

THE COMPLETE PACKAGE FOR COMMODORE AMIGA OWNERS

AMIGA

FORMAT

UNLEASH THE POWER

HOW VIDEO CAN TRANSFORM YOUR AMIGA

GREAT LAUNCH ISSUE!

NO AMIGA SUPERDISK?
DEMAND ONE FROM YOUR NEWSAGENT NOW!

880K OF PROGRAMS

NEW ZEALAND STORY

PLAYABLE DEMO OF THE ARCADE SMASH

PLUS • ART GALLERY • UTILITIES •
WORKBENCH HACKS • ANIMATED DEMO

14 PAGES OF GAMES / MAC EMULATOR / WIN A £2,000 COIN-OP

ISSUE 1 ■ AUGUST 1989 ■ £2.95



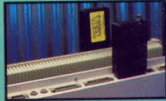
**A-MAX MAC
EMULATOR.....64**



**X-CAD
DESIGNER63**



**TOP TEN AMIGA
GAMES.....58**



**SOUND
PROCESSOR.....73**



GAMES

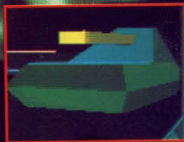
FORMAT GOLD

- KICK OFF.....34
- NEW ZEALAND STORY.....38
- POWERDROME.....49

REVIEWED

- AFRICAN RAIDERS.....54
- CIRCUS ATTRACTIONS...46
- CLASSIC INVADERS.....54

- GRETZKY HOCKEY.....40
- GUNSHIP.....45
- JOURNEY.....43
- MAYDAY SQUAD.....43
- MICROPROSE SOCCER...34
- NAVY MOVES.....56
- RAMPAGE.....53
- SKWEEK.....53
- SPHERICAL.....56
- VINDICATORS.....37



VOYAGER.....37

REGULARS

- NEWS.....6
- PREVIEWS.....10
- SCREEN PLAY.....33
- MUSIC.....67
- WORKBENCH.....75
- PD UPDATE.....79
- GAME BUSTERS.....97



- LETTERS.....105
- GURU.....114

SPECIALS

- COMMODORE
INTERVIEW.....14
- VIDEO.....17
- SHOOT-EM-UP
CONSTRUCTION KIT..26
- TOP TEN GAMES.....58

THE NEW ZEALAND STORY: playable demo of the superbly addictive coin-op hit • **ART GALLERY:** classy examples of artwork • **DOTIL:** DOS made easy for beginners • **SWINGIN' FROG DEMO:** delightful animation • **WORKBENCH HACKS:** two fun hacks to play with • **TRACKMON:** keeping track of your disk drive • **VILBM:** viewing pictures with no fuss.



Ocean's *The New Zealand Story*

THE VIDEO GAME17

Stunning, high quality video from Alternative Image.

Welcome to the first issue of a new magazine that already has 13 issues behind it. We will be building on what **ST/Amiga Format** did to provide the best coverage of graphics, music, games, DTP, hardware, video and all other areas of the Amiga scene. We've got 880K of Amiga programs every month on the disk and a magazine packed with Amiga-only entertainment and information.

There has never been a better time to own an Amiga or read Amiga Format.

REVIEWS

X-CAD DESIGNER63
MAC EMULATOR64
SOUND PROCESSOR ..73
FUTURE SOUND 500 ...31

COMPETITION:

Win a Gauntlet II coin-op...60

AMIGA FORMAT ISSUE 1 AUGUST 1989
PUBLISHED BY FUTURE PUBLISHING LTD 4 Queen Street, Bath, BA1 1EL • 0225 446034.
© FUTURE PUBLISHING 1989. No part of this magazine may be reproduced without our permission.

EDITOR Bob Wade **PRODUCTION EDITOR** Damien Noonan **REVIEWS EDITOR** Andy Smith
TECHNICAL EDITOR Jason Halborn **ART EDITOR** Trevor Gilham **DESIGN ASSISTANT**
Sally Meddings **CONTRIBUTING EDITORS** Jon Bates (Music), Brian Larkman (Graphics)
CONTRIBUTORS Steve Jarratt, Graeme Kidd, Rachel Deckman **AD MANAGER** Jennie Evans
AD PRODUCTION Louise Cockroft **PUBLISHER** Greg Ingham.
SUBSCRIPTIONS/MAIL ORDER The Old Barn, Somerton, Somerset TA11 7PY Tel: 0458 74011
PHOTOGRAPHY Ashton James, Bathampton **COLOUR ORIGINATORS** Swift Graphics Ltd,
Southampton; Cover by Bath Graphics **PRINTERS** Chase Web Offset, Gillingham **DISTRIBUTORS**
SM Distribution, 6 Leigham Court Road, Streatham, London SW16

COMING ATTRACTIONS

HOT-OFF-THE-PRESS PREVIEWS OF ALL THAT'S NEW IN THE SOFTWARE WORLD

LONE WOLF AND THE MIRROR OF DEATH

Audiogenic

Somewhere in the sinister tower fortress of Kazan-Gor lies the Kai gem of power, the famous Lorestone. As the Lone Wolf, the last Kai Master, it's down to you to recover it. This arcade-action game is based on the Lone Wolf role-playing books of Joe Dever: so get your sword sharpened and prepare for some frantic on-screen combat very soon.



Assault with a deadly weapon.

XYBOTS

Tengen/Domark

Major Rock Hardy and Captain Ace Gunn star in this one or two-player strategic blast-em-up converted from the Atari coin-

op. As well as blasting all the aliens, you have keys to find that allow access to locked areas of the maze. Like *Vindicators*, this game involves a lot more thought than your average arcade shoot-em-up and is best played with a friend.



Major Rock and Captain Ace take time out to destroy a few robots.

CASTLE WARRIOR

Delphine/Palace

The computer games arm of French record publishers Delphine is gearing up to launch a second game, full of arcade-style action and split into six levels. As *Edred the Brave*, on a mission to find the antidote to the poison that your father was forced to swallow, you'll have to battle through subterranean caverns, take on dragons, dodge spells lobbed at you by evil magicians and still make it home safely. Reckon you can handle all of that?



IMAGE WORKS

Image Works are not sitting still for a moment. A string of releases is up and coming, including *Crime Town Depths*, in which you play a mercenary summoned to return home and help defend the planet from alien attack. Sophisticated arcade action and superlative graphics are promised in this one, so watch the Screen Play pages closely.

There's also a one or two player horizontally-scrolling shoot-em-up in the offing. Called *Phobia*, it has been designed by David Bishop and programmed by Tony Crowther and boasts fast and furious gameplay, strategy elements and more of those superb graphics.

Arcade adventure fans are also well catered for with the release of *Terrarium*. In the setting of a miniature world inside a large glass bottle, the player assumes the role of Captain Frontier and must rescue a scientist who has been miniaturised and imprisoned within the terrarium by a nasty bunch of louts from a neighbouring planet. There are jungles, swamps, deserts and forests to be crossed, clues to be found and puzzles to be solved in a game that's bigger than its setting.

Getting back to arcade-style games, there's *DDT* coming up. Using Hold and Modify mode, this horizontally-scrolling platform game combines shoot-em-up and arcade adventure and is set on the cartoon-style world of *Shoggle/Waggle* where the player takes the part of an apprentice Dynamic Debugger. With over 4,000 colours on screen, *DDT* promises to be something of a looker.



Exploration in the weird and wonderful miniaturised world of the Terrarium.



Making a bee-line for the flyspray.



DDT again: out for the bookworms.

SLEEPING GODS LIE

Empire

The once-peaceful world of Tessera is under threat from the Archmage. Crops have turned bad, and the people's only hope is to find someone who can wake the sleeping god G'Nnic. That person, my friend, is you.

SGL is a real-time, viewed-through-your-eyes action adventure that has a huge game area and a large game task. There are numerous enemies to fight, if you can find some weapons, and friends to interact with (be prepared to go on sub-quests for additional help from some of these) so it looks as if you'll be engrossed in this for a while. Watch for the definitive review in next month's Amiga Format.



■ Letting Sleeping Gods Lie is the name of the game, but not the aim.

PAGESTREAM

Amiga DTP is hitting the high spots lately, and this imminent release from Silica Software seems likely to be another step forward. It will include many of the most sophisticated aspects of professional publishing amongst a vast range of features, but all at a cut-down price. When the finished, bug-free version is ready (not yet, contrary to opinion elsewhere) we'll bring you the full review.



■ Pagestream is certain to be a big step forwards for DTP.

