

Kick Start

Official

AMIGOS
Magazine

Issue 08 (June 2017)

EPISODE 100 SPECIAL



INTERVIEW

TRICKS N TACTICS

25 pages of cheats for games
from Episodes 1 to 99

INTERACTIVE QUIZ

Join in with the Quizzes
from Episode 100

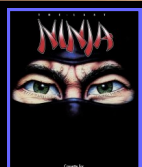
Also inside...



System Overview:
Amiga Walker



Publisher Lowdown:
DMA Design



Box Artist:
Steinar Lund

Plus

- > **AMOS** Compiler Review
- > Amiga, Music and Movie Charts
- > News from July and August 1991

A Neil Mansell Production



CONTENTS



Welcome to the official Amigos podcast magazine. This is a special issue to co-inside with the amazing 100th Episode of the Amigos podcast. Hopefully you will enjoy the bundle of retro memory pages as much as I have enjoyed creating it!

As usual your comments are always welcomed;

Neil Mansell aka Spyhunter (spyhunter@amigospodcast.com)

Regulars

News

3

8 pages of news from Jul/Aug 1991

In the Arcades

11

3 pages of Arcade memories

Publisher Lowdown

13

DMA Design put under the spotlight

Charts

**16**

Amiga Game, Music and Film Charts

Public Domain/Charts

18

PD News and Charts

System Overview: Walker

37

Box Artist: Steinar Lund

39

Episode 100

Quiz

24

"You're not the game
you think you are"

Quiz

27

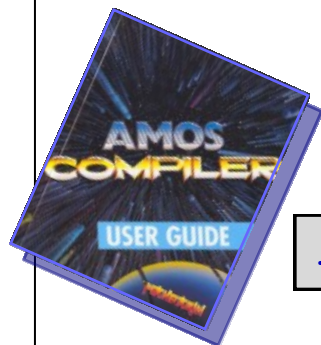
"Know Your Amiga"

Tricks n Tactics

42

25 pages of cheats for
games from Episodes
1 to 99

Features



Small Sprite Games

17

John's take on small sprite games

Amiga Games in Disguise

19

DK's very own take on Transformers

AMOS Compiler

21

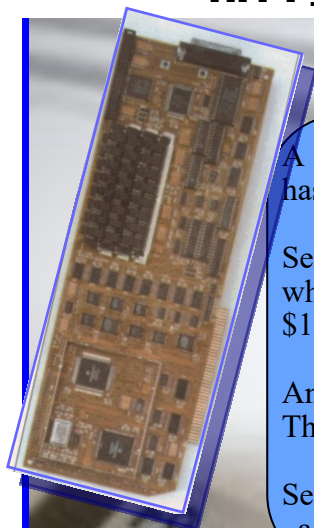
Review of the AMOS Compiler

Retro Hour Interview

31

6-page special with the Retro Hour lads





A2000 ACCELERATOR

A single board accelerator including a 68030, up to 16Mb RAM and SCSI controller has been launched for the A2000 by Great Valley Products.

Series II Combo is available as either a 22Mhz board with 1Mb of memory on board which is expandable to 13Mb costing \$1,099 or a 33Mhz version with 4Mb at \$1,999.

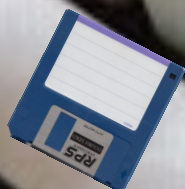
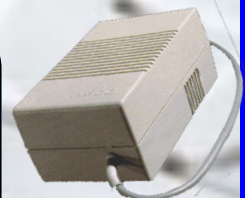
An optional internal SCI hard drive is available with a storage capacity of 340Mb. This can be mounted on to the accelerator using the firm's hard drive mounting kit.

Series II Combo can be switched to 68000 mode by clicking on an icon or by using a mode switching utility in the start-up sequence.

INTERNAL A500 HARD DISK

ICD's Novia 20i has 20Mb of storage capacity and an access time of 23 milliseconds. It is based on 2.5" drives used in IBM-compatible laptop and notebooks. The drive plugs straight into the A500 between the 68000 and the motherboard and does not require soldering.

It is also auto-booting and works with Kickstart 1.3+. It utilises the same caching that was developed for ICD's AdSCSI 2000 and 2080 hard disk interfaces or the A2000. It has a recommended price of \$659.95.



EA RISE

Electronic Arts announced a massive increase in its income for the 4th quarter, fiscal year 1990/1991.

Net income for the quarter ended 31st March 1991, was \$2,230,000 compared to \$1,407,000 in the same period in 1990, in increase of 58%. EA indicated that the growth was primarily due to the strong demand of 16-bit products.



AMIGA DENTISTS

Students at leading London Dental College are set to start using an Amiga to aid them in their studies. Kings College Dental Hospital are to use an A3000 from next term to teach undergraduates about root canal therapy. With their tutorial made up with a combination of text, scanned pictures and x-ray films, together with Amiga-generated animations, diagrams and sounds.

(Made using Innocatronic's CanDo, Deluxe Paint III and ASDG's Art Department).



ALIEN BREED

With their first major release behind them (Full Contact), the seventeen boys are putting the finishing touches to Alien Breed' a game which they say will push the Amiga's graphics and sound capabilities to its limits. It retails for just £9.95 soon!





DOMARK IN THE US

Games giant, Domark Software have formed an American subsidiary and announced a line up of CDTV products for users in the US. Domark USA will be headed by Randy Broweleit (previously SSI/Tengen). With the first products to hit the US market being 3D Construction Kit, 'Nam and Mig-29 Fulcrum. The states are also set to see 3 released for the CDTV: Trivial Pursuit, Herewith the Clues and Murder off Miami.



BETTER COMMUNICATION

Two new Oace modems are available from Action Computer Supplies. The Ultralink Quad and Ultralink 32 have front panel LCD displays showing relevant information. Both models have MNP level 5 data compression giving throughput of up to 19,200 bits per second and MNP level 4 error correction. The Ultralink Quad costs £399 and supports V22bis, V22, V23 and V21 with speeds from 300 to 2,400 baud.

The more expensive Ulatrlink 32 is priced at £779 and will automatically dial the PTSN should a leased line fail, but switches back as soon as its restored. It boasts baud rates from 300 to 12,000, supporting V32, V22bis, V22, V23 and V21.



NEWS FROM CES

The CDTV was the show stealer at CES, Chicago. Although Philips was shipping the CDi now, albeit due to the presence of Commodore's CDTV.

One of the CDi's most-touted features is MPEG (Motion Picture Expert Group) compression, which allow full-screen, full-motion video, although not redy so won't ship until 1992. With Philips shipping the machines in October and make MPEG capability available on a plug-in cartridge sometime in 1992.

Commodore wowed the crowd with their CDTV, along with almost 30 applications that are currently available, and another 20 to follow soon. They also showed a number of new add-ons that will help give the CDTV a technological boost and stay competitive with the CDi.

Firstly it plays Kodak's new Photo CD Discs (Photo CD), allowing you to store up to 100 images on a single disc. The DCTV is an external box that adds full-colour video output and a digitiser to any Amiga (\$495). The unit installed in the CDTV is much smaller internal board. It offered television quality video with none of the fringing or blockiness associated with HAM pictures. The price for this add-on; only \$50.



ON-AIR

Leading UK Amiga distributor Silica Systems is believed to become the first computer dealer to use radio for an advertising campaign. Ove the bank holiday weekend (May 24 to 27) the firm used radio stations Capital Radio and Capital Gold to promote their 'Mad Spring Sale' and kept their Sidcup offices open to accept enquiries and orders.

LIQUID CRYSTAL CLOTHES

What's going to be the next fab thing to wear to your favourite night club? How about clothes that change colour with temperature. Very Groovy! British chemists at Merck have devised a heat sensitive liquid crystal ink which can be used in Cyberfashion. Thermochromic clothes are a natural progression from Merck's 10-year research into this technology. It's even used on wine labels to show the correct temperature before serving.





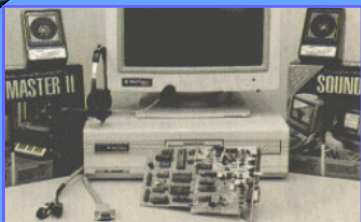
BEYOND THE STARS

Fancy yourself as the next Luke Skywalker. Well LucasArts have launched a thrilling theme park ride in Tokyo last month that puts even the Star Wars movies to shame!

'UCC Star-Port 2045' is the latest brainchild of George Lucas. For roughly £6.50 space adventurers get the computer-generated ride of their lives. A truly Hyperreal Experience. The ride uses something called 3D Scope graphics and Lucasfilm's THX sound system to produce stereo sounds better than most cinemas. With most of the visual created by LucasArt's Industrial Light and Magic department, although no European launch is planned.



SOUND MASTER II



Oregon-based Covox (US) has designed and manufactured the specification-heavy Sound Master II soundboard. This new Sound Master provides the highest standards in sound quality and supports features that blows away anything else anywhere near its price range (£179.95).

It boasts full Ad-Lib compatibility, DMA digitiser with a high sampling rate, MIDI interface, internal speaker support and voice recognition software. It also comes complete with MIDI cables, speaker, digital graphics-based sound editor, direct-to-disk recording and playback software (for long sound files) and PC-Lura, a music composing program.



SUPER MARIO GOES CDI

There's no stopping the Nintendo and Philips rollercoaster at the moment. After the shock announcement that Philips and Nintendo are getting together to produce CDROM/XA Hardware and software for the SNES, yet another startling deal whereby famous Nintendo characters are being licensed to American Interactive Media, the software publishing subsidiary of Philips and Polygram.

Super Mario, Princess Zelda, Link and Donkey Kong will soon be appearing on the Compact Disc Interactive (CDi) format due for a European launch this time next year. AIM will be developing and marketing an unspecified number of CDi titles featuring these popular characters.

NEBULUS 2 AND STORMLORD SURVIVE!

Recent news that Hewson had gone bust were particularly alarming for lovers of the classic **Nebulus**. The follow-up platform game is due any moment and the possibility that it might not appear was a tragedy in the making; equally so for the new sequel to Raf Cecco's unique arcade game, **Stormlord**. Both appear to have been saved by a deal just signed that will enable them to come out on a new label, "21st Century Entertainment".





COMMODORE IN A500 PRICE CUT

Commodore have decided to cut the price of their 1Mb A500 'First Steps' educational package from £599 to £499. The motivation is to make the pack a more realistic proposition for schools as well as a useful side-effect to give an excellent alternative to the games-led packs for families who are thinking of buying an A500.



CHEAP AMIGA GAMES?



The new **Pocket Power Collection** games from Prism, priced at a low £2.99 each may be the cheapest Amiga games on the market at PD or 8-bit pricing.

Sixteen Amiga titles will be available, ranging from the dynamic shoot-em-up, **Plutos** to the famous football strategy title **Football Director**. With another 16 titles to be announced soon.

AMIGA CARTRIDGES?

Amiga owners looking forward to playing huge games stored on instantly loadable cartridges are in for disappointment. System 3 (who were at the forefront of this) have now decided against pushing ahead.

The Pinner-based software house were working towards releasing an enormous cartridge version of their forthcoming **Silly Putty** later this year, but found that the costs were far too high. It would have cost gamers some £60 to buy the cartridge.

It would have knocked out piracy and allowed for larger games to be stored than floppy disks. System 3's Adrian Cale is still optimistic though with hopes that companies who join forces with this idea may reduce the over costs, making it a viable option for Amiga owners.



MODEM EXPANSION

The **SupraRAM 500RX** is a slim line box that plugs onto the side of the 500 to give anything from 1/2Meg to a maximum 8Meg of Fast RAM. It's an extremely convenient way of fitting extra memory, featuring a pass-through so that you can still use the edge connector, but also seems likely to be very good value. Prices for various configurations are: 1Mb (£149), 2Mb (£198), 4Mb (£273) and the full 8Mb (£348).



PANTHER GETS LOCKED AWAY



Atari has dramatically scrapped all work on its eagerly-awaited Panther console. The move seems to have taken the company's UK office by surprise though: just a week before the announcement was made in the US, UK managing director Bob Gleadow and marketing manager Peter Staddon were beginning to reveal details of this 16-bit console, ready for a launch this autumn.

The decision was apparently due to the Panther clashing with work on another console project, codenamed Jaguar. The Jaguar is apparently more advanced, using RISC technology and 64-bit processing for fast colourful displays.

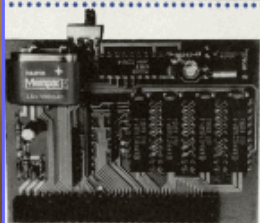
According to Staddon, the Panther was taking too long to bring to market, which would mean a 6 to 9 month gap between the two console releases. So the Panther is now dead - long live the Jaguar!

(Expect to see it arrive with a roar in mid-1992).





AMIGA A500 SOLDERLESS RAM UPGRADES



512K RAM/CLOCK
UPGRADE

ONLY £28.99

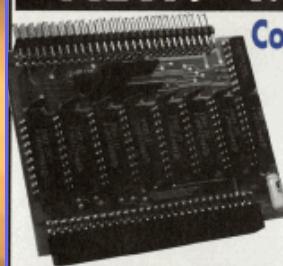
including VAT and delivery

512K RAM/CLOCK EXPANSION FEATURES:

- Direct replacement for the A501 expansion
- Convenient On / Off Memory Switch
- Auto-recharging battery backed Real-Time Clock
- Compact Unit Size : Advanced, ultra-neat design
- Only 4 low power consumption FASTRAMs

512K RAM Expansion
also available without
clock for only
£24.99

NEW! 'MEGABOARD'



Connects to your 512K RAM
upgrade to give 1.5MB

With the MEGABOARD, you can
further expand your A500's
memory to a total of 2Mb without
disposing of your existing 512K
upgrade (must be 4 x RAM-chip
type, or not exceeding 9cm in length).

ONLY £64.95

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade
available from us for £29.95). Installation requires connection to
the GARY chip. Easy to follow instructions provided.

PHAZERS ON STUN



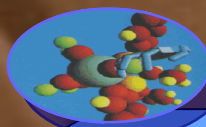
Trojan Products has a new product, the **Phazer light gun**.

Boasting a 1.5m lead, it plugs directly into your joystick port. The gun is 15cm by 30cm with a micro-switched trigger and aligned sights on the barrel to give pin-point accuracy. The price of £39.99 includes two games: **Orbital Destroyer** (space shoot-em-up) and **Skeet Shoot** (clay pigeon).

Ocean and US Gold have both already expressed an interest in the gun and are planning to release a couple of games each. With both also provisionally agreeing to incorporate software drivers into future releases which could make use of the Phazer, so for example Operation Thunderbolt could have this control option.

SYSTEM 3 FALLS BACK

System 3 have decided to delay the release of both of its forthcoming titles, **Last Ninja 3** and **Myth** until September, dispute the fact they claim both are finished and ready to go.



VIRTUAL HOME

Virtual Reality is available as a home unit, so you can blunder around in your own alternate universe without anyone ever knowing.

Provision from Division is the complete Home VR kit. It comes complete with the host computer, stereo goggles, fibre optic glove, headphones and all the necessary software to run it. The sophisticated computer uses clusters of chips and software dedicated to separate tasks within the system, such as synchronising the stereo images and controlling up to 4Mb of 16-bit sampled sound. It is also rumoured that a British company is working on developing a low-cost VR system based around the A2000, which will include glasses and headphones but no glove.

Provision's £30,000 price tag puts it out of the reach of most people, so it's being targeted towards design and business where an accurate 3D representation of an object is essential.

US UTILITIES

New Horizons, best known for their word processor **ProWrite** and **QuickWrite** have bought out Central Coast Software in the states.

This is good news for Amiga owners because it should mean wider availability for some excellent Amiga utilities, such as the hard-drive backup utility **Quarterback** and the file transfer programs **Dos-to-Dos** and **Mac-to-Dos**, which lets the Amiga read and write PC disks and Mac disks respectively.

8-CHANNEL SOUND



OctaMED v2 (Amiganauts) is a low cost music package that boasts many incredible features such as notation that can be entered on screen, printing features that turns

your music out to paper in manuscript form and the package now simulates 8-channel sound - which is impressive as the Amiga only has 4 channels. With a price and release date still to be set, although expected to sell for only £10.



AMIGA CD-ROM



Commodore have confirmed that an Amiga CD-Rom drive will be appearing before Christmas. The **A690** will be compatible with all CDTV software and its rumoured that it will cost under £300, almost £100 less than previously thought. There's also speculation that the CDTV would be facing a £100 price cut, but this isn't likely until the end of the year.

Meantime, Commodore have also upgraded the CDTV to make it compatible with A2000 and A3000 keyboards, although no black version is anywhere to be seen at this moment in time. There's also a new type of CDTV remote control unit due for release soon. Containing a trackball, it will be compatible with normal Amiga joysticks.

NEW! 3 1/2" DRIVE with LED Track Display



High quality double-sided 3.5" floppy drive offering the full 880K formatted capacity per 3.5" disk. Features a special LED display which accurately shows the current track being accessed during any disk drive activity.

ONLY £74.95

ADVENTURERS

If you're an adventure fanatic who has been dismayed by the recent closure of The Adventurers Club Ltd., then take heart - three of the original reviewing team members have reunited to form The Adventure and Strategy Club. Starting in September 1991, the club will publish The Reference Book of Adventure, a bi-monthly magazine including news, reviews, hints, solutions, maps, letters and adventure-related articles. Members of the club also have access to the club's personal postal and telephone helplines.

HARDEST HARD DRIVE



Great Valley Products (GVP) have released a new hard card that takes the Amiga to outrageous levels of power. Described as the 'Ultimate all-in-one Amiga 2000 add-on', it features a 68030 accelerator processor, up to 16Mb RAM and a SCSI hard drive controller. With the board at max expansion potential it outclasses even a fully-expanded Amiga 3000, using a faster 33Mhz processor (as opposed to the A3000's 25Mhz) and therefore leaves all the other five Amiga expansion slots free for other uses.

GVP have also introduced a Series II version of their world-beating Impact add-on hard drive for the Amiga 500, with a renewed VLSI technology at the heart of the beast, reflecting the advances in GVP's Amiga 2000 cards.

BOOT BLOCKER



- NOW YOU CAN END YOUR VIRUS PROBLEMS!
- Protects both internal and all external drives from virus damage.
- Switch to enable/disable protection.
- Plugs into Amiga Disk Drive Port.
- Works to with all known Boot Block Viruses.

ONLY £14.99

COMMODORE HAS SLIPPED ANOTHER DISC



Commodore has run into more trouble with the release of its CDTV. Following last month with the Hutchinson Encyclopaedia not being ready for launch, it now appears that a similar fate has befallen Lemmings, which was also due to be included in the launch package.

Not only that but a row between Commodore and Kodak over the Photo CD system, with Kodak stating they are not so sure that Kodak CD standard has been fully finalised, allowing it to run on he CDTV.

With no licensing terms agreed it may be a suggestion that Commodore was over-hasty in making its announcement in the wake of news that Philips has signed up Nintendo's Mario character for its own CDi machine.



STOLEN GAMES



Top programmer and graphics artist, Kevin Bulmer has recently suffered a burglary at his Wolverhampton home, the thieves making away with his prized Amiga 3000, as well as disks containing tons of game codes. The thieves also got away with his back up disks and he's appealing for anyone who comes across these goodies to get it touch with him.

BIGHEADS

Cambridge-based Millennium claims that Chinto's Revenge (its latest game) features one of the largest playing areas ever - over 400 screens of scrolling lock-down action. It also features characters with the biggest heads ever!

Chinto's family has been killed by assassins so he spends years learning martial arts from the monks who gave him shelter, then sets out to take his revenge. Your task is to guide Chinto through forests, lakes and gardens to the city where he must challenge the evil overlord, now transformed into a huge dragon. Chinto Revenge will be available soon for £25.99

VISION

Cult C64 programmer, Stavros Fasoulas (Sanxion, Delta) is about to make an entry into the world of Amiga gaming with **Galactic**, a 50fps shoot-em-up in traditional mode.

Subtitled 'The Vision Game', it has been in development for over 7 months and 90% complete. There is no end to the game, in fact no beginning either! Galactic does not force to do anything except survive!

Stavros still needs to find a UK publisher although it is believed that a number of firms are interested, with Virgin Games apparently leading the chase.

FASTEST ACCELERATOR?

Power Computing have just announced that they will be importing and Amiga's first ever 68040 accelerator card from Germany. Manufactured by ACD, the card uses the Motorola 68040 chip which combines a 68882 maths co-processor to give a running speed of 18-25 million instructions per second. That's up to 5x faster than a 25Mhz A3000, even though the clock speed is no faster. Including up to 32Mb of on-board 32-Bit RAM, this is probably the ultimate tool for ray-tracing and similar intensive uses.

Expect the price to match.

CINEMAWARE SURVIVES

Rumours of Cinemaware's financial problems are correct. Although if you thought you may never see another Cinemaware game again, then you are wrong! Mirrorsoft have announced that it is to continue with the Cinemaware label under their own rights, while the team are responsible for Cinemaware Interactive games, they will continue to produce them under a different company name, Acme Interactive.



DUST COVERS

Amiga and Atari Dust covers. High quality covers protect your Amiga or Atari keyboard

	1+	3+	6+
	£3.50	£3.25	£2.99

QUALITY COMES FIRST AT UNIVERSAL!

Sega Megadrive

Official UK Version. Free extra Joypad and membership.



Megadrive + Altered Beast + Joypad
+ FREE extra TURBO Joypad 189.99
+ FREE Special Reserve membership

Megadrive Software

ARNOLD PALMER GOLF	27.49	POPULOUS	30.99
BUDOKAN	30.99	RAMBO 3	23.99
COLUMNS	23.99	REVENGE OF SHINOBI	27.49
ESWAT	27.49	SUPER HANG ON	27.49
FOOTBALL	30.99	SUPER LEAGUE BASEBALL	27.49
GAIN GROUND	27.49	SUPER MONACO GRAND PRIX	27.49
GHOULS N GHOSTS	34.49	SWORD OF VERMILLION	38.99
GOLDEN AXE	27.49	TWIN HAWK	27.49
LAST BATTLE	27.49	WORLD CUP ITALIA 90	23.99
POWER BASE CONVERTER (Runs Master System Games)	28.49		
TURBO (FAST FIRE) JOYPAD	14.99		
SEGA MEGADRIVE ARCADE POWER STICK	34.99		



SMALLEST HARD DRIVE

An internal hard drive might seem like a completely ludicrous idea, but ICD's new Novia 210 is, you have to admit, an incredible piece of tiny technology. With a price tag of £400 but giving you the potential to have your 500 with 20Mb of internal hard drive, its possibly the most powerful compact system you can imagine. It even includes support for A-Max 2 Mac emulator.

