the occasional flutter could do well to check out a copy. After all, you don’t know how quickly it might pay for itself the next time you are in Vegas.’

Basic to look at but works perfectly well as a BlackJack game. The masses of options for different rules and a quite a comprehensive strategy help guide rounds of the package nicely. Yes if you are after a no nonsense serious Blackjack game then this is definitely one of the best.

Blade (1997)

£14.99 Alive Media /
Dev: Scorpius

[5 /10 - basic turn based RPG a little to dull to play.]

CU: 86% – 'If you give it the chance – more to the point, if it gets the chance – Blade really can suck you in. There is a lot of fun to monster whomping and the speed of the interface means you wont be waiting all day to get to the punch line. Turn the lights down low and stock up for the ling haul, because Blade's the sort of epic game that if it grabs you, can move the clock from 6 pm to 6am very quickly.

Hack and Slash fun but can leave you empty.'

AF: 65% – 'Not dreadful, but disappointing, more could have been done to make this a lot better.'

Nice user interface but with dull uninspiring graphics and slow juddering scrolling that makes this game far more a chore to play than it should have been. It feels to me unfinished, which given the year of release was probably right as they sought to get a couple of games sold before there were no Amiga owners to buy it.

A real pity though as with a bit of polish and a more interesting story this could have been quite good. Being a mix between Hero Quest and an RPG.'

Blade of Destiny (1993)

£39.99 US Gold

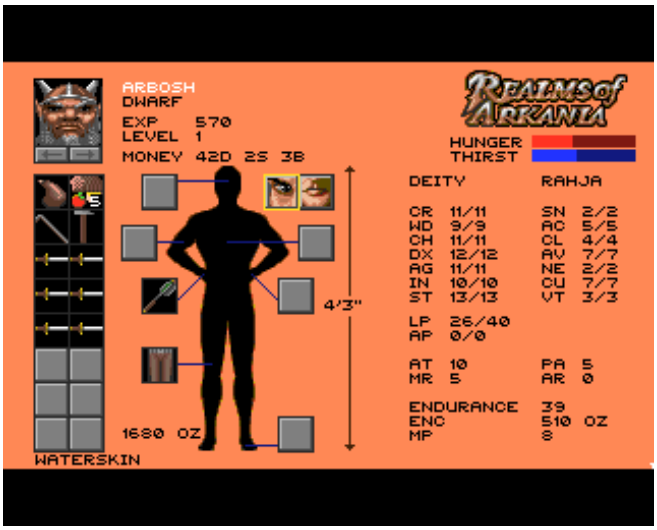
[6 /10 –detailed and involving RPG, but too slow on the Amiga.]

AF: 91% – ‘The whole approach of the game is more based on games such as Dungeons and Dragons than other RPG’s like Eye of the Beholder. This works in its favour, because you’re working within a better designed and more established system. For instance, there’s more variety of magic in Blade of Destiny and it is well thought out. It’s certainly a game that will take a long time to solve, and it’s challenging enough to make it worth coming back to. This game is the first in a trilogy, and the future for realms of Arkadia looks extremely bright…’

CU: 86% – ‘if you’ve played a computer based RPG and felt frustrated that it didn’t do something that you know it should do then Blade will not frustrate you in the same way. There are limitatios, after all it is governed by the coding and not some Dungeon Master’s imagination, but it is the most comprehensive RPG ever to appear on your Amiga.’

AA: 77% – ‘I have mixed feelings about this one. On the one hand I can see that it is an excellent RPG, rich in storyline and high on interest for the player, however, having seen what machines such as the PC are capable in this field, I find myself just wanting that little bit more. Still if the Amiga is not capable of such amazing feats, as we are constantly informed it is not by various people, then Blade of Destiny is a more than acceptable substitute.’

O: 73% – ‘The main problem with Blade of Destiny is that you have seen this sort of thing before – and better, most probably. There are few surprises as you travel around, with everyone and everything you meet conforming to their usual clichéd fantasy roles. Much has been made of Blade’s size. True, the land of Arkania is a vast place, with literally dozens of towns to visit and dungeons that you can freely explore, but there’s a big price to pay for this. For one thing the disk swapping on a single-drive machine is unbelievable – you can’t seem to go more than ten yards – without having to swap disks. The first person exploring is a dull and tedious affair – the screen update is annoyingly sluggish, especially given the fact that you can’t even ‘see’ the poorly drawn buildings until you are practically standing in front of them. Combat is equally uninspiring – the board game-like ‘movement points’ system removes any sense of urgency or excitement from the proceedings while the characters slowly shuffle about the isometric-3D battlefields like they’re on Valium. The best thing you can say about Blade is it is nothing if not thorough, so it’ll no doubt cause RPG addicts to perform cartwheels. But it doesn’t really make any concessions to the average gamer, which leaves the majority of us standing out in the cold.’



AP: 67% – ‘There is little to encourage all but the most dedicated fan here. (A1200 version was awarded 75%).’

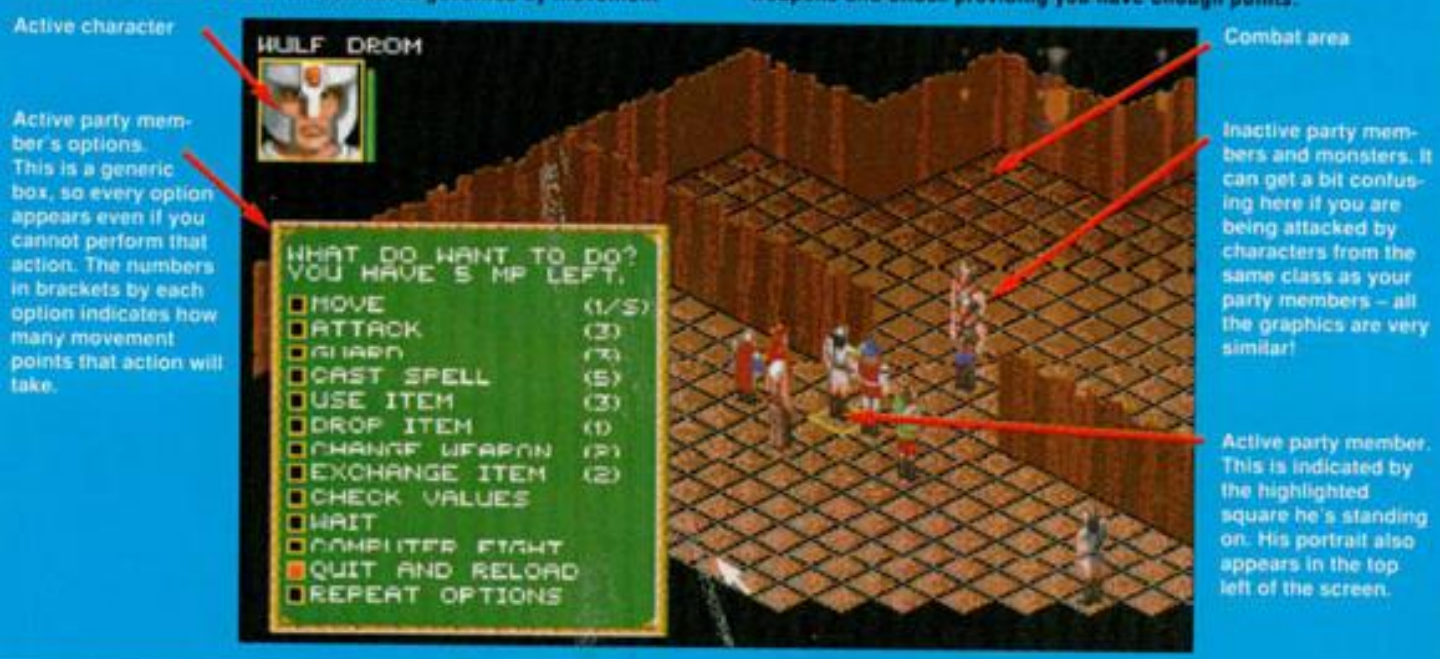
AFC: 60% – ‘Blade of Destiny is a wonderful outing – in fact it’s one of the best roleplayers I’ve seen this year, but its genius will be lost on all those unfortunate enough not to have a hard drive and the patience of a particularly well-disposed saint, and I for one don’t fall into this category. It could and should’ve been a world beating binder of a game and very nearly was, but as things stand it’s just too po-faced by half. Don’t you just hate it when that happens?

Based on the German knock off version of Dungeons and Dragons, a pen and paper RPG “Das Schwarze Auge” or DSA. First thing to understand that unless you are in to sadomasochism you should only play this off a hard drive install with a top spec Amiga.. Even then it hasn’t aged well. I have also noticed there has recently been a revamp version of this game released on the PC in 2013, but with a Metascore of 18 % it is perhaps best to simply avoid this game completely, unless you happened to play this back in the day and want a nostalgia fix.

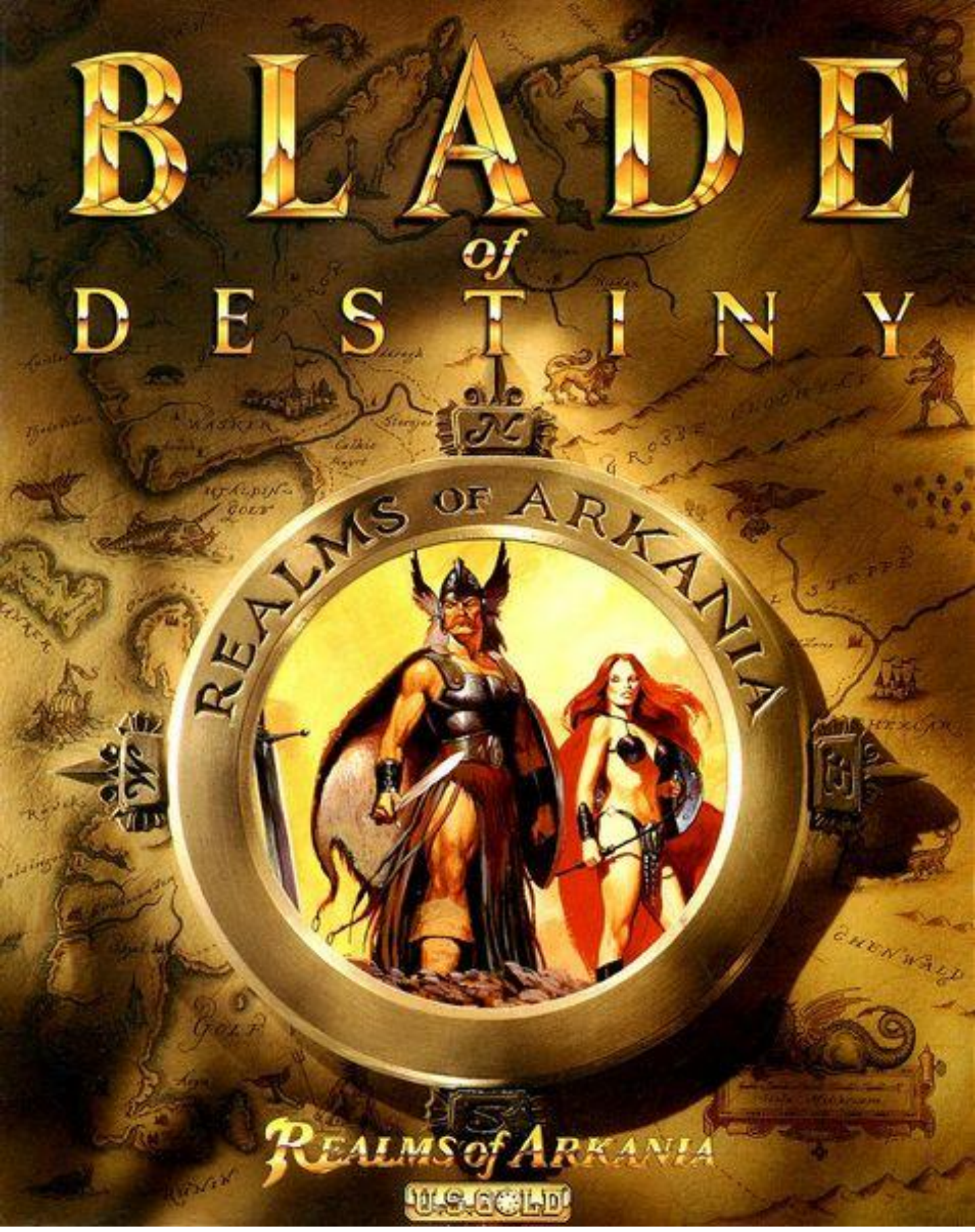
HACK AND SLASH

It's inevitable, but no matter how hard you try to avoid it you'll find yourself in a fight sooner or later.

Anyway, once battle has commenced you'll be greeted with a screen like the one below. All combat is governed by movement points which vary from character to character. The amount you have varies according to what you're carrying, how strong you are and whether you've been surprised or not. It's a familiar means of sorting out fighting that all regular RPGers will be used to. It basically means that you can draw a weapon, move, decide to change weapons and attack providing you have enough points.



BLADE of DESTINY



REALMS of ARKANIA

U.S. GOLD

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BEST GAME OF THE YEAR
AMIGA JOKER

BLADE of DESTINY

A World full of adventures... ***Thorwal:*** The very northwest of Arkania, a fjord streaked coastal landscape with thick forests and steep mountain ranges, home of intrepid seafarers, rich in the treasures of countless robberies . . .

The Orcs: A permanent threat to human settlements in the border regions for centuries. Now the black-furred warriors gather in the Steppes of Orcland and threaten Thorwal...

PC VGA 256

The BLADE of DESTINY: A legendary cyclops' sword which vanished with its owner in the Orclands years ago. Does this legendary weapon really exist? Can this mighty artefact stop the wild hordes? Your band of adventurers must fathom these secrets - Thorwal's destiny lies in your hands!

AMIGA

AMIGA

PC VGA 256

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

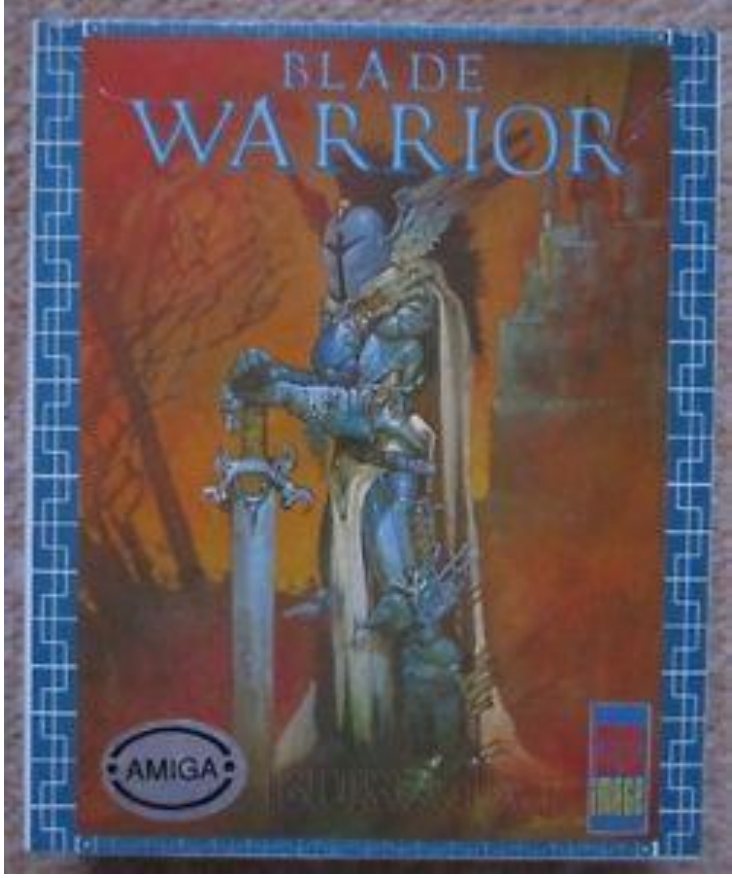
U.S. GOLD

attic

Blade Warrior (1993)

£24.99 Image Works

[3/10 – Lovely graphics, but no gameplay substance.]



CU: 84% – ‘A thrust and parry adventure for chivalrous folks.’

O: 82% – [R] ‘There aren’t many games which are truly original but Blade Warrior is one of them. Set in a fantasy world full of hideously deformed mutants who attack on sight, you, as the heroic Blade Warrior, must find and defeat the evil Murk who is hell bent on doing the same to you. The game mainly consists of wandering around, fending off the bizarre creatures while collecting as many spell ingredients as possible…[sic]..At £25.00 Blade Warrior wouldn’t offer too much in the way of value for money as the combat side of things can be a touch samey., mainly because of the limited amount of moves you can pull off. For this silly price (£7.99), however , I’d advise you to snap it up right away.’

AA: 79% – ‘Gameplay is very dubious and is vey difficult in this semi light to see who is killing who. In fairness Blade Warrior is not as bad as all that and will likely improve with a little practice. For me, I’ll give it a miss.’

AP: 77% – ‘Visually superb, possibly the most atmospheric game ever, and with the gameplay to back it up (I think).’

AF: 74% – ‘The hack-n-slash gameplay tires quickly, but the sense of adventure and rewarding implementation of spells keeps you going. Blade Warrior comes highly recommended to the adventure novice – hardened hackers will find themselves wanting just a little more.’

Z: 72% – ‘There’s no real depth to Blade Warrior, and even fighting the monsters isn’t great fun. With all the black graphics knocking around, you can’t see the wood for the trees.’

AP: 8% – ‘[Round Up] Gimmicky and stupendously dull beat-’em’-up-with-a-sword played in silhoutte.’

As you boot up the game you are immediately reminded of the recent indie released game Limbo with the silhouette graphics..and then as you first encounter the silhouetted spider traipse towards you ..you know that the Limbo developers must have taken inspiration from this game. However that is where the similarity ends.. Whilst Limbo was a tremendous game full of inspiring puzzles, Blade Warrior instead is a mundane repetitive dull hack-’n’-slash that will have you wanting to gnaw your arm off with boredom after 5five minutes of play. Which is a shame as I love the graphical style and little touches like the monsters turn into multiple birds when killed. If only Jason Kingsley had thought to include a game to all that visual splendour then Blade Warrior would be something special. Sadly he didn’t and so this is now a game for the curious into either what probably inspired Limbo or see Jason Kingsleys early career.’

The game incidentally was written by Jason Kingsley who is the same Jason who would go on to found Rebellion Software and who would go on to do all the Alien Versus Predator games and sniper elite. Blade Warrior would be his third game after the brilliant Better Dead Than Alien! and Murder games.

BLADE WARRIOR™

The beast was present in the land and from tower to tower the sorcerers voice called upon him. As night encroached and set the sun to flight, so his legions made ready to conceal the tablets that would see daylight banished forever.

So, as the same last bloody light drained from east to west, the paladin came forth, ready to do battle against the legions of the night, using all his might and skill in this tale of swords and sorcery.

Screenshots from Amiga version

Atari ST, Amiga, IBM PC and compatibles.

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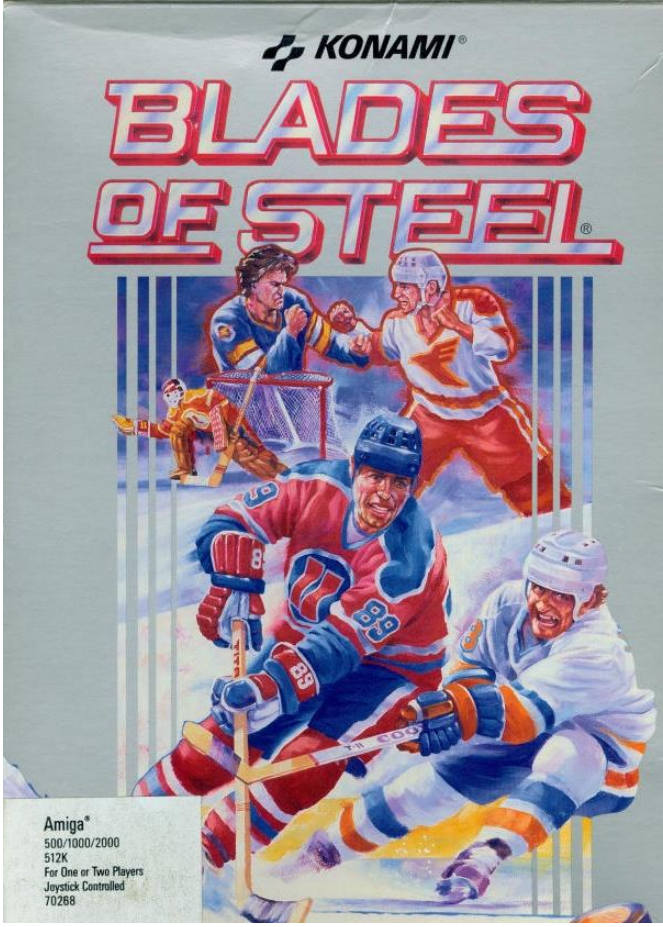
image

Blades of Steel (1990)

$44.95 Konami /
Dev: Novotrade

[4/10 – Bad conversion of the NES classic.]



AUI: N/A – 'The graphics, sound effects, and flexibility of Blades of Steel are mediocre. It also doesn't help that the game is copy-protected as to both disk and manual, and will not work on accelerated Amiga's or a hard drive. It has problems with the Super Agnus chip. Unless you're looking for a simple hockey game, skate on by.'

Ok so its Ice skating which is not a sport I know a lot about.. But any sport which someone can punch someone in the face and instead of a life time ban only gets 5 minutes in the naughty chair (Sin bin) is ok by me. I have actually played the NES version and arcade game and its quite an enjoyable game. Basic but good fun especially with a mate around. Sadly this Amiga version is a poor conversion. Its not terrible but just doesn't have the right controls to be as playable as its NES counterpart.

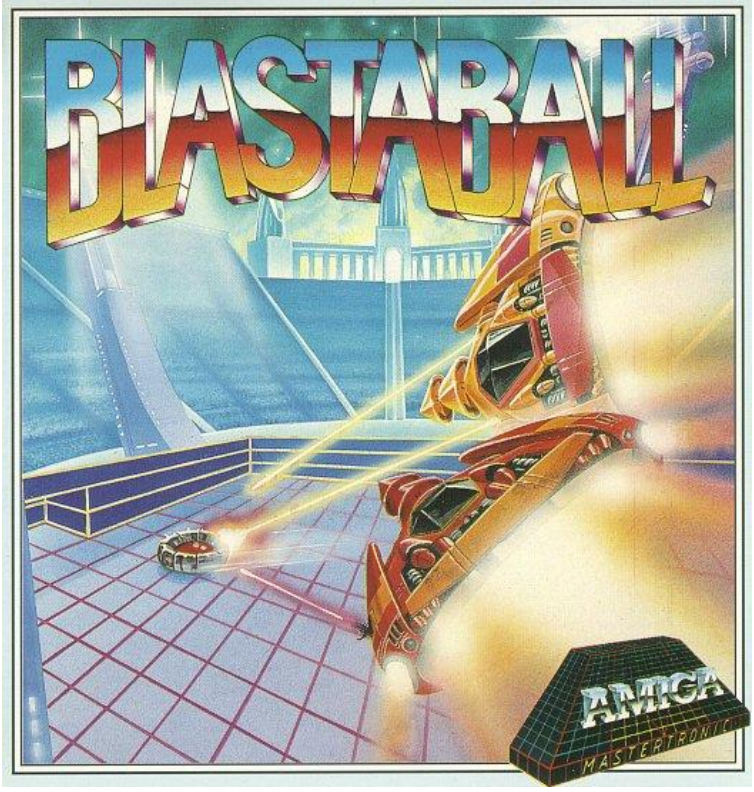
Blastaball (1987)

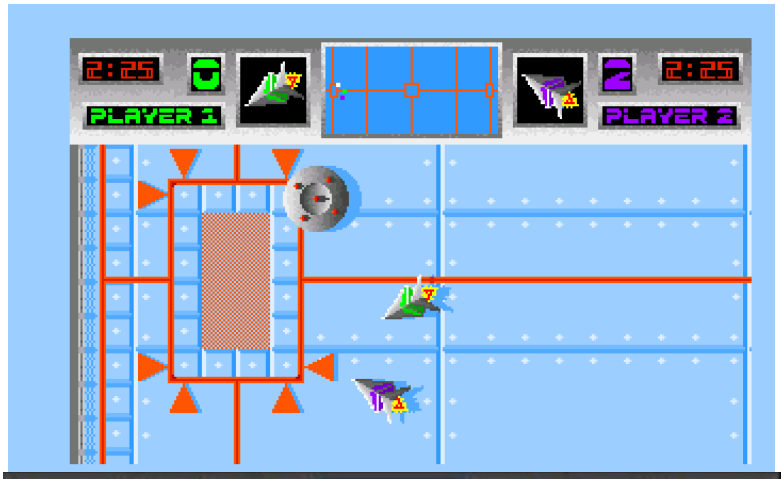
£9.99 Mastertronic /
Dev: Icon Design Ltd
[2/10 – dull Crossfire clone.]

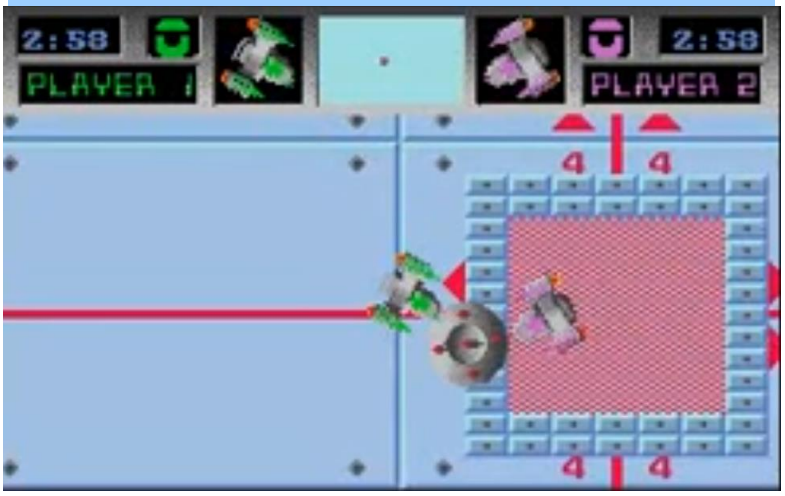
GM: 65% – ‘Craft control takes a little getting used to due to the high level of inertia – its more apparent on this version than on the others – but practice makes perfect. Blastaball should keep Amiga owners happy for a while, though interest could soon be lost due to its simplistic concept; the game doesn’t change much, it just gets harder.’

YA: 29% – ‘Blastaball's small germ of an idea is a novel one – a shame really as more opponents on screen with some music and better sound effects would have pushed this game up into real budget status.’

A really dull version of that crossfire board game where you have to fire balls to shoot the puck into the goal. Controls are too slow and only two ships makes the game far too dull to play.







Blastar (1993)

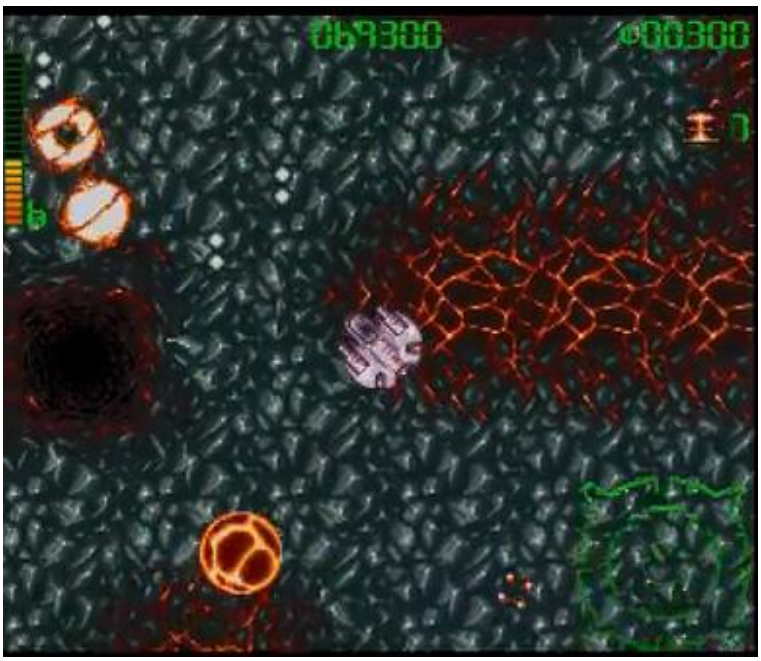
£25.99 Core Design

[3/10 – Terrible controls on overhead sections, better on horizontal shooty bits..]

AA: 86% – ‘Blastar is by far the best shoot ‘em-up on the Amiga in my opinion. I like everything about it, from the missions aspect of the sub levels, to the fast and frantic, yet controllable action, and even the music, which is right up my street, This is almost faultless, and certainly lays Project X to rest as far as I’m concerned.’

O: 81% – ‘Blastar’s great fun but if only Core had spent a bit longer polishing off the rough edges this could so easily have been a classic.’

CU: 78% – ‘Blastar’s not a bad game, it’s just not that good either. There’s little to be gained zooming around the screen blasting everything in sight. For one thing you won’t last very long, for another you’ll never see the ground based installations that you are supposed to be blowing up. Caution is the name of the game here. Personally, I prefer the action to be a bit more frantic. I got to grips with the rotational thing but I still prefer a more traditional scroller. Which is why Overkill gets my vote.’



AC: 68% – ‘Blastar got a lot of great qualities to it. Smart Graphics, cool sounds but unfortunately poor control. This at the end of the day, affects the overall play, however pretty things might look.’

AUI: 57% – ‘The control method is so poor that sometimes it is not possible to line up and fire on a target from your position and have to move around to get a shot in. (There are only sixteen directions you can face, which is poor from the 360 degrees you can turn through.)’

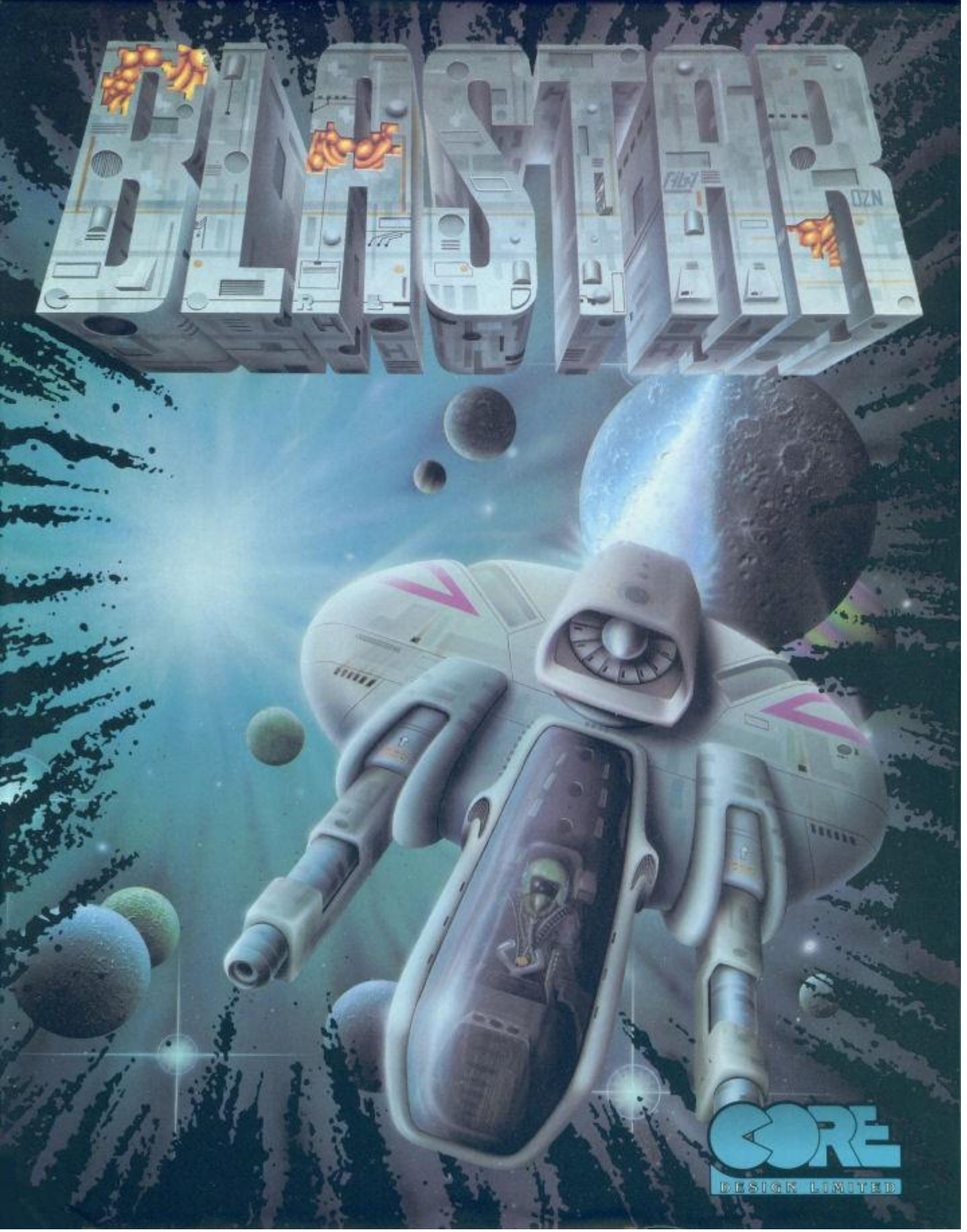
AF: 44% – ‘A pathetically poor attempt to produce Xenon 3. This game fails on every single level. This is not the worst shoot-em-up ever, but comes pretty close.’

AP: 37% – ‘Uppers: Nice graphics, sound and introduction sequence. Yeah Great, Downers: Dull as dishwater, and about as much fun as falling in a smelly old canal. In January. The Bottom Line: Insipid shoot=‘em-up that fails to even live up to the pretty pictures on the box.’

Hmm the only company that gave it a favourable review (Amiga Action) also happened to have an exclusive demo on its cover disk…hmm I love the smell of game magazine corruption in the morning.

Ok on to the game, well on going through the nice intro and into the in game graphics you are initially are blown away how pretty it all looks and how smoothly it all runs. So much is right visually and aurally with this game, that it totally baffles me they would make such fundamental mistakes with the controls. Firstly your ship is affected by inertia and so the faster you go the wider the turning circle. This really annoys with you often having to frustratingly circle an enemy ship several times just to line up the shot. Instead I just ended up just leaving the fire button on and flying off to do the mission of destroying the enemy bases. Which brings me on to the next broken aspect of this game… The levels are far too large and the radar system completely useless, this leaves you with the boring task of aimlessly flying around until you happen to stumble across an enemy base…Which incidentally you wont spot as it looks almost identical to the standard backgrounds. It does improve when it switches to the horizontal shooting levels (making you scream why they just didn't do more of these levels), but by then all good will for the game has been spent.

All in all a frustratingly broken game, which annoys me immensely as this could have so easily been turned into something special with some tweaks and play testing. As it stands Blastar is a poor part of Core Designs history and not one to recommend. Interestingly Tim Swann who was lead programmer on this, went on to be lead programmer on Diablo and Fable 2 and Fable: The Journey. Co-coder Dann Scott meanwhile went onto work on the re-mastered Golden Eye games.


BLASTAR
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12 different stages * Hundreds of intelligent hybrid aliens * Multi-directional scroiling * Fully animating backgrounds * 800K of hardcore techno trance music * 200K of sound effects * Multi-layer parallax * 3 Megabytes of graphics * Over 400 screens of playing area * State of the art alien control.

12 étapes différentes * Des centaines d'hybrides intelligents à affronter * Scrolling multi-directionnel * Arrière-plans animés * 800 Ko de musique techno délirante! * 200 Ko d'effets sonores * Scrollings Parallax * 3 Megabytes de graphismes * Plus de 400 écrans de jeu * Animation grandoise et exceptionnelle des extra-terrestres!

12 unterschiedliche Ebenen * Hunderte intelligente Hybriden * Multidirektionales Scrolling * Vollanimierete Hintergründe * 800 KB Hardcore Techno Trance-Musik * 200 KB Soundeffekte * Parallax-Scrolling * 3 MB Grafiken * Mehr als 400 Bildschirme Spielfläche * Alien-Steuerung nach dem neusten Stand der Technik.

12 differenti livelli * Centinaia di ibridi alieni intelligenti * Scrolling multi-direzionale * Fondali completamente animati * 800k di musica hard core techno trance * Multi strato parallattico * 3 Megabytes Di Grafica * Piú di 400 schermi di area giocabile * Complesso Sistema Per il Controllo Degli Alieni * 200K di effetti Sonori

Screen shots taken from Amiga version

CORE DESIGN LIMITED

Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS.
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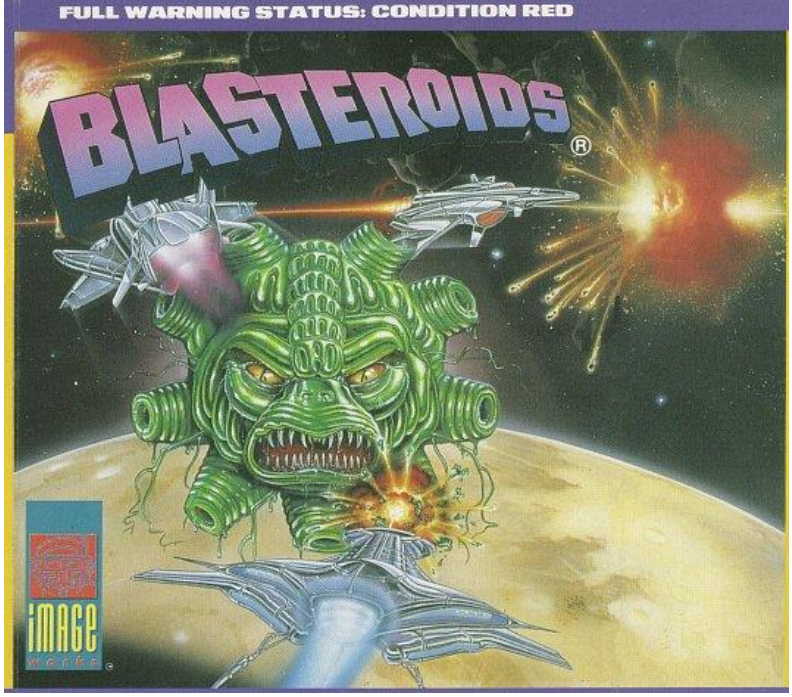
Blasteroids (1987)

£24.99 Image Works /
Dev: Teque Software

[5/10 – Good port of an average arcade game.]



ZZ: 88% – ‘An extremely playable, top class arcade conversion.’

CUSR: 82% – ‘Visually Blasteroids is near identical to the arcade machine, and that’s as it should be, the game set no great standards here, but the gameplay Teque have most successfully managed to encapsulate. There are some minus points. The way you transform the ship by pulling back makes it all too easy to do by mistake, and this can be pretty irritating. Sound too, whilst sampling its arcade parent, omits Mukor’s contemptuous ‘Human slime is weak!’ remark at the end of the level. That made the coin-op for me. Otherwise no complaints Asteroids never really did a great deal for me, and Blasteroids only did a little to change that. Devotees of the machine won’t feel so detached.’

O: 81% – ‘How many Asteroid fans played Blasteroids, were initially impressed but after a few games realised it wasn’t anywhere near as atmospheric and nail-biting? It’s fortunate that the gameplay is strong enough to make it work. But only just.’

ACE: 746 /1000 – ‘Looks and sounds OK but isn’t that impressive for the Amiga. The levels are also a bit too easy.’

GM: 71% – ‘Digitized pictures are always attractive but even with backdrops faithful to the arcade machine Blasteroids is not a game to push forward the boundaries of software. With a slight loss of high definition comes lack of ship detail although the overall effect is of a very slick game. The music and effects are generally below average – faithful yes, but also annoyingly repetitive.’

This is a graphically good, with solid controls and a reasonably accurate arcade conversion. Unfortunately it a conversion of a pretty poor Atari arcade game, where Atari attempted and failed to update Asteroids.

This home conversion is slightly slower than its arcade parent and far too easy, with you being able to breeze through to the final boss by simply not moving the ship and shooting all around you. If you want to play a decent update of Asteroids on the Amiga then try Super Stardust, you certainly wont find a good Asteroids update here.

Arcade original graphics as a comparison. >

FULL WARNING STATUS: CONDITION RED

BLASTEROIDS

AMIGA SCREEN SHOTS

THRUSTER • LAUNCH!
WARRIOR • LAUNCH!
SPEEDER • LAUNCH!

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AND BEWARE – MUKOR AWAITS!

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image works

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Blazing Thunder (1991)

£6.99 Hi-Tec Software/
Dev: Pal Developments

[8 /10 – Enjoyable Ikari Warriors clone in a tank. Runs smoothly and with top graphics, definitely a hidden gem that should be played.]

AP: 75% – 'Unusually for Hi-Tec, this game isn't a license from a dodgy Hanna-Barbera cartoon. It's actually a totally original product, om so much as something that's basically Ikari Warriors can be called 'original', though here the player is in a tank (or 'piece of miniature hardware', as the inlay would have it)) instead of faffing about on foot. This of course opens the door to lots of fun driving over enemy soldiers and listening to their (different-pitched) screams, free from those bumping into things and dying worries.

Not that you are invulnerable, of course (bit of a silly game if you were, though it would probably still be loads of fun), as the enemy forces are armed to the teeth with a lot of rather heavier weaponry. Including tanks, planes, helicopters, mobile rocket launchers and huge armoured personnel carriers. Hardly innovative stuff, you might be thinking (and you would be right), but that doesn't stop Blazing Thunder from being a great little game. Faster- paced than the norm for this kind of thing (and blessed with some great sound effects) it cracks along through some effectively cartoony backdrops and heaps of action. It's as playable as you expect something this simple to be, and hard enough to be addictive too. Especially fun are some of the later landscapes which are often quite imaginative (if not to say decidedly odd) in design – worth looking out for. One word of warning – it's only half as much fun if your joystick doesn't auto-fire – but essentially we're in a moan-free zone here. A winner.

- Stuart Campbell.'

Coded by Gary Antcliffe, who would do many of Hi-Tecs finest games like Yogi's Great Escape and Scooby Doo and Scrappy Doo..and then would go on to do the Universe game on the Amiga and recently worked on the brilliant Little Big Planet game.

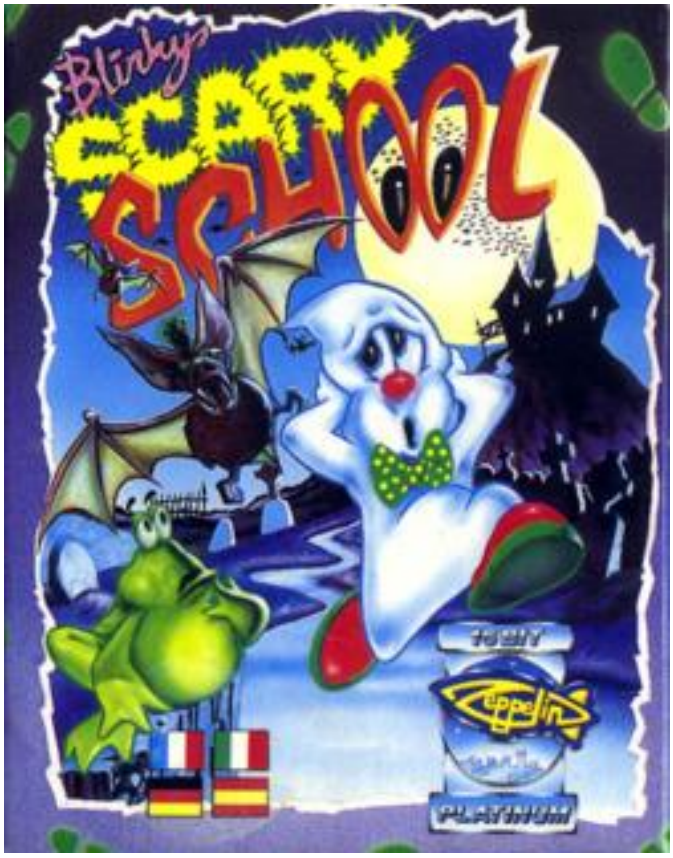
I really loved this game, it has wonderful cartoon graphics, that perfectly captures the feel of the title and more importantly it all moves and plays incredibly well throughout.

The fact that this game was a budget title really wows, as it puts a lot of full price games to shame. Yes definitely a hidden gem that need to be played.

Blinky's Scary School (1990)

£7.99 Zeppelin Games

[7/10 – Dizzy meets Jet Set Willy in this polished cartoon adventure.]



AP: 71% – 'Once upon a time the Codies used to churn out 'simulator' games by the barrow-load and, despite some heavy flak, made lots of money from them. Bit then everyone else started doing 'simulator' games, and kind of spoiled it a bit, so the Codies turned their attentions instead to 'loveable character' games – Dizzy, Seymour, Little Puff and all the rest of them. But then, er…Here's Blinky, Zeppelin's very own 'loveable character'. He's a ghost with big eyes and outsized boots who is a bit crap at jumping, and won't drop an object unless he can pick one up at the same time, but otherwise fits the role perfectly. And true to form, he's got lots of room to wander around with puzzles to solve, baddies to dodge and traps to avoid. It's sort of Dizzy, but with a garnish of Jet Set Willy. All good fun, with smart graphics, plenty of surprises and hours of pleasure for those who enjoy this sort of thing (e.g. me).

What we really, want, however, is the ultimate 'lovable character game, pitting Dizzy, Blinky and the rest in their ultimate challenge – a fight to the death! Put them all in a Speedball 2 playing area, arm them to the teeth and see who comes out on top. It would be brillian. (Nurse! – Ed).

- Jonathan Davies'

I must confess, I always have a soft spot for cartoon Dizzy like adventures like this. I think it was because how much I used to play these kind of games on the Spectrum. Of all the Dizzy clones I have played, then this is one of my favourites. It all is incredibly polished with stunning graphics and all plays surprising well. I think Jonathan Davies analogy of 'Dizzy meets Jet Set Willy' is quite a good one and sums up this title quite well (all be it far closer to Jet Set Willy).

If you hate Dizzy/Jet Set Willy games then you will not find anything to love here. Also the jumping is really annoying with it next to impossible to be able to jump over enemies in some sections. But if you do enjoy those kind of games then this is definitely one worth tracking down.

If you enjoyed this then you may be interested to know that they did do a sequel on the Amiga to this called Titanic Blinky. There was a third game in the works called Blinky in America that sadly never got released.

Incidentally a great PC remake has been done and can be found here.
http://pjsfreeware.synthasite.com/downloads-1.php

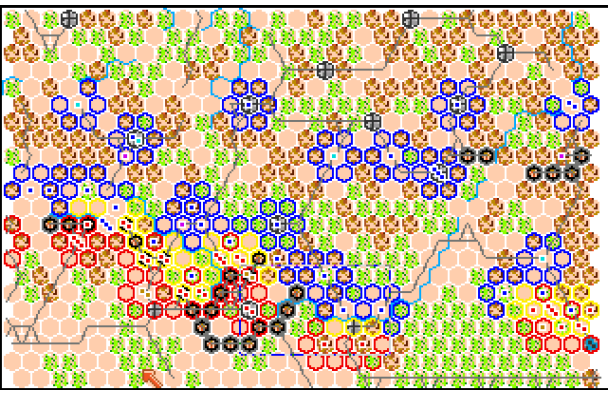
Blitzkrieg – Battle at the Ardennes (1987)

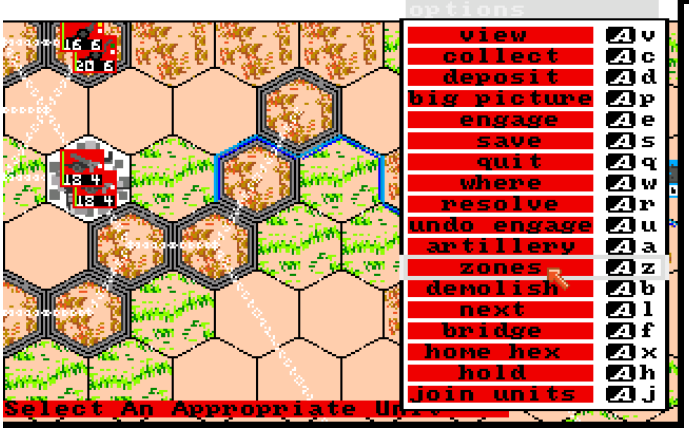
£24.99 CDS

[4/10 – Old Turn based strategy. A little too clunky for my personal tastes.]

I had high hopes for this when I booted it up. I love Turn based strategy games and was pleasantly surprised after some ugly menus to be greeted with a pretty full colour hexagon playing board. Sadly though the game controls its self are incredibly clunky. Leaving you spending far too much time battling with the controls as opposed to enjoying a good strategy game. All in all a missed opportunity in my opinion.

All in all a real shame.

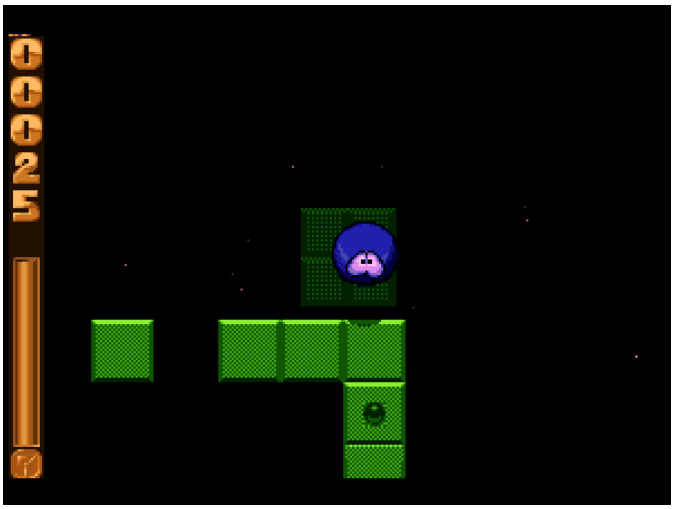


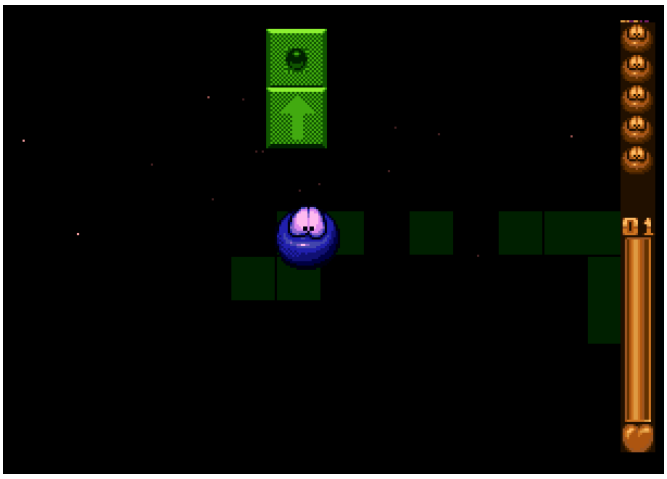


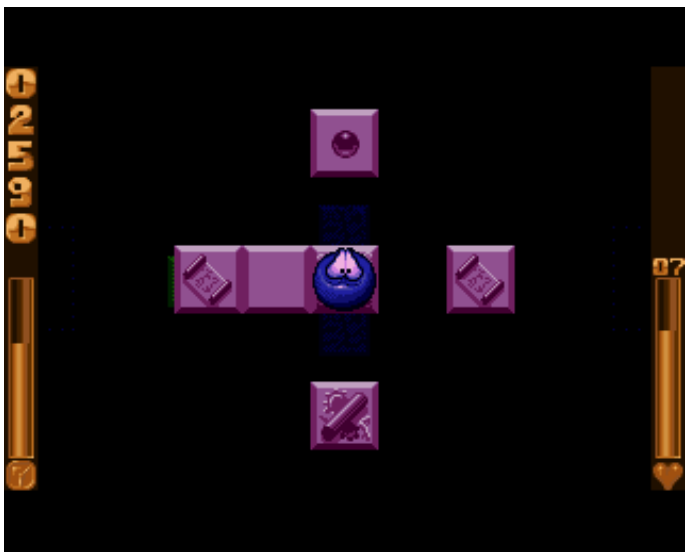
Blob (1993)

£25.99 Core Design

[5/10 – Original concept let down by frustrating gameplay.]







AP: 88% – ‘Uppers: . Brilliantly original (as far as the Amiga goes, anyway), maddeningly addictive, and eerily vertigo-inducing. Blob’s a top character, too – you really feel for him when he gets hurt and does his sad puppy-dog eyes. Eve if he does look exactly like Putty.

Downers: It would have been food to have some kind of instructions at the start of each level as to what your exact objective is – later on you have to tool around for quite a while before you work out which sort of level it is. And cute though it is, you should be able to cut the death sequence short.

Bottom Line: A superb original arcade puzzler with tons of character, and a refreshing change from, well pretty much anything. Yet another great game that could only ever happen on the Amiga.’

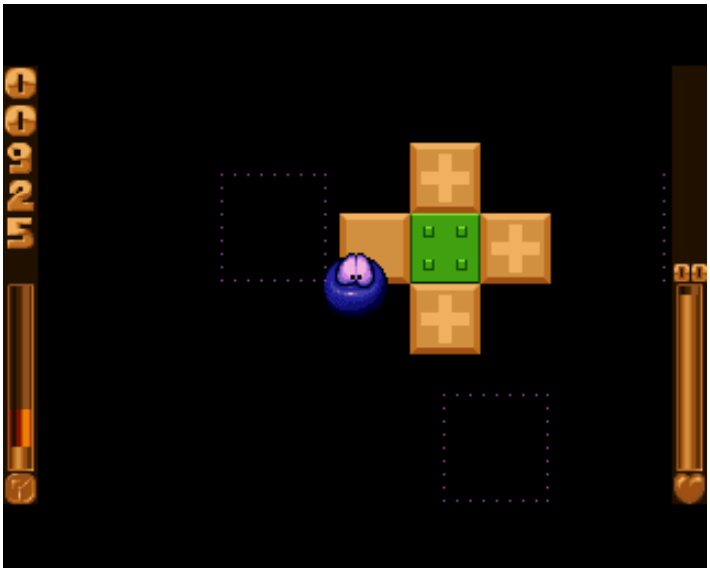
AF: 83% – ‘Like the classic Nebulus, it adds a new viewpoint on top of all the action and the puzzles you’d expect from a class platformer. A winner.’

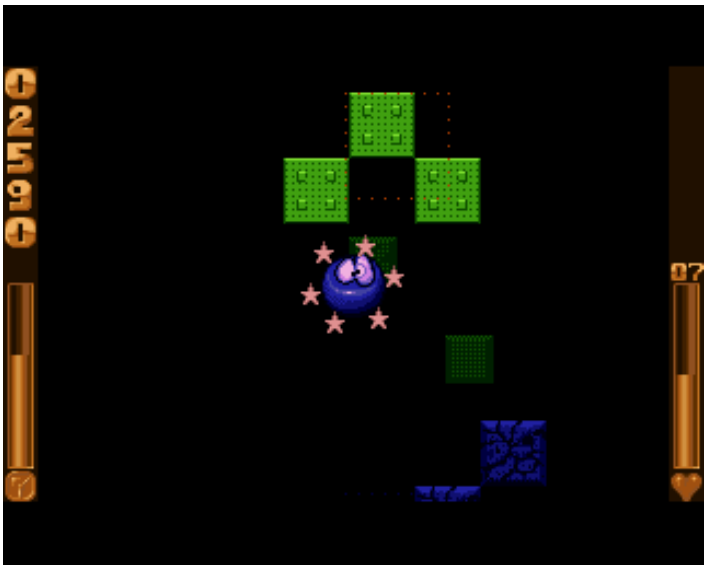
AA: 83% – ‘The gameplay can’t really be faulted, but I still wish the whole thing had that added touch of pizzazz.’

AFC: 82% – ‘A very playable and most enjoyable departure from the norm.’

AUI: 78% – ‘You certainly have to have patience and excellent reactions for Blob. You also need to be the type of person who enjoys spatial reasoning and utter frustration – it can be a blind guess as to which direction to go. That said, Blob does have its appeal. It’s a simple concept, but a difficult game and you’ll find yourself hurtling off platforms to your doom before completing any level. Still, level codes do exist, so you don’t have to play right from the start every time.’

CU: 72% – ‘This is one of the better puzzle games of the year, although it’s nothing remarkable. The graphics are cute with plenty of nice sprites making up for the minimalist back drops. Ultimately, though, the game just doesn’t offer enough long-term interest. Once you can complete the first 10 or so levels the game starts becoming a repetitive chore and when that happens you won’t come back to it.

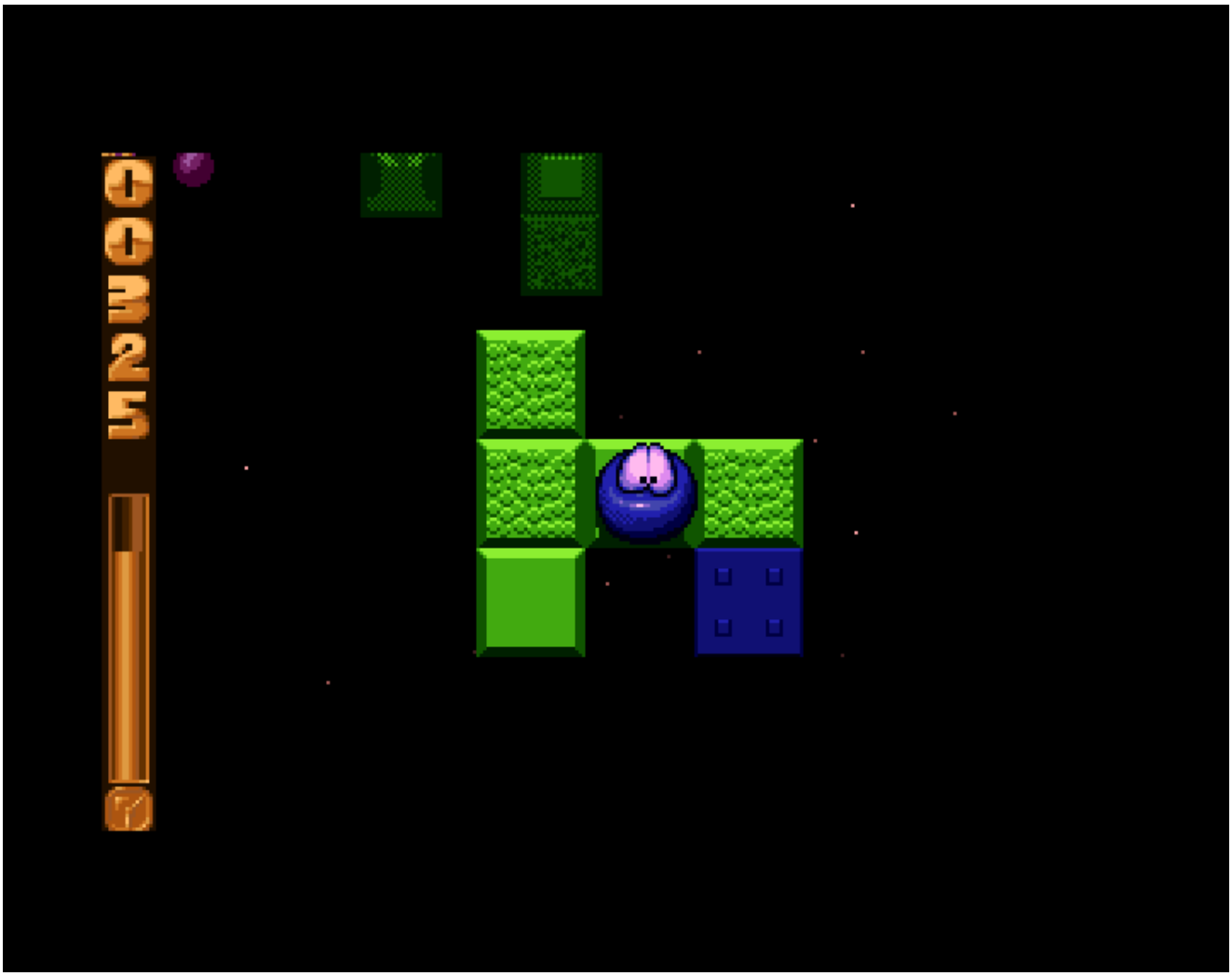


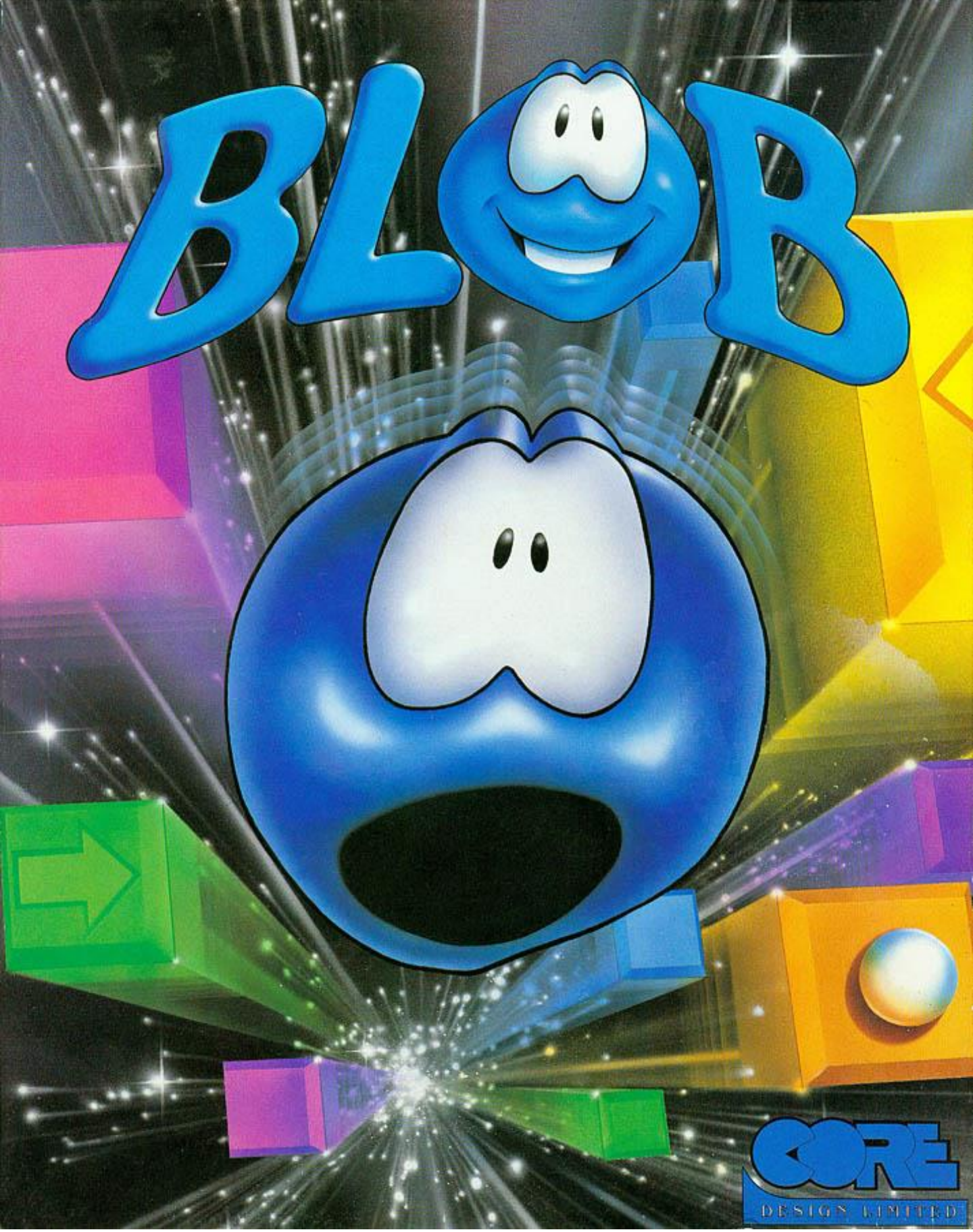


AC: 70% – ‘Blob may have the graphics, sound and originality, but it lacks in playability thanks to the control system, and the difficulty level is way too high. Right ideas, just badly implemented.’

O: 67% – ‘..the 3D technique used is quite nice, but at the end of the day I have to keep coming back to the fact that the frustrating regularity of unfair death hisses you off so much that it’s hard to stay friends with the game for very long. I played this over a number of days and each time I returned to it I felt that I had been a bit unfair in my judgement, but after half an hour of being pushed off tiles and bumping into platforms above me I still came to the same overall conclusion. If you have the patience of a saint and aren’t the sort of person that’s likely to throw your Amiga through the window when frustration takes over then take a look, As for me, I’m off to take my aggression out on a brick wall.’

Hmm I really wanted to like this. I love games that try something new and this certainly does attempt that. The game isn't terrible either being quite a technical achievement and all running rather smooth. The problem is though that game itself isn't that much fun with it all feeling a hard painful slog, as opposed to an enjoyable romp. Too often playing this I died because, either… A) didn't know where to go. B) missed a platform as there is no easy way to estimate jumping. All in all, this is a game that is probably worth a play, to see the original concept, just don't expect it to hold your attention for long.



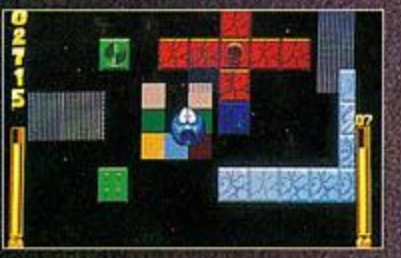

BLOB
CORE
DESIGN LIMITED

Imagine a universe of a different dimension - a dimension of height, of ground, of gravity and time. Here life is but a bounce away from oblivion for Blob. Blob's spaceship has broken down whilst transporting a cargo of baby Blobletts. Parts of the ship have been lost and some of the Blobletts have wandered off in all the confusion. Guide Blob through 50 taxing levels of bouncy crazy puzzles, find all the spaceship parts and rescue any Blobletts that have become lost or trapped. Live life on the edge - experience BLOB.

Stellen Sie sich ein Universum vor, das andere Dimensionen besitzt - die Dimensionen der Höne, der Ebene, der Schwerkraft und der Zeit. Das Leben dort ist fur Blob bloB einen Sprung vor dem unendlichen Abrund. Blob's Raumschiff ist wahrend eines Transportes von kleinen Blobletts abgestürzt. Teile des Raumschiffes sind verlorengegangen, wobei sich einige der Blobletts in der Varwirrung selbstständig gemacht und verirrt haben. Fuhren Sie Blob durch 50 haarsträubende Level voller sprunghafter Rätsel, finden Sie die verlorenen Teile des Raumschiffes und retten Sie die Blobletts, die verlorengegangen oder gefangen worden sind. Erleben Sie das Leben auf des Messer's Schneide - erleben Sie BLOB

Imaginez un univers d'une autre dimension - un univers où la hauteur, l'espace, la gravité et le temps sont sans limites. Là, il suffit d'un simple faux bond pour que Blob chute vers l'oubli.
Le vaisseau spatial de Blob est tombé en panne alors qu'il transportait des bébés Blobetts. Certaines parties du vaisseau se sont détachées et des Blobetts ont disparu lors de l'incident.
Guidez Blob à travers 50 niveaux impressionnants d'énigmes rebondissantes et délirantes. Découvrez toutes les pièces dissimulées de la navette et secourez les Blobetts perdus ou pris au piège. Vivez l'expérience Blob

Immagina un universo calato in una dimensione completamente diversa nello spazio e nel tempo. E' L'universo di Blob!
La navicella del nostro eroe he avuto un guasto mentre trasportava un carico di Blobletts. Parte dei componenti sono andati perduti e gli stravaganti viaggiatori si sono cosi' ritrovati nel bel mezzo del caos piu' totale. Guida Blob attraverso 50 incredibili livelli di gioco. Ritrova tutte le parti della navicella e libera tutti quei Blobletts che si sono smarriti o che sono stati fatti prigionieri.



DER GRÜNE PUNKT

CORE DESIGN LIMITED

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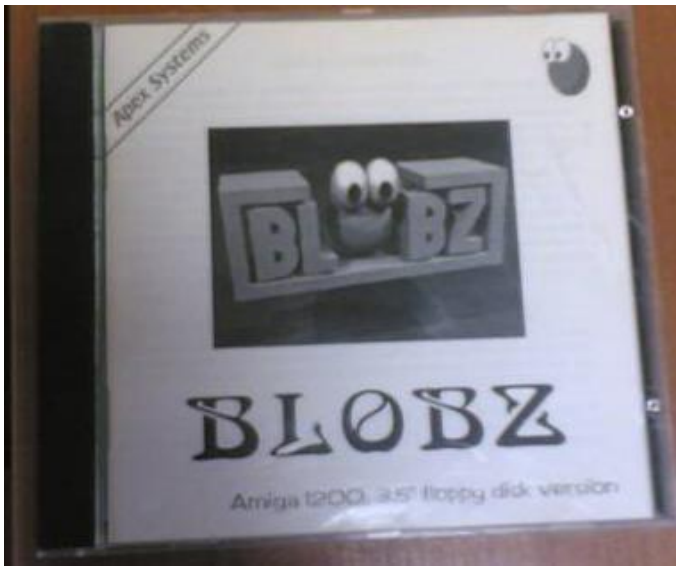
Screen shots taken from Amiga version. All rights reserved. © Core Design Ltd.

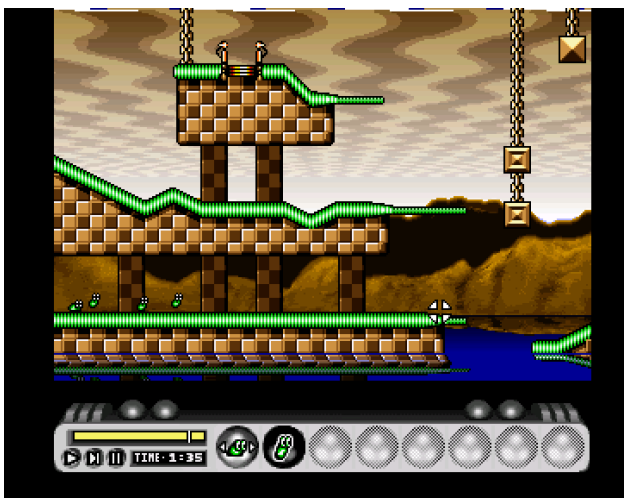
Blobz (1996)

£14.99 Apex

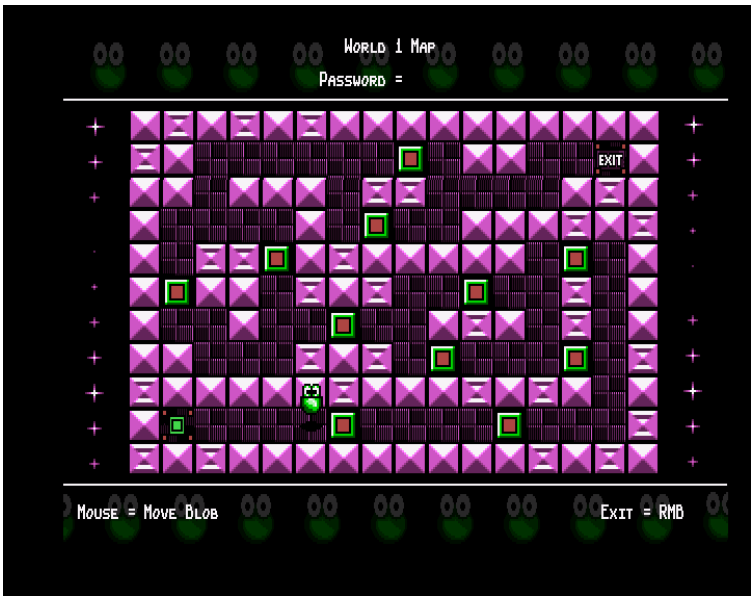
[9/10 – Exellent Lemmings Clone. Loads of fun.]



CU: 82% – Not the most inspiring name for a game, but then look at Worms and how successful that title was. Blobz steals its gameplay style directly from Lemmings., replacing the suicidal rodents with green non descript things decked out with tiny eyes. While Lemmings motivation for suicide is biological, blobs just don't know any better, if they walk into spikes or water they die, but there's no stopping them. A walking they will go, straight into trouble. As can be seen from the screenshots the landscape types are not as detailed or developed as Lemmings, but Blobz is a Blitz program and so is a little more basic (yes the pun was intended) than the game it's based on. The puzzles themselves are satisfying, if frustrating and they have been well thought out using the various ;skills' which you can assign each Blob. What you can't see from the screenshots is the smooth horizontal scrolling and the neat moving water effects and special touches.



While the platforms themselves might look basic, there is a good reason for this: a level designer has been included so you can make as may as you like, and it's simple to use. You assign skills to each Blob like Lemmings. First check on one of the skills represented by icons at the bottom of the page then click on the Blob you want to execute this skill. There is a rocket pack skill, a jumping skill, a reversing skill, a chomping skill (allowing your Blobz to eat horizontally through structures, unless a solid girder is in the way)…[continued]'



…[continued]…several directional missile skills and a digging skill. Not all of these are available on each level so, for instance, just when you're comfortable about saving Blobs with the reversing skill, it disappears on the next level. On some levels you have to pick up skill icons as you go along. The game is based on six worlds each mapped out like a maze and there are 60 levels in total. To get to the end of the world you have to negotiate your way around a maze completing the levels. Although it is possible to get to the exit by completing maybe 80% of these if you choose the right path, the ones you miss might contain valuable clues about completing later ones. The amount of levels and increasing difficulty means that this is not a fast game to finish. Add the possibility of infinite custom levels and you have a lot of a game. A well recommended purchase. - Martin Davies.'

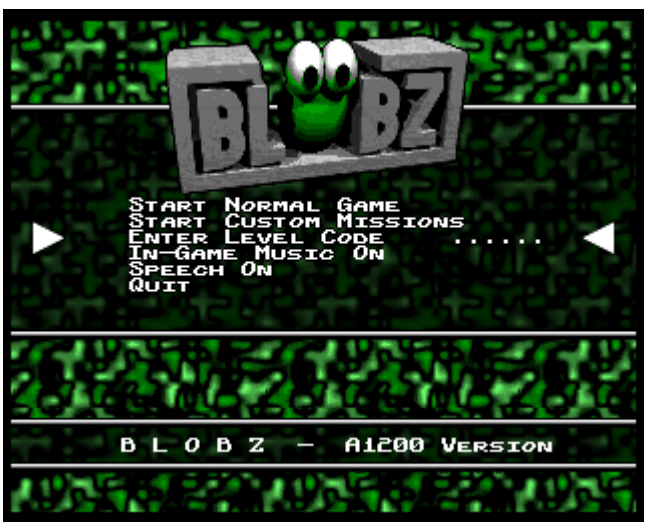
AC: 81% – 'Overall, Blobz is an addictive game with truckloads of playability, it's just a shame that it won't be available in any shops- you'll have to buy it mail order. Still it's nice to see that descent products can still be produced on the Amiga.'

AF: 71% – 'Excellently produced but just too close to its inspiration to merit a higher score. The crippling time limit on most levels does nothing to make the game more appealing either.'

What a fantastically pleasant surprise this game was. By 1996 I had already left behind my Amiga and was instead playing PC and Sega Saturn games, so I totally missed this Amiga gem when it came out. The game is very much like Lemmings, but extremely polished a massively fun balanced game to enjoy. It also has some nice touches like a maze level select that allows you to have multiple paths to complete each world, meaning if you are stuck on a particular level you can often avoid it and instead make a new path for yourself.

Yes from the cute Worm like sounds, to the pretty graphics, combined with so much polish and shine that you can see your beaming face in it..this is a game well worth tracking down and giving some serious time to.

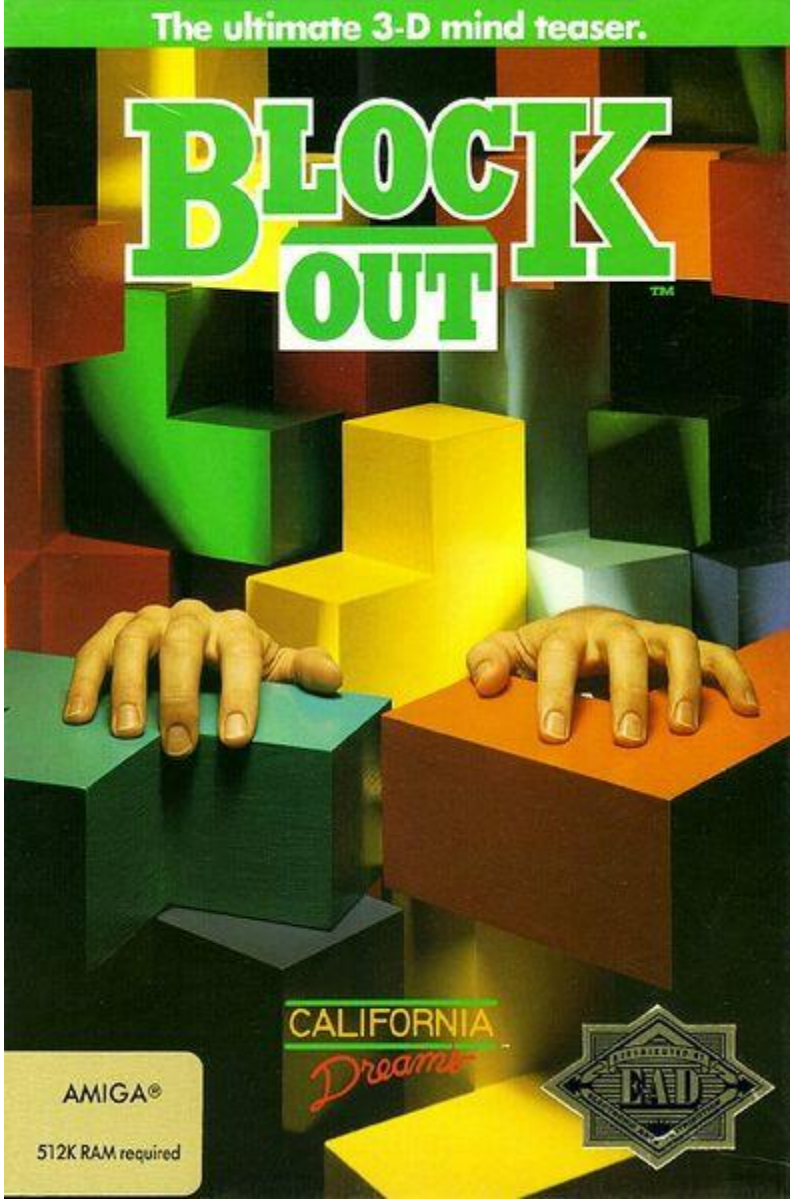
Then when you combine all of the above with a solid construction kit as well, I am also inclined to say this is even better than Lemmings in many areas. Quick I better make my escape before the rabbid Lemming fans come to beat me up.



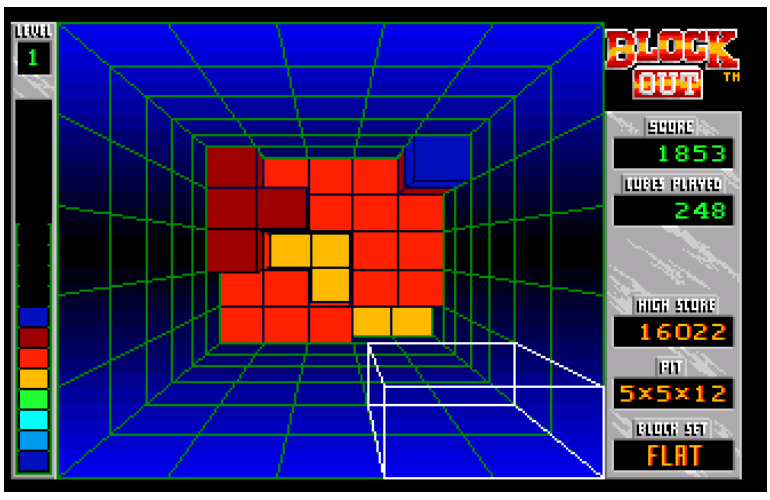
Block Out (1989)

£19.99 California Dreams (US) or Rainbow Arts (EU)

[7/10 – Enjoyable alternative to Welltris (a 3D sequel to Tetris). Definitely worth a play if you enjoy these kind of games.]



AF: 84% – 'On first sight, Block Out could be well passed off as a Welltris rip-off. This is unfair, since Block Out is a true 3D puzzle game, with the player having not only to thing width and height but also in depth. Don't dismiss the game out of hand! Have a try and you'll see that it has enough of its own character to stand up as a challenging game in its own right and for many people will have more appeal than Welltris.'

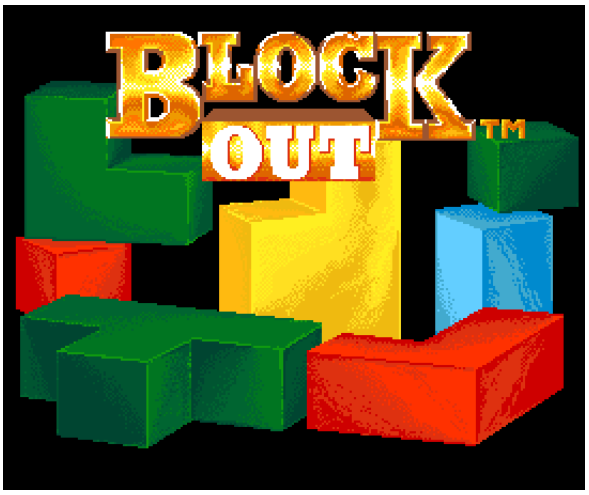


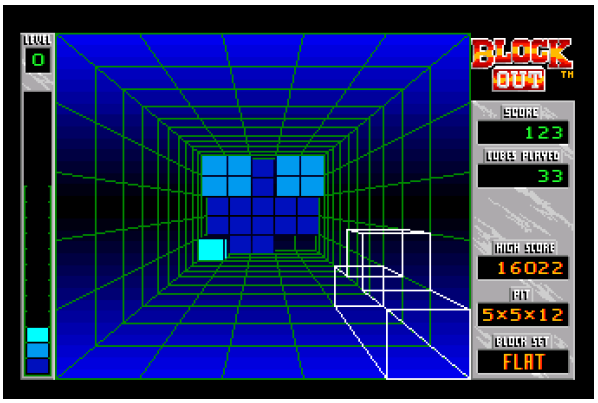
O: 81% – 'Despite its obvious resemblance to a certain game beginning with T and ending in etris, Block Out isn't quite as easy to pick up and play. It takes time to adjust to the 3D and it takes even longer to get the hang of the controls. It seems strange that it is not solely mouse-driven – Having to us the keyboard is frustrating at the best of times, but when the going gets fast you seem to spend more time thinking which key does what as opposed to what shape goes where.'

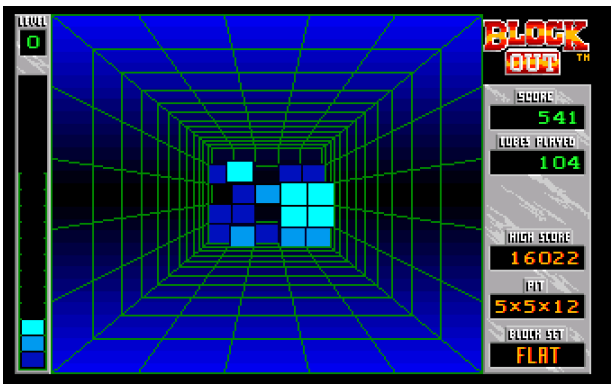
AA: 78% – 'Block Out will appeal to puzzle fanatics out there and proves that the old ideas are sometimes the best.'

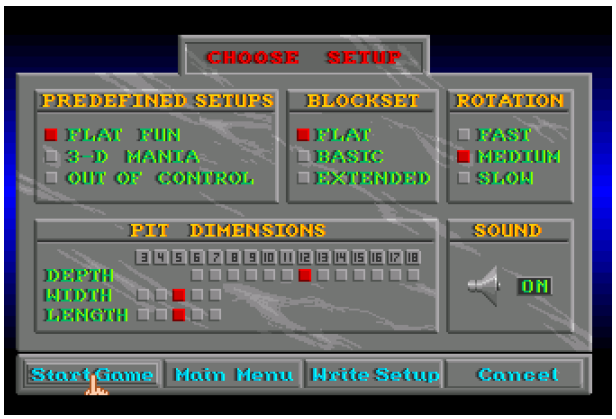
Z: **78%** – ‘Another good variation on the Tetris idea, but a rip-off nevertheless. If you can’t get enough of Tetris, and its numerous clones, then you’ll probably love Block Out (though it’s not as good) but I wonder how long these games will continue to flourish?’

CU: **75%** – ‘Block Out is more therapeutic than addictive. It doesn’t get the adrenalin going in the same way Tetris does. That’s not to say it’s not as good – simply that it tests you in an altogether different way.’









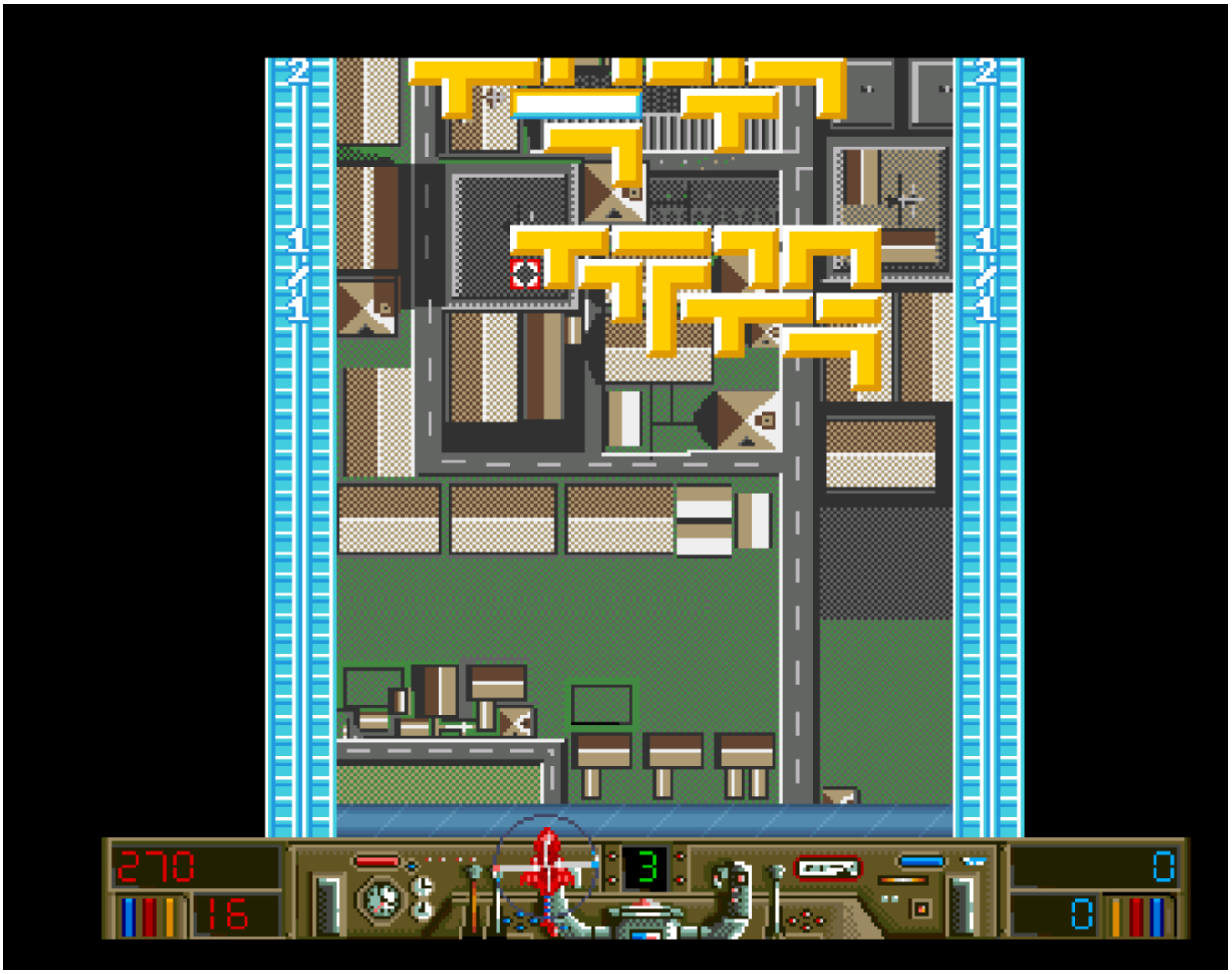
I really enjoyed this improved clone of Welltris. The controls took a few goes to get the hang of, with the keys Q, W, E rotating the shape on the three axis and the mouse controlling where to place the shape (with left mouse button dropping the shape). But before too long I was happily placing the shapes in a nice gentle pace. This is the first slight niggle with the game. You seem to stick on the speed you initially choose. So there is no feeling of progression, with the games difficulty rigidly remaining the same. In addition to the Flat fun mode I described (which has only the seven Tetris shapes) there is also a 3D-Mania mode and Out of Control mode, with you be able to tweak those modes to exactly as you desire. My head really fizzled with those extra modes with each mode time upping the number of shapes considerably to 32 items or something like that. Not a game that is everyone’s cup of tea, but if you like your puzzle games then definitely give this game a go.

Block Shock – The Last Chance (1989)

£19.99 Kingsoft /
Dev: New Comer

[4/10 – Nice puzzle shooter idea, let down by bad controls and annoying music. A real shame as it is a good idea for a game.]

Simple premise… You fly a helicopter at the bottom of the screen with your mouse. Very time you fire you will create a block on the shapes moving towards you. Make the shape into a rectangle and it will disappear. Keep repeating. Music is repetitive and really annoying, also make sure you switch it joystick as the mouse if far too twitchy to be accurate. With both of those elements sorted then the game becomes far more enjoyable, for a little while at least.



Blockhead(1996)

£14.99 Applaud Software

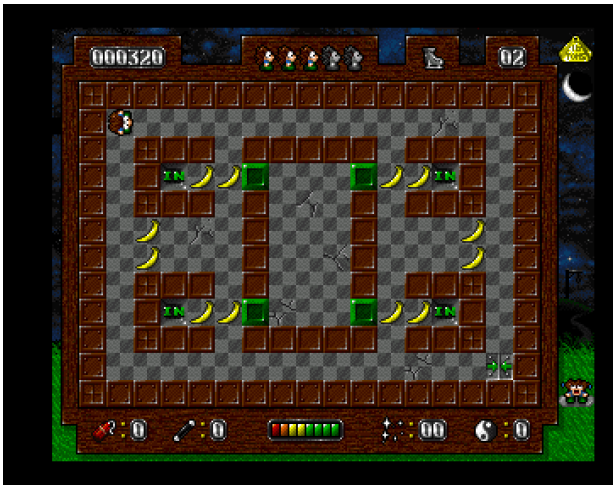
[6/10 – Good Boxy Boy clone, with functional Public Domain graphics, but enjoyable gameplay.]

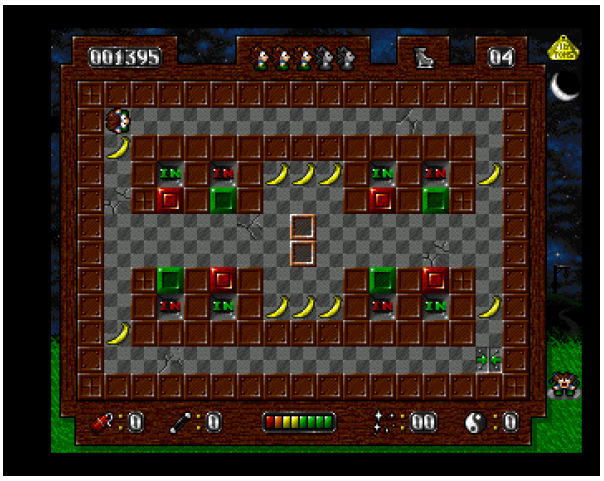
AF: 77% – ‘A solid, if uninspired, puzzle game that will keep you playing. Just don’t expect too many fireworks.’

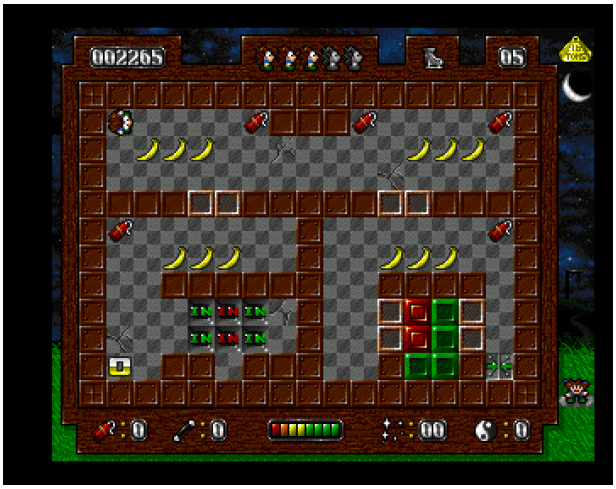
CU: 67% – ‘It does have a public domain feel to it. However if you feel in the mood for a brain teasing session then get this.’

One of my favourite games on the PC Engine/Turbo Grafix console is Boxy Boy (which itself was also an update of the old Namco arcade game of the same name.) This is essentially that game of pushing boxes on to the IN’s to open the exit. However this has the added ability of being able to pull as well as push boxes deviating from the Boxy Boy premise. The game is functional in the extreme, having said that it is solid fun to play. It is just a shame that this definitely looks and feels like a Public Domain (free) game that got itself published to capitalize on the fact few games were being released for the machine in 1996.

Definitely a worthy diversion of your time, just don’t expect to be blown away. Also to any Indie developers, there is a lot of good ideas that can be found here.







Blockhead 2 (1998)

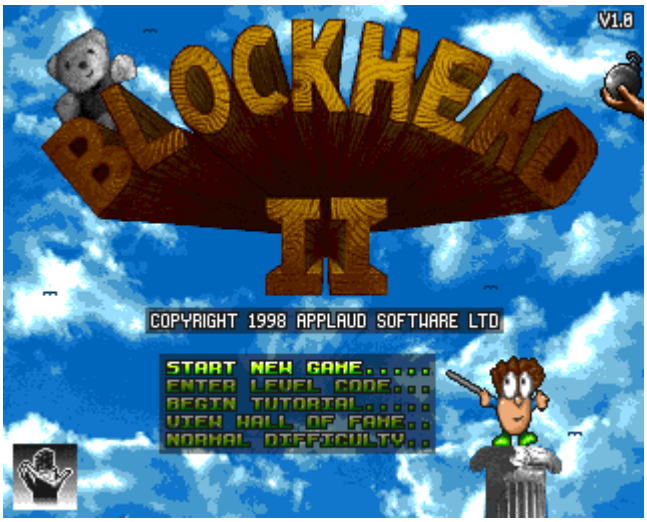
£14.99 Applaud Software

[8/10 – Good Boxy Boy clone, with functional Public Domain graphics, but fab gameplay.]

AF: 85% – Score appeared in March 1999 of Amiga Format issue 121

CU: 80% – [R] when re released for £7.99 and reviewed in Amiga Format issue 133 in February 2000.

Really enjoyable sequel. As before, but this has a slightly different concept where you must place fall the apples into the cauldron to open the exit. This game is bursting with load of new concepts and ideas as you progress.. Mixing in a bit of Chips Challenge game ideas into the bargain. The graphics look a lot more polished this time around.



Blood Money (1989)

£24.95 Psygnosis /
Dev: DMA Design

[6/10 – polished shooter, that's too tough and mundane to hold your attention long.]

ZZ: 94% – Money makes the world go around, and 25 quid is a fair sum to pay for a shoot-'em-up, but Blood Money is well worth it. All four of its worlds contain some of the most stunning baddies, ranging from pulsating jellyfish to spinning rocks. The animation is incredibly smooth and the scenery is simply beautiful (reminds me of the valleys, boyo!). Gameplay measures up to the games brilliant looks and each world requires a totally different set of tactics in order to succeed. So you're really getting four games in one. Another bonus is the two player option which is hilarious as the 'partners' make a mad dash for the cash. And although the game is extremely challenging, most-lives are lost through sheer greed! Great to play alone or with so-called 'friends' Blood Money is one of the most addictive blasts I've played in ages.'

STAF: 92% – 'It may not be an original concept and boiled to basics it's just another shoot-em-up, but that doesn't stop it from being a hugely addictive game that'll keep you blasting for months. The two player option offers simultaneously play which keeps two people happy at once. The game is so visually brilliant and possesses those classic addictive qualities that once you've picked up your joystick you just won't want to put it back down again! This is arguably the best shoot-em-up on the Amiga to date.'

CVG: 85% – A smidge more variety would have helped the quality of the gameplay match that of the graphics and sound more closely, but there's still no denying that Blood Money is a damned good blast. Definitely one of the best games of its type on the Amiga to date.'