INDIANA JONES AND THE LAST CRUSADE

US Gold

The man with the hat and the whip and the stubble and the dusty clothes is indeed back. Guide Indy through action

packed escapades based on scenes from the film. There are four levels to this platform game: in the first level you play the boy Indy and have to rescue the Cross of Coronado. For the rest of the game you play the fully-grown-up Indy and complete similar missions. Get in practice now, because the whip-cracking action is starting on a screen near you shortly.



■ He raided the Lost Ark, he found the Temple of Doom: Indy's back!

LINEL

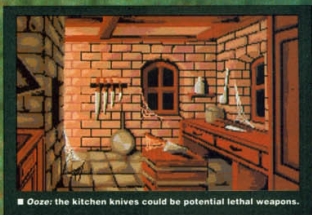
Swiss software house Linel is another bunch that hasn't been idle. The curiously-titled Ooze is due for release soon. From German programmers Dragonware, this adventure game sees the player in the role of one Ham Burger trying to rid his uncle's house of ghosts. Ooze is packed with puzzles and more than its fair share of humorous touches.

Strategists should keep their eyes open for Kaiser, a game in which you start as a lowly farmer and have to increase your wealth and power through careful land management and shrewd business deals. Become powerful enough and you'll have the power to set tax rates, build cities and start armies. Up to eight people can play, so it's going to be gloves off and backstabbing all the way.


Last but not least is Lords of Doom, an icon-driven action adventure on the new Thriller label, formed by Linel and Dragonware. Lead a party of four adventurers in a fight to find and destroy the four Lords of Doom who have started their plan to dominate the world by infiltrating and taking over a small village. We'll be reviewing these as soon as they come in, so keep reading.



■ Hier kommen Deutsche Zombies.



■ Ooze: the kitchen knives could be potential lethal weapons.



Welcome to Screen Play, the most authoritative games review section in any computer magazine. Every month we'll keep you bang up-to-date with the Amiga games scene.

Why is it the definitive guide to Amiga gaming? Well, the magazine is staffed by one of the most experienced teams in games reviewing. Every game is played by at least TWO people before a conclusion is discussed and decided. We won't judge a game on the strength of any number of demos, screenshots, or other versions. You'll be buying the games, you'll be playing them, so we want to make sure that you can buy in confidence.

THE RATINGS EXPLAINED

GRAPHICS

Good graphics are an important part of any game: if the power is there, it should be used to the full. Both still and moving graphics are under scrutiny, but graphics alone do not a great game make...

SOUND

With stereo capabilities the last thing you want to hear are Spectrumsque beeps, right? Title tunes and effects add atmosphere to a game and good sound can greatly increase enjoyment of a game.

INTELLECT

How much real thought do you have to put in to play the game? Just because a game's mindless doesn't mean it's bad, but a game with a high Intellect rating tells you immediately you'll have to think hard to gain maximum enjoyment.

ADDICTION

How easy is a game to pick up and play? How much sheer fun will you get from it? Will you keep coming back? Important questions that are answered when you check the Addiction rating.

OVERALL

A percentage mark that takes into account all the above ratings, plus all the added extras like price, packaging and documentation.

THE TEAM

Andy Smith, who was with ACE right from Issue One, is a 'twelve-hours-a-day' games fan and one of life's natural gamesplayers. He loves any type of game, be it a shoot-em-up, strategy game, arcade adventure...

Bob Wade started reviewing with Personal Computer Games and has worked for Zap!64, Amstrad Action and ACE. There's no one with a better idea of what makes a good game.

SCREEN PLAY

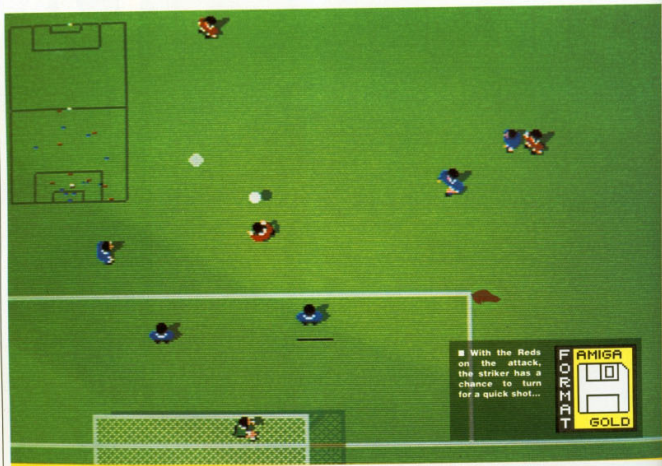
KICK OFF

FOOTBALL LIKE NEVER BEFORE

PLUS: POWERDROME ■ THE NEW ZEALAND STORY ■ GUNSHIP

KICK OFF

ANCO £19.95 JOYSTICK



MICROPROSE S

MICROPROSE £24.95 JOYSTICK

It's a funny old game, Brian. Months without a footie sim and then two arrive at once. None of that management nonsense here either: just charging around a pitch tackling, dribbling, shooting, saving and scoring.

Two varieties of the game are included: outdoor (British style, the more familiar kind) and indoor six-a-side (US style, a faster game on a smaller pitch). The pitch is viewed from above and scrolls in all directions, with goals situated at top and bottom of the play area.

You can choose to take part in several types of tournament: these range from the full-blown World Cup Finals, via a league or a two-player friendly fixture to an individual challenge tournament in which the player attempts to beat progressively harder teams. These competitions remain the same for both types of soccer, with two or more players able to take part in all but the challenge.

During the game you control a single player, and switching between team members can be



Goalmouth action in Microprose Soccer: the keeper has the ball.

Mention the name Anco, and the chances are mental images of scantily-clad poker-playing women will pop into the average games-player's head. This stereotype is not entirely fair - because Anco have released some great titles in the past, including *Karting Grand Prix* - but perhaps *Kick Off* will go some way towards changing Anco's image in the public eye. It's the first in what promises to be a strong range of products coming up over the next few months.

As you might guess, *Kick Off* is a football game. One or two players can compete, each controlling a full eleven-a-side team

during games of between ten and a full ninety minutes of real time. All the action is viewed from above and you control the player in the best position to get at the ball: the character under control is highlighted by a black line. The game has been designed so that players automatically dribble the ball whenever they come into contact with it. Shots or passes to another player simply require a tap on the fire button, and the longer the button is held down, the higher the ball will go.

Because of the dribbling it's tough to get used to turning with the ball, so for the first match or two you'll end up kicking the ball



■ ...and the corner-kick is given: can the Reds put it away this time?

GRAPHICS AND SOUND

Terrific scrolling and animation compliment the gameplay, and the sound effects (whistles, crowd reactions and ball being kicked or bouncing off the goalpost) add lots of atmosphere. Triffic, Brian!



■ ...but the goalkeeper manages to push the ball past the post...

half-way up the pitch in completely the wrong direction! You can hold the fire button down before making contact to trap the ball and turn in any direction you wish, then release the button to kick the ball. This makes things easier, but by taking advantage of the 'practice' option you'll be in much better shape to play against someone who's trying to beat you.

Once confident with the controls, you can choose to play a single game or to compete in the league (the players and the computer can have their skill level adjusted, from International class right down to Sunday League).

There are eight teams in the league (so up to eight people can compete, if each selects a different team) and each team has a different playing style and skill level. For example, West Germany tend to tackle heavily (not always to their own advantage) while

Russia are extremely fast and very skillful. A coin is tossed at the start of the match to determine whether you play up the pitch (screen) or down. Then you select a line-up, 4-2-4 for attacking play, 5-3-2 for sweepers and so on, and dive straight into the match.

Anco have really delivered the goods here. *Kick Off* is the best football game on the Amiga to date and should be in any games-player's library, whether he or she is a fan of real football or not.

Andy Smith

GRAPHICS	8
SOUND	5
INTELLECT	3
ADDICTION	8
OVERALL	91%

SOCCER

GRAPHICS AND SOUND

Big cartoony graphics, but they move sluggishly and are not very well animated. The scrolling is not as good as it should be either. In this instance 'large and stripy' loses out to 'small and detailed'. There's a lot more in the way of music, jingles and effects than in *Kick Off*, all of which are good with the exception of a dire tackling effect.



■ Dribbling down the wing: the US six-a-side game in full swing.

manual or automatic. Possession is gained by running into a loose ball or tackling the player with the ball. The ball sticks to the ends of a player's boots until he is tackled or kicks it, so dribbling is easy.

Kicks are split into three types: volleys, chips and banana shots. The banana shots can be quite spectacular, but they bend far more than a real ball would. The computer opponents range from kickabout-in-the-park cannon fodder to the £100-£3million-and-you're-five-nil-down superteams.

