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AMIGA

ISSUE 2 • SEPTEMBER 1989 • £2.95

FORMAT

COVERDISK 2

GEMINI WING



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ADDICTIVE
PLAYABLE
DEMO

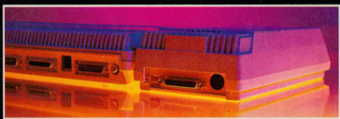
UTILITIES, SPREADSHEET, ART
GALLERY, WORKBENCH HACKS

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DREAM MACHINE

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NEW GRAPHICS SECTION • A590 HARD DISK • DTP SPECIAL



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THE DREAM MACHINE27

Designing the perfect computer to be the next in the Amiga series.



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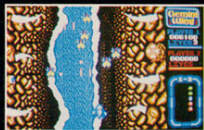
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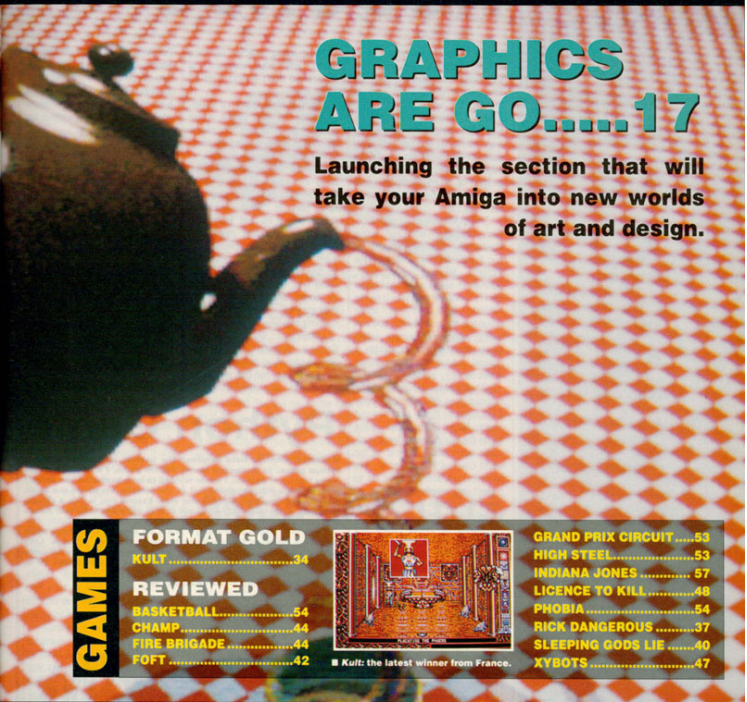
GEMINI WING: addictive playable demo of Virgin's latest arcade shoot-em-up smash • **ART GALLERY (plus VILBM):** more superb samples of artwork • **ICONMEISTER:** customise and construct your own icons • **SPREAD:** immensely practical spreadsheet • **WORKBENCH HACKS:** three more fun hacks to play with • **DROPCLOTH:** designer tablecloths to cover your Workbench.



■ Virgin's Gemini Wing swings in full effect.

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Launching the section that will take your Amiga into new worlds of art and design.



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COMING ATTRACTIONS

EXTRA! EXTRA! READ ALL ABOUT WHAT THE MAJOR SOFTWARE HOUSES ARE UP TO. FIND OUT WHAT GAMES YOU'LL BE PLAYING TOMORROW. EXTRA! EXTRA!

HEWSON

Stormlord is still awaited, as is *Astaroth*. Then there's *Onslaught*, from Chris Hinsley and Nigel Brownjohn (Verminator and Custodian respectively). This is going to be a role-playing adventure set on a large campaign map divided into 10 kingdoms, each made up of 256 locations. Also included is a "Kingdom Creator", so expect hours of fun.



■ Raf Cecco, King of the Spectrum, brings us the Amiga *Stormlord*.

MIRRORSOFT

The Bitmap Brothers are keeping themselves busy with *Xenon II*, so keep your eyes open shoot-em-up fans. Tennis fans will soon be able to play *Passing Shot*, the conversion of the Sega coin-op, while adventure/role-playing fans can soon go trolling around some dungeons in *Bloodwyfch*. If you prefer your games in a more light-hearted vein, then Cinemaware



■ It's just like one of the worst B-Movies ever made: and all the better for it. Attack of the GI-ants in *It Came From The Desert*.

have the answer in the form of *It Came From The Desert*: in which gi-ants (geddit?) have invaded a town. Do you have the mettle to save the day? Find out on a screen near you... soon!

CRL

Lancaster, an action-packed tail gunner simulation looks set to land soon, so prepare yourself for take off and stand by to!



■ "When you said we were going Down Under, I thought you meant an Australian holiday..."



■ "George... tell Bunny I don't think we'll make it back for the cricket match on Sunday."

RAINBOW ARTS

Who fancies playing a horizontally-scrolling beat-em-up set in three of the world's most dangerous subway systems in New York, London and Paris? Soon, courtesy of Rainbow Arts, you'll be able to do just that in *Fallen Angel*. But if that sounds too much like hard work, try the relaxing life of an oil tycoon in *Oil Imperium*, in which you'll locate and bring to the surface all that black gold, and wheel and deal to make loadsa dosh. Still sounding too energetic? Then relax with a nice, quiet game of Volleyball, the latest less-than-usual sports sim.



■ Drilling for that black gold.



■ Volleyball's good exercise.



down a few squadrons of Messerschmitts: although mortality is high, so some of you won't be coming back. There's also an action game called *Future Sport* in the pipeline, which is a multi-entrant viewed in various perspectives. The HyperMedia games are going well and we'll be passing on more info when we get it.



■ *Future Sport*: it's a new game...

MINDSCAPE

Circus freaks can soon enjoy *Fiendish Freddy's Big Top O' Fun*, six events full of slapstick, cartoon humour. There's also a Harley Davidson riding sim in the pipeline, and versions of *Star Trek V: The Final Frontier*.



STUNT CAR RACER MICROPROSE

Latest from Geoff Crammond, the man behind *Sentinel*, is *Stunt Car Racer*: for more news, see the previous pages.



COKTEL VISION

Next up is an icon driven adventure called *The Legend of D'Jel*, full of mystery, magic and wizards plus the occasional arcade sequence. For those who prefer their scenarios more down to Earth, there is a simulation of the *European Space Shuttle*, in which you must positioning satellites strategically...



■ Head in the stratosphere: *ESS*.



■ Evil walks the earth again: devil worship in *The Legend of D'Jel*.

ELECTRONIC ARTS

When you hear that programmers have developed a whole new system to enable them to write a game, you know you're in for something special. That's what the EA boys have done with *Hound Of Shadow*, an adventure role-playing game set in London in the 1920s and inspired by the Cthulhu myths developed by HP Lovecraft. The system is called *Timeline* and has been developed to enable characters from the game to be recognised and remembered in later games in the series.

And for those of us who just can't get enough of *Populous*, there will soon be a new data disk, *The Promised Lands*, enabling you to battle in five new landscapes, including a Wild West scenario amongst the forts, jails and teepees and a *Revolution Francaise* scenario.



■ If you want to get ahead...

INFOGRAMES



■ *Legend of the Time Bird* promises splendid cartoon graphics.



■ With the work of Gary Gyax, *Drakkhen* should be amazing.

Future releases from the Gallic Invaders include *The Guest for the Time Bird*, an adventure-ish game with the comic book style of earlier games such as *Passengers on the Wind*. There will be magic objects to use, puzzles to solve, fierce animals to fight and new worlds to explore.

Really big news for role-players is that Gary Gyax, one of the original creators of the immensely popular *Dungeons and Dragons* series of RPGs, has been working with Info' on a game called *Drakkhen*. While the programmers put the game together, Gary offers his expert advice.

If wargaming is more your sort of thing, there's *North and South*, a wargame based on the American Civil War of the 1860s, which features a few arcade sequences for the player to participate in. Action fans haven't been forgotten though: for a start there is *Skrull*, a

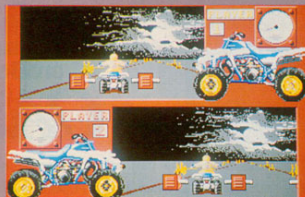
Barbarian-style chop-em-up and *Iron Trackers*, a one or two player All-Terrain Vehicle racing sim set on an island.



■ *North and South*: civil war.



■ *Skrull*: mad sword-swinging.



HARD DRIVIN'

After a couple of weeks of playing around with the A500, most Amiga owners will sooner or later come to the conclusion that to get the most from their new machine some extra cash is going to have to be shelled out. For starters, the vast majority will plump for a second floppy drive which should get you by for a while, but for any serious use of the A500, the addition of a RAM expansion and a hard disk will appear more of a necessity than a luxury.

STOP ME AND BUY ONE

Commodore's A590 hard drive is a complete one-stop solution that will provide your Amiga A500 with an autoboot compatible 20 Megabyte hard disk complete with an unpopulated RAM expansion board which allows up to 2 Megabytes of fast RAM to be added to your machine.



■ Designer hardware is right back in fashion.

The A590 unit is a rather stylish, colour coordinated box that features a SCSI port which will allow you to connect devices such as extra hard drives, CD ROMs and optical disks. Unfortunately, it doesn't feature a pass-through expansion connector for the expansion port and so if you already have an item of hardware which uses this, you could be stuck.

The A590 arrives in a box containing the hard drive unit itself, another one of those chunky power supply 'bricks' to keep the one that came with your A500 company, 2 disks containing the necessary installation software and hard drive utilities, a small but meaty manual and a rather obscure strip of metal that Commodore refer to as a 'ground clip'.

PLUG IN AND GO

Before you can plug in your A590 and get going, the first

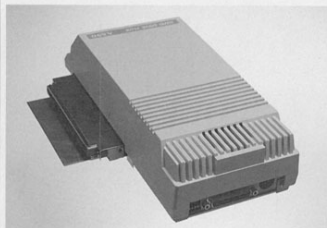
A 512K A500 is all well and good, but for true 'power computing' you need a hard drive and a RAM expansion. JASON HOLBORN checks out Commodore's 'official' offering, the A590 Hard Drive Plus.

thing you must do is to fit the ground clip to your Amiga. This little insulated metal strip must be inserted between the cardboard sheet and the ground shield on the expansion bus. Once installed (for which, read 'forced in'), you can now slot the A590 connector into the side of your machine, connect up the power supply and you're away.

