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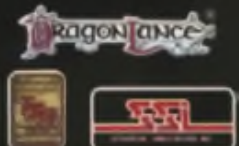
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## coverdisks

This month's brace of floppy-pies is bristling with utilities and the best in playable demos. Disk 24 presents two contenders for the Christmas number one - Space Gun and Big Run. Meanwhile, Disk 25 offers twelve poster fonts, a superb animation, a brilliant sample mixer, an Etch-a-sketch sim and a keymap program.

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coverdisks 24/25





## G A M E S

**52** A brilliant way to start the new year, with Virgin Games' superb new role-player, *Knightmare*, and Sierra's pretty and oriental, *Heart of China*. In addition, we also have *Space Gun*, *Realms*, *Space 1889*, *Rules of Engagement*, *Space Ace 2*, *Airbus*, plus, from the team that made football come alive, comes *Tip Off*, a new basketball sim.

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**171 LASER LOVE** Star Printers have an excellent reputation, particularly among first-time buyers. Now they've released a laser printer. Can it match its more expensive rivals?

**178 SPRITES, CAMERA, ACTION** Zipedee-doo-dahl! *Director 2* lets the user make true Disney quality animations. We've got the review in the can.



## C O M P E T I T I O N S

**31** Win a whole year's worth of **Microprose** goodies, including *Knights of the Sky* and *Midwinter 2*, plus vote in the Golden Joysticks and win £500 worth of top-class entertainment.



Hell nelsons and havoc in Ocean software's beer belly brawl!

## R E V I E W S

A blinder of an issue, with more great games than you can wave a dirty stick at. *Realms* puts in an impressive performance, while *Airbus* ascends to new heights in civil aviation simulation. Meanwhile, *Space Gun*, *Tip Off* and *Knightmare* are jostling for the coveted Christmas number one slot.

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# BUZZ

Meet the CU crew

at the 16-bit

Computer Show. . .

World's best

virtual sim from

21st Century? . . .

Commodore and

Japanese in

CDTV venture. . .

New easy Amos to

be released. . .

Robocop 3 is

pirate-proof. . .

New compatibility

add-on

## IT'S SHOW TIME

The fifth International 16-Bit Computer Show will take place at the Wembley Exhibition Centre between the 14th and 16th of February, 1992. All aspects of the Amiga will be covered, including business, education, DTP and, of course, entertainment. If the attendance at the recent Earls Court Show is anything to go by tickets should be booked early and all enquiries can be directed towards Westminster Exhibitions Ltd, Surrey House, 34 Eden Street KT1 1ER. Tel: 081 549 3444. CU Amiga will have a stand at the show, so if you want to have a chat, show us some of your work or discuss the magazine, please drop by and say hello.



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## THREE FROM ONE

21st Century Entertainment have three interesting products in the pipe line. *Rubicon*, a fast action shoot 'em up, boasts some absorbing game-play and equally attractive graphics, whilst *Deliverance* follows on from the success of *Cybernoid* and *Stormlord*. Having undergone a complete redesign for the 16-bit version, 21st Century hope to provide an exciting mixture of *Barbarian*-style hack'n'slash and arcade-style 'monster'

graphics. Console-style gaming coupled with platform action make this a promising project. Perhaps the most exciting is their proposed Pinball game. Although in its early stages, the finished product will incorporate all the features you'd expect to find on one of the more conventional arcade machines. There should also be a facility that will allow you to create your own table - now that would be something!

## EAST MEETS WEST

Commodore have announced a link-up with two top Japanese companies in a bid to promote the emerging CDTV. The main players are Mitsui and Co and the Dai-Nippon Printing Company, one of Japan's largest industrial combines. The consortium will develop new titles, including top motion picture licenses. More than 100 CDTV titles are already on sale with more titles lined up for the new year.



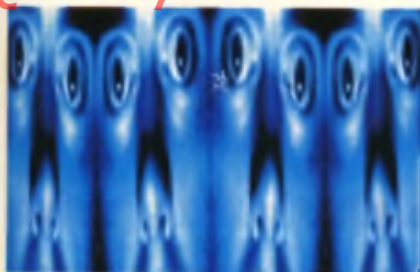


## COMPATABILITY SOLVED!

Amiga 500 Plus readers fed up with incompatibility problems can rest easy. Centresoft have developed a 500 Plus ROM chip which makes all your lovely software that wouldn't load, loadable again, and all for only £29.99. Also available is the Addxta, which includes a new 1 Meg upgrade which, when used in conjunction with half Meg Amigas, will increase memory to 2 Megs for only £59.99.

## SIX OF THE BEST

The first games exclusively for the CDTV are now beginning to appear. On-Line have six titles about to hit the softshops including *Animals in Motion* (a study of Disneyesque-type images), *Chaos in Andromeda* (a fantasy RPG utilising tons of digitised animations sound effects and music set inside a blazing space carrier), *Hound of the Baskervilles* (pit your wits against the famous Sherlock Holmes.), *Psycho Killer* (an interactive TV experience, filmed with real actors and digitised), *Women in Motion* and *Town With No Name* (a cartoon Wild West adventure in five languages). Watch for them in the new year.



## SHOW TALK

The World of Commodore Show, held at Earls Court in November, received a record attendance of 35,790 visitors. The show was reported as being the biggest computer show ever held in Britain with three times the floor space of last year's event. Plans are already afoot to make next year's show even bigger and better — and you can bet that CU will be there in force.

**ADVANTAGE TENNIS** Introgames have a tasty looking tennis game waiting for release. As you'd expect, the game is bursting with options and tournaments with the usual choice of venues and playing surfaces, but what makes this tennis game different is the use of what look like pipe-cleaner sprites. Don't be put off, though, because the animation that's gone into the players is phenomenal. If you can picture the character from *Prince of Persia* in a Fred Perry shirt and shorts you'd be pretty close. A whole arsenal of shots are available including a special through-the-legs shot. Be warned, however, as your player is sometimes prone to throw a tantrum or two.



**CHAMPIONS** There are sporting games everywhere this month and Krisalis have decided to add their own contribution to the Festive hamper. *Champions* is a three game compilation including the recent *Jahangir Khan World Championship Squash* game, the original *Manchester United* football game and *World Championship Boxing Manager* which received a CU Screen Star when first released. If you've been clever and have kept up to date with these releases



in our magazine, you'll be able to make your own mind up, but as far as we're concerned the boxed set looks like being a winner. **GREAT NAPOLEONIC BATTLES** Strategy specialists, Impressions, are to release a game set during the Napoleonic Wars. Scenarios include the battle of Waterloo (which ended Napoleon's career), Quatre Bras/Ligny and Bonaparte's first great victory at Marengo. The title also includes a map editor, man editor and war editor so that the game can be customised to your own needs.

**CAVITAS** Nite Time Games are set to release their first game in January. *Cavitas* is a six-level shoot 'em up adventure set deep beneath a planet's surface. Stumbling across signs of an ancient civilisation, in the form of some abandoned mining machinery, it's up to you to explore the deep and cavernous underground caverns. Your team of hand-picked men



encounter all kinds of beasts and can easily get lost in the maze-like passageways which require a subtle blend of puzzle-solving and brute force to circumvent. **BLACK CRYPT** More RPG escapades are on their way from Electronic Arts in the form of their new game, *Black Crypt*. The programmers behind the fantasy adventure want us to think of it as more of a dungeon simulator that'll give a player the impression of walking through a multi-level dungeon. All combat is animated on-screen as are all the spells and actions of your character. The usual assortment of tricks and traps are incorporated plus a novel twist that allows the monsters to learn certain spells and give you a taste of your own medicine. The visual aspects of the game are very detailed and this could be a contender for the RPG crown.



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# BUZZ

## SEE MORE OF SEYMORE

Code Masters' very own super hero, Seymore, is back in another platform arcade adventure featuring huge cartoon graphics and animation. *Super Seymore Saves the Planet* is an environmental epic that wreaks of chemical misuse. Equipped with a host of super power-ups, Seymore must combat the toxic waste that ails the Earth and clear up the mess. The game promises to have loads of levels and be equally as much fun.



## STRIDE ON

Programming team, Tierlex, have turned away from the *Strider* series to concentrate on Grandslam's new game, *Die Hard 2 - Die Harder*. The computer version of the hit film will be loosely based on the movie and include *Operation Wolf*-type shoot 'em up sections and arcade romps. Set over five levels, the action takes in snow mobile chases and dog fights in the sky. Each level is separated by mind-bending sub-games and the finished game should be available as you read this.



## LANGUAGE LINK-UP

Microdeal are already jumping onto the CD handwagon with the release of a language-based learning program for French students starring everyone's favourite Gallic warrior, Asterix. Developed by Eurotalk, the program exploits the Amiga CDTV's amazing audio capabilities with over 30 hours of French study and more than 60 minutes of spoken French. There are 30 characters to meet in the cartoon environment and over 400 cartoon drawings in full colour. The system can also be linked up to *Voice Master*, enabling you to listen to one of 70 sentences selected from the story as well as the facility to record your spoken French.

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## OFFICIAL WORLD CUP CRICKET

The New Year will be a hive of activity for sports fans. Not only will the European Football Championships be gearing up, but the Cricket World Cup will be batting off, too. So what better time for Soundware International to put out the cricket game?



Every aspect of willow beating is included and you can choose to represent one of nine world class sides. One of the hardest things to simulate in crickering games is bowling, but in this version you can achieve anything from a Daisy Cutter to a Yorker. The game is for one or two players with any controversial judgements strictly controlled by the umpire, so dodgy appeals for LBW will fall on deaf ears. How

the game will fair against Audioage's Graham Gooch license is anybody's guess, so watch out for reviews of both games next month.

## SOMETHING FOR NOTHING

If anyone's having problems finding educational software, Rickitt Educational Media operate an efficient mail-order business specialising in just such a service. The programs are suitable for preschool learners as well as students studying for GCSE. All programs are a fun mixture of graphics and sound and specific packages conform to the National Curriculum Key Stages 1 and 2. Rickitt are offering all our readers their new catalogue for free if you contact them at: R.E.M. Ilton Ilminster, Somerset, TA19 9HS Telephone (0460) 57152.

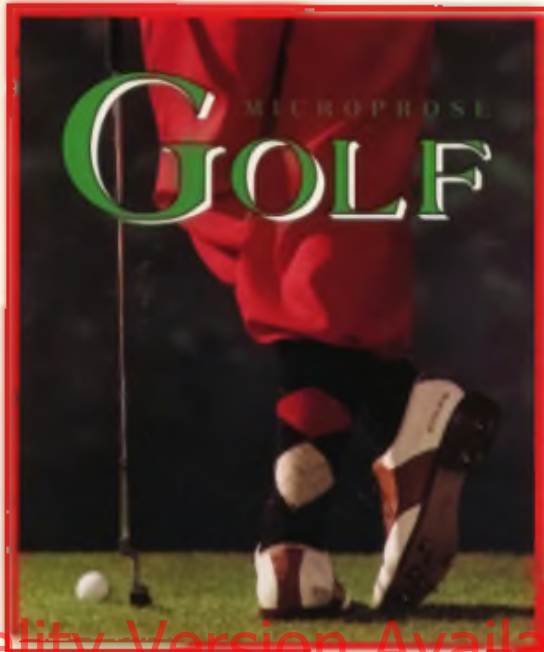
## AMUST

Following hard on the heels of top programming package, *Amos*, comes the beginner's version *Easy Amos*. The new product consists of 350 *Amos* commands being given by, of all things, a Martian professor. He provides useful hints and help, so *Amos* can be as easy and fun as possible. Older programmers, who happen to be beginners too might not find the prof to their liking, but for those with absolutely no prior knowledge it might be worth bearing with the youthful approach.





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# BUZZ

## NEW AMIGA

It's rumoured that Commodore are planning an extension to their Amiga range of computers in an attempt to tackle the console market. High on the list of possibilities is the A300, which would incorporate some very special new innards and a reduced keyboard. The A300 would probably retail at between £250 and £300 pounds and could spark a frantic new round of price cuts across the board. From Switzerland, there's also unconfirmed rumours of an A4000 and we'll bring you more news as and when Commodore release it.

## SENSIBLE CHOICE

Mirrorsoft are continuing their productive relationship with Sensible Software, and have just announced that four more titles are currently in the works from the Cambridge-based development team. As well as a datadisk and sequel for the highly-acclaimed *Mega-Lo-Mania*,



Sensible are currently working on a footy game and *Cannon Fodder*, a strategy war sim.

## SOFT OPTION

Mev Dinc, still basking in the brilliant reviews for his *First Samurai* beat 'em up, is currently working on his next project for Mirrorsoft. It's rumoured to be a *Super Sprint*-style game offering more tracks and cars than Gremlin's ultra-slick *Super Cars*. More news as we get it.

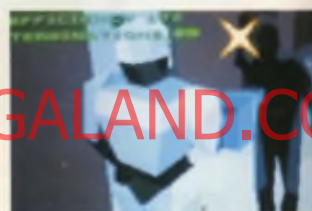


## PROJECT PROJET

Citizen have added another printer to their ever expanding range. The PROJet has three print speeds, with the fastest being 360 cps, and three resident fonts: Courier, Times Nordic and Letter Gothic. The machine is capable of landscape and portrait printing and features an easy-to-use control panel. The basic printer weighs in at £496, but with accessories the total cost could be over £700.

## CHIPS AHOY!

Further to our story last month concerning Ocean's new pirate-beating software protection system, we can now reveal that the device, known to many as the 'dongle', will be shipped out with every version of *Robocop 3*. The key plugs directly into a joystick port and without it the game will not run. The 'dongle' is basically a PCB with a chip. Games can be copied as normal, but all copies will have to run with the extra device plugged into the back of the Amiga. However, this news is not only bad for pirates, but responsible gamers, too. Unless something else can be done to replace the used up 2nd port it could spell the end for simultaneous two-player games forever. Also, if this system is taken up by other software houses every single 'dongle' will have to be different for each new game released and someone, somewhere, will have to foot the bill. And we all know who that'll be, don't we punters! The companies have always maintained that the main reason for exorbitant prices has been due to the losses made from pirating. With piracy defeated, will prices now start to come down? We can only wait and see.



## ENTER THE PD ZONE

As we were going to press, one of our eagle-eyed hacks noticed that we'd forgotten to give a number of addresses in our Demos section. Herewith the missing details: *Discovery PD*, 108, The Avenue, Clayton, Bradford, BD14 6SJ; *Rubber Radish*, Bardfield, Bourne Lane, Hook Norton, Banbury, Oxon, OX15 5PF; *Ground Zero*, 4 Chandos Road, Redland, Bristol, BS8 6TE; *CLS*, Denbigh House, Denbigh Road, Bleichley, Milton Keynes, MK1 1YP. Good guys all. Sorry about that, folks.



## CUBULUS

Allegations have been made that *Cubulus*, which was on our October issue coverdisk, is not a Public Domain product at all. Despite the fact that documentary evidence of copyright has not been provided, CU Amiga advises all PD houses to refrain from advertising, selling or renting the product until the matter is cleared.



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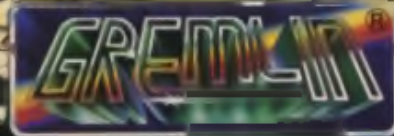
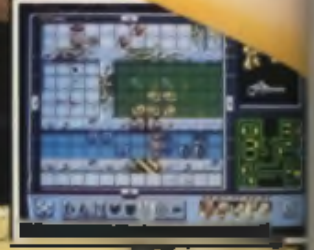
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24 25

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## ON YOUR DISKS

**A**s our disks reach their quarter-century we've got two contenders for the Christmas Number One spot - Ocean's *Space Gun* and Storm's *Big Run* as well as a fistful of useful utilities and brilliant programs. Simply insert the disk into your Amiga's drive and it will auto-boot to reveal a menu. Simply select which demo you want to play with the relevant 'F' key and you're away...

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## D I S K 2 5

### SPACE GUN

Step into the combat boots of an intergalactic Marine on the mission of a lifetime. A signal has been received from a colonised base regarding an invasion by a race of hostile creatures, but since this was received nothing more has been heard. Thus, equipped with the latest in weaponry, you have been sent to investigate and destroy any hostile forces.

Our *Space Gun* demo features a complete level from Ocean's conversion of the Taito coin-op, and gives a taste of what to expect in the final version. The game is a variant on the *Operation Thunderbolt* theme, with the base's many corridors twisting and turning as you make your way through the base. The mouse is used to control the game, with the left button sending a stream of fire into the screen. The hostilities begin as soon as the Aliens start appearing, and these must be blown apart before they can reach you. Whenever an Alien gets too close, scratch or bite marks will appear on the screen, indicating that you have taken a hit and your energy will be depleted slightly as a result.

As the play area is scrolled, care must be taken not to hit any of the colonists who make a break for cover, as killing these unfortunates results in a premature ending to your mission. However, to make your unenviable bug hunt a little easier, packing crates often contain extra supplies for your gun, including fire-bombs, freeze grenades, and smart bombs, which are stored for later use. The left Amiga key is used to switch between the stored weapons, with the on-screen target changing to indicate which is currently in use. So, get ready for battle...



NB: Due to the complexity of the demo, leave the disk in the drive for further accessing.

### BIG RUN

All the thrills of Jaleco's coin-op are brought to your Amiga, courtesy of Storm, and we've got an exclusive peek of what to expect. The *Big Run* coin-op features several levels of hot



race action, with the player guiding their car across a series of torturous routes in a desperate race against the clock. The scene is the Paris-Dakar Rally, with the player coming up against all kinds of adverse conditions as they speed towards each check point.

Our demo contains a section of the desert level, but the basic aim remains the same. The joystick is used to control the car, with the left and right controls steering the vehicle, with the fire button flooring the accelerator. As progress is made, the road will start to wind to the left and right, and leaving the lighter trail will slow your progress considerably. In addition, contact with any roadside objects should be avoided at all costs, as should the speed-reducing water which occasionally spills over into your path.



Please note that, due to the size of the demo, we

have been unable to squeeze any sound into the *Big Run* demo, but the final version will feature a storming soundtrack and suitably loud sound effects. Until then, though, you'll have to put some suitably racy music on in the background!



## IF YOUR DISK WON'T LOAD?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address

it to: **CU DISK RETURNS, PC Wise**

**Merthyr Industrial Park, Pentraebach, Mid Glamorgan . CF48 4DR**

They will then test the disk and send a replacement as soon as possible. Ring the **PC Wise Helpline** for any urgent problems. It's open between 10:30 a

nd 12:30 during weekdays and can be reached on: **(0443) 693233** Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

24 25

## D I S K 2 4

### REAL THINGS DEMO

On our second packed disk, we've got a wonderful demo from RGB Studios' new *Real Things* collection.

By pressing F1 you can see a sample animation taken from the *Safari* collection. This demo has been saved in the Anim. format so you can easily load it into *D-Paint III* or *IV* and adapt it for your own use. At the top left of the animation the current frame number flashes past as each of the ten frames are played. If you want to incorporate the animation into your own creations, you'll first have to convert it into an anim brush.

1. Load *D-Paint* and select Load from the Anim menu.
2. Insert the coverdisk and select the file called Zebra anim, then click on OK to load the animation.
3. Once the animation has loaded, select Pick Up from the Anim Brush sub-menu.
4. Draw an outline around the Zebra starting from the top left hand corner and extending to the bottom right of the screen.

You've now defined the anim brush, so save it for future use via the Save option of the Anim Brush menu.

To demonstrate how powerful these anim.brushes can be, we'll create a 100 frame animation in which the zebra appears to canter into the distance:

1. Start by deleting the zebra animation

that you've just loaded, then go to the Anim menu and select Frames/Set #. When the requester appears type in 100 and press return.

2. Now load the anim.brush that you created earlier via the Anim/Anim Brush menu.

3. Position the anim.brush at the right-hand edge of the screen so that the zebra's snout is just touching the border, then press the left mouse button once to paint it onto the screen.

4. Select the Move requester from the Anim menu and set the X-Distance to 1000, and the Z-distance to -2000.

5. Ensure that Count is set to 100, the play direction is forward and that the method is set to Draw (the ball with an arrow pointing to it).

6. Select Draw and the computer will automatically animate the zebra.

There are two ways to add a background picture: you can either load one before you set the number of frames or draw one on the spare screen (accessed by pressing 'J', then picking the picture up as a brush and defining it as a fill pattern).

Incidentally, you'll notice that the zebra only uses eight colours from a possible palette of sixteen. This allows you to use the other colours for your own use. To make things easier still, the colours used by the zebra are all adjacent to each other in the palette.

If you require more than sixteen colours, set the required number from the Project/Screen Format menu before you begin creating an animation. When you've

## LOADING YOUR DISKS

Both disks boot automatically from the internal drive. Disk 20 starts with a tune and a pic, followed by the menu screen. When it's loaded, kill the tune by pressing the right mouse button then press the function key of your choice to load a program. To load Disk 21's programs just use the function keys.



# COVERDISKS

twentyfour twentyfive

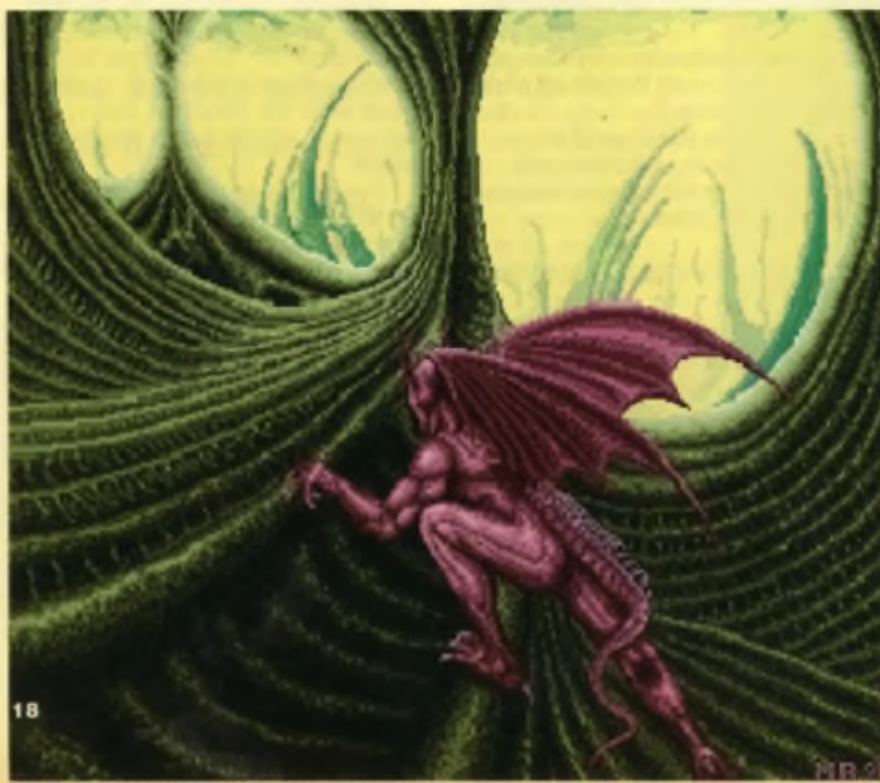


loaded the anim.brush select 'Project/Colours/From Brush' and the brush colours will be combined with your new palette.

As you can see, *Real Things* are incredibly versatile, and can help create impressive wild life animations. The zebra included here is just one of eleven different animals lovingly reproduced across eighteen animations on the Safari disks. Read the full review of *Real Things Safari and Sea Life* on page 163 for further details.

## SCREEN OF THE MONTH

This month's winner hails from Sweden. Mikael Raim's superb 32-colour lo-res picture is appropriately titled, 'Dawn of the Gargoyle'. It's just one of several excellent illustrations Mikael sent us and for his efforts a one-year subscription is winging its way to him.



## TUNE OF THE MONTH

Nico Ariantoutsos of Spain has come up with a truly inspirational tune. His seven minute masterpiece demonstrates that although sampled beats can enhance the sound of a tune, it's perfectly possible to create professional drum and melody tracks using single instruments. One of the most creative tunes we've heard in a while. Well done, Nico.

## TUNING INTO SUCCESS

For those of you thinking about entering a composition for our Tune of the Month spot, here are some simple guidelines to help increase your chances of winning:

1. Try to keep tunes below 100k in size.
2. Only tunes submitted as modules will be considered.
3. If you're going to use an obscure music package, please include the module player as well as your tune.
4. Don't try putting clever loaders on your disks. I load everything into a single module player when judging the tunes, and non-Dos disks get ignored straight away.
5. Let's have some entries which aren't house or acid music. What about classical or good ol' Rock 'n' Roll?
6. Don't rename all of your instruments so that they spell out messages or addresses etc. I like to know what you're working with so that I can assess how well you've done.

Also, please write your name and address in capitals on each disk. You'd be surprised at how many people forget to do such a simple thing.

## POWERPACKER 2.3B

When disk space is tight, *Powerpacker* helps squeeze on those few extra bytes of information. It performs special compression algorithms on any files, and can reduce their size by up to 50%. There are full documents on the disk, but here's a few tips to get you started:

*Powerpacker* is capable of compressing two types of file: executable/ runnable programs and data files. Executable programs are those which load by simply typing their name from CLI, and includes things such as most C directory commands, *D-Paint* etc. Data files are simply lists of binary data such as *D-Paint* screens, word processor saves etc.

Before you can compress a file you must tell *Powerpacker* which type you're trying to crunch. This is done via the Prefs menu, where you can specify Command or Data File.

Also in the Prefs menu is the Efficiency option where you can specify how much compression *Powerpacker* attempts to generate. Although Best results in the highest compression rates, it also takes the longest time to perform.

For most purposes, this is all you'll need to know. Just load a file and it will automatically be compressed. When it's finished processing a file, *Powerpacker* states how much compression it's achieved. If you're satisfied, you can save the file, which automatically has the characters .pp added to the end of the file name.

*Powerpacker* can also be used for decompressing files which have already been processed previously. Many of the menu options will be of little interest to casual users, but they are fully explained in the documents which can be accessed via the Cover disk docs menu (F9).

POWERPACKER 2.3B

PowerPacker v.2.3B

Version 2.3b

Pran Clp :	0000	File Nam :	0000
Lang+1 :	0000	File Leng :	0000
Free Tst :	0000	De/Created :	0000
Langst :	0000		

Summing file 'C:\TIP\CLT'...

Loading original file...

File name : C:\TIP\CLT

1 blocks (4 to 4)

Block # 1 : 00000000 - 00000000 (00 bytes)

Compressing selected file...

Press left and right button to abort.

Compressed file name :

100% compressed.

Done

Original length : 100 bytes

Compressed length : 100 (100) bytes.

Compressed at 100%



## LONGSAMPLE

This easy to use program enables the user to create an auto-booting disk, complete with two-colour intro picture, which plays consecutive samples straight from disk. Furthermore, it plays them so quickly after each other, that they can appear to be one continuous tune if they're sampled carefully enough.

All you need is a selection of samples, a blank, formatted disk and a two-colour intro screen (lo-res). Once *Longsample* has loaded, select 'Write Boot/Own Boot' from the Disk menu. At the file-name prompt type *LSBoot* and press return. After a few moments the boot will have loaded and you'll be prompted to insert your blank disk. If you've correctly followed the on-screen prompts, the boot will be installed on your disk.

Select 'Write Graphics' from the Disk menu. This will write the picture to your sample disk.

All that remains is to add the samples themselves, which is done by selecting 'Write Samples' from the Disk menu. This time you'll be prompted to enter the name of a sample, which will be loaded into memory. The computer will continue to request sample names until it has enough to write to the disk. This may take some time so be prepared! Once it has enough samples, it'll request your demo disk to write the samples onto. If there's still space left on the disk, it may return to the sample loading stage, where you'll be prompted for yet more sample names until the disk is full.

Once all of the samples are on the disk it's ready. Just reset your Amiga, insert the disk and it should play all of the samples for you. Incidentally, *Longsample* can only handle samples which are tuned to middle C, or have a period of 428. Read the documentation for more details.

## CRYPTATOR

If you have ambitions to be a spy, or simply have data which you need to keep from prying eyes, *Cryptator's* for you. It encrypts any file you care to give it, in such a way that it can only be decoded using the password that you define.

It's simplicity itself to use: type C then Return to code a file. At the prompts enter the name of the file to encrypt, the code word to use, and the name that you want the file saved under. *Cryptator* will do the rest. To decode a file, you follow exactly the same procedure. *Cryptator* automatically detects if a file is encrypted or not.

## RETCHA-SKETCH

This just-for-fun program takes you back to the days when loon pants were all the rage, you could still win a Gonk at the fair and everyone owned an Etch-a-sketch board.

This tribute to those heady bygone days faithfully reproduces the Etch-a-sketch machine which was so popular. Simply press fire to begin, then, using the joystick, draw to your heart's content. It may seem primitive, but it's ideal for younger children and, don't forget, you're reliving history! Incidentally, once the screen becomes too messy, pressing fire will clean it up for you. You don't have to shake the monitor!

## KEYMAP ED

Some time ago a utility called *Setkey* was released which allowed the user to define their own keymaps for use in menus or programs. Unfortunately the program had one major bug which defeated a lot of users. *Keymap* is an updated program which performs the same function, minus the bugs!

As you load up, a requester appears which offers the user the opportunity to load a keymap. If you select GB, you'll have the

opportunity to see the keymap used for the Coverdisk menu. Once it's loaded, you'll be presented with a picture representing the keyboard. If you're using a European Amiga, you should immediately set the keyboard to reflect this via the Layout menu.

By clicking on the F1 key on the screen, a box appears showing the current definitions for that key. Under the section headed 'Alone' you'll see the following:  
`cls\ppanim\x20zebra.anim\` This is the command sequence used to load and animate the *Real Things Zebra*. If you were to type the same command from CLI it would look like this: `CLS <return> ppanim Zebra anim <return>`

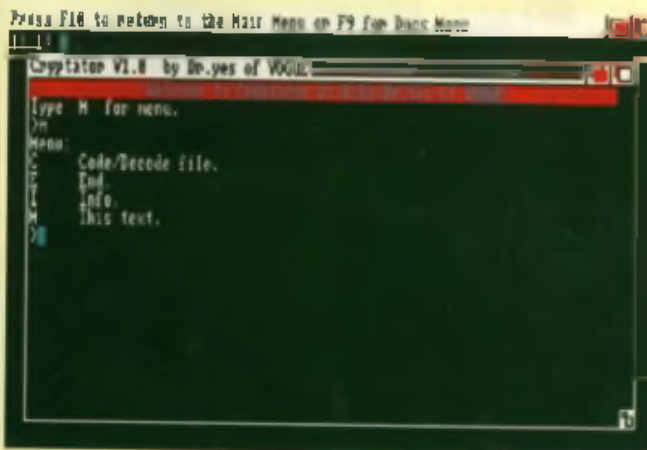
Two special character sequences are used in the key definition; `\r` which is equivalent to pressing return, and `\x20` which is equivalent to pressing space.

Once a keymap is defined, it should be saved in the Devs/Keymaps directory from where it can be activated with the command `setmap xxx` (`xxx` is the name given to the keymap). There are full documents on the disk, and you're advised to read them before you attempt to create too many keymaps.

## FONTS

The final tools on the disk are twelve superb fonts which can be used with any graphics package.

They're located in the Fonts directory, and can be accessed directly with *D-Paint III* and *IV*. If your art package doesn't allow you to load additional fonts, simply go into CLI before you load your package and type `Assign Fonts: CU241:Fonts`. When you proceed to load the package, it should automatically request the CU coverdisk for all of its fonts.



With the *Cryptator* you can encode messages so that only you can read them! Once encrypted, messages can only be decoded using the password that you've defined.





# YOU'VE SO SO YOU'VE

Last month's scratch-card promotion was our most popular competition ever, so here, for the benefit of our overseas readers and anyone patient enough to contain their excitement for a month, are the details of what was on the end of our immensely popular phone lines.

**071 251 6222**

- congratulations, you've just won a CDTV!

**0839 500 850**

- contacting this line means that you've won one of 200 free games!

**0839 500 851 or 0839 500 852**

- you've won up to a £20 discount on a Mirrorsoft game!

### CDTV WINNERS

Congratulations! You've just won a fabulous CDTV! You can make yourself the envy of all your friends simply by filling in the correct part of the scratchcard and then posting it off to: The Editor, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please note that we need your scratchcard in our hands as proof that you've won - so don't forget to send it via recorded delivery.

### MASSIVE DISCOUNTS

0839 500851  
OR 0839 500852  
By the way, if you've forgotten what the games on offer were, here's a recap:

### FALCON

(full-price £29.99, £9.99 to readers)  
Take to the skies with this award-winning flight sim.

### DUNGEON MASTER

(full-price £29.99, £9.99 to readers)  
The original, the classic, the all-time greatest RPG. If you haven't played this game, you haven't lived!

### IT CAME FROM THE DESERT

(full-price £29.99, £9.99 to readers)  
Cinemaware's B-movie inspired arcade adventure - highly original and a deserved winner in its CU Amiga Superstar.





# SCRATCHED, I'VE WON...



## WOLFPACK

(full-price £29.99, £9.99 to readers)  
Full astern for this strategically sophisticated tale of World War Two maritime convays.

## SPEEDBALL 2

(full-price £25.99, £9.99 to readers)  
The violent, graphically stunning future-sport game from the Bitmap Brothers.

## CADAVER

(full-price £25.99, £9.99 to readers)  
Also from the Bitmap stable, there's hours and hours of puzzles and intrigue in this lavish, isometric adventure.

## BACK TO THE FUTURE 3

(full-price £25.99, £9.99 to readers)  
The best of the *Back To* licences which closely follows the film's plot!

## DOUBLE DOUBLE BILL

(full-price £35.99, £9.99 to readers).  
The fabulous quartet: *Wings*, *Lords Of The Rising Sun*, *TV Sports Football* and *TV Sports Basketball*. Marvellous games at a marvellous price.

## PREDATOR 2

(full-price £25.99, £9.99 to readers)  
It's all systems go in down-town LA, as the hero meets the state-of-the-art in killing machines.

## BRAT

(full-price £25.99, £4.99 to readers)  
He's bold, he's brash, he's baaad... but take command of the baby boy as he wreaks havoc and guzzles his way round this amusing romp.

## CHAMPION OF THE RAJ

(full-price £25.99, £4.99 to readers)  
Carry on up the Khyber with this lush, graphic adventure with a distinct eastern flavour.

All you have to do to claim your massive discount is select one or more of the games from the above list, and simply send your order along with a cheque or postal order for the correct total made payable to Mirrorsoft to their usual address at: Mirrorsoft Scratchcard Discount Offer, Mirrorsoft, Irwin House, 118 Southwark Street, London, SE1 0SW. You can order as many of the listed games as you wish, but please make sure that you send your scratchcard - complete with your name and address - along with your cheque as proof of entry. Also, please don't send cash as we cannot be accountable for any lost in the post.

## 200 FREE GAMES

- 0839 50085

Congratulations! You're the lucky winner of one of two hundred free Mirrorsoft games. Simply by ringing this number, a free game is yours, and here's how to get it. Put your name and address on the back of your scratchcard, along with the name of your chosen freebie, and send it to: Mirrorsoft Scratchcard Discount Offer, Mirrorsoft, Irwin House, 118 Southwark Street, London, SE1 0SW. However, before you can do that, here's the games that are waiting you. First of all, there's the brilliant *Double Double Bill* compilation, featuring Cinemaware's greats, including *TV Sports Football*, *Lords Of The Rising Sun*, *Wings*, and *TV Sports Basketball* - just the thing for those long winter nights! If that doesn't take your fancy, how about a bout of gratuitous violence in the Bitmap Brothers' classic *Speedball II*? If you're a bargain fan, then the final two offers will suit you down to the ground. Not from the Mirror Image collection, you can choose **TWO**



games rather than one, and your selections can be either the pairing of the two space operas *Federation Of Free Traders*

and *Starglider II*, or the duo of the original *Speedball* and *TV Sports Football*.

So, once you've taken your pick from that little lot, just jot your choice onto the scratchcard and send it to the aforementioned Mirrorsoft address. Then camp out by your letter box and await the arrival of your free game courtesy of Mirrorsoft and PCU, Amiga - THE magazine for the discerning Amiga user.



# BRIGHTER



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**It's not often that CU Amiga gives its dearly beloved pages to guest writers - but what better way to see in the New Year, and the sale of 80, 000 new Amigas than an address by Commodore MD, Steve Franklin?**

**"C**hristmas may well be over for another year, but there is one more celebration left before the new year takes hold. One more celebration, that is, for Amiga owners as their numbers pass the one million mark in the UK, and 1992 is set to be a magical year for the Amiga. Most of this magic will stem from hard work which went into last year, which saw major landmarks established: the launch of the Amiga CD-TV, the new Amiga 500P, and the Amiga's unquestioned dominance of the home computer market.

The most tangible proof of this dominance lies with the Christmas poll of fifty top independent computer retailers. When asked what they thought would be the biggest selling computer this Christmas, an astonishing 96% replied in favour of the Amiga - the remaining 4% plumped for the C64. All this success means more choice for Amiga owners, more software, peripherals, sales outlets, and innovation. Already established as the first choice for publish-

ers, Amiga titles will continue to be brought to market first, benefiting from development on and for the Amiga. These developments will then be passed on - as witnessed by the introduction of the A500P in October last year. As the first major revision of the Operating System for three years, the speculation over incompatible software has proved totally unfounded.

All major software publishers endorse the new format, and have been developing software for the new machine for the past 18 months. In fact, the only people to have been 'less than impressed' with the new Amiga were those with stocks of delisted and old budget games on their hands. No compatibility problems exist with either current or future releases; indeed virtually all full-price software available now is fully supported - but if you have any doubts then check with your dealer first. The benefits of the new OS have been well-documented in magazines such as CU Amiga. In essence, the key benefits are in better display resolu-

tion and the improved productivity users can expect.

The reasons these issues are important lies in the way the Amiga is now used. Professionally, Amigas are pioneering the market for multimedia, and are becoming accepted as a high quality workstation, setting the standards for professional music and video production for some years to come. Clearly, the Amiga is not a toy. We're proud that it is universally heralded as the best games computer - but that's only where the story starts. Some PC analysts have long dismissed the Amiga - but now with Workbench 2.0, the Amiga stands favourably on its own against any other rival PC. Similarly, the strength of the Amiga in the home has a major role to play in education. Schools and colleges in Britain and around the world appreciate that the Amiga is the computer that is most commonly used in homes, and is the computer pupils and students most want to own. In fact, the analysts who once



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dismissed the Amiga now recognise Commodore's contribution in providing the most effective multimedia platform available today. As the multimedia market takes shape it is clear that the Amiga will have a leading role to play. No other computer matches its capabilities - video, sound, graphics, photography, and database management are all placed at the fingertips of the user.

In developing applications and in using multimedia, the Amiga is at the forefront - position which was underlined when the CD-TV was launched to a packed and expectant audience in spring. Commodore have taken on the giants of electronics and won the battle to develop the world's first interactive multimedia player. Even for a company like Commodore, the CD-TV is radically new and exciting. Its potential exceeds any of our past innovations. With the PET in 1975, Commodore invented the PC, the VIC20 was the first colour home computer, and the C64 remains the world's most popular computer. The CD-TV, though, is something rather different.

It is different because it can touch and change all our lives - whenever and whatever you do. Learning becomes fun and entertainment takes on a new dimension -

which is exactly what the Amiga first promised in 1985 when it was launched by Andy Warhol and Blondie's Debbie Harry. The CD-TV removes the limitations of the computer: a single CD offers the equivalent of over 700 floppy disks - enough information to hold the entire UK telephone directory. Imagine what the world's leading software developers are creating now the barrier of floppy disks has gone.

All this is with a player that lives quite comfortably under the television, and has a remote control with fewer buttons than the average TV set. What's more, this media is also to be available for all Amiga 500 owners with the A690 CD-ROM drive. Not only does the A690 transform the Amiga into the ultimate games platform, but it also transforms the way in which the technology can be used. Additionally, as a standard CD player, the CD-TV and the A690 not only play hi-fi quality music, but add graphics and other value. As record companies realise the medium can do both CD and G+CD, MIDI will become commonplace, and I believe that the CD-TV will become the musician's favourite - techniques, such as sampling will become much easier and MIDI In and Out lends itself to that marvelously.

This newly-launched system offers an amazing option for users to actually remove drums, guitars or keyboards from records so you can 'play along with the band'. This, and this and the ability to play games with CD-quality sound is an incredible achievement. With other areas, such as the Guinness Book Of Records and Trivial Pursuit greatly expanded for the CD medium, followed by another 200 titles - perhaps now you can see why 1992 will be a magical year for the Amiga.

Many thanks to Steve for his personal opinion. Any comments should be posted to our letters page. Backs hot. We will happily forward mail on to Commodore UK.

”





# THE BEST YEAR OF OUR LIVES

**ALL ABOARD!** Tottenham won the F.A. Cup, Maggie Thatcher was booted out of number 10, Terry Waite was released after five years captivity and Ocean almost got *Epic* in the shops! Almost. All in all, things have never been better on the Amiga front with a consistent run of top class games and utilities filtering through every month. Anyone who saw last month's CU Amiga can testify to that as no less than 12 awards were given for excellence. But as we all know opinions vary and what's one mans meat is another man's suicidal software from hell. There are some things, however, that you just can't argue about...

**IN-SPEC-TION** If there's one thing that can be said for the Amiga in 1990, it's that it came into its own. After dithering with the ST in the mid-price bracket, it shook off Atari's competition by making the break everyone wanted it to do. By making 1Mb of memory a standard, Commodore pleased virtually everyone who has anything to do with the machines. Game and hardware manufacturers had more to play with, and as a result the machine moved up from its superior 16-bit position to the industry standard, with its technical and software support expanding across a wider range. As a result, the serious software scene has expanded ten-fold, with a number of high quality and sophisticated packages now available for virtually any application.

**ABOUT TIME TOO** At long last, seriously hot coders are writing some really creative stuff for the machine. The two worlds of music and graphics have been blessed with software that would convert the most dedicated IBM groupie over to the Amiga. The expanding Amiga user base has been the major catalyst for all this development, but technological advances have also brought the cost of it all down. A few years back even basic Genlocks would have cost about three times as much as they are now. In fact it's in the area of Video and 'True-Colour' graphics that some of the most impressive changes have occurred. All this is good news for the Amiga's entry and position in the professional broadcast and video world. Amigas equipped with 24-bit colour cards are being used by TV stations in every country of the world, especially in the Third World and Middle East where their cost effectiveness have fended off the competition from the Apple Mac and IBM video solutions.

**ON TV** On the domestic side, we have all seen *Catch Phrase* and the *Chart Show's* innovative use of real-time Amiga graphics. Also, the

1991 promised to be a great year. Twenty-four-bit colour, god-sims such as *Mega-lo-Mania*. . . it sometimes seemed we were spoiled rotten - but what was hot and what - indeed - was rot?



In many ways, in 1991 the Amiga entered its own personal age of reason. Peter Molynex (left) from Bullfrog was responsible for producing some of the most well-thought-out, complex, (relatively) peaceful and yet thoroughly entertaining games yet to grace the home computer. . . .

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last year or so has seen a dramatic improvement in the music scene. The software has simply got better (especially within the busy Public Domain network) and will ensure that the Amiga will prove itself as the number one gadget for the musician, who hitherto may have used an ST. For anybody wishing to really get involved with some major stuff in the creative area of computing, the Amiga has never before offered such viability. Only a while back, an impressive graphical demonstration might have been a half meg Amiga and a copy of Jeff Minters *Trip A Tron* pumping out coloured pixels. Today, you can map a portrait of your Auntie Glenys on to an animated sphere whilst bouncing it around the screen over moving scenery composed of a million-and-one fractal polygons!

So you see, if you are new to all this Amiga stuff, then you haven't missed out. But you must be ready for the ride of a lifetime.

### PASS THE PORT-OVER...

On the whole, 1991 was quite a good year for Amiga game players, too, and the plague of games copied directly from the inferior Alan ST that made up the bulk of the 1990's releases have now pretty much dried up, paving the way for games such as *Heimdall* and *Z-Out* which are written on the Amiga to make the most of the machine's many capabilities. However, there still seems to be a tendency to concentrate on the look of the game rather than the playability, and after a few breaks with this tradition in the shape of *M.U.D.S.*, *Car-Vup* and *Redland*, we seem to have got stuck in a fresh rut of film and coin-op licences again. Let's just hope that potentially hot licences as *The Addams Family* and *Batman II* aren't wasted. One of the most exciting prospects of the last year, though, was the release and announcement of several old classics from dead and buried computers making their Amiga debut. *Head Over Heels* was the perfect example of this, and there are still dozens of games resting in Ocean's, U.S. Gold's and assorted other software houses' back catalogues that are just ripe for plundering.

**SIM CITY** One of the most memorable games was *Speedball II* which, in our book, is the best thing to hail from development team, The Bitmaps Brothers' stable. It took the the first *Speedball* and expanded it in every conceivable area, yet didn't lose an ounce of its playability - in fact, it even expanded upon that, too. Next up, is another sports affair, too, with Archer Maclean's brilliant *Jimmy White's Snooker*. This is just so playable it's incredible. Shoot 'em up fans were kept happy, too, with three superb blasters, namely *SWIV*, *Turrican II* and *Z-Out*. The vertically-scrolling *SWIV* was the unofficial sequel to *Silkworm* and used the same load-as-you-go system for uninterrupted blasting. *Z-Out* was the super-fast follow-up to Rainbow Arts' *X-Out* and the German company also managed to improve the original *Turrican* for more alien-slaying mayhem. Originality, was another innovation we weren't used to seeing, but Psygnosis' *Lemmings* proved to be a worldwide hit combining cute graphics, an easy-to-use control system, and enough addictiveness to keep even the most avid puzzle and strategy fans happy.

In all, '91 was quite a good year for games, even if we'd like to have seen just a few more

### BUT SERIOUSLY...

#### TECH ED, MAT BROOMFIELD REVIEWS HIS FAVOURITE PRODUCTS OF THE LAST YEAR.

**Colorburst:** This graphics board finally brings true 24-bit graphics within the reach of non-millionaires! Costing £599, it's half the price of its nearest rivals. It's just a pity the software isn't better.

**Octamed 2.0:** A dream come true, at a mere tenner, *Octamed* is one of my all-time favourite pieces of software. Not only does it give the music programmer unparalleled power, it even works with MIDI!

**Professional Page 2.0/2.1:** A really powerful and easy to use DTP package which lets anyone create professional results at home. Fun to use, and especially recommended.

**Visa Pro:** The most impressive fractal landscape program available, *Visa Pro* allows the importing of real digital elevation maps so that genuine landscapes can be modelled. The inclusion of animated animation and 24-bit colour support puts this package head and shoulders above the rest.

**ASDIP:** Despite the compatibility errors, the ASDIP is the easiest way of getting a machine that runs Kickstart and Workbench 2.0. Although of little interest to gamers, the new interface enhances every other operation.

**The Miracle:** This great-sounding keyboard allows even the absolute novice to learn to play like a professional. With it's artificial intelligence, it can adapt the lessons to your own proficiency level. It's built-in MIDI capability means that it can be used as a professional instrument between lessons.

**GVF Series 2 HDD Hard Drive:** Even amidst the multitude of Hard Drives released this year, the Series 2 stands well above the rest. Easy to use and install, it offers up to 1MB of extra RAM to be added and runs at 10MBps. It's got to be one of the best buys in the market.

**OPaint IV:** Electronic Arts continued the *OPaint* saga with this HAM-supporting addition. As well as supporting HAM, though, it also gave the user a multitude of new fill types, a more flexible palette, and numerous new manipulation tools. Quite simply the ultimate in art packages.

exceptional examples. Nevertheless, the sheer number of Screenstars we carry each month is surely a good sign, even if it's been difficult to spot the new *Rainbow Island* or even *Kick Off 2?* Still, here's to your health, and there's always *Kick Off 3* to look forward to. And as for the so-called 'thinking games', such as *Populous 2* and *Eye of the Beholder*, that particular genre has had an amazing past year...



### WHO'S A CLEVER BOY, THEN?

The last twelve months has seen massive advances in the realm of the 'thinking man's' game. With *Eye of the Beholder*, *Knights* and *Populous II* attaining classic status almost immediately, why have these games suddenly taken off? 'Basically, it's because of their flexibility,' offers Bullfrog's head honcho, Peter Molyneux. 'Whereas in a shoot 'em up the player can only control one set of actions then decide whether they can make it to the next stage, in a game like *Utopia* or *Mega-Lambda*, the game can exist without the player, offering a number of other play alternatives. This expanded game task can then offer the player challenges they may not expect,' he continues, 'and we used this concept as much as possible in *Populous II*. For instance, throughout *Populous II* the player can win using a number of ideas, whether they want to destroy their way to victory, or attain it relatively peacefully. It's almost certainly the open endings the game leaves that make them a success.'

Another argument is that these games offer far better value for the gamer's money than coin-op licences or the latest game-of-the-month. 'Yes,' agrees Molyneux, 'when we put a game together, we want the person who's paying out the thirty quid to get good value for money. Personally, I think that games are bloody expensive but I can appreciate that the development costs behind each release can bump up the price. However, by cramming as much into our stuff as possible, we like to think that we make ours a worthy buy. It certainly beats adding another puzzle section just to boost the number of levels in it.'



# THE NO-HOLDS-BARRE

# SMASH

## GAME SHOW OF THE FUTURE

# TV

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# 1992

## THE FUTURE NOW

### SENSIBLE SOCCER

• **Mirrorsoft.**

With *Wizkid* almost out the door, Sensible Software are set to return to the genre that they revolutionised back in 1988. After proving their diversity with the likes of *3D Tennis* for Palace and Mirrorsoft's *Mega-Lo-Mania*, Jon Hare and Chris Yates are now working on a Footy game which they hope will punt Anco's *Kick Off* into orbit.

The game uses the favoured overhead view, with the players kept deliberately tiny to optimise more animation frames for less memory. In addition, Jon and Chris have created an 'intelligent' control method, where players behave and shoot depending on their proximity to the ball. Also, a 'form' option has been included where a player's attributes are changed depending on how well they fared in past games. With other ideas, such as a transfer market still to be added, it'll be a while before Sensi complete the game for Mirrorsoft, but expect it within the first quarter of next year.



### PARASOL STARS

• **OCEAN.**

Converted from the PC Engine original, *Parasol Stars* sees the welcome return of those dungaree-clad heroes, Bub and Bob fresh from their adventures in *Bubble Bobble* and *Rainbow Islands*.

The game draws its title from the

### THE PC THREAT

MAT BROOMFIELD DEBATES THE EVER-PRESENT RIVALRY BETWEEN THE AMIGA AND THE MANY PCS ON THE MARKET.

With the ST slowly breathing its last, the only real rival to the Amiga in 1992 is the ever-growing PC range. There are also several nasty stories of people perhaps abandoning the Amiga over the next year or so in favour of the PC - so is there anything to worry about? In all fairness, no. Whilst the PC is a very capable machine, before it can rival the Amiga in terms of graphical prowess and speed, it must be expanded by purchasing the relevant boards. Even then, the PCs can only keep up with the Amiga rather than surpass it. The main reason for the PC series' success is that IBM were quite simply there first. From this early beginnings, they went on to build up their present massive user-base which makes the Amiga's world wide user-base of 3 million look a bit wee. However, since the Amiga only really started taking off last year, that's not as small as it may seem.