One of the annoying features of *Microprose Soccer* is that you can run straight through the man in possession without actually tackling him. To tackle, the fire button has to be pressed. It's not a serious pain, but this and several other factors make it lose out to *Kick Off* in the 'best footie

game' stakes. The larger graphics merely reduce the on-screen playing area and don't improve the gameplay at all. The action is much slower as well, losing the adrenalin rush of non-stop action.

This is not a bad game, but it just is not as good as *Kick Off*. It has more features though: the indoor league is of particular interest, and the different types of competition add interest too.

Bob Wade

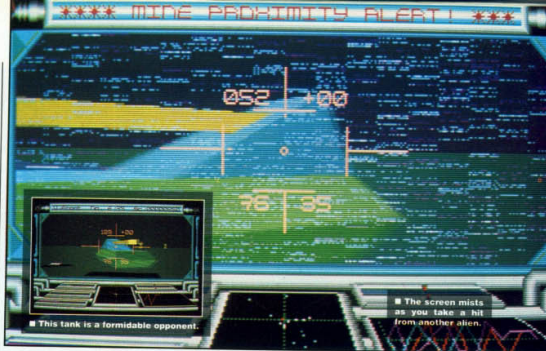
GRAPHICS	6
SOUND	6
INTELLECT	3
ADDICTION	6
OVERALL	67%

The Voyager II space probe, launched in 1977 on an endless journey through the universe, is picked up by the evil alien Roxiz fleet and the information on board guides a Roxiz invasion force to our solar system. They prepare to invade Earth, using the ten moons of Saturn as a temporary base. One Luke Snayles, a prisoner returning from a 50-year term of solitary Investigative Exploration, decides that only he can save earth, by destroying the Roxiz forces single handed, one moon at a time...

Starting at the moon of Janus, the player takes on the role of Luke and has 80 aliens per moon to blast in this 3D Battlezone-like tank shoot-em-up. You view the action from the cockpit and are armed with a front-firing gun and a couple of atomic bombs.

Extra bombs and widgets, including side-view cameras and a device that allows the tank to sprout wings and fly around the landscape (handy for destroying

GRAPHICS	8
SOUND	4
INTELLECT	3
ADDICTION	7
OVERALL	79%



VOYAGER

OCEAN £19.99 JOYSTICK OR KEYBOARD

flying aliens) can be picked up. With progress through the moons the enemy get tougher and smarter. For example, Squashers which appear from Moon Two onwards can only be destroyed by dropping an atomic bomb in their vicinity; unfortunately, there are

always more Squashers than you have bombs, so a quick tactical analysis is called for.

As a 3D shoot-em-up it's one of the best around. The filled-3D graphics are slightly jerky, but are at least fast. The title music is far more interesting than the sparse

sound effects. Although lasting interest fades because the task tends to get repetitive, the subtler challenge of working out how best to deal with the tougher enemies remains, and with 800 to blast you won't finish in a hurry.

Andy Smith

VINDICATORS

DOMARK/TENGEN £19.99 JOYSTICK OR KEYBOARD

Domark launch the new Tengen label, on which most major Atari coin-op conversions will appear for three years, with this space-tank shoot-em-up for one or two players.

Controlling an SR 88 Strategic Battle Tank, the player must eliminate each one of 14 multi-level space stations, sent to conquer earth by the evil alien Tangent Empire, by finding and destroying the control centre at the heart of each station. To reach the next level, the player must locate and trundle over a key.

Each level is defended with turrets and roaming tanks, but to make your job slightly easier a number of star symbols lying on the floor can be collected and traded for goodies such as increased shot power, speed and

shield strength. Unfortunately, the tank is very fuel-hungry so you'll also have to collect fuel canisters. After bombing a control centre the player enters a bonus room littered with goodies to collect.

Good coin-ops don't always make good computer games but, happily, *Vindicators* does. The 'viewed from almost directly above' perspective works well and the sprites and backgrounds are

great, with the explosions worthy of particular note. Sound is not so impressive: sampled tunes are reasonable but effects are weak. *Vindicators* is an out-of-the-ordinary shoot-em-up, very addictive and playable, especially when played with a friend. This is a good start for the Tengen label: let's hope everything that follows in the future is just as good.

Andy Smith

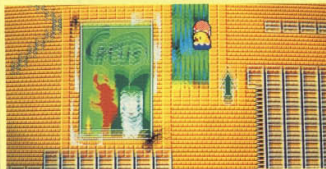


GRAPHICS	8
SOUND	4
INTELLECT	3
ADDICTION	7
OVERALL	81%

AMIGA FORMAT 37



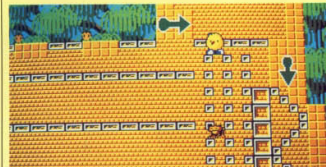
■ Dispose of that floating teddy bear quickly, because if you jump into that balloon on the right he could pose you a few problems.



■ Now you have taken to the balloon and are airborne, follow the green arrows which will lead you towards your caged friend.



■ Still airborne and following the arrows. You've managed to change your bow and arrow for bombs, which spells trouble for nasties.



■ Once you've ditched the balloon it's just a couple more hops before you can rescue your friend and progress to the next level.

The Japanese have some wacky ideas when it comes to coin-ops: take Bubble Bobble, the tale of two bubble-blowing brontosaurus that went down a storm in the arcades and converted very successfully to the computer.

Another very wacky idea is to have a little yellow Kiwi, complete with white and blue shoes, running around rescuing chums that have been captured and locked in cages by a bad ol' walrus. Still, it worked in the arcades and now, thanks to Ocean, every Amiga owner has the chance to play this enchanting game at home.

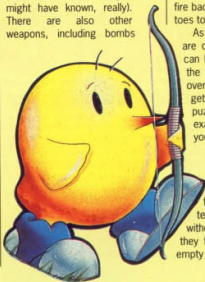
In case you hadn't guessed already, you control the yellow bundle of fluff in this oh-so-cutesy platform game that's not a million miles away from Bubble Bobble and Super Mario Bros. The action's all viewed in two dimensions, and there are five levels to play through, each level made up of four sub-levels with the fourth sub-level guarded by an end-of-level nasty that needs destroying before you can progress.

Again as if you'd not guessed, the sub-levels are guarded by a bunch of... well, you can't really call them nasties, because they appear to be teddy bears and snails! But contact with them will cause you to lose one of an initial three lives. For self-defence you're armed with a small bow, from which to fire arrows at the baddies (a bow and arrow? Well, you might have known, really). There are also other weapons, including bombs



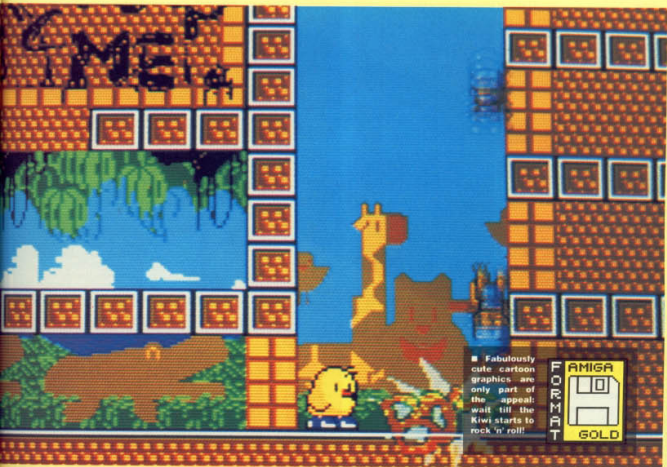
and lasers, to be obtained by shooting certain baddies: most baddies simply turn into juicy pieces of fruit, which are collected for bonus points. Some baddies fire back, though, so keep on your toes to dodge their shots.

As well as the baddies, there are objects in the scenery that can kill you, such as spikes on the floor that must be jumped over. The levels (and sub-levels) get progressively harder and puzzles start creeping in: for example, on sub-level three your chum is caged on the right side of the level but there's no obvious way of getting to him. Until you realise that with careful timing you can shoot the teddy bears that float around without popping the balloons they float on, then hop onto an empty balloon and guide it over



THE NEW ZEALAND

OCEAN £24.99 JOYSTICK



■ Fabulously cute cartoon graphics are only part of the appeal: wait till the Kiwi starts to rock 'n' roll!



the top. But the bears can pop your balloon and tumble you towards the ground, so beware!

Another problem is the time limit: hang around on a screen too long and a big 'hurry up' notice comes on. Ignore this warning, and a small Time Devil appears and prongs you with his trident, thus removing one of your lives.

