

HINTS & TIPS
FOR OVER
300
AMIGA GAMES

Amiga gamer's guide

Volume One

Edited by Dan Slingsby



Robocod



Streetfighter 2



Zoo!



Elvira 2



Batman



Pinball Fantasies

BSB

Bruce Smith Books

Amiga gamer's guide

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Dan Slingsby

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The Amiga is one of the most popular home computers of all time, especially so in the UK where a staggering 1,000,000 have been sold in the last six years. The range of software for the machine is consequently vast and it's difficult to know where to start. If you're a committed games player, then you'll be completely spoilt for choice as no other machine offers such a rich diversity of games software. There are literally thousands of titles available for the Amiga, ranging from multi-disk extravaganzas costing £40 or more to hundreds of public domain titles which cost less than a couple of quid.

The aim of this book is two-fold. We want to inform you about some of the best commercial games available for the Amiga but, more importantly, we want to help you get the most out of them, too. That's

why, over the following pages, we'll be taking a look at some of the classic games that have been published for the Amiga over the last few years and offering comprehensive hints and tips for them all. These represent, in our opinion, the *crème de la crème* of Amiga games. You probably won't agree with every choice we've made, but a goodly proportion will undoubtedly feature in your collection nonetheless.

In many instances, we've actually enlisted the help of a game's original programmers, to give you the definitive player's guide. As well as tipping the best games available, we've also included a huge cheats section at the back of the book for you to go through with all your old games, finding all those forgotten levels and cheats you never knew existed and providing them with a new lease of life. Have fun.

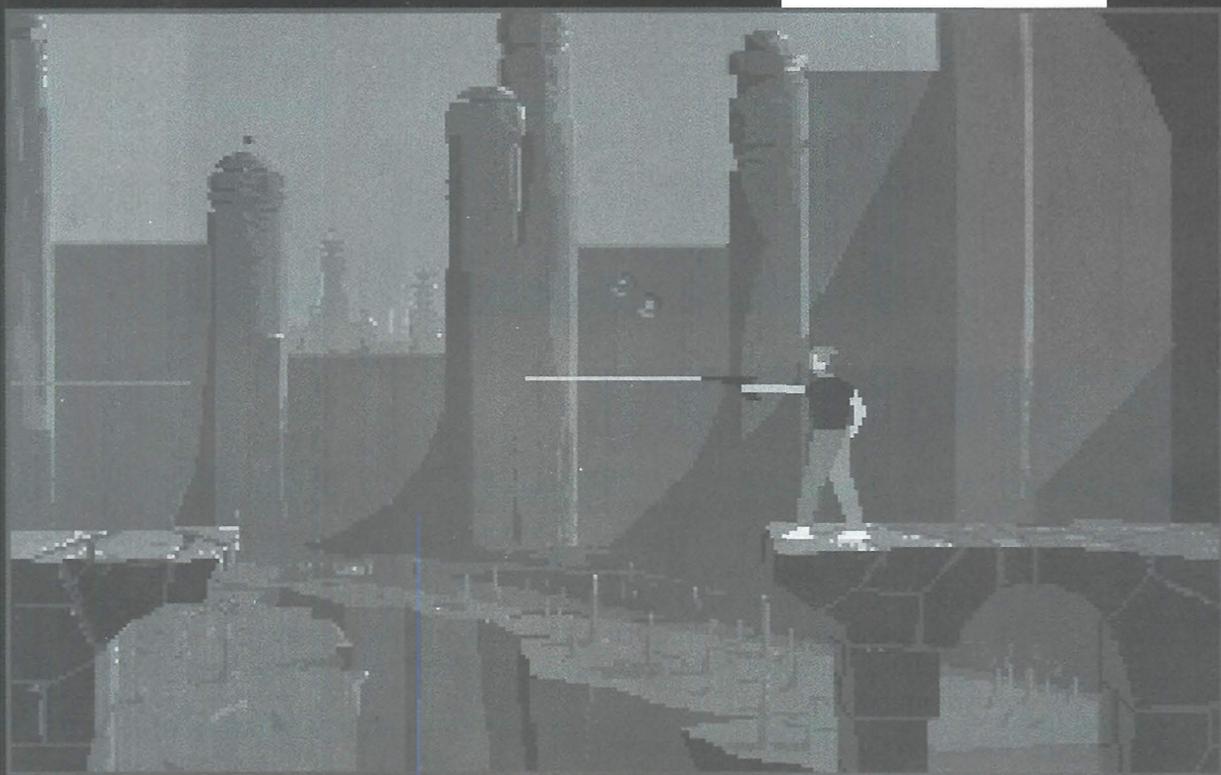
The Main Man...

Dan Slingsby is editor of *CU Amiga* magazine, Britain's leading and most authoritative guide for the Amiga. He's been with the magazine for three years, before which time he actually had to buy games software, a fact which he finds a completely sobering thought. When not working on the mag, he can usually be found down at the local arcade showing off his almost

legendary gaming skills (or complete lack of them!). Favourite games include *Project X*, *Kick Off 2*, *Monkey Island*, *Dynablaster* and *Speedball 2*. Party tricks include toasting marshmallows over the Amiga's power brick and creating the most incredible matchstick-like animations that aren't the envy of his friends.

**Another
World**

1



US Gold

The Facts...

Publisher: US Gold

Price: £25.99

Type of Game: Arcade Adventure

Controls: Joystick

Memory Required: 512K

The Scene...



The Game...

Delphine's polished arcade adventure set the gaming world alight when it was first released. Combining the playability of *Prince of Persia* with some of the best Amiga animation yet seen, the game incorporates a number of puzzles as well as arcade action.

Taking on the character of scientist, Lester Chaykin, the player is transported into another dimension after a freak accident at a top secret research lab. The game proper begins with our hapless hero materialising underwater on an alien and mysterious planet.

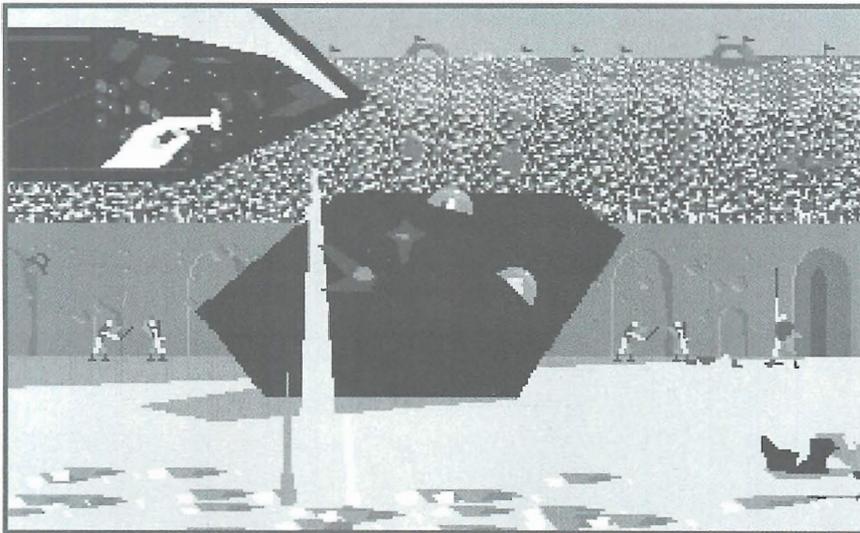
Scrambling for safety, you find yourself confronted by an alien landscape populated by all manner of weird creatures. Finding a discarded gun, it's up to you to explore the strange new world and escape its deadly confines. It's not going to be easy, however, as some of the planet's inhabitants are downright hostile, especially the alien soldiers who shoot first and ask questions later. Featuring some breath-taking polygon graphics, Another World is every bit a true Amiga gaming classic and, if you're having trouble, here's what to do...

Another World

First Steps...

After coughing and spluttering your way to the shore, you're set to begin the game. Walk right and stop on the edge of the very next screen. Use a combination of standing kicks and crouches to kill all the slugs that fall from the ceiling and those that crawl along the floor. Do exactly the same on the next screen. Make sure you kill everything on these two screens as later on in the game you'll have to run back along the same route and the alien crawlers will impede your progress.

Keep going right until a huge black panther leaps in front of you. Turn around and run back the way you came. Run past the pool and onto the next screen. Jump off the edge of the cliff, making sure you grab the vine as you do so. Swing back to the right and let go. When you hit the ground, run to the right again until both yourself and the beast are shot at by the patrolling alien guards.



Once you're in the tank, be careful about the eject button!

Caged In...

You have now been captured by the soldiers and placed in a suspended cage with another alien. Rock the cage by tugging the joystick to the left and right. Eventually, it will topple down on top of your captor, knocking him out. Quickly pick up his gun and follow your fellow escapee as he heads off to the right. Upon entering the next screen, shoot the waiting monster. When you reach the triple doors, turn around and create a number of force fields so that your companion has time to open all the doors. Run

right when the doors spring open and use the lift to go down one floor. Go left and blast the door and then run back to the lift. Go down one floor and then back up again as fast as you can; this will make the nearby guard think he imagined the explosion and carry on as before. Go back over the hole above the guard and pull down before running left. Push up and wait for your companion to open a hatch. He'll then gently pull you up to the sewer level.



Rock the cage so that you'll land on top of the alien guard.

Sewers...

This particular stage is simple and quick. Left takes you into the sewer and a quick combination of left,

right, right, left, right and you're out. Simple when you know how, eh?

Another World

Recharging...

Recharge your gun and then blast the triple doors. Recharge once more and go right, past the blue dome and onto the next screen. Duck 'n' shoot the alien with the Mohican. Leg it right and just as you

come to the edge of the screen, jump for it. You should now find yourself standing on a ledge. Blast a hole in the mountainside and enter the hole that you've created.

Caverns...

Drop down the first and second holes you encounter onto the balanced rock. Turn right and jump off the edge of the next screen and you'll find some bones. Study the falling rocks at the lefthand side of the screen; they fall in a specific pattern. If you time your run perfectly, you'll be able to stop and start your way through the rock fall. Keep going right. You're now about to encounter the trickiest part of the game!

Above you on the ceiling are various tentacles whose touch is deadly and on the floor are mouths which grasp at your heels, waiting to rip you apart. The first group can be skipped over and don't really cause a problem. The second set needs a swift combination of a long jump and skip to clear them safely. Run right and blast the wall.

Go back to the falling rocks which cannot harm you this time. Walk up the slope and shoot at the bat-like creatures. Go to the far left edge and jump onto the stalactite and wait for the bat to be grabbed by the tentacles. Then, quickly jump from one stalactite to another until you reach the last one. Now do a big jump so that you land back on the balancing rock. Jump off the left side and blast the support column from underneath it – you just knew that was going to happen, didn't you?!

Run up the slope and keep going, jumping the holes as you go, until you come across a huge cavern of water supported by a slim column. Blast the column and run left, jumping the holes again, until you find yourself standing on a small flat rock over a hole. You will be shot up to the next ledge and all that's left to do is to run past the waterfall.



Don't stay underwater too long - you must come up for air

Waterfall...

It's all go, isn't it? And the pace doesn't lessen, either! Run right and jump off the edge of the flight of stairs, firing as soon as you land. Go right and jump over the stairs and go to the next screen. Make a force-shield and walk towards the doors. As long as there is a shield in front of you, the alien will throw his bombs - it's a bit like a red blanket to a bull. Walk away from the doors, making them close, and the alien's plasma balls will rebound towards him. When he's snuffed it, run right, blasting the door as you go, and recharge your weapon.

Go left past the waterfall and go down the stairs. Go back right and jump down some more stairs. Duck and blast the alien and then go up stairs and blast the chandelier - this

releases your companion. Go right and at the bottom of the stairs, as you go onto the next screen, you'll be punched backwards. When your assailant has got a hold on you, press fire to kick him where it hurts.

Run left and grab the gun. Duck and blast and then go right. When you reach the second arch turn around, make a shield and turn again to make a shield on the other side. Shoot the alien on the left, then the one on the right, and then go right. You're probably not going to get this right straight away, as it does require a lot of practice. Try not to make one of your shields behind a column, as you'll then not be able to see how much damage it has sustained.

Another World

Getting On Down...

Now that you're beside a water-filled pit, dive into the water and start swimming downwards. Don't hang about as you've only got a limited air supply. Turn left when you reach the bottom and swim straight past the first hole in the ceiling to the second. Swim up here to catch your breath. Now go down and into the hole that you passed on your way in. Turn right at the bottom and climb out. Blast the electric cable and go back the way you came in, remembering to stop off along the way to catch your breath again. Climb out on the righthand side. Run right and duck when the alien is just about to fire at you. Move forward so that you're close enough for the bombs to discharge before hitting you. Shoot him as he walks out from behind the shields.

Drop down the hole on the right. Turn right quickly and blast the door. Run right very fast, ignoring the laser fire that's going on all about you. Don't stop until you come to a grate. Stop just in front of the plate in the roof and make a shield on your lefthand side. Keep

making shields until your companion rescues you. You will now be pulled up through the ceiling and clamber into a tank. Press all the buttons until two red and green lights appear in the top left of the control panel. Pushing the red light launches the tank's missiles and the green one ejects you into the final level of the game.

When you land, run immediately to the right or you'll end up getting fried. As you're running along the level, someone breaks through the glass windows. Keep running. When on the floor, push right towards the control panel. When the red-eyed alien beast is about to walk under the rectangle in the roof, pull the first lever by pressing the button. A laser will frazzle him. Then pull the next lever and crawl towards the light. Lasers will fire into the floor just missing you. Only the third one can do you any harm and, if you've been quick about it, you should already have reached safety by then. You will then be beamed up to the roof and reunited with your rock-like friend. Phew. Roll the credits.

Cheats...

There are a number of level codes for quick access to the later stages of the game. Merely type the following codes in when prompted,

and the game will skip to that particular point in the game.

EDJI
EDIL
KCIJ
LDIJ
LALD

HICI
LIBC
FIEI
LDCI
KJIA

FLLD
CCAL
ICAH
GABK
LF EK

Chaos
Strikes
Back

2



CHAOS
strikes back

Psygnosis

The Facts...

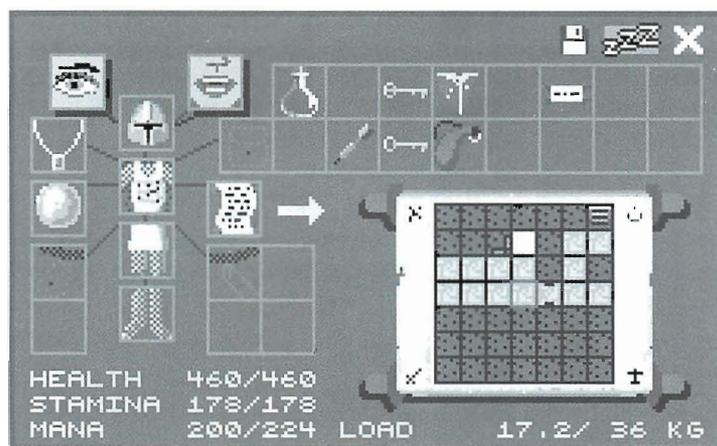
Publisher: Psygnosis
Type of Game: Role Playing Game
(comes in a special value pack with Dungeon Master)

Price: £29.99

Controls: Joystick

Memory Required: 1Mb

The Scene...



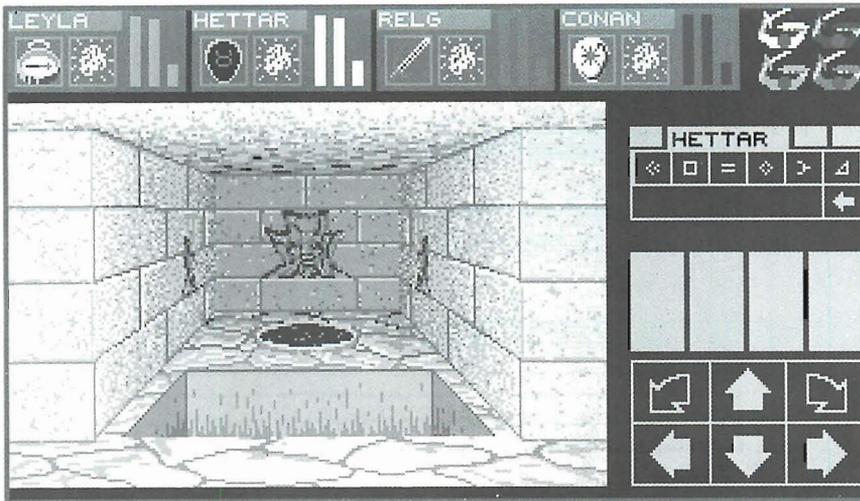
The Game...

The aim of the game is to simply find four pieces of Corbum ore, which are hidden in a dungeon, and throw them into the Fulya Pit. Put like that it sounds quite easy doesn't it? Happily it isn't that straightforward, for unlike Dungeon Master, this game does not have an obvious path down through the levels. Instead, there are four main Ways which start at a central crossroads and wind their way through the dungeon like a snake. The Amiga version of the game has an automatic mapping system

which was not supplied in the ST version, but even with this addition the route is tortuous. Corridors which are a dead end can be entirely different when you return at a later date, and a number of objects are placed in random positions so that no one player's guide can state where they will be.

The dungeon has 10 levels and you are thrown in at level five. Although you eventually want to reach the Fulya Pit on level one you will have to visit the lowest levels many times before the game will be over.

Chaos Strikes Back



The Fulya Pit – this is your ultimate goal in the game.

Party on Dudes...

You may wish to use the same party that you brought safely through the Dungeon Master adventure, but if you do you will miss out on an interesting secret. In addition to the new champions which are on offer in the Prison section there are two extra champions which have been hidden behind two illusion walls. One of these warriors is called Lor and he is a Champion Fighter, the other is called Kazai and he is a Master Ninja. Both champions are guarded by monsters, but it is possible to free both of them if you are quick. However, after a short period of time their dungeon doors

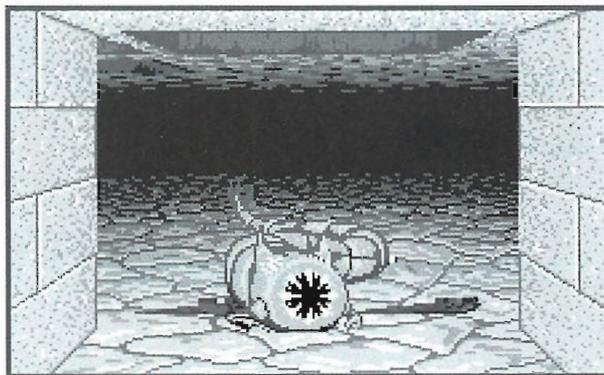
will slam shut and they will be locked in forever.

Having selected your team, you will be transported into the darkness in the middle of level 5. Once you deal with the immediate problem of the attacking worms you can insert a torch into the empty holder on the wall and open a second route out of the room. Although you have to pay for all of the valuable items you can see behind the force fields, there is in fact an illusion wall in the starting room which will lead you to some free armour.

The Wonderful Wizard...

In the Way of the Dain you will meet a puzzle which requires you to prove you are a wizard. Simply cast

the Zokathra spell and insert the glowing ore into the hole to open the way forward.



Watch out for these blood-sucking worms.

The Bridge...

While moving across a room full of pits, you'll spot a sign which tells you that you're on The Bridge. Shortly after this point you will meet a blank wall with a push switch on it. Pushing this switch will make a transporter appear back

along the trail. There is no time to turn and run to the transporter, instead you must simply push the switch and run backwards into the mist to be whisked off to the next level.

Open that door...

As in *Dungeon Master*, some doors can be smashed open with an axe, including one large, black door in the Way of Ku. You will also find a number of iron grille doors which

can be blasted through with fireballs. Don't get too clever with this option, as you may want to shut the door again when you find out who or what is behind it.



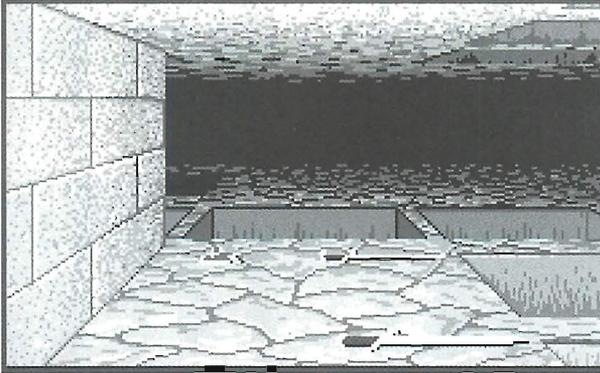
An open entrance or is it?

Chaos Strikes Back

Beware of Illusions...

The walls of the Chaos dungeon contain many more illusion walls than there were in Dungeon Master,

and there are quite a few pits which are also illusions and can be walked over.

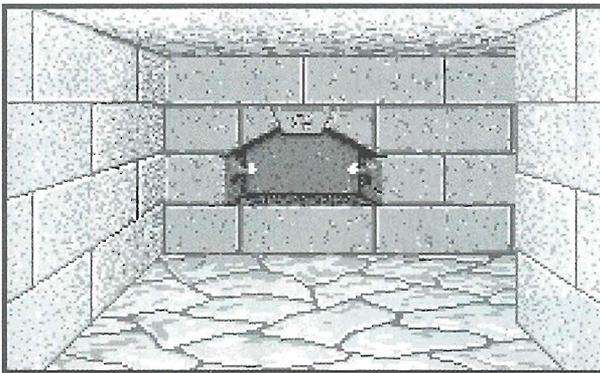


You'll never know which pits are there or merely illusions.

Handy Hint...

Make a note of the items which you found in the altars at the junction of the Ways. If, at a later stage, you find yourself back at one of these

altars you can simply replace the correct item in the altar to open the wall back to the junction.



Around every corner something horrible awaits...

Regeneration Points...

There are a few places in this dungeon where the monsters are continually regenerated. Unlike the Rat Larder in Dungeon Master, these monsters are not there as a source of food. Instead you may find you need the monsters to solve a puzzle nearby. For example, there is a room lined with cells in the Way of Neta which will only reveal its secret once you imprison a mummy

behind each door. A second location beneath the Demon Directory can only be entered by driving a skeleton into the area in front of a portcullis and pressing a nearby button to teleport him behind the gate. After killing him through the portcullis the door will open. Use the Horn of Fear to drive him into position.



Remember: if it moves kill it.

Ant Killer Techniques...

On level 7 you will find a room which is full of antmen, but there is no obvious way to open the door. This door will only open if you can kill the antmen who are standing on a pressure pad. The solution is to walk on to the next corridor and

there you will see a teleporter which is separated from you by a pit. Casting a fireball into this blue mist will alter its flight path into the room full of antmen. Hey Presto! The door opens.

Death Row...

Ignore the door to Death Row for you cannot open it from the outside. The only way in is via a pit

from level 8. It's easy to get in, but there is a Golem awaiting your arrival.

Chaos Strikes Back



Some powerful magic is needed to get past this guy.

Demon Directory...

Each time you enter the Demon Directory a new group of monsters is created. All four 'Ways' lead to the Demon Director's Den, but there are separate exits out of this area depending on what actions you took on your way there.

There is a pit blocking the exit to the SE which can only be closed if you can persuade a monster to stand on the pressure switch in front of the Fighters Charge plaque. A rock monster is the best one to select as it is so slow you can easily deal with him using a poison gas

spell once he has served his purpose. At the bottom of the steps leading up to the Directory there is a black door which is opened by a Sapphire key. In here there is both a fountain and an Automat which gives valuable items in exchange for coins. The more coins you insert the better the objects become. A total of 11 items are dispensed before the gifts stop. The gifts are not given at the altar in front of you, instead the real altar is behind an illusion wall just to the right.

Gor Blimey...

The presence of the Gor face engraved on the stone wall indicates that a trap is nearby. Be on the lookout for illusion walls and

pits. Simply touching the Gor face can often trigger the trap, so watch where you stick your fingers.

Dragon's Den...

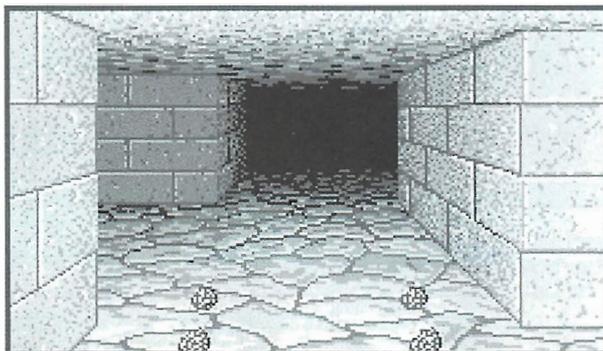
Inside the Dragon's Den you must touch the eye on the wall with the

Power Tower leggings to open the panel.

Making a Mark...

To mark important locations (eg invisible pits) you can use the Zokathra spell to create a glowing

piece of ore which can be left sparkling in the darkness to remind you of the spot.



Zokathra in action.

Death Row...

Moving into the corridor marked Death Row signals a difficult time ahead. After a short way down the corridor a group of Deth Knights will be generated behind you, and they will follow you towards what appears to be a dead end. In fact a

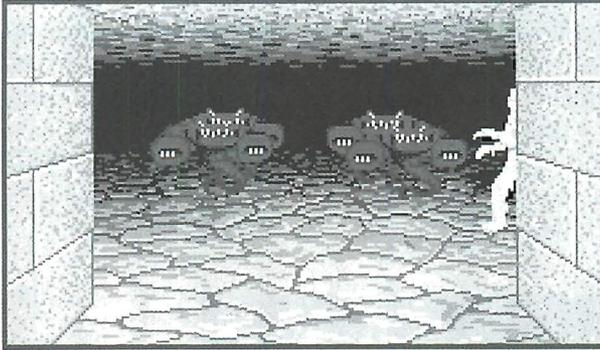
few paces before the end, the side wall of the corridor can open and allow you to pass through. To activate the escape route you must first move to the end wall. Just keep your nerve and you'll be alright.

Many Hands Make Light Work...

There are times when you must move quickly and at the same time use the mouse pointer to push a switch or grab an item. Remember that it is a lot easier to use the

cursor keys to control your movement while keeping the mouse positioned at the right spot to manipulate the hand.

Chaos Strikes Back



And just as you thought you were getting the hang of things.

Dealing with Lord Chaos...

You're not so clever now that you don't have the Firestaff to ward off Lord Chaos are you? The only way to deal with the Dark Lord is to brandish a staff or give a war cry.

There is just the chance that these actions will make him unsure of himself and he'll turn and let you escape.

Access Denied...

There is at least one lock which will open if you place a piece of glowing Zokathra in it.



Step on the grill to trigger an event, good or bad!

Getting Your Own Back...

Sooner or later you are going to fall into one of the really nasty pits which won't release you until you drop all of your valuables. This may seem like the end of the world and make you decide to reload a saved game position. However, if you want

to play the game the honourable way, there is another way out. To get all of your valuables back simply return to the area called Supplies for the Quick and you'll find your objects inside the various alcoves on the central pillars.

Executioner's Axe Room...

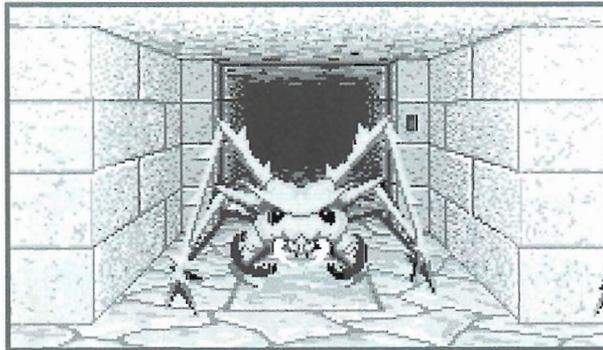
There are four Deth Knights on guard in the room which holds the Executioner Axe. Removing the axe from the alcove will release all of the knights from their guard

positions. It is better to release them by standing in front of their chambers and dealing with them one at a time.

Junction of the Ways...

Each Way from the central junction has two silent and invisible teleporters which toggle on and off. The first teleports you down by one level, while the second transports

you up two levels. Try walking away from the junction then turning to face it. Throwing a fireball can show you where the teleporter is.



Spiders are a common foe in the dungeon.

Just an Illusion...

You may find an illusion wall in a corridor which appears to have no purpose because the single cell behind it is bare. In this case just

wait for a moment and you'll find that the blank wall disappears and an altar with some valuables appears.

Chaos Strikes Back

Vorpals Alcove...

A valuable vorpals blade can be found in an alcove on level 6. Removing the blade will teleport a horde of monsters into the room

and cause large fireballs to start blasting. Quickly place some other object back onto the altar to open up a secret door in the SE corner.

Ninja Way...

On level 5, along the Way of the Ninja, you will reach a twisty corridor with many doors and blue transporters which deflect fireballs around the corners. The corridor is patrolled by giant scorpions who are protecting the green Ninja Gem which is set in the wall at the far end. As soon as you remove this gem a constant stream of fireballs will start coming down the corridor along which you must return.

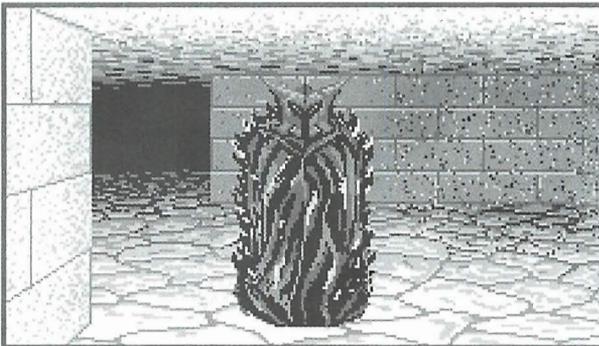
The trick here is to protect your party with a fireshield then wait for the first fireball to pass. Run up the corridor to the first corner and

close the door. When the next fireball arrives it will destroy itself and the closed door. Now you can run through the opening and into the next room. This room and the two following have lots of places where you can dodge the remaining fireballs. Of course, there will be more scorpions turning up, but as you are smarter than them you should be able to use the fireball trap to destroy them. When you return to the entrance of the fireball corridor you'll find that the big black door which was previously locked has now been opened.

A Final Warning...

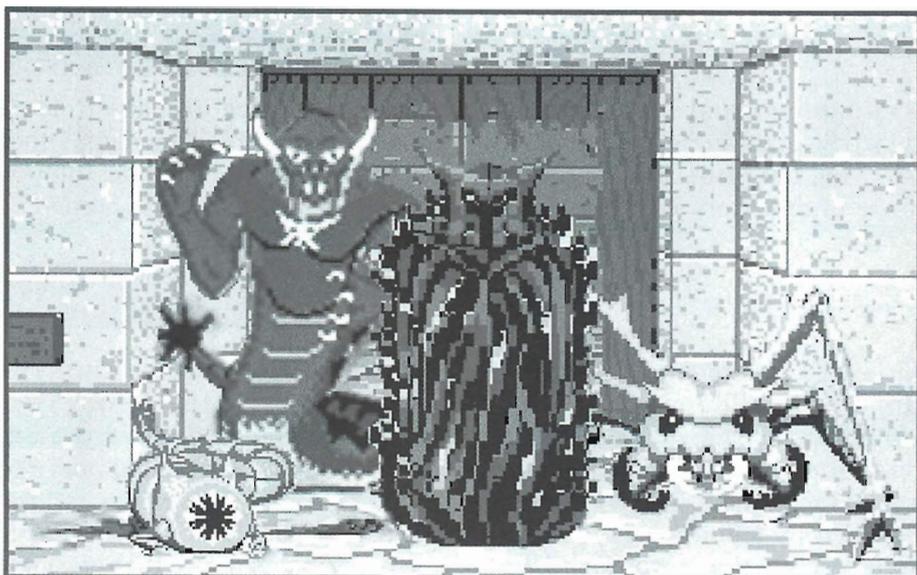
If you try to cheat Lord Chaos and throw anything into the Fulya Pit other than the Corbum Ore, the

resulting explosion will sizzle your eyeballs. Not the best of ideas, really...



And here he is, Lord Chaos himself...

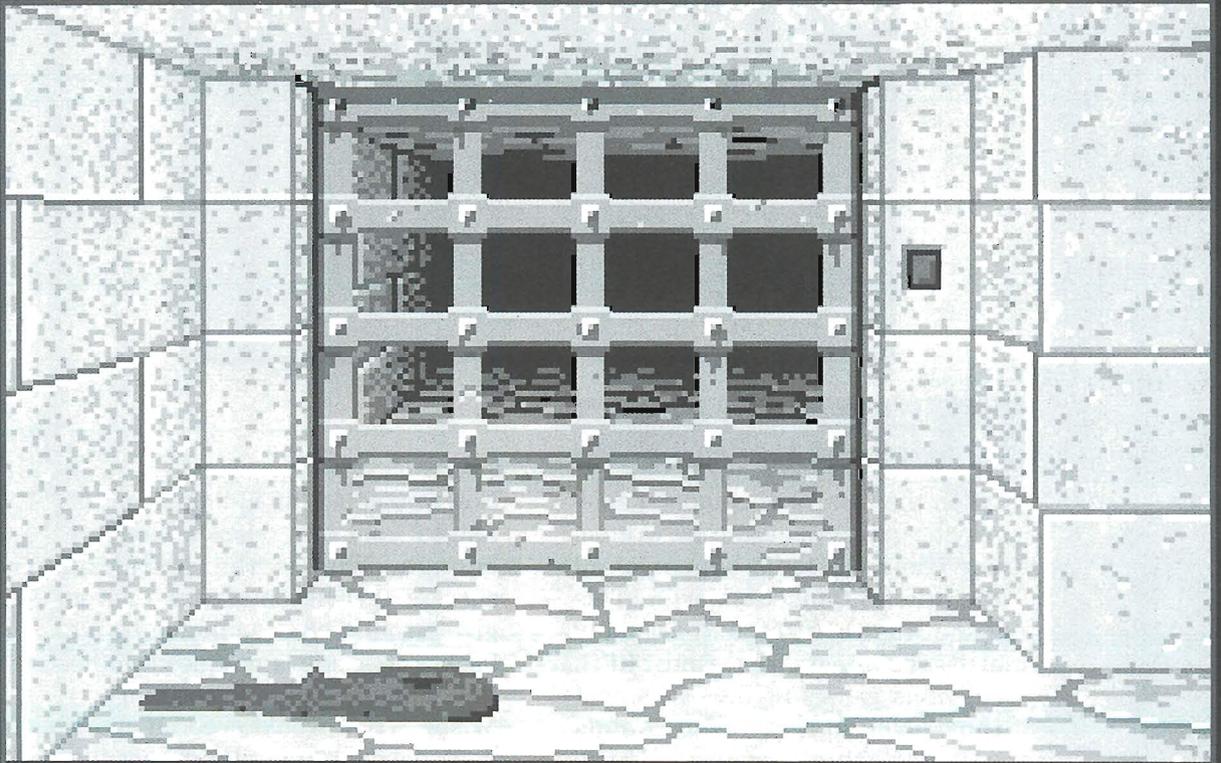
Chaos Strikes Back



Don't panic! You'll only face all of these together in your worst nightmares.

**Dungeon
Master**

3

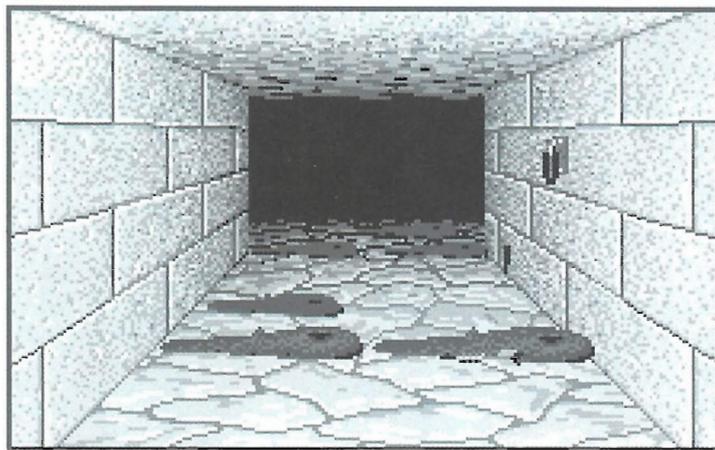


Psygnosis

The Facts...

Publisher: Psygnosis
Type of Game: Role Playing Game
(comes in special value pack with Chaos Strikes Back)
Price: £29.99
Controls: Mouse
Memory Required: 1Mb

The Scene...



The Game...

When the history of computer role-playing games comes to be written, one game will loom large over all the others: *Dungeon Master*. This game was the first, and arguably still the best, real-time RPG. Previous games involving combat took place in a series of rounds between the player and the monsters, but this game introduced the idea that there was no need to meekly accept the monster's blows.

Now you could hit and move out of range if your own reflexes were fast enough. This is the secret of success in *Dungeon Master* – never give a monster the chance to hit back. This guide is not meant to be the definitive solution to *Dungeon Master* – that would need an entire book devoted to it – but rather the following hints and tips should allow you to get greater enjoyment out of the game.

Dungeon Master

Starting Out...

You will need to have a balanced team to survive in the dungeon, and in the early stages you need a strong fighter. However, as the game progresses, magic prowess becomes the most important factor in your team, so all members must be able to rise in this skill as quickly as possible. The problem is that the best fighters start the game with no magical power at all, and unless they practice the simplest spells

they will never get any better. To solve this predicament there are a few items scattered around the dungeon which give extra mana points to whoever is holding or wearing them. With the aid of these wonderful artifacts your fighters can get a foot onto the first rung of the magical ladder, and begin the long climb to becoming a powerful mage.



Handy stat screens let you check up on individual characters.

The True Quest...

Although the manual tells you that the purpose of the game is to find the Firestaff and then take it to the dungeon entrance where you can give it to the Grey Lord, this is in fact not true. If you foolishly carry out these orders you will be met by Lord Chaos, who has disguised himself as your master, and he will

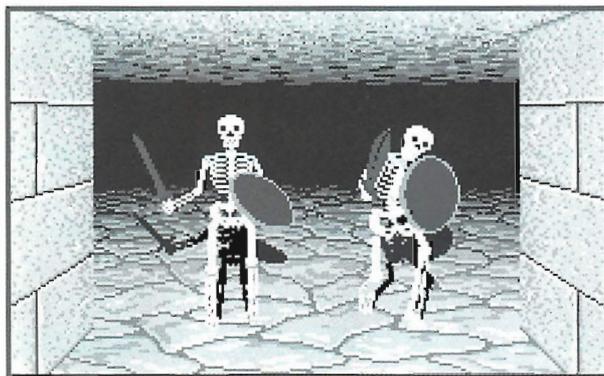
take the staff and kill you. Instead, you should take the Firestaff from the tomb on level Seven and then descend to level 14 where the Power Gem rests. By combining the staff and the gem you will create a weapon powerful enough to destroy Lord Chaos.

The Giant Staircase...

Running down through the centre of the dungeon between level Seven and level 14 is a giant staircase with exits leading out into each level. The doors into each level cannot be opened from the stairwell, they must be opened from the inside by touching the engraving of a skull with a skeleton key. The purpose of the staircase is to allow the player to move quickly back up the dungeon from the lower levels for various reasons. There is very little food and water to be had in the lower levels, so the stairway

provides a fast trip to a higher level to replenish supplies. Level Nine has a Rat Regeneration room which comes in handy as a grisly larder. If you remember to close the door after you fill your pouch with rat drumsticks you can always come back for seconds!

Once you have finally found the Firestaff and the Wing key on level 7 you can rush down the giant staircase to open the Wing lock at the bottom of the stairs.



Dem bones, dem bones.

The Final Confrontation...

No weapon or magical spell can damage Lord Chaos, so don't waste your time trying. The Horn of Fear or a War Cry can make him retreat, so use this tactic to make him move to where you want him.

To finally defeat him you must find the correct spot in the dungeon and use the Firestaff to create a cage about him. The Staff can produce a single side of a cage with each blast,

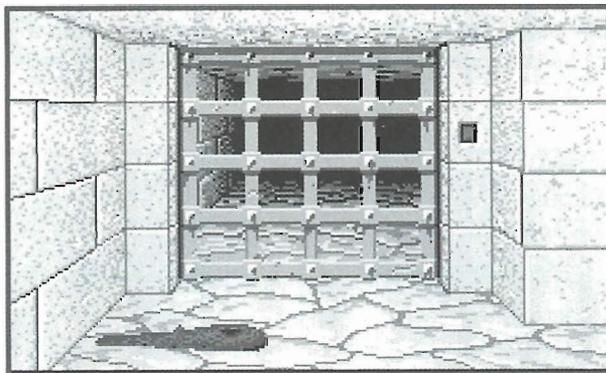
and then it can finally be used to fuse the sides shut. The problem is that Lord Chaos is not the kind of fool who will stand still and give you time to create four walls around him. He also has the power to transport himself through stone walls, although he can only do this if the wall is one space wide.

To give yourself any chance you must try to cage him in the corner

Dungeon Master

of a room where the walls are twice as thick. In this way you can use two existing walls as sides to the cage, and fuse it shut before he can get away. A suitable spot to carry out this difficult task is in the NE corner

of level 13 (the level with the two-headed demons). In this corner is a little room with two doors which are useful for keeping the demons out during the final struggle.



Opening the door isn't just a question of ringing the bell.

Cunning Trick...

As you leave the Power Gem room on level 14 the game will check to see if you are carrying the combined Firestaff and Power Gem. If you are, the game will seal the exit back to the giant staircase to

prevent you having fun on the upper levels beating up the now powerless monsters. To fool this check, throw the completed staff through the door, then walk out without it. Pretty cunning, eh?

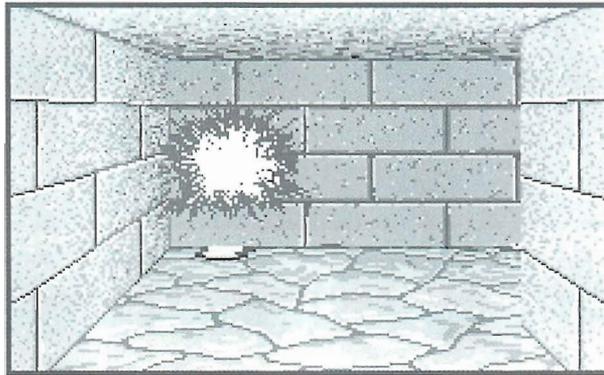
Battle Techniques...

There are five main places to pick a fight:

- ✦ Fight with your back to the stairs so you can retreat whenever things get tough, that way the monsters can't follow you.
- ✦ Fight with the monster standing in a doorway, because now you can press the door button and let the closing door pound the monster to its knees.
- ✦ Fight in a large open area where you can continually move in a circle using a hit and move tactic. Never give the monster the opportunity to hit back before you move and turn.
- ✦ If you have to fight in a corridor, use distance weapons and throw

everything you've got before the monster gets close. Seemingly invincible rock monsters go down easily if you hurl clubs at them before you have to engage in toe-to-toe slogging. Also remember to use any pit traps to drop monsters down as you retreat. Do remember to weaken the monster before dropping it down a pit or the fall might not kill it. You may then have the problem that it will find a way out and reappear just when you least expect it.

- The final trick is to realise that the game cannot allow you and the monster to occupy the same spot, so use any magical means to move yourself to the same square as the monster and the beast will be destroyed.



Fireballs have a nasty habit of following you about.

Handy Hint...

Lure water monsters over a floor grille and watch your troubles drain away.

Special Items and their Uses...

Throughout the game there are a number of special items designed to help you on your way:

Boots of Speed: There are four pairs of these magical footwear (levels 12, 11, 10 and 7) Once everyone is booted up you will move much faster.

Horn of Fear: This magical device makes the deadliest monsters turn in terror. Try out the effect on Water Monsters, Spiders and Skeletons. Even Lord Chaos can be turned.

Vorpal Blade: This black sword will hack lumps out of ghosts and other shadowy beings which would normally laugh at your feeble attempts to injure them with a sword. Use this weapon in conjunction with the Dispel

D u n g e o n M a s t e r

magic to exorcise an area of ghosts.

Magic Boxes: These freeze the monster for a short time and are especially useful if you freeze the monster under a closing door. Use this technique on Deth Knights and Stone Golems.

Rabbit's Foot: Supposed to increase your luck during combat. The rabbit had four of them, but it didn't seem to bring it luck!

Rope: Useful for preventing injury when climbing down pits.

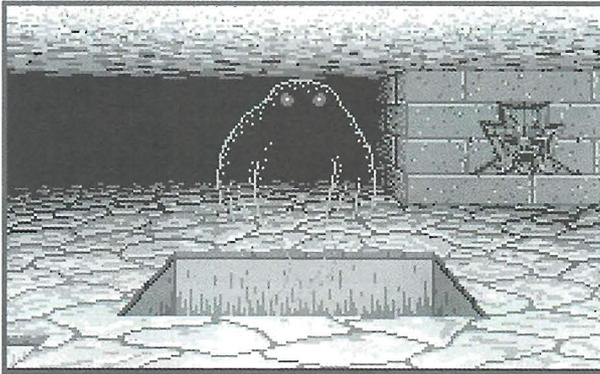
RA Keys: There are four RA keys needed to open the Tomb of the Firestaff on level 7. The keys are found on levels 3, 7, 9 and 12.

Wing Key: Found inside the Tomb of the Firestaff.

Armour of Darc: Found on level 12, this makes you almost invisible to on-coming monsters.

Armour of Lyte: Found on levels 10, 11 and 12. Finding this armour is very hard and the task of uncovering all of the set was the test given by the software writers to anyone who wished to become a playtester.

Deth Armour: This armour is left behind by a Deth Knight when he is destroyed. Caution – it's cursed!



There are plenty of evil spirits to vanquish.

Tricky Problems...

Here's a level-by-level guide to some of the more perplexing problems you might encounter.

Level 2 Keys lying on the floor are sometimes difficult to see especially when you are too close. Look into the corners from further away.

None Shall Pass – Hack the door open with an axe.

Put a coin in the Fountain to open the door.

Level 3 Chamber of the Guardian – Press the button next to the cell with the chest. Follow the chest repeating the action until it finally appears in the corridor.

Time is of the Essence – Press the button then quickly move four steps left then forward.

Cast Your Influence – Cast an open door spell, then throw an object through the doorway.



A chest of treasure – or is it?!

Level 4 The Prisoner – You must kill the Mummy then prepare to fight a horde of worms. Hack down closed doors.

Level 6 Riddle Room – Use Blue Gem, Bow, Mirror and Gold Coin. In the room with a key behind the portcullis, use the switch to activate the transporter. Put an object in the field and it will be transported onto a pressure switch to open the gate.

There is a door which is behind a transporter beam. To open it, fire an *open door* spell through the field when it blinks off.

Level 7 Ignore this level until you have all of the RA keys. There is a key under some ash. Once you have the Firestaff take a trip back to the dungeon entrance for an interesting experience. Save the game first!

Dungeon Master



The Riddle

Level 8 The pits are worth investigating to find a Yew Staff. There is a long corridor at the southern end. Only take 26 steps down the corridor, turn right and wait for the wall to open.

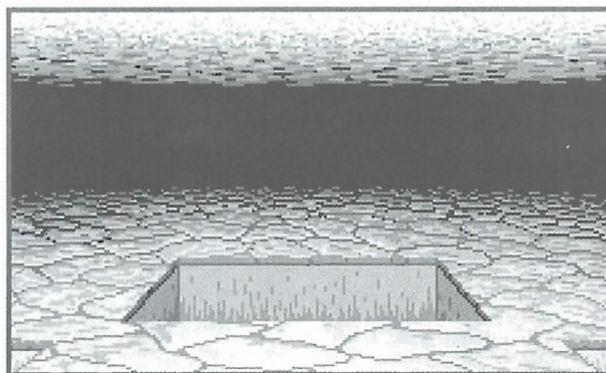
Level 9 *When is a Rock not a Rock?* This points to an illusion wall next to the sign. The corridor behind the wall spins you round 180 degrees as you walk, so watch your compass. Mark the spot you came through the wall, as you'll need to find it coming back.

Level 10 *Zoom.* Step off the conveyer belt at the right spot and you'll be able to get into the next area. Step off at the wrong spot, and you'll be transported back to the beginning of the level!

Lighter than a Feather – Corbamite weighs nothing.

There is a room which regenerates rats on this level. Keep the door shut and you will be able to return later to kill more rats for food.

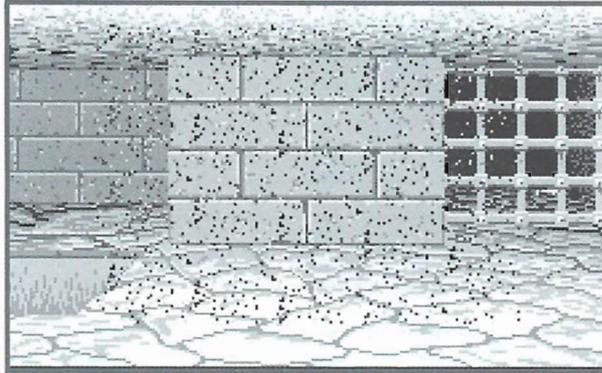
A monster on this level drops a skeleton key when killed.



Fall down one of these and you'll find it difficult to get out.

Level 11 When you pick up the Diamond Edge sword it will trigger poison gas. Stand still and accept the damage. Rest and recover your health. Now you can either run for it, or leave the room one step at a time, letting the gas disperse in front of you.

Enlarge My View – use magnifier.

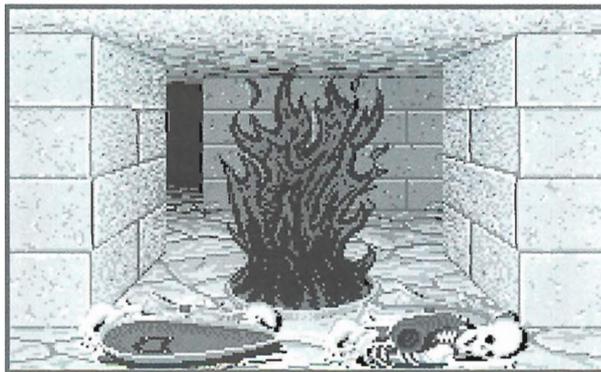


A poisonous gas blocks your path.

Level 12 There are invisible pits as you enter this level which can be used to drop the knights down. There are two boundaries on this level which monsters will not cross. Fight across these lines to make combat easier. One of the knights carries the Topaz key, so check all bodies.

Level 13 Certain Fire Monsters can be temporarily killed to allow you to pass. A Fuse spell from the Firestaff hits a Flame Monster, as does a Dispel bolt and Vorpil blade.

Level 14 There is a square key to be found under a pile of ash in the Dragon's Den. To get the Power Gem use the Zokathra spell.



At least one adventurer has failed to get past here.

Elvira 2
The Jaws
of Cerberus

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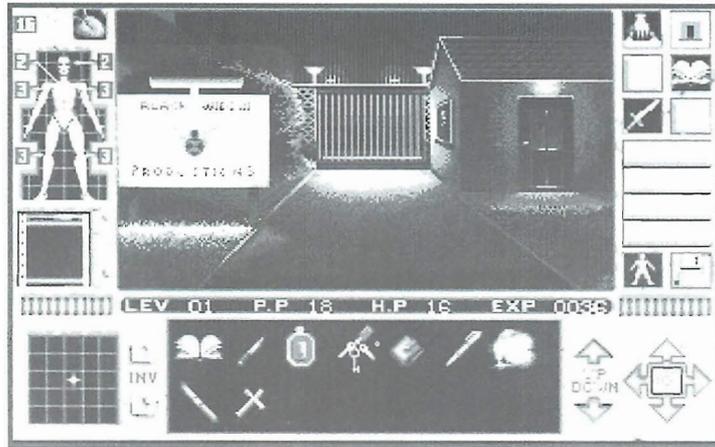


Accolade

The Facts...

Publisher: Accolade
Type of Game: Role Playing Adventure
Price: £34.99
Controls: Mouse
Memory Required: 1Mb

The Scene...



The Game...

Elvira, the woman with the two biggest assets in show business, has started her own Hollywood film studio. Unfortunately, the darkly-dressed damsel has been kidnapped by the dastardly Cerberus, a 60-foot tall three-headed demon out for our heroine's blood. Your task is to follow the beast's trail across the studio's many film sets and bring the behemoth to justice before it's too late! You can choose to control any one of four characters: a stuntman, a knife thrower, a private eye or a computer programmer. Each has his own particular plus

points and abilities, so you have to choose wisely.

The game has been split up into four stages. The first involves a saunter around the studio complex, investigating the different canteens, make-up departments, typing pools and administrative areas. The other three levels are much more interesting as these take place over the various sound stages and are packed to the gills with demons, zombies, giant spiders and the like. Not as ghoulish as the first game, but great fun nonetheless.

Elvira 2 – The Jaws of Cerberus

Starting Out...

At the beginning, don't move, but pick up the four-leaf clover under the sign and the rock in the bottom righthand corner. Go to the shack on the right and throw the rock through the door's window. Enter and go right. Open the cupboard on the right and take the keys from the dead guard. Take everything from the bulletin board. While you're at

it, take the bullet proof jacket and hat and put them on. Put the key into the security panel and enter the appropriate code. This opens the security gate. Go to the front gate and click on the car in the distance. Take the wire cutters and wrench from the boot, turn left and go through the doors.



Spells play an important part in your success.

The Studio Offices...

Take the lift to the second floor. Leave the lift and turn right twice. You'll be facing a long corridor with seven doors. Take the first on the right, into the computer room. Swipe the book. The next room is make-up. Take the mirror from the bin, then go to Elvira's dressing room, which is to the right. Take the nail file, the tissues, the towel, the newspaper, the popcorn, three cans

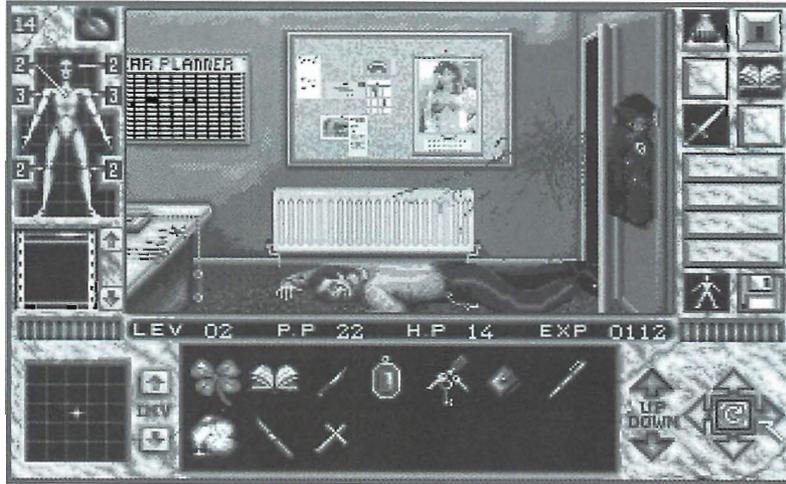
of hair spray, the silver clover charm and gas curling iron, which is in the make-up case. There's also a pair of Elvira's pants, still warm, but they won't aid you in the adventure!

Take the door at the end of the hall, into the typing pool. Take a disk from the box and the cassette player. Head back towards the lift. The third door along leads into the office. Take the drink and soda

siphon. The last door is the canteen. Take the cupcakes and soda and go down to the basement via the lift.

Make some small talk with the Indian chief and it's time to make a few spells. Some of the mystical incantations don't require any ingredients, so stock up on them

while you can. Other spells require mixing, so open the spell book and make Protection (with the soda), three Breath Underwater spells (popcorn, gum and cupcakes), Healing Hands, Luck (clover), five Ice Dart spells and an Unseen Shield.



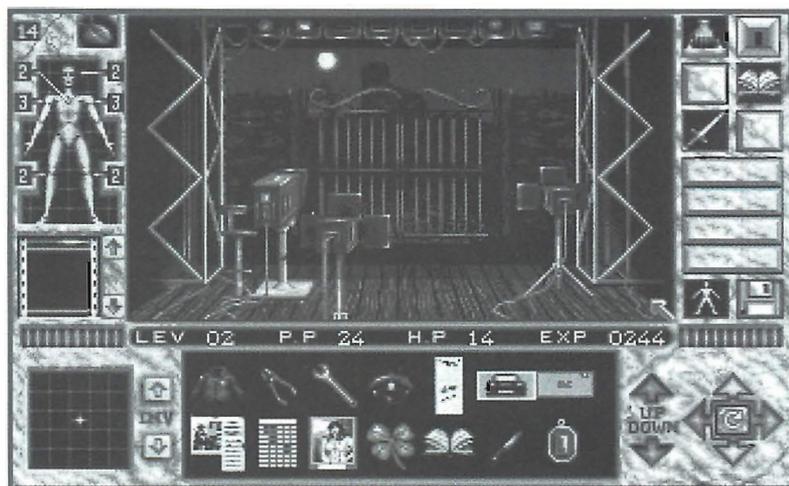
As you enter the studio, you'll soon discover a grisly murder.

The Haunted House...

Go back up to the level where you came in and you'll find the three sound stages near the lift entrance. Enter the code for number two and go through the doors. Take the helmet and gauntlet from the suit of armour on the right. Enter the study through the doors in between the knights. Take the prayer book from the study drawer and the padlock, and make an Unholy Barrier spell with them.

Back in the living room, help yourself to the glass vase (turn it into a Detect Trap spell) and the

bucket next to the fire place (Protection spell). Now leave the room and go up the stairs and take the right turning. Turn right at the top and then take two lefts into the first doorway. This is the nursery. Take the building blocks and return to the living room. Stand two paces back from the library door, in front of the ghost, and place a block on the floor, then shoot into the library. Once inside you'll find loads of reference books and some interesting bookmarks, including a poison formula.



Magpie-like, collect all the items you'll need.

several Fireballs (newspaper, tissues, calendar, postcard and papers from the security hut), several Magic Muscles (pots and pans, tins and knives), two Detect Traps (glass jars on the shelf), Ice Darts, Unseen Shields and a couple of Healing Hands. Keep the meat cleaver as a weapon and the wire cutters for later use.

Clean out the kitchen and return to your pile to drop off the newly collected items. Take the armour, poison formula and crucifix. Go upstairs and take the left staircase leading to the bathroom and collect the towel and sponge. Leave here and turn right. Put on your armour and use a Magic Muscles spell and go into the lavender bedroom opposite you. Pull the sheet and kill the spook with Ice Darts.

Take the script and pictures, then push the red button under the bed to access the secret room. Grab the chalice and candles and leave. Use the crucifix to ward off nasties. Take

the stuff from the mantelpiece and make Luck spells. Turn right and take the second door to the right. Don your armour and use some Courage. When you regain consciousness, take the pillow and tuning fork. Now go back downstairs and drop the junk.

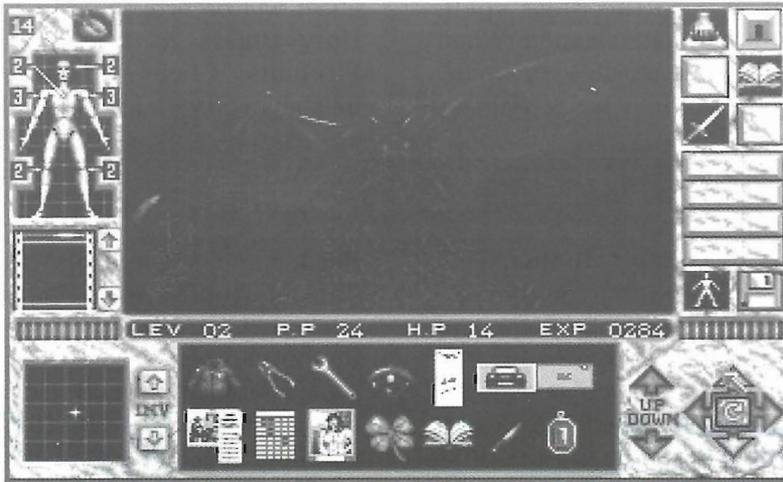
Go back to the basement and take the fire extinguisher from the wall to the chief. Nick the medicine bag and the copper rod, and use Fire Balls on the Yeti if you have to. You now need some stuff from the costume room upstairs. The usual procedure applies: armour on, cast Unseen Shield and make ready with the meat cleaver. Now enter the room. Go berserk on the witch. Turn her eyeball into a Fear spell. Turn on the light behind you and take the wizard's robe, the lab coat and the sword. A good weapon at last! Now go across the hall to make-up. Check the pictures you have for the sorcerer's apprentice. Use the mirror, wigs and make-up to get into

Elvira 2 – The Jaws of Cerberus

the part. Put on the lab technician's disguise and go back to the lab where the doctor is. Offer to help him and he'll mix you some poison. Make sure you have the formula from the library and leave.

Remove the disguise and use the potion on some meat. Give it to the fish in the living room and retrieve the key from the tank. This will open the safe behind the duck picture. Take the pipe, and go back upstairs and turn right at the main hallway. Head for the sinister-

looking staircase at the far end; this leads to the attic. You're on your own here, but a small hint is to use one of your spells immediately as you enter the room. Stock up on spells and it's time to leave. Drop everything except weapons, armour, test tubes, crucifix, pillows, towels, gin and vodka bottles, spells, precious metal items, the mirror, hairspray, wizard's suit and make-up, keys and the pen.



The graveyard bats are deadly to the touch.

The Graveyard...

Put on the armour and use the sword as a weapon. Walk down the long hall and rush through the cemetery. Don't hang around as the bat will steal your energy. Run into the church. Turn the precious metal items into Magic Armour spells and the relics on the alter into Holy Blast spells. Take the prayer book and keep it safe. Fill the test tubes

with holy water and use one of the filled vials with the crucifix to create a Bless spell. Use this to boost the power of your weapons. Stock up on Ice Darts and Healing Hands. Now drag the pulpit over to the left. Put on the armour and launch a Protection spell. Open the trap door underneath to enter the catacombs.

The Catacombs...

Dispatch the banshees and move the slab aside. You're going to be down here a very long time so start mapping now. Almost every alcove and room is booby-trapped so make sure you save the game at regular intervals. Traps can be disarmed, and the moment your experience points hit level eight use the Brainboost spell. Mix up Freezing Blade (pen and keys), Illusion (the mirror) and True Flight (the pillow).

Apply the Freezing Blade spell to the dagger you find on level two. This, used with the Bless spell, makes the ultimate weapon. When your experience reaches level nine, use a couple of holy water vials for

Cure Wounds spells and make some Nova spells (hairspray and bottles). Do not use Telekinesis, Buoyancy or Holy Blast spells and keep at least one Unholy Barrier in reserve. It's down here on the far wall on level six that you'll find Elvira. However, she's revealed to be a doppelganger, so kill her. Pick up the war-lance.

Back in the church, the Angel of Death creeps up on you from behind. Throw up the Unholy Barrier spell and don't move or the effect will be broken. Start lobbing Holy Blasts at him and then Fireballs. If he's still there then finish him off with Ice Darts.

The Spider's Caves...

It's time to change studios. This one's a stroll in the park after the last. There aren't many traps and most of the creatures are no match for the super being you've become. Stop by your junk pile to restock on spells, heal wounds and organise your stuff. You need all your spells, including as many weapon-type spells as possible. You'll also need the sword, armour, yellow liquid in a flask and the nail file. Collect all the crystals and mushrooms as they have special properties and can be turned into spells.

Every beast you come across needs to be killed before you can get the goodies. Upon entering, call the lift. Turn the crystals into spells as soon as you find them. Edible mushrooms make great Herbal

Healing spells. On level A, use the Buoyancy and Breath Underwater spells before entering the lake. At the bottom next to the nymph is a rope, so take it. Level B has a small side cell containing a binding scroll guarded by a scorpion. On level D you'll find the director. Take the lift key from his wallet, using the Telekinesis spell to get it.

Also on this level is the giant spider. Fire an Ice Dart to get her attention. When she chases you, lead her into the lift. Go through both doors and close them behind you. She'll be trapped, so you can explore her web. Kill the doppelganger and take the tomahawk. To leave the caves use the hanging strand of the web to swing back up to level C. Take the lift to level A.

Elvira 2 – The Jaws of Cerberus

The Finale...

The real Elvira is being held inside the Haunted House. Stop just inside the entrance and take the barometer off the wall. Turn it into a Summon Storm Spell. Go up to the roof of the house and evoke it. Now go back down to the basement where Frankenstein's monster is (make sure you have the wire cutters handy). Raise the lever to the right side of Frankie and flip the switch on the left. Quickly snip his head wires with the cutters. Take his metal head band, scalp and brain. Elvira is in the room behind Frankie.

You should now have a Resurrect spell (brain, heart, scalp, eggs and a prayer book), Bind Demon spell (binding scroll and rope), 10 black candles, magic bag, tomahawk, war-

lance, pipe, chalice of blood and matches. If you haven't got all these, go and get them. Return to the church and, with help from the reference books in the library, revive the priest. Make him draw a pentacle of blood in the parking lot. Get the chief to bless the magic bag, war-lance and tomahawk. He'll do this when you return the pipe to him. Arrange these items where you can get to them quickly. Back in the parking lot lay out the candles on the pentacle and light them. Use the magic bag to summon Cerberus. Use a Bind Demon spell and as soon as the lightning goes down, throw the lance at him. Hurl the tomahawk straight through his heart. The beast is now dead, so collect your well-earned rewards.



The best thing about the game are the stunning graphics.

Elvira 2

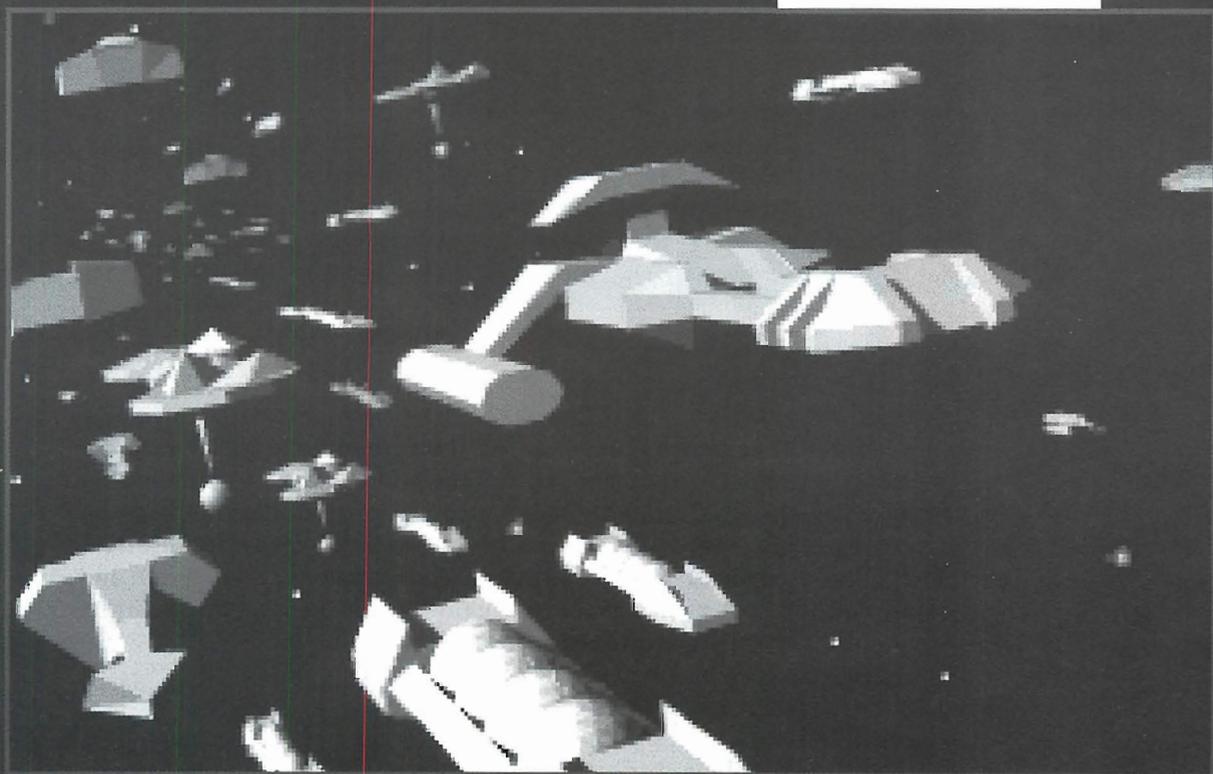


With stunning graphics and action, Elvira once again knocks 'em dead.

PRODUCTIONS

Epic

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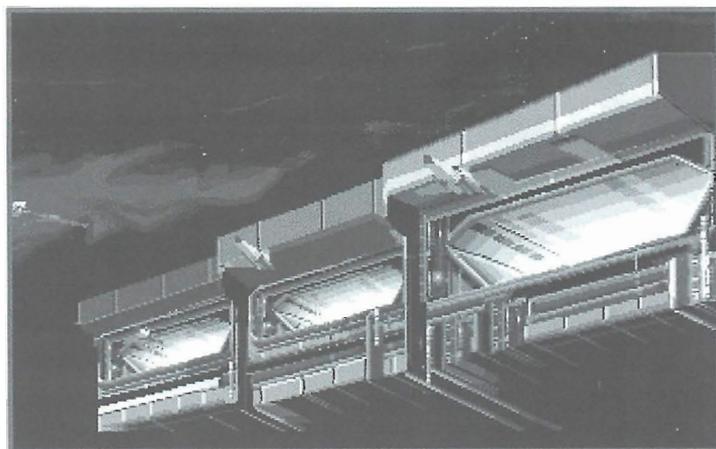


Ocean

The Facts...

Publisher: Ocean
Type of Game: 3D Space Combat
Price: £25.99
Controls: Joystick/Mouse
Memory Required: 1Mb

The Scene...



The Game...

With a scenario that bears more than a passing resemblance to the 70s cult sci-fi show, *Battlestar Galactica*, Epic pits the player against the evil Rexus Empire as you attempt to escort a massive fleet of Federation starships through deep space to a new safe-haven. To help protect such a large and vulnerable fleet of ships, the Federation has built a highly advanced fighter equipped with a fearsome array of weaponry. Made from the super-tough Epic metal, only three such fighters could be constructed because of the scarcity of the ore, but they're still the fastest fighters ever built.

As the Federation's top flyboy, it's up to you to take control of the ship and help protect the fleet to the best of your abilities. In all, there are eight missions to complete and failure in just one will result in the total destruction of the fleet.

When the game was finally released after delays of more than a year, it shot straight to number one. Featuring some brilliant 3D graphics, Epic is considered by some to be a marvellous blast and by others to be a damp squib. Whatever your opinions, if you've bought the game here are some handy hints and tips for getting to the end.

Epic

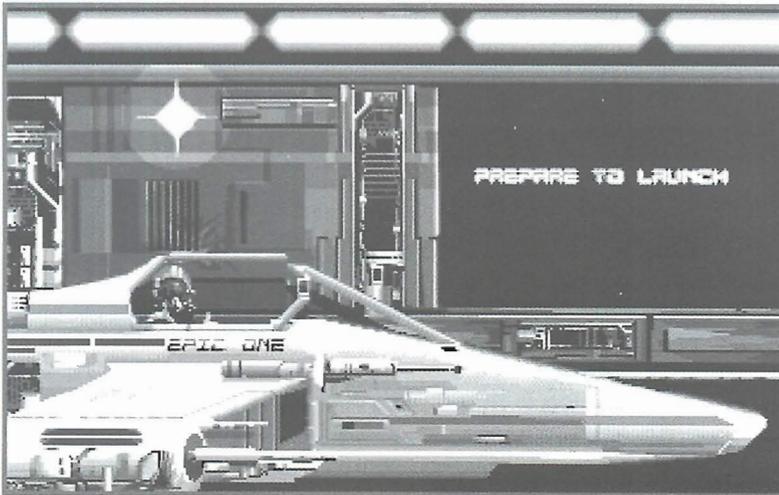
Mission One...

THE MINEFIELD

Shoot the mines by zooming right up to them and letting rip with your lasers. Before you can even think of heading towards the planet, you have to pick off every last one of them. If you get through the minefield before you've achieved this, you'll just have to turn around and get the ones you missed. Watch out for the REXXON ship that's in the area – you'll need to destroy it as well. Once you've polished off all the mines you'll get a green rating. Kick in your booster rockets and head for the planet. Once the rating goes red, you'll know you've finished the mission.

THE TRACKING STATION

Once you've entered the planet's atmosphere, check your scanner. You'll notice two purple dots. The one in the centre is the tracking station, but it's protected by a near-invincible forcefield. The other dot in the top righthand corner is the generator which is responsible for the forcefield. By destroying the two large generator buildings, the forcefield is deactivated, leaving the tracking station at your mercy. Once you've blown it sky high, you've successfully completed the second part of mission one. Congratulations.



The launching sequence adds to the atmosphere.

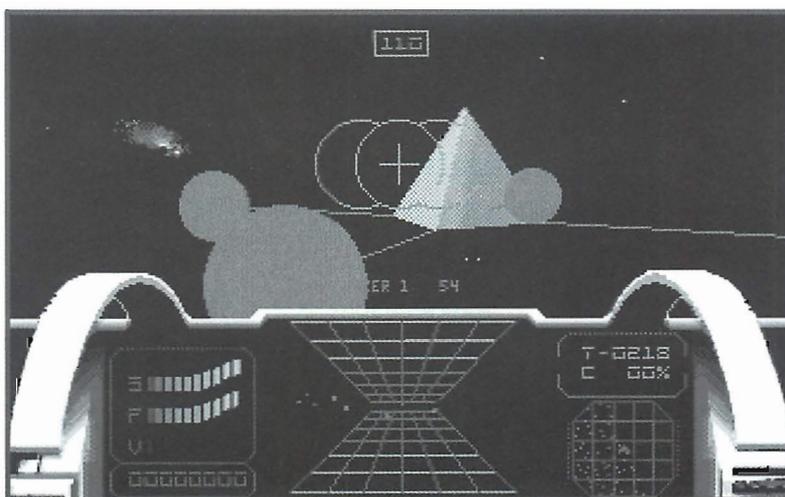
Mission Two...

CPU AND SPACE PORTS

Fly towards the centre of the map, then find the road system. The roads act like the spokes of a wheel radiating from a central hub. Follow one of these roads to its end (travelling away from the hub) and destroy all the buildings you find there. Fly back along the road to the hub and then take another road, again blasting anything you find at the end of it. Repeat this procedure until you achieve a 100% rating. There are five roads, but you don't need to complete all of them.

THE MINING COMPLEXES

The bulk of the percentage points is given for destroying the MCPs which are tall octagonal buildings that turn black once destroyed. There should be at least three of these buildings to blow up. To find them, follow the double road (not the monorail) that runs around the complex. For extra points, keep a look out for the low octagonal buildings with white smoke above them. There are also plenty of Rexxon fighters in the area which can help top up your score.



Each mission is timed, so you've got to be quick.

Mission Three...

GLORY

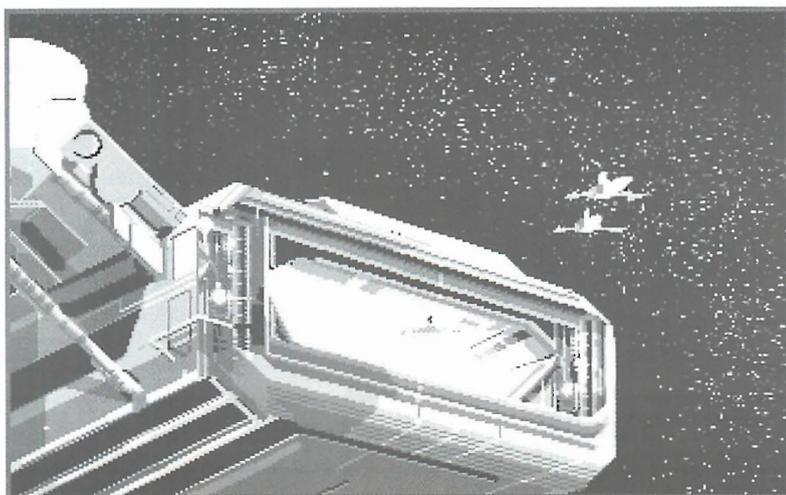
At last you get to take part in a major space battle! To complete this mission you must shoot enough enemy ships to get a 100% rating. It's easy to identify the enemy fighters: just look for the ones with

downward pointing wings, blue canopies and orange guidelines. Look out for the larger ships (with drooping necks) as these are worth the most points when shot down. Try to get as close as possible. Try

Epic

to concentrate on eliminating waves of enemy ships rather than lone fighters. To locate them at a

distance, look out for their afterburners which show up as orange dots.



Once you've had your mission briefing, you're on your own.

Mission Four...

THE MAGMA CANNON

Check your scanner and head for the two little black dots near the top of the map. Press the HELP key to get a bearing (approximately 210°). Keep flying at low altitude and destroy the cannon.

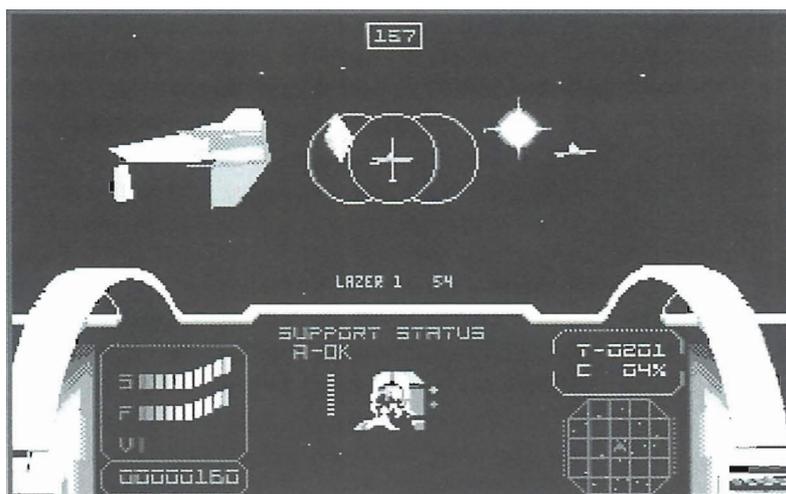
Don't mistake the steely-looking mountain tops for the gun and ignore any enemy fighters as you haven't the time to engage them in dogfights.

Mission Five...

GALACTIC STORM

Here's another chance to show off your combat skills. Again, the mission is deemed a success once you've clocked up a 100% rating by

blasting the enemy ships to smithereens. The big ships offer the most points so don't bother tracking down the lone fighters.



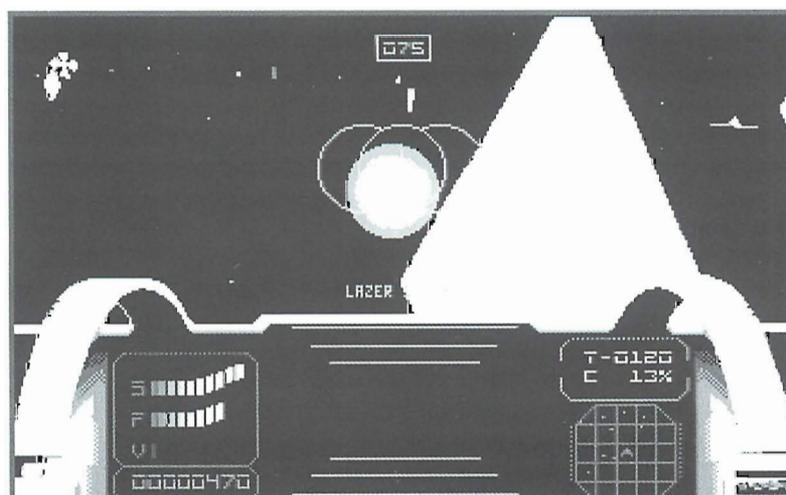
A ship moves into view. Lock on and fire.

Mission Six...

COMMAND CENTRE

The target is almost straight ahead on the map. Use the HELP key for a

heading and look for the purple dot on the radar. Find and destroy.



Try not to waste your shots in dogfights. Go for targets.

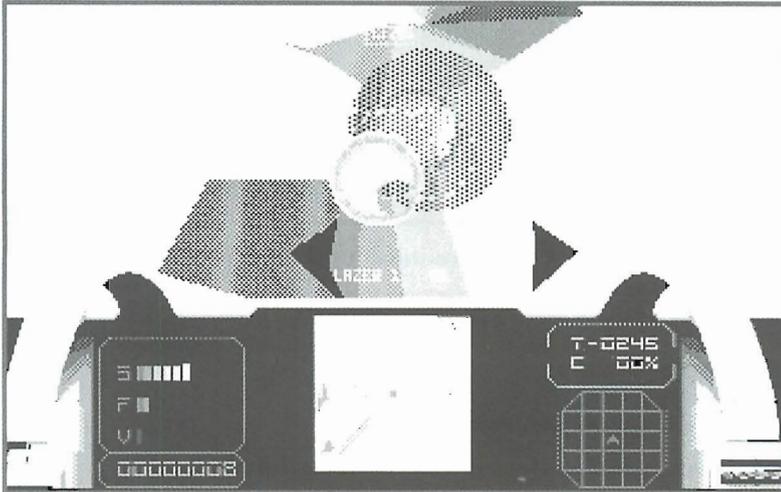
Epic

Mission Seven...

THE MOTHER OF ALL BATTLES

It might be called the *Mother of All Battles*, but it's actually much easier than the first two. Tactics are the same as before: concentrate on the

convoys and ignore the escorts. Time is on your side for once, so sit back and pick off your targets as and when you like.



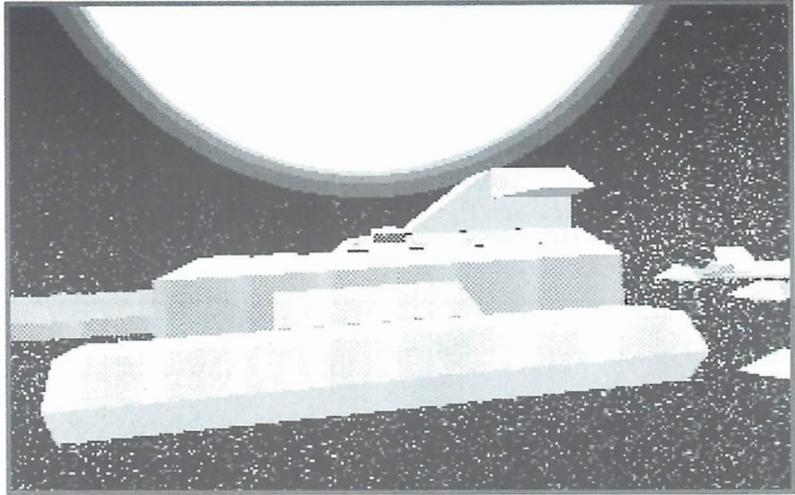
Get in close and then give it all you've got.

Mission Eight...

COMMAND SHIP

Press HELP to get a heading and then fly towards the large purple dot that appears on the radar screen. Eventually you will come across the REXXON Command Ship. Use PHOTON 1 weapons (self-targeting missiles) to shoot the lon vent (the little yellow box) above

the ship's engines. When this is hit, a message will appear telling you to use the COBALT weapon. Fly away from the Mother Ship. At a reasonable distance, fire the COBALT weapon. Now get the hell out of there as there's going to be a massive explosion.

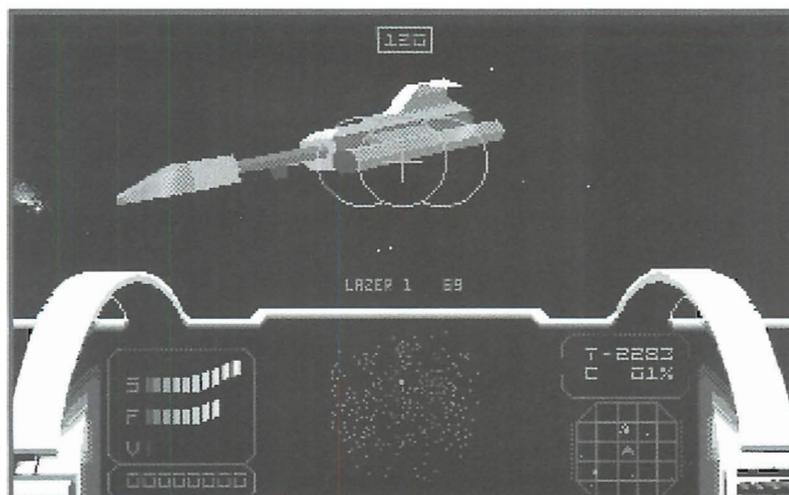


The graphics are stunning and so is the action.

General Tips...

- Fly low over planet surfaces to avoid detection.
- Use your lasers to destroy small enemy fighters.
- For maximum damage, get as close as possible to all targets before opening fire.
- Use Photon Torpedoes to shoot the larger buildings.
- Don't forget that you can refuel/re-arm by pressing Enter on the numeric keypad.

Epic



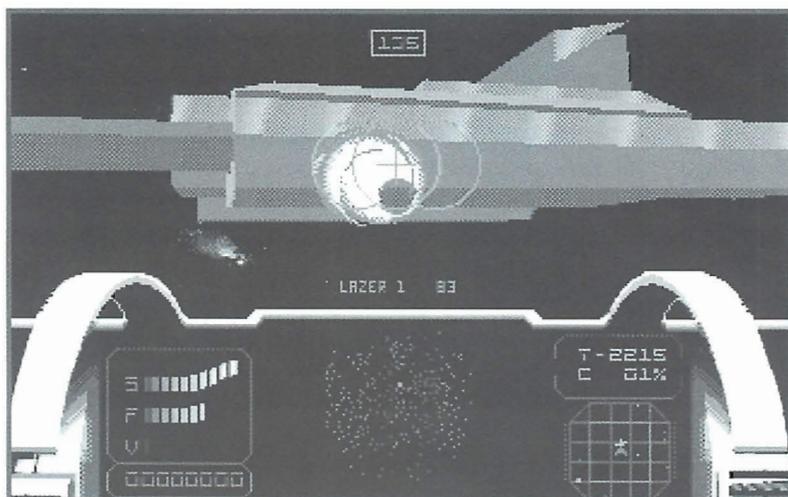
This heavyweight cruiser will take some pounding.

Cheat Mode...

If you're having trouble completing a particular mission, simply enter the relevant passcode from the following list with your name and callsign right at the beginning of the game.

Mission One:	AURIGA
Mission Two:	CEPHEUS
Mission Three:	APUS
Mission Four:	MUSCA
Mission Five:	PYXIS
Mission Six:	CETUS
Mission Seven:	FORNAX
Mission Eight:	CAELUM

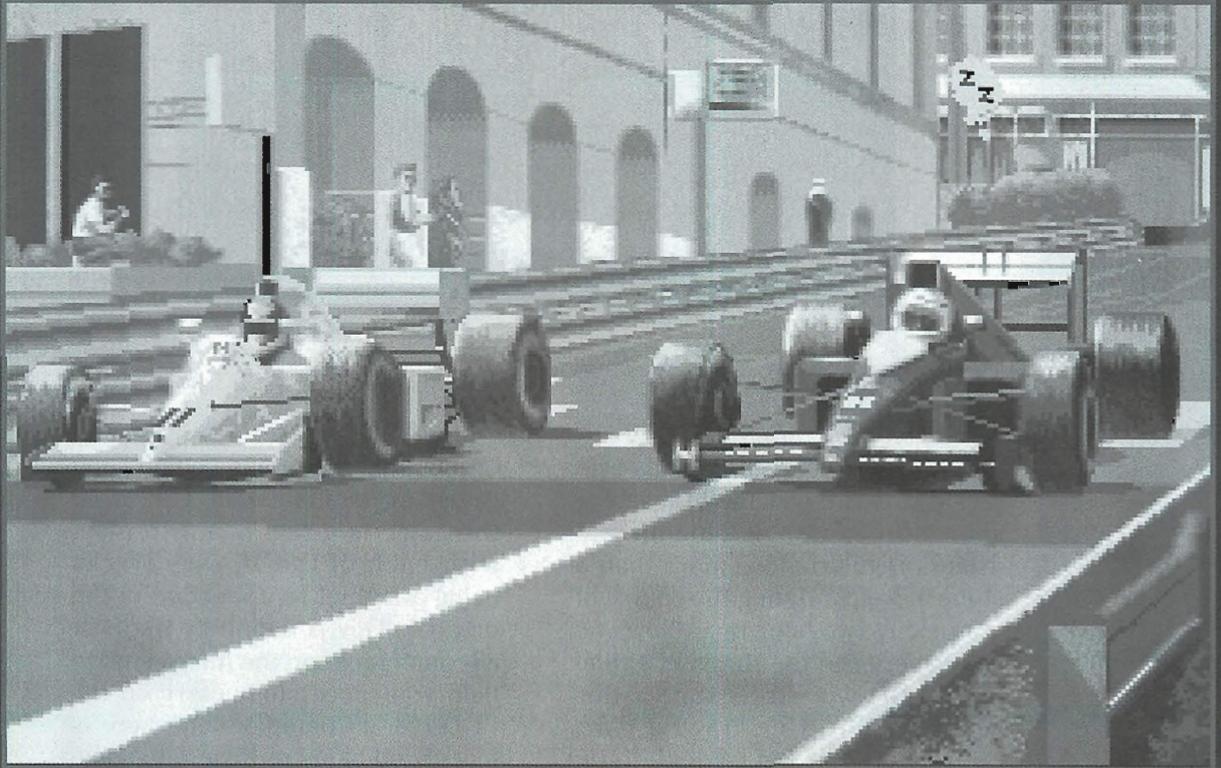
Epic



The REXXON fleet is both big and heavily armed.

**Formula
One
Grand
Prix**

6



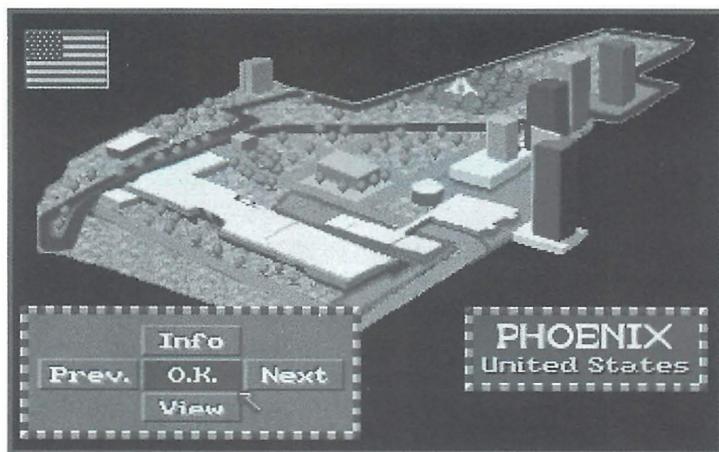
Microprose

Formula One Grand Prix

The Facts...

Publisher: Microprose
Type of game: Racing Simulation
Price: £34.99
Controls: Joystick/Keyboard
Memory Required: 1Mb

The Scene...



The Game...

