

CYADONIA

(Deja Vu, disk LPD67)



Three screens in on *Cyadonia* and we're stuck. Anyone know how to do this one?

More Licenceware (ie you get it from PD libraries but you're not allowed to copy it) from *Deja Vu*, and this time it's weird. Essentially a puzzle game closer to *Demonware's The Power* than anything else, *Cyadonia* sets you down in a maze of zones, each with their own individual objectives. The common theme in most of them is to collect things and then get to the exit, but complicating matters are lots of obstacles to negotiate and deadly traps which you have to work

out how to disable. It's all suitably evil, but with a few relatively easy screens thrown in to let you get the hang of it. Unfortunately, these very quickly give way to horribly difficult ones, but by then you're sufficiently hooked to stick at it for a while, and the sense of achievement when you finally manage to get through some of the tough stuff is a deeply spiritual and moving experience. The graphics are – ideally for this sort of game, I think – tiny little things, allowing for some really mindbending screens, but they serve their purpose well enough, and everything zips around at an impressive rate for maximum playability. You'll need a megabyte (as with almost all of these AMOS-type things), but if you've got the memory, give this a try.

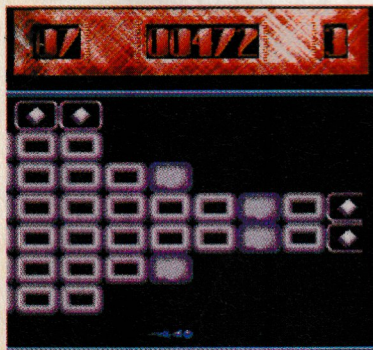
VERDICT: The same basic formula as *The Power* but a lot more fun (although without the fab music), this is a groovy and engrossing puzzler that's worth a couple of quid of anyone's money. ****

really got nothing much to complain about if they're not all world-beaters. Much the same applies to this sequel (this time it's just 40 games for the same price, due to fluctuations in the exchange rate between Sterling and the German Mark), but it has to be said that this one isn't quite up to the same standards as its predecessor. While there are still some very good games on here (most notably the fab *Puzznic* clone *Zeus*), the general level of quality is distinctly lower. All the same, the time it'll take you simply to play through every game on the compilation once is at least as much as you'll get from many other titles, so for quantity alone it won't hurt you to give this a go.

VERDICT: A bit like those awful old 50-game tapes you used to get on the 8-bits, the sheer weight of games on *Humdinger – The Revenge* makes up somewhat for the iffy quality of most of them. Don't expect too much and you won't be disappointed. ***

TSCH

(17 Bit, disk 1426)



You might think *Tsch* looks a bit boring, but just give it a try in 'llama' (please!) mode and you'll soon change your tune.

Hurrah! Some proper PD, PD that you're allowed to copy, PD that doesn't have a million other games on the disk with it, PD that isn't written with some commercial clone-'em-up utility program, PD that's just plain, simple, honest, straightforward, no copyright, real PD. (Well, shareware, at least, but it's about as close as you get in this month's selection). I was beginning to think there wasn't any left. Anyway, *Tsch* (dig that crazy title, *Inspector Tuppence* And *The Sexy Firemen* fans) is a slightly odd little arcade game, sort of a puzzle that isn't a puzzle meets a shoot-'em-up with no shooting in it. Confused? You should be.

What happens in *Tsch* is that you zip along in your little spaceship through a sort-of maze, which is made up of blocks which have varying effects on your ship's flight. In amongst those are gems which you have to collect by flying into them, while avoiding the deadly obstacles which are usually scattered around. Each screen is played at one of a variety of speeds, and is preceded by a quick run through the maze during which your ship can't be destroyed. In a bizarre touch, you can also choose one of three 'strobe levels' at which to play the game ('gnu', 'sheep' and 'llama', if you're interested), which dictates how often the screen flashes during play. At maximum level, the whole thing becomes a pulsating, hypnotic, and downright nauseating mess, which will in all probability cause serious bodily harm to epileptics and those of nervous dispositions everywhere, but that aside *Tsch* is a novel and really pretty sexy little game. Get your shades on and grab a copy.

