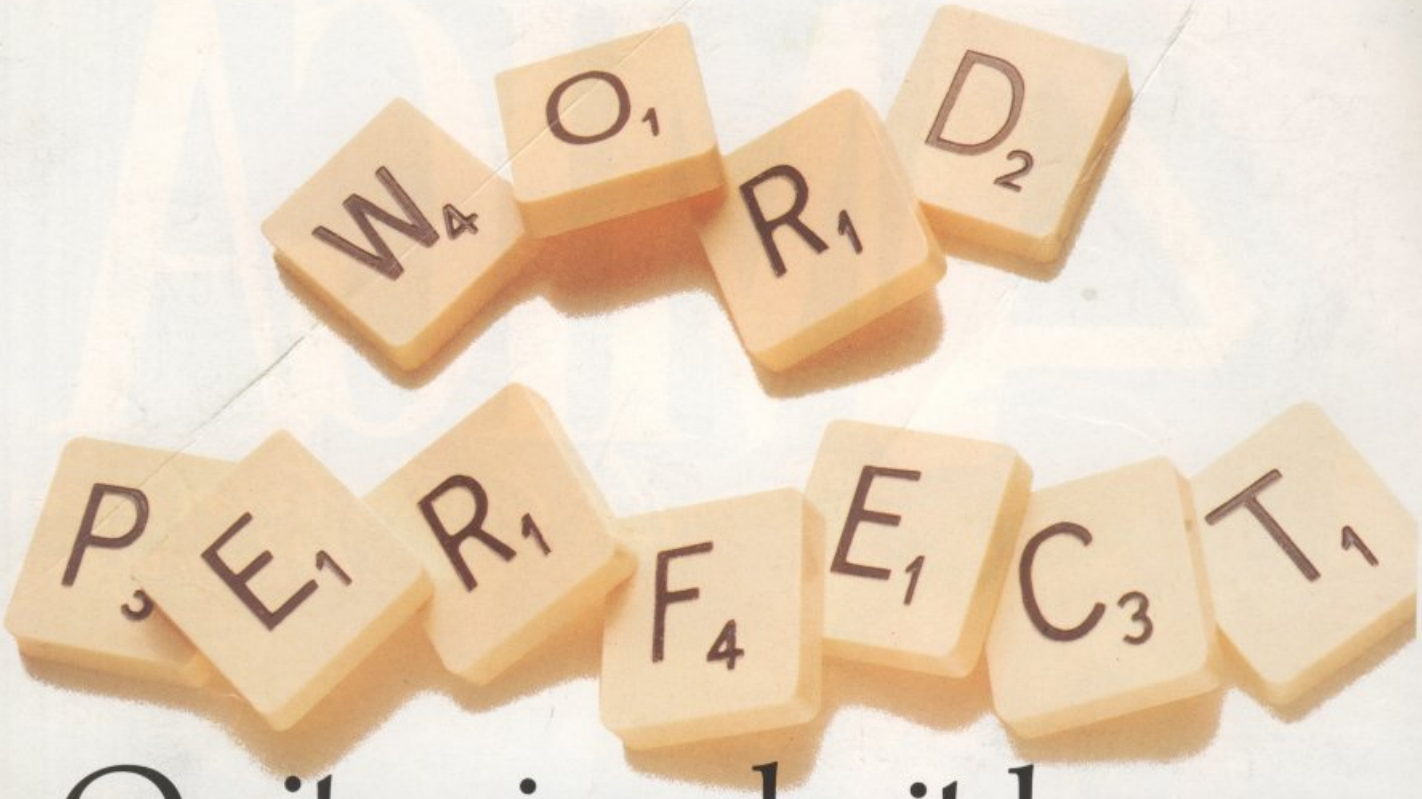

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Quite simply, it leaves other word processors lost for words.

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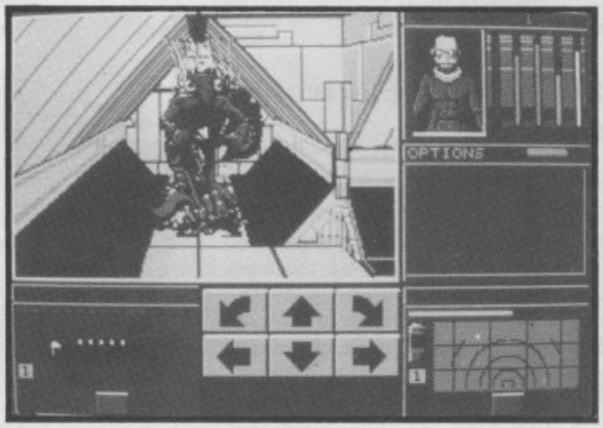


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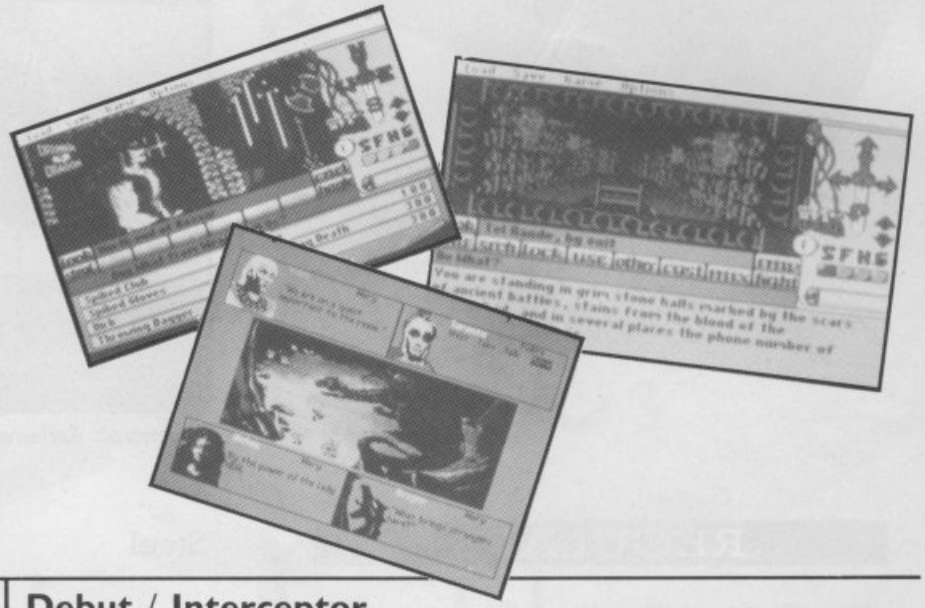
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YOUR AMIGA

Preview Time

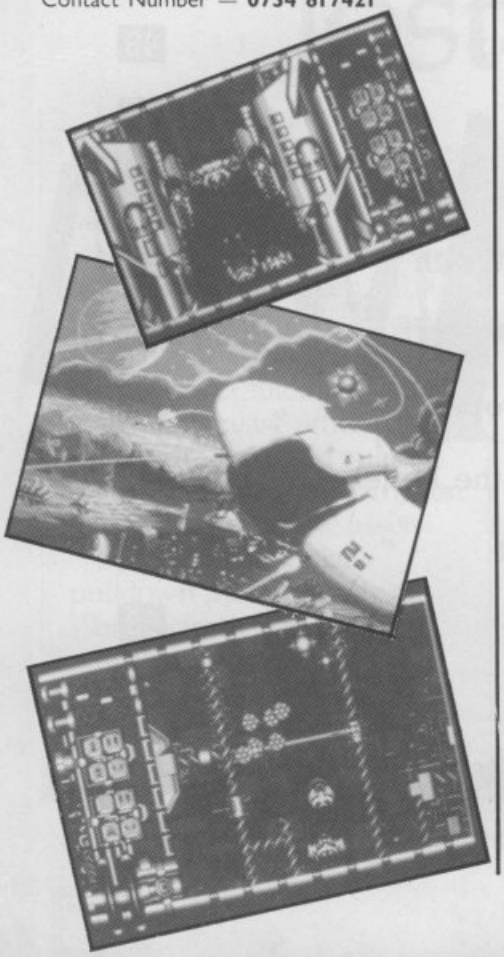
Keef the Thief / Electronic Arts

Keef the Thief is to star in a comedy adventure which features our heroes attempts to find and steal the six pieces of a broken magic statue and reassemble them and become the new God King. He was once thrown out of the Temple of Mem because he mastered none of the noble arts of Mem, battle or magic although he will need them now as he explores strange cities and creatures in search of the statue. To make magic you need to burn the right reagents inside a magic circle but the knowledge of these lie locked away in scrolls. Getting them should be no problem to a thief, using them could be tougher.
Contact Number — **0753 49442.**



Outlands / Interceptor

Two players looking for simple but fun shoot-em-up action should checkout Outlands as that's exactly what's on offer. It won't win any prizes for originality but perhaps some fans who want to play arcade games as they used to be. No silly plot, no complex gameplay, just lots of aliens to shoot. The two player options may be fun as you'll not only have to fight the aliens but battle against the other players to grab the extra weapons.
Contact Number — **0734 817421**

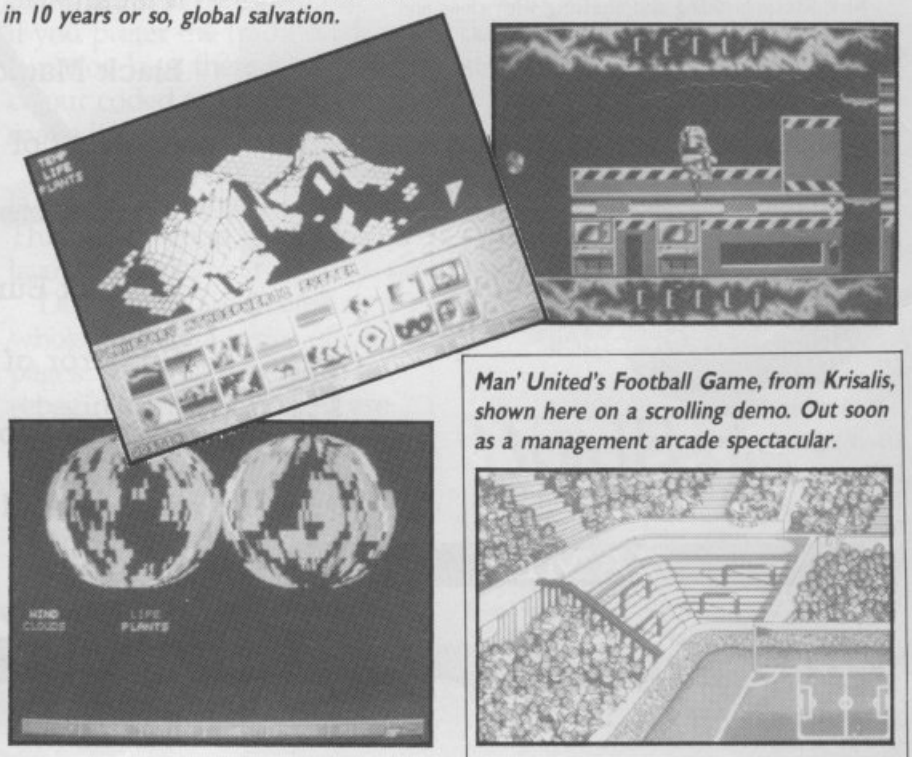


Debut / Interceptor

Ozone levels are depleting while pollution gets worse, acid rain destroys the forests and the sea level is rising while global warming adds to the chaos. If this sounds familiar then here's a chance to do something about it. Through a series of digitised icons you can view the planets surface either as a 3D view or as a full world display and get a graphical display of water levels, Oxygen levels and so on you can plot the trouble spots and plan your course of action. This action could involve irrigating deserts or cleaning up rivers in the hope of making the planet habitable again.

The rest of the planets population think you're mad and have escaped their man made disaster by building underground cities. Unfortunately, you need materials to complete your programs, that are constantly under threat from events such as earthquakes and flooding as the ice caps continue to melt. This need for materials will take you into the cities and into battle against their automatic defences.
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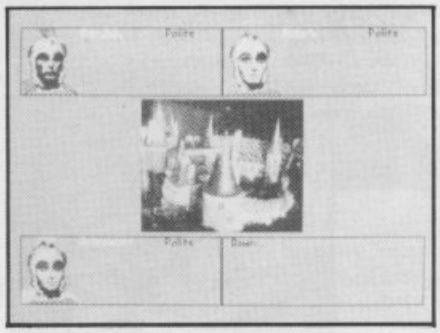
Games as a basis for entertainment and, in 10 years or so, global salvation.



Man' United's Football Game, from Krisalis, shown here on a scrolling demo. Out soon as a management arcade spectacular.

Sword of Twilight / Electronic Arts

Up to three people will be able to play independent characters in this new roleplaying game written by Freegall Associates who created the classic Archon. Their quest is to search out and find seven enchanted swords that together will free the eight parallel worlds from the evil of the Shadowlords. Through both sword and sorcery the adventurers must travel the magical road that connects the worlds and discover secrets, solve clues, unearth history and subplots and discover and wield powerful magic. The game will also feature a joystick controlled combat system, developed from Archon and a magic system that involves five kinds of magic users, including witches each with their own spells.
Contact Number — **0753 49442**



European Super League / CDS

The start of the new football season has brought the usual flood of football games with Liverpool, Man United, and Kenny Dalglish Soccer Match just three to look out for. CDS plan to add a new angle to the job of the football manager with its European Super League game which it describes as a 'a highly graphic roleplaying football management game'. Your objective is to win the Super League championship but to do this you will have to pick the right team, train the players, increase squad morale and confidence, compete with seven other managers, manage boardroom politics that could force you to sell players and cope with a fickle press. Your problems add up as there just isn't the time to do everything in a week but these problems won't do away unless its a disgruntled player fed up with low wages.
Contact Number — **0302 321134**

Tony Hetherington

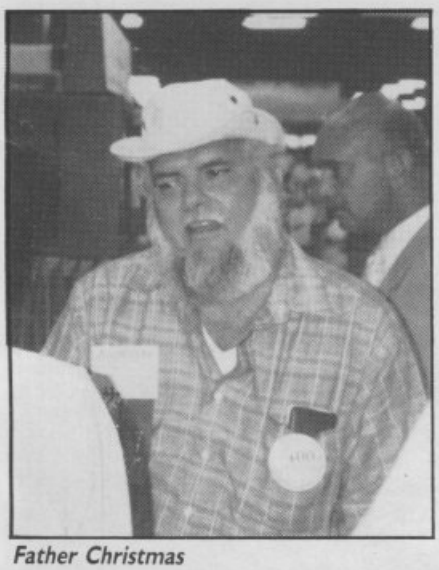
AmiExpo Midwest '89 ...CHICAGO!

■ **Chicago is the U.S.A.'s convention city.** AmiAssociates,the company responsible for AMiExpos, didn't announce the companion event being held at the giant Hyatt Regency hotel in Chicago at the same time as the Expo. Had they done so, even more than the over a hundred exhibitors might have signed up for the three day festival of Your Favorite Computer.

At first I thought "that other group" was a convention of the hearing impaired. At least half of the tall, quietly dressed, young men were wearing a discreet earphone in one ear.But further inspection revealed a walkie talkie suspended from belts and a very suspicious bulge where a shoulder holster might be. It was then one realised they were security persons.

"That other group" turned out to to be the National Governor's Meeting which is an annual affair in the US and comes with all the trimmings of V.I.Ps ... including President Bush, who waited until the AMIExpo was concluded before making his appearance on Monday.

This did not seem to dismay that crowd of ten thousand or so Amiga aficionados who packed in on Friday, Saturday, and Sunday for the show. We had our own heroes to attend: Jay Minor, always referred to as "the father of the Amiga", autographed the manuals of those who bought a copy of one of the outstanding programs introduced.



Father Christmas

Ultracard was written by Mike Lehman who wrote *Plan/it*. **Intuitive Technologies, 2700 Garden Road Suite 6, Monterey, CA 93940**, publishes it. It is a "hypermedia" program. The Mac has *HyperCard*. Now, the Amiga has *Ultracard*. *Your Amiga* will surely be doing an extensive review of it soon. (That's right Lewis, you're writing it- Ed). It brings a whole new world to the user ... his own world that he creates on *Ultrarcard*.

This manipulation of ideas and of programs was big th many of the new products introduced by **Elan Design, POBOX 31725 of San Francisco CA. 94131**One of these was their new *Invision Plus* which works with *Live!* a framegrabber from **A-Squared Systems** and a VCR to make FXS with the touch of a key. This new one has full ANIM capability.

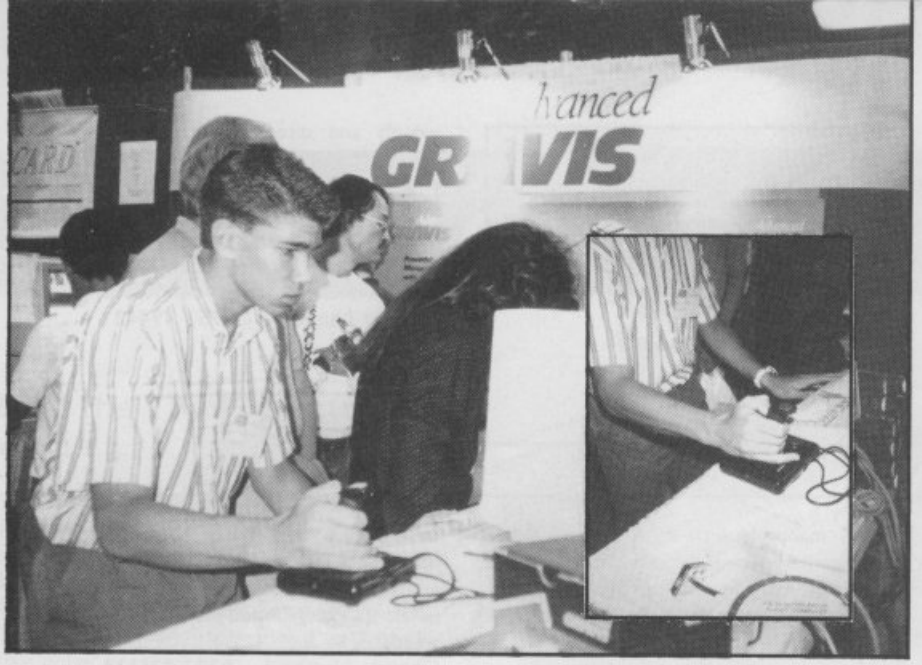
Another of **Elan's** products shown is probably of interest to more of you because it is cheaper ($59.00), and puts all of your graphics in one place where you can call them forth for display by using the key assigned to them. The **Elan** *Performer* (To be reviewed by Kevin Crosby in December's issue) uses no complex scripts or menus, you just punch up what you want to show. It multitasks with music and sound, too.



Blue Ribbon Bakery launched its *WHO! WHAT! WHEN! WHERE!* with baskets full of cookies. The bakers were all dressed in tasteful blue baker's uniforms and cooking caps.

W!W!W!W! is a schedule and life organiser, combining some of the better features of the old *Gizmos* and the newer *Nag*!. If it is as good as the cookies, I look forward to reviewing and using it.

Not quite ready for release but being demonstrated by the **Blue Ribbon Bakers** was what appears to be a solid MIDI manipulator and music creator. Called *Bars and Pipes*, it has PipeLine to direct the flow of your music, Toolbox to process Midi Info as it flows. The Sequencer has no limit to the number of tracks that you can record then manipulate,



American chap with his hand glued to his joy stick.

and the Bakers claim that their Editor is the most complete of any music package. The package prints out too! **Blue Ribbon Bakery, 1248 Clairmont Road, Suite 3D, Atlanta, GA 300030 (404) 3777-1514.**

Just a few booths down from The Bakers was what I think is the most prolific of all the AMIGA book publishers, **Abacus**. A great number of the books are superbly translated German written books, and many of them are available with a disk of the programs already typed in and running. Their latest is a *Virus protection Toolbox* to be reviewed in December's issue, with a disk and a 120 page guide to computer viruses.

At the high end of the Desk Top Publishing scale **Sharp Electronic Corp**, and **ASDG Inc.** have cooperated in connecting the AMIGA to the former's sophisticated scanning and other electronic equipment such as the *JX-450* and the *JX-300*. Now they have introduced a smaller scale scanner, the *JX-100*, that will be perfect for the news letter market. It is about the size of a portable tape recorder and sells for under a thousand dollars. The output is flawless as would be expected from the two companies.

C.Ltd drew a big crowd around its stand with demonstrations of their new *Han-d-Scan* that's a 4 inch, 400 Dot Per Inch, scanner for desk top publishing. *Han-D-Scan* looks a lot like the British GENISCAN but claims an additional 200 DPI in performance.

Some time ago, C.Ltd put together a DTP system that they call *LazerXpress*.Sales were held up because of the slow emergence of *PageStream* which is the software for it. It should pick up speed now that **Soft-Logik** who publishes *PageStream* is shipping updated and de-bugged versions.

Soft-Logic were at the AmiExpo with their ace programmer, just returned from a holiday in London, demonstrating the smoothly running new version.

C.Ltd. 723 East Skinner, Wichita, Kansas 67211 and Soft-Logik Publishing Corp., 11131 F South Towne Square, Saint Louis, MO 63123

The Macintosh from Apple continues to taunt US AMIGA users. We can do so many things that the Mac can do and many things it can't do, BUT what makes things difficult for us is its wide acceptance by business , especially in the field of DTP. If only we could do our type setting and layout on the AMIGA, then save to a MAC disk. Well, being demonstrated at the AMIEXPO was just such a package. Or perhaps I should say TWO such packages!

ReadySoft Inc., 30 Wertham Court, Unit 2, Richmond Hill, Ontario L4B 1B9 Canada displayed the A-MAX which actually runs Mac programs as an emulator. It comes without the Mac ram chips, but several of the hardware supply houses sell a package of them. This is certainly the cheapest way for an AMIGA owner to get into the MAC business.

Creative Computers, the retail sponsor of AmiEXPO, offers every thing you need to get the *A-MAX* up and running for $429.00. That would include the *A-MAX, 128K Mac eproms*, and an *AMIGA-TOSH 880 K* floppy disk drive. You can then run most of the DTP publishing programs designed for the Mac! **Creative Computers, 4453 Redondo Beach, Lawndale, CA 90260.**

Competition for the A-MAX is coming, however, for those who don't want a Mac but want to at least talk back and forth with the beast. **CCS** was demonstrating at their both a MAC-2-DOS. You may know their well received DOS-2-DOS which will transfer MS-DOS and Atari ST files to and from AMIGADOS. The new MAC-2-DOS will enable you to take your PostScript files on a Macintosh diskette to the professional typesetting service bureaus, let you input clip art from Mac programs and transfer other data files between the two systems.

Two packages are being offered: Package A: custom hardware interface, file transfer software, and file conversion software at $99.00. Package B includes the above plus a Mac-compatable 3.5-inch floppy drive and a software driver that lets you use it for reading and writing AmigaDOS diskettes as well as Mac for $349.95. These prices will probably be cheaper by the time Creative Computers and other discount house get to them.

CCS- Central Coast Software — is located in the Rocky Mountains (hence the playful name — not the East nor the West but "Central" Coast) **at 424 Vista Ave., Golden CO 80401.**

Programs for producing files continue to be up-dated. The standard SCRIBBLE! from MSS is being issued in a Platinum Edition as was their combined package called WORKS!. It will include an expanded 104,000+ word dictionary, a 470,000+ word thesaurus with definitions and among many other features IFF graphic support. MSS also publishes excellence! which is WYSIWYG word processor. **Micro-Systems Software, 12798 Forest Hill Blvd., Suite 202, West Palm Beach FLA 33414.**

Wordperfect was reassuring the public at its booth that all was well again in its relationship with AMIGA. They are continuing to develop later editions.

City Desk 2.0 is an almost complete rewrite of *CityDesk* first version. New features include enhanced graphics editor, auto-hyphenation, screened boxes, 24-pin and 1.3 printer drivers support, and color conversions from IFF pictures. **Microsearch, 9896 SouthWest Freeway, Houston, Texas 77074.**

The AMIGA world of images was very much in evidence at the AmiEXPO. NEWTEK, in their grandly designed booth, huckstered their latest third generation H.A.M. paint program, Digi-Paint 3, with one of the slickest carnival barkers in the business. This 100% Assembly Language program is billed as "The Ultimate Paint Program", and it may well be. All of the new features will certainly get my complete attention as I prepare a review on it for YOUR AMIGA.

Centaur Software, a fast growing publisher of 20 products, which range from the educational paint programs and coloring book for children named MyPaint to the popular disk optimizer B.A.D. And they say they will have 20 more out by Christmas. I enjoyed trying out their three button optical BOING! MOUSE. The middle button makes it compatible with A2024 software and X windows. The smooth movement over a glass mirror surface which reflects back the tiny laser makes it the slickest drawing tool I've worked with. They have the exotic address of **14040 Tahiti Way, Ste.528, Marina Del Rey, CA 90192.**

Another input device supplier was **Advanced Gravis, 6894 Palm Ave., Burnaby, BC V5J 4M3 Canada.** Their



Switch Joystick with 3 micro switch firing button was joined by a new mousestick which has an opto-mechanical input for precise control. The swarm of youthful games players trying out the sticks indicated their popularity.

If the speed of your present joy stick isn't shooting "whatever" down fast enough, **Micro Momentum, 100 Brown Ave., Johnston, Rhode Island 02919** has an Uzzi Interface which sits in-line with your standard joy stick and fires from 1 to 30 rounds per second when the fire button is pushed.

Among their other products MM has a collection of Interfont compatible fonts, LONS FONTS, which include 7 different sets.

Speaking of fonts, the ZUMA GROUP has left Brown and Waugh's stable to go out on their marketing own. Not only do they continue to add to their ever growing library of ZUMA FONTS, but an update of TV*TEXT is named PROFESSIONAL to indicate the higher level of performance it now achieves. What has long been the leading TV titling program for home productions will now give an even more professional look to your titles. **Zuma Group, 6733 N.Black Canyon Hwy, Phoenix, AZ 85015.**

In the desk top presentation area, Mindware International presented the outstanding group of animation related programs which work in conjunction with one another. The demonstrated PAGErender3D, which supports stereo vision, includes a library of objects, letters and numbers, and allows exact control over motion in 3D among its many other tools, joins the older PageFlipper Plus F/X and recently introduced PageSync which "creates sophisticated, timed interaction between Amiga-based graphics and professional quality audio, including MIDI". **Mindware International, 1110 Dunlop St., Barrie, Ontario, Canada L4M 5R3.**

SUMMARY

Although some of the great software houses had no representation at this outstanding AMIGA exposition, GOLD DISK, ELECTRONIC ARTS, AEGIS to name three, the wealth of small companies just starting on their way to fame made this a particularly memorable show.

The nature and variety of people in attendance was also a significant factor in its success. This has not been my experience at other Commodore shows. If one could generalize about the usual Commodore show in the UK, it would be that the attendees are mostly young, male and interested in games. To do the same about a US show would be to say that the age was older, the gender mixed and the interest in graphics, hacking and a little in business programs.

However, this show seemed to have all types and level of visitors, housewives, hackers, business men and women, musicians, artists, publishers. All were interested in using their AMIGAS for everything under the sun. Many were committed deeply enough to put up a fairly high fee of $50.00 a session for the MASTER CLASSES of three hours each. Classes were held in Pro Video, Amiga Art, Art in Motion, C, AREXX and the CLI, The Amiga as a Music/Video Tool and To Publish Amiga Style.

The Seminars scheduled covered the same range of subjects. My own special interest at the moment is 'The Amiga and Animation'. I found the seminar thrilling in its presentations. We were allowed to peek back stage at two programs which are now being developed by two of the speakers. Alan Hastings, working with NEWTEK, showed examples of what his new 3D generating animation program is going to do.