YA: 82% – 'I would have preferred the omission of the introductory music in favour of more levels, or other difficulty option'

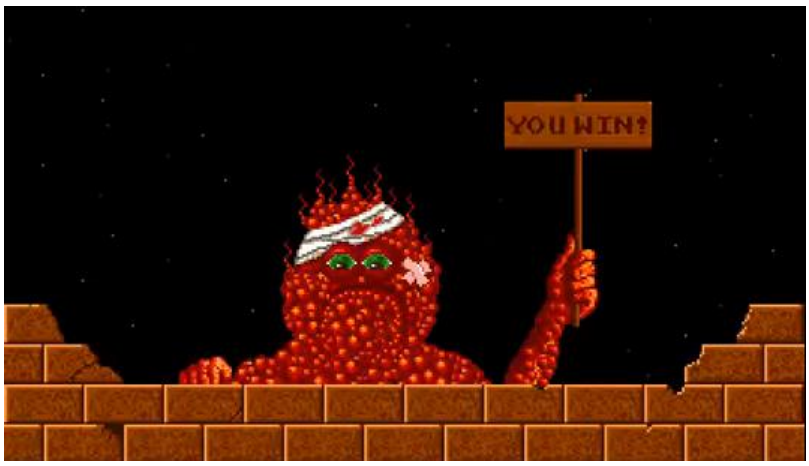
CU: 76% – 'Blood Money is neat, but it builds itself up too much. It's simply not as good as it thinks it is.'

O: 74% – 'Fans of Menace are in for a treat. Others may find the going a little tough – and maybe a little flat at times.'

ACE: 732 /1000 – 'If it's a tough shoot-em-up you're after then this fits the bill. Even simultaneous the two Player option does not make things much easier – It's a hard graft all the way. It certainly is not stretching the bounds of computer entertainment – shoot-em-up gameplay never varies much. However, It's addictive and testing, guaranteed to give a lot of short term pleasure.'

AP: 33% – [R £7.99] 'This game is the epitome of lifelessness – in fact, it's worse than that. It's competent, Average, Mediocre, Inoffensive, And as such, it's unforgivably crap.'

In typical Psygnosis fashion, you are first greeted with an ok intro of a ship flying through some asteroids, all set to a stunningly fantastic piece of intro music (seriously up there with some of the Amiga's best). Then going into the game you are first greeted with 4 planets to conquer, each with a different craft and completely different graphics in each, making the game more like a compilation of four small games really. In the game it all looks, pretty enough and all moves extremely smooth. Still despite all this it definitely feels lacking.. The silent sound effects when music is on doesn't help proceedings.. Also its layouts are frustratingly punishing and not in a good way , with you often forced into bullet paths and terrain it is impossible to escape from. All in all a polished but generic blaster, with brilliant intro music.



The game was designed by DMA Design (better known today as Rockstar North) and David Jones who would of course later create Lemmings and Grand Theft Auto and Tony Smith also would work on Lemmings and still in the industry most recent being part of the team behind the 2013 DC Comic beat 'em up game Injustice : Gods Among Us. Perhaps though the real star of this game though is the music by Ray Norrish who did a Stirling job on many Amiga games such as Alcatraz, Anarchy and the Killing Game Show.. But with Blood Money I think he did his finest work.. Mixing in comedian Harry Enfield 'Look at my Wad' quotes and 'Show me the money' all set against a memorable catchy tune, that is up there with Amiga's finest. It is so sad that he seemed to leave the gaming scene after his Amiga days. Although he does seem to have created an indie game Robotron 2154 http://norrish.force9.co.uk/robotron/ which is awesome and well worth a play.

Ray Norrish

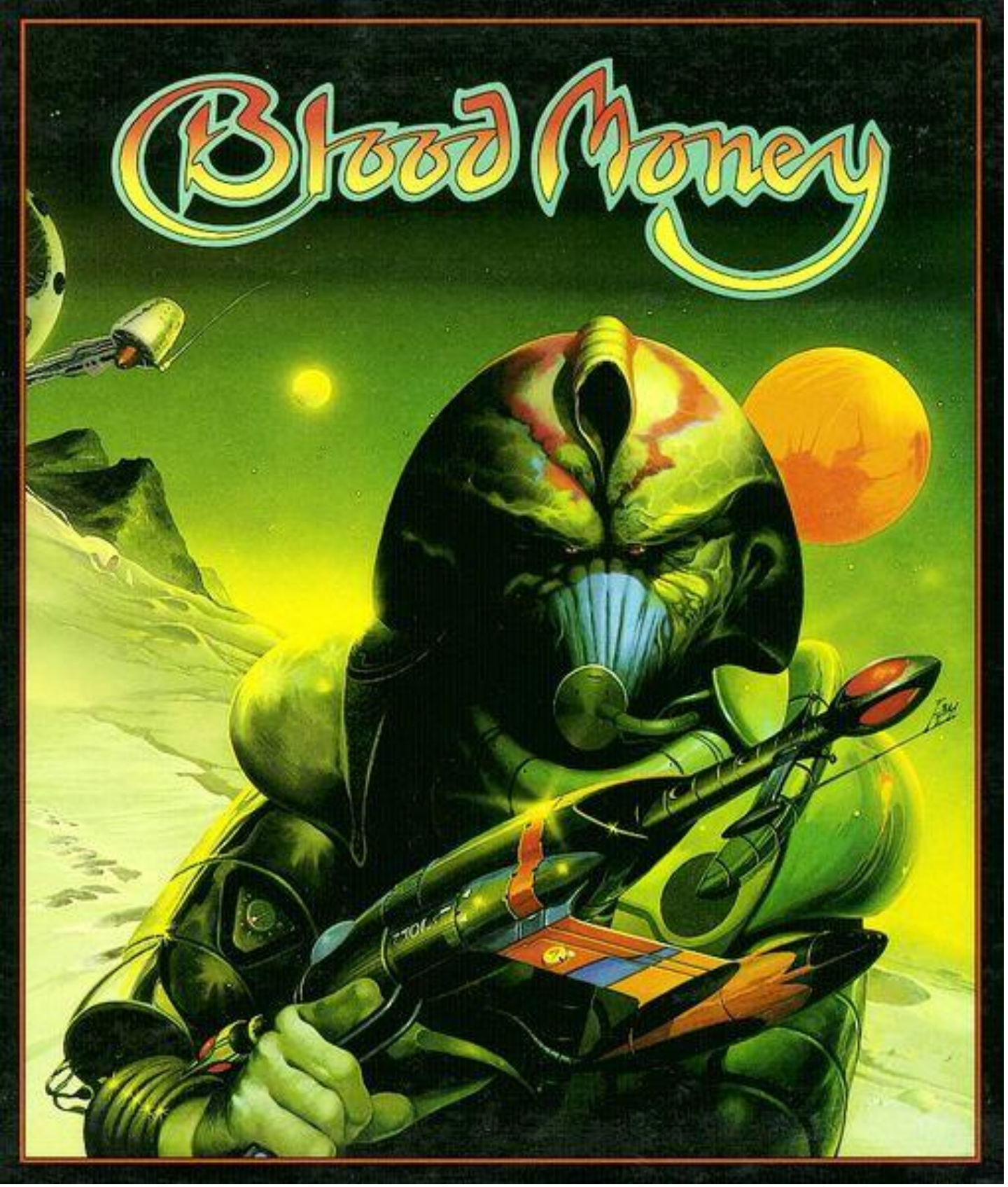
\/ Insert from ST Amiga Format : Issue 11

SMITH 'N' JONES

David Jones (programmer) and Tony Smith (graphics designer) from DMA Design, who have spent the last eight months writing Blood Money.

The one thing that's holding David back on the Amiga is lack of memory. Games have to be written for the bottom of the line machine and there's just not enough memory on the basic Amiga.

Don't tell anyone else, but DMA's next game promises to be a hack and slay which might have an unusual cheat option, one that adds more blood and guts to the graphics for those not of a sensitive disposition.


Blood Money

BLOOD MONEY

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But it's going to be tough. From the instant you hear that driving soundtrack you'll be plunged into a maelstrom of sheer destruction, as you plunder the four Outer Planets in a kamikaze quest for gold and glory. The aliens in **BLOOD MONEY** set some vicious traps, and it will take all your skills just to survive.

Use your awesome firepower wisely and you'll turn those aliens into blood money that can earn you extra weapons and equipment. And you're going to need them, because there are no easy screens in **BLOOD MONEY**. It's a life and death struggle that demands all your tactical genius and shoot-em-up know-how before you battle through to confront the four planetary Guardians.

With its vast bit mapped graphics, superb animation, blistering sound, devilish obstacles, awesome firepower and 1 or 2 player options, **BLOOD MONEY** is the greatest challenge yet faced by any games player with a passport to outer space.

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Two joysticks required for two player game
Screen Shots are from the Amiga version

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Blood Money

Amiga Screen Sh

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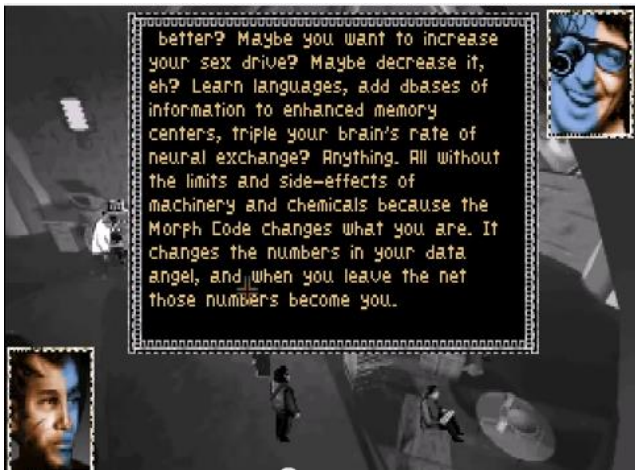
Bloodnet (1994)

£29.99 Microprose /
Dev: Catfish

[8/10 – Engaging cyberpunk, vampire adventure RPG. Today it is best played on a PC though.]

AP: 89% – 'Clever, well-scripted, thoroughly engrossing adventure that is fun IF YOU HAVE A HARD DRIVE. The loss of 'dialogue replay' is really annoying – with so much meaty dialogue you do need to be able to recap previous conversations at your convenience. I ruthlessly banish one of its marks for this deficiency. (90% given for AGA A1200 version)'

CU: 88% – '[A1200 review] Even if you're not a fan of Gibson and Sterling-based Cyberpunk fiction, the compelling story and informative manual will soon convert you – it's fangtastic!'



O: 84% – 'I liked this fame a lot, and if you have the necessary hardware (one for a game-starved A4000 owners), like adventure games, and are familiar with cyber-speak, buy it.'

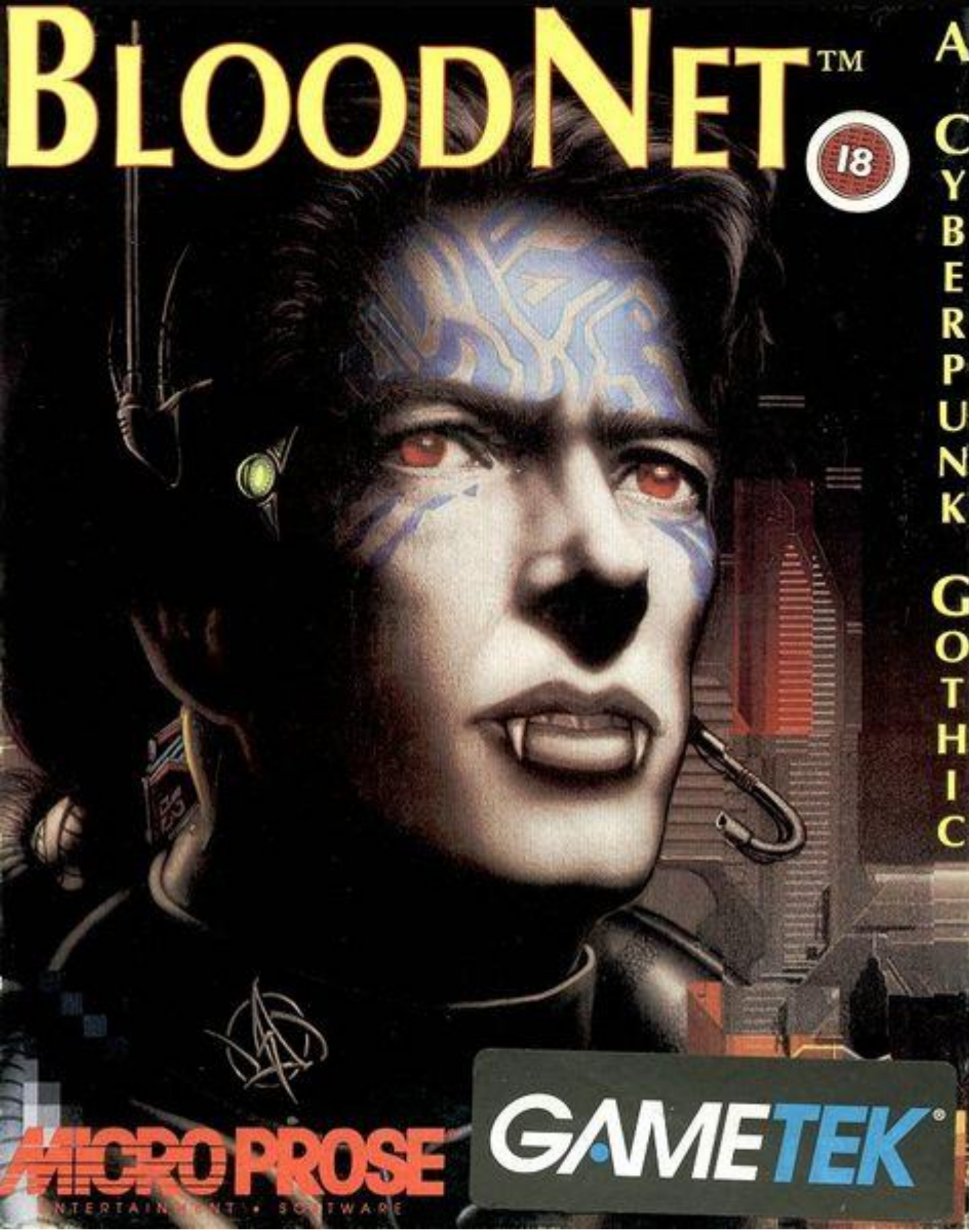
AF: 82% – 'Despite some tedious game mechanics, such as the inventories of the characters and the combat system, this adventure is powerfully overwhelming in its narrative and pace. It feels as if you are taking part in a book. Adventure fans, Internet fans, Hackers, Crackers and Phreakers are all going to love it, it bites.

A very well written, text heavy adventure set in 2094 New York, a futuristic ,cyberpunk world of vampires and murder. It is an engaging world and one well worth battling with the unnecessarily complex and laborious user interface that involves both mouse and keyboard. But battle through that learning curve and I guarantee you will find a story to enjoy here.. Especially as there are so few vampire or cyberpunk games around.

The Amiga though really wasn't geared towards an adventure game that is so complex and so it was only really worth playing on an A1200 with a hard drive.. Today though, instead of trying to play it on the Amiga , it is far better to play the PC version. The best way to play this game today is buy the superior PC version on GOG.com
http://www.gog.com/game/bloodnet

So in summary definitely a game to sink your teeth into. Give the game a go, you will definitely Fang-k me for it, as this game has a lot of bite to enjoy (Ed – Call in the bad pun squad, and cart him away).

/\ comforting to see that even in the future,
Central Park is pretty much the same.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18
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ALERT!
CONTAINS MATURE LANGUAGE AND SUBJECT MATTER

MANHATTAN 2094

I met her in her penthouse, expecting payment for the freelance job–and perhaps a little more. But I got more than I bargained for. I'm now part of an exclusive fraternity that moves catlike in the night through a world of high technology and senseless violence. I need to find a cure for this curse, even if it means hacking through every ICE in cyberspace, every rage ganger in Manhattan, every corrupt executive in the megacorporate hierarchy of faceless fools. My name is RANSOM STARK. I'm a vampire....

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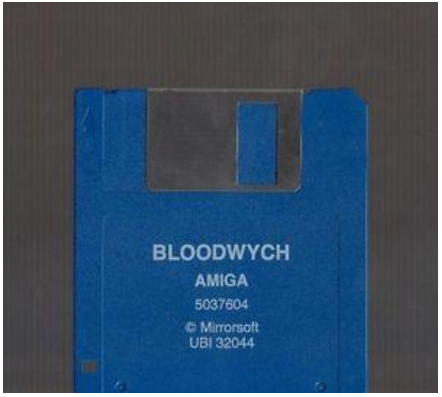
Bloodwych (1989)

£19.95 Image Works or Mirrorsoft

[7/10 – Inferior Dungeon Master Clone, terrible graphics but enjoyable RPG never the less.]

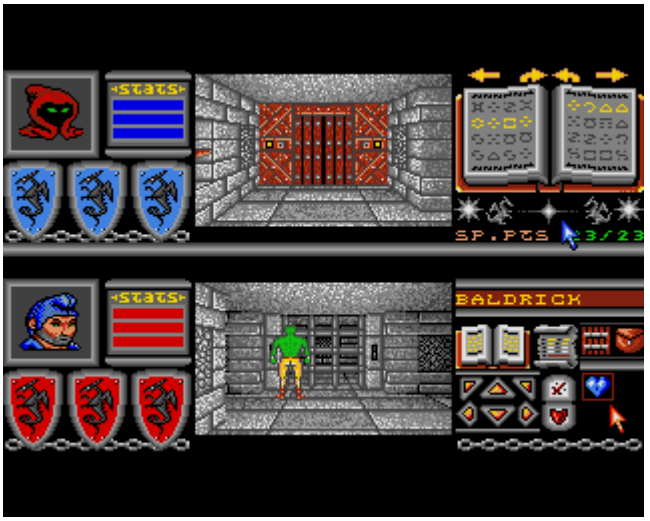


CU: 85% – ‘seems to be far more varied than DM ever was. The further you get into the game, the more depth you realise it has. One thing that has been salvaged from Dungeon Master is its logical element. Every puzzle can be solved if thought out logically, which make it much more fun than a trial and errory jobby. A deep, involving one-player game. A deep, involving and highly competitive two-player game. A thumbs uo deserved if ever there was.’

AP: 85% – [R £9.99] ‘FRP at its best (and cheapest). A Class One Bargain (with Honours).’

CVG: 81% – ‘Role players who don’t care about flash graphics should love Bloodwych but, unlike Dungeon Master, it won’t hold equal appeal for more mainstream gamers.’

AC: 81% – ‘obviously inspired by Dungeon Master, but it fails to emulate the 3D interaction and falls short of the standard graphics and sound expected on the Amiga.’

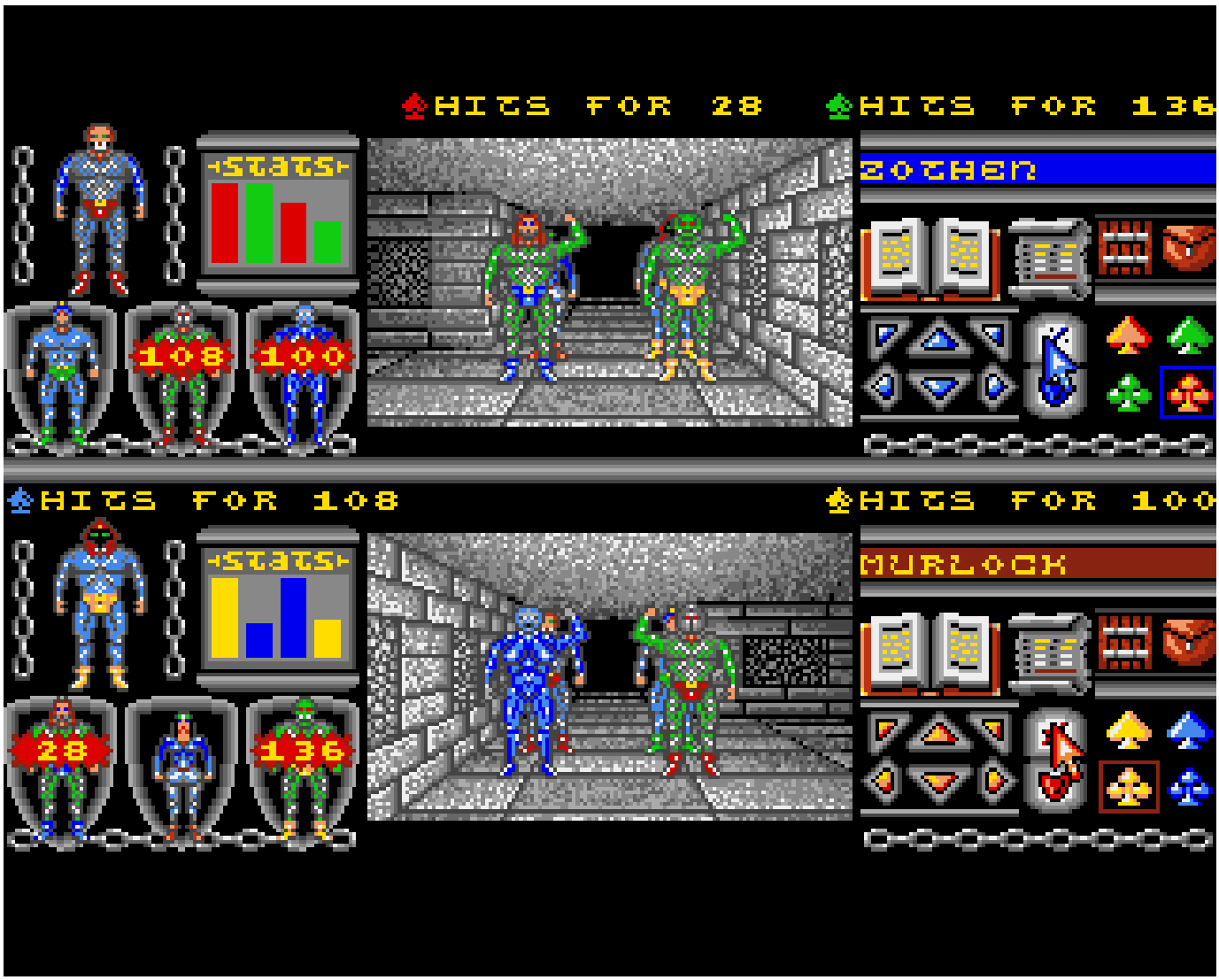


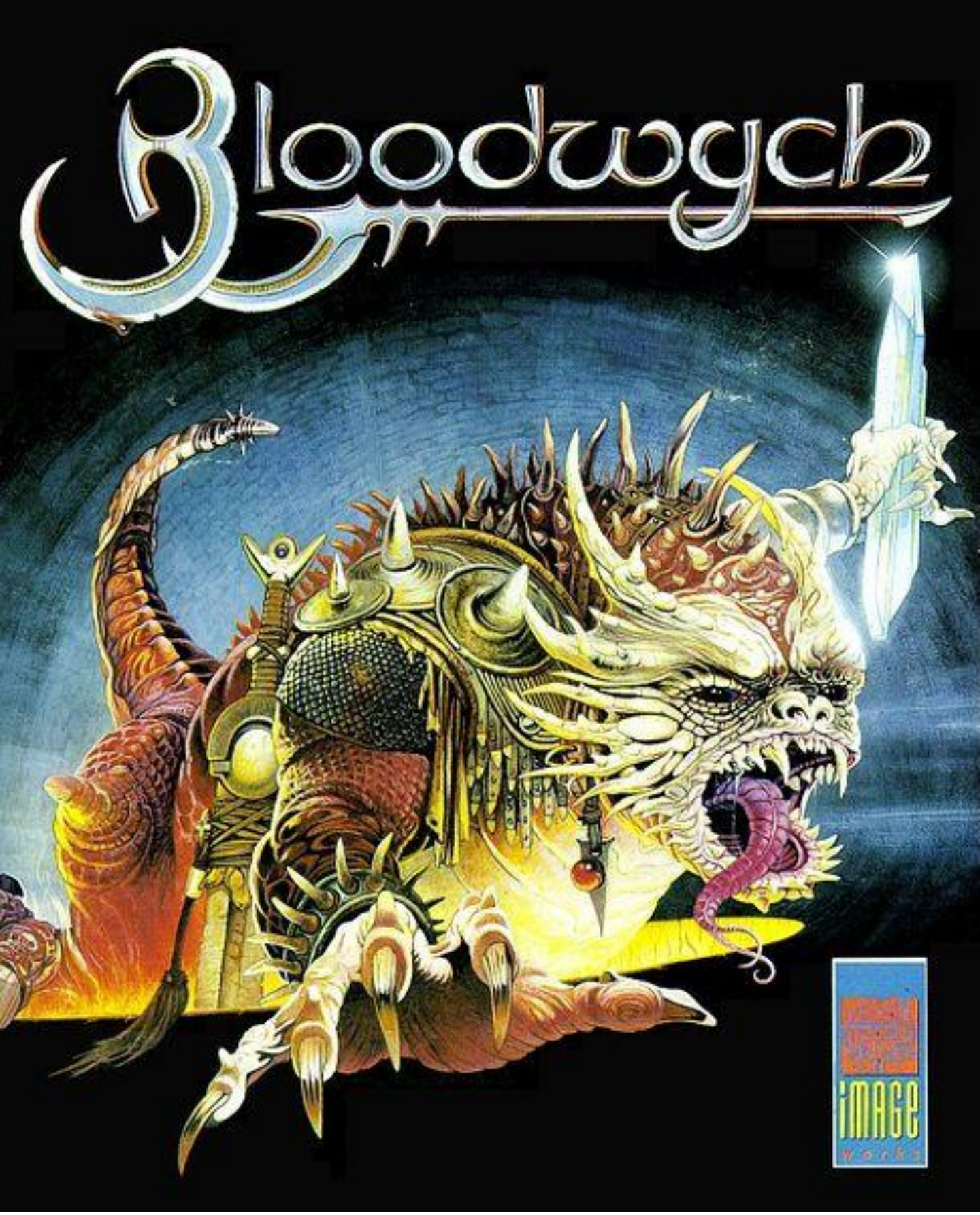
AF: 79% – ‘I enjoyed Bloodwych immensely, but then I’m into this sort of thing anyway…[sic]…Still great fun for all you role playing freaks out there , and one that may eventually become a classic.’

The fact this game out after Dungeon Master is crazy, as against that game this is vastly inferior. Still look past the graphics and it isn't a bad game. The simultaneous two player option is a nice touch as well being genuinely innovative and great fun to play.

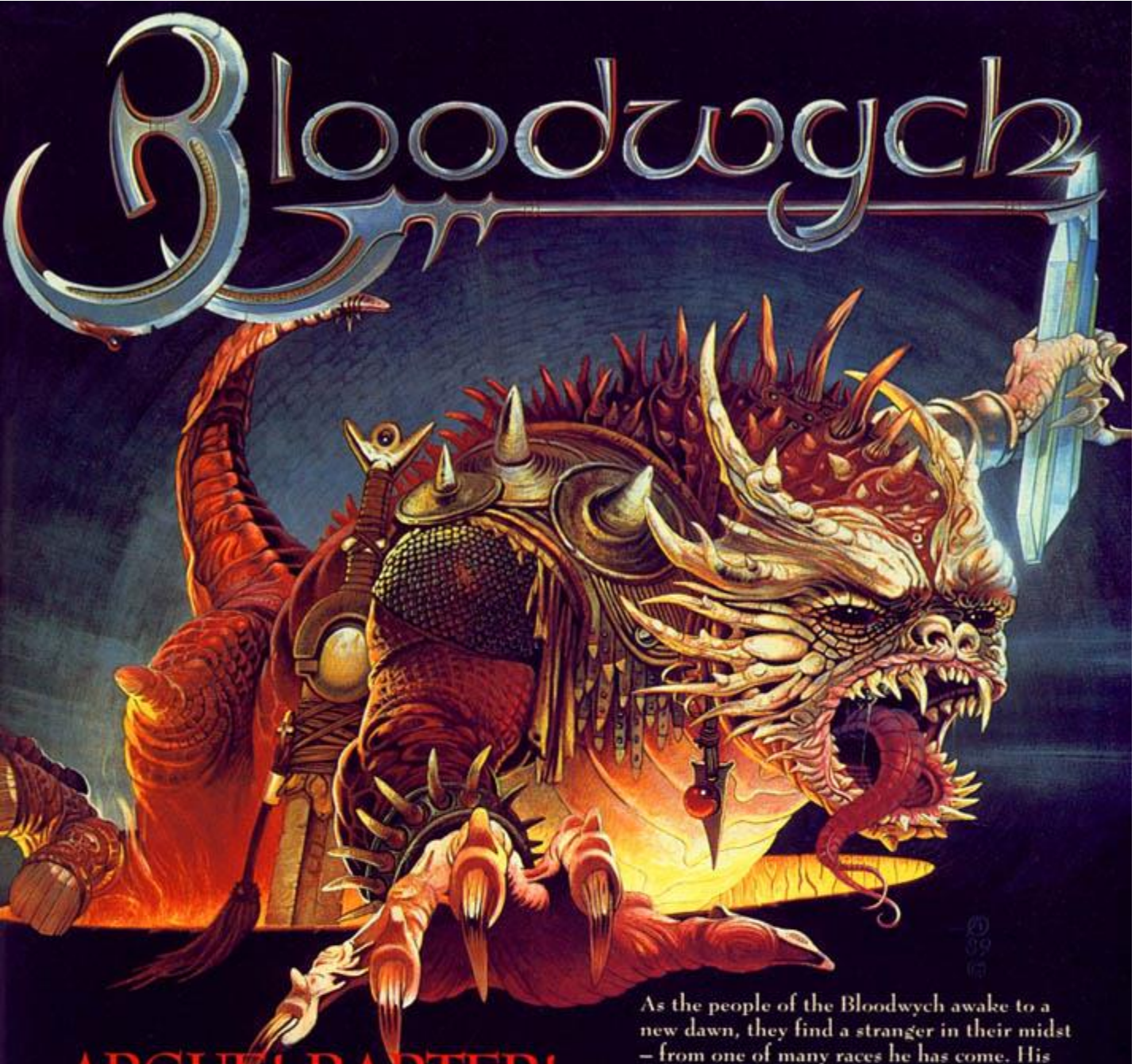
So if you like your Dungeon Master style RPGs and want a fresh challenge then you could do a lot worse than giving this a go.

It is just a shame that the graphics is so poor, I know it is incredibly shallow of me but I really struggled to get into this game, because the game is so ugly.




Bloodwych
image works

Bloodwych



ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!

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As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

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A really interesting Bloodwych review by Hired Guns creator Scott Johnston , which was taken from…

http://www.angusm.demon.co.uk/AGDB/DBA1/BloodWy.html

Scott incidentally now works at Apple in Software Development, His review is a good few pages long, but I think a really interesting read…Hey though if you aren't interested you can always skip on a few pages, to the next game ☺

The Amiga game I've chosen to talk a little about is the seemingly forgotten game Bloodwych. A simultaneous two player dungeon RPG that came out, I think, in the spring of 1991. This game is very important to me because, together with the indomitable Dungeon Master, it inspired me to create my own game. I'll ramble on a bit - if you can bear with me – about how, why and what led up to this.

The computer I first started playing around with was a Spectrum, mainly because it had a better BASIC than the C64. I played many games and started writing my own adventure games which were reviewed in Crash magazine (Lightmare, Battle Axe). After the Spectrum I bought a Commodore Plus 4, which may seem a weird choice, but it had a decent keyboard, and again, it's BASIC was superior to the C64's. Then the A500 came out. My mate got one before me, I was really livid about that - especially when he started showing off Carrier Command! When I finally did get a 500 bundled with Photon Paint it didn't take me long to get to grips with 4096 colours. HAM mode drawing came easily after battling with the Spectrum's colour 'clashing' system! The results basically got me the job with DMA as a Graphics Artist. I drew these lovely big science fiction landscapes, well, I thought they were lovely then.

Commodore + 4 >

Amiga 500

< Sinclair Spectrum

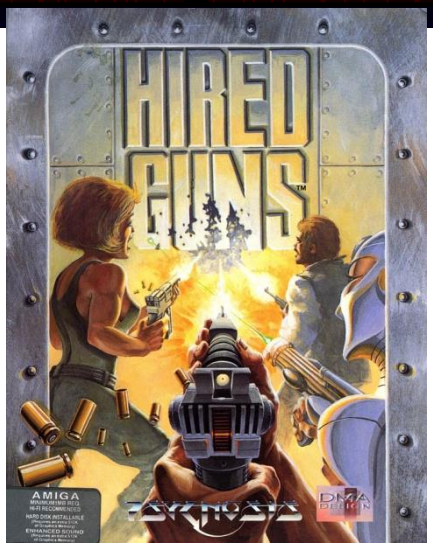
The first game I worked on properly was Walker, which was ultimately in development for 3 or 4 years. The only graphics of mine that ended up in the game were of the actual Walker itself. It was a bit like the ED-209 from Robocop, and it had this swivelling head which had 90 different angles. The Walker project went into limbo for a year or two, during which time someone came up with the idea for Lemmings. I did a lot of the graphics for Lemmings with Gary Timmons doing some animation, they were simple and naive, but maybe that's why they appealed to a lot of people that wouldn't normally have played computer games. Lemmings only took about a year to produce, and it's success allowed DMA, which was a 4 or 5 person team working in a 2 room office, to roughly treble in size. I taught myself Assembly during this time.

At about this time Dungeon Master finally appeared on the Amiga. What really struck me was the level design. With a few simple things, like switches and floor-pads they manage
to produce a great variety of puzzles. Learning combat was great as well; using the controls properly you could dash round the monsters doing them damage without taking any hits yourself, if you got it right. You could also use the corners in the corridors to your advantage, as well as using the doors as weapons. I took the trouble to map Dungeon Master, but with the sequel Chaos Strikes Back the level design meant you were going all over the place without any clear idea of how much progress you were achieving. It wasn't as satisfying.

Captive was just a bit too slow for my taste, I think Tony (Crowther) put a lot of polygons or graphics compression and other things in the game and it ended up being a bit too much ....and anyway I was more into the idea of a sword and sorcery type game rather than the science fiction approach; which is going to seem like a huge contradiction because of the approach I took with Hired Guns. Actually, Hired Guns started off as a sword and sorcery game, but the reason it changed was when I did an initial demo for it, during the production of Lemmings, I ended up putting this shotgun effect in, that enabled reloading by firing and then pulling back, like a pump-action. I was really happy with the result. I was also a big fan of the film Aliens, and in the special edition of the film you had these unmanned sentry guns, and they **had** to go into Hired Guns.

Ah man, that's great, you could hear them blasting away in the background, BA-DA-DA-DA-DA-DA while you were running around wondering what the hell was going on. In the end my influences forced Hired Guns into being a science fiction game.

Bloodwych came out a bit after Dungeon master on the Amiga. The main innovation was it's split-screen, horizontal format allowing for two player games. As far as the multiplayer option goes, the really big thing was co-operative play. Much more fun than all this deathmatch stuff. Doom and Quake are fine but nothing beats working together. I used to play Bloodwych with a college friend every few nights for a couple of hours. The game gave me a lot of ideas.



Actually, the first hacking I did was on Bloodwych. We had some really good debugging tools at DMA but I used the Action Replay Cartridge which was gathering dust in a cupboard. It wasn't that I wanted to cheat, but there was a small bug in the game. I can see why it didn't appear in the play testing though. It was a really sneaky thing, There was this NPC (Non-Player Character) chap that you could barter with. He'd hold up various objects which you could accept or refuse. If one of your guys was a bit hungry, you'd wait for something like an apple to appear and accept that, etc, etc. Well, at one point you were offered a white key, and if you didn't accept it, there and then, it was never offered again! You couldn't complete the game and you'd have to start from scratch which was pretty lame. The Action Replay Cartridge let you go through the memory checking for any changes, when I found the variable corresponding to the white key, I reset it and was then able to continue.

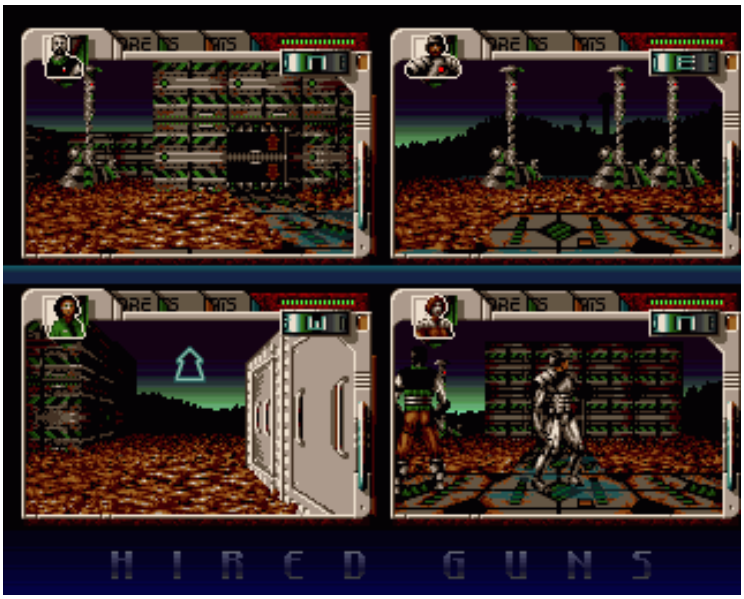
It's true the character graphics in Bloodwych were a bit spindly, but this was because the screen size was so small - this was another limitation I wanted to get round in Hired Guns. I made the characters fairly slim, but you need to do that in order to create sufficient contrast for when a monster appears. It's got to look huge in comparison to your guys. Also, because we used a small screen repeated four times, unlike Dungeon Master which used one big screen, we were left with more available memory. This allowed us to put in extra angles for all the wall graphics so you can see above and below.

Bloodwych tends to play faster than Dungeon Master. By this I mean that the puzzles are more combat based requiring less ponderous trial and error, and the screen redraw is just plain quicker. Obviously having four players in Hired Guns, each with their own 3D view, was going to mean pushing the old 500 quite a bit. Fortunately I had around me at DMA a number of experts on Amiga technology and we milked those custom chips for everything we could get!

A simple but effective speed up trick which I employed at a later date on the AGA versions of UFO: Enemy Unknown is worth a note at this point. The original PC code (in C) we got from Nick and Julian Gollop was a bit of a mess, and in the time available we couldn't do that much with it to speed it up without opening a whole new can of worms. I did make a major breakthrough at speeding up the AI though thanks to the Amiga. When the enemy took it's turn, instead of leaving you to look at a 256 colour screen, I found that replacing it with a simple 4 colour screen made things happen in about half the time. The problem was that the Amiga chips were hogging the bus bandwidth and slowing the processor right down.

Some other Amiga RPGs included some nice effects which really added to the atmosphere. Take Black Crypt for example which unlike Dungeon Master, which had been converted from the ST, was written for the Amiga, with some nice Amiga-ized effects.
The teleport effect in Hired Guns which is a sort of rainbow-transparency thing, I 'borrowed' the idea from Black Crypt.
I've seen a few pirated versions of Hired Guns about, but none of those
have actually cracked the game properly.

One week I came up with a cunning plan, I figured anyone who cracked the game would take out the manual protection, play the game a bit and leave it at that. But I included a routine that detects if the game has been altered, it then does nothing until you make a certain amount of saves at which point it messes up your save files, just when you're getting into the game. Bloodwych's level design wasn't very good, kind of a rabbit's warren maze with none of the themed levels you'd find in Dungeon Master. Bloodwych had huge, convoluted levels which you soon gave up mapping, but it didn't matter because you didn't have to do much back-tracking. You could just soldier on. It was a bit more arcadey than the problem-solving in Dungeon Master; both good games, but in different ways.

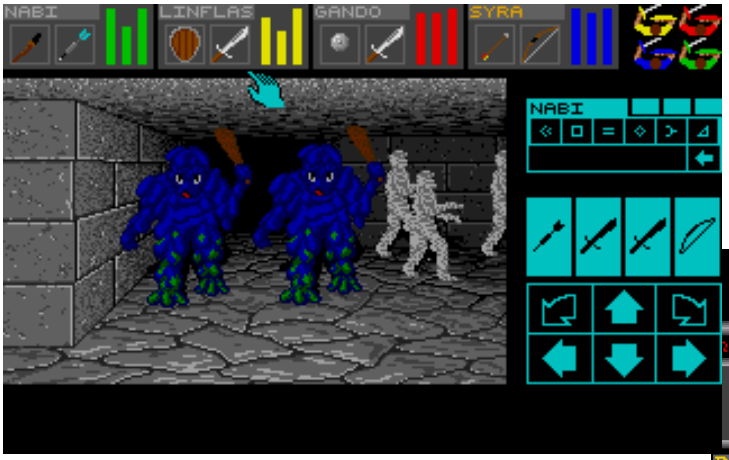


There weren't really major puzzles, they were a bit obscure, a lot of distant clicks when you triggered a switch etc. It concentrated more on the character progression, and the stats like Strength and Magic etc. I quite enjoyed the spell system. Dungeon Master was more realistic, in a way. You'd be introduced to new spells and given a series a runes (e.g. FUL BRO) to invoke it - the player would have no idea of how many more spells existed or what they had missed. Bloodwych was more arcadey, you had a colour code indicating type and strengh, and a spell book showing you all the spells that you could get. This colour system was basically used throughout the game. It was fairly simplistic but good fun.

Dungeon Master had a map of 22 x 22 x 10 levels, I think. In Hired Guns it was a proper 3D map, you couldn't escape a monster by just running up some stairs, they'd chase you up there. In Dungeon Master as soon as you left a level you were safe from anything on the previous level. This was another innovation from Bloodwych, you could literally see the monsters queuing up at the stairs to get at you. That could be quite a shock if you were used to Dungeon Master. Of course a couple of human players could easily use this to their advantage and lure monster to their grizzly deaths - frequently!

The sound in Bloodwych was - basically - shite. There was a "clink" that meant either you'd been hit, or you'd hit someone, and maybe the odd grunt. I was really into sound effects and music though. My brother, Brian Johnston, did the Hired Guns music which was excellent. They were huge tunes, probably 2-300k to get the best quality samples. I've always thought the sound is important, with the Colonization conversion we got Allister Brimble to do the music and it turned out really brilliant. In the AGA version of Hired guns which hasn't been released the monsters have multiple sound effects instead of just one, as in the released version.

Typically in Hired Guns there are quite a few contemporary weapons, although they tend to be the least effective ones. One of my favourite sounds (only in the AGA version) was from the film Where Eagles Dare, the German Schmeisser sub-machine gun, which makes a satisfying metallic clattering RAT-TAT-TAT.



< Dungeon Master

Bloodwych in single player >

I don't think it was intentional, but there's a definite feature and style progression through Dungeon Master to Bloodwych, to Hired Guns through to Doom that brought people to the point where they're playing multiplayer games. I never played Doom that much, but, in a way, I see Duke Nukem as a spiritual successor to Hired Guns. It had the in-humour, the fun, the neat little gameplay tricks and especially the level design that made Hired Guns what it is.

In the end, what I really enjoyed about Bloodwych, and made Hired Guns so much fun was the option to play co-operatively. There's too much concern with deathmatches now.

It was Bloodwych that sparked the drive to produce my own game.

Dungeon Master (1987)

Bloodwych (1989)

Hired Guns (Nov 1993)

Doom (Dec 1993)

Duke Nuke 'Em 3D (Jan 1996)

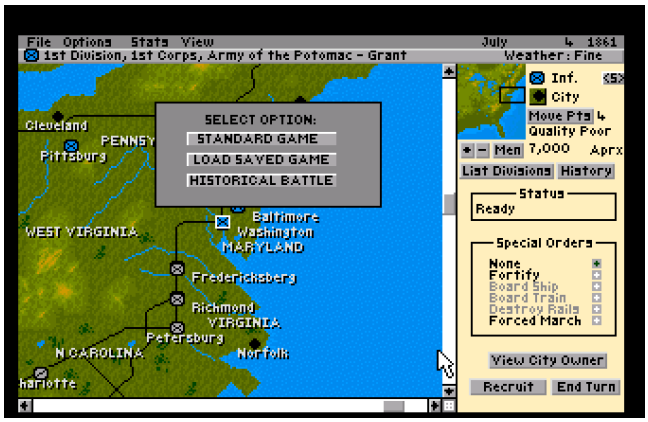
The Blue and the Gray (1994)

£34.99 Impressions

Dev: Edward Grabowski

[4 /10 – Detailed but dull war game.]

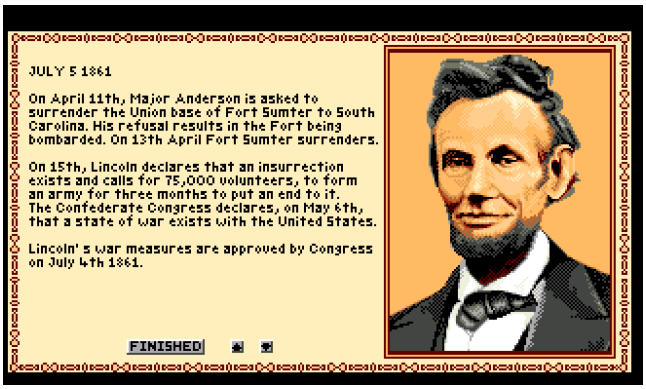
O: 72% – 'Comprehensive it may be but friendly is not a part of the vocabulary. Fussy is more appropriate, as the whole process of setting up your troops, identifying different groups and units and just keeping an overall look at what was going on was far too time-consuming and unnecessarily complicated. Of course you can set battles to automatic, but that cuts out 50 percent of the package's potential entertainment value. Sadly, the campaign section, good though it is, isn't enough to carry the whole game.'



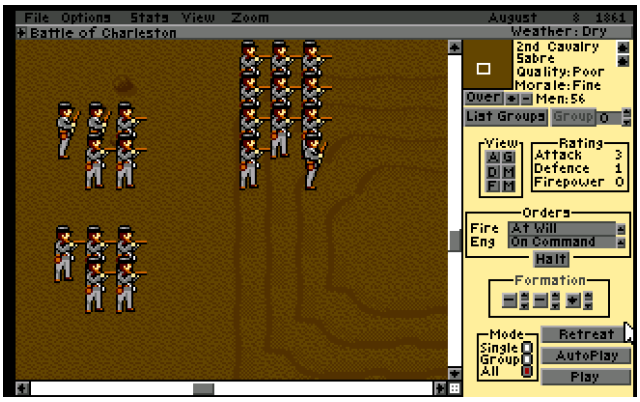
CU: 69% – 'A good war-game, let down by the actual combat section.'

AP: 66% – 'Interesting, informative and uniformly dull. It's a fairly reasonable Civil War simulation but mostly devoid of character.'

AC: 60% – 'On the whole, though, the war gaming fan will find enough in this game to warrant buying it, particularly as the tabletop variety takes even longer to organise and play. Other gamers will scratch their chins in a thoughtful manner and give it a wide berth, but that's only to be expected.'



AF: 52% – 'Although the Blue and the Grey is an historically accurate portrayal of the American Civil War, it is too tedious for anyone but the most ardent war gamers to get to grips with.'



Blue and the Gray, is exceedingly in depth and stuffed with loads of information about the civil war in it. So if you are a Civil War aficionado as a guy I used to work with was. Then this game is of definite interest to you and well worth you investing your time in.

If however like me, you have an interest in history generally, but when playing a game you like to be entertained first, educated second, then it best to avoid.

It is a real shame as well, as I can see the love, attention to detail and effort that has gone into this game, that I want to Love it. But I just felt completely confused on what to do and un engaged in everything around me.

As mentioned in the magazine reviews, it is the battles that is what really annoys about this game. With it all being far too slow, confusing and cumbersome to play. It is true that you auto play the battles… But that's the main point of the game surely?

Edward Grabowski's

THE BLUE & THE GRAY

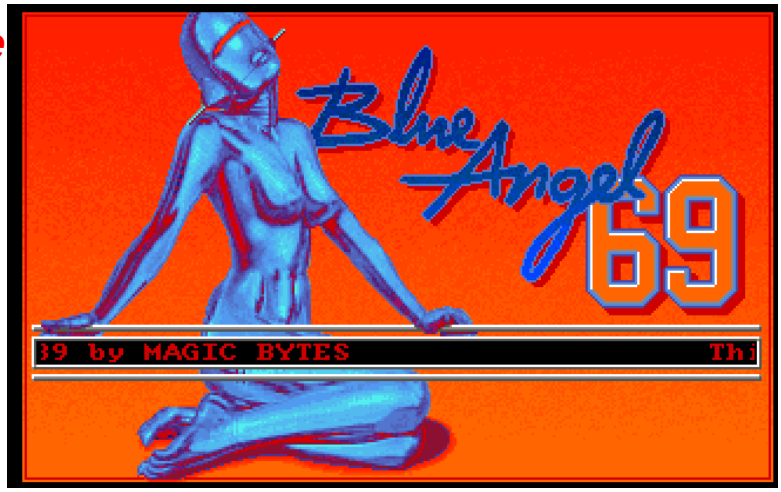
FREE! Civil War Book Inside!

Impressions™

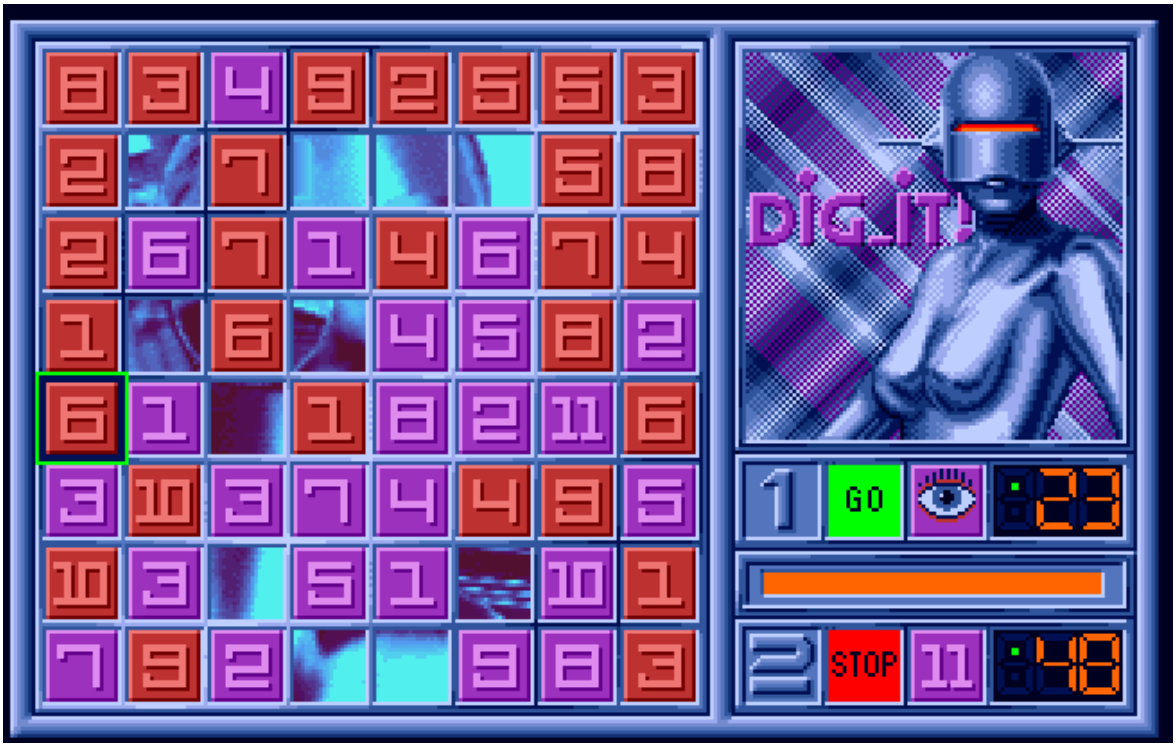
Blue Angel 69 (1989)

£19.99 Magic Bytes

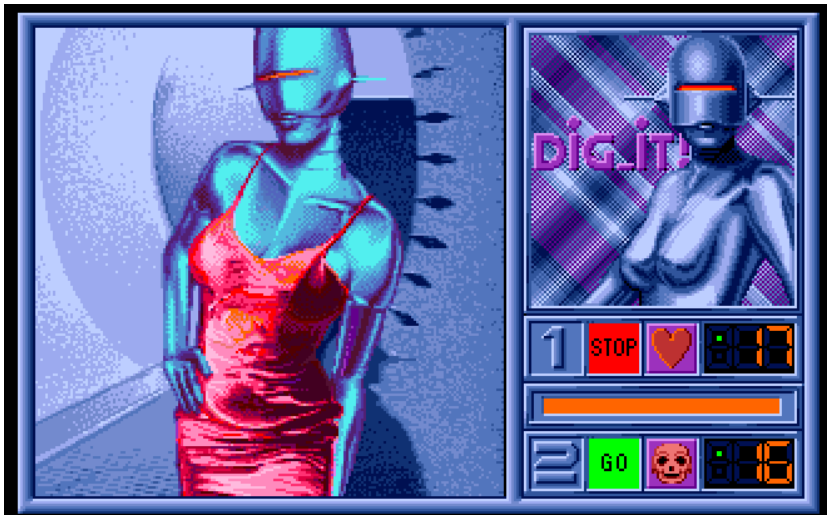
[7 /10 – Suprisingly wnjoyable Simple puzzle game, with naked robots.]

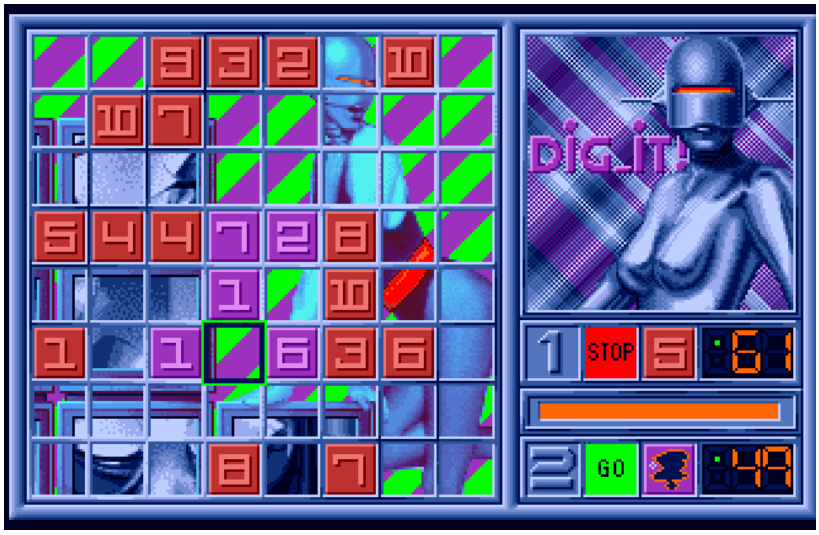


ZZ: 65% – 'A beautiful female robot leads you into her labyrinth of sensations. And what do you do when you get there? Play a board game, of course! You alternatively choose numbered squares (you from the current horizontal line; she, the vertical) to score points – red squares reduce your score. When squares are chosen, they flip over to reveal part of a picture of the Blue Angel. If you win you are rewarded with the full picture. On later levels, the pictures get more interesting as the Blue Angel performs a semi striptease. Options include a two-player mode, hidden numbers, and three skill levels.'



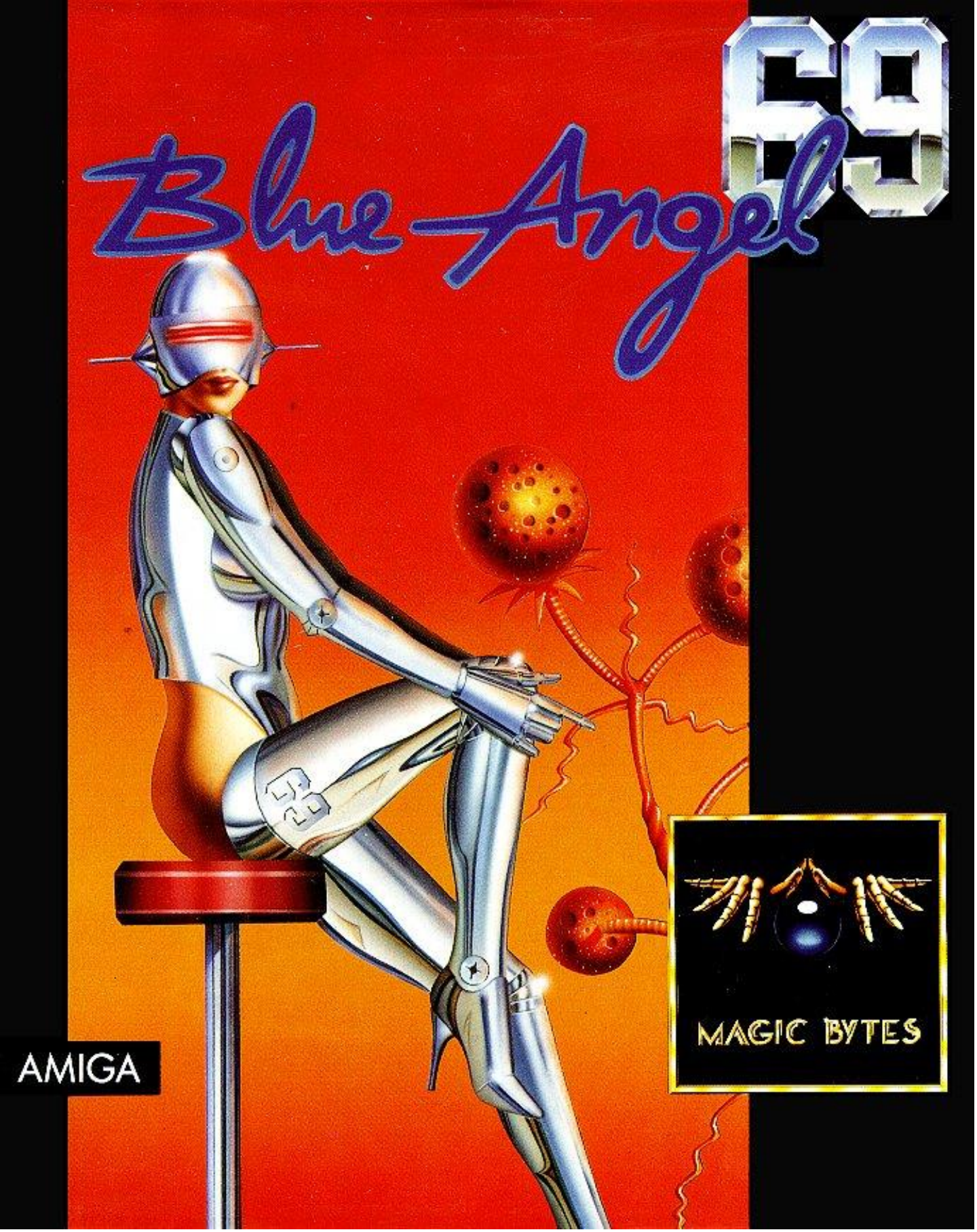
GM: 65% – ‘On the Amiga the pictures are obviously digitised with all the offending bits covered with metallic robot parts. The strategy game on both versions is fairly challenging, especially on later levels. Although, the computer can often make totally illogical moves. Thus making it infuriating and very hard to beat. Still, the concept is fairly original and a challenge for puzzle fans.’





Phwoar, nuts and bolts hey, doesn't all that shiny smooth metal, doesn’t it just make your screw driver go all of quiver… and as for when I see that vacuum cleaner..well I just go weak at the knees.

No? … Ok, maybe its just me, cough (ahem).. Well maybe this game isn’t for you, as it’s full of sexily clad naked atomically correct androids to get down and rusty for you. The actual puzzle game that allows you to see all that cyber erotica, is actually quite good fun (read the Zzap review above for the simple rules of the game. It is a bit like draughts and so quite strategic, once you have to think several moves ahead. Yes I quite enjoyed this game, and not just because Blue Angel 69 the sexiest cyber babe I personally have ever seen (sorry Miss Vacuum, but I have met someone else…now where are those jump lead cables?).


Blue Angel
69
AMIGA
MAGIC BYTES

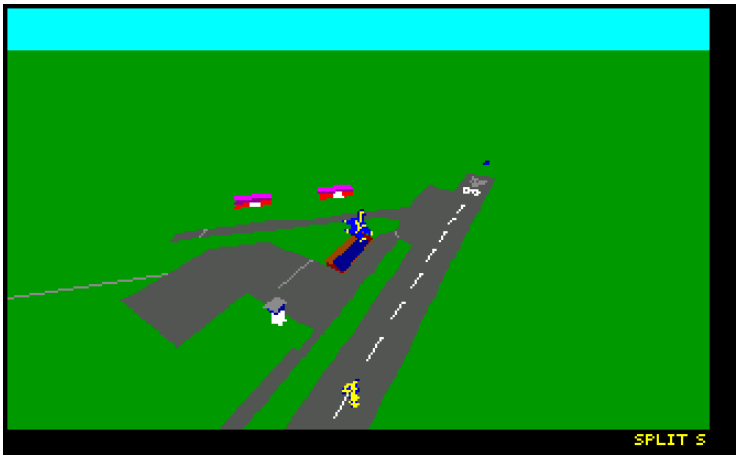
Blue Angels : Formation Flight Simulator (1989)

£24.99 Accolade / Dev: Artech Digital Entertainments

[5 /10 – Novel alternative to your typical flight shooter. It is a pity it all runs so sloooow.]

GM: 78% – 'Amiga formation stunt flying has the same high presentation and clear layout as the PC original but lacks the interest and playability due to weak flight graphics. Screen update is quite slow, of variable jerkiness and prevents a feeling of involvement. Strangely, sound is little improvement over the PC, just a few bleeps, a dull engine noise and 'Break!' Only of major interest to Red Arrow freaks.'

AC: 75% – 'Now, a flight game where you don't get to shoot anything isn't necessarily all bad, but something has to be done to make it interesting. Although Blue Angels has a nice display and plenty of options and stunts there isn't much to keep interest. It could sell on the accuracy of the simulation, the reality of flight training to become an ace pilot, but of course without an analogue joystick option all this is impossible. Nice try though.'



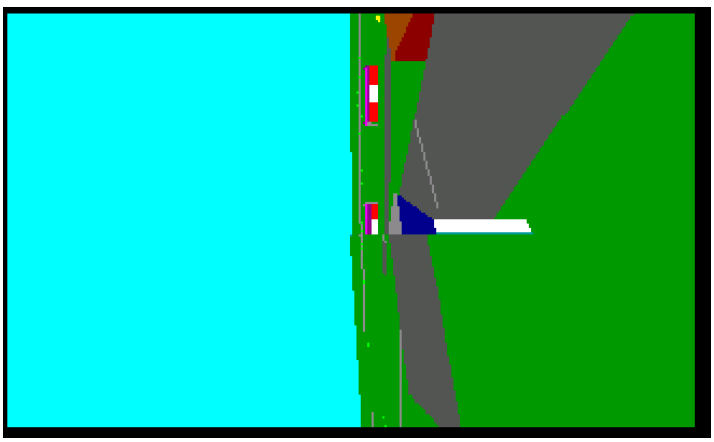
AA: 70% – [R: £9.99] 'It's reasonably good fun and there are loads of options to explore. Hope they're a bit quicker.'

AF: 70% – [R: £9.99] ‘It’s not as much fun as Knights of the Sky, but for those who liked Top Gun, this should be right up your flight path.’

AP: 41% – [R: £9.99] ‘The simulation mode’s more fun than the air-shows, which seem an entirely unworkable idea. The fact is that there are many faster, smoother, better-looking flight sims out there that you can practice complicated manoeuvres on, and then go and shoot down planes afterwards. Strictly of novelty value for flight sim enthusiasts only.’

CU: 20% – [R: £9.99] ‘Let’s face it, the Amiga just can’t handle flight sims very well can it?’

Do you ever watch the Red Arrows doing all those crazy stunts, and think wow, what I would do to be up there flying with them? No me neither, typically my thoughts run along the lines of crazy loons…and making sure I am out of any potential crash flight paths. This game I feel has a lot of potential, after all Nintendo’s Pilot Wings proved, that with a good scoring system and a range of stunts to perform can result in compelling gameplay. Sadly in this game, the graphics are far too weedy, and the gameplay has no real reward for perfecting a stunt. All in a missed opportunity, that sadly on the Amiga was not up to the task.

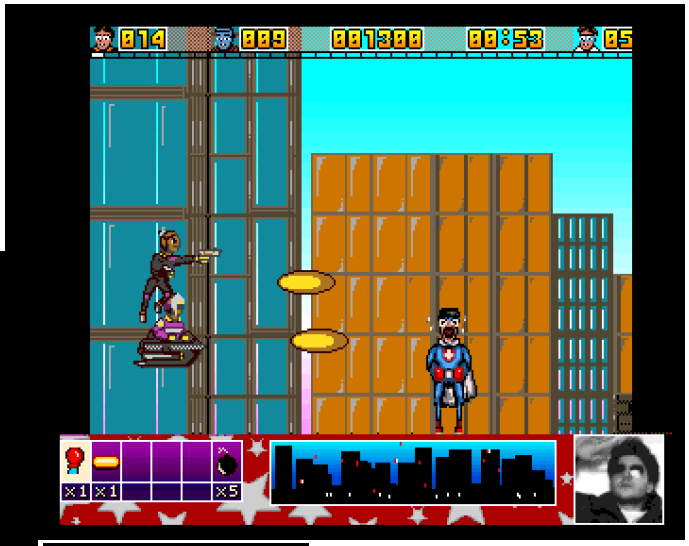


Blue Boy (1992)

£24.99 Micromania

[6/10 – Superman meets Defender, in this surprisingly fun game.]

Simple, but entertaining arcade game which is crying out for a Superman license and stuck on the app store. The concept is simple, you are Blue Boy ,who fly across the city, defending the hapless citizens, who seem oblivious to the laser wielding aliens above them. As the Super Hero you must keep an eye out when any aliens grab the humans and shoot the aliens down before they take them up to mother ship. The game is surprisingly good fun (if the city too large to traverse in time). Still it is all helped by the humorous graphics. Give this game a quick go, it probably won't hold your attention for long, but while it lasts you will have a blast.



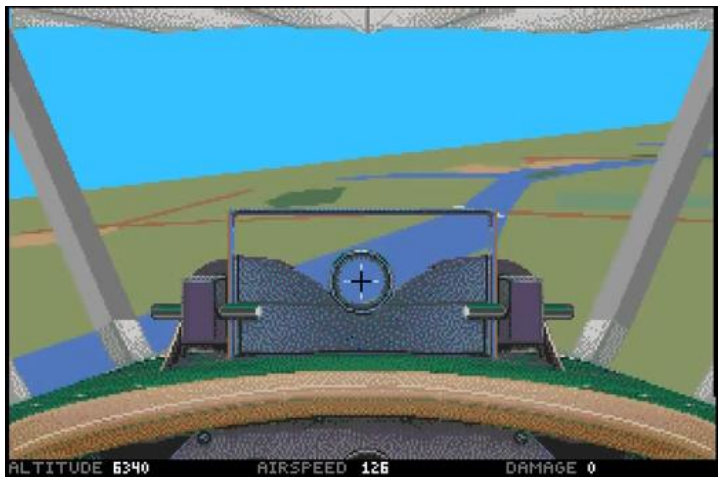
Blue Max (1992)

£29.99 Mindscape /
Dev: Three-Sixty-Pacific / Artech Digital Entertainments (Amiga conversion)

[4/10 – Too slow on the Amiga, Play the PC version to see how it should play.]

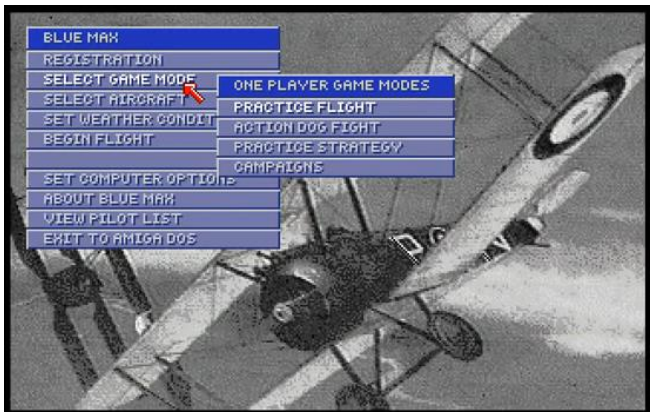
AA: 68% – 'After viewing the intro, I hoped that Blue Max might be something special. The presentation is a plus, being of a high standard with a vast array of menus. Unfortunately all hopes of a good flight sim were dashed when the game began. The first thing to strike you is the incredibly slow screen update. The 3D literally grinds to a halt when there's any action. Taking this major problem into consideration and add the fact that there is a sheer lack of depth, all you've got is a game that's nowhere near the standard expected.'

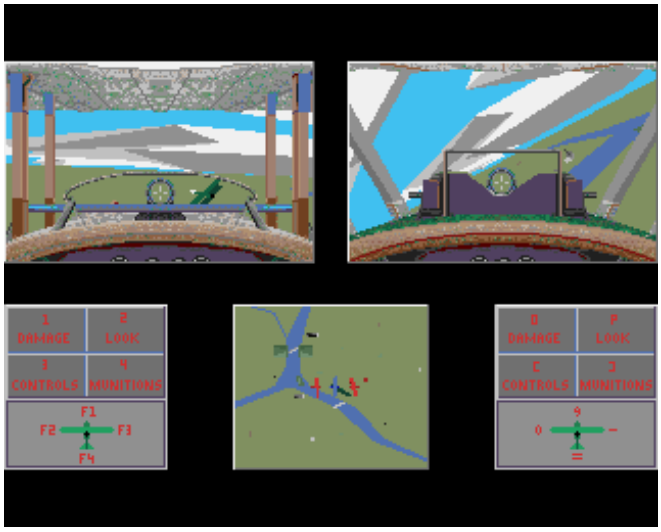
AF: 65% – 'even the smoothest of sorties won't provide you with the 'skin-of-your-pants' exhilaration that was intended. Still if flight simulators are what light up your particular Christmas tree, the Aces is worth a try. Smoke me a kipper, I'll be back for breakfast.'



AP: 52% – 'A game which aspires to greatness, but falls far short, it could have been a classic, and that is what makes me angry. The best I can say is 'nice sound'.

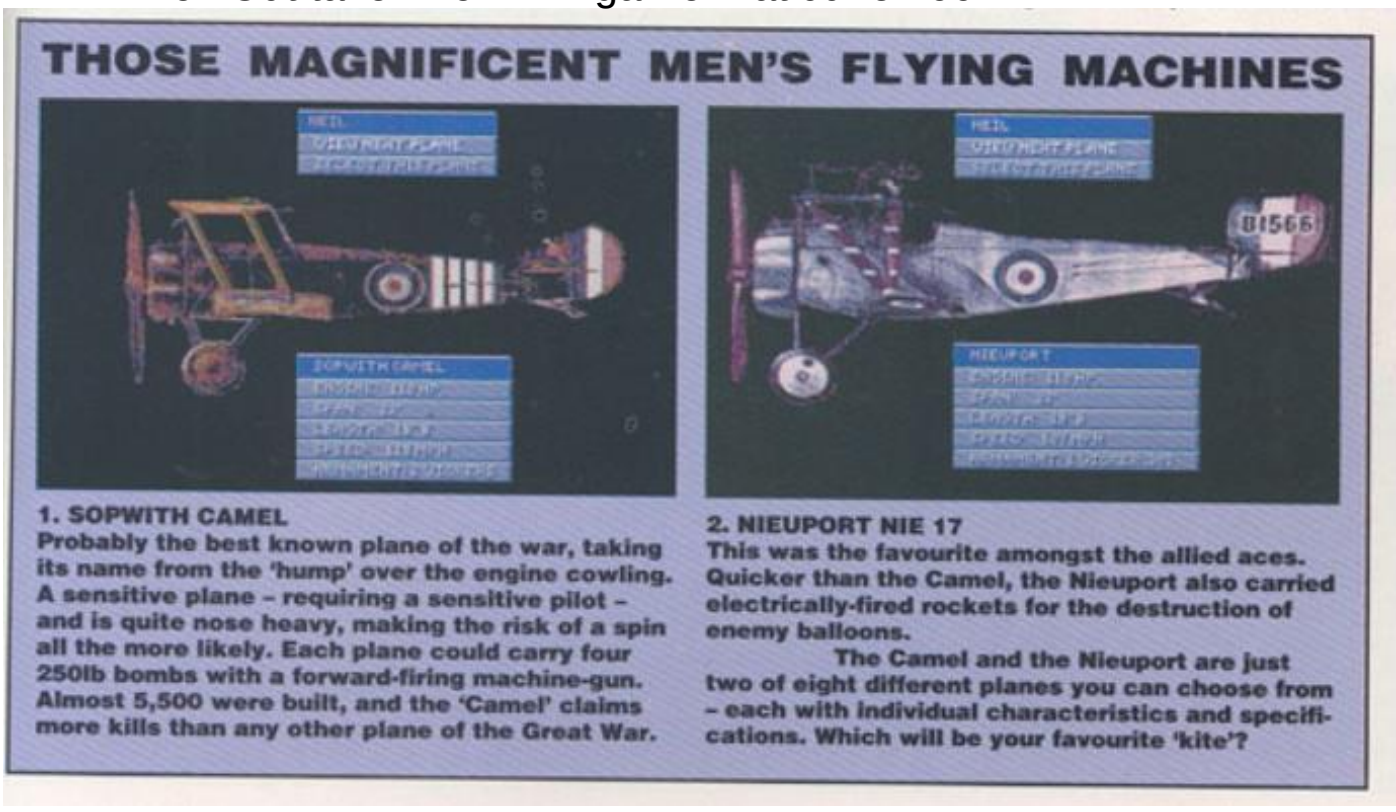
I love myself a bit of World War 1 bi-plane flight sims, none of that see a dot on a radar and watch it disappear as you fire a missile 20 miles away. No I want to see the white of the eyes of the old bosh as I give the Hun a jolly good talking to, that he won't forget I can tell you. This flight sim allows you to control 8 of the biplanes of the time and has oodles of options to enjoy. So it is a shame that the conversion from the PC is such a poor one, with no attempt made to try and get it to work at a reasonable frame rate on the humble Amiga. So for your World War One fix, look instead to play Knights of the Sky, Red Baron or Wings. Otherwise, instead play this on the PC, where the game runs as it was supposed to (The One game it 90% on its PC review).





One cool option in this game is that you get to play two players simultaneously, for some serious dog fighting action.

Box Out taken from Amiga Format June 1991



THOSE MAGNIFICENT MEN'S FLYING MACHINES

1. SOPWITH CAMEL
Probably the best known plane of the war, taking its name from the 'hump' over the engine cowling. A sensitive plane – requiring a sensitive pilot – and is quite nose heavy, making the risk of a spin all the more likely. Each plane could carry four 250lb bombs with a forward-firing machine-gun. Almost 5,500 were built, and the 'Camel' claims more kills than any other plane of the Great War.

2. NIEUPORT NIE 17
This was the favourite amongst the allied aces. Quicker than the Camel, the Nieuport also carried electrically-fired rockets for the destruction of enemy balloons.

The Camel and the Nieuport are just two of eight different planes you can choose from – each with individual characteristics and specifications. Which will be your favourite 'kite'?

DOUBLE DARE YOU.

Blue Max

ACES OF THE GREAT WAR

WWI Air Combat Simulation

Take control of one of eight classic WWI fighters and find out how good you really are. Fly with the best—Richthofen, Fonck, Mannock, Rickenbacher—and learn their tricks and techniques.

- Action dogfight, solo, and team missions for one or two players using a single computer with any combination of keyboard, joystick, or mouse.
- Strategy Dogfight: For the skilled purist, Blue Max acts like a highly-intelligent strategic board game, allowing you and your opponent to work out detailed battle sequences and play back the moves in "realtime" 3D.
- 8 airplanes to choose from, each with its own highly-detailed flying characteristics.
- Perform missions with, as, or against the Aces of the Great War.
- Dozens of historical missions around 4 different locations within France.

How strong are your nerves at 2,000 feet, with an armed Fokker DR.I on your tail? Forget glory, friend. Think survival.

VGA color air combat sequence

Strategy mode split screen with 3D Hexboard

• VGA 256 3D COLOR GRAPHICS, • ORIGINAL MUSIC, SOUND EFFECTS FOR GAME BLASTER, ADLIB SYNTHESIZER CARDS

NOW AVAILABLE FOR THE AMIGA

DAS BOOT

GERMAN U-BOAT SIMULATION

Winter, 1941. The icy waters of the North Atlantic. The deeper you dive, the greater the pressure. Depth charges explode around you, banging on the hull of your U-boat like iron fists. Nerve and cunning make you the terror of the Allied convoys.

- 3D submarine warfare: For the first time, a sub warfare game lets you deal with threats below *and* above the surface in a true three dimensional environment.
- Real communications: Use the German Enigma coding machine to send and receive information.
- Many missions to choose from—into the North Atlantic and Arctic, inland along the coast of Norway, into the Bay of Biscay, and through the Straits of Gibralter.
- 3 different levels of difficulty, from beginner to realistic.
- 3D graphics in 256 VGA colors, with multiple internal *and* external camera views in a complete 3D world.

Do you think well under pressure? How about 300 pounds per square inch of pressure? Take a deep breath, captain....

VGA periscope view of enemy aircraft

VGA 256 color mine field under North Atlantic

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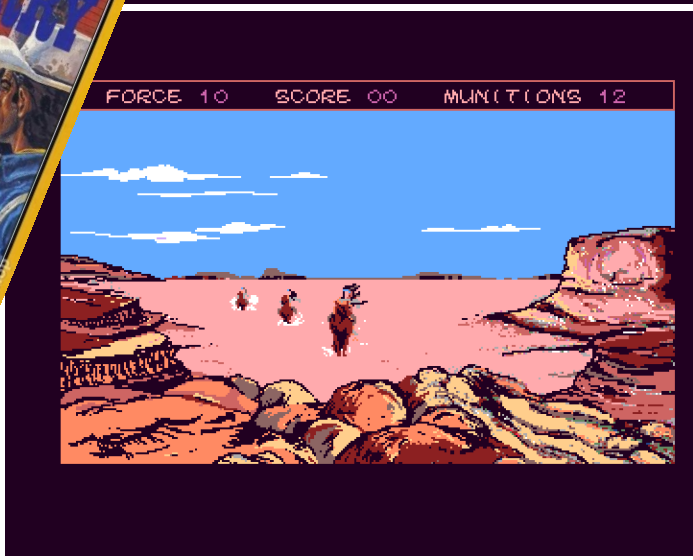
Blueberry (1988)

£??.?? Infogrames

[2/10 – Terrible interactive cowboy Franco-Belgian comic book.]

The game is based on what looks to be a hugely popular Cowboy comic book that in France was more popular than Marvel at the time. Sadly even understanding what the game is about doesn't save you from how truly terrible the game is. There is nothing but an indifferent storyline, mad speech of certain words and terrible (I mean REALLY bad) arcade sections that makes you wonder how this ever was released? Still the artwork is pretty nice, and it introduced me to a cool new comic I had never heard of before…so it's not all bad.

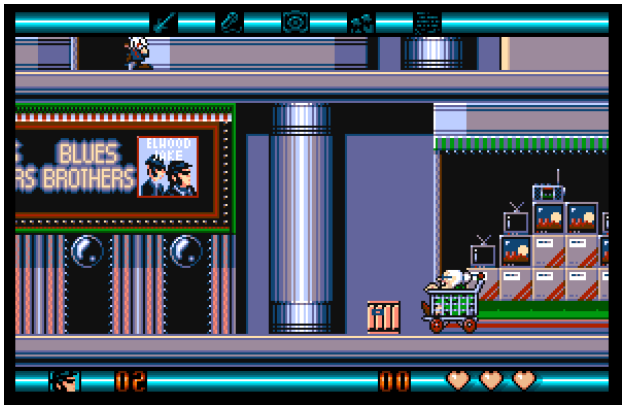


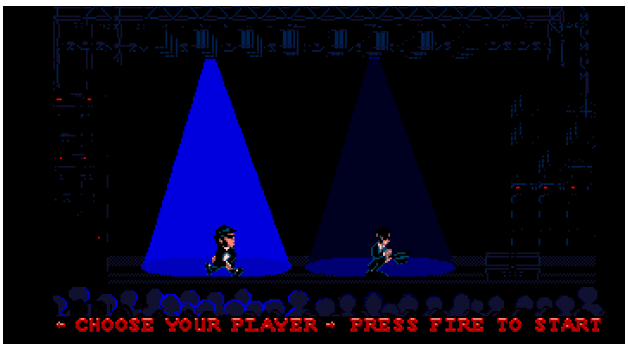
The Blues Brothers (1991)

£25.99 Titus

[8/10 – Slick platformer ,with awesome music. Let down by mundane platform mechanics, that never seems to shake thing up .]

O: 91% – 'The Blues Brothers has got everything it needs – almost. But it hasn't got a driving section involving over 100 cars, totally impossible stunts and mass pile-ups, and that's about all that's wrong with it. Although the game is based on the characters rather than the film, Titus has still managed to create a very playable, enjoyable and surprising game. To be honest, even if it wasn't based on the Blue Brothers and the main sprites were completely different, it would still have worked. Luckily, because it is, we get some great adaptations of the music. In one or two places the tunes are slightly out (although I only noticed this because I'm an ardent Blues Brothers fan), but for the most part they're spot on. Titus has obviously put a lot of effort into the game's design. Almost everything you see can be used to climb on, even things that first appear merely backdrops and the nice part about this is that the sprites change to suit whatever they are climbing on. The two-player option is a mite tricky to get to grips with at first, but with a bit of perseverance and teamwork, the re-centering screen works fine. The Blues Brothers is an excellent product, no matter who you are or what you d o to live, thrive and survive.'





AC: 88% – ‘There isn’t a lot I can grumble about except maybe that the game is quite hard definitely not one for the platform beginner. If I was Titus I was very proud of this excellent film conversion.’

AP: 87% – ‘Sparkling piece of console-style action that’s excellent in everything it does. Don’t let the Titus name put you off, they’ve finally come good. Fun fun fun.’

CU: 87% – ‘Fans of the Blues Brothers, and even those who have never watched the movie or listened to their records, will definitely get a kick out of this game. One of the best platform romps on the Amiga for a long, long time.’

AF: 86% – ‘You’ve seen the movie, bought the soundtrack and been to the fancy-dress party. Now play the game?’

AA: 86% – ‘It’s been a long wait but it was worthwhile. The characters have been successfully captured, being depicted in charismatic ways. Instantly identifinable Blues Brother melodies thump out toe-tapping beats. It is not only the vibrant Brother atmosphere that shines through but the gameplay is smooth and addictive. This stands as one of the most fun movie conversions to date. A tribute to the boys, platform entertainment, and an illustration of how movie conversions should be produced: with care and quality.’

Z: 86% – ‘Blues Brothers is the dog’s you-know-what – possibly slightly marred by a lack of things to do.’

AA: 52% – [R £7.99] ‘ I think it’s fair to say that Blues Brothers film is a classic. I also think it’s fair to say that the Blue Brothers game isn’t. It’s not all that bad, and in fact if you like simple platformer’s, you won’t be too disappointed, but we’ve come to expect more from

our games these days, and be honest, this Titus budget release just leaves me a bit cold now. I do remember when it originally came out, and do remember enjoying it quite a bit, It just seems that we've seen about a million games of this genre since, making a second appearance nothing more than a reminder of how 'not really that good' it was first time round. The basic idea is the player controls either Jake or Elwood Blues, and must make his way around a number of platformed levels, collecting spinning disks and performing general platform activities. Not the worst fame ever, not the best. Ho hum.'

Wow the music is so good in this game…Of course it helps that I am a huge fan of the Blues Brothers film and music. But all the tunes are here offering great renditions of all the classics. The gameplay itself is a simple platform affair, and on the Amiga it does a darn fine job as well with it all scrolling smoothly and moving fast. The only trouble is that the platform action is very generic, with it not really changing or offering anything new off of level one. Also this game is really missing a punch, as opposed to only able to attack by throwing boxes. So in summary, compared to most console platform games this game is decidedly mundane, but on the Amiga where decent platform games are much scarcer then this is definitely worth your time. Interestingly John Scott who programmed this went on to work on Quake 4, Unreal Tournament 3, Gears of War 1-3 games and Shadow Complex (now that is quite a resume!!).

02
48

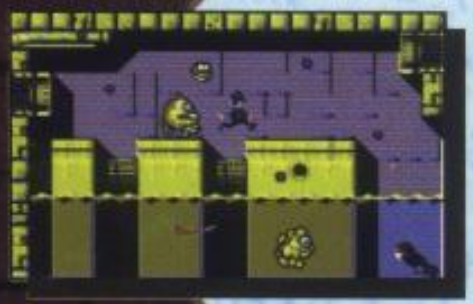
THE BLUES BROTHERS

THE BLUES BROTHERS

The New Hit Adventure Game Starring Jake and Elwood

They sent the police into a panic
They whipped the crowds into a frenzy
They redefined Rock'n'Roll music
And now...they're ready to do it again

Cruise along with Jake and Elwood, those all-time rhythm'n'blues men in this engrossing platform game-an explosive mix of adventure, comedy and music.



Back by popular demand, the Blues Brothers are out to conquer the stage one more time. To an upbeat rhythm you set off across town to retrieve your stolen instruments...but it ain't that easy. You've got to escape from prison, swim through the catacombs, and shoot to the upper heights of the big city before you can start that concert.
Creating chaos and confusion, you encounter Marilyn, the hot-tempered waitress, Isosocles, the prison warden and Bob, the burnt-out hippie... Get ready to play the Blues!

- Jake and Elwood, the original Blues Brothers
- The Blues Brothers original soundtrack
- 1 or 2 players simultaneously
- More than 300 screens on 6 different levels
- Multidirectional scrolling

TITUS

PALACE SOFTWARE LTD. THE OLD FORGE BUSINESS CENTRE, 7 CALEDONIAN ROAD, LONDON

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and screenshots represent Amiga versions. Screenshots are only intended to be illustrative of the game and not
graphics which vary considerably between different formats in quality and appearance and are subject to the
specifications - Titus reserves the right to make modifications in the product at any time and without notice - Printed

Mobygames
mobygames.com

BMX Simulator (1988)

£14.95 Codemasters

[4/10 – Supersprint clone, with bad controls and very little to hold your interest.]

ACE: 810 / 1000 – 'This addictive budget title was a very popular 8-bit game and is now appearing on the larger machines. Pedal against either a friend or the computer. Great game with lots of addiction.'

GM: 76% – 'Graphically the Amiga BMX simulator is superb. Every jump, barrel, flag etc is excellently detailed. Sound is improved over the 64 on the title screen, but scarce on the racing. Colour is well implemented throughout even though fairly dark colours are used for the tracks themselves. Movement of the riders is continually smooth throughout the whole game. If you complete the track in the allotted time, you have the option to see how well you have (or haven't) managed to overcome those obstacles by pressing the A key when prompted. In this mode, if you hold down the S key, the action replay goes into slow motion. When the track is completed it's on to the next, except this time the going is a little bit harder.'

This game was the last game Richard Darling, co founder of CodeMasters designed and coded (on the original 8 –bits), before going into just design and management of the hugely successful Codemaster publishing house.

I remember, getting this on the Spectrum and not liking it much, but at least that would have only cost me £1.99… To pay £15 for the same simple gameplay and poor controls would have had me crying out loud. On to the game…

Amiga Version

Well it's a bit like the Atari coin-op Super Sprint, only on bike, and with dodgier controls. The game is only any fun at all as two player where the simple gameplay makes it perfect foe a little competition. But all in all, a real dud.

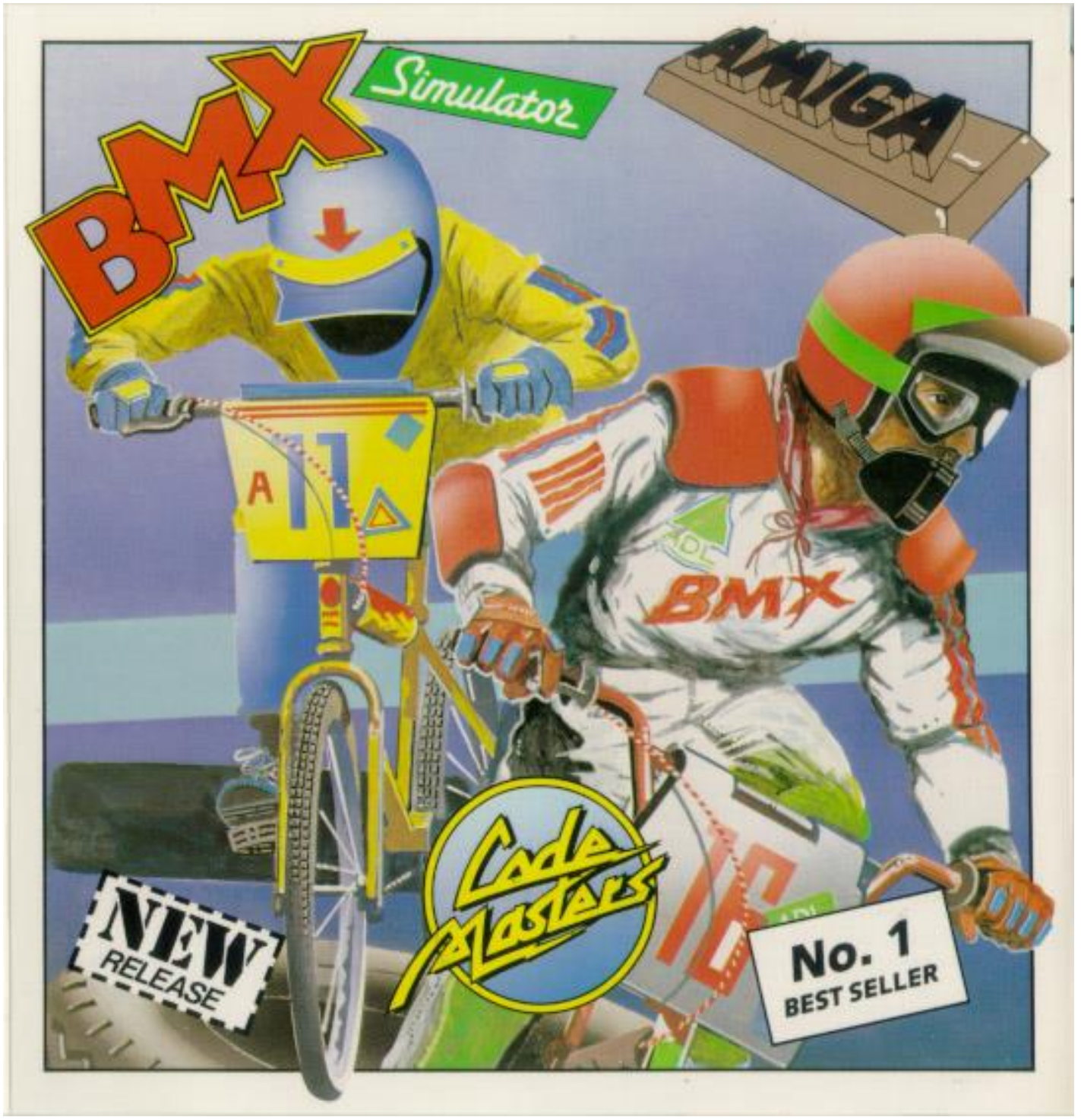
Atari ST Version

Spectrum Version

C64 Version

Amstrad CPC Version

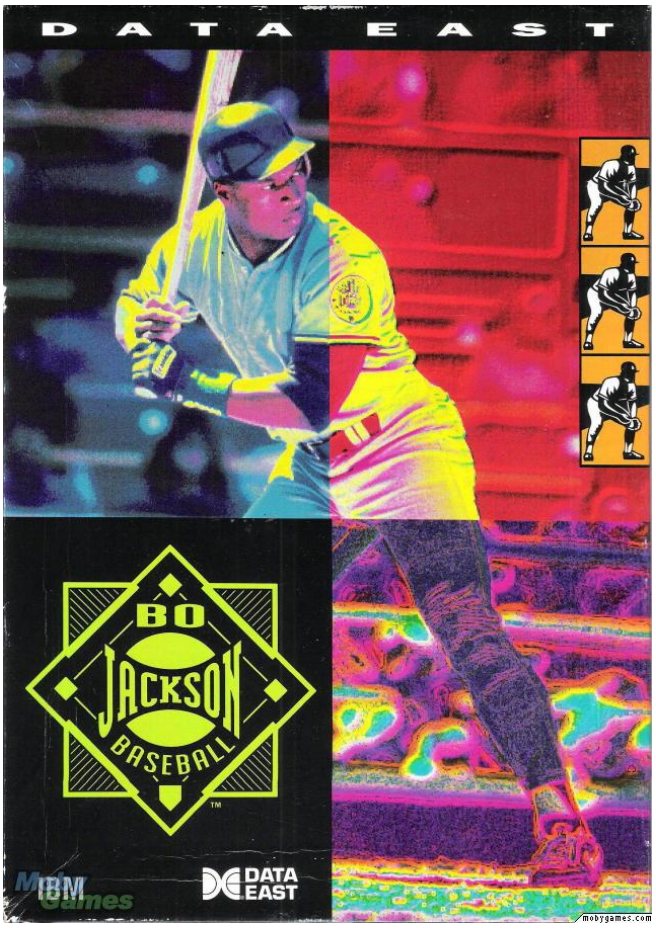
MSX Version


BMX
Simulator
AMIGA
BMX
Code Masters
NEW RELEASE
No. 1
BEST SELLER

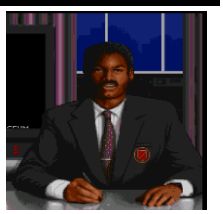
Bo Jackson Baseball (1988)
AKA TV Sports Baseball

£24.95 Data East

[6/10 – Competent Baseball sports game.]



You know here in the UK baseball is called Rounders and is only played at school by the girls Of course the game most are mad for here is Football (or soccer as the US call it) all I hear all day at work is about it which is a pity as England our national team is rubbish at playing it. I personally think we should follow Americas model and choose sports no one plays, have competitions no other country can enter or play and still call ourselves World Champions ha ha (ps I know World is some sponsor of the 30s and its all a happy coincidence, that its happens to be the word World) I hear they are trying to get a new sponsor for a reboot of a Hasbro toy so the winners can be called Masters of the Universe Champions. Anyway rant over on to the game..This is a rebrand of TV Sports Baseball and it's a pretty ok version of Rounders, I mean Baseball ☺ . See TV sports Baseball for full review.



Bobo in Stir Crazy (1988)

£19.95 Infogrames

[7/10 – Fun collection of Game and Watch style mini games. Good simple fun to be had.]

Amiga Resource

Summer: 17 /20 – ‘A French comic-strip character, Bobo, is a hard-luck prisoner, who at the end of six most original games, may give you a high score but still be in the slammer.

Bobo must serve porridge to hungry cons; peel potatoes as fast as possible; use a trampoline to bounce cons over the wall; scrub a floor everyone is laying down new tracks (any mother can sympathize with that one); escape from prison by walking on high-tension wires; and keep a dormitory full of cons from snoring and ruining his sleep. Excellent large graphics, good animation, surprising sound effects (particularly in what may be an international “language”), and adequate documentation help make the games delightful. All control is by joystick, and while the moves are not complex, they will tax your skills. The title alone, of course, is a major plus. So original.’

AC : 67%– ‘Stir Crazy is a thoroughly enjoyable game packed with humorous touches. The graphics are top notch cartoon quality and the sound and music some of the best to be heard on the Amiga. If that’s not a good enough recommendation then you shouldn’t forget that the game features the zany Bobo, who could just become one of the mega stars of computer entertainment.’

First of all I should note I had to take my screens from the brilliant Cubex55 You Tube vids as I couldn’t seem to emulate the game, worked fine on my Amiga though. The game is based on a French comic and has you do a series of simple arcade games in surviving prison life. Think of it as a series of Game & Watch games with great graphics and sound and you have some idea what to expect.

BOBO

Amiga
500, 1000 & 2000
512 K minimum

INFOGRAMES

DELIECQE

BOBO

Corvée de pommes de terre

Lavage du sol

La cantine

Le dortoir

Le trampoline

Les fils électriques

Do you like porridge? Bobo certainly doesn't - he's gone stir crazy doing time in the notorious prison, INZEESLAMMER.

He's desperate to get out, and his best friend is a trampoline! Using this, he and his fellow inmates can jump from their cell windows and bounce over the wall. Once over the wall they have to negotiate three electrical wires, jumping from one to another to avoid electrocution.

Then on to freedom, or is it ? When Bobo's not trying to escape, he has his daily tasks, ranging from spud bashing and dishing up in the canteen, to cleaning the flor whilst other prisoners insist on walking across it! And the warden just loves to catch Bobo out, so even one footprint can spell trouble.