LECHUCK'S RETURN

Lucasfilm chose this year's Chicago CES show to show off that work is progressing on the sequel to Secret of Monkey Island - entitled 'LeChuck's Revenge'.

Despite the fact that the evil ghost was banished at the end of the first game (spoiler alert!), he's now back, meaner, uglier and nastier than ever!

According to Ron Gilbert (Project Lead), "we wanted to create a game that was as non-linear as possible. Players like to have many paths open to them". Although the game won't be finished until early next year. Aar-ha maties!

Quickjoy
Joysticks
EUROPE'S TOP SELLING RANGE

SV 100 JUNIOR STICK
Two Five Buttons
Hand Held £5.95

SV 125 SUPERBOARD
10 Microswitches
Digital Stopwatch
Autofire £17.95

SV 125 JET FIGHTER
8 Microswitches
New Pistol Grip
Autofire £13.95

SV 125-50 FIGHTER
For Sega
8 Microswitches
Autofire
L.E.D. Function
and colours £14.95

SV 125-100 STAR
Speed Shift
Microswitches
Autofire £23.95

SV 125-MEGABOARD
8 Microswitches
Stopwatch &
Countdown Timer
Autofire £24.95

SV 124 TURBO
8 Microswitches
Autofire £8.95

SV 100 JUNIOR
Two Five Buttons
£4.95

SV 122 £6.95

SV 123 £9.95

SV 202/3 £29.95

SV 201 £17.95

QUICKJOY JOYSTICKS. Leading in design, technology and choice.
Check out the range and features. Buy with confidence.

*Now available from Selected Branches of...

link • WH SMITH • John Menzies • BOOTS • Selfridges • Harveys • Software PLUS

SPECTRAVIDEO Unit 27 Northfield Industrial Estate, Burnwood Avenue, Wembley, Middlesex HA9 1NU England.
Telephone: 081 900 0024 Facsimile: 081 903 6625

Sega Master System
Official UK Version. Free Special Reserve membership.

SEGA MASTER SYSTEM, TWO JOYPADS, ALEX KID 79.99
+ FREE Special Reserve membership
SEGA MASTER PLUS SYSTEM WITH LIGHT
PHASER GUN, ALEX KID & MARKSMAN GAMES 99.99
+ FREE Special Reserve membership
QUICKJOY SG JET FIGHTER MASTER SYSTEM JOYSTICK...13.99

NEW LOWER PRICE

512K RAM EXTENSION CARD

- If you can obtain your own Ram chips, we can supply the card.
- Accepts 16 x 41256 D Rams.
- Available with/without clock option.
- Switch disable feature.

NOW ONLY £14.99
NOW ONLY £19.99
FOR VERSION WITH CLOCK/CALENDAR
N.B. THESE PRICES DO NOT INCLUDE RAM CHIPS.



In the Arcades

SIMPSONS (KONAMI)



INSECTS



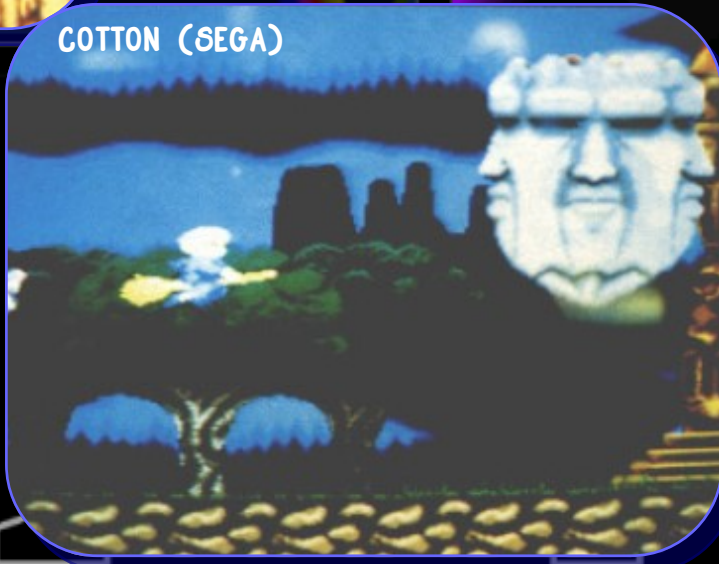
STREETFIGHTER 2 (CAPCOM)



STRIKE FORCE (MIDWAY)



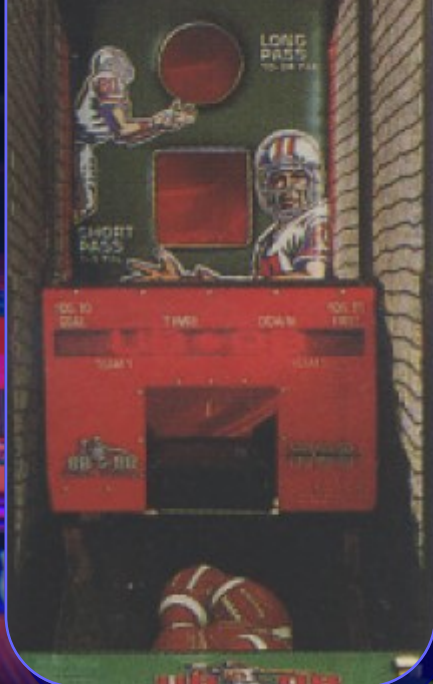
COTTON (SEGA)





In the Arcades

QB FOOTBALL CHALLENGE
(NATIONAL SPORTS GAMES)



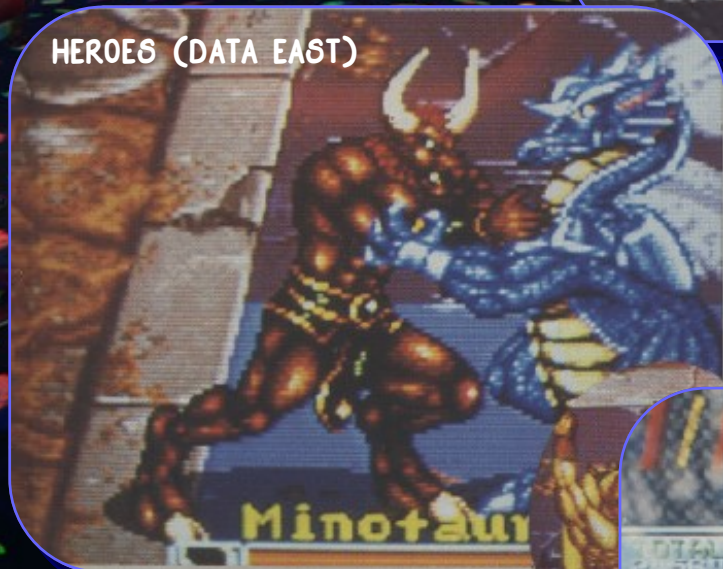
CROSSED SWORDS (NEO GEO)



BLADE MASTER (IREM)



HEROES (DATA EAST)



RACING BEAT (TAITO)





Life after Lemmings

In less than 3 years, DMA Design has come from nowhere to the point of being one of the UK's most successful development teams. With their first release, *Menace* in 1988, alongside their partnership with Psygnosis as one of the UK's premier 16-bit labels.

In early 1989, Dave Jones (main man at DMA) wrote *Blood Money*, a title which had gamers going crazy. During the 18 months, DMA was busy converting various Psygnosis games onto different formats such as PC, C64 and the PC Engine handheld.



Shadow of the Beast (PC Engine) is one of DMA's most eagerly awaited projects. With the conversion taking a year, the results are quite stunning. The game is a direct Amiga conversion with a number of major improvements. First being the improved sound, which features a 10 minute intro

sequence including speech. Earlier this year also saw the release of *Lemmings*.



A combination of simple plot and addictive gameplay ensured it became a massive hit and winner of a number of major awards worldwide.

Following the Amiga's success it will be invading screens on a huge range of formats including Atari ST, PC, Amstrad CPC, Spectrum, PC Engine, BBC, Apple Mac, Gameboy and Super Famicom. Alongside plans to also produce a *Lemmings* coin-op.



Dave Jones

Much of the DMA team's talent rests in the skills and ideas of the main man, Dave Jones. Dave is a former employee of Timex (Dundee) and used his pay off to buy an Amiga to start a computer studies course.

Halfway through the course, Dave had finished writing *Menace* and found himself in the position of either carrying on with his studies or becoming rich and writing games. He obviously chose the later: "Things got much bigger than I thought and I had to choose between finishing studies or forming a company" Dave recounts. He now takes on quite a few programmers from the college he left.



DMA have a complete down to Earth approach. Their Dundee offices are quite unlike most development teams - spotless, clean and no smell of alcohol or cigarettes.



So how did the concept for Lemmings start?

Dave takes up the story:

"The actual truth was that **Mike Dailly** spent his lunch hour working on some graphics of characters going up a hill with a gun blasting at them. The routine cycled and from that we saw a game in the making."

From those initial doddles, DMA spent 18 months working on how the concept could be turned into a proper game. Those involved were sworn to secrecy from the beginning.



Blood Money (1989)

With most development being done on an Amiga, one game Dave would like to do a re-write on is 'Blood Money'.

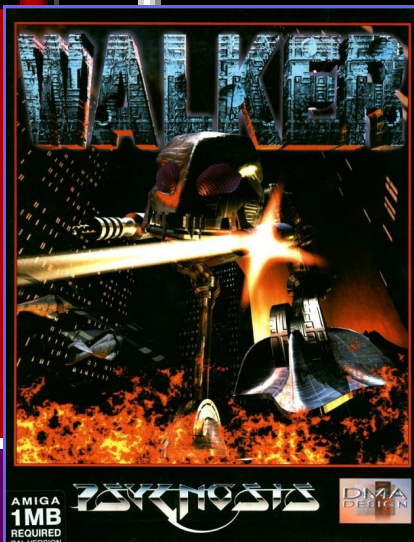
"After Menace which was quite a simple shooter, I wanted to do something much tougher. The problem with it was that it was too tough and the levels were too long." Dave explains. "With each level you had 50 or 60 screens and it took a long, long time to reach the end. Looking back at games like R-Type the levels are 3 or 4 screens and that's how we could have done it".

The Future

With original products being born via DMA programmers, Dave is excited by the future. Mainly the CD and multi-media type aspect.

DMA got offered Golden Axe, with a 3 month window to complete the Amiga and Atari ST conversion. They turned it down as it would have been crap. DMA won't do anything that will turn out to be bad.

So what does the future look like for DMA? They would like to see ever home having a console or games machine with the hi-fi and plenty of DMA games to play with it!



Coming Soon from DMA

Walker

A 3-stage game, set in the future, combining shoot-em-up, platform and unique 3D parallax scrolling sections.

Hire Guns

Taking RPG into the future with 4 player option. You play the role of a futuristic bounty hunter taking part in special missions in which you can compete against 3 other people. With fast action gameplay and interactive scenario, this promises to be a monster of a game.



The Electronic Ant Colony

SIMANT™



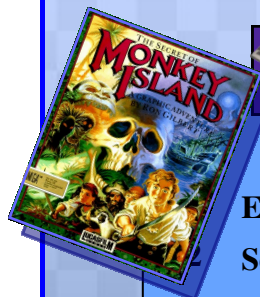
Ants. You've shared your food your home and your planet with them. you've stepped on them sprayed them cursed them and bombed them. Now you can be them.

CBM AMIGA · APPLE MAC · IBM PC & COMPATIBLES

ocean®



OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TELEPHONE: 061 832 6633 · FAX: 061 834



AMIGA TOP 10 (UK)

Taken from Amiga Format 025



Full Priced Games

- 1 Eye of the Beholder (US Gold)
- 2 Secret of Monkey Island (US Gold)
- 3 Kick Off - Winning Tactics (Anco)
- 4 PGA Golf Tour (Electronic Arts)
- 5 Hero Quest (Gremlin)
- 6 Lemmings (Psygnosis)
- 7 Armour-Geddon (Psygnosis)
- 8 Speedball 2 (Image Works)
- 9 Gods (Renegade)
- 10 Toki (Ocean)

Budget Priced Games

- 1 Fantasy World Dizzy (Codemasters)
- 2 Defender of the Crown (Mirror Image)
- 3 Lombard RAC Rally (Hit Squad)
- 4 North & South (Action 16)
- 5 Miami Chase (Codemasters)
- 6 Carrier Command (Mirror Image)
- 7 Treasure Island Dizzy (Codemasters)
- 8 Little Puff (Codemasters)
- 9 Ninja Rabbits (Micro Value)
- 10 3D Pool (Mirror Image)



MUSIC TOP 10

UK

- 1 Bryan Adams - (Every I Do) I do it for you
- 2 Right Said Fred - I'm Too Sexy
- 3 PM Dawn - Set Adrift on Memory Bliss
- 4 Prodigy - Charly
- 5 Prince - Gett Off
- 6 Color Me Badd - All 4 Love
- 7 Extreme - More Than Words
- 8 Zoe - Sunshine on a Rainy Day
- 9 Arnee & The Terminators - I'll Be Back
- 10 Jason Donovan - Happy Together

US

- Bryan Adams - (Every I Do) I do it for you
- Roxette - Fading Like A Flower
- Lenny Kravitz - It Ain't Over til It's Over
- Scorpions - Wind of Change
- Paula Abdul - Promise of a New Day
- Amy Grant - Every Heartbeat
- KLF - 3am Eternal
- Hi-Five - I Can't Wait Another Minute
- Boyz II Men - Motownphilly
- C&C Music Factory - Things That Make You Go Hmmm



FILMS

Top 10 Films based on Total Gross (£\$ million).

- | | | |
|----|---|--------|
| 1 | Doc Hollywood | \$54.8 |
| 2 | Dead Again | \$38 |
| 3 | Double Impact | \$30 |
| 4 | Pure Luck | \$22.6 |
| 5 | Child's Play 3 | \$14.9 |
| 6 | The Commitments | \$14.9 |
| 7 | Body Parts | \$9.1 |
| 8 | Bingo | \$8.6 |
| 9 | Harley Davidson and the Marlboro Man | \$7.4 |
| 10 | Defenseless | \$6.4 |

Taken from Box Office Mojo figures (Aug 91)

As of 31st August 1991





SMALL SPRITES GAMES

By Amigos John Shawler

I've always been attracted to games with small sprites. Even as a child, I noticed that games with smaller protagonists and fewer frames of animation played faster and better than large, highly detailed models (I'm looking at you, *Sword of Sodan*) Here are a few games with pint-sized heroes (and villains) worth checking out.

Syndicate (Episode 85)

Who said video game violence began with *Grand Theft Auto*? (Although it is worth noting that if *GTA 1* and *2* had been released on the Amiga, they'd be great options for this list of small sprite games.) *Syndicate* revels in its destruction. In this dystopian world, you're given an isometric view of a city, complete with moving miniature people and vehicles. Load up on ammo and cybernetics,

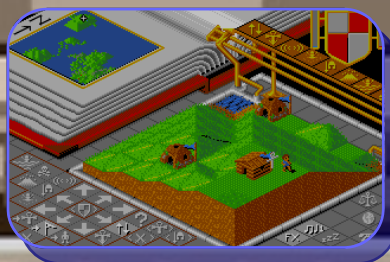


Lemmings.

I've always been a fan of games that allow for multiple solutions to a puzzle. While *Lemmings* might have only had one effective way to solve a puzzle, with its many types of green-headed creatures, it at least gave you the illusion of choice. Even though they're just a few pixels tall, the *Lemmings* themselves steal the show with their

Sensible World of Soccer (Amigos Episode 46)

Soccer is watched in the Boat household exactly once every four years for the world cup. Needless to say, I'm not the biggest fan. But that didn't stand in my way of enjoying the heck out of *Sensi*. In contrast to *Kick Off*, I found that even though I constantly lose to the AI, I have some sense of control of my players and the ball.



Populous. (Episode 54)

The original *God Game* is still a blast to play. With no direct control over your inhabitants, you rely on your godlike powers of terrain manipulation and ankh-planting to get them to do what you want them to do. I wish we'd had a chance to link two Amigas together to go head-to-head--as it is, I get clobbered once the AI

Worms (Episode 47)

This might be the only game I successfully downloaded from a Warez site on my PC back in the day. The original *Worms* release differs from all its later incarnations by its incredibly small and pixelated combatants. But that only enhances the mayhem they wreak on each other as one team endeavours to annihilate the other. The Monty





AMIGA PD TOP 10

- 1 Anti-Lemmings Demo (2 Meg)
- 2 Darkness Megademo 2
- 3 Vivaldi
- 4 Star Trek Megademo
- 5 Shuttlecock Animation
- 6 The Bible
- 7 The Assassins
- 8 Crusaders' Bass-o-matic
- 9 WWF Slideshow
- 10 The Simpsons Animation

Taken from CU Amiga 18



MEGAWB

This excellent utility takes a different approach of onscreen space. It provides the room by expanding the Workbench rather than increasing the screen resolution. As a result, only a section of the Workbench is displayed at any one time and to examine the entire contents you simply scroll around.



Enigma - Phenomena (PCS Disk 231)

Although this demo starts off with the most cliched fancy starfield and vector graphics, the main portion of the disk is taken up with a rather nicely done, filled 3D flight sequence. The viewer is taken on a trip around a system of roads, catching buildings, a windmill and a troop helicopter to name but a few.

ANOTHER BIG FISH

Goldstar; a branch new company that are promising great things for the future. The Manchester based outfit has assured us that their collection of 1,500 disks will be in par with their opposition for both quality and availability.



ARE YOU A GROUPIE?

User groups are a major source of supply for PD. These groups aren't purely the haunt for coders, instead they tend to have a whole range of contributors from all walks of Amigan life. With most of the large groups based in the US and usually distributed as licence-ware by individual libraries within the UK.

Some of these groups are:

TBag

Solely available in the UK from Amiganuts Ltd, TBag releases are always extremely well presented and as a result have a very commercial feel. Their disks are straightforward to use with a good mixture of software generally aimed at the semi serious user rather than the heavily technical.

AUGKC

The Amiga Users Group of Kansas City can quite easily claim to be one of the biggest names in the business. Their disks are distributed in the UK through Comp-U-Save (under license). Their disks tend to lean heavily towards application and utilities.

Amigos

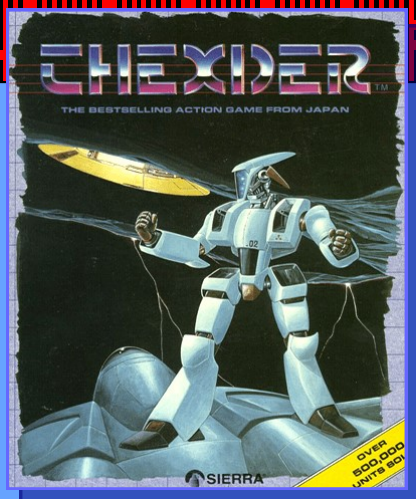
Goldstar distribute two American imports. The first is from Miami Amigos. With their range and quality of the software enough to keep anyone happy. The disks have something of a middle of the road feel, appealing to both amateurs and experts alike.

Snag

The second import is Snag. Snag take a slightly different approach to the business by varying their releases between dedicated disks which concentrate on a specific subject, boasting compilations offering a whole range of utilities, games and graphics.

AMIGA GAMES IN DISGUISE

By Amigos Dreamkatcha



Thexder stands out perhaps because it's the closest we came to getting a Transformers game for the Amiga. It's a runny-shooty action game starring a giant mech warrior originally designed in Japan by Hibiki Godai and Satoshi Uesaka on behalf of Game Arts. Released initially for the NEC PC-8001 in 1985, it sold over half a million units and was subsequently ported to a host of platforms many of which most people have never heard of:-

NEC PC-8801, NEC PC-9801, FM-7, Sharp X1, Famicom, Sharp MZ, MSX, Amiga, NES, Apple II, Apple IIGS, MS-DOS, Classic Mac OS, TRS-80 Color Computer 3.



In the Land of the Rising Amiga, Thexder was ported by Sierra-on-Line in 1988. What sets it apart aside from sounding more like an east end gangster (or a short-lived unpopular GamesMaster host) than an anthropomorphic robot is its capacity to morph from a Mecha to a jet fighter in the

blink of an eye. You do this by pulling down on the joystick to become airborne and reacquaint yourself with Terra firma, or pull in the opposite direction to your flight path to switch back. You star as the pilot of a 'Hyper Dual-Armour Robot-Jet



Transformer' or 'Thexder Super Assault Vehicle' that looks suspiciously like the twin of the Transformer Jetfire who has been incarcerated inside a dungeon like prison as the plaything of a precocious supercomputer. It's your mission to escape from the cargo holds and mysterious caverns that encompass each of the 16 levels in the forbidden world by destroying or evading the critters your nemesis conjures to make your life difficult.

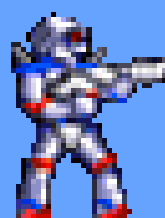
In robot mode you push fire to activate your heat-seeking laser cannons and bolting from your eyeballs they automatically hone in on the nearest of the 20 different enemy varieties, leaving you feeling detached from any sense of accomplishment.

What's irritating at times is, the order in which the enemies are snuffed out does not necessarily correlate with the immediacy of their level of threat. Sometimes those corralled behind a barrier will be targeted first, leaving those rubbing noses with you free to sap your lifeblood. Curiously the NES port dispenses with lasers, supplant-

ing them with a salvo of rapid fire bullets. Otherwise its largely indistinguishable.

On the contrary, embodying the jet you fire straight ahead with a single beam in whichever direction you're facing in the more traditional manner. Each shot embodying either form depletes your energy (2 points per 30 shots fired unless shields are activated) so must be used sparingly making for a more strategic run and gun shooter than was typical of the period.

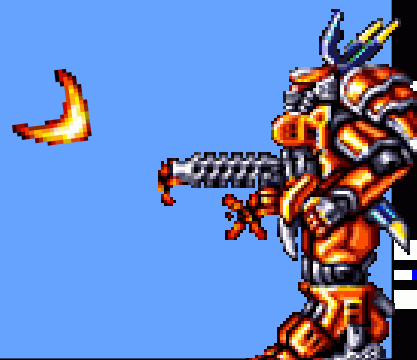
Neither weapon will help you much if you fall into hazardous zones such as lava pits or acid lakes, though you *can* leap into the air and flip into flight mode before touching down again, swooping clear of the danger a



la Mr Red Underpants.

Does evasive action get any cooler than that? *No* is the only correct answer.

Luckily energy isn't a finite resource, it can be topped up by destroying certain aliens known as Baffins (those sporting revolving red balls, either inside clamshells or on top of scurrying spiderlike legs). These (along with level completion bonuses) also serve to boost your 'Enmax' rating; the maximum range to which your energy can be extended.