If you have Kickstart 1.3, you can now boot directly from the hard drive, but if your Amiga still only has the 1.2 ROM, then you'll have to disable the autoboot ROMs (using dipswitches on the back of the drive) and boot from floppy instead. If you have taken the trouble of buying an A590, you'd be well advised to fork out an extra £15 to upgrade your Amiga to Kickstart 1.3 to take full advantage of the drive's capabilities.

The A590 uses a specially developed custom chip to allow the fastest possible data transfer. For a demonstration of the drive's speed, a program such as *Deluxe Paint 3* loads in just two seconds! For those of you 'in the know', the hard drive has an access time of 80 Milliseconds.

The A590 certainly isn't the cheapest of hard drives: ASAP's Amdrive offers an extra 10 Mb of storage, and autobooting, for only about £30 extra. The things that really separate the A590 from the 'budget' hard drives are its blindingly fast transfer rates, the useful addition of a RAM expansion board as standard and the sheer professionalism of the whole product. The addition of a RAM expansion board and SCSI compatibility means that you can take your A500 further than you could previously have ever dreamt of. Purchasing a hard drive is very much like buying a can of beans: it really does pay to fork out the



■ The A590 comes in a very stylish, colour co-ordinated case that perfectly matches your Amiga 500 (it also happens to hold a coffee mug beautifully). Connecting the drive isn't just a case of 'whack it in and go' - you'll first have to fit a ground clip to your machine and set the dip-switches accordingly.

extra cash for a better quality product.

TECHNOSPIEL

Until recently, adding such equipment to an A500 was an almost impossible dream for those of us not blessed with a friendly bank manager and a brain the size of planet.

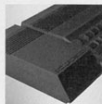
Although adding a hard drive

and a RAM expansion sounds simple, it's not just a case of bunging a board in here and a box on there: there's a lot more to it. Firstly, all hard drives need a controller card which is basically an intermediate between the hard drive unit and the Amiga hardware which allows the two to converse. Also, if you wish to boot your Amiga from the hard drive, then

you're going to need a controller card which supports auto-booting (your Amiga will also have to be fitted with the most recent release of Kickstart, version 1.3).

"A RAM chip's a RAM chip innit?" Unfortunately, adding RAM to your Amiga isn't just a case of getting your hands on a set of chips and then inserting them onto a board. When buying RAM chips, you have to check that they are of the correct type and speed. The A590 uses CMOS 256K x 4 (1 Megabit) DRAMS, with an access speed of 120 nanoseconds or faster. You cannot therefore use either the cheaper NMOS chips or RAM chips that have a slower access speed than 120 nanoseconds. After last year's hiccup in the price of RAM chips, prices have still not dropped to their original level and so you can expect to be paying around about £20 per chip.

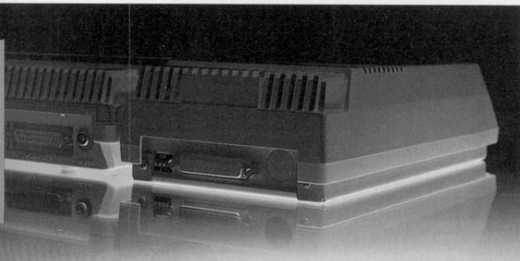
The A590's RAM board comes unpopulated as standard. Once you can afford it, the board can be populated in half MB, 1 MB and 2 MB steps. Using 1 Megabit DRAMS, you'll need four chips for half a Megabyte, eight for a Megabyte and 16 for the full two Megs. At current prices, upgrading to the full 2 Megabytes is going to set you back approximately £320. ■



A590 HARD DISK

£445 ■ Amiga A500 ■ Commodore Business Machines (UK) Ltd.
Tel: 0628 770088

■ The A590 features a SCSI port which will allow you to connect all manner of expensive add-ons such as extra hard drives, CD ROMs and optical drives. From this view, you can also see the dip switches which are used to configure the drive to your set-up.



SCREEN PLAY

Near misses and close calls are the theme of this issue. *Rick Dangerous*, *Sleeping Gods Lie* and others all came very close to attaining the coveted Amiga Format Gold – perhaps twelve months ago, they all would have – but only *Kult* scooped it. Amiga games at present are getting better by the month, and we have to alter our outlook slightly to reflect that. Still, the next twelve pages are all action-packed, so grab some popcorn, sit back and enjoy.

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 come under scrutiny in this rating, but remember, graphics alone do not a game make...

SOUND

With stereo capabilities the last thing you want to hear are Spectrumsque beeps, right? Title tunes and effects all add atmosphere to a game and good sound can greatly increase your 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 says immediately you'll need to think 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 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 gamers. 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 in the business with a better idea of what makes a game.



THEY'RE BACK!

INDY AND BOND RETURN

PLUS: KULT ■ RICK DANGEROUS ■ FOFT ■ FIRE BRIGADE

KULT



INFOGRAMES £24.95 Mouse

Subtitled 'The Temple of Flying Saucers' this game has more than your average scenario. It has a whole world built around it: a world which has become divided since The Burn, a world in which Protozorqs and Normals share an uneasy coexistence and where Psi-mutant Normals, Tuners, are despised by everyone.

The Protozorqs are a primitive but powerful race. They worship hideous Gods who, they believe, will save them from their miserable lives of shame and guilt. The Normals are weak and are subject to the discreet rule of a group of Tuners known as the Network.

Recently, the Protozorqs have become blood-crazed. They believe

their God, Zorq, is about to return and have set about destroying as many Normals as they can get their Zapsticks on. It's during one of these fights that you – a young Tuner called Raven – see your girlfriend, Sci Fi, taken by the Protozorqs to their temple.

This is where the icon-driven adventure cum puzzle game starts. You've become an Aspirant, a Normal who must undertake five tasks and receive a skull for completing each, in order to become a Divo, a messenger of Zorq. This status gives you access to the second level of the temple where you think Sci Fi is being held.

Controlling your actions involves moving the cursor around the screen until it changes to red on an object or doorway indicating that you can interact with it. Click the mouse button and a representation of your brain appears with vari-

ous thought nodes surrounding it. Point to the nodes and decide which action you'd like to take. For example, click on something in your possession, say a goblet, and your thoughts will be: fill goblet, empty, put down, put in, throw, throw away, give or inspect. Select an option you think is best (put in, for example) and then move the mouse pointer to the area of the screen you think appropriate (perhaps that statue's open mouth?)

Suppose you decide to undertake the tasks – bursting out to the second level can prove tough because the place is swarming with Protozorq guards who are Zapstick happy – you'll soon find that you need an object to complete each one. The goblet is required to solve the room known as The Twins, and once solved you receive a skull which you can take to the Trader. Give him the skull and you get a



■ Norma Jean and Ash, two runaway Tuners hiding out in the tunnel network beneath the temple – but why might Ash be sitting down?



■ Up on the second level. Behind the bars the book of Shame is locked away safe from prying eyes: the question is, how can you get to it?



GRAPHICS AND SOUND

Visually, Kult is typically French, with great graphics often presented in a comic-book fashion that add heaps of atmosphere. The sound effects, of which there aren't too many, are also good. All round, it's good looking, good sounding and great to play. Let's hope Ere can keep producing games as good and as varied as their last three have been.



chance to change your object for another you need, but only if you can beat him at a game of 'find the lady.' Fail and the problems start. How are you going to solve The Wall room without the dagger?

Simple, you can't. Your only hope is to find another Aspirant – there are several wandering around – and either trade items or mug him.

There is however, at least one room that can be solved without an object (you're a Tuner, remember, so you do have some special PSI powers you can call on from time to time) and you can come out of it with a skull and an object to trade, so don't despair.

Suppose you solve all five rooms, become a Divo and are allowed access to the second level, you'll find your problems only just beginning as you try to solve yet more, and not so obvious, puzzles in rooms and avoid ending up as a sacrifice to temporary god Delos.

A great plot, good gameplay, mean puzzles which can all be solved logically plus the simple but effective game structure and a massive game task all add up to make Kult a superb game.

● **Andy Smith**

GRAPHICS 8

SOUND 7

INTELLECT 8

ADDITION 8

OVERALL 92%

SCREEN PLAY



■ The start of the game and the start of one of the five ordeals...

■ Examine the statue on the right and it'll prompt you to go through the door in front.



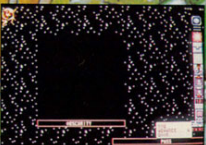
■ Give the fly to The Mistress and take your pick – choose the wrong one and you'll be blue...

■ Feed the spider you chose to the statue and...



■ A trapdoor is revealed. Enter the room and...

■ Collect your skull. Now you can go on and try the next ordeal.



RICK DANGEROUS

FIREBIRD £29.99 Joystick

The man with the hat, the silly grin, the little legs and the pointy stick is here, and this time he's brought his gun. Stamp collector and part-time explorer Rick was searching for the lost Goolu tribe when he crashed his plane in the Amazon. He was grabbed by the Goolus and taken to their temple, from which he must now escape.

This side-on viewed platform game is full of puzzles, timing problems, nasty tricks and... fun. Armed only with a six-shooter, a fistful of dynamite and a pointy stick, Rick works his way through the temple collecting treasure for points and either avoiding or destroying the Goolu guards. Most of the guards follow strict patrol paths, so it's

often just a timing problem, but some guards who 'home in' on Rick can be a little trickier to dispose of.

Fortunately, guards only prove deadly if you actually touch them, in which case you lose one of an initial six lives. Most can be disposed of from a distance, but ammunition is limited and boxes with fresh supplies are few and far-between. If you should run out of bullets, you can always use the dynamite, though this is best saved for blowing up blocks that conceal secret tunnels and piles of rubble that obstruct the path.

Nothing can be taken for granted on the trek through the temple. Get too close to some blocks and nasty spikes spring out: move too

slowly along a platform and nasty stone heads spit spears: jump too late or too early over a chasm and you'll fall to the bottom of a spike-covered pit. Nine times out of ten you'll be killed by an entirely unforeseeable trap, but with progress further into the game you'll start to recognise the danger signs and learn to take evasive action where and when necessary.

The temple is large, but with several restart points so you don't need to go all the way through it every time. Rick's next adventure is in an Egyptian pyramid where things are similar if slightly more puzzle-oriented. A final expedition takes Rick to an enemy fortress, which is very tricky to negotiate.

For an old-style platform game, Rick D is fun to play. The puzzles are tricky and the gameplay is very satisfying. With lots of trial and error and a bit of concentration you'll solve each puzzle eventually, and have lots of fun along the way.

