

BRITAIN'S LEADING MAGAZINE FOR AMIGA OWNERS

AMIGA

ISSUE 5 / DECEMBER 1989 / £2.95

FORMAT

ART ATTACK!

*Prepare to be stunned by
3D Games, Ray-Tracing
and Alternative Realities*

COVERDISK
5

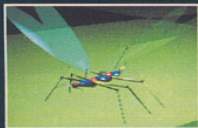
GUESS WHO'S
HERE TO SAVE THE
WORLD AGAIN IN A
PLAYABLE DEMO

GHOSTBUSTERS II



NO AMIGA COVERDISK?
DEMAND ONE FROM YOUR NEWSAGENT NOW!

18 GAMES PAGES - *Batman, Power Drift, Xenophobe* • COMMS • WORD PROCESSORS



GRAPHICS 29



HARD DRIVE 133



COLOUR DTP 73



WORD PROCESSORS 146



BOING MOUSE 69

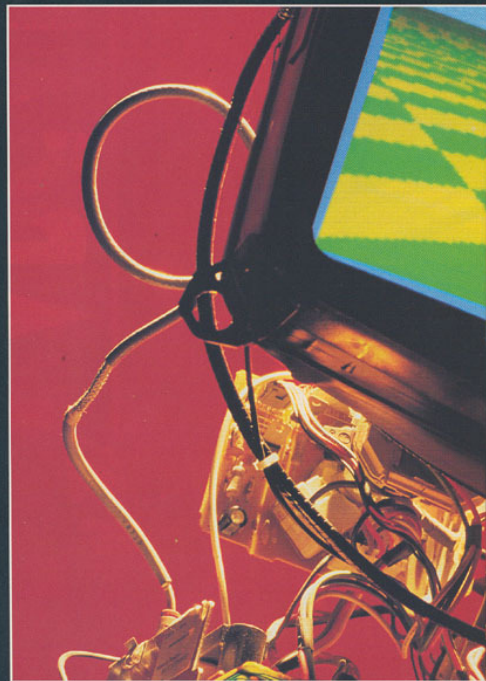
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GHOSTBUSTERS II

Extra-special playable demo of Activision's cracking Christmas film licence, wiping out slime in New York City.

ICONIZER: Create your own animated Mouse Pointers ■ **XCOLOUR:** Witty screen colour changer ■ **PSEUDO-OPS ACID HOUSE:** Short but sweet demo ■ **INSECTLIFE:** Art for use with our Graphics section ■ **BRUSHCON:** Use those DPaint brushes ■ **MEMGAUGE:** Displays memory ■ **WORDCOUNT:** Facility for WP ■ **WORKBENCH HACKS:** three awkward little numbers.

81



HOW THE
AMIGA HAS
FURTHERED
MAN'S
VENTURES
INTO THE
SPACE
BEYOND THE
COMPUTER
SCREEN...



THE THIRD DIMENSION 19



■ Power Drift, buggy mayhem, in Screen Play.

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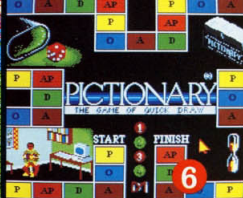
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2



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8

1 RAINBOW ARTS

Coming soon, from the developers of *Joan of Arc*, is *Day Of The Pharaoh*, an action adventure set, surprisingly, in Egypt. Apparently Seth, God of the Desert and Evil has decided to murder all heirs to the Pharaoh's throne, but luckily one survived: you. Now you have to work your way up the social ladder by becoming a successful merchant and prove to the rest of Egypt that you are indeed worthy to sit on the throne.

2

Back up to date, RA are also about to release *Rock 'n' Roll*, so called because it features more than half a dozen R'n'R tunes to accompany the play. The idea is to guide a ball through 32 levels of puzzles, mazes and baddies. Thankfully you can arm your ball and pick up a plethora of power-ups including bombs, spikes and shields, all of which you'll need when you come up against the dangerous precipices, the awkward ice surfaces and the frustrating valve systems. Ulp!

3 DINAMIC

Spanish software house Dinamic, responsible for such games as *Army and Navy Moves*, has been beavering away on a motor racing game called *Grand Prix Master*. It's a bike game endorsed by Jorge 'Aspar' Martinez, who's something of a big cheese in the 80cc category, and it features several races to compete in. Look out for it racing onto the shelves of a shop near you soon.

4 DOMARK

Staying with racing, there will soon be *Hard Drivin'*, the

conversion of the Atari coin-op, to get to grips with. The game features both a speed and stunt track and is bound to appeal to those who seek their thrills on four wheels.

5

In a more lighthearted vein there's also the conversion of the wacky coin-op *Toobin'* in the pipeline. Bif and Jet are the stars here and there's nothing they like more than a trip down the river in their car tyre inner tubes, lobbing empty drink cans at the fishermen (the young scamps!) and avoiding the debris in the water. It's wacky action all the way with these chaps.

6

On a more serious note, there's *Pictionary*, a game where questions are answered by studying the doodles that appear on screen (it's the odd one out too - why? Because it's the only one without an apostrophe in the title). There's lots of fun and a bit of edification coming from the Domark Twits in the near future: what more can you ask for?

7 US GOLD

The Brummie Big Boys are doing absolutely nothing at the moment. Only joking! There's loads of goodies due soon, including the long-awaited follow-up to *OutRun*, called

COMING ATTRACTIONS

Heads up! Here come tomorrow's games!

**7****9****10****11**

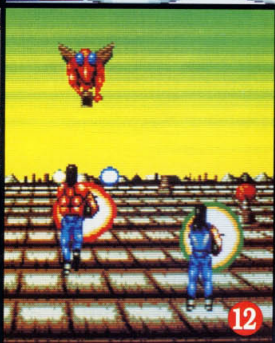
MY SPIDER-SENSE IS TINGLING AGAIN!



YOUR TIME IS UP WALL CRAWLER!



HULK, YOU'VE COME TO HELP STOP THE MISSILE!

13**12****14****15**

wait for it... wait for it... Turbo OutRun. This time you're driving a Ferrari F40 in a four-stage race across the USA, battling with the cops and avoiding the bad guys as you drive through cities, deserts and ice-covered mountain passes. Oh, and brakes are for wimps.

8 Then there's Moonwalker, based on Michael Jackson's movie of the same name. It's a story of good versus evil with Mike as a goodie - blessed with the power of transformation thanks to a shooting star - and Mr Big as the baddie. Do you reckon you can become Michael and rescue your friends from Mr Big's clutches? You'll have the chance to find out soon.

9 Or perhaps you fancy rescuing princesses? The valiant knight Arthur does (Arthur translated from the original Japlish 'Arther') in Ghouls 'n' Ghosts, the conversion of the Capcom coin-op which is the follow up to the old Ghosts and Goblins game. That translated

marvelously to the home computer some three years ago: it looks likely this will too.

10 ACCOLADE Present Day of the Viper, a futuristic galactic adventure in which players must rescue a critical defence installation which has been seized by a hostile android called Gar and his robotic army. The only hope of salvation comes in the shape of Viper-Five, an exploration droid which you control from a remote position. Infiltrate the base undetected and get to reactivate the defence computer and you may just save the day: fail and the future looks bleak indeed.

On the simulation side Accolade have certainly been busy, what with The Cycles, an International Grand Prix motorcycle racing sim due soon that allows you to race around 15 of the world's toughest tracks; and Powerboat USA, an Offshore Superboat racing simulation that puts you into the driving seat of a 600HP

Superboat. There are three courses to race and a number of hazards to avoid, not least the other racers!

Even more knuckle-whitening action is on offer with Blue Angels, a flight sim based on the heart-stopping antics of the US Navy Flight Demonstration Team. Fancy being trained to perform the Double Turn Over Roll? Or even the Knife Edge and the 8-Point Roll? Strap yourself into a F/A 18 Hornet and prepare for take off.

11 LOGOTRON Shoot-em-up fans look to be in for a real treat soon with the imminent release of Starblaze, a solid 3D space blast with power-ups, colourful backgrounds and over a hundred alien attack waves. Have you got what it takes to meet the challenge? We will see.

12 Still in shoot-em-up land, but this time with your feet on Terra Firma is Bad Company; a simultaneous two player blast with hundreds of insectoid enemies to blow

away, and then a load more of 'em too! Stand by for action.

13 EMPIRE Holy Superheroes! The amazing Spiderman and Captain America join forces and take on the evil Dr Doom in Dr Doom's Revenge. The mad genius is about to explode a nuclear bomb over New York unless you can guide Spidey and the Cap'n safely through Dr Doom's fortified castle and save the day in this comic-book style adventure, which also features some 30 challenging arcade sequences with varying skill levels.

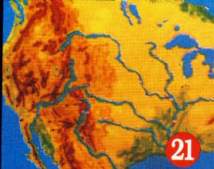
For the strategists out there, Team Yankee is a 3D tank combat simulation based on Harold Coyle's best selling book of the same name. The unique feature of Team Yankee is the player's ability to control four tank units in the team simultaneously. Sounds interesting. And just to keep you bang up to date, on these pages you'll find the first screen shots of earlier reported games...



16



20



21



17



23



18



19



22

14 15

Gazza's Super Soccer and Time: looking good, aren't they?

16 GREMLIN

What better to follow the success of the excellent game Defektor than a sequel? That's what Gremlin reckon too, so they've made one. Mindbender puts the player in the role of Professor McDuffin trying to transmit spells along magical energy lines, avoiding the annoying witches, elves and gnomes. Once you complete the 50 screens, try making your own using the in-built construction set (then get a friend to try to solve them).

17

If you'd rather get some fresh air out on a BMX bike or a skateboard, there's Skidz, where the aim is to be the 'raddest' kid in town. Earn cash by catching crooks, and respect by pulling off some manic tricks.

If footy is more your sport then watch out for Footballer of the Year 2.

You'll need a good head for tactics, a sound knowledge of the game as well as the all-important ball skills as you aim to become the number one striker in the game. Gooooaaaal!!!!

18

Prefer your games more in the arcade adventure mould? Axel's Magic Hammer could be just what you're looking for. It's a Super Mario Bros type game with eight levels, some 200 screens to complete and over 30 different nasties to contend with. Good job you've got your Magic Hammer to clobber them with, then.

19 NOVAGEN

Finally, after over two years of development and 'sneak' previews, Paul 'Mercenary' Woakes has almost finished Damocles. It's a solid 3D game in which the player has to prevent the comet Damocles crashing into the planet Eris by interacting and using objects found in exploration. There are loads of clues, and red herrings, so you'll have to keep on your toes the whole time.

Stand by for action: fingers and toes crossed, they won't be demonstrating this again at next year's PC Show.

20 EAS

More tennis games! Advantages from EAS is a one or two-player game that allows you to pick the player, the surface and the tournament. Practice against the automatic tennis machine before playing for real because every result affects your world ranking.

21

Also from EAS will be Far West, a cowboy adventure that allows you to build your own cowboy then decide how to go about making him rich. (Rob a bank? Build a gold mine? Hunt bears? It's up to you.) It's a wacky game that combines simulation, arcade action and role playing all in one.

22 INFOGRAMES

SimCity is a city planning simulator, not shown here. The player is given the task of Mayor and has to run the city like a

business. Factors to consider include: residential and commercial zones, pollution, power plants, parks, police departments and traffic. For those who fancy trying their hand at running Tokyo, San Francisco or Dullsville, keep your ear to the ground: amazing isn't it, some people think this is fun!

If that's not the sort of action you're after though how about Safari Guns? No, you're not big game hunting: in fact you're out to catch poachers and ivory hunters and generally try to save flora and fauna from the threat of extinction. An ecologically sound game this one.

23 DIGITAL MAGIC SOFTWARE

Possible rival to Powerdrift in the buggy-racing stakes is Driven! Force, a fast-paced high-powered racing game from Digital Magic. Plenty of different races are on offer along with the option to compete with sports cars, trucks, F1 racers, buggies and motorbikes, with bonus rounds on jet-skis. This is guaranteed to be very, very quick indeed.

BATMAN



OCEAN £24.99 ■ Joystick or Keyboard

The Dark Knight has returned. The success of Frank Miller's ground-breaking graphic novel has revitalised a hero presumed extinct. Further novels, repeats of the TV series and a new film have followed. Now there's the game of the film, pitting Batman against the Joker in what can only be called a cataclysmic confrontation.

The battle takes place over five sections, related to scenes in the film. Curtain up on the Axis chemical factory which is being attacked by Jack Napier and his cronies. Batman has to find his way through the plant to Jack and deposit him into the acid vat that turns him into the Joker.