New Zealand Story is incredibly cute, and at first you'll think you're far too old to be playing such a game. But you're not. This is an incredibly addictive game, and the difficulty tuning has been set just right, increasing your determination



to survive to the end of each and every level. Ocean have taken a great coin-op and produced a wonderfully good conversion, which you will no doubt find yourself booting up time and again.

Andy Smith

GRAPHICS	9
SOUND	8
INTELLECT	3
ADDICTION	9
OVERALL	94%



■ Mind that anemone-like monster as you snorkel your way through.

GRAPHICS AND SOUND

Take big, colourful cartoon sprites that are beautifully drawn and wonderfully animated, add backgrounds that are highly colourful and then jolly tunes that play throughout, and you end up with a great-looking and great-sounding game that happens to be immensely playable too.



LAND STORY

Pride of Canada, biggest name in the world of ice hockey, but still virtually unknown in the UK: that's Wayne Gretzky. In North America he has achieved the sporting god status reserved for Ian Botham and Daley Thompson over here.

Like recent soccer games, it's viewed from overhead. The pitch is about two screens wide and scrolls horizontally as the puck moves from end to end. While not visually stunning, this display is functional, because you can always tell exactly what's going on.

As with most American sports games, this one loves statistics. There are whole screens full of information and options, which are useful on the coaching side because you can alter everything from individual players' attributes to the 'lines' (best described as preset team line-ups for particular situations: attacking, defending, taking penalties and so on). You can opt to control a player, coach, both or neither. The coach decides which lines to play: the strategic side of the action.

On the ice, you control one player at a time but can switch between any of them except for the goalie. All the rules of ice hockey must be obeyed, so there are penalties for charging, holding, tripping, cross-checking, elbowing, high-sticking, hooking, roughing, slashing, spearing and anything else ending in 'ing'. You can also have fights and instant replays to add even more realism.

Options allow skill levels and playing time to be altered: a match against the professionals is the ultimate challenge, and no easy proposition. Starting at the most basic level, the game's very easy to play, but has hidden depths of strategy. To begin with, you can hit the ice and simply skate around enjoying the game,



GRETZKY HOCKEY

BETHESDA SOFTWORKS £24.99 MOUSE OR JOYSTICK

but later on there is more satisfaction to be derived from it through gaining experience of switching lines and learning tactics.

In the long term, most reward can be obtained from the process of creating your own teams. Each of the teams has ratings for 11 different characteristics, and once the players are defined they can

be arranged into lines of your own choosing. As well as changing lines, the players can be made to operate certain pre-arranged plays to try to gain the upper hand. All in all, this wealth of detail adds depth to an already good sports simulation, making it one of the better ones currently available.

Bob Wade

GRAPHICS	4
SOUND	3
INTELLECT	4
ADDITION	6
OVERALL	70%

GRAPHICS AND SOUND

There is a very impressive opening sequence in which an animated skater smashes the puck into the screen, accompanied by a snatch of pleasant music.

After that, sound is limited to crowd noise and spot effects. The rather basic game graphics are well supported by nice presentation screens for the referee's decisions and for fights, but these are still not outstandingly fine.



Death, pestilence, famine and other nasty things have stricken the once-fair lands and it seems that only Asterix the wizard can save the populace from complete despair.

Only problem is, Asterix opted out of the rat race some time ago. He now lives alone atop a mountain and he's none too keen to receive visitors, so the first task in this keyword-driven adventure is to guide a party of (up to five) characters to Asterix and ask his help.

The screen is divided into three main sections: the top left is given over to small pictures of the various locations, the top right is where all text messages and general location descriptions appear and the bottom part of the screen is where you select various keywords that advance the adventure. The keywords offered for selection depend on the characters in the party, their current situation (they might be in the middle of a battle, or preparing to camp for the night, for instance) and the location. So playing the game is



JOURNEY
languages are not my specialty. But the runes are Dwarvish, and long ago I learned some of their words. This first rune, 'Bern,' means a 'gate', and this second one, 'Lav,' refers to 'the plains'.

"The gate to the plains," I said, putting two and two together. "But from where?"

"That is a simple question," Fraxix replied, "A more interesting one would be 'How shall we get it to open?'"

"Or better still, 'What do we do now?'" snarled Esher as, to everyone's surprise, a round gate appeared, yawning wide before us.

The Party		Individual Commands	
Enter	Bergon -->	Cast	Examine
	Fraxix -->	Drop	Inventory
	Esher -->		Tell Legend
	Mahoon -->		
Game			

■ When you're on a Journey, even the most unpromising rock can open up new opportunities. If the party should wish to enter the door, the option keyword must be selected in the bottom left-hand corner.

JOURNEY

INFOCOM/ACTIVISION £29.99 MOUSE AND/OR KEYBOARD

GRAPHICS AND SOUND

The small pictures are adequate, but not superb. Still, there are plenty of them and they help to add to the atmosphere created mainly by the text. As for sound: forget it (on a basic A500 anyway). The lack of sound does little to detract from the game however, so don't let it put you off.



■ Picture a monster confrontation...

very easy and consists of simply reading the messages and deciding which actions to take.

Once you've found your way to Asterix's abode, the adventure really starts. The quest involves searching through the kingdoms of Dwarves, Elves, Nymphs and other creatures both fair and foul for seven sacred amulets that will enable the wizard to fight the Dread Lord. Progress is generally rapid if a little common sense is applied, but if you are completely stuck the 'musings' option at the end of the game hints at actions that you should have taken.

Altogether, Journey is good fun. The keyword system is simple

and easy to use and the puzzles are all very logical and intriguing. It obviously won't appeal to hardened shoot-em-up fans, but anyone who likes games that require thought input will be rewarded with many hours of enjoyment.

Andy Smith

GRAPHICS	7
SOUND	N/A
INTELLECT	8
ADDITION	5
OVERALL	82%

MAYDAY SQUAD

TYNESOFT £19.95
JOYSTICK, MOUSE OR KEYBOARD

International terrorists are a nasty bunch, especially when they take control of foreign embassies and threaten to blow them up. Luckily for civilisation, the Mayday Squad is here.

As the Squad's commander, you must select a team of three (each member specialises in a certain area, such as explosives or communications) who explore the floors of the embassy, shooting terrorists before they score too many hits on the team. The aim is to rescue the ambassador's daughter and free the prisoners before guiding them safely to the roof for collection by a helicopter: all within a time limit.

Each room is well drawn from a first-person perspective and the graphics are of very high quality, although repetitive. Sound effects, such as machine-gun fire and



■ The Mayday Squad wastes a couple of beret-clad guerrillas before planting some high explosive.

explosions, are extremely good. All in all, with plenty of baddies to blast and some clever puzzles to solve, it's enjoyable and exciting for a while: but it is ultimately a simple 'search and shoot' game, lacking in variety and lasting challenge despite the advantage of changeable skill levels.

Andy Smith

GRAPHICS	7
SOUND	8
INTELLECT	3
ADDITION	8
OVERALL	67%



GUNSHIP

MICROPROSE £24.95 JOYSTICK AND KEYBOARD



Selecting a payload: as much weaponry as your AH 64A can handle.

GRAPHICS AND SOUND

Sound is disappointing: the attack helicopter sounds more like a diesel bus struggling up a one-in-four than the real thing, and explosions aren't outstanding. The graphics are fast and smooth, though, and are certainly very colourful. Take the plunge, set everything on 'realistic' and volunteer for some of the more hazardous missions, and you'll find that Gunship is action-packed enough to keep you coming back for months.



Preparing to attack an infantry squad.

If 'cyclic' and 'collective' mean absolutely nothing, then the chances are you've never pitted your wits against a helicopter flight sim. In a real helicopter the pilot uses two joysticks: the cyclic, which controls the pitch and roll of the aircraft, and the collective, which controls the angle of attack of the rotor blades, so governing the lift.

In Gunship - a simulation of the American AH 64A Apache helicopter - the player uses a joystick to control the cyclic and the keyboard to control the collective. There are a number of missions to attempt, set in various parts of the world and with different divisions of the American air force. As with most games of this nature, diving straight into missions is not a good idea until you've put in some flight practice and can handle the 'copter confidently despite the weather. Fortunately you can swing things slightly in your favour while training: for example, by making crash-landings impossible or minimising cross-winds.

Once you're competent, it's time to attempt a mission with a difficulty level equal to your ability.

■ We control the cyclic, we control the collective: you are now entering the 'Copter Gunship zone. TADS has acquired a target, but what is it?