● **Andy Smith**

GRAPHICS AND SOUND

It's an old game style so don't expect stunning 3D: the backgrounds are all very nicely drawn, though, and the sprites are great. The animation is fine too and the sound effects are nice but nothing spectacular. A fun game that will take you a while to complete, but it's addictive enough to keep you trying.



GRAPHICS 7

SOUND 5

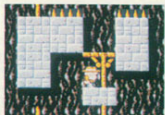
INTELLECT 5

ADDICTION 7

OVERALL 89%



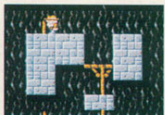
■ Trip the switch on the floor to release the secret moving block from the far wall...



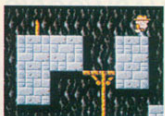
■ Then wait until the block moves to the centre of the screen before jumping onto it...



■ From the block, jump onto the platform to trip the switch that removes the spikes on the left...

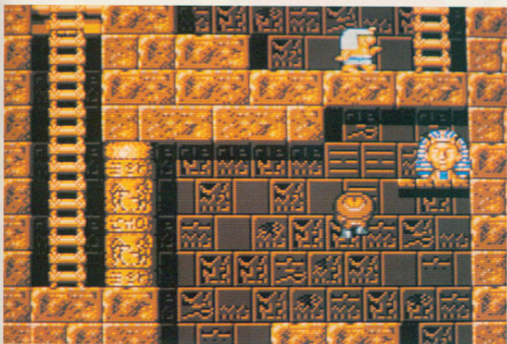


■ Then jump up to the left and trip the switch that removes the spikes over on the right...



■ Jump to the right, drop on the block and crawl through the gap!

■ Left - Rick clammers around an Egyptian temple on Level Two.



SLEEPING

EMPIRE £24.99 Mouse, Joystick or Keyboard



"Well met, my friend. I am Arun, often called the Hermit - the Hermit of Coila - though I only shun the company of the Archmage's agents. I would aid your quest, but a certain map of mine has been stolen. If you could possibly recover it?"

■ The Hermit sends you on your first sub-quest. Scour the lands and you'll come across the map which you can then take back to the Hermit who'll give you some valuable information in exchange for it.

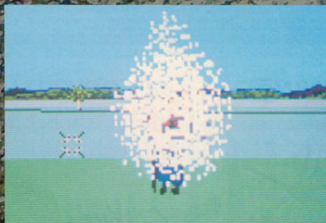


■ Of course you'll have to fight enemy agents along the way...

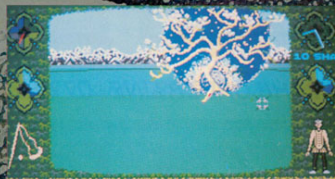


■ And here's the nasty fellow who's got the map. Time to fight!

They're a troublesome bunch, these Archmages. The one that's presently controlling the once-peaceful lands of Tossata, certainly is. He's imposed all sorts of rules and regulations to make your average peasant's life a misery, and if things don't improve quickly it looks as if the whole kingdom is going to go down the pan.



■ He's a tougher opponent, but you're happy to get a staff sling and some pellets for a while, so it's worth a try. You should also make sure he's history.



STAFF SLING LOADED PELLETS.....1 EXPERIENCE 204

"Welcome, friend of Coila. I am the magic tree. I know of your mission, and will gladly aid you. The fruit of arboreal intelligence might know the Sleeper's whereabouts. Prepare to be transported to Tossata."

■ Take the map to the Hermit and he'll tell you of a magic tree. Visit the tree and you'll be transported to the next land and another quest.

Unless, of course, you can save the day. All you need to do is find and wake a sleeping god called N'Ghir, who is kipping somewhere in one of Tossata's eight kingdoms. Wake him up and he'll deliver us from evil and ensure life gets back to normal (at least until the next Archmage decides to upset the apple cart).

Unfortunately, you have no idea where N'Ghir is and your only clue is that a hermit (the north of your home (the start point of the game) may perhaps be able help you.

The game is a solid 3D presentation, in which you view all the action through your eyes as you move around the land by positioning the cursor in various parts of the screen (up to go forward; down to reverse; and so on). Below the play-screen is a text window that normally tells you what you're carrying and how much ammunition you have. When you come across a character, though, such as the hermit, lines of speech appear, giving you clues or asking you to help them and so on. Around the side of the play screen are various icons indicating the time of day, your stamina level and so on.

The majority of the people you come across though are bandits and agents working for the Archmage, and they have a nasty habit of lobbing things at you,

GODS LIE

which causes you to lose vital stamina. The best solution? Lob things back at them. Piles of rocks (initially) can be found lying around as potential weapons, and you automatically pick up anything you walk over, including beefier weapons such as slings and crossbows. By destroying the nasty peeps you can also keep your ammo stocks up because they tend to leave behind piles of juicy throwing things when they die. Obviously all this scrapping takes a toll on your stamina, so you'll have to keep topping it up by finding apple trees, berries or the occasional carrot and mushroom patch which you can scrimp to replenish your energy.

The eight kingdoms of Tesseria are comprised of various sub-kingdoms, which you can move between (some are linked

by secret passages that must be discovered) in order to solve a puzzle or help someone and so progress to the next. In fact, that's the way to play the game: find a person who needs your help, complete a task and receive a clue as to how to reach the next land. The Hermit, for example, needs a map; after

wandering around for a bit, you'll come across a certain bandit who just happens to have one. Destroy the bandit; give the map to the Hermit, and he'll tell you how to get to the next kingdom: where you'll find a Prince who has lost his crown; and so the game progresses, until finally you get to wake N'Gnir.

Sleeping Gods Lie is a straightforward real-time adventure. It's fun to play and will take a while to complete (thankfully there's a game save option!), but it's not setting any standards and the number of bandits and monsters you have to kill tends to get somewhat annoying after a while. Still, it's well thought out and well worth a look at, especially if you like to solve classic adventuring puzzles. **A** Andy Smith

GRAPHICS AND SOUND

The sound effects are more than a little limited and the animation is not so very hot. Most of the landscapes have little detail to them, so they can look rather bland at times. But on the plus side, everything moves quickly, and although the 3D is not the best ever seen it works sufficiently well.



GRAPHICS	7
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SOUND	5
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INTELLECT	6
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ADDITION	8
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OVERALL	80%
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FEDERA FREE TR

GREMLIN £29.95 Joystick and Keyboard

Infamous for its delayed and heavily-flawed incarnation on the ST, Federation Of Free Traders has, according to Gremlin, now been debugged and redesigned for the Amiga, taking note of the array of criticisms levelled at the game.

In the grand tradition of Elite, new recruits to FOFT attempt to make a fortune by skimming the spacelanes, trading and running missions for the Federation. Members are united by 'Galnet', a comms network through which they trade and take new orders.

Missions are dealt out according to rank, the more prestigious and financially-rewarding jobs going to higher-ranking officers. As more missions are successfully completed, the player moves up the hierarchy, with the ultimate goal of making Admiral and Head of FOFT.

The scope of the game is vast, with a purported eight million planets to explore. Travel between planetary systems, each represented in one of the spectacular 3D galactic maps, is available via the ever-so-convenient Hyperspace, while short jumps speed you between planets.

It's during interplanetary jaunts that enemy ships are encountered, and the player's weapons come into play. However, over-sensitive controls conspire with rapid movement of enemy craft to make dogfighting tricky, if not downright frustrating.

Having neared the target planet, the player has the option of docking with a space station (the docking computer has a rather unnerving tendency to crash your precious ship without so much as an apology) or diving to the planet surface. At this point a pseudo Virus landscape appears, where you have to avoid flak from ground-based gun emplacements prior to landing at a friendly airstrip. Rolling green hills mark a welcome break from the inky black of space, but limited flight and combat controls detract from the impact of the experience: it doesn't take many flights before the whole process grows repetitive.

For anyone who is interested, the on-board computer terminal also supports its own CLI program-



ming language called SIMPLE, which allows basic programs to be written. Presumably this is included as light entertainment for all combat-weary programmers out there.

Elite, for those unfamiliar with its many pleasures, was structured so that every piece of equipment 'bought' was the product of much blasting and trading. For most of the game you felt that you were only making it by the skin of your teeth, and success was all the sweeter because of it.

Gremlin's effort has removed this by allowing the player to amass his fortune within the first half hour, simply by playing the market: buying low and selling high. In this way, the ship can be fully equipped before leaving the first space station and the need for any further trading (apart from the occasional binge to fill the coffers or to indulge in black marketeering) is negated.

FOFT's challenge, then, lies in the successful undertaking of its missions. Those doled out at cadet level are less than entertaining, and

TION OF ADERS



■ Main picture, top – Coming in to land on a Virus-esque planet surface. Above – In combat with an alien craft in the vicinity of another planet.

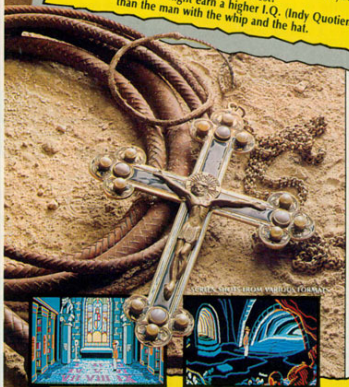
often confusing due to a scarcity of instructions. However, things liven up with progress through the ranks as you put your neck on the line.

Perseverance reaps its rewards but be prepared for a dull time until the later missions can be attempted. True to their word, Gremlin have improved FOFT, but it's still no Elite-beater. ● Steve Jarratt

GRAPHICS	5
SOUND	2
INTELLECT	6
ADDICTION	7
OVERALL	69%



The bad guys are in your face all the way – Nazis, mercenaries, traitors and spies.
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FIRE BRIGADE

PANTHER/MINDSCAPE £29.99 Mouse and/or Keyboard

November 1943, and the Russian army continues to push the German forces back toward the Dnieper river. It's at the Dnieper that the Germans hope to pull themselves together in final preparation for the inevitable fierce Russian winter and the consequent continuing Russian offensive.

That's the state of play at the start of this wargame, running on 1Meg Amigas from Australian software house Panther. It's a one or two player game, so the first thing is to decide whether you'd like to play the computer (in which case you can select a skill level to suit) or a fellow human being. Against a friend you can't alter the skill level, but you can choose to play remote via a modem or cable.