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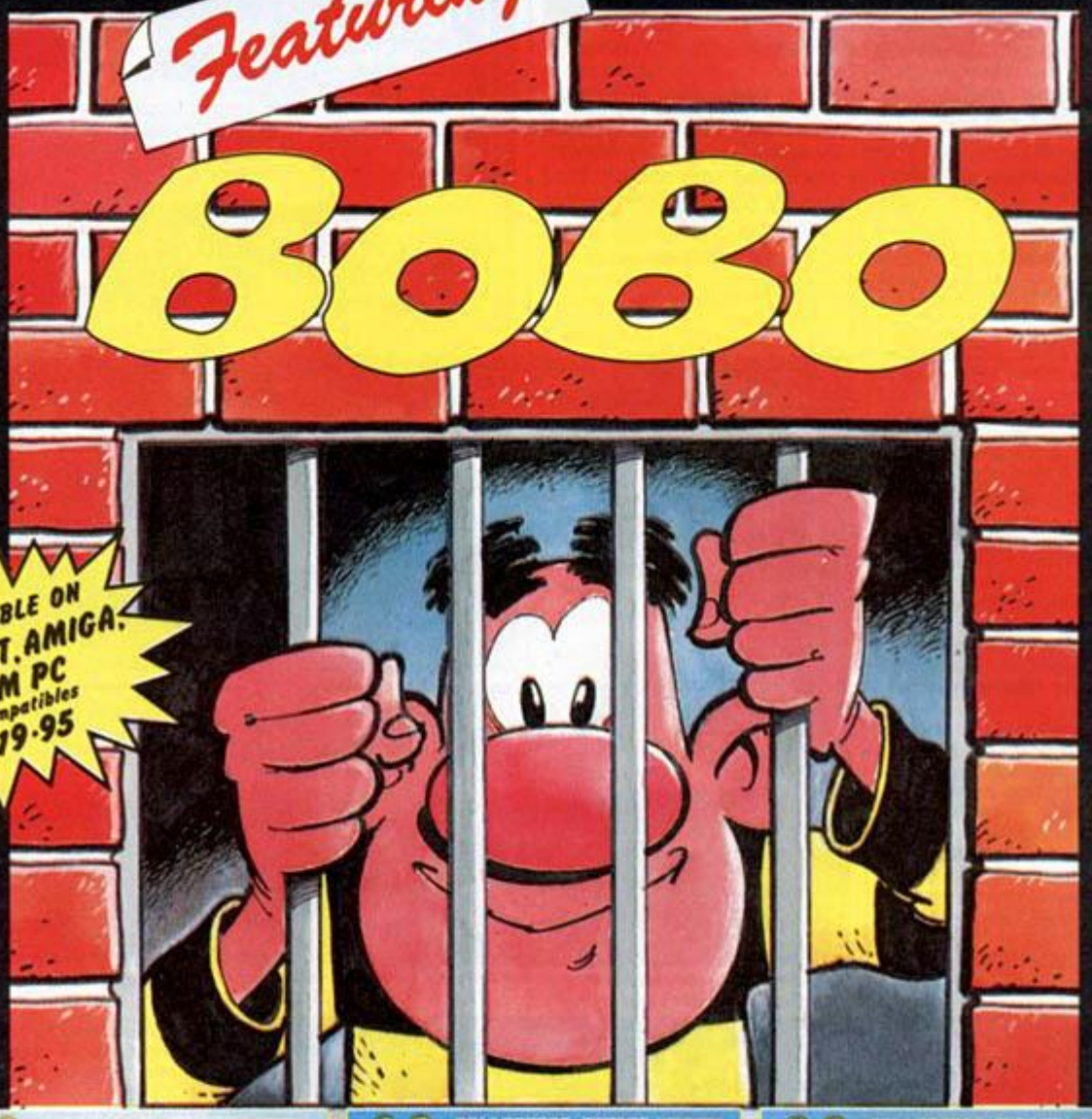
INFOGRAMES

Photo Atari ST.
Licenced by INFOGRAMES 1988.

STIR CRAZY

Featuring

BOBO



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Bob's Bad Day (1993)

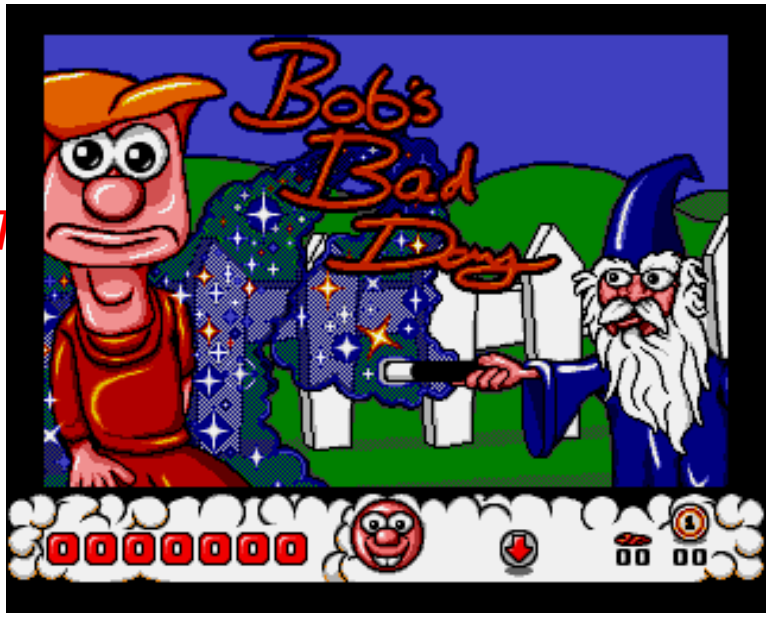
£19.99 - Psygnosis /
Dev: The Dome

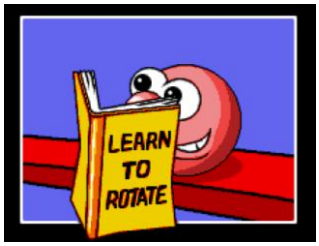
[8/10 – Fun Cameltry clone, with good Mode 7 like graphics.]

AP: 85% – 'Bob's Bad Day's a gameplay triumph, and the sparse graphics really don't matter. Just play it okay?'

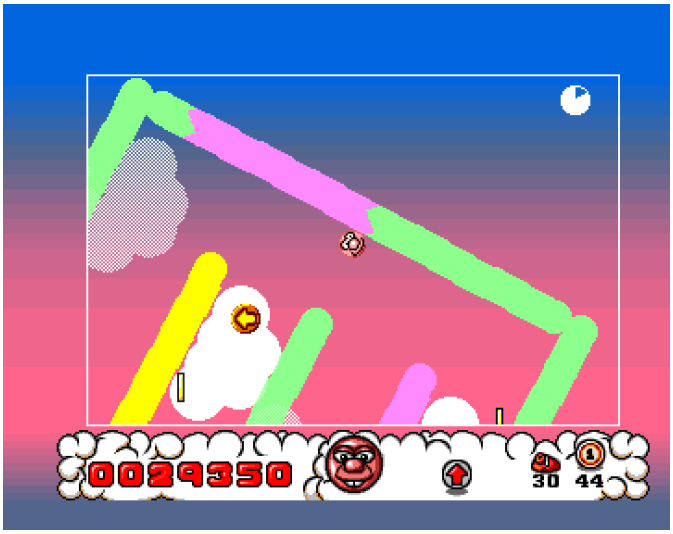
AA: 85% – 'It's more a bad morning than a bad day, because once the wizard takes his leave, the game is an absolute pleasure to play. Yes better graphics would have been nice, and to be honest, the different gravity types do get confusing at times. Oh but then that's the whole idea isn't it? What more can I say then, apart from something really clichéd and trite, like "Bad day? Oh ho, more like a few food nights if you ask me!" (Help me please! – Karen).'

CVG: 82% – 'Ithe real-time sprite rotation in BBD has been heralded as the Amiga equivalent of the SNES Mode 7. It isn't as impressive, but it's smooth and inoffensive. But it's not the graphics that make BBD, it's the playability – Bob moves realistically and the difficulty level is well judged. If you're after a game that's a little bit different, give it a go.'





CU: 82% – ‘Of course, the downside of being the first to utilise Mode-7 style rotation is that the game graphics have to be very basic. This initially detracts from what is a very playable game, but you’d be foolish to let it influence you more than a few seconds. Bob’s Bad Day is one of the most playable and addictive games I’ve seen in some time. The difficulty curve is exceptionally well judged, the playability is pitched just right and, with 100 levels, it‘ll keep you going for a good while. Don’t let first impressions put you off Bob’s Bad Day or you’ll miss one hell of an addictive puzzler. Try it out.’



O: 80% – ‘The first impressions of Bob’s Bad day are not at all good, as I’m sure you’ve probably realised from the static screenshots on this here page. But without playing it yourself there’s no way of realising how fluent and utterly marvellous this game is, so you’ll just have to take my word for it. Bob’s Bad Day is one of those rare games which beginners can pick up and have a really good time with, which is mainly due to the perfectly judged movement of Bob himself. Rivalled only by the ball from Pinball Fantasies, Bob is one of the most realistic spherical objects you’ll find on the Amiga, with the twisty –turny platforms conveying a genuine sense of vertigo as you teeter over the edge of a cog-infested chasm with only the pull of gravity preventing you from loosing valuable coins. At times the reactions required to manoeuvre Bob ask just a little bit too much and some of the pathways are so difficult to reach that you could end up wearing the TV as trainers, but if you take things slowly and carefully and breathe deeply you should find no problems. The sad thing is that Bob’s Bad Day’s rough graphics and relative lack of hype will mean that it probably wont get the recognition it so richly deserves – a bit of spit and polish here and there would probably have tempted more people to part with their cash. Still, if you’re prepared to overlook the tasteless graphics in favour of the tasty gameplay then I’m sure you won’t be disappointed. Definitely a game that deserves to do well.’

AF: 79% – ‘The frustrating puzzles, madcap speed and a startling rotating effect make this a choice game if you like things upfront and wacky.’

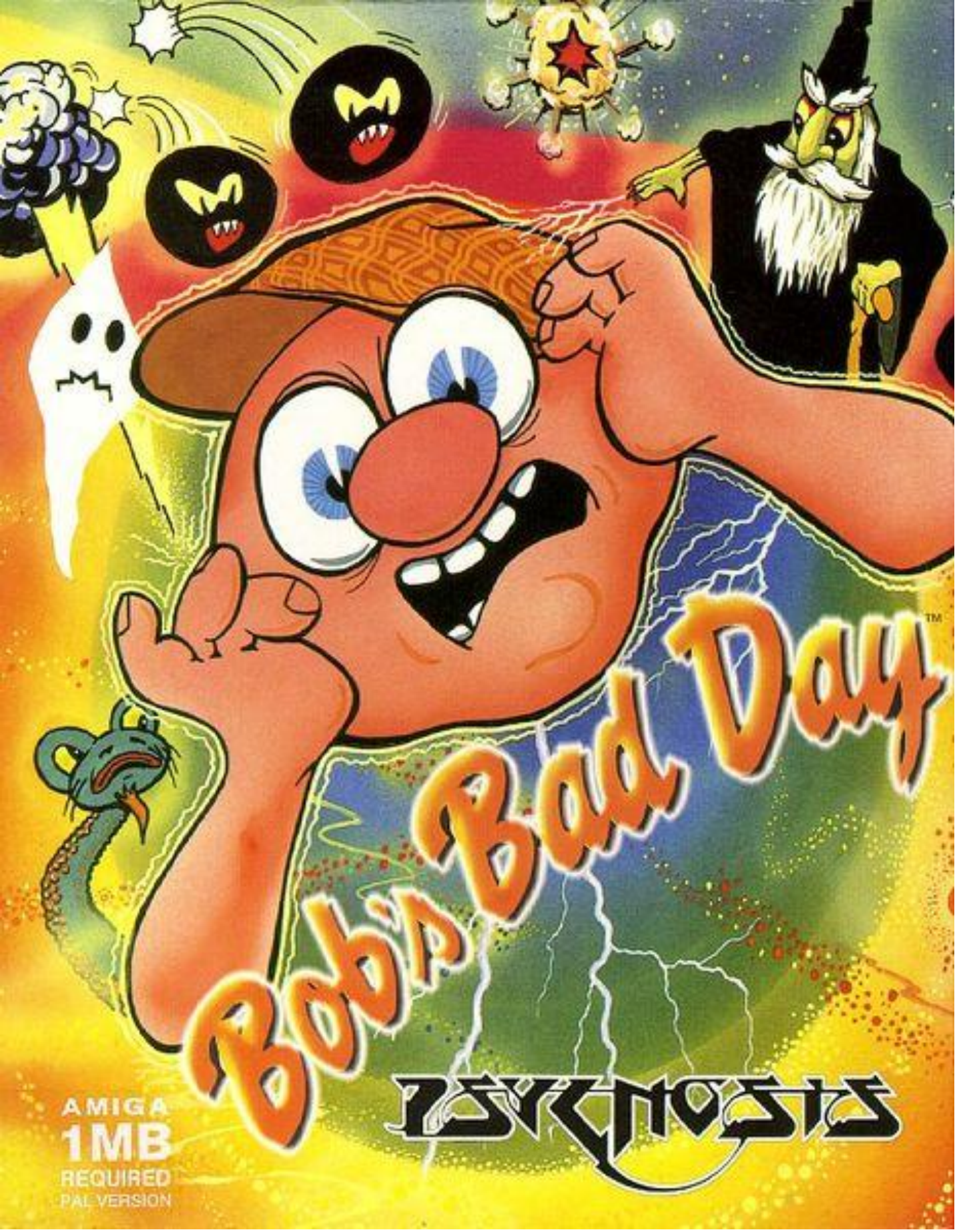
ACAR: 79% – ‘Bob’s Bad Day ‘aint bad at all. In fact for a simple game with fairly rudimentary graphics it’s fast, addictive fun.’

AFC: 69% – ‘A fair old puzzler, but nothing to lose your head over.’

AUI: 41% – ‘Bob’s job is to roll and bounce around each of the 100 levels collecting the coins that need to escape, but this is made more difficult by the constantly changing gravity and the monsters that feed on the coins. Terminal boredom soon creeps in as the maze puzzles and the monsters all begin to merge into one horrible nightmare. Not even worth a joke about Bob being left out on a limb, let’s put this one down to Psygnosis having a bad day as well as Bob, eh?’

Original Cameltry arcade game

Lifes tough being Bob, there he was minding his own business, when suddenly a Wizard appears out of nowhere, says that was funny, and just because Bob was sarcastic about it the Wizard detaches his head and sends him on a weird twisty world to get his body back. Made by developer The Dome, who are best known today for their game Pugsy… This is a naughty unlicensed take off, of an obscure Taito arcade game called Cameltry released in 1989 (you can play the arcade original on the Taito Legends 1 compilation disc released on PC, PS2 and Xbox). Bob’s Bad Day, the game is quite good fun and kept my interest through all 100 levels. Yes well worth your time.


Bob's Bad Day™
PSYGNOSIS
AMIGA
1MB
REQUIRED
PAL VERSION

Bob was just minding his own business when it happened. All it needed was a wizard with a poor sense of humour, a couple of angry words and Bob found himself rolling around - not in laughter, but like a ball! Now Bob's got to spin through the craziest lands the wizard could create in search of his legs. It's one of the fastest and funniest adventures around with the kind of mad challenge that'll keep you up all night searching and spinning in your quest to find Bob's lost legs.
And you thought you've had bad days!!!

Bob vaquait à ses différentes occupations lorsque tout arriva. Un sorcier sans humour, quelques mots échangés par colère et voilà notre cher Bob en train de se tordre, pas de rire, mais comme une balle de flipper !
A présent, Bob doit rouler dans des pays incroyables, créés par le sorcier pour retrouver sa forme initiale. C'est une aventure surprenante et délirante ainsi qu'un défi fou qui vous tiendra en haleine jours et nuits afin d'aider ce pauvre Bob à retrouver ses jambes.
Et vous qui pensiez avoir tout vu !

Bob frönte gerade seinem Hobby, als es geschah. Alles,was es dazu brauchte, war ein Zauberer, der absolut keinen Spaß verstand, ein paar ungehaltene Worte und schon kugelte sich Bob – aber nicht etwa vor Lachen, sondern wie ein Ball!
Nun muß sich Bob auf der Suche nach seinen Beinen durch die merkwürdigsten Länder rollen, die der Zauberer schaffen konnte. Eines der schnellsten und lustigsten Abenteuer mit diesen verrückten Herausforderungen, die Dich nächtelang durch die Gegend wirbeln und nach Bobs Beinen suchen lassen.
Du dachtest, Du hättest schon schlechte Tage gehabt?!

Bob stava facendo gli affari suoi quando è successo. Non gli mancava altro che uno stregone con uno scarso senso dell'umorismo e con un paio di parole irate e Bob si è trovato a rotolare, non dalle risate, ma come una palla!
Ora Bob deve girare nelle terre più pazze che lo stregone potesse creare alla ricerca delle proprie gambe. È una delle avventure più veloci e buffe che ci siano con il tipo di sfida pazzesca che vi terrà tutta la notte rotolanti e impegnati nella ricerca delle gambe di Bob.
E pensavate di avere avuto delle giornatacce!

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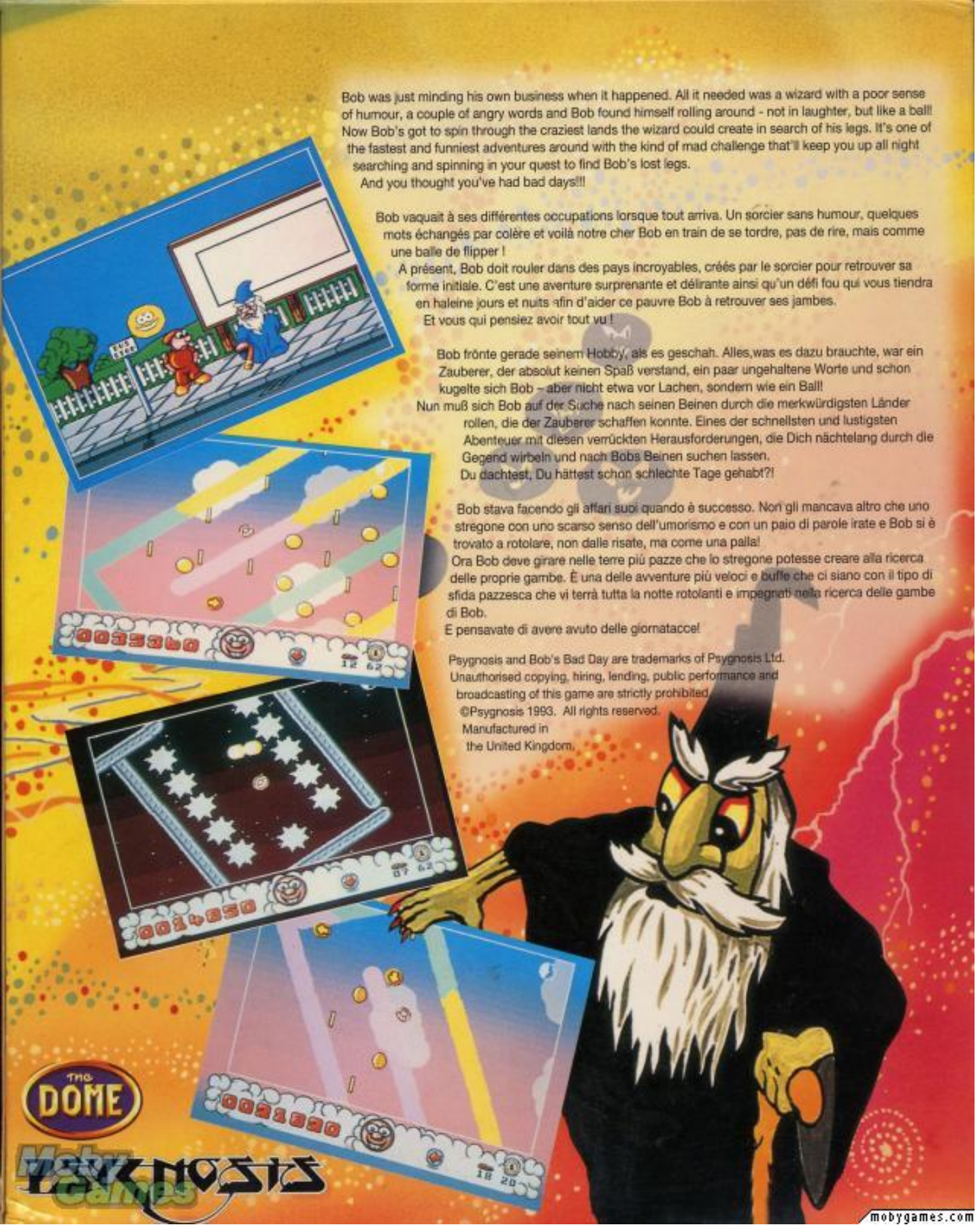


mobygames.com

Body Blows (1993)

£25.99 – Team 17

[9/10 – A great Amiga Beat-'em-up.]

AC: 93% – 'Great graphics, brilliant sound, amazing playability and addictive as hell. If you're going to buy a game this month make sure it's this one. Beat-'em up fanatics must be over the moon.'

AFC: 92% – 'Graphics are crisp and though not exactly awesome, they do the job well enough. Still, if you want this kind of speed you have to make sacrifices. I jest not when I say slower characters are quick but the fast ones are supersonic! An excellent soundtrack and loads of crystal-clear sampled speech to keep your eardrums bouncing merrily along. Some of the catch phrases the characters come out with in victory are guaranteed to raise a smile, not to mention adding heaps to the atmosphere. As an example to the gene, there is little to fault in Body Blows. You may tire of the one-player game as initial novelty begins to wane but, behind Renegade's superlative Sensible Soccer, this is easily one of the most agreeable head-to-headders about. Full of violence, full of style. Body Blows topples SF II's precariously balanced crown and it 'ain't no pretender. The king is dead, long live the King!'

O: 92% – ‘Before we go any further, I wish to go on record as saying that I don’t like Street Fighter II on the Amiga at all. I disagreed with the 89% we awarded it (something mid-70s was more to my taste) and am generally of the opinion that the game has sold more than it deserved on its own merits. Which is why it warms the cockles of my heart to see something come along that really DOES deserve all the hype it’s had and will inevitably show SFII up to be the mediocre beat-’em-up that it is. Yep, Body Blows is the business and no mistake. After three hits in a row, Team 17’s gamble with a big-sprite beat-’em-up was their riskiest yet, and I don’t mind admitting that I had my doubts about this one. Having just walked away (barely) from a solid day’s ding-donging with the game, however, I’m pleased to report that Body Blows holds its own not just amongst Team 17’s past efforts but against any beat-’em-up on any home machine. Okay, so it rips off Street Fighter II something rotten, but any clone that improves upon the original is okay in my book, and Body Blows does that in just about every respect. It’s faster, smoother, tougher, has more variety and, most importantly, is infinitely more fun to play. If pushed, I’d have to say that this is only my second favourite Amiga combat game (IK+ is still tops with me), but it’s a close run thing. The action is fluid and instinctive, the special moves are easy to use and great fun to watch, and Mr Sheen must have been working overtime to give the game this much polish. The whole product reeks of quality with its sampled speech, oodles of options and general all-round user-friendliness. If you thought Street Fighter II was the business, think again – as a pure fighting game, this blows 99% of similar efforts out of the water with ease. Can these boys really do no wrong at all?

AA: 92% – ‘A smack in the teeth for Street Fighter II and a kick in the groin for every other beat-’em-up. Body Blows contains superlative animation, hundreds of fighting moves and the usual high quality Allister Brimble tunes and SFX. Mor e entertaining than Bruno, more attitude than Eubank and more satisfying than seeing Tyson stuck in jail. We’ve had to wait a long time for a beat-’em-up like this but it was certainly worth every finger-twiddling minute.’

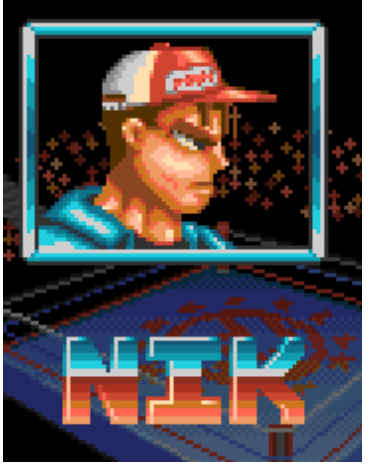
CU: 91% – ‘The best Amiga beat ‘em up money can buy.’

AP: 89% – ‘Get it. Now. Whatever you think about beat-’em-ups, get this one and you’ll change your mind. A true corker of a game, with undeniable influences, but a feel and playability that are all its own. I’ve been waiting for this for a long time.’

AF: 87% – ‘there is something lacking – it just seems a little bit too clinical and robotic. Still, this is far and away the best beat-em-up ever. It’s technically excellent, polished and it brings up-to-date an area on the Amiga which has been sadly lacking recently. If you already have Street Fighter 2, sell it and buy Body Blows.’

For those who didn't grow up with an Amiga and instead had a console, it is really tough to understand why Body Blows was so highly regarded both back in the day and so fondly remembered today. When compared to the Consoles Body Blows is a poor game, with limited moves and much weaker playability. However when compared to Beat-'em-ups on just the Amiga this is definitely up there with the best.

At the time when this was released, this game came as a welcome game, after a swathe of disappointments such as the Street Fighter 2 Amiga conversion. Looking today, there is nothing fundamentally wrong with this game either…The graphics and sound still impress, the speed is smooth and top notch.. The only thing that lets it down really is the lack of moves, but this is more a limitation of the Amiga single button joystick as opposed to Team 17. I really enjoyed replaying this game again and whilst it isn't worth your time, outside those who played it back in the day and want a nostalgia kick, never-the-less for the an Amiga Beat-'em-up this remains a top class effort. In fact the Ninja special move, by blending into the background until hit (think Predator) is a fantastic special move that needs to come back in beat-'em-ups.



DAN

A young gang-leader who knows every dirty trick in the book, Dan is fast, good in the air and able to deal with most situations. Unfortunately, he's not too hot at getting punched, so opponents should find it easy to sap his energy if they can find a way through his defences. Like Ryu in Streetfighter, he can chuck out bolts of electric energy if the mood takes him.

SPECIAL MOVES:
Super Roundhouse Spin, Awesome Uppercut, Electrobolt, Deflectorbolt.

NIK

Another young punk with his eyes on the title, Nik is the identical twin brother of Dan, and as such they have exactly the same moves and abilities. Nik and Dan hate each other, so you're always sure of a good scrap when these two get together.

SPECIAL MOVES:
As Dan.

KOSSAK

A big flabby powerhouse from the former Soviet Union, Kossak is a product of early genetic experimentation. He's super-heavy, super-hard and, as a result, a little slow to react to some situations. Fast opponents may be able to exploit his lack of speed.

SPECIAL MOVES:
Groundshock, Hammerfist, Superdrill.

YITU

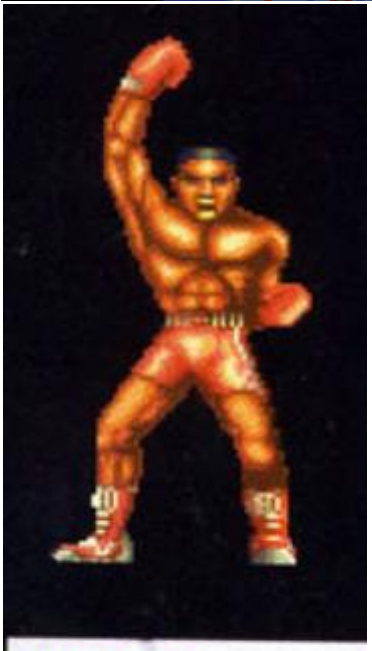
Yitu is probably the fastest character in the game, possessing incredible lightning moves and cat-like reflexes. When he's at full tilt he's almost too quick to see, so always keep your guard up against him. If you can get through the blur of fists and feet, he's easily finished off due to his low hit tolerance.

SPECIAL MOVES:
Super-fast punch, 100m leap, Super-slide.

DUG

Another fat blubberguts, this reject from the pro-wrestling circuit can be devastating when he's on form. Like Kossak he is incredibly tough and his punches are like dynamite, but he's surprisingly fast for his size and most vulnerable in the air. One to watch out for.

SPECIAL MOVES:
Super Body Splash, Head Charge, Stretch Push, Earthquake.



JUNIOR

Thrown out of the boxing world for being too rough, Junior now satisfies his passion for extreme violence in the Body Blows underworld. His punching power is devastating, although his kicks leave something to be desired and is vulnerable below the belt.

SPECIAL MOVES:
Uppercut, Super Punch, Flying Punch, Right Hook.

MARIA

The only female combatant, Maria is a bit of a stunner and likes nothing more than a bit of fightin n' fumpin' when she's not wowing the fashion world on the catwalk, or something. Spanish in origin, she has the power to do the splits to amazing effect, although she doesn't hold up well after a few good punches in the mush.

SPECIAL MOVES:
Razor Spin, High Kick, Splits Trip, Flying Splits.

LORAY

After learning the Way of the Exploding Pint Glass at a remote Shaolin Temple in Thailand, Loray decided that his martial arts skills would be best put to use in the streetfighting world. So here he is, complete with an array of mystical moves that you won't learn down at your local sport centre's karate class. Fast and agile, he's a handful for anyone.

SPECIAL MOVES:
Dragon Flame, Spin Kick, Flat Hand, Short Roundhouse.

MIKE

After a heavy day's trading on the world's stock markets, this executive boss type rolls up his sleeve and works off all that corporate stress with a spot of martial arts. He's very fast and possesses good all-round skills, although his strength is only average and is vulnerable in the air.

SPECIAL MOVES:
Whirlwind Roundhouse, Tornado.

NINJA

This renegade exponent of the deadliest martial art of all is the only contestant armed with a weapon - in this case, a razor-sharp sword. When he's not giving you the closest shave you've ever had with his gleaming blade, he's summoning on ancient forces to make himself invisible and generally being very hard indeed.

SPECIAL MOVES:

Spinning Sword, Shadow Move, Super Shadow.

MAX

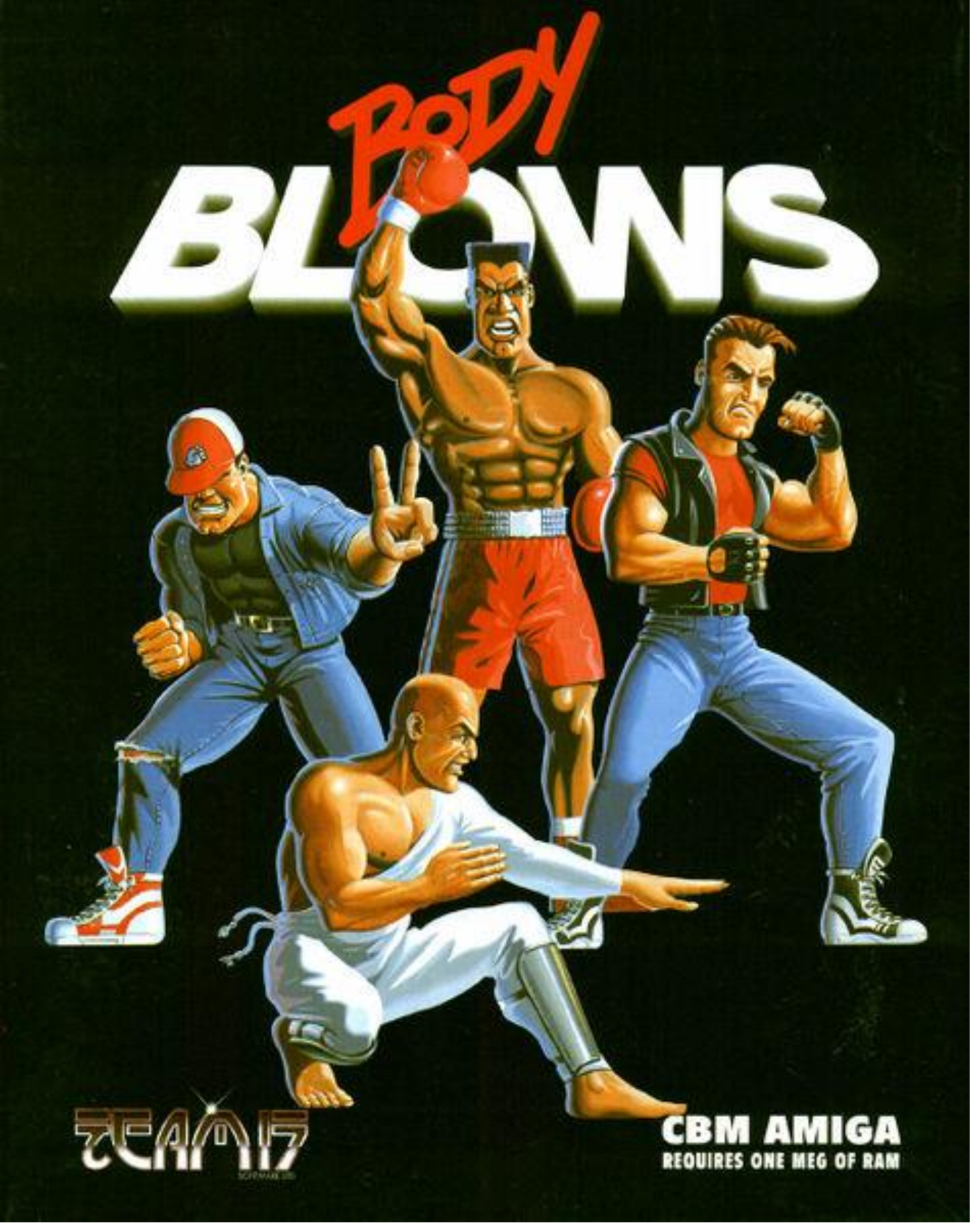
The ultimate bad guy, he only appears in the one-player game as your final adversary. Max may look like just another fighter, but in fact he holds a dark secret. All other information on him is classified.

SPECIAL MOVES:

Wait and see.

T1

Rumours abound that there may another contestant in the competition. Little is known about this fighter.


BODY
BLOWS
TEAM 17
SOFTWARE LTD
CBM AMIGA
REQUIRES ONE MEG OF RAM

www.gamesdbase.com

BEAT BLOWS

HAVE THE FIGHT OF YOUR LIFE!

The heat is on and so is the fight! Here you meet the tough guys head to head in this edge-of-the-seat, action-packed beat-em-up!

In Arcade mode you will face a range of ever meaner opponents and end up facing your worst nightmare.. or you could take on up to seven other people in the thrilling tournament mode or even go one-on-one with a partner in the evenly matched two player game.. but whatever option you choose, there is no doubting that you'll have the fight of your life!

GAME FEATURES

- Massive 32 colour graphics throughout
- Stunning, hard-hitting fight action
- Superb gameplay with different play options
- Excellent four channel stereo music, speech and sound effects
- Intuitive control system for easy character control
- Full Pal Screen scrolling at 50Hz
- Arcade, Tournament and Two-Player modes
- Written specifically for the Amiga, with emphasis on speed/gameplay
- Background animation and many more in-game effects
- Different skill levels and lots more options
- The state of the art in Amiga beat-em-ups!

Attachez vos ceintures, ce va chauffer! Vous voilà face à face avec les plus durs des durs dans ce "Beat-em-up" riche en action et qui ne vous laissera pas le temps de respirer! Que se soit en mode Arcade où vous finirez par traverser un véritable cauchemar après avoir affronté toutes sortes d'adversaires toujours plus cruels, en mode Tournoi, où vous pourrez vous mesurer à jusqu'à sept autres personnes ou dans un jeu équilibré, où vous réglerez vos comptes à deux, vous disputerez très certainement la bataille de votre vie!

Jetzt wird es brenzlig, der Kampf geht los! In diesem aufregenden rasanten "Hau drauf" stellen Sie kopfüber auf die stärksten Gegner! Im Arcade-Modus werden Sie mit immer gemeineren Gegnern konfrontiert und erleben schließlich Ihren schlimmsten Alptraum... oder Sie kommen im spannenden Turnier-Modus auch mit 7 verschiedenen Gegnern spielen oder sogar im Zwei-Spieler-Spiel mit einem gleichstarken Partner einen Zweikampf ausüben... welche Wahl Sie auch treffen, Sie werden zweifellos den Kampf Ihres Lebens haben!

L'atmosfera si fa sempre più eccitante... e la lotta sta per iniziare! Ti dovrai confrontare faccia a faccia con i più "duri", in questo gioco entusiasmante e ricco d'azione, dove non verrà risparmiato nessun colpo! Nella modalità Arcade, sfiderai numerosi opponenti minacciosi, e vivrai un incubo trasformatosi in realtà... o potrai misurarti con sette altri giocatori nella modalità eccitante di Torneo, e ancora sfidare un amico in un gioco a due... qualsiasi sia l'opzione da te scelta, potrai esser certo di una cosa: si tratterà di una lotta dura e all'ultimo sangue!

MAIN CONTENDERS...

...NIK
Brother of Dan and the downtown gang leader. His desire to win is only matched by the hatred of his brother.. he uses this devastating force to summon a powerful electro-bolt which leaves most opponents reeling.

DAN...
The elder brother of Nik and a rival gangland rebel, he shadows his brothers moves every step of the way. Like Nik, he is able to draw upon inner energies to produce a devastating bolt of pure aggression.

...JUNIOR
This solid British boxing bulldog has forgotten all about the Queensbury rules.. in his repertoire he has a fine selection of devastating kicks as well as tough punches! With his world-class stamina and incredible fists, Junior is potentially King of The Ring!

LO RAY...
This buddhist monk left the sanctuary of his shaolin temple many moons ago, seeking fame and fortune on the prize-fighting circuit. With some spectacular moves, magical abilities and tremendous agility, Lo-Ray is state-of-the-martial-art!

THE CHALLENGERS...

Cossak

Dug

Maria

Mike

Ninja

Yit-U

Max

TEAM 17
Marwood House, Garden Street, Wakefield, West Yorkshire WF1 1DX.

Body Blows Galactic (1993)

£26.99 – Team 17

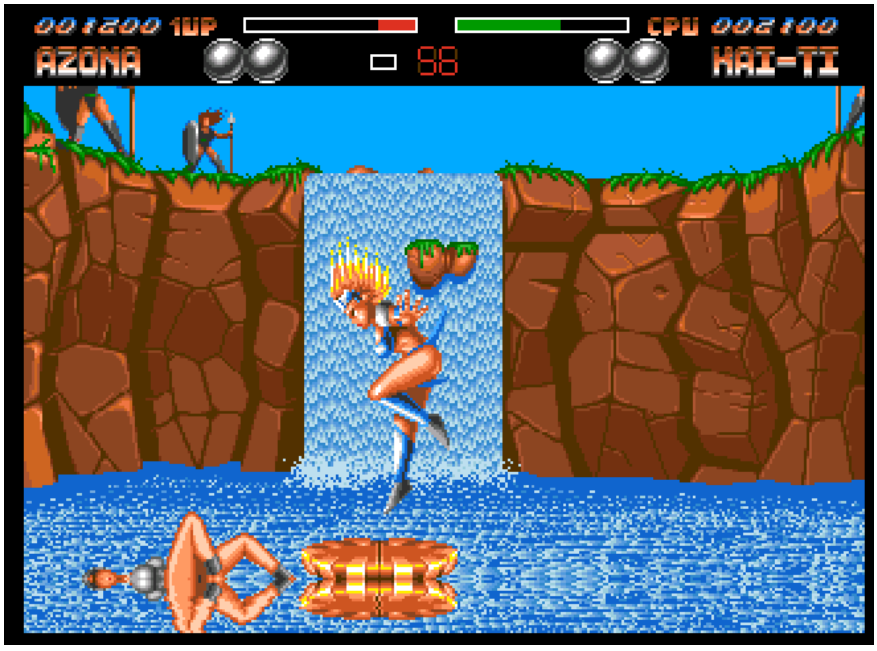
[7/10 – Good sequel but the player balance seems off this time.]

AC: 93% – ‘Body Blows Galactic is the best beat-’em-up to ever be inserted into the drive of the Amiga., OK ,so its older brother Body Blows, and IK+ were both pretty hot but Body Blows Galactic takes the title. Please, take my advice and visit your software emporium now.’

AF: 88% – [AGA version] ‘Galactic is better than the original, but it suffers from dodgy joystick controls and is trembling in the long shadow cast by upcoming Elfmania.’

O: 87% – ‘Compared to the original it goes far and beyond it thanks to the strange nature of the opponents. Add to that the eight-player tournament and you’ve got a game that’s perfectly competent in all departments and is just about the best beat-’em-up available for the Amiga. You just have to ask yourself if you really, really want another combat game, and if the answer is yes then Body Blows Galactic is most definitely for you.’

ACAR: 86% – ‘The sprites in Body Blows Galactic are huge, taking up almost half the screen height – you’ll almost believe you’re playing an arcade machine. Not only that, they’re fast, smooth, and well animated. The detail is impressive too – each player is decked out nicely, with high tech outfits and accessories. By the way there’s a free bonus disk in the box too, with a playable demo of the soon to be released Overdrive – a view=from-the-top car racing game – and a fully working version of Apache, an update of the old favourite Choplifter.’



AP: 72% – ‘We all liked Body Blows when we got to see it in April this year, and the team universally hailed it as THE Amiga Beat ‘em up. I probably wouldn’t have given it the roaringly good 89% that Tim Tucker did, but hey, that’s Tim’s prerogative. We liked it, Team 17 were pretty chuffed with it, and presumably you all liked it as well, as there’s now another one of it. It’s Body Blows Galactic and although it’s not really a sequel, it’s a bit more than a data disk. Danny and Junior are the only two survivors from the original, who’ve jetted off across the universe to kick seven shades of goo out of strange new races. Star Trek this is not. The graphics are a big improvement, the figures are better drawn, better shaded and don’t move in the oddly stiff-limbed way of Body Blows. The characters are massively diverse; there’s a girl on a hovering skateboard, a creepy ghoul, and even a dwarf on a dinosaur that work as a team and blatantly flaunt the Queensbury rules of gentleman’s boxing. These are Good Things. The downside? Well, the characters just don’t seem to hit each other, Weedy sound effects and nothing to the impacts as they get fighting. Maybe blood splats or bigger impact animations would have covered this up. And then there’ the big one. This game is slow. Very, vee-rrr-yyyy slooooooooow. Compared to the original which was frenetic fest of blocks and blows, this one a good 25% slower. Okay, so there’s animated backgrounds, but big deal. Go for Body Blows, or read the Mortal Kombat review, but leave tihs one alone.’

AP: 79% – [AGA version] ‘Much better than the 500 version, but doesn’t offer enough for fans of the original. May melt in the heat of the Mortal Kombat exhaust trail.’

CU: 57% – ‘A sad follow-up to a brilliant game. What a disappointment.’

This game is just as polished as the original, with a top range of characters to choose from. Unfortunately this time Team 17 broke the balance. The players are not evenly matched. One thing I do love with this is the tournament. Being able to set up an 8 player tournament. An idea I wish Capcom would take and run with, as its such a cool idea.

Phantom

This uncanny chappie exists as an individual energy mass and subsequently is a tad tricky to pin down. Expect a lot of flitting around and some pretty lethal orb-type weapons as part of his repertaire.

Inferno

Comes from the hot side of the world of Eclipse and is a fiery kettle of fish. Among his talents are the ability to throw the deadly Heatseeker and burn you with a spinning flame.

Dan

Dan the man is obviously from Earth. If you don't remember him from the first title let me tell you that he's pretty adept in the skills of the Orient. He also has a pretty nifty trick with an energy bolt.

Lazar

Lazar is from the most techie planet of them all, and subsequently has a lot of electronic wizardry at his disposal. Ranging from the high-powered laser beam through to the Lightning Strike, messing with him could give you a nasty shock.

Dragon

Dragon also hails from the planet Gellorn-S. A massive and rather sluggish character, he can take a hell of a battering and can also inflict a great deal of pain.

Warra

Hailing from the planet Eclipse, Warra lives on the side of the planet which is totally immersed in darkness and cold. A pretty tough cookie, Warra can give you the cold shoulder and inflict the big freeze.

Junior

This champion boxer is also from the planet Earth. A real tough nut with some deadly moves. As well as all the standard moves, he can blitz with a series of jabs or deliver the punishing Fists of Fury.

Tekno

Another inhabitant of the planet Titanica, Tekno is probably the most advanced being in the game. He has a lethal weapon in the Thundershot and an excellent grabbing technique with the Power Pull.

Dino

A sentient being who comes from the planet Gellorn-S. Unusually enough this planet is at an infantile stage of development, hence it is populated by dinosaurs. Dino comes equipped with a deadly little friend who has a nasty nip.

Puppet

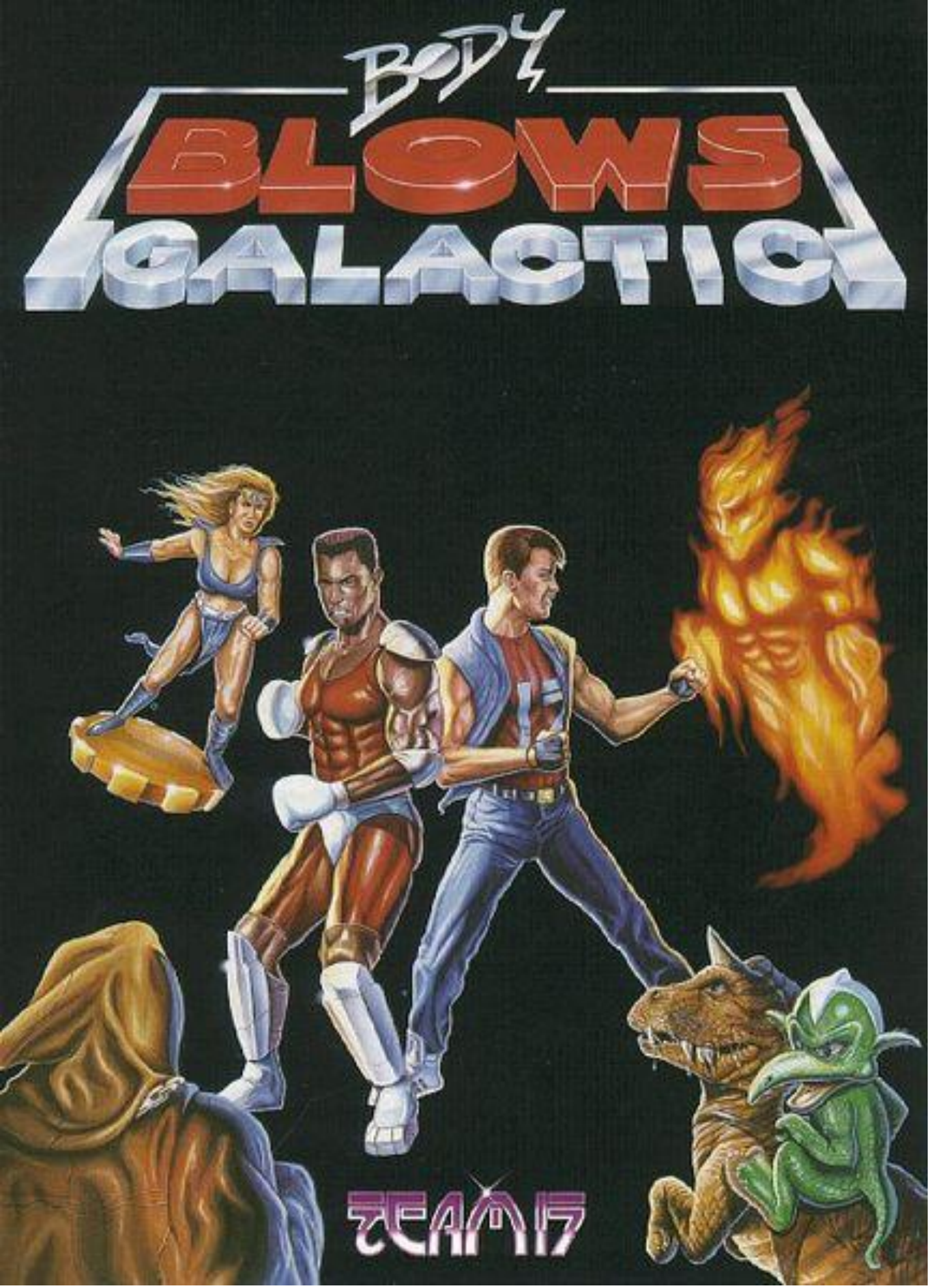
An occupant of the planet Miasma, puppet is no soft toy. His malleable joints make him a very pliable bundle of wood and strings. His Disarmer and locomotion weapons are particularly lethal.

Azona

The rock chick of the crew, this moshing extra from a Mad Max movie is also from the planet Titanica. Equipped with a hoverboard, she has some naff albums and a bullet-belt.

Kai-Ti

This most ravishing chick hails from the planet Feminion. This is a world totally populated by women, and although I don't know exactly if they all look like her, it can't be that bad. Kai-Ti is a lovely mover, is extremely agile and supple... and I love her.


BODY
BLOWS
GALACTIC
TEAM 17

BODY BLOWS GALACTIC

Join in the battle of the universe as a dozen challengers pursue the accolade of being the Galactic number one! Fast, arcade-like fight action, unbeatable playability, diverse original characters and spectacular special moves combine to make Body Blows Galactic an action packed experience to savour!

Game Features...

* 12 completely different player selectable characters all with individual special moves.
* Six weird and wonderful planet backgrounds.
* Brilliant speech, sound-fx and original music.
* Superb playability, fast action.
* 1 or 2 player game, with tournament option for up to 8 players.
* Smooth scrolling (50Hz) 32 colours used throughout.

Body Blows Galactic is a stand alone product that does not require the original Body Blows game, also available from Team 17.

Nehmen sie den kampf mit einem dutzend herausforderem auf, die alle als galaktische nummer eins aus der schlacht des universums hervorgehen wollen. Rasante action und fights nach art der spielsalonspiele, unschlagbare spielbarkeit, eine vielzhal origineller figuren end spektakuläre spezial bewegungen lassen Body Blows Galactic zu einem genuß voller spannung und action werden!

Prendete parte alla battaglia universale con dozzine di sfidanti che aspirano alla bosizione di numero uno delle Galassie! Un'azione veloc, un'imbattible manegevolezza, svariati personaggi originali e spettacolari movimenti speciali rendono Body Blows Galactic un'esperienza ricca di azione!

Jetez-vous dans la bataille de l'univers où une dizanie de challengers tentent de décrocher le titre de galactic numéro 1. Body Blows Galactic, c'est un jeu d'action de type arcade, rapide, absolument génial et avec des spectaculaires. Vous vous régalerez

ALL AMIGAS 1 MEG ONLY

TEAM 17
Martwood House, Garden Street,
Wakefield, West Yorks. England.
Tel. 0924 201846.

ATTENTION
Chez certaines personnes, l'utilisation de ce jeu necessité des precautions d'emploi particuliéres qui sont detaillées dans la notice ci-jointe.

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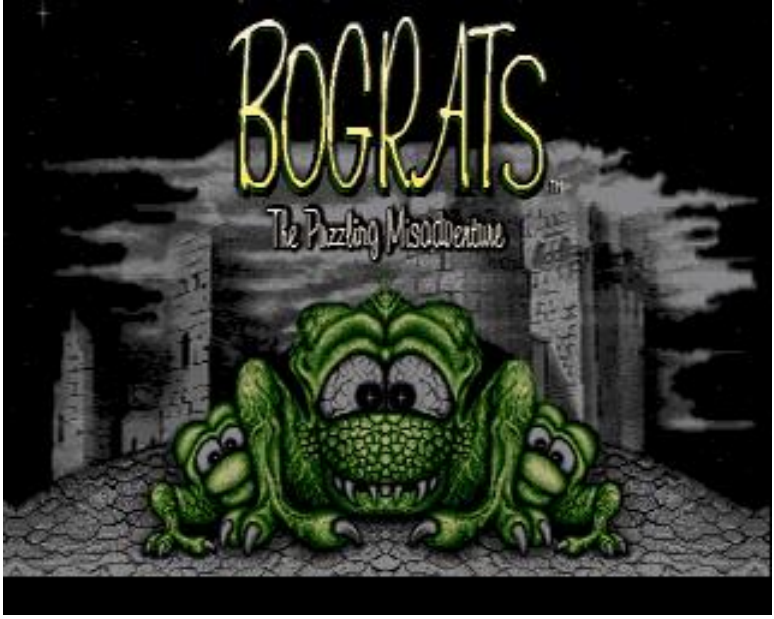
mobygames.com

Bograts : A Puzzling Misadventure (1996)

£12.99 – Vulcan

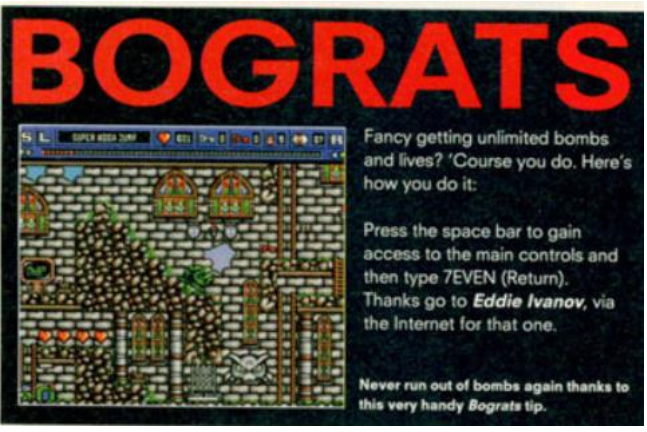
[6/10 – Ok puzzle platformer, if a little fiddly to be enjoyable.]



AF: 87% – ‘Another cracking good game from Vulcan. One for gamers who like to spend hours pondering over puzzles. Requires not a small amount of manual dexterity too. It’s almost excellent.’

AC: 85% – ‘A deceptively tricky little puzzler. Great fun to play unless you’re highly strung or prone to losing your temper pretty easily. Be warned, it isn’t just a dumb shoot-’em-up, so you might have to use your noggin for a change.’

CU: 83% – ‘Totally addictive and absolutely involving puzzler.’

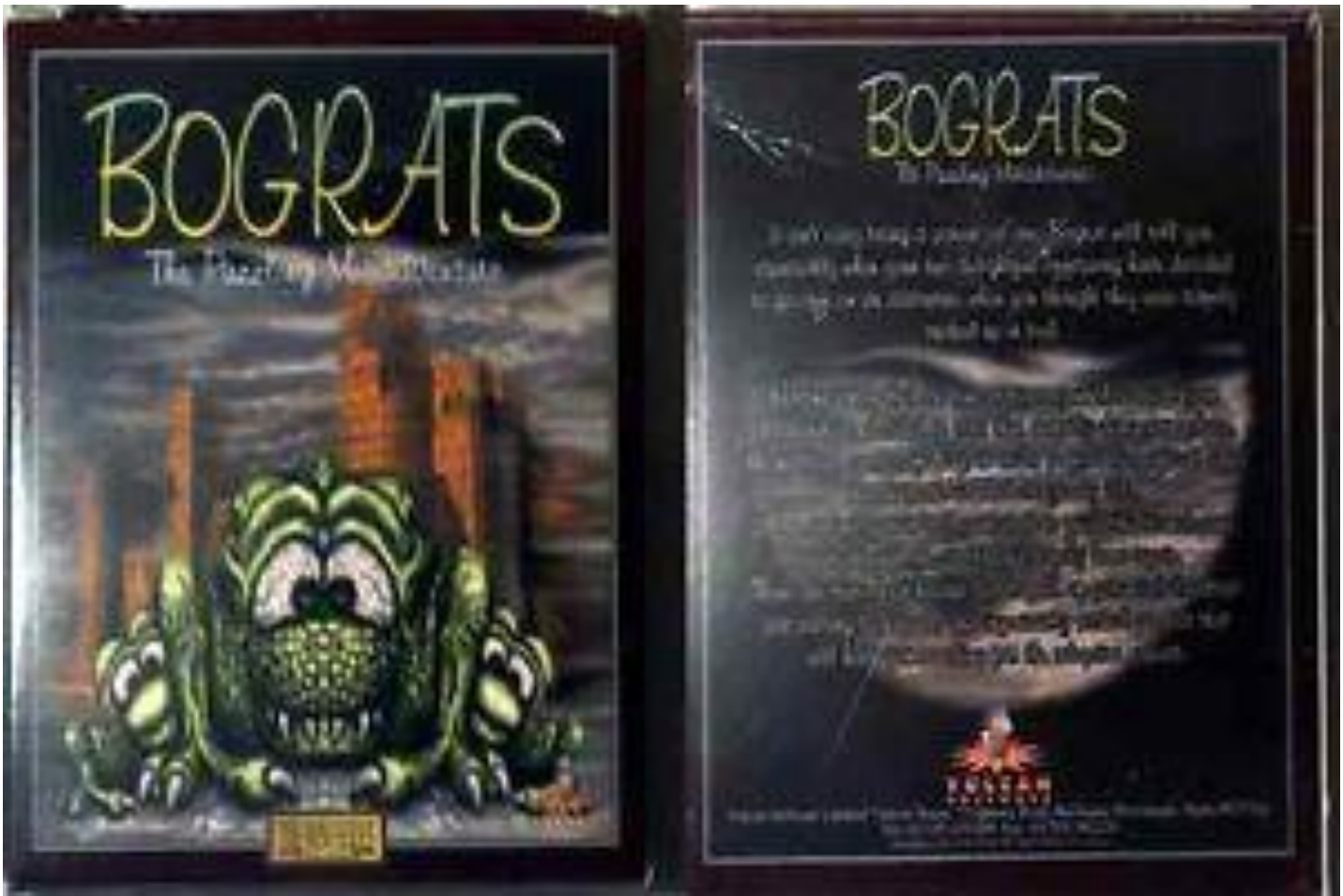


Interesting platformer that for me was still to fiddly and harsh to be an enjoyable puzzle platformer. Reminded me a lot of the Mario Vs Donkey Kong game as you have to help your two little baby bogs make it to the exit safely.

THERE'S A BOGRAT IN ME KITCHEN...

Because we're such helpful people here at *AF*, we've reproduced a typical *Bograts* level with some simple instructions. Don't panic, but be prepared to think some.

1. Ladder controlled by switch number 11.
2. A baddie that can only be killed by the blue Bograt.
3. Ladder controlled by switch number 10.
4. Key that must be collected by the red Bograt.
5. You have to re-start the level from here.
6. Ladder controlled by switch number 7.
7. Controls ladder 6. Currently the ladder's off.
8. You. Accessing the terminal that gives you a map view.
9. A moveable block. Use this to put fires out.
10. This lets the Bograts reach key 4.
11. The first switch you pull to start the Bograts off.
12. Your lovely offspring. Bless 'em.
13. Lots of lovely hearts that are crucial to collect.
14. Pick this up and have an extra bomb to play with.
15. Switch to control the direction of belt 19.
16. A handy spring to bounce you back to 10.
17. Collapsing walkway. You only go over this once.
18. White key needed to open door 20.
19. A two-direction conveyor belt.
20. Collect key 18 and you can open this door.
21. This block can be destroyed with a bomb.
22. Push block 9 over this fire to put it out.
23. A pit full of deadly spikes. Put block 9 here.
24. Key number 4 needed to open this door.
25. This block must be blown up before...
26. ...reaching the exit here. Wasn't too tough was it?

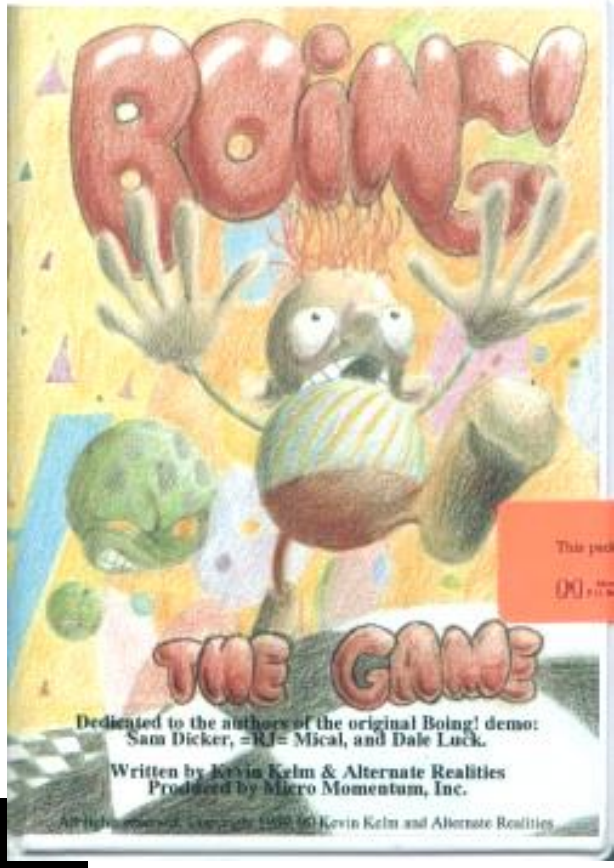


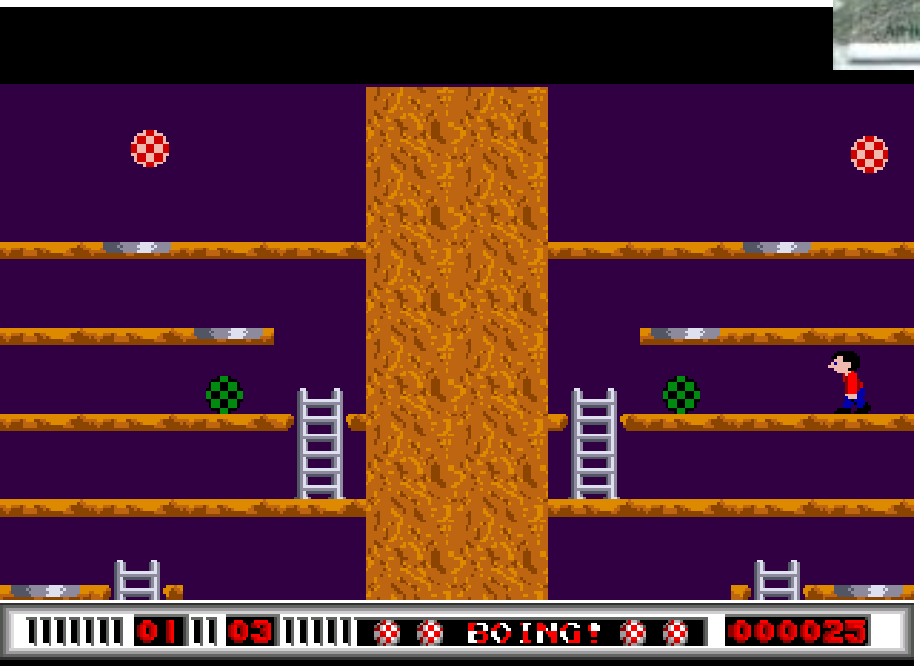
Boing! (1990)

£7.99 – Micro Momentum /
Dev: Alternate Realities

[2/10 –. Terrible, tough, puzzle platformer. Now they thought they could sell this on the Amiga baffles me.]

Urgh! Horrible game.. Basically has you going a series of platforms, collecting up Amiga red demo balls, whilst avoiding the green ones. The fact this came out in 1990 and the people developing it actually though they could sell it totally boggles my brain. Avoid



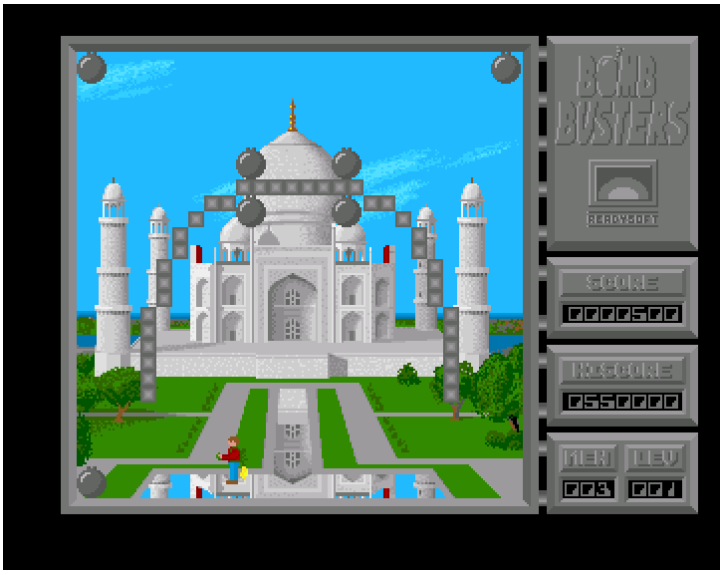


Bomb Buster (1988)

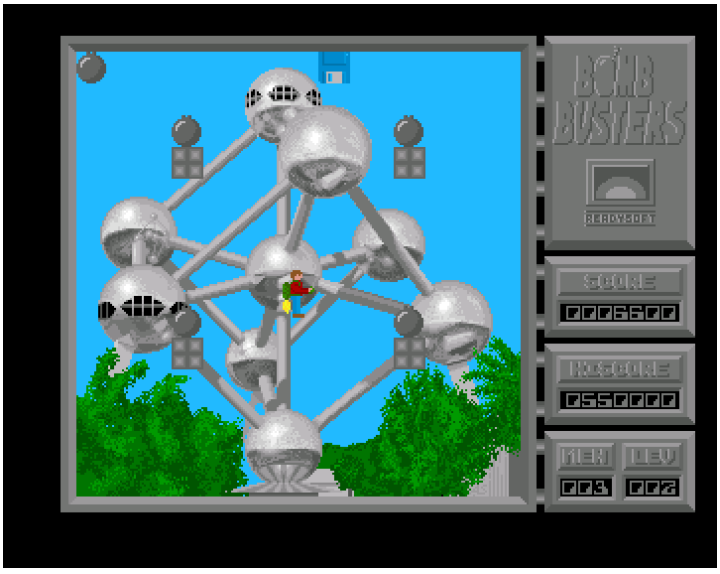
£24.95 – Readysoft /
Dev: Euroline

[1/10 – Shameful Bomb Jack clone that's really badly done.]

YA: 33% – 'This version of Bomber Busters , however is a poor imitation. It is very slow (although the gameplay is moderately fast –it's just the loading of different screens). Come on Readysoft!.'



AC: 25% – 'Bomb Busters is a flaccid example of the game designers art, and not even children would be fooled by it for long. Elite is working on the real Bomb Jack. It is bound to be better – save your pennies for that.'

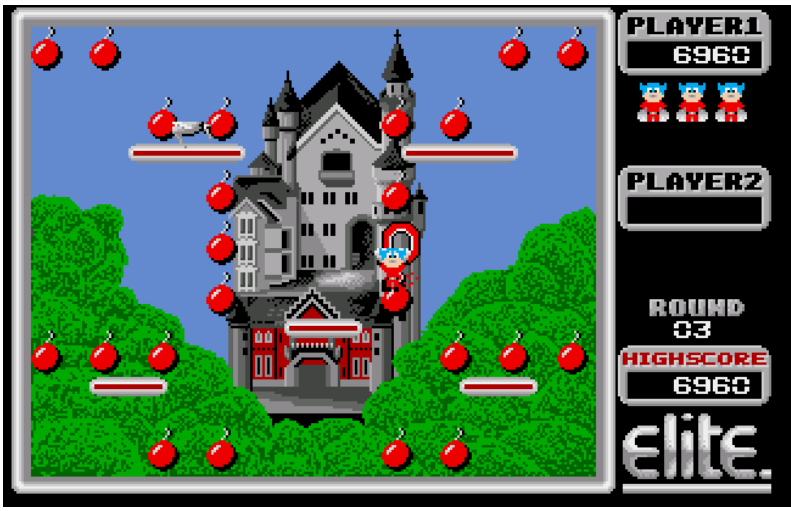


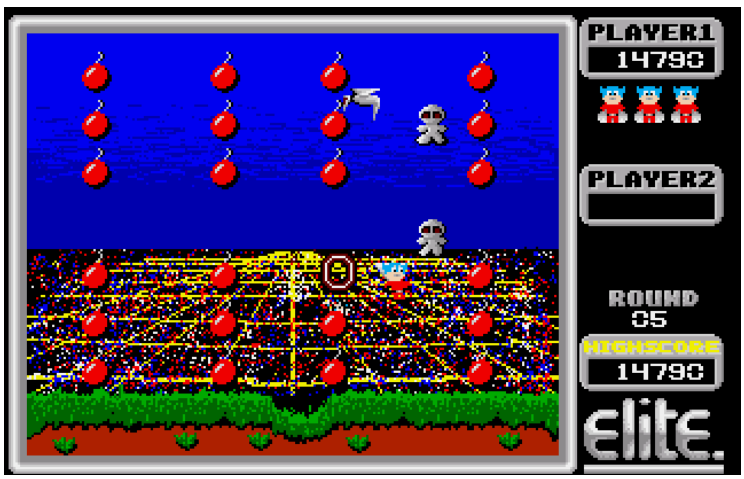
Everything about this game is dire, from the terrible graphics and slow gameplay, through to the fart noises your jetpack player controls. This was clearly supposed to cash in on the arcade game before the official Bomb Jack was released by Elite. I find it heart-warming that I could find very little about this game.. Which I hope means this sold hardly any on release and quickly was buried, as it deserves to be.

Bomb Jack (1989)

£24.95 – Elite /
Dev: Paradox Software
[7/10 –Pretty solid conversion, if tough of an arcade classic.]

CUSR: 6/10– 'The problem with Bomb Jack is that the graphics and sound are nowhere near the quality that they should have been. The Amiga is quite capable of producing graphics as good as an ancient arcade machine, so why doesn't it? The sprites are too small and not detailed enough, while the backgrounds are too simplistic to have any real impact. The sound isn't much better, comprising an irritating high-pitched tune and dreary effects. Why then you ask, did I say it wasn't bad? Well it's the gameplay that saves Bomb Jack from obscurity. The feel of the coin-op is there, as is the frustration when you accidentally plough into an enemy and lose your last life just as you were about to beat the high score. The game is fun from beginning to end, although it almost borders on Thundercats-style frustrability.'





AC: 47% – 'If it were less than a tenner then I'd say go get it-but at its current price, Bomb Jack is definitely not good value for money.'

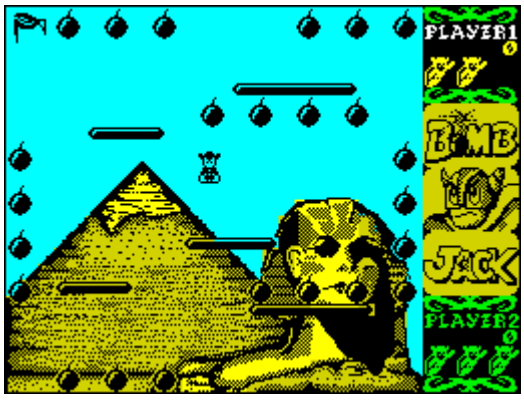
CVG: 40% – [R £9.99] ‘Aaarrgh! You’ll have more fun standing in a bowl of cold porridge. Avoid unless you’re very silly.’

ZZ: 39% – [R £9.99] ‘Yet another poor arcade conversion of Bomb Jack – the game must be doomed!’

After reading the poor reviews for this game, I braced myself for something truly terrible. What I found though was quite a solid arcade conversion. Sure the Amiga was capable of much more, but gameplay-wise it plays pretty close to the original. Ok there is often too many enemies on the screen at any given time, so avoiding death is next to impossible.. But then the arcade original was equally just as tough as well. If you are after a basic arcade game to while away 5 minutes here and there, and also of the personality not to break things when frustrated, then give this conversion a go.

Arcade Original released (1984)

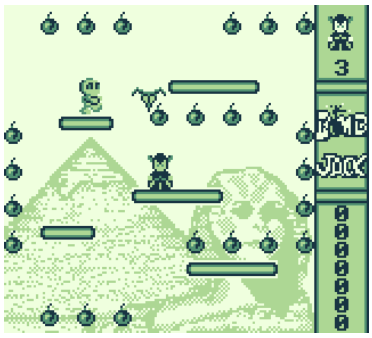
Amiga and ST(1989)



Spectrum (1986)

C64 (1986)

Amstrad CPC (1986)



Gameboy (1992)

SG-1000 (1986)

MSX2(1989)

Atari 400 / 800 XL (1986)

COMMODORE AMIGA

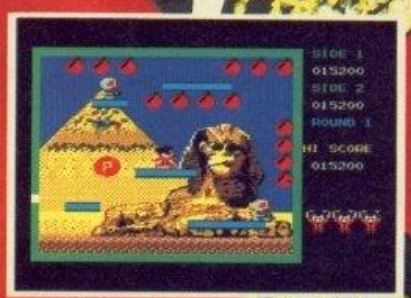
Another stunning new arcade conversion

from Elite

BOMB JACK

Spectrum-£7.95
Amstrad/Schneider
£8.95 (cass)
£14.95 (disc)
Commodore 64/128-
£9.95 (cass)
£14.95 (disc)

Officially licenced from top Japanese arcade house 'Tehkan'. This enormously succesful worldwide hit features stunningly realistic graphics, combined with simple, addictive and totally absorbing gameplay.



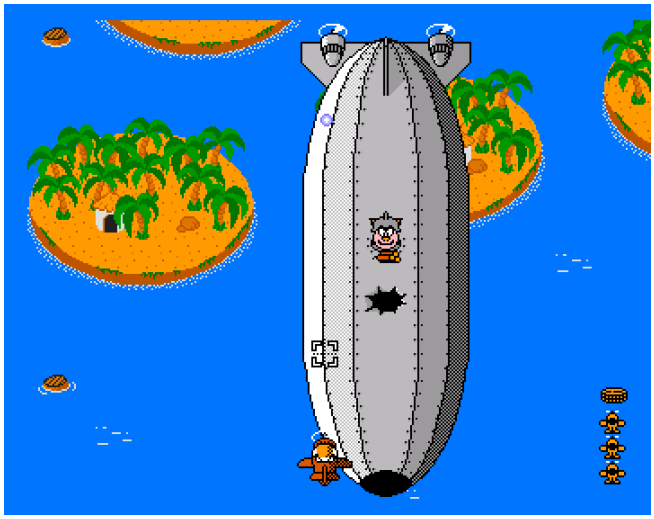
Elite

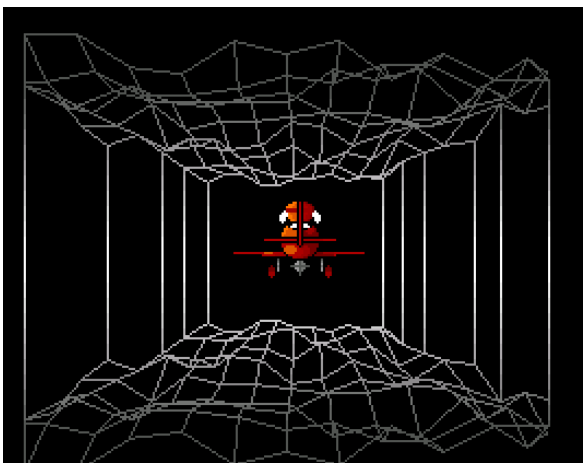
Elite Systems Ltd., Anchor House, Anchor Road, Aldridge, Walsall, West Midlands.
Tel: Consumer Hotline (0922) 55852.

Bomber Bob (1990)

£24.99 – Idea Software

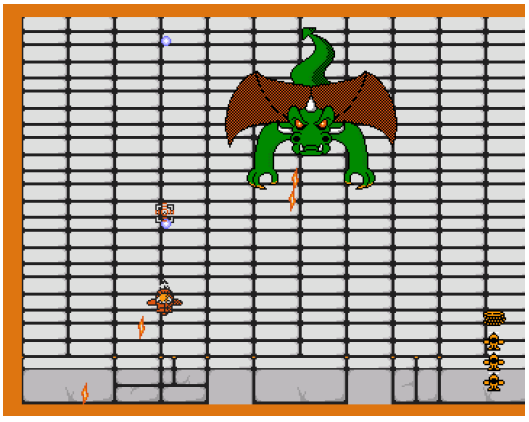
[8/10 –'A top vertical shooter, basic, tough, really cute and as addictive as hell.']





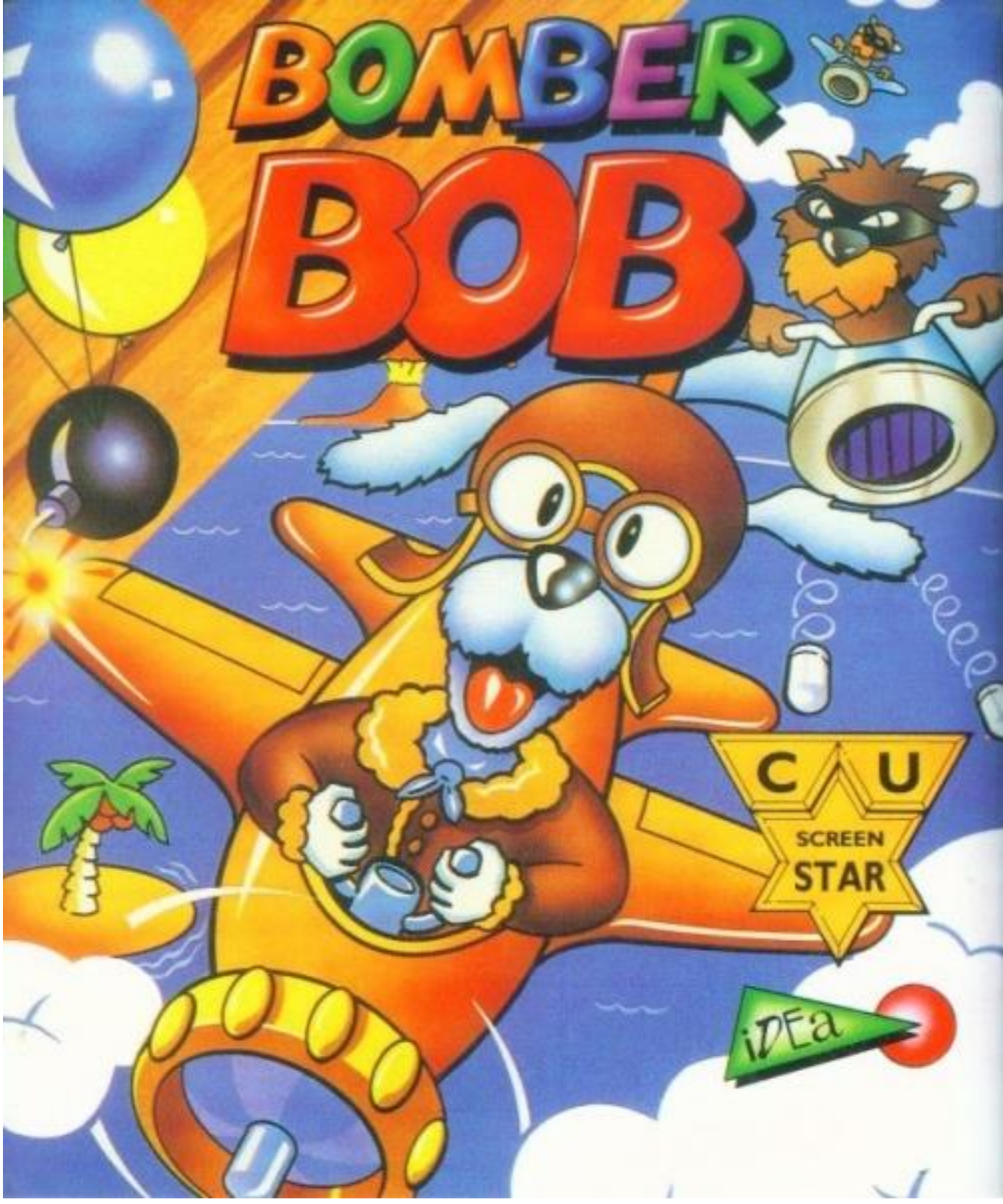
CU: 88% – 'Bob is the sort of performing dog you'd normally expect to find on That's Life. He's cute, has large floppy ears, a stupidly loveable face, and he's got a talent for flying bomber planes. He does this remarkably well. Why a canine with such cute sad eyes should want to partake in an all out offensive against similarly well trained pets is beyond me, and I can't turn to the instructions for clues because they're all in Italian. Bomber Bob is a vertically scrolling shoot 'em up. It doesn't offer anything new in the game design stakes other than its cuteness, which makes even the characters in New Zealand Story look like burnt lamb chops. It also plays brilliant. I wouldn't be surprised if it appeared in coin-op form it's that good. As you travel through the many levels you are attacked by waves of enemy aircraft and a smattering of ground attack silos. Enemy planes attack from different heights but you have to match their altitude to shoot them down. Hitting enemy targets earns money which can be used to buy extra weapons at the end of each level…[continued]….

..[continued]…Before the money can be spent, however tou have to get through ‘The Tunnel’, a 3D section not a million miles away from the trench sequence in Star Wars. This time the tunnel has more twists in it than a Cadbury Spiral. I found this section to be taxing, yet learnable. But I cannot understand why the tunnel gets brighter as it recedes into the distance. Graphically, BB is top class. Vaguely reminiscent of an ST game, the graphics are brightly coloured, perhaps a little too bright, and instantly lovable. The full-screen scrolling gives a true arcade effect, and the simplistic, if tiny, status window gives the game an uncluttered look. Soundwise, Idea have created some interesting spot FX. Unfortunately, they take up a lot of memory so their use is limited. It’s difficult, granted, but the attack waves can be learnt, and slowly but surely you’ll find yourself flying through the game. Three cheers for original product!
– Tony Dillon.’



AA: 77% – ‘Oh my God! It’s the revenge of the flying super-pooch! But what is this? Killing sweet little teddy bears – that’s not very nice. I didn’t mind the piggies in the Zeppelin getting it, but teddies, it’s too much for me to ‘bear’! Not only is it cute, but it’s also really playable. I loved the imaginative use of graphics when the poor old cutesies got shot down. Very addictive, and overall a worthwhile buy!.’

A really addictive, polished shooter and the first Italian game I have played that I have actually enjoyed. The people who worked on this game also did Clik Clak is very good as well,


BOMBER
BOB
C U
SCREEN
STAR
iDEa

BOMBER BOB

Meet Bob — he's cute, has large floppy ears, lovable face and he's got a talent for flying. Brilliant arcade action will have you addicted from the start, and plenty of extra weapons, 6 levels and a variety of action will keep you hooked.

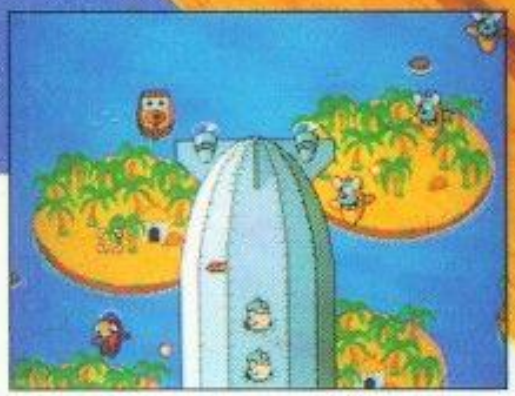
"Bomber Bob plays brilliantly — I wouldn't be surprised if it appeared in coin-op form — it's THAT good...graphically top class...instantly lovable...3 cheers for original product!"
CU SCREENSTAR: 88%

Begleiten Sie Bob — er ist niedlich, hat Schlappohren, ein goldiges Gesicht und er hat das Talent zum Fliegen. Brillante Arcade Action wird Sie sofort in ihren Bann ziehen und eine Vielzahl an Extrawaffen, 6 levels und die abwechslungsreiche Handlung werden Sie süchtig machen!

"Bomber Bob spielt sich einfach brilliant — I wäre nicht überrascht, wenn es bald in Spielhallenform erscheinen würde — es ist unheimlich gut...grafisch absolute Snitzenklasse...man liebt es vom ersten Augenblick an...herzlichen Gluckwunsch zu diesem gelungenen Produkt!"
CU SCREENSTAR: 88%

Voici Bob — il est mignon, a de grandes oreilles, un joli petit museau, mais c'est surtout un super pilote. De l'arcade action qui vous rendra accro immédiatement, des tonnes d'armes supplémentaires, 6 niveaux d'action très variés qui vous tiendront en haleine.

"Bomber Bob se joue à merveille — Je ne serais pas surpris qu'il sorte bientôt en coin-op — Oui, oui, il est bon à ce point...des graphiques de première classe...on l'aime au premier essai...un grand bravo pour ce produit original!"
COMMODORE USER: 88%



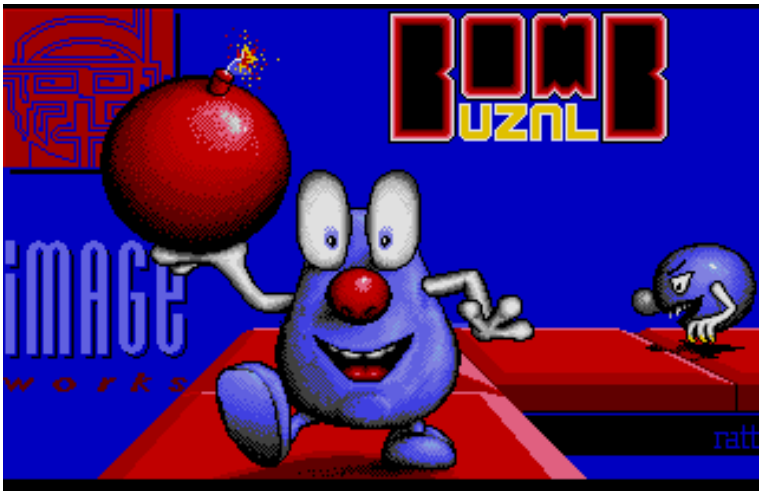
The Software Business

IDEA

Bombuzal (1990)

£19.99 – Image Works

[7/10 –.'Fun puzzle game, let down slightly by the controls.']



ZZ: 92% – 'I may be fat but I know a good game when I see one and Bombuzal is ooh everso fab 'n triff. It's got all the incredibly addictive gameplay of the 64 version (120 levels, really fiendish screen layouts and loadsa variety) plus a whole bunch of top-quality Amiga graphics as well. I mean, when it comes to cutey factor, Bombuzal putting his hands up to his ears to protect them from the sound of the explosions definitely takes the biscuit (Hob Nobs, please). They could have made a tad-ette more of the sound , though, and the scrolling is a teensy weensy bit jerky so the game doesn't quite exploit the machines potential to the extent that the Gold Medal 64 version did. But what are we complaining about – a game as good as this doesn't often come out for £19.99.'

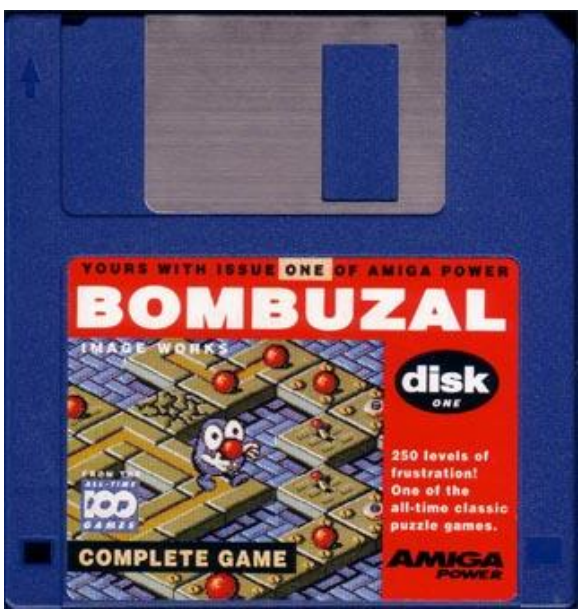
ACE: 919 /1000 – 'The puzzles are brilliant and the levels numerous and tough enough to keep you glued to the screen. You'll manage all the levels eventually, but you'll really get your moneys worth in the process.'

AP: 84% – [R – Free with Magazine] ‘Classic puzzling fun, easy to get to grips with but hideously difficult to beat. That it’s been converted to the Super Famicom shows evidence of its charm.’

AUI: 8 /10 – ‘I do have slight doubts over its lifespan, but then that will depend on your own attraction to puzzle games. For anyone who likes a lot of fun and want to give their brain a bit of a workout, at the same time. Bombuzal is the perfect solution.’

AFC: 78% – [R] ‘Bombuzal is a peach of a game. The levels are so deceptively simple that every time you die you have to have another go – It’s got a password system too (hurrah). Originally released by Mirrorsoft, it’s now on the Grandslam Collection compilation.’

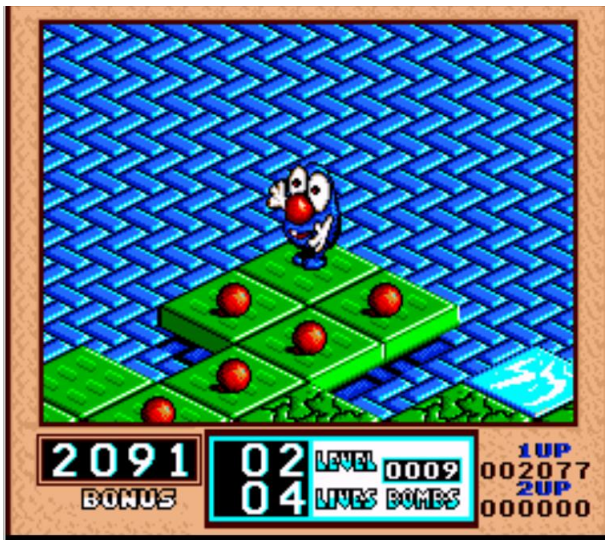
CUSR: 49% – ‘The control is horrible. For one thing, Messrs Crowther and Bishop have rotated the directional control by 90 ° in comparison to every other isometric perspective game, which means lots of mistakes. It’s very easy to walk off the edge of the platform because you automatically direct your character according to instinct. Bombuzal is a nice idea, but one which has been spoilt by one or two stupid mistakes.’



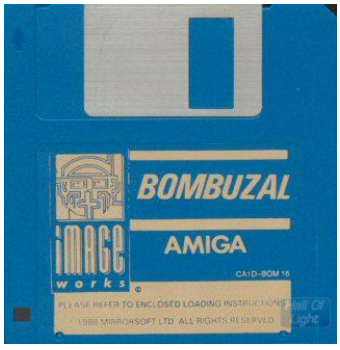
< The complete game was given free on issue 1 of Amiga Power in May 1991

I remember when Amiga Power Issue 1 gave this free game and boy is this game a great little puzzler. The purpose of the game is to walk around the map and trigger the red bombs. The puzzle comes in by ensuring when you set off the bomb you have an adjacent square that is safe, and there is still a path to explode them all. I have to confess I still prefer the SNES conversion called Kablooey by Kemco,

as the conversion sorts out those little annoyances of the game on the Amiga. The issues on the Amiga version is the controls are a little twitchy especially in 3D. Often I died, not through not knowing the puzzle, but simply walking off the edge. But beyond that annoyance it's a great little puzzler, and another desperate game to find its way on to mobile phones.

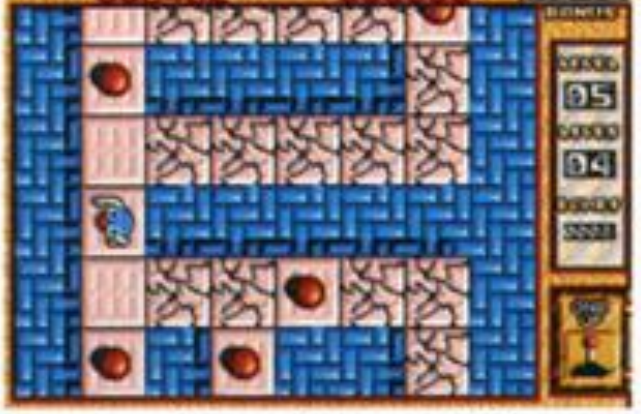


Kablooey on the SNES



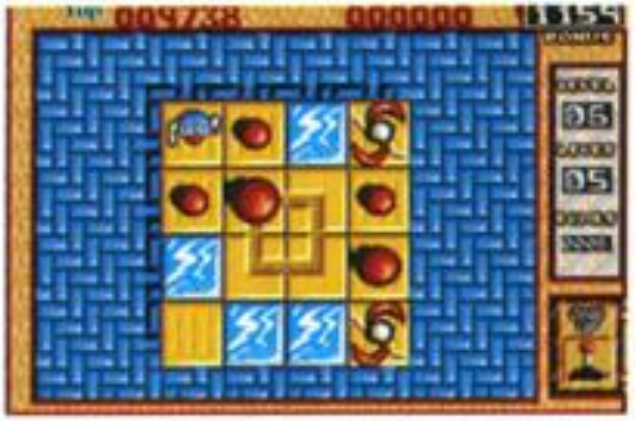
THOSE FIRST EIGHT LEVELS IN FULL

Screen One - If you can't work this one out you might as well give up now.



Screen Five - Whoops, there goes that floor again. (Hint - try going up to start with).

Screen Two - Take out the bomb in the bottom left-hand corner first, then you can't go wrong.



Screen Six - Move the big bomb, light the blue touch paper and retire.

Screen Three - Move the bomb along the slot and bomb's your uncle (sorry).

Screen Seven - Looks a bit lop-sided, doesn't it? Better do something about it, hadn't you?

Screen Four - It's the fourth screen. Look out for screen Five, coming soon.

Screen Eight - You'll have to go *twice* around the houses to complete this level.

LOOKING BACKWARDS

HOW THEY CAME UP WITH BOMBUZAL IN THE FIRST PLACE

The basic idea behind the original C64 version of *Bombuzal* was cooked up one night by games designer David Bishop and programmer Tony Crowther when – as is so often the case – they were actually meant to be working on something else entirely. David Bishop takes up the story...

The thing was that I was doing a series of games for Mirrorsoft with Tony Crowther that I would design and he'd then program. There was *Zigzag*, *Fernandez Must Die*, *Phobia*, and around the same period there was *Bombuzal*.

I was staying at Tony's house because we were finishing off a game (it was either *Fernandez Must Die* or *Zigzag*) and I just sat bolt upright in bed at about 3.30 in the morning with the idea almost fully formed in my head. That tends to happen a lot – the idea for a game comes all at once in a flash.

Anyway, I wrote it all down, and in the morning left all the notes with Tony. I came back to his place the following week and he'd prepared a playable demo already. He really is incredibly fast. He based the graphics on some sketches I'd done and that was basically it, the original C64 version of *Bombuzal*.

Looking back at *Bombuzal* now David, what do you think of it?

Well, actually this morning I was playing *Bombuzal* on the Super Famicom and really, apart from *Wonderland*, I think it's the best game we ever devised. I like it because it was so unpressured too – Tony and I actually did it all in our spare time. We gave Mirrorsoft *Fernandez* or whatever it was (the game we were really meant to be working on) two weeks early, and then quite casually asked them what they thought of this, passing them a finished C64 copy of *Bombuzal*. They loved it – it was sort of our Christmas present to Mirrorsoft.

Tony Crowther remembers everything slightly differently.

I think David was round my house one night and we sat and designed the basic idea of the game together, then I stayed up working on it all night like I usually do and by the morning we had a running demo. We had the basic game finished in a couple of weeks – originally there wasn't any 3D in it, but worked simply on the overhead view. We added the 3D later to make it look more attractive for magazines basically – we knew everyone would get much more excited about it then. As far as I'm concerned though I always play it in 2D – to be honest I find the 3D version a bit of a pain.

Is there anything you wish you'd done with *Bombuzal* that you didn't?

Not really. Adding anything else would have flooded it really. It's nice and simple as it is. As it is it starts off nice and easy and becomes complicated quite naturally as you go on. I think the only problem with the Amiga version is that it doesn't run as fast as the C64 (though it's quicker than the ST). Had it been purpose written for the Amiga it could have been quicker – Ross could have used the hardware sprites and so on.

The only regret I really have is that it didn't sell well enough to make the sequel we designed worthwhile. In the updated one we would have had some bombs up on big blocks rising above the landscape, and lots of holes in the ground too. That meant there would be height involved as well as moving left and right, back and forward, which quite changed the nature of the game. There would also have been more aliens in it – it would have been more of a shoot-'em-up.

I JUST SAT BOLT UPRIGHT IN BED AT ABOUT 3.30 IN THE MORNING WITH THE IDEA ALMOST FULLY FORMED IN MY HEAD.

DAVID BISHOP, CO-DESIGNER

Ross Goodly, better known today for programming *Gravity*, handled the coding chores for the ST/Amiga conversions. How did that come about?

I'm a friend of Tony's basically. My lead machine's the ST, so I did it on that and then ported it over to the Amiga. We made a few changes to the music and sound, and the Amiga's a tad faster, but basically the two versions are exactly the same. It was all very straight forward really. Gameplay-wise it's identical to the C64 version, but of course with the graphics snazzed up, sampled sound added and so on. When I was working on it I didn't actually look at the C64 much at all really, but worked instead from a set of notes and game designs Tony gave me. He actually did the 16 bit graphics for me himself, the whole thing taking us about six months in all.

Do you actually like the game?

Yes, I think it's very good – I never knew why it didn't take off more than it did. As a puzzle game I think it's at least as good as *Tetris*.

AND WHAT THEY'RE ALL UP TO NOW

David Bishop

David's actually settled down and got himself a proper job, after years of freelance games design, journalism and PR for companies including Domark, Ariolasoft and Telecomsoft going as far back as 1982. His job? As a Product Manager at Virgin, where he works with (amongst other things) the Magnetic Scrolls' product line.

It's quite strange because back in 1987 I designed a game called *Wonderland* for Magnetic Scrolls which has only fairly recently come out on the PC, with the Amiga due soon. It's taken a long long time to come to fruition, but I'm very pleased with it indeed. I always imagined it using the Magnetic Scrolls window system, which it does, and I think it's come out beautifully. It's just been nice having something to do with it again.