When you buy an Amiga, everything you need to get started is there. The sound and graphic boards are there, the processor is fast enough to handle the most troublesome of data, none of which can be said of the PC - not if you intend to stay in the same price range, that is. In addition, the Amiga's software support is rapidly becoming more adaptable and varied than the PC counterparts, with Commodore's machine moving into the business market with ease. Software also pushes the Amiga's hardware further than ever, with the new *Superjam* package a perfect example. This little package allows the user to use the Amiga's four channel sound with as many samples as their memory can handle - try doing that on the PC!

Basically, there is nothing to be worried about. Yes, both machines will be around in five years. But guess which one will have the most exciting software and hardware developments. I'll give you a clue: it begins with the letter 'A'...



pairs' unusual weaponry. Whereas *Rainbow Islands* saw them throwing Rainbows all over the show, in *Parasol Stars* they are armed with tiny parasol umbrellas with which they can gather objects or nasties and lob them across the screen. For instance, by collecting five or more raindrops on their 'brollies', Bub or Bob will be armed with a massive drip which, when released, will kill everything in its path. The game is being devel-





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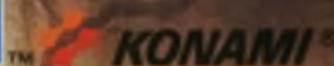


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# 1992

## THE FUTURE NOW

oped by Ocean's in-house team, and is currently over 60% complete, so expect further news within the next couple of issues.

### BOB - EA/BULLFROG.

Fresh from the success of *Populous II*, Bullfrog are currently working on another isometric affair called *Bob*. However, for those of you expecting another *Powermonger* or *Populous*, then you're in for a shock. Once again, Bullfrog are giving the player control over events within the game, but this time the emphasis is on the worlds of big business.

As one of a series of manufacturers of mind-co-ordinating silicon chips, you must ensure that you are the fastest-growing company, with continual new developments and ever-growing mar-



kets. There are two ways to do this: you can run your business properly, by head-hunting and developing; or you can play dirty and kidnap people's families to make them work for you, or send specially-bred mercenaries to steal the all-important blueprints. In all, *Bob* contains 115 countries, within which there are 32 towns, creating a massive play area in the process. There's still a lot to do before its hopeful Summer release, but *Bob* looks like another winner for Bullfrog and EA.

### PAPERBOY II - MINDSCAPE.

Atari's delivery boy won a legion of fans in his arcade debut and subsequent conversions, and *Paperboy II* takes the basic idea one step further. Whereas the first game limited our hero to a one-way scrolling play area, the sequel allows the player to choose one of three routes and make his deliveries along that.

Development is primarily on the Famicom at the moment, but the Amiga version is already looking up to the stan-

## FUTURE TENSE...

MAT BROOMFIELD LOOKS FORWARD TO AN EXCITING NEW YEAR...

If one thing is almost certain this year, it's that Amiga-related prices are set to take a tumble. With Commodore currently working on more compact circuit boards, the price for further expansion boards and accelerator boards should fall as well, making the Amiga even better value for money. In addition, by the end of the year, I'd expect the CD-TV unit to be reduced to the £399 mark, especially with the imminent release of Commodore's dedicated CD-ROM drive. Other drives should start to appear soon, too, making them more affordable for the home user, and if the likes of Ocean and U.S. Gold aren't already working on titles (rumour has it that U.S. G are currently thinking of releasing *Key Bulmer's Legend Of Valour* on the CD format) then by the end of next year they almost certainly will be. After all, this could be the end of piracy as we know it if CD takes off.

With Mindscape's *Miracle* keyboard paving the way, the Amiga music scene is about to take off in a big, big way. Up until now, the ST's *T-Base* has reigned supreme, but two Amiga packages - *Dr T's KCS* and *XOR* - are set to knock the spots off this and any other competitors. Similarly, although I doubt that *DPaint IV* will be surpassed I have a feeling that several HAM-specialist graphics packages may hit the market, offering faster use of this multi-colour mode. Also, it's about time an affordable Amiga Video Editing package hit the streets, but the aforementioned price reductions should speed this along. Let's hope so.



As far as the computer itself goes, there's plenty of speculation regarding an A4000 or a console-based Amiga, but there's nothing concrete. If Commodore do produce an A4000 it will be aimed at the higher end of the market at the high-end PC-owning fringe perhaps. The console on the other hand is a quite exciting idea, but only if Commodore improve on the Amiga's hardware to make a machine that can run Amiga games but take even more advanced cartridges - another way to end to piracy. If Commodore do this, then they should be able to take on the likes of the Famicom or the Megadrive, both of which have specialist sprite enlarging and scrolling chips. PC fanatics are predicting that the introduction of consoles will consign the Amiga to an education-only role. The answer to them is obvious: at the end of '92 you will still have in the Amiga the best multimedia tool, the best music, tool, the best machine for programming and graphics, and, most certainly, the best machine for games.



dard of the console version. Unlike the first game, newspaper subscribers now line both sides of the street, with the player tossing the papers either way. Failure to keep a set number of clients prematurely ends the game, as does the aforementioned loss of life, but if a round is pulled off then a bonus section awaits you. Keep this up for a week, and you'll be suitably rewarded. Expect a review of this much-awaited sequel some time in February.



# 'ALL IN ALL,

With the Amiga gaining popularity all the time,

# ONE HELL OF AN

CU has been there every step of the way. What's more,

# ACHIEVEMENT..!

our growth has paralleled that of the Amiga, too...

**B**elieve it or not, CU is actually reaching its 12th year in existence. It started life as the pamphlet-like VIC Computing in January 1981. Covering Commodore's 3.5K baby, the magazine consisted of reviews, news and type-in listings for programs that rarely worked properly. Come 1983, the VIC was dead on its feet, so Commodore User was born to expand the magazine's coverage to include the new C64 and its games. However, something had to go and on dropping the VIC20 coverage, there was a public outcry by doomed VIC owners.

In 1984, EMAP took over publication of the mag, and with its only rival, Newsfield's ZZap! 64 going from strength to strength, the first Amiga coverage was seen in the September 1985 issue. However, by October 1987, things had started to change, and Commodore User now sporting a sixteen-page Amiga reviews supplement which expanded until the mag became CU Amiga/C64 in Feb '88, but more outcry was to follow a year later when the

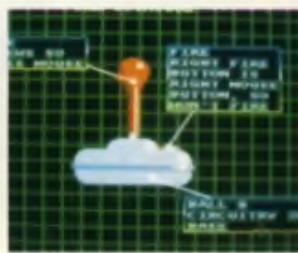
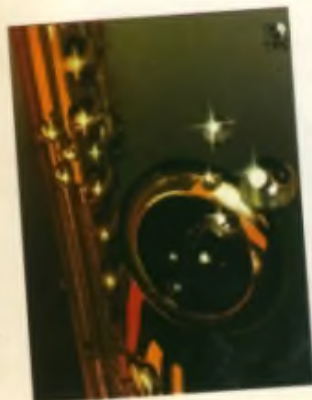
C64 half was dropped and the magazine became the CU

Amiga we know today. With another revamp following in October 1990, it wasn't until June last year that we made the break and became the 'complete' guide to the Amiga, with our expanded pages including reviews of serious products, as well as the definitive games coverage.

Since then, and without blowing our own trumpet too hard, we've been the first to cover the likes of DPaint IV, the CD-TV, and the possibility of an Amiga cartridge (which may see the light in the mythical A300 console system), and by buying the magazine you have helped our sales expand so greatly that we even topped Media Week's (a trade magazine covering publishing houses) top twenty for year-on-year growth - with CU's 88% growth beating the likes of The Clothes Show Magazine and Smash Hit's sister publication, Big. And who said that computers were a flash in the pan? In addition, we are now aiming to aid the Amiga's development with ideas, such as our 'Design An Add-On' feature, and we are often asked to give early impressions of forthcoming games for any faults they may have. Proving that, as we promised, CU Amiga is at the forefront of the Amiga world.



CU in '91 and '89. Recent trends indicate that computing may now be as popular as music.





THE TEAM



**Steve James:** Steve joined CU as Deputy Editor in January 1989 before eventually progressing to take the reigns a year after. A jovial fellow, Steve likes nothing better than relaxing with pints of Cider and the odd libelous anecdote.

**Dan Silingsby:** Deputy Dan joined the team in April 1990, and spends most of his time editing our Screen Scene review section, proofing hundreds of pages and perusing the hundreds of PD demos we receive each month. However, he still manages time to squeeze in the odd game-playing session and stuffing his face with chicken kebabs.



**Steve Merretti:** Steve moved over from editing Amiga Action in November 1990, and became our Editorial Consultant. A massive games fan, Steve is responsible for our In Devs and First Impressions features and can often be found idling away with a game of *Kick Off II* or *Jimmy White's Snooker*.



**Mat Broomfield:** Mat's fave pastime is stuffing his face with E-numbers, whilst ogling the latest technical advancement. However, he's also a keen gamer who enjoys the more cerebral delights of *Eye Of The Beholder* and the like.



**Steve Keen:** The third Steve has been with us for the last two issues, and joined us from our sister publication, Sinclair User. Our avid Staff Writer is a fan of all things trivial, and when he's not messing around with gadgets and toys he often finds time for a game of *Monkey Island*.



SO WHO DO YOU THINK WAS BEST IN 1991?

It's that time of year again, where CU and the rest of the magazines within the EMAP Images building reward excellence within the computer game industry with their coveted Golden Joystick awards. It's the industry's version of the Oscars, and more importantly, it's you, the reader, who decides who gets what, and all respondents to the survey will be eligible for our £500 worth of software free prize draw.

THE CATEGORIES ARE:

BEST AMIGA GRAPHICS:

BEST AMIGA SOUNDTRACK:

BEST AMIGA SIMULATION:

BEST AMIGA COIN-OP CONVERSION:

AMIGA GAME OF THE YEAR:

PROGRAMMING TEAM OF THE YEAR:

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To round off our look at the heady world of the Amiga, we've teamed up with Microprose to bring you a bundle of games for your machine. The competition takes the form of a phone line, where there is a question awaiting your attention. When you are sure of your answer, write the answer down on a postcard and send it to us at CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You can enter as many times as you wish, but please note that the number will cost you 34p a minute during cheap rate, and 45p per minute during peak hours.

So what's an offer? Microprose have won a whole host of Screen and Superstars this year, and we are offering you the chance to win a game bundle containing everything that they have released this year. That includes *Grand Prix*, *Midwinter II*, *Knights Of The Sky*, *Covert Action*, and *Silent Service II* - quite an impressive array. To stand a chance of winning the bundle, simply

ring 0839 335516, listen to the question and put your answer on a postcard. Then place your entry in an envelope and send it to the usual CU Amiga address, marked MICROPROSE COMPETITION. Any entries unmarked will be rendered invalid. Please make sure that your entry reaches us by the 26th of January. The first three correct entries out of the bag each win the whole kaboodle of Microprose hits. . . .





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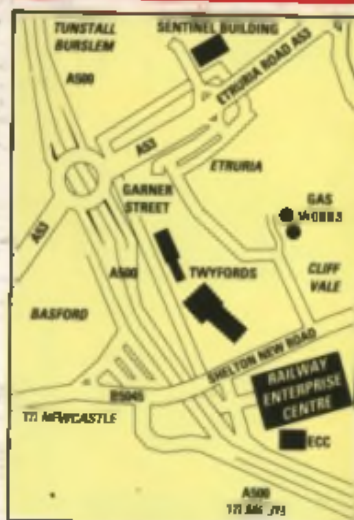


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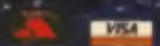
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# GUY SPY

**The combination of Space Ace-style graphics and fully interactive gameplay seems an unfeasible pipe-dream. Steve 'Mince Spy' Merrett spoke to Readysoft about their attempt to bridge the gap...**

**PLAYABLE GUY** 'Actually, I think that some of the flak we've taken regarding the laser disk conversions is a little unjustified,' comments Readysoft's project leader, David Foster. 'After all, when you play a *Dragon's Lair* or *Space Ace* coin-op, you know what you're getting, so why be surprised when the computer conversion is the same?' Was such criticism the main reason for the advent of *Guy Spy*, the first supposedly fully-interactive game to emerge from their Canadian base? 'Yes, we've already made a name for ourselves for quality animation, and we wanted to try to combine this with a completely playable game. Hopefully, we'll silence a few critics along the way.'

**HEROIC GUY** 'Consequently, *Guy Spy* is the latest hero to emerge from a country known for its rugged Lumberjacks, square-jawed Mounties, and buich Ice Hockey players, and

Readysoft are claiming that it will bridge the gap between full playability and their famed graphical finesse. They don't, however, consider that *Guy* is the furthest they can take the system.

'Although we consider it as a large step forward, we have to admit that the system isn't totally interactive,' Foster concedes, 'but, nevertheless, it is a remarkable advance considering we aren't using CD-ROM technology.' Will it be another 'move at the right time' job then? 'No, definitely not. We've now got longer, more playable stages based on a series of game styles and played within a series of linked sequences rather than nonsensical interludes.'

Guy himself is a marked departure from such reluctant/cowardly heroes as *Dexter* and *Dirk The Daring*, and is Readysoft's equivalent to James Bond, with deliberate Indiana Jones-style overtones. Typically, in a scenario worthy of both heroes, an evil Germanic tycoon,

Von Max, is currently scouring the world in search of a series of crystals which will power the Doomsday Weapon he has had built. Before the evil genius can hold the world to ransom, Guy has been sent to thwart his plans, but Von Max is on to him and has left a series of henchmen to thwart his plans.

**SPETCH DETAILS** Thus, over fifteen action-packed stages and a number of game styles, Guy must battle his way across Europe in search of the elusive master criminal. 'We came up with the idea during one of our planning meetings,' Foster recounts, 'and a group of seven or eight of us basically created the character and built the plot up from there. I was here that we decided on how to tackle the playability problem, so we started a few sketches and took it from there.' Did combining a more flexible hero cause problems with the detail and size of the sprites? 'It's certainly



Guy battles his way through three of the game's key scenes...



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# GUY SPY

more memory intensive, but we had allowed for it when we put the storyboard together, so it was basically just a matter of making sure that the action flowed well.' Just how controllable is Guy? 'Depending on the scene, the player can control him using whatever options are relevant during each scene. For instance, in a light scene, he can perform all the usual punches, rolls and dodges, whilst he can also take aim and pick off Von Max's cronies in a shoot-out.'

'We've made a point of making the action instinctive and easy to control,' he continues, 'and we'd like to think that the player will be able to manipulate the joystick to make Guy move in the way they imagine he should.' So, has combining more interactive sprites with their Disney-style backdrops meant that *Guy* isn't as varied as, say, *Space Ace*, in terms of the number of scenes within the game? 'It's not really fair to compare them,' says Foster. 'Yes, we have reduced the number of screens that *Lair* and *Ace* had, but most of the screens in those games were only on screen for mere seconds anyway. In *Guy*, things take place on a series of screens, and continue until the player wins through. However, to keep the feeling of an interactive cartoon, we've retained key animated linking sequences to update the plot, so Guy will enter a chalet or a cable car ready for the next stage, or will square up to an opponent, for instance.'

**SPRITE (Y.HERO)** How long do the graphics take to prepare for such a large game? 'Well, it varies: we've been working on *Guy* since January, but we didn't get anything on screen until March. Our team is made up of an Amiga coder and a trio of graphic artists who handle the conversion from paper sketches to on-screen reality.' What problems have they had? 'Our main one has been incorporating the improved gameplay, but luckily this was solved fairly early on in development, so now we're just slotting the graphics in as they're needed. It still took longer than we expected, though.'

The Readysoft process is a fairly >



In keeping with the cinematic feel of past Readysoft games, each level is preceded by a scene-setting sequence, with Guy arriving at each stage only to run into the trouble awaiting him there.



The fight scenes now react intelligently to the player's moves, and the 'move and hope' system used by *Space Ace* and *Dragon's Lair* has been expanded so that, whilst full interaction with the screen still isn't possible, the player can make Guy weave, bob and punch whenever their on-screen persona looks in mortal danger.

**GENESIS OF A HERO** With the basic idea for each scene prepared and sketched beforehand on paper, one of the trio of graphic artists digitizes the



sketch which is then saved as an IFF file and loaded into *DPoint*. A second artist will then go about touching up the scanned picture, by outlining the faint lines and adding selected colours from the sixteen-colour palette. Each scene takes roughly a day to complete, and the sprites are developed simultaneously by the third artist. These characters are then overlaid on to this screen and their movements refined so that they don't look out of place within the scene (ie. walk through walls). When all this is running smoothly, any rough edges are smoothed and the completed scene is saved to hard disk for later inclusion into the main game. However, with graphics as intricate as Readysoft's, there is a price: the game will span six or more disks, although second drives will be supported.



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# GUY SPY

simple one considering the complexity and detail of their games. The 68000 coder writes the basic game routines on the Amiga for porting over to other machines such as the PC and Mac(!), whilst the three graphic artists work on backdrops and sprites between them. The development sketches are digitised using *Digiview* and are then touched up using *DPaint*, where further detail is added from the 16-colour palette. These are incorporated into the code a section at a time, and the freshly-designed sprites and game objects are then added to complete the stage. 'We're currently using over 1500 frames of animation,' Foster continues, 'and creating each stage individually makes linking them together easier for when it comes to compressing the game down on to floppy.'

**MESSAGE ENDS.** With 20-30 frames completed a day, work is steady but unhurried. However, the team are now battling to condense the game down on to six floppies. Sound is always the last thing to be added to their games, and Readysoft are currently scouring Britain for someone to incorporate the game's many effects and sound. 'We intend to have a movie-style tune running through the whole game, and will also feature assorted sound effects to tie in with the action. If all goes according to plan, as Guy punches and shoots, the sound reacts accordingly.' How pleased is he with its progress? 'I think we've covered a lot of ground with *Guy*, and although it's still not fully-interactive, it's far more playable than anything we've done.' And the future for *Guy*? Is there a sequel in the works or even *Guy Spy: The Movie*? 'Wait and see,' Foster ends enigmatically...

## ON THE COMPETITION AND THE FUTURE

So what does Foster think of other peoples' attempts to combine superior graphics with playability - Core Design's *Helmfall*, for example? 'I've only seen a few screenshots and reviews,' he concedes, 'but it's flattering to see that our graphical style has obviously been the inspiration.' Does he think that the gap is being breached? 'Yes, all the time. It's going to take a while before we combine them perfectly, and I don't think that it will be totally possible on the Amiga or ST.' Are they signing the Amiga's death warrant as their development machine? 'Not just yet, but we're starting to look at the PC and its palette of 256 colours and it's looking very inviting indeed. In addition, CD-ROM is tempting, but I don't think it'll really get going for a while. It would be unwise to write off the Amiga just yet, though.'



The move towards fully interactive cartoons has been made easier by keeping *Guy*'s many sub-games simple but playable. The ski section, for instance, involves the avoidance of a series of obstacles as Guy makes chase down a cluttered and very steep ski slope.



The adventure takes *Guy* into Egypt, to the Amazon and, eventually, to Berlin where Von Max is making the final preparations to his deadly machine. However, waiting for our hero at each point are the evil genius's henchmen, all of whom must be disposed of before the next stage can be loaded.



So far, *Guy*'s sprites have used over 1500 frames of animation to get them moving both quickly and realistically. The large size of each character means that any small gaps in the 'tweening' section between moves will be more obvious. Consequently, the sprite is redrawn having been altered slightly each time, and simply added on screen whenever the relevant move is needed. It isn't as memory-effective as breaking the sprite up, but Readysoft consider the result worth the price.

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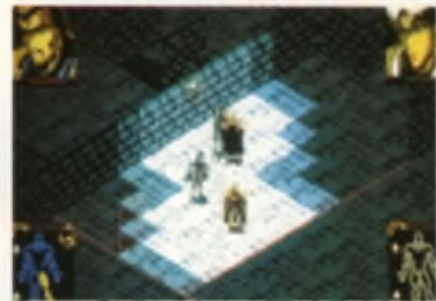
**SHADOWLANDS** In their first entry to the RPG genre, Domark and veteran development team, Teque, have joined forces to create the dark world of *Shadowlands*, where evil rules over the five-storey kingdom full of zombies, skeletons and other unworldly creatures. The player is cast as a human whose Earthly form has been destroyed and his remaining bones scattered throughout the massive play area. Thus, recruiting four wanderers of the Shadowlands, the player must pit their new-found team's wits against the many puzzles within the game arena.

One of Teque's main aims was to give the game a predominantly Japanese feel, and this is apparent from the very start. The game opens with a team selection screen, where the round-eyed looks and strength attributes of the four characters can be altered where necessary. Following this, the game switches to an isometric view to depict the detailed landscape and its many contents. Another priority on Teque's agenda was to make the game accessible to both the veteran RPG fan and the newcomer. Thus, the entire game, from movement to object selection and fighting, is controlled using the mouse, and this simple system allows the player to perform virtually any feasible act on the game's many objects and locations. For

instance, teleporters can be accessed and keys placed into specific locks with a quick press of the mouse button. This system is then used to piece together the many clues that stand between the team and the recovery of your bones.

**TEQUE** In an attempt to capture the interest of the novice and casual RPG players, Teque have concentrated on making the massive adventure easy to play by limiting the controls to the mouse only. Thus, using a simple point'n'click method, virtually every avenue of exploration is immediately available, taking the frustration out of the many puzzles. Another factor is that the game utilises a technique which Domark have called Photoscape, which basically means that light in the world of *Shadowlands* behaves as it should, with torches gradually burning down and the corners of the dungeon gloomily lit.

Team leader, Dean Lester, is the cre-



The game has been given an Oriental feel, both in its simplicity of use and graphical style.

**Mega-Teque** One of the oldest development teams going, Teque have been responsible for some of the most ground-breaking games ever. Peter Harrap, for instance, was the man behind Brimble's Monty Mole classics, and since then they have produced games for Domark, Krisalis and Ocean. As well as original products, such as *Manchester United* and the European follow-up, they also produced the conversions of *Escape From The Planet Of The Robot Monsters*, *Chase HQ* and *Klax*, and are currently hawking away on another football game for Krisalis.

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**Domark are set to enter the RPG arena with an adventure set in the Shadowlands. Steve 'National Elf' Merrett visited this strange world.**



The game's lands are massive scrolling affairs and are split into five distinct play areas, including an Egyptian-style land and a sprawling forest.



ator of *Shadowlands*, and over the last year what started as a nice idea for an RPG has expanded far beyond his expectations. With the rest of the team made up of graphics man, Mark Anthony, and coder Barry Monk, between them they have taken ideas from games as diverse as the *Ultima* series and the SSI games, whilst ensuring that the ease of use remains. Due to the size of the project, though, the game is still months away from completion, with three of the five lands still to be implemented. Despite it being another new avenue for Putney-based Domark, they are confident that *Shadowlands* will be another string to their bow and are hoping that their simplistic control system will breath new life into what can be a tired genre. We'll be able to see for ourselves when the game is finally released in March.

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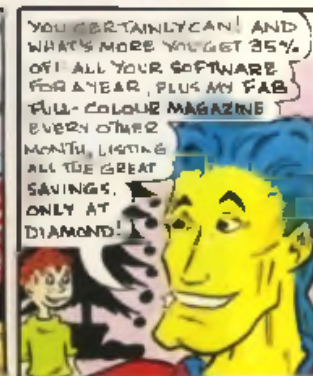
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# SCREEN SCENE

Welcome to Screen Scene. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information.

**SOUND** Four channel sampled stereo rock in a Stock, Aitken and Waterman drum track? The higher the rating the higher you can turn the volume.

**GRAPHICS** Not just visual prowess but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

**PLAYABILITY** This rating lets you see how easy it is to get into a game, and once you start playing whether it's addictive or a reminder of early discs.

**LASTABILITY** Speaks for itself. The higher the rating the longer you'll be looking at us. Test it closely with the playability rating.

**OVERALL** The most important of the lot. And here's a CU's rough guide to ratings -

- 0-20% Mer, the stinks
- 30-39% Fretful avoid
- 40-49% Be-ow-paz
- 50-59% Worth checking out if you're a fan of the game itself
- 60-69% Above average, but with room for improvement
- 70-79% Good but flawed
- 80-92% Screen Star - recommended
- 93%+ Super Star - our highest accolade. Don't miss

**AMIGA SPEC** Watch out for this advice in our reviews. The Amiga is the finest home computer. Ref money can buy, and it's really

has that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga score will be tailored. In the reverse. Some of the ratings are objective - eg number of onscreen colours, levels etc. Others, such as an assessment of the shooting aspect, are based upon the consensus opinion of the CU Amiga team. All such subjective ratings are marked out later.

AMIGA SPEC	
MEMORY REQUIRED	440K
SCROLL SPEED	0
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48



Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 80%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

Hi Quality Version Available on AMIGALAND.COM



REALMS, page 80



WWF, page 72



SPACE GUN, page 81



FANTASTIC VOYAGE, page 85



Children's television: it's a wasteland of American cartoons, inane presenters, and Australian series – but who doesn't watch it when they've got a day off sick? One programme, though, will catch the eye of any role-playing enthusiast, and that's *Knightmare*, which uses computer imagery to transport hapless youths into a dungeon watched over by the mysterious Treguard. Mindscape snapped up the license and now Tony 'Captive' Crowther's game reaches the shops just in time for Christmas. Superficially this is a

*Dungeon Master*-style game, with four characters, drawn from a selection of races and professions, exploring 3D dungeons whilst combatting monsters and overcoming puzzles and traps. The party tackles four quests – or underground complexes – in search of the Shield of Justice, Sword of Freedom, Cup of Life, and Crown of Glory, and can choose the order they approach the first three (although in all honesty the player must find the Shield to get the skills required for the others). Treguard's image is everywhere, offering advice and giving a fix on the player's

location – just in case they need to get help from *Mindscape*, a useful feature which others should adopt. This is where the similarity to *Dungeon Master* ends: the game is much closer to *Captive*, or even Gremlin's excellent *BSS Jane Seymour*. *Knightmare* is pretty tough, and there are no 'introductory levels'. All four sections of the game demand skill, forethought, and, most especially, careful management of resources. My party came close to dying as I hadn't paid enough attention to their food levels – so make sure they have enough spider legs to munch



on. Health, Stamina and Magic are shown as bars near the character portraits, and they are depleted through movement and combat. Sleep recuperates lost points, and if a priest casts an REM spell they are recovered much faster.

# KNIGHTMARE

Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)



Although the game itself is complex, *Knightmare* sports an incredibly friendly point n'click icon system...

The top-right hand set of icons represent characters, their state and energy levels, and those below are directional.



**LEVEL BEST** As the characters progress they learn to improve their skills. Starting off as novices, moving through leechfoot, adept, and up to master, they blossom into Gladiators, Priests, and so on. Practice makes perfect, so it's a good idea to pass that magic wand around the party once in a while to give everyone the opportunity to increase levels. At first, only one or two options will be available: stabbing with a knife, for example, or opening a door with a spell.

The puzzles are bizarre and typical of Crowther's weird sense of humour. Each Quest is guarded by a tree monster who demands an object before letting anyone pass. The first request - for the tree's child to be returned - stumped (no pun intended) me for a while, until I remembered the twig I'd found earlier! Finding objects is far from easy. Because of the

nature of the graphics, some items are all-but-invisible against the background; but after a while your eye becomes trained to spot objects. I walked right past a key I was searching for at least three times before locating it.

As with *Captive*, the players' stats can be viewed individually or in a

block of four. This is very handy when checking for overburdened or injured characters. The graphics are, on the whole, attractive and full of original touches, like plant pots on the walls and flooded passageways. Sometimes the graphics are garish, but usually they're just right. I can foresee problems for those people playing on a TV and not a monitor: as I've mentioned, the writing

and other details can be obscure, although thankfully the program includes a preferences option to change colours.



This doesn't help disguise the numerous spelling mistakes - 'enterance' instead of 'entrance' and 'sandies' instead of 'sandals' were two I discovered.

One of my favourite parts of the game is the novel use of transport. The players whizz around in a mining cart at the beginning and then row a small boat in shark infested waters. Unlike *Dungeon Master* and its derivatives, *Knightmare*'s monsters use some intelligence. If you run off and cower behind a door, don't expect the goblins or whatever to wait around forever, as they're likely to wander off



# KNIGHTMARE

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**Above:** *Knightmare* differs from many of the Dungeon-based rivals in that its monsters are truly original. Ranging from Tree Fiends and sharks to the more traditional goblins, some approach half-a-screen in size.

**Below:** As with *Captive*, Tony Crowther has programmed the game so that character stats can be viewed individually, as shown, or together in a block of four...





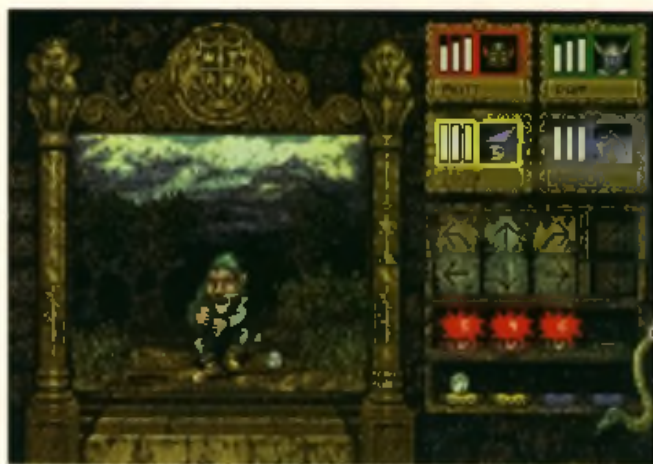
## KNIGHT MARE

and hide, launching a devastating attack when you least expect it. One of the best ways to reduce risks is to follow the manual's advice to use either headphones or a hi-fi link to bring out the best of the genuinely impressive sound – the stereo effect allows you to trace monsters very simply by following the sound of their footsteps.

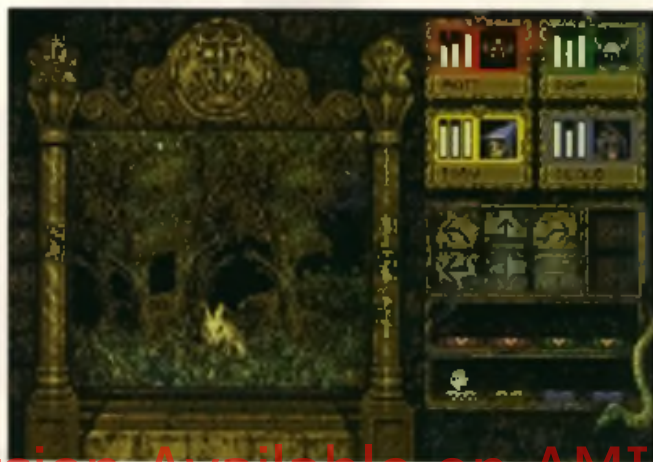
Ultimately the game leads to a confrontation with the FrighKnight and his boss Lord Fear – a fight to daunt even the toughest of adventurers. *Knighmare's* innovative combat/spell system succeeds, mainly because each character can be 'programmed' to perform certain tasks with a single click of the mouse, and this

**RABBITS FROM HELL** In the forest that marks the beginning to the quests, cute bunnies are seen frolicking in the meadows. Don't be deceived – these buggers are vicious. Back away at them when ever possible, as you're rewarded with a rabbit pie. Later on, when the party comes back wearied from its quest, you might find that the rabbits have been up to their usual habits and that the whole place will be crawling with them. So lob some holy hand grenades to get rid of them, and make Monty Python proud.

**MUSIC TO MY EARS** When creating the music and effects, Mindscape travelled to Anglia Television in deepest, darkest Norfolk, in order to make use of their audio department. Although more than half-a-meg is needed to get the best out of the game (along with headphones or connection to a stereo as described elsewhere), even through a mono speaker the results are fabulous. Invest in some extra memory (owners of the 500 Plus will be pleased to know it's fully compatible) and a stereo lead – you'll be surprised at the difference in atmosphere.



Goblins are everywhere – you can be one, too. In fact, a number of customised goblins, including a ninja goblin, are available for playing.



Run, rabbit, run... or you might end up in a pie! When players feel peckish they can shoot these cuddly-looking but not-so-harmless bunnies.



The conflict begins. Ultimately this leads to a confrontation with Frighknight and his boss, Lord Fear, a fight to daunt the bravest of men.



Although programmed with the beginner in mind, there are plenty of opportunities for the role-player to engage in traditional character generation.

**CAPTIVE AUDIENCE** *Captive*, Tony Crowther's previous venture into RPGs, topped the charts and was also voted Adventure Game of the Year in 1990. Set in the far future, the task is to guide robots through worlds with the aid of a portable super-computer. While the cutscenes in *Captive* were computer-generated, *Knighmare's* dungeons were designed by hand, making the overall design much smoother.

avoids all of those tedious menu searches while a jolly green giant slaughters the party. Right and left clicks of the mouse can bring wildly different results, but a couple of minutes with it will get you in the swing of things.

A game this huge has secrets that even an in-depth review won't yield. And the fact that I'll keep playing it until I finish it speaks volumes.

I love this game. It's taxing, whimsical and, unlike most RPGs, it actually has a sense of humour. I wonder whether the use of the TV name is so wise, though? Most kids will find this too complicated and, let's be honest, not remotely like the TV series at all. The manual contains a poster of the actor who plays Treguard (I can't wait to put that up on my wall!) and an invitation to join the *Knighmare* Adventurers Club. Whatever the case, I'm thrilled with *Knighmare*; and you will be too. One of those games you just cannot put down.

Mat Regan

MINDSCAPE £25.99

TV-inspired RPG that's full of humour and fun

GRAPHICS	81%
SOUND	88%
LASTABILITY	80%
PLAYABILITY	85%

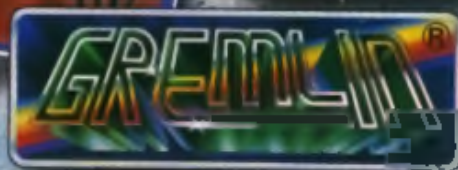
OVERALL 90%



# VIDEO KID



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Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and .... CRASH!...



...You're battling with an evil wizard in a far off medieval world, you have but one mission to travel through 5 time spheres and 20 battle planes out of your video!.....

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423.



# SPACE MUTANTS ARE INVADING SPRINGFIELD



MATT GROENING

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

## PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

**BUY THIS GAME!**  
Thanks man.



IBM PC  
AMIGA  
ATARI ST  
SPECTRUM  
COMMODORE  
AMSTRAD







As lasers blast into the platforms, Dexter must jump to safety.



'Beware your dark side' warns Kimberly - and here he is...



One of the earlier problems, this creature must be shot twice

I don't know what it is about the Readysoft laser-disk conversions, but there's something strangely appealing about them. We all know what to expect in terms of the series' minimal control over the character, but somehow they still offer a challenge that won't go away until the game has been completed. So, as can be expected, all the usual criticisms of the games can also be levied at this new addition to the family. However, due to what appears to be scrimping on Readysoft's part, somehow *Borf's Revenge* falls short of my already set expectations.

The scenario picks up straight from where the first game left off. Borf's evil plan to reduce the age of everybody within the galaxy using his Infanto-Ray backfired when the heroic Dexter used a mirror to reflect the blast so

that Borf himself was regressed. However, in the opening scenes of the sequel, Borf's cronies, the mischievous Goons, have reversed the polarity of the Infanto-Ray and given the blue giant a blast to revert him to normality. Thus, Dexter's girlfriend, Kimberly, is once again whisked away to Borf's lair whilst you're left to give the Goons the slip and make your way into Borf's ship to rescue her.

Unlike the first game and, indeed, the others in the series, the most notable improvement in *Space Ace II* is that the game flows more smoothly and the scenes roll into each other perfectly. Conversely, though, this exposes just how few scenes the game contains, with a mere three to four covering each of the package's six disks. Starting with

Kimberly's abduction, Dexter is immediately set upon by Borf's Goon friends and it's time to move the joystick at the right time to progress through the twenty-seven stages that stand between you and victory. There are five moves at your disposal, and clues to which will probably be the correct one are given by the positioning of exits and even the situations themselves - for instance, if Dexter is grabbed by a particularly hungry monster, it's odds-on that drawing his laser is the perfect remedy. However, due to the limited number of moves, certain ones will have different effects and whilst pressing the firebutton during one scene will draw our weedy hero's laser, in others

it will activate the wrist-controller which temporarily boosts Dexter's weedy frame to that of his eponymous and beetler alter-ego, Space Ace. As the correct moves are chosen, the action takes Dexter past ravenous creatures and robotic security systems and into Borf's space station, for a final stand-off under the deadly Infanto-Ray's machinery.

There's not really a lot else to mention, as by now

# SPACE ACE II

## BORF'S REVENGE



# SPACE ACE II BORF'S REVENGE

you'll know what to expect. However, whilst the 'save' and 'load' options are still mercifully present to avoid playing the same scenes repeatedly, Readysoft seem to have cut a few corners here and there. This is particularly notable in the sound department, where the game reuses all of the samples and effects from the first game. Considering that all these game's really have going for them is their presentation, this is a major *laux-pas* and the chance to add to the atmosphere has been completely wasted. Presumably, this is because Readysoft have created the game from scratch without the use of a coin-op for reference, but all the same it's a bit of a swizz. In addition, there are a few graphical rough edges, too, where a few more frames of animation might have been worthwhile.

So there you have it: the new Readysoft 'masterpiece'. Unless Super Don Quixote is on the cards, I have a feeling that they have milked this system as much as they can, and the advent of the supposedly more interactive *Guy Spy* seems to confirm this. If so, then it's about time, as the system started waning after the novelty of *Dragon's Lair* wore off. Perhaps I'm being a little harsh as I did find *Borf's Revenge* initially appealing, but for titty quid I feel that perhaps Borf's next adventure will see him abandoning the Infanto-Ray and spending the profits of his first two defeats on an island in the Bahamas. A sure-fire triumph for the evil giant, methinks...

Steve Merrett



On facing your dark side, he expands his size to that of a giant. However, as you move across his colossal body he accidentally blows his limbs off as he chases you. However, even his head gives chase.



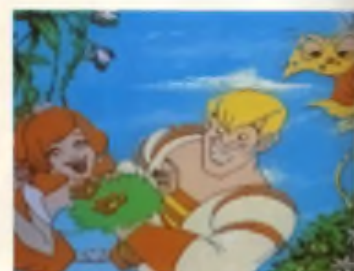
READYSOFT £44.95

Enjoyable fare, but where's the gameplay?

GRAPHICS	85%
SOUND	74%
LASTABILITY	33%
PLAYABILITY	57%

OVERALL 58%

**TAKING IT ON THE CHIN** Chinless wonders, such as Dexter and *Dragon's Lair's* Dirk The Daring, are real weeds compared to Vince and Paul from *Kick Warriors* or the beaty bloke from *Gods*. What we are waiting for, though, are the next batch of featureless 'heroes' to make their computer game debut. Coronation Street's Gail, for instance, is a person lacking in the chin department with assorted members of the Street's cast avoiding telling her to 'keep her chin up' (or at least where your face ends) when she has bother with Martin or her battle-axe mother-in-law, Ivy Tilleley. In addition, our PM, John Major, is lacking in the chin area, too, making his battle against a Federal Europe twice as hard. After all, he can't heed the advice of 'taking it on the chin', can he?



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*Unique perspective giving a realistic feel. Different course offering different challenges.*

### SHOOTING

*4 totally different events offering a wide spectrum of challenges from pistol to double barrel shotguns.*



### MARATHON

*This strategy event linking all the other sports allows the competitor to compete in the ultimate challenge,*

*with 26 weeks being the average training period and diet etc. being so important*  
● 4 courses ● Choice of six different runners ● Changes in terrain, weather, altitude.



### SWIMMING

*Test your skills in the 100m Breaststroke, 200m Freestyle, 400m Butterfly or 4 x 100m Medley*



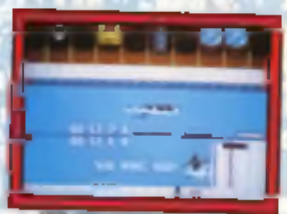
### CYCLING

*Using 3D vector graphics the unique gameplay combining strategy with sheer powering on the joystick makes this sport like no other sport ever seen on computer.*

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*Over 40 dives to pick from. Unique control method make for superb handling of diver*

*animation! giving unsurpassed realism and gameplay. Authentic scoring shows how you have performed in each part of the dive.*



## 6 SPORTS COVERING 21 EVENTS

*Swimming, Cycling, Show Jumping, Diving, Shooting and even the Marathon, all superbly recreated using a combination of stunning 3D vectors and big colourful sprites, to give Realistic Graphics and Enhanced Playability*





# HEART OF

**J**ake Masters is one of those Americans who provide a strong case against tourism. Loud, self-confident to a ridiculous degree, and blessed with the silly nickname of 'Lucky', Jake's an adventurer, bankrupt importer, and self-appointed hero. Finding himself in Hong Kong in the 1930s with his Airborn Imports business deliberately destroyed by E.A. Lomax, a hardened rival, the former war ace decides to take up Lomax's 'offer' of a reward to rescue his kidnapped daughter, Kate.

Kate is a do-gooder nurse, snatched from the hospital where she was tending sick children – naturally – by the evil henchmen of Li Deng, the area's major crime lord. Lucky's task revolves around freeing her from Deng's palace, but only recruiting the help of Zhao Chi, a local Ninja. This is where *Heart of China's* major novelty feature comes into operation: the player switches between Lucky and Chi (and Kate, once she's been rescued), because

many of the situations within the game can only be solved by switching between the trio. For instance, during a search for healing herbs, the shopkeeper, Madam Wu, is a xenophobe and refuses to sell them to Yankee Jake. However, by switching to Chi to make the initial contact, any barriers will be broken and she'll talk to him. Oddly for a supposed hero, though, Jake takes a backseat to the actions of Chi and Kate later in the game.

The first stop is Li Deng's sinister Chengdu Fortress. This comes as a slight disappointment as, after searching the building, with the exception of a few locations in the areas of Katmandu, Istanbul and the Orient Express, there's very little to see. In addition, the lack of locations would be bearable if the puzzles offered any real challenge but, sadly, these are severely lacking, too. And this may leave some adventurers feeling short-changed.

To try to counter this, Dynamix have incorporated numerous



The first stop for Lucky is the bar, in search of the elusive ninja Chi. The barman Ho is little help, as he knows Lucky and his tendency to drink copious amounts of alcohol. Questioning Ho results in a beating from the local goons, as does talking to the lady of poor repute. Still, you can always come back the next day – which reduces the bonus offered by Lomax.



way with thro play take alter pops deci plot are mak but t will ther relea A prev tem, HOO gam ing n sing them like t

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ways of finishing the game, with a non-linear progression through it. Whenever the player makes a choice that takes him or her along an alternative path, a message pops up stating that you've decided to follow a particular plot branch. In truth, there are very few chances to make 'alternative' decisions, but the idea is a nice one and will hopefully be exploited further in Dynamix's next release.

As with the company's previous foray with this system, *Rise of the Dragon*, *HOC* comes as a 1Mb-only game spanning an astounding nine disks. Unfortunately, single-drive users will find themselves swapping disks like there's no tomorrow and

this interrupts the flow of the game enormously. Even with a hard drive, access time is far from quick, but is a vast improvement nonetheless.

Playing the game is simplicity itself, as the interface is a joy to use. All usable objects can be dragged around the screen, and icons at the bottom of the screen act as inventories. Clicking on Jake's portrait brings up either a quick inventory – which is used for manipulating objects – or the main screen, which also includes a large shot of the character. This allows you to wear items of clothing (important when

infiltrating the palace) or activate weapons, and so on. This may limit the numbers of actions you can perform (even more so than Sierra's SCI interface) but, on the plus side, it makes playing the game considerably easier.

The period flavour of *HOC* is its strongest aspect, along with the Indiana Jones plot – although the pseudo-mystical and religious overtones are thankfully missing. Dialogue is a scream, and Lucky can't help winding up people with his 'Oh, yeah?' attitude, while the usually silent Chi has a

sardonic sense of humour.

If presentation is important to you, then this is the best adventure on the Amiga. The music, from dramatic scores to eastern tunes, sound superb when played through a stereo system, but my monitor fails to do it justice. The graphical style works much better here than in *Rise of the Dragon*, and from the intro sequence to the finale the game is a wonder to behold. The price for all this though – in money, access time and disk-swapping – is hard to justify in my opinion. Unless you're a total newcomer to the genre, I'd think long and hard before spending the money on *Heart of China*.

Meti Regan



# CHINA

## GETTING IN ON THE ACT

*Heart of China's* original incarnation on the PC featured the use of live actors for truly gasp-inducing graphic images. Over eighty actors were cast and decked out in period costumes, filmed in front of white backdrops. Their digitised images were then superimposed over painted scenery. The shooting took well over a year, running simultaneously with the programmers' work of creating the actual game system. Despite the amazing success of the project, though, the filming wasn't without certain hitches: the actress playing Kate Lomax, Kimberly Greenwood, discovered she was pregnant a couple of months into shooting, and recasting and relimiting was deemed too expensive at that point. So tricks were used to hide her ever-apparent bump, to the extent of hiding it with cushions, retouching the images on a computer, and so on. Unfortunately the Amiga's colour palette doesn't run to these feats, so we're stuck with drawn representations of the actors!

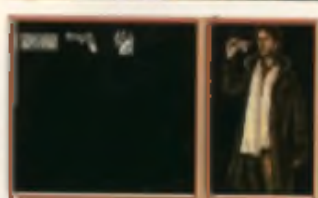
SIERRA £35.99

Slender but visually stunning game...

GRAPHICS	94%
SOUND	88%
LASTABILITY	71%
PLAYABILITY	82%

OVERALL 83%

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Madam Wu, the herbalist, offers Lucky a false passport to get past the official at the airport. Trying to use it lands Madam in jail – it's the passport of a wanted felon! Bluffing is the best method of dealing with the upstart civil servant, as Lucky's gift of the gab confuses the asp totally! Then it's on to Deng's palace and an encounter with a cow... and a tobacco-less coolie eager to help!

Chi. The drink from the n always oment!



# A BIT ON THE SIDE (A.B.O.T.S)



## SLIDESHOWS

- S219 REINFA CARL SLIDE SHOW
- S241 THE DEE LEAN MICHAEL JARRE SLIDESHOW
- S262 JARRE DOCKLANDS SLIDESHOW
- S376 AGATRON SLIDESHOW 3
- S377 AGATRON SLIDESHOW 4
- S378 AGATRON SLIDESHOW 5
- S379 AGATRON SLIDESHOW 6
- S379 AGATRON SLIDESHOW 7
- S380 AGATRON SLIDESHOW 8
- S382 SUFENTS FANTASY ART (2)
- S427 JOES SLIDESHOW 2
- S445 FORGOTTEN REALMS SLIDESHOW
- S463 THE FANTASY ART OF TOBIAS RICHTER (2)
- S460 MCA SLIDESHOW
- S702 FRACTION SLIDESHOW
- S722 TOTAL RECALL
- S741 NIGHTBREED SLIDESHOW
- S743 BRUCE LEE SLIDESHOW
- S744 THE ADDAMS FAMILY
- S830 FANTASY SPACE ART (2)
- S853 HAVE A LAUGH VI
- S854 SPACE SLIDESHOW
- S882 WATERSHIP DOWN
- S894 CHAOS ROCK
- S897 FRACTAL MOUNTAINS SLIDESHOW
- S898 DESERT ISLAND SLIDESHOW II
- S904 NIGHT THOUGHTS
- S913 FANTASY ART SLIDESHOW
- S914 SPACE BUBBLES SLIDESHOW
- S933 ISAFI SLIDESHOW
- S974 YARRA DARBA DOO SLIDESHOW
- S1027 NEWTERS C.G. VIEW 4 SLIDESHOW
- S1028 LAMBOURGH N. COUNTACH
- S1030 MCHAEZ JACKSON SLIDESHOW
- S1031 FANTASY SLIDESHOW I
- S1032 MAGES STAFF
- S1033 FANTASY SLIDESHOW II
- S1036 D.G. SHOW I
- S1037 D.G. SHOW II
- S1038 D.G. SHOW III
- S1062 SWIPSONS SLIDESHOW
- S1082 WRESTLE MANIA V (2)
- S1089 JAPAN CULTURE
- S1077 PICTURES SLIDESHOW (2)
- S1084 PENTAGON RAW SLIDESHOW
- S1089 NEMESIS PROLOGUE
- S1102 NEMESIS - THE DARK (2)
- D1150 RAINX TO THE FUTURE SLIDESHOW
- S1161 RED DWARF SLIDESHOW (2)
- S1162 FANTASYMUSIC SLIDESHOW
- S1163 THE RESURRECTION OF THE BEATLES 2 (2 DISKS)
- S1162 THE DEFINITIVE WALKER SHOW (3 CD DRIVES)
- S1222 GUNSEL SLIDESHOW (4)
- S1223 GUNSEL SLIDESHOW (8)
- S1224 GUNSEL SLIDESHOW (12)
- S1262 PURIFY
- S1254 RAINBOW
- S1256 THE INVISIBLE WORLD
- S1268 THE PRISONER
- S1284 WIT & WISDOM SLIDESHOW
- S1272 DR WHO
- S1306 KIM WILDE SLIDESHOW
- S1333 LAUREN & HARDY WAY OUT WEST SLIDESHOW
- S1334 FANTASY ON SLIDESHOW
- S1335 WITCH-FINDER GENERAL
- S1336 JIMI HENDRIX SLIDESHOW
- S1338 NO-JANA JONES & LAST OF US (2)
- S1340 TEENAGE NINJA TURTLES
- S1354 GIRLS
- S1400 RAMBO SLIDESHOW
- S1447 STAR TREK - SHIPS COMPUTER LOG (3)
- S1479 AT EN (2) (20)
- S1480 FORBIDDEN PLANET (2) (20)
- S1481 FRACTAL SLIDESHOW
- S1482 TERMINATOR II JUDGEMENT DAY (2) (20)
- S1514 I FEEL ON EARTH
- S1516 AT ANSYS SLIDESHOW
- S1517 PROJECT MEGARON (DISK COM.) (2)
- S1618 MAGES SLIDESHOW

## ANIMATION

- A037 FROG DEMO
- A156 PLUMBER STAFF
- A244 WALKER ANIMATED DEMO 1
- A245 WALKER ANIMATED DEMO 2
- A296 THE RUB
- A383 AGATRON ANIMATION 28
- A384 AGATRON ANIMATION 27
- A385 AGATRON ANIMATION 26
- A386 AGATRON ANIMATION 25
- A387 AGATRON ANIMATION 24
- A428 INDIANA JONES
- A435 THE EDUCATION OF COOL COLGAR
- A611 KNIGHT ANIMATION
- A652 FILM FT THE FISH
- A654 STEALTH MANUEVER II
- A676 IRAC DEMO
- A678 ULTRAGRAPHIC ANIMATION
- A682 POLKIE G
- A683 BATMAN THE MOVIE
- A685 JIGGLE I
- A686 AGATRON ANIMATION 13
- A687 STAR TREK MEGA DEMO (2)
- A688 FRANK IN THE FIV
- A689 THE COYOTE STRIKES BACK
- A690 FIGHT TO THE FINISH
- A691 STEALTH ANIMATION
- A692 AWY WALKER
- A693 I AM NIGHT & TERRAIN
- A694 ROBODUCK ANIMATION
- A695 SHADOWMAN
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The Victorian Age is famous for its industrial advances, puritanical morality, and its advanced space flight program. Space Flight? Well, according to Empire, who have adapted the Games Designers Workshop pen-and-paper RPG, Space 1889, to the Amiga with great success.

