Disney's The Lion King (A1200 only)

Disney's The Lion King brings the majesty and mystery of Africa to life. The tale is played out through the tale of Simba, a lion cub faced with the all challenging transition to maturity. In this game you can be a part of the adventure. After being driven into the wilderness by his evil Uncle Scar, Simba finds his salvation with Pumbaa the warthog and Timon the meerkat. Your job is to tackle the heinous hyenas in the elephant's graveyard and avoid the trampling hooves of stampeding wildbeest. All this while fighting your way through 7 levels of play to help ensure Simba's claim to his rightful place as The Lion King. Options include: difficulty levels - the harder the setting, the less Simba characters and Continues you have to play with; Music may be turned on or off; a sound test which allows you to listen to all sound effects and music used, just select a sound from the list presented as you would an option; and Triggers allows you to change the basic controls.
Disney Software


Super Stardust (A1200) Merge Please

You've only got 13 hours to save the galaxy!  The Evil Professor Schaumund is back. A year ago he launched the most violent attack on your galaxy in the hope of imprisoning the beautiful princess Voi Levi. Even though his evil agents bombarded the galaxy in an attempt to crush all resistance, but you in your small but powerful Lynx X1 defeated the evil genius. But now his army is more terrifying and his goal is still to conquer the galaxy and enslave the princess. He does not mind sacrificing millions of innocent lives to achieve this. Once again the galaxy is depending on you. Now you have an all new, super powerful Panther PX2 fighter, but remember that Professor Schaumund is bent on revenge. Good Luck!


Rise of the Robots (CD32)

Rise of the Robots is called a "new generation" computer game designed to combine state-of-the-art programming design and graphics display. It was created using the Auto Desk 3-D Studio™ CAD software package. The various objects in the game were created by Mirage's artists in their basic component form and once assembled are then colored and textured thus completing the rendering process. Rise takes you into a future world which is highly industrialized. In this world a supreme super-tech society has been created. For this technology, however, the planet has paid a heavy price. The lands and oceans have been plundered for raw materials and are irretrievably polluted. All life support is now manufactured in population centers. Controlling the production is a ruling politico-military class. Internal social disorder is commonplace. Both military and trade wars between city states are regularly instituted as a means of population control. The servants of society are the robots. Electrocorp is the planet's major robot manufacturer. The Supervisor has successfully run the plant for several months but has become infected with a highly pernicious computer Ego Virus which has corrupted her behavioral programming and has created a vicious psychotic personality. You are the human-based Cyborg which has been chosen to seek out and destroy her before she takes over the factory and reprograms its robot-workers.
Mirage

Subwar 2050 The Underwater Combat Simulation (CD32)

The year is 2050 AD. The oceans have become a vital source of food, energy, and minerals. Exploitation of the sea has been turned into the most lucrative industry. It is a wealth that must be defended but the environment favors stealthy sabotage. As a mercenary sub pilot, you will be fighting fierce battles for corporate territory deep beneath the sea. This title allows you to explore thousands of square miles of accurately mapped 3-D underwater seascapes. There are four different multi-mission campaigns: the Antarctic Ocean, the North Atlantic, the South Chine Sea and the Sea of Japan. Four types of submarines are included, such as deep-sea exploration vessels, reconnaissance subs and highly maneuverable fighter submarines. 'Simulated Combat' mode allows you to master such maneuvers as Knuckles and Deep Dives before entering a mission. Each campaign also has a running storyline to link missions together, while a comprehensive training scenario allows you to learn the art of underwater combat.
Microprose


Mortal Kombat II

Nothing can prepare you for this. Shao Kahn's  Outworld tournament  first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. Meters in the upper-left and upper-right corners of the screen measures the health of the warriors during their battles. The meters begin green, but each hit adds an amount of red signifying injury. If the bar becomes completely red that warrior is knocked out and the round goes to the opponent. Should time run out first, the warrior with the less injury is declared the victor. Once a warrior has defeated the other kombatants in the tournament, he then takes on the first of his Outworld hosts, the demon Shang Tsung. Tsung possesses both powerful magic and considerable physical skill. Should you defeat him, the next opponent is the massive Kintaro. He is of the same race of half-human dragons which spawned Goro. Due to the defeat of his comrade at the hands of a mere mortal, he has entered this tournament bent on revenge. Shao Kahn granted him this privilege in exchange for his servitude. Defeating Kinatro proves a warrior worthy of meeting Shao Kahn himself in battle. You must defeat him to end his rule and become the Supreme Warrior. It is compatible with the A500, A500+, A600, A1200, A3000 with 1Mb RAM (Min), Joystick or Joypad. Not hard drive installable.
Aklaim

Shaq-Fu

Shaq brings his awesome skill and size to a multi-world fighting game. You are Shaq. You must use your lightning-fast Shurken and other martial art techniques to prevail over 11 intensely evil warriors in the enforcement of justice. Or you may choose any of the 12 warriors and fight head to head. Summon Voodoo's bone shattering earthquake, rebound with Rajah's shockwave or lash out with Sett's terrifying mummy wrap. Included are many secret power moves to discover and master. Compatible with A500, A500+, A600, A1200, A1500, A2000, A3000, A4000, 1MB sys RAM required, AmigaDOS v1.3 or above, joystick required.
Ocean