R. von Wolfsheild, of his own company, Silent Software, manipulated a demonstration of a tradition oriented "cel" animator. It will be a pleasure to have a tool which remembers and flips in times sequences the five or six preceding and following drawings of the animated figure. His "camera exposure sheets" bring the traditional control of the film camera to "frames" and "cels," coordinating them with dialogue, music and sound effects.

Neither of the two programs yet have a name, but you will hear a lot about them when they are named and released.

If the Saturday night champagne party given for the press and exhibitors by the German sponsor of the AmiEXPO to be held in Cologne on the 10th and 11th of November was a promise of MARKT&TECHNIK's hosting to come, you can be assured that I shall be in Germany covering that event for you.

YO GAZZA WHAT'S THE SCORE?

Paul Gascoigne, the crown prince of soccer, has signed up to a new team, but if you are the Spurs fan don't worry, he is not leaving Tottenham, Gazza has singed up for Empire Software and will star in Gazza's Super Soccer.



■ **The game is due for realease in** October on Amiga and C64 and, if you believe in the hype, carried more features than there are calories in a Mars Bar. Top of the list is the "Boost-o-meter". This gives the player total control of the kick he is about to play, height, strength, or spin.

The pitch view will be different. With a number of varients depending on the position of the ball, but Empire say "it will work well".

What if **the** Spurs fan does not own a computer?., well the game can be set for most of the other 91 League sides and Scottish Premier Teams. But I am sure it would be easier to play with Gazza, than against him (unless your name is Gary Linaker).

If the game has any of the personality of the Mars Bar Kid it should do well and may even top the league, unlike Gazza's other team. **Paul Kavanagh.**

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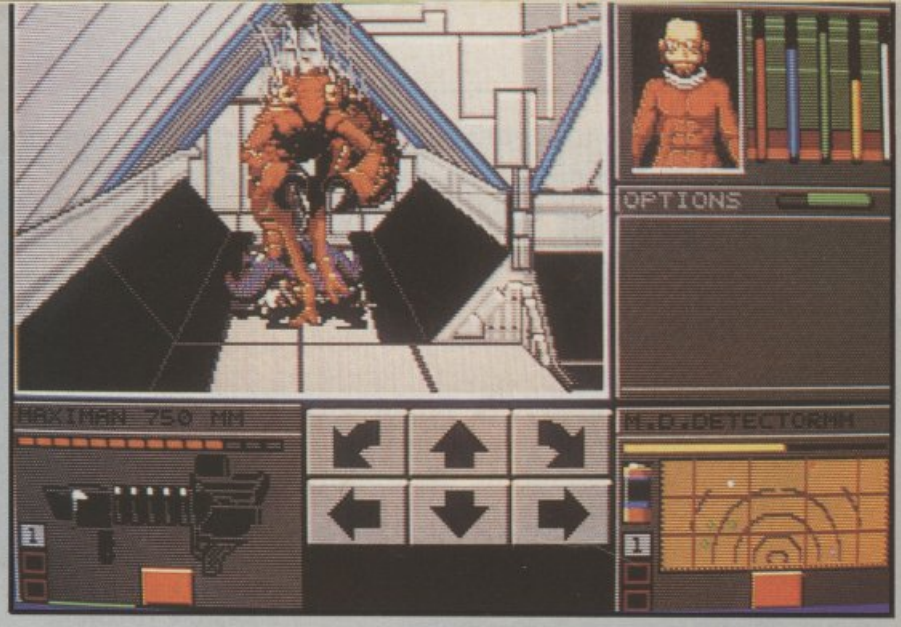
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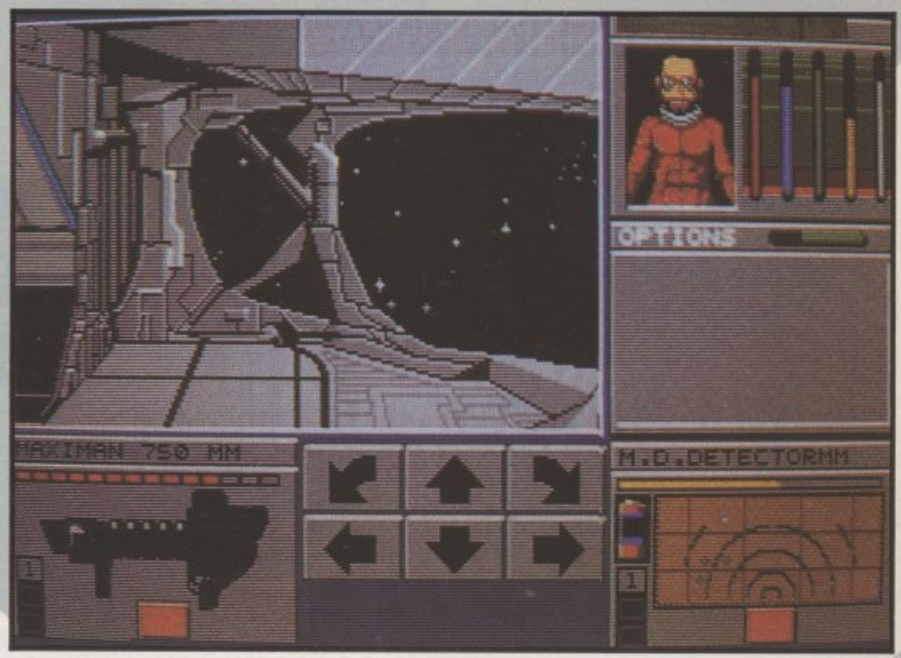
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PREVIEW

Aldermaston's Interceptor with something radioactive and good for your health.





■ **You were on a routine supply mission** to Cygnus 61 when things started going very wrong. First of all, you managed to damage your ship on landing and then you found the place not full of grubby miners but literally crawling with hideous aliens. Forget the standard game plots about saving the Earth, mankind or both in this game your only priority is saving yourself! This involves searching the alien infested base for vital equipment that you'll need so you can repair and refuel your ship and get off the base.

The lifeforms that have taken over the base provide three good reasons to carry out this plan. Firstly, they hate all other living creatures which includes you. Secondly, they need humans to reproduce which means you and thirdly they are Xenomorphs which means that given time they will mutate into something even worse.

Xenomorph is described as a 3D adventure in space, it looks like a sci-fi version of *Dungeon Master* but plays like an arcade roleplaying game. Since you have so much to do you may as well make sure that you look the part by stepping into the games DNA machine and by customising your genes define your gender, hair and eye colour and so on until it either looks like you or your favourite hero,

Xeno

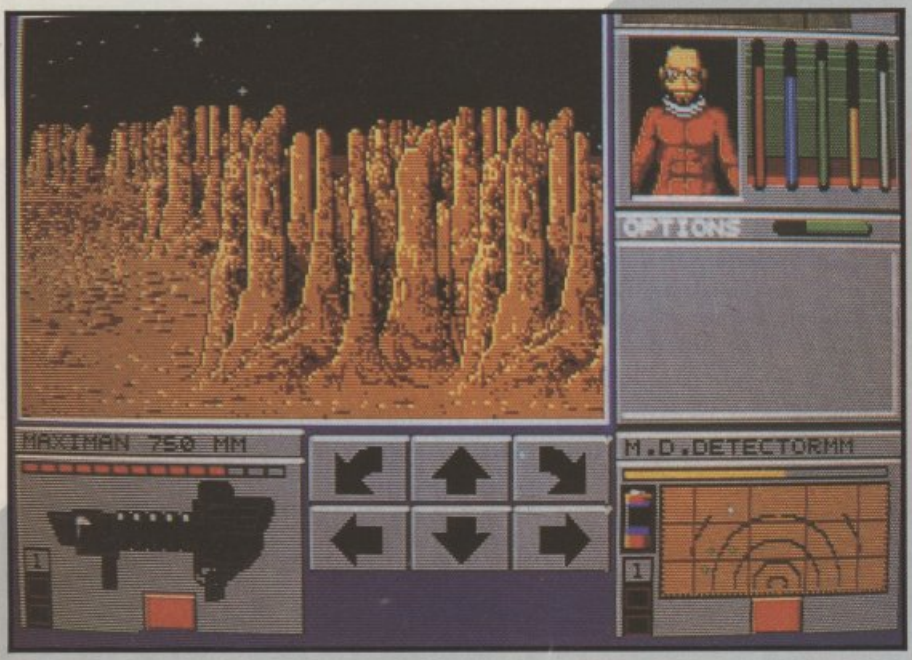
megastar or even *Your Amiga* reviewer.

If you're going to survive this ordeal you're going to need some weaponry to supplement your puny starting quota (after all you weren't expecting trouble on such a routine mission). This you'll find in the armoury where you can pick up laser guns and rifles as well as grenades, bombs and mines including robomines that when activated, seek out and destroy any moving object. You can also find other useful gadgets such as a motion detector which like some of your weapons is powered by batteries that may have to be replaced.

You will need all these guns and equipment if you hope to stem the tide of the Xenomorphs. There are countless races on the base each with it's own cycle of development. As a rule all stages are dangerous but some are more vulnerable. Take for example the insectoid shown in its stages across the page. As an egg you can blast it easily, but once it hatches the larvae will escape and hide as it's fast and small. The reason why it hides is to find a suitable place to metamorphose first into a cocoon and then into the full adult form that then starts hunting you. It's a mistake to think that all the Xenomorphs are the same and each one can be taken out with a single laser blast. The Xenomorph that looks like a vicious green blob is such an example as if you try and zap it you'll find yourself looking at two vicious green blobs.

The action takes place on a screen that is split into sections or windows. The biggest window contains a 3D view of the room or corridor that scrolls smoothly as you race along. In this game you can actually run down the corridors which can get you into and out of a whole lot of trouble. As you can see from the screenshots the background graphics vary considerably but my favourite is the shute lines with pipes that seems to close in around you.

Around the main screen are smaller screens that show what you are holding in both hands, an option screen that can call up the contents of your backpack, standard *Dungeon Master* style movement icons and one showing a picture of you and your current state of health. This last screen is replaced by a mini version of the 3D view when you wish to look at an object or swap equipment. This mini view continues to move and scroll and includes all the animated aliens that you meet. This means you can continue fleeing form a horde of Xenomorphs while fumbling in your backpack for your last gas grenade.



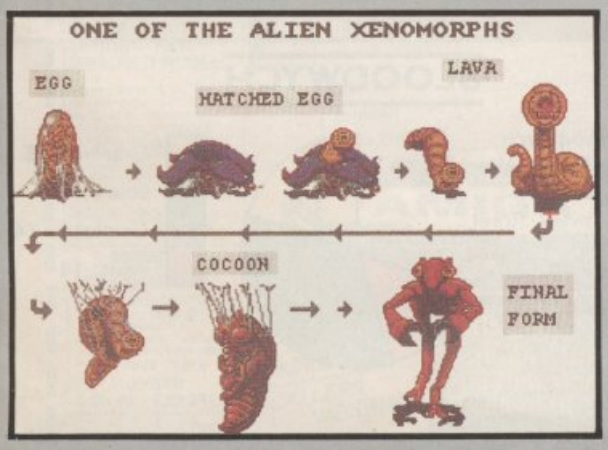
■ **There was still some work to do on** Xenomorph left to do when I visited *Interceptors* base in Aldermaston. Unless they have a collective brainwave and decide to do something very silly it is certainly going to be good and very, very big.

The game will be a mixture of roleplaying game and arcade style action as this isn't one where you can sit around planning your next move. In fact, the mini 3D view ensures you can keep going even while your swapping equipment.

From the screenshots you can see just how good the graphics will be and I can assure you the animation is just as good. We'll have to wait and see who will actually play the game as it should appeal to both fans of role playing and action games.

Tony Hetherington

omorph



XENOMORPH

Title: **Xenomorph**
Supplier: **Pandora** (Interceptor)
6, Mercury House
Calleva Park Ind. Est.
AldermastonL
Berks. RG7 4QW
Price: **£24.99**

REVIEW

Bloodwych

Tony Hetherington sets off on a little dungeon delving

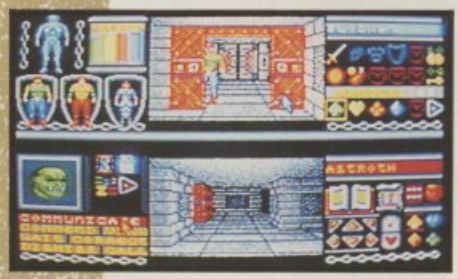
■ **Long ago, the powerful city of** Treihadwyl was ruled by a secret order of powerful mages known as the Bloodwych. They were strong and just and all was well for many centuries until, Zendick, second only in command to the great Dragon leader himself, attacked the others with strength and stealth and defeated the Great Dragon and banished the others to the astral plane.

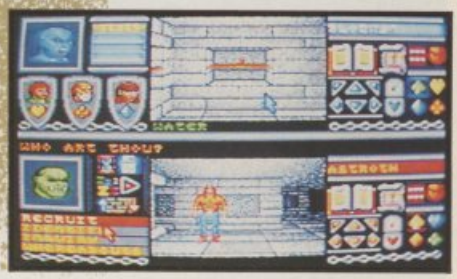
Ruin and despair fell upon the land as evil creatures settled in the now dark land. Could anyone hope to challenge Zendick's might and free the land from his tyranny? Naturally, this task falls to you. As the game begins the banished Bloodwych have managed to contact you and have urged you to lead a party of four chosen from the remaining heroes into battle against the Lord of Entropy. Your first job is to toughen up these heroes through encounters with monsters and mages before leading them to the five towers. The first four of these contain the crystals of storing that together hold the secret of destroying Zendick who has made his stronghold in the fifth tower.

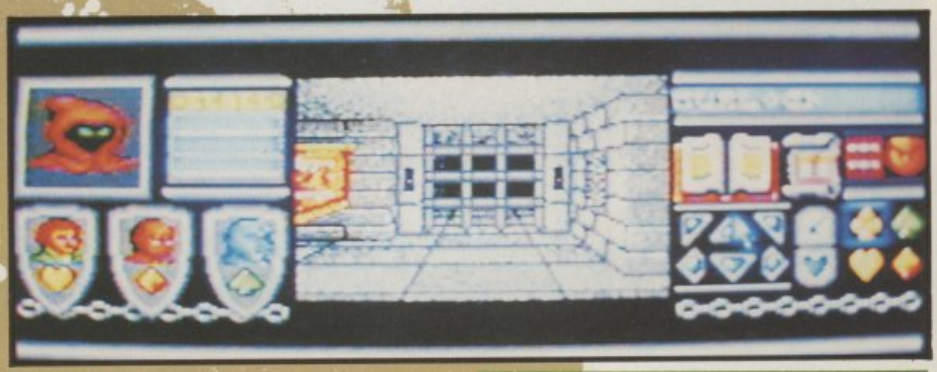
One or two players can embark on this quest and each control their own party on a screen that has two similar displays. In the centre is a *Dungeon Master* style 3D view of the room or corridor that lies ahead, and of any monsters or people in your way. On either side of these displays are icons for controlling your party. Movement arrows control your progress through the game. These are flanked by an attack or defend icon, a spell book, icons showing the current party marching order, and a bag icon that leads to the possession screens where objects can be placed in either hand slot, armour or shield positions or in storage.

If you try and attack every man and monster you meet then it will be a very short game. To avoid this the game contains a substantial section through which you can talk, barter, interrogate and even insult those you meet. This includes niceties such as smalltalk, and essentials such as asking about creatures, places, and items in the game. If you haven't already got a full party then you can also recruit a replacement. As long as you can convince them that you're worthy enough to join.

Bloodwych contains four basic character types that are represented by suits in combat and in the marching order. These include fighters, mages, archers or assassins, and general all-rounders. The effects and use of weapons and armour is automatically controlled leaving the mages as the most interesting class as they can use magic. This is accessed in the game by the spell book icons that in turn have controls to turn their pages and to select a known spell. Each spell has a point value that is deducted from the Mages spell points but the effectiveness of the spell depends largely on the number of times it has been cast before. In other words practise makes perfect. To add to the confusion as there are four different types of magic which include the physical green serpent magic, the illusion of moon magic, fire and energy of dragon magic, and the disorder caused by chaos magic. Naturally, you're more proficient in your class of magic but you can learn and attempt other spells. As in all role — playing games it's the fighters that bear the brunt of early conflicts as the mages build in power. Only when both are powerful can you hope to fulfil your destiny and defeat the Lord of Entropy.



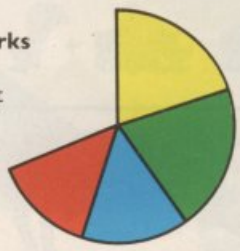




■ ***Dungeon Master* for two players. Ok,** that's the simple assessments over as a game this big and complex deserves more and as always in these types of games it has good and bad points.

BLOODWYCH

Title: **Bloodwych**
Supplier: **Image Works**
Irwin House
118 Southwark Street
London SE1 0SW
Price: **£24.99**



Graphics: **12**
Sound: **11**
Gameplay: **14**
Value: **18**

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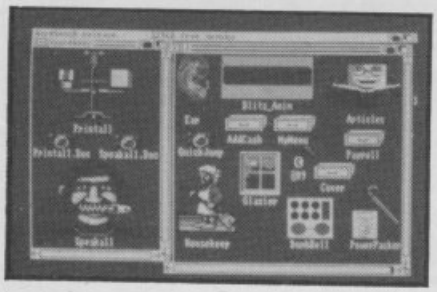
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The Public Domain Column

In this new column Allen Webb gives new information concerning the Public Domain and Shareware material currently available for the Amiga. What's new on the market and what's the best of the older material. The reviews will be frank so that you know what is worth looking at and what is a waste of money.

■ **Firstly let us establish what PD (Public** Domain) and Shareware are. PD software (also called freeware) is material which the programmer has made generally available to all computer users. There is generally no limitation on copying or distribution. Shareware is a slightly different animal. Such software can be distributed but you are invited to send a small fee to the programmer if you like the software and use it. In return for the fee you are normally supplied with updated versions of the software. The concept of shareware is a little alien for the British mentality but I think that it is a good idea. The quality of much of the available shareware is sufficiently good that even if you pay the fee you get an excellent bargain. The prime restriction on either type of software is that you should not use it for commercial purposes.



PD material is available from a number of sources. There are a range of PD disks available from the USA such as *Fish, FAUG, TBAG, AMICUS* and *Jump Disk* which contain both PD and Shareware material. While there is some overlap of material, (there is after all only a finite source of material) they offer a wide range of software. So why buy it? In simple terms it is good quality and cheap. The average PD disk will cost you around £3.00. If you deduct the cost of the disk, say £1.25 for small quantities, you are left with a disk full for £1.75. Even if only one program on the disk is of use to you, it must represent good value. Many of you will have seen diskettes attached to magazines. DON'T judge PD and shareware from such disks. Magazine linked disks usually contain playable demos and a few utility programs. There is a lot more better quality material to be had if you dip into the PD market. As an example consider a spreadsheet program called Analyticalc (FISH disk number 176). This spreadsheet offers the widest range of features you could imagine, allows access to blocks of 18000 cells, comes with a 100 page manual and is freeware. All for £3!!!

For the rest of this column I want to look at the most recent issues of *Jump Disk*. Much of the material available tends to be in the form of a collection of software items put on a disk. One exception is *Jump Disk* which is actually a disk magazine. As such it offers editorial content in addition to the software items. For many users, particularly beginners, this offers a useful source of tips on how to use the Amiga hints on CLI and other snippets of invaluable information. The use of each disk is enhanced by the inclusion of three items. First, a program is provided to allow you to read each article or look at each picture with a few clicks of the mouse. Secondly, there is a program which will print every article for you. Finally, instructions are given to allow those of you with at least 1 Meg of RAM to load the disk to RAM disk. At £8.50 per issue, JumpDisk is a little more expensive than most PD software but it still represents good value.

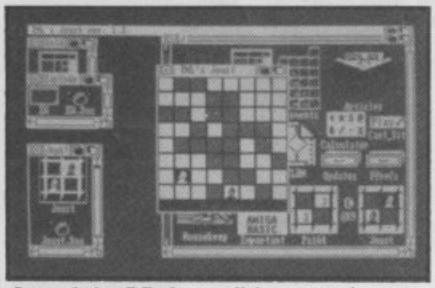
The June 1989 issue centres on a Genealogy program which allows the storage and retrieval of family history data. The programs on the disk are:

Peopletree	A genealogy program
Pointered	A pointer designer
ESP	An ESP tester/game
Hidden Words	A word search generator
VirusX 3.2	The best known Virus killer
Coderoom	Text file encoder
Bargello	Needlepoint designer
BigPix	Screen Scroller
Zonx	Maze game

Overall this disk is a little weaker than others but the price is well justified by Peopletree and VirusX 3.2. Peopletree allows you to set up a database containing records of individuals and linking them to other members of the family. This allows you to prepare charts showing the interrelationships of family members. Due to the inherent difficulties of fitting them on a normal printer, the production of a formal family tree is not possible. The program is nonetheless good quality. VirusX 3.2 is a further version of this excellent and indispensable utility.

The July issue is the 3rd Anniversary edition of JumpDisk and contains a number of tasties. The contents are:

Powerpacker	**A new cruncher**
Ear	**A graphics based tutor**
Overscroll	**Assembler code to allow scrolling over IFF displays from Basic.**
Lire	**A text file reader**
Blitz Animation	**Page flipping animator**
Glazier	**Window Basic code generator**
Payroll	**Small business payroll program**
Dumbell	**Graphical Puzzle**
Mymenu	**System for adding to Workbench menus**
Addcash	**Processes cash amounts in text files**



One of the P.D. jump disks opened up to show a chess programme.

A number of items in this issue are particularly good and worth adding to your library of utilities. Powerpacker is a routine for crunching files to save disk space. Crunched programs are executable (as with CRUNCH) and you have the choice of using or omitting colour effects during de-crunching. A scroll effect is particularly "gut churning". Text files are also handled. The program offers quite a range of options and savings of 40% are typical. For Basic users, Overscroll allows professional effects with little effort. Blitz Animation is a remarkably powerful animation package occupying a massive 17464 bytes. It allows the "flick page" animation of IFF pictures and appears to even handle HAM images. At very slow speeds it acts as a slide show system and can be driven from a script. MyMenu isn't new but is a very handy means of adding to the menus offered by Workbench. I have, for example, added a Tools menu which gives access to CLImate and Powerpacker at the press of two keys.

The August issue is a little weaker but still has one or two gems.

Fixdisk	**An alternative to DiskDoctor or DiskSalv.**
Celdo	**A simple animator**
ILBM	**A package of assembler routines for the handling of IFF graphics from Basic.**
Elements	**The periodic table**
Calculator	**An "on screen" calculator**
Can't sit down	**A music demo**
Tiles & Maze	**Updates of classic PD games**
Explode	**Exploding windows**
TBAR	**A patterned menu bar generator**
Joust, Gold, PZL64	**brain games**

Overall this is handy collection although not exceptional.ILBM is a real cracker for those of you who want to handle IFF displays from Basic. The routines take a bit of effort to get to grips with them but it's worth the effort. Joust, Gold, PZL64 and Tiles are all very good thinking games which are challenging and don't occupy a lot of disk space. Elements is an impressive undertaking but is difficult to read due to the use of interlace and a green/black combination. It seems that the programmer hasn't realised that colour extremes increase the flicker in interlace mode.

The final item I want to consider is a disk called *Chet Solace Shareware Extravaganza*. This disk contains a collection of software which has been downloaded from US Bulletin boards. This disk is crammed with material, much of which is in a crunched form. The disk uses a colourful introduction sequence using a 3-bit plane workbench and a number of fancy routines — most of which are available to the purchaser. A jolly little boot file is included which plays a tune. This has a handy side effect in that if your boot sector becomes infected by a virus you should be able to hear it's effect! The Disk contains a number of drawers containing tools, Icon utility, text presentation system, animated pointers, pointer utilities and a number of games/hacks. The games/hacks side is the weakest and isn't particularly gripping. This weakness is more than made up for by the strength of the utilities. Some such as animated pointers and Icon lab aren't new but are good quality. In the tools drawer are, interalia, a disk organiser which speeds up file access, a cruncher, a 3 bit plane workbench utility, routines for the musical boot track and a real poser scrolling intro. Overall, at £4.99 this disk is a real cracker and a worthy addition to any user's PD library.

Well that's it for this month. Watch this space for all the PD news.

All the material reviewed in this column was supplied by **George Thompson Services: Dippen, Broddick, Arran KA27 8RN.(Tel: 077082 234)**

Paul Gascoigne Soccer Competition



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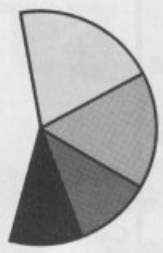
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Gordon Hamlett discovers Hewson's latest a little rusty round the rivets.

STEEL

Title: **Steel**
Supplier: **Hewson**
56B Milton Park
Milton
Nr. Abingdon
Oxon. OX14 4RX
Tel: **0235 832939**
Price: **£19.99**



Graphics: **20**
Sound: **16**
Gameplay: **11**
Value: **10**

■ **Rampaging renegade robots run riot!** That, in a nutshell, is what this game is all about. Something seems to have happened to all the computer circuits aboard the space ship Steel as things definitely ain't what they used to be. Instead of man and machine working together in perfect harmony, the multitude of metal mickeys have malfunctioned. And guess whose job it is to sort them all out again in this combination of arcade adventure and shoot-em-up.

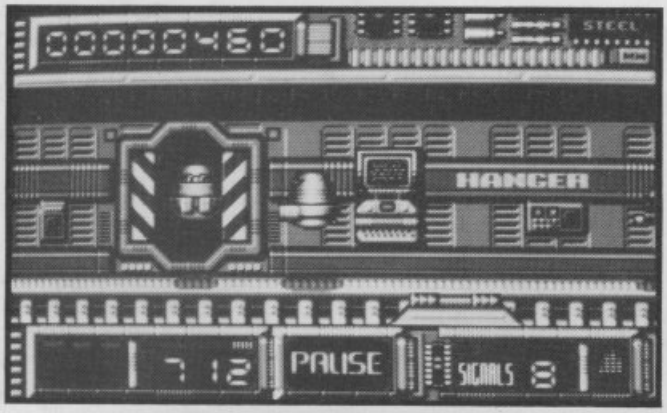
Somewhere on the ship is a hidden room containing eight slots. Into each of these slots fits a cartridge which you must pick up on your travels. You can only carry three of these cartridges at any given time. The problem is that the slots are not activated at the start of the game and so the cartridges don't fit. It's up to you to find a way of switching the slots on.

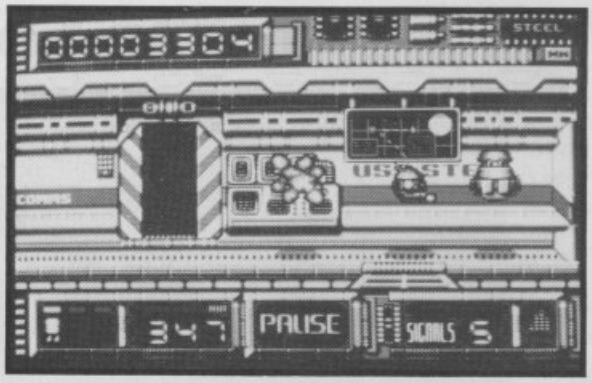
This is achieved by finding an active computer terminal. Logging into this takes you into a sub-game in which you have to destroy a data bus by shooting it within a specified time limit. The bus is protected by what looks like three rows of rotating machine gun bullets which must be shot through before you can get to the bus. They fire back at you so you must dodge the flak as well as aiming at your own target. There are also shades of a second generation breakout game here as you can collect pods that increase your rate of fire and so on. Destroy the data bus and another slot becomes activated.

