

# ST ACTION

THE WORLD'S ONLY DEDICATED  
ST GAMES MAGAZINE

ISSUE 27 JULY 1990  
DISK AND MAG £2.95

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# INTO THE

# M C N

There's nowhere to hide from... "SLY SPY"  
His calling card is your invitation to dance with danger!  
Experience the explosive existence of the secret agent in this arcade action thriller that will leave you gasping for breath!



DATA EAST



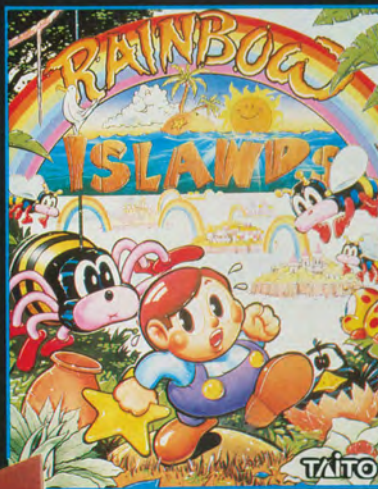
TAITO

### THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!

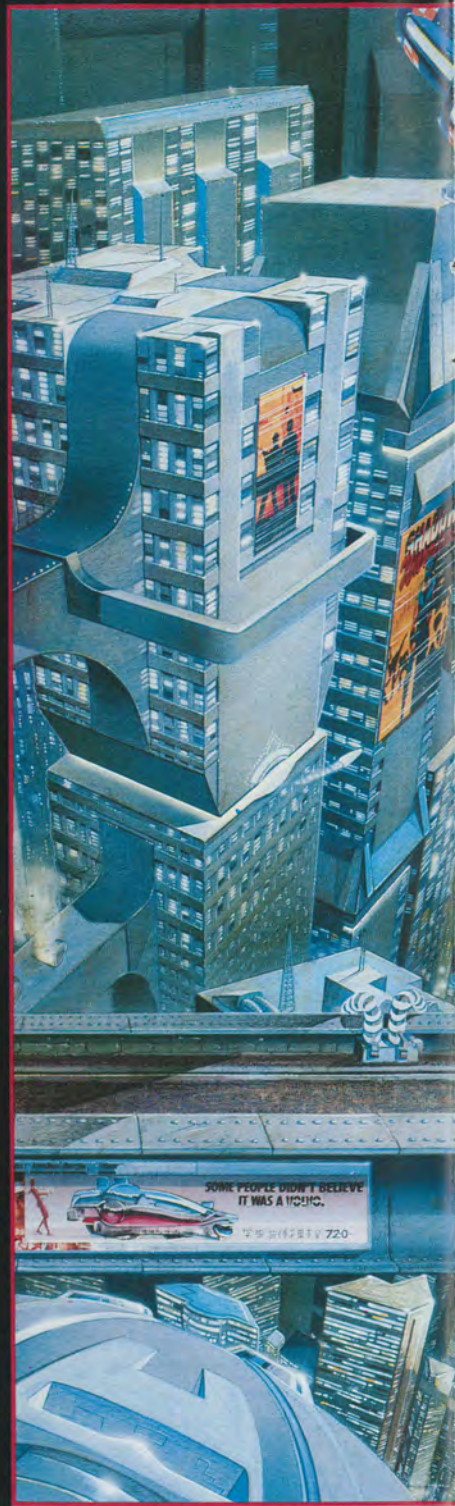
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters. Need to catch up in a hurry? Well, just one press of your **Turbo Button** will leave your eyes in the back of your head!



From the Island of Doh to Monster Island you will encounter Doh himself, stinging insects, hideous toy creatures, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore and finally you will enter the world of darkness and its inhabitants! Featuring all 7 islands and faithfully reproducing the fun and excitement of this monster arcade hit.



TAITO

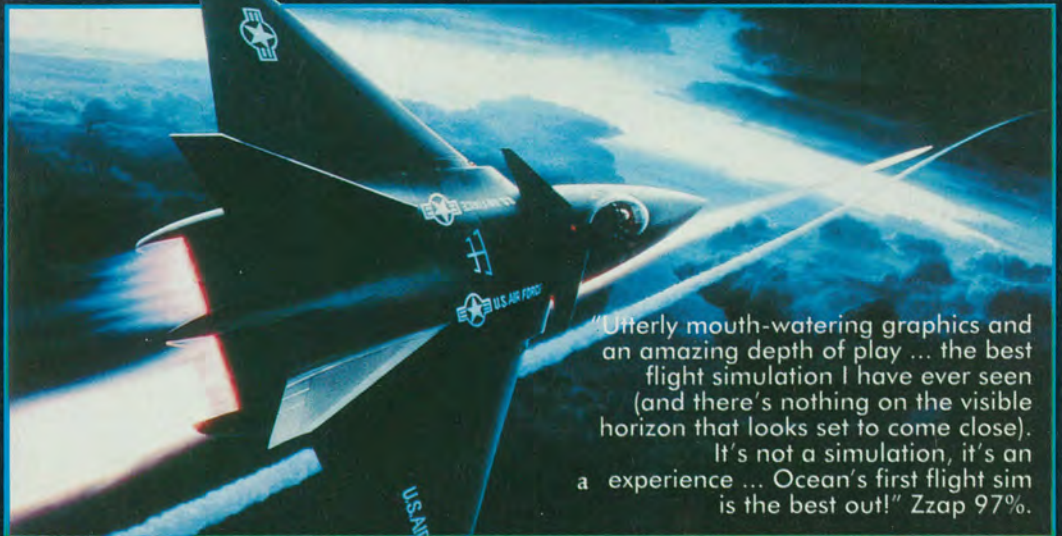
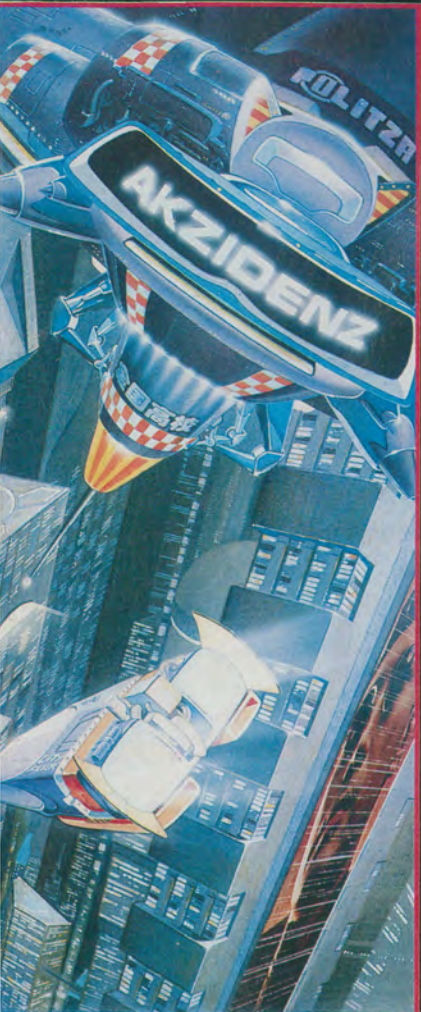


\*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE, ATARI ST, CBM AMIGA.

\*F-29 RETALIATOR ONLY AVAILABLE ON ATARI ST & AMIGA.

# FX C

# FUTURE...



"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out!" Zzap 97%.



# SHADOW Warriors

**SHADOW WARRIORS**, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops! The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars...now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip, Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable amourey of stunning moves. Take your techniques to the streets **SHADOW WARRIOR...** the hero of the nineties.



# ACTION PACKED

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## ROTOX PAGE 62

Shoot'em-up and strategy come together in U.S. Gold's latest venture. We check it out and with our disk, you can too!

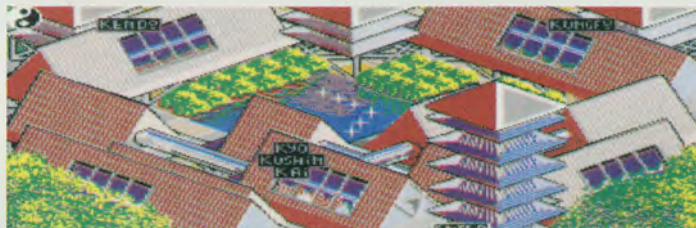
## IMPOSSAMOLE PAGE 32

Monty's back! Monty Mole, the strike breaker has returned to save the world from five of the most unlikely aliens you're ever likely to see.



## ORIENTAL GAMES PAGE 82

Firebird present the ultimate beat'em-up. Master the three disciplines of Freestyle, Kung-Fu and Kendo in order to become a supreme master of self defense.

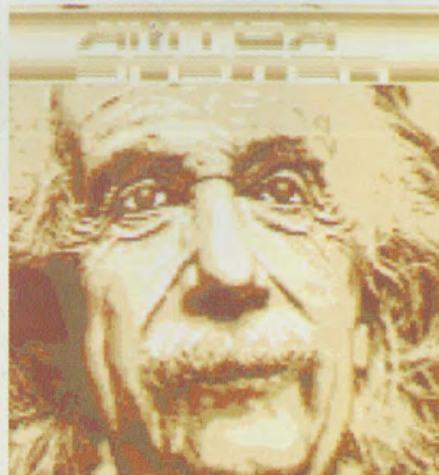


## WIN!

Like the front cover? You can win it courtesy of our mega Don Bluth Compo. How's about your own Lynx console? Enter our Millennium compo and you may win one.

## SKIDZ PAGE 42

Gremlin score yet another hit with this BMX/Skateboard obstacle course game. Avoid the pitfalls as you attempt to clean up the town. You can even try your hand at racing.

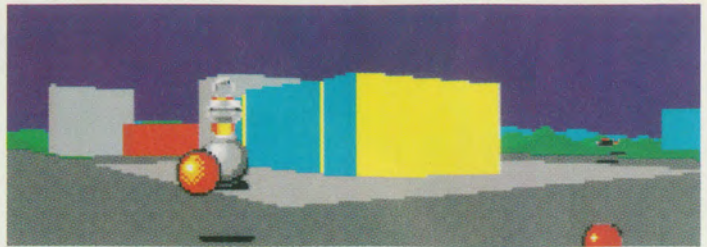


## ATOMIX PAGE 68

Grandslam's game may seem rather bland, but the thoughtful and frustrating game play makes it a clear winner.

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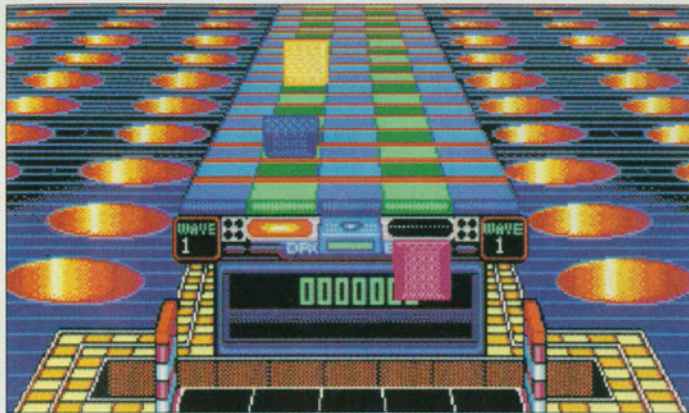
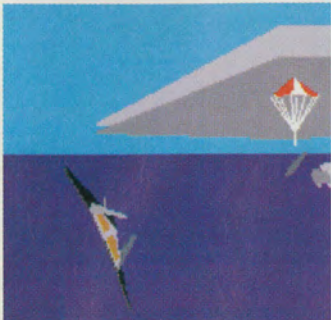


## RESOLUTION 101 PAGE 66

With the country in anarchy the government have passed Resolution 101. Now you have the chance to earn your freedom by bringing four hardened drug pushers to book.

## F-19 STEALTH PAGE 60

After almost as much secrecy as the real thing, Microprose proudly present F-19.



## KLAX PAGE 36

Time after time the simplest of game ideas spawn the most addictive and original titles. Domark's Klax proves to be more than a handful as gamers everywhere become addicted.

## DRAGON'S LAIR PAGE 70

This impressive coin-op finally makes its way onto the ST. But how does it compare?



## MEGA ACTION COVERDISK PAGE 17

Three amazing, fully-playable game demos are up for grabs on our seventh fun-filled mega coverdisk. Electronic Arts proudly offer you a sneak preview of the Bullfrog team's latest venture, Flood, a brilliant platform-style adventure. Meanwhile, U.S. Gold's Rotox also appears. With its unique Rotoscope graphical techniques and addictive playability it's a real gem. Finally, those Millennium boys are here again with their latest game, Thunderstrike. Featuring solid 3D vector graphics it'll leave you gasping for breath as well as grappling with your mouse!



## GTGA: MIDWINTER & WARHEAD PAGE 52

Together with the usual jamboree bag full of small tips, we proudly bring you two full playing guides. For those of you having trouble with Rainbird's Midwinter we offer a winning strategy. Meanwhile, Activision's Warhead has finally been beaten. Our Ace gamers present you with their top hints, tips and cheats.

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# ACTION NEWS

## MELCHESTER SET FOR ITALY 90

Birmingham software giants, U.S. Gold, tied the launch of their big footy release, Italy 1990, with the launch of the new Roy of the Rovers soccer magazine. The dual launch was held at White Hart Lane and many soccer stars from the past and present were there - except for Paul "Gazza" Gascoigne, who had car trouble. One of the organizers mistook our own Jason Spiller for Radio One DJ, Simon Mayo. But after the confusion, the disc jockey in question went on to hold a live satellite link with Roy Race in Tokyo, where the sporting hero of Melchester is managing a youth team. Meanwhile, Italy 1990 was really drawing a crowd, especially when Sunderland's 1973 F.A. cup winner, Dave Watson, grabbed the joystick.

June and July are usually months we associate with the sound of leather against willow and the taste of strawberries and cream. However, this summer the entire planet's gone soccer crazy and I for one will be glad when July 8th arrives, England win the title and the whole affair comes to a close.

The summer months also see the second offensive by F.A.S.T. (the Federation Against Software Theft). Software piracy grows throughout the software industry like a deadly cancer. Every year companies lose thousands of pounds through software piracy. So, in an effort to halt this ever-present menace, F.A.S.T. are calling upon the law-abiding public to bring the crooks to book. The Federation, whose telephone number is 071-497-8973, are offering a £1000 reward for information which leads to the successful conviction of any software pirates. So, now's your chance to turn the tables and make the pirates walk the plank.



"Hey, isn't that Simon Mayo at the Italy 90 launch?"

## BLUEBIRD, THERE'S A BOGEY ON YOUR TAIL

First there was Falcon, then came the Mission Disk, now stand by for the Mission Disk 2. Without doubt, Spectrum Holobyte's F-16 simulation is

one of the finest air combat games available for your ST. Now with the appearance of the second mission disk, would-be pilots have the chance to try

out a whole new range of weapons, including radar-seeking and beyond-visual-range missiles. The F-16c weaponry system will allow you

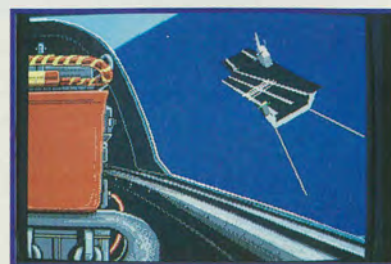
to pit your wits against the enemy's elite and, boy, you're going to need everything your ground crew can offer you. The new mission disk features three new enemy jets, not to mention the helicopter gunships for you to blast out of the skies!

Just to keep you on your toes, the enemy will often launch two separate attacks on your territory. You'll need all your skills as a top pilot to save your buddies; but with all that technical hardware behind you, you're bound to succeed - fail at your peril.

Watch out for the second Falcon Mission Disk sometime this summer, I've no details about its price, but it certainly isn't going to be as expensive as the real thing.



Battling it out in the Baltic. Ahead you see an enemy frigate-style battleship. With his superior fire-power against your speed, this could turn out to be a close fought thing.



# SIM CITY



On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!" Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.



Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.

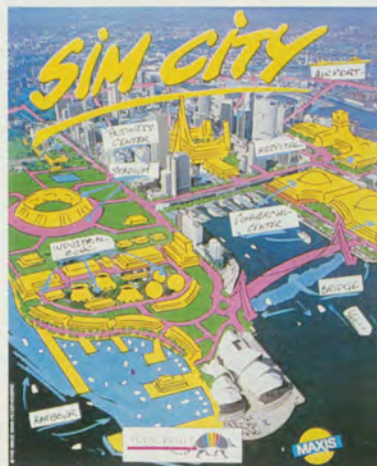
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real



## SIM CITY

NOW AVAILABLE ON ST

What you should know about the game of the year.



time. Every decision instantly influences the life of your town. In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.



Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."  
 NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."



# INFOGRAAMES



# ELECTROCOIN SPECIAL OFFER

You know when you go into the arcades to play the latest coin-ops, there is usually a plaque on the top of the unit which tells you what the game is called. Well, Electrocoin are now offering you the chance to collect these desirable items. Each release they make will carry a special token inside the box. Simply send off the token and wait for the postman to deliver your very own flash. Electrocoin's boss, Luther

DeGale, commented, "We believe top flashes will be very popular with our customers. They have long been popular collectors' items but will now be much easier to obtain. Many computer users will stick them on their walls where they will make a splendid alternative to posters, one advantage being that they are smaller." Time Soldier will be the first flash available and the game itself is out now, priced £19.99.



I had bad toothache the other day. Now, I'm booked into a theatre like this one. Life and Death lets you carry out gruesome operations. So, Dr. Kildare, pass the scalpel!

## WHAT'S UP DOC?

Do those operating theatre-style documentaries send shivers up your spine? Do you cringe at the sight of a hyperdermic syringe? Well, if you're like me, you may not fully appreciate Mindscape's next ST release. Life and Death is a simulator with a difference. Like most flight sims you'll enter your name on the duty roster: however, instead of assuming the role of a captain or a major you'll be looking for the post of duty surgeon. While the military are out there killing people, you'll be trying your best to save them. Armed with

your trusty scalpel and a myriad of other medical equipment you'll be called upon to perform a number of life-saving operations. Read your patients' charts, take X-rays, perform blood tests and ultrasound scans. Ultimately you'll be able to make god-like decisions which will determine whether your patient lives or dies. One thing's for sure: you'd better be a good doc or Mindscape will have to release a morgue attendant simulator. Life and Death will be with us around the end of June, priced at £24.99.

# GRANDSLAM SIGN UP THE ENTIRE ENGLAND SQUAD!

Grandslam have decided to take the plunge and join the myriad of companies all vying for the title, "World Cup software tie-in 1990". However, unlike all the rest (except Virgin Games), Grandslam have actually managed to acquire a licencing tie-in for their offering. Yep, the London-based software house has called upon the talents of the entire England squad to help with their game. Apparently the

England title isn't just a selling point. The game features digitised pictures of all your favourite players and, if you wish, you'll also be able to make the action a little bit biased. Apparently, if you leave the bias option off you'll find it pretty tough to beat countries like West Germany who have a good record against us Brits (don't mention the war, Ed!).

However, if you decide to even things up a little, by

mentioning to the computer that last time England played Brazil, the Brazilian victory celebrations cost less than the country's national debt, then things may just be a little easier. The squad will be compromised of twenty-two players and, true to life, if one of your key players, say Bryan Robson, is out injured then winning will be decidedly trickier.

According to Grandslam's Sales Manager, Duncan Lowthian, "With this game, football fans everywhere will be able to re-run the World Cup to their hearts' content and then play many international games again, even after the World Cup; a real dream for all football fans." Well, that's their verdict, ours will follow next month.

England is scheduled for release around the end of June (just before the England team's celebrations, Ed!) and will cost £19.95. In the meantime, what's the betting we'll soon see a Scotland, Eire and Northern Ireland tie-in?

## HEWSON PREPARE TO VENTURE INTO THE FOURTH DIMENSION

Abingdon-based software house, Hewson are about to release a new compilation entitled the Fourth Dimension. The Oxfordshire company are confident that it will be one of the year's finest compilations and, unlike all of the others that will be released, the Fourth Dimension will feature three previously unreleased sixteen-bit titles (all of the games have appeared on eight-bit machines at some time). Insects in Space is a classic shoot'em-up arcade game in which you must foil the invasion of alien insects. Mazemania sees you assuming the role of Flippo. Whilst travelling around the maze of tunnels you must turn various tiles the same colour. Extra power and bonuses will be awarded for collecting icons. Finally, Firelord is a classic arcade-adventure which sees you attempting to foil an evil queen who's cast your home land into turmoil.

The Fourth Dimension should be available at the end of June. This interesting collection of unreleased titles will set you back £24.99. Watch out for our full review in the August edition of your fun-filled ST Action!



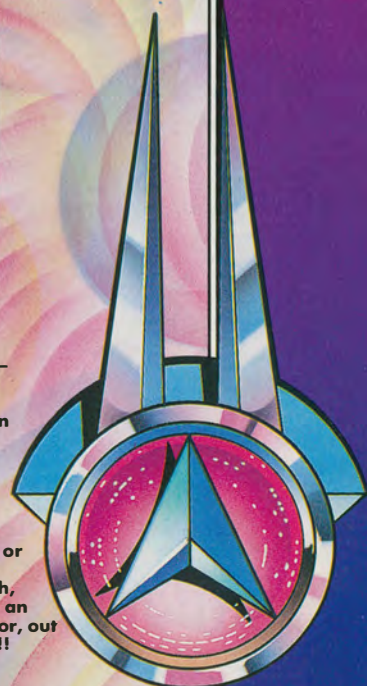
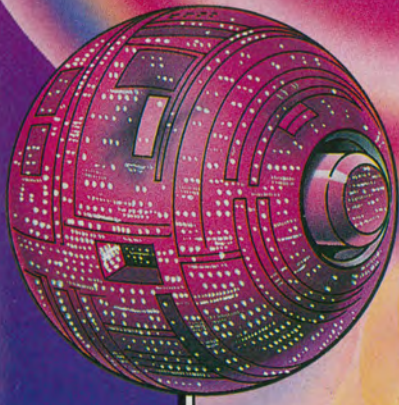
Not many people know, but our very own Alex Simmons is a dead ringer for England's Gary Lineker. Watch out for him in Grandslam's game.



ATARI...THE POWER BEHIND



# THE POWER OF TIME & SPACE



## PHOTON STORM

A classic space shoot-em-up from the master of addictive arcade classics – action, colour, excitement and mind boggling destruction make Photon Storm the definitive example of manic alien encounter. Patrolling outer space a desperate command suddenly orders you on a mission to seek an alien Battlestar, menacingly forming in a remote universe. Quickly you turn to your scanner and head-up display, desperate to locate the Stargates that will allow you to enter the time warp zones and speed across the galaxies. Instantaneously your attention is drawn to your lazer systems – their awesome power is immediately required – the Battlestar has released fleets of space fighters to halt your progress and return with the plutonium vital to its progress. If your skill lets you down or your nerve fails you in your encounter with the collisions, minetraps and fireballs released by the alien fighters, the Battlestar will grow in strength, activate and unleash hordes of reeking Ferrets that will not only bring to an end your mission, but the future of mankind as well. On with the navigator, out with the blasters and give those homicidal, psychopathic aliens pure hell!!!

ATARI ST · AMIGA



Screenshots from various systems.

REACH OUT FOR THE POWER OF ARC  
ATARI ST · CBM AMIGA · IBM P.C.

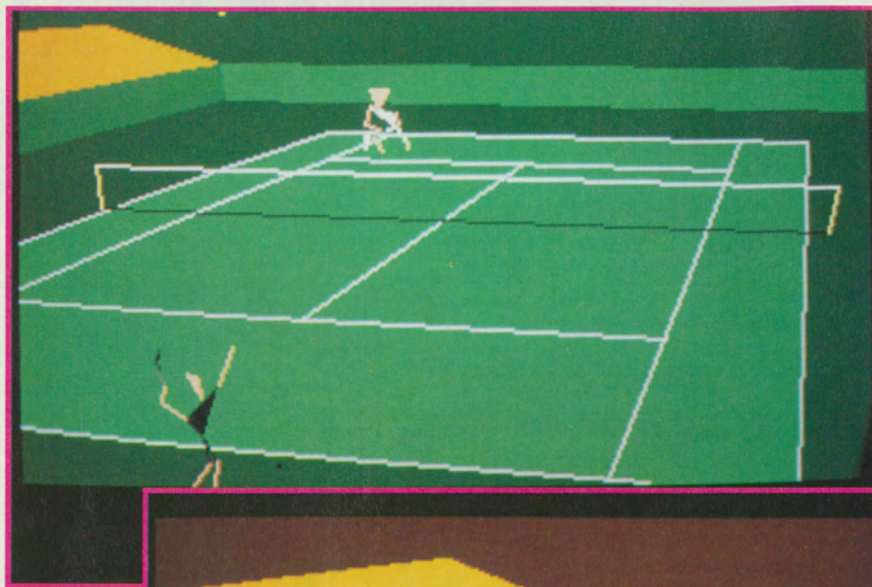
ARC, P.O. Box 555, Slough SL2 5BZ.

# GAME, SET AND MATCH TO PALACE

What with all this talk of the World Cup you could be forgiven for thinking that football was the only game played on the planet. However, it's nice to know that Palace have decided to concentrate their efforts on the more civilized sport of tennis. Yes, just in time for Wimbledon, the King's Cross-based software company will soon be releasing International 3D Tennis. The team programming the game have a very impressive pedigree; with the likes of the

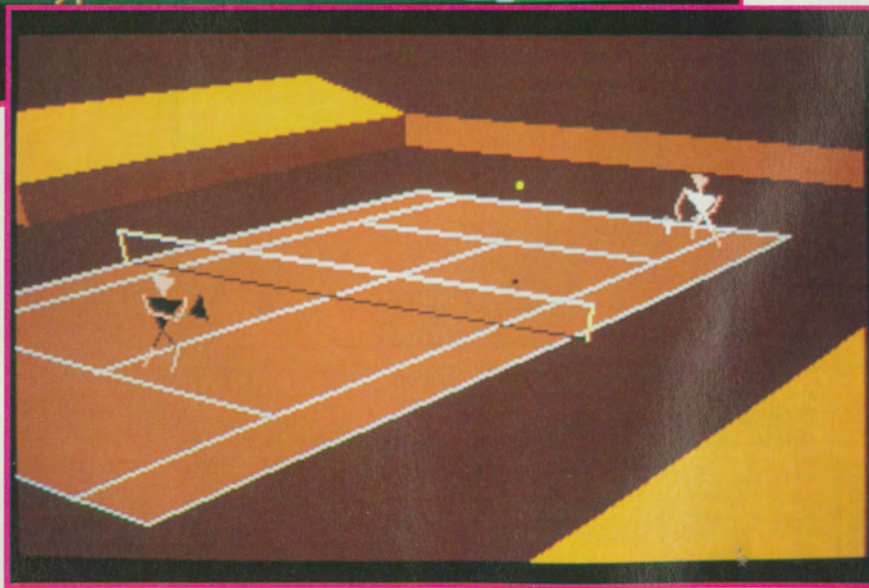
Shoot'em-up Construction Kit, Wizball and Microprose Soccer (Argh, no, not another football game, Ed.) under their belts, Sensible Software have been commissioned to produce the ST version of the game. The game has a string of features including: real-time 3D animation; four skill levels; two-player option; digitized score announcements; seventy-two different international competitions; four different playing surfaces; sixty-four computer opponents with

sixteen levels of expertise; an infinite number of viewing positions and angles; and (as the K-Tel advert always says) many, many more! What with all that to keep you busy, all you tennis-fans will soon forget about that other summer sporting event. Watch out for Palace's 3D International Tennis sometime in July, Centre Court tickets will cost you £19.99, but like the real thing you'll still be able to watch from the safety of your own home.



Sporting ties are all the rage. Palace's 3D Tennis will conveniently be released around the same time as Wimbledon, priced £19.95

Okay, so it isn't easy to distinguish between Lendl and Becker. Still, 3D Tennis boasts an impressive number of features, including four playing surfaces.



Your Luftwaffe Tornado is ready for take-off. Your objective is to blow-up a group of international terrorists.



## ACTIVISION'S FIGHTER BOMBER'S SECOND SCRAMBLE

Earlier this year Activision, amidst a flurry of publicity, released their first serious flight simulator, Fighter Bomber. Now they've called once more on the talents of the Vektor Grafix programming team in order to bring us the Advanced Mission Disks.

Once again you'll be able to take to the skies in one of six world-class fighter bombers. The new mission disks will pit you against a number of different strategic situations. For instance; a secret meeting of terrorist leaders is taking place aboard a submarine, can you evade the surrounding SAM sites and destroy the surrounding flotilla? Maybe you'd prefer to liberate your own airforce base from an invading tank command.

Whatever mission you decide to take on, one thing's for sure, you'll need all your wits and skills to survive. As usual you'll have six first-class jets to chose from: the Phantom; two Tornados; a Sabb Viggen; an F-14 Tomcat; and the deadly F-16. Activision are planning to take to the skies with the new Mission Disks sometime in July.

As of yet I've no definite details on its price (although sources are muttering about £14), watch out for ST Action's full test-flight in next month's issue.

# MINDSCAPE'S EASYRIDERS STRADDLE THEIR HARLEYS



Ever see Easyriders? No, me neither. Still, bike fanatics will love this Harley-based game.

Many young Americans dream of racing across the Wild West with the wind blowing in their hair. Now, thanks to Mindscape, you, too, will be given the chance to retrace the classic Route 66 trek across the States. You'll be riding a 1340cc Harley Davidson Hog. The aim of the game is to travel from your home city to the town of Sturgis in South

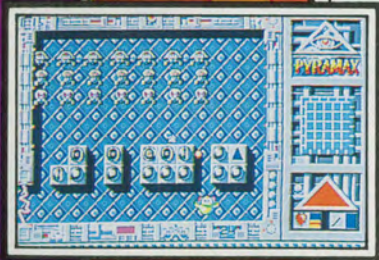
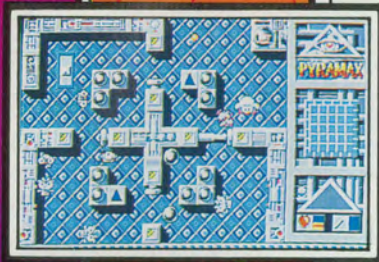
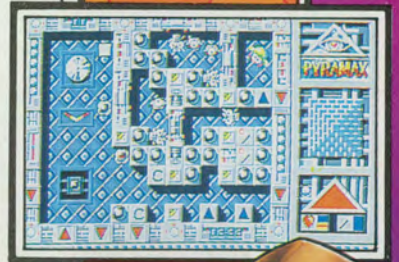
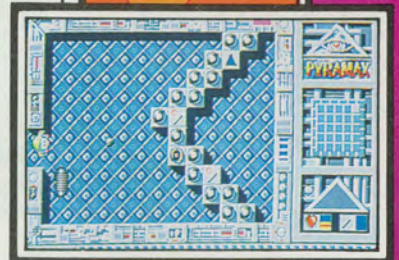
Dakota. Along the way you'll meet up with other bikers and be able to listen to their far-out experiences. How's about entering the five Harley contests; there's the drag race, slow ride contest and hill climb events to win. You'll be allowed to customize your machine to suit your attitude: custom-paint your helmet, drape pelts from your machine, choose your

own jacket. The game also features varying difficulty modes; you can take the high or low road but watch out for hairpin bends, police speed traps and the like. Eventually you'll be able to challenge for the title "King of the Road". Harley Davidson: The Road To Sturgis will be available in July and will cost ST owners £24.99.

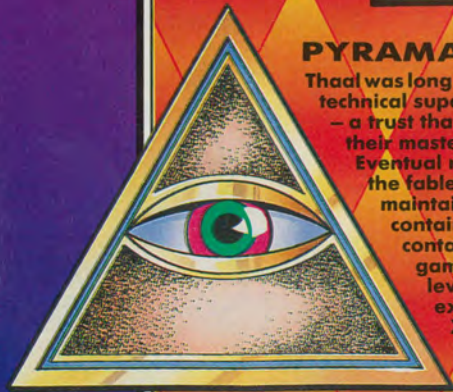
ATARI...THE POWER BEHIND



# THE POWER OF THE PYRAMIDS



Screen shots from various systems.



## PYRAMAX

Thaal was long inhabited by a race of intelligent humanoids who in a quest for technical superiority placed evermore trust in their Roboslave creations - a trust that was eventually misplaced as the slaves grew resentful of their masters. The rebellion was swift. The Thaalian defeat everlasting. Eventual remorse at their masters' downfall led the androids to create the fabled Pyramid of Thaal - a shrine in which the robotic devices maintained a perpetual vigil over the Thaalian Crystal - said to contain the total knowledge of this former race. The pyramid also contained fabulous recreations of the Thaalians favourite video games and immense riches were scattered throughout its six vast levels, held in secret until the day, you, Pyramax - intrepid explorer of the galaxies - finally penetrate the acid forests of Xandar and discover the long lost treasure hoarde of ancient Thaal.

ATARI ST · AMIGA



REACH OUT FOR THE POWER OF ARC  
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ARC, P.O. Box 555, Slough SL2 5BZ.

# STORM IN A TEACUP?

September will see the first release on a new software label known as Storm. "What's so important about that?", you may well think. Well, Storm will be the label on which games programmed by the Sales Curve team will appear. Just in case you were wondering what they've produced, here's a reminder:

Silkworm, Continental Circus, The Ninja Warriors, etc., pretty impressive, eh? The first game to appear on the new label will be a conversion of a Jaleco coin-op. Saint Dragon is an impressive little six-level blaster. The game is being developed by Random Access, the same team responsible for the totally brilliant Silkworm, so expect to see something just a little bit special. Saint Dragon should appear sometime in September.

As if they weren't busy enough already, Random Access are also working on a project known as SWIV (rumours abound that the name stands for Silk Worm IV, however the Sales Curve deny any tie-in). SWIV will basically be a vertically-scrolling version of Silkworm in which the helicopter and jeep will almost leap out of the screen. The



Put you pedal to the metal as you take part in this exhilarating race game. Big Run is a Jaleco licence coin-op that will appear on the Storm label early 1991.

team have developed the continuous loading feature first used in The Ninja Warriors. (Using this new system, SWIV will feature continuous play with no real obvious end of level. SWIV is booked in for an October unveiling. Personally, I can't wait!

Right, hands up everyone who's heard of Jaleco's Big Run coin-op. Pretty impressive stuff. Well, the news is that Big Run will be an early 1991 release on the Storm label. Accompanying it will be yet another Jaleco tie-in, Rod-Land. This is a cutesy platform-style game in which you'll assume the role of a pointy-eared fairy armed with a magic rod. The storyline is far too



Some people may find these cutesy coin-ops a little too sickly. However, they all seem to score highly in the playability stakes - Rodland is no exception.

smulchy to go into, suffice it to say it's going to be another sickly sweet game with incredible gameplay. In the meantime, if this is the kind of stuff we can expect from the Storm label, let's hope it pours down!



Saint Dragon is in the final stages of development. Watch out for it during September.

## EMPIRE ANNOUNCE WORLD CUP LINE-UP Slag

With Cries of, "ere we go, 'ere we go, 'ere we go!" emanating from software houses throughout the length and breadth of the country, Empire, in association with Shoot! soccer magazine, have decided on bundling together the best soccer games to form a stunning compilation known as World Cup Year '90. The ST Version will be available any day now and will cost £24.99. Three award-winning games will feature in the pack. Kick Off, Anco's brilliant footy game, needs no introduction: just ask any of our reviewers

what they think is the best soccer game going. International Soccer, in the meantime, can provide frantic midfield action for up to four players. With night-time games and variable wind and weather conditions it will keep even the most demanding supporters busy (what's more, it even has ST Action on the pitch-side advertising boards! Ed.). Finally, ST owners will be able to sample the ups and downs of being a football manager. Tracksuit Manager puts you in the hot-seat as you attempt to guide your team to victory. The



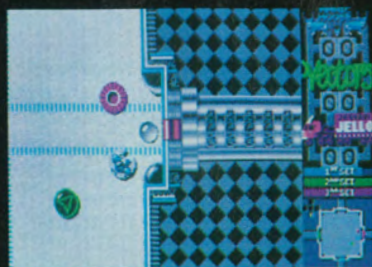
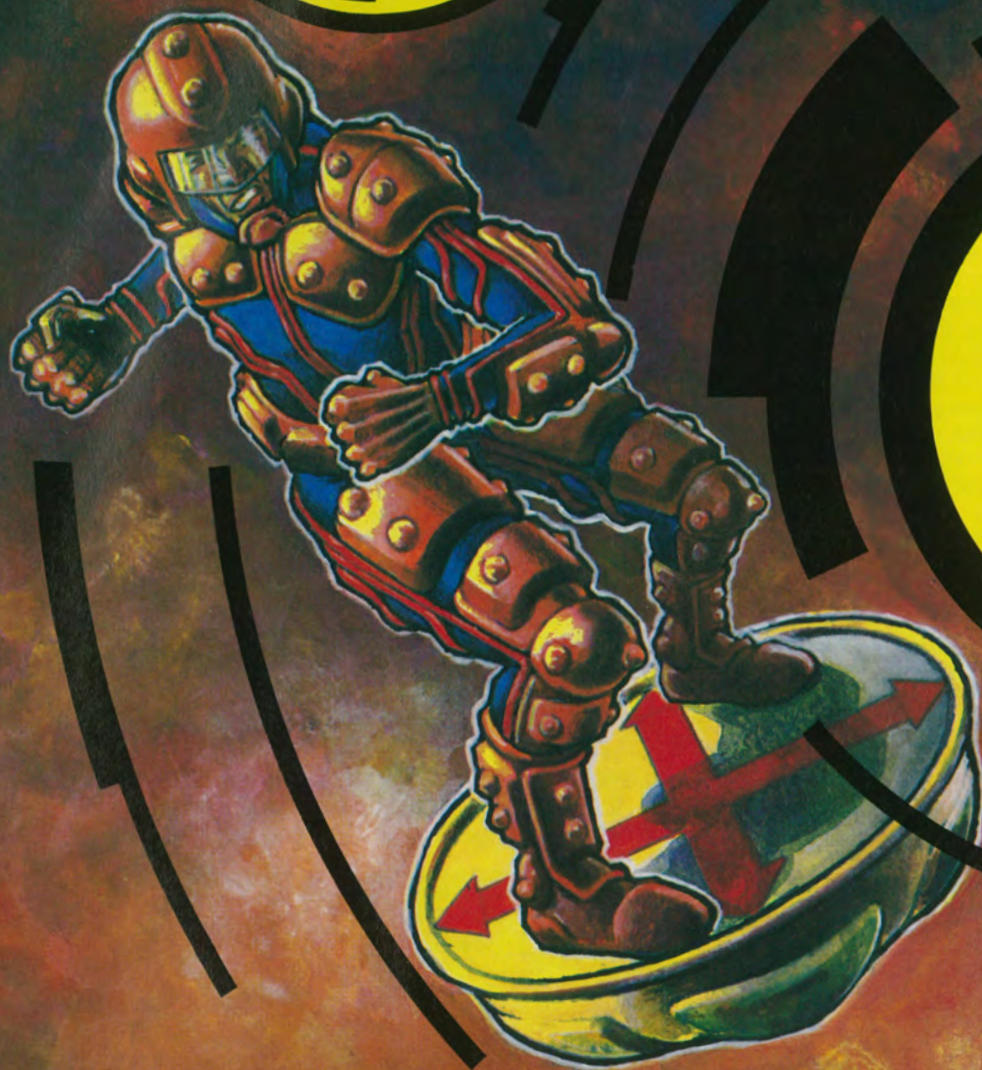
There are so many footy games around at the moment. However, with Empire's World Cup compilation you get to play and manage a team!

game features nearly every aspect of the game (except betting against yourself, Ed!) and will keep you busy for hours on end.

THIS IS OUR IDEA OF A SPORT

DON'T BLINK.

# PROJECTYLE



- ★ Fast multidirectional Scrolling.
- ★ Up to 3 players per game, 8 per league.
- ★ Tough computer opponents.
- ★ Start with low difficulty, build up to high.