The plot commences with an overheard rumour about the location of King Tut's tomb. This prompts the party to travel to Egypt, which in turn leads to further adventures and sub-plots winding on Mars, Mercury and beyond. The character generation system is marvellous; skills are determined by professions which vary from the mundane to the bizarre. Each profession gives the player a unique set of abilities; actors learn eloquence and theatrics and engineers study mechanics and science. Elective parties contain people with differing backgrounds, as a wide range of skills are needed to successfully play the game, with mental and practical skills as important as

physical ones.

The Victorian era has been carefully recreated right down to the use of pounds, shillings and pence, although cash figures can be converted to pennies-only for those who find mental calculations tricky. As Great Britain was still the most powerful nation at the time, social standing is fundamental and characters range from the proletariat all the way up to the aristocracy. This determines wealth, and also effects, such as the way other people view the character.

Unusually, the emphasis is firmly on puzzle solving and

interaction with personalities in the game world. Wandering around looking for a light reaps next to no rewards, while talking (and frequently bribing) non-player characters yields information about the job in hand. The biggest drawback is the graphics – they're competently drawn, but the overhead movement screens are about as clear as British Rail's ticket pricing. Likewise, the sound is poor, but these failings are more than forgivable in the light of the intriguing scenario and novel feel to the game.

**CLEANSE THE STREETS!** While Earth-bound all the important action occurs in the cities. Any items discovered during the party's travels can be sold for cash or information if you discover a keen collector. This leads to the next quest, and so on, and the party gradually uncovers hints concerning the other planets. In the glorious tradition of the British Empire, it's expected that the party will pay very little regard to the customs and feelings of aliens – be they extra-terrestrial or simply foreigners.

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GRAPHICS	75%
SOUND	72%
LASTABILITY	88%
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# TIP OFF

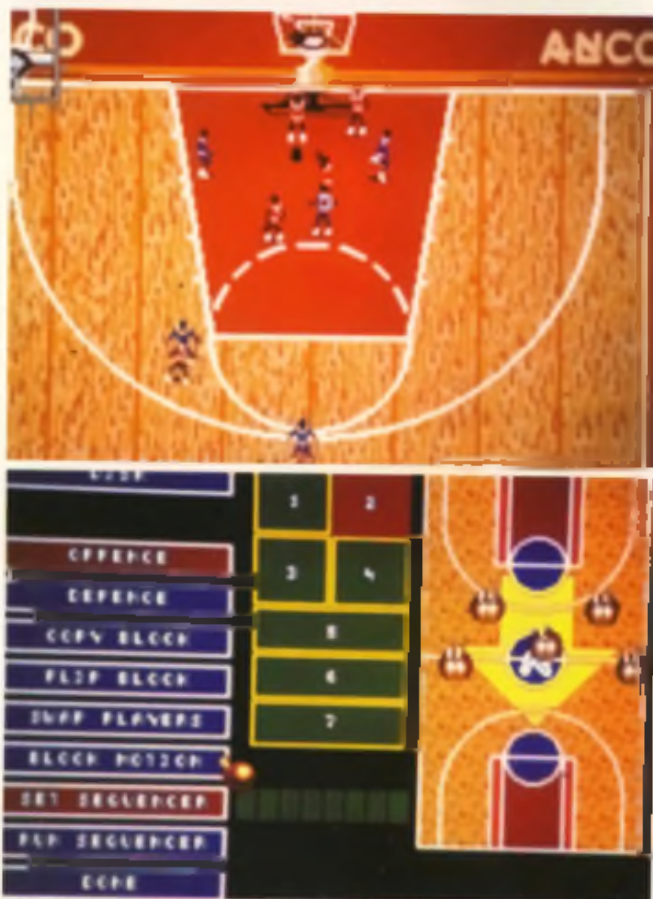


*Tip Off's* options allow the player to choose between a managerial stance or a simple arcade game. Adopting the role of the manager, you will be forced to select and drop players and build a team that will battle their way to the top of the league. In addition, using a similar system, the length of the game and the style of the match can be selected from another menu screen.

Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)

**W**hilst the Amiga-owning world impatiently awaits *Kick Off III*, Anco attempt to bridge the gap with their foray into the world of Basketball. And, whilst it's by no means as immediately playable as *Kick Off* and its sequel, it is by far the best Basketball game to grace the machine. Actually, with competition limited to Cinemaware's *TV Sports: Basketball*, that's not saying a great deal, but *Tip Off* is probably the most playable home variety we are likely to see. In terms of graphical and presentation styles, we're in familiar land here, with programmer Steve Screech's tiny sprites once again adorning the screen, and numerous *Player Manager*-style option screens precluding the actual matches. However, the sound front has been greatly improved, with a sample-laden tune interrupting the load and the furious squeak of sneakers against wooden court complementing the action.

Everything within the game is joystick-controlled,



The tactics screen allows set pieces to be effected, which the players will then attempt to recreate during a match.

with its many icons all available at the press of the firebutton. As well as the usual features we have come to expect – length of matches, choice of ref (although modesty prevents me mentioning the inclusion of a certain dashing Editorial Consultant who makes an appearance!), skill level, etc – the more strategic can also opt to lay down complex play moves, which your on-court team will then endeavour to follow. However, complicated as this may sound, the moves are easy to effect and follow, and don't get in the way of the main action at all – a major bonus.

The actual game itself is played over a series of court surfaces, with the players sprinting in from the right ready for the start – the 'Tip Off' for possession of the ball. In keeping with *Kick Off's* sparse graphical style, the players are represented by tiny sprites, but on playing it becomes apparent that they are considerably more impressive than their footy-playing counterparts.



# TIP OFF

Depending on their direction and position on the pitch, these guys spin on the spot, poke the ball between their legs, or even dummy the opposition – all in perfect detail. Apparently, there's over 500 frames of animation per player, and in the heat of a match it's easy to see where it all went. Control over these miniature Magic Johnsons is simplicity itself, with the joystick activating 'steals', blocks and shots instinctively, depending on the player's vicinity to the ball. In addition, passing and shooting are equally simple, with the computer deciding who the best player to pass to is, and also gauging the accuracy of a shot from distance. The latter is indicated by an enlargement of the ring itself, along with an indication as to where the ball will hit it.

So how does it fare in the playability stakes? Comparing *Tip Off* to *Kick Off* and its sequel is grossly unfair as the two sports are so greatly different. Basketball is played over a smaller area, with more complex rules so, as a result, the game is slightly more disjointed than *Kick Off*. However, by ignoring a few rules (you can now pass back over the halfway line, for instance), Screech has tried to make the game more fluid. Personally, I think it works well, and that the game is both fast and easy to get into, but fans of the rough'n'tumble of *Kick Off* may be disappointed. Of

**COCK-A-HOOP!** Although it is widely believed that professional Basketball came into existence in 1949, along with the formation of the National Basketball Association, stories actually date its conception to fifty-seven years before that. In addition, the rules have changed a great deal since then, too, with the original game's 14-man a-side teams battling it out in a caged arena gradually evolving into the present 5-man teams and courts we are used to seeing today.

The seed of the idea lies with one James Naismith, a PE teacher from Montreal. Originally, Naismith's intentions were to promote Christianity within young men, and joining the local YMCA in the capacity of Physical Instructor, started to teach Baseball, Football and assorted Gym activities. However, due to the area's varying weather conditions, the class rapidly got fed up with the limited indoor activities available during the winter months. Consequently, Naismith came up with the idea of a fast-paced indoor sport and the germ of Basketball was planted. His first attempt at a simple ball-game was deemed a failure by the class members, so elements from Football, Rugby and even Lacrosse were added to give further pace to the new sport.

At the time the fledgling sport was evolving, Naismith was being scrutinised by the YMCA's higher echelons, who were worried about the time he was wasting developing it. However, with ball-play already determined, all that was needed now was to determine how each player could score 'goals'. Recalling a game he played in his youth, Naismith promptly decided upon a 'ring', into which the ball should be thrown. This decided, the sport grew slowly in popularity, changing gradually into the sport we know today.



Fouls can be switched on or off, with penalties the result of hard tackles.



course, this is a fault inherited from the real thing, so neither Anco nor Screech can be held responsible. A brave attempt which is bound to come as a slight disappointment after Anco's two Footy classics, *Tip Off* is still a playable and impressive game. Not quite a three-pointer, but it still scores with me.

Steve Merrett



The players react intelligently to the direction they are facing and whether they're running when the user wants to shoot or pass. Even though the sprites resemble Gulliver's Lilliputian pals, the players are superbly animated, and can play the ball between their legs, turn and shoot, dummy a pass, or throw the ball using an overarm lob.

Shots are simple to pull off with the player either pressing fire to throw the ball, or pulling back on the joystick during a run to launch a longshot. The accuracy of the shot is shown as a close-up of the ring with an indication of where the ball will hit. The more central the ball, the more likely the shot will go in.

ANCO £25.95

End-to-end action in a well-designed sim...

GRAPHICS	78%
SOUND	68%
LASTABILITY	80%
PLAYABILITY	83%

OVERALL 78%



# Knightmare



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*"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"*

*I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.*

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The majority of flight simulations have you whizzing around at excessive speeds blowing things up with your state-of-the-art war-plane. Now, from German-based Thalio, comes a 'proper' flight sim where you swap missiles for passengers and military fatigues for a pilot's cap.

As the Captain of a passenger plane, there's more to Airbus than just pulling the yoke and playing with the throttle. The first step on any journey is to plot the course, and to do this you need to input your destination, calculate how much fuel is required for the flight, and what route to take. However, before you even start the engine, calculations based on the cloud base, difference in air pressure and weather have to be entered to calibrate the plane's computer.

A320 oozes accuracy and Thalio claim that anyone who can pilot their computer version is ready for the real thing. Included in the package is a map featuring international low-altitude routes, approach coordinates, restricted air-space and flight routes. This reveals the complexity of the sim perfectly and the incredible detail it contains. Most of the controls are based around the mouse, but the keyboard comes into play for the engines and occasional navigation functions. Surprisingly, though, these simplify what could be a very difficult landing process.

Basically, Airbus's action is limited to taking-off, landing and pointing the plane in the right direction. This may sound a bit harsh, but the real skill comes in navigating and working the flight details

before you take-off. Navigating is a complicated process which requires locking onto a beacon and planning your course to avoid other flights, bad weather and mountains. Once this is mastered you can graduate from training mode and take on a plane load of passengers. However, during the dull areas of inactivity, Thalio have added a 'time skip' key which allows you to bypass the boring in-flight movies and other routines of uninterrupted flying.

The A320 handles extremely well for a passenger aircraft, but don't expect it to be as nippy as an F15; try to be flash in one of these and you'll wind up hitting the ground - fast. Additionally, because the plane takes a long time to respond, you'll have to think a few seconds ahead to make sure you

# A320

Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)



Your Performance:		CRISIS REFUSION	
Bank:	100	FRESH SENE RATE	
Vert. Speed:	0		
Heading:	79		
Nr. of Touchdowns:	3		
Final T/O Point:	0		
Fuel Calculation:	0		
Overall Rating:	0	Airbus A320 by Rainier Bay	
(in Percent)			

The graphics and animation for A320 Airbus are superb, especially the hazing effect of flying through banks of cloud.





straighten the aircraft. This is particularly true of making a landing, as last second corrections are vital. There's an instrument landing system (ILS) which must be used to find your glide-slope, but the last 30 seconds or so of an approach have to be done visually.

A series of well-designed screens lead you through the setting up of your flight, and the checking of the weather conditions. The cockpit layout is neat, with all the relevant instruments clearly displayed. Because the Airbus is a modern plane, most of the readouts are situated on a

monitor, rather than a bank of dials which are usually common in commercial aircraft. This also comes across well in the computer version, although you can only input numbers through a fiddly on-screen numeric pad, which proves awkward to use.

In terms of presentation, the graphics and sound are simple, but very realistic. The engine effects consist of a few samples which change pitch according to the how much throttle is being applied. Similarly, the graphics feature minimal and bland scenery, punctuated by the occasional special effect, such as the hazing when you go through a cloud, adding to the realism.

A320 Airbus is a very good simulation. It's both extremely detailed and accurate, but unless you're really into this kind of 'hard-core'

sim, you could find the appeal wanes quickly. Had there been a disaster mode which caused the engines to cut-out, cabin pressure to drop or lightning to strike, the game would have much greater appeal. As it stands, though, this is most certainly the game for wannabe British Airways Pilots and realism freaks.

Mark Patterson

**AIEEEE! WE'RE GOING TO DIE!** Anything can happen when you're trapped in a plane at 40,000 feet, or so American writers would have us believe. William Shatner, playing a priest, battled the Devil on a 747 in *Terror at 30,000 Feet*. After treating several people from demonic possession, the evil one got the better of him, and a very crude cardboard cut-out of Shatner on a chromakey background was seen plummeting from the aircraft.

*Airport '80* - The Concorde was a disaster of a movie. Terror strikes a goodwill flight to Russia for the 1980 Olympics. As the plane depressurises an arms dealer runs round destroying evidence that links him to dirty deeds. As a rule, if you board a plane with a nut, a pregnant woman, an alcoholic doctor and a shady looking man in a black roll-neck and glasses, you'd better get a ticket for the next flight, because these are the perfect ingredients for a disaster movie.

THALION £25.99

High-flying simulation that's big on detail. . .

GRAPHICS	79%
SOUND	80%
STABILITY	80%
PLAYABILITY	84%

OVERALL 81%

# AIRBUS

Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)



It's quite refreshing to get behind the joystick of a civilian aircraft after having battled the Hun in *Knights of the Sky*, flown a Soviet fighter in *MIG29*, and taken on the 'Other Side' in *F15-II*. And if you thought that lot were complicated, just wait until you fly this baby!





# WWF



The comprehensive fighter-select screen at the start of the game.

**W**restling is something that we in this country find hard to appreciate. Oversized baldies in cheap makeshift logas tussle each other to the floor whilst old grannies wave umbrellas and throw rolled-up bits of newspaper into a ply-board ring. However, in America it's a totally different story. Beer bellies are replaced by finely-toned gargantuan physiques, and the pensioners fight for ringside seats with adults and children who sport their latest hero's face on placards, T-shirts and moulded rubber masks. Yes, WWF is big business. And so, as most things do these days, Wrestlemania has crossed the Atlantic and become the latest craze on our shores. Ocean's game takes the most popular characters from the Federation and separates them into good guys and bad boys. Naturally your choice of characters is made from the former category.

With each hero comes an individual set of moves and statistics. Weight, birthday, favourite sayings and best move are all listed, and all that's missing are their star signs. The first wrestler is Hulk Hogan, the definitive WWF star, who just loves to tell you that he has the biggest arms in the world and that very soon they're going to be squeezing the excrement out of you. British Bulldog is less outspoken, but no less outrageous, and his special move has his opponent scooped-up and power-slammed to the canvas. The last choice of wrestler is The Ultimate Warrior, who looks like an ex-member of rock band KISS. He likes nothing better than to cuddle up close for the Gorilla Press.

The game has two modes: Competition and Practise. The latter is vital for learning all the joystick and fire button combinations. Although



The large sprites are surprisingly well-animated, and the moves are smooth and easy to access and pull-off.

## IT'S SHOWTIME

Some effort has been made to recreate the kind of atmosphere these bouts evoke in the States. At the beginning, overhead views of the ring and remote-controlled spot lights scan the audience and flick over the arena. The wrestlers are then introduced and have a slight sparring match in which you are offered a choice of responses. The audience cheer and the big light eventually begins.



After the pre-match hype, the talking stops and the action begins with each wrestler leaving their corner. The first one to grapple their opponent to the floor wins.



WWF is billed as a two-player game this is only possible in Practise mode and only one of you, the good guy, can choose the character to use – the opponent will always be Mr Perfect. Get used to the large sprites, develop some good combinations and lighting tactics, and then take on the first of the five pro grapplers: Mr Perfect, Warlord, Million Dollar Man, The Mounty and Sgt. Slaughter.

During the five minute contest the aim is simply to reduce the opponent's energy bar by knocking the hell out of him, get him on the canvas and hold him there. Sooner or later you're going to get in a clinch, a stand off where both of you grimace face-to-face, straining to go one way or the other. The only way out is to waggle your joystick from left to right faster than the opposition, picking him up and hurling him across the ring. And there's action outside the ropes, too – there's always a handy chair to smack over someone's head. Apart from this there's nothing more to it. Not bad fun for those young enough to think the real thing's authentic, but it becomes a touch tedious for the rest of us.

Steve Keen

OCEAN/TWILIGHT £25.99

Fun but limited game for young 'uns only.

GRAPHICS	75%
SOUND	65%
LASTABILITY	69%
PLAYABILITY	78%

**OVERALL 76%**



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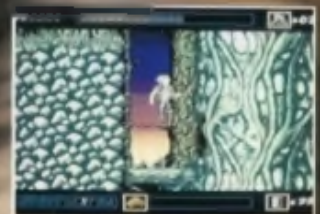
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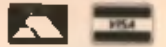
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RULES OF

# ENGAGEMENT

Science fiction games have traditionally concerned themselves with interstellar conflict, and Mindcraft's *Rules of Engagement* is no exception. By the 24th century, the Federated Worlds have grown, expanding through known space, and are now meeting hostile resistance from a mish-mash of alien races and rebel forces. Sound familiar? Apart from being a scenario uncomfortably close to a multitude of other sci-fi games, *ROE* draws from *Star Trek* for most of its inspiration. Having failed the test for originality, does *ROE* have what it takes to be a valid contribution to your games collection?

On opening the box, the thick wad of rules can be found. To be fair, the rule-book is laid out in a linear fashion, and the first chapter is a very helpful warm-up tutorial.

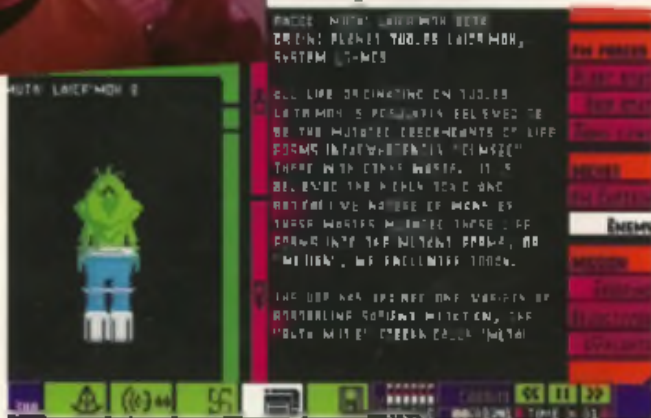
Once into the game, its sophistication and depth become apparent. A series of menus and selection screens guide the player through the myriad choices and decisions required of a Fleet Commander. Send an order and the subordinate commander receives and acts upon it some time later. Some captains even choose to ignore commands; this realistically illustrates the 'fog of war' problems faced by commanders.

The dull graphics may turn away many cynical players,



The array of menus and charts may not be visually exciting, but manages to provide a great deal of information in a small space.

Below: It's worthwhile checking out the opposition, because some races fight with certain styles - giving you that extra edge in combat.



and it's true that they have all the visual splendour of an amateur drama production, but with so much information to supply it's hard to see how else they could look. A control panel at the top of the screen uses icons to access sub-menus, and everything is entirely mouse-driven.

It doesn't take long to learn the system, although keeping track of all the variables can be a pig. As mentioned, multi-ship operations are the trickiest - it's hard enough putting your own ship through its paces, let alone three others. Likewise, everything moves in real time, so there are few opportunities to sit back and relax, except when your armada is en route to an enemy location. Combat is a very complicated business with both ships blasting, circling and trying to hammer down the enemy's shields for a killing blow. At times like these, it's best to put trust in your captains and leave them to their own devices.

Trekkies will be glad to know that nearly all the sound effects in the game have been inspired by *Star Trek*. Communicating with other ships causes a whistling sound to make Spock proud, and firing the Enhanced Beam Weapons will bring a tear to the eye of any Roddenberry fan.

But the game is just too complex. During combat, manoeuvring, lighting and defending are too demanding, forcing the player to concentrate on one instead of all three simultaneously.

has been devised that allows the user to produce a fully fledged 3D environment... 90% AMIGA ACTION

THE PRODUCT SPEAK FOR ITSELF

THE PRODUCT SPEAK FOR ITSELF



RULES OF  
**ENGAGEMENT**

➤ The combat movements are similarly tricky. 'Halt' is a waste of time until the opponent is rendered harmless, and 'Position', while providing the good guys with plenty of chances to fire, unfortunately does the same for the enemy. 'Shadow' keeps you relatively out of harm's way, but trying to get a fix on the enemy is slippery work indeed.

The missions are helpfully classified according to difficulty, and strategy tips are included for good measure. Apart from the obvious ship combat, patrols and outpost assault have been included – the latter being especially enticing with the IGS link. A full mission creation facility adds to the already impressive long-term appeal of the game, and it's a shame that there's no facility to link two Amigas and battle it out with a human opponent. Despite this, the emphasis is on running successful campaigns, nursing your alter ego

through the



scenarios whilst gaining promotions and decorations – and with three difficulty levels and 21 scenarios, I defy anyone to finish this quickly.

I was happily surprised by *Rules of Engagement*. So many space combat games of late – such as *Starlight II* and SSI's *Renegade Legion Interceptor* – have been disappointing that it's a pleasant change to find a good example of the genre. The graphics may be discouraging, but they give the player exactly what he or she needs to get stuck into the game. Nevertheless, I wouldn't recommend this to novices or those who like simple-minded blasts, but for those who are hungry for a slick and playable space combat simulator, this is easily the best around.

Matt Regan



Above: The combat screen. The target's locked, but is still outside effective range. The navigation screen (left) shows the relative positions of the space craft before closing to light, while (below) orders are issued to the rest of the fleet.



The game draws its approach from *Star Trek*, but adds some great touches that put it in a class of its own. The commander above, in control of FWS Explorer, tends to follow orders accurately, but you can't rely on all your subordinates to this extent – I guarantee you'll tear out your hair the first time someone uses their 'initiative' during a fight and scarpers!

**ONCE MORE INTO THE BREACH** Boarding actions in *ROE* are handled by the computer, which controls the two sides and informs the player of the result. There's little the player can do to influence the outcome except for using experienced troops for the battle. However, *ROE* is part of the Interlocking Games System (or IGS for short), which means that owners of *Breach 2* from Impressions can make troop combat far more exciting. When troops enter an enemy vessel or outpost, the game loads in *Breach* scenarios, allowing full control over every squad member.

MIND CRAFT/EA £25.99

An in-depth sci-fi game with huge potential

GRAPHICS	82%
SOUND	73%
LASTABILITY	90%
PLAYABILITY	84%

**OVERALL 87%**

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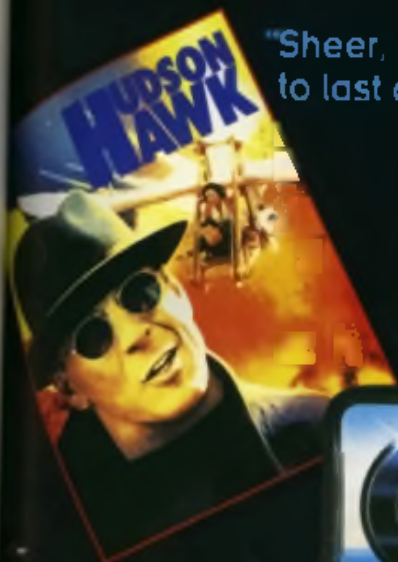
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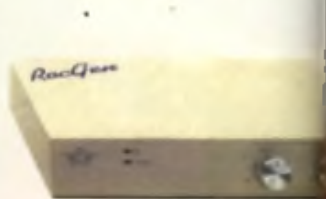
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The Aliens take the form of massive multi-limbed reptiles and insects and require several shots before their limbs fly off.

# SPACE GUN

**A**fter the formula worked so well in *Beast Busters*, Ocean's conversion of Taito's *Space Gun* once again uses the same mix of the horror genre and the ever-popular *Operation Thunderbolt* game-style. Thus, in a scenario straight out of James Cameron's *Aliens*, the player is left to wander the apparently-empty corridors of a dark base in search of numerous trapped hostages, armed only with a pulse laser and a limited supply of grenades. Whilst the gameplay offered nothing new, though, the *Space Gun* coin-op simply oozed atmosphere, and this conversion recreates it



perfectly with ominous heartbeats and eerie squeals following every movement.

*Busters'* veteran, Henry Clark's conversion features all the gruesome explosions and strange creatures that graced the coin-op, along with other new features the machine introduced. For instance, whereas *Operation Thunderbolt* and its many clones force the player to follow a set route, *Space Gun* occasionally throws up a choice, with the player



Extra weapons can be collected by shooting the game's many crates and then blasting the required item.

allowed to select one of two routes during key sections of the game. One noticeable loss from the arcade parent is, unfortunately, inevitable, though. Whereas we're all used to seeing Uzis stuck on to the front of game cabinets, the *Space Gun* machine housed two futuristic rifles which sported an impressive pump action to load in your many freeze grenades, smart bombs and fireballs. On the Amiga this has given way to the right mouse button which, whilst it is every bit as effective, just isn't the same somehow. However, to give Ocean and Images their due, they have made the game compatible with Trojan's *Light Gun*, adding to the fun immensely – somewhat surprisingly, it also proves to be very accurate, too.

Having selected a one or two-player game, the game opens with the player moving slowly into the shadowy corridors ahead. As can be expected, this is typical *Op Thunderbolt* territory, except that the dark secretions the Aliens have left on the walls and the general feeling of gloom that the graphics and sound give, raise the game above even *Beast Busters* in





## SPACE GUN

terms of atmosphere.

With the mouse guiding your cross-hair, the game's many aliens start to appear from the distance, and pressing the left mouse button sends a stream of laserfire towards them. These nasties range from the expected facehugger clones to a variety of multi-armed reptiles and ant-like creatures. Contact with these saps your already-limited health – represented by a set of red, dripping claw marks across the screen – so they must be shot before getting too close. However, as the game progresses, they get harder to kill and care must be taken not to wound any of the hostages within a level.

Each level winds its way through a separate section of the base, past multi-floored decks – complete with gaping acid holes in the floor – and eventually to the escape shuttle which represents the end of the game. However, should all the hostages within a level be wiped out or your energy and credits fully depleted, your mission will be prematurely ended. Likewise, in the final battle within the shuttle, if too many of your shots slam into the ship's cockpit, the craft will be rendered unusable and your mission deemed a failure. *Gun's* levels scroll smoothly in the four compass directions as you pad through the base, and the graphics change accordingly as you get nearer the heart of the Aliens' lair. Also, blocking your exit to the next area are a series of larger mutants who, in time-honoured fashion, must be shot repeatedly until they eventually explode. Graphically, though, these guardians are nothing short of stunning, with huge tentacled creatures dominating the screen or legions of smaller creatures making an appearance – brilliant stuff.

Although there are only a few additions to the tried and tested game-style, at least *Space Gun* offers fast and uncompromising gameplay.



**THE SQUEAL THING** *Space Gun's* sound is simple but very effective, with a thumping heartbeat and numerous sampled Alien squeals accompanying the action. As the player gets closer to the guardian, the heartbeat starts to speed up, and whenever the player concedes a hit a loud groan signals the loss of energy. Plus, whenever an Alien egg or a breakable object is hit, there is a loud splat or crashing noise. The game's sound was handled by Images' veteran, Matt Simmons, who sampled the effects from the coin-op before reproducing them using *Noisetacker* on the Amiga. Bearing in mind how well they add to the atmosphere, it is even more surprising to learn that they take up less than 50K of the complete code.

Occasionally, as a hostage runs towards you he mutates into an alien – so be prepared.

The attention to detail adds a certain edge over others in the genre, with plasti-glass doors shattering, and humans mutating into Aliens while others scurry across the ceiling. One fault I will levy, though, is that the action doesn't vary a great deal, but the continuous changing of the backdrops (which includes a jeep ride across the planet's surface) and the multitude of new Aliens ensures that it will keep your interest. I am a major fan of the coin-op, and this is the best conversion anyone could possibly have hoped for. Very few details have been lost considering the Amiga's relatively-low specifications compared to the arcade game, and this makes for a solid – if unoriginal – shoot 'em up.

Steve Merrett



Everything from the coin-op is there – including the brilliant scene-setting intro.



As the aliens attack, their energy-sapping hits are represented as bites and scratches on screen. You begin the game with a series of lives, the length of which are determined by energy bars.

OCEAN £24.95

A good conversion of an excellent coin-op

GRAPHICS	85%
SOUND	90%
LASTABILITY	78%
PLAYABILITY	84%

**OVERALL 84%**

Hi Quality Version Available on AVIGALAND.COM





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# FANTASTIC VOYAGE



■ If the name of Centaur Software's new shoot 'em up sounds familiar, that's because it's based on the Academy Award-winning film of the same name. Made in 1985, *Fantastic Voyage* starred Stephen Boyd, Raquel Welch and Donald Pleasance in a battle against time to save a dying scientist. In true Cold War-style, the defuncting professor had been badly hurt in an assassination attempt by the 'other side' (ie the commies). Suffering serious brain damage, the dying man is vitally important to secret tests being carried out into miniaturisation, and the powers-that-be decide to shrink a mini-sub and its crew to microscopic size and inject them into the man's circulatory system to destroy the clot in his brain.

Such B-movie pretensions were at odds with the film's lavish special effects, which won the movie an Oscar. Much the same can be said of the game. Although the graphics are superb, the actual gameplay is pedestrian and uncreative. The scenario follows the film almost to the letter. The game begins in an artery near the neck of the patient. Controlling the submarine, Proteus, you have to guide the miniature vessel through the maze-like byways of the human body, avoiding antibody cells and other defence systems, in an attempt to reach the brain and destroy the blood clot with a laser. Along the way, nine pieces of a circuit board have to be recovered in



The push-scrolling technique used in the game is a little off-putting at first, especially as it's difficult to see what's coming up next.

order to operate the laser, as well as fuel and oxygen pods to keep Proteus operational. Failure to do so will result in either the ship exploding or its occupants turning a very dark shade of blue!

There are three difficulty levels to choose from (Beginner, Advanced or Pro) and these determine how many hits the Proteus can sustain. Starting with three lives, with two continues for added longevity, the ship can move in eight different directions via the joystick.

In all, there are three huge levels to navigate, all made up of intricate passageways through the human body. The first involves what look like massive flying marshmallows which, I'm reliably informed, are antibodies, together with cancer cells and other miscreant nasties. Most of these have been based on electron microscope photographs of the interiors of blood vessels and cells, although some are obvious flights of fancy, especially when they start shooting back. Level two is even more bizarre featuring organisms based upon 'tracks created in the bubble chamber of particle accelerators when they are subjected to beams of sub-atomic particles'. Sure guys, but they still look like marshmallows to me! After collecting all the microchips and completing the last level, it's off to try the blood clot and complete the mission.

Graphically, *Fantastic Voyage* is superb. The area immediately surrounding the vessel is illuminated with the rest of the screen masked in varying degrees of darkness. The programmers have also used the effect first seen in *Battle Squadron*, which distorts certain parts of the screen and causes a liquid-like ripple. Here it's used to brilliant effect and at times it almost seems that you are indeed piloting a ship down a human artery. Despite the flashy graphics, there's no hiding the fact that the gameplay is a bit 'tired' — the ship

**SOUNDING OFF** The sound effects are disappointing and sound almost 'tinny'. The metallic thud of the laser fire as it crashes into the surrounding caverns isn't exactly how you'd have imagined it to sound. However, the music option is extremely atmospheric, consisting of a cacophony of pulsing electronic noises strung together with a psychedelic wall of sound. And it lasts for an impressive 23 minutes before looping.

moves at a snail's pace and it's easy to avoid the on-coming bio-slugs and attack waves. To some extent this is excusable as the variety of bio-beasts on the loose is superb; it's just a pity that the overall design is a bit sloppy. The film set the medical crew a time limit of sixty minutes to complete their mission before they grew back to real size. A similar time element introduced in the game would have given a certain urgency to the proceedings, but as it stands, there's nothing here to set the pulse racing.

Dan Slingsby

CENTAUR/DMI £25.99

Graphically-superior  
slice and dice 'em up

GRAPHICS	90%
SOUND	89%
LASTABILITY	60%
PLAYABILITY	69%

OVERALL 71%



**W**hilst everyone wants their shoot 'em ups to be fast, *Cardiaxx* goes from the sublime to the Cor Blimey! It is obvious from the minimal gameplay that Electronic Zoo have seen how fast the Amiga can scroll and based a game around it. The result is a frenetic and relatively playable blast which, sadly, doesn't contain enough meat to keep the player interested. A variant on the *Armatyke* theme, *Cardiaxx* pits the player against the might of the *Cardiaxx* empire within a two-way-scrolling play area. Within this area a series of alien attack waves and guardians appear and these must be taken out before the ever-decreasing time-limit expires. And that, dear reader, is *Cardiaxx*.

The game is split into four areas, within which the player must exercise their trigger finger and reflexes, whilst leaving their brain in neutral. These levels, despite the addition of bas-relief or organic backdrops, are pretty much alike with the player destroying one wave of

*Cardiaxx* lighters before using their on-screen indicator to locate the next. I have a feeling that Electronic Zoo were hoping that the nail-biting speed of the game would trick the player into ignoring the lack of variety, but it actually has the opposite effect. Providing that the player survives the almost inevitable energy-sapping collisions with the enemy, they eventually reach a pair of guardians (who remain the same throughout the game - whatever happened to variety?) and who block access to the next level. Following a short space-bound sequence, the next level is then entered.

Like so many games from the shoot 'em up genre, *Cardiaxx* is initially very playable, and the urge to have another crack is akin to all those 8-bit games we so fondly remember. However, once the first level has been beaten and the ensuing space scene passed, the repetitive levels erode any further interest. If larger space bases or extra background detail was added, perhaps this would have



As the alien droves make an appearance, digitised speech informs you whether they are to the left or the right.



helped, but I suspect that this would have slowed it down considerably. As a budget release, I would have no hesitation in recommending *Cardiaxx* as it is perfectly suited for the odd blast when-

ever the need to do some damage arises. Unfortunately, as it stands, twenty-six quid is too much to pay for such limited carnage.

Steve Merrett

**FAST'N'FURIOUS** Creating a good balance between speed and longevity within the limitations of the shoot 'em up is extremely tricky. With *Cardiaxx*, it is only the lack of variety that causes the problems and, to date, only a few blasters have bridged the gap. The C64 was choc-a-bloc with top-notch shoot 'em ups, with Andrew Braybrook's *Uridium* and Cyberdyne Systems' *Armatyke* regarded as true classics. Thus, with the Amiga's faster processing speed and far superior capabilities, surely we should be up to our necks in speedy blasters? Nope. The problem apparently lies with shifting backdrops and numerous sprites at speed, as even the Amiga has problems doing that. Thus, it is far easier to slow the games down and concentrate on the game's look rather than opt for a sparse but fast game. However, this is by no means a bad thing as past hits such as *Z-Out* and *Demaris* prove.

Hi Quality Version Available on AMIGALAND.COM

# CARDIAXX



Identical end-of-level guardians appear throughout the game.

ELECTRONIC ZOO £25.95

Thinner in content than Paul Daniel's scalp ... g

GRAPHICS	72%
SOUND	79%
LASTABILITY	41%
PLAYABILITY	80%

OVERALL 63%



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**H**idden somewhere in the instructions for *Celtic Legends* and the usual mystical tosh about long-forgotten kingdoms, unicorns and dyslexic dwarves is a highly playable slice of strategic combat gaming.

The scenario for this French-programmed game revolves around two wizards, Sogrom and Eskel, involved in a titanic battle for power after the demise of the world of Celtica's original ruler. It is a classic case of good

against evil, with the winner taking all the spoils. The conflict is set on the island archipelago of Rochebrume. There's a choice of two islands to wage your campaign on, each of which is divided up into hexagonal grids and which act as 'playing squares'. In fact, as *Celtic Legends* unfolds, it has much in common with board games like chess and, less abstractly, Risk as it does with role-playing.

The action takes place



across two screens: one for the strategy element of the game, the other for the tactics or action. Having chosen an island to fight on, you move to the strategy screen. This is divided up into a small window depicting the island,

and a larger magnification of the area you are concentrating on. Each wizard begins with a finite number of legions composed of creatures with a variety of combat power. These can be split or moved whole around the playing area. Each move costs a number of points, limiting the amount of ground you can cover with heavy units using more points. It is possible to construct castles from the strategy screen, but these cost magic points and

# CELTIC LEGENDS

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The play area is split into a series of squares, within which the characters move. Each move within these costs the player a number of points, thus limiting your options if spells are to be cast.

The moves are effected from a special selection window and, from here, the player can designate when to put their magicians and soldiers for optimum effect.





magic points are the key to *Celtic Legends*, as they determine the power of each particular wizard.

Each player has a turn on the strategy screen, moving his units into positions of strategic power and challenging the opposing army as it attempts to build up power and control the island. When you're satisfied that you've set your strategy you wait for the other player or the computer to make their move. This generally results in a small or large scale conflict, taking you to the area of combat and putting up the tactical screen.

Legions are composed of foot soldiers, dragons, cyclops and magicians. Each has a certain amount of strength and stamina in battle when it comes down to straight hand-to-hand combat, but the best approach is to use magic to overcome the opposition, saving your troop strength and protecting your key players. Both magicians and troops are limited by a number of factors displayed down the left-hand side of the screen. Hit points simply

**SPELL CASTING** There are some 15 spells which come into use during the game. These grow as you gain experience and accrue magic points. Since each spell cast costs points you have to budget your actions accordingly. At the lower end there are simple spells like fireballs which only cost five points, but the stakes rise as you begin to cast spells like contagion (which sends one of your units over to the opposition carrying a deadly plague), or lightning which zaps them with a particularly effective bolt from the blue. Other spells allow you to heal your own men or teleport out of trouble. Some of the spells can be blocked by natural objects in their path so it pays to manoeuvre the enemy so you have a clear 'shot' for something like a fireball.

determine your ability to carry on; magic level denotes just how many spells you can use; experience shows your level of experience which, as it increases, boosts your spell knowledge; action points denote the number of actions possible each turn; strength shows the amount of damage you can inflict with a blow and dexterity shows just how good your chances of hitting the target are – this is partic-

ular crucial in spell casting because wasted spells mean wasted opportunities.

Pentangles situated on the islands allow you to create new characters, while the game can be thrown randomly when savages on the island attack either side without warning.

*Celtic Legends* is an entertaining slice of fantasy combat, that combines some nice animation, action

sequences and sound effects with a serious amount of strategy. Each of the characters is readily identifiable and the islands are given character and variety with mounds, castles, swamps, and trees. The only reservation which exists about it is that its role-playing element is restricted. If you compare it to some top-of-the-range D&D games you get the interaction and the exploration combined in the package. There again if you only ever play them for the combat then *Celtic Legends* has more than enough depth and variety to keep you going.

Mike Pattenden

UBI SOFT £30.99

Involvement strategy game  
owing a debt to Risk

GRAPHICS	78%
SOUND	79%
LASTABILITY	81%
PLAYABILITY	82%

OVERALL 80%

Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)



Your magic level is essential to success, and the more power you have, the more devastating any spells cast will be – be careful not to waste your limited power, though.



## SPELL CHECK

- FIREBALL** Effective at its cost (five magic points) but only useful against weaker opponents. A clear shot is necessary.
- CLUMSINESS** Reduces opponents' skill in combat.
- WEAKNESS** Weakens the victim, diminishing the damage he can inflict. In large doses it will cause death.
- INEXPERIENCE** Causes the object to lose all experience it has learned in previous battles – particularly effective on magicians.
- FORGETFULNESS** The victim totally forgets all his magical knowledge.
- VICIOUSNESS** The victim suffers from a violent illness, losing combat points every turn.
- CONTAGIOUSNESS** A virus that can be passed on to the opponent's entire army, depleting them of their strength.
- INVISIBILITY** Subtracts time from enemy attacks since they can't locate you to attack.
- CARE** Allows you to heal sick or wounded units.
- VAMPIRISATION** Sucks the victim's energy, but only to be directed at warm-blooded adversaries.
- PARALYSIS** Stops the victim from moving, making it easy prey.
- DETECTION** Allows you to identify anybody afflicted with a contagious illness allowing you to send them to infect the opposition or cure them.
- LIGHTNING** A highly destructive bolt of energy. Two are fatal to any creature no matter how strong.
- DIVINE FIRE** Very costly but highly effective against large enemy groups, subtracting 15 points from each.
- FATAL FIRE** The ultimate spell – instantly killing anyone in its path.



Pentangles are dotted throughout the islands, and allow the player to create new characters.



# REALMS



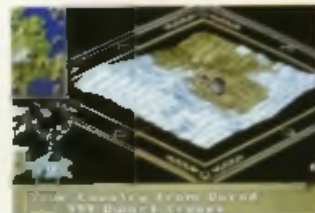
Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)

**N**ot that long ago, some bright spark thought it would be a good idea to give players the illusion of having great power over their weedy sprites. The first batch of these so-called 'God Sims', *Populous* and *SimCity*, became two of the most successful computer games ever created. Publishers are keen to jump on the bandwagon, and so we've seen a recent spate of sequels. *Realms* is the latest but does it add anything to this over-crowded genre?

*Realms* is more than a mere 'God Sim' or wargame, proclaims Virgin Games at the beginning of the manual, '*Realms* is a fully-functioning fantasy world'.

An impressive series of animated screens skillfully create a sullen mood at the start of play. It's the old story of famine, poverty, war and a new king itching to prove himself. No bonus score for guessing who you take the

role of. It's your job to balance the budget, give the peasants plenty of food and weapons, and make sure your butt remains intact during a battle. The twist is that you're lordling over a fantasy land populated by the likes of Orcs, Elves, Dwarves, Barbarians, Vikings and Amazons. Orcs hate Elves more than Dwarves, so watch your back when going for quick alliances! There's always an enemy lurking somewhere nearby and the task ahead is to crush them without mercy and win overall control of the realm.



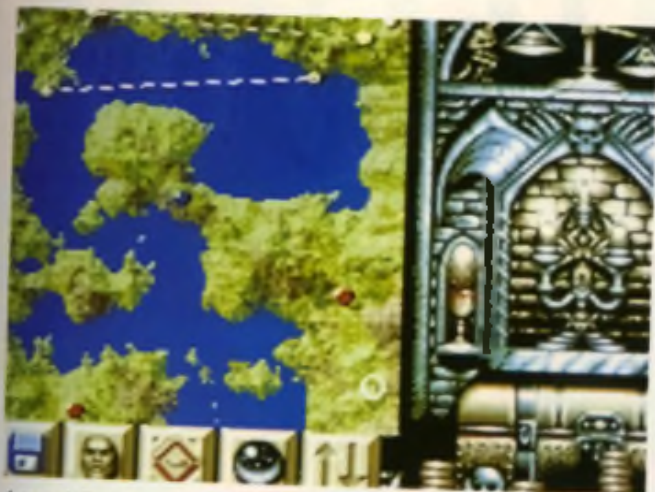
Your citizens are totally loyal to your cause. So hit 'em where it hurts—in their wallet.

**THE BRAINTREE BOYS** So much for those tacky Esser Man and Girl gags, this is the place that spawned hardcore dance music raves from The Prodigy and some of the best known computer games in the mid-eighties. Steve Turner and Andrew Braybrook, partners in code, have an extensive list of hits on the old Spectrum and C64 to their credit including *3D Lunatick*, *Avalon*, *Gribbly's Day Out*, *Paradroid* and *Uridium*. More recently, the dynamic duo have produced the appealing *Rainbow Islands* and *Simolca*. Their latest effort is a brave attempt to relive former glories. Sadly, *Realms* doesn't quite manage to pull it off.

Software development team Graftgold has supplied eight scenarios with the game, although there's no reason why these couldn't be expanded via datadisks in the future. This product is very much like *Powermonger* from Bullfrog/EA, except there are less icons and nit-picky details to worry about. Both games are played in real-time and a mistake can turn into a masterstroke in a matter of seconds, providing you don't panic. The big difference between the two is that *Realms* lets you control vast cities of plebs and is on a much grander scale than *Powermonger*.

Once you've selected a crippling tax rate and seen the overall state of your nation on the World Map, you can drop into an isometric 3D world. It's possible to scroll across the land in four directions to view all the armies, settlements, grasslands, deserts, water and





A mountain or caen is essential to help make your plans for global domination run smoothly. Without it you'll find your army soon deserts.

forests lying around. Graphically, *Realms* is beautiful. You can't zoom or rotate the landscape as in *Powermonger*, but at least this screen is updated in a much quicker fashion. Some of the fractal maps have been constructed from nearly 200 polygons and look superb.

A single man can represent up to one thousand troops. Friends are distinguished from foes by the colour of their flags. Yellow is your colour, the enemy is dressed in red and waverers denoted by blue. There are sound effects for major events and the crystal ball on the bottom left-hand corner of the screen will flicker into life. Clicking on this will reveal a brief description of what's happened.

It's in the cities and towns where crucial decisions are made. If the settlement is big, you can recruit some soldiers. Groups can be armed depending on your cash flow. And watch out for poor morale. A few coins in their greedy hands should appease them. Money really does make the world go around... without it, you won't be able to buy grain to feed the hungry hordes, build stone walls to protect them or pay your armies to extend your empire. When push comes to shove, you'll also require lots of cash to take care of life's little worries like outbreaks of plague and rebuilding razed cities.

One little tip: Always keep approximately one assignment of fool soldiers or cavalry outside every city under your control. It keeps



the occupants from getting out of line.

The real fun begins when the crystal ball shows a pair of swords. This lets you know that a full-scale battle is about to commence. If you activate it, the display changes to a more classic computer representation of a wargame until the battle is won or lost. Individual units can be positioned into place and perform a combination of attack or defensive actions. Flags at either side of the

### FROM THE DEEPEST PITS OF UTUMNO

According to fantasy novelist supreme JRR Tolkien, Melkor tortured many Emen folk in his dark dungeons thereby transforming them into the horrific race of Orcs during the First Age of the Stars. These loathsome red-eyed slaves, twisted by pain and hate, were solely created to satisfy Melkor's evil curiosity and to do his bidding. Although they were fierce and deadly warriors, Orcs often resorted to cannibalism and feared the light. Huge armies of Orcs went on the rampage throughout Middle Earth until a final battle before the Black Gate of Morannon. After Sauron's One Ring was destroyed at Mount Doom, their numbers and power dwindled until Orcs merely became known as mischievous Goblins. If you want to find out more, try reading *The Hobbit*, *Lord of the Rings* or *The Silmarillion*.

Each army is made up of a number of units. These can be moved about the land by a simple point-and-click system. When equipping your armies, you've got to remember each race's strengths and weaknesses. A dwarf with a bow and heavy shield is no use to anyone,



*Realms* mixes complex strategy wargaming with an arcade-like feel.



creatures in the armies to help balance an unfair situation and add a bit of spice? There were many times when I could have used the aid of a fire-breathing Dragon or a tough legion of Trolls to sort the opposition out. And why is sieging a city so boring? Where are the massive mobile wooden tower things you always see soldiers using to smash fortifications in the movies? I suppose expanding the game further would have caused the introduction of irritating disk-swapping. Oh, I didn't like the annoying tune that constantly plays in the background, either.

*Powermonger* and *Mega-lo-Mania* are tough acts to follow and *Realms* isn't as exciting as either of these epics. Not that this Graefgold game doesn't have its gripping moments, it's just there are too few of them. This omnipotent outing has somewhat missed the boat, especially with the imminent launch of *Populous II* - the almighty 'Zeus of God Sims'. Then again, players who couldn't handle the complexities of *Powermonger* should definitely give it a go.

Rik Haynes

VIRGIN GAMES £29.99

An accessible and competent God-sim. . .

GRAPHICS	84%
SOUND	76%
LASTABILITY	61%
PLAYABILITY	88%

OVERALL 79%



# 2-HOT 2-HANDLE

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# 2-HOT

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AMSTRAD  
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Combining elements of *Deuteros* and *Elite*, Demonware's latest offering is a strange hybrid of gaming styles which puts you in control of a huge intergalactic spaceship.

The human race has fled the solar system and is desperately seeking a new safe haven. As commander of the *Starlight*, a gigantic vessel with more than three million cryogenically frozen civilians on board, it's up to you to guide the ship to its new destination. An alien presence has been detected and it's a race against time to ready the ship's defences and save the day!

The game uses a simple point-and-click icon-driven interface which is easy to use, but allows quite complex commands to be handed out. There are approximately 100 missions to complete, ranging from picking up stray meteorites for their valuable ore



content to intergalactic dog-fights against a squadron of alien attack craft. To help you in your task, it's possible to 'defrost' a number of crack pilots from their sleep-like state and boost their aggression and piloting prowess by linking up with their innate abilities.

Once you've assembled your crew, you need to prepare some ships and equip them with whatever might be necessary, such as laser batteries, force fields or photon missiles. Unfortunately, in an effort to save space, the mothership is only stocked with raw materials, so any armaments or equipment have to be specially ordered. It can take time

to fulfill some orders, especially when there's a lack of certain materials, so it's best to plan ahead.

As the game progresses, you'll come into contact with friendly traders, war-like races and other intergalactic travellers. Each time combat takes place, pilots grow in experience and ability, and trading can provide valuable new materials for constructing bigger and better armaments.

The strategic flavour of the game is complemented by a 3D shoot 'em up section. Once a ship is sent into space, a player can choose to either let the computer control the action or opt to take manual control. Why Demonware left the need for such an arcade sequence is beyond me - it just seems so out of place with the rest of the game.

Overall, I can't find much to fault with *Exodus 3010*. Conversely, I can't find much

to commend it, either. The linear progression of missions restricts the freedom to explore the universe which *Elite* offered, and locks the player into performing some incredibly drab missions before undertaking some of the more dangerous ones in the later stages of the game. There is a game in there somewhere, but it's hidden beneath an impenetrable layer of tedious and routine chores.