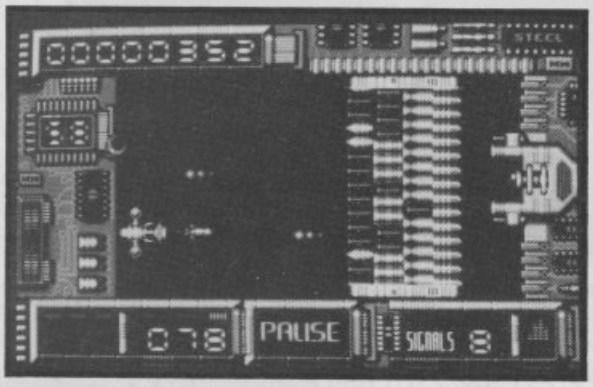
All the corridors are protected by a series of robots that must either be shot or barged out of the way. Collisions and gunshot wounds deplete your energy. There are several refuelling stations where you can top up your vital juices although you do lose points for making use of this facility.

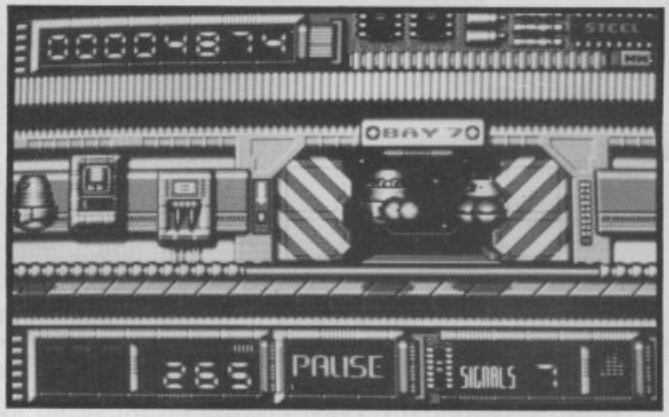
■ **The best thing about *Steel* is** undoubtedly its graphics with some excellent backdrops as you explore the ship. The game itself is rather pedestrian with little in original ideas to maintain your interest. The shoot-em-up section was far too easy in so much as I never failed to complete one and I am not exactly renowned for having the itchiest trigger finger in the west.

As for the rest of the game, it was simply a case of wandering round the maze, picking up objects and fighting off the baddies. Not a lot to get excited about and you might well decide that there are better ways of spending twenty pounds.









STEEL

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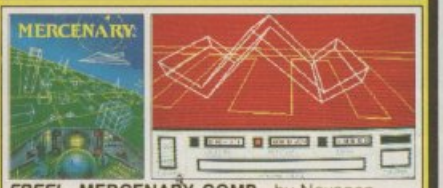
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REVIEW

Genealogy for the aristocracy: see the counties and the longbow targets disappear



Kingdoms of England

■ ***Kingdoms of England*** **is one of a series** of simulation software which has appeared in recent times for the Amiga. This means that it inevitably has a range of good quality opposition against which it must compete and inevitably be compared.

The plot is straight-forward enough. You have the task of collecting an army and progressively conquering enough of Britain to ensure victory over the opposition. This should be enough to indicate that the game is similar to *Defender of the Crown*.

The game commences with the usual sequence of credit screens which do little more than indicate that the graphics are up to a reasonable standard. I find the pre-occupation by writers, of this type of game, with introductory screens giving the names of just about everybody involved in the game rather tedious. I'm sure it does little except fill the disks and lead to a delay in starting the game.

The first useful screen invites you to enter the details of the human players. Up to four players can take part and you must input their names. In any game there will be four computer controlled players. If you do not input any human players, the computer will play by itself. You can also set the percentage of the country which must be conquered before a player can win. This is variable between 50 and 100% and determines the length of the game. Once this step is complete, you launch forth into the game.

The main playing display is a view of England, Wales and Scotland. There is an overall view of this area and a scrolling window showing greater detail. The playing area is split into a large number of provinces which are shown on both map areas. It is these provinces which are the subject of your battles. Initially, each player has a single province, each with a castle. These provinces are shown in different colours, one for each player. In keeping with many wargame/simulation type programs, the play takes place in fixed time increments, generally two weeks. There is no use of real-time except for the detailed combat mode which uses pseudo real-time. Within each time increment each player has one turn. During this turn he takes the necessary actions to pursue his objectives.











Play actions lie in two areas. The player can increase his resources. During each time increment, each player raises money from taxes. The taxes raised are a function of the area of land occupied. This money can be used to hire men and buy catapults to raise armies or to built up your castle. You can hire a range of types of soldier including archers, soldiers and knights allowing you to develop your own blend of army. Each province can have up to four armies, one in the castle and three others. These armies can be moved to other provinces but may move only one province during any turn. Armies can be split or joined. Overall these allow you a wide range of deployment options which will be vital as you attempt to out manoeuvre your opponents. If you move an army into an unoccupied province, you automatically conquer it. If the province is occupied then a battle will be fought to resolve the issue. Clearly, spending money on building up your castle will contribute to your strength. The question is how you allocate your money.

Before tackling other provinces you can obtain some information by clicking the pointer on the province in question. The information obtained is limited however. The colour of the pennants in any province can be used as an indicator of the strength of the occupying forces.

During a battle factors such as the weather, terrain, and the relative strength of the armies are taken into account. Encounters with a computer controlled opponent automatically result in a short form battle. Apart from the option to direct your catapult fire, the progress of such battles is largely automatic, with the software deciding the outcome.

If you engage combat with another human player who has developed his castle to a specific degree, you enter detailed battle mode. In the first part of this mode you assign your attacking forces and catapults to units. These units will depend on your intended attacking strategy. Similarly, the defender has the opportunity to assign his forces. Once these choices have been made, the forces are deployed around the castle. During the combat sequence you have a vertical view of the area and you can move the forces around by the use of keyboard controls.

Twice a year each player takes part in an archery contest. Initially you are given the shooter's view of the target and you have the option of aiming your bow and selecting the strength of pull. Allowances must be made for the wind strength and direction and the distance from the target. Four sets of shots at different distances are made and the overall winner gains a prize in silver.

Where prisoners have been taken by an opponent, you have the option of rescuing them rather than engaging in battle. In this mode you control a figure with different keys allowing different strokes and blows to be performed. The idea is to eliminate guards and thereby rescue the prisoners.

■ **Now that we've had a look at what the** game involves the big question is how does it shape up?

After playing the game for some hours I became rather confused as to its design. The basic game section involving building armies and attacking provinces is most enjoyable with plenty of scope for cunning and strategy. I found the detailed battle option and archery contest initially interesting but eventually rather tedious and offering little to the overall game. The initial screens in the detailed battle mode look to offer scope for strategy but the actual battle was rather bland. I suspect that having developed the kernal of the game, the programmers had the compulsion to expand the game by adding these options so give greater value/a prettier product/compete with the opposition/fill two disks or whatever. The archery sequence could, in my opinion, have been omitted without any loss.

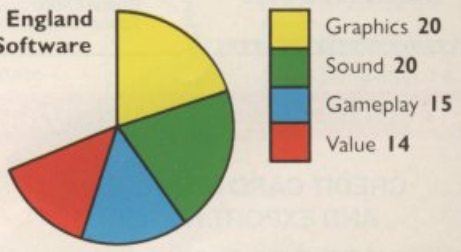
I would have preferred the two battle options (detailed/quick) to have been replaced with a single intermediate sequence based on normal wargaming concepts ie deployment of men bearing in mind terrain, weather, resources etc. with computer moderation. This would have resulted in more depth in the battle sequence with more input from the player. The rescue the prisoner sequence was quite jolly and offered a little light relief and blood letting and was a worth inclusion.

I haven't played *Defender of the Crown* on the Amiga so I can't compare the two games. *Kingdoms of England* is quite well designed with above average sound and graphics. The core of the program is engrossing and is testing. I feel that with a little effort it could have been an outstanding game rather than a *Defender of the Crown* clone.

Allen Webb

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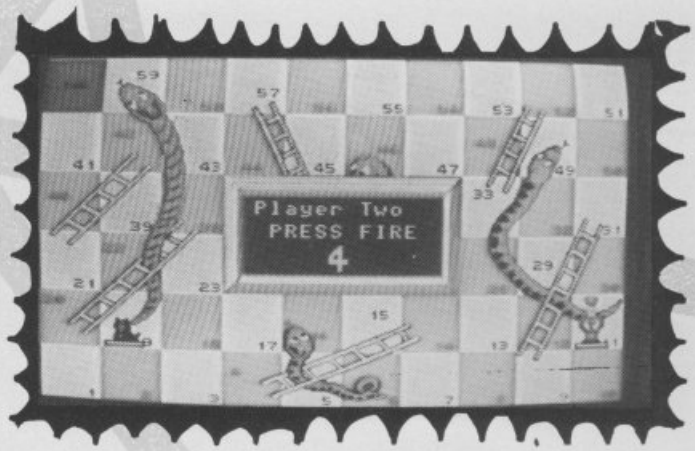
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Postman Pat, Postman Pat, Postman Pat, and his black and white Tony Hetherington!



Postman Pat Snakes and Ladders.

Postman Pat



Watch out for the cyclists, particularly Mrs Hubbard.



Pat and cat delivering an important parcel.

■ **Postman Pat complete with his black** and white cat and the rest of the Greendale gang have at last arrived on the computer screen. And Pat actually delivers some post. If you've ever watched the TV series (a must for the under 5's, their brothers and sisters and Mums and Dads) you'll know how rare this is. But don't worry Peter Foggs's sheep do escape and must be rounded up.

Driving his rather wobbly van around the lanes of Greendale is a challenge in itself as they are strewn with hazards such as slippery pools of oil and unstable cyclists. In the easy version of the game aimed at the real Postman Pat fans there's no chance of crashing or of falling foul of other mishaps that will bring more advanced players to an abrupt end until they master the van's curious controls. Whichever version you play you have 25 minutes to complete your round.

Before you can start you have to find the Post office and get the first package from Mrs Goggins to deliver. This continues until either your round is complete or you run out of time or vans. Sometime during the round Peter Foggs sheep will escape and you'll have to help him round them up.

However, that's not all that's on the same disk you also get a chance to play Postman Pat Ludo, Postman pat Snakes and Ladders and Snap where you have to match the spinning halves of Postman Pat characters.

■ **Postman Pat is a real megastar as far** as the feeder beaker brigade are concerned and only matched by the likes of *Fireman Sam, Count Duckula* and the *Flintstones*. The game has been well designed offering both a simple version for the youngsters to play and a harder version for their brothers, sisters and Dads. Even the very young will enjoy playing with the joystick and moving the van around the roads while listening to a reasonable rendition of the *Postman Pat tune*.

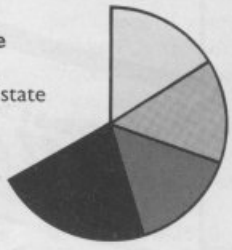
With that basic formula Alternative has then added three games in the guise of *Snakes and Ladders*, Ludo, and a sort of reactions version of *Snap* and bundled the whole lot together for a budget price of only £9.99.



Snap Pat style.

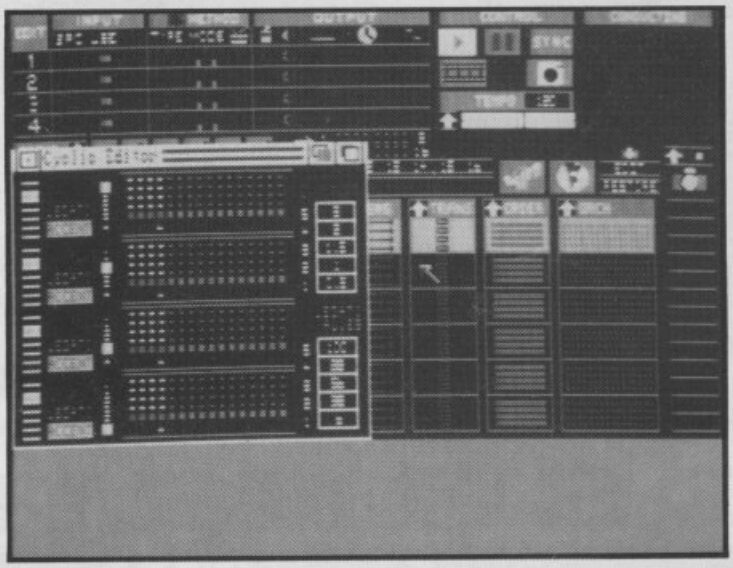
POSTMAN PAT

Title: **Postman Pat**
Supplier: **Alternative**
Units 3-6
Baileygate Industrial Estate
Pontefract
West Yorkshire
WF8 2LN
Price: **£9.99**

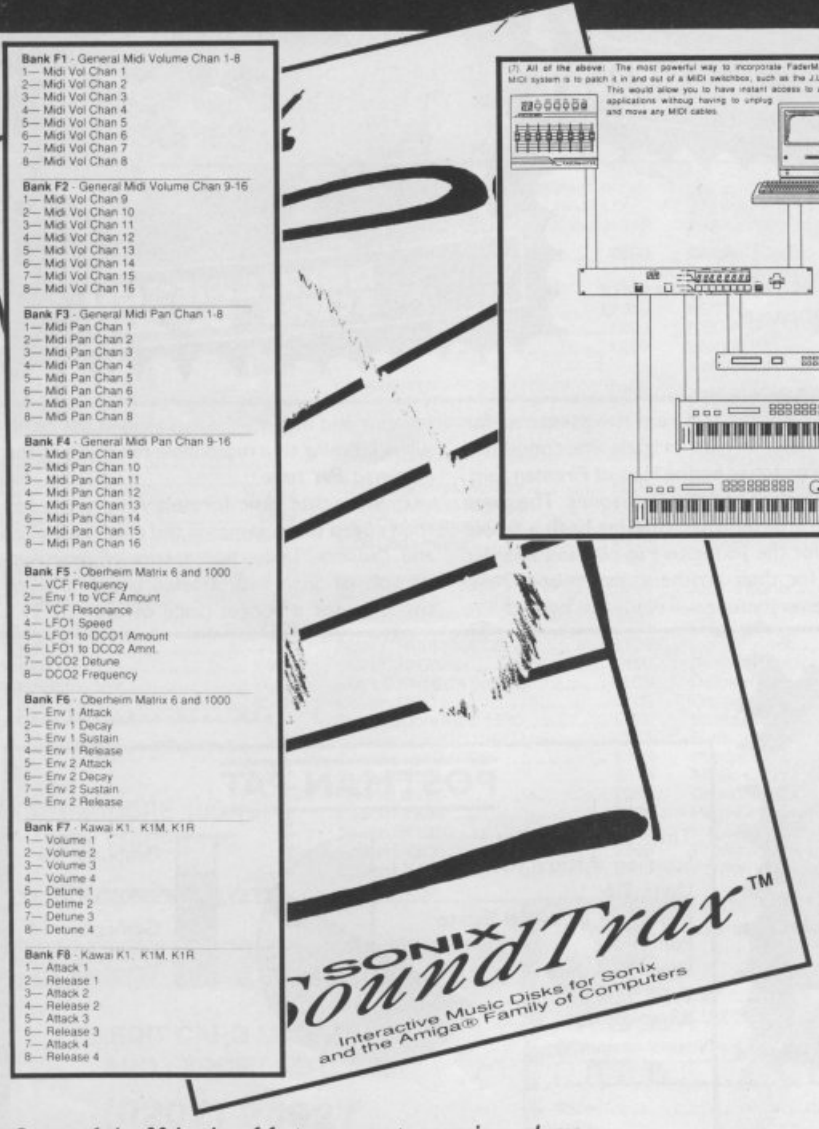


Graphics: **16**
Sound: **15**
Gameplay: **14**
Value: **22**

This month, Micro Music's Darrin Williamson takes a look at a rather unusual MIDI controller and a compositional aid and some support disks for Sonix owners



MIDI U



Some of the 30 banks of factory presets covering volume and pan change.

■ **The problem many people find with** the latest music hard and software is the lack of physical things to twiddle. In the good old days you had whole banks of sliders and knobs which controlled all the units parameters. Programming sounds etc. was dead easy because you could see and feel exactly what was going on. These days, however the digital age is with us. More features, better and better sounds but, unfortunately getting less and less accessible to the average user (in other words you and me). The age of the Increment and Decrement buttons is here to stay.

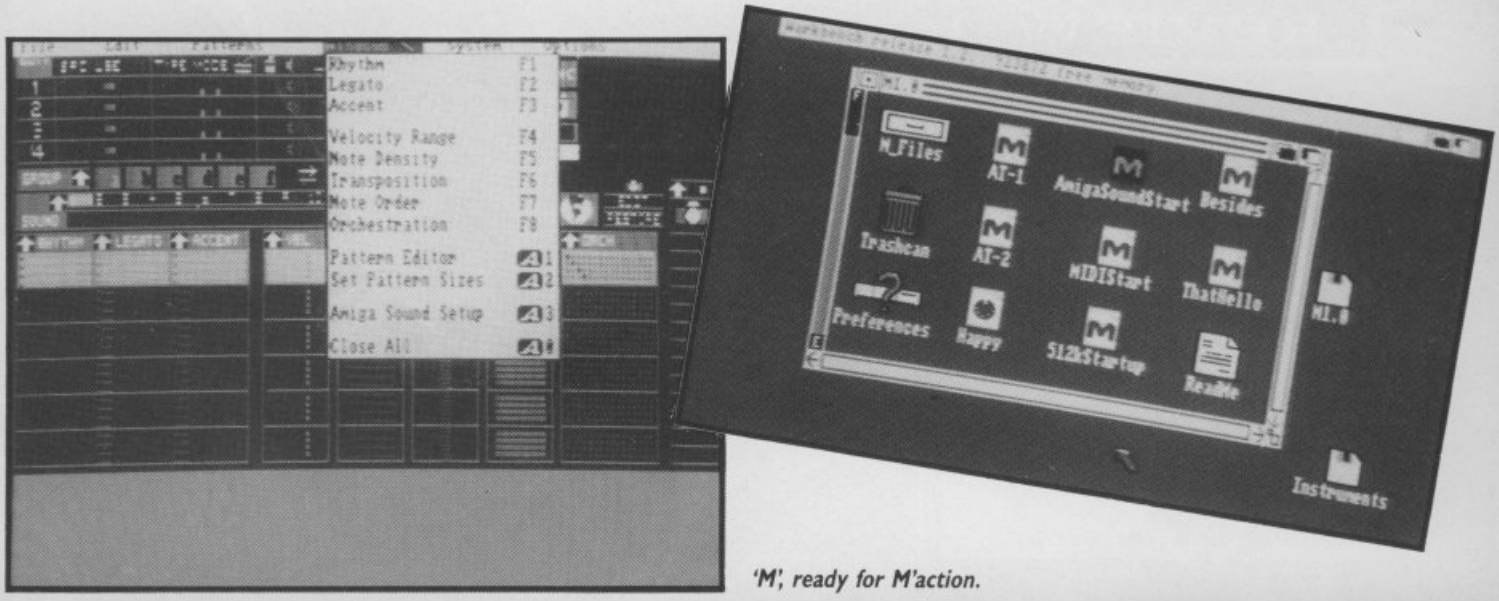
Fortunately, though there is a tonic for this problem thanks to Californian manufacturer — J.L. Cooper Electronics in the shape of Fadermaster.

As the name suggests is a series of eight independent faders that act as assignable MIDI controllers, replacing some of your most widely used parameters on practically anything with a MIDI IN and OUT.

On board are are no less that 30 banks of factory presets which not only cover general MIDI volume and pan change but also banks covering most of the popular brands of synth and expander including the Roland D-10/110/20/50/550, the Korg MI/MIr, the Kawai K1/m/r, Oberheim Matrix 6/1000 Yamaha DX/TX range and relative newcomers to the marketplace — the Proteus sample player and the VFX synth from EMU Systems and Ensoniq respectively. Exactly what is catered for on each of these machines can be seen on the preset lists elsewhere in the article.

Having this level of control across MIDI can be incredibly useful in a variety of ways...

In its simplest form it can act as a universal remote controller for your synth expanders or effect units. Things like reverb length or pitch bend range can be altered in realtime whilst a piece is playing. Alternatively you could



'M', ready for M'action.

Update

assign each of the faders to the same job like MIDI volume for instance but on up to eight different MIDI channels so you could do a spot of Mixer automation.

Another use of this unit could be to inject additional MIDI messages it to the data stream going to or coming from your Amiga. Again, there's no restriction on what sort of information is sent, anything from modulation to system exclusive headers are there for the mixing.

Drum Machine owners can enjoy greater scope for a more human feel by using fader eight which has the ability to alter MIDI time codes in real time.

All these are possible without lots of cable swapping if you have some form of MIDI patchbay like the ones I reviewed in these pages by the Digital Music Corp (last ish) and Philip Rees (the ish before). That way you can merge the data streams of your master controller and Fadermaster.

And that really is only the tip of the iceberg as far as this unit is concerned. It's really one of those units that once you've got one you'll wonder how you ever got by without. If you do like to tweak your sounds or tend to demand a high level of flexibility in your sequences then Fadermaster could well be the unit that makes the whole process that much easier.

Let us move on now to this months software package which is known simply as "M" it comes from New York (state) based Intelligent Music who see it as an "extra-ordinary interactive composing and performing environment and an intelligent musical instrument which stimulates your imagination, which, decoded from american sales speak means that it is one of several MIDI algorithmic ideas processors which basically take the notes, chords or musical phrases you put in and "M" works out possible variations on that theme. So, for instance if you played a melody line on your MIDI keyboard, you could record it into your Amiga and "M" will suggest counter melodies, chords or whatever else you specify. Once the ideas are in there you can pick the ones you like, play them from within the package and save them out to disk as a standard MIDI file which can be loaded into pretty much any sequencer currently on the market for the Amiga.

The program requires a minimum of one megabyte of RAM and supports additional disk drives (hard or floppy)and either Medium (TV, mono or standard colour monitors) or High Res (multi sync monitors only) system configurations.

One of the nice things about the package is that pretty much every thing appears on one screen so you haven't got all the mucking about with loading in different pages from disk every time you do anything. There are seven distinct sections to the main screen, each area containing a particular group of controls. At the top you have the patterns area where notes are input and edited, the control area where the transport controls and tempo adjustment reside and the conducting area where, with a little help from your trusty mouse you can manipulate the performance.

Across the middle you have the sound area where you can alter the sounds you are using be they external MIDI sounds or are of the internal IFF variety. To the right of that is the snap shot area where you can store and recall any control settings you may have used in the past.

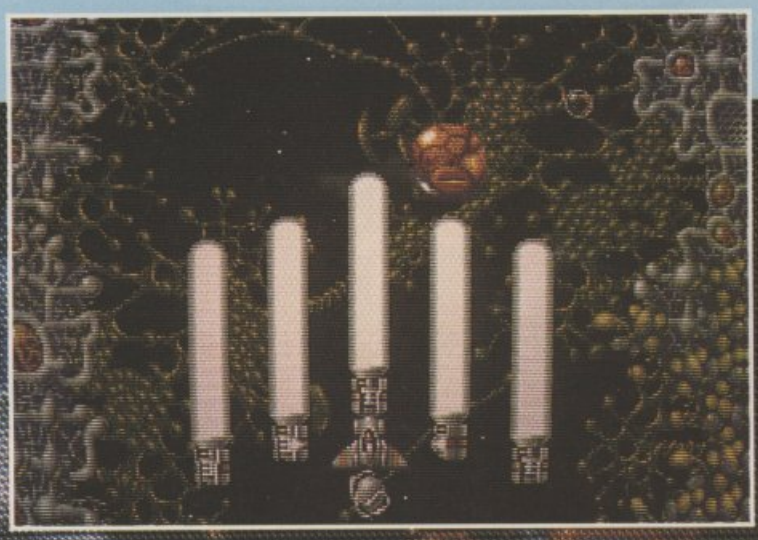
Along the bottom are the cyclic variables areas where you can set, cyclic patterns such as basslines or drum machines and give them the random treatment which usually means that a sequence has a far more random, fluid, human feel about it, which as to be encouraged.

Finally we have the variable area which is where the real nitty gritty gets done. Players which in this program are the source pattern plus all its variations can have their note order, tranposition texture and density altered. From there you can direct the four players outputs to different MIDI channels (or to an internal IF sound) and set MIDI velocity ranges for each.

The package won't replace a good sequencer, but then it was never intended to do so. However it provides a useful tool for computer musicians with writers block or those of us who are strong on melody line but are useless at putting chord sequences together (or vice versa). In short, well worth checking out.

Those of you with the internal sample package Sonix by Aegis may be interested to know that they have brought out two additional sets of disks of songs which allow you to listen and jam along to. Both sets of disks are composed by pro session musician John Rami who plays with the likes of Stevie Wonder, Ray Parker Jr and the Drifters. Each set of disks (two in each set) contains eight songs ranging from blues to jazz funk. It has to be said they don't sound too bad at all, particularly if your Amiga's stereo output is hooked up to a decent Hi Fi.

Product: **Fadermaster**
Price: **£299**
Supplier:**Sound Technology PLC**
6 Letchworth Business Centre
Avenue One, Letchworth. Herts
SG6 2HR
Tel: **0462 480000**
Product:**"M" Price £150 inc VAT**
Supplier:**MCMXCIX. 9 Hatton Street**
London NW8
Tel:**01-724 4104**



Whoompf: five laser candles.

The year of the shoot 'em reaches an apocalyptic conclusion with grinning madman Duncan Evans presiding over the carnage.

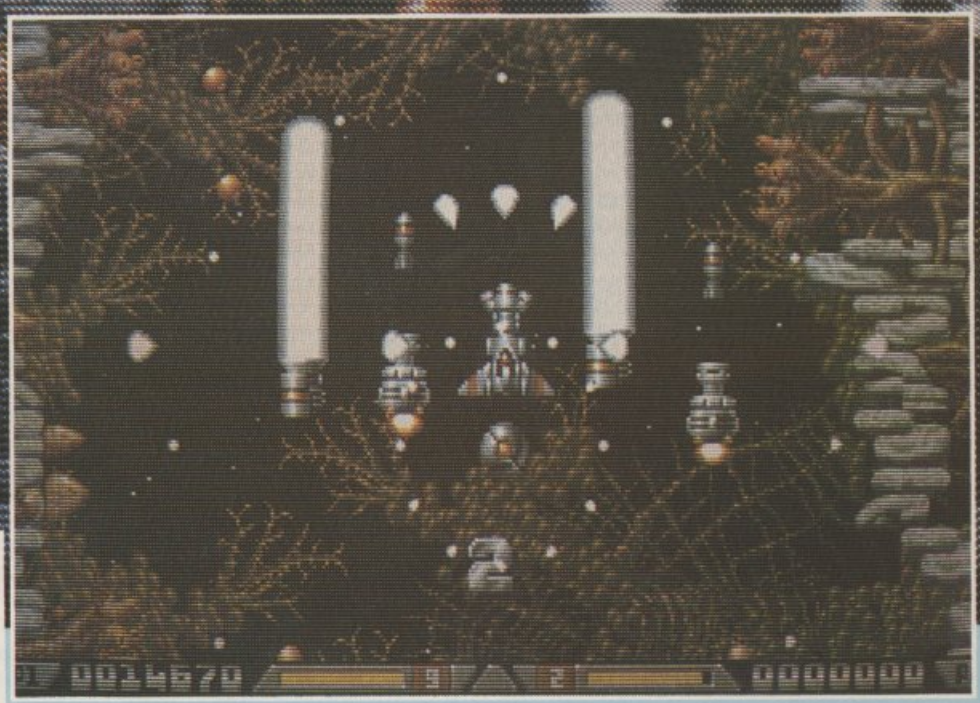
Annih

■ **I was crawling manfully through the** gutter the other day when suddenly God drove up to me in a Ford Escort. I could tell it was God because there was this holy light blasting out of the windows and every tiny opening in the rust riddled automobile. He opened the door and said in a loud, bordering on pompous, voice, 'Get thee from thine gutter Evans, for I shalt set thee high in the artillery of the Lord, and thee shalt aid the setting of thy world to rights, and lo, the evil one shalt be cast down into the pit until Judgement Day itself has passed and Armageddon itself is upon the land.'