ST + AMIGA £24.99

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ELECTRONIC ARTS™

# THE ARTS ARE OVER THE RAINBOW WITH NEW RELEASES

The German-based software house, Rainbow Arts have announced a number of forth coming releases. Hot on the heels of their frantic helicopter shoot'em-up, Dyter-07, comes Startrash, the wacky alternative to good clean living. The storyline is a little vague but apparently you got a little drunk at the office party and accidentally trashed all your data files. Of course, your boss was none too happy about your shenanigans and has told you to retrieve the data or else! You must, therefore, negotiate seven pyramids of rubbish. Startrash apparently features cute graphics and great animation. Have you got what it takes to find all the data? Watch out for Startrash during May, price £19.99

Khalaan is an adventure of Intrigue set within the Mystical East. In the magnificent kingdom of Khalaan, four great Caliphs, rivals for hundreds of years, are united by the dawning of an ancient



Set in the mystical east, Khalaan is a game of tactics and strategy in which you must join forces with your rivals to defend your country from an invading menace.

prophecy. A dark intruder is threatening to rule the land. You must employ your diplomatic, tactical and battlefield skills to raise an army and defeat the menace. Khalaan is being programmed by the team responsible for classics such as Joan of Arc and Days of the Pharaoh. The game is a mixture of strategy and arcade action and will be available sometime in June costing £24.99

The kingdom of Khalaan is a vast land. Your battles will take place on both land and sea and you'll need all your skills to save your people.



July should see the arrival of the Legend of Faerghail. As a dark shadow descends across the land, the elves have sold their souls to the devil and ravage the countryside. The once happy villagers are destined to live in fear as without the aid of an army all

hope is lost. However, in the far northwest reaches of the land there lives an ancient wizard who has concocted a strange and powerful potion. Assuming the role of a brave warrior, you must explore a vast medieval expanse. The game is essentially a role-playing game

containing eight different dungeon sectors and around eighty intelligent monsters. Legend of Faerghail will be a challenging game that should keep adventurers happy everywhere. Costing £24.99, the Legend of Faerghail will be available during July.



The Legend of Faerghail is a fantasy role-playing game in the traditional mould. Can you progress as a warrior and discover untold riches?

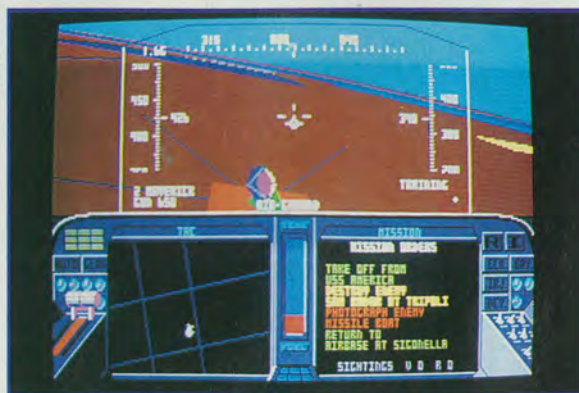
## MICROPROSE GAIN STEALTH AND TANK TOWARDS THEIR GOAL

Hot on the heels of their impressive STA1-rated game, Midwinter, the Tetbury-based company are due to release three more stunning games. Flight sim freaks will be pleased to hear that the

company are at last about to release their state-of-the-art flight simulator, F19 Stealth. July will see the unveiling of the ST version and you'll be able to get your hands on this most secret of planes for a mere £29.99.

M1 Tank Platoon should also appear pretty soon. For those of you who turn green at the thought of leaving the ground, M1 puts you in control of a deadly Abrahams M1 tank. Set over an incredibly detailed 16,000 acre playing field, M1 Tank Platoon has enough features to test just about everyone's metal.

Finally, Microprose are also caught up in all the World Cup



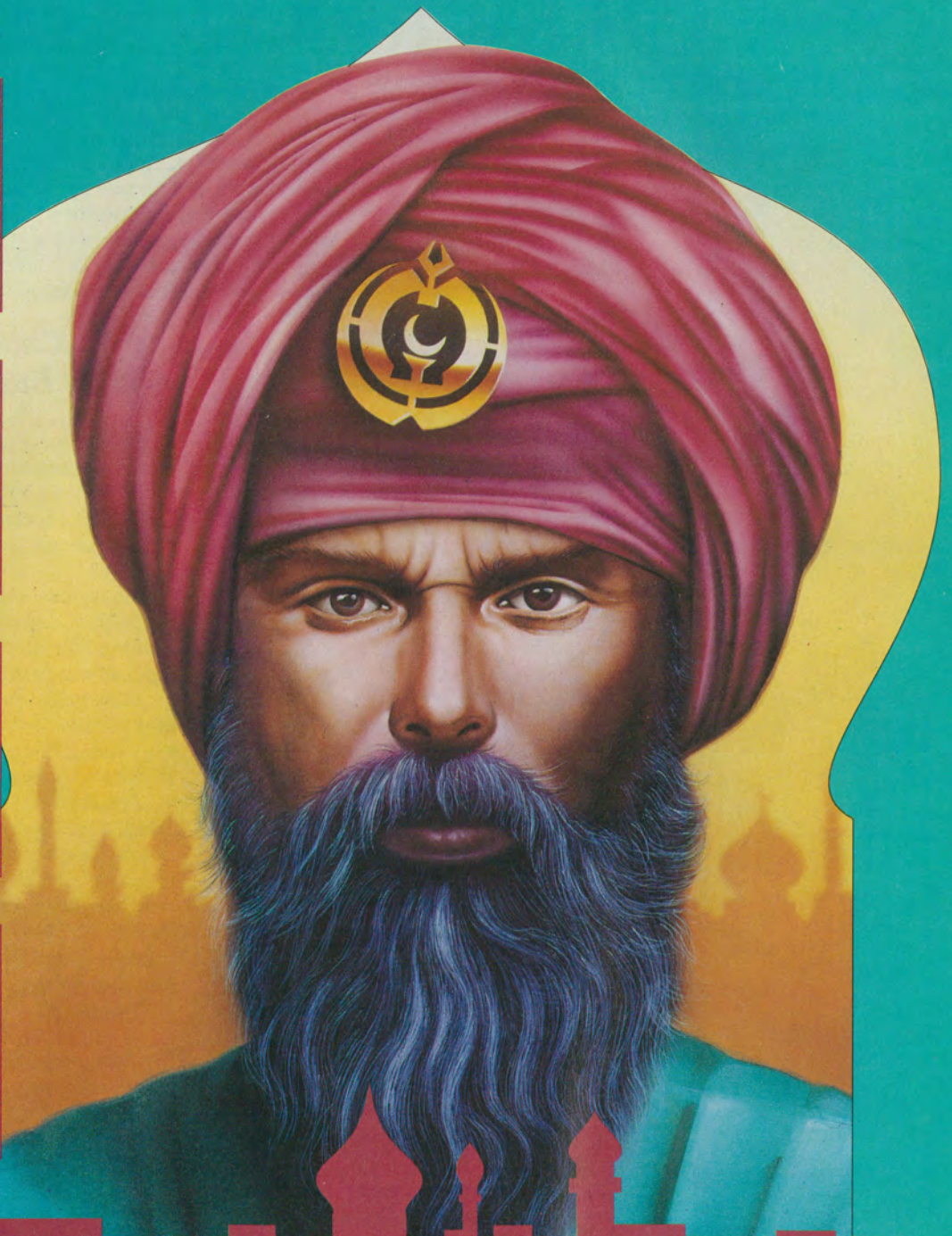
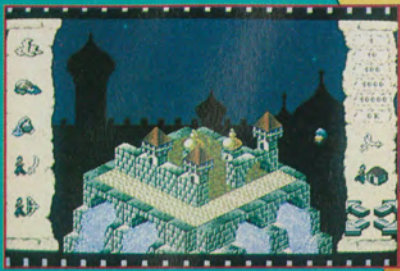
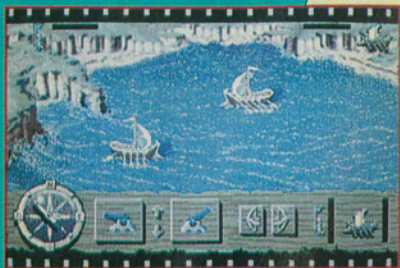
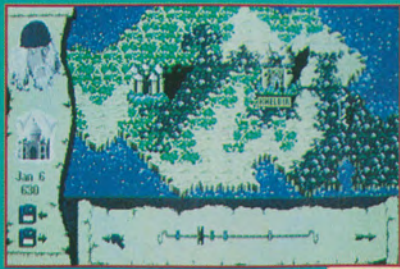
The F19 Stealth is the most technically advanced plane in the world. Have you got the right stuff and can you fly the beast to its limits?

fever. International Soccer Challenge is viewed from a 3D perspective and features both filled polygons and conventional sprites. Microprose boast of the degree of intelligence the computer will test you skills to the limit. The company also believe that their

game will be the most comprehensive footy game to appear on your machine. International Soccer Challenge should be released in the autumn, just in time for the start of the season, and tickets to the event will cost £24.99.



International Soccer Challenge takes a different view from most other footy games. It features very smooth scrolling, too.



# Khalaan



© 1990 RAINBOW ARTS

*Be spellbound. Let Khalaan enchant you. Adventures, dangers, intrigues and secrets await you in the mystical world of the Orient.*

*As one of four Caliphs you covet the throne of the Great Caliph, supreme ruler over all land and life. The army obeys your every whim, your ships ply the oceans, your caravans range far and wide, carrying exotic goods to your country's markets.*

*You decide between war and peace .....*

*Khalaan is a complex strategy simulation. All actions are simulated in real time. You have also got an options menu at your disposal with which the skill level can be adjusted to suit your requirements.*

- "PHOTOREALISTIC" graphics and animation
- Five gripping action sequences, one in 3 D
- Mouse, joystick or keyboard controls
- And let's not forget the atmosphere of "Arabian Nights".

# THE LETTERS DESK

Now it's your turn. What have you got to say for yourselves?

What do you feel about after-sales service?

Do you feel that today's software offers value for money?

Just what would you like to see in ST Action?

If you've got any views, comments, or questions then drop us a line. Don't forget the most thought-provoking letter will win its writer the game of his choice. Get scribbling! The Letters Desk, ST Action, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire. SK10 4NP.

## *Just Who the Hell is the Topazian Necromancer?*

*How hast ye beeneth? I have had the greatest of times with mine new software. It mayeth be from thy Wizard PD, butteth at least it is cheap and playable.*

*This ist I whateth I write about this time. Ye calleth thineself a games mag. Well, okayeth. But, couldst ye notteth build (as i hath) an extension to thy side of thine mag, with a few public domain game reviews inside them? Many people can affordeth thy twenty earth-quit titles, from ye biggeth companies, but some, like I, who hath just had a bill for the building of mine Necromancer's tower, can't. Thy PD games are of good standard and don't receiveth enough acclaim. I think thatteth others would agree with me (or else!) thateth these games are immensely playable and for thine price are a bargain.*

*I shalt not beg, nor shalt I even cry if you don't revieweth them. I shalt merely cover ye all in mollases and barbequeth ye if mine wishes are not met with thine thought. Thenst I should tear thy limb off of thy bodies and give you ye to thy Labour party as thy punishment (yours, that is, not Labour's, although they deserve it).*

***The Topazian Necromancer,  
Thy Necromancer's Tower, Bletchley.***

Look here mate, are you completely nuts or what? I mean, all this old English spiel, what are you on, eh? I had a communication from the most high and mighty, green warty one (the Troll to you) and he reliable informs me that you are several worms short of a canful. Nevertheless, I guess your idea of looking at PD games isn't such a bad one. I, myself, have just completed a neat PD role-playing adventure and although the graphics were rather basic, the game oozed atmosphere. As for a regular PD games section, I will talk to the Action team and ask their opinions. In the meantime - congratulations and enjoy your game. Yep, that's right, I'm awarding you the "Letter of the Month" award, let's hope you appreciate and enjoy your free game.

## *Code Calamity as Boy's Book Burns in Bonfire!*

*I have a copy of U.S. Gold's absolutely brilliant adventure game, Maniac Mansion. As you may or may not know, the game is accompanied by a code book that allows you to open a steel security door.*

*However, an awful incident happened a couple of days ago. We had a bonfire and my code book was hidden amongst a pile of old letters in my letter rack.*

*Obviously, my mum didn't notice it and threw it on the bonfire. When I asked my mum what she'd done with my letters, horror struck me.*

*I've been back to the shop where I bought the game from and asked them where I might obtain a new book but they can't get one for me. Now I can't play the game and it was one of my favourites. Please tell me where I can get another code book from.*

***Michael Prowse,  
Rochdale.***

Oh dear, Michael. What an 'orrible mum you must have, chucking your precious code book on your bonfire. Now you're in real trouble, the code book can only be found in the package when you buy the game so it looks as if you've lost out there.

However, seeing how you asked so nicely, I decided to telephone our friend, Danielle, at U.S. Gold. Seeing how Maniac Mansion is one of your favourite games she says that she'll try and sort something out for you. All you have to do is drop Auntie Danielle a line and mention we sent you. Mark your letter: For The Attention of Danielle Woodyatt, U.S. Gold, Units 2/3 Holford Way, Holford, Birmingham. B6 7AX. Good luck!

## *Like Many Others, I've Got the STE Blues.*

*I was wondering if you had the answers to my problems. Firstly, as a newly introduced member of the STE fanclub, I would like to know if you have a list of games which don't work on the STE.*



Secondly, could you tell me if there is any way in which I can convert my copy of TV Sports Football so that it will run on my STE, as I am extremely miffed about it! It is my favourite game and had I known about its incompatibility I wouldn't have changed my trusty ST to an STE! Thirdly, may I compliment you on a brilliant magazine with great reviewers and cheats (lick, lick!).

Fourthly, I must pay homage to your faithful few reviewers and I commend most of their STA1 ratings.

Fifth (and finally), could you please tell me where to find a copy of Zak McCracken and the Alien Mindbenders as from what the Troll says about it it seems brilliant.

I hope you can answer my questions but in the meantime, here is a thought. If the STE is more advanced than the ST and TV Sports Football doesn't run on the STE, does that mean STE owners are more advanced than ST owners, because football is meant for the less intelligent members to play (actually physically)? If you can decipher that, you are a better man than I!

**Darren Farman,  
Netherthorpe, Sheffield.**

Well, Darren, I don't think you'll make many friends in the ST field if you keep coming up with comments like that last one. Still, in reply to your points, here we go.

Firstly, there are loads of games which don't work on the STE; here are just some which we know about: 3D Pool, Arkanoid II, Barbarian I and II, Beyond the Ice Palace, Bombuzal, Captain Blood, Carrier Command, Conflict Europe, Dark Side, Defender of the Crown, F16 Combat Pilot, Falcon mission disk, Flying Shark, Ghouls 'n Ghosts, Hound of Shadow, Karate Kid II, Kick Off, Licence to Kill, Menace, Microprose Soccer, Mr. Heli, Nebulus, New Zealand Story, Ninja Warriors, Operation Wolf, Overlander, Paperboy, Populous, R-Type, Rick Dangerous, Speedball, Star Wars, Time Scanner, Times of Lore, Total Eclipse, TV Sports Football, Waterloo, Winter games, Weird Dreams and Xenon - Phew, that was somewhat of a lengthy list to have to type.

Secondly, there is no way in which you can convert your ST games to run on your STE. Have you tried contacting Mirrorsoft about your copy of TV Sports Football? You never know they might have rectified the problem.

Thirdly and fourthly, thank you very much, it isn't an easy job, but someone's got to do it. No, seriously, on behalf of all the contributors to ST Action, thank you very much.

Finally, Zak McCracken and the Alien Mindbenders is a great adventure from Lucasfilm Games. It's available from most good computer stores, but if you're experiencing trouble in finding it, try contacting

the Golds direct at their Birmingham address mentioned in my last reply, they should be able to help.

## ***I've Inherited a Collection of Pirated Games and They've all Become Virused!***

Help! I own an Atari 520STFM which I bought from a friend a couple of months ago. The package included an external disk drive and about seventy pirated disks, each with about three games on them. I and most of my friends have become addicted to Bubble Bobble and it was whilst mastering it that the game crashed, displaying a row of bombs on the screen.

This happened before, when my friend owned the machine. He left the computer for a couple of months and everything seemed okay.

I have tried the same, but after two weeks the problem remains the same. I have tried using virus killers and the like but they seem to have made the situation worse. Now I can't get any disk to load and even the GEM desktop refuses to appear.

Another friend suggested I drain any "bad info" by turning the computer off and passing some wires over the chips. This, however, failed to work.

My questions are: do I need to scrap all my game? Can a virus affect a write-protected disk?

**Chris Corus,  
Holywell, Clwyd.**

What on earth do you think we run here, Chris? Pirated games, no matter where they come from, are the scourge of the software industry. Inheriting around two hundred and ten ripped-off software titles isn't to be taken lightly. Do you realize you must have games to the value of more than four thousand pounds?

This is no laughing matter. Indeed, it is criminal. If you think I am going to offer you guidance on how to save your collection of software you are gravely mistaken. My advice to you is that you place all seventy, or so, disks into a bin and leave them there for the dustman to dispose of accordingly.

As for your machine, passing wires over the chips is most certainly a recipe for disaster. If I were you I'd take it along to my local computer shop and ask them for an estimate of how much it will cost to be repaired professionally. Maybe when your computer is repaired you will actually start paying for your software legitimately, until then don't bother asking us at STA for help.



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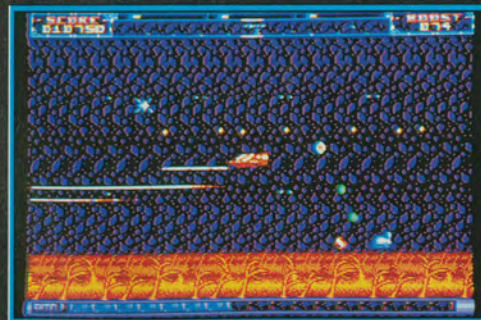
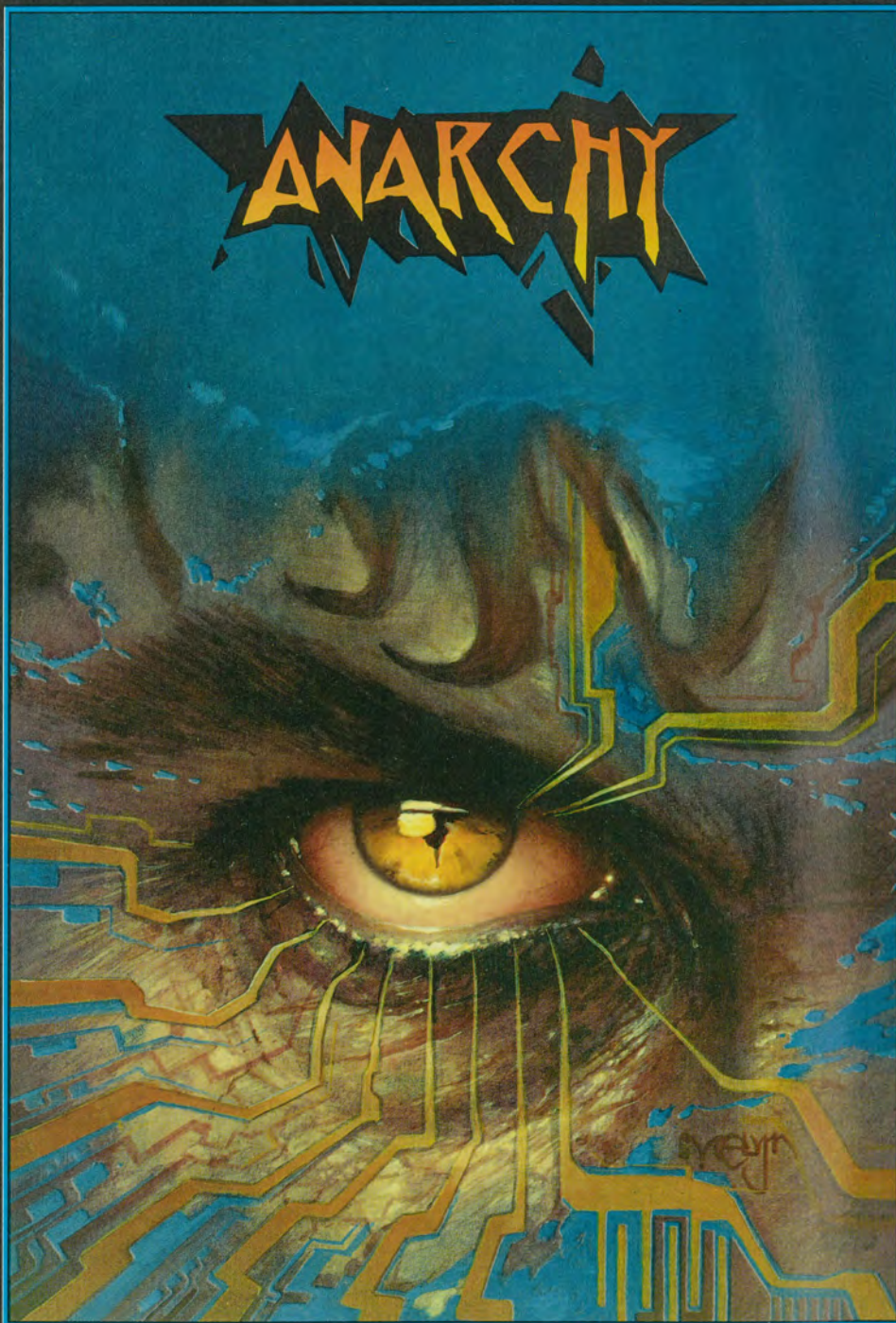
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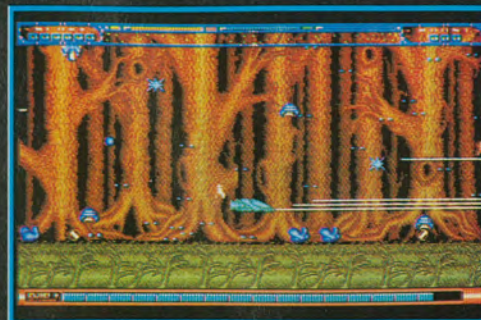
PROJECTS

EXPENSES

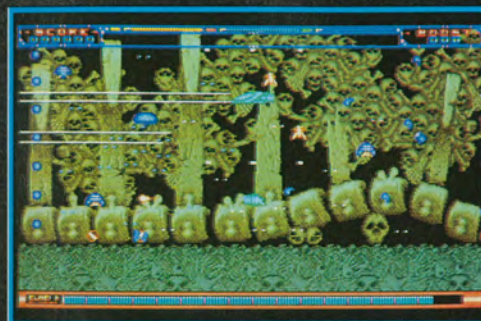
DATA BANK



Atari ST Screen Shot



Amiga Screen Shot



Amiga Screen Shot



Amiga Screen Shot

## ANARCHY

"Whether you liked or loathed Defender, you'll love Anarchy. The speed at which the screen scrolls is frightening. The number of aliens, bullets and other miscellaneous objects that are animated simultaneously is absolutely remarkable. Anarchy is the best version of Defender ever."

ST FORMAT.

### FEATURING

#### **FAST, FRANTIC, FURIOUS GAMEPLAY**

- ★ Full screen horizontal, 4 level parallax scrolling.
- ★ Arcade running speed (50 frames/sec) on Amiga and Atari ST.
  - ★ 48 colours on screen at once.
  - ★ Up to 80 aliens attacking simultaneously.
- ★ Full screen animation sequences totalling over 450 screens.
  - ★ 4 channel sampled soundtrack.
  - ★ Saveable top 50, Hi-Score table.

**Amiga/Atari ST £19.99**

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# DISKMANIA!



**I bid you a warm welcome to this, the July issue's sizzling front cover disk feature. Sun, rain or snow, our sole intention is to bring you the very best in ST entertainment. This month once again you have no less than three demos of first class games which are due to be released in the future. I hope you thoroughly enjoy this month's disk feature.**



**This month, the press snapped Jason at the launch of the new Roy of the Rovers mag. In order to avoid multiple wounds from a rolling pin, the gorgeous blonde he was standing with has been omitted from the picture.**

As you enjoy the long hot summer days playing tennis, croquet or cricket and relax in the warm barmy evenings at some riverside pub, just spare a thought for the game design industry. All around the country, in darkened rooms, the tireless work of our unselfish graphic artists and programmers continues - to them, it matters not a jot whether it be winter or summer, night or day. The same goes for your heroic ST Action team who are facing yet another summer missed. But that is of little consequence to us, because what's most important is that we present you, dear reader, with the finest ST mag this side of the Congo.

If you're a regular reader of STA, you will have come to know and love one hell of a front-cover disk feature, which literally smites the competition off the magazine shelves. In the past, we have presented you with some red-hot titles which were due to be released, including Pipemania, Cloud Kingdoms and Back To The Future II and many of the games have gone on to be amongst the most popular releases this year - which only serves to demonstrate what an effective forum the ST Action disk feature special is. The opportunity to play a bit of the game before parting with your hard-earned cash is proving a popular one and reading about the game and how the designers produced it only serves as a bonus to an already exciting and jam-packed feature. For the ever growing ever improving industry, individual game designers, you know, the unsung heroes who really matter, get to air their views about the industry and the state of computer entertainment as a whole in a magazine which is as widely respected within the industry as it is by you the reader. So all

round, the ST Action front cover disk and the accompanying disk feature section is a good thing for one and all - it also keeps me, the missus and the little nipper dry, clothed and fed.

It may be hot outside; the lapping waves may be calling this particular STA member to board his surfboard and scull off, never to return. But with an iron resolve, I've remained office-bound in order to keep up the unbeatable standard of our dearly beloved disk feature.

So what's on offer this month? From Bullfrog, the people who brought you the phenomenally successful Populous, we have Flood, their next game with chart-busting potential soon to be released on an unsuspecting public. This is a platform/puzzle game with a difference, starring a sticky character who can cling to walls and ceilings. Lashing, cascading water fills the screen in this exciting arcade game, hot off the keyboards of the country's most sort-after software house. Meanwhile, software colossus, U.S. Gold, are maintaining their hold on the market with Rotox from Creative Design. Caught in a so-called Rotoscape, this game of wit, speed and courage is set to test the most skilful of game players. Finally, Dragon's Flight is a multi-player RPG which promises to quench the thirst of fantasy adventurers over the long summer months. So don't wait for a rainy day to enjoy the best ST entertainment in the world, start now!

In the event of your ST Action front-cover disk not working, don't panic, there's got to be a logical explanation for it. However, if after a few tries it still won't load, return it to; ST Action 'Faulty Cover Disk', Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Sallow Road, Weldon North Ind. Est., Corby, Northants. Don't forget your name and address.

## COVERDISK SPECIAL: QUICK START

### DISK SIDE ONE

#### •FLOOD - BULLFROG/ELECTRONIC ARTS

Boot up your ST Action feature disk and locate the file labelled FLOODMO.TOS. Now with joystick control, help this last survivor of a subterranean race find friendship on the planet's surface. Watch out for the numerous foe and a relentless tide of water.

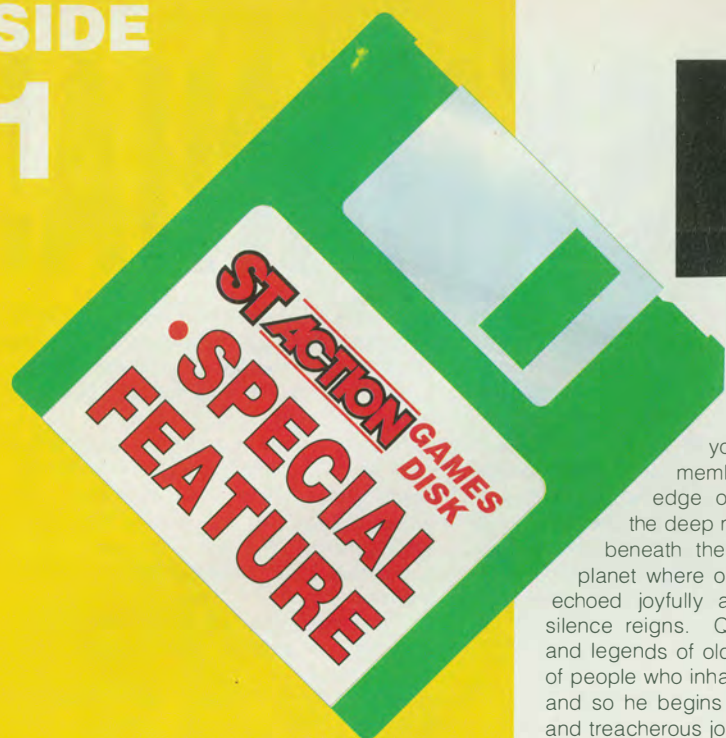
#### •THUNDERSTRIKE - BRIAN POLLOCK/MILLENNIUM

Boot up your STA disk and find the file marked TS. PRG. Once the game is loaded take hold of your trusty mouse and fly man fly. The Left-hand button controls your flight speed and the other button blasts the meanies out of the sky. Protect your bases and destroy the generators.

### DISK SIDE TWO

#### •ROTOX - CREATIVE MATERIALS/U.S. GOLD

Boot up your disk and double click on the folder labelled SIDE 2. Now open out the screen and locate the file marked ROTOX. PRG. Now you are Rotox a cyborg programmed for battle. In this ultimate test, you will endure constant barrage of attack in this specially designed test centre. With joystick control, keep to the path or your cyborg will fall into the limitless pit of space. Avoid all contact with the enemy as each collision depletes your energy and blast the so and so's out of the galaxy.



**In the wake of the truly phenomenal success of Populous, you would have thought that Bullfrog would be putting their webbed feet up and enjoying the good life. But as I found out, they're certainly not resting on their laurels. Published by Electronic Arts, Flood's the name of the game and it's set to fortify 'the frogs' reputation as a leading game design house. From divine deity to puzzling platform game shenanigans is a quantum leap and no mistake, but these smart aquatic creatures have managed to jump ponds in a single bound?**



**By the looks of this screen, a face mask and an aqualung are essential equipment in a game in which water features so strongly - looks like we're gonna get wet.**

# FLOOD

Your name, for some unknown reason, is Quiffy (working title name), and by some quirkish and unfortunate twist of fate, you're the last surviving member of a race on the veritable edge of extinction. Quiffy inhabits the deep recesses, caves and caverns beneath the surface of an unspecified planet where once the laughter of children echoed joyfully around, but now a deathly silence reigns. Quiffy remembers the fables and legends of old, which told of a great race of people who inhabit the surface of the planet, and so he begins his quest to travel the long and treacherous journey from the bowels of the planet to the surface to meet these beings and make friends. But what will they look like and how will they regard Quiffy? Will they be the great people who were described in the legends or will they be a bunch of murdering heathens? Loosely speaking, this is a platform game, but that's only because a more apt label couldn't be found - as you might expect from those ever-so-clever people at Bullfrog, this is no platform game in the traditional sense of the Word.

So tonnes and tonnes of rock and stone and miles and miles of tunnels and caves stand between you and your quest to make friends with this race of surface dwellers, and you must guide Quiffy through the strange labyrinthian underworld to the surface. But you and your old mate Quiff have got a bit of a dilemma. You see, the caves and recesses within the underworld are rapidly filling up with water and, as we speak, the water is lashing over the walls, filling up the pot-holes and lapping at the lonesome-one's ankles. So all haste must be made to keep our hero dry - one slip, one single moment of hesitation and he will be drowned, his cold and lonely body destined to

be carried on an eternal tide through this dark and empty place.

## DON'T GO WITH THE FLOW

This sensational platform puzzle game from the croaking Bullfrogs features on Side One of this month's sizzling front cover disk. To load up the game, boot up the disk and double click on the file labelled FLOOD.EMO.TOS and the game will load automatically. Now you're in Quiffy's underworld and your objective is to progress through the level which Bullfrog have provided in this demo. I hasten to add that the final version of Flood currently consists of 44 levels and rising - in terms of puzzle platform, this is a monstrously large game. With joystick control, you manoeuvre old Lonely Features through this treacherous world, and you will soon discover that he is quite different from the usual platform game characters we have come to expect. Quiffy's body is made out of a strange, sticky elastic substance which enables him to stick to walls and hang from ceilings. Taking control of this wiry, sticky character takes some getting used to, but once gameplayer and Quiffy are working as one, it's pure ballet. Use the weaponry available to you to collect the rubbish along the way and keep a step ahead of that all-enveloping flood.

## BULLFROG

Bullfrog have turned the game design industry upside down with one single product, Populous, which is reputed to be the best selling sixteen-bit title of all time. As a company, 'the frogs' are relatively new to game design. They began a couple of years ago producing business software. But the popularity of the entertainment market and a desire to be involved in it persuaded them to leave the world of heavy spread sheets, ledger facilities



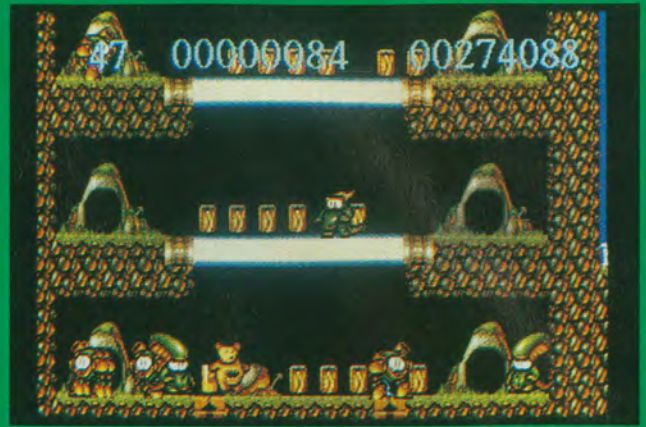
**Quiffy takes the plunge as the water rises. He must collect all of the objects and make his way to the surface**

# WATER, WATER EVERYWHERE!

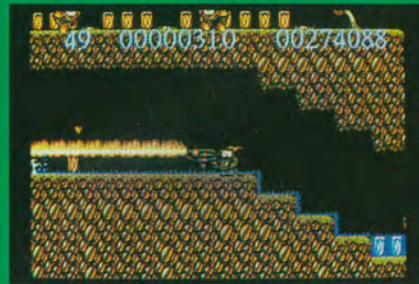
Water was a deciding factor of life and death in the great Populous. But now, it haunts the world of the last in a strange species which once dwelled beneath the crust of a planet.



The tide is rising and lapping at Quiffy's sticky little feet. All your skill and speed is needed to thwart the enemy and avoid an early bath. Quiffy's saving grace is that he can stick to walls and ceilings and it takes practice to utilize this 'gift' to the full.



Flood is based on the platform style of game but the interpretation is pure Bullfrog genius. Here, you must negotiate a passage across laser bridges.



Quiffy is equipped with an awesome supply of weaponry which ranges from this awesome flamethrower to a dead chicken.

and wide yawns to the birds, and move into entertainment software. First attempts at game production were a bit of a disaster, as bullfrog-in-chief, Peter freely admitted: "We started with *Druid II*, *The Enlightenment*, which was a really bad conversion to attempt and our hearts were just not into the product. As a result, we switched to a more traditional field of computer entertainment, the shoot'em-up, *Fusion*."

What *Fusion* lacked in original concept it more than made up for in interpretation. The game is filled with innovative features and effects and this hinted to the world that the old frogs really did have something to offer. Peter continued: "At the same time we were working on *Fusion*, we were laying plans for what was turning out to be a long-term project with immense potential and scope, *Populous*." The burning question on everyone's lips is how the idea for a game of divine deity came about? "Believe it or not, at first, deity was not the pivotal theme of the game. When we were first drawing up plans, it was just a leader of people with a great power over civilizations. It was not until much later that the idea of a god-like character came about." As a spark of genius began to take the form of a very unusual and innovative game, the frogs used strange design techniques to form *Populous*. Peter continued: "The landscape in *Populous* was actually designed with the aid of the humble lego bricks. Using this technique we could take and add levels of land and even design the terrain. However, when it came to the rising flood water, we made a staggering discovery - *Lego floats!*"

Regarding *Populous*, the rest, as they say all too often, is history. Now the Frogs are putting the finishing touches to their latest spawn, *Flood*. I asked Peter if there was a link with *Populous*: "Not at all! If anything, there was a conscious effort to produce a game which was as different to *Populous* as possible. *Flood* is based on the platform game idea which is mixed with arcade and puzzle gameplay. But we were determined to produce something quite different." Bullfrog analysed the different aspects of this style of game and



Divine deity indeed! The Bullfrog team have every right to smile after the popularity of *Populous*. Now they are breaking new ground with *Flood*.

re-wrote the book, designing new characters, platforms and screens. I spoke to the game's designer, Shaun Cooper, as well as graphic artist, Simon Hunter and ST converter, Glenn Corpes. Shaun explained: "There wasn't a tight spec for the game and it was really during production that *Flood* evolved. We started off with some graphical effects of water lashing across the screen, rising up through caves, cascading over walls and creating air pockets. Then there was the main character. Graphic artist, Simon, described Quiffy: 'Usually, the controllable sprite in a platform game just run and jump. But I drew Quiffy as if he were made out of plasticine and able to stick to walls and ceilings - this brings a whole new set of controls and movements to the game.'"

But the innovation doesn't stop there. Quiffy's world is a stunning collection of graphics and effects such as, Laser bridges

which open and close at different times and conveyer belts, space hoppers, parachutes and balloons all of which really sets *Flood* apart from the mainstream platform game. Shaun continued: "There are switches which open and shut sections of caverns, as well as teleport facilities which transport Quiffy to another section of the level." Quiffy is supplied with a full arsenal of weapons which range from sticks of dynamite to flame throwers - but be careful you don't pull a dead chicken out of the bag because all you'll be able to do is swipe the enemy around the head.

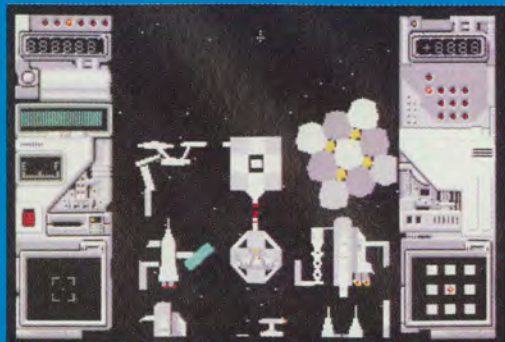
Peter concluded: "The success of *Populous* has enabled us to be choosy. If during the course of a project we didn't enjoy the game, we'd scrap it. Our main concern is that customers get value for their twenty-four quid. We achieved this with *Populous* and we intend to do the same in the future."

**SIDE  
2**

# ROTOX

**STATION GAMES  
DISK  
SPECIAL  
FEATURE**

**U.S. Gold have maintained a strong presence in the software charts for a decade, with games ranging from the hottest coin-op licences to highly-original concept games. Rotox, designed by Creative Materials, is a fine example of original concept design. Away from the simple task of alien blasting, Rotox combines strategy with a bonus blast at the no-good slimeballs once you've done your homework - speed, wit and agility are all required to succeed in this game. So check out the instructions for this original game and take time out to read about Creative Materials, who've been slaving over a hot keyboard for the past eighteen months.**



Once again, we're jettisoned into the future, to the 22nd century to be precise, where the relationship between man and his distant galactic neighbours is none too healthy. You are Rotox, part man part cyborg, who has been patched up after a rather nasty accident. You emerged many months later looking somewhat different, as a computer-assisted, elite combat, droid and now you must endure a series of rigorous tests by the REMOTE OFF WORLD XENOPHOBE UNIT. Within a specially designed training ground, you will be tested to destruction - if you want to opt out now we'd understand! The test area is literally infested with hostile adversaries for you to contend with. These computer-driven nasties spit and scatter energy-sapping fire which must be avoided - there are no concessions in this ultimate test!

All who confront you must be eliminated! The firebutton activates awesome firepower which will destroy anything that gets in the way and, once you've blasted your way through one test, the arena flashes allowing a momentary truce while you manoeuvre Rotox to the next level. But even this short journey also fraught with danger as you gingerly manoeuvre your droid across a chasm which is spanned by a moving bridge. The bridges between other levels roll out towards you and then suddenly snatch back leaving Rotox standing on thin air. Other bridges rotate disorientating you completely, and split-second timing is required to make the crossing.