If your stone blocked prison becomes especially congested you have the option to enable your shield, bearing in mind that this consumes 10 points (or 10%) of your life force. It can't be deactivated once enabled until you reach the end of a level, and continually ebbs away with the passage of time, facilitated by a barrage of enemy fire. It's lucky we have this contingency plan to fall back on because with only a single life we need all the help we can get. Nonetheless, an added deterrent to actually deploying it is that your ability to accumulate points in the usual way is put on hiatus whenever it's enabled.

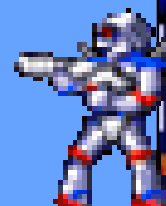
No real bosses are in evidence, nevertheless, you *do* encounter a mass of previously seen enemies that block your path at the end of levels 4, 8, 12 and 16. Enough of the impasse must be cleared in order to squeeze past and be on your way, not necessarily all of it.

Level structure and varmint positions remain identical from one game to the next so once you've memorised the layout (or drawn a map as the manual advises), the challenge upon subsequent replays depreciates on a sliding scale.

Considering three years had passed between the original 1985 NEC PC-8001 release and this Amiga port, it's startling how little actually changed. The visuals are basic, bland and barren of the kind of immersive intricacies that emerged only a year later with the likes of *Shadow of the Beast*. Audio consists of a

primitive rendition of Beethoven's *Moonlight Sonata*, some sparse speech samples from a strident Japanese lady and a smattering of low-rent blips and blops.

Much revered upon its baptism into the arcade-mecha pantheon of fame when expectations were far lower, it [failed to hit the mark] as a then current Amiga platformer *or* schmup. Still, it *is* clever from a design perspective regardless of how much it leaves to the imagination in the multimedia realm, and undoubtedly laid the groundwork for more advanced and fun to play run 'n' gunners such as *Turrican*, *Contra* and *Metal slug*.



Now it's 2017 and we're not so concerned with pushing the Amiga to its limits for the sake of progress, it's easier to appreciate *Thexder* on its own merits and enjoy it as though it were a homage to the 1985 original. Perhaps that's what Sierra were shooting for even back then... a sacrifice to appease the retro gamers, before they even labelled themselves as such.



Finding the game too hard, well how about a quick **Restore energy** cheat:

Enable [Caps Lock] and begin game play. Then, press [Esc], press Y, and press [Esc] again during game play to restore energy.

AMOS COMPILER



AMOS is probably one of the most successful Amiga products of recent times. Not only has it had massive sales, but it is supported widely through the public domain and commercial releases. With the lack of a compiler being a hindrance in getting AMOS accepted by UK publishers, this has now been rectified with the arrival of AMOS Compiler.

Slightly overdue, this little gem turns your own creations (AMOS) into machine code which can be run independently of the AMOS Editor.

The front end version is surprisingly simple with big bold buttons that you cannot miss. It's obviously been written to allow non-techies to get the most from it.

To compile a program you select whether you wish to compile from memory to memory, disk to disk, disk to memory or memory to disk.

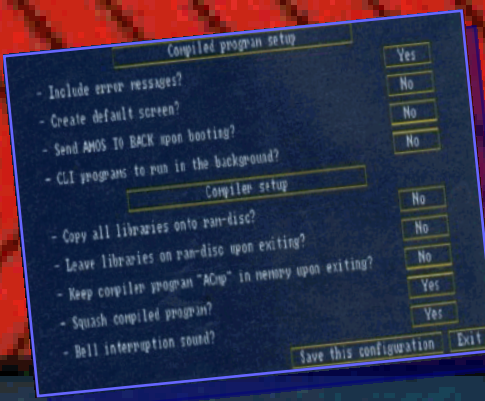
The fastest is the memory to memory option, giving an average compilation time of

about 8 seconds per program - yes 8 seconds!

With the only way to distribute AMOS programs for those end users that didn't have AMOS was to run the RAMOS run-time system; a large cumbersome program only slightly smaller than AMOS itself. This meant that the minimum sized AMOS program you could stick on a cover disk was a slightly impractical 150k. The

situation has now changed..

The AMOS compiler comes with a feature new to Amiga programming languages - it actually allows you to squash your programs as they are compiled! The speed of the routine is amazing! It's faster than both Powerpacker and LHarc and it can pack 100k down in as little as 3 seconds (albeit the compression rate not so good as LHarc).



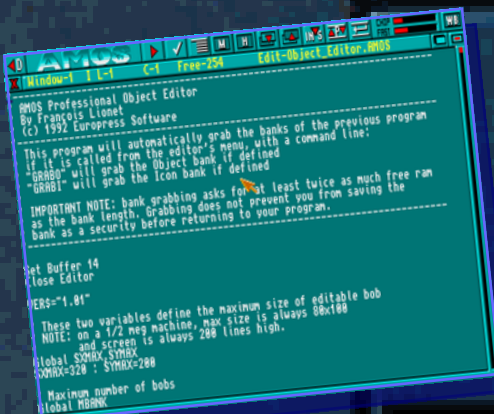
The AMOS compiler comes with yet another update for AMOS. Version 1.3 has a better system for extending AMOS, multi-tasks more smoothly and incorporates new BOB and SCREEN COPY routines, which has been speeded up by about 60%. Sort of the old AMOS with go faster stripes. This will allow you to now write commercial acceptable programs.

As well as producing stand alone code, you can also compile individual procedures and then incorporate them into your code; allowing you to create lightning fast routines which you can sell or give to your friends without handing over your programming routines in full.

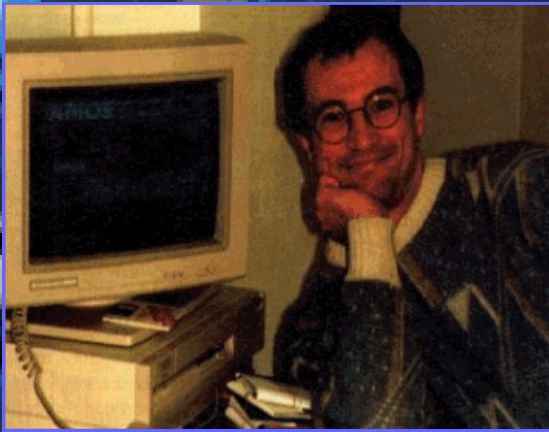
Conclusion

It's pretty hard to fault the AMOS Compiler. Although it could have been made a little bit more optimising when generating the final object code. It would have also been nice to see a switch in order to get rid of the flashing lines that appear on the mouse cursor when a packed program de-crunches. Apart from that, the product holds up to the AMOS standards very well.

In practice on a general Amiga system (1Mb plus hard drive) you can compile a 150k program, crunch it slow to around 70k and then load it up; all in under a minute.



AMOS



The Creator

Francois Lionet is the man behind AMOS. He had a few things to say about the Compiler product:

"I think it's brilliant, some of the programs are really great! I'm always amazed to see over 190 disks in the official AMOS PD Library"

He also spoke about future developments with the AMOS program,

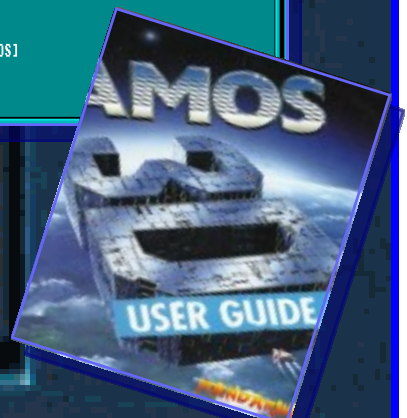
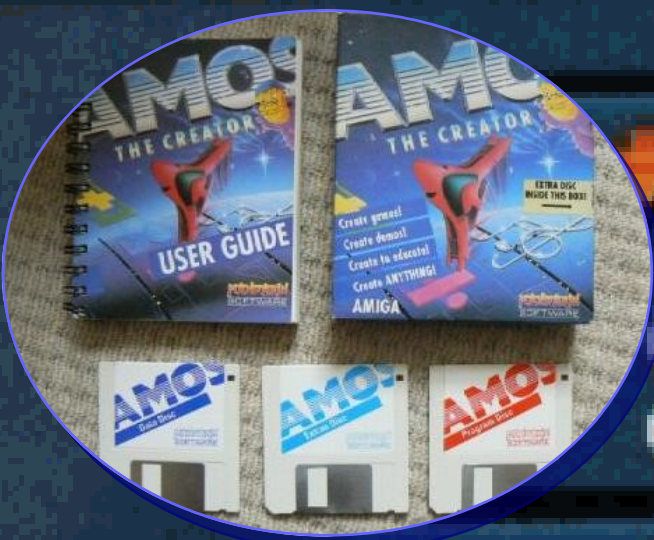
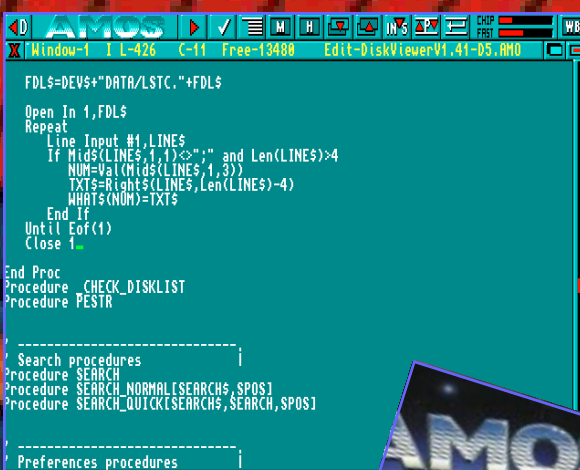
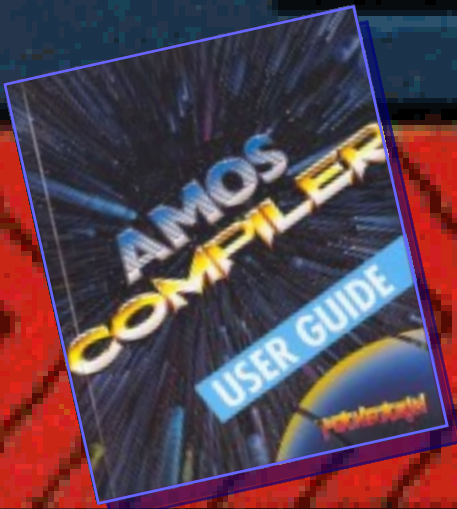
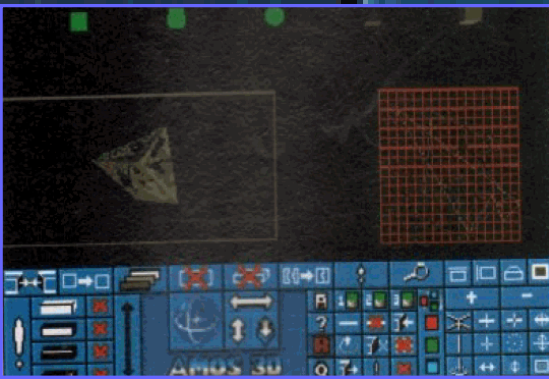
"I definitely want the new music extension like MED 3.0, the one with synthetic instruments. Then I don't know."

He also commented on what he thought about AMOS 3D. "I love the editor, and feel it will revolutionise the world of 3D".

He also believes that AMOS will be taken more seriously by companies that the compiler is here, then went on to explain the differences between AMOS v1.2 and v1.3;

"Obviously 1.3 is designed to handle the compiler, but it also respects Commodore's rigid specifications for software, so it should run on all future Amiga's. The new version allows you to have multiple copies of AMOS loaded at one time, if you have enough memory". *(When you load another version of AMOS, it sends a signal to the previous version(s) which then freeze until you exit from each version).*

They have yet to compete with the US market, which Francois feels is no more problem than NTSC.





From the best selling role-playing game Gremlin brings you...
COMPUTER ADVENTURE IN A WORLD OF MAGIC



Screenshots from Amiga version

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



HeroQuest © 1990 Milton Bradley Ltd

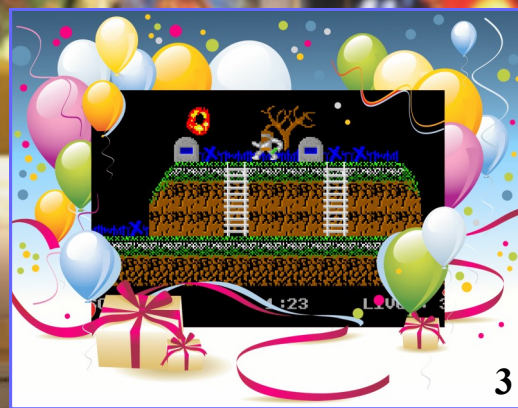
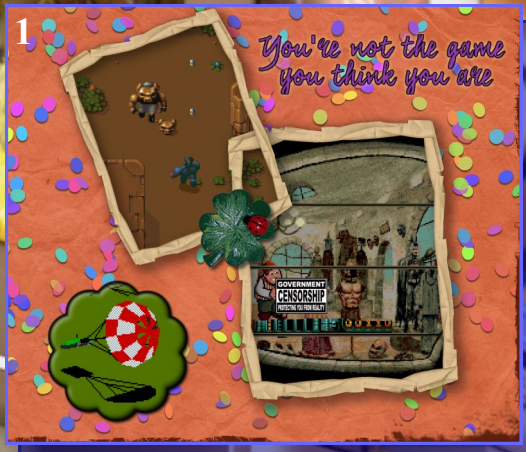
Available On:
 Amiga • Atari ST/STE •
 Spectrum, Amstrad and
 C64 cassette & disk
 (PC VERSION AVAILABLE SUMMER 91)

Interact with Episode 100 by following the screenshot quiz below.

*** You're not the game you think you are ***

The challenge:-

- 1) Ignore the cameo shown in the screenshot and name the Amiga game he/she/it appears in OR
- 2) Name the copycat game depicted.
...for bonus points name the 'Boinged-up' game shown in the cut-outs.



8



Three panthers on a shirt



10



Say what you don't see

11



12



14



13

✓ AMIGOS

15



16



17



18



19



20

Answers on the podcast
and in next week's issue.

Interact with Episode 100 by following the screenshot quiz below.
So just how well do you 'Know Your Amiga'?
Could you tell it apart from the Atari ST?
Which is the Amiga screenshot, A or B?





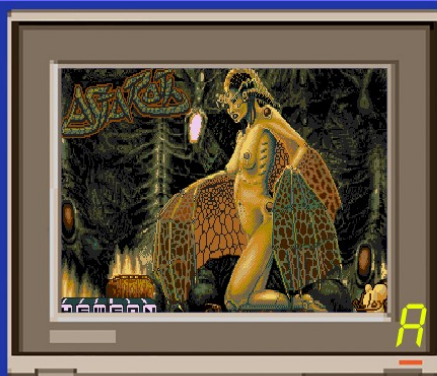
BATTLE CHESS

TODD J CARASTA, 1988



AUBURN

BJORN RYBAKKEN, 1986

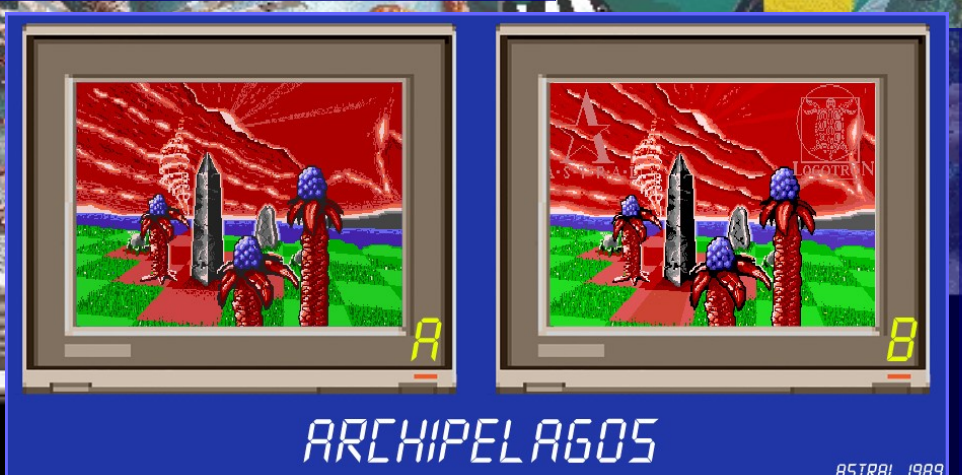
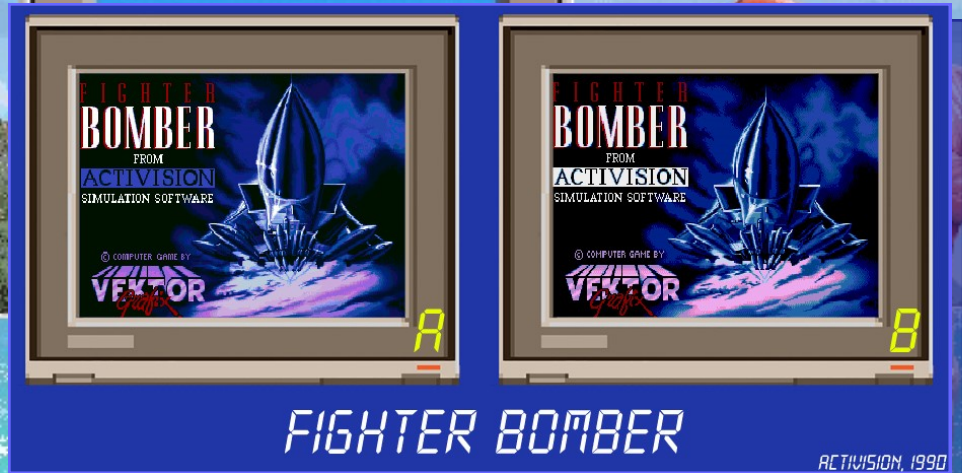
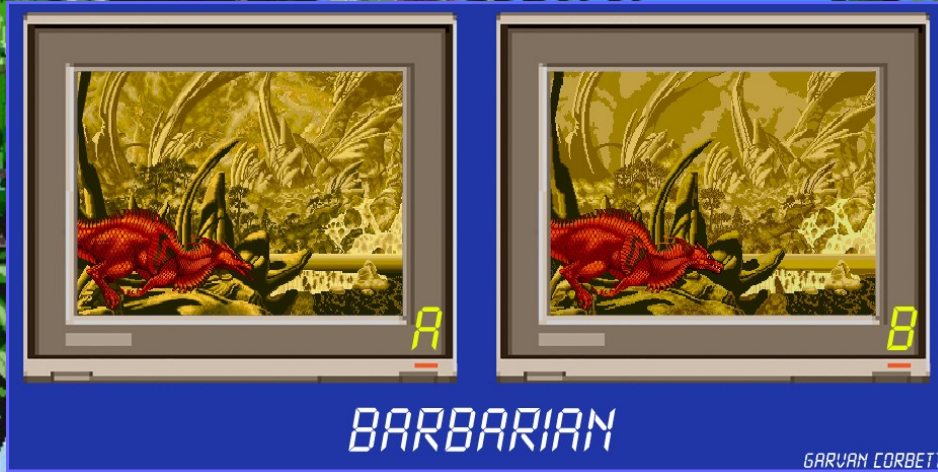


ASTAROTH

LLOYD BAKER, 1989



AIRBALL



Answers on the podcast
and in next week's issue.

Atari® 2600™, Atari and Commodore computers.

For TI-99 / 4A™ Double Power Sticks.

For Intellivision and ColecoVision.

If this advanced technology made specially for your system!

Thick-walled, high-impact ABS plastic (similar to that used to make football helmets.)

Amazing new switching technology means twice as many contact points for more precise direction changes!

More control!
More speed!
More points!

Extremely responsive "fire" buttons on both sides for right, left, or two-handed use!

Long six foot cord!

Reinforced strain relief.

Remember the name, or you can't win the game!

HIGHER SCORES!

(Need we say more?)

THE POWER-STICK
THE POWER SYSTEM

AMIGA
Dedicated to the science of fun!

AMIGA Corporation
1989

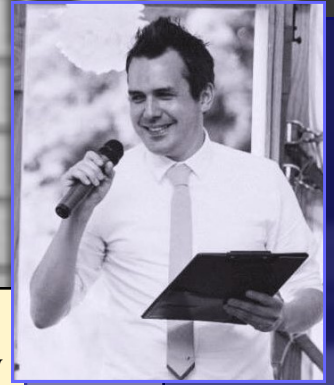
Smaller, more playable size.
No hand fatigue!

PODCAST SPECIAL



The **Retro Hour** Podcast is a weekly retro gaming and technology podcast from the UK. They keep up-to-date with the latest happenings in the world of 'retro', and speak to an industry veteran from the video games and computer industry each weekly episode; with a loyal monthly audience of over 20,000 hard core gaming and tech enthusiasts.

So want to know more about them? Read on to find out about two of the presenters: Dan Wood and Ravi Abbott and what gives them so much computing passion each week.



What's your first memory of computers?

Dan: My parents both have a background in computers and technology, my mother was a mainframe operator in the 1970s and my father an electronic engineer so I've always had computers in my DNA you could say. My first real exposure and passion for computers came when I started school; I began to use Acorn BBC Micros. I found myself fascinated by computers and eager to learn more.

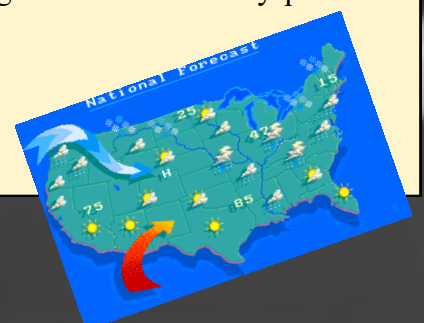
Luckily, I had a really good teacher at school who would allow myself and my friend Gary to stay behind after class to use the computers. Over the next couple of years, we would do everything from learning BASIC programming, writing and designing our own games, doing desktop publishing and word processing, making our own Christmas cards, experimenting with robotics and building circuits and mini-boards we could interface with the BBC Micros. Then for Christmas I received my first machine - Commodore Plus/4. My parents bought it for me because it was very cheap, but I loved that system. Several of my friends also got Plus/4s for Christmas the same year as a local shop was selling them for a very low price, so it meant I instantly had friends to swap games with and play with after school and weekends.



Ravi: I remember the front room in the house I was raised in, was used as an office for my mum. I was not allowed in there. She used to have an Amstrad PC clone/IBM PC (not sure what it was), but it ran WordStar. Later, I would inherit the machine and play green screen games on it such as Missile Command and Rampage. It was so exciting to have my own computer and I remember taking it apart and put it back together (with a few pieces left over).



My dad was always an early adopter of technology and even had one of those mobile phones in the 80's where you had to carry a big battery around your shoulder. He had an Amiga 2000 that we had brought off Central Television upstairs in the loft. This had a Genlock that we would have fun pretending to present the weather on it, although it was a seriously powerful computer.



What do you do for a living?