Once you've decided who will command which army and have chosen to play the basic or advanced game (you have more

options and greater control over your forces in the advanced game) it's time to select a scenario.

Each scenario will last a set number of turns, and each turn represents one day. The first is the full campaign, lasting 50 turns from November 3rd 1943 until December 23rd, which starts at a point where the Russians have the upper hand and the Germans are struggling to hold ground. The second scenario lasts 38 turns, beginning on November 15th with the Germans in a better position to counter-attack thanks to the arrival of much-needed reinforcements. The third scenario lasts 18 turns from December 5th, when the Germans are ready to launch yet another counter-attack, now aided by the famous 48 Panzer Korps.

For each scenario the game structure is the same. Using menus and icons selected using either the



■ Decide what orders to issue then click on the unit's HQ to implement them. Here the 48 Panzer has been ordered to assault Brusilov, but those Russian infantry and motorised units are going to prove tough.

mouse or keyboard, orders are issued to your forces' HQ units who then pass the orders on to their subordinate units. When you've issued orders (telling a unit to head for a certain objective, for example) and assigned supplies or airborne support to the units that need them most, the Movement phase begins.

Combat is resolved instantaneously during the Movement phase, which continues until 6am the next day when the Orders phase starts again. Victory is awarded to the player who has acquired the most victory points during the game. These are awarded for capturing various strategic and tactical objectives such as railway junctions and towns.

Fire Brigade is blessed with an extremely user-friendly game system which, combined with the helpful manual, allows even a complete novice to get into the game easily. If you enjoy wargames you'll find Fire Brigade very satisfying, but even if you don't already, it's a good place to start. ● *Andy Smith*

GRAPHICS	5
SOUND	N/A
INTELLECT	4
ADDITION	7
OVERALL	88%

GRAPHICS AND SOUND



Not much you can say about a wargame's graphics: the icons are fine and everything is clear and well detailed. Don't get too excited about the sound either: there is none. It may not be terrific-looking, but it plays extremely well.

THE CHAMP

LINEL £24.95 joystick

This one or two player boxing game, endorsed by the World Boxing Council, pits the player against twelve opponents in an attempt to become the Champion of the World.

Before you get the chance to go for the title, you'll have to prove yourself by taking on lesser opponents, and to defeat them you'll have to undergo training in the gym.

There are three training routines: skipping, punch-bag and punch-ball. During the fight you have a total of eleven defensive and offensive

moves, and the idea is to hit your opponent enough times to either knock him out (reduce his energy bar at the top of the screen to zero) or to score more points than him by the simple ruse of landing more hits.

Each opponent has a different style of boxing, so it takes a while to learn which moves each is more susceptible to, but even so it's not an impressive game. The gameplay is as poor as the animation, and it offers nothing new to the genre.

● *Andy Smith*



■ The start of the first round and already you've put your opponent on the canvas. He's ahead on points, though, so don't get over-confident.

GRAPHICS 6 / SOUND 5 / INTELLECT 5 / ADDITION 6 / OVERALL 48%

I'm Rock Hardy, me. This is me mate Ace Gunn, reet. And we're that 'ard, us. (Switch to government-approved, BBC middle-class accent.) OK, so they have stupid names, but they certainly need to be hard to take on the Xybots, vicious robots defending an underground complex.

The most obvious and interesting things are the 3D perspective and two player mode. The split screen gives both players an over-the-shoulder view of the characters they control. This means you can see some way down the corridors as they taper into the distance. The players can move around with total independence of one another and, because the corridors run in all directions, they are able to turn through 90 degrees to face any which way.

The complex is divided into levels, each of which has one or more exit doors to the next level. You must battle to the door, picking up objects along the way to make the going easier. Exploring the complexes is made much easier by the map at the top of the screen, flanked by status information on the two players. The map identifies everything using colour coding and symbols.

There are two weapons: a forward firing gun, and a zipper that freezes the robots for a time. However, nearly all the robots shoot back, damaging your shield: rapidly with the nastier robots.

The objects in the complex include coins, energy capsules, keys and extra weaponry. The extra weaponry doesn't last very long but gives you impressive firepower for a time. Regular energy capsules are essential in the long war of attrition. Keys open up areas of the complex containing useful items and level skips. Coins



XYBOTS

TENGEN/DOMARK £24.95 Joystick or Keyboard

are also important at the end of the level when entering the shop.

In the shop you can buy many supplies, such as increased shot power, better shielding, guard mappers, faster shots, keys and so on. These are vital for progressing through the levels because the opposition gets heavier and the maps get bigger.

If a player dies on a level it has to be restarted. Even worse is the confrontation with the Master Xybot which can send you back several levels. The Master Xybot appears every few levels and is no easy task to deal with.

The two player action in Xybots is amongst the best to be found anywhere: particularly because the two players can split up to clear out levels, so they do not always need to be in the same place. In the arcades it was not one of the greatest ever hits, but it translates very well indeed as a one or two player game.

● Bob Wade

GRAPHICS 5

SOUND 4

INTELLECT 3

ADDITION 8

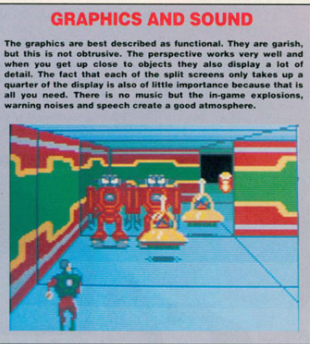
OVERALL 77%

GRAPHICS AND SOUND

The graphics are best described as functional. They are garish, but this is not obtrusive. The perspective works very well and when you get up close to objects they also display a lot of detail. The fact that each of the split screens only takes up a quarter of the display is also of little importance because that is all you need. There is no music but the in-game explosions, warning noises and speech create a good atmosphere.



Disaster strikes Player One at left, as he crumples having lost all his energy. This is a bit of a shame, because the robot on the right is carrying a grey extra weapon which he could have collected. Note the level map showing the players as green and blue arrows and the status boxes showing energy levels and objects carried.



LICENCE TO KILL

DOMARK £19.99 Joystick or Keyboard

The world's most famous secret agent, James Bond, is once more appearing on a computer screen near you. *Licence to Kill*, the game, is based on the film starring newcomer Timothy Dalton and faithfully follows the movie's plot. It



Sanchez makes a break for it in his jeep. Smart shooting can slow him up, but the final confrontation is going to wait for later on...

puts you in Jimmy's shoes as he sets out on a personal vendetta against arch drug-smuggler and drowner of kittens, Sanchez. Up!

The game has six distinct parts, involving all manner of violence and mayhem, and arranged into three main sections. The first part requires you to pilot a heli-

copter along a vertically-scrolling roadway, trying to blast Sanchez who's making an escape in his jeep. But naturally he's firing back, so you must gain and lose height to avoid not only his shots, but also other shots emanating from the occasional ground installation.

At the end of the stage Bond must jump from his chopper and fight Sanchez's henchmen on foot. Blasting away on the run won't help much in this part, because you can't aim effectively on the move. Instead, a firing sight appears when you hold down the fire button and by moving left or right you can adjust the aim. Then when you start moving and press fire, the gun fires in the direction you last aimed.

At the top of this vertically-scrolling piece Felix is waiting in the helicopter, and to complete the first section Bond must jump in and spin off in pursuit of Sanchez, who is making a dash for Cuba. Bond lowers himself on a rope from the copter to attach a tow-ropes to the tail of the arch-fiend's plane; tricky, tricky.

The second main section of the game sees Bond under way for



The title music isn't brilliant, but neither is it bad, and the effects throughout are fine. Nice backgrounds and good, smooth animation help to make the game playable. A not half bad interpretation of the film, but on the cheap, not the worst worst game.

the first part armed only with a knife, dodging boats that fire at him and contending with divers. Manage to survive until the plane arrives and it's time for a spot of barefoot waterskiing as he harpoons the seaplane's pontoons and attempts to haul himself aboard to take control, all the time avoiding high-speed catamarans that have been sent with strict orders to stop him.

Survive and it's straight into the third and final section of the game,

where Sanchez is trying to make a run for it with the drugs (a dash with the stash?) hidden inside petrol tankers, after you thoughtlessly destroyed his drug factory. Destroy all the tankers successfully and you're left with Sanchez (who is armed with Stinger missiles for protection) in the last truck. And there you go, and why not indeed?

Licence to Kill has been nicely done, and that in a sense is what it's there for. Some sections are very playable, but though it's fun for a while, it is not likely to keep you playing for months. Still, it does follow the plot of the film accurately and it's certainly tough and addictive enough to grab your attention for a good while. ● Andy Smith



Make sure your aim is true first, because attempting to fire on the run will only fill your own vest full of holes...

GRAPHICS	8
SOUND	7
INTELLECT	2
ADDICTION	7
OVERALL	71%

GRAND PRIX CIRCUIT

ACCOLADE £24.95 Joystick

Ferrari, McLaren, Williams. Big names in the world of Formula One motor racing and deservedly so. Not many of us will ever have the chance to drive one of these examples of high-performance machinery; the closest we'll probably come is watching them as they hurtle round Brands Hatch or Silverstone. Unless you own an Amiga. Thanks to Accolade, of Test Drive fame, Amiga owners can now drive all these cars around up to eight Grand Prix circuits.

Your view of the track is from the car's cockpit as you thunder round at speeds of over 200 mph. Travelling that fast with a 960 hp V6 engine propelling you is not easy, so you are well advised to select the novice level for the first few attempts. In this mode the competitors treat you nicely, the gearbox is automatic, and you can't spin out or blow the engine up. Once you become more familiar with the game, you can up the reality level until you're changing gear yourself and running the risk of losing control or destroying the mechanics through overwork.

The game allows you to either practice, take part in a single race or compete in a championship in which you race on each circuit in turn. Every race allows for one qualifying lap to determine grid position, after which you're straight into the competitive action. The

length of each race is determined by the player, up to a max of 99 laps. During the race there's a small map of the entire circuit in the top left corner that shows your position on the track and where the other cars are, but in a long race your position will probably be affected by the need to make at least one pit stop to change all the tyres, or just those on one side.

The computer-controlled drivers all have different driving styles, and it doesn't take long to work out who



■ After the qualifying lap, you're in a poor grid position. Still, races have been won from the back before. But not today: accelerating too fast has sent you into another car and dashed your hopes of winning.

not to overtake on corners. The cars also handle very differently; the

McLaren, for example, is the fastest on the straight while the Ferrari has terrific cornering and acceleration. Once familiar with the cars, you can choose which make of car best suits your driving style; but remember, you can't switch teams halfway through a season.