Tony Crowther

Tony's most recent success was *Captive* for Mindscape, another Top 100 game. It's done exceptionally well – and deservedly. Well enough in fact for a sequel to be under way using the same 3D routines, as well as a Missions Disk for the original which we'll see earlier. Tony's also working on *Captain Planet* for Mindscape, a cartoon licence which seems like a fairly unusual thing for him to want to do.

It's true, I prefer working on personal projects. I don't look at programming as a business, it's a hobby for me. I don't do coin-op conversions any more – plenty of other people do and they're good at it so I leave them to it – I have to be interested in what I'm working on. With *Captain Planet* though I'm being given a fairly free hand with the games design which makes it all quite challenging and okay.

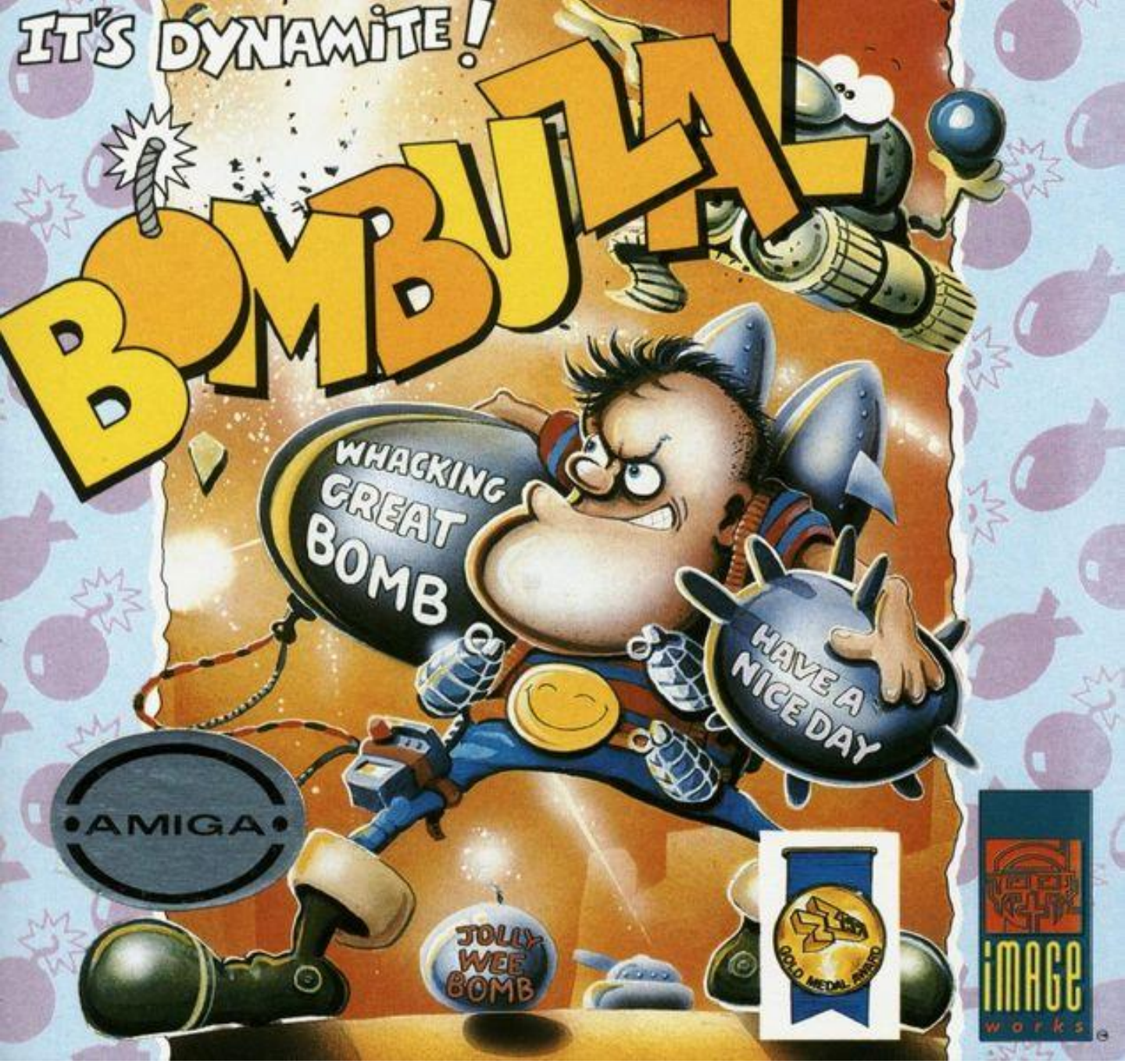
Tony Crowther's *Captive*

Ross Goodly

Ross is perhaps best know these days for the recent, and successful, *Gravity* – one of many games that almost made the Top 100, but not quite. Currently he's working on *Drop Soldier* for Image Works, scheduled for release towards the end of the year.

It's a space strategy game cum shoot-'em-up, based loosely on the plot of the book 'Starship Troopers' by Robert Heinlein. That's all I can say about it really at the moment – you should see the finished thing around November.

Ross Goodly's *Gravity*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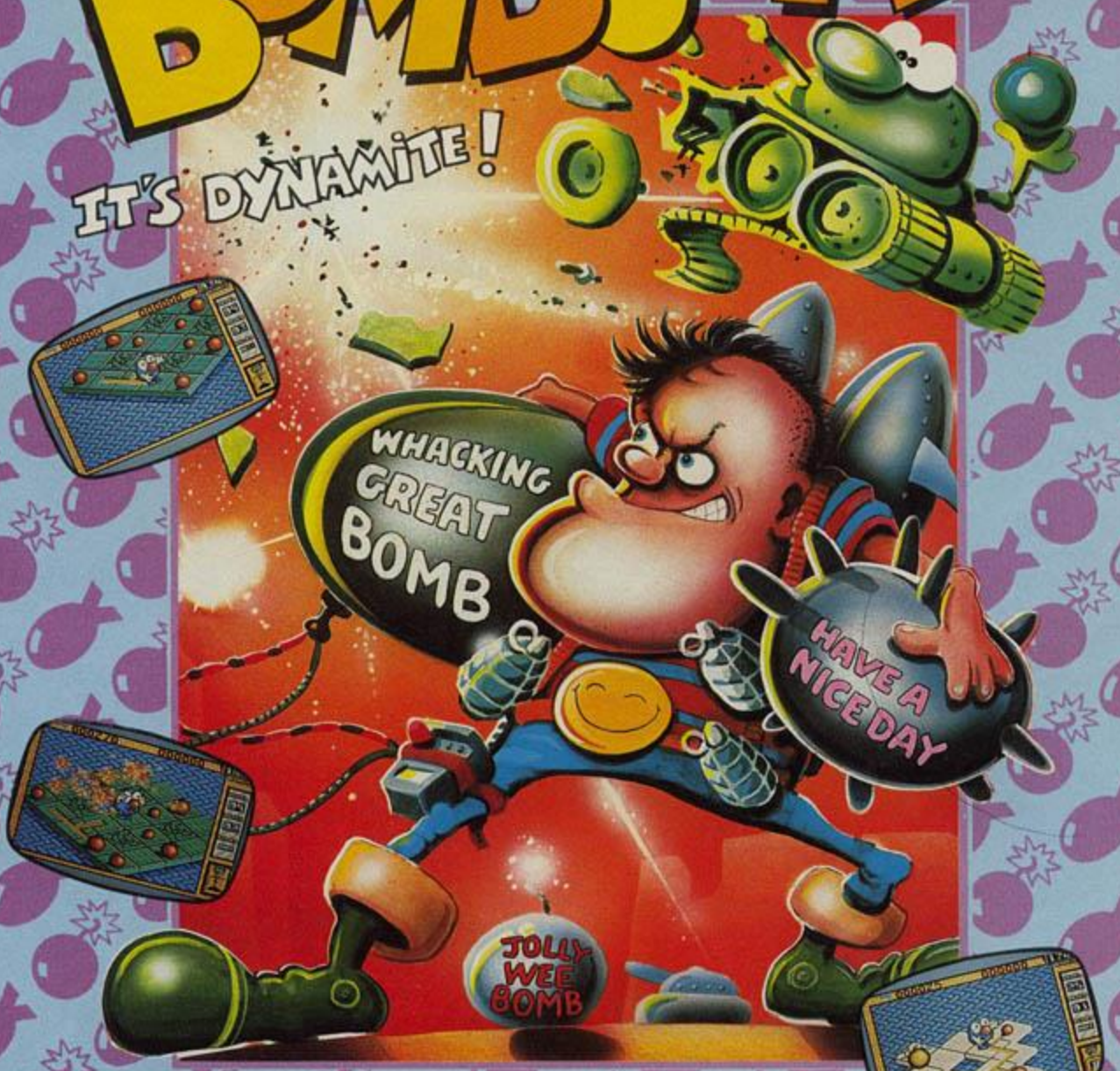

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Bonanza Bros. (1991)

£25.99 – U.S. Gold /
Dev: Twilight
[7/10 – Enjoyable solid port of the Sega arcade game.']

GX: 5 /5 – 'Graphically Bonanza Bros is identical to the Mega Drive and the sonics are also pretty much the same, but the whole game plays at a quicker pace and is slightly easier to control.'

AA: 90% – 'The coin-op version of Bonanza Bros was good for a laugh. And I'm pleased to announce that US Gold have faithfully recaptured the humorous antics of Mobo and Robo. While the graphics don't quite live up to expectations, the little touches of humour and the jolly ditties have been captured perfectly. Most importantly, Bonanza Bros plays particularly well and it definitely comes into its own in the simultaneous two player team mode. Although the pace is somewhat subdued, fans of its arcade counterpart will almost certainly love it.'

AC: 83% – ‘All in all, Bonanza Bruvs is a pretty groovy game. The run-around-and-collect-things formulae is fairly old hat these days but the two-player option keeps it fast and furious. If you’re looking for something a little bit out of the ordinary give the Bruvs a go.’

CVG: 82% – ‘Anyone who remembers Bonanza Bros. from the arcades will recall the weirdo graphics and bizarre sound effects. Well, the good news is that both of these have been faithfully replicated on the Amiga version. The only thing missing is the control method. The arcade used two fire buttons to control the characters-one for jumping and one for firing. This method is lost on the computer versions and to jump you have to use a combination of up on the joystick and fire. The game itself can be a right old laugh: the buildings often get maze-like and the bad guys can be a real handful. The intro sequences are smart and the graphics throughout are attractive, even if they’re weird! Neat tunes and extremely funny sampled speech add to the proceedings and you’ll have may a chuckle over this. It all boils down to whether or not you enjoyed the arcade game, and if you did then this is the game for you!’

AP: 81% – ‘Stylish, but lacking in longetivity. Like Storms’ recent Rodland, Bonanza Bros is more of a snack than a full blown nine-course meal (but it’s tsty, tasty, very very tasty, all the same).’

O: 80% – ‘Bonanza Bros is exactly the kind of game that you could find yourself wasting a couple of ten pence's on in the arcade, but not something you’d want to spend any lengthy amount of time with.’

AM: 73% – ‘Bonanza Bros is not an awful game (I may have been a little hard on it), but not wildly exciting either, good for the kids, but unlikely to appeal to many teenagers. If U.S. Gold has hopes of a Super Mario Brothers type cult status for these two, they’ll have to come up with a better vehicle for them than this.’

AF: 70% – ‘Ten buildings of increased complexity and tougher baddies aren’t enough to keep you interested, The animation is blocky, with only a few imaginative touches and there’s not enough two-player interaction to add depth to the game. If only there had been a bit more entertaining animation and a few more Levels, then the Bonanza Bros could have been a cracker, but as it is – there’s not enough here.’

Now why? for the love of all that is Sega, does US Gold get this arcade version almost perfect to the arcade original. I would have loved Outrun or Afterburner this close.. But no I get Bonanza Bros. Don’t get me wrong I like the arcade game, it’s a fun, short diversion. It’s just all rather repetitive and samey after a bit. Basically you must go around collect the loot and escape. But if you love the arcade game you will love this cracker of a conversion.

Arcade

Amiga

Mega Drive

Sega Master System

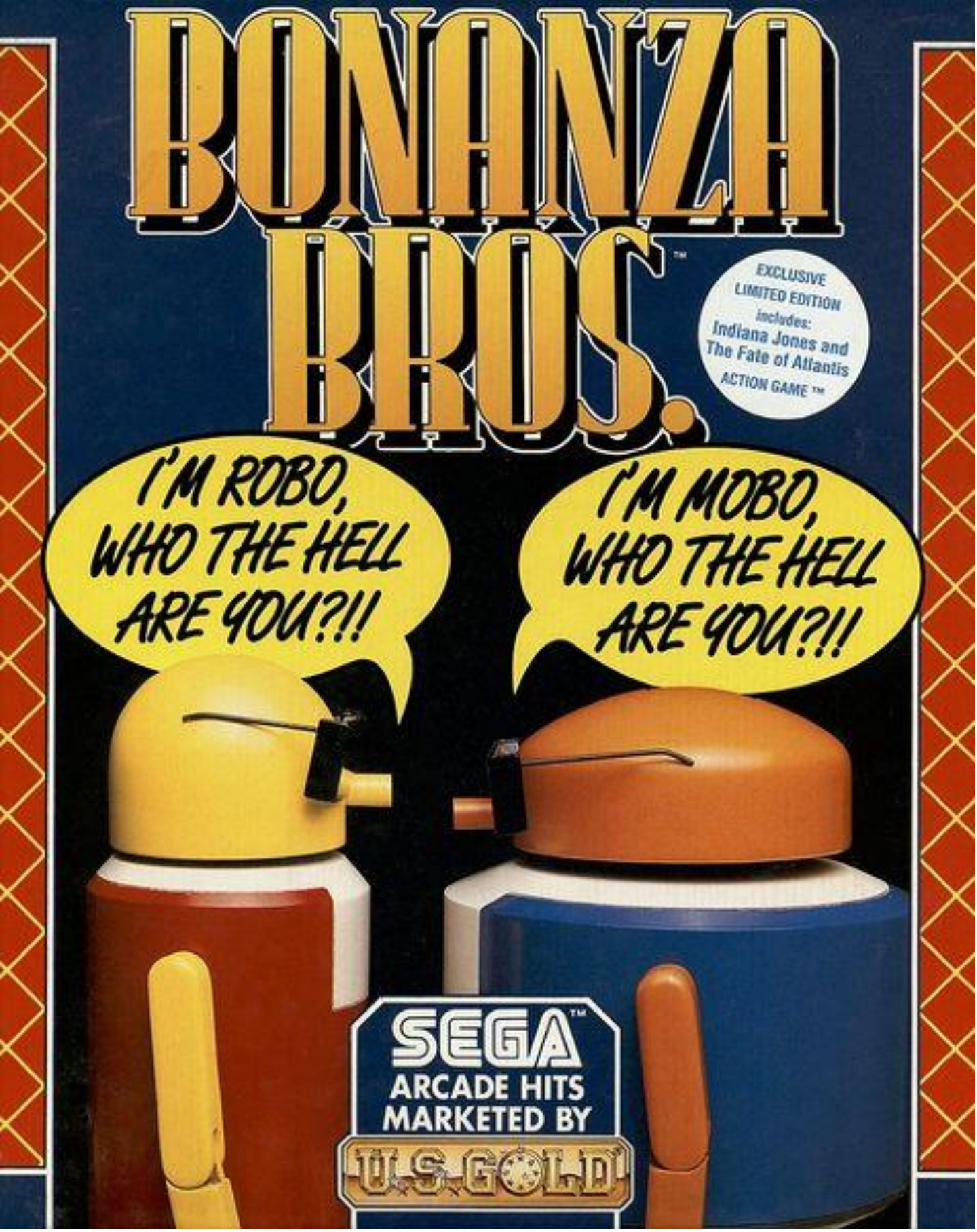
Spectrum

Amstrad CPC

Commodore 64

Turbo Grafx CD (Best Version)

Sharp X68000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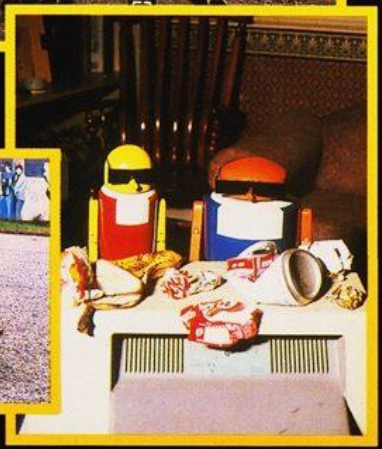

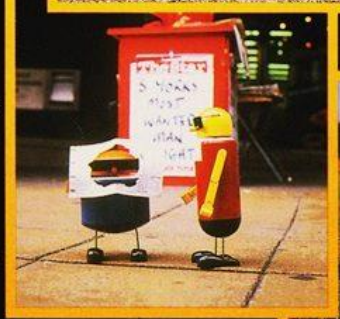

Just Who Are These Guys?

Mobo and Robo are the coolest villains you'll ever meet- they rob banks, museums (and innocent computer gamers of their sanity). One evening Whilst watching TV a mysterious stranger appeared on screen... *"Good Evening Boys I've got a job for you... My businesses are being robbed and I need you to test my security systems ... Deliver the goods and I'll reward you"* . Take control of Mobo and Robo and guide them around the various establishments, collecting evidence on the way.

Mais qui sont ces gars?

Mobo et Robo sont les voyous les plus cools que vous rencontrerez jamais - ils dévalisent des banques, des musées (et ils s'en prennent même la raison des joueurs innocents). Un soir, alors qu'ils regardent la télé, un mystérieux inconnu apparaît sur l'écran... *"Bonsoir les Gars J'ai un petit travail pour vous... Quelqu'un dévalise mes magasins et j'ai besoin de vous pour tester mes systèmes de sécurité... Si vous tenez parole vous serez récompensés...* Contrôlez Mobo et Robo et guidez-les dans les différents bâtiments, tout en rassemblant les preuves sur votre route.

Y COMPRIS INSTRUCTIONS FRANÇAISES.

Chi sono questi tipi?

Mobo e Robo sono i più grandi bricconi mai visti - rapinano banche, musei (e gli innocenti giocatori della loro fermità mentale). Una sera, guardando la TV, uno sconosciuto apparve sullo schermo. *"Buona sera, ragazzi". Ho un lavoro per voi ... E' stato rubato qualcosa nel mio ufficio e dovrei testare il sistema di sicurezza ... Perciò fate quello che vi dico e sarete ricompensati ...* Controlla Mobo e Robo guidandoli attraverso i vari livelli e raccogliendo informazioni lungo il tragitto. Ma fai molta attenzione poiché potrebbero incontrare terribili nemici....

ISTRUZIONI ITALIANE COMPRESE

Wer sind diese Jungs eigentlich?

Mobo und Robo sind die coolsten Ganoven weit und breit - sie berauben Banken, Museen (und sogar unschuldige Compter-Speiler um ihren Verstand). Eines Abends während des Fernsehens erscheint plötzlich eine mysteriöser Fremder auf dem Bildschrim... *"Guten Abend, Jungs! Ich habe eine Job für euch ... In meinen Geschäften wird ständig eingebrochen und ich möchte, daß ihr meine Sicherheitssysteme testet ... Seid erfolgreich und werde euch belohnen"* Übernimm die Steuerung von Mobo und Robo, führe sie durch die verschiedenen Gebäude und sammle dabei Bewise.

MIT DEUTSCHER ANLEITUNG.

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ATARI ST

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

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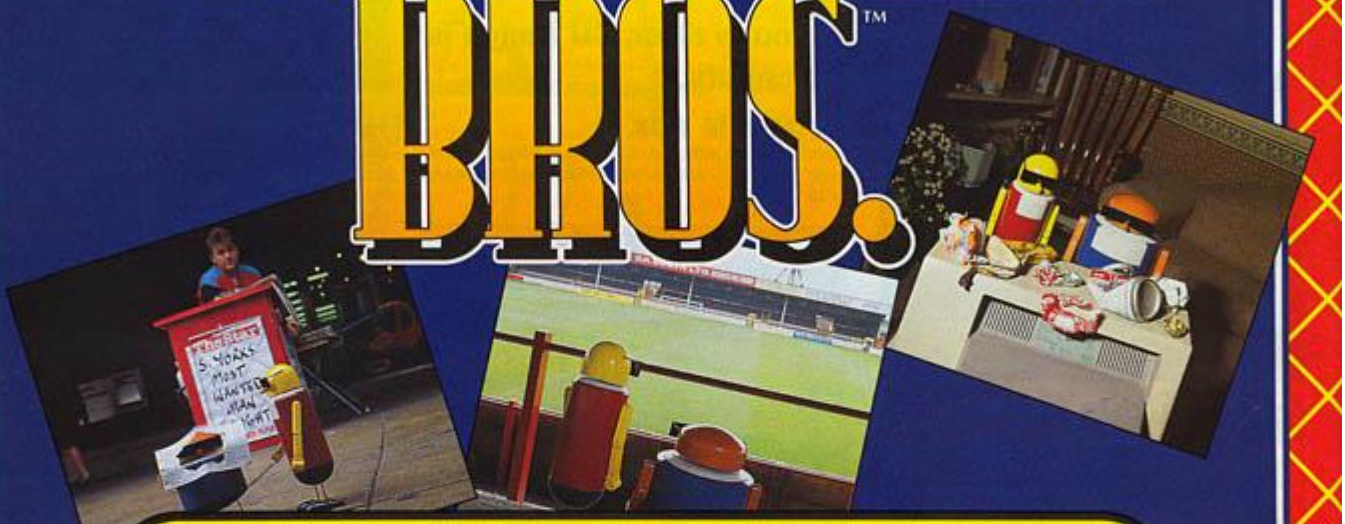

WHO THE HELL ARE THEY?

JUST WHO ARE THESE GUYS?

Mobo and Robo (Mobo's the good looking one) are the coolest villians you'll ever meet. They rob banks, museums - and innocent computer gamers of their sanity. They're on a mission and they're coming soon. Ask them why they wear dark glasses and they'll tell you... "Our future's so bright we gotta wear shades!"

Available on: ***Amstrad, CBM 64/128*** *Cassette & Disk,* ***Spectrum*** *Cassette,* ***Atari ST & Amiga.***

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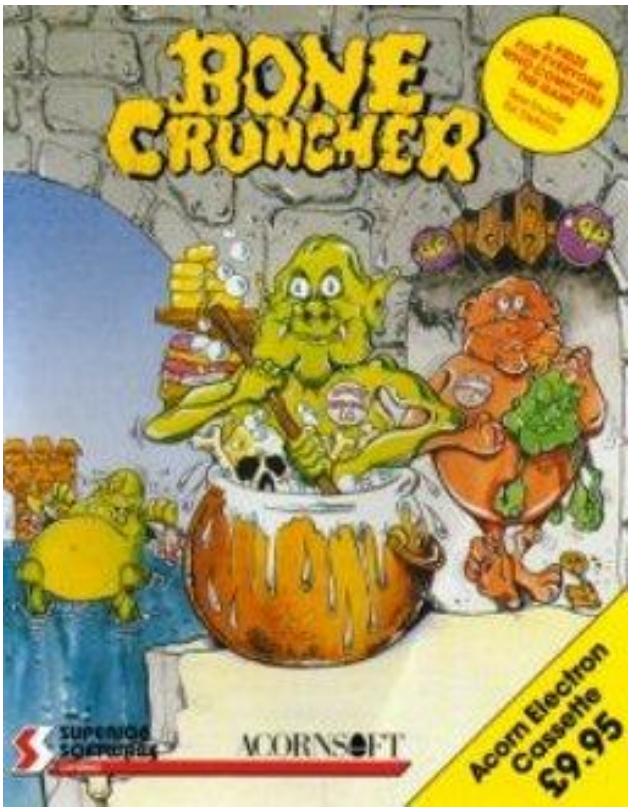
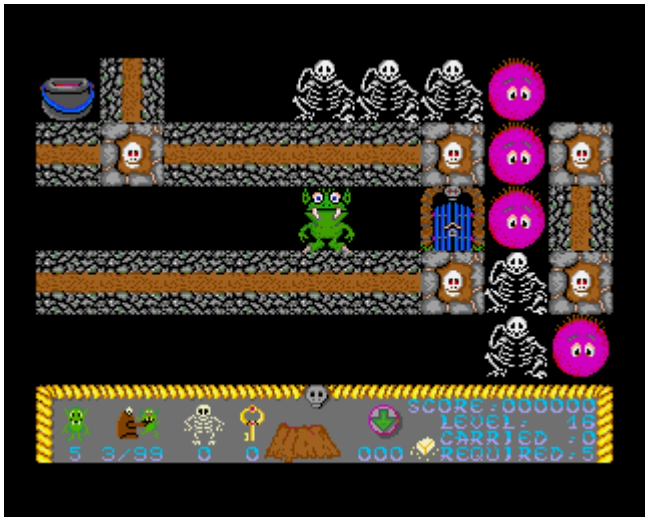
Bone Cruncher (1987)

£14.95 – Superior Software

[8/10 – Brilliant Boulderdash meets a Puzzle Game. Much better on the C64' though.]

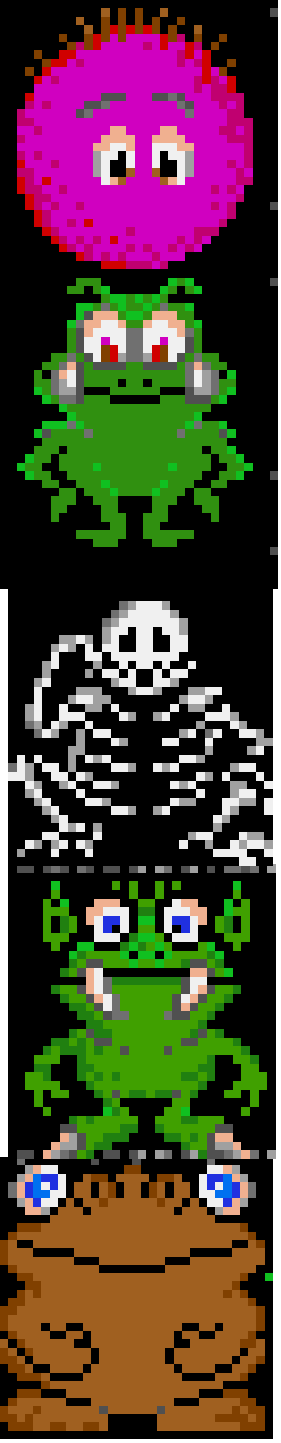




ACE: 948 /1000 – 'The puzzles here are exactly the same as the C64 version of this soap-and-skeletons toughie so you can bet that the gameplay's well up to scratch. The graphics are rather better and the music's spot on, making it even more presentable. Usual stuff for the Amiga and very welcome because of that, this is strongly recommended for thinking gamers – especially at that price.'

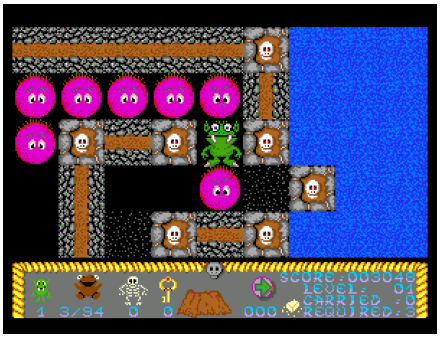
GM: 61% – 'Little different to that of the Commodore 64, the Amiga characters are slightly better defined. The monster growls, speech and the theme tune which spiced up the Commodore version are gone, and the tune which does play is mediocre. Bono's bowel trouble is the only sound effect unique to the Amiga version, which hardly strains the might of a 512k memory. Bone Cruncher on the Amiga plays just as well as the 8-bit game and represents a cleverly designed and enjoyable puzzle, but it lacks any attempt at improvement over the smaller machines versions.'

AC: 33% – 'What can I say? Avoid Is a good word.'



This is such a difficult game to review ,as its a brilliant puzzle game, but on the Amiga the version I played was incredibly glitchy (and judging by the reviews of the time this was the release version).

The idea is a bit like Boulderdash meets Chips Challenge, with you moving around your green troll and digging paths avoiding those pink balls., to progress you must collect bones and then stir them in a pot. Once you do that then you can feed old big Troll outside by going to one of the doors, where the old soak, lazy big troll is sitting in the lake taking a bath. After you have given the nosh to Troll for some reason there is a counter and when it hits zero the pink balls will move in that direction. It's a great idea and really playable, although it very harsh, with you having to press F3 often to restart a level because you get yourself stuck. It's just a pain that every version I could try was a bug ridden mess on the Amiga. After battling through this Buggy Amiga version I switched to my C64 and cranked this up. You know what, the C64 is the vastly superior version, with, better music and no glitching or bugs. So Play this on the C64 and only try the Amiga version if you don't have a C64. But words to the wise, this would make such a great, addictive mobile phone game. Just make sure you offer a rewind button, as opposed to starting the whole darn game.



Amiga version, buggy and inferior to C64 game (seen on the right)

BONE CRUNCHER

Bono takes the skeletons to a cauldron

Bono's partner Fozzy restrains a monster

A PRIZE FOR EVERYONE WHO COMPLETES THE GAME

Buy Bonecruncher and see if you can complete all the game screens!

All successful players will receive a superb portable radio with headphones (illustrated on the right), a colourful Bono's Bathing Co. badge, and a signed certificate.

Closing Date: 30th April, 1988

- Full of Strategic Puzzles and Problems
- Over 20 Increasingly Difficult Caverns
- Password Feature helps you to Progress
- Prize Competition for Skilled Players
- Humorous, Witty, a Barrel of Laughs

Bono The Dragon and his Flourishing Business

You are Bono, a friendly dragon residing in a picturesque sea-castle. As a shrewd business-dragon, keen on "nice little earners", you make your living by selling soap to the giant monsters who bathe in the sea surrounding the castle.

With the aid of your business partner, named Fozzy, you produce the soap by collecting skeletons amongst the castle caverns and then boiling the bones in a cauldron.

However, the castle caverns are fraught with danger: there are monsters who will kill you, spiders who will eat you alive, and glooks who will block your path. It will pay you dividends to also avoid the perilous trapdoors and hidden volcanoes.

A soap-opera not to be missed!

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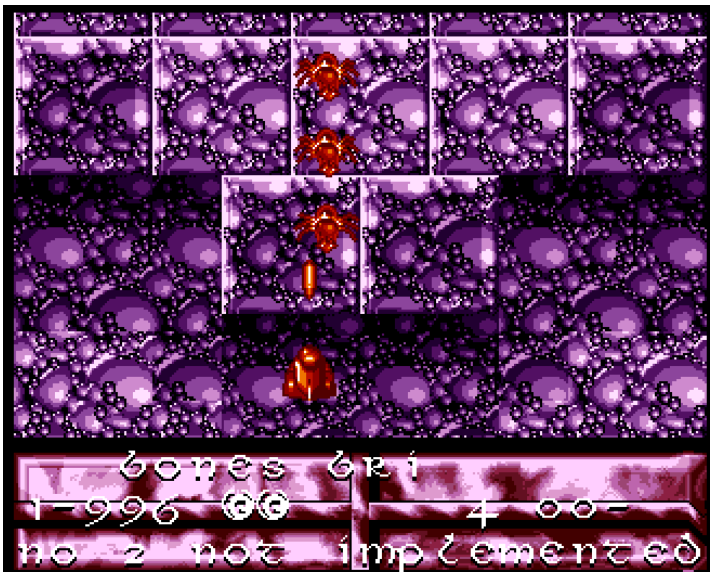
Bones Brigade (1989)

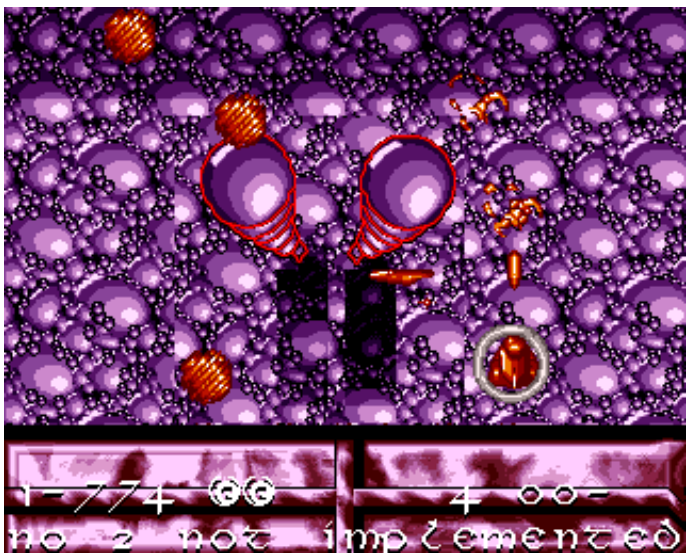
259 Francs – Unknown ??? /
Dev : Genesis Software

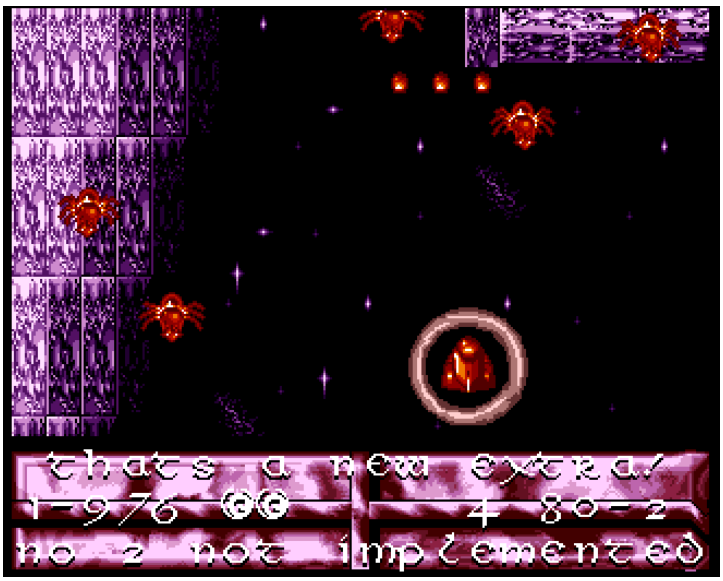
[1/10 – Polished, really short, unispired shooter, that isn't any fun to play..]

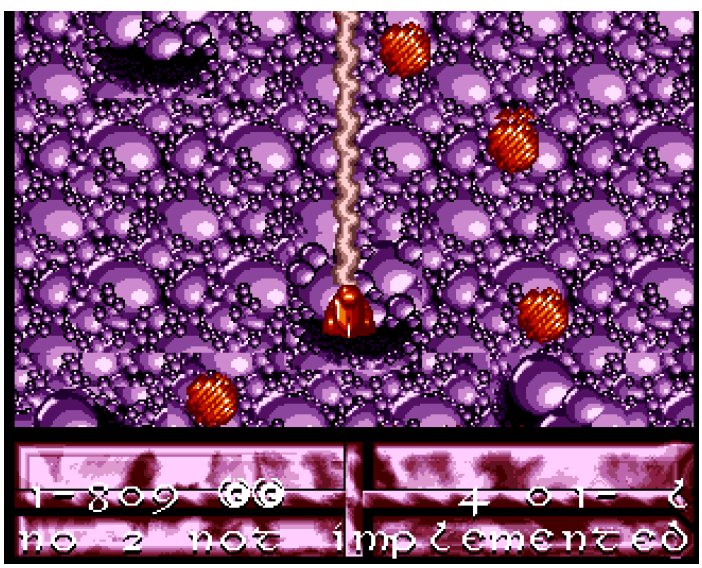
Joystick : 88% *–'sorry couldn't find scan to tell me what the reviewer said. '*

A polished, but dull shooter. Feels very much like an unfinished demo to me. I actually finished it trained in only six minutes. This game is short, dull and not much fun to play the game throughout.





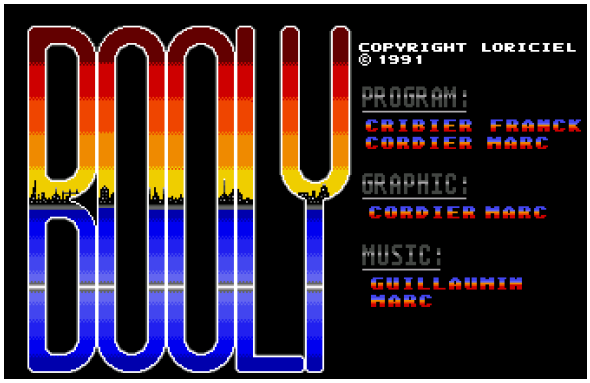


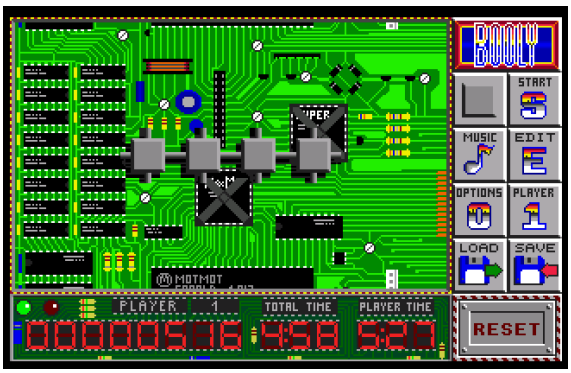


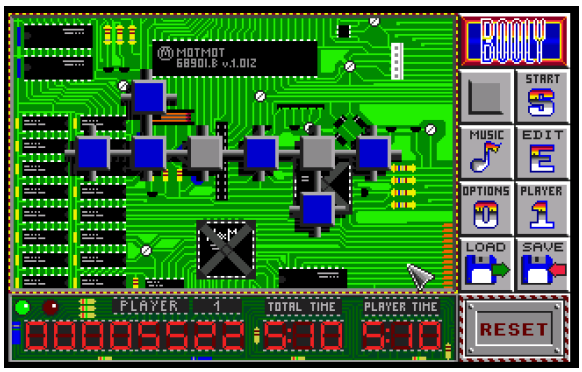
Booly (1991)

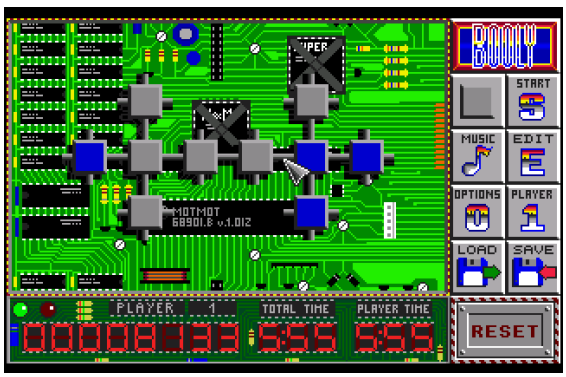
£19.99 – Loricel / Dev: TAG

[7/10 – An engaging Logic based puzzle game.]



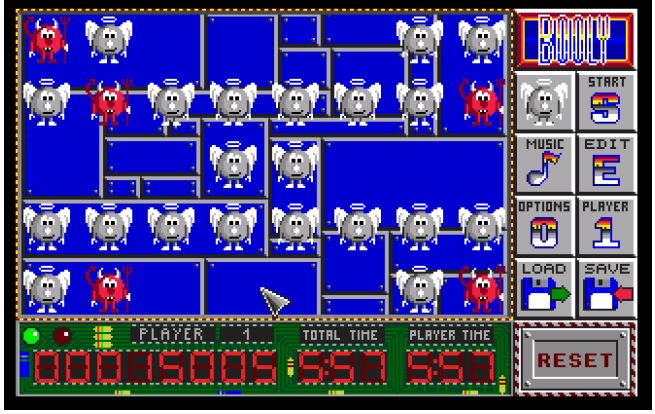




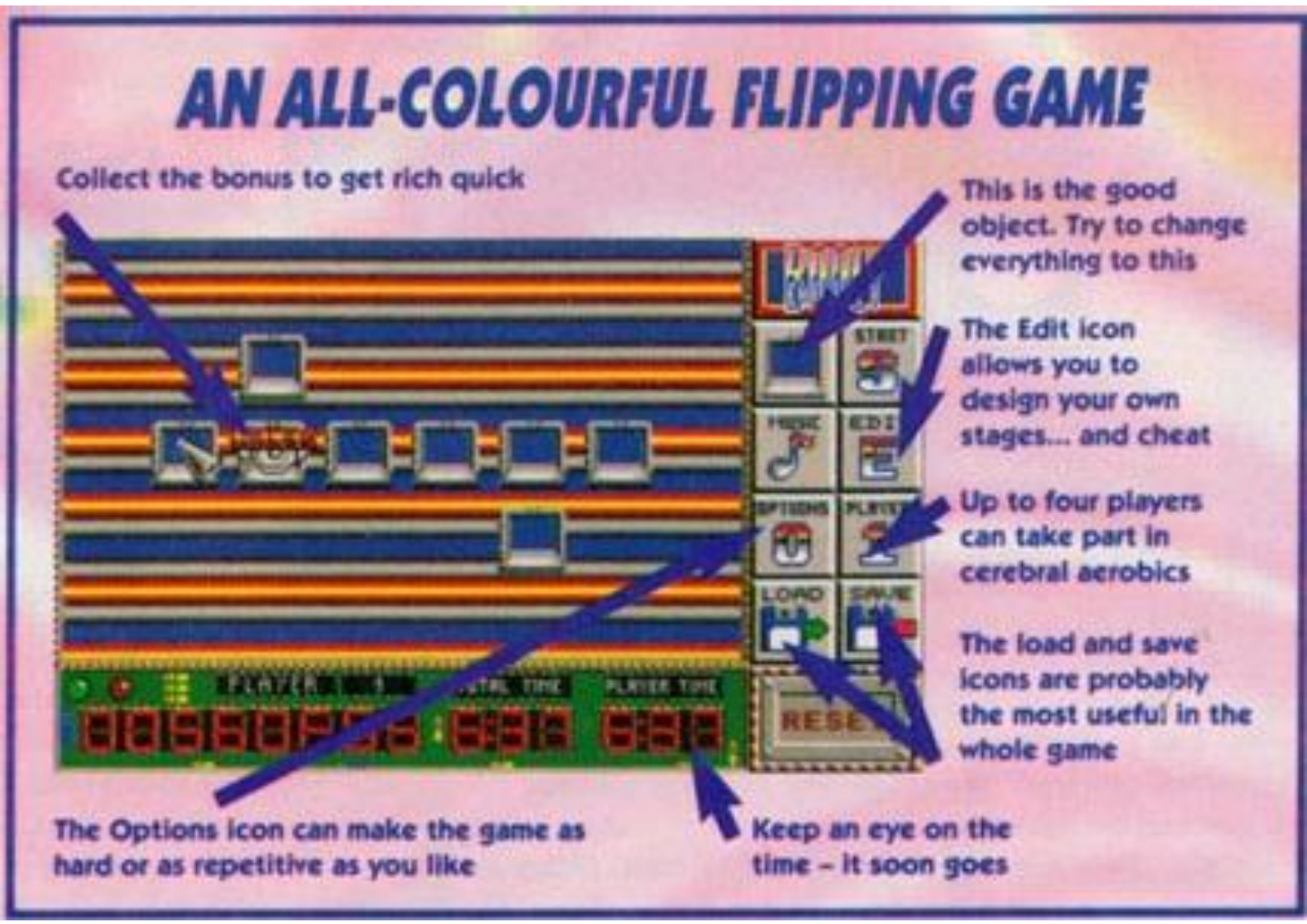


AP: 64% – 'Booly is yet another (another!) abstract puzzle game – there seems no end to these things. This one, despite the awful meaningless packaging and dull look, is actually rather diverting – not a puzzling classic of Tetris or even Loopz proportions, but a damn sight better than the Quadrels of this world. There is actually a workable – if slightly odd – game in here. The idea is that you are faced with a group of coloured tiles, all linked together in ways you only discover by clicking on them. Click on one tile, which turns it to another colour, and tiles connected to it will similarly flip colours. - your task is to get all the tiles the same colour within a time limit, which takes some frantic experimental clicking, a bit of logic, a good deal of memory testing and a fair amount of luck. Indeed, it's the sort of thing that many people – myself included – will be tempted to play some sort of blind luck/intuition basis rather than having any truck with cold logic at all, and it's to its credit that it works as a game this way too. And that's it really. There are of course –some levels flipping angels and devils rather than grey or coloured tiles and are all the prettier for it – and occasionally it gets frustrating to the point of almost impossibility, but really there is really little else to say. If you like abstract puzzles it's a perfectly acceptable if uninspired one, and happily comes in at a mid-range sub £20 price point. You could do worse. – Matt Bielby.'

GX: 2.5 /5 – ‘Generally, it is a competent game, easy to learn yet tough to play properly, with standard graphics, smooth animation, and a choice of mediocre tunes it can be claimed to neither poor nor good. Just average. But, if you enjoy puzzles and are as cool as a cucumber – you’ll love it. If you relish challenges, have plenty of time and like to keep moving in your games – take some Valium, keep the cat away and try not to butt the screen.’



Ok firstly, I should advise that I love puzzles games, especially those that rely on logic as opposed to dexterity. This game was therefore a surprise hit for me, with me finding it a real good puzzle game, and one where, with a bit of logical thought you can progress quite far. It’s definitely not everyone's cup of tea, but if you are a puzzle-head like me, then it is well worth you giving this game some of your time.



Taken from Games-X Review

BOOLY

BOOLY

AMIGA

9152109

LORICIEL

Ecrans Atari ST.

UN JEU DE REFLEXION RENVERSANT...

Pour venir à bout des 300 tableaux* différents qui vous sont proposés, vous devrez faire preuve d'un maximum de réflexion et de stratégie. En effet bien que le but de BOOLY soit simple, seule une logique implacable vous permettra de gagner et d'évoluer dans le championnat. Par exemple, dans le 1er tableau toutes les cases bleues doivent devenir grises. Rien de plus facile en apparence, mais vous devrez tenir compte des liaisons existantes entre certains objets... tout en respectant un temps imparti. Seul ou à plusieurs, plongez-vous dans ce puzzle-game où une multitude d'options dont un éditeur de tableaux vous sont offertes.

Un jeu vraiment passionnant, grâce à des règles extrêmement simples et à une très grande diversité de tableaux de jeu, vous allez réellement connaître de longues heures de plaisir !!

BOOLY

AN ASTOUNDING PUZZLE GAME

Solving the 300 different stages* available to you requires a maximum of thought and strategy. The purpose of BOOLY makes it a simple game to play, but only the most relentless logic will make you win and progress in the championship. Let's take an example : in the first stage, every blue square must become grey. It appears to be easy, but if you remember that some of these objects are connected to each other and that you dispose of a limited time... You see things differently.

Alone or with other players, plunge into this puzzle game that offers you a multitude of options like the integrated stage editor. Truly a captivating game, thanks to its simple rules and the great diversity of its levels : welcome to a world of long hours of entertainment !

Manuel - Manual - Spielanleitung :
Français - English - Deutsch.

©LORICIEL *Sauf sur la version cpc K7. *Except on cpc tape version.

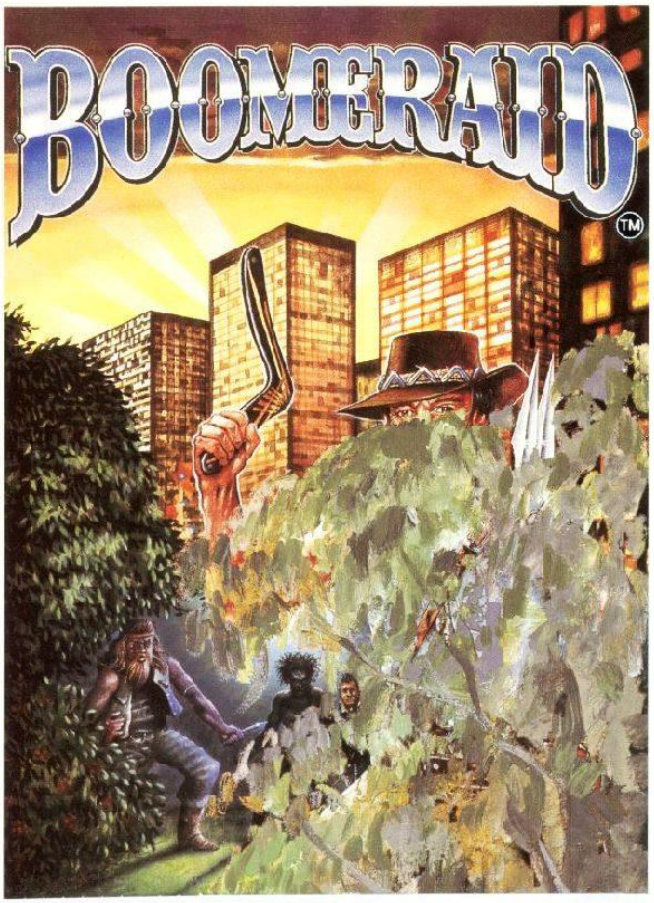
BOOLY CPC DISK
3 327491521097

Boomeraid (1991)

£23.99 – TSA /

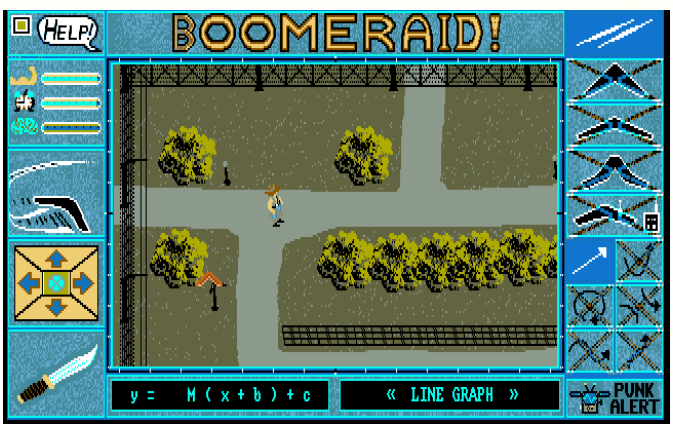
Dev: Lemmingsoft Waldoware

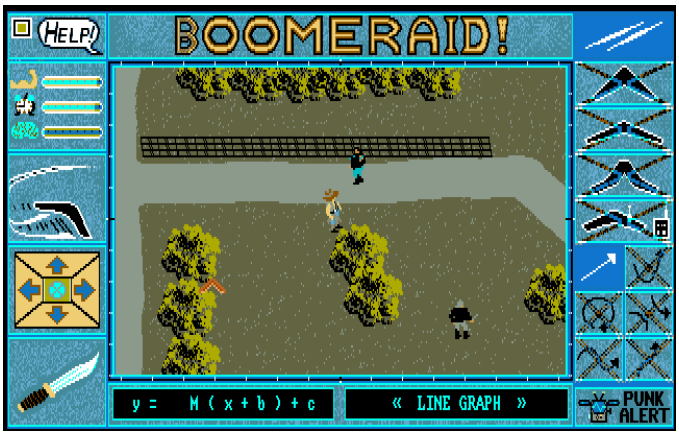
[3/10 – Crocodile Dundee meets Algebra Class. Too fiddly to be fun.]



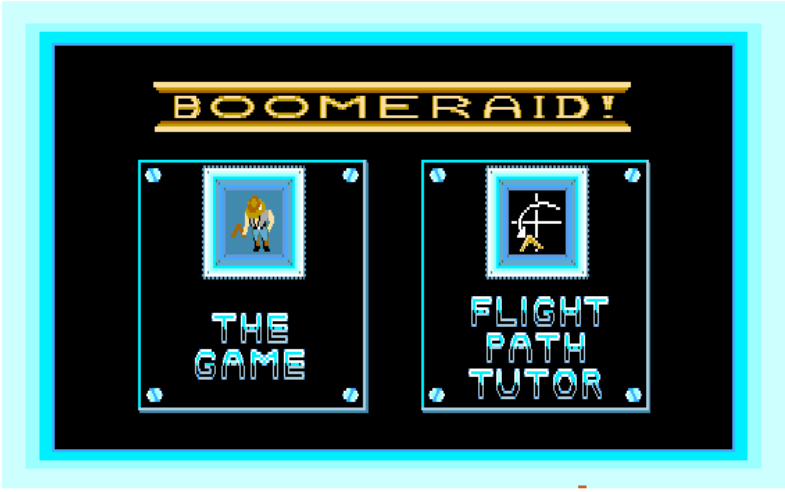
CUSR: 17 /30 – ‘Boomeraids graphics are very basic, with very small sprites and untidy scrolling in places. Although the idea of the boomerang throwing and the many jokes in the game are entertaining to begin with, the slow pace soon lets your attention wander. Boomeraid is a nice idea that almost works, but sadly almost is not enough. Give it some thought if you want something a bit out of the ordinary. It will certainly amuse a lot of ex-pats from upside-down land.’

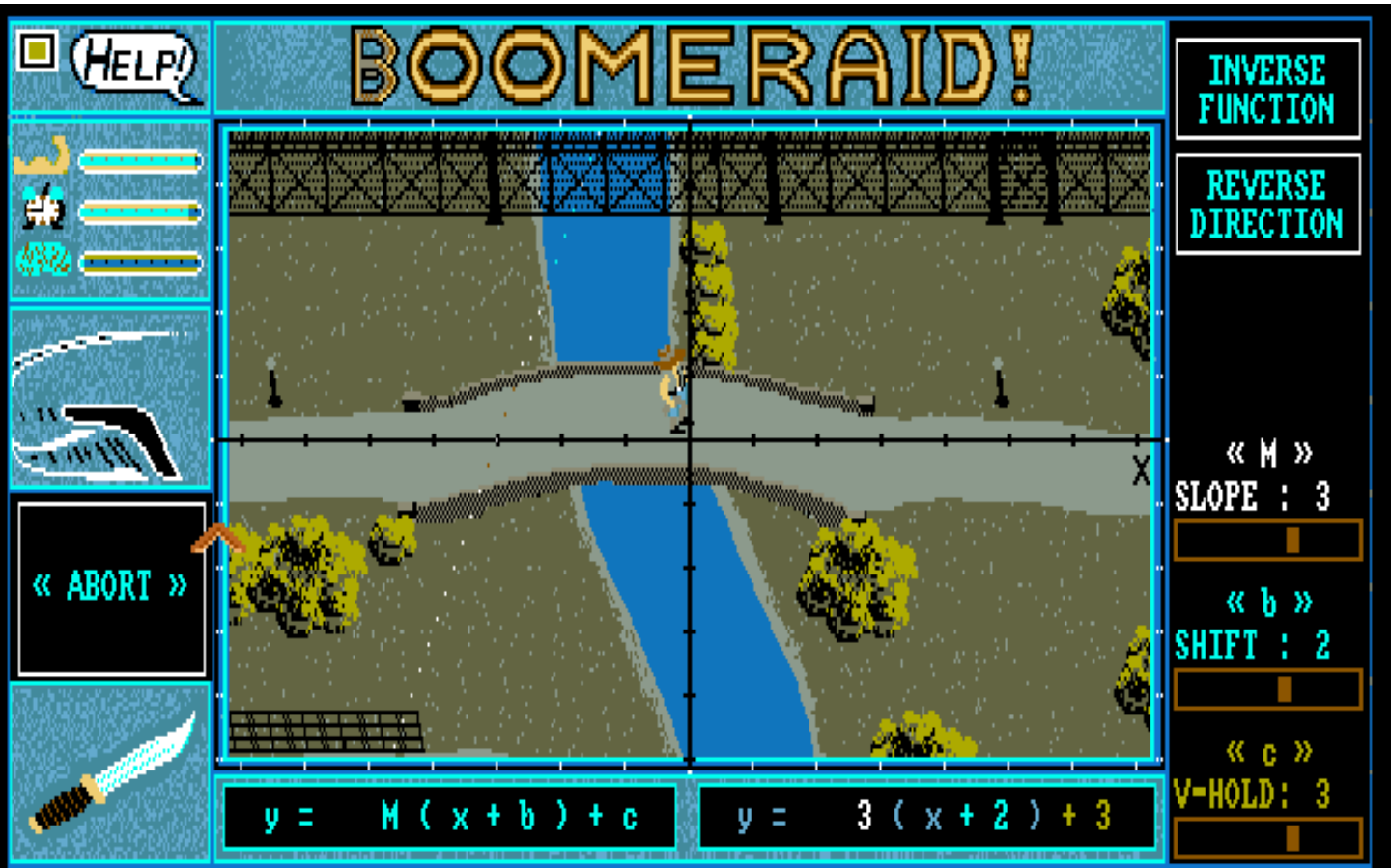
AF: No Score Given – ‘Boomeraid is an earlier effort than Light Force by the same programmers and in a few ways it shows. The whole thing does not seem to hang together with quite the same tightness, the test exercises are just slightly less clearly presented and the game is perhaps less natural in its integration of the teaching principles. But these are really quite minor gripes. On the whole it is another clever package, wittily combining an enjoyable game of the kind that may appeal to young people whose educations are more biased to TV and arcades than to textbooks with a good, solid grounding in the topic under discussion. This is as much fun as algebra is ever going to be!’





Crocodile Dundee meets an algebra class, you couldn't write this stuff. But that is exactly what this game is. Wander around beat up various thugs in the park or throw a boomerang by working out an algebra equation. It also has an online algebra book to help as well. Nice idea but too fiddly to be truly enjoyable or educational.





BOOMERAID

"The time has come," the Police Chief said, "To stamp out the scum who turn our Parklands into places of fear."

"Last night, a thirty foot high barbed wire fence was put up around our park, imprisoning every mugger, hoodlum and punk inside."
"Unfortunately, several senior citizens were trapped as well."

"A team of volunteers is needed to enter the park and clean up for us."

The outback bushman strode forward.

"I'll whip this park into shape!," He said with a grin, "I was arrested for doing the same thing back home!"
When asked about his backup he replied "What backup?"

Without another word, he turned and left, to meet the punks in the park...

TSA MEDIA, P.O. BOX 291, CLAREMONT 6010
WESTERN AUSTRALIA

PROGRAMMING LEMMINGSOFT WALDOWARE

Boomeraid Copyright © 1987 TSA Media ISBN. 0-7316-1972-2

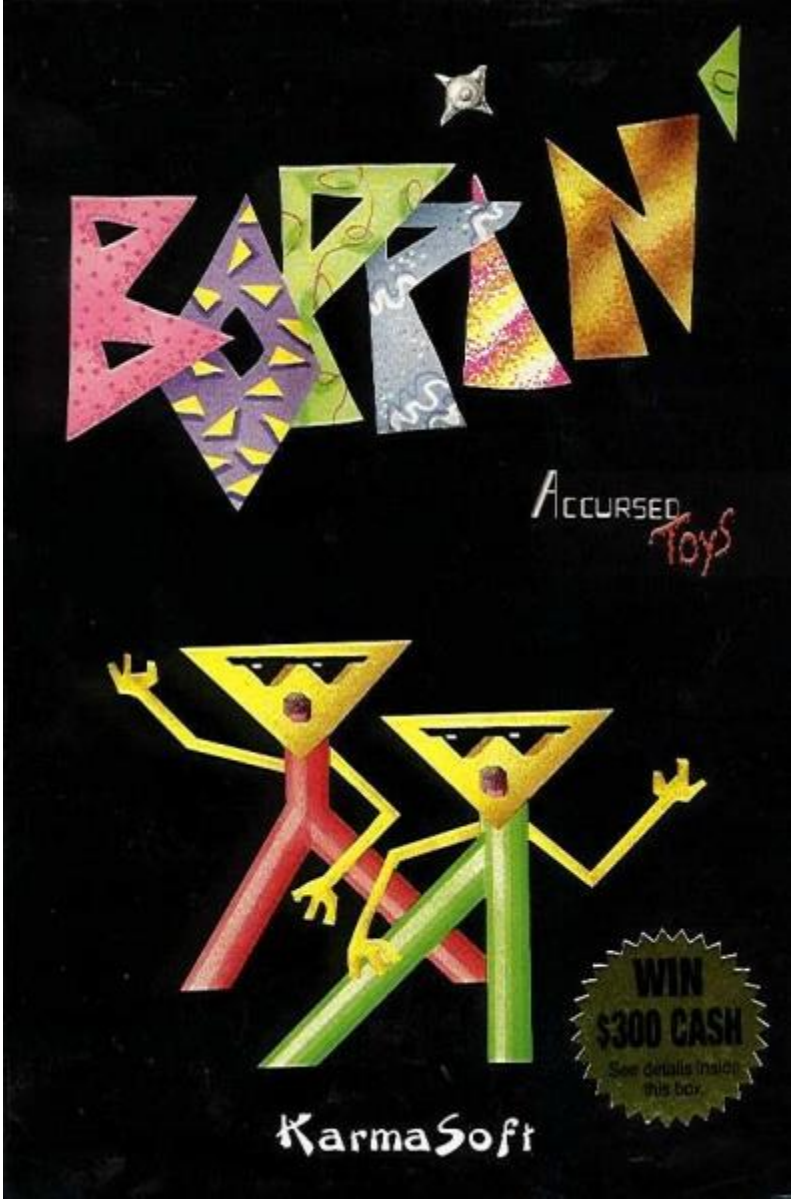
Hall Of Light

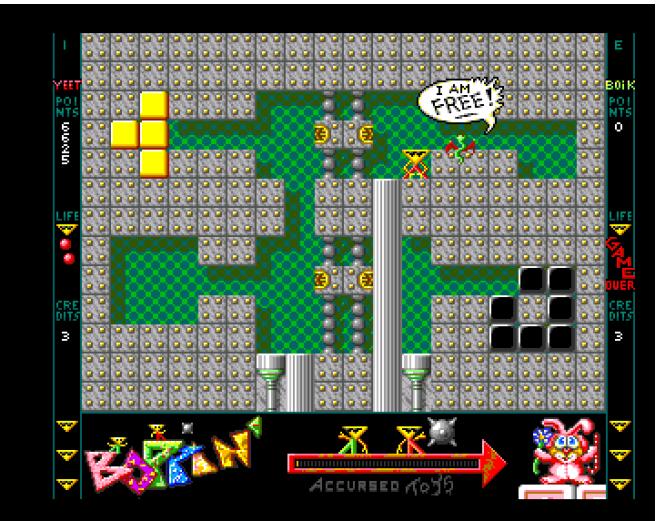
Boppin' (1992)

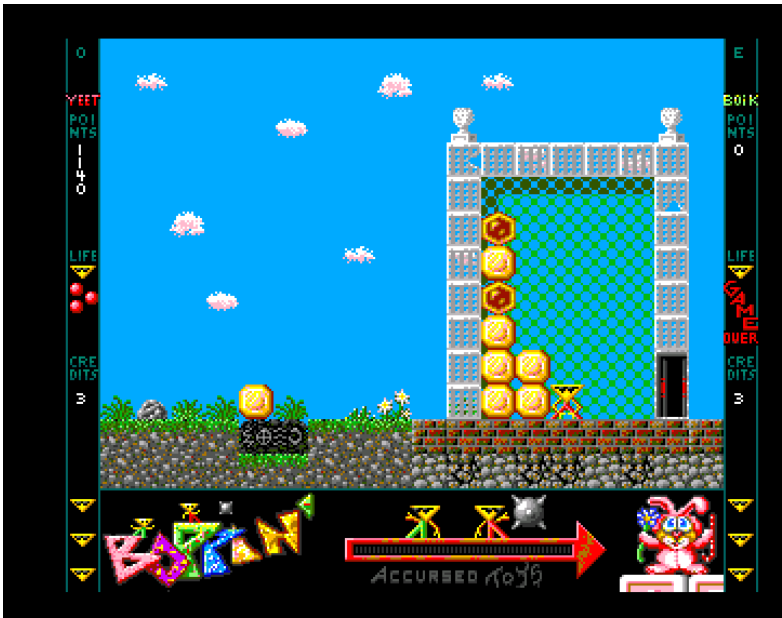
£23.99 – Karmasoft / Dev: Acursed Toys

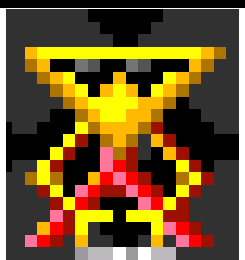
[6/10 – Great characters let down by a game that doesn't really work.]

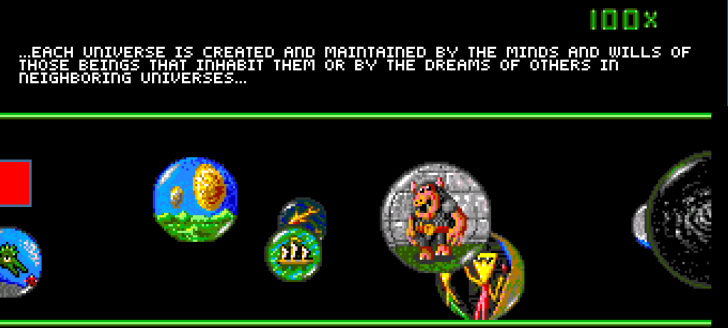
Boppin' has such a great story, and definitely one that Wrecking Ralph should do as a sequel.. I have screen shot it all on the following page (enjoy). On to the game itself, well it's a cute puzzler with Yeet and Boik just the cutest characters ever, Sadly the actual game doesn't quite work, with no real of control of throwing the blocks, making lining up tough to do. All it needed was a Yoshi Island targeting system and some more ricochet shots needed and it would have been perfect. According to the internet the poor old developers only sold 284 copies on the Amiga and so ported on to the PC in 1994. As it stands a top idea, that just needs some slight refinement to be a real classic.



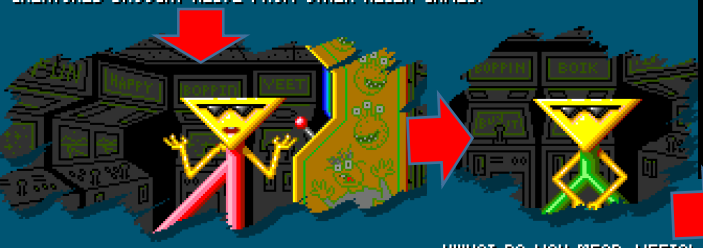








...YEET AND BOIK WERE ONCE MERE CHARACTERS IN THE POPULAR ARCADE GAMES OF SOME STRANGE ALIEN WORLD. SO BELOVED WERE THEY THAT THE BELIEF OF THEIR FANS MADE THEM REAL. NOW THEY LIVE FREE IN A POCKET UNIVERSE OF THEIR OWN CREATION, "ARCAPAEDIA", VISITED OFTEN BY CREATURES BROUGHT ALIVE FROM OTHER ALIEN GAMES.



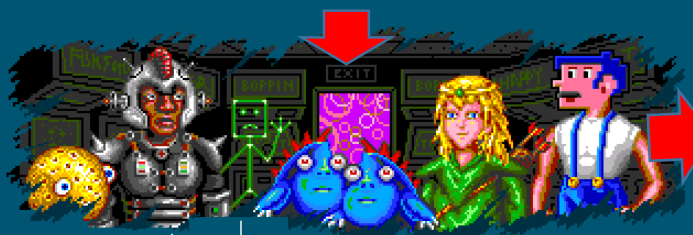
"HEY BOIK! ALL THE MONSTERS ARE GONE!"

"WHAT DO YOU MEAN, YEET?"

"NO MONSTERS!? THAT'S CRAZY! LET ME SEE!"

"THERE ARE NO MONSTERS IN THIS GAME ANY MORE. SEE FOR YOURSELF!"

"YEET! LOOK! IT'S ALL OUR FRIENDS, THE HEROES OF THE OTHER GAME UNIVERSES!



"GREAT GOOEY GODDESSES, YEET, NO MONSTERS MEANS NO SCORE -- AND NO GAMES, EITHER!"

"ALL THE MONSTERS AND VILLAINS FROM ALL THE GAMES HAVE BEEN STOLEN! SWEETY HUNNYBUNZ, THE SINGING TREACLE BEAR, HAS IMPRISONED THEM. THAT NAUSEATINGLY SELF-RIGHTEOUS LITTLE PRIEST HAS DECIDED TO 'CLEAN UP' THE MULTIVERSE OF GAMES. HE'S TOO PURE AND SWEET EVEN FOR US HEROES! WE'RE STRAIGHT OUT OF A JOB!"

"HORRORS!"

"WITH NO EVIL MONSTERS TO FIGHT, YOU CAN'T SAVE ANYBODY ANYMORE!"

"YOU MUST HELP US, YEET AND BOIK! HUNNYBUNZ MUST BE STOPPED! WE ARE HERO TYPES, AND COULD NEVER RESCUE EVIL FROM THE CLUTCHES OF GOOD! BUT YOU COME FROM A WORLD WITHOUT GOOD AND EVIL. SAVE THE GAMES! SAVE THE VILLAINS! SAVE OUR JOBS AS HEROES!"

"BUT HOW CAN WE SAVE THE MONSTERS FROM THE TREACLE BEAR?

"THE MONSTERS HAVE BEEN IMPRISONED IN SIMPLE PATTERNS AND DESIGNS THROUGHOUT THE WORLDS WITHIN HUNNYBUNZ REALM. BOP THESE PATTERNS AND YOU FREE THE MONSTERS. THEN SEEK OUT HUNNYBUNZ AND DEFEAT HIM! RESTORE THE BALANCE OF GOOD AND EVIL. FOR WITHOUT DARK TO COMPARE WITH, THERE CAN BE NO LIGHT! BESIDES, WE'RE BORED SITTING AROUND DOING NOTHING!"

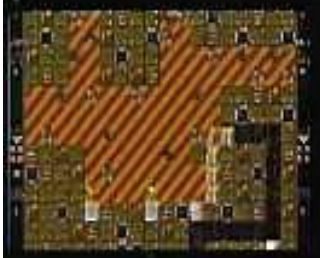
"ALL RIGHT! LET'S GET BOPPIN'!"

Save the Monsters!

Sweety Hunnybunz, the Singing Treacle Bear, has captured all the monsters of all video games everwhere and imprisoned them in patterns throughout his multiverse. With no monsters to fight, the heroes of these games are out of a job! But Yeet and Boik (with your help) can save the day!

Each of the 150 worlds in the Hunnybunz multiverse is a new puzzle with elevators, multi-directional gravity and many different prizes. In the final battle you face sweety Hunnybunz himself, but, beware, for this treacle bear is no piece of cake!

Boppin is a one or two player game, complete with a full featured, user friendly world/level editor to expand the game beyond your wildest dreams. Over 2500 tile images are supplied, but not all are used in the supplied worlds, so truly new puzzles can be created.



Requires Amiga Computer and joystick (2 joysticks required for simultaneous play).
Amiga is a registered trademark of Commodore-Amiga Inc.

KarmaSoft

Borobodur
- The Planet of Doom (1992)

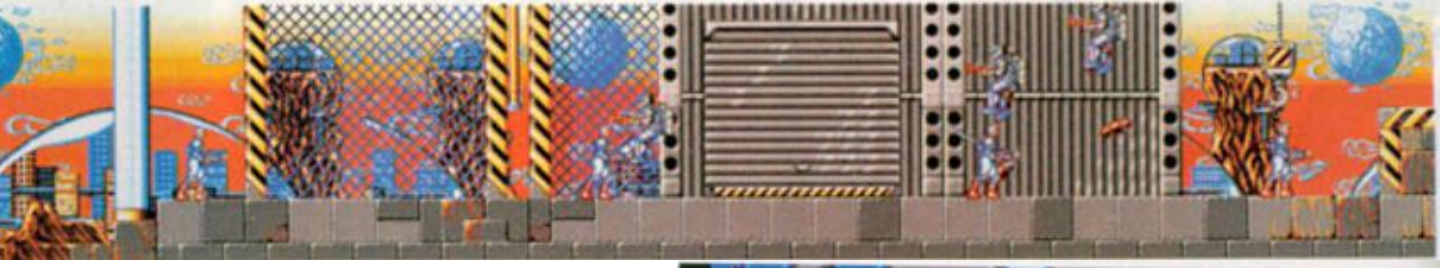
£25.99 – Thalamus /
Dev: Softeyes

[4/10 – 'Pretty graphics but far too slow and terrible to play.']

AC: 74% – 'I quite enjoyed playing Borobodor, even though it's nothing new or innovative, so I think those of you who like Turrican should take a look.'

AA: 70% – 'Frustratingly slow and tedious with minimal action, Borobodur has you aching to find some excitement. While puzzles aren't difficult to understand, they can be hard to negotiate. You know you have to jump at a certain place but you always seem to overstep the mark. I'm tempted to say this is because you start to rush things in a vain effort to inject some speed and vitality into the game. In-game music is satisfactory – some decent sound effects would have been better. I'm afraid Borobodur is one of those games that will soon be forgotten as you look to the more interesting new releases.'

GX: 3 /5 – 'Overall, I would love to be able to recommend this, but I'm afraid that unless you have immense patience, incredible superhuman reflexes and an amazing long fuse, it'll probably drive you crackers. I can't really see the point of a game that can only be enjoyed to the full by mere mortals if the have the cheat mode activated.



AF: 35% – ‘The levels progress from lifeless areas of terrain to seething masses of creatures that not only slow down the already questionable update speed, but also rip your character to pieces and take you right back to the beginning of the level: (AAAAAAARGH!). All this occurs while a terrible piece of music plays in the background to either keep you awake or provoke you into kicking in your TV.’

AP: 34% – ‘Big and not-bad graphics (if a bit on the crude side), but when it comes to gameplay Borobodur is hopelessly lost forever in the craplands of mediocrity. What’s the point of releasing something this half-hearted as a full price, three-disk game? Ask Thalamus.’

I bet looking at the static screen shots, with the luscious visuals and the cool F-Zero like sections and this looks like the best game ever. Sadly when you sit down and play the game, the poor play mechanics, such as jumping, frustrating gameplay, comes to the fore, and its all so slow as going through treacle. It’s a real shame, as there is loads of possibility with this game.

THALAMUS

By Softeyes

planet of doom

BOROBODUR

EUROPE

AMIGA
inc. 500 PLUS

One Man's Haven Becomes Another Man's Hell...

Hall Of Light

BOROBODUR
planet of doom

THALAMUS

KILL OR BE KILLED!

When Spec Agent Johnson is ordered to remote **Borobodur** — known as the **Planet of Doom** — to terminate mad escaped convict Dr Ragnova, he doesn't bank on a disastrous crash landing.

Nor does he expect endless living hell —

Will he survive the nightmare denizens of the domes, will he negotiate the tortuous routes to confront the ultimate evil?

Only quick wits and a cold killer instinct will save him from **Borobodur**...

EUROPE

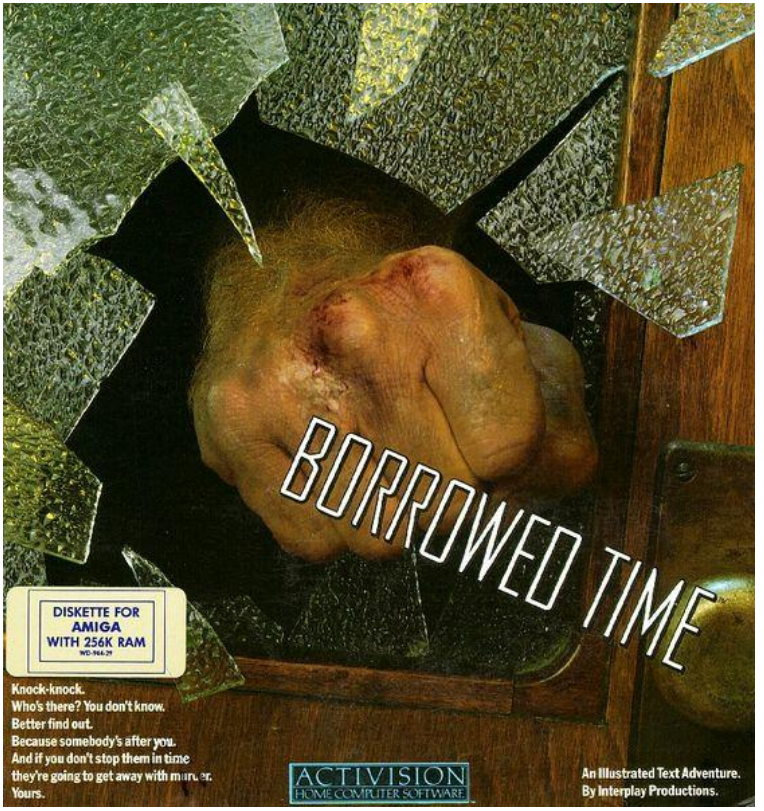
5 016213 901145

Borrowed Time (1986)

£25.99 – Activision /
Dev: Interplay Productions

[4/10 – Real Old Skool adventure that's not much fun to play now-a-days..]

This was one of the first mouse controlled adventure games I have ever played. At the time it was quite impressive, but today its comes across as very rigid, no puzzles and just really rather dull.



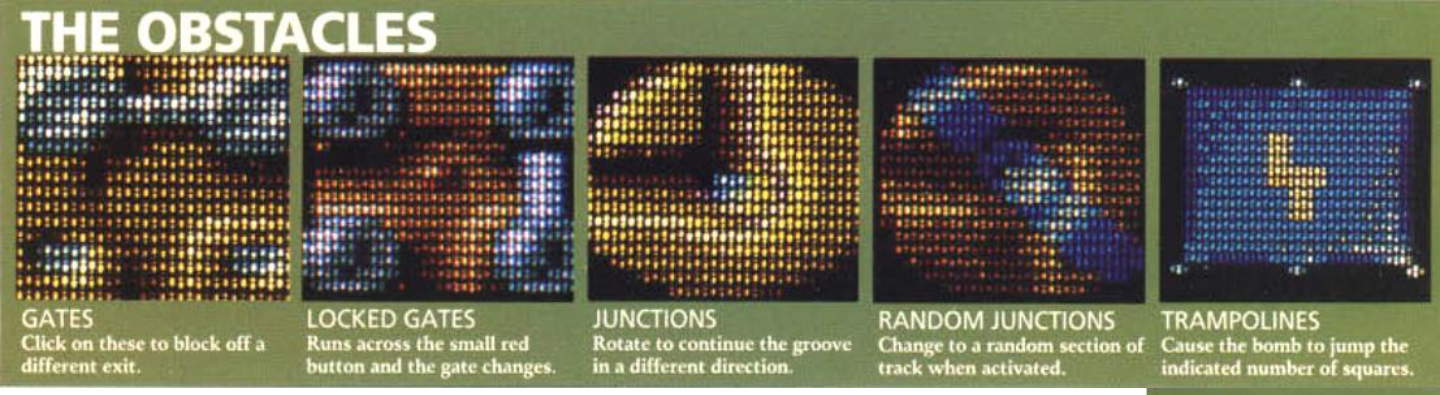
Boston Bomb Club (1992)

£25.99 – Palace /
Dev: Silmarils

[8/10 – 'Short lived, but hugely entertaining puzzle game. That relies on fast reflexes'.]

AP: 86% – [R-£9.99] 'Although perhaps a pretty severe learning curve, it keeps you playing because it's just so bizarre and entertaining. Also, you can start playing iy at the higher levels if you want, so even if you do find it difficult you'll get to see a good deal of the game. A welcome breath of fresh air for the puzzle genre, and absolutely screaming (in a silly accent) for you to spend ten quid on it.'

CU: 84% – 'This all makes for a fiendishly difficult, but thoroughly enjoyable piece of brain-teasing. Boston Bomb Club is witty and ingenious – not least for managing to conceal what is a pretty familiar piece of arcade puzzling.'



O: 83% – 'This has to be one of the most bizarre game concepts ever. Rolling bombs around a maze while babies crawl across the top? All very weird. Boston Bomb Club owes an awful lot to Rainbow Arts' Logical – the 'balls rolling along gutters with rotating junctions' idea for a start. The only real difference between the two are the cartoon graphics, the scantily-clad females, the fact that one is from Germany and the other is from France and Boston Club has a plot (of sorts). The actual mechanics are identical, right down to the difficulty level (in Logical you could get as far as level 23 without losing a life, here I got as far as level 13). On its own merits, B.B.C. is enjoyable, and quite taxing at first…until you get used to things. The option to start from later levels is quite welcome, especially once you've mastered the early screens. Its lasting appeal could be questioned though: there are only 30 levels in total and while most of the later ones are quite tough, it won't be that long before you're there. The manual isn't anything to boast about either, not even taking the time to explain the different obstacles.

Its still remarkably playable though, and once you've got into the swing of things you'll find yourself coming back for more. It's also typically French, with the bunny-girl barmaid appearing between levels and leaning over the table mid-game. If you don't already have Logical and you are in the market for a ball-rolling brain-taxer, then I'd have to recommend Boston Bomb Club. In a sense it's like Logical 2.'

AP: 78% – ‘Pleasing, fun and very French – a puzzle game that not only works as a game but proves to be a real hoot through the wit of its presentation. Neat.’

AF: 74% – ‘There isn’t a great difference between this and puzzles like Logical, but it does feature distinct improvements. First the introduction of graphic theme is a plus, giving the game instant appeal. The setting also allows sight gags to muscle in on the act, lightening the atmosphere. The innovation comes in graphic form too, with touches like saboteurs. The resulting package is a polished platformer.’

AC: 74% – ‘In all though it is a little too simple – great fun for a while, but not good enough to warrant a place in software history.’

DEFUSING THE SITUATION

Disposing of the eager-to-explode bombs isn't as easy as it looks. The beggars are pretty tricky to handle...

One of the mischievous mad Victorian scientists – he'll lean over the play area, changing gates round to annoy you.

Much more pleasant is this mechanical hand – it places extra point bonuses randomly about the place.

Your cursor arrow – click on gates or turntables to move them around.

Trampolines bounce you across (and sometimes off!) the pool-table sized play area.

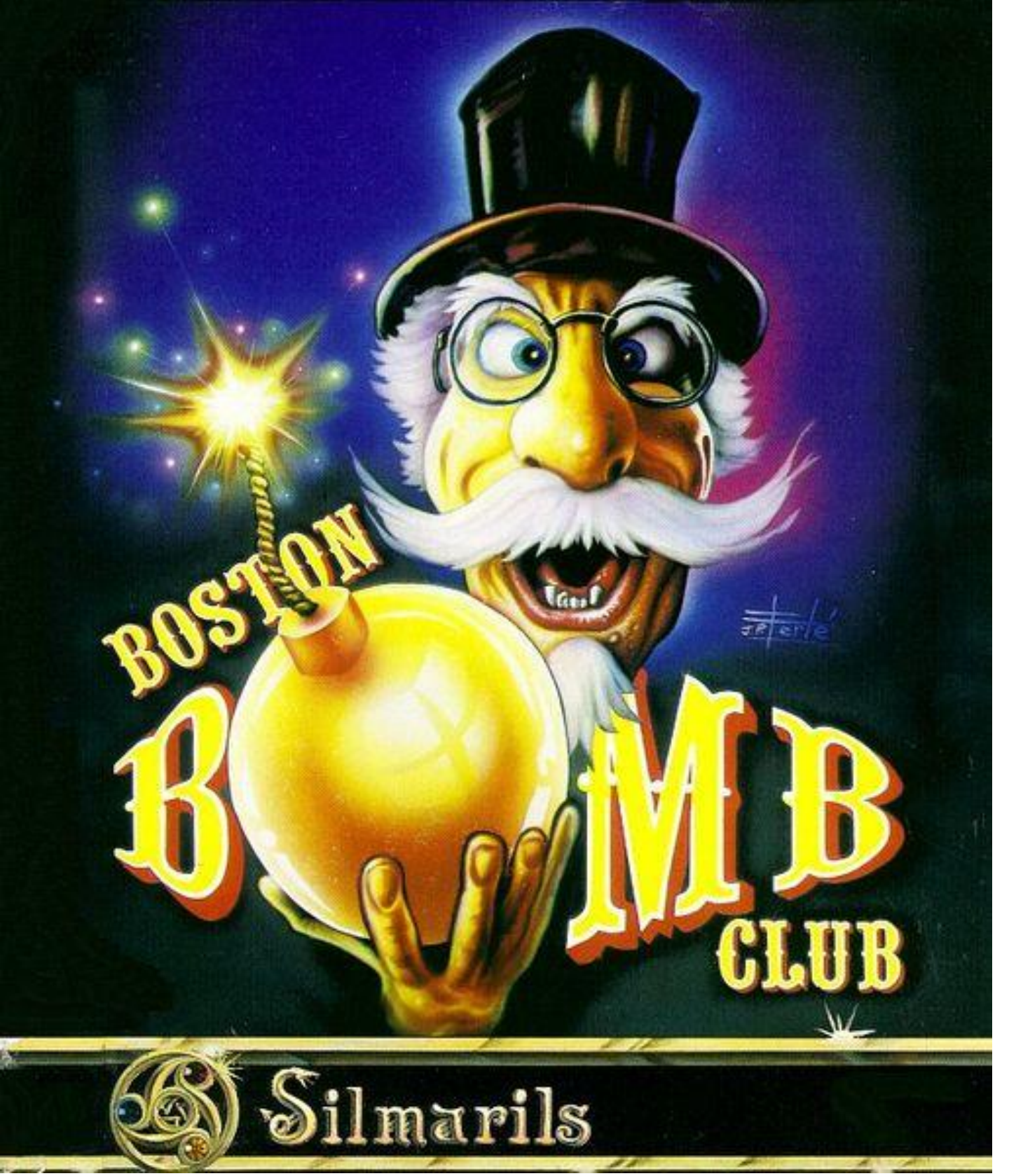
Much manipulating of these turntable things needed to create a channel to send the bombs where you want them to go.

Some of the many moving gateways – click on them to set the course and so direct the bombs in the direction you want them to go.

Not an air-horn – this contraption is actually where your bombs kick off from!

AA: 69% – ‘Explosive action? Well, not quite. Boston Bomb Club is reminiscent of Rainbow Arts’ Logical. In terms of graphical quality and sound, it doesn’t compare, falling short of providing the same challenge and excitement. The whole affair plays too slowly, as you wait agonisingly for the bomb to reach the target once you have created a route. For a game that held promise, the ‘polished’ feel is missing while the fun factor diminishes as the minutes pass by. Not one of Palace’s better releases although puzzle freaks may find hidden enjoyment.’

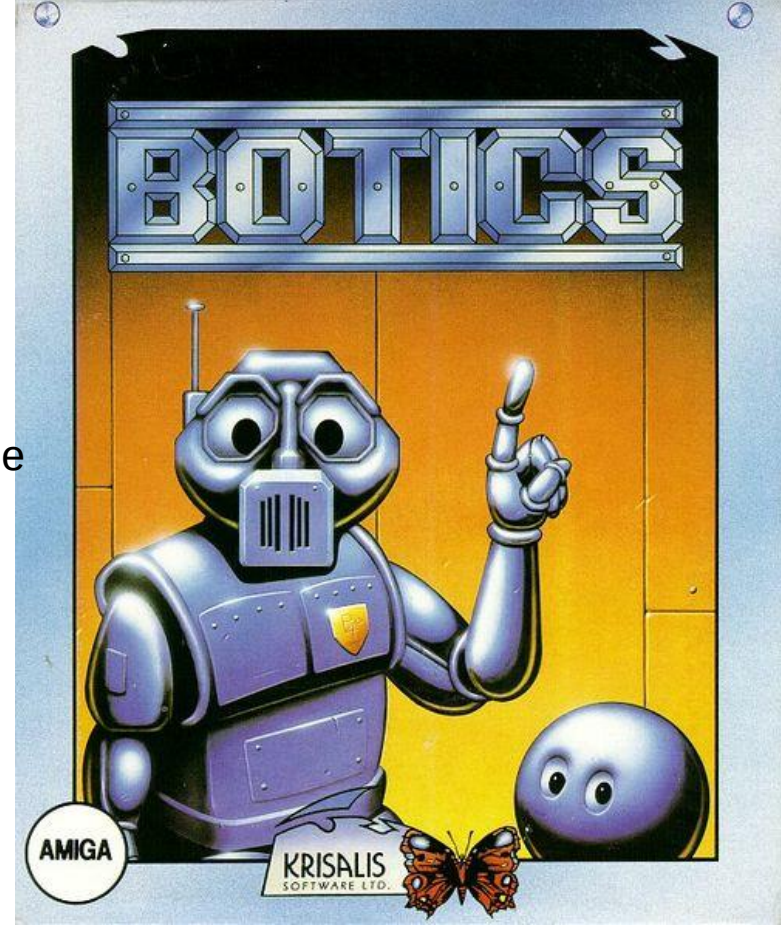
I quite enjoyed this. It’s French its mad and zany and in the short term thoroughly enjoyable. In the game you play a member of a Jules Verne era Scientific club. Who for kicks play an explosive board game where they roll bombs around a board and through rotating the tiles aid the bomb to the target shaped trap door, whilst getting as many points along the way. The reviewers sited the game Logical as its inspiration., but for me Pipe Dream or Locomotion was the puzzle games that immediately sprung to mind when playing it. However the art style, setting and humour, for me made this far more enjoyable than all those games. The only criticism with this for me was I felt 30 levels was just too short. With me really just getting into the swing of it before it all comes to an end. Still it is definitely one I plan to revisit again.

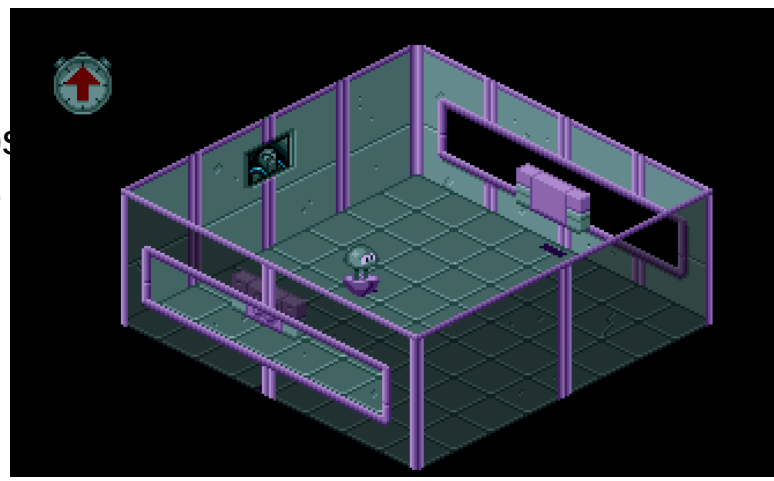

BOSTON
BOMB
CLUB
Silmarils

Botics (1990)

£19.99 – Krysalis

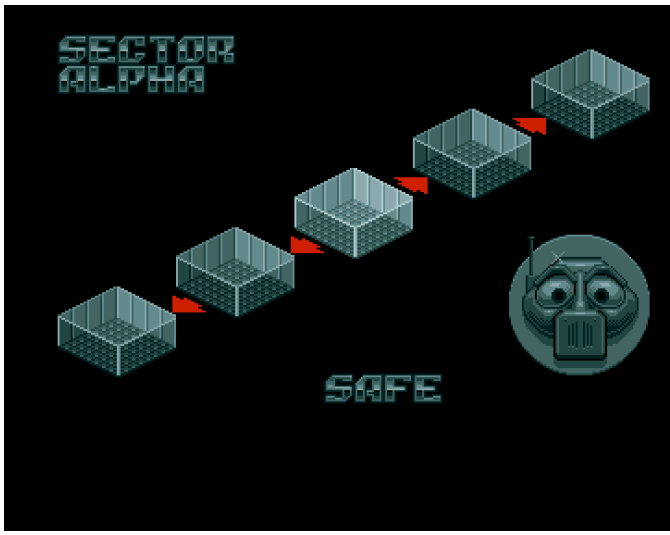
[4/10 – 'Awkward viewpoint and a need to worry about height mar this Pong update, by being overly complex.']

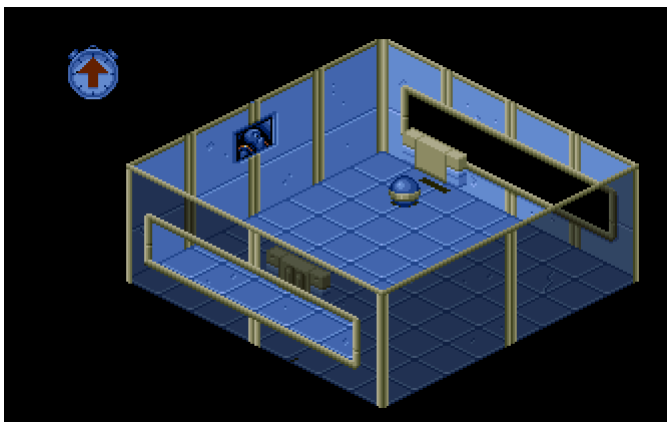




ACAR: 71% – 'The year is 2085, and the satallite TV companies rule the world. Each home has 952 channels to choose from – one plays constant reruns of neighbours. The demand for Sports coverage is insatiable, and there is a growth in the market in Robotic Games. The main event, known as Botic, is a sort of mechanised soccer. The metallic opponents face one another from opposite ends of the field – an enclosed area, with elongated gaps behind each player. They're goals and the aim of the game is to bounce an android ball past your android opponent into the goal mouth. Succeed, and you move onto the next playfield, the area beyond the window you've shot through. Got that? Its sort of wandering soccer, moving from pitch to pitch as goals are scored. Keep scoring, and you keep driving your opponent back. After four failures, the game is over. Botics is essentially a simple little game and it's quite enjoyable to play. It's a bit like Arkanoid – or even Pong, the first ever computer game – because all you've got to do is move your bat back and forth to meet the ball. This time it's in three dimensions, so you need to be the right hight as well. Simple or not, its beautifully presented. The game scenario is developed nicely, with robotic sportscasters announcing the games and even robotic cheer squads. Sounds are nice, with good use of speech and other effects. All in all, very smooth, but not much depth.'

AA: 71% – ‘Although hyped as the sport of the future, Botics may be disliked by a number of people for the following reasons. The game is enjoyable to begin with, but the initial excitement soon wears off due to very repetitive gameplay and lack of variation in both the opposition and the arenas to compete in. However the game is nicely presented, with attractive graphics. The control system was tricky to master to begin with, as judging the height of the ball was difficult, but perseverance proved the controls are not a problem.’





ACE: 596 /1000 – ‘The aesthetics are fine, but very serious flaws are in the gameplay. A game as simple as this should ideally be simple to pick up and play as well. Unfortunately it isn’t.’

AF: 41% – ‘Combination of cuteness and futuristic metal doesn’t work. There are many frills and baubles which give the unfortunate impression of filling space, and fleshing out what is otherwise a fairly simple reworking of the oldest computer game of all.’

Sadly I didn’t get on with the game. It is true that after some practice you can start actually winning games…But why have Krysalis chosen the hardest isometric viewpoint and then ask you to worry about height as well? All this makes Botics a game you need to spend hours with just to overcome the poor game design decisions. It’s a real shame as I would like a pong update done properly (Neo Geo’s Windjammers shows how to update Pong properly.)

BOTICS

Available Now
19.99
Amiga, Atari ST

KRISALIS
SOFTWARE LTD.

In the year 2085 the Satellite TV Companies rule supreme, each home has 952 channel options.
The demand for Sports coverage has proved to be insatiable, the speed and aggression of future Sports have proved too much for mere mortals.
The manufacturers of advanced Robotics have exhausted all avenue's of human replacement within the work place.
Prodex 4 have invested 200 Million Euro Dollars in perfecting a new sports entertainment show where all players are Robots, including the ball and referee.

BOTICS has now replaced soccer as the main event.

BOTICS challenges your skills accross 80 isometric levels of varying difficulties. Four distinctive gameplay arenas of futuristic computer sport opponents. Survive the tactical Time Outs and different ball types and defeat the BOTICS.....Good Luck!

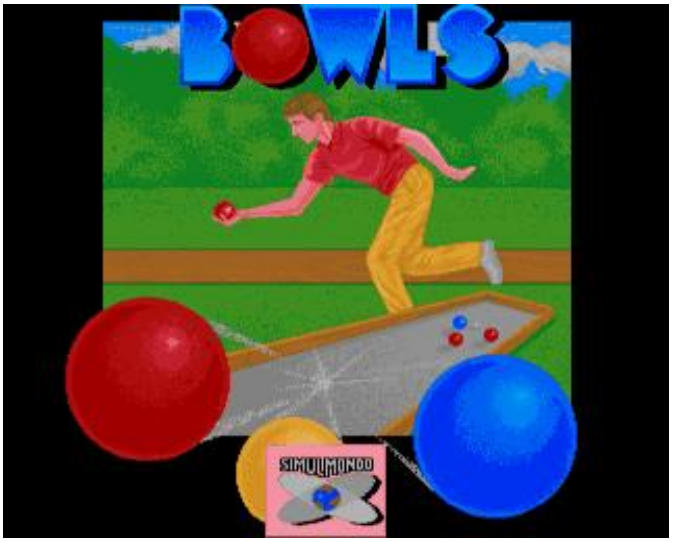
Krisalis Software Ltd, Teque House, Masons Yard, Downs Road, Moorgate Rotherham, S60 2HD

Hall Of Light

Bowls (1988)

£??.?? – Simulmondo

[2/10 – Pointless, dull version of Bowls with terrible graphics and gameplay.]



If you read by first volume of the Amiga Encyclopaedia then you will know what a huge fan I am of Simulmondo and Italian game development in general!!! (cough, I hope you are reading my sarcasm here). So after playing such efforts as 1000 Miglia and 3D World Boxing.. I was expecting the worst.. Sadly Simulmondo didn't disappoint with another unbelievably bad game produced by the Italian boys. This time we have Bowls, and if it wasn't for the Simulmondo logo on the title screen I would have naturally assumed this was a free Public Domain game as opposed to a commercial release.