But then someone shook me and I saw that it was Stuart, and it was night, and he was holding a torch in my face.

'Where's the review of *Xenon 2:Megablast* you ageing hack ?' he screamed mirthlessly. And it was true, I had come to this lowly state through playing the *Xenon 2* of which he spoke, and not scribing about this game and others, as is my want, and even my livelihood. What is this game that has so lowered the finest scribe in the land to drudgery and almost to Spectrum ownership, I hear you cry. With my strength failing, I now tell you the story of the addiction.

It all began when the truly sumptuous Cathy Campos of *Mirrorsoft* sent me the copy of the game that was destined for an unpleasant experience at the hands of the New Computer Express johnnies, and within minutes I was humming the repetitive but horribly addictive theme tune. *Bomb the Bass* originally produced a track called *Megablast* and all concerned in the project thought it would be a spiffy idea, full of marketing potential, to tie it in with the game. And thus David Whittaker, the poor man's Rob Hubbard, has arranged sampled bits of *Megablast* and rearranged them somewhat for the sampled music. During the game you also get to hear Dave's programmed version of the tune, but



Two more candles, space ships and roots, rocks and more candles.



ilation

that isn't quite as good.

Xenon 2, you might think, is a sequel to the original *Xenon*. Well you might think that, but apart from the fact that this is a vertical scroller as well, you'd be wrong. It's nothing like the original.

This time around the plot is about the nasty Xenonites planting five time bombs, in the form of gigantic end of level aliens of course, in five time zones. Well, after visiting the first three I can safely say that they don't look very different, and this is the one complaint I have.

So you've got three levels of parallax scrolling, but the other levels aren't just for show. If you earn enough money to buy the dive function you can dive into the scenery for up to ten seconds, and avoid all those nasty aliens, before coming back up to the shooting zone.

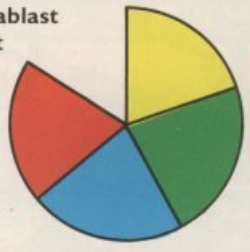
Extra weapons and money are what make this game ever so more enjoyable, twice per level you are given the opportunity to off load a piece of hardware, and buy new armament. You get the cash from killing aliens — they release it in bubble form, and you can pick up the odd small piece of kit by shooting the occasional icon that drifts by. So collect the cash and get ready to drive into Fred Slimes Hardware Emporium. There's speed ups, bigger bullets, controllable ball, rear and side shooting, cannons and laser to add to the front and sides, double shot, shield replenishment, smart bombs, super nashwan power and even advice, which needs to be taken with a pinch of salt. Super Nashwan Power is a real tease as it adds all the possible combinations of hardware to your ship, giving it total desecration ability, but only for ten seconds. For those that are doomed to fall before the end of level one, this is your one and only chance to experience the total killing experience of *Xenon 2:Megablast*. The three levels of scrolling are excellent, and the graphics and aliens first class, especially those end-of-level buggers which can be fiendishly difficult to finish off. The long thing with grabbing bits and eyes that have to be shot off is a real killer. Be warned, if you get to level three, which has a giant spider amongst other things, you'll definitely need sideways shooting to survive. The sprite detection seems a little on the stingy side it has to be said. Shots that would have crisped an alien in any other game slide straight through in this one. A joystick with a very good auto-fire is a pre-requisite to playing. Well, it is if you want to get past level one anyway.

Mirrorsoft and the *Bitmap Brothers* are responsible, even if the credits say that the programming was done by the *Assembly Line*. *Xenon 2* is pretty impressive, and damned addictive, but also frenetically difficult. You'll need to kill, and kill again to work out the strategies necessary for completing the levels and defecating over the oversized cockroaches. When you have a decent amount of hardware strapped onto your ship it becomes difficult to see where the bullets end, the aliens start, and where the aliens bullets are. Thankfully the excellent scenery doesn't damage your ship, unless it gets stuck in a corner and is scrolled off screen. That shouldn't happen unless you happen to be a Spectrum owner at heart because your ship can reverse direction for a few seconds, causing the scenery to scroll back up the screen while you dish out rough justice to those cocky alien life forms.

■ **The only real disappointment with this game is that** despite claiming to be set in five different time periods, the four that I've seen are pretty much the same. Oh, there's a difference in the layout so that on one level you find yourself in a maze like area, but it tends to look very samey. It is a damn good thrash mind you, and the sampled music will have you humming away before you realise it, and then there's that horrible, ' I'll have one more go' allure of the thing. The sort of allure that means you get to work or school late, or in my case that means I miss the deadline and end up trawling, gutters with my mouth, for food because I haven't done enough work. Still, I've got my Amiga, all I need is to find a free power point and then I can get back to alien trashing again.

XENON 2:MEGABLAST

Title: **Xenon 2:Megablast**
Publisher: **Mirrorsoft**
Tel: **01-928 1454**
Price: **£24.95**



Graphics: **20**
Sound: **22**
Gameplay: **22**
Value: **20**

Vigilante

Tony Hetherington's girl has been taken. It's up to him to get her back.

■ **The place is New York. The year is** 1994. Law and order has broken down and the streets are ruled by thugs and street gangs. So, when these thugs kidnap your girl, there's no-one to turn to and you must take the law into your own hands.

You become the Vigilante and must use your bare fists and feet to fight your way the thugs and villains to rescue your beloved Madonna.

Thus starts a beat-em-up game that features some stunning backdrops to be beaten up in front of. The beatings are supplied by the gang members that vary in type and style of attack which you must learn if you're going to fight back.

While some try a direct approach, with fists, others try and sneak up behind you and strangle you. If they manage to get a good hold you'll really have to struggle to through them off. Luckily, these are floored with a single punch or kick but others require four or five direct hits to send them crashing. The ones to really look out for are those armed with guns, whips or other weapons. These take timing to disarm them and then strength to floor them but if you succeed you can then pick up the weapon and use it yourself. The game is challenging because they come at you from both sides and delight in laying into you when a thug has you in a headlock. In this game there are no rules.

Survival must be your first priority which in Vigilante means attacking before you get attacked so you can at least dispose of the one hitters before the heavies arrive.

The action begins in the street but then you go through increasingly difficult levels that take you to the garbage dump, skyline and the top of building site then into the heart of the gang's hideout.

Although you only get four lives you can extend your game by continuing the game within a time limit by using up one of your three credits — a nice touch as it lets you see more of the game.

■ **Standard joystick controls, standard** opponents, and levels complete with end of level biggie means that you've probably seen something like this before. Ocean's *Renegade* immediately springs to mind.

Having said that, the game makes up for its lack of originality with good graphics, a boppy sound track and the impressive backdrops as well as interlude sequences that plot the fate of Madonna as you punch and kick your way to her rescue.

Beat up the big guy to end the level.



VIGILANTE

Title: **Vigilante**
Supplier: **US Gold**
Units 2/3
Holford Way
Holford
Birmingham
B6 7AX
Price: **£19.99**



Graphics: **18**
Sound: **17**
Gameplay: **12**
Value: **18**

REVIEW

Population Growth

■ **Populous powered to the top of the** charts when it was released earlier this year with claims that it was the greatest Amiga game since *Interceptor* (EA would say that wouldn't it?). Now EA has released an add on disk that adds five new landscapes to the game. If you take a careful look at the screenshots below you'll find that they're all of the same world as although the graphics may change the game remains exactly the same.

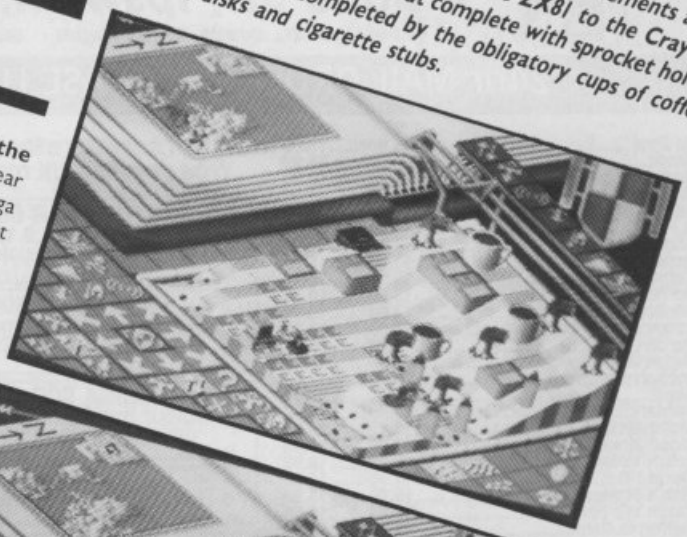
What it does do is change the style of the game since defending a ZX81 against attack is quite the same as defending a fort but this could have been even more dramatic by changing the music which remains the same.

The loading sequence seems to be overly complex but once you've started the game, surrendered, managed to swap disks and and opted to paint map you can at last reconquer the world in its new forms.

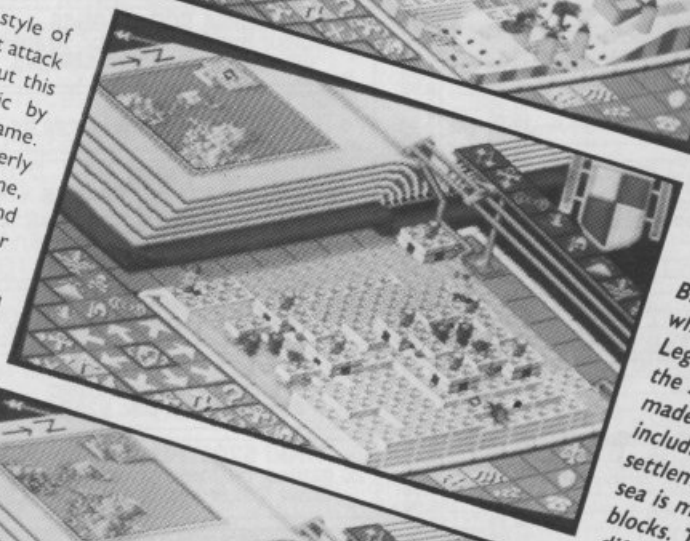
■ **When you think about it this** expansion disk is the equivalent of a football game where its expansion disk changed the players into knights or astronauts without changing the game mechanics at all. However, there's something about Amiga owners and fans of EA games , including me, that this will appeal to. I just hope we won't see The Promised Lands II.

Tony Hetherington

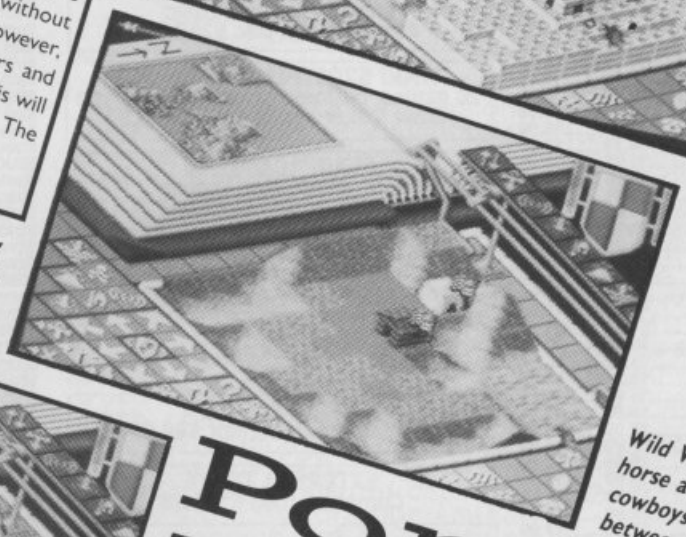
Populous— The Promised Lands.



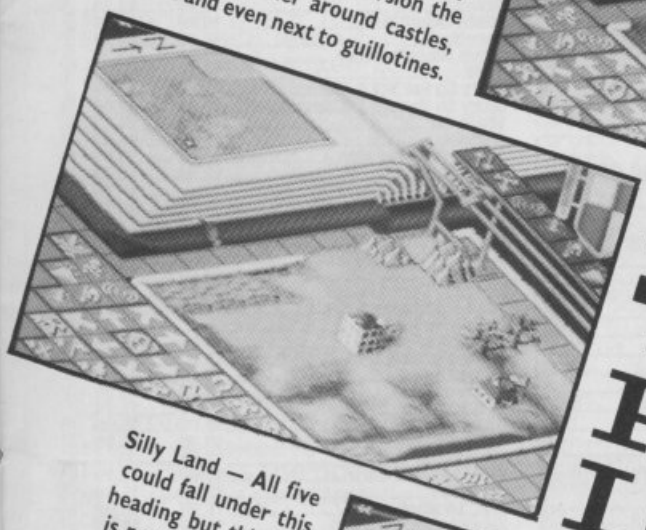
The Bit Plains — This looks like a programmers nightmare as the settlements are computers ranging from the humble ZX81 to the Cray 1. The land is computer printout complete with sprocket holes. The landscape is completed by the obligatory cups of coffee, pencils, disks and cigarette stubs.



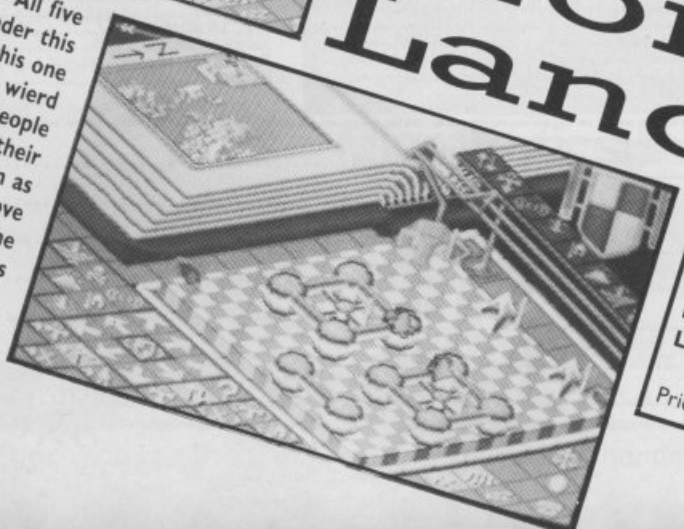
Block Land — Anyone whose ever played with Lego or Duplo will recognise the stuff that this world is made from. Everything, including the people, settlements, land and even the sea is made out of small blocks. This can make it difficult to see what's going on.



Wild West — Get off of your horse and play the game as cowboys and indians slug it out between forts, jails and teepees.



Revolution Francaise — Listen very carefully I vill say zes only vonce. In this version the French type people gather around castles, windmills, cafes and even next to guillotines.



Silly Land — All five could fall under this heading but this one is particularly wierd and features people who change their expression as they move around the wonderous landscape.

Title: **Populous — The Promised Lands.**
Supplier: **Electronic Arts. Langley Business Centre, 11-49 Station Road, Langley, NR Slough, Berks.SL3 8YN**
Price: **£9.99**

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SUPE



SuperPic has got the Amiga captured, locked and framed!

■ ***SuperPic* derives from the workshops** of JCL, makers of *DigiPic*, the only British designed Amiga digitiser of which I am aware. *DigiPic* digitises in black and white and colour images can be created by using the three red, green and blue filters in sequence. The new SuperPic digitises in colour and provides a genlock too!

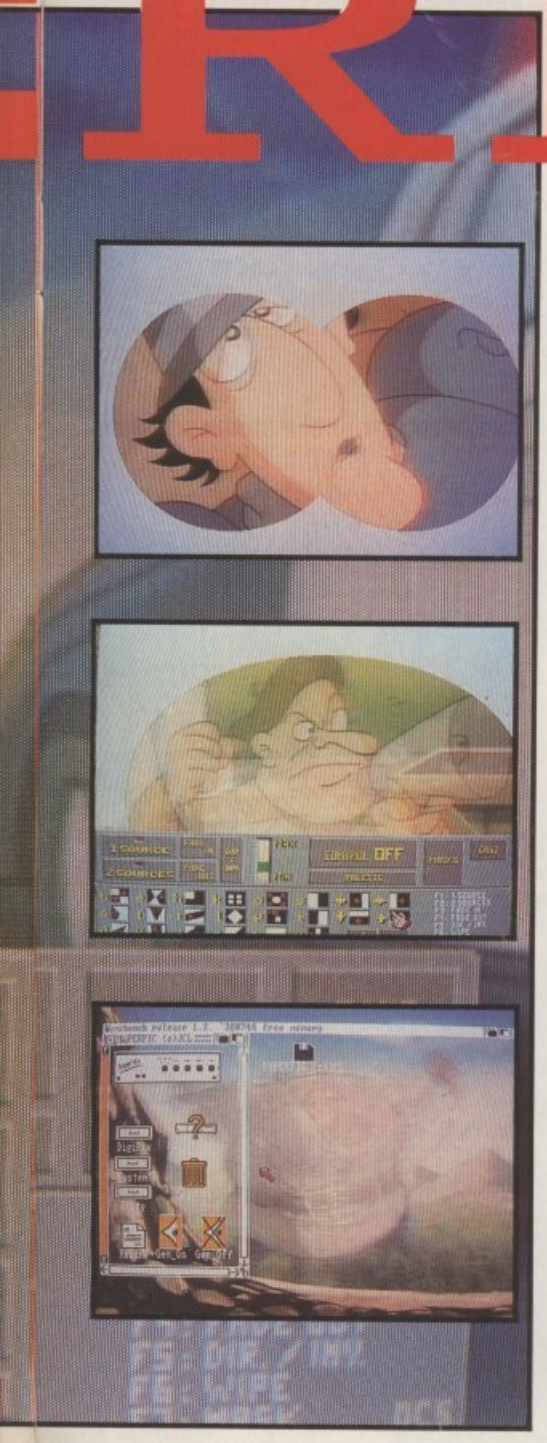
The *SuperPic* hardware is a neat light grey aluminium box with manual controls along the front panel. These are two buttons for genlock on/off and colour/mono. The first knob chooses between the Amiga, video or framestore display. There are four further knobs for brightness, contrast, saturation and NTSC hue. *SuperPic* needs its own power supply which is provided. The link to your Amiga is via a ribbon cable to the parallel port and a rather short link to the RGB output. The Amiga monitor connects to *SuperPic*.

Amiga 1000 owners will need a gender changer for the parallel port, and remember to order a NTSC version if you A1000 is of the American variety.

Captured

The video picture as "seen" by *SuperPic* is displayed on the Amiga monitor. A key press causes *SuperPic* to stop digitising and the last image is retained in the framestore. The framestore — fast onboard memory dedicated to holding the picture — helps make the colour digitising instantaneous.

RPIC



SuperPic handles four versions of the picture, the framestore version, the raw version which is used by *SuperPic* for processing, a compressed version of raw and the IFF version which can be saved for use by other Amiga software. Once captured, a second key press sends the software snoozing for a few seconds while the framestore version is converted into HAM mode. All Amiga screen modes are in fact supported.

Low level control is provided in the form of software adjustment of the number of lines captured. This is changed immediately to 256 for our PAL system. You can also adjust the number of sampling points, screen proportions and use of interlace. The manual deals fairly clearly with these technical points should you wish to dabble.

Processing

The *SuperPic* software handles the current screen picture and four other "slots" into which — given the memory — other pictures can be stored. On DigiPic these were used to store mono images for processing into colour. In *SuperPic* they can act as backup to a picture which is undergoing processing of some sort.

The software processing functions such as edge detection, contrast, brightness, clip, threshold, quantise, histogram, equalise, report and sharpness are limited to use with mono pictures (the same as DigiPic). Post-processing in colour, if required, can be carried out in a package such as Butcher or PhotoLab. A 64 grey scale mono version of a colour picture can be created for mono applications such as desktop publishing.

Two brand new features of the software are multicapture and mirror. Mirror produces a mirror image when a HAM picture is imported. This is intended to help produce "master" images for thermal transfer etc.

It's worth saying a little more about the multicapture facility. This can be used to reduce "noise" in a picture by capturing a number of versions and averaging them out. This average will reduce the variation in colour or brightness that can occur. Multicapture can also be used to create interesting effects such as ghosting by moving objects in the picture while the multicapture is taking place.

Locked up

The genlock is a totally separate facility which just happens to reside in the same box. You have to turn off, switch over to the genlock and power up again. The genlock synchronises the video input with the Amiga graphics display and outputs the combined signal as a colour composite video signal which can then be re-recorded.

It works! There's not much more I can say. *SuperPic* doesn't offer any software to take advantage of the genlock facility, that's for expert packages which provide backgrounds and fonts for captioning, video effects and animation. Let's just say that it's nice to find the digitising and genlocking facilities in the same box. If you are combining your video with your Amiga then both will come into play before long.

Closedown

If you've been happily digitising away in mono and with filters then *SuperPic* is going to tempt you away to a new system. If you don't already have a genlock then the hardware will prove good overall value. If you are new to both digitising and video then *SuperPic* opens the door to both techniques. Remember that other software will have to be written or purchased to fully exploit both digitised pictures and the genlock facility.

The *SuperPic* software doesn't offer any fancy video effects but concentrates on the job of getting a good digitised result. Once that is achieved there are countless programs available forj retouching, animation etc. The excellent new hardware certainly does deliver a great colour digitised picture.

Digitiser vs Genlock

Digitising is the process of turning a video picture into a pixel-based representation. A fast digitiser (like *SuperPic*) is quick enough to capture a picture from a playing video or panning camera. A slow digitiser (such as *DigiView*) requires a "still" frame (a motionless camera or paused video) with which to work.

Colour digitising is achieved in two ways. The first method involves combining three mono images (red, green and blue) via software processing. The second (employed by *SuperPic*) captures the red, green and blue in one "take" and this picture is then converted to the computer's screen format by software.

A genlock does not convert the video signal in any way. Its job is to sychronise the video signal with the graphics display of the Amiga. This results in the display of computer graphics "overlaying" the video image. All the captions and computer graphics you see on television are similarly "locked" into the video signal.

Made on Amiga

As an interesting aside, the JCL manual reveals that the whole *SuperPic* project was put together using the Amiga. PCLO was used to design the PCB, Lattice C and Metascope for programming and Scribble for the documentation.

Anne Owen

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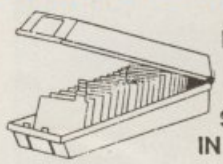
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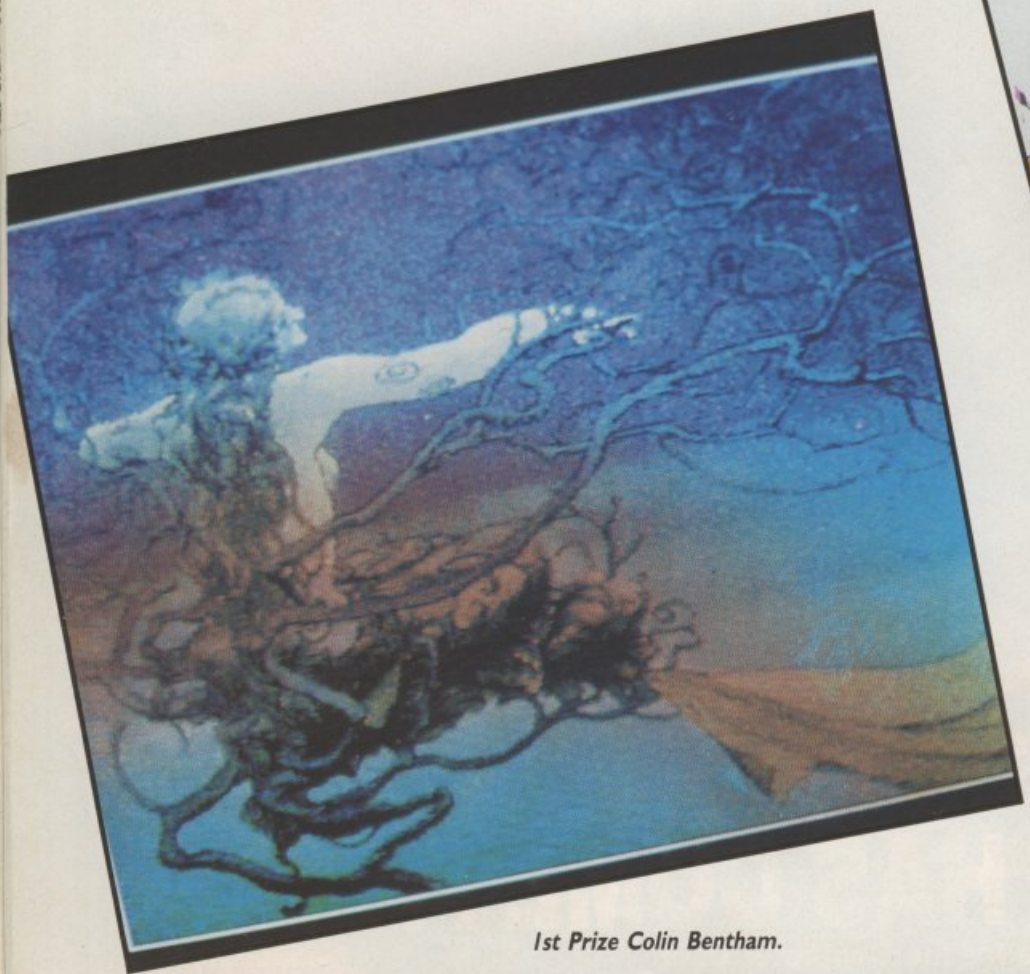
You should send all your pictures in on a clearly labelled Amiga disk, making sure that your name, address, telephone number and the name of the pictures that we should look at are obvious. Once we receive your disk your picture will be added to our database of readers' art and your disk will be returned.

When you send pictures to use please make sure that they are your own original work. We have received a large number of pictures of popular characters such as Garfield and Micky Mouse. Many of these pictures are of great quality but because the characters are copyright we can't re-print them in the magazine.









1st Prize Colin Bentham.

So What Do You Get

If your picture is chosen for inclusion of the gallery then you will receive a framed copy of the page as printed. Further more, the picture chosen as the best overall, will receive prizes from that issues sponsor. This month *Electronic Arts* will be giving away £75 worth of software to the best picture. The runner up will receive £50 worth of software.

All entries should be sent to:

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Your Amiga
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All entries will be judged by the Your Amiga editorial team and no correspondence will be entered into. Any picture that is sent to the magazine is sent on the understanding that it may be used in Your Amiga.