Dan Slingsby

DEMONWARE £25.99

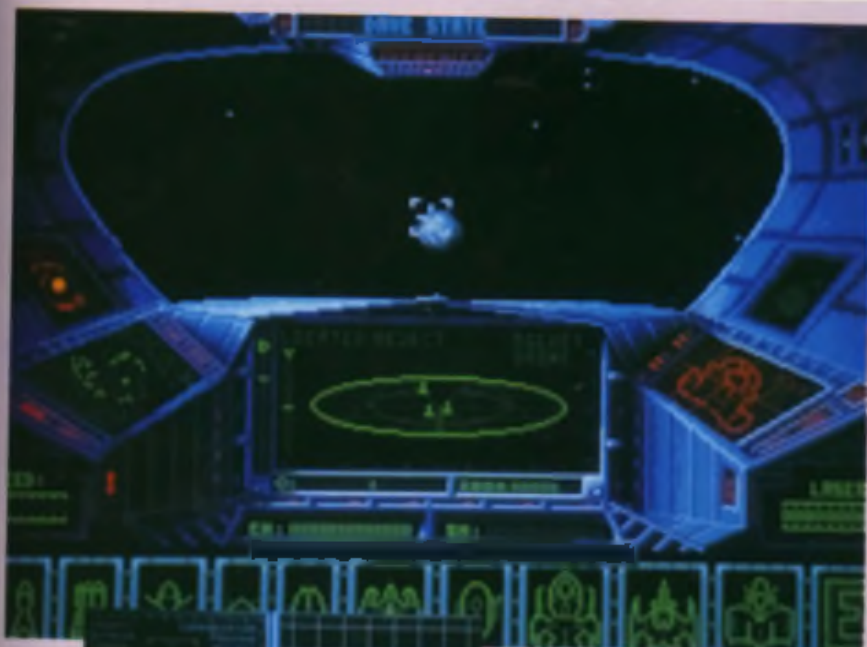
Plodding space trade and exploration game

GRAPHICS	84%
SOUND	55%
LASTABILITY	72%
PLAYABILITY	68%

OVERALL 69%

# EXODUS 3010

Hi Quality Version Available on AMIGALAND.COM



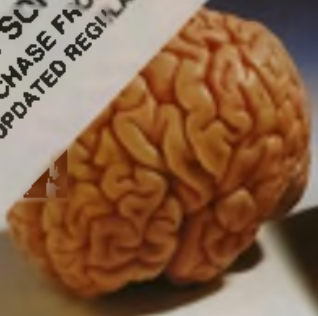
Above: The 3D shoot 'em up section lets you blast anything that moves, but looks out of place when compared to the rest of the game.

There's certainly a lot to do in *Exodus*. Unfortunately, the majority of a player's time is taken up by routine missions.





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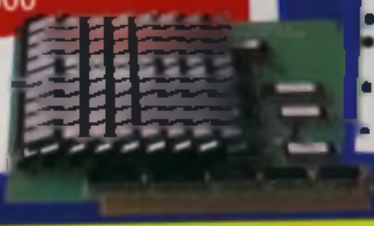
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# DEATH BRINGER

**K**arn the Barbarian must be destroyed, so a pact has been devised: persuade a demon called Abaddon to transform himself into a magic sword called Deathbringer. In return Abaddon may take the souls of his victims. But, by an uncanny twist of fate, the weapon falls into Karn's own hands as he sets out to rid the world of the wizard's menace.

Looking at the screen shots you could be forgiven for thinking that this is the best game since you paid £45 for *Dragon's Lair*. However I don't think I've been more frustrated with gameplay since Des Walker scored an own goal in the semi-final of the World Cup.

There are 36 levels of parallax scrolling spread over the 30 interconnecting levels. Karn's adventures take him across icy wastes, underground caverns, dense forests and other extremely detailed backdrops. The idea behind this is to satisfy the sword's ever increasing appetite for souls. The more people killed the more power gained – and if you don't fulfil your quota the sword will take control of you and eventually drain your own life away.

There is more than one route to the



The magic Deathbringer gets stuck into its task and cracks a few heads together.



Deathbringer comes in an incredibly large box which is a bit stupid when the game itself is far from perfect and certainly isn't a classic.

wizards's lair, and some paths are longer and loop back on themselves. All levels are linked by animated guardians. They're cunning and attack in an unpredictable manner – so save time and lives and just run for it.

The trouble with the game is that it's very hard to control, particularly Karn. His sword movements are slow, and when he runs he needs a second or more to stop. Most of the monsters can be jumped over or passed without hindrance and, although the screens are great to look at, you won't be too sad if you never have to go through them again. Probably a game that'll fill many a Christmas stocking, so tell your folks to cross it off their list.

Steve Keen

EMPIRE £25.99

A classic case of try before you buy...

GRAPHICS	83%
SOUND	68%
LASTABILITY	65%
PLAYABILITY	64%

OVERALL 67%

# FIGHTER COMMAND

**T**here are two important things to note about *Fighter Command*. First, it's set in the Middle East in modern times, second it is a strategic representation of an air war – don't expect the aircraft sim hinted at on the packaging.

This is not to suggest that *Fighter Command* has little depth. The challenge of running an air campaign should stretch most people, particularly when there is as much to do as there is in this game.

Begin by selecting a scenario. There are 28 possible set-ups ranging from conflict between small states like the United Arab Emirates and Kuwait, historical battles like the 1973 Yom Kippur war, and a full-scale Gulf War scenario embroiling everyone.

The action unfolds over a series of maps. A strategic map depicts the entire region, and a small cursor square can be clicked on to take you into a radar representation of the relevant area. This gives a tactical view of the playing zone with a

variety of coloured dots denoting cities, bases, units, civil and military installations and, most importantly, the air traffic. By the time you're embroiled in a major conflict, the screen is a mass of multi-coloured lines and dots which should confuse anyone without air-traffic controller's qualifications.

A satellite map gives a smaller, detailed area that shows what's on and above the terrain; nevertheless, most of the action unfolds on the radar screen. However, this is limited by the range of your sweep, so one of the first things you'll need to do is send out an AWAC aircraft to increase your information.

The key to *Fighter Command* is careful resource management, because not only are your various aircraft limited, but so are your supplies.

The game ends when one side achieves air supremacy, the media turns against you, or your population becomes too demoralised. Either way, *Fighter Command* is for retired air-vice marshals, not keen-as-mustard top guns.

Mike Pattenden

IMPRESSIONS £24.95

Aerial fun and games for top brass gamers only

GRAPHICS	66%
SOUND	50%
LASTABILITY	80%
PLAYABILITY	75%

OVERALL 73%



Strategy games are Impressions forte and *Fighter Command* is certainly up to their usual standard and is one of the better wargames on the market.



# STRIKEFLEET

Like *Fighter Command*, EA's *Strike Fleet* is a command-based battle simulation, but unlike Impressions' approach, it shifts you down the chain allowing you to involve yourself directly in the action.

The 14 possible scenarios range from Falklands skirmishes, Persian Gulf patrols and several what-if, WWII battles involving pesky Commies (somewhat anachronistic, but who's quibbling?). You begin each scenario by configuring a task force of ships best suited to the one you have chosen, though it's often worthwhile making sure at least one of your vessels carries medium or long-range SAMs as they're invaluable. With a balanced fleet you then set a destination on the map (zooming in on the hotspot) and issue orders to the ships under your command, placing them on general quarters and setting their radar and sonar defences in operation.

With the basics set up, you can shift to the bridge of your flagship. Here you can control just about everything in the game and even swap to the bridges of other ships or the cockpits of helicopters. The radar is the most crucial setting allowing you to monitor the activity around you for hundreds of kilometres. Enemy movement is shown as red dots and clicking on them will give you further information.

Each ship has a variety of attack weaponry ranging through surface-to-surface and surface-to-air missiles, torpedoes, cannons and defensive armoury which includes phalanx shells (a computer-guided anti-missile cannon) and



## SCREEN SCENE SHORTS



If you fall demally in your mission, you'll find yourself being court-martialed and booted out of the navy.

chaff. Warning lights on the lower right tell you if you're under missile attack.

If the action is proceeding too slowly you can compress the time, though once it starts hotting up out there you'll want to slow it down to a standstill! After each game your performance is marked and a ranking assigned to you ranging from ensign to fleet admiral.

While the graphics are hardly breathtaking, they are clear and well thought out. The gameplay soon becomes absorbing, since it never takes long for the action to develop, particularly when using the time compression facility. If you're the sort of person who likes to keep track of lots of projects at once then *Strike Fleet* is the business.

Mike Pattenden

### ELECTRONIC ARTS £24.95

Excellent battle sim that's action-packed	
GRAPHICS	78%
SOUND	77%
LASTABILITY	81%
PLAYABILITY	83%
<b>OVERALL</b>	<b>81%</b>

Hi Quality Version Available on AMIGALAND.COM



## THE MAGIC GARDEN

You'd think life as a gnome was boring enough – all that standing around fish ponds in suburban gardens waiting for dogs to pee on you – without having to control one in a game as dull as *The Magic Garden*.

The idea sounds promising: a mischievous gnome has to manage the Gnome King's garden as a punishment. The lawn grows rapidly and can fall victim to rampaging plants and other naughty gnomes who dig up the turf. To complicate matters, the climate is unstable and you only have a limited amount of energy which must be replenished by growing vegetables to eat or discovering

little life-giving hearts.

Much of the work you have to do in the garden involves you using objects found in the shed and the greenhouse. The gnome can store useful implements in his pockets, anything in fact, from trowels through seeds, lawnmowers, watering cans and gardening forks. There are also objects which stop him losing energy too rapidly, such as an umbrella when it's raining and slippers when it turns cold. Both the greenhouse and the shed need a regulated temperature, which involves getting a generator up and running and repairing broken windows in the greenhouse.

There are less obvious areas of the garden to explore including the outdoor lavatory, a hollow tree stump and a magic well which leads to a maze of tunnels. These all contain more useful items, particularly extra energy.

*The Magic Garden* is reasonably good to look at – while the characters are small, they're well defined. Part of the problem is the irritating control method which involves you rilling through the gnome's pockets and clicking on objects to activate them. Most of all, though, the gameplay simply doesn't add up. It turns out to be about as interesting as listening to Gardeners' Question Time, and that's gnomean feat.

Mike Pattenden

### ELECTRONIC ZOO £25.99

Despite some promise this one's a bit weedy. . .	
GRAPHICS	81%
SOUND	79%
LASTABILITY	60%
PLAYABILITY	65%
<b>OVERALL</b>	<b>64%</b>



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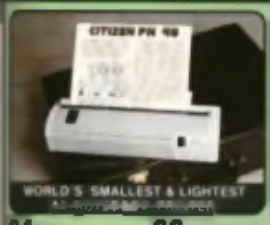
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# ROBOCOP



The first really successful movie licence, *Robocop* was the first Ocean game to utilise the now-overused mixture of puzzle and arcade sequences. Stepping into the metallic insoles of ol' chrome dome himself, players must blast their way through a rogue's gallery of bad guys until he reaches the end of the level for a face-off against a larger guardian. Alternating between these arcade sequences, though, are a series of puzzles, ranging from a cross-hair-based shoot 'em up scene to a photo-fit sequence, where Robo must identify a particular felon. The mixture is a little dated now and the action repetitive but, on the whole, *Robocop* is still a playable blaster – if a bit on the easy side. On the downside, though, it harkens back to the days when the Amiga saw too many straight ports from the ST and, as such, can't claim to push the machine. This said, it's probably still worth a look at its new eight-quid price tag.

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## RENEGADE

An oddity, this. Although Ocean advertised its availability several years back, the Amiga version of Taito's duff 'em up coin-op never actually appeared in the UK. Faithfully recreating the five manic stages of the coin-op, Software Creations' conversion is graphically very similar to the Amstrad CPC game. The gameplay seems as slow as that of Alan Sugar's baby. The scenario tells of a street fighter out to avenge the kidnap of his chick from the clutches of yet another Mr. Big. Thus, starting in the sub-way, the player works his way through to Big's lair by kicking the crap out of any thugs who get in his way. With a full comple-

ment of easy-to-use kicks, punches and throws, the player must take on up to four opponents at a time, many of whom are armed or are seated on motorbikes. And, as expected, a harder fighter is rolled on when all his subordinates are KO'd. As a conversion, *Renegade* is more than adequate and is quite a steal as a budget release. However, its lasting appeal is severely doubtful, and the hardened binary fighter will complete it within hours. Still, hopefully *Renegade* will pave the way for the 16-bit conversion of *Target Renegade* and *Renegade III*, which are considerably better.

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Steve Merrett, CU's resident skin flint, peruses the veritable cornucopia of budget games set for release this month...

## OPERATION THUNDERBOLT



After an over-difficult conversion of *Operation Wolf*, fans of the series were relieved when the sequel was almost identical to its arcade parent. *Operation Thunderbolt* combines the sideways-scrolling action of the first game, with a forward-scrolling section which has

since been much-copied in the likes of *Space Guri* and *Line Of Fire*. Once again, we are in 'rescue the hostages' territory, as the player and a friend attempt to blast a path through to the escape plane at the end of the game. All manner of extra weapons are both available and thrown at you, and must be shot to deflect them and the assailants blown away. The one major fault with *Op Thunderbolt* is that initially the player is left without a gun-sight, making aiming very difficult indeed, but when the laser device is found all is soon rectified and the action can really get going. A superb conversion which has lost absolutely none of its appeal and is one of the best budget re-releases to date.

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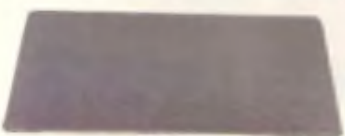
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# Z-OUT

As a budget release, this is an absolute steal. Rainbow Arts' five-stage blaster nicks ideas from virtually every shoot 'em up ever released, but combines Rainbow Arts' typical polish and presentation with utterly addictive gameplay, raising it above the competition. It's back to the *R-Type*-style gameplay, as the levels unveil their Gigeresque aliens and underwater creatures, with all the usual beam weapons and missiles you'd expect to see. However, whereas *R-Type* stuck to one pattern, by borrowing ideas from other blasters, larger space ships appear and must be blasted bit by bit, and the enemy attack waves attack in manners more accustomed to the likes of *Xenon II* and *Scramble*. Add to this some of the most breath-taking graphics the Amiga has seen, and it is the final cherry on an already succulent cake. Everything about *Z-Out* is brilliant: it's fast, it's graphically superb, and it's only eight quid! Buy it today and do yourself a favour.



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# CHART ATTACK

Gremlin enter the compilation fray with an odd mixture of driving, platform and shoot 'em up games. Opening with the brilliant *Lotus*, the pack then hits further heights with U.S. Gold's excellent *Ghosts'n'Ghosts* compilation, before reaching average with Millenium's *James Pond* and Gremlin's *Venus*. There's nothing really wrong with the latter two, and both are playable little numbers, but neither can really claim to sustain interest past the two-hour mark, particularly *Venus* which is essentially the same all the way through – a predecessor to *Pegasus*,



perchance? However, with the compilation scene fairly bustling with packs up to the standard of U.S. G's *MAX* and Ocean's *The Rainbow Collection*, *Chart Attack* seems both over-priced and a little weak in comparison.



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# FOUR-WHEEL DRIVE

Gremlin's second compilation concentrates on what they have been primarily famous for recently – the driving genre. Opening once again with *Lotus*, which needs no introduction, the compilation is completed by the likes of *Toyota Celica Rally*, *Team Suzuki*, and *Combo Races*. Of the three, I must admit to preferring *Combo Racer*, as it is a fast and playable racer, which also adds to its longevity with the addition of a track designer. *Toyota* on the other hand bores the pants off me, with its clever but ultimately dull action – proving that different effects aren't enough to add variety to a game. Finally, *Team Suzuki* is a technically-brilliant game which is slightly over-responsive and is also rather fiddly to play. *Four-Wheel Drive* is an uneven drive which runs out of juice and is recommended with some reservations.



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# THE UNTOUCHABLES

Once again, Ocean used their combination of game styles to create a neat package, and all credit goes to Special FX for creating a moody and atmospheric game. As Elliot Ness, leader of the titular band of law-enforcers, the player is left to complete seven arcade sections before Al Capone is finally put behind bars. Starting in a warehouse, where Ness must locate bottles of booze whilst avoiding the bullets of patrolling hoods, the game closely fol-

lows the film's plot as the player progresses. These scenes take the shape of an *Op Wolf*-style roof-top shoot-out and a really clever pram sequence, where Ness must steer a pram and its infant contents to safety whilst plugging Capone's cronies. All seven sections play really well, even if the first two are a little too long, and *The Untouchables* is a value-packed game which deserves to be in anyone's collection.

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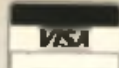
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## GHOULS'N'GHOSTS

This sequel arrived in its Amiga form before *Elite's* conversion of its forerunner, *Ghosts'n'Goblins*, and far exceeded it in every respect. Retaining the 'run and jump' action of the original, *Ghouls* has a larger and more varied play area, with a whole host of zombies, magicians and vultures impeding your progress. The storyline recounts how Arthur the Knight's babe has been kidnapped by Satan himself, and whisked away to his demonic lair. Armed only with a handful of lances and a suit of armour, you must steer Arthur through the game's six levels until you get a chance to kill off Satan and rescue your girl. This action then proceeds through platform-filled towns and areas, where Arthur can collect extra weapons to aid his progress. Graphically, although they are tiny, *Ghouls'* sprites are well-drawn and detailed, and the backdrops are of an even higher standard.



In addition, supporting the action are six of the best tunes you'll ever hear from your Amiga – all of which are courtesy of Tim Follin. A brilliant little game, *Ghouls'n'Ghosts* ranks as one of my all-time faves, and as a budget release would make an inspired choice.

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## STRIDER

Although Tiertex's Capcom conversion contains virtually everything from the all-singin', all-leapin' coin-op, it still lacks that certain something to keep the player's attention. Set in a Russia of the future, Hru Strider must run and jump his way through an evil Tsar's bio-metallic base, using his trusty sword to cut a path

through to the guardian who awaits at the end of each stage. The levels are varied and interesting, with a large selection of gun turrets and baddies, and the



assorted stages take the player through Amazonian-style forests and the wintry wastelands of Siberia. The main plus about *Strider* is that the game is easy to play, with extra weaponry and powerups adding to the fun. However, there is a feeling of luck rather than skill as progress is made, and the loss of life is often down to the illogical actions of the aliens rather than the fault of the player. It's debatable if the game will keep your interest for long.

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## CHASE HQ

Tate's coin-op combined arcade technology with a typical Miami Vice scenario to provide arcade-goers with one of the best stunts the racing genre had seen – a good old-fashioned chase. After receiving orders from Nancy, your Police computer, the player must drive past all manner of obstacles in order to reach the

baddy trying to escape. At hand are a number of turbo boosts, but time is short and the roads are very busy indeed. All this leads up to a ramming mission until the bad guy's car is run off the road. The Amiga version had virtually everything from the coin-op in terms of ideas, but the implementation was very poor indeed. The other vehicles are tiny and resemble bubble cars, and the road wends its weary way slowly and jerkily. In addition, the same task must be performed repeatedly, which wasn't especially noticeable when playing the coin-op, but is a real drag here. An OK conversion at best, *Chase HQ* looks older than John Thaw's shirts in an episode of *The Sweeney*.

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## VOYAGER

Despite its many filled 3D thrills, there's no denying that *Voyager* is basically an update of the old *Battlezone* coin-op. Released at the same time as *Robocop*, *Voyager* garnered an array of accolades for its fast 3D action, sadly,



the repetitive gameplay was virtually ignored. Blasting tanks and planes whilst slipping between your vehicle's two modes is all very well, but in terms of depth it has less than your average puddle. There has

been an attempt to rectify the problem, with the inclusion of a tunnel section, but, this too is dull and tired. A playable game in the short-term, *Voyager* was a visual showcase which doesn't even have that going for it now.

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## NINJA COMPILATION

Following their brilliant *Rainbow Collection*, Ocean gather together three more similar games for a second crack of the whip. The pack contains *Dragon Ninja*, *Double Dragon*, and *Shadow Warriors*, but only the latter makes the grade. Both *Dragon Ninja* and *Double Dragon* are inept conversions that are both dull and uninteresting and, in the case of *Dragon Ninja*, pretty unplayable. *Shadow Warriors*, on the other hand, is a playable conversion of the popular coin-op which is sadly let

down by its companions. Still, with *Double Dragon* and *Dragon Ninja* already out on budget, perhaps *Shadow Warriors* will be re-released through Ocean's Hit Squad label. If so, wait until then...



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# HEIMDALL

Prepare to enter the land of the Gods as *Heimdall* creators, Core Design, take you by the hand and offer worldly advice to the game's many problems...

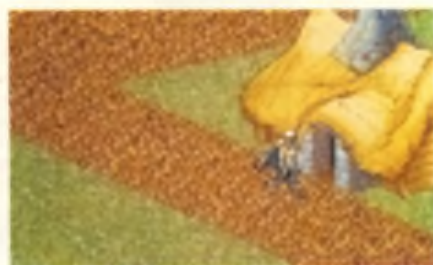
## THE SUB-GAMES:

### CAREFUL WITH THAT AXE, EUGENE...

The main problem here is that the wobbly cursor makes aiming tricky. To counter this, simply position the cursor as close to the girl's head as possible, leaving as little leeway as possible. Then, wait until the cursor is over the rope's thickest point and it should hit it first time. You have ten axes to sever each of the eight ropes, and it is best to hit the two vertical ropes first as their angle makes these hardest to hit.

### A CRASHING BOAR

The hardest of the three sub-games, the key to catching the rampant pig is to take your time. The pig will knock you over whenever you get too close, wasting valuable time, so the best way to catch hold of it is to run alongside it and



Explore everywhere and collect as many objects as possible. Anything could prove useful.



Whenever you approach anyone important, always listen to what they have to say.

jump diagonally on to its back. If your timing is spot on, the pig will end up in your lap – if not, try again.

### BOAT JUMPING

As the aim here is to get the gold to the left of the scrolling boat, try not to waste too much time lighting off the blokes protecting it. The control system is a simple 'turn and jump' affair, so jump to the far left of the screen to the gold, pausing only to kill whoever gets in the way, and then leg it straight back to the right of the vessel. Don't hang around and you'll have no problems at all.

## THE MAIN GAME:

### SELECTING A PARTY

Depending on your success in the sub-games, or if you opted to ignore them altogether, you will be allowed to choose the members of your five-person crew.



Among the trades available to you are Magicians, Warriors, Druids, and Blacksmiths, and a good balance between strength and magical capabilities should be struck. Thus, when you are about to explore an island, your ideal trio would be two strongmen and a Magician; the former two can then protect the latter as he translates the runes.

On the whole, though, the following selection are probably the best: a Bezerker, as their strength and excellent health makes them invaluable in combat. A Warrior for the same reasons as the Bezerker. A Wizard, to translate the Runes should Heimdall be killed – otherwise you won't be able to read them. Finally, despite any real dexterity or speed, round the party off with a Navigator as they, too, make excellent fighters. He will then warn you about the length of journey, allowing you stock up beforehand.

**THE QUEST BEGINS**

Obviously, with so many puzzles within the game's three worlds we haven't got the space to explain every puzzle, but they follow a simple pattern which the following guidelines will help you through.

Before you select an island, give all of your gold to one member of your



During the Boat sub-game, keep moving and don't waste time fighting.



Learn your way around the light screen's icons for maximum efficiency.



When encountering ruziles, try to avoid a fight until you are comfortably healthy.

landing party. Then keep this person as the 'banker' throughout the game. If you use another guy to hold all the keys, not only will this save carrying space, but you'll be able to keep track of all useful objects quickly.

Always collect loads of food, as it is essential for keeping your party alive – it's also necessary if you are to survive journeys to the further islands. Also, make sure that members of the crew left on the boat have food, too. Keep an eye on the party's health stats at all times for an early warning of hunger or a dangerous loss of energy.

If it isn't possible to translate a scroll with your current members, DON'T chuck them away. All the scrolls will prove useful, and the one you throw away may be the extremely useful 'Reincarnation' scroll which can breathe new life into a dead hero. If you have several of one kind of scroll (lots of trap disarms, for instance), either leave some on the ship or discard them if really necessary. Additionally, if any of the weapons you are carrying are surplus (do you really need two swords?), don't hesitate to drop the weaker ones. The space saved can be used for extra spells or food.

When your party stumble across a chest, don't bother using a 'disarm trap'

Hi Quality Version Available on AMIGALAND.COM

Shown here are the journey times for each island. By recruiting a navigator, you will receive early warning about whether your food supply will last the voyage.





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- U15 - **RAT IntroMaker** - With desktop HELP
- U17 - **Raster Tools** - Excellent disk
- U20 - **Master Virus Killer V2.1** - V Good
- U25 - **Fonts & Surfaces** - Cut and Paste
- U32 - **CG Light** - Expanded commercial printer
- U33 - **M-CAD** - Easyuser A dead thing pack
- U35/36 - **Graphic Arts** - New 2 in 1
- U38 - **Sound and Video Utilities** - Excellent
- U42 - **CD ROM** - The only directory available?
- U43 - **Clipboard Manager** - Rather good
- U45 - **CD ROM 1.0** - Was once 2.0 available
- U50 - **EDMMN** - Good but still a disaster
- U55 - **Rate Disk Link** - Wonderful
- U56 - **Text Viewer Designer** - 1 in 1
- U57 - **Newsday II** - Unimac is beautiful
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- U81 - **Scrap 3D Scenes** - Fantastic scenery
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- U94 - **Quick Talk 1.0** - Excellent quality
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- G11 - **More the Merrier** - Excellent
- G12 - **Very** - Very addictive the game
- G13 - **Marathon** - Sublimely epic game
- G14 - **REEM POM** - Excellent
- G15 - **Hollywood Treks** - Good
- G16 - **Mental Image 1** - Best PDA action
- G18 - **Chameleon** - Written with a purpose
- G19 - **Skor** - Excellent game
- G21 - **Backlog** - Suitable for the kids
- G22 - **Backlog** - Very nicely done by PDA
- G24 - **Chameleon** - By Tobias Richter
- G26 - **Backlog** - Educational for kids
- G28 - **Backlog** - Lively progress
- G31 - **The Bible** - Incredible 3D music
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- P51 - **Photo** - A wonderful utility
  - P52 - **Star Trek Magnifying Glass**
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# HEIMDALL

spell on it. The spells are more useful later in the game and the energy lost if a chest sparkles with evil magic or shoots out daggers is minimal.

As a rule, explore the entire room before you activate any lone floor switches. It's more than likely that a series of arrows will shoot out at you, costing you loads of energy, so see if there is anything it could alter in the room before risking it. Another basic rule is to be wary when walking past chests. These are often surrounded by hidden pits which you'll fall into when approaching. Try to skirt around them instead. Also, try to keep to the edge of a room as pits are generally less frequent here - there's normally twice as many pits in the centre of a room than around the perimeter.

Concentrate on increasing Heimdall's or the wizard's Runelore skills. This is effected by using the potions marked with the rune signs. Some will increase your health and strength whilst others will bump up your Runeskills - either way, use them on the chosen two. As their Runeskills grow, this will make more scrolls available to you and will



Floor switches are best left alone unless no exit is immediately available.



Be careful, as some of the islands can be entered from two points.



Swapping between the party members allows for more efficient use of spells and weapons.

make further spells usable by the duo - particularly useful in world three!

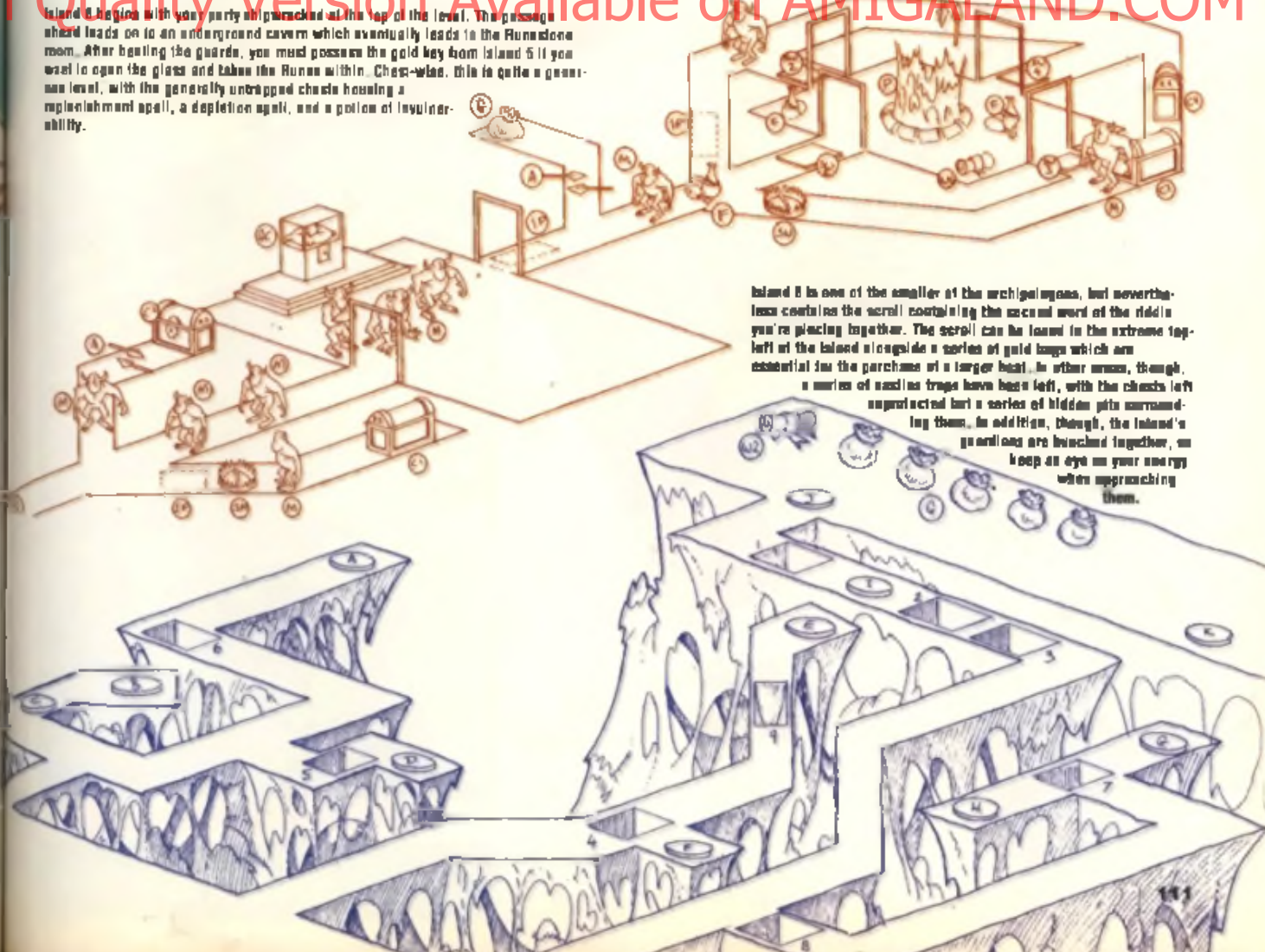
## FIGHTING

Only start a fight if your party's health is up to it. This is especially true of Heimdall as he is the most capable character and his loss can wreck your mission instantly. If possible, try to avoid fighting unless you've come up against a dead end and you think the opponent may hold the key to solving the puzzle. This can be achieved by either giving them a wide berth in the 3D section or by trying to run away.

Familiarise yourself with the layout of the fighting screen, too, as the game is played in real-time and energy is lost rapidly. Use the heaviest weapons you have for normal fighters, and save the magic spells for the larger Spiders, Sea Monsters and the like. If possible, though, avoid the Spiders as they are probably the hardest creatures to kill. If a fight is inevitable, wait until your opponent is off-guard before you swipe at him or throw a dagger. This depletes his energy faster and effectively doubles the effectiveness of daggers - the most deadly of all the weapons. Finally, if a party member is losing badly - change him! That way, nobody is lost for good.

Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)

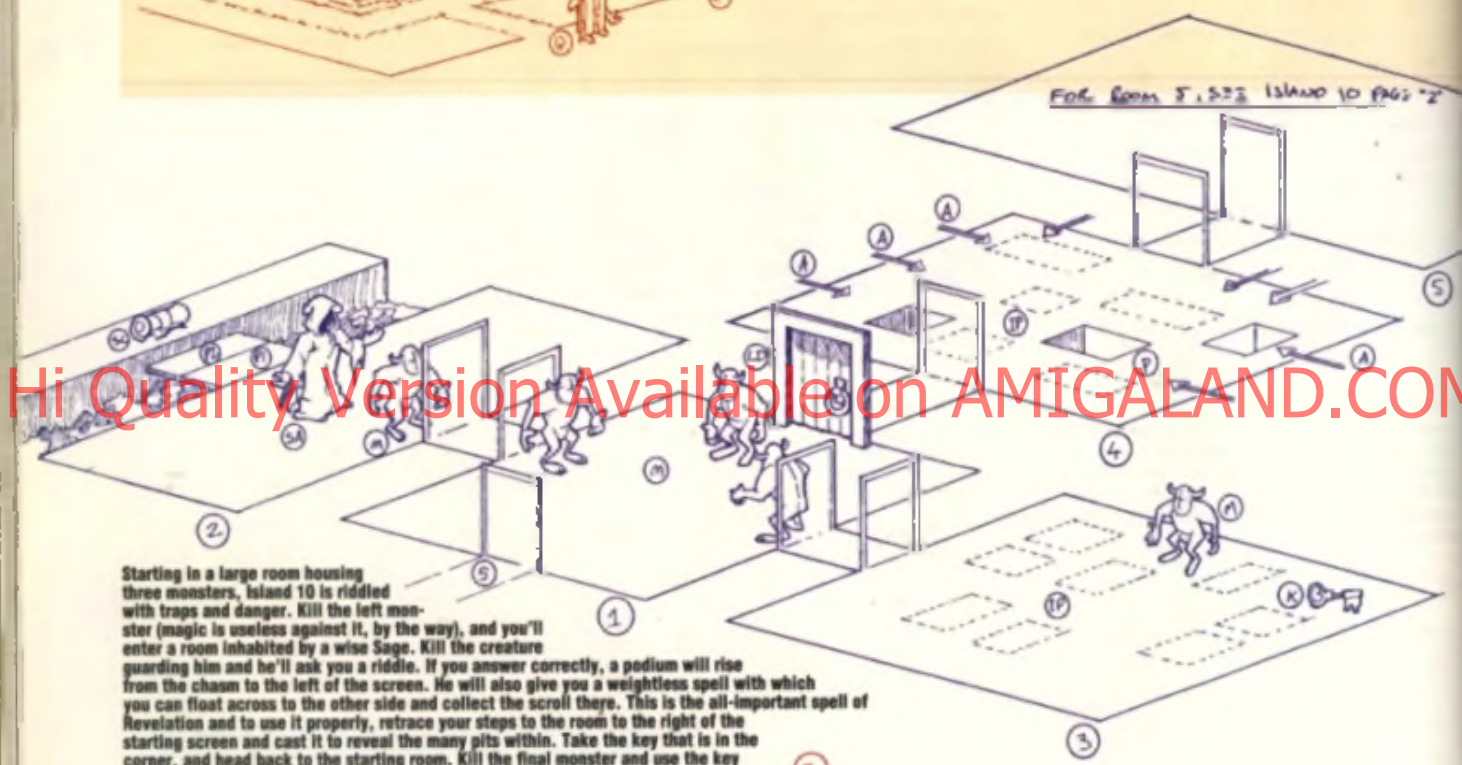
Island 8 begins with your party all packed at the top of the level. The passage ahead leads on to an underground cavern which eventually leads to the Runestone room. After beating the guards, you must possess the gold key from island 6 if you want to open the glass and take the Runes within. Check-wise, this is quite a generous level, with the generally untrapped chests housing a replenishment spell, a depletion spell, and a potion of invulnerability.



Island 8 is one of the smaller of the archipelagos, but nevertheless contains the scroll containing the second word of the riddle you're piecing together. The scroll can be found in the extreme top-left of the island alongside a series of gold traps which are essential for the purchase of a larger boat. In other areas, though, a series of wooden traps have been left, with the chests left unprotected but a series of hidden pits surrounding them. In addition, though, the island's guardians are hunched together, so keep an eye on your energy when approaching them.

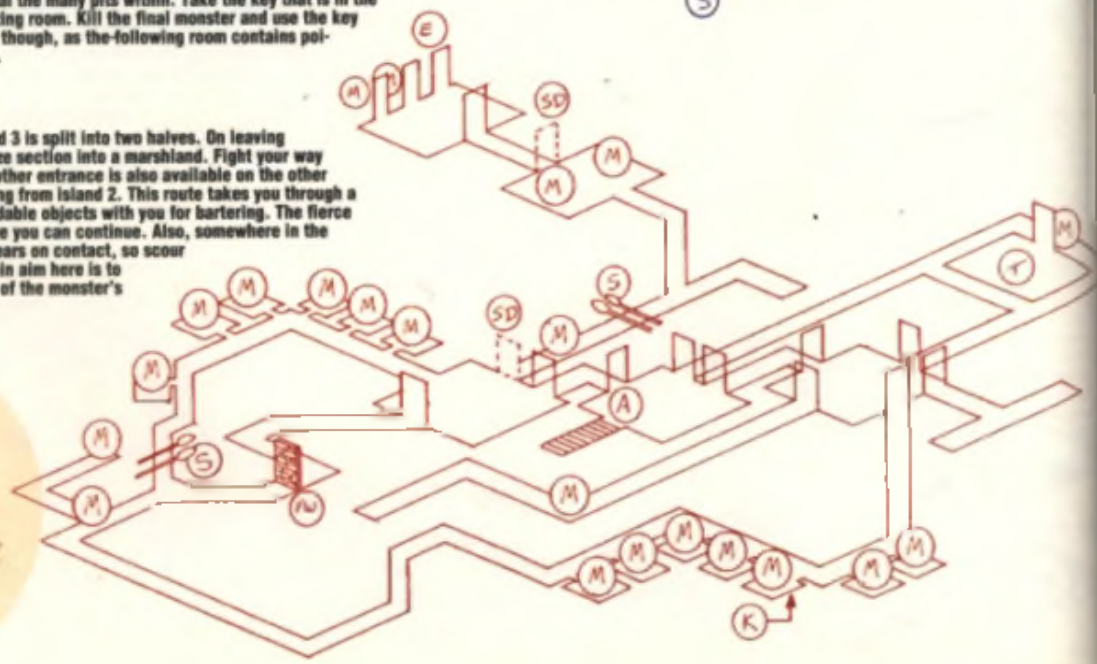


# HEIMDALL



Starting in a large room housing three monsters, Island 10 is riddled with traps and danger. Kill the left monster (magic is useless against it, by the way), and you'll enter a room inhabited by a wise Sage. Kill the creature guarding him and he'll ask you a riddle. If you answer correctly, a podium will rise from the chasm to the left of the screen. He will also give you a weightless spell with which you can float across to the other side and collect the scroll there. This is the all-important spell of Revelation and to use it properly, retrace your steps to the room to the right of the starting screen and cast it to reveal the many pits within. Take the key that is in the corner, and head back to the starting room. Kill the final monster and use the key for the door behind it. Be careful, though, as the following room contains poisoned arrow traps and lots of pits.

Due to memory restrictions, Island 3 is split into two halves. On leaving island 1 you'll walk through a maze section into a marshland. Fight your way to the ~~marshland entrance~~. Another entrance is also available on the other side of the island if you are coming from Island 2. This route takes you through a trading point, so bring lots of tradable objects with you for bartering. The fierce bridge guard must be killed before you can continue. Also, somewhere in the level is a fake wall which disappears on contact, so scour each room for it. Finally, your main aim here is to find a key which is hidden in one of the monster's rooms.





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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

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Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

#### ● MANY MORE INSTANT CLI COMMANDS

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#### ● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

#### ● RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

#### ● FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

#### ● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

#### ● JOYSTICK HANDLER

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#### ● MUSIC SOUND TRACKER

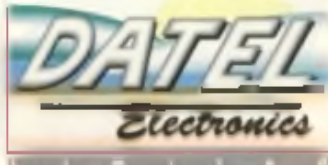
With Sound Tracker you can find the complete music in programs, demos, etc., and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

#### ● AUTOFIRE MANAGER

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If you enter a command without a filename, then a file requestor is displayed.

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**NEW**

**PLUS IMPROVED DEBUGGER COMMANDS** - including Mem Watch Points and Trace.

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With the new "Diskcoder" option you can now "tag" your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

**NEW**

**• SET MAP**

allows you to Load/Save/Edit a Keymap.

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Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

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If we use your programs you may get paid a small fee, and if your stuff is exceptional you could earn up to £500. We're interested in seeing anything that you've written, so come on, don't hold back. You may not rate your tiny routine to work out every prime number between one and five, but it could be just what someone else needs. We're also very interested in seeing any outstanding PD that hasn't already been doing the rounds for years. And if any groups are thinking of sending us their

latest demos, we'd love to see 'em.

Please put your programs etc, onto a standard 3.5 inch Amiga DOS disk. Full documentation should also be included on the disks.





# E AUTHORS AND CS SOUGHT

## BRILLIANT MACHINES

Are you a great British eccentric? Do you perhaps know someone who's doing something wacky with their Amiga? Have you pushed our favourite machine beyond all reasonable bounds? If you can answer yes to any of the above questions, CU Amiga would like to hear from you – and thrill to the thought of seeing your ideas splurged across the pages of over 150,000 copies of this magazine.

If you think that you can help, please drop us a line at the CU offices.

Address your letters to: **My Brilliant Machine, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

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### CU PROGRAM SUBMISSION FORM

Name .....

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Program Size (In K).....Program Name.....

Additional files required by main program.....

Brief Summary of what your program does  
.....

#### Type of Program:

GRAPHICS/MUSIC PACKAGE

GAME

DEMO

PROGRAMMER'S TOOL

PROGRAMMER'S ROUTINE

FUN

MISCELLANEOUS

**PLEASE ENSURE THAT YOUR DISKS ARE VIRUS FREE,  
AND THAT YOUR NAME, ADDRESS, AND PROGRAM  
NAME ARE WRITTEN ON THE DISK.**

**IMPORTANT** You must sign this declaration before your programs will be considered. The above named program(s) are submitted for exclusive publication in CU Amiga magazine. If they are wholly my own work and I agree to indemnify EMAP Images against any possible legal action should copyright problems arise.

Signed ..... Date .....



**STRIDER II - U.S. Gold**

Start the game and type SWIFT. A cheat icon should appear and now pressing E will replenish Strider's energy, while D will replenish his Robot's energy.

**ARMALYTE - Thalamus**

Arc's original variant on the C64 classic left a lot to be desired, but if you splashed out twenty-five quid for it here's how to get a little more for your money. Pause the game with the P key at any time and enter the legend DELTA 3 (not forgetting the space). Ta da! Infinite lives are yours for the taking...

**LOTUS II - Gremlin**

To gain infinite time for this exciting road-racer, simply type TURPENTINE in as a password. The timer will then be set at ten seconds, but won't budge. Also, if you enter DUX as a password an updated version of the old Atari coin-op *Carnival* appears - this one is definitely for nostalgia fans.

**ELF - Ocean**

This is a massive game, so a cheat was much appreciated. Type in CHOROPOO on the title screen and your little Elf will be the proud recipient of 99 lives no less. Also, you won't need to buy the Wolf or Hardman potions - just press W and H for them respectively...

**THUNDERJAWS - Demark**

Chunderjaws, more like. Still, if you shelled out for this one, just put the

**TERMINATOR II - Ocean**

If this terminal game of the film is giving you the hump, then help is at hand. To skip any of the levels, simply press all of the F keys at once. If this doesn't work, simply press them one at a time until the level is skipped.

**SWITCHBLADE II - Gremlin**

There's a hidden game in the code of this successful sequel, and it's activated by typing CHROME into the title screen. This screen will then switch to a rather neat shoot 'em up. By typing Level2 (for instance) into the title screen of the proper game you can skip to any of the game's level. Simply change the number after each stage to reach the required level.

**WARZONE - Core**

Want infinite lives for this superior shoot 'em up? Well, just follow the simple procedure of pressing F1, F2 and F3 on the title screen and - Abracadabra - there you are!





# MOONSTONE

## A HARD DAYS KNIGHT



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Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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MINDSCAPE

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# DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new on the demos circuit.

## TURNING JAPANESE

The Italian Bad Boys latest offering, Magadl, features Jap-style graphics accompanied by a suitable electro-rave backing track. Watch out for the dancing panda!

PD Soft, ★★★★★



## SUPPLIERS' GUIDE

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## STAR TREKKING

Those of you who were unfortunate owners of an ST, before upgrading to an Amiga, might remember an old Telecomsoft game based on the cult '60s sci-fi show, Star Trek. Written by Mike Singleton, the game featured digitised images of all the principle crew members with an easy point-and-click system used to access the various ship systems. By clicking onto each character, a variety of controls were uncovered. For example, by clicking onto McCoy the medical facilities of sickbay were at your disposal and clicking onto Sulu let you set the course and destination of the Enterprise. The game never made it onto the Amiga as Telecomsoft folded and the license to Star Trek was lost.

Obviously, Eric Gustafson was quite a fan of the ST Star Trek game as he's taken the bones of the original and designed his own Amiga version of the game. Everything's there, including the digitised opening sequence from the show and all the sampled sound effects which run throughout the game. The three-disk game puts you in control of the Enterprise as you undertake another five year mission, this time to recover vital Federation information which has been stolen and secreted somewhere in the galaxy. By guiding the Enterprise around the various star systems, it's possible to visit the various planets and search for vital clues to the information's whereabouts. Although this game has been on the PD circuit for a number of years, it's still terrific stuff and one of the best-selling PD games ever!

PD Direct, PDG2A/B/C, ★★★★★



## JOIN THE JETSET

Ultimate's Jetpac game, which took the Spectrum world by storm in the early eighties, makes its debut on the Amiga this month courtesy of Marco Bianchi. Jetmen puts you in control of a small spaceman who has to be guided around a screen using his Jetpack picking up parts for a space buggy while fending off attacks from alien attack craft. Once the buggy has been built and fuel pods collected, the game begins anew with another, more complex craft to build and so on. One for nostalgia fans only!

PD Soft, G2018, ★





## HAMMERIN' TIME

Good rave disks are becoming more and more popular and here's one of the best. Produced by Extensor, *Hypnotic Hammer II* offers a meaty beat coupled with some great graphics and strobe effects. S'funny, but if something like this got onto Top of the Pops or the Chart Show, it'd leave everything else trailing in its wake. Hot stuff.

Discovery PD, Disk D233, ★★★★★



## GOT IT TAPED

Sample disks are always great fun and Dennis have come up with a disk crammed full of over 60 brilliant samples including the Flintstones theme tune, HAL 9000 trying to convince everyone he's basically an A-OK computer and Dirty Harry threatening to blow your head clean off your shoulders. Excellent. Discovery PD, Disk U144, ★★★★★

## JACK'S BACK!

O! plastic face is back! Yep, the Idol of millions(!?) has decided to inflict his particular brand of music on us once more and, to my horror, somebody has already released a sample of *Black & White* onto the demo circuit. If you're one of those poor deluded souls who think Jacko's music is pure bliss, you'll love it. For those of us who pride ourselves on having a modicum of taste, however, this is beyond death...

CLS, Disk B&W 1&2 ★★



## THANK YOU FOR THE MUSIC

Mahoney and Kaktus bid a fond farewell to the PD scene with *His Masters Noise*, a blistering compilation of 100 tunes. It's taken the guys more than 20 months to cram all the songs onto two disks, but it's been well-worth the effort. Not everything is an instant classic, and some parts are decidedly ropey, but when the team gel they're capable of quality music. Rubber Radish, ★★★



## GROUND FORCE

New PD company, Ground Zero, have published a series of quality game disks. Number five in the series has 23 games on offer including such PD stalwarts as *Batty II*, *Tiny*, *The World of S-Ball*, *Maze*, *Missile Command*, *Slot Cars* and *RushHour*. The last game is a PD clone of the age-old coin-op, *Head On*, in which the player has to drive a car around a maze-like arena collecting point-awarding white dots scattered about each lane while avoiding a suicidal computer-controlled car.

Ground Zero, Disk G63, ★★★★★



## NOW THAT'S WHAT WE CALL MUSIC...

Static Bytes have released *All-time Greatest Hits Vol 6*, featuring some serious sonic earbashing by the likes of Phenomena, Silents and Network. Best of the lot is Anarchy's *Enjoy the Silence*, a digital reworking of one of Depeche Mode's greatest hits.

17 Bit, Disk 1459, ★★★★★

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- 2073 Snailin
- 2074 Super car
- 2075 Lord of Hosts
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- Trips Yachts
- 2055 Card Games
- 2045 TSCH
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# DEMOS



## MEGABLITZ

The Megagames compilations go from strength to strength. Volume II, disk 3, features *Trix*, a nifty *Qix* variant, and a

more-than-competent text adventure which has you exploring a strange new world in search of alien life. There's also a Pool sim which, while not in the same league as Virgin's *Jimmy White's Snooker*, is a competent ball game. The cue ball is aimed by moving the mouse in the required direction. This draws out a line radiating from the cue ball and the overall length of this line determines the strength of the shot.

Strictly PD, Disk G215C ★★

## ADVENTURES IN HELL

Fans of the much-maligned text adventure will no doubt get a kick out

of this collection of six such games to play. *Jedi*, *Star Trek*, *Atlantis*, *Ring World* and *Safari* obviously give some



indication as to the type of adventures each contain, but I'll leave you to work out what *Grungy Towers* is all about for yourself. All the adventures are fairly detailed and easy to get in to. If you've never had a go at one before, now's your chance.

Ground Zero, Disk G42, ★★★★★

## PDTOP TEN

A-Animation S-Sound U-Utility  
 G-Game M-Miscellaneous

- 1 Gulf Conflict A
- 2 WWF Slideshow M
- 3 Nu G
- 4 Humdinger the Revenge G
- 5 Adventures of Norris G
- 6 Hypnotic Hammer II S
- 7 Shamen Remix S
- 8 Allantys Slideshow M
- 9 Ray of Hope 2 M
- 10 Megad! M

Compiled by CU Amiga

## THE RETURN OF CHUCK

Just to prove you can't keep a good guy down, Steve Packer has resurrected his



Chuck cartoon character for a special festive greeting to all of his many fans. Nice one. *Not available*.

## DEMO OF THE MONTH



## LOST SLIDESHOW OF ATLANTYS

French group, Atlantys, have released a cracking slideshow of their members' work. Amongst a massive selection of quality pics are illustrations of Wolverine from the X-Men, those irascible Lemmings, Strider and many other heavily-armed warriors. Definitely one of the best slideshows we've seen in a long time.

17 Bit, Disk 1444 ★★★★★





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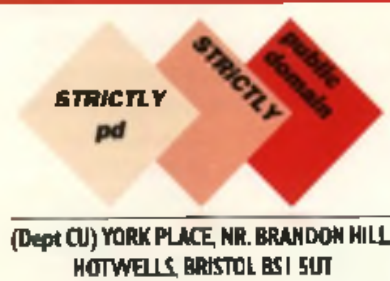
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## DRAGON STRIKE

AD&D enthusiasts who tried their hand at SSI's *Dragon Strike* might like to take a peek at Sacred's new slideshow which includes flying dragons, warriors, knights, demons and other characters drawn from the aforementioned 'Dragon warfare simulator'. The disk has been put together with some panache and features a groovy soundtrack to accompany the pics.

17 Bit, Disk 1449, ★★★★★



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17 Bit, 1438, ★★★

## BUGS IN THE BED

*The Invisible World* takes a look at all those nasty slime-ridden bugs the size of microscopic pin-heads that lurk in every dark recess. Particularly nasty are the magnified pics of two-fanged beasts that make their nest in the human skin and live off our blood until they become so bloated that they fall off, keel over and die. What a way to go!