Grand Prix Circuit is a good driving game. One criticism is that the graphics don't give as great an impression of speed as some games, but the cars handle well and the various kinds of cars and circuits you can choose add some lasting interest. ● **Andy Smith**

GRAPHICS AND SOUND



Nicely animated, but a bit of extra speed would have helped. The sound effects are just like the ones from Test Drive (surprise, surprise), but are fine for the game. Mouse control would have been better, because the joystick seems awkward until you get used to it. Once you do, you'll find it enjoyable and challenging, especially at pro level.

GRAPHICS 7

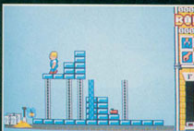
SOUND 6

INTELLECT 8

ADDICTION 7

OVERALL 78%

Gremlins have infested a building site and it's your job to keep them skyscrapers going up and sort



■ There's an energy-giving Thermos flask available at the bottom of the screen, but that wibbly Gremlin could get in your way.

those Gremlins out. Viewing your character side-on in 2D, you move round the site picking up and then placing vertical girders and planting horizontal blocks on top. At least five consecutive blocks and two vertical girders make up a floor and as you progress through the game the number of floors you are required to build increases.

All the equipment is delivered by a crane from the top of the screen, including your sandwiches and Thermos flasks which

HIGH STEEL

SCREEN 7 £19.99 Joystick or Keyboard

you need to pick up to retain your energy. Then there are the Gremlins: the first few you meet simply fall out of the sky and are relatively harmless unless they happen to land on yer 'ed. Later in the game, the Gremlins start to eat the floor-blocks and some just stand around waiting for you to bump into them, removing one of your lives. To counter some of the

Gremlins, you can lob spanners at them, but this doesn't work for all Gremlins; some simply deflect the spanners, knocking you out.

High Steel is a disappointing start for Screen 7. It's all nicely done but the actual concept and gameplay is like something from five years ago when the Spectrum was still a fashionable machine.

● **Andy Smith**

GRAPHICS 5 / SOUND 4 / INTELLECT 2 / ADDICTION 5 / OVERALL 39%

PHOBIA

IMAGE WORKS £24.99 Joystick or Keyboard

A Galactic President's lot is not a happy one at the best of times, but when your daughter goes and gets herself kidnapped by the evil Lord Phobos, Master of Fear, it can ruin your whole day. Still, there must be somebody out there brave, courageous and foolish enough to make a rescue attempt. No?

Erm... all right, you'll do. Lord Phoby has stashed his captive on the Sun and, because he's a smart chappie, he's realised that a rescue attempt will be made and has designed a series of worlds that must be passed through by any prospective hero before he gains access to the Sun. These worlds are slightly out of the ordinary in that every one is fashioned on common human phobias, from spiders and other creepy crawlies to flying insects and dentists.

Guess what? It's a shoot-em-up where all the nasties are really nasty. Not only must you struggle through the planets and collect nine shields that allow protection from the Sun's heat, but Lord Phobos has sent out his Sun Troops who try to cut you off by building Light Barriers between worlds that will destroy any ships passing through. The only way to counter this is to go to a moon round a planet and pick up a drone which you can sacrifice in a Light Barrier: unfortunately, not all the moons are accessible, so you'll have to plan your route



■ Make sure you pick up a drone to offer as a sacrifice before trying to go through a Light Barrier.



■ Pick up those blue pods in order to increase your firepower.

carefully. Suppose you do pick up a drone and then go to the planet proper, you'll find that by shooting the various aliens and ground installations they leave behind pods

which increase your fire power when collected: so your drone can shoot too, which makes things a whole lot easier.

As you fly along the horizontally-scrolling planets, you'll notice small, round Key Generators which need to be destroyed as you progress, because they power a shield at the end of each system which protects the world's end-of-level guardian.

Shoot-em-ups don't come much tougher than Phobia, and you'll be thankful it has a two-player option. But it's just a shoot-em-up and, though it's as good as most and despite a few nice touches, is not one of the best. ● **Andy Smith**

GRAPHICS	7
SOUND	5
INTELLECT	2
ADDICTION	7
OVERALL	72%

GRAPHICS AND SOUND

Some nice Copper Listing (thanks Tech Ed, for the enlightenment) and other effects including the novel screen mode switch between Hi and Lo Res are all very clever, though the sound effects leave a little to be desired. Nicely done but nothing spectacular once the novelty of the aliens has worn off.



BASKETBALL

MINDSCAPE £24.99 Joystick or Keyboard

Sports management games have always had a small but dedicated following and fans of the genre will soon be able to try their hand at this basketball sim/management game on US outfit Sport Time.

One or two players take part in the league, which is made up of two conferences (East and West) of two divisions. Your team(s) start at the bottom of their respective divisions and the general idea is to get them to the top. Loads of options are included: to trade players, to send

them off to training camps, to recruit new ones and so on. Plus heaps of statistics to keep juggling with. During each game you also get the chance to choose which plays to make, if you so desire.

Everything a basketball sim or management game should have is included, the only shame being the actual matches where the gameplay lets things down somewhat. Still, regard it as more of a management than an action game and you won't be disappointed. ● **Andy Smith**



■ The start of the first quarter and already you're three points down. Still, if Rice makes a quick pass out you could be on for a fast break.

GRAPHICS 6 / SOUND 5 / INTELLECT 4 / ADDICTION 6 / OVERALL 65%

INDIANA JONES

AND THE LAST CRUSADE

US GOLD £19.99 Joystick

Bullwhips and hats are back in vogue as Indiana Jones returns to the small screen in yet another adventure, this time based on his latest big-screen escapade, *The Last Crusade*.

In the film, Indy (the part-time mild-mannered college lecturer) is just about to take things easy after a hectic adventure trying to get hold of *The Cross of Coronado*, which belongs in a museum. Then startling news comes to him that his father has gone missing while searching for the legendary Holy Grail. So, Indy must go find his dad, and the Grail too if he has time.

The game starts with Indy's first encounter with *The Cross of Coronado*, when he was a boy. Playing the part of the young Indy, you must traverse a large cavern and hopefully retrieve the cross before exiting. Essentially, it's a platform and ropes game: you walk along the platforms, climb the ropes (jumping from one to another on occasion) and doing your best to

avoid the vicious knife-throwing and gun-toting, bullet-shooting baddies.

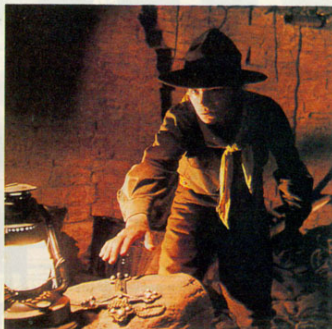
Initially, you have only a left hook to keep you out of danger, but you can pick up a bullwhip, which gives you a maximum of five lashes so use it sparingly. There's no time limit as such, but the torch you're using gradually fades so unless you



■ The boy Indy makes a brave leap for the rope. Grab hold and he'll work his way, jumping from rope to rope, to safety on the other side.

GRAPHICS AND SOUND

The title music is a disappointment, but the sound effects are good; shame there are too few of them. The graphics are good, backgrounds are well drawn and the animation is adequate and adds plenty of atmosphere. Not the world's greatest game, but plenty of fun and doubly enjoyable if you liked the film.



■ The boy Indy learns that treasure hunters have found *The Cross of Coronado* - which belongs in a museum - and makes a grab for it.



■ In the cavern on Level One. Collect the whip and then take on the baddies from a distance.

manage to find another one, you'll end up trying to negotiate deadly jumps in near darkness.

The next stage sees you trying to escape with the cross across a circus train (relevant, if you've seen the film) then for the rest of the game you're the fully-grown-up Indy: at which point you come across them nasty, nasty Nazis. There's a dash around the castle where Indy's dad is being held before more platforms and jumping around inside a

Zeppelin. For the final task Indy has to jump his way along a tiled pathway, each tile inscribed with a letter. Jump on the right letters and he can progress, jump on the wrong one and you lose a life.

This is definitely the best Indy Jones game. The gameplay is old hat (groan) and is terribly frustrating at times, but if you like the platforms and ladders style of game then you'll find it enjoyable. As a tie-in to the film it works very well, but it stands up as a game in its own right too. ● *Indiandy Smith*

GRAPHICS 7

SOUND 6

INTELLECT 4

ADDICTION 7

OVERALL 77%

PD UPDATE

After last month's 'Top Ten special', PD Update moves up into top gear. JASON HOLBORN takes a look at the very best in PD software and, in particular this month, the finest demos.

MIDI UTILS FISH DISK 154

Who says the Amiga is starved of quality Public Domain MIDI software? Not so, matey! Look hard and you can find an absolute feast of useful utilities to help with your music making.

The *MIDI Utils* disk is a collection of small programs based around the *midilib* library from Fish Disk 101 and *MicroSmith's arp* library which can be found packaged with most serious software these days (if you haven't got it, then it's available on Fish Disk 123). As a result, to use these programs you'll need to invest in a copy of at least Fish Disk number 101 and probably Fish Disk number 123 as well.

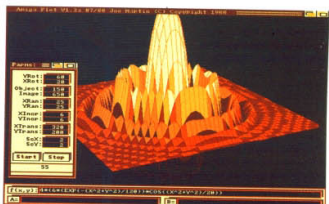
The *MIDI Utils* consist of seven programs which will carry out individual MIDI functions such as the storage of System Exclusive Data, MIDI echo generation, MIDI data filtering and a program change utility.

Because of the nature of the MIDI library used, all the programs can run concurrently, allowing some very impressive MIDI multi-tasking (try doing that on a PC, Mac or ST!) If you're an Amiga MIDI enthusiast, then you'll find the *MIDI Utils* a definite must.

MANDEVROOM FISH DISK 215

Mandlebrot generators have certainly come along way since the 'Type in an extremely complex number and then sit back and wait for a few days' type of program on machines such as the PC. The Amiga, too, has certainly had its fair share of Mandlebrot generators, but this latest release has one special feature that makes it stand out in a crowd... it's multi-tasking.

So what's so special about a program that multitasks? Almost every program that runs under AmigaDOS will multi-task and so it doesn't sound that amazing.



■ Plot: maths was never this interesting when I was at school!

MandleVroom, however, allows more than one Mandlebrot to be generated at the same time; you could in theory have as many as 100 Mandlebrots being generated simultaneously (although it would probably take 100 times as long!).