Today's supercharged Formula One racing cars are capable of reaching speeds in excess of 240mph and drivers regularly lose more than a stone in weight during the course of a gruelling two-hour race. Now you can experience the thrills of sitting behind the wheel of a state-of-the-art Formula One racing car, courtesy of sim specialists, Microprose. Enlisting the design and coding skills of Geoff

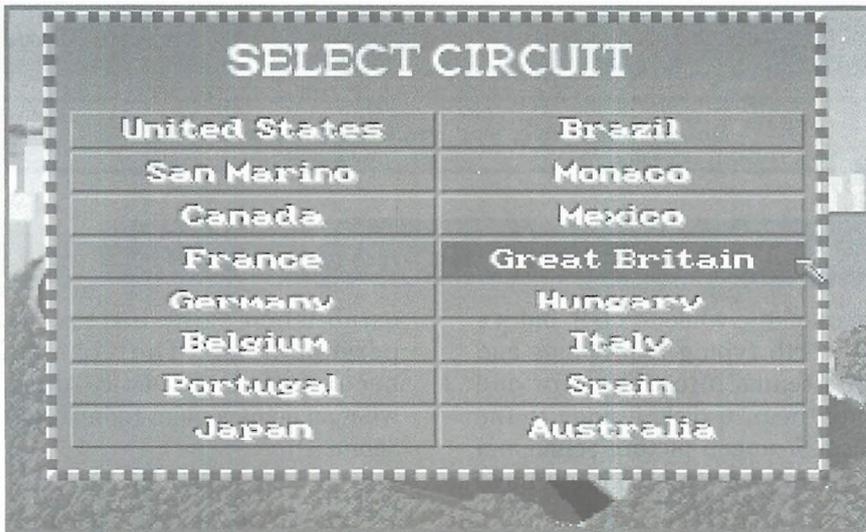
Crammond, the brains behind such games as *Revs* and *Stunt Car Racer*, the game is a real beaut to play, with each of the 16 race tracks being a faithful reproduction of the original. This is definitely the best all-round racer on the Amiga and, to help you successfully carry off the F1 Driver's Championship, here is Mark Scott at Microprose with some great driving tips.

Formula One Grand Prix

Get in the Right Mood...

Formula One Grand Prix is not a quick five minute racer – it's a simulation and, as such, you have to be prepared to commit some time to get the most out of it. That being the case, prepare yourself. Get comfortable. Plump up the cushions, put a do not disturb sign on the door. Have some snacks handy for watching the replays.

Minimise the light in the room to cut down on reflection and glare. Dammit, if you want more realism, put your kid sister's balaclava and your dad's old bike helmet on to experience that dehydrated racing driver feeling at first hand. Oh yes, and take the phone off the hook. This game deserves your undivided attention.

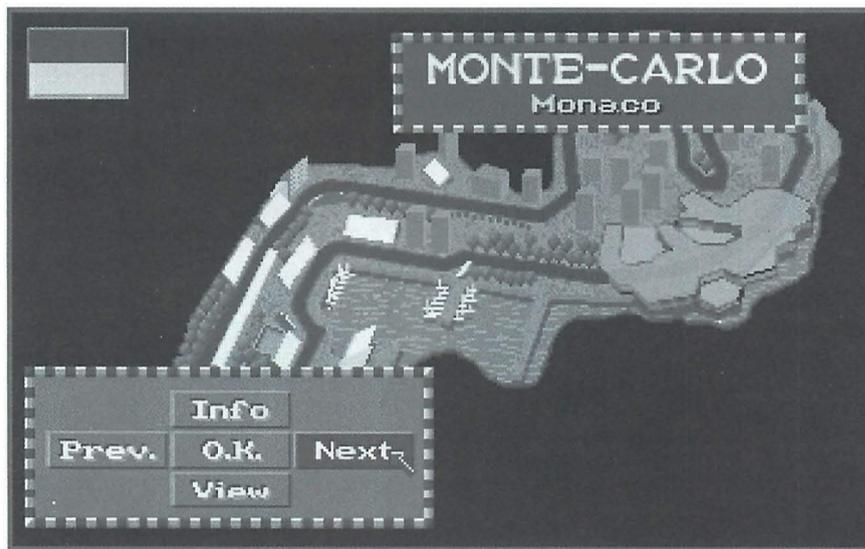


All the Grand Prix circuits are represented.

Run the Longest Race...

The longer the race the more realistic the result. A 100% race distance gives you much more of a race challenge, more time to catch up with the race leaders and more

of a general sense of realism. Fifty percent or less evens the odds up considerably for the computer drivers.



Before each race, you can preview the course.

Use Real Drivers and Team Names...

It takes a little while to do it, but it's well worth typing real names and racing teams into the editor and saving them to disk. It adds to the realism. You can picture Senna and Berger in your mind – they have

established histories and personalities. The challenge becomes more realistic. After all, what an achievement to beat Ayrton Senna, eh?

Study the Tracks...

The *Practice Any Circuit* and *Non-Championship Race* options are there for a good reason. Use the blue dot on the steering wheel and the track diagram with a white pixel to show where you are and improve your approaches to corners throughout the race. Once you feel confident enough to do away with the training aids, you'll find the game becomes even more realistic. After all, practice does make perfect – it'll take a little getting used to but once you've mastered it you'll be away.

The game's manual has excellent descriptions of each circuit and it's strongly advisable to study each of these and make yourself familiar with every bend and chicane. Take advantage of the driving aids when getting to grips with the circuits. Similarly, make full use of the automatic breaking and gearchange modes and start driving in rookie mode to begin with. You can hardly expect to win a full season in the top difficulty level unless you know the circuits back to front.

Formula One Grand Prix

Don't Forget About Teamwork...

Running two cars has its advantages. You have almost twice the chance of winning (the computer has control of one car while you drive the other) and you have the chance to relax for ten to fifteen seconds between car changeovers. This can be very useful in a two hour race, enabling

you to launch your attack on the race leaders with both cars. You also have the added pleasure of building up points for your team. After all, if you're running one Honda McLaren in first place all the time, it can be quite frustrating when the other doesn't even scrape into the top fifteen.



Be careful not to over-rev the engines. These are delicate machines.

Practice Sessions...

Experience will teach you to have long practice sessions. Setting up is vitally important at the higher difficulty levels of the game, and in long practices you get fewer cars on the track at once, so you get a better idea of how your car is performing.

The other thing to remember is to use the set-up option – don't just

accept default. Adjust one option at a time (eg front wing) and see how that affects the performance and handling. The gears are the key to acceleration and once you're happy with the wings you can adjust the ratios to give you a startling advantage over the majority of cars. This takes time, but it is well worth the effort.

Formula One Grand Prix

Remember, too, that you can jump back to the pits at any time, so use this option to your advantage. Don't select separate set-ups in the race options menu unless you really intend to do it – most often you'll be happy with your qualifying set-up and want to race with it. If you skip pre-race practice you'll go into a race with a default set-up and you'll be wondering why those cars you

qualified nearly half a second ahead of are leaving you choking on their exhaust fumes.

Different set-ups are useful at some circuits where you may require much more downforce for the race (eg Monaco). Once saved you should never have to set the car up again – simply load in a previously saved set-up.



After each race, you'll get a stats list of who did what.

Qualifying...

There are advantages to both long and short qualifying sessions. A five or ten minute session means everyone is going to try to get on the circuit at once. There will be time for, at best, two qualifying sessions. Chances are the faster drivers will not get good times because they'll be stuck behind the slow cars. This could work to your advantage, but equally it could

happen to you! Most importantly, go out there and get a good time. With luck you'll be at the front of the grid and the top computer teams will be several cars back.

Then there are the longer sessions. A full session gives everybody a much better chance – the best drivers wait to see how the competition is shaping up, then go out and blow them away. To a

Formula One Grand Prix

certain extent this is what you should do, but don't leave it too late. Watch what's happening in accelerated time. After a good qualifying run, sit back and watch one or two of the other drivers going around – see how they deal with the slower cars, handle bends and chicanes. Once back in the car, remember that cars on their post-qualifying lap will not be going all out. Yes, they're still motoring, but they aren't too bothered about whether you get past or not. When approaching the pits they will slow

down considerably. Watch out for this – at circuits such as Phoenix the best line cuts across the pit lane and it's all too easy to go ploughing into a car entering the pits and lose that record qualifying time.

Similarly, take it easy coming out of the pits – you can't always see what's coming up behind you. If someone trashes your car or just the front wing, then that's a set of Q tyres wasted. A qualifying session without one or both wings is pointless.

Choose the Right Tyres...

Qualifying tyres will definitely survive one lap and may survive a second. It's possible to run some very good lap times on qualifiers after they've supposedly been shot to pieces.

Ds are great for races under 20 laps. Any longer and you get too many pitstops for there to be any advantage. *Cs* are perfect for slow circuits and long races. You will generally find you have one pitstop in a long race (eg Mexico at 100%). *B* and *A* tyres, because they're very hard in comparison to *C* and *D* tyres, will last the whole race, providing you've set up accordingly. This means you may

save as much as 25 seconds in a race. This advantage will be lost if you have a wing damaged, as you will have to pitstop for a replacement, and it doesn't matter how much you scream and shout at the crew, they will still change your tyres at the same time.

As and *Bs* are for the confident, experienced driver – good set-ups and superior knowledge of the wear and tear at specific circuits are deciding factors in tyre selection. Then all you have to do is stay on the road and keep the tyres warm. The best general advice for most drivers, however, is to stick with *Cs*.

If you're in pole position, take off! That's why you spent two hours (or ten minutes) qualifying. There is no bigger advantage than being first on the grid and leaving the others standing.

If you aren't first on the grid, or are languishing in 26th position, then you have to take every opportunity to get past the other cars. Some circuits have lots of places to overtake, others barely any. It's a

Racing...

case of knowing the circuit and what your car can do. At Montreal there's a hairpin straight after the pit straight. All the cars bunch up and go along the outside edge, then cut across the apex for the optimum point of exit into the next straight. If

you cut them out by blasting into the hairpin on the inside, you can take several places. But it's a big gamble – not only can you still end up in last place, but you can lose valuable seconds attempting to return to the track!



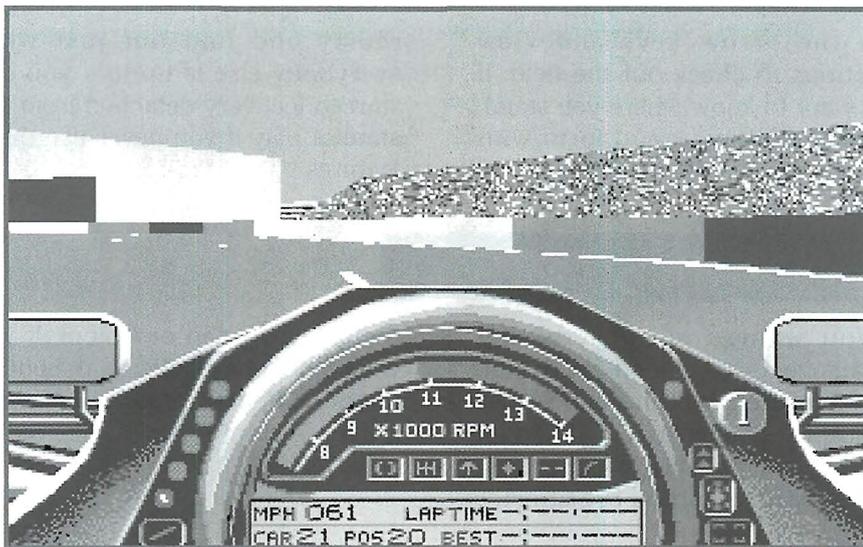
If you've got a powerful car, long straights are good for over-taking.

Overtaking...

If you have a good chance of overtaking someone then take it. On long straights slipstreaming comes into its own. Nudge up close to the car in front and hitch a free ride. It's a real thrill to see the speeds surge up to 220mph from 195 in just a couple of seconds. On the other hand, don't take unnecessary risks that could cost the race and lose you the championship. If needs be, back off – it takes a lot of practice to be proficient at overtaking on corners. Only do it when you're sure of your skill.

On slow circuits bide your time – there tend to be few places to overtake and lots of bends to throw you off. Phoenix, Monaco and Montreal all have more than their fair share of concrete barriers placed at the road's edge and these are designed specifically to decelerate your car in a picosecond. It's much more fun watching the computer drivers being winched off than your own car! Wait for your own moment, outbrake, slipstream or nudge him, but make sure you do it right.

Formula One Grand Prix



Here's a good example of the game's breathtaking visuals.

These are the four-wheeled mobile jalopies that only qualified but for the grace of God. Unfortunately, although they appear to be taking their grannies out to the shops they are still going all out to win.

They don't tend to do the gentlemanly thing and let you pass. You have to race and overtake them

You can't always see everything in the wing mirrors. If you come off the track it's important to select spin gear. Next, jump to one of the external views so you can see what's coming up behind you. It's

Backmarkers...

like any other car in the race. The upside is that you will leave them a long way behind once you do get past and that means you're leaving the next competitive car behind too. Once again, you must bide your time and then strike. Unfortunately, this can give the leading drivers the chance to slipstream you!

Spin Gear...

bad enough losing vital seconds running off the course without being trashed by some backmarker. At least if one of the top drivers hits you, the chances are he's out of the points, too.

View Function...

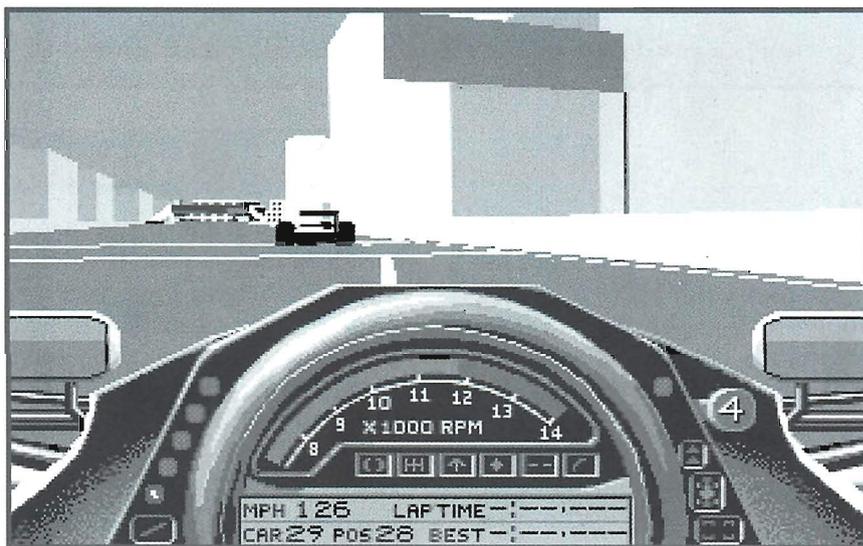
Use the arrow keys and view functions to check out the field. If you want to know where you stand, you can flick back and forth with the arrow keys. If necessary, go to

replay and find out just what everybody else is up to – you can start to feel very detached from the state of play if you never use these features.

Bigger, Better, Faster...

If you want a serious driving advantage, drive a good car. We all know McLaren, Williams and Ferrari are the best and fastest. They all have better and faster pit crews, too, so your pitstops are shorter

than, say, Jordan or Coloni. If you want more of a challenge, then drive Lotus or Benetton. If you win in a lesser vehicle it's more of an achievement.



Changing weather conditions dictate a change in tyres.

If at First You Don't Succeed, Cheat!

If you have two cars, concentrate on one as your main driver. Send him out on a good qualifying lap straight away. Immediately you have your laptime, quit back to the pits and take out your other car (on *D* tyres).

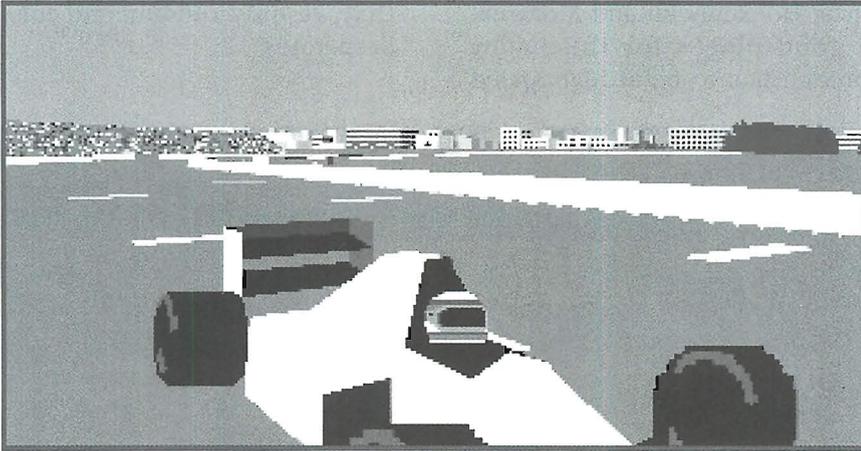
Send this car the wrong way around the circuit until you spot some Flash Harry speedster. Smash him, trash him but definitely stop him. Then quit back to the pits again, arm the next car with *D* tyres to

Formula One Grand Prix

preserve your stock of Qs and go and trash someone else on their qualifying lap.

The quicker the turnaround the better, as you may even manage to get a backlog of smashed cars in the same spot (the marshals can quite often get confused and push cars into one another). This is terrific fun

and works better on short qualifying sessions when there are many cars on the track at the same time. Consequently, bigger smash-ups are likely and the less powerful cars get better grid positions, you get pole position and there are several slower cars between you and the likes of Senna and Mansell.



There are a number of track cameras to view the action from.

Because of a slight flaw, it's possible to start at the back and get to the front in seconds at Spa. The grid layout is such that the back positions are behind the entrance to the pits. Get your best set-up at Spa for both cars and don't bother to qualify. Both cars end up at the back of the grid. You'll start the race in 25th position. Hit Return and head into the pit lane the moment the green light comes on. Once

Cheating at Spa

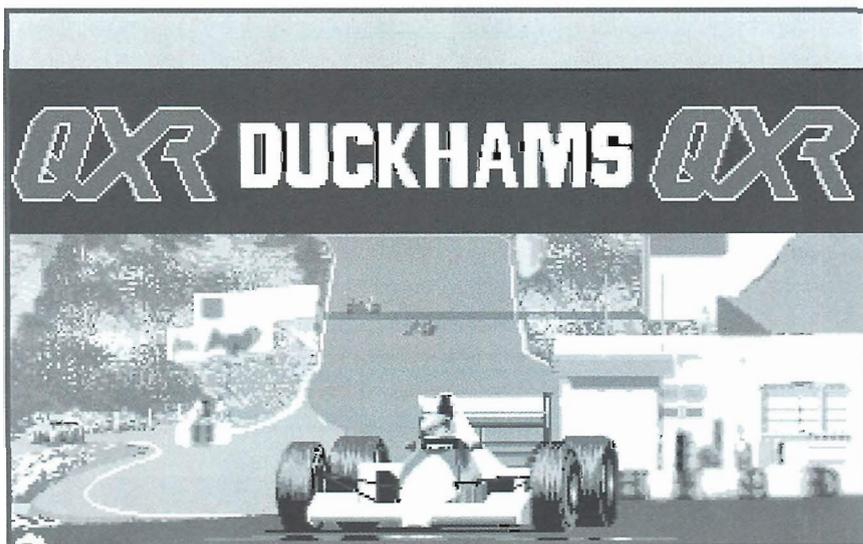
you're in the pit lane, turn the pitcall light off, razz down the pits, brake hard and come out. You'll either be in pole position or very high up.

Unfortunately, this leaves your second car in 26th position under the guidance of the computer, so when you change over you will have to work very hard to move up the field. If you don't you'll be a permanent backmarker.

Cheating with Chicanes...

Unlike the real cars, the Microprose Formula One vehicles cannot get damaged unless they have horizontal collisions with walls or other cars. They seem to be able to leap into the air and land without exploding tyres or breaking their suspensions or chassis. This makes it possible to jump and drive over certain chicanes at high speeds. Monza, Hockenheim and Montreal are good places for this. Your approach has to be at high speed

and you have to judge your entry and exit points precisely. However, it is advisable to drop down a gear or two as you leave the grass as you can lose up to 50% of your speed. When it works you can save a few seconds and even take a couple of places. If it doesn't work you lose seconds, lose a wing or two, or even trash your car. Basically, it's a tactic that we only recommend for the desperate.



And here's an example of blatant in-game advertising!!

Nudging...

Unlike the real thing, Geoff Crammond's cars are almost infallible. Very occasionally a computer car will stall, but most go out of the race through collisions. Indeed, most races end with at least 20 cars surviving. (In the real 1991 season a good survival rate was 16 out of 26. Often only half the cars

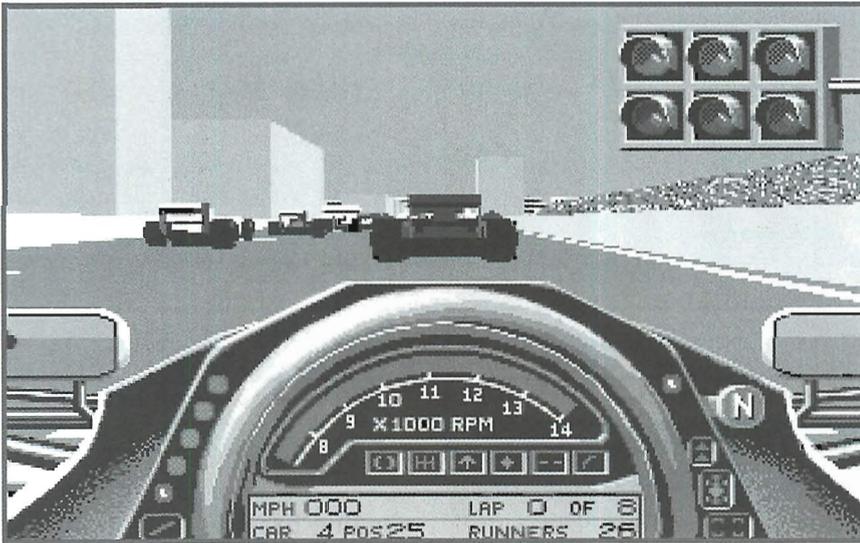
finished and only 35% finished at Phoenix last year. Usual problems include blown engines, electronic failure and gearbox failures.)

What this means to you, as a driver, is that you may find the occasional little nudge could give you a distinct advantage over the rest of the field,

Formula One Grand Prix

especially if such a slight touch throws another car, such as a backmarker, into the path of one of the faster cars. Not surprisingly they don't like being pushed very much, so you have to develop a technique. Get right alongside the

car you want to nudge and give it a glancing blow. Don't get ahead of him though, whatever you do, as you will almost definitely tangle your back wheel with his front one and get hurled into a barrier.



On the grid, waiting for the green light and the start of the race.

Crash...

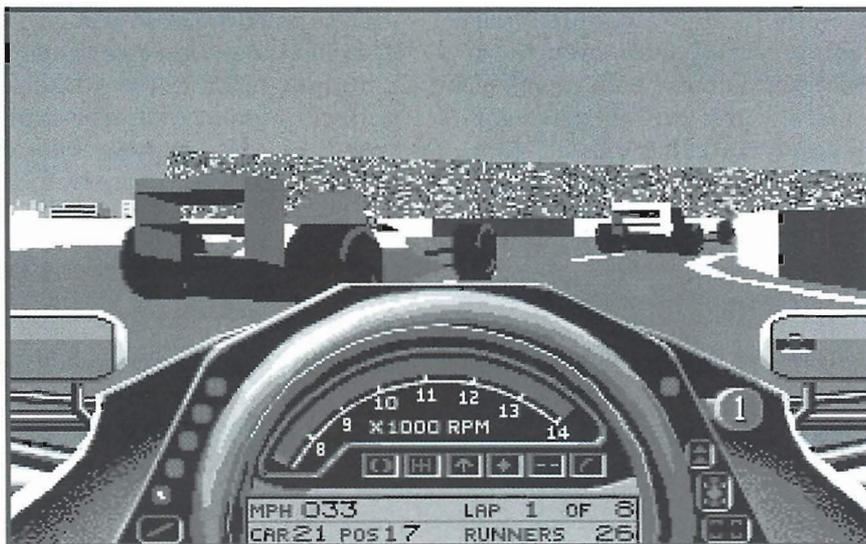
Do this early and you'll get to see the excellent crash scenes when

you quit out. Erm, that's about all there is to say about this bit really...

Choose the Right Joystick...

Use a good sturdy joystick – some races require something like 3000 gear changes, and there's a great deal of yanking the stick around. Often it's difficult to find which gear

you need and that means even more button pressing (and possibly a bit of joystick abuse). It's certainly easy to break an old or knackered joystick playing *Formula One*.



Overtaking on bends can be particularly dangerous.

Using the Gears...

Use the gears sensibly. Don't go down a long straight in second and don't take a hairpin in sixth. It's all common sense really, but use

engine braking to help slow you down. If you haven't got the power under your foot, drop down a gear.

And Finally, Concentrate...

If you've got the attention span of an amoeba, play this game on the short easy setting, otherwise you'll get completely frustrated. On the other hand, try Monaco in the wet

on 100% distance with no driving aids – it ain't easy, but you're guaranteed to have a good time while you try it!

Gobliins

7

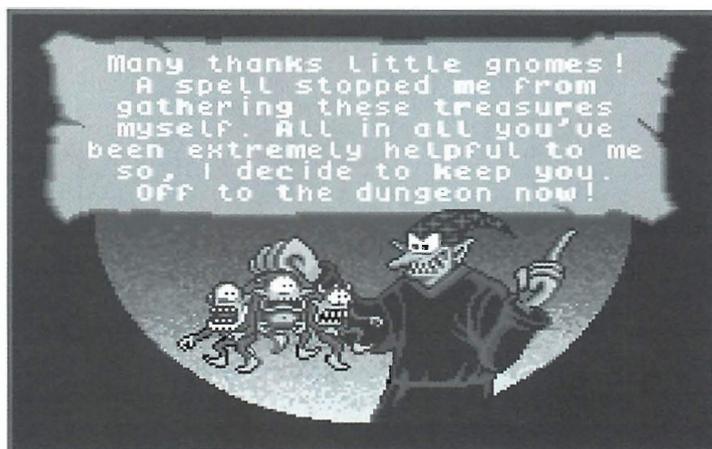


**Cocktel
Vision**

The Facts...

Publisher: Cocktel Vision
Type of Game: Adventure
Price: £25.99
Controls: Joystick
Memory Required: 512K

The Scene...



The Game...

The King has gone as nutty as a *Snickers* bar and only a trio of goblins can help him find the cure to his madness. The idea is to guide the three goblins through 22 single-screen levels in search of four magical components which, when combined, will provide the cure to their ailing King's balminess. In a doff of the hat to Psygnosis' *Lemmings*, Gobliins' three characters have their own individual abilities and strengths.

Asgard is the beefy-looking one who, naturally enough, is good at hitting things and using his strength to climb up ropes. On the other hand, Ignatius is a useless magician

who can cast spells on almost anything, but cannot predict the results. Completing the line-up comes Oups, sporting a stylish bobble hat atop his bonce, and who can collect and use the various objects scattered about each screen. Each level has a set task to complete. It's not immediately obvious what that task is, but subtle clues are scattered about to help you on your way.

By manipulating all three characters in turn, the player has to solve the game's many puzzles, red herrings and traps. But relax, as here's the definitive solution to completing the game.

Gobliins

Screen One...

Asgard: Strike the arch to make the horn to fall down to the ground.

Oups: Pick up the horn and use it. This will cause a stick to fall from the tree.

Ignatius: Cast a spell on the stick which will change it into a pick-axe.

Oups: Take the pick-axe.

Screen Two...

Ignatius: Cast a spell on the apples to make them larger.

Asgard: Knock the first and third apples (from the right of the screen) off the tree.

Oups: Pick up the fallen apples and

use them to plug the hole in the bridge.

Oups: Use the pick-axe on the mine to get the twinkling diamond. Pick the diamond up.



As if by magic, the apples take on a giant size.

Screen Three...

Asgard: Knock on the wizard's door.

Screen Four...

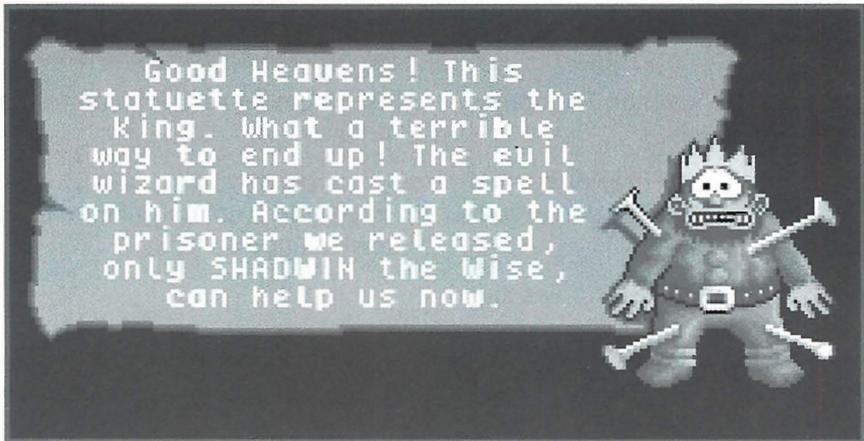
Oups: Get pot one and stand by the righthand plant. Use the pot to release an insect for the plant to eat.

Ignatius: Cast a spell on the lefthand plant, causing the stalk to rise.

Asgard: Climb the lefthand plant, walk across the table to the chair

and give the book a punch.

Oups: Climb the chair and give the diamond to the wizard. A grate will now open allowing access to the next stage. You'll now be told that you have to seek out and collect a mushroom, some elixir and a plant.



The king has gone stark raving mad...

Screen Five...

Ignatius: Cast a spell on the base of the gargoyle near to the hunchback to produce a stone column.

Asgard: Climb the column, walk along the finger and punch the gargoyle in the eye to produce a tongue.

Oups: Stand on the tongue.

Ignatius: Climb the steps at the top left of the screen. Cast a spell on the coffin and leg it right as quickly as possible. When the zombie moves

right, move towards the tongue, avoiding contact with the zombie when passing along the path below. Stand on the tongue.

Asgard: Punch the eye again and the tongue will rise. Wait for the Zombie to scare the hunchback and for the mushroom to be dropped. When the Zombie has safely returned to his coffin, punch the eye again causing the tongue to lower.

Oups: Take the mushroom.

Gobliins



Watch out for the zombie on this level.

Screen Six...

Asgard: Climb the yellow spider's strand to the ledge directly above. Use the web strand to the left to go down and pull the yellow spider up. While the spider is rising change the cursor to an arrow and point to the ledge above allowing Asgard to leave the strand without disturbing the spiders.

Oups: Get the pistol, carefully stand

below the red spiders and shoot them all. Then pick up the pillow and place it under the yellow spider.

Ignatius: Cast a spell on the yellow spider causing it to drop a bottle of elixir onto the pillow below.

Oups: Pick up the elixir.

Screen Seven...

Asgard: Position to the left of the scarecrow. Punch the scarecrow ensuring that the scarecrow reacts.

Ignatius: Cast a spell in order to move the sack of seeds.

Oups: Get the seeds and sprinkle them on ploughed land to the left of the tree facing the screen.

Asgard: Quickly punch the

scarecrow, ensuring that it scares off the birds from the seeds.

Ignatius: Climb the tree and cast a spell on the clouds to get some rain. This will cause the plant to grow.

Oups: Take the plant. Walk to the wizard and give him the three ingredients he asked for.

Screen Eight...

Ignatius: Cast a spell on the skeleton. This will cause it to drop a bone. Now cast another spell on the bone itself, causing it to turn into a flute.

Oups: Pick up the flute and use it on the snake causing it to rise up.

Asgard: Climb the snake to the first ledge.

Oups: Stand on the righthand side of the plank.

Asgard: Hit the rock causing it to fall. The seesaw effect will lift Oups up to the ledge.

Ignatius: Stand on the plant where Oups was standing.

Asgard: Hit the rock again causing Ignatius to be lifted up to the ledge too.



Use the flute to make the snake dance.

Screen Nine...

Oups: Pick up the meat and use it in front of the guard dog.

Screen Ten...

Oups: Give the meat to the thing in the first hole in the tree (bottom left of the screen).

Ignatius: Cast a spell on the limb of the tree with a green leaf, causing

the branch to extend. Then stand on the extended branch.

Asgard: Stand below Ignatius. Pull the branch down causing Ignatius to be thrown to the higher branch.

Goblins

Oups: Stand on the extended branch.

Asgard: Repeat above.

Ignatius: Cast a spell on the cork, causing it to be freed from the wedge in the tree.

Oups: Pick up the cork and use it in one of the two holes in the top of the tree. Move to the lefthand side of the tree, go down the ladder and move left. Let the branch bend allowing Oups to reach the branch

Oups: Take up a position near to the guard dog. When the bird is released it will fly into the air and distract the guard dog.

Ignatius: Cast a spell on the dog

Oups: Pick up the feather and tickle the skeleton's foot so that he drops a key. Now drop the feather.

Ignatius: Cast a spell on the feather changing it into a fly-swatter.

Oups: Pick up the cup and ball and give to the skeleton. Place it in the skeleton's hand enabling Oups to pick up the key. Use the key on the

Ignatius: Cast a spell on the tree root to the left of the screen. This will reveal a bird-call.

Oups: Pick up the bird-call and move to the branch above the nest.

below, thus avoiding the hole in the tree. Pick up the windsock and move again to the extended branch.

Asgard: Repeat above.

Oups: Position over the open hole at the top of the tree.

Asgard: Punch the bird in the hole at the bottom of the tree.

Oups: Use the windsock to catch the bird when it flies from the hole at the top of the tree.

Screen Eleven...

causing it to fly after the bird.

Asgard: Hit the door on the lefthand side of the front garden.

Screen Twelve...

cage to release the prisoner. Pick up the fly-swatter and use on the insect.

Ignatius: Cast a spell on the insect, turning it into a dart.

Oups: Get the dart and aim to use it on the face of the wizard in the picture on the wall. Now pick up the statuette and the elixir.

Screen Thirteen...

Use the bird-call, return to the tree root, pick up the elixir and move right remaining out of sight of the wizard.

Asgard: Stand above the nest. When

Gobliins

the egg starts to hatch hit the egg and return to the bottom of the screen.

Ignatius: Cast a spell on the egg and the bird will hatch and carry Ignatius across the screen. Cast a spell to move the horn out of the way, remaining out of sight of the wizard.

Oups: Use the elixir and, while invisible, cross the screen to the

righthand side thus avoiding the wizard. Pick up the carrot and drop it by the top rabbit hole.

Ignatius: When the rabbit is drawn by the smell of the carrot cast a spell on the rabbit changing it into a woman.

Asgard: While the wizard is distracted by the transformed rabbit, cross the screen to join Ignatius and Oups.



Each screen contains its own puzzles and traps.

Screen Fourteen...

Ignatius: Cast a spell on the flat rock on the ground to produce a stone staircase.

Oups: Pick up the stick and use it on the hole in the large rock just to the right of the large support. This will produce a watering can. Take the can and water the plants at the bottom of the screen.

Ignatius: Cast spells on the plants which are third from the right and third from the left, causing carrot plants to sprout.

Asgard: Punch the lefthand carrot so that it drops a key.

Oups: Pick up the key and use it on the other carrot – the door will open giving access to the next screen/room below.

G o b l i i n s

Screen Fifteen...

Asgard: Punch the cannonballs causing one to fall from the pile. Punch the cannon causing it to tilt upwards.

Oups: Pick up the cannonball and use it with the cannon. The cannon will now lower.

Asgard: Punch the cannon to raise its barrel.

Oups: Pick up the matches and use them with the cannon causing it to fire at the ceiling, making the carrot fall. Pick up the carrot and put it in the cannon.

Asgard: Punch the cannon again causing it to fall.

Oups: Use matches to fire the carrot from the cannon into the pot. Use the matches to light a fire under the pot causing the smell of the carrot to wake Shadwin.

Asgard: Punch the cannonballs and cannon again.

Oups: Use the matches to fire the cannon at the ceiling. Another carrot will fall down.

Ignatius: Cast a spell on the carrot to change it into an ear-trumpet.

Oups: Use the trumpet on Shadwin who will then produce a mallet. Use this with the gong to produce a pendulum. Pick up the pendulum.

Screen Sixteen...

Oups: Pick up the small stone and drop on the cross on the floor.

Ignatius: Cast a spell on the stone twice to produce a staircase. Climb up and cast a spell on the bottom tree on the left to produce a pick-axe.

Asgard: Punch the pick-axe down.

Oups: Get the pick-axe and use it in the bottom middle of the screen four times.

Screen Seventeen...

Asgard: Punch the pile of logs so that one falls down.

Oups: Pick up the fallen log and use it to set off the trap. Now drop the log.

Ignatius: Cast a spell on the log turning it into a deodourant. Cast another spell on the bag of seeds so that they move to the ledge at the bottom of the screen.

Oups: Pick up the deodourant and seeds and take them to the top lefthand side of the screen. Use the seeds. A foot will now march across the screen. Use the deodourant on the smelly foot while it is still at the top left of the screen. Pick up the foot and place it on the ledge at the bottom where the seeds were found. Move away quickly and wait for the dragon who fires at the foot.

Pick up the roasted foot and use on the trap in the middle of the second path from the top of the screen. Get dagger and place on the same ledge.

Screen Eighteen...

Oups: Use the lighted dagger on the statue's medallion. Climb the statue when the statuette appears. Wait by the hand and the statue will transform the statuette into a key. Take the key and use it in the statue's ear on the left. Return to the hand on the right side of the

Wait for the dragon to fire at the dagger. Pick up lighted dagger and move away from the ledge quickly.

screen. The statue will transport Oups.

Asgard: Climb to the right side of the screen and stand on the hand. Wait to be transported.

Ignatius: Do exactly the same as Asgard.

Screen Nineteen...

Oups: Use the nose near the librarian to make him laugh. Use the soap near the librarian to make him laugh again.

Asgard: Punch the bunch of bananas causing one to fall.

Oups: Get the banana. Use it near the librarian to make him laugh, forcing him to give Oups the book on witchcraft. Pick up the book.

Ignatius: Cast a spell on the castle gate, causing it to open.

Screen Twenty...

Ignatius: Cast a spell on the shield at the base of the grey statue.

Asgard: Punch the lever.

Ignatius: Cast a spell on the giant's ear, causing the cork to be removed.

Oups: Use the witchcraft book near to the giant's ear. The giant will smile and move a finger. Get the

bowl and drop it beneath the eye on the lefthand side of the screen. Use the witchcraft book again, catching tears in the bowl. Go to the top left of the screen and collect some bait from the turret. Use the bait in the top right turret. Use the bowl of tears on the werewolf. The tears will transform the werewolf into a catapult. Pick up the catapult.

Gobliins

Screen Twenty One...

Oups: Standing on the second block of stone from the left of the screen, use the catapult to release the bunch of bananas.

Asgard: Hit the lever, opening the

lower gate and allowing the fish access to the screen.

Now get all three characters to stand on the fish.



Teamwork is the only way to progress in this game.

Screen Twenty Two...

Oups: Use the catapult on the wizard. The wizard will fall into the cauldron and be transformed into an animal. The animal will grab Oups and take him to the top of the screen.

Ignatius: Cast a spell on the base of the skeleton's foot on the lefthand side of the screen. This will cause a ladder to rise. Climb the ladder and cast a spell on the transformed wizard causing him to drop Oups, grab Ignatius, and be transformed again into a tortoise-like creature.

Oups: Use the catapult on the rope to get it to fall. Get the rope and secure it on the bone at the top of the screen to the right of the transformed wizard.

Asgard: Climb the rope and punch the wizard, causing him to release Ignatius, grab Asgard, and transform once more into a spider.

Oups: Use the catapult on the rope holding Asgard. This will break the rope and cause Asgard to fall. Get the bag and place it below the transformed wizard.

Gobliins

Ignatius: Cast a spell on the wizard causing him to split into three smaller spiders which fall into the bag.

Oups: Pick up the bag.

All that's left is to show off your booty and wait for the final end screen. Well done, you've finished the game.

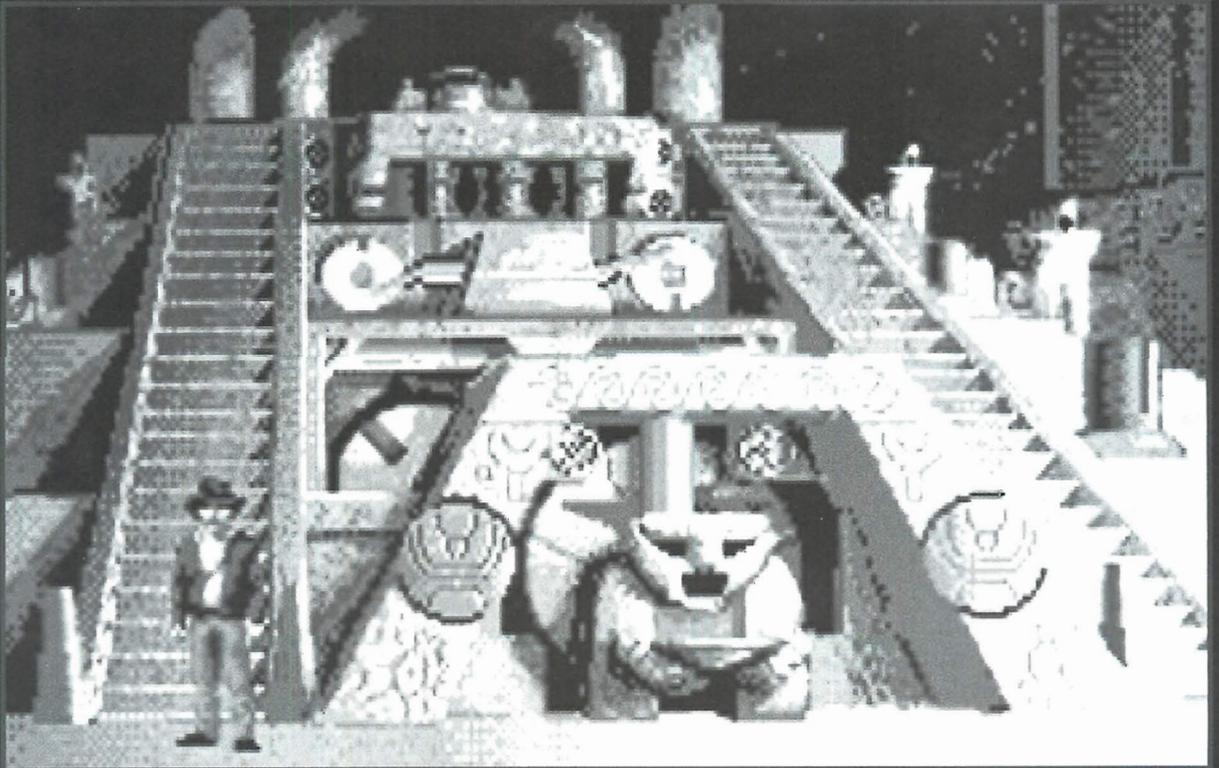
Cheats

Screen 1	Passcode: Not needed
Screen 2	Passcode: VQVQFDE
Screen 3	Passcode: ICIGCAA
Screen 4	Passcode: ECPQPCC
Screen 5	Passcode: FTWKFEN
Screen 6	Passcode: HQWFTFW
Screen 7	Passcode: DWNDGBW
Screen 8	Passcode: JCJCJHM
Screen 9	Passcode: ICVCGGT
Screen 10	Passcode: LQPCUJV
Screen 11	Passcode: HNWVGKB
Screen 12	Passcode: FTQKVLE
Screen 13	Passcode: DCPLQMH
Screen 14	Passcode: EWDGPNL
Screen 15	Passcode: TCNGTOV
Screen 16	Passcode: TCVQRPM
Screen 17	Passcode: IQDNKQO
Screen 18	Passcode: KKKPURE
Screen 19	Passcode: NGOGKSP
Screen 20	Passcode: NNGWTTT
Screen 21	Passcode: LGWFGUS
Screen 22	Passcode: TQNGFVC



**Indiana
Jones
and the
fate of
Atlantis**

8



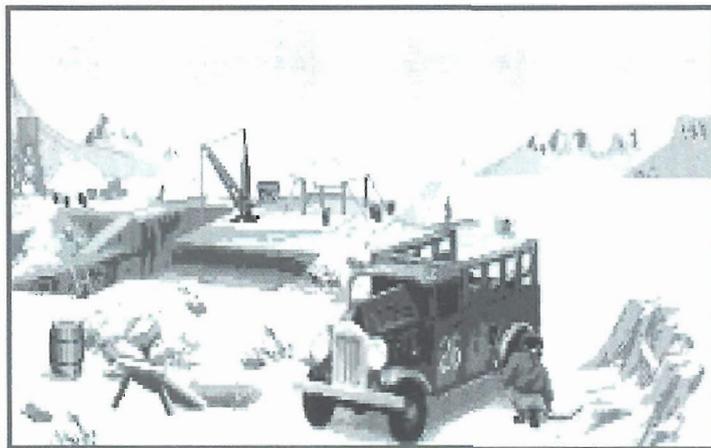
US Gold

Indiana Jones and the Fate of Atlantis

The Facts...

Publisher: US Gold
Price: £34.99
Type of Game: Graphic Adventure
Controls: Mouse
Memory: 1Mb

The Scene...



The Game...

Europe is on the brink of the Second World War. As the storm clouds of destruction gather overhead, Nazi agents scour the world for fuels and devices to give Hitler victory. What could be better than the secret power that sank the island civilisation of Atlantis beneath the sea in the myth-shrouded past? With such strength at its command Nazi Germany would be invincible. But one man stands in the way: a wise-cracking, whip-cracking archaeologist – Dr Indiana Jones. In Lucasfilm's fantastic graphic adventure you are that man...and

the fate of the world rests, once again, on your shoulders.

If you're looking for a challenging graphic adventure, then Fate of Atlantis is it! The difficulty of the puzzles is just right and there is more than one way to complete the game. After battling your way through the initial stages you are then given the option of choosing one of three different paths. The Fists path lets your brawn rather than your brain do the talking and it's possible to slug your way through the adventure.

Indiana Jones and the Fate of Atlantis

The Team path teams you up with the lovely Sophia Hapgood, who can often give vital clues when you become stuck or else use her womanly wiles to gather important information. For those of you who like doing things the hard way, there's the Wits path – you're on your own in this one. Although all three paths criss-cross each other

at key events, there are many puzzles that are specific to each path, effectively giving the player three games in one!

The other striking feature about the game is that it's easy to get stuck, so here's Steve Prizeman to offer some handy tips to help you get out of tight corners.

Choose Your Destiny...

Starting at the very beginning (a very fine place to start), Indy should get out of the first room in Barnett College by clicking on the odd statue to the left of the screen. It's not the statue he's looking for, so keep going: in the room below the attic, click on the rope beside the hole towards the right of the screen. Finding himself in the library, Indy should locate the books whose titles refer to statues and click on them. Having then entered the room beneath the library, Indy should click on both the statuettes of cats. Now, in the boiler room, Indy is getting warmer as his first task nears completion. Click on the lockers to the right, and the one which contains the statue Indy is after will soon open up. Click on the statue to enable Indy to swipe it.

Outside the theatre in New York, Indy's choice of how he gets in to see Sophia marks the beginning of the three possible ways of solving problems in the game – the Team, Wits, and Fists paths. Although you aren't offered the choice of path at this stage, how Indy gets past the doorman determines which course will be suggested to him later on.

The way of solving problems explained here assumes that you will opt for the Team Path – although I have endeavoured to show how to cope with the challenges and solutions of the other paths, where different, at the end of the main section. Whichever path is going to be chosen, it will be as well for Indy to pick up the newspaper from the stand before progressing further.

Indy can talk his way past the bouncer by using the first suggested sentence, followed by the second from the next selection, then the first again, and the third option from the next two selections – what a lot of rabbit! Once inside, wait until Sophia has explained about the spirit guiding her before trying to distract the stagehand. To do this, use the third piece of dialogue on offer, followed by the first choice from the next two selections. Now hand the stagehand the newspaper. To grab Sophia's attention, send Indy to the machine, push the left lever, followed by the right one, and then press the button to send the prop representing the spirit of Nur-Ab-Sal. This will sail onto the stage

and, believe me, Sophia will certainly notice it.

The action moves swiftly to Iceland. When speaking to Dr Bjorn Heimdall, Indy should use the third choice from the first two selections of dialogue, followed by the first option from the third one. Indy will

learn of Sternhart and Costa from Heimdall – two more people he needs to meet. On the first visit to Iceland it is not possible to get at the ice-covered statuette: on subsequent visits a head shaped like that of an eel will be visible. Place orichalcum in it.

Whip Crack Away...

In Tikal, enter the command Use whip with jungle rodent and, with a flick of his thong, Indy will startle the little critter into action. Drive it to the path at the back of the screen, in the middle, and watch the deadly anaconda leave its tree to nab it. Now's Indy's chance – click on the tree at the side of the gorge, and watch him cross with ease!

To get past Sternhart, and into the temple, have a chat with the parrot. Say Title? to it, and it will tell you what you need to know to convince Sternhart to let you in. Once inside, Indy will find that the spiral pattern in the middle of the temple is an object which may be picked up – even though it's a bit dirty. Ask Sophia to keep Sternhart talking. While she distracts him, Indy can sneak out to Sternhart's stall and snatch the kerosene lamp. Take the lamp back inside and use the kerosene to polish up the artefact – be sure to open the lamp before trying to use it with the spiral design. Now Indy may remove the spiral and use it with the animal head on the wall to the left of the screen. After an elephant's head has been constructed, pull the creature's nose to open a secret tomb. Don't waste time chasing Sternhart when he steals Indy's

goodies and flees, make a thorough search of the tomb in case he overlooked something useful (like a nugget of orichalcum).

Indy and Sophia now head not for the Azores, but back to Iceland. It will be necessary to obtain Heimdall's eel statuette in order to chat with Costa. Finding Heimdall dead, drop the orichalcum on the eel's head (as mentioned earlier), then head south for the Azores. Let Sophia do the talking, if necessary, and bribe Costa with the figurine. Costa will reveal that Plato's Lost Dialogue (translated by Sternhart) is kept in the Ashkenazy Collection which, by a pretty remarkable coincidence, is located in Barnett College.

Back at Barnett, begin by sending Indy to his office, opposite the college entrance. Look in the ice box and pick up the jar of manky mayonnaise (it'll take two attempts, but Indy will do it if you persist), and return to the college. There are three possible hiding places for Plato's Lost Dialogue: finding any of these requires the acquisition of tools from more than one room. To start with, go up the stairs to the library. Take the gum from the school desk, then climb the rope to

Indiana Jones and the Fate of Atlantis



It's not a lemming, but Indy needs to chase it to the chasm to entice the anaconda from its tree.



**Indy hates snakes!
The rodent's not going to be keen on them for long either.**

the dark room above. Smear the totem pole with the mayonnaise (honestly!) and, thus lubricated, it may be pulled under the open trapdoor to the attic. Climb up the totem pole. Once in the attic, open the urn sitting on the floor and pick up the ashes. Indy will find a key amongst the ashes which he should take (as if he'd leave it behind!).

Climb back down to the totem pole room, push the big crate out of the way, and unlock the dusty chest

concealed behind it. The Dialogue may well be inside. If it isn't, pick up the arrowhead to be found in this room, before returning to the lobby. Go downstairs to the boiler room, use the gum with the coal chute (to make it sticky enough to climb), and go up. Locate the cat-like wax figurine, return to the boiler room and open the furnace door. Use the wax figurine with the furnace and see what emerges...

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The elephant man? No, just Dr Jones piecing a puzzle together.

Rags to Ritches...

If Indy still hasn't got hold of the Dialogue, pick up a piece of coal and the dirty rag before leaving the cellar. Head for the library and make a DIY screwdriver from the rag and the arrowhead. Remove the five screws from the overturned bookcase and Plato's finest work should finally be within Indy's grasp. If you don't consider yourself a handyman, rather than dismembering the bookcase the Dialogue may be knocked down from beneath with the lump of coal.

Indy may now go back to the office to tell Sophia of his success before leaving (together for the Team path) to catch the clipper for Monte Carlo. In Monte, hang around outside the hotel until Alain Trottier turns up. You can't miss him:

Trottier has grey hair and a beak-like nose. He is wearing a brown suit with a flower in the lapel. Once Indy has identified and accosted Trottier, use the first sentence option. Follow up with the second, first, then third sentences from the next three selections. The answer to Trottier's question is contained within Plato's Lost Dialogue: after giving it, use the second sentence option, followed by the first, and Trottier will follow Indy.

Once upstairs in the hotel, you may either let Sophia try and impress Trottier with a séance, or, if you've been to Algiers, scare him into parting with the Sunstone he holds. The answers to the first three questions with which Trottier tests Sophia were given away when he

Indiana Jones and the Fate of Atlantis

chatted with Indy, so pay attention! When he asks about fingers you could just try guessing, after all you do have a 20% chance of getting it right, and you can play it safe by saving the game beforehand anyway. The number of fingers changes every time the question is posed, however, so it doesn't automatically follow that if you take the finger test five times you'll get it right – guessing means just that: trial and error.

A more certain course, especially if you have a taste for the melodramatic, is to go to Algiers before Monte Carlo, and pick up the frightening mask from the shop. At the séance, while Sophia and Trottier are busy, Indy may open the cabinet and take the flashlight from inside. After opening the fuse box, Indy may use the circuit

breaker, then (in the dark) use the mask, the bedding, and the flashlight to make a Nur-Ab-Sal-like spectacle of himself. Walk to the centre of the room and Trottier should be suitably impressed, leaving Indy the Sunstone he requires.

Now go to Algiers. (If this is your first trip there, and you don't yet have Trottier's Sunstone, visit the shopkeeper at the end of the back alley – follow the path leading out of the screen to the left. Pick up the mask so that you may now return to Monte Carlo and follow the sure-fire Sunstone swiping procedure described above.) Even if you already have the Sunstone, approach the shopkeeper and take the mask from his stall – assuming, of course, you don't already have it. Indy should now flash the Sunstone



**Omar's shop stocks the finest in Algerian junk.
Don't scoff, you can get a long way in the market by bartering.**

Indiana Jones and the Fate of Atlantis

to the shopkeeper – he will reveal himself as Omar Al-Jabbar. Omar will offer Indy a map showing the location of an archeological dig – take it, X marks the spot. Before leaving, trade the mask back to Omar for another object, such as a brass spittoon.

Take this new artifact to the grocer and trade it for squab-on-a-stick. If the grocer doesn't want it, take it back to Omar and exchange it for another item. Continue to do this until you have found an object

which the grocer will accept. Give the squab to the beggar and accept the balloon ticket he offers in return.

Now go to the knife thrower and persuade Sophia to volunteer to participate in his act. Indy needs to speak to her using the third, then the first sentences of the dialogue path offered. When she approaches the knife thrower, push her. After stumbling into his act, the knife thrower will reward Sophia's co-operation with the gift of a knife.



You're a balloonic, Indiana Jones. Fancy flying over the Sahara!

Go to the balloon vendor on top of the roof, give him the ticket, and take your balloon ride. Once aloft, Indy needs to get mobile by cutting the rope that still tethers the balloon to the ground – use the knife with the rope to do this. If you don't spot the dig site whilst flying over the desert (remember, X really

does mark the spot), land at a nomad encampment, show Omar's map to the locals, and get directions: if the distance to the site is described as being considerably further, that means it is two screens away in the direction named, just a direction (east, north, etc) indicates a distance of one screen in the

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direction named, a direction preceded by the words slightly or very indicates that the site is on the same screen as Indy's present location – take to the air again and have another look. To land the balloon at a particular location, click the left mouse button repeatedly (or the equivalent control) once the balloon is overhead.

At the dig site Sophia will wander off – down a hole, in fact. Indy should use the ladder to climb down the pit – it's dark down there, but Indy shouldn't come to any harm feeling his way around. Pick up the long, tubular thing (a hose) and the clay thing (a jar) and climb back up the ladder. Cross to the truck, and open its gas tank. Indy now needs to use the hose with the tank and the jar so as to fill it with petrol (gas).

Return to the dark pit carrying the jar full of gas and open the metal cap on the metal thing (it's a generator). Use the gas filler pipe now exposed with the gas-filled jar to refuel the generator. Now use the little metal thing – an on/off switch – to set the generator running, bathing the underground scene with light.

Pick up the rib of a ship, positioned near the ladder, and use it to push away the crumbling wall to the right. Insert the wooden rod from the table into the hole in the centre of the mural, then place the Sunstone on the rod so that the right symbol (indicated in Plato's Lost Dialogue on the final paragraph of the lefthand page of the pair marked by the third paperclip), is opposite the horns above. Now click on the peg.



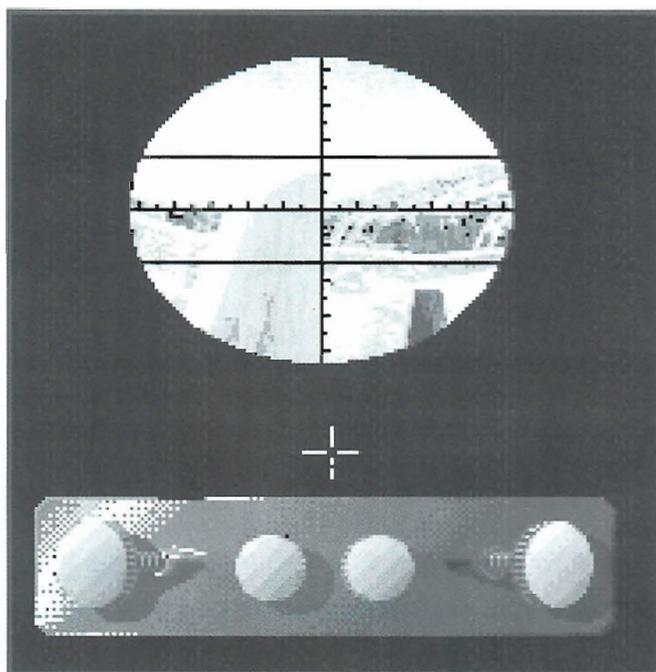
Even hoses look too much like snakes for Indy's liking, but they certainly come in handy at the desert dig.

Indiana Jones and the Fate of Atlantis

Once Indy has been reunited with Sophia he ought to switch off the generator, open it and remove the spark plug. Together with the distributor cap held by Sophia it will now be possible to restore life to the truck and leave. Be sure to take the amber fish on a string – it may be used to detect orichalcum.

Crete is the next stop on Indy's trek. Push the stones away from the mounds in the town centre to reveal two statues – a bull's head and tail. Retrieve the surveyor's instrument from the ridge above the dig (The dig is on the far side of the hill from the pedestal) and use it on both statues, aligning the cross-hairs with the large horns in the middle of

the dig. From the bull's head statue line up the cross-hairs of the transit (the surveyor's instrument) with the inner edge of the horn on the left as you look through the sight; from the bull's tail statue, align the cross-hairs with the edge of the horn to the right. When done properly a dotted line will appear and indicate the location of a Moonstone. Position the Sunstone on the pedestal with the same alignment used in the desert. Turn to the pair of pages in the Lost Dialogue referred to earlier, and discover the setting for the Moonstone from the first paragraph on the righthand side. After both stones have been placed, click the spindle.



Periscope up? No, just the view through a surveyor's device on Crete.

Indiana Jones and the Fate of Atlantis

Into the Labyrinth...

Take two of the busts through the gateway before using the whip with the head of the statue in the following room. If you should need to reopen the gateway from the outside replace one of the heads on the shelf; from inside, forget it, the only way is forwards.

To seize the gold box, Indy first needs to find a staff belonging to Sternhart which has been left in the labyrinth. Once located, take the staff back to the gold box screen and use it with the chock, thereby freeing the counterweight and raising the platform below. Descend to the room below and shove the staff in the mouth of the statue. The instability of the floor in the room with the Minotaur statue is due to it being an elevator – if Indy and Sophia both stand on it their combined weight will make it descend.

Having retrieved the Worldstone, head behind the waterfall and climb back to the upper storey using the chain concealed behind it. At the awkward gate without a shelf, push Sophia through the hole beside it so that she may use the pulley on that side. If Sophia has become

separated from Indy, whip the head of the Minotaur statue, then walk to it. Now persuade Sophia of the right course of action by using the second line of speech on offer, and follow a dialogue path of the second line from the next list, then the first, fourth, and second lines.

After Sophia has opened the door, use the orichalcum detector (the amber fish on a string) to locate a secret door in one of the chambers in this area. The detector, however, points to the closest orichalcum, so Indy must place his in the (lead-lined) gold box. Sophia's necklace has got to go in too: convince her to deposit it in the box by using the third sentence, followed by the third, first, first, and first again.

In the Map Room it is only possible to open one door at a time, using a three-stone combination, as each door corresponds to a specific path onward (Team, Fists, and Wits). When Kerner kidnaps Sophia do as he says – now is not the time for heroics. Indy should give him the locking stones, then leave by using the ship's rib with the rock wall to the right of the cave.

Dive, Dive, Dive...

From the conning tower of the submarine, after knocking out its captain, Indy may use the intercom to order the crew to the bow of the vessel. Now take the plunger from beneath the head on the bottom level and use it with the broken

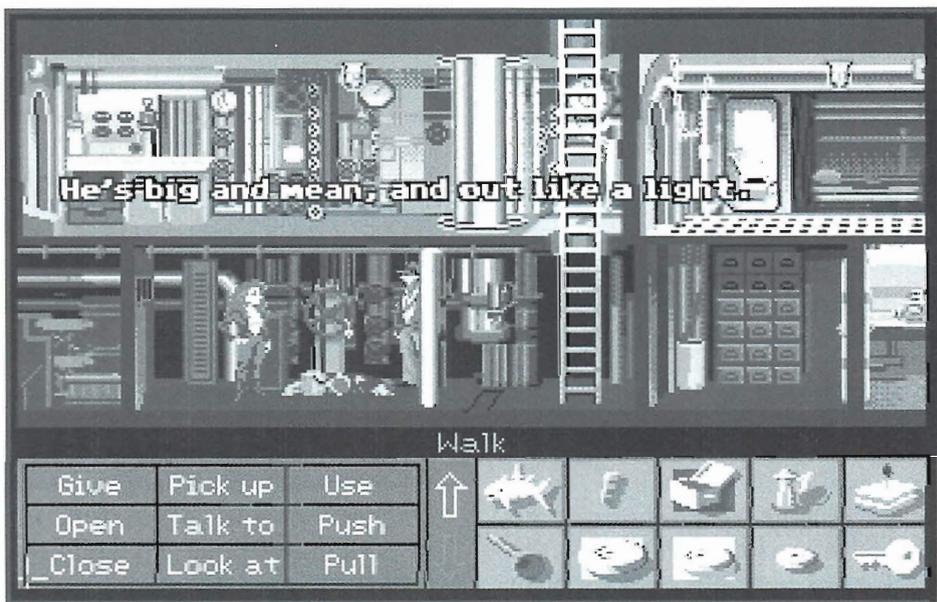
depth control lever. Indy may speak with Sophia through the bulkhead behind her: a dialogue path using the third, then second, sentences on offer will persuade her to distract her Nazi guard. Indy may now sneak up on Sophia's captor

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and knock him out. Give Sophia the signal to make her move by using any line other than the one about fine leather jackets.

The locking stones have been stashed in the strong box in the room in front of the ready room. To open the box, take the porcelain mug from the shelf in the galley and scoop up some of the battery acid that has pooled beneath the galley, on the bottom level (Use mug with acid.) Indy may now use the mug

with the strong box and dissolve a hole large enough to reach the stones through. The key with which to unlock the submarine's wheel is also inside. Pick up the slices of bread and the cold cuts elsewhere in the sub (for future use), and get ready to move. Indy should guide the sub to and fro' in its search area until an opening in the sea bed is located. Steer the sub through this opening.



A flattened fiend at his feet, Indy rescues Sophia from a sub.

Atlantis at last...

Indy can feel his way around the dark room: locate the wooden ladder near the bottom of the screen, beneath the arch, and take it to the rubble at the right of the screen. Use the ladder to climb over the rubble to the stone things at the

top. Open the stone box and place a bead of orichalcum in the metal rod found inside – the rod will now illuminate the room. Set the three locking stones to the standard combination, then turn each 180 degrees and click on the spindle.

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Pop a bead of orichalcum into the mouth of the statue before proceeding.

In the Outer Ring of Atlantis, rooms that would otherwise be inaccessible may be entered through the grates set into their walls. Indy can get the cup from the statue on the far side of the hole by using the ladder with the hole.

It is virtually impossible to overpower Sophia's new Nazi guard. Instead, locate the vent beside the sentry statue. Place a bead of orichalcum in the statue.

When in the lava room, divert the lava flow by using the cup on the pedestal, then using the statue's head with the plaque. Indy ought to take a cup of lava with him when he leaves. In the crab room make a crab trap by using the gum, cold cuts and bread with the rib cage. (If any of these tasty morsels are

missing from Indy's inventory, mug a guard and steal his food.) Now place the trap in the pool and retrieve any crabs which blunder into it.

Once in the machine room, use the bronze spoked wheel on the peg over the statue, then use the cup of lava with the funnel at the top of the contraption. Afterwards, look in the dish beneath the statue's mouth. Take the robot part from the sentry, and the bronze wheel – they'll come in handy later. There is also plenty of orichalcum here, handy to stock up on while you have the chance.

To drain the water from the sentry room and open its double doors, place one bead of orichalcum in the eel figurine, then put another one in the fish statue. Sophia cannot be rescued from the cage until Indy has a hinge pin from the Inner Ring of Atlantis...

In a pinch...

At the canal, distract the octopus by giving it the crab caught earlier. The crab-raft is fully operational – once powered by an orichalcum bead placed in its mouth. Unlock the gates with the locking stones: the Sunstone will undo both gates in the first chamber, when used with the spindles above the gates. The further Indy gets from the first chamber, however, the smaller the spindles become, requiring the smaller locking stones to open them.

The entrance to the Middle Ring is passed by using the ladder on the sentry statue, opening its chest, and

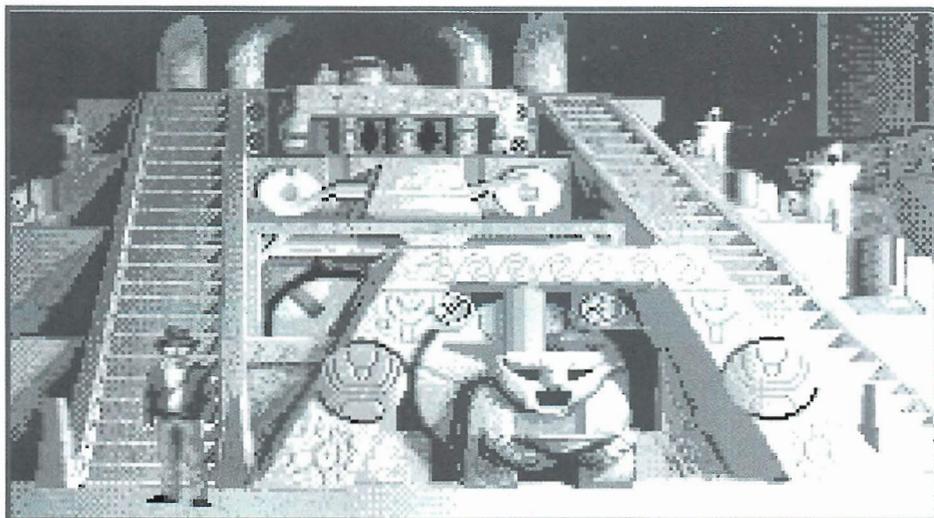
replacing the missing parts. Using the diagram from the cupboard (in which a crescent-shaped gear may be found) as his guide, Indy may now place the bronze gear, the bronze spoked wheel, and the robot part found in the First Ring, and the crescent gear itself, in the correct positions. Place the bronze spoked wheel on the central peg, put the robot part on top of it, and then position the crescent gear across the two pegs on the right. If you want to move the arm forward, place the bronze gear on the upper left peg; to move it backward, put the gear on the lower left peg. Once

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this has been finished, feed an orichalcum bead to the statue.

To get through the next portal, use the chain with the bronze loop on the door. Move the left arm of the sentry robot forward and connect the other end of the chain to this.

Now change the gear in the robot so that it will move back its arm. The hinge pin with which to rescue Sophia should pop out at this point. Once he has it, Indy should give it to Sophia, then lift the cage door and tell Sophia to brace it with the hinge pin.



A real mean machine. Dashed clever, those Atlanteans.

After she has been rescued, Sophia will soon start to display bizarre behaviour – Nur-Ab-Sal is possessing her through her necklace. Trick Sophia into removing the necklace by looking at her, using a bead of orichalcum in the medallion's mouth, then using the opened gold box with the necklace when Sophia holds it up.

The huge machine may be set in motion by a bead of orichalcum in its mouth as well. Indy may replace the machine's missing steering levers with the hinge pin from the door that was pulled down, and the sceptre from the room with the lava

pit. Before proceeding further, Indy should study the diagram on the wall in the corridor (explaining how to get the machine moving) and the diagram on the floor beside the machine (showing how to stop it).

Once in the Inner Ring, the steps in the foreground are the target for which Indy needs to aim – and only one of the doors gives access to them. The connections between the doors may be mapped (take note that some lead to one-way ramps!), and don't overlook the stairways! Cross the lava crust by walking towards patches that are open – whenever Indy steps on some lava

Indiana Jones and the Fate of Atlantis

the piece immediately in front of him will vanish. Set the locking stones to match the arrangement indicated on the wall of the lava maze.

How may the dastardly Ubermann be overcome? After all, we don't want Indy transformed into a loathsome monstrosity, do we? When Ubermann orders Indy onto the platform, explain that it might

not be a good idea to create a terrible monster in the near vicinity. Use a dialogue path starting with the third sentence, followed by the second, third, fourth, third, second, and first. With Ubermann vanquished the world may sleep safely in its bed until the next time it needs the archaeologist with the whip – thanks Dr Indiana Jones!

The Wits Path...

When entering the theatre, don't waste time on the doorman, have Indy push the crates in the alleyway until the path to the fire escape has been cleared.

Trottier will give Indy his business card once our hero has provided the correct answer to his question. Ensure that Trottier heeds the warnings about a trap by persistently talking until he takes Indy seriously.

When the Nazis speed off, ram their red car – more than once if necessary. They shall not pass (as they say)! To find the intersection mentioned by Trottier, bear in mind that the streets are named alphabetically, left to right and bottom to top. Look at the signs by the intersections until you've found the one Indy needs.

When the right crossroads has been found, look in the drain, then open it and pick up the Sunstone contained within.

In Algiers, go to Omar's shop and talk his servant into arranging a meeting with him. Use the first sentence of the dialogue path, then the first, first, then fourth. Prove your credentials to the servant – give him Alain Trottier's business card. If Omar still won't speak to Indy ask Paul (the servant) to try again, and follow him to Omar's house. If you find it hard to keep track of him, make Paul stand out in the crowd by getting him to wear a fez. Follow the man already wearing a fez into the marketplace and speak to him using the fourth sentence, followed by the third, first, third, first, and second. Return to Omar's shop. When Paul gets back, ask him the price of the pots before giving him the fez and talking him into wearing it – his previous comments should indicate what to say. When he next goes to Omar it will be easier to follow him.

H Indiana Jones and the Fate of Atlantis

At Omar's house trick Omar into entering the closet, then shut him in. Go to the laundry beside the window – a map drawn on cloth is hanging there. Take the pole from the pot in the foreground and use it with the map to knock it down. Indy may now pick up the map. Take Omar's statue and/or the blackbird statue and leave.

In the desert, bribe the foreign legionnaires by using the first sentence, followed by the first again, then hand the officer either the blackbird statue or Omar's statue. The nomads will give directions if asked, as with the Team path. At the desert dig-site, after illuminating the cave, push the round object on the painting to the left.

After the generator's spark plug has been fitted in the truck, use some orichalcum with the statue hidden at the dig site, then use the statue with the spark plugs to start the truck.

In Thera, go to the mountain dig site, close the crate, and retrieve the invoice fixed to the lid. With this documentation it will now be possible for Indy to obtain the balloon bladder. Close the door of the dig site's inner room, then use the Sunstone with the peg in the hidden compartment. Look at the disk and adjust it to the correct setting – this may be found by referring to the last paragraph of the lefthand page, marked by the third paperclip, in Plato's Lost Dialogue. The Sunstone needs to be turned until the right symbol is opposite the horns at the top, before clicking on the spindle. Open the door, pick up the carved sign, and retrieve the Sunstone – the sign may be exchanged for the basket held by the port authority.

To get a look in the lockers on the submarine, distract the guard by making a sandwich from the bread and cold cuts in the galley and eating it in front of him. Remove the Moonstone and the Torpedo Launch Instructions from the locker. Take the greasy rag from the forward torpedo bay and wrap it around the exposed wires in the aft torpedo section. Using the Launch Instructions prepare the control panel, push the launch lever and stand aside. Indy now needs to head for the forward torpedo section and launch himself through one of the torpedo tubes. Take the clothesline from the bunk room and tie it to the launch lever, then get into the torpedo tube and pull the clothesline.

In Crete, when using the Sunstone, set it to the same position as in Thera. Align the Moonstone accordingly using Plato's Lost Dialogue as a guide: first paragraph, righthand page, marked by the third paperclip. Afterwards click on the spindle. To descend in the elevator in the labyrinth, weight it down by using Indy's whip with the head of the Minotaur statue, and then walk to the head. The gate with no shelf cannot be opened in this path so don't bother with it.

Indiana Jones and the Fate of Atlantis

Use the statue resembling the one stolen by Kerner with the minotaur's hatch. Then place a bead of orichalcum in the statue. There is a secret door in the first room beyond the Map Room – to locate it build a makeshift orichalcum detector by tying the clothesline to a hard rubber comb and charging it with static electricity from the woollen scarf. Use the detector to pick up any orichalcum beads lying around (including two amongst the bones in the next room), then shut them in the gold box. The exit will now be indicated: start the subway car by placing a bead of orichalcum in its mouth.

The Fists Path...

Why should Indy waste time trying to talk his way past the doorman? Beat him up instead! A sucker punch should certainly work – though not very noble, this tactic will prove highly effective in most of Indy's encounters.

After Alain Trottier's question has been answered correctly, he will give Indy his business card – hang onto it for future reference.

In Algiers, speak to Paul at Omar's shop, using the first sentences from the first three lists of dialogue options. Give him Trottier's business card; later, ask him to speak to Omar again and follow him to Omar's house by watching his fez.

At Omar's house, Indy can use his whip with the hanging crockery to stun Hörst. Take the cloth map hanging by the window as in the Wits Path. The camel is standing outside the window.

Whilst crossing the desert by camel, make it easier to find the dig site by taking directions from the nomads, as described earlier. At the dig, ignore the shooting and climb down the ladder. Use the little metal thing to switch on the portable generator in the pit. Once it's light, push the round object on the painting on the left. The Sunstone should be picked up once located. To leave the dig, break through the crumbling wall on the right using the ship's rib near the ladder. Take the wooden peg from the table and put it in the central hole of the mural. Use the Sunstone with the peg: look at the Sunstone to adjust it to the proper setting – indicated in Plato's Lost Dialogue (final paragraph, lefthand page, marked by third paperclip). Turn the Sunstone so the correct symbol is opposite the horns at the top, then click the peg.

Indiana Jones and the Fate of Atlantis

When Indy is held at gunpoint he may overcome the Nazi by using his whip with the gun, before beating him up. Leave the dig by using the rope ladder to climb to the balloon at the left of the site. Fly north, over the Mediterranean Sea, to Crete.

As in the Wits Path, the shelfless gate in the labyrinth cannot be opened, so Indy may safely ignore it. The heavy door, however, may be opened simply by persistently pushing it. Cross the chasm beyond the heavy door by using Indy's whip with the stone outcropping above it. When Hans comes down the hall, Indy should hide behind the slab on the right then push it on him when he's within range. Dispose of Anton by getting onto the ledge over him and pushing the stalactite (the hanging column of rock). Indy ought to take the stalactite with him afterwards. To overwhelm Arnold, use the ship's rib with the boulder in the cave next to his to roll the boulder into him. This will not put Arnold out of action so Indy must move to the other side of the boulder and use the stalactite with the boulder. If Indy can't talk his way past Arnold to reach the far side of the boulder he should back off. Search Arnold, take the amber fish on a string (the orichalcum detector), and retrace Indy's steps, using it to home in on Sophia's necklace. (Yes! She's in here somewhere.) Remember to enclose all orichalcum beads in the gold box or the detector will be distracted. Sophia may be rescued by using Indy's whip with the pit in which she languishes.

Find the directions to give to the captain of the salvage vessel from the Lost Dialogue of Plato. The pages marked by the third paperclip give the distance and direction from Atlantis to Thera (the Lesser Colony). Reduce the distance to one tenth of that stated and reverse the direction to be travelled (as Thera is the departure point). Before boarding the boat, go to the dig site in the mountains and take the tyre repair kit beside the truck. Take this on board the boat and use it to mend the diving suit. Use the air-hose with the refurbished diving suit, then use the diving suit. Have Sophia use the hoist with Indy in the diving gear. Indy will only be able to hold his breath for three minutes, so hurry him through one of the openings to Atlantis.

Ishar

9



Silmarils

The Facts...

Publisher: Silmarils
Type of Game: Role Playing Game
Price: £29.99
Controls: Mouse
Memory Required: 1Mb

The Scene...



The Game...

Ishar is the official much-improved sequel to another Silmarils game, Crystals of Arborea. In the first RPG-cum-adventure, the evil Morgoth was defeated by Jarel, the Prince of Elves in an epic confrontation of good versus evil. Since that time, Jarel has died and the land of Arborea (now known as Kendoria) has been taken over by Krogh, an altogether much nastier piece of work, who has set about enslaving all the people once again.

Assuming the role of an average citizen, you have been sent to liberate the country and defeat the evil lord. With 40,000 locations included in the game, this is not going to be easy to achieve, but things rarely get boring as Krogh's minions are everywhere. The lush graphics add significantly to the atmosphere of this intriguing RPG and once you've started to play you'll never want to put it down again until you've finished the game.

Ishar

The Middle of Nowhere...

This solution does not take the hazards of fights into account; you'll have to handle hostile encounters on your own. It's up to you to manage your team and your budget as best you can depending on your situation. During the course of the

game you'll have to hire and fire team members, take training courses, gather information, journey across wide expanses of land and slaughter most of the local inhabitants. Charles Manson has nothing on this guy!



The interface lets you issue commands at the click of a button.

Welcome to Kendoria...

Go EAST. You'll meet Borminh who is a smooth talker. If you give him a little money, he'll tell you the names of a few good inns. You can enroll Borminh, but beware, because he's a traitor. You'd better not fall asleep in his presence! On the other hand, he could be very useful in fights by receiving blows intended for other party members.

Carry on EASTWARDS. Near a pool, turn SOUTH and in the Birchwood

you can enroll Kiriela. Place him in the second line and prepare a fireball rune.

Turn SOUTH-WEST and travel as far as the village.

Once you've reached Angarahnn village, and successfully butchered a few orcs, visit the inn where you can recruit Kirian. Then do a bit of shopping (why not?) and visit the house of Akeer who tells you about the quest to be pursued. A useful

course is also on offer in the village. Continue to the SOUTH-WEST. Skirt the bushes to the WEST. There will be a few fierce orcs that need to be taken out and, when done, go into

the house and recover the treasure. On the way back, pick up the teleporter which is to the EAST of the house on the other side of the bushes.



Some stunning animation sequences take you through the plot.

Teleportation...

Turn SOUTH-EAST. Cross the bridge but be wary of the barbarian – he's a tough guy to beat so fireballs are the best way of destroying him. You'll now be in Lake City where you'll find a merchant, a course and

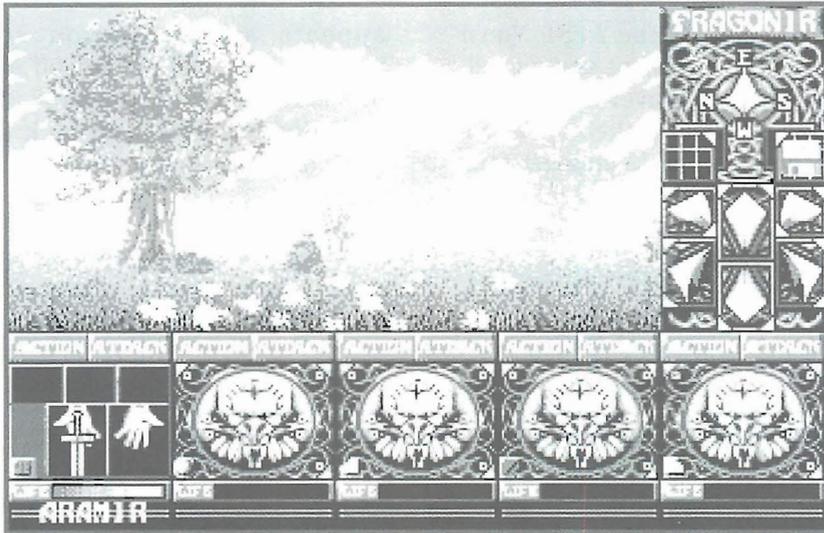
two inns. Don't enroll Golnol and Nasheer in the team as they are traitors. Leave the city and go SOUTH along the river and take the first bridge.

Looking for White Iron...

There's a psycho-analyst's hut to the SOUTH and a reptile's hut near to the night prowlers. In the latter, a message can be read if one of the members of the team is highly skilled in languages. In the bushes is a purse full of gold coins.

Travel EAST as far as Rhudgast, then due NORTH as far as the ocean. Return WESTWARD to Osghirod and, in the bushes, you'll find a knight lying in wait. Kill him and take his helmet. Go EAST and on to Rhudgast.

Ishar



Moving through the forest, you bump into all kinds of weirdos.

The Dungeon of Rhudgast...

Go SOUTH as far as the river and then move along its banks to the EAST. You'll encounter a number of dwarfs along the way – dispose of them without mercy. Before long you'll find a purse. Pick it up and turn NORTH, then take a few steps

to the WEST where you'll find yourself in front of an entrance to a fortress. Enter.

The fortress is divided into two parts: EAST and WEST, the division being at the first crossing.

THE EASTERN PART: Release the handle to enter the NORTH part. Here you'll find several labyrinths containing treasure and a number of skeletons. Eventually you'll find yourself in the NORTH-EAST corner of the fortress, in a room with a key and some treasure to be picked up. Beware! If you come across a handle don't open it because it will jam and you'll be imprisoned in the fortress.

THE WESTERN PART: Eventually you'll reach a large room with two exits to the NORTH. The WESTERN exit will lead you to a runic tablet, but you'll have to suffer a few spider bites to get it. The EASTERN access enables you to reach the magic phial which is essential for the rest of the game. Be careful which route you take, however, as a giant will be waiting at the exit to the crossroads.

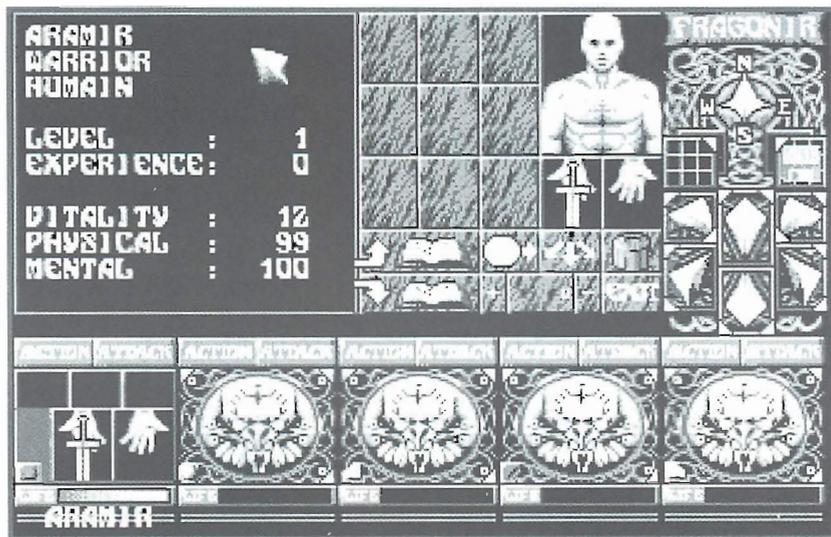
Leave the fortress and return to Osghirod. Travel alongside the river to the WEST and take the

bridge which separates Osghirod from Lotharia.

Safari to Lotharia...

Enter the village to the WEST. You'll find an inn, a merchant and a spell-making course. Travel due SOUTH as far as the ocean, then go WEST along the coast and, amongst four birch trees, the spirit of Azalhgorm

appears and gives you some valuable information. Set off again due EAST along the beach. Eat the wild flowers. Find and pick up a runic tablet on a pedestal.



It's essential to keep track of each character's physical well-being.

On the Predator's Land...

Put the mental vision helmet on the head of one of your characters and travel EAST to Fimnuirh. In the middle of the forest, to the EAST, you'll discover a clearing. In the middle of this clearing stands an isolated tree surrounded by little flowers. A predator should be waiting for you there. If he isn't, go

due WEST again and you should find the beast. Kill the predator and collect four magic rings which will protect you from dragon's fire.

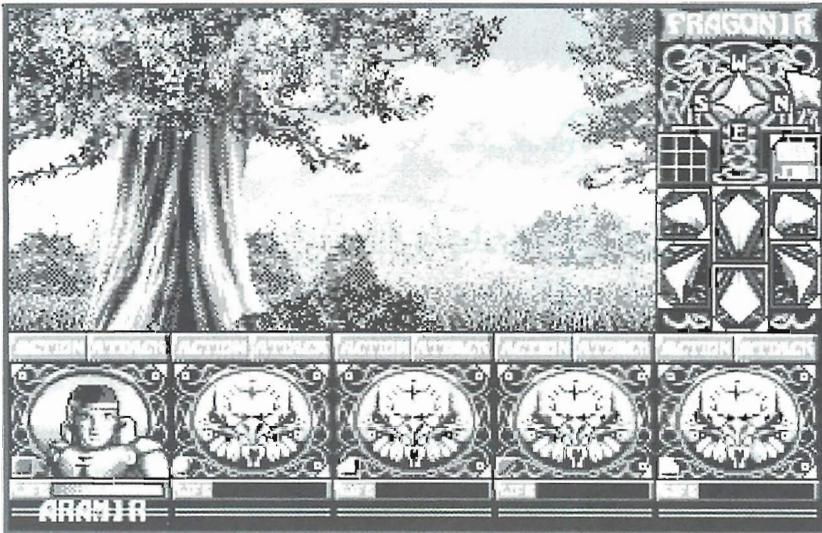
Travel NORTH as far as the river. Walk along it to the EAST and you'll soon come to a bridge. Cross it.

Ishar

The Guardian of the Bridge...

At this stage it might be advisable to make a trip to the village and Lake City, but keep a watch on your finances. Turn EAST and enter Aragarth. Continue EAST as far as the river. This river crossing is ruled over by a minotaur. To the NORTH of this bridge, you'll find a merchant. Give him 5000 coins and he will give you a potion which is essential for inventing an eye-

opening prescription. To the SOUTH of the bridge, the dwarf Fragorn can be enrolled if need be. He's quite a rough character but beggars can't be choosers. Turn right on to the bridge. To kill the minotaur let him waste all his magic weapons and projectiles before engaging in hand-to-hand fighting. Kill the minotaur and cross the bridge and enter Silmatil.

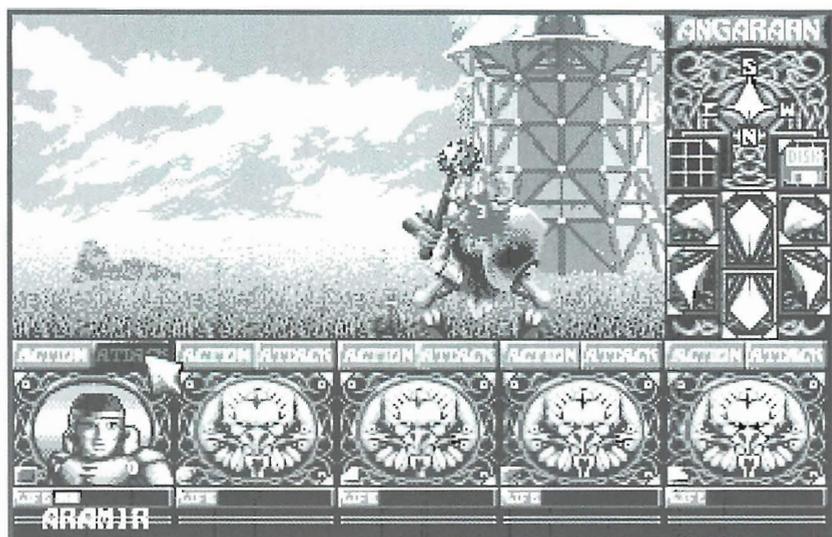


Beware of traitors in your party.

The Guardian of the Tortoise...

Travel NORTH-EAST to the end of the land where the giant Gato awaits you with his mace. Kill Gato and pick up the tortoise Ygwen which is hanging about on the beach. You can try to dodge Gato and go and pick up the tortoise while avoiding the mace blows but

this strategy isn't advisable. Go SOUTH again. Be careful, as a group of warriors are waiting for you. Travel SOUTH-EAST to the Urshurak region. Continue SOUTHWARDS until you come to the city gate. Enter.

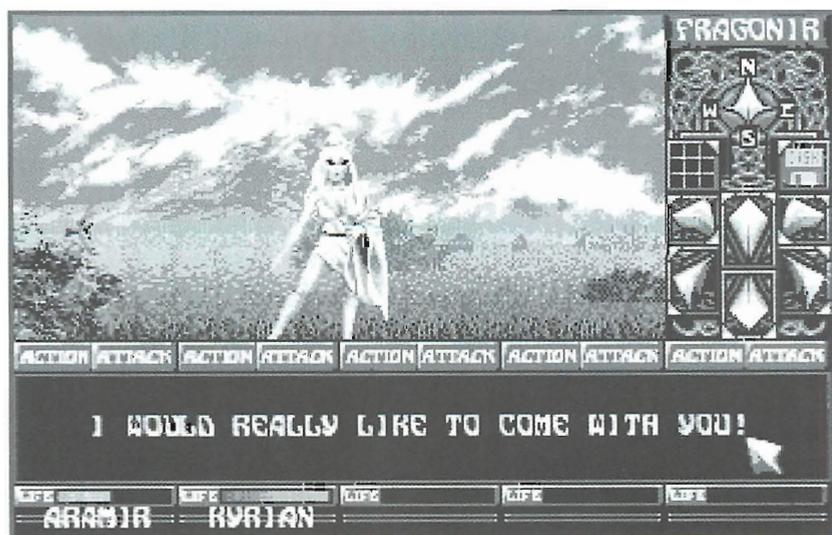


Unfortunately, Kendoria is chock full of psycho mental cases.

Jon the Alchemist...

Go WEST and enter Kandomir. Here you'll find plenty of orcs to blow up. Enter the hut and take a parchment

from Jon. It contains magic prescriptions connected with those given at the end of the manual.



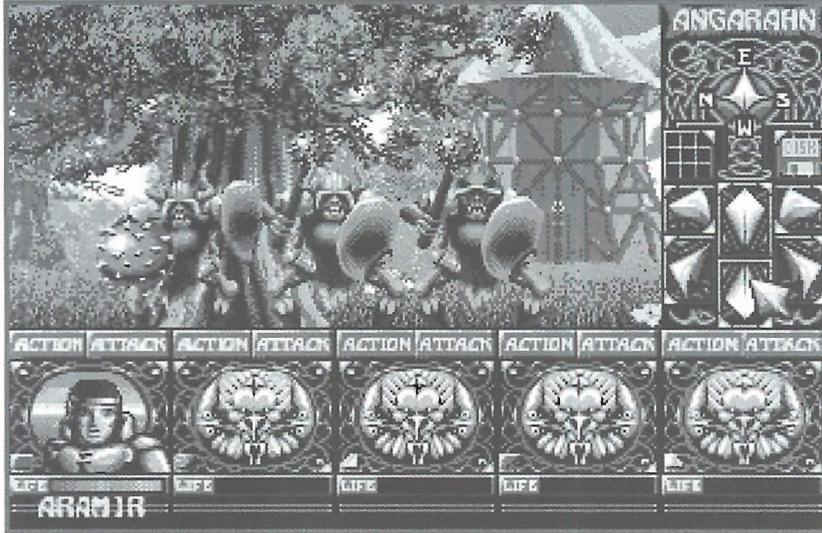
One of your party is about to get seriously love-sick.