Strictly PD, D462, ★★



# DEMOS

## 'ZINE SCENE

The Amiga is blessed (or damned) with a large number of disk-based mags. One of the best has to be TCS's *Scanner* magazine. Issue four is now out and features Imploder 4.0, a menu maker, three Saddam virus killers, a music ripper, a two-player strategy game, Phenomena's *Joyride* demo and assorted features on the A500 Plus, a beginner's guide to Workbench and lots of news and gossip about everyone's favourite machine. TCS, ★★★★★

The Crusaders latest Eurochart disk is currently on release. If you've never come across one before, each issue is crammed with charts of all the latest games and demos and full of news about all the different groups on the circuit. If you want to get involved in the scene, now's your chance. NBS, ★★

Jean-us Pannonius, who works for Computer Mania, Hungary's premier computer magazine, kindly sent me number 11 of *Brainstorm* magazine. It's a text base mag with an entry on almost everything. The news section was especially informative, covering EA's upcoming *Deluxe Paint 4 Plus* programme and the new A4000. Put this one on your must buy list. A Bit On The Side, ★★★★★

## MATHS WIZARD

After my plea for more educational software, I received the excellent *Maths Wizard* from Virus Free. This brilliant program is split up into four sections. You can either visit a magic Wizard, go fishing with an Elf, ride a dragon or collect a bunch of toys from a Troll. Each part mixes a variety of sums with some animated fun. For instance, on one level you're seated on a flying dragon and, for each sum correctly answered, your Steed advances towards a faraway palace. Even better

is the Troll's toyshop which is absolutely stuffed with

goodies. Each correct answer is rewarded with a toy plane, teddy bear, marbles or other toys. At a guess, this one's aimed at three to seven year olds. Virus Free, Disk 2068, ★★★



## NU TO YOU

Vertically-scrolling shoot 'em ups are ten-a-penny on the Amiga. Unfortunately, most of the PD ones aren't up to much. Nu, from Virus Free, is set to change all that.

Although the scenario is awfully clichéd - blast off and strike a mortal blow against the evil Trylo empire - the actual game offers a fair test of your reflexes as you seek to skillfully negotiate the aliens' mothership and successfully crush the on-coming battle ships. Virus Free, Disk 2030, ★★★

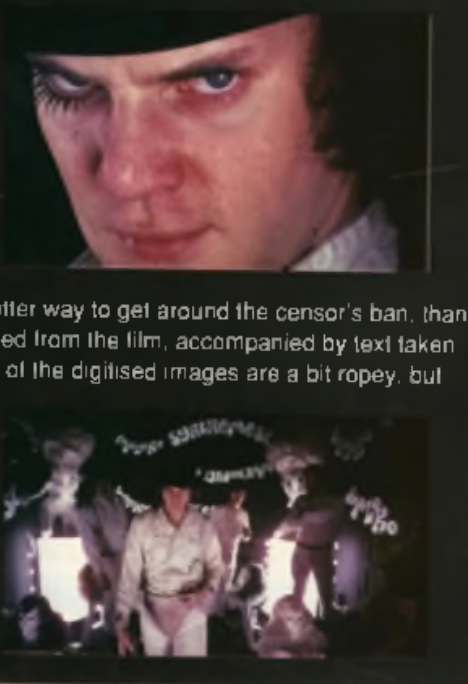


## LIKE CLOCKWORK

Never one to shy away from controversy, Demos' regular, Brazzle Atkins, has produced a demo based on the controversial film, *A Clockwork Orange*. The original movie has been banned in this country for some time, due to its explicit sexual and violent content, so chances are that most people have never seen Kubrick's

acclaimed masterpiece. So, what better way to get around the censor's ban, than a slideshow with images directly culled from the film, accompanied by text taken from Anthony Burgess' novel. Some of the digitised images are a bit ropery, but the overall effect is quite atmospheric, especially if you put a bit of Beethoven on the CD to accompany the show. For more

info, write to Brazzle c/o Orbis Publishing Ltd., Griffin House, 161 Hammersmith Road, London W6 8SD. ★★★





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Mat Broomfield is here to round up the hottest new PD utilities and the sexiest shareware.



**LI:ED (Level Editor) - SHAREWARE**

Here's a useful program for game coders who write horizontally-scrolling level games like *Shadow Of The Beast* and *Super Wonderboy*. It allows you to load IFF screens which are then split into panels. These panels are then used as the building blocks for creating levels which may be many times larger than the original screen. Commands are issued via a control panel at the bottom of the screen, and the whole package is very user-friendly and easy to use.

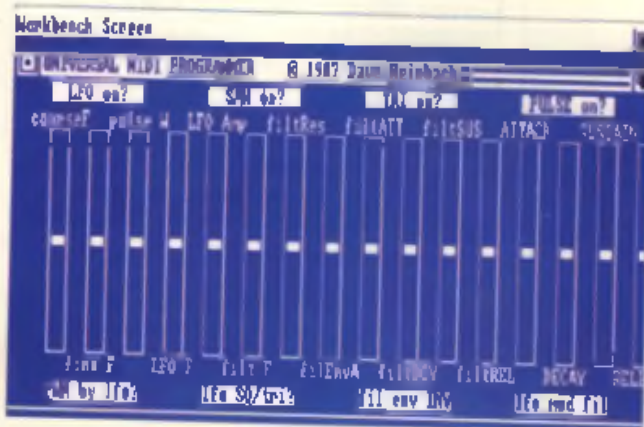
Strictly PD: Disk U315 ★★

**MIDI COLLECTION - PD**

At last somebody's put together a collection aimed specifically at MIDI musicians. This collection comprises six utilities, a couple of pieces of MIDI music, and a large selection of Casio CZ-101 instruments.

Noteable among the utilities are Part 1.2, which is a MIDI event programmer that allows data to be entered via a mixing panel, and MIDI utilities 1 and 2, both of which allow MIDI sequences to be recorded from a keyboard.

One of the most interesting items on the disk, though, is called MIDI Box, and it includes complete instructions for building your own MIDI interface. It comes complete with pin assignments, required component lists, and detailed construction information. Although you can buy MIDI interfaces for less than £20, the satisfaction of making your own means that this could be your best possible introduction to the wonderful world of MIDI. Strictly PD, Disk U302 ★★★



**QUICKBENCH - SHAREWARE**

If you've ever bemoaned the length of time it takes Workbench to load, then this is for you. It's basically a cut down version, which not only loads far faster than usual, but also makes all commands memory resident. This means that commands, such as Copy and Format etc, which would usually have to be loaded into memory each time they're used, are now available without having to refer back to the Workbench disk constantly. This makes the package ideal for single-drive users as many commands are now much easier to use.

An additional advantage is that *Quickbench* can survive a soft reset, which means that if you press Ctrl/Amiga/Amiga, *Quickbench* will reappear after a few moments. This makes it especially useful when perusing large numbers of PD disks which load via Workbench.

As this is a beginner's version, some commands and tools have not been implemented, but if there is sufficient demand perhaps D.Ibbotson, the program's author, will write a more complete version. Incidentally, *Quickbench* requires Kickstart 1.3 or higher to run and there's a special version available for Workbench 2 owners.

Diskoverly PD, Disk *Quickbench* ★★★

**ADDRESS BOOK**

Ground Zero, 4 Chaudes Road, Redland, Bristol, BS6 6TE. 17 Hill, Dept CU, PO Box 97, Wakefield, WF1 1XX. Tel: 0824 366982. Diskoverly PD, 108 The Avenue, Clayton, Bradford, BD14 6SJ. Telephone: 0274 880066.

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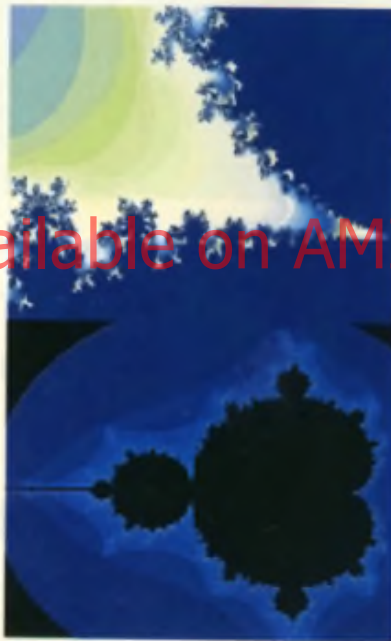
Despite the fact that fractals seem passe to many people, this disk may be exactly what it takes to revive an interest, and contains three programs: Mandel Blitz, Mandanim and Zplot.

The greatest problem with fractals is the huge amount of time it takes to render anything worthwhile. Mandel Blitz attempts to make them more accessible as it uses new algorithms to greatly hasten the rendering process. In fact, it is instantly apparent that Mandel Blitz is doing something special as you watch the unusual way that it renders fractal images. Unlike most packages which create their pictures one raster line at

a time, crawling down the screen, Mandel Blitz just draws rough lines all over the screen before adding detail afterwards. This really is the fastest fractal generator I've ever seen. It's literally hundreds if not thousands of times quicker than most of the competition!

Mandanim forms the perfect complement to Mandel Blitz because it animates fractal images. Having defined the number of frames to be animated, and the exact areas to be used, Mandanim will automatically render and save all of the necessary images. These can then be loaded into your favourite art package for inclusion in your own projects, or to be saved in the compressed .anim format. This program is easy to use, and the results are worth the effort.

The final program, ZPlot, describes its function as being able to 'Graph formulas based on 4-D complex number planes'. In practice, this means that you can give the program a complex formula, and it will draw a colourful 3D representation of it. I didn't really understand how this program worked at all, but I loved the results. Strictly PD, Disk U312★★★★



## SOZABON C - PD

C is one of the most popular languages on the Amiga. Offering the power of machine code, but only slightly harder to learn than Basic, it's the perfect choice for would-be coders to learn. With the appearance of the new Sozabon C compiler, that possibility is more likely than ever.

The package comprises all of the programs required to write C programs. These include a text editor, linker, bug checker, disassembler and, of course, the compiler itself. Full documentation is included although there's a rather childish snipe at Amiganuts buried in there which seems unnecessary. Never-the-less, this seems to be the most complete public domain C package yet available, and demonstrates the spirit of PD very well. Excellent quality software available to all for nothing more than the cost of a disk and postage!

Ground Zero: Disk U104.

★★★★★

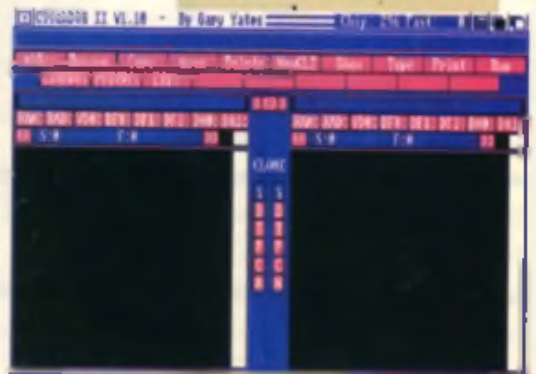
## HARD DRIVE UTILITIES - PD

Hard drive owners will be aware of how tedious it is to make back-up copies of all data on their drives, especially if they have a high storage capacity. Fortunately, there are a number of utilities which can make life easier, and many of them are grouped together on this disk.

When you make a back-up of your hard drive, you don't want to copy files that have already been saved earlier. By using the Date option of programs such as MRBack-up and Kwik back-up, you can specify only files created after a certain date for duplication. Also included are Fixdisk and Sectorama, programs which are invaluable in helping the user to recover damaged or lost data from either a floppy or hard disk.

Bringing up the rear are DiskPerf, FMSDisk and ClickDOS. ClickDOS is a file copier and mover similar to SID and Diskmaster, although somewhat more primitive. FMSDisk and DiskPerf help to improve the performance of your hard drive, although they're definitely not tools for the beginner. Overall, a very handy disk which may be worth hundreds of pounds to hard drive owners.

Ground Zero PD: Disk U94★★★★





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# colour revo

*colour prints from*

Believe it or not, it is possible to get a relatively inexpensive mono printer to output in glorious technicolour. Mat 'Midas man' Broomfield shows you how...

## GREAT VALUE

Many Amiga users have discovered what superb value for money the Canon BJ-10e represents, with its near-laser print quality and relatively cheap price tag. Now the printer is even more powerful thanks to a company called System Insight. They produce a colour kit which allows it to print colour pictures which are superior to those of printers costing five times the price.

Because each screen must be coloured four times, full colour printing is only available using the optional ASF-6410 auto sheet-feeder; one for each of

the four primary colours. Therefore, it's essential that the page is lined up exactly each time it's fed through the printer. Unfortunately, it's not possible to achieve the required degree of precision feeding the paper by hand.

## A MESSY BUSINESS

The colour kits are available in two configurations. For owners who already have a few empty BJ-10e ink cartridges, a refill kit will suffice, which allows the user to fill the old cartridges with coloured ink. This kit includes cleaning solution so that excess black ink can be

removed from the carts before filling. Gloves are also supplied so that you don't have to get ink on your hands! Refilling old cartridges, though, is an arduous task, which involves pumping cleaning fluid and then air through them until all the ink-stained fluid has been ejected. On the downside, I discovered that the dried ink inside old black cartridges seems to re-dissolve after a couple of weeks, staining the coloured ink now in the cartridge.

Alternatively, colour kits can be purchased supplying already-filled coloured ink cartridges. I recommend buying your first like this, but if money's a bit tight, at least buy a yellow cartridge as a freshly-cleaned cartridge may still contain spots of black which taints yellow the most.

**HANDY HINTS** When using colour refill cartridges, the ink doesn't always flow as soon as you start printing. Before running each separation, test the ink flow on a blank sheet of paper. If there appears to be a blockage, running the printer's auto-cleaning routine a couple of times will usually clear it. If not, use an old cleaning fluid bottle to pump air into the cartridge until sufficient pressure starts the ink flowing again.



# olution

## mono printers

### ADDRESS BOOK

You can contact System insight at:  
120 Wordsworth Court, Middlefield,  
Hatfield, Herts, AL10 0EF.  
Tel: 0707 276913.

### HOW IT WORKS

Printing on the BJ-10e is achieved using the same technique as commercial colour printers employ. A full colour image is created using cyan, magenta, yellow and black separations of the screen to be printed. These must first be converted to shades of grey, and printed using the Grey Scale option of an art package. Each separation is printed using the appropriately-coloured ink, and it's the collective effect of these that creates a full colour image. Unfortunately, this is a very time and labour-intensive process, but for limited use, the results more than justify the effort.

### VERY SPECIAL

The BJ-10e can print at a resolution of 360x360 dots per inch (DPI), which is 60 DPI higher than most laser printers. This means that it's capable of greater subtlety of shading, and can produce a resolution of colour mixing that leaves all other home printers dead. Even the ever-popular Hewlett Packard Paint Jet is only capable of a resolution of 180x180.

The kits cost £14.95 for a pack containing two bottles of a single ink colour. Also included is a plastic glove and a bottle of cleaning fluid. Alternately, you can buy a kit containing all three colours for £39.95.

- Full colour on a mono-chrome printer
- Requires auto sheet feeder
- Available as refills or cartridges
- Very time consuming but the results are brilliant

★★★★★



Printing with the colour separation method means that pictures are built up in four layers. Here, we've started with Magenta as our colour base.



Now, add a smidgen of yellow to the first print to bring out the orange tones of the picture...



With a splash of blue, the picture really starts to take shape...



Black is the final and most crucial layer because it's used to add depth to all of the other colours.

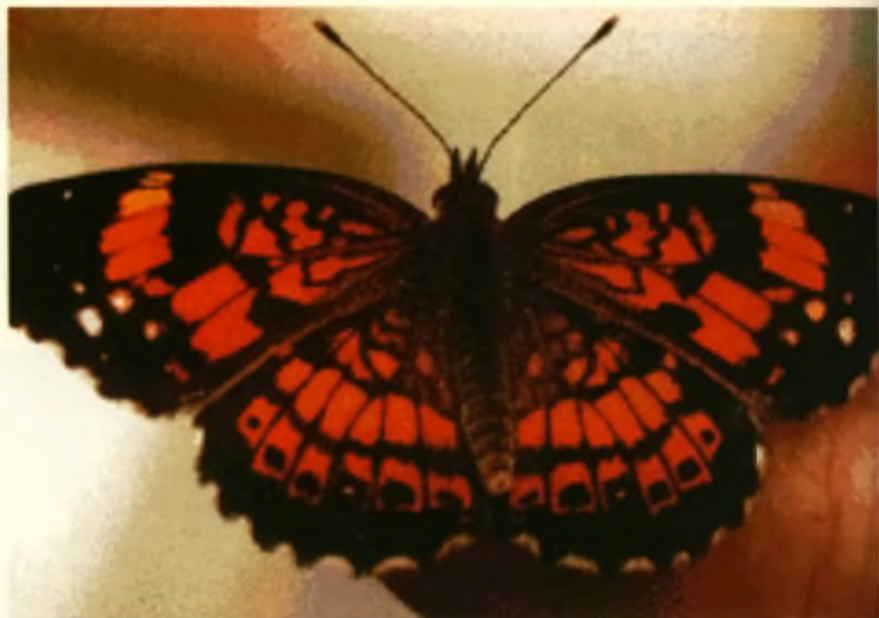




# colour revolution

colour prints from mono printers

Any black and white printer can produce full-colour images provided you can obtain different coloured ribbons for it. The process involves



# add a dash of colour to your life

three straightforward stages, which can be simplified even further if you own the right software.

## SEPARATIONS

The first stage involves generating the four colour separated screens that you'll need to print later. Every image, regardless of its complexity, or the number of colours it uses, can be broken down into four basic colour constituents: black, cyan, magenta and yellow.

Different colours are created by mixing these four elements in varying amounts. For example, shades of green are created by mixing amounts of cyan and yellow together, whereas orange is created using magenta and yellow. Although you can calculate the colour separations yourself, it's far easier to use image processing software such as *Flexidump* to generate the images. Simply load the required screen into *Flexidump* and select 'Separation' from the 'Options' menu. A number of separation types are available, but the one you'll need is called YMCK. Click on one of the letters to create a single separation, ie Y for a Yellow separation. I don't know why but K=Black/Grey.

A perfect image will then be created. You'll need to load your original screen for each colour of the process, but once it's finished you can keep the separations on file for future use.

Once a colour separation has been created, you'll have a screen composed entirely of shades of that colour (sixteen shades to be precise).

## GREY DAYS

For the next step, you'll need to convert your sixteen shade colour separation, into a sixteen-shade grey scale image.

When you come to print your separations, you'll be printing using the grey scale option of your art package. Using this option, the computer converts all colours into a brightness value, which it then translates into one of sixteen shades of grey. It then sends this grey image to the printer. If you tried to print coloured separations without converting them to grey scale, bright separations such as yellow would all be translated into light shades of grey for the printer's purposes.

If you own *Flexidump*, you can easily convert coloured screens into grey scale ones. Load your image and select 'Balance' from the 'Options' menu and a box will appear containing six sliders. Select the 'Saturation' slider and move it down as far as it will go (-15), then click on 'Draw' and close the box. Your image is now in grey, so save it ready for printing.

If you don't own *Flexidump*, you can still convert your pictures into grey scale using *DPaint*, it just takes a bit longer. Load your single-colour separated screen into *DPaint* and call up the palette by pressing 'F'. Select any



When the four individual colour separations are combined, they create a single full-colour image.

## NO SHEET FEEDER?

If your printer doesn't have an automatic sheet feeder, or has one that is inaccurate, you can still attempt to print colour pictures:

When you load your paper into the printer ready for the first print, make small pencil marks on the printer casing to indicate where the edges should be when you load it in for consecutive passes. Also, take care to ensure that the sheet is pushed as far into the printer as it will go without forcing or bending it. These measures should hopefully ensure that every sheet of paper moves through your printer in exactly the same position.

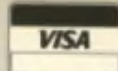
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# colour revolution

colour prints from mono printers

## add a dash of colour to your life

colour in the palette that you wish to convert to grey scale, and look at the positions of the RGB sliders. You'll find that one of them is adjusted whilst the other two remain set at fifteen. All you have to do to convert a colour to its grey scale equivalent, is move the other two sliders until they're level with the odd one out. Then save the screen for later use.

Once you've converted all three of your colour separations to grey scale images, you're ready to print. Incidentally, the fourth separation (black) is already in grey scale format and doesn't need converting. All that remains is to make the four prints. There are a number of ways that you can approach the order in which you print the colours. If you're using ribbon, it's probably wise to print the yellow and magenta separations first because the ribbons may become stained if you print them on top of darker colours.

If you're using a bubble jet printer, you ought to print your separations according to which require the least printing. The more white on a screen, the less ink needs to be squirted onto the page. Better results are achieved if you print the least ink-intensive screens first. Good luck!

### ADDRESS BOOK

*Flexidump* is available from Care Electronics at 800 St Albans Road, Garston, Watford, Herts, WD2 6NL. Tel: 0923 66234.

**TIPS** Even with a sheet feeder, it can sometimes be difficult to line up the paper exactly after the first print. This is due to the paper stretching as the wet ink loosens the wood fibres. There are a number of ways to reduce this effect:

1. Print the separations with the least detail first so that the paper doesn't become ink-logged too early.
2. Use a heavier weight of paper which is less prone to stretching. I prefer cartridge paper because it also holds the ink better and produces more even colouring.
3. Ensure that the paper is fully sealed into the sheet feeder each time by gripping it firmly at the top and pushing downwards.
4. After a couple of prints, the edges of the paper can become dog-eared. Make sure that you smooth the paper out before feeding it into the printer.
5. Make sure that the paper guide on the sheet feeder is pressed as close to the edges of the paper as possible. This reduces the possibility of the paper 'wobbling' as it's fed through the printer.

You may also find that your images come out very dark once printed, and this is usually due to the black element of the process. You can easily adjust the colour balance of a picture using *DPaint*. To reduce the amount of black, and therefore lighten the printed image, load the black separation into *DPaint* and call up the palette by pressing 'P'. Select any shade of grey, then lift the 'S' slider by three positions. Repeat this process for every colour in the palette, and save the screen. Your screens will now appear much lighter when printed.



This picture could almost have been printed with just a black cartridge as it's composed mainly of shades of grey. But what a difference these little splashes of colour make!



The Golden tones of this lion's mane are composed of predominantly magenta and yellow ink.



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- 687 SKAWEPT (P) eat the food in the mess without eating your rival
- 681 LEOPARD (P) 2 player game of wits and conquest
- 004 GAMES DISK 8 (P) including Tetris, Metacade
- 1113 WFT REAPER GAMES (P) funny alien plus arcade Fing Pong
- 1230 DRAGON CAVE (P) Bokoblin type game with excellent gfx
- 1248 RING OF ZON (NP) arcade RPG game
- 1411 ARCADE A (P) excellent breakout game
- 1622 BALLOONACY (P) bomb the balloons & land your balloon
- 1536 MEGABALL (P) the best breakout game around
- 1544 SEVEN TILES (NP) futuristic football game like Spaceball
- 1577 FRUIT MACHINE (NP) best fruit machine simulator has none!
- 1584 MISSILE COMMAND (NP) stop missiles destroying your cities
- 1591 DUZ MASTER (NP) excellent wile game
- 1870 WHEEL OF FORTUNE (P) based on the TV game
- 2000 TERROR LINER II (2) (P) adults only arcade game!
- 1711 MENTAL IMAGE GAMES DISK (NP) 3 brilliant on one disk!
- 1718 FRANTIC FREDDIE (NP) C&A favourite platform & fiddler
- 1720 CABARET ARTIST (NP) bathic, version of the classic
- 1748 WORD GAMES VOLUME 1 \* exercise the grey matter
- 1747 WORD GAMES VOLUME 2 \* (P) and not the joystick!
- 1748 STRATEGY GAMES \* serious stuff including Sea Lance
- 1748 TRUCKIN' (2) (2D) run your own trucking company
- 1832 POW POW GUNNER \* WW2 arcade action - our No 1 game
- 1874 SEA LANCE (P) Trident submarine simulation
- 1882 SIMPSON'S GAME help Bart in this BULLOCK game
- 1883 BOMBS \* never ending shoot 'em up!
- 1900 MINICRAUS COLLASER 1 data disk only
- 1916 AIR ACE 1 (P) excellent WW1 shoot 'em up!
- 1924 NAPOLEON C WARFARE SYSTEM \* WW1 game sample
- 2111 TWINTRIS \* top 5 game! Truly classic! Good
- 2127 ZEBB (P) simple but addictive puzzle game
- 2014 CURSUS (NP) 2 dimensional Puhla's Cube game! Excellent
- 2018 DOWNHILL CHALLENGE fun on the sloped
- 2018 WIZZY'S QUEST wizard fuel excellent game!
- 2040 MATHS DRILL maths exercises for all ages
- 2060 INSIDERS CLUB \* good stock exchange simulation
- 2061 ATC ATAC \* airports and collect airline game
- 2062 SHAPER addictive puzzle fun
- 2067 BATTLE PONG \* 1 or 2 player arcade classic
- 2158 SHORT RHP 3D arcade adventure!

### DEMOS AND ANIMATIONS

- 747 POPEYE MEETS THE BEACHBOYS very funny!
- 773 SHARK ANIMATION \* comedy ray tracing!
- 826 BUBBRAIN 1 (2) (P) great 2 disk demo - naughty baby!
- 826 A TRIP TO MARS demo with a difference
- 908 MADONNA CARTOON ANIM \* short digital animation
- 938 MADONNA - HANKY PANKY excellent Madonna sample
- 1033 AT THE MOVIES \* love of a squiff!
- 1168 FLEET THE FISH funny cartoon
- 1226 BUBBRAIN 2 good as the first one? you judge!
- 1238 EVL DEAD DEMO (X) \* get them before they get you!
- 1453 MORE AEROTOONS \* 3 Schwartz classics
- 1542 AMY VR WALKER ANIM \* Eric Schwartz at his best!
- 1541 BATMAN ANIMATION \* funny Schwartz animation
- 1562 MAGICIAN ANIMATION 2 \* simply magic!
- 1580 PHENOMENA ENEMA \* superb gfx and music
- 1628 DO THE BART MAN \* a must for all Ringers fans!
- 1701 TRON ANIMATION (2) \* based on the film
- 1707 DECAY: SIMPSON'S DEMO \* should appeal to everyone
- 1753 LIFE OF BRIAN (2) sample from the film
- 1841 ANTI LEMMIN DEMO (2) \* for Lemmings fans with 2 meg
- 1850 THE WAI 1 (2) (P) \* warmish Pink Floyd album!
- 1856 BETTY BOO ANIM / SLIDESHOW using the Amiga
- 1880 ROBODOP ANIMATION \* cgitext from the film
- 1900 SILENT ICE DEMO superb music and graphics
- 1909 TOMSOFT VIRTUAL WORLD \* 3D filled vector demo
- 1943 WINDSURFER ANIMATION (2) \* very good
- 1947 MR POTATO HEAD \* funny cartoon antics
- 1948 MR POTATO HEAD CHIPS ARE LIP! \* more advertised
- 1958 CREATURE COMFORTS DEMO from the TV adverts
- 1962 3D PINBALL ANIMATION \* beautiful ray tracing!

### AMIGA A500 PLUS

certain software will not work on the new Amiga. We are compiling a list of compatible titles, but this will take some time to complete. In the meantime, problems can only be checked as they occur.

### USEFUL UTILITIES

- 81 LEDIT WORD PROCESSOR
- 119 AMIGA MACD
- 410 DPAINT CARTOON BRUSHES
- 442 DPAINT FONTS DISK (4)
- 458 HAM RADIO UTILITIES (2)
- 671 JAZZBENCH
- 586 COPE INTRO MAKER
- 681 BUSINESS CARD MAKER
- 682 MSH (MESSY DOC)
- 647 C MANUAL
- 881 PROGRAMMING DISK 1
- 882 SOUND APPL. CAT. ONR (2)
- 884 VIDEO APPLICATIONS (2)
- 881 THE COMMS DISK
- 1022 AMOR UPDATE 1.3
- 1030 DATABASE WORKSHOP (2)
- 1097 DPAINT CLIP ART (2)
- 1098 VIDEO GRAPHICS (4)
- 1117 GENAEOLOGY \*
- 1228 BT EMULATOR (GERMAN)
- 1234 TETRA COPY
- 1273 C-LIGHT
- 1450 NEW SUPERKILLERS
- 1451 ELECTROCAD V1.4
- 1452 AMIBARE
- 1508 NORTH-C (PACKED)
- 1507 NORTH-C (UNPACKED) (2)
- 1648 SPECTRAPAINT V5.0
- 1550 FLEXBASE V2.0
- 1568 LANGUAGE TUTOR
- 1608 DATABASE MASTER 2.0
- 1629 ZX SPECTRUM EMULATOR
- 1663 DYNAMIC BRUSH FONTS
- 1668 200 UTILITIES
- 1678 TEXTPLUS WORD PROC
- 1680 DCOPY & UTILITIES
- 1684 EQUINOX INTRO WRITER \*
- 1686 MED V2.1
- 1690 TFCF V2.05A
- 1692 DESK BENCH (3)
- 1698 PAGESETTER CLIP ART (8)
- 1614 SLIDESHOW CONSTRUCTOR
- 1642 MASTER WRUS MILLER V2.2
- 1691 KING JAMES BIBLE (3)
- 1694 CELTICS DEMO MAKER
- 1680 PBI DEMO MAKER (ENGLISH)
- 1681 PBI DEMO UTILITYHELP DISK
- 1682 TRON VECTOR OPS GAMES
- 1687 QUICKBENCH \*
- 1690 HIGH-FLYERS UTILITIES V
- 2004 TFFRD MPLODER V1.0
- 2012 DRAW MAP V2.00
- 2058 VECTOR MAIL EDITOR \*
- 2156 CODEERS UTILITY DISK

### MUSIC DISKS

- 81 JIM JARRE - DEFINITIVE
- 403 CD PLAYER DEMO \*
- 713 FLASH - QUEEN (2)
- 774 TECHNOTRONIC REMIX
- 748 CRUSADEERS BACTERIA
- 841 SOUNDTRACKER LUKEBOX
- 878 ROODOPPI REAST RONIX
- 1028 DIGITAL CONCERT V
- 1262 CRUSADEERS DO GENESIS
- 1650 DIFFERENT MODE MUSIC DISK
- 1651 ART OF MED MUSIC DISK
- 1658 SEAL CRAZY REMIX \*
- 1713 RPACED OUT VOLUME 1
- 1714 RPACED OUT VOLUME 2
- 1718 I THINK WE'RE ALONE NOW
- 1717 EVERYBODY DANCE NOW
- 1718 BETTY BOO DOING THE DO
- 1758 AMAZING TUNES 2 (3) \*
- 1883 CATS BING KYUE
- 2008 SAMPLE SEBASTIANS \*
- 2008 MOVIE ANY MOUNTAIN \*
- 2060 VIVALDI FOUR SEASONS (2) \*
- 2159 CHARLY
- 2160 WHAT CAN YOU DO FOR ME?

### SLIDESHOWS

- 282 FORGOTTEN REALMS
- 817 MROBODURS BILIDESHOW
- 725 DIGBY RIGGIES (2)
- 747 MADONNA 81IDESHOW
- 814 M2 SLIDESHOW
- 881 CREEPBHCV
- 882 MADONNA 81IDESHOW 2 (2) \*
- 888 GOREZONE SLIDESHOW (2)
- 1051 TOTAL RECALL SLIDESHOW
- 1058 COMIC SLIDESHOW (2)
- 1063 SPORTS ILLUSTRATED 6 PLS
- 1263 CRUSADEERS RICHTER (2) (2D)
- 1277 FRACON DIVINE VIRGONS (2) \*
- 1278 FORGOTTEN REALMS 8K
- 1288 INVISIBLE WORLD
- 1719 YABBA DABBA CARTOONS
- 1781 REFLECT ONE RAY-TRACED
- 1828 NIGHT BREFO SLIDESHOW
- 1878 REFLECT ONE RAY TRACED 8
- 1881 LEEDS LIMITED SLIDESHOW
- 1818 DEBRIE HARRY (2) (2D) \*
- 1884 TERMINATOR SLIDESHOW
- 1988 ALIEN SLIDESHOW
- 1981 AQUARIUS IMAGES

### BLANK DISKS

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# STORING DATA ON THE CHEAP

**If you want a cheap alternative to a hard drive on which to store your valuable data, Graham Cohen has the answer: Video tape!**

Having just spent £400 on a new computer the last thing you want to be told is that you've got to pay another £300 for a hard drive. Well, don't be taken in by the sales talk, because there are alternatives and you, too, can experience easy, fast and cheap data access and storage for a fraction of the price. If you're sick of constant disk swapping and huge gaps of silence in-between your favourite game's levels, but don't have an untraceable Swiss Bank account, then this system could be for you.

The Video Back-Up System is an amazingly cheap product from German company Rossmoller Handshake of Cologne. Rossmoller have been in the Commodore market for ten years and have consistently delivered superb products from memory expansions to accelerator boards. They've now come up with the most original budget back-up system yet which makes use of conventional video tapes and household VCRs to store digital data.

Costing about £70, the backup system

comes with all the necessary connection leads to link up An Amiga to a VCR, as well as the all-important control software, a manual and - unbelievably - 160Mb of free PD software (201 Fred Fish disks) on a video tape. One VHS 240 minute tape will back up around 200Mb on a recorder in Standard Play (SP) mode. The hardware itself, built into the connection cables, encodes the data from the Amiga using 'modem'-style techniques and converts that to an audio frequency and composite video for direct input to the relevant connections of the 'in' sockets on the machine.

The software controls whether the data back-up will include selected directories, archived data or files that have changed since last being backed-up. Restoration of a hard disk or floppy is also made pain-

less as the software incorporates a system of synchronising the video tape to that of the Amiga's clock. Due to its low cost, the system offers an ideal alternative to tape-streamed and floppy-disk back-ups. However, as two domestic video players are rarely alike, a restoration via another recorder could cause problems. The number of variables associated with this form of data transfer, such as video head alignment, tracking control, tape tension, motor speed and even humidity, will always make this method of data back-up a gamble.

## VERDICT

- Extremely cheap
  - Debatable reliability
  - Free software
  - Possibly fiddly to connect to video
- ★★★★

# HARD DRIVIN'

**If you really want to be able to just sit back and watch your Amiga safely download all its valuables, then state-of-the-art comes with a heavy price tag.**

The OP150 streamer from Omega Projects offers state-of-the-art hard disk back-up for all the Amiga models and boasts some impressive performance specs, but it's not cheap. Your £630 buys you the external unit and a first free tape. The data transfer is very quick - 112.5k per second! Tapes are available as either 150 or 250Mb formatted cartridges and any industry standard (DC600XTD, DC6150 or DC6250) tapes will be compatible. The device features an effective media/head loading mechanism to protect the head from damage during load/unload procedures, assuring accurate head-to-tape alignment and quieter operation. Being fully SCSI, your favourite back up software can be used, although a copy of AMI-Back is bundled as the control software (normally costing £49.99). If you have had to back up over 100Mb of hard disc onto floppies, you'll know what a

laborious task it is. This system is ideal for anybody who has been in that time-consuming position and has the cash to relieve the problem.

## VERDICT

- High quality mechanism
- Very fast transfer
- 100% reliable
- Could be a bit too pricey for some
- User-friendly

★★★★



Whichever system in hardware you go for, and there are many, there is no denying that in the long run disk drives are not enough. Faster data access, safer storage of programs (in the case of hard drives due to their air-tight casings), a huge amount of storage space held in one place (a 40Mb hard system can store the equivalent of about 40 floppy disks) and improved, lengthy animations without the need for disk swapping to update data... All this adds up to a vital part of your computing experience and once you have it you'll wonder how you ever got along without it.

**ADDRESS BOOK:** Omega Projects 14 Derwent Close Colcheth Warrington Cheshire WA3 5DY Tel 0925 763946  
Rossmoller Handshake GmbH Neuer Markt 21 W-5306 Muckenhelm Germany Tel 010 49 2225 20 61 63



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 D119) The Link Megademo  
 D122) Ghost Pool  
 D124) Scoopex Seven Sins  
 D128) Disney Slideshow  
 D128) Sleeping Bag Demo  
 D130) System 5 Demo  
 D132) Alpha Flight Megademo 2  
 D134) Share and Enjoy 46  
 D136) Thames TV Demo  
 D138) Vision Megademo  
 D140) Fast Cara Slideshow  
 D142) Mated  
 D145) Kefrens Wall Demo  
 D147) Beast 2 Preview  
 D148) Treach  
 D151) Share and Enjoy 47  
 D153) Simpsons Mini Mega (XXX)  
 D155) Glass World Animation  
 D157) Congaman Animation  
 D160) Anarchy Scratch Pack 39  
 D162) Bugs Bunny Anim\*  
 D164) Smurf + Cokeman Anims\*  
 D166) Juggette Animation

## UTILITIES

P02) A68K Assembler  
 P04) North C  
 U001) Jazzbench  
 U004) Visicalc Spreadsheet  
 U006) Intro Maker  
 U008) Sidney and Friends  
 U011) XLS Disk 1  
 U013) Clip Art  
 U015) The Magicians Utilities  
 U017) Steel Moon Utilities  
 U019) CADV  
 U021) Super C Disk  
 U024) Red Devils Utils 4  
 U026) Amibase V3 76  
 U031) Bootbench  
 U033) C-Light 1 + 2  
 U035) System Checker  
 U037) Tetra Copier  
 U053) Text Plus Wordprocessor  
 U056) Wordwright Wordprocessor  
 U058) Running Man Update  
 U060) Mag Media Disk Utilities  
 U069) Pendle Europa Utils  
 U085) Fonts  
 U067) ICPUG Printer Utilities  
 U069) XLS Best of PD 3  
 U100) RSI Demo Maker

## GAMES

G004) Breakout Construction Set  
 G006) Star Trek (2)  
 G008) Drip\*  
 G010) Quiz Master 2  
 G012) Popeye  
 G014) Tennis\*  
 G018) Flaschbier  
 G018) Treasure Hunt  
 G020) Wet Beaver Games  
 G022) Workbench Games and Hacks  
 G024) PD Games Compilation  
 G028) Movie Games  
 G028) Eatmine  
 G030) Return to Earth  
 G032) Klondike  
 G034) Trek Trivia  
 G036) Pipeline  
 G019) Battleforce  
 G021) Arcade Games  
 G023) Star Trek The Next Generation  
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1614 Growth  
 1618 FD 309  
 1618 Bedonko  
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 1620 Pom Pom Gummer  
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 0076 ST Bear  
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 1928 Cryptobarners Part  
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 1930 Red Sector Demo  
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 1931 Pleasure 1  
 0399 Mr Potato Head  
 0400 Evolution Slideshow  
 1781 Scorpion Papper (2)  
 1782 Rebels Condoform  
 1783 Digital Innovation by Anarchy  
 1784 Glenda Lee  
 1785 Toward Virtual World  
 1637 Space Crisis  
 1638 Ghostpool Animation  
 1431 The Juggler  
 1640 Midgleton  
 1641 Adams Family Demo  
 1642 Adventure Horn Pica  
 1443 Chameleon Slapper  
 1444 Nightmare  
 1645 Bogie Olsen  
 1946 Voodoooids  
 1947 The Fabulous Art of 1  
 1948 Vox Slideshow

### Business

0081 Wordwright  
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 0085 Amibase V3  
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 0198 Typing Tutor  
 0092 Home Management (2)  
 0094 Word Fantasy  
 0083 Business Card Maker  
 0099 Analytical  
 1764 600 Business Letters  
 1762 IBM Database  
 0087 Clark Home Accounts

### Utilities

1949 Pendle Europa  
 Megaparticles  
 1950 Pendle Europa Utilities 2  
 1947 Pendle Europa Utilities 4  
 1952 Pendle Europa Utilities 7  
 1453 Razor (41)  
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 0118 Spectrum Emulator  
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 0118 Workbench II  
 0122 Master Virus Killer  
 0114 Ad Emulator  
 0118 G2 Emulator (2)  
 0124 No Disk  
 0120 Deal Disk Catalogue  
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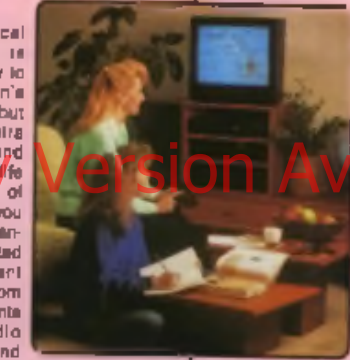
CDTV finds its place alongside the TV and Hi-Fi system in the home. It is similar in appearance to existing video and CD players and, with its infra red remote control, is just as simple to operate. But that's just the beginning. CDTV transforms television from a passive to an active medium. The vast storage capabilities of the CD make it an ideal mass information provider, capable of storing and displaying a combination of colour pictures, text, graphics, voice and stereo music of the highest quality. CDTV offers a new realm of audio and visual experience for everyone.

**FOR EDUCATION**

For young children learning to read can be an adventure in the title Cinderella, for example, they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. And learning about the world can be fun too. The World Vista Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.

**FOR REFERENCE**

For the classical music buff it is possible not only to hear Beethoven's Fifth Symphony, but to see the orchestra perform, follow the score and read about the composer's life. The Times of Science and Innovation walks you through 6,250 key events in scientific history. It employs animated maps to show where every event occurred and a visual lift-off from the earth's surface. Key events are accompanied by audio presentations with graphics and sound recordings from the archives of the world's great museums. Browse quickly or examine an exhibit in detail.



**FOR FUN**

There is a wide range of entertainment titles available for every age-group. Sherlock Holmes, Consulting Detective, includes a video and audio tour of Victorian London. Players can choose suspects for Holmes and Watson to interrogate and can search issues of the London Times for clues. A CDTV disc's graphics capabilities take action and simulation games to a new level. Falcon makes you a pilot of an F-16 fighter and has accurate simulations of weapons systems, cockpit controls and flight characteristics allowing you to zoom like the ultimate stunt pilot with extraordinary realism.

**FOR HOBBIES**

CDTV can also enhance your personal interests. The Gardenax Series is designed for use by novices or expert and provides hundreds of full colour illustrations, as well as information on planting and requirements for care. New Basics Cookbook provides full colour illustrations of recipes, 'talks' to you to offer tips as you cook and automatically substitutes recipes with a click of the remote control.

**FOR COLLEGES & BUSINESS**

When Toyota, decided to open a car assembly plant in Derby, Derbyshire County Council commissioned the production of Japan World, a CDTV title which allows students to explore and experience the Japanese language, lifestyle and culture. It also provides a valuable insight to businessmen with information on Japanese business philosophy and negotiator protocol.

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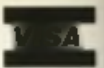
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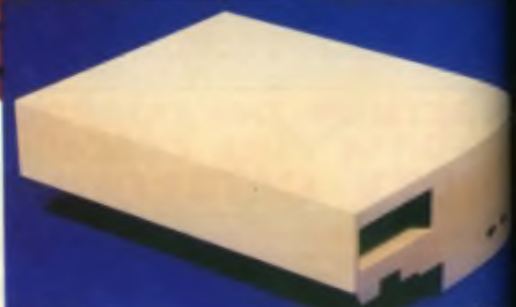
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# road to nowhere?

## MOTORWAY MADNESS

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Unfortunately, the package limits you to the main Motorways and A-Road, but presumably this is because memory restrictions stopped them from incorporating the country's many backstreets.

The package's best asset is its speed. If you were asked to describe the quickest route from Hammersmith to Rotherham, *GB Route* will have

answered before you'd even opened the A-Z. In fact, it can predict most journeys in a mere two seconds. The database is very comprehensive and the user can zoom in at any part, allowing them a closer look at key areas.

## OUT OF GAS

All route requests are entered via a prompt window, which requires your starting point, destination, and any places you may wish to visit on the way. In addition, it will also ask how much petrol your car uses per mile, the price of petrol, and the time you wish to leave. From here, the broken-down route will appear, including an estimation of the fuel's cost, and the length of your journey. You can even vary the road speeds

Stuck getting from A to B? Tony Dillon gets on his bike to road-test Complex Computers' solution.

to take bad traffic into account, as A-Road traffic can be as slow as 20MPH on a busy day.

Although this is a very handy utility, forty quid does seem rather steep for what is basically an A-Z. And despite the excellent presentation and aforementioned ease of use and speed, the price stops *GB Route* from becoming a 'must have.'

## VERDICT

- Easy to use
  - Quite comprehensive
  - Nice zoom facility
  - Over-priced for what it does
  - Older print-out option
- ★★★★

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If you're one of those people that even gets lost in their backgarden, *GB Route* is the answer to your prayers.



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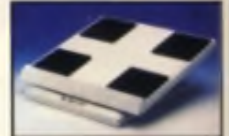
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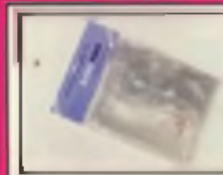


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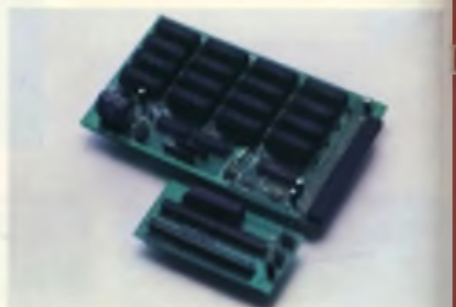
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# six of the *best*

**Europress Software's blockbusting Fun School Series continues apace with a fourth collection of programmes added to the stable. Garth Sumpter went back to school to access the merits of the new set of disks and awards the marks out of ten.**

**BACK TO SCHOOL** The *Fun School* series has always been considered some of the best educational software that money can buy. By disguising the inherent educational worth of their programs behind a colourful veneer of fun, the series has captured the imagination of children and the admiration of parents alike. With the fourth set of disks in the highly-acclaimed series poised to hit the shelves, we took a look at both the Under Fives collection and the more elaborate 7-11 year old educational package.

## FUN SCHOOL 4: FIVE AND UNDER

This package covers four areas of learning: Numerical exercises that attempt to introduce numbers up to nine, the addition of numbers that involve counting exercises as well as addition as abstracts (e.g.  $5+2=?$ ) and a drawing package. The latter program is especially useful in promoting hand-eye co-ordination and involving keys, reading and colour recognition exercises. Each subject is introduced in games which use a Teddy Bear as their central motif and character.

### ADDITION

The first game has Teddy in a nursery school where he's shown up to nine objects on a blackboard and must choose a number corresponding to the objects on display.

Each correct answer allows one of the Teddy Bear nursery school's inmates to escape to the playground. Nice to see that some traditional school values remain unchanged.

Level two introduces simple addition. As the addition is done in symbols (two frogs plus two balls), the answer can be obtained by counting and, if completed correctly, the next level sees the removal of the symbols so that you have to work in the more abstract concept of numbers.

### TEDDY PAINT

This game helps familiarise children with the computer keyboard and the mouse. A blank drawing board can be painted on the screen using the mouse and special keys defined on a menu screen. This is probably the weakest of all the games - if the idea of drawing is to nurture the child's creative side, then why use such a complicated system of keyboard entry to change colours and pencil shapes and thus reduce the art package into a test of memory? As the art package relies heavily on the mouse, surely using on-screen icons to change colour would have been more logical?

### FUN TRAIN

Now it's the child's reading ability that comes under scrutiny. Teddy is at the fun fair and the fun train is there. A picture has the name of the object written on it and Ted, for it is he, drives the fun train and pulls a picture into view. Is it the same as the one already shown? If it is, press enter and, if not, use the space bar to pull on another



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# six of the best

picture until the correct one turns up. Level two has some of the pictures replaced with words and you must again try to match the two together.

## TEDDY'S KARAOKE

I'm afraid that Karaoke is spreading everywhere and even children's software is unsafe from the embarrassing pastime. Unfortunately, nursery rhymes are excellent things to use to aid reading - children can learn the words to a song with ease and a bouncing ball moves them through the words of the song. This is an excellent and speedy form of word familiarisation and possibly the fastest reading aid on the disk. Level two has the child tapping out the beat of

the song to get the notes to play in time and level three has song breaks where the first letter of certain words have to be entered. I see very little use in this exercise, except for musical chairs, but the excellent first level more than compensates.

## TEDDY'S BOOKS

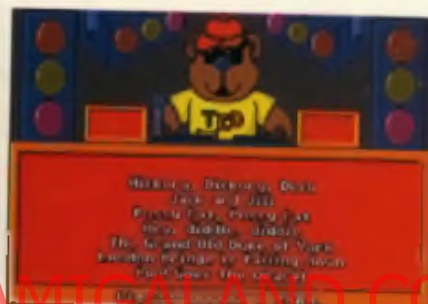
The final game in the program is a numbers game. Daddy Ted is reading bedtime stories from a shelf of six numbered books. The child must enter the number of the book he's using by finding the missing number in the series. On level two, the books are not in ascending numerical order and so the task is complicated by having to work out which book is missing. If a guess proves to be wrong then they're told to guess again, choosing a higher or lower value, emphasising the idea of quantitative value.

On the whole, I found this program to

be excellent. The number games, especially Teddy's Books, are well-planned and reasonably good fun to play, and they teach precise numerical skills and ideologies - counting, relational values, number order, addition and sequence. These are all key ideas that are put across fairly well and make the software worth its price tag. Numeracy is the strong point of this package with balanced and gently progressive exercises. Graphics are very large and simply coloured and, although simple, they don't detract from the exercises at all.

## VERDICT

- Straightforward
  - Fun to learn
  - Mouse and keyboard skills encouraged
  - Simply the best
  - Well-thought out tests
- ★★★



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## FUN SCHOOL 4: 7 - 11 YEAR OLDS

The six programs in this package cover Mathematics, Geography, History and General Knowledge. Maths has three separate skills represented in six different games. Each are a part of an overall plot: that of Agent Sammy who must track down the thief who stole the ancient riches and secret papers of King Raram. It's not a great plot, but the theme is maintained throughout the games, giving some continuity to the proceeding and a goal for the child to aim for - an important factor for any child who is likely to ask, 'Why?' and 'What am I doing this for?'

### PROPORTIONS

This game, as the name suggests, tries to develop the ideas of percentage, decimals and fractions as a way of expressing the relationship of parts to a whole. By showing a screen of objects, and then asking for the ratio of like or similar objects as a sub-set of the whole, this might sound very complicated but the game progresses sensibly through each of the three tests.

In the first, our diminutive secret agent enters spy school and is faced with ten spies. He's asked questions like 'What proportion of spies have green coats?' Little Agent Sammy must then identify the colour of the coats and how many are visible. The answers will be expressed either as a decimal (i.e. 0.4 if the answer is four out of ten), as a percentage (40%), or a good old-fashioned fraction - decided either by the computer or by selecting the type of answer needed



(fraction, decimal or percentage) from the keyboard.

Each correct answer allows a double agent to hand on a secret paper to Sammy.

### EXCHANGE RATES

The second program introduces the idea of differing rates of exchange amongst European countries. It requires children to use multiplication and division skills so that Sammy can collect



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► the various items he needs for his mission.

## TIMETABLE

Once our hero has collected his travel bag and other essential, it's onto the airport. This three-stage game has the child calculating departure and arrival times on either a 24-hour clock or am/pm.

## GEOGRAPHY

Sammy has to navigate a plane, boat, submarine or hot-air balloon across various continents and oceans in search of clues. The first level asks no questions and is used to familiarise the child with the names of each country for later in the game. By level two, children are asked to identify specific countries. As the levels unfold, the player is then asked to identify major seas, cities, rivers, island and famous landmarks.