Most Mandlebrot generators, in fact most pieces of PD software, lack in the user interface

department, but *MandleVroom* comes up tops here again. The whole program, down to every gadget, is professionally produced using those bas relief graphics that were so trendy a few years back. If you've already purchased a commercial Mandlebrot generator, then you'll kick yourself when you see *MandleVroom*. It is quite simply the best Mandlebrot generator on the Amiga (and quite a few other machines!).

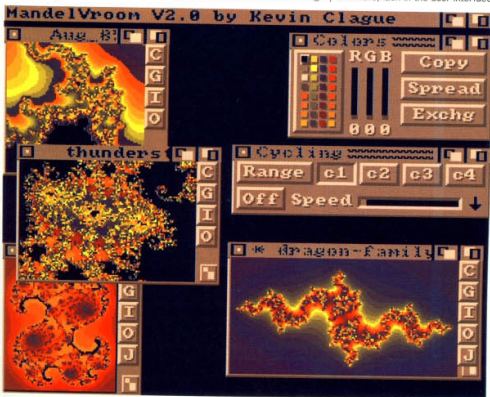
AMIGA PLOT TBAG 26

Amiga Plot is a three-dimensional mathematical function plotter. Sounds boring, doesn't it? Well, surprisingly, it can be an awful lot of fun (as fun as mathematics possibly can be, that is!) The program takes a mathematical function and then calculates coordinates to be placed into an XYZ system. The results are then plotted using a three-dimensional solid model which looks a lot more interesting than the graphs most people were forced to draw in maths lessons at school.

Many aspects of the plot, such as rotation and aspect, can easily be redefined at any time and some startling results can be obtained.

BEST OF THE REST

With the arrival of the latest batch of Fish disks, there's loads of high-quality PD software that's new to these shores and is well worth



■ MandleVroom caught in the act of producing multitudes of little baby Mandlebrots.

investigating. Programs worth checking out include:

CALC (Fish 210) – Do you need a scientific calculator that also includes function plot? How about a programmer's calculator and a standard calculator? Well matey, what you need is Calc!

TEACHER (Fish 204) – Another of those popular "Screen hacks". I'm not going to tell you what it does; suffice to say that it is one of the best available.

HAMCU (Fish 204) – Bored with your four-colour Workbench? How does a 4096-colour Workbench grab you?

TOP TEN PD GTS Title

- 1 Mega Games Pack 2, Disk
- 6 Air Warrior
- 2 Flafschbier Game
- 3 TBAG 31
- 4 Star Trek
- 5 3D Extravaganza
- 6 TBAG 28
- 7 TBYB 8: Dungeon Master Demo
- 8 Fish 196
- 9 Chet Solace Shareware Extravaganza
- 10SACC 23

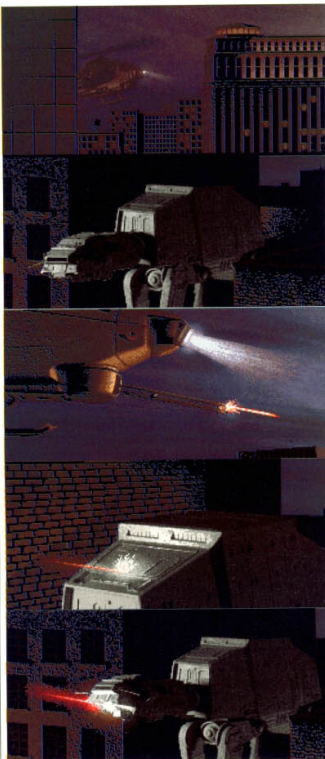
DEMOS CORNER

After leaving demo collectors a touch out in the cold last month, we thought it was about time we set the record straight with a closer look at a few of the demos currently doing well in our exclusive 17 Bit/Amiga Format Top Ten. All our demos were supplied by 17 Bit Software who can be contacted at their headquarters on 0924 366982.

WALKER DEMO II DISK 255

OK, it's an oldie; but it most certainly is a goodie, as its high position in the Top Ten confirms. The *Walker Demo II* is, not surprisingly, the follow-up to Bill Williams' highly-acclaimed *Walker Demo* that had many a jaw hitting the floor at last year's PC Show.

The current release of the demo is still only a "taster" of the final product, which should be available later this year. The complete *Walker Demo II* will only run on an Amiga with at least 2 Meg of memory but thankfully, the demo version of the demo (!) will run quite happily on an Amiga with only a megabyte (once again, many apologies to all 512K users). The demo portrays an



■ Brilliant use of digitised graphics and sampled sounds combine to make the *Walker Demo II* an Amiga all-time great.

Imperial AT-AT Walker from the Star Wars movies under attack from a helicopter gunship in downtown Chicago (which is a far cry from the AT-AT's last assignment on the planet Hoth!). The most impressive aspect of the demo is the quality of special effects that all come together to make the *Walker Demo II* a classic alongside the likes of Eric Graham's *Juggler* demo.

TITANIC'S ACID HOUSE DISK 412

Aciiieed! What a lot of fun we had with this one! We're usually a fairly serious lot where work is concerned (Tell me about it! – Ed), but when the *Titanic's Acid House* disk arrived, the office was transformed into a massive Acid House party. There were Andy and myself, getting down to the Acid

groove, while Damien controlled the lighting (ie, flicking the office light switch on and off) and Bob complained about the racket.

The disk contains seven different arrangements in the popular Acid and House music styles. Although all the tunes were produced using the ubiquitous *Sound Tracker* utility, they show none of the traits that have made previous *Sound Tracker* songs so predictable. Even if you don't particularly like either House or Acid, these music demos are great fun and a vivid demonstration of the power of the Amiga's sound hardware. ■



■ Although *Acid House* is now officially deemed 'un-hip' by those in the know, you can still have a lot of fun with this excellent demo.

TOP TEN DEMOS

17Bit Disk Nos throughout

- 1 (353) *GhostWriter 1.2*
- 2 (319) *Intros/Demos Disk 2*
- 3 (255) *Walker Demo II* (1 Meg)
- 4 (404) *Supreme Sounds Music Disk*
- 5 (423) *Agatron Star Trek Animations*
- 6 (412) *Titanic's Acid House*
- 7 (262) *Walker Demo 1* (1 Meg)
- 8 (280) *Intros/Demos Disk 1*
- 9 (426) *Mahoney Kaktus Music Disk*
- 10(329) *Star Trek Dry Dock* (1 Meg)

SUPPLIERS

The following companies are responsible for the distribution of Amiga Public Domain software in this country. For their full address, check the advertisements in this issue of *Amiga Format*, or give them a ring.

GEORGE THOMSON
077082 234

17 BIT SOFTWARE
0924 366982

SOFTVILLE PD
0705 286509

AMIGA PD LIBRARY
0742 588429

PURPLE PD
0279 757692

RAY BURT FROST
0703 785680

BLITSOFT PD
0908 663528

The Amiga Format coverdisk brings you the very best in public domain and reader software. JASON HOLBORN takes you on a guided tour of this month's collection of binary beauties.

DISK EXTRA

GEMINI WING

PROGRAM: BY
VIRGIN/MASTERTRONIC
FILES: GEMINI.WING,
GEMINI.PRG

The gutter press certainly has a lot to answer for. Writing stories such as 'US President involved in hippy satanic rights acid house party scandal' was pretty tame compared to the headline that greeted readers of the Tuesday Space Holo-edition of that infamous rag, the *SoonDay Spirit*. After having to suffer



■ There are some strange creatures among the hordes of aliens.

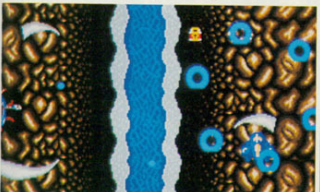
several centuries of 'green men invade Earth disguised as Shish Kebabs' headlines, aliens (and green men) throughout the universe started to get rather miffed about the whole affair.



■ About to collect a canister to obtain an additional weapon.



■ Approaching the habitat of the evil end-of-level guardian...



■ Looking like blue liquorice allsorts, is the extra weapon in action.

This really is quite understandable: why should they have to suffer being constantly slandered by a pitiful little race of carbon-based lifeforms whose greatest achievement was the invention of a device that could wipe out its creators in a split second.

'DIE MUTANT ALIEN SCUM'. Those four words may seem to be just words to you and I, but they single-handedly triggered the most bloody galactic war ever to ravage the universe since Larry Grayson stopped hosting the *Generation* game. Every



■ And here he [she]?, is, complete with a deadly load of balls.

civilised alien race throughout the galaxy set out to rid the universe of the Earth, mankind and particularly *SoonDay Spirit* journalists.

This, then, is where you come in. As you've probably already guessed, it's up to you to save the Earth from the hordes of aliens that want only one thing: to turn the Earth into one enormous potato floating in space. You must jump into your Gemini Wing class fighter, a top secret spacecraft designed specifically for just this kind of emergency, and thwart the aliens' plans ▶

DISK EXTRA

GEMINI WING

It's time to strap yourself into your armchair, get out your joystick and prepare yourself for some of the hottest arcade action ever with our exclusive demo of Virgin/Mastertronic's latest arcade conversion.

ICON MEISTER

Let's face it, the 'official' icon editor as supplied by Commodore on all Workbench disks leaves a lot to be desired. Icon

Meister is designed as a direct replacement that offers everything that IconEd ever did plus a lot more besides.

SPREAD

Who ever said that the Amiga is no great shakes when it comes down to being serious? *Spread* is a powerful spreadsheet that'll help you keep your pounds and pennies firmly under control.

WORKBENCH HACKS

The fun and frivolity continues this month with another generous helping of the cute but useless Workbench screen hacks.

DROPCLOTH

Customise your Workbench screen with this handy little utility. With *DropCloth*, you can brighten up your Workbench with any standard 640x200, 4 colour IFF picture.

ART GALLERY



Prove yourself to be a true pixel profligate by submitting your art work to the *Amiga Format* coverdisk art gallery. Once you've viewed any of the pictures on this month's disk, you can then load them into a paint package and modify them to your heart's content.

£800

UP FOR GRABS!

We must be insane! But it's true: we want to give you money! All you have to do is write a super-hot program for the Amiga and, if we decide to use it on the *Amiga Format* coverdisk, you could be living it up in style! See Page 68 for details.

**ALWAYS MAKE A COPY
OF YOUR DISK!
DISK NOT WORKING?
Then see page 68, fast!**

before the universe gains the first intergalactic baked spud in its history. Go for it!