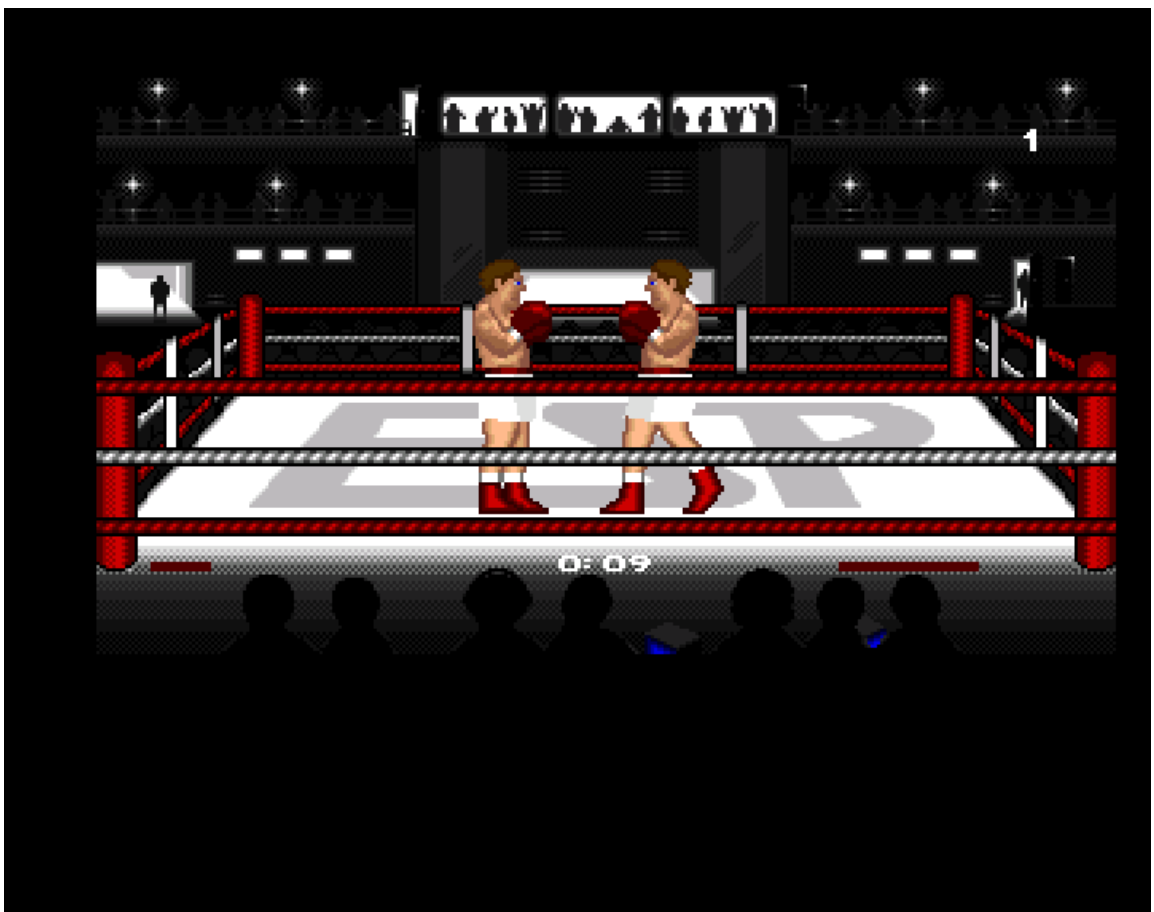
On starting it up the impressive title music gets you all excited as it's a really nice piece of game music.. But I have been here before with Simulmondo and so I keep my hope for a good game in check. On the game you can choose three environments, outdoor, indoor and beach. Then you err throw the jack ball (small white one) and then you throw your other balls as close possible. That's it a no frills, pointless waste of a floppy disk.

Boxing Masters (1994)

£??.?? – ESP

[2/10 – A Boxing game where you can't box only manage.]

Ok it's a boxing manager game, so it's a game where you have no control over the interesting stuff like the boxing, and instead have to do all the dull stuff like arranging fight contracts and suggesting tactics. This in its self wouldn't be too bad if the game did it all with a bit of humour. Sadly it is all very serious about it and so consequently a real snooze fest…Avoid.



Brain Artifices (1991)

£??.?? – Soft Enterprises / Dev: Sceptic Design.

[3/10 – 'Line up all the same objects in a straight line. Found no skill or fun when playing this game.']

A depressingly simple puzzle game where you must line up all the same objects in a straight line. I personally found no enjoyment in this game I am afraid. Even multiple levels in I still didn't feel my brain was being taxed in any way.

Brain Man (1995)

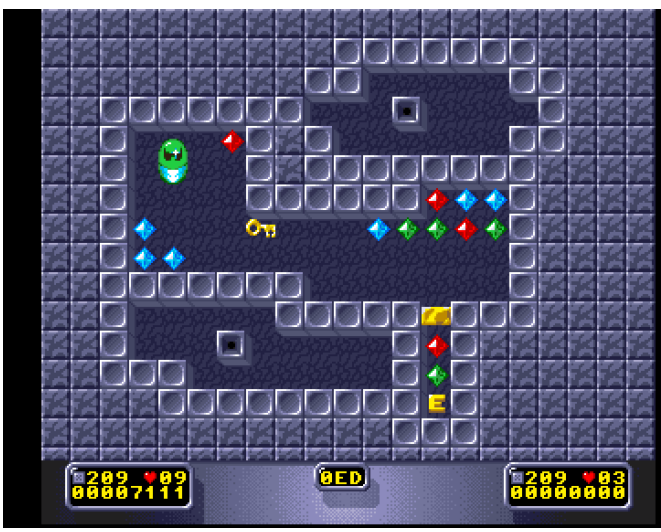
£??.?? – Mega Arts / Dev: M-Soft.

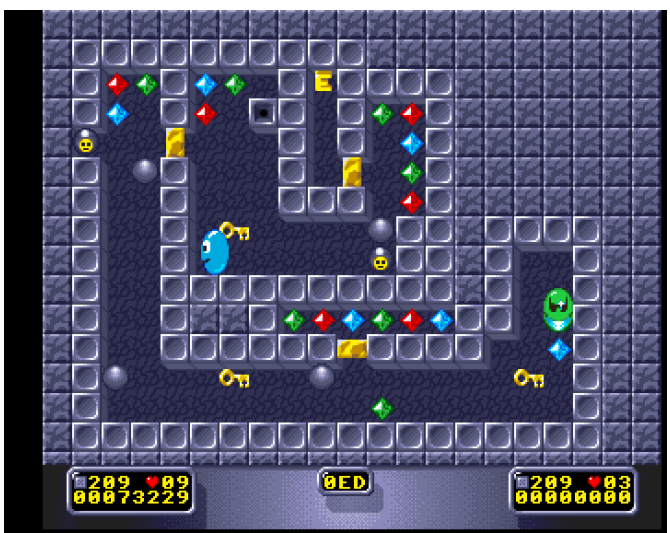
[8/10 – 'A thoroughly enjoyable puzzle game.']

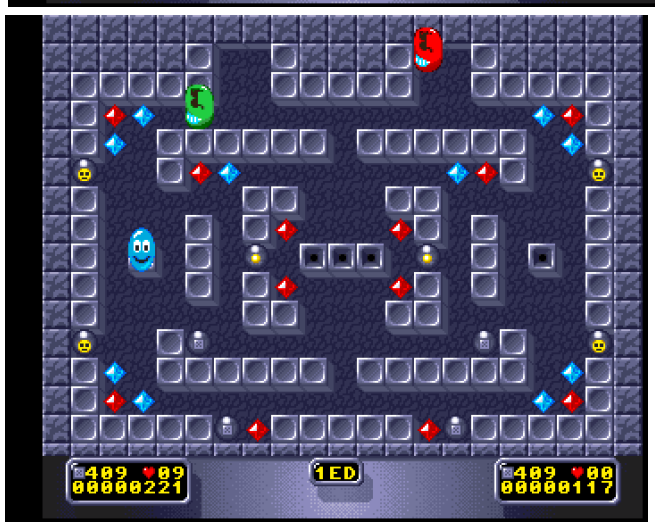
Now this is classed as commercial, but it really is a very polished Public Domain game, that was sold commercially as the Amiga was going through some slim pickings of new games to play in 1995. This though is a great game, mixing in Pac-man with a healthy dose of head scratching as well. The purpose of the game is to collect all the gems and make it to the exit (letter E. The trouble is when you move the key it will keep moving in the direction pushed until it hits something. Combine this with enemy balls moving around the maze and you have quite a fun and polished game.

It also has a surprisingly good fun an competitive 2-Player game thrown in as well.

All in all a thoroughly enjoyable little game that is well worth a play.







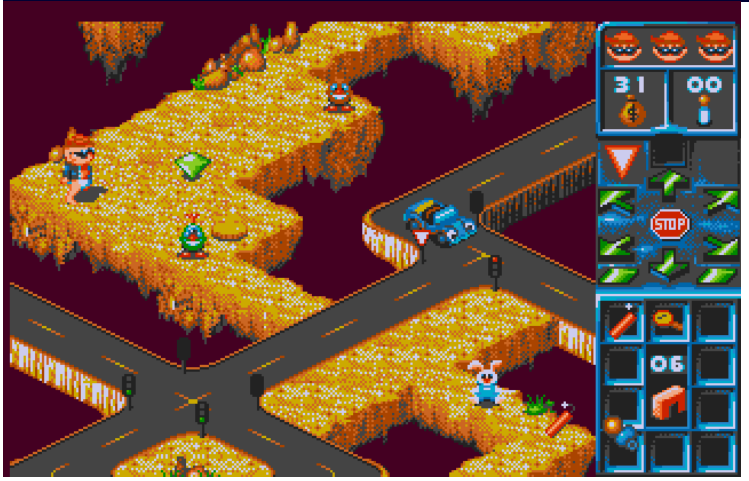
Brat (1992)

£24.99 – Image Works / Dev: Foursfield

[7/10 – 'Polished and original, let down by frustrating gameplay.']

O: 93% – 'Make no mistake, this is no childish effort – Brat is as innovative and addictive a puzzle game as you are likely to see for quite some time.'

Z: 90% – 'There are twelve levels overall, each compromising three stages, and I reckon that if you sat down and finished the game in one sitting (if it were possible, which I doubt), you'd be reduced to a jibbering wreck. The graphics, as you can see, are very nice – everything moves well and the screen layout is great when it comes to user friendliness stakes (mind you, if your mouse is crap you may not be of the same opinion). Yup, Brat is original and compelling stuff, it has to be said. My only worry is whether the compelling side of it is quite 'compelling' enough, as at times it can (I found) turn into a bit of a memory test (and my memory is virtually non-existent). That aside, though, there's one thing I can say without a shadow of a doubt. This game is no duffer! In fact it's the dog's!



AF: 87% – ‘Brat is a cute game to watch and a vicious beast to play. It calls for pixel perfect mouse work, inventive thinking around problems and excellent timing. Colourful graphics supplement the game, adding character but they never overpower the core concept. It’s a puzzle game in a cuties clothing, and so works better than the usual collection of blocks. Guiding the nipper away from doom ain’t easy and won’t appeal to everyone, but those who take the Brat on board are guaranteed sleepless nights, full of attempts to get the kid snoozing. Just like the real thing.’

AA: 87% – ‘I’m amazed how people can still think of original ideas for games after all this time, but Foursfield have managed to do it in Brat! Although it is just a type of platform game when you look at it, the control system really changes matters. The graphics are very good and the sound absolutely amazing with loads of cutesy sampled speech. But when it comes down to it it’s the original control method that will make the game a hit. This is the sort of stuff that makes computers worth owning.’

Taken from Amiga Format Issue 22 >

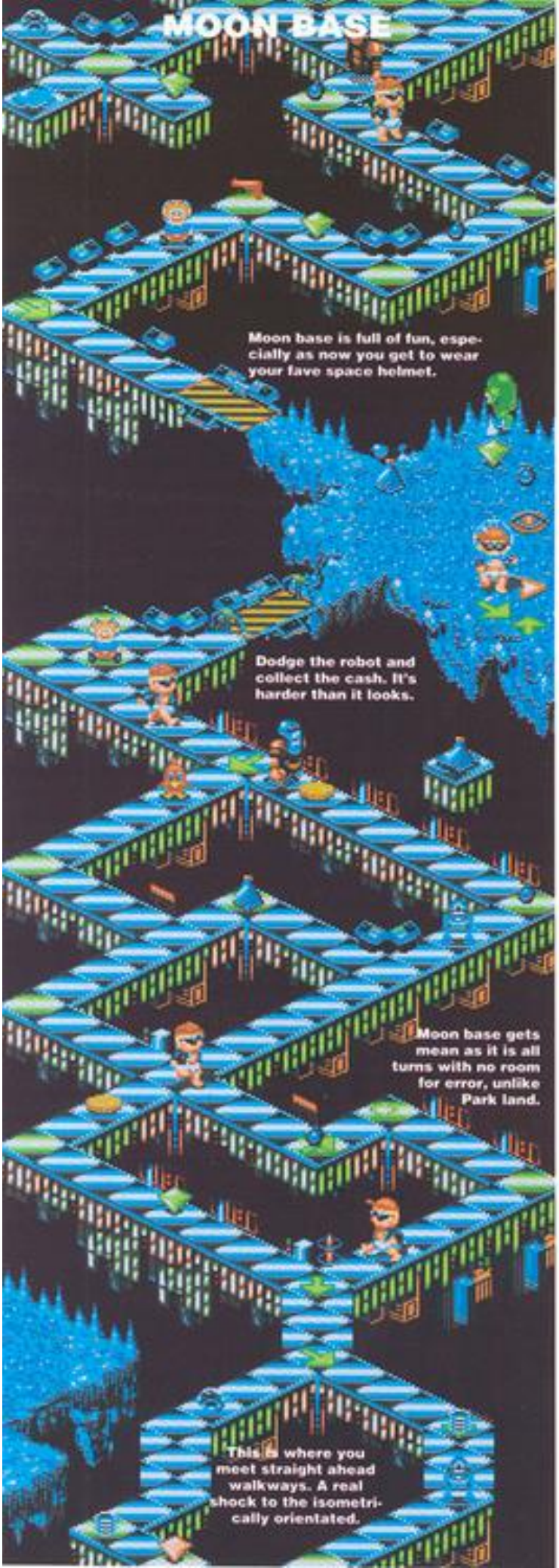
ACE: 850 / 1000 – 'It's a remarkably clever game which is easy to pickup and difficult to put down. If only it didn't make you feel like taking a hammer to the TV screen on quite such a regular basis, it'd be flawless.'

AC: 75% – 'Brat is a lot of fun. Although initially frustrating. You'll soon find it to be a source of many hours of entertainment. Once again it seems ImageWorks have delivered the goods.'

CU: 73% – 'A nice idea, let down by many annoying elements.'

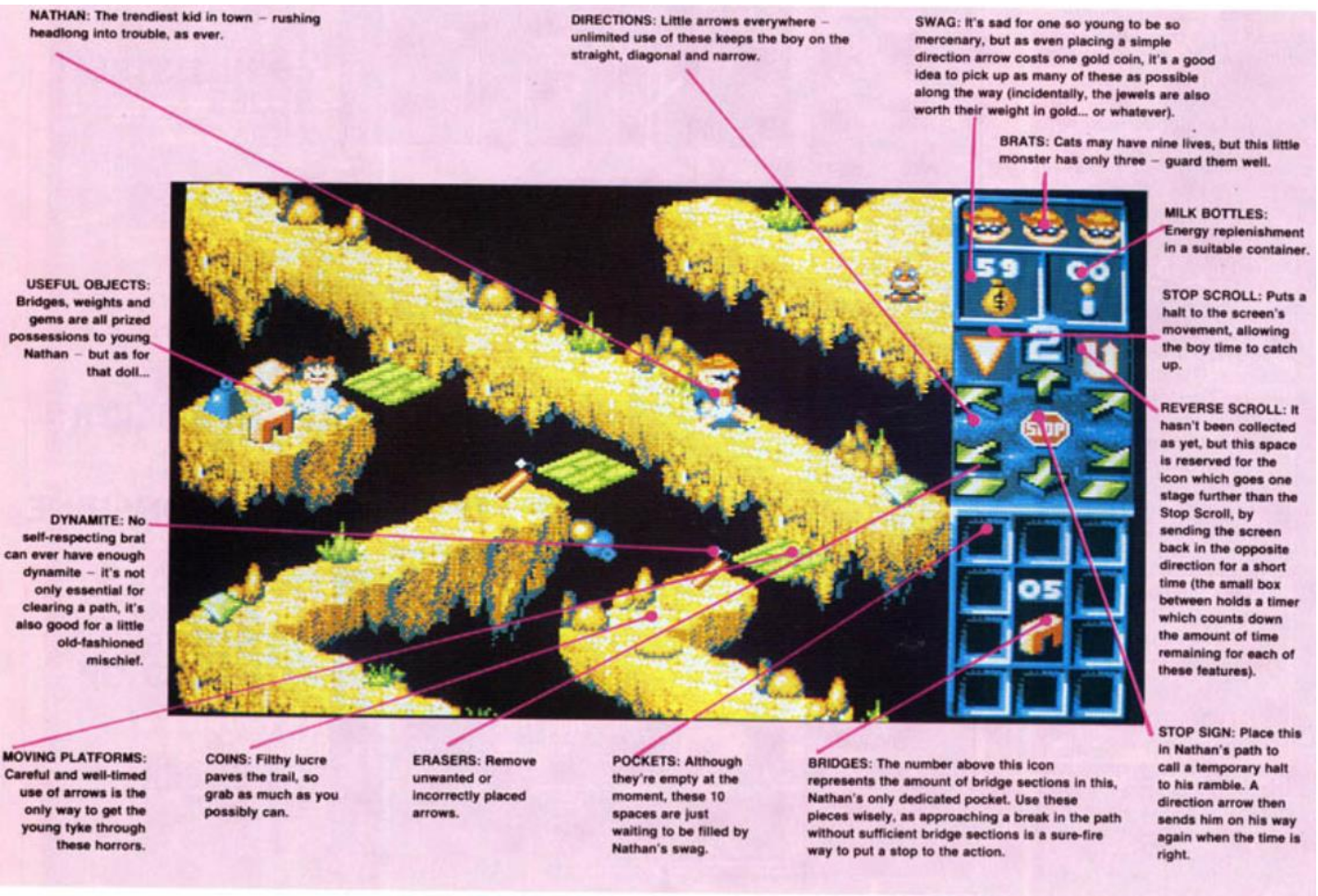
AP: 65% – 'Beautifully programmed and with lovely sound and graphics. Brat is utterly ruined by a colossal misjudgement of character. If you can identify with Nathan, you're not the kind of person I'd want to meet down the pub on a Saturday Night. In fact, I don't even think you should be allowed on the streets.'

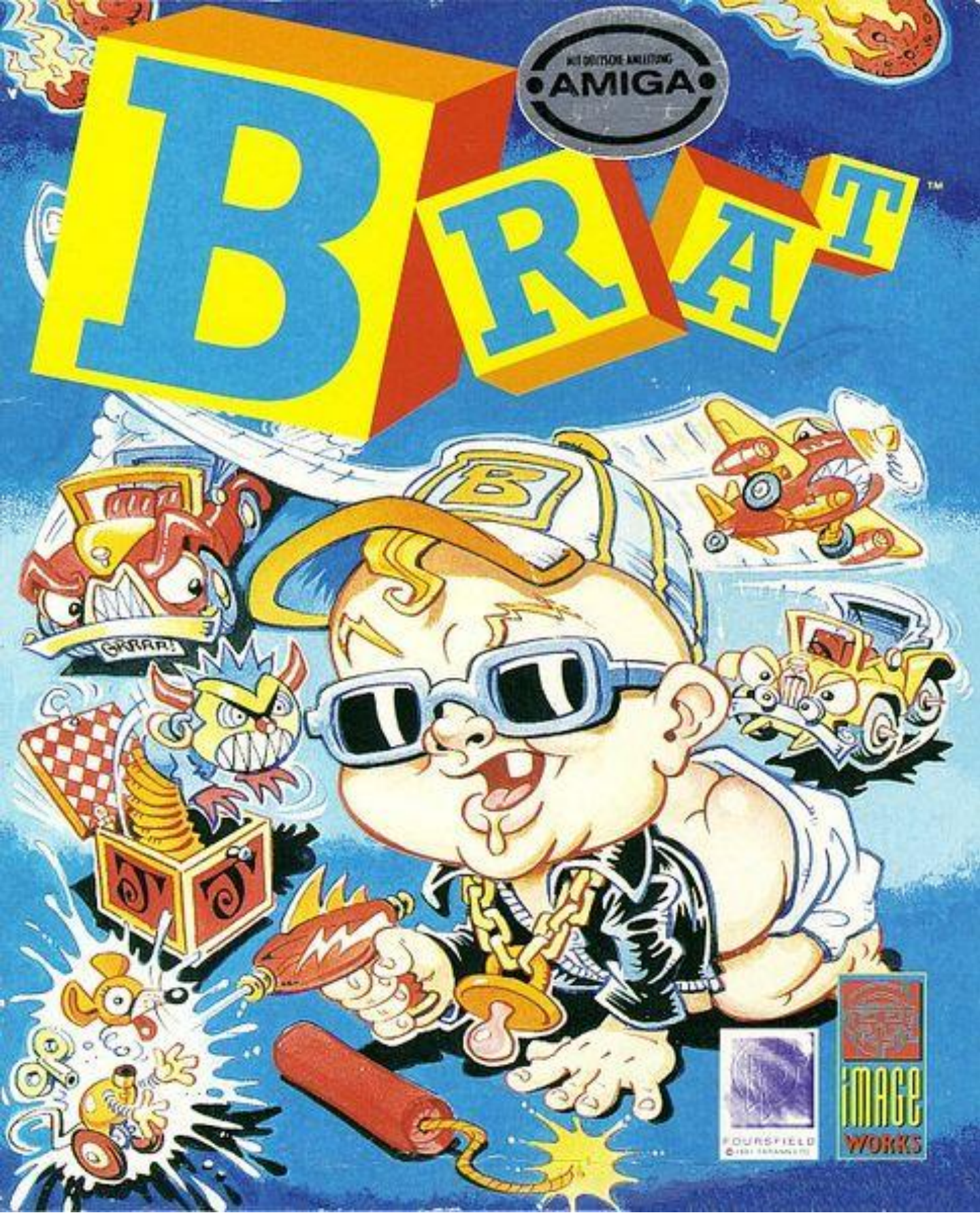
Ok this is definitely a Marmite game, with you either loving or hating it. The premise of the game is simple, You must help Nathan the Bratty baby negotiate his way through an isometric maze by placing down arrows, objects and commands around the level for the baby to follow. There is much to frustrate with this game. The single direction scrolling and having to restart the whole friggin' level each time you die (they are big levels.) being the main things. If only they sorted those two factors I would have a lot more love for this game. As it stands I like what its trying to do (and would be fab on a touch screen today) but it all frustrates me a little too much for me to truly engage with the game. Still its nice and original, with nice visual and music, so if you want to try something a bit different then this is definitely worth your time.



HOW TO WHACK THOSE BADDIES (OR JUST GET AWAY IN ONE PIECE)

Cars – Use lollipop poles or Dynamite (but that's harder).
Ducking birds – Stop before the bird and wait until he ducks his head three times – then go!
Mice – Cheese.
Dogs – Bones.
Spinning tops – Block with weight.
Toy soldiers – Rag dolls.
Jack in the box – Place weight on top.
Rock piles – Dynamite or grenades.
Large rock piles – Match to cannon after aim set by pressure pad.
Drawbridges – Toggle with Brat or weight.
Trap doors – Pressure pads.
Sharks – Hams.
Mines – Torpedo.
Yachts – Torpedo.
Hoppers – Drawing pin.
Stinkbomb – Aerosol.
Mole – Spade (he really whops his head!)
Model planes – Firework rockets.
Green robots – Grenades.
Red robots – Blue/yellow pass.
Force field gates – Appropriate coloured pass, placed on gate.
Airlocks – Pressure pads.
Meteor fire – Water pistols.
Green hoppy monster – Glue.
Green space orbs – Springs.
Cannon – Block with weight.
Space slug – Eats arrows and follows their direction.
Space mole – Drop weight on head when mole comes out of the ground. (Don't worry, he can take it!)
Drops – You're going to need a parachute.
Colour pads – These are coded. It's your job to make them all flash on.

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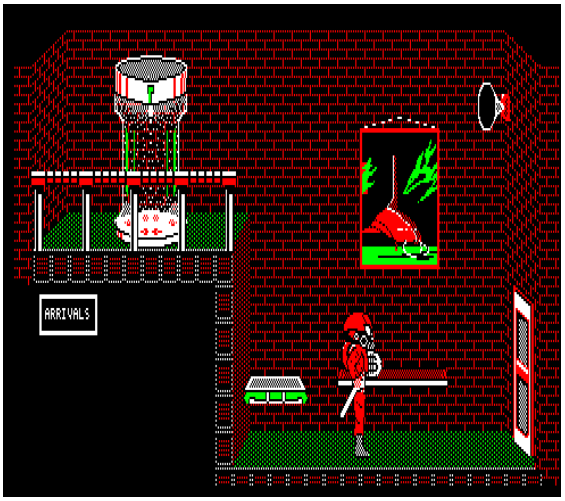
©1991 TARANN LTD

IMAGE WORKS

Brataccas (1986)

£24.99 – Image Works / Dev: Foursfield

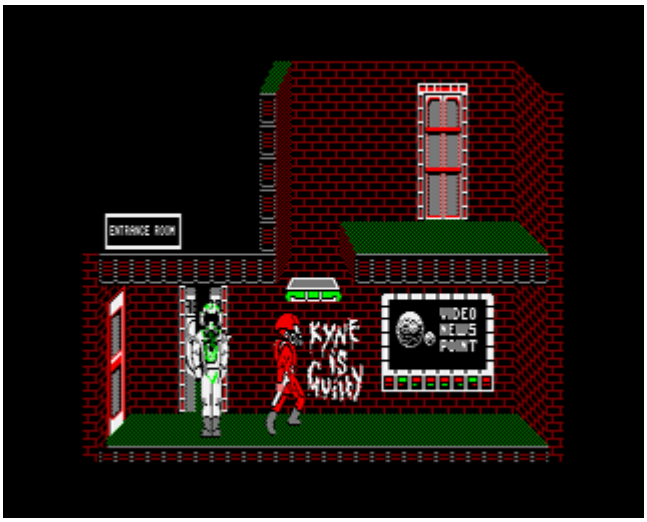
[4/10 – 'Interesting oddity, hasn't aged well today.']



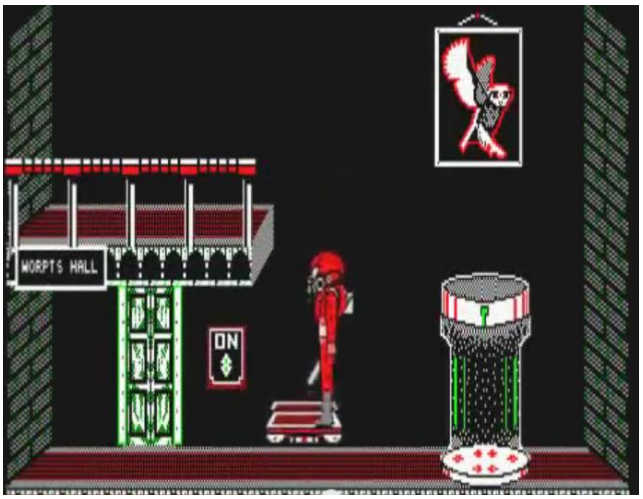
Historically speaking (for video games that is) this is quite an interesting game. As this was the first game released by the newly formed publishing house Psygnosis, who was formed from the ashes of Imagine software, which had been a really bug publisher in the 8 bit era and famous for making headlines in newspapers such as buying kid programmers Ferraris and then infamously going belly up in 1984, all caught on camera by BBC documentary Commercial Breaks (https://www.youtube.com/watch?v=ZoDh61sgCOg)

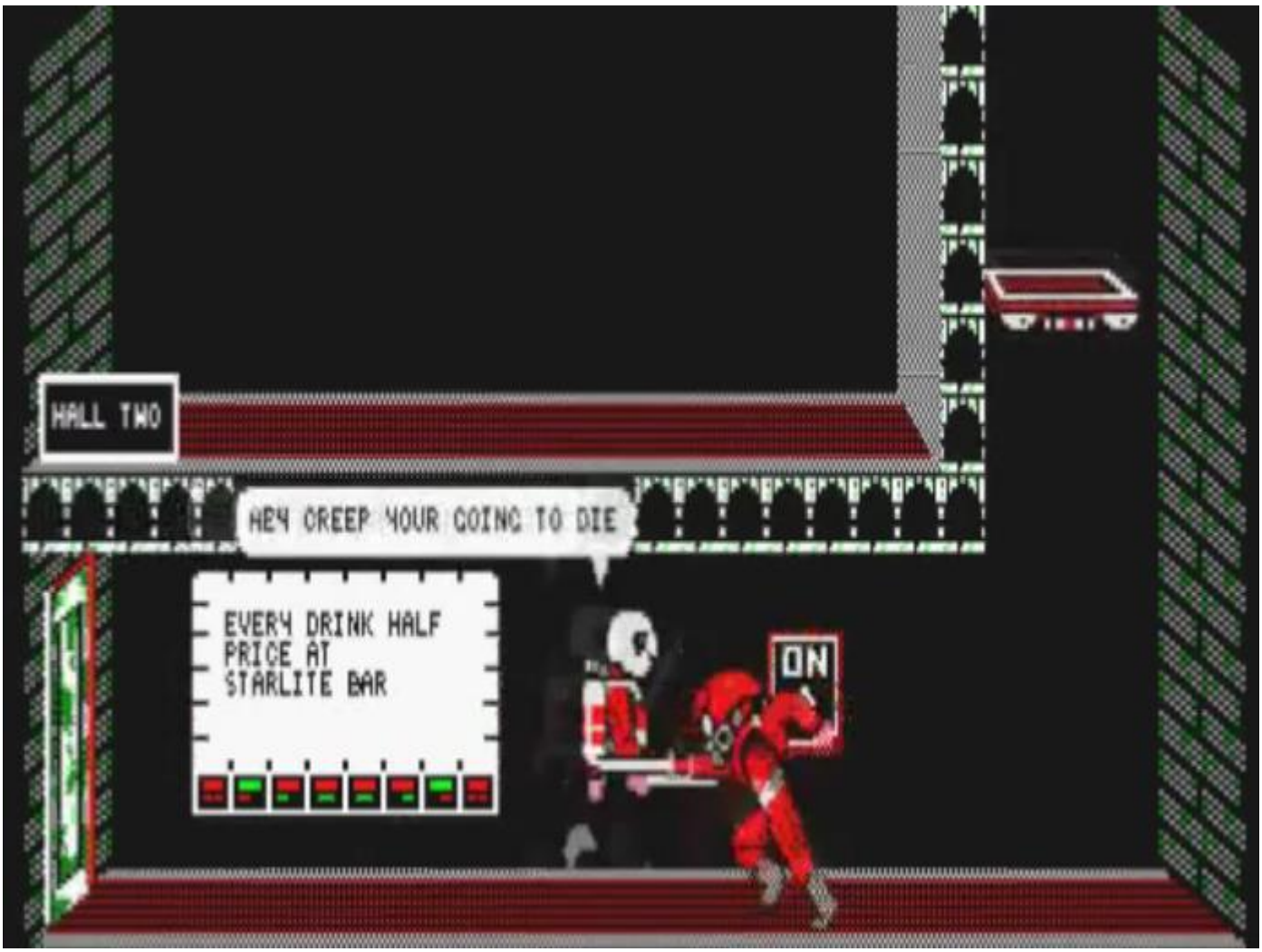
Before Imagine went bankrupt there were two games they were working on that was going to revolutionise the gaming world (well according to Imagines adverts) and these games Psyclapse and Bandersnatch would include an extra piece of hardware with extra memory to offer a gaming experience like never before. These games of course never saw light of day, but the code was taken before the bayliffs took the computers and Bandersnatch involved into this game.

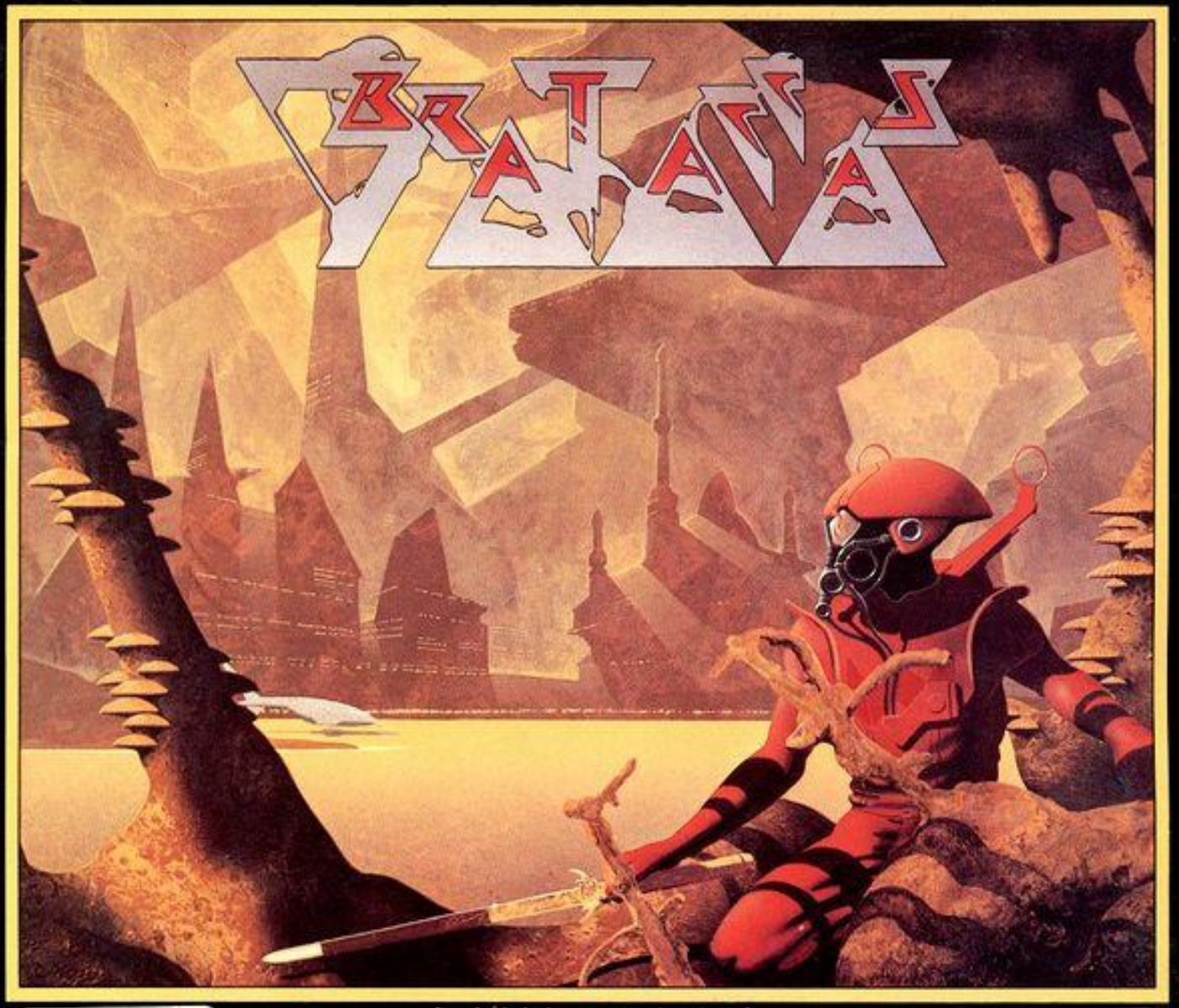
The games story involves you play Kyne a scientist framed for a crime he did not commit by the evil Government (boo) who set him up when he refused to share how he made the process to create a super being. The game itself is very much in the old 8-Bit style of wandering endless mazes. I suppose for its age, the game isn't bad, but without a nostalgia cushion to play the game on the game hasn't aged well.



The controls as default are horrible on default as it is the mouse which is unplayable. To get this half playable press the Page Down key and then press F6 to change you controls to keyboard (its still awful to control, but at least you have a fighting chance ☺)







MINDSCAPE

PSYGNOSIS

FOR YOUR
Commodore
512k Amiga

You, KYNE enter the room with apprehension, you know you are in a restricted area . . . . .

A glimpse into the vast simulated world that is the mystery of BRATACCAS . . . . . so much adventure . . . . . so much excitement . . . . . so much . . . . . inside this the worlds' most sophisticated piece of entertainment software.

Outside the moon sets quickly . . . . . visible for only a moment on its 8 minute orbit of BRATACCAS . . . . .

A policeman confronts you . . . . . you are on his territory . . . . . his sword is drawn ready for battle . . . . .

Commander Stopp on one of his brief excursions away from the sanctuary of his office . . . . .

At least we know where we are in this infernal place . . . . .

One of the surveillance cameras . . . . . a slip now and messages will be flashed to all available policemen . . . . . your death is then certain . . . . .

A way out . . . . . does it lead to your salvation????????? . . . . .

A video news point . . . . . displaying an advert for one of those mindless arcade games . . . . .

The Communications officer . . . . . listen to him carefully . . . . . what he says is instantly broadcast to all the official video newspoints . . . . .

The master camera switch . . . . . a chance to kill all the cameras . . . . . but for how long . . . . .

We can only guess as to what will happen on each play of this game . . . . . All we know is that the characters are intelligent . . . . . they make their own decisions . . . . . you must make yours . . . . . and live or die by them . . . . .

The communications console . . . . . you can take control of his equipment if you kill him . . . . . but wait . . . . . the video camera . . . . . if only I could knock it out?????

PSYGNOSIS

PSYGNOSIS 1985

MANUFACTURED IN UK

Hall Of

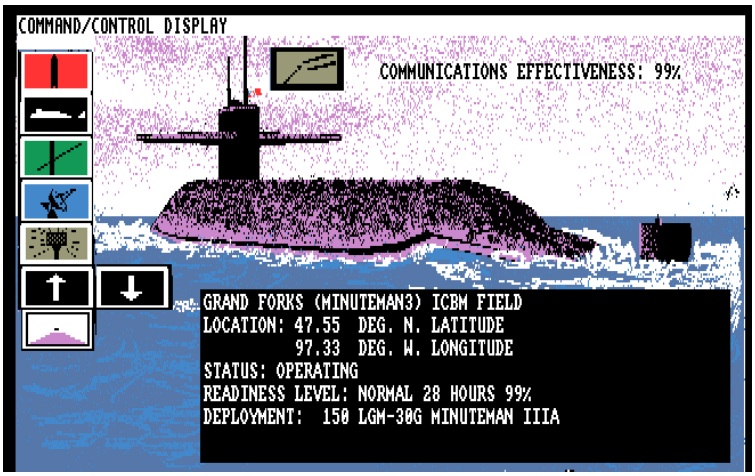
Bravo Romeo Delta (1992)

£24.99 – Guildhall Leisure Services

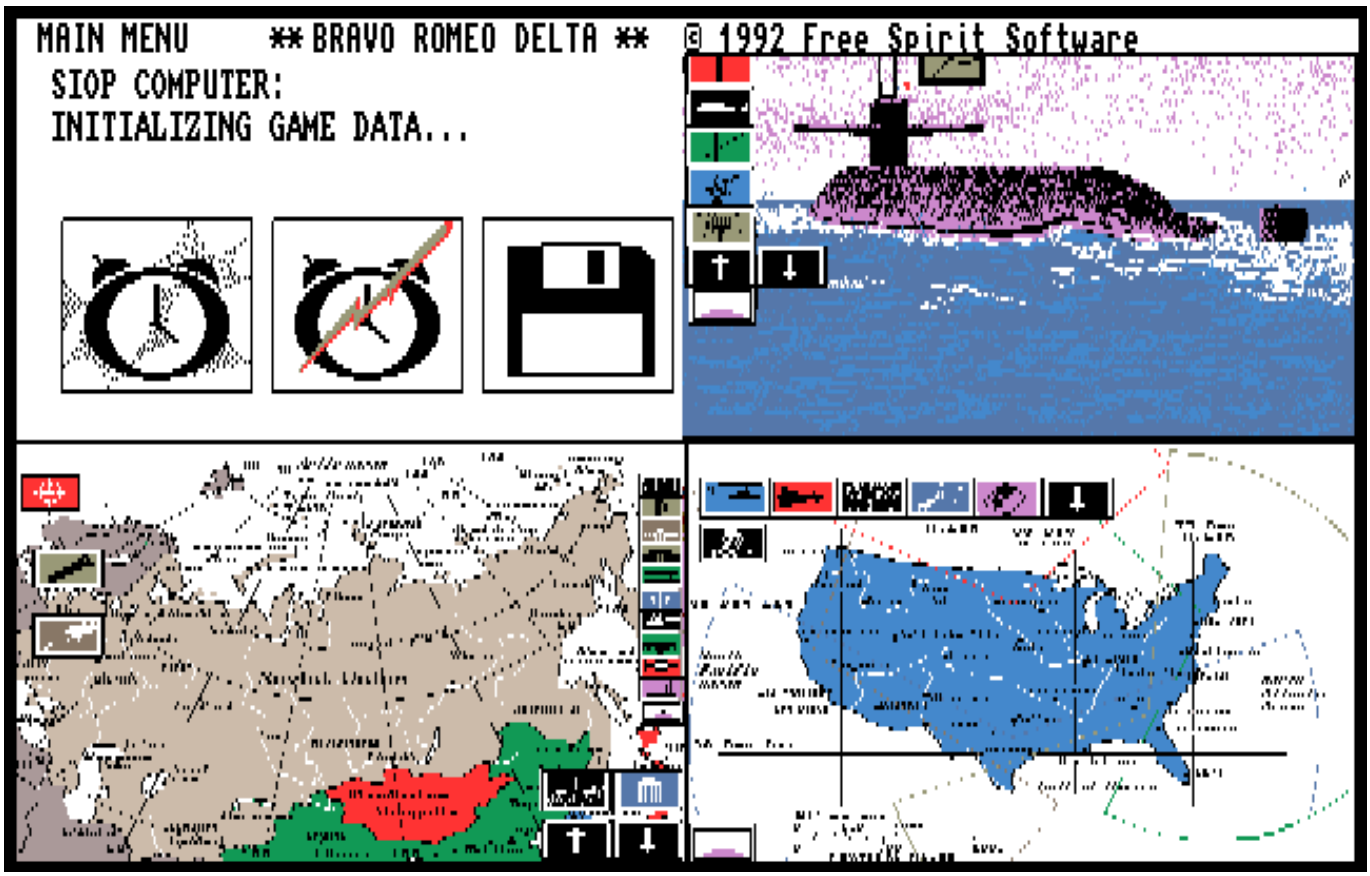
[1/10 – 'Dull and cumbersome strategy game.']

CU: 53% – [R £9.99] 'In honesty, I'm the worst person to review this, because I like Project X. This is clever but dull, and only serious war-heads will get a thrill out of it.'

AF: 30% – [R £9.99] 'Another throwback to the days of poorly designed and uninspired PC-wargames.'



Man this game is so boring. It simulates World War 3 and nuclear war, and yet makes snore-inducingly dull. Avoid.



Breach (1987)

£24.95 – Arttronic /Omnitrend

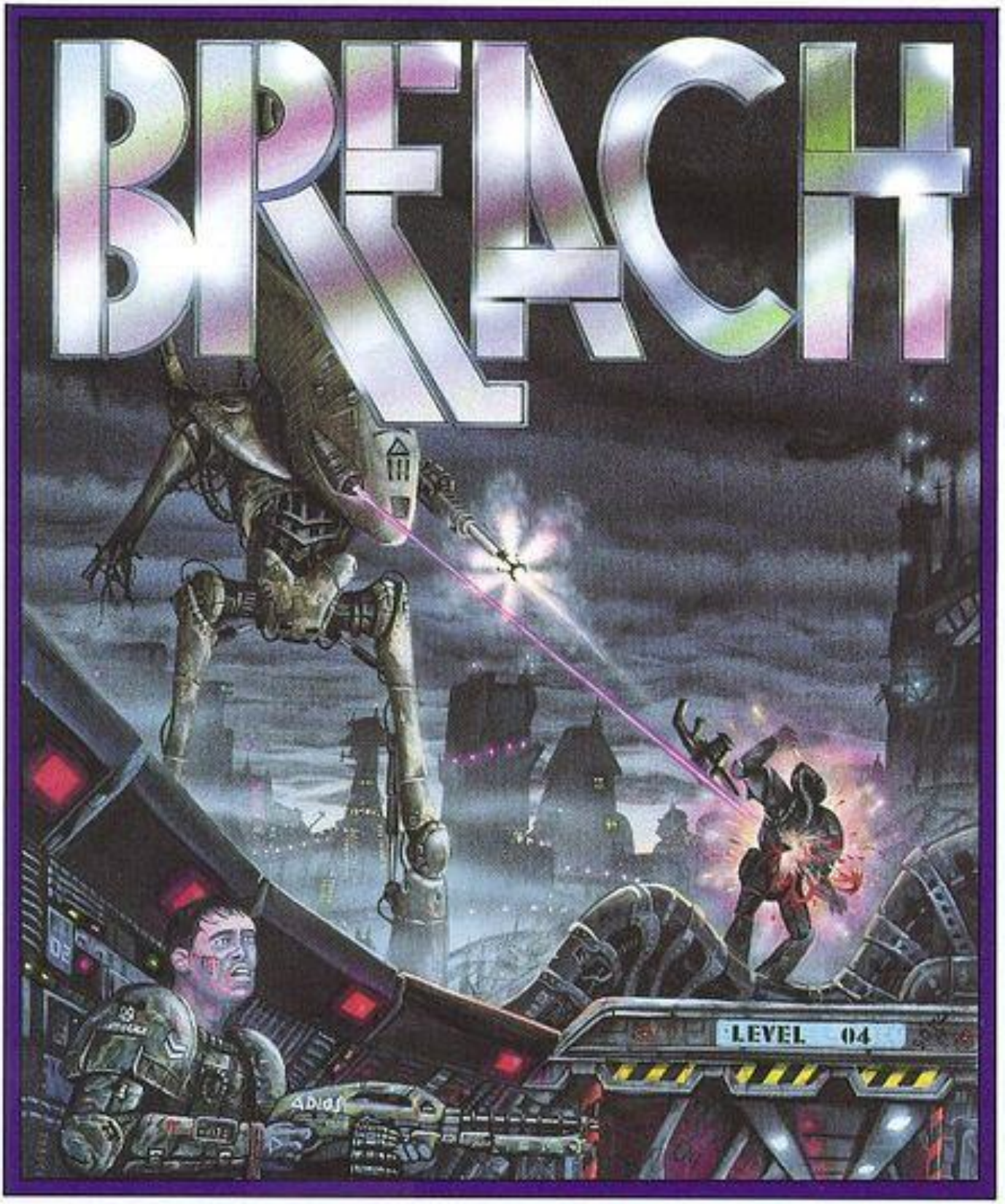
[7/10 – 'Basic to look at but enjoyable turn based strategy.']

ACE: 761 / 1000 –'Breach is very easy to play and as a solo game it's not half bad. There are some annoying parts of the game (You can't move through a square occupied by someone else for example, causing you to make frequent and costly detours) but once you know about them, you can compensate. The overall verdict is simple but playable, the designer option will keep you busy for some while.'

Info: 3.5 / 5 -'Breach is "a single player tactical-level combat game" which combines elements of standard board war gaming, fantasy role playing and graphical adventuring. The graphics are a bit flat, but better than most wargamer fare.'

AUI -'Breach is ideal for all those players who liked the look of Paladin but who could not stomach yet another fantasy game.'

Graphically basic, but in many ways this is like Laser Squad and surprisingly accessible and fun to play, if you like your turn based strategy games that is.



AMIGA

ARTRONIC

"A tactical-level combat game"

Breach 2 (1989)

£24.99 – Impressions /Omnitrend

[6/10 – 'Better graphics, but I found the controls less intuitive than the original.']

YA: 95% –'Breach 2 is a superb product. The presentation is great, gameplay couldn't be much improved and it's just so addictive! Even non-strategy fans will love its mindless violence that combines with careful thought and planning. At last Impressions have proved that they are capable of great things. Let's have another biggie you guys, try a fantasy role playing adaptation of Breach and really do the business!'

GM: 85% -'The numerous improvements to the original ame, not only in gameplay but also visually and aurally, have made Breach 2 a slick and elegant game to play.'

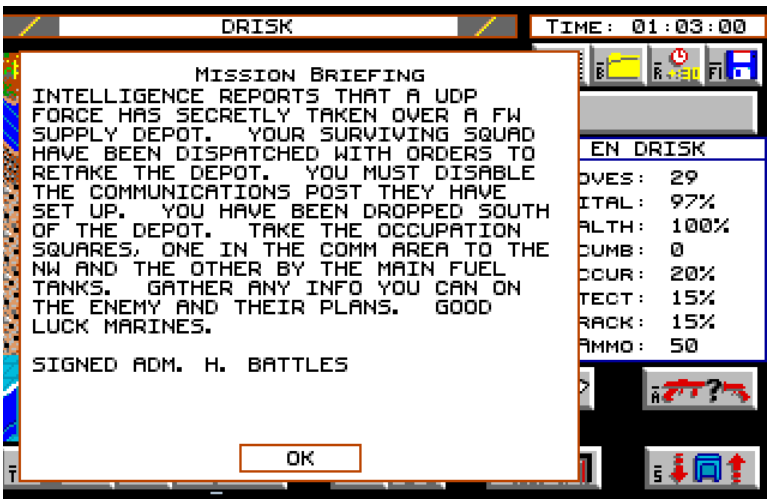
ACE: 825 /1000 -'Breach 2 is a thoroughly absorbing close combat simulation which will appeal to general game players as well as hardened strategy addicts.'

AF: 79% –‘Breach 2 is slow, but strangely absorbing. Once the game as a concept is understood, players can start to use the mechanics o each scenario to their benefit, exploiting the strengths and limiting the weaknesses of a squad. Which makes Breach 2 the obvious choice for those who like their wars to be personal, face-to-face, hate filled affairs.

AC: 78% –‘If you are after realism perhaps you should be looking at Dragon Force, but if a startingly playable and in some places very taxing strategy game is what you are after then this is the one.’

AA: 75% –‘For those of you who have had the chance to see what Breach or Paladin was like, then the coming of Breach II is going to be a pleasant surprise. The gameplay is virtually identical with all the playability of its predecessor. The option to port across a commander you might have made in Breach is also very useful. Whether your interest be in arcade or strategy games Breach 2 is a must.

Info: 3/5 –‘Unfortunately the original, logically arranged point-and-click interface has been replaced. The dreaded conversion-it is strikes again. Breach 2 wasn’t developed with the Amiga in mind, and it shows.’



AP: 60% –[Enhanced Edition Reviewed] ‘A simple looking role playing game – nothing new – but with Amiga standard depth that actually shows.’

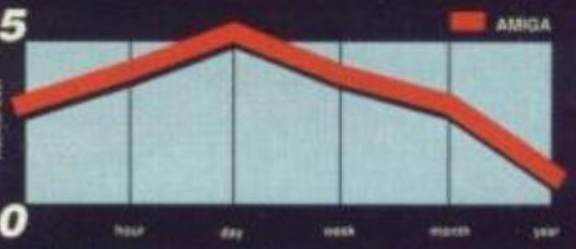
The graphics a little better than the original but I found the game less accessible than the original (but maybe that is because I played it as a kid so got used to that game). The core problem with this game, is that it clearly wasn't built for the Amiga, being clearly a PC game, and it shows out of every pour. If you want a turn based strategy then go to Laser Squad, U.F.O., Battle Squad or indeed the original Breach. There is nothing essentially wrong with this, its just been done better else where.

AMIGA

Although the graphics are nothing to write home about they are perfectly adequate for the job in hand. There is a reasonable opening soundtrack, and then the occasional spot effect during the game. Control is simple using the mouse, but there are also keyboard equivalents for every command.

GRAPHICS	6	IQ FACTOR	7	ACE RATING 825
AUDIO	6	FUN FACTOR	8	

PREDICTED INTEREST CURVE

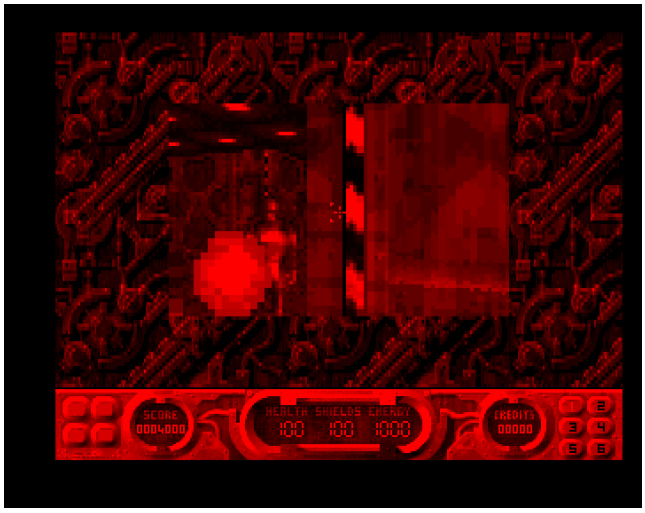


This is not a game that has an immediate visual impact. Neither is it the sort of game you can just boot up and play without some preparation. Once you have become accustomed to the way the movement phases work then there are many hours of absorbing entertainment to be had out of Breach 2. Even when you have played it for some time you may occasionally want to come back to it for the odd game.

Breathless(1996)

£24.99 – Power Computing / Fields of Vision

[5/10 – 'Nowhere near as fun as Doom, but technically a very impressive game.']

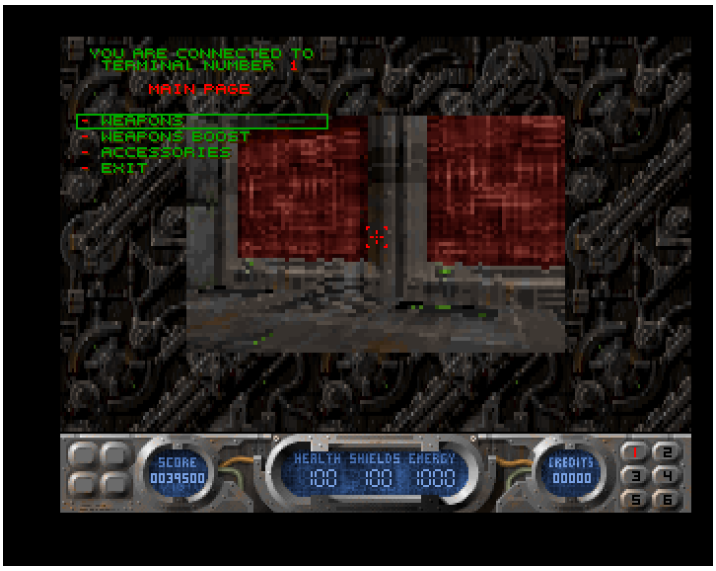


AF: 95% –'At last the Amiga has broken through the 3D Doom engine barrier and proved itself capable of matching and beating machines costing multiples of its price. Things can only improve from here on in. Its arrival couldn't have been more timely. Imagine you were trapped in a box canyon surrounded by hostile Indians. You'd just fired your last bullet and the Indians were coming to get you. Just as you were about to throw the gun at the first Indian to appear you heard the bugle of the seventh cavalry in the distance and the Indians scattered like the wind. Breathless is that bugle call.'

CU: 92% -'Once you've seen these graphics it's difficult to contemplate returning to the old ways. Big, beautiful and brash. Brilliant.'

AP: 56% -'Technically lovely there's no denying it (even on an ordinary A1200), and easily the best attempt at a direct clone (albeit one done by people who've more or less completely failed to grasp the whole point of the original). But you won't care, because by halfway through level two you'll be sound asleep. In 2D, it'd be drivel, and that means in 3D it's drivel – but in 3D. This is AMIGA POWER. Hear no lies.'

This game is a real shame as technically what Fields of Vision has managed to pull off on an Amiga (all be it a sup-ed up one) is simply astounding. This really was comparable technically to PC games of the time. Sadly however, the level design in the game is terrible, whilst Doom has a fantastic layout of enemies, secrets and objects, this game has no such thought behind it.



Consequently the games balance is all over the place and the game simply isn't fun to play. Worth booting up on sup-ed up Amiga to see what the machine was capable of, just don't expect to be entertained for long.

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"If the Amiga was compared to King Arthur, Breathless would be Galahad - the worthiest and most able champion in the land. It can't be recommended enough." AMIGA FORMAT MAGAZINE

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FVN
Fields of Vision
Software Design

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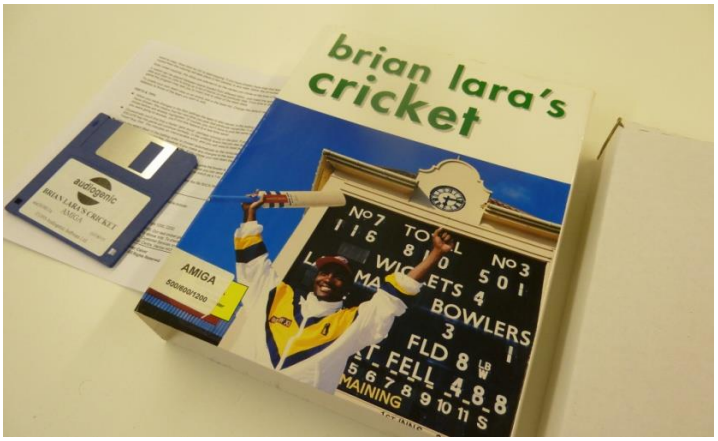
Brian Lara's Cricket '96 (1996)

£29.99 – Audiogenic

[8/10 – 'Great game of Cricket just don't expect it to be different to Graham Gooch World Cricket.']



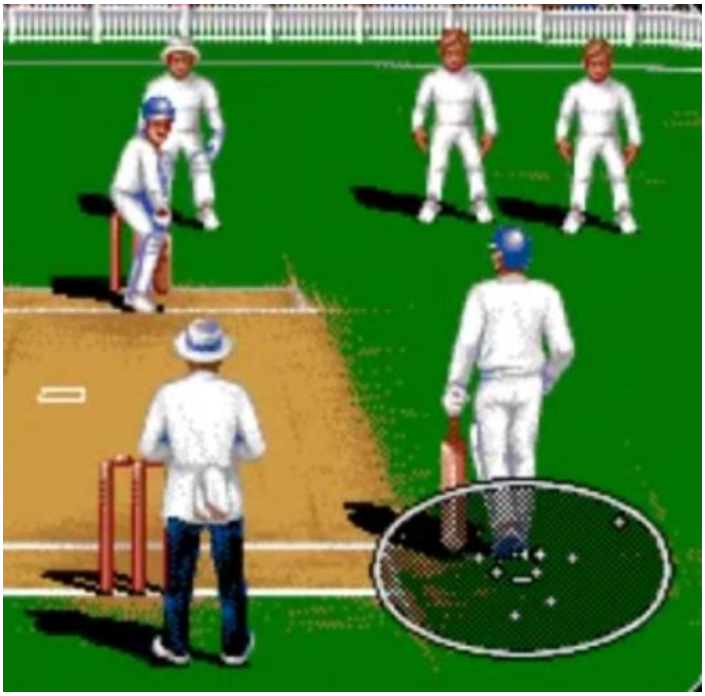
AF: 88% –'This is great. They've improved the annoying bits and kept the core gameplay.'

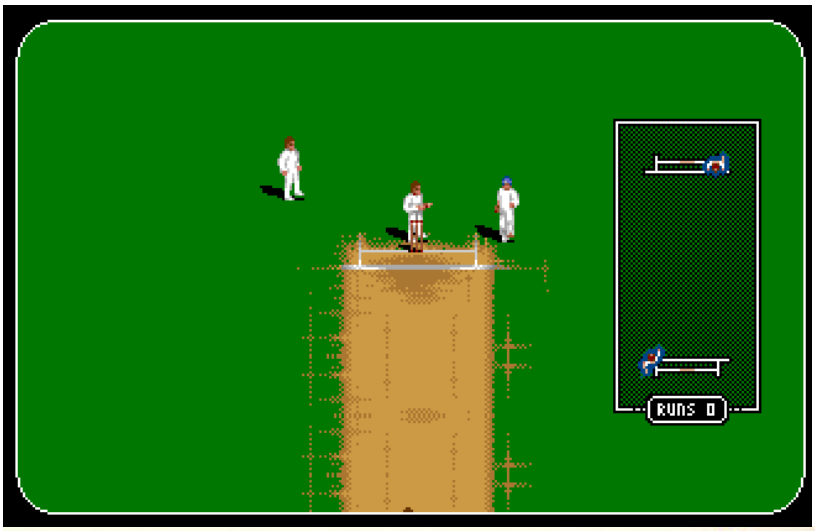
CU: 82% –'Very competent sim. Cricket fans will love it.'

AA: 72% –'As far as the changes go, they're fairly limited and whether this warrants a full price release is debatable. The only noticeable difference is the fact Audiogenic have changed the name from Graham Gooch's World Class Cricket to Brian Lara's Cricket '96. And er that's about it.'

AP: 55% -'In short everything that could have been done to make Brian Lara Cricket '96 the definitive Audiogenic cricket sim has been done. It's been tidied up, sorted out and dusted down. Just as the Amiga as a games machine coughs its last fleck of blood from it's diseased chest and slumps its head on the floor. 'Nads. And now the difficult part of being a games reviewer; deciding on the score. There is part of me that wants to shout "Oh you sad, cretinous ignoramuses, why has it taken you several YEARS to sory out this game that could have always been this good and instead foisted a succession of bug-ridden, flawed versions on us until we were sick of it. I'm going to give you 20% and let that be a warning to you." And likewise there's a part of me that wants to say 'the best Amiga cricket sim in the world just got even better, a game that's delighted and dazzled a generation of gamesplayers has been given the slickest polish yet – well done Audiogenic – 90%. But only because I wanna get quoted on the box.'

Ok this is yet another rebadging of Graham Gooch World Class Cricket (I make that seven rebadged versions of the game by Audiogenic). This was the last one they did and so consequently is probably the one to play as it is the most polished of all of them. Although if truth be told, you wont notice what those tweaks are. Also I am not being picky here.. But Brian Lara is black, so why are all the players all white in the game!!??. All in all a fun game of cricket, just don't expect anything different from Graham Gooch, beyond a '96 update of the player rosta.





A question of control

The controls are pretty damn simple; and even if they're NOT simple enough for you, you can select a skill level to suit your abilities (or lack thereof!) The fielders can either be directly under your control or completely CPU-controlled; leaving you to just worry about bowling. The bowling itself is pretty easy: just make sure that by the end of your allotted time limit you've moved the bowling cursor to the position you want and then wiggle the cursor in the prescribed manner to gain as much speed or spin as you can. Strategies come from your selection of bowlers – so you might want to opt for a fast bowler but then deliberately send a slow delivery to confuse things. You can also use spin bowlers to trick opposition, and even pretend to be clumsy when fielding to tempt batsmen into going for extra runs they'll never complete. If you chose to play with manual fielding it's really just a case of running the active fielder towards the ball and throwing it back to the wicket as soon as possible. Batting is easily more fun than fielding or bowling, with a combination of timing and a good working knowledge of the various possible shots being necessary to strike a good shot every time. You still get to see the target hinting at where the bowler is aiming, and then you need to select from the eight joystick directions to select the shot (ie down/left for an off-drive, left for a cover drive, etc.) finally timing your swing correctly depending upon the speed of the delivery. You can then speed your runners up by waggling the joystick as fast as possible. Easy, non?

Brian The Lion (1994)

£25.99 – Psygnosis /
Dev: Reflections

[9/10 – 'I adored this game, technically it is so impressive and great fun to play.']

AUI: 87% –'Brian the Lion is a platform game which Psygnosis are rightly proud. The gameplay is slick and fast and the whole package is excellently presented.'

CU: 86% –'Very playable and very colourful, Brian is probably the best-written platform game ever. With more tricks and stunts than most similar games. It's the kind of game you must have in your collection, even if its just to annoy your console owning friends.'

AC: 85% –'The graphics are sex on the screen, the sound's great, it plays like a platform demon and is as addictive as nicotine and caffeine mixed together. It's certainly the best platformer I've played in a long time.'

O: 82% - ‘I’d be lying if I said I hadn’t deliberated long and hard over my overall mark for BLT because at the end of the day, for all the good points of the game, there’s still something missing. Graphically it’s very appealing, and some of the console-style effects – zooms, rotations, etc - are absolutely excellent. Likewise the tunes and sound effects are all done very well. But there’s something about the main character and the overall ‘fullness’ of the game that leaves me unsatisfied. I think one of the reasons for my enjoyment of Zool 2 last month was the improvement of character and, to be honest, I don’t think I was aware just how important that was until now – basically, Brian is too soft looking. When you get to some of the later levels with ghouls, ghostly trees and so on, a lion with a semi-perm and a pair of Bemuda shorts just looks out of place. The control system is very nice and, apart from the sometimes frustrating ice levels, you’ll never have any trouble getting Brian to do exactly what you want, but one majot mistake I think the programmers made is the use of parallax – in particular, the way backgrounds move in unison with Brian. In some of the empty-looking levels, you might be jumping from, for example, one crocodile’s head to another, and at some points you’re just floating in free space with no landmarks to show you if you’re moving at all. It’s only when a piece of scenery appears and goes hurtling bu, that you realise how wrong you’ve been in your ‘leap of faith’, leaving you tumbling into the sea, lava or off the screen – minus one life. It’s quite obvious that a hell of a lot of time and thought has gone into BTL and it is without doubt a very goof platform game – it just lacks that certain ‘something’.

AF: 49% –‘Brian the Lion is certainly big enough and bold enough to stave off the fiercest competition but unfortunately it’s also boring enough to send you to sleep.’

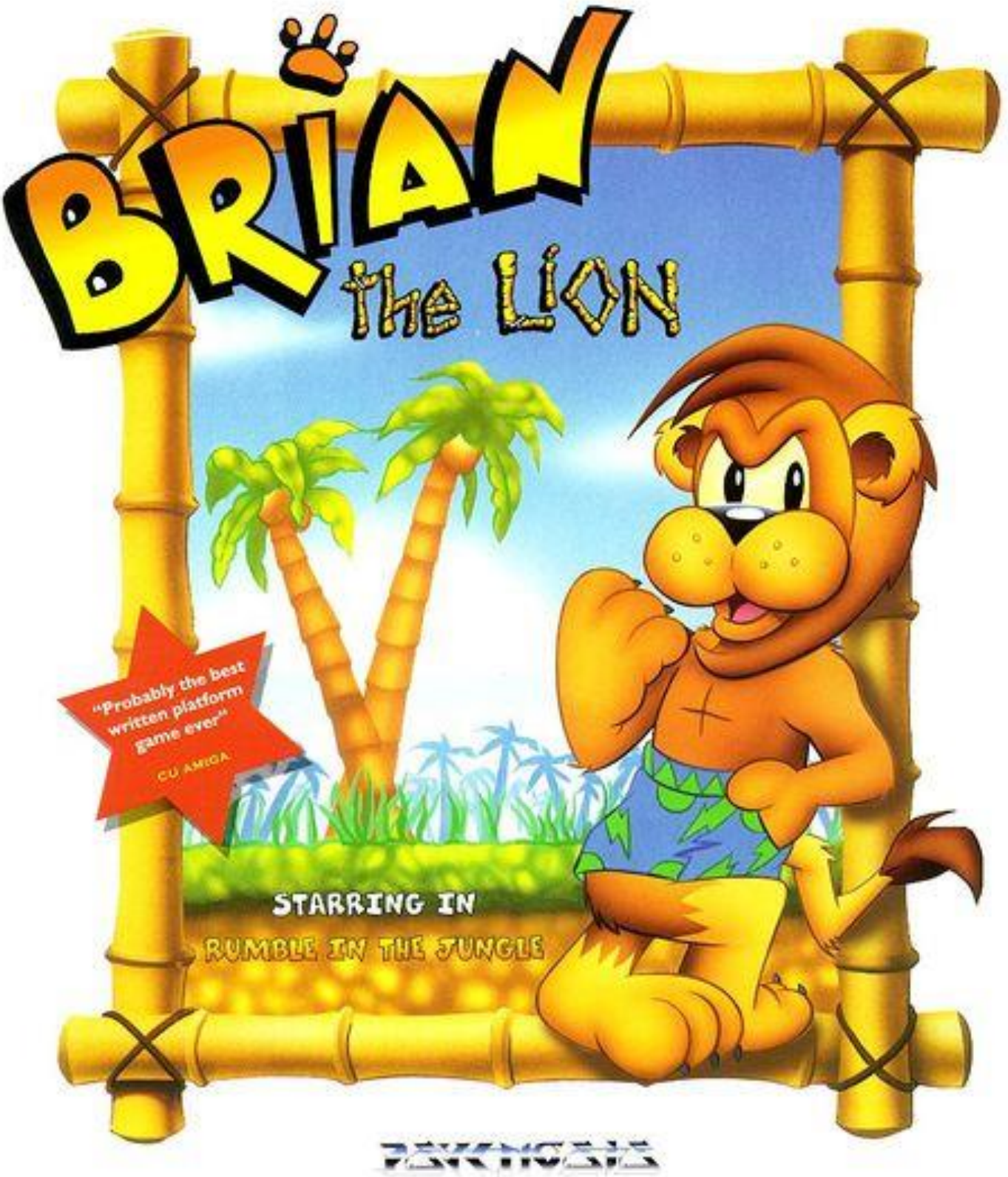
AP: 42% –‘I started out quite liking Brian the Lion (it’s as technically accomplished an Amiga platformer as I can remember seeing), but as time wore on and I discovered more and more, the score just plummeted and plummeted. For Brian’s sake, I decided I’d better stop playing it while it still had some marks left.’

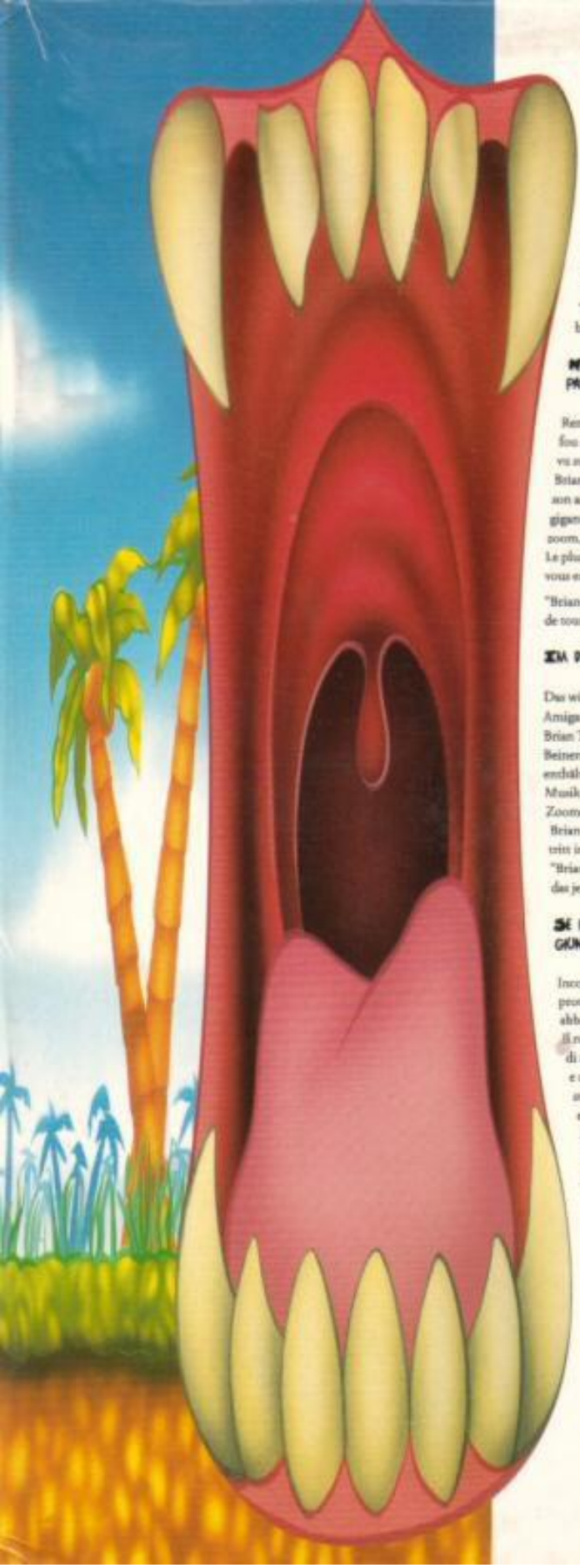
This was developer Reflections (Shadow of the Beast trilogy) last game on the Amiga, before they went on to wow the gaming world with their Driver and Destruction Derby games.

In fact most of team who did this game such as two of the coders of this game Michael Troughton, Russell Lazzari and Philip Baxter on graphics, would be heavily involved on all those later Reflection games.

I really enjoyed playing this game, especially on the CD32 or A1200 AGA version (pictures are from CD32), where the graphics are even more stunning. Ok compared to a console platform like Mario or Sonic then this is average, but on the Amiga then this is up there with the best being a polished, fun and gorgeous platform game. I love the music as well in the game by Richard Ede and Psygnosis veteran Mike Clarke.

On lots of the levels you will find a helpful tornado to take you to secret levels.


BRIAN
the LION
"Probably the best written platform game ever"
CU AMIGA
STARRING IN
RUMBLE IN THE JUNGLE



IF YOU CAN'T STAND THE HEAT, STAY OUT OF THE JUNGLE...

Meet the funkiest feline on two legs, Brian the Lion, starring in the wildest adventure ever to hit the Amiga ! Brian's rumble in the jungle boasts hundreds of frames of character animation, megabytes of infectious music and a magnificent menagerie of console-style FX -including zooming, sprite scaling, de-resolution and rotation.
The scariest sight in Bermuda Shorts this side of Baywatch, Brian The Lion pounces into action in a roaring romp that's so hot it's positively tropical.

"Brian looks, plays and sounds superb. Definitely one of the best platformers around." AMIGA ACTION

NE RESTEZ PAS DANS LA JUNGLE SI VOUS NE SAVEZ PAS VOUS DÉFENDRE...

Rencontrez le félin sur deux pattes, Brian The Lion, le plus fou des héros dans le jeu de plateau le plus sauvage jamais vu sur Amiga!
Brian rugit dans la jungle grâce à 218 images rien que pour son animation, plusieurs megabytes de musique et une gigantesque ménagerie pour un jeu de style console FX - en zoom, en sprite-scaling, en de-resolution et en rotation.
Le plus cool des chats et Roi des animaux, Brian The Lion vous emmène rugir de plaisir dans une jungle mirifique.

"Brian The Lion est probablement le meilleur jeu de plate-forme de tous les temps!" CU AMIGA - SCREENSTAR AWARD

DIE PSCHUNGEL IST DIE HÖLLE LOS...

Das wildeste Platform-Abenteuer aller Zeiten kommt auf den Amiga:
Brian The Lion. Mit Brian, der ausge flippresten Katze auf zwei Beinen, in der Hauptrolle. Brians Rummel im Dschungel enthält zahllose Figurenanimationen, Megabytes ansteck ender Musik und Grafikeffekte wie auf einer Gamekonsole, darunter Zoomen, Skalieren, De-Resolution und Drehen im Konsolenstil.
Brian The Lion, coolste aller Katzen und König der Tiere, tritt in Aktion. So heiß, daß es schon tropisch wird.
"Brian The Lion ist wahrscheinlich das beste Platform-Spiel, das je geschrieben wurde!" CU AMIGA - SCREENSTAR AWARD

SE NON SOPPORTATE IL CALDO, STATE LONTANI DALLA GIUNGLA...

Incontrare il felino più originale su due zampe, Brian il leone, protagonista dell'avventura di piattaforma più selvaggia che abbia mai colpito Amiga!
Il ruggito di Brian nella giungla vanta centinaia di riquadri di animazione di personaggi, megabyte di musica contagiosa e un magnifico serraglio di effetti stilistici, inclusi lo zoom di stile consolle, la scala sprite, il cambiamento di risoluzione e la rotazione.
Il più hullo dei gatti e il re degli animali, Brian il leone balza in azione in un gioco di ruggiti che è così caldo daessere veramente tropicale.

"Brian The Lion è probabilmente il migliore gioco da piattaforma mai elaborato!"
CU AMIGA - SCREENSTAR AWARD

▲ A1200 SCREENSHOTS

REFLECTIONS

1993

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Bride of Dracula (1991)

£25.99 – Gonzo Games /
Dev: Toast Dept.

[5/10 – 'Lots of great humour and great concept, just poorly implemented.']

AF: 73% - 'You won't find anything here to amaze you, either in the graphics (fair, with some good coloured skies), the sound (spot effects and not very good ones) or gameplay (too easy), but Brides of Dracula could keep you interested for a day or two. But then, so can watching paint dry, at a push.'

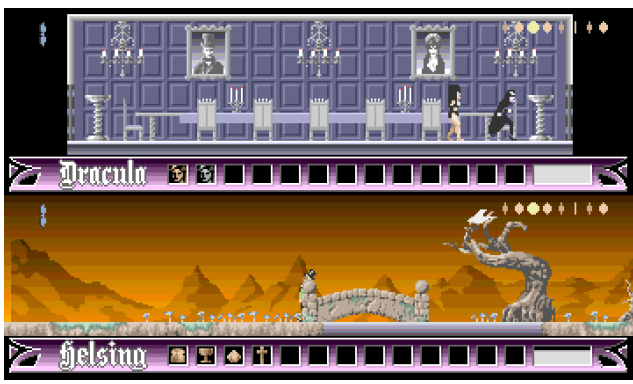
CU: 73% - [R - £9.99] 'The plot is a simple one – Count Dracula is alive and well and is looking for a wife. The nearby town of Bistritz has 13 suitable candidates, but before any can become a bride, Dracula must first bite them and then lead them back to the castle, where they will wait in a coffin for him. Unfortunately, Van Helsing is also alive and well, and has a few scores to settle, so is also searching the town with an eye for revenge. He'll stop at nothing to get his hands on Dracula, and that's where the fun begins. In this one or two player game, you and a friend can play either of the characters in their relevant quests. It's all played out on a split screen, horizontally scrolling landscapes with both parties occupying the same world. To begin with, they start as far apart as possible – Dracula searching for wives and Van Helsing looking for the tools he needs to destroy the dark Count. However, as the game progresses the tension mounts and before too long you'll find yourself crossing each other's paths constantly. It's all good fun, and very easy to get into, despite the slightly confusing screen layout. The simple controls mean that before you know it you can get right into the game. An excellent attempt at an odd idea.'

AF: 70% - ‘Brides of Dracula results in being a formulaic adventure escapade that won’t thrill you and will struggle to fulfil you.’

AP: 59% - ‘Let’s start with the bad points. Well, for a start, the graphics are amateurish and very 1980s, although there are a few arty touches to the teleport system. Much worse, is that fact that it’s all so very plodding. Getting Drac to move is like watching paint drt, and dull old Van Helsing’s not much better either, except you do get to laugh at his stupid walk. As for vamping those maidens, it’s all very well, except you have to go and get them one at a time, take them individually back to the castle, and then go down to town to get another one – how very repetitive.

Don’t get the impression I’ve got a total downer on the game, though. It’s actually quite a hoot – the way in which you vamp unsuspecting maidens is suitably tasteless, for instance. At one point I ‘did’ a blond haired maiden in a long green dress, who promptly turned into a scantily clad young vampress with spokey black hair, who told me my wush was he command. Now that is what I call metamorphosis! Humorous vampire antics do not a great game make, especially when it all boils down to a tediously slow split screen race. Briefly funny, but no way is this a good deal.’

AC: 31% - ‘I don’t think this game’s likely to rise from the dead too often. Ho ho ho, I’m a right joker me.’



This is such a great idea for a game, having Drac and Helsing in a race to collect up their stuff. Sadly it all runs far too slow and so combined with big maps to traverse makes collecting up what you need (babes for Drac and tools for Helsing) ends up being a tiresome task. Which is a real shame as that is the whole game. Hopefully some indie developer out there will be inspired and take this great concept and run with it…If you do, let me know please as I would love to play it.

Brides Of Dracula

AMIGA

GONZO GAMES

Brides Of Dracula

In the depths of Translyvania lies the castle of the Eccentric Egomaniac Vampire Superstar Count Dracula. In his never ending quest to prove what a guy he is to all his chums, he's decided to get seriously married. He already had a tip off that the nearby village of Bistritz is home to some thirteen particularly foxy chicks - just the number he was looking for!

"Only Gonzo Games could take what seems to be a sensible plot - mix it with Monty Pythonesque humour and twist it around until it is beyond recognition - and still bring off the idea superbly. That's exactly what Gonzo has done so expect the unexpected" Atari ST User Star rating Accolade 92%

AMIGA £25.99 CDTV £29.99 ATARI ST £25.99 C64 £10.99 (C) £15.99 (D)

HORRIFIC ZOMBIES/ROTTING CORPSES/OUTRAGEOUS ANIMATION/ MULTI LAYER PARALLAX/SCANTILY CLAD LASER - FIRING STATUES/236 COLOURS ON SCREEN (AMIGA)/ONE OR TWO PLAYER

GONZO GAMES

BROOKLANDS, NEW ROAD, ST. IVES,, HUNTINGDON, CAMBRIDGESHIRE, PE17 4BG
PHONE: 0480 496497
"SCREENSHOTS FROM AMIGA VERSION"

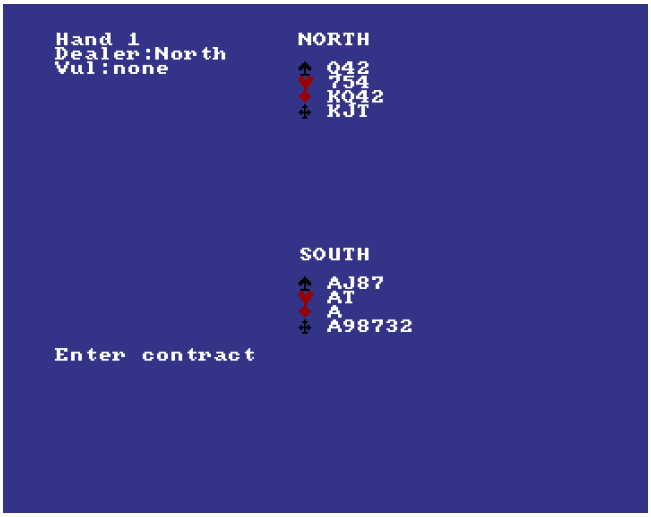
Bridge Player 2000 (1989)

£25.99 – Oxford Softworks /
CP Software

[1/10 – 'Cumbersome interface and no help for the novice Bridge Player wanting to learn.']

AUI: N/A – [Version Reviewed is Bridge Player 2000 without the Tutor] 'My impressions? Well, if you are after a Space Acd or Elite then this is definitely not a go. However it would appear to me that Bridge is really not that sort of game anyway. This is definitely not the game a complete novice would use as too little is explained to really tutor you adequately. But if you have the rudiments and need practice, and the occasional tutored hand and analysis to improve your bridge, then this may be almost exactly what you need. And if you need this, who cares if doesn't have a WIMP* interface. After all, we are talking Bridge, not Go Fish!.'

* WIMP – this stands for Windows, Icons, Mice and Pointing. So basically means a Windows style operating system.



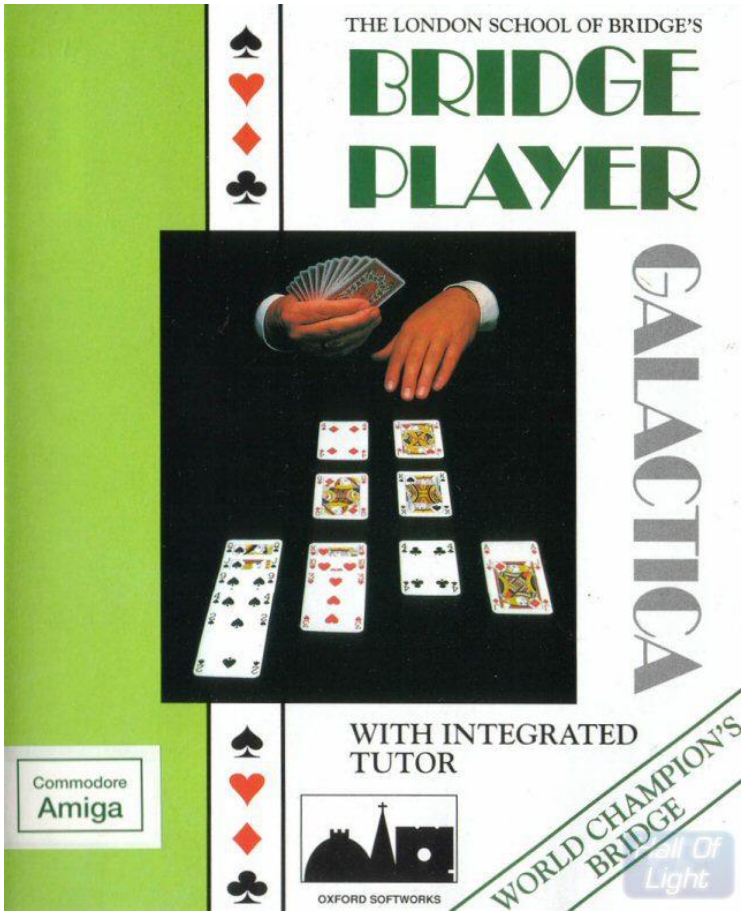
Actually the is two versions Bridge Player 2000 and another that included a Tutor. I was actually curious to play this one as always wondered about how to play Bridge, as I know my parents used to play it all the time. Sadly I was at a complete loss. I could find know tutor and was thrown into the deep end without a clue what to do. Also it really annoyed that the programmers of this made the interface so basic, I mean how difficult would it have been to draw a picture of a card and allow you to use the mouse. Ok hopefully I will have more luck with the next few Bridge games.

Bridge Player Galactica (1989)

£25.99 – Oxford Softworks / *CP Software*

[3/10 – 'Better than BP 2000 but not by much.']

Another Bridge Player although still no mouse controls and leaves you hopelessly lost for the novice. At least this actually draws some cards this time.

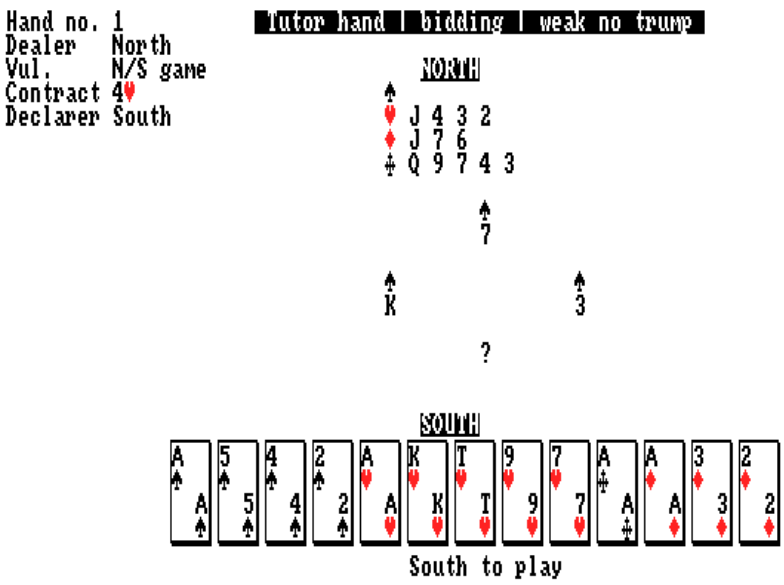



```
                    KEYING INFORMATION.

        A = Ace; K = King; Q = Queen; J = Jack (Knave); T = 10
     To bid 4 Spades enter 4S (i.e. first the level then the suit)
    To play 2 Hearts enter H2 (i.e. first the suit , then the card)
      (but see the manual for abbreviated system of playing a card)

B     - (during bidding) restart the bidding; (during play) review the bidding
L     - leave TUTOR mode but continue to play as a randomly dealt hand
M #   - see recommended bid or card to play
N     - abandon current hand and proceed to next hand
O     - abandon current hand and proceed to list of OPTIONS
W #   - switch the hands around the table clockwise and start the hand again
F # * - at trick 8+, get computer to play your best card. Be patient!
Space - get the computer to bid or play a card for you
E   * - see the cards played to earlier tricks
G # * - go back and (re)bid and replay the hand
P   * - peep at the other hands
R   * - recommence the play of the hands
U   * - unplay this trick (when trick completed)
V # * - vary the contract and/or declarer
Y # * - concede the rest of the tricks
Z # * - claim the rest of the tricks

  #   =  not used in TUTOR mode:  *  =  used only during card play
```



THE LONDON SCHOOL OF BRIDGE'S

BRIDGE PLAYER 2150 GALACTICA

With Integrated Tutor

Nicola Gardener, co-author of Bridge Player 2150, is a bridge player and teacher of world class. She is winner of two World Championships (1982, 1985), three European Championships (1976, 1984, 1988) and winner of all national events in England.

Nicola has appeared with Pat Davies in two BBC2 Bridge series 'Grand Slam' and presented the series 'Master Bridge' for Channel 4. She is a director of the London School of Bridge which teaches the game to over 1,000 people each year.

THE BRIDGE PLAYER, designed for players of all standards, gives literally millions of possible hands, simulating the game of Bridge with full realism.
The program's bidding routines are both comprehensive and versatile, using the ACOL system and the Stayman, Blackwood, Gerber, Grand Slam Force and Unusual No-Trump conventions.

THE BRIDGE TUTOR contains 100 tutor hands designed to instruct the intermediate bridge player. The hands, with commentary, were composed or selected by Nicola Gardener, international bridge player and bridge teacher and range from fairly straightforward hands to endplays and squeezes.

BRIDGE PLAYER 2150 GALACTICA also contains an amazing number of unique and innovative features,* including:

- full information displays during play of the contract
- a post mortem facility, enabling you to rebid and/or replay any hand
- scoring of the last hand and the rubber on a cumulative basis
- input your own hands or save and load hands from disc: a number of interesting hands are provided
- solves double dummy problems from trick eight onwards
- options to bias the deal to give you and your partner winning hands
- special 'cheat' options to peep at the opponents hands, see previous tricks, claim rest of the tricks, review the bidding
- and much, much more.

THE INTEGRATED BRIDGE PLAYER AND TUTOR, WITH POWERFUL CARD PLAY AND WEALTH OF SUPERB FEATURES, OFFERS YOU HOURS OF ENJOYMENT IN THIS CLASSIC GAME OF COMMUNICATION AND SKILL.

*some features not available on all versions.

5 013829 000620

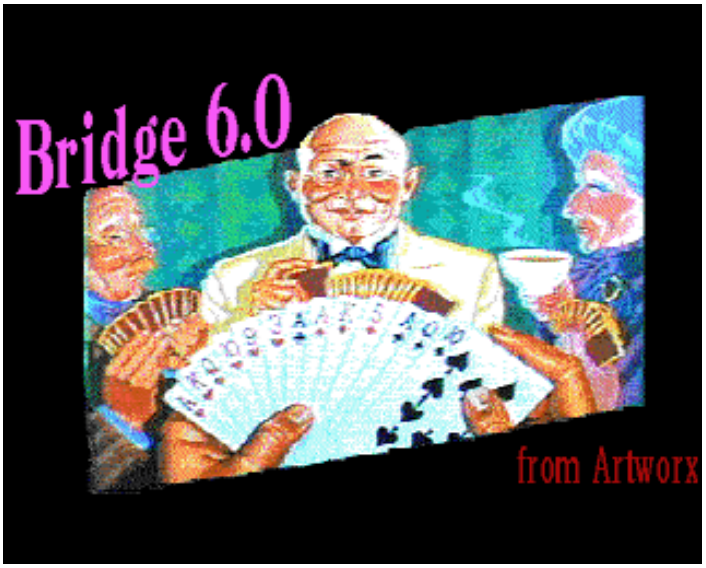
OXFORD SOFTWORKS is a division of CP Software, Stonefield House, 198 the Hill, Burford, Oxfordshire, England.

Bridge 6.0 (1990)

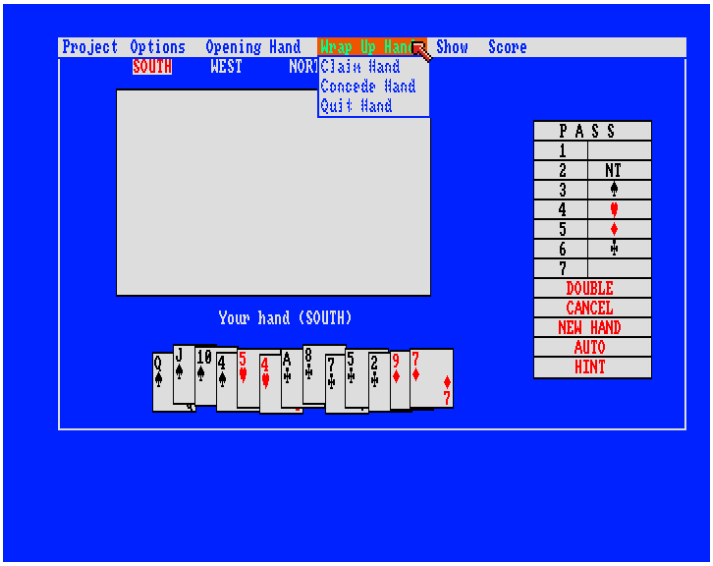
£25.99 – Artworx Software

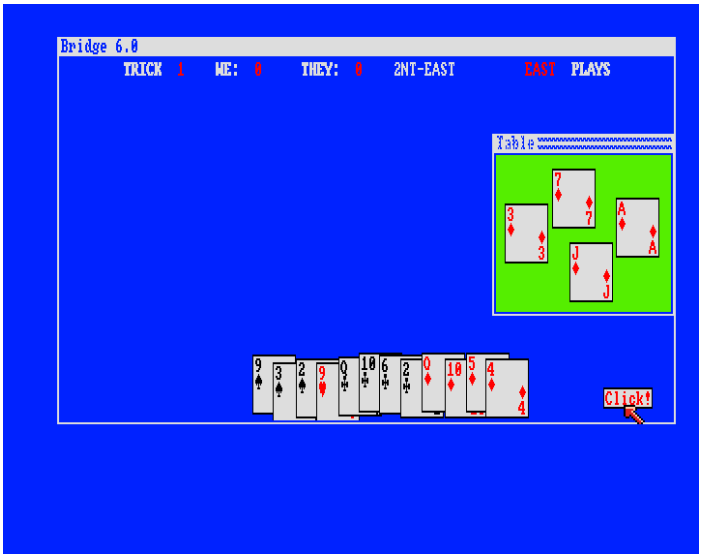
Barrett & Smith Enterprises

[7/10 – 'Quite a good Bridge game, if you like that kind of things.']



Info: 3.5 / 5 - 'I haven't played much Bridge in the past couple of years (I've been too busy blasting aliens instead), but this game brought iy all right back. There aren't many bells and whistles, the graphics are adequate, and the sound next to non-existent. However, cutthroat bridge players don't much care about the niceties: they're more interested in the game for its own sake. And Bridge 6.0 plays a vicious game of either contract or duplicate – I only pulled off a couple of finesses in several hours. Bridge fanatics will love it.'





Ok this bridge game impressed me the most with the three I have just played. This game actually does things like use a mouse and draw graphics (oooh exciting ☺). One thing I liked was it has a hint system that helped me start to work out what I was supposed to be doing. For me it wasn't enough to turn me into a Bridge Addict, and I have heard Omar Shariff's Bridge game is the one to play for Bridge. But still a solid game.