## HISTORY

This game tries to introduce and reinforce the century, decade and year of famous historical events. A question is asked and then Sammy is moved around a pyramid to break up the stone with the correct date on it to reveal gems and artifacts - sort of grave robbing for beginners. This is well done as each historical date is narrowed down on subsequent levels.

## SPY QUIZ

Everyone's favourite, no matter what age, has to be general trivia. The only problem here is that some of the questions in Spy Quiz are a little more specific, calling for not only general knowledge, but also mathematics and spelling.

## OVERALL

This package is a big improvement upon *Fun School 3* with each module being progressive, entertaining and, above all,



## ADDRESS BOOK

Both *Fun School 4* packages cost £24.99 each. Europress Software, Europa House, Adlington Park, Macclesfield, SK10 4NP. Tel: 0625 859333.

pitching at just the right level for the age groups concerned. Graphics are crisp but animation is minimal and possibly the weakest area of expertise. Provision is made for control by mouse but the choice of keyboard keys is sometimes puzzling. The space bar, for example, is used to move around highlighted options, when learning to use cursor keys would seem a better idea.

## VERDICT

- Still the best educational package available
- Covers maths in depth
- No steep learning curves
- The sound and graphics are unobtrusive to the point of being very average.
- Mouse control included but some key choices are illogical.

★★★★



## LET'S HAVE SOME FUN

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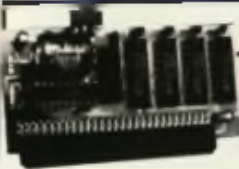


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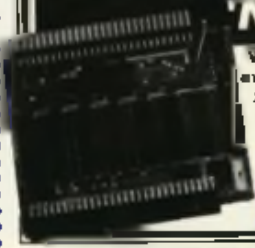


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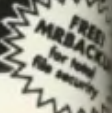
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## What is Stereo Master

Stereo Master is a low cost, high quality sound sampler for the Amiga range of computers. The sampler cartridges included in this package plug into the printer port of the computer and allows you to analyze the sounds coming in from devices such as Personal Cassette Players, Compact Disc Players etc. or change the way they sound using the Real Time Special Effects or record them. Once in the computer STEREO MASTERS unique editor will enable you to edit the sound in practically any way you can imagine. Once you have the sound sample how you want it, you may incorporate it into your own Demo's or use STEREO MASTERS built in sample sequencer to play back the sample in sequence with other samples.



MAIN SCREEN

### The Sampling Software

- Every feature you would expect to find in a professional editing suite including:
- Real time record/play ghost markers
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  - Fade in/out with selectable degree of fade
  - Filter sample with soft/medium/hard filter
  - Selectable trigger volumes
  - Record frequency from 30 to 55.9 KHz
  - Full editing and control facility in all eight channels
  - Playback volumes
  - Decrease volume
  - Increase volume
  - Bounce sample
  - Paste sample
  - Trigger recording
  - Clear left/right samples
  - Loop sample



THE SPECIAL EFFECTS CONTROL PANEL

### The Special Effects Software

For the first time ever you can emulate special sound effects in real time just like the sound effects in film studios, normally the hardware to produce these effects would cost 100's of times more than this package. Features on the FX menu include:

- Built in real time special effects including Echo, Reverb, Ramp, Pitch up/down, Stereo bounce, Multi echo, Chorus, Phaser, Reverse and Pitch bend
- Fully programmable special effects so that customised effects can be recalled



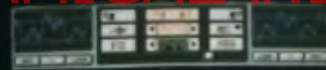
3D DISPLAY OF SAMPLE FREQUENCIES (FFT)

### The Analytical Software

- A whole host of pro type analytical functions include:
- 3D display of sample frequencies (Fast Fourier Transform)
  - 3D display also includes 2D envelope display plus sample information
  - Built in Stereo spectrum analyzer
  - Stereo Oscilloscopes with trigger markers



STEREO SPECTRUM ANALYZERS



STEREO OSCILLOSCOPES



THE SEQUENCER CONTROL PANEL

### The Sequencing Software

Our built in sample sequencer allows you to take up to 18 samples (memory permitting) and sequence them into your own "tronic" mixes. Features on the sequencer include:

- Real time entry of sequences from keypad
- Step time entry of sequences
- 2 stereo channels for sequencing
- Storyboard style editing
- Digital sequence position display
- Fast forward/rewind controls
- Program sample to keypad
- Stand alone demo player displays IFF picture whilst playing sequence
- Sequence copy function
- Loop sample
- Selectable sequence speed
- Dump/re-edit function
- Test function
- 2 octave playback
- Insert/delete sample in step time

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Explore the wonders of the animal kingdom in Real Things' superb new animated *Sea Life* and *Safari* collections. Mat Broomfield explores the digital jungle.



# wild thing

## CREATURE FEATURE

Back in 1989, RGB Studios, a small Sussex-based company, impressed the Amiga world with the release of their *Real Things Horses* collection. Comprising numerous animated horses suitable for inclusion within the user's own demos etc, the product was only the first of a successful series of animated studies. Now, in a burst of pre-Christmas activity, RGB have released not one, but two new portfolios: *Real Things Safari* and *Real Things Sea Life*.

## ROCK LOBSTER

*Real Things Sea Life* comprises thirty-one



animations, depicting eleven types of sea life ranging from sharks and sting rays to anemones and crabs – it also takes the prize for the most bizarre subject for an animation with its Plankton anim.brûsh! Like *Real Things Safari*, *Sea Life* contains scenery, demonstration material and a construction utility for the user to assemble themselves, this time illustrating a shark.

The collection is every bit as attractive as its land-based partner, and presents the user with the opportunity to create vibrant and realistic animated scenes. RGB Studios say that *Real Things* can only be used on

Amigas with one megabyte or more, and if you want to use it with *DPaint III* or *IV* this is true. However, if you don't wish to edit the animations and merely want to incorporate them into your own demos, half a meg is enough if you use a scripting package such as the *Director*. Alternately, they can be instantly

compressed and animated using *Power Packer* and *PPAnim*.

## WILD THANG...

*Real Things Safari* contains eleven different animals vividly brought to life in eighteen animations. There are lions, tigers, zebras, wildebeest, elephants and giraffes. And, to complete the menagerie, there are three kinds of monkey.

The first of this two-disk set contains a demo showing a leopard, as seen





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# wild thing

## ADDRESS BOOK

*Real Things* cost £28.95 each and can be purchased from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 886000. In case of difficulty you can phone RGB Studios on 082 581 2666.

## OUT FOR A BITE...

You can learn a lot about the way animals are feeling from the body language they give off. Like humans, animals adopt different postures according to their moods. Examples of this can be seen throughout the animal kingdom, ranging from the exotic (and often comical) courtship rituals of birds, to the more subtle warning signals given off by dogs and sharks.

Most people are familiar with the way that the hackles (hair) stands up straight on the back of a dog's neck when it's getting ready to fight. Portrayed as vicious creatures in films such as *Jaws*, most sharks are docile creatures which don't go out of their way to attack, or even approach, humans. They do, however, have a great deal of curiosity about their environment, and it is this that has led to a large percentage of so-called shark attacks. Because they don't have limbs to feel objects that arouse their interest, sharks resort to biting them to find out more, and it's these exploratory nibbles that are often misinterpreted as attacks. Mind you, the great white has a bite pressure of well over one ton per square inch, so you don't really want it to 'explore' you if you can help it! If you ever find yourself facing a shark, and it appears to bow to you, rucking the skin of its neck into great folds, look out, because this is the signal that a shark feels threatened and is about to attack!



A selection of images from the *Real Things Safari* disks. In future, this may become the only way that you'll ever see a tiger or elephant.



> through binoculars, prowling through long grass. This impressive scene immediately indicates the standards that the user can achieve. The scenery is quite simple, but the animal itself is little short of photographic in quality. I could almost hear the grass rustling!

Also on the same disk is something that RGB call a Zebra construct. Despite its technical-sounding name, this is simply a series of individual screens which you can join together to create a running zebra. I'm not a hundred percent sure why RGB included it on the disk, but my guess would be that it's there to give you an appreciation of the process involved in creating your own animations. Whatever their reasoning, the zebra is an impressive showcase.

In the *Line & Palette* directory, there's an animated lioness which has been created using an extremely stylised fashion, describing the animal in broad bands of light and shade rather than attempting to represent every single hair on its body. This is an interesting way of depicting the beast because muscle movement is highlighted, giving far greater clarity than if it had included much more detail. Although it's the only animal represented in this manner, it reminds the user to view things from different perspectives. The remaining animals are all stored as anim brushes and this means that they can be included in an existing animation or picture without having to mess around with spare screens, etc.

The icing on the cake can be found on the second disk, where a number of scenery elements are stored. These include grasses, trees and some valuable tips on creating shading for complicated shapes.

## ANIMAL CRACKERS

The people at RGB Studios are clearly great nature lovers and proficient artists. Each animation has been lovingly rendered so that, rather than being just a pixelated representation of an animal, it conveys the essence of the animal's nature.

It would be too easy to simply digitise and tidy up a picture, but to capture the sense of majesty and latent power about the animal requires more than just a camera. The crea-



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# wild thing

ures included in both sets are drawn using the minimum number of colours possible. RGB Studios say that this is to make them accessible to users with the smallest amount of available memory. As most animations are created in sixteen-colours or less, it also means that creatures using different palettes can still be incorporated into the same scene.

## CONCLUSION

Although most users are bound to derive pleasure doodling with *Real Things*, they are clearly capable of much more than that. Forming an exciting addition to an already superb collection, there is a marked improvement in the quality of the images over their predecessors. Additionally, the enclosed manual is full of valuable tips to help the user get the best from them. Although they are a little pricey for such a specific task, *Real Things Safari and Sea Life* can be thoroughly recommended as an interesting aside.

## VERDICT

- Extremely realistic movements
  - Can be used with any packages that support the anim.brush format
  - Easily incorporated into your own demos
- ★★★★



Above: Most creatures are provided as Anim brushes ready for you to stamp down on the screen wherever you like.

Left: A leopard stealthily glides through the long grass in the Safari demo. Can you spot it?

## THE COMPLETE SET

Here's the list of currently available *Real Things*:

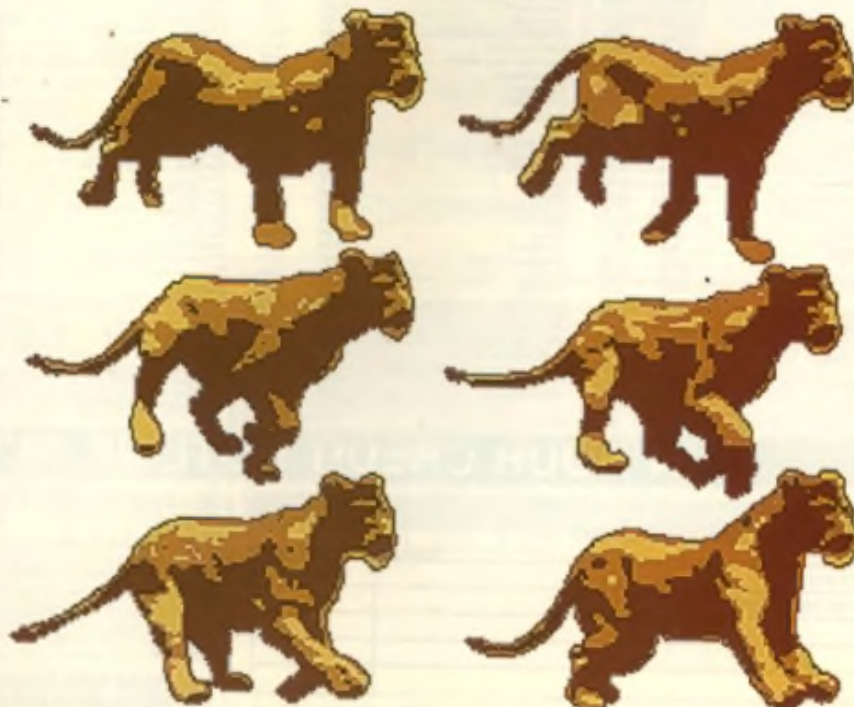
**HORSES** - Horses in motion: jumping, galloping, cantering, etc.

**HUMANS** - The human as an athlete, running etc.

**BIRDS** - Birds in flight and aloft. Numerous types, including water birds.

**SAFARI** - The jungle and the plains. Lions, giraffes, monkeys & many others.

**SEA LIFE** - From shore to the deeps: the most popular creatures are included.







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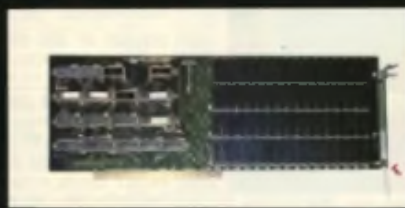
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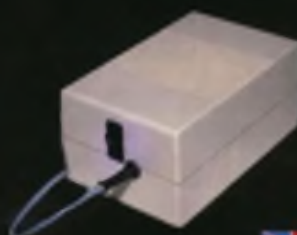


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# laser love

Laser printers offer high print quality at an equally high price. Paul Clarke looks at the Star Laser Printer 4 to see if it offers anything new.

*Professional Page*. I was very impressed with the subtlety of the graphics printing, and found that it was also capable of producing a full sixteen-shade spread from black to white. When printing text from a word processor, the LP4 was more than adequate in terms of quality, although I'm not a great fan of the standard typelaces that are provided with it. Instead of Courier and Lineprinter, I would have liked to have seen Star show the same imagination that they did with their dot matrix printers, and provide some creative-looking fonts.

As graphics have to be down-loaded a whole page at a time, the LP4 comes with one meg of memory as standard, and this can be upgraded up to 4MB if required. The machine I used had 2MB, and this was quite sufficient for the most complicated pages that I could find to print. It was when printing pages from my *Pro Page* DTP package, that I discovered how slow a four-page per minute printer is. Although it can print four pages per minute once they're down-loaded, it takes the same time to down-load a picture to the LP4, as it does to transmit to a dot matrix printer. When printing a full page, complete with text and structured and bit-mapped graphics, I found the LP4 took as much as fifteen minutes to print a single sheet. Had I printed the same page ten times, only the first page would have taken that long, with all consecutive pages only taking about fifteen seconds each.

The LP4 is available with or without Post-Script compatibility (which allows far greater image and font manipulation). The standard version costs £999.99 and the Post-Script version £1399.99.

The LP4 is not particularly cheap and, if you hunt around, you can find superior laser printers in the same price bracket. Compared to a dot matrix printer, the quality of the output was superb, but pitted alongside other laser printers of this price, the LP4's was rather ordinary.

It was a luxury to have a laser printer available for a few weeks, but pound for pound, I'd much sooner stick with my Canon BJ-10e bubble jet. It's not as fast, but the ink cartridges are cheaper, it's easier to maintain, and it doesn't take up nearly as much space.



Laser printers offer a cheap source of high-quality prints. Unfortunately, most laser printers are prohibitively expensive for the average home user although recent years have seen a steady reduction in their prices. The Star Laser Printer 4 is one of the new breed of cheap printers.

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The printer company, Star, have an immense reputation, particularly among first-time buyers, but who knows that the company also makes cut-price laser printers?

## LIGHT SPEED?

The Laser Printer 4 (LP4) claims to offer professional-quality printing at a budget price. It prints at four A4 pages per minute (peak performance), and although this may sound fast compared to dot matrix printers, it's slow as far as laser printers go, with most printing at six pages per minute or more.

## EASY START-UP

Before printing, the LP4 must be configured to work with the Amiga, and as long as the comprehensive instruction manual is

followed to the letter, this is a simple task which shouldn't take more than ten minutes.

The LP4 is capable of emulating an Epson FX850 or a HP Laserjet II, with IBM Proprinter emulation also available as an optional extra. I used the HP LaserJet I driver from the Workbench 1.3 extras disk, and, although this was not the exact driver specified, I found no problems printing either text or graphics. All the set-up routines are accessed via programming pads on the front of the printer, alongside which is an LCD display window to show selections as they're made.

As usual, the printer is connected to the Amiga via the parallel interface, although AppleTalk and Serial interfaces are also available for use with other computers.

## FIELD TEST

I tested the printer with a variety of packages, including *DPaint*, *Scribble!* and

## ADDRESS BOOK

Star Microelectronics UK Limited, Star House, Paragon Business Park, Gourn Road, High Wycombe, Bucks, HP13 7DL. Tel: 0494 471111.

## VERDICT

- Far superior to the best dot matrix printer
- Not as cheap as it might be
- Very easy-to-use installation routines
- Fairly compact size
- Prints four pages per minute (slow)
- Very quiet

★★





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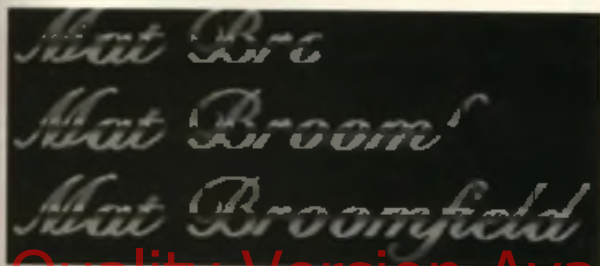


# Keep on moving

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If you're interested in home video production, and already use a Genlock, Kara fonts could be just the thing to add a little extra polish to your productions. They're sophisticated fonts which move, and there are several sets available. Each set comprises a standard Amiga font and an animated font in the selected style.

The former typeface is a full-colour font which can be loaded and typed through any package which supports colour fonts. The latter provides the user with an entire alphabet, including upper and lower case letters and symbols each stored individually in the anim. brush format.



Broomfield gets on the move with Kara fonts.

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To create animated words, the text to be animated must first be typed using the normal font. Having transferred this text to a spare screen, it's used as a template when adding the anim. brush letters, a character at a time. The process is quite time-consuming, but is considerably quicker than drawing each frame manually. A number of different palettes are also provided, and these will let the user transform the entire appearance of their animations in seconds, effectively increasing the number of fonts available.

## CONCLUSION

Kara's Animated Fonts are a great idea which will save the user hours of time. They're simple and enjoyable to use, and will add a truly pro-

fessional appearance to any productions, be they on video or on the Amiga.

If you're as concerned about the finishing touches of your creations, as you are about the rest of it, Anim fonts will ensure that your work starts and ends in real style.

## VERDICT

- Easy to use animated fonts
- Create professional results quickly
- Ideal for video productions

★★★★

## ADDRESS BOOK

Kara Fonts cost £49.95 and are available from  
 IM Marketing, Unit 2, Pylon 14, Newlands Road,  
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## Q+A

Don't let your computer have a micro-migrane. Our technical editor is always ready to give help before you relegate your hardware or software to silicon heaven.



## HELPLINE

Is a pixel punk preventing you from finishing your favourite game? Readers' queries and readers'

answers for all those life saving cheats and pokes can be found in the Adventure and Games Helpline pages.

## BACKCHAT



Need to rant and rave, but auntie Gladys won't listen? Don't worry, we'll talk to anyone. So, if you wondering where that ace looking game you read about 10 months ago has got to, or you just want to moan about the price of software, this is the place to do it.

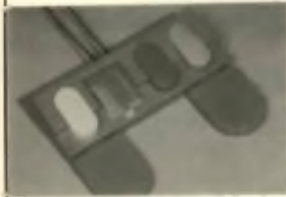
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# Sprites, camera, action!



If you want to create professional demos or presentations, *The Director II* from Right Answers is the essential accessory. Mat Broomfield rolls 'em...

## JACK OF ALL TRADES

There are countless packages which can play music and samples, show pictures, replay animations or synchronise sound to motion. *Director II* is one of the few packages which can do all of these functions and a lot more besides. As its title implies, *Director II* choreographs all the different elements which go towards making a successful demo or educational/business presentation. It can replay animations, in whole or part, and it can play tunes saved in the SMUS (Sonix) format. Additionally, it can display screens using a variety of fade and wipe styles and combine areas of one picture with another both statically and as animations. In short, it's a complete demo studio.

## NEARLY BASIC

Commands are issued to *Director II* via a programming language similar to Basic. In fact, many Basic commands are included and the syntax (grammar)

is almost identical in some areas. For example, the program supports the use of FOR...NEXT loops, IF...THEN/ELSE statements and many other commands which Basic programmers will recognise.

Some commands have been refined and simplified so that they're easier to use. In many dialects of Basic a FOR...NEXT loop requires a variable to be assigned at the start of the loop (FOR A=6...NEXT A, for instance). *Director II* allows you to abbreviate that to: FOR 6...NEXT. Only the number of repetitions of the loop needs to be specified (six in this case). On occasions where the variable name is required, it can be given.

## ADDRESS BOOK

The *Director 2* costs £102.12 and is available from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000.

## THE HEART OF THE MACHINE

At the heart of the package's abilities are special memory stores called buffers. Buffers are areas in memory into which graphics, sounds, music and fonts can be loaded. It's the way that the program manipulates these buffers that makes it so special, though.

There are two basic types of buffer: the chip buffer and the fast buffer with further sub-divisions according to what's stored in them. Understanding the difference between the two can be crucial when creating effects. The blitter chip is a custom chip inside the Amiga which can move blocks of graphics around the computer's memory extremely quickly, thus making it ideal for animation purposes. However, the blitter can only manipulate graphics stored in chip buffers.

As you've probably guessed, chip buffers store their information in Chip RAM. As this is usually limited to a max-







This superb ham animation of a 1950s jukebox uses fades and sprites simultaneously.

imum of 2Mb, even on powerful Amigas, careful management is sometimes required to create an effective program. Fast buffers use Fast RAM (often referred to as expansion RAM) as their store. Information stored in fast buffers can't be acted upon by the blitter unless it's transferred into chip buffers first.



Below: This 5 frame page-flip animation of a running hound can be created in less than 10 program lines.

## DICTIONARY

**ANIM** - The standard format for compressed animations. To save memory, programs such as *DPaint* store just the differences between consecutive frames rather than storing an entire screen each time.

**MIDI** - Musical Instrument Digital Interface - The music industry's standard interface for connecting computers to instruments.

**PAGE FLIPPING** - Creating animation by rapidly displaying a sequence of screens.

**SMUS** - Simple Musical Score - This is the earliest attempt to create a standardised format for music scores on the Amiga. Unfortunately, it's very limited in that it doesn't allow effects to be applied to notes (slides, vibrato etc), and triplets/quintuplets and tied notes aren't supported.

**SPRITE** - A user-defined graphic character which has special Amiga hardware assigned to controlling it quickly and efficiently.

## SWAPSIES

This raises another very important concept which is integral to many of *The Director's* operations: double buffering. Although *The Director II* can manipulate anim. files, there are occasions when the user may prefer to animate by flipping through multiple screens (page-flipping). Alternately, he may only wish to transform part of a screen by printing small graphic characters onto it.

Double buffering allows any of these operations to be carried out with ease. For example, there are occasions when a user may need to print a lot of text on to a screen. It's both time consuming and clumsy if the text was printed character by character, so a duplicate is copied to an invisible buffer. The text is then printed onto this buffer, which is only displayed once all the text is in position. Thus making the whole process appear instantaneous and much more professional. Invisible buffers can also be used for image processing purposes, perhaps taking the currently displayed screen and altering its palette to create night-time or negative effects.

## WIPE OUT

*The Director's* most basic use is for creating slideshows. However, even in this capacity it offers far more options than other construction packages. Using the Wipe, Fade, and Dissolve commands, screens can be made to disintegrate pixel by pixel or even to slide on and off the screen in several directions.

There are various fade modes including one where all colour gradually drains from a screen or smoothly changes from the palette of one screen to that of another.

Slideshows can be designed which either display new screens after a period of time, or respond to user input such as





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# Sprites, camera, action!

mouse clicks or key presses to activate screen changes. By extending this principle a little further, full-screen animation can be generated which rapidly displays sequential screens at a rate of up to about 20 per second. Sprites can also be manipulated, offering yet another way to generate animations. Also, these sprites can be moved freely over any screen buffer regardless of whether they are visible.

*Director II* can replay any IFF or SMUS samples, allowing the possibility of adding atmospheric sound effects. Although the package can also replay music modules, it only deals with data stored in the outdated SMUS format. Programs such as *Sonix* and *Deluxe Music Construction Set* are capable of generating these files, but the quality of music is very limited compared to recent software such as *MED*. Having said that, it does allow the execution of CLI commands so there's no reason why you couldn't play a *MED* or *Soundtracker* tune in this manner.

Unfortunately, if you choose to load non-SMUS modules, you'll miss out on one of *Director II*'s most exciting features: audio-visual synchronisation. These are a special series of commands which tell the computer to react each time certain instruments are played. For example, if you load a SMUS score containing a drum, you can tell the computer to play a particular animation each time the drum occurs within the tune.

Incidentally, *Director II* also handles the SMUS MIDI format, so programs can be written which will play any MIDI compatible instruments you may own.

## EASY EDITING

Unlike its predecessor, *Director II* is supplied with its own editing software called *D-Edit* from which you can write, test and run your programs. It's extremely easy to use, and means that you can move from program to the finished result in virtually no time. *D-Edit* resembles a standard text-editor in many ways. It includes cut/paste options and search/replace facilities, however, it also provides direct access to most of the *Director*'s other utilities, including the Library routines. Library routines can be very important when working on a machine with limited memory. They also provide instructions for some of the *Wipe* animation effects. If a program doesn't require these, they are ignored, thereby saving memory. Additionally, you can also add your own library routines.



With the *Director II*'s easy to synchronise motion with particular musical events.



Although quite expensive, *Director II* is a very powerful graphics and sound utility.

## CONCLUSION

*Director II* is an extremely useful tool for linking together many different types of data and turning them into impressive demos. Whilst it's true that you'll have to learn to program, the language is considerably easier to master than the likes of *AMOS Basic*.

It's greatest failing is its inability to directly support *MED* or *Soundtracker*-style scores, which becomes especially irritating when sound-to-graphics synchronisation is required. It's by no means cheap, but it could be the tool that finally allows many people to write their own demos.

## VERDICT

- Very powerful sound & graphic production language
- Allows sound and animation synchronisation
- Only supports SMUS music scores
- Quick and easy to learn
- Quite expensive

★★★

## SPEEDY SLIDE SHOW

To demonstrate how easy *Director II* is to use, here's a quick slideshow program. The line numbers (1-8) are for reference only and don't form part of the program:

```
1 LOAD 1 "Picture1" 2 LOAD 2 "Picture2"
3 /start 4 DISPLAY 1 5 PAUSE 10
6 DISPLAY 2 7 PAUSE 10 8 GOTO start
```

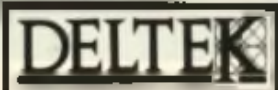
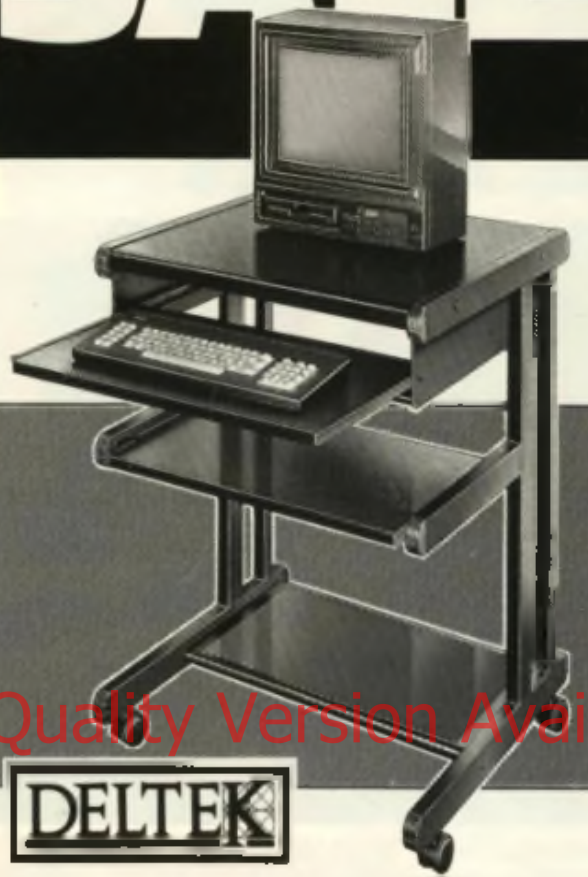
The program loads a screen and displays it for one second before loading another screen and displaying that for a second. It then loops around and starts again. Here's how it works:

```
1 LOAD 1 "Picture1" - This loads a screen called Picture1 into memory buffer
2 LOAD 2 "Picture2" - This loads Picture2 into memory buffer
3 /start - This is known as a label! It's simply a marker so that you can refer to that part of the program. See line 8
4 DISPLAY 1 - This displays the contents of buffer 1 (picture1) on the screen
5 PAUSE 10 - Makes the computer wait for one second before continuing to the next command.
6 DISPLAY 2 - The computer displays the contents of buffer 2 on the screen
7 PAUSE 10 - Another one second
8 GOTO start - This tells the program to go to the line labelled 'start' and carry on from there
```

The above program requires only the most minor adaptations to produce page-flipping animation. If the pauses are reduced to a tenth of a second, for example, the screens would flash past quickly enough to appear to be in motion. Load a few more screens and display those as part of the sequence and there you have it: full-screen animation in less than 100 lines of program!



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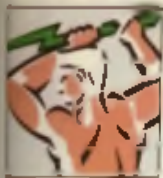
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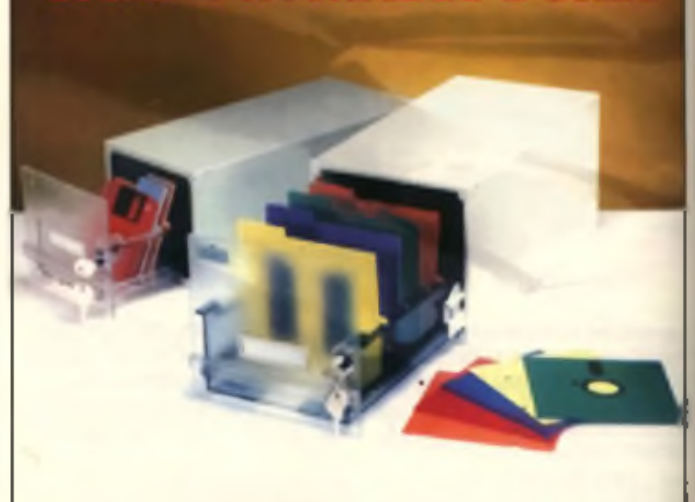
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# Virtual video



**Raster-man, Brian Close, finds a PAL in Videoscape 3D.**



**ADDRESS BOOK** You can find out more about Videoscape 3D from Centresoll, Units 2&3, Holborn Way, Holborn, Birmingham, B6 7AX. Tel: 021 356 4388.

## MEMORY MAN

There's no disputing the fact that animation gobbles up memory – especially when coupled with Ray-tracing. To create animations of any duration using these systems requires either colossal processing power or immense amounts of time.

For users who simply require 3D representations of objects, rather than colour-perfect duplications of them, a package such as *Videoscape 3D* may be the answer. Rather than attempting to calculate the exact shading of every point on an object, it uses greatly simplified pseudo shading algorithms to generate areas of light and shade. Whilst it's hardly 100% realistic, though, these algorithms result in objects which have visible depth and dimensions, and which are rendered in a fraction of the time needed to generate the Ray-Traced equivalent.

The latest version provides a number of enhancements that add more power to the ageing basic package. The addition of HAM mode support, and new colour codes which add further realism, will doubtless prove to be welcome additions for people who're familiar with the original program.

## SCAPE GOAT

*Videoscape 3D* allows the user to render and animate complex scenes in a fraction of the time it would take using a Ray-Tracing package. However, the resultant image is appropriately less convincing as a representation of 'real objects'. As a presentation or educational tool, *Videoscape 2.0* has some merit, and compared to packages such as *Amos 3D* and the *3D Construction Kit*, it's far more powerful. The animation tools allow 'movies' to be defined fairly quickly, and the addition of hierarchic motion (which specifies the movement of an object relative to its 'parent') makes very complex animation feasible. Perhaps a little expensive at £89.99, *Videoscape* is an interesting and speedy alternative to Ray-Tracing.

### VERDICT

- Powerful 3D modelling tool
- Better than *3D Construction Kit* and *Amos 3D*
- Easy to define animation
- Provides simulated shading

# Step the light fan-dango

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**Mat Broomfield draws his own conclusions.**

## REDUNDANT MOUSE

Many artists hate using a mouse. Trojan obviously recognised this because their Light Pen can draw directly onto the screen. Made of smart grey plastic, it measures just under six inches, and has a square cross-section with each side approximately 3/4 of an inch across. It has two fingertip sized buttons mounted close to its tapered end which replace the mouse buttons.

The Light Pen plugs into port two at the back of the Amiga, and co-exists quite happily with the mouse, which can be left in the other port as usual.

Before it can be used, you must run the Light Pen installation software which is supplied on a normal Workbench disk. This can either be auto-booted, or activated from CLI once your other software has loaded.

Just point the pen at the screen and provided you're within its range (about 7 inches), the on-screen cursor will move wherever you want it to. The button nearest the screen duplicates the left mouse button, with the other one simulating the

right button. I found that my index finger naturally rested on the lower button whilst my middle finger sat snugly on the other one.

The Light Pen mimics all the functions of the mouse, but warn Trojan, it'll only work with programs that use the standard Amiga operating system. Most games and, surprisingly, *D-Paint II* don't, but *D-Paint III* and *IV*, *Music X*, *Pro Page*, *Audio Master II*, and *MED* are just a few of the programs that definitely DO work with the unit.

## KWIK ON THE DRAW

The Light Pen is also supplied with a proprietary art package called *Kwik Draw*. It provides a number of *D-Paint* style options including freehand draw lines, circles and several other simple tools. Trojan describe *Kwik Draw* as a simple paint/drawing package, but it can still handle all screen formats from sixteen colour right up to 4096 coloured HAM mode.

The pen worked exactly as described, and operated further from the screen than I'd expected.

The cursor didn't seem to follow its tip quite as instantly or closely as I'd have liked, and my arm soon became tired holding it up to the screen all the time. Perhaps I'd eventually get used to it, but I was not as happy with the pen as I thought I'd be.

The driver supplied didn't work with an Amiga Plus machine, so it's fair to assume that it's incompatible with 2.0 system ROMs. This would seem to rule it out if you want to use it with new A1500s, A2000s or A3000 computers. Check before you buy.

### VERDICT

- Works perfectly
- More natural than a mouse
- Makes your arm very tired
- Works with most mouse driven programs
- Doesn't work with A500 Plus
- Allows you to use the mouse as well

**ADDRESS BOOK** The Light Pen is available from Trojan Products, Unit 7, Dulon Industrial Estate, Llanelli, Dyfed, SA11 2LX. Tel: 0554 779993.

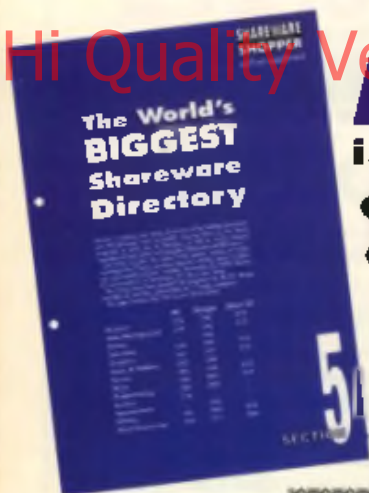


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 Very reliable low cost printer with interchangeable interfaces for Centronics/RS232C/serial (CIS etc.) Full 2 Year manufacturer's warranty

**NEW FASTER STAR LC24 24 PIN MONO - Up to 1500PS cpm** - £159.95  
 Recommended for our most popular laser Dot-Matrix at a super low price  
 Multiple font options easily accessible  
 Exceptional paper handling facilities  
 Structures continuous and circle sheet delivery  
 24 x 240 dpi Graphics

**CITIZEN 1240 24 PIN MONO - 1200PS cpm** - £199.95  
 360 dpi - 24 Pin MONO with 3 Fonts  
 8K Buffer - Expandable to 32K  
 C Fonts, Superior letter quality  
 Full 2 Year Warranty  
 Feed for labels & multi-part stationery  
 Complete paper parking facilities

**STAR LC 2410 24 PIN MONO - 1500PS cpm** - £214.95  
 24 Pin version of the Star LC Series with  
 Exceptional letter print quality  
 360 x 360 dpi Graphics  
 Additional font cartridges available  
 8 standard fonts

**STAR LC200 8 PIN COLOUR PRINTER - 18540 cpm** - £209.95  
 This is the one in our range!  
 80 Column Dot Matrix  
 24 Pin COLOUR  
 16K Buffer & Reservoir Fonts  
 Push/pull tractor & retractor feeds  
 Reversible paper feeds  
 Micro paper feed. Max paper width 11" F  
 Supplied with colour & mono ribbons  
 Pages park with auto single sheet loading  
 Programmable front front panel  
 2 month warranty

**CITIZEN SWIFT 8 PIN COLOUR - 18040 cpm** - £219.95  
 New super high speed 8Pin colour printer  
 8K Buffer - 4 Fonts  
 Push and pull tractor built-in  
 Feed for labels/multi part stationery  
 240 x 240 dpi Colour Graphics  
 Best text quality in our 8Pin range  
 2 Year Colour warranty

**STAR LC24200 24 PIN MONO - 2200PS cpm** - £249.95  
 New Star 24 pin high speed printer  
 24 Pin COLOUR  
 16K Buffer expandable to 32K  
 0 Reservoir Fonts  
 Front Panel Patch Selection  
 Push/pull tractor & retractor feeds  
 Reversible paper feed  
 Pages park with auto single sheet loading  
 Supplied with mono ribbon  
 Photos for the HP LC24 0  
 Extra font cartridges available  
 Page park from panel. No DP switches  
 2 month warranty

**STAR LC24200 24 PIN COLOUR - 2200PS cpm** - £299.95  
 Colour version of the LC24 200 Mono but with upgradeable 32K Buffer

**NEW 24 Pin CITIZEN 224 COLOUR - 1800PS cpm** - £279.95  
 Brand New lowest cost colour 24 Pin printer anywhere  
 80 Column Dot Matrix with 4 Fonts  
 360 dpi - 24 Pin COLOUR  
 8K Buffer expandable to 32K  
 Easy to use front panel controls  
 Push & pull tractor feeds  
 Complete paper parking facilities  
 Supplied with mono & colour ribbons  
 Full 2 Year Citizen Warranty

**NEW 24 Pin CITIZEN SWIFT 24E COLOUR - 1800PS cpm** - £319.95  
 Brand New super speed colour 24 Pin printer  
 80 Column Dot Matrix with 7 Fonts  
 360 dpi - 24 Pin COLOUR  
 16K Buffer expandable to 32K  
 Easy to use LCD panel controls  
 Push/pull 4 bottom feeder feeds  
 Complete paper parking facilities  
 Supplied with mono & colour ribbons  
 Full 2 Year Citizen Warranty

**CITIZEN SWIFT 24 PIN COLOUR - 1800PS cpm** - £349.95  
 The new popular Franchise Printer of the Year '88C truly delivers 24 Pin colour printer which is coupled with Citizen's 2 Year Warranty

**NEW FASTER STAR XB 24 PIN COLOUR RANGE XB24-200 & XB24-250 - 27500 cpm** - £399.95  
 These NEW top of the range Stars replace the XB240 & XB245 - & offer the best possible quality dot matrix printing  
 Exceptional print quality  
 4 x 48Pin super letter quality fonts  
 14 x 240Pin super letter quality fonts  
 Buffer 288,3840 dots/line @ 720 x 360/250  
 360 x 360 dpi Colour Graphics  
 2 Years on-site warranty (UK Mainland)

**HEWLETT PACKARD PAINTJET COLOUR AMINGJET** - £899.95  
 On hand quality full colour printer at a realistic price  
 Parallel/Centronics or Serial RS232C (optionally with remote MAC option available)  
 Post generation graphics/ECP. CAD and technical/scientific applications  
 A full page of colour graphics in 4 minutes (typical)  
 Non impact printing  
 virtually silent, 40db  
 Will print emergency notices  
 12 Months on-site warranty (UK Mainland)

**STAR LASERPRINTER 4 - 4ppm MONO LASER** - £749.95  
 All 4 Laser Printers will connect to PC, Amiga, Atari ST etc.  
 300 DPI, 1/4" Ink Upgradeable to 54K  
 4 x 48Pin super letter quality fonts  
 14 x 240Pin super letter quality fonts  
 Serial & Parallel interfaces  
 12month on site warranty (UK Mainland)  
 Front, 80K Proprietary & Diablo 800  
 Easy cleaning facilities (Amiga)

**STARSCRIPT - 4ppm POSTSCRIPT COMPATIBLE LASER** - £1099.95  
 All Laser Printer will connect to PC, Amiga, Atari ST & Apple Macintosh  
 All the LASERPRINTER 4 type with StarScript and 2MB Memory. All Fonts and AppleLink

SEE OUR LIST OF ACCESSORIES FOR BOTH STAR AND CITIZEN PRINTERS. ALL AT COMPETITIVE PRICES!

All the characters Plus Reserved against quantities quoted above are Drafted at 100%

# PRINTER ACCESSORIES

## CITIZEN PRINTER ACCESSORIES:

Citizen 1200+ Sheet Feeder £96.95  
 Citizen 1200+ Parallel Interface £46.95  
 Citizen 1200+ CRM 084 Serial Interface £46.95

Citizen 1240 32K Buffer £13.95  
 Citizen 1240 Semi-Auto Sheet Feeder £36.95  
 Citizen 1240 Automatic Sheet Feeder £76.95  
 Citizen 1240 Printer Stand £24.95

Citizen Swift 8 Semi-Auto Sheet Feeder £36.95  
 Citizen Swift 8 Automatic Sheet Feeder £76.95  
 Citizen Swift 8 Printer Stand £24.95

Citizen Swift 8K Printer Stand £34.95  
 Citizen Swift 8K Automatic Sheet Feeder £136.95

Citizen Swift 24 32K Printer Buffer £13.95  
 Citizen Swift 24 Semi-Auto Sheet Feeder £36.95  
 Citizen Swift 24 Automatic Sheet Feeder £76.95  
 Citizen Swift 24 Printer Stand £24.95

Citizen Swift 24X Auto Sheet Feeder £136.95  
 Citizen Swift 24X Printer Stand £34.95

## HEWLETT PACKARD PAINTJET PRINTER ACCESSORIES:

Hewlett Packard Paintjet Blank Ink Cartridge £25.95  
 Colour Ink Cartridge £31.49  
 Single Sheet Printer Paper £17.99  
 Z-Fold Printer Paper £15.95  
 Transparency Paper £52.85  
 Pack of 50 Sheets

## STAR PRINTER ACCESSORIES:

Star LC-20 Mono Printer Automatic Sheet Feeder £74.95

Star LC24-10 Mono Printer 32K Buffer £67.95  
 Automatic Sheet Feeder £74.95

Star LC-200 Colour Printer Automatic Sheet Feeder £74.95

Star LC 24-200 Mono Printer 32K Printer Buffer £34.95  
 Automatic Sheet Feeder £74.95

Star LC 24-200 Colour Printer 32K Printer Buffer £34.95  
 Automatic Sheet Feeder £34.95

Star XB 24 200 Colour Printer Full Tractor Font Cartridges - Styles To Be Announced £29.95

128K Centronics Printer Buffer £89.95  
 Automatic Sheet Feeder £114.95  
 Dual Bin Sheet Feeder £429.95

Star XB 24-250 Colour Printer Full Tractor Font Cartridges - Styles To Be Announced £29.95

128K Centronics Printer Buffer £89.95  
 Automatic Sheet Feeder £174.95  
 Dual Bin Sheet Feeder £469.95



GENUINE CITIZEN & STAR REPLACEMENT PRINTER RIBBONS

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON WITH PAUSE	COLOUR RIBBON	COLOUR RIBBON WITH PAUSE
CITIZEN 1200+	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN 1240	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 8	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
SWIFT 2424E/224	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC1000	BLACK/COLOUR	£4.95	£24.95	£6.90	£36.50
STAR LC200	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZXCL	£69.95 ZXCL
STAR LC24200	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 ZXCL	£74.95 ZXCL
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 ZXCL	£74.95 ZXCL

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 Practice guide to learning BASIC's variable language
- AMIGA ONE TRICKS AND OUT - VOL 1 AMACOS BOOKS £16.46  
 Guide to Amiga DOS & CL. NEW Edition. inc. DOS & 2.0
- AMIGA HARDWARE SUPPORT'S MANUAL - Andrew Wexler, £72.95  
 Written by technical experts at Commodore Amiga Inc. USA  
 Pages were reviewed by Amiga. However, some describe  
 code programming. Invaluable!
- AMIGA BEST OF THESE 2 TIPS VOL 1, £32.95  
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## PHILIPS CM8833/11 Super High Resolution Colour Monitor

**NOW WITH FREE F19 STEALTH FIGHTER!!!**  
The ever popular 14-inch Philips CM 8833 AM11, is the most versatile multipurpose colour monitor available. Its versatility means you not only get excellent colour graphics & fast performance with a wide range of personal computers, but when connected to a VCR or optional tuner, you get an amazing 600 line TV picture. With its 600 dots resolution, that makes the 8833 essential for the serious user who wants to use the computer for text based applications. With the 8833 AM11 Harwoods give you the complete set up, together with going straight away... Monitor, RGB cables and Stereo Audio Cables. Tailored dual cover, with 12 Months on site service warranty, and inclusive of a FREE Super F19 Stealth Fighter!!!

- RGB/AD, TTL, Composite, Video & stereo audio inputs. Can be used as a TV with VCR or Tuner. Also as a Video Camera display monitor. Retractable stand
- Twin Stereo Speakers, Headphone Jack
- Signal 140 lines horizontal resolution (FH)
- 2 Months on site service warranty

**THE MOST VERSATILE STEREO COLOUR MONITOR AVAILABLE**

**£249.95**

**COMPOSITE VIDEO MONITOR** - Commodore's Own Stereo High Resolution Colour Monitor with RGB/MTTL Composite Video/Audio inputs. Can be used as TV with VCR or tuner. Twin Speakers for stereo output. Supplied with cables for A500, CGA PC/XT/864/128

**£269.95**

**TELEVISION MONITOR** - ALLOWS ANY MONITOR WITH COMPOSITE VIDEO & AUDIO INPUTS TO BE USED AS A TELEVISION. SUPPLIED COMPLETE WITH AERIAL FOR USE INDOORS ALSO HAS STD EXTERNAL AERIAL SOCKET AND COMPATIBLE WITH MOST MONITORS INC. PHILIPS CM8833 AM11 & IBM 10814 & 10812

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*It's important to remember that most TV Monitors are still first and foremost televisions, meaning that their average 400 pixel tube density, 50% lower resolution than a monitor cannot be guaranteed to display 80 column text clearly without tacking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amiga's 80 characters, by 25 line output clearly.*

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**IF YOU WOULD LIKE THE MONITOR TV IN OUR PACKS 2, 3, POWERPRO OR WITH ONE OF OUR PERIPHERAL PACKS TO REPLACE THE 8833, PLEASE SIMPLY ADD £20.00 AND STATE YOUR PREFERENCE WHEN ORDERING**

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# AMIGA ACCESSORIES

**KCS POWERBOARD IBM PC EMULATOR** Hercules, OSA & Monochrome Video Support. Supports Both 3.5 inch & 5.25 inch Diskettes. Fits into A500 RAM Slot. 8088 XT Processor, Clock/Calendar Included. Acts As 512K RAM Exp. When in Amiga Mode. Includes MS-DOS 4.01, Shell & GW BASIC. Supports A500 Hard Drive, Mouse Driver Software Included. **£219.95**

## MEMORY EXPANSIONS

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512K Memory Expansion for Amiga A500 series that simply plugs in. Fully compatible. On/Off switch and real time battery backed clock.
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The RAM expansion giving massive memory WITHOUT demanding your Amiga, thus avoiding the possibility of invalidating your warranty. Easily connects to add-on with bus pass-through for HD's etc.
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The ONLY joystick to obtain a 100% rating from a magazine reviewer
- 3.5" DISK HEAD CLEANER £2.99**



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**Only £0.95**  
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- DELUXE PAINT 3
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EXTENDED WARRANTY AVAILABLE PLEASE SEE BELOW

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£399.98 with 10 STAR PACK

AMIGA PLUS

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**ALL FOR AN AMAZING £39.99**

WHEN PURCHASED WITH ANY AMIGA PACK  
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Total rrp over £275!

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EXTENDED WARRANTY - AVAILABLE

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- A500 FLICKER FIXER £239.99
- A1500 FLICKER FIXER £149.99
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- CITIZEN SWIFT 9 COLOUR £199.99
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  - + B833+ C1200 £274.99
  - + SWIFT 9c/24c £269.99
  - + SW 9c + B833 £279.99
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LOWER PRICES

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- A590+ 20meg + 1meg RAM £309.99
- A590+ 20meg + 2meg RAM £339.99
- A590 56meg UPGRADE KIT £199.99\*
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## STAR PRINTERS

- STAR LC20 b/w £149.99
- STAR LC24-10 b/w £199.99
- STAR LC-15 wide b/w £249.99
- STAR LC24-200 b/w £239.99
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3 YEAR EXTENDED WARRANTY AVAILABLE

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THE ONLY BUYER'S GUIDE WORTH READING. . . .

# blue pages

**Feeling** blue need no longer mean being down in the dumps, as CU presents no less than thirty-two pages of buyer's information, reviews, tutorials, charts, and the low-down on the Amiga scene in general. So, get ready to look, absorb and, more importantly... learn.

**Page 196** sees the start of our comprehensive **Buyer's**

**Guide**, with sixty 'serious' products taken apart for your delectation... It's a merry **Xmas** to you all on **page 209**. . . Next

up we have our **Q&A** service on **page 210**, which sets out

to answer all your many printer, hard disk and general Amiga

enquiries and ALWAYS succeeds... In keeping with our aim to solve

your many problems, **Contacts** can be found on **page 218**

**217** while **Helpline** opens its doors on **page 218** with

valuable info on all those hard-to-beat games... For a lighter look

at the Amiga scene, **Inside Info** can be found on **page 220**

and is, as usual, stuffed with charts, lists and trivia....