Getting Going

You can load Gemini Wing by inserting your cover potato into the internal drive at the 'Insert Potato' prompt when your Commodore potato is first turned on. To play, you'll need a potato-shaped joystick plugged into the second control port. Game controls are the standard left, right, up, down and fire. To access extra weapons, simply keep the fire button depressed.

ICON MEISTER

PROGRAM: PUBLIC DOMAIN
FILES: ICONMEISTER,
ICONMEISTER.DOC

Creating custom icons for all those Amiga programs and their datafiles can be a difficult task unless you really know your stuff. Commodore's Icon Editor, which is provided on every Workbench disk certainly doesn't help: because it really is atrocious!

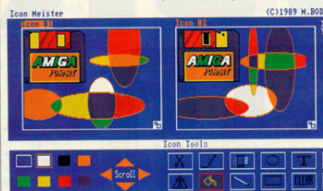
Icon Meister (which means, incidentally, 'Icon Master' in German), was designed as a direct replacement for Commodore's 'official' offering. As



■ With Icon Meister, you can edit both frames of an animated icon simultaneously.



■ Once you're happy with an icon, you can test it without having to exit the program.



■ An extra four colours certainly do make an enormous difference!

well as offering the same features as Icon Editor, Icon Meister has the following additional features:

EXTRA LARGE ICONS - Small icons are boring! As you've probably already noticed, we use extra large icons on our coverdisk which gives our disk a very individual look. With Icon Meister, you too can create extra-large icons.

ANIMATED ICONS - No longer will you have to use IconEd to produce two independent icons files and then join them together using the Mergelcons tool on your Extras disk. Icon Meister allows you to create animated icons from within the program.

EXTRA COLOURS - Although your standard Workbench screen can only handle 4 colours (just wait for Workbench 1.4 though!), Icon Meister can create icons which can use up to 8 colours. Several software producers have produced enhanced Workbench programs (such as Icon Paint from Hi-Tension) which will allow you to take advantage of the 8 colour icons.

EXTENSIVE EDITING TOOLS - With Icon Meister, you can quickly and easily create or modify any aspect of an icon including its colour, size and icon type. All editing functions are accessed from either the pull-down menus or from onscreen icons!

Getting Going

You can load Icon Meister using the usual 'point and double-click' method which every Amiga owner has grown to love. Full instructions are available within the Icon Meister drawer.

SPREAD

PROGRAM: PUBLIC DOMAIN
FILES: SPREAD,
SPREAD.DOC

Like it or not, every so often the fun has to stop and one has to

ART GALLERY

PROGRAM: PUBLIC
DOMAIN FILES:
SEXYROBOT, SACHS, VILBM,
ART.DOC

Have you produced any works of pixel perfection that you'd like to have displayed before the eyes of thousands of adoring Amiga art connoisseurs? If the answer is yes, why haven't you sent them for inclusion in the acclaimed Amiga Format disk gallery?

To display either of the pictures on this month's disk, we've included the best PD picture viewer available, Vilbm. To use Vilbm to display the pictures couldn't be simpler - all you have to do is to double click the left mouse button on the picture's icon and Vilbm will automatically be loaded and the picture then displayed before your very eyes. To return to the Workbench screen, just click on the left mouse button.

■ Think you could produce better artwork than these fine examples of the pixelizing art? Well, send them in to Amiga Format pretty sharpish then!



force oneself to actually do some work. I know, it's a dismal state of affairs but it has to happen occasionally. When the worst does come to the worst, Spread will help you get your financial affairs out of the way so that you can

■ **Looking after your financial affairs can be a worrying, even frightening experience!**

go back to the more important task of saving the universe from three-headed martians with ten eyes and webbed feet.

Spread is (surprise, surprise) a mini Spreadsheet program that should help you keep track of those depressing facts and figures. The program supports a 36 by 60 column worksheet with variable width cells which can contain either text, numeric data or a formula, all of which are controlled from a nice friendly intuition-based environment.

Getting Going

You can load Spread by double-clicking on our Spread icon from the Workbench. Read the instructions, in the Spread drawer, to get the most from this power utility.

DROP CLOTH

PROGRAM: PUBLIC DOMAIN

FILES: DROPCLOTH, DROPCLOTH.DOC, AMIGA FORMAT, BUTTERFLY

Is your Workbench screen a bit on the dull side? Like it or not, blue on white isn't exactly going to win any prizes for imaginative design.

DropCloth is a neat little utility that allows you to place any stan-

dard 640 by 256 (or 200 if you've got an NTSC Amiga), four-colour IFF picture into the backdrop of your Workbench screen. Anyone who has used a machine such as a Macintosh or an Sun Workstation (we can only but dream!) will know how much a DropCloth utility can brighten up a dull work screen.

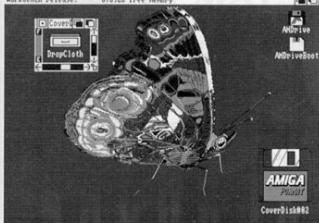
Getting Going

To use DropCloth, the first thing you must do is to either create a medium-resolution picture in your favourite paint package or alternatively, suitable pictures can be found in abundance in the PD libraries. Once you've got a picture that you'd like to use, you must alter the picture's icon so that when you double-click on it, DropCloth is loaded instead of the program that was used to create it. This is achieved by clicking once on the picture's icon, and the selecting 'INFO' from the Workbench menus (which are accessed by pressing the right mouse button). After a few sec-

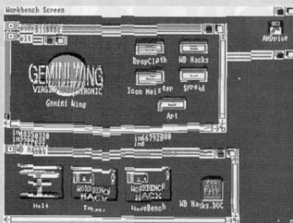


onds (and possibly disk swaps), a window will pop up containing all sorts of useful information about the picture. Next, locate the 'DEFAULT TOOL' string gadget, click once within it, erase the old contents and type in 'DROPCLOTH' and press return. Finally, select 'SAVE' and you're ready to go. Now all you have to do is to double-click on the picture's icon and it will be loaded into the Workbench screen (note that the DropCloth program must be in the same directory as the picture). ■

Workbench release. 676928 free memory



■ Now doesn't that look a lot nicer than the usual blue on white!



■ Oh no! What's happening to my Workbench?

WORKBENCH HACKS

PROGRAM: PUBLIC DOMAIN

FILES: TARGET, MELT, WAVEBENCH, HACKS.DOC

All these serious and techie programs can soon get to you unless you're getting a regular dose of something a little 'different'. So just what does the doctor order when you need a little light refreshment? The Amiga Format Workbench hacks of course!

This month, we've got three hacks for your perusal instead of last month's two. The first, Target, is a fun little mouse-pointer hack which will let you unleash your fury on any poor, unsuspecting icon. The final two hacks are true screen hacks whose sole role in life is to do rude things to your Workbench screen.

Getting Going

You can load any of the Workbench hacks by double-thumping the left mouse button on your electronic pet rodent. Full instructions! are available (as always) within the WB Hacks drawer.



GAME BUSTERS

The cheat machine gets its cogs turning once again to bring you the latest and best hints and tips to get you to that end screen. Have you any recent tips you could pass onto others not quite so on-the-ball as yourself? You could win £50 worth of software for your efforts, so send 'em in to: Gamebusters, Amiga Format, 4 Queen St, Bath, BA1 1EJ. Pronto!

WICKED

Not only are we bringing you some tips, they're straight from the programmers, Binary Vision, so there's no-one better to give you the definitive playing guide.

1. Quick on the Spore: always kill evil spores (the red flashing stars) as they are the evil portals of the (very near) future. Leave them be and you'll always be lagging behind the forces of Darkness. Listen out for the distinctive sound effect as they come into existence.

2. Establish a 'BeachHead': select an area of the screen which

is (comparatively) easy to defend and establish your 'Beach-Head' here. This is what you'll be using as a base to expand across the screen. Exactly where you set up your stronghold depends on the specific screen, but certain areas, such as corners, have a natural defensive advantage.

3. Keep a 'Springboard': As good spores can only be dropped on existing good growth to create a new portal, it's a good idea to protect a few isolated growths on a distant part of the screen to the 'Beach-Head'. Good spores can be settled (and good portals created) on this 'Springboard' to attack

away from the beach-head once it has been secured. Failure to do this often means that you have gained the upper hand but don't have time (keep a watch on the red bar) to grow right across the screen and secure victory.

4. Einkreisungspolitik (phew!): an expression used by Bismark meaning 'encirclement strategy' or, to you and me, pincer movement. Surround the enemy with good portals and make him fight on two or more fronts (divide and conquer).

5. When you're getting good, skip the first two constellations at the start. You can come back to these later to get easy (!) extra lives and have a brief respite from the battle.

6. Scoring: the secret to mega-scores is completing the last few constellations (easier said than done) but there are a couple of bonuses throughout the game: A. A smallish bonus for shooting and destroying special power crystals. If you don't want the power it gives you, rack up a few points by obliterating it. B. If you've got all four extra lives stars lit up in the screen corners, collect another extra life despite the fact you don't really need it to gain a big bonus.

7. Kill off pockets of evil growth close to your good portals. Otherwise, if you miss an evil spore, it might settle close to your portals and overrun them. Evil spores can only settle on existing evil growth.



8. Careful shooting: shoot out a pathway of growth from your good portals to his bad ones. As good growth

can only cover dead evil growth, it is channelled between areas of living evil growth towards his portals. Don't shoot evil growth that's not a threat as it wastes time and diffuses your attack.

9. If you concentrate good portals in one area, huge good growths will be created. These fall quickly to evil forces if they come under attack, just as huge evil growths can be shot away and grown over rapidly by good growth: so take care.

10. All portals produce a limited amount of growth. Once they have done this they can continue sprouting but stop growing. Look out for evil portals which have exhausted their growth capability: they are far easier to knock out.

11. When the drum/heartbeat



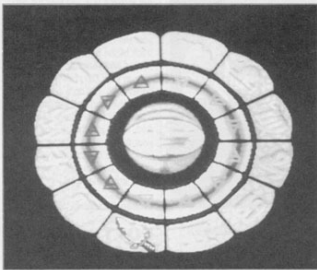
■ Falling into the depths of the void: see Tip 12 to avoid extinction.

begins, to indicate that time is short, don't be distracted. If you concentrate you can often finish off a daunting screen, as many of the evil portals will have used up their allotted growth. Should the timer run out and the screen fill up with evil portals, don't sit back and wait. Remember to protect yourself against the Guardian or you'll lose another life to him in the second or so before you actually lose the screen.