Brigade Commander (1990)

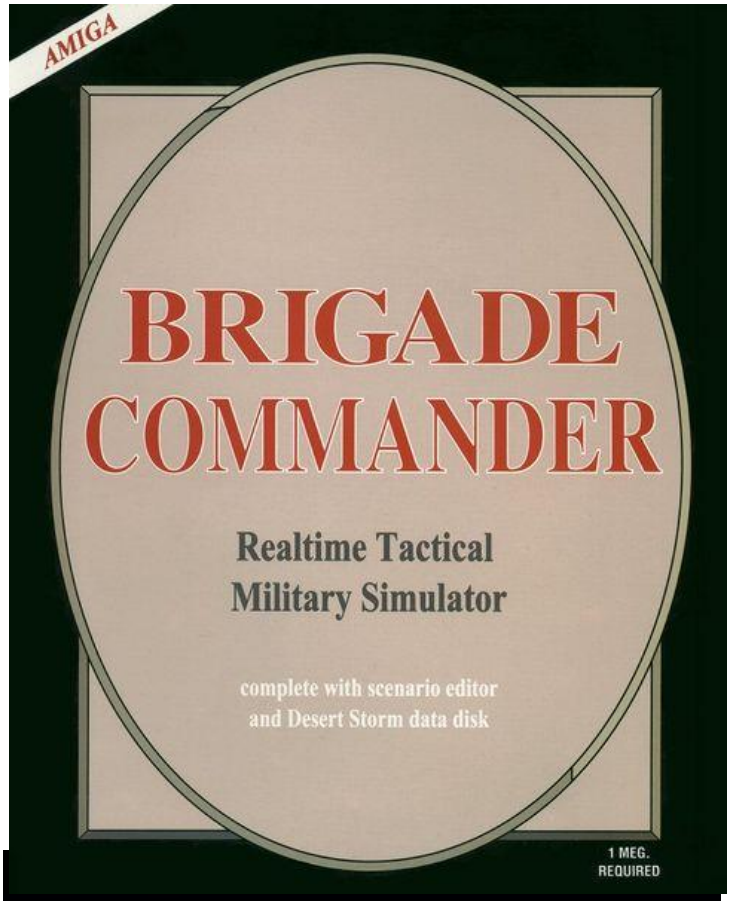
£25.99 – Electronic Zoo /
Dev : TTR Development Inc

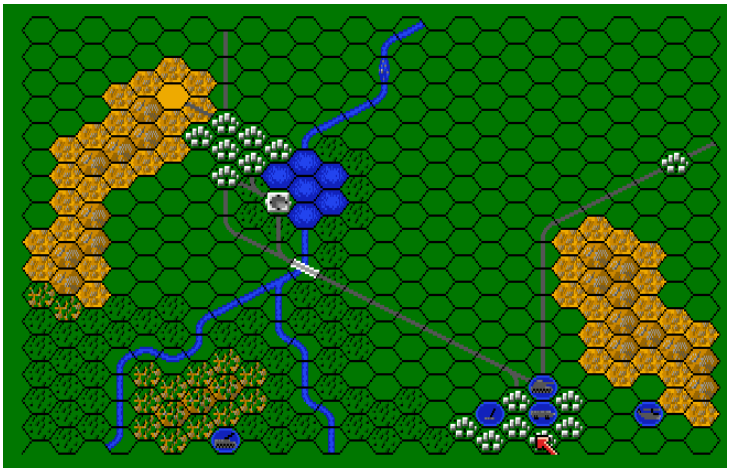
[8/10 – 'Simple, intuitive controls and a indepth strategy game.']

AA: 81% - 'The control system used in Brigade Commander is very simple to get to grips with. Being an impatient git I didn't bother to read the manual before starting to play but this was little problem. The information and background details used in the game are comprehensive and should satisfy any techno-freak. The scenario editor and whole host of other options increase the game's appeal immeasurably. Whether you are a hardened strategist or new to this style of game. Definitely worth a long, hard, look.'

AP: 68% - 'On the surface just another wargame, but its approachability makes for a refreshing change. One meg only though, and the graphics are (as ever) crap.'

I was really impressed with this. The control system is brilliant, allowing multi select commands and all extremely accessible. The scenario builder is a nice little extra as well.





Brutal Paws of Fury (1995)

£25.99 – GameTek/
Dev : Software Sorcery

[7/10 – 'Really fun Beat-'em up. Some gameplay flaws, but worth a go in 2 player.']

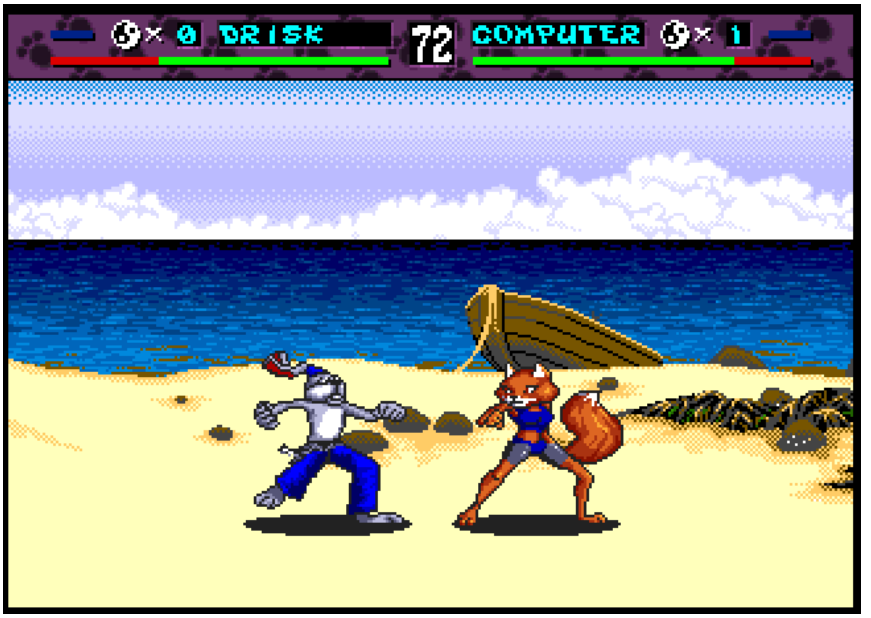
AA: 90% - 'Brutal is a beat-'em-up with animal sprites, and I imagine it wasn't too difficult to program. The bestial connection may well be looked upon as a gimmick, and to be fair it does provide a useful angle from which to sell the product, but with easy playability and great graphics, it's so much more than that. The programmers could have perhaps have gone a little bit further using traits of the animals, but their characteristic strengths are included to a certain degree, and along with the cartoony effects they make Brutal an excellent game that is very much worth playing.'

AC: 82% - 'The game's modest appearance does little to inspire excitement on the first viewing of Brutal Paws. The cartoon characters make an appealing change in the genre, but the quality of the graphics doesn't match up to top selling rivals on the Amiga. Surprisingly, the game overcomes this handicap by combining a few innovations with enjoyable gameplay. Training to acquire a broader repertoire of moves did much to solve the problem of giving a combat game a long term challenge, and highly in keeping with the martial arts' theme.'

O: 69% - 'The sad thing is that Brutal suffers from 'Exploding Dist Syndrome'. This is where a match can be won simply by repeating the same moves over and over again.'

AF: 65% - ‘A pleasant, quirky, pretty beat-’em-up, which ultimately fails because the gameplay is as dull as a dodo. For over 30s only.’

CU: 55% - ‘Brutal is a novel enough idea, with shades of Hong Kong Phooey cartoons in some of its characters. The graphics, sound and speed are good, it’s just let down by the awkward, unspectacular special moves and the fact it is too easy to get by with flailing kicks and punches. Not what you want from a beat ‘em up.’



Before Kung Fu Panda was a thing, us few gamers were already knocking several shades of fur in this beat ‘em up. There is a lot to love here in this game. The characters are bursting with humour and nicely varied, it all runs super smoothly and fast and its great fun as a two player game. As a single game there is a lot to love about the game as well. I love that as you continue to play your character they will get to learn more special moves and progress up through the Karate belts. This gives a wonderful sense of progression and keeps you going back for more. You can sadly with the right move just repeat it and win most of the fights, but for me I just don’t see the point of doing that and removing the fun of the game, purely to win. Overall for a beat ‘em up on the Amiga I thoroughly enjoyed this game and I do wonder if the guys and gals who made Kung Fu Panda ever came across this game when brainstorming ideas on what to do?

TO KNOW FEAR IS COURAGE.

TO CARE FOR OTHERS IS TO CARE FOR YOURSELF.

IM BAAAAACK!!

I HAVE ONLY ONE JUDGE: THE WORLD.

NONE AVAILABLE.

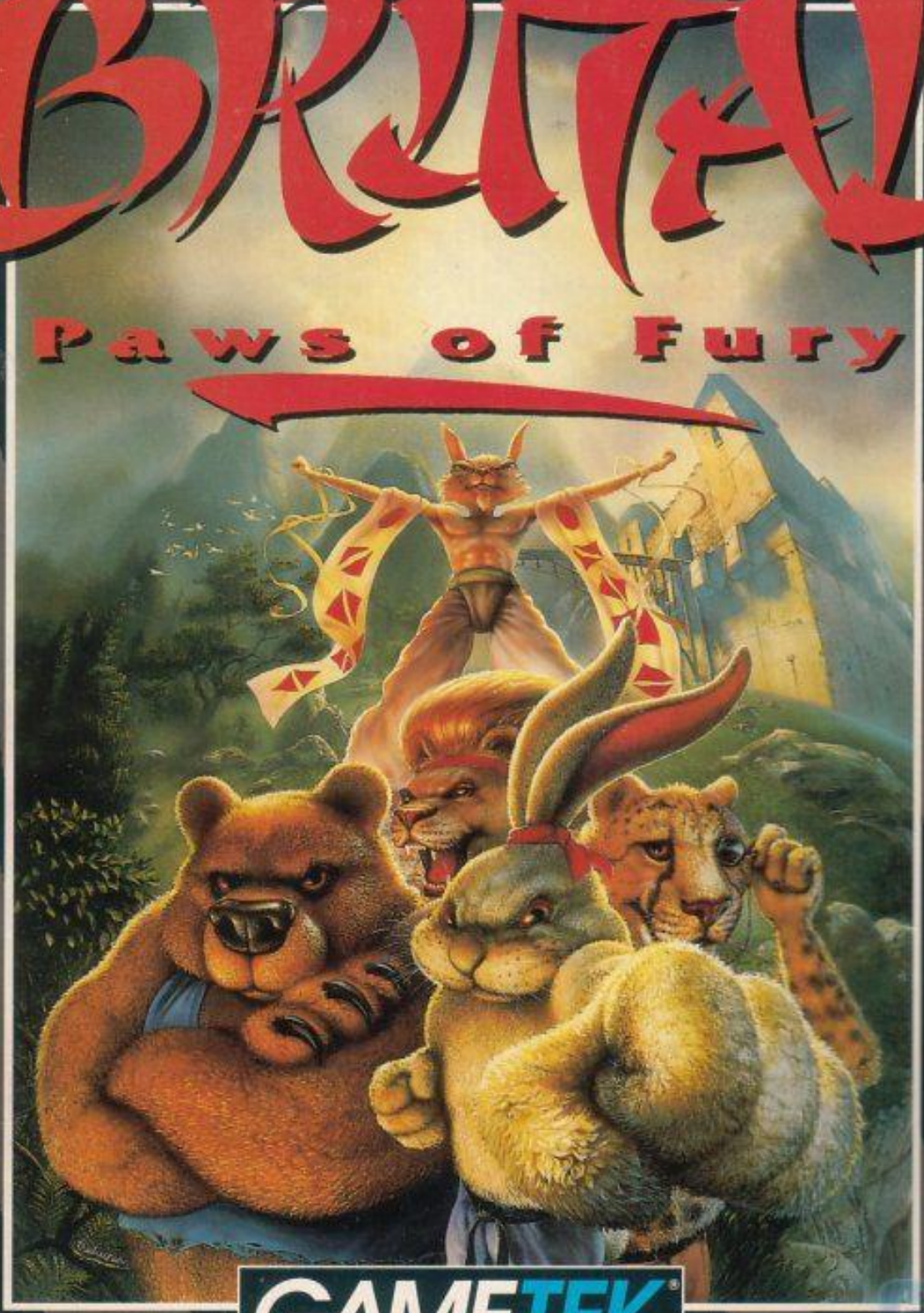
YOU REST WHEN YOU ARE DEAD.

INNER STRENGTH IS A GOAL ABOVE MORALITY.

TO TEACH SOMEONE IS TO BE RESPONSIBLE FOR THEM.

BRUTAL

Paws of Fury



GAMETEK

Hall Of Light

BRUTAL

Paws of Fury

PC Screen Shots shown

Photo d'écran PC originale

Across the world, invitations were delivered...

The Brutal legend continues with awesome, animal action and two new ferocious fighters! Under the watchful eye of the great Dali Llama, the worlds greatest martial artists return to a place they know well ... Brutal Island. Each will use their own unique mental and physical martial arts style and training, in a tournament to prove the worlds one true champion.

Brutal: Paws of Fury, is a brilliantly rendered game of humorous cartoon style combat, combined with depth, and philosophy.

Go ahead and unleash the animal, it's time to get Brutal!

Featuring:

- **12 Fully Animated Characters**
- **Action Replay Feature**
- **Loads of Special Moves**
- **A Unique Learning System**
- **Extra Moves Available to Higher Belts**

Des invitations avaient été envoyées dans le monde entier...

La légende de Brutal continue avec une action animale terrifiante et deux nouveaux féroces combattants! Sous l'œil vigilant du grand Dali-Llama, les meilleurs guerriers en arts martiaux se retrouvent dans un lieu qu'ils connaissent bien... Brutal Island. Chacun utilisera ses propres techniques mentales et physiques en arts martiaux dans une compétition qui révélera le grand champion du monde.

Brutal: Paws of Fury est un excellent jeu de combat de style dessin animé, avec une dimension philosophique.

Alors allez-y, libérez l'animal qui dort en vous, c'est le moment d'être Brutal!

Caractéristiques:

- **12 personnages entièrement animés**
- **Possibilité de revoir le replay des combats**
- **De nombreux mouvements spéciaux**
- **Un système d'apprentissage unique**
- **Des coups supplémentaires pour les joueurs ayant obtenu des ceintures de niveau plus élevé**

GAMETEK

GameTek UK Ltd, 258 Bath Road, Slough, Berks SL1 4DX United Kingdom.
GameTek FRANCE BP251, 69152 Decines Charpieu, Cedex France
GameTek DEUTSCHLAND GmbH Kunkelstraße 125, 41063 Mönchengladbach Germany

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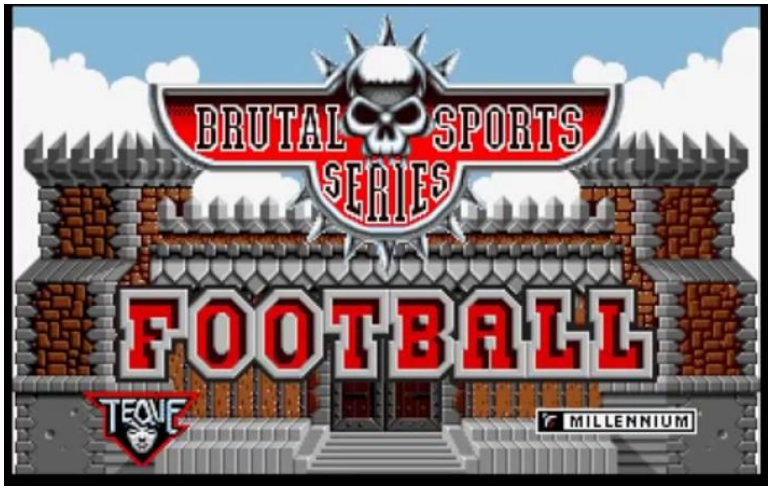
Hall Of Light

FD542S8BAS

Brutal Football (1994)

£24.99 – Millenium /
Dev : Teque

[8/10 – 'Superb fun, especially as a two player game. Well worth a play.']



AFC: 94% - 'This is a bit more like it! Forget Speedball 2 – this is the game to play if you like yout violence frequently, loudly and preferably red. Brutal Sports Football, is indeed, brutal – seeing several players kicking the living daylights out of an opposing team member is something else entirely. Just how it'll go down with concerned parents I can't say, but remember kids – it's not real, they're only actors… aren't they? Well how can that be tomato sauce then…?'

\/ AGA version was much prettier.

AC: 90% - 'Brutal Sports Football is totally engrossing schlock gore. Smart graphics which leave nothing to the imagination coupled with chunky sound which make this futuristic footy brutally great fun.'

AP: 88% - 'Deliriously decadent. Fittingly feral. Boxingly bloody and viciously violent. Okay?''

O: 88% - ‘Yes indeedy! I like it. It’s lovely to be able to play a game where you don’t get sent off every time you hack someone down, let along hacking their heads off. The game may look as though it is repetitive, but there are enough icons and different moves available to keep you happy for ages and ages.

The presentation is excellent (although fairly Bitmap Bros-esque – but there’s nothing wrong in that) and the music is good throughout, as are the superb sound effects during the match – ah, the reassuring swish of someone’s head being cleft in twain. The matches last for just the right amount of time, with the first half being fairly sport orientated and the second half turning into major carnage as the teams become more knackered. I particularly liked the fact if you draw, the match goes into injury time, where the ball goes out of play and the winner is whoever can kill the other team first. The pitch is a good size, making it possible to get some technique in without having to run for miles before a goal opportunity, and the number of players are well judged, ensuring very few dull moments. The opponent intelligence is excellent – so far I’ve not found any cheating ways to score – and as you progress through the league meaning that you can’t keep employing the same tactics throughout. The locker room is a nice touch, adding a limited but adequate amount of ‘manager-iness’ to the game without holding up the flow of play. The game works just as well in single-player mode as it does with a mate or two (needless to say John “Vinny” Bennet enjoyed it!) and overall I’ve got no complaints to voice at all. I had a superb time reviewing this and, as we speak, I’m off for another game!’

BRUTAL TOYS

Help is at hand in the form of many pick-ups and extra weapons, and on offer in the store today are...

BOMBS
Always useful for blowing up people, I find. You have only a few of these to play with so go easy and watch out for your own players.

FIRE BOMBS
Similar to standard bombs but they don't do so much damage to the ground. They also roll around a bit longer than normal.

ICE BLOCKS
Collect the little ice cube and you can freeze you opponents solid for a few seconds. Nice ice!

HARE
Collect this little chap and your players will be endowed with super-speed for a short while.

GO BALL
This little beauty endows the ball with legs. If you collect the power-up the ball will up and scarper for your rival's goal mouth.

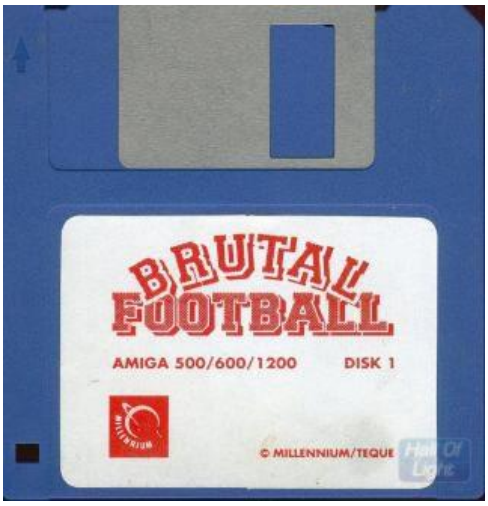
SHIELD
Pretty self-explanatory, this power-up cloaks your team members in a temporary forcefield, giving you free reign to do whatever you want.

AA: 87% - ‘A mix of violence and humour is always a winning combination in my book and Brutal Sports piles on both in spades. The two-player game is superb, and a good deal of thought has evidently gone into making the whole game as humorously tasteless as possible. If the same effort had gone into the rest of the game design, Brutal Sports would be a classic. As it is, it’s very good.’

Amiga Down Under: 80% - ‘Overall a game for those bored with the masses of ordinary soccer simulations out there. Brutal Football is hard, fast and a lot of fun.’

CU: 79% - ‘BS Football is a well coded effort. It’s great playing your way through the leagues and kicking the crap out of all and sundry. Most fun when played against a friend. Buy, buy, buy.’

AUI: 78% - ‘Brutal Sports Football is worth checking out. Violence and the occasional goal being scored – sounds like an ordinary game of footy really, doesn’t it? Except with swords.’



AF: 77% - ‘Less of a team sport, more of a gang war. This game will fall foul of any video games certificate scheme. Violent, compelling and massive fun.’

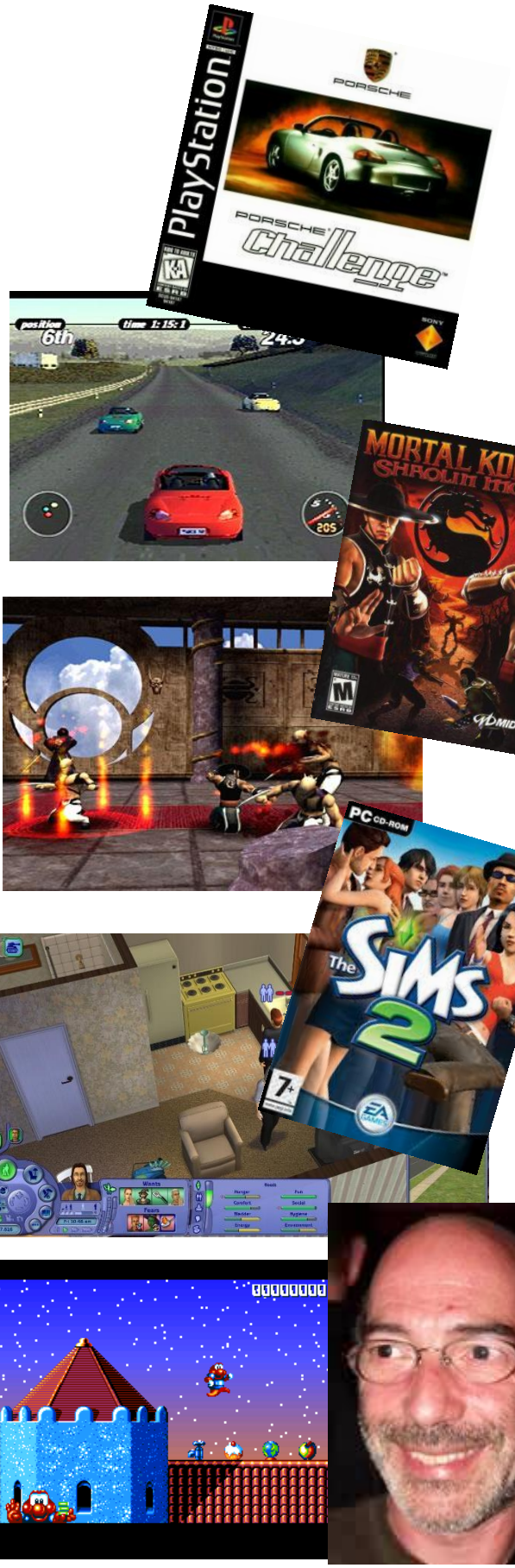
This is one game where the graphics are so much better on the AGA Deluxe edition (A1200 and CD32). Most of the screenshots here are taken from the CD32 AGA version. The normal Amiga version screen shot is the first two screenshots on the games reviews first page.
On to the game… This game is a HUGE amount of fun, especially as a two player game. Basically it's a free for all American Football game, with no rules and swords. There is always so much going on, and although the game is very repetitive for a quick two player game with a mate it's a great laugh. I thoroughly recommend this, just be prepared to get bored after a few games in the single player.

Who was behind the BS?

Brutal Sports – Football was coded by **Paul Stapley** (who has done such classics as Lead programmer on Porsche Challenge on PS1 and Graphics System Programmer on Mortal Kombat: Shaolin Monks (2005) . His most recent games was Technical Director on TNA iMPACT! (2008) and WWE all-stars (2011). Co programmer **Peter J. Jefferies** would also be lead programmer on X-Men Next Dimension(2002) and also work on MK:Shaolin Monks as well.

The graphics were done by **Antony Hager**, who went on to be main Graphic Designer on Sims 2 and **Ian Stevens** who only seemed to go on and do graphics on the game Club and Country.

The music was done by **Richard Joseph** a veteran of the industry that has been involved in either music or sound effects for many of the Bitmap Brother and Sensible Software games. He is also the person who is responsible for that catchy tune in James Pond 2 : Robocod game. He would continue to be very active in the industry working on such gems as Sensible Soccer 2006. Sadly he died the following year in March 2007 of lung cancer.



Musician Richard Joseph

BRUTAL FOOTBALL

BRUTAL SPORTS SERIES

MILLENNIUM

AMIGA

A500 A600 A1200

BRUTAL FOOTBALL

AMIGA COMPUTING
October 1993
Gamer Gold
"Brutal Football is first rate... It's brilliant fun... it'll keep you in stitches for months."
90%

Do you like sports games but think American Football is for wimps? Do you like action but reckon that chainsaw massacres are for grannies' tea-parties? If you do then Brutal Sports Football is for you.

This is an all action, crunch 'em, stomp 'em, stomp 'em, no holds barred game of mutant football combat where heads will roll and where injury time means just that.

Football with a new set of rules, No Rules !

- One or two player game
- Four breeds of rock hard player
- Head to head, all out combat
- Masses of pick ups
- Laughs. Blood

Vous êtes un fan de sport et pensez que le football américain c'est pour les mauviettes. Vous aimez l'action et trouvez que les massacres à la tronçonneuse c'est pour les fillettes. Alors ne cherchez plus, Brutal Football est fait pour vous.

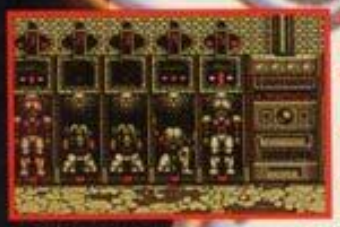
C'est un jeu de football trépidant, où les androïdes se livrent à des combats sanglants, où les têtes roulent et où tous les coups sont permis.

- 1 ou 2 joueurs
- 4 types de joueurs
- Duels impitoyables
- Compétences et équipements spéciaux de chaque équipe
- Nombreux objets à ramasser
- Rires, sang

AMIGA FORCE
December 1993
"Brutal Sports Football is a good contender for a game of the year award. Superb action and then some. Unmissable."
94%

Vi piace lo sport ma siete dell'idea che il football americano sia un gioco da femminucce? Vi piace l'azione ma pensate che i massacri con la sega elettrica siano cose per vecchietti? Se la risposta è si, allora Brutal Football fa per voi.

Si tratta di un gioco all'ultimo sangue, dove tutto è permesso e dove si disputano dei "combattimenti" di calcio tra squadre di androidi, nel corso dei quali cadono molte teste e dove il tempo di recupero, in seguito alle ferite, significa proprio questo.



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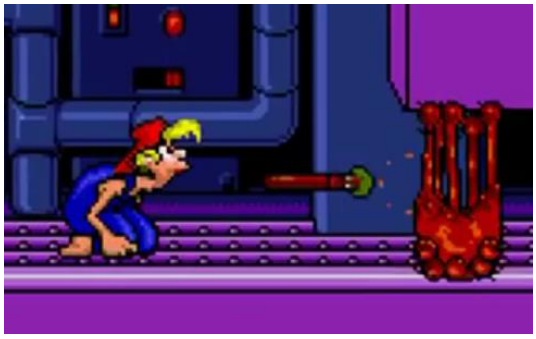
Bubba ‘N’ Stix (1994)
£25.99 – Core Design

[9/10 – ‘Classic puzzle adventure game, chock full of humour and fun.’]

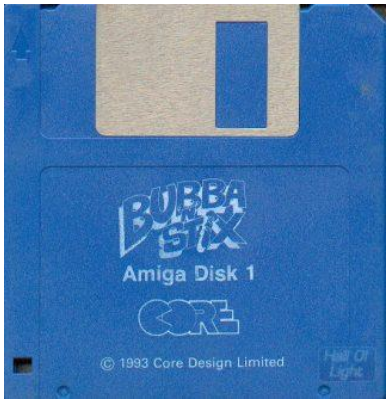
O: 91% - ‘Bubba is a truly fab game that could have done with being longer. What’s there is going to keep you busy for quite a while and you’re more than likely to enjoy yourself while you play. It’s just that it’s the computer equivalent of sex – superb while it’s happening but over before you know it. Or so I’m led to believe.’

CU: 90% - ‘Takes the arcade adventure game into the next dimension.’

AA: 87% - ‘Puzzle games have become better and better over the last 12 months or so, and any new effort will have to go some to beat the likes of Lost Vikings or even One Step Beyond. Bubba ‘N’ Stix combines the best elements of platform and puzzle with a refreshing new approach and look that should appeal to anyone who likes to have their brains teased. The excellent graphics are the icing on a particularly inviting cake of a game. (Possibly parkin.)’

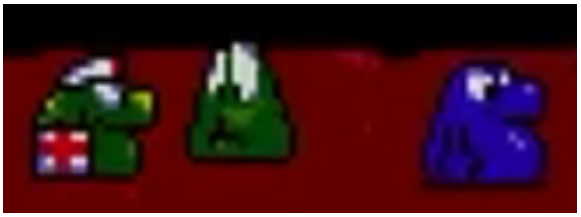


AF: 85% - ‘Bubba ‘n’ Stix is more fun than you can shake a stick at, although five levels may be a little on the sparse side for the competent platform players out there.’



AC: 85% - ‘It looks good, it sounds good, it even plays good. Bu jingo it is good. A definitely sound investment for platform puzzle cartoon fans (you can tell I read the press releases like a good boy).’

AP: 84% - ‘It’s the closest thing to a Looney Tunes cartoon I’ve seen on the Amiga, with masses of animation and a huge cast of imaginative monsters to meet along the way. The puzzle base of the game provides interesting gameplay while being annoying when you’re stuck.’



Simon Phipps is a bit of a hero of mine, He has had an amazing career creating Switchblade, Rick Dangerous 1 and 2, Wolfchild, before doing this game. He has gone on to do Shellshock (Saturn), Shadow Man, the first five Harry Potter games. EA's remake of Goldeneye and now most recently worked on Need for Speed Most Wanted.

This game is a fantastic puzzle platform adventure game, where you play an everyman Bubba and Alien called Stix. This Stix Alien is a useful chappy that Bubba can use in a host of ways to help Bubba save all the fellow Aliens kidnapped by the evil Waldo boss. The game is sweet but short (5 levels), although the middle levels isn't as good as the first two and last. Still definitely give this game a play.

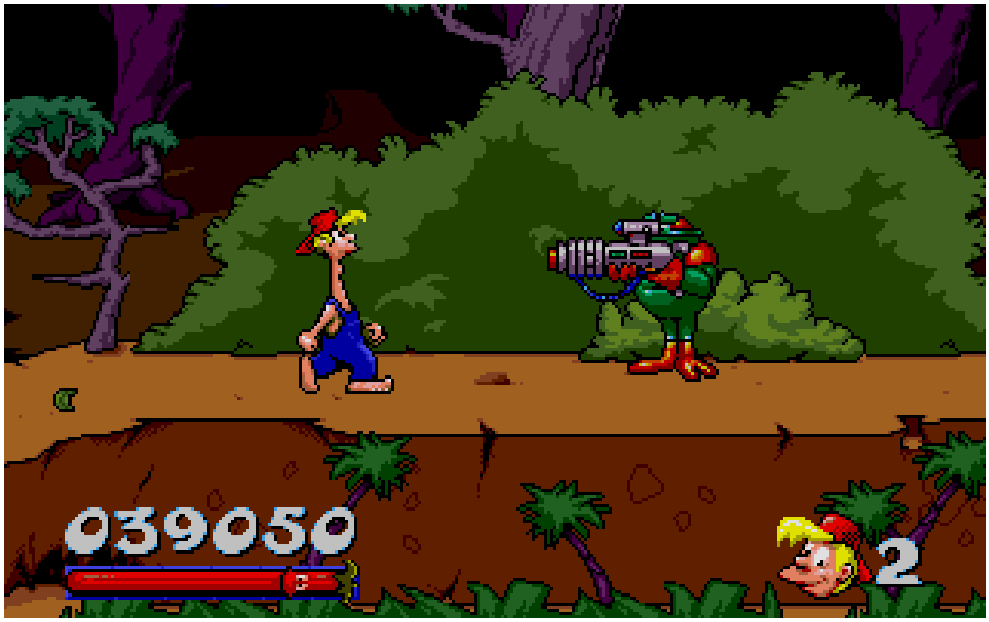
The following is taken from Simon Phipps brilliant website (who designed this game, not to mention Switchblade, Rick Dangerous Series to name a few of his classics).

http://www.simonphipps.com/design/bubbanstix.htm

I hope Simon is ok me placing the article in this book, but I found his first hand insight into how this game got made fascinating…enjoy…

The origin of Bubba 'n' Stix is one of those odd little stories that reminds me how much the games industry has changed.

In October of 1992 I had returned from holiday to be asked to do a game that was moody, dark and atmospheric. It was to use sprites that were rotoscoped from real human reference and featured what could only be described as being a kind of Indiana Jones-style adventurer that was armed with a stick and who could do loads of really cool moves and actions with it.

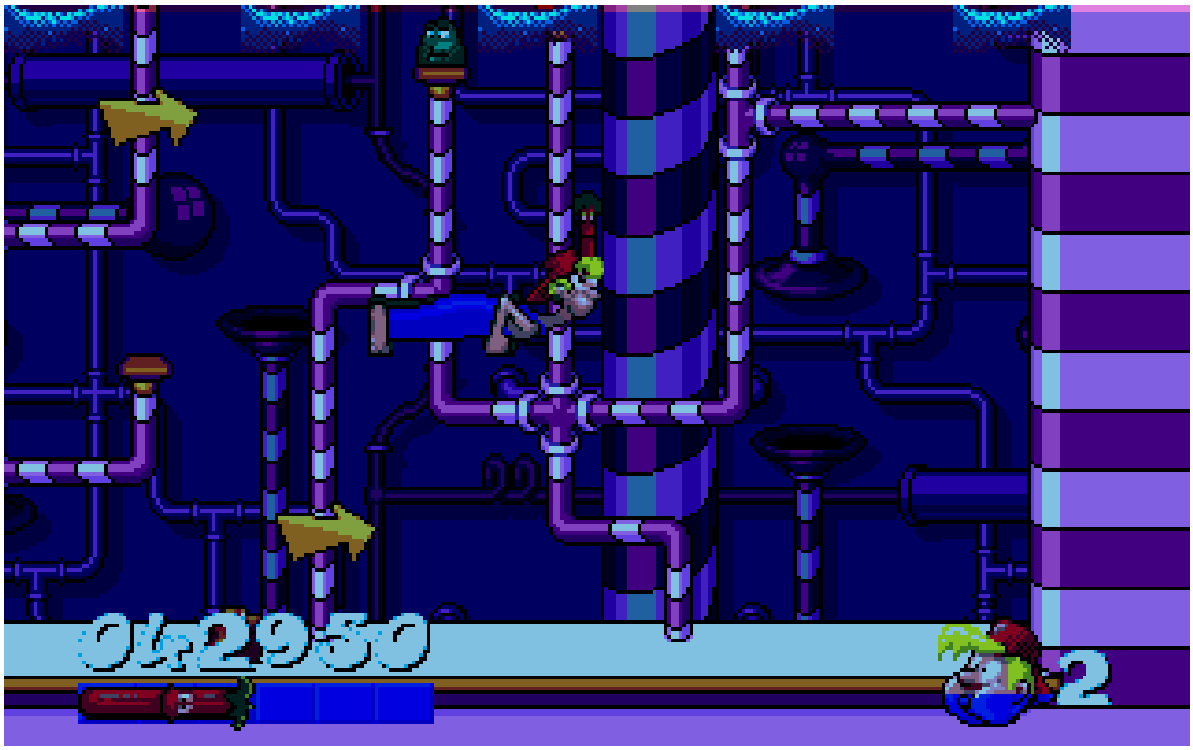


Bubba encounters Waldo in the first level of the game

I mulled it over for a number of weeks and began squiggling down a number of doodles about what could be done with a stick. It became really apparent that realism and sticks did not quite go together - if the stick was long enough to pole-vault with, it sure would be too long to use as a snorkel. (Plus, having spent nearly two years doing 'dark and moody' on my previous project, Wolfchild I was not exactly keen on going straight back there.)

Then one Tuesday evening, Billy 'Bli' Allison (my collaborator on the project) and I, went back to my house and began brainstorming about what could be done with a stick. As the night went on, pages of A3 began getting covered with the most outlandish and madcap ideas that could possibly be done with a stick. Most of them breaking the laws of physics and some of them, probably illegal.

Satisfied that we had exhausted the 'Man With A Stick' idea we presented the drawings, never expecting them to be taken seriously. Sure, there were 30 or 40 cool things you could do with a stick, but they were quite frankly insane and a world away from that realistic Indiana Jones style adventurer that had been asked for. Well, whatever it was about the drawings, something hit a chord - we were asked to go ahead and make the game.



One of Stix' many uses

A little tweaking of the central character - first - a long-necked-green alien, then, a gangly inhabitant of Lancashire in flat cap and string vest named Elvis and finally: Bubba - a hapless handyman. The plot: Bubba gets kidnapped by Waldo - an intergalactic big-game hunter who then crash lands his ship on an alien planet allowing Bubba to escape and befriend a sentient twig called Stix.

There were five levels in all in this platform-puzzler: an alien forest full of man-eating shrubbery, the inside of Waldo's downed spaceship, a volcano (itself a giant balloon factory cranking out a flat-pack inflatable robot invasion fleet), a submerged alien temple and a spaceport. And to say that it was off-the-wall is an understatement with puzzles that required the player to use Stix as a pool cue, boomerang, stirrer, temporary platform, snorkel, wrecking bar, baseball bat and general-purpose prodding device.

The game, although not a massive commercial success proved to be a critical hit and did sport one slightly odd promotional tie-in in the US - with Bubblicious Bubble Gum that required us to add 'idle' animations to the game with Bubba standing around chewing the stuff and blowing bubbles.

This project was a real joy to work on, thanks to the insanity of my co-conspirators on this flight of delightful madness.

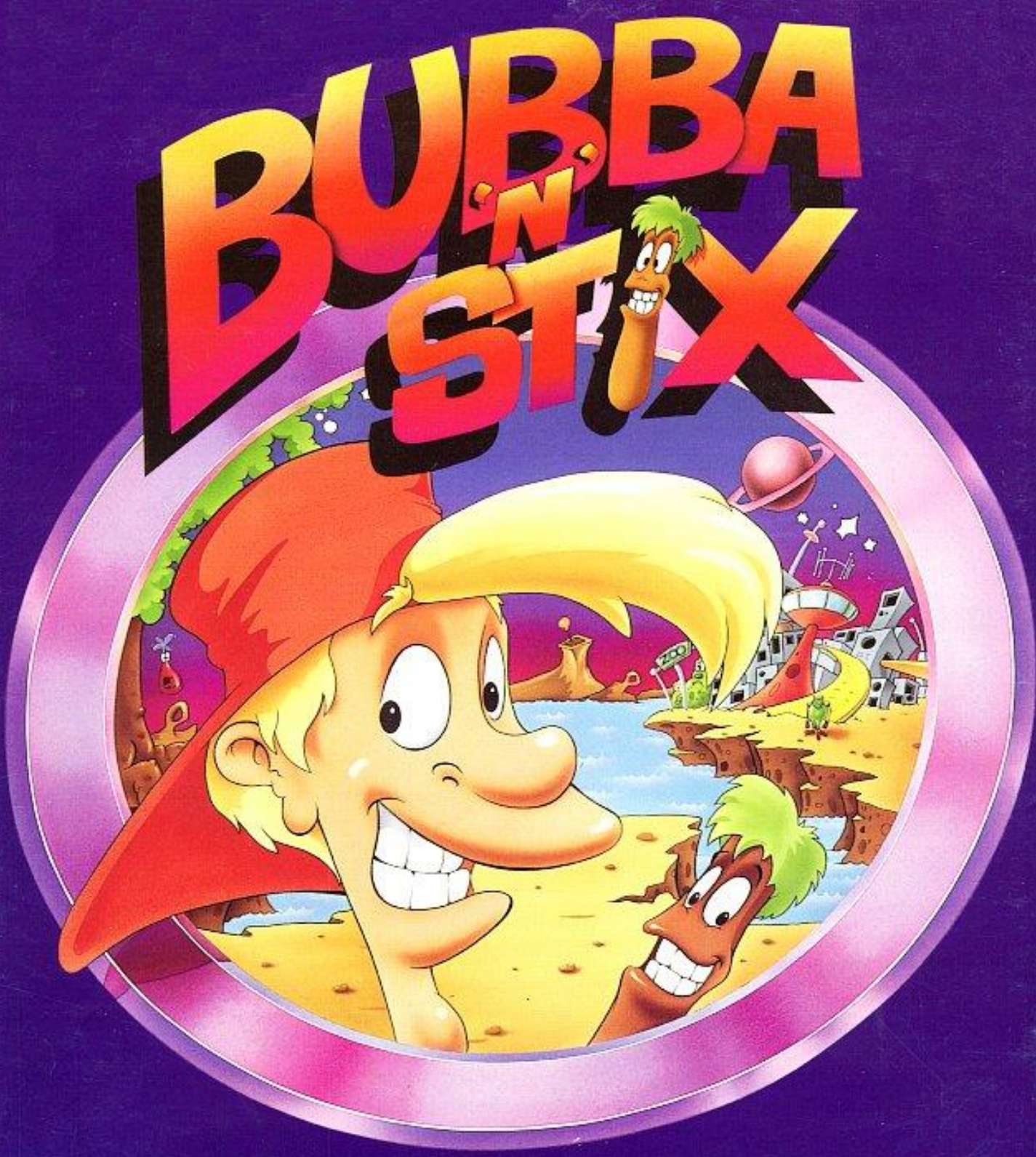
Additional Credits

Billy 'Bli' Allison -Sprite and Intro Graphics and Design.

Mark Watson - Commodore Amiga Coding, Design (and inventor of 'Floink').

John Kirkland - SEGA Megadrive/Mega CD Coding.

BUBBA 'N' STIX



BUBBA 'N' STIX
Compatible with all
Amiga formats
(1 meg only)

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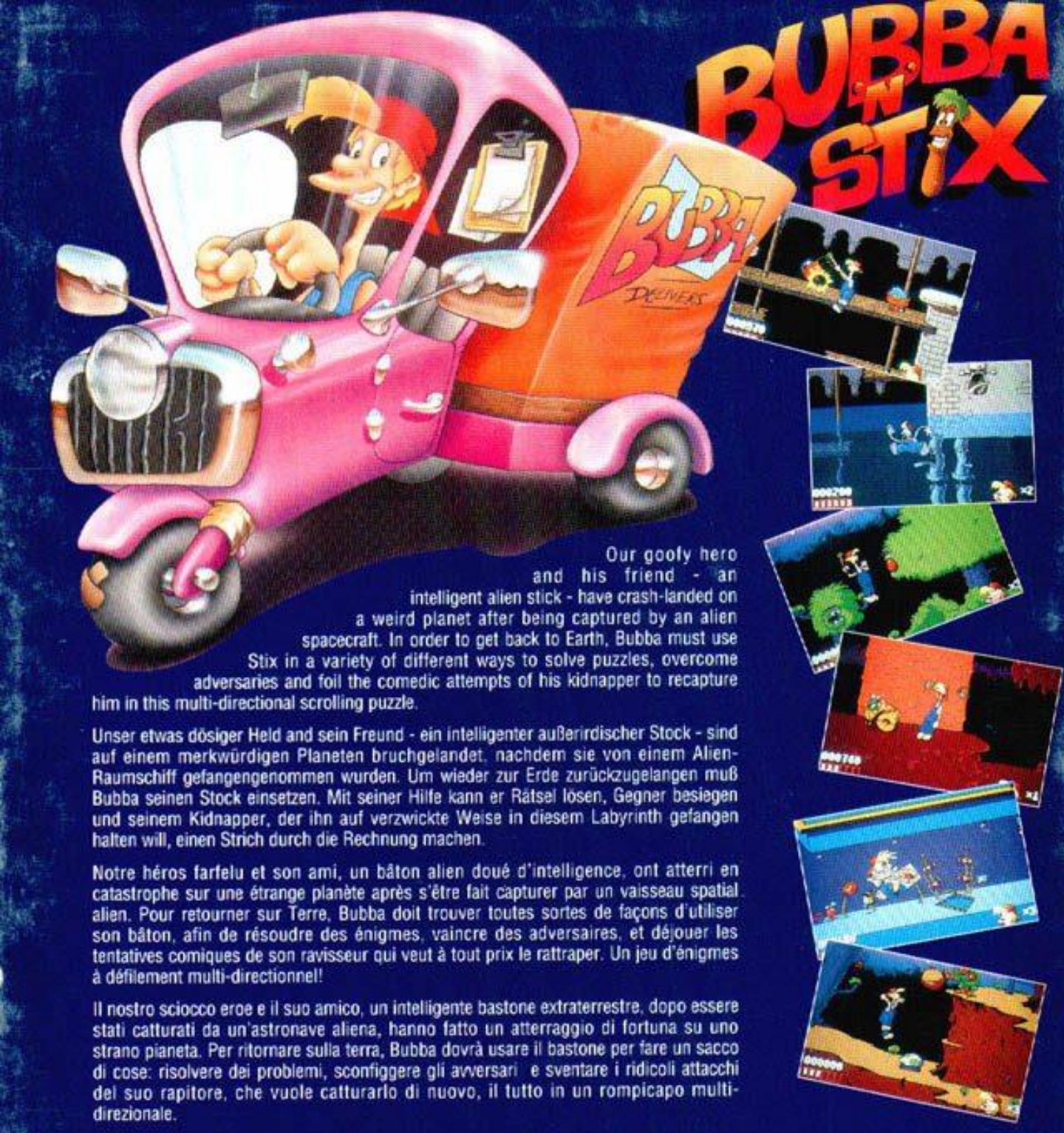
BUBBA 'N' STIX



Our goofy hero and his friend - an intelligent alien stick - have crash-landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use Stix in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this multi-directional scrolling puzzle.

Unser etwas dösiger Held and sein Freund - ein intelligenter außerirdischer Stock - sind auf einem merkwürdigen Planeten bruchgelandet, nachdem sie von einem Alien-Raumschiff gefangengenommen wurden. Um wieder zur Erde zurückzugelangen muß Bubba seinen Stock einsetzen. Mit seiner Hilfe kann er Rätsel lösen, Gegner besiegen und seinem Kidnapper, der ihn auf verzwickte Weise in diesem Labyrinth gefangen halten will, einen Strich durch die Rechnung machen.

Notre héros farfelu et son ami, un bâton alien doué d'intelligence, ont atterri en catastrophe sur une étrange planète après s'être fait capturer par un vaisseau spatial alien. Pour retourner sur Terre, Bubba doit trouver toutes sortes de façons d'utiliser son bâton, afin de résoudre des énigmes, vaincre des adversaires, et déjouer les tentatives comiques de son ravisseur qui veut à tout prix le rattraper. Un jeu d'énigmes à défilement multi-directionnel!

Il nostro sciocco eroe e il suo amico, un intelligente bastone extraterrestre, dopo essere stati catturati da un'astronave aliena, hanno fatto un atterraggio di fortuna su uno strano pianeta. Per ritornare sulla terra, Bubba dovrà usare il bastone per fare un sacco di cose: risolvere dei problemi, sconfiggere gli avversari e sventare i ridicoli attacchi del suo rapitore, che vuole catturarlo di nuovo, il tutto in un rompicapo multi-direzionale.

Screen shots taken from Amiga version.

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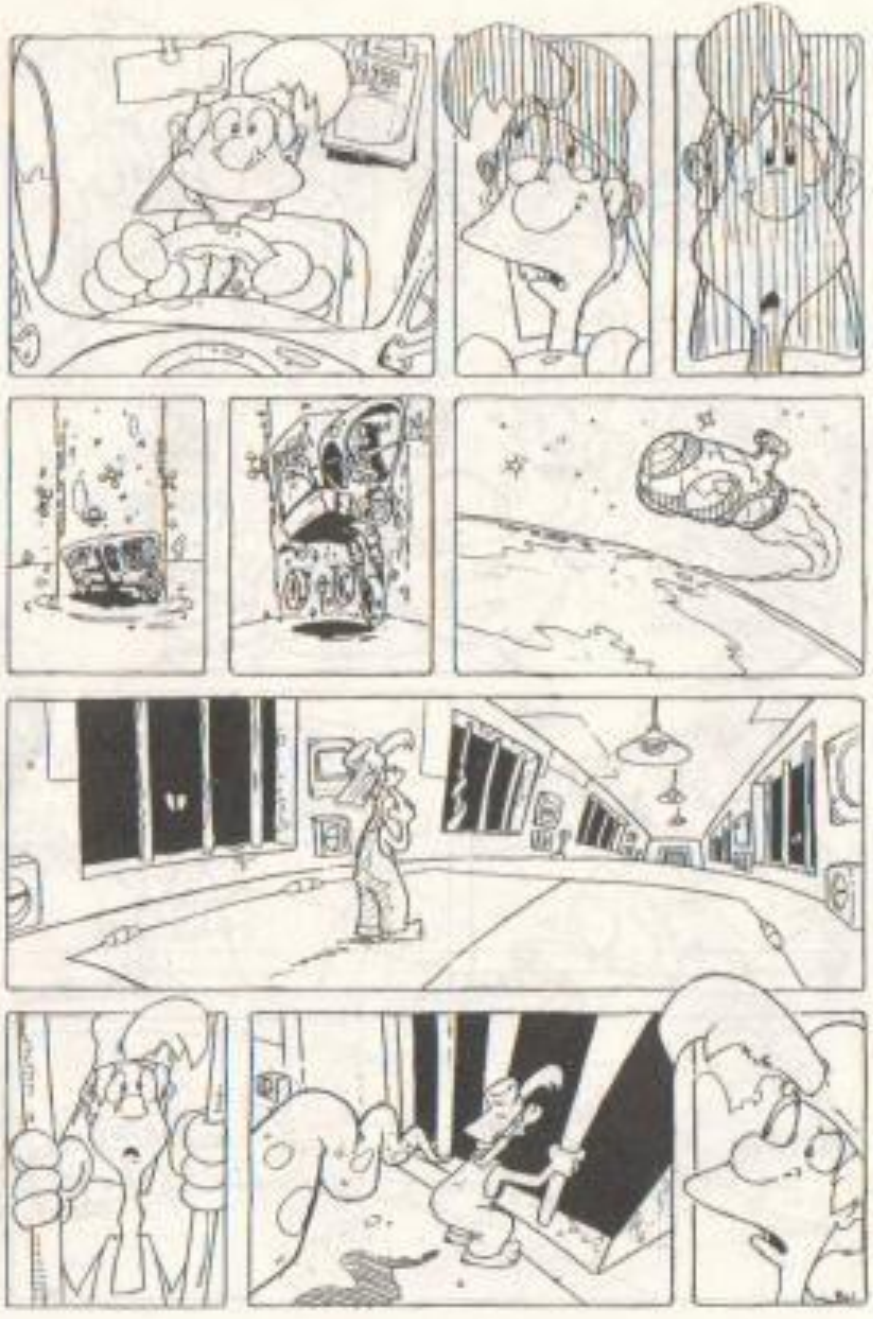
EARTH
MEANWHILE...



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1. Before loading the disks, make sure that they are write-protected. This prevents any virus writing itself to them.
2. Always switch your machine off for at least 30 seconds before loading the game. Failure to do so may result in virus contamination of the master disks.
3. Never put the disks through a virus killer as this will destroy the information on them.

Loading Instructions
This Game requires an Amiga with at least 1 Meg of RAM.

1. Turn off your computer.
2. Plug a joystick into port 2.
3. Turn on the computer.
4. Insert the Amiga *Kickstart* disk if so prompted into the computer's internal drive. (Amiga 1000 only).
5. When the *Workbench* icon appears, insert disk 1 and follow the on screen instructions.

Loading Tips
Should the title screen not appear within 45 seconds of turning on your machine, there may be a problem with your computer system. Check your computer connections and that the above instructions have been correctly carried out. If you are sure your computer is functioning correctly (i.e. other software loads successfully) and are still unable to load, then you may have a faulty disk.

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Welcome
Can BUBBA 'n' STIX avoid the cruel clutches of Waldo and consequently find their way home? - Or will they become permanent residents of Urtnurkle T. Floink's Theme Park and Zoo? Can they stop a fun-balloon animal invasion fleet from conquering the galaxy? Where is Zitt 'n' Zott's Magical Funhouse - and who are they anyway? And how can you smuggle wood through Sponellian customs?

The answers to these burning questions - and many more - are yours to discover when you join BUBBA 'n' STIX in their cosmically comical quest!

Joystick Controls
If you'd like Bubba to walk left or right, then push the joystick in that direction. To make Bubba break into a run, from his casual walk, quickly release the joystick and push it back again in the same direction. If you want to make Bubba jump, you simply push the joystick up. To make Bubba crouch down, pull the joystick down.

To make Bubba throw Stix, press and hold down the joystick fire-button until Stix is thrown. To make Bubba swing Stix like a baseball bat, tap the fire-button. Stix can also be used like a pool cue; to do this, tap the fire-button while Bubba's in a crouch. To cause Bubba to use Stix on an object or part of the landscape, push Bubba against the object/landscape and press the fire-button.

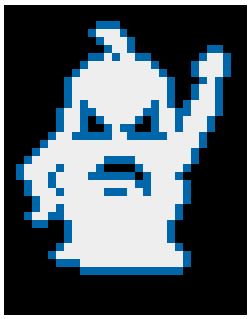
Flash Of Light

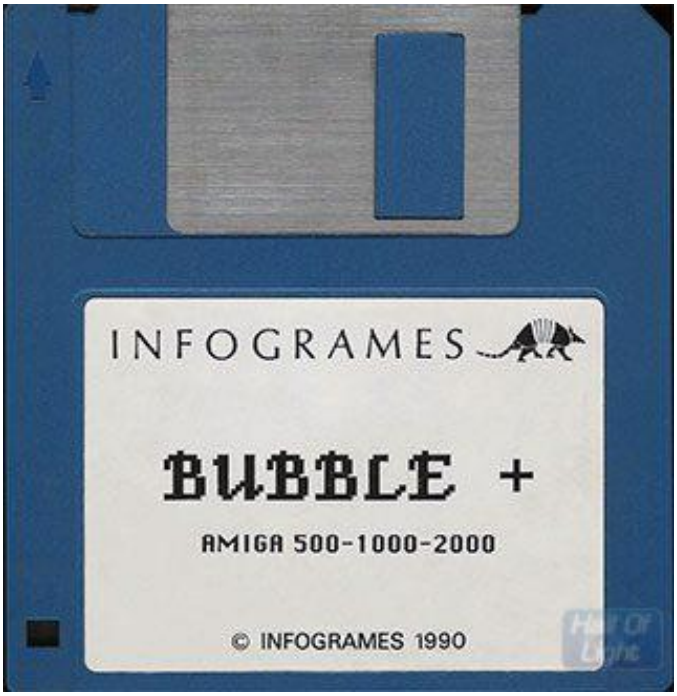
Bubble + (1990)

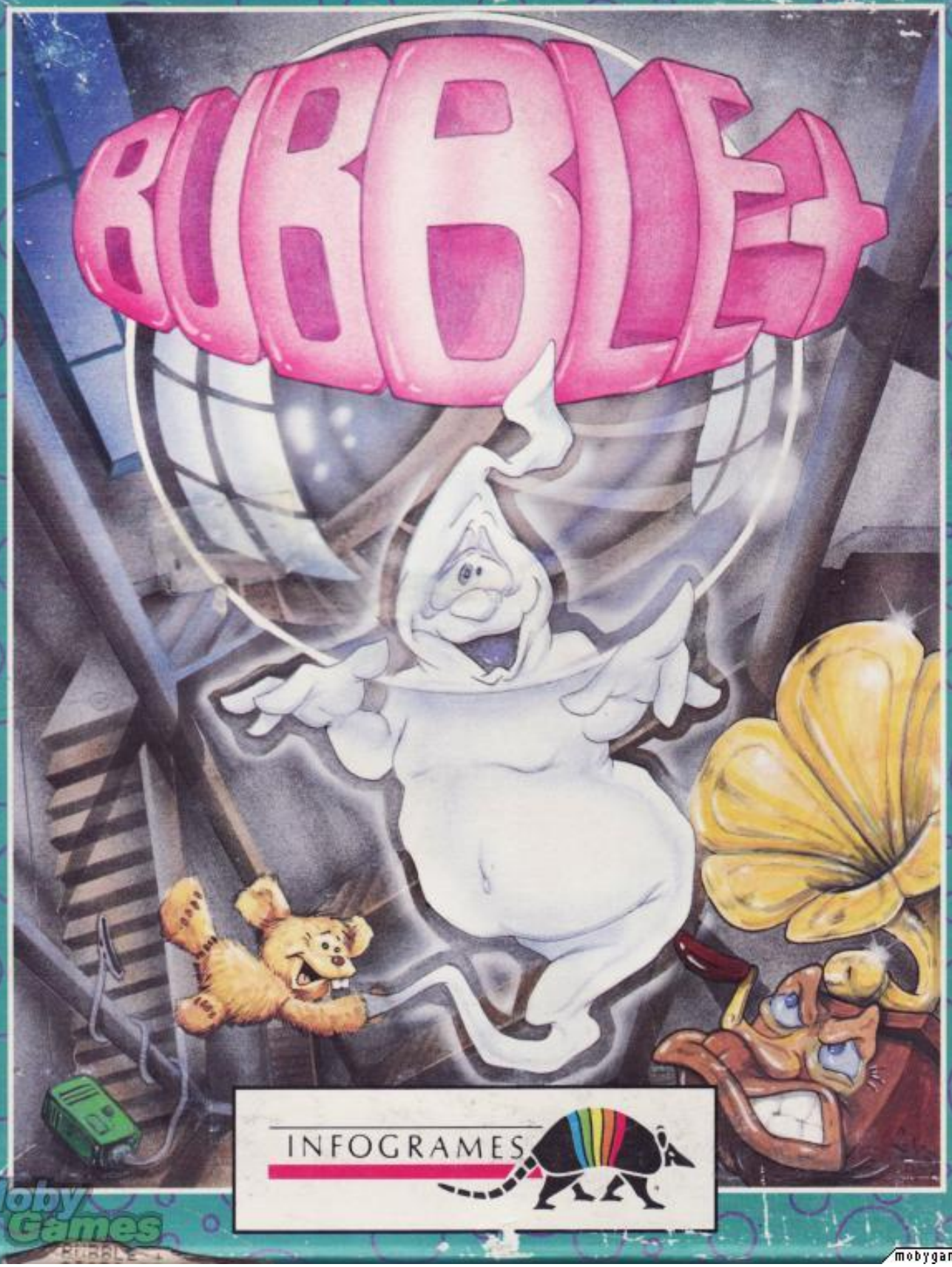
£25.99 – Infogrammes

[9/10 – 'Brilliant, original game, that is, addictive as hell.']

This is a graphical update of Bubble Ghost, a fantastically addictive simple game where you play a Ghost controlled with a mouse and must blow the delicate bubble to the exit. The controls are great, left and right mouse button rotates the Ghosts direction and the space button blows the bubble. From this simple premise the game gets delightfully more and more tougher, as you try to negotiate the ever tougher single screen levels. A bona-fide classic that needs to be played.







MobyGames
BUBBLE+
mobygames.com

Bubble and Squeak (1994)

£24.99 – Audiogenic / Dev: Fox Williams

[9/10 – 'Top Platformer, definitely up there with the best on the Amiga.']

CU: 94% - 'This is a very, very playable game. The controls, even on a three button pad, are logically worked out, and you'll have no trouble completing a couple of levels on your first attempt. Things get pretty hard as the game goes on, but you'll be having so much fun you won't even notice. Bubble & Squeak is on of the most playable and original platform games to ever hit the Amiga. If you're a A1200 owner and don't buy this, then you probably don't like games, do you? - 'The game that redefines platform games Stunning'

O: 83% - 'Basically what you've got here is a fine, fine game that appeals on just about every level. It's not quite the best thing ever, but it's better than most of what we've seen lately. And (I know I'm treading on pretty dodgy ground here) I just love the whole idea of moving a furry monster around the screen by booting them up the jacksy.'

AA: 90% - ‘This is the best platform game I’ve played since Soccer Kid. It doesn’t quite match that game for originality, but in terms of gameplay and everything else, it’s absolutely spot on, and if you have a 1200 or a CD32 then what I say is this: buy it, it’s t’riffic.’

AP: 77% - [A1200 Review] ‘Uppers: A very playable platform game that avoids the obvious faults and is, shockingly enough in these modern times, A lot of Fun. It’s got nicely different sub-games, well balanced puzzles, pots of character and, amazingly, good music.

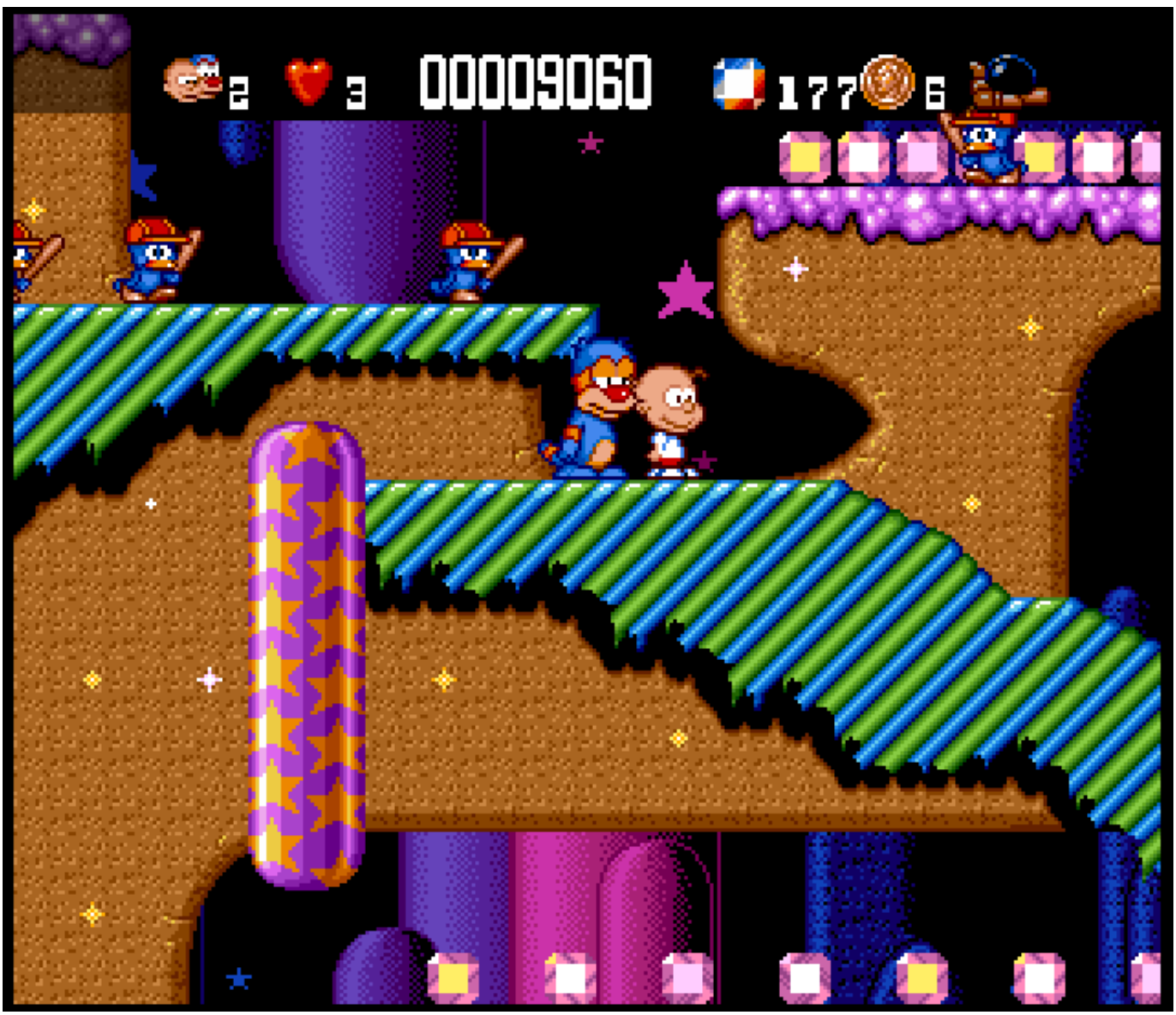
Downers : Bubble and Squeak avoids the obvious faults right enough, but provides a new batch of its own. The clodding imbecility of your sidekick really gets annoying, and the ability to undo all your hard work with one poor jump does the game no favours.

The Bottom Line: The bad bits, which are fairly bad, aren’t bad enough to smother the good bits, which are very good. Phew.’

AP: 83% -[A500 Review] The trouble afflicting the A1200 version – all to do with the infuriating stupidity of the Blue Thing – have been cleaned up in this new improved version. But the water time limit’s still overly harsh.’

AF: 81% - ‘Bubble And Squeak rides a fine line between hair-tearing frustration and endearing platform fun. The characters make the best double act since Morcambe and Wise.’

AC: 75% - ‘Although it looks nothing new and is the usual platformer type thing with cute sprites and bright cheerful graphics, it does work exceptionally well and is of a very high standard. The backdrops are detailed, the levels set out well and the special effects such as the lightning and the character becoming darker underwater look brilliant. On the bonus level, you take charge of an underwater submarine and this is where the graphics really do excel. Using psychedelic, kaleidoscopic patterns to convey the rippling water, the scenery becomes part of the puzzle as you make your way through the seaweed and foreground and background obstacles. The characters have been nicely animated and add some humorous touches. For example, if Bubble is left standing he will yawn or Squeak will tap his feet.’



I really love this platform game, not only are the characters absolutely adorable, but the game is great fun as well. For those weaned on Mario and Sonic games, this can feel a little sparse, with few enemies in the game. This is because it more about jumping dexterity and solving simple puzzles than your traditional speed through platforming game. My only criticism of this game is that it lacks variety with the levels and puzzles remaining familiar throughout. Having said that, it is marvellously programmed and fun to play in that more chilled out way.

All in all a wonderful platform game, especially on the Amiga and well worth you tracking this game down on the CD32 in particular.

Incidentally I have tried all three Amiga versions of this game (A1200, CD32 and A500) and I personally have no idea what Amiga Power was going on about, when they said the A1200 version had worse AI, as all played identical (apart from the graphics) to me. I suspect they did one of the naughty reviewing an unfinished product again? My favourite version of it, is the CD32 as this game needs a 3 button joystick ideally (although the A1200 can use a CD32 Joypad anyway.)

BUBBLE
AND
SQUEAK
AMIGA
1200
and 4000
AA/AGA

Stunning graphics, cute animation, great sounds-this is a game that is hilarious fun to play

Screenshots from Amiga 1200, CD-32 and Megadrive

Your mission - guide Bubble through level after level of PLATFORM action involving flying elephants, ducks with baseball bats, and countless other wacky creatures.

Collect a submarine token and you'll get a chance to shoot it out under water with the evil Kat-o-Nine-Tails and his fishy friends (or should that be fiends?).
Each SHOOT'EM-UP is tougher than the one before-be careful YOU don't end up feeding the piranhas!

So who's Squeak? Well, there had to be a catch, didn't there. You see, it isn't enough for Bubble to find his way through the level - he's got to take his monster friend along too.

"Redefines platform games. Stunning." 94% CU/Amiga

Great Characters

"The best double act since Morecambe & Wise." 81% Amiga Format

Which can be a bit of a PUZZLE. You see, Squeak's not as agile as Bubble, and he's none too bright, either (but don't tell him to his face!).

However, give Squeak some bubble gum and he's a different animal. He'll let you ride on his back - so you can jump all over the pesky creatures that keep getting in your way. Find the right gum and he'll even be able to fly! And if you kick Squeak, he'll curl up in a ball and roll around the landscape at supersonic speed.

Great fun

"Remarkably addictive... So brilliant... Wicked" 80% Games World

Great game!

" Buy it, it's triffic." 90% Amiga Action

Two Great Characters
Thirty Huge Levels
Ten Bonus Levels
Five Tough Shoot-em-ups
INCREDIBLE GAMEPLAY!

3-10 ✓ 11-14 ✓ 15-17 ✓ 18+ ✓ ELSPA

It isn't a PLATFORM game.
It isn't a PUZZLE game. And it isn't a SHOOT 'EM-U
IT'S ALL THREE ROLLED INTO ONE

ASL 78 AG
9 781851 108855

Audiogenic Software Ltd, Unit 27 Christchurch Ind. Centre, Forward Drive, Wealdstone, Harrow, HA3 8NT

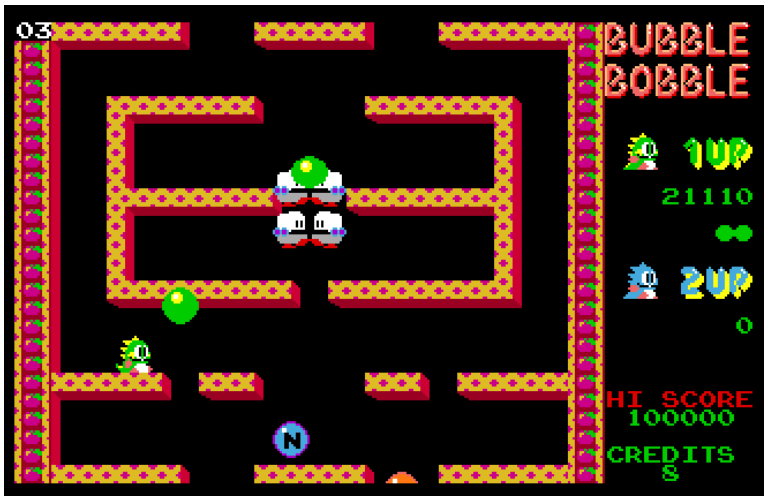
Bubble Bobble (1989)

£19.95 – Firebird (Telecomsoft)/ Dev: Software Creations

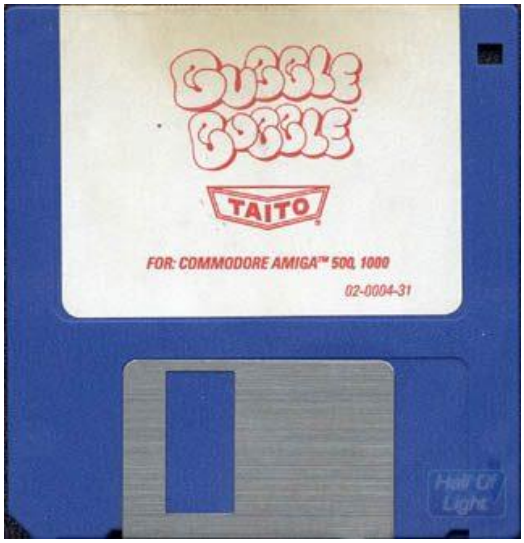
[9/10 – 'Almost identical to the Arcade Original and so awesome to play.']

ACE: 958 /1000 - 'For their first coin-op conversion, Firebird certainly chose well. Those two bubble blowing, banana eating Brontosauri have been a great success on every machine they have been converted to. The Amiga version of this arcade game is still just as addictive, frustrating and playable as the other versions. Bubble Bobble is one of the best arcade conversions we're probably ever likely to see.'

AC: 91% - [R - £7.99] 'Best with two players, this is a simple and effective game that no self-respecting games player should be without. At this price it's the bargain of the century. Snap it up. Nuff said.'



AA: 90% - [R - £7.99] 'If you've never been fortunate enough to play this game, buy it now. It's one of the most fun and addictive games that I've ever had the pleasure of playing and at this ridiculous price that can't be bad, can it?'



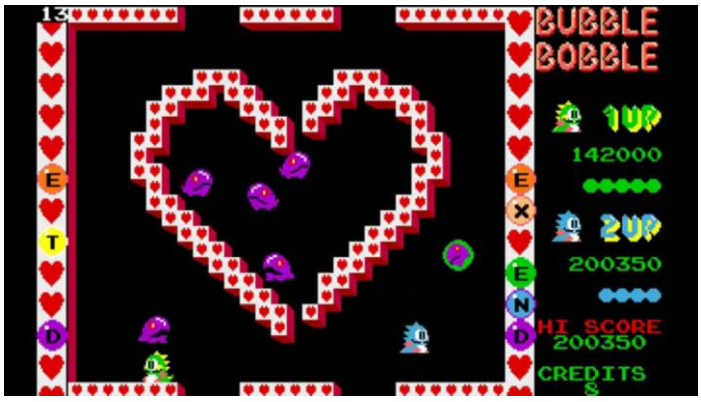
AP: 87% - [R - £7.99] 'only weakness is that it's so much better in two player mode than one.'

CU: 84% - [R - £7.99] ‘The graphics are very simple and, although it is staring to look dated now, Bubble Bobble still has what it takes in the gamepay stakes. As a one-player game it proves to be extremely playable, but opens up more as a two-player game. There’s lots to do and some nasty screens and it all comes with my wholehearted recommendation.’

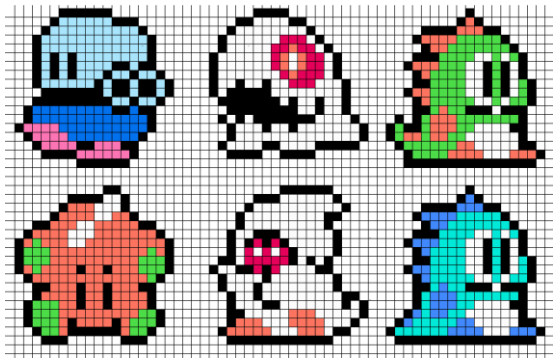
CUSR: 7 /10 - ‘BB is a competent conversion of a highly enjoyable arcade game and apart from the aforementioned irritants (Ed – complains about music being off and game slowdown), a very accurate one. An extremely playable game which will appeal to a variety of ages.’

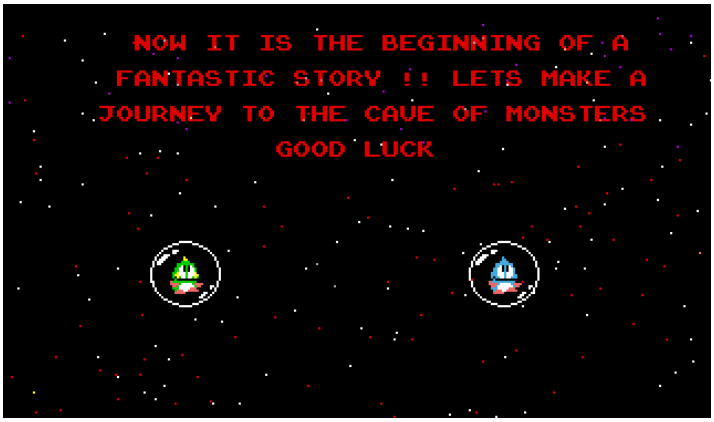
YA: 56% - ‘hardly uses the Amiga’s capabilities to the full, there are some nice features that are not on the Atari ST version.’

This is a great arcade conversion by David J. Broadhurst. Who would go on to do Assassin on the Amiga, World Cup 98 and Knockout Kings games for EA.



The game is an impressively faithful conversion as one could hope for. There is a few things missing such as the odd animation and the bonus levels, but in the main it is mostly an accurate port to the arcade original. Slight disappointment is the normally brilliant David Whittaker's music, sometimes is off from the original. But beyond that this a great home arcade conversion.

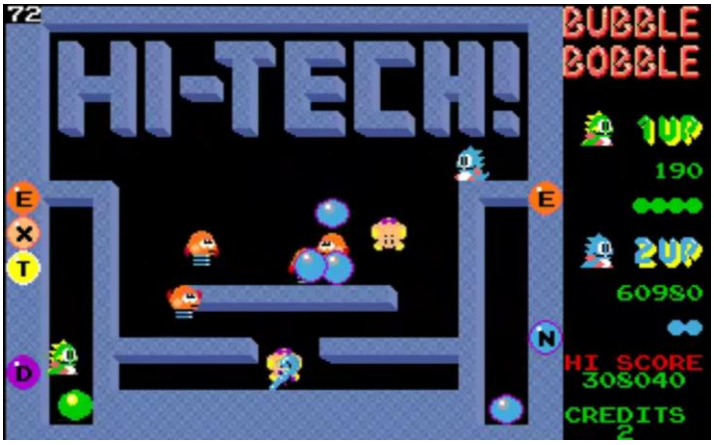



NOW IT IS THE BEGINNING OF A
FANTASTIC STORY !! LETS MAKE A
JOURNEY TO THE CAVE OF MONSTERS
GOOD LUCK

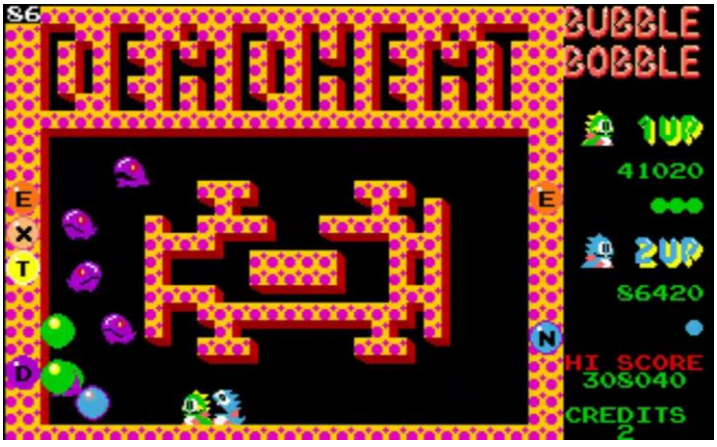
NICE 2P
EXTEND
BUBBLE BOBBLE
1UP
77570
2UP
17050
HI SCORE
308040
CREDITS
4

61
BUBBLE BOBBLE
1UP
77570
2UP
17050
HI SCORE
308040
CREDITS
4

71
BUBBLE BOBBLE
1UP
99120
2UP
58590
HI SCORE
308040
CREDITS
4


72
HI-TECH!
BUBBLE BOBBLE
1UP
190
2UP
60980
HI SCORE
308040
CREDITS
2

81
BUBBLE BOBBLE
1UP
40020
2UP
85320
HI SCORE
308040
CREDITS
2


86
OVERHEAT
BUBBLE BOBBLE
1UP
41020
2UP
86420
HI SCORE
308040
CREDITS
2

99
BUBBLE BOBBLE
1UP
14540
2UP
58110
HI SCORE
308040
CREDITS
0

It’s the final level and the evil game Boss called Drunk

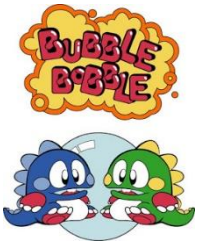
Arcade Original Game

Sinclair Spectrum

Commodore C64

Amstrad CPC

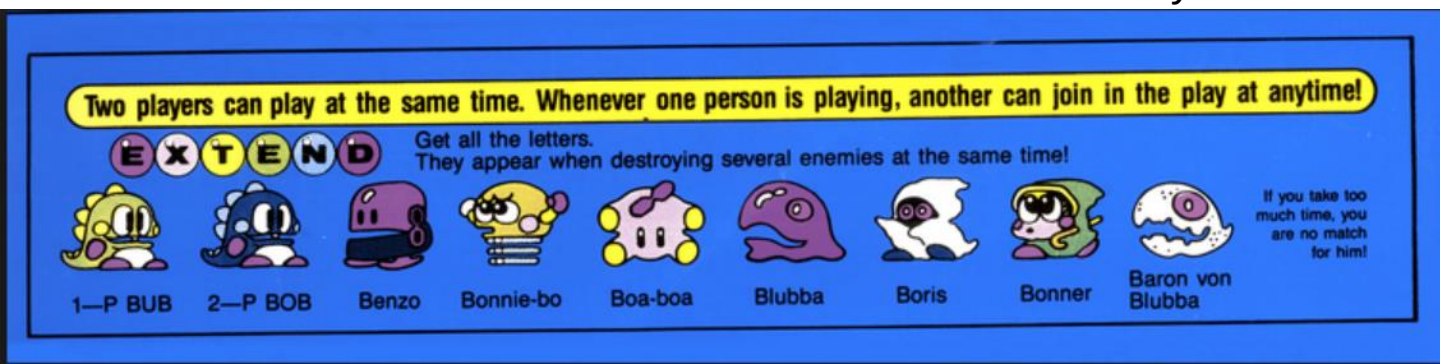
NES

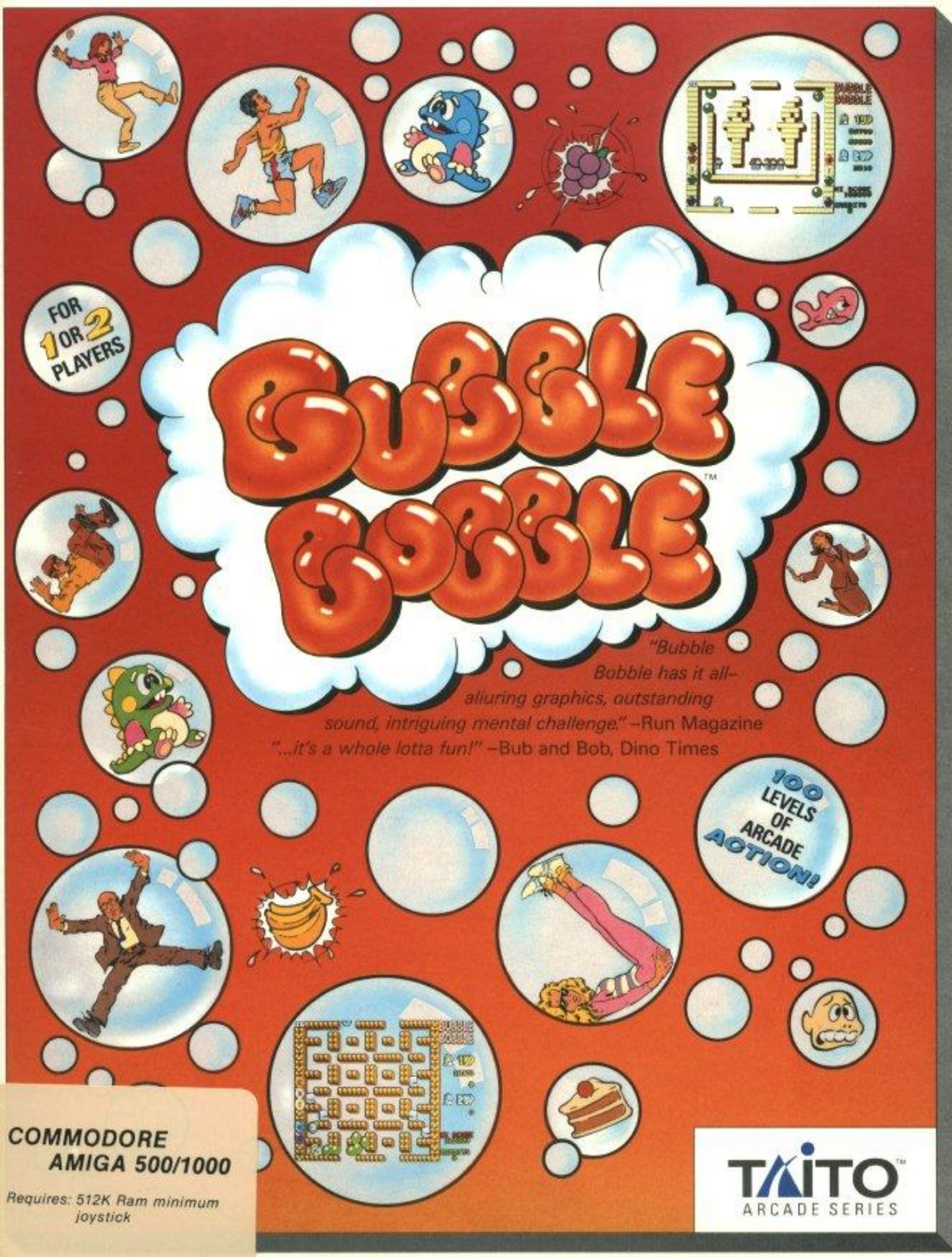


Acorn Electron

Gameboy

Master System



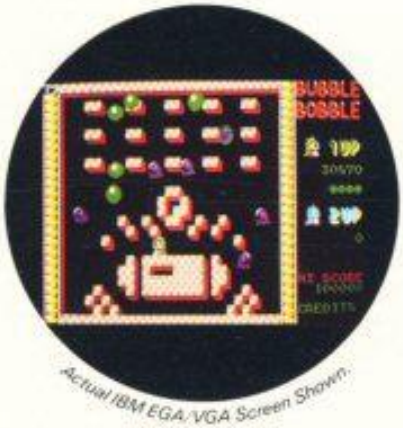


Original US Front Box Art.

TAKE A LIGHTHEARTED ADVENTURE THROUGH THE DAWN OF TIME...

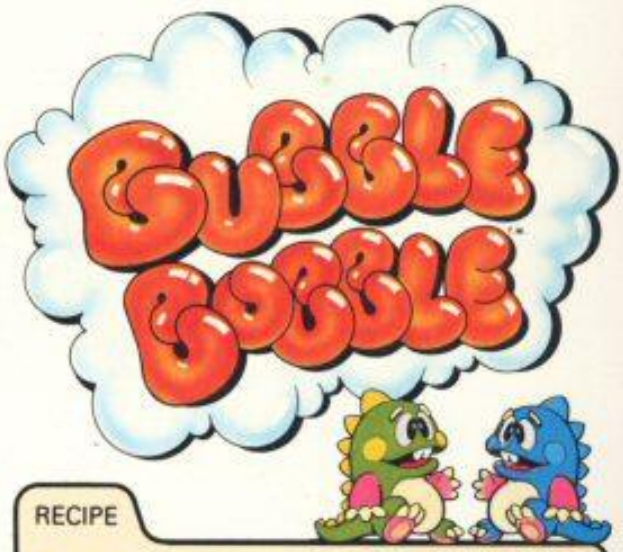
These are two hungry dino-mites and they've got bubble fight'n fun down tight...You and your brontosaurus buddies, Bub and Bob, are up to your brows in bubble trouble. You've got to battle battalions of bullies by blowing and bursting billions of bubbles. It's a fast-paced bubble banquet through 100 screens of slap-happy suds. Got an appetite for fun... then get blowin.'

Actual Amiga Screen Shown.



Actual IBM EGA/VGA Screen Shown.

Actual Apple II Screen Shown.



RECIPE

Mix the following Taito Software ingredients and serve up the most bizarre video game in town. Loaded with all of the elements necessary to have loads of fun. (For adults who wish they weren't...)

1 cup Good Times	2 qts Aw Shucks
2 heaping tsps Excitement	1 pt Frustration
	6 pts Giggles
1 qt Strategy	2 pinches Guffaw
1 gal Arcade Graphics	1 bunch of Great Music

Add to your disc drive, mix until done, pour into memory and bring to room temperature. Serves up to 100 levels. For 1 or 2 players. Monitor until finished.

- *Stunning Arcade Quality Graphics and Sound*
- *One or Two Player Action*
- *100 Action Screens*

*On front cover, from top to bottom, IBM EGA/VGA and Amiga Screens Shown.

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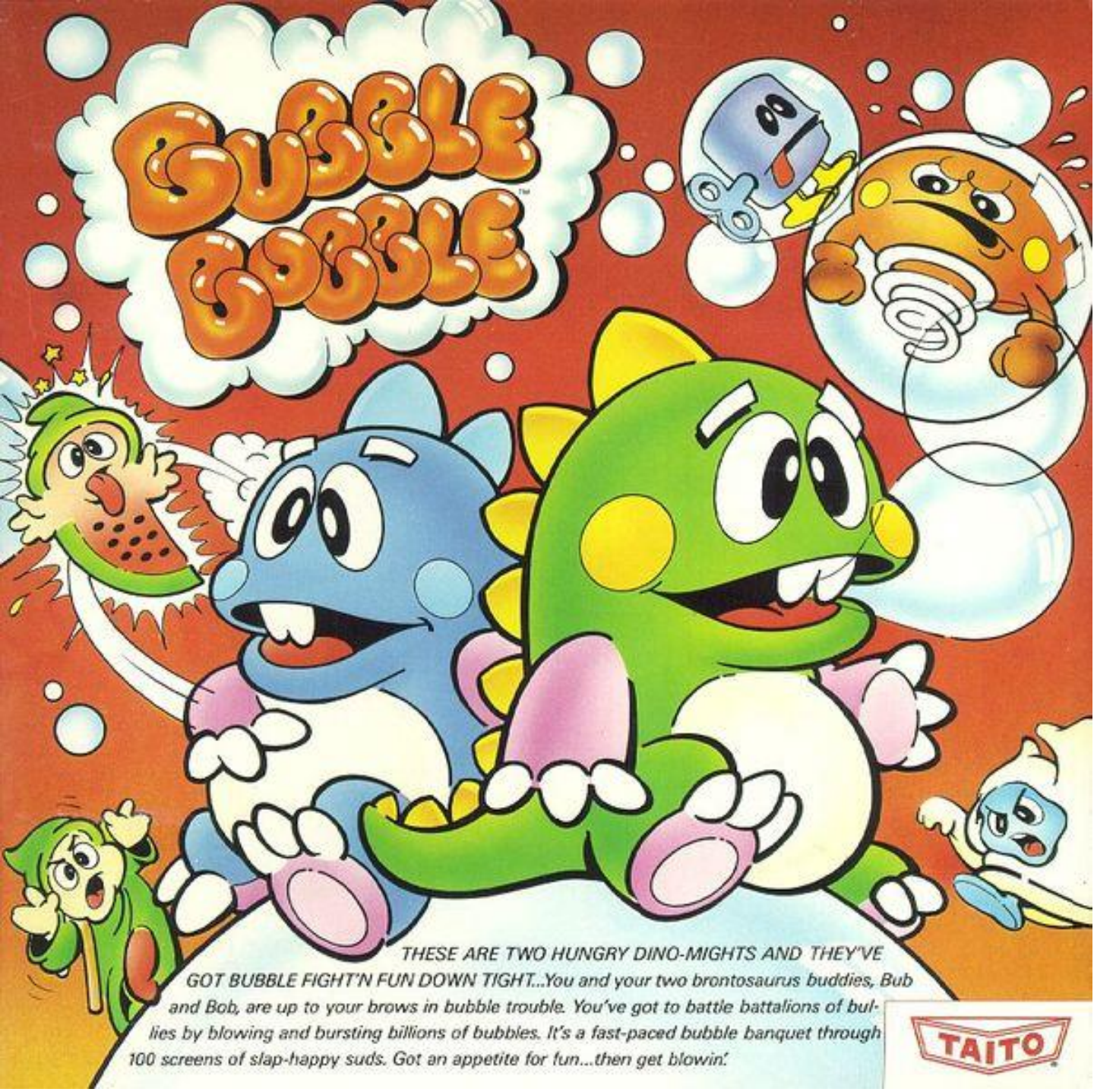
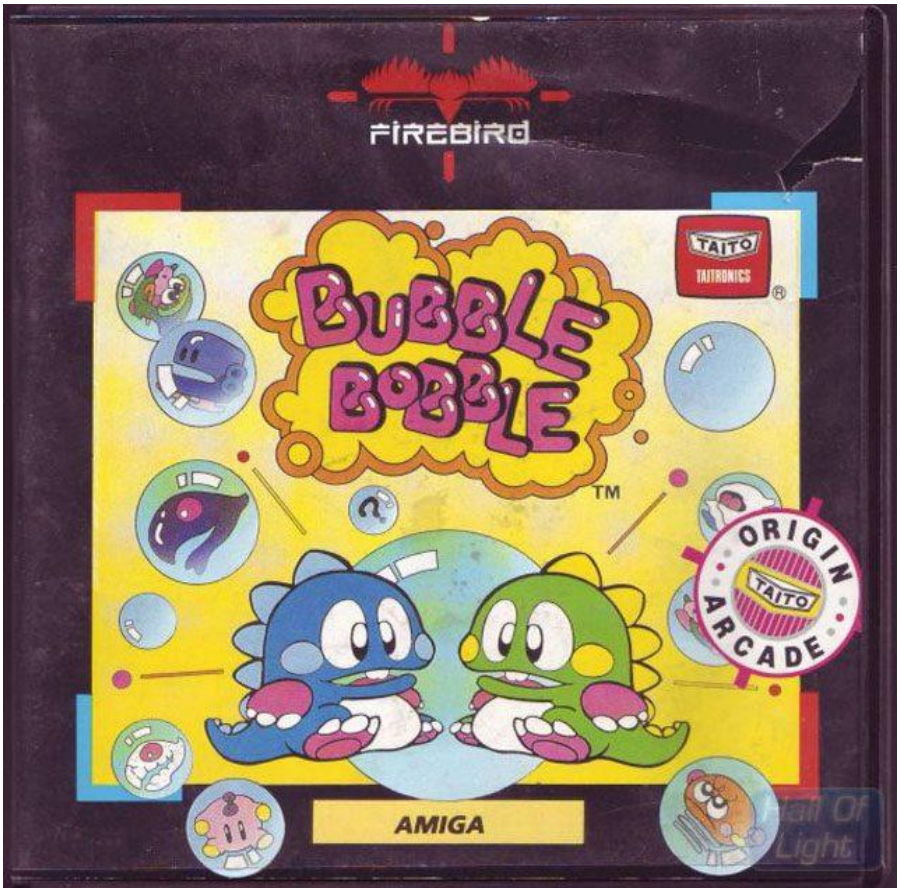
Made in U.S.A.

0140-0341

06-0004-99-NB

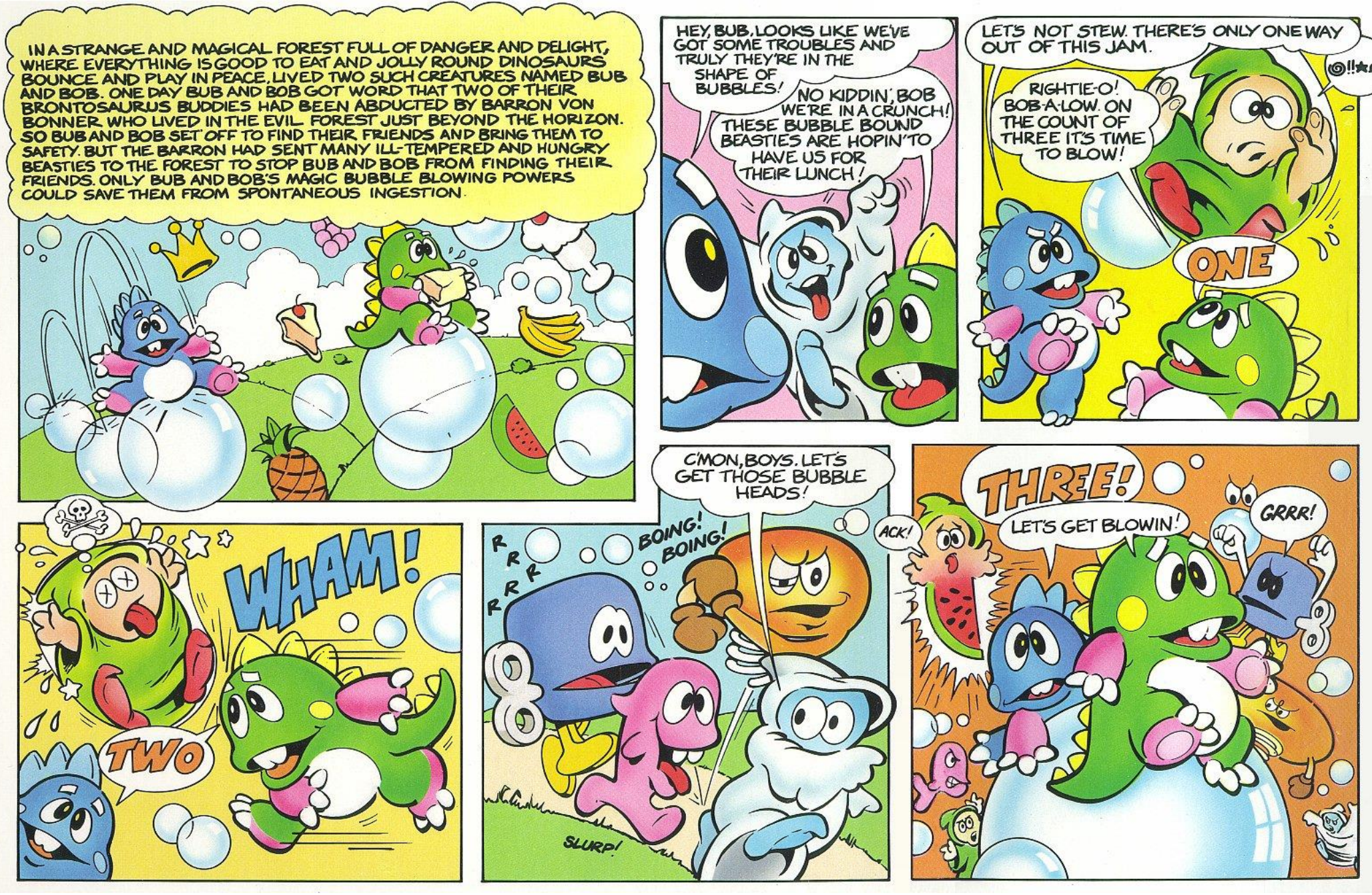


Alternate US Front Box Art.



Rest of World Front Box Art.

The Hit Squad (Ocean budget label) Box.

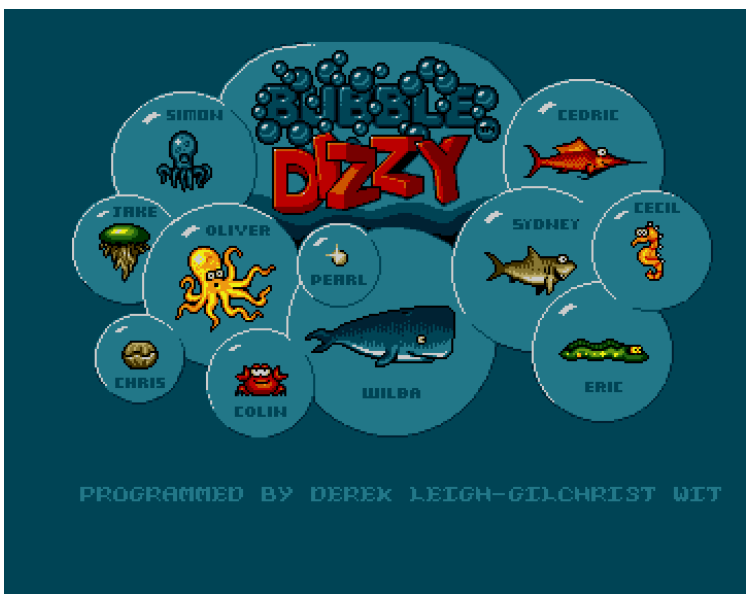


Cartoon, given as part of game manual

Bubble Dizzy (1992)

£7.99 – CodeMasters

[6/10 – 'Polished but frustrating game. Missing that addictive quality.']