The factory is depicted by a 2D, multi-directional scrolling system of rooms and platforms. The place is absolutely crawling with Napier's henchmen. They patrol the platforms attacking the Bat with guns and grenades. There are also acid and gas leaks which can deplete energy if run into. The trusty Batarang can protect you from the henchpersons, while the Batrope is used to climb up to platforms above.



■ In the heart of the Axis chemical factory, above Batman is a gas leak, to the left an acid drop is appearing from a pipe: avoid both.

The first section is tough, but a bit of perseverance reveals the route to Jack and the exit to the next section. The real art becomes getting through it without losing one of the three lives.

Section Two is on the streets of Gotham City in the Batmobile. It's a race back to the Batcave before time runs out or the car conks out. As you thunder through the streets the traffic blocks the

way and damages the car when it hits them. Roadside objects should also be avoided. A direction arrow points the way home, indicating when the Batmobile needs to take a turn. The only way to turn is to shoot a grapnel round a lamp-post and slingshot round it. However, if you miss three turn-offs you run straight into a road-block: and that's the end of your life I'm afraid, Batperson.



■ Still in the factory, a henchman called Bob lobbs a hand grenade.

Back in the Batcave, the Joker's Smiley poison has to be isolated by mixing three objects. There are eight objects to choose from and a limited time to mix them. It's solved just like the old game Mastermind: select three objects and you are told how many are correct, but not which ones.

Section Four is back to the streets of Gotham, this time in the



■ The rope is the only way to get around sometimes - it's fun too.



■ Racing through the streets of Gotham city, avoiding the traffic...

...making a left turn by swinging round on a lamp-post...



■ Flying the Batwing in the fourth stage, The balloons have to be released by flying through the ropes. Hitting the balloons or the bases results in damage to the plane, as does hitting the buildings.



■ Whoops! The Batwing banks up and explodes a balloon.



■ Sustain too much damage to the Batwing and it explodes.

Batwing. It's carnival time now and the Joker has lined the streets with deadly gas balloons. They are floating from cakes and all Batty boy has to do is fly through the ropes to release the balloons into the air. Hitting the balloons, cakes or roadside obstacles damages the Batwing and going too slowly introduces the risk of running out of time in which to reach home.

If you can survive all that, the final section is set in Gotham cathedral. It's similar to the first section in the factory, with henchmen attacking. There are additional hazards like crumbling floors to complicate the task even more.

At the top of the cathedral the Joker awaits. Defeat him here or he will escape in a helicopter and you will have to do the whole game over again: won't you?

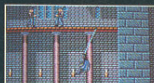
GRAPHICS AND SOUND

The 2D sections are competent in terms of graphics - functional rather than stunning. The street scenes are another matter. Whizzing along Gotham's darkened streets is much better to look at and extremely Batmospheric. The rolling road and all the objects are fast and well drawn: a definite touch of class. Watch out for those 90 degree turns. Smashing.

JUDGEMENT

The five sections hang together well as a game. Each one is tricky and takes some mastering. It's unfortunate that if all lives are lost you have to restart from the chemical factory, but that certainly proves a challenge. It's edge of

the seat excitement that grips you solidly. It's addictive, certainly, and though it's also frustrating at times and you could tire of it after a while, Batfins will not be disappointed. **Batbob Wade**



■ Taking to the ropes during the final stage in the cathedral.



■ A nasty surprise awaits in the cathedral - rats on the loose.

GRAPHICS	8
SOUND	7
INTELLECT	3
ADDITION	8

OVERALL 90%

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 static and moving graphics come under scrutiny in this rating, but remember, graphic wonders alone do not a great game make...

SOUND

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

INTELLECT

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

ADDITION

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, all answered by a look at the Addiction rating.

OVERALL

A percentage mark that takes into account all the ratings, plus extras like lasting interest, packaging, documentation...

THE TEAM

Andy Smith, was with ACE right from Issue One. He wouldn't know an op-code from a hole in the ground, but that's small comfort to the hundreds of games he has mastered. 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 Zzap!64, Amstrad Action and ACE. There's no-one in the business with a better idea of what makes a great game... Pat McDonald has been Technical Editor on our sister magazine *Amstrad Action* for years now and an Amiga owner for nearly as long. On the pixel battlefield or during a rollocking bit of roleplaying, Pat is a major force to be reckoned with. ■



...and making another left turn, only just in time to avoid the police roadblock ahead.



■ On the archery range. Step up at least two levels here to impress your guild master.

There's no RPG system more famous than the AD&D one and SSI have spent the last couple of years trying to capture if not the whole system, then at least the feel of it, on computer. *Heroes of the Lance* was the first to appear and turned out to be more of an arcade adventure than anything else, then *Pool of Radiance* came out and was much more like the original system. And now *Hillsfar*, the second in the series to appear on the Amiga.

The game takes its name from the town around which the game is set and basically it's a mix of two different game styles: adventuring and arcade action.

The arcade side of things plays a less important role in the game and include such things as combat in the arena against vari-

HILLSFAR

SSI £24.99 ■ Joystick or Keyboard

ous enemies like lizard men and minotaurs, riding your horse from one location to another, improving your aim on the archery range and running around searching for treasure and other goodies in the various mazes that appear to be in almost every house.

If you're more interested in the adventuring then you'll find your-

self wandering around trying to complete various quests. Of course before you start you'll have to create a character, deciding what race he/she should be (human, elf, dwarf and so on), then the person's occupation (fighter, thief, cleric and so on). Once you've done all that, it's down you to decide just what to do - visiting the guild hall of your chosen occupation is always a good place to start - but whatever you decide to do it's largely up to you just how you go about it. Whatever path you take, though, it won't be long before you have to have a go at both sorts of game.

GRAPHICS AND SOUND

The screen is split into three for the most part, the major portion being taken up with a plan view of the town with a small window to the left showing the town through your eyes. The remaining window is reserved for cameos of the vari-

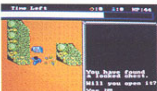
ous people you'll come across and text messages. Overall the graphics are less than impressive, but they serve their purpose well enough. Sound, as well, is disappointing but it doesn't impair your enjoyment of the game.

JUDGEMENT

It's always difficult to produce a good game that's a distinct mix of two very different styles without upsetting the purists. SSI have tried very hard - and succeeded - at doing just that. For arcade fans who fancy a bash at something else in between the action events and for adventurers who fancy a slice of the action then this is just the sort of thing. **Andy Smith**



■ In the town of Hillsfar. The yellow arrow represents your position within the town (at the moment you are outside the fighter's guild).



■ Mazes are lurking within most buildings and all of them contain interesting treasure chests.

GRAPHICS	6
SOUND	4
INTELLECT	5
ADDITION	7

OVERALL 72%

Forget the Ferraris and the Porsches: what you really want is a little buggy to sit in. Give it plenty of poke in the shape of a rear-mounted engine with a top speed of 244km/h and don't bother with nambypamby seat belts and roll cages and you're away.

Welcome to *Powerdrift*, Activision's conversion of the popular Sega coin-op. As if you hadn't

already guessed, it's a driving game! There are a few subtle differences between *Powerdrift* and other racing coin-op conversions, not least the absence of a time limit. None of this rushing to reach the next checkpoint as the seconds tick away. That doesn't mean you can just take your own sweet time though: it's still a race.

Twelve competitors take part in each race, but you start in fourth position. Quite simply, the idea is to finish each race in one of the top three places to qualify for the next stage. Each race is four laps of the track and there are five tracks to each course, with five courses to choose from.

The tracks tend to increase in difficulty as you progress. For example, the first couple of tracks



■ The second leg of the course, and this time it's at night. Fortunately those tyres keep you from falling off of the track!

will tend to have fewer and gentler bends while the later tracks will become much more difficult to negotiate and quite a challenge.

As well as bends there are other hazards, including suspended log tracks with no barriers on either side, so it's very easy to get the



■ The end of a race and yours truly qualifying in First Place.

ACTIVISION £24.99 ■ Mouse, Joystick or Keyboard

POWERDRIFT



■ How can we tell if *Powerdrift* has the right 'feel' if we don't go and try the things out for real? Intrepid (and handsome) reporter Andy 'Outta the way' Smith gets to grips with a Honda 350cc Odyssey.



■ Finishing first again at the end of a tough leg on a snow-covered course. One more leg to go and the course will be completed.

line seriously wrong on a bend and go plummeting into space. Then there are the jumps that can only be cleared if you're travelling over a certain speed.

Last but not least, there are the other racers, colliding with any of whom causes you to go into a spin. Not much time is lost as you're almost immediately back in the race, but your speed suffers and it takes a couple of seconds to get back up with the pack.

Fail to qualify and you can use one of your five continue credits to have another bash. Incidentally,



■ Powering over a jump - the speed's well up so making it to the other side is no sweat!



■ On a suspended log course. Make the most of the barriers - they're not there for the whole track so staying straight gets very tricky!

and rather entertainingly, if you come in first for all five races you may get the chance to drive the motorbike from *Super Hang-On* or fly an F14 from *Afterburner* round a bonus track.

GRAPHICS AND SOUND

Very fast and very colourful: it's so fast, in fact, that it sometimes gets a little confusing as to where you're supposed to be going. But after a couple of laps of each course, you'll know them well enough. The jingles are standard coin-op fare, and the sound effects are fine for the job required.

JUDGEMENT

Wonderful stuff. As challenging and as addictive as you'd expect from a hit coin-op but with much more gameplay depth than usual. A first-class racing game with all the essential ingredients to keep you in the driving seat.

Andy Smith

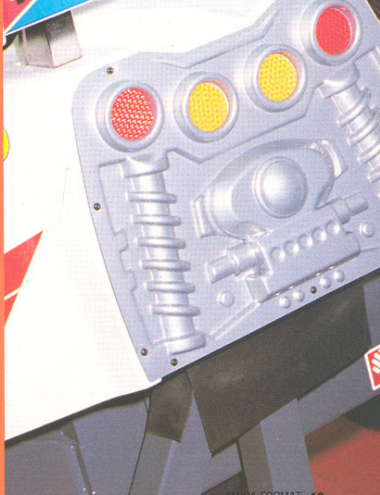
GRAPHICS	9
SOUND	6
INTELLECT	3
ADDICTION	8

OVERALL 92%

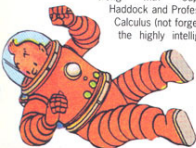


■ The hydraulic coin-op machine - the cabinet certainly adds something to the game, but Activision have done a great job in catching the essential gameplay, which is far more important.

POWER DRIFT



Tintin On The Moon is based on 'Destination Moon' and 'Explorers On The Moon', two of the kiss-curlured reporter's adventures (did you know that Tintin has failed ever to file a report to the newspaper he works for since the first story?), in which the young chap along with Captain Haddock and Professor Calculus (not forgetting the highly intelligent



dog Snowy) are piloting the first manned rocket to the moon.

The game consists of three major parts over six stages. The first part involves the player piloting the rocket - viewed from directly behind - through space, collecting yellow fuel pods and other red pods which, once you've collected enough, advance you through to the first of the game's six stages. Once you make it to the second part of the game which sees you controlling Tintin as he rushes around the inside of the ship finding and de-fusing time bombs that have been planted by the evil Colonel Boris.

The number of bombs that need collecting increases during the game - one for stage one, two for stage two and so on - and the amount of time you have to collect

INFOGRAMES £24.99 ■ Joystick

TINTIN ON THE MOON



■ Tintin inside the space rocket. This is the end of the first stage so there is only one bomb to find - and it looks like Tintin has found it.

the bombs depends on how many fuel pods you picked up in the previous section. Why does it depend on the number of pods? Because

the evil Colonel has also decided to light several fires on board which eat up the fuel (well, anything's possible in cartoon books),

so you also have to rush about extinguishing any fires you come across - once you've found an extinguisher. Find the bombs, put out the fires and release Calculus and Haddock if they happen to get tied up by Boris who's also running about and then it's back to piloting the ship through to the next stage.

Make it to the sixth stage and the third part of the game has you trying to land the rocket on the surface of the moon to complete the whole game.

GRAPHICS AND SOUND

The opening sequence is terrific and the sprites and backgrounds are jolly well drawn. The animation is a bit iffy though and the sound effects are not the world's greatest. The screen shots show how



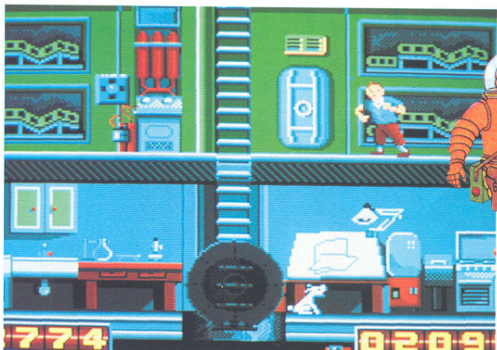
■ Collect the yellow fuel and the red 'advance' pods as you fly.

good the still graphics are, but they're not necessarily so hot once they're moving.