Dan: Broadly I would define myself as a 'content creator'. Being self-employed I provide my services to many organisations including one of Europe's largest media companies. I have been a professional broadcaster for around 15 years, presenting radio programmes for some of the UK's biggest networks. I currently present a daily radio show, a TV show on local television, social media and website management for several companies, provide media consultancy services and also host live events which can be as varied as music festivals, award shows or marathons. I'm also a House music DJ, although I don't get on the decks as regularly as I used to, I still DJ at clubs, bars and music festivals from time to time.

Ravi: I work in international contemporary art galleries as a Technician, mixing sound or doing lighting and video work. I started

originally doing live sound mixing in the theatre for musicals in London but that got very repetitive as you are doing the same show over and over again. I later moved into Scenic Arts, welding and creating set for Disney Theatre shows which were very practical but unhealthy environment working with metals and chemicals.

Now I find more satisfaction in working in running events for the contemporary art scene, every day the work is different. I am currently employed in one of the best art galleries in the country. One day I could be doing sound for a heavy metal band or Jazz Trio, the next day I could be doing a classical Indian singer or big dance act or DJ. I hope to become a technical manager one day and have my own team of young techies.



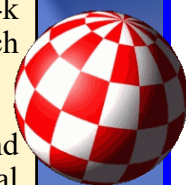
Do you have any retro or modern computing skills?

Dan: My coding days are long behind me; I've unlearned pretty much everything I knew about programming but I still have decent all-round knowledge of computers. I'm sure most people reading this can relate to being the go-to-guy in their friend's circle for any technology questions, as well as providing tech support for pretty much all my family. If there's ever a computer or gadget problem, most people I know will get on the phone to me for advice, and I don't even mind, I still enjoy problem solving and using computers.

I'm not amazingly competent at electronics, but I can do simple tasks like changing capacitors and re-soldering components. I've always been quite a logical thinker so I'm usually pretty good at fault-finding and simple repairs at a software and hardware level.

Ravi: I have a love of web design and can code in HTML5, CSS and PHP. I actually learnt HTML for the first time from the back of Amiga Format magazines and have created site for The Arts Council Uk. I also have a strong background in video display and playback, working in art galleries it's always important to have footage in the correct codec for display video on 4k projections. A lot of it is knowing which media players are worth using.

I have a strong knowledge of live sound mixing and use massive Soundcraft Digital desks at work, these are fantastic and contain everything you need to be built into the desk such as compression, noise gating etc. You just have to make sure those moving faders don't knock over your tea!



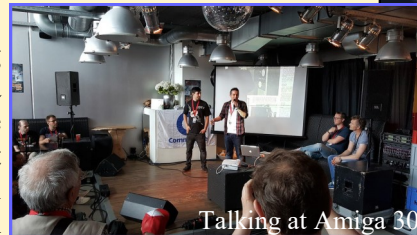
How much Amiga exposure did you have 'Back in the Day'?

Dan: I used to drool over the Amiga 500 with my friends when we saw them in magazines or on TV in the early 90s. I asked my parents for a Commodore 64 in 1991 (they were still on-sale here in the UK) as it was getting difficult to find software for my Plus/4 and many of my friends had 64s. To my surprise, I opened an Amiga 500 Plus on Christmas Day morning in 1991.

A few other kids at school had A500s at this stage, and for the next few years pretty much all my friends ended up getting Amiga's at school, mainly A500s, 600s and 1200s.

It felt like the Amiga dominated in 1991-1993 here in the UK, I would buy most of the magazines from Amiga Format, CU Amiga, Amiga Shopper, AUI, Amiga Computing by saving my pocket money or nagging my parents when we went shopping. Although having a large circle of friends also meant that the playground piracy scene at my school was rather large. After-school X-Copy parties were almost a nightly occurrence.

While I did enjoy Amiga games, I also loved the 'serious' side of the machine too. I enjoyed exploring the operating system, experimenting with comms, trying utilities and adding hardware expansions. Getting a CD-ROM drive for my A500 and a CDTV introduced me to the wonderful world of CD PD compilations, I could spend weeks just exploring catalogues like the Fred Fish CDs and later Aminet. I soon wanted a hard disk, and upgraded to an Amiga 1200 by 1993 which remained my main machine until 2001.



Talking at Amiga 30

Ravi: When I was younger my dad used to work exclusively with Amiga. They were the only machines that were cheap and powerful to do animation and rendering for the fine art students doing digital work. As far as I was concerned the 'Amiga 2000' in the house was 'A Computer', I knew too much about other systems and the IBM PC was just a playtime compared to this! I was pretty much raised 90% Amiga. In the attic, we had the machine and I would go up and play on it but not games, applications like DPaint, Scala and some FunSchool 4.

I actually did not know that the Amiga could play console like titles. Most of my friends had Sega Master / Mega Drive systems, then one day a dodgy friend of my dad handed me a Road Rash and it booted in the machine at home! I was hooked, got Lemmings next and built up a copied disk collection.

At Nottingham Trent University the whole video editing suite was big box Amiga's, so I would run around a room full of cool older students using 2000's and later 3000's and load up my Road Rash floppy and have a race with them. Amiga was everywhere in Nottingham; Virtuality VR cafe all run on Amiga 3000's and the shelves and nearly every computer retailer had Amiga sections. *It was heaven!*

Although my dad had a lot of problems with Amiga trying to do the high-end support with none existent customer support from Commodore UK. We got to the point that we had 3x 4000's and 2x 2000's wanting to upgrade them and bring them into the future for editing.

I remember we could see how fast things declined after the 4000 came and we went to the big World of Amiga show in London. They were massive but then moved to a smaller

venue, we turned up with pockets full of cash to buy new PPC accelerators and graphics cards but the whole show was a massive failure.

As soon as we entered the whole thing felt cheap, Petro was on the shop floor trying to sell his signed 'Back to the Future CD' when all we wanted was PPC. We ended up buying a CSMKIII and my dad decided that was the last Amiga he will invest in and brought a video editing PC. That was one of the most disappointing things to happen in my life at the time.

I inherited the whole collection and spent ages still using them, to the point that I found a local shop called 'Tech Exchange'. This place was like The Amiga Resistance in the city and full of pirated disks, FPU's and chipped PlayStation's. I then moved into going to ever decrease size Amiga events and filming them.





Mev Dinc (First Samurai/Street Racer)



Meeting RJ Mical

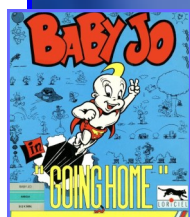
What is your favourite Amiga game?

Dan: This is a difficult question to answer, as my reply will likely vary depending on which day you have asked me. I was always a huge fan of adventure games, starting with text adventures and later the point and click games.

Many Amiga games have very happy memories for me, but **Monkey Island** always has a very special place in my heart. My brother and I would stay up until the early hours of the morning when we were supposed to be sleeping and play it all night. The sequel was incredible too, we even put up with the 12 floppy disks it came on before we got a hard disk.

I's still an avid gamer today, currently the Nintendo Switch is my most-played platform, I like the "pick up and play" appeal of games like Mario Kart 8 and Super Bomberman R, I don't get a lot of time to dedicate to gaming any more so a game I can just pick up for an hour or so is very welcome. When I do have a bit more time on weekends, I'm playing Watchdogs 2 and Resident Evil Biohazard at the moment.

Ravi: Without a doubt it's **Syndicate**. That game introduced me to a living city where you could free roam in a fantastic cyberpunk world. I was reading a lot of Judge Dredd at the time and this game fit in perfectly with that style. Its a very hard game and don't think I ever made it that far it in. I would just persuade massive civilian armies to follow me and take on the police.



What is your worse Amiga game?

Dan: I'm struggling to answer this one really, any game I didn't think was very good I generally wouldn't play for long or keep in my collection. I do remember being rather disappointed with the Amiga port of Outrun, I loved the arcade original and expected much more of the Amiga version.

Ravi: Don't know how I came across this one but 'Baby Jo Going Home' was such an awful title. The concept sucked, the music sounds like it was made by an insane man and the sound effects are horrible (especially when the baby burns his bum on fire). Not to mention it runs at about 13fps

Where did you both meet?

Dan: I started recording videos about the Amiga when I started to rediscover my love for the system in around 2007. At the time I lived in London, and met up with a few other Amiga fans in the city. It was a lot easier to get noticed and to get large audiences on Youtube back then, but I did start to notice and get to know some of the regular commenters on my videos.

Ravi would often comment on my videos, and I started watching his Youtube channel as well. He had some really interesting videos about Amiga hardware and making music using OctaMED.

In 2010 I moved to Nottingham for work, and after about 2 years of chatting on-line we realised that I now lived pretty much round the corner from him! We met up for a few drinks and to chat Amiga's; and he hasn't been able to shake me off since haha.

We also met a few other Amiga fans in our city, and we have a nice little Amiga community now, as well as friends who have a general interest in computers and retro/modern games.

Ravi: Well I was making Youtube videos wondering if anybody in the world still cared about the Amiga. I was getting quite a lot of hits then noticed this slick guy stealing all my views. I started watching his videos and commenting.

We realised we lived like 15 minutes from each other, so met in the city centre and ended up back at his house in a room full over Amiga's and C64's; till the early hours of the morning. We realised we have a lot more similar things in common like passion for music, especially UK Garage.

Dan then introduced me to his mates like our other host Joe, also Richard and Alex. We now have a Retro Hour crew and it's really great to go to events altogether and get even drunker!



Joe Fox



With Paul Kitching in London



On the Roku boat in Amsterdam with Dave Hainye, Carl Sessenrath (creator of workbench) and Mike Battilana (Amiga Forever)

If you could choose to work your dream job what would it be?

Dan: I do love what I currently do. I guess maybe doing the podcast or Youtube full time would be amazing, but at the moment I am very happy with life as it is. As the old saying goes, "enjoy what you do and you'll never work a day in your life".

Ravi: To be honest I would say Head of Amiga but I would pull all of my hair out with that! I would love to be a gardener just producing my own food and enough to sell, River Cottage style. I love my garden and find it a really peaceful escape from all the technology and screens that I have to use every day. The satisfaction you get from growing something yourself is fantastic and it always tastes nicer!





Is there any game or person you would like to include within your Retro Hour podcast but have not had the chance to get yet?

Dan: Oh definitely! We've had some phenomenal guests in our first 18 months of doing the show, but there are still many names on our 'hitlist'.

We'd love to get guys like Clive Sinclair and Nolan Bushnell on, but also people you don't hear as much from such as Leonard or Sam Tramiel and Chris Curry (founder of Acorn computers UK). We're always working on it though :)

Ravi: There are a few I personally would love: Ernest Cline writer of Ready Player One, Clive Sinclair, Shigeru Miyamoto (creator of Mario). Also surprisingly Kanye west, he first used Amiga's when sampling and has mention how he had a bootleg version of Protracker before.

We have had a lot of people say 'You are going to run out of guests' I actually think it's the opposite, now we have had big names on the show it's easier to persuade even bigger guests as your reputation and mutual friends grows.

Where do you see the future of Retro Hour?

Dan: The main thing is for the show to become even bigger than it is.

It has already way over-reached where we expected to be this early on, seeing the show in the iTunes tech podcast top 10 most weeks still blows us away, but we would always like more people to check out the show.

In terms of other ambitions, one thing I'd really like to do is do a live episode in front of an audience. We have been looking at the idea of doing one at a show, I think that instant audience

feedback would be incredible. I used to watch the live episodes of DiggNation when they went around the world, and they always looked so much fun.

Ravi: I would love to start doing some kind of Music event or panel. Bringing the Retro Hour off the radio into real venues. I think the successful thing about Retro Hour is we aim for the wider computer audience, not just Amiga.

Appealing more to the general mainstream with stuff like 8-bit music nights or panel discussion might blow up and get very popular. If we can manage to engage the wider public audience then we can push the greatest computer in the world to more people.



You can catch the Retro Hour at www.theretrohour.com
Their podcast is also available on iTunes, Stitcher, SoundCloud, TuneIn.

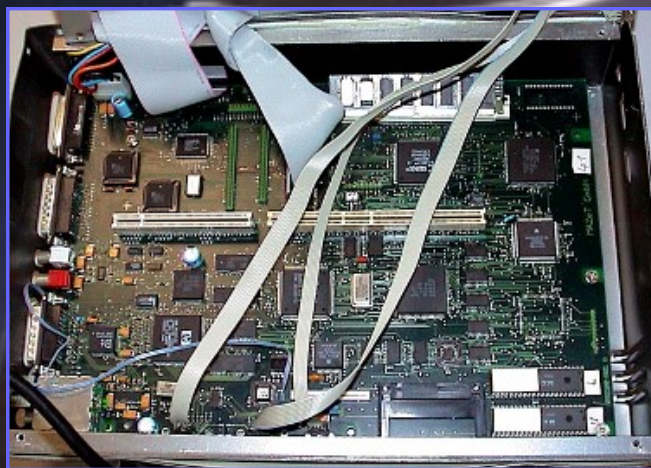
Their Youtube channels can be located at:
youtube.com/techguruuk (Dan) and youtube.com/the4mula (Ravi)



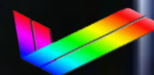
SYSTEM OVERVIEW

AMIGA WALKER

This was developed and shown by **Amiga Technologies** in late 1995/early 1996. It was planned as a replacement for the Amiga 1200, with a faster CPU, better expansion capabilities and a built-in CD-ROM. Although sadly it was never released; Escom and Amiga Technologies went bankrupt, and only two prototypes were made.



It is sometimes incorrectly known as the Mind Walker and is powered by the Motorola 68030. With 33Mhz in the prototype but with plans for a 40Mhz version. It ran the AGA chipset and had 1Mb Kickstart ROM (compared to 512k in A1200) and 2Mb Chip RAM, with plans for 4Mb Fast RAM.



It had an internal CD-ROM drive as well as the standard 1.44Mb floppy drive, alongside a keyboard and real-time on-board clock.

The case is unique and radically different from computers before it. The intention was also to make the motherboard available without the case so users could put it into a standard PC case. There were a number of other potential case designs of different sizes, the Walker motherboard could fit all of them; this allowed for expandability tailored to the user's requirements, although it was poorly received.

Shame it never became anything more than a prototype and Amiga dream!

FLAMES OF FREEDOM



TOTAL FREEDOM



Steinar Lund

After studying Interior Design at Kingston college, Steinar would decide on a career as a painter and start to build his portfolio. Breaking into the video game industry by the early 80's by freelancing for early Spectrum studio Quicksilva.

Founders Nick Lambert and Jon Hollis would take on the aspiring box artist after Steinar took it upon himself to supply them with art roughs. He carried on working with Quicksilva alongside artists David John Rowe and Rich Shenfield on titles such as QS Asteroids (1981), Xadom and Smugglers Cove (both 1983) before branching out and freelancing for Melbourne House.

But it would be upon meeting with famed designer Jeff Minter and working on Llamasoft's cover arts that the embodiment of Steinar's art style, along with his penchant for vivid and surreal characterisation would be truly revealed.

By the latter half of the 1980's

his cover arts had started to become deliberately richer and more detailed. This would be due to the dawn of 16-bit gaming (Amiga, Atari ST, DOS) and the demand for a level of artistry that complemented the finer graphics now on offer.

Cover arts such as Armageddon Man, Hunt for the Red October (both 1987) and, one of his personal favourites, Return of the Jedi (1988) would all display this new level of detail that also benefited from the larger boxes now commonly used.

This period furthermore produced The Last Ninja (1987). The box art would be instantly recognisable to 80's gamers, and ended up as one of Steinar's most well known due to the game's success. It would inspire the cover art designs for the two European sequels, and be used again for the Amiga CD32 release of The Last Ninja 3 (1994).

Ending the decade Steinar teamed up with Microprose and his versatility would again be flexed with M1 Tank Platoon (1989). Its high level

of detail, historic accuracy and a near photo finish look would lead the artist on to other similar Microprose projects such as Gunship (1989), Team Yankee (1990) and F-15 Strike Eagle II (1991) and define his later box art career.

His final cover art would be sci-fi epic Space Bucks (1995), which unfortunately would be heavily redesigned from the original (a first for the artist). As with many box artists of his generation, Steinar left the industry by the mid-90's when computer art started to wrestle out traditional art.

Steinar's preferred art media throughout his box art career was airbrushed inks and acrylics. Both would prove sturdy and gave him the intense colours that defined his cover arts.

Presently Steinar is freelancing as an illustrator while also developing his photography and video skills. He's a published musician, and his many works and further details can be found at <http://steinarlund.com/>



1982

Classic Adventure

1983

Dragons Bane

Smugglers Cove

Xadom

1984

Boulderdash

Ancipital

Attack of the Mut. Camels

Blood 'n' Gutz

Gate Crasher

Mama Llama

1985

Mad Doctor

Fighting Warrior

Gyroscope

Castle of Terror

Batalyx

MAT 2

Riddlers Den

Battle of the Planets

Dynamite Dan

1986

ARAC

Idris Alpha

Viva Vic!

Raid 2000

Terror of the Deep

Cop Out

Frost Byte

Stainless Steel

Orbix: The Terror Ball

Mermaid Madness

Jahangir Khan Champion-

ship Squash World

Knuckle Busters

Redhawk

Kwah!

1987

Iball

Moon Strike

Nigel Mansell's Grand Prix

Armageddon Man

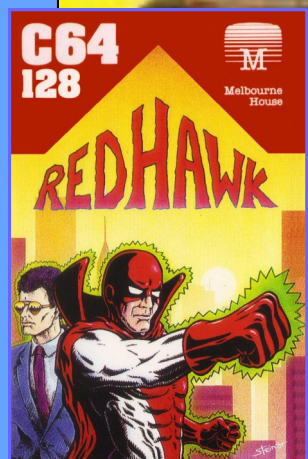
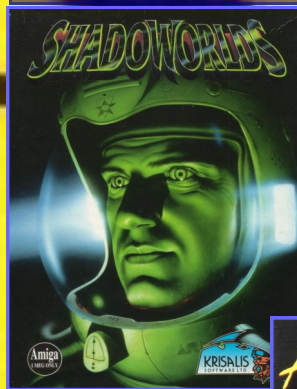
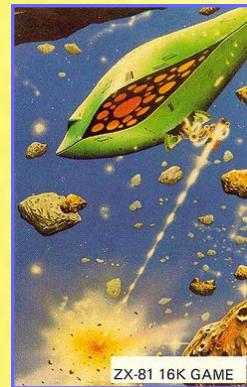
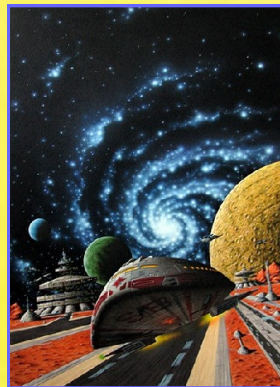
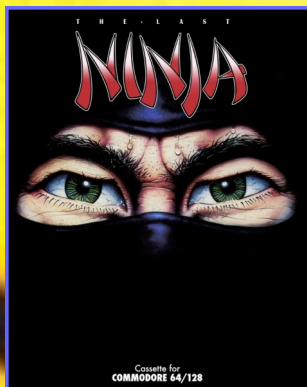
Fireblaster

The Last Ninja

Hunt for the Red October

Mega Apocalypse

Terramex



1988

Live and Let Die

Return of the Jedi

Star Wars

Hellfire Attack

Phantom Fighter

Pac-Mania

RISK

Prism

Driller

Darkside

1989

APB

Vindicators

M1 Tank Platoon

Space Harrier II

Total Eclipse

Thunderbirds

1990

Team Yankee

Xiphos

3D Pool

Mad Professor Moriati

Alcatraz

Apprentice

Lords of Chaos

Stunt Car Racer

1991

F-15 Strike Eagle II

Manchester United

Winzer

1992

Pacific Islands

Shadoworlds

Soul Crystal

Sabre Team

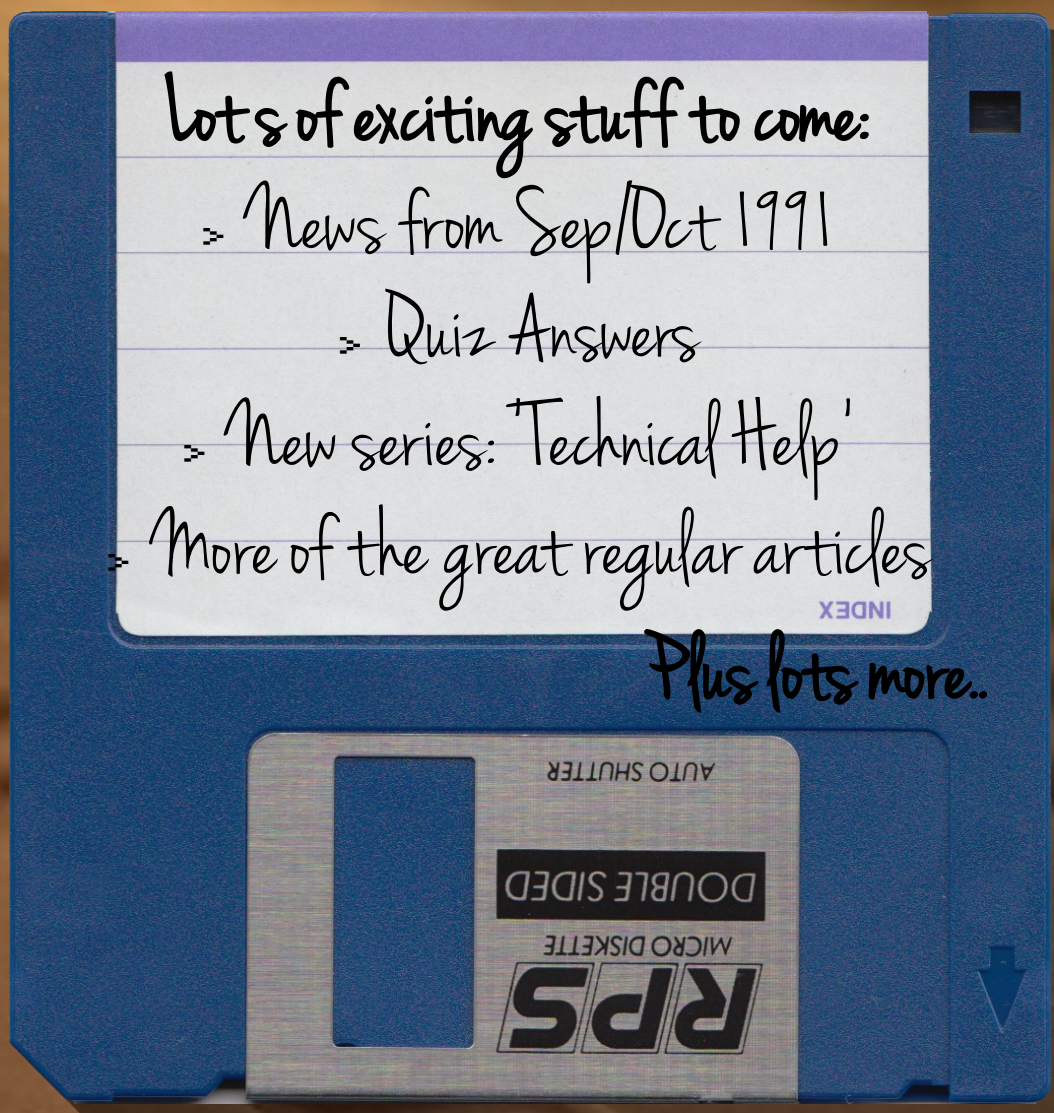
Vikings: Fields of Conquest

1993

Rules of Engagement 2

1995

Space Bucks



Sources of Information

This magazine would not be possible without the original sources of information:-

- > Amiga Computing (38,39), ACE (46,47), Amiga Format (24,25),
- > Amiga Power (3,4), CU Amiga (17,18), The One (34,35)
- > www.boxeequalsart.com, Wikipedia and <http://amiga.lychesis.net/artist.html>

Join John and Aaron on their weekly podcast as they discuss current Amiga news, review games and hardware, and interview Amiga fans and developers from all over the world, all with a sense of humour. You can also show your support by visiting

<https://www.patreon.com/amigospodcast>

Just a dollar a month helps keep the Amiga goodness flowing! Plus, be enshrined in glory on the Amigos Wall of Fame! (and T-Shirt)





Supplement :

Tricks ‘n’ Tactics

**covering
games from**

“Episodes 1 to 99”



01. Hybris

Type commander at the high score screen. *Note: It is not entered as a name.* Then, press one of the following keys to activate the corresponding cheat function.