Ishar

Morgula the Witch...

Here's a useful team member who has been transformed into a pig by the evil magic of Krogh. Mix an Arbool potion in the magic phial you picked up in the dungeon of Rhudgast. Find the pig by travelling

EAST from the city of Valathar until you reach the forest, then travel SOUTH along the forest's edge. After meeting Zach, go EAST into the forest and you'll find the pig.



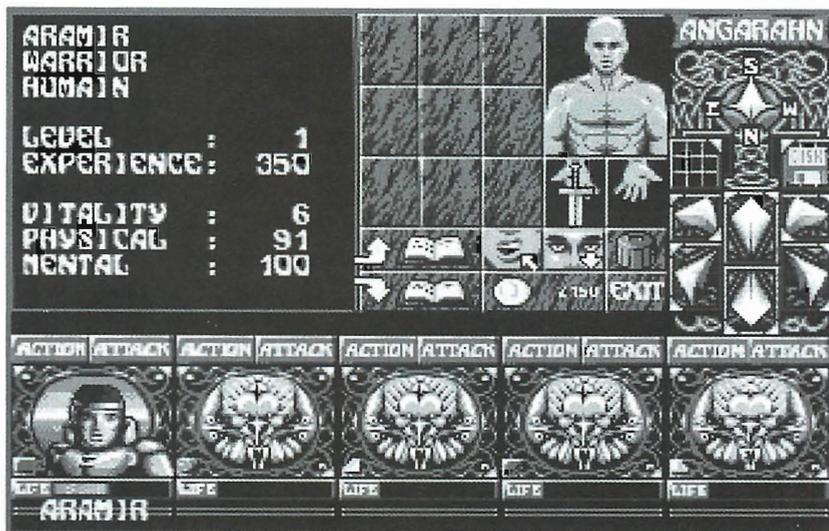
If you're a coward there's always the option to turn and run.

An Impossible Love...

Visit Irvan's house in the village of Halindor and he'll tell you that his daughter has been kidnapped. She used to live in the city of Elwing and if you rescue her and bring her back to the old man he'll reward you with a vital key. (You'll also find Thom in Elwing who'll give you five monk robes for later use.)

Irvan's daughter is in the town square, but before you can persuade her to accompany you back you'll have to lose a member

of your party. Leave town by the opposite road from which you entered and return NORTH to the village of Halindor and to Irvan's house. One of your party has fallen in love with the girl and the only way he'll let her go is if you give him the anti-love potion (the essential ingredient being Tortoise spit – ugh!). Get the key and you will be advised to build a wall (four people in a line will suffice). Now go WEST – watch out for the wizard – and take the teleport.



With 40,000 different locations, don't even think of mapping it.

The Dungeon of Valathar...

Gather together food, water-pistols and treasure and search everywhere. Numerous passages open up thanks to the levers and keys collected along the way. You might have to go to and fro between the town to strengthen your team.

Open the door with the key collected at Irvan's house. At the first crossroads turn left and you'll find the house of the living dead brothers. More exploration reveals another key.



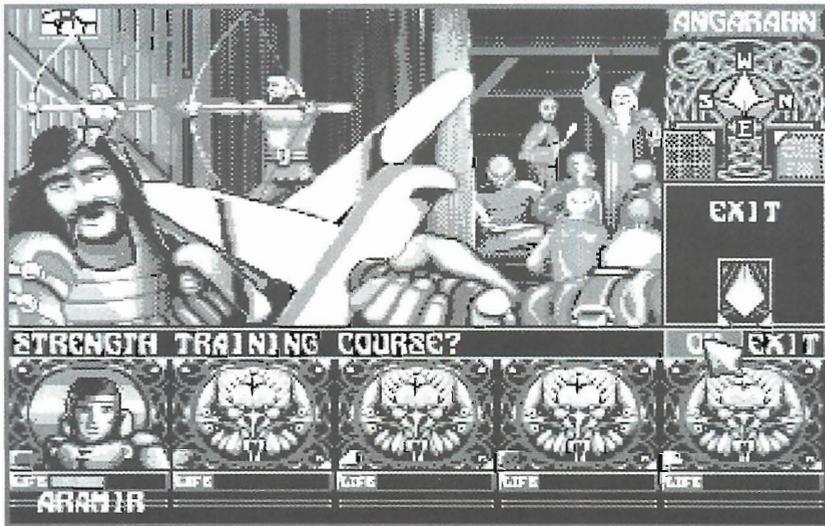
The best place to find out what's going on is the local pub.

I s h a r

A Visit to the Dark Knight...

Continue along the route to the EAST crossroads. Turn SOUTH, and fight the Dark Knight before continuing SOUTH. Another key can be found in the labyrinths. Return to the Dark Knight's Room and open the door facing the EAST labyrinth. Find the EAST exit at the crossing and turn NORTH. Continue and retrieve the key from the cul-de-sac and use the levers to open up a

passage. Return to the previous crossing, continue SOUTH and then turn EAST (the passage opens according to the position of the levers previously seen). Follow the wide corridor until you reach the cul-de-sac, collect the key and return to the Dark Knight's room. Keep going NORTH until you reach a wall and open the door to the EAST.

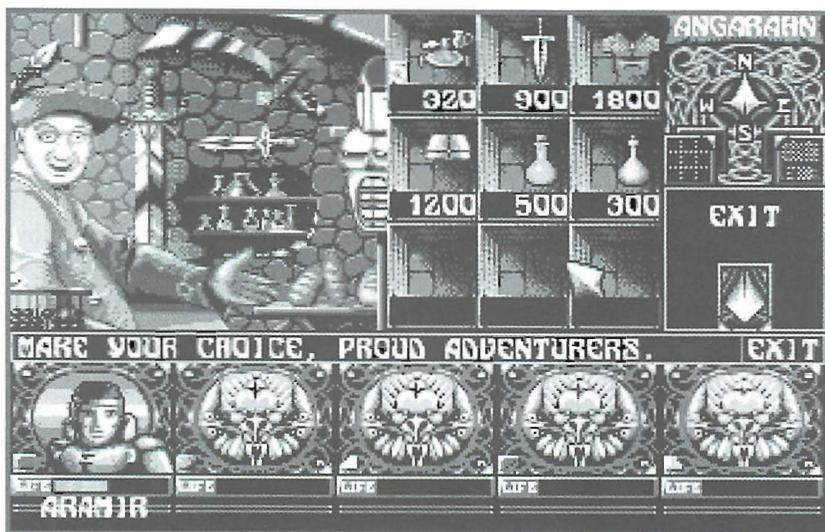


With a lunge you get stuck into your first fight.

Which Lever?

If you keep going EAST, you'll find a labyrinth consisting of two parallel corridors interspersed with doors which are operated by levers. Each one operates two doors simultaneously. Take the passage SOUTH and then move EAST, ignore the lever and then move to the left. Operate the next lever and return EASTWARDS to the aforementioned room. Turn right and then, on your left, pull the other lever on a half

turn. Now return towards the previous room (WEST) then turn right and left again. Pull this lever and you can exit the maze by continuing along this corridor towards the EAST. At the end, turn right and then left. You'll now find yourself in a smaller labyrinth populated by blue ghouls. Moving along the corridor in a SOUTHERLY direction you'll find a key and teleportation point.



Of course, the game wouldn't be complete without a shop.

Foul Air...

Walk SOUTH and then turn EAST. At the end, turn left and you'll arrive at another room with a lever. Make each person drink the Worgaz potions (Aponea), and pull the lever. Gas filters into the chamber, but you'll be protected. Follow the corridors and look in all the nooks and crannies for treasure. When you enter a new chamber pull the lever and the gas will disappear. This room has two access routes. The one to the SOUTH is the shortest and mildly interesting, but the path to the EAST is indispensable. After passing the skeletons you find another key in a cul-de-sac. Return to the chamber, pass through the area of foul air and exit the room.

From the corridor you have to find an exit point heading WEST which will lead you into a huge diamond-shaped chamber. In the centre of

the room a demon is casting spells at you. Try the doors to the NORTH and WEST and then take the access route to the SOUTH at the end. Continue in a WESTERLY direction and you'll come out into a wide corridor. Just to the right there's a lever and a passage leading EAST. Follow this and open the door that's controlled by the previous lever. This is the entrance to a spider-infested room. Collect the runic tablet. This room has illusionary walls so try them all and collect the different articles you find.

Now return to the lever in the corridor. There's a very large labyrinth to pass through heading WEST (watch out for the ghouls!). Try and find the door facing SOUTH in the wide corridor. This door opens onto a small room guarded by a magician who must be killed

Ishar

and whose talisman must be taken. The talisman gives the wizard his strength. Exit the room when you have the item.

On one of the labyrinth walls you'll find three levers. A combination of up and down opens the door to the extreme SOUTH-EAST route.



Be careful when passing through the forcefield - you could get fried.

Follow the corridor and you'll come face to face with Medusa. The use of a psychic shield is recommended here. When she's dead, a flame-spitting dragon will try to turn you into so much charcoal. He seems to be quite a way off but he's well

Finally you are in the temple of Ishar. Once again a very long corridor awaits your exploration. Before seeing Krogh you will have to fight three monk guards with fairly well-developed psychic powers. Use the psychic shield

Fix Bayonets...

within range if you hit out. At the end of the passage will be a door. Dress everyone in the monk robes and open it. Kill the monk on the other side and cast a protective shield. Now teleport.

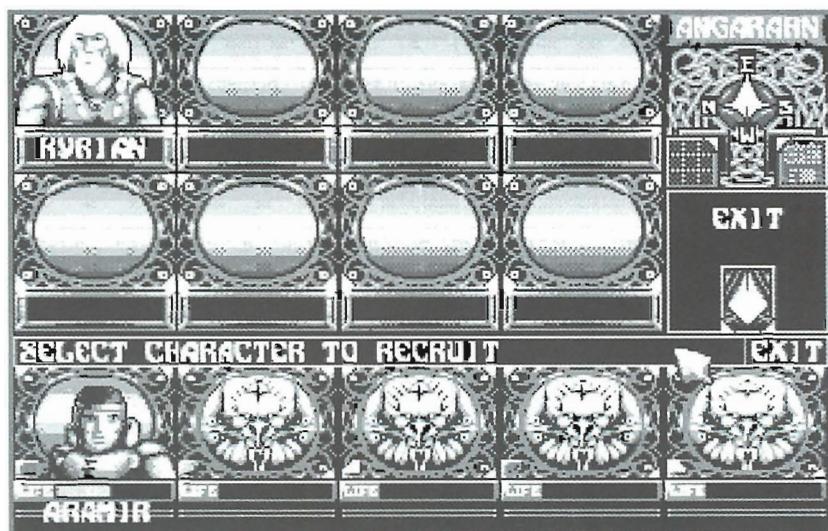
Ishar...

again and kill them. When it's over, casting another protective shield could prove useful.

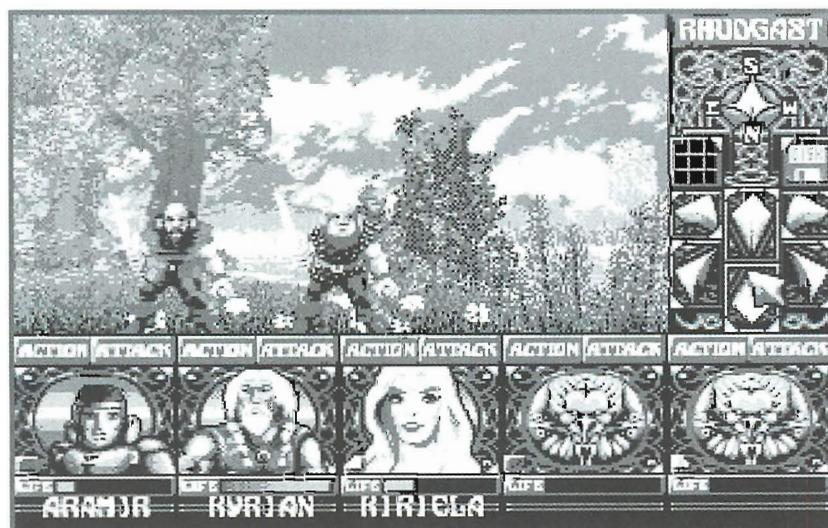
The grand magician casts flashes of lightning at you and even if you manage to escape he will give chase so there's no other solution than to

go in fighting! If everyone has a runic tablet, and your magician has the talisman, Morgula can cast anti-Krogh spells. If Krogh is having a

particularly bad day you might just pull it off. If not, it's back to the start of your last saved position.



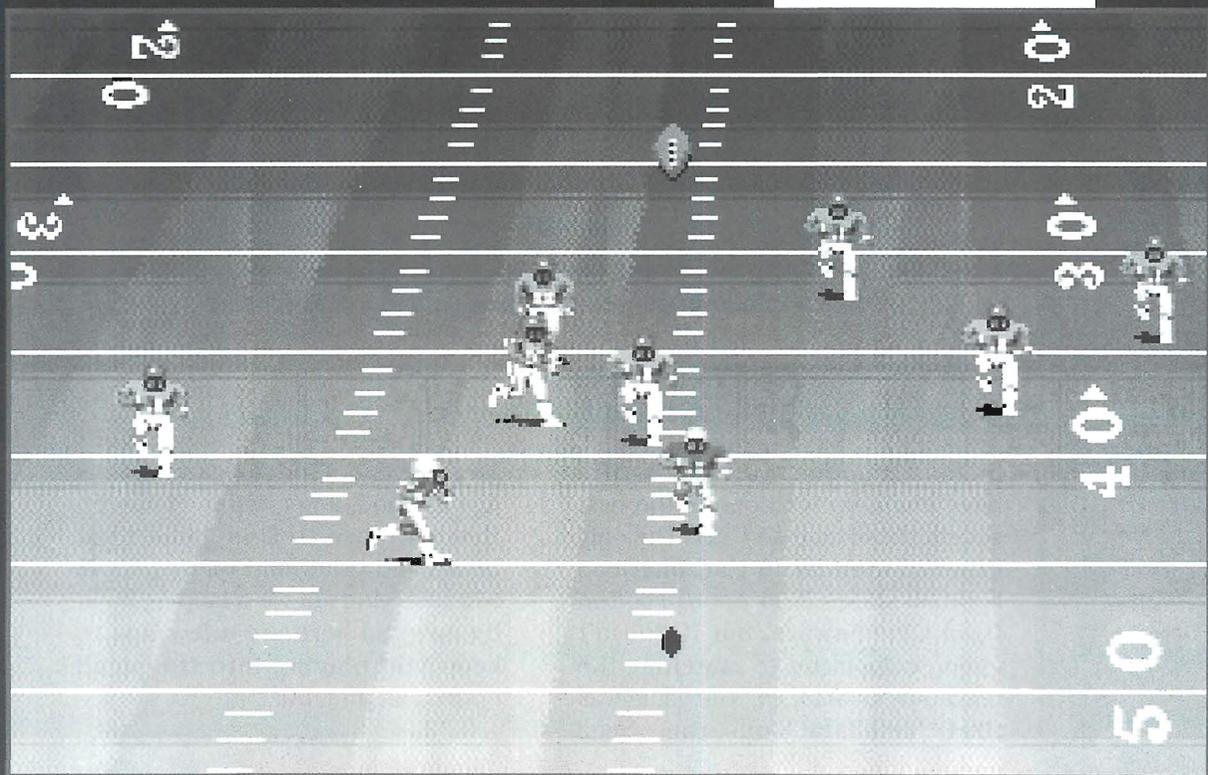
Be careful who you recruit - some might be thieves.



A bit of dwarf slaying to start the day always goes down well.

**John
Madden
Football**

10



**Electronic
Arts**

The Facts...

Publisher: Electronic Arts
Type of Game: American Football Simulation
Price: £25.99
Controls: Joystick
Memory Required: 1Mb

The Scene...



The Game...

In *John Madden*, Electronic Arts have come up with one of the best sports sims since *Kick Off*. The only other contender in the American Football stakes is *TV Sports Football* from Cinemaware, but it doesn't even come close to matching the playability of *Madden*. The game was first released on the Sega

Megadrive, but the Amiga version is just as good, if not better. However, there's more to this game than bump and grind and many people will be crying out for a helping hand by now. So here are a few tips to keep you playing into the small hours. Hut, hut, hut...

John Madden Football

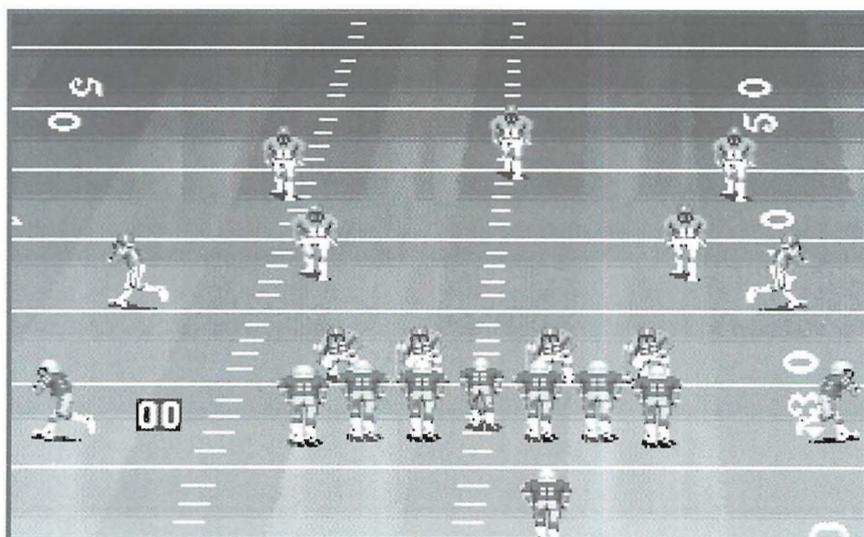


Before each match you're given a stats report on the opposing team.

Audible Help...

Utilise Audibles as much as possible. Fool the computer into thinking you're attempting a long

bomb (HANDS and SHOTGUN) and then choose the team's best running Audible before the snap.

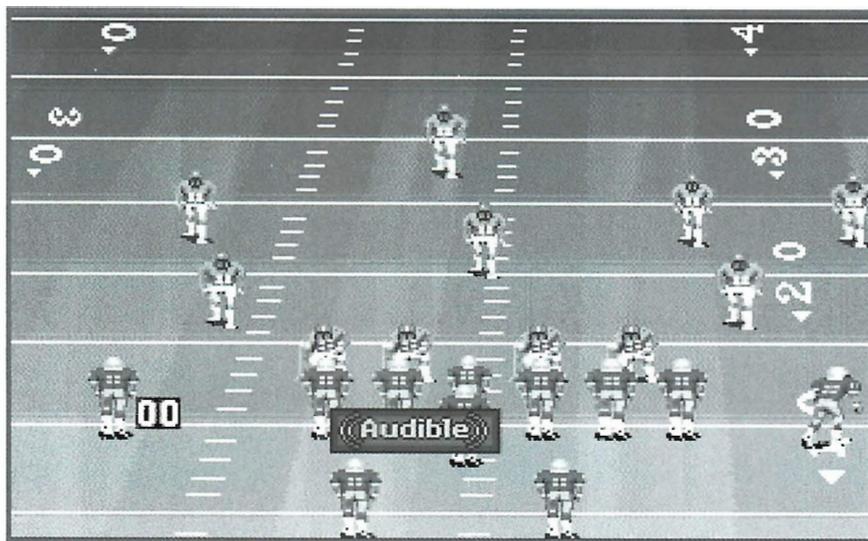


Hut, hut, hut. An Audible at Scrimmage can confuse the opposition.

John Madden Football

OFFENSE
SAM FRG

CHOOSE

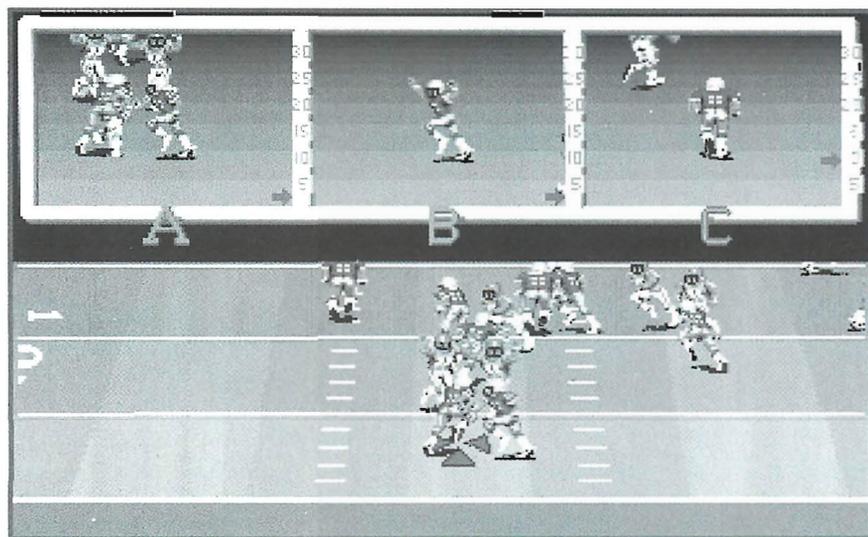


Constantly move your players about to disguise your tactics.

The same can be done with Passing Plays. Set a formation and fool the computer into thinking that you're going for a running play (BIG and GOAL LINE) and, when at the line of scrimmage, choose the team's

passing Audible once more.

If you're too far away for a field goal when on a 4th Down, go for a Fake Punt. Fake Field Goals are also pretty useful in a tight spot, but

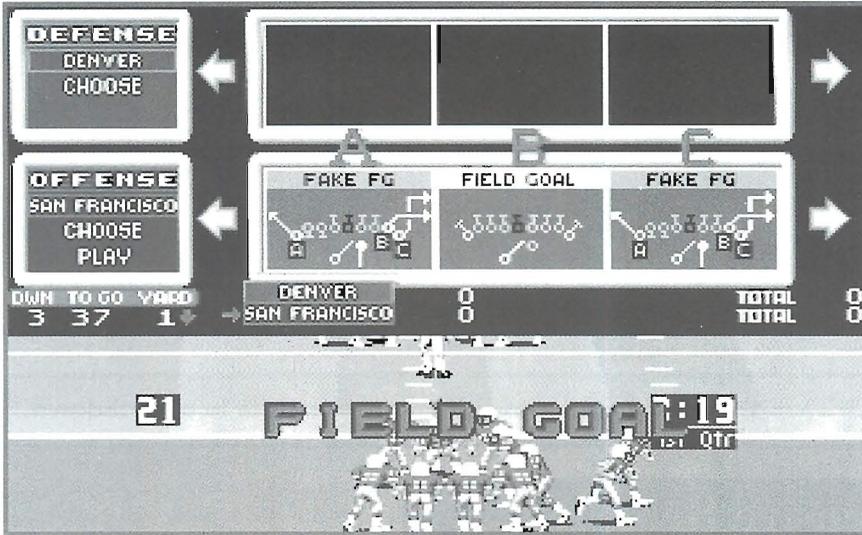


Throw the ball to an unmarked receiver.

John Madden Football

only as a last resort. When running with the ball, run upfield at an angle then, when a defender comes towards you, quickly change

direction when he dives at your feet. Hold down the firebutton and you'll have the best chance of shaking the tackle.



The joystick controls take time to master, but it's worth persevering.

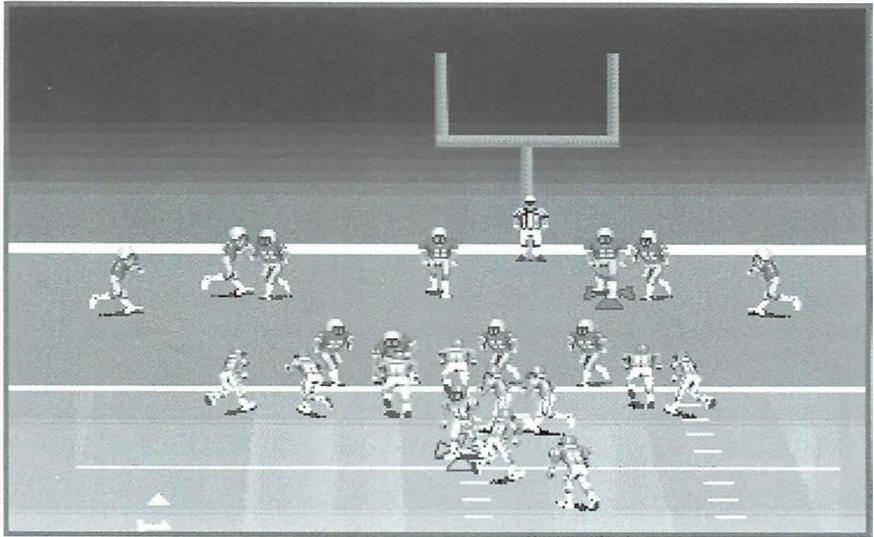
Defence Policy...

When playing defence, select a good strong formation. Manoeuvre a player from the centre zone to the line of scrimmage, and then into a gap between the two men, pushing them along the line of scrimmage. This often upsets the offensive line and you can get through to sack the quarterback. Always try to strip the ball from the offensive team if there are more than two of your defensive players around. You should be able to take possession. Also, when you're running with the ball and

there's no way around a defender, try spinning around to throw him off track.

When playing the computer in defence mode and it chooses a running play, don't attempt to tackle the ball carrier. Instead, run in front of him and he will try to run around you. Block his change of direction and he will run backwards trying to get past. Keep this up and you will force him right back to regain the lost yardage.

John Madden Football

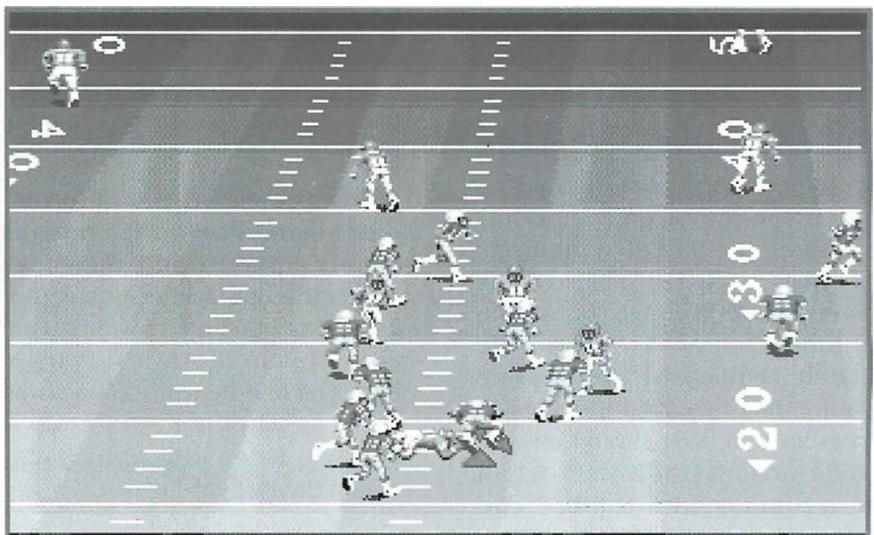


It's worth running a 4th Down if you're this close to a touchdown.

Offensive Behaviour...

Always watch the game clock. A lot of people always forget about it, and timing that all-important last

scoring play can make the difference between a win and a loss. When passing, concentrate on the

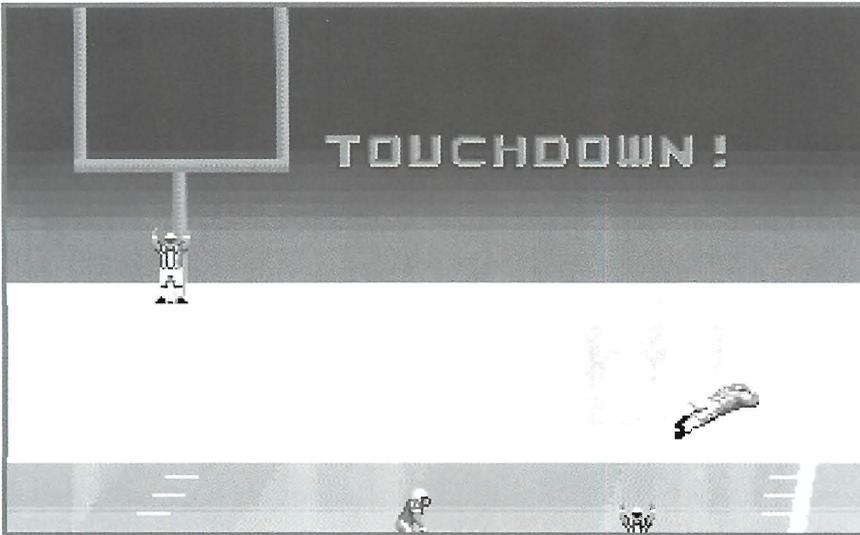


If all your options are closed off, get your Quarterback to run it.

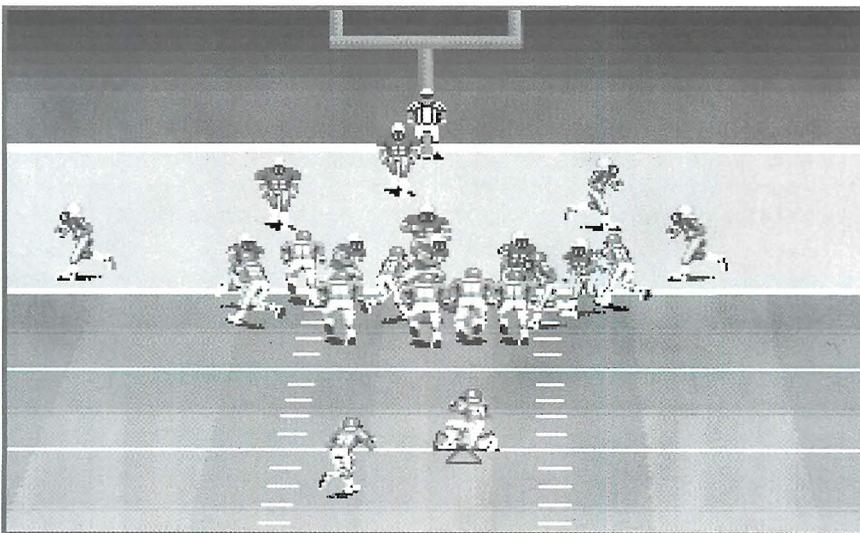
John Madden Football

receiver windows as well. Choose the player who is free or ahead of the defensive players. By watching the distance meters you can tell who is in the best position to receive your pass.

HANDS, SHOTGUN, DEEP OUTS and POST UP are all very effective offensive plays and rate amongst the best to use. On the defensive front try 4-3 READ and WIDE ZONE 2. Anyone who can take Atlanta to



When you score a touchdown, your player will do a victory jig.



Field Goals can often win matches.



John Madden Football

the Super Sunday is a great player, but if you want a real challenge try to get over 100 points against a computer-controlled Madden team

– then you'll be a real all-star! Oh, and in case you're wondering, John Madden is a famous sports commentator in the States.

Kick
Off 2

11



Anco

The Facts...

Publisher: Anco

Price: £25.99

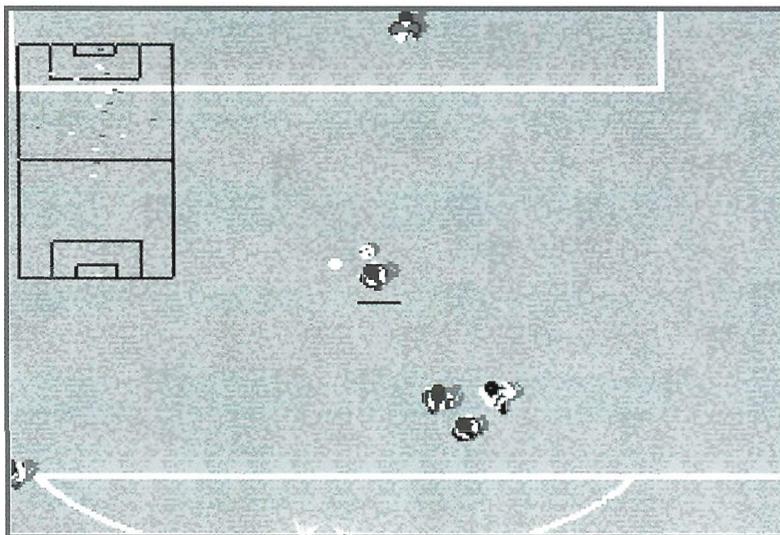
(although the game has been released in more compilations than any other game I can remember)

Type of Game: Soccer Kickabout

Controls: Joystick

Memory Required: 512K

The Scene...



The Game...

Dino Dini has a near-fanatical following in the games playing world as he's the brains behind Kick Off 2, one of the best-ever football kickabouts yet published on any format. Only *Sensible Soccer* comes close in matching it in terms of playability. The sprites may look

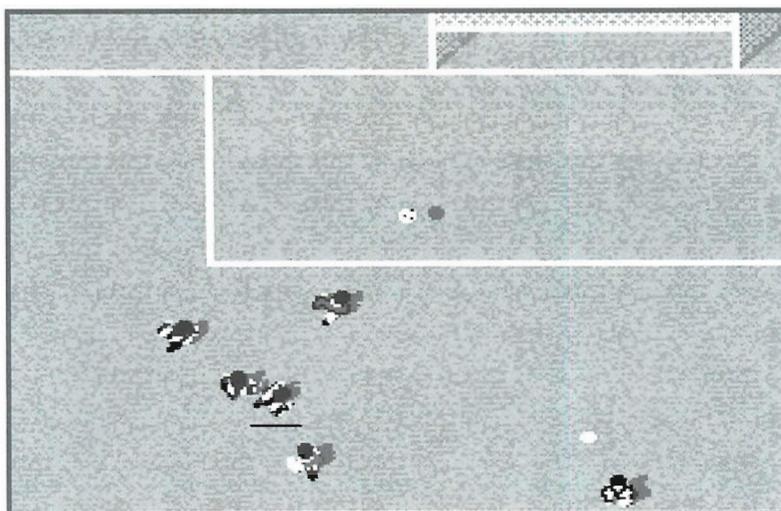
tiny and the graphics rather crude, but the end-to-end action is lightening fast and the number of special moves incredible. If you're one of the two people in the world who hasn't yet bought a copy, then do yourself a favour, eh?!

Kick Off 2

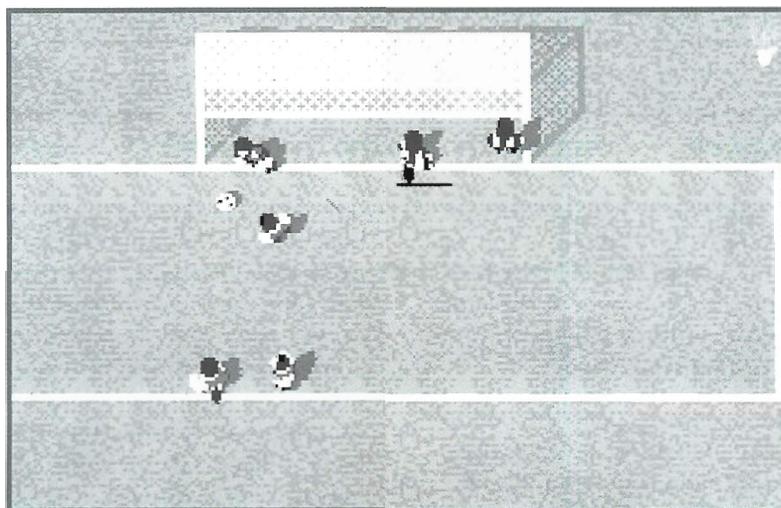
Golden Goals Guide...

Each of the following methods work using a 4-2-4 tactical formation, although they should be just as lethal using the 4-3-3 set-up. The important thing to remember is that

the radar plays an important part in all of these moves; use it at all times to track your players and, just as important, the positions of the opposition.



By drawing the goalie off his line, just chip the ball for a goal.



When you're in this position, go in studs up just for fun!

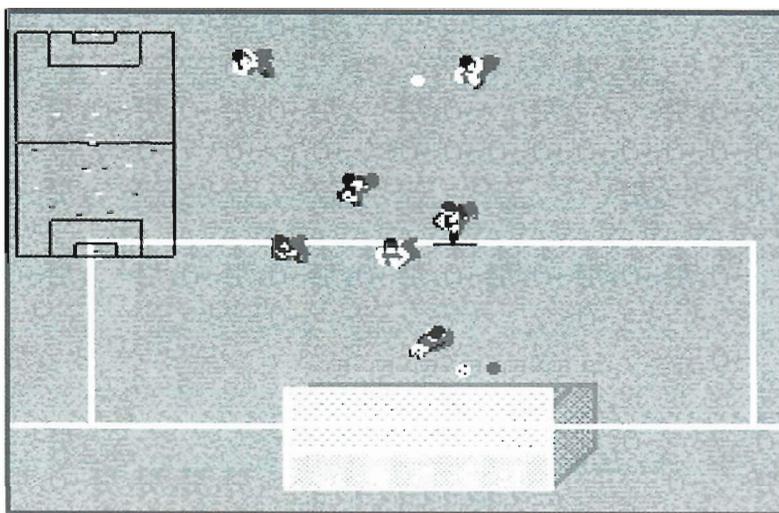
Kick Off 2

GOAL ONE

This method works best when kicking up the field, but can sometimes be effective at the opposite end of the pitch.

Carry the ball up either wing, until you are in line with the opposition's six-yard area. Stop, turn and chip the ball into the six-yard box. As the ball is in the air, position a player directly underneath it. Depending

on where the ball lands, you can perform one of two actions. If the ball bounces in line with the near post, kick it diagonally toward the goal as it makes contact with the ground and apply aftertouch. If the ball is in the air as it comes into line with the centre of the goal, let it drop slightly then head it diagonally toward the far post.



A Stuart Pearce classic from the edge of the box.

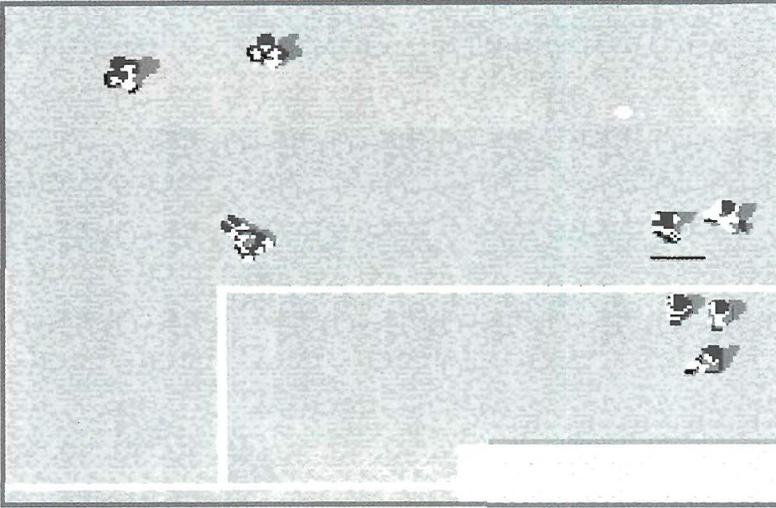
GOAL TWO

This method works whether the set-up is made from either the left or right wing and at either end of the pitch. The description here explains the move travelling up the pitch, starting from the left wing.

Allow the keeper to pass the ball to a defender instead of booting it up into the midfield. Immediately take the ball over to as far left as possible – you'll notice from looking at the radar that the majority of the

opposition is heading in the general direction of the ball. Carry the ball up to the midfield, staying on the left wing, and keep a careful watch on the radar. As soon as you see a spare man on the right wing, kick – don't pass – the ball to him. By the time the ball reaches him it should have slowed significantly, allowing him to pick it up with ease. Do not trap the ball, just try to ensure that the action of catching the ball and

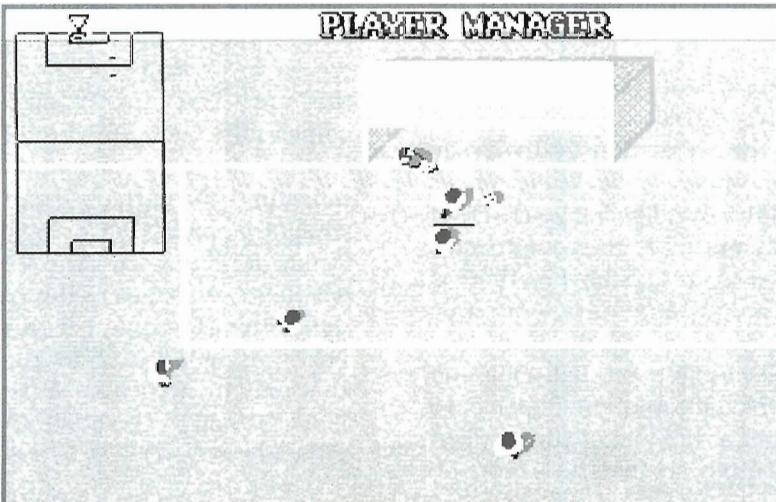
Kick Off 2



Square the ball to wrong foot the opposition.

running with it is achieved in one flowing movement. Run directly up the screen, watching the radar for a striker breaking loose into the six-yard area of the opposition's goal. As soon as you are roughly in line with this striker, trap the ball and

pass to him. While this pass is taking place, the keeper will already have begun to come off his line, so the final move must be executed quickly. Immediately after your striker has received the ball, kick it at the goal, applying after-touch in

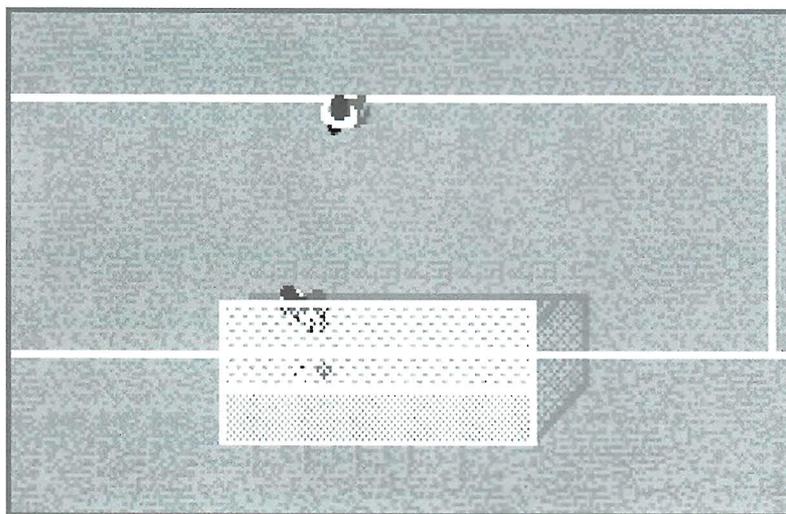


It's not easy to dummy the computer, but simple against a friend.

Kick Off 2

the direction of the post which you are nearest to. The keeper will be totally out of position, leaving the

ball to fly over the line for a simple goal.



Once you've scored, it's time for a victory run up the pitch.

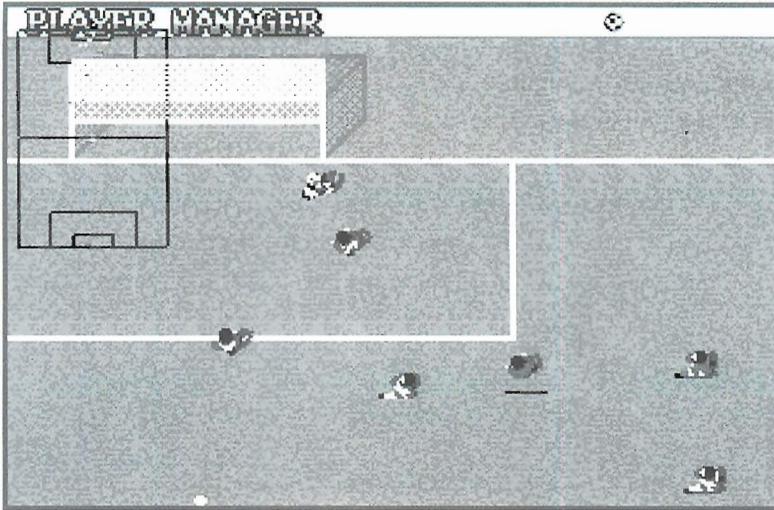
GOAL THREE

Probably the easiest, and most annoying for the opposition, this goal is scored from either end of the pitch.

From the kick-off, pass the ball back to your central defender. Now, watch the radar and you will see that the opposing back line moves toward the ball, leaving your striker all alone and able to move toward the other team's goal. When there is sufficient space between your centre-forward and the opposing defence line, lob the ball long and high over the top of the midfield, to land right at the feet of your striker. Position him so that he is more or

less in the centre of the goal, at the eighteen-yard line. Then nudge the ball slowly forward – don't run with it at your feet – and let it roll but not too far away from you. Keep doing this until the opposition keeper comes into view. He should come for the ball at this point; at the exact same time, run at the ball and kick it straight, applying left or right after-touch depending on the keeper's position (if he's left of the ball, use right after-touch and vice versa). The ball will fly right past the keeper who will dive, miss, and allow the ball to crash into the back of the net.

Kick Off 2



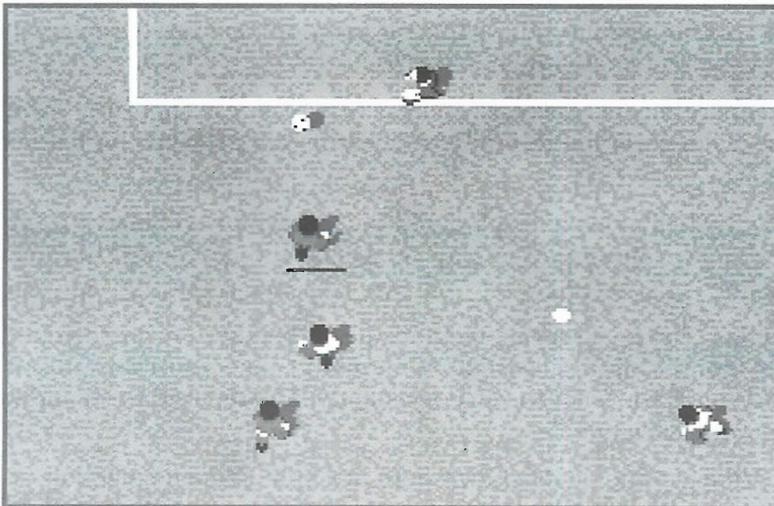
A run up the centre of the pitch can often pay dividends.

GOAL FOUR

This method works when the striker is too central to the goal for the keeper to wander too far out of position. Again, this works at either end of the pitch and from either

wing, but this explanation is for kicking up and from the left wing.

Use exactly the same set-up as described previously but, instead of the striker shooting at goal, pass the

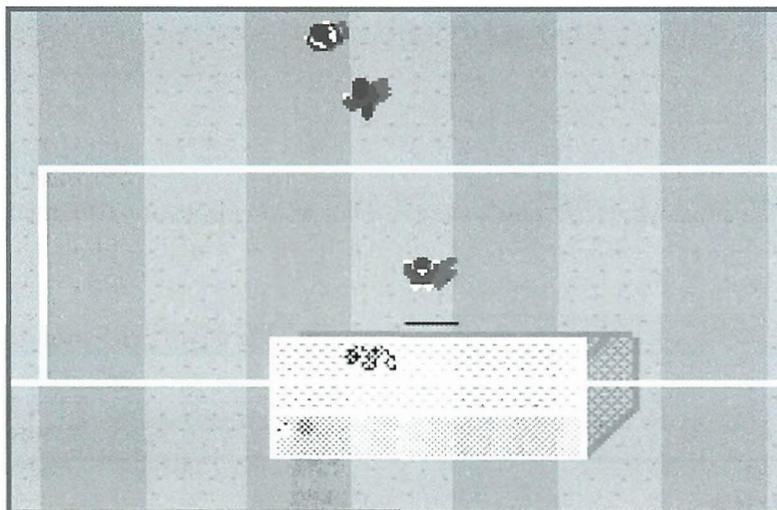


You've got a 50-50 chance of pulling off this shot.

Kick Off 2

ball to the man directly to the left of him. Carry the ball slightly forward and shoot diagonally up-right. If the keeper is very close to you, or if you

are very near the post, apply hard left after-touch. A goal will be scored around fifty percent of the time.



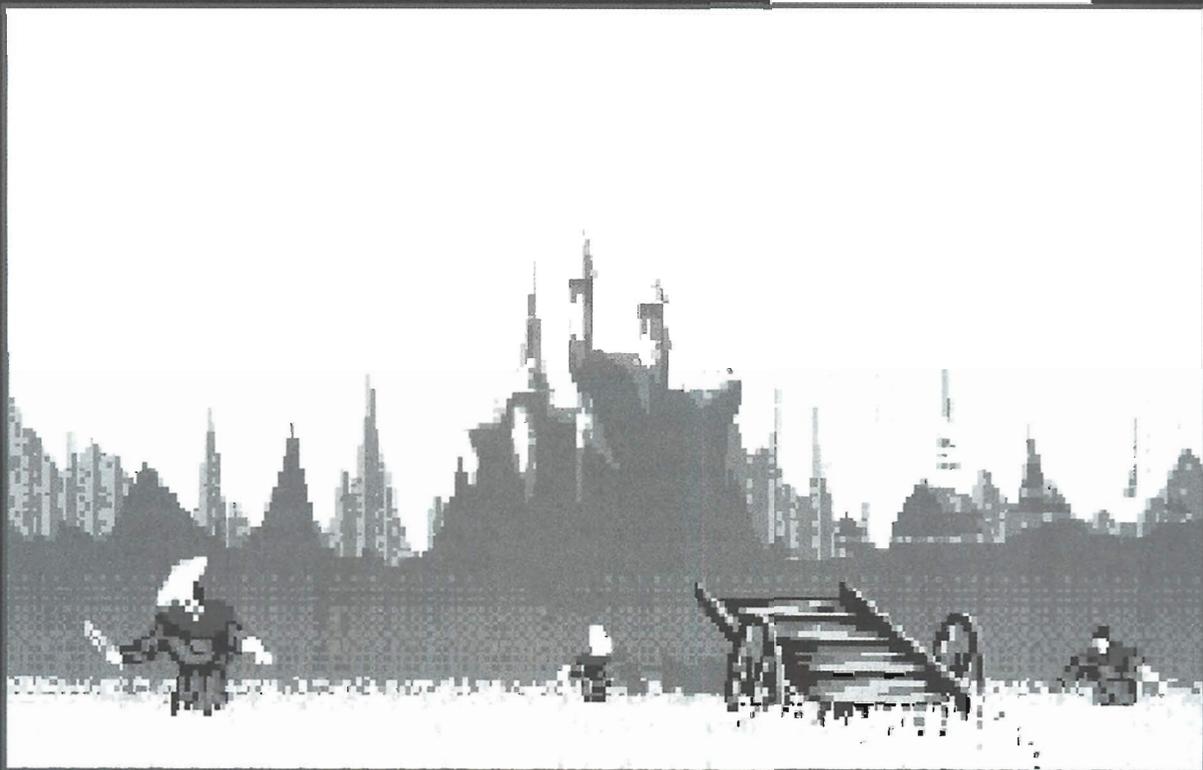
Make sure you use the radar to note where your players are.

General Hints...

- Always use the radar. Take a split-second glance regularly to check on what is happening on the pitch – if you don't know where your players are, you don't know who to pass to.
- Anticipate moves. If you're kicking to a player quite a way away from you, make sure you're ready to immediately pick up the ball and run with it.
- Keep the ball moving. If you don't, the opposition will take it from under your nose – and if you're playing against the computer, that can spell disaster.
- Practice. The goal-scoring methods described here have been perfected over months of intense play. It shouldn't take you that long to learn them, but if you want to win consistently, be prepared to sit and work at mastering each one.
- Experiment. The goals shown here are only a small selection of those that can be scored. Part of the fun of Kick Off 2 comes from developing a style of your own – just use these to ensure you win!
- Get a friend. Kick Off 2 is great against the computer, but there isn't a game in the world that can come close to this one in two-player mode.

Lure
of the
Temptress

12



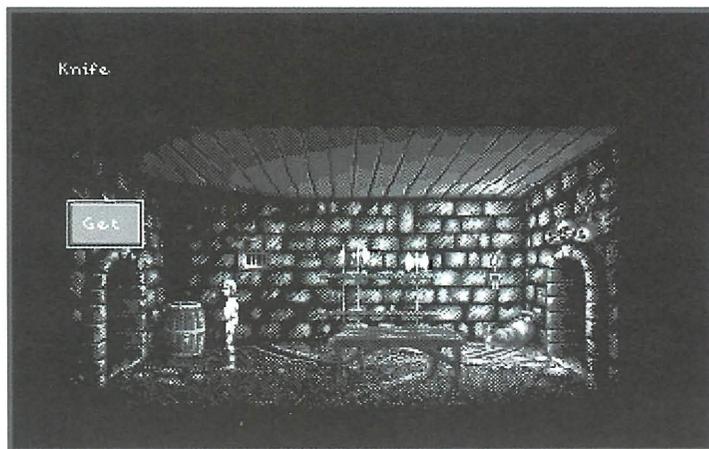
Virgin

Lure of the Temptress

The Facts...

Publisher: Virgin
Type of Game: Adventure
Price: £29.99
Controls: Mouse
Memory Required: 1Mb

The Scene...



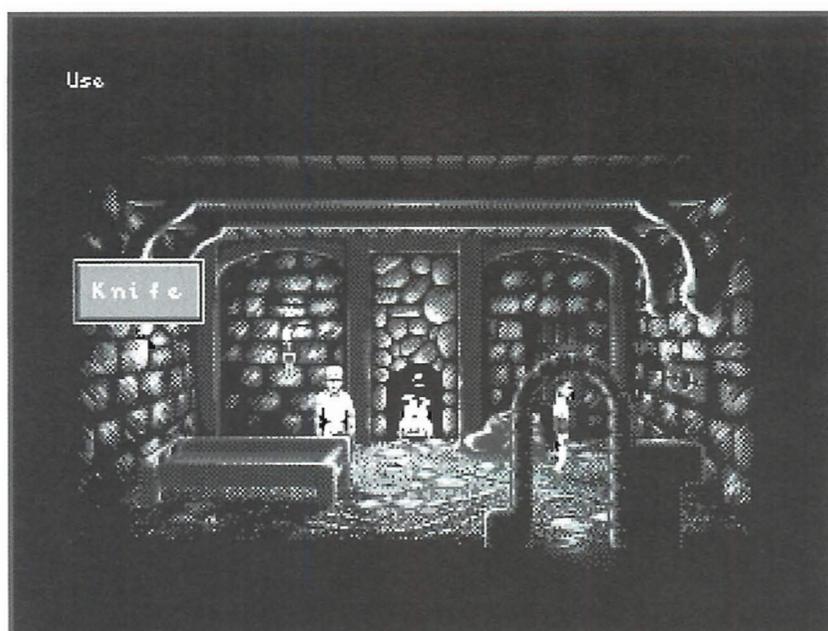
The Game...

The King is dead and the populace live under the evil rule of Selena the Sorceress. Under her command is an army of grotesque creatures called Skorls who enforce her will. You take on the role of Dermot who has been trussed up in the local dungeon by the Skorls. Meeting up with an amateur jester and part-time thief, Ratpouch, your mission is to bring the Skorls and the Sorceress to justice and set the people free.

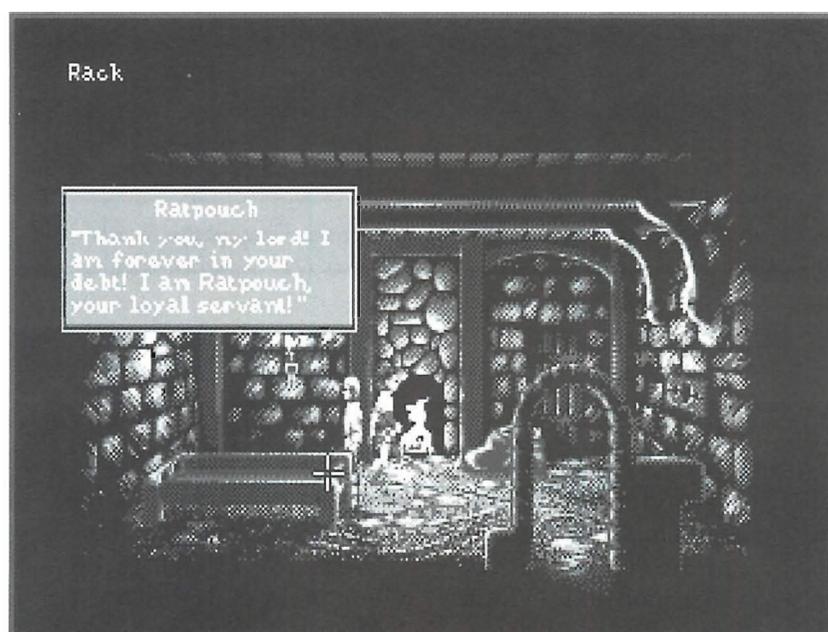
This is the first game from Revolution Software, a Hull-based development company who look set to rival the likes of Lucasfilm in the graphic adventure stakes.

Lure of the Temptress is a fine game with bags of atmosphere and the feeling that at any time something nasty is about to happen. It's not as good as *Monkey Island 2*, but it's a commendable first effort.

Lure of the Temptress



The Lucasfilm-inspired graphics make the game a joy to play.



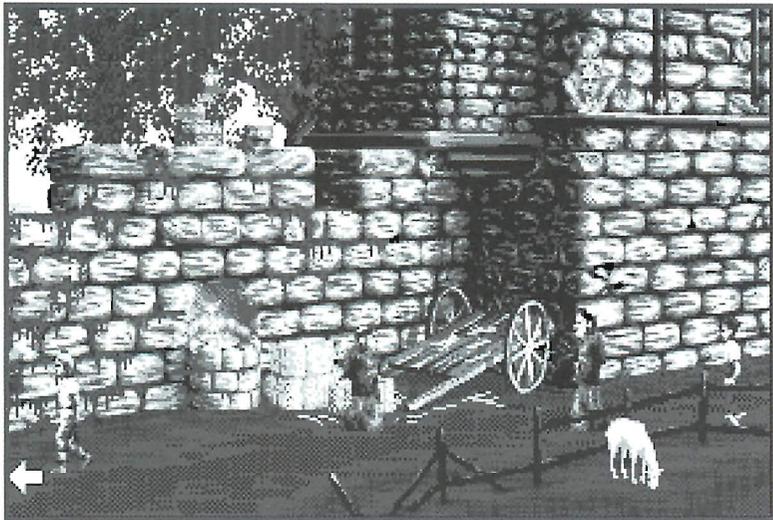
Every screen must be thoroughly explored for hidden items.

Lure of the Temptress

In the Dungeon...

PULL the TORCH from the wall to set the straw on fire. Stand near the door and wait for the Skorl guard to open it. When the Skorl enters the cell and runs over to the fire, go through the door and then CLOSE and LOCK it behind you. Go to the Guard Room and get the knife on top of the barrel. GET the bottle and then LOOK AT the barrel to find a tap. USE the bottle on the tap and then USE the knife on the sack.

LOOK AT the sack to find a goat. For a laugh LOOK through the grille. Go right to the Torture Room. USE the knife on the leather cord around Ratpouch's feet to release him and then go back to the Outer Cell and GIVE the bottle to the prisoner. TELL Ratpouch To PUSH the bricks and then you can escape through the hole in the wall. You'll now be outside the castle in the village.



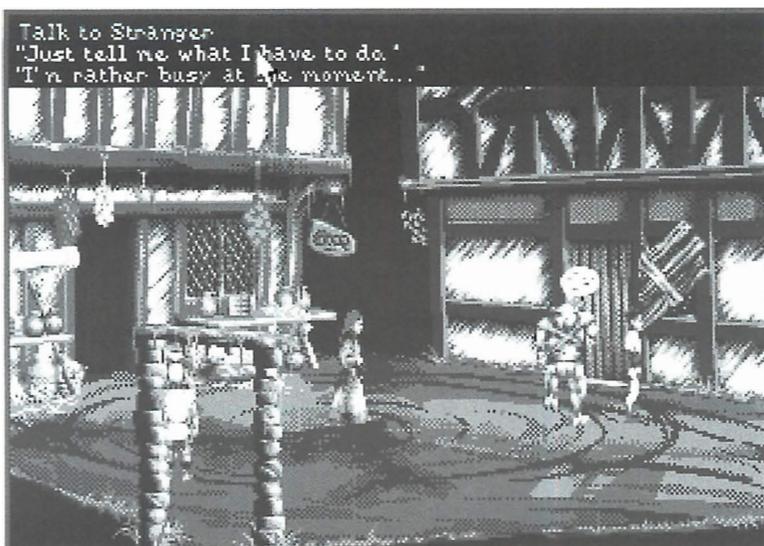
It's worth talking to everybody you meet - except the Skorls!

Go to The Forge and TALK to Luthern and then GET the tinderbox (The Forge is under the arch in Smithy Street). Find and TALK to Mallin and agree to do what he asks. Go to the Village Shop and GIVE the metal bar to Ewan. He will then give you a Gem and twelve groats. Go to the Magpie Tavern and GIVE the Gem to Nellie and then she will give

In the Village...

you a flask. BRIBE Morkus and then TALK to Morkus to hear the news about Goewin. Go to The Forge and then GIVE the flask to Luthern. TALK to Luthern to hear about someone called Grub. Go to the Magpie Courtyard, TALK to the stranger sitting down and ask him what he knows about the Black Goat. You will then discover he is

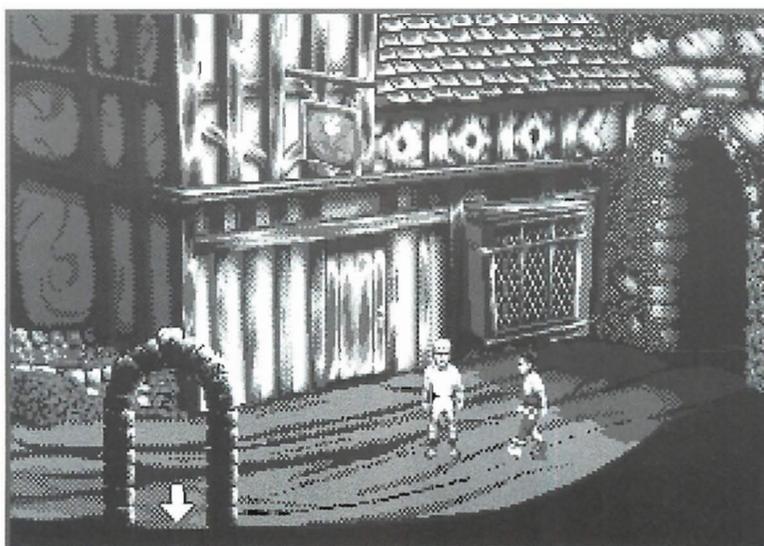
Lure of the Temptress



All roads lead to the town square.

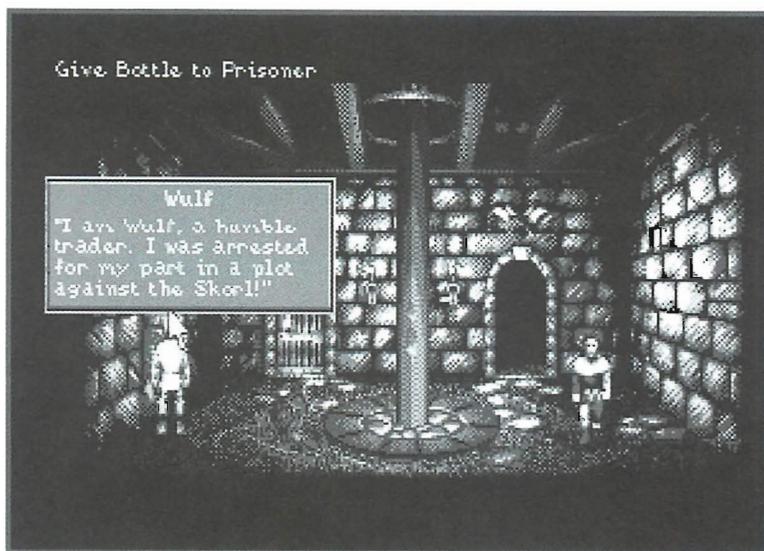
Grub and he will give you a lockpick. Go to the Severed Arms and TALK to Eileain about Taidgh. She will then give you Taidgh's

diary. EXAMINE the diary and then go to the Market Place. GIVE the lockpick to Ratpouch and then LOOK at the door on the boarded



Ratpouch is an invaluable companion.

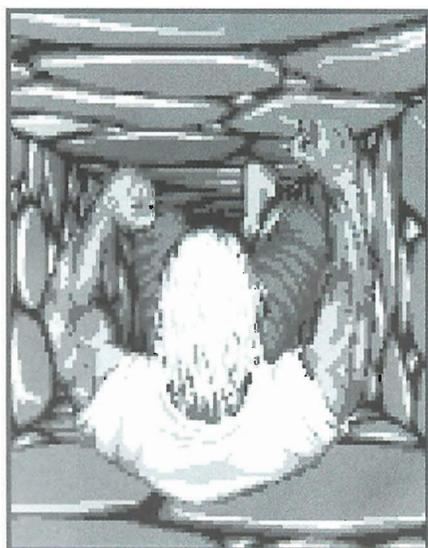
Lure of the Temptress



Remember to save your position constantly.

up house to discover that it has a lock on it. TELL Ratpouch to USE the lockpick on the lock. Go into Taidgh's House and LOOK at the apparatus to discover that it has an

Oil Burner. USE the tinderbox on the oil burner and when the process is finished USE the flask on the Tap (The Tap is located on the right side of the Apparatus). Next go to Middle

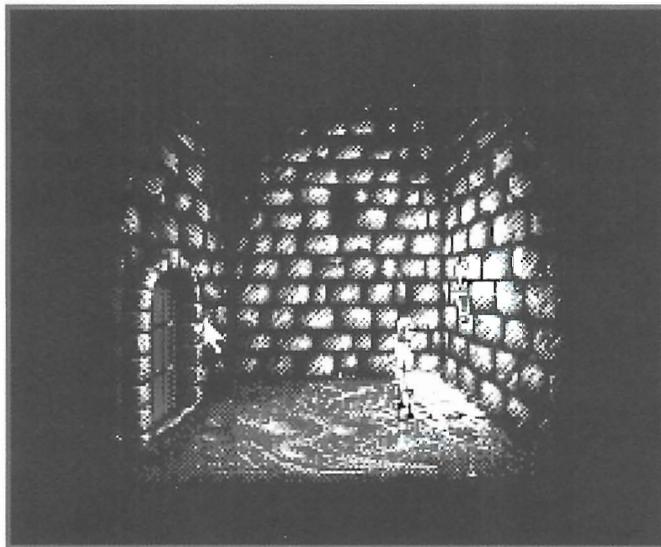


It's worth persevering with your questioning of the local inhabitants as they'll often tell you more if you're insistent, just to get rid of you.

Lure of the Temptress

Street and DRINK the flask. You can now enter The Town Hall without any trouble from the Skorl guard. In fact, you can be extremely cheeky to any of the Skorl you meet. OPEN the door and go into the Town Hall. TALK to one of the Skorl guards in the Town Hall and Goewin will be

freed. After Goewin has left the Town Hall TALK to Goewin for the effects of the spell to wear off. TALK to Goewin again and then LOOK at the poster outside the Monk's Lodge. Make sure that you've spoken to just about everyone and then TALK to Mallin to get the book.



Set fire to the straw in order to escape the dungeon.

In the Monk's Lodge...

Go to the Monk's Lodge and GIVE the book to either monk and they will give you a statue. TALK to Whelk and Toby and after talking to Toby about Selena go to the Apothecary Workshop. ASK Goewin if she can provide you with an infusion of herbs. When she asks what herbs you want, select the top answer: Houndstooth, Elecampane and Cowbane which is out of stock at the Apothecary. Go to Smithy

Street and GET Cowbane from the flower patch at the lefthand side of the screen. Go back to the Apothecary and GIVE Cowbane to Goewin.

Leave the Apothecary and wait for a minute and then return to the building and ask Goewin if the spell is ready. If not, wait another minute and ask again. Go to the Severed Arms and TALK to Ultar. He should

Lure of the Temptress

tell you how to get through the Weregate. Go to the Weregate and TALK to Gargoyle. You need a female to open the gate for you. The Gargoyles won't accept Gwyn so you have to TALK to Goewin to help you open the Weregate. Go to the Weregate to meet Goewin and when

you meet her TALK to Goewin and she will open the gate for you. Once the gate is open don't wait around – go straight inside. Goewin will go automatically. To open the doors PUSH or PULL the skulls. When in the green or blue cave TELL Goewin to GO into the cave before you and



With a name like Dermot you just know you're in trouble.

PUSH and PULL all the skulls four times. The cave monster needs thirty hits to die.

As soon as you reach the dragon's lair USE the potion on the dragon and then TALK to the dragon and command him to help you. He will give you the Eye of Gethryn. To get back to the entrance cave is much easier than getting to the dragon.

Just PUSH and PULL the skulls until the door to your right opens. Once out, go to the Market Place and wait for a Skorl to enter the Village Shop and then LOOK through the window and listen to the entire conversation. When it's finished go into the Village Shop and TALK to Ewan. Now you're on your way to the castle.

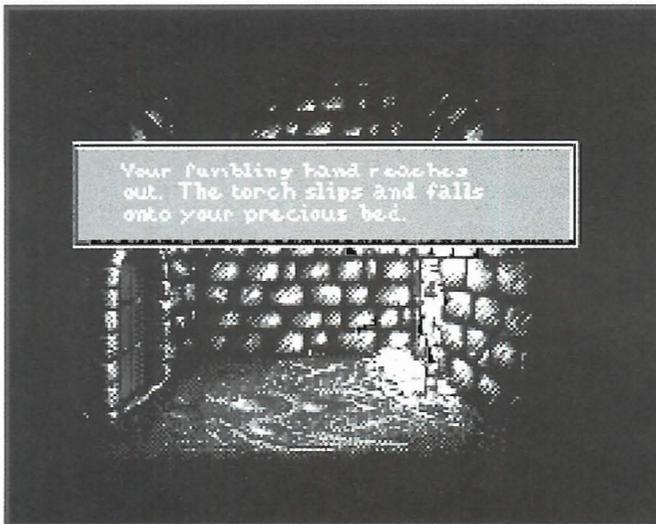
Lure of the Temptress

In the Kitchen...

Go to the bottom left set of casks and LOOK at the top one to find that there is a bung in it. Next go up the steps to the Kitchen, LOOK at the carcass to find the fat, GET the fat and GET the tongs. TALK to the stranger twice and say that you've come for Selena. TALK to Minnow and tell him to tell the Skorl that Selena wants to see him. Stay in the Kitchen until Minnow returns. TALK to Minnow again and ask him what the Skorl is interested in. Go back to the Wine Cellar and USE tongs on bung. Go back to the Kitchen and go right to the Passage. TALK to Minnow again and tell him to tell the Skorl that there is a leaky cask in the cellar. Now go up the steps to be above the Dining Hall. Wait for the Skorl to leave the screen, count to ten and then go back to the

Passage. Go through the lower half of the Dining Hall until you reach the Gateroom.

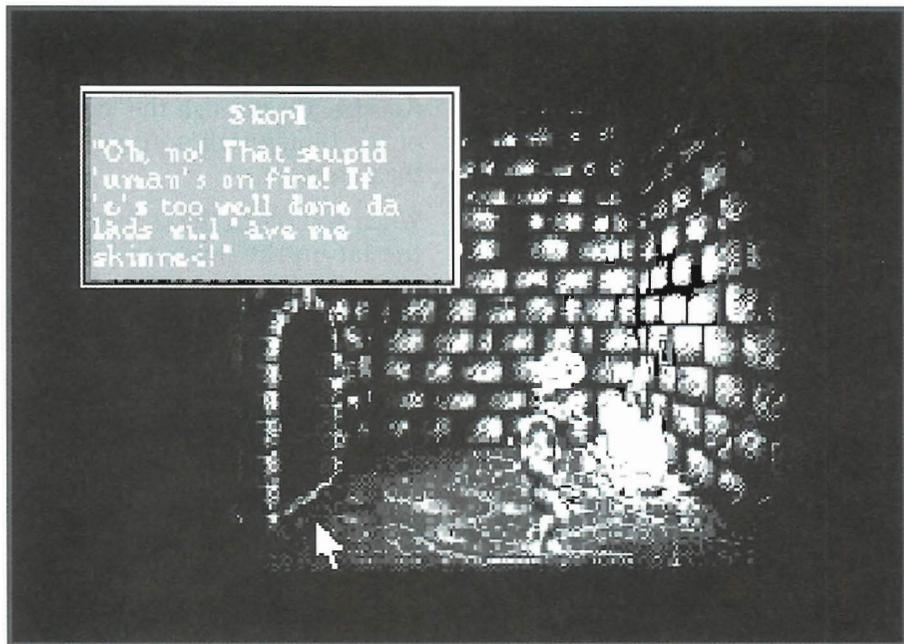
When you reach the Gateroom USE the fat on the lever and wait for Minnow to arrive. When Minnow arrives TALK to him and then TELL him to pull the lever. You have to operate the winch at the same time as Minnow pulls the lever so it might require some practice. After successfully completing that, go back to the Passage and go up the steps to be above the Dining Hall. Go right to the second half of the Dining Hall, save the game unless you're a good fighter and go up the steps to meet a monster on the Drawbridge that needs thirty hits to be killed. After killing the monster go left and that's it!



What this place needs is some floral wallpaper.

Lure of the Temptress

Skorl
"Oh, no! That stupid
'uman's on fire! If
'e's too well done da
lads wi'll 'ave me
skinned!"



At the end of a hard day's adventuring, it's good to come home to a real fire!

Monkey
Island 2:
LeChuck's
Revenge

13



US Gold

Monkey Island 2

The Facts...

Publisher: US Gold
Type of Game: Graphic Adventure
Price: £35.99
Controls: Mouse
Memory Required: 1Mb

The Scene...



The Game...

Yo, ho, ho and a bottle of rum. Lucasfilm's follow up to the critically acclaimed *Monkey Island 1* is every bit as polished as its illustrious predecessor. This time around, the fearsome ghost pirate LeChuck is back in business and is looking for revenge. Also making a return is our boastful hero, Guybrush Threepwood, who is once again thirsty for the thrills and spills of more high seas adventuring. Put the two characters together and you have one of the finest (not to say funniest) graphic adventures available on the Amiga. Can Guy defeat LeChuck one more time, or

will the ghostly pirate extract his revenge?

It might come on eleven disks (so if you haven't got a hard drive you're going to have to do an awful lot of disk swapping), but the incidental humour, carefully crafted storyline and marvellous animation make it a game to savour. They don't come better than this. To make things as simple as possible, we've written a screen-by-screen player's guide for the game detailing everything you need to know to successfully solve the mystery of the Big Whoop...

Monkey Island 2: LeChuck's Revenge

The Largo Embargo...

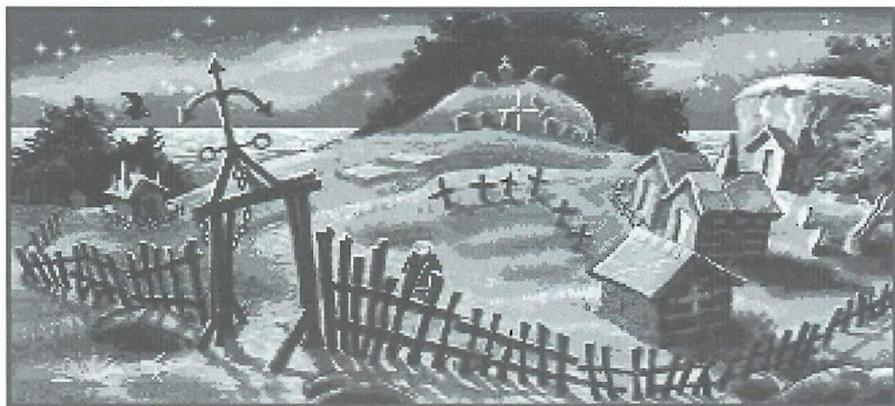


1. Sit back and enjoy the intro and then toddle off into Woodtick. You'll be mugged by Largo but don't worry – you'll get your own back later! Leave town, pausing on your way out to get the shovel by pushing and pulling the sign.



2. Go to the swamp and use the coffin to sail to the Voodoo Lady's shack. Take some string from her *reception area* and then chat to the woman herself about how to get rid of Largo.

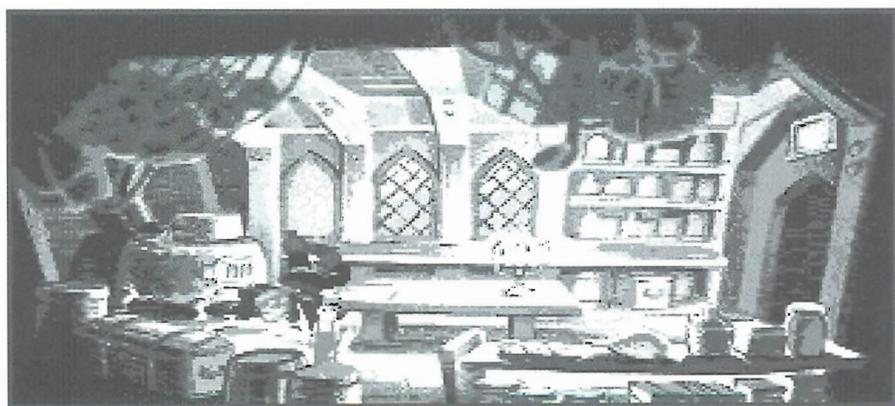
Monkey Island 2



3. Go to the graveyard and head for the hill in the background. Find the grave of Largo's relative and dig with the shovel until you've got a bone.

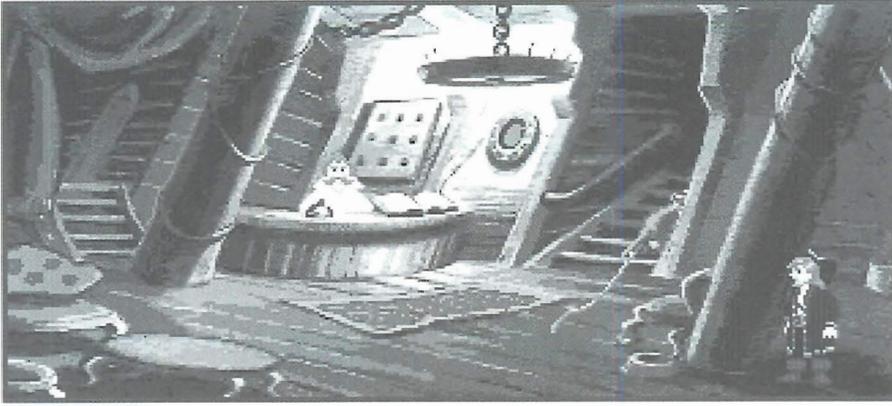


4. Go to the beach. On the path leading to the camp you should see a stick on the ground – pick it up!



5. Go to Woodtick and find the bar ship. Sneak into the kitchen via the ship's rear window and grab the knife from the table. Leave the way you came in.

Monkey Island 2: LeChuck's Revenge



6. Go to the inn ship and use the knife to cut the rope holding the baby crocodile. Grab some Cheese Squiggles from the croc's dinner bowl.

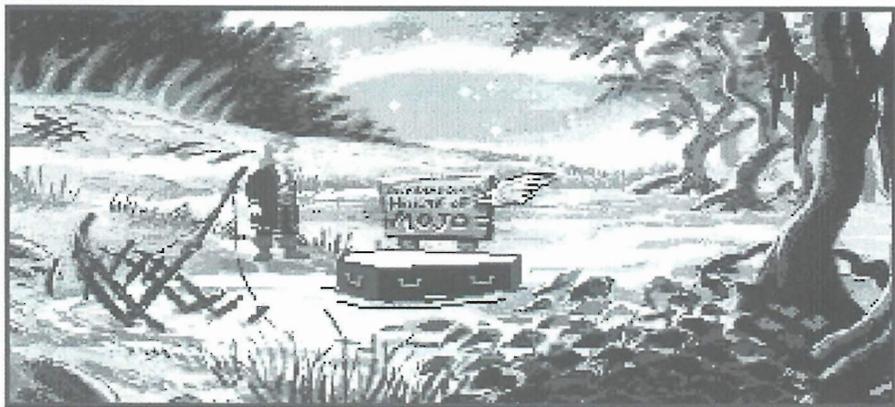


7. Enter Largo's room, take the toupé from the dressing table and leave quickly before Largo turns up.



8. Walk to the laundry ship. Talk to the Men of Low-Moral Fibre then go to grab the bucket. The MoLMF will complain but get a bit bolshy with them and they'll let you take it.

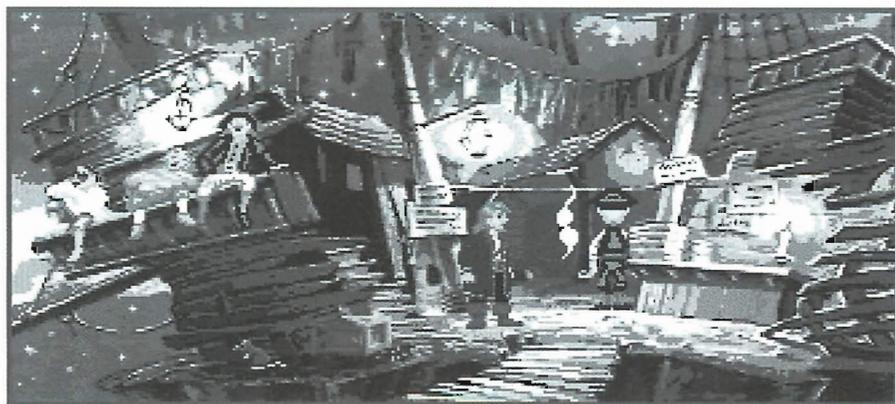
Monkey Island 2



9. Go to the swamp and scoop up some mud in the bucket.



10. Return to Largo's room. Close the door, prop the bucket of mud on top then hide behind the dressing screen. When Largo gets splashed and runs off, follow him.

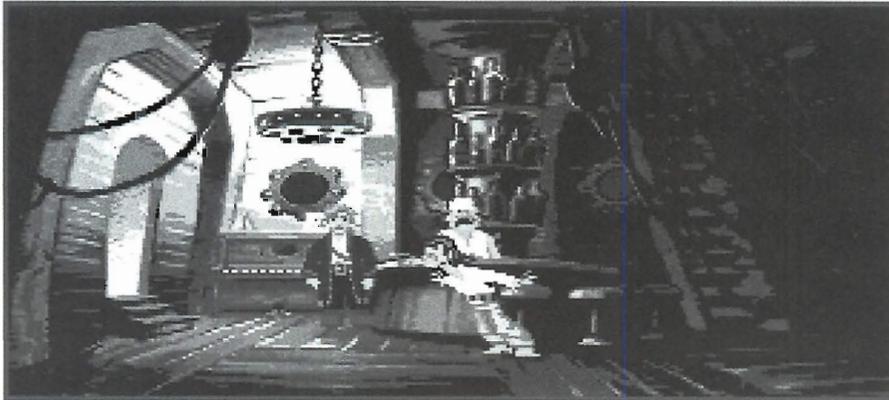


11. You'll end up back at the laundry. Watch Largo get in a state, then return to his room and get the ticket from the back of the door. Go back to the laundry (again!) and give the ticket to Marty. You'll be rewarded with a very sexy piece of lingerie!

Monkey Island 2: LeChuck's Revenge



12. Go to Wally the Cartographer's ship and take a piece of paper from the pile on the desk in the foreground. Watch Wally – when he takes off his monocle and rubs his eyes, leap in and grab it.



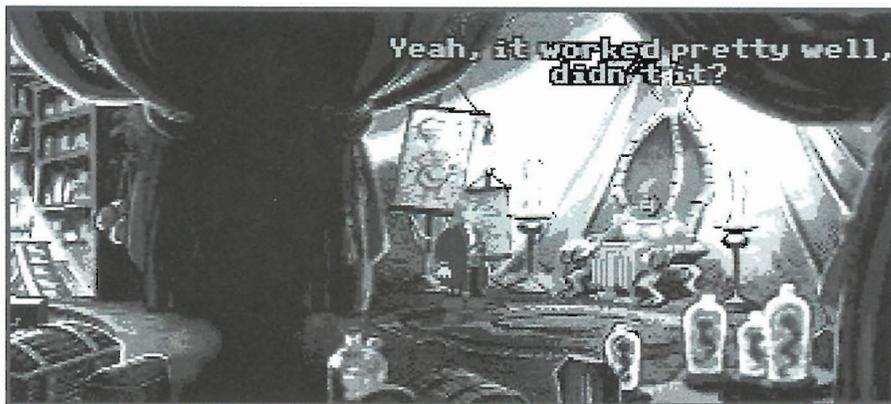
13. Go to the bar ship and chat to the barkeeper. Eventually Largo will pop in and spit on the wall. Yeuch! Use the sheet of paper to mop up the gloop.



Monkey Island 2

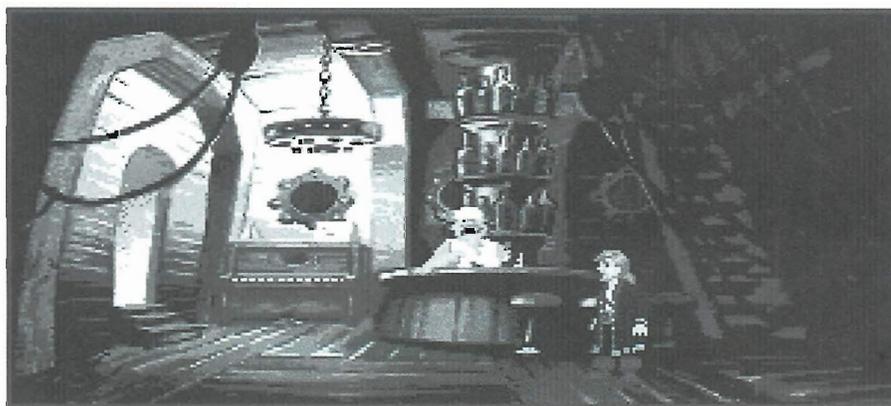
14. Go back to the Voodoo Lady and give her the bone, the lingerie, the toupé and the spit-doused paper. In return you'll get a voodoo doll and some pins.

15. Visit Largo's room again. As soon as Largo turns up, use the pins on the doll.



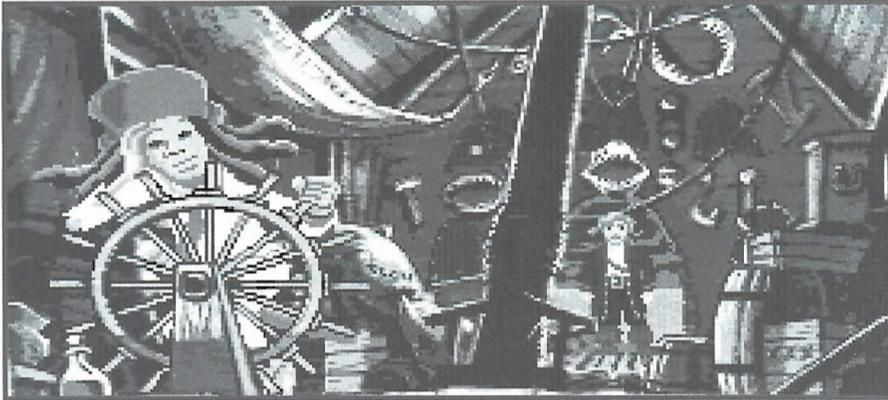
16. You'll soon find yourself back at the Voodoo Lady's shack. And, boy, does she have some bad news for you! You'd better get off-island quick!

17. Go to the laundry. Use the stick to prop up the box's lid and put some Cheese Squiggles inside. Tie the string to the stick then stand away from the box, but within reach of the string. When the rat starts to eat the Squiggles, pull the string to trap it in the box. Open the box and grab the terrified rodent.



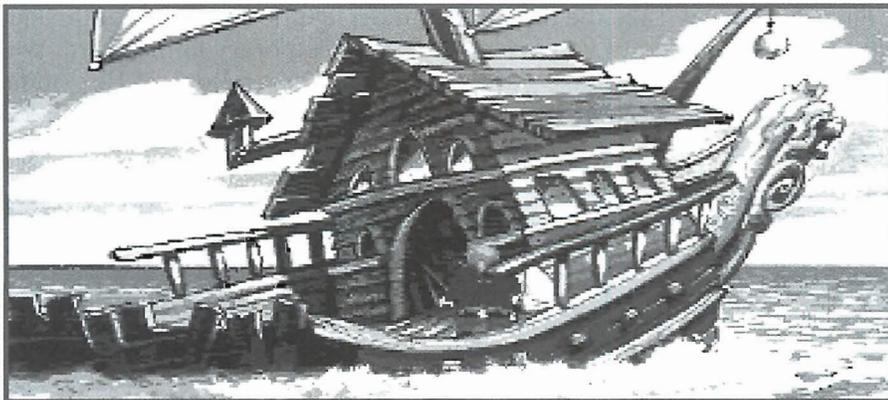
18. Go to the bar's kitchen and drop the rat into the soup cauldron. Then go to the bar and ask for some soup. When the chef gets sacked, accept the job offer and then leave the kitchen via the window.

Monkey Island 2: LeChuck's Revenge



19. Visit Captain Dread and ask to charter his ship. Give him the monocle when he complains he can't leave the island, and then you'll be off!

Four Map Pieces...



20. Take the parrot chow from the ship's deck and enter the cabin. Set sail for Phatt Island.



Monkey Island 2

21. You'll soon be thrown in jail. Look under the mattress to find a stick and use it to get the leg bone from the skeleton on the neighbouring cell. Offer the bone to the dog and you'll be rewarded with the cell key. Unlock the door and leave. Take the two envelopes from the shelves and open them to find all your possessions and a Mr Gorilla's.



22. Find the library. Take the top off the model lighthouse and steal the lens. Talk to the librarian until you manage to get a temporary library card. With the aid of the card index take out the following books: Book of Hex (found under Recipes), Great Shipwrecks (listed under Disasters) and any other of your choice.



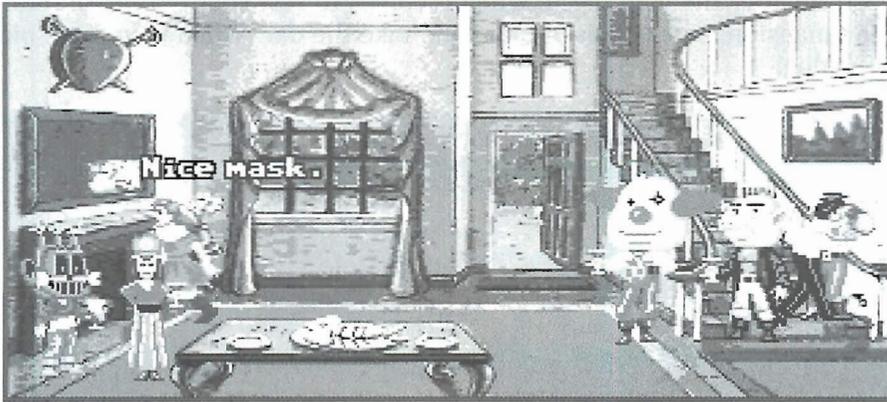
23. Go to the first alley on the dock, where you should find a gambling game in progress. Watch the man win a prize, then follow him to the next alley. After he's left, knock on the door. When the doorman asks you the password, count the number of fingers he holds up the *first* time and give this as your answer to his question. Return to the first alley, make a bet and choose the Mardi Gras Party invite as your prize.