You've a whole range of weapons to choose from, including guided anti-tank Hellfire missiles, FFAR rockets and a 30mm chain gun. The cockpit is equipped with all the latest gadgetry including TADS (Target Acquisition and Designation System) and radar and infrared warnings and jammers.

Missions usually feature both primary and secondary objectives, so if your 'copter isn't shot to pieces on the first, you can go for the second. The Apache is lightly armoured, so can take a little flak without crashing into the bush, but it's still vulnerable, so it's always advisable to land at base for repairs if things start to look bad. Should you complete a mission successfully, the chances are you'll be awarded a medal and maybe promoted.

Gunship has plenty going for it: the missions are numerous and varied and it's high on lasting interest. The politics are dodgy, but if you're not worried about zapping gooks you'll find the game entertaining, challenging and packed with action.

Andy Smith

GRAPHICS	7
SOUND	3
INTELLECT	6
ADDICTION	5
OVERALL	87%

CIRCUS ATTRACTIONS

GOLDEN GOBLINS £19.99 JOYSTICK



■ Olga attempts to negotiate the high wire safely. As they say in show business, "Break a leg!"

Following *Grand Monster Slam*, a multi-ender set on another world, comes Golden Goblins' latest offering, a multi-ender set in the Big Top.

There are five events in which you and a friend can participate. The first is trampoline, in which you have a couple of minutes to bounce around performing forward and backward somersaults in order to impress the crowd and so score points. In two-player mode, each player controls a character on his own trampoline, but when one player starts a somersault the other follows.

Having had a surfeit of this bouncing, you can turn a leg to tightrope walking. The task here is to help Olga balance during her diagonal walk across the screen

by moving the joystick to the left and right. If things are going well it's possible to attempt tricks such as scissor kicks, handstands and backwards somersaults, each completed trick earning points.

Survive the high wire and it's time to try your hand at juggling, with up to six tennis balls plus a balancing ball on the foot and the occasional Indian club. As if that's not enough, a midget clown riding a motorbike occasionally attempts to run you down, so it's a good idea to jump in the air at the appropriate time and so avoid him!

The penultimate trick is quite likely to be the most dangerous: knife throwing. Line the cross-hairs up on the wheel, to which is securely fastened a nervous young lady, then take knives from



■ A careless knife throw elicits a barrage of abuse from the victim.

the obligatory scantily-clad assistant and lob them at the wheel, trying to miss the girl if at all possible. Curiously, the assistant is none too friendly and will sometimes try to hand you a stick of dynamite, which explodes if you accept it, thus ending the game.

The final trick involves three clowns and two see-saws. The player must guide each clown in turn as they jump from one see-saw to the other, avoiding a ghost that appears between them, and collecting any bonus points by catching various obstacles that appear above the clowns' heads.

The events all require practice to achieve a good degree of competence, and some events are

definitely tougher to master than others. None of the events has outstanding gameplay, so *Circus Attractions* comes across as a pot pourri of mediocre games that tend to frustrate more than entertain. The fun improves if you play with two, but not greatly.

Andy Smith

GRAPHICS AND SOUND

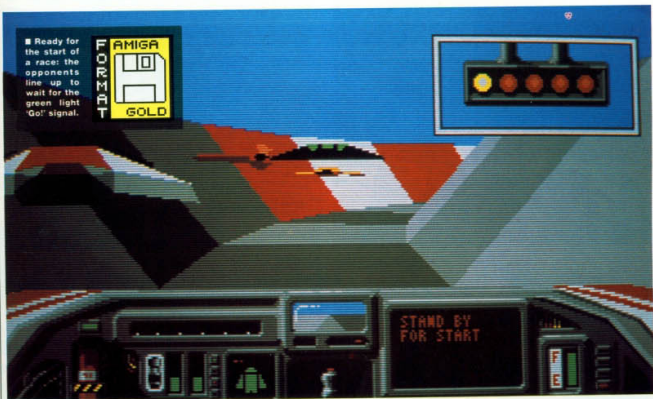
Graphics throughout are good. The colourful backdrops, good perspective and smooth animation all work well together making it very attractive visually. Sound is not so hot: the barrel-organ tunes that accompany each event are all well executed and add atmosphere, but they're far too repetitive and are likely to become annoying sooner rather than later.



GRAPHICS	8
SOUND	2
INTELLECT	2
ADDICTION	5
OVERALL	56%

Ready for the start of a race: the opponents line up to wait for the green light 'Go' signal.

AMIGA
PERFECT
GOLD



POWERDROME

ELECTRONIC ARTS £24.99 MOUSE OR JOYSTICK

Not many games have been written that fully exploit mouse control instead of the joystick: *Virus* and *Ferrari Formula One* are two that spring to mind.

This is another one for the collection, in which the advanced control mechanism is matched by the futuristic nature of the game.

Imagine racing a jet fighter along courses that dive underground, twist and turn wildly, and even have moving walls. You are now imagining this game. It's a futuristic sport that is far more

demanding than anything on two or four wheels, or any flight sim. Not only are you required to battle the tortuous courses but you must also take on computer opponents, or another player via a datalink, at the same time.

There are seven tracks, the simplest of which is a basic oval: all the rest are much more complicated. You must fly around the tracks as quickly as possible, trying to avoid the walls and other ships. This is made easier to start with by using a centring mechanism which attracts the ship back to the



In hot pursuit of an opponent.

middle of the track. It has adjustable strength that can be gradually turned down as you learn the intricacies of the courses and how best to fly them.

Each track is on a planet with its own atmosphere (methane, oxygen, ammonia or sulphur) so the ship must be fitted with the appropriate filters that require particle filters to prevent engine failure. The ship also has other adjustable features, such as the fuel type, aerofoils and brakes, that affect its performance.

There are four other racers in different ships and contact with them or the track walls damages the ship. Too many accidents will affect the handling or instruments. In order to undergo repairs or be refuelled, the ship has to be



Selecting a new craft to race.

retired to the pit which takes up valuable time, so careful flying is just as important as speed.

After a few days' practice this is a fantastically absorbing game. Initially, the aids to flying help a lot, but once you are good enough to get rid of them it is a unique racing experience. Not only is it worth spending the time on to begin with: it will remain a classic for years to come.

Bob Wade

GRAPHICS AND SOUND

Astoundingly fast solid 3D graphics give a marvellous feeling of movement. This is complemented by excellent presentation and demo modes that make delightful viewing and listening. The pit graphics are detailed and believable. Engine noise and mechanical sound effects are all 'on the money' too.



The ship retired to the pits.

GRAPHICS	9
SOUND	6
INTELLECT	3
ADDICTION	9
OVERALL	92%

RAMPAGE

ACTIVISION £24.99 JOYSTICK AND/OR KEYBOARD

George, Lizzie and Ralph aren't the sort of names you'd imagine monsters bearing a remarkable resemblance to King Kong, Godzilla and the Wolfman would have, but

they're determined to smash their way through as many of America's finest cities as they possibly can.

Converted from the Bally Midway coin-op, the game can handle up to three simultaneous

players – each controlling a monster – and when you're not fighting amongst yourselves the idea is to destroy a set number of buildings by climbing up and punching whacking great holes in them.



■ Framed against the skyline, our monstrous heroes prepare for demolition.



■ George the Gorilla is looking for trouble...

Obviously the citizens wish to defend themselves, so the army has been called in and doesn't mind shooting or lobbing sticks of dynamite at you one little bit. Every hit you take reduces your stamina – pictured in the form of a horizontal bar at the top of the screen – and once it reaches zero the game's over. To prevent this happening simply reach out and chop as many people as you can, which revitalises you no end.

Rampage is a fun game to play. The animation is fine and so are the backgrounds, if a little basic, and the sound effects are reasonably good. The game itself is simple, addictive and, when three of you are playing at once, quite pleasingly manic; but don't expect it to keep you playing for months on end, 'cos it won't.

Andy Smith

GRAPHICS	6
SOUND	5
INTELLECT	2
ADDICTION	7
OVERALL	72%

This French furbal is doing its best to become cute phenomenon of the year, following other wacky favourites like Gribbly, Thing, Pogo and Bubble and Bobble. His (for it is a he and not a Skweezette) whole motivation in life is to turn blue tiles pink by running over them. From this simplest of concepts are constructed 99 fun levels.

The tiles are laid out across vertically-scrolling levels packed with other features, the most bothersome among which are the creatures that appear from portal tiles and are fatal when run into.

Tiles that are covered in ice, let Skweek travel only one way, explode or dissolve can also cause problems for the unwary. Fortunately, you can shoot the creatures and pick up useful bonuses along the way which

GRAPHICS	7
SOUND	6
INTELLECT	2
ADDICTION	7
OVERALL	78%

SKWEEK

LORICIELS £19.99 JOYSTICK OR KEYS

include increased firepower, more speed, and extra lives and shields.