F7: (followed by F1-F6) Super weapons and invincibility.

F10:
Toggle cheat mode

F8:
Level skip.

Space or Esc:
Press at title screen for options menu.

Alternate Cheat:
Allow the game to load, then press [Space] when prompted to press fire. Use the keyboard or mouse to change bullet speed and other options.



02. Superfrog

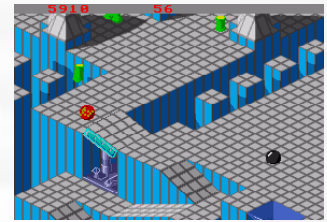
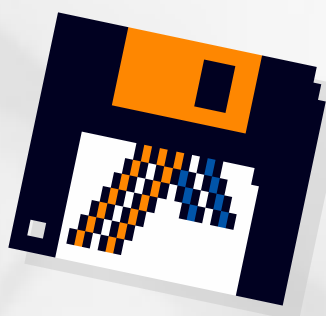
Invincibility:
Hold the Right Mouse Button. The frog's face will flash to confirm

correct entry.	level	code	kitchen
1-1	(none)	B919D	5 hearts after conservatory
1-2	234644	V1S14	Pugsley (Games room)
1-3	447464	V919B	Fester (Picture Gallery)
1-4	747822	BG9K&	Wednesday (Crypt)
2-1	392822	BLJK#	Granny (Kitchen)
2-2	446364	#Z6D?	End of game
2-3	984448		
2-4	477444		
3-1	343522		
3-2	882311		
3-3	992334		
3-4	091332		
4-1	467464		
4-2	818234		
4-3	182394		
4-4	298383		
5-1	452234		
5-2	984841		
5-3	383772		
5-4	093152		
6-1	387211		
6-2	981122		
6-3	017632		
6-4	398112		
Project F	837122		



03. Addams Family

&1#1# 1st Power-up
?1S1M 2nd Power-up
BLSRS 3rd Power-up
V121B Pugsley
VD2RL Wednesday
V&YKW Granny
VL#R4 Fester
L1191 Extra Energy
61H1C Rescue Pugsley
B&198 Rescue Granny
B?KKV Rescue Fester
BLS1T
Rescue Wednesday
3 hearts after big tree
&1Y1M&1Y1M
3 hearts after big tree
?191D
Hearts after fridge in



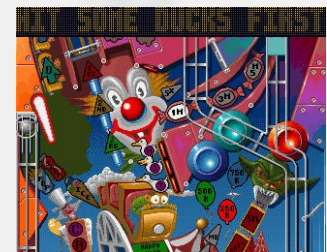
04. Marble Madness

Hidden surprise:
Keep the marble at the starting location when game play begins.



05. Pinball Dreams

Twenty extra balls:
Press Up, Down, Left, Left, Right, Down, Up on the Joystick during game play.



07. Pinball Fantasies

Type one of the following codes at any table while it is scrolling up or down to activate the corresponding cheat function.

fair play

Disable previously enabled cheats

Earthquake

Disables tilt

extra balls

Five balls

vacuum cleaner

Clear high scores

highlander

Heavier ball



07. Pinball Fantasies Continued tech stuff

Technical info
the silent crew
ulf
olof
markus
andreas
bary
fredrik

digital illusions

Ball can not be lost!

The game can only be stopped by pressing P to pause or [Esc] to quit.

CD32 Version:

Always get extra ball:
Hold Red as soon as the third ball drops. Alternatively, press Yellow the same number of times that is displayed at the top of the screen when the last ball is lost.

Cheat mode:

Note: A keyboard is required to activate the following codes. Enter one of the following codes to activate the corresponding cheat function.

extra balls

Two extra balls

gravity

Ball is extra responsive to gravity



09. Lemmings

Invincibility:

Type **fquiggly** at the title screen.

Level skip:

Type in **iamnotgood** followed by [Space]. Alternatively, press [Keypad Period] or [Keypad Delete] during game play.

FUN Levels:

- 1 (none)
- 2 IJLDNCCCN
- 3 OHNLHCADCN
- 4 HNLHCIOECW
- 5 LDLCAJNFCK
- 6 DLCIJNLGCT
- 7 HCANNLHLCW
- 8 CINNLDLICJ
- 9 CEKHMDLJCO
- 10 MKHMDLCKCX
- 11 NHMLHCACT
- 12 HMDLCIOMCJ
- 13 MDLCAKLNCS
- 14 LHCIKLOOCR
- 15 HCEONOLPCU
- 16 CMOLMDLQCV
- 17 CAJHLFLBOT
- 18 IJHLNHBCOP
- 19 OHLFHBADDV
- 20 JLNACIOEDJ
- 21 NNHCAKLFD
- 22 NHCMJLNGDO
- 23 HCAOLLNHDW
- 24 BINLLFHIDV
- 25 BAJHMFHJDX
- 26 IJHMFCLKDV
- 27 NHMFHBBALON
- 28 HMNHCINMDP
- 29 MFHBAJLNDP
- 30 FHBIJLMODY

TRICKY Levels:

- 1 HBANLMFPDV
- 2 BINCMFHQDO
- 3 BAJHLDIBEO
- 4 IJHLDIBCEX



- 5 NHLDIBADEU
- 6 HLDIBINEEN
- 7 LDIBAJLFEW
- 8 DIBIJLLGEP
- 9 IBANLLDHEM
- 10 BINLLDIEV
- 11 BAJHMDIJEX
- 12 IJHMDIBKEQ
- 13 NHMDIBALEN
- 14 HMDIBINMEW
- 15 MDIBAJLNPE
- 16 DIBIJLMOEY
- 17 IBANLMDPEV
- 18 BINLMDIQEO
- 19 BAJHLFIBFR
- 20 IJHLFIBCFK
- 21 NHLFIBADFX
- 22 HLFIBINEFQ
- 23 LFIBAJLFFJ
- 24 FIBIJLLGFS
- 25 IBANLLFHFP
- 26 BINLLFIIFY
- 27 BAJHMFIFJK
- 28 IJHMFIBKFT
- 29 NHMFIBALFQ
- 30 HMFIBINMFJ

TAXING Levels:

- 1 MFIBAJLNFS
- 2 FIBIJLMOFL
- 3 IBANLMFPFY
- 4 BINLMFIQFR
- 5 FAJHLDHBTG
- 6 IJHLDHFCCGM
- 7 NHLDFHADGJ
- 8 HLDHFINEGS
- 9 LDHFAJLFLGL
- 10 DHFIJLLGGV
- 11 HFANLLDHGR
- 12 FINLLDHIGK
- 13 FAJHMDHJGM
- 14 IJHMDHFKGV
- 15 NHMDHFALGS
- 16 HMDHFINMGL
- 17 MDHFAJLNGV
- 18 DHFIJLMOGN
- 19 HFANLMDPGK
- 20 FINLMDHQGT
- 21 FAJHLFHBHW
- 22 IJHLFHFCHP
- 23 NHLFHFADHM
- 24 HLFHFINEHV
- 25 LFHFAJLFHO
- 26 FHFIIJLLGHX
- 27 HFANLLFHHV
- 28 FINLLFHIHN

- 29 FAJHMFHJHP
- 30 IJHMFHFKHY

MAYHEM: Levels:

- 1 NHMFHFALHV
- 2 HMFHFIFNMHO
- 3 MFHFAJLNHX
- 4 FHFIIJLMOHQ
- 5 HFANLMFPHN
- 6 FINLMFHQHW
- 7 FAJHLDIBIW
- 8 IJHLDIFCIP
- 9 NHLDIFADIM
- 10 HLDIFINEIV
- 11 LDIFAJLFIO
- 12 DIFIJLLGIX
- 13 IFANLLDHIM
- 14 FINLLDIIN
- 15 FAJHMDIIP
- 16 IJHMDIFKIY
- 17 NHMDIFALIV
- 18 HMDIFINMIO
- 19 MDIFAJLNIX
- 20 DIFIJLMOIQ
- 21 IFANLMDPIN
- 22 FINLMDIQIW
- 23 FAJHLFIBJJ
- 24 IJHLFIFCJS
- 25 NHLFIFADJP
- 26 HLFIFINEJY
- 27 LFIFAJLFR
- 28 FIFIJLLGJK
- 29 IFANLLFHJX
- 30 FINLLFIJO

Multi-player levels:

- 1 JAJHLDIBMO
- 2 IJHLDKJCMJ
- 3 NHLDKJADMW
- 4 HLDIJINEMN
- 5 LDIAJLFMW
- 6 DIJILLGMP
- 7 IJANLLDHMM
- 8 JINLLDIIMV
- 9 JAJHMDIJMX
- 10 IJHMDIJKMQ
- 11 NHMDIJALMN
- 12 HMDIJINMMW
- 13 MDIAJLNMP
- 14 DIJILMOMY
- 15 IJANLMOPMV
- 16 JINLMDIQMO
- 17 JAJHLFIBNR
- 18 IJHLFIJCNK
- 19 NXLFIJADNX
- 20 HLFIJINENQ



11. Zool

Type goldfish at the "Press Fire To Start" screen. The screen will flash to confirm correct code entry. Then, press one of the following keys during game play to activate the corresponding cheat function.

- 1 Invincibility
- 2 Stage skip
- 3 Level skip
- 4 Disable invincibility
- [F1] to [F6]
Level select
- [F7]
Extra life on bonus level
- [F8] to [F10]
Normal game without restart points

Alternate Cheat mode

Type streetlamp at the options menu, then start a new game. Then, press one of the following keys to activate the corresponding cheat function.

- 1 Invincibility
- 2 Lose one life
- [Numpad Plus]
Level skip
- [Numpad Minus]
Go to previous level
- 4 Restart current level

Programmer

messages:

Type one of the following codes during game play.

ADE
TONY

GEORGE
SYD
SHORTIE
BERNI
PAT
PAUL
CASSON
ASH
RITCHIE
HILEY
SIZ
MARK
GREGGS
MICK



12. Kick Off 2

Forced miss:

Repeatedly tap Fire while a player on the opposing team makes a shot. The ball will be blocked, knocked over the net, or saved by your goal keeper.

Note: Enabling an auto-fire joystick will also have the same result.

View penalty shot

aim: Keep pressing R when your team takes a penalty to view where the players are going to kick the ball.

Substitute CPU goal keeper:

Press [F1] [F2] [F3] [F4] [F5] [F6] [F7] [F8] [F9] [F10] during game play. The text "S12" or "S14" will appear in the top right corner to confirm correct code entry. Substitute the CPU goal keeper for easy scoring.

Note: Two substitutions may be needed for this trick.



15. Elvira: Mistress Of the Dark

Unlimited continues:

Remove the disk when prompted to play again after losing all lives. Select "Yes" to restart at the last point played. Your characters life points will be set to zero, but this may be repeated as needed until the game is complete.



16. Deluxe Galaga

Hints:

Red, green and blue skulls will give you a very good weapon, full fire power and the best ship speed!

If you have all the markings for a new rank, and then buy more rank markings, you will instead buy a new rank!

When a smart bomb have exploded and the gems are falling down, you can collect them by holding down the joystick!

If you have one

weapon type and catch the same weapon, you will get some more firepower!

If you have caught two aliens and the scope is active you can get a lot of points by bouncing the aliens of the screen!

If you have a multiply when entering the meteor-storm you may get a lot of points

Having a multiply active when completing the game will give you a lot of points.

Catching a warp-icon in an alien stage with a bonus level will give you a perfect bonus score!

Completing the meteor-storm will give you 100,000 points.

If you have the rank of Admiral and you buy more rank markings you will get 1.000.000 points!

You can figure out what skull you have not taken by looking at the colour of the meteors in the meteor-storm.

By shooting the hurry-up ship you can collect the rank markings that you are missing!

When the hurry-up ship have appeared 8 times, a money ship will appear. Shooting this ship can give you a lot of money!!



Deluxe Galaga (Cont.)

Cheat:

If you die during a warp malfunction, the game skips the tax-free shop and the next level. You can use this to your advantage in the harder levels, especially in the Big Trouble stages. So make sure you have plenty of lives left. When you get to the level you want to skip, especially Big Trouble, just pray for a warp malfunction! If you get a warp malfunction, just kill yourself once. (It's a good idea not to do this until there's only one alien left on the screen).

Hints:

1. It is generally not a good idea to spend any credits until you have \$500. When you get \$500 credits, buy the Super Weapon.
2. If you hold down the fire button (make sure to disable auto-fire if you have it on) from the moment you grab the Meteor Storm icon right up to the end of the Meteor Storm, you will get the secret \$5,000 bonus.
3. On Version 2.4, it is not a good idea to buy the \$3,000 weapon until you're in levels 51-75.
4. The weapons that cost \$750 and higher are generally not very handy unless you have auto-fire (Ver 2.4). If you do have auto-fire and have one of these weapons, what you have is an incredibly

nasty weapon!

5. You can also "cheat" by using a hex editor and editing the main program. Just find the part of the code that lists all the prices in the tax-free shop (make sure they are not part of the menu, if you modify the menu in any way the game won't run!) and change the numbers to whatever you want. This way, you can make everything cost nothing if you want! However, you'll still need \$50 to enter the shop, and \$400 for continues (or \$200, in version 2.3).

Game Secrets:

1. Catching a skull will add to the chances that extra life and cash multi-plier bonuses appear.
2. By shooting the hurry-up ship, you can collect the rank marking that you are missing.
3. When a smart bomb have exploded and the gems are falling. You can collect them by holding down the joystick.
4. If you have a multiply when entering the meteor-storm, you may get a lot of points.
5. Catching a warp icon in an alien stage with a bonus level will give you a perfect score.
6. Red, Green and Blue skulls will give you a very good weapon. Full fire power and the best ship speed.
7. When a hurry-up ship have appeared 8 times. A money ship

will appear. Shooting this ship can give you a lot of money.

8. If you have a weapon type, and catch the same weapon, you will get more firepower.

9. Completing the Meteor-storm will give you 100,000 points and 1,000 in cash.

10. You can figure out what skull you have not taken by looking at the colour of the meteors in the meteor storm.

11. If you have caught 2 aliens and the scope is active. You can get a lot of points by the aliens off the screen.

12. If you have the rank of Admiral and you buy more rank markings, you will get 1,000,000.

13. Having a multiply active when completing the game will give you a lot of points.

14. If you have all the rank markings for a new rank, and then buy more rank markings, you will instead buy a new rank.



17. Lotus 2

Enter one of the following passwords to activate the corresponding cheat function.

TURPENTINE

Disable timer

DEESIDE

Always qualify

DUX Sub mini-game

Track Passwords

Night TWILIGHT
Snow THE SKIDS
Motor LIVERPOOL
Storm E BOW
Fog PEA SOUP
Desert PEACHES
Marsh BAGLEY



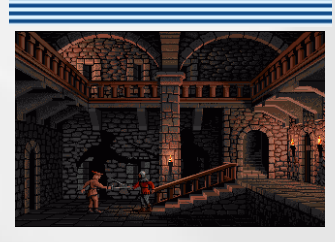
18. Turrican II

Unlimited lives:

Press [Space] at the title screen to enter the music menu. Then, type 142 and press [Esc] twice.

Alternate Unlimited lives:

Press [Help] to enter the music menu. Then, press 4 to turn off the music, then press 2 enable music again. After approximately then seconds of music, press [Esc] twice. Begin game play with unlimited lives and power lines.



20. Defender of the Crown

Super army:

Hold K until the game has completed loading. 2,048 Knights will be available. Alternatively, hold H+J+K+L or just K while the DF0: spins after conquering a new territory. 1,024 Knights will be added to your armies.





21. Dragon's Lair

Auto-play:

Hold [Esc] + R + / + L + N + 7 and press Fire. Alternatively, hold [Esc] + [Right] + [Left] + N + 7 and press Fire.

Begin play but don't do anything until Dirk walks over the bridge. When he does, hold down these keys simultaneously: ESC L N R 7 / The story will now unfold.



22. Sword of Sodan

Cheat mode:

Enter NANCY or RAD as a name at the high score screen to enable cheat mode with unlimited lives. Press [Enter] to advance to the next level.

Alternate Cheat mode:

Begin game play, and achieve a score that will be displayed on the high score screen. Enter any name at the high score screen, then begin another game. Press Fire to move around and find a safe location. Stand at this location, type **discoverysoftware**, then press [Enter] to

enable cheat mode with unlimited lives. A message will confirm correct code entry. Press [Enter] to advance to the next level.

Unlimited lives:

Select a player, begin game play, and intentionally die. Play again with the same character, and repeatedly press [Enter] while the game loads.

Alternative Unlimited lives:

Begin game play as the "Hero" and intentionally lose all lives on the first screen. Select the "Heroine" for the next game to begin with unlimited lives.



23. James Pond 2

ECS/AGA Version

Type little mermaid during game play to enable cheat mode. Press one of the following keys to activate the corresponding cheat function.

F has wings
P has the plane
B has the bath
C has car
X Advance to exit
S Save position
G Go to position
K Kill Robocod
M Map selector

[Enter] Invincibility

[F6] Pal (50Hz)

[F7] NTSC (60Hz)

[F9] Screen effect

[F10] Screen effect

Temporary

invincibility:

Move to the top of the wall of the castle (above the Arctic Toys sign) and collect the following objects in order: cupcake, hammer, globe, apple, and faucet. James Pond is invincible for the next fifteen minutes. Note: Falling off the screen will still harm your character. Additionally, enter the first room, then immediately exit to unlock all doors in the castle for a level select. CD32: After completing the level, return to the roof to find an extra life and more points.

Unlimited lives:

Play through the sports equipment level. Collect the following objects after the second spike: lips, ice-cream, violin, globe, and snowman.

Unknown bonus:

Collect the following objects in order: penguin, oil, wine, globe and racquet.

Debug mode:

Type the little mermaid when the credits appear to activate debug mode. Press a key to activate various functions.



Cheat mode

(AGA version):

Type o.s. friendly during the introduction sequence or at the title screen to enable cheat mode. The screen will flash green to confirm correct code entry. Press one of the following keys to activate the corresponding cheat function. Additionally, 0 to 55 may be chosen at the map selection room.



24. Cannon Fodder

Promoted troops:

Save a game using JOOLS or JOOLSA as a filename. The phrase "Cheat mode active" will appear at the bottom of the screen to confirm correct code entry. The ranks and abilities of your men should now be increased.

Invincibility:

Type wellhard during game play.

Level select:

Click on the "Load" icon, then hold Left Mouse Button + Right Mouse Button for approximately five seconds before releasing. A level select screen with a "Hardman" option will appear.



Cannon Fodder (Cont) Supa Dupa weapons: Missile Boosta -

Mission 8, Phase 3:
Go to the bottom right corner of the screen. It is hidden behind a big bush.

Bullet Proofa Vest -

Mission 12, Phase 4:
After destroying the turrets and boarding the helicopter, fly to the top right corner of the screen. The vest is hidden in the fat snowman.

Rank Boosta -

Mission 16, Phase 2:
It is located in the top left corner of the screen. It is not hidden and it looks like a sign for a four-star general.

Troopa Boosta -

Mission 20, Phase 1:
This is a big yellow S in the middle of the screen. It improves your rank until your troopa dies and gives a Bullet-Proofa Vest, Missile and Rank Boostas for the phase. Note: There is a spike trap near its location.

Troopa Boosta -

Mission 22, Phase 2:
It is located in the bottom right corner of the screen and is guarded by a turret. Destroy the helicopter with grenades, then rocket the turret before getting the Troopa Boosta.



25. Blood Money

More lives:
Press [Help] 1

More money:
Press [Help] 2



26. Stunt Car Racer Division 4:



The Little Ramp

This is easy, all you have to do is take the ramp at no less than 130MPH. However, the hump shouldn't be taken at more than 200MPH, otherwise you lose a lot of time in the air.

The Hump Back

Take the first hump at any speed up to around 130MPH. There are two options available when negotiating the bumpy straight that follows;

- 1) Take a sedate pace of under 150MPH.
- 2) Put your foot down and rocket through at over 200MPH. keep your foot down for the next hump but slow down for the straight,

since there is a sharp bend. Once past the final bend ignite the boosters and sprint to the line.

Division 3:

The Stepping Stones

The ramps on the first length should be taken at either over 200MPH or under 150MPH. in order to attain a smooth landing after the next ramp, make sure that you are travelling around 150MPH. Meanwhile take the stepping stones at between 140MPH and 175MPH.

Finally, when you have cleared the last turn, race to the front line.

The Big Ramp

Race at top speed around the course; except for the two small ramps, which should be taken at between 160MPH and 180MPH. The huge ramp should be taken at over 210MPH.

Division 2:

The High Jump

In order to clear this you must be racing at over 200MPH. Otherwise, the angled straight should be taken at around 170MPH and the rest of the track at full speed.

The Roller Coaster

The largest hill should be taken at a maximum speed of 160MPH. Stay at that speed until you are three-quarters of the way down, then open the throttle for the rest of the track.