Monkey Island 2: LeChuck's Revenge



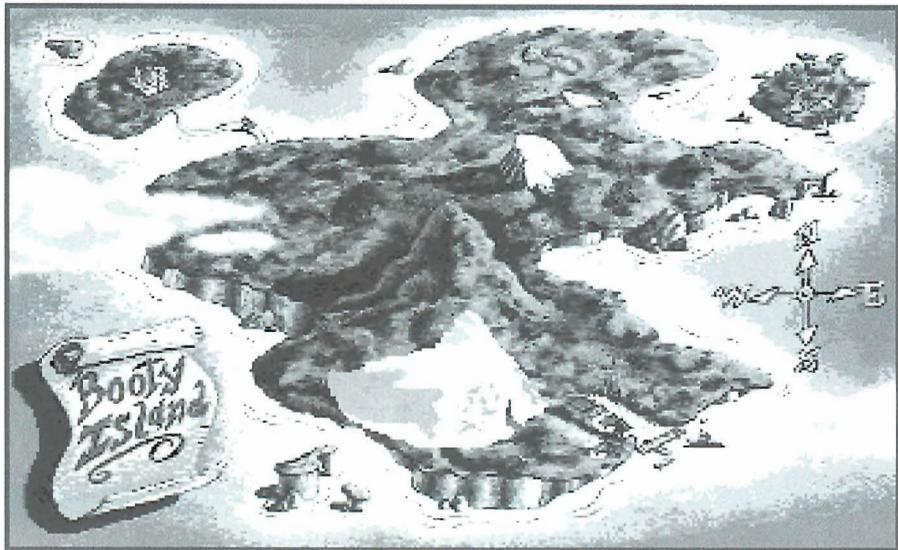
24. Go to the fisherman on the jetty and challenge him to a fishing contest.

25. Set sail for Booty Island. Go to the costume shop and give the invite to the shopkeeper to pick up a lovely party dress. Walk to Governor Marley's mansion and give the invite to the LeChuck lookalike to progress.

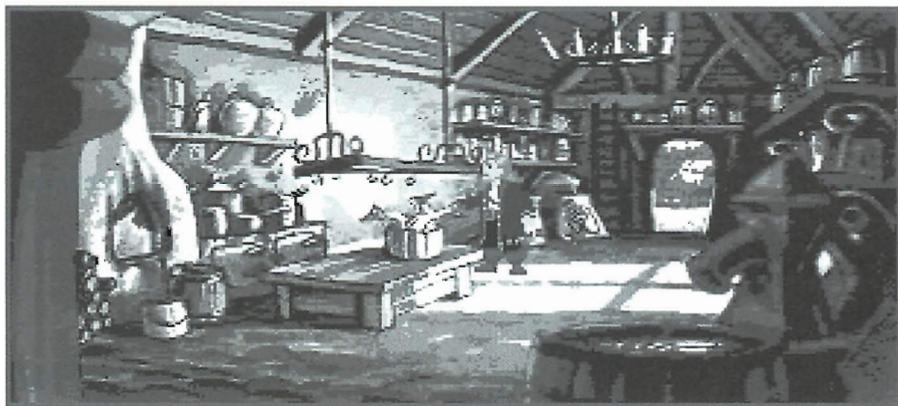


26. Inside the mansion, try to steal the map piece from the picture frame on the wall. As you try to run away you'll be caught and taken to Elaine Marley. Smooth talk her – eventually she'll throw the map piece out of the window in a fit of rage.

Monkey Island 2



27. Chase after the map piece. When it comes to rest (out of reach), return to the mansion, enter Elaine's room and take the oar. When you leave, pick up the dog!

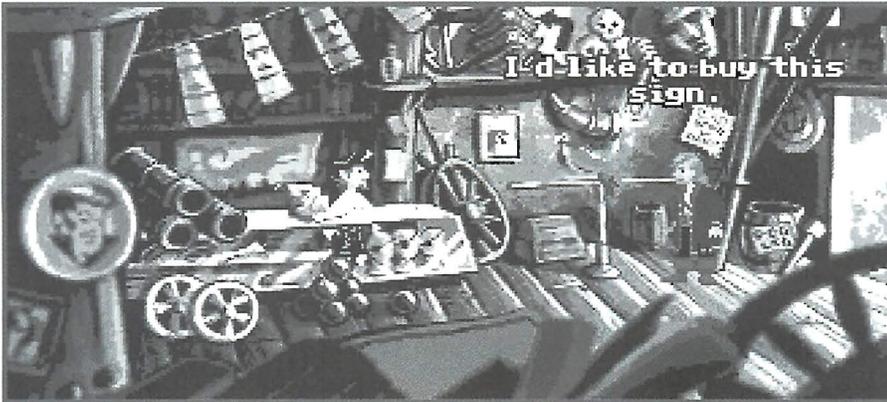


28. Walk around to the back of the mansion and bang the dustbins. The cook will chase you. Run around until you've done a complete circuit of the house then enter the kitchen. Take a fish from the basket and leave.

Monkey Island 2: LeChuck's Revenge



29. Go to the big tree and use the oar on the hole in the tree trunk. Walk up the makeshift stairway... Ouch! Pay close attention to the dream that follows, pick up the bits of broken oar and leave.

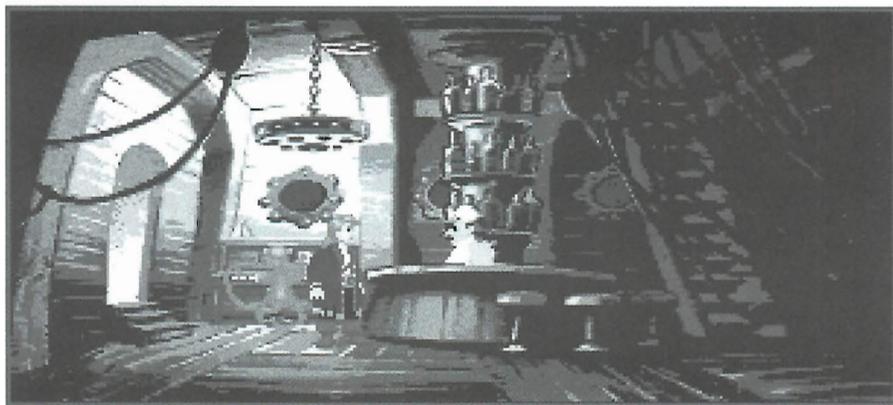


30. Go to the Booty Boutique and purchase the rusty saw, the ship's horn and the sign on the wall. Hang the Parrot chow from the hook that was holding up the sign and then buy the mirror.

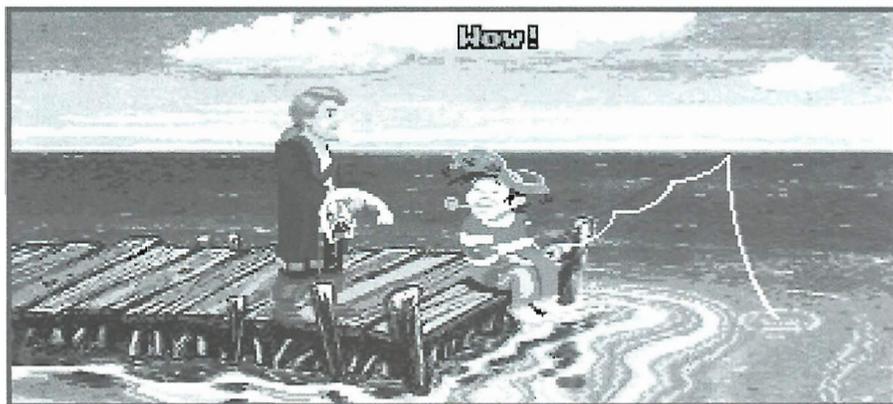


Monkey Island 2

31. Sail for Scabb Island. Give the broken oar to the woodsmith to fix, then visit Wally and give him the lighthouse lens. Go to the laundry and use the saw to cut off one of the MoLMF's wooden leg. Go back to the woodsmith's and, as he's not there, take a hammer and some nails.

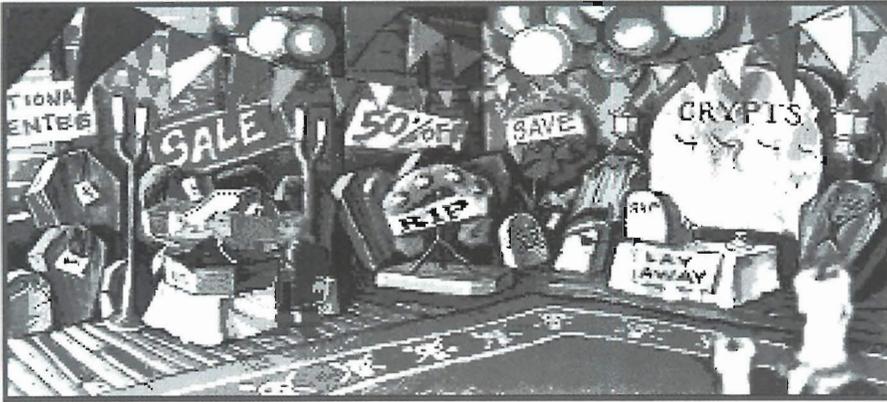


32. Go to the bar and buy a Yellow Beard's Baby and a Blue Whale. You should also receive a free straw. Mix the two drinks together to make a green brew. Use the banana on the metronome and pick up the monkey.



33. Sail for Phatt Island again. Give the fish to the fisherman to win the bet and his pole.

Monkey Island 2: LeChuck's Revenge



34. Sail for Booty Island. Get a leaflet from Kate then go to Stan's Coffin Shop. Ask Stan if he can show you a coffin. When he jumps inside one, close the lid and hammer it shut. Take the crypt key and a complimentary hanky.

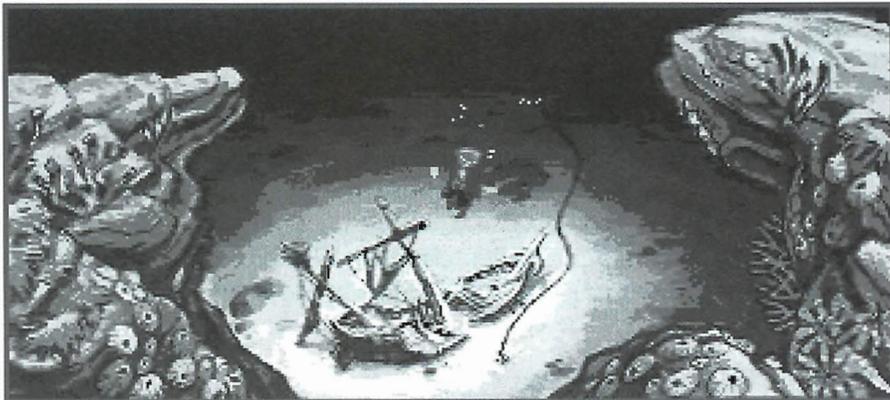


35. Go to the spitting contest arena. Blow the ship's horn and, while the Spitmaster's away, rearrange the flags. Use the straw and the green drink to generate some prize-winning gobs. Eventually you should win a plaque, which you can sell at the boutique for 6000 Gold Pieces!



Monkey Island 2

36. Go to the cliff's edge and use the fishing pole to get the map piece. Follow the bird to the Big Tree. Use the plank and the reinforced oar to climb up to the treehouses. Enter the biggest and use the dog on the pile of papers to find the map piece. Walk to the highest treehouse and take the telescope.



37. Look in the Great Shipwrecks book to find the coordinates of the shipwreck. Charter Kate's boat and go to these coordinates. Dive underwater to find the wreck, grab the monkey's head and then use the anchor to lift you back up to the surface.



38. Go to Booty Island and exchange the monkey's head for a second map piece at the boutique.

Monkey Island 2: LeChuck's Revenge



39. Sail to Phatt Island and use the leaflet to put Kate's face over yours on the Wanted poster. Leave town, watch Kate get arrested and then go to the jail. Take the Vanilla envelope and open it to find some Near-Grog. Set Kate free.



40. Go to Governor Phatt's mansion. Slip past the guard by telling him there's a fire in the kitchen. In Phatt's bedroom swap the spare book from the library with the one on the bed. You now have a book of famous Pirate Quotations.



Monkey Island 2

41. Go to the waterfall. Walk to the top of the waterfall until you find a pump. Use the monkey on it and walk back – a large hole should have appeared. Walk inside and keep walking until you're back into the open again.

42. Trot up to the cottage. Try murdering the pirate and, when this fails, settle for a drinking contest instead. Pour your Grog into the pot plant and fill it with Near-Grog instead. When the pirate collapses, take the empty mug, place the mirror in the empty frame and open the shutters. Walk outside and put the telescope in the statue's hand. Return inside. A brick should be revealed so push it! In the basement take the third map piece and leave via the hole.



43. Sail to Scabb Island. Use Stan's key to enter the crypt in the cemetery. Match Rapp Scallion's quote in the book with one of the coffins and open it. Take some ashes. Visit the Voodoo Lady and try to take some Ash-2-Life from her shelves. When asked, give her the ashes and the voodoo recipe book. Return to the crypt and put the Ash-2-Life on Rapp Scallion's remaining ashes.

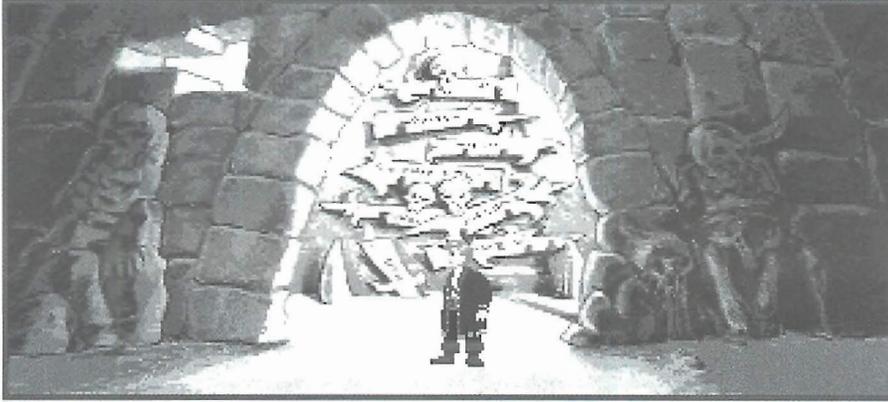


44. Go to Rapp Scallion's Weenie shack. Turn off the gas using the key you were just given. Return to Rapp and resurrect him one more time to get the final map piece. Take all the pieces to Wally and do the errand he asks of

Monkey Island 2: LeChuck's Revenge

you. When you return you'll find that he's been kidnapped by LeChuck! Go to the swamp and climb into the crate to start the journey to LeChuck's fortress.

LeChuck's Fortress...

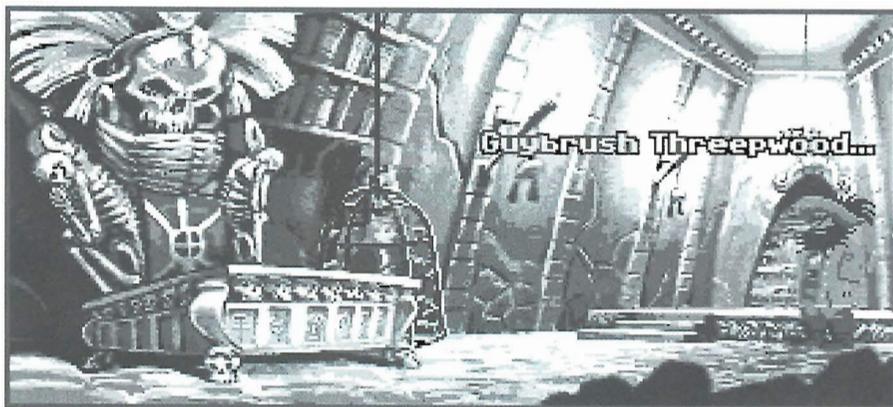


45. Clamber out of the crate then go right and up the stairs. In the sign room, go down the left passageway.



46. You'll find a series of carvings. Remember the words of the song that your Ma and Pa sang to you in the dream? Push the carvings marked with the correct sequence of bones from top to bottom and they'll swing open, letting you walk through. Eventually you'll find yourself in the hallway to LeChuck's throneroom. Ignore the locks – use the door and the doggie door will open. Walk on through...

Monkey Island 2

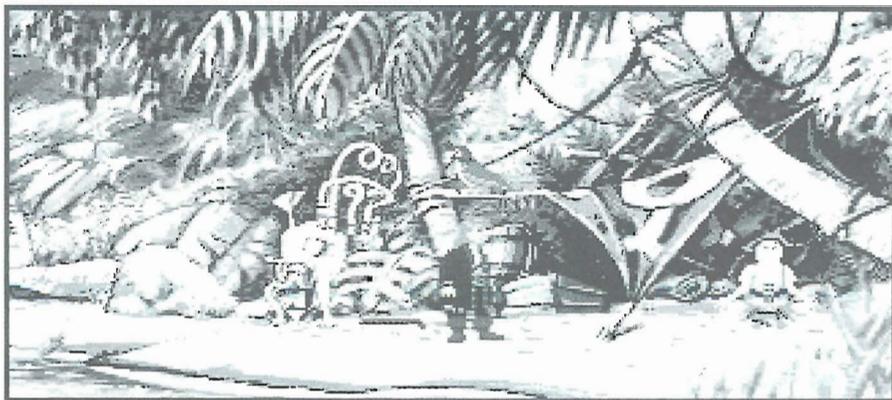


47. In the throneroom, try to steal the jail key on the wall.



48. After being thrown into the dungeon by LeChuck, use the straw on the green drink again and spit at the shield to your right. Keep spitting until you put the match out. Use the matches from the Ju-Ju bag to guide you out of the dark.

Dinky Island...



Monkey Island 2: LeChuck's Revenge

49. On Dinky Island, take the bottle from the shore, the martini glass from the bottom of the still and the crowbar. Use the crowbar on the barrel to get a cracker. Give the cracker to the parrot, who will give you directions.

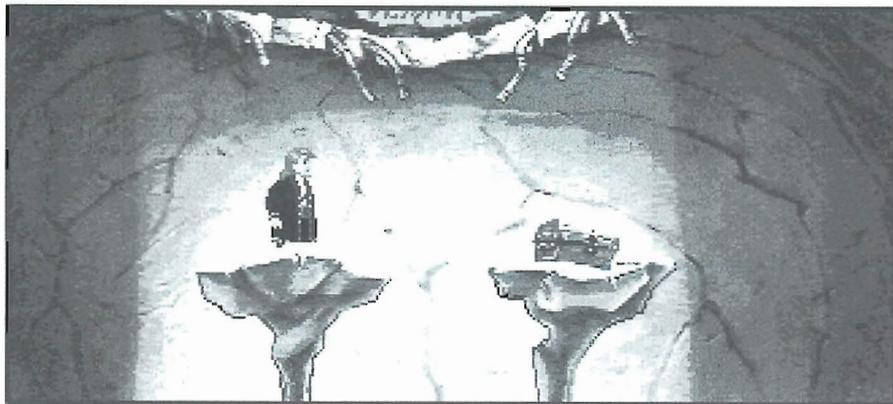


50. Walk left into the jungle. Turn left at the T-junction and walk on until you find a bag hanging from a tree branch. Use the crowbar to smash the bottle and use the bottle to slash open the bag. Take the cracker mix that falls out and return to the beach. Fill the martini glass with salt water, then use the glass with the still to produce some salt. Use the salt with the mix to get two crackers. Talk to Herman and leave when he asks you a question.



51. Enter the jungle and get the rope from the box. Open the box with the crowbar and take the dynamite. Follow the parrot's earlier directions. Keep giving the parrot crackers and you'll keep being told where to go. Eventually you'll reach a cross on the ground. Use the shovel on the cross and, when you hit concrete, light the dynamite and put it in the hole.

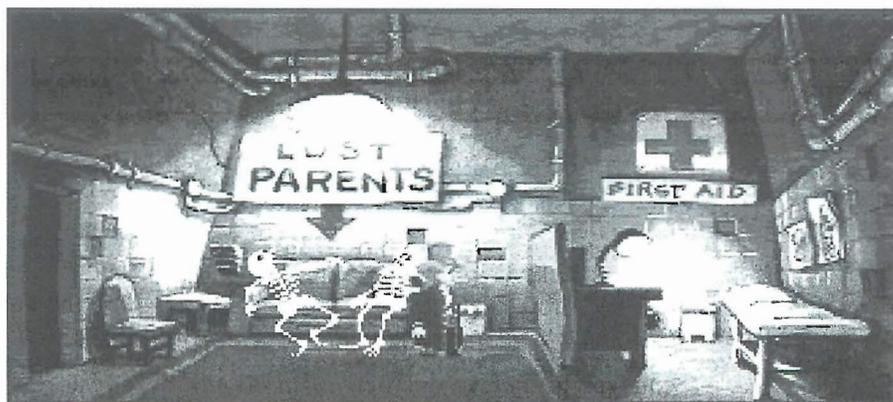
Monkey Island 2



52. Tie the crowbar to the rope and use it on the metal rods. Hang around and wait for help. When the lights go out, hunt for the lightswitch and turn it on. LeChuck will now appear randomly and send you to various rooms.

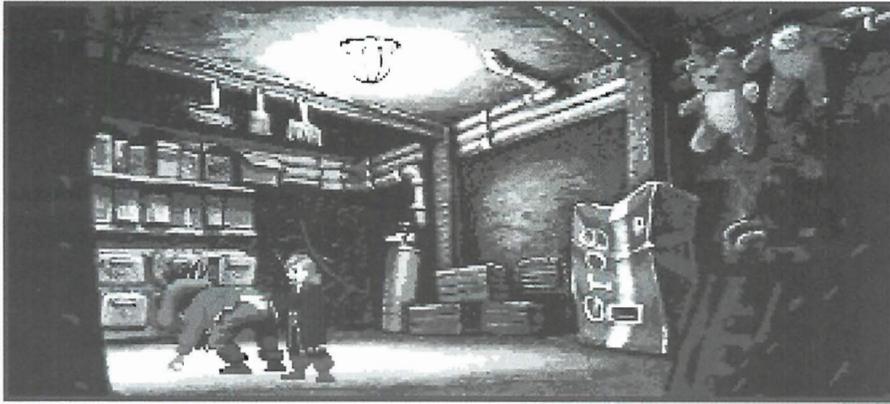


53. In the storeroom open the boxes until you find the voodoo doll and the balloon.

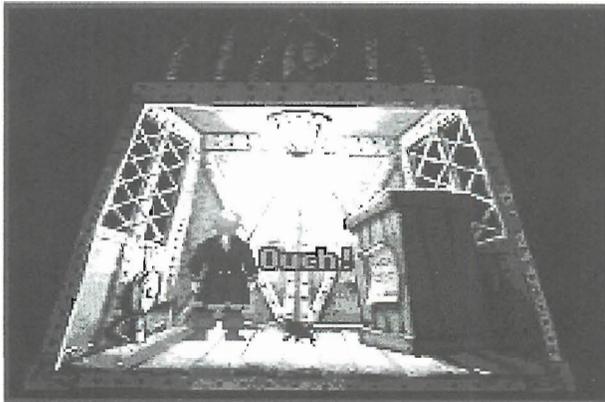


54. In the First Aid room take your dad's skull. Open the bin and take the surgical gloves. Open the medicine drawer and take the syringe.

Monkey Island 2: LeChuck's Revenge



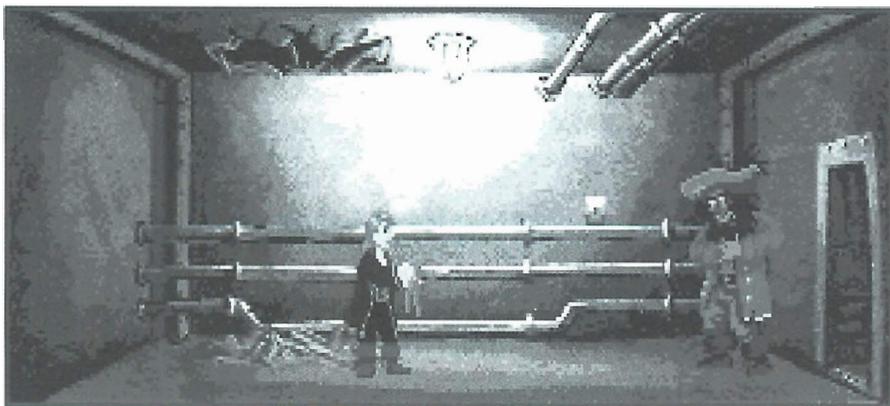
55. In the vending room use the gloves and the balloon on the helium cylinder. Use the coin-return slot on the Grog machine. When LeChuck appears and bends to pick up the coin grab his underwear.



56. In the elevator push the lever when LeChuck appears to trap his beard in the doors. Pick it up.

57. Having done all this, wait for LeChuck to turn up. Give LeChuck the hanky. Put the hanky, the skull, the underpants, the beard and the doll in the Ju-Ju bag. You now have a voodoo doll of LeChuck.

Monkey Island 2



58. When LeChuck appears, use the syringe on the doll. As LeChuck staggers off, follow him to discover the secret of Big Whoop!

Populous
2

14



Electronic
Arts

Populous 2

The Facts...

Publisher: Electronic Arts
Price: £29.99
Type of Game: God Simulation
Memory Required: 1Mb

The Scene...



The Game...

Populous was undoubtedly one of the most original programs of the last decade, and one of the first of a now popular genre: God Sims. Given a collection of islands with a rolling landscape, rocks, trees and a handful of people, your task is to create a flat landscape on which your people can thrive, and compete with an opposing population of evil people, presided over by an enemy god. The more flat land you create, the bigger the settlements that your people build, and the stronger they become. Each settlement and walker generates

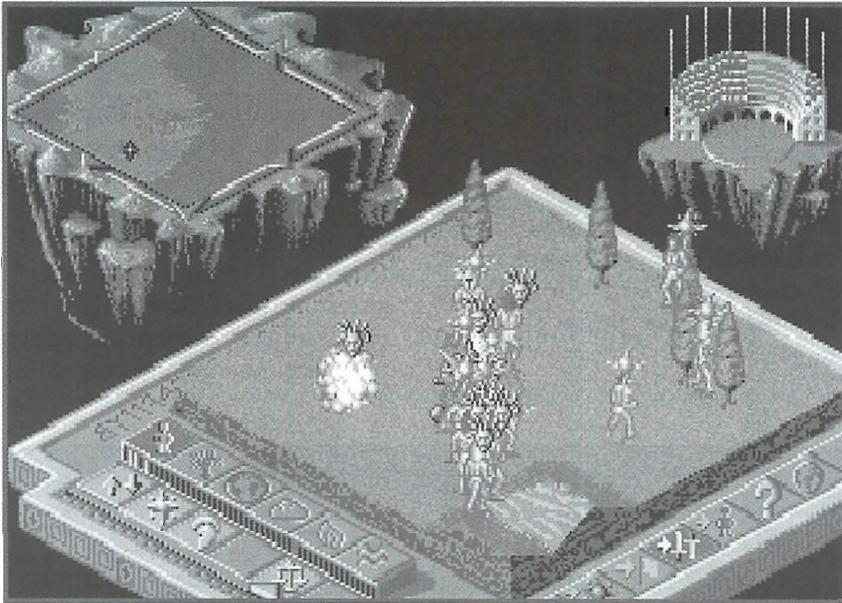
mana, and the larger the settlement, the more mana it creates.

The primary tool for achieving your objective is the ability to raise and lower land by clicking at points on the landscape, but each god also has an armoury of natural disasters from earthquakes to floods, each of which has a cost in mana. As his population grows in number and generates more mana, each god has access to the more powerful of these divine interventions and can use them against the opposing population until it is completely wiped out.

Populous 2

The population is largely left to its own devices, but its behaviour can be influenced to the extent of making the people settle, fight, gather together, or go to the papal magnet. The papal magnet is a holy icon which is used for directing people across the landscape and creating a new leader.

Populous II takes the basic principles of Populous, but it is a much more complex game. Rather than just eight divine interventions, Populous II sports thirty of them, divided into people, vegetation, earth, air, fire and water effects. These can be effectively combined to create even more powerful effects.



Natural disasters can occur at random. Be prepared.

Winning at Populous 2...

The most essential skill to master when playing this game is efficiently and quickly flattening new land. Novice players often try to achieve this by raising or lowering individual blocks of land, but this is a very time consuming way of going about things. Instead you should create new areas of land by clicking three times on a

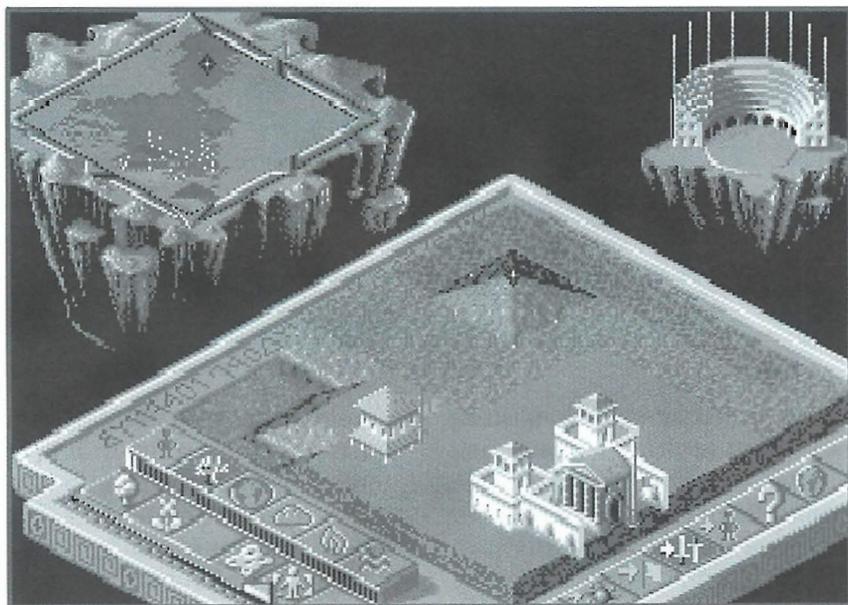
single point with the left mouse button to raise a small hill, then three times with the right button to make flat land with a small depression in the centre, and once more with the left button to remove the depression. Now, with just nine mouse clicks you've done a job that would have otherwise taken over twenty to achieve.

Populous 2

Normally new people will only be created when one of the settlements becomes full, but if you wait for this to happen your population will expand so slowly that it will soon be overrun by the enemy. To prevent this from happening you should master the art of sprogging. This is the act of forcing a single person to be ejected from a settlement before it is full. In many of the worlds, you can do this by right clicking in the centre of a settlement. In the worlds where you are not permitted to do this, you can achieve a similar effect by temporarily raising a bump of land next to a settlement. This makes the settlement smaller and usually causes a person to be ejected. Once he or she appears, lower the bump and allow the settlement to go back to its previous size.

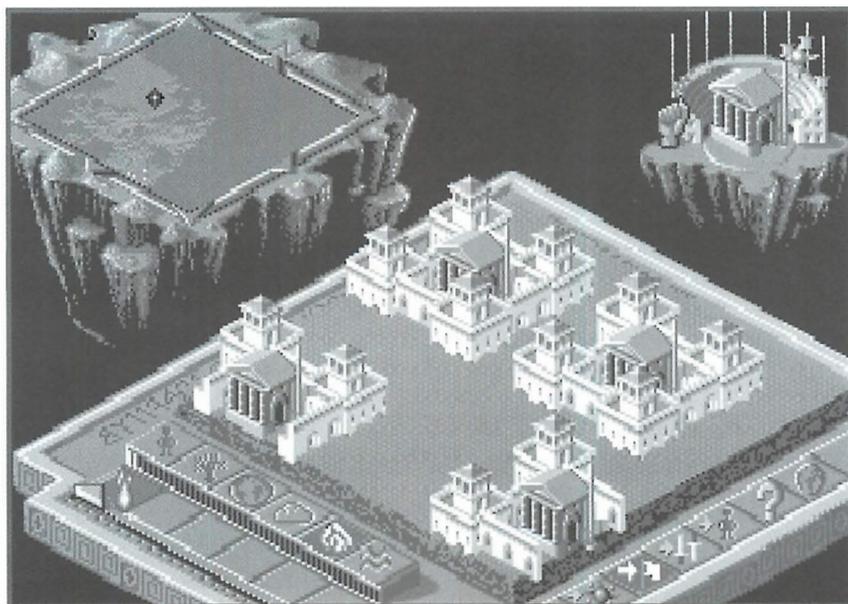
Note that in the Barren and Winter landscapes, your people reproduce a lot more slowly. You can speed up the process by nipping the land. This is the process of raising a pattern of bumps across a flat piece of land to restrict the size of the settlements built. Smaller settlements will churn out people at a faster rate, although the people they eject will be weaker, so you should remove the nipples once your population has got off the ground.

When creating new land for your people, don't just head for the nearest empty space. Try and anticipate how your opponent will expand and block him off if you can. Ultimately you will want to surround him. Remember that, if you manage to keep the opposing population contained you will deny



Start by flattening all nearby land, then expand your village.

Populous 2



A rapidly increasing population is the key to success.

the enemy god huge quantities of manna, so that he will have difficulty creating the more dangerous effects.

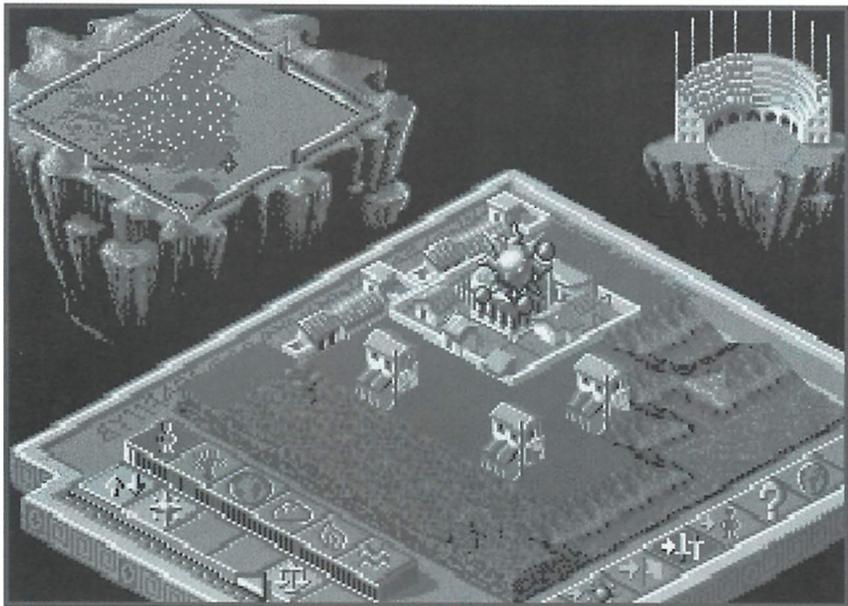
Don't neglect the query function, it is one of the most useful devices you have available to you, because it allows you to keep tabs on the strength of particular walkers or settlements and their technology level, which is indicated by the weapon shown in the Colosseum. Use this function, for example, to keep an eye on the health and well-being of your leader, and to be alerted when he is on the move. Or you can attach the query marker to the opposing leader so that you can gauge when is the best time to attack him.

Make sure that your leader is very strong before you turn him into one

of the six heroes, otherwise you will simply be wasting mana. You can get him up to strength by switching to the Go To Papal Magnet mode. He will then walk towards the papal magnet and his people will walk towards him and join with him to make him stronger. When you do this, make sure that the papal magnet is close to the enemy population so that your newly created hero does not waste energy walking a long way to reach them.

Don't forget that, when your ordinary people come close to the enemy, you should also make them attack by using the Fight behaviour mode. To encourage them to invade your enemy's land, place the papal magnet deep within his territory, then command them to go to the papal magnet. When the first walker reaches it, switch back to Fight

Populous 2



During winter your population expands much more slowly.

mode. The line of people marching towards the papal magnet will then spread out into your enemy's land.

Whenever the opposing god attacks you with divine interventions, don't leave the damage undone, because you are depriving your people of land and accumulated damage will soon become impossible to deal with. You should particularly attend to volcanoes and burned land. The latter is not too difficult to deal with because you simply have to raise and lower the burned areas of land to renew them. Volcanoes are a lot tougher. The first thing you should do is block the lava flows on each side by raising a wall of land in front of them. This done, cap the volcano by raising new land over its mouth. This will stop the lava completely. Now you must flatten the land over which the volcano was raised, but

having done this you will still be left with a large area of basalt which none of your people will settle on. The only way to get rid of this is to use the renew land intervention. Use it as frequently as you can, because it is a slow process.

Prevention is always better than cure, so try and anticipate the effects that your opponent might use against you and make contingency plans. For example, a sea wall is a useful barrier against tidal waves, and city walls will help stave off invasions.

When you have become a more advanced Populous II player, try experimenting with combinations of divine interventions. A popular effect is to combine vegetation with fire effects. Do this by planting lots of trees among your enemy's

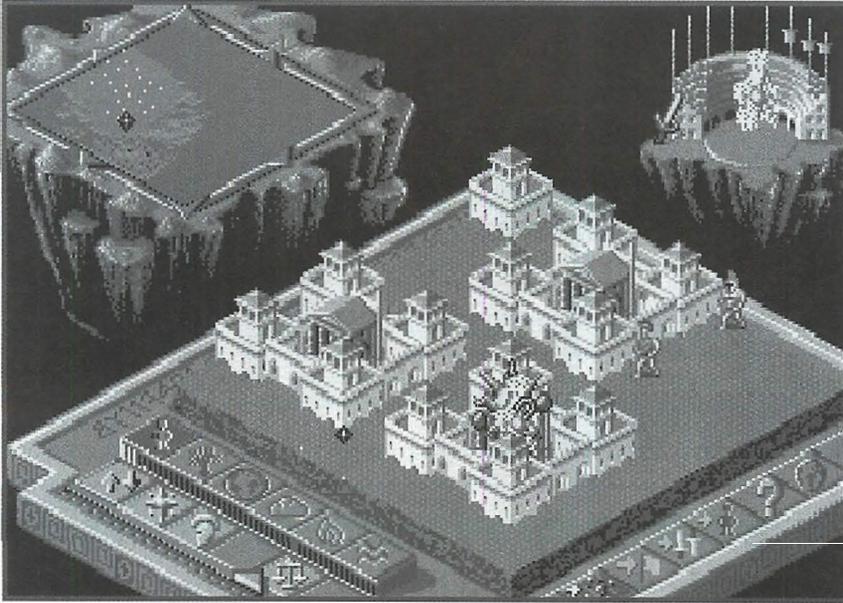
Populous 2

settlements and then setting light to them with a fire effect. The resulting conflagration will be much more damaging than that which the fire effect alone would have achieved.

Alternatively try using a hurricane wind behind a tidal wave to make the tidal wave big enough to overcome any sea defenses that

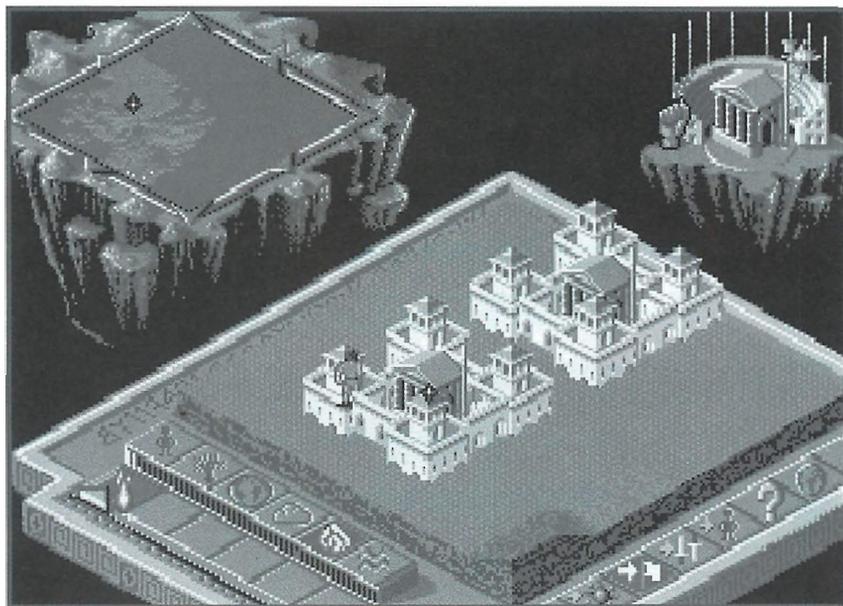
your opponent might have built. But do make sure that they won't overcome yours first!

Finally, place whirlwinds over the water off the coast of your opponent's land. These create whirlpools which will eat away at his coastline and cannot be stopped.



A thriving city begins to take shape. Let's destroy it!

Populous 2



The art of sprogging can quickly increase your population.

Cheats...

If you are finding your divine interventions a bit weedy then type in this code for your god:

ADKITCIBVNSERIUX

This is the most powerful god, with maximum experience points in every category. He is also a warlike god, so opponents will be aggressive towards him. If you want to play more subtle, clever games with him, change his appearance and then note down the new code.

**Project
X**

15



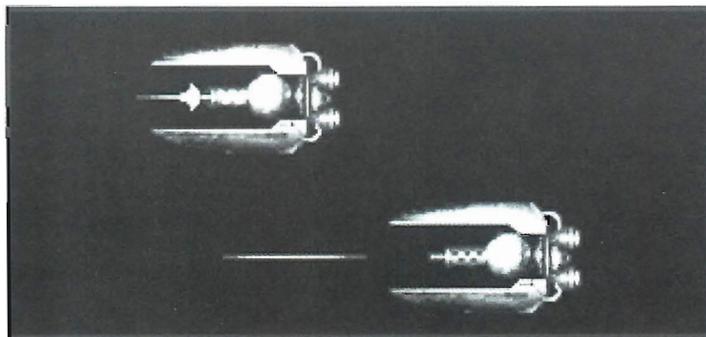
Team 17

Project X

The Facts...

Publisher: Team 17
Type of Game: Shoot 'em up
Price: £25.99
Controls: Joystick
Memory Required: 1Mb

The Screen...



The Game...

The Amiga has more than its fair share of shoot 'em ups and many of them are quality blasts. The likes of R-Type 2, Z-Out, X-Out, Silkworm, Battle Squadron and SWIV instantly come to mind, but the ultimate blaster by a long, long way is Team 17's stunning Project X. This is totally superb, my all-time favourite game on the Amiga, and I defy anyone to finish it without cheating! The graphics could easily grace those of a coin-op, the sampled speech and thumping bass help give the game bags of atmosphere, and there are literally hundreds of enemy sprites to destroy over the game's five taxing and varied levels.

The game was initially released without a cheat mode, but Team 17 have recently produced one which writes itself to Disk One of the original game. If you missed it when it was given away on the December 1992 issue of CU Amiga, then ring Team 17 on (0924) 291867 for further details.

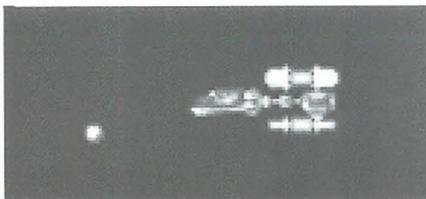
Forget the plot, just turn the lights down low, turn the volume to maximum and get blasting. Of all the games tipped in this book, Project X is by far the most outstanding. If you only ever buy one game for your Amiga, then this is it!!

Project X



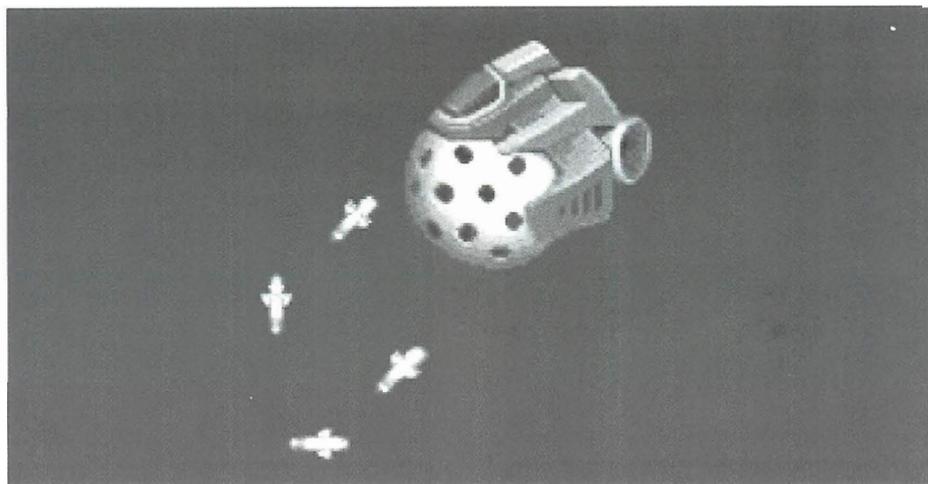
Level 1

These ships are simply cannon fodder, useful for powering up your ship very quickly. Watch out for the more advanced red ships that appear later on in stage 1 as these are more widely spread.



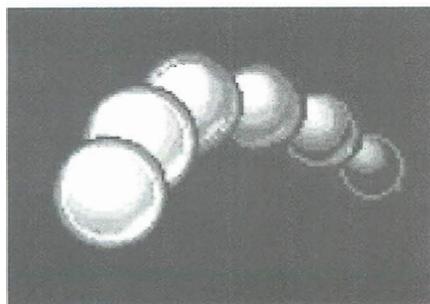
Level 1

More cannon fodder, but watch out for the nippy bullets fired by them. Lots on screen so it's hard to see where you are, but they shouldn't cause too much trouble.



Level 1

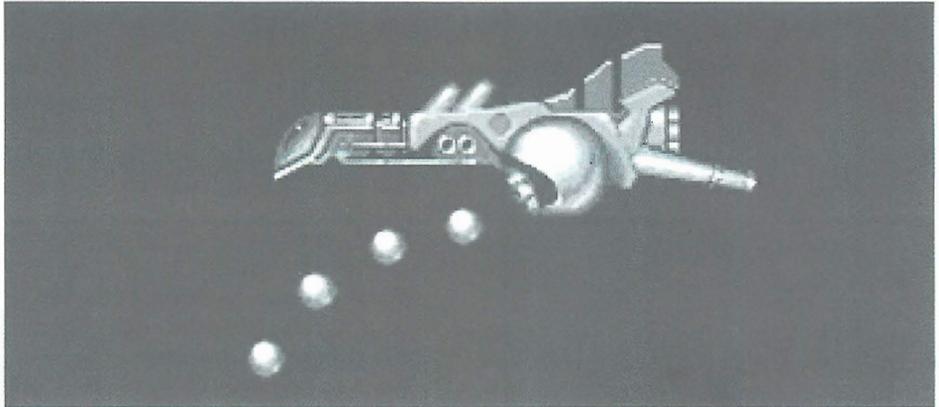
This weird robo-orb releases dangerous homing missiles but you should be able to blast them (and the orb) away if you are in possession of a powerful ship, which at this stage in the level, you should be!



Level 1

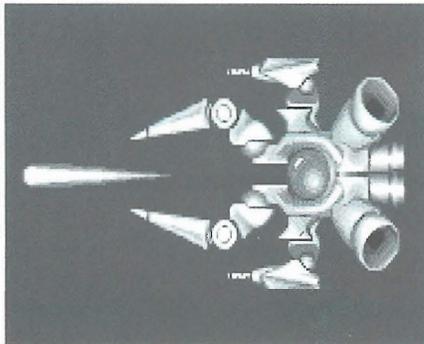
This strange snake like creature bends and twists in the middle and to the right of the screen. Quite weak and non-firing, be wary of its lunges to the lefthand side where you should really position your spaceship.

Project X



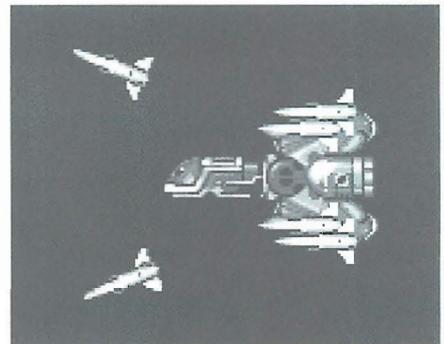
Level 1

This bomber craft moves slowly over the top of the screen dropping its payload as it moves. Avoid it by flying to the bottom right or blast it to bits as soon as it comes on screen.



Level 1

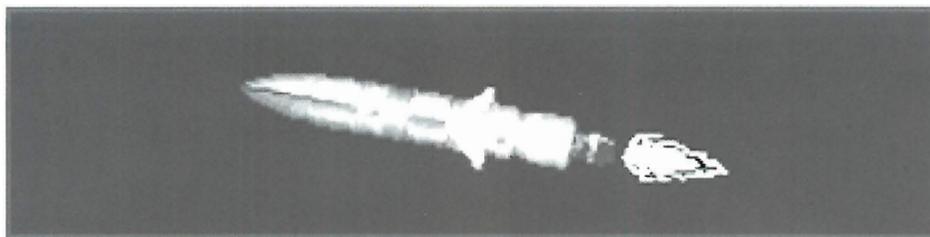
This Arachdroid forms the gateway to level 2. Shoot him when his one blue eye is open (after he stops spinning) - after enough shots, he'll explode and die rather spectacularly and you will fly onward towards the planet Ryxx's landscape.



Level 1

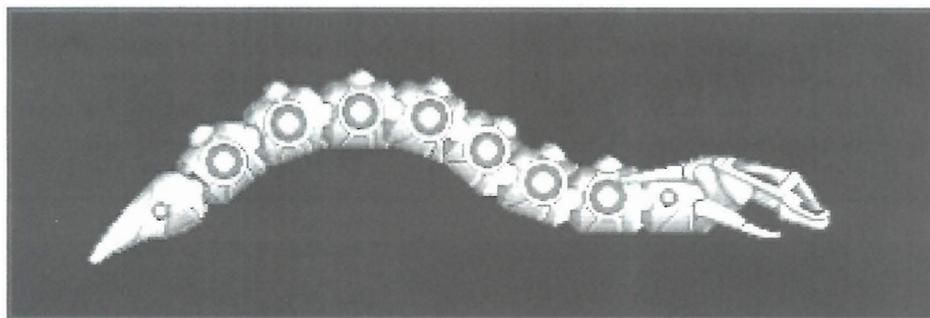
This Beast is responsible for unleashing those horrible missiles, so it's a nice feeling to blast away the S.O.B. Keep firing when you see it, but dodge it if you want to be really sure.

Project X



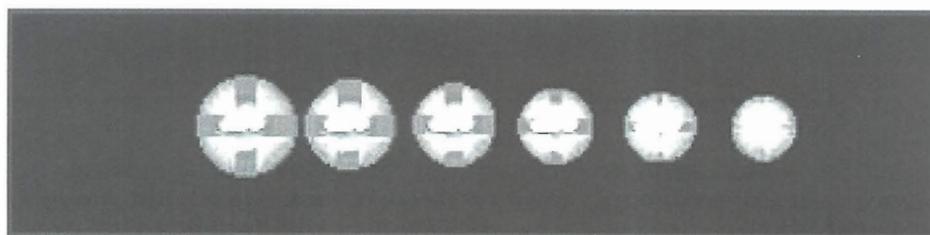
Level 2

These massive ground to air missiles look much more fearsome than they actually are. Each one drops a power-up and its well worth blasting them for the reward. You can of course dodge them if you don't feel up to wiping them out!



Level 2

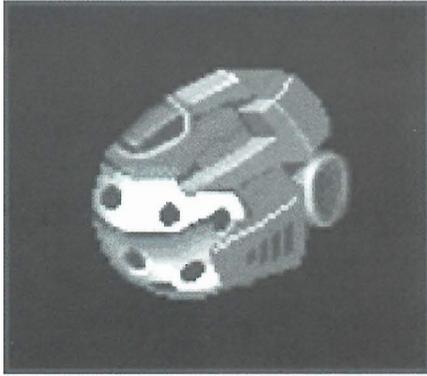
The Snake looks impressively tough, but actually its very beatable. Simply plug a few shots in it's head or rear and it will die quickly. Watch out for the small bullets it spits out.



Level 2

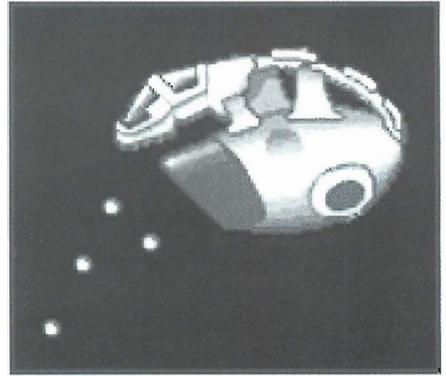
These strange orbs appear near the end of the first level and the central spheres rotate (these cannot be destroyed). Stay in the middle of the screen between the orbs and be patient. Avoid the expanding spheres and you'll sweat your way to the next section.

Project X



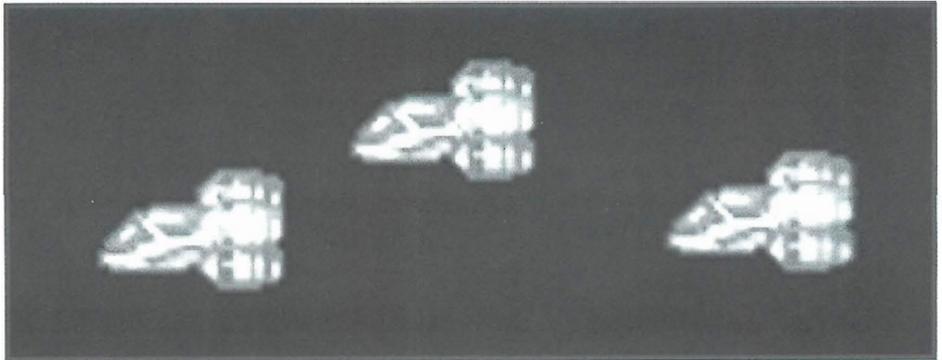
Level 2

This droid (related to the one we saw on level 1) hovers menacingly, firing at you. Not too tough and stays fairly still making it quite easy to blast, the power-up it leaves is a nice tonic too.



Level 2

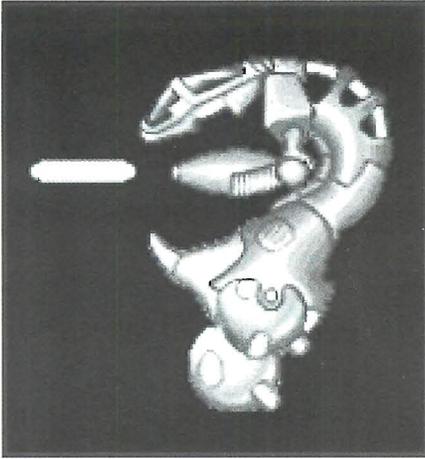
Watch out for this very tough craft which hovers at the top and spits out lots of deadly bullets. We recommend that you fly under it and stay under it as soon as you possibly can. Hard to destroy!



Level 2

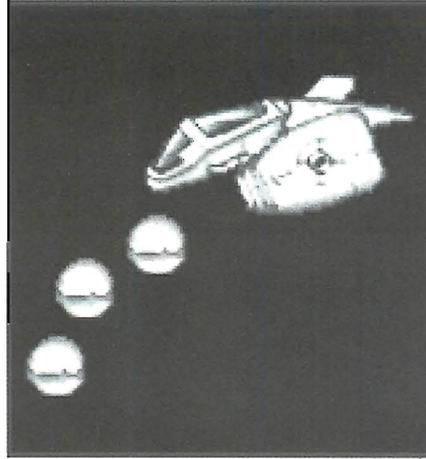
Fairly weak enemy craft that appear throughout level 2 in large waves. Decent weaponry should cut through these like a knife through butter. Limited speed and movement coupled with rare firing ability. Dodge or blast, it's easy either way.

Project X



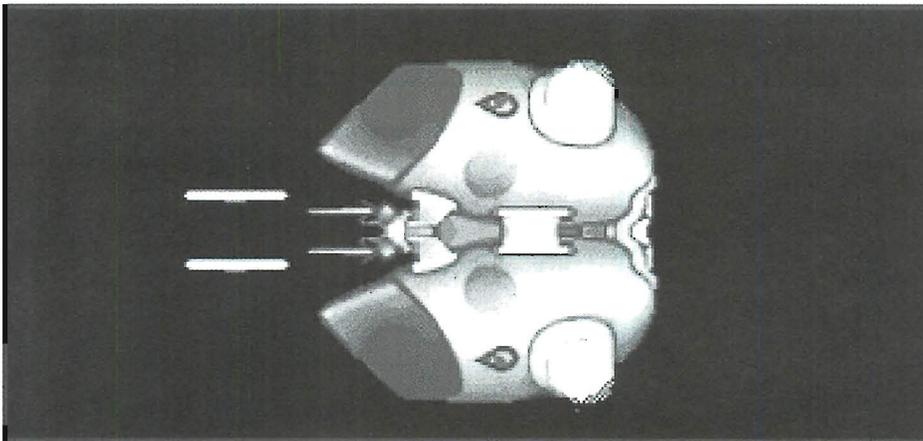
Level 2

Not the end of level nasty as most people first think. This evil snake being needs lots of shots to kill off. Three of these live on level 2 and you need to get past them all. Keep plugging away and eventually you will succeed.



Level 2

These hover-droids take off from scenery launch pads and drop their payload when they can. Destroy them with powerful weapons as soon as you can or fly under them as far right as you can, quickly as possible.



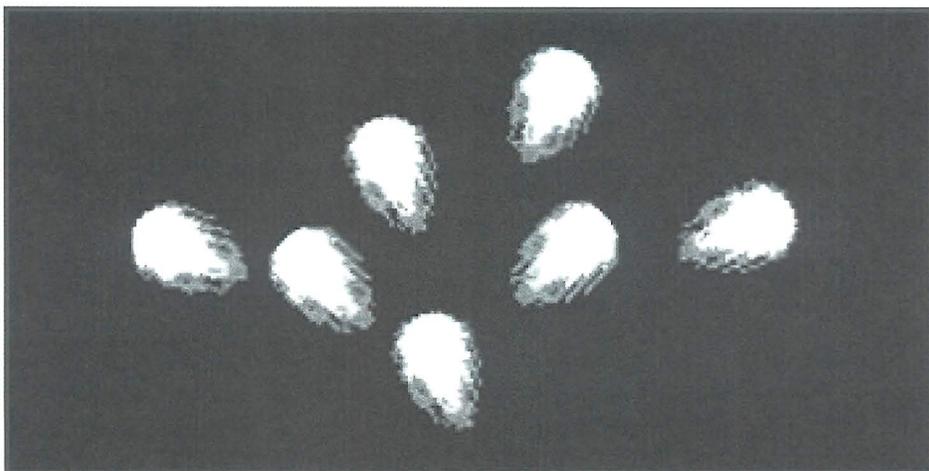
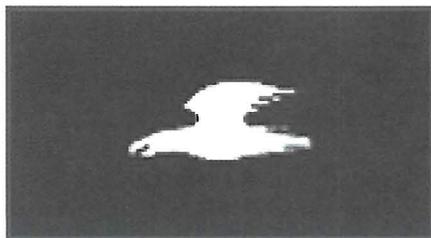
Level 2

The end of level alien on level 2 is very nasty, firing lasers and large balls when it rests. You need to plug it with lots of shots to kill it (use stealth too) or you can play coward and hide in the top right corner and let your homing missiles do the damage.

Project X

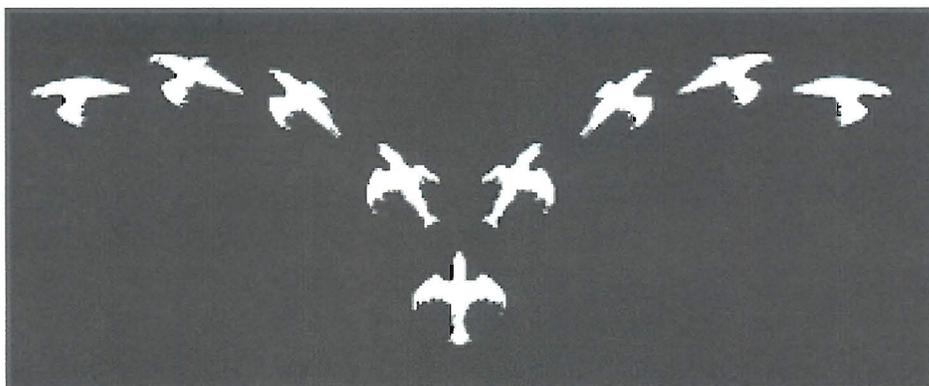
Level 3

These tough firebirds fly at you from the right side of the screen and you're best advised to either blast them or stay well clear.



Level 3

The Magma bolts that the volcano spits out are very dangerous, especially as it causes more rocks to fall from the roof. Avoid.



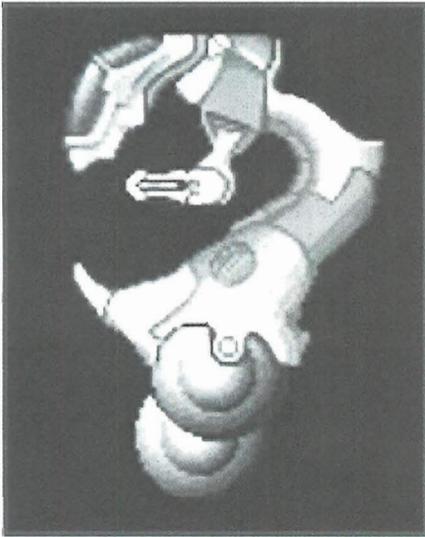
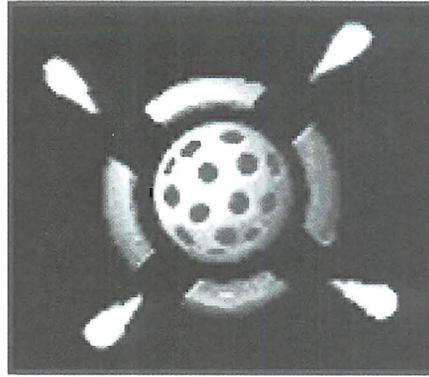
Level 3

The Firebirds launch at you in powerful waves and sometimes unpredictably from below. Blast them and head as far left as possible to ensure safe passage.

Project X

Level 3

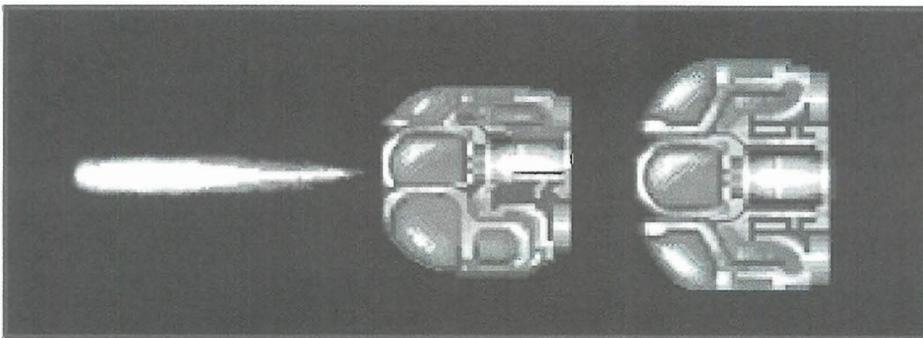
These weird spheres spit out small plumes of fire but are quite easy to destroy. There are a few of them so caution is well advised when you negotiate them.



Level 3

Similar to the large snake beast on the surface of Ryxx, this creature needs lots of shots before you may proceed.

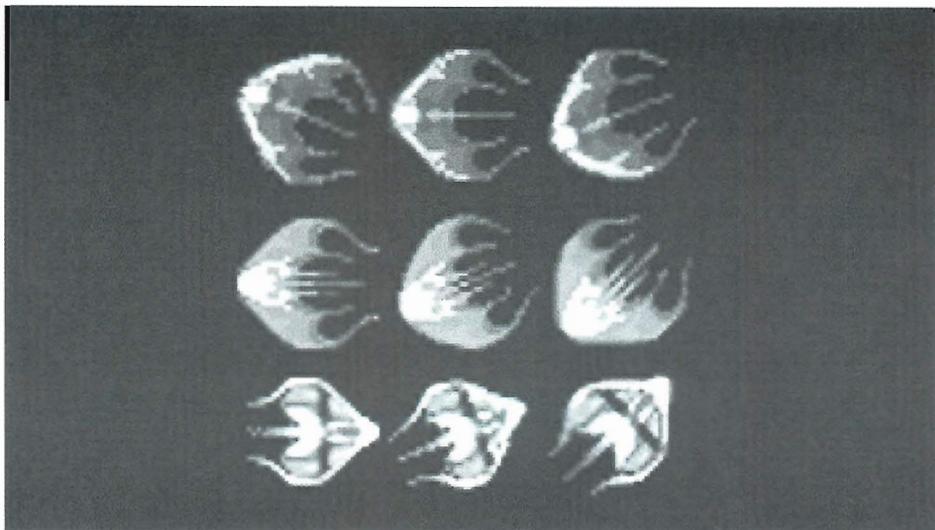
Quite tame in terms of firepower, it shouldn't be a problem.



Level 3

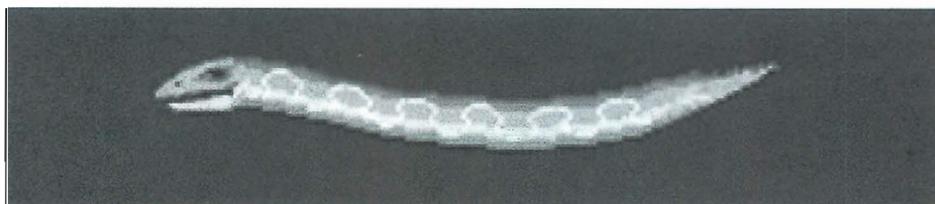
The end of level nasties on level 3 are two ships that circle around firing a laser shot. You can hide at the bottom of the screen and use homing missiles to avoid them if you are a coward, or attack them head on if you are a fool!

Project X



Level 4

These three forms of aquatic lifeform stream at you at speed. Destroy them with repeated blasts, be careful though as they are very tough - but thankfully they don't fire.



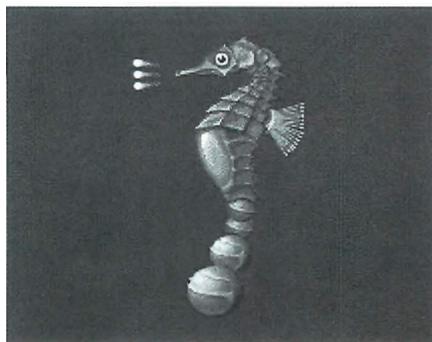
Level 4

Sly and fast, destroy these water snakes while you have the chance. Not the strongest opponent you'll face on this level, so make sure you do the job.

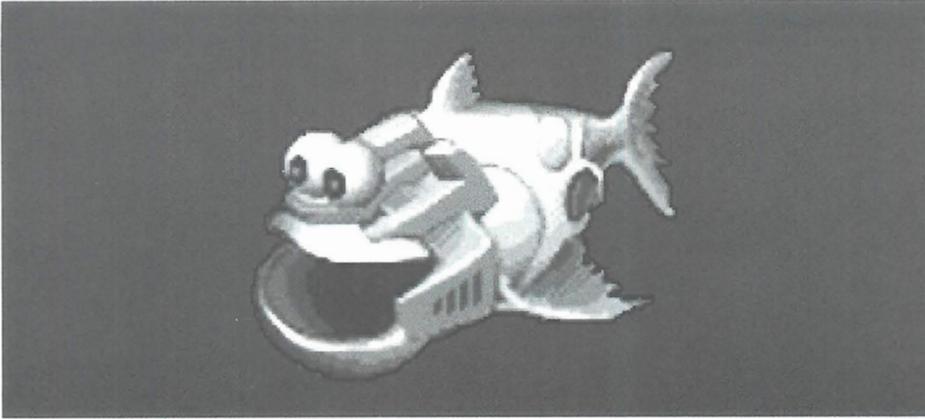
Level 4

Too cute to shoot?
Not a bit of it!

Blast the cute Seahorse before its lasers spell the end for your weary craft. A good few blasts will see this beauty off for good.

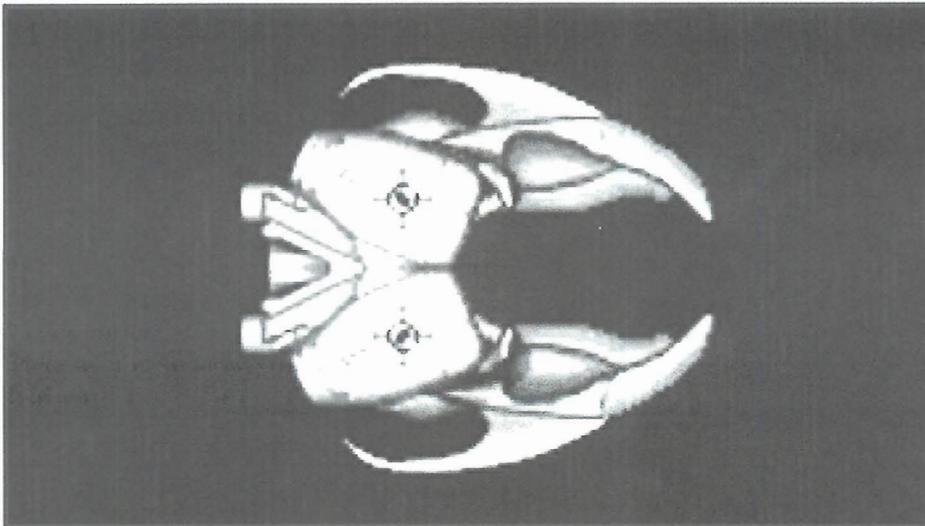


Project X



Level 4

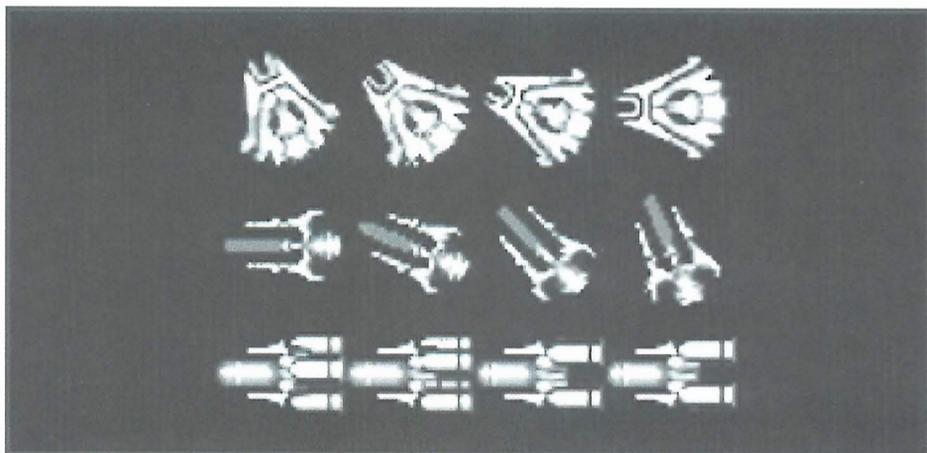
These giant leaping Robofish spit balls of something unpleasant at you, so blast them away and carry on in your quest. Quite easy to dodge and predictable in their movements, there's nothing fishy going on here.



Level 4

The end of level nasty is just that, nasty. You need to manoeuvre into the jaws of the Crab-droid and hit the sensitive blue areas with homers or side shots. Once enough damage has been done, the creature will miserably explode and lead you to level five...

Project X



Level 5

These craft swarm at you in waves. Very tough, but by this stage you should have some real strong armour between your teeth. Hard to avoid, so blast your way through.



Level 5

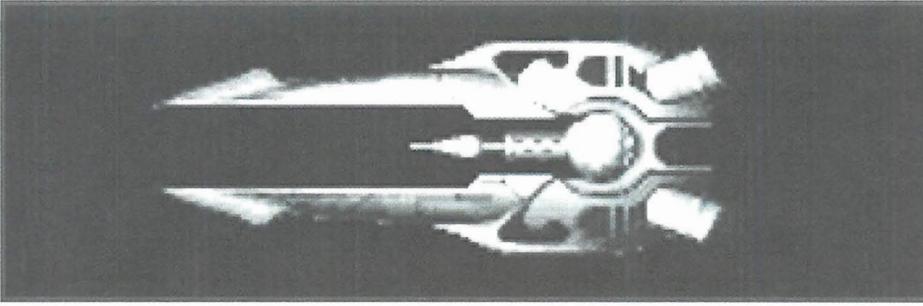
Enter the circular wave of pods and blast your way out. It doesn't fire but you have a limited time to escape.



Level 5

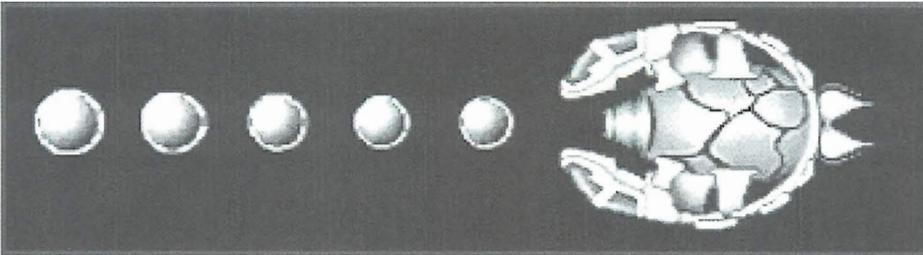
Blast the Hover Sphere before it unleashes bombs and bullets. No place to hide from it.

Project X



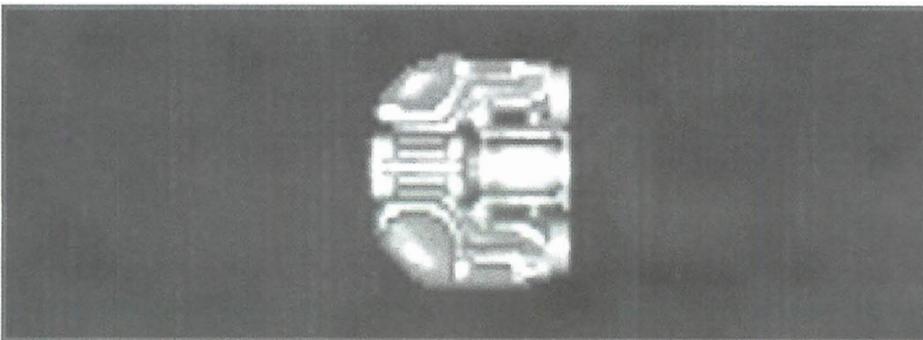
Level 5

These extremely tough craft require lots of hits before they finally succumb. Watch out for their sinister fire power and avoid at all costs.



Level 5

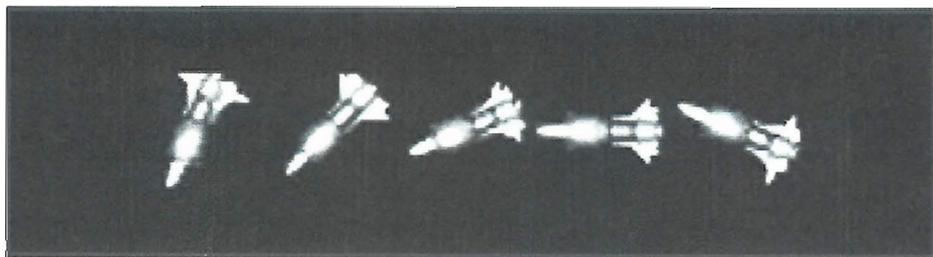
These tough cookies rain out deadly balls aimed in your direction. Absolutely evil and very strong, it's do or die. Keep blasting and hope for the best!



Level 5

The Sine Wave attacking craft appear for the last time. Now they're very strong so avoid them unless you are sufficiently strong enough to blast through their tactics.

Project X

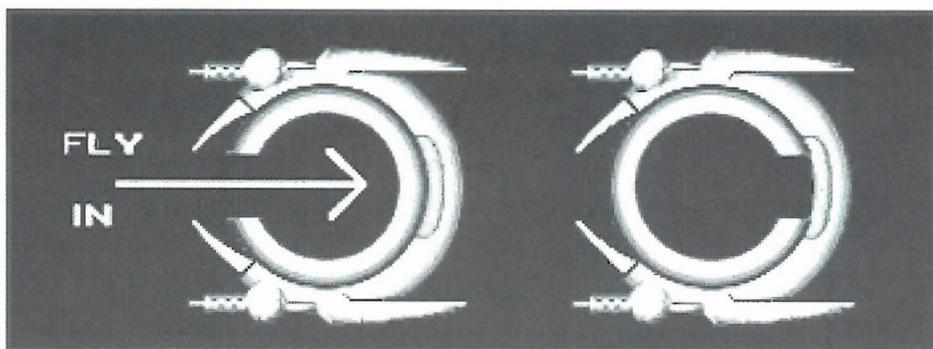


Level 5

Remember the missiles in level 1?

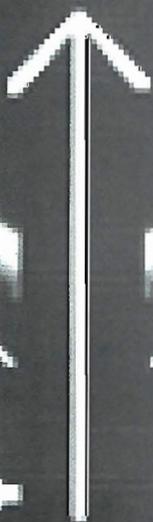
We they're back and much tougher, it's a case of avoiding them at all costs, doing much the same as you did on level 1.

Destroy them if you have the means available.



Level 5

The end of level nasty on level 5 is really evil. You must fly into the ship through the jaws of the craft and when the circular insides have revolved, blast away the blue zone to kill the ship, pushing you up onto the surface to prepare for the final bombing run and on to victory!

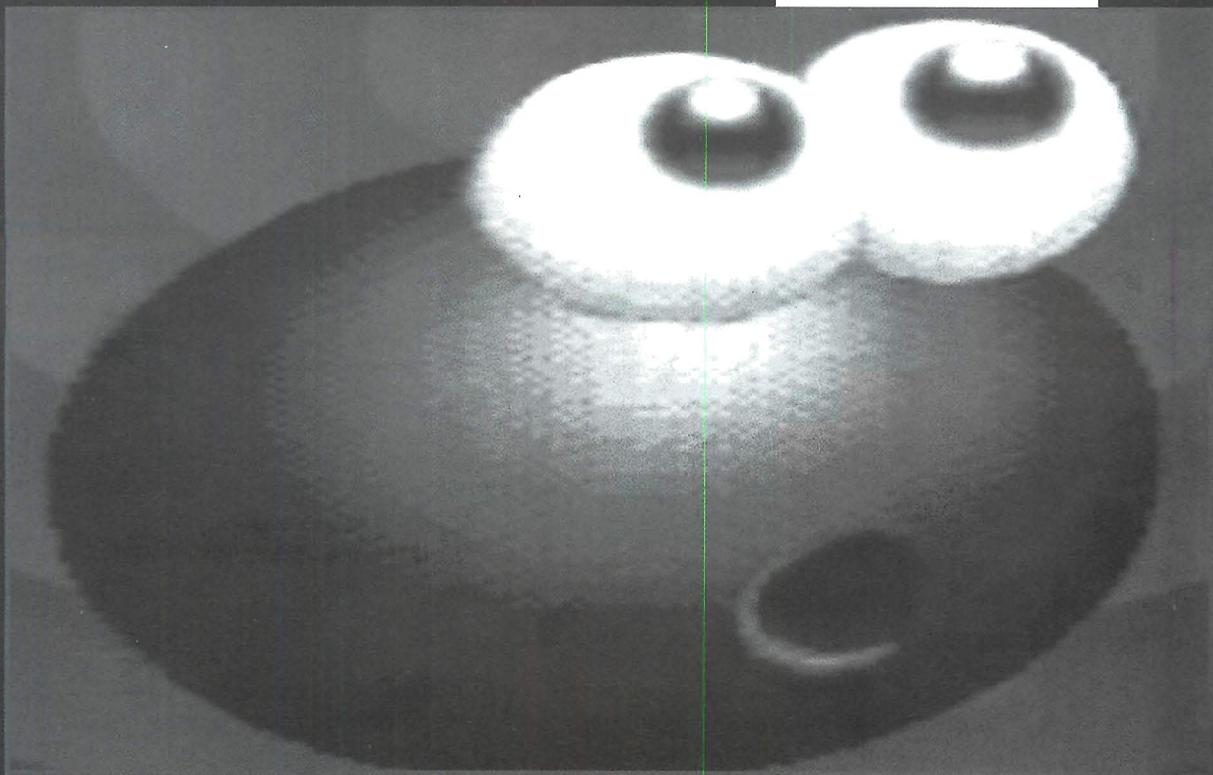


FLY

IN

Putty

16



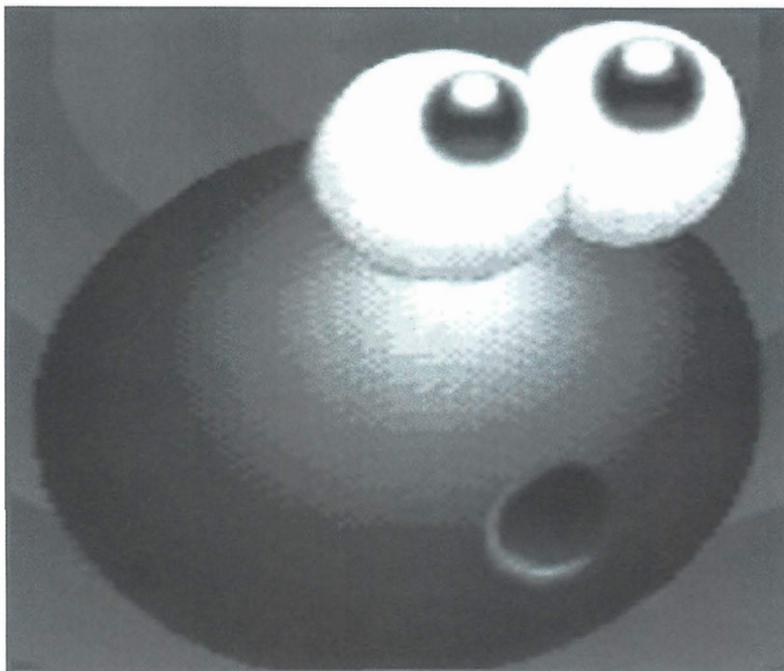
System
3

Putty

The Facts...

Publisher: System 3
Type of Game: Platform
Price: £25.99
Controls: Joystick
Memory Required: 1Mb

The Scene...



The Game...

This isn't an easy game to describe. In it, you play Putty, a small globular chap composed of (coincidentally enough) putty. This means your body is extremely pliable and can be stretched in all kinds of outrageous ways at the press and tug of a joystick. For instance, you can slime across the floor becoming virtually invisible, or have a peek at

platforms directly above you by hoisting one of your eyeballs out of its socket.

The story goes something like this: Putty Moon has been taken over by an evil wizard called Dazzledaze and, as you were none too happy about this development, you've been banished from the planet. To

Putty

return, you have to build a huge, multi-level skyscraper high enough to allow you to get back home. Dazzledaze doesn't really want this to happen, so he's sent a number of his goons to try to stop you. There's also the added danger of killer 'bots on the loose, only too eager to mould you into a handy mantelpiece ornament.

It has to be said that Putty is marvellously inventive and the control method is superb. Each level throws up a number of challenges to complement the

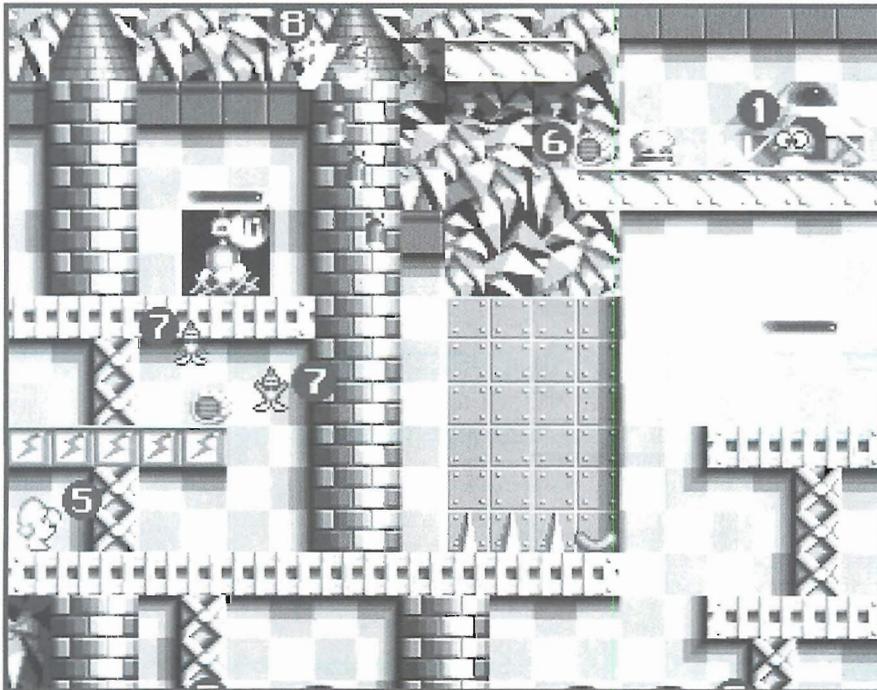
arcade action. A lot of thought has gone into this game and it shows. From the finely detailed graphics and excellent sound samples to the bizarre scenario and rubberised main sprite, Putty is certain to become a classic.

Rather than bore you by rattling on any further, the game's designer, one Phil Thornton, has kindly provided these level maps with annotated notes detailing how best to overcome the assorted nasties that inhabit the game's many platforms.

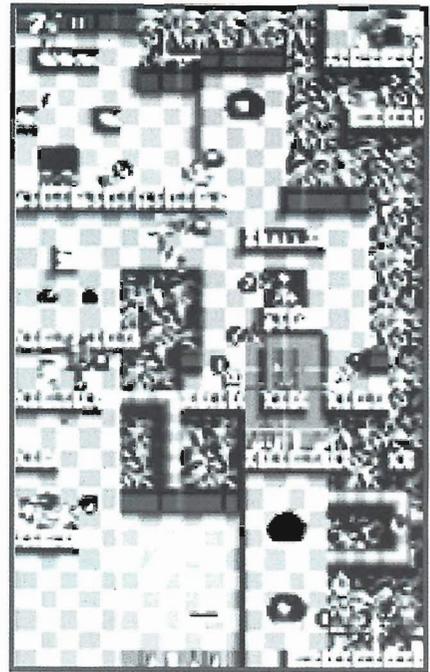
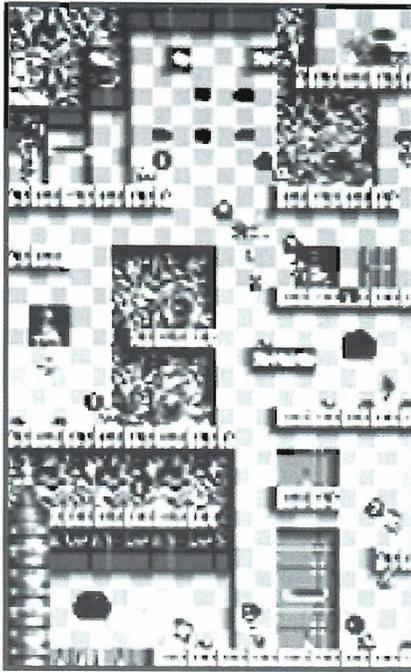
Putty Moon...

1. Bouncing Toadstools. A Toadstool can be squashed, absorbed or ideally punched as this will release a baby.

2. Terminator Carrot. This is a dangerous armed enemy. Duck his bullets using melt mode and the recoil from his gun will cause him to fall from his platform.



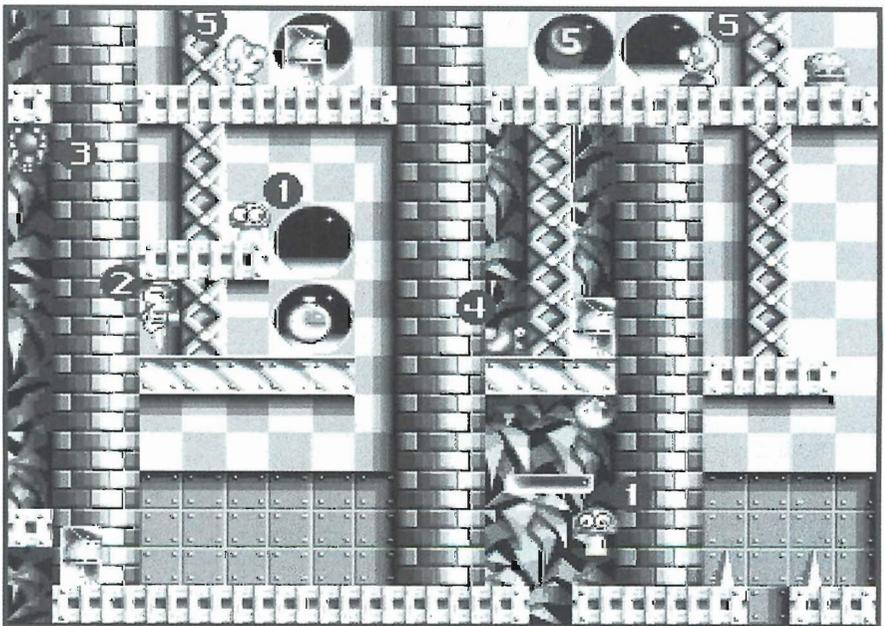
Putty



3. *Spider*. Highly poisonous. Avoid.

4. *Septic Snail*. Punch, absorb or squash.

5. *Custard Man*. A quick punch will transform this meanie into a puny spleenoid. Bounce up and squash him before he changes back.



Putty

6. *Barrel*. Explodes on contact. Avoid.

7. *Green Kamikaze Chicklets*. These flutter about and explode on contact. They can be absorbed with difficulty.

8. *Biggles the Wasp*. Avoid his bombs.

9. *Space Kid*. This evil astronaut will attempt to slash Putty with his sword. An accurate punch will drop him.

Dazzledaze Villas...

1. *Baked Beans*. Nasty little things which explode on contact. Squash them.

2. *Scouse Sausage*. This boxing Frankfurter is very dangerous and should be eaten using the false teeth power up.

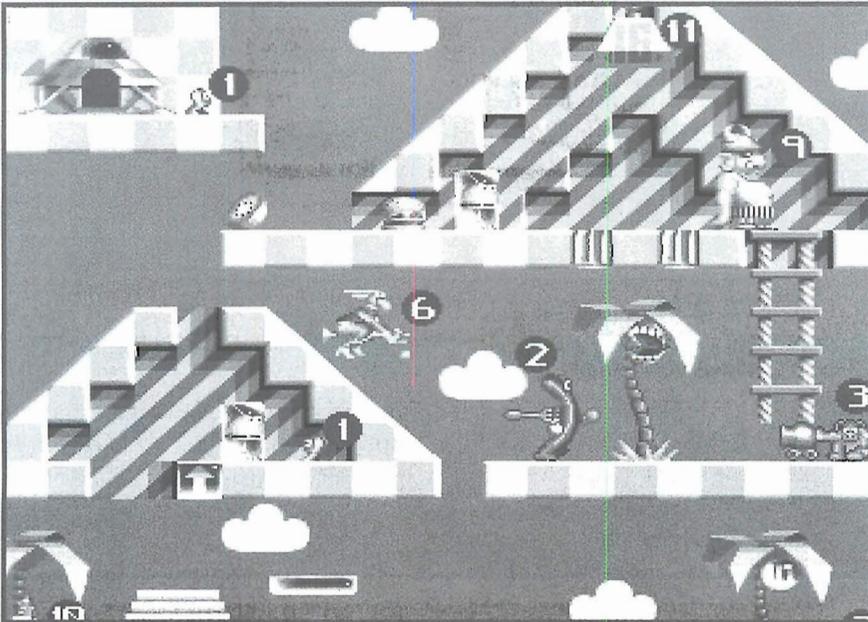
3. *Gun Powder Monkey*. Avoid his cannon balls. A punch will destroy him.