JUDGEMENT

Despite the fact that the game's literally been years in development, it's turned out a disappointment. The gameplay is far too simplistic and shallow to give any satisfaction and after just a short time it becomes very repetitive. Add to this the fact that it's easy to lose your one and only life, at which point you have to re-start the whole process, and you're left with a game that's more a wasted than a fulfilled opportunity.

Andy Smith



■ The second level and Tintin has found the second bomb. All he has to do now is put out all the fires and untie Professor Calculus. Then it's back to the flying through space part of the game for Stage Three.

GRAPHICS	7
SOUND	5
INTELLECT	2
ADDITION	5

OVERALL 83%

Here's the World War II flying ace donning his scarf, helmet and goggles ready for another daring raid deep into enemy territory. His Lancaster bomber takes to the skies and faces the might of Nazi air power as it tries to complete progressively harder missions. Or, to put it another way, let's go hammer the Hun with a trusty machine gun and a bay full of bombs.

This is not a full-blown flight simulator; it's an action game in which you play the part of the rear gunner. There are three guys to choose as the character you play, each with different experience in terms of missions flown.

The start of each mission reveals a map of Southern

England and North Western Europe. Somewhere in Europe will be a big cross marking the target for the bombing run. Then the plane takes off in an impressive 3D sequence, during which you can't actually do anything at all.

Once the plane is in the air the screen switches to a zoomed-in view of the map, where the plane is represented by a roundel which is guided in the direction you want to go, operating in accelerated time to save boredom. Guide it to the target until it makes its final approach run or gets intercepted by enemy aircraft, at which point view switches to the rear gunner.

Using the sight he has to defend the plane against the



■ A fighter banks away after raking the plane with machine-gun fire.

attacking dangers of fighters, flak, barrage balloons and searchlights, some of which can be turned off on the initial status screen.

There is a limitless supply of ammo but every time the plane gets hit by the enemy it loses speed and height. If these get too low the aircraft plunges to the ground, leaving the parachutes of the surviving crew drifting behind.

If the plane reaches the target the view changes again to the bomb aimer. As the buildings, tanks, bridges or whatever else is below pass by, you have to drop the bombs onto them. Once the last one is gone it's back to the map screen for the flight home and possibly more interceptions on the way. As the missions are completed the targets get further away and the interruptions by enemy forces increase.

GRAPHICS AND SOUND

The 3D objects are very impressive: plenty of detail and quite fast moving. The rest of the graphics are crude: poorly-drawn map screens and characters. The sound is not too thrilling either, consisting mostly of competent engine noises and machine gun



■ Tally-hot! One Hun is downed.

rattles. The bomb noise is particularly whiny, but there is some entertaining speech during and after the missions.

JUDGEMENT

It's good as far as it goes. The 3D sequence is promising, as is the multiple mission scenario. However, what lets it down is the fact that there just is not enough variety in the action. It's just a matter of blasting down plane after plane and bombing the same old things. It really does need that bit more depth in order to keep you interested for long. **Bob Wade**

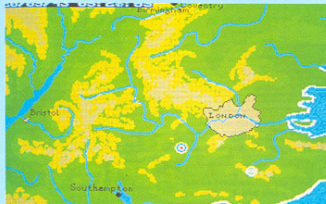
GRAPHICS	7
SOUND	6
INTELLECT	3
ADDICTION	5

OVERALL 61%

ACTUAL SCREENSHOTS

£24.95 ■ Mouse only

LANCASTER



■ The mission map show the plane's position with an RAF roundel.

Horizontally-scrolling shoot-em-ups come and go by the dozen. Nobody, it seems, ever grows tired of them. So we are probably guaranteed the continued appearance of games like this: perfectly well programmed, offering a reasonable challenge and nothing new in the gameplay department.

If you are familiar with *R-Type* and *Zynaps* then this should hold no surprises. The screen is bordered by scenery that proves fatal when collided with. Attached to it are gun emplacements at regular intervals, blasting bubbly death and laser bolts.

On the route are power-ups that give extra weapons like drones or diagonal firing, or act as

smart bombs when touched. Equally unsurprising are the flying aliens and end-of-level guardians that try to destroy you.

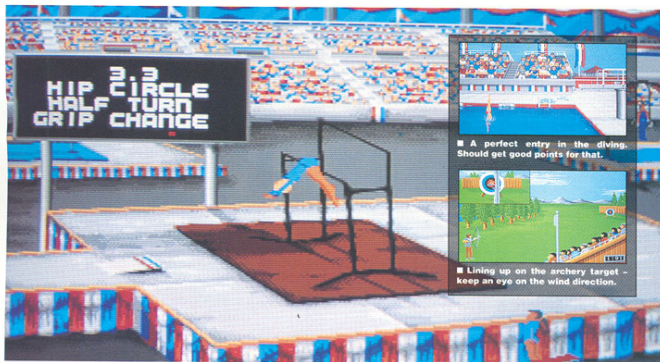
It's difficult and, like most shoot-em-ups, addictive, but there's nothing here to get excited about. **Bob Wade**



■ The scenery is reminiscent of *Zynaps*, as you can see from these two pictures, and gameplay is much the same as well.



GRAPHICS 5 / SOUND 4 / INTELLECT 1 / ADDICTION 6 / OVERALL 43%



Epyx the company recently closed down in the States, but Epyx the software label lives on. This latest Epyx sporting extravaganza takes eight events from the Summer Olympics, and from several different types of sport.

From athletics there are the hammer throw, pole vault and 400 metre hurdles. From gymnastics there are the parallel bars and the rings. Making up the eight are archery, cycling and diving.

The events are set in Seoul, scene of the '88 Olympics, and even though this is a bit out of date, the scene is beautifully presented. There is the usual attention to detail from Epyx: world records in each event, and two player options (simultaneous for cycling and hurdling). The events can be practiced individually or put together into a competitive event comprising one or all.

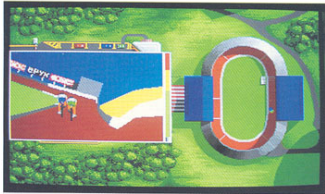
The most complicated events are the two gymnastic disciplines and the diving. These involve many different manoeuvres rewarded by points scores. This skill element makes these the most difficult events to master. In the rings and parallel bars sequences of moves have to be put together, trying to attain as much difficulty and as little repetition as possible. The diving has as many different

moves, but obviously you can only select and perform one type of dive at a time.

None of the events are out-and-out wagglers but the cycling and hurdles need the most. The cycling takes place around the banked turns of the velodrome against another rider. The riders dawdle around three laps, conserving their energy, and then burn it up on the last lap. You can also slipstream behind the other cyclist in the race to save energy.

The hurdles involve little more than just waggling, punctuated by whacking the fire button to clear the hurdles. The timing is important because getting it wrong

■ Pedalling hard around the banked curves of the velodrome. Make quite sure that you save energy for the last lap and sprint to the line.



results in a fall and being out of the race. The pole vault also involves some waggling but it has to be in rhythm to build up speed. Then it's a matter of timing joystick moves to plant the pole and swing your body over the bar.

The hammer throw can provide one of the game's highlights but only when you make a mistake. Mistime the throw and the hammer comes hurtling towards the screen, shattering it spectacularly. The hammer speed is built up by anti-clockwise cycling of the joystick - a bit 'tough' on keyboard players if there are any.

No surprises in the archery, it's just a matter of aiming at the

target and allowing for the wind level (indicated by a windsack). There are only six arrows to shoot, but they do have to be loosed off within the time limit.

GRAPHICS AND SOUND

An excellent job has been made of the graphic presentation in all the events. The character animation is smooth and the scrolling for track events like the cycling and hurdles is also slick. There are lots of pleasant musical accompaniments to the events but not much in the way of sound effects.

JUDGEMENT

There is little left to be said about Epyx's sport simulations: they are always competent and enjoyable. This one has been well programmed, delightfully presented and has some excellent highlights. It's not going to get too many pulses racing though, because there is not much new about it.

Bob Wade

GRAPHICS	7
SOUND	7
INTELLECT	4
ADDICTION	5

OVERALL 61%

EPYX/US GOLD £24.99 ■ Joystick or Keyboard

THE GAMES SUMMER EDITION



DRAGON SPIRIT



■ Three heads breathing fire make you a force to be reckoned with.

Serpent demons are nasty pieces of work and the one called Zowell is the worst of the lot. Aside from other generally horrid things, he's kidnapped the Princess Alicia and is holding her hostage.

Enter your good self, magically transformed into a dragon complete with fiery breath, to rescue the poor maiden in this con-

version of the Atari coin-op. There are eight stages to this vertically-scrolling shoot-em-up and nine end-of-level guardians to fight.

The action is all viewed from directly above as you fly over the lands destroying all the flying, crawling and swimming creatures that Zowell sends against you. Fortunately, you're well stocked up

on bombs so destroying the ground targets is not too much of a problem. The flying creatures are quite easily taken out too using your fiery breath, especially if you can collect the power ups which appear when you destroy the blue eggs which occasionally crop up on the ground. Collect a power up and your dragon sprouts another head – thus increasing the fire power – and you can have up to three heads at once, making things decidedly easier.

As well as blue eggs there are orange eggs which release power up symbols that tend to increase the strength of your shots. Sometimes there are the flying creatures that glow: shoot these and they also release power ups, including ones that shrink the size

8-bit wargamers received something of a gift a few years ago when Firebird released a £1.99 game called *Rebelstar*. It became an instant cult hit and fans of the game pestered the author Julian Gollop for more of the same. *Laser Squad* eventually appeared on the smaller machines and now, after a long wait, it's finally available on the Amiga.

If you're unfamiliar with the game, it's a one or two player tactical wargame played over a set number of turns, viewed in pseudo-3D. Each player controls a bunch of troops – the exact number depending on the scenario – and the idea is to accrue enough victory points, by destroying specific items or numbers of the enemy, or achieving other objectives, such as making it

from one side of the game map to the other. Each and every member of your forces has a set number of 'Action Points' which are used up by

movement, firing, changing weapons and other actions. Combat occurs whenever two enemies spot each other and the screen display changes to

allow the attacker to position a cross-hair sight on the target and then choose a variety of shots depending on the weapon and amount of action points left.

For example, a member of the blue team spots a member of the red team and elects to fire at him. Blue then has the option of either automatic fire, a snap-shot or an aimed shot: the more accurate the shot, the greater the cost in action points (the automatic option only appears if the character has a weapon with automatic fire capabilities).

There is also an option called opportunity fire, which occurs whenever a member of the opposite team wanders into

■ (Left) The Moonbase scenario and the Rebels go rushing in (where angels fear to tread?).



BLADE £19.95 ■ Joystick or Keyboard

LASER SQUAD



of the dragon making it easier to dodge between the enemy fire. Take a hit and the first things to go are the extra weapons, swiftly followed by one of your five lives; and starting again with the single head can be a real pain!

Make your way through the stages – the later ones being particularly mean as some of them only allow you to fly over certain parts of the scenery whilst still chucking wave after wave of nas-

ties at you – then destroy the guardians and it's job done.

GRAPHICS AND SOUND

The sound effects are on the disappointing side, simple gun noises and the scream of the dragon as it gets blasted out of the air. The graphics are much better, being colourful, well drawn and well animated. Overall it looks as close to the coin-op as you could wish for, though the sound's not perfect.



■ You've taken a couple of hits and lost two heads, but you can improve the strength of your shots by bombing that orange egg.

the line of sight of one of your troops who has at least half his action points left. So the whole game revolves around the player trying to achieve his objectives without leaving his forces stretched and quite possibly defenceless.



■ Dishing out the arms at the start of a scenario. Serious credit-juggling skills needed here!

There are five scenarios on the original disk with expansion scenarios planned. The scenarios include *The Assassins* in which the player has to break into a base and eliminate one Sterner Regnix, and *Rescue From The Mines* in which the player must rescue some imprisoned comrades. Obviously, in two player mode one side is always trying to stop his opponent achieving his objectives. The game ends when either the set number of turns expires or one side gains enough victory points.

GRAPHICS AND SOUND

The graphics are not exactly state of the art but they are colourful and everything is well drawn: and besides, it doesn't need outstanding graphics to play well. Sound is limited to either a tune which plays throughout or spot effects, both of which are fine. For a game of its type it's a heck of a good looker.

JUDGEMENT

The game system is simple but very effective and it doesn't take long to get to grips with. The seven difficulty levels for most scenarios will keep you playing against the computer – which takes no prisoners – for a long time.