## ROTOX CONTROLS

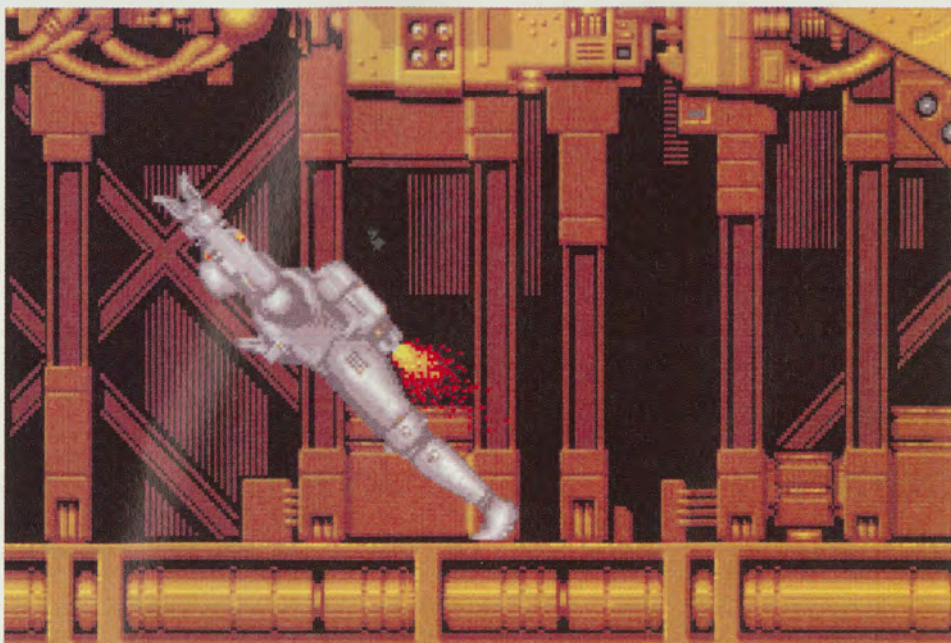
For those of you with double-sided disk drives, your exclusive look into the world of the 22nd century cyborg can be experienced by double-

clicking on the folder labelled, SIDE 2. Now open the screen and locate and click on the file marked ROTOX. PRG and the game will load automatically. With joystick controls, you manoeuvre Rotox around the test screen. Wrenching the joystick left and right spins the test area around, which at first causes heart-stopping confusion. This bewildering Jabyrinth of corridors must be adhered to - take the wrong path and Rotox begins an eternal fall into the inky blackness of space. In the final version of the game, there are some ten test levels facing you, each more taxing than the last. Each level is then divided into nine smaller sub-tests which are littered with adversaries who have one common enemy - you!

This is an energy-sapping experience to be sure, but fortunately, there are energy pods to collect which replenish Rotox's personal strength, jetpack power and weaponry.

## CREATIVE MATERIALS

Creative Materials is a relatively new company, but the personnel and game design team behind it are some of the most experienced individuals in the business. Managing Director, Andrew Hieike, has been in the industry for twelve years, along with partner Patricia Dempsey. The team originally started up Terminal Software and published some 40 games between 1981 and 85. Then they set up a game design team and, since then, have released 200 games including, Lazy Jones, Max Headroom, Double Dragon I and II, Shinobi and Hard Driving on the Z80. Andrew described this era as *"feeling like a can of beans factory - you can do it for a year before it does your head in."* The move into sixteen-bit saw a restructuring for the 1990's and, with their combined experience, Creative Materials evolved. Undoubtedly, Binary Design enjoyed great success in the eight-bit days, but with the



**Our friendly Rotox takes off into the wild black yonder in a bid to save our civilisation from those fiendishly cunning aliens.**

start of a new decade, Creative Materials was born with a new image, ideals and direction. Rotox is their first production.

Creative's director, Nick Vincent, entered industry as a humble programmer more years ago than he cares to remember. He outlined his career: "I did a lot of work on the much-maligned Enterprise machine which sold well in Kuwait and nowhere else. Then I joined Alligata for a spell and developed Defend or Die on the Amstrad and then went to do freelance on various games for a number of houses." Nick's career finally started to take off when he joined Binary Design back in 1986. "This is when I first got hands-on with an ST and, after a while, I got promoted to project manager." Nick was just dying to develop sixteen-bit games, but Binary were stuck in a groove churning out budget games for Mastertronic... and doing very nicely out of it thank you very much. "I've lost count of the budget stuff we produced. Because of the price of the games, we were working on a tiny budget and were often given less than ten weeks to produce a game." Quite naturally, he quickly got peeved off with factory life and both he and Andrew Dempsey (now Creative's M.D.) tried to push Mastertronic into investing into sixteen-bit game production. Regardless, they carried out their plans and developed Sidewinder and AARGHH for the ST, both of which sold well.

As a result of this modest success, they set up Creative Materials and continued to produce a project which had shown great promise at the end of the Binary days. Nick continued: "We went to a coin-op show and one stand was running a stunning coin-op which had a rotating screen, and we wondered whether the effect could be emulated on sixteen-bit. After considerable experimentation we discovered that the rotation could be achieved more easily on the Amiga than the ST, but we didn't give up there." Creative actually set a team up specifically to develop a screen rotation effect or so-called 'Rotoscape'. Meanwhile, a separate team worked on the gameplay which would eventually become Rotox. From a basic concept by Mike Day, the project has taken some eighteen months to develop. Nick described the project development: "How technical do you want me to get? The Rotox screen spins by our own routine which we developed ourselves. But all the time we were adamant that the playability was more important than an effect. At first, we had to reduce the screen area for the effect to work. But through development, we eventually achieved the effect equally well in a larger screen area. For effect and presentation, polygon bitmaps were pasted together and, rather than slow down the effect as you might expect, this actually enhanced the feeling of speed. We then realised that we could actually put anything we liked on screen, as if the Rotoscape was blank canvas. Then it was just a process of enhancing the presentation to make the game more complete and appealing."

Now with the basic game completed Creative worked on animation, link sequences and special effects. The animation of a robot running at the beginning of the game was actually digitized from a film of a real person running. We turned him into a matchstick man, and graphic artist, Nick Lewis, redrew and animated the sequence. Rotox which is due to be released any day now, is the result of eighteen months work from some highly skilled designers, as the demo which features on your STA demo disk shows quite clearly - enjoy it!

## OUT OF BINARY DESIGN CAME CREATIVE MATERIALS

**Pictured here in stylish luxury is from Nick Vincent, (left) with Patricia Dempster and M.D. Andrew Hieke. With the new decade came the desire to experiment with sixteen-bit design. The all-new company, Creative Materials, is set to lead the field of game design.**

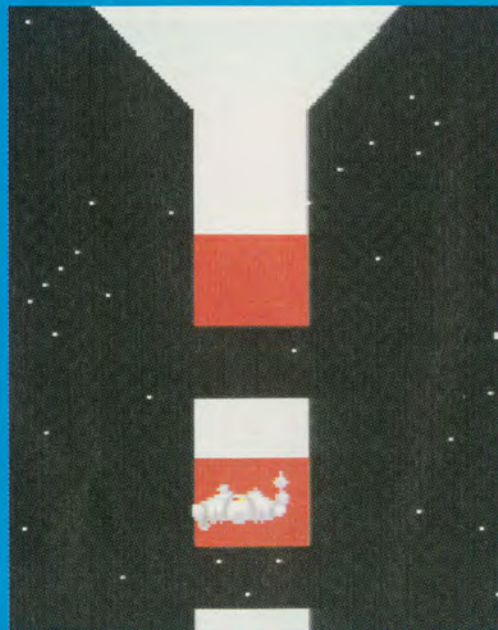


## ROUND AND ROUND THE ROTORY ARMS

**Rotox descends on this turning topsy turvy world and you must gain your bearings and prepare to meet the numerous adversaries waiting to destroy you.**

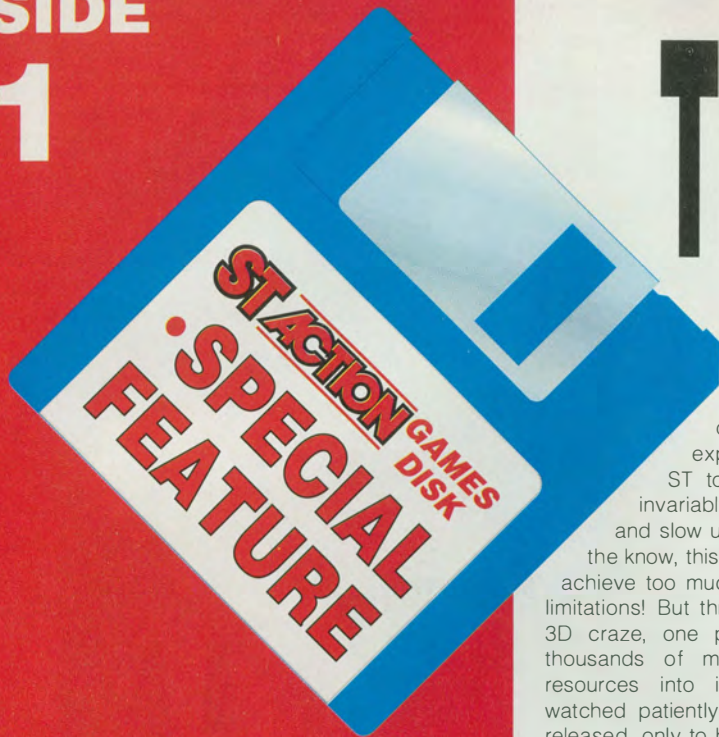


**The enemy comes in different guises and each one attacks in a different style -there's no respite.**



**Confusion confusion! There are many traps and puzzles to overcome. A sliding bridge presents Rotox with a problem.**





**The new Millennium label is releasing some of the most exciting and innovative games currently on the market. Millennium are extremely proud of Thunderstrike, and they expressed the wish to share with you an early progress edition demo of this graphically stunning and action-packed game. Here are the instructions for Thunderstrike, plus an interview with Millennium's project manager, Tony Beckwith, and Thunderstrike designer, Brian Pollock.**



**This map which is not operational in this demo version of Thunderstrike, helps you to pinpoint your adversaries and targets.**

# THUNDERSTRIKE

There are enough solid 3D vector-graphic design simulations on the market to fill an aircraft hangar. But most of these titles have one thing in common: whilst exploiting the capabilities of the ST to the full, these games are invariably marred by jerky scrolling and slow update. According to those in the know, this is because they are trying to achieve too much - a man's gotta know his limitations! But throughout this year-long solid 3D craze, one particular designer has put thousands of man hours and all of his resources into irradiating this trait. He's watched patiently as title after title has been released, only to be met with indifference from the press and only mild interest from the game-buying public. Learning from their mistakes, he's experimented with different routines and now he's well on the way to producing a game which combines exciting gameplay and non-stop action with the 3D graphic effects and speed which has eluded so many.

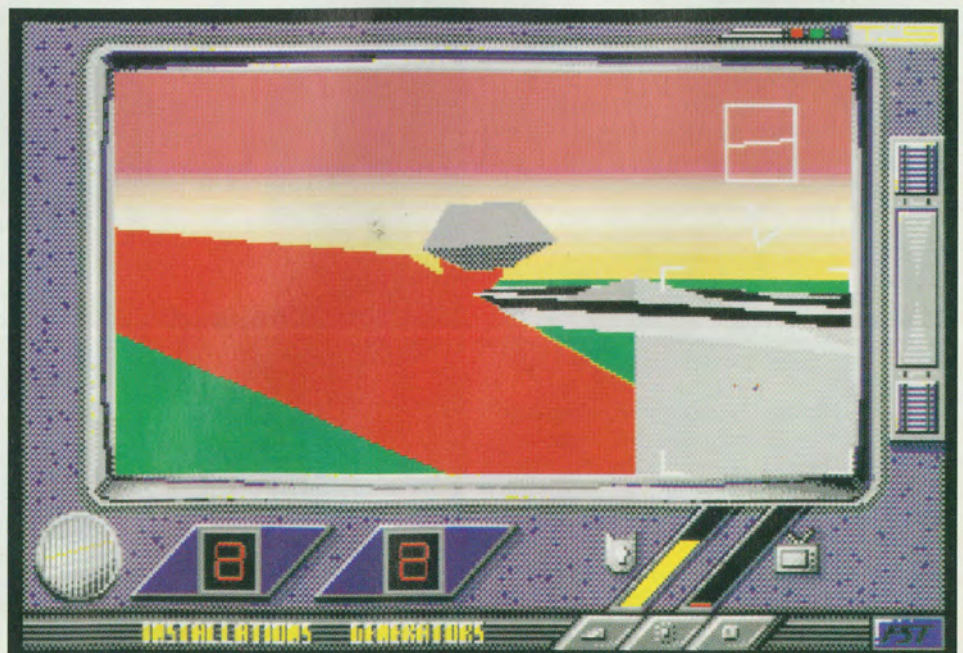
Thunderstrike is Brian Pollock's brainchild. An unassuming, quiet sort of a bloke, Brian has worked alone on his project, only interacting with the design team at Millennium who, he is only too willing to admit, have been a tremendous help and influence throughout this long and complex project. Brian and Millennium have entrusted the ST conversion of Thunderstrike to the capable hands of Peter Hickinson, and it is his work which is on display on your ST Action front-cover disk.

## THUNDERSTRIKE - GO FOR IT

An opportunity to play a demo of a game of Thunderstrike's stature is only possible in your beloved ST Action. To load this all-too-brief encounter with Millennium's flying fury, look for

the file labelled TS. PRG and double click with the mouse and the game will load automatically. The gameplay concept is not a new one, but it's a highly innovative interpretation of what can only be described as a classic corker. A la Defender, your objective in this particular arena, which is just one of many worlds to feature in the final version is to protect your allied bases which are scattered around the terrain and intercept and destroy all your adversaries. The invaders who are programmed to wipe your installations off the face of the planet are pumped out of a generator, and so there's a constant stream of opposition - it is advised that you locate and destroy these generators. Some of these enemy vessels are programmed with artificial intelligence to home in and attack you, while others are designed to bomb the bases. But this is no ordinary attack/assault game. Thunderstrike is a televised game show of the future - a game of life and death which grabs the attention of millions of viewers. In this tournament to the death, you are a contestant pitted against the might of highly advanced computers and the promise of your impending demise is advertised to increase TV viewer ratings.

The mouse controls yield incredibly responsive control over your craft. Your speed is governed with the left-hand mouse button while the other triggers off your fore-mounted laser fire and, of course, moving the mouse from left to right steers the vehicle. There are extra weapons to pick up and you can customize your ship for greater speed and manoeuvrability. You're equipped with a radar which pinpoints the position of the enemy - use this to keep one step ahead and seek and destroy to keep your hit rate up. But it is the protection of your bases which is of paramount importance because even if you lose only one, your ship will be considerably down-graded.



**Taking time out from the slaughter, you home in on an enemy generator in order and blast it with continuous gunfire.**



These delicate targets are identifiable by their pyramid-like appearance and red colour. The enemy's generators, however, are pyramids with the top squared off, with blue around the sides and red pulsing corners - when you blast'em they go grey to indicate structural damage. "Happy flying, readers!"

## BRIAN POLLOCK

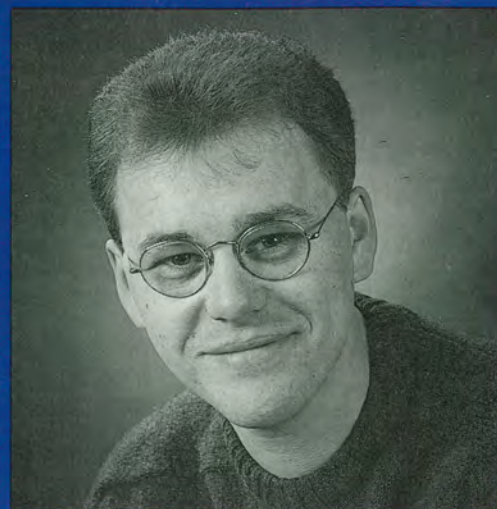
Brian's fascination with computers started when he was a kid. Having gratefully excepted a ZX81, he wasn't content to just play the crude-sprited arcade games available at the time. He set about ripping Sinclair's hallowed ancient relic apart in a bid to find out how it processed. He then wrote routines and experimented with different languages and this process of discovery continued as he wore out the keyboards of numerous other computers. This process of discovery proved to be a solid foundation for his chosen vocation as game designer: "I've been writing games and designing graphics and scrolling routines for years. The first game I got paid for was *Druid II* and, shortly after, I joined Teque and worked on Peter Beard's *Soccer* and *Blasteroids*." Brian left the security of Teque to go it alone: "I converted Starray onto various formats and this introduced me to Logotron (now Millennium) and, for the past year, I've been working on *Thunderstrike*."

But *Thunderstrike* is the result of many years experimenting with 3D vector graphic design and getting shapes to scroll smoothly and swiftly: "In the past, I would work on games to earn my keep and experiment with different effects and routines in my spare time in the hope that, one day, all of the work would culminate in a game." Brian described the basic concept of *Thunderstrike*: "I've played various aircraft simulations. But I wanted to achieve a different kind of flight sensation in *Thunderstrike*. I think the feeling of flight in the real world, in aircraft, is pretty boring and so I wanted to simulate the freedom of flying like a bird - as if you're watching a bird's-eye view of flight in a nature documentary. I've played around with vector-graphics since my Spectrum days and worked on routines for the past couple of years. But with sixteen-bit there's obviously more memory capacity and processing capabilities to channel into the



(Above) Millennium's project supremo, Tony Beckwith, worked tirelessly on *Thunderstrike* co-ordinating production. Then, the entire Millennium team and even development houses working on other projects helped develop the gameplay.

(Right) *Thunderstrike*'s innovative designer, Brian's Pollock, has been experimenting with vector-graphic design for years. Now all this groundwork has culminated in the truly spectacular *Thunderstrike*. But this is not merely a pretty 3D showcase - it has the gameplay to back it up.



## THUNDERSTRUCK

*Thunderstrike* is the result of years of experimentation by designer, Brian Pollock. Boasting the smoothest and fastest vector-graphics ever seen, Pollock wanted to emulate the flight of a bird. The Millennium team were instrumental in the gameplay and content in a bid to do the stunning effects justice.

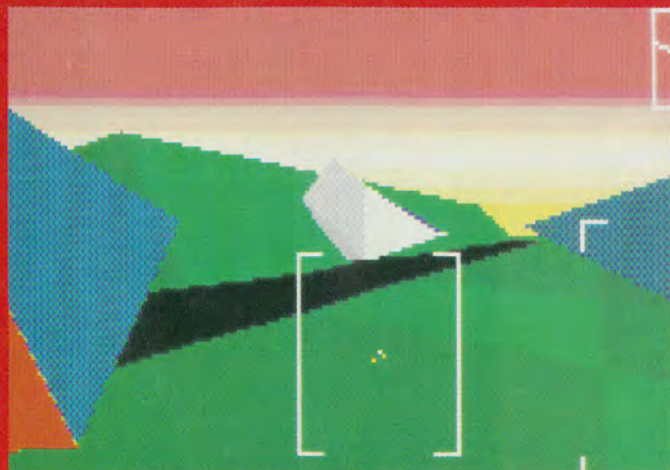
gameplay and content."

Brian designed his own 3D graphics and scrolling routines to be very economical, in order to optimize the available memory and processing power for gameplay. He continued: "It's all down to careful planning and, like many other programmers, I threw the basic methods out of the window and worked on finding easier and cheaper ways of achieving the desired effect. I started by creating different polygons and then manipulating them with different animation techniques. With conventional bitmaps you have to store every piece of animation and that's why bitmap-based games are so memory greedy and need to be crunched down. After I had created the

polygon routines and rotated the shapes, I then implemented the code to handle more than one object. Then it was a matter of creating the landscape and getting the scrolling routines as quick and as smooth as possible. The concept of the game has changed considerably and the Millennium team, and even other design teams working on various other projects for them, have helped a great deal - they're great to work with!" A lot of the credit regarding the gameplay and content is down to project manager Tony Beckwith, who has coaxed Brian every step of the way. The result is a technically advanced game with the gameplay to back it up - I'm sure you'll enjoy the demo!

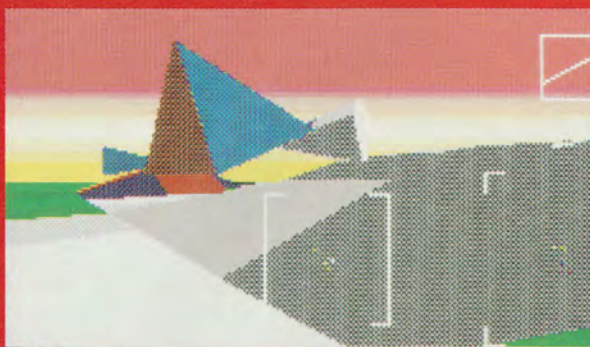
## LIVING ON THE EDGE

In arena designed to destroy you - you got the courage to play the game, or are you a mere spectator.



Like a pack of hounds chasing the fox, the regenerator spits out some bloody-thirsty adversaries. A furious chase ensues will you be the victor or just a statistic?

The heat is on! Pursued by two computer-controlled assassins, you desperately try to outrun their fire.



The tracking is on and as if caught on a train track, you follow the track into more trouble.

**Find out its limits.  
Look in the mirror.**



**Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.**

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

NAME: .....

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Please send to Atari Corp (UK) Ltd. Atari House,  
Railway Terrace, Slough, Berkshire. SL2 5BZ.

**ATARI 1040STE**

**WITHOUT IT YOU'RE JUST PLAYING GAMES**

# DRAGON'S LAIR COMPETITION

# WIN A BLUTH

What do you think of this month's cover artwork, pretty darned impressive, eh? Well, in conjunction with Sullivan Bluth and Entertainments International we are offering you the chance in a lifetime to win this exclusive piece of artwork. Just imagine your friends' faces when they see this Don Bluth original masterpiece hanging pride of place on your bedroom wall. As you can see, the picture contains all of the Bluth characters: there's Dirk the Daring, Singe, Barnacle Bill, Space Ace and Borf, even the company's latest hero, Rock-a-doodle! One thing's for sure, this is a once-in-a-lifetime competition that you've just got to win. However, as you must have guessed by now, there can only be one real winner - will it be you?

But, in an effort to save any unnecessary tears before bedtime, Basildon-based Entertainments International have generously decided to offer a number of runners-up prizes. Yup, after the winner the next five names to be pulled out of the hat will each win their own copy of Dragon's Lair, at forty-five pounds a throw that's not to be scoffed at! The next five after that will win an exclusive Sullivan Bluth T-shirt!

Now, I guess you're all wondering how you can win these much sort-after prizes. It's pretty simple really, all you have to do is solve the word search puzzle. However, seeing how easy that is, we've decided to include another teaser. Just to make things more interesting, you're going to have to decipher an anagram. Each letter can be found where two titles intersect. For instance, if you find the names "Interactive" and "ST Action" and they cross through the "T", then that's one of the letters that's in the anagram. In order to win, you'll have to uncover all of the titles in the letter grid and work out the anagram.

All entries should reach us by the 30th July 1990 and should be sent to:

**Dragon's Lair Compo  
ST Action,  
Europa House,  
Adlington Park,  
Adlington,  
Macclesfield,  
Cheshire. SK10 4NP.**



## ST Action Competition Rules

The Editor's decision is final and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Interactive Publishing Ltd and companies participating in competitions are not eligible to enter.

# MASTERPIECE



S	S	H	T	U	L	B	N	O	D	P
L	R	P	K	I	A	A	B	G	R	C
A	L	S	A	I	Q	W	O	O	A	T
L	L	I	S	C	I	N	R	E	G	B
I	E	N	B	I	E	R	F	O	O	Y
Z	L	G	C	E	A	A	N	N	N	G
A	C	E	G	E	L	B	C	A	S	E
R	I	A	R	R	E	C	K	E	L	D
D	L	D	S	A	F	G	A	K	A	U
K	I	M	B	E	R	L	Y	N	I	O
I	L	Y	R	E	O	F	E	N	R	N
N	F	T	T	S	V	N	I	C	K	A
G	B	H	G	L	U	B	N	A	D	S

## WORD POOL

**BARNACLE BILL**  
**DRAGONS LAIR**

**SINGE**

**BORF**

**KIMBERLY**

**SPACE ACE**

**DON BLUTH**

**LIZARD KING**

**ST ACTION**

The answer to the Dragon's Lair Compo is:

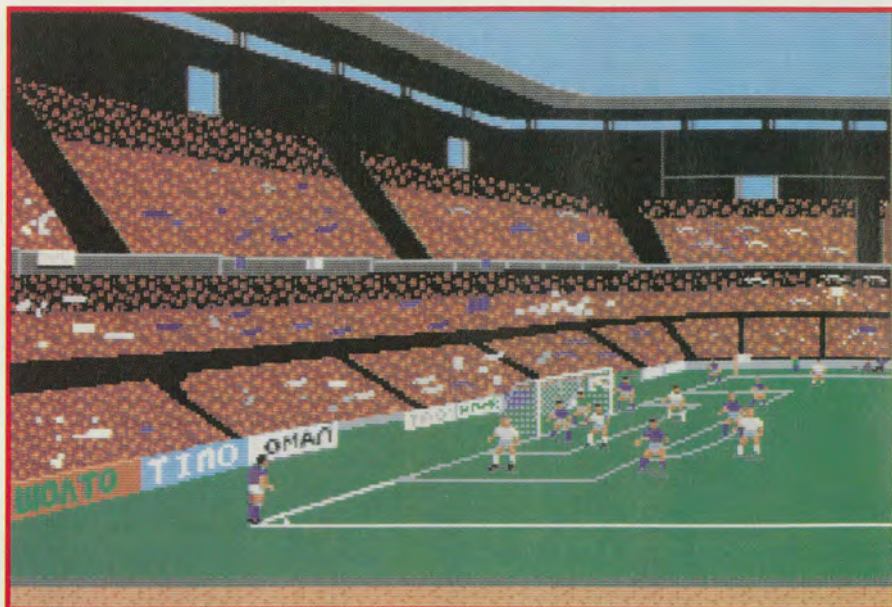
The solution to the anagram found in the word search is.....

Name.....

Address.....

Post code.....

Daytime telephone number.....



STA  
Rating  
**72%**

**GRAPHICS: 74%**  
**SOUND: 68%**

**LASTING APPEAL: 69%**  
**ADDICTIVENESS: 73%**

**DIFFICULTY: AVERAGE**  
**1ST DAY SCORE: N/A**

# ITALY 1990

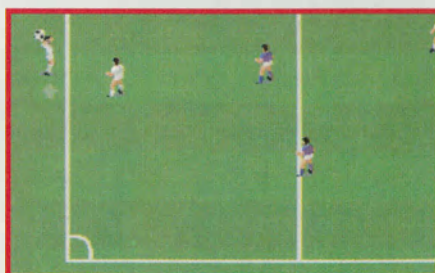
*"You wouldn't believe that kicking a piece of leather around a pitch would evoke such excitement, drama and emotion. But every four years, the World Cup comes around like a comet and captures the world's attention."*



US GOLD (£19.95)

In historic Rome, the stage is set for the greatest sporting event on Earth. But before a single kick is made, U.S. Gold is releasing Italy 1990 with the boast that: 'The World Cup Starts Here'. The packaging for the game reads like an entertainment bonanza, with a competition for World Cup tickets for the final, including travel and accommodation for seven nights. There's a file of facts and information on tournaments of the past and the all-important one to come, as well as a soccer trivia quiz. The soccer action itself boasts the most authentic game action yet, with unique player features and team management of authentic squads. First, you can choose to play in the tournament or try a one or two-player friendly, and you can even select match length from two minutes to full match time. Next, there's a list of twenty-four teams to choose from and, as you move through the list, the computer supplies you with crucial information before you choose which team you wish to represent. Team information is

numbered, the higher the better, and this includes skill, speed, aggression and strength factors. If you have selected to play a computer-controlled opponent, the computer will play at the team's predicted playing level. So, for example, pitting Brazil against Cameroon would give you an immense advantage.

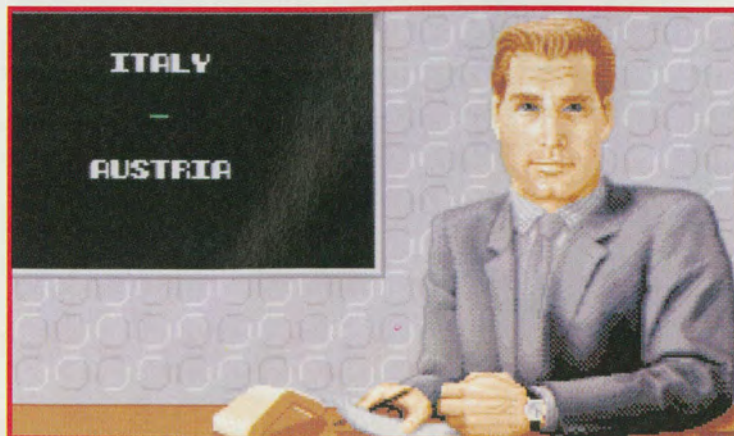


All the rules of soccer apply in Italy 90 and aspects such as throw-ins and corner kicks have been cleverly implemented in the game.

Selecting tournament gives access to squad information and you can check on specific player statistics and choose your playing team. This team selection is important throughout the tournament, from the knockout phases to the final. Once you've selected your team and the opposition squad, the players file out onto the pitch, face each other and then take their positions for the start of the match. Once the whistle goes, the joystick takes control of your team and the outcome of the match is literally in your hands. Ball control is particularly distinct and precise in Italy 1990 and you can identify which of your squad is in play by a distinctive arrow which points at the player. Once a player has gained possession, the ball is automatically trapped, but the next decision is up to you. Without touching the firebutton, pushing the joystick in any direction enables your player to run with the ball,



There's a full team and player choice section at the beginning of the game where you can choose to portray your heroes.



Old Desmond Lynam just doesn't look the same since he shaved off the tash and took to the Grecian 2000 treatment. This typical-looking sports presenter appears just before the game - we're spared the match dissection thankfully!

Cor! I mean, has there been a flood of soccer games just lately, or what? U.S. Gold's offering comes as more of a package than a game. To find the disks you first have to delve through a collection of World Cup memorabilia, including a highly informative file-of-facts. Personally, I found the game a little easy - I guess if I had chosen the United Arab Emirates instead of Brazil the action would have been somewhat tougher. The game really came into its own when two players met in a head to head challenge. The omission of a scanner makes play a little more difficult, but nevertheless it's still great fun. All in all, Italy 1990 is a splendid footy game, not quite in the same league as Kick Off, but highly enjoyable.

NC

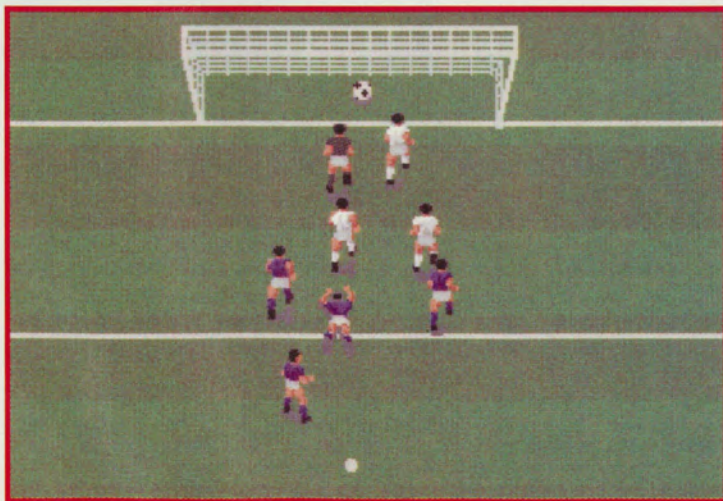
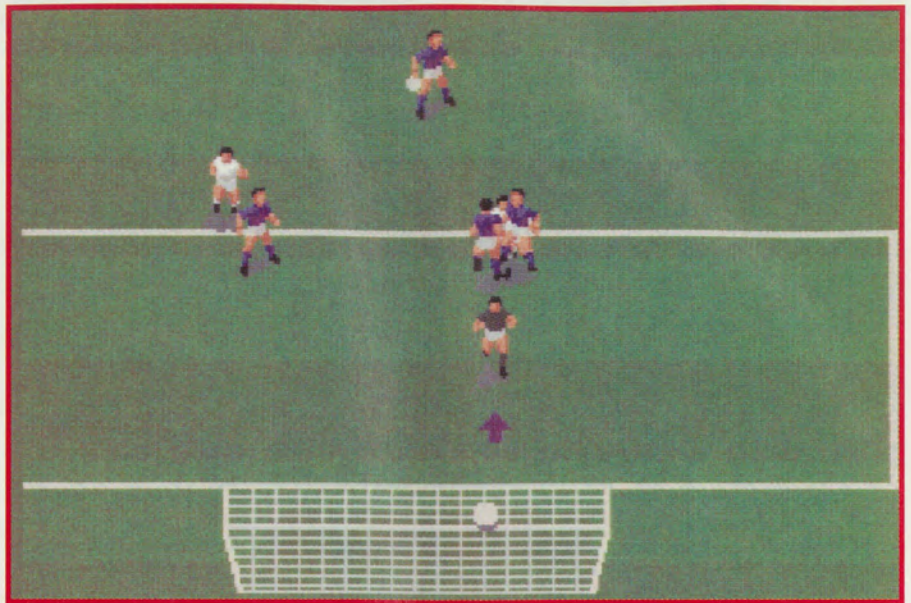
but you will be open to attack at all times and so it's advisable to look for players in the clear and pass early. To kick the ball, you press the firebutton and the amount of time you take before releasing it determines the strength of the kick - accurate kicking is really down to trial and error. The specific player's kicking strength is also a contributory factor in the power of a kick and there is a maximum time that the firebutton can be held before the ball is kicked automatically. Also, you can manoeuvre your player to do different kinds of shot. For example, pulling back on the joystick immediately after you press the firebutton achieves a chip or lob and, of course, more powerful, longer shots will automatically travel above the

ground.

That hallowed lump of metal, globally known as the world cup, can evoke some of the most aggressive play seen in modern soccer, and so this simulation readily embraces the subject of tackling and ball possession. Basically, there are two ways of tackling: if your player is facing an opponent who has possession, he has a chance of taking the ball according to each player's relative skill factors. But a sliding tackle can be achieved by pressing the firebutton and holding the joystick in the direction you want him to slide. However, if the player slides from behind the opponent, there is the chance of committing a foul.

When the opposition moves into a

goal-scoring position, your final bastion is the goalkeeper. Here, control switches to the keeper and the joystick moves him around the goal area with heroic dives being achieved by a combination of joystick wrenching and firebutton pressing. In a goal-kick or corner situation, the playing view switches to ground level until the ball is kicked. In all set kicks or throw-ins, pressing and releasing the firebutton sets the power of the ball and the joystick directs the shot. The excitement is building, the crowd are going wild - so get out there and give 'em 'el!



The box is crowded, the crowd scream in excitement as the ball flies around the goalmouth. Suddenly, in all the confusion, somebody gets a toe to the ball and punts it in the back of the net. "At the end of the day, it's goals what count Brian!"

Amongst the myriad of football games that have been released to tie in with the World Cup is Italy '90, U.S. Gold's effort. Kick Off has held the crown of football sims for some time now and is therefore the yardstick by which other games will be judged. Italy '90, although not as good as Kick Off, deserves to well as it is a joy to play. Simple controls and addictive gameplay make it one of the better tie-ins so far, but many will find it too easy to sail straight to the top and win the World Cup (I done it first time!). In two player mode, it is brilliant, being both fun, and with varying skillful teams, challenging. As well as the game, a fact filled manual has been included answering most of the footy questions likely to be asked. If you have already got Kick Off, try Italy '90, you may be pleasantly surprised.

SW



This one speaks for itself! The electronic scoreboard keeps you up-to-date with play, including bookings and sending off.

When it comes to computer entertainment, you can't beat a bit of soccer. Italy 1990 is state-of-the-art stuff, with an overhead play perspective, relatively realistic animation and crisp and precise control. The tournament aspect and the obvious links with the World Cup evokes great excitement, especially in the two-player mode. The question is: is 1990 an improvement on the best soccer games already available? Of course, this boils down to personal taste and in particular, the degree of control over the players. The pace of the game is very quick and, personally, I think this is the best soccer game I have played - with the added interest of the World Cup, it's well worth indulging yourself.

JS

This is your big chance to show us what you're made of. Making your entrance from the Stargate you must psyche yourself up for the ensuing onslaught.



*"Yak is back, as wild and as wacky as he ever was, in a truly frenetic and crazy battle against those no-good scumballs, the aliens."*

With its highly original controls and constant action, *Photon Storm* is destined to be one of those arcade classics which will live forever. Inspired by those Williams' coin-op favourites, Jeff Minter has combined the traditional addictive qualities of arcade with his own wacky ideas. The controls are superb and the graphics, although on a small scale, are a delight to see. The general presentation is impressive to say the least - a sort of *Colourspace* with interactive arcade gameplay. This is one of the best arcade games I've played this year and certainly an essential purchase for all shoot'em-up fans - a rare treat from Mr. Minter!

JS

# PHOTON STORM

ARC (£19.95)

*Photon Storm* is the name and, once played, you're never likely to forget it. Veteran game designer, Jeff Minter, has poured all of his experience and know-how into what's predicted to be his most complete and power-packed arcade game to date. Your mission in this hostile sec-



Your ship, full of plutonium pods blasts away with its triple cannon at anything that moves.

tor of the galaxy is to blast everyone and everything in sight. Your objective is to clear your way to open up a stargate, and hurtle, via warp-power into the next sector of space to continue the clean-up operation. Meanwhile, it is advised that you collect as many Plutonium pods as possible in order to boost your shield strength, which is essential for travelling through hyperspace to your next destination. These pods would otherwise be used to build and activate the enemy Battlestar which waits in readiness for the inevitable and monumental final battle.

The opening screens display diagrams of the stargate and your many and varied enemy, for identification purposes - now the battle commences! Your triangular vessel remains in the centre of the screen and is controlled by the mouse (with a few keyboard commands thrown in for good measure). The left-hand button activates your three-pronged cannon fire and a white blip acts as your weapon sight; the right-hand button activates your thrust. There's even a Boost option for those quick getaways that can be brought into play with a tap of the Shift button which doubles the speed of ship. However, Boost can be exhausted quite quickly and so it's best not to rely on it too often. In addition to your multi-directional laser fire, pressing the firebutton operates the smartbomb which literally obliterates everything on screen. You can gain more points by

Oops! That's put paid to your efforts to save the Universe.



choosing a single laser beam, by pressing the Alt key.

You're equipped with two visualization aids in the shape of a scanner and head-up display. Using these, you can locate and destroy the enemy before they obliterate you. The H.U.D. shows where the Stargate can be located, while a red circle represents the approach of the Battlestar. This is used when an enemy ship has intercepted a pod and is carrying back to the Battlestar. As soon as the battlestar has been pumped with enough plutonium, it will be activated and all hell breaks loose. Your enemy come in many shapes and sizes that attack and behave very individually. But once you have mastered the controls, you're a match for the most tenacious attackers.

STA

STA  
Rating  
**73%**

GRAPHICS: 74%  
SOUND: 71%

LASTING APPEAL: 69%  
ADDICTIVENESS: 72%

DIFFICULTY: HARD  
1ST DAY SCORE: 77850

One thing that Jeff Minter (or Yak) cannot be deprived of is the fact that he produces some stunningly addictive games. *Photon Storm* follows in *Andes Attack's* footsteps in that it is a fast, furious blast that should appeal to both arcade freaks and shoot 'em-up fans alike. The graphics are good, and the sound is adequate, but its playability shines out as its best point. To sum up, a good shoot'em-up from the capable hands of Mr. Minter.

AS



FLY IN THE FACE OF DANGER

# VANUS

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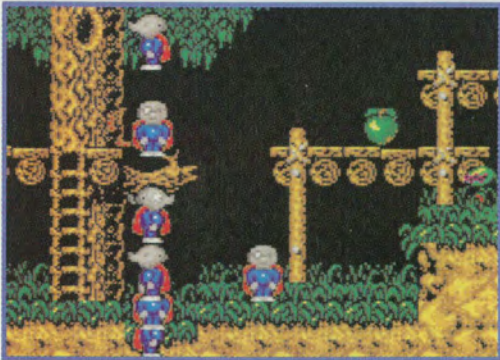
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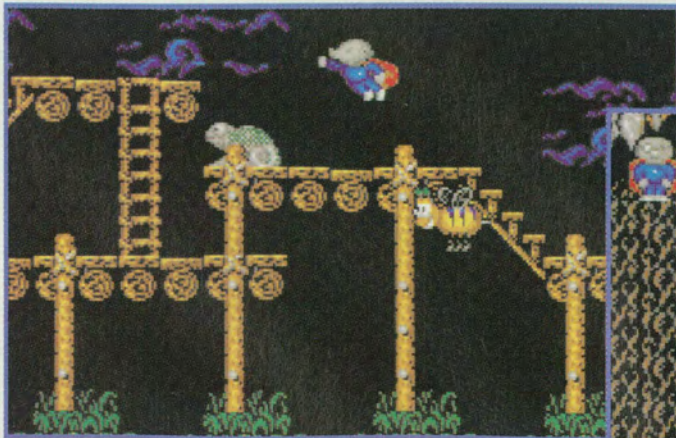
Well it's great to see ol' Monty Mole returning to save the world. Gremlin are definitely on to a winner here. Impossamole features brilliant platform-style gameplay that's incredibly addictive. The graphics are exceptional and colour has been used to great effect. I was particularly impressed by the cute cartoon-style graphics and animation. The in-game effects are adequate but the re-mix version of Rob Hubbard's original Monty Mole theme really adds sparkle to an already brilliant game. The difficulty level has been set just right, the game offers a real challenge but players should find they progress a little bit further each time they play. All in all Impossamole is a must for platform junkies everywhere - top class.