# blue pages buyers guide

**Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...**

## **ACTION REPLAY II**

**Datel Electronics**  
0782 744707 £59.95/£89.95  
(A500/A1500)

Programming the Amiga can sometimes be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as *Devpac 2* or *Argasm* but your problems don't stop there. With *Action Replay II* you can now examine your code while it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load almost any game and examine other programmer's code, look through memory, and save graphic images, play and save *Soundtracker* modules and samples, even put cheat modes in games... and, to top it all, you never need to load this wonder widget. You just plug *Action Replay* into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. Warning! *Action Replay II* only works with machines with less than four megabytes of memory.  
★★★★★

## **AMIGA GENITIZER**

**Datel Electronics**  
0782 744707 £129.99  
Using art packages like *Deluxe Paint IV* or *Photon Paint* can be a bit tricky for some people using the mouse. Now these unhappy

Amiga artists can stop pulling their hair out because the *Genitizer* is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a *Deluxe Paint* template for easy use.  
★★★★

## **AMIGA REPAIRS**

**FMG**  
0733 891234 £57.45  
If you've had a fault with your Amiga in the past you will know how much it costs to repair. FMG is the National Repair Centre for Commodore so the work that's carried out on your machine is the best you will find.  
★★★

## **AMOS**

**Europress Software**  
0625 859444 £49.99  
There are a fair number of BASIC programming languages on the Amiga but nothing to top AMOS. The icon-driven interface and concise screen display make it a pleasure to work with. AMOS incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars like in the *Turrican II* (Rainbow Arts) and *James Pond* (Millennium) games, and a *Soundtracker/Noisetracker* player. Some useful utilities

are included with AMOS for editing sprites, pictures and animations. AMOS runs at such a fast speed that you can produce quality home-grown games.  
★★★★

## **AMOS 3D**

**Europress Software**  
0625 859444 £34.99  
Almost every Amiga owner has seen solid-3D Vector images at some time, either in a *Red Sector* demo or games like *Thunderhawk* (Core Design) and *Jimmy White's Whirlwind Snooker* (Virgin Games). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. AMOS 3D is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon driven and supplied with a comprehensive manual. AMOS 3D was written by *Voodoo Software*, the folks behind a 3D game for Electronic Zoo called *Xiphos*.  
★★★

## **AMOS COMPILER**

**Europress Software** 0625 859444 £29.99  
For those who are not sure what a compiler does, it's very simple. Honest! After writing your blockbuster on AMOS you now have the option of converting it into stand-alone machine code using the compiler. Once you have compiled your game it now reacts just like a normal game and you can start it from the CLI without loading AMOS. The only problem is it may run too quick to play, so you will have to incorporate some routines to slow your game down. Definitely worth a look!  
★★★★

## **AMNUTS VIDEO VIEWER**

**Licenceware**  
PD

NEW

Young Steven Spielbergs amongst you will be delighted with this useful PD package that creates scrolling titles using any Amiga fonts. A variety of text wipes and colour fades can be achieved and it's great value.  
★★★★

## **AUDITION 4**

**HB Marketing/Sunrise**  
0753 686000 £49.95

NEW

Sampling has become very popular recently and *Audition 4* is a brilliant addition to the stable. Containing most of its rivals options the most notable enhancements are the five options under the special menu that can improve the tonal quality of a sample. Unwanted high frequencies can be removed with *Smooth* and volume can be boosted without distortion with *Maximise*. Totally clean results are as easily obtainable as those with more umph. The ability to sample straight to disk and its speed makes it top of the sampling list.  
★★★★★

## **BARS AND PIPES PRO**

**Preclaton Software**  
061 330 7166 £225

This has been the best MIDI package around for the last few years. The functions in the new Pro version have been upgraded. With an optional internal sound program, you can use the standard Paula sound chip of your machine.  
★★★

## **BOOKS**

**Abacus**  
021 708 1188 £various  
The manual that comes with your Amiga is pretty difficult to understand and doesn't go

Hi Quality Version Available on AMIGALAND.COM



into too much depth. Abacus publishes a complete range of books for beginners and advanced programmers alike. Each book is well presented and includes good descriptions, working examples and an optional disk including all the program listings. Ever-expanding range includes Amiga for Beginners, Amiga Basic, Amiga DOS, Making Music and Amiga Machine Language. Check your local book store and ask for the complete list.

★★★★★

## CD-ROM DRIVE

Commodore

0628 770088 ETBA

New kid on the block, CDTV, has been available for some months now. As more and more software emerges, owners of the standard Amiga can only sit back and watch. Commodore is planning to shortly release an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350.

★★★

## COLOURPIC

JCL Business Systems

0652 75791 £399

For a professional real-time full colour digitiser the ColourPic is probably the best and also the most inexpensive. Blessed with the ability to save files in all graphics modes, making it the perfect tool for any kind of work. For an extra £100, JCL will include a quality genlock to merge graphics on real-time video. 1

★★★★★

## DELUXE PAINT IV

Electronic Arts 0753 549442

£89.99

Since the beginning of time there has always been *Deluxe Paint*. Only just out on the streets, *Deluxe Paint IV* is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image. Anti-aliasing to remove all those jagged edges, metamorph from one object to another and colour mixing to find that perfect shade. If that wasn't enough, you now have access to the famous, and very gorgeous, HAM graphics mode with all 4096 colours to use at the same time. With all these functions and the ability to switch between screen modes, this becomes the best art package on the market today. So, if you're just starting out or already an experienced graphic artist *Deluxe Paint IV* should be on your Xmas shopping list. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.

★★★★★

## DESKBENCH

17 Bit Software PD

NEW

A very unusual, but highly under-rated utility. Deskbench has been around in one form or another for months, but this souped up version has a host of extra facilities. It allows the user to define icons which execute scripts or sequences of commands and also form a neat and tidy 'desktop'. So if you're looking to tidy up your Workbench screens and cut some tedious corners this will help you no end.

★★★★★

## DIGI-VIEW GOLD

NewTek 0753 638000 £149.95

Can digitise images in any of the Amiga screen modes, even hi-res with an amazing 4096-colours. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in *Deluxe Paint*. Very easy to use, just plug it in and away you go.

★★★★★

## EXTERNAL FLOPPY DISK DRIVE

Evesham Micros 0386 785500

£51.99

Evesham Micros has the perfect device for Amiga owners who don't require any special trills from their drives. Just plug it in and away you go.

★★★★★

## FUN SCHOOL 3

Europress Software

(0625 858444) £24.99

Teaches young children the principles of letters, numbers, colours, shapes and action words through the use of six learning programs which automatically adjust to your child's abilities. Fun School 4 has just been released.

★★★★★

## IMPACT SERIES 2

GVP £ 599 / 105meg

An incredibly fast hard drive (35 times faster than a floppy) that's been specifically designed for the Amiga. It fits nicely into the expansion port at the side of the machine.

However a metal shield has to be inserted before hand to prevent interference from the drive and bad installation will kill your Amiga.

★★★★★

## JOYSTICK TESTER

Konix £14.95

Has your joystick made that last great move? Is the fire button feeling a bit flat? Konix has produced what must be the most remarkable product featured in these pages.

Although the Joystick Tester is aimed primarily for computer shops, it works perfectly and saves time.

★★★

## KCS POWER PC

Bitcon Devices 091 490 1318

£234.99

Much the same as the

ATonce-Amiga except the KCS card plugs in under the machine through the trap door. When not in PC mode you can use the card as a memory expansion. The KCS only supports Monochrome, Hercules and CGA. EGA and VGA will follow. Supplied with MS-DOS 4.01 and GW Basic.

★★★★★

## MASTER SOUND

Microdeal 0728 68020

£39.95

If, after looking through all the Public Domain lists of *Soundtracker* music and dissecting hundreds of tunes you still cannot find that perfect sound, the only thing to do is sample them yourself! Using *Master Sound* there are no limits to the achievable sounds. That racing game you're designing could sure benefit from some, meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Only the foolhardy will attempt to capture real thunder, though. Simply record these sounds onto tape, play them into your Amiga via *Master Sound*, then load *Noise Tracker* or *Quartet* and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. *Master Sound* is supplied with a cartridge for sampling and editor software to modify, merge and save your samples.

★★★★★

## MIDI INTERFACE

Evesham Micros 0386 785500

£19.95

For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying cheap, you never know, after a couple of days you might hate it!

★★★★★

## MUSIC X

Software Business 0480

496497 - £50/£99 (Junior/Full)

Professional MIDI software almost the same as *Bars and Pipes* but not as friendly. Icon-driven with up to 250-track recorder. Hasn't the ability to use the standard sound chip. *Music X*

## PD OR NOT TO PD

You'll notice that a lot of the utilities featured here are available from the PD circuit and at a fraction of the cost of full-price software. More than any other computer, the Amiga has a vibrant PD scene with countless thousands of disks on offer. Sifting through all the programs on offer would be an impossible task, so CU offers a round up of all the best disks released every month. Check out our PD Utilities column on page 133.

Hi Quality Version Available @ AMIGALAND.COM



## buyers guide

Junior also available with a cut-down version with fewer features.

★★★

### NOISE TRACKER

**Any PD Library Around £2**  
Your Amiga is well suited to playing sampled noises, the problem is to combine and string the samples together to make music. With the aid of *Noise Tracker* you can load up to 32 samples into memory and simply play them using keys on the Amiga. You're even able to put a few bars together, just click on an icon and the machine will remember which notes you have played. When you've finished simply play them back with just a click of the mouse button. If it sounds a bit rough at first you can always do fine alterations. After completing a few bars you can rearrange them if necessary and listen to your final composition.

★★

### PAINTJET

**Hewlett Packard £999**

High cost colour printer that prints out at 180 dots per inch. Despite its high resolution it can't cope with solid blocks of colour and strangely enough appears grainy. Its quiet printing does not compensate for the over all poor quality of pictures it produces so spend your money elsewhere.

★

### PC880B POWER DRIVE

**Power Computing**

**0234 843388 £65**

Now that almost every file

available on the Amiga requires an average of three disks, it's about time you upgraded your system by adding two or more drives. *The Power Drive* is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.

★★★★★

### PEN PAL

**Gordon Harwood Computers**

**0773 838781 £79.95**

Much the same as *Wordworth* really. Pen Pal has a 100,000 word dictionary, spell-checker and can input graphics into files. Would-be Shakespeare's can simultaneously edit up to four pages. Well-presented 250-page manual and easy to use. Database software included in the price. Mat positively raved about this one when he reviewed it a couple of issues ago.

★★★★★

### PERSONAL FINANCE MANAGER

**MichTron/Microdeal**

**0728 88020 - £25.95**

A very easy to use package that allows you to be in complete control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner. With a 30 day full money back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.

★

### PRIMA HARD DRIVE

**Power Computing**

**0253 734218 £499**

Another internal hard drive from ICD. This one fits in place of the floppy disk drive, a shuffleboard is used to relocate the external drive to (DF0:). Available in 42Mb and 105Mb versions.

★★

### PROPER GRAMMAR

**Gordon Harwood Computers**

**0773 838781 £69.95**

Having difficulties mastering the complex sentence structures of our great language? *Proper Grammar* checks every word within a text document to see if you've made any tedious mistakes. Although the software is great at spotting spelling errors, its dictionary is rather limited and very American. However, there's a user dictionary which stores your personal words and phrases. Needs external drive and one megabyte of RAM and it's slow!

★★

### PRO-RAM PLUS

**Data Electronics 0782 744707**

**£24.99/£34.99 (with battery backup)**

Normal half-megabyte memory upgrades only extend your computer's FAST memory. Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade.

★★★★

### PRO SAMPLER STUDIO II+DATEL JAMMER

**Data Electronics 0782 744707**

**£69.95**

As the Amiga is a stereo machine you should be able to digitally record stereo sounds, Pro Sampler is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.

★★★★★

### QUARTET

**Microdeal 0728 88020 £49.95**

Basically the same as *Noisetracker* or *Soundtracker* with a few extra options,

including sound editor for changing samples and use of an external keyboard.

★★★

### RAM MASTER II

**Data Electronics 0782 744707**

**£99.99**

Some application software requires about two megabytes of RAM to perform properly. Ram Master has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. Installing the upgrade invalidates the warranty of your machine.

★★★

### REAL 3D

**Alternative Image 0533**

**440041 £209**

One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photo-realistic imagery is here. Real 3D consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated with a small external program.

★★★★★

### REFERENCE HARD DRIVE

**Evesham Micros 0386 765500**

**£299/£449**

The price of hard drives is continuously decreasing, at Evesham Micros they have just released the Reference Hard Drive. Either 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades. Supplied with Mr Backup Pro to backup your hard drive to floppy disks or a tape streamer.

★★★

### ROCGEN GENLOCK

**Evesham Micros 0386 765500**

**£114.99**

Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software develop-

## THE ART OF NOISE

Anybody can produce a chart-topping sampled dance track these days, and Amiga users have a head start! All you'll need is a sampler cartridge (for around £50) and a fantastically free PD program called *Noise Tracker*. If you've got a MIDI-compatible music keyboard, you could control the beast from the comfort of your computer via some special software like *Music X* (two versions available for £50 and £100).

Hi Quality Version Available on AMIGALAND.COM



## PIRATES BEWARE

It might have

escaped your notice,  
but copying commer-

cially-available

software for third

parties is a criminal

offence. So, if you're

tempted to sell

copies of your new

game or program to

a friend, don't!

ers this enables them to watch videos whilst working.  
\*\*\*

## SEIKOSHA PRINTERS

Silica Systems 081 308 1111  
£see text

Silica offers a wide range of printers for the Amiga with a £117 starting price for a 9-pin machine capable of 192cps (draft) and 48cps (NLQ). Also available is a Notebook 24-pin dot matrix model for £431 running at 144cps (draft) and 60cps (LQ). All printers are sold with a free starter kit including a 1.8 metre cable, 200 sheets of paper, 100 sticky labels and a disk containing the correct drivers.  
\*\*\*

## SOUND ENHANCER

Omega Projects 0925 763946  
£34.99

NEW

Helps overcome the deficiencies in the Amiga's frequency response. Computer music and high quality samples are improved to such high quality that you'll wonder how you got on without it.  
\*\*\*\*\*

## STAR LC-200

Star Micronics 0895 252131  
£259

The LC-200 colour printer enables you to output Deluxe Paint and Photon Paint pictures onto paper in true

colour. Using a four colour ribbon, the LC-200 is able to reproduce almost any colour. Available with 9-pin or 24-pin print head.  
\*\*\*\*

## SUPERBASE 4 PRO

Precision Software 081 330  
7186 £120

Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your auntie's and uncles. *Superbase 4 Pro* is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy to use program with good screen output on both monitor and TV.  
\*\*\*\*

## SUPRA MODEM 2400/9600

Surface UK 081 566 6677  
£149/£499

Zapping around the world over the phone line is fun thanks to a growing number of bulletin boards. As a result, Public Domain software is becoming easier to obtain. Simply plug the modem into your computer and phone line. The supplied K-Comm software will quickly get you up and running. Available from Surface UK are the Supra Modem range - including 300-, 2400- and now 9600-baud modems (higher the baud number, quicker the data transfer, lesser the phone bill).  
\*\*\*\*

## TOUCH TYPIST

Sector Software 0772 452414  
£14

NEW

A handy package that comprises 402 lessons from simple letter by letter typing right up to abstract key combinations. Lots of little touches like a certificate you can fill in when you have completed the course make this a great value pack for only £14 pounds.  
\*\*\*\*

## TRACK DISPLAY DRIVE

Evesham Micros 0386 765500  
£64.95

If you wish to keep an eye on

what your disk is doing while it's hidden inside the drive, Evesham has come to the rescue with a drive that has a useful LED display on the front panel that informs you of which track the drive is currently reading. This can help you find tracks on a disk that are faulty or protected.  
\*\*\*

## VIDEO DIGITISER II

Datei Electronics 0782 744767  
£89.99

Capturing video images on the Amiga is now a very easy task. With *Digitiser II* you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, RGB, then digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into Deluxe Paint. The RGB Splitter costs an extra £79.99, but it's worth every penny.  
\*\*\*

## VISTA PRO

HB Marketing 0753 686000  
£79.99

Creating a realistic-looking landscape inside your machine has never been easier. Vista Pro is probably the best and most friendly to use fractal generator running on an Amiga. As soon as you load it up you're ready to start your job of Land Supervisor. The manual is very easy to follow and well presented but there is no real need to read it as the program is fully icon controlled. Rendering your final map is a bit sluggish but the finished image is well worth waiting for. *Vista Pro* will accept a 24-bit graphics adaptor without any problems.  
\*\*\*\*\*

## WORDWORTH

Digitel International 0385  
270273 £129.99

Word processing on the Amiga has been becoming more and more professional over the last couple of years. *Wordworth* allows you to incorporate Deluxe Paint pictures into your files and will layout your text around the image. Being totally icon-driven you shouldn't have any problems. A spell checker and thesaurus are

included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length.  
\*\*

## ZY-FI

Evesham Micros 0386 765500  
£39.95

If you are still listening to your Amiga's amazing sound through your old TV set then it's about time you experienced true stereo sound. Supplied with its own power supply, *ZY-FI* plugs direct into the Amiga's sound ports and amplifies the sound through the supplied speakers.  
\*\*\*\*

## A-Z DIRECTORY OF CONTACT NUMBERS

IF YOU WISH TO BE INCLUDED IN THIS DIRECTORY, SEND DETAILS TO:

DON'T FORGET MEI, CU AMIGA, EMAP IMAGES, PRIORITY COURT, 30-32, FARRINGDON LANE, LONDON EC1R 3AU.

COMMODORE  
0628 770088

## GAMES COMPANIES

ACCOLADE	081 877 0880
ACTIVE SALES	081 752 0260
ACTIVISION (FRANCE)	010331 49109985
ANCO	0322 292513
ARC	0753 33344
AUDIOGENIC	081 661 1166
CDS	0302 321134
CODEMASTERS	0926 814132
CORE DESIGN	0332 297787
D&H GAMES	0482 816103
DIGITAL INTEGRATION	0276 684959
DIGITAL MAGIC SOFTWARE	051 423 5943
DINAMIC (SPAIN)	01034 15427287
DOMARK	081 760 2222
ELECTRONIC ARTS	0753 549442
ELECTRONIC ZOO	0453 887008
ELITE	0822 55852
EMPIRE	0288 541126
ENIGMA VARIATIONS	0423 501595
GREMLIN	0742 753423
HI-TECH SOFTWARE	0742 587555
IMPRESSIONS	071 371 9181
INFOGRAMS	071 738 8199
LINEL (SWITZERLAND)	01041 71874819
LLAMASOFT	0734 814478
LORICIELS (FRANCE)	010331 47521133
MICROPROSE	0888 504326
MILLENNIUM	0223 421532



## buyers guide

MINDSCAPE	0444 831761
MIRRORSOFT	071 828 1454
NOVAGEN	021 449 9518
OCCAN	061 827 6633
ON LINE ENTERTAINMENT	
	081 533 2818
PALACE	071 827 7032
PSYGNOSIS	051 709 5755
RAINBOW ARTS (GERMANY)	
	01049 210166020
RENEGADE	081 980 5238
SIERRA ON-LINE	0734 303322
SOFTWARE BUSINESS	
	0482 496497
STORM	071 585 3308
SYSTEM 3	081 886 5682
THALAMUS	0734 817261
TITUS (FRANCE)	
	010331 43324082
UBISOFT	0252 880289
US GO! D	021 625 3366
VIRGIN GAMES	081 980 2255
ZEPPELIN	061 281 4401

## TECHIE FIRMS

ARACLS	071 706 1188
ALTERNATIVE IMAGE PRODUCTIONS	0533 440041
ARMOR	0733 88908
DATFL ELECTRONICS	0762 744707
DIGITA INTERNATIONAL	
	0385 270273
EUROPRESS SOFTWARE	
	0825 878888
EYESHAM MICROS	0388 766500
HB MARKETING	0753 686000
HISOFT	0525 718181
MICRODEAL	0728 68020
MICROTEXT	0705 595694
POWER COMPUTING	0733 840388
PRECISION SOFTWARE	
	081 330 7188
SDI	081 300 3899
SPECTRAV DEO	081 900 0024
STAR MICRONICS	0895 252131
TRILOGIC	0274 881115

## PD

AMIGANUTS	0703 785880
CRAZY JOE'S	0708 828288
EDLIB	0272 723488
GO! DSTAR COMPUTERS	
	0642 885320
ICPLUG	081 346 0050
SEVENTEEN BIT SOFTWARE	
	0824 368987
SOFTVILLE	0705 268509

## STORES

<b>BELFAST</b>	
VIRGIN RETAIL	0232 238823
<b>BIRMINGHAM</b>	
VIRGIN RETAIL	021 236 2523
<b>BRADFORD</b>	
MICROBYTE	0274 308829
<b>BRIGHTON</b>	
COMPUTERWARE	0323 846100
VIRGIN RETAIL	0273 23216
<b>BRISTOL</b>	
ANTICS	0272 273744
VIRGIN RETAIL	0272 294778
<b>CARDIFF</b>	
VIRGIN RETAIL	0222 388273
<b>DUBLIN</b>	
VIRGIN RETAIL	0103531 777381
<b>EDINBURGH</b>	
VIRGIN RETAIL	031 225 4580
<b>GLASGOW</b>	
VIRGIN RETAIL	041 221 0103
<b>HULL</b>	
TOMORROW'S WORLD	
	0482 24867
<b>LEEDS</b>	
<b>200</b>	

## THE COMPUTER SHOP

VIRGIN RETAIL	0532 340455
LIVERPOOL	0532 447688
MICROBYTE	051 707 1991
<b>LONDON</b>	
PILOT SOFTWARE	071 638 2888
SHEKANA	081 340 8565
SILICA SHOP	071 580 4000
VIRGIN MEGASTORE	071 631 1234
VIRGIN GAMES	071 637 7911
<b>MANCHESTER</b>	
THE GAMES STORE	061 832 0878
NEWCASTLE UPON TYNE	
MICROBYTE	081 2619050
<b>NORWICH</b>	
ONE STEP BEYOND	0603 683798
<b>NOTTINGHAM</b>	
VIRGIN RETAIL	0602 476128
<b>OXFORD</b>	
VIRGIN RETAIL	0865 798300
<b>PETERBOROUGH</b>	
LOGIC SALES	0733 345696
<b>PLYMOUTH</b>	
ANTICS	0752 221851
<b>READING</b>	
ULTIMA RETAIL	0734 568510
<b>SHEFFIELD</b>	
CUSTOM GAMES	0742 752732
MICROBYTE	0742 588537
VIRGIN RETAIL	0742 569060
<b>SOUTHAMPTON</b>	
GAME LIMITED	0703 237771
ULTIMA RETAIL	0703 639419
<b>SOUTHEND-ON-SEA</b>	
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## JOB SHOP

These publishers and software development companies are always on the look out for talented games programmers, graphic artists and musicians. Give 'em a call and say CU AMIGA sent you.

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## CONTACTS

Here at CU Amiga we pride ourselves on being the Amiga magazine that listens to its readers. With your help we can grow and improve the quality and depth of this publication beyond even our belief.

CU Amiga operate a number of services especially for our readers. So, don't hesitate if you want to drop us a line to air an opinion, or to make a specific enquiry to one of our panel of experts. All are only a post box away.

## Q+A

Don't let your computer have a micro-migrane. Our technical editor is always ready to give help before you relegate your hard or software to silicon heaven.



## HELPLINE

Is a pixel punk preventing you from finishing your favourite game. Readers queries and answers for all those life saving cheats and pokes can be found in the Adventure and Games Helpline pages.

## BACKCHAT

Need to rant and rave, but auntie Gladys won't listen? Don't worry we'll talk to anyone. So if you're wondering where that ace looking game you read about 10 months ago has got to or you just want to moan about the price of software, this is the place to do it.

You can access all these sections by writing to us, using the relevant heading, at our address: CU AMIGA, Priory Court, 30-32 Farringdon Rd, London, EC1R 3AU.

## DISKS

Even we suffer from a handful of faulty cover disks, but all is not lost as returned floppies can be replaced by being sent to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan, CF48 4DR. An emergency Helpline for disk problems is run between 10.30 and 12.30 weekdays on (0443) 693233

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# buyers guide

Welcome to the pleasure dome!  
Sit back, relax and read through  
the definitive guide to the greatest  
and latest games available today...

## RATINGS

★★★★★	supreme
★★★★	excellent
★★★	good
★★	fair
★	dodgy

### ALIEN BREED

**Team 17 £24.99** Shoot'em-up  
Similar in play style to *Gauntlet* but enhanced by exceptional audio video delivery. Inspired by the imaginative Ridley Scott movie. Requires one megabyte of memory.  
★★★★

### AMNIOS

**Psygnosis £25.99** Shoot'em-up  
Playable eight-way scrolling shooter utilising ideas pioneered by classic arcade games like *Asteroids* and *Defender*. Weird and wonderful backdrops and sprites.  
★★★★

### ARMOUR-GEDDON

**Psygnosis £25.99** Arcade Simulation  
Chance to drive or fly six different types of vehicle in a futuristic fusion of simulation, strategy and shoot'em-up. Full marks go to Psygnosis for this first foray into the genre. Scores over the cult classic *Carrier Command* from Realtime Games/Rainbird.  
★★★★

### BARBARIAN II

**Psygnosis £25.99** Arcade Adventure  
Hegor the Horrible is back in a hacker slasher which, unfortunately, doesn't live up to the *Shadow of the Beast* style of presentation.  
★★

### BATTLE COMMAND

**Ocean £24.99** Arcade Simulation  
Blend of sci-fi shoot'em-up and strategy from Realtime

Games of *Carrier Command* fame. Advanced 3D graphics and a plethora of missions.  
★★★

### BIRDS OF PREY

**Electronic Arts £34.99** Flight Simulation

NEW

Featuring dozens of planes including the hi-tech B-2 Stealth Bomber, Boeing 747 and the Hercules transport craft and based around an East West conflict, *Birds of Prey* is one of the finest flight sims ever. Some of the more manoeuvrable planes are a little hard to control, but the game incorporates a useful auto pilot system that will fly you to the various missions before you take over. Great.  
★★★★★

### BLUES BROTHERS

**Titus £25.99** Platform  
Fans of the cult '70s film will really get a kick out of this game. Sparkling sprite animation of the two main characters come complete with a crazy backdrop full of traps and unexpected bonuses.  
★★★★★

### CADAVER

**Imageworks £24.99** Arcade Adventure  
Pays homage to the outstanding isometric-3D games produced by Ultimate in the Golden Age of Arcade Adventures. The Bitmap Brothers pack the five levels with quality puzzles and graphics. If only they'd added a bit more action, too.  
★★★

### CAPTIVE

**Mindscape £24.99** Role Playing Game  
Veteran programmer Tony Crowther's *Dungeon Master* in space has an almost infinite number of levels and a sometimes bewildering array of collectible gadgetry.  
★★★★★

### CENTURION: DEFENDER OF ROME

**Electronic Arts £24.99** Arcade Strategy

The creative force behind the legendary *Defender of the Crown* turns his attention to the Roman Empire. Command legionnaires on the battlefield, construct a fleet of boats, catch a gladiator show, and try to seduce Cleopatra. Carry on, gamers!  
★★★★

### CHAMPION OF THE RAJ

**Mirrorsoft £25.99** Arcade Strategy

Catch the laughable Captain Pugwash animation in Level 9's answer to those Cinemaware 'Interactive Movies' like *Defender of the Crown* and *It Came from the Desert*. Somewhere along the line that whole affair falls flat... about 23 seconds after inserting the disk, in fact.  
★

### CHUCK ROCK

**Cors Design £24.99** Platform  
Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!  
★★★★★

### CRUISE FOR A CORPSE

**Delphine US Gold £25.99** Adventure  
Gripping stuff from the Parisian software company. Agatha Christie style murder mystery using the Cinematique system. Full of French flair, especially the black and white 'flashback' sequences.  
★★★★★

### DOUBLE DRAGON 3

**Storm £24.99** Beat 'em up

NEW

Eagerly awaited instalment in the series. An accurate conversion of the coin-op that adds nothing new to the previous games in the style department. However, there is a slight twist to the plot and a few puzzles are included in an attempt at jazzing up the

old tale, but its all been seen before. Fans might like it.  
★★★

### DEUTEROS

**Activision £25.99** Strategy  
Space opera about as interesting as playing with a number-crunching spreadsheet. Still, some people out there will get a kick out of this follow-up to *Millennium 2*...  
★★

### DUNGEON MASTER

**FTL/Mirrorsoft £29.99** Role Playing Game  
One of the most popular computer games of all time. It's your party of adventurers and you'll fight monsters if you want to. Excellent blend of playability, lastability and atmosphere. Downside? Looks a little dated in comparison to more modern games like *Eye of the Beholder* (SSI/US Gold) and *Captive* (Mindscape). *Chaos Strikes Back* (FTL/Mirrorsoft) also uses the *Dungeon Master* game engine. Requires one megabyte of memory.  
★★★★★

### EPIC

**Ocean £25.99** Space Flight Sim

NEW

*Wing Commander* on the Amiga. After years of delay DID have delivered a masterpiece of 3D space combat warfare. Protect the Federation fleet on its perilous journey through space and engage enemy fighters or embark upon eight separate missions. A long time coming, but worth the delay. *Epic 2* is in production.  
★★★★★

### EYE OF THE BEHOLDER

**SSI/US Gold £29.99** Role Playing Game  
A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.  
★★★★★

### F-15 STRIKE EAGLE II

**Microprose £34.99** Simulation  
Another in the long-line of quality flight-sims from

Hi Quality Version Available on AMIGALAND.COM



Microprose. Fly hundreds of missions in six warzones around the world, including the Persian Gulf, Vietnam and Central Europe. Probably the best ever Amiga flight-sim... until the next one takes off!

★★★★★

## F-29 RETALIATOR

**Ocean £24.99** Simulation  
More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcom-based developer Digital Image Design is currently working on *Robocop 3* and *Epic*, Ocean's answer to the award-winning *Wing Commander*.

★★★★★

## FIRST SAMURAI

**Imageworks £24.99** Arcade  
People behind such classics as *Cyberoid* and *Last Ninja* have produced a very playable romp. Plenty of beat'em-up action and horizontally-scrolling landscape to explore. Beautiful sprites and backdrops coupled with unusual orchestral sound effects. A cut above the rest.

★★★★★

## FLAMES OF FREEDOM

**Microprose £34.99** Arcade Strategy  
Even after all these years, *Lords of Midnight* programmer Mike Singleton can still cut it. *Midwinter II* is a technically awesome 3D adventure with 22 different forms of transport, over 1,000 intelligent characters, dozens of useable weapons and the equivalent of 1,000,000 square miles of terrain to explore. The nearest a computer game has ever come to a James Bond movie.

★★★★★

## FLIGHT OF THE INTRUDER

**Spectrum Holobyte/Mirrorsoft £34.99** Simulation  
Superior 'game-of-the-novel', based around the exploits of American carrier aircraft jocks during the Vietnam war. Not bad stuff.

★★★★★

## GODS

**Renegade/Mindscape £24.95** Platform  
Another corker of a game from the prolific Bitmap Brothers. Highly impressive graphics complemented by a wide range of multi-layered sound effects and samples. Utilises a novel system which makes the computer-controlled opponents respond intelligently to the actions of the player.

★★★★★

## GRAND PRIX

**Microprose £34.99** Drive 'em-up  
More hot racing action from author of the award-winning *Stunt Car Racer*. Realistic, fast-moving and excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't dire of taking these Formula One buggies out for a spin.

★★★★★

## GREAT GIANA SISTERS

**Rainbow Arts £NA** Platform  
Just to be trendy, here is the ultimate underground hit. Nintendo forced this game out of punters' reach because of its likeness to the mega-successful Super Mario Bros series. Praise indeed, pity the game is no longer available on the open-market.

★★★★★

## HEAD OVER HEELS

**Ocean £7.99** Arcade Adventure  
This transfer of the old Spectrum game has been well worth the wait. Primitive graphics and sound but phenomenal gameplay. Hopefully, this could pave the way for adaptations of some of other eight-bit classics like *Aliens*, *Delta*, *Forbidden Forest*, *Lode Runner*, *Lords of Midnight*, *Park Patrol*, *Pastfinder*, *Raid on Bungling Bay*, *Thrust*, and so on.

★★★★★

## HEIMDALL

**Core Design £30.99** Arcade Adventure  
Graphics easily up to the standard of *Dragon's Lair* complemented by really meaty gameplay, too. The ultimate in arcade adventures... brilliant!

★★★★★

## HUDSON HAWK

**Ocean £24.99** Platform  
This Bruce Willis 'action comedy' may have bombed at the box office, but Ocean has managed to produce one of the better movie licenses of late. Basic game style never really changes but *Hudson Hawk* isn't dull so who gives a stuff?

★★★★

## KING'S QUEST V

**Sierra On-Line £40.95** Adventure  
Yet another example of the classy fantasy graphic adventures coming over from our American cousins. Attractive to both novice and master. What about that price, though?

★★★★★

## IK+

**System 3 £8.99** Beat'em-up  
Definitive example of the genre from maverick programmer Archer Maclean. Looks and sounds like a Bruce Lee martial arts movie, incorporating frantic combat and a great sense of humour. Dramatic sampled sounds and super-smooth animation of head-butt, face slap and gut punch moves make the game virtually unbeatable. Are you a karate kid?

★★★★★

## KNIGHTS OF THE SKY

**Microprose £35.99** Flight Sim

NEW

Taking the flight sim world back down to the basics. No radar guided missiles or electronic HUD displays here just 105 horse power engines and a machine gun that's prone to jamming! Fly or die for Britain or Germany in a bi or tri plane set in WW1. Probably the fastest sim to date. Even when there's lots going on the ground detail and pace are still retained.

★★★★★

## LAST NINJA III

**System 3 £25.99** Arcade Adventure  
Will this martial arts saga ever finish? Concept is looking very long in the tooth though the execution is bang up-to-date. This could possibly be the best beat'em-up for avid explorers.

★★★★★

## LEANDER

**Psygnosis £24.99** Platform  
Head and shoulders above most other platform games, Leander smacks of those Japanese console games currently in vogue. Easily the most playable game from the Psygnosis stable but even this can become a little repetitive. Recommended.

★★★★★

## LEMMINGS

**Psygnosis £24.99** Arcade Puzzle  
Take command of the wackiest collection of misdirected death-wish rodents ever seen your screen. Click on a series of icons to make your cute little Lemmings perform potentially life-saving skills like digging tunnels, climbing, building bridges, and so on. One of those games that will grab you until you've completed it. Psygnosis and DMA Design are promising extra level disks and a brand-new sequel.

★★★★★

## LIFE AND DEATH

**Software Technology/Mindscape £30.99** Simulation  
Unique game where you can become a surgeon in charge of some unlucky patients with gut ache! If only the operations could stretch beyond the stomach...

★★★

## LORD OF THE RINGS

**Interplay/Electronic Arts £25.99** Role Playing Game  
Fabulous interpretation of Tolkien's masterwork with point 'n' click icon interface and a series of graphic and text screens to push the fantasy story forward into the 20th century.

★★★★

## LOTUS ESPRIT TURBO CHALLENGE

**Gremlin £24.99** Drive 'em-up  
Gremlin's surprise hit of the year! The race game has a similar look and feel to the C64 classic *Pitstop II* from Epyx. Features 20 competing cars, 32 cruel courses, precious pitstops and capital controls. Ultra fast, ultra fun split-screen racing action for one or two players.

★★★★★



## buyers guide

### LOTUS TURBO CHALLENGE II

**Gremlin £25.99 Drive em-up**  
Eagerly-awaited sequel brings eight new stages and improved graphics. Like Sega's Radmobile coin-op, *Lotus 2* also includes fancy weather effects like rain, snow and, most impressive of all, fog. In addition, four players can simultaneously compete courtesy of an ingenious link-up option. Some players have complained about the feel of this one, so try both games before you decide.  
★★★★

### MAGIC POCKETS

**Renegade/Mindscape £25.99 Platform**  
Overrated release which proves even the Bitmap Brothers can get it wrong. Customary excellence in graphics and sound let down by unrewarding play.  
★★

### MANCHESTER UNITED EUROPE

**Krisalis £25.99 Sport**  
Popular soccer game recently updated for the new international season. Features four-player option when used with special joystick adaptor. Arcade and management modes to suit everybody.  
★★★★

### MEGALOMANIA

**Imageworks £30.98 Arcade Strategy**  
Skillfully crafted action wargame with some super sampled sound effects and speech. Make your moves and watch hordes of little men run around the screen killing each other. The boys at Sensible Software have done players proud with a witty interpretation of the genre.  
★★★★★

### MICROPROSE GOLF

**Microprose £34.99 Sports Sim**

**NEW**  
Very strong contender for the golfing sim crown previously held by PGA. Fantastic scenery and an easy to use style of play. Different tourna-

ments, courses and up to 72 holes to play around. You can play back your shots whenever you like and there are up to ten camera angles that twist and turn in and out following your ball during play. Better than the rest and avoids annoying disk swapping.  
★★★★★

### PACMANIA

**Grandslam £NA Arcade**  
Perhaps the finest moment for the cult video game character. *Pacmania* is an old but competent conversion of the colourful Namco coin-op. Every bit of your screen is filled with pseudo-3D mazes occupied by nasty ghosties out to get our hungry hero. Excellent choice for younger players. ★★★

### PANG

**Ocean £24.99 Arcade Puzzle**  
Lashings of addictive playability and loveable laughs. Even better when played with a friend.  
★★★

### PGA TOUR GOLF

**Electronic Arts £24.99 Sport**  
Compete against sixty PGA Tour Pros in four-round tournament play. *PGA Tour Golf* has three authentic courses (Sawgrass, Avenel and PGA West) and a bonus fantasy course. Play against one to four human or computer opponents and see your best shots again via the Instant Replay. There are plenty of golf games available on the Amiga, but none of them come close to this classic.  
★★★★★

### POPULOUS 2

**Bullfrog EA £29.99 Strategy**  
One of the best games ever released. No kidding. Basically the same play principle as *Populous*, only everything has been improved to perfection. Try to become more powerful than Zeus by defeating a series of Greek Gods and mythological creatures. State-of-the-art gameplay and presentation. You simply cannot be without this game in your collection. There are two versions, owners of one megabyte machines are treated to even better graphics and sound.  
★★★★★

### POWERMONGER

**Electronic Arts £29.98**

#### Strategy

From Bullfrog, the team that brought us *Populous*, this is another startling example of how original games can be created by designers who care. Life as a warlord is tough but immense fun. Spy on your enemies, bribe the meek and send in your troops to attack. Get the peasants to make food or invent something useful like agricultural machinery or destructive weapons. More of a 'real-world' simulation than *Populous*, with an incredible 3D representation of rivers, hills, settlements, people and battles which can be zoomed and rotated at will.  
★★★★★

### PRINCE OF PERSIA

**Broderbund/Domark £24.99 Platform**

Arabian swordplay and hijinks with delicious sprite animation. Looks good, sounds good and jolly well does you good. Hey Broderbund, what about a sequel?  
★★★★★

### PRO TENNIS TOUR 2

**Ubisoft £24.99 Sport**  
Who needs Wimbledon when you can have the 'real-thing' all year round?  
★★★★

### RAILROAD TYCOON

**Microprose £29.99 Strategy**  
Build yourself a railroad empire in North America or Europe during the heyday of locomotion. Each territory has its own economy, products and resources. Players must choose the right train engine and rolling stock for the job and keep the equipment up-to-date. Newspaper headlines keep you informed of events which could bring in new opportunities for budding tycoons. Typical Sid Meier release with an exhausting amount of depth.  
★★★★

### RBI BASEBALL 2

**Tengen/Domark £25.99 Sport**  
Addictive simulation that hits all the bases. Perhaps other software houses should take note of how to expertly adapt

a Nintendo video game to the Amiga.

★★★★

### RICK DANGEROUS II

**Microprose £24.99 Platform**  
Rick is ready to greedily soak up your free-time. Beware, the game can be very frustrating to play at times.  
★★★

### RISE OF THE DRAGON

**Dynamix/Sierra Online £39.99 Graphic Adventure**  
Above average release inspired by Ridley Scott's *Blade Runner* cyberpunk film. No typing involved and it sports some lush location graphics and animations. Plenty of disk-swapping for those of us without a hard disk.  
★★★

### ROBIN HOOD


**Millennium/US Gold £25.99 Strategy Adventure**  
Kevin Costner and Bryan Adams have made huge amounts of cash out of our legendary hero, so why shouldn't us Brits grab a slice of the pie? *Robin Hood* is an epic game, pleasing to both the eyes and ears.  
★★★

### ROBOCOD

**Millennium £24.99 Platform**  
Sequel to *James Pond Secret Agent* is a real scorcher. Fantastic combination of humour, platform play and cute graphics. How can one lonely programmer produce a game of such calibre?  
★★★★★

### ROBOCOP 3

**Ocean £25.99 Arcade Adventure**

 Regional format that breaks the usual mold of film licences. You can take the role of Robocop in this 3D environment and play the arcade sections for instant action or follow the course of the full movie adventure. Great use is made of different camera angles and the 3D animated sections keep the story moving along in a stylish cinematic manner. However game-play is limited and the long-lasting appeal is questionable.  
★★★★



**RODLAND**

*Storm* £25.99 Platform  
One of the most playable games to hit the Amiga in a long time. This Jaleco coin-op has been cleverly brought to life without losing any of the original appeal.  
★★★★

**SECRET OF MONKEY ISLAND**

*Lucasfilm Games/US Gold* £25.99 Adventure  
There's not much you can teach the George Lucas team about creating top-quality interactive entertainment. *The Secret of Monkey Island* is superb in every respect: gorgeous graphics, seducing sounds and heaps of humour. This swashbuckling pirate adventure has absolutely no typing involved and incorporates a terrific use of dialogue. Requires one megabyte of memory.  
★★★★★

**SHADOW OF THE BEAST 2**

*Paygnosis* £34.95 Platform  
Ridiculously difficult game-play, most impressive graphics and ever so over-priced! What else can we say? Oh yeah, *Shadow of the Beast 3* will be here soon.  
★★

**SILENT SERVICE II**

*Microprose* £34.99 Strategy  
Accurate submarine simulation set in the Pacific during the Second World War which could do with a dose of excitement.  
★★★

**SIMCITY**

*Maxis/Intogramas* £29.99 Strategy  
Influential urban planning simulation which looks slightly tired against the recent batch of god games. Now sold with EA's *Populous*. *SimCity 2* should be here next year.  
★★★★

**SIMPSONS - BART VS. THE SPACE MUTANTS**

*Ocean* £24.95 Arcade  
Shameful lack of imagination! This copy of the Acclaim Nintendo video game isn't going to impress anybody. Somebody convert the Konami coin-op, please!  
★

**SPEEDBALL II**

*Imageworks* £24.99 Sport  
Based on the cult '70s movie, Rollerball, this game is easily the best Bitmap Brothers release thus far. Skillful mix of beat-'em-up and a futuristic adaptation of American Football. Possibly the last word in sports games, but we're willing to be proved wrong.  
★★★★★

**SPINDIZZY WORLDS**

*Activision* £24.99 Arcade Puzzle  
Marble Madness was one of the first games to be released on the Amiga, although we had to wait four years for the real thing. Fascinating game design.  
★★★★

**STAR CONTROL**

*Accolade* £24.95 Shoot'em-up  
This one had the crew at EMAP Towers hogging the Amiga when it first came out. Sort of like *Asteroids* for the 90's with some spiffy sound samples from TV shows of bygone years. Requires one megabyte of memory.  
★★

**STUNT CAR RACER**

*Microprose* £24.99 Drive 'em-up  
Inventive and irresistible crash 'n smash race game with realistic suspension and handling of the hot-rod cars. Geoff Crammond, the brains behind *Revs* and *Sentinel*, produced some fast solid-3D graphics for the narrow suspended raceways. Grand Prix is his new attempt to simulate Formula One warfare. *Stunt Car Racer* is due to be re-released on budget.  
★★★★★

**SWITCHBLADE II**

*Gremlin* £24.99 Platform  
Finally, a platform slice 'em up which gives those pesky Japanese console video games a run for their money. *Switchblade II* is set across six enormous levels with over 600 screens of tense, claustrophobic challenges. There are plenty of power-ups to collect and a huge variety of uglies to blast to smithereens. Hack-tastic, mate!  
★★★★★

**SWIV**

*Storm* £24.99 Shoot'em-up  
Kind of like a sequel to the durable *Silkworm*. Vertically-scrolling shoot 'em up which pits your craft against all manner of alien fighters. Continuous loading during the game means there's always something to shoot at. Why can't all Amiga games be this smart?  
★★★★★

**TERMINATOR 2**

*Ocean/Acclaim* £25.99 Arcade  
Smash movie hit of 1991 should make a cracking good game, right? What there is is well done but lacking in originality. Definitely not all it could be.  
★★

**THEIR FINEST HOUR: THE BATTLE OF BRITAIN**

*Lucasfilm Games/US Gold* £24.99 Simulation  
Thrilling and historically accurate air combat simulation set during the crucial summer months of 1940. Players have the choice of flying eight famous planes including the Supermarine Spitfire, Junkers B7 Stuka and Messerschmitt 109. Lots of special features like a mission editor and replay camera with VCR controls. Supplied with exemplary manual.  
★★★★★

**THUNDERHAWK**

*Core Design* £30.99 Arcade Simulation  
Near future chopper capers geared towards total action. A mix of slick 3D polygonal graphics and simple easy-to-use controls. There's no better helicopter sim on the Amiga at present. Another best-seller for Core Design.  
★★★★★

**TOKI**

*Ocean* £24.95 Platform  
Qualified conversion of the strange coin-op starring a monkey in the leading role. Marvellous bright backdrops and surreal sprites. The basic gameplay isn't that varied.  
★★★

**ULTIMA VI**

*Origin/Mindscape* £30.99 Role Playing Game  
Every Ultima is a masterpiece in its own right. Nuff

said, mate? *Savage Empire* and *Marian Dreams* use the Ultima VI game engine and are now on their way.  
★★★★★

**UTOPIA**

*Gremlin* £28.99 Strategy  
Despite a similar look to *Populous*, this is really *SimCity* in space. Can you construct the perfect place to live? Every game presents a new challenge. Possibly Gremlin's best game ever!  
★★★★★

**VIZ**

*Virgin Games* £19.95 Sport  
A far better game than everybody was expecting. Adult fun which should annoy any of your prudish friends or relations. Players have the choice of playing Biffa Bacon, Johnny Fatpants or Buster Gonad in a race around the streets of Fulchester. Watch out for cameo appearances by The Fat Slags, Big Vern and Spoilt Bastard. Roger Mellie provides the live commentary. Fans of the comic will love it.  
★★★

**WARHEAD**

*Activision* £24.99 Arcade Strategy  
Within the next fifty years Earth will be attacked by horrible insect-like aliens from a nearby star system. The survivors send you, their last hope, to prevent total destruction of the human race. Challenging space simulator with accurate flight dynamics and forty progressively tough missions to conquer. Listen out for the Gary Numan-esque soundtrack during the intro sequence.  
★★★★

**XENON 2: MEGABLAST**

*Mirror Image* £9.99 Shoot 'em-up  
Bold Bomb the Bass soundtrack and silky Bitmap Brothers graphics. Journey through five stages of evolution blasting everything that moves (or doesn't). An essential buy at a value-for-money price. A benchmark shoot 'em up that has utilised every adjective in the English language for praise.  
★★★★

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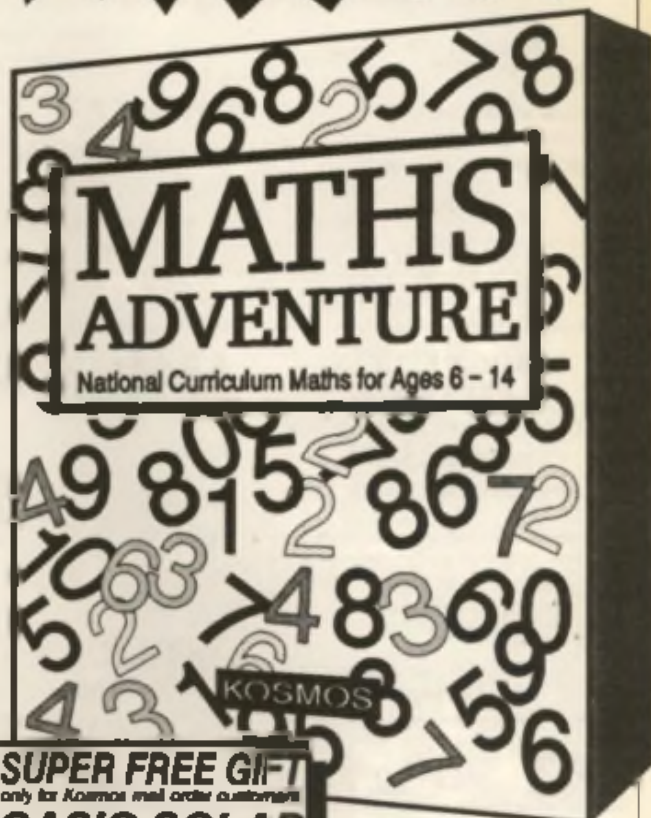
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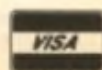
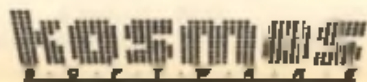
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## MEMORY ANOMALY

When I'm using Workbench I often notice a strange effect which I don't understand. It happens when I open a directory window, then load a program.



If I then return to the Workbench screen and close the directory window that I opened to load the program, the amount of free memory displayed in the bar at the top of the screen goes down!

Why does this happen? I can't understand why it costs the computer memory to shut a window. Am I missing something obvious, or is there something sinister afoot?  
Michael Dawson, Keming, Kent

I don't know if what you're missing would be classed as obvious, Michael, but there's certainly a straightforward explanation to the effects you've noticed.

When you initially load Workbench, the remaining free memory is displayed in the status bar at the top of the screen. This figure is continually revised as you work from the Workbench screen. As soon as you load a program which opens its own output window, that window becomes current, temporarily disabling the Workbench.

Because it's disabled, Workbench no longer updates the free memory figure, so the number shown represents the amount of memory remaining when the program was loaded. When you load a program this figure will remain unchanged on the screen, but in actual fact the program has taken up memory.

When you eventually reactivate the Workbench

## Mat Broomfield brings you a heap of handy hints to help heal your hurting heads!



screen by clicking on it, it becomes current, and finally prints the updated memory figure which will, of course, be lower because your program has taken up some memory.

## HARD DRIVE ANIMATIONS

I have recently purchased an A500, and I'm now aiming to buy a hard drive for it. I've noticed that Power Computing stock the GVP series of hard



disks, however their advertisement says '8MB of Fast Ram on board'. Could you please tell me if Fast Ram is what's capable of running animations requiring large amounts of memory?  
Mr J.A.Hall, Shelton, Staffs

No, Fast Ram is not the ideal type of memory for running animations, but Chip Ram is. Having said that, you can use Fast Ram for large animations, but it's not quite as efficient as Chip Ram.

The Amiga includes a special chip called the Blitter, which is very good at moving large blocks of graphics around in memory. Unfortunately, the Blitter can't move graphics stored in Fast memory, so when possible, it's better to store them in Chip Mem. When producing animations that are larger than the available Chip Mem, the computer is capable of transferring graphics from

Fast Ram before displaying them. But to do this, it uses the ordinary processor which is considerably slower than the blitter.

For most animation needs, this slowness will not matter as it's only the most demanding of animations that need the speed offered by the Blitter.

Many packages allow you to run animations from Fast Ram including *D-Paint 3/4* and the *Director* to name but two.

## WHICH FILE?

Please help me! I have just completed my B-Tech and I would like to put all my notes onto one or more file disks, but what software do I use?

I need text and graphics, but I also need to be able to mix them together. I've tried *Pagesetter* but you can't read the whole of the screen.

Please help.  
David Hendricks, Peterborough

There are three possible solutions to your problem, but each depends upon the type of data that you want to store, and the way it's to be output.