4. *Baccy Chewing Goblin*. Inflate and explode near his window. This will blow him indoors.

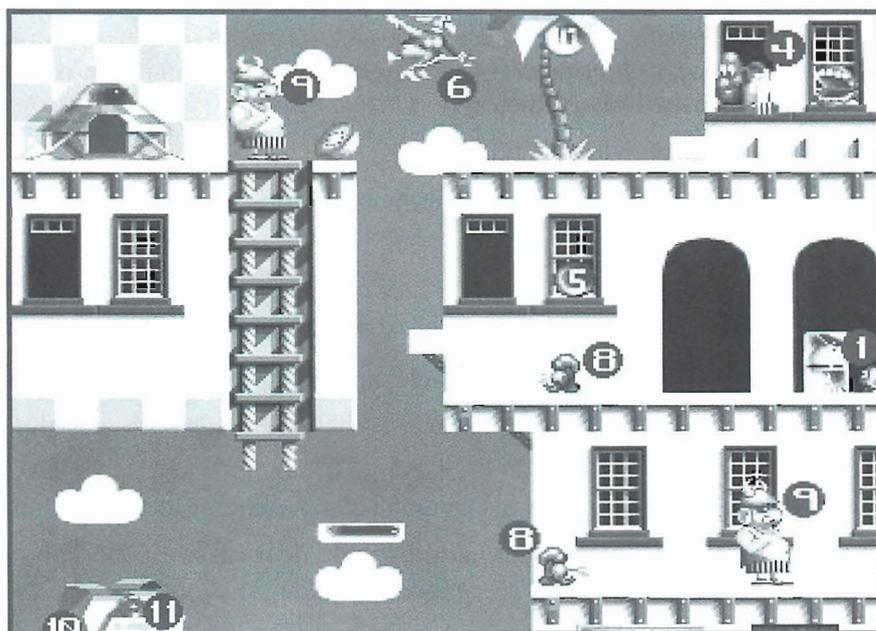
5. *Big Yellow Goblin*. This guy is a fake. he may look big but is in fact holding his breath to inflate himself. A quick punch will knock the wind out of him. Squash the critter before he re-inflates.

6. *Flying Hag*. Avoid her missiles.

7. *Spinning Fried Eggs*. This is a mine. Avoid.

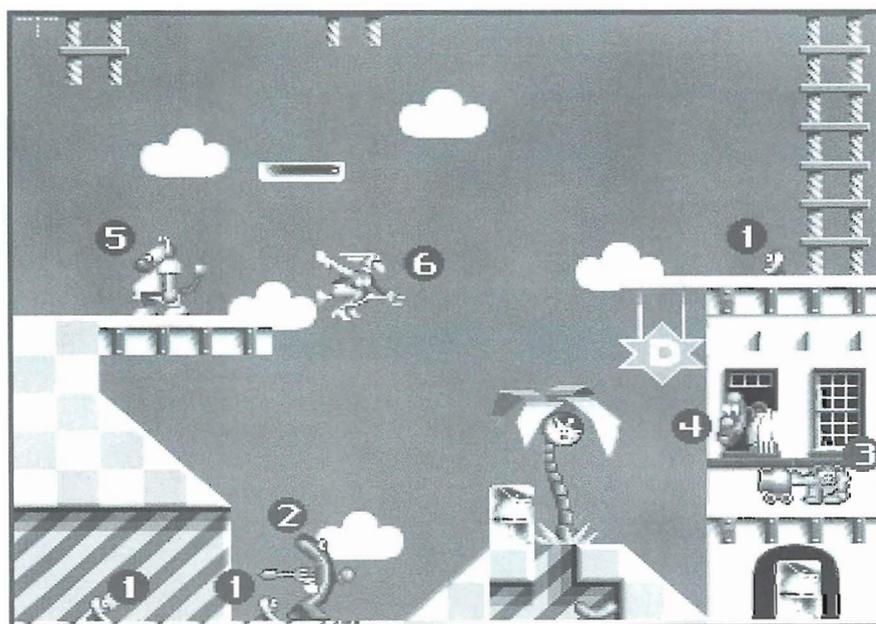


Putty

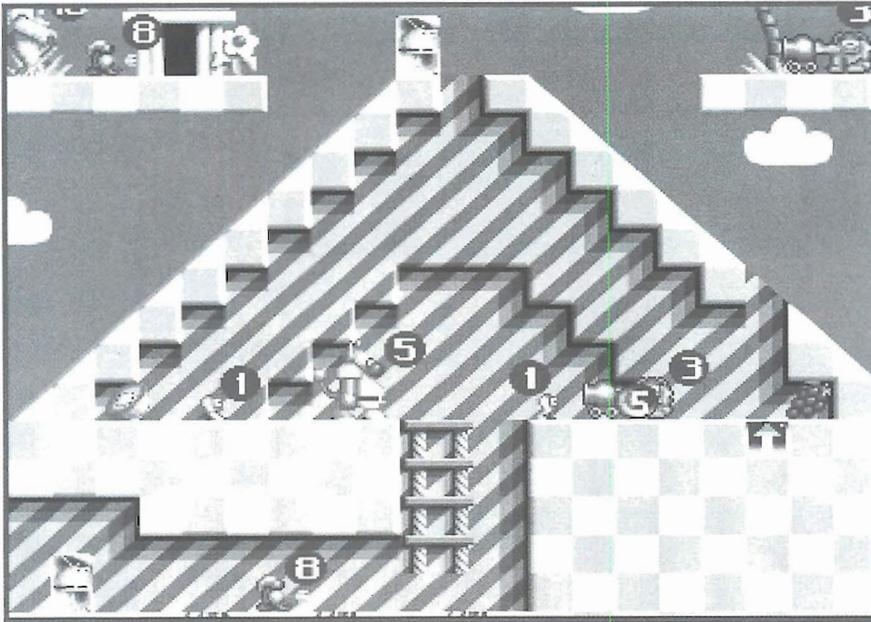


8. *Small Red Goblins*. These fork-wielding creatures can be squashed or punched.

9. *Snot Goblin*. Avoid his green bogies and eat him using the false teeth.

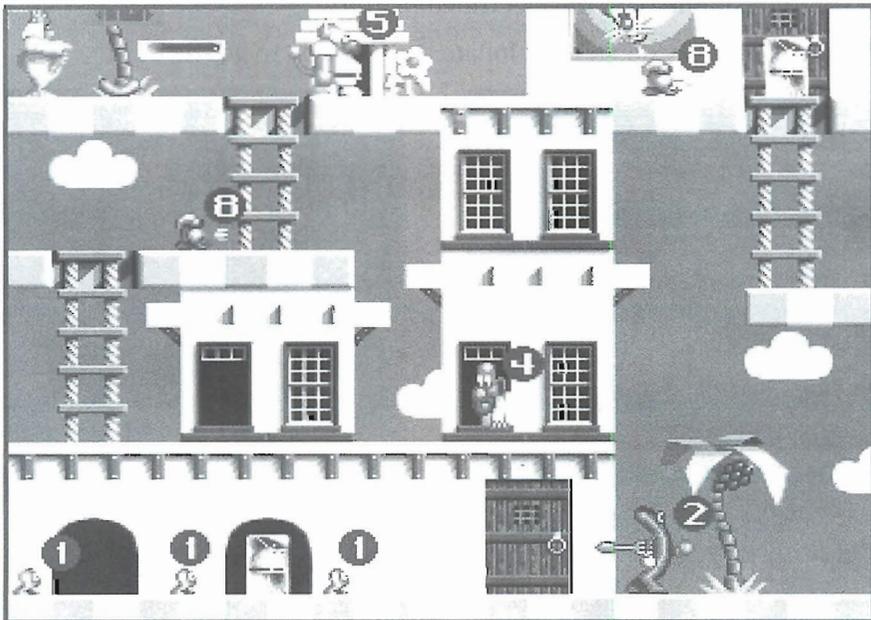


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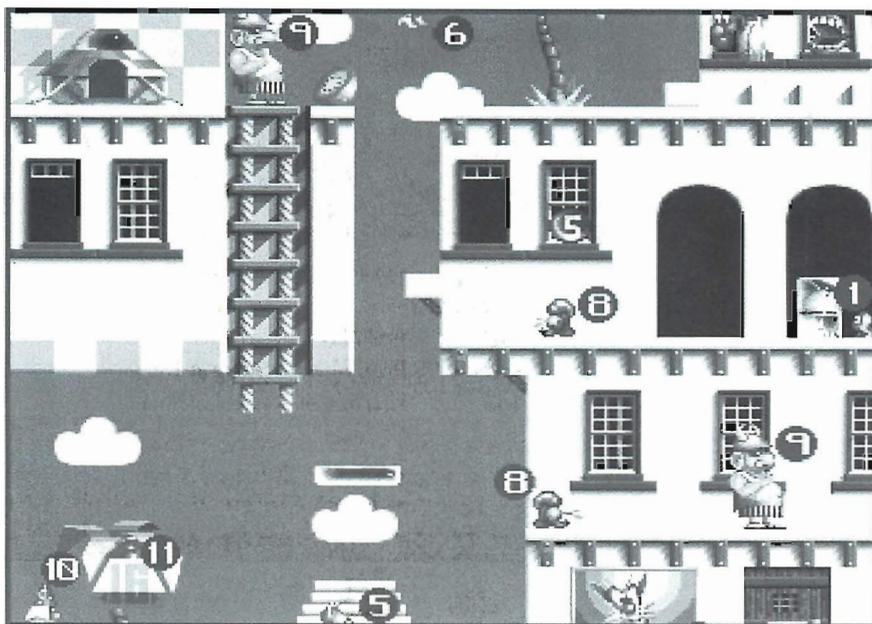


10. *Dazzledaze.* Run away!

11. *16 Tonne Weight.* Careful! It may fall.

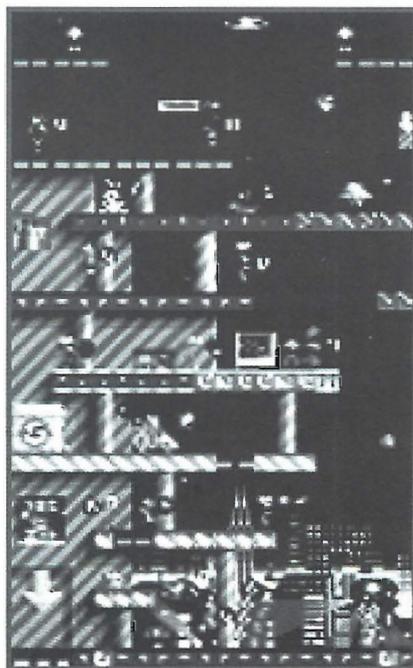
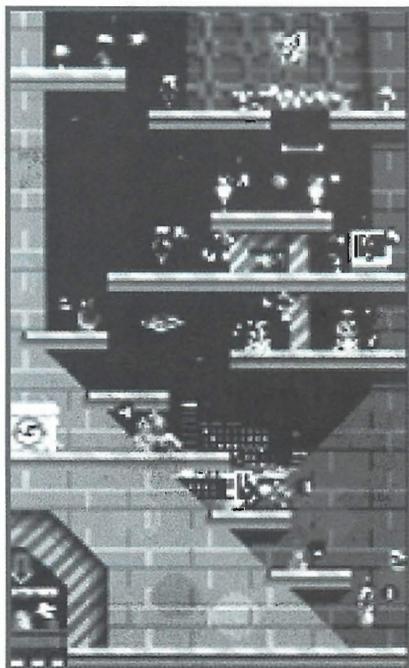


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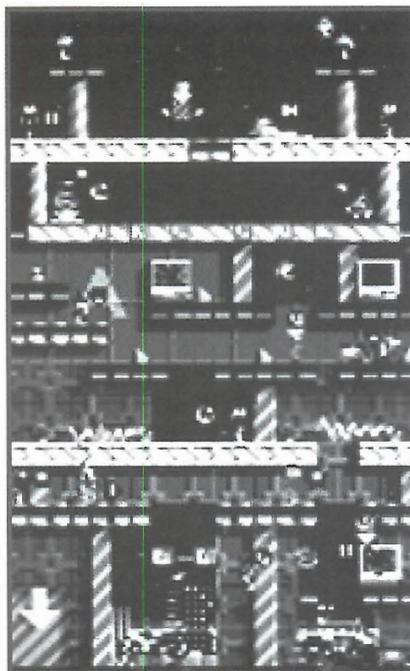
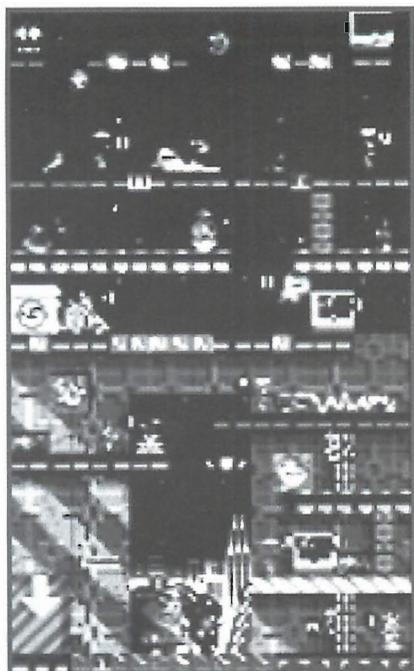


Technofear...

1. **Pig on Space Hopper.** A quick punch will shift this annoying alien. To kill him try to push him onto the electrified platform.
2. **Space Gun.** Very dangerous. Inflate and explode to get rid of it.



Putty



3. **Mr Magic.** Avoid his spells. He actually turns 'bots into white rabbits. Squash or punch him.

4. **Duck-in-a-Box.** Atom the duck drives a steam roller and only a well-aimed punch will get rid of him.

5. **Red Shiny Gut Buckets.** These things eat white rabbits. They are very poisonous to Putty. To kill them absorb a rabbit and remould. The Gut Bucket will home in on you and swallow you whole. You will automatically inflate inside him causing him to expand and burst.

6. **Shokapillars (Mouldable alien).** These yellow maggots charge platforms with negative electricity. Absorb.

7. **White Rabbits (Mouldable alien).** Absorb.

8. **Loopy Light Bulbs.** These things are destroyed by remoulding into a Shokapillar and charging their platform with positive energy, thus popping them.

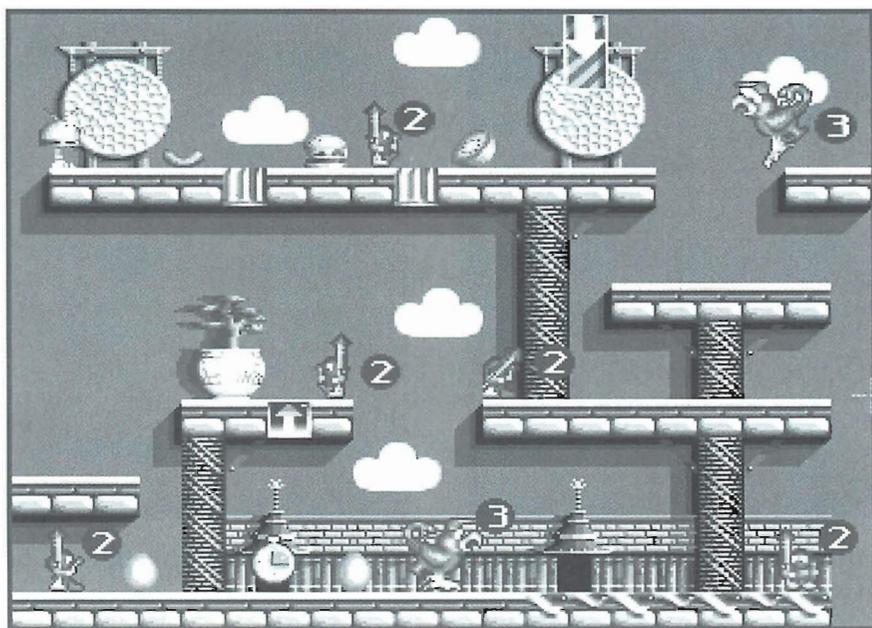
9. **Space Invaders.** Watch out! Don't touch the mini-joysticks or they will come out of their monitors and kick your butt.

10. **Flying Saucer Bots.** These guys are trying to assist you by crash-landing on your head or skidding along platforms, destroying everything in their path.

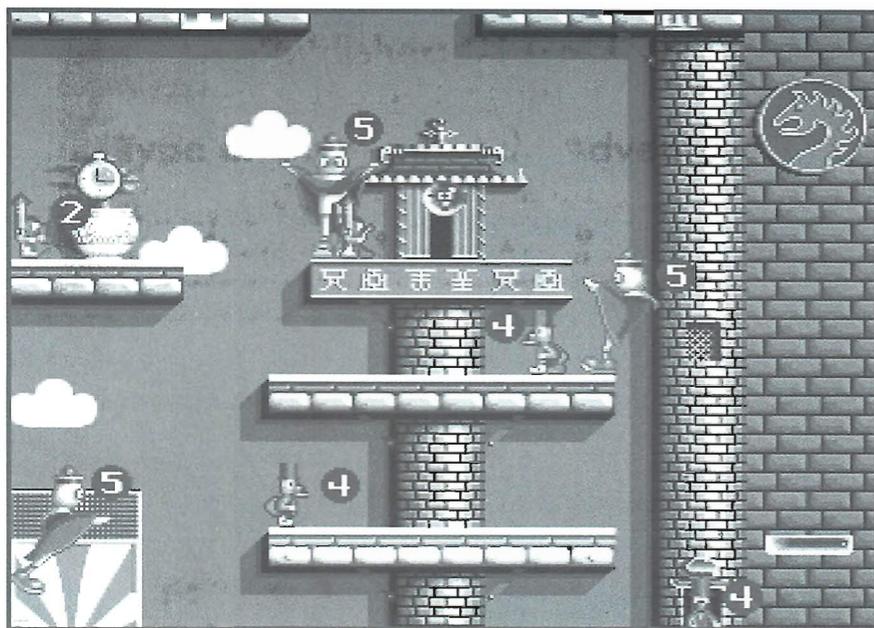
11. **Ghost.** This spirit possesses 'bots, turning them demonic. It will explode on contact with Putty. Demon 'bots will explode after one minute unless absorbed.

Oriental Rooms...

1. **Holy Man.** This guy releases noxious burp bubbles and also has the ability to create a force field around himself. A carefully timed punch will dislodge him.



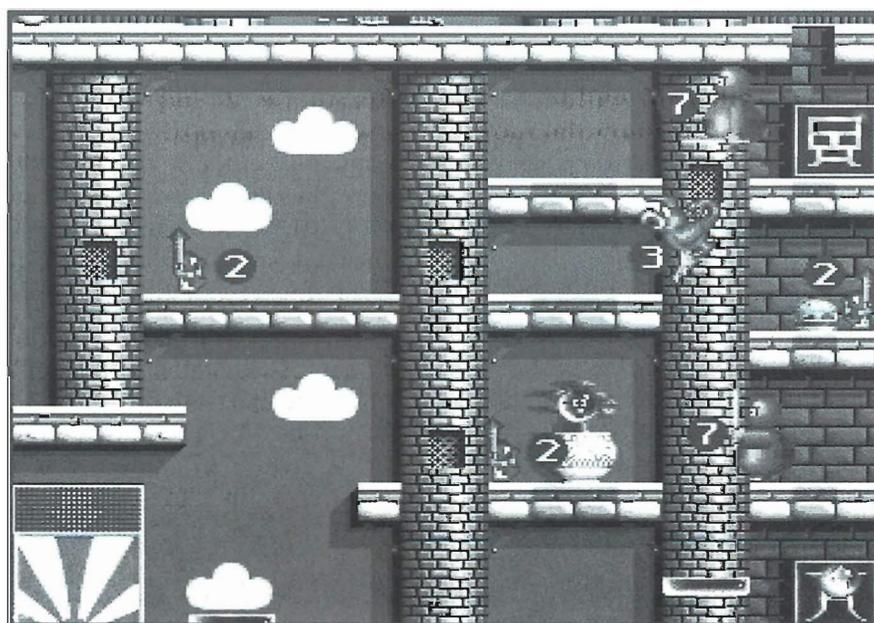
Putty



4. Chinese Vampires. These huge monsters fly about and drop Firework Imps from their robes. Use the false teeth to eat them.

5. Samurai Catapults. Avoid the missiles and dislodge using inflate.

6. Over-weight Ninjas. These guys are pretty useless but make a nice meal if caught using the false teeth.

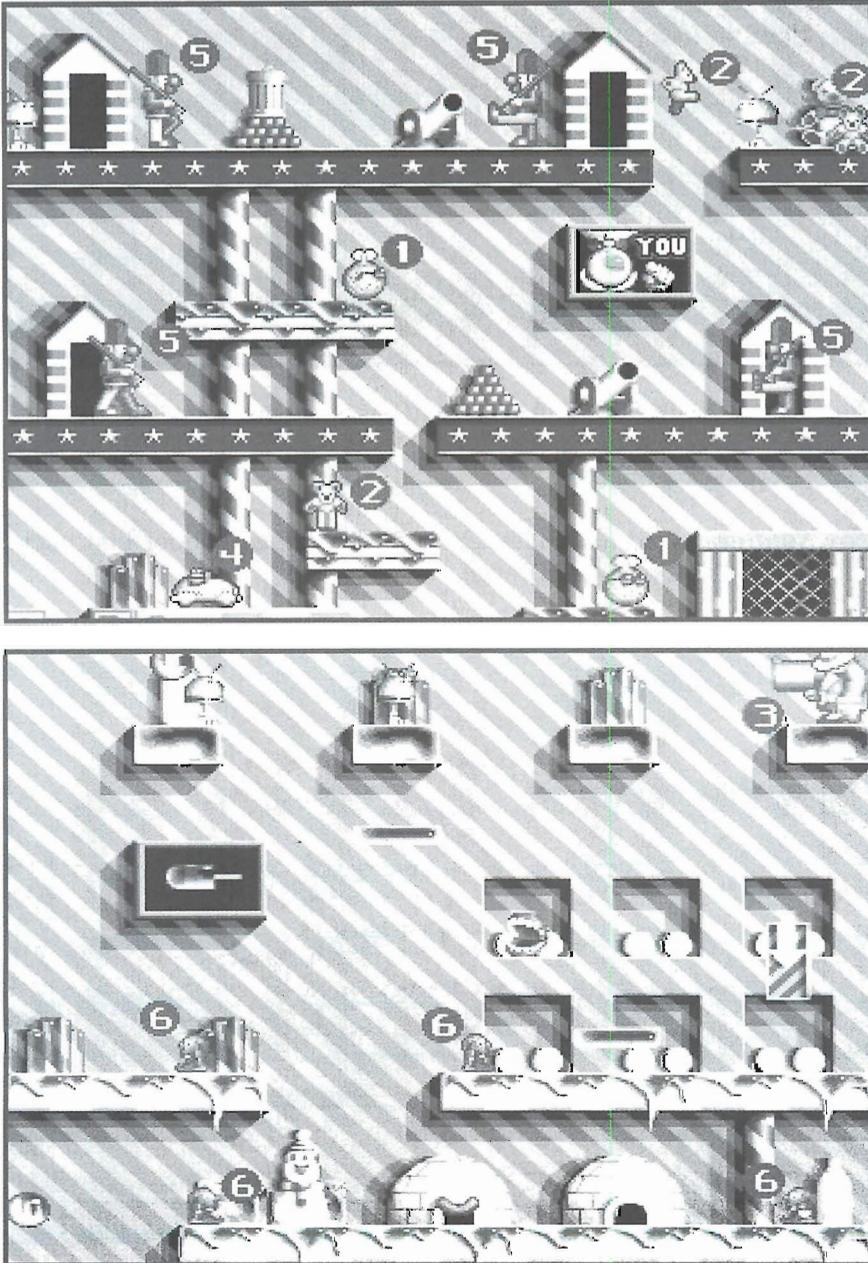


Putty

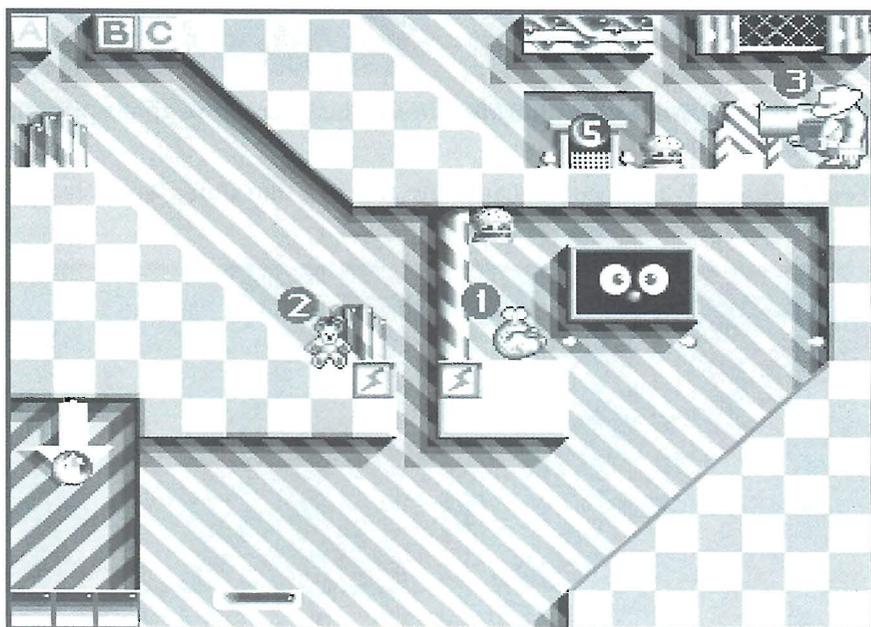
Toytown...

1. **Clockwork Orange (Mouldable alien).** Nasty creature that spits pips. Shoot him using mould.

2. **Teddy Bear.** Watch out because he doesn't like noise and reacts by charging at Putty, exploding on impact.



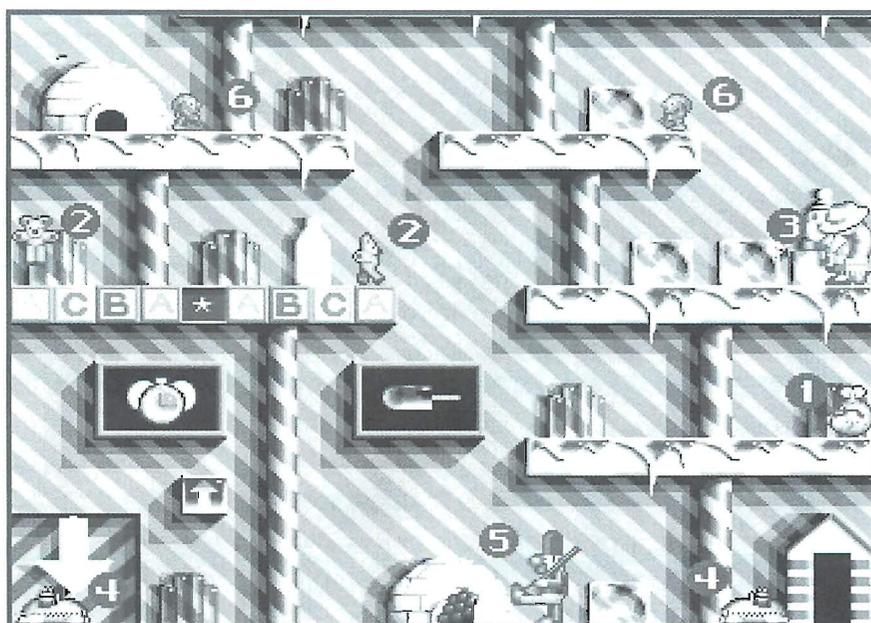
Putty



3. **Bugsy.** Bugsy will shoot Putty on sight, eat him using the false teeth.

4. **Frog in a Taxi.** This manic critter will attempt to run over Putty. Squash him.

5. **Toy Soldier.** Avoid his bullets. You can attempt to shoot him back by moulding into the Clockwork Orange.



Putty

6. **Snowball Gnomes.** Squash them and avoid their lethal snowballs.

7. **Chuffa Trains.** Avoid contact with these engines.

8. **Train Spotters.** These horrible little brats lean out of the carriage windows and drop toy trains in your path. These little engines explode on contact.

Twilight Zone...

1. **Rocket Motors.** Highly dangerous. Avoid making contact.

2. **Dweezil in a Flying Saucer.** This is your chance to get even with Dweezil. He will follow you around dropping mini-saucers into your head. By remoulding into the black hole it is possible to absorb him and send him into the fourth dimension.

3. **Flying Gits.** Annoying old men with jet packs. Punch them out of the air.

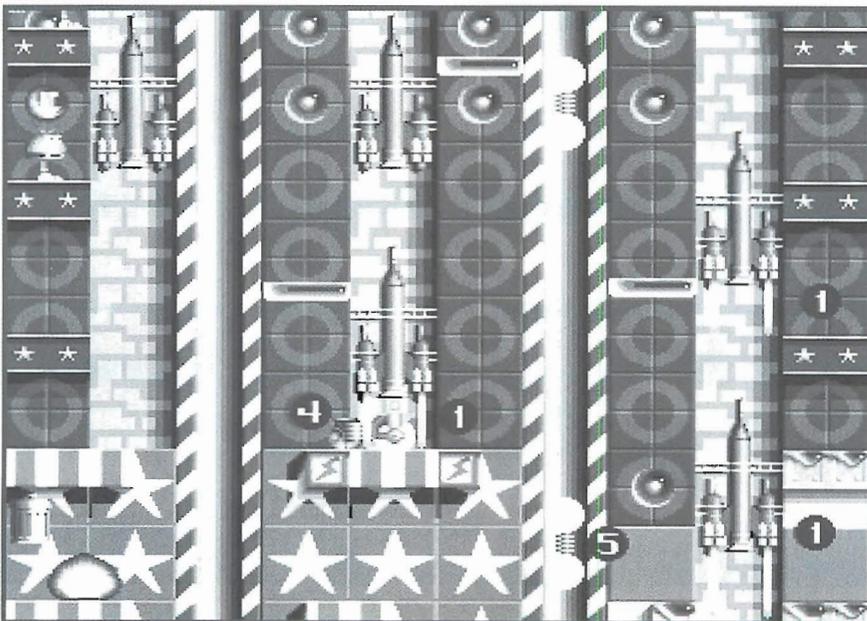
4. **Buzzsaw.** Avoid at all costs.

5. **Atomic Device.** This glowing contraption is lethal. Do not touch.

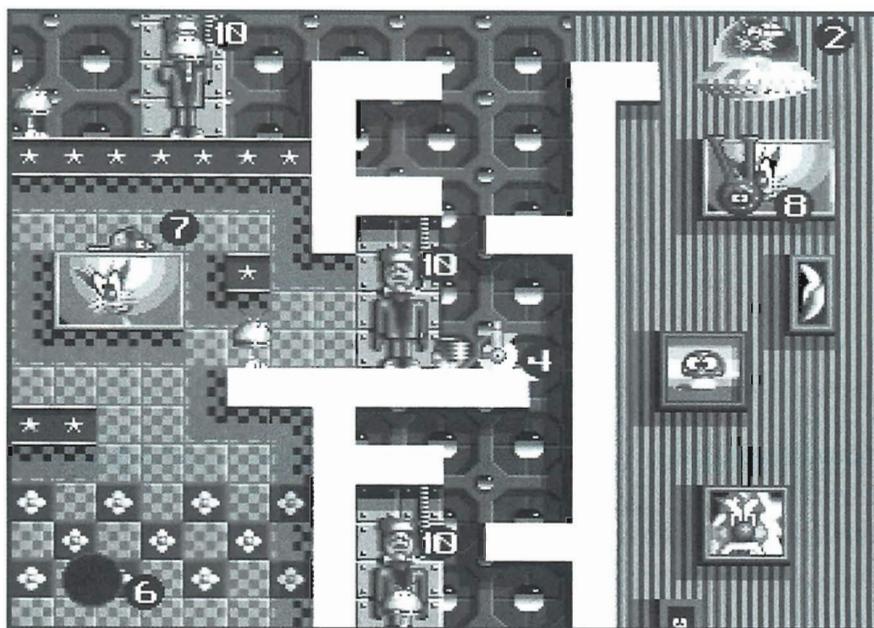
6. **Black Hole (Mouldable alien).** This hunts 'bots and absorbs them. Try to absorb it before it reaches them.

7. **Mouse.** Simply squash this rodent.

8. **Self-motivated Tomato.** This vegetable is simply trying to avoid you. Jump on his hands to knock him off the platform. You may then eat him.

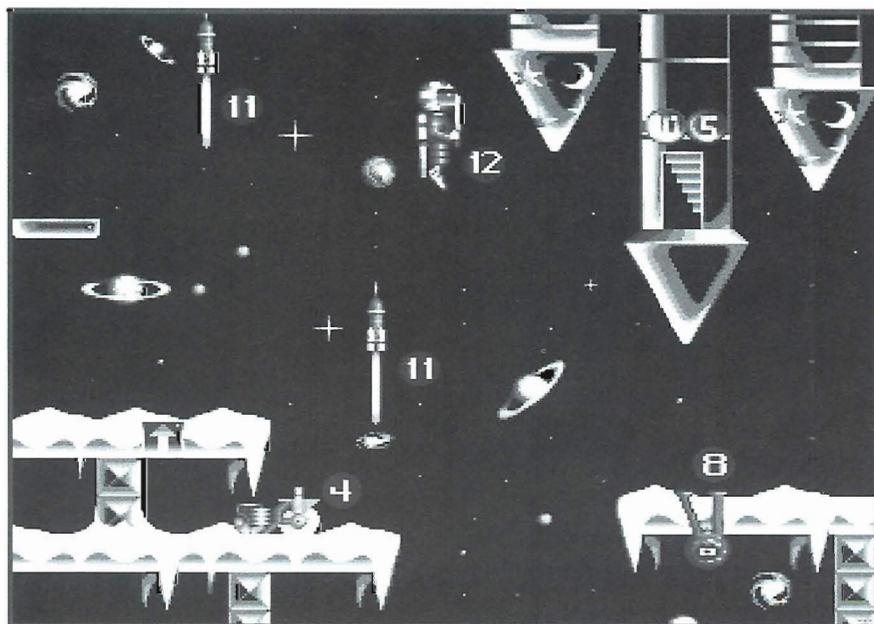


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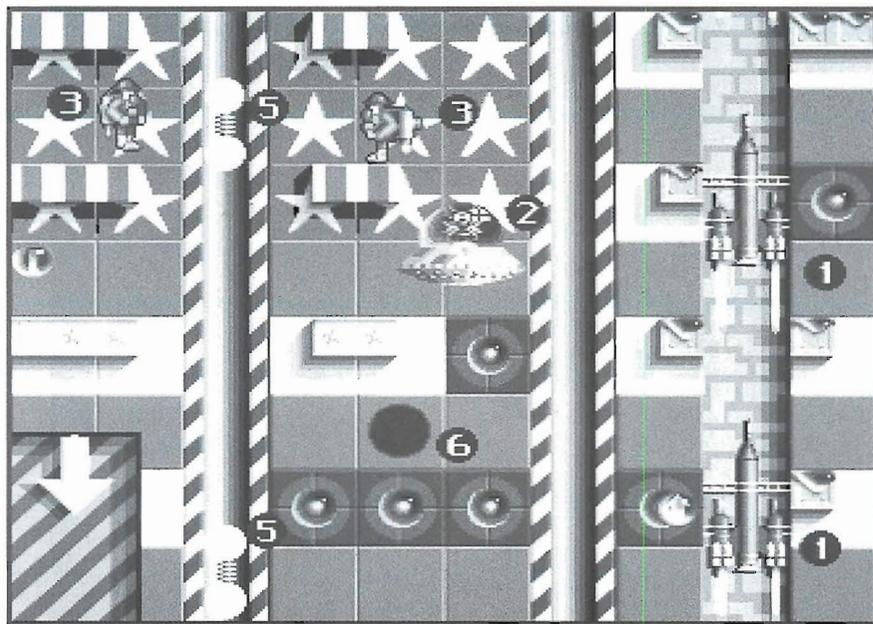


9. Fatty Amal. Fatty Amal and his bath-time bubbles are something you have to live with. Avoid the bubbles if possible.

10. Frankenstein's Monster. This creature will catch 'bots and shake them to death. Keep them away from him by using coffee to distract them.

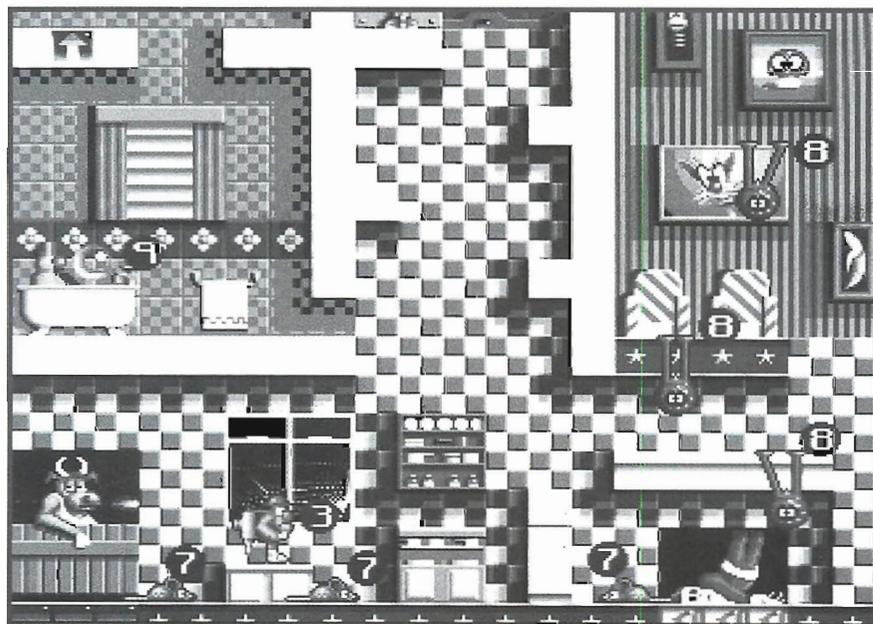


Putty



11. Rockets. Attempt to avoid.

12. Space Kid. This patrolling guard will attempt to stop you reaching Dazzledaze's tower.



Putty



Here are a few of the goodies to look out for in Putty world.

RoboCod

17



Millennium

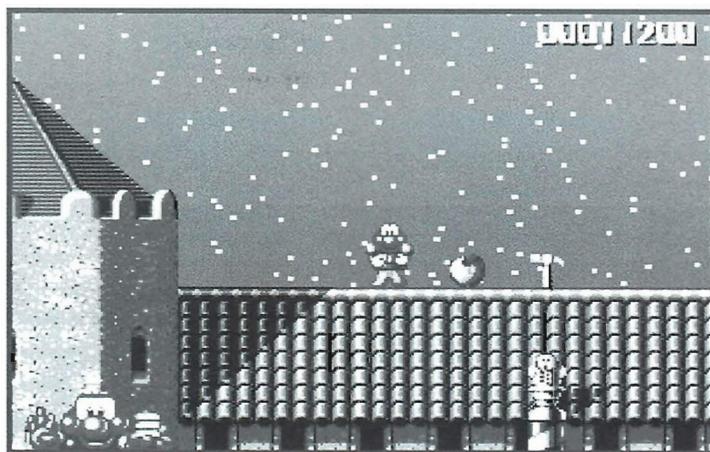
The Facts...

Publisher: Millennium
Type of Game: Platform
Price: £25.99

(although now available in various compilations for about the same price)

Controls: Joystick
Memory required: 512K

The Scene...



The Game...

Robocod is probably the best platform game on the Amiga – at least as far as I'm concerned. The game was a follow up to *James Pond*, an uninspiring arcade/adventure that's now out on budget if anyone wants to check it out.

In the super-charged sequel the evil Doctor Maybe has returned from the humiliation he suffered in the first game and is now out for revenge. He's kidnapped Santa Claus and locked him away in his own Toy Factory at the North Pole. The dastardly rat!

Enter Pond who has been bionically re-engineered since the first game with an expanding midriff and given some protective body armour. Arriving in the wintry wastelands of Santa's grotto, only two of the factory's gates are unlocked and it's through these that Pond must travel, defeating Doctor Maybe's evil minions.

Only by fighting his way through the myriad number of levels and confronting the evil Doctor in his layer can Pond ensure that Christmas won't be disrupted after all – hurrah!

RoboCod



Here's Pond at the beginning of his adventure.

Worlds Without End...

There are a number of themed worlds in the game, based on the different toy-producing areas of Santa's factory. These range from Sports and Fluffy Toy worlds to Sweets and Board Game stages and each is broken up into a number of sub-levels. The following list covers approximately two-thirds of the game and details the many bonuses

LEVEL 1

This world introduces the player to the idea of progressing left to right, jumping over pits, roof-hanging over pits, collecting bonuses, bouncing on nasties, moving platforms and *head-banging* blocks. The main point of it is in showing that all the penguins must be collected to activate the exit pole.

that can be found throughout. There's also a number of handy cheats should any of you find the going too tough, but don't turn to the end of this chapter until you've tried your hardest. Remember: each world has an exit pole no matter how hard it might seem at first. There is always a way to complete each world.

To the left of the start is a battery and a quick exit from the whole world. From the last enemy head-block in the righthand edge of this world, it's possible to jump into the edge of the roof above the exit pole where there are two extra lives.

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LEVEL 1.2

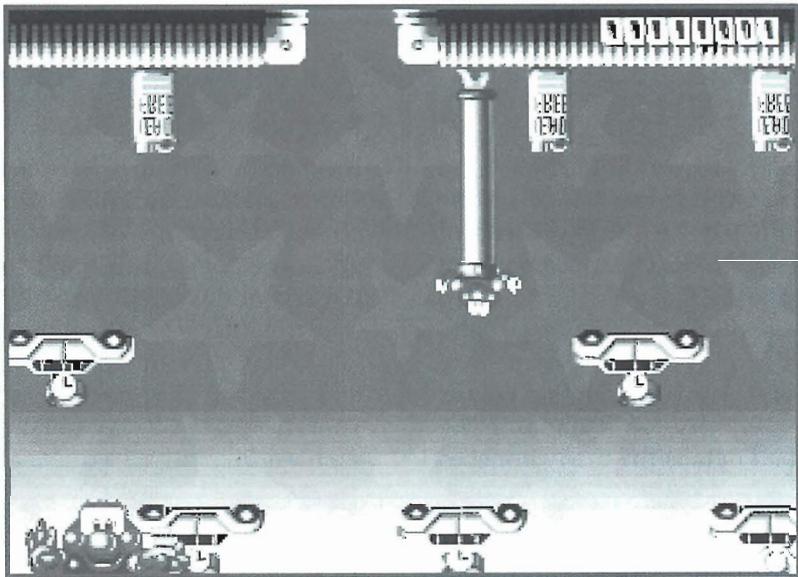
More of the same. Near the exit pole there's a penguin which can't be reached until the head-block to the right of the exit is hit and the wings collected. This enables Pond to fly.

Walk left from the start onto the top tennis ball and jump. There are two extra lives hidden in the roof. About four screens from the righthand corner of this world there are some bonuses in a small room at the top of the screen which cannot be reached. Just to the right of them is a plunger which, if jumped on, will drop the bonuses below the platform.

LEVEL 1.3

A penguin can be seen in the room above. The correct way to get there is to travel to the top room at the righthand edge of this world and knock an aeroplane out of the head-block. In the room above is an extra exit which takes you to a bonus section. It is also possible to reach the top room by bouncing on the bird in the room next door.

To the left of the exit pole immediately above the starting point is an extra life hidden behind the left boxing glove. In the wall immediately to the left of the two penguins are two batteries – you'll need to jump up to get these.



In this world everything is upside down. Oo-er.

LEVEL 2.1

Travel up and left on the moving platform for bonuses. Go right from the exit pole for extra bonuses.

LEVEL 2.2

Above your starting position are a pair of wings. To get them, enter the second room along in the roof. Travel left as far as possible and

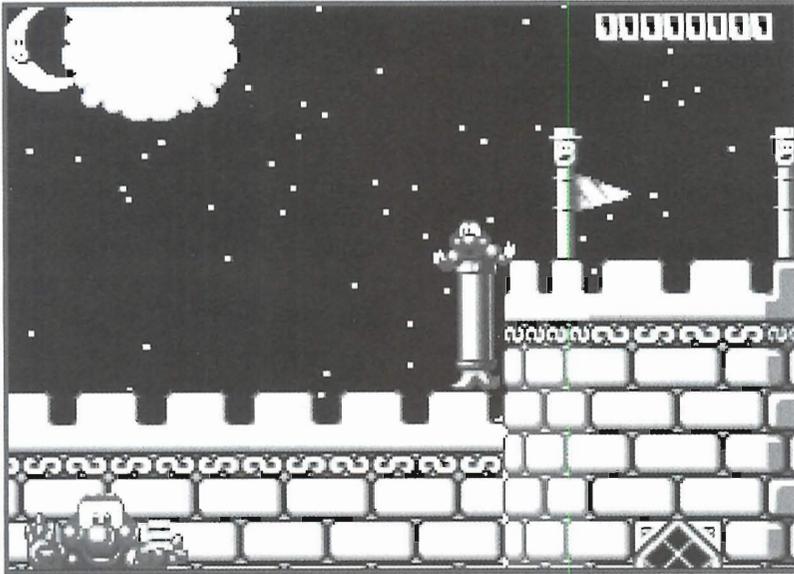
RoboCod

then jump on the bird to go left a little bit further. Once you have the wings, there is a bonus exit at the top right of this room and more bonuses if you fly through the wall under the exit pole. Down that way are also some batteries behind a

solid wall. Travel to the top of the wall where you'll be able to pass through it.

LEVEL 2.3

There are no hidden bonuses in this world.



To get a better look at things, Robocod's middle can expand.

Bonus World One...

Jump up and right to get through the poles. Jump into the cannon. After you have been fired, push up to get extra height, then left to land on the higher platform. Collect bonuses and get in the second

LEVEL 3.1

Travel along the floor for the easy route. Towards the end of this world, many bonuses can be seen on the plates above. These are there to tempt you into taking on the birds. Another exit can also be seen above the normal exit. The

cannon to reach the exit pole. If you want extra bonuses, jump around the roof above the exit pole and through a hidden hole in the upright. Jump over the exit pole to reach a hidden extra life.

observant player will have noticed the wings hidden amongst the many bonuses on the plates, so take the birds on (there is an extra battery up there anyway) and head for the bonus world exit. The normal exit takes you to level 3.2.

LEVEL 3.2

There is a secret room above the first Bertie Bassett encountered. Jump onto the vat of icing to drop into it. When you return you'll be back in the vat. There is another secret room in the roof just to the right of the vat of icing. It's similar to the first one, but the chocolate border is unwrapped so you can walk straight through it. This way leads to the exit pole. Other routes are dead ends, but are worth exploring for an extra life and bonuses.

LEVEL 3.3

A hidden room can be seen from the first moving platform which is already moving before you step onto it. In this small room is a Penguin bar which can be jumped into for an invulnerability bonus. The first exit pole – at the bottom of the world – is a dummy. It will return you to the start of this world over and over again.

Above the exit pole is an arrow pointing upwards. Jump up, above the arrow, to land on an invisible elevator. The elevator will take you up to a new cavern; this is the way out. Before you enter it, jump up again where another invisible elevator will take you up to a hidden room (and an extra life).

LEVEL 3.4

Very difficult. There is a pair of wings hidden in the righthand edge of the righthand cake at the bottom of the level.

LEVEL 3.5

All exits restart this section. The clever player will notice a hole in the floor. Drop down here to enter the next world.

LEVEL 3.6

This world is really easy and obvious. It's upside down which makes it novel and just a little harder. There are four batteries on the top (bottom?) sweet.

LEVEL 4.1

Use the enemies to bounce up to the head-blocks and bonuses.

LEVEL 4.2

This is the first constantly scrolling section which involves bouncing along a runaway train. There are only a few enemies. To complete it, just avoid being trapped.

LEVEL 4.3

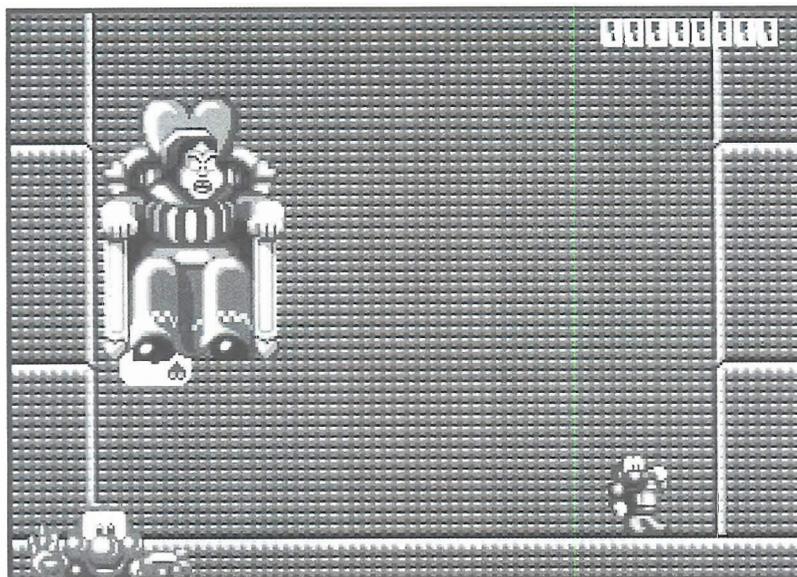
Quite a difficult section. Near the middle of the world are three red jumping enemies. Above the middle one is a hole in the roof. Bounce on the middle jumper to hit the hole – this will take you to the second bonus world.

Bonus World Two...

Bounce on the nasties to go up. This is a little difficult at first, but it's worth persevering. At the top is a complete fill-up of lives and batteries. Remember, on leaving

this section through the hole in the floor, you'll drop back into level 4.3 exactly where you left it, so be prepared.

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One of the game's end-of-level bad guys.

LEVEL 4.4

This is quite a complicated stage. From the start, walk right and enter the small cavern above. Walk through the righthand wall of this cavern for some bonuses. Retrace your steps, then continue to walk right. Collect the bells from the next small cavern you drop into. The next cavern (in the roof) contains two penguin bonuses. Walk past these into the lefthand wall for a hidden extra life. Continue along the tunnels until you reach the central junction. There are four tunnels from this junction, the top left is where you came from. The top right one appears to go nowhere – there's nothing up there for you. Walk down the bottom right tunnel (slowly) towards the wall. Walk into the wall, which will throw you into a new room. The obvious exit from this room is into the wall on the left which leads you back to

the central junction. Instead of the obvious route, it's possible to walk through the righthand wall into a narrow tunnel. There are some bonuses up there and you still end up a little way back from the central junction.

There are two things you must do from the central junction. First, take the bottom left tunnel to collect the penguins and secondly, run down the bottom right tunnel at speed to crash through the wall – the exit pole is this way. When you go down the bottom left tunnel, you will come to a long drop on the left side of the screen with an elevator at the bottom. There are several rooms on the right of this lift shaft. There is a penguin in each of these rooms. When you've dealt with them all, drop onto the elevator platform and, as you rise, jump into the first

snicket in the wall and wait until the elevator has gone by. Next, drop down the shaft before it re-initialises at the bottom. Walk right. You may walk into the *elevator wall* to get back to the central junction (having collected all the penguins), or walk up the slopes and come running down to crash through the wall and into the sealed bonus rooms. It's your choice – the top room is more difficult (jumping on the bird) but has better bonuses. When you have collected all the penguins, run down the bottom right tunnel from central junction to crash through the wall. Walk right, collect the umbrellas and drop down into the bonus room. Collect all you can, stand on the up arrows and extend to the exit pole. Phew!

LEVEL 4.5

There appears to be very little in this world except curvy tunnels to have fun running around in. At the bottom of every curve there's a hole in the roof containing something nice. The first two lead to Bonus Worlds and the next three contain coins, lives and batteries. To the right of the exit pole is an extra tunnel. To hit it, run from half-way down the last slope. If you manage to get into the exit tunnel, at the very righthand end of the world are 200,000 points hiding in the roof.

Bonus World Three...

You have a choice to either go left or right from the start, but you cannot do both. To the right there are three bad head-blocks (containing poison), to the left there

LEVEL 4.6

Travel right from the start, up the incline and knock a train out of the head-block. Jump on it to reach the tunnel, top left. In here you can get your car and totally zap anything in this section. Also, in the small room, there are two extra lives hidden in the higher side walls. At the top of the second slope from the starting point there is a room below you which you cannot enter. Go to the bottom right of the section and jump on the plunger – this will open the door for you. Make sure you kill all the nasties with the car before entering because you'll lose it here.

LEVEL 5.1

A straightforward easy section. There are four exit poles at the end, numbered one to four from top to bottom. Pole one returns you to this world again. Poles two and three take you to World Two. Pole four takes you to a Bonus World.

About two screens from the start there are some head-blocks hidden in the floor. Don't kill the second and third birds as there are some head-blocks above them. Hit the blocks to knock out two batteries – you'll then need to jump on the back of the birds to reach them.

are three good head-blocks (with extra lives). There are also two exit poles, both of which take you to Bonus World Four.

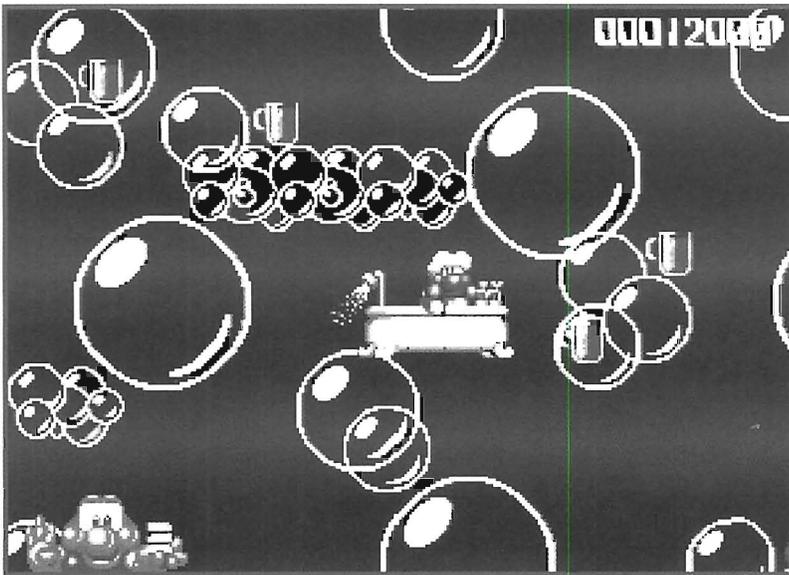
RoboCod

Bonus World Four...

This stage appears identical to the last world (Bonus World Three). The good and bad sides are now reversed. Both the exit poles take you to Level 5.2.

Bonus Worlds Three and Four are designed to confuse the player. It appears that Bonus World Three is re-entered, possibly due to the

choice of exit pole. It may also appear that both sides offer good bonuses or both offer bad bonuses. The skillful player should learn to go to the left the first time and the right the second. There is a clue in that the two normal bonuses at the top change positions the second time around.



Once on the bathtub, Pond can fly!

LEVEL 5.2

The basic section starts with domino caverns, progressing to playing cards and ending with more dominoes. From the start, a penguin can be seen in each cavern and must be collected. Towards the end, the caverns appear again, one of which contains a penguin, one contains nothing and the last one has the exit pole (to level 5.3).

In the empty cavern there's the only double-blank domino in the entire stage. There's a secret exit in the blank domino taking you to Bonus World Five. There's also an extra room above the cards towards the end of this section. This is tricky to enter and contains only bonuses, a secret exit (to Bonus World Five) and a head-block containing an aeroplane.

Bonus World Five...

The next Bonus World contains a mini-maze containing a few

LEVEL 5.3

Nothing special about this section.

LEVEL 5.4

No bonuses or hidden tricks here, either, I'm afraid.

domino spots and a number of invisible walls.

LEVEL 5.5

Go past the exit pole at the righthand edge of the map and off the end of the map to Bonus World Six.



Bounce along the train avoiding the nasties as you go.

Bonus World Six...

Nothing special here.

LEVEL 6.1

The simple route is straight along the bottom, left to right. Bonuses can be seen above, especially at the righthand edge. The best way to get these is to take the moving

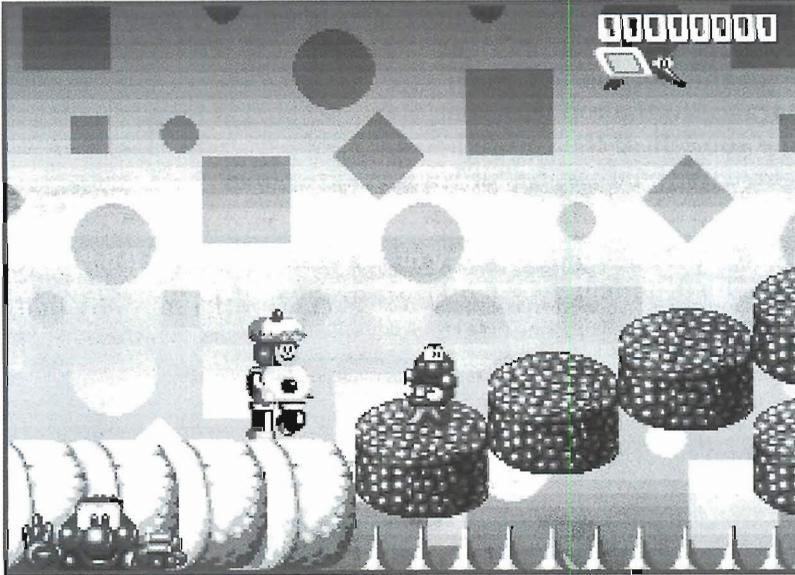
platforms upwards and to the left, where a set of wings can be found. There is also a plane head-block which can be accessed via the wings.

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LEVEL 6.2

There's a tunnel to the right of the exit. This leads to Bonus World Seven. There's also a hidden room just to the right of the first moving platform and a bonus to the right of the birds. Take them on, collect

the bonus and blunder on through the righthand side of the cavern into a secret tunnel. On your way there are lots of bonuses to collect and an exit to Bonus World Seven.



Be on the look out for extra lives and power-ups.

Bonus World Seven...

The exit pole is available immediately on entry to this section, although if you use it you'll merely return to the start of the stage again. Go to the right into the room above to collect the bonuses

and you'll find the real exit pole. However, if you return to the first bogus exit pole it's possible to play this world again and again, collecting huge bonuses each time.

LEVEL 6.3

This is a fairly difficult world, but there are no real surprises. Remember to fill up with batteries at the half-way point.

LEVEL 6.4

There's a hollow stack of papers about half-way along this world. Jump on each ream until the gap is found to collect a few bonus points.

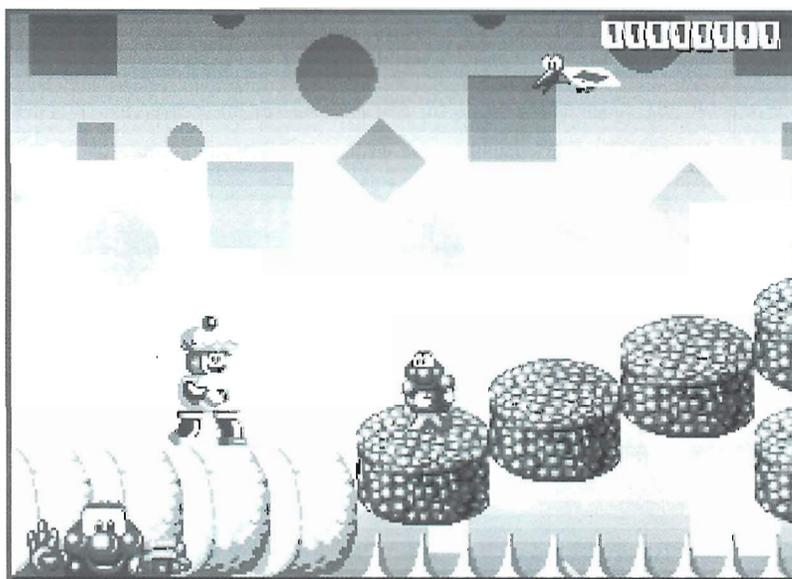
RoboCod

LEVEL 6.5

An unusual section. From the start there appears to be nowhere to go. Four penguins can be seen from the cross-shaped tunnel, each of which is in its own room. The entrances to the bottom left and the top right rooms are easily found. The entrance to the bottom right room is at the bottom right corner of the bottom left room. The entrance to the top left room is at the top left of the top right room.. Er, a bit confusing, isn't it?!

LEVEL 6.6

At the end of this world is the normal exit to Level 6.7. There are also three opportunities to jump into bonus exits. You're likely to find them difficult to reach, especially if you've been tempted by the big bonuses. Each of these exits will take you to Bonus World Eight.



To banish a nasty from the screen, bounce on his bonce.

Bonus World Eight...

Nice and easy. Top up your batteries, lives and points.

LEVEL 6.7

This is a straightforward section, although there are a couple of

tricky bits to watch out for.

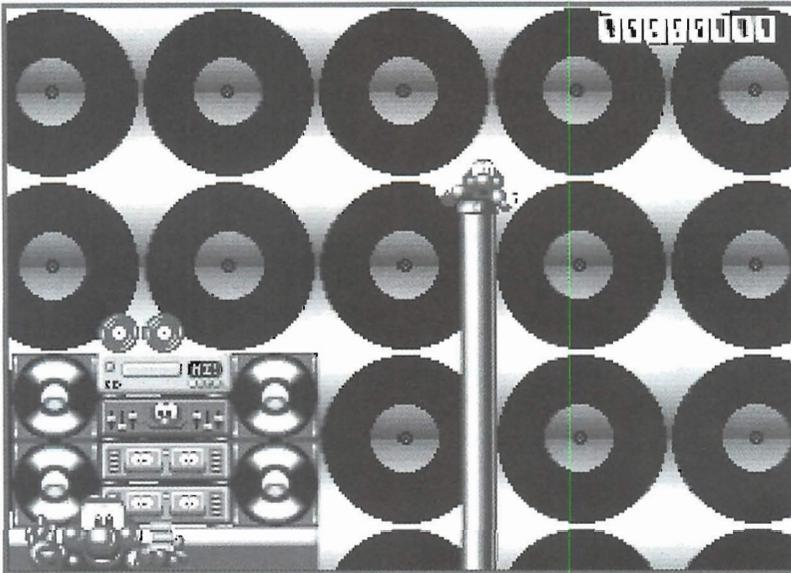
RoboCod

LEVEL 6.8

There's a secret exit in the mouth of the tuba just above the start point (leading you to Bonus World Nine). You'll re-enter here when you're finished.

This whole world can be a little tricky to find your way out of. Walk right from the start, extend

upwards then drop onto the brass mouthpiece which will break off and carry you into the guitar room. Jump around in the plectrums to reach the top blue one. This will move in the direction you nudge the joystick. Go over to the left and jump into the top gap in the brass pipes. Then go left and down.



Each world has a particular theme.

Bonus World Nine...

Nothing special at all.

General Hints and Tips...

If all these level guides weren't enough, we've also compiled a whole host of hints and tips to help you on your way.

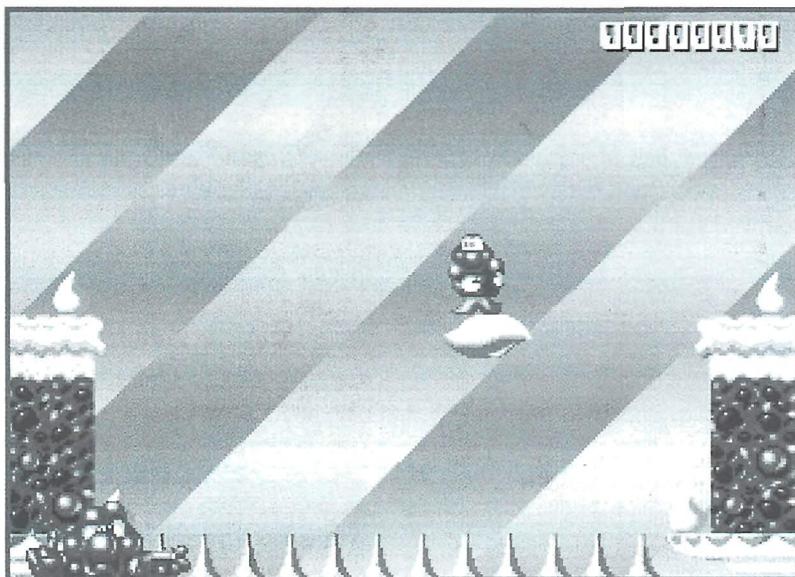
During the intro sequence, type in THE LITTLE MERMAID (including spaces). Now use the following keys while playing the game for special effects:

RoboCod

Return - Infinite shield
F6 - 50MHz
F7 - 60MHz
K - Suicide
P - Gives you an aeroplane
F - Gives you wings
X - Warps you to the nearest exit post
M - Selects map

When you've entered the map select mode, you can leap to various points throughout the game. Merely type in a figure

between one and 50 and you'll be magically transported to a particular stage of the game.



Hitch a ride to get past this tricky stage.

Open Those Doors...

As soon as the game starts, send Pond jumping up to the top of the first roof and you'll see an Apple, Earth, Cake, Hammer and Tap. Take

the first letter of each item and you'll get AECHT which is an anagram of CHEAT. Collect the objects in the right order (Cake,

RoboCod



The evil Doctor Maybe is about to get his just desserts.

Hammer, Earth, Apple and then Tap) and invincibility is now yours. Better yet, if you enter the first room and exit immediately via the lefthand point, all the game's doors are unlocked.

Whenever you see a group of different bonuses lying in close proximity to each other, don't just run blindly into them. Stop and take a look at what they are. If you can take the initial letter from each and re-arrange them to spell a word, chances are it's a really big bonus. The three words you can spell are CHEAT, LIVES and POWER. Sample bonuses could be:

Cake, Hammer, Earth, Apple and Tap – CHEAT

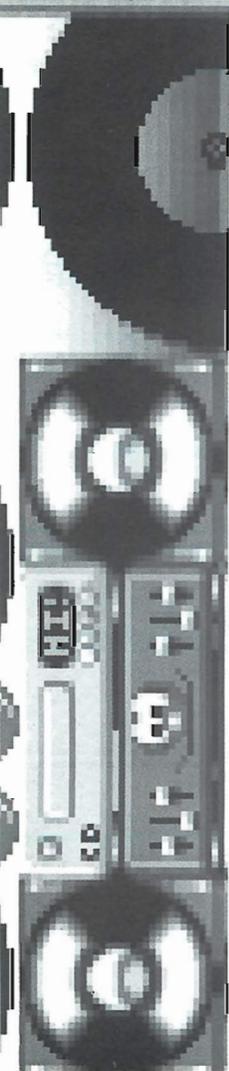
Lips, Ice cream, Violin, Earth and Snowman – LIVES

Penguin, Oil, Wine, Earth and Racquet – POWER

There are also two hidden worlds behind the tower, another Sweet section, including a Liquorice Allsorts World, a Bouncing Jelly World, another Cake World and an upside down Jelly World. There's even an extra scrolling section, too. To reach them, run along the ground floor (avoiding the open doors) then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Doctor Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room.

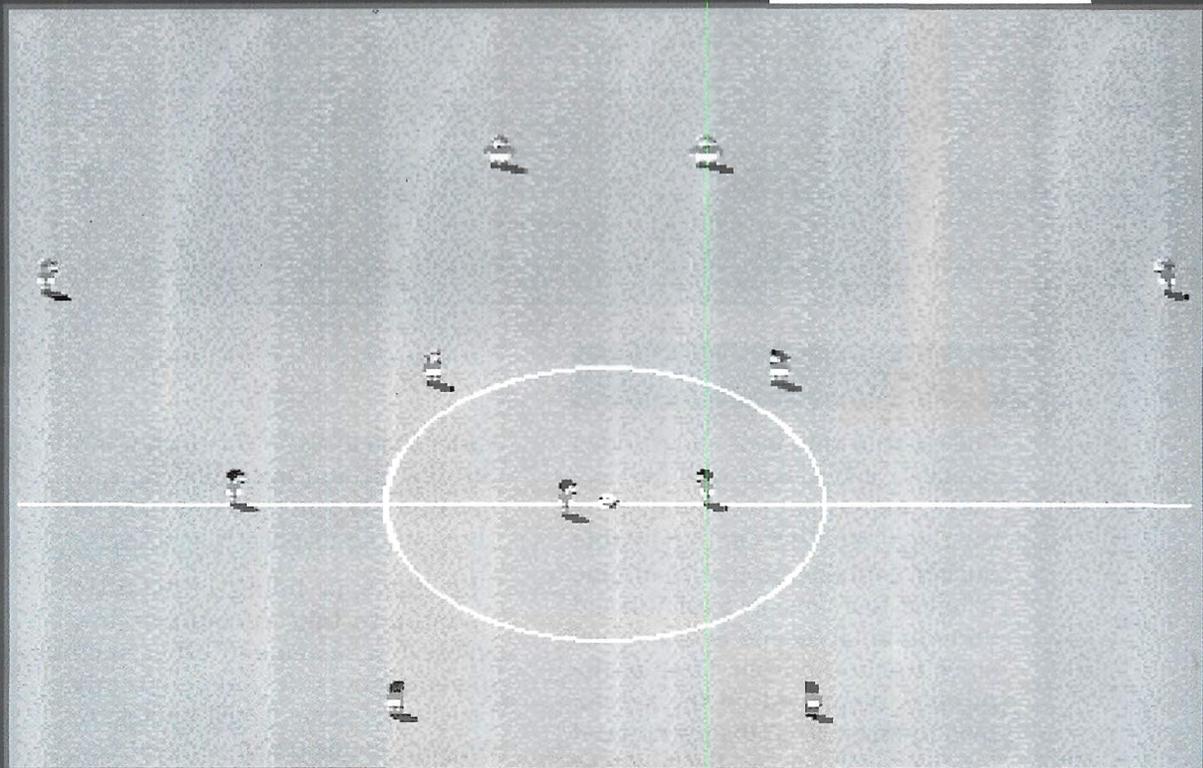
And that's all there is to it. *Robocod* is a huge game with loads of hidden rooms, bonuses and levels. It'll certainly take you some time to complete it, even with all the cheats.

RoboCod



**Sensible
Soccer**

18



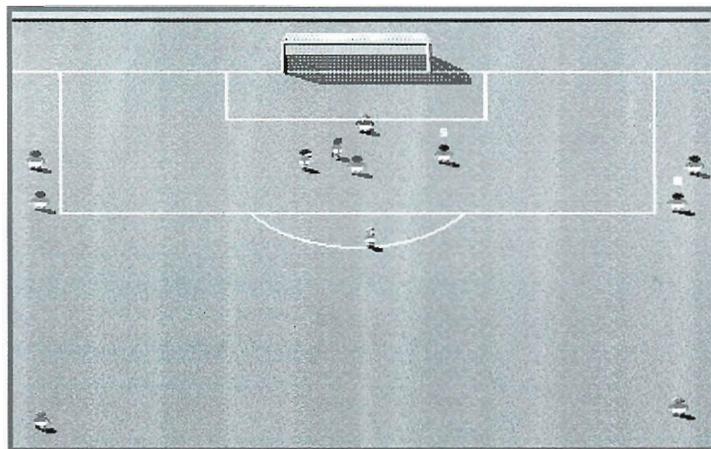
Renegade

Sensible Soccer

The Facts...

Publisher: Renegade
Price: £25.99 (£19.99 on CD!!)
Type of Game: Soccer Kickabout
Controls: Joystick
Memory Required: 512K

The Scene...



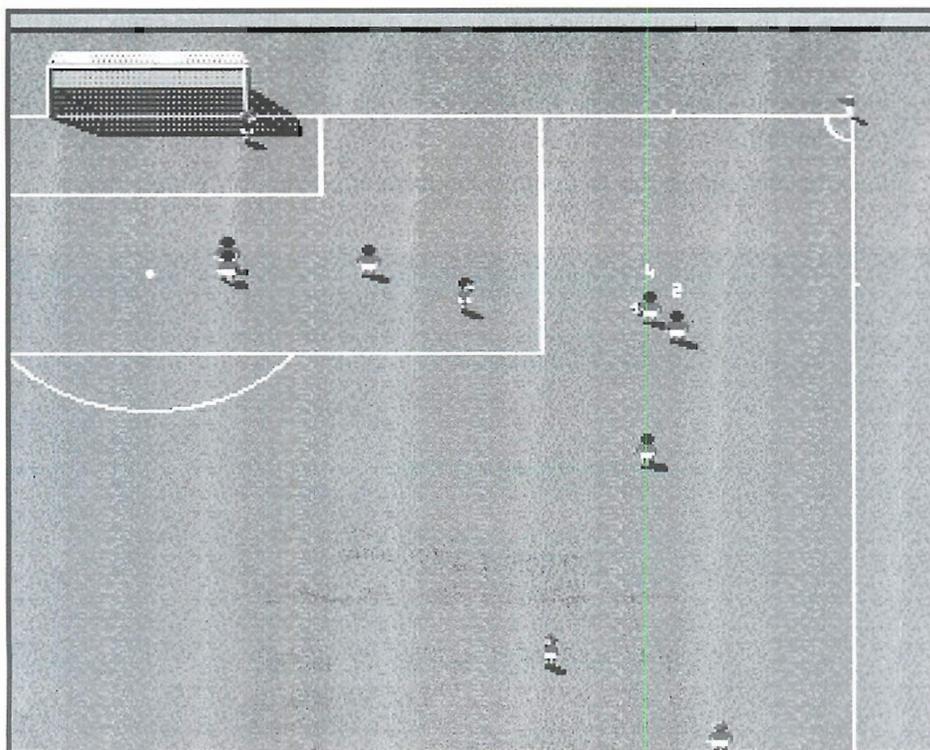
The Game...

Pull on your shin pads and studded boots for a kickabout with the only footy game capable of holding its own against *Kick Off 2*. Sensible Soccer contains no less than nine different tournaments to play in and 98 individual league and national sides to choose from. More of the pitch is displayed on the screen than in *Kick Off*, so there's no need for the radar screen, but matches are restricted to a mere 10 minutes which can be frustrating. Crowd sounds are incredibly authentic, with lots of chanting and singing during the course of a game. Free kicks and corners are also much

easier than in *Kick Off* (which was a bit of a hit and miss affair in this department), and the sheer range of shots at your disposal is amazing.

The game is being constantly updated to take account of new rules, new teams and other such developments. If you've already bought the game, you'll be able to get your hands on an updated disk simply by sending a few pounds to Renegade. For more info ring them on 071 481 9214. Thanks to John Hare at Sensible Software for the following hints and tips to enable you to get even more from this excellent soccer sim.

Sensible Soccer



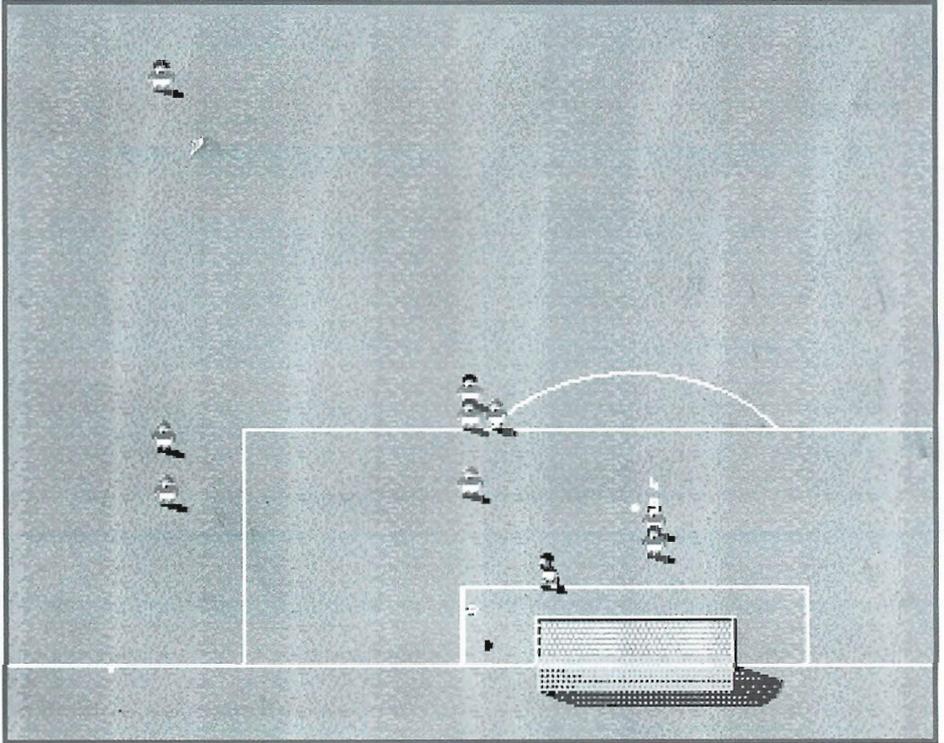
Corners are an excellent opportunity to put into play set pieces.

Getting Sensible...

- When taking a goal kick always wait until the opposing striker has moved away from your goalie.
- When attacking, watch for the goalie's fumbles. This is especially important with naff teams.
- Headers too close to the goal will nearly always hit the bar or go over.
- At all times get to the ball and kick it as soon as possible.
- Remember that a diving or sliding player is always faster than a running player.
- Use the *View Oppo* on the tactics screen to gen up on the opposition's star players.
- Do not try to pit outfield players in goal unless you want to lose. Yes, it may be funny, but you're in this to win matches, aren't you?!

Sensible Soccer

- When in the lead and there's only a few minutes left on the clock, call up the Subs Bench and choose *Defend* as a tactic.
- Similarly, use *Attack* when time is running out and you desperately need an equaliser or a last minute winner.
- It's virtually impossible to dummy a computer player. Try it and see.



Use the subs option to change tactics and formations.

How Good Are They?!

It's difficult to tell how good a team is if you've never played them before, so here's a handy form guide to the many teams that appear in the game.

CUSTOM TEAMS. The better the team, the higher up the list they'll appear. The worst teams will be right at the bottom.

NATIONAL TEAMS. National sides are split into different groups, the teams seeded in the first group being the best and those on the eighth seed being complete spackers.

Sensible Soccer

1ST SEED. England, Germany, Holland, Italy, France

2ND SEED. Yugoslavia, Republic of Ireland, CIS, Romania, Czechoslovakia

3RD SEED. Poland, Belgium, Sweden, Spain

4TH SEED. Scotland, Bulgaria, Portugal, Denmark

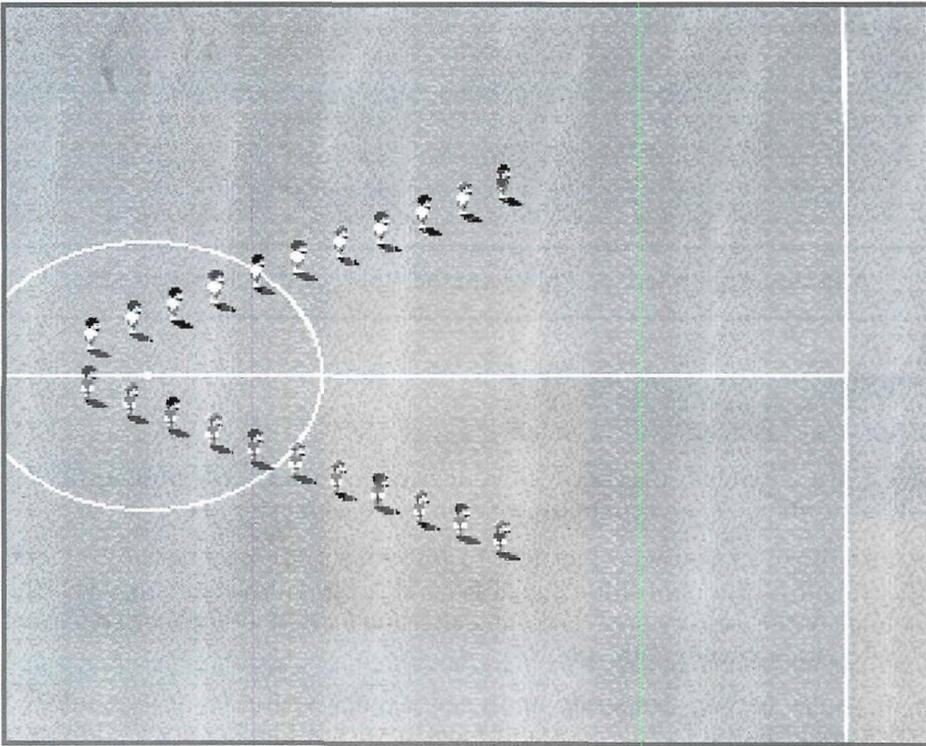
5TH SEED. Wales, Switzerland, Austria, Hungary

6TH SEED. Finland, Norway, Northern Ireland, Greece

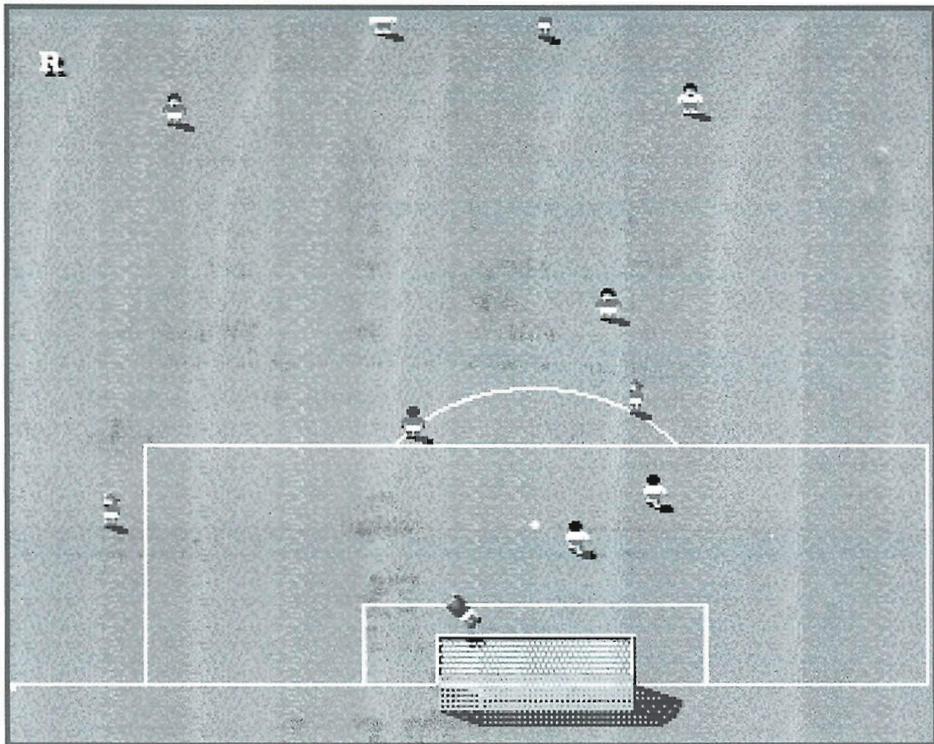
7TH SEED. Turkey, Albania, Faroe Islands, Luxembourg

8TH SEED. Malta, Iceland, Cyprus, San Marino

CLUB TEAMS. The top club teams are, predictably enough I suppose, AC Milan, Liverpool, Red Star Belgrade, Real Madrid, Juventus, Bayern Munich, Barcelona, Internazionale.



At the start of the match the players line up in the centre circle.



A replay option lets you take another look at that fantastic shot.

Tactical Tips...

For more advanced players who've learnt the basics, try pulling off the following shots. If you can do the lot, you're a true master of the game.

- For those of you who just like to bulldoze your way to the top, run straight at the opposition's goal from kick off and, when you reach the edge of the penalty area, kick the ball using a lot of after-touch to bend it into either corner of the net.
- If you're getting desperate and need a quick score, try a long hoisted diagonal ball into the area and meet it with a Lineker-style slide or a kamikaze header.
- Eddie Waring would have loved this one (if you don't know who I'm talking about, ask your dad). Move into your opponent's half, sticking closely to the touchline, and then try a long diagonal *up-and-under* shot with plenty of swerve. If you're lucky it'll fly into the top corner of the net. Only really effective against naff goalies.

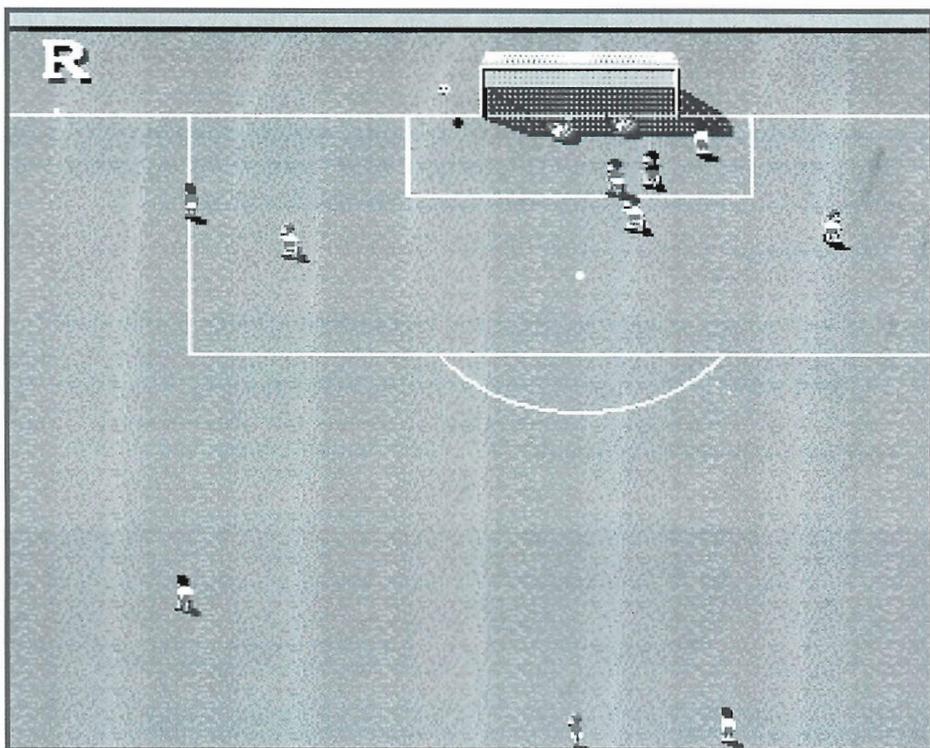
Sensible Soccer

- When taking penalties, always try to aim the ball into the corners of the goal. Aim your shot at the goalie and he'll almost always save it. What a surprise!
- Use sliding tackles to move about the pitch quickly. When defending, slide in to the tackle and use plenty of after-touch to prevent the ball going out of play and giving away unnecessary corners.
- When taking a corner, try hitting the ball across the goalmouth in order to try to slide it in.
- How's this for a challenge? Boot the ball towards the goal and meet the shot with a diving header. As the player makes contact with the ball, use a hell of a lot of after-touch to bang the ball past the goalie and into the net. It might take ages to perfect this technique, but once mastered you'll certainly impress your friends.



They think it's all over - well, it is for England.

Sensible Soccer



There's no better feeling than cracking in a 40 yarder.

**Shadow
of the
Beast**

19



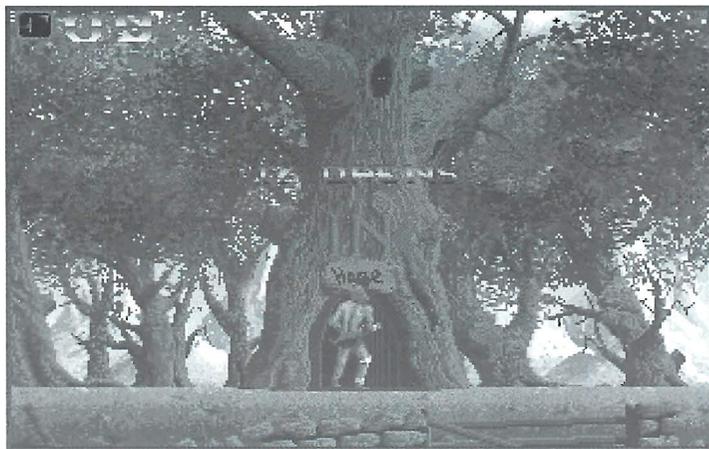
Psygnosis

Shadow of the Beast

The Facts...

Publisher: Psygnosis
Type of Game: Arcade Adventure
Price: £9.99
Controls: Joystick
Memory Required: 512K

The Scene...



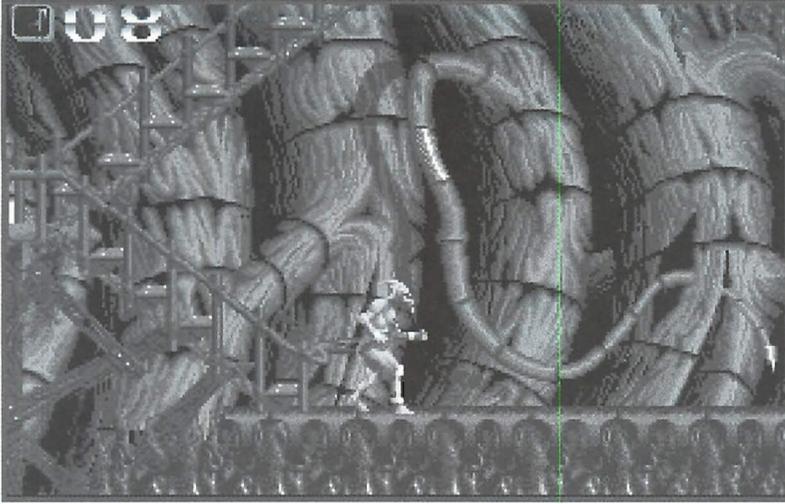
The Game...

This was the first game that really showed what the Amiga was capable of. Shadow of the Beast has so far spawned two sequels and has been elevated to something approaching cult status amongst games players. The strong fantasy storyline, superb graphics and atmospheric music have all contributed to the game's success. You play Aarbron, the Beast Messenger to Maletoth, the Beast Lord. One day, while watching a human sacrifice, you move in to take a closer look at the man about to be slaughtered. As the sacrificial

dagger plunges into the man's body, you realise that he is in fact your father. Suddenly you remember it all: you were kidnapped as a small child by Maletoth, transformed into the grotesque beast you now are, and made to do the Beast Lord's bidding. Swearing vengeance, you run from your captors and hatch a plan to bring the Beast Lord to his knees...

Gripping stuff, eh? Unfortunately, the game's a bit on the hard side, so here's a complete solution if you're well and truly stuck.

Shadow of the Beast



In the complex maze of underground caves it's easy to get lost.

The Beginning...

Run left to the entrance in the tree, killing and avoiding the creatures on the way. Enter the door in the tree. Walk to the right avoiding the fireballs coming at you from the left. Climb down the ladder. Walk left and go down the next ladder. Walk right but crouch and punch to kill the large insects. Descend the ladder to the far right. Go to the ladder on the left and descend. Walk left across the bridge and go down the ladder. Walk right, killing the swordsmen, and go down the ladder at the end. Descend the ladder to the right and down the next ladder on the right down to the scaffolding below. Walk left and drop to the platform below. Walk left, killing the axemen, then jump the gap to collect the key.