NC

In the jungle, the mighty jungle, Monty activates one of his 'super-weapons' - obliterating everything on screen in the process.



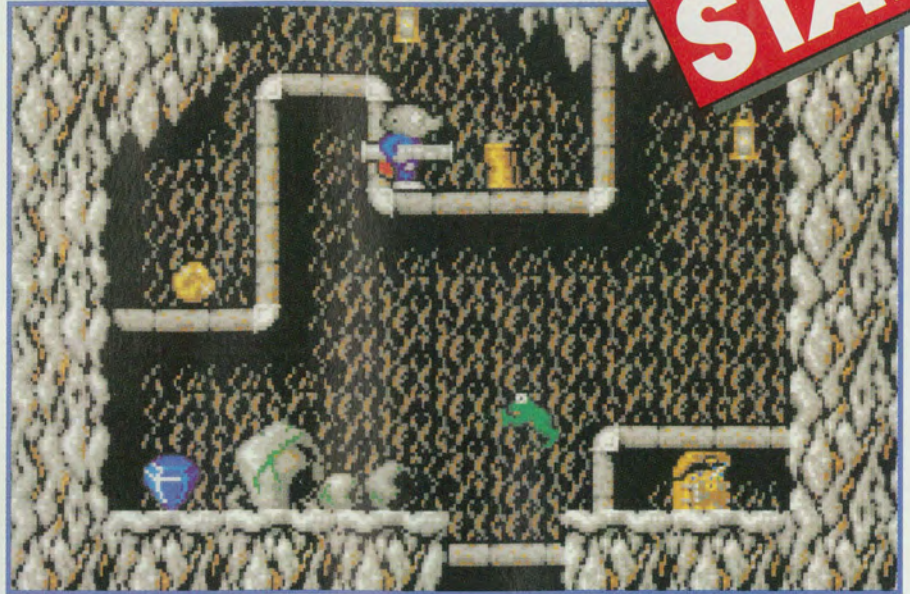
Every generation has its superheroes. Who can forget names such as Superman, Batman, James Bond or even Garfield? Well now the world must ready itself for the second coming of a most unlikely saviour. It was way back in 1984, when the miner's strike was in full flow, when we were first introduced to the antics of one Mr. Monty Mole. Monty's first game saw him running around the country's mines looking for pieces of coal and ballot papers. Indeed, Mr. Mole's first capers



Unlike past Monty games, in Impossamole our hero can jump further than ever before. However, if he comes into contact with anything midflight, he'll fall flat on his face.

The klondike level throws old miners, rats and skeletons at our rodent hero, but these are only a warm-up compared to what you'll meet in the Bermuda Triangle.

As well as the many bonus-giving items, Monty's weaponry can be upgraded by collecting the many cans of worms.



*"Heroes come and heroes go, but only one has the staying power to outlast evil. Yes, that perennial favourite of the 8-bit machines, Monty Mole, has returned..."*

# IMPOSSAMOLE

GREMLIN (£19.95)

were so topical that he found himself with a top slot on ITN's News at Ten. Due to Monty's sabotage of the strike the law soon became interested in Monty. The investigations which followed led to Monty's next escapade, Monty on the Run, a game in which the hapless burrower tunneled his way out of jail and made for the safety of the Costa del Crime. The third episode in the trilogy, entitled Auf Wiedersehen Monty, saw our furry friend running around the globe attempting to earn enough money to buy himself a desert island; naturally,

Interpol were never far behind. That, as they say, is history and Monty Mole was never seen again.

So it was that young Monty managed to retire from the hectic world of computer games. However, unbeknown to the little fellow, the world had been overrun by five alien creatures and, unless someone did something pretty quickly, we'd all be zapped into mushy-pea soup. As Monty sunned himself on his paradise isle, a formidable-looking storm cloud gathered overhead. Mr. Mole continued to snooze in his favourite hammock until the giant cloud descended upon him. Amidst the claps of thunder and flashes of lightning



Monty Mole certainly has a fine pedigree. Popping up in the early eighties, his games proved to be best sellers. Now after a short rest, he's back, making his debut on sixteen bit. *Impossamole* is Gremlin's latest Monty title, and probably the best. Thankfully, the graphical capabilities have been put to good use, making Monty look brighter and more colourful than ever before. The sound is also good, too, although the tune may become annoying after a few hours of constant play. The all-important feature of decent playability has been retained from the originals, making *Impossamole* a definite buy for all platform freaks everywhere.

SW

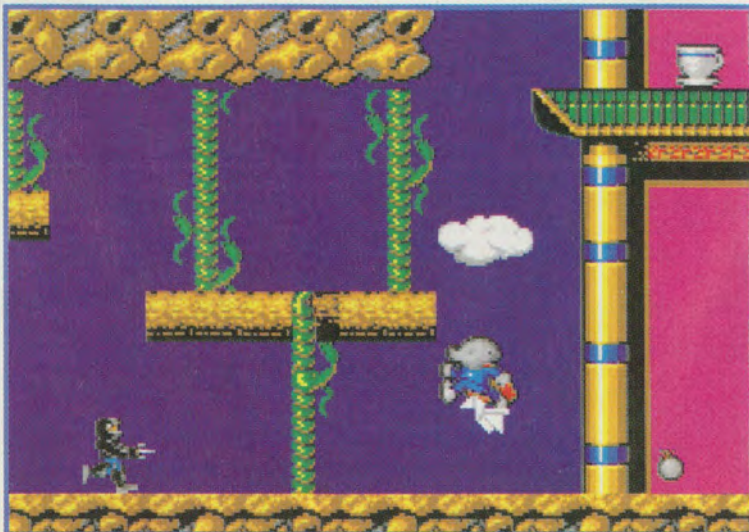
All together now... Riding through the snow on a one-horse open sleigh, appears good old Santa Claus blowing us out the way!



Monty managed to overhear a voice muttering something about him being the "chosen one" and "saving the world". Anyhow, after the storm passed by Monty was amazed to find himself not only kitted-out in his favourite blue track suit but he also sported a magnificent red cape - what's more he felt sort of peculiar, as if he had strange powers.

Monty's quest takes place over five alien-infested levels, each one inhabited by one of the five main invaders. As Monty starts each mission his main aim is to locate the meanie and eradicate him. Naturally, the aliens, being super intelligent beings, have foreseen the possibility of someone spoiling their show. Therefore each of the levels is heavily guarded by

To combat the odds, Monty can fight back with his furry fists. However, these aren't particularly effective, so it is better to wait until you are armed before tackling the enemy.



It's great to see my old chum Monty back in the computer scene. *Impossamole* is Monty's forth outing and, for my money, his finest. The graphics are Extremely well drawn and the animation perfectly carried out. The backdrops are colourful and attention to detail is second to none. I was also impressed by the re-mixed version of Rob Hubbard's original Monty theme. The gameplay is a tenacious blend of platform tomfoolery and blast/beat'em-up mayhem. The action offers a real challenge to arcade fans and everyone will appreciate the simple but addictive gameplay offered by this knockout title. Well done, Gremlin, it's a real winner!

JS



Although you have ninjas and martial arts experts that sap your energy, by far the worst enemy in the mystic east is the tourist, who drains your energy with every flash of his camera.

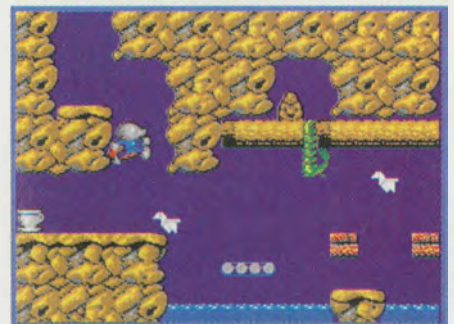
deadly minions all with orders to kill on sight. The alien defences are thought to be impossible to penetrate - but don't forget, nothing's *Impossamole*!

On each level, Monty is armed with a super-weapon. One touch of the space bar sends the enemy reeling as Monty steps into overdrive. Similarly, Mr. Mole can acquire weapons to aid his cause; bomb and laser bazookas come in very handy against the alien horde. Naturally, any contact with the enemy depletes your energy, represented at the top of the screen by a coloured bar. Eating tins of worms or pieces of fruit restores our hero's strength but, should the bar become completely depleted, the game is over. Bonuses are scored for collecting money and gems, while secret locations hide larger prizes.

At the start of the game, players may decide which of the levels they want to start on. Of course, access to the fifth and final stage, the Bermuda Triangle, can only be earned by completing the four earlier stages. The Klondike mines offer our

hero the homely comforts of subterranean caverns; the Orient offers a taste of the magical and mystical East, the Amazon provides a taste of the terrors of the jungle; and Iceland represents a chilling challenge - all of the levels hold many mysteries for the intrepid Monty to overcome, but our hero must prevail - life as we know it depends on him.

STA



STA  
Rating  
84%

GRAPHICS: 82%  
SOUND: 76%

LASTING APPEAL: 78%  
ADDICTIVENESS: 77%

DIFFICULTY: AVE/HARD  
1ST DAY SCORE: 36500

On venturing forth into one of the villages, you come across a blacksmith who is sharpening a piece of metal. METAL! The anvil could also prove useful for teleportation.



I must confess that I found the first Chronoquest a little difficult and I soon drifted away from it. But with a fresh beginning, I soon became very hooked on the sequel. The same style of play and fantastic graphics are present along with the puzzling and intriguing gameplay. Playing the game couldn't be simpler, as the icon panel has been designed with simplicity in mind. Each location has been beautifully drawn and is even animated here and there. Sound is very sparse but is not really that necessary for this type of game. If you enjoyed the first Chronoquest adventure then definitely buy the sequel. If not, buy it anyway.

SW

*"Time waits for no man, but with the help of the Explora you have the chance to travel back through the ages in search of your father's killers. But, you'll also need to find enough precious metal to power the fantastic time-machine."*

# CHRONOQUEST II

PSYGNOSIS (£24.95)

You would never have believed the adventures that would unfold as you attempted to discover the murderer of your much loved father. Neither would you have believed that your quest would involve being transported through the ages in a fantastic time machine known as Explora. On accomplishing your task and discovering the true identity of the person behind your father's murder, you decide that it is time for you to return back to your own time, 1922, and to your family chateau.



Oh no! You've gone the wrong way this time. It looks as if your ship is to be smashed to match-wood by a great hulking giant who just has no time for time-travelling heroes.

On returning to Explora you realise that you may not have enough fuel to get back to your own time. On stepping into the famous time machine, you buckle yourself in and turn on the transport booster. As the super-generator switches in, you feel a warm glow surround your body and the surrounding view turns hazy and unclear. Everything seems okay at first but a sudden disorder in the temporal turbines causes the engine to overheat and burn up the remaining metal essential to fuel the time machine. The whole machine shakes and rocks from side to side before coming to a sudden halt on what seems to be a galleon. How on earth are you going to get out of this mess?

Chronoquest II is an icon-driven adventure where you must interact with other characters and solve puzzles in order to fuel Explora and return to your own time. Each time will need to be investigated fully before you can leave, as vital items and information essential to the completion of the game will need to be gleaned. The most important part of the game is to find precious metal as this is what Explora's super-generator runs on. Anything metal

will do the job nicely and different amounts will take you to different eras. Eventually you will realise what items should be thrown into the generator and what should not, as some of the items you gather will prove useful in different ways. Coins are an easy way to set you exploring, but you'll have to find them first and they are well hidden, believe me.

Interacting with the other characters couldn't be simpler. All the actions that you will be required to perform are indicated on the icon-command panel at the bottom of the view screen. By clicking on several icons in the correct order, complex commands can be performed. There are also options to save your game and load any previously saved adventures.

STA



GRAPHICS: 84%  
SOUND: 70%

LASTING APPEAL: 85%  
ADDICTIVENESS: 78%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

Chronoquest I suffered from being too picky, especially when you consider the pixel-perfect accuracy with which you had to locate items on the screen. This second installment does not suffer the same fate and with its east-to-use icon control system is a joy to play. The graphics are of a very high standard and every picture is beautifully detailed. The sound, despite being somewhat spare, is adequate and compliments the game quite nicely. The puzzles contained within the game are all well thought out and players will need all the lateral thinking they can muster if they are to solve the game. All in all, Chronoquest II goes one step better than its predecessor. Adventure fans everywhere should enjoy its challenge.

NC



# WORLD CUP SOCCER ITALIA 90 THE ONLY OFFICIAL WORLD CUP COMPUTER GAME FOR THE 1990 CHAMPIONSHIP

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Once again we find that the most simple of games can prove the most addictive, and Klax is definitely an addictive game. Although you wouldn't think so, a great deal of skill is required to manipulate the tiles and decide which ones you want and which ones you don't. The straightforward stack is simple but the diagonals will prove a little harder. The graphics are basic but colourful and very effective. Sound has also been well catered for. All in all, an excellent game that merits a place amongst the greatest of your software collection. Buy it now, you won't regret it.

SW

The tiles roll down the screen and onto your bat. You'll have to be quick at placing the tiles in their relevant slots otherwise the action will become too hectic.

# KLAX

*"Some games are so simple you wonder how they were never thought of before. Klax offers a simple Connect Four-style theme with infuriatingly addictive gameplay"*

DOMARK (£19.99)

You can choose the actual level that you want to begin on at the beginning of a game. It would be advisable for beginners to start with the straight forward stacked Klax.

STAI

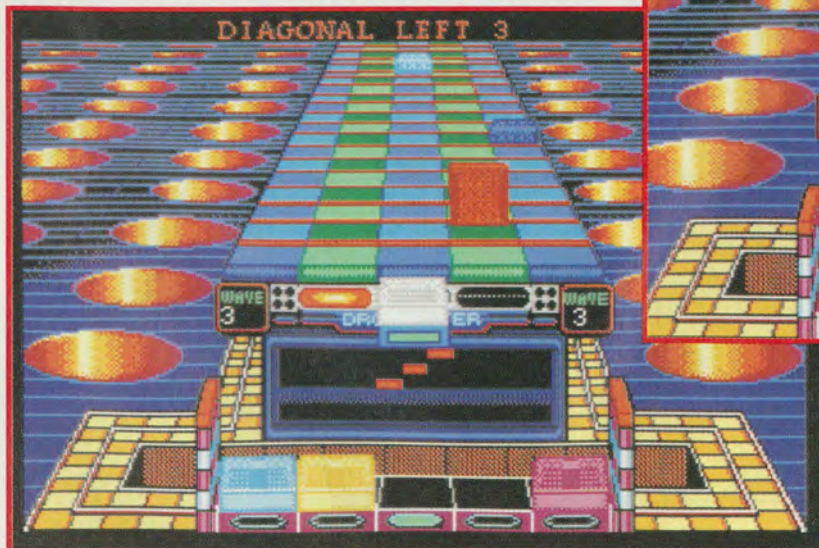


Ever played one of those games that is so simple it is impossible to beat? Ever played one of those games that renders you bald from the frustration and pulling out of hair? Ever played one of those games which you put away and then, five minutes later, take out again for just one more go? No? Well then you obviously haven't played Klax. The name itself doesn't really give you much idea about the game, so I will have to explain it for you.

You control a bat that can move from left to right across the play area. The play area itself is divided into five lanes. Randomly appearing in each of these five lanes are coloured slabs that roll towards you. By timing your movement correctly,

you must move across the five lanes and catch the coloured tiles. You must then drop them into the five tile slots beneath you. To make a successful Klax, you must collect and stack together three tiles of the corresponding colour. Once this has been achieved, the Klax will disappear, leaving you with a spare slot, a bonus will be added to your score and the game will continue. Each tile slot can hold a maxi-

mum of five tiles which will allow you to set up a newly coloured stack should you place the wrong colour tile on the wrong stack. Once you have Klaxed the first colour in the stack you can then proceed to the one previous. As the tiles roll towards you, you will have to concentrate on getting them in the correctly coloured



At last, you made it. You finally made a Klax. As soon as the Klax has been created it will disappear and a new slot will be revealed. Get rid of the stacks quickly.

On later levels you will be required to try and make a diagonal Klax. You will still be allowed to make stack Klaxes, but the bonus for a diagonal will be far greater.

STA  
Rating  
**86%**

GRAPHICS: 74%  
SOUND: 78%

LASTING APPEAL: 84%  
ADDICTIVENESS: 88%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

The flashing tiles will prove very useful on later levels. Try not to waste them as they are a wild tile and can be used on any stack so that you can gain yourself an extra Klax.



slots.

Your bat can also carry a maximum of five tiles by itself. This will prove useful when you have picked up a coloured tile that you don't yet require. When dropped, the collected tiles fall from the top first. You can also shoot tiles back up the screen if you don't want them. Should you fail to catch or place a tile, it will fall into the drop meter. The drop meter will indicate the number of tiles you can miss



Now and again you will be allowed to take part in the bonus level. You will be given a target to beat. The first levels have no bonus but the diagonal levels can prove bountiful.

Isn't it odd how the most simple game ideas can prove to be the most addictive. Klax is one such game, with its easy three-in-a-row objective the concept could easily be dismissed for being over simplistic. It isn't until you actually begin to play that you discover the tenacity of the game. Players must be able to think quickly while under pressure to win. Personally I soon became tied up in knots and as my blood pressure raised I realised I was experiencing the very essence of Klax. If you're looking for one of those infuriating types of games then you need search no longer Klax is as absorbing as it is addictive. A real winner!

JS

Keep your eye on your drop meter as this is an indicator of how many tiles you have dropped and how many more you have left. You'll lose a life if it is overfilled.



altogether. If you let a tile fall and the drop meter is full you will lose one of your lives and be forced to replay the level. As you progress further on into the levels, the tiles will roll down the play area at a faster pace and it will prove harder to place them all in their correct slots. There is even an option to speed up the action. This makes the tiles hurtle towards you at high speed. Occasionally, wild tokens or tiles will roll down the screen. These are flashing tiles that can be used as any colour you want and prove useful when you want to get rid of a particular colour that isn't appearing that frequently.

On the early levels the basic idea is simply to stack a set of three tiles, thus making a Klax. As you progress further on into the game the rules will not be so simple. Later levels will require you to make diagonal Klaxes. These will require a little more forethought, but should you manage to make a diagonal Klax then you will be rewarded with a substantial bonus. The real test of a true Klaxer is to stack an X formation Klax. It's worth giving it a try as you will be substantially rewarded. There is also an option for a two-player game. The screen is split vertically with the two players battling it out to gain the most Klaxes.

STA

Just who are they trying to kid? Whoever is going to buy a game so simple their granny could have devised it? Well, to be quite honest, thousands of you will jump at the chance to play Klax. The gameplay is a sort of extended Connect-Four under pressure. The game's graphics and sound aren't stunning but, when you consider the frenetically manic gameplay, who needs them? Klax joins titles such as Pipemania and E-Motion in being one of those games that just oozes addictiveness while boasting an objective that, in theory, is almost too simple. If you want a game that's going to make your hair fall out in frustration, this is it!

NC

No sooner are you up in the air than the enemy craft attack. They normally attack in a 'V' formation so it shouldn't be too hard when destroying them. Watch out for their bullets, mind.



"Fly your aircraft across hostile territory in an attempt to thwart the enemy's forces and stop their evil plan once and for all."

# SONIC BOOM

ACTIVISION (£19.95)

The time has finally arrived. Never before would you have believed that you would be using your piloting skills against a real enemy. Okay, so practice against dummies and prone targets back at the military training base proved tense and realistic at times, but never as realistic as this - actual warfare. Your brief was exactly that - brief, and not a great deal of the purpose of your mission was explained to you. All you know is that you must travel across the enemy's territory, around Asia, and blow them away before they pose any real threat to your homeland, the good ol' USA. You don your flight helmet and climb into your aircraft, unsure of what really lies ahead. On receiving the signal from the control tower you open the throttle and take off.

This basically sums up the scenario behind Activision's Sonic Boom. The action takes place over several vertically-scrolling play areas. Each one represents a different location within the enemy's territory. As soon as you are airborne you will find yourself instantly under attack from enemy aircraft and tanks. Use your forward guns to destroy the wave of oncoming planes. As well as the customary aircraft, there are also satellites, ground cannons, river boats and force fields. The force fields must be blown up otherwise your ship will be destroyed and you'll find yourself minus one life. Certain squadrons, when destroyed, release parachute icons. Collecting these will increase your plane's overall power in one of two ways. You will either be rewarded

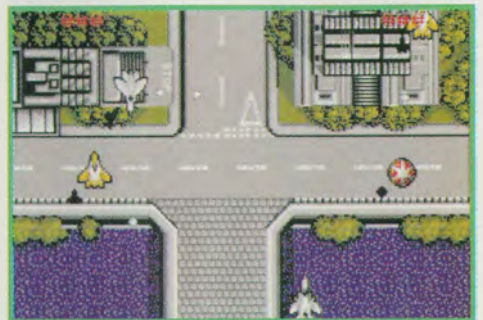
STA  
Rating  
**52%**

GRAPHICS: 56%  
SOUND: 54%

LASTING APPEAL: 48%  
ADDICTIVENESS: 50%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 55420

Picking up the parachute icons will allow you to gain extra 'wings'. Only four can be carried at one time, and although they are very powerful, if you allow them to be hit they will be destroyed.



with extra power to your Supershot, a powerful gun that will destroy anything in its path, or you will gain extra 'wings'. Wings are friendly aircraft that will tag loyally to the side of your plane. You can have up to four of these little craft and they will increase your overall firepower tenfold.

Should you manage to fight your way through the enemy, you will reach the end-of-level ship. The first is a carrier, although submarines and other types of machinery also make an appearance on later levels. To destroy the end-of-level craft you must hit it several times in its most vulnerable place. A bar will indicate how many more shots are required before the craft is eventually destroyed. Blow it up and you will be rewarded with access to the next level.

**STA**



As you progress further on into the game, the enemy will become stronger and the base will become more heavily fortified. The force fields can be destroyed by hitting the switches at the edges.

In this day and age a shoot'em-up has to be something really special to be deemed a classic. Coin-op conversions may be all the rage, but when a game is a flop in the arcades, it's little wonder its home-computer counterpart is below par, too. Activision's Sonic Boom is one such game. As shoot'em-ups go it's a average effort. The sound is a little sparse but the graphics are bold and colourful. The gameplay is an amalgamation of the usual features found in games of this type and, as such, represents nothing new. Personally, I feel that the likes of Sonic Boom aren't really worth considering, it's too much a case of Deja Vu. If you are looking for a new blaster, I suggest you try elsewhere.

NC

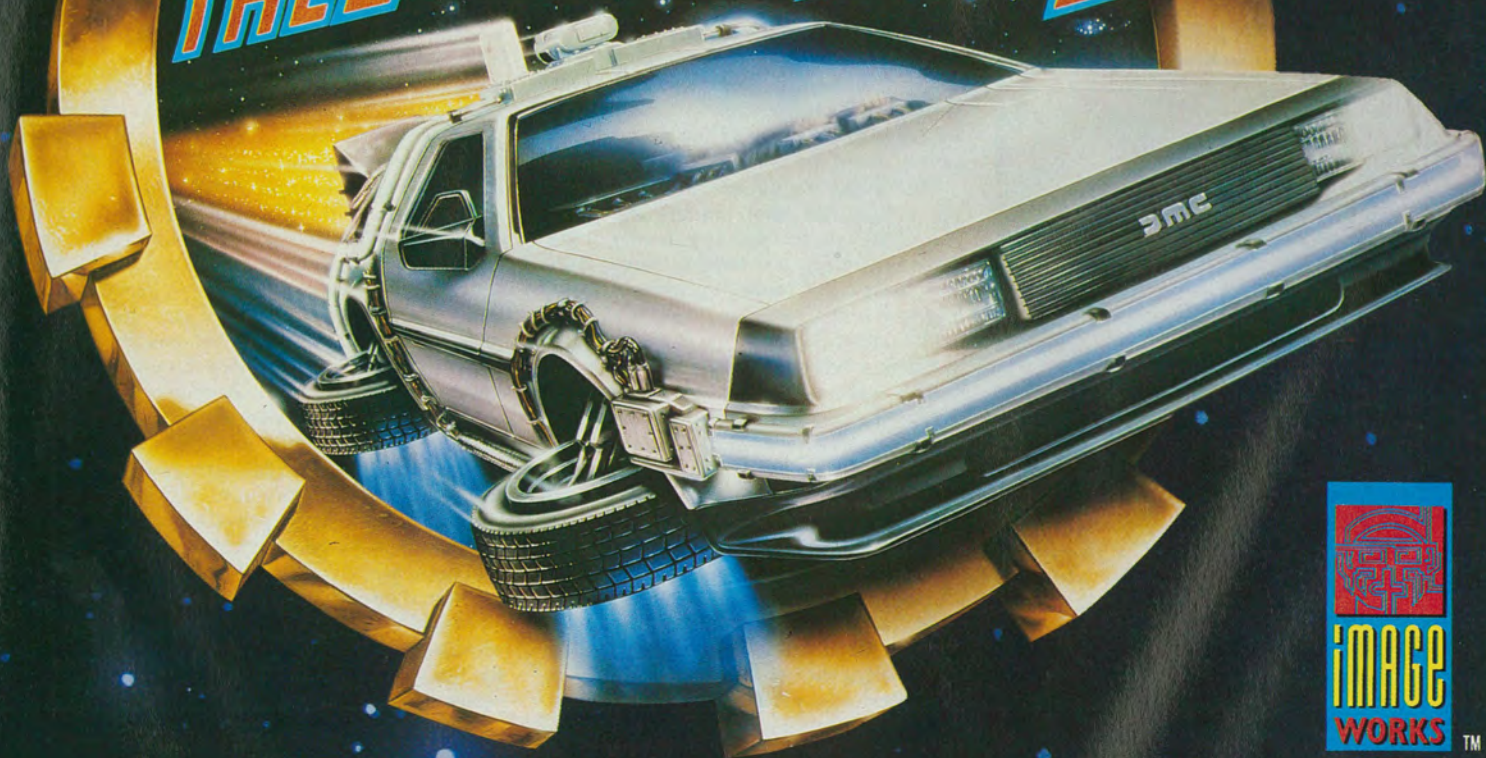
As far as shoot'em-ups go, Sonic Boom is definitely on a par with the rest. There isn't really anything new here but the game is still fairly addictive in some ways. Everything works well together and proves the point that simplicity can prove addictive. The graphics are clear but very basic in shape and they do prove a little repetitive throughout the game. The end-of-level craft also need a hell of a lot of hitting before they eventually explode which becomes a little tedious after a while. If you like a good blast then you could do a lot worse than to buy Sonic Boom, although I wouldn't recommend this to hardened shoot'em-up fans.

SW



COMING SOON...

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Atari ST

4 & 5 Courtesy of MCA

# THE THIRD COURIER

*"Third Courier is a game of cloak and dagger based on the Fourth Protocol spy series by Frederick Forsyth"*

— ACCOLADE (£24.95) —

STA  
Rating  
**72%**

**GRAPHICS: 68%**  
**SOUND: 65%**

**LASTING APPEAL: 75%**  
**ADDICTIVENESS: 69%**

**DIFFICULTY: AVERAGE**  
**1ST DAY SCORE: N/A**

My name is Bond - James Bond. Well, not exactly. In fact, in the Third Courier you can be whoever you want to be. The Third Courier is loosely based around the Fourth Protocol stories by Frederick Forsyth. The story goes that three top couriers were heading to a top-secret conference somewhere in Brussels. The three



Your apartment is where you begin the game. Make sure you log onto your personal computer, otherwise you won't be able to glean important information about other agents.

Although I don't play a great deal of role-playing games, I must confess that I did enjoy *The Third Courier*. Everything has been nicely presented, especially the roll-of-film-type display. Designing your character couldn't be simpler, although I would have preferred to have had more options when designing my agent's background. At first, travelling through the seedy streets of Berlin can prove confusing, especially when you are forced to run somewhere, but after a while I soon found that I could move about fairly freely. A good game that should keep gamers enthralled for quite some time.

SW

Electronic Dossier - WHITEY Codename: Moondancer

Sex:  M  F

Spent Most Of My Life:

- On a Farm
- In a Small Town
- Urban Area
- Inner City
- Moving About

CIA Agent cover form 126-84-1

Cover Occupation:

- Artist/Musician
- Journalist
- Chef
- Photographer
- Gambler
- Golf Pro
- Librarian
- Jet Setter
- Mechanic
- Teacher
- Research Scientist
- Financial Planner
- Computer Programmer

Favorite Leisure Activity:

- Hunting/Fishing
- Gardening
- Partying
- Team Sports
- Reading
- Travelling
- Racing
- Woodworking
- Playing Cards

Age Group:

- 25 to 34
- 35 to 44
- 45 to 64
- 65 and over

Next Page Activate Done

This is where you will be designing all the agents that you will eventually control. Be sure to choose the best history as this will enhance your statistics, although this is cheating somewhat.

couriers were each carrying an important piece of the crucial agreement known as the NATO Non-nuclear Defense Plan. One was carrying a computer chip, the other a floppy disk and the third a CPU. When all three of these are brought together they will reveal important and top secret information about the plan itself.

Unfortunately, somewhere along the line, things have gone dramatically wrong. Two of the couriers are now dead and the third is missing - last seen in Berlin. You have been called up from your mundane 'I spy' jobs and have been placed in the thick of what could be one of the most disastrous events in world history. You'll have to travel to Berlin and try and recover the three missing components before they fall into enemy hands. Good luck, Secret Agent.

Before you can actually start your mission, you will be required to create a spy. The creation file will allow you to allocate a name to your agent and then select certain facts about his background e.g., where he was born and what personal activities he enjoys. The next page will then display your statistics according to the history that you have selected for your

agent. You can then activate him or her and the game will then commence.

You'll find yourself in your apartment somewhere in Berlin. Fortunately, you were given a map of the city to help you move about. On leaving your apartment you find yourself in the busy streets of Berlin. Everything that your character will need to perform is represented to the right of the screen. The main view area is represented in a 'film' layout. Your character's main statistics are listed above the movement icons. They are indicated in bar form and include: intelligence; strength; knowledge; intuition; and health. You can interact with the other characters through the option menus to the top of the screen. Each one has several options that can be selected, such as, take, drop and search. Once these have been fully mastered you will be able to move around the city with ease. On your journey you will come across muggers, salesladies, policemen and hotel staff. You'll have to use your skills to their full advantage to get what you require. Watch your back, though, the streets of Berlin are crawling with K.G.B. agents, all intent on putting a slug in your spine.

STA

All this cloak and dagger stuff can get a bit much. Still, Accolade's *Third Courier* is a pretty neat game. The icon-style control system allows for easy play and helps newcomers to get used to the dark underworld pastime of spying. Graphically the game is well presented with easy-to-read text and instantly recognizable icons. Berlin did prove to be a trifle confusing at first, but after a few minutes play, and with the aid of the compass, movement became simple. The storyline oozes atmosphere and the various characters add real variety to the game. Despite the now historical inaccuracies, the *Third Courier* is a great game, one to be enjoyed by role-playing fans.

NC



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# BUY IT NOW

You can choose which method of transport to use during your litter-collection sprints. You have the choice of the BMX bicycle or the skateboard. Each has its own advantages.

STA  
Rating  
**84%**

GRAPHICS: 86%  
SOUND: 76%

LASTING APPEAL: 79%  
ADDICTIVENESS: 82%

DIFFICULTY: AVE  
1ST DAY SCORE: 12000



# SKIDZ

*"You've suddenly decided to turn green and to do your part for the environment you've taken it upon yourself to clean up litter-strewn streets"*

GREMLIN (£19.95)

You can always count on the Americans to invent some kind of new - fangled fashion. crazies have always been seen popping up here and there. Once we'd gotten over the skateboard craze and roller skates, we were soon invaded by BMX bandits and their wild and dangerous (!) antics. Now that BMX's have finally started to add to the ever-increasing pile of American-craze has-beens, we are witnessing the comeback of skateboards. And now there even bigger. Watch out grannies, they're back! Skidz involves you gallivanting about the various towns on either your skateboard or BMX. Now we all know that this formulae has been tried and tested before, but Skidz is environment friendly. Our skating hero has become extremely green - and not with envy. He's decided to do his bit for the environment by cleaning up the streets of trash, such as empty crisp packets and crumpled coke cans.

Your player has always tried to keep up with the ever - changing fashions, therefore he is well versed in the use of a skateboard or BMX. You can choose to use either in Skidz. Each has its own advantages and disadvantages of which you will soon become aware. The bike

moves rapidly but uses up your player's energy. It is also narrow which makes manoeuvring through tight alleyways a little easier. The skateboard, on the other hand, is much more agile and makes money-collecting tricks a lot easier. So, the choice is yours. Control of the skateboard and BMX bike is made through the joystick. By nudging the stick forward they can made to travel faster while cen-

tering it slows your mode of transport down.

Unfortunately, you won't be able to idle the time away, as each stage comes complete with a time limit. As the clock ticks down, so the pressure builds and therefore you must hurry before it reaches zero. Should it reach zero before you have completed the stage, an evil skull will appear on the screen, circle your rider and attack him in a fight to the death. If you



By performing tricks on the streets you can pick up extra add-ons, such as crash helmets and extra wheels. The crash helmet will help preserve your energy when you have a crash.

*'Will we ever see the last of BMX and skateboard simulations?' I hear you cry. I fear not, for although you may think that Skidz is exactly the same as all those other games - think again. Skidz has to be the best of these types of games so far. The graphics are well designed and humorous and the action is fast - paced and is guaranteed to keep you on your toes, or BMX. The sound is adequate and the overall game is highly addictive. Once the awkward joystick controls are mastered you will be in for a real treat. Don't be put off by the game concept. Your money will be wisely spent should you decide to purchase Skidz.*

SW

At first, you will only be able to practise a race, visit the shop or attempt to clean up the streets. The more litter you collect the more scarce the trash bins will become.

There are many alternatives to earn yourself some cash, besides performing fancy tricks and collecting dosh. You can participate in a race, where, should you win, you will be rewarded financially.



are lucky you may just be able to find a stopwatch which will reset the counter, giving you a certain edge over the skull. Our rider's energy is displayed in sixteen bars. A section of the bar is lost if you ride into water or do something else that could be hazardous to your well-being. Various fruits can be collected along the way and this will replenish your depleted energy.

The towns that you will visit have some of the most horrendous rubbish problems you will have ever seen. They obviously don't really give a damn about their town as rubbish is strewn all over the place. You can pick up the litter by guiding your BMX or skateboard over it. The litter will then be collected and you may take it to a trash bin where it can be

*Gremlin certainly do seem to be coming up with the goods these days and Skidz has to be one of their finest titles for a long time. The BMX riding and Skate boarding elements will certainly catch the imagination of most gamers while the ecological tie-in of collecting rubbish draws our attention to the planet's current dilemma. Graphically the game is excellent, featuring big, bold and colourful sprites. The sound effects add to the overall feel of things, too. However, it's the gameplay that really makes Skidz; with the two different joystick modes there won't be any excuses. All in all, Skidz is a terrific arcade-style game that's a real winner.*

NC



There's plenty of litter floating around the towns, but you'll have to keep your wits about you if you are to collect it. To pick it up you must steer the bike, or board, over it.



visiting repair shops, and providing you have sufficient funds to cover the cost, you can repair and customize your vehicle in any way you see fit.

STA



Keep a keen eye out for the muggers, as they will attempt to pick on you and steal your hard-earned cash. The only way to beat them is to skilfully dodge the evil fiends.

*It's not often you see a game that combines taxing arcade action with a green issue, is it! It is amazing how much fun it is bombing around on your BMX or skateboard collecting as much litter as possible. Although the controls proved tricky to begin with, it is easy to learn them as two different joystick modes should aid your style of play. As well as enjoyable gameplay, Skidz has decent graphics and good sound - something not every game can boast. Without a doubt this is one of Gremlin's best games to date, and proves to be a very addictive game.*

AS

STA  
Rating  
**62%**

GRAPHICS: 64%  
SOUND: 61%

LASTING APPEAL: 56%  
ADDICTIVENESS: 57%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 4400

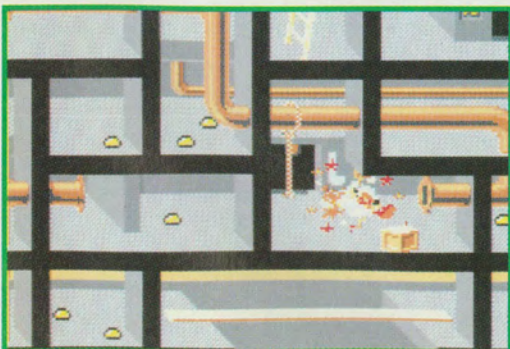
Cheese is your main source of energy and you'll never get tired of eating this type of cheese as it restores any energy that has been lost. Make sure you don't kill the cheese monsters by mistake.



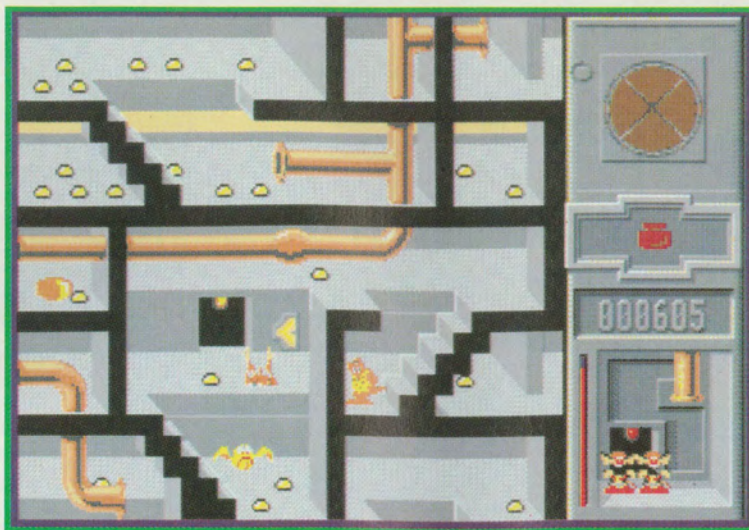
For those of you who have never heard or seen a Toyotte then I will proceed to give you the low-down on these vile and evil little beggars. The Toyottes are a race of rat-like people who are ruled over by the supreme king, whose heir is a few quarts short of a pint.

Unfortunately, the supreme king's son, mischievous little yuppy that he is, has managed to get into the labyrinth that is situated below the king's palace, and you, Cyprian, as a valued member of the community, have been directed by the king to venture forth down into the labyrinth and find him, and if you don't do as the king says, you will have to face the horrific and grotesque 'Tweezer Torture'.

The going's not going to be easy



Should a pursuer manage to reach you, then you will be in for one heck of a punch up. The punch-up sequence has been created in cartoon-style with stars and flashes indicating the scrap.



If things suddenly become a little too hot for Cyprian then he can always make his escape through one of the many pipes lying around the structure. Be careful, as evil sometimes lurks within the pipes.

*"Oh no! The king's son has gone missing and is up to his mischievous tricks again. You'll have to venture into the labyrinth and try and save him."*

# THE TOYOTTES

INFOGRAMES (£19.95)

*I always thought that a Toyotte was a Japanese car. Still, you learn something new every day. The game itself looks a lot of fun but I found the gameplay far too repetitive and boring. The graphics have been nicely detailed with some humorous touches here and there, but this doesn't really save an otherwise bog-standard platform romp. If there had been more of a challenge and purpose to the game, then Toyottes could have been a lot more enjoyable, but charging around the same old levels and fighting monsters did not keep my attention for long. I can't really see myself coming back to this one.*

SW

though, due to the countless numbers of aggressive monsters that dwell deep within the confines of the labyrinth. These monsters are known as the pursuers and they charge into battle as soon as they set their eyes on you. Should you bump into any of the evil creatures that sneak around the play area, a ruff-and-tumble scrap will ensue. If Cyprian comes off worst then he will lose one of his ever-precious lives. If he wins the fight then the only damage will probably be a few cuts and bruises and a slight depletion of his energy. However, not all creatures within the maze of platforms and pipes are dangerous. While roaming around the maze in search of Barnaby, you might just be lucky enough to bump into a cheesy monster. These little animals leave a trail of cheese (probably Brie) behind them, which when gobbled up, will restore some of your vital energy. Yum!

Cyprian can travel through the maze in three different ways. He can take the easy way up and down the stairways, or he can simply leap off the platforms and hope for a safe landing. The other alternative is to travel the complex pipework that leads to the different levels. He'll have to watch out though, as sometimes there are nasties lurking in the pipes. There is also a selec-

tion of different objects to be found within the maze-like dungeon, and these can be collected and traded with the various guardians that you will meet in your search.