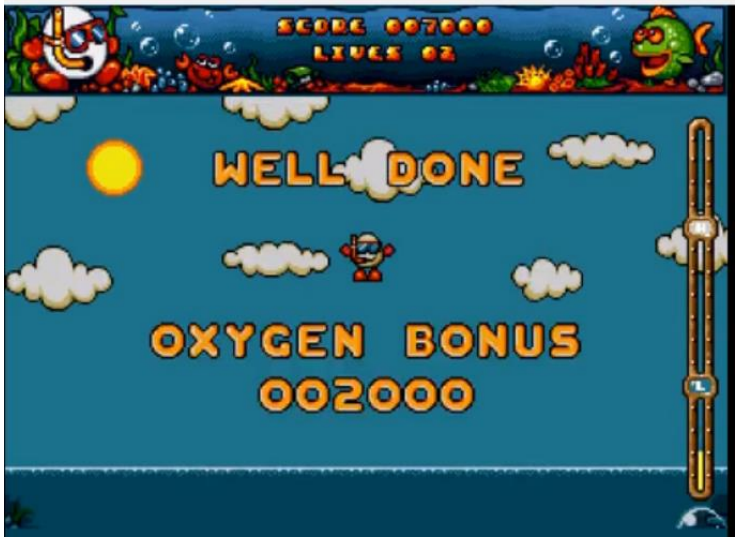
AA: 81% - 'CodeMasters' evergreen favourite fatso Dizzy makes a welcome return to the Amiga buget game. This time our rotund hero finds himself underwater and wanting to get to the surface. Being not the best shape for swimming he finds this far too much hassle and instead relies on bubbles of air that rise up from the sea to float him up top-side. This would be relatively simple but for Dizzy's great love of pearls (it is the reason that he finds himself in this submarine situation), and these are just too much of a temptation. He gets into all sorts of trouble with octopi, electric eels and jellyfish in trying to get them and is in grave danger of running out of air! Can you deal with these and other problems to sacve the day? This is a fun game that should amuse you for a fair while. Cheap at half the price!'

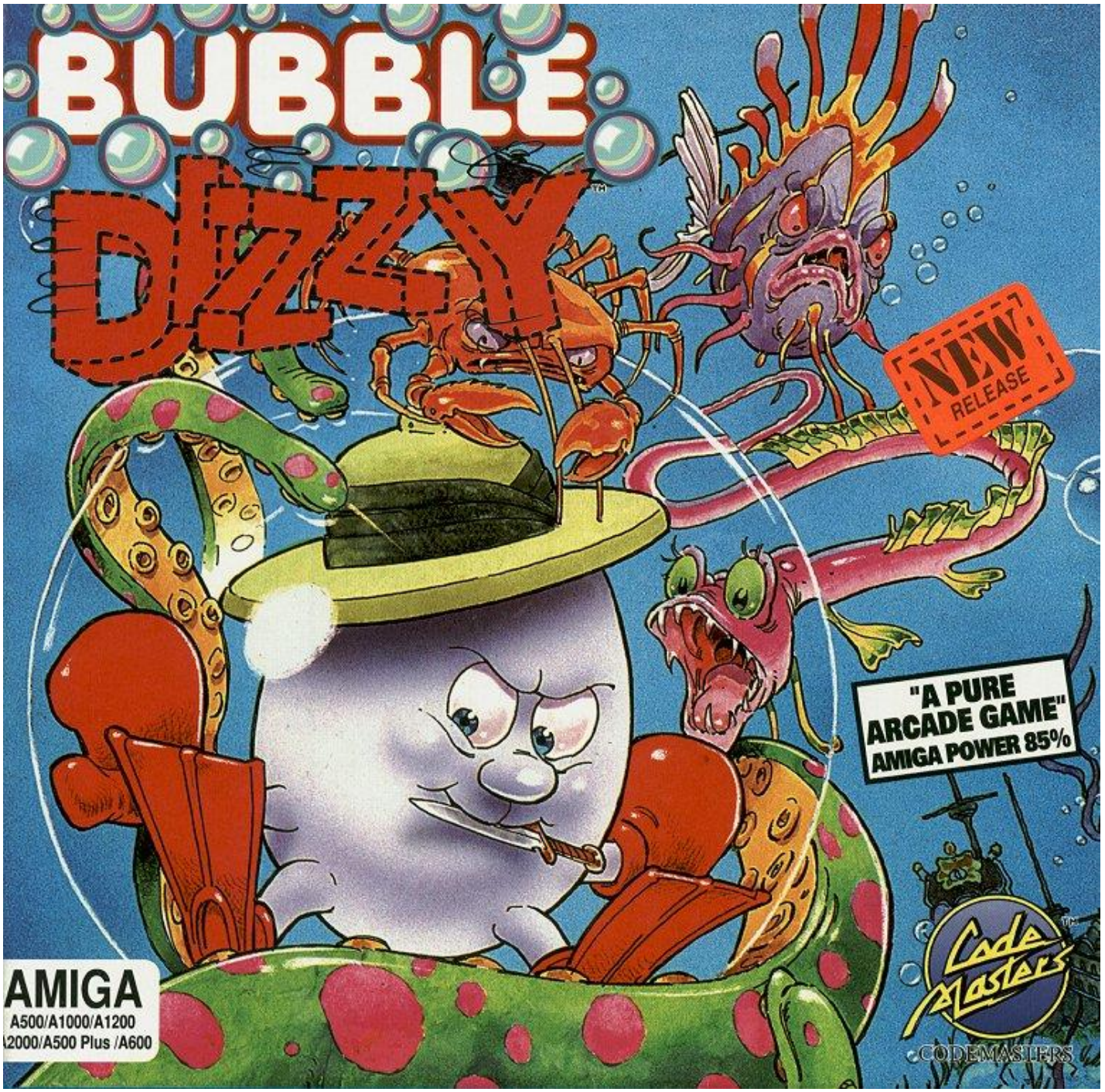
AF: 78% - 'It's cute, cheerful, not amazing, and basically a bit of mildly addictive fun.'

AUI: 65% - ‘Bubble Dizzy dirst showed up in a CodeMasters compilation some months ago. It’s here as a stand alone release. When I reviewed the compilation, I thought that Bubble Dizzy was the weakest of the titles.’

O: 61% - ‘Bubble Dizzy is not a bad game by any means, although neither is it particularly outstanding one. It plays well, if a little ‘rigidly’ at times, but the random nature in which bubbles appear means that levels seem to rely on luck rather than skill, provoking a fair amount of frustration on a number of occasions. The music is fairly rhythmic in a bongo kinda way, the graphics are very ‘Dizzy’ styley, and it will probably provide you with a few weeks of gaming pleasure if you are willing to persevere with what is basically a limited arcade game. All-in-all it’s a fair but not essential purchase.’

This game is almost a really good idea. The concept of falling from Bubble to Bubble to make your way to the top is a nice idea (if bloody annoying), the trouble is that the Bubbles are generated randomly and so makes the game more about luck and perseverance as opposed to skill. If only they had made the bubbles always be the same pattern and have less tall levels then this could have been one of the puzzle platform greats, as it stands however, it remains a curio to those who love their Dizzy games (like me), and it is a polished but simple arcade game that is more likely to frustrate than entertain.



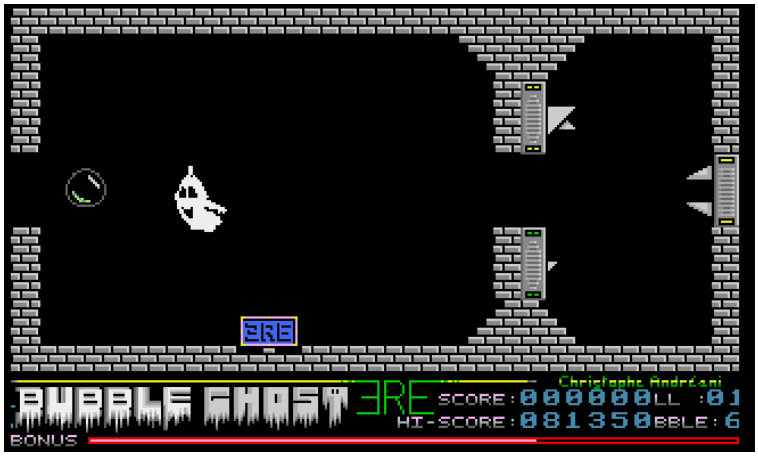

BUBBLE
DIZZY
NEW RELEASE
"A PURE ARCADE GAME"
AMIGA POWER 85%
AMIGA
A500/A1000/A1200
A2000/A500 Plus /A600
Code Masters
CODEMASTERS

Bubble Ghost (1988)

£19.95 – Accolade /
Dev: Infogrames

[9/10 – 'Great original title, really addictive and fun.']

ZZ: 88% - 'An enjoyable and amusing game which many gamers will find a bit of a larf.'



ACE: 797 /1000 - 'Bubble Ghost is funny, entertaining and quite a challenge. It's just a pity then that there are only forty odd rooms to get through – given the games immense playability and addictiveness you're going to complete it all too soon.'

GM: 78% - 'The Amiga version also has a two-player option plus a practice mode where you can attempt any screen with a full compliment of soul bubbles.'

CVG: 7/10- 'Bubble Ghost is a neat little game; the appeal may wane after a while, but until then you'll be forever blowing bubbles.'

CU: 60% - 'It's also the easiest version, so twenty quid is definitely too steep.'

AC: 60% - 'Although Bubble Ghost is quite novel and enjoyable, harmless and ever-so mildly addictive, the fun and challenge per pound sterling does not represent a good long-term investment. Nice but at this price not that nice.'

Bubble Ghost is a great little game and although Bubble _ is probably the one to play (as it's the same game but with improved graphics) the original is still an awful lot of fun. The concept is simple, you play a ghost that needs to blow a bubble the exit, whilst negotiating ever tougher maze like screens, chock full of hazards. That's it, left and right mouse buttons rotate the ghost and the shift key blows. Its really cute though when the ghost turns red and makes a wheezing, choking sound if you keep blowing too long.

BUBBLE GHOST™

ACCOLADE™

Amiga 500, 1000, 2000

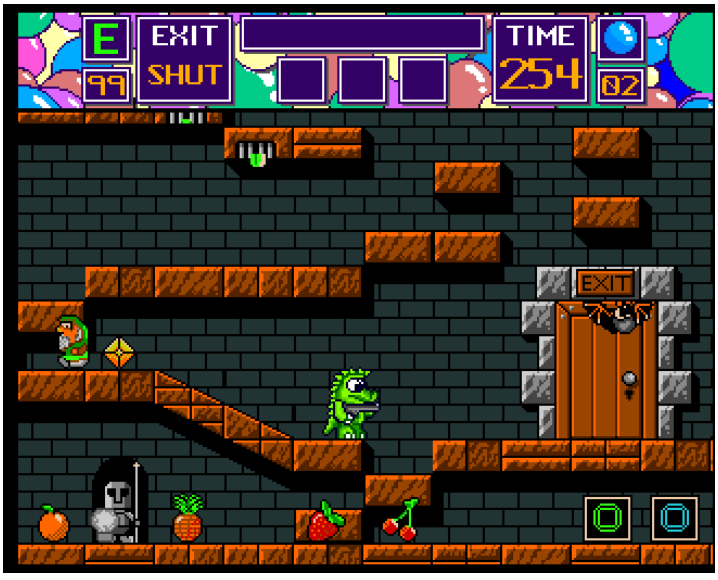
1-2 Players

Requires: 512K

Bubble Gun (1994)

£24.99 – Daze /
Dev: Weathermine

[4/10 – 'cute, but let down by poor jump mechanics.']

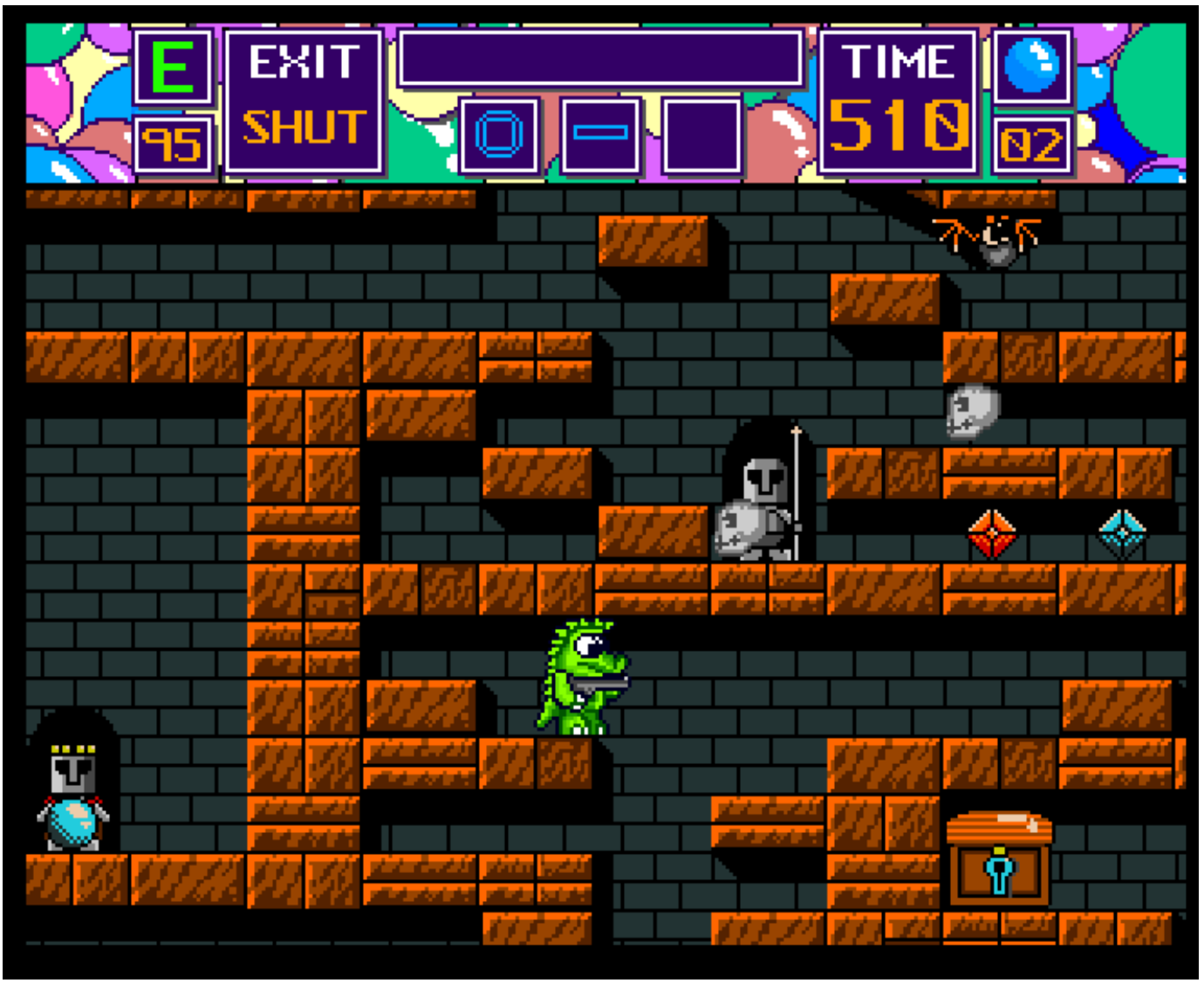


CU: 58% - 'The controls are a little to fiddly for my liking. The character slides along rather than have any contact with the ground, and while its nice to have a smooth animation of the character turning to face the other direction when you move the joystick, it does take time to perform the animation which slows down the responsiveness of the game. Bubble Gun is a weak title, that lacks the class and polish of any of the recent platform games. I have to say avoid this one, simply because it just isn't worth the money.'

O: 38% - 'There are a couple of nice ideas hidden deep within the rubbish. The key system works well, and some of the later level graphics are ok in a cheesy sort of way. However, offering infinite 'continues' is a bad idea – if you're brainless enough to want to see the end of the game then it shouldn't take you too long. That said, the last few levels aren't too bad and rely more on problem solving than pixel-perfect leaping. But for the rest of the game isn't worth playing through just for these. Shame.

This game is quite cute really, but really feels like a game made in the 80's as opposed to 1994. The general idea is waddle your dinosaur around and collect up parts of a key to open chests. Eventually the chest will open with a go to exit. Urm that's it really, the main issue is how bad your dinosaur is when jumping, even my Nan could jump higher than him and she is over 90. This lack of jumping prowess (quite fundamental in a platform game, I think you'll agree.) makes this game annoyingly frustrating to play.

Overall a cute fun, basic platform game. Worth a brief punt, but I guarantee it won't hold your attention for long.

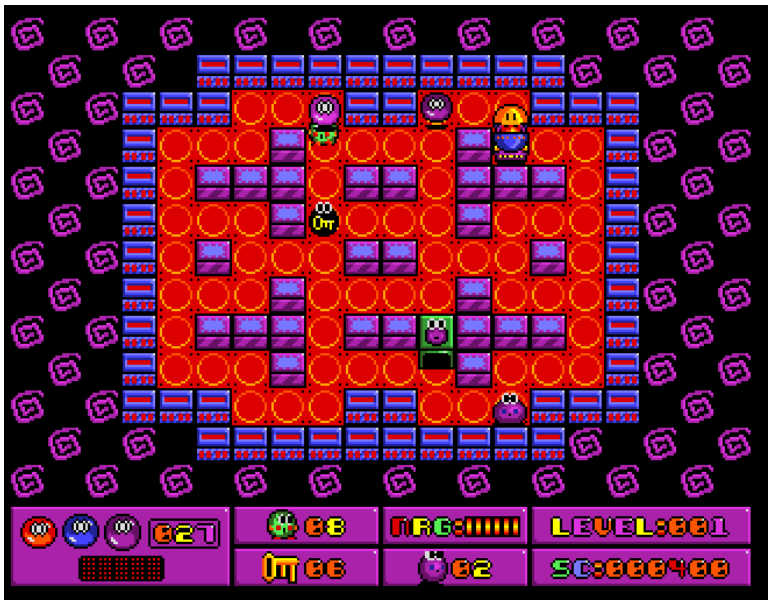


Bubble Trubble(1994)

Public Domain –
F1 Licenseware /
Dev: Generation X

[6/10 – 'Really professional, fun arcade game.']

O: 89% - 'Bubble Trubble is one of those cute-maze-puzzle-arcade games that we've seen so many times before, but this one oozes quality from the instructions and presentation right down to some damn fine level designs. After every few levels a bonus round appears, where a more Pacman-style game takes over, and a number of sweeties can be collected as long as you're the same colour and can avoid the bad goys. If there's one criticism to aim at Bubb Trubb, it's that the screen often becomes too crowded, and perhaps a little less detail on the level floors would have made things clearer. Apart from this eye-straining prob', it's an excellent game, and well worth a handshake or two for professionalism.'



I quite enjoyed this game. I did find it all far too cluttered and far too many rules to remember, for what should be a simple arcade game. Basically the game involves you colliding with the creatures in a bubble the same colour as you and it will pop. Then you can shoot the green popped creature. Shoot enough and you see an exit. The trouble is there is a lot more going on which makes it all unnecessarily complex than it should be. Still, all in all a top effort.

Buck Rogers(1991)

FREE – Public Domain

[6/10 – 'fun blaster, but as Amiga Power states, lacks challenge.']

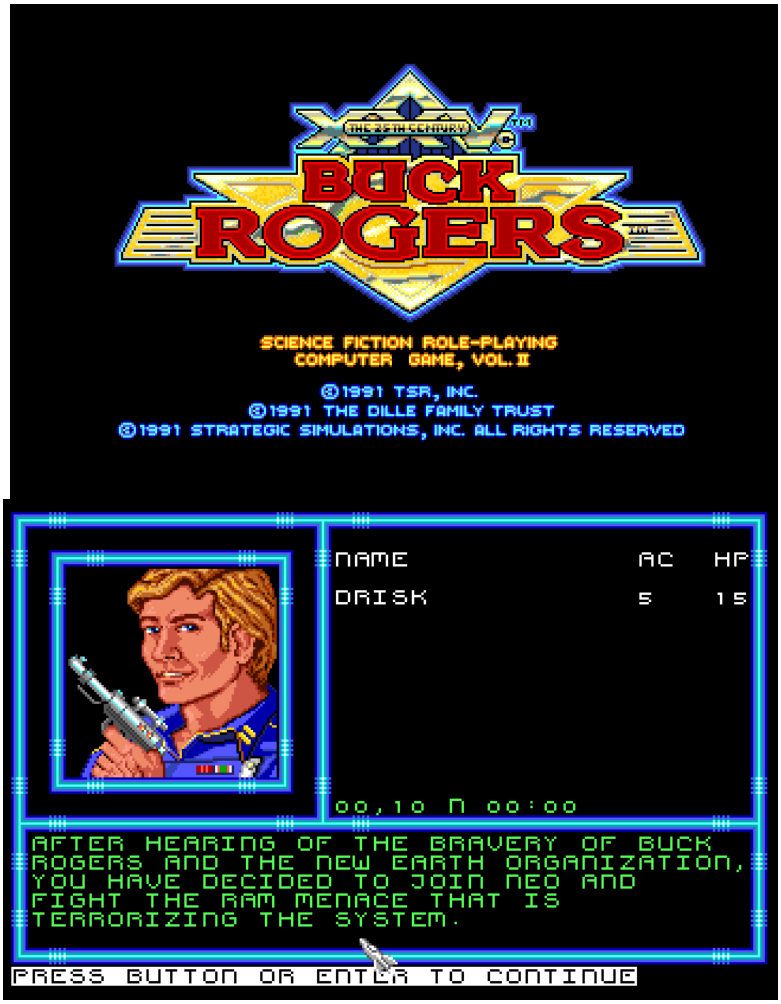
AP: - 'Something's gone wrong here, I think. Buck Rogers is an uncomplicated shoot-'em-up which looks like Space Harrier and plays like Galaxians. This is all very well and groovy and would make for an addictive zapper if it wasn't for one thing: You can never have 'one more go' in Buck Rogers, because when you lose all your five lives, you er…get another five. And then another five, and so on. This built-in infinite lives cheat spoils the game to quite an extent, but it's still good for the short time it will take you to get through the various levels. It looks lovely and the sound is pleasingly solid, but unless a proper version comes out, then I can't honestly say it's an un-missable purchase.'

Reminds me of a simplified version of Segas 1982 arcade game Buck Rogers and the planet of Zoom. Good simple fun, but not a patch, when compared to the arcade original.

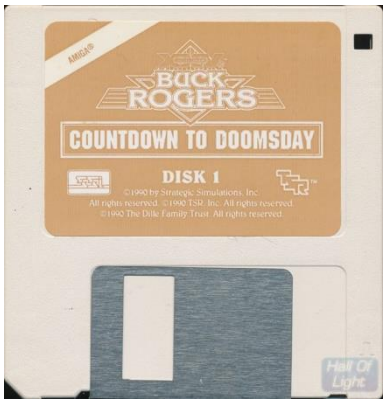
Buck Rogers – Countdown to Doomsday (1990)

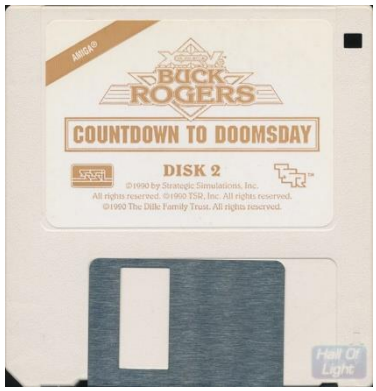
£29.99 – Strategic Simulations Incorporated (SSI)

[9/10 – 'Brilliant recreation of the tabletop role playing game.']



ZZ: 92% - 'As it is the primary feature, combat is excellent and will be enjoyed by tacticians everywhere. In addition, due to the large amount of detail provided for each character (both in normal play and during combat), the game quickly becomes absorbing and addictive. Your characters appear more as 'individuals' rather than just an assortment of a few re-rolled stats such as charisma and strength. There is no doubt, therefore, that Buck Rogers sits firmly as the king of the 'Tactical' RPG castle.'

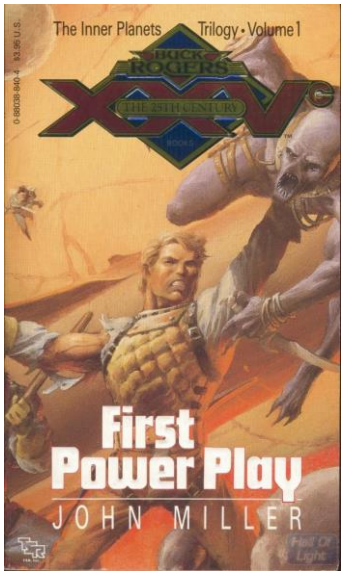




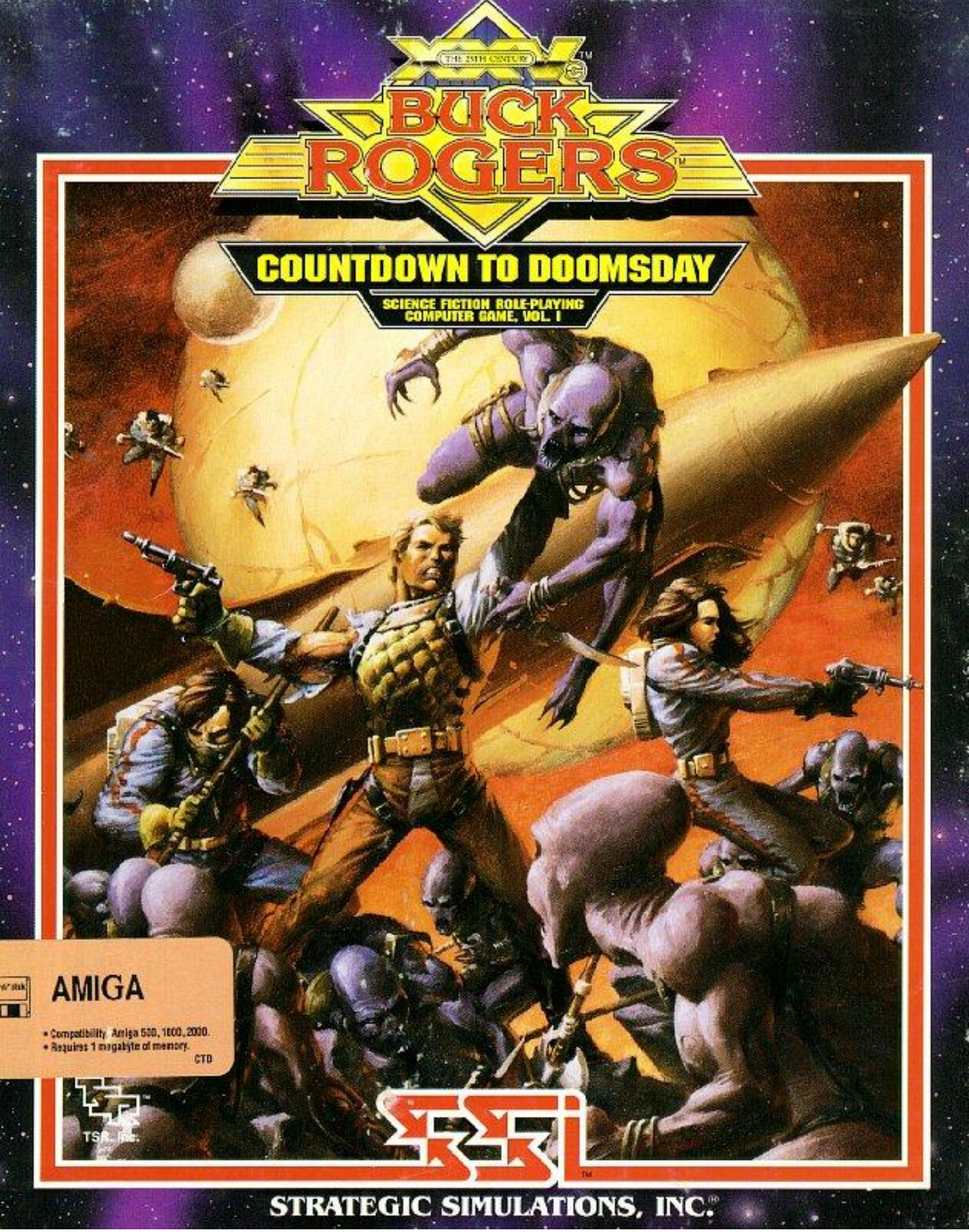
ACE: 885 – ‘Heavy going to begin with, like all computer RPG’s, but after creating your party rather than using the default one, you take more interest as your combination of skills begin to determine the gameplay. After a few hours you really get involved and are trying to do everything possible to get more experience points, so you can handle the nastier enemies. Won’t keep you playing until the 25th century, but should keep you busy well into 1991.’

CU: 82% – ‘Another engrossing RPG from SSI.’

I love a good Dungeons and Dragons style, space RPG and up with the Mega Traveller games this one of the best. Brilliantly written and a great combat system makes this a lot of fun. To warn you now, you will have to invest a lot of hours into this game and ideally have the original so you can read up the two manuals and free novel that came with the game. But it is well worth investing your time with.



The game even came free with an entire free novel.


THE 25TH CENTURY
BUCK ROGERS
COUNTDOWN TO DOOMSDAY
SCIENCE FICTION ROLE-PLAYING COMPUTER GAME, VOL. I
AMIGA
• Compatibility: Amiga 500, 1000, 2000.
• Requires 1 megabyte of memory.
CTD
TSR, Inc.
STRATEGIC SIMULATIONS, INC.

WELCOME TO THE 25TH CENTURY!

It is the year 2456. Humanity has spread across the terraformed planets and satellites of the solar system. Colonies drift through the upper regions of the Jupiter gas clouds and cities have been carved out of asteroids. Mars, the seat of power among the inner worlds, is home to the powerful, despotic Russo-American Mercantile (RAM). Its goal: The enslavement of the solar system.

But what of Earth?

The ancestral home of mankind now struggles to overcome the devastation of war and pollution. All hope for a return to its former glory lies with a daring band of rebels, the New Earth Organization (NEO) led by Buck Rogers.

Now, you and the members of your team can join Buck and his allies to rid the solar system of RAM tyranny!

COUNTDOWN TO DOOMSDAY is a detailed computer role-playing game based on TSR's new BUCK ROGERS® XXVc™ role-playing system, and uses a specially enhanced version of SSI's award-winning AD&D® computer fantasy role-playing system.

Assemble a team of Rocketjocks, Warriors, Engineers, Rogues and Medics, recruited from Terrans, Martians, Venusians, Mercurians or genetically engineered Desert Runners and Tinkers.

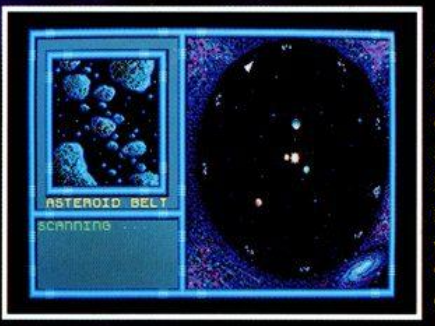
As your team explores the solar system, characters gain valuable skills such as piloting, zero-G maneuvering or demolition. These skills can prove more valuable than a good laser pistol in the toxic atmosphere of Venus or the sun-blasted surface of Mercury.

But hang on to that laser pistol! The 25th century is a dangerous place — especially for those who join Buck Rogers and NEO in the heroic fight for interplanetary justice and freedom!

IBM VGA DISPLAY

Join Buck Rogers and the rebels of NEO in the struggle against RAM domination!

The vacuum of space is no place to lose a shoot-out! Use your kinetic cannons, missiles and lasers to blast galactic pirates and RAM ships into space dust. IBM VGA DISPLAY



IBM EGA DISPLAY

Interplanetary space travel is managed with the aid of the solar system map. This invaluable instrument provides you with both "system" and "local" views.

Engage in tactical combat on the surface of Mars with rocket rifles, laser pistols, needle guns, grenades, even cutlasses or thin, keen-edged mono knives.

AMIGA DISPLAY

Hall Of Light

BUCK ROGERS™

COUNTDOWN TO DOOMSDAY

SCIENCE FICTION ROLE-PLAYING COMPUTER GAME. VOL. I

Blast into the far-flung future with an all-new, premium role-playing adventure game from SSI's Special Projects Team!

Create a team of space-hardened pros and join Buck Rogers and his daring band of rebels in the fight to free the solar system from a powerful, despotic government!

COUNTDOWN TO DOOMSDAY features a specially enhanced version of SSI's award-winning AD&D® computer FRP system — that gives you 40-100 hours of state-of-the-art computer role-playing!

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Screenshots 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's specifications.

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SSI™

STRATEGIC SIMULATIONS, INC.

Budokan (1990)
£24.99 – Electronic Arts)

[7/10 – 'slow and indepth fighting game, that is genuinely tactical.']

GM: 87% - 'A fun beat-'em up with the most versatile control system – as many as 37 moves for a single art – Budokan is the pinnacle of pure martial arts software.'

CU: 87% - 'This is very much a game you can pick up and play, providing you don't want to boost your Karman. But with so much to learn, winning a fight brings a real feeling of accomplishment. Extremely violent and mindlessly destructive. Just perfect.'

AFC: 85% - [R £12.99] 'What a game! This is no ordinary beat-'em-up. It's the first game I've seen that captures the true martial spirit. Presentation and animation are faultless throughout, with a characters shadow closely following his movements. Combat involves genuine tactics, and the effects of stamina ensure you can't just blast away on the fire button and win every time. All in all Budokan is a polished production, and a worthy purchase as a budget outing.'

AA: 83% - [R £12.99] ‘You only have to take a look at Street Fighter II and Body Blows to realise that the big two beat-‘em-ups on the Amiga are vastly overated – especially Body Blows (Mr Controversial – Ed). Having played Budokan many times on the Mega Drive, missing it first time around on this format, I thought “At last, a decent Amiga basher.” Budokan is an oriental tournament between the best young athletes of the East, specialising in the four disciplines of Karate, Nunchaku, Bo and Kendo, with great honour bestowed upon the best fighters. In case you’re thinking i’t’s simply a matter of entering a tournament and flogging away until you win, let me put you right. The Eastern disciplines need loads of training before any competition can be contemplated seriously, and you will need to perfect your techniques in all four before you are ready to compete. Whilst not as good as it’s console cousin, Budokan ranks amongst the best Amiga beat-’em-ups – a budget bargain!’

ACE: 825 /1000 – ‘Martial arts games come and go, and often new efforts are greeted with a huge yawn. Budokan is a refreshingly good martial arts game. There are four arts to train in: Karate, Kendo, Nunchaku and Bo. Training is integrated with traditional warrior culture, and the game culminates in competition at the Budokan. Nice graphics, and the usual finger gymnastics to perform moves. Worth a look if you like this sort of thing.’

O: 81% – [R £12.99]‘Each art has at least twenty moves, the moe difficult ones performed by moving the joystick through a series of two or three positions. Thankfully, most moves are performed in similar ways across the arts. Once you have completed your training you can enter the competition against some of the baddest dudes this side of Street Fighter 2. This is where things get interesting. Although not as playable as the aforementioned classic, Budokan is still a very enjoyable beat-’em-up, with enough twists to keep you playing. A little dated in places, but still worth getting hold of.’

AF: 80% - [R £12.99] ‘This is certainly not what you would call a traditional beat-’em-up. There’s plenty to get involved in, and you can mix the disciplines – for example Karate vs Kendo. The graphics are quite goof and the gameplay will keep you going for a while and I haven’t even used the word ‘grasshopper;. Damn.’

AP: 64% – [R £9.99] ‘A neat well presented but far too taxing and monotonous hand-to-hand, stick-to-stick martial arts thingy.’

CU: 35% - [R £12.99] ‘Despite the obvious realism, you’re probably better off giving Budokan a miss, especially when it’s at a budget price of £12.99. Go for Body Blows or Street Fighter 2 instead, they may be far-fetched, but at least they’re fun to play.’

This Martial arts simulator isn’t for everyone, it’s slow and methodical and it involves a lot of patience to learn all the moves and best way to take on opponents. All this without out the outlandish characters and special moves visual spectacle that other games provide. Still if you like things a bit slower and methodical and one that respects the Martial Arts for once, then this is well worth a try. Just expect a challenge.

MATCH 1

GORO SUZUKI

DOJO: OZEKI-RYU
RANK: SHODAN
WEAPON: KARATE

GORO IS BETTER KNOWN FOR HIS SUSHI-EATING ABILITY THAN HIS KARATE SKILL, BUT DON'T UNDERESTIMATE HIM. HE'S GOT A GOOD PUNCH AND A HEFTY KICK. YOU'D BETTER STAY ALERT.

MATCH 2

EIJI KIMURA

DOJO: YAGYU-RYU
RANK: SHODAN
WEAPON: KENDO

KNOWN AROUND TOWN AS THE "KAMIKAZE KID," EIJ KNOWS ONLY ONE THING -- ALL OUT OFFENSIVE FIGHTING. HE'LL WANT TO TAKE YOU OUT EARLY, SO WATCH OUT FOR HIS OPENING COMBINATION.

MATCH 3

JIMMY DORAN

DOJO: SHITO-RYU
RANK: NIDAN
WEAPON: TONFA

JIMMY WAS INTRODUCED TO KARATE WHEN HIS DAD WAS STATIONED ON OKINAWA. HE QUICKLY FELL IN LOVE WITH THE BEAUTY OF ITS FORM AND ITS SPIRITUAL DEPTH. DEDICATED AND SERIOUS, JIMMY IS SOLID KARATE-KA.

MATCH 4

SHIGEO KAWAHARA

DOJO: NONE
RANK: NO RANK
WEAPON: NUNCHAKU

SHIGEO HAS SPENT THE LAST TWO YEARS ON A DESERTED ISLAND STRIVING TO PERFECT HIS NUNCHAKU TECHNIQUE. UNDEFEATED IN LOCAL TOURNAMENTS, HE'LL CRUSH YOUR SPIRIT IF IT ISN'T STRONG.

MATCH 5

TETSUO OKABE

DOJO: MIYATE-RYU
RANK: SANDAN
WEAPON: BO

HE QUIT HIS FULL-TIME JOB AS A "SALARY MAN" TO DEVOTE HIS LIFE TO THE STUDY OF BUDO. OKABE-SAN'S HARD AND DILIGENT TRAINING SHOWS IN HIS STRONG TECHNIQUES. KEEP YOUR GUARD UP AND THE PRESSURE ON.

MATCH 6

ARNIE GUSTAFSON

DOJO: HAKUTSU-KAI
RANK: GODAN
WEAPON: KARATE

MARTIAL ARTS CONTINUE TO THRIVE IN EUROPE AS EXEMPLIFIED BY ARNIE. HIS STRENGTH HAS EARNED HIM TOP RANKINGS WORLDWIDE. HIS KICKS ARE FAST, POWERFUL AND ACCURATE. RESPECT HIM.

KARATE KENDO BO NUNCHAKU

MATCH 7

HIROSHI IKEDA

DOJO: ARAKI-RYU
RANK: HACHIDAN
WEAPON: KUSARI-GAMA

"MOUNTAIN MAN" IKEDA LIVES IN A SMALL SECLUDED VILLAGE HIGH ATOP MT. UENO. ONCE A YEAR, HE TRAVELS TO TOKYO TO COMPETE IN THE BUDOKAN. UNFORTUNATELY FOR YOU, HE HAS RETURNED AGAIN THIS YEAR.

MATCH 8

MIYUKI HIROSE

DOJO: SHINKAGE-RYU
RANK: YONDAN
WEAPON: NAGINATA

SHE STARTED TRAINING AT AGE TEN AND CONTINUES TO IMPROVE AND REFINE HER TECHNIQUE. DON'T LET HER DELICATE APPEARANCE FOOL YOU- IT MAY BE THE LAST MISTAKE YOU WILL EVER MAKE.

MATCH 9

RANDY WU

DOJO: SEKIGUCHI-KAI
RANK: HACHIDAN
WEAPON: NUNCHAKU

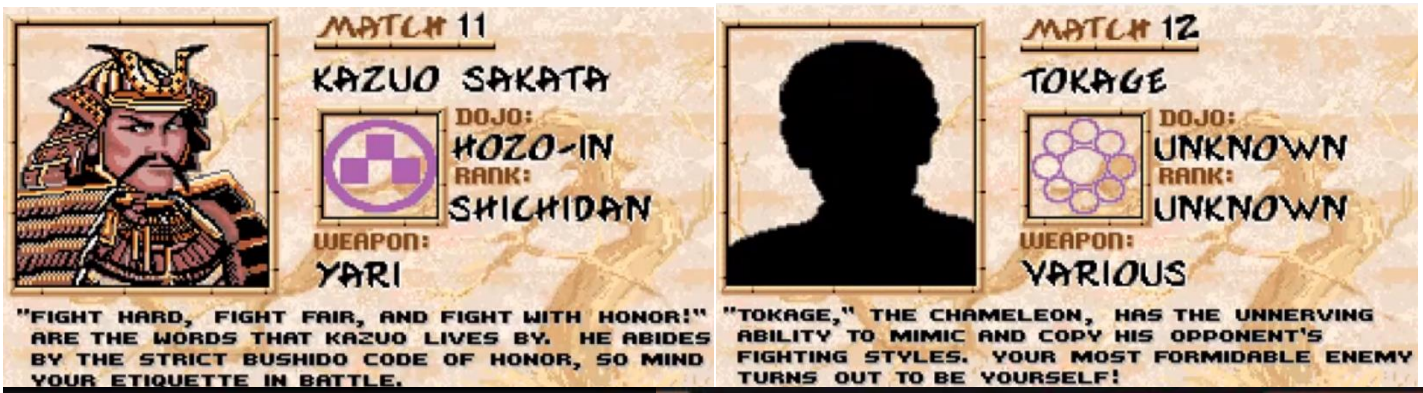
RANDY STARTED HIS TRAINING IN HONOLULU BUT THEN DECIDED TO MOVE TO JAPAN AND STUDY UNDER THE NOTORIOUS "WHITE TIGER," MIZUKAMI-SENSEI. HIS STYLE MAY BE RATHER UNORTHODOX, BUT IT IS DEADLY.

MATCH 10

AYAKO MARUYAMA

DOJO: UNKNOWN
RANK: UNKNOWN
WEAPON: NINJITSU

PEOPLE SPECULATE THAT AYAKO STUDIES A VERY ANCIENT AND OBSCURE FORM OF NINJITSU. THOUGH MANY ARGUE ABOUT ITS ORIGINS, THERE'S NO ARGUING ABOUT ITS EFFECTIVENESS.

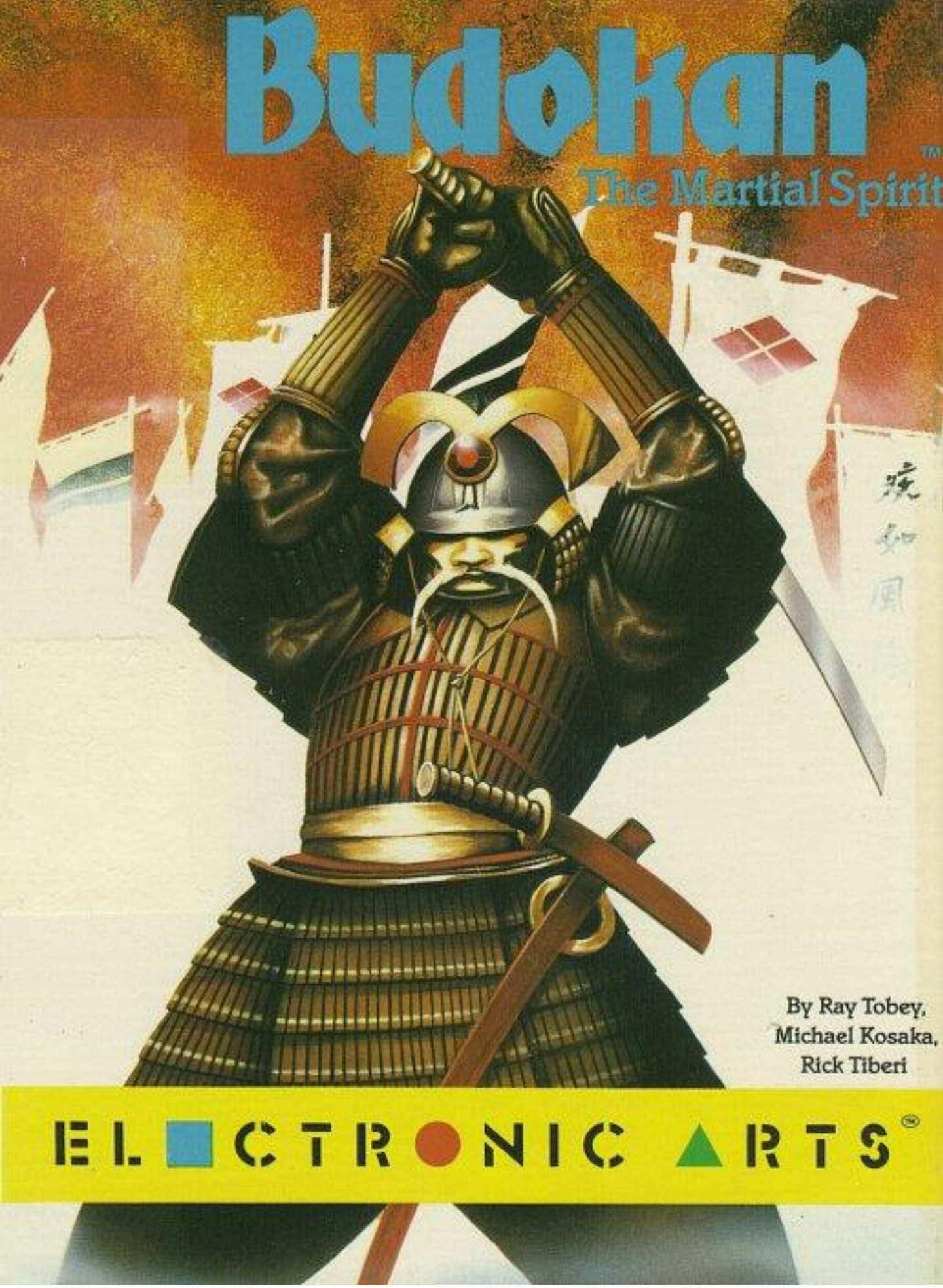

MATCH 11
KAZUO SAKATA
DOJO:
HOZO-IN
RANK:
SHICHIDAN
WEAPON:
YARI
"FIGHT HARD, FIGHT FAIR, AND FIGHT WITH HONOR!" ARE THE WORDS THAT KAZUO LIVES BY. HE ABIDES BY THE STRICT BUSHIDO CODE OF HONOR, SO MIND YOUR ETIQUETTE IN BATTLE.
MATCH 12
TOKAGE
DOJO:
UNKNOWN
RANK:
UNKNOWN
WEAPON:
VARIOUS
"TOKAGE," THE CHAMELEON, HAS THE UNNERVING ABILITY TO MIMIC AND COPY HIS OPPONENT'S FIGHTING STYLES. YOUR MOST FORMIDABLE ENEMY TURNS OUT TO BE YOURSELF!

325
75
250
175
150

TO WIN ONE HUNDRED VICTORIES IN ONE HUNDRED BATTLES IS NOT THE HIGHEST SKILL.
TO SUBDUE THE ENEMY WITHOUT FIGHTING IS THE HIGHEST SKILL.

Budokan™

The Martial Spirit



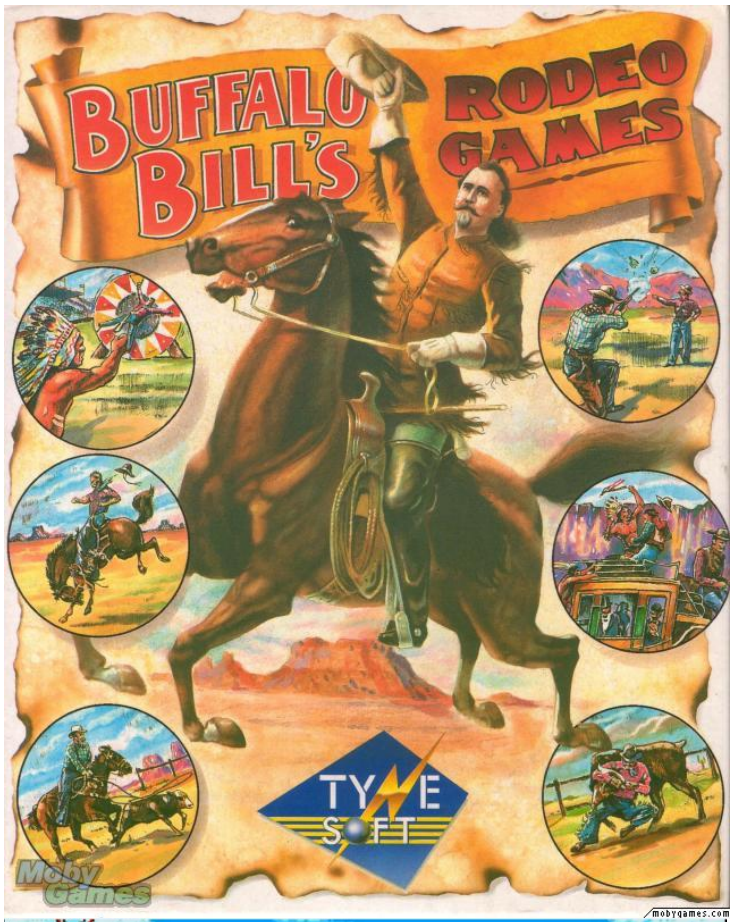
By Ray Tobey,
Michael Kosaka,
Rick Tiberi

ELECTRONIC ARTS®

Buffalo Bills Rodeo Games (1989)
AKA Buffalo Bills Wild West Games

£24.99 – Tyne Soft

[8/10 – 'California Games, set in the Wild West. Fun if you like that kind of game.']



ZZ: 87% - 'Tynesoft have had a go once before at an 'alternative' multi-event game with Circus Games, which wasn't up to much. Thankfully Buffalo Bill' Rodeo Games is a great improvement. None of the events featured would hack it as stand-alone games, but brought together in one package they add up to value all round. Each sub-game is playable, requiring a fair amount of practice to win through, and thankfully you can do just that! This is a good 'un, across both formats.'

CU: 81% - 'Where the game really wins over is in it's originality. No doubt dozens of clones will appear, though whether they reach the same level of varying gameplay that makes this game what it is. The small number of events, mixed with the basic simplicity means it will be sort lived, but then again nothing lasts forever. An enjoyable romp, and an excellent venture into an untapped field. I'd check it out.'

I was surprised how much fun I had with this game. The events are all short lived but surprising fun. These events are:

Knife Throwing – a game all about timing and skill and not killing your Indian Squaw.

Trick Shooting – Shoot only the bad guys and not the innocents or Marshalls. Then a Man throws bottles and you have to shoot them.

Bronco Riding – Follow the moves and keep on that bucking bronco as long as possible.

Stagecoach Rescue – a beat-’em-up against an Indian.

Calf Roping – Lasoo a calf, against the clock.

Steer Wrestling – Time you jump from your horse to the bull and then wrestle him do the ground.

Bug Bash (1990)

£12.99 – MicroTec /
Dev: Mutation

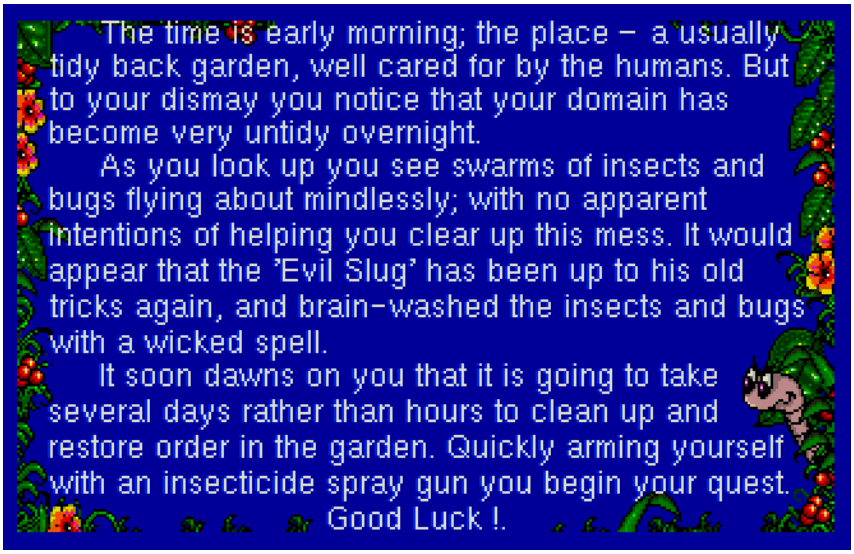
[5/10 – 'Average, simple blaster, gets boring quickly.']

CVG: 83% – 'Bargain of the month and no mistake! Bug Bash is the main attraction here and beats the pulp out of many full price efforts! Nucleus is a decent 'freebie' – so go for it.'

AP: 3 /5 – [R Free] 'A curiosity here, in fact I think it's a first. Bug Bash was once a commercial game (released as part of a two-game package by Mutation Software with a shoot-'em-up called Nucleus), but now it's entered into the Public Domain (sort of) via an exclusive licensing deal with PD people Amiganuts. The gameplay is pretty elementary, featuring you, the player , as a ladybird with a helicopter jetpac on a mission to clear up lots of rubbish from the garden, all the time being hindered by lots of othere insect-type badies. The graphics and sound befit a one-time commercial release but the game itself is simplistic and repetitive, and doesn't take bery long to become boring. Still, as PD you can't really complain, and the price is a fair reflection on what you're getting.'

AF: 65% – 'Backed up with a super twee background song, BB looks good and plays reasonably well, it never really makes it into the realm of thrilling, standing firmly in the frustrating camp, this may spur some on to greater Bug Bashing, but most will not see it metamorphosis into a good game.'

I was really chuffed to find this game, the reason is that I have fond memories playing the game Doodlebug by Core, which is the sequel to this game. The sequel was a nice platform game, but this is a fun and simple arcade shooter.



The idea of the game is you play Doodle Bug, a kind of cute Lady Bird who decides to go all Postal and kill all the fellow bugs for leaving rubbish strewn around, so being litter bugs then (You are so fired – Ed)… I will certainly never watch the Wombles in quite the same way, I can tell you that. The game is very basic, and all rather twee and well worth a play for a little bit. Would make a great simple mobile phone game today.

Bug Bomber (1992)

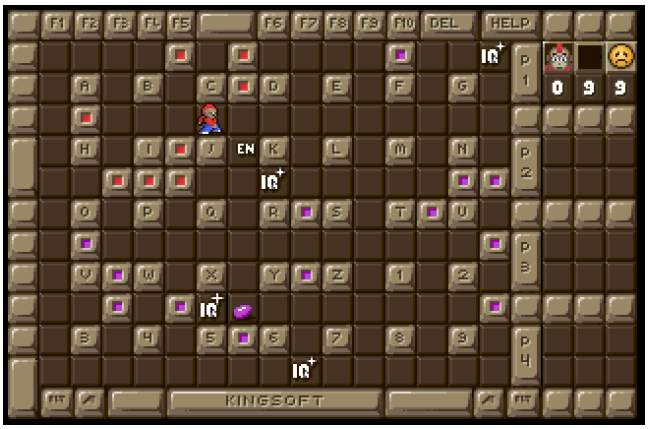
£25.99 – DMI Design / Dev: Kingsoft

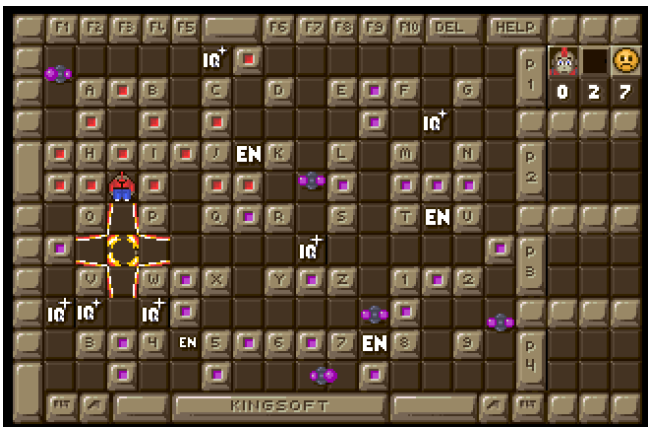
[7/10 – 'Bomberman, with more complexity.']

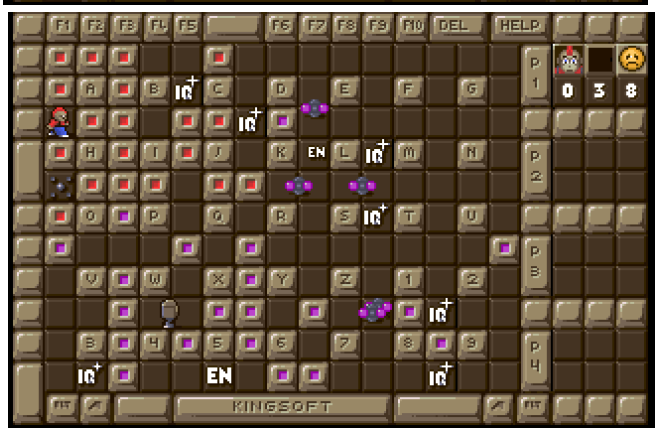
AP: 83% – 'Slightly better than Dyna Blaster as a one-player game, but not quite as good (although still very good indeed) with a big gang of chums.'

AF: 83% – 'All the options and the different weapons are wholly confusing at first, but perseverance pays off eventually and you're left with a fun game that can entertain a whole family at once. At first it doesn't seem to have the same addictive hook as that of Dynablaster – the complicated edge take the edge off it – Vut Bug Bomber will grow on you, give it a second chance and it will impress.'

AA: 83% – 'Dyna Blaster's strong point was its simplicity, unfortunately it was also its downfall. With a group of experienced players a stand off usually resulted as each struggled for dominance. Bug Bomber seeks to alter this situation. The many different way to attack the opposition means that it is almost impossible to avoid death. This makes for a more aggressive game but also one that is a lot more complicated. I personally prefer the hectic, no frills action of Dyna Blaster but if you're looking for something that bit more challenging, then I suppose this could be the answer.'



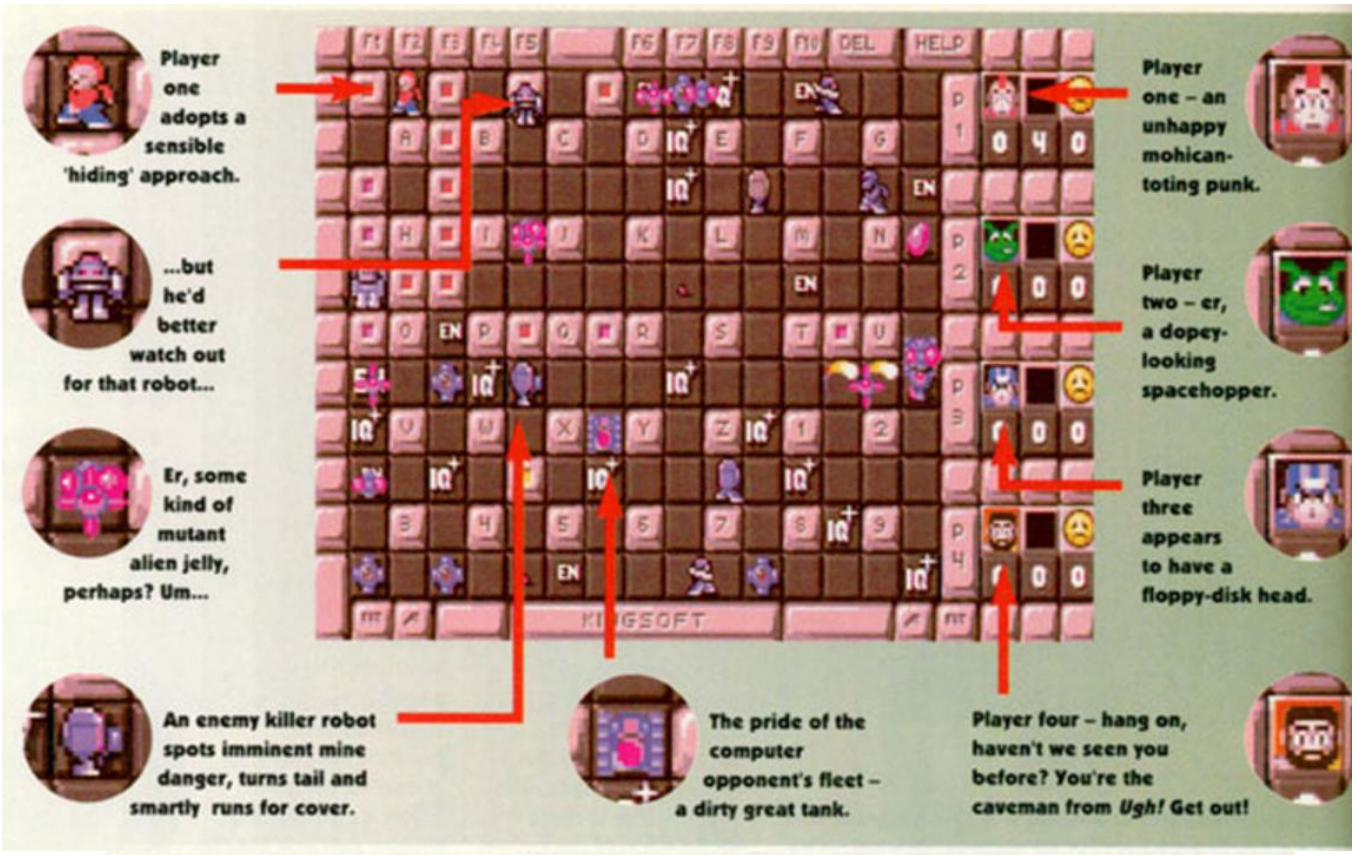




Lay different bombs by pressing a direction on the joystick when you press the fire button.

O: 81% – ‘Like Dynablaster, Bug Bomber is a competent but ultimately repetitive one-player game, with the real fun coming from the participation of your friends for simultaneous action. If you can muster the mates, you’d be hard pushed to find a more enjoyable group game concept.’

CU: 75% – ‘Okay, the playability is the most important thing, but when the game looks as bad as this, it certainly detracts from the proceedings.’



ENERGY POINTS THE WAY

BLOCK

Laying a block takes only one unit of energy. Most of your enemies cannot pass through blocks, but nor can you, so be careful, you might end up trapping yourself.

MINE

Placing a mine uses up three units of your precious energy. Once placed, it will detonate if one of your enemies moves on to the square it occupies.

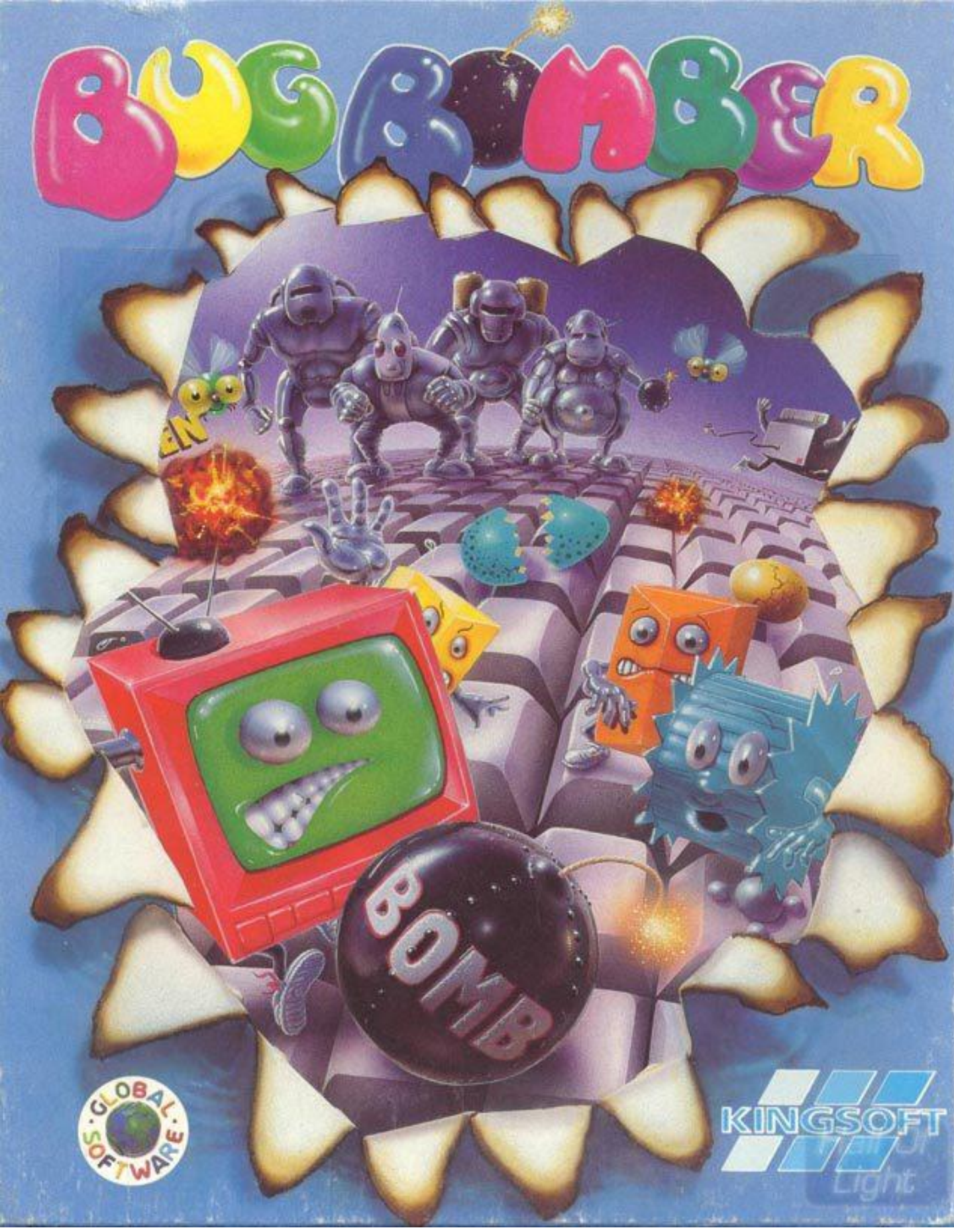
BOMB

Dropping a bomb takes one unit of energy from your score. These only have a range of two squares, so place them with care and don't leave yourself with nowhere to run.

EGG

Laying an egg takes from four to twenty units of energy. There are five different types of egg, including Painters, Crunchers and Hunters, each with their own attributes.

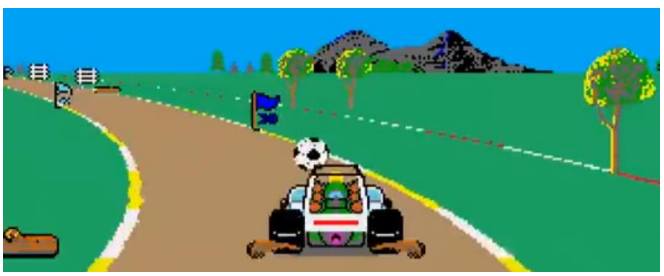
This is a great alternative to Dyna Blasters, which was the name for the Bomberman game on the Amiga. This game follows that simple premise and runs with it, adding multiple types of weapons and rules to the proceedings. I still find Bomberman the far better game here (by along mile), having said that, for those who are fans of that series, and who wants something different and more involved, then this is definitely worth your time.

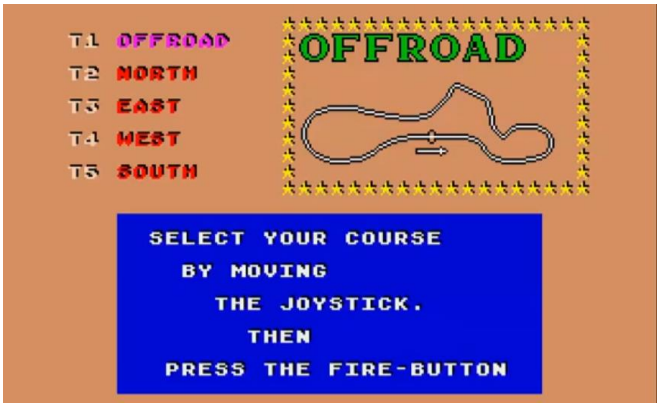

BUG BOMBER
BOMB
GLOBAL SOFTWARE
KINGSOFT

Buggy Boy (1988)

£24.99 – Elite

[10/10 – 'My favourite racer on the Amiga.']





ZZ: 92% – 'I must say I think the 64 version is the best racing game around, so I was holding m y breath (don't try this at home, kids!) In anticipation of the Amiga conversion. I am not disappointed! Amiga Buggy Boy retains all the 8-bit's playability and, if anything, gains a lot due to its fantastic authenticity to the arcade original. The only graphical differences to Tatsumi's coin-op are the small reduction in buggy size and a marginally slower screen update. These differences, already minor, aren't noticed when involved in the totally absorbing races, and – short of a steering wheel, gear stick and accelerator pedal – it's just like playing the arcade game, as sound, too, is faithful to the original. I was actually swaying in my seat when trying to coax the buggy around the curves – it's that good! £25 isn't really an amount of money to spend lightly, but you can buy Buggy Boy safe in the knowledge of dosh well spent.'

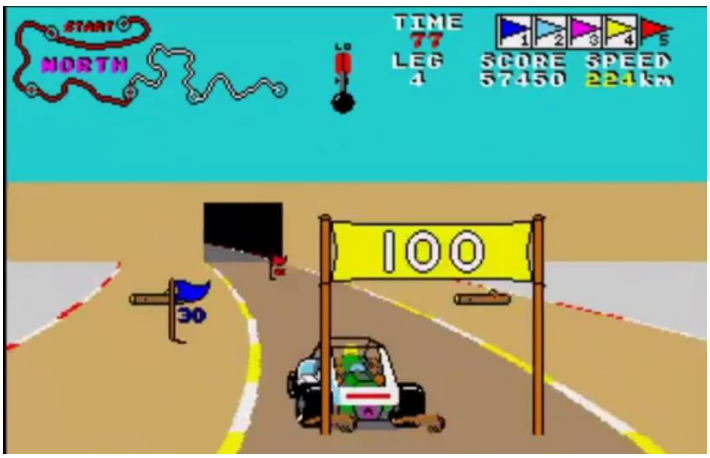
GM: 89% – [R £9.99 Encore] 'Although there aren't any opposing vehicles in Buggy Boy, there's still plenty to do in Buggy Boy. Dodging obstacles and negotiating curves is enough to fill the stages, often more than enough, then there are flags and point gates to divert you from your path. Interaction with obstacles is useful, logs to make the buggy jump, a tree stump or stone to make it run on two side wheels – useful to get through narrow gaps in walls/barriers – and there's the infamous football to hit for bonus points. In short, the best budget racer available.'

ACE: 833 /1000 – ‘The graphics show off the Amiga’s capabilities nicely with lots of smooth, fast action. The buggy is very responsive , accelerates quickly and is animated well. Its initial appeal is high and it’s great fun to play, but there are two problems that drag it down a little. It’s a bit too easy to beat, and with the recent spate of Out Run types games it has aged quite rapidly as a game format. Still a lot of fun but it won’t last that long.’

AC: 81% – ‘Nifty sound effects, jolly jingles, bright colours, clean and cute graphics, fast and smooth action and a well varied content makes Buggy Boy a joy to play. The challenge of completing the courses and then trying again and again to better your score ensures that this is a game that will not be consigned to the attic. A lively and lovely, non-violent game. Nice one, Elite.’

AUI: 8 /10 – ‘It would have been too much to expect Buggy Boy to come up to the standard of the coin-op in terms of speed, but a great job has been done. Control is responsive and everything moves fast enough to be convincing. I never found the coin-op particularly appealing next to the likes of Enduro Racer and Out Run, but in its Amiga Format it makes a much stronger impression.’

ACE: 8 /10 – ‘Presentation is good too, with a neat demo mode, easy to use menu, and a separate hi-score table for each course. But what stunned me, more than any if this, was the totally awesome gameplay. The buggy is soooo responsive, and is such a joy to drive. I found myself loving every minute of my time with it. Even though I hate to use the word, it’s incredibly addictive. You have to play it to believe it. In fact, even though it’s a relatively simple game, I can’t see interest waning for a long time to come. It really is that good. Having played Buggy Boy many a time in the arcade, I can say that Elite have done a marvellous job on the conversion, capturing not just the look, but feel too, and this bodes well for future Amiga conversions, Ikari Warriors and Space Harrier.’



The game conversion was put together by Martin W. Ward who would continue to do solid arcade ports for Elite, with Paper Boy, Commando and Aqua Blast. Fellow coder Richard Frankish would equally go on to do such conversions as Ghost ‘N’ Goblins, Ikari Warrior, Paperboy and Space Harrier. Sadly they seemed to have both hung up the game programming hats after the Amiga.

People reading my ten out of ten score, combined with such statements as ‘it’s my favourite racer on the Amiga’, may be scratching their heads, convinced that attempting to catalogue every Amiga game has finally tipped me over the edge, and I have gone mad… but you’d be wrong (I think ☺)… Buggy Boy is genuinely my favourite racer on the Amiga and definitely in my top ten all time racers on any format.

For those not in the know, Buggy Boy was based on an arcade game by Tatsumi called Buggy Boy or Speed Buggy as its known in the US. In the game you could race a buggy against the clock on one of five races (Offroad, North, East, South and West.) There are no other fellow racers to contend with but plenty of obstacles strewn all over the place to impede your race. The racing is sublime and really fun, but the genius of the game though is scoring system. Flags and slalom gates offer score (or Time) for riding over or through them and if you collect the flags in the colour order shown in the top right of your screen then all the flags start to flash and you gain a bigger score for all you collect. The game is full of neat things like that, such as if you hit a small slanted rock or tree stump, then your Buggy goes on two wheels, this is tougher to control, but allows you to fit through smaller gaps and crucially gives you more points for any flags or gate you run through. The same goes for jumps, any items collected mid air will also reward extra points. Then you have score boosting footballs dotted around (many disguised as rocks that need to be learned), boot these for mega score. Finally when you complete the track, the game will multiply up any remaining time to make your final score. It is this wonderful, flexible scoring system, that makes it for me. As each time I get my final track score, I am setting off again, convinced I can get an even better one. This is why I adore this arcade game, its fun, fab and playable.

Incidentally Amiga Kim Lemon channel has done a wonderfully in-depth thirty minute review and play through of the game… https://www.youtube.com/watch?v=5ClAGbeQhjM

Arcade Version

C64 Version

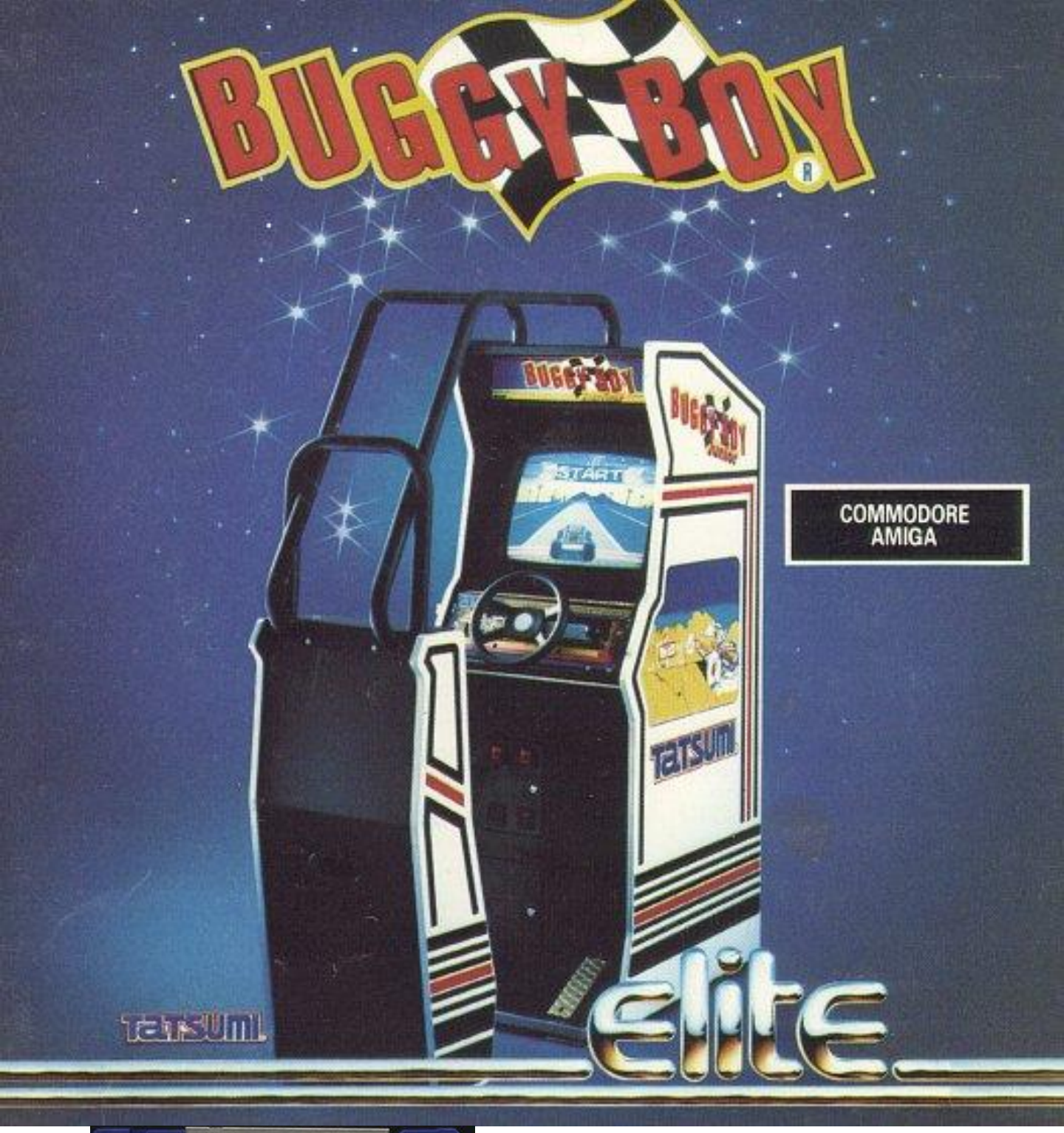
Spectrum Version

Amstrad Version

Amstrad ST Version

With Buggy Boy, be prepared for the bumpiest ride of your life, over 5 tough courses where the terrain is littered with boulders, trees, brick walls and fences. Use your skills to jump the obstacles by hitting the logs on the track. This either sends you flying, or turns you on to two wheels to enable you to steer through narrow gaps. But be careful; time is against you. Each leg must be completed within a given time limit or you will be disqualified. Additional points are scored by collecting flags and driving through the score gates. Collect the flags in the right order, and a bonus is awarded. Full of thrills and spills, Buggy Boy is the ultimate driving challenge.

BUGGY BOY


BUGGY BOY
START
TATSUMI
COMMODORE
AMIGA
elite

Side 1
Disc 1
BUGGY BOY
Amiga
1987 Taito Corporation Developed by Tatsumi
-Copyright Elite Systems Ltd. 1986
elite

31
BUGGY BOY
AMIGA TENSTAR PACK 4
elite
Double
Sided

Arcade flyer, showing off the deluxe three screen Buggy Boy arcade cab.

Builderland (1991)

£24.99 – Loricel

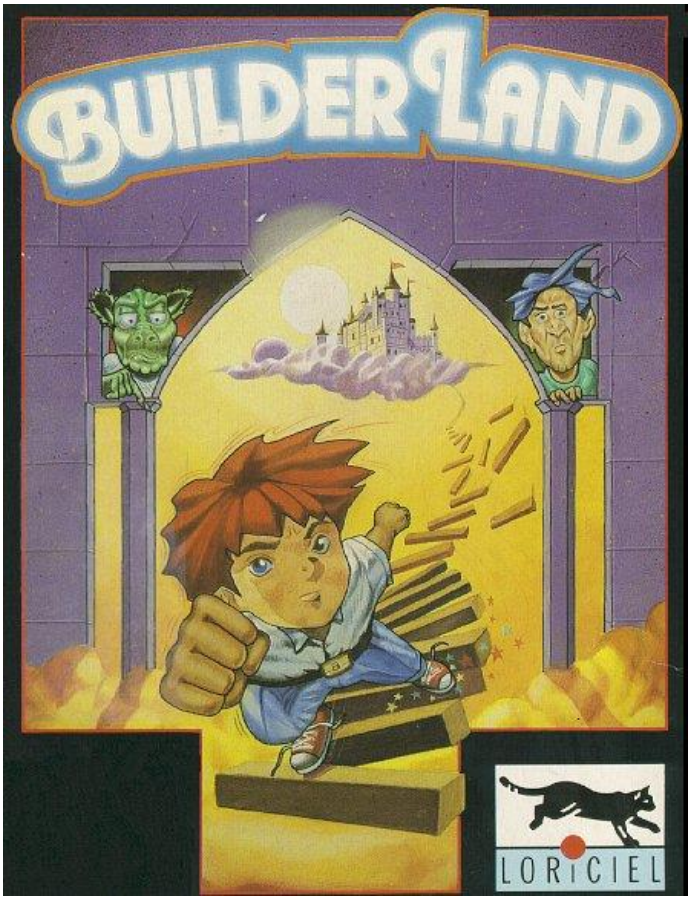
[7/10 – 'Brat game played from the side view and much better for it.']

AM: 86% – 'fun, frustrating addictive game it's a good little number.'

AA: 70% – 'I did find myself completely absorbed at first and found it difficult to pull myself away from the computer. However any enjoyment soon turns to frustration.'

AP: 63% – 'Fairly interesting Lemmings clone, but so cheaply put together as to be almost embarrassing. Fun though.'

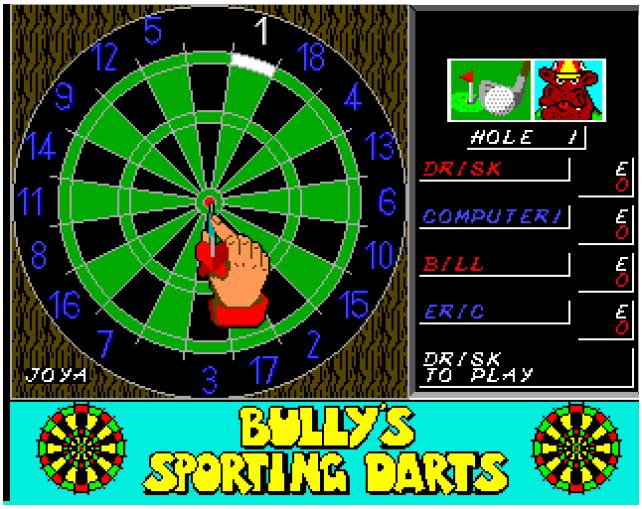
I really enjoyed this game, it reminded me a lot of the Amiga game Brat, but having the side perspective made it much more workable. In the game you must move objects around so the boy doesn't meet an untimely death. It is a compelling concept, but much like the in game music, it's delightful at first but soon becomes annoying.

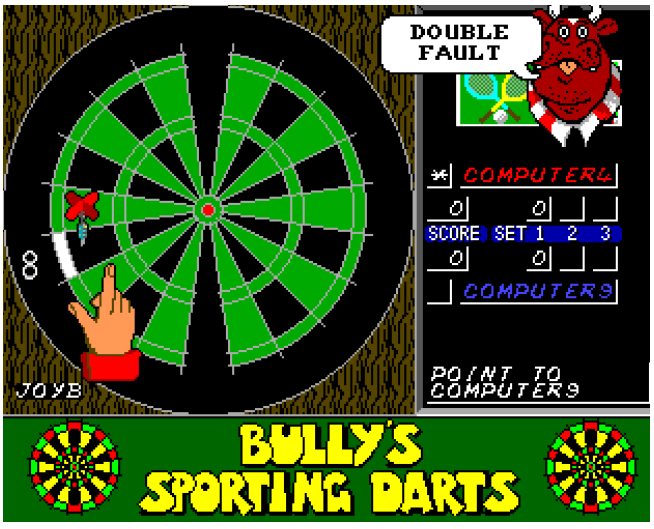


Bully's Sporting Darts (1993)

£9.99 - Alternative

[6/10 – 'Super, Smashing, Terrific.']





AA: 92% – 'There is one thing you should know right from the start: I hate darts. As a result of this fact, you would expect me, and rightly so I might add, to tear this effort apart. Well sorry to disappoint you, but I'm not going to! In fact, quite the opposite. This is one of the most addictive, fun to play, downright enjoyable games I have come across in many a long month. Where does the appeal lie? Well instead of just simulating regular darts, Alternative have opted for something slightly different. As well as the popular 501 game and round-the-board versions, you can also play football, golf, tennis, cricket and snooker, all in dart form! It would take too much space to describe how they work here, but rest assured they are all excellently implemented. For £9.99 Bully's Sporting Darts must be one of the best value-for-money games of all time. Buy it today.'

AFC: 73% – 'Gameplay just misses the Bulls-eye, but at least there's no Jim Bowden!'

AF: 72% – ‘Bullseye – the TV programme responsible for putting a speedboat on every council estate in northern England – enters the Amiga arena with the exotic Bully’s Sporting Darts…[sic]...Bully’s Sporting Darts works best in two player mode playing traditional 501. Good fun if you like darts or competitive two player sports sims.’

AP: 70% – ‘Bullseye was always one of the Great British Institutions. The week wasn’t complete until you’d see a nice ordinary couple make complete idiots of themselves on television. Even then they’d fail to win a speedboat or something equally useless. Did anyone ever see a contestant win the speedboat? I certainly never did…[Sic]…Bully’s Sporting darts is rainy afternoon fun, and brilliant to play with your mates when you are too tired to go out. I’ve only one thing to say. Super, smashing, lovely – Just look what you could have won…’

O: 68% – ‘Rather than being based on the TV series and including a senile bloke and a load of trivia questions, Alternative has licensed the Bully character on its own, so what we have here is an out-and-out darts simulator.’

CU: 24% – ‘Bully’s Darts fails abysmally, in fact it would have trouble cutting it as PD. Avoid.’

I have always found darts a bit daft, and as to why anyone thought… I know we have all these drunk people in a pub, I know lets give then sharp pointy sticks to throw.. was a good idea I will never know. But for computer darts, I have only found one darts game that I adore, and that was 180 by the Pickdord brothers on the Spectrum, all the others have been disappointing. Bully's Sporting Darts isn't a too bad rendition.. The controls felt a little too loose here, making it really tough to line up shots within the time limit. Having said that the variants of darts on offer here is genuinely good fun. All in all an ok darts game, but not a patch on the great 180 spectrum darts game, so play that game instead.

AMIGA
ALL MODELS
FOR 1 TO 10 PLAYERS
501
GOLF
SNOOKER
TENNIS
CRICKET
FOOTBALL
ROUND THE BOARD
"This is one of the most addictive, fun to play, downright enjoyable games I have come across in many a long month... For £9.99 Bully's Sporting Darts must be one of the best value-for-money games of all time. Buy it today."
AMIGA ACTION
92%
AMIGA ACTION
ALTERNATIVE
SOFTWARE
BULLY'S SPORTING DARTS
"I've only got one thing to say, SUPER, SMASHING, LOVELY."
AMIGA POWER.
SUPER, SMASHING, LOVELY, GREAT TO PLAY WITH YOUR MATES!
NEW RELEASE
AS SEEN ON TV

BULLY'S SPORTING DARTS

"A great deal of time has been put into Bully's Sporting Darts, ensuring that this game is **SUPER PLAYABLE**"
ST ACTION

89%
ST ACTION

This is a darts game with a difference, try your hand at any of the following: (ALL ON SPECIAL TAILOR MADE DART BOARDS!)

- **Football**
- **Golf**
- **Snooker**
- **Tennis**
- **Cricket**
- **501**
- **Round the board**

92%
AMIGA ACTION

This superb **ALTERNATIVE** game has tremendous playability that will keep you coming back for more. **NO BULL!**
or as Bully, the star of **TV's BULLSEYE** would say **MOO-VERLOUS!**

"This is one of the most addictive, fun to play, downright enjoyable games I have come across in many a long month.....must be one of the best value-for-money games of all time. Buy it today."
AMIGA ACTION

"I've only got one thing to say, SUPER, SMASHING, LOVELY."
AMIGA POWER.

SCREEN SHOTS FROM AMIGA VERSION

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CENTRAL

"Bullseye" is a central Independent Television production in association with PHI Television Ltd
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ALTERNATIVE SOFTWARE LIMITED
UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE,
PONTEFRACT,
WEST YORKSHIRE WF8 2LN.
FAX: (0977) 790243

SUPER, SMASHING, LOVELY, GREAT TO PLAY WITH YOUR MATES!

5 015103 780747

Bump ‘N’ Run (1994)

£25.99 - Grandslam

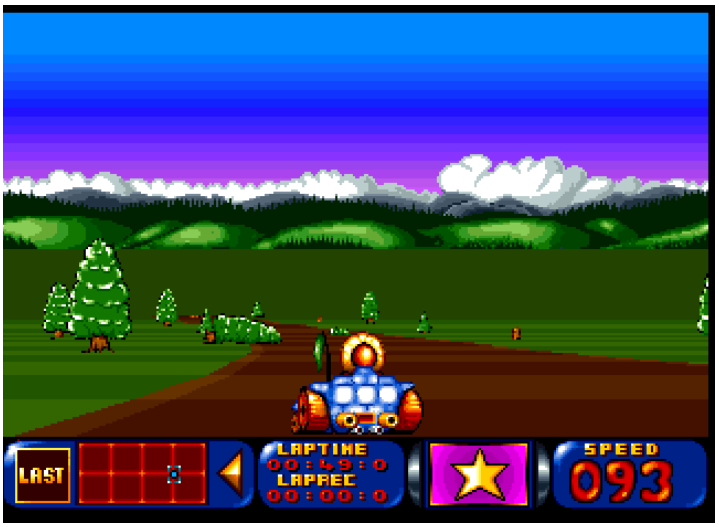
[8/10 – ‘A suprisingly playable Mario Kart clone.’]

AA: 92% – ‘This is what games should be about. They should be fun and that is exactly what Bump ‘N’ Burn is. Colourful, exciting and highly playable are all phrases that could be used to describe this, along with many other glowing tributes which, if I put them all in would become a bit embarrassing to be honest. Bump ‘N’ Burn may not be the most technologically advanced game around, and it certainly isn’t the most original, but I would say that it is a game that every Amiga owner should have in their collection no matter what.’

A32: 91% – [CD32] ‘Without doubt Bump ‘n’ Burn is an Amiga classic. Besides all the glorious details, there’s a superb feel about the cars handling..[sic]..This is the most fun I have had on the CD32 all year, great in one player and unmissable with a friend to join in. Overall a much needed shot in the arm for dejected CD32 owners everywhere. Excellent.’

O: 90% – ‘So what we have, in essence, Super Mario Kart – and bloody good it is too!’

CU: 85% – [CD32] ‘Bump ‘n’ Burn was a good fun game on the Amiga and it is still a good fun game on the CD32. The graphics are good, the sound excellent, and the overall gameplay is fun. And if you make it to the end of the game a hidden twist unfolds. To find out what, play the game – I’m not telling.’



O: 82% – [CD32] ‘though Bump ‘n’ Burn won’t knock your pants off, it’s the closest thing we’ve got to Mario Karts.’

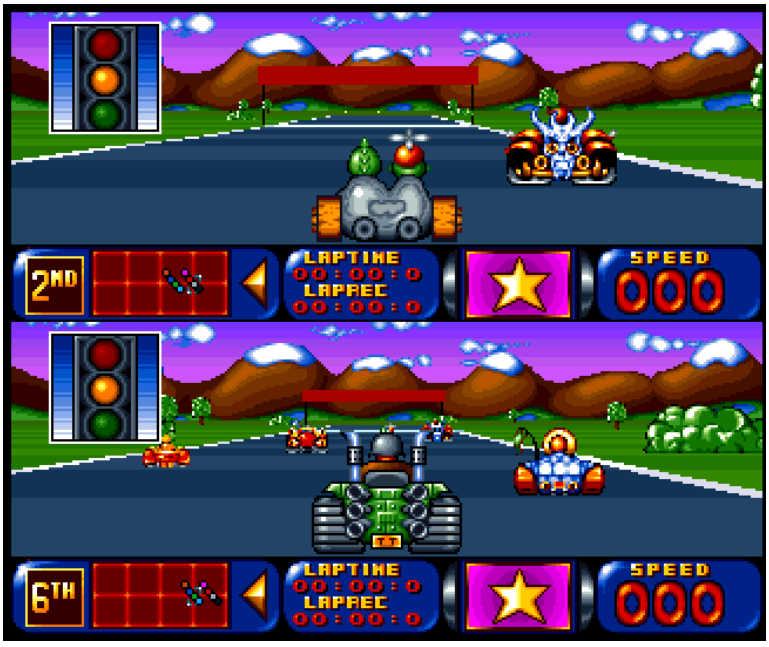
AF: 79% – ‘The main problem with Bump ‘n’ Burn is that despite all the wacky competitors on the track you’re racing on your own. You can rattle along for ages without seeing another soul, which can be most disconcerting – and very dull at times. The idea behind it all is nice, but it doesn’t work well enough to take Bump ‘n’ Burn into the pantheon of Amiga Racing Games.’

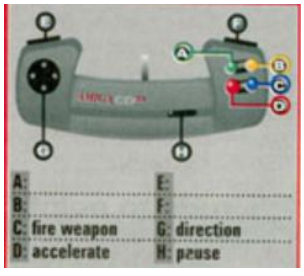
AP: 70% – ‘Mario Kart on the Amiga with the people from Wacky Races? No, not really. Bump ‘n’ Burn borrows heavily from a great game, but doesn’t capture its essential essence. Still has its own special charm though.’

AC: 40% – [CD32] ‘Difficulty level and restrictive playing area make it quite frustrating.’

This game was a total shock to me, as I was expecting it to be really bad, and instead, what we have here is quite a solid Mario Kart clone. Now don't get me wrong compared to many Kart racers out there on the consoles this would rank quite lowly. But on the Amiga where competition is less, this holds it head up well.

The game is 6 disks on floppy and no second drive can be used, so the best way to play this game is on the CD32 console. Here you rush around at a fair old pace and have quite a bit of fun (especially in 2 player). The only thing I feel isn't quite right, the tracks can be to narrow and a single crash can be the difference between 1st and Last place. But all in all, yes I really enjoyed it and loved the way you can customize and improve your Kart as you progress. Oh also Music is fab.





The Racers

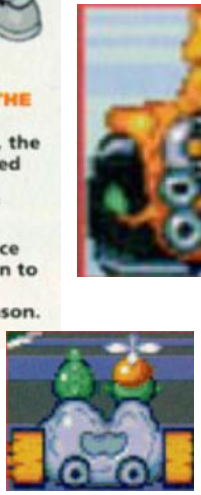
*Taken from Amiga Action

COLONEL CARNAGE AND THE TIN POT TANK TRAKKER
A strict disciplinarian with attitude, the Colonel hates slackers (like Neil). His vehicle carries a vast arsenal of weaponry, resulting in wider rear view mirrors being made compulsory for all other drivers.

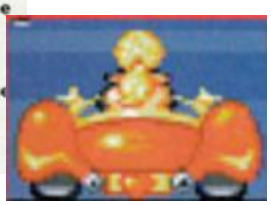
FRANK 'N' STEINER AND THE TRANSYLVANIAN TURBO-CHARGER
Frank appeared in several horror films before finally realising his ambition of becoming a racing driver. As he is undead, Frank can be bolted back togeth after any mishap. Steiner keeps an eye over his shoulder as bolts hinder neck movement.

COUNT CHAOS AND THE SKULL CRUSHER SPECIAL
The Dick Dastardly of Bump 'n' Burn, the Count is the most fearsome contestant ever to enter the Bump n Burn championships, and has never been defeated. Apart from his appearance on the race track, nothing is known about this mysterious man.

DODGY DINO'S AND THE JURASSIC JALOPY
Seasoned campaigners, the Dino's were once banned for eating other contestants. The use of dentures, removed by officials before each race has allowed their return to the Bump 'n' Burn championships this season.