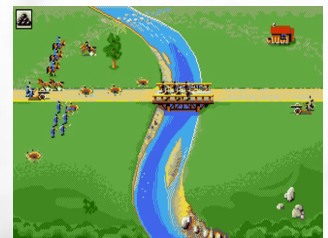
Division 1:

The Ski Jump

Start the race and stay at about 30MPH until you reach the end of the third straight. Accelerate, remembering the Ski Jump must be taken at over 200MPH.

The Drawbridge

This track is pretty easy to complete. Attempt the drawbridge at around 140MPH and pelt round the rest of the course at full speed.

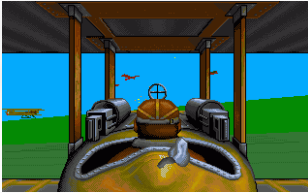


27. North & South

Easy battles:

Start battle mode against the CPU, and position your infantry to the bottom of the screen. Move backwards to place them into retreat formation, then move towards the enemy. The enemy troops should not be able to get quite as far down the screen as your troops, and will become stuck trying to move downwards. Advance and shoot them with minimal losses.





28. Wings

Hold [Ctrl] + [Left Shift] + [Left Alt] + Right Mouse Button and use the Left Mouse Button to click on one of the following letters from the game's title on the main menu to activate the corresponding cheat function.

W Toggle music
I Press [Caps Lock] for auto-fire
N Skip flight school
G Guess
S Save game without exiting

Alternate

Cheat mode:

Start flight school, then click on the bull's eye on the airplane at the top of the flight school menu. The screen will either flash or a prompt asking to quit will appear to confirm correct code entry. Answer "No" if the prompt appears, then create a new pilot with Orca The Killer Tomato as a case-sensitive name for a super-pilot. For a hidden menu option, enter [Space] [Space] and type Who is The Riddler as a case-sensitive pilot name. Note: Do not press [Enter] to accept the user name. Instead, press [Esc] and follow the prompts that will appear.



29. Lionheart

Press Down on the Joystick to crouch, then pause game play. While remaining crouched, hold [Ctrl] + [Help] until the screen begins to shake to enable cheat mode with unlimited lives. Press one of the following keys to activate the corresponding cheat function.

[F1] through [F10] Level select
[Enter] Ground shake
S Sound test
D Suicide
[Help] Toggle one and two button joysticks
M Toggle sounds

[Ctrl] Toggle free movement mode
 Use the mouse to move your character, then press [Ctrl] again to place him at the current position. Press the Right Mouse Button to pause game play.



31. Moonstone

Extra lives:

Go to Stonehenge, keep any valuable items, position the pointer at "GOLD", "STRENGTH",

"CONSTITUTION", or "ENDURANCE" and press Fire. The druids will continue the ceremony and your character will receive an extra life without losing any items.

Alternatively, when entering Stonehenge and have to offer a magical item to DANU, Click on "STRENGTH" for an extra life. Repeat this as needed.



32. Chaos Engine

Level passwords:

World 1

Thug, Preacher, 50k, HHGGFFDDCCBB

Navvie, Brigand, 10k, JJHHGGFFDDCC

Brigand, Mercenary, 30k, VVVVVVVVVVVV

Gentleman, Navvie, 30k, XXXXXXXXXXXX

Thug, Gentleman, 20k, YYYYYYYYYYYY

Mercenary, Gentleman, 45k, TTTTTTTTTTTT

World 2

Thug, Preacher, 40k, LQPBK8JWDNBY

Mercenary and Thug, 40k (CD32) 0WHS5PX3835F

Navvie and Gentleman, 50k (CD32) 2F#8Q55KKQNH

World 3

Thug, Preacher, 30k, 8H8BKOSWQY7H

Navvie and Gentleman, 40k (CD32) C4HNWRH86B18

World 4

Thug, Preacher, 30k, P28BKM6XMWWK

Brigand, Mercenary, 20k, PKJKDL1#DFD4

Navvie and Gentleman, 33k HMWMUY0WB019

Gentleman and Preacher, 20k XSFB8DDNR4R8

Mercenary and Brigand, 20k WRIVVFXQIMLC

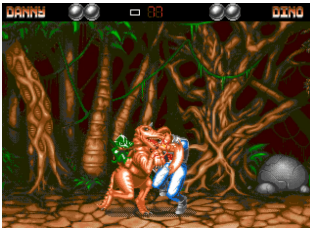
Brigand and Preacher, 20k PKWD2FJJPWFY

Brigand and Navvie, 20k F#BFZF60T5MW

2 player passwords:

1 RUDBK0Q7JWM6
 2 SN72BPWKT7NV
 3 NX4YGG83YBG
 4 3GGWGL3Q6WXF





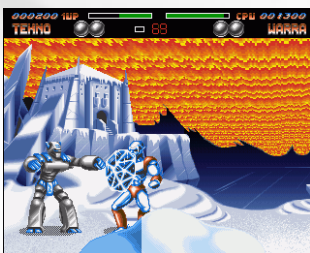
35. Body Blows

Cheat mode:

Hold Left on joystick one and Right on joystick two at the main menu for approximately five seconds. A cheat screen allowing players one or two to be Evil Max, CPU player two, and credit and energy levels to be adjusted will appear.

Alternate cheat mode:

The enhanced version of the game has shadows appearing underneath the characters during game play. In this version, hold Down on joystick one until the cheat screen is displayed.



Body Blows Galactic

Earn over 50,000 points and enter one of the following names at the high score screen to activate the corresponding cheat function.

Unlimited continues
DESIRE93

Unlimited energy
LARDARSE

Ultimate Body Blows (CD32)

Enter one of the following names at the high score screen to activate the corresponding cheat function.

Unlimited continues
MEANTEAM

Invincibility
HARDCORE



36. Banshee (AGA version):

Type flelv17 and press [Enter] at the title screen. The screen will flash to confirm correct code entry. Unlimited lives will be available during game play. Press the function keys to select a new starting level.

Evil mode (AGA):

Type i am exquisitely evil and press [Enter] at the title screen. The screen will flash to confirm correct code entry. The names on the high score screen will be altered. Polar bears and people may now be killed during game play.

CD32 Version:

Enter KANNIJADE KREW as a name on the high score screen to enable invincibility. Additionally, press the Top L + Top R to

select a starting level.

Alternate cheat mode:

Type FLEV17 and press [Enter] at the title screen. The screen will flash to confirm correct code entry. Begin game play to have unlimited lives and press the various function keys to advance to different levels.

Evil mode:

Enter MARY WHITEHOUSE as a name on the high score screen. Polar bears and civilians may now be killed during game play.



37. Pinball Illusions

Cheat mode:

Press [Keypad 0] to enable cheat mode. Then press one of the following keys during game play to activate the corresponding cheat function.

Unlimited balls (AGA):

Select a table, then press [Ctrl] + [Help] before starting the first ball. Press [Enter] to shoot the ball, then press [Ctrl] for another ball. Start that ball and repeat to get up to three balls in play at once. Press [Help] again to have unlimited balls. Press [Ctrl] to get

another ball each time a ball is lost. Press [Help] + [Return], launch a ball, then press [Ctrl] to have more than three balls in play.

1 Slow motion

D Add zero to counter
[Help] Extra ball on the table.



37. Slam Tilt

Enter one of the following codes after a table has completed loading to activate the corresponding cheat function.

longplay Five balls

radioactive
Color effects

stoned Drunk ball

arcade action
Arcade sequences

wipeout
Reset high score table

Smile Smiley face ball

Programmer messages

kotten
liquid
barry
klaus
iain
cow
stewart
whiplash
daniel

cheat
Cheat list message



38. Rainbow Islands

Level skip:

Press the Right Mouse Button during game play.

Cheat mode:

Type a word or cynix during game play to enable the cheat mode. Then, press one of the following keys to activate the corresponding cheat function.

M All three stars

T Stage skip

G Kill all the on screen opponents

1 to 7 Stage select

C Additional credit

[F1] to **[F10]**

Level select

D Suicide

B Bonus screen

X Extra level



39. Gods

Unlimited energy:

Enter SORCERY as a password. Note: This is only effective on early versions of the game.

Level passwords:

Note: Some versions of the game generate a unique password per disk. Therefore following passwords may not work as expected.

Level Passwords

2 JZS or CEL or APV

3 SFJ or HHO or AVJ

4 USX or DRA or LHH

Extra points:

Purchase a shield, magic potion, three fireballs, and tree stars on level two. Spend your remaining credits on health and food. Resume game play and collect all the gems as usual. Get a key and move towards the exit. Two creatures will appear as your character descends the last ladder. Note: Make sure your character does not have enough energy to survive touching the creatures. Before descending down the ladder, use the magic potion. Then, climb down and open the door. Stand in front of the door, but do not use the exit. Wait until the creatures jump down. Push Up on the Joystick to exit as soon as they touch your character. Although the current life will be lost, the bonus points will increase to approximately five million, and the game will resume with 28 bonus lives.



41. Civilization

Press [Alt] + R.

Random CPU leader personalities:

View complete map and enemy cities:

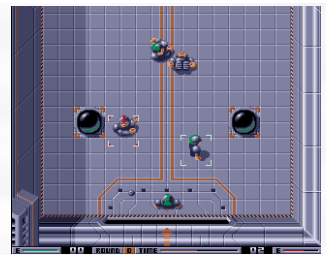
Note: This only works in early ECS versions of the game. Press [Shift] and type 1234567890t.

Build in one turn:

Give a settler a command such as R to build a road, P to clean pollution, or M to build a mine. Use the mouse to select the settler again. Click the window with information about the unit that appears. The settlers will begin to blink. Repeat the build command and click in the same information box until the road, pollution clean-up, or mine has been completed.

World editor:

Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. This trick requires Deluxe Paint, or any other Amiga graphics program. Load "CIVMAP.lbm" file. Edit the game map by using the following colour assignments:
Light Green: Grassland
Dark Green: Forest
Light Blue: Jungle
Medium Blue: River
Dark Blue: Oceans
Brown: Plains
Purple: Mountains
White: Arctic
Yellow: Desert
Red: Hills
Grey: Tundra



42. Speedball 2

KICK OFF

Providing that you have built up your centre-forward to maximum power on all stats, gaining possession of the ball when it comes into play is actually a doddle. When the ball is thrown into the arena, wait for you opponent to rush for it, and then barge in with a well timed push. With their centre-forward out of the way, this leaves a clear path to your opponents goal with only the deflection dome to avoid. Alternatively, if your centre-forward is sufficiently powered-up, you can risk gaining possession as soon as the ball appears, and then barge past.

TACKLING

As a rule, it is best to barge the player in possession from either the rear or from the side. Aiming for a head-on confrontation normally results in your player taking a tumble, whereas sliding from behind allows you to turn on the spot and throw the ball to one of your attacking team mates. Similarly, to avoid losing possession never keep hold of the



Speedball 2 (Cont.)

ball too long. And if you do risk a long run, ensure that you keep weaving from side to side so that any pursuing player's can't get too close. However, to avoid any risk, it is better to keep the ball moving by passing from player to player.

PASSING AND INTERCEPTION

Passing has been made as easy as possible and as your players get more intelligent, tight moves can be performed. Always use the wingers for runs up the side of the pitch as they might be able to try for a sneaky shot at the accumulator during the run. Also when performing long passes, if you have a player between the thrower and the would-be catcher, make him intercept the floating ball as it lessens the possibility of the oppositions defence collecting it before it reaches the player it was intended for.

Intercepting the ball during an opponent's throw should be attempted in the same manner, and is particularly effective if the player crosses the ball's path from the side, as he can then turn and throw it down to the waiting attackers.

ATTACKING

Thanks to the number of pitch-side features, attacking offers a

number of useful tricks. Whenever possible, use the score multiplier to add extra point age to any goal scored. A neat little cheat here is to throw the ball into it mid-run and, if your timing is spot-on, you collect it before it emerges from the tube and before the opposition get to it. Another advantage of using the multiplier is that it doubles the number of players that are stunned when the ball is electrified using the charger. This is an added bonus when the ball is thrown towards the goal. If the opposing team position a defender between the goalie and the goal, even the weakest of shots will get through. It'll be sure to stun both the players on contact. Another neat feature is the ability to bend shots. As in KICK OFF 2, after touch can be added by keeping the joystick pushed into the direction you want to curl the ball after shooting. This enables shots to curl around the goalie with ease and foxes most of the defenders, too. In addition, if all else fails, simply run in and nobble the goalie. As he tries to throw the ball, intercept it, and throw it back. Then run in and barge him and slam the ball in. Finally, never take a shot from directly ahead of the 'keeper, because even if it curls, he will get to it every

time - aim from a diagonal whenever possible.



THE STARS

Throwing the ball at the pinball-esque stars adds two points to your score - however, the opposition can remove them by hitting the lit star again. As you become more proficient, experimenting with certain angles as good positioning often allows you to light two stars at once. In addition, whenever you make a run, aim for a star (providing the opposition aren't breathing down your neck) as hitting all five grants the player an extra ten points which can't be taken away. When you're ahead you can allow yourself the luxury of cancelling out your opponent's stars.

GOALKEEPING

Intelligence is of paramount importance for goalies, as is strength. As a goalie's intelligence is raised, he gets progressively more daring and takes less risks. Likewise, the goalie doesn't come into play until really necessary, and this avoids confusion between the 'keeper and the defenders.

Also, other basic rules are: NEVER throw the ball across the goal, and NEVER keep hold of the ball for longer than is genuinely needed. Breaking these cardinal rules means

disaster, as the 'keeper will get nobbled and a goal is almost certainly going to be conceded. Finally, although the goalie can wander roughly quarter of the way up-field, try to make the defenders do the running, leaving the goalie free to cover his area if need be.

GOALKEEPER

It is essential to have a strong 'keeper, he must be able to win any head-to-head tackles, losing almost certainly guarantees the opposition a goal. Intelligence is also important. A goalie with a high IQ is more likely to go after rogue balls or intercept passes. He also needs to be able to clear the ball effectively, so increasing his passing skills.



DEFENCE

A powerful defence stems from its ability to block. Concentrate on boosting your defender's strength, power and passing. Don't hesitate once a defender has the ball; pass it up field straight away.

MIDFIELD

The midfield's there simply to pass the ball to the attackers so build up their speed and passing ability. Midfielders are also useful for operating the score multiplier to increase points.



Speedball 2 (Cont.)

WINGERS

Next to the centre-forward the winger are the most important players. Possessing high strength, aggression and intelligence, your wingers will concentrate on occupying the opposition goalkeeper and defence, allowing the forward to get a good scoring position.

CENTRE FORWARD

The centre-forward is the anchor man of the team. His role is to win possession at kick off, do the bulk of the team's running and, most importantly, score goals. Strength, speed and a good passing ability are a must. This must be the first player you build up.

SUBS

Substitutes are usually overlooked when a team is being built up, which is a mistake. The centre-forward is generally the first player to be injured in a match, so he needs to be replaced by someone with almost equal skill.

TOKENS

Going out of the way to collect tokens can be risky, opening holes in the defence or attack, so you need to be selective. Go for tokens that have a lasting effect, these include Freeze, Shut, Reverse and Transport.

Any other tokens should be considered as luxuries and aren't worth going after.



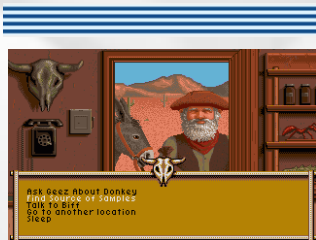
43. Shadow of the Beast

Unlimited lives:

Hold Left Mouse Button + Right Mouse Button + Fire at the title screen until prompted to insert disk two.

Invincibility:

Hold Fire + Left Mouse Button at the final introduction screen while the game is loading. Keep the buttons held until prompted to insert the next disk.



44. IT Came From The Desert

Game Hints:

The game Starts on Monday 1st June 1951 10:00am, places close up on weekends, so:

- * Call the Weather Station at least every other day for update.
- * Do evidence gathering and drop-offs on cold & rainy days and hot days.
- * Ants aren't above ground at night. You

might find them in the mines if you enter the Ore Plant before dark.

* Sunrise is 5:00am

* Sundown is 7:00pm.

* Check the pub if you're desperate for news.

* Places you can call from are (a) Pub if Dusty is present, (b) University Lab if Dr. Wells is present, (c) Elmer's Service Station if Elmer is present, (d) Hilber Field if not under attack and (e) Home if not under attack.

* Careless handling of RED ROCKS will put you in hot water. But might be the ticket for finding the flame thrower (Elmer supplies fuel for your Flame Thrower, he also likes to take long hikes Southwest of town)

* Imprecise directions to the Ant Hole: It's off the South edge of the main map near the South West corner. You can't get there via button click.



Precise Directions to the Ant Hole:

Fly, drive tank or walk, (via Ore Plant), to Mine No.1.

1. From verticle center line of building, go due South, (about one screen), to second crescent shaped rock, (it will be directly in your

path).

2. Immediately East of this rock, is a small green clump.
3. Visually draw a verticle line South to a large tear-drop rock (about 3").
4. About 1/3 South, (call it an inch), between these two points, and a bit East, is a large green tree. Immediately South East of tree is a very small stone. The next object South and a little East is a medium size stone.
5. Draw a horizontal line West from this stone.
6. The intersection of these two lines exactly marks the Ant Hole, there is no hill or other distinguishing features nearby.

When closed on cold days, it will look like normal desert texture. It opens when the ants are going in or out, and closes immediately. Sometimes it remains open, (? Glitch, Hi-Temp ?), not sure why. If you're going to call an Air Strike on it, it's a good idea to mark it with a nice juicy dead ant.

Other hints:

- * You'll need to get 7 hrs. sleep at least every 48 hrs. or you'll have auto accidents.
- * Buy Geeze a drink and he'll tell you where he found the rock samples.



46. Sensible World of Soccer

Easy goal:

Line up to take a shot at the goal. As soon as the shot is made, press R key, then hold Fire. When the screen returns, the players will not move and the ball will not be saved.

Free player:

Go to the transfers screen and offer to buy a team's first striker and substitute striker. Set the money to 0, and offer your main striker, in that order. If the other club accepts the bid, you will keep your main striker while acquiring the other team's main striker. This will work for any players of the same position.



47. Worms

Sheep mode:

Type total wormage at the title screen to immediately get three sheep, one banana bomb and one mini-gun. Enter the weapon options screen for unlimited sheep. Shoot any crate during game

play to release sheep.

Prod attack:

Stand next to an enemy worm and press Back, Back, Forward, Forward on the Joystick.

Two vs. two mode:

Select your four players, then select two of them again. Circles will appear instead of stars.

Custom level settings:

Create a level and save it using FISHCAKE.???? as a filename. Each "?" represents a number. The first position sets the gravity and can range from 1 to 5 (low to high). The second position sets the friction and can range from 1 to 5 (low to high). The third and forth positions set the sky and water colours and can be range from 0 to 9. Add a comment to the saved file (highlight the file's icon in Workbench, then choose "Information" on the menu) to have it appear as a custom message when that file is selected in the game.

Clear Wormlist:

Enter the records screen and select the "View Wormlist" option. Highlight a worm and press the Right Mouse Button to delete it.

Replay level:

Enter 1471 as a level password to play the previous level.

Change fuse:

Press 1 to 5 to change the fuse on a grenade, cluster bomb or banana bomb.

Change bounces:

Press [Plus] + [Minus] to toggle between high and low bounces on a grenade, cluster bomb or banana bomb.

Quit options:

Pause game play and press [Esc]. Press [Esc] again to leave that screen. Doing this on the landscape generation screen will return the game to the title screen.

Toggle worm names:

Press [Delete] to toggle the display between all names, your names, and no names.

Center screen on current worm:

Press [Help] during game play.



Custom levels:

1803921718

Strange junkyard level

3549908729

Jungle with crashed helicopter on island

252101829

Perfectly curved island

345076839

Bridge over troubled island

1706205299

Arctic caves

THORAHIRD

Hidden depths

954338916

Sneezing alien elephant

2810298544

Horse sticking head out of water

3376459905

Part of a triceratops

CD32 Version:

Sheep mode:

Press Green, Up, Pause (2), Yellow at the title screen to immediately get three sheep, one banana bomb and one mini-gun. Enter the weapon options screen for unlimited sheep.

View level:

Hold Top R and press the D-pad to shift the view around the current level.

Change fuse:

Hold Top R + Red to change the fuse on a grenade, cluster bomb or banana bomb.

Change bounces:

Hold Top R + Blue to toggle between high and low bounces on a grenade, cluster bomb or banana bomb.

Quit options:

Pause game play and press L. Press L again to leave that screen. Doing this on the landscape generation screen will return the game to the title screen.



Worms (Cont.)

Toggle worm names:
Hold Top R and press Red to toggle the display between all names, your names, and no names.

Center screen on current worm:

Hold Top R + Blue during game play.

DIRECTORS CUT:

Enter one of the following codes at the title screen to activate the corresponding cheat function.

jamie and his magic torch - Toggle special weapons

Pong - Disable bouncy title ball

Nutter - All weapons plus extra damage

Magnet - Magnetized title ball

supa shopper or supa shoppa - Extra crates with supa weapons

Gravity - Title ball is affected by gravity

Boing - Transform title ball into Amiga ball

red bull - Worms can jump super-high

Artillery - No worms can move

Pestilence - Worms burn when killed

little fluffy sheep
Shoot a crate for sheep, unlimited fuel with super sheep

total wormage

Original logo on panel and original weapon names

magical mystery tour

Worm names not displayed

omnipotent blue worm

- Worms not damaged by shots and can walk on water

chorlton and the wheelies - Secret weapons on third panel.



Land generator

codes:

Enter one of the following codes to generate the corresponding type of land.

LOW

Low water level

MEDIUM

Medium water level

HIGH

High water level

WEIRDED

Strange landscape

1471 - Last level

CUSTOM

Random custom level

GRAFFITI

Random graffiti level

FOREST

Only forest level

CAVERN

Only cavern levels



48. Flashback

Move through walls and doors:

Step immediately in front of the obstacle and turn around. Hold Fire on the Joystick and move it in the direction where you are facing, as if your character was going to run. Quickly move the Joystick in the opposite direction, back towards the obstacle, and release Fire. If done correctly, your character will pass through the wall or door.

Level Codes:

Easy Normal Hard
1 WIND FIRE MINE
2 SPIN BURN YOUR
3 KAVA EGGS NEST
4 HIRO GURT LINE
5 TEST CHIP LISA
6 GOLD TREE MARY
7 WALL BOLD MICE



49. Great Giana Sisters

Level skip:

Hold A + R + M + I + N during game play.

Advance to level 6:

Stand at the end of the row of blocks on level 3 and jump up to hit the invisible block.