Turn and drop down the gap in the floor. Walk right and pick up the full strength potion. Continue walking

right, killing the serpents, and climb the ladder. Climb the ladder to the right. Climb the ladder to the left. Walk left and drop to the platform below. Walk to the left killing the axemen to get to the Winged Demon. Whilst avoiding the flame, repeatedly punch the bouncing ball. After the ball is destroyed you will receive a special weapon. Walk right to the teleport. After teleportation, climb up the ladder which is on the left. Walk right and attack the huge guardian using the special weapon. After it is destroyed walk to the right and kill the swordsmen on the bridge. Cross the bridge and climb up the next ladder to the right. Walk left and kill the axemen until you reach a switch on the wall that is labelled *Don't touch*. Hit the switch which will turn off a force field guarding the power punch which you require. Walk back to the right,

Shadow of the Beast

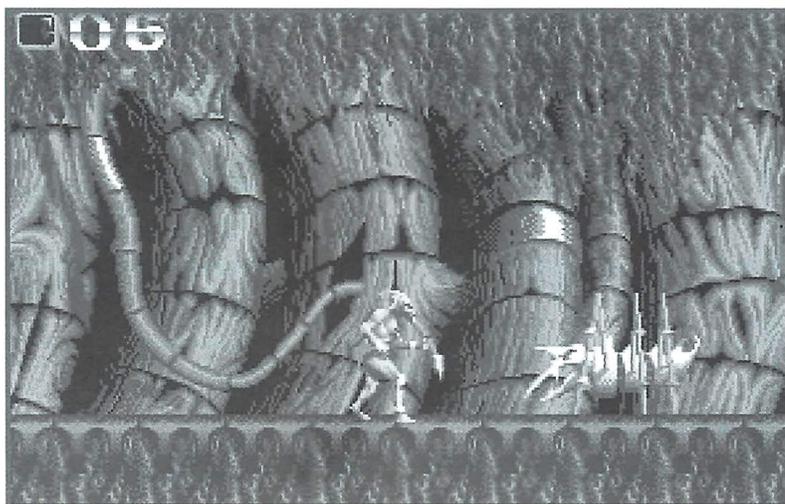


Watch out for stray fireballs.

killing more swordsmen. Climb the next ladder to the right. Walk left dodging the bouncing eyeballs. Collect the key from next to the skeleton.

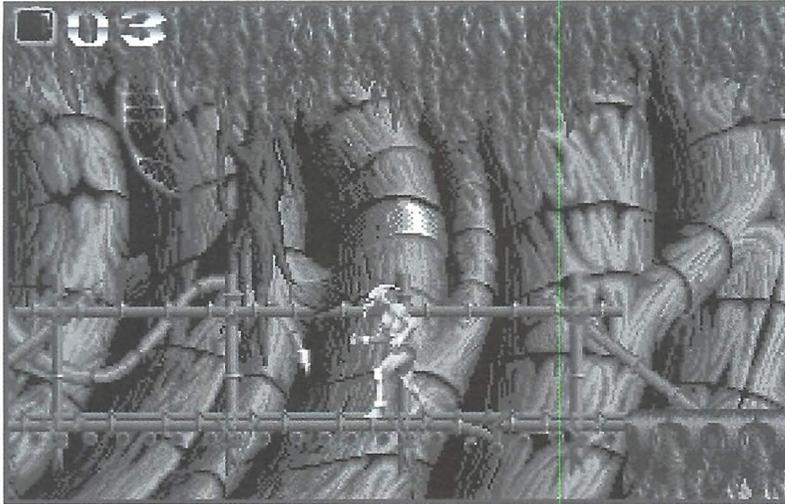
Walk back right past the ladder which you ascended. Pick up the

full strength potion. Go left and back down the ladder and then back down the next ladder on the right. Walk right and ascend the next ladder. Kill the snail and descend the ladder to the right. Walk left avoiding or killing the



Crouch down and thrust with your sword to kill this guy.

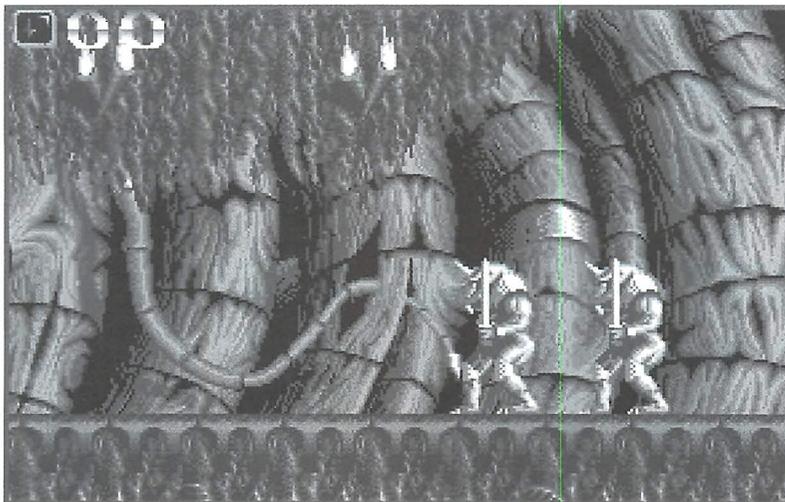
Shadow of the Beast



Be careful. This bridge could collapse without warning.

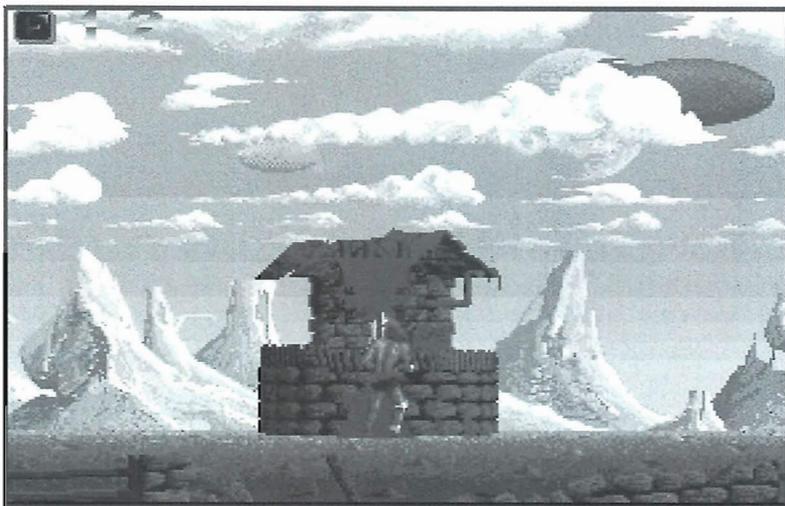
creatures. Avoid the Psygnosis emblems and descend the ladder to the left. Jump the slug and drop to the platform below. Walk right killing or avoiding the skulls. Collect the full strength potion, then descend the ladder. Avoid the

flexing tube and descend the ladder to the right. Walk left past the statue supporting the roof. Avoid the flying insect and descend the ladder. Walk left killing the creature which is walking on the roof and drop down yet again. Climb the short ladder



The Beast Lords minions are everywhere.

Shadow of the Beast



To enter an underground cave, drop down the well.

and then descend the ladder to the left. Kill the ghost, then climb the long ladder to the left. Collect the Power Punch potion and then go back down the ladder all the way to the bottom. Walk right avoiding the rocket engine flames. Keep going

right avoiding the spikes that come up through the floor. Kill the guardian by using the power punch in order to get into the well. Walk into the well and climb up the steps to the top.



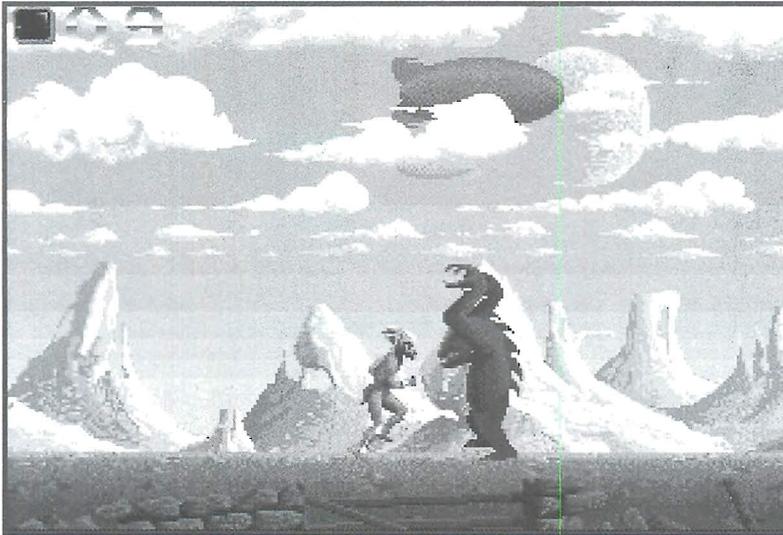
Down and down into the bowels of the Beast Lord's domain. It'll be a long time before you'll see the light of day again...and maybe you never will...

Shadow of the Beast

Out from the Well...

Walk to the right, killing or avoiding all creatures but punching the stone stacks to gain +2 strength bonuses. Walk past the castle door and jump

up to collect the torch from the castle wall. Turn back and enter the castle door.



Many beasts require multiple hits before they are defeated.

The Castle...

Walk left and climb up the ladder. Walk right avoiding the hazards. At the end of the platform, descend the ladder whilst avoiding the wall creature which jumps left and right. Walk right and climb the long ladder. Walk left and drop to the platform below. Pick up the Full Strength potion, then walk left avoiding the hazards.

At the end of this platform, climb up the ladder. Walk right avoiding the hazards again and collect the spanner. Run left to the end of the

passage and then go down the ladder. Walk right to the end and then climb down the ladder. Walk right and drop to the platform below. Walk left to the end whilst avoiding or killing the hazards. Climb down the ladder to the platform below. Walk right again firing the laser gun to clear a path. Deactivate the force field with the spanner by crouching in front of the control unit. Climb up the ladder before walking left. Drop to the platform below and climb the ladder to the left. Walk right

Shadow of the Beast

shooting and avoiding the hazards. Climb down the ladder and then walk left to the end and go down that ladder. Walk right and destroy

the guardian by getting in close and shooting repeatedly at the circular heart. After it is destroyed, walk right into the Jet Pack zone.



If you have the reflexes of a slug, steer well clear of this game.

Jet Pack Zone...

Fly to the right shooting and avoiding the creatures and hazards. Shoot the piles of rock to get +2 strength bonuses. Destroy the

guardian by firing at the mouths while avoiding the swinging eyeball. Fly right to complete this section.

Graveyard Zone...

Walk right avoiding and killing the hazards. Punch the gravestones for +2 strength bonuses. To kill the end

of game guardian, avoid the large clubs and repeatedly hit the toe.

**Shadow
of the
Beast 2**

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Psygnosis

Shadow of the Beast 2

The Facts...

Publisher: Psygnosis
Price: £25.99
Type of Game: Arcade Adventure
Controls: Joystick
Memory Required: 512K

The Scene...



The Game...

After defeating Maletoth the Beast Master in the original Shadow of the Beast, the sequel pits you against the evil Beast Mage, Zelek. The blighter has kidnapped your sister and set her to work as his slave. Now possessing a human body (the spoils from your epic battle with Maletoth), it's up to you to track Zelek down and save the day.

Hurrah! but it's not going to be as easy as all that. Between you and the Mage are hundreds of demons, trolls and spear-wielding maniacs who all have one overriding mission in life: your death. To help you defeat Zelek's forces of evil and darkness, we've commissioned a special player's guide from the game's publishers, Psygnosis.

Shadow of the Beast 2

Here We Go Again...

Walk left avoiding the balls cast by the tree limbs. To cross the bridge, jump about halfway across in order to minimise damage from the flying fish. To rescue the man, stand approximately two inches from him, jump up and fire. Repeat this process as soon as you land until the demon is killed. Use short stabs of the mace so as not to hit the man. Wait for the rescued man to stop speaking, then ask him about traps. His response will feature an upper or a lower switch – make a note of which is specified.

Continue left and down the tree

roots avoiding or shooting the bats. Step off the last root into the passage on the left. Run left until the flying demon appears, duck then follow him. Kill him before he cuts through the rope. Kill the man pushing the spiked rock by waiting until the spikes are very close before firing, then retreat and fire again. He can only be killed when he is at the end of the passage.

Proceed left to the door, shoot the door with short strokes until it explodes then run through before it comes down again. Repeat for the second door.



The bridge guardians don't want to let you pass.

Demon Danger...

Continue left up the slope and kill the demon. Run back and pick up the key that is dropped when he dies. Run up the slope again shooting the sliding blocks. Crouch down at the top of the hill until a block is released from the clamp then go left and drop off the edge. Run and jump over the demon on the seesaw. Climb up the rope and jump onto the platform on the right. Use your key to open the door, proceed right but beware of the spiked block that drops at the top of the hill. Continue right over the bridge to the switches. Refer to the note that you made when you rescued the man and activate the relevant switch by hitting it.

Stand as far right as possible and wait for the lift to come down, just stand and wait for it to take you back up. When the lift reaches the top run right shooting the bats as you go. When you come to the hole in the floor walk onto the chandelier rope, then jump to the right. Continue right killing the bats. Jump up to grab the second chandelier and climb to the top. Jump right and smash the chest to collect the

coins and the potion. Walk left and climb back down the chandelier. Use the potions as required to increase energy.

Drop to the bottom and run right killing more bats and collect the key from the table. Run back to the left up the steps until you reach the pit. Drop onto the chandelier and descend a little, do a small jump to the left so that you land at the cage door without waking the guard. Select the key and open the door by pressing fire. Jump back onto the chandelier, then onto the platform on the right. Stand about two inches from the edge of the pit, face left and jump onto the chandelier. Climb down, turn right then crouch down. Hit the lower switch which places a bridge close to the machinery, then jump onto the chandelier and climb out. Continue left, killing the bats on your way and go into the lift and pull down on the joystick. When you reach the bottom run left and drop off the edge, climb down the rope and run left jumping over the acid pools until you reach the switches.

Boulderdash...

Controlling the clamp to manipulate the boulder takes a bit of practice. Stand between the rock and the switches. Hit the middle switch once. Hit the bottom switch three times, until the clamp reaches the boulder, then hit the bottom switch again to stop it. Jump and hit the top switch to close the jaw. Hit the bottom switch to raise the boulder.

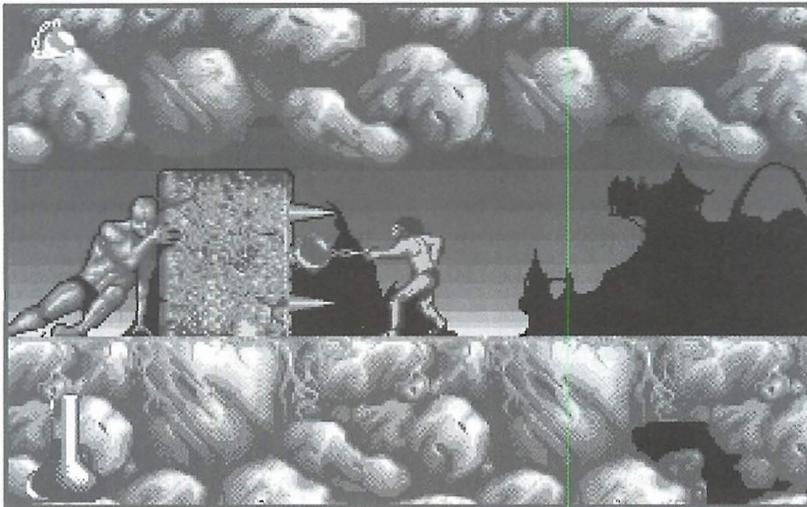
Hit the middle switch to send the boulder across the water. When it stops, hit the top switch again to release the boulder onto the spike on the other side. It will break into a small rock. Jump across the acid pool to the right and push the small rock on to the seesaw.

Climb up the rope as far as the righthand cage and jump off to the

Shadow of the Beast 2

right landing on the seesaw. The rock should be projected into the air. Run left and stand in the cage that is resting on the floor. The weight of the rock will make the cage rise up to a platform. Run left up the slope until you are facing Ishran. Shoot him once and retreat. Avoid the electric bolts and shoot him when possible until he dies. Jump up repeatedly and hit the net suspended from the tree until it falls. When it falls, the man inside will give you a password – write it down. Run right and drop down through the branches to the floor below. Continue right, past the

seesaw and down the slope until you reach the rope. Jump onto the rope and descend to the bottom then jump right. Run right and stand next to the block. When asked to whisper the password, type in the password that you wrote down previously. When the rock lifts run to the right and shoot the chest to get the coins and the potion. Run left and climb up the rope, jump right and collect the scroll from Barloom. Climb back down the rope and run left. Climb back up the roots avoiding the acid droplets. Run left and cross the acid pool by jumping onto the rope then across.



Use your ball and chain to kill the man behind the spiked rock.

The Karamoon Oasis...

Run left jumping across the acid pools. The large men with maces need to be pushed back until they fall into the acid pools, but avoid the maces that they wield. When

you have killed the second mace man you can smash the chest and collect the coins and the potion. Continue left until you reach the tavern.

Stand in front of the door and push up on the joystick. Once inside run left up the steps and collect the flagon of ale. Run right and exit the tavern. Run right and jump the acid pools until you reach the rope. Climb the rope then jump up the roots until you reach the top. Run right past where you started from until you meet the pygmies. Stand close to the first pygmy and jump over the spear that he throws and kill him with the mace. Continue right killing the pygmies that drop from the trees. Jump and fire to kill the flying pygmy. Continue right killing the spear-wielding pygmies.

Run right dodging or shooting the slime balls until you reach the

suspended rope. Jump onto the rock floating in mid-air and jump onto the next rock on the left still shooting the slime balls. Jump up onto the next rock, kill the slime monster and collect the axe that he drops. Shoot the chest and collect the coins. Climb the short rope, jump left then right and knock down the barrier with your mace. Run right and shoot the chest, collect the coins and the potion. Run left and drop off two platforms then drop down to the ground. Close to the slope and just beneath a floating rock is a weak spot in the ground. Jump up and down on this spot to break through.

The Crystal Caverns...

Run left down the steps. To cross the acid pools jump and press fire as you take off so that you destroy the spikes that come up. Try to

avoid the acid droplets. Collect the potion and use it if your inventory is full. Smash the chest and collect the coins. Continue right.

The Drawbridge...

Stand close to the righthand post of the bridge with the sleeping guard just in view. Select the AXE from your inventory, run left and chase the guard until he drops, blocking your path. Stand against the door and jump up and down throwing axes at the goblin that is winding up the drawbridge. When he is dead

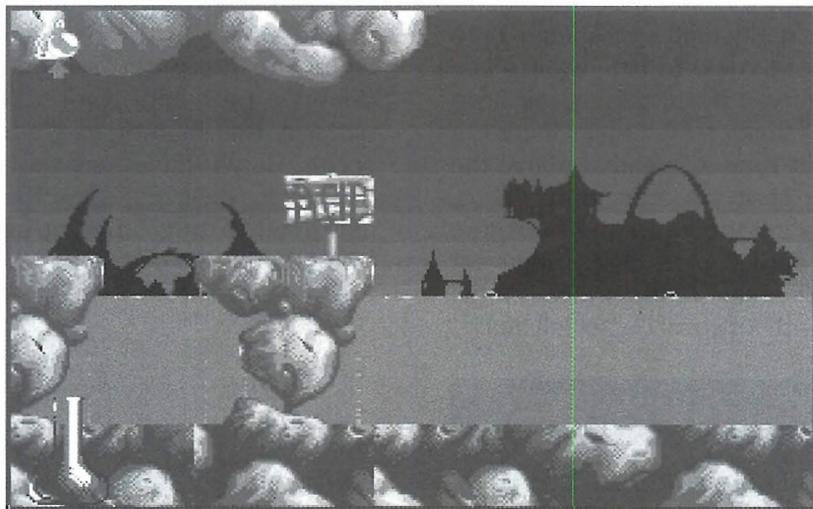
and the bridge is safe, jump across the gap to your right and go part way up the slope. Select the mace and jump up to kill the two goblins that are firing at you from above. When they are dead, run left and jump across the gap. Beat the door down with your mace.

Shadow of the Beast 2

The Goblins' Domain...

Jump onto the first chandelier on the left, climb up and jump to the left. Face right, jump and fire to hit the switch on the wall to the right. Run left to the end, crouch down and hit the switch on the left. Run back right immediately and drop to the floor below. If you are quick you

should make it without the spikes getting you. Continue right and drop onto the chain, descend but don't drop off yet. Jump off to the right and kill the two goblins. Continue right and collect the key. Run left and a cage will drop onto you. You will now be escorted to prison.



Unfortunately, you can only swim like a ten ton weight.

Do not shoot the door but offer the flagon of ale to the guard outside. When he drinks it and falls asleep beat the door down with your mace. Run right and jump onto the chandelier, climb up to the top and kill the goblin who is throwing rocks down at you. Jump left and kill the two goblins that are sat with the ring. Take the ring and run right. Do not kill the man that was in prison

with you – he will climb the rope and stand at the door. Drop onto the chain again and climb down. Kill the guard that you gave the ale to. He will drop a key. Take the key, leave the mace if necessary. Climb halfway up the chandelier again and jump on to a platform on the left where there is a second prison. Open the prison door with key 2 and release the inmate. He will

The Prison...

climb the chandelier and join the other two men on the right. Open the door with key 1, follow the two men as they run along the passage. They will both be killed by the

Above Ground...

Run right and drop onto the rope, climb down onto the rock below. Jump right onto the next rock. When the monster head appears hit it repeatedly until it dies. Jump onto the next rock and then onto the rope. If you fall into the water keep the joystick pressed up as there is a second rope suspended above the water that you can jump on to. Climb up the rope and continue right until you reach a bridge. On the other side of the bridge is a tall man with a sword. Do not kill him!!

The Fantasy Zone...

Go right and fall off the edge, continue right and fall onto the rope. Climb the rope and jump off to the right. Collect the shell-horn. Go back down the rope and jump to the right at the bottom. Continue right

Back To Karamoon...

Select your mace and run right, push the Axe men to the right and keep shooting them until they die. Select the special weapon. Run right and drop down into the swamp. Continue right, killing the giant frogs as you go. Shoot the serpent then proceed right until you reach the eastern sea. Select the horn and

spikes allowing you to get by unscathed. Continue right back through the Crystal Caverns and up the steps to emerge back above ground.

Keep standing close to him and draw him across the bridge. When he reaches the weak spot in the centre he will fall through and create a hole in the bridge. Run right and jump across the gap. Continue right until you reach the old man. Offer him the ring and the scroll. He will give you a special weapon for defeating Zelek. Run left and drop through the gap in the bridge. You will be transported to the Fantasy Zone.

until you meet the Snail. Ask the snail about Karamoon, then answer yes to both his questions. Providing that you have 36 gold pieces he will transport you back to Karamoon.

press fire. When the sea monster rises, run onto its back and press right on the joystick. You will be carried over the sea. Run right and enter Zelek's castle.

Collect the energy and then it's up to you to defeat Zelek. Good luck – you're going to need it!

Shadow of the Beast 2



Even the trees are downright hostile.

Cheats...

Walk right and ask the first man with a spear about Ten Pints. Infinite energy is now yours and you'll be able to slay all-comers.

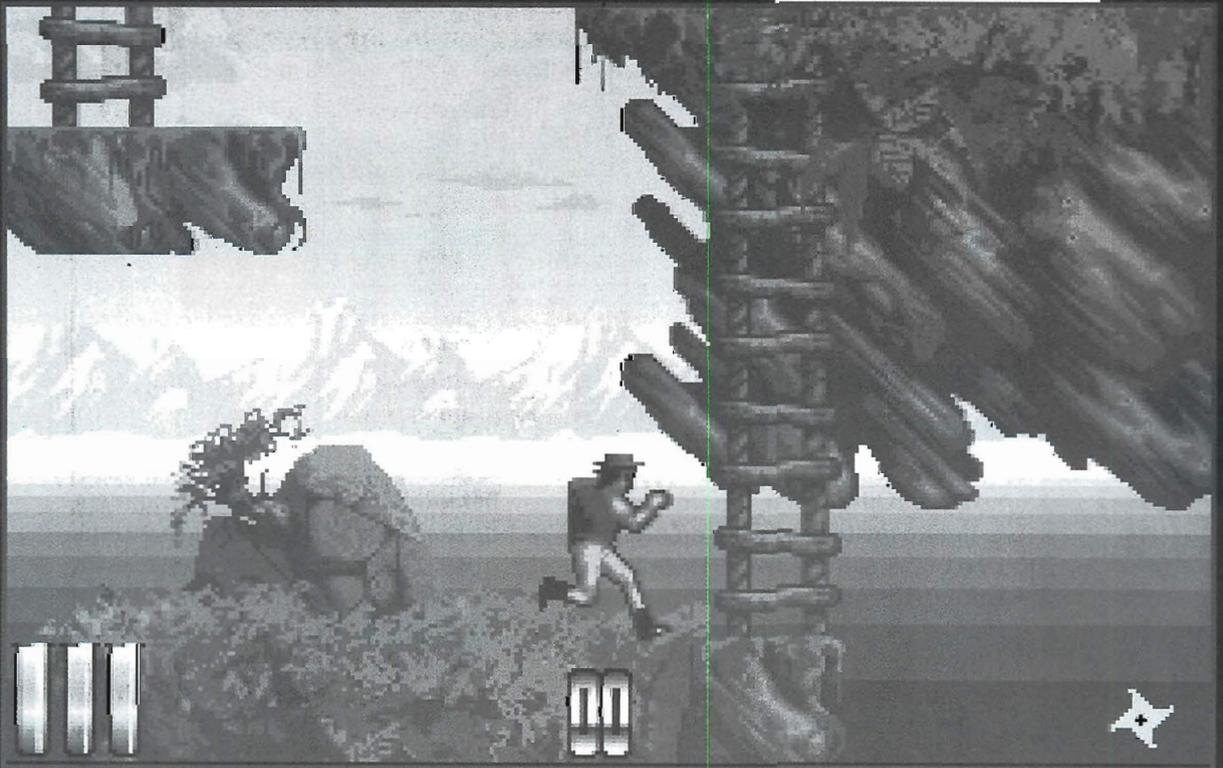
Shadow of the Beast 2



Even experienced warriors don't have unlimited energy.

Shadow
of the
Beast 3

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Psygnosis

Shadow of the Beast 3

The Facts...

Publisher: Psygnosis
Type of Game: Arcade Adventure
Price: £29.99
Controls: Joystick
Memory Required: 512K

The Scene...



The Game...

Your sworn enemy, Maletoth, is still at large. Only when the Beast Lord is finally destroyed will you be truly free of his evil influence. Deciding to take the matter into your own hands, you set out to slay the beast. However, to have any chance of defeating him, you need to find four magical items: the Skull of Louq-Garou, the Quintessence of Being, Pendek's Mace and the Crystals of Hodag.

That, in essence, is the scenario behind Psygnosis' latest installment of the Beast saga. The four items duly take up four levels and, predictably, each one is packed with Maletoth's minions and a staggering array of mind-numbing puzzles. If you like your adventures hard, then you've come to the right place.

Shadow of the Beast 3

Forest of Zeakres...

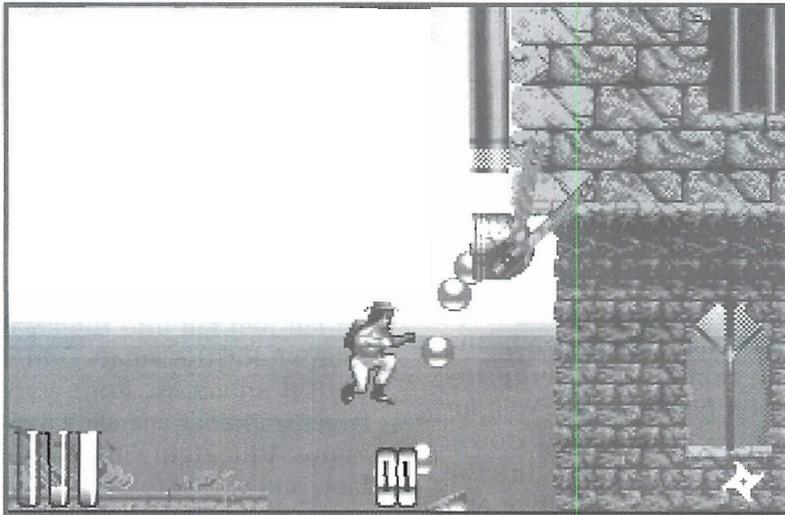
Run right and shoot the circular plants in the trees whilst avoiding the purple blobs that are fired at you. Continue running right and jump on the lift, then hit the switch once. Wait for the lift to reach the top and run right. Collect the gold and shoot the goblins that are running towards you. Continue right and shoot the wheel either three or four times depending on how close you are, then run across the platforms and jump up to collect the grenade.

Change your weapon to grenades and blow up the gun turrets on the moving platforms. Collect the key on the fourth platform and then return to the first platform (the one on the left). Wait until it reaches the bottom and jump to the left. Now use the key to open the door and collect the gold. Return to the

fourth platform and jump right when it reaches the top.

Continue right and shoot the goblins. Shoot the meat on the spit until it lands on the floor, then push the meat to the right and leave it just under the swinging spiked block (picking the key up on the way). Run left until you reach the door of the monster's cage, select the key and press fire. As soon as the door opens, jump onto the ladder and let the monster run past, then climb down and follow it all the way to the right. The monster will run for the meat and the spiked slab will fall and kill it. This will enable you to run past and collect the gold.

Jump onto the jet-platform and steer it to the left, then straighten it up by standing in the middle so the rock will be collected on the way up. Once the lift reaches the top,



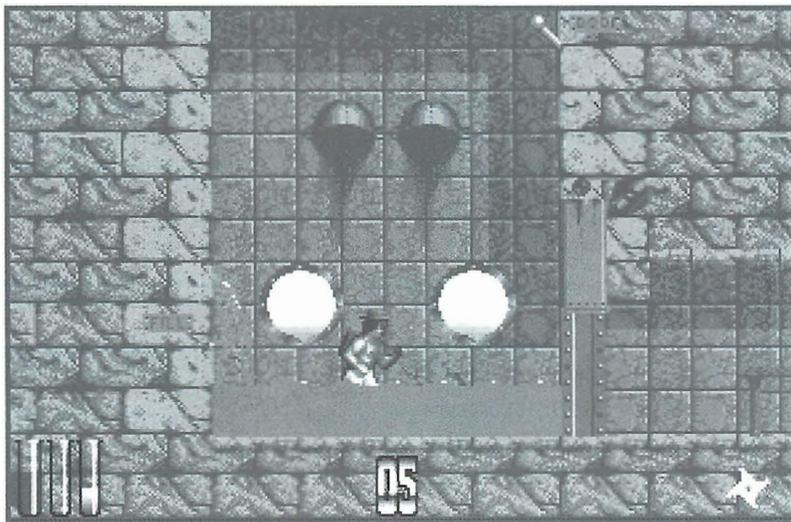
Now in your human body, it's the same old tricks and traps.

Shadow of the Beast 3

run left and push the rock until it falls off the edge and onto the weighted platform. Follow the rock down and stand on the lefthand edge of the platform. Wait for it to stop moving and jump the gap to the left. Run left, up the hill, and shoot the metal spikes as they emerge and then run past them. Repeat this until you reach the top

of the hill. Run left over the bridge and onto the edge of the cliff, then fall with the rocks as the cliff crumbles.

Run left and kill the red demon by jumping as he fires and then firing yourself. When he is destroyed, pick up his skull.



Ever get that sinking feeling?!

Fort Dourmoor...

Run right and shoot the switch to lower the drawbridge. Run to the right, jump over the wheel and push it to the left until it joins onto the battering ram, then push the battering ram all the way to the right until it hits the door. Wait for the door to be knocked down, dodging the fireballs in the meantime. Cross the bridge and shoot the trampoline that the balls bounce on and then continue right. As soon as you stand on the

trapdoor turn left and shoot the bats, then run right and collect the gold.

Go left and fall into the small pit, then shoot the small gold block until it smashes. Jump onto the larger trap door and slide down the chute. Run right, jump over the table and push it to the left (into the larger room). Jump onto the table, duck down and shoot the switch on the left, then wait for the table to

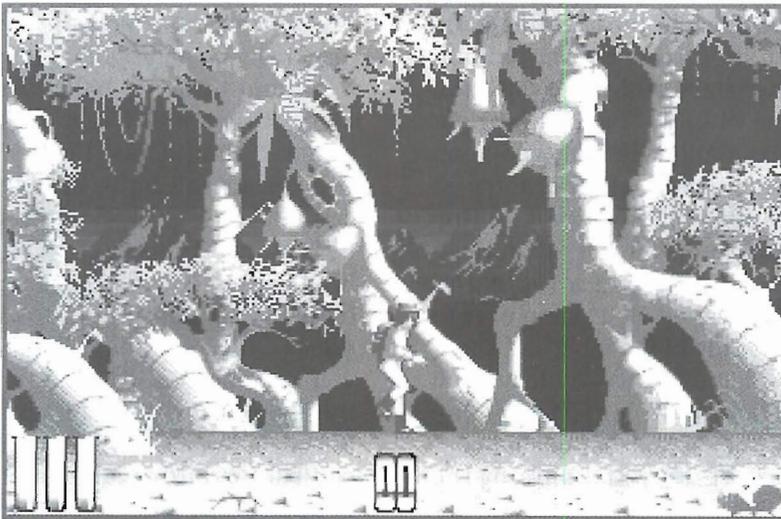
Shadow of the Beast 3

reach the top and shoot the switch on the right. Wait for the water level to drop and then run to the right, collect the gold and climb the ladder.

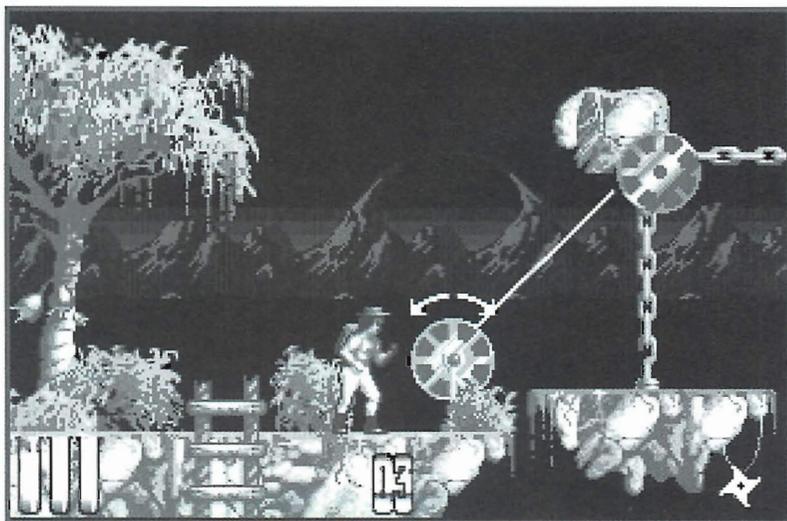
Push the table into the water and shoot the barrel-throwing monster, then jump the gap. Run behind the large crate (marked fragile) and push it to the left until it falls down the gap. Jump back across the gap and climb down the ladder, then shoot the crate until it splinters and covers the water with floating planks. Jump across the water using the planks to stand on. Continue right and fall down the pit. Jump over the barrel and then over the pit. Kill the red creature that is operating the levers but don't let the crane get you. Push the barrel to the edge of the gap and then use

the three levers to operate the crane in order to pick up the barrel and place it on the righthand side of the conveyor belt.

Go down the ladder and close the trap door on the left by shooting it. Leave the one on the right open and do not shoot the creature. Climb the ladder to the very top and go right. Kill the headless creature by jumping up and shooting it in the neck. When it dies, pick up the spiked ball and collect the gold on the right. Go all the way left, dodge the swinging ball and collect the gold. Return to the ladder, climb part way down and jump into the barrel. Shoot the switch on the right and immediately pull down to close the lid of the barrel. Wait until the barrel finally comes to a standstill, jump out and run left.



The forest areas are inhabited by deadly creatures.



A series of pulleys and cogs form a tricky puzzle.

Caves of Bidhur...

Run right until you are past the two creatures on the bridge, then jump up and shoot them from behind. Continue right and jump onto the first tree branch. Stand as far right as you can and face left, then jump up the branches and shoot the nest and the four birds at the top. Run right and jump off the edge. Keep going until you see a table and shoot the left leg off it. Jump over to the other side of the table and shoot its right leg off. This will leave you with a pivoted plank. Shoot the head in the rocks from behind so it falls on the lefthand side of the plank. Push the whole plank as far left as it will go, climb up the ladder and run off the ledge to the right so that you fall on the righthand side of the plank. This will catapult the head up so it hits the bird's cage and frees the bird.

Stand in front of the bird and press fire. Once you are on the bird, fly diagonally up and right until you see a column of metal balls. You will also notice a set of adjustable runners. First, adjust them so they will direct the balls into the top cave and release the first three balls by shooting the switch at the top. Next, adjust the runners so they lead to the next cave down and release the remaining balls. Once you've done this, fly straight down the shaft below you until you reach the chamber at the bottom. Go right and kill the birds until one of them drops a hammer. Collect the hammer and fly all the way back up to the top cave.

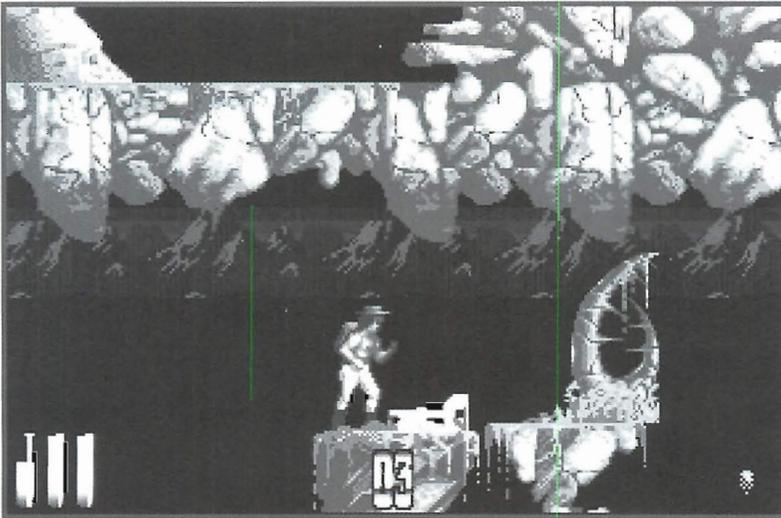
Dismount the bird and go right, through the gap (dodging left as soon as the slab falls). Change your weapon to the hammer and push

Shadow of the Beast 3

one of the metal balls to the left edge of the shallow pit. Shoot the slab a few times to move it onto the metal ball. Keep moving the slab to the right by way of putting the metal balls in front of it every time they are freed from the back. Once the block reaches the righthand side of the shallow pit, keep throwing the hammers at it until it will go no further.

Change your weapon back to the throwing stars and use the slab as a step in order to reach the higher

platform. Go right and kill the monster by shooting it repeatedly in the eye. Once it is dead, go right and collect the empty glass flask from the lab. Go all the way back to the bird that you left at the cave opening, get on it and fly to the next cave below the one you have just been in. Fly past the bouncing balls to the edge of the red lake. Dismount the bird, select the flask as the current object, jump into the middle of the red lake and press fire to fill the flask.



It's possible to toggle between several weapons.

Nosthamak...

Run right and shoot the flamethrower whilst ducking the flames until it is destroyed. Continue right, past the large steel ball and go down the stairs. Shoot the left leg off the small table and push it as far right as it will go, taking care not to fall off the ledge

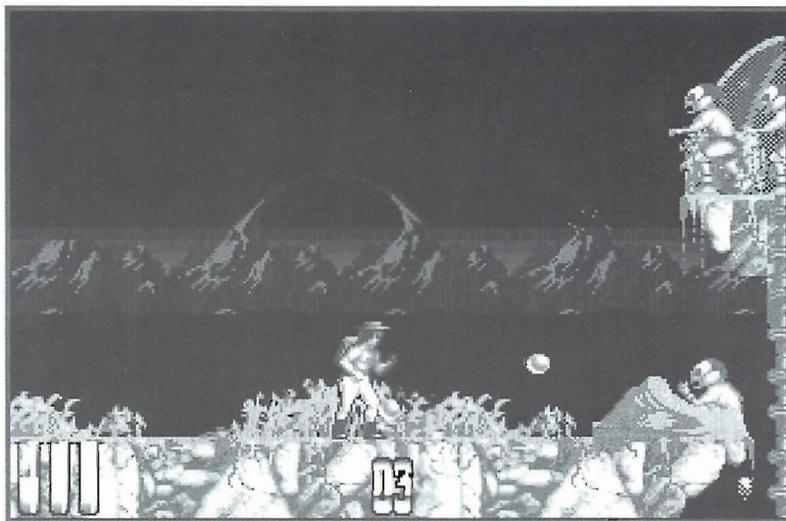
yourself. Shoot the bats to minimise the harm that they do to you. Push the bookcase left until it is just before the library sign, then climb the ladder and jump on top of the bookcase. Jump up and collect the hammer.

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Climb up the ladder and go back up the stairs to the large steel ball. Shoot the ball twice with your throwing stars then switch to the hammer and start shooting at the ball rapidly until it is at full swing. Jump onto the ball as it is coming towards you and let it carry you up to the high platform on the right, then jump off the ball. As soon as you land on the high ledge, switch back to your throwing stars and shoot the ball when it is at the highest point of its swing. The ball should now detach itself from the chain and roll down the stairs.

Continue right, past the sliding puzzle (it is not necessary to complete the puzzle), go down the ladder and into the crane booth. Pick up the small fish at the bottom of the top-left tank and feed it to the top fish in tank three, then pick up the top fish in tank three once it has eaten the small fish and feed it to the small shark in tank two. The small shark is the only fish that will not harm you. Move to the exit box and press fire.

Climb up the ladder and run through the tanks taking care not to



Some firebombs would come in handy here.

jump into a spike. Climb down the ladder after tank three and fall down the drop to the right. Jump over the ball and climb down the ladder. Run right, jump the small pit, jump onto the ledge and shoot the switch to turn the furnace on. Stand next to the furnace, select the hammers and keep shooting the furnace until

it will not move any further. You will see some spikes hanging from the ceiling from a chain slightly to the right. Switch your weapon to the throwing stars and jump up and shoot the spikes twice (you will see a small crack appear in the chain), then switch your weapon back to the hammers.

Shadow of the Beast 3

Keep jumping up and shooting the spikes repeatedly with the hammers until they are at full swing, then quickly change back to the throwing stars and shoot the spikes when they are at the highest point of their swing to the left. The spikes will then detach from the chain and plug the shallow pit on the floor.

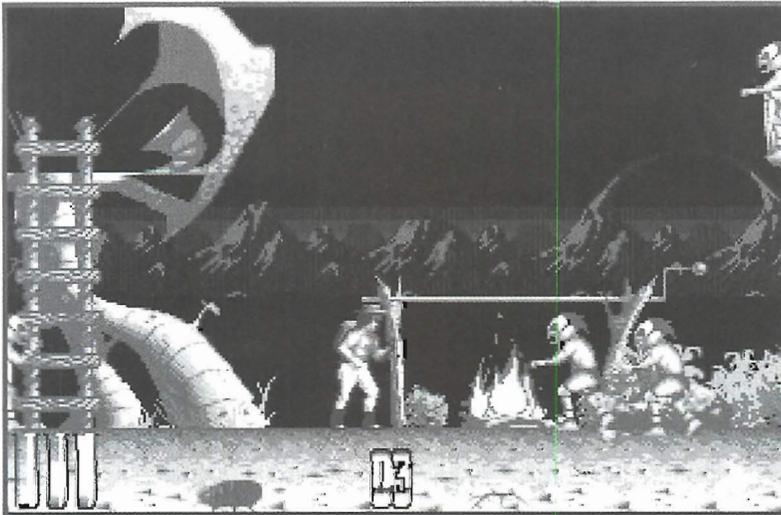
Go left and climb up the ladder. Jump over the large ball and push it to the right until it falls into the furnace. Run right and jump onto the small platform next to the furnace switch. Wait for the block of ice to start melting and once the top

of it is just below your platform, jump onto it and then immediately jump onto the ledge just to the right. Hit the switch on the wall which will turn off the force-field below you. Wait a few seconds for the molten metal on the floor to cool and then drop down from the platform. Collect the crystal on the floor and walk right until you are directly beneath the other crystal which is embedded in the next block of ice, then keep shooting the ice with the throwing stars until it shatters and you will then catch the second crystal.

Defeating Maletoth...

Run and jump onto the platforms. When Maletoth appears, repeatedly fire at his head. Change platforms

every time he goes past you and try to destroy him as quickly as possible.

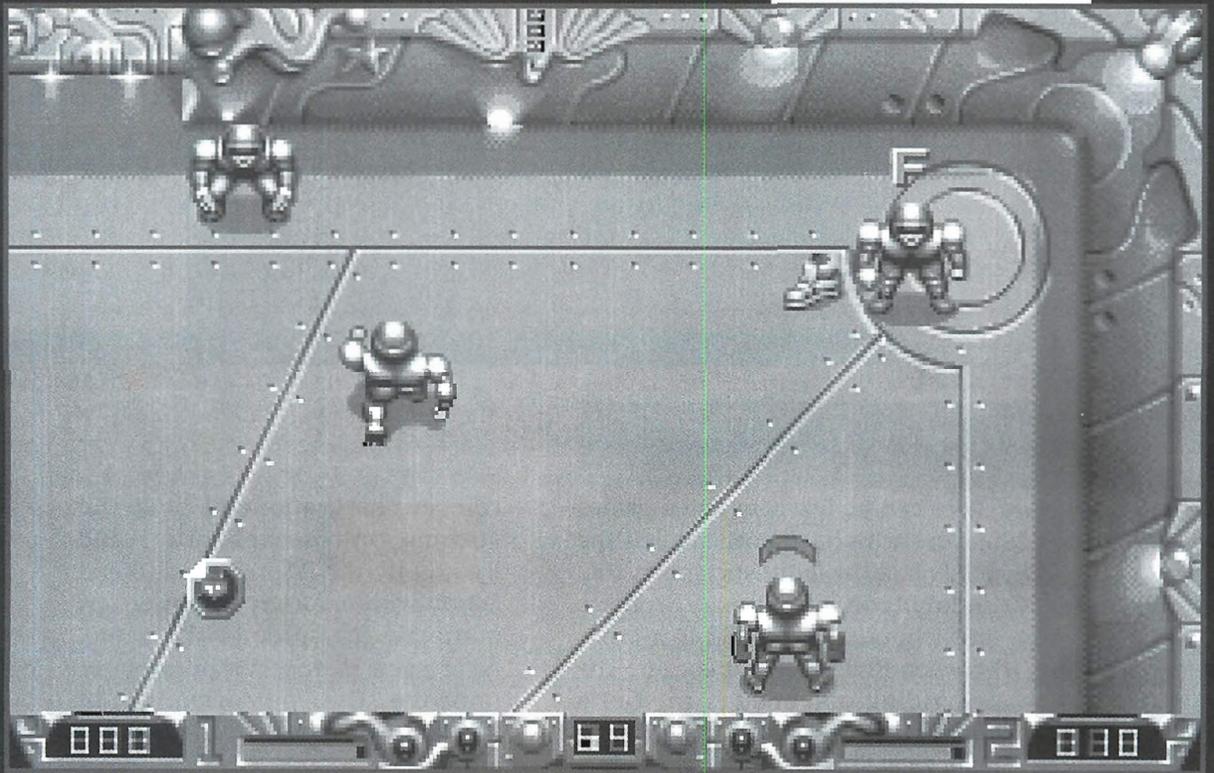


Watch out or you'll end up on the spit.

Shadow of the Beast 3

Speedball
2

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Renegade

Speedball 2

The Facts...

Publisher: Renegade

Price: £29.99

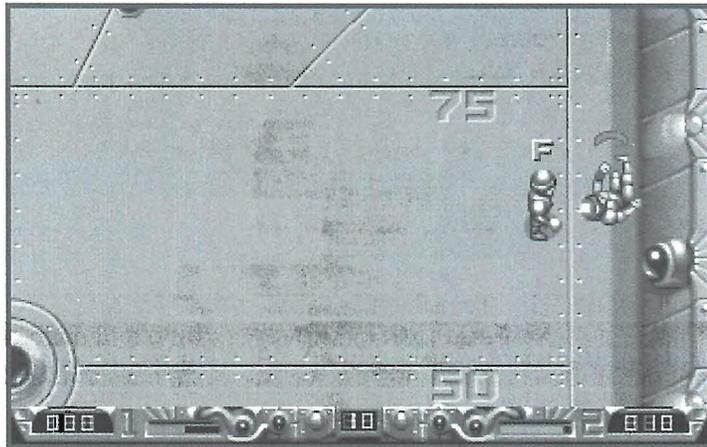
(bundled with Xenon and Cadaver)

Type of Game: Arcade Sports

Controls: Joystick

Memory Required: 512K

The Scene...

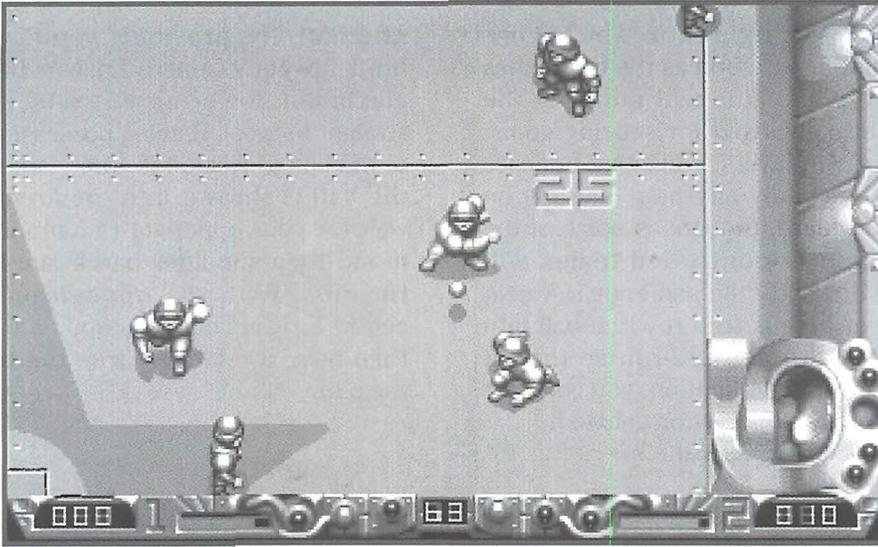


The Game...

There can be few committed games players who have not sampled the delights of this futuristic sports sim. Undoubtedly the Bitmap Brothers finest hour, Speedball 2 is a cross between Rollerball and soccer. The overriding objective is to stuff a small steel ball into the opposing team's net. The best part, though, is the total lack of any rules or a

referee, so teams can beat the stuffing out of each other and frequently do! It's real end-to-end action with a variety of power-ups adding extra spice to the game. After each match, it's possible to improve the performance of individual members or the team as a whole.

Speedball 2



By jumping up it's possible to intercept shots.

In the Gym...

The first thing you'll have to do, no matter what type of game you opt to play, is take your men into the gym and build up their individual or overall performance ratings. Building a powerful team is merely a matter of getting your priorities right. Boost the whole team rather than individual players and put the emphasis on their Attack, Power and Speed capabilities first and then, money levels permitting, concentrate on Defence, Stamina, Aggression and Intelligence in that order of importance.

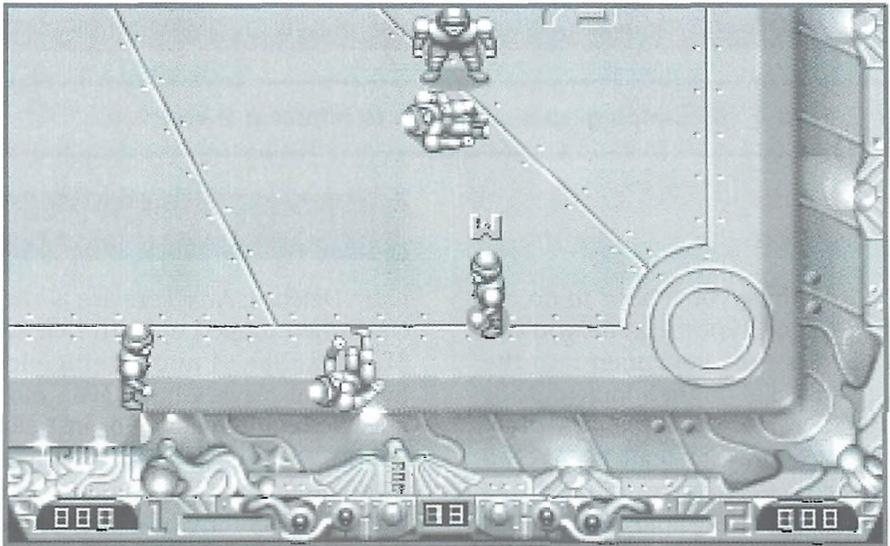
When improving specific positions, remember that: Defenders need extra Throwing and Attack skills; Midfielders need those two and

extra Defence; Attackers are at their best when topped up with Defence, Stamina, Speed and Intelligence. Individual players have even more specific requirements. For instance, the goalie needs high levels of Intelligence, Attack, Defence and Throwing skills while the Centre Forward is at his most effective with extra Intelligence, Speed and Stamina. The last attribute is most important, as the Centre Forward will probably take quite a battering each time the game is restarted from the centre circle. If he becomes injured, you lose 10 points immediately as well as having a substitute take his place.

Playing the Match...

Head straight for the Score Multiplier as soon as the ball comes into play. This will multiply the points awarded for scoring goals, injuring players, collecting bonuses and virtually anything else. Be on your guard, though, as some of the computer-controlled teams will have exactly the same idea. A neat cheat here is to throw the ball into the Multiplier mid-run so that, if your timing is spot-on, you collect it before the opposition gets to it.

Alternatively, providing you have built up your Centre Forward to maximum power on all stats, go straight for goal. Gaining possession of the ball at kick off is easy – when the ball is thrown into the arena, wait for your opponent to jump for it and then shoulder barge him in the ribs. With the opposition's centre forward out of action, you'll then have a relatively free run up the pitch.



Don't hang onto the ball for too long or you'll get pasted.

Tackling the Opposition...

As a rule, it's best to tackle players from behind or the side. This way you'll not receive any counter punches and be in a better position to throw the ball to one of your men. Never keep hold of the ball for too long as the opposition will soon

close you down. If you want to risk a long solo run, keep weaving from side to side in a zig-zag fashion to shake off your opponents.

Passing the ball is easy and, as you improve the intelligence of your players, you'll find they position

Speedball 2

themselves better to receive passes. Another neat feature is the ability to bend shots. As in Kick Off 2, after-touch can be added by keeping the joystick pushed in the direction you want to curl the ball after shooting.

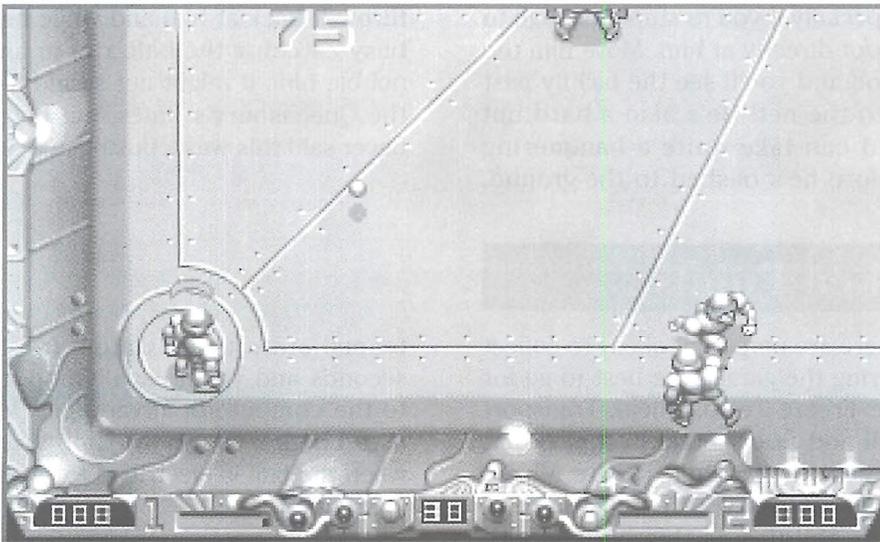
It's a good idea to try to pick up one of the Electrobounce power-ups which will supercharge the ball and make it, literally, too hot to handle. Remember that the effect is multiplied depending on how many multipliers you've lit up.

Seeing Stars...

The bonus stars are a bit of a distraction and, as they're only worth two points when unmultiplied, it's best to only collect them when you're on your way up the pitch, heading for goal. Experiment with different angles as it's sometimes possible to light two stars up with one shot. Another problem with bonus stars is that any points scored can be wiped out by the opposing team hitting the same star. The only way to save your points tally is to light up all

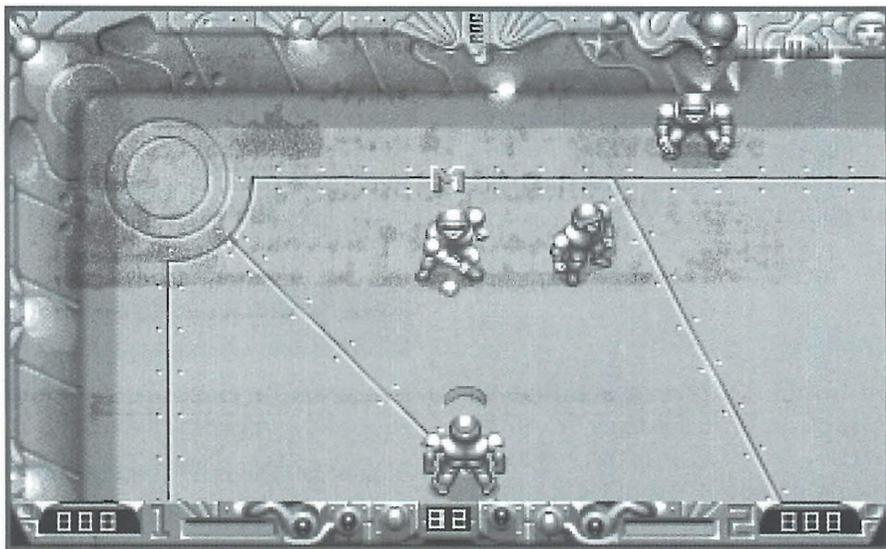
five, when 10 points are irreversibly saved to your overall score.

Money, on the other hand, is vitally important. It's easy to ignore the many tokens littered about the pitch, but they really are essential for continued success. Concentrate on collecting them at any given opportunity as the money you earn during a match is deposited in your bank account, ready to be spent on improving players' stats between matches.



A good tactic is to crowd a player into a corner and nail him.

Speedball 2



Keep an eye on the clock for last minute raids.

Goalmouth Action...

Your goalkeeper is an intelligent chap and will nearly always block a shot if he's left to his own devices, especially if you're stupid enough to shoot directly at him. Move him too soon and you'll see the ball fly past into the net! He's also a hard nut and can take quite a hammering before he's bashed to the ground.

Having said all that, he can be a bit on the dumb side at times. When he lobs a shot up the field, intercept it, throw it back at him and while he's busy catching the ball, run in and nobble him. It might not sound like the Queensbury's Rules, but hey, I never said this was a boxing match!

Token Points...

There are umpteen tokens to collect during the game. The best to go for are: Freeze Team, Shield, Transport Ball and Boost Stats in that order. Never, ever, pick up the Manic token unless you're 100% sure of your abilities as this boosts both

teams' stats to maximum for 10 seconds and you'll usually find it's to the computer's advantage. One useful trick is to use the Grab token when the ball is electrified to regain possession.

Speedball 2

Star Players...

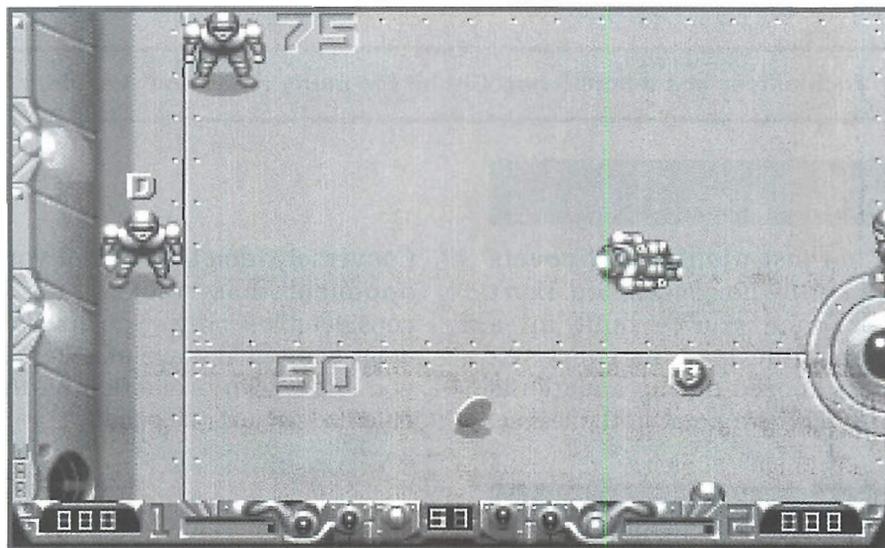
When you're still in Division Two and have a bit of cash to splash, buy the best team forward that you can afford. Make sure he's got a high Speed rating before parting with your dosh and then use him to batter the opposition as well as continually providing him with the ball. Next, buy the best Midfielder

and Defender that you can, which will result in a strong and balanced team. It's no good having a dream team of super-heavyweight forwards who can move faster than a speeding bullet if your gangling defence is full of nancy featherweights.

Choose Your Option...

There are a number of different play options available, and tactics change depending on which one

you opt for. Here's a brief rundown on the tactics you should choose.



Pick up as many tokens and cash as possible.

The Cup...

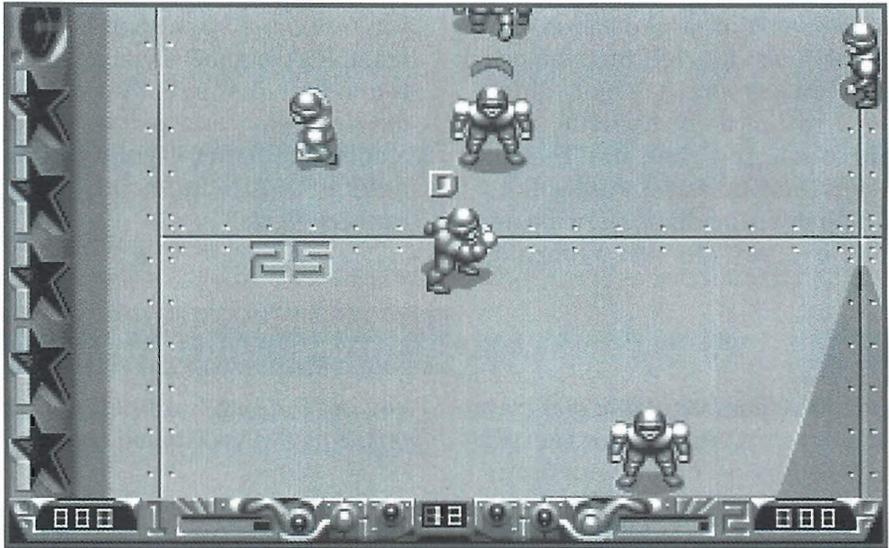
This is only for experienced players. The winner takes all in this competition and finishing a close

second doesn't really count. Collecting money is absolutely essential, since you could meet a

Speedball 2

First Division team as early as the third round and you'll need to

improve your stats as soon as possible.



Each player has a health bar. Get hit too many times and you die.

The League...

It's not just winning that counts here but by how much, too. Don't relax once you've built up a comfortable lead, as every ten points scored during a match is worth an extra point in the league.

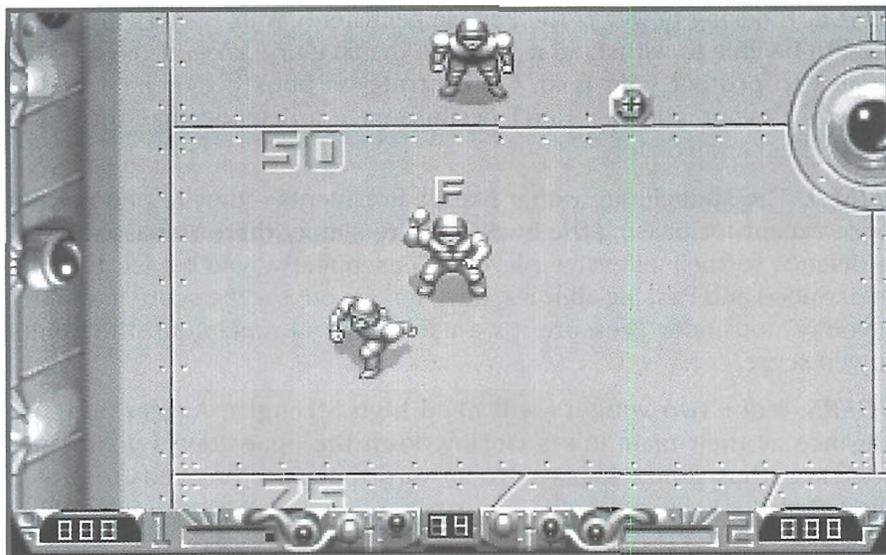
Conversely, don't give up if your opponent has racked up a considerable lead, as you'll not be doing yourself any favours. After all, you might gain promotion on the difference of just one point!

Knockout...

Money is crucial here, as you'll have to increase your attributes fairly

sharpish. Stats rise by about one level per round.

Speedball 2



It's not the winning that counts, but the violence.

Team Management...

There's also a management option if you choose to play in the league. There's not much difference from the rest of the game except, here again, tactics change.

Although the actual gameplay is very much the same in management mode, the attributes which will help you win matches are very different. Here, Intelligence is the most important attribute, followed by Attack and Power. Star players aren't really necessary in the

Second Division, but they're crucial to reaching the top of the First Division.

Incidentally, it's actually to your advantage to get drawn against the top teams in the first couple of weeks of Division Two. You'll be able to save your money as your team are destined for a pasting anyway. Use your swollen bank account to boost your stats when you come up against some of the weaker teams.

TEAM TALK. Behind every team is a motley collection of individuals and Speedball 2's Brutal Deluxe are no exception. Here are the best strategies to deal with all the many egos and individual strengths and weaknesses.

GOALKEEPER. The 'keeper is at the heart of your defence and it's important to boost his stats as soon as possible. Boost his Strength but also his Intelligence, as a goalie with a high IQ is more likely to go after rogue balls, intercept passes or position himself better while not under human control.

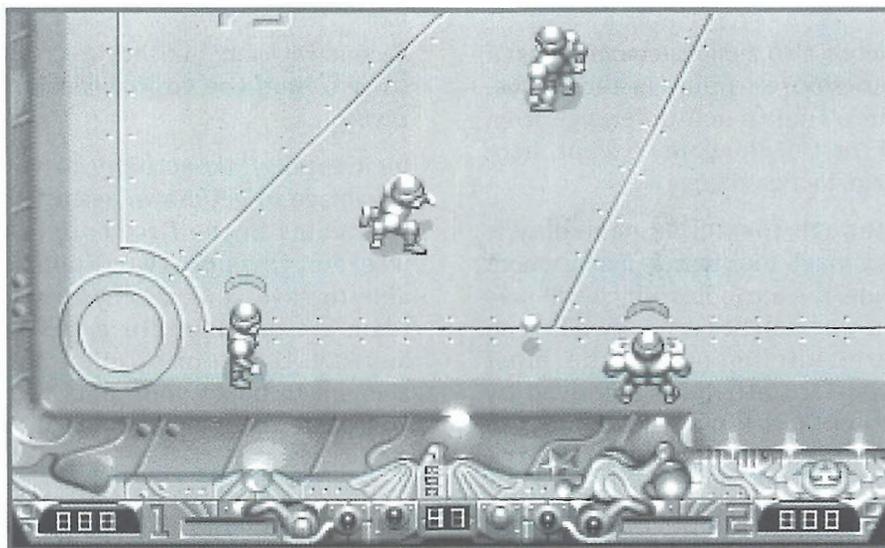
Speedball 2

DEFENCE. Blocking power is the key element here. Your players are going to need to be able to withstand a punch in the face or a knee in the groin as they seek to protect your goal. Concentrate on boosting their Strength, Power and Passing abilities. Don't hesitate once a defender has the ball – pass it up field immediately.

MIDFIELD. The Midfield are rather like US Presidents – they're of no useful purpose except for passing the buck. They're simply there to pass the ball from defence to their offensive players. Consequently, you'll need to build up their Speed and Passing abilities. Keep an eye out for the score multiplier as if you're not under pressure it's a useful way of racking up the points when you score.

WINGERS. Your two wingers will need high Strength, Aggression and Intelligence as their main job is closing down the opposition's goalkeeper and defence, thus giving your centre forward the space he needs to pass a winning shot.

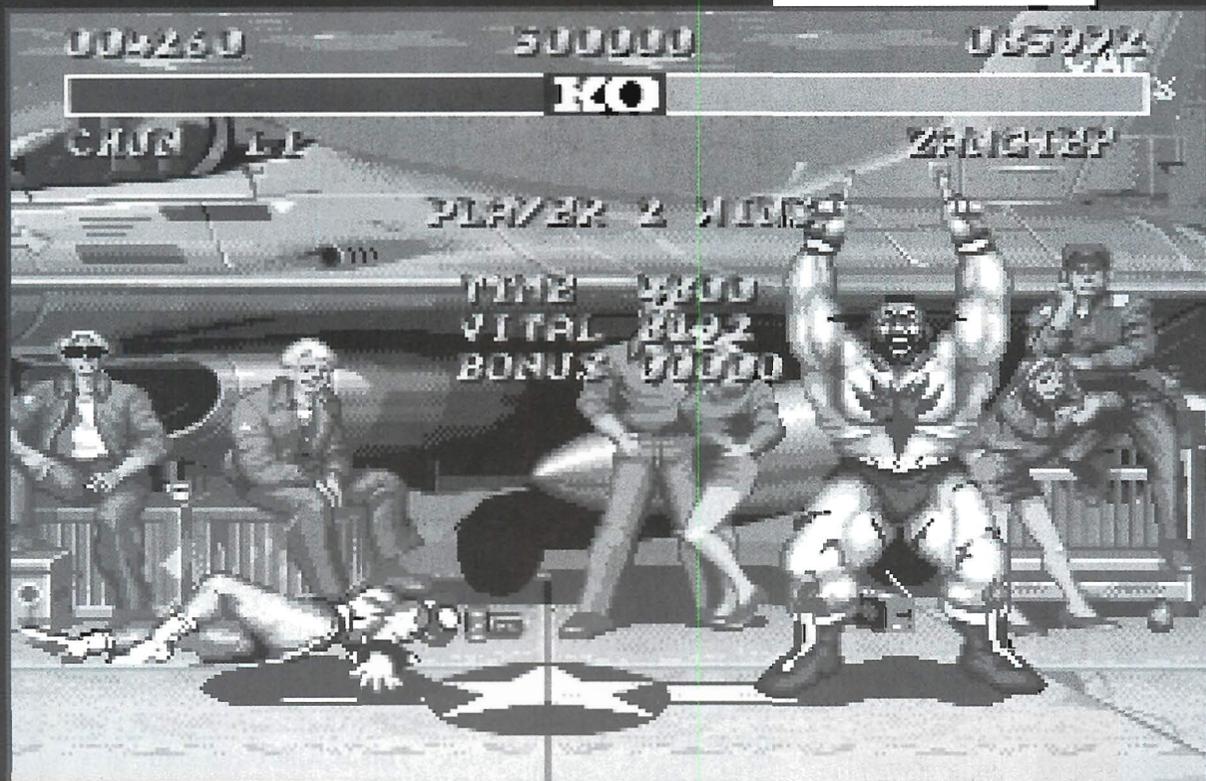
CENTRE FORWARD. This guy is your anchorman. His role is to win possession at kick off, do the bulk of the running around and, hopefully, score a few goals into the bargain. Concentrate on his Strength, Speed and Passing stats. Your centre forward should be the first individual player you build up.



Goalkeepers start off pretty dim. Long shots can often fool them.

Streetfighter
2

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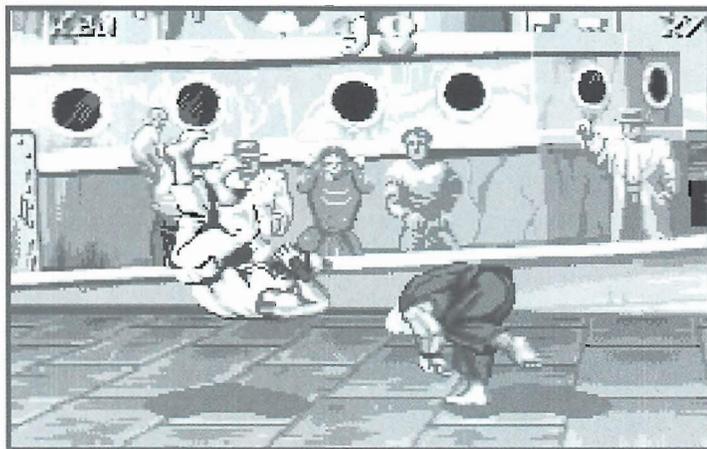
US Gold

Streetfighter 2

The Facts...

Publisher: US Gold
Type of Game: Beat 'Em Up
Price: £27.99
Controls: Joystick
Memory: 1Mb

The Scene...



The Game...

There has never been an Amiga game as big as Street Fighter 2. In just over two weeks it managed to clock up sales of more than 100,000. Based on the Capcom coin-op, and riding on the coat-tails of Nintendo's massive advertising campaign for their version of the game, the Amiga beat 'em up is as good as it possibly could have been.

In case you didn't already know, Street Fighter 2 places you in the middle of the roughest, toughest street fighting competition ever! The best fighters from all around the world have gathered for a fight

to the finish to determine who is the hardest nutter on the planet.

All eight combatants have to slug it out over a variety of different locations. In single player mode, you have to work your way through the seven regular street fighters plus four other super-powered beings. This is where the game gets really tough.

Two-player action is even more of a challenge as now both you and a friend can pick different characters to pit against each other. There's even a special cheat mode so you

Streetfighter 2

can both be the same character and have exactly the same weaknesses and strengths. Now there's no excuse if you take a kicking!

To give you a more-than-unfair advantage, Steve Keen and Tony Bickley have prepared the ultimate Street Fighter hints and tips. On the

following pages we list the strengths of each character and the best moves to make against opponents. We've also included the infamous Character vs Character cheat at the end of this chapter, too – are we good to you or what?!

Ryu/Ken

Ryu's just one of two fighters trained and bred in Japan. After studying since childhood under the aging master Sheng Long, Ryu has perfected the art of karate and adapted it to his own particular fighting style. At just 27 the young warrior has managed to become one of the main contenders for the Streetfighting crown.

Compared to some of the other contestants he is a slender 150lbs and stands only 5'10", but his body is a pure power house of discipline and strength. His awesome special moves include The Hurricane Kick, Dragon Punch and Fireball. Use long range attacks such as Fireballs on the slower characters. As soon as you get a stun or a throw, learn how long it takes for an opponent to get to his feet so that you can time to perfection another Fireball just as they are coming up for air.

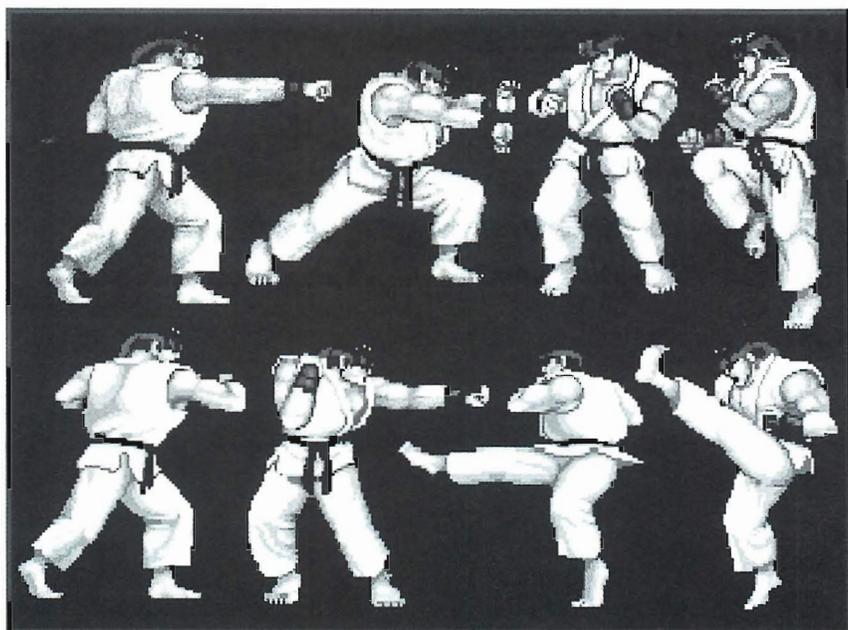
Combination attacks are much better than single offensive moves. Try crouching down and repeatedly kicking at a close opponent and then jumping forward with your leg outstretched and repeat the process. Few can defend against this attack.

Ken is the other karate student. Although he and Ryu studied under the same master they have only ever met in the ring, and naturally Ken thinks he's the better man! Ken possesses an awesome array of defensive and attacking moves. His specials are also The Dragon Punch, Fireball and Hurricane Kick, but that's not all.

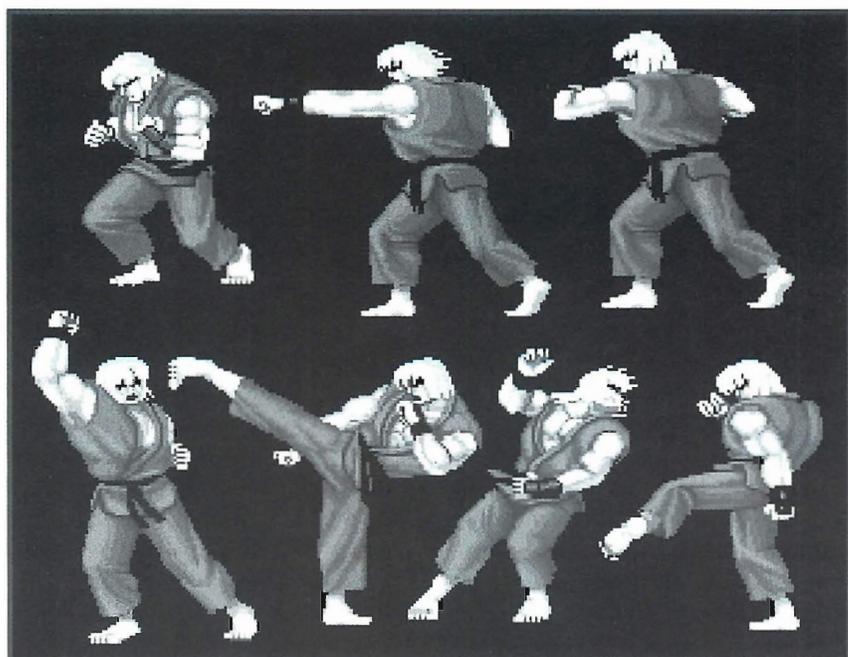
Ken is extremely proficient at throwing and right up until the very last boss you can get in an early throw at the beginning of a fight if you're quick enough. Try to catch an opponent off guard with a very close Dragon Punch. Perform it correctly and you'll catch them with a double, right under the chin!

If any of the characters get a bit too frisky, back up to the edge of the screen and somersault backwards kicking to buy you some extra time. Once again those low fast kicks and sweeps work a treat coupled with jumps forward, limbs outstretched. The Hurricane Kick is a bit of a loser, but it's great for getting in close and quickly throwing.

Streetfighter 2



Ryu goes through his paces...



...while Ken shows us what he's got.

Streetfighter 2

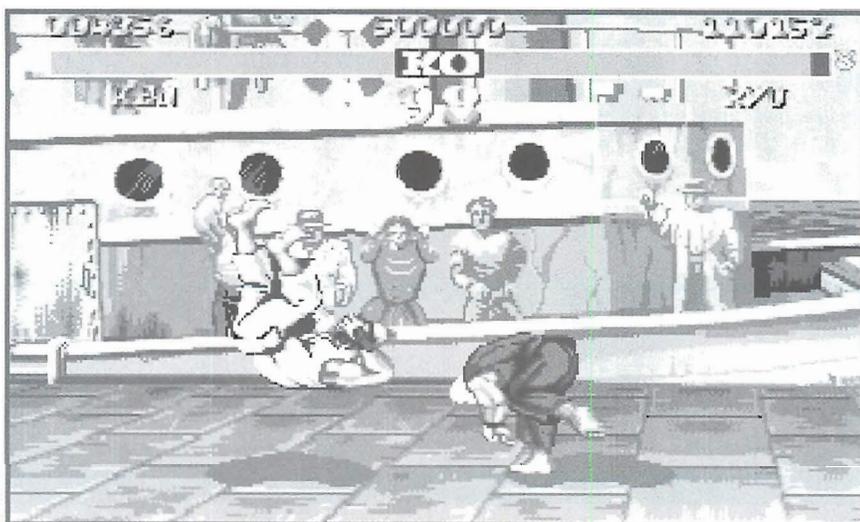
Against BLANKA: Use the fireball to get through his electric field, otherwise stay low and use your fast foot jab.

Against Chun Li: Fireball from a distance or else jab and kick fast. If she tries the bird kick stay low and time your jabs.

Against Guile: Counter his sonic booms with fireballs and whittle him down with your low and fast kicks.

Against Honda: Honda will try and slap you into a corner or else hug you if you get too close. Stay at a distance and use your fireball or low crouch kicks.

Against Dhalsim: Counter his fireballs with your own fireball and get in close to negate his reach advantage.



Ryu and Ken battle for the honour of their Master, Sheng Long.

Blanka...

Blanka is the strangest of all the Streetfighting World Warriors. It's believed that his plane crashed in the jungle when he was just a child, killing everyone on-board except himself. He was then forced to forage an existence in the forests, building up his massive 218lb, 6'5" frame by swinging from trees and lifting huge tree trunks. His special attacks are quick and lethal, and

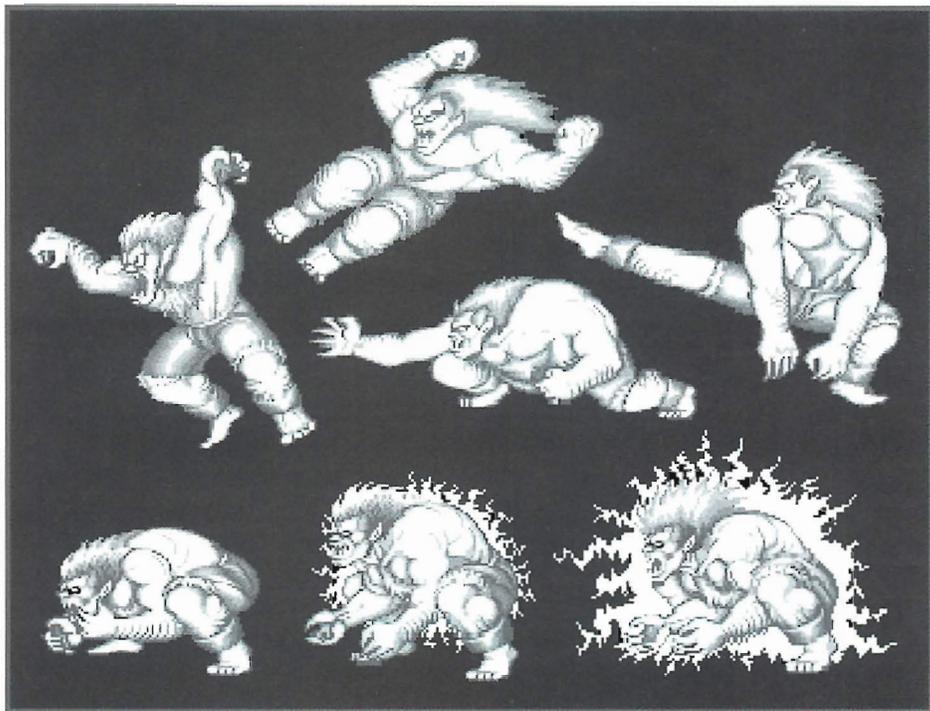
include the Rolling Attack and Electric Shock.

One of the best things to remember with any character who must charge up his special moves is that from the moment they are on the screen they can begin charging, even before the fight. As soon as the computer says FIGHT!, complete the move and you'll get the first attack

Streetfighter 2

in quicker than lightning! Blanka is extremely strong and has a phenomenal reach. Use his foot attacks as often as possible. His medium kick is especially useful as it's fast and strong. Get close and

hammer away with this move, then jump up and hold the kick button down until you hit. This is a fabulous combination, especially used against Guile, as it severely restricts the opponent's movement.



Blanka gives his usual 'highly charged' performance.

Against Ken/Ryu: Use Blanka's great size and strength to your advantage and trap them in a corner before electrocuting them to death!

Against Honda: Stay low and sweep hard! Use a combination of the flip kick followed by the crouch and turn kick.

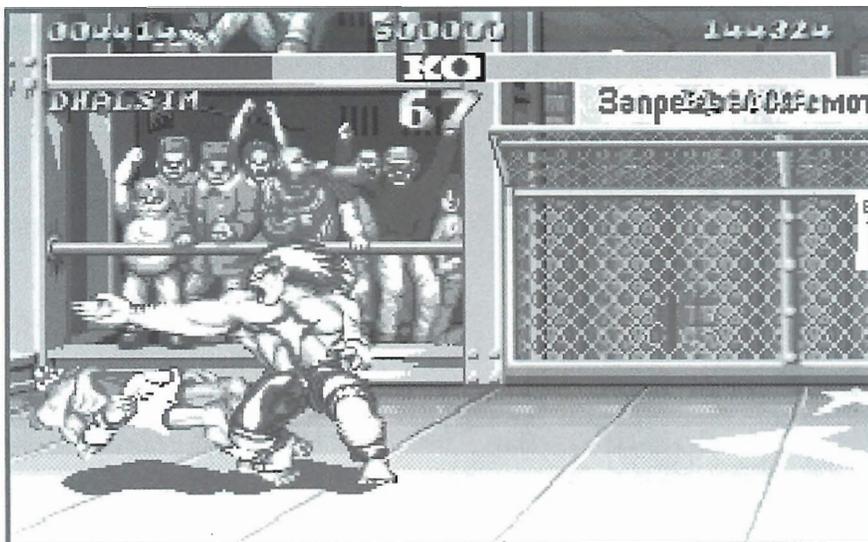
Against Zangief: Same as Honda. Hit him low and hard.

Against Guile: Stay on the defensive and counter using Blanka's longer reach. If Guile uses the sonic boom, block it and reduce the distance between the two of you as quickly as possible.

Against Chun Li: Wait until she is airborne and then launch into an aerial attack, priming yourself for an electric field as you land on top of her.

Against Dhalsim: Use the roll to reduce the distance between characters but beware of a well-timed counter punch. Trap him and fry!

Streetfighter 2



Blanka disposes of Dhalsim as quick as lightning.

Chun Li...

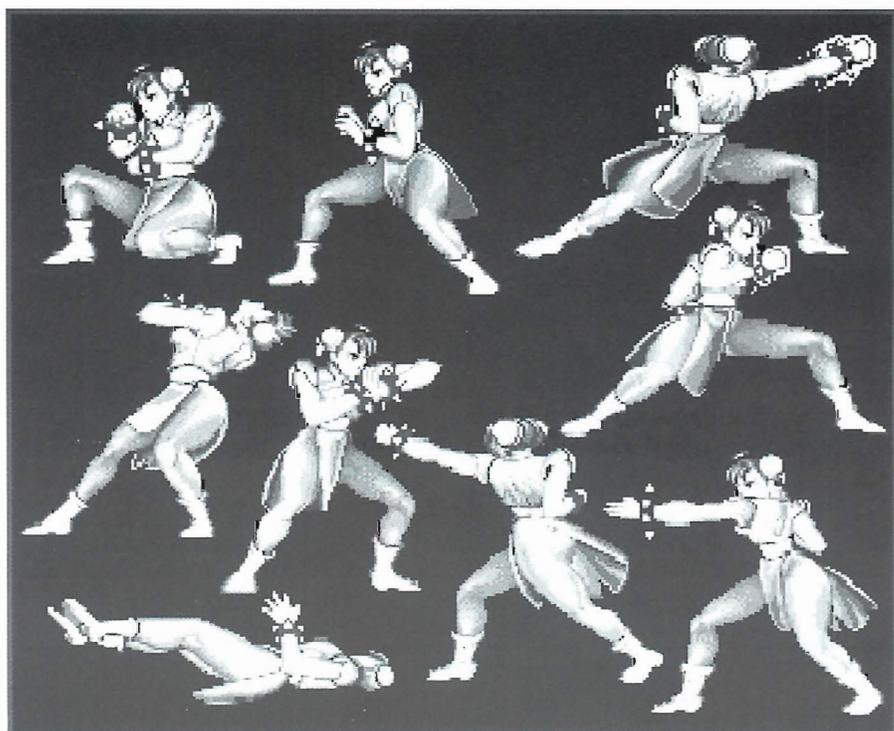
The only woman in the tournament, Chun Li is fuelled by revenge for her father who she believes was murdered by the ruthless drug baron and overlord M. Bison. The flower of the Orient has spent years of hard, back-breaking training building up her body and stamina with the ancient art of Wushu, one of the deadliest but little known martial arts.

Being a female fighter doesn't put Chun Li at any disadvantage, for what she lacks in strength she easily makes up for with speed. She only has two special moves, The Hundred Foot Kick and Spinning Bird Kick, but her normal fighting tactics are amongst the most powerful around. Punches are especially deadly as you can jump through the air at an opponent poised over a medium punch and,

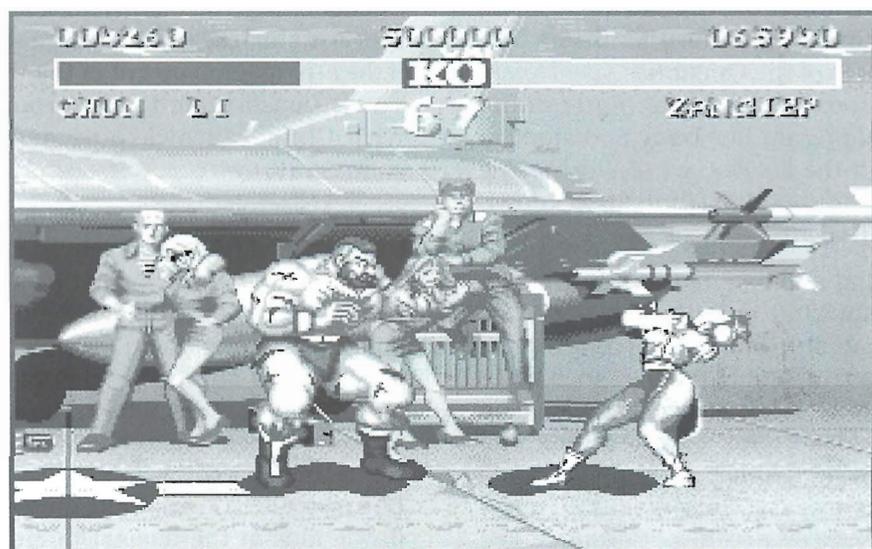
as you approach, hit them for massive damage. A hit is almost impossible to escape entirely because, if your enemy defends, they will still take some damage and if they try to jump up out of the way you'll smash them to the ground with Chun Li's awesome aerial shoulder throw!