On the whole, the game is thoroughly enjoyable because it's so easy to play and yet has lots of

variety in the levels. As you would expect from a cutesy game the graphics are very colourful, featuring sprites that are detailed and nicely animated. Sound consists

of a repetitive, wibbly tune played throughout and cheery in-game effects. The fun might not last for long, but it's great while it does.

Bob Wade



■ Skweek, the cutesy furbal centre-stage, runs into a deadly spider.



■ This is Skweek himself, rising star of the computer world.

AFRICAN RAIDERS

TOMAHAWK/COKTEL VISION £19.99 JOYSTICK

Strap yourself in and take part in the African stages of the Paris-Dakar rally, courtesy of Parisian software house Tomahawk.

There are five stages to the game, the idea being to make it from Point A to Point B in the shortest possible time, any which way you can. There's a roadway to follow, should you so wish, marked out with old barrels, but it's twisting and the other racers tend to stick to it so your times

will be slow. To be in with anything like a chance of winning you have to venture cross-country, which is where the problems start.

The desert is full of hazards: barrels from last year's race, herds of resting camels and soft sand. Sand multiplies problems by slowing you right down, but fortunately you can simply switch from two- to four-wheel drive and crossing the sand becomes much easier, though still slower than two-wheel drive on firm ground.

To help you navigate while you're off the track there's a digital compass on the dashboard. There's also a fuel gauge and an indicator (updated by transmissions from a pursuit helicopter) giving you a grid reference, which enables you to follow and plot the course on the map supplied with the game. All the instruments are vital to successful completion of the stage, but they can get broken if

you smash your car up too much, and it's terribly difficult to navigate with no instruments: so careful driving is a prime requisite.

On the approach to the finishing post, only if you join and follow the track to the line will your position be logged. Then the car is repaired and you can set out on the next stage.

The perspective used is good, the game overall is very fast and it boasts good gameplay; but it's not the most exciting of race games and offers little new apart from the map-reading aspect and a couple of new hazards. Still, it's well worth a look.

Andy Smith

GRAPHICS	8
SOUND	7
INTELLECT	3
ADDICTION	6
OVERALL	68%



■ Waiting with others for the chequered flag at the start of a stage.

GRAPHICS AND SOUND

As you might expect from the French, the graphics are of a high standard. Collision detection seems a little iffy, but not disastrously

so, and the undulating desert, the hazards and the backgrounds are all good. Sound is of a similarly high quality, helping to make this an extremely enjoyable, if not outstanding, car racing game.



■ Flying over rough ground past the camels.

CLASSIC INVADERS

SUPERNOVA SOFTWARE £14.95 JOYSTICK OR KEYBOARD

There's nothing new we could tell you about *Space Invaders* so, unfortunately for Supernova, that

only leaves the conclusion. The invaders in this version move excruciatingly slowly, even when there's only one left on screen, the collision detection is dodgy (shoot through your barrier and you take out either a whole bullet's width, or absolutely nothing no matter how many times you fire) and the sound is best left turned off. Bringing a classic like this to the Amiga is not such a dumb idea: after all it

has, and always will have, a place in the hearts of most computer owners. But to produce a version like this and expect people to buy it is shameful. If you really want to play *Space Invaders*, there are many better PD versions which will entertain you rather than make you kick yourself and reach straight for the rubbish bin.

Instead of buying this, you could grab yourself a copy of the PD game *Amoeba Invaders*, given away free on the cover of

ST/Amiga Format Issue 5, or from Fish Disk Number 120.

Andy Smith



■ Looks like a classic *Invaders*...

GRAPHICS	1
SOUND	1
INTELLECT	1
ADDICTION	1
OVERALL	09%

NAVY MOVES

DINAMIC/ELECTRONIC ARTS £24.95 JOYSTICK



■ The first part, skimming across the ocean in an inflatable dinghy.

GRAPHICS AND SOUND

The animation's good and the moody, atmospheric backgrounds are good too. Sound effects are nothing special, however. What it gains in the graphics and sound departments does not compensate for the lack of good gameplay.



■ Part Two: inside the submarine.

Put on your flippers and snorkel and make ready with the flamethrower and harpoon gun: because it's aquatic death and destruction time.

The U554 nuclear submarine must be destroyed and it appears you're just the person for the job: if you can get there. Like Dinamic's earlier game *Army Moves*, it's a two-parter, access to the second part being denied until you complete the first part and receive an access code.

The first part is also sub-divided into smaller sections. At the start of the game you're on the surface of a very choppy ocean in an inflatable dinghy, trying to jump a line of mines that are little more than a boat's length apart. Then you confront enemy commandos on jet skis: here's where the harpoon gun comes in, because if these guys shoot or crash into you, one of six lives is lost.

Get past them and it's time to dive in and take on some deadly sharks and enemy frogmen. These are all small fry compared to the third stage, though, where you clamber inside a bathyscaphe to take on first an octopus and then a large eel-like monster.

The second part is a side-on viewed platform game set inside the sub, during which you must place a bomb in the reactor and escape. Unfortunately, it's not easy to move around the sub without the passes that officers carry, so you must shoot and rob them.

This game differs from *Army Moves* in the scenario only. *Navy Moves* too has extremely difficult gameplay, to the point where it spoils your enjoyment rather than increasing it. It's incredibly tough and for the first part at least, the game is simple, uninspired stuff.

Andy Smith

GRAPHICS	8
SOUND	5
INTELLECT	2
ADDITION	5
OVERALL	53%

SPHERICAL

RAINBOW ARTS £19.99 JOYSTICK

Remember Solomon's Key? If you do, this is a lot like it: if you don't, well, the aim of this 'influenced' game is to ensure that a ball runs down to a certain part of the screen by building blocks over holes in another set of blocks that already cover the screen.

There are ghosts to avoid, magic potions to collect and some 200 different levels to complete. There's even a simultaneous two-player mode which you may find useful because on a lot of the screens you have very little time to think about where the ball will

roll once it starts or whether it will fall down the wrong holes. The laws of gravity are obeyed here, so if the ball lands on the floor there's no way of making it roll

uphill to the exit again (unless you are lucky enough to discover a gravitation switch, which will simply reverse the gravity).

The control is awkward, but the game's fun to play and although it's unoriginal it's quite a mental exercise. With 200 screens to complete it's liable to keep you busy for some while.

Andy Smith



■ A wizard's problem: the ball must reach the bottom-left, but how?

GRAPHICS	7
SOUND	5
INTELLECT	7
ADDITION	6
OVERALL	64%

GAME BUSTERS

These computer games can be pretty tough to beat sometimes, so often there's only one thing left to do: cheat! That's where Gamebusters comes in. Here you'll find cheats, hints and tips for all the latest games that you may have problems with.

THE REAL GHOSTBUSTERS

Gain infinite lives simply by typing this listing into Amiga Basic, saving it for future use, and then inserting the game disk before running it.
10 DIM CODE%(255)



```

20 FOR N=0 TO 95
30 READ AS:A=VAL("&H"+AS)
40 CODE%(N)=A
50 NEXT N
60 CHEAT=VARPTR(CODE%(0))
70 CALL CHEAT
90 REM TYPE IN THIS LISTING AND SAVE FOR FUTURE USE
100 REM INSERT GHOSTBUSTERS DISK AND RUN THIS PROGRAM
110 DATA 70FF,2C78,0004,4EAE,FE6B,2200,5280,6772
120 DATA 4BFA,00EE,3AFC,0400,429D,3AC1,93C9,4EAE
130 DATA FEDA,2AC0,2ABD,2B4D,0008,589D,4295,4BFA
140 DATA 0090,1ABC,0005,3B7C,0030,000A,41ED,0038
150 DATA 2B48,0006,41FA,0060,7000,7200,43FA,006A
160 DATA 4EAE,FE44,4A80,6600,002A,700C,99CC,6100
170 DATA 0024,7002,49F9,0007,0000,6100,0018,297C
180 DATA 31FC,4A54,00AE,297C,57E0,6004,00B2,4EEC
190 DATA 000C,4E75,43FA,0032,3340,001C,234C,0028
200 DATA 42A9,002C,237C,0000,0400,0024,337C,0030
210 DATA 0012,4EEE,FE38,7472,6163,6864,6973,682E
220 DATA 6465,7669,6365,0000,0000,0000,0000,0000
    
```

Matthew and Peter Warner, Basildon.