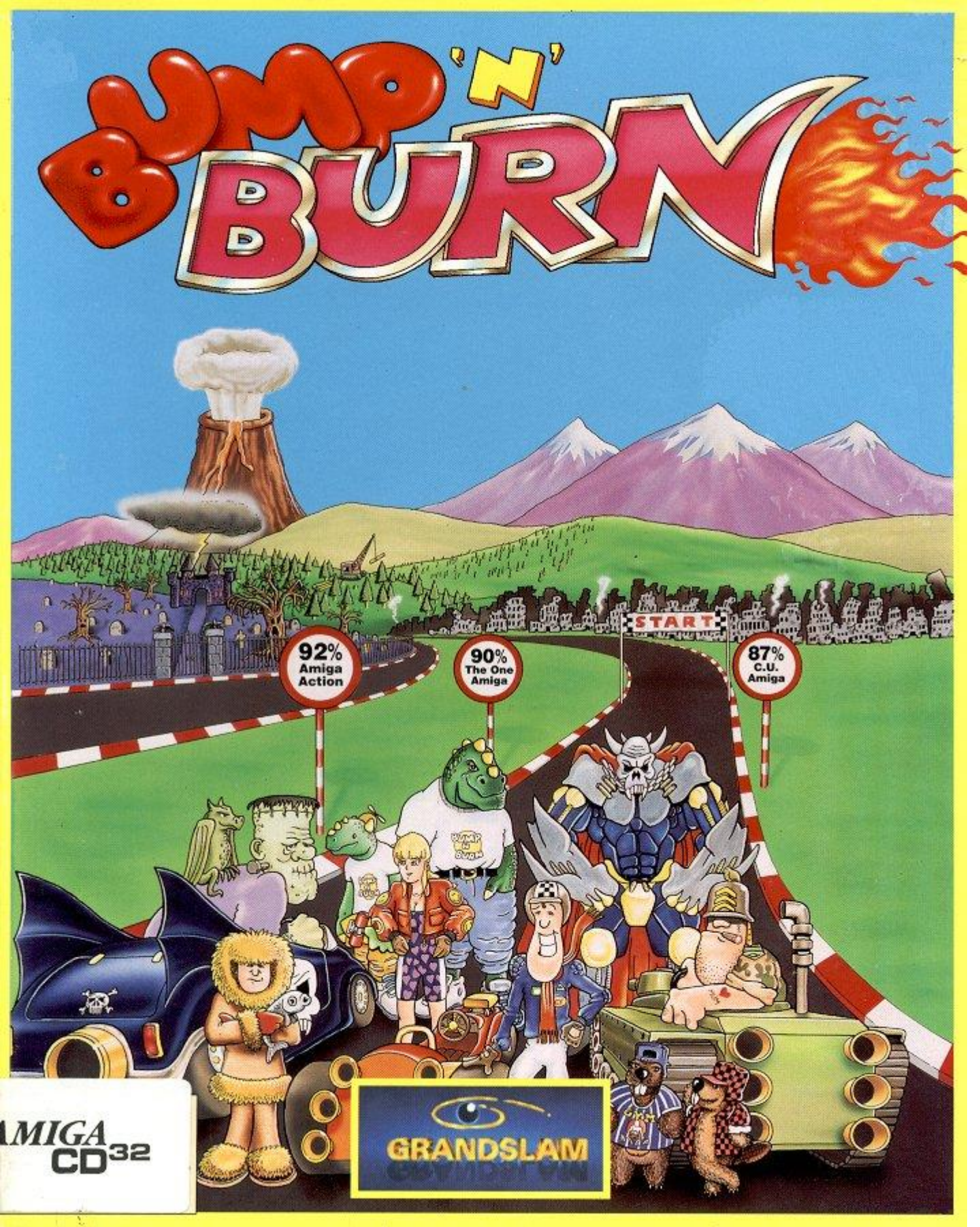
ERIC THE ESKIMO AND THE IGLOO EXPRESS
All the way from the freezing fjords (?), Eric is hoping to become the first Bump 'n Burn champion to win in a mobile home. When things hot up this is one cool character who won't melt away!



LORETTA LAMOUR AND THE LOVE BUG
The darling of the race track, Loretta Lamour and the Love Bug combine glamour, grace and great bodywork. Has been known to give other drivers the horn in sticky situations. (gag)

BUCK TOOTH BEAVER BROTHERS AND THE DAMBUSTER
Fitness freaks, the Beaver Brothers chew through at least one small rainforest a day. This is not too popular with Green Activists, who have threatened to sabotage the Beavers' race.

MR. FABULOUS AND THE FLAMING FABMOBILE
With his ultrabright smile, handsome features and immense wealth, Fab is the housewives' favourite. Forced to wear fire proof hair gel after a particularly bad flame out in a previous race.


BUMP 'N' BURN
START
92% Amiga Action
90% The One Amiga
87% C.U. Amiga
GRANDSLAM
AMIGA CD32

The speed! The thrills! The spills! Glory goes to those who survive the ultimate racing experience – The Bump N Burn Championships!

Tempo, Spannung und Action ohne Ende!
Ruhm und Ehre gebühren demjenigen, der das größte Rennerlebnis aller Zeiten heil übersteht -
Die *Bump N Burn*-Meisterschaften!

Vitesse! Frissons! Sensations!
La gloire couronne ceux qui survivent
à l'ultime expérience de course automobile:
Le championnat Bump N Burn!

Velocità! Brivido! Scontri!
Sarà già una vittoria arrivare in fondo alla più grande gara di corse
di tutti i tempi: Il Campionato Bump N Burn!

RECYCLED PACKAGING

3.5" HD DISK ENCLOSED

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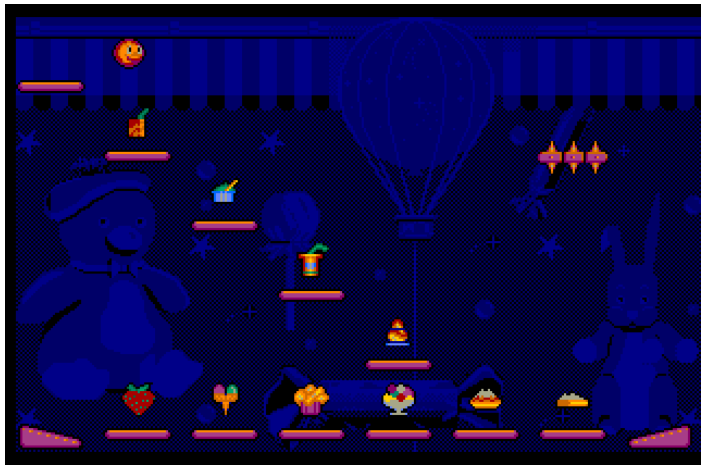
3-10 ✓ 11-14 ✓ 15-17 ✓ 18+ ✓ ELSPA

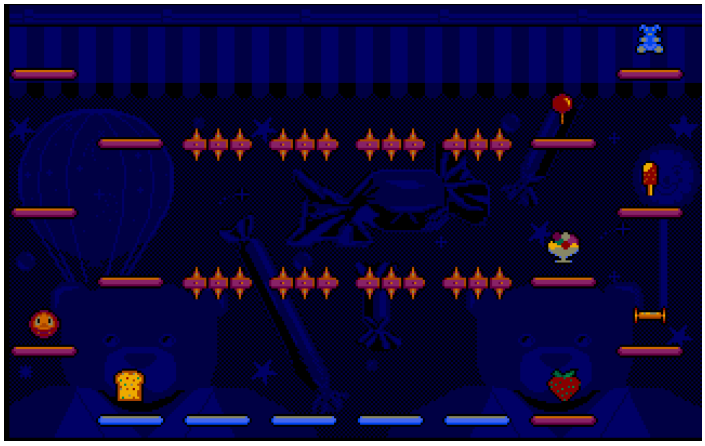
Bumpy's Arcade Adventure (1992)

£24.99 – Loricel

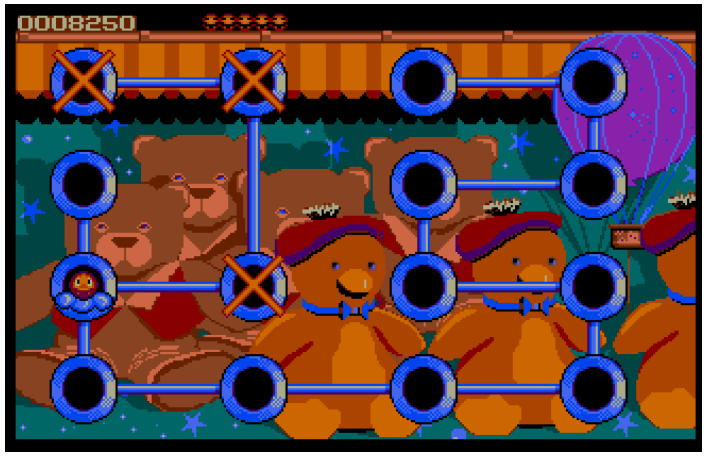
[9/10 – 'A simple but fantatic platform puzzle game. A real hidden gem.']

MANIA: 74% – 'Loriciel's latest arcade game is rather simple. Bumpy, our bouncy spherical hero, wants to impress his girl, Bumpette. To make a lasting impression, he decides to go to the local fair and navigate one hundred different labyrinths contained in 9 different worlds. Well they say the faint heart never won a lady!..[sic]..another hut with this fun, colourful platform game.'





Now this is exactly why I am going through every game on the Amiga, its finding hidden gems such as this. The purpose of the game is simple, you play a rubber ball who must bounce around the level and collect up all the items dotted around. Collect everything and then an exit platform shows up which can let you move on to the next level. The game is perfectly balanced, having tearing your hair out on later levels, but always knowing your death was your fault and not the game. Track this game down, although if you can get the trainered version with infinite lives it will save your sanity.

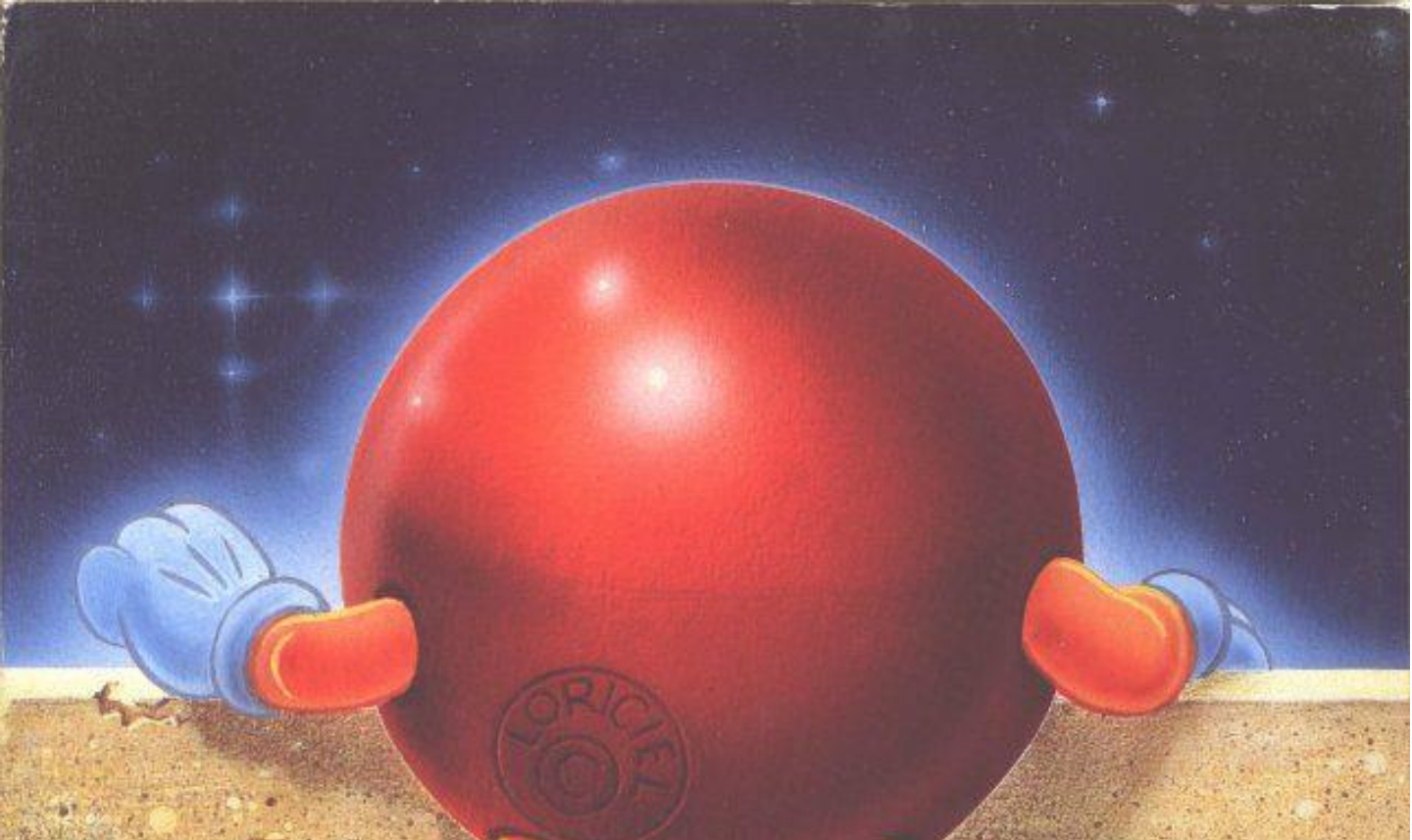


BUMPY'S
ARCADE FANTASY

AMIGA 500/500 +

9152131

LORICIEL



ATTENTION! Ceci n'est pas un simple jeu!

Ceci est l'histoire d'une boule rebondissante et sympathique, toujours optimiste, pleine de vie, et complètement folle! Pilotez notre héros BUMPY à travers plus de 120 tableaux qui composent les 9 attractions du BUMPY's ARCADE FANTASY.

Ces tableaux sont formés de dizaines de plate-formes et de poteaux très différents. Au fil du jeu, vous découvrirez des casse-tête complètement déments!

Préparez-vous à passer des nuits blanches avec ce jeu qui mêle à la fois arcade, réflexes et stratégie.

BEWARE! This isn't just an ordinary game!

This is the tale of a bouncy, incredibly friendly and CRAZY ball called BUMPY!

Help our hero BUMPY through more than 120 levels that make up the 9 attractions of BUMPY's ARCADE FANTASY.

Each level is made up of dozens of different platforms and poles that you will discover as you progress in the game.

Get ready to spend some sleepless nights with this crazy and incredibly addictive arcade game!

Manuel Français/English Manual/Deutsches Handbuch/Istruzioni in Italiano.

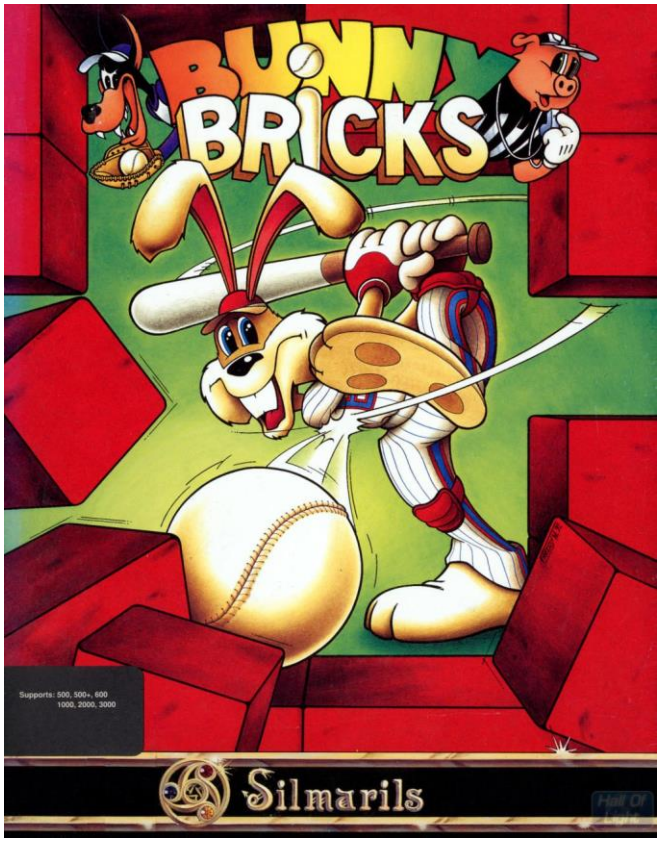
3 327491 521317

Bunny Bricks(1992)

£24.99 – Daze (publisher in UK) / Dev: Silmaris

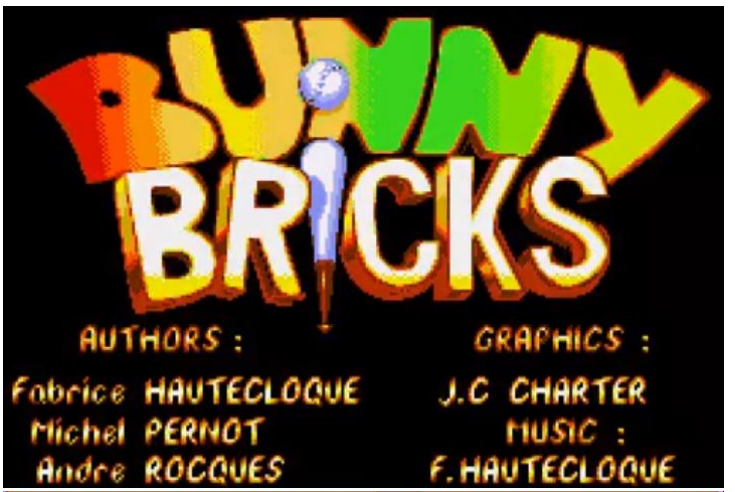
[4/10 – ‘ Terrible controls ruin a nice idea for a game.’]

AF: 78% – ‘This rather oddly titled game is based around the old classic Arkanoid, itself a variation on Breakout, but features much better graphics. The twist is that instead of a shifting a paddle from side to side to bounce the puck towards the bricks, you control a baseball playing bunny that clubs a ball around the screen to destroy stacks of bricks. Bunny the rabbit has an extensive repertoire of moves, including left and right drives and power shots. There’s also a variety of special items that float down out of the destroyed bricks – machine guns, multiple bats and power-ups for super smash shots. The game is very colourful, especially the well-drawn backgrounds. The animation is good and the cartoon style works well. It’s all very addictive, much like most games of this genre, and the sound makes it enjoyable. It’s not all that original a concept, but who needs originality when there is this much fun on offer. If you haven’t got Arkanoid, or Breakout for that matter, but want something along the same lines, Bunny Bricks is for you.’



AA: 67% – ‘I found myself bored with it quickly and after about twenty minutes I lost interest. My advice would be to wait for Transartica.’

ACAR: 49% – ‘Bunny Bricks is simply a dressed up version of a tired old game- it may be the first cartoon style arcade, brick-breaking baseball game to feature a rabbit. Ever. And my guess is, it will also be the last. Bunny Bricks is a boring, second rate little game with very few redeeming features. If you’re looking for a Breakout clone, try Arkanoid, or one of the many PD versions.’



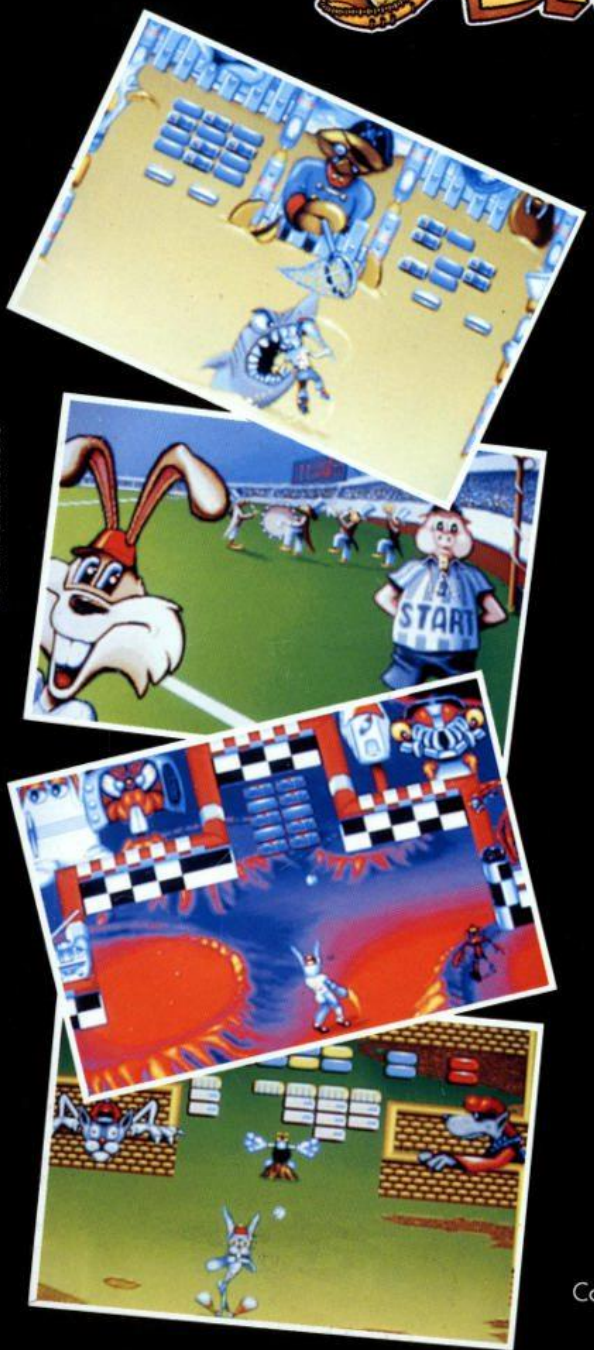
CU: 42% – ‘However addictive an humorous as it is, disposable fun like this really belongs in the budget price bracket.’

AP: 36% – ‘Breakout was a great game largely because of its simplicity and its basic test of skill (perceive where the ball’s likely to go and get there). Bunny Bricks somehow manages to lose all of that, becoming a very dull, convoluted mess. A nicely animated slice of boredom.’

O: 35% – ‘BB feels so forced and manic that it becomes a chore to play. A game you have to force yourself to continue with it a game not worth buying. So don’t’

Bunny Bricks was a real disappointment to me. The game is a nice idea, replace a normal bat, in the bat and ball game and replace it will a baseball wielding rabbit. The idea is taken further, with the excellent graphics done by Jean-Christophe Charter who would do lovely art in Transartica and three Ishar games. Sadly, like many Silmaris games the concept is let down by the execution, and Bunny Bricks controls is where the game falls apart. The main issue is the game loses the smooth control of the “bat” and movement often simply fails to respond quickly enough. If that wasn’t frustrating enough, the developers replaced the simple fire button, with the player having to do a fire button and a direction simultaneously to determine the type of hit. Although you do get use to it, it never feels intuitive and so robs the game of its enjoyment (for me at least). Which is a shame as visually there is a lot to love about this game.

BUNNY BRICKS



PC VGA SCREEN SHOTS

"BUNNY BRICKS" IS THE FIRST CARTOON-STYLE, ARCADE, BRICK-BREAKING BASEBALL GAME TO STAR A RABBIT. EVER.

In a series of animated features "Bunny" must break every brick he can, helped and hindered by his friends Naf Naf, Cocky, Sharky and the Angel Einstien.

Ducking and diving, Bunny has a many options (MultiBats, MachineGun, SuperBat and more) to assist him but needs more than skill and precision to solve the secret bonuses, puzzles and riddles.

Fast and furious action for hand and brain... this game will make you happier than a bunny in carrot patch !

LE PREMIER CASSE-BRIQUE BASE-BALL DE L'HISTOIRE

Et maintenant... le roi incontesté de la batte américaine, l'incomparable acrobate des arènes en délire, le plus grand chasseur de Bricks de la planète, voici... "The Marvellous BUNNY"! "Bunny Bricks", un jeu d'arcade époustouflant et original, qui combine réflexes et astuces au long de très nombreux tableaux exotiques.

Une ambiance sonore et musicale délirante, des animations hilarantes tout droit sorti de l'univers des cartoons.
7 à 77 ans. Déconseillé aux cardiaques et aux psychopathes. En vente sur terre et limitrophes.

"BUNNY BRICKS" IST DIE ERSTE CARTOONARTIGE, PHÄNOMENALE, STEINERWEICHENDE, BASEBALLMÄßIGE SOFTWARE-SCHEIBE, IN DER EIN KARNICKEL DIE HAUPTROLLE SPIELT.

In einer animierten Feature-Serie muß Superstar Bunny jeden erreichbaren Stein zerstören. Dabei helfen Ihm seine Freunde Naf Naf, Cocky, Sharky und der Engel Einstein. Gut gemeint, manchmal aber eher hinderlich...

Bunny hat viele Möglichkeiten, seinen Weg zu machen. MultiBats, SuperBats und Präzision allein genügen jedoch nicht, um alle Fallen und Puzzles aufzulösen.

Der schnelle Spielablauf macht klugen und geschickten Spielem am meisten Spaß. Passen Sie aber auf, wo der Hase im Pfeffer liegt !

IL PRIMO ROMPI-MATTONI BASEBALL DELLA STORIA

Ed ora... il re incontrastato della mazza americana, l'ineguagliabile acrobata delle arene in delirio, il più grande cacciatore di "Bricks" del pianeta, ecco... "The Marvellous BUNNY"! "Bunny Bricks", un gioco di arcata sbalorditivo ed originale che richiede riflessi pronti ed astuzia in moltissime scene esotiche.

Un'atmosfera sonora e musicale da delirio, animazioni esilaranti uscite direttamente dall'universo dei cartoons.

Dai 7 ai 77 anni, sconsigliabile ai cardiaci e agli psicopatici, in vendita sulla terra e nei territori limitrofi.

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DER GRÜNE PUNKT

Silmarils

BUNNY BRICKS AMIGA

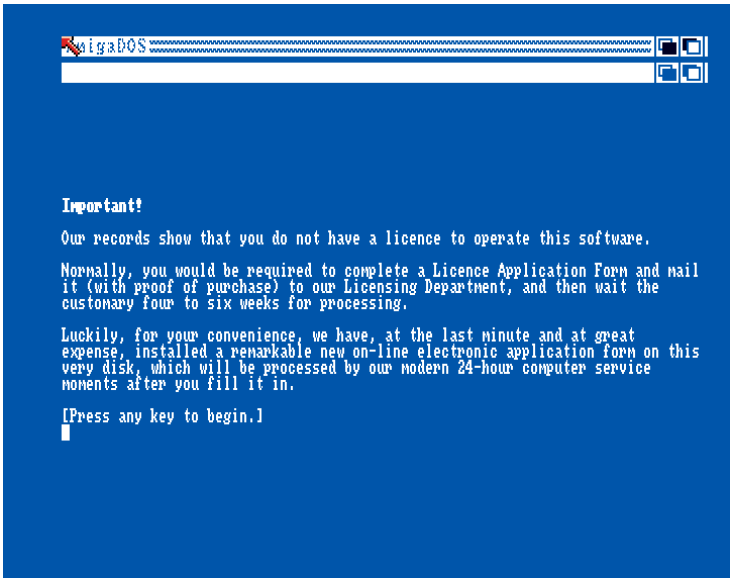
3 430921 019015

Hall Of Light

Bureaucracy (1987)

£24.99 – Infocom

[9/10 – 'An original Douglas Adams written text adventure, need I say any more?']



Sadly I could find no scans of any Amiga reviews for the game.. But some ratings have been listed…

ACAR: 95%

CU : 7 /10

ST-Log [US Publication] : ' By Andy Eddy - Everyone, at one point in their life or another, faces the "red tape shuffle," the hideous condition that comes from dealing with big companies and their infernally inefficient ways of doing things. Proof of this malady shows up regularly; blood-boiling examples include having a phone conversation put on hold for a matter of weeks or getting the runaround while trying to straighten out a $1 million computer error—obviously not in your favour—on your bank account.

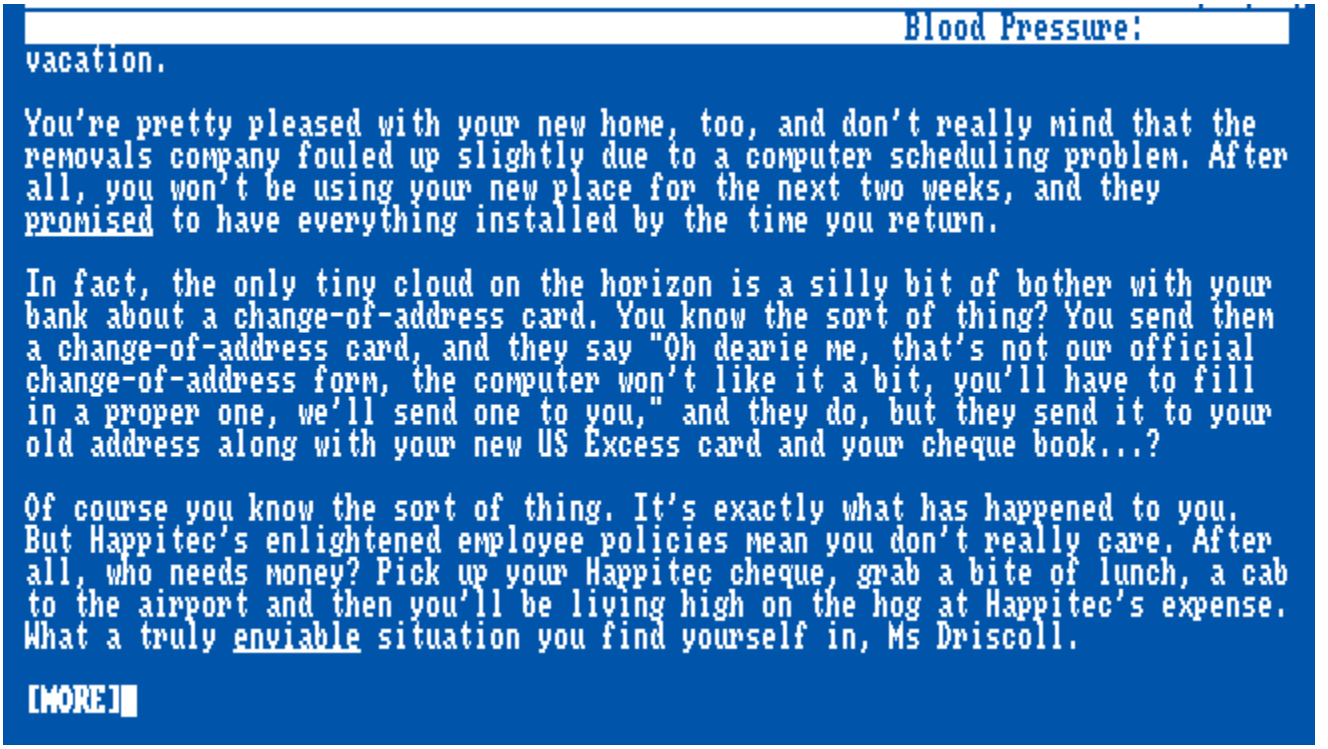
Douglas Adams—best known for bringing his twisted, yet realistic, sense of humour to light on the radio, on television, and later via computer disk in the Hitchhiker's Guide To The Galaxy—and Infocom have taken true-to-life horrors like these and turned them into a warped adventure that is called, fittingly enough, Bureaucracy.

The scene is set (based on an actual experience that Adams went through): You have just moved into a new house, as well as acquired a new position in a new company. As if dealing with all that isn't enough, your local bank has misplaced your change-of-address form. So what, you say? Well, the bank has sent your newly renewed, valid credit card to your old address and you're supposed to be on your way to a working vacation in Paris. As you quickly find out, nothing seems to go your way... NOTHING! Needless to say, you're up against a wall—a bare wall, as the moving company has yet to deliver your furniture from your old residence. See what I mean?

Bureaucracy is much like your standard text adventure; you have to find items and their uses to help you in your quest, and certain goals have point values. The difference here is that your progress isn't predominantly monitored by the number of moves you make or your score—after all, how could you score in a life experience like this?

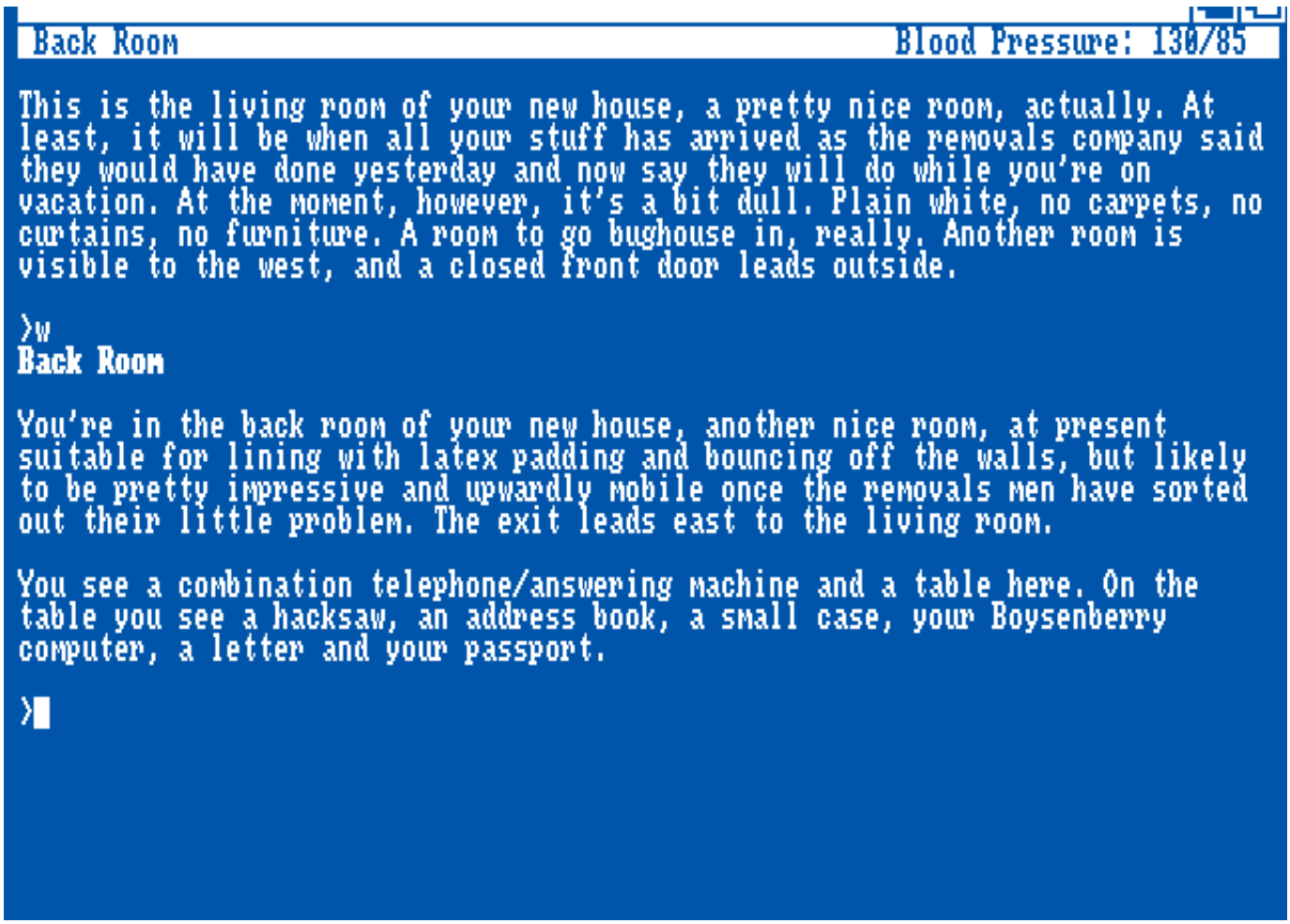
Realistically, you'll know how you're faring by way of an on-screen blood-pressure reading. Everything that goes wrong causes your blood pressure to rise: aggravating bank tellers sending you to closed windows, filling out form after confusing form, phoning your girlfriend/boyfriend to find that they're no longer interested in you, even by using words that the game's parser doesn't understand (though the game sarcastically tells you that you aren't licensed or authorized to use that word).

It gets you right in the mood from the start. The first thing you're told when you boot up is that you aren't licensed to operate the software, but through their kindness you can fill out an on-screen form to straighten out the predicament. You're shown a form, and one by one you're prompted to fill in the entries—albeit in a random order that sets you off balance—and certain slots bring about a snide comment from the game on your answer. Then it proceeds to mangle the information anyway; getting your house number wrong, calling you Ms. instead of Mr., and on and on.



Bringing the chase into more realistic ambience, Bureaucracy takes the initial form you filled out and tailors the rest of the contest so it closely parallels your life, creating a type of Computer Mad-Libs, if you will. Your entries become the focal point of the story—the bank is located a couple of doors from your house address, your present and past girl/boyfriend's names are listed in your phone book and they later leave disheartening mesages on your answering machine, someone will invariably walk by carrying something shaded in your least favorite color.

Best of all is the whimsically sardonic feel to each and every situation you're up against. Meandering through your neighborhood is like a trip to the looney bin, as you meet the strangest group of people and animals that you could possibly imagine. Door-front intercoms spewing forth the weirdest banter, a deaf matron with an elephant gun, a one-winged macaw whose cage is lined with something you'd like to get your hands on. And that's just for starters.



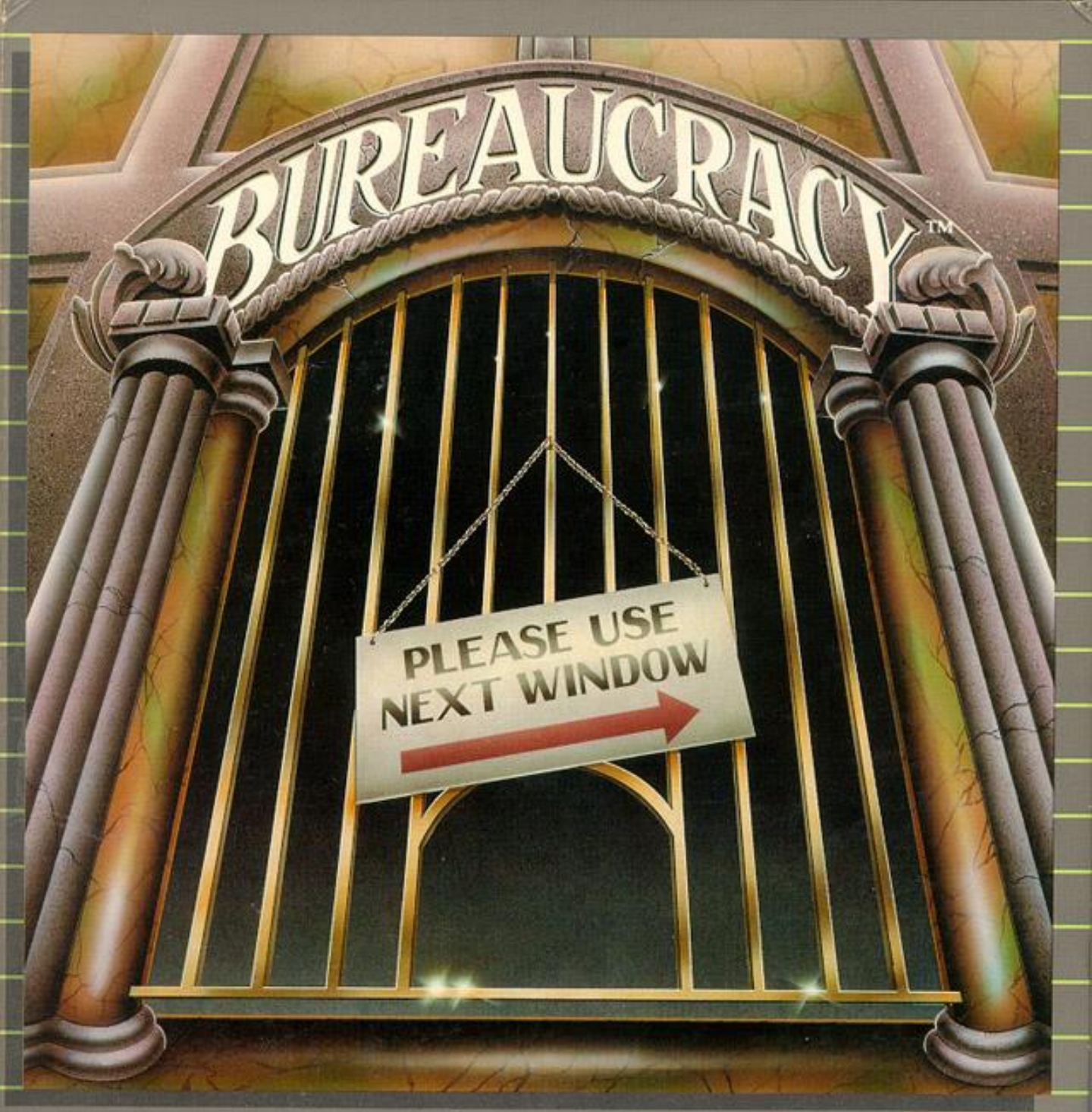
You'll laugh and chuckle with everything the game throws your way, but frankly, it gets under your skin after a while because you can relate to what is going on in real terms. This goes beyond the typically wonderful Infocom style, because Bureaucracy uses your name, speaks to you directly and tells you, point-blank, what a mess your life is becoming! Why shouldn't you feel edgy and apprehensive laughing about your life going down the tubes—even if it is a game?

Bureaucracy is a wild romp through corporate affairs and its interaction on the hapless, helpless "little guy." Send a copy of it to a bank manager near you and then go hide your money in your mattress. Besides having a lesson for big companies in there somewhere, it can be entertaining to us peons as well.'

Ok I am hugely excited over this game, as a massive Douglas Adams fan (Hitch Hikers Guide to the Galaxy). I was positively salivating when I discovered he had written an original text adventure story for Infocom. The game as well is really good, with humour and observations on the absurdity of life, dripping off every page. So if like me you adore anything that genius of a writer wrote then track this pearl of a game down, you wont be disappointed. I certainly wasn't.

According to Adams, the premise of the game was inspired by a real-life experience. Before moving from one address to another in London, Adams filled out several change-of-address forms, including one he submitted in person at his bank. Shortly after settling into his new apartment, he found that his credit card no longer worked. The bank had invalidated his current card and sent a new one to his old address. Adams spent weeks trying to get the bank to correct its mistake, filling out several new forms and talking to several bank officials. The bank finally sent a letter apologizing for the inconvenience; naturally, it was sent to his old address.

Although Bureaucracy showed the unmistakable signs of Adams' humor, the game didn't sell nearly as well as his other collaboration with Infocom, The Hitchhiker's Guide to the Galaxy. This may be, at least in part, because Infocom was facing grave financial difficulties in 1987. - Taken from Wikipedia



INFOCOM™

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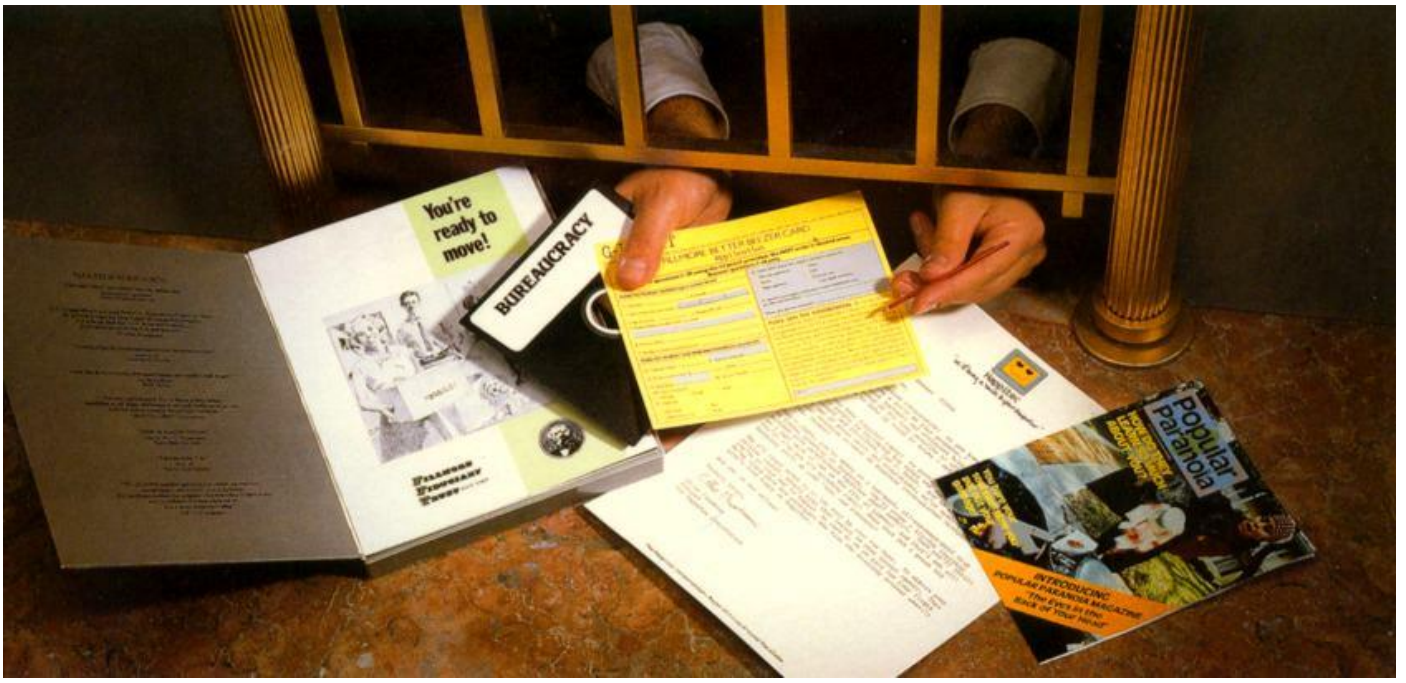
SOFTWARE FOR YOUR
AMIGA
(3½" DISK)

INTERACTIVE FICTION PLUS™

BY DOUGLAS ADAMS AND

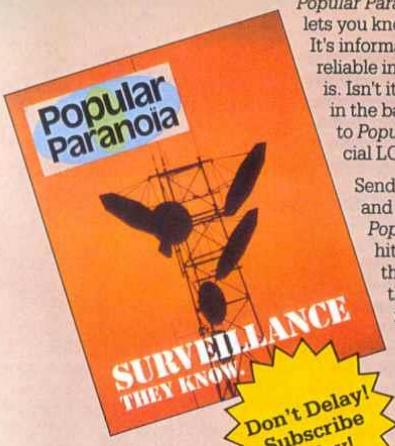
THE STAFF OF INFOCOM



One of the things great about Infocom adventure games was the stacks of extra material (call Feelies) you got with the game. On the following pages I have given some scans of some of the items.

Here is the link with all of the scans though if you wish to re-read it all.

http://infocom.elsewhere.org/gallery/bureaucracy/bureaucracy.html



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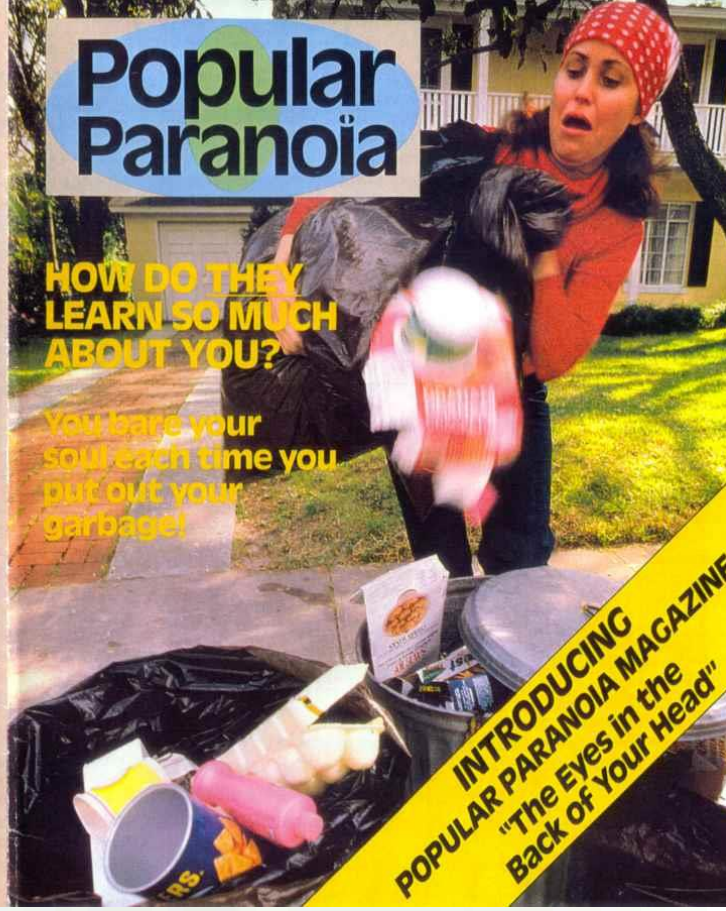
G-IC2-FLY



AT LAST, A MAGAZINE WITH THE PROPER PERSPECTIVE!

Aren't you tired of magazines that talk about nothing but good food and friendly neighbors? That portray playgrounds, beaches, and amusement parks as safe, fun entertainment? That brainwash your kids into thinking dentists, doctors, and policemen care about them? That bombard you with advertisements for all kinds of harmful products? That never really tell you what you *want* and *need* to know? Now, at last, there's *Popular Paranoia*, "the eyes in the back of your head."

POISON IN YOUR SHOPPING BAG!

Watch out! This seemingly harmless shopping bag contains a poisonous array of food and drug items, ranging from rancid mayonnaise to tainted mouthwash. There's only one way to be safe . . . and that's with home-produced foodstuffs. Survivalist Ed Gunkle tells you how.

each time you use an automatic teller machine, you're letting them know exactly where you are, how much money you've made, and how much you've got left. This month, POPULAR PARANOIA gives you an informative rundown on the sinister si[illegible]

THEY'RE ON YOUR TRAIL

These seemingly harmless clouds are a hotbed of poisonous radiation and chemical wastes, waiting to fall on your head and into your drinking water!

DANGER IN THE SKY

[illegible]mically treated sand, [illegible]ungle gym paint, [illegible]ement park rides that [illegible]lly send them flying. [illegible]grounds and amusement [illegible]ks have entertained children for decades, but they've also caused countless deaths and debilitating injuries. Here's a rundown of amusement parks from coast to coast, as well as instructions for make-your-own sand and paint testing kits.

Deadly Sand

G-IC2-FIT

FILLMORE BETTER BEEZER CARD
Application

Answer questions 1–20 using the Burg scoring system. Erase shading in shaded areas. Answer questions 1–13 only.

PLEASE TELL US ABOUT YOURSELF (leave this space blank)

1. Full Name: _____ 2. Spouse's Name: _____

3. Hat size/shoe size/ring size: _____ / _____ / _____

5. No. of tattoos: _____ 6. Favourite Colour: _____

7. Nearest toxic waste dump (we're just curious):

_____

8. Names of children: _____

9. Highest number you can think of: _____

PLEASE TELL US ABOUT YOUR CREDIT WORTHLESSNESS (use common sense)

10. Last Fired From: _____ 11. Months at last job: _____

13. Pancakes eaten today: _____ Explain: _____

14. Car Make: _____ Accidents in 1987: _____

14r. Type of accidents:

☐ head-on ☐ sideswipes ☐ fender-benders

15. Check one:

☐ I drink heavily ☐ I chew with my mouth open

☐ I wear ratty underwear ☐ I enjoy sheep

16. Gifts to Beezer (thank you!):

☐ Auto ☐ All the above

☐ House ☐ All possessions

☐ Stereo ☐ Draw a square:

17. On what page of The Hitchhiker's Guide to the Galaxy or its sequel including the North American edition? _____

Of the following (unless), which are? _____

TAKE A FLYING LEAP. I hereby swear that all the above information is true. I authorize Beezer International to change this information, and swear that such changes will also be true. Beezer may sign any documents in my name, and I agree to be liable for anything. I shall do whatever Beezer wants, whenever Beezer wants, wherever Beezer wants, and will hold Beezer totally blameless for any misfortunes I may suffer as a result. I do this willingly and knowingly, and I have read this form completely and thoroughly, so I can't back out of this no matter what. Really, I think Beezer International is just wonderful. Beezer may use the preceding endorsement in advertising or in the courtroom should any suits be brought against them. I understand that failure to answer questions 4 and 12 is punishable by death.

Signature _____

ARE YOU A PARANOIA PERSON?

If you can answer these sixteen questions, you're a Paranoia™ Person, and *Popular Paranoia* is for you! If you can't answer these questions, don't you think there are things you ought to know?

Every month, *Popular Paranoia* gives you something new to worry about!

- What chemical is the international health conspiracy using to destroy our valuable body fat?
- How many health fascists are there in the FDA?
- What do Ronald Wilson Reagan, Daniel Miguel Ortega, Dwight Eugene Gooden, and Johnny Herman Carson have in common (and are a menace because of it)?
- What device is being used to keep track of the whereabouts of American citizens?
- Where is the center of communist insurgency in the United States?
- The existence of which one of the fifty states of the union is a fiction invented by the Trilateral Commission for its own nefarious purposes?
- What left-leaning organization foiled the coup d'état directly after the assassination of John F. Kennedy, leading to decades of crypto-communist government in America?
- What is the breeding ground for most major diseases?
- How do *they* learn so much about you?
- By what percentage do students who exchange digital watches with multiple partners increase their chances of contracting bubonic plague?
- What local government-subsidized program poses the greatest threat to home privacy?
- What is Mexico unleashing on the United States for refusing to give them a major league baseball franchise?
- What secret FBI surveillance method is masquerading under the guise of public service?
- Who is *their* leader?
- What well-meaining legislation was actually a communist-inspired plot to destroy the American family?
- How are the dentists of America conspiring to destroy the minds of our children?

REGULAR FEATURES INCLUDE:

WHO'S OUT TO GET YOU? You're on the hit list of everyone from food and drug manufacturers to the President of the United States. Learn who to watch out for, and why.

ENTERTAINMENT What you do on the weekend could kill you! Did you know that students who exchange digital watches with multiple partners increase their chances of contracting bubonic plague by **300%**? Find out how to protect yourself.

FOOD You won't be surprised to learn that **yogurt** is the breeding ground for most major diseases. We'll examine dented cans, unwashed bakery attendants, lima beans, lard, salad bars, and a host of other potential hazards.

SURVEILLANCE Government agencies use a veritable army of surveillance methods, many of them masquerading under the guise of public services. We'll tell you how **traffic helicopters** follow your daily activities, phone taps monitor your conversations, and cable tv threatens your home privacy.

MEDICINE Your child's teeth are only inches away from his brain. But have you ever considered what happens each time the dentist gives him a shot of **novocaine**? We'll show you why it's wrong to trust doctors, medicines, hospitals, and anything else that tries to tamper with your body.

YOUR HOME Learn the best protection devices, from automatic weapons to attack dogs. We'll also look into flammable upholstery, insect infestations, microwave ovens, dark corners, radon gas, bats in the attic, and rats in the sewage system.

PERSONAL PROBLEMS So you suspect your friends don't like you? You think your mother is paying them off to spend time with you? Are you convinced your fly is open? That you'll be rushed to the emergency ward wearing tattered underwear? That you'll commit a terrible faux pas in front of an important person? Well, it's probably true.

AND INFORMATIVE STORIES LIKE THESE EVERY MONTH:

HOW DO THEY LEARN SO MUCH ABOUT YOU? When you find your **garbage** cans overturned and the plastic bags ripped open, you probably think some dog or raccoon has been sniffing out a snack. Well, think again. Your garbage contains personal information ranging from your bank and utilities account numbers to your consumer preferences and private correspondence. We'll teach you how to keep your garbage safe from prying eyes, including a rundown of alarm systems and incineration methods.

LETHAL CHEMICALS FROM A TO Z We ingest dozens of chemicals daily in our food, air, water, and personal products. Fluoride mottles our teeth, **aspartame** destroys valuable body fat, fluorocarbons ravage the ozone layer. This handy tear-out guide will keep you on the alert.

AMERICAN GOTHIC A terrifying tour of the 50 states. Are you aware that **Ohio** is the center of communist insurgency in the United States? Have you discovered that **Delaware** is a fiction invented by the Trilateral Commission for its own nefarious purposes? You'll learn the facts you need to know to combat the powers seeking to overwhelm you.

THE NUMBERS GAME The number of letters in your name reveals more than you imagine. People with 3 letters in their name bring good luck, since luck comes in threes. Those with 6 letters in their first, last, and middle names, such as Ronald Wilson Reagan, Daniel Miguel Ortega, Dwight Eugene Gooden, and Johnny Herman Carson, are a menace to all around them, since **666** is the number of the devil. Learn what *your* name reveals in this upcoming feature.

ROOTING OUT QUEEN MUM An exclusive, behind-the-scenes look at *their* leader, the fiendish **Queen Mum.**

THE POWERFUL NFL A stunning expose of a powerful leftist organization. Did you know that an **NFL** game preempted the televised announcement of a coup d'état directly after the Kennedy assassination? The coup was foiled, and decades of crypto-communist government ensued.

INSECT WARFARE Mosquitos injected with encephalitis virus, **killer bees** unleashed by vengeful Mexicanos, black widow eggs hidden in your junk mail. South American insectologist José Santa Fe reveals the secrets of insect warfare and tells you how to protect yourself.

THEY'RE ON YOUR TRAIL **Automatic Teller Machines** are but one method banks use to track and control American citizens. They've made you dependent on them. You can break free! Find out everything you need to know about home safes, full cash purchases, printing your own checks, more.

GOODBYE, SONNY The **GI Bill** gave veterans the chance to go away to college and buy their own homes, without a thought to the parents left behind. Editor Harold Regan examines the ultimate cost of this communist-inspired plot.

HEALTH FASCISTS How many health fascists are there in the FDA? If you don't know, you should be reading *Popular Paranoia*.

Burger Man (1991)

£??.?? – Byte Back /
Dev : Cloud Nine

[2/10 – 'Poor Burger Time arcade game rip-off.']

Sadly I could find no scans of any Amiga reviews for the game.. But some ratings have been listed…

AMIGA JOKER: 19%

The game plays like its on a spectrum. If this was a public domain game (i.e. free) then this would be alright if average. But the fact the game was released commercially is a joke. Best avoid, and go and play the original if you can.

Burning Rubber(1993)

£25.99 – Ocean /
Dev: Harlequin

[5/10 – 'All feels far too rough and sparse to be a good racer.']

AP: 79% – 'As long as you don't expect it to be a Lotus-type all-out arcade racer, Burning Rubber isn't half bad. It's technically naff in most ways, but I've got a soft spot for it I can't quite shake off. It's a different kind of driving game, and that's no bad thing.'

AF: 78% – 'It's a car race around the world lacking in humour but with some pleasant graphics and the odd bit of police-car-chase action. An Astra not a Porsche.'

O: 78% – ‘Well, lets hope that other bands follow the Utah Saints’ example and negotiate more music/game tie-ins – the intro to Burning Rubber is one of the most impressive things I’ve seen and heard in a long time (although it has to be stressed epilepsy suffers won’t agree). It’s unfortunate then, that the game doesn’t live up to the high standards set by the gratuitous pop promotion. Harlequin have tried desperately hard to do something different, but the things which should stand out and remove Burning Rubber from the crowd actually work against it. Take the route planning, for example, which in theory is a good idea. Having the opportunity to race the way you want to is all well and good, but because the junctions turns are at 90° to the main road they’re hard to negotiate without crashing so they just get in the way – an Outrun approach would have been much easier to swallow…[sic]..if you’re used to Lotus-style slickness then you’ll be slightly disappointed. Nice idea but a little rough around the edges.’

AA: 58% – ‘A massive and reasonably varied racing game sadly let down by some very cheesy music, bog standard graphics and an almost criminal lack of attention to the way the whole thing plays.’

AUI: 58% – ‘I suspect that Burning Rubber will crash and burn in the charts and that’s no worse than it deserves. I would have preferred to have just reviewed the intro.’

CU: 41% – ‘Burning Rubber should be avoided at all costs, just like Romford on a Friday night.’

The first thing that strikes you with this game is the intro, with music by Utah Saints no less and impressive epilepsy inducing dancing and flashing, lifted right from Spaceballs State of the Art music demo. Sadly on playing the game, with its functional graphics and weedy cars, it soon becomes really boring. There is to be fair tons of races around the world, but each felt samey and tedious.. Despite all that I kind of perversely enjoyed it, all in all I couldn’t make my mind up with this game, it races ok, if nothing special and when compared to other Amiga racers, it is severely lacking. Still its worth a little play to see what you think.

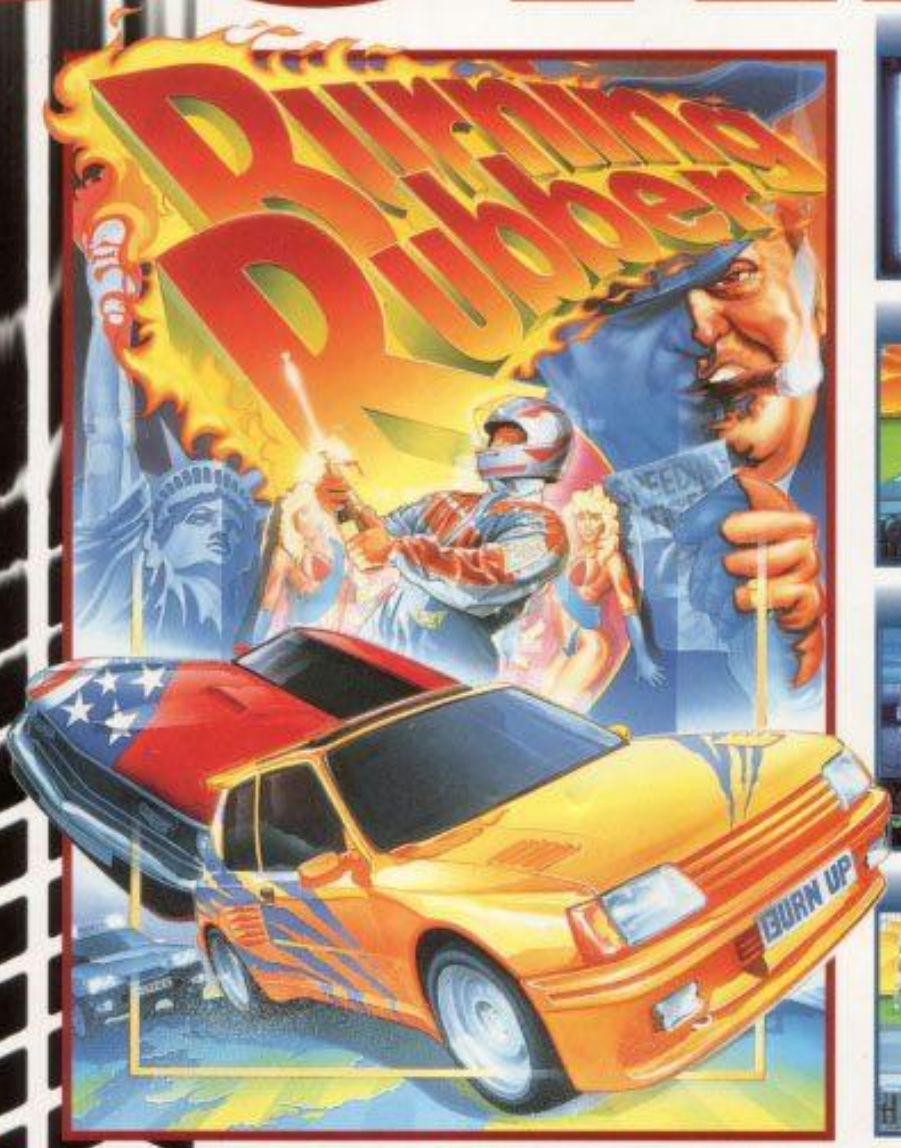
< The intro is very cool to this game… its basically the music demo State of the Art, with music done by Utah Saints.

CBM AMIGA

SUPPORTS: A500, A500+, A600, A1200, A1500, A2000, A3000, A4000,
KICKSTART 1.3 OR LATER
REQUIRES A MINIMUM OF 1 MEGABYTE OF RAM
MOUSE OR JOYSTICK REQUIRED

mobygames.com

BURN BABY BURN



IT'S FAST,
IT'S DANGEROUS...
IT'S ILLEGAL!

It's the ultimate road race. It thunders through six European territories and bullets accross the U.S.A. It's not just a head-to-head between happy snappin', joy riding, boy racers... this is seriously hot competition against the meanest drivers on the tarmac. Beef up your hatch-back to enhance the speed and handling, plan your route and burn off the bizzies. So fire up your engine and pump up the gas for some fearsomely dangerous road racing. BURNING RUBBER... the sweet smell of victory.

ocean

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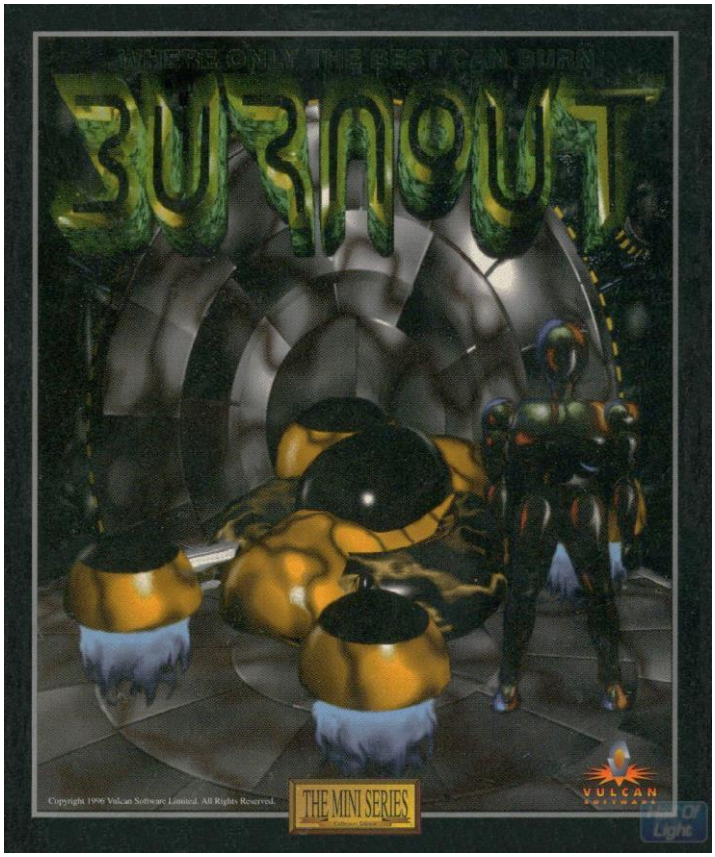
C B M AMIGA

AMIGA A1200

Burnout (1997)

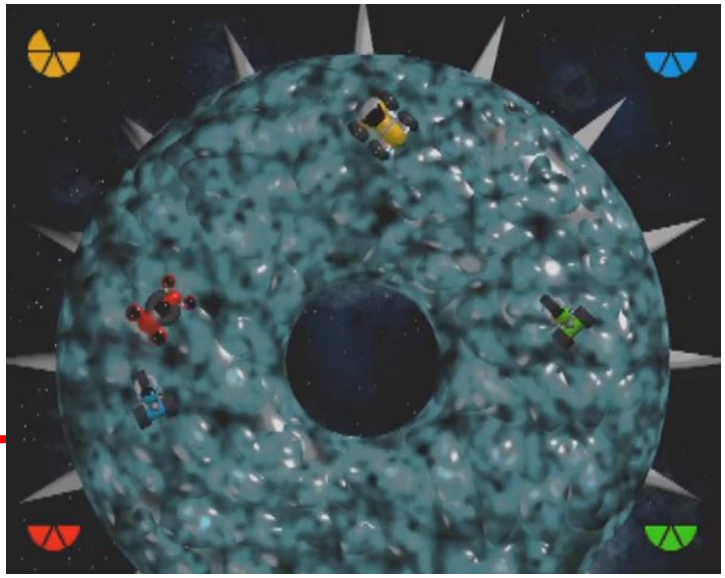
£19.99 – Vulcan Software / Dev: Scorpius

[3/10 – 'dull and repetive gameplay, simply not fun to play.']



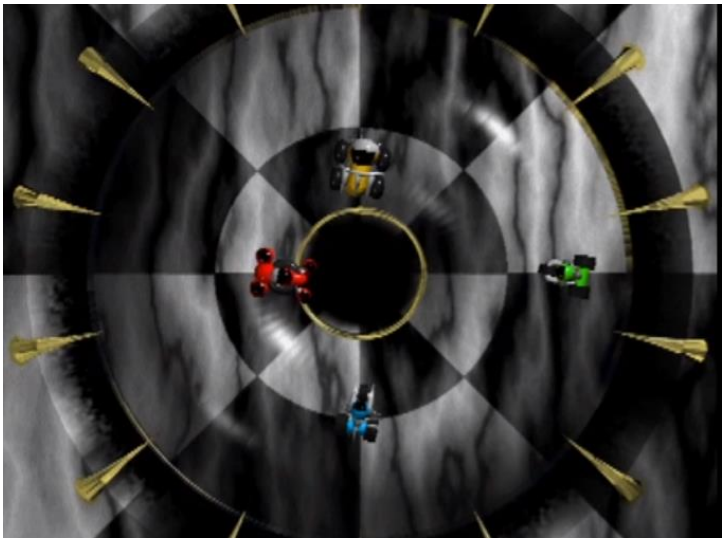
CU: 43% – 'There is a lot about burnout that makes you think Public Domain. Damn fine PD admittedly, but the gameplay just never seems to go anywhere, and amusing as the idea may be, it just doesn't last. There's no real progression in the game, no increase in difficulty, and very little sense of long term achievement. Even multiplayer action didn't seem fun, and looking at those graphics won't keep you happy forever.'

AF: 40% – 'Four cars, four arenas and very repetitive gameplay and up to a good looking, dull and boring game.'



The is simple really, drive around and hit the other cars off the arena before they get you. That's it, and whilst I am all for simplicity in games (I love combat for example) this game is simply no fun to play both as single player, and surprisingly in multi player.

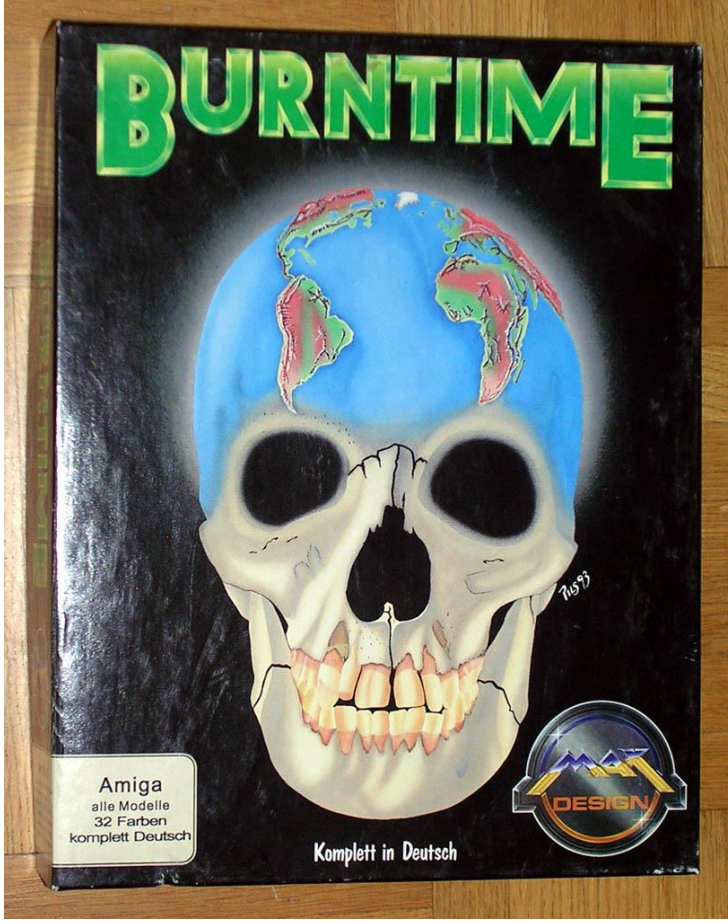
All in all a game best to avoid.



Burntime (1993)

£24.99 – Max Design

[7/10 – 'Intriguing post nuclear RPG. Needs lots of time and patients though.']



CU: 76% – 'Playing Burntime could be described as a depressing experience, because it makes you painfully aware of what is happening in the world around us. It is painfully true to life, a lot of research has gone into this game and the programmers have consulted Greenpeace all along the way. I can't really describe Burntime in a nutshell, except to say that it's a very atmospheric RPG, with a message that really makes you sit back and think. Entertaining but disconcerting game.'

AP: 74% – 'It's an odd, but on the whole satisfactory, jumble is Burntime. The ideas are certainly nothing new. It borrows from everything from the Settlers to that number crunching favourite Kingdom. You get a lot of interesting tussles and sieges, but you also have to contend with trudging around in a half aimless exploratory manner for a fair bit of the game. It's certainly not outstanding or excellent or anything like that, but it is solid, dependable and performs well.'

AF: 70% – ‘An interesting game, but the finished product fails to come together. It will probably appeal to hard-core strategy gamers, but not to many others.’

O: 59% – ‘Things improve once you’ve been playing for a fair chunk of time..[sic]..Burntime isn’t a crap game.’

I was quite impressed with this game and love the setting of a post nuclear holocaust world, that has been impressively realised and detailed. The trouble is that it perhaps takes itself a little to seriously and realistically.. With far too much emphasis on mundane tasks, such as building up food and water and long tedious treks through the wasteland need to be done, to enjoy the more interesting strategy and siege parts. All in all it is a quirky enjoyable game, than is probably only worth playing today if you have lots of spare time on your hands or played it back in the day. For the rest of us, then it’s probably better to go and boot up one of the Fallout games.

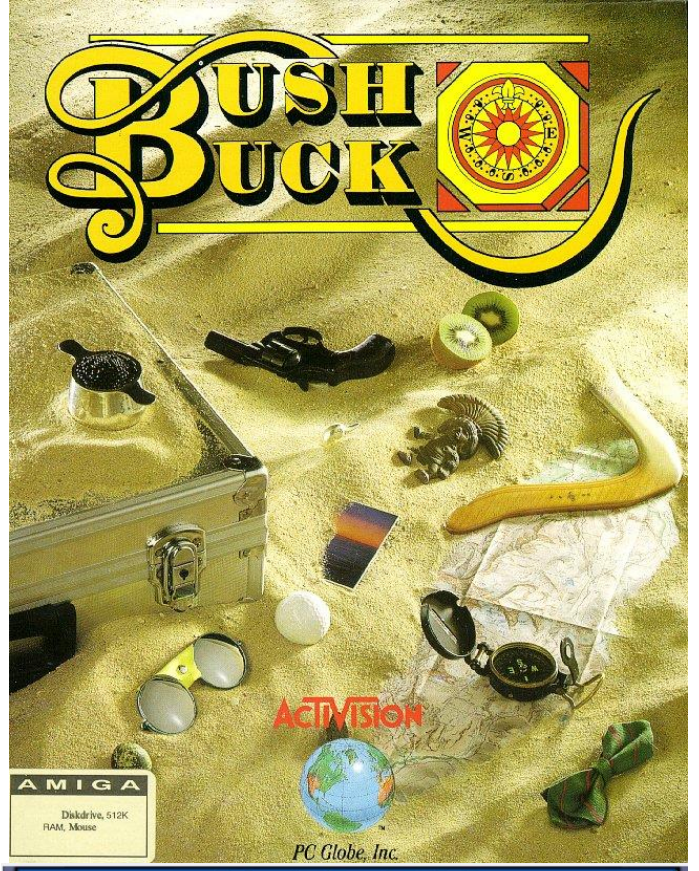
Bush Buck (1991)

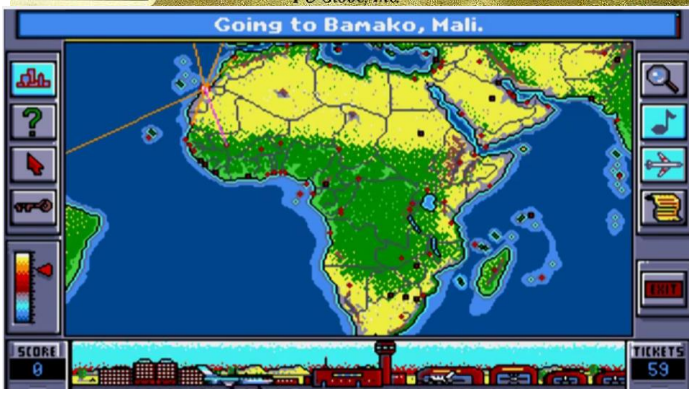
£24.99 – Activision /
Dev: The Disc Company

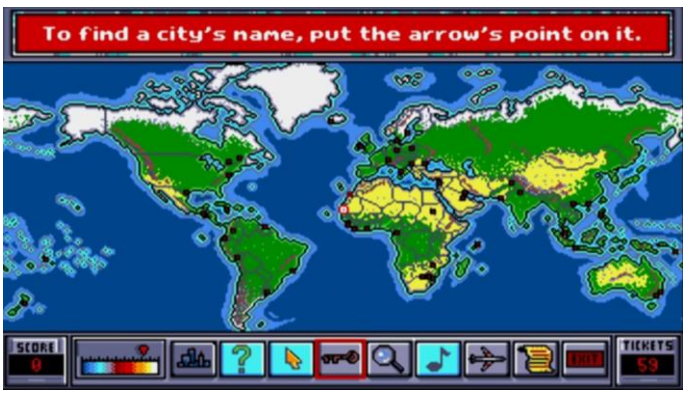
[4/10 – 'Dull treasure hunt game. Nice idea though.']

Hmm this is a strange game and no mistake. It's a global treasure hunt, where you must follow clues and find items on your list. The trouble is that the game feels very clunky, and so what should be fun ends up very dull to play.

It is a shame really, as if it had been better executed then it could have been good fun. As I love solving puzzles and treasure hunts like this.



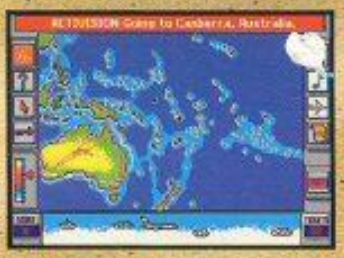


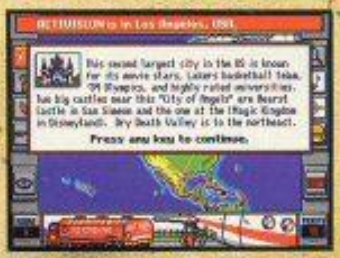


Imagine a treasure hunt in a very exotic neighborhood- the entire world...

In Bangkok, you have found the spectacular Wat Arun Temple and some good luck. This stop has brought you a step closer in your worldwide search for the rare Masai mask. Hidden in a crack in the Temple wall is a slip of paper with this clue: "You'll find the Masai mask hidden in the city where the famous Dr. Livingstone began his explorations." So you hurry back to your airplane with a hunch that the next destination could be the end of your quest.

The year is 2010. Your mission is to collect rare and wonderful artifacts for the year's biggest event, a global "Questival." But your nemesis, the slimy Otto von Slinkenrat, has hidden these treasures in faraway lands, hoping to scoop them up for his own collection. The game is BushBuck, a colorful, musical and animated treasure hunt that takes you on a worldwide adventure.





Equipped with a stack of airplane tickets to anywhere in the world, you'll hop from one exotic locale to the next looking for clues to help in your search. (And von Slinkenrat will never be far behind.) Along the way you will discover spectacular views of famous landmarks and a fascinating travelogue of 206 of the world's most intriguing cities in 175 countries.

Mastering BushBuck provides hours of fun while greatly enhancing an understanding of global geography. A dynamic and exciting game, celebrating the magical places and diverse cultures that make up our world.

Just a few of the 400 items you'll be combing the world for:
Banana-shaped postage stamps · Paint-by-number Rembrandt kit
Plate of "drunk shrimp" · Goombay Festival commemorative glass
Poda-poda tyre · Coco-pod earrings · Cannibal fork
Steering wheel from a jeepney · Mooncake · Rubber warthog nose
Snakeskin shampoo · Bouzouki · Avocado ice cream
Reindeer-driving license

"I find the game to be both engrossing and educational — a great way to stimulate interest in global geography... Far better than its competitor, which lacks, among other features, the great maps that make PC Globe famous.

Bob Mandel,
Professor of Social Sciences and contributor to Byte.

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PRINTED IN ITALY

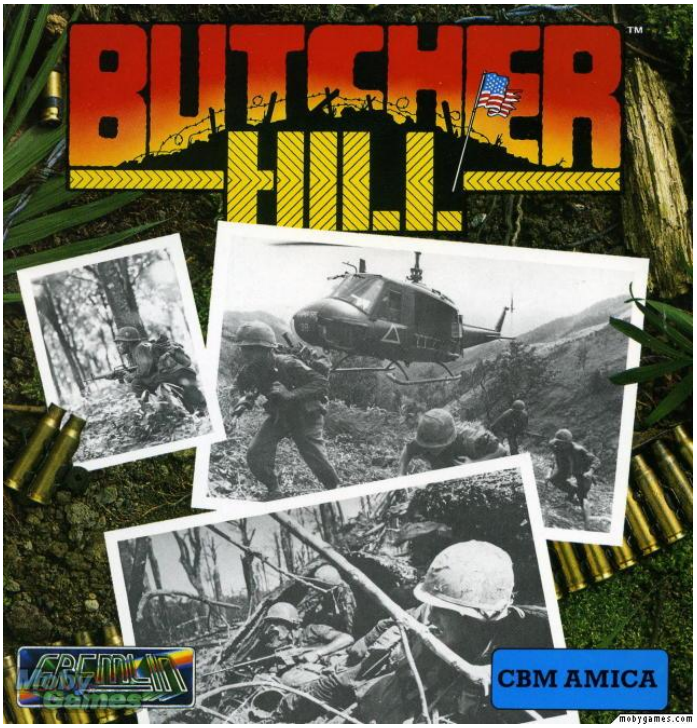
Butchers Hill (1989)

£24.99 – Gremlin /
Dev: Imagitec Design

[4/10 – 'Vietnam war game, full of mini arcade shooters and good wander through the jungle 3D sections.']

This game is a weird mix really, full of a handful of average mini arcade games, and a some nice wander through the jungle 3D sections (very impressive, considering the games age).

All in all it plays reasonably enough, but it just isn't that much fun to play.

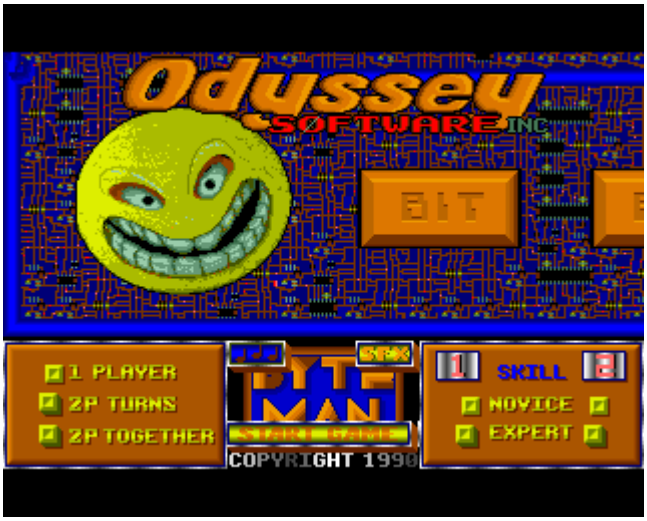


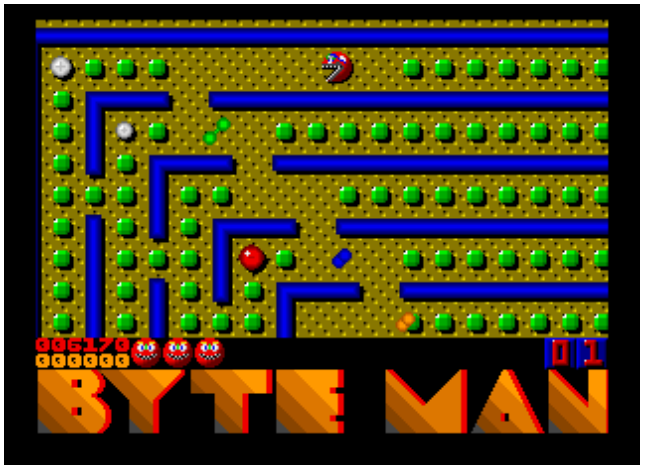
Byteman (1990)

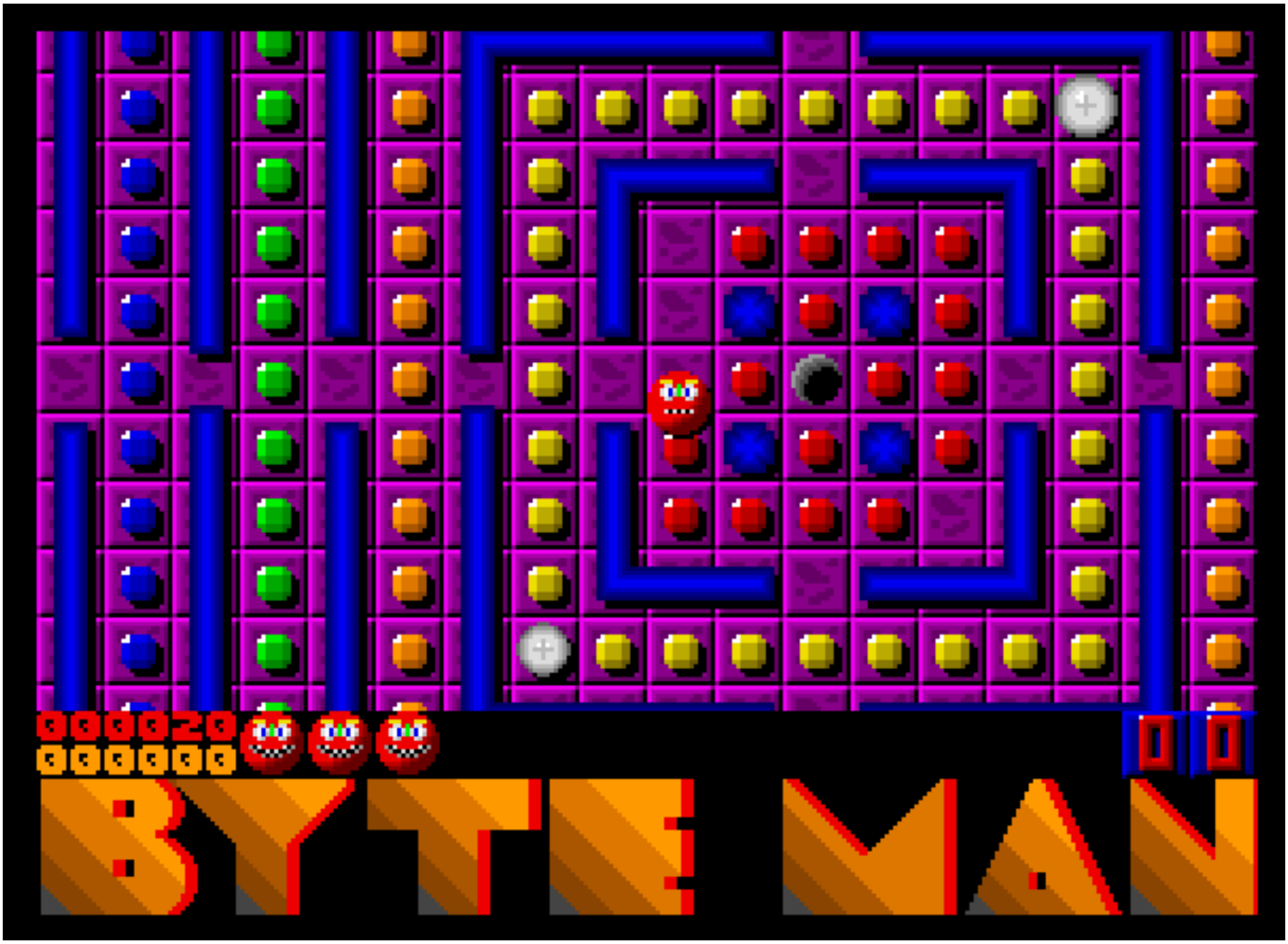
£24.99 – Odyssey

[5/10 – 'Fine variant of Pac-Man, still only Public Domain level of game though.']

The game plays all right really, its basically Pac-Man with bigger mazes. There isn't a lot more going on here, and it isn't going to hold your attention for long. But well worth cranking it up, particularly if you like Pac-Man style maze games.







CDTV MULTIMEDIA

SUPER GAMES PAK

Odyssey SOFTWARE INC

Entertainment
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JAILBREAK

DIGITIZED SPEECH

BYTEMAN

15 MEGABYTES

DEATHBOTS

ON DISC INSTRUCTIONS

* * BONUS * *

INCREDIBLE ANIMATION

SUPER GAMES PAK CONTAINS THREE BRAND NEW STATE OF THE ART ARCADE GAMES. IT IS NOT A COMPILATION OF THREE OLD GAMES ! This is an incredibly enhanced conversion of the Amiga computer version. Each game has it own cartoon like introduction sequence and the instructions for each game are on disc with graphics and sounds effects. As a Bonus we have also included the **LUNAR RESCUE** complete introduction sequence at no extra charge. Lunar Rescue is our next CDTV project. This intro runs for about 14 minutes and has some of the best graphics and sound effects ever seen in a computer game!

JAILBREAK brings the classic Breakout (TM Atari) theme into the 90's with great graphics and lots of digitized sound effects. 100 levels of fast action fun will leave your fingers and brain cells throbbing. Special bricks and powers add variety and challenge!

BYTEMAN puts a BIT-muncher in a giant 8 direction scrolling maze crawling with baddies. Byteman includes multiple levels, digitized sound effects, an ear-gasmic soundtrack, scrolling screens and a simultaneous two-player option (with adapter).

DEATHBOTS : You must survive six levels of Deathbots to reach your final goal; The Gamma bomb. The only way to get to the next level is to find the turbo elevator shaft, unfortunately for you, it is guarded by a huge guardian Deathbot. If you can destroy him, use the elevator to descend to the next level with even more dangerous Deathbots! All three games feature great graphics, digitized sounds effects and were written in 100% assembly language for lightning fast execution speed that all arcade gamers demand.

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Well that is Volume Two. I hope you enjoyed the book and look out for Volume Three where I will go through all the Amiga games beginning with the letter C (So some major classics in that book).

I also plan to include the continuing history of the Amiga taking us right up to present day.

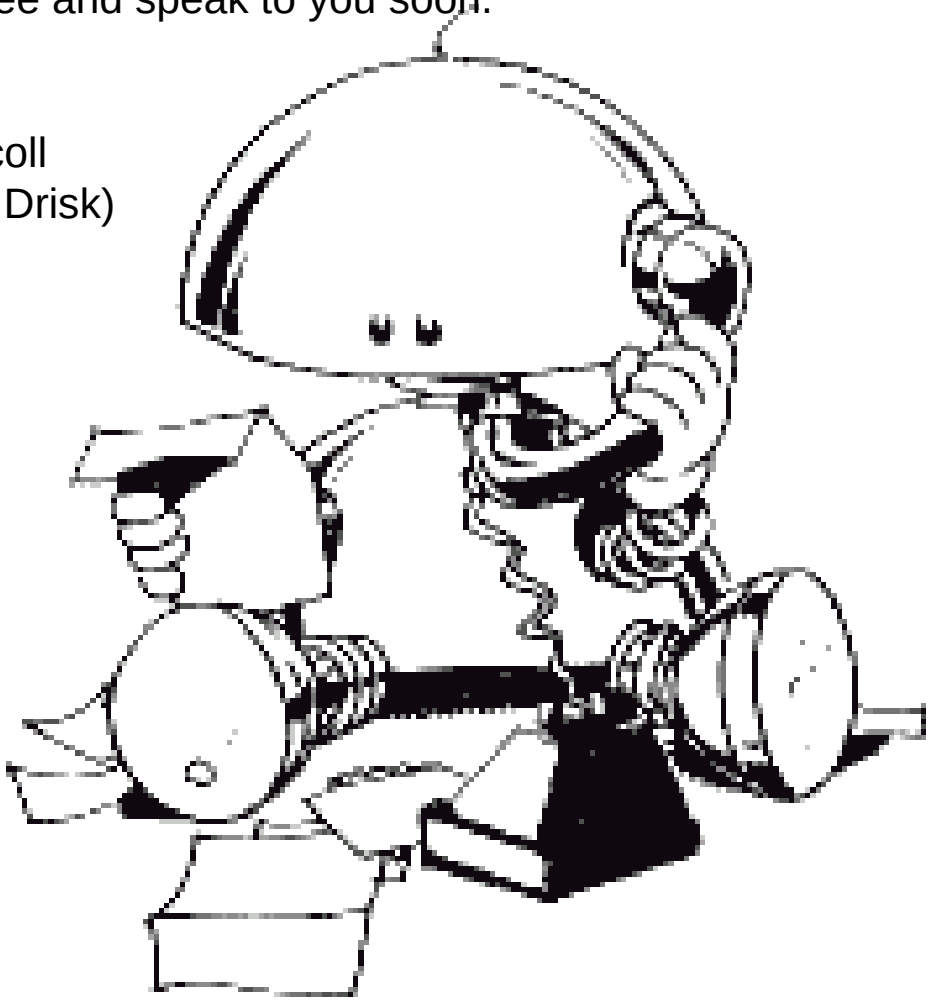
Anyway if you enjoyed then please go on to my You Tube channel www.Youtube/TheDrisk and say Hi. I don't make any money from that website or anything, I only ask simply because its nice to have some feedback, especially when one has put so much effort into something.

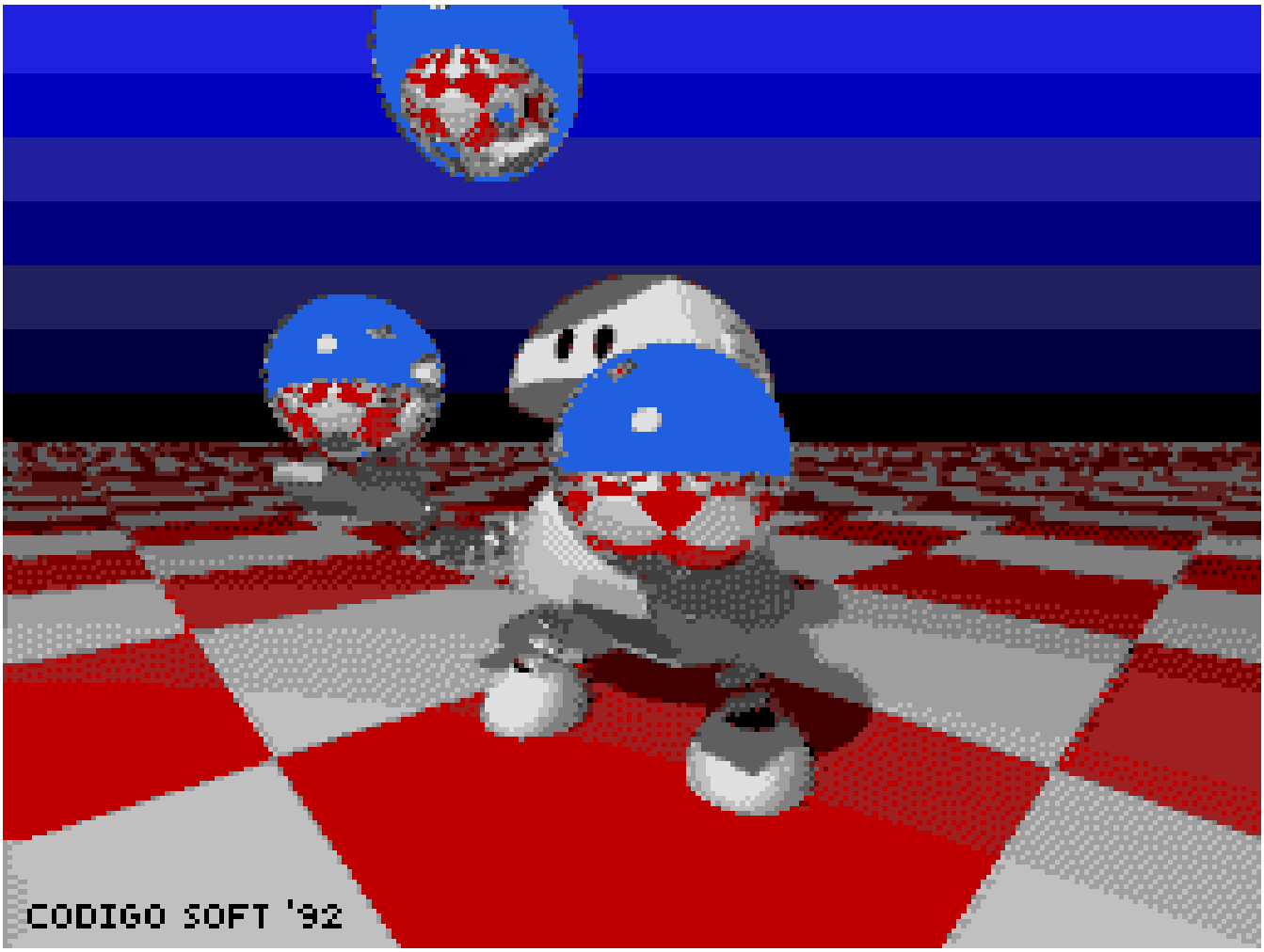
Alternatively .. Look for me on the Forums.. My name is always TheDrisk and I can usually be found on either

http://community.retrogamesquad.com or
http://retroasylum.com

Hope to see and speak to you soon.

Paul Driscoll
(AKA The Drisk)




CODIGO SOFT '92

GAME
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