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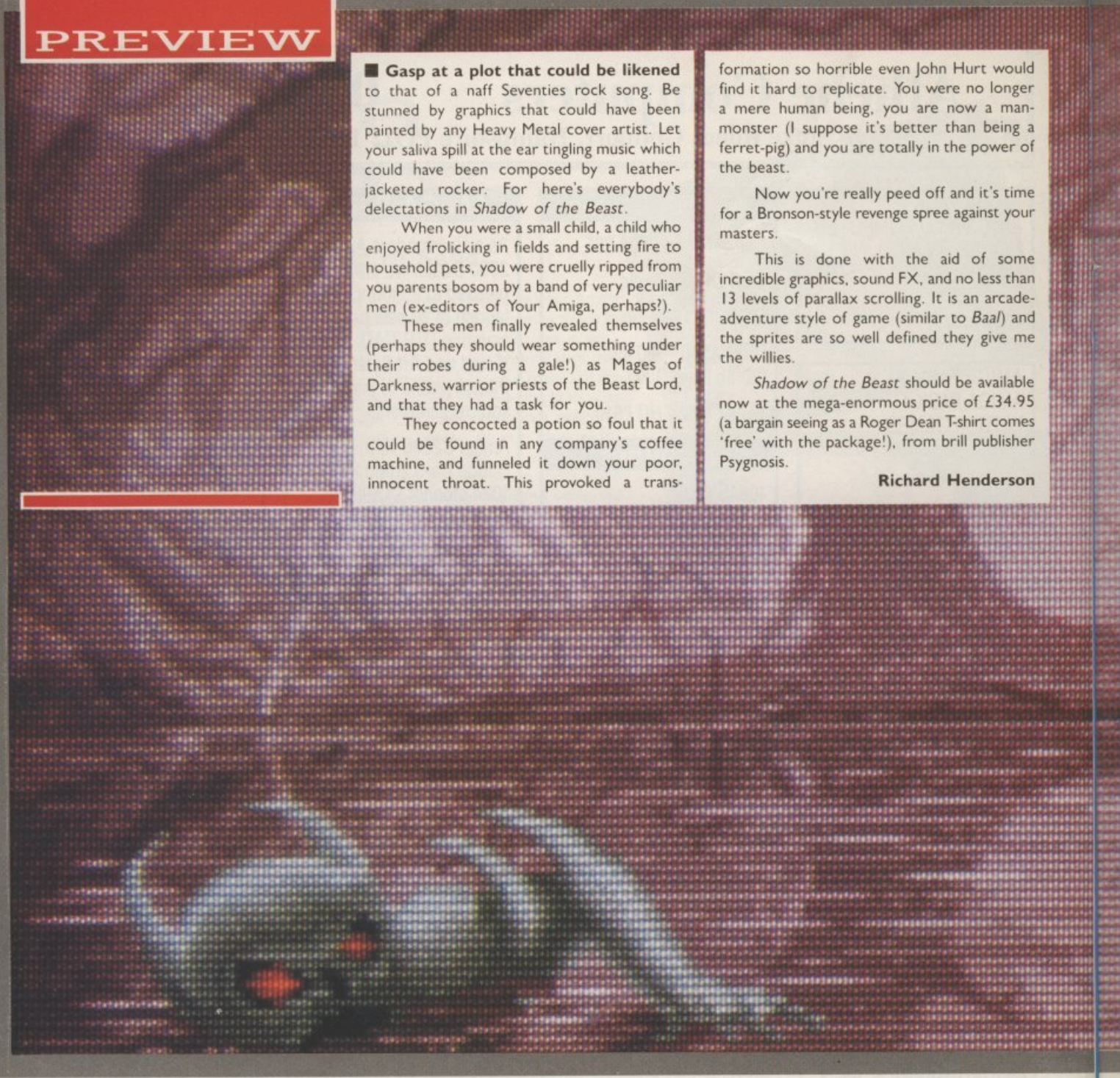
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PREVIEW



Shadow Be

■ **Gasp at a plot that could be likened** to that of a naff Seventies rock song. Be stunned by graphics that could have been painted by any Heavy Metal cover artist. Let your saliva spill at the ear tingling music which could have been composed by a leather-jacketed rocker. For here's everybody's delectations in *Shadow of the Beast*.

When you were a small child, a child who enjoyed frolicking in fields and setting fire to household pets, you were cruelly ripped from you parents bosom by a band of very peculiar men (ex-editors of Your Amiga, perhaps?).

These men finally revealed themselves (perhaps they should wear something under their robes during a gale!) as Mages of Darkness, warrior priests of the Beast Lord, and that they had a task for you.

They concocted a potion so foul that it could be found in any company's coffee machine, and funneled it down your poor, innocent throat. This provoked a transformation so horrible even John Hurt would find it hard to replicate. You were no longer a mere human being, you are now a man-monster (I suppose it's better than being a ferret-pig) and you are totally in the power of the beast.

Now you're really peed off and it's time for a Bronson-style revenge spree against your masters.

This is done with the aid of some incredible graphics, sound FX, and no less than 13 levels of parallax scrolling. It is an arcade-adventure style of game (similar to *Baal*) and the sprites are so well defined they give me the willies.

Shadow of the Beast should be available now at the mega-enormous price of £34.95 (a bargain seeing as a Roger Dean T-shirt comes 'free' with the package!), from brill publisher Psygnosis.

Richard Henderson





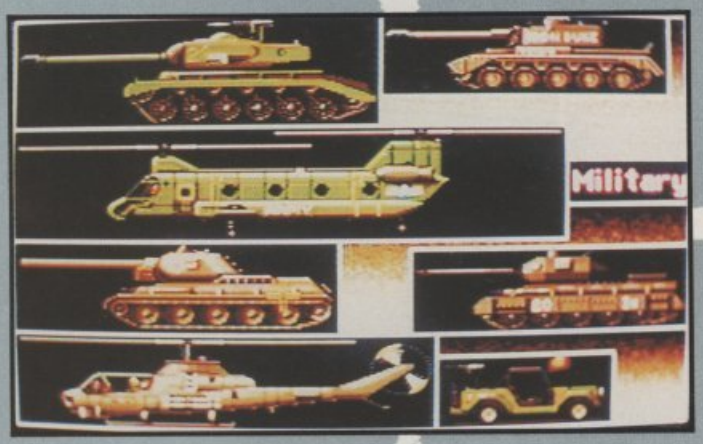
Beast about to go on the rampage with nifty colours and nifty footwork. T-shirt courtesy of James Dean's grandson, little Roger.

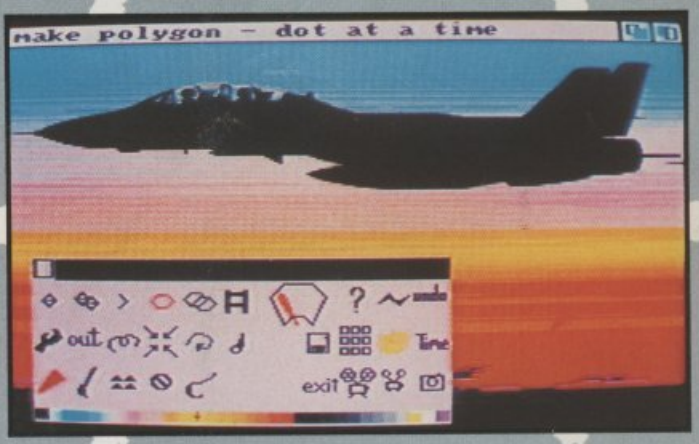






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The Ami Graphics Starter K

A for Aegis,Amber and Art:
A.B.C. colour for beginners

■ **The Amiga is well known for its** graphic capabilities including an impressive selection of 4096 colours and enough memory to store wondrous images and startling animations. Unless you've rented a cave in Outer Mongolia to live in you've probably also heard of Deluxe Paint and maybe even Sculpt 3D. That's fine for those arty types out there. What about me? I mean, I'm just as accurate drawing a circle when I'm using a pen or a brick. Either way it ends up looking like some kind of fish. Since my musical taste is along the Stock Aitken and Waterman lines I might as well stick to playing games. *Wrong!*

Now, with the introduction of the Amiga Graphics Starter Kit, I can draw a fish that looks like a circle.

The Amiga Graphics Starter Kit is a four program pack that provides all you need to create beautiful pictures, animations and even technical drawings. To complete the set there's also a free adventure in case you weaken and want to have a quick game. Having said that, the ace in the hole, as far as beginners are concerned, is the collection of clip art that is also supplied along with a full manual. Clip-art to many programs means line drawings or cartoon characters that are rarely used. This clip-art is different as the disk contains superb coloured pictures of cars, planes, trees, buildings and an assortment of animals as well as a section of full screen backdrops. They may not fill your every need but they do provide a simple way to learn how to use the programs and provide a base for experimentation.

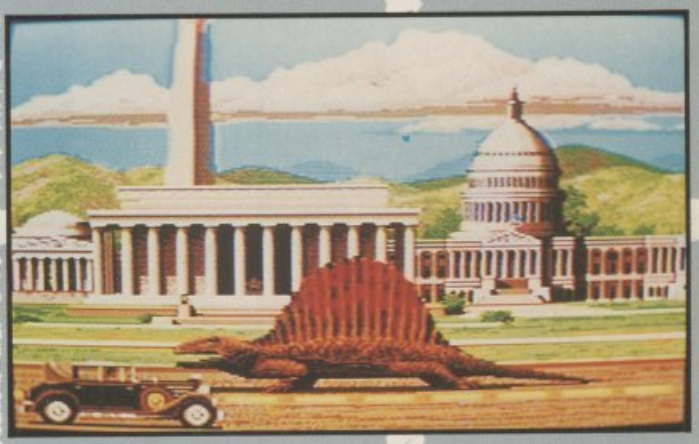
For example, any of the clip-art pictures can be loaded into the paint program Images, and then the fun begins. Using the programs ability to work on two screens at once you can load in a background scene on one and some clip-art on the other. Then using the frame option you can grab any one of the clip-art images, such as a car, and either paint, using it as a brush, or swap to the background screen and place cars wherever you want. Before you place the image you could mirror it , change its colour and zoom in to alter its fine detail. When your masterpiece is complete you can smooth the whole image by using the wash, smear and initialising utilities to remove ragged edges and blend colours together so that colour divisions are less obvious.

Logically, Animator is the animation program that can also uses clip-art as its base to create cartoon style animations. Although the animator has the usual pull down menus it also features a fast menu which is quite simply a window packed full of mini icons so you can quickly access the programs functions once you know what you're trying to do. The package uses the tween as its basic unit, which can be thought of as a unit of time. This is the time the programs got to move, rotate and alter your objects and cycle colours before the next segment of the storyboard takes over. One thing I like about the system is that it has animals as well as a section of full screen backdrops. They may not fill your every need but they do provide a simple way to learn how to use the programs and provide a base for experimentation.

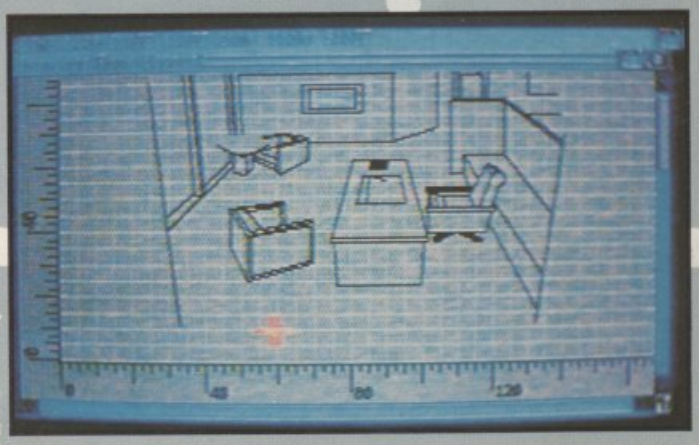
Aegis Draw is for precision drawing and allows its users to create blueprints, circuit diagrams and other technical drawings to an accuracy of 1/1000th of an inch. Through a system known as a grid snap it assures all lines











iga
s
Kit.

are straight and in the right place assuming you've set the grid to the right units that you want to work in. For example, millimetres or fractions of an inch. Once an object is drawn on screen it can be saved and named as a part and then recalled later to rapidly construct future drawings. This could be used for anything from resistors in a circuit diagram to a standard sink in a kitchen design.

That might sound like the end of the story, but it's only the beginning as you can expand your system by adding more memory and a second drive to make it easier to use, a video digitiser to input images into your system, a plotter or printer for a hardcopy of your work and a VCR to save it onto tape.

The Amiga Graphics Starter Kit provides all you need top explore the many forms of computer art ranging from the basic graphics package to technical drawing an animation. Thanks to the clip art you have ready made pictures to practise with so you'll know what you're doing when you take the plunge.

Tony Hetherington.

Title:**The Amiga Graphics Starter Kit.**
Supplier: **Aegis**
2115 Pico Blvd, Santa Monica,
California 90405, USA

Dynamite Dux

No not another cricket game from slaughtered poms, but a cutesie-wootsie cartoon shoot-em-up.



Downtown — a map to start off into duck martyrdom.



Hydrotechnics for fun loving, water loving ducks.



Brill, good, OK, and really, really, really awful.

■ **Ever since the highly successful *Who*** *Framed Roger Rabbit*, cartoons have been in the public eye to a greater extent than ever before.

Arcade games have always been good sellers, so if you cross both, not only do you get a mutated hybrid but an addictive, entertaining game (You also get a bad case of Woody Woodpecker, but I'll leave that one to your gynaecolgist!).

Dynamite Dux, the new coin-op conversion from Activision, is based on the Sega arcade machine that succeeded in genre splicing. And what a peculiar game it really is.

Din and Pin are the stars of this extravaganza and, unlike such classics as Tom and Jerry, they both work in a coalition to complete their task. You see, they are lucky enough to be the opressed, caged, and malnourished pets belonging to a wee strumpet of a lassie called Lucy. But, it's common knowledge that pets are thick as pig poo, so when Lucy was kidnapped by a dirty old baddy in a grubby raincoat, off they strolled in an effort to rescue her. Stupid or what?

Now this old geezer, who goes by the name of Achacha (the sound of somebody sneezing, loudly), resides at the end of six levels of streets, which you must plod along. Although, this is not a picnic in easy-strollsville, there are meanies to hamper your progress.





The one problem with the beasties is that they look too damn cute, and not the sort that one could kill without inhibition — I wouldn't mind wasting the main characters though. To help you disperse of these technicoloured sprites there are many varied weapons lying around just waiting to be used. Or alternatively, you can punch your way through the bodies.

Each duck has an energy bar and three lives to play with, and everytime contact is made with anything offensive (like the British political system, for instance) some energy is run down, ultimately making you spring up in the air, and calling for another life.

■ ***Dynamite Dux* is cute, wild, arcade-** like, and certainly addictive. Cartoon orientated games are becoming more and more popular (the excellent *New Zealand Story* for example.

If more appear of this quality I'll be happy (and if Jools was a bit prettier, he could be Snow White!).

T-t-t-that's a-a-a-all f-f-f-folks.



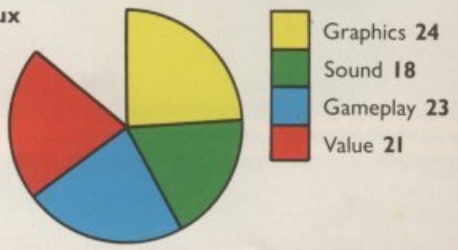
A whirlpool between downtown and Japan.



'Lucy on the screen,' plus Din and Pin.

DYNAMITE DUX

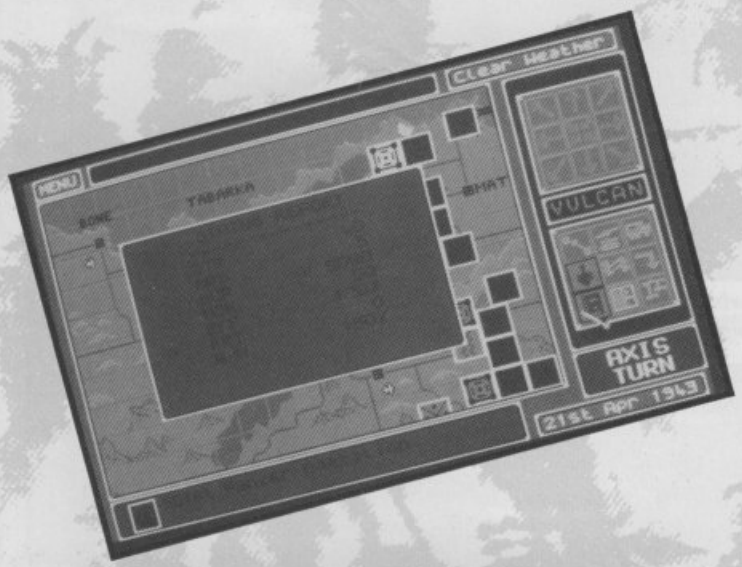
Title: **Dynamite Dux**
Supplier: **Activision**
Price: **£24.99**

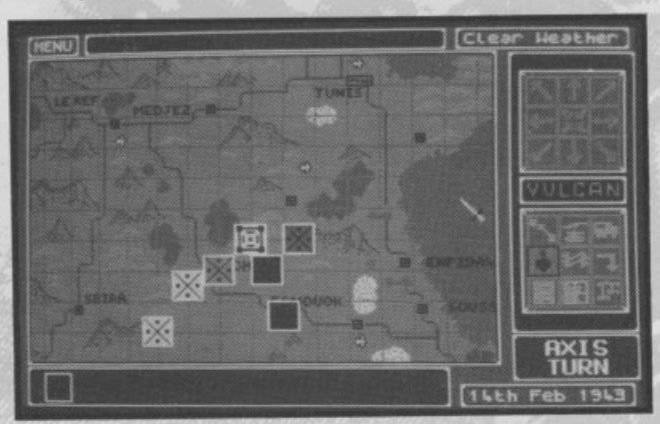


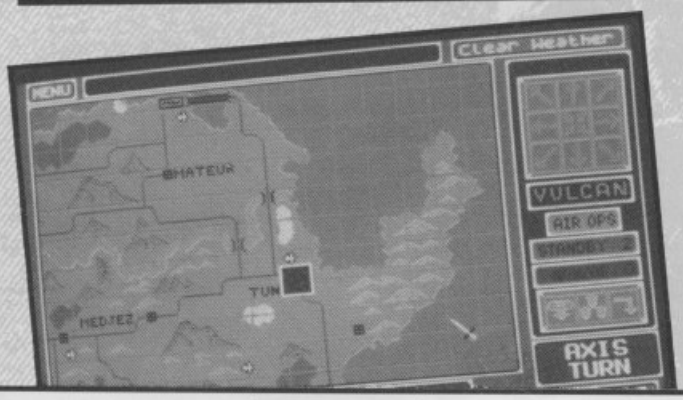
VULCAN

REVIEW

Gordon Hamlett goes to war in the desert. Will his sandcastles survive a kick from a Nazi jackboot?







■ **The war in Tunisia in 1942 was not the** most glamorous campaign during the Second World War although it was significant in so much as it proved to be something of a dress rehearsal for the landings in Normandy eighteen months later. For the American forces in particular, this was their first experience of battle.

Vulcan from *C.C.S.* recreates five different scenarios in this campaign. The Race for Tunis is a short game in which the Allies attempt to capture the city before the Axis powers have time to divert large scale reinforcements from Southern Europe. Kasserine Pass is another scenario lasting under an hour and features Rommel's spring offensive against the Americans.

Two intermediate length battles feature Montgomery's Eighth Army in Southern Tunisia and operation Vulcan — the Allied offensive resulting in the destruction of all the Axis forces in Africa. Finally, if you fancy something a bit more involved, you can play the entire Tunisian campaign in a game lasting between eight and sixteen hours.

You can choose to play either side against either a human or computer opponent. In addition, there are various 'what if' options to add greater variety to the game. These are situations that didn't actually occur but could have done. There is also a hidden movement option for added difficulty.

The game's controls are very simple and all icon /menu driven. You can order your units to move, assault or hold a position, or dig in. In addition, you can summon up airstrikes on known enemy positions or fly reconnaissance missions. The results of any combat are determined for you as is maintaining supplies to your units — a vital part of the game.

VULCAN

Title: **Vulcan**
Supplier: **C.C.S.**
14 Langton Way
London
SE3 7TL
Tel: **01 985 7232**
Price:**£19.95**



Graphics: **13**
Complexity: **10**
Gameplay: **14**
Value: **13**

■ **As modern computer wargames go, this is a fairly** simple one. Indeed, I can remember reviewing this when it was first released on the Spectrum several years ago. The game has not really been enhanced since then, the only major additions being the icons and 'what if' options. As such, you may well feel, as I did, that *Vulcan* is not making tremendous use of the Amiga's extra facilities.

Documentation is clear and includes a useful historical background in its thirty two pages. Graphics are not tremendous but are functional — something that applies to most games of this type. I suspect that *Vulcan* is only really likely to appeal to students of this period. There is not a lot for the beginner to get excited about and the experienced wargamer will probably want something a little meatier.

Black Magic

REVIEW

Has Kevin Crosby turned his loyalties to the twilight world of Voodoo, and witch craft? Is he buying pantyhose or just reviewing a game!

■ **So what would you expect from a** game title like *Black Magic?* A dark and sinister look into a land where the impossible happens on a regular basis.

Well, it has to be said, that's what I foolishly thought but I soon landed back on good old terra firma with a bump with this one.

In the game you are a wise old wizard living in the middle ages (1420 to be exact), and what do wise old wizards spend their leisure time doing? Why running round numerous screens collecting up diamonds and depositing them into strategically placed baskets!

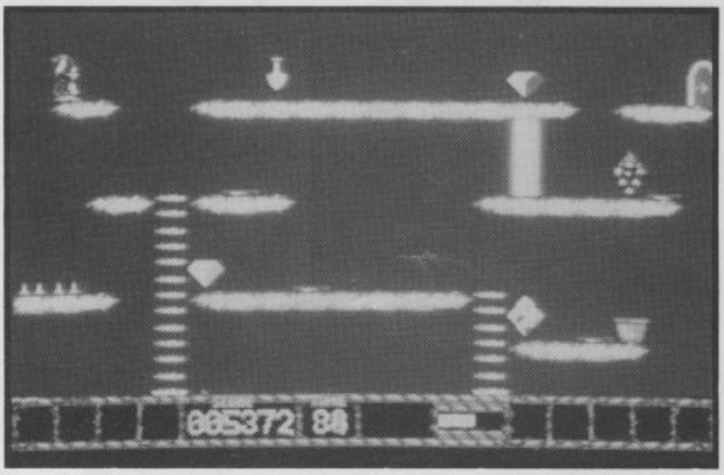
You can hold up to four diamonds at any one time and deposit them into the basket by hitting the fire button at the right moment. Once that is done you can either proceed to the exit of that level or kill all the monsters in sight (for more points, of course) and then head for the exit.

Mind you diamonds on different levels give a variety of features. For instance green diamonds freeze all enemies on screen, four carat diamonds count as four diamonds so you only need collect one to obtain your quota. You can also make good use of fruit along the way, including apples which can be pushed onto the heads of monsters, strawberries which boost your energy level and grapes which give you 40 bonus points. After four rounds have been played you go into a bonus round in which you must shoot down as many balloons as you can.

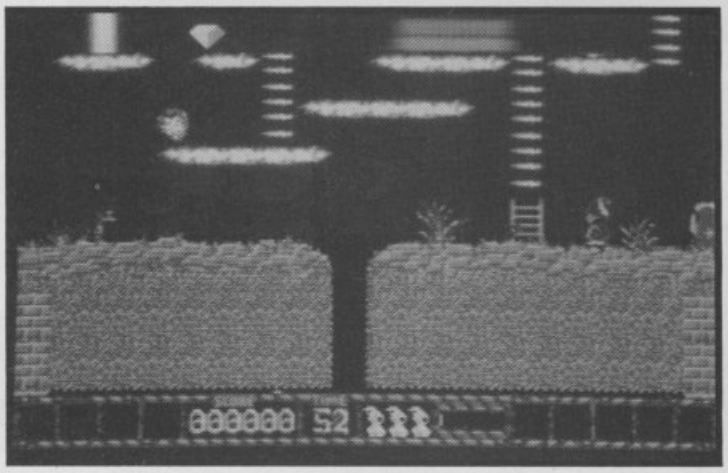
If the description sounds little like 8 bit faves such as First Star's *Boulderdash* or Atari/Namco's *Dig Dug* then you'd be correct (take ten Brownie points). One of these two games was obviously a firm favourite with the programming team although to their credit, they have introduced a few features of their own to the game.

For a start there are a number of objects lying around the kingdom that are of use to a busy Wiz. Like, for instance a shovel to dig through parts of the underworld, or lightning bolt which are dead handy when wasting monsters to the right and left of you. Other features include shots and special shot which behave in a similar fashion to those in games such as Mr Do — you know, Wiz launches white ball which bounces round the place until it hits a monster or returns to you.

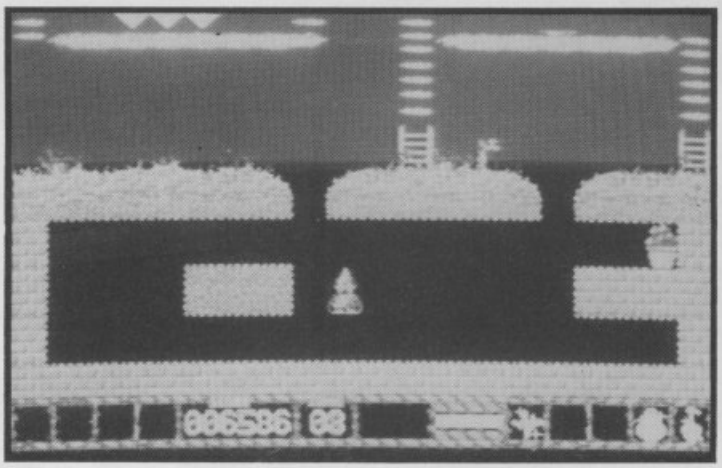
■ ***Black Magic*** **strikes me as one of those** games that has been laying round for a while and was released out of sufferance. Both graphics and sound have a C64 feel about them and to be quite frank, I feel that we Amiga owners deserve a little better for our money. Better luck next time lads.



Strawberries for energy, grapes for bonus points, Black Magic for the terminally ill.

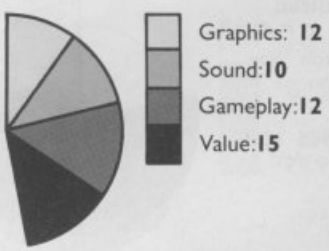


A strawberry and a diamond and a little guy in a hat.

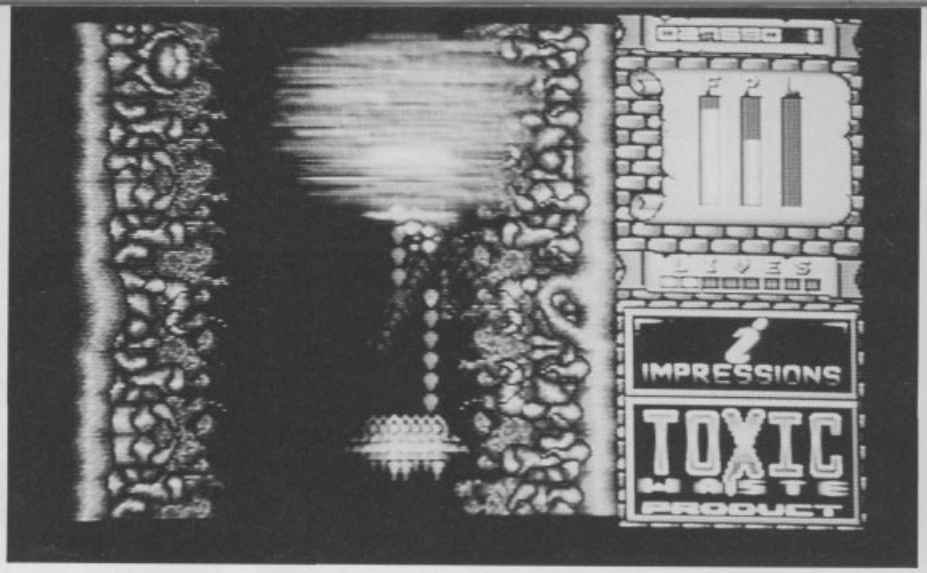


BLACK MAGIC

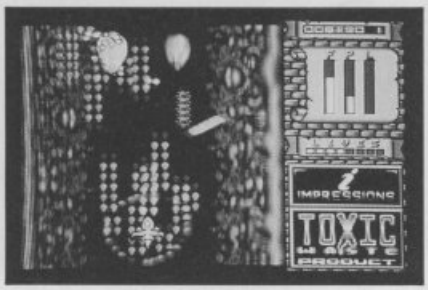
Title: **Black Magic**
Supplier: **Active Sales and Marketing**



Unsure which Arcade conversion to buy first? Well your problem could be solved by Impressions.