FORGOTTEN WORLDS

Don't bother fighting your way through all those nasties, simply type ARC and hit the HELP key on the title screen, then press S to go straight to the shop and N to skip to the next level. Simple when you know how!

J Garrett, Worcester.

THUNDERBLADE

Type in CRASH on the high score table and you'll find you're able to skip levels simply by pressing the HELP key.

Allan Jensen, Denmark.

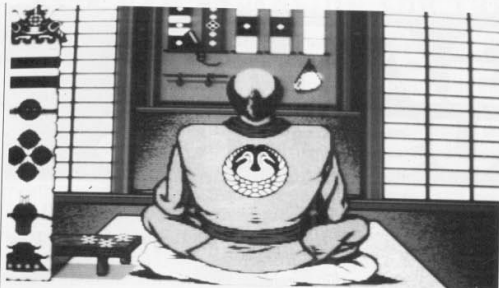


LORDS OF THE RISING SUN

Try using these handy hints to get more from the game.

YOSHITSUNE

Yoshitsune is more skilled at fighting than Yoritomo, so at the start of the game make sure you have almost full strength and men before you try attacking anything. Your main objective now, because you are near maximum status, is to deal with your brother and to capture enemy castles. If you take over enemy castles, the enemy troops will have nowhere to recruit more men and all your brother's men and land is yours if he dies.



Your next job is to try and secure the eastern half of the Island. To do this, take over all the castles and destroy or recruit all the armies on that side of the Island. Now concentrate on the rest of the Island. In Edo try to leave a General with the least siege abilities as he probably won't need to siege castles anymore. Remember, one General will do and if the General is at Edo, Nagoya will be easier to storm by boat. If you can send a General from Akita to Matsue via Aikawa you will have a good base from which you can attack the Western castles. Once you have complete control over the main Island then you should be able to wipe out the remaining four castles on the two smaller Islands. Don't go for these unless you have a very firm base otherwise you will have to trek all the way back should a range trooper take over a castle.

YORITOMO

A great politician and strategist but try to take Edo first because it's the only castle you won't have to lay siege to take. If you're lucky though, you may reach Toyama or Nigata before anyone else. The same rules now apply to Yoritomo as with Yoshitsune: wait until you nearly have a full army before attacking. Be careful if you get into any fights, because you have a low battle skill and a smaller army with higher skill can easily wipe you out. At the beginning of the game try to avoid taking risks and instead concentrate on improving your skills. If you ever fight your brother and survive long enough, chase him on horseback, because if you slay him things can change dramatically.

IN GENERAL

Participate in battles as you tend to lose more men if you don't. Chasing the General on horseback often leads to early victory as you can wipe out armies in one battle instead of at the end of the game, and once you're confident it's possible to do it every time; but do not engage in the siege sequence, because losing can be costly. The most important factor in battle is strength and long journeys can weary your troops, so ensure they have plenty of rest before a battle. An army coming by sea will be tired but faster and more flexible, so meet them on the shore and the advantage will be with your men.

Whichever character you've chosen, try to isolate the rest of the island so you're more able to concentrate on attacking the enemy and won't have to worry about defensive manoeuvres; but watch out for the enemy trying to out-flank you. The islands will all be bitterly fought over, so ensure that your troops have confident strength before attacking. The islands are well worth going for though, because they are ideal resting places for a tired force and good Generals can interchange their armies from island to mainland without meeting too many problems.

The key to early victory is to recruit many more armies than your enemy, thus trapping him in a spider's web and gradually wearing him down (of course he can always try the same tactic on you, so beware). It's important to have a strong hold on North and South Japan, as a rogue force can wreak havoc and open up flanks, causing all sorts of problems. If you're unsure of your force, avoid battles because he who fights and runs away really does live to fight another day. Ninja assassins may sound appealing, but only resort to them as a last resort and don't send them on too hard a mission because they might turn back and recognise you as the enemy!

Simon Liu, Morden

And talking of *Lords of the Rising Sun*, a small typographical error in the manual may have left a few hard drive owners wondering what

was going on. You can't install the British version of the game on your hard drive, unless you follow these simple steps:

1. Copy all files on both disks to your chosen directory (e.g. copy d0: dh0: Lords all)
2. Edit the start-up sequence file to read:
 'assign RisingSun1: dh0:Lords'
 'assign RisingSun2: dh0:Lords'
 'run main'
3. Execute the above file, making sure that your ORIGINAL disk 1 is in d0:, as the program is protected and checks for the original before loading.

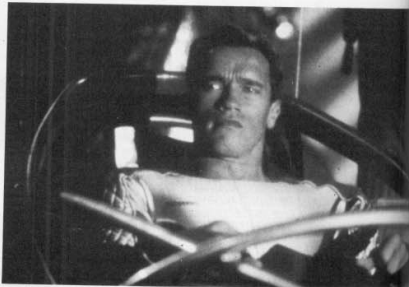
Thanks go to Iain Mackenzie for that tip.

RUNNING MAN

The first three levels solved for you - next month we'll give you the solutions to the last two - so watch this space!

LEVEL ONE

A simple run and jump will get you onto the platform. If you have any problems with dogs kick or punch them: the best way to do this is to stand still with the fire button pressed, and move the joystick left-right depending on where the dog is coming from. Each kick of the dog rewards you with a small amount of extra energy. To jump the cravass, you'll have to have a running start so run towards the steps, jump up and run backwards and forwards (until you're confident) and jump between the first two black slants (indicated by the red arrows). Keep pushing the joystick up diagonally even when jumping to the first icicle as you



will immediately do a second jump to land on the other side.

Once across, keep running and jump the dogs, because hanging around to kick them could see you getting hit by an exploding puck at Subzero. Try to avoid Subzero and any more dogs until you get to the camera at the end of the level. Walk a little away from the camera (as indicated by the green arrow) and wait for Subzero to appear. When he does, he'll fire a puck straight at you so prepare to jump into the air. Subzero will then run behind you and before he has time to fire another, kick or punch him as he comes towards you - keep this up and you'll kill him, then you can exit as quickly as possible because hanging around in the cold is not a good idea.

LEVEL TWO

Run along and jump onto the boxes avoiding any dogs. The dogs can't climb onto the boxes so you're safe there. The brick is no use, so don't bother picking it up. Jump over the falling lighting and onto the boxes, on the other side is the lead piping, which you should pick up. Keep running until you reach the medical kit, which will replenish all your lost energy. Crawl through the rusty pipe and over the boxes and run along until you meet Buzzsaw. Be careful to avoid the many dogs that are here. You cannot jump over Buzzsaw when he's pointing the saw at you, but you can at any other time.

Use your lead piping on forward diagonals (used for punching) and it will slash out. Once you've lunged at Buzzsaw immediately get into the crawling position - he can't get you when you're crawling - and crawl past him. Beware though, because the dogs can still get you. When he's standing over you, he'll start to move in the opposite direction to you: quickly stand up and when he runs towards you hit him and get back into the crawl position. Do this until you've killed him and then run off the screen.

LEVEL THREE

You'll realise now that you haven't got your weapon, find the club on the first screen and use this to dispose of Dynamo, who is the toughest opponent in the game. Run to the blocks (there will be a dog either following you or coming at you, so avoid it) and jump

It's fast and furious, it's the best football game there is, and despite what the Olympic movement would have us believe it's not taking part that matters: it's winning. In the interests of establishing an all-conquering squad of Amiga football players, here are the Format team's definitive tips to winning at Kick Off.

THE KICK OFF

An excellent chance to score within the first few seconds of a restart. Trap the ball, charge straight up the pitch and shoot as you approach the penalty spot: there is a good chance it will go in. The computer teams are wise to this tactic, but they will frequently foul you on the way so the run can still be continued and a penalty may even result. If someone uses this tactic against you the best thing to do is to intercept the attacker: don't just chase him, wait for control to switch to a defender in his path and then move up the pitch towards him to tackle. However, because everything happens so fast it is, frequently a matter of resorting to hacking the attacker mercilessly to the ground. Brutally effective.

CORNERS

Another good scoring chance. There are two main methods for putting the ball in the net. Either pull the ball back into the middle of the penalty area where a waiting player can blast it home, or float it across the goalmouth for an incoming forward to nudge in; you can even score directly this way. Never hit the ball low to the near post because the 'keeper will always collect it. Also beware of lofting the ball deep into the area because in this position it is much harder to control.

Defending against corners is difficult. You have to spot quickly what sort of kick is being taken and then get someone to the ball to clear it. The most dangerous kick is the in-swing across the goal which you are likely to put in your own net. Just hope everyone misses and it goes past.