It is even better in two player mode when your human opponent makes some unexpected moves! *Laser Squad* is a terrific game that is superbly playable and can definitely be recommended as one for the library of any gamer. *Andy Smith*

GRAPHICS 6
SOUND 6
INTELLECT 9
ADDITION 8

OVERALL 93%

JUDGEMENT

Not just another shoot-em-up, surely? Essentially, yes. It has a nice scenario and a few extra frills, but the speed and excitement of the coin-op do seem to have been lost somewhere in translation. It's still a good game and will most certainly keep blasting fans happy for a respectable amount of time, but it's not one of the best of its type and lacks just a touch of depth. *Andy Smith*



■ Collect the blue symbol for even more wicked firepower!

GRAPHICS 8
SOUND 5
INTELLECT 2
ADDITION 8

OVERALL 67%



■ The Strategic Scanner can be called up at any time to give you a complete overview of the playing area. Very useful, tactically.



■ In Fire Mode, Move the cross-hair over an enemy and then select the type of shot to fire (your choices being snap, aimed and so on).

PRO TENNIS TOUR

UBI SOFT £24.99 ■ Joystick



■ Just into the first set and Mahoon adopts an aggressive stance at the front of the net. Effective when it works but disastrous when it doesn't. Some players are extremely adept at lobbing or passing you.

As well as snails and Sacha Distel, the French are pretty keen on their tennis; hence this simulation of the game from Paris-based Ubi Soft.

Essentially it's a one player game in which the player competes in the four Grand Slam tournaments. There is a two player mode but it's only used for practising. Should you fancy practising solo, you can step onto the court and bash away at the balls served to you from a machine, which has six pre-set programmes to match your ability, or you can just chuck a few balls in the air and try to improve your serve.

Once you reckon you can handle a computer-controlled opponent, it's time to enter a tournament (seeded bottom at 64) and gain points by winning



■ It's now your turn to serve, at Flushing Meadow, New York.

through the rounds and eventually grabbing the tournament title if possible (and increasing your seeding along the way).

Tennis (in common with other ball games) has often suffered in the past through lack of control. Frequently, for instance, the viewing angle has made it very difficult to guess where the ball might land. But in Pro Tennis the control is great. It uses the old favourite view of slightly behind



■ The French Open (on clay). Maigh's about to serve an ace.

and slightly above the player throughout the game, but for each tournament match your player remains at the front of the display making it much easier to judge where the ball is going to land and where to position your player. On the easy level there's even a cross that appears on the ground indicating roughly where your player should be to return the ball. This cross also appears on the other side of the net during the serve, to aid accuracy.



■ Practise against the machine before entering a tournament.

Your player is also very adept at switching hands and producing some stunning shots with little prompting from yourself (on the easy level at least, but things get much tougher on the higher levels). That said, it still takes a while to get to grips with the controls especially if you're playing a two player game and have to play on the far side of the court. Win through the rounds, grab the tournament trophy and increase your world ranking before jetting off to another part of the world and another tournament.

GRAPHICS AND SOUND

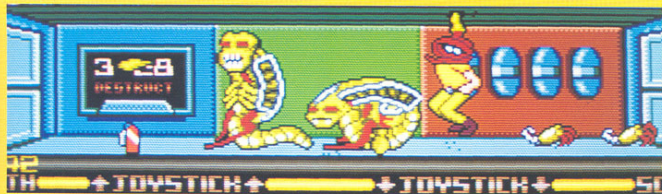
The viewing angle is just right and contributes greatly to the enjoyment of the game. The animation of the characters is also very good, but possibly even better is the sound which is terrific - especially the line calls. All in all it looks and sounds great.

JUDGEMENT

Even if tennis is not your favourite sport you'll find Pro Tennis Tour a great game to play. It's not a brilliant two-player game, but solo you'll find it very challenging, especially on the top professional level, and addictive enough to keep you coming back for many matches. Arguably the best tennis sim to have appeared on any machine, not just the Amiga. **Andy Smith**

GRAPHICS	8
SOUND	8
INTELLECT	3
ADDICTION	8
OVERALL	87%





■ Aaargh! Grabbed by the throat by a nasty squidgy alien! Waggle the joystick to free yourself.

A bit of a shock to the system this: MicroProse, renowned for their simulations (and buying other companies), have turned their corporate hand to coin-op conversions.

Xenophobe, the Bally Midway coin-op, first appeared way back in 1987 and was one of the first simultaneous three player games to hit the arcades. The MicroProse incarnation can only support two players, but the scenario remains



■ Crawling around is much safer - except when they Xenos attack from behind!

unchanged: Xenos have invaded several space stations and you have to go in there and secure each base in turn before they take complete control.

"Before they take control" means you've got a set number of the 'orrid little devils to blast away before the crippling time limit expires. Fortunately you're armed with a hand gun and the previous occupants of the bases left in such a hurry they didn't have time to clear everything away. There are plenty of more powerful

XENOPHOBE

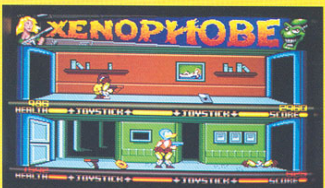
MICROSTYLE £24.99 ■ Joystick

weapons to collect as you walk, crawl and slide your way through the horizontally-scrolling rooms that make up each base.

As well as weapons there are things like floppy disks which, when collected and inserted into an appropriate terminal, can switch on teleports to allow swift movement around the base. Then

there are healing potions which can restore your energy when collected: contact with the Xenos, both the big ones and the small squid-like ones, causes your health points to drop rapidly.

As you only have 2,000 points to start with those potions can be a life saver, literally. So, if you can kill the right number of aliens and



■ In two player mode it's much easier to clean out the stations of aliens - but watch out for those clingy ones, boy do they sap energy!

collect any pieces of extra equipment to use (or trade in for points at the end of each stage), then move on to the next base to face more aliens and blasting action.

GRAPHICS AND SOUND

The music playing throughout is good stuff, though you can opt for sound effects as well which are just as good. The graphics are very close to the original and everything is well animated and moves smoothly. No problems in the looks and sounds department.

JUDGEMENT

It's good: not brilliant, but satisfying and different enough to keep you playing. After a while you may start to think it's all a bit repetitive but start using some of the hardware instead of just hoarding it and you'll discover new areas of the game that will increase the enjoyment. As in most games, the simultaneous two-player option also adds a fair old slice of lasting interest. **Andy Smith**

GRAPHICS	8
SOUND	7
INTELLECT	4
ADDICTION	8
OVERALL	76%

Arnie Schwarzenegger plays lead sprite in this interpretation of one of his better movies. The scenario is this: a nasty alien type has crash-landed in some jungle or other that Arnie and a bunch of other military pals happen to be working in. This alien geezer keeps killing Arnie's mates so you, as Arnie, have to move through several horizontally-scrolling levels of the game (starting in the jungle) and avoid not only the life-sapping gaze of the alien - represented by a triangle, or a collection of three dots that are not at all hard to out-

run - but also a whole bunch of machine-gun-mad rebels and some rather nasty jungle animals.

As you move through the levels there are different weapons to pick up (a good job too, because



■ Time to exchange weapons with a recently-deceased buddy.

that's the only way to rearm yourself), which may look different but seem to have the same effect. Keep running, avoid taking hits - almost impossible - blast anything that moves and hope you make it to the end of the level.

It's not a brilliant game design to start with, but the awful graphics (when did Arnie have his legs removed and Paddington Bear's grafted on?) do nothing to help. Hope 'Orinoco' Schwarzenegger never gets to see it. **Andy Smith**

PREDATOR

ACTIVISION £19.99 ■ Joystick

QUEST FOR THE TIMEBIRD

INFOGRAMES £29.95 ■ Mouse, Joystick or Keyboard

So, you've got to find a Time Bird, huh? Not just any old avian, the Time Bird is able to slow time and speed it up. The reason why

you have to find it is the time limit is a little on the tight side: Roxanna, daughter of the witch Mara, has to keep the god Ramor

inside his conch-shell prison. Otherwise, in nine days' time, the world Akbar goes down the tubes. Roxanna is a spell caster, and is

sure that she will succeed, if she can find the ingredients for a mighty incantation. The game starts at the home of Bragon the Knight, a retired hero who you can recruit to your cause. It's a good idea, because his axe the Reaper can deal with some of the nastier inhabitants of Akbar.

There are two other possible recruits to the cause: Bulrog and the Unknown Knight. Each character has their own particular talents, and using the right person for the job is the key to success.

Travelling around Akbar is a doddle. A very pretty map screen is drawn, and a withered old gent (known as the narrator) moves a stick around the various locations. Point to your destination, click on the mouse button, and off you go!

The lands of Akbar are known as the Marches. Each one has its own flavour, from the domain of the Snufflers to the March of a Thousand Greens. This latter place is not populated by brussel sprouts, but is in fact a forest.

Playing the game is a veritable feast on the old peepers. Each



■ Bragon and Roxanna prepare to set out.



■ First destination is to be the Gaping Lands.



■ Mounted on fliers, you travel there swiftly.

MIRRORSOFT £24.99 ■ Mouse, Joystick or Keyboard

BLOODWYCH



■ Choosing a character to play at the start of a solo game. All the champions have different capacities and abilities, so choose well...

The land of Trazere has all but been destroyed by an ancient evil. In times long past the Bloodwych, a council of powerful mages, was betrayed by the sorcerer Zendyck. The Bloodwych stood for all that was good and decent in the world, and were fair and just rulers. Now Zendyck rules unopposed, and Trazere is suffering an age of darkness.

To Zendyck, like all other successful villains, ruling the world is simply not enough. He seeks to reduce Trazere to 'original matter', and then to remake it in his own image. To help him he is summoning a Lord of Chaos, the only being that can do the job. Lords of Chaos are renowned for being untrustworthy, and this one is probably going to do a runner once it has its tentacles round the goodies (ie the original matter).

But the Bloodwych are tougher than Zendyck thinks. Being reduced to individual atoms only slows them down. Using arcane magicks they have gathered the last sixteen champions in the land, and have transported

them into the castle of Treihadywl. Which is where you come in...

Bloodwych is a fantasy adventure based on a role-playing system. At the heart of this system are highly detailed characters which the players control. The character's statistics, hit points, magic and possessions are laid out on the left of the screen, while the picture of the character and his buddies are on the right. The system is easy to use and is also nice and clear.

The game is similar to *Dungeonmaster* or *Bard's Tale*. You explore a large complex, bumping off the bad guys while attempting to complete the quest. In this one you have to find the four magical crystals, and finally destroy Zendyck. The castle is large, and contains all sorts of nasties. It is important to know where you are, so it would be a good idea to draw a map as you explore.

Being in communication is important. You can talk to strangers as well as some of the enemies. You refer to the commu-



■ On foot, trouble threatens...

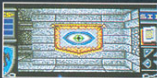
location has a background picture. Moving the mouse over these will reveal that some of the places are worth visiting (the pointer changes shape, from Roxanna's pet Furry to four outward arrows). Clicking on these locations will reveal a new place: perhaps a path through some caves, or some people to talk to in a crowded market.

Pressing the left mouse button will overlay a picture of your characters on the scene. Another button press on the relevant character will allow them to converse, charm or charge the person or place of your choice. You can also make the characters eat: you did get Bragon to bring a packed lunch along, didn't you?

There are lots of different places and people to visit. Sometimes a text box giving a narration will come up, and occasionally this includes a multiple choice



■ But you survive to reach Froth.



■ On a solo exploration of the dungeon, Sir Edward comes upon some curious things...

nications menu and select what you are trying to say. For instance, if you are attempting to recruit someone, you might introduce yourself, ask what the other guy's name and profession is, and then try to get round him by making smalltalk. Talking can be important: some enemies do have useful info.

Remember to commend other members of the party occasionally to keep their spirits up, or they might just take it into their heads to wander off. Don't forget to keep



Understand this: the matter is most grave. Your mounts have defiled the purity of our sacred cave. Amends must be made. You know our law.
 - You refuse to sacrifice your Lopwinds.
 - You agree to the ritual sacrifice of your mounts.

■ Arriving in the Gaping Lands, you are faced with an uncomfortable choice: bow to the local customs and let your mounts be sacrificed, or attempt to flaunt tradition? Either way, I'm afraid, you lose!

response from you. The choice you make decides your future course in the game...

GRAPHICS AND SOUND

The scenes and people of Akbar are captured very well, with some delicate pastel shading. Some water colour specialist has done very well on the Amiga, spending effort getting everything right. If you get a mount, you're also treated to a scrolling view of it with the map in the background. All in all, very pretty indeed. As for sound, a continuous tune plays

genity at the background, replaced with more appropriate background noise when you go a specific location. The sound gives that extra storyteller touch which makes *Time Bird* special.

JUDGEMENT

There are similar interactive fiction games available, but *What Time Bird* has is subtlety. It feels like a story is being read to you, and everything you do has some effect and influence on events.