The fate of the intrepid Barnaby and the future of the race of the Toyottes lies in your hands. We know it is a tall order, but someone has got to do it and it may as well be you!

STA

*Infogrames games are usually associated with brilliant sound effects and stunning animation. Unfortunately, The Toyottes falls short of the mark due to the tiny sprites, a small play area and only mediocre sound. The Toyottes falls into the cutesy platform game category but as such, fails to impress. For the main part the action is just too repetitive, and I for one soon became a little tired of it. At the end of the day, The Toyottes just doesn't make the grade, I reckon it's the type of game that will appear on a compilation.*

NC

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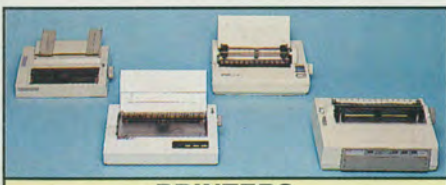
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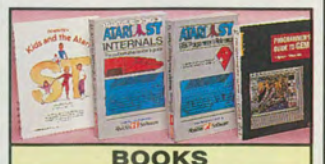
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Are you in need of assistance? Are you still stuck in that annoying game? Well, fear not, help is now on hand. For ages, adventurers have had someone to turn to, now you, too, have the chance to have your questions answered. If your having any trouble then write to Crispy and Whitey at the "GTGA: Helpline" and they'll do their best to sort you out.

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Have you compiled a playing guide, a map or a list of instructions? If so you may be able to pick up £60 worth of software of your own choice. That is of course if we publish your work. Send your submissions to "GTGA: Playing Guides".



## INDEX

### HELPLINE

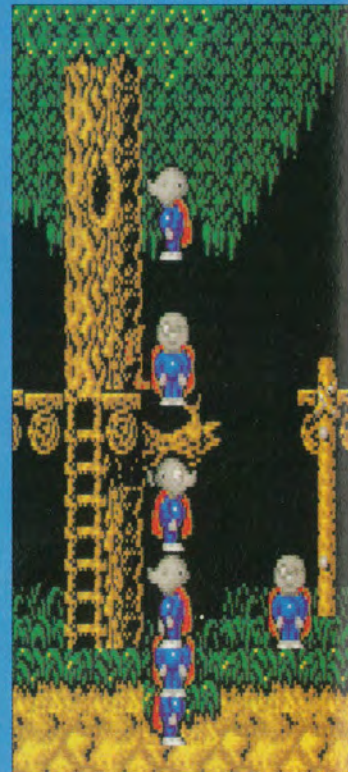
Menace  
Defender of the Crown  
Pirates!  
Phantasie III

### SMALL TIPS

Impossamole  
Supercars  
Dyter-07  
Dynamite Dux  
Ninja Warriors  
Hammerfist  
Flight Sims Everywhere  
Skidz

### PLAYING GUIDES

Midwinter  
Warhead



Send all your small tips to GTGA,  
ST Action, Europa House,  
Adlington Park, Macclesfield,  
Cheshire. SK10 4NP.

# GTGA - SMALL TIPS..SMALL TIPS..

Do you realise that by using these tips you are all cheating ratbags? Still, I guess that seeing how you stumped up the cash in order to play the game, you're entitled to actually see all the scenes. However, your gaming skills won't benefit from this illegitimate pastime. The only way to get better at a game is by hard, honest slog. Having said that, thanks to everyone who has taken the time to write in. You know it's amazing the number of letters we get from people claiming they have found a cheat for a game. It's quite fun to read about some bod from Preston who has just discovered that entering "helloiamjmp" whilst playing Hewson's Nebulus accesses the cheat mode. The moral of this story is: don't send in cheats that are so old your grandma told you about them. Anyroad, enough of this old waffle, on with this month batch of tips.

## IMPOSSAMOLE - GREMLIN

Hooray, hooray, and thrice hooray! That champion of the people, Monty Mole, is back! Our short-sighted, furry companion has returned to save the world from the weirdest bunch of aliens you're ever likely to meet. Personally, I really enjoyed the

antics of Mr. Mole. However, many of you must, like me, find the going just a little too tough. If that's the case, then fear no longer, for our old chum, Tony Bones from Hemel Hempsted in Herts, has come up with a range of brilliant cheat modes. All you have to do is play the game for long enough to attain a high-score and instead of entering your name, try typing in one of these little beauties.

HEINZ... - Three full power bars  
ANNFRANK - Low energy top-up  
LIMBAJAK - Double-length energy bar  
OOCHOUCH - Walk on water etc.  
COMMANDO - No time limit on all weapons  
JUGGLERS - ? Tony didn't mention what this did, try it for yourself.



## DYTER-07 - RELINE

If shoot'em-ups are your cup of tea then you might just have played Dyter-07. Personally, I thought that this little number was pretty good. So if you're experiencing trouble, then try using this handy cheat. Many thanks go to Mark Kirby of Reading in Berkshire.

While the game is loading, type in GIBB on the loading screen. Then, when playing the game, press "W" to receive extra weapons and tap "S" to top up your shield.

## SUPERCARS - GREMLIN

Here we go again. Yep, we come up with yet another handy hint for Gremlin's excellent motor-racing game, Super Cars. I bet there are absolutely hundreds of you who have been trying to enter RICH at the beginning of the game in order to collect a huge wad of dosh. Well, if you have, it serves you right for trying Amiga cheats. However, if you want a bulging bank account then try entering a word that sums up your financial position. Thanks to young Danny Stevens of Fareham in Hampshire for that long-overdue gem.

POOR - LOADSACASH



## SKIDZ - GREMLIN

Those darn Americans certainly have a lot to answer for. Think back over the years and try to remember some of the zany crazes that have invaded our shores from across the Atlantic; who can forget frisbees, yo-yos, deedly-boppers, space dust? The list is endless. However, two of the more resilient items to have been imported are skateboards and BMX bikes. Doubtlessly many of you are going to love Skidz, this month's STA1-rated game from Gremlin. With its ecologically sensible gameplay and popular modes of transport it's bound to be a big hit. Meanwhile we've come up



with a handy little cheat for you. If you fancy playing the game without losing any time or energy, then try this for size. Play the game as usual and whilst pressing the firebutton, hold down the "ALTERNATE" key and tap "C" to turn on the cheat mode. Instead, why not try tapping the "M" instead of the "C" to be able to skip levels.



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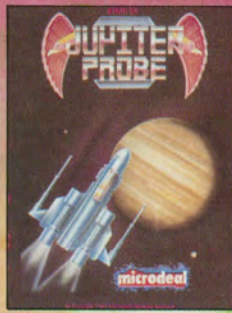
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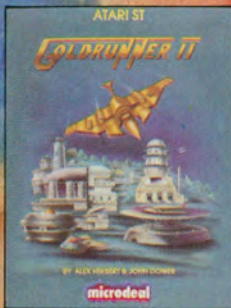
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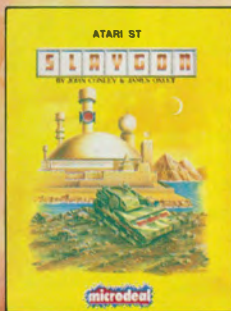
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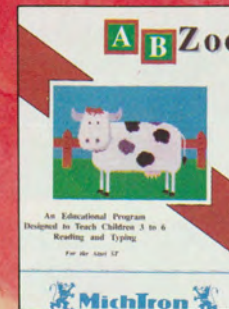
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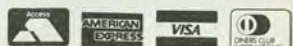
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# GTGA - SMALL TIPS..SMALL TIPS..

## DYNAMITE DUX - ACTIVISION



I know it's getting on a bit but we figured that there must be some of you who are finding the going a little tough. So, if you are experiencing difficulties then this cheat should help. Thanks to Mark Denman of Sutton in Surrey for sending in this ancient tip. Whilst on the game's title

screen try typing "CHEAT" and then press F1 to F6 to skip to any level. Alternatively, if you type "NUDE" during the game you'll be transported straight to the boxing sub-game. Well, what are you waiting for? Go and knock seven bells out of the enemy.



## NINJA WARRIORS - VIRGIN

For the second time in this section of the mag, we're proud to present even more tips for Virgin's excellent beat'em-up, Ninja Warriors. We've all tried the weird effects cheats, but how's about some more useful ones: a level skip or unlimited lives and the like? Well it seems that young Dan Marchant of the Sales Curve managed to forget the all-important modes. Still, he's made amends by sending us these handy hints. Hold down the "ALTERNATE" key as usual and enter the following for the desired results.

- SNOW WHITE - dwarf ninjas
- Open the pod bay doors, Hal - infinite stars
- Cheddas - infinite credits
- May the force be with you -



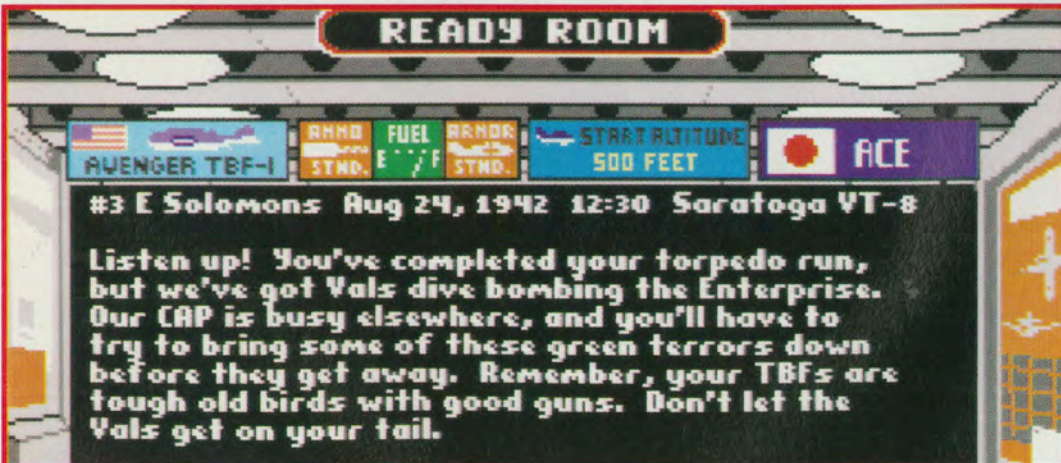
infinite energy  
Warp factor one, Mr Sulu - warp levels.

## SPOIL YOUR RECORD - ANY FLIGHT SIM

This handy tip should really be a case of common sense. You can use it with any game that keeps a record of your progress; flight simulators are the best ones to try it with. Generally, you should play the game as normal; saving

your military record after every successful mission. However, everyone screws-up once in a while. So, should you fail to hit your objective, don't get a black mark, switch off your computer and try again. This way you'll be

able to tot up loads of medals and awards without spoiling your career. I know it's a bit sneaky, but it certainly works. Finally, thanks must go to our very own Chris Stevens for suggesting this tip.



## HAMMERFIST - ACTIVISION

Don't the graphics in this game look like those once found in System 3's titles? That's because the artist who designed the sprites and the like used to work for System 3 - not a lot of people know that! Anyway, I should think there are a few of you who are still finding difficulty in completing the mammoth task of defeating the Master. Not to worry: Stephen Tate of Merton in London has made something of a discovery. Apparently he reckons that if you enter "TAEHC OT TNAW I" (I WANT TO CHEAT) on the high-score table you'll be able to access a very handy level-skip. Simply tap the F7 key to move forward a screen. That should help all you holographic warriors get the upper hand.

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# GTGA - MIDWINTER

Rainbird's STA1-rated Midwinter has had us busy all month. However, Gray Smith of Glasgow has come up with these tremendous hints and tips. Before we carry on may I ask Gary to contact me so I can sort out his prize. Anyway, on with the tips...



## KEY PERSONNEL

The key personnel to recruit (not necessarily in this order) are: DAVY HART, JENNY ADAMS, KONRAD RÜDEL,

VIRGINIA CAYGILL, KARL RÜDZINSKI, Prof. KRISTIANSEN and FRANCO GRAZZINI.

## VIRGINIA CAYGILL

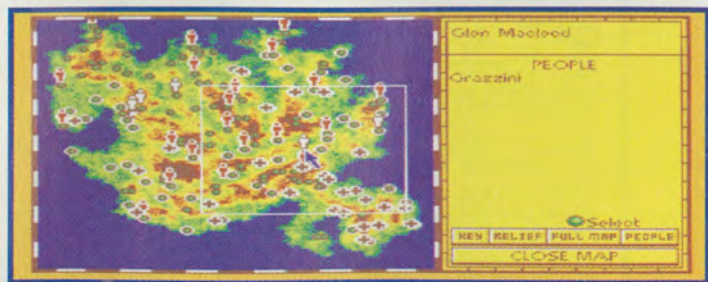
Virginia Caygill can charm the pants off of just about anyone, except Konrad Rudel whom she despises. You are, therefore, probably best to use her for recruiting new members into your team. Although she's one of the most accomplished skiers, you're best advised to find her a vehicle to pilot - it's a whole lot safer and much, much quicker.



## KONRAD RÜDEL

Konrad Rudel will only join your party if he's approached by little Davy Hart, whom he has a soft-spot for. Rudel's skills as a hunter make him a valuable asset. His knowledge of marksmanship make him an ideal sniper. Konrad Rudel is best placed either in the top of a tree or in the lofty tower of a

church where he can pick off the enemy at will. A good tip is to watch out for the enemy command vehicles. Should you spot one of these rare creatures make sure you hit it as destroying one will ensure the desertion of all the units under its command.



## KARL RÜDZINSKI

Karl Ruzdzinski is a most gifted driver. If you can manage to find a heavily armed Snow Wolf for him to drive he'll be able to create mayhem with the enemy

convoys. Should, however, the unthinkable happen and his buggy get destroyed, Ruzdzinski is a talented rifleman. Place him on high ground and pick off the

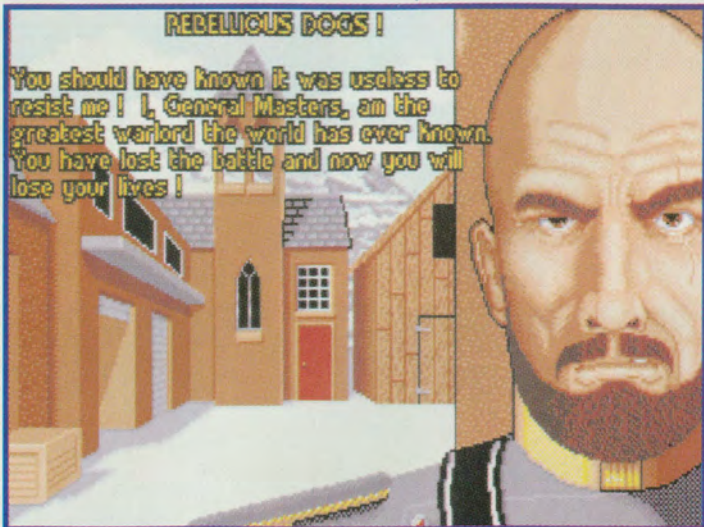
ever advancing enemy. Once again, aim for the command vehicles they're the most valuable prize.



# GTGA - MIDWINTER

## REBELLIOUS DOGS!

You should have known it was useless to resist me! I, General Masters, am the greatest warlord the world has ever known. You have lost the battle and now you will lose your lives!



## DAVY HART & JENNY ADAMS

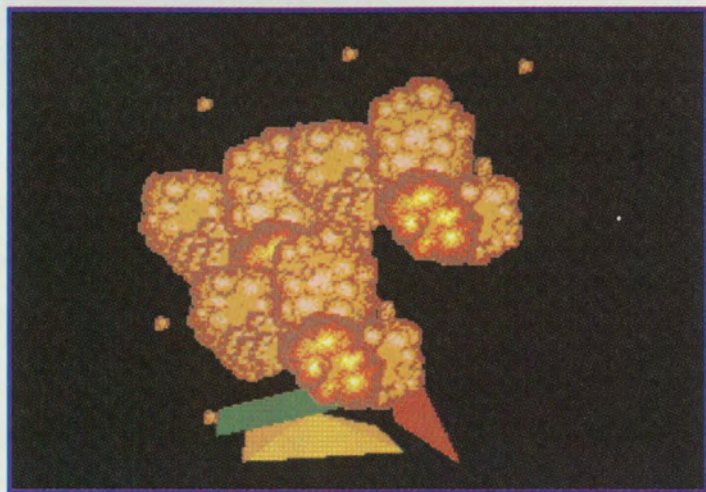
Both Davy Hart and his girlfriend, Jenny Adams, are best employed as recruiting personnel. They move quite quickly and freely with no fear of enemy involvement. Both of

them are accomplished skiers and Davy's no mean shot with a rifle, so don't be afraid to take the odd pot-shot when controlling him.



## PROFESSOR KRISTIENSEN

Professor Kristiansen is an excellent saboteur. Get him to a strategically important building and you'll find he can wire up an important building in less than half the time it takes anyone else. If you can get him inside a radio station he can also use his technical skills to contact up to four new members. New recruits will be contacted at random and after the fourth has been enrolled the enemy will intercept all transmissions. As the enemy move quite quickly it's advisable to get Kristiansen to a station in the northern reaches of the island, Morgan's Bluff is a safe bet.



## FRANCO GAZZINI

Franco Gazzini, because of his skill at hang-gliding is your match winner. Once you've managed to recruit him, you should get Franco to the cable car station in the Terceira Mountains and ride to the top of the peak. From there you should fly southwards over Spruce Valley heading for Sierra Garcia where Gazzini should land at the magazine hut and collect all the supplies he needs. Guide Gazzini northwest to the nearest cable car station. Ride to the top of the mountain and launch off into the wide blue yonder. Once airborne glide the bird to Snowgoose Fell in the southeast. When you eventually land, Gazzini will be absolutely knackered so let him rest up a while. Having regained his strength you guide the flyer towards Shining Hollow and the enemy base. Quickly wire up the base and press the detonator. All that's left to do now is sit back and watch the fireworks!



## GENERAL POINTS

Naturally, all this takes a fair amount of time. Remember to keep your troops on the move. It's not just a case of moving the key personnel and waiting for the timer. You could find yourself overrun by the enemy in next to no time. One key point to remember is when attacking enemy convoys, always aim for the instantly recognise able command vehicle. Should you manage to take out this fellow, the remaining captains will desert and reduce the enemy attack force by around a couple

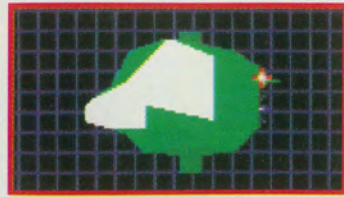
of hundred.

Another point to bear in mind is when the enemy capture a settlement, they will lock up, any peace officers they find don't attempt to free these fellows unless it's absolutely necessary as it wastes both time and resources.

Finally, should you destroy all the enemy-held radio stations, a message will be transmitted to all of the characters and you'll find yourself with a full compliment of peace officers!s!

# GTGA - WARHEAD

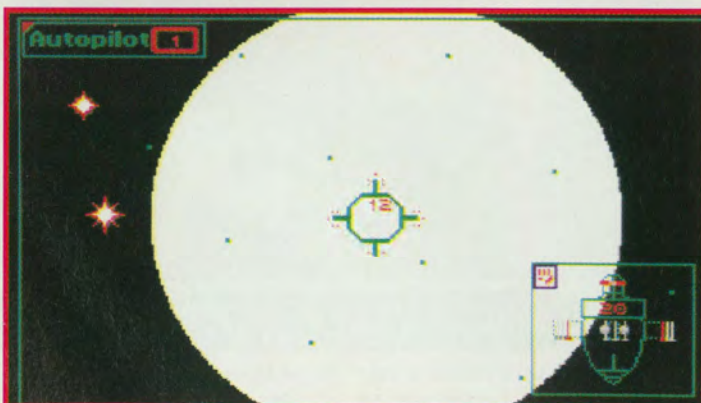
No sooner has Warhead hit the streets than somebody has already sent in the solution. I hoped that I would be able to give you the solution and brag about my flying expertise, but one of you lot out there had to beat me to it, didn't you? Still, Warhead is a brilliantly addictive game and the players' guide should prove useful when destroying those evil Roaches.



## WEAPON SYSTEMS

- M.D.C (MASS DRIVER CANNON) - Limited range (approx 2km), only good for missiles, Tech ships, Corsairs etc..
- D.G.P (DATA GATHERING PROBE) - Gathers data on impact which then appears in your ship database.
- STINGER MISSILES - Range approx 2km. No good against H-Wings or the Berzerker (although they'll keep him busy).
- PROXIMITY MINES - Only useful against stationary or slow targets.
- X-RAY LASER MINES - Once deployed they will knock out 3 targets. They are effective against anything.
- PSEUDO-STELLAR MISSILES - Range approx 10km with a 5km blast radius. Make sure you are clear of it when it goes up.

## AUTOPILOTS



1. MANUAL - Keep an eye on your heading and speed and remember you're not necessarily facing in the direction you are travelling. It's easy to get disorientated and if you've been thrusting merrily in all directions it can take a while to slow down.
2. POINT AT TARGET - Handy if you've lost sight of your target.
3. PURSUE TARGET - Not much use as it doesn't bring you in very close.
4. CREEP MODE - Good for fine manoeuvring.
- 5 + 6. AUTO CREEP/FLY AND HALT - Both are fairly redundant.
- 7 + 8. POINT IN DIRECTION OPPOSITE TO MOVEMENT - Self explanatory.
9. STOP - Best at halting you if you are travelling on a simple vector. Otherwise it can take minutes to stop your FOE craft.
10. RECENTRE YOKE - Remember to engage another autopilot.

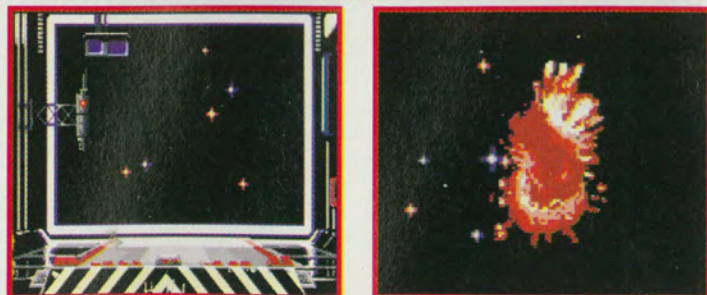
## NAVIGATION



When setting your quadspace destination, set both system and planet (unless jumping direct to a star). DON'T jump first to a system then the planet as this is unauthorized use of quadspace.



## DOCKING



Lock on to the lowest beacon from Solbase. Fly up to the beacon using autopilot 4 and stop when you have reached it. Turn and face Solbase and slowly cruise up to it still using autopilot 4. Stop when about 200m away and slowly thrust forward using autopilot 1.

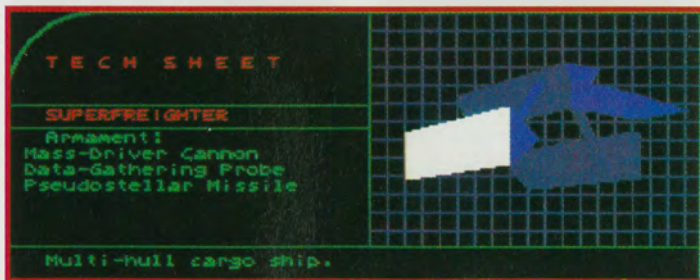
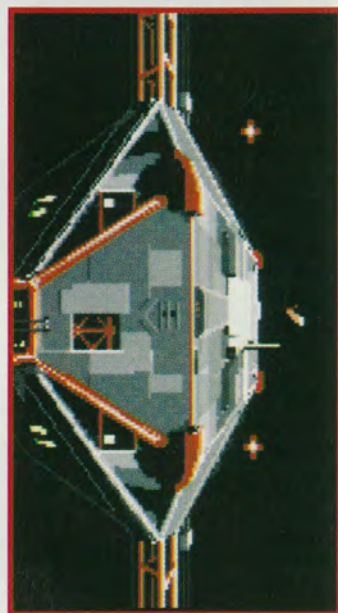
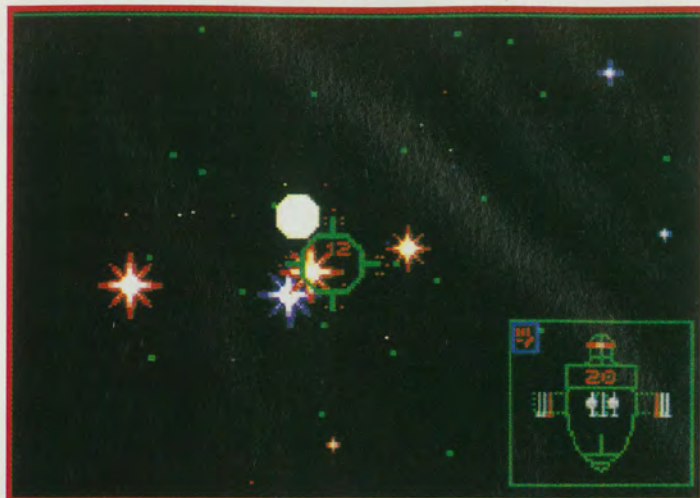




# GTGA - WARHEAD

## MISSION BRIEFINGS

1. SOLBASE - Get used to the FOE-57's controls. Follow orders and see earlier NAVIGATION section for flight advice and DOCKING for docking at Solbase.
2. EARTH - Test your quadspace motors.
3. DEIMOS - Test-fire stinger missiles. DON'T shoot the Tech ships. Experiment with the tactics and the computer-generated viewpoints.
4. VENUS - Test-fire M.D.C. DON'T shoot the Tech ships and experiment with the weapon's range.
5. IO - Test-pilot the recovery module - the only time you should ever use it.
6. MERCURY - Routine patrol. Nothing here.
7. TRITON - Investigate sensor damage. Your first Sirian - a drone.
8. TRITON - Intercept intruders. Launch D.G.P's first and then your Stingers.
9. MIRANDA - Protect a convoy. 2 A-wings arrive shortly after you.
10. CH-010 - Investigate gravitational radiation. You arrive caught in the powerful pull of a black hole. Quickly quadspace back home to Solbase.
11. BAINKS - Check tip-off. Nothing here.
12. NIVEN - Gather data on new Sirian craft.
13. BLACK VEIL NEBULA - Assist convoy. Follow your instructions. You must get within 150m of the lead ship to refuel them.
14. MARS - Search and destroy.
15. VENUS - Test proximity mines.
16. XI - Gather data on an alien craft. Enter the BERZERKER. Not much you can do but use D.G.P's on it. Leave when it says it will eat you.
17. PROTECTOR - Observe Berzerker in Sirian space. Keep out of range of the Pseudo-stellars and wait for your orders.
18. KRUGER-60 - Routine patrol.
19. PLUTO - Intercept Berzerker. Hit it with everything you have. It will either leave or you will be ordered home.
20. EARTH - Stop the Berzerker wiping out the human race. Good luck.
21. SIGMA DRACONIS - Routine patrol. C-Wing. Berzerker arrives and finishes it off. Wait for new orders.
22. WASP - Investigate SOS. Guess who arrives...
23. ALBEMUTH - Investigate distressed shipping. Guess who's distressing them. Fire everything at it and wait for your new orders.
24. ANYWHERE - You've finally sussed out that the Berzerker is after you. You must get rid of him at all costs. What's big, black and hole-ish?
25. GOLDENMAN - Routine patrol - 4 C-Wings.
26. PLANETS OF SIRIUS - Gather data on new Sirian craft. You'll find it on the third planet you visit. Hit it hard enough and it will run away.
27. MOON - Search and destroy the H-Wing. It will run away if you hit it with enough firepower.
28. SOLBASE - Protect fuel carrier.
29. PLANETS OF TAU-CETI - Check tip-off. Second planet you visit is mined so reverse out quickly.
30. PTOLEMY - Intercept enemy craft.
31. KRUGER-60 - Set up a secret base. No matter what you do the Kruger-60 base is doomed.
32. GIFT - Check out gathering of Sirians. Hard to catch these 5 A-Wings. Use autopilot 3 to get on their course then close in and fire from 200m. They will eventually attack.
33. SCORPION NEBULA - Destroy convoy of Sirians. Initially there are only a few drones, but soon A, H and some C-Wings will arrive. You don't have enough weapons for them all so you will be called back when you have run out.
34. VENUS - Test X-Ray laser mines. You'll like these.
35. TITAN - Destroy Sirian armada. Use the X.R.L.M's and it will be no hassle.
36. SOLBASE - Defend Solbase. This is all about the allocation of your resources. 3 X.R.L.M's for the first wave will wipe them out. After that, 4 C-Wings will arrive on the scene, so use your last X.R.L.M and finish the final one off with Stingers. Shoot any ICM's headed for Solbase.
37. VENUS - Test Pseudo-Stellar missiles. Make sure the targets are at least 5km away from you AND the Tech ships.
38. EARTH - Destroy Sirian fleet. Easy with the Pseudo-Stellars.
39. PLUTO - The last mission. If you've got this far then we're sure you'll need no advice from us.



# GTGA - HELPLINE...HELPLINE...HELPLINE...

**This section is dedicated to all those players who feel like putting their fist through their computer screens. If you're ever stuck up a gum tree and there seems nowhere to turn, you can always turn to us. The Giving The Game Away Helpline was set up to aid gamers in distress. So, if you need help, don't be afraid to ask us - that's what we're here for.**

## MENACE

I'm experiencing real trouble with Menace. All my mates reckon it's a pretty easy shoot'em-up, but since buying the Triad Two collection I've been struggling to get to the end of the first level. Please give me a shove in the right direction and put an end to my misery.

**K. Sumner, Emsworth, Hants.**

What you have is a classic case of RTM (refer to manual). The key to winning is killing all the aliens and collecting the appropriate icons. However, I bet you already know that. What I suspect you don't realise is that it is possible to shoot the icons to increase the bonus they yield. The first icon that appears is a thousand point bonus. After that, if you continue to shoot, you'll find that the icons change. Keep shooting until you see the item you want, then grab it. As you begin to learn what alien attack levels hold in store you'll be able to pre-plan which weapons to use.

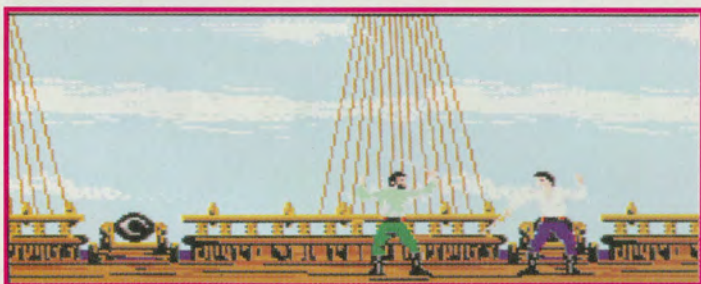
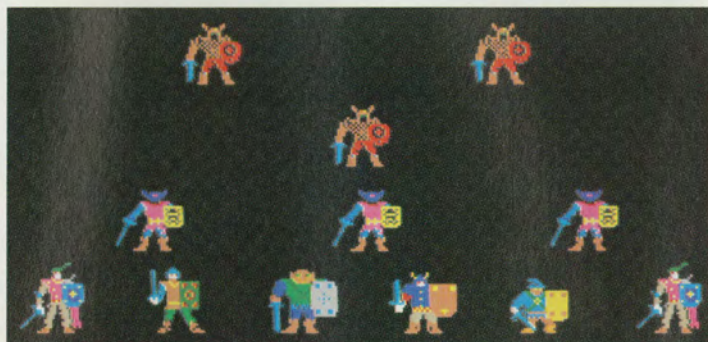


## PHANTASIE III

I'm really into this brilliant role-playing adventure. However, I'm finding the going a little hard. All my characters keep getting killed off. My friend reckons that the Pendragon Archives is a walk over but my party keeps getting nobbled. Why can't I beat these supposedly easy monsters?

**Billy McFarland, Kilmarnock.**

I reckon that your problem lies with you not being able to equip your party. During your encounters you may find or win various weapons. The program won't automatically assign these to the appropriate character. Instead, when you visit a town, go to the inn. There you will be allowed to select the distribute option. Using this you should assign the weapons with the higher attack points to your characters. Shields, armour and bows can be shared out. Once your party start to have more powerful weapons, you'll find that they will make mincemeat of minor monsters. For larger adversaries, you're best to employ your magical skills.



## PIRATES!

Please help! I'm having real trouble with Microprose's brilliant, swashbuckling adventure. That's not to say I'm not already an accomplished fencer, seaman and all-round privateer. On the contrary, I reckon I rate pretty highly as a scurry-riden sea dog. However, whenever I end the game and the computer gives me a rating I always seem to become one of the lower life-forms. Despite being a successful pirate, I always end up as a beggar. How do I achieve the position of King's Adviser?

**Long-John, The Spanish Main.**

You plonker, Long-John. You obviously aren't completing all the tasks that the game offers you. It simply isn't good enough to rob the Silver-train and sink the Spanish fleet. In order to reach the higher levels you'll need to rescue all the members of your family, that'll make you content in your old age. Land is also an important aspect, and don't forget to achieve a high-rank or even a noble title. Finally, don't always leave it to the last minute to retire.

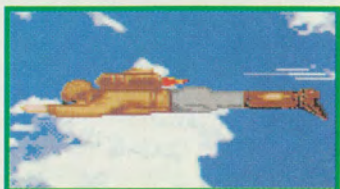


## ROCKET RANGER

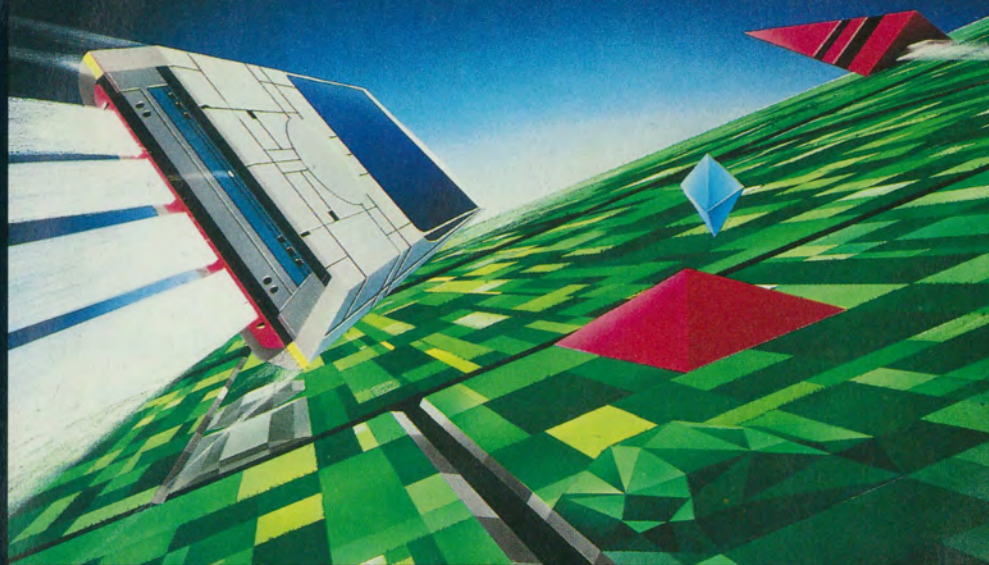
Tell me how to get all the parts of the rocketship. When I play the game I get some parts, but the Nazis always seem to get to the White House first. Is there a pattern to the positioning of the parts? A save-game facility would be much easier.

**Todd Mathews, Bletchly, Kent.**

A save-game facility is the answer. I used Romantic Robot's Multiface system. This allows you to start a game, save it and then discover where all the missile bases are. Once you know their locations you simply reload your saved position.



# THUNDERSTRIKE



IBM PC VGA SCREEN SHOTS



IN JUST 200 years the Earth is controlled by the TV networks and defence industries. The ultimate TV phenomenon is coverage of the military olympics... and the ultimate event is 'Ground Defence'. Gladiators man deadly craft, their mission to protect the communication tracks and ground installations. Their goal - and yours - is to be knighted 'Defender of the Ground'.

**ThunderStrike** is 3D arcade action, using solid polyhedrons and solid relief techniques to create a breathtaking contoured landscape. With super-smooth 3D scrolling the gladiator's craft hunts and attacks the enemy vessels in deadly low-flying combat. The action is tracked by a camera following close on the tail of the player's craft, whether flying along a trench or hugging the undulating contours of the ground.

- Spectacular graphics - fully light-source shaded solid 3D vectors (in 256 colours on VGA)
- Choose to pilot a variety of sleek Defender class fighters
- Heads-up display featuring radar displays and weapon indicators
- Various weapon pick-ups, shield drones and turbo-thrusters
- Watch the TV ratings go up as the action gets hotter!
- Available from the end of June 1990 for the Atari ST, Commodore Amiga (£24.99) and the IBM PC (EGA/VGA) (£29.99)

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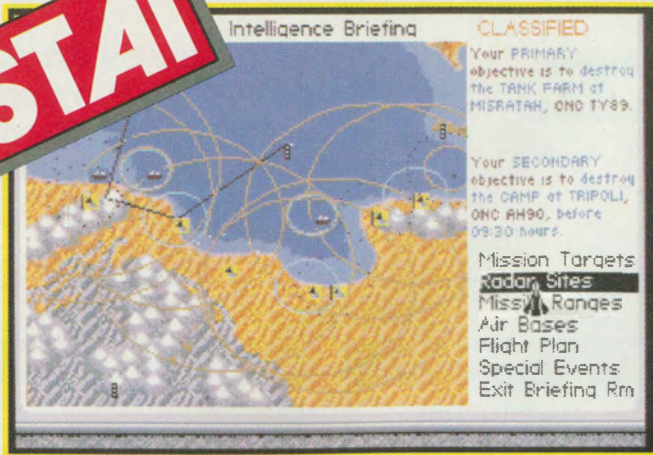
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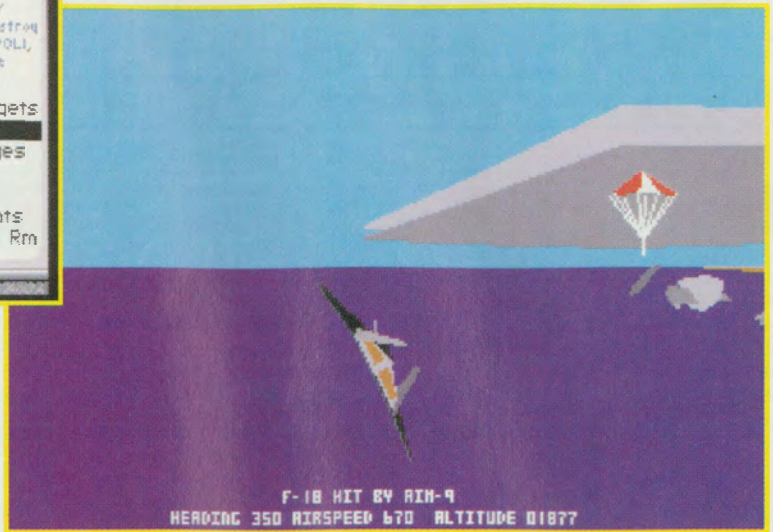
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# STAI



Your Stealth flies undetected along the coast of Libya. In front you see Migs swarming in the sky. Before they pick you up on their tactical radar, you launch a single sidewinder which weaves its way after the fleeing target before detonating and bringing the two down to earth like flaming birds. The pilot manages to reach the ejection cord in time, and flies out of the top of the cockpit. His parachute opens, and he drifts safely down.



*"The Stealth Fighter - America's big secret. The multi-billion-dollar project that resulted in a revolutionary jet that was invisible to radar. Once unveiled, the*

*rest of the world stood in awe and looked at the future of aviation."*

# F-19 STEALTH FIGHTER

MICROPROSE (£29.95)

Microprose have a superb reputation for being the leaders in simulation software, with commendable releases, such as Gunship and Silent Service. Now they are proud to announce their latest addition, F-19 Stealth Fighter. You start as a second lieutenant in the U.S.A.F., honoured to pilot either the F-19 or the F117-A. Based around all of the information they could gather on the forthcoming aeroplane, Microprose produced Stealth on the PC. Now, after the release of the bomber, F-19 has been released on the ST, including the original F-19 and the brand new F117-A.

F-19 is divided into four different sce-

narios: Libya; the Persian Gulf; the North Cape; and Central Europe. Each area is once again divided into three different scales of conflict at which you wish to fight: cold war; limited war; and conventional war. Cold war requires you to use your Stealth ability to its full. Any radar or plane that detects you must be destroyed. However, every weapon you fire increases the chance of detection. The objectives are usually single targets that need to be destroyed before returning to base. Limited war still needs you to be stealthy, but any military target is fair game. One thing you must avoid at all costs is destroying civilian targets. Conventional war is a case where if it moves, shoot it! You have to do anything to deliver a critical blow to the enemy. Forget about being undetected, go for it! After all, war is hell.

