

graphically it is about as much fun to watch as Emmerdale Farm.

The computer asks you questions, and then gives you the answer. It is then up to your own honesty to tell the computer whether you were right or not. It uses the awful Amiga speech, which doesn't take long to become thoroughly irritating.

The whole thing is rather too basic to hold your attention for long, but as a first effort it is very commendable. I am sure we will be seeing some great programs from Donks in the not too distant future. - (Startronics 061-370 9115)

Strategy Games

CYAD

Author: James Newcombe
Memory: 1 Meg
Monitor: Colour
Drives: Single
Number of disks: 1
Type: L

The title is an acronym for Controllable Yellow Automated Device, and this is what you, the player, control throughout this rather odd little game. The CYAD is unusual in that it will not stop moving until it hits a wall.

The game world is made up of many rooms which are contain walls, deadly mines, and many power-ups and bonuses. The aim is to clear each of these rooms of the diamonds they contain.

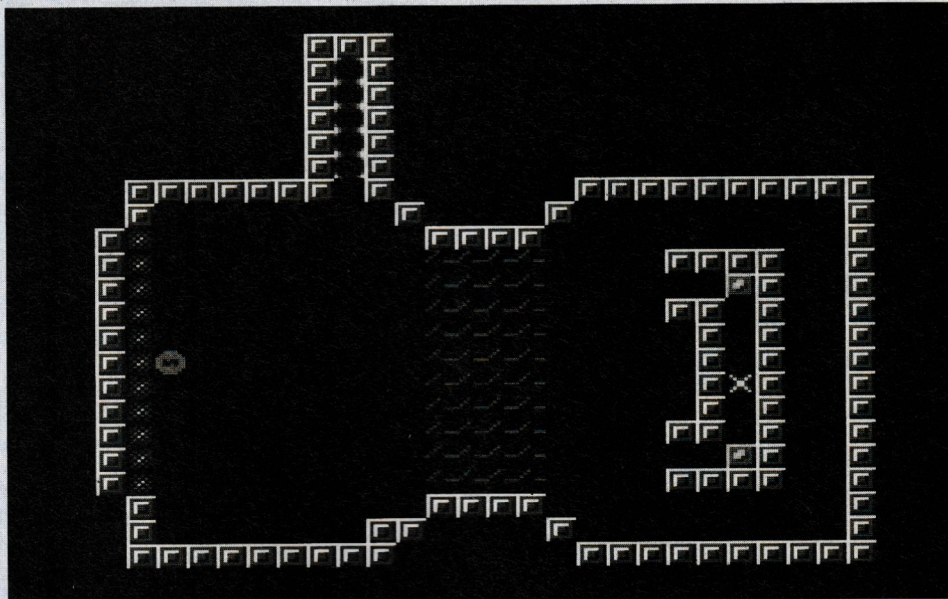
CYAD is immensely playable and addictively difficult. Each level is basically a mini puzzle, which when taken together, add up to a simple but mind boggling game. - (Deja Vu 0942 495261)

GO GETTER

Author: Ronnie Simpson
Memory: 1 Meg
Monitor: Colour
Drives: Single
Number of disks: 1
Type: L

A wonderful little board game for either two human players or one player against the computer. The board is a little like an endless path in space made up of squares. When you complete a cycle around the board you reach the Go square, which is a little like Monopoly and allows you a bonus amount of points.

Around the board there are



Cyad: Controllable yellow automated device - addictive

various coloured transporters. These move you to a square of the same colour. If you are moved forwards by one of these you get copious amounts of points, if you go backwards you get nothing.

The game is played against a time limit. Whoever has the most points at the end wins. Movement

ones of the same shape or colour, or both, diagonal connections do not count.

The scoring system is very simple - one match scores one point, two matches score two points, three matches score six points, four score eight points, etc. The edges of the board will not score you any points but can be a useful part in your overall gameplan.

Fans of strategy board games in the vein of Othello and Go will find Touchstones an original and thoroughly challenging game. Like many such games it revolves around a very simple idea and yet requires a cunning mind to play it well. - (Deja Vu 0942 495261)

Amiga as a piano to play the tune, and saving and reloading tunes, among other things.

Music Box is very easy to use, and good results are likely to come without much serious effort. Most aspects of music writing are included so it should appeal to both purists and newcomers alike.

The only problem is the instruments that are included on the disk. These are rather tacky, and cheap sounding. However, overall it is a very well presented, easy to master music program that will appeal to many Amiga users on simplicity grounds alone. - (Deja Vu 0942 495261)

OUR CONTRIBUTORS

Many of the reviews in the Directory have been contributed by libraries themselves. They are, in the main, programs that deserve to be more widely known, or upgrades of existing programs that have already proved their popularity and appeal. Libraries receiving new programs which they feel should be included in these pages - or readers who would like to submit reviews - are asked to contact our Directory editor, Paul Smithson, on 0532 361699.

is made by turns at a higher/lower game, where the more you get right, the more moves you can make. - (Deja Vu 0942 495261)

TOUCHSTONES

Author: Spence Davies
Memory: 512k
Monitor: Colour
Drives: Single
Number of disks: 1
Type: L

Played on a 12 by 8 board, using 72 coloured stones. Players take it in turns to place stones next to



Music

MUSIC BOX

Author: Colin Naylor
Memory: 1 Meg
Monitor: Colour
Number of disks: 1
Type: L

An Amos program that brings new meaning to the phrase good presentation. It's a mouse driven music creator in the same vein as Sonix and Deluxe Music. When you load it, you are presented with a stave of music manuscript. The music is written simply by grabbing a note with the mouse, and placing it wherever you want on the stave.

Functions include 11 different instruments, a keyboard option, which allows you to use the

NOW! AMIGA MUSIC VOL 1

Author: Vark
Country: UK
Registration: None required
Monitor: 1 meg preferred
Drives: One or two
Number of disks: 2
Type: P

A computerised version of the Now That's What I Call Music records - what a good idea. Various contributors have come together to make this, the first in what promises to be an excellent series of disks.

You are introduced to the program by a lovely little intro logo, which appears from nowhere, and grows to its entirety along with a great little bit of sampled sound. The disk then takes you into a bout of silliness with the intro music, which is a very amusing version of Old MacDonalds Farm incorporating some great animal samples, particularly the upset sounding cow!

All in all, this disk contains a total of six tunes (including the intro and menu music). There are four pictures to look at whilst you tap your foot along to the tunes.

One of the songs needs 1 Megabyte of chipram, so A500+ users are in for a treat, whereas A500 users lose out a little bit. - (17 Bit 0924 366982)



Now! Amiga Music Vol 1: Six tunes and four pictures