Using a mouse is too fiddly, and I pity the people who prefer

joysticks. Finding all the places to go takes time: why couldn't they have been made more obvious? *Time Bird* won't keep you engrossed for months, but it's a quality Amiga game.

Pat McDonald

GRAPHICS	9
SOUND	7
INTELLECT	8
ADDICTION	7

OVERALL 82%

characters fed and watered, or they start taking damage. Eat when you need to, not just when you've got food. It is sometimes better to keep a few characters well fed than the whole lot half fed. Sleep accelerates the rate at which characters heal, and also characters only gain experience and magic while they are sleeping. Being by a bed and sleeping is better than sleeping in a corridor.

I have no idea how much experience you need in order to advance your characters a level. During my many games I once managed to get a fighter to second level, but the whole party was greased by a giant crab just as I was about to save the game.

GRAPHICS AND SOUND

What I saw of the scenery was nice (and as I never got to the lower levels I can't offer an opinion on them). The monsters and characters were nicely drawn, but the way they moved was wooden. Combat involved the bad guys moving their arms up and down, with little messages telling you the

damage inflicted or received. Overall the artwork was nice, but it didn't test the Amiga's abilities.

The sound was limited to the occasional 'Ooof' and 'Aaargh' during combat, but very little more. There wasn't even any background music.

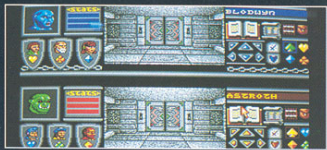
JUDGEMENT

If there is one problem with the game, it is that you can develop a perfect plan. I enjoyed *Bloodywch* immensely, but then I'm into this sort of thing anyway. It is definitely not a beat-em-up, as that guarantees a deceased party and obliv-

ion for Trazere. Another thing: I ended up hauling round my dead buddies because I couldn't work out how to drop them after they had been killed. Still, great fun for all you role-playing freaks out there, and one that may eventually become a classic. **Adie Stewart**

GRAPHICS	6
SOUND	3
INTELLECT	8
ADDICTION	9

OVERALL 79%



■ The two-player option allows two to become members of a party, exploring the dungeons in tandem or splitting up if necessary...

You are Djel, only son of Hokram the ex-chief and Esabelle the witch. On their deathbed, their only wish was to be recognised as people with moral fibre, rather than the dodgy, troublemaking magic users that everybody assumed they were. Now's your chance to clear the family honour and make a name for yourself.

The underlying storyline is simple enough: something is causing mischief amongst the mightier members of your land. Kal the Pauper has had to steal all the crops from your nation in order to live. Azeulisse, the mistress of the 100 countries, has had her daughter abducted: and until she is returned, no more children will be born. Finally, Theros, a rather rich magician, has caught a vile skin disease. Until he's rid of it, the plague will spread throughout the length and breadth of the land.

You are not without help, however. Ptroty the gnome, faithful companion to Hokram, reckons that he can make a potion for Theros' disease: if he gets the right ingredients. And a useful heirloom inherited from daddy is the mysterious Great Alambic.



■ Djel's den is a repository of items and centre of the game.



■ If you accept this character's offer, much good will come of it...

COKTEL VISION £24.99 ■ Mouse or Joystick

LEGEND OF DJEL



■ Rewards for good gardening...

Put three bats in, add a bit of lead and ten gold coins pop out. If Kal gets enough gold, then his people will leave your crops alone. Another of Hokram's works is a mighty statue of magic. It lets Djel travel wherever he wants, without spending time or cash.

Playing the game is easy. You just move the mouse pointer where you want to go, and click on the button to investigate. Just covering the screen and pressing the button doesn't help, because the number of clicks available to you outside your den is limited.

Solving some of the puzzles is easy: such as the magician of the Moving Lands. All you have to do is to change the scenery around until it suits him just right. Then you are given some clues so that you can proceed ever onward with your quest: if you're lucky.

Combat in the game comes in two varieties, mental and physical. Mental is easy enough to understand, because it's just a simple board game of surround. Physical is a damn sight tougher to get to grips with, because you can be any one of three dragons: Fire,

Water and Earth. Each is slightly better than another, and you transform between them by moving over crystals. Damaging your opponent is performed by spitting fireballs at them. If it sounds confusing, well it is.

GRAPHICS AND SOUND

The pictures used in Legend of Djel are quite good, although the quality ranges from good to suspect. Colour strobing is used to indicate that something interesting is going on, which makes you suspect that whoever programmed it wasn't clued up on animation techniques to any extent. The subgames, while competent, don't stretch the Amiga in the least. After some sampled music at the

start, the effects are rather puny by today's standards.

JUDGEMENT

If you want a mouse click adventure game, then Legend of Djel is just what the doctor ordered. In terms of appeal or depth, it really doesn't have anything to recommend it, but the puzzling may keep you occupied for a few days.

Pat McDonald

GRAPHICS	7
SOUND	3
INTELLECT	5
ADDICTION	4
OVERALL	59%



■ This is the battleground for physical combat. You are the dragon on the left, and you and your opponent must change elements to hit...

LEGEND

CRL £19.99 Mouse, Joystick, Keys

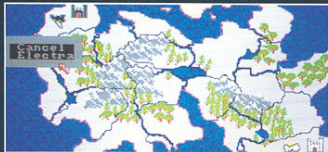
The forces of good and evil square up to each other once again. This time they're both fighting to capture the half of a staff that the other side owns, in order to gain complete power.

It's a one or two player wargame played on a island of 20 odd sectors. Both players buy

armies with the money they earn from owning land and march towards the enemy's base: capture it and you've won. There are a few extra frills thrown in including the ability to employ assassins, thieves and the occasional dragon, all of which can be used to upset the other player.

In one player mode the computer is particularly easy to beat, even on hard level, but there's more fun to be had in two player mode. The graphics have a certain naive quality about them, but they suffice

and though the sound effects are dire, they don't get in the way of the gameplay. Simple stuff that's too limited to challenge or keep you playing for more than a few goes. **Andy Smith**



■ Moving around in the land of Legend: why not go to Elektra?

GRAPHICS 5 / SOUND 1 / INTELLECT 5 / ADDICTION 6 / OVERALL 52%

Aliens get absolutely everywhere; if they're not out in space destroying everything they can get their tentacles on, they're usually attacking the Earth. And if they're not doing that, chances are they're running around inside lumps of dense crystal at the sub-atomic particle level.

Well, they are in *Quartz*, the latest game from Paul 'Spindizzy' Shirley. It's a viewed from above (mostly) shoot-em-up split into several sections. The first and biggest section (which is not dissimilar to *Asteroids*) is set within the lattice structure of a crystal where the player controls a ship and has to blast away at Hydrons (which look like yellow and red pool balls), to split them into quarks which in turn change into neutrinos once shot.

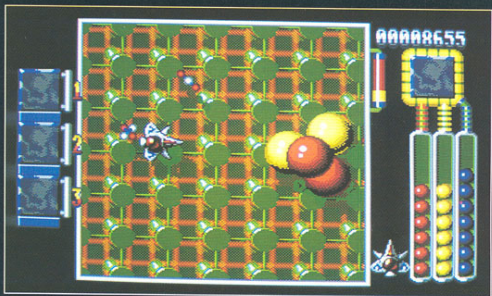
Collect enough neutrinos to fill the three containers on the right of the screen and you can then choose a power-up. Power-ups include things like eight-way firing (only lasts for a limited amount of time) and a RAM save feature which allows you to restart from where you bought the feature rather than having to work all the way through from square one all the time.

Your ship is also able to carry up to three power-ups and the player can choose which one to have active simply by hitting the space bar. Eventually, the aliens

will detect your presence in the crystal and will drag you off into the next stage which is a horizontally-scrolling blast where waves of aliens give up neutrinos and there are ground-based objects to avoid. Reach the end of the section and there's an end-of-level structure to destroy before going back to the relative safety of the lattice. The other sections of the game include a meteorite dodging stage and some more blasting, this time of the vertically scrolling variety.

QUARTZ

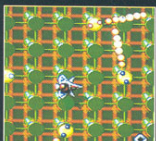
FIREBIRD £24.99 ■ Joystick



■ The first end-of-level guardian. Mind its satellites and keep blasting away until you get a result.



■ Blast the Hydrons and quarks then collect the neutrinos.



■ Outside the lattice. Dodge those revolving arms to live.

GRAPHICS AND SOUND

Excellent graphics, though the lurid backgrounds tend to make it difficult to see what's going on some times. It's all well drawn and smoothly animated. The title music is jolly and the in-game effects are OK if not outstanding.

JUDGEMENT

Very pretty, playable, and jolly tough: work is needed if you wish to do well in this game. Ultimately,

though, it tends to get repetitive, so it's not a game that's going to keep you playing for months at a time. **Andy Smith**

GRAPHICS	8
SOUND	6
INTELLECT	4
ADDICTION	6

OVERALL 68%

ALTERED BEAST

ACTIVISION £24.99 ■ Joystick

The God Zeus has decided to bring you back to life, after many deeds of bravery and a while spent six foot under, so that you can go on a mission to rescue his daughter from the evil clutches of Nef, the Lord of the Underworld.

Zeus isn't the only one with the power over life and death and



■ This is how the first end-of-level guardian first appears...



■ ...and he has the capability of changing his shape, too. Ulp!

Nef doesn't want to give his up his prize that easily, so he's got together a whole army of zombies and other weird and wonderful creatures to keep you at bay. To aid in your quest there are power-ups to collect that can turn you into other unreal creatures

including two bizarre lycanthropes, a werewolf and a weretiger.

It's a horizontally-scrolling beat-em-up converted from the Sega coin-op with end-of-level guardians and a range of kicks and moves. But that's about it. The graphics are not too hot when they're still, but they're worse when they're moving: blocky and very jerky. The gameplay is basic but it's still very difficult to control your character in the moves needed.

Altered Beast is a below-average game that fans of the original will be sadly disappointed with. **Andy Smith**

GRAPHICS 4 / SOUND 5 / INTELLECT 1 / ADDICTION 4 / OVERALL 33%

Life as an American traffic cop is never easy but poor ol' officer Bob seems to be in it up to his neck, what with litter-bugs, dope peddlers and the cantankerous station Sergeant to deal with.

Bob's average day begins with the Sarge issuing him with a target number of law-breakers to bring in within the time limit. Catching the perps involves recognising their vehicles and then hitting the siren (fire button) as the target just in front of your car (viewed from above) passes over it. The number of times a criminal has to be warned in this fashion depends on just how bad a crime they've committed: for example, drunks



Now get him back in time and receive a hefty bonus.

need three warnings before they'll pull over and let you give them a ticket whereas litter-bugs will pull over first time.

Occasionally Bob's day will become even more hectic as the Sarge hands out details of some particularly vicious criminals who Bob can concentrate on arresting.

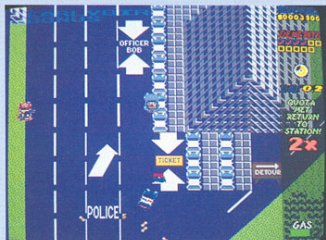
APB

TENGEN/
DOMARK £19.99

Joystick only

rather than the usual bunch. Should you go after these, and catch up with them on the vertically-scrolling highway, you'll have to bash into them a set number of times (Chase HQ fashion) before you can capture them and return to the station. Get there before the time runs out and you'll then have to beat a confession out of the subject before the Sarge arrives by wagging the joystick from side to side (very ideologically sound!) Manage it and you'll

On the trail of another dangerous criminal. Beating a confession out of the suspect may be fun, but it's a bit dodgy, isn't it?



Officer Bob returns to the station after fulfilling his daily quota: and just by chance manages to catch an extra litterbug as he arrives!

gain a massive dollar bonus (for dollars read points) and the congratulations of the Sarge.

It's all sounding straightforward so far, but then there are the innocent road users to consider and the roadside obstacles to avoid. Collide with any cars without your siren on or run off the road into the rocks and you'll crash the car and incur a demerit: collect 10 and it's game over. There are ways to reduce the number of demerits, primarily by collecting white bags that appear at the roadside occasionally. Other things to collect are donuts to increase your time allowance

and hitch hikers for dollars.

GRAPHICS AND SOUND

Both are marvellous. The screen scrolling might have been a little smoother but it suffices and the sprites and backgrounds are all nicely drawn. The sound effects from the siren wails to the music and the deliberately mumbled speech are all very good. APB looks and sounds very much like its coin-op parent.

JUDGEMENT

The arcade game was good and so is the conversion. The control is a little tricky to start with and it's very easy to die, but persevere and you'll find it becomes a lot more enjoyable, to the point where you'll be coming back to it a good few times and struggling to make it to the next day. **Andy Smith**



Mr HELI

FIREBIRD £24.99 ■ Joystick only

'The Muddy' may not sound like your average baddie but then Mr Heli doesn't sound like your average hero. Still, anything can happen in coin-op land.