One of the most infrequently used, but devastating attacks, is the somersault kick, used in conjunction with the jumping kick. Stand your ground and wait for an adversary to approach, then jump directly up into the air and, on the way down, kick. Stand and wait for them to come towards you again, but instead of kicking on the way down, kick at the highest point of the jump and you'll somersault too, covering a much wider area and smashing the enemy backwards.

Streetfighter 2



She's a babe! Chung Li may be a fox, but beware. This fox has teeth!



Is this the end of Chung Li? Zangief may be in for a surprise...

Streetfighter 2

Against Ken/Ryu: Both can crouch and jab out during a spinning bird kick, so beware.

Against Blanka: Blanka is fast and dangerous, he has a longer reach and can turn on his electricity before you strike him if you're foolish enough to try an aerial attack. Stay low and kick hard – double crouch kicks work best.

Against Honda: Honda's slowness makes him an easy target for her high bouncing attacks – jump high and attack immediately upon landing and then jump again, but beware his long-reaching slaps.

Against Guile: His sonic boom can be a real pain so hang loose and be ready to jump up high and strike hard. Watch out for his spinning back kick.

Against Dhalsim: Get in close and strike fast. Watch out for his Yoga Nuki (his head-punch) and don't let him get away from you so he can use the distance to his advantage.

Against Zangief: Stay low to avoid his spinning clothesline punch.

E. Honda...

The Japanese giant has been trained in Sumo wrestling since birth. His 304lb body has been fed and kneaded in the greatest traditions, solely for the purpose of becoming the greatest wrestler who's ever lived. He was the Grand Champion by the age of 21 and now wants to prove to the world that Sumo is the greatest fighting form on the planet. His special moves are the Sumo Torpedo and Hundred Hand Slap. Get an opponent into a corner and unleash the Hundred Hand Slap whilst pushing forward for maximum carnage.

Honda's another character who can be charged up. Stand a good few inches away and jump towards your opponent immediately, triggering the slap attack. By the time you reach your foe they'll be smashed to pieces and you can finish them off as you wish. Another good attacking/defensive move is to back up to the edge of the screen, charging up the Sumo Torpedo. When the opponent is following you, just about to attack, let loose and Honda will perform a semi-roll that will knock your enemy flying!

Against Ken/Ryu: Be patient. Block attacks until you see an opening and then counter hard and fast. When you've dazed them, grab and crush 'em out of the game. If cornered use the hundred hand slap to finish them off.

Against Blanka: Use your longer reach to stay out of trouble.

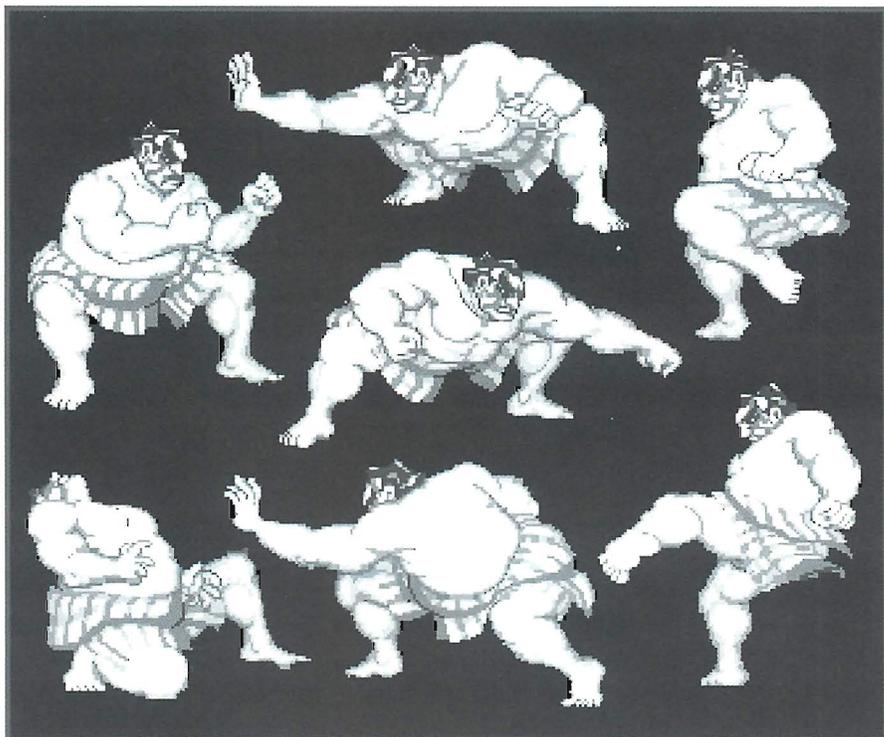
Against Guile: Get in close and treat as for Ken/Ryu.

Against Dhalsim: Get in close and slap him hard.

Against Chun Li: Avoid being caught napping on the ground. Meet her halfway in an aerial counter. Two chops and she's ready for the big cuddle!

Against Zangief: He is a big strong guy! Stay low and try to leg sweep.

Streetfighter 2



At 304 lbs Honda shows he's Streetfighter's own Dumpertruck.



Guile proves that size doesn't matter as Honda goes down.

Streetfighter 2

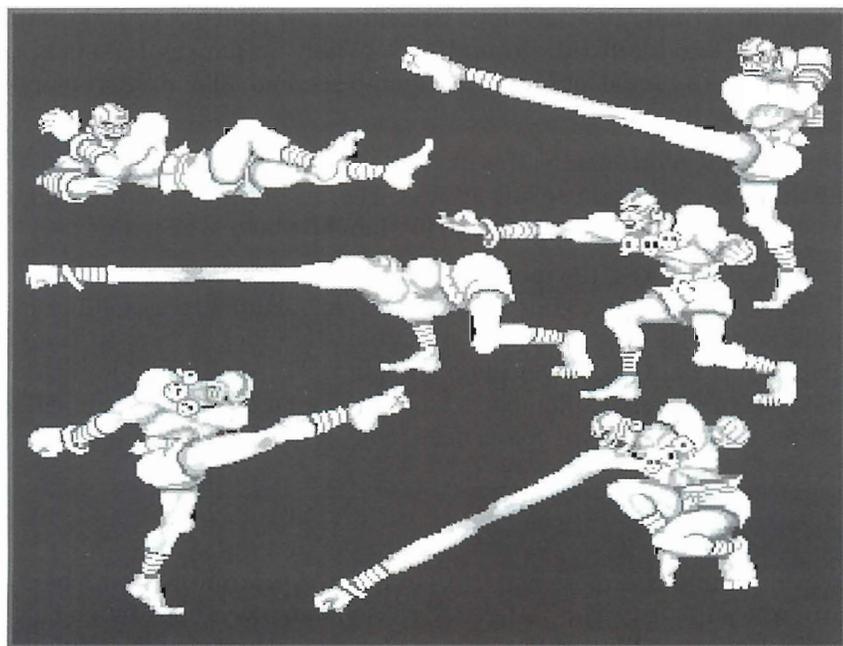
Dhalsim...

After decades of intense Yoga training Dhalsim has managed to turn his body into a sinewy rubber pack-horse! By constantly stretching his limbs he's become so supple that he can extend them up to twice their normal length across the screen! No-one is sure why the Indian has entered the competition, but most are wary of his ferociously fearsome appearance and the magical aura that he radiates. During his personal battle with the mystic arts he's managed to pick up some incredible fire-breathing skills! His special moves are The Yoda Flame, Yoda Fire, Diagonal Torpedo and Horizontal Torpedo.

You may think that Dhalsim's long reach is useful, but in reality it can

cause you more harm than good. Even though he can stretch his limbs out they are just as vulnerable to attack as his body. He's also very slow in the air but used correctly a real pain to fight against. To cover ground quickly jump high in the air, push down and hit punch or kick simultaneously to spiral in on a victim.

When you've scored a hit you'll be standing on your opponent's toes, so quickly push towards him and go for a throw or the awesome skull cracker. Finish off with the inescapable close quarter Yoda Flame and you've got a winner.



Could you stretch to 10 rounds against Dhalsim?

Streetfighter 2

Against Honda: Use the yoga fireball to keep him at a distance, then double slide kick him into a corner.

Against Ken/Ryu: Counter their fireballs with your own and use your long punch to keep them at bay.

Against Chun Li: Not so easy! Chun Li has a nasty habit of jumping over your fireballs so try a double side kick followed by a Yoga Migie (the head punch). If she recovers too soon, however, retreat and lure her towards you by throwing a fireball, then get ready to punch her on her way down from the jump.

Against Blanka: Blanka is an extremely difficult adversary. Keep well away, throwing the odd fireball when he goes into electricity mode. If Blanka starts his roll, get ready to make the round kick. If you don't have time, just block.

Against Zangief: Easy one this. Zangief likes doing his spinning clothesline and his jump kick. When he starts his spinning clothesline, perform a double slide kick and when he does his jump kick, retaliate with a round kick or jump and do a stretch kick.

Against Guile: You'll have to keep your distance from Guile and do a lot of blocking as he tends to use his Sonic Boom quite frequently. Use the long low punch and the double slide kick as often as possible. Beware of his flash kicks.

Against Balrog: Very easy! Balrog has no kicks, which means that you have the ideal opportunity to attack low. Use either low punches or kicks until he blocks, then move onto the round kick. When he pauses for his special punch, just fire a fireball at him – this should see him off and set you up for a quick offensive hit.

Against Vega: Unfortunately, this character can sometimes be more difficult than Bison. Stay low and use low attacks. There's not much you can do once Vega gets on the fence – try and yoga fire him just before he jumps off.

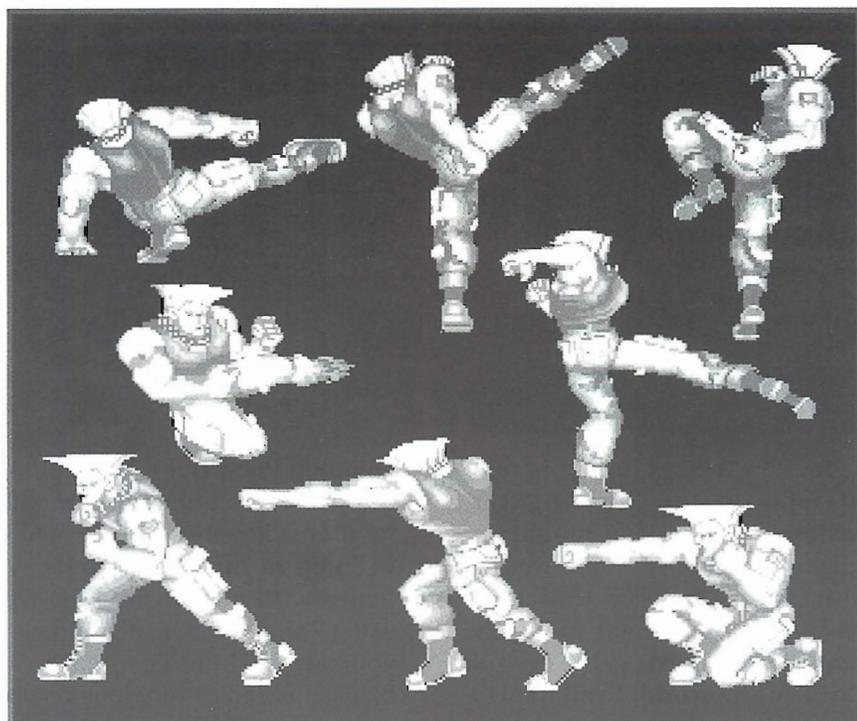
Against M. Bison: Yes, the mother of all baddies! You've had an easy life up until now. This guy just goes berserk. Watch out for his torpedo and his double knee press. Retaliate with a double slide kick, trying to keep him trapped into the corner. Never jump straight up! if you have to jump, do the special spin (a diagonal spinning kick from the air). Try and save up all your credits for this guy – you're gonna need 'em.

Guile...

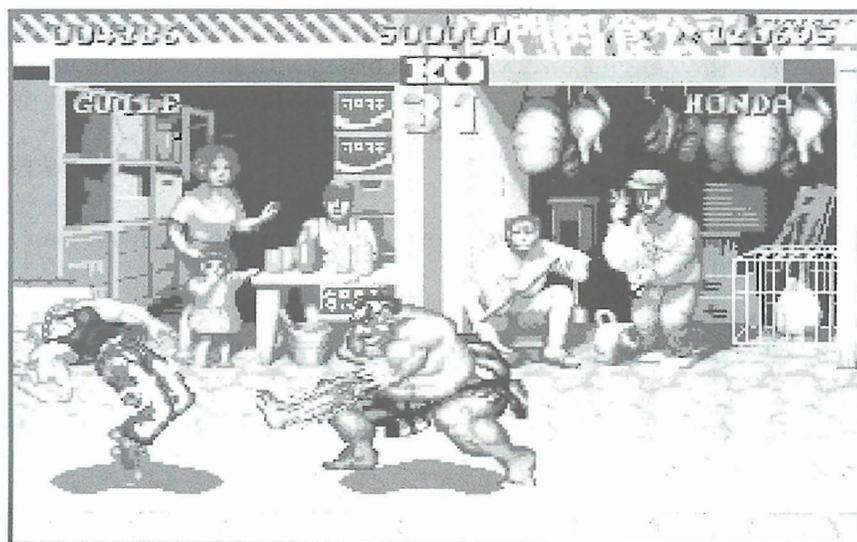
Guile is probably the most feared opponent out of the eight controllable players. With a staunch military background, he's another character with a personal grudge against M. Bison. After escaping

from a prisoner of war camp in Vietnam, the young Marine flew jets for the air-force and learned how to control sonic airwaves and incorporate them into his attack. He's fast, he's strong and he's mean.

Streetfighter 2



Beware Guile's special moves, or it'll be Sonic Boom – bam!



Guile finds Honda's incredible bulk too much to handle – this time.

Learn how to master his abilities and you'll be a true Streetfighter Champ. Guile's special moves are The Sonic Boom, The Aerial Grab and The Sonic Kick.

Guile's another character with chargeable moves. Probably his most aggressive and successful attack pattern is the jab combination. Charge up a Sonic

Zangief...

Zangief's the second biggest contender in the Streetfighter Tournament. The Man mountain stands an impressive 7' and weighs 256lbs! Many believe that he's entered the tournament to glorify his country's standing in the eyes of the rest of the world. Even though he loves his country, he enjoys cracking skulls even more! His biggest fighting asset is his incredible strength, but this is almost eradicated by his lack of speed and limitation of moves. If you can master Zangief on level seven nothing can stop you!

The Russian's special moves are The Spinning Clothesline and The

Kick at the beginning and knock your opponent to the ground. After that crouch directly in front of them and jab relentlessly for about two seconds, all the time charging up another Sonic Kick. Then, when in range, let loose the Kick and repeat the process until they learn from their mistakes, which isn't often!

Spinning Pile-Driver. The Spinning Clothesline is a nice little number for dissuading those who would like to jump in on you or roast your bones with missile attacks. When using Zangief it's best to conserve your attacks and keep calm. Like Blanka he's got a very long reach so jump in and kick a lot. Crouching down and tossing miscreants over your head is a good move, but it's when he comes into close quarters that Zangief really comes into his own. Try and trap opponents in a corner with kicks and then throw them for the back-breaker as much as you can.

Against Honda: Don't let him get close enough for the 100 hand slap and watch out for the head slam.

Against Ken/Ryu: They are faster than you and are likely to use the fireball to keep you at a distance. Use the jumping kick to keep them on the defensive.

Against Honda: A difficult one. Keep a defensive posture and react to his moves as and when he makes them.

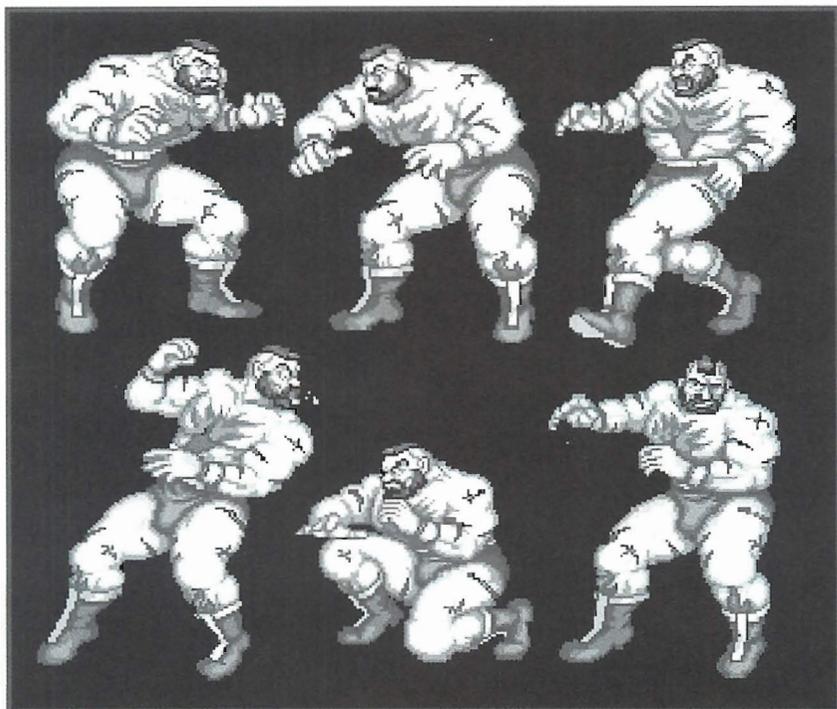
Against Guile: Same as for Ken/Ryu but the sonic booms are faster.

Against Chun Li: Chun Li is fast and very dangerous. Try to use your strength to close her down then move in with the spinning clothesline punch.

Against Blanka: Same as for Honda, but watch out for the electric fields if you jump.

Streetfighter 2

Against Dhalsim: Dhalsim will use his longer reach to keep you at bay and then breath fire at you.



He may be big but Zangief's Russian by name, not by nature.



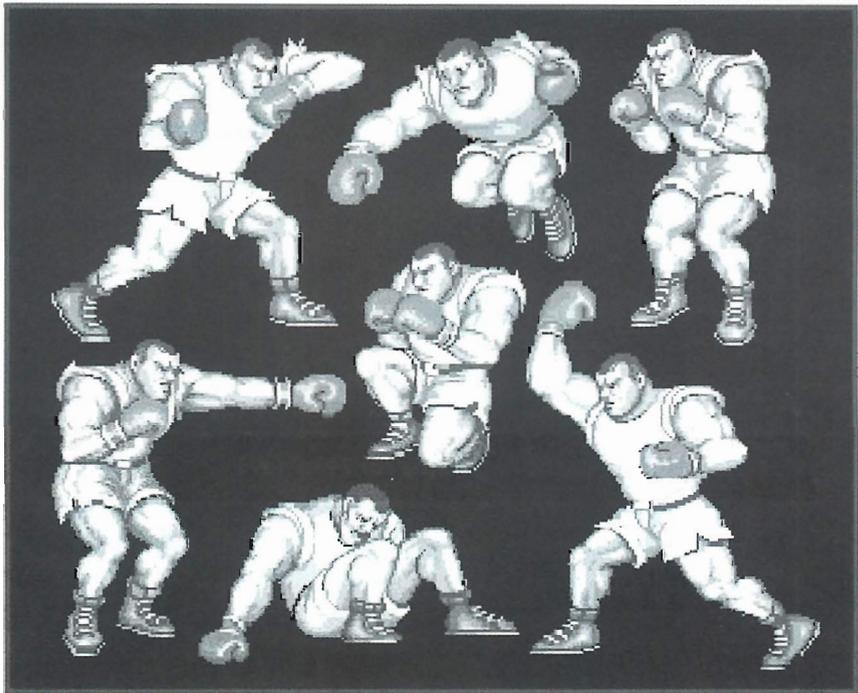
It looks like Chun Li's hung out to dry by Zangief's Clothesline.

Boss Power!

The game's big four BOSS characters are certainly the toughest of the Street Fighter

characters. Here are some handy hints on how to give them a good thrashing.

BALROG: Here we are with the first of the Super Street Fighter fighters! The battling Balrog used to be a top-ranking boxer, but he lost his title on a technicality and was never able to claw his way back into the boxing game's elite. Some characters fair better than others against him. Chun Li, for example, can jump rings around him, attacking from behind and Hundred Foot Kicking him to death. He's the easiest character to beat if you attack relentlessly, but if you let him get a single shot in you've probably had it! Don't bother with special moves, only the Sonic Kick and Fireball cut any ice with this guy. Good old fashioned jabs and bare-knuckle fighting's what's called for here.

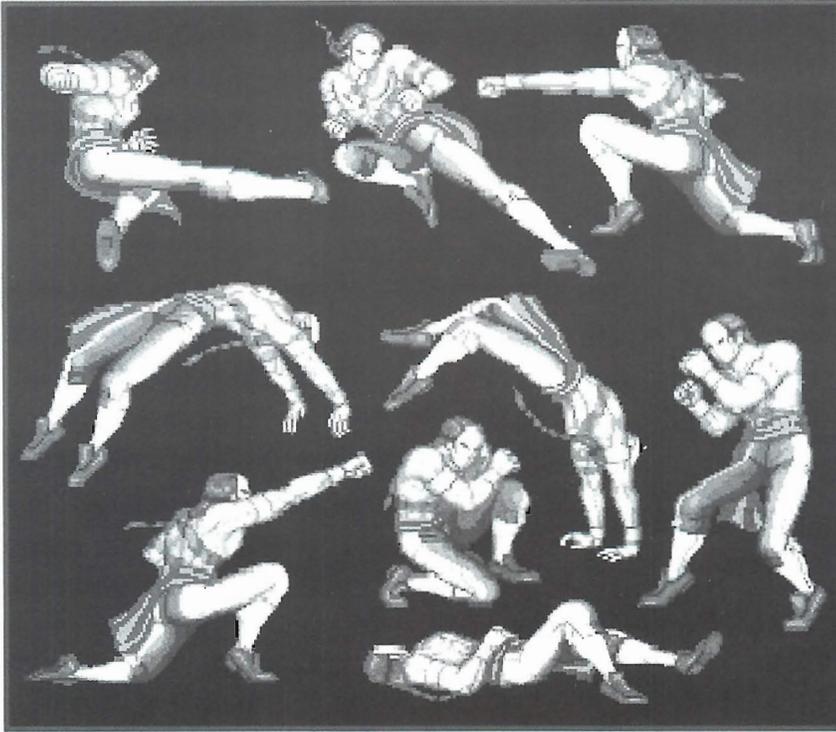


Would you be Balrog on the 'rocky' road to Streetfighter success?

VEGA: The masked matador has given up fighting bulls and has adapted his skills to use against more dangerous opponents – humans! Many feel that Vega is the most difficult character to beat in the game, even though he only lies in second place in the bosses' pecking order. Lightning fast and as cunning as a fox, he will rip most opponents apart in seconds. Keep well away and time your attacks. With Honda this means simply jumping up in the air and punching whenever he comes near you. Both Ken and Ryu can back off to the edge of the screen and somersault kick backwards to get

Streetfighter 2

their hits in. If he goes for the Inza drop retreat to the furthest corner of the screen then jump and kick – it's the only defence.



Vega may be the best. A load of bull? Just you try fighting him!

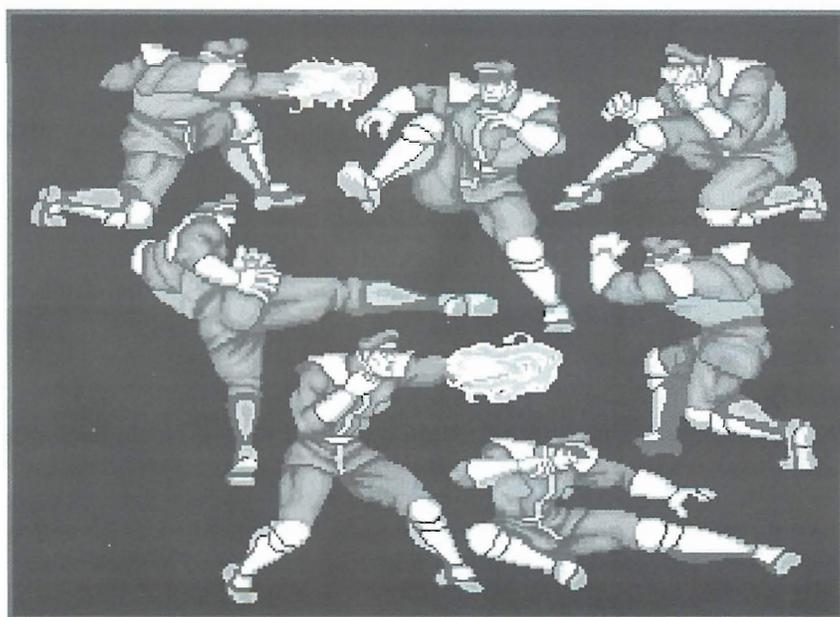
SAGAT: Sagat's deadly, but a lot of fun to fight. His main attacks involve fireballs at two heights, head height and low, towards your feet. These are easily jumped and ducked so get a safe distance away from him and wait for a fireball, then jump over it quickly and stick a leg or arm out to break his face. Drop quickly to the ground and get stuck in with some quick jabs and then retreat – fast! Most of the special moves are useless against him, but if you can charge up the Hundred Hand Slap and jump in on him this will stun him backwards just long enough for another special attack!

M. BISON: This is the man that everyone's got a grudge against. Bison's powers are easily the most lethal around, with a Flaming Torpedo that goes straight through you and a relentless aerial scissor kick that never lets up. Blanka's your man here if you really want to win quickly. The green skinned giant's incredible reach and power can knock Bison off balance nearly as quickly as he can have you! Roll in fast to get close to the dictator and continue pushing forwards to double claw him. Then charge up the electricity and fry his bones. Chun Li can easily jump his Torpedo attack and can quite easily catch him with a somersault kick, but Bison is extremely dangerous to the last so don't get cocky.

Streetfighter 2



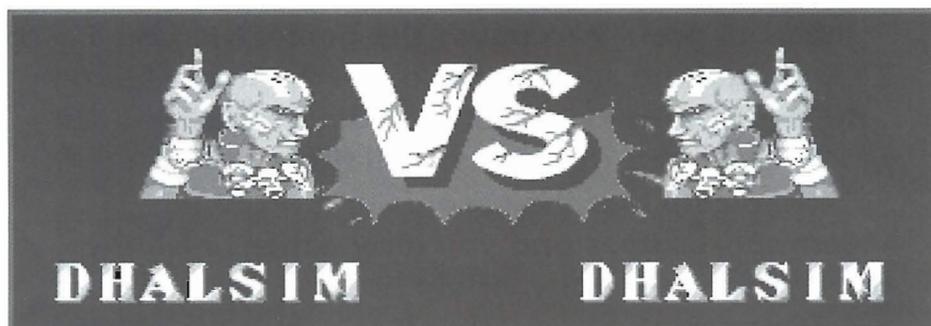
When he starts firing, Sagat's as deadly as they come. Hot stuff!



Flaming 'eck. Don't let M. Bison dictate the tactics.

Streetfighter 2

Cheat Mode...



If your opponents are wiping the floor with you, how about erasing all damage from the injury bar before you get KO'ed? Start the game in one-player mode and move to the character select screen.

Position the cursor over Blanka, but don't fire to choose him. Instead, type the word **PATIENCE**. Now, this cheat is only available if you time it right so keep a regular pace as you enter each letter: press P down, let P up, press A down, let A up, and so on, taking about as long over each letter as it takes to read those commands. The border of the screen will flash yellow as soon as the final letter E has been entered, informing you that your invincibility cheat is now in operation.

When your foes give you a pounding now, you can simply pick yourself up, brush yourself off, press F10, and start all over again. That nasty threatening red will have drained from the bar above your fighter. You'll still need to use your skills to defeat the enemy, but every time the battle swings his way just hit F10 and resume the contest free from injuries. Once activated this cheat will remain in force throughout the game.

A pretty nifty feature in a two-player game would be to have identical characters fight each other,

Streetfighter 2

wouldn't it? Start a two-player game, choose characters normally and begin fighting. During the bout press P to pause the game, then type '7KIDS', making sure that you use the figure 7 from the top row of keys, not the numeric keypad (if you've got one). The border will flash yellow again to indicate that the cheat is up and running.

Combat resumes and you may either finish the current fight normally, or nip back to the character selection screen by pressing P to pause the action, then the Escape key. It is now possible for both players to select the same character. When they fight, Player 2's character will be indicated by a helpful white arrow above his head.

If you're a really mean unsporting type you can begin a one-player game and initiate the invincibility cheat as described above, then pause (P) and Escape during a fight, resuming play with two-player mode selected. Combat may now take place, with the friend you're playing against wondering why his fighter is doing such little damage to yours (although only if he's not very observant, admittedly).

Striker

24

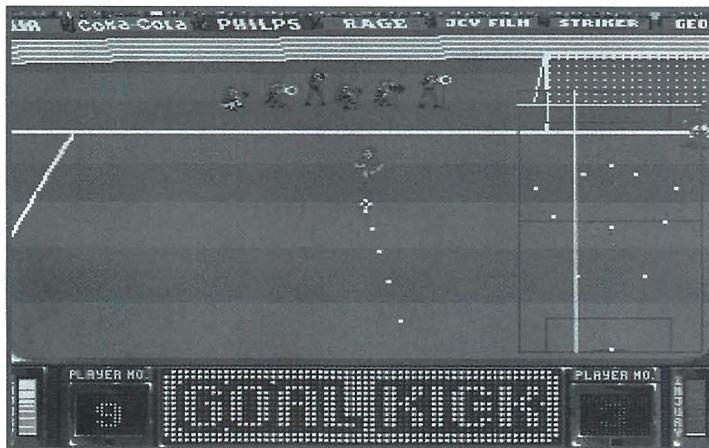


Rage

The Facts...

Publisher: Rage
Type of Game: Soccer Simulation
Price: £25.99
Controls: Joystick
Memory Required: 1Mb

The Scene...



The Game...

This 3D footy sim was released at the same time as *Sensible Soccer* and has been rather outshone by Renegade's superb kickabout. But that's not to say this game isn't without merit as it still ranks as one of the top three soccer games on the Amiga (the other game being Dino Dini's *Kick Off2*). So, if you're

bored with *Sensi* or *KO2*, then you could well do worse than invest £26 in Rage's soccer sim. The controls are excellent and the pace of the game is incredible. Here are a few hints and tips from the development team behind the game.

Formations...

Against obviously superior competition or a difficult computer-controlled opponent, always choose

a defensive formation which also utilises a sweeper system – 5-4-1 or 5-3-2 are normally the best.

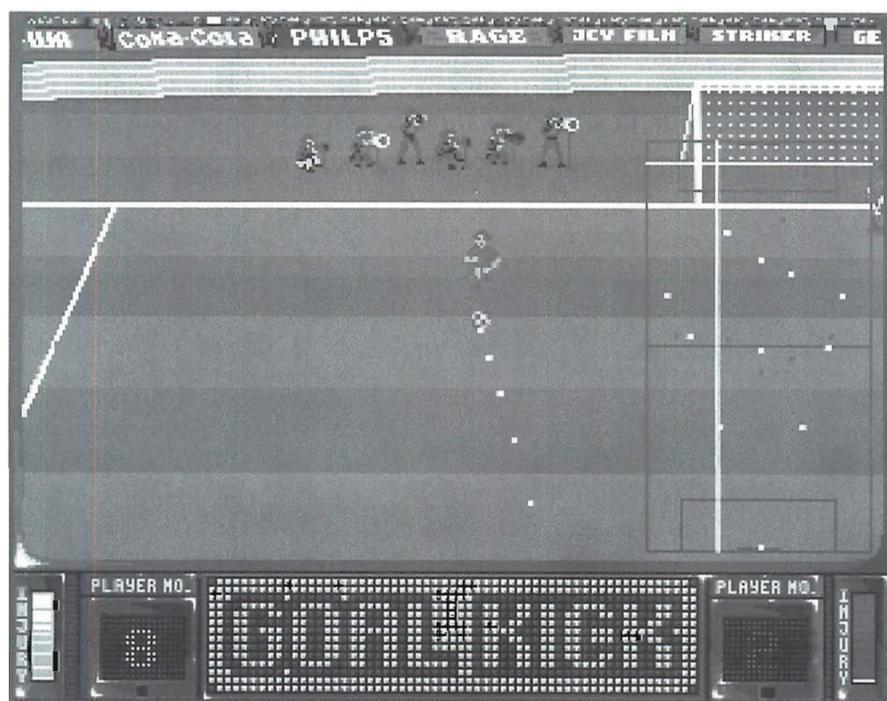
Striker

Obviously, though, this method is reversed for the likes of Mexico or Chile, where the 4-2-4 and 2-3-5 formations allow you to attack more aggressively. Whatever formation you decide on, always make sure that your style of play is suitable and appropriate for it.

For instance, if you prefer to make your attack by legging it down the wing before crossing it in to the centre of the penalty area, then the

last two attacking formations listed above will ensure that a good number of players will be waiting to receive the ball.

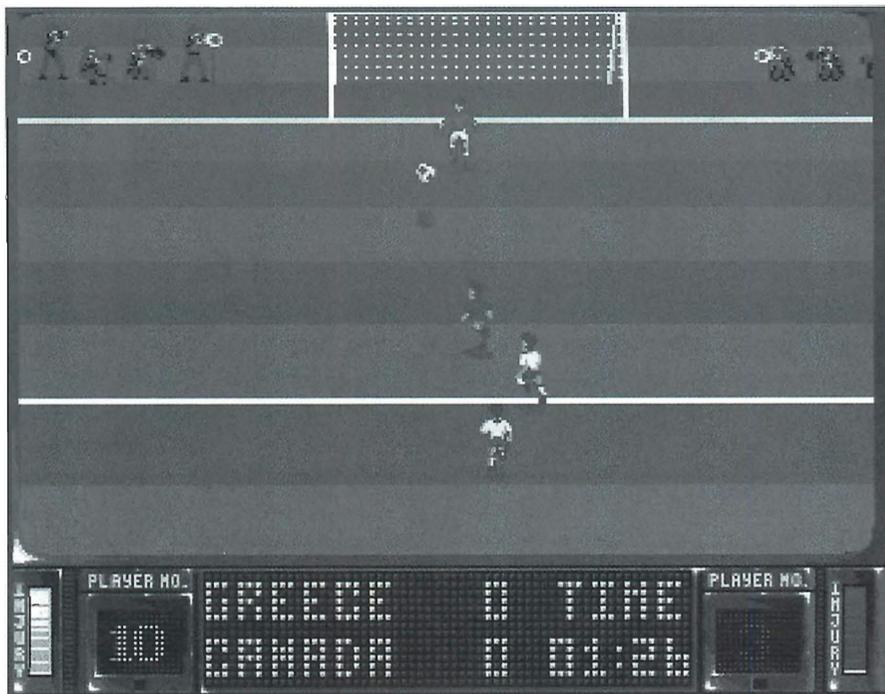
Finally, if you find it difficult getting or keeping possession of the ball, then opt for a good midfield-orientated formation (3-5-2 or 4-4-2, for example). Then, when you get ahead, switch to the defensive positions to keep the lead, and vice versa if you are struggling.



Small dots indicate the direction of your kick.

General Tips...

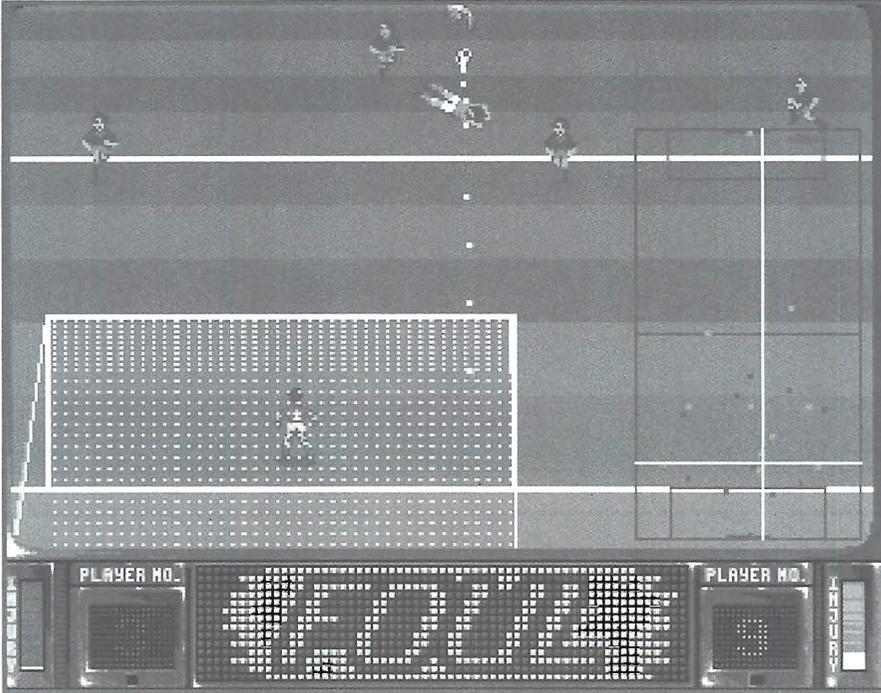
- Running down the wing is an excellent way to gain ground – just make sure your crosses are accurate.
- When in possession of the ball, hang around outside the penalty area so that, hopefully, one of the opposition hacks you down for a free kick.
- Although everyone groans when John Barnes does it, whenever under pressure, always pass back to your 'keeper (banned in the real game, but not in this footy sim!).
- Never use a player to chase an opponent currently in possession of the ball. Wait for a defender to attack them, and go in hard for the tackle – you'll stand more of a chance that way.
- Although this is a rather obvious point, aim for the ball when tackling – not the player!
- When an opponent has possession of the ball and is on the attack, it's possible to shoulder barge them out of the way without resulting in a foul in their favour. Practice this, though, as it can prove quite tricky.
- Use sliding tackles to speed up your movement across the pitch and toward the ball.



Striker is definitely a fast game – maybe even the fastest sim out.

Striker

- Desperate times call for desperate measures, so always foul an opponent if they are looking as if they pose a threat. They stand less chance of scoring from a free kick than they do from a conventional shot.
- Keep certain areas of the pitch rigorously guarded – ie the corner areas and the penalty box.

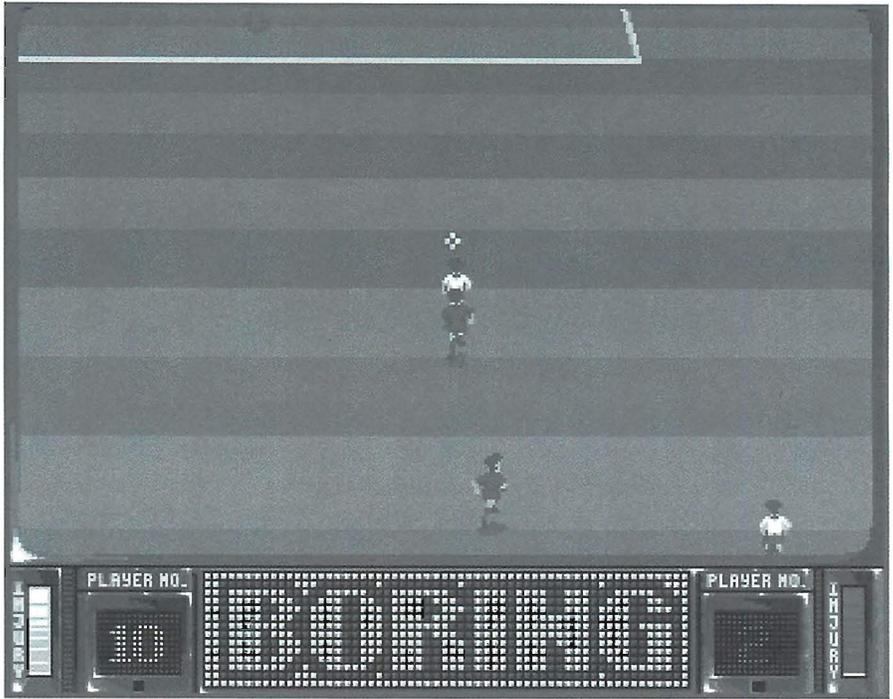


Don't foul near the goalmouth – it's asking for trouble.

Scoring Techniques...

These are reliable tactics which, even if they don't result in a goal every time, will allow you a chance to nip in and score from the rebound...

- Run down the wing and, when you reach the byline, cross the ball, adding after-touch as you do so. This will swerve the ball out of the goalie's grasp and, hopefully, onto the head of one of your forwards. Two quick jabs of the fire button should then send the said player in for a diving header.
- What Rage affectionately call the *Jammy Jimmy* goal is a variation on the above method but, rather than heading for the byline, when you are roughly 25 yards (or rather their pixel equivalent on screen!) from the



If the play is less than interesting, the computer will tell you so.

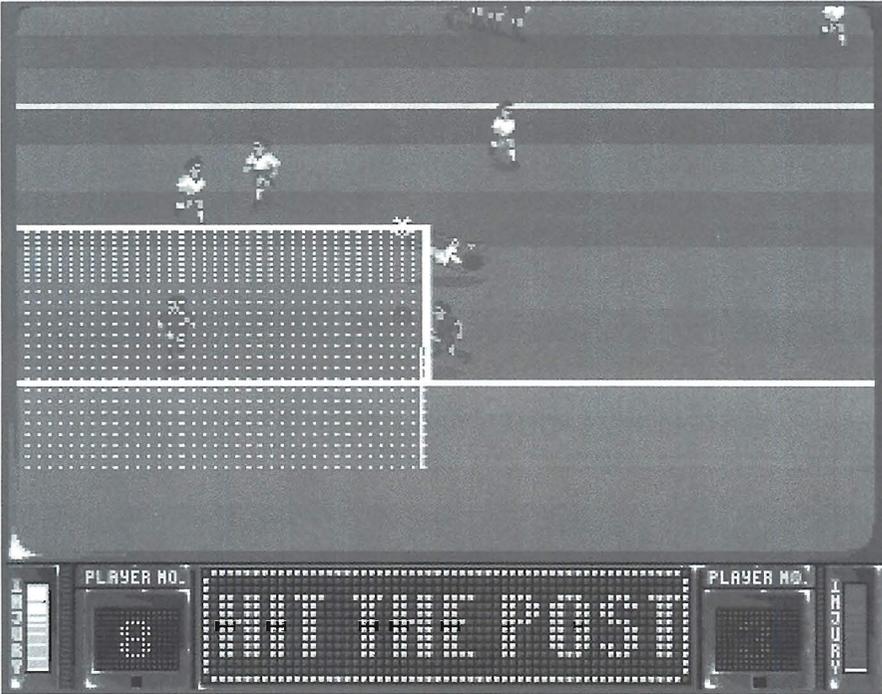
byline, cross the ball towards the goal. A forward who is running in from the righthand side of the pitch should then be able to latch on to it and give it a simple kick – the goalie will be well out of range.

- When in the box, a gentle sideways kick in front of the goal makes the 'keeper rather jittery, forcing him to dive for the ball and allowing you to tap it past him.
- The corner of the penalty box can be used as a neat guide for an easy goal. Just shoot diagonally from it adding plenty of after-touch and it will loop behind the goalie. Or that's the theory, at least.
- When you take a corner, vary your use of after-touch. When taking a corner from the left, add loads of right-bending and, obviously, the opposite from the righthand side of the field. With a little practice, these can then be met by a well-placed forward nearly every time with an overhead kick or header. In addition, heavy after-touch when booting a corner can often result in a goal.
- As a rule, *always* follow through when shooting. This way, if the ball careers off for a rebound, you can meet it nearly every time.
- It's also possible to dribble the ball around the goalie by performing a

Striker

diagonal run just past him (not too close, though, as the computer is very generous with his sprite detection). When you get past him, just run the ball into the net.

- From a standing position directly in front of the goal, it's possible to score by curling the ball around the 'keeper. Run down the wing and pass the ball to a conveniently-positioned player, who can then welly it around the unsuspecting goalie.



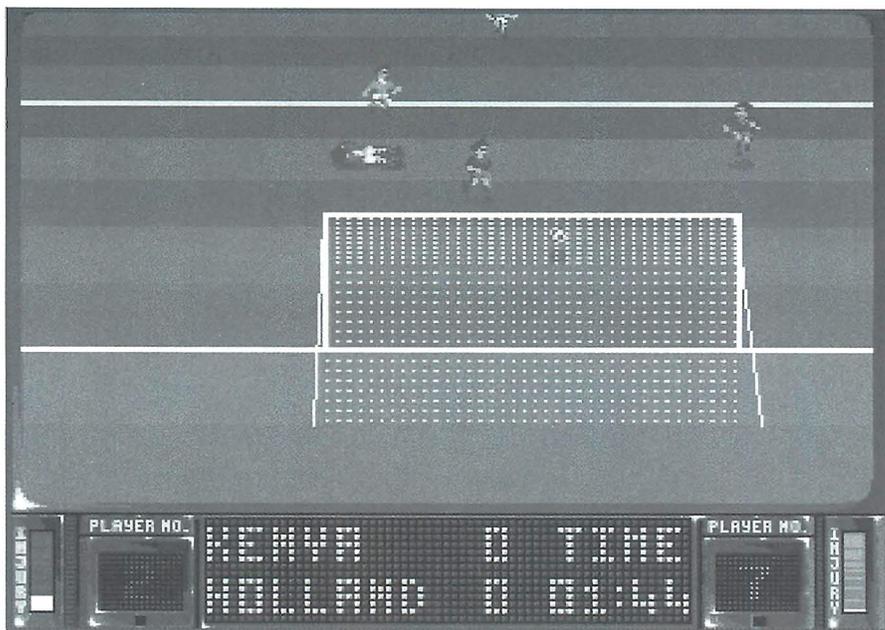
The scoreboard adds an extra dimension to the gameplay.

Free Kicks...

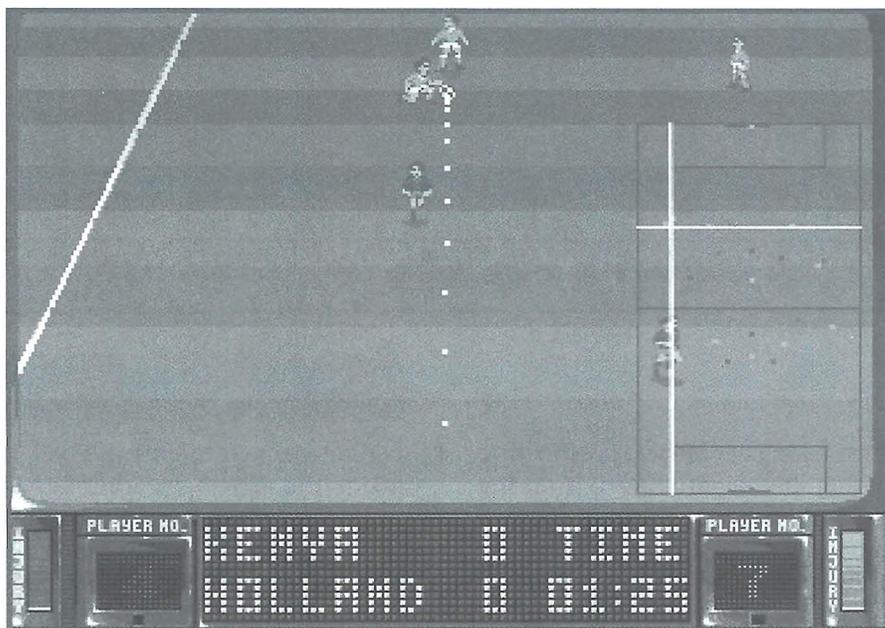
When taking a free kick, position the guiding line slightly away from the goal and around the wall (if there is one) and, adding lots of power, boot the ball as hard as possible. Then

add after-touch to curl the ball just inside the near post. Alternatively, place the kick so that it lands at the feet of a player in the box – this should then disorientate the goalie.

Striker



It's possible to select almost any international team.



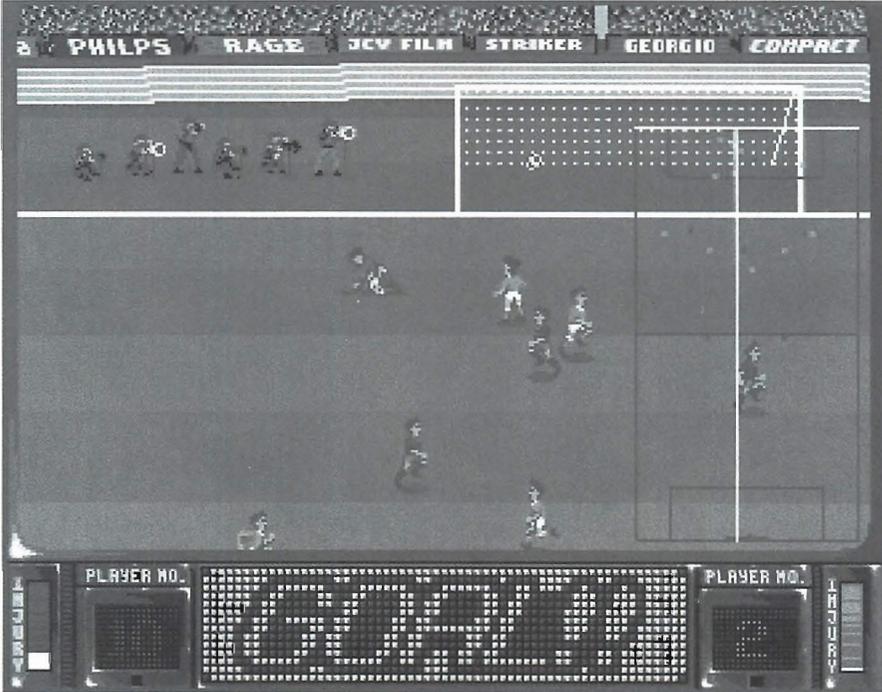
The gorgeous graphics are the best we've seen in a soccer sim.

Striker

Penalties...

These are extremely easy to cock up, but a pretty much sure-fire way of scoring is to wait until the cursor is to the right of the screen, before using a quick tap on the firebutton to crack it home – press it for too

long, though, and it will soar over the bar. As for saving penalties, this is far from easy. Basically, just take a guess as to which way he's going to kick it.



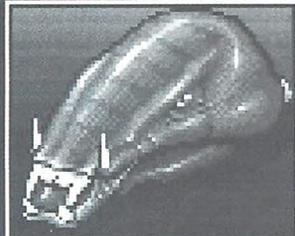
A last minute winner and the crowd go wild.

Striker



You have to be on the ball to win in this game and Striker is one of the top three Soccer simulations around.

25



NAME: WOTOK

SPECIES: BANANABUS

GALACTIC DOMAIN: B PLANET

NEURAL CAPACITY: 3%

PHYSICAL CAPACITY: 90%

WOTOK HAS NO BRAIN.
DESPITE HIS GREAT STRENGTH
YOU WILL ONLY REQUIRE 40%
NEURAL CAPACITY TO WIN.

FEATURES:  LYANIDE TIPPED
TITANIUM
HORN.

VIEW OPPONENT

CHALLENGE

The Facts...

Publisher: Virgin

Price: £25.99

(also available as a compilation with Hunter and Corporation, price: £29.99)

Type of Game: Strategy

Controls: Mouse

Memory Required: 512K

The Scene...



The Game...

Sadly neglected, Virgin's Supremacy is a true classic in which you lead a bunch of super soldiers against a succession of evil warlords intent on galactic domination. Strategy games have never looked so good as this! Superb presentation, incredibly user-friendly controls, and an engrossing scenario, ensures this an almost permanent place in my top twenty.

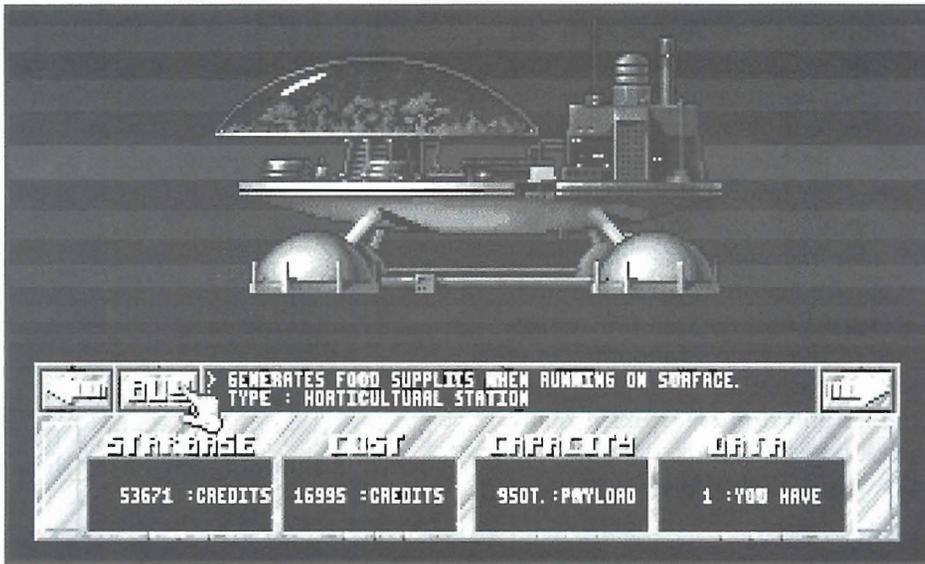
Starting off with only one planet under your control, a player has to slowly build up an empire by

terraforming additional planets and then exploiting their particular riches. At the same time, a rival despot is also busy empire-building as well as training up a formidable army. Not to be outdone, it's up to you to draft in civilians and equip them with state-of-the-art weapons. This all costs money however, so exploiting any mineral wealth and taxing your civilian populations is paramount if you wish to achieve success. As the game progresses, the computer-controlled warlords

Supremacy

will launch raids on your settlements, stretching your resources to their limit. The game is

won by whichever side manages to launch a successful attack on their opponent's home base.



Food production is vital, so a processor is needed early on.



And here he is, Rorn the mighty. What a truly evil barsteward he is. And it's your task to blast him and his minions into so much protoplasmic goo. As the saying goes, the Universe isn't big enough for the both of us.

Starting Tactics...

There are two ways to approach the game. Either go for broke and launch an attack as soon as you've commissioned some troops, and hope to catch Rorn with an inadequate force, or bide your time and build up an invincible army and secure economy enabling you to kick ass in the later stages of the game. The first option is suicidal and doomed to failure unless you can marshal your forces in record time. The second option is much safer and means you can enjoy more of the game's random events such as comets crashing into planets and a nuclear drive being developed for your battle fleet. In fact, this last development is

essential to mount an effective campaign as it means you don't have to generate large amounts of fuel to reach the enemy base. It also negates the need for a half-way refuelling point or getting your first three battleships stuck on Rorn's planet because they haven't got enough fuel to take off again. If that was to happen, it'd be the end of the game.

At the start of the game, purchase a solar satellite and launch it into orbit. This will generate essential energy reserves to power the mining station and food processing plant, both of which should be next on your shopping list. Crew them



Stats panels give an idea as to how the campaign is progressing.

up and set them to work on the planet's surface. Before too long you'll be reaping the benefits of increased food, minerals and fuel.

The latter two will be essential in the future, as goods must be bought with a combination of hard cash, fuel and minerals.

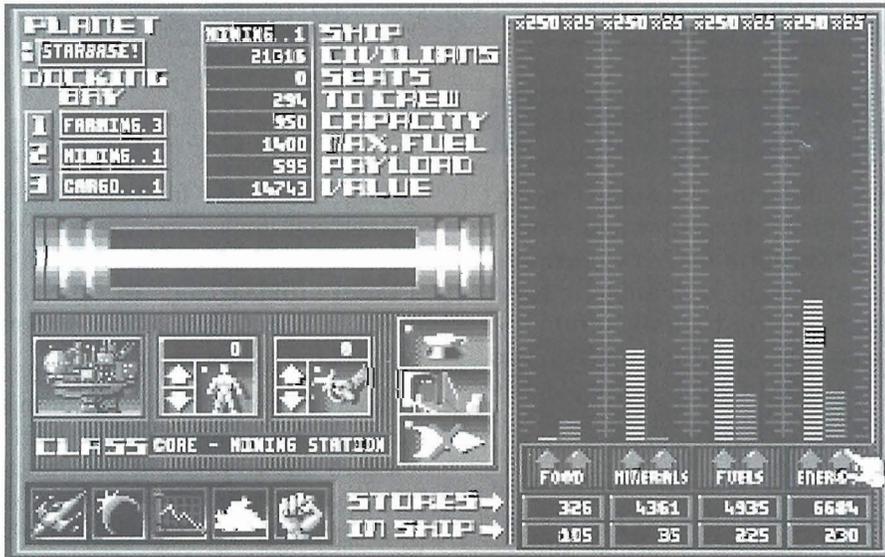
Supremacy



The troop training screen. Put your men through their paces.

Relax the tax rate so that the population on Starbase can expand at a faster rate. Next, set about training your army. Ignore Rorn's

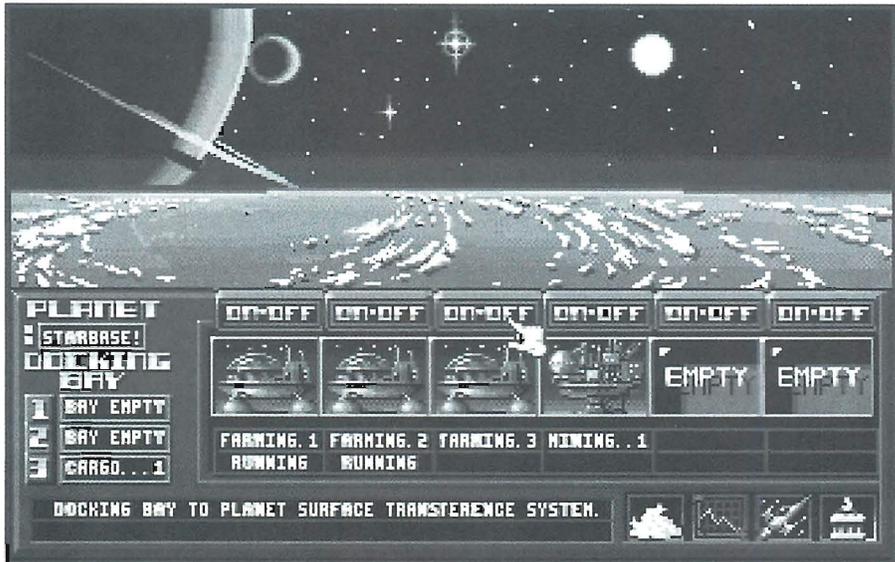
threats – he's not going to be able to attack for a while as he's too busy building up his own forces. Don't forget that troops don't pay taxes,



A ship's cargo is made ready in the shuttle bays.

so you'll lose money by drafting civilians. Conversely, they don't eat food either (or so it says in the manual!). Train as many people as possible and don't equip them until they've reached 5-Star General

status. Don't skimp on equipment, buy the best, even if this is excruciatingly expensive. It's going to take time building up an experienced army, but there's lots to do in the meantime.



Don't forget to switch your equipment on. An easy mistake.

To Boldly Go...

Start colonising the solar system. Buy a planet formatter and send it off to transform barren worlds into metropolitan, volcanic or food planets. Don't just send the formatter to the nearest planet. Use the spy icon to get info on a planet's diameter – the smaller the diameter the faster the world can be formatted. This'll save you invaluable time as some planets can take a few days to format, others more than a month. Save the game just before the planet-type is

revealed. If you're lumbered with a planet you don't need, merely load up the saved game and try again. Planet formatting is entirely random, so repeat this process until you get the planet you want.

A good combination would be one metropolitan planet to generate the cash to buy troops and equipment, a volcanic world to generate fuel and a food planet to help feed the thriving planets of your system. You'll also need a cargo ship to ferry the goods between them. Keep

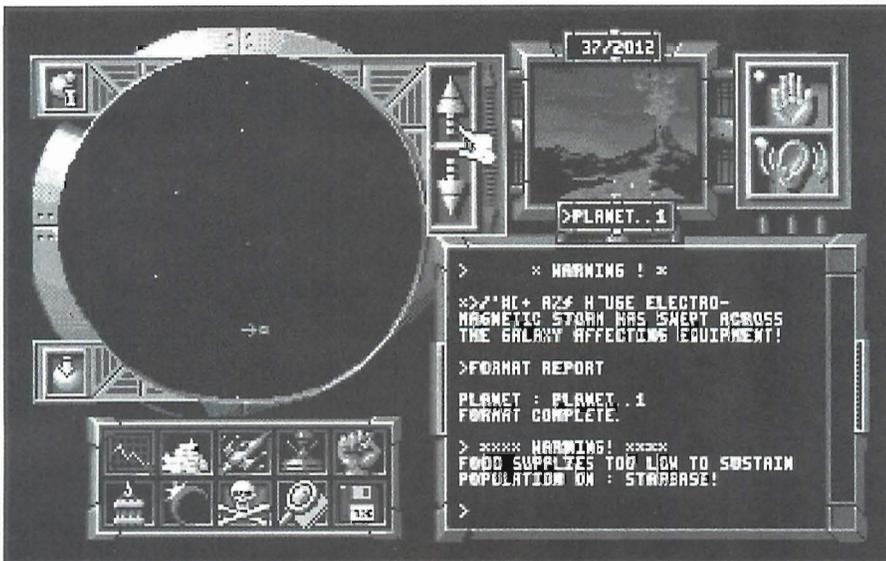
Supremacy



It's best to train your soldiers for as long as possible. The harder they train, the more effective they'll be in battle. Sending rookies into a fight is pointless – they'll be slaughtered.

formatting other planets as the more you've got the more Rorn will have to conquer. He's a stubborn old goat, and will want to take over the entire system before he'll attack your Starbase. This'll give you valuable breathing space while you build up your platoons. Send a few troops to guard your essential bases – after a while Rorn will go on

the offensive, but he rarely attacks in numbers so three or four platoons should see him off. Once he's attacked a planet and been repulsed he'll keep attacking until he's taken it, so your other planets can prosper in the meantime. Don't forget to keep track of how many troops you have left and send reinforcements on a regular basis.



A message screen lets you know of important events.

Money, Money, Money...

Once you've built up large cash reserves, say about 3,000,000 credits, and a population on Starbase of about 15,000, withdraw the remaining troops on your other planets and decommission them. Draft more civilians into your army and train them up. This'll take a

while, but don't panic. Rorn will want to polish off your remaining outposts. When all are fully trained, buy or fly back to Starbase the six battle ships you'll need to send all your troops to the enemy base. At this late stage in the game, your scientists will have fitted a nuclear



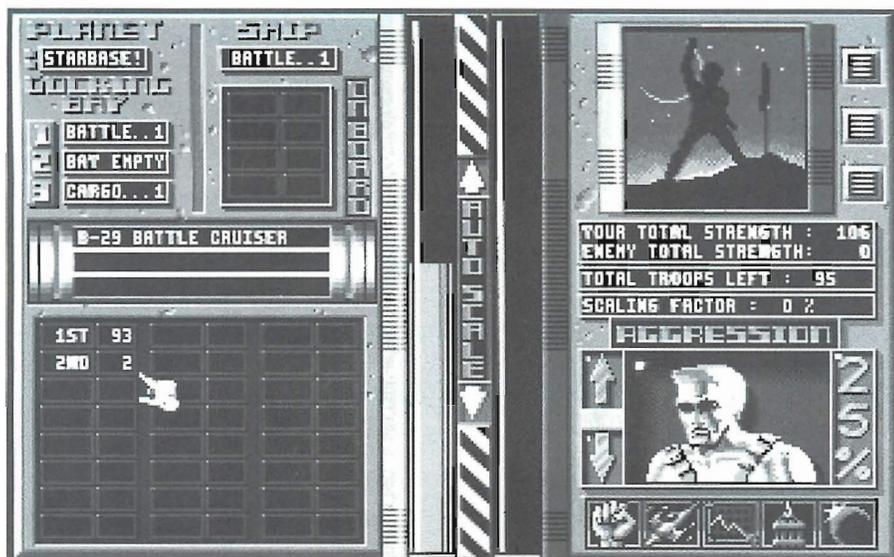
To launch a rocket, make sure it's crewed up and has enough fuel.

drive so you can reach Rorn's base in one hop. Don't worry about leaving your base unprotected – Rorn will be so worried about your approaching fleet that he'll try and rally his forces and recall his troops. You probably won't win the first battle as he's had time to prepare, but you will inflict a mortal blow. When you've been wiped out,

draft in more civilians, retrain and re-equip them and send another force. This time you'll really kick ass and slaughter his troops.

The final end sequence shows the mighty Rorn being led into the Imperial Palace, a beaten man. Hurrah! You've saved the galaxy...

Supremacy

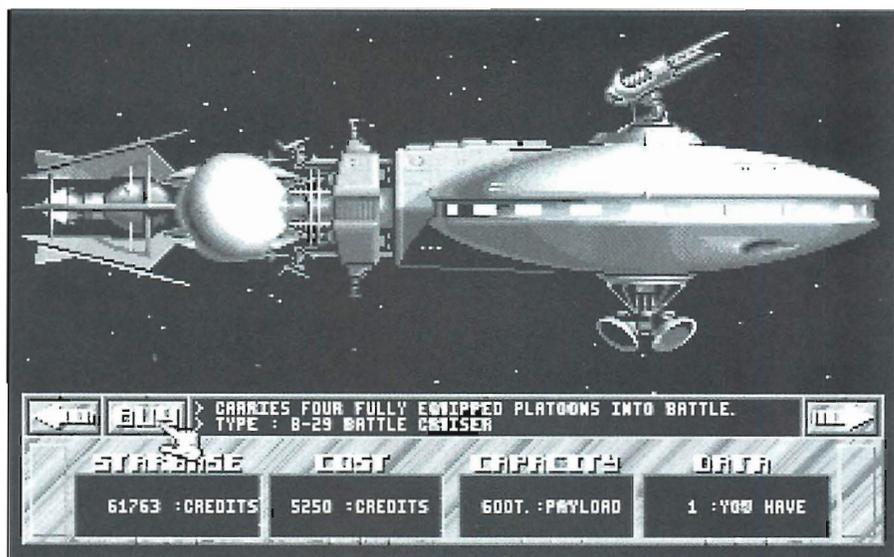


A battle in progress. You're not doing too well.

Cheats...

If you find yourself running short of funds, there's a useful cheat to get more dosh. Click onto the information screen and wait for the population figures to increase, then wack up the tax rate to 100 per cent. As soon as your credits increase, take the tax rate back down to zero. You've only got a few seconds in which to do this, but it'll mean you can tax people at 100 per cent and have an increasing population.

Supremacy



A huge cargo ship, vital for shipping supplies to other planets.

Zak
McKracken
and the
Alien
Mindbenders

26



AND THE ALIEN MINDBENDERS™



US Gold/
Kixx

The Facts...

Publisher: US Gold/Kixx
Type of Game: Adventure
Price: £12.99
Controls: Mouse
Memory Required: 512K

The Scene...



The Game...

Aliens have mounted an undercover invasion of the Earth. By transmitting mysterious bleeps down telephone lines they are slowly turning everybody into morons (not a difficult task for 90% of the population, I shouldn't wonder...). As a top reporter for a national tabloid paper you're used to making up the most ridiculous and fantastic stories ever to appear in print. Stumbling across the aliens' plot you can hardly believe your luck – a real story and equally as unbelievable as anything you've ever written. As the only person capable of thwarting the aliens'

invasion plans, you're going to have to unravel the complex plot and see off the alien menace for once and all.

Zak McKracken and the Alien Mindbenders is one of the first Lucasfilm computer games and, as such, it's not as polished as some of their later releases (such as Monkey Island 1 & 2), but it's a hoot nonetheless. The number of ridiculous-looking aliens that appear throughout the game are highly comical and the essential Lucasfilm sense of humour is evident throughout.

Zak McKracken & the Alien Mindbenders



You're never quite sure who is an alien and who isn't.

People Swapping...

During the game you may change control of the current character and swap to another who may be in a different room – or even on a distant planet! In this case you must use the command Switch. The abandoned character will stay

where you left him until your return. It's possible to solve the game in a number of ways, and this solution is just one of them. There are also a few mazes in the game, but as these may be randomised we have left the thrill of mapping them to you!

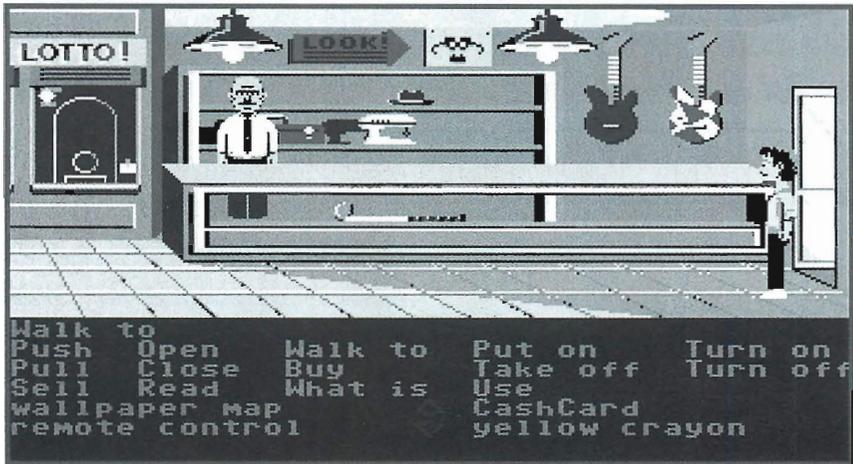


The familiar Lucasfilm interface makes the game a joy to play.

Zak's Bedroom...

Open the drawer and pick up a phone bill. Get the fish bowl, then remove the goldfish from the bowl by using the lamp with Sushi in the fish bowl. Pull the torn wallpaper off the wall and use it on the plastic card. Get the Kazoo out of the desk drawer. Walk to the Living room and lift the seat cushion to find the

remote control. Open the cupboard and get the crayons. Open the fridge and grab an egg. Now use a yellow crayon on the torn wallpaper. Get the key then nip downstairs and push the bell on the Bakery three times and the baker will throw bread at you. Pick up the bread.



Lou's Loans is a good place to buy some useful kit.

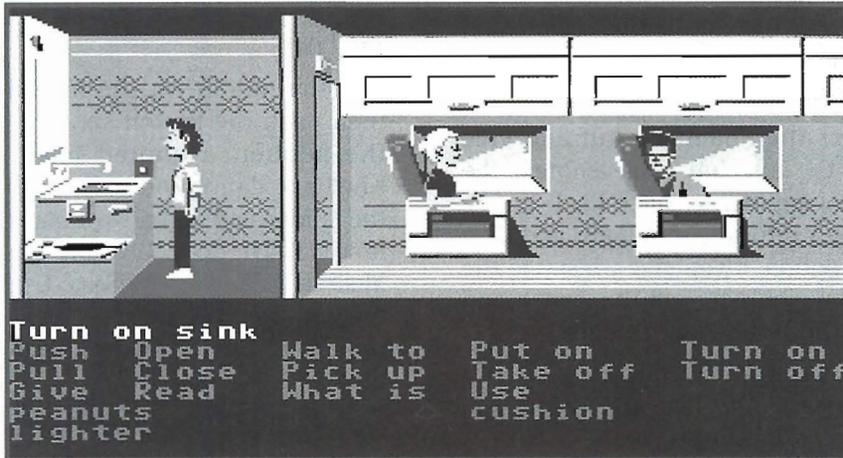


Use a disguise to enter the phone company.

Zak McKracken & the Alien Mindbenders

Walk to Lou's Loans and buy the following: Wet Suit, Tool Kit, Golf Club, Hat, Nose Glasses and Guitar. Use the wire cutters to get the Bobby Pin sign outside the hairdresser. Go home and use the monkey wrench on the pipe under the sink. Turn on the food disposal, then use the bread on the sink. Now you can pick up the breadcrumbs.

Enter the Phone Company wearing the hat and nose glasses. Go behind the counter and use the terminal to pay your bill. Leave the office and remove your disguise. Go to the bus and use the Kazoo to wake the driver. Use the Cashcard in the Cashcard Reader. At the airport you must give your cashcard to the religious nut and he'll give you a book. Reserve a seat to Seattle.



Push the paper towels down the sink to flood the toilet.

Toilet Tricks...

Once onboard the plane go to the toilet and use the paper in the sink. Flood the sink then push the call button. Hurry back to the front seat and find the lighter under the cushion. Repeat the toilet trick, then go to the microwave. Put an egg in the microwave, then use the microwave to explode it. You now have time to open the locker above the seat behind you and get the oxygen tank.

On arrival in the forest, pick up the branch. Give the nuts to the squirrel,

then use the branch on the dirt. Enter the cave and use the What Is option to locate the fire pit on the floor and the bird's nest up above. Use the nest on the fire pit. Use the lighter to burn the nest and make light. Reveal the message of the wall markings by using the crayon. Go through the door which is revealed and stand on the platform. You can now use the TV control to gain the crystal. Time for a quick flight to Miami.

Fly and Drive...

At the airport you can swap your book for a bottle of whisky. As Miami is closed take a quick flight to San Francisco where you can use the crystal in the drop slot on 14th Avenue. Wait a moment for Annie to turn up. Once alone with her, give her the whisky, golf club, and wire cutters. Switch to Annie then get the Cashcard from under the blotter. Go to the bus and use the wire cutters on it to wake the driver. Use the cashcard to get to the airport and then visit Miami, Cairo and finally Kinshasa.

Enter the Shaman's hut and give him the golf club. Make a note of the bouncing men's dance (3, 1, 2 etc). Take a return trip to Cairo and then to London. If you give whisky to the sentry you can pull the switch and use the cutters on the fence.

Change into Melissa. Enter the Shuttle and get the Boom Box and DAT Tape. Open the glove

compartment, then pick up the fuse and cashcard. Leave the shuttle and give the cashcard to Leslie. Use the cashcard on the monolith. Repeat. Use the token on the plate. Pick up the fuse and give it to Leslie.

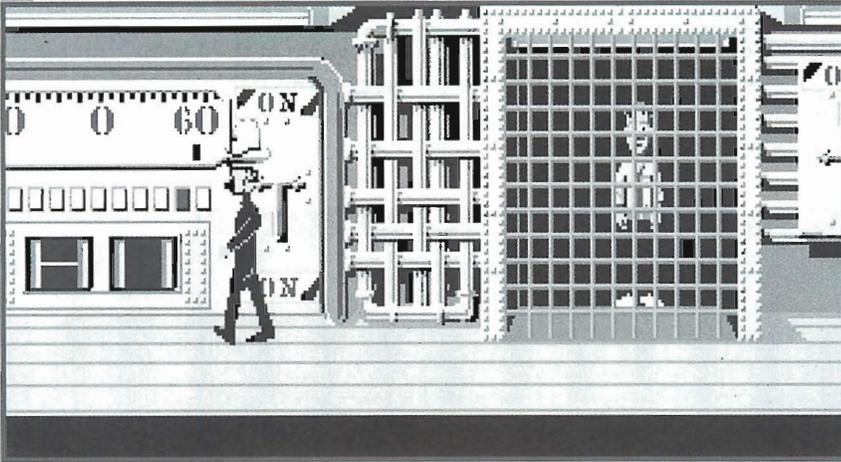
Change into Leslie. Push left button, push right button, then enter right door. Once inside, pick up the ladder, covers, tape and broom. Find the flashlight in the locker. Go outside and use the broom on the sand pile.

Use the ladder on the face door then push the button six times (in the sequence copied from the Kinshasa dance routine). Retrieve the ladder and enter. Now enter the first massive door. Give the tape to Melissa. Change to Melissa. Use the tape on the DAT. Use the DAT with the Boom Box. Turn on the Boom Box.



What strange satanic ritual is going on here then?!

Zak McKracken & the Alien Mindbenders



Remember to switch bodies if you're not getting very far.

Maze Games...

Change to Leslie and use the ladder on the pedestal. Pick up the crystal and ladder. Switch on the torch and go north. Find your way through the maze to the Switch Room. Use the switches, then take off your helmet. Dive back into the maze to find the Map Room where you can make a note of the strange markings. Go back through the maze to the Great Chamber and then enter the second door. Give the torch to Melissa, then do a quick change into Melissa.

Remove your helmet and play the Boom Box. Once inside, go through the far right door and pick up the Ankh. Return to Leslie and give her the Ankh and the torch. Change into Leslie then head for door three in the Great Chamber. Use the ladder on the pedestal to get the crystal. Retrieve the ladder and enter door three. Use the Ankh on the panel and then grab the key. Back in the Great Chamber you must note the

markings on the wall, then give the key to Melissa.

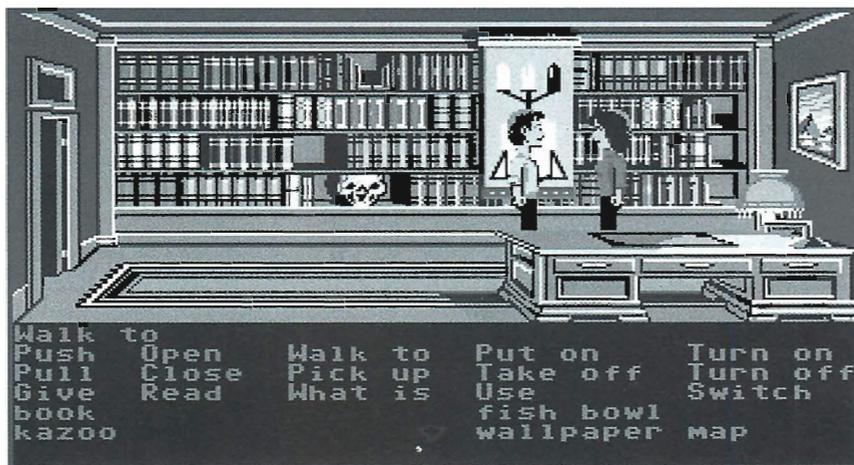
Revert to Zak's body. Leave Annie's and go to the airport. Take a flight to Mexico. You must now find your way to the Temple entrance and, once inside, use the What Is trick again to find the wall torches to light your way. Locate the Map Room and get the yellow crystal shard. Use the crayon on the markings. Now draw the symbol which you found in the Great Chamber on Mars. Leave the temple and take a flight to London.

Upon arrival at Stonehenge you must use the blue crystal on the altar stone. Quickly leave before the alien arrives, returning once he's gone. Use both crystal shards on the altar stone. Time for another flight, this time to Katmandu.

Use the lighter on the hay. Get the flagpole and give the book to

the guard. After you visit the guru use the blue crystal on the Yak. If at any time you get caught by the aliens and the artifact is stolen, simply wait until your memory

returns. Then wear the Groucho disguise in the Phone Company and open the cabinet and recover your items. Leave the building and remove the disguise.



Is there anything hidden in this room that could prove useful?

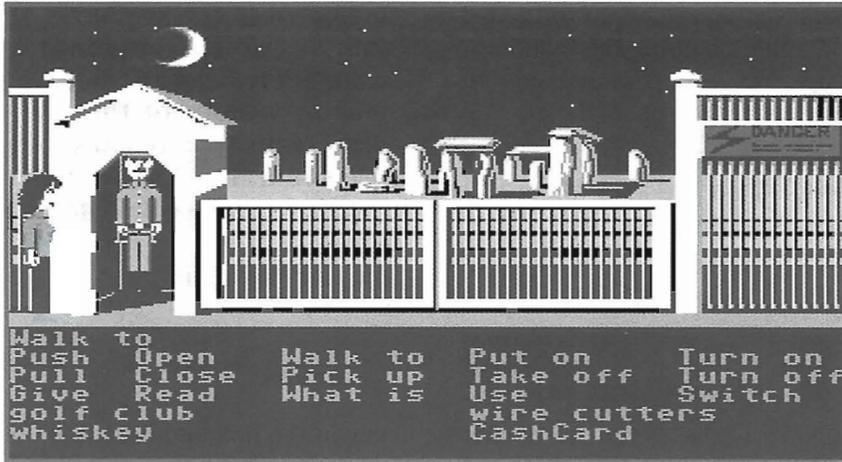
Caught in the Act...

Fly to Miami then fly to Bermuda. Once you are caught and put inside the spaceship, press the button. Read Lott-O-Dictor and make a note of the number. If you are quick you can give the guitar to the King and you'll be shown how to get out. Return to Lou's Loans and buy Lotto (remembering the number you noted) to make some money. Fly to Miami, then to Bermuda. Wait until you are caught, then head for the plane. Use the parachute to make a safe landing. Once in the water use the kazoo, then use the crystal on the dolphin. Try swimming.

Switch to the Dolphin. Go to the far right of the screen and get the seaweed. This will reveal a glowing object which you can pick up. Now head for the surface. Give the object to Zak. Return to Lou's Loans and win some more cash. Fly to Lima and enter another maze.

Find the bird feeder and use the bread crumbs in it. Use the blue crystal on the bird to take control of it. Take a flight to the huge carvings and find the scroll in the left eye. Now fly to the valley. Once again recover your stuff, then return to Lima and use the crystal on the bird. As the bird, you can now give Zak the scroll.

Zak McKracken & the Alien Mindbenders

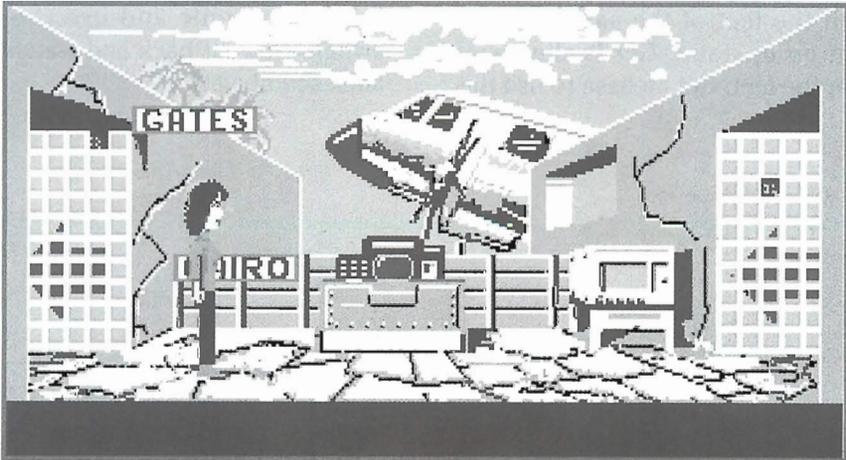


Use the flagpole on the altar at Stonehenge.

Stoned Again...

Head for Stonehenge and use the flagpole on the altar. Give the scroll to Annie before switching to Annie. Read the scroll then switch back to Zak. Pick up the crystal, fly to Cairo, then on to Kinshasa. Find the Shaman and give him the yellow

crystal. Use the crystal to point to Lima. On arrival at Lima pick up the candelabra, then use the crystal to jump to Cairo. Use the glowing object on the base in the teleport room. Use the candelabra with the object. Pull the lever. Get out



You'll defeat the alien invaders yet!

through the maze and go to the leg of the Sphinx bearing the markings. Use the crayon on the markings to draw the symbol from Mars.

Change to Annie. Go to Zak. Enter the door. Find the Map Room and read the writing. Return to Zak. Change to Zak and go to the Map Room. Push the button as

Something Fishy...

Change to Leslie. Wear the helmet and then go to the monolith and use the cashcard. (Repeat this action to get two tokens.) Change to Melissa. Wear the helmet and go and use the cashcard on the monolith. Change to Zak. Use the tape to seal the fish bowl. Now wear the bowl. Wear the wet suit and put on the oxygen tank. Go to the Monolith and get a token. Use the card. Make everyone enter the bug and refill their tanks. Get everyone close to the tram and use the token. Return to the pyramid and use the broom on the sand. Pick the lock with the Bobby Pin. Push the feet of the sarcophagus, then go upstairs. Get Leslie away from the feet. Get Melissa to use the

indicated in the sequence Annie found. Use the crayon on the wallpaper. Read the markings – making a note of them in the process. Use the yellow crystal to teleport to Mars. Use the crayon on the marks to draw the symbol from Cairo. Enter the maze to find Melissa and Leslie.

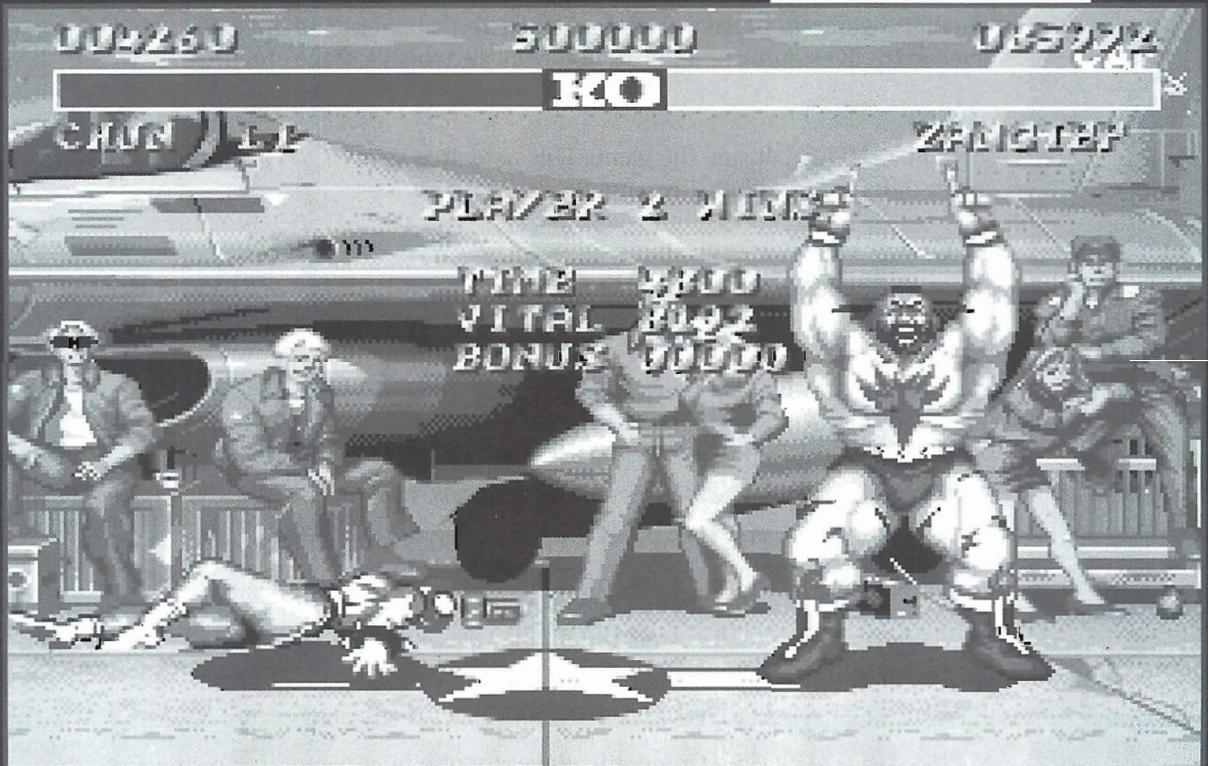
key in the box and push the button while Zak grabs the crystal. Use the yellow crystal to teleport to Egypt.

Meanwhile... Make Leslie push the feet to get Melissa back down the stairs. Use the token to use the tram. Use the cashcard to get a token and enter the hotel to retrieve the fuse.

Once all aboard the bug, use the fuse, then use the controls (having first closed the door!). Back in Cairo, move Annie to Zak. Revert to Zak and use the candelabra with the blue, white and finally yellow crystal. Turn on the right switch. Revert to Annie and use the left switch. Now sit back and watch the alien scumbags fry!

A to Z
of Amiga
Game
Cheats

A



Cheats
for
334
Games!

If it's a cheat you're after, you've come to the right place. On the following pages you'll find the definitive list of Amiga gaming cheats. From Action Fighter and After Burner to Zoom and Z-Out, we've covered as wide a range of games as possible. While we cannot vouch that every single one is correct, we have made strenuous efforts to check them. Please also remember that software publishers often change the cheat when reissuing a game as a budget release.

A is for...

ACTION FIGHTER

Type in ZBACKDOOR on the high score table to get infinite lives and energy.

AFTERBURNER

Terrible conversion of what was a very playable coin-op. Still, if you've had the misfortune to buy this rubbish, I guess all I can do is offer you a cheat so that you can get a few more hours play out of the game. Type in THUNDERBLADE when the game is paused. Hitting G then replenishes your missiles, whilst N gives extra lives and < or > jumps you back and forth a stage at a time.

AGONY

Type in FANTASY during the game. This activates keys F1 to F5 so that you can select different weapons. Pressing Return skips levels.

ALIEN BREED

Team 17's second game and what a classic blast it is! There are tons of cheats for this one, all activated when they are typed into the Intex computer on level two.

I CANT BE ARSED TO PLAY THE FIRST LEVELS – Skips to level three.

IS IT TRUE THAT ALIENS SUPPORT MAN UTD – Makes the aliens weaker.

PISSED AS A FART – The aliens cannot even walk straight!

THE IRAQIS MADE THE WEAPONS – Your weapons are suddenly crap.

SALMAN RUSHDIE PLAYS ALIEN BREED – Makes the player invisible.

BEWARE ALIENS SPADGE HAS DROPPED ONE – Makes aliens run away from the player.

PITBULLS ON THE LOOSE – Makes the aliens get really angry.

ALIENS ARE FAGGOTS – Grants the player infinite health.

PUFFNUTS MODE – makes the aliens slow down.

BEN JOHNSON TRAINED THESE ALIENS – Makes the aliens speed up.

Also, type in the following words for various messages: GAMESX, FULL CONTACT, LEEDS, SPADGE, GALLUP, LIVERPOOL and NEWCASTLE BROWN.

The A to Z of Amiga Game Cheats

ALIEN BREED SPECIAL EDITION 92

What a marvellous idea – an update of the classic sci-fi blaster with an extra six levels and released at a budget price to boot. Here's a cheat to access the later levels. To use them, just approach a computer and press the space bar to log on, before entering one of the following:

XXDFA RTHAA LAEEA UYTТА PPEAB

ALIEN STORM

Here's a nice easy one. Simply press F to skip levels.

APB

Type in ALF on the high-score table for infinite demerits and, by pressing up and fire at the start of the game, you will be able to begin on any day up to 16.

APIDYA

Piloting a small wasp, your mission in Blue Byte's shoot 'em up is to rid the insect world of, erm, insects! To help you on your way, try typing in these level codes on the title screen and then press Return:

2nd stage: MISSHONEYBEE 5th stage: SNEAKPREVIEW

3rd stage: DEPUTYOFLOVE Finale: SHOWCREDITS

4th stage: HASTALAVISTA

ARKANOID

To get an extra 33 levels of this furiously addictive Break Out clone, simply press F3 (for a one player game) or F4 when in two-player mode. If that's not enough to keep you happy, pause the game and type in DSIMAGIC. Don't press Return, just unpause the game. Now, a yellow power capsule will fall down. Collect it and you'll be able to select any power capsule you want. How? Simply press the first letter of the capsule you want and it'll fall down for you to catch.

ARKANOID 2

This ball 'n' bat game has 40 of the most devious levels yet known to man. For infinite lives, press Capslock and type in DALEY88 or, to skip levels, type in PETERJOHNSONWANTSHEAT on the title screen and use the S key to access the level of your choice.

ARMALYTE

Pause the game and type in DELTA 3 to remove sprite detection.

ARMY MOVES

A sad, sad little game. Hold down Alt, I and D for invincibility on level one, and Alt, I and J on the second level for the same result. Type in KARENROADHURST before starting the game to remove collision detection.

ASTRO MARINE CORPS

Level codes are as follows:

Nostromo; Discovery; Enterprise; Dagoban; Replicant; Krull; Metropolis.

ATOMIC ROBOKID

Type in TUESDAY14TH on the title screen and press fire to call up a menu screen which allows the player to equip Robo with all the best weapons as well as bestowing the sprite with infinite lives.