There are two different types of mission: air-to-air and strike. Air-to-air missions require you to destroy an air target as your primary objective, and usually a ground base as your second. The strike mission, on the other hand, is centred solely around ground outposts. Training is essential, especially if you believe that you haven't acquired certain skills you think you may need.

The difficulty of the simulation depends on the skill rating of your foes. 'Green' adversaries use old and often malfunctioning equipment and the operators are usually inexperienced anyway. Regular opponents pilot aircraft suited to their particular region: old planes for third world countries progressing to more modern aircraft in the heavily populated areas. All of the pilots have been trained well, but lack experience

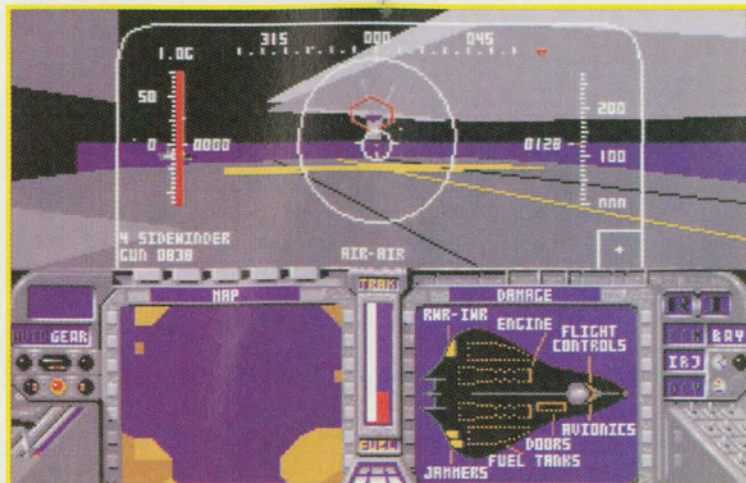
STA  
Rating

## 93%

GRAPHICS: 89%  
SOUND: 81%

LASTING APPEAL: 94%  
ADDICTIVENESS: 89%

DIFFICULTY: AVE/HARD  
1ST DAY SCORE: N/A



You climb into the cockpit of your Stealth that is perched on the deck of the USS America. You nudge the power forward and feel your bird kick, waiting for you to release the brakes. On the horizon, the oncoming Migs are picked up on radar. Its now or never, so go for it!

The first thing that struck me about F-19 Stealth fighter was that it was fast. So fast, in fact, that it actually felt as if you were there! Flying low over the desolate plains of Libya may not sound very exciting, but believe me, when you've got a Russian on your tail you think of things other than sight-seeing! Other flight sims just toyed with the idea of having a plane and then they turned it into a glorified shoot 'em-up. This is not so with F-19, and in my opinion it is THE flight sim for the ST. With over 4,000 missions to fly, it should keep you busy for a long time to come. I recommend this game to anyone, and if you'll excuse me, I'm off to fly another sortie!

AS

in the real thing. The veterans are the trickiest so far. Most have kills under their belts and fly the latest in military hardware (still not as modern as your babe, though!). Finally, the Elite are exactly that. Difficult dog fighting manoeuvres are second nature to these guys, and they only use the best equipment.

Each mission is detailed in full with maps and briefings contained in the comprehensive manual and given when sitting in the debriefing room. Before you can take off, you must select the weaponry you think would be best for the forthcoming mission. For instance, Mk. 122 'Fireye' free-fall bomb would be useless against other aerial targets, but against oil depots and grounded planes, it would be superb. The same goes for AIM-9M 'Sidewinder' - brilliant against enemy aircraft, ineffective against SAM sites and the like.

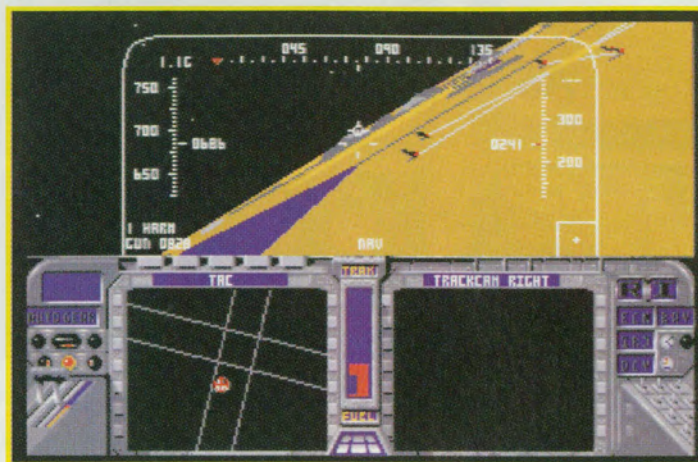
Missions that need you to strike hard, fast and yet undetected require you to learn the Stealth's capabilities. The Stealth operates best at low altitudes

Ever since the advent of the 16-bit computers, flight simulators have been pouring in and on each new release they seem to be getting better and better. Each time we see a new simulator we ask ourselves whether or not the machines have now been taken to their limit, yet we are still surprised by constantly upgraded ideas. F19 - Stealth Fighter is no exception to the rule. The graphics are highly detailed and clearly defined, attention to detail has been well observed. The controls are simple and neatly laid out so as not to confuse the pilot. Sound has also been well catered for and the game offers some unique in-game effects. I won't ask if flight simulators can get any better because they probably will. All I'll say is that F19 is definitely a great step towards that goal.

SW

"Up until now there have only been flight combat games", at least that's what Microprose's PR Manager told me. "Yeh, more promotional waffle", I thought. However, after picking my jaw from off of the floor, I was inclined to agree. F19 Stealth is a remarkable piece of software. Flight sim buffs everywhere will be astounded by the amount of minute detail. Unlike other games of this genre, F19 is really, really quick and the update so smooth it's incredible. With the thousands of different missions open to you, F19 will keep even the most accomplished pilots busy for hours on end. This game needs no recommendation, it's quite simply the best of its kind.

NC



The ground detail on F-19 is superb, with star-shaped SAM sites that prove to be highly dangerous. Airfields launch aircraft providing you with practice and oil refineries sit in the centre of the desert, presenting the perfect target.

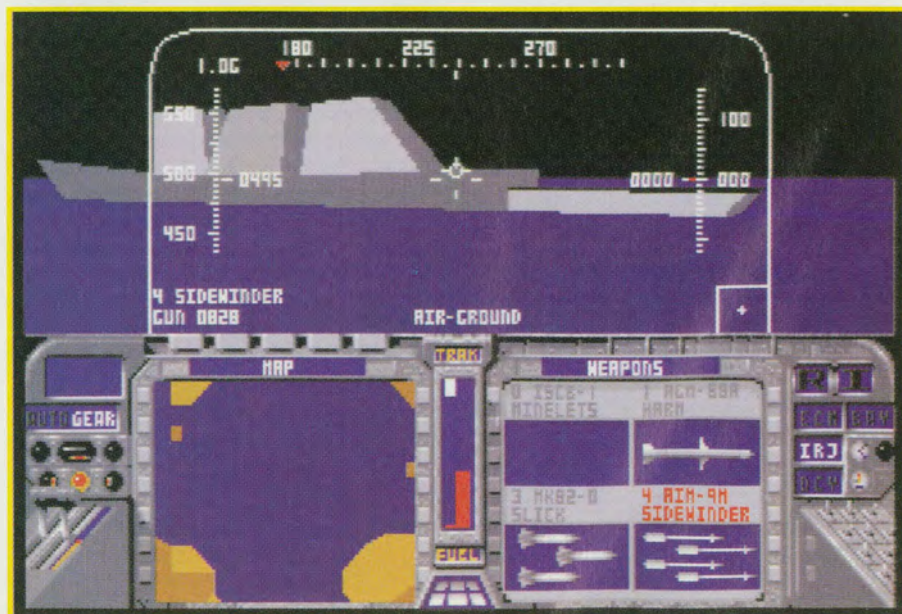
with all equipment retracted i.e. landing gear. This way, the Stealth can fly 'under' radar, thus avoiding detection. However, if you bank or open your bay doors, your surface area increases, as does your EMV (electro-magnetic visibility). A red bar will rise on your instrument panel indicating your EMV. Next to this is a white line, showing the enemies radar. If these two cross, you have been detected.

Since the average speed of an air-to-air missile or SAM is about mach 2.5, you have no chance of out-running one with your maximum speed of mach 1.1. Instead, you can either 'cloak' yourself and hope that the missile uses its lock, or try and outmanoeuvre it. This is done by twisting and turning at the last moment when it should hopefully overshoot, therefore missing its target. Most missiles need

heat to lock onto, making head-to-heads difficult for missiles. Instead, you should resort to your cannon. Alternatively, decoys can be launched to attract any incoming shells away from your highly expensive piece of hardware.

There are four levels of detail making it look as if you are actually approaching your target instead of seeing it one minute and flying past the next! On top of this, cloud is present to make high flying not only difficult to pilot undetected, but also making strike attacks virtually impossible. Harsh weather conditions such as sleet and snow increase the difficulty of flying, and even thunder and lightning light up the night sky.

STA



Skimming across the sea is all well and good, but missile carriers intend to destroy you as soon as they get the chance. Their radar is shown on your HUD by red hexagons that make their way towards you. Either avoid the signals or prepare to be attacked!

The first thing that struck me about Rotox was the stunning effect of the Rotoscope. The way the scenery rotates and zooms around is fabulous, and all in full colour! The action is frantic, although a little thought is needed to gain Rotox's full potential. The sound effects are not as good as the graphics, but adequate all the same. The task is not an easy one, and should take anyone more than a few goes. To top it all, we've even got this cracker on the cover of ST Action so you can try it out yourself!

AS

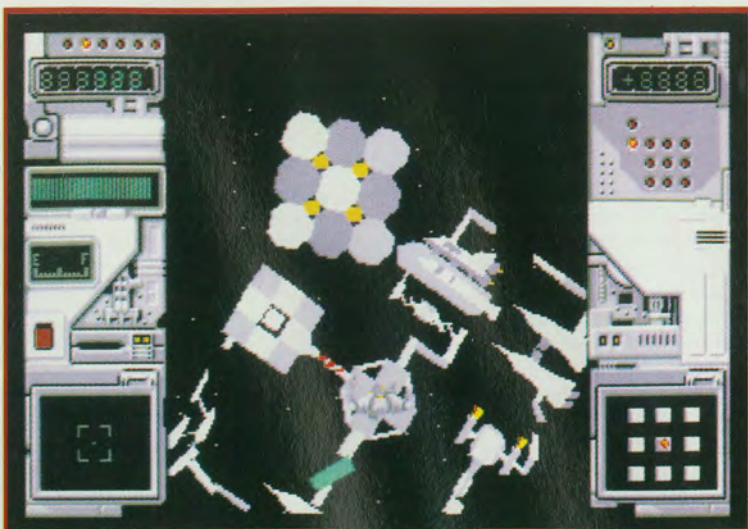
What the heck are you asking me for? Why don't you load up the single level demo from off of our cover disk? I'm sure you'll agree that Rotox is a unique game. The subtle combination of platform, shoot'em-up and strategy works well and the end result is a compelling little game. The graphics are pretty good, I reckon this Rotoscope style is pretty versatile and I think we'll be seeing more of it in the future. The sound effects aren't quite as good, however, they prove adequate and don't detract from the overall gameplay. To sum up, Rotox is a brave release from U.S. Gold, the game is great fun and should appeal to most of you.

NC

Lieutenant Kowolski had had enough. After the shrapnel wound he had received on Titan, he intended to retire on his army pension. Anyway, he wasn't fit enough to return to the battle, and he didn't fancy some office job in the city. All was well until he was confronted by the Cyborg Research Facility. Kowolski was scheduled to be the first cyborg warrior, and it was time for him to become their guinea pig. He had no choice.

Once transformed, the Lieutenant, now called "R"em"OT"e "O"ffworld "X"enophobe mark 1 (ROTOX MK1.), had to be tested. In an imaginary world that was home to some of the most hos-

Our hero is not as hefty as you may think, and he can only take a few hits before he kicks the bucket. Energy is lost by receiving a hit from the enemy's array or lasers, or by carelessly walking off the side of a walkway.



Rotox is U.S. Gold's latest game, and hosts some of the best graphics to date. The sprites may be nothing out of the ordinary, but the Rotoscope is! As the game begins, Rotox drifts down onto the platforms before landing with a bump on the hard surface.

# ROTOX

*"U.S. Gold have crossed the barriers of conventional shoot 'em-up and platform-style games to produce Rotox, a strategic battle for survival that takes place on the revolutionary Rotoscope."*

— ■ ■ ■ US GOLD (£19.95) ■ ■ ■ —

tile life-forms known to man. Rotox knew that even the smallest screw-up would mean that he would have to go back to the drawing board.

Rotox is a subtle blend of both strategy and arcade action, which means that a little more thought is needed instead of a faster auto-fire (although they are handy!). The Rotoscope on which the battle takes place is made up of numerous polygons that can be made to rotate and scroll smoothly across the screen. With ten levels, each of which is divided into nine sections, you should be blasting bugs and eradicating insects for quite some time!

Each section must be cleared of all of your enemies before you can progress to the next, where there is no doubt that you will find even more nasties intent on your destruction. To aid you in your task, a number of power-ups have been included. These include: a belly-mounted scatter

gun; a powerful bazooka; extra energy pods; and if you're lucky, a jetpack. All these make life easier, each having a specific use, be it for shooting the enemy or for flying around the Rotoscope!

**STA**



Extra weapons can be bolted on, as well as the odd can of oil to top up his energy!

STA  
Rating

76%

GRAPHICS: 81%  
SOUND: 72%

LASTING APPEAL: 72%  
ADDICTIVENESS: 73%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A





STA  
Rating  
**69%**

GRAPHICS: 68%  
SOUND: 65%

LASTING APPEAL: 68%  
ADDICTIVENESS: 70%

DIFFICULTY: EASY/AVE  
1ST DAY SCORE: 32400

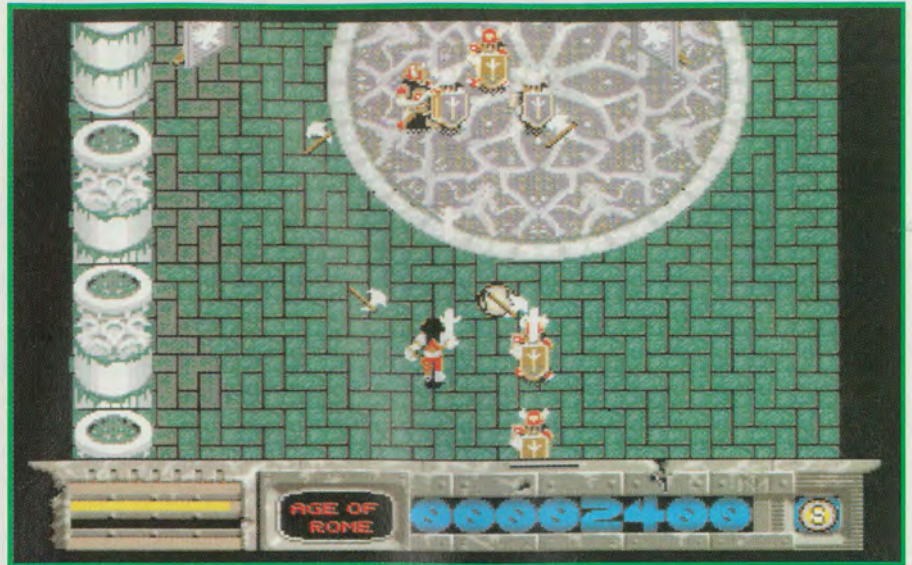
The mighty Gyland, a conqueror of the galaxies, has turned his wrath on our Earth, his intention is to enslave the people. But two men strong and true intend to quash this despot's plans by penetrating the evil one's stronghold, discovering the source of his awesome power and destroying him. These brave souls are Ben and Yohan, elite commandos of Earth. During the course of their endeavours, Gyland detects their presence and turns their troops into fiery balls destined to burn in the voids of time. The screen shows one poor soul hurtling downward into hell's pit. But Gyland shows some mercy towards Yohan and Ben giving a small chance of salvation. He challenges them to find their stricken colleagues and face him in an almighty battle. But first, they must fight a furious battle against Gyland's impenetrable forces which reach back to the very beginning of time. Now you must guide the commandos through time itself, ever onwards to the fateful fight.

With the joystick, you take control of a commando and face the first of many foes. In true Commando style, you move up the screen to face a furious volley of fire. But this time, they're not Nazi or Japanese bullets and missiles, these are knives, swords and spears. In the primitive era you're up against ancient knights, soldiers and even dragons who enter the play area and adopt a variety of attack patterns. Of course, your objective is to avoid all that is thrown at you as you pick your way through ancient castle ruins and retaliate with lightning firebutton action. At first your weaponry amounts to a single-fire shot. But in true arcade style you can collect extra weaponry to beef up your



Commando goes back to ancient times - In place of tanks and troops, you're up against dragons and knights.

After a frantic fight through ancient times, you face a veritable army of evil knights before you are confronted by an awesome dragon. As expected it takes frantic firebutton pressing to douse him.



# TIME SOLDIER

*"There are enough pixelized commandos languishing on the software shelves to storm the Bastille. But Electrocoin's combat blast'em-up takes us battling through the annals of time."*

ELECTROCOIN (£19.99)

*From a gameplay aspect, there's really nothing new about Time Soldier. Reminiscent of Commando, you move vertically, avoiding enemy fire and retaliating, inevitably leading to a confrontation at the end of each level with a more powerful adversary. The angle is that you fight through different eras, which is a rather feeble attempt to make the game original. But, the most important aspect of the game is that it's enjoyable to play. In comparison to earlier commando-style games, the difficulty level is not set particularly high and a keen player will not have great difficulty getting well into the game. Fortunately, it's a big enough game with enough variety to keep up your interest.*

JS

arsenal. Special armor can be gained by collecting various weapon icons which are left in the destruction and rubble, the warrior over the weaponry collects it. This extra firepower includes such wondrous weaponry as Tri-shot which, as its name so clearly suggests allows you to shoot in three directions simultaneously a missile that can fly over obstacles, travel a great distance and, more importantly, cause greater destruction. Finally, there's the rare opportunity to pack your laser with ultimate power which makes you momentarily invincible.

In addition to weaponry add-ons, there's a Speed-up bonus which when operational, increases your manoeuvrability and reaction, whilst so-called Power-up makes your current weaponry automatic. Battling through the primitive world, you enter ancient Rome, then Medieval Japan and World War II which is more reminiscent of the great Commando games. Then it's on to Future world and finally, the ulti-

mate battle with Gyland in his evil and dark domain - truly a battle through the ages. Do you think you can earn the evil one's clemency?

STA

*Time Soldier is basically a futuristic Commando-style game which I found to be rather boring. The basic idea of running up a screen infested with hostile enemies was good when it first appeared, but more horizontal shoot 'em-ups have appeared than I have had hot dinners! The sprites are small and the backdrops aren't drawn particularly well, and the sound leaves a lot to be desired, too. On the whole, I think it is best if you steer clear of this one.*

AS



"The heat is on in this drug-crazed hell-hole. All you've gotta do is bust the main drug syndicates to get your amnesty - it's death-or-freedom time, boy!"

# RESOLUTION 101

MILLENNIUM (£19.95)

It's no good denying it! In the eyes of the law you're a convicted criminal. But realizing your abilities, the government has come up with 'Resolution 101' which could earn you your freedom - anything's better than staring at four grey walls! The year is 2030 and the city of Envegas is rife with drugs, crime, violence and just about every other vice you can think of - and a few you wouldn't imagine in your wildest nightmares. You've been given a choice, endure the duration of your sentence in the state penitentiary or risk your life out on the streets, busting drug rings and bringing offenders to justice with the end of a gun barrel. The drugs syndicates in this stinking city bring a whole new meaning to the phrase 'organized crime'. Drug barons own the four corners of the Envegas: Toby Komazuki has the Eastside in the palm of his hand; Johnny Psyclope runs drugs to the rich kids in the Southern Boulevards; the West is under the thumb of Lord Camamile; and, in the North of the city, Jake Joukowski is making a despicably healthy living supplying junkies and drop-outs with the latest mind-blowing substances. You've got to bust all four syndicates one by one before the government will give you an amnesty.

You're supplied with the latest skimmer craft, the Theta 4000, and a licence to use whatever tactics necessary to succeed and survive. Check out the Theta's instrumentation: a turbo thrust engine for those quick getaways, enough fire power to give you some credibility, and radar equipment which'll seek out the scum. The 4000 hovers a few feet above the

"This is your one and only chance to get amnesty screw it up and it's back to choky!"

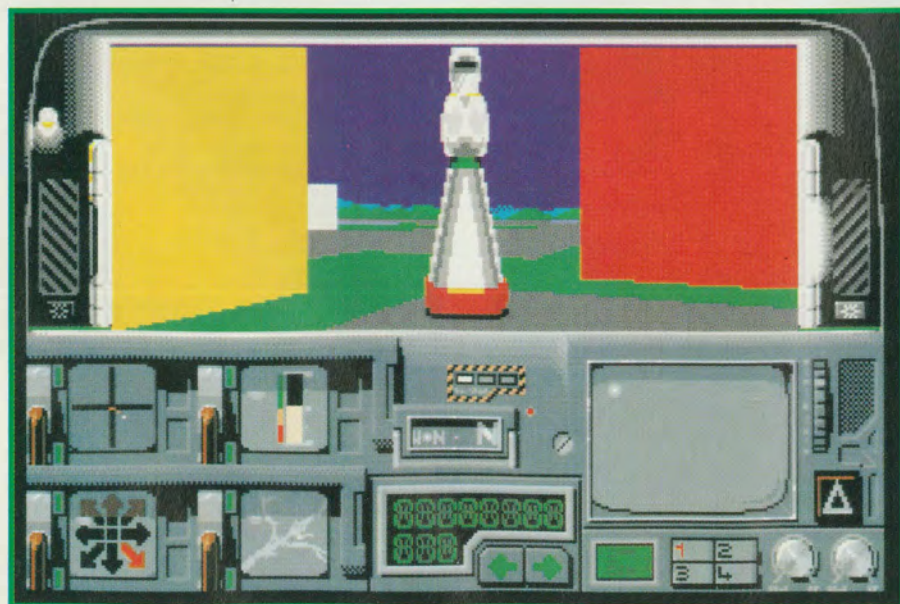
"Thanks fatso why don't you get back to your lard sandwiches and leave the drug pushers to me!"



ground, is mouse controlled, swift and easy to manoeuvre. It's also equipped with a light weaponry which is triggered off, so to speak, with the left-hand button. Checking out the controls, you can accelerate to incredible speeds and then stop the Theta on a dime, swivel round and tear off in any direction. The main problem is the drug runners and, in the south, it's your old rival Komazuki. In his armoured vehicle, this dirt-bag haunts the side streets, parades unashamedly through the main roads and dodges around the build-

ings when he thinks you're onto him. At this early stage of the game, it's pointless trying to stop him as he's got the law on his side. You've gotta be patient, watch him and stop him making his drops.

The city is infested with the scum of the earth. Deadly droids patrol the streets protecting the drug business and if they think you're getting too close to the truth they'll intercept you - you must eliminate them immediately. Meanwhile, various low-lives with a stake in this unscrupulous business are bent on ending your hopes of a full amnesty. Piloting a variety of skimmer craft, these desperados hunt in packs



Down on Eastside, there are numerous droids designed to keep you from busting the drug barons. Suddenly, you turn a corner only to be faced by a do or die situation.

*The first thing that struck me about Millennium's Resolution 101 was the speed of the graphics. The 3D filled-vector graphics move with such pace they really leave you gasping for breath. Not only are they super-fast, they're silky-smooth too! As for the gameplay, I found the action a little repetitive. The option to upgrade your ship helps a little but essentially the gameplay is very similar. Personally, I don't think I would find myself playing Resolution 101 for hours on end. Full marks to the programming team for the graphic routines, I only hope we can see them in something a trifle more fulfilling.*

NC

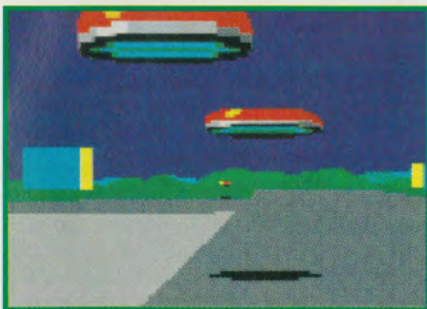
Astral's amazing scrolling routine (known as the Astral Engine) was first used in the rather obscure and self-indulgent Archipelagos. But now, the same effect has been utilized in a game that you can really get your teeth into. 101 oozes atmosphere, and this enhances a thoroughly absorbing and entertaining game with a really satisfying objective. The effects are superb and the controls over the craft are second to none as you can zoom off at high speed, stop instantly and change direction - truly amazing! Millennium's influence over the gameplay is obvious with project manager, Tony Beckwith insisting that the action should be nonstop, almost to the point of extreme. Finally, Astral's highly innovative Engine has been put into a game which really does the effect justice. But this isn't a game which relies on effects, as all-out gameplay meets the engine mid-way to produce a thoroughly recommendable game - don't just sit there looking at four grey walls, go out and earn your freedom!

JS

This is a shop but it sure ain't Tesco's. Here you can beef up your weaponry and speed up your craft - providing you've got the readies that is.



trying to run you off the road - just blast'em off hell's creation, because with every bad guy you despatch off to ol' lucifer, the Feds award you some credits which you must pick up off the tarmac.



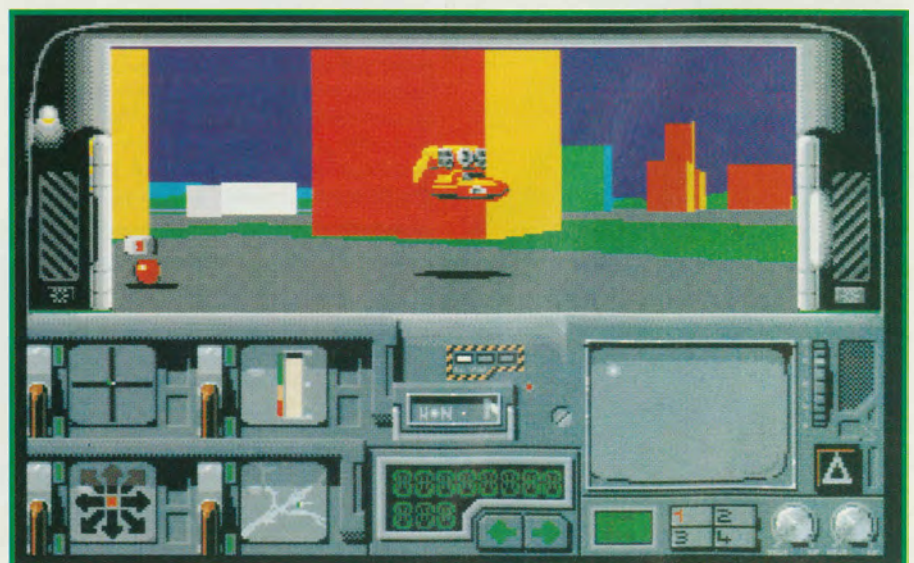
These saucers buzz about and attack on sight. Everytime you blast the swines!

Once again Resolution 101 is a case of brilliant graphics and good sound, shame about the gameplay. I would have thought that chasing drug dealers around a vectors graphic world in a hover-car would have been exciting, but instead I found that it was rather tedious. The world in which it has been set is portrayed with lush greenery with the odd building and complex of narrow roads, making it seem as though your driving across the green belt instead of a seedy part of a run-down city. Resolution 101 will keep the player enthralled for a short time, but the addictiveness will soon where off.

SW

Then, with a fat wallet, you can call into a shop and beef up your fire-power and enhance the Theta's potential. In the store, the shopkeeper displays the stock and, if you've got the readies, the sky's the limit.

Meanwhile, back on the streets, Komazuki is about to drop a large consignment of crack. These drug canisters are dropped on the road and before the pushers get hold of it and peddle it around to the addicts, you must locate and intercept the canisters. But beware! Not all the canisters contain drugs, some are booby traps and so-called terminators which'll blast you and the Theta clean out of the district. The drug runners occasionally drop their guard and this is indicated when



As bold as brass, one drug baron cruises up the high street punting for some business. At this stage of the game it's pointless bringing him to justice - wait for him to make the drop and nail him!

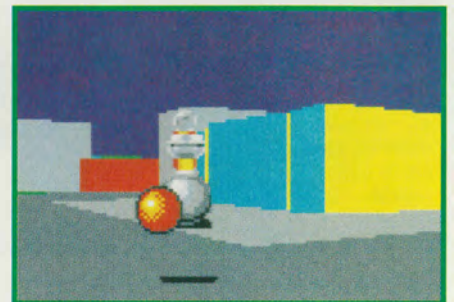
STA  
Rating  
**78%**

GRAPHICS: 84%  
SOUND: 72%

LASTING APPEAL: 76%  
ADDICTIVENESS: 74%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

The action is literally non-stop in this game and you've got to split your time equally between busting the drugs ring and blasting the enemy.



his vessel flashes. You must use this momentary vulnerability to the full and centre all your fire-power on him. But, at this instant, all hell breaks loose with droids and minions joining forces against the common enemy, you. You've gotta make a decision: stand your ground and try and finish off the boss or risk total destruction in a rain of bullets.

In another sector of the city, the relentless battle for freedom continues. The same old scene again: the skies darken, a shaft of lightning marks the coming of hell on Earth. Another runner is out on the streets and your lone crusade enters another chapter.

STA

*"The word genius is used so frequently that its meaning has been lost. A true genius only comes around maybe once every century - Einstein was the last!"*

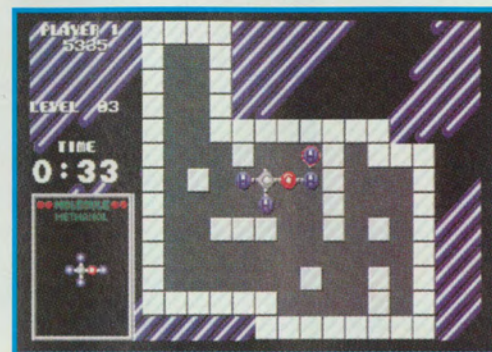
# ATOMIX

GRANDSLAM (£19.95)

Sequential puzzle games are certainly nothing new, but the implementation in this particular game is, dare I say it, a stroke of genius. Atomix is, without doubt, the most taxing puzzle I've ever played. But like most puzzles, the game requires a specific train of thought which those more perceptive and quick-witted amongst us will, I'm sure, pick up quite quickly. Thus, those smart asses will enjoy a most inventive game which gets progressively more difficult as their power of puzzle-solving improves. But this humble reviewer resigns himself to being a dork brain.

JS

A relatively simple puzzle in comparison to some of the levels in this game. Nevertheless, even this will cause a great deal of anxiety. Only thirty three seconds to go - no chance mate!



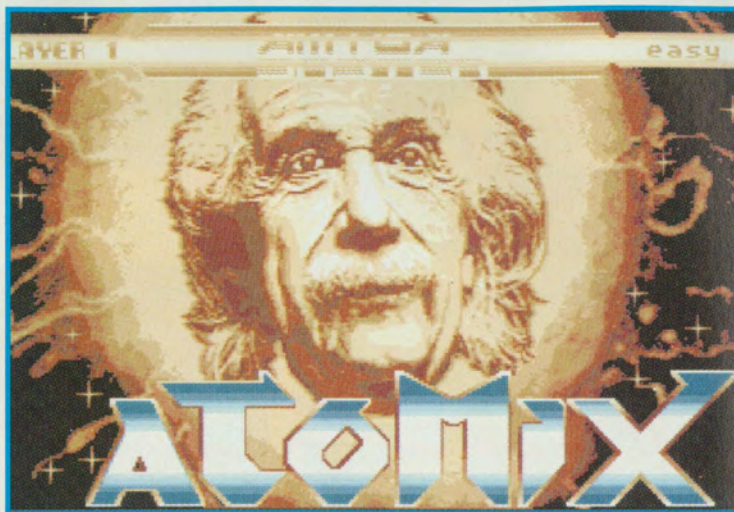
spheres and move them in straight lines - the dilemma comes when you want to anchor the sphere in position. The infuriating fact is that you can only place the sphere next to solid object such as the barriers or another sphere, which makes finding a location on screen to recreate the shape excruciatingly difficult. What makes things even more infuriating is a big digit clock which ticks away the amount of time you have left. Each succeeding level contains a more complex shape, some resembling those rather confusing molecular structures which bewilder one in those long and boring chemistry lessons - I soon discovered the limit of my intelligence!

STA

*Underneath the rather dull exterior hides what seems to be a neat little puzzle game. Playing it makes me wish I had only listened more in the Chemistry lessons at school because then I would have known what an H2O molecule looked like! First impressions are deceptive as it looks bland and uninteresting, but the gameplay is both addictive and challenging, and in the end I was infuriated when it took me a long time before I could solve one of the brain-taxing puzzles. Overall, a great little game that should keep you amused for some time.*

NC

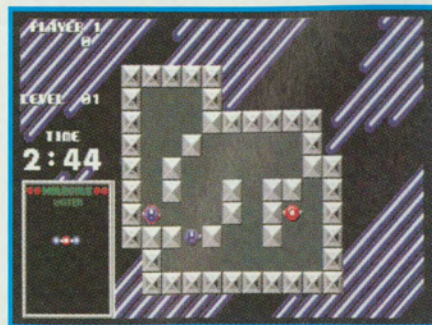
Genius only comes around maybe once every generation. While this particular game reviewer acknowledges the inventiveness of this puzzle game, he had difficulty in unravelling the simplest puzzle - MENSA members need not be concerned.



While the few great geniuses throughout history fathomed the unfathomable and discovered the undiscoverable, the majority of us dork brains can only wonder how the hell they did it. Now those jolly clever chaps at Thalion have come up with a wheeze which only serves to highlight our limp brain power and limited intelligence. The name of the game is Atomix - sounds like a rather boring science lesson, I know, but don't switch off yet. The game is dedicated to the great man himself, Einstein, who was known almost as much for his wry sense of humour as for his genius. So you can bet that the game is as cheeky as it is inventive. Einstein's visage haunts the opening screen and as you stare at the crazy white hair and wild eyes, you wonder what thoughts buzzed

beneath that wrinkled forehead.

There is no explanation of the game within the program and so you've got to do a bit of discovering yourself. The first screen, although rather bland and uninteresting looking, is the first simple test designed to acclimatize the player to this unusual game. It shows a series of blocks which are scattered around the play area, and these obstacles or boundaries change the shape of the screen in each level. In this instance, there are three round shapes scattered around the screen, two silver and one red, and I reckon they represent atomic particles, but who knows? Now here comes the explanation you've all been waiting for! In the bottom left-hand corner of the screen is a pattern box which displays an increasingly more complex pattern for you to reconstruct on screen in each level. In the first level, there's a simple horizontal line of the three spheres with the red in the middle - sounds easy doesn't it! With the joystick, you control a red square which can be moved around the screen and, pressing the firebutton enables you to pick up the



Looks easy doesn't it. This simplistic puzzle is designed to bring you gently into this brain-aching game - I even found this one difficult!

STA  
Rating  
68%

GRAPHICS: 59%  
SOUND: 52%

LASTING APPEAL: 70%  
ADDICTIVENESS: 72%

DIFFICULTY: HARD  
1ST DAY SCORE: 12000

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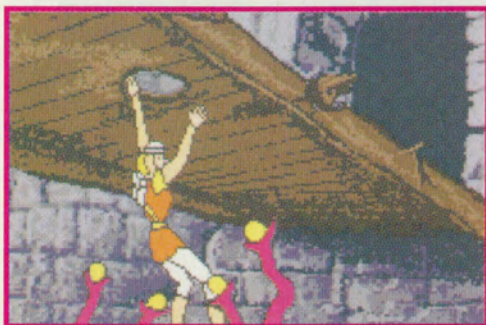
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*"Everyone wants to be in control of his or her own destiny - everyone fantasizes about adventure... of being a hero - this is what we endeavour to portray in these games." Don Bluth.*

CD-ROM may be just only be around the corner, but Don Bluth and his pals have been interacting with video images for years now. The first laser disk games appeared in the early eighties and it seems incredible to think of the leap forward in technology that allows the same games to be played on your home micro. Still, here it is. Yep, *Dragon's Lair* is the ultimate show-piece for your ST, both the graphics and sound are stunning. The same, however, can't quite be said of playability. Sure, the game's fun to play, but once you've mastered the moves it becomes a little tiresome. Sadly, like *Space Ace*, it isn't whether or not you should buy this game, more a question of you being able to afford it.

NC

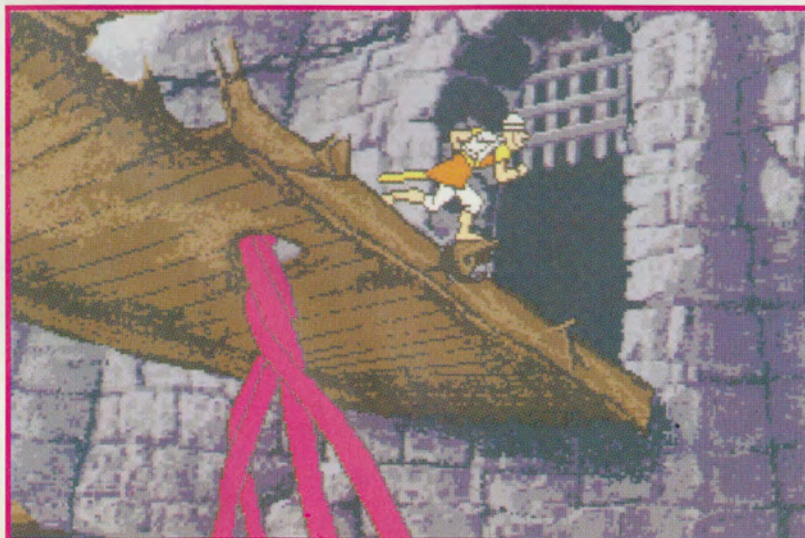
This is no time to be hanging around, Dirk! Swipe at those meanies with your sword and get on with it!



When Bluth introduced the interactive movie, *Dragon's Lair*, into the arcades, the game dominated the coin-op world. Now this veteran animator and his brilliant team have achieved the seemingly impossible, by transferring the amazing effects onto the home computer. Whether you are a staunch critic or an avid fan of Bluth's productions, nobody can ignore them.

You are Dirk the Daring! A knight whose courageous heart is certainly big-

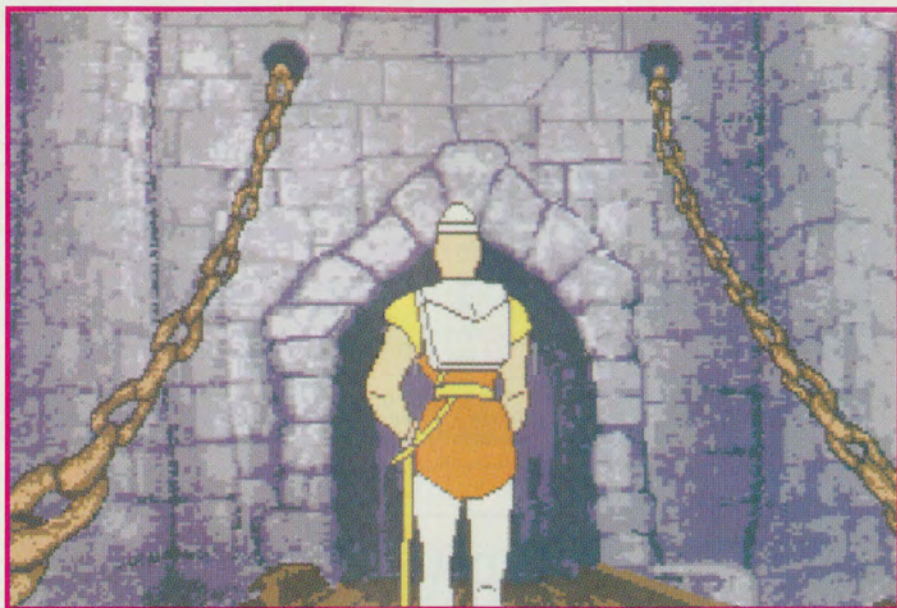
Getting into the castle isn't as easy as it may at first seem. As our hero crosses the rickety drawbridge, large purple tentacles jump out and try to grab him. Only the correctly timed joystick moves will allow Dirk to continue.