Chariots of Wrath

■ **From the instruction manual, the** single page instruction manual, you could be forgiven for being duely underwhelmed by the description of *Chariots of Wrath*.

Without wishing to quote large sections from this leaflet I'll condense the plot down to a short paragraph...

You play the part of Prince Agar of the Forgotten Kingdom, you've been locked up by the King on Barbarism charges, however you get wind of the kidnapping of your girlie — Princess Arthena. She has been abducted by the evil Baron and only you can rescue her. So you skip bail, hot wire the nearest Space Chariot, and scoot across the Kingdom dealing with generally unfriendly types along the way. You must battle through the lot to save the Bimbo.

What makes this game interesting is the fact that each of the sectors is basically a cut down version of a popular game already available for the Amiga.

For a start, in the first sector you must escape from your prison by taking out all of the guards that lurk in the shadows. You have unlimited ammo but your shields get knocked down dramatically if you don't dispatch the aforementioned beasties pretty damn sharpish. Not totally dissimilar to games like Operation Wolf or Capone/Pow. Still the graphics are nice and your reactions need to be good and quick, particularly as one is using a joystick.

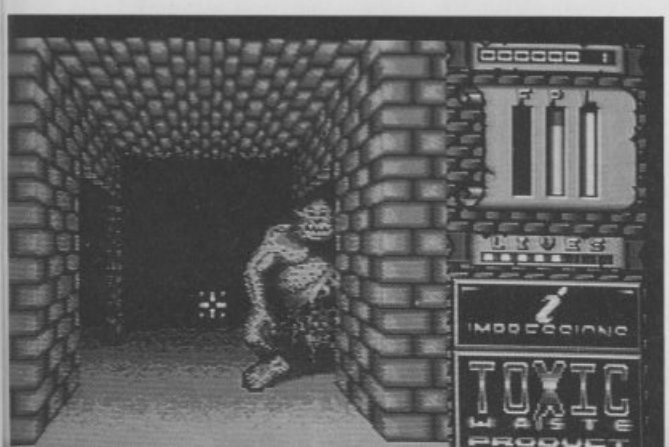
Next you must penetrate some battlement to be allowed outside into the following sector. To do this you must use a bat at the bottom of the screen to knock holes in a brick wall. Sound anything like *Breakout* or *Arkanoid?* No, course not.

Next you have to negotiate a swamp in your Space Chariot. Initially you have a single laser, but after you have shot enough creatures you can pick up additional weapons which add to your firepower. In other words *Salamander*.

Another stint of breakout is then followed by a levels and ladders game in which you must collect energy crystals by jumping from ledge to precarious ledge. Mind you, it's not as easy as it sounds due to the fact that you're up against the clock.

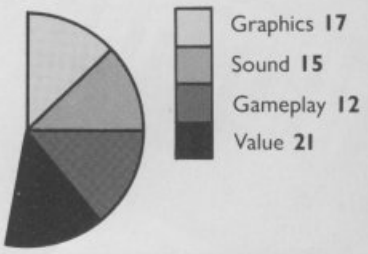
■ **Chariots of Wrath provides new-**comers to the Amiga an excellent opportunity to get a games compendium for the price of a single game. What's nice about this is that each of the phases have been programmed to a reasonably high level, the weakest probably being the energy gathering round. But if you haven't got any of these games in your collection yet then this may well be the one to go for. However if you have...

Kevin Crosby



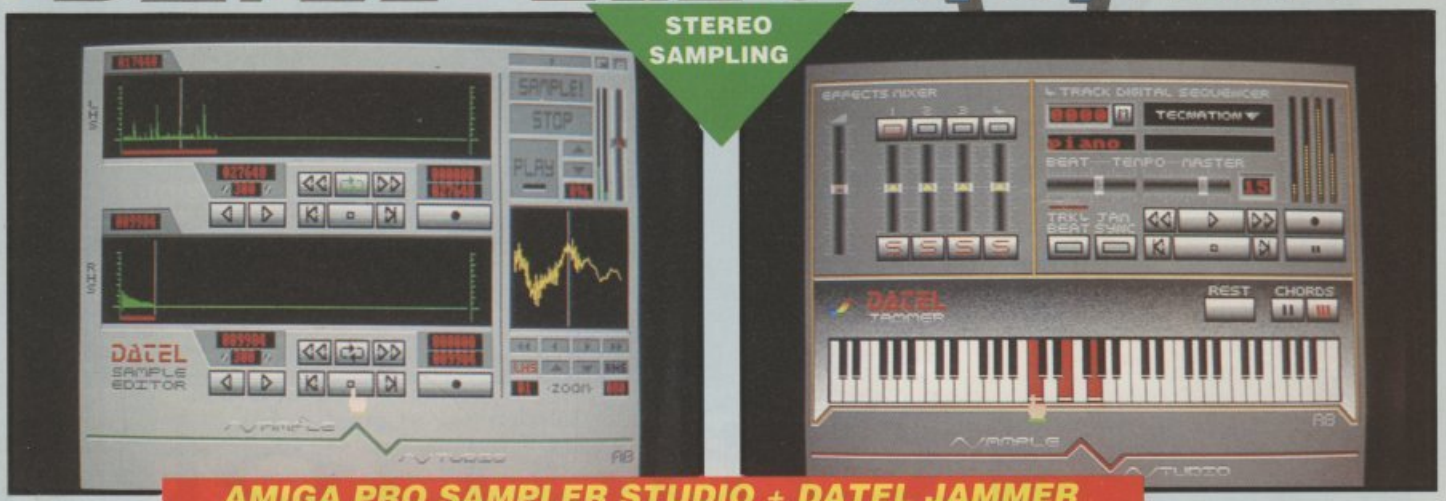
CHARIOTS OF WRATH

Title: **Chariots of Wrath**



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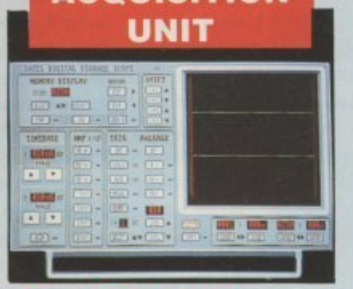
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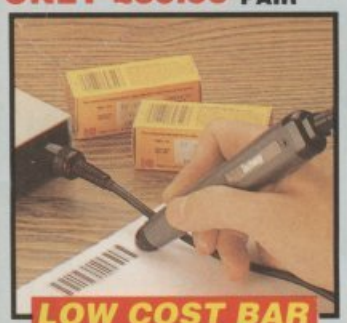
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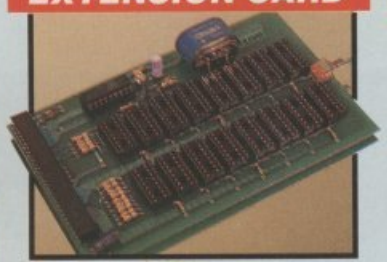
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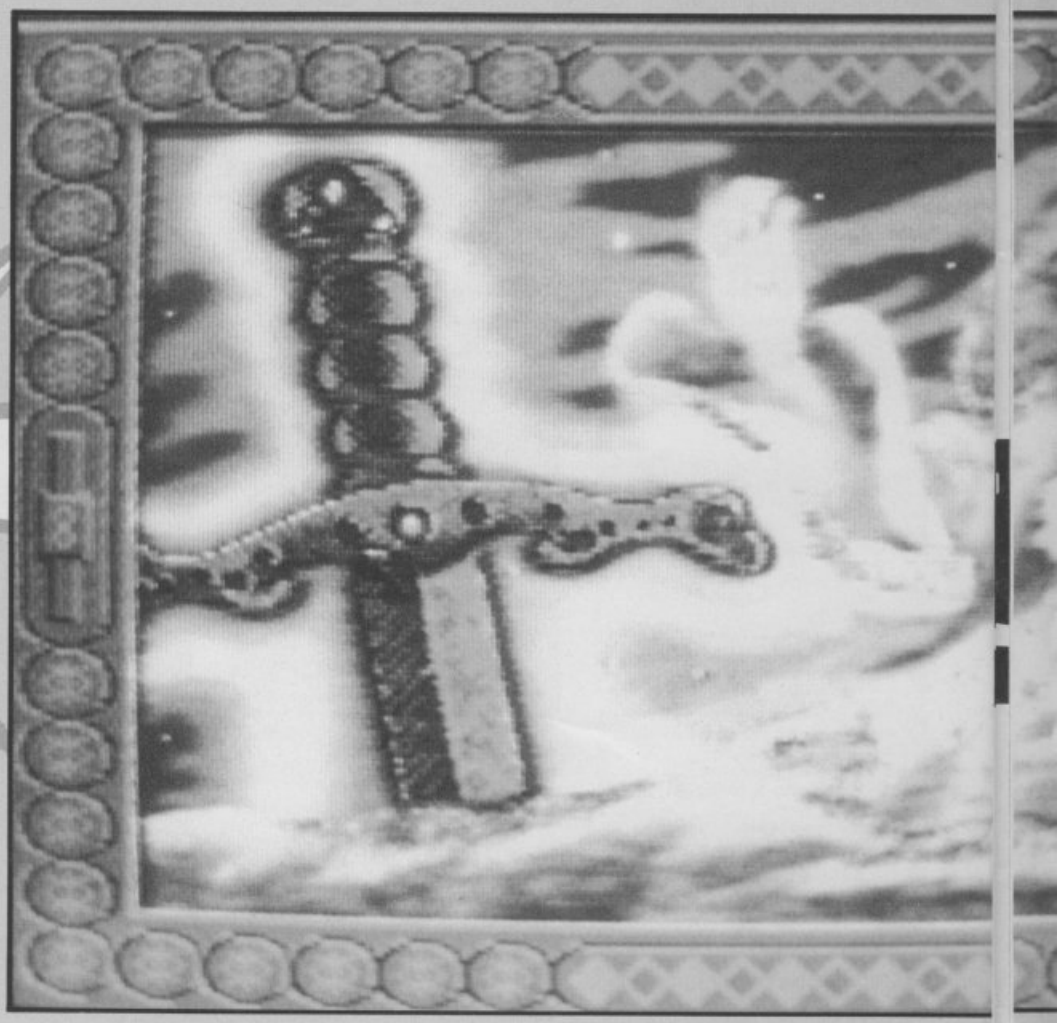
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ARTHUR

High price, high quality: another Arthurian myth in excelsis.



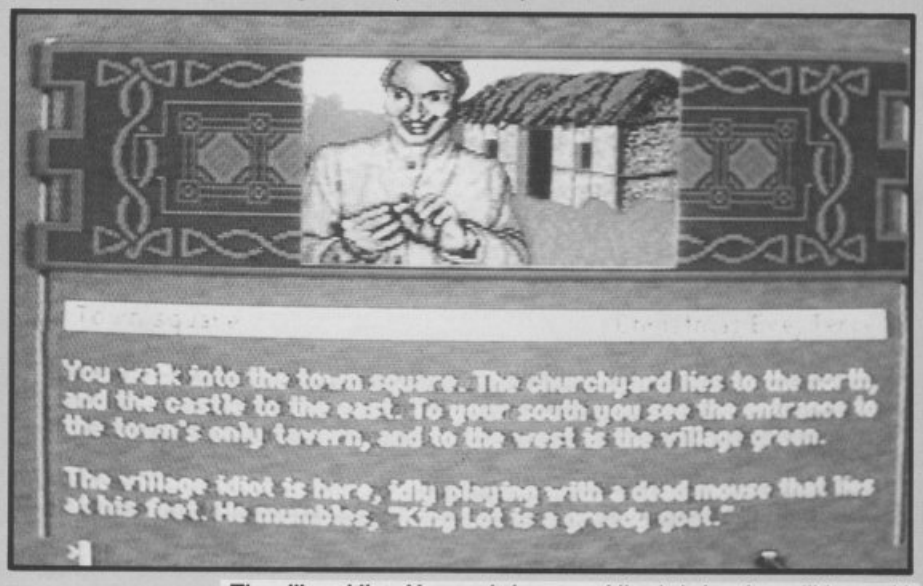
■ **In a dark graveyard stands a stone** with a magical sword set in it. Surrounded by mystery the legends say that whoso pulleth out the sword of the stone, is rightwise king born of all England. As the game begins you, a young boy, pull the sword and feel it move a little but before you can move it further Merlin warns you to hide just before the evil Lot and his troops storm in and steal the throne. The next morning you hear that Lot has claimed he removed the sword and will be crowned King in just three days. You, Arthur Pendragon, are the rightful heir to your father's throne but it's a birthright you're going to have to fight for.

As you will quickly find out as the story unfolds that there is more to becoming King than pulling a sword from a stone as you have to prove you are worthy of it by developing the high levels of wisdom, experience and of course chivalry. Consequently, these along with the Quest form your score in the game and since you need to gain 100 in each category within three days you're going to need some help. Merlin the wizard is prepared to give you some but he doesn't want to make things easy for you so he gives you limited transformation powers.

By uttering a magic word you can transform into an owl, a badger, eel, salamander and turtle. Each animal gives you a different insight on the game, allows you to explore different areas and solve specific puzzles. For example, transforming into an owl allows you to fly overhead and reach land either impassable or impossible by foot, a badger can dig down into burrows, the eel can swim through rivers and lakes and the salamander can walk through fire. The drawback is that you can't carry anything as animals but whatever you're wearing will magically reappear when you return to human form.

As with all new Infocom adventures Arthur contains graphic scenes, however, unlike those in Zork Zero these are tiny and fill only about a sixth of a screen. They also use the same area of the screen for bar charts showing your score, an inventory of the things you carry and the more useful on screen mapping feature and a compass rose with which you can move around by simply clicking on the direction or room you wish to visit. This probably shows Infocom's true view of graphics as displayed further in the manual when it describes the text only option. "For the hard-core-give-me-text-or-give-me-death gamer who want to return to the thrilling days when men were men, text was text and graphics got eaten by grues".

Arthur also sees a few additions to the features that make Infocom adventures so easy to play. The Undo command is an alternative to frequent saving as this allows you to undo your last action these are usually ones that result in death or mutilation. The online hints have been improved and modified in that their use has been restricted so you can only access them by looking into a crystal ball in Merlin's cave or into a crystal that hangs around your neck in human form. To add to the problems to visit Merlin's cave you have to run the gauntlet of an invisible knight that steals all your objects. The hints themselves only appear as and when you have done enough to need them so you can't spoil the game by reading too many.

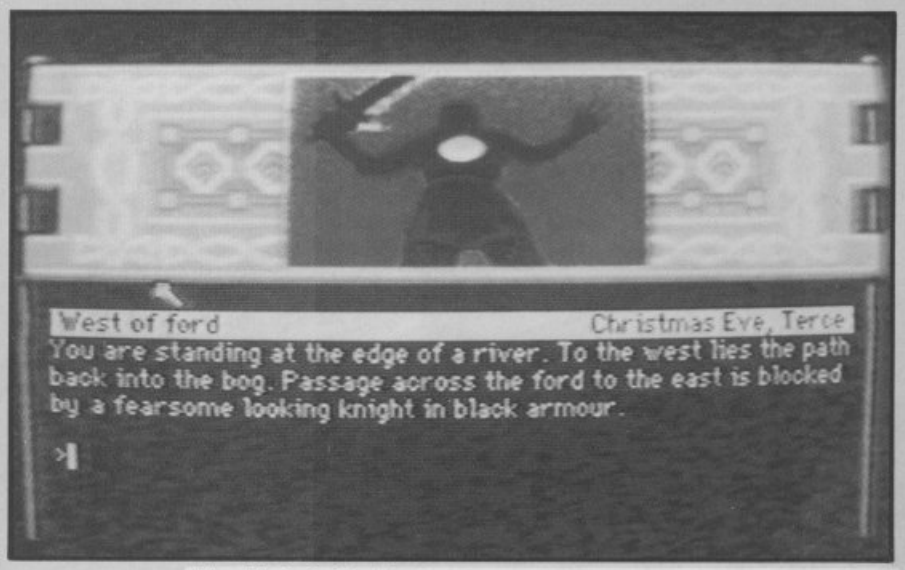


The village idiot. He says he's not an idiot he's just incredibly stupid. Stupid enough to trade a sword for a dead mouse.

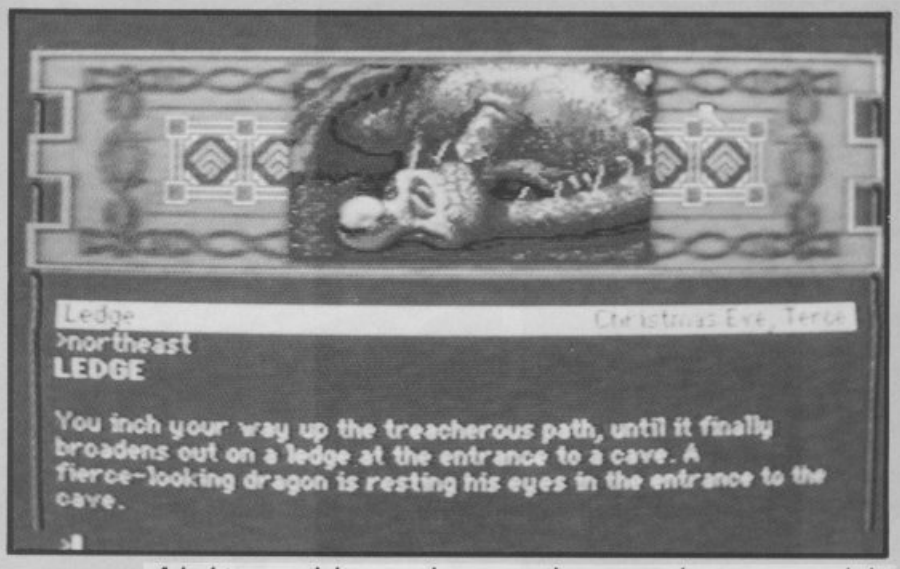
THE QUEST FOR EXCALIBUR



Excalibur, your inheritance — but you'll have to earn it.



The Black Knight blocks your path and you haven't the experience to beat him yet.



A bad tempered dragon — how on earth are you going to get some hairs off his nose?

■ **For an Infocom adventure Arthur is** quite easy and will appeal to those just starting out in quality adventuring. The additional features makes it easy to play and the now famous parser is intelligent enough to know what you want to do even if you can't find the right words.

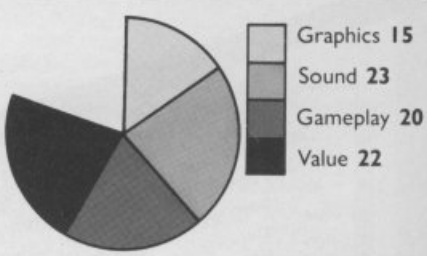
The ability to change into different animals literally adds a new dimension to the game as you can now scout out terrain from the air and tunnel down to reach inaccessible places. When you transform into an animal it's important to use that creature's abilities such as the owl's good eyes and the turtle's hard shell as these can solve problems and gain access to areas guarded by Knights looking for battles or King Lot's evil minions.

The four different scores of chivalry, quest, wisdom and experience means that simply solving the puzzles isn't enough to win as you have to do it with some style. The result is an enjoyable game that will appeal to all adventurers and will be solvable by most.

Tony Heatherington

ARTHUR — THE QUEST FOR EXCALIBUR

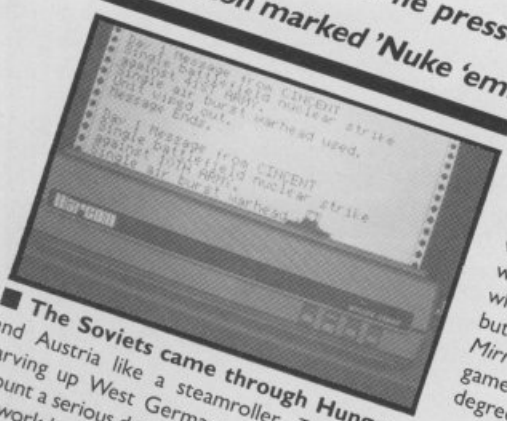
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REVIEW

New Clear Days

Duncan Evans turns weatherman and predicts storm clouds on the horizon, radioactive showers, and a lowering of the Earth's temperature after he presses the button marked 'Nuke 'em.'



■ **The Soviets came through Hungary** and Austria like a steamroller. They were carving up West Germany before we could mount a serious defence. Although the satellite network had warned us of a build up of forces, the attack caught us with our trousers down strategically. The expected air battle that we would have won after a week to ten days never happened. They had our strips mined and planes sabotaged before you say Vladivostock; the VTOLS in the field are just a minor irritation to them now, mounting the odd hit and run mission, while the skies over Europe belong to the red forces. Nato ground forces can't stop them, and without air support we can't even slow them down appreciably.

The report of the fall of Bonn sits on my desk unread, the Americans are refusing to get involved in a European war again. I don't blame them after the penpushers in Strasbourg kicked them out unceremoniously. My second in command looks up at me hollow eyed and asks, 'Nuke them sir ?'

The taste of ashes is in my mouth as I reply, 'Aye, go nuclear. Nuke 'em 'till they glow.'

Don't worry, the office of *Your Amiga* hasn't just become a radioactive wasteland (though some might argue that it is anyway), we've just been playing the 16-bit version of an 8-bit classic.

It seems a lifetime ago when *PSS* launched the first really mainstream wargame, *Theatre Europe* for the C64. That drew numerous accolades with its combination of simple strategy and arcade shooting sections. And who could forget that poor old teleprinter that would break down at the end of the game when nervous fingers jabbed the suicide button. With *PSS* now under the umbrella of *Mirrorsoft* it has rehashed and beefed up the game for the Amiga, although not to a great degree.

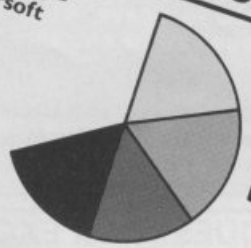
Conflict Europe casts you as decision maker in an East-West escalating conflict, with conventional forces, special raids, air forces, and naturally, the nuclear option to consider. *PSS* might have dispensed with the superfluous arcade elements, but it has retained the very worst feature of the original game, namely, the movement of troop divisions. These appear as squares on the map, and can be lined up to form an unpassable defence. Unpassable until destroyed by the Soviets anyway. This leads to a game that is more trench warfare than anything else, and not what any sensible commander would do. The way to not lose the war is to play hit and run with a mobile defence against the Soviet forces, bogging them down until the NATO air forces achieved superiority, at which point negotiations can start taking place. Any other strategy, given the forces involved at present, would lead to NATO going nuclear to stop the Soviets. On the battlefield first, but this would cause them to retaliate in kind, leading to escalation.

■ **Well the mushroom cloud is** disappointing, never mind anything else. This game is hardly a serious wargame, even though it deals with a serious issue. Only the nuclear options and air force options are accurately portrayed and the ground hogs war is a joke. I enjoyed sending the special combat teams to knock out the enemy cruise sites, while trying to eliminate their short range nuclear capability, and actually managed to halt a Soviet advance through nuclear strategy. A total conflagration was avoided and only about 21 million civilians died in the ashes of Germany and Poland. At least the Soviet armed forces were totally trashed. I can't help thinking that if a Soviet premier found his army had been virtually wiped out that the finger would start jabbing the launch button, but then what do I know.

The graphics and sound effects for such a populist wargame are disappointing, even though the nuclear strategy is intriguing. It might be worth waiting for this to come out on a budget label before spending the readies, because you aren't going to have that many games of it in one sitting. It does retain interest though, and you may find yourself back at the keyboard plotting to nuke 'em till they glow with the warmongers of the world.

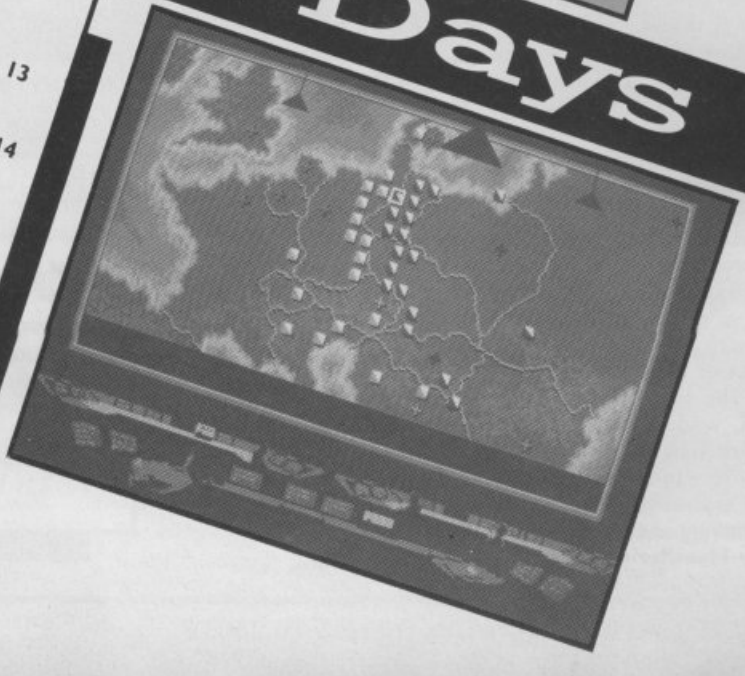
CONFLICT EUROPE

Title: **Conflict Europe**
Publisher: **Mirrorsoft**
Tel: **01-928 1454**
Price: **£24.95**



Graphics: **13**
Sound: **12**
Gameplay: **14**
Value: **14**

Still, you get to play out the nuclear options quite realistically, and the air force section is well thought out, even if the diplomatic element that has been added is redundant. There are scenarios to try out, but they're just variations on the same theme.