ATOMINO

With over 100 levels of atomic-powered puzzles, I thought you might need a little help, so here are some of the level codes:

10. IDYLL	40. PHOTON	70. FOSSIL	100. SULPHATE
20. TAURUS	50. PLANKTON	80. POISON	
30. NEPTUNE	60. INFERNAL	90. SOUP	

ATOMIX

This nuclear puzzler involves building up complex molecules in a limited space against the clock. To help give you more time, press the Help key and type in TIME to freeze the clock.

AXEL'S MAGIC HAMMER

Press the function keys in reverse order (starting with F10 and ending with F1). Pressing any number during play will skip to that level.

B is for...

BACK TO THE FUTURE II

Pause the game and type: THE ONLY NEAT THING TO DO (with spaces). You will now have infinite lives. Holding down Shift with the Z key will skip levels.

BACK TO THE FUTURE III

Type these in during the story before each level starts for infinite lives:

Level 1: Rotten Cheat Level 2: Lousy Cheat Level 3: Low Down Cheat.

BATMAN THE MOVIE

On the title screen type JAMMMMM, then press F10 to advance levels.

BATTLE ISLE

As futuristic strategy games go, this was the business. I defy anyone not to like this game! Here are some access codes for those facing annihilation on earlier levels.

The A to Z of Amiga Game Cheats

One Player Game

16. CONRA	20. FIGHT	24. MAGIC	28. TERRA
17. PHASE	21. RUSTY	25. SPACE	29. SLAVE
18. EXOTY	22. FIFTH	26. VALEY	30. NEVER
19. MOUNT	23. VESUV	27. TESTY	31. RIVER

Two Player Game

00. FIRST	04. EAGLE	08. TIGER	12. VESTA
01. GHOST	05. METAN	09. SNAKE	13. OXXID
02. GAMMA	06. FOTON	10. ZENIT	14. DEMON
03. MARSS	07. POLAR	11. DONNN	15. GIANT

Special Levels

32. EUROP	33. STORM
-----------	-----------

BATTLE SQUADRON

It might be a short blast but it's nevertheless a quality one. For invincibility, type CASTOR while playing. The screen will flash green to indicate you have unlimited amounts of energy. Pressing F6-F10 will cycle through the weapons and F1-F5 will give different power settings. Typing in ELECTRONIC will enable you to customise the game to help suit each stage. Pressing F1-F6 will change the range of your shot, while F7-F10 will cycle through the available weapons.

BEACH VOLLEY

To see some of the later play areas, type in DADDYBRACEY while playing. The screen will flash momentarily and you can then use F1 to skip levels.

BEAST BUSTERS

If you pause the game you can still move the cursor around. Place the crosshairs over a zombie, hold down the fire button, then unpaue and zap the zombie. You can do this as many times as you like.

BIG RUN

Pause the game and move the joystick left, right, down, up, up, left, down and right, centering the joystick each time. The screen will flicker, thus indicating you have infinite credits.

BLOOD MONEY

Pause the game and press Help for infinite lives.

BLUES BROTHERS

This really is a hoot and a must for fans of the hit movie. On the player select screen, type HOULQ for infinite lives and use the F keys 1-6 to skip to the various levels.

BRAT

Nathan might be a brat, but he's also big trouble as he crawls about on his travels. To terrorise some of the later levels, type in these codes: BISHIGMO; MIHEMOTO; SASUTOZO; SUMATZEE; NOKITAGO; ITSANONO; MOZIMATO; HOZITOMO; MOKITEMO; ZUMOHATO; CHANASTU; NAGAITSU.

BUILDERLAND

Here are the six level codes:

- | | | |
|-----------|-----------|-----------|
| 1. BUILD1 | 3. BEARBY | 5. DIABLO |
| 2. YOTTHA | 4. OCTOPY | 6. GOTIUS |

C is for...

CABAL

Just like *Beast Busters*, the crosshair can still be moved when the game is paused, thus making it easy to pick out the bad guys and blow them away when the game is unfrozen. Also, try typing in SCHLIKA during the game – pressing F2 skips levels and you'll have infinite lives.

CAPTAIN PLANET

On the level selection screen, type in GO PLANET. When the game starts, press F10 and Return together to get back to the selection screen. You should now be able to choose any level.

CARDIAXX

One of the last games to emerge from Electronic Zoo, this super-fast blaster has a couple of cheat modes built-in. Pause the game and type RACHEL followed by Shift and G to stop the clock or type CAROLLY for infinite energy.

CAR-VUP

Enter the following codes for a number of extra features: PUSSYCAT grants the little cartoon car nine extra lives; BUMPER adds infinite bumpers to the vehicle; BARMY CAR gives the player 100,000 points; WOARRGGH gives infinite fast turns; and WHOOPSIE allows you to start on the prehistoric stage. For infinite lives, type R. J. TOONE on the high-score table.

CASTLE MASTER

When the game has begun, press Shift, L and then the right mouse button repeatedly until you hear a noise. You'll now see four coloured boxes in front of you. Shoot them for infinite lives, the ending, rock travel or all 10 keys.

CHAOS STRIKES BACK

Once you've found a dragon, cast a MO ZO GOR SAR spell, press Escape twice to pause the game, keep the left Alt key pressed down and type in LORD

The A to Z of Amiga Game Cheats

LIBRASULUS SMITHES THEE DOWN. Unpause the game, kill the dragon and you'll be left with a Firestaff that will grant your party invincibility.

CHASE HQ

During play, hold down the left mouse button and fire button on your joystick while typing GROWLER. Hitting the T key will now reset the time to 60 seconds.

CHASE HQ 2

Type in INAGARDENIN as the game begins. Press T during the game to reset the timer and press N to teleport to the next level. Alternatively, hold down H and F5 keys while the game is loading to remove all obstacles.

CHIP'S CHALLENGE

To help Chip win the adoration of his girly, start the game as normal and press F. The screen will flip upside down indicating that the game is ready to accept the cheat mode. Typing in SAGITTARIANS MAKE BETTER LOVERS. gives Chip an infinite supply of keys, shields, magnets and ice-boots. Entering 09/12/57 gives unlimited time and I THINK THEREFORE I AM. negates the need to collect the chips to escape. Don't miss out the full-stops! Press C to teleport to the next level. F will return you to the game.

Here are all the level codes for the game, too:

- | | | | | | | |
|----------|----------|----------|----------|-----------|-----------|-----------|
| 1. BDHP | 22. WZIN | 43. UJDP | 64. IJPQ | 85. LEBX | 106. NXYB | 127. JMWZ |
| 2. JXMJ | 23. HUVE | 44. TXHL | 65. UPUN | 86. FLHH | 107. ECRE | 128. FTLA |
| 3. ECBQ | 24. UNIZ | 45. OVPZ | 66. ZIKZ | 87. YJYS | 108. LIOC | 129. HEAN |
| 4. YMCJ | 25. PQGV | 46. HDQJ | 67. GGJA | 88. WZYV | 109. KZQR | 130. XHIZ |
| 5. TQKB | 26. YVYJ | 47. LXPP | 68. RTDI | 89. VCZO | 110. XBAO | 131. FIRD |
| 6. WNLP | 27. IGGZ | 48. JYSF | 69. NLLY | 90. OLLM | 111. KRQJ | 132. ZYFA |
| 7. FXQO | 28. UJDD | 49. PPXI | 70. GCCG | 91. JPQG | 112. NJLA | 133. TIGG |
| 8. NHAG | 29. QGOL | 50. QBDH | 71. LAJM | 92. DTMI | 113. PTAS | 134. XPPH |
| 9. KCRE | 30. BQZP | 51. IGGJ | 72. EKFT | 93. REKF | 114. JWNL | 135. LYWO |
| 10. VUWS | 31. RYMS | 52. PPHT | 73. QCCR | 94. EWCS | 115. EGRW | 136. LUZL |
| 11. CNPE | 32. PEFS | 53. CGNX | 74. MKNH | 95. BIFQ | 116. HXMF | 137. HPPX |
| 12. WVHI | 33. BQSN | 54. ZMGC | 75. MJDV | 96. WVHY | 117. FPZT | 138. LUJT |
| 13. OCKS | 34. NQFI | 55. SJES | 76. NMRH | 97. IOCS | 118. OSCW | 139. VLHH |
| 14. BTDY | 35. VDTM | 56. FCJE | 77. FHIC | 98. TKWD | 119. PHTY | 140. SJUK |
| 15. COZQ | 36. NXIS | 57. UBXU | 78. GRMO | 99. XUVU | 120. FLXP | 141. MCJE |
| 16. SKKK | 37. VQNK | 58. YBLT | 79. JINU | 100. QJXR | 121. BPYS | 142. UCRY |
| 17. AJMG | 38. BIFA | 59. BLDM | 80. EVUG | 101. RPIR | 122. SJUM | 143. OKOR |

- | | | | | | | |
|----------|----------|----------|----------|-----------|-----------|-----------|
| 18. HMJL | 39. ICXY | 60. ZYVI | 81. SCWF | 102. VDDU | 123. YKZE | 144. GVXQ |
| 19. MRHR | 40. YWFH | 61. RMOW | 82. LLIO | 103. PTAC | 124. TASX | 145. YBLI |
| 20. KGFP | 41. GKWD | 62. TIGW | 83. OVPJ | 104. KWNL | 125. MYRT | 146. JHEN |
| 21. UGRW | 42. LMFU | 63. GOHX | 84. UVEO | 105. YNEG | 126. QRLD | 147. COZA |

CHROME

Included on a CU Amiga magazine coverdisk was this excellent blaster. Here are the codes to each level:

Level 1 – Start	Level 6 – Mouse	Level 11 – Space	Level 16 – World
Level 2 – Truth	Level 7 – Human	Level 12 – Genam	Level 17 – Audio
Level 3 – Jelly	Level 8 – Floor	Level 13 – Apple	Level 18 – Logic
Level 4 – Story	Level 9 – Paper	Level 14 – Juice	Level 19 – Title
Level 5 – Cloud	Level 10 – Earth	Level 15 – Chess	Level 20 – Venus

CHUCK ROCK

Ungabunga! Take a trip into prehistory with the Bernard Manning of the Stone Age. To help Chuck belly-bump the assorted dinosaurs and pterodactyls, here are a few codes to make life easier: type in ESTRANO when the band are playing on the title section to activate fly mode; MORTIMER to skip zones (use keys 1-4); TURN FRAME to skip levels (again, use keys 1-4); FAST AIN'T THE WORD for infinite energy; and UNCLE SAMS for infinite lives.

CJ'S ELEPHANT ANTICS

On the title screen type ITCHY *RSEH*LES for infinite lives. (Be creative with the asterisks.)

CORPORATION

To activate the hidden psychic powers in Core's excellent Corporation game, you must first be controlling a human player. Click on the head part of the damage display indicator and up pops the strange three-eye icon. You can click on each eye three times. The first eye has three positions which indicate the strength of the effect: 1. Weak, 2. Medium Effect, 3. Strong Effect. The second eye says whether the effect is: 1. Good, 2. Bad and the third eye dictates whether the effect is: 1. On You, 2. Near You, 3. Far Away From You. Click the arrow underneath to cast the spell.

COVER GIRL POKER

Phwoar! If you're getting all hot and bothered playing strip poker, type in DANCEOF THESEVENVEILS during the game to get the nubile young girlies to reveal their many charms!

CRACKDOWN

Pause the game, type in SMURF and by pressing F1 and F2 both players will have infinite lives.

The A to Z of Amiga Game Cheats

CRYSTALS OF ARBOREA

If you're having trouble finding your crystal balls, then look no further! Go to the main character screen, select Jarel, then click on the bottles icon. Press Ctrl and V to get full life points plus all the special abilities.

CYBERNOID II

If it's infinite lives you're after, simply type NECRONOMICON on the title screen.

D is for...

DALEY THOMPSON'S OLYMPIC CHALLENGE

Type in HINGSEN.J on the high score table. Now you can choose the events with the F keys.

DAYS OF THUNDER

Okay, it's not a great game, but a lot of you will have got this when you bought your Amiga as it was one of the games bundled with the machine. Pause the game and type COMEFLYWITHME. By pulling back on the joystick you will find you can now fly. Use the fire button to move forward.

DEFENDER OF THE CROWN

Press K while the second disk is loading and you'll have a huge army of knights under your command.

DEFENDER 2

Type GOATY during play to get rid of collision detection and type in RAVEN for the I key to grant invincibility, N to skip levels and D to fly the first 23 levels on autopilot.

DEUTEROS

If infinite goodies are to your liking, then follow these simple instructions. Enter the surface stores and press Shift and C. The screen will turn a vivid shade of green, so press Shift and C again to gain those promised goodies.

DOGS OF WAR

For infinite lives, type in TIMBO before the game starts and press F5 while playing.

DRAGON BREED

As shoot 'em ups go, this is one of the toughest. Pause the game and type IREM. You'll now be granted an infinite number of lives and pressing N will teleport you to the next level. Alternatively, hold the left mouse button, Delete and Help keys down after completing a level. The screen should flash and then pressing any key will skip a level.

DRAGON'S LAIR

After the credits have finished, wait for Dirk to walk over the ridge, then hold down the ESC, R, 7, L, N and / keys simultaneously and the game will complete itself.

DRAGON'S LAIR II

Type in GET MORDROC DIRK before starting the game to make things a little easier. Press fire to start and the game will unfold.

DRAGON'S LAIR III

If you want to see this epic fantasy game from start to finish, type TIME0 (that's a zero, rather than an Oh!) on the title screen. The game will now run through without interruptions – makes a change from renting a video, anyway!

DRAGON NINJA

During the game type in TERRIFIC. Pressing F3 gives infinite lives and the L key skips levels.

DRAGON SPIRIT

I've never actually played this blaster, so you'll have to see for yourself if this cheat works. To skip levels, pause the game and type DRAGONHEAD and then press F10. Now you can skip levels by pressing the corresponding number key.

DYNABLASTER

Something of a classic this, but woefully ignored by the games-buying public. It's a zany bomb 'n' run game which allows up to five players to race around a maze dropping bombs in a frantic attempt to blow up the opposition. The single player game isn't so much fun, due to some repetitive levels, but here are the level codes if you really need 'em (it's a bit on the easy side!).

1.1 UKCLMNKT	1.3 UAGWIJNA	1.5 MUVWLGPL	1.7 UAGWGINA
1.2 UAGWIQNE	1.4 UANWIINE	1.6 UKRLMTKV	1.8 UANWIQNZ
2.1 UANWQVNA	2.3 UKRLNGKT	2.5 UKCLNBKT	2.7 UKRLEHKT
2.2 MUBWNENC	2.4 UANWQQNE	2.6 MUBWNINC	2.8 VANWQUNZ
3.1 UANWIPNA	3.3 UAGWGJNA	3.5 MUVWLOPT	3.7 UAGWGENA
3.2 UAGWIPNE	3.4 UANWIENE	3.6 UKELPHLV	3.8 UANWIPNZ
4.1 UANWQQPA	4.3 UKRLNLHT	4.5 UANWQSPA	4.7 MUBWNLZT
4.2 MUBWNNEC	4.4 UANWQIPE	4.6 UAGWQSPE	4.8 UKCLNNHL
5.1 UANWIJPA	5.3 UAGWGQPA	5.5 UKCLPMHT	5.7 UAGWGSRA
5.2 UAGWIJPE	5.4 MUVWLGEC	5.6 UAGWGIPE	5.8 UANWIJPZ

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6.1 MUVWNSZC	6.3 UAGWBVPA	6.5 UANWBOPA	6.7 UKRLEBHT
6.2 UKRLNGHV	6.4 UANWQEPE	6.6 MUBWNOET	6.8 UAGWBEP A
7.1 UANWGUPA	7.3 MUBWLSZT	7.5 UANWGEP A	7.7 UAVWIOTA
7.2 UAGWGVPE	7.4 UKCLPHHV	7.6 UAGWGEPE	7.8 MUVWLEEG
8.1 UKCGNNKT	8.3 UAGRQQNE	8.5 MUGWNGPC	8.7 UAGRBINA
8.2 UAGR GJNA	8.4 UANRQINE	8.6 UKRGNTKV	8.8 UANRQQNZ

DYNAMITE DUX

To help Daffy and his friend on their way, type in CHEAT on the title screen for infinite lives. Pressing a key from 1-6 will access respective levels. For a funny effect, type in NUDE on the same title screen.

DYNASTY WARS

Pause the game with F9, then hold down left Shift, 1 and Help. Unpause with F10 and pressing F2 will skip levels. Alternatively, type in CHEAT MODE on the title screen – pressing F2 will now skip levels.

E is for...

EDD THE DUCK

He may be a national icon, but he's sure put his name to a lousy game. Simply hit the left mouse button to skip levels.

ELF

Type in CHOROPOO during play for 99 pets. W now turns you into a wolf and H turns you into a hero. Here's to your good 'elf!

ELITE

Type SARA on the copy protection screen. On the second attempt, type the correct code from the manual. Now, by pressing + or * you'll be able to change the amount of cargo and weaponry. Later versions of the game don't recognise the SARA cheat, so use SUZANNE instead!

E-MOTION

When the picture of Einstein appears, type MOONUNIT and press Return. Now F1 advances a level, F2 goes back one, F3 goes forward ten levels and F4 goes back ten.

EPIC

Quite a controversial game in the computer press. Some loved it, others thought it was complete rubbish. Whatever your feelings, here are all nine level passwords:

1 – AURIGA

4 – MUSCA

7 – FORNAX

2 – CEPHEUS

5 – PYXIS

8 – CAELUM

3 – APUS

6 – CETUS

9 – CORVUS

E-SWAT

Not one of US Gold's better conversions, that's for sure. Still, if you forked out for it and are having trouble on some of the later levels, pause the game and type JUSTIFIED ANCIENTS OF MU MU, 99 credits are now yours!

EXOLON

To get infinite lives type in AD ASTRA on the high score table.

EYE OF HORUS

Type SPAM on the credits screen for infinite lives.

F is for...

FALCON

If you're running low on ammo, press Ctrl and X keys during play to get an extra 500 cannon rounds and nine more sidewinder missiles. Gung-ho!

FIGHTER BOMBER

Type BUCKAROO on the pilot select screen to play any mission. Press D to fly to your next waypoint.

FINAL BLOW

To get your opponent punch drunk, pause the game and press F10 ten times. Unpause the game and you'll be able to wade into him with ease as he won't know what's happening.

FINAL FIGHT

Not the best game from Creative Materials, but that's more the fault of the awful coin-op than anything else. To activate the cheat mode, load the game and wait until you see the words 'Not so fast Mike, turn on your TV'. Immediately press Help, and you should find that both your players are now invincible. What's more, by pressing the + key during play, all the Mad Gear members on screen will disappear!

FLOOD

Enter MEEK as a level code to access any level.

FORGOTTEN WORLDS

When the title screen appears, type in ARC and press Return. Pressing S then takes you straight to the shop and N to the next stage.

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FULL CONTACT

Team 17's first ever game was a budget price beat 'em up. Start the game in one player mode and type in QAZWXEDCRFVTGBYHNUJM. Your opponent should give up before you complete the sequence. Be careful not to press the S key as this will crash the game.

FUZZBALL

If you're having trouble completing a level, wait until the time runs out. A swarm of bees will appear. Shoot as many of them as you can. It doesn't matter if you get stung to death. Once you've lost a life, the bees disappear along with the bad guys. You can now complete the level.

F15 STRIKE EAGLE 2

Pressing Ctrl, Alt, and R during play renews your weapons supply.

F19 STEALTH FIGHTER

Here's one if you want to go up in the world. Press Alt and H to get the pitch lines on the HUD (Head Up Display). Fly upside down, turn off the plane's engines and keep its altitude at 10°. You'll now find you can climb without losing fuel.

F29 RETALIATOR

Enter your name on the enrolment screen as CIARAN, then load up your pilot's log. Now you can fly missions and benefit from unlimited missiles and cannons. Yipee!

FANTASY WORLD DIZZY

Type IMMORTAL on the high score board for infinite lives or invulnerability.

FERNANDEZ MUST DIE

To help you in your assassination attempts, pause the game and type in SPINYNORMAN for infinite attempts at offing your targets.

G is for...

GAUNTLET

Pressing the Shift key during play will let you walk through walls.

GAZZA 2

Once your team's ahead, hit the Escape key to win the match. Alternatively, from the centre circle hold down the fire button to launch the ball into the air. This will always score a goal.

GEM'X

Here is the complete set of level codes for this intriguing puzzler.

B. EARTHIAN	H. YOKOHAMA	N. MEGAMANN
C. KENICHI	I. EXACT	O. SYVALION
D. INOKUMA	J. X68000	P. FMTOWNS
E. BURAI	K. TURRICAN	Q. CHIERIE
F. BADMAN	L. REDMOON	R. GAMERION
G. NETWORK	M. CAMPAIGN	S. ZAWAS

GHOSTS 'N' GOBLINS

On the high score table, type in an exclamation mark (!) instead of your name. The game's sprite detection has now been deactivated, making you invulnerable. Alternatively, type in DELBOY on the credit screen for invincibility.

GHOULS 'N' GHOSTS

Start the game, wait for it to say ready, then type in KAREN BROADHURST to make Arthur invincible.

GLOBULOUS

Type ZVMO!EG for infinite lives.

THE GODFATHER

A very average Operation Wolf clone with a gangster storyline based on the movies of the same name. Start the game as normal and press pause. Type in PIZZA HUT and restart the game. You are now invincible no matter how much lead you eat!

GODS

This doesn't work on my copy of Gods, but so many people have written in with this cheat that it must work on some production disks. For infinite energy, type in SORCERY as the password option.

GOLDEN AXE

Shame on you, if you need a cheat for such an easy game! Play in one player mode but with both joysticks plugged in. Now when you die press fire on the second joystick for three extra lives. It's amazing how many games this particular cheat will work on!

GRAND PRIX

Here's a way to really put the pedal to the metal and leave the opposition eating your exhaust fumes in this motor racing simulation. If you are in first position on the final lap, but are being chased by a rival car threatening to overtake and pip you at the post, go into the pits before he can do so. Escape

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from the race, then switch on the accelerated time mode and your first place position is assured.

GREAT GIANA SISTERS

The Mario beater that was never released, but is still widely available nonetheless! While playing the game, hold down the A, R, M, I and N keys to skip to the next level.

GREMLINS 2

For infinite lives type SINATRA on the high score table.

GUY SPY

To help Guy defeat the evil Von Max and see the story unfold, type in GETVONMAXGUY with no spaces and press Return. Now, by pressing F1 the game will run through from start to finish. All you have to do is sit back and watch the lush animation.

H is for...

HAMMERFIST

For help with your undersea journey, try typing I WANT TO CHEAT backwards on the high score table. This will give you infinite lives. Use the F7 key to skip between levels.

HAWKEYE

Press the Delete key while playing and you'll find you jump to the next level when you lose all your lives.

HORROR ZOMBIES FROM THE CRYPT

There are more than a few cheats for this dead good game. For a level skip option, type CHEATMODE during play, followed by F10 to quit to the next level. If you want to take your time and explore each level, hold down the M and . (fullstop) keys for infinite lives. By typing in BOGEYEATER or BOGEYMAN you'll be given a never-ending supply of zombie busters.

Also, here are the codes for the first six levels:

1 – No code needed	3 – HAMMER	5 – NOSFERATU
2 – WOLFMAN	4 – LUGOSI	6 – GARLIC

HUDSON HAWK

Pause and type SCIENCEFICTION for infinite lives. Pressing Delete during the game lets you skip levels. Alternatively, pause the game and type in SANITYCLAUSISCOMINGTOTOWN for exactly the same effect.

THE HUNT FOR RED OCTOBER

When enemy ships are closing in, simply save the game. When you restore the game, the ships have disappeared!

HYDRA

Type in KILLKILLKILL during play. This will activate a hidden cheat mode. Pressing F will then top up your fuel to maximum and the Return key will cycle through your weapons.

I is for...

IKARI WARRIORS

For infinite energy type FREERIDE on the high score table.

IK+

Archer Maclean's excellent beat 'em up also comes with an excellent cheat. Try pressing the space bar when you're knocked down – this should make your character invincible.

IMPOSSAMOLE

Try typing any of the following words onto the high score table:

LUMBAJAK – Doubles the length of Monty Mole's energy bar

HEINZ – Gives Monty three energy bars

ANNFRANK – Tops up low energy

OUCHOUCH – Lets Monty walk on water

COMMANDO – Unlimited time is now yours!

INTERCEPTOR

When the game's credits are being displayed, take the disk from the drive and write protect it. Press the key on the missions menu for selectable missions and you can do any of them by pressing F1-F5 without doing the Qualification mission.

INDIANA JONES

On the title screen type JIEHOVA or IEHOVA. Now, during the game, press 2 to jump to the end of the level and L to skip it entirely. Entering your name as SILLYNAM in the high score table will give you infinite continue options.

IVANHOE

Pause the game and type ZOMBINETTE. Now press N for a level skip and Delete to erase characters on screen.

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J is for...

JAMES POND

Not nearly as good as its illustrious sequel, James Pond is a doddle. However, if you've got more fins than fingers, here's a quick cheat: try typing JUNKYARD (followed by a Return) while playing the game. In play, hitting the Return key will give you a protective fairy and hitting D will make the locks disappear off the next mission pipe. Hitting the bottom row of keys on the keyboard will now skip through the levels.

JIMMY WHITE'S WHIRLWIND SNOOKER

While playing a game, enter Trick Shot mode and press F7, F4 and F1 in that order. You'll hear a double click noise. Exit to the main menu and select DEMO MODE. There'll be a new option: SO A 147 BREAK. Select this to watch the computer play a perfect game. Okay, so it doesn't help you much, but it's still impressive to watch! If you make a foul shot, don't let the computer take a free go – click both mouse buttons together to give control back to you.

JUDGE DREDD

2000AD's lawman of the future makes an uninspiring debut in this very poor game from Virgin. Log onto the computer as DREDD then type in BRUCKEN PLAYING HEROQUEST and exit. The Help key can now be used to skip levels.

JUMPING JACK SON

If you're rocking and rolling all over the place in this musical game, then here are three level codes for later stages:

5. ROCKNROLL

9. NOISES

13. ELVIS

K is for...

KARATE KID 2

Enter MYAGI on the high score table. Pressing P now skips levels during the game.

KICK OFF 2

During penalties keep pressing R and you will see where the player is going to kick the ball. This gives you time to reposition your goalie and make a save. You can also substitute your opponent's goalie by running your fingers along the top row of keys (from Escape to F10). S12 or S14 should then be displayed at the top right of the screen and when the ball is kicked out of play you can substitute the opposition's goalkeeper. The new goalie will be crap, improving your chances of scoring no end!

KICK OFF EXTRA TIME

When a penalty is being taken, switch on autofire and your goalie will save the ball every time.

KID GLOVES

Press F1 to pause the game and then type in RHIANNON. Now press F9 to become invincible. F8 gets you nine keys, nine magic spells plus \$10,000 in cash, F6 gets you back to the shop and F7 skips a level. You have to type in the code word each time you want to activate one of the cheats.

THE KILLING CLOUD

When asked for a mission code, type in 1KILLING. You'll now have 28 nets and 29 PUPs.

THE KILLING GAME SHOW

Instead of pressing fire on the Good Luck screen, press Help for a map of the level you're about to play. Also, pressing Help on the Press Fire To Continue screen gives you all your lives back.

KLAX

More playable than Tetris, this coin-op conversion is brilliantly addictive. Hold down either of the Shift keys and the space bar and press any key from 1 to 4 for various helpful effects.

KNIGHTS OF THE SKY

If you've been badly shot up, land in a field and taxi your plane to a friendly airbase. If enemy planes attack, they always miss and often fly into your gun sights so you can shoot them down.

L is for...

LAST NINJA 3

To skip levels, type in the following codes on the high score table:

1. SUSS
2. IMED
3. URTI
4. BASD
5. NOUS
6. RERO

LEATHERNECK

Type CUTHBERTNECK and then press F3 to be immune from all attacks.

LED STORM

Start the game as normal and pause it by pressing F10 once the intro sequence has finished. Now press and hold down Help, left Shift and 1. Then press F9 to continue the game and F1-F5 can be used to skip levels. Pressing numbers 1-5 skips to the various stages within each level.

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LEGEND OF THE LOST

To skip levels, type the word EDLER on the password screen.

LEMMINGS

If you got a copy of Lemmings bundled with your Amiga, you probably missed the level codes first time around, so here are all 120 codes to Psygnosis' brilliant puzzler.

FUN

- | | | |
|----------------|----------------|----------------|
| 1. Start Level | 11. NHMDHBALCK | 21. LFHBAJLFDW |
| 2. IJH DJBCCW | 12. HMDHBINMCT | 22. FHBIJLLGDP |
| 3. NHL DHBADCR | 13. OLHCAJNNCJ | 23. HBANLLFHDM |
| 4. HLDHBINECK | 14. DHBIJLMOCV | 24. BINLLFHIDV |
| 5. LDHBAJFCT | 15. HBANLMDPCS | 25. BAJHMFHJDX |
| 6. DHBIJLLGCM | 16. BINLMDHQCL | 26. IJHMFHBKDQ |
| 7. HCAONLLHCV | 17. BAJHLFHBDO | 27. NHMFHBALDN |
| 8. BINLLDHICS | 18. IJHNNLBCDV | 28. HMFHCIOMDY |
| 9. LEKHMDLJCO | 19. NHLFBADDU | 29. MFHBAJLNDP |
| 10. IKHMDLCKCT | 20. HLFHBINEDN | 30. FHBIJLMODY |

TRICKY

- | | | |
|----------------|----------------|-----------------|
| 1. HCEONONPOX | 11. CAJJMDIJEK | 21. NHLFIBADFX |
| 2. BINLMFJQDQ | 12. IJHMDIBKEQ | 22. HLFIBINEFQ |
| 3. BAJHLDIBEO | 13. NHMDIBALEN | 23. NNIBAJNFFV |
| 4. IJHLDIBCEX | 14. HMDIBINMEW | 24. FIBIJLLGFS |
| 5. OHLICEDES | 15. MDIBAJLNEP | 25. IBANLLFHFP |
| 6. HLDIBINEEN | 16. LMBIJNOOEY | 26. BINLLFIIFY |
| 7. LDIBAJLFEW | 17. IBANLMDPEV | 27. CAJHMF MJFP |
| 8. DIBIJLLGEP | 18. BINLMDMQES | 28. IJHMFIBKFT |
| 9. IBANLLDHEM | 19. BASHLFIBFR | 29. NHMFIBALFQ |
| 10. BINLLDIIEV | 20. IJHLFIBCFK | 30. HMFIBINMFJ |

TAXING

- | | | |
|---------------|----------------|----------------|
| 1. MFIBAJLNFS | 11. HFAMLLDHGR | 21. FAJHLFHBHW |
| 2. FIBIJLMOFL | 12. FINLLDHIGK | 22. IJHLFHFCHP |
| 3. IBANLMFPFY | 13. FAJHMDHSGM | 23. NHLFHFADHM |
| 4. BINLMFIQFR | 14. IJHMDHFKGV | 24. HLFHFINEHV |

- | | | |
|----------------|-----------------|----------------|
| 5. FAJHLDHBT | 15. NHMDHFALGS | 25. LFHFAJLFHO |
| 6. IJHLDHFCGM | 16. HMDHFMNMG | 26. FHFJLLGHX |
| 7. NHLDFADGJ | 17. MDHFAJLNGU | 27. HFEOLLNHR |
| 8. HLDHFINEGS | 18. DHFISLMONGN | 28. FINLLFHIHN |
| 9. LDHFAJLFGL | 19. HFANLMOPGK | 29. FAJHMFHJHP |
| 10. LHGMJNLGGT | 20. GINNOLHQGQ | 30. IJHMFHFKHY |

MAYHEM

- | | | |
|----------------|----------------|----------------|
| 1. NHMFHFALHV | 11. LDIFAJLFIO | 21. IFANLMOPIN |
| 2. HMFHFINLHO | 12. LMFMKLLGIY | 22. FINLMDIQIW |
| 3. MFHFAJLNHX | 13. IFANLLDHIU | 23. FAJHLFIBJJ |
| 4. FHFJLMOHQ | 14. FINLLDIIN | 24. IJHLFIFCJS |
| 5. HFANLMFPHN | 15. FAJHMDIJOP | 25. NHLFIFADJP |
| 6. FINLMFHQHW | 16. IJHMDIFKIY | 26. HLFIFINEJY |
| 7. FAJHLDIBIW | 17. NJOLIGALIS | 27. LFIFAJLFJR |
| 8. IJHMDMFCIV | 18. HMDIFINMIO | 28. FMFIKLLGJP |
| 9. NHLDIFADIM | 19. MDIFAGLNIX | 29. IFANLLFHJX |
| 10. HLDIFINEIV | 20. DIFIJLMOIQ | 30. FINLLFIIJQ |

Also, typing in FQUIGGLY on the title screen should make your Lemmings suicidal proof.

LETHAL WEAPON

For swifter shoot 'em up action in Ocean's cop caper based on the films of the same name, why not skip some levels? Hold down the Alt and F keys simultaneously. The numbers on the numeric keypad will now whisk you to the corresponding stage of the game.

LINE OF FIRE

Type in OPERATION FERRET on the option screen. You should now be invincible and pressing 0-9 allows you to skip levels.

LOGICAL

This clockwork puzzler had me pulling out my hair at times. It might look simple, but after the first few easy levels things become really tough. Here are the level codes for the complete game:

- | | | |
|--------------------|-------------------|--------------------|
| 1 - WELCOME | 35 - WE LIKE IT | 69 - RUNNING TEARS |
| 2 - THE OTHER SIDE | 36 - FOREVER HERE | 70 - HER RAINBOW |
| 3 - QUADRI QUADRA | 37 - WONDERLAND | 71 - WALK IN CREAM |

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- | | | |
|---------------------|----------------------------|---------------------|
| 4 – STONE ROAD | 38 – THE SNARE | 72 – TOUCH HER |
| 5 – NICE COLORS | 39 – CURE IT | 73 – SHADOWLAND |
| 6 – MORE COLOURS | 40 – SUN IS SHINING | 74 – JACK IN BAG |
| 7 – REAL FUN | 41 – A RAINBOW | 75 – VITAMIN C |
| 8 – PINK AND PINK | 42 – ARROW ROAD | 76 – STUNT BALL |
| 9 – GREEN PATH | 43 – TURING WHEELS | 77 – MIRRORLAND |
| 10 – BAD DIRECTION | 44 – ACCELERATION | 78 – ACE QUEST |
| 11 – DONT PANIC | 45 – THE PRESIDENT | 79 – BOA BOA BOA |
| 12 – COLORMANIA | 46 – HE IS MISSING | 80 – DA DA DA |
| 13 – REFRESHMENT | 47 – PICKNICK TIME | 81 – HAUNTED HOUSE |
| 14 – FULL MOON | 48 – WHO IS CALLING | 82 – THE SECRETS |
| 15 – RUNNING BALLS | 49 – ANCIENT ART | 83 – SMILING JOKE |
| 16 – GREEN RIVER | 50 – SHE IS GONE | 84 – CHILDREN GO |
| 17 – TWO ISLANDS | 51 – LOGISTIC | 85 – IT IS ATLANTIS |
| 18 – MORE ISLANDS | 52 – TURNING COLOURS | 86 – ON THE ROAD |
| 19 – TIMES CHANGE | 53 – PARAMOUNT | 87 – BLUE IS FIRST |
| 20 – OTHER THINGS | 54 – THE LADDER | 88 – WOLFS MOON |
| 21 – BE HONEST | 55 – BACK IN RED | 89 – WILD CHINA |
| 22 – BLUE N VIOLET | 56 – TREASURE ROOM | 90 – ITS LOGICAL |
| 23 – THREE PATHS | 57 – DONT WANT THAT EDITOR | 91 – SHE COMPARES |
| 24 – DANGEROUS | 58 – FREE FALL | 92 – BIG MOUNTAINS |
| 25 – THE WANDERER | 59 – CORRADO BEACH | 93 – TOMORROW |
| 26 – SECRET CHAMBER | 60 – MORE POPCORN | 94 – TELEPORTER JAM |
| 27 – FALCONS FLIGHT | 61 – WILD AT HEART | 95 – LEVER SUNLIGHT |
| 28 – BLUE ANGEL | 62 – THE DARK AGE | 96 – NEW EXODUS |
| 29 – FAR THUNDER | 63 – DIMLIGHTS | 97 – THE PEACEPIPE |
| 30 – A SIMPLE ONE | 64 – THE FIFTIES | 98 – FINAL SURPRISE |
| 31 – BLUE VELVET | 65 – PICTURE OF HER | 99 – WHITE MIAMI |
| 32 – PARADISE I | 66 – GORDIAN KNOT | 100 – THE FINAL CUT |
| 33 – CLASSIC ART | 67 – HIGH SPEED | |
| 34 – VENI VIDI VICI | 68 – ALEXANDRIA | |

THE LIGHT CORRIDOR

Here are fifty (count 'em!) level codes for this Infogrames game:

1. 0000	11. 9305	21. 3212	31. 2819	41. 1926
2. 5400	12. 3406	22. 0213	32. 9919	42. 9726
3. 0101	13. 0407	23. 8213	33. 7320	43. 5927
4. 3901	14. 6407	24. 5014	34. 2521	44. 0528
5. 2602	15. 2008	25. 1015	35. 0622	45. 7328
6. 9902	16. 7408	26. 8215	36. 3722	46. 3929
7. 4303	17. 4709	27. 5116	37. 1223	47. 3030
8. 9003	18. 3810	28. 7017	38. 4523	48. 0531
9. 6904	19. 0511	29. 5518	39. 4124	49. 8431
10. 3305	20. 6811	30. 2819	40. 1825	50. 9932

LOTUS ESPRIT TURBO CHALLENGE

Select a two player game, and enter your names as IN A BIG COUNTRY and FIELDS OF FIRE. You will now always qualify. Enter MONSTER and SEVENTEEN for a bonus game.

LOTUS TURBO CHALLENGE 2

There really isn't any other racer that comes close to Shaun Southern's masterpiece, except maybe Core's Jaguar. When asked for a password, type in TURPENTINE for infinite time in each race. Enter DUX for a Carnival duck-blasting game. Typing in DEESIDE allows you to qualify for the next stage even if the timer runs out.

To jump to the various sections, type in the following codes:

Forest Course – No code	Desert Course – PEACHES
Night Course – TWILIGHT	Motorway Course – LIVERPOOL
Fog Course – PEA SOUP	Marsh Course – BAGLEY
Snow Course – THE SKIDS	Storm Course – E BOW

M is for...

MAGIC LAND DIZZY

If you're in a spin keeping your egg-head hero intact, type DIAMONDS AND PEARLS for infinite lives.

MAGIC POCKETS

When you lose your last life, keep your finger on the fire button and the game will start again, but your score won't have reset. Keep doing this until you've reached 100,000 at which point you'll become super-powered.

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MANCHESTER UNITED

Press the left mouse button during the game to activate the two player mode. Now you can pile on the goals as the opposition just stand there like headless chickens.

MANIC MINER

To help Willy out of a fix, pause the game and press * (asterisk) to get an extra nine lives.

MEGA-LO-MANIA

Here are some level codes for Sensible Software's innovative through-the-ages game:

2nd Epoch	BNYABDUNBHV	7th Epoch	KUUCTOPLGHV
3rd Epoch	COVCPMJVEBL	8th Epoch	PEHAJBPKZAQ
4th Epoch	WKCCHIEUKNL	9th Epoch	GYJDJHPNFHN
5th Epoch	GATAVRXRONT	Mother Battle	TJLBVSNNIGD
6th Epoch	WWKDXGPXDBZ		

MENACE

Type in XR3ITURBONUTTERBASTARD and you will get infinite energy as well as topping up your cannons and lasers. You'll need to type this in every level.

METAL MASTERS

Another easy cheat! Merely press F4 to freeze your robotic opponent so you can lay into him with all you've got. Brutal, dishonest, but fun!

MIDNIGHT RESISTANCE

Ocean's shoot first, ask questions later blaster can prove a challenge, so if you're not making progress, pause the game and type 'it's easy when you know how' and you'll be granted infinite lives. Hurrah! Alternatively, type SIAMESE if the above won't work.

MIDWINTER 2

To gain control of all the islands, you only need to capture nine of them: Lobos, Ndola, Camargo, Makat, Dhafia, Ghazal, Djoum, Satara and Sikasso in no particular order.

MONTY PYTHON

And now for something completely different... probably one of the zaniest licenses ever, Virgin's shoot 'em up was a surreal hoot from start to finish. If you're not making progress, type in SEMPRINI on the high score table and you should now restart the game from the level you died on.

N is for...

NARC

When the game starts, go right until the first dustbin appears. Kneel down in front of it and keep shooting. When it turns blue, you'll have infinite lives.

NARCO POLICE

While playing, type in ABRIR to open doors, NOENEMIG to vaporise all the bad guys, COMENZAR to bring the bad guys back again, BLAST to activate a smart bomb and MUNICON to top up your ammo.

NAVY MOVES

The follow up to Army Moves and equally trite. The access code for part two is 786169.

NAVY SEALS

Charlie Sheen and Michael Biehn are up against the massed hordes of Communism in this Ocean license of the hit movie. Type in PSBOYS on the title screen for infinite credits.

NEBULUS

On the title screen, type HELLOIAMJMP. You'll now possess infinite energy and can advance levels by pressing the F keys.

NEW ZEALAND STORY

Type in FLUFFYKIWIS on the title screen for infinite lives. The Help key will skip levels.

NIGHTBREED

Try typing in RISEN FROM THE DEAD for infinite lives. Make sure you pause the game first.

NIGHTSHIFT

Type ET on the high score table for infinite everything. Alternatively, for those of you stuck on the earlier levels, here are some codes:

- | | |
|---|--------------------------------------|
| 2. Cherry, Banana, Banana, Lemon | 9. Pineapple, Lemon, Lemon, Cherry |
| 3. Banana, Cherry, Pineapple, Plum | 10. Lemon, Banana, Plum, Plum |
| 4. Pineapple, Lemon, Pineapple, Pineapple | 11. Banana, Pineapple, Cherry, Plum |
| 5. Pineapple, Pineapple, Lemon, Cherry | 12. Cherry, Plum, Banana, Plum |
| 6. Cherry, Plum, Plum, Pineapple | 13. Plum, Cherry, Banana, Pineapple |
| 7. Cherry, Pineapple, Lemon, Banana | 14. Pineapple, Cherry, Plum, Banana |
| 8. Pineapple, Banana, Pineapple, Cherry | 15. Plum, Plum, Pineapple, Pineapple |

The A to Z of Amiga Game Cheats

NITRO

As race games go, Psygnosis' car 'n' guns game is one of the best. Enter your name as MAJ on the high-score table to get extra fuel and money. Type NITRO during the game to skip levels.

NINJA WARRIORS

With the Capslock on, type KYLIE as a codeword for an upside down Aussie TV gag. Type CHEDDAR for infinite lives. Other codes to try are: SKIPPY, MONTY PYTHON, SNOW WHITE, CASABLANCA, OPEN THE POD BAY DOORS HAL, GENESIS OF THE DALEKS, and MAY THE FORCE BE WITH YOU.

O is for...

OH NO! MORE LEMMINGS

To help you out with such a frustrating game, here are the access codes for the last 80 levels. There's no need for praise, just send those £5 notes to the usual address.

CRAZY

- | | | |
|---------------|----------------|----------------|
| 1. TFLCAHVFB | 8. RUFLCILMBD | 15. LRTDMCADCR |
| 2. FLCIHVTGBM | 9. UFLCAHVNB | 16. RTDMCILECK |
| 3. LCALVTFHBJ | 10. FLCIHVUOBF | 17. TDMCAHVFC |
| 4. CILVTFLIBS | 11. LCALVUFPBS | 18. DMCIHVTGCM |
| 5. CAHRUFLJBE | 12. CILVUFLQBL | 19. MCALVTDHCJ |
| 6. IHRUFLCKBN | 13. CAHRTDMBCL | 20. CILVTDMICS |
| 7. LRUFLCALBK | 14. IHRTDMCCCE | |

WILD

- | | | |
|---------------|----------------|----------------|
| 1. CAHRUDMJCE | 8. CILVUDMQCL | 15. MCALVTFHDM |
| 2. IHRUDMCKCN | 9. CAHRTFMBDO | 16. CILVTFMIDF |
| 3. LRUDMCALCK | 10. IHRTFMCCDH | 17. CAHRUFMJDH |
| 4. PUDMCKLMCD | 11. LRTFMCADDE | 18. IHRUFMCKDQ |
| 5. UDMCAHVNCM | 12. RTFMCILEDN | 19. LRUFMCALDN |
| 6. DMCIHVUOCF | 13. TFMCAHVFDG | 20. RUFMCILMDG |
| 7. MCALVUDPCS | 14. FMCIHVTGDP | |

WICKED

- | | | |
|---------------|----------------|----------------|
| 1. UFMCAHVNDP | 8. RTDLGILEEP | 15. LRUDLGALEP |
| 2. FMCIHVUODI | 9. TDLGAHVFEI | 16. RUDLGILMEI |
| 3. MCALVUFPDF | 10. DLGIHVTGER | 17. UDLGAHVNER |

- | | | |
|---------------|----------------|----------------|
| 4. CILVUFMQDO | 11. LGALVTDHEO | 18. DLGIHVUOEK |
| 5. GAHRTDLBEQ | 12. GILVTDLIEH | 19. LGALVUDPEH |
| 6. IHRTDLGCEJ | 13. GAHRUDLJEI | 20. GILVUDLQEQ |
| 7. LRTDLGADEG | 14. IHRUDLGKES | |

HAVOC

- | | | |
|---------------|----------------|----------------|
| 1. GAHRTFLBFD | 8. GILVTFLIFK | 15. LGALVUFPPK |
| 2. IHRTFLGCFM | 9. GAHRUFLJFM | 16. GILVUFLQFD |
| 3. LRTFLGADFJ | 10. IHRUFLGKFF | 17. GAHRTDMBGD |
| 4. RTFLGILEFS | 11. LRUFLGALFS | 18. IHRTDMGCGM |
| 5. TFLGAHVFFL | 12. RUFLGILMFL | 19. LRTDMGADGJ |
| 6. FLGIHVTGFE | 13. UFLGAHVNFE | 20. RTDMGILEGS |
| 7. LGALVTFHFR | 14. FLGHIVUOFN | |

OOPS UP!

With 100 levels to conquer, balloon-bursters everywhere could well be in trouble with this Pang-inspired game. Here are the first 40 level codes.

- | | | | |
|----------|----------|----------|----------|
| 2. DK51 | 12. FDL0 | 22. P49X | 32. FD4G |
| 3. 30FJ | 13. VO3D | 23. A0A5 | 33. DK48 |
| 4. FL59 | 14. 49FD | 24. 39VS | 34. 206G |
| 5. QO58 | 15. WAQD | 25. XPE4 | 35. DK39 |
| 6. FA20 | 16. XO38 | 26. FE5C | 36. DGLO |
| 7. 5F6J | 17. UU09 | 27. CXE5 | 37. DO49 |
| 8. CK04 | 18. 40FJ | 28. 32H4 | 38. 6PO5 |
| 9. WF05 | 19. X03C | 29. PD30 | 39. FO49 |
| 10. D04G | 20. DK49 | 30. 10F4 | 40. 4G7H |
| 11. 40V8 | 21. G8LD | 31. D947 | |

OPERATION THUNDERBOLT

Enter your high score as WIGAN NINJA and now you can use F7 to skip levels. Get a score of 50,000+, then die, and enter SPECCY MODE into the high score board for twice as many enemy sprites.

OPERATION WOLF

Take out all the opposition except for one tank. Then wait around for the additional caches of ammo and grenades to appear. Collect these and then take out the remaining tank.

The A to Z of Amiga Game Cheats

ORK

Enter a computer and press FIRE in each of the four corners of the screen. Then try hitting the following keys:

- | | |
|----------------------------|------------------------------|
| A – to replenish your ammo | H – to get your health back |
| F – to top up your fuel | RETURN – to take off or land |

OUTRUN

Type in RED BARCHETTA while playing to access the cheat mode. T increases your time by ten seconds, S takes you onto the next stage and B takes you back to the beginning of the current stage.

P is for...

PACLAND

On the title screen, type AVALON for infinite lives.

PANG

This balloon-popping game was certainly an original idea and you're going to need all your reflexes to cope with some of the more devious levels. Type in WHAT A NICE CHEAT on the map screen to skip levels.

PARASOL STARS

Type CYNIX during the game to enter the cheat mode, then type:

- | | |
|-------------------------------|--|
| C – for extra credits | B – for a bonus screen |
| T – to end stage | F1-F10 – to skip to a particular level |
| D – to die | M – to get all three stars |
| G – to kill all nasties | 1-7 – to skip a stage |
| X – to skip to an extra level | |

PEGASUS

Whether you're riding your white horse or hacking and slashing on foot, Gremlin's Pegasus was a curious mixture of shoot 'em up and hack 'n' slash action. To reach some of the later levels, type in SCREECH, DRAGONFLY, BEEBOP or CELESTIAL.

PETER BEARDSLEY'S SOCCER

Continual tapping on the fire button while in possession of the ball prevents other players from tackling you.

PINBALL FANTASIES

To be a real pinball wizard (platform shoes optional), before choosing the number of players type EXTRA BALLS to have five more balls available. To keep the game going indefinitely enter DIGITAL ILLUSIONS. During play the ball will come to a halt between the flippers. Press the space bar to resume play.

After these cheats have been initiated, a message should appear on the scoreboard to let you know they are in operation.

PIPEMANIA

Here are the pass codes to the later levels:

GRIP TICK DOCK OOZE BLOB BALL WILD

POPULOUS II

On the choose your deity screen, enter ADKIUCMCZNDIFINL to start the game with maximum power.

POOLS OF RADIANCE

When an enemy is about to make his move, press Alt and X (or Alt and A). A message will pop up announcing The Gods Intervene and you'll win the fight. This cheat will also work on some of the other AD&D games from SSI.

P-47 THUNDERBOLT

Type ZEBEDEE on the high-score table. Now start the game and press F1 for extra lives and F2 to skip levels.

THE POWER

The first 50 levels of this brain-straining puzzler come with their own codes. Here they are in full:

- | | | | | |
|------------|------------|------------|------------|------------|
| 2. LEVEL2 | 12. RACKET | 22. M7MS49 | 32. NOBODY | 42. BISNEZ |
| 3. VISUAL | 13. BULLIT | 23. GALVAN | 33. GOODIE | 43. 124816 |
| 4. COWBOY | 14. QRAZZY | 24. KLOWWM | 34. OQZAYB | 44. TARGET |
| 5. URGENT | 15. 36F6FR | 25. INDIGO | 35. ELTRIC | 45. ANZING |
| 6. OOPSUP | 16. UNLINK | 26. JINGLE | 36. 187293 | 46. VOHDOH |
| 7. TOPTEN | 17. PIXXEL | 27. JOGGER | 37. QROVVY | 47. Z97531 |
| 8. D14DH7 | 18. EUROPE | 28. INSIDE | 38. DOUBLE | 48. WOODIS |
| 9. ASDFGH | 19. NEWTON | 29. 5P25PS | 39. ROLLER | 49. Y2X3W5 |
| 10. SOLONG | 20. FREEZE | 30. KNIGHT | 40. CLOSET | 50. XUQZOX |
| 11. SURFIN | 21. LAUNCH | 31. HINOON | 41. SLOWLY | |

The A to Z of Amiga Game Cheats

PP HAMMER

Armed only with his trusty tool (a pneumatic weapon in fact!), PP Hammer has to set about his task of drilling the opposition to bits. If you're stuck on a particular stage of this multi-level game, here are the codes for all the levels:

1 – Not needed	22 – AGBHVJSW	43 – VRHTTGUGB
2 – BAFBFDWS	23 – AESCIHJV	44 – RJATATUB
3 – AWVAWCVR	24 – UDEBRGAU	45 – VHUJCRJA
4 – IVASABAJR	25 – WCBBJFSU	46 – CGJTJHA
5 – ITDWRWAJ	26 – DARDDDRT	47 – VFDRVIBW
6 – ASAWTVSJ	27 – VWHEFCFS	48 – RDTWUGHV
7 – BJJVHTRI	28 – RVAUWBTS	49 – UCFWHFG
8 – JIGUJSFH	29 – VTTUAWHR	50 – FBDAJEBU
9 – JHWVDRTH	30 – CSFURVGR	51 – TWTADCIT
10 – BFUSFIIG	31 – WRCVUUBJ	52 – EVJAFBDT
11 – BEGTWHHF	32 – SUSWGSII	53 – TUBWWACS
12 – JDDTBGCF	33 – WHIWJRDI	54 – ETVWAWUS
13 – IBTJTEJE	34 – DGCBDJCH	55 – URICSUER
14 – AAJJVDEE	35 – WFWIFIVG	56 – FJFBUTWJ
15 – WWCRCIDD	36 – SDIIWGFG	57 – UIVBHSVJ
16 – HVWHRBVC	37 – VCFHCFAF	58 – FGSFEJJI
17 – HTIGDWFC	38 – CBVHTEWF	59 – UFEEDIAH
18 – WSFFFVAB	39 – UWSGVCRE	60 – FEBEFHSH
19 – ARVIAUWA	40 – JVEFIBBD	61 – TCRFAFSG
20 – IISICSRA	41 – UUBFRATD	62 – EBHFCEGG
21 – IHEHTRAW	42 – BSRSDVSC	63 – TAAGTDUF

PITFIGHTER

Type in LOBSTERS during play and press any key from 1-0 to skip levels. Press C to go to the final championship round, L to go to the elimination round or G to go to the grudge match.

PLATOON

If you're trying to track down Charlie in the Vietnam jungle and are coming under fire, type in HAMBURGER HILL on the title screen and then press F2, F3 or F4 to skip levels. F5 grants the player infinite lives.

PREDATOR

Press F10 to restore your energy.

PREDATOR 2

If you keep getting killed by a seven-foot-tall invisible alien, pause the game and type in YOU'RE ONE UGLY MOTHER, unpause and infinite lives are now yours.

PREMIERE

Core's excellent platform game set over a movie set can be a little bit taxing if you're not the super brilliant gamesplayer that I am, so type in SPARK PLUGS (including spaces) on the title screen. Now, pressing the F keys will warp you to different levels and equip you with an infinite number of lives.

PREMIER MANAGER

To have the finest footy team in the league in Gremlin's management simulation, click on the telephone icon to reach the full-size telephone/contacts book screen. Punch in 000123 to increase the passing skill of one of your midfielders to 99. His name will be changed to Lotus 3 in return, but you can edit that to restore his true identity. The beauty of this cheat is that it may be repeated on all midfielders, and therefore on the whole team if they all occupy midfield positions at some point.

If you can handle the thought of another cheat to make winning the cup a pushover, punch in the number 753423 on the telephone, and increase the goalkeeper's handling skills to 99. This cheat may also be applied to other team members, as described above.

The truth will out, however, and if you use either of these cheats the name of the manager will be permanently altered to the message I am a cheat (or similar). But all is not lost and deception triumphs again! Start the game with two teams. Have one improve his players with the cheats, and bear the stigma. All you now need to do is have the cheating manager sell his players to the legitimate team. Move over Leeds United, you're on your way!

PRINCE OF PERSIA

A superb game with a marvellously animated sprite which is capable of performing all kinds of actions in a very realistic manner. To skip levels hold down the Capslock key and press L. This doesn't work on the bottle section at the start of Level Two, so don't throw away your protection codes just yet!

PUSHOVER

Curvy Colin has some dastardly puzzles to solve in this extension of the domino theory. Here are all 100 level codes:

- | | | | | | | |
|----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 1. 00512 | 16. 12290 | 32. 24590 | 46. 29214 | 61. 17982 | 76. 21631 | 91. 28159 |
| 2. 01536 | 17. 12802 | 33. 25102 | 47. 28702 | 62. 16956 | 77. 22143 | 92. 26111 |
| 3. 01024 | 18. 13826 | 33. 25102 | 48. 20510 | 63. 16510 | 78. 21247 | 93. 26623 |

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4. 03072	19. 13314	34. 26126	49. 21022	64. 16511	79. 20735	94. 25599
5. 03584	20. 15362	35. 25614	50. 22046	65. 17023	80. 28927	95. 25087
6. 02560	21. 15878	36. 27662;	51. 21534	66. 18047	81. 29439	96. 08703
7. 02048	22. 14854	37. 28174	52. 23582	67. 17535	82. 30463	97. 09215
8. 06144	23. 14342	38. 27150	53. 24094	68. 19583	83. 29951	98. 10239
9. 06656	24. 10246	39. 26638	54. 23070	69. 20095	84. 31999	99. 09727
10. 07680	25. 10758	40. 30734	55. 22558	70. 19071	85. 32511	100. 11775
11. 07168	26. 11782	41. 31246	56. 18494	71. 18559	86. 31487	
12. 05122	27. 11270	42. 32270	57. 19006	72. 22655	87. 30975	
13. 05634	28. 09222	43. 31774	58. 20030	73. 23167	88. 26879	
14. 04610	29. 09734	44. 29726	59. 19518	74. 24191	89. 27647	
15. 04098	30. 08718	45. 30238	60. 17470	75. 23679	90. 28671	

R is for...

RAILROAD TYCOON

Hold down the Shift key until the dollar sign appears, then press 4 to earn lots of cash – only works when you are on the main continent map.

REALMS

Camp a large army outside an enemy city. Wait until the city becomes unguarded and then move in.

RETURN OF THE JEDI

Type DARTH VADAR on the high-score table, then F2 to skip levels.

REVENGE OF THE MUTANT CAMELS

I've not included many PD games in this list, mainly because there are very few of commercial quality, but here's one by Jeff Minter that's an absolute blast. Here are all ten oasis codes:

- | | |
|-------------------------|--------------------------------|
| 1. SIETCH TABR | 6. THIS IS BASINGSTOKE |
| 2. OLLANTAYAMBO | 7. OCCAM II |
| 3. RAVEADELICA | 8. SMOKE ME A KIPPER |
| 4. NEWCASTLE EMLYN | 9. RASBERRY INFUNDIBULUM |
| 5. DROMEDARIA ZOOPHILIA | 10. GOATS GOATS AND MORE GOATS |

RICK DANGEROUS 1 & 2

If you're having trouble guiding our diminutive hero through this trap-laden game, enter your name as POOKY for a level select screen. This should work for the second game, too.

ROAD RASH

If you were born to be wild (not to say furious), these passwords will help you get astride the more beefier bikes in Electronic Arts' rough and ready racing game.

PANDA 600	00000	00J00	102VS	21JUD
BANZAI 750	00000	00J01	113BT	22KDP
BANZAI 750	00000	00R00	013VS	32RV4
KAMIKAZE 750	00000	00S20	117H5	33UV1
SHURIKEN 1000	00000	01421	109G5	448VN
FERRUCI 850	00000	01420	019G5	457VO
PANDA 750	00000	01S91	00EGJ	567HM
DIABLO 1000	00000	01S90	10EGJ	576IK

ROBOCOP

This one stayed in the charts for a whole year! To grant old metal-bonce infinite energy, pause the game by pressing Return and type BEST KEPT SECRET. The game will automatically unpause and you'll be able to blast as many perps as you see fit without coming to any harm.

ROBOCOP 2

Type in SERIALINTERFACE on the title screen and the computer will inform you that the cheat mode is now activated. During the game, F9 will top up your energy and F10 will take you to the next level.

ROBOCOP 3

It was nice to see Ocean trying something different with this one, even though the game is fairly easy to complete. To help chrome-dome clean up New Detroit, hold down Shift and type THE DIDDY MEN. Pressing Escape should help you speed through the game's main stages.

RODLAND

So cute, you'll puke went the ads for Storm's brilliant conversion of the coin-op. What the ads failed to mention, however, was that Rodland was also insanely addictive. To get infinite lives, pause the game, press Help five times then unpause. To skip levels, press the space bar once you've done the above.

ROLLING RONNY

Press F9 whenever Ronny's funds need topping up.

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ROLLING THUNDER

Type in JIMBBBY on the title screen for infinite energy.

R-TYPE

Keep on blasting until you're good enough to get onto the high-score table. Then, instead of entering your name, type in SIMATRA. Start the game again as normal and you'll be blessed with infinite lives.

RUBICON

Press the Space bar to pause the game, then type in THE REAPER for infinite lives. Select weapons by using F1-F7 while F10 recharges them automatically. Pressing L skips levels.

THE RUNNING MAN

Once you've got on the high score table, enter your name as DdliSsKk. When you next play the game, you'll be blessed with infinite energy.

S is for...

SENSIBLE SOCCER

To beat the computer opponent in the classic footy game, whether playing league or cup matches, do the following:

When your match appears next on the fixtures screen, for example England (YOU) v Germany (THE OPPOSITION), instead of selecting Next Match click on Exit. Now choose Friendly from the main menu and select Germany as your team. Go to the Team/Formations Screen and put all the German star players on the bench, put the forward in goal, and generally mess about with the original team selection. Now start to play the game, but escape from it as soon as it begins.

Return to the League/Cup games and View Opposition (Germany). Hey Presto! Your opponent's team remains thoroughly mucked-up and in no state to play at its best.

ST DRAGON

A supremely playable coin-op conversion, Saint Dragon's snake-like main sprite has to negotiate some extremely tricky later stages. To help out, press the Capslock key, type in DECAFFINATED and press Return for infinite lives.

SCI

Ocean's turbo-charged follow up to Chase HQ includes some tough timed stages. By typing IN A GARDEN IN on the title screen, you can give yourself lots more time simply by pressing T during the game.

SHADOW DANCER

Everybody was Kung Fu fighting, so predictably legs and arms are being dangled about in all directions. If you want to avoid getting hurt, pause the game and type GIVE ME INFINITES (Return) for infinite energy.

SHADOW OF THE BEAST

Wait until the last title screen appears, then hold down Fire and the left mouse button until you have to change disks. You will now possess infinite lives.

SHINOBI

For infinite credits pause the game and type LARSXVIII.

SILKWORM

If you're having trouble with this blaster, help is at hand with not one but two cheat modes. Why two? Well, one magazine revealed the first cheat even before the game was released, so Storm quickly implemented another one. Version one: hold down the Help key while pressing fire to start the game. You now should have infinite lives and can move through the levels by pressing the numeric keys 1-0 and the minus key. Version two: following the above instructions with the second version of the game will reveal the message: *Congratulations, you have found the cheat mode...unfortunately it has been ZZAPPED!* If this happens, go to the control panel and type SCRAP 28 and then start the game. The effect will be the same as mentioned above.

SIM CITY

If local taxes aren't giving you the kind of returns you'd like, try holding down the Shift key and typing FUND. You'll get \$10,000 each time. Be careful, though, as every fifth time you'll cause an earthquake. Alternatively, set the game speed to medium and the tax rate to 0%. Play as normal until November/December, then call up the budget window and set taxes to 20%. As soon as January comes along, take the tax rate back down to zero. You'll now find your coffers are full but the poor SIM people still think they pay no taxes. Let's hope the Chancellor of the Exchequer isn't reading this!

But do you know how to build on water? Build a power line over the water, extending horizontally from the banks. Add further power lines, running parallel to the original one, above and below it. Move one space along and repeat this procedure. Now bulldoze the power-line covered area to convert it into land. There are two obstinate lines of sea, however, one at the top and one at the bottom of the screen, which this cheat will not affect. If you want to raise your population, after earning loadsamoney through the FUND cheat described above, set the tax rate at zero and people will flock to your model city. If you think you'll have trouble housing all these newcomers and keeping the crime rate down, don't fret. Build three houses in a 3x3 block. Bulldoze the house at the centre and construct a police station there. Now put a perimeter road around the whole block for maximum population density and a low crime rate.

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THE SIMPSONS

Type COWABUNGA on the title screen for infinite lives and EAT MY SHORTS to skip levels by hitting the number keys.

SKIDZ

While playing, hold down the joystick fire button and press the Alt key. Still holding down the Alt key and fire button, hold down the C key. You'll now get unlimited quantities of everything. Hold down the L key to play any level.

SLY SPY

To earn your agent infinite credits, enter 007 as a level code then type in SHAKEN NOT STIRRED and press the Return key during play.

SPACE ACE

When Borf starts attacking, pause the game and type DODEMODEXTER. Now press fire and Return before pressing P to restart the game. The game will now run through by itself, leaving you to gawp at the brilliant animation. Pity the game is so crap, though.

SPACE ACE 2

Type in HURRYDEXTER0 and press Return for the game to run through by itself. Please note that the last letter is in fact a zero.

SPELLBOUND

A truly awful game and quite why anyone would be interested in reading about the level codes, let alone using them, is quite beyond me. Still, if you're completely brain dead and want some help, here they are:

2. HEYY 3. OUDI 4. DYOU 5. CALL 6. MYPI 7. NTAW 8. OMAN

SPHERICAL

Type BLADERUNNER on the title screen to allow you to skip levels by pressing the number keys. Also, here are some level codes for this maddeningly addictive game.

9. RADAGAST 19. YARMAK 39. ORCSLAYER 59. SKYFIRE 75. MIRGAL

THE SPY WHO LOVED ME

Start the game and stop the car. Then type in MISS MONEYPENNY – you'll now be blessed with infinite lives and an unlimited bank balance.

STAR GOOSE

During the game press all the F keys simultaneously. You'll now have infinite shields.

STORMBALL

Type in LET ME WIN and, predictably, that's exactly what will happen.

STORMLORD

Type DRAGONBRIDGE on the credits screen and when you pause the game during play you can press L to skip through the levels.

STREET FIGHTER

During the game, type in STREET CHEAT, then press the Space bar and Help to select the next bad guy.

STRIDER

Type in POOKY during the game or on the intro screen to call up a cheat screen.

STRIDER 2

The Cold War has yet to thaw in this all-action arcade blast. To give your Commie basher a helping hand, press F9 to pause the game and then press Help, left Shift and 1 keys together. Now unpause the game. Pressing 1-5 will skip through the levels and F1-F4 will change stages. Alternatively, type in SWIFT and a cheat icon should appear – now pressing E will replenish your energy levels while D will re-energise Strider's robot pal.

SUPERCARS

Type in one of these codes instead of your name. RICH – gives you 50,000 credits. ODIE – Level 2. BIGC – Level 3. POOR – Level 4.

SUPERCARS 2

Enter player one's name as WONDERLAND and player two's as THE SEER for maximum weapons. You'll also be able to qualify for races no matter where you finish.

SUPREMACY

If you want to generate a lot of fuel, scrap a solar satellite on a planet which already has sufficient reserves of fuel and you'll be granted 30,000 tonnes of liquid fuel.

SWITCHBLADE 2

This finely crafted shoot 'em up can be frustrating at times. To skip levels type in LEVEL on the title screen followed by the number of the level you want to start. Type in CHROME to access a special sub-game.

SWIV

A classic blast and no mistake. With a little perseverance, you should be able to complete this without resorting to a cheat, but if you can't, then pause the game, and type in NCC-1701 (as in the Enterprise's registration number) followed by a Return. When you unpause the game you should find you now have unlimited 'copters and jeeps. Also, after blasting a Goosecopter, fire continuously at one of the tokens. After 32 hits it will turn into a star which, when collected, will grant six-way fire.

The A to Z of Amiga Game Cheats

T is for...

TEENAGE MUTANT NINJA TURTLES

When asked for the security code, type in 8859 and 1506 for the second attempt. Type in the correct code on the third go. You can now press Help to get infinite lives.

TERMINATOR 2

Definitely Arnie's best ever movie – it's a pity that the same accolades cannot be handed out to the dire Ocean game. Still, if you're having trouble with the shape-shifting enemy, pause the game and press all the F keys one after the other. Now unpause the game by pressing fire and you'll discover that you can press Escape to skip levels.

TEST DRIVE 2

If you want to reach the gas station, type in GAS at any stage to do exactly that.

THE KILLING GAME SHOW

While the replay is showing, hit the Help key and you'll be able to start from that point with five lives.

THE SPY WHO LOVED ME

Type in MISS MONEYPENNY during the game for infinite lives and then press F10 to skip levels.

3D POOL

To help you pull off the game's many trickshots, here are the codes you'll need:

- | | | |
|-------------------|--------------------|--------------------|
| 1. 0768 024 63 10 | 8. 0771 099 56 12 | 15. 0084 076 12 00 |
| 2. 1002 041 63 09 | 9. 0932 024 63 11 | 16. 0880 048 39 20 |
| 3. 0032 100 63 00 | 10. 0927 027 63 20 | 17. 0372 100 63 06 |
| 4. 0962 024 63 00 | 11. 0751 100 16 20 | 18. 0512 100 63 10 |
| 5. 0512 024 63 10 | 12. 0916 025 55 10 | 19. 0601 024 63 20 |
| 6. 0405 060 63 20 | 13. 0004 054 58 20 | |
| 7. 0018 061 63 20 | 14. 0864 100 63 10 | |

TIME MACHINE

Enter your name on the high score table as DIZZY. Use 1 to 4 to change zones and A or S to change screens.

TITUS THE FOX

One of the best platform games in recent memory as far as I'm concerned. To help you on your Arabian adventure, here is a list of access codes:

- | | | | |
|---------|---------|----------|----------|
| 1. 2625 | 5. 1933 | 9. 6390 | 13. 9813 |
| 2. 8455 | 6. 0738 | 10. 8612 | 14. 5052 |
| 3. 2974 | 7. 2237 | 11. 4187 | 15. 3360 |
| 4. 4916 | 8. 5648 | 12. 1350 | 16. 2045 |

TOKI

If you want to try your hand at some monkey business in Ocean France's brilliant coin-op conversion, type in KILLER while playing for infinite lives. Now use F1-F6 to skip levels.

TORVAK

Hack 'n' slash action comes thick and fast in this extremely testing game. For some help, type CHEAT on the high-score table. Now, when the game is loading, hold down the number of the stage you want to skip to.

TOTAL RECALL

Type in LISTEN TO THE WHALES on the high score table or the title screen for infinite lives. Type in JIMMY HENDRIX when driving the taxi for infinite energy.

TOYOTA CELICA RALLY

As rally games go, this is one of the best. When prompted to start the car's engine, press Ctrl and C to freeze the timer, thus ensuring you'll be able to complete each stage with lots of time to spare.

TREASURE ISLAND DIZZY

Start the game and type ICANFLY and, magically, that's exactly what you can do.

TRODDLERS

Here are level codes aplenty for this pleasing Lemmings-inspired puzzler from Storm.

- | | | |
|----------------|---------------|----------------|
| 1. BUILDIT | 11. PACKEDUP | 21. NOPROBLEMS |
| 2. NOSWEAT | 12. PILLARS | 22. TREASURES |
| 3. PYRAMID | 13. BZZZZZ | 23. STOREROOM |
| 4. CLEAROUT | 14. FIVEROWS | 24. UPANDDOWN |
| 5. SPHINX | 15. TIGHTIME | 25. TECHNO |
| 6. QUARTET | 16. EASYTONE | 26. ONEONEONE |
| 7. CENTERIN | 17. TWOTRIBES | 27. SIXROOMS |
| 8. REDGEMS | 18. DONTMIX | 28. THETOWER |
| 9. CROSSED | 19. HELPMEOUT | 29. GOFORHEART |
| 10. SKIPAROUND | 20. MEANONES | 30. NEWTHING |

The A to Z of Amiga Games Cheats

If you're having trouble herding your hordes of tiny tearaways to the higher levels of Storm's enormous platformer, here are the level codes for the two-player War mode.

- | | | |
|----------------|----------------|----------------|
| 0. BEGINNERS | 20. TEAMWORK | 40. NOFALLDOWN |
| 1. ROOKIES | 21. DIVIDED | 41. ICEICEBABY |
| 2. HOPALONG | 22. ROCKITOUT | 42. SWIFTLY |
| 3. BRACKETS | 23. CLEARAWAY | 43. TAKETURNS |
| 4. SPARKLES | 24. LOOKUP | 44. DELAYNPLAY |
| 5. DOUBLEPLUS | 25. ONEOFTHREE | 45. FULLHOUSE |
| 6. LONGJUMP | 26. QUICKBRICK | 46. TWORANKS |
| 7. RIGHTWAY | 27. FROSTY | 47. TRAPANDZAP |
| 8. TRIDENT | 28. SURROUNDED | 48. STAGEDOWN |
| 9. GUIDERIGHT | 29. BOOMER | 49. GRANDSLIP |
| 10. JUSTDOIT | 30. SPLITUP | 50. QUICKCUBES |
| 11. ZOMBIEGO | 31. TARGETS | 51. WORKOUT |
| 12. BADLAX | 32. SLOWSQUARE | 52. TRAXMIX |
| 13. TIMEAROUND | 33. FLAKPASS | 53. HELLTRACK |
| 14. TOOMUCH | 34. THEWALL | 54. GETDABLUES |
| 15. SPLITTED | 35. ROCKBOX | 55. SHOOTNBLOW |
| 16. RUSHIT | 36. TWINGUNS | 56. SLOWFLOW |
| 17. MIXUP | 37. GETHIMDOWN | 57. COOPERATE |
| 18. NOPANIC | 38. DROPTURN | 58. DENNISFAV |
| 19. THEMACHINE | 39. TUFFJOB | 59. FINALE |

If that lot doesn't give you the edge in by-passing obstacles, I don't know what will!

TURRICAN

One of my all-time favourite blasters and now available at a budget price, too. Type in BLUESMOBIL on the high score table for 99 lives and every power-up imaginable.

TURRICAN 2

Once again our armour-clad hero does battle with sundry mechanical droids and other such creatures. And there's also a cheat for this turbo-charged Rainbow Arts sequel. Call up the music menu by pressing the Help key while on the title screen and then type in 142 and press Escape twice. You should now have an indestructible sprite.

U is for...

UGH!

This prehistoric puzzler didn't score too highly on its release, but if you're stuck with it, here are some level codes to get you further on in the game

- | | |
|-----------------------|------------------------|
| 1. FREISCHTIEL | 14. INTERSTINGPEOPLE |
| 2. SELBSTLAEUFER | 15. INSURANCESKETCH |
| 3. HENNABREGGL | 16. ITSHEARTS |
| 4. PFANNEHEISS | 17. ARTHURTWOSHEDS |
| 5. SOICHGOMBASEPP | 18. HAROLDTHESHEEP |
| 6. PFUNDHACKFLEISCH | 19. PICASSOONBICYCLE |
| 7. DOGODDERDEIG | 20. SPANISHINQUISITION |
| 8. SPAMSPAMBEANSNSPAM | 21. LUIGIVEERCOTTI |
| 9. SEMPRINI | 22. JIMMYBUSSARD |
| 10. PROFRJGUMBY | 23. KENCLEANAIRSYSTEM |
| 11. CONFESS | 24. JOHANNEAMBOOLPUTTY |
| 12. MITTERMEIER | 25. TRAINSPOTTING |
| 13. DIESCHNICKIANGST | |

UNREAL

On the screen where the spheres form the dragon, type in **ORDILOGICUS**. The screen will flash to indicate the cheat is active and you should now have infinite lives and energy and be able to skip levels by pressing Return.

THE UNTOUCHABLES

Pause the game and type **SOUTHAMPTONGAZETTE**. Capone will now have to take on an unlimited number of Eliot Nesses. Skip levels by pressing F10.

V is for...

VENUS THE FLY TRAP

If you're having difficulty swatting the insect life in Gremlin's Venus shoot 'em up, here are the access codes to the different worlds in the game.

- | | |
|-------------------------|------------------------------|
| Mantids – Frozen Wastes | Satyrid – Death Valley |
| Cicadas – Dead City | Lycaenid – Creeping Swamp |
| Psyllids – Wood World | Pyralid – Tech World |
| Pierids – Kaverns | Noctuid – Translucent Plants |

Also, type in **MARS**, **MERCURY**, **PLUTO**, **JUPITER** or **SATURN** for a variety of weapons and special effects.

The A to Z of Amiga Games Cheats

VIGILANTE

Enter your name as GREEN CRYSTAL on the high score table to enter the cheat mode. Now you can increase your lives by pressing F1 and skip levels by pressing F8.

VIRUS

Hold down the Return key and press P to pause the game. Keep the Return key pressed down and press O to unpaue. C now toggles the special effects, F replenishes fuel, L adds one missile, D goes into demo mode and N toggles the cheat mode.

VIZ

The Fat Slags, Millie Tant and Biffa Bacon are all on hand to keep the jokes coming thick and fast in Viz – the Big Soft Floppy One. To skip levels, type in WHAT A GREAT LOAD OF B*****S (be creative with the asterisks) on the character selection screen and the border will change colour. Now use keys 1-5 to skip the levels.

VOYAGER

On the menu screen type WHEN THE SWEET SHOWERS OF APRIL FALL, then press 4 to obtain the cheat menu.

W is for...

WARZONE

If life's proving too short on your army manoeuvres, press F1, F2 and F3 one after the other on the title screen to get infinite lives.

WINGS OF FURY

Start the game and type in COLIN WAS HERE then press P for an extra life, C to change weapons, M for infinite weapons, D for immunity and F for fuel.

WIZBALL

Type in RAINBOW at any time during the game without pausing. Now hit pause and press C to fill the pot, S to complete a level and T to complete the game. If that doesn't work, try typing in the codeword with the game paused and then the letters during the game.

WOLFCHILD

On the title screen type in THE PERFECT KISS and you'll get infinite ammo. Also, typing in SOULPSYCHEDELICIDE will grant infinite continues. Alternatively, typing in ITS NOT ALL WALKING during play will allow you to restart from that level.

WWF WRESTLEMANIA

If you want to become the world's best wrestling champ, pause the game during a bout, type `HULKHOGANWEARSTIGHTYELLOWKNICKERS` and then unpause the game. The fight will now finish with you as winner.

WWF2 EUROPEAN RAMPAGE

Camper than a row of tents, the over-made-up, leotard-loving wrestlers of WWF continue their brawling in Ocean's in-the-ring action game. To defeat the opposing computer-controlled team press F10 ten times to freeze them in their tracks. You may hit them at will, but try not to knock them over as you won't be able to pick them up again. Repeat this process with each subsequent bout.

... and X, Y & Z.

XYBOTS

Type `ALF` in the high-score table for infinite energy.

ZIRIAX

Press 1, 2, 3, 4, 5 or 6 while playing to highlight the various power-ups, then press Return to activate them.

ZOOL

If the ninja from the Nth dimension is causing you untold frustration, then follow these handy hints for invincibility and a level skip.

When the game loads, wait until the high score table appears and type in the word `GOLDFISH` and then press Return. You'll now find that the function keys (F1, F2, etc) will transport Zool to the level with the corresponding number. While playing the game, you'll also find that pressing the number 1 will make Zool invincible. Number 2 will zip to the next stage of a particular level and number 3 will take you to the start of the next complete level. Try pressing number 4 for a surprise effect.

ZOOM

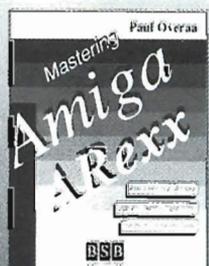
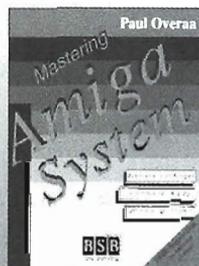
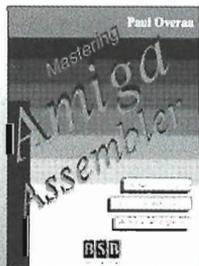
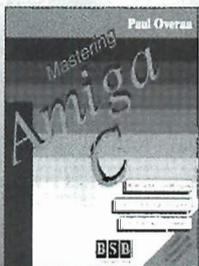
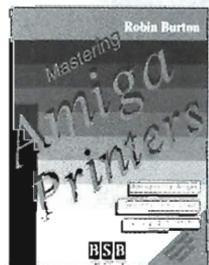
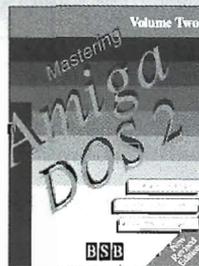
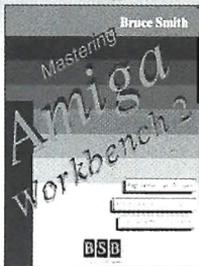
To start on any level up to 30, press F10 when making the choice before playing.

Z-OUT

After X-Out came Z-Out, an equally fierce blast. This is probably the easiest cheat ever – simply press the J key during the game and then 1-8 to skip levels. Press J and K together for infinite lives.

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B



Mastering
the
Amiga

Bruce Smith Books are dedicated to producing quality Amiga publications which are both comprehensive and easy to read. Our Amiga titles are written by some of the best known names in the marvellous world of Amiga computing. Brief details of these guides along with review segments are given below. If you would like a free copy of our catalogue Mastering Amiga News and to be placed on our mailing list then phone or write to the address below.

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Mastering Amiga Beginners...

Written by Bruce Smith & Mark Webb

ISBN: 1-873308-03-5

Price £19.95 - 320 pages.

FREE Wordprocessor or Games disk when ordered direct - please state preference.

The Amiga has enjoyed a phenomenal success over recent years and is now recognised as one of the most powerful and sophisticated computers available. The appeal of the Amiga along with the vast range of programs available for it has made it the ideal machine for the beginner.

If you have recently purchased an Amiga of any type, or have had one for some time but now feel you are still not getting to grips with what lies behind that keyboard then this is definitely the book for you!

This book will take you step by step through every aspect of its use, from disks and disk drives to AmigaDOS and the extras available to it. It does so in a logical manner, introducing items as and when they are needed so as to become a powerful torchlight through the fog of computer jargon.

The first section of the book holds your hand as you tackle file copying, running programs, configuring your computer, setting up your printer, managing your floppy disks and hard drive. Preferences, Commodities Exchange, utilities, fonts, CrossDOS

and all the vital functions for day to day computing with the Amiga are covered. There's even an AmigaDOS primer and an introduction to what programming is all about. The second section of the book deals with the wider world of the Amiga, with graphics, paint programs, desktop video, CDs, sound and music, comms, databases, wordprocessing spreadsheets, desktop publishing, viruses, monitor and printer types, hard drives, scanners, digitisers, input devices, in short, everything you need to get you up to speed on your new Amiga.

This book will not make you an expert in any one particular subject but it will provide you with a solid grounding to allow you to investigate those areas which appeal to you, either on your own or with another book from the ever growing *Mastering Amiga* series of publications.

Added to this, if you order direct from us you can choose a free disk of PD software. Choose from a Wordprocessor (including spell check) or a Games Compendium. State which when you order.

Mastering AmigaDOS2 Volumes 1 & 2...

**Written by
Bruce Smith and
Mark Smiddy**
ISBN: 1-873308-10-8
Price £21.95
416 pages
FREE Utilities disk

Our 700-page plus dual volume set covers all versions of AmigaDOS from 1.2, including 1.2, 1.3, 1.3.2 and 2.x. Volume One is a complete tutorial for AmigaDOS users, both beginners and experts alike. Volume Two is a comprehensive and detailed reference to all AmigaDOS commands.

Here's what the press said:

"If you're a complete beginner or unsure of a few areas, this book is an amazingly informative read." Amiga Format on Volume One

**Written by
Smith and Smiddy**
ISBN: 1-873308-09-4
Price £19.95
368 pages.
Foreword by Barry Thurston,
Technical Director,
Commodore Business
Machines (UK) Ltd.

"As a reference book it's very useful. So far as I know there isn't any similar book...If you need to know how every AmigaDOS command works get this book...it is a definitive reference" Amiga Format on Volume Two.

"No other authors have investigated AmigaDOS with the thoroughness of Smith and Smiddy and every page provides useful information. Put off getting that new game, and buy this instead. You won't regret it." Micronet AmigaBASE.

Mastering Amiga C...

Written by Paul Overaa
ISBN: 1-873308-04-6
Price £19.95 - 320 pages
**FREE Programs Disk and NorthC Public Domain
compiler when ordered direct from Bruce Smith Books.**

C is without doubt one of the most powerful programming languages ever created, and it has a very

special relationship with the Commodore Amiga. Much of the Amiga's operating system software

Bruce Smith Books

was written using C and almost all of the Amiga technical reference books assume some proficiency in the language.

Paul Overaa has been writing about C and the Amiga for as long as the machine has been in existence. He knows the Amiga-specific pitfalls that can plague the beginner, knows how to avoid them, and above all he knows about C. Best of all he's prepared to share that experience. The result is a book which is guaranteed to get the Amiga owner programming in C as quickly and as painlessly as possible.

This introductory text assumes no prior knowledge of C and covers all the major compilers, including

Lattice/SAS and Aztec. What is more it also covers NorthC – the Charityware compiler – so that anyone who is interested in learning C can do so for just a few pounds. This book assumes no prior knowledge of C and features:

- Easy to follow tutorials
- All major C compilers
- Explanations of special Amiga C features
- Amiga problem areas
- Debugging and testing

Here's what CU Amiga thought of Mastering Amiga C: *"This book has been written with the absolute novice in mind. It doesn't baffle with jargon and slang".*

Mastering Amiga Printers...

Written by Robin Burton

ISBN: 1-873308-05-1

Price £19.95 - 336 pages

**FREE Programs and drivers disk when ordered
direct from Bruce Smith Books.**

Next to the Amiga itself, your printer is the largest and most important purchase you're likely to make. It's surprising then, that so little help is available for those about to take this step, whether it be for the first time, or for the purpose of upgrading from an old, trusted but limited model to one of today's much more versatile and complex machines.

Today's printers are extremely sophisticated and complex devices. Since a printer is such a large investment, quite possibly more expensive than the micro itself, choosing the right type and model for your needs is doubly important, because you'll have to live with your decision for a long time.

Unfortunately for the user, neither computer nor printer makers see it

as their responsibility to offer guidance or assistance to users in this important purchase.

Mastering Amiga Printers fills this gap perfectly. Making no assumptions about previous printer experience, the explanations begin with the basic principles of how printers work, including a run-down of the different types most commonly used with home and business micros.

After a comprehensive grounding in

the abilities and methods of the different types of printer hardware you'll then learn how to install them in the Amiga. Preference selections and printer drivers are thoroughly explained for both Workbench one and two, so you'll know not only which choices to make, but what they mean. There's also a thorough grounding in the direct use of printers from the command line, which you'll need if you want to write your own programs.

Mastering Amiga Workbench2...

Written by Bruce Smith

ISBN: 1-873308-08-6

Price £19.95 - 320 pages

The Workbench is one of the most important aspects of the Amiga, yet so few users really understand how to use it to its full potential. From it you can access virtually all of the Amiga's functions and determine how your computer will operate from the moment it is switched on. With the advent of Workbench 2, running under the much enhanced AmigaDOS 2, the options open to the Workbench users are greater than ever before.

In this book Bruce Smith explains everything you will want to know about the Workbench version 2.x, using screen illustrations throughout for ease of reference. The book is geared towards all types of users, whether you have a

single floppy disk or a hard disk to operate from.

Starting from first steps the book explains the philosophy of the Workbench and how it ties in with your Amiga. It then moves on to describe the best way to perform basic housekeeping tasks such as disk copying, file transfer and how to customise your own Workbench disks for different occasions and requirements.

The author works his way through each of the menu options with full descriptions of their use, providing many hints, tips and tricks *en-route*. By this stage you will already be an accomplished Workbench user, but as the book enters its final stages you will make the transition to

Bruce Smith Books

expert status as areas such as Preferences, Tools and Commodities are fully explained.

In effect *Mastering Amiga Workbench 2* provides you with a complete

guide to your Workbench and Extras disks in an easy to read style guaranteed to upgrade you to full proficiency on your Amiga.

Mastering Amiga System...

Written by Paul Overaa

ISBN: 1-873308-06-X

Price £29.95 - 398 pages

**FREE disk with programs from the book and utilities
when ordered direct from Bruce Smith Books.**

This book is a journey of discovery through the complex aspects of the Amiga's powerful operating system which serious programmers need to use to write legal, portable and efficient programs.

Learn to communicate with the system, how to handle tasks and processes, work with libraries and how to incorporate IFF graphics into your own applications.

Harness the power of Intuition, the routines behind the Amiga's classic graphical interface, through programming examples and straightforward explanations of the functions, fields and flags. At no time are you left to produce code from general explanations. The author keeps it specific and presents skeleton programs which are fully documented so that they can be followed by the newcomer.

The larger programs are fully-fledged examples which can serve

as templates for the reader's own ideas as confidence is gained.

Paul Overaa spells it out in a step by step fashion as he proceeds to explain devices and how to work with them through the system. Perhaps the most exciting aspects of the Amiga's hardware are the custom chips which make it the all-time great graphical personal computer. Programming both the Copper and Blitter are dealt with in some detail with examples to get you started.

Each chapter begins with an overview of the system subject, with short examples accompanied by explanations of the system routines and how data is passed to them.

This is an invaluable purchase for the Amiga programmer who wants to master the system software.

Mastering Amiga Assembler...

Written by Paul Overaa

ISBN: 1-873308-11-6

Price £24.95 - 416 pages

**FREE disk with programs from the book and utilities
when ordered direct from Bruce Smith Books.**

The Amiga is a powerful machine but the sheer complexity of its operating system has provided a major obstacle to many people wishing to enter the world of Amiga assembly language programming.

Assuming the reader to have a basic knowledge of computing on the Amiga and some experience with high-level languages such as BASIC it does not assume any prior knowledge of 68000 microprocessor programming, nor that the reader is Amiga system literate.

Topics fully covered include:

fundamental assembly language concepts, the 68000 processor and its important instructions, the 68000 addressing modes, CLI/Shell and Workbench programming, graphics programming and much more.

Introductions to advanced 68000 Amiga topics include Exec interrupts, mixed code programming and details of popular assembler environments including HiSoft's Devpac and the public domain A68K assembler.

THE essential tutorial to learn assembler with.

Mastering Amiga ARexx...

Written by Paul Overaa

ISBN: 1-873308-13-2

Price £21.95 - 336 pages

**FREE disk with programs from the book and utilities
when ordered direct from Bruce Smith Books.**

ARexx is the Amiga version of the REXX programming language and is one of those rare third party products adopted by Commodore as part of Workbench 2/3.

ARexx is in many ways an unusual programming language. For a start it is easy to learn and even those new to the Amiga soon find that ARexx script programs enhance already

Bruce Smith Books

powerful operating systems.

Even nowadays you do not need to be a Workbench 2 user to benefit from ARexx because ARexx is still available as a separate package.

Topics covered include: how to install ARexx on any Amiga, introductions to the ARexx language and comparisons with languages like BASIC, in depth discussions of the ARexx language's main features,

explanations of how ARexx is used to control other programs, details of ARexx's built-in functions and support libraries, methods for creating well structured ARexx programs, introductions to many advanced ARexx programming topics plus tips and tricks, programming and debugging guidelines, tutorials, and much more.

Mastering Amiga AMOS...

Written by Phil South

ISBN: 1-873308-12-4

Price £19.95 - 320 pages

Suitable for AMOS, Easy AMOS and AMOS Pro.

AMOS has very quickly developed into one of the most exciting programming environments on the Amiga. Its easy to use and familiar BASIC structure are augmented by powerful libraries for games and graphics programming.

If you are a novice programmer, or are looking for the next step after BASIC, then AMOS is for you.

AMOS has also gathered around it a number of powerful utilities which can be used to augment the language in particular ways and provide materials such as windows, text and menus, screens, sprites and bobs, icons and screen blocks, sound and music, object movement, SpriteX, CText and TOME, AMOS compilers, 3D and advanced AMAL. These are covered in detail with

information on how to get hold of them and how to join AMOS clubs and program libraries. It also brings you right up to date on 3D, graphics, demo programming and developments such as Easy AMOS, AMOS Professional and third party support.

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