# DRAGONS LAIR

READYSOFT (£44.95)

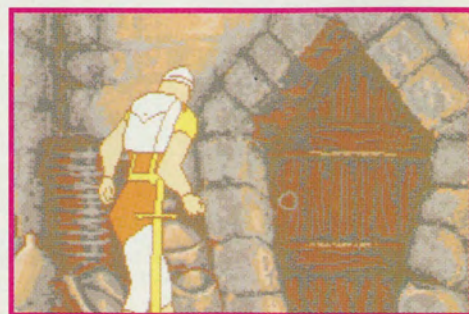
As Dirk prepares to enter Singe's desolate domain he is oblivious to the perils and pitfalls that lie in wait for him. Only your quick thinking and lightning reflexes will save the day.



ger than his brain. In true fairy tale fashion, Mr Daring is besotted with the fair Princess Daphne. But horror of horrors, the beautiful maiden has been kidnapped by Singe the Evil Dragon. There's only one thing for it! You must set your large chin in a typically heroic position and travel with all haste to Singe's castle. Expect nothing less than a perilous journey, a fight to the death. But just think of the prize - Daphne really is rather gorgeous! If you're familiar with the stunning laser-disk arcade game, you'll be surprised, nay stunned, at the accuracy of the transition to the humble ST. After an extremely brief

intro in which a digitized voice barely manages to get out the words "Dragon's La...". Dirk stands at the forefront of the screen with chin pointing determinedly. He then turns swiftly and makes towards the drawbridge. Suddenly, the timbers give way and Dirk just manages to grab a hold. As he struggles to gain a grip, a multi-headed serpent lurches out of the moat and tries to grab Dirk with his tentacles (I said with his, not by his). Quickly you must draw his sword at the exact moment and amputate the tentacles. Dirk pulls himself up through the drawbridge and continues towards the castle.

Within the castle, a potion flashes - Dirk must avoid this poison. Then, a door flashes and, immediately, you must guide the heroic one towards the door. Dirk emerges in the next room to face more



As the story unfolds, Dirk the Daring will find himself deeper inside the castle. Only by making the right decisions will he finally find his true love, the princess Daphne.



How much? For forty-five quid I'd expect something just a little bit special, and if you're not fussy about limited gameplay, that's exactly what *Dragon's Lair* is. I found *Dragon's Lair* more enjoyable than Readysoft's previous release, *Space Ace*, not because it had more inter activity or improved graphics and sound, but because I found it more enjoyable to play. *Dragon's Lair* is a brilliant game that is bound to impress, but although it is the best of the bunch, I still don't think it is worth the somewhat hefty price tag.

AS

One of the monsters appears in the shape of these large, green tentacles. Drawing his rusty blade Dirk tries to fend them off. Having done so, he also has to leap around the room.



peril. At once, slimy green tentacles slither out of the ceiling and make a grab for Mr Daring, and you must draw the sword at the right moment, smite the tentacle and chop it in half. With the severed tentacle twitching, Dirk moves ever onwards. He enters the court of the Black Knight where this electric character is smashing his sword into the flagstone. This causes an electrical charge which rushes through the floor and, as if on a chessboard, Dirk must jump, hop and run at just the right moment or suffer an electrifying end. Shock! 'Ooh blimey!' Dirk is now perched in a flimsy coracle and paddling furiously in a river fraught with rapids and whirlpools. Again, split-second timing is required to paddle around the swirling

I certainly did enjoy my few hours playing the heroic Dirk - it was not so much like playing a game as watching an adventure cartoon in which you had some say in the outcome of the plot - if you're too slow, Dirk dies; if your timing's precise, he lives to fight another battle. It really goes without saying (but I'll say it anyway) the graphic and sonic effects are truly, without a word of a lie, stunning - top cartoon quality in every sense of the phrase and, sure enough, the Bluth team have made certain that you have as much control as is possible for this particular medium of entertainment. Sure, the package is a bit on the steep side, but look at what you've got! A classic on your ST which is as impressive as its laser disc, arcade original - a phenomenal feat.

JS

Everywhere he treads, Dirk encounters the dreaded green tentacles. Which exit should he take, the door to the north or the stairs leading up?

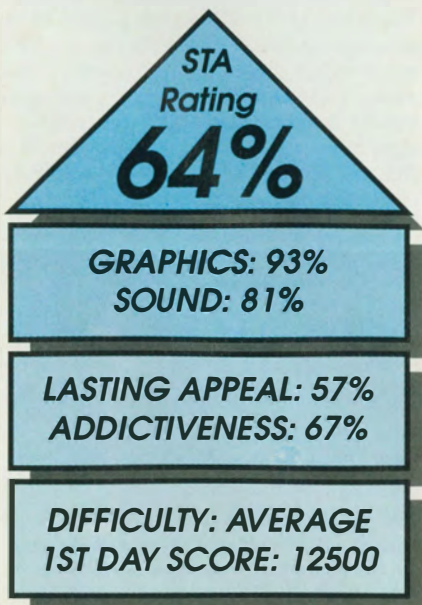


whirlpools and into the tunnel at the end.

Now, a glutton for punishment, Dirk enters a sinister room with bottles at one end. Stealthily, he walks towards the table. But suddenly, a truly hideous monster oozes out and lurches towards our hero. The screen changes and just before Dirk is devoured, you must draw his sword and decapitate the fiend. Without pausing for breath or wiping an heroic brow, Dirk's well and truly in it. His quest, of course, is to rescue the lovely Daffers. But so many treacherous plots and devious traps lay ahead of him that he might be wise and settle for a not-so-lovely wench - the decision, as they say, is yours. **STA**



Obviously your decision to climb the stone stairs was a wrong one. Trying his best to look tough, Dirk finally gives up the ghost.



He isn't the best of rowers, however, our brave hero must do his best to avoid the deadly whirlpools.

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— ELECTRONIC ARTS (£24.95) —

All the in-game attributes can be toggled through the main menu screen. You can view the top goal-scorer, view the league table, choose to play a championship game or save your team to disk.



Sports come and go and many of them have some kind of influence on new sports that are constantly being invented. Football, for example has had many challenges in its wake but the sport still thrives on its own merits. Now, a new sport has come along that is set to change that tradition. Tribal, as it is affectionately known, started in the earth's slums and on the surrounding planets. The sport was created by gangs who would prove their strength by taking on other gangs in this harmless, but otherwise hectic sport. Eventually, the potential of the game was realised and a league was created. Through time and large amounts of money, several Tribal blast-wall pitches were then designed and erected so that fans of the popular new

sport could visit and cheer their teams on. Most of the early gangs teams were recruited into the league teams where they proved to be a major force in the game.

On selecting your team and arranging their attributes to suit your style of play, you will be able to participate in one of the Tribal games. Three teams, including your own, will be playing against each other. You will be presented with the pitch layout which will indicate where everyone's goals are and where the zone gates are. Each team has two goals to defend: the Defend Zone and the Frantic Zone, although the shoot-off begins in the Central Zone. A counter will tick down to zero, at which point the ball will be released and the players will zoom toward it. There are three players to each individual zone, each one is accessed by rebounding the ball through the Zone gates. A goal is scored by bashing the ball into one of your opponent's

*Projectyle reminded me slightly of Speedball. The game is very similar in that the teams have to direct a ball around an enclosed pitch and into the opponent's goal-mouth; the graphics are fairly similar, too. Nevertheless, I did find Projectyle quite good fun, although I can see that it may get a little boring after a while due to the repetitive gameplay. The graphics are bright, clear and move around the pitch very smoothly indeed. The pitch has also been nicely drawn and the whole idea behind the game is fairly original and well implemented. Projectyle offers some frantic action and a fair amount of addictiveness, but I can see the novelty wearing off fairly rapidly.*

**SW**

As well as changing the attributes of your team you can also select which team you wish to control. Each has their own individual look and their own team badge.



goals. You may then see a replay of the move or continue with the game.

Occasional bonus objects will be displayed on the pitch and they can be collected by positioning your team member over them. There are plenty to choose from but the most common are: Boing Plus; Power Plus; Dosh and Stamina Up. These can affect either your players or the actual pitch that they are playing on. The matches are played in three halves, commonly known as Sets. Time remaining is indicated by the horizontal bars to the right of the screen. At the start of each Set, the position of your tribe is rotated clockwise on the pitch.

**STA**



The game itself is played through rebounding the ball around the blast-walls. By correctly hitting the ball with your player you should be able to guide it into the opponent's zone.

STA  
Rating  
**72%**

GRAPHICS: 74%  
SOUND: 69%

LASTING APPEAL: 70%  
ADDICTIVENESS: 68%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

*My first impressions of Projectyle were that was an addictive little game that is a cross between Psyclapse's Ballistix and Image Work's Speedball. The main difference between Projectyle and the other previous releases is that three players can play each other providing an adaptor is used. Projectyle is fun to play, the more the merrier, and as well as having good graphics and sound, it is easy to get to grips with. Although not as good as Speedball, an excellent game none the less.*

**AS**

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# DYNASTY WARS

*"The once great Han Dynasty has fallen into turmoil. Guiding a brave and fearless warrior you must liberate this once proud people."*



*Although I quite enjoyed Dynasty Wars in the arcades, I can't say that the conversion made much of an impact on me. The graphics are excellent and hold relatively true to the arcade. The backdrops have obviously had a lot of time spent on them as they are both breathtaking and extremely atmospheric, but I found that the one essential ingredient to any game, playability, was sadly lacking. Swiping away at the enemy and using the mind-powers was great fun at first, but when I realised that this was all that was required of me I soon lost interest. If there were more variation in the gameplay then Dynasty Wars could be a great game. As it is, it is a mediocre hack-everything-in-sight title.*

**SW**

Before you can charge into battle and hack away at the enemy soldiers, you will need to decide which of the four characters to play. Each one has his own skills, but you'll have to choose wisely.

## US GOLD (£19.95)

Dynasty Wars is set in the dim and distant past, 184 AD to be precise. The Han Dynasty proudly ruled over the whole of China. However, for some obscure reason, a band of rebellious warlords decided to seize power for themselves. Anyone caught voicing opposition to the takeover was silenced by the sharp edge of a sword. The situation seemed hopeless for the people of China. Hopeless, that was, until four brave and fearless warriors rose from the ashes of the Han Dynasty and swore to avenge the people and kill the evil warlords.

On loading the game, the players are treated to a brief insight into the historical background behind the story. Having viewed the various highly-detailed digitised pictures, players will be called to choose which of the four fearsome war-

riors they would like to play and take control of. Each of the heroes is a brave fighter and competent horseman, capable of wreaking havoc and irrevocable damage on the enemy forces. However, under each of their names there are two bars representing their physical and mental powers. Obviously, the larger the bar, the more hit

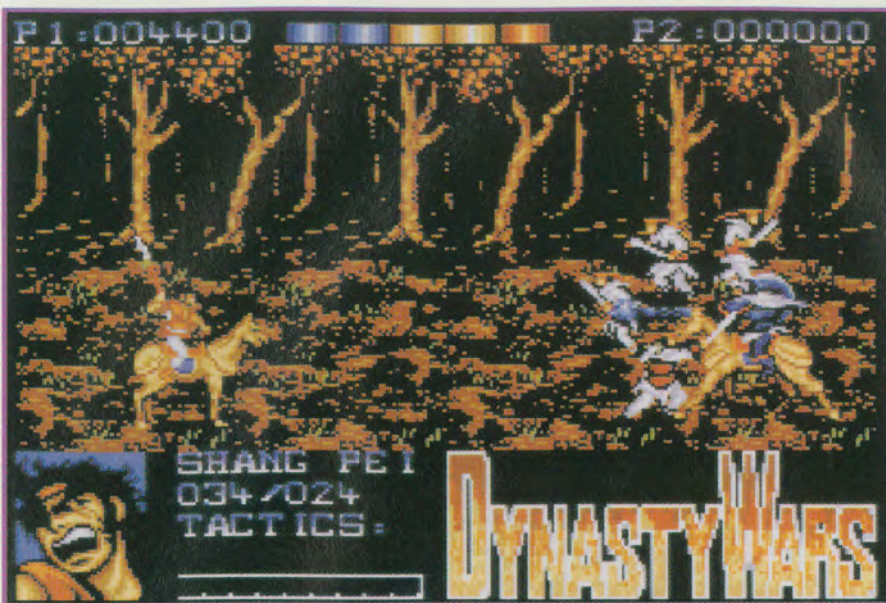
points your character has. Similarly, if the mental power bar is long, your warrior will easily be able to exercise his mind and kill the enemies using the various tactical moves open to you during the game. The game can be played by just one player or you can team up with a friend and take on the might of the evil warlords together.



On the way through the enemy territory you will come face to face with the reality of bloody battle. Archers will send fire-arrows in your direction while footmen will attempt to hack down your horse.

Fortunately, our heroes have been blessed with special mental powers that they can use providing they have sufficient energy. Rockslides prove useful when the going gets a little too hot.

Once you've finally battled your way through the enemy soldiers you will have to face the warlords. These are tough swines to beat and the good news is that there are eight of them.



The backgrounds to the different stages have been beautifully recreated. Each stage will take you and your horse into a different location - from countryside to bamboo forests, etc.

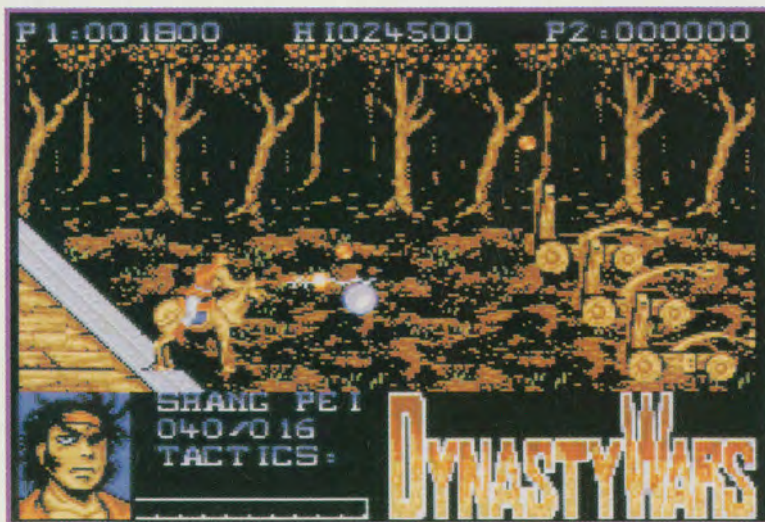


As you charge through the countryside an army of soldiers will fire arrows and spears at you in an attempt to dismount you from your horse and kill you, thus ending your quest to reunite China. Holding down the firebutton stores your

character's combined energy. When the button is released he will be able to take a more powerful strike at the enemy. Occasionally you will be able to collect special tactic icons. This will allow your warrior to use his special mind-powers. By keeping the firebutton depressed, he can cause rockslides and fireballs as well as other disasters to befall the enemy. You'll gain some indication of how your warrior is actually doing in the battle by the expression indicator that is situated at the bottom-left of the screen. As your character charges into battle his facial expressions will reflect how well he is doing. If he pulls a mean face then you will know that he has probably just speared an unfortunate enemy. If he grimaces then he will have likely been hit by an arrow or spear.

As you progress further into the enemy's territory you will be confronted by obstacles such as catapults. These cata-

The further you go, the harder and more determined the enemy will become. They will even throw large catapults in your wake that will hurl boulders at you.



*U.S. Gold have a decent reputation for producing good games, but I not sure whether Dynasty Wars has kept up the good work. It must be said that the graphics and sound are great, but the gameplay is best described as dull. I found the overall task of racing across a beautiful landscape hacking up oncoming hordes of Nippons rather monotonous, and as that is the whole idea of the game, I'm afraid it did not appeal to me. On the whole, a good conversion of a game that was not that hot to begin with.*

**AS**

STA  
Rating  
**67%**

**GRAPHICS: 78%**  
**SOUND: 69%**

**LASTING APPEAL: 54%**  
**ADDICTIVENESS: 61%**

**DIFFICULTY: AVERAGE**  
**1ST DAY SCORE: 21000**

pults will hurl great boulders that will sap your strength if they touch you. You'll have to use a power-swipe to destroy the catapults. Eventually you will reach the end of the level where you will be required to take on the evil might of one of the warlords in a battle to the death. The warriors are also mounted on horseback and they will charge at you with their spears. You must time your spear jab precisely in order to wear down your opponent's strength and eventually unseat him from his mount. On reaching the end of the eighth level you will be able to confront the evil Thung Chok, the all-powerful general. If you manage to defeat him then the people will be set free and China will once again be liberated.

**STA**



You will need to muster all your strength and mind powers to keep yourself safe out of harm's way. If you use your skills poorly then you will get your just reward - death.

*Dynasty Wars is one of those games that looks and sounds great. However, despite being cosmetically close to its coin-op parent, it is the game's playability that lets the side down. Personally, after a few minutes of hacking the enemy to death I decided to look for more to do and, as all the action in Dynasty Wars is so similar I soon became bored. I guess if you a fan of the coin-op or you really like this kind of thing you'll be ok. However, if like me, you demand more than just pretty graphics then I suggest you look elsewhere.*

**NC**

Gold of the Americas isn't a game that will appeal to the majority of computer gamers. If you're into super-fast shooty-shooty games you'd probably find this game a little boring. However, as far as thinking games go, Gold of the Americas is pretty good stuff. The Einsteins amongst you may find the going too easy, but for most of us GOTA represents a real challenge. The game is excellently presented, which helps ease virgin strategists into their role. Personally, I really enjoyed the game and, with its historically accurate background, I'm sure I learned something too! If fancy dabbling in a spot of strategic gaming, look no further.

NC

Here we see the four superpowers that will battle it out against each other in an attempt to reach the Americas first. Sometimes new states are created under their own independent names.



"Ever dreamt of playing out the heroic adventures of the explorers such as Drake? Well now is your chance as you attempt to colonize the Americas."

# GOLD OF THE AMERICAS

ELECTRONIC ARTS (£24.95)

Around the time of Queen Elizabeth I, from about 1500, North America and South America had never been explored before, and as soon as this great continent was discovered, the European powers could not wait to get their hands on its wealth, rumoured to be one of the most precious metals on Earth - gold. This was reason enough for the four most powerful nations in Europe, Spain, England, Portugal and France, to set sail across the Atlantic in a bid to be first to colonize this great continent. Obviously, this kind of competitive spirit was not always peaceful. Enemies and allies changed frequently. The battles were long and furious, and whilst most were fought

on land, it was not uncommon for a sea battle to take place. In fact, the seas were just as dangerous as the land. Trading routes had to be established, which was not all that easy when your enemy kept intercepting your trading vessels with privateers and stealing your hard-earned goodies. Battleships were therefore employed to destroy these pirates and so make trading a great deal safer.

In Gold Of The Americas you can choose to be any one of the four superpowers. Up to four players can participate at any one time, although the countries can be computer controlled with the difficulty ranging from easy to expert. Once you have made your selections, you will be presented with your economic screen. You will be provided with a small fund at the beginning and you must use this to buy armies, ships, slaves and colonists. You can then place your explorers and armies onto the map. As soon as a state has been explored you can then start to put

down colonists and reap the wealth of the colonized state. As more wealth is accumulated you will be able to buy more ships and armies. You must also save enough money to pay your monarch. Should an enemy colonize a state that you require for your imperialist supremacy, you can opt to invade. If the colonists are not particularly strong, then they will surrender and the state will be yours.

You can also hire out privateers that you can place on the map. As you progress through the game the pirates will report back to you and you will be informed of any wealth that they have managed to 'acquire'. The outright victor is the country with the most wealth and land.

STA

STA  
Rating  
77%

GRAPHICS: 74%  
SOUND: 69%

LASTING APPEAL: 78%  
ADDICTIVENESS: 77%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A



After every turn you will be confronted with the evil tax collector. He will inform you of the amount that is required by your monarch. If you agree to pay, the total will be deducted from your funds.

Although this may seem a strange topic to base a computer game on, it has to be said that the formulae works extremely well and comes together to present a first class product that is full of historical facts as well as being both challenging and great fun to play. The Americas have been perfectly represented and the whole presentation is of a very high standard. The sound effects are superb and have taken advantage of the ST sound. Playing the game couldn't be simpler as everything is icon controlled. I think this game will appeal to strategists only but this is still a first class product.

SW

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On first playing Hammerfist I must admit that I found it fairly addictive. The sprites are large, nicely detailed and well animated. There is plenty of colour and the action is fast and furious. Swapping between the two characters couldn't be simpler and both their roles have been well mixed. The sound effects proved adequate although I think with a little more thought they could have made a little more of the ST's capabilities. As for the gameplay, I found hammerfist quite an enjoyable little beat'em-up. Still, I can see the novelty wearing off after a little while.

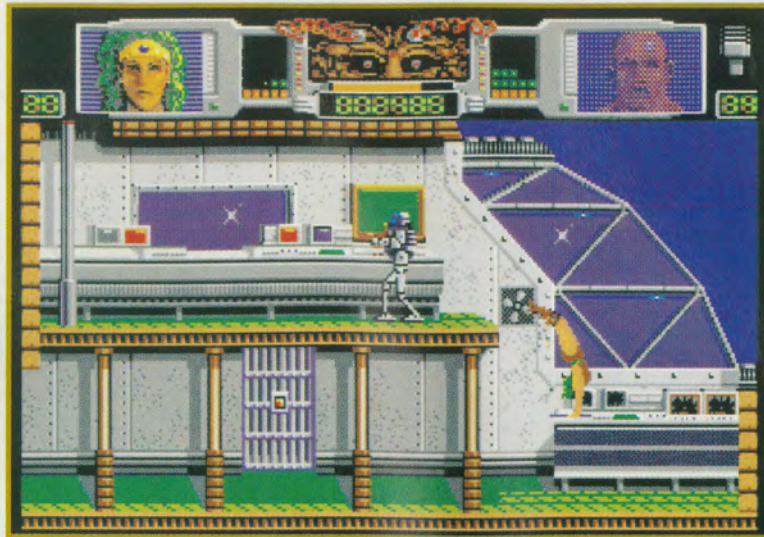
SW

I found Hammerfist a something and nothing game. Sure the sound and graphics are of a very high standard, but when I considered the gameplay I must admit I did find the whole thing a little repetitive and ultimately tiresome. The game does contain a certain amount of strategy as you swap between both of the characters, however, for the most part I found a simple smash-and-blast-everything tactic to be most effective. I reckon that Hammerfist holds little long term appeal and as such I wouldn't really recommend it.

NC

The advancements made in the last 200 years in the science of creating holograms were massive. Now, the use of holograms was preceding their initial novelty factor. The year is 2215 and holograms have come such a long way that they are now indistinguishable from their human models. The system was about to be abused. Any citizens that displayed any form of special skill and knowledge were kidnapped and transformed into holograms in order to commit crime. It was even known for holograms to commit murder and political crimes. These slave holograms were guided under total control by the Master, 'Centro-Holographix'. The Master could control the slaves and command them to do whatever was needed. In between committing crime and murder,

Hammerfist enters a somewhat overrun room. Using his laser-activated fist he must disable the botanical beast before turning his attention to the nearby security console. Meanwhile, security robots rain down harmful rays.



Performing one of her acrobatic flic-flacs, Metalisis attempts to access the high platform. On the lower console you can see the computers she has already destroyed, thus deactivating the security system.

# HAMMERFIST

*"Holographic technology has advanced so much that it is now difficult to tell real people and holograms apart. Controlling two images, you must destroy the Master and thwart his evil plans."*

ACTIVISION (£19.95)

the holograms were stored in personality computers commonly known as Mind Prisons. The whole system of slave holograms fell apart when two of the most powerful holograms ever created escaped from their mind prisons. Their new mission is not to commit crime, but to destroy the evil Centro-Holographix.

You must take control of the two holograms, Hammerfist and Metalisis, as they fight their way through the security systems of Centro-Holographix in order to gain access to the later levels and eventually the Master's chamber. The enemy come in the form of technicians and droids who will attempt to destroy our holo-heroes. By killing the droids and tech men, our intrepid holos can collect the energy and weapon fizzles which they leave behind. At the end of each level, you will be confronted by a huge end-of-level guardian. Make sure that you plug into the recharge points in order to top up your

energy levels so that you can defeat the guardians, such as Octosquab, the giant ant and the other multitude of aliens.

Hammerfist is armed with an extremely powerful punch, while Metalisis can perform a series intricate flic-flacs. Weapons are dotted around the levels and will prove useful for destroying the enemy. Be careful when collecting the icons that the enemy leave behind as the more you neglect to collect, the more energy the Master will gain. When his energy reaches full power all the icons that will be released will be negative icons that will sap your energy if you collect them. Whenever Hammerfist and Metalisis come into contact with any of the enemy they energy levels will be reduced.

STA

STA  
Rating

64%

GRAPHICS: 68%  
SOUND: 63%

LASTING APPEAL: 58%  
ADDICTIVENESS: 60%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 6720



# 520ST-FM SUPER PACK

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**FREE ATARI BUNDLE VALUE: £458.97**



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

**£399**  
INCLUDING VAT

With SM124 mono monitor: £498 <sup>INC VAT</sup> With SC1224 colour monitor: £698 <sup>INC VAT</sup>



# ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. £40E

## 520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

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LITERATURE  
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## 2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.



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## DTP PageStream £149 <sup>+VAT</sup> = £171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180A printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the DTP box in the corner.

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- \* TAG FUNCTION
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## WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

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If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

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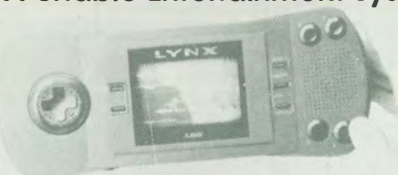
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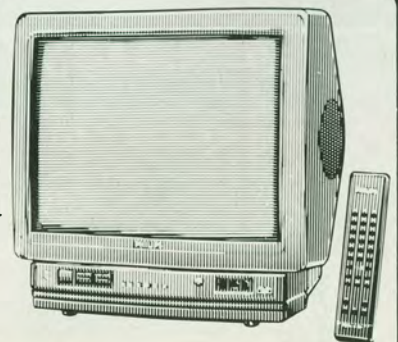
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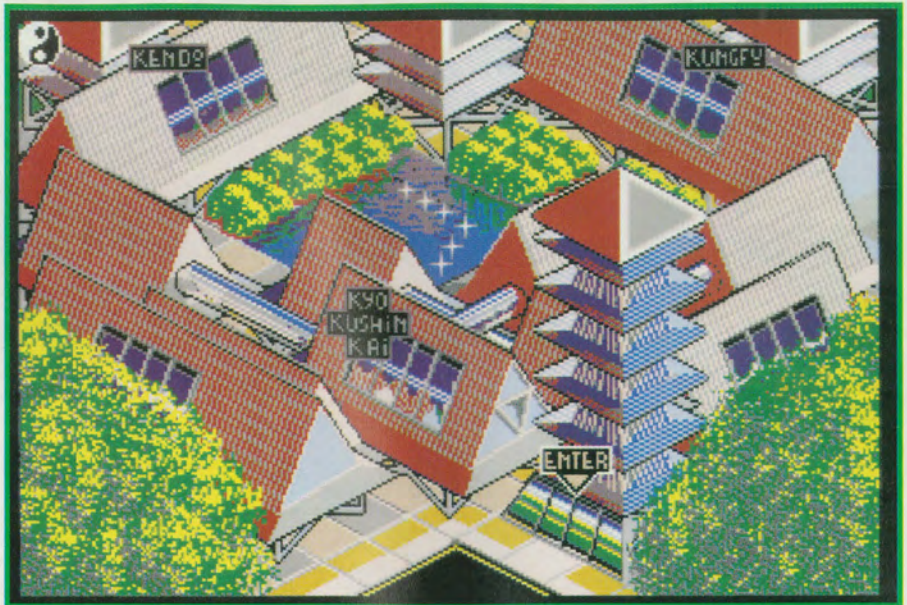
This is where you will be staying throughout the contests. This is the beautiful tournament palace. The different disciplines are indicated on the building.

STA  
Rating  
**79%**

GRAPHICS: 83%  
SOUND: 77%

LASTING APPEAL: 75%  
ADDICTIVENESS: 78%

DIFFICULTY: AVE  
1ST DAY SCORE: N/A



*“Test your martial arts skill against some of the greatest opponent’s ever assembled in this competition to find the true master.”*

# ORIENTAL GAMES

**FIREBIRD (£24.95)**

One of the greatest martial arts tournaments ever has just started and you have decided to the competition yourself. Now, at last, you will be able to test your fighting skills fully and discover whether or not your years of disciplined training has paid off. You enter the magnificent building and gaze in awe at the intricate carvings and delicate pagodas, taking in the full beauty of the centre gardens and lake. You immediately head for the reception area where you are met by a very attractive young

girl. She takes your name and then allows you to enter your personal details on a computer. She bids you good luck in the competition and you take off for your chosen martial art.

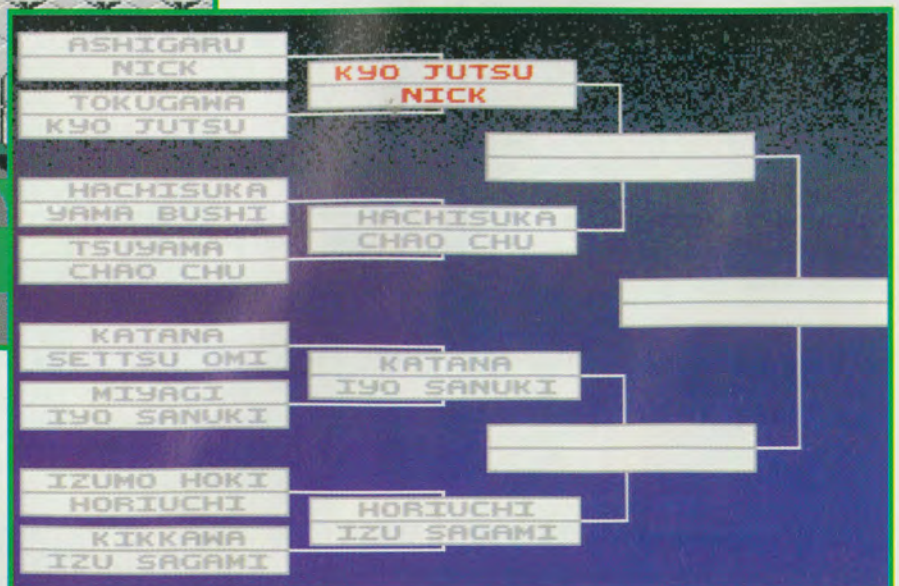
The oriental games have been divided into three main martial arts fighting styles. Each martial art contest and style takes place in the three individual sections of the tournament palace. You can choose the style that you wish to fight in by positioning the yin/yang symbol over the corresponding name. The martial arts available are Kung Fu, Kiu Kyinshikai

(that’s freestyle to you and me) and the noble art of Kendo. As mentioned earlier, before you can fight you must log on to the reception computer. From here you will also be able to toggle certain effects when you come to fight. You can choose from three rankings: novice, professional and master, but you’d be wise to start off on novice as the other two rankings are for the big boys. One of the most useful points of Oriental games is the fact that you can program your joystick to respond to the particular movements that you require. You can program up to eight movements into a single direction of the joystick. This proves useful when you wish



▲ You'll have to pay a visit to the reception area first so that you can log your name onto the palace computer and toggle any of the game effects. You will then be ready to fight.

Each of the many applicants will be paired with an opponent. Whoever wins their fight gets to go through to the next round. The loser must retire with no hope of winning a medal. ➤



I always enjoy martial arts games and I can't say that I was disappointed by Oriental Games. The build-up to the fights has been nicely presented and the toggle effects options were extremely useful. I was especially impressed by the fact that you could actually program your joystick to perform certain techniques when pushed in the required direction. Although I enjoyed the Kung Fu fighting most of all, I did find it a little easy: I managed to win the gold medal on my first go. Still, the Kendo and Freestyle are not so easy to beat. There isn't really anything new here but Oriental Games is still great fun to play.

SW

If it's a fast and furious beat 'em-up that you want, IK+ held the crown for being the best. But now Firebird are challenging IK+ with Oriental Games, which offers addictive gameplay combined with great graphics and digitised sound. Never before have I experienced the joy of kicking some ones head off of their shoulders (not literally!) and being able to hear their groans as their head spins! Oriental Games is a decent punch 'em-up, a worthy contender to knock IK+ off of its throne.

AS

**KUNG FU - A** chinese martial art, Kung Fu is probably the easiest of all the three disciplines to win. The techniques include leg sweeps, flying kicks, squat punches and leg stamps.



to build up a flow of techniques. Once you have fully logged on you will be able to choose your martial art.

All the fighters are paired and whoever wins their match is promoted to the next round where they will once again be paired with another opponent. There is no place for losers in the Oriental games. Eventually, your fight will be called and the contest will begin with a curious bow from both fighters. The fight itself is judged by a referee who indicates a point by raising a flag that is the same colour as the fighter's garment. To the top of the screen are the fighter's energy levels. They are all green at first, which indicates good health, but as hits are taken they will turn to white, yellow and then red, at which point the energy bar will be reduced by one notch. If all the notches are turned to

red then the fighter will fall to the ground while the winner leaps into the air.

On winning a fight you will be presented with the score card. This will indicate, for both players, how they actually fought during the contest. You will be able to see how many of your shots scored, how



**KYU-KINSHIKAI -** Mostly Japanese, this martial art is a potpourri of various disciplines including Karate and Thai Boxing. The head butt, jumping kick and front punch are all included.

**KENDO -** Kendo is another Japanese martial art that reflects the history and tradition of the Japanese samurai. Techniques include the side sweep, overhead attack and leg sweep.

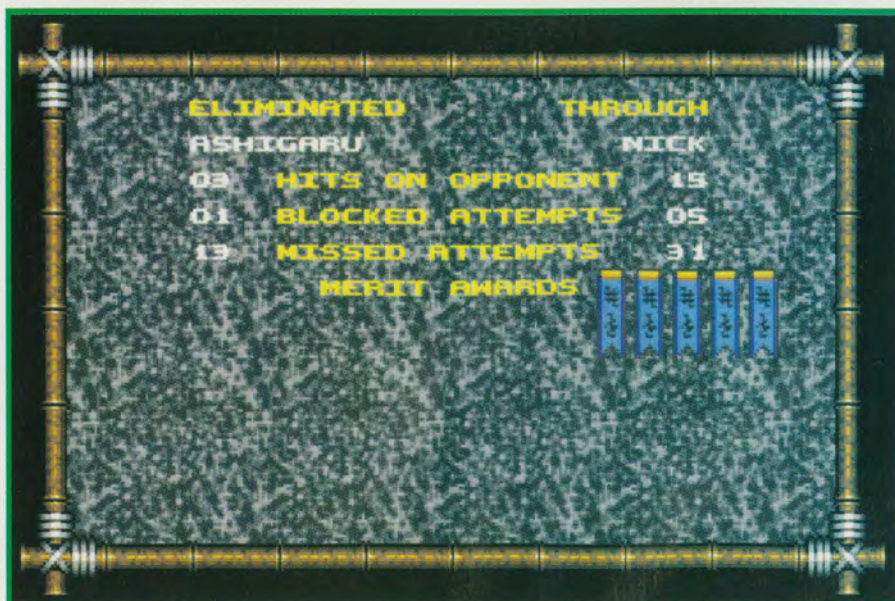


many missed and how many of the opponent's techniques you managed to block successfully. Special points tokens are awarded for the winners and these will determine whether you win the gold medal, silver or bronze. The medals are displayed alongside their holders on the positions screen. Each different art has its own style and techniques. If you are to become proficient in all three you will need to practise and learn the movements off by heart. The hardest to master is the freestyle as anything goes in this form of martial art. Eventually you will discover which techniques suit you best and it is then that you will realise the potential of being able to program your moves into the joystick directions.

STA

There is a noticeable lack of decent beat'em-ups on the ST. This is reflected in the fact that System 3's IK+ has been top-dog in this category for some time. Now, however, we have a contender. Firebird's Oriental Games is a clear winner when it comes down to gameplay. All manner of moves may be used, but the ability to programme your joystick moves in advance makes for real combat skill. Graphically, the game is good. The sprites move well and colour has been used to good effect. The sound, too, impressed me. The various digitised smacks and groans really added sparkle to the game. What with the three different events, two-player options and knock out tournaments, Oriental Games is the business. A must for beat'em-up fans everywhere.

NC



At the end of your fight you will be presented with the details of your performance. Obviously, the better you do the more token points you will gain. And what do points make? Medals.

I can't really say that Cyberball really impressed me that much. There is nothing really original here and the game is basically American Football with the players exchanged for robot sprites, which are not really that well designed. The gameplay, to be fair, is interesting and quite addictive but offers no real new challenge or difference to the original game of football. As for the giant twenty-foot robots, well they looked more like three foot to me. If you're really into American Football games then it might be worth your while to take a look at Cyberball. Otherwise, I can't really recommend it.

SW

There is also a two-player option in Cyberball but this does not let you play head-to-head. Instead you play on the same team and one throws while the other runs.



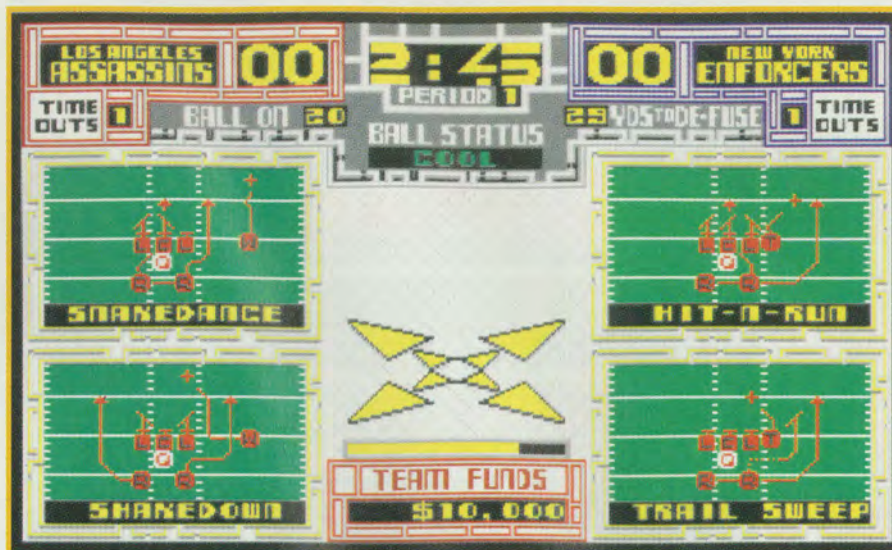
Here they come on to the field. Those twenty-foot-high robots are just waiting to crunch and smash each other just for your entertainment. And the game's on. A great pass completed by a superb catch. Wait a minute. Who's this charging up the field? Boy, what a fantastic tackle. Just watch that metal scrunch as those two players hit the dirt. We haven't seen action like this in Cyberball in a long time.

American Football was THE sport to play but the use of bionic limbs and

After the hype that surrounded the release of Cyberball, I was rather disappointed with what seems to be a lower-than-average arcade conversion. The game boasts to be a sport of the future, but basically it is a game of American football played with robots, all of which are unimpressive. Instead of being played in 'downs', an explosive ball is used, and if you don't make enough progress in the allotted time, the explode, taking the host robot with it. The sound is good, but the sprites, although colourful, are badly animated and small. Cyberball is a basic American football game, and if that is what you are looking for, I can think of other, better titles to choose from. Only for the fan of the arcade coin-op.

NC

Cyberball allows you to choose your own tactics by simply moving the joystick in the desired location and pressing the firebutton. The diagram will indicate where your players will go.



"Welcome everyone to the fastest-growing sport since the early days of football. The year is 2022; the sport is Cyberball."

# CYBERBALL

DOMARK (£19.95)

cheating had always been banned in those early years. As the years passed by, more and more players were found to be using bionics, some players were found to have up to fifty percent of their body mass containing bionic systems. As flesh went out of the window and metal stepped in, robots started to appear in the games.

That's when the Cyberball league was first introduced: two teams of seven, twenty-foot-high giant robots, charging at each other like raging bulls in a china shop. Each one was armed with a three-foot explosive steel ball in the middle of them. The offensive players are divided into four: the quarterback, running back, wide receiver and tight end. Passing the ball is based around the quarterback, the ball being passed from him to the wide receivers who should then catch it. The running back is used in all running plays and the tight end protects the other players. Defensive players are safety, linebacker and cornerback.

The game is divided into offence and

defence, each team having a number of plays to choose from, trying to get the best from their team. Offence plays are either running or passing - the pass is obviously the best way to get the ball further down your opponent's half. The ball contains explosives, and when these explosives finally detonate it will indicate that the two teams must change sides, i.e. offensive becomes defensive and vice-versa. Once the decision of either running or throwing the ball has been made, one of four tactics can be called into play which will dictate where the ball will finally go. Once on the field the operative player catches the ball and all the rest is up to you.