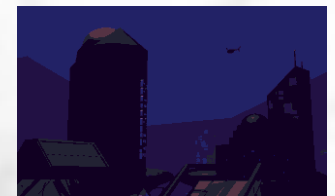


50. Rise of the Robots

Fight as Supervisor:

Fight the Military robot and intentionally lose. Then, set the game options as follows:

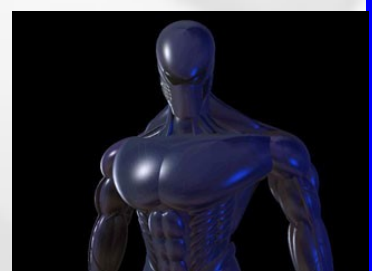
"Difficulty" (Hard),
"Timer" (Off),
"Bouts" (7),
"Cinematics" (On),
"Shadows" (On), and
"Screen Shake" (On).



Select two players, then press Left on the Joystick at the handicap screen to move the red bar approximately 25% into the player one's side, then move it back again. Repeat this approximately six times until the screen flashes. The Supervisor robot will now be selectable by player two after the Sentry robot.

Supervisor moves:

Mutation: Press Down, Towards, Up Melt and reform: Quickly press Down, Back, Up.





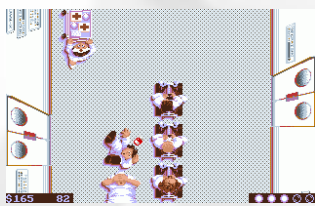
51. Super Stardust CD32

Level 1
ZZZZZZZZZZZZ
(extra lives)

Level 2
BESUAAAADHD (4)
BESUAAAACEY (4)
BDSUAAAADGB
CASUTAAAFDE
CBSUTAAAGDG (2)
CCSUTAAAFBE (3)
CCSTVAARCQV (4)
DBSUSUARHJD (5)
3 CFSUUAFAFL

Level 4
EDZZZVZSKGP (3)
DFSUUUARGWR
EFSUVXQSGLR

Other passwords:
HAVEACookie
GIRLSRGREAT
LETSPAYSSD
HARDASNAILS



52. The 3 Stooges

Easier scene selection:
Enter the slapping game and pull Curly's ear until the timer runs out to slow down the scene selector.

Easy points:
On the "Doctor Wanted" section, push your gurneys at the at the same speed as the male nurse that is

pushing the patient, but stay slightly behind them. This will reduce the risk of collision.



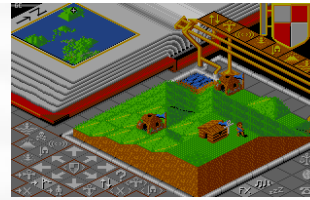
53. Silkworm

Type scrap 28 at the options screen to enable cheat mode with unlimited lives. Press [Keypad 0] to [Keypad 9] to select a level. Press the function keys to slow the game down by different amounts. Note: Cheat mode in early versions of the game is activated by pressing [Help] + Fire at the options screen. If the message "Congratulations!, you have found the cheat mode... unfortunately it has been ZZAPPED" appears, go to the control selection, press [F10], type scrap 28, then start game play.



53. SWIV

Pause game play and type NCC-1701 (case-sensitive), then press [Enter] to enable cheat mode with unlimited lives. The screen will flash blue to confirm correct code entry. Press [F1] through [F6] for weapon selection.



54. Populous

Level 999:
Type killuspal at the title screen.

Hidden monsters:

Place the maximum of 200 people on the landscape to force one of the three hidden monsters to appear.

Easy victory:

Load a conquest game as usual, then click on the game setup icon. Select "Custom Game" and enter the game options and set them as desired. Click on "Evil", then "Two Players", and then cancel your selection. Your opponent will now be unable to alter the landscape and progress in the game.

Level Codes:

00 GENESIS
01 HURTOUTORD
02 JOSAMAR
03 TIMUSLUG
04 CALDIEHILL
05 SCOQUEMET
06 SWAUER
07 KILLPEING
08 EOAOZORD
09 BURWILCON
10 MORINGILL
11 NIMIHILL
12 BILCEMET
13 RINGMPED
14 WEAVHIPHAM
15 ALPOUTOND
16 BADAON
17 IMMUSILL
18 HOBDIETORY
19 BUGQUEEND
20 SHADTED

21 CORPEHAM
22 BINOZOND
23 SADWILLOW
24 LOWINGICK
25 QAZITORY
26 VERYMEEND
27 MINMPME
28 HAMHIPOLD
29 FUTOUTBOY
30 SUZALOW
31 DOUSICK
32 SHIDIEHOLE
33 HURTLOPLAS
34 JOSTME
35 TIMPEOLD
36 CALOZBOY
37 SCOWILDOR
38 SWAINGPAL
39 KILLOHOLE
40 EOAMELAS
41 BURMPAL
42 MORHIPPIIL
43 NIMOUTJOB
44 BILADOR
45 RINGGBPAL
46 WEAVINPERT
47 ALPLOPOUT
48 BADTAL
49 IMMPEPIL
50 HOBOZJOB
51 BUGWILLIN
52 SHADOGODON
53 COROPERT
54 BINMEOUT
55 SADMPT
56 LOWHIPBAR
57 QAZOUTER
58 VERYELIN
59 MINGBDON
60 HAMINMAR
61 FUTLOPLUG
62 SUZTT
63 DOUPEBAR
64 SHIOZER
65 HURTIKEING
66 JOSOGOORD
67 TIMOMAR
68 CALMELUG
69 SCOMPHILL
70 SWAHIPMET
71 KILLQAZED
72 EOAEING
73 BURGBORD
74 MORINCON
75 NIMLOPILL
76 BILTHILL



Tricks 'n' Tactics 1-99



Populous

Level Codes (Cont.)

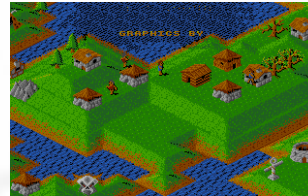
77 RINGOXMET
78 WEAVEAED
79 ALPIKEHAM
80 BADOGOOND
81 IMMOCON
82 HOBMEILL
83 BUGMPTORY
84 SHADKOPEND
85 CORQAZME
86 BINEHAM
87 SADGBOND
88 LOWINLOW
89 QAZLOPICK
90 VERYYTORY
91 MINOXEND
92 HAMEAME
93 FUTIKEOLD
94 SUZOGOBOY
95 DOUOLOW
96 SHIMEICK
97 HURTDIHOE
98 JOSKOPLAS



99 TIMQAZAL
100 CALEOLD
101 SCOGBBOY
102 SWAINDOR
103 KILLSODPAL
104 EOAYHOLE
105 BUROXLAS
106 MOREAAL
107 NIMIKEPIL
108 BILOGOJOB
109 RINGUDOR
110 WEAVIDEPAL
111 ALPDIPERT
112 BADKOPOUT
113 IMMQAZT
114 HOBEPIL
115 BUGGBJOB
116 SHADASLIN
117 CORSODDON
118 BINYPERT
119 SADOXOUT
120 LOWEAT
121 QAZIKEBAR
122 VERYQUEER
123 MINULIN

124 HAMDEDON
125 FUTDIMAR
126 SUZKOPLUG
127 DOUQAZHILL
128 SHIEBAR
129 HURTCEER
130 JOSASING
131 TIMSODORD
132 CALYMAR
133 SCOOXLUG
134 SWAEAHILL
135 KILLDIEMET
136 EOQUEED
137 BURUING
138 MORDEORD
139 NIMDICON
140 BILKOPILL
141 RINGINTORY
142 WEAVIMET
143 ALPCEED
144 BADASHAM
145 IMMSODOND
146 HOBYCON
147 BUGOXILL
148 SHADUSTORY
149 CORDIEEND
150 BINQUEME
151 SADUHAM
152 LOWDEOND
153 QAZDILOW
154 VERYWILICK
155 MININGHOLE
156 HAMIEND
157 FUTCEME
158 SUZASOLD
159 DOUSODBOY
160 SHIYLOW
161 HURTAICK
162 JOSUSHOLE
163 TIMDIELAS
164 CALQUEAL
165 SCOUOLD
166 SWADEBOY
167 KILLOZDOR
168 EOAWILPAL
169 BURINGPERT
170 MORILAS
171 NIMCEAL
172 BILASPIL
173 RINGHIPJOB
174 WEAVIDOUTLIN
175 ALPAPAL
176 BADUSPERT
177 IMMIDIEOUT
178 HOBQUET
179 BUGUPIL

180 SHADPEJOB
181 COROZLIN
182 BINWILDON
183 SADINGMAR
184 LOWIOUT
185 QAZCET
186 VERYPMPBAR
187 MINHIPER



188 HAMOUTING
189 FUTADON
190 SUZUSMAR
191 DOUDIELUG
192 SHIQUEHILL
193 HURTTBAR
194 JOSPEER
195 TIMOZING
196 CALWILORD
197 SCOINGCON
198 SWAILUG
199 KILLMEHILL
200 EOAMPMET
201 BURHIPED
202 MOROUTHAM
203 NIMAORD
204 BILUSCON
205 RINGINILL
206 WEAVIDOPTORY
207 ALPTMET
208 BADPEED
209 IMMOZHAM
210 HOBWILOND
211 BUGINGLOW
212 SHADOILL
213 CORMETORY
214 BINMPEND
215 SADHIPME
216 LOWOUTOLD
217 QAZAOND
218 VERYGBLOW
219 MININICK
220 HAMLOPHOLE
221 FUTTEND
222 SUZPEME
223 DOUOZOLD
224 SHIWILBOY
225 HURTOGODOR
226 JOSOICK
227 TIMMEHOLE
228 CALMPLAS

229 SCOHIPAL
230 SWAOUTPIL
231 KILLEBOY
232 EOAGBDOR
233 BURINPAL
234 MORLOPPERT
235 NIMTLAS
236 BILPEAL
237 RINGEAPIL
238 WEAVIDKEJOB
239 ALPOGOLIN
240 BADOPAL
241 IMMMEPERT
242 HOBMPOUT
243 BUGHIPT
244 SHADQAZBAR
245 COREJOB
246 BINGBLIN
247 SADINDON
248 LOWLOPMAR
249 QAZTOUT
250 VERYOXT
251 MINEABAR
252 HAMIKEER
253 FUTOGOING
254 SUZODON
255 DOUMEMAR
256 SHIMPLUG
257 HURTKOPHILL
258 JOSQAZMET
259 TIMEER
260 CALGBING
261 SCOINORD
262 SWALOPCON
263 KILLYLUG
264 EOAOXHILL
265 BUREAMET
266 MORIKEED
267 NIMOGOHAM
268 BILOORD
269 RINGDECON
270 WEAVIDIILL
271 ALPKOPTORY
272 BADQAZEND
273 IMMEED
274 HOBGBHAM
275 BUGINOND
276 SHADSODLOW
277 CORYILL
278 BINOXTORY
279 SADEAEND
280 LOWIKEME
281 QAZOGOOLD
282 VERYUOND
283 MINDELOW
284 HAMDIICK



Tricks 'n' Tactics 1-99



Populous

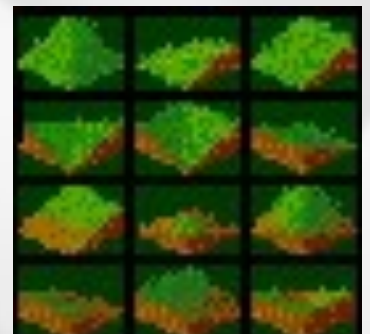
Level Codes (Cont.)

285 FUTKOPHOLE
286 SUZQAZLAS
287 DOUEME
288 SHIGBOLD
289 HURTASBOY
290 JOSSODDOR
291 TIMYICK
292 CALOXHOLE
293 SCOEALAS
294 SWAIKEAL
295 KILLQUEPIL
296 EOAUBOY
297 BURDEDOR
298 MORDIPAL
299 NIMKOPPERT
300 BILQAZOUT
301 RINGIAL
302 WEAVCEPIL
303 ALPASJOB
304 BADSODLIN
305 IMMPAL
306 HOBOXPERT
307 BUGEABOUT
308 SHADDIET
309 CORQUEBAR
310 BINUJOB
311 SADDDELIN
312 LOWDIDON
313 QAZKOPMAR
314 VERYINGLUG
315 MINIT
316 HAMCEBAR
317 FUTASER
318 SUZSODING
319 DOUYDON
320 SHIOXMAR
321 HURTUSLUG
322 JOSDIEHILL
323 TIMQUEMET
324 CALUER
325 SCODEING
326 SWADIORD
327 KILLWILCON
328 EOAINGILL
329 BURIHILL
330 MORCEMET
331 NIMASED"
332 BILSODHAM
333 RINGOUTOND
334 WEAVACON
335 ALPUSILL
336 BADDIETORY
337 IMMQUEEND
338 HOBUED

339 BUGDEHAM
340 SHADOZOND
341 CORWILLOW
342 BININGICK
343 SADITORY
344 LOWCEEND
345 QAZASME
346 VERYHIPOLD
347 MINOUTBOY
348 HAMALOW
349 FUTUSICK
350 SUZDIEHOLE
351 DOUQUELAS
352 SHIUME
353 HURTPEOLD
354 JOSOZBOY
355 TIMWILDOR
356 CALINGPAL
357 SCOIHOLE
358 SWACELAS
359 KILLMPAL
360 EOAHIPPIL
361 BUROUTJOB
362 MORADOR
363 NIMUSPAL
364 BILDIEPERT
365 RINGLOPOUT
366 WEAVTAL
367 ALPPEPIL
368 BADOZJOB
369 IMMWILLIN
370 HOBINGDON
371 BUGIPERT
372 SHADMEOUT
373 CORMPT
374 BINHIPBAR
375 SADOUTER
376 LOWALIN
377 QAZUSDON
378 VERYINMAR
379 MINLOPLUG
380 HAMTT
381 FUTPEBAR
382 SUZOZER
383 DOUWILING
384 SHIINGORD
385 HURTOMAR
386 JOSMELUG
387 TIMMPHILL
388 CALHIPMET
389 SCOOUTED
390 SWAAING
391 KILLGBORD
392 EOAINCON
393 BURLOPILL
394 MORTHILL

395 NIMPEMET
396 BILOZED
397 RINGIKEHAM
398 WEAVOGOOND
399 ALPOCON
400 BADMEILL
401 IMMPTORY
402 HOBHIPEND
403 BUGOUTME
404 SHADEHAM
405 CORGBOND
406 BININLOW
407 SADLOPICK
408 LOWTTORY
409 QAZPEEND
410 VERYEAME
411 MINIKEOLD
412 HAMOGOBOY
413 FUTOLOW
414 SUZMEICK
415 DOUMPHOLE
416 SHIHIPLAS
417 HURTQAZAL
418 JOSEOLD
419 TIMGBBOY
420 CALINDOR
421 SCOLOPPAL
422 SWATHOLE
423 KILLOXLAS
424 EOAEAAL
425 BURIKEPIL
426 MOROGOJOB
427 NIMODOR
428 BILMEPAL
429 RINGDIPERT
430 WEAVKOPOUT
431 ALPQAZT
432 BADEPIL
433 IMMGBJOB
434 HOBINLIN
435 BUGLOPDON
436 SHADYPERT
437 COROXOUT
438 BINEAT
439 SADIKEBAR
440 LOWOGOER
441 QAZOLIN
442 VERYDEDON
443 MINDIMAR
444 HAMKOPLUG
445 FUTQAZHILL
446 SUZEBAR
447 DOUGBER
448 SHIINING
449 HURTSODORD
450 JOSYMAR

451 TIMOXLUG
452 CALEAHILL
453 SCOIKEMET
454 SWAOGOED
455 KILLUING
456 EOADEORD
457 BURDICON
458 MORKOPILL
459 NIMQAZTORY
460 BILEMET
461 RINGCEED
462 WEAVASHAM
463 ALPSODOND
464 BADYCON
465 IMMOXILL
466 HOBEATORY
467 BUGIKEEND
468 SHADQUEME
469 CORUHAM
470 BINDEOND
471 SADDILOW
472 LOWKOPICK
473 QAZQAZHOLE
474 VERYIEND
475 MINCEME
476 HAMASOLD
477 FUTSODBOY
478 SUZYLOW
479 DOUOXICK
480 SHIEAHOLE
481 HURTDIELAS
482 JOSQUEAL
483 TIMUOLD
484 CALDEBOY
485 SCODIDOR
486 SWAKOPPAL
487 KILLINGPERT
488 EOAILAS
489 BURCEAL
490 MORASPIL
491 NIMSODJOB
492 BILYDOR
493 RINGAPAL
494 WEAVUSPERT





55. Prince of Persia

Enter one of the following codes to activate the corresponding cheat function.

[Shift] + K

Kill guard

[Shift] + [Plus]

More time

[Shift] + W

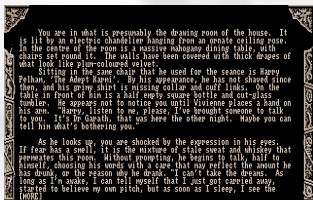
Levitate when falling

[Shift] + T

Full strength

[Caps Lock] + L

Level skip



56. Hound of Shadow

Copy Protection

The disks are not copy protected, but at several stages of the game you will be asked to enter train times from the manual as below:

Page 5 (Top)

London (Departs)

0500, 1000, 1230, 1520

Halesworth (Arrives)

0840, 1328, 1540, 1830

Page 5 (Bottom)

Southwold (Departs)

0743, 1014, 1426, 1727

Halesworth (Arrives)

0817, 1047, 1500, 1802

Page 6 (Top)

London (Lvp St) (Dep)

0501, 1002, 1233, 1524

Wenhaston (Arrives)

0849, 1337, 1549, 1839

Page 6 (Bottom)

Southwold (Departs)

0742, 1013, 1425, 1726

Wenhaston (Arrives)

0836, 1036, 1449, 1751

Page 7 (Top)

London (Lvp St) (Dep)

0502, 1003, 1234, 1525

Blythburgh (Arrives)

0900, 1348, 1600, 1850

Page 7 (Bottom)

Southwold (Departs)

0741, 1012, 1424, 1725

Blythburgh (Arrives)

0755, 1025, 1438, 1739

Page 8 (Top)

London (Lvp St) (Dep)

0503, 1004, 1235, 1526

Walberswick (Arrives)

0912, 1400, 1612, 1902

Page 8 (Bottom)

Southwold (Departs)

0740, 1015, 1423, 1723

Walberswick (Arrives)

0745, 1020, 1428, 1728

Page 9 (Top)

London (Lvp St) (Dep)

0504, 1005, 1236, 1527

Southwold (Arrives)

0917, 1405, 1617, 1907

Page 9 (Bottom)

Southwold (Departs)

0744, 1016, 1427, 1729

London (Lvp St) (Arr)

2322, 0158, 0555, 0929

Page 10 (Top)

Norwich (Departs)

0643, 0822, 1304, 1944

Tivetshall (Arrives)

0738, 0926, 1347, 2024

Page 10 (Bottom)

Beccles (Departs)

1219, 1522, 1804, 1925

Tivetshall (Arrives)

1344, 1602, 1849, 2007

Page 11 (Top)

Norwich (Departs)

0644, 0825, 1306, 1947

Pulham Market (Arr)

0746, 0932, 1353, 2030

Page 11 (Bottom)

Beccles (Departs)

1218, 1521, 1801, 1922

Pulham Market (Arr)

1258, 1556, 1843, 2001

Page 12 (Top)

Norwich (Departs)

0645, 0826, 1307, 1948

Pulham St Mary (Arr)

0747, 0935, 1356, 2033

Page 12 (Bottom)

Beccles (Departs)

1217, 1519, 1800, 1921

Pulham St Mary (Arr)

1255, 1553, 1840, 1957

Page 13 (Top)

Norwich (Departs)

0646, 0827, 1308, 1949

Harleston (Arrives)

0754, 0942, 1403, 2041

Page 13 (Bottom)

Beccles (Departs)

1216, 1518, 1759, 1920

Harleston (Arrives)

1249, 1547, 1834, 1950

Page 14 (Top)

Norwich (Departs)

0649, 0830, 1311, 1952

Bungay (Arrives)

0815, 0958, 1420, 2057

Page 14 (Bottom)

Beccles (Departs)

1215, 1517, 1758, 1919

Bungay (Arrives)

1232, 1531, 1817, 1931

Page 15 (Top)

Norwich (Departs)

0652, 0833, 1314, 1955

Geleston Halt (Arr)

0823, 1011, 1433, 2109

Page 15 (Bottom)

Beccles (Departs)

1214, 1510, 1757, 1910

Geleston Halt (Arr)

1220, 1516, 1803, 1916

Page 16 (Top)

Norwich (Departs)

0653, 0834, 1315, 1956

Beccles (Arrives)

0835, 1017, 1439, 2115

Page 16 (Bottom)

Beccles (Departs)

1221, 1523, 1805, 1926

Norwich (Arrives)

1354, 1637, 1924, 2042



57. Alien Breed

Log on the Intex computer on deck two and type one of the following codes to activate the corresponding cheat function.

Level 3 I CANT BE ARSED TO PLAY THE FIRST LEVELS

Level 4 AND THE GOOD LORD SAID LET THERE BE FLAPSHOTS

Level 5 I WONDER IF DOLLY PARTONS FANNY IS AS BIG AS HER TITS

Level 6 MANCHESTER UNITED CANT FLY AIRPLANES

Ending sequence

SHINE ON YOU CRAZY DIAMOND



Alien Breed (Cont.)

Unlimited keys

OH GIMME SOME
KEYS IVE GOT A
HARD ON



Invincibility

I AM IMMORTAL OR
SUMMAT LIKE
THAT

Weaker aliens

IS IT TRUE THAT
THE ALIENS
SUPPORT MAN UTD

Player invisible

SALMAN RUSHDIE
PLAYS ALIEN
BREED

Aliens run away

BEWARE ALIENS
SPADGE HAS
DROPPED ONE

Expert aliens

PITBULLS ON THE
LOOSE

Unlimited health

ALIENS ARE
FAGGOTS

Slower aliens

PUFFNUTS MODE

Faster aliens

BEN JOHNSON
TRAINED THESE
ALIENS

Reset the computer

GURU TIME

Degraded graphics

ST EMULATOR

Intex disabled

PC EMULATOR

Elvis mode

ELVIS MODE

Zero score

US GOLD

Player 2 50k Credits

LET ME SPONGE
SOME CASH YER
TWAT

Player 2 Unlim. Keys

PASS THE BUCKOS
NOBFACE

7 lives for player one

I EAT PITBULLS
FOR FUCKING
BREAKFAST MATE

7 lives for player two

JUST CALL ME
DEEP THROAT

Pl 2 Unlim. Energy

BLIMEY GUVNOR
LOOK AT THE SIZE
OF HIS JOHN
THOMAS



58. Brutal Football

Press L followed by a number from 1 to 3 to select a league. Note: 1 represents the highest league. Then, press M followed by a number from 1 to 6 to select a match. Then, press one of the following keys during game play to activate the corresponding cheat function.