VERDICT: Very original and nicely-presented arcade game, as classy a piece of PD as you get these days. Damn good fun. ****

AMIGA POWER

COMPO WINNERS

Alright, alright, you can stop phoning us up every second of the day in desperate attempts to find out if you've won an Ocean polo shirt or not. We've finally managed to find the time to plough through the huge mounds of competition entries which were threatening to take over half of the office and pick a few winners. So without further ado, let's name those names...

WIN A JOB AT BULLFROG

All the entries for this issue two comp are still being analysed by Peter Molyneux at Bullfrog, but the winner should be chosen soon, honest.

IT WASN'T ME (NOBODY SAW ME DO IT AND YOU CAN'T PROVE ANYTHING)

Lots and lots of entries for this competition to write a Bart Simpson rap beginning with the words: 'Yo, hey dudes, what's happening man? This here's young Bart's master plan...'

...most of which were, it has to be said, pretty awful on the ears. (Isn't there anyone out there with any sense of rhyme, rhythm or iambic pentameter?) Far away in front of the crowd, though, was a very groovy entry from Justin Scharvona of Flookersbrook (he practically had it won just for coming from such a ridiculous-sounding place anyway) in Chester. We should eventually get round at some point to rewarding young Justin for his effort with a rather lovely TV, video and satellite dish package courtesy of those awfully nice Ocean people.

TROJAN COMPETITION

Issue six gave you the opportunity to win one of 10 Trojan Phaser light gun set-ups by answering a few simple gun-related questions, to which the answers were:

1. Walther PPK (we also accepted a couple of other responses for this one)
 2. Magnum .45
 3. Uzi 9mm
- Prizes go to Philip Stoneman (we think) of Sheffield (learn to write or get your mum to help you, Philip, you nearly didn't

win because we couldn't read your name and address), Jonathan Dickinson of North Walsham, Jack Dickson of Glasgow, Iain Lowson of Maryhill, Chris Perkins of Romney Marsh, Giles Benn (nasty parents, Giles) of Broadstairs, Stewart Coaker of Bournemouth, Brian Murphy of Dartford, Mr J.E. Holmes (and from now on we're only giving prizes to people with first names, so be warned. You don't see us writing reviews under the names Mr M.P. Bielby, Mr M.J. Ramshaw, Mr S.D.W. Campbell etc, do you? So why the formal stuff?) of Wickford and David Hayes of Daisyhill in Bolton.

AMIGA POWER FOR PRESIDENT

Act Of God Dept. Ahem. Bit of a cock-up on the competition front here, it has to be said. The prize for this issue six comp was every Mirrorsoft game still available in this country (so far so good), and all every Mirrorsoft game released for the next five years. Unfortunately, if you've read the news pages this month you'll know that Mirrorsoft have just rather inconveniently gone bust, so 'every Mirrorsoft game released for the next five years' isn't going to amount to a heck a lot. Still, there's a good £800 or so worth of prize as it is, and we'll bung in a few other little bits and pieces to soften the blow a little bit for the winner. And that winner is one of hundreds of you who correctly came up with these answers:

1. In his head
2. '...they've all got it infamy'
3. Uncle Joe

...namely Simon Reid of Blackburn. Enjoy your congratulations, Simon. And that's all we've got space for!



WANTED!

Production Editor for Amiga Power

Can you write to the high standards of AMIGA POWER? Can you spell? (Better than we can!) Do you know the Amiga inside out – and (even more important) the Apple Mac too? Are you incredibly organised and level headed? If so, you could be exactly the person we need to replace the newly promoted Mark Ramshaw. Write to Matt Bielby, Editor, AMIGA POWER with a CV and reasons why you'd be ideal for the job!

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