You take control of the aforementioned Mr Heli in this multi-directional scrolling shoot-

em-up converted from the Irem coin-op. There are end-of-level guardians to destroy and extra weapons to buy (collect the crystal structures, which act as currency in the game, along the way by shooting the earth blocks in Super Mario Brothers fashion).

Of course, 'The Muddy' (a fine bit of Japlish!) has a whole host of minions who are determined to stop you getting to him, so take them out with your front and top-firing machine gun. Take too many hits from the baddies and the



Blast the earth blocks, collect the crystals, kill the aliens...

energy bar displayed at the top of the screen takes a dive until you lose one of your five lives and any extra weapons you have bought along the way.

Irem may be famous for R-Type, but unfortunately Mr Heli is just not in the same league. It is a shame, then, that the conversion does nothing to increase its appeal, being jerky and slow. There are similar elements to Blood Money here but the gameplay is not as polished, it is just not as playable and you will be bored sooner rather than later. **Andy Smith**

BOOKS FOR BOFFINS

JASON HOLBORN takes a look at Abacus' latest books.

The Abacus range of books now represents the most complete collection of Amiga-specific documentation currently available. Whether you're just starting out in AmigaBASIC, or hitting the hardware in assembler, chances are that there's an Abacus book to suite your needs. All are available from HB Marketing on 0895 444433.

Amiga 3D Graphics Programming in BASIC ■ £14.95

No prizes for guessing what this book is about. The book guides you through the principles and algorithms behind such complicated subjects as ray tracing, representing 3D objects on a 2D screen and others.

Unlike the vast majority of books dealing in such subjects, every demonstration program is written in bog-standard AmigaBASIC, therefore allowing every Amiga owner to benefit from the goodies on offer. The book provides an in-depth look at the fundamentals of ray tracing (light sources, reflections, shading etc) using all the Amiga scene modes (including HAM), information about wire frame models, representing the same object within different

resolutions and a lot more besides. If you've ever wanted to try your hand at basic ray tracing, but felt put off by the relatively expensive price of even the most basic of packages, then Amiga 3D graphics programming could be what you've been looking for. As an added bonus, the book even includes a complete ray tracing system consisting of a wire frame editor and final scene rendering program.

Amiga C For Advanced Programmers ■ £18.95

Even the most hardened techies need a good book to fall back on occasionally. For C programmers, Amiga C for Advanced Programmers may be worth investigating as a worthy companion during those long hours of programming.

The book is aimed fairly and squarely at the more technical among you who program the Amiga in C. Although the book is based around Manx's Aztec compiler system, Lattice owners should have no problems using the book.

Subjects covered include an in-depth look at how compilers, assemblers and linkers work, designing and implementing user interfaces using the Amiga's

Intuition windowing environment, coping with large programming projects (must read that section myself!), using jump tables and dynamic arrays, mixing C with assembler routines etc.

As an added extra, the book even includes a complete C listing for a text editor (which will have to

the Amiga's graphics systems software isn't the lightest read you could subject yourself to, and so a third party alternative is always welcome.

Amiga Graphics Inside & Out starts off with a nice introduction to the principles behind how the systems software handles the graphics on the Amiga. Subjects covered include Views, ViewPorts, RastPorts, bitmaps and other brain cell destroyers.

Once the theory is dispensed with, it's time to get out your compiler and start programming. The book includes full source code demonstrating



■ The three Abacus books reviewed here are just part of their collection of Amiga-specific texts.

be typed in using your text editor!). If you're serious about your C programming, then Amiga C for Advanced Programmers provides a good read and can also act as a very useful source of reference.

Amiga Graphics Inside & Out ■ £18.95

Unless you're a hardware programmer, the official documentation for

how to carry out such wondrous tasks as accessing HAM from BASIC, using fonts, dumping intuition screens to a printer and Amiga animation explained (including a look at the copper and blitter). Although the book is initially rather heavy going, it contains a positive wealth of useful information for advanced BASIC and C programmers. ■

Need a new mouse?

JASON HOLBORN

checks out a mouse with no balls.

The Amiga mouse is a resilient little beast, with having to be pushed around all day by a hand from the sky which then proceeds to clobber it over the head every time it wants something done - it's no wonder the poor thing gives up on life eventually!

Once your mouse has finally kicked the bucket, choosing a replacement was a fairly simple affair - it was Commodore or nothing. But, over the space of just a couple of months,

which the latest is the Boing! mouse from the Amiga Centre.

Unlike the traditional mouse, Boing! uses an optical mechanism which has a number of advantages over the conventional rubber



■ The Boing! mouse operates with light.

ber coated ball variety. For one, the lack of any moving parts

means that the Boing! mouse does not suffer from clogging of the rollers (sounds painful or worn parts (sounds even more painful)). As a result, Boing! should (in theory) last considerably longer than a conventional mouse.

The only disadvantage of using an optical mechanism is that the mouse will only function when used in conjunction with a special reflective mouse mat (which is, obviously, supplied). Boing! works by shining a light onto the mat, which is made up of thousands of tiny metal squares which reflect the light back to the mouse.

Another difference between Boing! and every other Amiga mouse is that it offers not two, but three mouse buttons. The two outside buttons function exactly the same as their Commodore

equivalents while the centre button is designed for X-Windows compatibility.

Conclusion

£80 does seem rather a lot for a mouse, but chances are that Boing! will out live Commodore's mouse several times over. While the mouse does seem more responsive at speed, on-screen pointer movement seems a bit shaky when moving the mouse very slowly, which can be a real pain when working in high resolution. But, gripes aside, if you're after a mouse and can face having to part with £80, then Boing! is worth investigating. ■

BOING! MOUSE

■ £79.95 ■ Amiga Centre Scotland
Tel: (031) 557 4242

Whatever your preferences – games, demos, utilities, graphics, sound or Workbench hacks – there's something for you on this month's Coverdisk. **RICHARD MONTEIRO** guides you through the disk's stunning offerings.

DISK EXTRA

GHOSTBUSTERS II

PROGRAM: BY ACTIVISION
FILES: GHOSTBUSTERS.DEMO

Who ya gonna? Ghost Busters! Yep, you got it. They're back. To coincide with the first UK showing of the film, Activision has put together *Ghost Busters II* the computer game. And what a scorcher it's set to be.

Just to give you a taster of what's to come, Activision has produced this superb playable demo of the game. There's almost a complete section of the game – free – for you to try out.

You're in the Vanhorne Shaft, which is jammed with ghouls and



■ Panic, me?

ghosts intent on sliming you – and the only way is down. Hold tight to your rope, don't swing too wildly and don't let anything gnaw at your lifeline. Why, one wrong swing and a guy could end up with snot all over him.

You've got your trusty Slimer for a shooter and a handful of PKR Bombs. There are also shields to collect, but you've gotta swing real good to get them. You've also got an attitude problem. Not so much of a problem to begin with because you're a cocky son of a

Ghost Buster when it comes to slime time. But when too much slime hits your face, you begin to wonder. You have doubts... is this what life's all about... is it worth living? The terror builds up inside you with each passing ghost. You lose your grip on reality. Ya know, you're gonna take a mighty slide if you don't hold on and keep that



■ You've either got a bad cold or you're about to be slimed.



■ Forget the straight and narrow, mate. Gimme the windy and bendy any day.



■ A PKR bomb should deal with the thing scratching at the rope.

mean attitude. Waste before being wasted. Slime before being slimed. It's simple enough, but that's the name of the game.

Hit the space bar or take a jab at your Slimer to start. To swing on your rope move left or right; to climb or descend move the stick up or down. Hit the fire button to unleash a bolt from the currently active weapon (it'll be your Slimer when you first start).

Select your weapon by hitting the space bar. You'll toggle between your Slimer, PKR bombs and shields. There's only so much a guy can carry, so don't be wasteful. There are replenishments on the way down, but once you've used them you're on your own.

PKR bombs are activated by pressing the fire button and moving the joystick up or down in the direction you wish to throw. Release the fire button when you wish to detonate the device. If you need a break from the action press P. Press ESC to quit the game.

Getting started

To run the *Ghost Busters II* demo simply insert the Coverdisk at the 'Insert Workbench' prompt. Make sure you've got a joystick plugged into Control Port 2, and hit the space bar or fire button to begin play once the demo has loaded. Remember, slime before being slimed.

ON THIS MONTH'S DISK

GHOST BUSTERS II

A spectacular playable demo of Activision's spoof game about spooks and spectres. Dare you take the challenge? Sampled sounds, detailed graphics, fun gameplay... get to it!

ICONIZER

Build up a massive library of your favourite mouse pointers and simply select the desired one by clicking on its icon. You can have one pointer for the morning, another for midday, and a very special one for the evening.

ACID DEMO

Just one of the Pseudo-Ops' many demos. This one shows what can be squeezed in under 30K: thumping sampled Acid beat and some whizzy Smiley sprites.

BRUSHCON

You're writing a machine code program and need to import graphic data into the source. You're stuck. Not for long: this useful program converts DPaint brushes into assembly source complete with part of the Intuition structure.

MEMGAUGE

So what if the Workbench menu bar displays the amount of memory left for data storage? Who ever looks up there? It doesn't exactly stand out. You need a real memory indicator, one that will display graphically how much memory is left.

WORD COUNT

Too few word processors come with word counts. And who's heard of a text editor with a word count? Enter WC. It does the job, and can tell you how many characters there are in the file at the same time.

INSECT LIFE



Stunning images to go with Brian Larkman's Graphics feature on Page 29.

XCOLOUR

A nifty utility that lets you change the number of bitplanes and colours on the Workbench screen.

WORKBENCH HACKS

You don't seriously expect to be told what to expect, do you? Well go away then! Find out for yourself. Oh, all right. Just one clue: lefties, you'll discover something handy.

BACK UP YOUR COVERDISK IMMEDIATELY

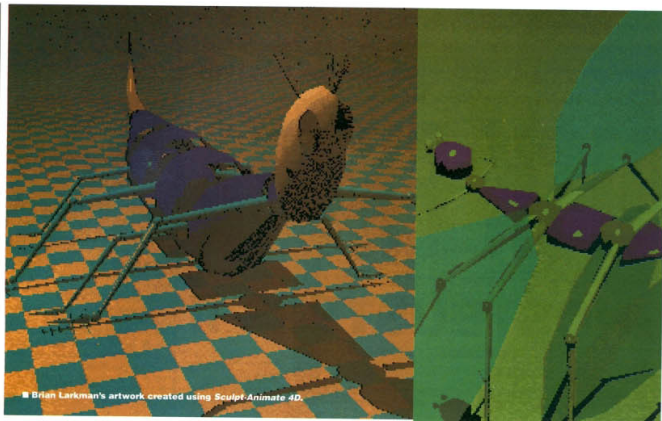
DON'T KNOW HOW?
See Page 88, fast!

AMIGA FORMAT 81

£800

UP FOR GRABS!

Don't just sit there like a goon. Get your programming tools out and earn yourself some dosh. We'll accept anything, but that doesn't mean we'll use it! Turn to Page 88 to see if you've got what it takes to write software for the Amiga Format Coverdisk.



ACID DEMO

PROGRAM: PSEUDO-OPS

FILES: PSEUDO-OPS.ACID
DEMO

A collection of Smiley sprites zoom around the screen while a pulsating Acid House beat plays. What more do you need to know?

Getting started

You don't need any instructions on how to use this one. And you're certainly not going to get a description of how to look and listen. Just double-click on the Smiley icon from the Workbench and enjoy. Hit the left mouse button when you've had enough.

INSECT LIFE

PROGRAM: BRIAN LARKMAN

FILES: INSECT2.19,
INSECT2.13

You'll find two stunning 320 by 512 interlaced pictures created by Brian Larkman for the Graphics feature on Page 29, and the public domain screen slide show program *Vilbm*.

These pictures are just two of the frames from Brian's animation of a dragonfly in flight created specially using *Sculpt-Animate 4D* to illustrate this month's Graphics section.

Vilbm, of course, is the excellent slide show program which enables you to view the wonderful pixel portraits.

Getting started

Double-click on the ART drawer. Once inside, double-click on the

ICONIZER

PROGRAM: PUBLIC DOMAIN

FILES: ICONIZER, ICONIZER.DOC, ARROW, BALL, OPUS

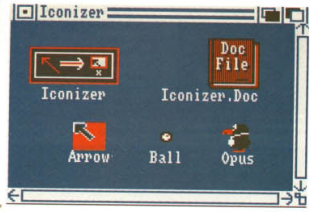
Not to be confused with *Iconiser* given away on Issue 7 of *ST/Amiga Format*. Both programs do similar jobs: that is, they do things with icons. *Iconiser* tags all files with an icon while *Iconizer* lets you change the mouse pointer icon.