PENALTIES

A 90% success rate can be achieved by following the following instructions. Wait until the arrow is approaching the middle point and then give a sharp tap on the fire button. Anything more than the shortest of taps will send the ball over the bar. If you leave

shooting until the arrow has reached the middle or is going away, the ball will almost certainly go wide.

THROW-INS

Don't hack the ball straight upfield from these because it very often goes straight out again. Angle the ball infield before kicking it. Alternatively, dribble the ball, although this is more hazardous because there are always opposition players in close attendance at throw-ins.

PASSING AND SHOOTING

There are two main methods for kicking the ball: the kick-on-the-run and the trap-and-kick. The KOTR is quicker and goes further, but it is very hard to get it to go anywhere but in the direction you've been running, although 45, 90 and even 180 degree changes of direction are possible with a quick change of joystick angle just as the ball is kicked. This is also the method for changing direction while dribbling.

To TAK the fire button has to be pressed down just before the player runs into the ball and held. He can then swivel round freely and kick the ball in any direction by releasing the button: theoretically, it will be passed to another player. This is particularly handy if you are running in the wrong direction and when used well can result in very accurate and satisfyingly safe passing manoeuvres.

DRIBBLING

Because the ball is not 'stuck' to the end of your boot, dribbling is an art that has to be learnt. Running in a straight line is easy, but changing direction isn't. 45 degree changes are possible by hitting the diagonal at the right moment. Anything else requires a quick side-step or detour around the ball so that it can be approached from another angle. It sounds difficult but with practice you get used to the timing of the actual contacts with the ball while dribbling, so that changes of direction can be made extremely quickly and easily.

TACKLING

The easiest method of disposing someone on the ball is just to run into them. However, if you're approaching from behind and they are getting ever nearer the goal, have no hesitation in hacking them down: as long as it

is outside the penalty area. Professional fouls are best used when the ref is easy-going or better still blind.

REFEREES

Pay attention early on to how the ref reacts to fouls. If he is whistle-happy then try to dribble with the ball a lot. Hopefully several of the opposition will get sent off or give away penalties. If he does not give yellow cards straight away, then feel free to hack the opposition down whenever necessary.



GOAL KICKS

It's crucial to learn how to win the ball from goal kicks and again there are two main methods. Either time the run to collide with the ball just as it bounces, allowing you to dribble away immediately, or hit the fire button with the joystick centred to leap into the air and head the ball on. The second tactic can gain valuable ground quickly. If these prove too difficult then try to trap the ball when it comes down by holding down the fire button.

HUMAN OPPONENTS

They are very susceptible to the charge straight up the pitch: always go for it. Try to trap the ball in the penalty area and wait for your panicking opponent to hack you down, giving a penalty. It works a treat, and will really annoy them too.

COMPUTER OPPONENTS

Possession is the key: give them too many chances and they will always score. Go for 4-4-2 or 5-3-2 formations so that you have plenty of defensive and midfield control. 4-3-3 is pretty useless and 4-2-4 is only for the brave who reckon they can outplay the computer: a tall order. The ultimate challenge is the USSR team because they are so fast. The trick to remember with them is not to futilely chase the ball-carrier with your (generally slower) players, but to wait for control to switch to the player in his path, then clear from the tackle.

up and over. Here you'll find a medipack to restore lost energy. Run past the first light bulb and then start walking. Chances are you'll meet a dog either between the lightbulbs or just as Dynamo appears on the screen.

Dynamo appears when the red X is next to the second light bulb. As soon as he appears, he'll fire at you: you can duck to avoid the blasts, but he can fire at duck and crawl height too. The only way to dispose of Dynamo is get to the club. Unfortunately, every time Dynamo sees you he fires at you. When he first appears walk about 4-5 paces away from him then turn round and run toward him: he should now be in his car, which you can jump over.

Once you've made it to the club, pick it up and now whenever Dynamo fires at you duck until the bolt is over your head, then stand up and walk one step towards him. Keep this up until you're in hitting distance, and if your timing's right you should be able to polish him off after a few blows. This is a lot easier said than done, especially as dogs tend to come after you just when you're about to whop Dynamo. Keep at it and get the timing right, and you'll manage it: then just walk off the screen and into the next level...

Mark Stenning, Brighton.

MILLENNIUM 2.2

How to colonise the solar system and still return to Earth safe an' all that...

Electric Dreams' smart strategy game *Millennium 2.2* might have one or two of you somewhat perplexed, if not completely stuck. If so, read on...

The first thing to do is activate the Mk I Solagen which is already in stock in the Energy module. Once this is up and running, it's simply a question of initiating the Resource complex to get enough material to build a Mk II. Once the Mk II has been researched, you'll find that there isn't enough energy to build the thing. Turn off the Resource complex, build the Mk II and then turn it back on again. After that, it's simply a matter of researching and building increasingly powerful Solagens up to the Mk X. Don't worry about the failed Mk III. Simply use the Mk II which should be in store and repeat the process.

Once the base is operating properly, you have a number of

options. But before many of the items can be built, extra minerals are needed. To get these quickly and simply, research and build a small fleet of Grazers. These can continually ferry small amounts of much-needed ores from the asteroid field.

The central part of the game focuses on the growth and expansion

(later on in the game you'll need a full complement of lasers on the moon, so keep building).

To find more information about the Solar System, continually build and launch probes. However, don't bother sending them to the inner planets, Mars and its moons, Jupiter and its moons, or the asteroid belt, since

WIN! WIN! WIN!

OK hands up who would like £50 worth of software? For free! Of course you would, and you can have it too. All you have to do is spend some time playing your favourite game and then send your maps, tips and pokes to Amiga Format Gamebusters, 4 Queen St, Bath BA1 1EJ. If we print your tip (the newer the game, the more likely you are to get into print) then you stand a good chance of scooping one of **THREE £50 prizes**: so get playing and get those tips in. This month, Matthew and Peter Warner, Simon Liu and Mark Stenning pick up the prizes and will soon be playing away on all that juicy **FREE** software. Jealous? Well, you know what to do about it!

tion of the moon and its colonies. This is a matter of finding which moons or planets provide the best sources of raw materials, setting up colonies and shuttling to and from these. The colonies provide minerals and ores, while the Moonbase sends replacement Solagens, Fighters and Orbital Lasers.

The latter equipment - as if you hadn't already discovered - is employed in the continual fending off of Martian attacks. Orbital Lasers are very effective, but can only be used once: obviously it's best to keep a reasonable store in each colony and the Moonbase

they either get destroyed or yield no useful information.

The key to completing the game is Triton: probe, research and colonise as soon as possible, for reasons which will become clear later on.

When reports of Martian flu come in, research and produce the required vaccine. Don't just ferry it to the infected base, though, but produce enough for all colonies and the moon base since the strain is virulent and soon spreads throughout the inhabited worlds.

At some point you will be informed of the crashed Martian

Fleet Carrier, and the details beamed back to the Moonbase. Research this immediately: it's important that one be built. However, you'll find it takes rather a lot of materials!

Once the Fleet Carrier is built, fill it full of fighters and head for Mars. While in orbit the Carrier is attacked by a fleet of Martians, at which point all the fighters should be launched (lower right icon on the left hand side). A ferocious, if slightly tedious, battle ensues but the Martians should eventually surrender.

After this, Mars can be colonised in the usual way. The colonists then find plans of a Martian terraforming machine capable of making the Earth's air breathable. Again, this should be researched and built ASAP. However, you'll find that the stock of chromium is pretty much nil. This is where Triton comes in: you should, by now, have enough chromium collected for shuttling back to the moon.

Once the Terraformer is built, you'll find that even the Fleet Carrier isn't large enough to carry it to Earth. Don't despair: the researchers redesign the ship so that the terraformer just fits in. The newly customised Juggernaut can now take the Terraformer to Earth, although it cannot take off again.

While the Earth is being terraformed, previous reports of a huge Martian fleet prove to be true, when the Moonbase is attacked by over 200 fighters! At this point the stockpile of Orbital Lasers - up to 16 - should be used up, prior to launching your fighters. Even after all this, it stands a very good chance that the attack cannot be repelled completely, and the Moonbase still gets duffed up a treat. In this case, you'll find that the moonbase's population has been reduced to zero. Don't panic: send a couple of Carracks to the moon and dismantle them. The population increases by 80 for every Carrack destroyed.

Having survived the Martians' final assault, it should now be just a question of time before good old Terra is colonisable. In the mean time all your colonies start declaring independence. As long as you have a good stock of materials, don't worry about it. When a report comes in stating that Earth is once more in a habitable state, build the necessary SIOS, send it to Earth and then groan loudly at the naff end sequence. ■