L Lightning

G Wall breaking

S Hare

F Freeze blocks

I Invincibility

R Shield

D Tortoise



59. Battle Squadron

Type castor during game play to enable cheat mode and invincibility. The screen will flash green to confirm correct code entry. Then, press [F6], [F7], [F8], [F9], or [F10] to change weapons. Press [F1], [F2], [F3], [F4], or [F5] to change the power level

of the selected weapon.

Debug options:

Type electronic at the title screen to display the debug options. Alternatively, type electronic followed by [Space].



60. Rodland

Press P to pause game play and press [Help] five times to enable cheat mode with unlimited lives. A small heart will appear on the status screen after game play is resumed to confirm correct code entry. Press [Space] to advance to the next scene.



61. Lotus III

Enter one of the following passwords to activate the corresponding cheat function.

GAMESMAST

Custom course

BACKTOTHEFISH

Disable timer

CU AMIGA

Bonus mini-game

BIGCOUNTRY

<level number>

Level select <x>

Level Codes:

Timed - Easy

- 1 PWRVWVWHNM-30
- 2 XMQIYSKAS-80
- 3 UVQSNPBCM-70
- 4 CWVBQPCAV-50
- 5 SFXUXXXXP-60
- 6 HSYWYSKCG-50
- 7 IIVEMMKOZ-50

Timed - Medium

- 1 ANNSMQLPN-60
- 2 VZVDOPHCY-50
- 3 RTLMYJKHB-60
- 4 ERRURV-67
- 5 NSSSXXXXS-60
- 6 WSVUQPCSJ-70
- 7 OUNDEFACG-99
- 8 GXWDYPACV-68
- 9 BZ ZF BAT-90
- 10 LWNJWKACN-90

Timed - Hard

- 1 IYVVNVEQR-35
- 2 KAZZNIKAI-45
- 3 FGQLJGDAF-65
- 4 MFFSRPYDU-60
- 5 PLQTZQDPE-80
- 6 ZKZGKJKKK-50
- 7 TGGJGGTTT-63
- 8 AFZYBQCJT-70
- 9 JBOUKJHKA-99
- 10 DASICOTET-80
- 11 XDNUSEECE-85
- 12 QDSCJVEBT-75
- 13 SKGYXXXXK-57
- 14 YKGJWVNAK-92
- 15 WJMEGMEQH-60



Championship - Easy

- 1 CRRIPWBXX-28
- 2 QPWMVQKCQ-34
- 3 XGPGPZHHS-42
- 4 FGWLSYCKM-51
- 5 PRRUMPUMV-68
- 6 NANCXXXXZ-39
- 7 IPWONWOBP-65



Lotus 3 (Cont.)

Championship - Med

- 1 RLQYDVAKA-48
- 2 HDMOQFAKA-51
- 3 WXQBQMDXD-88
- 4 UDONAJHAL-47
- 5 NKWCXXXXK-33
- 6 AONGLQKTC-63
- 7 ZXJGHBKHF-70
- 8 DPGTQKBHQ-42
- 9 IPMIJOBHQ-62
- 10 MUYURWFHA-86

Championship - Hard

- 1 PPRGGQFVL-52
- 2 JPIQUHCE-65
- 3 EIIBGGAFE-48
- 4 CIGIUQCLT-92
- 5 KNHUPHHKE-64
- 6 VVOSHGSIS-86
- 7 RGHSVBRET-89
- 8 YDOERACTJ-86
- 9 GXQFSUMPP-45
- 10 TVQLSYUFU-89
- 11 WMQHYMTVJ-85



62. Road Blasters

Cheat mode:

Type **lavillastrangiato** at the starting line, then press one of the following keys to activate the corresponding cheat function:



- X** Spin car
- S** Level skip
- F** Refuel
- G** End game
- 0** Remove weapons
- 1** Mount VZ Cannons
- 2** Cruise Missiles
- 3** Electro shield
- 4** Nitro injectors



62. Hard Drivin'

Get the car up to top speed the press 'N' (for neutral). Now you can drive along at to speed with easy steering and invulnerability.

Disable crashing:

Accelerate until your car is at full speed, then press N to shift into neutral. Your car will continue moving at full speed with easier steering and no crashes.

Easy qualify:

Turn the car around after starting the game. Ignore the "Wrong Direction" message, and drive under the bridge until reaching the split in the road. Take the right hand branch and keep driving reaching a checkpoint. Go through and turn the car around 180 degrees until it is facing the other direction. Go back through the checkpoint in the correct direction until the confirmation sound is heard. Keep driving to the finish line. After passing under the bridge, allow the timer to reach zero. A message will appear to show that your car has qualified for the race.

Easy score:

Repeatedly press 4 to place the car into fourth gear until the game

crashes. Press the Right Mouse Button to continue the game until finishing with a high score.



62. Gauntlet II

When you open a treasure chest hold down the 'HELP' key, then when you open a second chest hold down the 'INSERT' key. A golden cross should appear, collect this and your health points should rise by 50,000. You will also have super shots for the remainder of the level.

To avoid tricky levels, pause the game and wait for three minutes. Press fire and all the walls turn to exits. This happens anyway, but if you pause the game, you don't lose energy, and won't get attacked while waiting three minutes.

Health points:

Begin game play and find a treasure chest and key. Hold [Insert] while opening the chest. Then, release [Insert] and hold Down on the Joystick. Press [Help] at any time to get 5,000 health points.

Health points and super shots:

Hold [Help] while opening a treasure

chest. Then, hold [Insert] when opening the next treasure chest. Collect the gold cross that appears for 50,000 health points, and 32,000 super shots for the rest of the level. Note: The super shots will be reset to 10 if an amulet is collected.

Instant exits:

Pause game play and wait for approximately three minutes. Then, press Fire to turn the walls into exits. Note: This may also be done without pausing game play. However, pausing allows this to happen without losing enemy or being attacked.

Secret room:

Complete clear the dungeon and collect the super shots last. Then, go to the exit without pressing Fire.



65. Gloom

At the main menu select "About Gloom" then hold the "Help" key and press fire, the screen should flash (if not, try again). Now start the game as normal. Now, during play press:

1-5

Extra Weapons/weapon power ups

0 Extra health

Help Skip level



Tricks 'n' Tactics 1-99



65. Alien Breed 3D

Change the last eight characters of a valid password to IIIIII or MMMMMMMM.

Level Codes

2 KOOPAMFJFFNNFFFF
3 OKOOEGBLBENNFFFF
4 KPKEOLLBENNFEFN
5 PLKKMELLFENJFEMN
6 POKKIMKLAENJFEMN
7 KKKOIGKLFENJFEMN
8 PPKKIOKLFFINNFKN
9 LLKOCEKLFEIJNFLJ
10 LOKOCMKLFEIJNFLJ
11 PKKOCGKLFEIJNFLJ
12 LPKOCOKLFEIJNFLJ
13 PLKOKEKLFEIJNFLJ
14 OOKOKMKLFEIJNBKJ
15 LKKOKGKLFEIJNBKJ
16 OPKOKOKLFEIJNBKJ

CD32 Version:

2 CMOFFJENPPHHFFFF
3 MIOOEDEOPPPFFFFF
4 KPKEOFOPOHHEFFFF
5 NLIAMBOOPHHFFHFFN
6 FOIINMPOCNFFFFFFF
7 CCCGIDOPPFEEFFFFF
8 PPKKIKKPNAANEOMD
9 LLKOHBLPNAANEOMD
10 BMAGHMLPNAANEOMD
11 HCIGGHLPNAANEOMD
12 LNIECOLPNAANEOMD
13 OLKOPFKPNAANEOMD
14 EOIGLMKPNAANEOMD
15 LKKOPPKPNAANEOMD
16 GNAEPPKPNAANEOMD

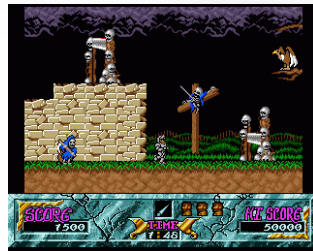


66. Ghost n Goblins

Invincibility:

Enter)!(as a name at the high score screen. For earlier releases of the game, type **delboy**

at the credits screen. Note: Your character can still lose armour when hit.



66. Ghouls n Ghosts

Invincibility:

Quickly type **karen broadhurst** or **karenbroadhurst** during game play. The phrase "Cheat Mode On" will appear to confirm correct code entry. Note: Falling into holes and having time run out will cost a life.

Alternatively, type **delboy** at the credits screen. The phrase "Cheat Mode Activated" will appear to confirm correct code entry.

Type in **WIGAN RLFC** when the scoreboard comes up. Then pressing S while playing skips the level and A gives you back your armour.



67. Hardball!

Hints:

Only steal if you actually hit the ball. Try to get a lot of runs early, as the computer team improves towards the end.

Bunting rarely works. Halfway through the match, swap Laws for Wells and Wratten for Harris.

The best pitchers are Oliver, Perez, Leary, Cook. The others will only be successful for a short while.

Never pitch fastballs to the center as they will usually result in home runs.

Change pitchers after a few innings, because as they get tired, their accuracy and speed worsen.



68. James Pond

Pause game play, type junkyard, and press [Enter] to enable cheat mode with invincibility. Then, press one of the following keys to activate the corresponding cheat function:

[Enter] Toggle cheats

D All locks disappear

Z Level 3

X Level 4

C Level 5

V Level 6

B Level 7

N Level 8

M Level 9

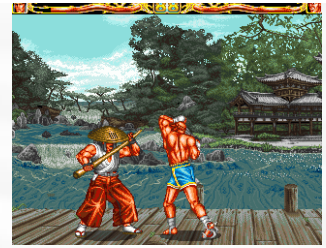
< Level 10

> Level 11

? Level 12

[F7] Increase screen size and speed

[F10] Border flash



70. Fightin' Spirit

AGA Version:

Enter one of the following names at the high score screen to activate the corresponding cheat function.

CHEATER <space>

View end sequence

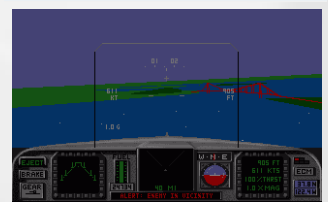
VIDEO GIRL

Bonus Fighters

Unlock Bonus Fighters

Enter the credits screen and wait until the bonus screen that lists the moves for the bonus fighters and additional hints.

Or enter the options screen and highlight the "Exit" selection. Press Right on the Joystick until the screen flashes.



71. FA/18 Interceptor

EA building:

Choose to launch from land, then taxi down U.S. 101 and turn right at Highway 92 to find the Electronic Arts building.

Edwards Air Force Base:

Select option 2 (Free

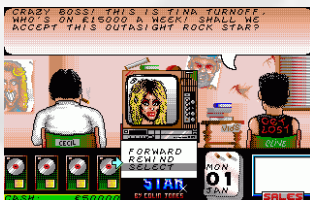


Interceptor (Cont.)

Flight, No Enemy Confrontation) at the main menu. Enter "0" when prompted for options 1 to 4. The screen will rotate and move south to 34 degrees by 117 degrees, placing your plane outside of a runway. Use the after-burners to take-off.

Hidden refuel:

After all missiles have been fired in mission six, try landing on the shadow sub to refuel and re-arm.



74. Rock Star Ate My Hamster

Type **colbops** and press one of the following keys to activate the corresponding cheat function.

- [F7] Extra £100,000
- [F8] Band plays their best
- [F9] Biggest audience



75. Fiendish Freddy's Big Top O' Fun High Diving:

If you don't want to be flat and miss the water with a splat just keep auto-fire on all the way down. Just push in the direction you want and

Fiendish Freddy won't bother you with his fan at all. Use the overhead picture in the bottom left-hand corner and just keep the cross in the middle. Then you just do the same for all four boards you jump from and Freddy won't make a blind bit of difference to your score, (if you want a good score, land in the water and keep moving from left to right as fast as possible).

Juggling

If on the first level you don't drop anything then Fiendish Freddy won't lob your death warrant to you in the shape of a bomb or nuclear missile. If you do drop something and a bomb comes on just push up and fire and Fiendish Freddy will be shaken. On the next round a baby will join in the fun as it needs to be juggled alongside the balls, all you need to do is get in the pram. Drop five items and you will have a very sore neck.

Trapeze

Looks easy but it can be very hard if you make a bodge of it early on in the swing. If you want to keep going swing left to right all the time. Be quick otherwise Fiendish Freddy will snip you to your doom. Leave the swing an extra turn if you're not sure but don't chicken out too many times as time is against you.

Leave the swing for about four seconds before you let go at the beginning. Hoops are no problem: just wait until you see the rope on the other side and then pretend they weren't there. Make sure you are swinging upwards when you press fire to let go otherwise you die.

Tightrope Walking

Make sure you're moving fast otherwise a cannon will make mince-meat out of you. On the second level start moving out as soon as the screen appears. If you don't, Freddy will punch you out of the tent, he's that quick! You just need to press fire once in the second level to block the razor blade he throws at you. In the last level you just need to move across as normal and press fire when Freddy uses the razor blades again. Timing is all important on the third level. Look at the top left-hand corner and use that view to guide you.



76. IK+

Enter one of the following codes during game play to activate the corresponding cheat function:



frez

Freeze the game

pac

Pac-Man moves across screen

fish

Fish leaps out of water

bird

Bird flies across screen

peri

Periscope rises out of water

titl

Back to title screen

fast

Music plays faster

Invincibility:

Press [Space] to pause game play after getting hit. Note: This will also affect CPU controlled opponents and must be repeated during each level.

Action replay code:

At address "0007d2" type in "06" as the first two digits and player one wins instantly.



77. Jimmy White's Whirlwind Snooker

Perfect Play Demo:

Press [F7] + [F4] + [F1] during game play.

The sound of a double click will confirm correct code entry. Exit the game, then select the demo mode option at the main menu. Select the "Do A 147 Break" option to watch the CPU play a perfect game.



Jimmy White's (Cont.)

Cheat mode:

Wait until all the red balls are off the screen. Then, press one of the following keys to select the colour of the next ball to hit the pocket.

- 2 Yellow
- 3 Green
- 4 Brown
- 5 Blue
- 6 Pink
- 7 Black



78. Thundercats

Press one of the following keys during game play to activate the corresponding cheat function.

- L** Level skip
- I** Unlimited lives

Extra lives:

Find the location on the "Rescue Tygra" level when the bonuses appear frequently. Keep collecting them on the same life to build up extra lives.



79. Alfred Chicken

Level select:

Type **helpmark** at the title screen. Press **1** to **9** or **A** to **B** at the level

selection screen to begin game play at the corresponding level.



80. Budokan

Breakout mini-game:

Place your fighter in the lower right corner, then press B.



81. Rocket Ranger

Rescue the professor as this slows down the nazis, they can't use him to increase their efficiency. You will waste valuable time unless you rescue him from the zeppelin while he is over the Atlantic shooting the gunner in the gondola is tricky, the best method being shoot below the gunner and move left and right until you are on target. Gradually move up until you hit the gondola. When you hit it there is a flash, stop firing and after a few seconds you'll be inside the gondola.

Find the supply of lunarium before the fort Knox supply runs out, so infiltrate the nazi base which receives lunarium from the moon. It is in South America or Africa, once infiltrated, your

agent there will carry on sending you lunarium throughout the game. You will have to storm the nazi

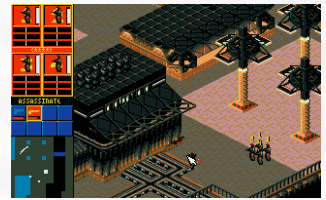


base first.

83. The Lost Vikings

Level Codes

- 2 GRBT
- 3 TLPT
- 4 GRND
- 5 LLM0
- 6 FL0T
- 7 TRSS
- 8 PRHS
- 9 CVRN
- 10 BBLS
- 11 VLCN
- 12 0CLK
- 13 PHR0
- 14 C1R0
- 15 SPKS
- 16 JMNN
- 17 SMRT
- 18 V8TR
- 19 NFL8
- 20 WKYY
- 21 CMB0
- 22 BBLL
- 23 TTRS
- 24 JLLY
- 25 PLNG
- 26 BTRY
- 27 JNKR
- 28 CBLT
- 29 H0PP
- 30 TRDR
- 31 FNTM
- 32 WRLR
- 33 TRPD
- 34 TFFF
- 35 FRGT
- 36 4RN4
- 37 MSTR



85. Syndicate

Enter one of the following company names to activate the corresponding cheat function:

ROB A BANK

1 million credits

COOPER TEAM

1 million credits, mission select, all weapons

NUK THEM

Mission select

WATCH THE CLOCK

Speed up time

OWN THEM

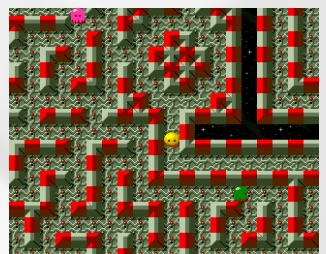
Have all countries

MIKES TEAM

100 million credits, all items researched

MARKS TEAM

100 million credits, all items researched, 18 fully equipped agents.



85. Pucman (Worlds)

Level Codes:

- 1 PUC
- 2 GATEWAY
- 3 XMASPARTY



86. Sid Meier's Pirates!

Easy rank increase:

Hail all friendly ships that are encountered and ask for news. Eventually, a Letter of Marque from that nation will be collected. Repeat this keep increasing in rank.

Crew happiness:

Get to 40 years old. The crew will always be happy no matter what the size for some time.



87. Toki

Type killer during game play to enable cheat mode with unlimited credits. The border will flash to confirm correct code entry. Press one of the following keys to activate the corresponding cheat function.

R Upside down screen

N Normal screen

[F1] to [F7]

Level select

[F8] View ending sequence

Level select:

Press [Esc] during the introduction sequence, then type **poortoki**.

Begin game play and press [Esc] after the map screen is passed. Press [F1] to [F8] to advance to the corresponding level.



87. Robocop

Invincibility:

Pause game play and type best kept secret. The border will flash to confirm correct code entry.

Regain energy:

Pause game play, then hold [Shift] and type **alex murphy**. Hold The Left Mouse Button to regain energy.



87. Outrun

Type **red barchetta** or **starion** during game play. Then, press one of the following keys to activate the corresponding cheat function.

B Extended play

S Next screen

T Extra 10 seconds

X Quit

D Screen shot

Q Program information



89. Zoom!

Cheat mode:

Type trick at the title screen or during game play. Then, press one of the following keys during game play to activate the corresponding cheat function.

R Skip 16 levels

T Invincibility

N Disable cheat mode

Level advance:

Press [F10] when prompted to select a starting level to begin at level 30 instead of level 10.



90. Marvin's

Marvellous Adv.

Level passwords

(CD32):

MOTORCYCLE

TWIN PEAKS

FALLING

ELASTICA



91. Shadow of the

Beast III

Cheat mode:

Slowly type **daddy draw this for me**

followed by [Enter] at the title screen. The shuriken will transform into a smiley face with the programmers initials "PJH" to confirm correct code entry. Press one of the following keys to activate the corresponding cheat function.

[Cursor Right]

Invincibility

[Cursor Left]

Disable invincibility



94. Walker

Cheat mode:

Begin game play and reach level two. As soon as the level starts, type **eat lead muddu funster** before moving the walker.

Alternatively, type **walker** when "Press Fire To Start" appears at the title screen. A red line will appear in the center of the screen to confirm correct code entry. Hold one of the following key combinations during game play for approximately five seconds to activate the corresponding cheat function:

[Help] + **I**

Invincibility

[Help] + **L**

Level skip

[Help] + **R**

Restart level





95. Major Motion

Cheat mode:

Press [Space] twice, type turbo, press [Space] twice, type timothy, press [Space] twice, and type **purves** during game play. Then, press one of the following keys to activate the corresponding cheat function:

[F5] Additional weapons

[F6] Unlimited lives

[F7] Bladed wheeled cars can not knock you off

[F8] Invincible to helicopter attacks

[F9] Invincible to jet



96. Golden Axe

Hints:

To kill the first boss run up to him and keep shooting. When he is about to drop his head on you, run to the side. Keep repeating this to kill him.

When you arrive at the second boss go right up to the eye and keep shooting. You'll get over run by other eyes, so press button 1 to get rid of them.

The third boss is pretty simple. Keep shooting

at him and duck when he fires back.

Lastly, to kill the end-of-game nasty, stay in the corner of the screen and keep shooting. When he comes up to you, jump over him and shoot him in the back.

To continue the game when you die:- Push up and left and both buttons and right or left or up or down. If this doesn't work press both buttons and up-left, up-right, down-left, down-right. To gain an extra life press top left and press the start button.



99. Monkey Island

Extra lives:

Begin game play in one player mode with two **Joysticks**. After losing a life, press **Fire** on **Joystick two** to get three additional lives.



97. BC Kid

Unlimited Lives: Select "Options" from

the title screen. Then press **Up, Up, Down, Down, Left, Right, Left, Right** on the **Joystick**.

Hint: Flying:

Note: This requires a joystick with an auto-fire feature. Jump up in the air and enable auto-fire. Your character can fly through the air while rapidly spinning, allowing him to avoid dinosaurs and volcanoes.



99. Monkey Island

Hold down "**CTRL**" and press "**W**" to skip to the ending of the game.

Three Trials:

The order you do the trials in will slightly effect the game if you steal the idol last: you'll miss out on a scene with Guybrush and Elain Marley, so I advise you to steal the idol first, or second.

Fight Insults:

You fight like a dairy farmer. = How Appropriate, you fight like a cow.

This is the END for you, you gutter-crawling cur. = And I've got a little TIP for you, get the POINT?

Soon you'll be wearing my sword like a shish-kebab. = First you'd better stop waving it like a feather-duster.

I once owned a dog that was smarter than you. = He must've taught you everything you know.

My handkerchief will mop up your blood. = So you got that job as janitor, after all.

Nobody's ever drawn blood from me and nobody ever will. = You run THAT fast?

You have the manners of a beggar. = I wanted to make sure you'd feel comfortable with me.

You're no match for my brains, you poor fool. = I'd be in real trouble if you ever used them.

Have you stopped wearing diapers yet? = Why, did you want to borrow one?

You make me want to puke. = You make me think somebody already did.

There are no words for how disgusting you are. = Yes there are, You just never learned them.

I'm not going to take your insolence sitting down! = Your haemorrhoids are flaming up again, eh?

I've spoken with apes more polite than you. = I'm glad to hear you attended your family reunion.

People fall at my feet when they see me coming. = Even BEFORE they smell your breath?

I got this scar on my face during a mighty struggle! = I hope now you've learned to stop picking your nose.

I've heard you were a contemptible sneak. = Too bad no one's ever heard of YOU at all.