Iconizer lets you build a library of pointers and then pick the one you want to use from the Workbench or CLI. During even hours of the day you could use a standard pointer while during odd hours you could use a penguin icon. That's for you to decide.

Getting started

You must create a drawer to store all your pointers. Double-click on *ICONIZER* from the Workbench to start. You will be prompted for a filename to save the currently active pointer. An icon, representing the current pointer, with the name you supplied will be created. Close the drawer and reopen it to see the pointer iconified.

Create another icon with the Preferences tool and repeat the process. When you've finished with the iconifications, double-click on the icon you wish to use as the pointer.



Insect Life drawer. There are several ways of viewing the images, but only the simplest method will be described here; just double-click on the icon of the image you wish to see. In this case, it's either *INSECT2.19* or *INSECT2.13*. Hit the left mouse button when you've had enough of the picture. Double-clicking on *Vilbm* will result in a help file. Read it if you wish to discover the inner secrets of this useful PD program.

WORD COUNT

PROGRAM: PUBLIC DOMAIN

FILES: WC, WORD
COUNT.DOC

Word Count (WC) counts lines, words and characters in a text files. Boring... yawn... zzzzz. Not at all. Few word processors and even fewer text editors come with any form of word count facility. It's an incredibly useful facility to have when you need to write to length.

WC can only be run from the CLI (see Getting started to find out how to get there). It has the format 'wc -flags files' where flags is one or more of:

l - count lines only

w - count words only

c - count characters only

More than one flag can be specified at a time. For instance, *wc -lw* will count both lines and words. Entering nothing assumes everything must be counted.

WC can accept one or more filenames. If more than one file-

name is supplied, WC will display the total for the supplied files.

Examples of what you can do are as follows:

wc foo – counts lines, words and characters in the file foo.

wc boo bar – counts lines, words and characters from files boo and bar, and displays the totals.

wc -w test – counts only the number of words in the file test.

Getting started

First you'll need to get a CLI window. Do this by first replacing Coverdisk 5 with your Amiga Workbench boot disk. Click on the Drive icon so that you get a directory window. Double-click on the System drawer and then double-click on the CLI icon. Type in 'CD C' and press Return. Then type 'copy cd to ram:' and hit Return. Type 'copy endlci to ram:' and press Return. Finally, type 'copy dir to ram:' and hit Return.

Get rid of any windows on screen and then remove the Workbench disk from the drive. Reinsert the Coverdisk. Click inside the CLI window to activate it. Type 'cd d0:' and press Return. The CLI will now know there's a disk in the drive. Type 'cd utilities' and press

WORKBENCH HACKS

Three excellent hacks for you to tinker with, and try out on other people, this month. Don't worry; none of them cause any permanent harm to your Workbench.

ESUOM

PROGRAM: PUBLIC DOMAIN
FILES: ESUOM, ESUOM.DOC
Open the WB HACKS drawer and double-click on the ESUOM folder. Finally, double-click on the ESUOM program icon. Have fun with the mouse pointer. Clue: try reading backwards. A close window gadget can be clicked on to stop s'esuom effects.

MISCHIEF

PROGRAM: PUBLIC DOMAIN
FILES: MISCHIEF, MISCHIEF.DOC
Oha la la, yo noughtly little cabbages. What doe yo think yo are doing? No hanky panky allowed wis zee little Mischief program. Yo know how to run? Double-click on WB HACKS. Du zee zame MISCHIEF wis drawers (ooh, mon dieu – vous etes terrible. Non! Zee zame wiz MISCHIEF drawer. Ah,

bon. Zen double-click un zee MISCHIEF icon. Toute suite. Un to zip zee fun double-click un MISCHIEF again.

LEFTYMOUSE

PROGRAM: PUBLIC DOMAIN
FILES: LEFTYMOUSE, LEFTYMOUSE.DOC

Are you a lefty who's tired of being discriminated against – even by your own computer? This program will force the Amiga's mouse to be ambidextrous. Leftymouse will make your mouse work for left-handed people by swapping the functions of the left and right mouse buttons. Your left index finger can be used for selection and your left middle finger can be used to select menus, just like your right-handed pals. Run the program a second time to restore the mouse buttons for right-handed use.

Return. Type 'cd "Word Count"' and press Return. Now type dir and press Return. You should see the filenames Word Count.Doc, Word Count.info, and Word Count.Doc.info appear.

Forget about any .info files. You're only interested in wc and Word Count.Doc. To count the number of words in Word Count's documentation file enter 'wc -w "Word Count.Doc"' and press Return. Type 'endlci' and press Return when you've finished playing with Word Count.

MEMGAUGE

PROGRAM: PUBLIC DOMAIN
FILES: MEMGAUGE, MEMGAUGE.DOC

While the memory indicator on the Workbench menu bar is accurate and to the point, it's also boring. Who's interested in a bunch of

numbers congregating at the top of the screen?

Big deal, you know how many bytes you've got free in your machine. Do you really know what that means? Do you care? Of course not. That's why there's Memgauge. It displays pictorially how much room there's left in the machine for running programs.

Memgauge sits on the Workbench screen and does nothing but move an orange bar up or down in accordance to the amount of memory available in the machine. The closer the orange bar is to the letter F in the gauge, the closer the machine is to being full.

If you're not happy with Memgauge's size simply stretch it or squash it. Click and hold the left mouse button at the bottom of the gauge and simply move up or down the screen to taste.

Getting started

From the Workbench, double-click on the UTILITIES drawer. Once inside, double-click on the MEMGAUGE drawer. Finally, double-click on MEMGAUGE. A tool with a dynamic graphic display will appear somewhere on the Workbench screen.

XCOLOUR

PROGRAM: PUBLIC DOMAIN
FILES: XCOLOUR, XCOLOUR.DOC

With XColour you can change the colours of any screen and add and remove bitplanes. Even HAM and enhanced halfbrite screens can be manipulated. It's not, of course, possible to change the number of bitplanes in a HAM picture.

Selecting XColour causes a window to appear. Colours are selected by clicking on one of the colour gadgets towards the top of the window. Under the palette you'll see three slider gadgets – moving these alters the R, G and B values of the selected colour.

Icons down the side of the XColour window allow you to add bitplanes, subtract bitplanes, turn the colours to black and white, progressively darken the selected palette, copy colours from one part of the palette to another, exchange two colours in a palette and spread the palette's shades between two colours.

If you get into trouble – that is, can't see what the hell you're doing – press ESC to restore the previous colour selection.

Getting started

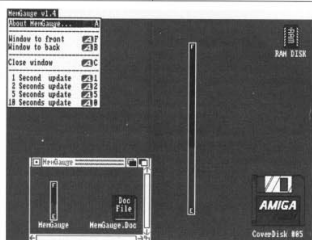
Double-click on the ART drawer. Once inside, double-click on the XCOLOUR drawer. Finally, double-click on the XCOLOUR icon. A window will appear with all XColour's options inside. Simply use the left mouse button to select items from within the window. Simple enough.

HOTLINE

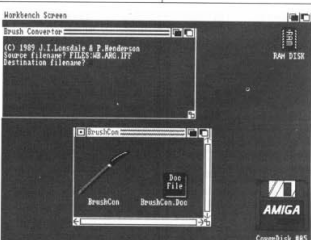
0225 765086

Between 4pm and 6pm on weekdays only

Flummoxed by files? Dumfounded by disks? Just plain thick? If you've got a problem with the disk – and you're sure there is no corrupted data – phone 0225 765086 with your query. State the model of your machine, version of Workbench/Kickstart you're using, and anything you've got attached to (or plugged inside) the computer. For problems with disks before Issue 5 phone Amiga Format on 0225 446034.



MemGauge's graphic display can be placed anywhere on screen.



BrushCon is a useful utility to use DPaint brushes in assembler.

GAMEBUSTERS

You have to get up pretty early in the morning to beat these games nowadays: so thank goodness some of you are staying up all night to do just that! And here's the results...

SAVAGE

To have all three lives at the start of Level Two type in this seven-letter password:

SABATTA

Ali Nasir,
London W6

RAIDER

Having trouble making it through the game? Try starting on a higher level! And here are the codes:

**SHOT
DYKE
HIGH
LINK
PEAR
KILN
BAND**

John Warland,
Eastbourne



Send in your tips, maps, pokes and low-down dirty tricks you use to get you to that end screen and you could not only be helping fellow gamers, but you could walk off with £50 of software for your troubles - COR!! Now there's a good deal!



RICK DANGEROUS

Handy hints and helpful tips.

Use the gun and dynamite wisely. Very often the guards can be left alone or dodged so Rick can get past without having to resort to violence. When a guard does need killing, try poking him first with the stick to freeze him first, then drop a stick of dynamite. This is a good way to save on valuable bullets.

ENEMIES

There are several types of enemy ranging from guard dogs to barrels, but the most common are the guards which come in four types: Intelligent: These bright sparks will try to follow you but when they find you are out of reach will look for another way of getting to you. Annoying: These wander around in random patterns and can be a real pain to get past. Predictable: As the name suggests, they move in set patterns (usually back and forth, back and forth), so they're not too much of a problem.

Spectrum users: (a little bit of politics, my name's Stephen - good-night!) Incredibly dumb, these ones. They just come straight for

you and can easily be coaxed into walking into spikes, spear traps or anything else that's likely to kill them. They are none too bright.

TRAPS

Spear traps. Watch out for these, they look like faces on the first level and snakes on Level Two. Not all spear traps work and the ones that do only work when you're at a certain range. All spear traps can be avoided by crawling under the spears.

LADDERS AND HAND-HOLDS.

Ladders are all right for getting around, but if you see a hand-hold use that instead. On Level One, the hand-holds look like random marks on the wall. On Level Two they are the tiles with two long and two short vertical lines.

MOVING BLOCKS.

There are four types: Dynamite blocks: these are moved by placing a stick of dynamite next to them, but beware! Some shoot towards you so be prepared to

jump to save your precious skin. Bullet blocks: as the name suggests, they are moved by shooting at them.

Switch blocks: surprise, surprise, activated by switches (these tend to move to pre-determined positions when operated).

Dented blocks: activated by poking your stick into the dent.

OTHER THINGS

Some floor spikes have grey shadows which mean there is some way of turning them off (long spikes are often switches). When you land on a bouncing floor, pushing up will make you bounce higher. Beware of the bats on Level One, the mummies, Ark of the Covenant and the Gem on Level Two and the guard dogs and barrels on Level Three.

Leaving the best until last: enter 'POOKY' on the high score table and any level completed can then be skipped by means of a handy level-select screen.

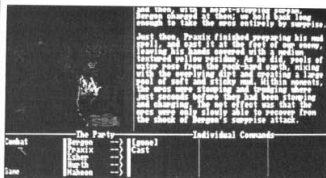
Stephen Fifield
Plumstead.♠

JOURNEY

It's not often we print complete solutions to an adventure, but we've had so many requests for this we've decided to go ahead. Be warned: if it might spoil your enjoyment, don't read it all!

PART I

- Start game. Enter store. Esher look around. Praxix examine map. Praxix reply. Tag buy map. Tag sell map. Exit store. Proceed.
- Enter tavern. Esher look around. Exit. Accept Minar. Proceed.
- Minar scout. Go right. Minar scout. Praxix examine bodies. Proceed.
- Minar scout. Follow smoke. Knock. Tell truth. Minar look around. Exit. Praxix examine bag. Proceed.
- Esher examine stream. Find gold. Find gold. Praxix cast elevation at Tag. Proceed.
- Enter cave. Praxix cast glow at staff. Proceed.
- Enter pool. Leave tube. Hide. Examine Minar. Wide path. Left. Pick up torch. Back. Right. Pick up blue amulet. Proceed.
- Pick up cover. Drop blue amulet. Junction. Smelly pool.
- Dive. Pick up blue amulet. Surface. Back. Back to cave. Proceed.
- Upstream. Upstream. Build raft. Launch raft. Cross. Cross. Cross. Cross. Praxix cast glow on map. Praxix examine map.



PART II

- Minar scout. Tag get help. Enter. Proceed. Proceed.
- Parley. Tell truth. Accept. Proceed.
- Up. Left. Cast elevation at Hurth. Cast wind. Leave Bergon. Up. Hurth look around. Tag pick up spyglass. Down. Down. Proceed. Proceed. Proceed.
- Back. Cast tremor. Proceed.
- Hurth examine runes. Enter. Left or right. Proceed.
- Cast flare. Cast elevation at Hurth. Left. Right. Fight. Hurth flank. Praxix cast mud. Combat. Combat. Combat.
- Return. Back. Up. Right. Exit.