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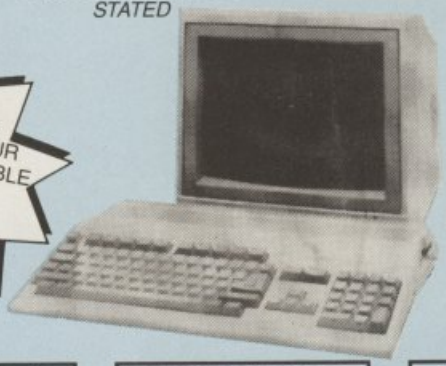
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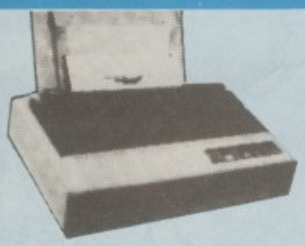
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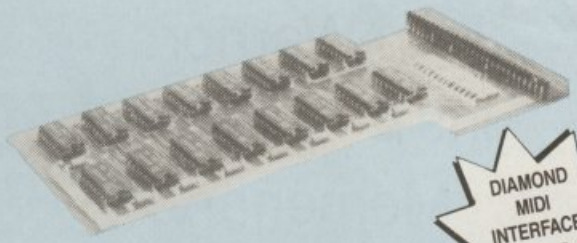
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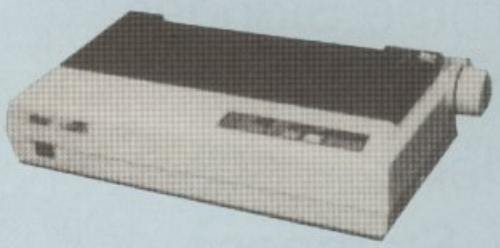


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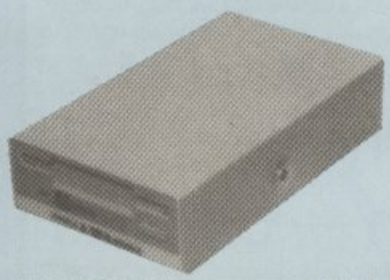


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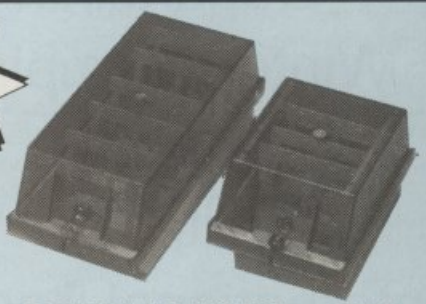


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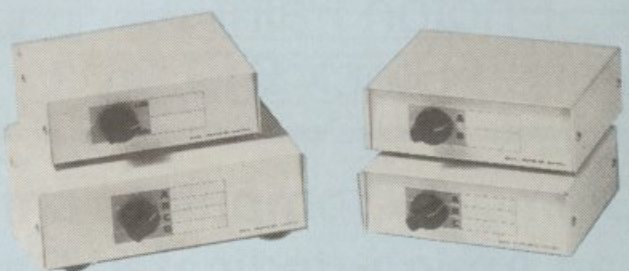
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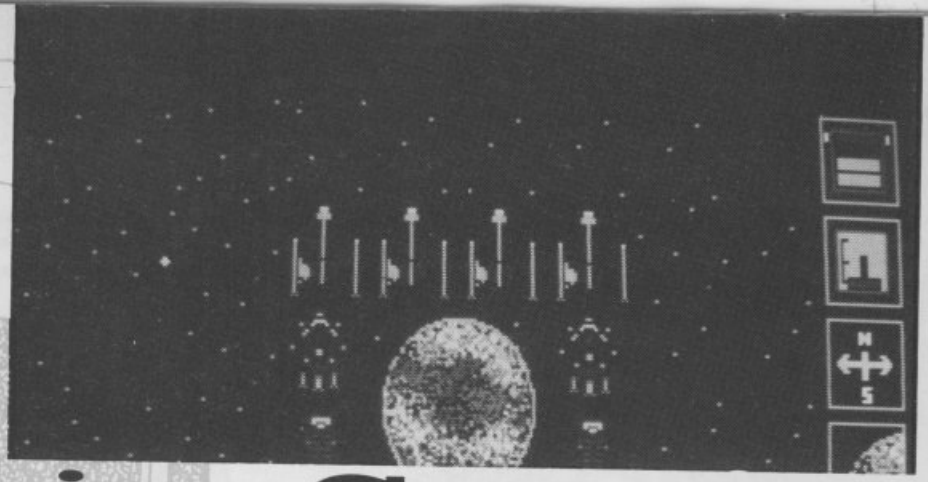
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Phone for details.

REVIEW

Impressions doesn't create much of one with Duncan Evans as he strives to be Emperor of the Mines.



Lost in Space

■ **I suppose *Mirrorsoft* is pleased to see** this new release from *Impressions*. After *Raider*, which was based on *Oids*, and *Chariots of Wrath* which was originally so like *Xenon 2* the threat of legal action caused *Impressions* to change the game, it must be a relief to see one of *Activision*'s games be lovingly plagiarised. *Emperor of the Mines* is obviously inspired by *Millenium 2.2* but is both different enough and alas bad enough, to escape the eagle eyes of *Activision*'s lawyers.

The object of the game is quite simple and should appeal to any Thatcher loving, capitalist, money grabbing, fascist pig. Produce as much profit as possible in the time given, from the large space based mining organisation under your control. The way to make mega credits is to heartlessly extract ores from the moons in your system, leaving them as orbiting slag heaps.

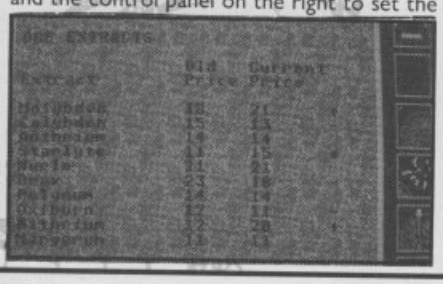
Great, so it sounds more like *Kingdom* than *Millenium 2.2*, but realising that the excitement level would be comparable with sheep farming there's that old standby, the **Random Encounter**. Except, the random element comes in neatly packaged envelopes, or episodes in the *Impressions* parlance. This is where we leap into *Millenium* territory, feet first: there's enemy attacks, asteroid showers, viruses, and variations on those themes. More of which later.

There are three types of spaceship: the explorers, transporters, and destroyers. The ones responsible for earning you that penthouse in Andromeda are the explorers, of which there are three varieties. The Mark I model lands on a moon and starts drilling for ore, while numero two can either turn into a rig or orbit the moon giving read outs on its composition. The Mark III maintains moon outposts, which is just as necessary otherwise your money and ships go down the drain.

Transporters transport ore back to base while the destroyers destroy anyone trying to muscle in on the action.

Space isn't four dimensional according to *Impressions*. **Why**, it isn't even three dimensional. Nope, it's strictly 2-D because it's easier to program. It consists of six regions with six planets and six moons orbiting. Hang on, this is 666, hmm, I hope the game doesn't have subliminal messages that cause you to run amok with a chainsaw, vote for the Tory party, or buy all the *Impressions* games out on 7 bit.

The game starts with a couple of spaceships hovering around your home planet, and then it's down to you, using the mouse and the control panel on the right to set the





business operation underway. Unfortunately control is only a vague idea with the *Emperor* programmers, so you can watch those spaceships set off as soon as you click on them, rather than wait for direction and thrust clicks like they should. Trying to access the other control functions ? Click on the top icon, and watch it flash through the other screens, like some sort of galactic roulette table, stopping only where it wants. Keep at it, there are only three menus so the odds are you'll get the one you want before old age and death approach.

Keep playing and the episodes are sprung on you sequentially. Well, it doesn't matter I suppose, no-one will play this more than once so repetition doesn't come into it.

■ **Dismal is the only description of this** half-baked mixture of recent and ancient games. The graphics are awful, and look like they've been knocked up in half an hour. In fact the whole game looks like its been knocked up in half an hour, though obviously everyone at *Impressions* had a good play of *Millenium* before starting really getting to grips with the finer intricacies of Impressionism (sick). I just wish they'd made a better job of ripping it off because this is a game that belongs to 1984, not 1989. The sound effects are minimal, and where they do exist no effort has been expended in bringing you the worst the Amiga has to offer.

The control is a joke, and the animation hopeless. Okay so you're getting the idea that I don't like this game one little bit, and you'd be right, but the episodes do at least provide some interest — the first time round anyway. These would be quité nice to get to grips with, if the game wasn't so irritating and boring to start with. As it is, *Emperor of the Mines* wallows around in a cesspit of somebody's making, giving you neither the chance to be Arthur Scargill or some power mad exploiter of natural resources.



EMPEROR OF THE MINES

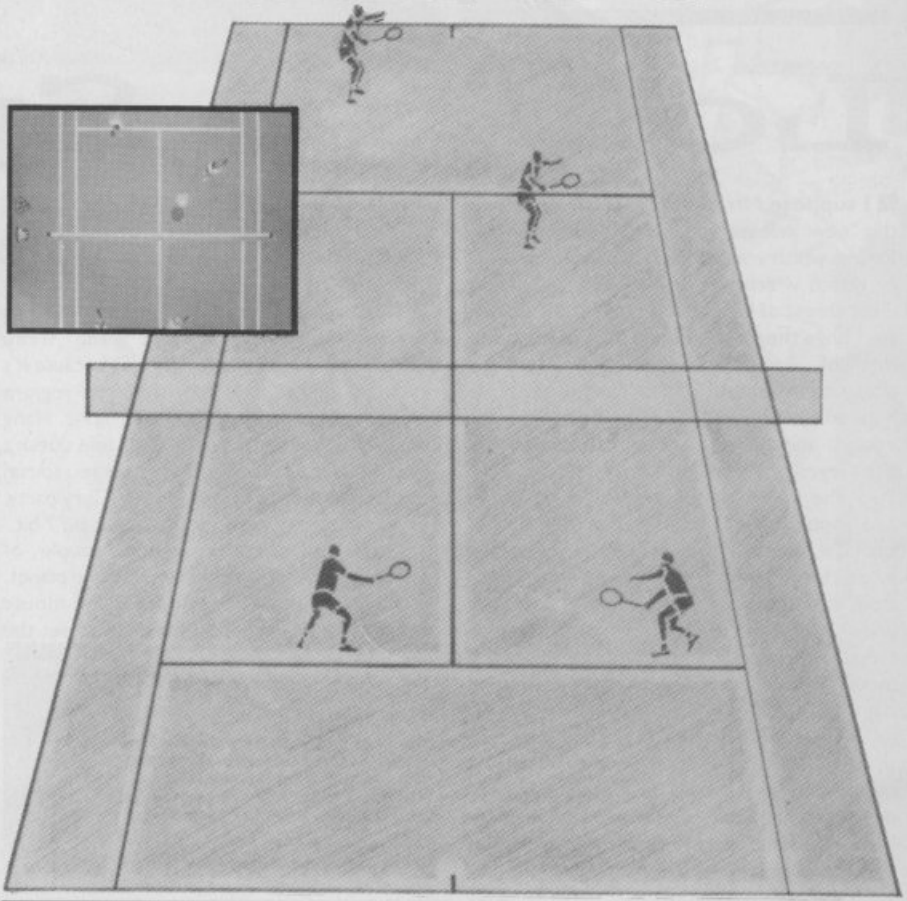
Title: **Emperor of the Mines**
Publisher: **Impressions**
Price: **£24.95**



Graphics: **7**
Sound:**3**
Gameplay:**7**
Value:**3**

Passing Shot

It may not be the season for strawberries and cream but Susan Garton's always ready for a game of tennis



■ **Anyone for tennis? I know it's not the** right season, but you'll need plenty of practice if you're to beat the Becker/Graf supremos

Passing Shot is an optimistic title, especially if you play like I do. But, if you want to travel the World visiting all the famous courts you'd better get knocking up.

For some reason the matches just involve you playing the deciding set of a three set match. You can either play a doubles or singles game. For the double match you an your partner play a computer partnership somewhat akin to McEnroe and Navratilova. So you'll need the nets, linesman, umpire and balls on your side if you're to win. But don't let me put you off. The fact that you probably haven't touched a tennis racket since you left school umpety years ago is totally irrelevant.

You can choose the level that you start at, the higher levels putting you further into the World stages and probably sending you to more exotic places.

Once you have made the necessary selections the game gets under way. When you serve the view of the court is from spectator level, the ball is thrown into the air and it's up to you to hit it at just the right time. Once you have managed to hit the ball the picture changes to that of an overhead camera angle. The joystick is used to control the positioning of your player a fire- button/joystick position combination determines the sort of shot that you are to strike the ball with. Options for flat, slice, topspin and lob are available.

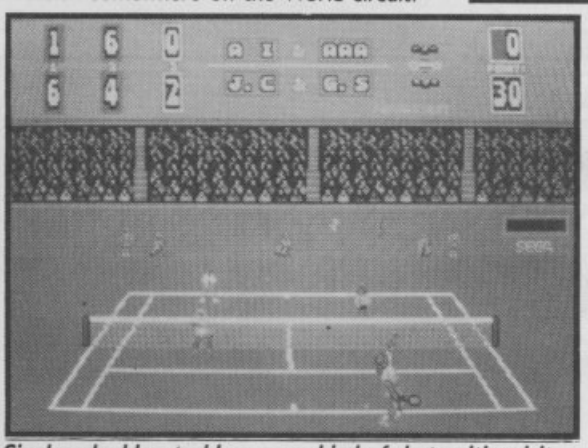
The rules are those that we have come to know off pat from many hours sitting watching a small ball on TV during Wimbledon season. You need to win six games to win the set and match. If you succeed in winning you just have time to grab a quick glass of barley water before you have to dash onto your next location somewhere on the World circuit.

■ **I found passing shot quite entertaining** but have one complaint about it. Once the serve is made as has already been explained the picture becomes aerial. When your opponents are hitting the ball only part of your serve box is in view. If your player happens to be stood at the back half of your side of the court you can't see him until the ball is almost on top of him. By then it's often too late to position your player. It's a shame as without the fault the game would be very playable.

It seems strange only to be playing the last set of each match, but I suppose the game writers must have had some reason.

It is a shame that no provision is made for shouting, and stamping at the referee or even throwing my racquet at him. I tried but he didn't seem to take much notice of me. I thought that this was half he entertainment in a modern tennis match!

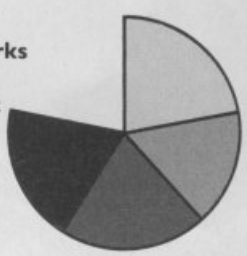
Good luck with your rallies, you never know you may walk away with the grand slam. If not I'm sure that you'll have good fun trying.



Singles, doubles, trebles — any kind of shot, with spirit.

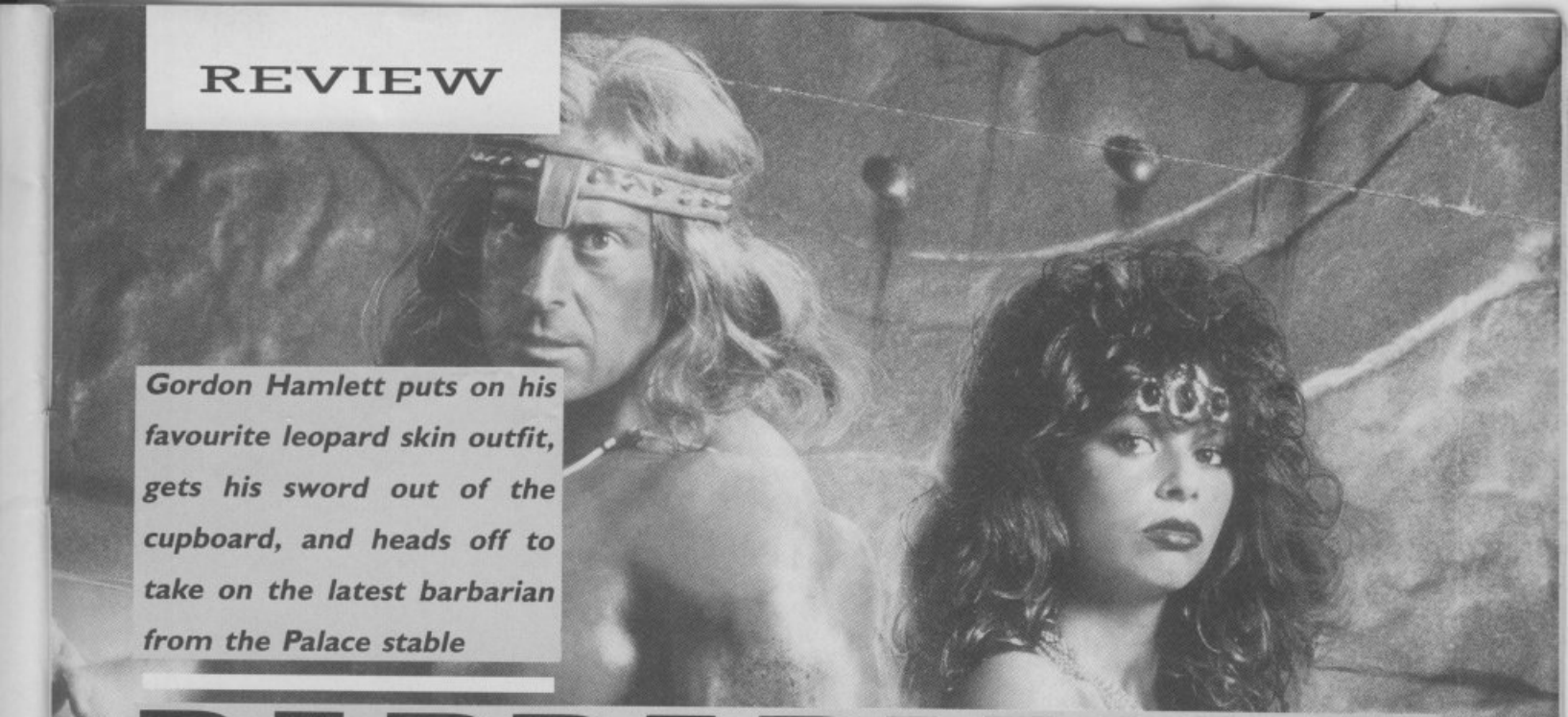
PASSING SHOT

Title: **Passing Shot**
Supplier: **Image Works**
Irwin House
118 Southwark Street
London
SE1 0SW



Graphics: **18**
Sound: **17**
Gameplay: **15**
Value: **16**

REVIEW



Gordon Hamlett puts on his favourite leopard skin outfit, gets his sword out of the cupboard, and heads off to take on the latest barbarian from the Palace stable

BARBARIAN II

■ **At the end of *Barbarian*, you managed** to defeat the minions of the evil Drax and so rescue Princess Mariana. However, Drax escaped to fight another day and, now, that day has arrived.

Drax has now taken up residence in the dungeons underneath his own Black Castle. He has rebuilt his forces of chaos and is now threatening the Jewelled Kingdom again. You can choose to enter his domain playing either the Barbarian or the Princess.

Before you reach the dungeons though, you will have to battle your way through three separate levels, each being a maze of around 28 screens. Each level has its own selection of six different monsters to battle against. Thus in the wastelands, you will encounter the likes of Neanderthal men and apes. The caverns offer Trolls and orcs and the dungeons are occupied by giant grubs and pit fiends. Finally, if you make it through to Drax's inner sanctum, you must overcome a great demon and the living idol before the final confrontation. Of course there are also streams of molten lava and bottomless pits to leap over.





As well as making your way through the various chambers, you must locate six magical items: a key, an axe, a globe, a potion, a shield and the jewel. The key not surprisingly opens gates whereas the other items all offer varying degrees of protection.

■ **The game is little more than a** combination of crude beat-em-up with an even cruder arcade adventure. Your attacking movements are limited to high, middle and low chop with your two handed sword plus a kick.

Because each location is represented as a side on view, mapping is no easy matter. Even the presence of a compass is little help as you try to get your bearings especially if you get pushed off a screen by a monster. It is also annoying that you get burnt by the volcanic outpourings whilst all the monsters are apparently impervious to heat — they can gain a tactical advantage by pushing you backwards into the lava but you cannot retaliate in similar fashion.

I didn't enjoy this game at all. It failed to arouse any excitement whatsoever. There is little that has not been seen dozens of times before. Perhaps it's worth investigating but only if you really enjoy games of this type to the exclusion of any thing else.

BARBARIAN II

Title: **Barbarian II**
Supplier: **Palace Software**
Th Old Forge
7 Caledonian Road
London
N1 9DX
Tel: **01 278 0751**
Price: £19.95



Graphics: **13**
Sound: **8**
Gameplay: **9**
Value: **8**

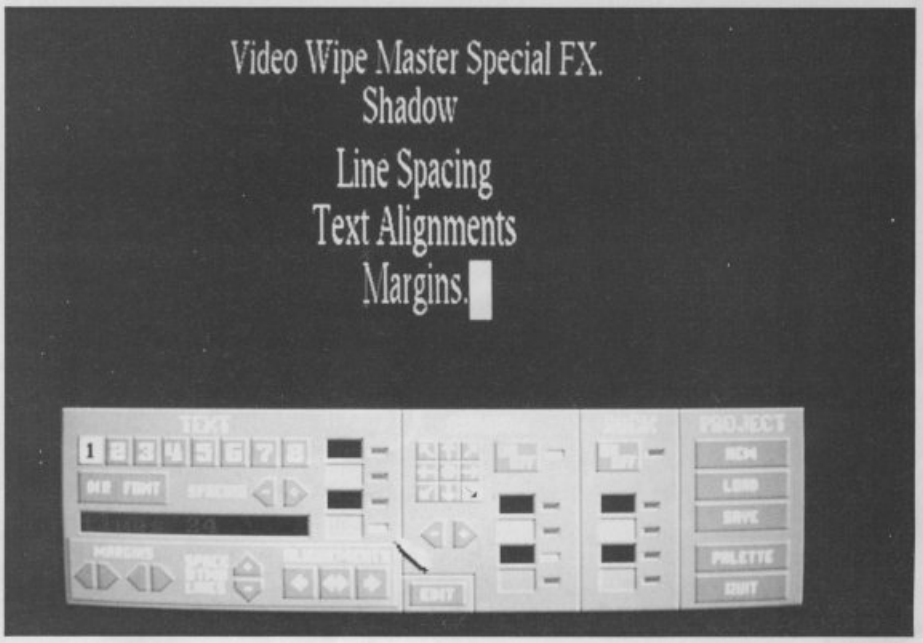
Video

Need captions for a wedding day captured on video? Want a wipe to slip sensationally between news items on your latest documentary? Mark Webb assess the pros and cons of two new French utilities.



A little outfit from across La Manche have come up with two handy utilities for anyone engaging in multi-media activities ie linking their Amiga to the home video. Some incredibly flash opening sequences into the Workbench made me pay attention as a "film strip" with program credits scrolled by. You know what they say about first impressions.

Both packages rely on the fact that you've invested in a genlock device to combine video and computer graphics. Even if you haven't, I suggest you read on because this is the future of computing in the next few years.



First off some fonts for captions. Very useful for translating the rapping Frenchman in Rap..rap..rapido for instance. It is certainly the fashion to attack the viewer with both text and speech these days. There are practical uses, such as subtitling for the deaf, tutorial text and multiple choice questions for interactive video.

Video Master Generic offers a choice of eight fonts, starting off with Times 24, 18, Helvetica 24, 18, Diamond 20, Callisto 18, Himalia 18, and Sapphire 19. When preparing your text you just click on the number of the font required for the line you are working on. Clicking on a font instantly effects the current line which makes previewing and judging the suitability of a font very easy. The disk font directory also contains Ganymede 48 and Lo 48, to load which you will need 1Mbyte of memory. Other fonts can be loaded where available.

Further variety is provided by a shadow on/off facility. Small "LEDs" are part of the "control panel" and indicate, by "lighting" up, when a selection is made. There are eight different positions for shadow on text and a choice of four colours, black, and three shades of blue. The same colour choice is available for background. These are the default colours, but a palette utility allows you to change them to any shade you might require.

Margins are set simply by clicking on an arrow "pad" which moves the margin line around the screen. The adjustment of line and character spacing is achieved in the same way. Left and right alignment and centring buttons are provided and affect the whole text not just a single line, which can be inconvenient. Text can be saved to disk and retrieved via the usual requestors.

I ran out of memory a couple of times in a 512K Amiga so recommend 1Mbyte for worry free use.

Once you have got your text you can display it in one of three different ways, rolling (horizontal), scrolling (vertical), scroll page (each page scrolls in sequence) and page. A delay for each page can be programmed as well as the speed of transition between pages. The text can be displayed continuously, and you can take over manual control of turning over pages, etc.

The use of Amiga fonts is both a plus because of the wide choice available, and a problem because they are not as professional looking as some of the specially designed video fonts — an ideal program if you are starting out on video captioning.

Wipe Master exhibits a similar control panel to *Generic Master* but this time displays 22 different wipe effects. Wipes clear the screen in a variety of ways, revealing the video

Masters



French choices in fonts and wipes.

Added video effects through your Amiga to enhance and extend presentations.





picture beneath. Control is achieved by mouseclicking on the panel or from the keyboard. Each wipe effect is assigned to a key.

Function keys are also used for settings, fades, and calling up a mask. A mask is a single colour graphic — among those supplied are a heart and a circle — through which you can view a synchronised video. Masks can be created in *Dpaint* or other paint programs for use with *Video Wipe Master*.

A typical situation is a single video source being mixed with the wipe effects or viewed through one of the masks. The software will, however, cope with two sources and there are swap foreground/background and fade in and fade out facilities too. Each wipe lasts just a couple of seconds but combinations of wipes can be put together manually and recorded by the system for playback on a single key press. Some keys regulate the the size and position of the "rectangle" which is the basis of the wipes, and by "recording" these changes you can devise your own wipes.

Incidentally both manuals were pretty good, no problems with the English at all, although plenty of jargon as usual.

This is an easy to use program which can help add a professional touch to your videos. Video filming is often broken up into different episodes and, because editing is not easy without expensive equipment, I can imagine these wipe effects helping to smooth over some of the natural joins. The number of effects and versatility of the software puts it ahead of many purpose-built video mixers.

Touchline

1992 approaches so get in touch with **Kimatek at 32 rue de la Paix, 37000 Tours, France. Tel. 47.61.25.52.**

Alternative dunking is good fun with another basketball game — this time from Mindscape.

Omni-Play Basketball

■ *Omni-Play Basketball* is more than just a basketball game as it also includes a front end for an open ended system in which later modules can be added to expand the basic game to one that includes college, professional, and even fantasy leagues.

The basic game actually consists of two modules that in turn control the management and action sides of a basketball team. Either can be controlled by you or the computer so you can set your own challenge.

Unlike other sports games where you control the player with the ball this game uses a system it calls 'Flow-control' which means the computer moves all the players all of the time. This leaves you free to concentrate on the game and decide when your players will pass, shoot or block.

Each player on the five man team is drawn from your squad and is defined by four factors that include his skill in long and short shooting, speed and ball control. These determine how fast they move about the court and their chances of scoring, blocking or even intercepting the ball. At the beginning of the game you are outclassed by almost every other team in the league which is where the management comes in. In this section you can send your players to training camp, trade for new ones or bring in young recruits.

During the match you must try and make the most of your teams strengths and try and paper over the weaknesses by choosing different strategies for the key parts of the game. For example, you must decide whether your forwards, after they have taken a shot, will rush the net for a chance of picking up a rebound or drop back to cover a possible fast break. Will they play close to the net or wide and attempt long three point baskets? Defensively, you must decide whether you will opt for man to man marking or concentrate on trying to steal the ball.

As manager you also have to worry about injuries, decide when to take your timeouts (a chance to break up a move and to alter your tactics) and decide on substitutions to prevent your team from tiring.

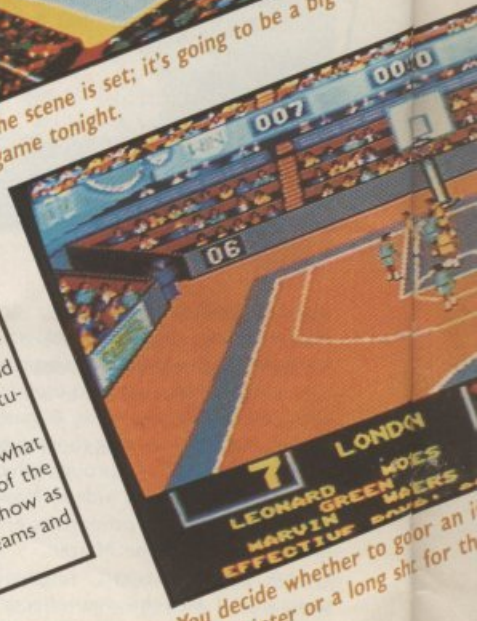
Finally, the scene is set and hints of what to look out for are presented as part of the Bob and Nick pregame and half-time show as two typical sports hacks analyse the teams and the game.