Most database, desk-top publishing (DTP) or word processing (WP) systems are designed so that the information created by them will eventually be output to paper. Therefore, their output on the screen is not of the highest quality. Mind you, having said

that, regardless of the package you use, the screen output is severely restricted by the resolution of your monitor, and the computer page resolution.

To create the highest level of detail, you'll need to work in high-res or interlace, but unless you own either a flicker fixer, or a multi-sync monitor, the display will appear to flicker and pulsate. If you work under these conditions for long, you risk migraines and eye strain, so they're not really ideal.

At the top end of the market, you could opt for a professional DTP system such as *Professional Page 2.0*. This will allow you to mix text, bit-mapped and structured graphics on a single page. The page can then be magnified up to 200 times to enable you to view particular parts in

more detail. The pages can then be output to any dot matrix or laser printer, and post-script format is even supported. Unfortunately, unless you own an accelerator or maths processor, the screen update can be painfully slow as you edit a document. You'll also need lots of memory - 1.5 megs minimum, 4 megs+ ideally.

Another possibility is a database such as *Superbase 4* which provides you with great flexibility when storing information. However, its nature is such that it's not really suited for pages where the page format changes frequently, ie, graphics on one and not on another, inconsistent page layouts etc.

The final option would be a WP package such as *Wordworth* or *Penpal*. Both packages allow you to incorporate graphics into documents, and they both have fast screen updates and good readable text. I find that although *Wordworth* is the more

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powerful package, it's not very user-friendly, so my preference would be *Penpal*.

You can buy *Superbase* and *Pro Page 2* from Centresoft, Units 2&3, Holford Way, Holford, Birmingham, B6 7AX. Tel: 021 356 3388. *Wordworth* is available from Digita International Ltd, Black Horse House, Exmouth, Devon, EX8 1JL. Tel: 0395 270273. For details about *Penpal* contact Gordon Harwood Computers, New Street, Alfreton, Derbyshire, DE5 7BP. Tel: 0773 836781.

## TESSELLATIONS

Do you know of any programs, PD or commercial on Tessellations, ie shapes which interlock 'MC Escher' style?

Clifford Allen  
Thelcham,  
Banks

No, Clifford, I don't know of any programs on that subject, but I'm also a big fan of MC Escher's tessellated studies, and have often wondered whether such a program might exist. Of course, the computer is the ideal medium for designing tessellations because the interlocking shapes (and transformations at advanced level), can be duplicated so quickly and precisely.

For readers who are not familiar with the subject, tessellations are pictures or patterns formed by reproducing one or more perfectly interlocking shapes time and time again. MC Escher, a German mathematician, was fascinated by the subject, and tried to develop the concept to its limits. Far from using simple shapes, his work usually included numerous ani-

mals and figures, all interlocked to form the most incredible collages.

It may interest you to know that you can buy a superb book of Escher's work, containing ALL of his famous pieces, reproduced as full-page plates. It's called *The Graphic Work of MC Escher* and can still be ordered from WHSmiths for about £20.

If any readers know of software which explores this fascinating subject, please let us know as soon as possible.

## JOINING ANIMATIONS

Please could you tell me if it's possible to join two separate *D-Paint 3* animations using CLI so that, when played, they appear to be just one continuous animation?

I've tried to do this using *PPAnim*, but the first animation plays until I click the mouse-button, then the second one loads and plays. Obviously I don't want the user to have to press the mouse button at all, and I don't want a break whilst the second half loads.

If it's possible, could you tell me what commands and/or utilities are required to perform the task? My animations are drawn in 8 and 64 colour modes, and between them total 3000 frames! Michael Lalor, Stradbally, Ireland

A couple of solutions spring to mind, but I suspect that they may be foiled by the difference in colour formats between your pictures.

The first solution requires *D-Paint 3* and enough memory to load both animations at the same time. When you load an animation into *D-Paint*, and then attempt to load a second one, you'll notice

an additional option in the File menu called *Append*. *Append* allows you to join one animation onto the tail-end of another. However, both animations must share the same screen, page and colour formats.

The ideal solution is to convert your half-brite (64 colour) animation down to eight colours. If this means a loss of colour from your pictures, perhaps you could convert them both into 32 colour mode? If not, convert the eight colour one up to 64 colours and save it to disk.

Load the first half of your animation into memory, then use the *Append* option to add the second half to it. Now when you save the animation, both halves will be joined.

Another possible solution is to use a utility called the *Director*. The *Director* is an animation scripting language which can be used to make presentations and slide-shows etc. It includes a facility called *Buffering*, whereby you could load the entire second animation into the computer (memory permitting), ready to begin playing the instant the first one has stopped.

You can get more details on the *Director* from HB Markeling, Unit 3, Poyle 14, Newlands Road, Coinbrook, Slough, SL3 0DX. Tel: 0753 686000.

## CDTV PONDERINGS

I was thinking about buying a CDTV, primarily for games use. Using my A500, many games allow me to save scores and game positions, but as the CDTV seems to be a read-only device I can't see how it would be possible to make

any kind of save.

At the moment I don't even own a CD player, but I was told that the CDTV can be used as a normal CD player as well. I'd appreciate any information you can give me.

Charlie Streiber, South Ockendon, Kent

You're correct about the CDTV being a read-only device as far as CDs are concerned, but you can purchase memory cards in 64 and 256K sizes, which will allow you to save game information. These removable cards cost £79.99 and £249.99(1) respectively.

As for using the CDTV as a standard CD player: it features 16-bit 8 x oversampling which means that it's capable of noticeably higher sound quality than most ordinary CD players. In addition, it can handle a new CD format called CD + G which stands for Compact Disk + Graphics. When run with the TV or monitor switched on, graphics will be displayed to accompany the music.

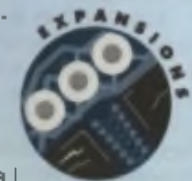
## STRANGE ASSIGNATIONS

I've been using a word processor called *Scribble!* for a couple of years now, and recently I was fortunate enough to be given a hard drive so I copied the entire *Scribble!* program disk onto the drive.

*Scribble!* is actually part of a suite of programs called *The Works!*, which includes a spread sheet, database and dictionary.

Although *Scribble!* loads and runs perfectly, whenever I try to access the dictionary for spell-checking purposes, the program asks me for the original *Works!* disk.

Can this be avoided,



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because it's very tedious to have to keep the disk to hand all the time? I must say, it seems pointless using the hard drive if I have to use a floppy for dictionary access, which is the most time-consuming part.

Peter Vogt, Teignmouth, Devon

The problem is that the dictionary has been assigned to the *Works!* disk, so that all dictionary access automatically asks for that disk if it's not already inserted.

But don't worry, this can easily be overcome using the ASSIGN command.

Load the hard drive startup-sequence (it's in the S directory), and add the following line somewhere near the end:  
ASSIGN WORKS!:  
DH0:SCRIBBLE!

This will now tell the word processor to look in the *Scribble!* directory on your hard drive (partition DH0).

If your dictionary is in a different directory, or on another partition, simply substitute the correct path name where I've written DH0:SCRIBBLE!

## WHAT'S A SAMPLER

I want to take music from my collection and put it onto computer. I gather that I'll need a sound sampler, but

I'm interested to know how they work, is there much difference between the types? Which is the best, and what about value for money?

Javid Simpuhr, Singapore

A sampler is simply a device which converts the analogue waveform of sound, into a digital format

which the computer can store and edit.

The sampler 'listens' to the sound, and thousands of times every second it translates what it 'hears' into a number representing the amplitude and frequency. Amplitude is another word for loudness, and frequency means the pitch of a note (ie C natural, D sharp etc).

When a sample is played back from the Amiga, the computer performs a reverse translation, converting the digital signal back to analogue.

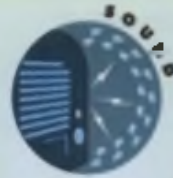
As a matter of interest, CD players and DAT machines also store their information in a digital format, whereas ordinary tapes and records use analogue.

The difference between the cheaper samplers is virtually non-existent, and it's only their software that separates them. Once you move up to samplers costing £80 or more, the hardware is often capable of a greater frequency response, which means that they can sample a wider range of sounds, from extremely high pitches, to really low ones. I believe that *Audio Engineer*, which is currently one of the more popular models, is actually capable of sampling sounds far beyond the range of human hearing!

Anyway, my preference is the excellent *Sound Master* from Aegle, which works extremely well and is very user-friendly. It costs £129.95 so it's not really what you'd describe as budget priced, but it is admirably straight forward.

In terms of value for money, *Technosound Turbo*, at about £30, offers the best price-to-features ratio of any sampler and is definitely worth a look if you're new to the joys of sampling.

You can buy *Sound Master* from Centresoft who's phone number is 021 358 3388. For details on *Technosound Turbo* contact New Dimensions at Brooklands House, Bryngwyn, Raglan, Gwent, NP5 2AA. Tel: 0291 890933.



## MIDI MUSE

I was going to buy a MIDI compatible keyboard so

that I can use my Amiga to make 'proper' music. I already own *Music-X 1.1*, and I thought that if I bought a keyboard and perhaps a drum machine, that I would be set up ready to go.

I've seen a number of keyboards that allow you to select different instruments but they don't let you play more than one instrument at a time, which seems fairly pointless to me.

Would I be able to access two or more instruments at a time via the Amiga or would I have to buy a separate keyboard for each instrument I wanted to play?

Phil Marchess, London

In the first place, you'd also need a MIDI interface to connect your keyboard/s to your Amiga, but once that's out of the way you can start considering which keyboard is best for your requirements.

There are two expressions to be understood when buying keyboards for MIDI use: polyphonic and multi-timbral.

In the early years of electronic keyboards, most of them were only capable of playing a single note at a time, which made it very difficult to generate decent music with a single instrument. Polyphony is the ability of a keyboard to play more than one note at a time. Today, most keyboards are capable of playing either eight or sixteen notes simultaneously, and this even applies to the cheaper Casio and Yamaha keyboards.

Although most cheaper keyboards are polyphonic, they still only have the ability to play one instrument at a time. If you're composing a piano concerto, this is fine, but if you prefer modern music with a variety of instruments, you'll have to look for a multi-timbral keyboard. Unfortunately, these are quite expensive but they do allow you to create

richer and more varied music.

If you actually play keyboards, you'll appreciate the fact that most multi-timbral keyboards can be split so that the left hand plays, for example, a bass instrument, whilst the right controls the lead.

If you're not interested in actually playing a keyboard manually, you might prefer to buy a sound module. These are small banks of sounds which have all the facilities of a keyboard-encased version, but without the expense of having to buy a keyboard as well. They're also a good way to expand an existing library of sounds.

Chestah provide a range of professional keyboards and synth modules, and you can contact them at Norbury House, Norbury Road, Fairwater, Cardiff, CF5 3AS. Tel: 0222 555525.

## STARTUP SEQUENCES

Following your tutorials earlier in the year, I've started trying to make my own compilation disks with some success.

Having looked at the startup-sequence that comes with my 1.3.2 Workbench, I encountered the following command which I don't understand: **ADDBUFFERS DF0:10**. Is this command essential, because I haven't included it in any of my startup-sequences and yet the disks seem to work perfectly? What does it do?

Paul Mitchell, Stamford, Lincs

There are many commands in the Workbench startup-sequence which are completely unnecessary for most disks, and **ADDBUFFERS** is one such command.

It's used to set the amount of memory allocated for disk drive buffers. Whenever you request a directory of a disk, that information has to be loaded first. Using the **Addbuffers** command, an area of memory is set aside





by the system for directory information. Therefore the first time you request a directory, it will have to be loaded as usual, but any subsequent directory calls will access a directory list stored within the buffers that were initialised in the startup-sequence.

Although the default size is ten 512 byte buffers (5K), an ideal maximum figure would be 25 buffers (12.5K).

### WHAT'S UP, CLOCK?

My Ram expansion includes a battery backed clock, but apart from telling me the time and date (which I can check on my wall clock) it doesn't seem to serve any useful purpose. Why is it there?  
Stephen Hughes, Eastbourne, Sussex



To most users, the battery backed clock doesn't serve much useful purpose, but to hard drive owners, or other users who regularly make back-up copies of precious data, it is invaluable.

When backing up a 105 meg hard drive, you don't really want to duplicate files which are already backed-up elsewhere. Obviously, to make a copy of the entire drive (if it's full) would require at least 105 disks, not to mention several hours to perform the operation. However, back-up utilities such as MRBackup include an option to backup all files created since a certain date.

### ANY PROBLEMS?

If you have any questions of a remotely technical nature, we'll do our best to answer them.

Send your letters to:  
Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

# technical writer

can you. . .

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Sub copy?

Use a camera?

Explain technically difficult

subjects with simplicity and

style?



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**And in the unlikely event that your coverdisk won't load, send it to CU Disk returns, PC Wise, Merthyr Industrial Park, Pentrebach, Mid Glamorgan, CF48 4DR.**

**Please enclose a stamped addressed envelope and PC Wise will replace the offending disk.**

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# HELP LINE

## ENQUIRIES

### XENON 2 MEGABLAST

It has taken me one year and three days to get to level five. Please find me a cheat before I pull the trigger.  
Lenny Bradley (T1)

### TEST DRIVE

Does anyone know a cheat for this game? My mate, Carn, totally trashed my scores, and I would like my name back on the Hi-score table instead of his.  
Kanbi Wong (T2)

### LINE OF FIRE

I have been playing this for some time and I can only get to the fourth stage.  
Supriya Misra (T4)

### F18 INTERCEPTOR

Can somebody please help me? I can't get past the Emergency Defence Operation. It's driving me crackers.  
Gerard Tivy (T6)

### LICENSED TO KILL

I desperately need a cheat as I keep getting stuck on level two. It's really working me up.  
Neil Mckee, (T7)

### LIVE AND LET DIE

This game is driving me nuts. Has anyone got a cheat for it? This will kill me soon if I don't get help!  
Adam Lucette (T8)

### LAST NINJA 2

How on Earth do I complete level one? I can collect a key, a map, a pole, nunchaku and get the hamburger. After this I cannot seem to do anything. What am I doing wrong? Or what am I not doing?  
D. Johnston (T10)

### SUPER SCRAMBLE

I really need a cheat for unlimited time as I can not get past level D.  
Matt Sole (T11)

### F19 STEALTH FIGHTER

Can anyone save the pilot on this game.  
Upan Rath (T12)

### SKIDZ

Gimme help! I can't get past the park level. Thanks.  
James Huckle (T13)

### CAPTAIN BLOOD

Please tell me how to get started. Each time I play I roam the universe meeting aliens who just annoy me so I reach for the power switch.

Ben Stonehouse (T14)

### FLOOD

Has anyone got the codes to the levels for this water game.

Gareth Warrington (T16)

### ILYAD

A great game, but I am completely stuck. Please give me a cheat.  
Steven Murray (T18)

### DOGS OF WAR

Help. Has anyone got a cheat for cash and lives? If so, please write in.  
Daniel Tuffnell (T19)

### ELITE

I've had Elite for months, but I've only visited about six planets! I either crash into a space station or get attacked and destroyed between planets. Does anyone have a cheat for more cash to buy better weapons?  
Andy Wood (T15)

### FULL CONTACT

I can only get past the first 3 levels. Has anyone got a cheat for infinite lives?  
Glen Becket (T21)

### HEROQUEST

Please send some info for this game. It's driving me 'round the bend.  
William Brittain (T22)

### AFTERBURNER

Does anybody have a poke for infinite lives please?  
Simon Shanks (T23)

### T.M.H.T.

Someone please tell me how to get to the Technodrome or how to get into the blimp.  
Jukka Hakulinen (T5)

### ZAK MCKRAKEN

I can't find the lighter. Can any kind soul help me out?  
Geir Ore, (T24)

### BLOODWYCH

I am having trouble with the first maze where there is a blue sign saying 'My

key I bestow to those who can solve this maze'. I can kill everything in the area, but I get stuck at a door with a gold lock. I have a bronze key, but this will not open any doors and I can't find the key for this one.  
Jason Westmacott, (T25)

## RESPONSES

### PLAYER MANAGER (Q1)

To get money just remove 8-9 players and after two or three big defeats you'll receive sponsorship.  
Soren Hartvig, Denmark

### RAINBOW ISLANDS (Q3)

Type in some of these codes for various effects: BLRBJSB - Fast feet. RJSB-JSBR - Double rainbows, SSSLRRS - Fast rainbows, BJBJS - Hint A, LBSJBL - Continues and LLSLBS - Hint B.  
David Hurdman, Burgh

### FANTASY DIZZY (Q5)

You've got the walking stick? Actually it's a crowbar from Grandpa Dizzy, he's at the top of the tree-house complex.  
Marcus Oppelme, Maidenhead

### BLOOD MONEY (Q8)

Pause the game and press HELP key.  
Upan Rath, Singapore

### CRIME DOES NOT PAY (Q9)

To get ultimate life pause the game then write HALTBANK IS THE KING.  
Axel Rose, L.A.

### ATOMIC ROBOKID (Q10)

Type Tuesday 14th on the title screen to produce a menu which gives access to infinite lives and all weapons.  
Simon Hurdman, Burgh

### TIME MACHINE (Q12)

Type in your name as DIZZY on the score table. This will give you infinite lives and access to any particular screen by pressing A or S.  
Nial Benson, Braintree

### THE IMMORTAL (R3)

After using the magic carpet to dodge the trolls, give Anna the ring, then walk around the triangle on the floor three times clockwise.  
David Colwell, Lydney



**CADAVER (R6)**

When you enter Diano's lair, don't wait, go through the middle door and pick up all the gems. This should boost your mind blast up to 240. Go back to his lair and, when he says he's tired, use your mind blast and pick up his head.  
**Paul Derrick, Scotland**

**ROCKET RANGER (R8)**

To get past the last two guards, follow this guide to the letter and you'll be OK. Keep your 'dukes' up all the time. Wait for the guard to lower his fists and punch his face. When the guard flips his lid and sends an array of punches towards you, don't panic. Keep your guard up and watch carefully for when he does a body blow. Block his attempt by moving down and then give a counter body blow. You should be able to deliver a couple more blows to the face before he flips his lid again. Using this you should beat him with half your life left. It does take a bit of practice to perfect.  
**Chris Munroe, Middlesex**

**P-47 THUNDERBOLT (R7)**

Type Zebedee on the Hi-score table. During the game press F1. The Complete screen should come up. Press either F1 for infinite lives or F2 to go onto the next level.  
**Paul Roffey, Barnsley**

**THUNDER CATS (R9)**

Instead of going in the direction of the arrow go in the opposite direction. After a while you will come across the hover-cat go back and use this for the wall.  
**David Wall, Lincoln**

**ELITE (R11)**

You do not have to be at a specific planet to get the Constrictor Mission in *Elite*. The only requirement is that your rating is Dangerous. You are given the mission shortly after you reach this status and you will be told where to locate the Constrictor.  
**Karl Williams, Wales**

**RAILROAD TYCOON (R12)**

To increase your cash just press Shift and 4. Don't do this too much or the game will crash.  
**Martin Punt, Holland**

**THUNDERBLADE (R14)**

Type CRASH at the start of the game and press Help to advance levels.  
**Edwin Lorde, York**

**PRINCE OF PERSIA (R20)**

When you draw your sword don't fight the reflection. Put your sword away and jump into yourself and walk to the left. A path of lies will form below your feet to take you to the next section.  
**Ben Stonehouse, Crawley**

**X-OUT (R21)**

Buy the dearest ship and the cheapest satellite and you should have 500,000 credits. Pressing Esc advances levels.  
**Paul Derrick, Scotland**

**TURRICAN (R27)**

On the high score table type in BLUES-MOBIL for 99 lives.  
**Chris Paglioli, London**

**SWIV (R28)**

Pause the game then type NCC-1701 for infinite lives.  
**Ben Stonehouse, Crawley**

**KICK OFF 2 (R30)**

In mid-match put your finger over the function keys from left to right. S12 or S14 should appear in the top right hand corner. You will now be able to substitute the computer's goals and the new guy will be completely useless.  
**Paul Roffey, Barnsley**

**KICK OFF 2 (R30)**

How to save penalties: Simply switch on the autolire on your joystick, or repeatedly hammer the fire button. The goalie will save the ball every time.  
**E. R. Aarseth, Norway**

**HAMMERFIST (R33)**

Type in TAEHC OT TNAW when you get a high score and F7 will teleport you to the next level.  
**John Kerr, Bathgate**

**GODS**

On level 2 buy a shield, magic potion, 3 fireballs, 3 stars and buy food with the rest of your money. Collect the 3 gems (fire, ice and water) and collect the world key. Use the shield when you want. Just before you go down the last ladder use the potion and then open the world door. DON'T GO IN. Before you do so make sure you haven't got enough energy to survive contact with a creature. Stand by the door ready to leave and as soon as the thief touches you push up. You will have oodles of lives and the score will keep going up and up.  
**Trevor Fuller, Ely**

**TERMINATOR 2**

Pause the game then press F1 - F10 and then press fire on your joystick to skip levels. If you want to get out of a particular level press the Escape key.  
**Emmett Hood, Leeds**

**LEMMINGS**

You don't specify which difficulty setting so here they all are: Fun - NJM-FLCALDU, TRICKY - CAJMMFMJFR, TAXING - LGANNLFHHL and MAYHEM - LFMGAJNF.Y. Also, type FRIGGLY on the title screen and something special will happen.  
**Ronnie Farrington, Wirral**

**LOTUS TURBO CHALLENGE 2**

The passwords are: TWILIGHT, PEA SOUP, THE SKIDS, PEACHES, LIVERPOOL, BAILEY AND E BOW.  
**Mark, Steve, Dave and many others, Middlesbrough**

**POPULOUS**

Load a Conquest game as normal. Click on the World icon. Click on Custom Game then on Game Options. Change any options you like then click on OK. Click on Evil then Two Players and Cancel. You should now be in the Conquest game. The upshot of this is that the enemy cannot build or alter any land in any way.  
**Adam Chapman, Middlesbrough**

**STRIDER 2**

Start the game and type SWIFT. A cheat icon should appear. Pressing E will now replenish Strider's energy, while D will replenish Strider's Robot's energy.  
**Adrian Worthy, Hull**

**DEUTEROS**

The thing to do is to build a resource station section (2x) and bring them to the planets that need them. Let the shuttle take it down to the surface.  
**Dian Willeman, Breda Holland**

## HOW TO USE THE HELPLINE

**IT'S EASY.** Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.** If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

Hi Quality Version Available on AMIGALAND.COM



# inside information

What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

## EVERYTHING YOU WANTED TO KNOW... ABOUT BUGS

**M**ight as well face it, there's no such thing as a free lunch or completely bug-free computer software. So, what actually are these 'bugs' in your favourite games and utility programs?

Any type of computer, no matter how big or small, has

to be told exactly what to do, otherwise unforeseen events can occur. Some wag dubbed this phenomenon 'bugs' and the process of eliminating these mistakes 'debugging'.

The reason so many of these glitches appear in personal computer software is

that some publishers don't have the resources to thoroughly test their products before putting them out for sale.

Quite a few programmers get very nervous when asked about the bugs in their software. It's like you're accusing them of having acne. Even

the laid-back American designers of the Amiga got really annoyed when they tried to get the operating system working properly. This is where the infamous Guru Meditation message stems from. Apparently they would sit down in front of their machines every time a crash occurred and contemplate greater things before attempting any more coding for the day. Otherwise they might have thrown a brick through the screen and we'd be using boring old Atari computers today!

### SOME BUGS PREPARED EARLIER...

#### **F-29 RETALIATOR (Ocean)**

'Yes, we did have some problems with F-29,' admits Phil Alestop of Digital Image Design. 'Do I have to go into them? Um, the reason the first version of F-29 was so bugged is simple. We had to rush it out to put the game into the Amiga Games Pack from Commodore. We just weren't ready and it wasn't tested very well. You get all sorts of problems if you just sit down in front of your machine and start hacking away. You've got to test a section as you write it.'

Some copies of F-29 won't draw landscapes if you fly off the map, and if you lower the landing gear when you're outside the game zone, the indicator will light up but the gear won't actually drop. There are many other glitches in the game - see if you can find them.

'Our latest game, Robocop 3 for Ocean, had a few bugs but we've fixed them now. We had two programmers working independently on the project, and this is a common cause of problems - everyone blames the faults on their colleagues. Sometimes things go wrong because of hardware faults with the Amiga. The Bitter Line Draw command, for example, will sometimes miss the last six pixels when moving something around the screen.'

#### **KICK OFF 2 (Anco)**

'There are probably five or six bugs in Kick Off 2,' confirms designer, Steve Screech. 'Bugs are difficult to detect because it's hard getting them to happen every time you play. We only found out about the bugs in Kick Off 2 after the game had been released, and then it was too late to do anything about them.'

Perhaps the most noticeable mistakes are that corner kicks are taken at the wrong end and substitutes go missing at half time. In the Extra Time accessory disk, if you hold the fire button down the keeper will automatically save the ball. Very handy!

'There's no way to make a totally fool-proof game,' continues Screech. 'only if you're going to give it to one thousand testers for a year, or something like that. Nobody has got the time or money to do that. A program like Kick Off 2 is very involved. About one third of the development time was spent debugging the software.'

#### **POPULOUS (Electronic Arts)**

'We don't have any bugs in our games do we?,' asks creator Peter Molyneux of Bullfrog. 'Oh yes, we do! They're horrible things. I hate them. It's hard to track them down because they usually only manifest themselves in the product that goes out on sale. Anybody who says their game hasn't got any bugs in it is talking rubbish.'

There are really quite a few bugs in the original version of Populous, but not a horrendous amount. I haven't to add, if you build a volcano on a particular spot, for instance, then build a house and finally raise the land up to maximum height, it will crash the game. It's embarrassing isn't it?

'If you're playing a two-player game and a random monster comes up, there's a good chance that the game will crash completely. Actually, there are graphics in there for a random monster that never actually appears, no matter how long you play the game. It's a rock monster who goes around laying down rocks and grabbing people. He is quite a nice little thing. The funny thing is that this bug has been transferred over to the console versions of Populous.'

#### **POWERMONGER (Electronic Arts)**

'There are probably a few in there but I can't remember them,' answers Peter Molyneux. 'Em, there's one but I've never actually found it myself. Sometimes, under some weird situation, your main captain turns into a black box which floats all over the place for some reason. It's one of those things that happens once in a hundred games.'

#### **THUNDERHAWK (Core Design)**

'I don't think there are any serious bugs. There was originally a bug in the keyboard handler, which meant the game wouldn't work on the Amiga 2000 or 3000 series,' declares the programmer Mark Avory. 'Surface-to-Air Missiles won't seek properly because I got a comparison round the wrong way in the program, so missiles don't actually see you on radar. This is a very subtle mistake, you shouldn't normally notice it. My 3D system also makes some objects go off the screen if you're really close to them.'

Hi Quality Version Available on [AMIGALAND.COM](http://AMIGALAND.COM)



## TOP 100 AMIGA GAMES

★★★★★ supreme   ★★★★ excellent   ★★★ good   ★★ fair   ★ dodgy

- 1 Lotus Turbo Challenge 2 (Gremlin) £25.99 ★★★★★
- 2 Alien Breed (Team 17) £24.99 ★★★★★
- 3 Megalomania (Imageworks) £30.99 ★★★★★
- 4 Helmdall (Core Design) £34.99 ★★★★★
- 5 James Pond 2 - Robocod (Millennium/US Gold) £25.99 ★★★★★
- 6 Return to Europe (Anco) £7.99 ★★★
- 7 Bubble Bobble (Hit Squad) £7.99 ★★★
- 8 Jimmy White's Whirlwind Snooker (Virgin Games) £29.99 ★★★★★
- 9 Shadow of the Beast (Sizzlers) £7.99 ★★
- 10 Final Fight (US Gold) £25.99 ★★
- 11 TV Sports Football (Mirror Image) £9.99 ★★★
- 12 Fantasy World Dizzy (Codemasters) £6.99 ★★
- 13 Rugby - The World Cup (Domark) £24.99 ★★★
- 14 New Zealand Story (Hit Squad) £7.99 ★★★
- 15 Wacky Races (HiTec Software) £7.99 ★★
- 16 Terminator 2 (Ocean) £25.99 ★★
- 17 Lombard RAC Rally (Hit Squad) £7.99 ★
- 18 Altered Beast (Hit Squad) £7.99 ★
- 19 Dragon Ninja (Hit Squad) £7.99 ★
- 20 PGA Tour Golf (Electronic Arts) £25.99 ★★★★★
- 21 Scooby-Do and Scrappy-Do (HiTec Software) £7.99 ★★
- 22 Head Over Heels (Hit Squad) £7.99 ★★★★★
- 23 Populous (Star Performers) £10.99 ★★★★★
- 24 Full Contact (Team 17) £3.99 ★★
- 25 Knights of the Sky (Microprose) £34.99 ★★★★★
- 26 Beard Genius (Beau Jolly) £29.99 ★★
- 27 Little Puff (Codemasters) £6.99 ★
- 28 Batman - The Movie (Hit Squad) £7.99 ★★★
- 29 North and South (Digital Integration) £7.99 ★
- 30 4D Sports Boxing (Mindscape) £25.99 ★★★★★
- 31 Chase HQ (Hit Squad) £7.99 ★
- 32 Heroes of the Lance (Kixx) £7.99 ★★
- 33 Steve Davis World Snooker (Blue Ribbon) £7.99 ★
- 34 Magic Pockets (Renegade/Mindscape) £25.99 ★★★
- 35 Ninja Rabbits (Micro Value) £6.99 ★
- 36 Silent Service II (Microprose) £34.98 ★★
- 37 Power Drift (Hit Squad) £7.99 ★
- 38 Pro Boxing (Codemasters) £7.99 ★
- 39 Manchester United Europe (Krisalis) £25.99 ★★★★★
- 40 Secret of Monkey Island (Lucasfilm Games/US Gold) £29.99 ★★★★★
- 41 Bloodwych (Mirror image) £9.99 ★★
- 42 Final Blow (Storm) £25.98 ★★
- 43 Super Space Invaders (Domark) £24.99 ★★★
- 44 Air Combat Aces (UbiSoft) £30.99 ★★★★★
- 45 Pitfighter (Domark) £24.99 ★★
- 46 Turncan (Kixx) £7.99 ★★★★★
- 47 Eye of the Beholder (SSI/US Gold) £30.99 ★★★★★
- 48 Thunderhawk (Core Design) £30.99 ★★★★★
- 49 Kick Off 2 (Anco) £24.99 ★★★★★
- 50 Lemmings (Psygnosis) £25.55 ★★★★★
- 51 Deuterus (Activision) £25.99 ★★★★★

- 52 Face Off Ice Hockey (Krisalis) £25.99 ★★
- 53 Rainbow Collection (Ocean) £19.99 ★★★★★
- 54 Cabal (Hit Squad) £7.99 ★
- 55 Xenon II (Mirror Image) £9.99 ★★★★★
- 56 First Samurai (Imageworks) £30.99 ★★★★★
- 57 Supercars (GBH) £7.99 ★★
- 58 World Class Leaderboard (Kixx) £7.99 ★★
- 59 Utopia (Gremlin) £29.99 ★★★★★
- 60 Defender of the Crown (Mirror Image) £9.99 ★★
- 61 F15 Strike Eagle II (Microprose) £29.99 ★★★★★
- 62 The Simpsons (Ocean) £25.99 ★★
- 63 Austerlitz (Mirror Image) £9.99 ★★★★★
- 64 Turbo Outrun (Kixx) £7.99 ★
- 65 Nitro (Sizzlers) £7.99 ★★
- 66 Indiana Jones and the Last Crusade (Kixx) £7.99 ★
- 67 Fun School 4 for 7-11 (Europress Software) £24.99 ★★
- 68 Mean Machine (Codemasters) £7.99 ★★
- 69 World Class Rugby (Audiogenic) £25.99 ★★
- 70 Microprose Golf (Microprose) £34.99 ★★★★★
- 71 ATF 2 (Action 16) £9.99 ★
- 72 Treasure Island Dizzy (Codemasters) £4.98 ★★
- 73 Titanic Blinky (Zeppelin) £7.99 ★
- 74 Outrun Europa (US Gold) £25.99 ★
- 75 Ghostbusters 2 (Hit Squad) £7.98 ★
- 76 The Immortal (Star Performers) £10.99 ★★
- 77 Cruise for a Course (Delphine/US Gold) £27.99 ★★★★★
- 78 Reach Volley (Hit Squad) £7.99 ★★
- 79 3D Pond (Mirror Image) £9.99 ★★
- 80 Shadow Sorcerer (SSI/US Gold) £27.99 ★★
- 81 Fireblaster (Pocket Power) £2.99 ★
- 82 Sinkfleet (Electronic Arts) £25.98 ★★
- 83 Shinobi (Mastertronic) £7.99 ★★
- 84 Skyhigh Stuntman (Codemasters) £7.99 ★
- 85 Fun School 4 for 5-7 (Europress Software) £24.99 ★★
- 86 Football Manager (Pocket Power) £2.99 ★★
- 87 Movie Premier (Elite) £29.99 ★★
- 88 Championship Run (Zeppelin) £7.99 ★
- 89 Miami Chase (Codemasters) £7.99 ★
- 90 Red Heat (Hit Squad) £7.99 ★
- 91 Flight of the Intruder (Spectrum Holobyte/Mirrorsoft) £34.99 ★★★★★
- 92 Voyager (Hit Squad) £7.99 ★
- 93 Soccer Match (Impressions) £7.99 ★
- 94 European Superleague (CDS) £24.99 ★★
- 95 Iron Lord (Action 16) £9.99 ★
- 96 Artificial Dreams (Pocket Power) £2.99 ★
- 97 Impossamole (GBH) £7.99 ★★
- 98 The Games - Summer Edition (Kixx) £7.99 ★★★★★
- 99 Final Whistle (Anco) £12.99 ★★
- 100 Kick Off - Winning Tactics (Anco) £12.99 ★★

Charts supplied by Gallup (071 794 0481) ratings courtesy of the CU AMIGA team.

## TOP TEN GAMES IN USA

- 1 Police Quest III (Sierra Online)
- 2 Rise of the Dragon (Dynamix/Sierra Online)
- 3 Leisure Suit Larry V (Sierra Online)
- 4 Might and Magic III (New World Computing)
- 5 Wing Commander II (Origin)
- 6 Gunship 2000 (Microprose)
- 7 Pool of Darkness (SSI)
- 8 Silent Service II (Microprose)
- 9 Earl Weaver II (Electronic Arts)
- 10 Wing Commander II Speech Accessory Disk (Origin)

Charts supplied by LOGIN magazine in Japan.

## TOP TEN PERIPHERALS

- 1 GVP A500 Hard Drive, HD+
- 2 RocTec Genlock RocGen
- 3 Selksha Printer SP1900AI
- 4 GVP Sound Sampler DSS
- 5 ATence PC Emulator
- 6 Gilzen Printer Swift 9
- 7 Philips Monitor 8833
- 8 RocTec Genlock RocGen Plus
- 9 Gilzen Printer Swift 24
- 10 RocTec Disk Drive

Charts supplied by Silica Systems (081 309 1111).

## WORLD FAMOUS SPRITES

- 1 Super Mario Bros
- 2 Space Invaders
- 3 Pacman
- 4 Sonic the Hedgehog
- 5 Double Dragon

## DID YOU KNOW?

• Many violent games can only be sold in 'sex shops' in certain parts of Germany.

• Digital Image Design, creators of *F-29 Retaliator* and *Robocod 3*, predicted a war in Kuwait months before those Iraqi tanks rolled over the border last year.

• Japan is the most expensive place in the world to buy Amiga software. Any global travellers looking for a bargain should check out sunny Spain.



# inside informatics

## LISTEN FOR A LIFETIME

It's a familiar everyday story. You're on the train, tube or bus and a person nearby has their Walkman cranked up to maximum volume. Not only is the noise annoying, but it could actually be causing some physical damage to their ears. Now the Electronic Industries Association of America is trying to make the general public aware of potential hearing loss by promoting the safe use of electronic entertainment equipment.

Hearing damage and loss is one of the most widespread yet invisible handicaps in the world today. The National Institute of Health in the USA estimates approximately 10 million Americans have suffered some hearing loss impairments as a result of exposure to high-intensity sound systems.

The hazardous zone of decibel levels begins at approximately 75 decibels, which includes items such as average town traffic, rubbish disposals or an alarm clock ringing up to two feet away. High sound pressure levels (loud noises) can damage or kill the fine hair cells in the inner ear. Hearing progressively deteriorates as more hair cells are damaged or destroyed.

Damage to your hearing can be short term (known as temporary threshold shift) or long term (called permanent threshold shift). Short term often clears itself with little recognisable hearing loss while long term damage is often irreversible.

Warning! If you're suffering from any sort of hearing loss, please consult your doctor.

### TOP TEN GOD SIMS

- 1 Populous II (Bullfrog)
- 2 Megalomania (ImageWorks)
- 3 Populous (Electronic Arts)
- 4 Powermancer (Electronic Arts)
- 5 Utopia (Gremlin)
- 6 SimCity (Maxis)
- 7 Castles (Interplay)
- 8 SimEarth (Maxis)
- 9 Realms (Virgin Games)
- 10 Moonbase (Watson International)

### TOP PROGRAMMING LANGUAGES

- 1 Machine Code
- 2 'C' 3 AMOS 4 BASIC
- 5 Fortran 8 Forth 7 Cobol

## DECIBEL LEVELS OF NOISE

- 0 Lowest sound available to the human ear
- 30 Quiet library, soft whispers
- 40 Living room, refrigerator, a bedroom away from traffic
- 50 Normal conversation, quiet office
- 60 Air conditioner at 20 feet, sewing machine
- 70 Vacuum cleaner, hair dryer, noisy restaurant
- 80 Average city traffic, rubbish disposals, alarm clock at two feet (these noises can be damaging under constant exposure)
- 90 Tube, motorcycle, truck traffic, shop tools, lawn mower (damage may occur in eight hours or less of exposure)
- 100 Rubbish truck, chain saw (less than 15 minutes of unprotected exposure is recommended)
- 120 Rock band concert, thunderclap (danger is immediate. This exposure can damage your ears).
- 140 Gunshot blast, jet plane (beyond the reasonable threshold of pain, any unprotected exposure is dangerous)
- 180 Rocket launching pad (noise at this level causes irreversible damage and tends to be rather hot!)

### TOP TEN PRINTER MAKERS

- 1 Seikosha
- 2 Citizen
- 3 Epson
- 4 Mannesmann Tally
- 5 Cannon
- 6 Olivetti
- 7 Brother
- 8 Hewlett-Packard
- 9 Panasonic
- 10 Samsung

### TOP TEN COIN-OP CONVERSIONS

- 1 Golden Axe (Sega/Virgin Games)
- 2 Rainbow Islands (Taito/Ocean)
- 3 Silkworm (Virgin Games)
- 4 Smash TV (Williams/Ocean)
- 5 Super Monaco GP (Sega/US Gold)
- 6 Toki (Ocean)
- 7 Redland (Storm)
- 8 R-Type II (Irem/Activision)
- 8 Hard Drivin' (Atari/Domark)
- 10 Super Monaco GP (Sega/US Gold)



## CALLING ALL VIDEOPHILES!

Sometimes you need to inject some visual trickery into your home video epics. If your Amiga genlock is being overloaded with a stream of special effects, Panasonic has released a Digital Effects Generator to help ease the strain.

'Anyone who has ever wanted to produce music videos like the pros or give a slick artistic look to ordinary home videos will welcome our new gadget,' confidently predicts a spokesperson, 'more and more amateurs are getting into editing and producing their videos in a big way.'

The Digital Effects Generator can act in unison with your Amiga to create some dazzling video sequences. Apart from adding a hazy or surreal look to the picture, you're able to reduce

the screen image by 75% and place it in any one of nine different positions. Digital Mosaic breaks down the image into hundreds of squares, providing an abstract geometric feel. With the monaural colour effect, you can cast a single tint over an entire image to project mood or a dream-like quality. Individual frames can be rapidly or slowly flashed on the screen for a stroboscopic effect.

These digital video effects can be combined with one another if so desired. Best of all, these effects can be synchronised to the beat of accompanying music. An audio mixer provides precise level control over sounds from three sources.



## THE WAY WE WERE...

### THREE YEARS AGO

- Psygnosis started talking about *Aquaventure*, a marvellous space opera featuring the best 3D graphics ever seen. We're still waiting to see the results...
- Sega's *Galaxy Force II* and *Powerdrift* video games hit the arcades. Data East released the coin-operated adaption of Ocean's successful *Robocop* title.
- Priam unveiled a 'mega' computer game based around the storyline of a failed stage musical! *The Kristal* didn't manage to start a new trend. Anybody fancy a go at *Cats* or *Les Miserables*?

### TWO YEARS AGO

- The world's first computer supermarket opened in California. Us Brits had to wait until last month for a similar sort of store.
- Organisation Against Sexism In Software (OASIS) celebrated its first year of existence. Founder Sandra Vogel said: 'I can see no reason why stereotypes of women should be used in computer games.'
- Rainbow Arts produced one of the slickest shoot 'em ups yet seen on the Amiga. *X-Out* incorporated fast action, smooth-scrolling screens and some mean looking end-of-level boss sprites. A snippet of the hyped advert read: '*X-Out* is the first of a "new wave" in software development. Computer entertainment developed on the computer for the computer.' Erm, quite!

### ONE YEAR AGO

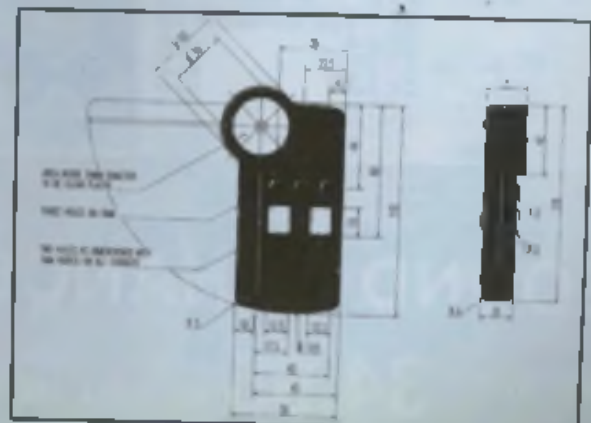
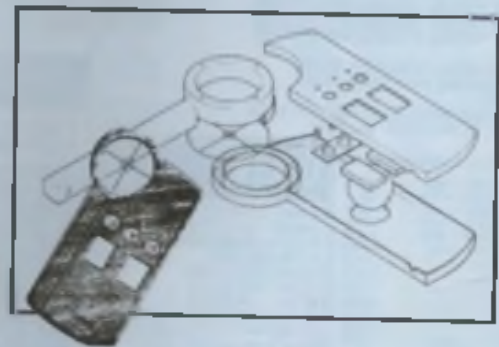
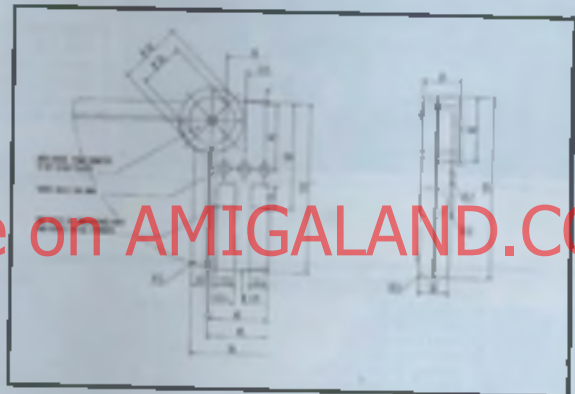
- Bullfrog revealed plans to make a World War One accessory disk for *Powermonger*. Like the first event, we had to wait a long time to see it completed. Expect a full review next issue.
- Fnaarr! Fnaarr! Fnaarr! Virgin Games finished an interactive version of the adult comic *Viz*.
- Broderbund's smart arcade adventure *Prince of Persia* was awarded a CU Screen Star. Our faithful and now sadly departed staff writer Mark Patterson reckoned: 'All the elements come together extremely well to form a game which is both playable and enduring. One of the most interesting games I've seen in a long time.'

## SCAN AND DELIVER

Avid CU AMIGA reader Trevor Wilkinson from Cleveland has devised an ingenious mouse which doubles as a scanner! With such a peripheral you can not only control software in the normal way but also transfer ordinary paper or photographic images into graphics packages like *Deluxe Paint IV*.

'The Mini Scanner works by pulling the scanning arm out from the main console which then clicks into position ready for use,' reveals clever Trevor. This arm is pressed over an image while the scanning button is depressed. The scanned image is then reproduced on the screen using a special program.

If these technical drawings are beyond your soldering skills, write for more details by sending an SAE to: Trevor Wilkinson, 58 Boulby Road, Cleveland TS10 5EA.





NOW HAS THE 1991/92 FOOTBALL LEAGUE/NFL PLAYER DATA



# DIVISION ONE 92

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games."

- The Guardian

**THE GAME** Everyone has his own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Appearing from the English 1st Division you must build a winning challenge for the league title, the FA and League Cup and the European trophies. And as players age rebuild the team while holding off relegation.

**SQUAD STRATEGY MARKET** In a 3 squad system (in league squad, reserve squad and youth squad) use the computer modes of youth players and training programs to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfers to meet requirements. As they age, veteran skills and youngsters develop, bring a sharp eye on the changing skills of your team.

**SKILL AI** players have a balance of 11 skills (so "skill levels") which you must discover by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combinations on the outcome of a match, and subsequently a season of football. Suitable training can develop individual skills to maximize the talents of ageing squad players.

**MATCH STATE** Your judgement will be put to the test in the unique 4 minute match state simulation against computerized opposition. This is the measure of your team and your most reliable source of information. There are displays of match flow, two team players with the ball, scores, discipline, substitutions, in-match tactics, goalscoring, possession breakdowns and performance assessment.

### WHAT IS DIFFERENT ABOUT THE GAME?

Exploitative "AI" techniques replace "skill levels" judgement replaces mental arithmetic. Intelligence replaces luck. Division One 92 is a simulation of the world of the serious manager. Its sophistication comes from its closeness to the real thing, its addictive quality and its soccer bias.



# HEADCOACH V3

"When it comes to the 4th down HeadCoach has it", "Head Coach", "TV Sports Football" head to head.

(Pop Comp.)

**THE GAME** HeadCoach is the complete American Football simulation. You take charge of the latest recruits to the NFL, and through astute design of gameplans and the use of the college draft build up a 48 man squad to keep your fans happy and win the Superbowl. Unlimited seasons and ageing players produce a realistic game of fascinating tactics.

**THE MATCH** The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your game-plan to the skills of your squad, and exploit the weaknesses of the opposition. It's here where the strengths and weaknesses of your players are highlighted.

**TRAINING CAMP** An opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. A 60 yard road run will reveal their sharpness. Wide receivers, running backs, linebackers, cornerbacks and safeties need to show here.

**COLLECT DRAFT** During the 18 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second choice running back or wide receiver or need to build up your offensive line (no many picks). The college draft should be used to find those stars of the future and make sure they're playing for you.

**STATISTICS** The statistics centre will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick off returns, punt returns (and averages for all these), microphone picks... all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we return the

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..... Watch out next month for the world exclusive review of the Miracle keyboard. A whole new concept in Amiga entertainment, this add-on-cum-keyboard will have you shooting up the musical grades while you enjoy an array of shoot 'em up and puzzle games. And we'll be putting it to the test. . . **PLUS TWO**

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**READER OFFER** Fancy an instant recipe for success? Then read next month's CU Amiga for details of our six pack of disks for first-time owners. We'll be cramming the lot into our starter pack: games, word processing, sound, graphics and invaluable slideshows that show you how your Amiga really works. Don't miss this brilliant offer – at a snip of the price!

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Images can now be grabbed from either colour video camera, home VCR or in fact any still video source. The traditional method of holding three colour filters in front of your video camera is certainly a thing of the past. Because Vidi splits the RGB colours electronically there are no focussing or movement problems experienced by some of our slower competitors. Lighting is also less of an issue as light is not being shut out by lens filters. Put all this together with an already proven Vidi-Amiga/VidiChrome combination and achieve what is probably the most consistent and accurate high quality 4096 colour images ever seen on the Amiga.

The colour solution is fully compatible with all Amiga's from a standard A500 to the ultimate A3000. No additional RAM is required to get up and running.

You will see from independent review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.



\*Actual unattached digital screenshot\*

## Features ...

- Grab mono images from any video source
- Capture colour images from any still video source.
- Digitises up to 16 mono frames on a 1 meg Amiga
- Animate 16 shade images at different speeds.
- Create windows in both mono & colour.
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- Hardware and software brightness & contrast control.
- Choice of capture resolutions standard & Dynamic interface.
- Full Palette control.
- Add text or draw within art package.

**Amiga Computing:** The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

**Micro Mart:** When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digl View owner's dreams - in fact to see pictures appearing on screen without the customary two minutes wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Diglview.

**Zero:** Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? coz Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

**Amiga Format:** Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

**Amiga User International:** The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing graphics.  
**CONCLUSION:** Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.



\*\*Full colour demonstration disk available for only £1.95 to cover P&P.\*\*

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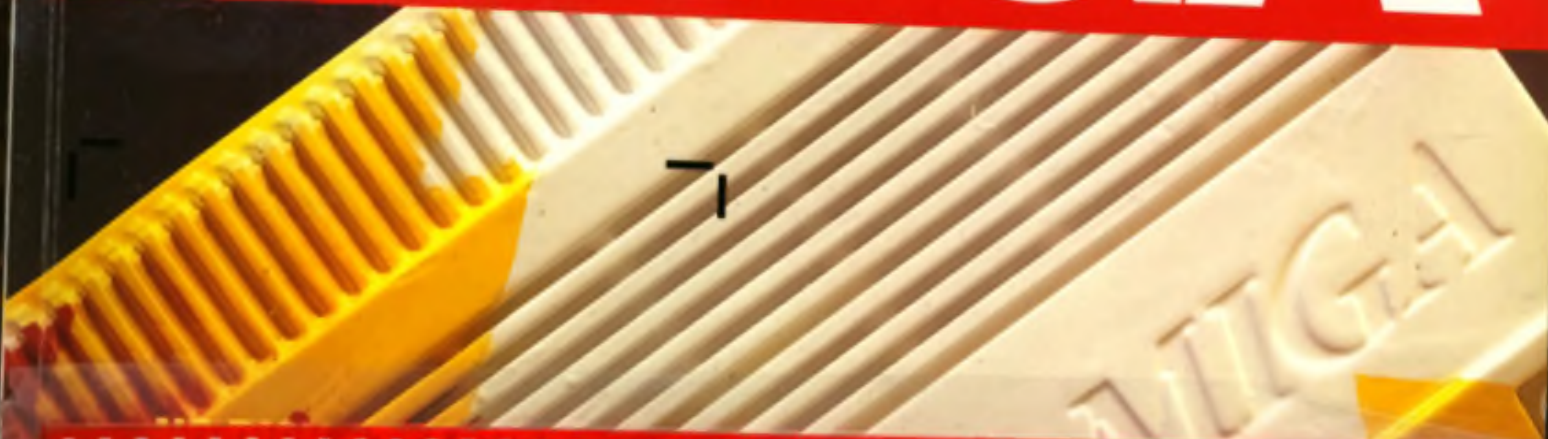
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