STA

STA  
Rating

66%

GRAPHICS: 70%  
SOUND: 62%

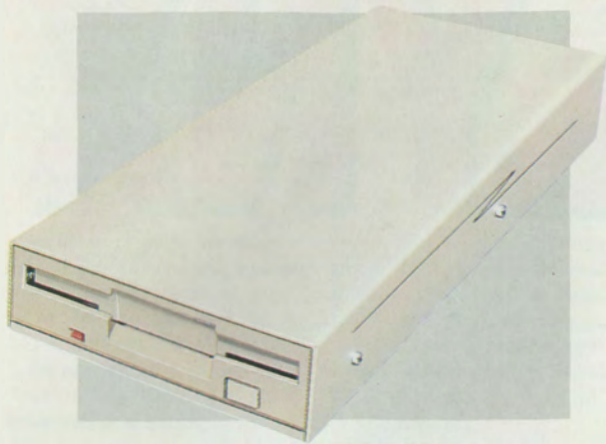
LASTING APPEAL: 64%  
ADDICTIVENESS: 65%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A



There is a technical readout sheet that can be called up during any part of the game. This will give you the low-down on all the droids that you can use in your game.

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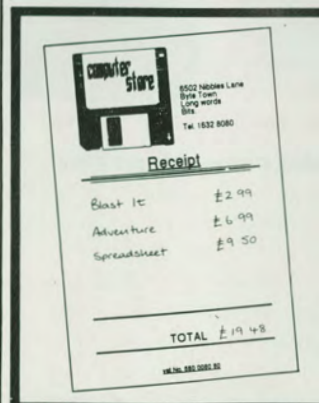
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# WIN A LYNX

With the new millennium just a decade away, one company looks destined to be a force for the year 2000 and beyond. Coincidentally, that company is called Millennium and they're getting stronger. Their debut releases harkened back to the days of traditional arcade entertainment, first with the highly-enjoyable Kid Gloves which exploited the addictive qualities of traditional platform arcade gameplay. Then came rubberized fun in the shape of Cloud Kingdoms starring that well-rounded character, Terry Ball. These two popular titles provide a sturdy foundation for the next wave of games. Now the Millennium initiative is innovation and originality as they prepare for the release of Resolution 101 and Thunderstrike.

Design team, Astral, wowed the world with their stunning scrolling effect, the so-called Astral Engine, in Archipelagos. This strange game of imaginary islands was sadly misunderstood, but now the engine takes the starring role in a game which combines the bewildering

scrolling technique with 100 percent pure gameplay. This game is Resolution 101, a futuristic battle against drug syndicates in the vice-ridden city of Envegas. Struggling for amnesty, you must break the drug rings which encircle this evil place - a truly classic battle enhanced by the Astral engine and great atmosphere.

Set for a summer release, Thunderstrike is no less an important leap in the field of sixteen-bit entertainment. From the keyboard of vector-graphic genius Brian Pollock, never has the feeling of flight been so effective on home computer. In this highly original interpretation of the arcade classic, Defender, you must defend your bases, intercept and destroy all enemy vessels and blast the enemy generators which build and launch your adversaries. With mouse control, you can swoop over mountains, dive into ravines and hurtle through canyons - miss this one at your own loss!

To tie in with the release of these two stun-

ning games, Millennium are offering exclusively to ST Action readers, the opportunity to win Atari's new hand-held console, the Lynx to the first person out of the hat who has correctly identified the games from which the four shots below have been taken. In addition the next ten names out of the sack with the correct answers will be able to choose a Millennium game of their choice. Then, the next twenty with all five answers to the posers will get a much-sought after designer Thunderstrike baseball cap.

All entries must arrive no later than July 31st. Send your entry to us at:

**Millennium Competition,  
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Europa House,  
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## The answers to the Millennium competition are:

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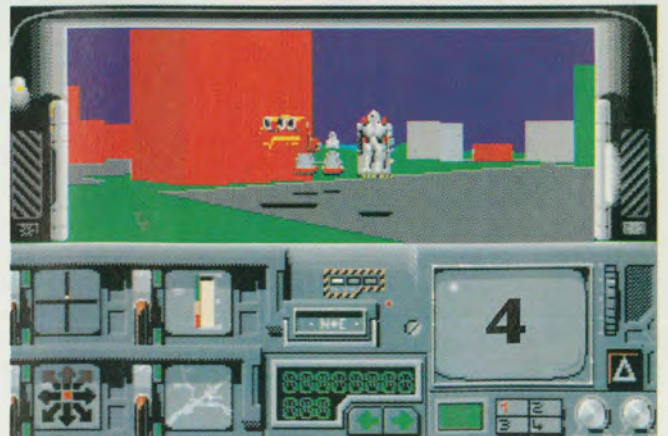
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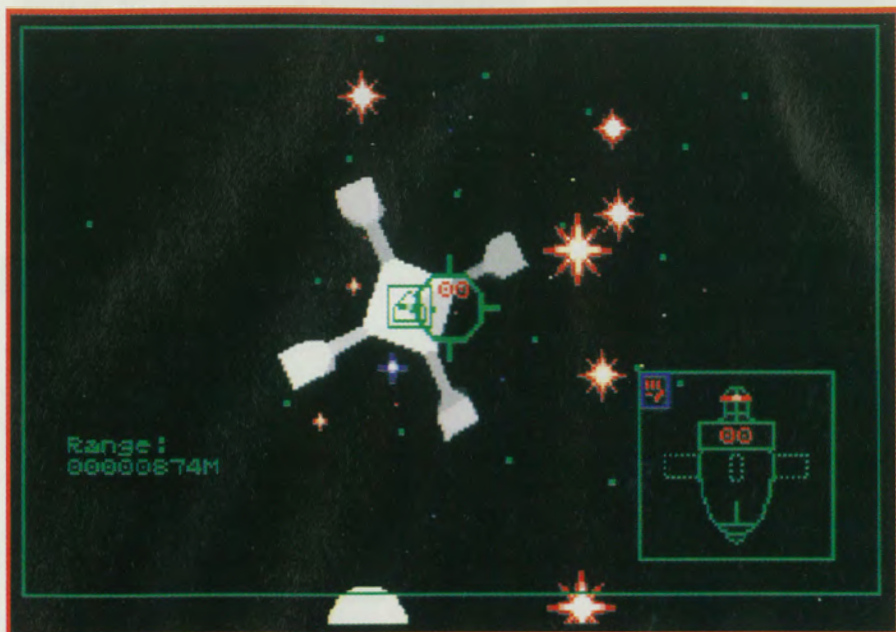


## ST Action Competition Rules

The Editor's decision is final and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Interactive Publishing Ltd and companies participating in competitions are not eligible to enter.



After launching from Sol-Base, you thrust your FOE-57 forwards, before pivoting on the spot and returning to base. Practice mission accomplished!



# WARHEAD

*"The Earth is being attacked by insect-like alien lifeforms. You are our last hope. Fly the FOE-57 spacecraft and turn the tables on the evil alien invaders once and for all."*

— — — ACTIVISION £24.95 — — —

Stardate: 2500. Location: Earth, a relatively quiet and peaceful planet. Well, on a universal scale anyway, a small and insignificant planet awash in an ocean of countless stars and unexplored galaxies. So why would they choose this feeble and pathetic planet? No one knows the real reasons behind the consistent attacks or from whom they are coming. The only evidence seems to stem from several insect-like creatures that were discovered on the

surface of our besieged planet. Thanks to revolutionary developments in fighter aircraft, there is a chance. This hope comes in the form of the FOE-57 spacecraft, a fighter craft designed especially for the ensuing disaster. You have been requested by the Fist of Earth world government to fly the FOE-57 and, hopefully, turn the tide of battle in Earth's favour. You are our last hope...

The immediate thing that you will see on Warhead is the superb opening sequence that briefs you on the history of the fated Earth and the attack by the alien lifeforms. Each little subsection of the text is defined with graphical images that really set the scene. Once your briefing has ended you will be asked whether you want to proceed with the game or save or load a game to or from disk. The game opens with you and your FOE-57 docked with Starbase. Your first few missions will be only training missions that will help you to become accustomed to flying your spacecraft. Messages will appear that will describe your course of action. The first requirement is to leave the Starbase and then re-dock with it. At the end of the mission you will be told whether or not you have been successful. You will notice that each mission will use a different part of your ship so that you fully appreciate how powerful the FOE-57 truly is. Once you have proven yourself worthy, you will be able to take on the might of the alien task force.

Warhead is a well balanced game that includes plenty of blasting while managing to sustain a fair amount of strategy and simulation. The presentation is superb in every detail. The opening sequence has been especially well done with atmospheric text and diagrams which have both been accompanied by an eerie soundtrack that heightens the overall tension. The graphics are represented in 3D and the update is both smooth and fast. I was most impressed with the navigational maps which are fantastically designed and interesting to view. Warhead is a first-class piece of software and I have no hesitation in recommending it. Don't hesitate in buying it. Well done MPH.

SW

Warhead is a corker of a game. It manages to incorporate mindless blasting with some very clever strategic gameplay. I was particularly impressed by the opening sequence to the game. The sound effects and atmospheric tunes really must be heard to be believed. Warhead is certainly a game in which the manual should be studied before beginning play. The complex star maps can prove to be quite daunting at times. Without doubt, Warhead is one of those games which really grabs you. I started playing it with the intention of stopping after a couple of hours, however, I ended up battling with the aliens for most of the weekend. If you fancy a game with a real challenge, then Warhead's for you.

NC

Everything you will need to pilot your craft is visible in the HUD (Heads Up Display). The weapons systems are indicated to the bottom-right of the cockpit. Control is through the mouse with the buttons controlling the thrust and retros. The FOE-57 is fly-by-wire controlled. The computer will operate the ship while all you need do is navigate and actually perform the task required by you according to the mission briefing.

STA



The enemy - an 'alienesque' inspired extra-terrestrial that is said to have evolved around a common garden species!

STA  
Rating  
**80%**

GRAPHICS: 84%  
SOUND: 86%

LASTING APPEAL: 79%  
ADDICTIVENESS: 80%

DIFFICULTY: AVE/HARD  
1ST DAY SCORE: N/A

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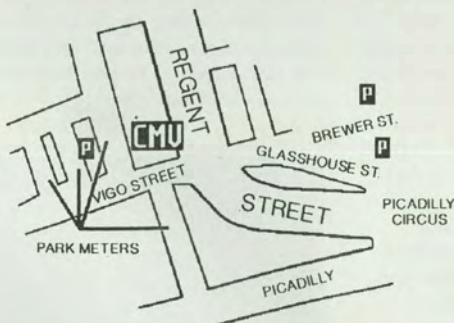
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# Dungeons & Disk Drives

**The long lazy days of summer are upon us once more and the sound of the snoring Troll is again heard in the land. In preparation for the coming holidays the Dragon has been searching in the holiday chests for buckets and spades, plus any beach ball which survived last summer's savaging - which is unlikely as when the Troll attempts to play Beach Rugger he uses Jungle Rules!! Evil Edna has sent off to her Clothes Catalogue for a mono-kini and I pity the first person who laughs when she hits the beach.**

In attempt to catch an advance glimpse of the new Sierra adventures which are about to burst upon us we borrowed an IBM PC which enabled us to give COLONEL'S BEQUEST and HERO'S QUEST a quick thrashing before they arrive officially on the Atari ST. Sierra games are always launched on the IBM PC and there can be a long gap before the ST version arrives. Still, spare a thought for our Amiga brethren because it sometimes takes another 6 months before these games surface on the Commodore label.

COLONEL'S BEQUEST plays like one of those old movies set in a mansion in the Deep South of America. Murder in the dark, secret passageways and eyes peering at you from behind the portraits in the library - spooky stuff! Reminds me of the Infocom adventure MOONMIST. HERO'S QUEST is an RPG which allows you to select the character of a Fighter, Wizard or Thief and involves some simple action sequences.

A third Sierra game called ICE MAN is also on the launching pad. The game was written by the same chap responsible for the Police Quest adventures, but in this quest our hero is a cross between James Bond and the Cadbury's Milk Tray man. Piloting submarines and dealing with Russian warships is the order of the day. You had just better hope that Sean Connery hasn't changed his mind since he escaped with Red October and returned to take charge of the opposition.

Much to the Troll's disgust I have decided that some compensation should be made for the abuse which letter writers suffer from our fat friend. Henceforth I have decreed that a prize will be made to the 'Letter Of The Month'. So if you



Down in the depths of Mount Anaias the demonic Lord Chaos plans a fearsome revenge. However, the controversy still continues as to whether the game is as good as its predecessor.

send in some really useful solution or a funny letter which brings a flicker of a smile to the Troll's face (not an easy task) then you'll receive something from his Lucky Dip!

## More Tall Tales From The Dungeon

Yes Troll, I can verify Mitch's Tale of The Mummy Who Ducked because I've had a couple of Blue Ogres do that on me in Dungeon Master (I haven't played CHAOS yet).

Launching a fireball at the same time as a monster advances, causes the fireball to go right through. Something wrong with the collision detection here, but a good little feature nevertheless. I have read of a few people who are disappointed with CHAOS because it locks

up and kills you for no apparent reason. I had all these 'features' in DUNGEON MASTER because I was playing with a 'hacked' copy. Just imagine trying to play D.M. without the manual. I didn't even know that you could cast spells! It was a real challenge and I bet many D.M. nuts would give their right arm to start again knowing nothing about the game. As I stated, I haven't played CHAOS yet, but I'll get hacking just as soon as I can borrow a copy from a friend.

**Bod Green, Coventry**

*Now I ain't going to start lambasting you with a lecture on piracy because that bores me rigid. On the wall of our Dungeon there is a sign which says:- 'There are two kinds of Computer Users. Those who admit to piracy - and those who tell lies!'*

With the programs found on the Chaos utility disk you can create your own dungeoneers. This balding fellow looks familiar



*I say: let he who is without sin cast the first fireball. On the other hand, I can't let such a letter pass without giving a low growl of protest. Perhaps you could consider the idea that actually buying CHAOS would give you the double joy of getting CHAOS quicker and make you feel good about giving something back to the guys responsible for all the hours of fun you've had. (End of Sermon!)*

## CHAOS - The Controversy Continues

Sacrilege! Infamy! I just can't believe that the Troll is taking a 'trendy, neutral standpoint over Chaos. Why in the name of the Grey Lord aren't you cracking skulls? Could it be that the Troll is losing his touch? Or are these the views of that walking, tabloid newspaper, Mitch?

Like you said, the main problem was that people did rather rush it, but you have to agree that FTL did drag their feet about releasing it and this was a contributing factor. This and the other big problem of - over-developed characters. Pardon me for saying, Oh Warty One, but have you yourself in this very column not given the following advice:- 'While waiting for Chaos, keep developing your champions'. If people have been following that advice for round about two years then there must be some mega-heavy champions about. Let people think about that when they moan. Also, the game does not crash. This can be easily remedied. When this occurs and the program out of the blue asks you to insert the game disk, simply press the on-screen OK button. It's that simple.

**Fidor The Steadfast, Cheshire.**

*Do my pointy ears deceive me? Do I hear someone accuse the Troll of being 'Trendy' and 'Neutral'? I'll let Mitch look after his own reputation in this matter except that I advise you to keep your legs crossed for a while as you're*

San Francisco is the setting for the second in Sierra's chilling Manhunter series. It's up to you to stop Cook's fiendish plans



*liable to receive a willow-ash wand in a painful position! My initial reaction to your letter was to kick things and bite lumps out of my club. If something's rotten then I ain't afraid to say so: the trick in this game is not to get drunk with power and run around squealing with glee when you find small bugs in an otherwise perfectly good game. I'm happy to list all of the things which I think are wrong with CHAOS (some of them I have mentioned previously) but before I did that I would also nail my colours to the mast which says it's still the best thing since Dungeon Master. Whilst I know that a Troll's views count for little, I think it's those who are knocking CHAOS who are being 'Trendy' and not the other way round. Just to prove that I can call a spade a 'bloody shovel' with the best of them, I will say that the game DOES crash from time to time. And when it does it's STONE DEAD! Even threatening to kick it around the Dungeon fails to bring it back to life so don't tell me clicking on OK solves it, because it doesn't. But so what? I still enjoyed every minute of it when it was behaving - which was 99% of the time.*

*To all of those who boast that they have completed CHAOS in double-quick time I think they should remember that there are many little puzzles hidden away in its depths so don't abandon it too quickly. I still like going back to the NO FIREBALLS section and luring those pesky, fireball-throwing monks in there by pulling nasty faces at them. When they start chucking fireballs and blowing the pants off themselves I can hardly walk home for laughing.*

## Held Up By The KINGS QUEST I Dragon

I'm stuck! I'm currently enjoying Kings Quest I but I can't get past the dragon. The beautiful mirror is sitting there in all its glory, but every time I go near it the stupid dragon fries my brain.

I think I read in one of your earlier issues on the shelf of W.H. Smith's

(don't worry, I buy my own copy now) that I have to put his fire out, but I've got nothing to carry any water in!

Please put a humble gamerster out of his misery.

Oh, I almost forgot - what is the Golden Walnut for?

**Ian Parsons, Birmingham**

*As I recall, you enter the Dragon's Den by climbing down the rope in the well. Attached to the end of a rope is a bucket. All you need now is a knife to cut the rope. There is just the object you need under a large rock to the left of the castle. Try pushing any large boulder you see.*

*As for the golden walnut, well the official solution book says you can either keep it for points or give it to a bad guy. What the book doesn't say is that there is a sweet, cuddly Troll who lives under a nearby bridge and you should really give it to him. It does mention something about the Troll and a goat, but I'm sure you don't want to know about that.*

## All Entrances Blocked In Manhunter II?

Yo! My main Troll. I need some real help on Manhunter 2 and seeing how you are the best adventurer this side of Daventry, I come to you for help. On Day 2 how do you get on to the pier? How do you get into the private club, and how can you get past the rat in the pipe by the pier? Also, I have tried everything to get into the Ferry Building and the Laundry.

**Mark Leitch, Slough**

*Looks like nobody wants to let you in anywhere. Maybe we both have the same problem. When did you last change your socks? Well, the good news is that on Day 2 you can't get into any of the locations you've mentioned - which no doubt accounts for your difficulty! What you should be doing is using the muzzle to get into Tad Timou's apartment. Getting*

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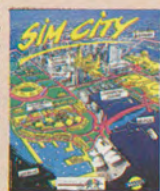


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through the temple sequence and escaping by snatching a scroll and jumping out the window, going East from the temple and solving the mystery of the tobacco pinches. You can then round off a fun-filled day by beating 10 bells of hell out of the waxwork dummy with a mallet. There now, what bits did you omit from that little lot?

## Sighs From The Bridges of Venice

What a game MURDER IN VENICE is, I can't stop playing it but I'm stuck! stuck! stuck!

Please help or I will have to go to Venice itself to find the well.

I can't find the well no matter where I click on the screen. Also where is the corridor?

I don't know the code for the work site.

I can't speak foreign languages (what does the letter from Mr. Hofling mean?)

If I use the make-up facility to look like one of the characters will the other characters treat me like that character?

How do I defuse the bomb?

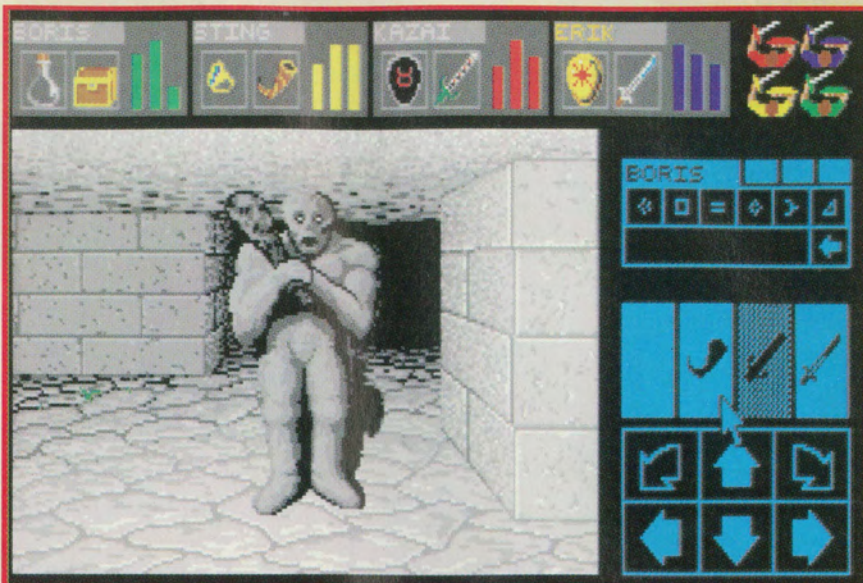
**Sean Mackay, Oxford**

Now here is a game which proves the point that one human's meat is another Troll's garbage. I can't answer any of these questions because after playing the game for 30 mins I decided that it was complete rubbish and I threw it in the moat! Since then I have read a number of glowing reviews and your letter has made me feel decidedly uneasy about my initial decision. I have attempted to retrieve the situation by asking Infogrammes to send me a solution to the game, but as usual in this business I got lots of nice words but no solution. If anybody can help, send it in. Who knows what the Troll will send you in return? Well actually I do know, but that would spoil the surprise!



What big teeth you have grandma. When visiting the elderly lady, make sure she's not really a wolf in a dressing gown. If it's okay, give the old dear some hot soup.

There are monsters and there are monsters. Some are easy meat, others like this stone golem is a more than a fair match.



## Letter of the Month Bloodwych Maps Revealed At Last

This morning my favourite ST magazine fell through the letterbox and, as is my wont, I immediately turned to the dark and dank Dungeons and Disk Drives pages. Imagine my anguish as I read a plea from your very good self asking, nay pleading, for a map of that wonderful game BLOODWYCH. How could a mere mortal such as I ignore your cries? I straightaway delved into my collection and unearthed my treasured copy of the paths through the dungeons. These are the pages you will find closeted with this missive. If you still have any problems please feel free to contact me.

**Harry Maton, Croydon**

Great, bulging warts, what an unusually respectful human you are! I can't get over the number of maps you've sent, no wonder we were forever getting lost.

Trouble is I suspect we won't have any excuse now for not returning to the game and finishing it. Fear not, such deeds shall not go unrewarded. You are hereby awarded 'Honorary Trollship' which entitles you to leave your bedroom like a pigsty at all times and fart under bridges.

P.S. Mitch insists that I send you some free software. I told him that you would be thrilled enough with Troll Status, but he won't listen. Humans!

## Man Overboard In MINDSHADOW

I've managed to get onto the pirate ship in the MINDSHADOW game, but I can't get off again. How do I persuade the Captain to stop the ship and let me off? I can get the meat-cleaver if I need it and the tarpaulin which is in the lifeboat.

**Roy Wilson, Co. Antrim**

'I can get the meat-cleaver if I need it!' What an unusual statement from a human. Don't you know the first rule of human adventurers? 'If it ain't nailed down - take it!' I can see you'll need a course on 'Greed and Thoughtlessness' if you are going to rise in the ranks of adventurers.

Well, the Captain is also a human so there is no use trying sweetness and charm to stop the ship, you'll just have to take action on your own behalf. For a start get the cleaver and use it to hack through the anchor chain (yes that's what I thought as well!) You also need to TAKE CANVAS, EXAMINE CANVAS. Leave the ship's boat and go S,S,E,E and LOOK TELESCOPE. Now you will see another ship which is just the transport you need to get home. You have already found that the Captain will not stop the ship so you must take a chance. Move N,N,E,E, take a big breath and start swimming.

## No Help From The Templar In IRON LORD

How can I get the Templar's help in IRON LORD? I have won the arm-wrestling competition and was told I had shown my strength, but what else must I do? I've helped everybody else, but I need the Templar's help to win the war.

I have finished CHAOS, can you tell me if many other players have finished it as I do not know anyone else in Iceland who has finished. Thanks, from your brave adventurer in Iceland.

**Magnus Tharlacius, ICELAND**

*I'm stuck with this question because someone upstairs decided IRON LORD wasn't an adventure. I can only appeal to other humans to help out, but I wouldn't hold your breath!*

*As for CHAOS, yes, there are a few who have finished it - a few thousand! I'm not surprised that you are the only one who has completed it in Iceland, everyone knows that reindeers are useless at casting spells.*

## Paying The Ghostly Ferryman In Kings Quest II

I am unable to get across the poisoned lake in Kings Quest II. I am also unable to get into the Antique Shop because it's closed. Does it ever open? Whenever I try to save my game position I get the message 'Enter the INIT Disk'. What the hell's the INIT Disk?

**BAZ.**

*Well not only are you a silly human, you are also a naughty one. The reason you can't SAVE is because the game recognises that you are using a COPY instead of an original disk. All you need do is insert the original Disk 1*

*and all will be well. What do you mean you ain't got an original Disk 1?*

*The Antique Shop opens after you have completed some of the initial tasks, so forget about it for now. There are two means of getting across the lake and both involve the ghostly boatman. Before you go for a boat ride I suggest you pay a visit to the Dwarf's house which is located near the bridge across the gorge. If you time your visit right he will be out and you can steal some jewellery from his chest and chicken soup from his stove. (Did you know that chicken soup is also known as Jewish penicillin!)*

*You could pay for your passage across the lake with a piece of the jewellery, but a neater way is to visit your granny and give her the soup. She'll reward you by letting you look under her bed, and guess what you'll find - a Dracula's cape and ring. If you wear these the boatman will think you are the boss and take you across for free.*

## Happiness Is A Warm SNOOPY Solution

I enclose what must be the first completed solution to THE SNOOPY ADVENTURE as you'll probably need it (hee! hee!). I think your review of the game in ST ACTION was unfair as it should have received 100%.

Can you please answer the following MENSA questions.

1. When will Leisure Suit Larry III be available?

2. I have completed Police Quest II, but what bothers me is that I am forced to kill Jessie Bains to complete it. Is there no way I can 'cuff' him to win?

**David Mateer, Belfast.**

*Look, Sunshine, it's bad enough getting blamed for what I do but I'm not putting up with getting bashed for things I didn't do. Who said I had any-*

*thing to do with reviewing SNOOPY? Look again at the names in the Comment slots and tell me if you can see one signed T.Roll. Mind you, I hate dogs because they look a bit too much like goats for my liking.*

*Larry III is now available, but don't ask me anything about it as Mitch decided that only he and Edna are old enough to look at the naughty bits.*

*As for being squeamish about putting a couple of well-placed holes in Jessie, well I can't help there. After all the heart break he caused me, I would have preferred a solution that involved stuffing him under Evil Edna's bed for a month, but no such luck.*

## Getting Your Money's Worth From The CHAOS Slot Machine

In Issue 24 I read a tip in your section about the 'Mace of Order' seeming to help you move faster. Well I have found this weapon in CHAOS and I find that when you hold it in your fighting hand it adds 4kg to your carrying ability. I found this weapon in the room below the Diabolical Demon Director. In this room there is a slot for Coins. Put money in the slot and then move two paces to the right, move forward through the illusion wall and turn anti-clockwise. Here you will find the altar where the weapons appear.

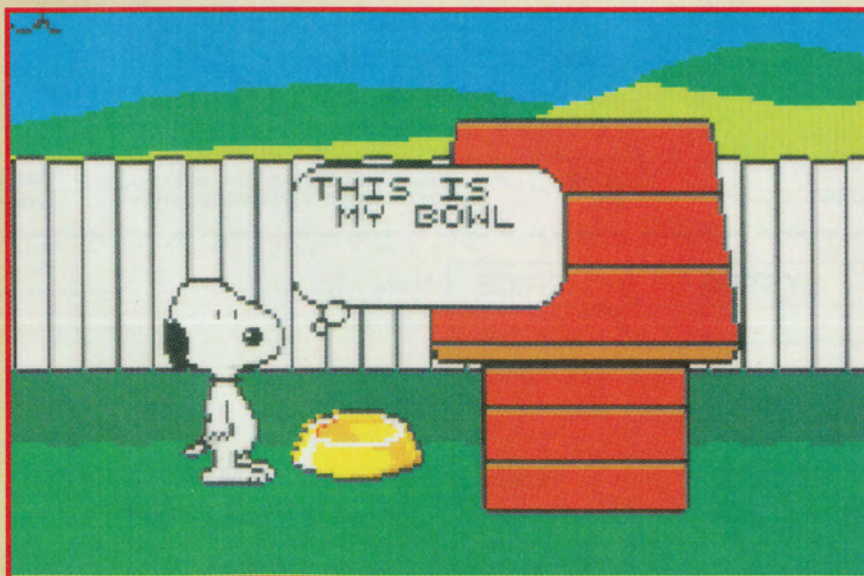
**Christopher Wood, Oldham.**

*Yes, I know that rotten slot machine only too well. I put a fortune in the slot and never won anything! It was days later that we finally stumbled on the altar and by that time it looked like Christmas Day in the Dungeon. We could hardly carry all the goodies we found. I wonder if you found the other small alcove we found in a corridor? There is one where you can walk through the wall only to find three solid walls behind it. If you then stand and wait a little longer the solid wall opens for a moment to reveal another alcove with an altar in it.*

One item thrown under my bridge this month was a packet containing two disks of adventure solutions. One of the two is devoted to Bard's Tale I. The other has a range of adventure solutions plus a few fighting fantasy games. At £2.50 per disk they are obviously extremely useful to the would-be wizard. Contact John at, 32, Merrivale Rd, Rising Brook, Stafford. ST17 9EB.

Send your letters, old socks, cheese and spare beachballs to:-

**The TROLL  
C/O The Dungeon  
29, Blackthorn Drive  
Larkfield  
Kent ME20 6NR.**



Everyone's favourite Beagle stars in his own game. However, whether the game is actually and adventure is somewhat questionable. Especially when you consider the Troll hates dogs.







# YAK'S YAK

Greetings Atarians; I'm in Tadley at the moment, just got back from the Atari show in London; I'm typing this up on the office Macintosh just prior to heading back up the M4 home to Molly, Flossie and Devpac Developer. I'm itching to get back on the case of my new mega-quick spriting routines I'm putting together for Defender II. The game is coming along nicely; at the moment it's essentially Defender I with some new aliens, but it runs most of the time at 50Hz and the controls are just right, Thrust and Reverse behave exactly as they do in arcade Defender. In fact, as Stargate is a superset of Defender I and Def II is going to be a superset of Stargate, I intend to offer the player the choice of playing 'classic' Defender, Stargate, or 'new improved' Defender II with loads of new enemies, some tarted-up scrolling and better graphics to satisfy the screenshot brigade. The main concern is to keep the game fast and smooth. The control mode is just about perfect as it already is.

My visit to the Atari show was brief; Llamasoft didn't exhibit this time and so for the first time in living memory I actually had to pay to get into the Novotel. The show seemed about the same as most recently; downstairs was mostly people selling cheap software, disks etc., whereas upstairs was a bit more interesting, with some of the more serious ST applications being demonstrated and an Atari stand where one could clock such groovy items as the TT and the legendary Atari Transputer Workstation. I do like the new TT keyboard; in fact I like the TT quite a bit more since I saw one almost running Trip-A-Tron down at Atari HQ. (T-a-T ran OK, but the screen image was misaligned, shifted left by 160 pixels. Probably due to slightly different rules about screen base positioning on the TT, and nothing which couldn't be fixed in a five minute session on Devpac. The speed increase was impressive, particularly in Sillyscope and Starfield displays). HiSoft say that most of their utilities run OK on the TT; if this applies to Dev Developer, I could well fancy a TT as a development-engine for the ST and Amiga.... have to hope Atari sell Photon Storm well enough to provide me with royalty dosh enough to be able to afford one!

Also of interest at the Show was a cheap (ish) Genlok for the ST; I assume that the finished version will be for all versions of the ST, although the prototype on display was running on the STE. There have been rumours of cheap ST genlocks flying about for years, but nothing has ever become of them; the ST's slightly non-standard video output is notoriously hard to genlock. Let's hope they get it right this time; maybe then the ST will start to enjoy the same success in the desktop video scene as the Amiga currently does. Genlocked Trip-A-Tron would be particularly zarjaz.

I had planned to go to the Interactive Publishing beano on the Thames the evening after the show, but unfortunately due to a communications failure between my Mum and the organisers, I had been told that the binge was on the Saturday evening and had arranged my trip down from Wales accordingly. Unfortunately, when I actually inspected the tickets upon arrival at the venue, I was dismayed to see that the date was for FRIDAY 1st June... well, you have to laugh...

The trip wasn't wasted, though; I spent the evening visiting a friend of mine in London; we both had Lynxes, so we got into a good session of doubles-CalGames and my latest Lynx acquisition, Gauntlet III. Unfortunately we couldn't try multiplayer Gauntlet as we only had the one cartridge. Gauntlet III on the Lynx is a great game; it takes a bit of getting used to as the 'blasting' aspect of traditional Gauntlet has been de-emphasised in favour of a more strategic approach. You can only fire a single shot at a time, meaning that your style of play has to be cautious exploration rather than piling into a situation emitting shots in all directions. Once you get used to this more restrained style of playing the game is most enjoyable, with neat enhancements like the 3D view-ahead box which allows you to see monsters attacking you from offscreen, and the extended inventory/potion/magic scroll system which makes the whole game a bit more cerebral than its arcade antecedents. Multi-player, the game should be even better. As Lynxes become more popular, expect to see jacked-in clusters of players littering the seating areas closest to the bar at Atari shows...

The multi-player aspect of Lynx is one of the most exciting aspects of the machine, in my opinion. Few of the early Lynx releases use the Comlynx feature - only Gauntlet and CalGames so far - but expect to



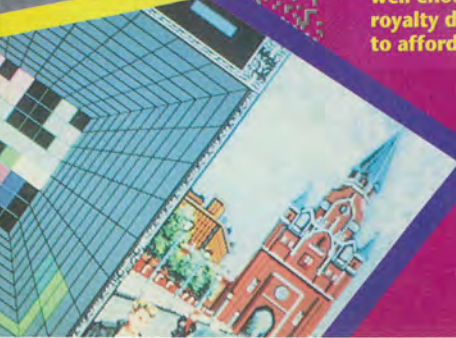
see it being exploited a lot more as designers get to grips with Lynx. Multiplayer arcade games are a small step along the Cyberspace route - four players playing Gauntlet on Lynx are experiencing 'shared virtual reality', albeit on a small scale. I would like to see Atari introduce some kind of cheap modem link for Lynx - allowing you to play multi-player games over a 'phone line. It'd be great - if I was having a boring evening in Wales I could ring up a friend for a game of Gauntlet or a spot of surfing!

Here's a trip for those of you who are into the Colourspace/Trip-A-Tron scene: get a Lynx and learn how to surf really well. Then, bung on some music (Floyd's Echoes, for example!), turn off the lights and get into the wave. Forget the scoring (for maximum points all you have to do is lots of quadruple-360s, which can get boring) and just go surfing for fun. Dance on the wave. Flow with the music. Forget the competitive aspect of the game and just surf for the pleasure of it. It's great fun...

Well, that's about it for this month, except to recommend a couple of things to the discerning ears and trigger-fingers of my fellow videojunkies: After Burner on the Sega Megadrive - it is TOTALLY awesome; not much ground detail but breathtaking 50Hz 3-D blasting fun (watch the way your missiles curve off to their destination leaving a contrail of smoke) with an amazing synth-rock soundtrack pounding away in the background; and the Inspiral Carpets' album 'Life' (great band, great music, great logo! (moo!)).

Must finish now; I have to leap in the red ship and do the motion thing if I'm going to get back to Wales in time for a little programming session tonight!

Yours at the wrong end of the M4



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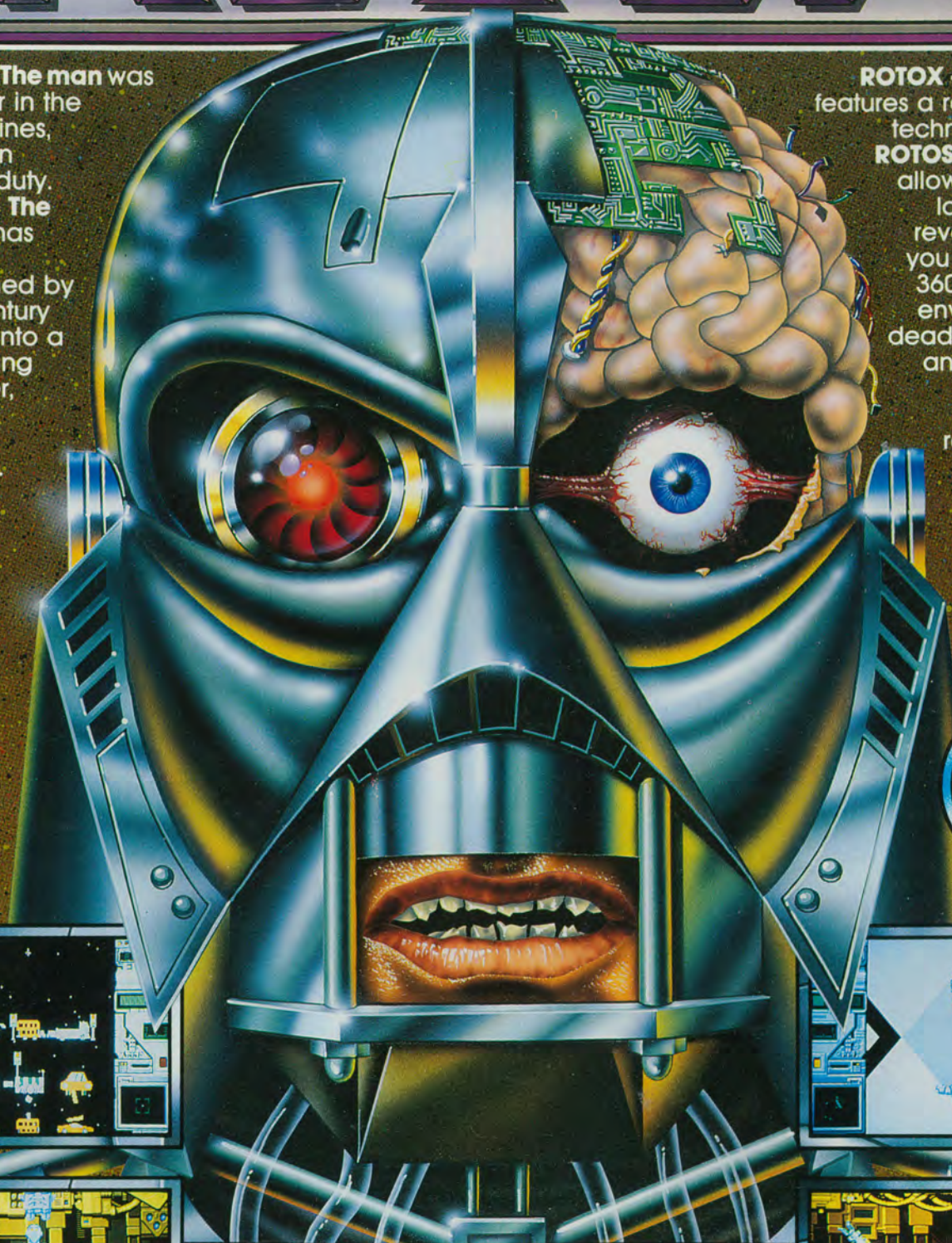
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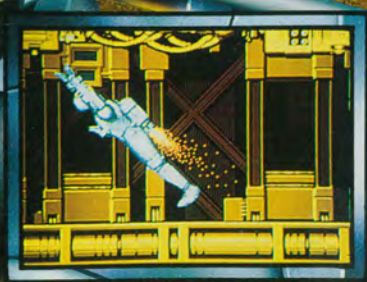
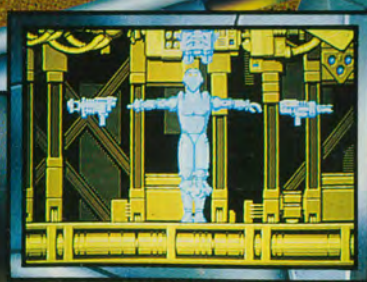
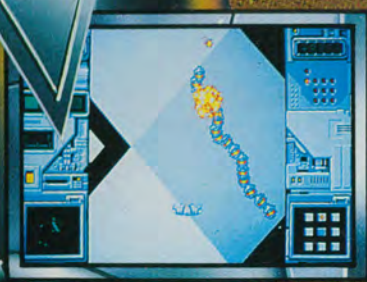
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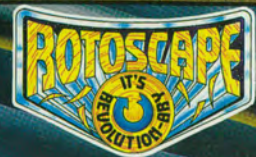


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