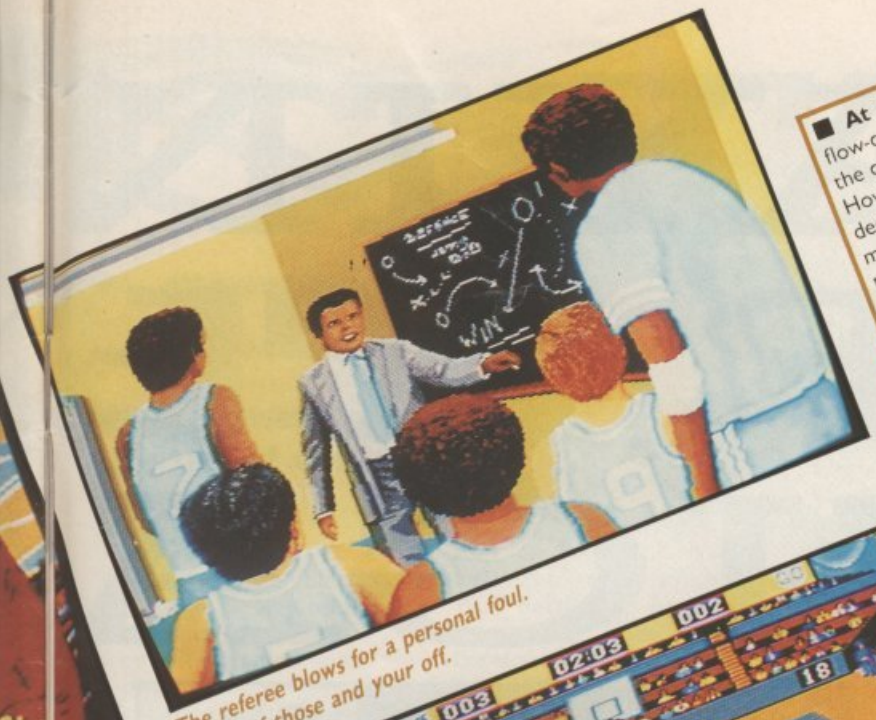
Nick and Bob present their analysis in the pre-game and half time show.



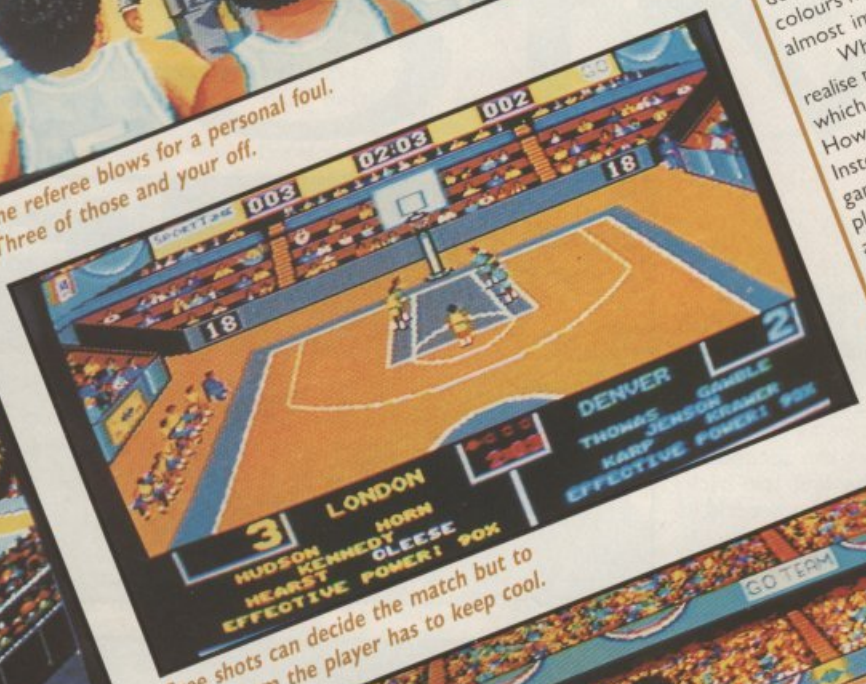
The scene is set; it's going to be a big game tonight.



You decide whether to goor an i two pointer or a long sht for th



The referee blows for a personal foul. Three of those and your off.

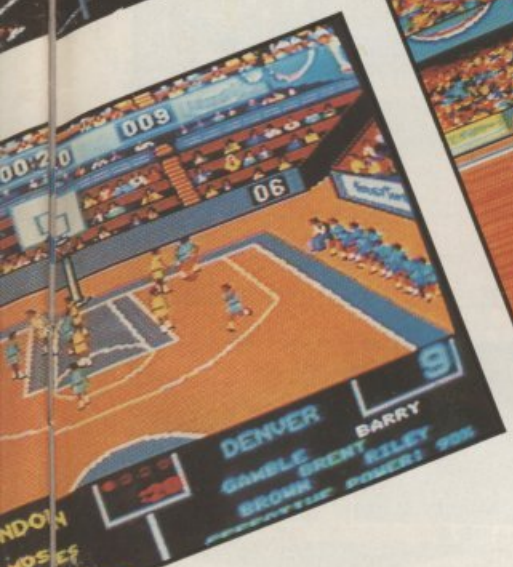


Free shots can decide the match but to score them the player has to keep cool.



Timeout! A chance to change the line up and the tactics.





to go for an inside
g shot for three!

■ **At first sight you might think that** flow-control takes away all of the gameplay as the computer moves all your players for you. However, it works surprisingly well and deciding passes and timing shots and blocks is more than enough to think about. If you had to move a player against a fast team you'd end up hopelessly out of position. This also means you should get into the management side of the game as quickly as possible so you can decide the play, the formations your players run in and whether they try and play quickly or run off the clock.

Before a game you are given an option to change the teams colours which you should do to something like white or yellow as other colours make the team data on tactics menus almost impossible to read.

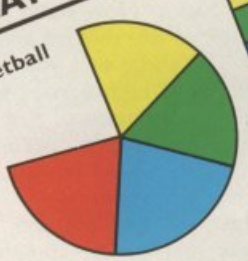
When you start the game you will quickly realise that your team is the worst in the league which means you have to trade or train. However, this still won't have much effect. Instead you can use some of these hopeless games to practise and then let the computer play the rest to sort of fast forward through a couple of seasons to rack up the points and improve your side. Once you've done that you can start playing properly again with more hope of success. For example, the first "real" game I played I won in the last seconds of overtime. Maybe this year I'll reach the end of season play-offs.

This is the Basketball equivalent of *TV Sports Football*.

Tony Hetherington

OMNI-PLAY BASKETBALL

Title: **Omni-Play Basketball**
Supplier: **Mindscape**
P.O. Box 1019,
Lewes,
East Sussex,
BN8 4DW
Price: **£24.99**



Graphics: **18**
Sound: **17**
Gameplay: **22**
Value: **20**

PLAYIN
FOR TH
AMIGA

Forgotten Worlds
U.S. Gold

■ **To activate the cheat** mode, type S T A R C and press HELP on the title screen. The game will start. Now press N to go to the next level or S to enter the shop.

The Dragon's Lair

As soon as you enter the lair hit the space bar. Select Goldmoon, and return to the game. You can only kill the dragon by throwing the Staff at him, just hold down the fire button and push the joystick diagonally up. When you have disposed of him run left avoiding the falling rocks and take the Discs to finish the game.

Hybris
Discovery Software

A bit old this one I know, but if you still have not managed to finish this classic shoot-em-up then dig it out, load it up and chuck in the cheat below.

On the high score screen enter COMMANDER and hit the fire button. Press F10 to make the ship invincible. You can also set all the add-ons for your ship by pressing F2-F6. To unable cheat mode press F10 again. To skip to the next level press F9.

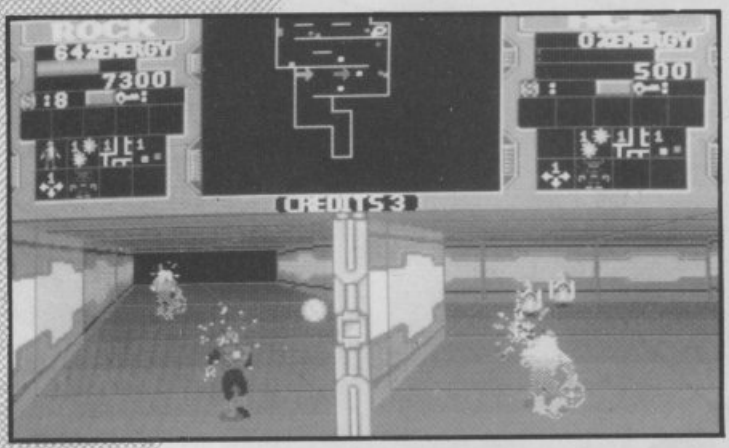
Pacland
Grandslam

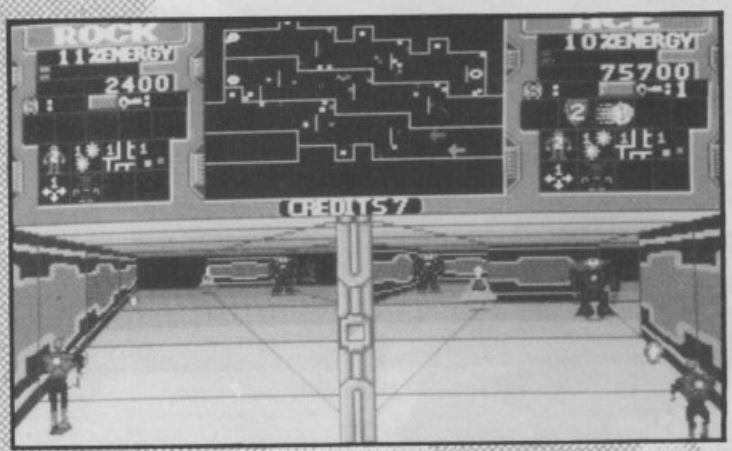
Having trouble with your Pacs? Follow the hints below and life should be a bed of roses in Pacland. Just start a two player game, and get the first player as far as possible. Get the second player on the first trip back home to push the second. Cactus from left to right. This will release a yellow circle. Collect the circle thingy and lose the second player's life. Let player one continue playing until he dies. Now with player two push the same cactus again and collect the yellow circle. Keep doing this and player one will always have plenty of juicy lives.

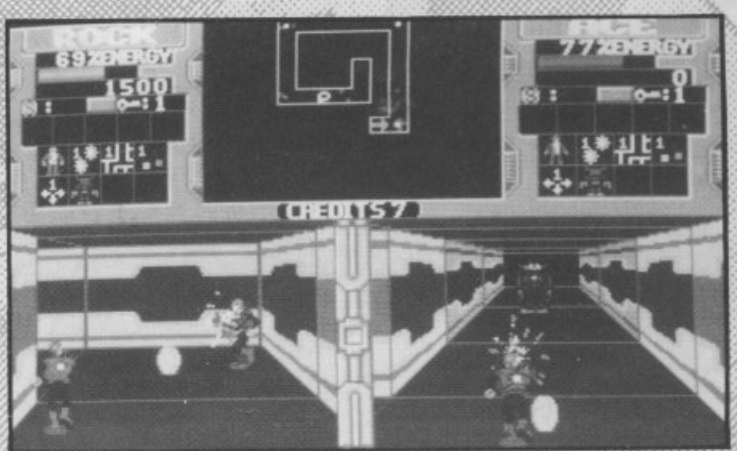
Xybots
Tensen

As soon as you start level 11, head straight for the exit. Now stand just in front of the telepad and let the Xybots pelt you with bullets. Just before your energy reaches zero, step onto the pad. As you decend to the next level you should lose all your energy.

Because you have no energy the computer will screw-up, allowing you to kill the master Xybot without dying. Everything will go back to normal on the next level, but this tip can be used every-time you visit the master Xybot.







G TIPS

IE

Heroes of the Lance

U.S. Gold

Yes, this is a wee bit old, but as yet not an other magazines has printed a complete solution, until now! Just follow the directions given, using the game's on-screen compass.

Level 1

First, enter door (south). Walk south until you reach the scroll. Enter door (east). Walk east. Enter door (north). Walk north. Enter door (west). Walk west. Enter door (north). Walk south. Enter door (west). Enter second door (west). Take scroll then leave (north). Go back to first door and enter (west). Walk west and take the gold. Walk east. Enter door (north). Walk south and enter the round hole in the wall (West).

Level 2

Walk east. Enter door (south). Walk south. Enter door (east). Walk south. Take all the gems and potions. Walk south. Take shield. Walk north. Enter door (west). Walk south. Enter door (west). This should take you to the waterfall and cure all your wounds. Walk south. Jump gap. Walk south. Take gold cup. Walk south. Enter second door (west).

Level 3

Walk south. Go past door. Walk south. Take potion. Walk north. Enter door (west). Walk South. Take Shields. Enter door (west). Walk north. Enter door (west). Walk north. Enter door (west).

Level 4

Jump gap. (hint, try over stepping the mark!). Walk west. Enter door (south). Walk north. This is a very hard screen, select Tassleholf Burrfoot. (hint, when the arrows start to fly jump to get by). When you have passed the fire enter the door (south). Walk south. Enter (west). Walk south. Take gold and silver cups. Take four potions. Take scroll. Walk north. Enter door (west). Walk west. Take rings. Use rings. Walk east. Enter door (south). Enter door (east). Walk south. Enter door (west). Save the game here. Select Riverwind. Now jumpt the gaps, again try over stepping the mark. When you have jumped all the gaps enter the door (east).

Level 5

Walk east. Enter door (north). Walk south. Enter door (east). Take coins. Walk west. Enter door (north). Walk south. Enter door east. Walk east. Enter door (south). Enter 4th door. Walk east. Enter door (north). Enter door (east). Walk east. Take potion. Walk east. Enter door (north). Walk north. Enter east. Walk east. Keep your eyes open for a round hole in the wall this is the entrance to LEVEL 6.

Roadblasters

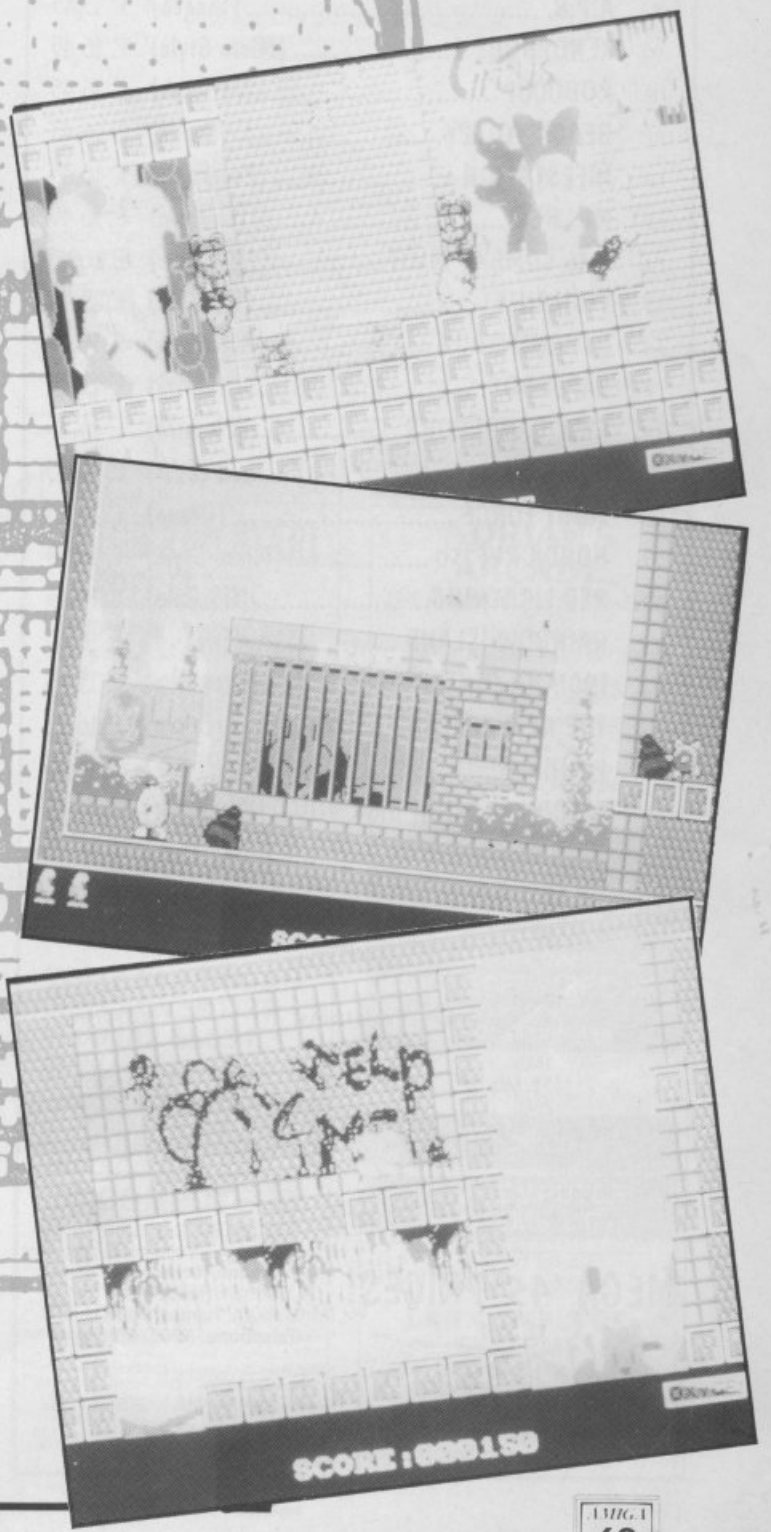
U.S. Gold

While playing just type LAVILLASTRANGIATO (phew!). You can now press 1-4 for different weapons, S for the next level, and F for more fuel.

New Zealand Story

U.S. Gold

Level 2.1 has a secret warp room. When you reach the end of the level, do not free your pal. High above his head is a room with two cucumbers in it. Shoot from left to right, into the centre of this room. A burning wheel should appear, enter this and you warp to level 3.4. Oh, you will need to get a balloon from somewhere in order to enter this room. Happy balloon hunting.



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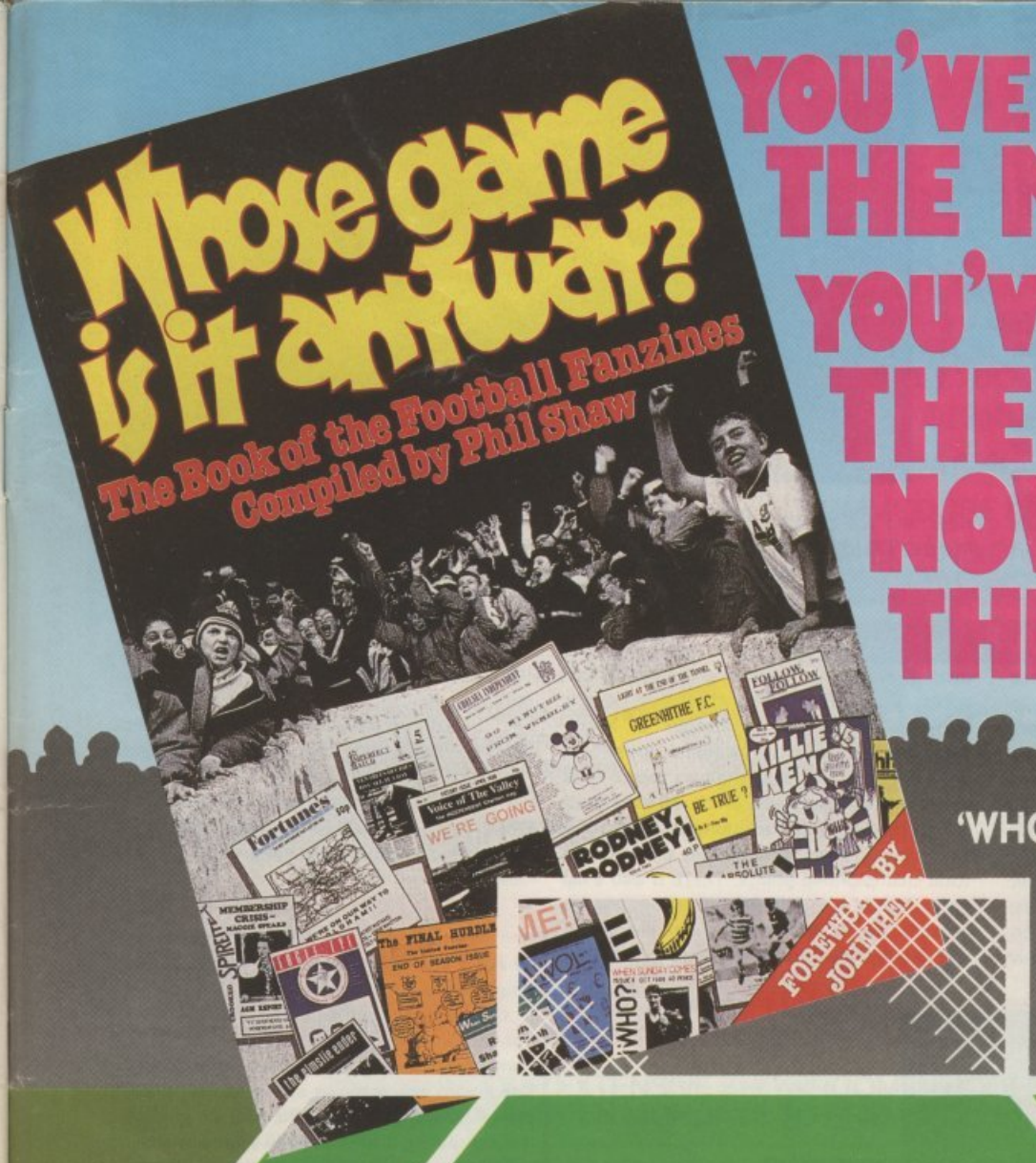
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REVIEW

Get into your leathers and take your Honda for a spin.



■ **Have you ever experienced the** exciting atmosphere of Donnington Park or Olivers Mount? If you're not into formula one motorbike racing these names probably won't mean very much to you, but everyone must have heard of Brands Hatch.

Thanks to *MicroStyle* you now have a chance to not only watch experienced riders but also to take part in thrilling league races and championships.

It's not as easy as it appears so if I were you I'd wrap yourself in cotton wool, just as your mother used to, before tackling the rigors of this high-speed game.

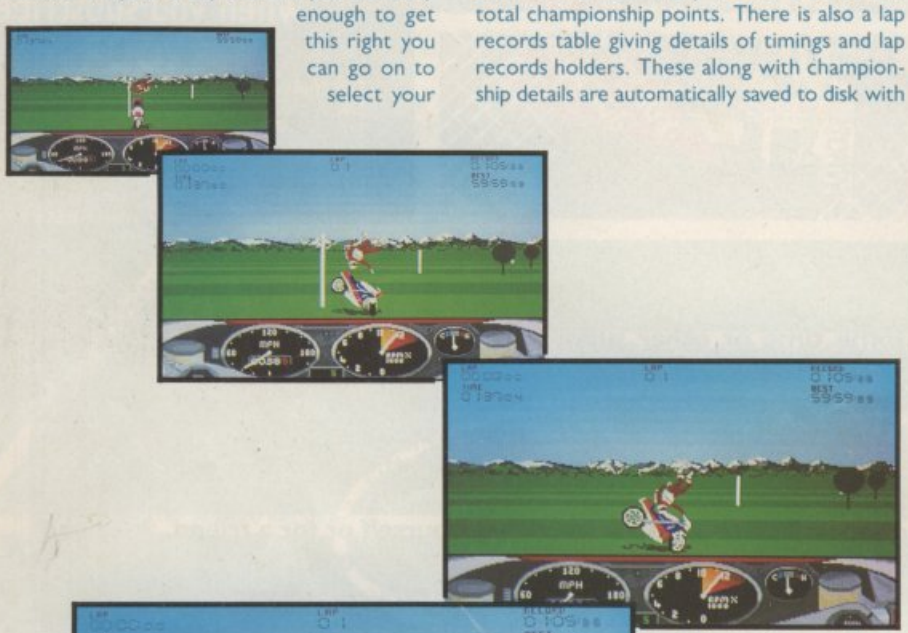
The program starts with you being asked an incredibly difficult question by the World Motorcycle Federation. Take this seriously because it's your entry exam. If you are lucky enough to get this right you can go on to select your rider and are issued with a clubman racing license. The question that you will be asked by the Federation is simply one of *MicroStyle's* protection schemes as you are asked to identify a course by looking for it in the manual.

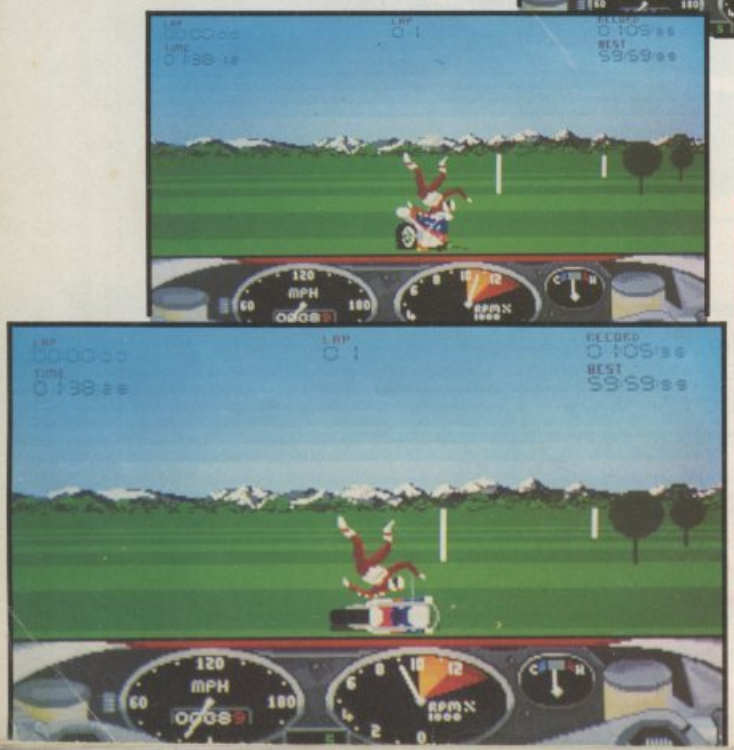
Once your rider is selected it's on to the main game menu. Form this menu you can access all the information that your rider is likely to need: such as number of races, number of crashes, race wins and lap records held. A view tables option allows you to look at the championship table which will show your overall placing, what position you finished in each round, how many rounds entered and total championship points. There is also a lap records table giving details of timings and lap records holders. These along with championship details are automatically saved to disk with each race so you can regain this information at a later date enabling you to have several championships running.

Before you start the championship race you are able to give the bike a test run on any track on your level. This will let you get used to handling the bike and manouvering it on the circuit.

A datalink option allows you to connect two computers together so that two players can race at the same time.

There are three levels to the game, Clubman, National and International. You have to win each championship to move on to the next level.





■ **All I can say about this game is get** your helmet on and good luck.

I found the handling of the bike quite easy but the race didn't seem to be that fair. The computer bikes all pull away from the start very fast leaving you standing at the start line and even if I managed to keep the bike upright and moving fairly quickly I was still lapped by most other bikes — hopefully I'll get better in time!

I wouldn't say that I was a bad rider, but, if I'd been Barry Sheene I would have needed more than pins and plates to hold me together. Quite often I'd be merrily riding along (no I left the alcohol alone), when all of a sudden a tree would be in my path (okay so maybe I had a few quick slurps to steady the nerves). The fact that I had driven off of the track was totally irrelevant — nobody else seemed to find the signs, bushes or oil patches.

Graphics and sound in the game are reasonable but the bikes do tend to drone on.

Anyway, ride carefully and don't write to complain if you come a cropper, you'll have to speak to your own insurance company.

Susan Garton

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