- Split up. Bergon return. Praxix return. Cast blaze (or tremor or lightning at stump). Down. Back.
- Stream path. Approach. Approach. Talk to elf. Speak elfish. Tag say 'AGRITH'B'RAN'. Praxix route. Down. Back. Esher examine walls. Praxix examine walls. Proceed.
- Left. Left. Left. Up. Elf home. Follow elves. Cast rain.

PART III

- North route. Enter. Confront. Down. Down. This level. Hurth scout. Around Orcs. Right. Praxix examine runes.
- Speak. Praxix says 'LOREM'.

- Back. Past Orcs. Cast tremor. Cast elevation at himself. Proceed. Proceed.
- Cast tremor. Combat. Combat. Mix reagent with water essence. Use mix on Bergon. Proceed.
- Enter tunnel. Left. Old mine. Praxix examine walls. Back. New mine.
- Enter cleft. Hurth examine walls. Back. Enter cleft. Hurth examine walls. Ask miner about mine. Ask miner about mine. Tag pick up red rock. Back. Back. Right.
- Crude path. Hurth examine crack. Down. Hurth. Jump. Look around. Praxix examine key. Climb up. Back.
- Ornate path. Praxix examine door. Open door. Mix reagent with fire essence. Use mix on vault. Praxix examine coffin. Praxix examine white stone. Back. Back. Proceed. Proceed. Proceed.
- Cast flare. Proceed. Ask tree about paths. Ask tree about locations. Road to ruin. Cross. Proceed.
- Tower. Up. Accept. Down. Mix reagent with fire essence. Use mix on stones. Back. Courtyard. Cast flare or rain or lightning. Proceed.
- Hide. Follow Orcs. Inventory. Use red rock. Run for it. Praxix examine mechanism. Cast glow on staff. Down.
- Explore inside mill - go to control room and examine dials. Move dials and press button and wait until axe appears in shallow pit. Enter pit.
- Pick up axe. Mine rock. Go back to control room and turn dials. Press button.
- Go back to pits and enter shallow pit - Praxix should be at an exit. Follow light to escape.
- The dials are different with each game you play so the only ▶

THUNDERBIRDS MISSION

Alan - take torch and grease gun. Brains - take lamp and any other item.

Complete Brains' part of the mission first or he'll drown while Alan does his. First drop the useless item (not the lamp) as it isn't needed. Then go to the room with the spanner and pick it up. Then go to the room with the hammer and pick that up. Then take the lamp, spanner and hammer to the room with the lift. Use the hammer to fix the lift.

At the top, go right into the next room and use the spanner to fix the water pump. Drop the spanner and go to the room next to the lift and get the dynamite plunger. Go all the way to the room with the blockage and drop the plunger.

Retrace your steps to the room with the fuse and take it. Go back to the plunger, drop the lamp and pick up the plunger. Go as far left as possible then use the fuse, walk right as far as possible without pulling out the fuse and use the plunger. Return to the blockage room and you should find it has disappeared. Go to the trapped miners' room and transfer to Alan.

As Alan, go to the room with the ladder and pick it up. Then go to the room on the right and use the ladder to cover the hole. Return for the object you dropped and then go to room with the cart. Use the grease gun to oil the wheels of the cart and push it three rooms to the left where it will cover a hole. Return to the

room with the pneumatic drill and take it. Go to the room with the power point and drop the torch. Go into the next room and get the compact cable before returning to the last room.

Go as far right as possible and use the drill to drill through the wall. Go through and meet up with Brains and the miners. Control will now be transferred back to Brains who should go all the way back to the mole with the lamp. Once he gets there, you'll be given a congratulatory message and told the password to level two which is RECOVERY.

The other two codes are: ALOYSIUS and ANDERSON

Joseph Clare
Cheman

► solution is to experiment until you get the correct combination of dials.

PART IV

- Hurth examine shadow. Hide. Mix air essence and water essence. Proceed.
- Stay. Ask Umber about Mudwags. Get advice. Examine Umber's sack. Mix black reagent with fire essence. Use mix on staff. Leave. Curio shop. Look around. Reply. Buy grey stone. Trade spyglass. Proceed.
- Tavern. Esher examine other table. Cast invisibility. Eavesdrop. Eavesdrop. Eavesdrop.
- At this point, make note of captain's name as it changes with each game, thus it will be different each time. Exit.
- Inri. Check in. Accept. Exit.
- Wharf. Yes. Bergon say (name of captain you found in tavern). Zephyr. Tell truth. Accept. Camp out.
- Mix grey reagent with fire essence. Call sheriff. Cast tremor. Use mix on sheriff. Relax.
- Climb mast. Cast elevation at Tag. Cast wind. Pick up Praxix pouch. Mix fine yellow with course red and add pinch of course white. Cast mixture.
- End of game and you've won! Now read the musings...

Cpl G. Moffat
BMH Hannover

BATTLETECH

Everything you need to know to get you off to a good start in this hi-tech adventure...

CITADEL

You start here with nothing but a 35 C-Bill. In order to survive you need to learn a lot of different skills and that needs money. The best way to earn money is to invest all your money in the BakPhar company. The profit is very high (100%+) and so is the risk: so always save the game after getting out of Comstar station (where you invest your money).

The trading occurs every time you receive a 15 C-Bill from your family, so check your investments every time you receive some more pocket money. If you lose money, simply go back to the last saved game and try again. If things have gone well, reinvest the money again and save the game as early as possible.

The trading continues until you have more than 2000 C-Bill (including those you carry) so don't hesitate to spend your money on skills (including combat skills like bow

and blade and technical) which can be learned from Citadel and Mecht-Lube. You should also buy a weapon - missile launcher and inferno are the best - and armour (lightweight armour). Bear in mind that you can only hold one weapon and one armour at any one time.

Between trading you will have enough time to go to the mech training grounds in the south-east corner of the city to learn how to use a mech. After each session you need to wait a while before the next session, so it's an ideal time to go and check your investments.

Keep alternating between trading and training until you've completed the sixth training session in which you fight against two Locusts. Now use the main menu to inspect your character and see if the gunnery and piloting ratings are 'amateur'. If the gunnery is still 'unskilled' go back to the last saved game and do it again because gunnery determines how accurate you are during battles



and is very important if you are going to use a 'mech for the rest of the game. These are the training sessions:

1. To answer the quiz, use the diagram on P.13 of the instruction manual. Choose a locust since it runs a lot faster than the rest of the mechs.
2. Choose a Wasp or a Chameleon because they have the hands you need to pick up the rubber.
3. This training includes you destroying a dummy Locust and it really doesn't matter which mech►

XYBOTS



Want some infinite energy?

To obtain infinite energy from one Master Xybot to the next, simply get to Level Eight then stand one player as close to the exit hole as possible. Get the second player behind the first so that he can shoot Player One.

Player Two shoots Player One until his energy is less than 6%. On a count of 1-2-3 move Player One into the exit hole and at the same time press Fire for Player Two. The bullet should hit player one just as he disappears into the hole.

On the next level the player who went into the hole first should have an energy reading of zero. He can now get shot as often as he likes. The only minor (!) drawback is that the players can't zap so it's best to use this trick when playing a two-player game.

Peter Jones
Worcester

you choose, although the Chameleon is the most powerful.

4. Destroy a bunch of androids.
5. This is a one-to-one fight against a Locust and it's best to use a Chameleon from now on. Always stay in the forest or in water because it's a lot more difficult to be hit. Water has the added advantage that it cools down your 'mech to prevent a shut-down, which can occur if you're using your weapons a lot, especially the large laser. After this session you should go to the lounge to meet Rick and get the device you need in order to get into the Star Port later in the game.

6. Same as the last session but with two Locusts to destroy. Don't go back for any more mech training until you are excellent in all the combat skills and amateur in all mechanical and technical skills. Before going out for the seventh training session get all the money out of the Comstar building and you should have almost 4,000 C-Bills.

7. In this session, it's 99% certain you'll have to fight against Draconis invaders and your chances of survival are approximately 0% so don't bother trying to take them on. Just stay near the west barrier until the city is destroyed and the electrical barrier goes off. Now's the time to make a run for it. Save the game after getting out of the city.

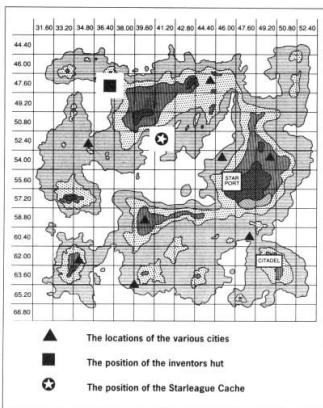
2. STAR PORT

Head northwest after leaving Citadel to Star Port. The entrance is at the west wall. Get some clothes from the clothes shop so that you can travel about without being recognised. Go to the northeast corner of the city and find the Comstar station.

Repeat what you did in Citadel (don't forget to save the game after leaving the station) and as soon as you can, buy a Mapper and Holodisk player. Keep making money until you have about 30,000 C-Bills (switch investments to DefHes for small but steady profits as the other company starts to lose you money once you get about 20,000).

Go to the southeast corner and find the hospital: now learn some first aid techniques. You should be able to find the hotel next to the hospital in which you will find Rex who will accompany you for the rest of the journey. Don't be stingy - buy him the same weapons and armour you have because he'll need them.

You could now go to the arena to do some battling and earn 500 C-Bills for every victory, but my advice is to not bother because



there are easier ways to earn money without running the risk of destroying your mech. Take whatever money you need from your account to get your mech repaired after the escape and then go exploring the land.

3. PACIFICA

You should find quite a few cities scattered about the land. You should also find a prison in one of the cities north from Star Port in which you should find a friend of Rex. Don't enter the prison without saving the game first because there is a chance that the Phoenix Hawk you find in there is a double agent, or it may turn out that you can't steal another mech from the prison. You'll find out if he's a double agent as soon as you put him into a mech!

If he is a traitor go back to the saved game because you're going to need all the mechs and pilots you can muster. Go to any city, find the hospital and attend a medical seminar. A doctor will ask to join you: get him to attend another seminar so that his rating becomes excellent and accept him. Then go and buy a field surgical kit. Go to the hospital again if the doctor turns out to be a double agent and recruit another doctor. Buy the two new members weapons and armour and then head back to Star Port.

4. BACK AT STAR PORT.

Apart from Star Port there is another city which contains a

Comstar station but no Mecht-Lube nearby. Go to the Comstar station and get your money out (you should have loads if you've been about exploring). Go to the Mecht-Lube and have all your mechs modified twice (it'll cost about 25,000 each).

By this time a mechanic will join you, completing the party. Make the mechanic ask for training and get his mechanical skill raised to excellent. If you haven't come across a double agent yet, then this will be your man, so test him out by putting him in a mech. If he is a double agent then go back and get another mechanic once he's been killed.

Note: after the modifications, your mechs are so powerful that nothing can stand one round of attack from all three of your mechs (this is the maximum number of mechs allowed in your party).

5. DR TELLHAM

Now head northwest to find the inventor's hut which is very close to one of the cities. Before you can get to see the doctor you have to answer three questions, and as your party are all experts there should be no problem.

Head southeast to find the cave after having your Holodisk fixed. If you didn't buy a Holodisk player you could always take a look at the disk back at the barracks in Citadel or in the mayor's house in one of the cities southwest of Star Port.

6. THE CAVE

The cave is located in one of the islands southeast of the inventor's hut. You will find the underground chamber there and will need to open 11 doors with 11 different combinations of red, blue and yellow codes listed below:

- RED 1 BLUE 3 YELLOW 5
- RED 2 BLUE 7 YELLOW 18
- RED 15 BLUE 14 YELLOW 11
- RED 13 BLUE 31 YELLOW 4
- RED 25 BLUE 33 YELLOW 10
- RED 29 BLUE 12 YELLOW 6
- RED 20 BLUE 27 YELLOW 22
- RED 28 BLUE 24 YELLOW 16
- RED 17 BLUE 19 YELLOW 26
- RED 8 BLUE 9 YELLOW 21
- RED 30 BLUE 23 YELLOW 32

It'll let you find out for yourself which combination has to be used for which door! Don't forget to turn the generator on after opening one of the doors. Go down to the cache to have a look. Go down another set of stairs to the map room and use the map in the manual to touch the planets Peshit, Benjamin, Kyrer, Svyen, Kathil and Achernar in the shaded area in that order and then go to the machine near the stairs to get the white code. Now go to the signal room at the northwest corner and send a message to Katrina to finish the game.

Raymond Lam
Acton

Have you got anything to sing and dance about? Raymond Lam, Joseph Clare and G. Moffat have: they've each won themselves £50 of software! All for the price of a stamp and a bit of effort. Don't be lazy, you could be doing yourself out of £50. Any contributions should be sent to: GAME BUSTERS, AMIGA FORMAT, 4, QUEEN ST BATH, BA1 1EJ