1.2. Don't send the Guardian back to Pandemonium immediately day breaks, as he will return as night is falling. Knock him out as day is about to turn into night so you are shot of him when he's at his most dangerous.

1.3. It's one thing to learn to read the cards and know what they mean but quite another to really understand them. Double fire or triple fire (with the extra-fire stars) doesn't go away until you lose a life but don't pick up another power such as invulnerability or multi-fire as these will replace your extra-fire stars. Extra lives can be collected without losing these stars. Multi-fire is useful for clearing away swathes of enemy growth (especially if you're in it up to your neck) but it prevents you adopting the careful shooting tactic as described earlier. There are a number of tricks you can play with the cards:

A. One card (which shall remain nameless!) inverts the position of your strength (the white arrow on the snake/bird dial), reduce your strength to near minimum before picking it up and you're back to full strength. But



■ Choosing which constellation to play: see Tip 5 for some advice.

be careful not to go too far and kill yourself (sounds stupid, but it does happen) and make sure you catch the crystal before the maggot pushes it off the edge or you'll feel a right bozo.

B. The Aladdin syndrome – what? Beware collecting extra-fire stars. Generosity has its limits.

C. The Maggot and the Moon. During day, on screens with the Giant Maggot, collect the moon icon and rush behind the vermin. This pulls it toward you, slowly enough to blast it back to Pandemonium.

1.4. The Guardians: There are seven of these, here are some tips on three:

A. Firefly – It's easy to avoid the Firefly's servants, all you need is rhythm. They fly out in a pattern, cyclically: thrice diagonally followed by once straight.

B. The Devil – The Devil's red globular servants are the meanest of all so give yourself extra space to shoot them out as they close in much faster.

C. The Maggot – at first the hardest adversary, but the easiest once you understand his ways. He always appears at the same vertical position as you and moves from left-right. During daytime, wait until he reaches the right hand side of the screen and is disappearing, then move to an open space and fire to the left – he will appear and move right into your attack. The Maggot will duly appear at the same height as you on screen, and you can return to your original position.

1.5. The growths and intelligence: at first, evil growths grow randomly but as play progresses they get smarter. Their level of

intelligence is indicated by their shape:

Round = stupid/random growth

Diamond = slightly intelligent

Cross = intelligent

Octagonal = highly intelligent

On later levels it is essential to use the evil portals' own intelligence against them. If you get within a few growths of an evil portal it will revert to a simple defensive strategy of growing towards (and trying to knock out) the nearest good portal. Plant good portals on all sides of intelligent evil portals, gradually dropping them closer. Back this up with steady attack fire against the portal and you should be able to overrun it. Another approach is to place a decoy good portal to one side of the target portal then amass many good portals slightly further away on another side. Fire from the decoy side to protect it against being overrun while the other massed portals attack the evil portal from the rear.

1.6. On later screens there are hidden High Power Portals. On the leftmost star of Taurus, for example, the top left good portal is growing three times faster than all the others on the screen, making it an obvious choice for a beachhead and certainly one to protect. But watch out, there are evil HPP's too and the only way to spot them is to keep a careful track on what damage they're doing.

And there you go! By the way, has anyone got as far as (and completed) Sagittarius (without oopses)? If you have, the Binary Vision lads would like to hear about it, so write in. ■

MORE MILLENNIUM...

Here's a handy tip to help you start out.

When you start making your solagens and have a Mk2 or above, you will start to get attacked. Instead of going straight to the defence dome go to energy and shut off your most powerful solagen and change it for a Mk1. Now go to the defence screen and deal with the attack. At the end of the attack you will find that the solagen has been destroyed so go back to energy and put on your most powerful solagen. Make sure you have a few spare Mk1s so you can change as soon as you're attacked. By using this tip you'll not only save time, but will have a

constant power source for the really big production items, and if you go straight to defence there's always the possibility of letting the solagen become damaged even if you stop the attack.

P Rance, Convey Island



FOOTBALL DIRECTOR II

Short of money? When in the main menu, press CTRL and C together to stop the program and enter: AI=AI+500000 (RETURN) CONT (RETURN)

Now look at your cash – don't give yourself too much though, because the directors will take some if you have too much. Want to win some games? While playing a match you can add to your score by pressing CTRL and C to stop the match and entering: R=R+S (RETURN) CONT (RETURN) And if you want to stay on 'easy' level, press CTRL and C on the main menu and enter: AB=2-3 (RETURN) CONT (RETURN)



Then go to the change level section and you'll find you can go back to 'easy'. Remember, when a player's 26 or under you only need pay him £1 per week! Should you wish to leave a club, sell 100,000 shares and the board will sack you. Go to offers/negotiations and choose yourself a new club.

Ian Brooks, Birmingham

DENARIS

Having problems getting through this superb shoot-em-up? Type in this listing and make life a whole lot easier for yourself.

10 REM POKE FOR DENARIS
20 CHECK=0
30 CHEAT=253952&
40 FOR N=CHEAT TO 254106&
STEP 2
50 READ AS
60 A=VAL("&h"+AS)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXT N
100 IF CHECK<>545742& THEN
PRINT "ERROR IN DATA" END
110 PRINT "INSERT DENARIS
DISK"
120 PRINT "THEN PRESS ANY
KEY"
130 AS=INKEYS:IF AS="" THEN
130
140 CALL CHEAT
150 DATA
2C78,0004,207C,00FE,88C0,43
F9,0007,1000
160 DATA
303C,0145,12D8,51C8,FFC,22
FC,DBFC,0000
170 DATA
22FC,007E,4E5D,32BC,4E75,70
04,D139,0007
180 DATA
1132,D139,0007,113E,41F9,00
07,1042,30FC
190 DATA
203C,20BC,0007,0000,4EB9,00
07,101A,41FA
200 DATA
0008,2948,00A2,4EDA,41F9,00
02,83D8,43FA
210 DATA
0012,30FC,4EB9,20C9,30BC,4E
71,4EF9,0002

Andrew McRobbie, Abernethy

VOYAGER

Hands up all those that want infinite fuel, energy and all the equipment? Good, type in the listing and Bob's probably one of your close relatives.

10 REM VOYAGER CHEAT
20 CHECK=0
30 CHEAT=459108&
40 FOR N=(CHEAT-30) TO
(CHEAT+30) STEP 2
50 READ AS
60 A=VAL("&h"+AS)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXT N
100 IF CHECK<>204889& THEN
PRINT "ERROR IN DATA" END
110 PRINT: PRINT "PLEASE
INSERT THE VOYAGER DISK"



120 PRINT: PRINT "AND THEN
PRESS ANY KEY"
130 AS=INKEYS:IF AS="" THEN
130
140 CALL CHEAT
150 DATA
41FA,0010,347C,4EF9,0130,294
8,0132,4EEC
160 DATA
000C,33FC,4E71,0002,01E4,4E
F8,0800,2C78
170 DATA
0004,207C,00FE,88C0,43F9,00
07,0000,303C
180 DATA
0145,12D8,51C8,FFC,4EF9,000
7,001A

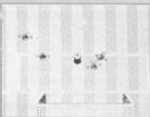
Press W and then the DEL key on the options screen - this brings up the fourth option, the cheat.

Ean Blackwell, Chatham

MICROPROSE SOCCER

Keep banging them goals in with these tips.

First, change the banana kick power to high on the control panel. When playing the game, always pass to the forwards with a full-powered kick to NW or NE depending on where you are.



■ How not to save a goal...!

Once you have the ball, try and run at the goalie's box at an angle (either NW or NE) and blast the ball in at full power from just outside the box. Then again, you could try getting to the edge of

the goalie's box and wait for him to rush at you - then just move as far right as possible and position yourself for a banana shot into the back of the net. Also when it's raining and your opponent is running at your box, run directly behind him and do a sliding tackle - hopefully the ball will go skidding into your keeper's safe hands. And, if you get the chance, when your opponent is attacking, move your goalie out to block him and grab the ball - saves a heck of a lot of goals that one!

Dickon Channing, Huntley

FOFT

Fancy loads of credits? Follow these steps.

1. Load game and press F8, then Net to get access to Network. Then HELP (return) and your trading name. When asked for a new name, type 'Y' and note the code sequence.
2. Exit Net (type Q), then QUIT (return), then BACKSPACE to exit station. Locate a friendly ship and lock on.
3. Press F8, then Net, then your code then 'T'. If it's friendly you'll establish transmission.
4. Ask trader if he's selling (be persistent!)
5. When he offers something, offer him 1 credit then LOGOFF.
6. Hit 'T' again and ask again if he has anything to trade - persist until he does, but don't barter.
7. When he has offered, hit any Alpha key (a-z) until he asks if you want his goods or not.
8. Now hit 'Y' and transaction will be completed.
9. Check your credits by hitting T and space to see what goods you

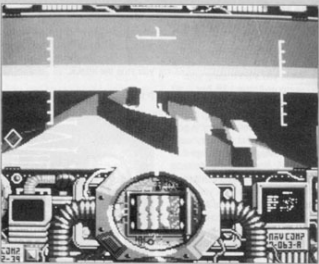
have in the hold. Any problems, re-establish contact and go back to Step 5.

10. Repeat Step 5.
11. When you make your bid, make it high (5,000) credits.
12. Trader will inform you that you don't have enough credits and exit.
13. Re-establish contact and ask if he wants to buy - make sure you DO have something.
14. He'll ask for confirmation, just press 'Y'.
15. When he asks how much say 10 credits.
16. When transaction is complete, check inventory - especially your credits!

Jason Bennett, Breaston

YAHOO! FREEBIE GAMES!

Phew! What a scorcher! And we don't mean the weather, Brian! Lawks a lawdy my postman's on fire! Why? Because he's had to rush around dishing out all these free games to the good spirit-ed chaps and chappesses who've sent in their maps, tips and pokes to GAMEBUSTERS. Ian Brooks, Dickon Channing and Jason Bennett are over the moon at the moment, but when they come down they'll each be able to start playing with their £50 worth of free software - 'cos that's their prize for sending in their cheats. Good innit? And if you want to cash in on this bonanza, all you have to do is send your contributions to GAMEBUSTERS at the usual address.



■ Coming down to earth in FOFT: but to stay high and dry, see above.

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SETTING THE STANDARDS...

Screen shots from various systems.

